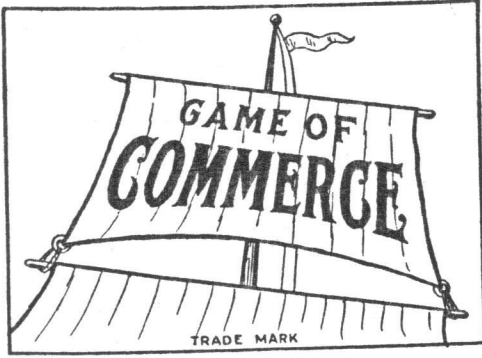


COMMERCE

**RULES**



**“The Game That Is Different”**

**Great Fun for  
Adults and Children**

**U. S. Patent**

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**COMMERCE**

—  
A  
Wonderful  
New  
Novel  
Card Game

that is a delight for the young and the old to play.  
The game is fascinating and educational; requires  
skill yet has a great element of chance.

—  
THE COMMERCE DECK IS PATENTED

**PRICE \$2.00**

For sale by Dealers, or by mail from

~~Commerce Game Sales Co.~~  
~~5886 York Boulevard, Los Angeles, Calif.~~

Sole manufacturers of the Game of Commerce

Patented in the U. S. and Canada

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HERBERT T. COX, M.D.  
5878 YORK BLVD.  
LOS ANGELES

## INTRODUCTION

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In introducing to the public a new card game it has been my desire to place before you a game of an entirely new type from the usual run of card games. In doing this I have endeavored to create a game that is interesting and fascinating to adults, yet simple enough in its regulations and mathematics to be readily played and understood by a child of seven or eight years of age.

Adults as well as children enjoy games that put into action things of everyday life. So this game is designed to center around Industry or Commerce.

Thus the main suit cards are designated by carriers of commerce, namely automobiles, ships and airplanes. The Honor cards are designated by products or activities of commerce, namely fruits, grains and industries. The individual card of each of these last three groups has a different illustration representing divisions of that group. The greenback cards and the bank card complete the feature of commerce as something of concrete value, hence these cards have the greatest single value of any cards and add an element of chance, as will be seen when the game is learned.

In starting the game and designating the duties of the players, cards called "Directors" are used thus corresponding to the directing heads in business. To differentiate these from the regular

game cards, each has a design of a megaphone such as is used by movie directors on location.

The fact that the game is played with racks is an entirely new and novel feature in card games. The scores are counted in small figures and always low and nearly always below 50 for each hand, thus making it easy for children to count their score. It is the author's hope that this game may be the means of securing many hours of pleasure at home around the fireside. I have been ably assisted in executing my designs by Walter E. Beadle, who wishes you many hours of joy.

HERBERT T. COX,  
Los Angeles, California.



**DESCRIPTION OF THE PACK**

The game of **Commerce** consists of eighty cards which are divided into 64 suit cards, and 16 non-suit or honor cards.

The suit cards which are black in color with a double design, (except the bank card) are designated as automobiles, ships and airplanes. (Fig. 1, 2 and 3.) Each of these suits runs from one to

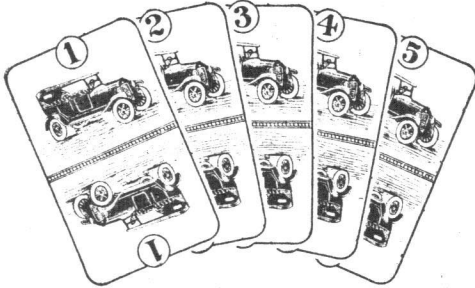


Fig. 1. Suit of Automobiles

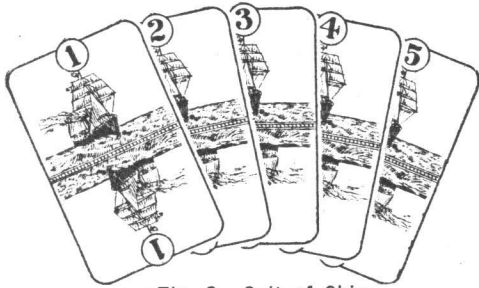


Fig. 2. Suit of Ships

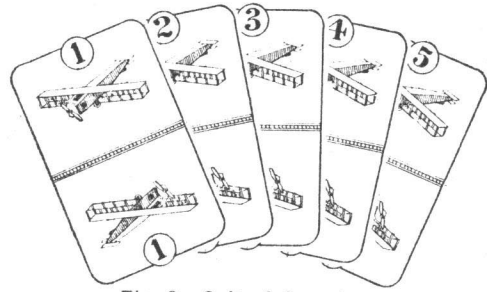


Fig. 3. Suit of Aeroplanes

five, and thus in these three suits there are fifteen kinds of cards. There are four of each number making a total of 60. (Fig. 4).

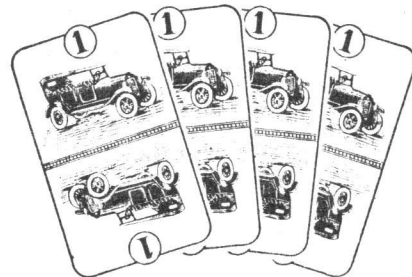


Fig. 4. Shows the Four Number Ones of Automobiles

In each suit also is a single card designated as the Captain of that suit and not numbered but bearing the word **CAPTAIN** in the center and a letter **C** where the numeral appears on the other

suit cards. These three captains bring the total to 63. (Fig. 5).

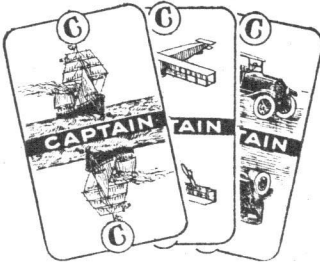


Fig. 5. The Three Captains, one for each Suit

The Bank card is the 64th card and completes the suit cards. (Fig. 6).



Figure 6. The Bank Card, only one card to the deck.

The non-suit or honor cards which have a single design on each card are in red, green, yellow or blue and are as follows:

Industries (representing mining, fishing, manufacturing and oil) are blue, consist of four cards numbered from one to four. (Fig. 7).

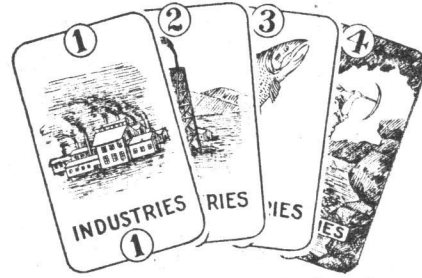


Fig. 7. Industries. Four cards only, as shown above

Grain (representing corn, barley, wheat and oats) are yellow, consist of four cards numbered from one to four. (Fig. 8).

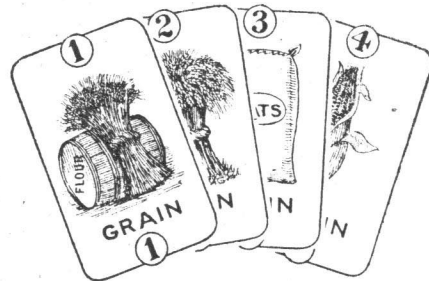


Fig. 8. Grain. Four Cards only, as shown above

Fruit (representing apples, grapes, cherries and berries) are in red and numbered from one to four. (Fig. 9).

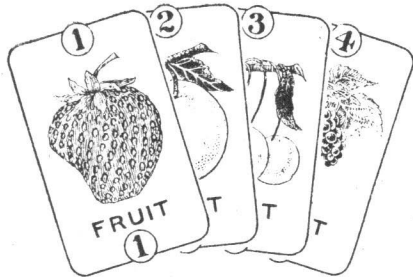


Fig. 9. Fruit. Four Cards only, as shown above

Greenbacks (representing money) are green and numbered from one to four. (Fig. 10).

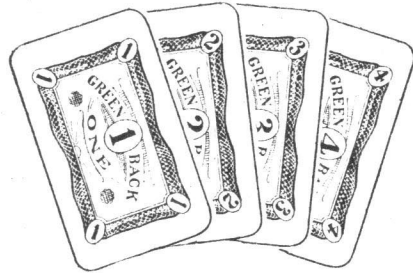


Fig. 10. The set of Four Greenbacks. Four cards only, numbered from 1 to 4.

This makes four sets of honor cards with four in each set which totals 16.

None of the cards except the greenbacks have any value of their own as individual cards and

score points only as they are formed in combinations during play.

The following table shows at a glance the composition of the game:

	No.	Sets		
Airplanes	1 to 5	4	20 plus one capt.	21
Automobiles	1 to 5	4	20 plus one capt.	21
Ships	1 to 5	4	20 plus one capt.	21
				—
				63
Bank card	.....			1
				—
Total suit cards	.....			64
Non-suit or honor cards				
Industries	No. 1 to 4	4		
Grain	No. 1 to 4	4		
Fruit	No. 1 to 4	4		
Greenbacks	No. 1 to 4	4		16
				—
The pack	.....			80

## RULES OF PLAY

The game of "Commerce" is played always as individuals and not as partners, and may be played by two, three or four players. Four players are the preferable number and the following procedure applies for such a number of players (see later for rules for two or three players).

**THE SHUFFLE.** The eighty cards are all thrown face down in a pile loosely, and are stirred about with the hands to thoroughly mix them. Then they are placed in a pile in the center of the table. Another method suggested is that each player take approximately one fourth of the cards and shuffle his portion and then the four shuffled portions can be placed in one pile in the center of the table.

**DIRECTORS CARDS.** Directors Cards are used to decide the duties of the players in beginning each hand. The Directors Cards (eight in number) are shuffled and dealt around one at a time face up to all of the players. This gives two to each player. The deal is made by any one of the players.

The player obtaining the **WHOLESALER CARD** now cuts the pack piled in the center of the table, into four portions as nearly equal as possible, and places one pile in front of each player, face down. These four piles are called Supply Bases.

**DEALING THE CARDS.** The player having the **RETAILERS CARDS** now takes the **SUPPLY BASE** in front of him, which is known as **SUPPLY BASE NO. 1** and deals to his **RIGHT**, one card at a time until each player has **EIGHT CARDS**. When **BASE No. 1** is exhausted he picks up the first **SUPPLY BASE** to his **RIGHT** and continues until the eight are dealt to each player.

The **SUPPLY BASES** are numbered from one to four, beginning with the **RETAILER'S** as **NO. 1** and passing around to his right, 2-3-4; **NOTE**, that the same player may draw both Wholesaler and Retailer cards, in that case he acts as each. Each player takes the card board disc corresponding to his number; placing it in front of his rack, with his Supply Base over the square of the disc. (Fig. 11).

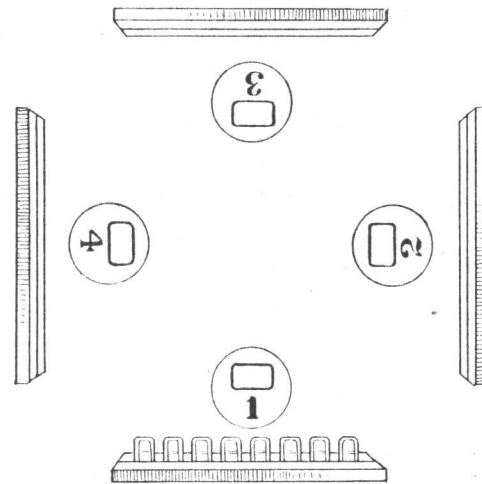


Fig. 11. Diagram of Positions of the Racks and Supply Bases. No. 1—the Retailer, with cards in Rack, and Supply Bases to his right numbered 2, 3 and 4

**OBJECT OF THE GAME:** As stated before, the cards with the exception of the Greenbacks have no value individually but only as they appear in scoring combinations in the players hands. The object of the game is to be the first player by means of a series of draws and discards to complete a hand, containing as many counting combinations as possible. The one having the highest count after four hands have been completed is the winner.

**A COMPLETED HAND.** A Complete hand is made up of two combinations of three (or four, see drawing fourth card later) and one pair, eight cards in all except for each greenback or set of four of a kind, the hand will contain one more card than eight. (As soon as a combination of three of a kind is obtained it must be played out in front, i. e. laid face up in front of the rack.)

**PLAYING.** Each player takes his hand which is the eight cards dealt by the Retailer, and places them in the groove of his rack facing him, arranging them in groups according to the kind, to aid in playing. Any greenbacks the player may have in his hand are placed out face up in front of his rack, and one card drawn from the bottom of the fourth Supply Base to replace it in his hand, so that his hand contains eight cards before he begins to play. (For greenbacks drawn during the game see Greenbacks, later).

The Retailer begins the game by drawing the top card from the Supply Base, which was partially used in the deal, and discarding either one of his other cards or the one just drawn. When he discards he plays the card face up in the center of the table, and calls it out by name, so that the other players may hear and see which card it is.

If no player cares to take the discarded card, the next player to his right or number 2, plays in the same manner by drawing the top card from the

same Supply Base, and discarding one to the center of the table, in the same manner as player number one had done. Then the player to his right or number 3 plays in the same manner, and so on: each player retaining the cards that he thinks will be most valuable in completing his hand, until one player completes his hand.

When a player has completed his hand he announces it by calling out—"I SELL OUT," and then all players place their cards in front of their rack in a row face up, and the scores are counted. (See counting).

The order of play is always to the right hand or counter-clockwise from the Retailer who is the first player, and the cards are drawn from the top of the Supply Base to the right or counter-clock wise from the last one used until some player completes a hand or all of the cards have been used.

The procedure for every player in his regular turn of play is to draw one card from the Supply Base and discard one card, but if he has taken a discarded card when it was his turn to play then he does not draw from the Supply Base but must discard one to finish his play. No player can draw until the preceding player's discard has been placed face up on the table and his hand is removed from it; also no player can discard until after he has drawn a card or bought the previously discarded card.

**TAKING A DISCARDED CARD.** When a player discards a card, if any player should have two cards (a pair) like it he can take it by saying "I BUY." He then plays out his combination in front of his rack and discards one card from his rack. The play then passes to the next player to his right, and if any players intervene between him and

the one who discarded the captured card they loose their turn. After a card is Bought a player must discard but does not draw a card from the Supply Base until his next turn.

**THE SPECIAL CARDS:** In the suit cards are the Captains (one in each suit) which may be used as any other number in that suit to complete a combination, if two cards of like number are held; or the Captain can be used to make a pair with one other card if in so doing the player can Sell Out. A Captain cannot be bought unless the player has two cards of the same number (of the same suit and same number) with which he can match it to complete a combination of three, or to match with a single card of that suit when it completes a pair so that he may sell out. Examples: If you have two 4's of automobiles, you can buy the Captain of automobiles to make three 4's, or if you should have one 4 of automobiles and need only to complete that pair to sell out, you may Buy the Captain to complete the pair of 4's.

**THE BANK CARD** doubles the score of the player drawing it, when the score is counted, and besides may be used for any other card in the deck, in order to complete a hand, or in an uncompleted hand at the end of the game. Example, if a player's hand is complete except for one card he can call the Banker's Card that card which is needed and Sell Out. The players score is counted using the Banker's card in its substituted place and then his total score doubled. The Bank Card cannot be used to make a fourth card in a combination.

**THE HONOR CARDS.** In the honor cards of fruits, grains or industries, two of a suit count in the score (see counting) and are used to buy a third to finish a combination the same as in the regular suits. Example, two grains will count when

they complete a hand as a pair, or are held in any hand at the close of play; or three grains used to complete a combination. There being only four grains in the pack, no two of the cards of course will have the same picture or number. An honor card can not be Bought when discarded unless the player buying it holds two cards of that suit on his rack. The Bank card can be substituted for any of the honor cards when needed.

**THE GREENBACKS** upon being drawn are immediately placed out in front of the rack and another card drawn from the bottom of Supply Base No. 4 to take its place, and then one card discarded. Each Greenback counts individually 3 points, except if a player draws the greenback with the number corresponding to his Supply Base, it counts double or 6 points.

**COUNTING: SUIT CARDS.** These apply to all hands.

- Three of a kind (of 1, 2, 3, or 4)
  - of the same suit ..... 3 points
  - Three 5's of the same suit ..... 5 points
- Four of a kind (of 1, 2, 3, or 4)
  - of the same suit ..... 5 points
  - Four 5's of the same suit ..... 10 points

**HONOR CARDS:**

- Two (a pair) of Fruit, Grains or Industries ..... 3 points
- Three of a suit of Fruits, Grains or Industries ..... 5 points
- Four of a suit of Fruits, Grains or Industries ..... 10 points
- Greenbacks, each counts ..... 3 points
- Greenback of players own number Supply Base ..... 6 points
- Bank Card doubles the player's score.



**THE WINNER:** The "Commerce" cards are played around four times or in other words four completed hands are played, and then the scores earned by each player are added and the player having the highest score is the winner of the game. Refer to the counting list on the opposite page in counting the score of each hand unless you have memorized it.

**DRAWING A FOURTH CARD:** If a player has three cards forming a combination in front of his rack exposed and should draw a fourth card of that same number and suit he may lay it out also with the other three and draw one card from the bottom of Supply Base No. 4 to take its place and then discard one card, as is done when a greenback is drawn. The fourth card materially increases the value of the combination. The fourth card can not be taken from the discard but must be drawn by the player having the other three cards like it.

**PENALTY:** If the hand ends and a player does not have a clear hand, 5 points are subtracted from his score; if he has no score he is given a minus 5 score. A clear hand is understood to contain only cards of one suit (as ships for example and no aeroplanes or automobiles); and does not refer to any of the honor cards.

**IF NO ONE COMPLETES A HAND** before all cards are drawn each player then places his cards out and the score of each player is counted.

**WAITING HAND** is where only one card is needed to complete a hand in order to **SELL OUT**, and usually contains only two cards, (not matched). If any player discards a card like either one held, the player with the waiting hand can buy it to complete a pair and discard his other card, thus

completing his hand. **NOTE**, this is the only time a discarded card can be bought unless two like it are held in the players hand.

**SPECIAL NOTES:**—The **BANK CARD** cannot be matched with one suit card to make a pair with which to **BUY** a discarded Captain. Also the **BANK CARD** can not be included with a Captain in the same combination of three to complete a hand.

If the Bank Card is drawn early in the game it is best not to use it to complete a combination or pair, but to reserve it to be used as the last card needed to complete the hand, because it may be used for a substitute for any other card in the deck except a greenback.

If two or more players wish to buy the same discarded card the one who speaks first gets the card.

Three or more suit cards of a kind count as a combination; two may be used as a pair to Sell Out but do not have any scoring value.

Two or more Honor Cards of a kind count, but one each of two kinds of colors can not be counted as a pair.

Do not forget that the Honor Cards (colored) do not count against a clear hand, but all black cards must be of one suit or you are penalized.

**CHOICE OF SUITS:** The player should immediately decide after the first card is drawn which suit he will save and begin to discard other suits, for the play may end before his hand can be clear-

ed, causing a penalty on the player. Each player secretly decides which suit he is going to save and does not announce it.

**RULES FOR TWO OR THREE PLAYERS:—**

The only difference from the method followed by four players is in the starting of the game.

If three are to play two blanks are removed from the Directors Cards, using only six when they are dealt around.

If two are to play, four blanks are removed from the Directors Cards, and four are dealt around to start the game.

In each case whether two or three play, the cards are dealt by the Wholesaler into four piles of twenty each, the Retailer being number one and the other piles, numbered to the right, two, three and four regardless of the positions of the players at the table. Each player using the number of the Supply Base in front of him, and the game is then carried on according to the rules for four players.

When two are playing "Commerce" it is preferable to sit opposite each other at the table, thus one would be number one and the other number three with piles numbers two and four, one to either side of the table.