

The Despised Nines

Lay aside all the low cards up to and including the fives.

THE OBJECT OF THE GAME

is to avoid taking any of the **Nines** which count four points each against the one taking them.

THE PLAYER AT THE DEALER'S LEFT

begins; the others follow suit if they can. If they cannot follow suit they may throw away any card, preferably of course a Nine. There are no trumps.

THE WINNER

of a trick leads in his turn.

AFTER EACH PLAYER HAS HAD A DEAL

the game ends and the player having the lowest score **WINS**.