

The Game of Presidents

Milton Bradley Co. 1934

The outfit consists of 32 small cards with the pictures of presidents, four small cards containing pictures of the White House and other prominent building in the Capitol and four large cards with spaces for the small cards and numbered in the same manner.

One player is chosen to be the reader and banker. He distributes the large cards, one to each player. If there are only four or fewer players, the banker may also play one of the large cards.

The banker next distributes the counters equally among the players, retaining for the bank the same number as distributed to the players. Each player places one counter in the center of the table forming the pool.

Each player places his large card face upward in front of him. The banker shuffles the small cards and places the pack face down on the table. He next draws the top card from the pack, and reads the name, number and letter on it-as "George Washington-1--A etc. or the name of the building if a center card. The player having the large card with a section bearing a corresponding name and number, calls, "Here," and receives the drawn card, which he places over its own section on his large card. When a player has three cards in a row, he calls, "Three!", and reads the names of the Presidents in his row. The row may be either vertical or horizontal. This player wins the hand, and takes all the counters from the pool.

The large cards are then collected, and the player at right of the first banker becomes banker for the next hand, the position of banker changing with each hand.

When five hands have been played, the player having the largest number of counters wins the game.

American History in the Making

In this game only the small cards, are used- 32 presidents, and one card representing the White House-the others are discarded. The game is played somewhat like Authors.

Four or more-up to 8 can play. The president cards are numbered as follows:

Washington 1 - (Standing for the First president and
1789-1797 A (Standing for the first period, called the
Revelutionary period.)

There are four President cards for each period, identified by letters, q as follows:

- A - Revolutionary Period
- B - Was of 1812 and Expansion Period
- C - Mexican War and Gold Period
- D - Anti Slavery and Civil Was Period
- E - Reconstruction Period
- F - Reaction Period
- G-- Spanish and World Was Period
- H-- Modern Period

THE OBJECT IS TO FORM BOOKS OF FOUR PRESIDENTS EACH OF THE SAME period. A dealer is appointed who distributeds the cards, face unseen, to each player in turn. After they are all distributed, each player tried to match up his cards, placing all of one period together. If he heas a complete book of four of the same period, he lays it before him, face, daown, if he has the "White House," he keeps it in his hand until the end. The White House card counts as much as a complete book.

After matching up, the player at the dealers left asks his neighbor for any card he needs to make a book. If the neighbor has it, k he takes it and gives a card in exchange- any card the neighbor may ask him for- or if he hasn't that card any one he wishes to get rid of. The the next man to the left proceeds similarly,, until all the books are complete. Each book counts 4 in the final, score, the White House also scoring 4.

WHO WILL BE PRESIDENT?

For two, three, four or five players.

The playing implements consist of four large cards, and 32 small cards, each printed with the name of a President and numbered in regular order of their terms of office- and four small cards with pictures of the White House, Capitol Treasuryh and Library in Washington.

A liberal supply of counters is also necessary for playing the game. For this purpose poker chips may be used if available., or dried beans, matches, toothpicks, etc.....

If there are only four players, one of them is appointed baker, but he may also bid on the cards. If there are five players, the fifth is appointed banker, and he cannot bid on the cards.

The big cards are auctioned off the banker. The White House card brings the highest price as it brings the biggest returns in case of success. Next in importance are the Capitol, Treasury, and Library. The banker calls out "What am I bid for the White House," One of the players may bid as high as 20 counters- that being the limit allowed for bidding. Smaller bids may be realized for the othercards. Each of the four players must buy a card the counters are put into a box or saucer on the table. In case there are less than 4 players, they may bid on more than one big card. The cards are placed before the players face up.

The 36 small cards are thoroughly shuffled and placed face down in the centre of the table. Each player takes off a card in turn, moving to the left. (If there is abanker he distributes the cards in the same manner, without looking at them). The player who has just taken a card looks at it. If he has a space with that number and presidential name on his big card, he calls President!, and places it in position. If not he places it on one side, face down. For each eard he can place on his big card, he takes out a counter from the bank. As soon as he has three cards in a row in any direction, each player must give him three counters besides the counters he takes from the bank. If he draws the card with a picture of the builing this picture of a builing, he takess out of the bank the full amount he had paid in for his card.

The game can stop here, or it may be continued until one player has his card entirely filled. In that case the discarded cards are put back into the pack, shuffled, and drawn out one at a time as before. Nothing counts, however, until one card is filled. Then the losing players pay the winner one counter for every space they have unfilled on their cards.