

The authentic Chart of Ranks included with your game of SIGS was recently adopted as instructional material at the largest Navy V-12 and ROTC training school in the East.

The Game of  
United States Armed Forces  
INSIGNIA



By Emerson S. Cooper  
(Veteran, A.E.F., World War I)

Patent applied for. Copyright, 1943-44

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*Here is a card game—fun to play—which makes clear to serviceman or civilian the whole system of ranks of the Army, Navy, Marine Corps and Coast Guard. Card values (numbered) show the "ladder of authority" in each service and the ranks of the four services which equal each other in official standing.*

## HOW TO PLAY

(TWO to SIX Players)

**OBJECT OF THE GAME**—(a) To draw cards that will build runs of three or more of the same suit—for example, 1st Lieutenant, Captain and Major of Army (11, 12 and 13)—or three or four of the same number (equal ranks). (b) To table such sets, and by playing upon any sets on the table, get rid of all cards before opponents do so. (In the SIGS Variations, described at the end of these regular rules, the object is to build and table one's cards so as to score the most points.)

\* \* \* \*

**Routine**—Draw top card from Active pile, or try your luck on the Reserve pile; table any one set you have completed, play upon your own or opponents' already laid-out sets, and discard any unwanted card from hand. (See special rule on drawing "buried" card.)

**Completed Sets**—Only one completed set can be played from the hand in each turn, but player can add to sets on table without restriction. (This rule is to force tabling of sets turn by turn as completed, so that all players will have ample opportunity for cross play.)

**Auxiliary Cards** are "wild" and can be used to represent any card not in player's hand in building runs, or threes or fours of a kind, or in adding to laid-out sets, but wild cards cannot be substituted for the Commander-in-Chief card.

**An Auxiliary Card** which has been used in place of a numbered Rank Insignia card in a set can be replaced by the regular numbered card, in player's regular turn, and player can then use the Auxiliary card.

**Commander-in-Chief Card** ranks as high card, above Generals or Admirals, in runs in any suit. Player who plays it in a high run of his own is credited with 50 points on his score; if he adds it to an already tabled run he is credited 25 points, or he may discard it without scoring.

**Overlooked Play**—If a player discards a card which could be used in a laid-out set, an opponent can call "Halt!" and, after playing the card himself, hand the erring player a discard from his own hand.

**"Round-the-Corner" Runs** can be made; for instance, up to the full General, and "around the corner" to Private and Private 1st Class of the Army. (The Commander-in-Chief card can be used as top card in a "round-the-corner" run.)

**Drawing "Buried" Card**—Any card buried in the Active pile can be drawn in regular turn, but it must be used in a set immediately and player must also take all cards above it. (In this case, player is allowed to lay out all sets completed with the extra cards drawn.)

**The Winner**—First player to get rid of all other cards and discard his last card face down on the Active pile.

**Scoring**—Winner is credited on score pad the total value of all cards remaining in opponents' hands. Rank Insignia cards numbered from 1 to 9 count 5 points each, those numbered 10 to 19 count 10 points each; Auxiliary service cards 15 points each and the Commander-in-Chief card 20 points. Game is 300, 500 or 700 points, as agreed. (Another method of scoring is to use the red cut-out counters provided with SIGS—winner gets one counter, first player winning three, five or seven counters wins the game.)

\* \* \* \*

**DEALING**—Shuffle cards well. Anyone may deal first hand; subsequent hands are dealt by winner. When four or less play, eight cards are dealt to each player, one at a time around the table; when five or six play, seven cards are dealt. After dealing, the next card is turned face up (beginning the Active pile) next to the remainder of the pack (called the Reserve pile) which is turned face down.

**Exhausted Reserve Pile**—Gather up the discards, shuffle and cut; turn top card face up, remainder face down and resume play.

If you like Rummy—  
you'll love SIGS!

## OTHER WAYS TO PLAY

**Variation 1 (Running Score)**—As a player lays out a run or three or four of a kind, or plays upon already tabled groups, he "announces" the total point values on each play. A player designated beforehand checks and records the score. Auxiliary cards are "wild." Play is individual—on one's own or on opponents' laid-out sets. At Showdown total point values of all cards left in opponents' hands are credited to SIGS declarer's score. Game is 300 to 700 points, as agreed.

**Variation 2 (Score at Showdown)**—Auxiliary cards are "wild." Four-hand or six-hand partnership, in which player can add to his partner's laid-out sets, is best, but play can be individual (on one's own sets only). At Showdown each player, or partnership, scores the total point values for all cards played and announced, less the points represented by cards left in hand. If cards in hand total more than announced-play points, player is set that much. Game is 300, 500 or 700 points, as agreed.

**Rules for Both Variations**—The Commander-in-Chief card ranks as high card in any suit. If player discards a card which could be used in a tabled set, any opponent can call "Halt," play the card himself and announce the points for his own score. The **Showdown**—Player first getting rid of all cards and laying one card face down on the Active pile calls "SIGS!"

**Scoring**—Cards 1 to 9 score 5 points each, 10 to 15 score 10 points each, and 16 to 19 score 15 points each; Auxiliary cards score value of card they are called, for instance, a run of 8, 9, 10, Auxiliary card and 12 scores 40; the Commander-in-Chief card itself scores 20 points and also doubles the score of all cards laid down with it in a run. (Points are not re-scored when a player replaces an Auxiliary card in a set with the regular Rank Insignia card.) Points charged on Rank Insignia cards left in hand at Showdown are the same as in scoring, and 20 points on Auxiliary cards and 25 on the Commander-in-Chief card. Where there is no Variation rule given here, regular SIGS (or Rummy) rules apply.

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**EQUIPMENT**—A pack of 62 Insignia Cards, a Chart of Ranks, 32 Scoring Counters and Rules for three different games.

**THE CARDS**—The pack is made up of three suits—Army, combination Navy-Coast Guard and Marine Corps—of 19 Rank Insignia cards each; one Commander-in-Chief card, symbolic of the Constitutional designation of the President of the United States as Commander-in-Chief of all armed forces, and four Auxiliary services cards, including one Nurse Corps card, one Merchant Marine card, one Seabees card and one combination WACS, WAVES, women MARINES, SPARS card. In two corners of each Rank Insignia card is a number showing sequence of Rank, the name of the suit and a colored reproduction of the most often seen Insignia of the Rank represented by the card. The cards rank from Privates and Apprentice Seamen up to Generals, Admirals and the Commander-in-Chief. Card No. 19 of Marines has the same playing value as No. 19 of the other suits\*\*.

\*Firemen, 1st, 2d and 3d Class, wear the same cuff stripes as Seamen, 1st, 2d and 3d Class, but rate one pay-grade higher (see Chart).

\*\*Lieut. Gen. Holcomb was retired from command of the Marine Corps Jan. 1, 1944, with the retirement rank of full General, but the rank of Lieutenant General—held only by the Commandant—is the highest active rank of the Marine Corps.

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 —A Veteran of Guadalcanal and Tarawa

# RANKS

of the  
UNITED STATES

## ARMY - NAVY MARINE CORPS COAST GUARD

Read down for official rank  
grading in each service.

Read left to right to compare equal  
ranks of the four services.

\* Commander-in-Chief \*

(The President of the United States)				
Secretary of War		Secretary of the Navy		
<i>Army</i>		<i>Navy</i>	<i>Coast Guard</i>	<i>Marines</i>
19	General (full)	Admiral (full)	(No full Admiral)	(No full General)
18	Lieutenant General	Vice Admiral	Vice Admiral	Lieutenant General
17	Major General	Rear Admiral	Rear Admiral	Major General
16	Brigadier General	Commodore	Commodore	Brigadier General
15	Colonel	Captain	Captain	Colonel
14	Lieutenant Colonel	Commander	Commander	Lieutenant Colonel
13	Major	Lieutenant Commander	Lieutenant Commander	Major
12	Captain	Lieutenant	Lieutenant	Captain
11	1st Lieutenant	Lieutenant (J. G.)	Lieutenant (J. G.)	1st Lieutenant
10	2nd Lieutenant	Ensign	Ensign	2d Lieutenant
9	Chief Warrant Officer	Chief Warrant Officer	Chief Warrant Officer	Chief Warrant Officer
8	Warrant Officer (J. G.) Flight Officer	Warrant Officer	Warrant Officer	Warrant Officer
7	1st Sergeant Master Sergeant	Chief Petty Officer	Chief Petty Officer	1st Sergeant Sergeant Major Master Gunnery Sergeant Master Technical Sergeant QM Sergeant—Paym. Sergeant
6	Technical Sergeant	Petty Officer, 1st Class	Petty Officer, 1st Class	Gunnery Sergeant Technical Sergeant Drum Major—Supply Sergeant
5	Staff Sergeant Technician, 3d Grade	Petty Officer, 2d Class	Petty Officer, 2d Class	Platoon Sergeant Staff Sergeant
4	Sergeant Technician, 4th Grade	Petty Officer, 3d Class Fireman, 1st Class	Petty Officer, 3d Class Fireman, 1st Class	Sergeant
3	Corporal Technician, 5th Grade	Seaman, 1st Class Fireman, 2d Class	Seaman, 1st Class Fireman, 2d Class	Corporal
2	Private, 1st Class	Seaman, 2d Class Fireman, 3d Class	Seaman, 2d Class Fireman, 3d Class	Private, 1st Class
1	Private	Apprentice Seaman	Apprentice Seaman	Private