

TRUSTS AND BUSTS

or FRENZIED FINANCE

(TRADE MARK REGISTERED)

How It Feels to Make and Break in Wall Street

RULES FOR PLAYING THE GAME.

This game is a vivid representation of stock speculation as carried on by the general public through the brokers' offices of Wall Street. The uncertainties of the game and the anxiety of the players to be on the right side of the "Market," together with the possible occurrence of a "Boom" or a "Slump" give to the game the power to call up every emotion that stirs the real speculator in stocks.

There are 86 cards in the pack, as follows:

- 60 Cards representing "VALUE" cards (6 sets of 10 cards), with numbers and spots marked on them from 1 to 10.
- 13 Cards representing shares of Stock in as many prominent Trusts, called "TRUST" cards, each marked with a number which counts in making up the score.
- 16 small Cards called "MARKET" Cards, representing the various changes in stock market conditions, such as "Long" for high prices; "Short" for low prices; "Frenzied Finance Boom" for scarcity of stock; "Frenzied Finance Slump" for too much stock; "Put" for privilege to tender stock at a high price when the market price is lower; "Call" for privilege to buy stock at a low price when the market price is higher; and "Spread" for privilege to buy or sell at either a higher or lower price than the market. Of these 16 small cards (or "Market" cards) 4 are marked "Short," 1 marked "Long," 1 marked "Frenzied Finance Boom," 1 marked "Frenzied Finance Slump," 2 marked "Put," 2 marked "Call," 1 marked "Low Spread," and 1 marked "High Spread."

The game can be played by 2, 3, 4, 5 or 6 persons, or if two packs are used by as many as 12 persons. When a large number of persons are playing it is more interesting to play as partners, 3 against 3, or 4 against 4, or 6 against 6, the partners sitting alternately around the table.

To begin the game separate the three styles of cards (the "Trust" cards have different colored backs than the "Value" cards and the "Market" cards are half size), and see that there are only as many sets of "Value" cards used as there are players; that is if only five are playing use five sets of "Value" cards (from 1 to 10) or if only four are playing use four sets, if six are playing use six sets, etc. Then shuffle each style well and lay them face down in three piles by the dealer, who then takes up the "Value" cards and deals one at a time, beginning at the left, until each player has ten cards. The dealer then turns up the top "Trust" card and lays it in the centre of the table. The first player to the left of the dealer then makes a bid for the stock by placing on the table face up whichever "Value" card he thinks will get the stock, a "one" if he thinks "Short" will turn up or a "ten" if he thinks "Long" will turn up, or a "three" if he thinks "Put" will turn up, etc. After all the players in turn have made bids for the stock by placing a "Value" card face up on the table, the dealer turns up the top

"Market" card and throws it over the "Trust" card lying in the centre of the table. If it is marked "Long" the person playing the first number 10, or if no number 10 has been played the person playing the first number 9 takes the stock or "Trust" card, and if it is marked "Short" the person playing the first number 1, or if no number 1 has been played the person playing the first number 2 takes it. When taking in the stock the winner must allow the "Market" card to remain face up on top of the "Trust" card and at the same time remove the "value" cards from the centre of the table. If the card marked "Frenzied Finance Boom" should be turned up, the person playing the first number 10, or if no number 10 has been played, the person playing the first number 9 takes the "Trust" card and also takes all the "Trust" cards taken previously during that deal by other successful "Short" bidders, including the card won by "Frenzied Finance Slump"; and if the card marked "Frenzied Finance Slump" should be turned up the person playing the first number 1, or if no number 1 has been played the person playing the first number 2, takes the "Trust" card, and also takes all the "Trust" cards taken previously during the deal by other successful "Long" bidders, including the card won by "Frenzied Finance Boom." As there are sixteen "Market" cards in the pack and only ten bids can be made in a deal, it is by no means certain that a "Slump" or a "Boom" will occur. If the card marked "Put" is turned up the first player bidding 3 wins, or if no 3 is bid the first player bidding 4 wins; if the card marked "Call" is turned up, the first player bidding 8 wins or if no 8 is bid the first player bidding 7 wins; if the card marked "Low Spread" is turned up the first player bidding 5 wins and takes all the "Trust" cards previously won on "Calls"; if the card marked "High Spread" is turned up the player bidding the first 6 wins and takes all the cards previously won on "Puts." In the event that a "Market" card is turned up and there should be no "Value" card played that wins, the next "Market" card must be turned up, and so on until a winning card turns up. In such cases the "Market" cards must be shuffled again after the play.

After the ten Trust cards have thus been bid for and won as above described the player next to the left of the first dealer then takes the deal, (the first deal having been determined, by "cutting" the value cards—the player showing up the highest number taking first deal).

Note. Care should be taken to remove all the value cards from the center of the table immediately after each play, and lay them beside the next dealer, as otherwise cards will get mixed.

FOR THE CONVENIENCE OF PLAYERS EACH "VALUE" CARD IS PRINTED SO AS TO INDICATE WHAT IT WINS, AND EACH "MARKET" CARD ALSO SHOWS ON ITS FACE WHAT WINS WHEN IT IS TURNED UP. THIS METHOD AVOIDS ALL DISPUTES AND RENDERS THE LEARNING OF THE GAME A VERY SIMPLE MATTER.

The score is made up according to the numbers marked on the "Trust" cards which are won by the players, each player adding together the numbers on the "Trust" cards which he holds after the deal is closed. The first player counting 1000 wins the game.

Progressive "Trusts and Busts or Frenzied Finance" can be played by six players at each table, three ladies and three gentlemen and the game played as above described. After each deal the tally cards are marked, and two ladies making the most points in that deal move up to the next higher table, and two gentlemen making the most points down to the next lower table. At the new table the deal is determined by cutting the cards, the highest winning the cut. The highest score for the series of games is declared the winner.

Sold by all prominent dealers in United States, Canada or Great Britain. If not obtainable at your dealer's send 50 Cents in one or two-cent postage stamps, or money order and it will be promptly mailed, postage prepaid, to your address.

Tally cards for Progressive Trusts and Busts or Frenzied Finance for sale at all dealers or will be sent by mail for 15 cents per dozen.

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