

SACHEM

1. Shuffle the cards and deal six to each player. The next card in the pack is then turned up to show which suit is trumps.
2. The player at the left of the dealer then leads any card and the others play in turn.
3. If one can follow suit he may either do so or trump. If he has no card of the suit led, he may either trump or throw away any other card. Thus it will be seen a player may play a trump card under all circumstances, but if he does not trump he must follow suit if he can.
4. The highest card of the suit led takes the trick, unless a trump is played.
5. The points to be gained are as follows, scoring for the player who **captures the cards**:—The first trump played counts three, the last trump played counts three, the 9 of trumps counts nine, and "Sachem" counts seven. To see who has "Sachem" count up the sevens and eights. The count goes to the player having the most.
6. The player who first makes 50 points **WINS THE GAME.**