

# FOOZLE

FOR ANY NUMBER, BUT ESPECIALLY  
GOOD FOR FOUR PLAYERS

## USE THE FULL PACK

and from it deal five cards to each player, first three at a time and then two. Better hands are secured when so dealt than when only one card at a time is given.

## BEGINNING AT THE LEFT OF THE DEALER,

each player in turn bids for the right to name the trump suit by stating the number of tricks he thinks he can win, five of course being the highest possible number.

## THE PLAYER WHO BIDS THE HIGHEST NUMBER

must lead and the first card he plays shows the trump suit. The others follow suit if possible. If they have no trumps they can throw away any card. The winner then leads any card he wishes and players follow suit if they can. If unable to do this they may either trump or

throw away. Thus proceed until the five tricks have been played.

### **THE SUCCESSFUL BIDDER**

plays against all the others. If he wins the number of tricks he bid he scores one point for each trick for each player. Thus if he bid three, and had three opponents, he scores nine. **He gets no more if he wins more than he bid.** If he fails to win the specified number each opponent scores one point for each trick bid. Thus if he bid four and won three or less, each of the other players scores four points. **The player first scoring 50 points wins.**

