

number of cards, each lot must be of one line of goods—thus, a line of Wool cards may be exchanged for the same number of Hides or any other line—but the CORNER KING and BROKER cards may be added at any time as portion of the lines. Great fun results when players think they have secured the last few cards of their set and then find that the BROKER card has been included. The player then has either to try and exchange it, or declare his set is complete, and only receives half the score. This is sometimes the best policy, if the game has been proceeding a reasonable time, as other players may be holding nearly complete sets.

Remember, only one minute is allowed to make your selection of the line you will try to complete, and, at a given signal, every player must at once commence buying and selling. The brisker this is done the greater the fun produced. For instance, if you have three or four cards of one set in your hand you will decide upon keeping this line, and at once select one, two, or three of any other set (all, however, of one set) and hold them face down on the table in front of you and call

out distinctly and loudly "Exchange Two! Exchange Two!" or "Exchange Three! Exchange Three!" or whatever the number may be you wish to exchange. If all the players do this quickly and incessantly, a most amusing game results.

Of course, if a corresponding number of cards is not for exchange by any of the other players, you may reduce the number you offer and try to get the set complete by a series of exchanges of lesser numbers.

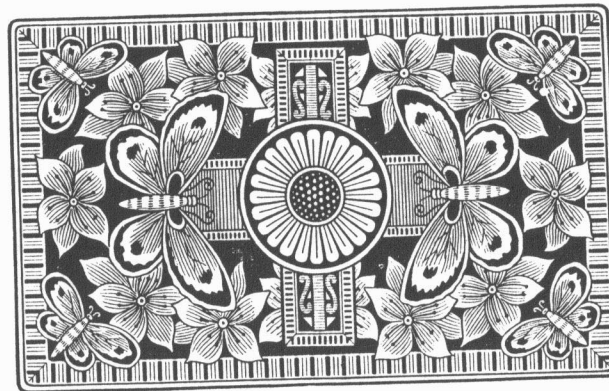
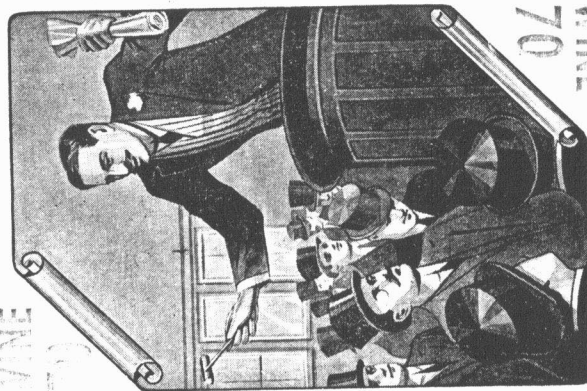
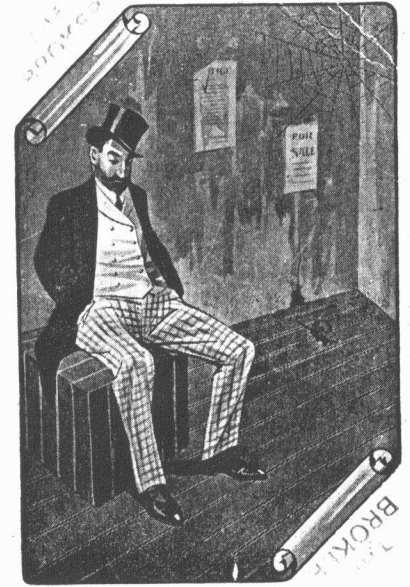
If, in the event of players "declaring" simultaneously, the one adjudged by the other players to have first "declared" is deemed the winner of that deal.

A quieter game may be played by each player making his offer of exchange in turns, starting from the dealer's left hand player. A quiet game is thus secured, but the fun and briskness of every one selling and buying at the same time is missed.

CORNER

An
Entertaining
Pastime

An
Educational
Sport



Australian Manufacturer

How to Play

CORNER

Any number of players (from three to six) can play this exciting game.

There are six articles of merchandise to be bought and sold, each represented by nine cards bearing a number on the corner showing the sale value of each line of goods, thus:—

WOOL	is worth	100	points
SHEEP	"	80	"
WINE	"	70	"
LEAD	"	60	"
HIDES	"	50	"
TIN	"	40	"

Having decided the number of players (which must not be less than three or more than six), a similar number of lines of merchandise must be left in the pack;

for instance, if three players, then Wool, Sheep, and Wine, be left in; if four players, then Wool, Sheep, Wine, and Lead be left in, and so on up to the six lines of merchandise if six persons are playing. The CORNER KING and BROKER cards must be left in always.

Any one of the company may start the game by first well shuffling the cards, and dealing round face downwards until all are disposed of. One minute only will then be allowed for the players to examine their cards, and settle upon which commodity they will try to secure the monopoly of, by exchanging those they wish to discard for a similar number of cards from any of the other players. If the cards so secured by the exchange are not the ones wanted to make the monopoly the player is trying for, a further exchange is made with another player, until the full set of nine cards is obtained.

The player who first succeeds in this at once declares and wins the first deal, and the corner sale value is credited to that player.

If, in addition to the nine cards, the

CORNER KING card is also held, the corner sale value is doubled, but if the BROKER card is in the winner's hand, then only half the corner sale value is credited to the winner.

At the close of each hand the player (other than the winner) who holds the BROKER card shall be debited one half of the winning corner value; thus, if Wool is the completed set, such player would be debited 50 points, but if Tin, then only 20. He is then designated the BROKER.

A fresh deal is then started (the winner of the first becoming the dealer), and is played the same way. When the final deal is played, the scores are added up, and the player who has the highest total of points becomes the CORNER KING.

It is not necessary to hold the CORNER KING card, in addition to the set of nine cards, to become the winner of any one deal, but as the score is doubled by its inclusion, players will of course try to secure it; but it is dangerous to try too long, as another player may secure a full set in the meantime.

When exchanging cards for a similar

