

corner with the Panic card, as he alone holds nine cards, and may either hold the Panic card or acquire it by trading with his partner. Partners cornering all the cards of two stocks and holding the Panic card double their own winnings and wipe out all the winnings of the other partnerships. The deal passes from partnership to partnership, instead of from hand to hand, as when the players trade independently.

**NOTES.**

Don't be afraid to make a noise. The "Traders" in the Stock Exchange use their voices. Remember, the game is a spirited one. "Get into it."

The game may be played, if desired, without the Panic card.

Always remember that only cards of one stock can be traded at one time.

The dealing of the cards proceeds in regular order from right to left around the board, without regard to the winners of "Corners." This gives nine cards (in rotation) to the Trader at the left of the dealer if the Panic card is used.

It will be found that shuffling of the cards is unnecessary after the first deal.

**NOTICE.**—The sole rights to publish this game are owned by The Panic Card Co., Topeka, Kansas. The game is made under the full protection of the Copyright and Patent Office Registration laws of the United States. THE PANIC CARD CO., Detroit and Topeka.

# The Game of Panic.

COPYRIGHTED, 1905,  
BY THE PANIC CARD COMPANY, DETROIT AND TOPEKA.

**PANIC** is a take-off.  
A mimic Wall Street Stock Exchange.  
Full of delirious excitement—"Flurries,"  
"Corners," Failures and Fortunes.  
Fun and Noise from start to finish.  
PANIC is played with a deck of sixty-five cards, representing eight different kinds of Wall Street stocks with eight cards each, and an extra card known as the "Panic."

## Rules

FOR PLAYING THE GAME OF PANIC:

This game may be played by any number from three to eight persons called "Traders."  
If eight play, the sixty-five cards in the deck are used.

If only seven play, remove one of the stocks from the deck, beginning with the highest priced one—"Gas." This will leave fifty-seven cards.

If only six play, take out the next highest stock. And so on down to three.

I.—After shuffling, deal the cards, one around the board, until all are dealt. Each "Trader" will have eight cards except the one to the left of the dealer, who will have nine.

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Panic Card Co



### Play it with Enthusiasm.

The traders may form partnerships. If eight play, there will be four sets of partners; if six, three sets. The partners sit side by side, instead of opposite each other, as in other card games, and are permitted to look at each other's hands and mutually arrange their cards and trade with the other players for the partnerships advantage. Partners are not permitted to cry "corner," until they have cornered two stocks; and if they hold the Panic card it will double the value of both stocks.

The first trader to the left of the dealer alone has the chance of making a nine-card trade for others, holds them aloft and begins to cry "One! one!" or "Two! two!" or "Three! three!" All the "Traders" may be excitedly calling and trading at once.

VI.—The first "Trader" who gets all the cards of any kind of stock (Gas, for instance) calls "Corner on Gas." This counts for the "Trader" an amount equal to the value of the stock as indicated on the card.

VII.—The calling of "Corner" by any "Trader" closes the "Deal," and instantly stops further trading until the cards are again shuffled and dealt. Ten "Deals" may constitute a game, after which the winnings of successful "Traders" are reckoned up.

IX.—Anyone holding the "Panic" card may make a "Corner" with only seven cards of any one kind of stock; in which event he may call "Panic." His winnings then count double the value indicated on the card.

X.—But if he can hold the "Panic" card and eight of any one denomination, he not only doubles his indicated winnings, but wipes out all the accumulated winnings of the others.

XI.—If a trader should call "Corner" or "Panic" before he has secured the required number of cards he is subjected to a fine of \$1.00 which is deducted from his winnings.

Partnership Panic.

### Remember: Call Loud and Rapidly

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Partnership Panic.

All the "Traders" MUST Play

Don't Forget: This Game is Noisy

STEEL

50c

U. S. Steel Corporation



U. S. Steel Corporation

STEEL

50c

ATCHISON

\$1.00

A. T. & S. F. Ry.



A. T. & S. F. Ry.

ATCHISON

\$1.00

SUGAR

\$1.25

Am. Sugar Refining Co.



Am. Sugar Refining Co.

SUGAR

\$1.25

BURLINGTON

\$2.00

C. B. & Q. R. R.



C. B. & Q. R. R.

BURLINGTON

\$2.00

COPPER

75c

Amalgamated Copper Co.



Amalgamated Copper Co.

COPPER

75c

ST. PAUL

\$1.75

C. M. & St. P. Ry.



C. M. & St. P. Ry.

ST. PAUL

\$1.75

GAS

\$2.25

Consolidated Gas Co.



Consolidated Gas Co.

GAS

\$2.25

MANHATTAN

\$1.50

Manhattan Elevated Ry. Co.



Manhattan Elevated Ry. Co.

MANHATTAN

\$1.50

"PANIC" is fun for old and young.  
School children enjoy PANIC in the evening.

PANIC drives away the cares of business men.

College girls say PANIC is the jolliest game out.

PANIC is the game for brain-workers.

\* \* \*

A college man says: "PANIC is a 'bully' game; you can't 'bear' to stop playing it."

\* \* \*

Teachers, preachers and lawyers play and enjoy PANIC.

\* \* \*

To entertain a crowd you have only to "play PANIC."

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I.—After shuffling, deal the cards, one around the board, until all are dealt. Each "Trader" will have eight cards except the one to the left of the dealer, who will have nine.

## Don't Forget: This Game is Noisy

II.—The "Traders" then pick up all of their cards simultaneously.

III.—Each "Trader" mentally determines which stock he will endeavor to "Corner." A "Corner" consists in getting all the cards of any one stock; and this is the object of the game. (It is often well to select the stock of which he holds the most cards.)

IV.—Holding the cards in one hand, he begins quickly and energetically to "trade in the pit."

V.—He may trade one, two or three (not more) cards of any one stock (face down) for an equal number of another "Trader's" cards of one denomination.

VI.—The "Trader" selecting from his hand one, two or three cards that he wishes to trade for others, holds them aloft and begins to cry "One! one!" or "Two! two!" or "Three! three!" as the case may be, until he finds a willing "Trader." All the "Traders" may be excitedly calling and trading at once.

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