

RULES FOR PLAYING

BOURSE

— OR —

STOCK EXCHANGE.

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The pack consists of eighty cards, ten of each commodity—wheat 80, corn 70, cotton 60, oil 50, beef 40, pork 30, mutton 20, stocks 10.

Any number of people from three to eight may play the game, and as many commodities must be used as there are players; for instance, if there are only four players, only one-half of the pack is used.

Shuffle the cards thoroughly, and deal to the left, one card at a time, until the pack is exhausted. Each player will then arrange his hand, sorting the commodities to suit his own taste, and decide which commodity he wishes to control.

The dealer, when his cards are arranged, calls "play," or an offer to trade by the dealer may be considered an announcement that the board is open.

The object of the game is to secure a hand composed entirely of one commodity. This is accomplished by trading cards with other players. A player offers to trade, and trades any number of cards with any player willing to trade an equal number. This continues until some player completes his hand and calls "sold," which ends the hand, and counts one point for the successful player.

The cards are again shuffled and dealt, the deal passing to the left. Continue until ten hands have been played, when the player having won the greatest number of points wins the game.

Second Method of Counting.—Each hand won counts as many points as the number printed thereon; wheat counts 80, corn 70, cotton 60, etc. The first one getting 240 points wins the game.

Players do not have to wait their turn to play—all play at once, and all talk at once. The player who can make the most exchanges in the least time usually wins the game.

Do not inform your opponent what commodity you wish nor of what commodity you wish to get rid of. Just trade cards, two, three four, or any number you wish at a time, and do it lively. If you cannot corner one commodity, try another. The cards you trade must all be of one commodity. That is all wheat, all stocks, or all pork, etc.

Bourse may be played progressively, and will be found to possess extraordinary merits as a fun producer when played in this way.

In playing partners the same rules apply. The partners should first trade cards with each other, to ascertain what commodities are desired by each, and then proceed to trade with other players until one of the partners completes his hand, which wins the point.

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