

CORONADO

FOR TWO PLAYERS

1. Lay aside all the cards below the sixes.
2. Deal five cards to your opponent and yourself, first three at a time, then two at a time.
3. Turn up the next card to see what the trump is.
4. After the cards are dealt, if the opponent of the dealer thinks his hand strong enough to take three of the five tricks he leads any card he pleases. If he does not win three tricks the dealer scores two points.
5. If, however, his hand is weak he demands more cards. The dealer may refuse or agree to this. If he refuses and does not take three tricks his opponent scores two points. If he agrees he may also take some cards himself.
6. Any number of cards from one to five

may be asked for. After receiving them, the opponent, if still dissatisfied, may ask for more, but the dealer may decline, without being compelled to take three tricks, as at the first asking.

7. **Each player must discard as many cards as he wishes to draw before taking the extra cards.**
8. **When a card is led the other player must play a higher card of the same suit if he has it and thus take the trick. If he cannot follow suit he should trump. If he can neither follow suit or trump he may throw away any card he pleases.**
9. **Winning three tricks out of five counts one point, except as provided in paragraphs 4 and 5. Winning all the tricks counts two points. The player who first makes seven points Wins the Game.**

