

*Rules--Continued.*

on the other in the middle of the table, and so on; but should a web be played next a fly, he is caught in the same, and then should a spider be played next, the spider catches the fly, and takes the trick. Should a web be played before or after a spider, and then a fly, the fly is caught, as the spider has his web, takes the trick, and plays again. Should two cards of the same character be played in succession, the first to be turned over, and placed in the middle of the table, as before. The double spider can take a single or double fly (with a web as before); and should he take a double fly, to count three tricks for it—single, only one. If a single spider catches a double fly, to count two tricks for it. When any player has exhausted all his cards, those in the middle of the table are then to be shuffled, and the players, as they exhaust their own, will then take the top card, and those that do not form tricks, to be placed in the middle as before, and to be shuffled every time they have been all turned. The player who catches most flies wins the game. If two or more players, at the conclusion, have an equal number of tricks, the cards are all to be shuffled, and those who were equal will take one in turn from the pack, and the one who obtains the three first spiders to be the winner.

*The Spider and the Fly.*

*A new and capital round game  
for from four to twelve  
players.*

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*RULES.*

First shuffle the cards, and deal the whole of them round (the players to deal in rotation); the dealer to play first by turning up his uppermost card, and then the player on his left hand next. Should the first turn up a spider, and the next a web, and the third a fly, the player who turned the spider will then take the three, as they form a trick, turning them face uppermost on the table, and play again; but, should a fly be played next a spider, the spider cannot catch a fly without a web, and he is then to be turned face downwards in the middle of the table; and, should a spider be again played next a fly, the fly is then to be turned, and placed