



THE CAPITOL, WASHINGTON, D. C.

District of Columbia includes 70 square miles. It was named in honor of Columbus. Washington is a beautiful city, having a population of 230,392.

# UNCLE SAM

AN INSTRUCTIVE CARD GAME DESIGNED  
TO PROVIDE A

## REFINED AMUSEMENT

AND TO CULTIVATE A CLOSER ACQUAINT-  
ANCE WITH THE GRAND

## SISTERHOOD OF STATES.

By JAY VASEY.

### Explanation and Rules.

E. J. DECKER CO., PUBLISHERS,  
194-202 S. CLINTON ST., CHICAGO.

COPYRIGHT 1897.

### A B C SOLITAIRE.

(FOR VERY LITTLE PEOPLE.)

Deal whole pack into seventeen groups of three cards each, as described in "Uncle Sam" Solitaire. Let the object be to get out all states beginning with "M," or to find the "Uncle Sam" card by moving any state on to any state beginning with same letter. When states you wish become exposed to view remove them from the groups. When you have been successful with M try other letters. N, I, O, etc.

#### NOTES.

In playing "State Boundary" when forced to play a card on to table play state having as few boundaries as possible.

"Surprise Boundary" may be played by dealing four cards to each player, and when they have been played dealing another four, etc. When "Uncle Sam" card is played in this game it takes all cards on table.

# "Uncle Sam"

visible, and in even rows. Determine in which industry you have the best hand. Player left of dealer states how many points he will risk to make, not stating on which industry he bids. (Player may also bid on area or admission.) Next player passes or bids higher, each player having a chance to bid. Player bidding highest states what he wishes to play, and if he (or partners of which he is one) fail to make number of points bid, instead of scoring number of points he actually makes, he is set back the number of points bid. When all players (or sets of partners) have each scored such number of points that all may go out on last deal, the game is won by player (or partners) who bid highest provided they make as many points as they bid, even though another player (or partners) make enough points to go out earlier in the deal.

Score as in "General Area."

18

#### "SECTIONAL EXCELSIOR" GAME.

Deal as in "Sectional Area." In bidding pay particular attention to sectional index in upper, left hand corner as well as left marginal index and bid on Railroads, Northeast States, Agriculture, East Central States, etc. Player who bids highest is privileged with stating which section shall control, and which industry, area or population, shall be played, but if he fails to make number of points bid he is set back that number of points. Score as in "Sectional Area."

#### "METROPOLIS CITY" GAME.

Deal six cards to each player. When each player has played a card, trick belongs to one having played largest metropolis city. Score as in "General Area."

#### "CAPITAL CITY" GAME.

Same as above except that tricks belong to one having played largest capital city, paying no attention to metropolis.

19

**Rule 4**—When card not belonging to section turned is led it may be captured by playing larger cards belonging to same section, or by playing card of section turned.

**Rule 5**—When card belonging to section turned is led, and two or more players play section turned, trick is taken by one playing largest card of section turned.

(**Note**—If "Uncle Sam" card be turned in dealing, the dealer, before looking at his hand, should name a section, but being privileged with discarding one of his six cards and playing "Uncle Sam" card instead.

#### "UNCLE SAM" AREA GAME.

Deal as in "Uncle Sam" Sectional Game. In this game form groups on the plan of Authors, a group consisting of all states having same left hand marginal marking as to area. By taking the Illinois card you notice that Illinois together with Michigan, Florida, Wisconsin and Iowa form the group of "0's." From card you hold call for

16

states named opposite area. Score one point for each group formed. First to get 10 points wins the game.

#### PLAYING "POPULATION," ETC.

Play "General Population," "General Railroads," "General Agriculture," "General Manufactures," "General Mining," same as "General Area."

Play "Uncle Sam" Population same as "Uncle Sam" Area.

Play "Sectional Population," "Sectional Railroads," etc., same as "Sectional Area."

#### PLAYING "ADMISSION."

In playing "General Admission," one playing earliest state admitted captures trick. In case all cards played are territories, trick belongs to leader. In "Sectional Admission" use same order of value, and follow rules as given in "Sectional Area."

#### PLAYING "EXCELSIOR."

Deal and hold cards as in "General Area," so that all index figures are

17

face upwards. Proceeding to left, each player plays one card; one having played state or territory of largest area (excepting that "Uncle Sam" is the best card) captures all cards played and removes them directly in front of him, face downwards.

**Rule 3**—Player capturing last trick leads next card. Proceed as before until the six cards dealt to each player have all been played.

**Rule 4**—Each player counts cards he has won. One player should keep score with pencil and paper. (In playing partners, points made by partners should be scored together.)

**Rule 5**—When there are but two players, or any number not playing partners, 52 points will be considered a game. In playing partners, 100 points.

**Note**—(In playing partners, when desired, the number of tricks captured in a deal by one set of partners, in excess of those taken by the other set may be scored. In this way, 13 points should be considered a game. Those desiring practice in adding numbers may

score by adding index figures opposite area, on all cards won. In this way 200 points will be considered a game with single players, and 300 in playing partners.)

**Rule 6**—Player to left of last dealer should shuffle cards and deal; proceeding as before.

#### SECTIONAL AREA GAME.

In this game pay attention to section in upper left hand corner as well as to left marginal figures opposite area. Deal as in General Area except that after serving each player turn next card face upward on pack. Whatever section is shown in corner of card turned determines which section of states controls in playing the deal.

**Rule 1**—First player may lead any card, but other players are forced to play card of same section as one led if they hold such.

**Rule 2**—Any player not holding card of section led, may play any card.

**Rule 3**—When card of section turned is led, it can only be taken by larger card of same section.

quired in dealing each player the usual number of six, and the cards should be selected as representing some compact section of the states. This insures players holding states bounding on one led. This game proves one of the finest drills on the boundary of states yet devised.

#### "UNCLE SAM" SECTIONAL GAME.

The object in this game is to form groups. A group consisting of all states belonging to same division or section of the United States. Illinois, for example, together with Wisconsin, Michigan, Indiana, Ohio and Kentucky, form one group. Take "Uncle Sam" card out of pack and deal six cards to each player, placing remainder of cards face downward at center of table. The game is played on plan of the old game of Authors, players calling for cards and taking cards from remainder of pack when they miss. At close of deal score one point for each card held. Thirty points may be considered a game.

#### GENERAL AREA GAME.

**Rule 1**—Deal six cards to each player, three at a time.

**Note**—Cards indexed "10" are the best cards (largest area), "9" are the next best, "8" next, and so on. It should be understood that there are, for instance, five cards indexed "10" as to area, but each has a different value, determined by referring to exact area in square miles. Players will soon learn the order of value of cards, and as a result know the relative size of states.

Always hold your hand in such a position that left marginal figures are close together and in even rows, as they always show at a glance, practically, the worth of a hand.

The "Uncle Sam" (picture) card, if used, should be considered the very best card. When there are four or six players it will be found more interesting to play partners.

**Rule 2**—Player left of dealer leads first card, by placing at center of table

each group. Turn groups face upward exposing only face of upper card to view. Now get out of these groups first the state in which you live, then states bordering on it in order named opposite "boundary," by moving any state on to any state bordering on one you move. When all cards of a group have been removed, any card may be moved into that space. When cards you want become exposed to view remove from the groups. When you can make no moves give it up, shuffle, and try again. When you have been successful with your state try getting out any other state with its boundaries. Remember that the states must be taken from the groups in exact order named opposite boundary on state you are bounding. If you wish a more difficult game deal the fifty cards into ten groups of five cards each.

10

#### NATIONAL BOUNDARY GAME.

Deal six cards to each player, one at a time. Player at left of dealer plays any card he chooses by playing at center of table. Other players must play state bounding on one led if they hold such; if not, play state having as few boundaries as possible. The one playing state having greatest boundary on one led captures the trick and should lead another card. (If Illinois were led, Missouri would capture trick. If Missouri were not played Indiana would take it, and so on).

When no player can play state bounding one led, trick belongs to leader. "Uncle Sam" card always takes a trick whenever played.

In scoring, count number of cards won on deal. Fifty-two points constitute a game, or partners may score tricks taken in excess of the other set of partners, when thirteen points will be a game.

**Note**—(In this game it will be best to use only as many cards as are re-

11

Any player holding "Uncle Sam" card may, on playing it, take up from table any one card he chooses. When first four cards dealt have been played, deal another four cards to each player from remainder of pack, but dealing none this time to table. Proceed playing and dealing in like manner until whole pack has been dealt and played. At close of playing last deal player who last takes up a card from table is entitled to remaining cards on table. Score 5 points to player who has greatest number of cards; 2 points to one capturing the state in which you live, one point for each state bordering on state in which you live, and one point for capturing "Uncle Sam" card. Shuffle all cards and proceed as before. Player who first makes fifteen points wins the game.

8

#### SURPRISE BOUNDARY GAME.

Deal entire pack by dealing one card at a time to each player. First player plays any card. If next player holds state bordering on one played, he may, on playing it, remove one on table together with the one he plays, face downward before him as cards won. If he holds no state bordering on one played he should place a card directly over one on table. The general rule is that when a player can play a state bordering on last one played he is entitled to all cards on board. Count points as in State Boundary.

#### "UNCLE SAM" SOLITAIRE.

Take "Uncle Sam" and "Alaska" cards out of pack; deal remaining fifty cards into twelve groups, face downward, by dealing one card at a time to

9

Other four states belonging to the class of 6's. The number 56,650 indicates the exact number of square miles, and (23) shows that it is the twenty-third state in size, there being twenty-two larger ones. Illinois belongs among the 10's as to population, railroads, agriculture and manufactures; among the 9's in mining, and 6's as to admission. In forming this scale as to admission the five states earliest admitted are marked 10, the next earliest five 9, and so on.

By the right hand marginal index it will be seen that Illinois is the twenty-third state as to area, third in population, first in railroads and agriculture, third in manufactures, eighth in mining, and the twenty-first state admitted to the union. If you wish to compare two or more states, just overlap the cards, barely exposing left hand marginal index.

Boundary is repeated at lower end of card for convenience in playing. Capital and metropolis are given with population—census of 1890.

6

## THE LATEST "UNCLE SAM" GAMES

### STATE BOUNDARY, SURPRISE BOUNDARY AND "UNCLE SAM" SOLITAIRE

Are the latest games added to the "Uncle Sam" repertoire, and the author suggests that patrons try them among the earliest they play.

#### STATE BOUNDARY GAME.

Deal four cards to each player, also four to center of table by dealing one card at a time. Turn those on table face upward. If first player finds he holds a state which borders on any on table, he may on exposing card he plays to the view of other players, take up from table all states bordering on one he plays, and place with one he plays face downward before him as so many cards won. If he holds no state bordering on any on table he must place a card among the others on table.

7

#### PREFATORY.

The author sends forth "Uncle Sam" on its mission of amusement and instruction, hoping that it may yield genuine pleasure, added knowledge and true patriotism in the mind of Young America. The special study has been to provide a series of live games, not mere exercises or studies, but real games, played without questions or answers, and affording unusual variety.

It will be found that no knowledge is required in order to play, all players thus being on equal terms, and that knowledge is gained as a result of playing—not a matter of study.

The cards are printed in red, white and blue to display the national colors, and with the ornamentation of state and national emblems form a lasting souvenir of our country.

As youthful minds find pleasure in "Uncle Sam" and learn lessons about the grand sisterhood of states, so, too, may they learn lessons in love and hope for the glorious country soon to be confided to their care.

THE AUTHOR.

4

#### EXPLANATORY.

The game consists of 51 cards, one to represent each of the forty-five states and five territories and one "Uncle Sam" (picture) card.

Let us take one card, Illinois, for example. "East Central" in upper left hand corner indicates that Illinois is one of the six East Central states. In upper right hand corner are named the other five states belonging to the same division. Opposite "boundary" Missouri is named first because it has the greatest number of miles of boundary on Illinois of all states bordering on it. The other states are named in exact order from greatest to least miles of boundary on Illinois.

The left hand marginal index is a scale of 10, showing how Illinois ranks among all other states as to area, population, etc. This scale is formed by marking each of the five largest states 10, the five next largest 9 and so on. Illinois, you see, belongs among the 6's and at the right of area are named the

5

visible, and in even rows. Determine in which industry you have the best hand. Player left of dealer states how many points he will risk to make, not stating on which industry he bids. (Player may also bid on area or admission.) Next player passes or bids higher, each player having a chance to bid. Player bidding highest states what he wishes to play, and if he (or partners of which he is one) fail to make number of points bid, instead of scoring number of points he actually makes, he is set back the number of points bid. When all players (or sets of partners) have each scored such number of points that all may go out on last deal, the game is won by player (or partners) who bid highest provided they make as many points as they bid, even though another player (or partners) make enough points to go out earlier in the deal.

Score as in "General Area,"

# UNCLE SAM

AN INSTRUCTIVE CARD GAME DESIGNED  
TO PROVIDE A

## REFINED AMUSEMENT

AND TO CULTIVATE A CLOSER ACQUAINT-  
ANCE WITH THE GRAND

## SISTERHOOD OF STATES.

By JAY VASEY.

## Explanation and Rules.

E. J. DECKER CO., PUBLISHERS,  
194-202 S. CLINTON ST., CHICAGO.  
COPYRIGHT 1897.