Spelling and Numerical Game.

One set of the alphabet letters are numbered with the odd numbers from No. 1 to No. 51, and other sets with the even numbers from No. 2 to No. 52, in different colors, so that the suit can be easily distinguished.

Rules of the Game.

Each player draws a card from the pack; the person drawing the highest number is entitled to the deal. The dealer commencing at the left and dealing one or three cards at a time as the players may agree. If two persons are playing twelve cards are to be dealt to each ; if three or four, ten cards to each ; if five or six, eight cards to each ; if seven or eight, six cards to each, the dealer turning a card for trump and crediting himself with the number upon said card, to be counted for game. The number upon the card turned for trump decides whether odd or even numbers shall be trumps. The person at the left of the dealer plays first, and if a trump leads, trumps must be played by the others if they have them. Said trump may be taken by a higher number of trumps or higher still by any number of which it is a multiple, namely, if even numbers were trumps and No. 40 should lead it could be taken by a higher even number or higher still by numbers 2, 4, 5, 8, 10, 20, as No. 40 is a multiple of these numbers. The highest of these numbers winning the trick. When a number which is not trumps leads, the other players must follow suit if they have it, and it can be taken by a higher number of its own suit, or higher still by any number of which it is a multiple, the highest of these winning as already explained. If a player does not have the suit he can trump the trick, namely, if even numbers were trumps and No. 49 should lead No. 51 would hold it unless No. 7 should be played, as No. 49 is a multiple of No. 7, and any trump would now hold it above said No. 7. If No. 24 trump now held it, numbers 2, 3, 4, 6, 8, 12 would hold it above No. 24, as No. 24 is a multiple of these numbers, the highest of these winning. Again, if No. 52, the highest number of trumps, held the trick, numbers 2, 4, 13, 26 would hold it, as No. 52 is a multiple of these numbers. If a number leads which is not a multiple of any number other than itself, or No. 1, the highest number of its suit or the highest number of trumps wins. When the cards are all played the players count the numbers upon the cards which they hold, a tally sheet to be kept by each player. Then the players form or spell as many words as possible with the letters which they hold. The letters may be used over and over in different words. The words to be formed must be the names of persons, animals, fowls, insects, fruits, plants and minerals. When a word of two letters is formed the count is 10, and 20 may be added for every letter thereafter, the count of these words to be added to the number already counted. The person having the highest number wins the game. A very good way of playing is to take one thousand points for game, the person obtaining that number first winning. In case of nearly an even game the numbers upon the cards have the preference above the numbers obtained by forming the words.

Children's Game.

A simple game may be played by the highest number of suit, or the highest number of trumps, winning the trick, and counting the numbers upon the cards, and counting them over again upon the cards which form the words.

Simple Game.

After following the above rules in the manner of dealing, and the kinds of words to be formed, the players commence at once to form words and count the numbers upon the cards which form the words.

Anon

(AGCA has orig)