

JAIMY

FOR ANY NUMBER OF PLAYERS

DEAL FIVE CARDS TO EACH PLAYER and turn up the next card to show the trump suit. The player at the left of the dealer leads any card he pleases. If a player can follow suit he may either do so or trump; if he cannot follow suit he may trump or throw away. The highest card played of the suit led takes the trick unless trumped.

EACH PLAYER PLAYS FOR HIMSELF—there are no partners. If a player wins three tricks he counts three. If he takes all the tricks he scores seven.

WHEN A PLAYER HAS WON THREE TRICKS

he can stop the play and claim his three points. If he allows the play to continue he scores nothing unless he takes all the tricks, in which case he scores seven.

THE PLAYER FIRST MAKING 21 POINTS WINS THE GAME

If there are four or six players they may play as partners, two or three to each side.