

QUATRO

FOR ANY NUMBER OF PLAYERS

Deal the entire pack, **one card at a time**. Should the cards not come out even it is of no consequence, it being rather an advantage than otherwise to hold an extra card.

The idea of the game is to make up tricks of four cards **all of the same number**.

The dealer begins by asking any other player for a card of which he already holds at least one of the same number in another suit. The person asked hands over the card if he has it, and the winner then calls for another card from any player and **continues asking as long as he is successful** in guessing the holder of the card he wants.

If the player asked does not hold the card asked for, it becomes his privilege to ask for a card in the same manner.

When a player succeeds in getting **four cards of the same number** he announces the fact and lays the trick in front of him face down. After all the cards have been formed into tricks the game ends and the player who has taken the most is the **WINNER**.