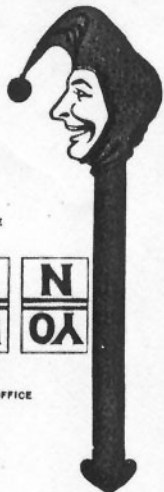


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TRADE

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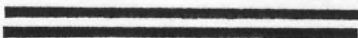
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CANADIAN PAT. FEB. 21, 1911.

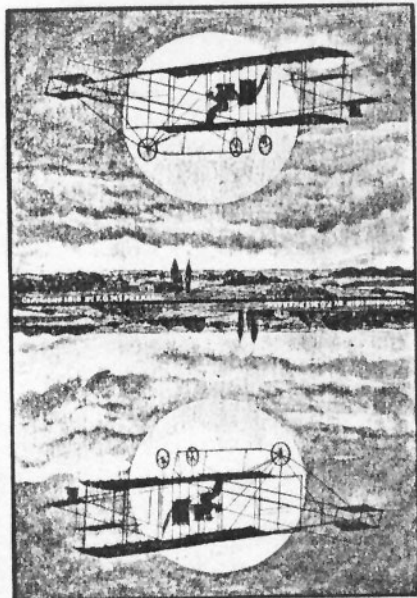
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I WIN =  
YES LOSE

A GAME OF QUALITY

PRICE 50 CENTS

MANUFACTURED BY  
UNITED GAMES CONCERN  
BEAVER FALLS,  
PENNA.

2  
A

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2

# LATEST - GREATEST

A VERY UNUSUAL GAME.

Playable by from one to twelve persons.

## I WIN—YOU LOSE

Reg. U. S. Pat. office, 1916—TRADE MARK—Canadian Pat. office, 1916.  
U. S., Nov. 29, 1916—PATENTED—Canada, Feb. 21, 1911.

A Card Game that is decidedly original, unique and thoroughly interesting.

Entirely different from the various other card games that have heretofore been created.

A clean cut, perfectly connected game; built on practical ideas.

Its simplicity of principle and the manner of playing are such as to enable any person to readily participate in this most interesting game; while the possibilities for scientific playing are exceptional.

If you Like the Name, you will Like the Game.

Your dealer will supply you, or mailed postpaid upon receipt of 50 cents.

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### EXPLANATION.

The pack consists of 48 cards, exclusive of the Jester Card.

The denomination or playing value of the cards is represented by the index figure on corner of card, while the index letter represents the suit.

The denominations and suits are as follows:

Denomination 1, 12 cards. Suits 3A, 3B, 3C & 3D  
" " 2, " " " " " "  
" " 3, " " " " " "  
" " 4, " " " " " "

On the face of cards are characters which furnish the body or substance of the game.

All plays should however, be governed and played from and according to the index.

On card No. 1 in red, is the letter I, card No. 2, the letter W, card No. 3, the letter U and on card No. 4, the letter N.

On the opposite ends of these cards are shown the following letters in black:— Card No. 4, the letters YO, on card No. 3, the letter U, on card No. 2, the letters LO and on card No. 1, the letters SE.

Thus, when any four cards of the above denominations are placed face upwards and in consecutive order, they give you the winning phase of the game; I WIN, while the opposite ends of same appear before the loser thus; YOU LOSE.

Preferably, no trump is used in the game, plays being governed by denomination and suit only.

### PLAYING RULES

#### TWO PLAYERS

Thoroughly shuffle or mix the cards, dealing 9 to each player.

When two persons only are playing, one not dealing leads with play.

Player leading, continues to do so until he fails to secure trick; when player taking same makes leading play, as is the custom in ordinary cards.

Player leading, plays such card as according to his judgement, thought advisable; which knowledge will become apparent after the playing of a number of games.

Endeavor to secure or win among such tricks which you may take, ONE EACH of denominations 1, 2, 3 and 4, (regardless of suit) same to be top or last cards played. Trick to be placed in pack form face up (exposing last card played only) before player taking same.

In accomplishing this you have won, while your opponent has of course lost.

It is not necessary that the required tricks be taken in their regular 1, 2, 3, and 4 order, but ANY card you need may be taken and utilized at ANY time during the progress of game.

Each card can be taken by but one other card or denomination ONLY, as follows: 2 TAKES 1, 3 TAKES 2, 4 TAKES 3 and 1 TAKES 4.

Suit, (A, B, C or D) must be followed in accordance with that of lead play, when possible.

In order for a follow play to secure trick, not only must card be of proper denomination, but of similar suit to lead play card.

In case of being unable to play suit, dispose of such card as you think best; and if possible, one which you may not especially need and yet will not aid your opponent in way of progress.

When making a lead play, it is usually policy to play such card, when possible, as will likely procure a card which you are in need of should your opponent not win same; or such as would require opponent to play a winning card that he does not need.

Regardless of who wins a trick, the last or top-most card played is the one which must be utilized.

By observing the illustration on JESTER showing small cards, it should enable one to readily understand the primary principles of the game.

In brief, endeavor to secure such cards (last on trick) as you need (1, 2, 3 and 4) and give to your opponent such cards as he does not need or already has.

When the top or last card on the trick is a duplicate denomination to that already possessed by and on the board before the winner of same, then such trick is ineffective (further than to place him in lead) toward progress in completion of board and is laid aside as discard.

In the event of entire pack being dealt out and no one as yet having won game, the discards are shuffled and redealt until a winning is effected.

## RULES—PARTNERS

### —FOUR HANDS—

#### SIX CARDS TO EACH PLAYER

Principle of game remains the same and the result endeavored to be gotten is identical as in two hand game.

Player to left of dealer makes leading play at opening of game.

If opponent following one leading should make a winning play, then the partner of leader would be required (should the trick be desired) to play a card which would be effective in taking card just played.

In partner playing, the tricks won are taken care of by one representative player on each side.

Please bear in mind: the last card only on trick, is the one which is effective and utilized by party taking same.

#### THREE HANDS

##### EIGHT CARDS EACH

Same general method as heretofore described.

#### PROGRESSIVE PLAYING

In event of a number of persons desiring to play in progressive form, games are counted at such time as any player or players succeed in completing playing board.

If points are to be recorded, each trick on formation board counts for one point. A complete or winning board (four tricks) would count four points.

When more than three hands are playing, the TOP OR LAST CARD on trick only, is taken and placed on board before winner, (providing card of that denomination is not already represented there) balance of cards being laid aside as discards.

Discards must be kept separate from balance of undealt cards in pack, till such time as pack is exhausted.

In playing games where more than four hands (from 5 to 12 hands) are participating, the entire pack should equally as possible be dealt out, any odd cards that might be left over, to be discarded.

## JESTER

The Jester or 49th card is but an extra or side card, which may be used at option as follows:

This card played at any time, will take any trick regardless of what other cards may be played.

If however, the Jester should be the last or top-most card played, trick is not effective, further than to place player of same in the lead. Jester may be played with excellent effect on a trick that otherwise would have been taken by opponent, especially when the trick would have made him a winner.

When Jester card is led, player may specify suit, and in accordance with which follow plays must be made, if possible.

## SOLITAIRE

General rules regarding denominational value, suits and order of playing, are same as heretofore given.

Deal out three hands of eight cards each, placing each hand in a separate row, face upward, except the first hand dealt, which is left in pack form, face downward.

Of the three hands dealt out, each represents a player.

Playing is done in the same manner as in a regular three hand game, except that one person does the playing of three hands.

Also, in that the plays made from the first hand dealt are of a blind nature, on account of cards being face downward.

Last hand dealt, is accepted as the players hand.

In beginning game, first play is made from unexposed hand followed by play from hand representing other opponent, and third play from the remaining upturned or exposed hand, which represents person playing.

Hand winning trick then leads.

Three formation boards are kept, in order that it may be seen just what progress is being made by each hand.

Player at all times should play to the best possible advantage for the particular hand that he at the time may be representing. In thus doing, hand of the individual is placed to somewhat of a disadvantage, which fact should be appreciated.

In playing Solitaire in the foregoing described manner, one will find it to be a most fascinating game.

Opponents' boards should be placed in such position as would read You Lose, (in event of being completed) to solitaire player.

A further slightly varied method of playing solitaire and which affords great opportunity for deep and careful calculation and thinking, is as follows: Deal out three hands of eight cards each, the entire three hands to be placed face upwards. Each representative hand being played and looked after in similar manner as in foregoing method.

## HANDS-UP

A very novel and excellent form of I Win—You Lose; playable by three or more persons.

All hands dealt, are placed face upwards before players and exposed to full view. This manner of playing affords an unusual opportunity for close observation and study and should be played with extreme care. "Hands-up" is governed by same general rules as heretofore given, except that all hands are exposed to view.

At all times, player in all I Win—You Lose games, should use best possible judgement in the making of each and every play.

Study carefully, your board, opponent's board, your hand, opponent's hand, (to the best of your ability) and cards past played.