

When a player succeeds in securing all the cards of a suit, he must then call "*Corner*" and hold up his cards for all to see. The first player to secure a *Corner* three times wins the game or if playing for points, the cards may be valued as follows:

Pork	100	Points,	Coffee	90	Points
Sugar	80	"	Oats	75	"
Cotton	70	"	Flour	60	"
Corn	55	"	Butter	50	"

or the value may be arranged to suit the players.


The first player to score 200 points wins the game, if six or eight are playing a smaller number of points would be advisable say 150. *Do not forget*, a player must offer cards which are alike or of same suit and can only trade cards of a suit, that is if he is offering *Pork* he cannot trade one *Pork* and one *Cotton*.

A *Player* cannot grab or pull cards out of another's hand under penalty of forfeiting 25 points.

PUBLISHED BY  
J. OTTMANN LITHO. CO., NEW YORK.

# COMMERCE

The most amusing  
game on the market.

 If you wish to entertain  
your friends and give  
them a good time . . .

## PLAY COMMERCE.

THE GAME OF  
**COMMERCE.**

PUBLISHED BY  
J. OTTMANN LITHO. CO.  
NEW YORK.

# COMMERCE.

This is the best game for a good time and to create amusement for a lot of people ever presented, it is full of fun, makes the people acquainted, jolly and happy.

# COMMERCE.

Very easy to learn and hard to forget, any one can learn to play in two or three minutes. All can play at once.



This pack is composed of eight suits of six cards each, making forty-eight cards in all. The game may be played by three people up to eight, when three only are playing then use but three suits, when more are playing add a suit for each player up to eight or the full pack

## RULES OF THE GAME.

After shuffling the cards, deal one at a time to each player, so that each will hold six cards, now quickly sort the cards and decide

mentally which suit you will try to *corner*; better try for the suit you have the most of. The dealer should allow a couple of minutes and must then call play.

**The Object of the Game** is to obtain all the cards of one suit by trading with the other players the cards you do not need for those that are necessary to complete your suit and so form a *corner*.

**PLAY.** Take from your hand a card or cards of similar suit those which you wish to trade for others, and holding them up, call briskly, *trade two, or three*, "as the case may be". Keep calling, never mind about turn, keep right at it, all call together the more the merrier, never mind the noise, stick to it until a trade is made.

Do not show the face of your cards in trading. Call with energy and vim *one! one! one! or two! two!, three! three! three!* "I will trade two" and so on, trade quickly. *Commerce* is a noisy game.