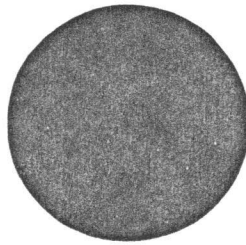




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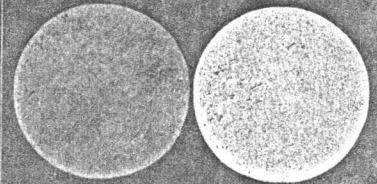


GREENBACK.

Greenback \$\$\$ by the million, is what we need, and we want them quick.

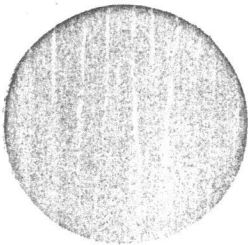
BELIEVE, THAT

The Game of
National Finance.



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WICHITA, KANSAS.

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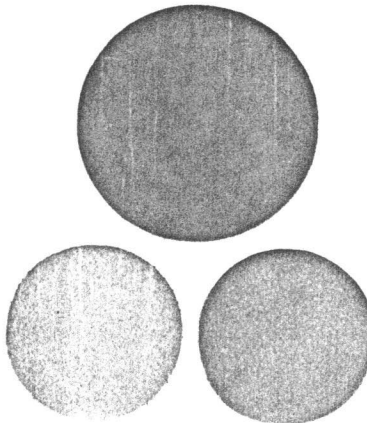


SILVER BASIS.

We are for the Free and Unlimited Coinage of Silver, at 16 to 1. The Silver Dollar was good enough for the unit of value prior to 1873, why not now? The West and South say it is.

VOTERS

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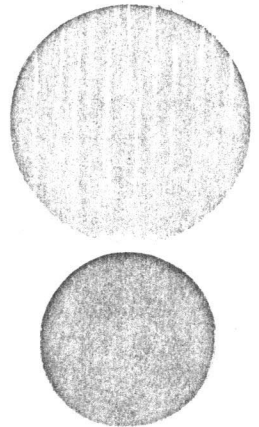


TRIMETALISM.

There is luck in odd numbers, and we want three money metals, Gold, Silver and Copper, and Big Money for all.

PEOPLE

2 Copyright, 1895, by W. T. BUCKNER.



BIMETALISM.

You are a lemon and are squeezed by Gold. When the lemon gathers more substance it is again squeezed. Bimetallism will take the lemon out of the squeeze.

ASSERT, THAT

RULES
FOR THE GAME OF
National Finance.

Copyright, 1895, by W. T. BUCKNER.

The case contains thirty-six cards divided into six classes, with six cards, numbered from 1 to 6, in each class.

All the cards in a class have the same symbol. Each class represents a financial theory, viz.: Bimetallism, Gold Standard, Silver Basis, Copper Bottom, Greenback and Trimetalism.

The sentiments printed on the six cards of a class represent the CONCLUSIONS from the summing up, and the arguments of the advocates of that particular theory of finance. The bottom line on the six cards humorously expresses the attitude of the advocate, and all written for the instruction and diversion of the reader.

TO PLAY THE GAME.

Each player draws a card; the highest number gets the first deal. If the highest number is drawn by two or more, they must draw over. Any number of persons from two to six may play.

Shuffle and deal the cards, one at a time, until all are dealt; but when only two persons are playing it is better to use but four classes.

The first player to the left of the dealer lays a card on the table FACE DOWNWARD, and calls on the player to his left for a number, which he must hand over FACE DOWNWARD, and take up the card offered. The next player to the left then lays a card on the table face downward, and calls on the one to his left for a number, and so on around the table.

If the player called on has not a card of the number called for, or if he has the number, but only in a class of which he has in his hand not less than four cards, he can pass, and the next player to the left must furnish the number and take up the card offered, or pass for the same reason as the former.

The first player to get a class wins the game, and according to the class he gets is either a Gold Bug, a Silverite, a Bimetallist, a Copperite, a Greenbacker or a Trimetalist. The last line on the sixth card of the class gives the name of the advocate.

Players can stipulate, if they desire, that when a game is won the one having the least number of cards of the class he was playing for shall deliver a short address on that particular kind of money.

It is usual to play for the class of which you have the greatest number of cards, though each one may play for any class he

AGCA
ARCHIVES

These circles are green, gold, silver Copper -

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