

Directions for Playing 'Change

(Lion Coffee game premium by Woolson Spice Company)

This game is for from three to six players. When less than six hold hands, complete books should be removed from the pack so that there will be either the same number books or else twice as many books as players. The object of the game is to obtain a whole book.

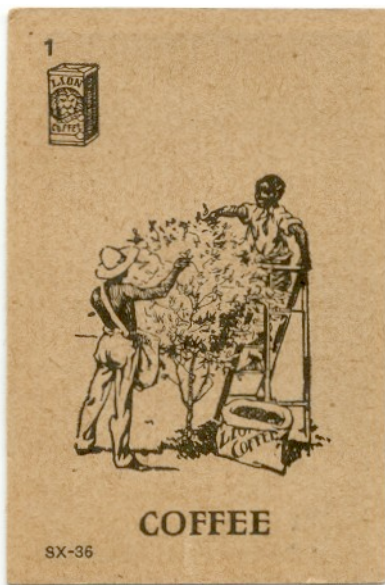
The dealer shuffles the cards and distributes them all - one at a time - among the players, beginning with the person at his right hand.

Each player then endeavors to complete a certain book, of which he holds the greatest number of cards. 'Change is open and each player being careful to conceal both the identity of the book he is trying to complete and the cards he offers to trade, endeavors to exchange undesirable cards for desirable ones.

Suppose a player holds three "Hay" cards, two "Wool" cards, and one "Cotton" card. Of course he would figure to fill "Hay" book. Consequently he would call "one for one," or "two for two." If someone answered his "one for one," he would exchange his "Cotton" card, or if someone answered "two for two" he would exchange his two "Wool" cards, desiring, of course, to get "Hay" cards in return. (*Editor note: the implied rule here is that all traded cards in an exchange must be the same.*)

Thus the game proceeds, each player calling out his trade cards until someone having completed a book calls "Exchange," and wins the hand.

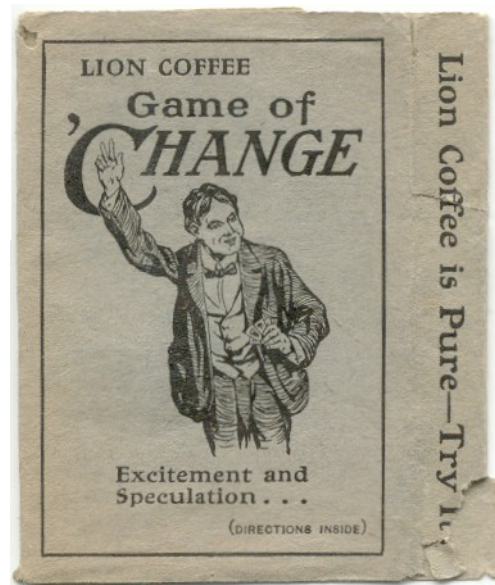
The number of hands won are scored and the person getting five books first wins the game.



Card front



Card back



Game cover

The game consists of a paper cover open at the top and bottom, a sheet of instructions the size of a game card, and 42 game cards of 6 books (a book is a set of seven cards, numbered one to seven, of one of the commodities: coffee, corn, cotton, hay, wheat, and wool.)