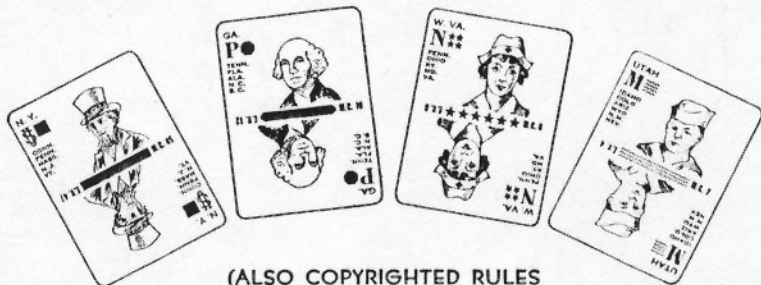


84-5. CENTURY OF PROGRESS EDITION

OF
"SAMMY"

(A PATENTED CARD GAME OF STATES AND TERRITORIES
WITH SUITS IN RED, BLUE, STARS AND STRIPES.)





(ALSO COPYRIGHTED RULES
FOR PLAYING "ELECT A PRESIDENT, CONGRESS
AND SENATE," "UNITED STATES," "SAMMY'S TRAVELS" AND "FLAG")


DISTRIBUTED BY

THE SAMMY CARD COMPANY, ATLANTA, GA.




N. Y.

 CONN.
 PENN.
 MASS.
 N. J.
 VT.



E.V. 47  M.C. 45

VT.
 N. J.
 MASS.
 PENN.
 CONN.




N. Y.




RANK OF THE "SAMMY" CARDS

| State | Rank | Suit | Symbol | Picture |
|--------------------|------|---------|--------|-----------|
| New York | 1 | Red | US | Uncle Sam |
| Pennsylvania | 2 | " | P | Uncle Sam |
| Illinois | 3 | " | N | President |
| Ohio | 4 | " | M | Nurse |
| Texas | 5 | " | 10 | Marine |
| California | 6 | " | 9 | |
| Michigan | 7 | " | 8 | |
| Massachusetts | 8 | " | 7 | |
| New Jersey | 9 | " | 6 | |
| Missouri | 10 | " | 5 | |
| Indiana | 11 | " | 4 | |
| North Carolina | 12 | " | 3 | |
| Philippine Islands | 1 | " | 2 | |
| Porto Rico | 2 | " | 1 | |
| Wisconsin | 13 | Blue | US | Uncle Sam |
| Georgia | 14 | " | P | President |
| Alabama | 15 | " | N | Nurse |
| Tennessee | 16 | " | M | Marine |
| Kentucky | 17 | " | 10 | |
| Minnesota | 18 | " | 9 | |
| Iowa | 19 | " | 8 | |
| Virginia | 20 | " | 7 | |
| Oklahoma | 21 | " | 6 | |
| Louisiana | 22 | " | 5 | |
| Mississippi | 23 | " | 4 | |
| Kansas | 24 | " | 3 | |
| Dist. of Columbia | 3 | " | 2 | |
| Hawaii | 4 | " | 1 | |
| Arkansas | 25 | Stars | US | Uncle Sam |
| South Carolina | 26 | " | P | President |
| West Virginia | 27 | " | N | Nurse |
| Maryland | 28 | " | M | Marine |
| Connecticut | 29 | " | 10 | |
| Washington | 30 | " | 9 | |
| Florida | 31 | " | 8 | |
| Nebraska | 32 | " | 7 | |
| Colorado | 33 | " | 6 | |
| Oregon | 34 | " | 5 | |
| Maine | 35 | " | 4 | |
| South Dakota | 36 | " | 3 | |
| Alaska | 5 | " | 2 | |
| Canal Zone | 6 | " | 1 | |
| Rhode Island | 37 | Stripes | US | Uncle Sam |
| North Dakota | 38 | " | P | President |
| Montana | 39 | " | N | Nurse |
| Utah | 40 | " | 11 | Marine |
| New Hampshire | 41 | " | 10 | |
| Idaho | 42 | " | 9 | |
| Arizona | 43 | " | 8 | |
| New Mexico | 44 | " | 7 | |
| Vermont | 45 | " | 6 | |
| Delaware | 46 | " | 5 | |
| Wyoming | 47 | " | 4 | |
| Nevada | 48 | " | 3 | |
| Guam | 7 | " | 2 | |
| Samoa | 8 | " | 1 | |


OHIO
 M 



PENN.
 MICH.
 W. VA.
 KY.
 IND.

E.V. 26  M.C. 24

IND.
 KY.
 W. VA.
 MICH.
 PENN.




OHIO


ILL.
 N 



IOWA
 KY.
 WIS.
 IND.
 MO.


E.V. 29  M.C. 27

MO.
 IND.
 WIS.
 KY.
 IOWA



ILL.

ARK.


OKLA.
 TENN.
 MISS.
 TEX.
 MO.
 LA

E.V. 9  M.C. 7

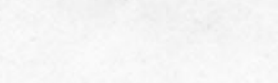
OKLA.
 MO.
 TEX.
 MISS.
 TENN.



ARK.

TEX.
 10 


OKLA.
 N. M.
 ARK.
 LA.


E.V. 23  M.C. 21

LA.
 ARK.
 N. M.
 OKLA.



TEX.


S. C.
 P 



N. C.
 GA.

E.V. 8  M.C. 6

GA.
 N. C.
 S. C.



The Sammy Card

for All Sammy Games

Patent No. 1278024

Rules for

"A NATIONAL CONTEST"

"SAMMY"

"UNITED STATES"

"FLAG"

"SAMMY'S TRAVELS"

Patent and Copyright

By

Thomas W. Branch, C. P. A.

Member

American Institute of Accountants

American Society of C. P. A.'s

Distributed by

THE SAMMY CARD COMPANY

Atlanta, Ga.



SAMMY'S SELECT GAMES

A NATIONAL CONTEST



SAMMY'S TRAVELS

EDUCATIONAL

ENTERTAINING



A
**NATIONAL
CONTEST**



Elect

A President, A Congress

(Copyright, 1934, by T. W. Branch)

THE GAME—"A National Contest" is a game in which the fifty-six cards of the "Sammy" pack are used and it is a partnership game with one side representing the Democratic party and the other side the Republican party.

THE DEAL—Right to deal is attained by cutting the cards. Also right to choose the Democratic or Republican ticket is attained by cutting the cards and when party choice has been made and a President and Vice President are to be elected, partners should cut to determine who shall run for President and who for Vice President. When right to deal the cards, the ticket and office for which each player is running has been determined, the dealer shuffles the cards well and deals the entire pack one at a time to the four players.

THE PLAY—The play is now ready to begin and the object of the game is to capture a majority of the electoral votes to which the

states are entitled. The dealer starts the play by putting into the contest one of the cards held in his hand. When the card is placed in the center of the table, each of the players may make a bid for the electoral votes to which that state is entitled. They do this by calling the name of a border state that ranks higher in population and by placing the card on the table in front of them, the dealer also making a bid as the other players. When all have made their bid or passed because they held no higher border state, the card in play is captured by the player who has the largest state in population, including the card in play, on the table. The card in play is taken up by the winner, who puts it aside for the final count. The remaining cards are taken back into the hands of the respective players, and the play passes to the left to each player in his turn who plays as outlined above. The game continues in this manner until all of the cards have been captured. The territories have no votes, but may be used by a player to play in his turn when he does not wish to take chances with a state card as he knows that it would be captured by the opposing side.

THE COUNT—When all cards have been captured, the contest is at an end and electoral votes are counted to determine the winner. Partners' cards are counted together and the partners receiving the majority of electoral votes are declared elected President and Vice President on the party ticket they represent. When the contest is close, the votes may be checked by adding the total of both sides

which total should be 531 electoral votes. When a President and Vice President has been elected, the play is repeated as above for the purpose of electing a House and Senate. The count in this instance is according to the Congressmen and Senators to which each state is entitled and the winners of the majority of each separately are in control of the House and Senate respectively. The Congressmen shown on each card total 435, while each state is entitled to two Senators, thus making 96. When the entire play has been completed, you may find that you have a President and Vice President of one party while the same party controls only one branch of Congress or may be none at all. An ideal situation would be, of course, when the same party furnished the President and Vice President and controls both branches of Congress.

On the following page is shown a consolidation of all electoral votes cast for both Republican and Democratic Presidents in each election since there have been forty-eight states, also the number of times the states have gone for each party. During these elections there have been three Democratic Presidents and three Republican Presidents. The Republicans have received seventeen more electoral votes than the Democrats and five more states have voted the Democratic ticket than have voted the Republican ticket. Six states have voted solid for the Democratic party and one has voted solid for the Republican party. Four states have deserted each party only one time during the six elections.

| State | Elec. Votes | | No. Times | |
|--------------|-------------|------|-----------|------|
| | Rep. | Dem. | Dem. | Rep. |
| Ala. | 0 | 71 | 6 | 0 |
| Ariz. | 9 | 9 | 3 | 3 |
| Ark. | 0 | 54 | 6 | 0 |
| Calif. | 39 | 37 | 2 | 3 |
| Colo. | 18 | 18 | 3 | 3 |
| Conn. | 36 | 7 | 1 | 5 |
| Del. | 15 | 3 | 1 | 5 |
| Fla. | 6 | 31 | 5 | 1 |
| Ga. | 0 | 82 | 6 | 0 |
| Idaho | 12 | 12 | 3 | 3 |
| Ill. | 116 | 58 | 2 | 4 |
| Ind. | 60 | 29 | 2 | 4 |
| Ia. | 52 | 24 | 2 | 4 |
| Kan. | 30 | 29 | 3 | 3 |
| Ky. | 26 | 50 | 4 | 2 |
| La. | 0 | 60 | 6 | 0 |
| Me. | 29 | 6 | 1 | 5 |
| Md. | 24 | 24 | 3 | 3 |
| Mass. | 54 | 53 | 3 | 3 |
| Mich. | 60 | 19 | 1 | 4 |
| Minn. | 48 | 11 | 1 | 4 |
| Miss. | 0 | 59 | 6 | 0 |
| Mo. | 54 | 51 | 3 | 3 |
| Mont. | 12 | 12 | 3 | 3 |
| Nebr. | 24 | 23 | 3 | 3 |
| Nev. | 9 | 9 | 3 | 3 |
| N. H. | 16 | 8 | 2 | 4 |
| N. J. | 56 | 30 | 2 | 4 |
| N. Mex. | 9 | 9 | 3 | 3 |
| N. Y. | 180 | 92 | 2 | 4 |
| N. C. | 12 | 61 | 5 | 1 |
| N. D. | 15 | 14 | 3 | 3 |
| Ohio | 72 | 74 | 3 | 3 |

| State | Elec. Votes | | No. Times | |
|-------------|-------------|-------|-----------|------|
| | Rep. | Dem. | Dem. | Rep. |
| Okla. | 20 | 41 | 4 | 2 |
| Oreg. | 20 | 10 | 2 | 4 |
| Pa. | 188 | 0 | 0 | 5 |
| R. I. | 15 | 14 | 3 | 3 |
| S. C. | 0 | 53 | 6 | 0 |
| S. D. | 20 | 4 | 1 | 4 |
| Tenn. | 24 | 47 | 4 | 2 |
| Tex. | 20 | 103 | 5 | 1 |
| Utah | 16 | 8 | 2 | 4 |
| Vt. | 23 | 0 | 0 | 6 |
| Va. | 12 | 59 | 5 | 1 |
| Wash. | 21 | 15 | 2 | 3 |
| W. Va. | 31 | 17 | 2 | 4 |
| Wisc. | 39 | 25 | 2 | 3 |
| Wyo. | 9 | 9 | 3 | 3 |
| Total..... | 1,551 | 1,534 | 143 | 138 |

"S A M M Y"

(Revised)

(Copyright, 1934, by T. W. Branch)

THE GAME—"Sammy" is a partnership game for four players, which may be played either according to border states or according to suits.

THE CARDS—Use the entire pack of fifty-six "Sammy" cards.

If the playing is according to border states, the cards rank as no trumps and according to the population of the states and territories

which are divided into four suits that rank in the order of Red, Blue, Stars and Stripes and from Uncle Sam to one in each suit; except when trumps are named, then the trump suit ranks first with the other suits following in their order.

If playing according to suits only, the border states and the relative rank of the states are ignored and the suits have the same value in no trumps with the cards in each suit ranking from Uncle Sam to one. When a suit has been named as trumps, that suit value has been raised while the value of the other three suits remain the same.

THE DEAL—Right to deal the first hand is attained by cutting the cards, with high man dealing. After the first hand, the deal passes to left to each player in his turn.

The cards are shuffled well and dealt one at a time until each player has fourteen cards.

THE BID—After the cards are dealt, the dealer opens the bid or passes. If he opens the bid, he either declares no trumps or names a suit as trumps and he may declare to win any number of tricks from one to fourteen, usually not less than six or more than twelve, depending on the strength of his hand. The bid then passes to the next player on the left, who must either open the bid, raise the outstanding bid, place a bonus on the outstanding bid if he thinks it cannot be made by the declarant or pass without a bid. The third player, who is the partner of the dealer, may

open the bid if it has not already been opened; raise the outstanding bid if any, and if the outstanding bid is his partner's, raise on his partner's trump if possible, otherwise raise the bid on a different trump; place a bonus on the outstanding bid if it is not partner's; double the bonus if one has been placed on his partner's bid; or pass without a bid. The fourth player, who is partner of the second, follows the order of bidding of the third and the bidding continues until no one will raise the outstanding bid and until a bonus, if any, is placed and possibly doubled.

When the bidding ceases, the outstanding bid goes to the declarants.

THE PLAY—The game is now started and if the play is according to border states, each partner should play his own hand. A suit has been named as trumps or the game is on no trumps. If a suit has been named, cards of that suit rank first in their order with the remaining suits and cards ranking in their natural order. A bid on blue would be in the order of blue, red, stars, stripes; a bid on stars in the order of stars, red, blue, stripes and a bid on stripes in the order of stripes, red, blue, stars. A bid on no trumps would be in the natural order of red, blue, stars, stripes just as a bid on red, however the score count would be different. The person starting the outstanding bid leads any card he may wish and the other players follow in their order with a border state of this card if possible, otherwise with any card they may wish to play. When

each has followed in his turn, the four cards constitute a trick that is won by the person who has played the ranking card determined as above outlined provided it is the card lead or a border state of that card. The winner of the trick then leads and the play continues as outlined until the thirteen tricks have been made.

If the play is according to suits only, a suit has been named as trumps or the bid is on no trumps, and the player to the left of the declarant opens the game by leading a card of any one of the four suits. The next player who is the partner of the declarant arranges his hand according to suits and places it on the table in front of him, after which he becomes a silent partner until the hand is over. The declarant then follows suit from this silent hand. After the third player has followed suit if possible, or otherwise has played any card from his hand, the declarant plays from his own hand. The four cards played make a trick, which is won by the player who played the highest suit card or the highest trump. The winner of the trick then leads and the play continues as outlined until the fourteen tricks have been made.

THE COUNT—When the fourteen tricks have been made, partner's points are scored on tricks as follows:

For Declarants

| Points. | How Made |
|---------|--|
| 50 | For making as many tricks as declared. |
| 25 | For each additional trick. |
| 25 | For each President of any suit. |
| 50 | For four highest cards of trumps. |
| 25 | For any three of above cards. |
| 50 | For four Uncle Sam cards of no trumps. |
| 25 | For any three of above cards. |
| 50 | For winning when Bonus is placed. |
| 50 | Additional for Bonus when doubled. |

For Opponents

| Points. | How Made |
|---------|--|
| 25 | For each trick by which declarants fail. |
| 25 | For each President of any suit. |
| 50 | For three of four highest cards of trumps. |
| 25 | For two of four highest cards of trumps. |
| 50 | For three Uncle Sam Cards of no trumps. |
| 25 | For two Uncle Sam cards of no trumps. |
| 50 | For declarant's defeat with bonus placed. |
| 50 | Additional for bonus if doubled. |

LENGTH OF GAME — Points may be counted and winner declared after each player has dealt the cards one time. These points may be scored individually for the final count when the game ends after each player has been the partner of the other or by mutual agreement.

"UNITED STATES"

(Revised)

Copyright, 1934, by T. W. Branch

THE GAME—"United States" is a game in which the forty-eight states and the District of Columbia of the "Sammy" are used and may be played by any number of players from three to six, playing individually.

THE DEAL—Right to deal the first hand is attained by cutting the cards, with high man dealing. After the first hand, the deal passes to the left, to each player in his turn. If three, four or six are playing the game, the dealer first removes the card representing the state of Kansas, which is the most centrally located state, and deals the remaining cards one at a time in equal numbers to each of the players. If five are playing the game, card representing the state of Maine and two other cards with only two border states are discarded, after which the remaining cards are shuffled and dealt one at a time in equal numbers to each of the players.

THE PLAY—The play now begins and the object of the game is to "Unite the States." The dealer places the card representing the state of Kansas in the center of the table and "unites" with this card any of its border states that are held in his hand and as many border states of these states, etc., as possible. The border states of Kansas, four in number, are played at each corner of the card representing

Kansas and border states of these states are played on top of the cards they border. Thus the game progresses in four stacks of cards which are built around Kansas. When the dealer has played all cards possible from his hand, the play passes over to the left to each player in his turn, who play as outlined above. The hand continues until a player has "united" all the cards held in his hand with those in the stacks on the table, or until no one is able to play in his turn. The play as outlined above makes this a game in which considerable study is necessary to enable a player to get the best advantage from his hand. The game may be made a snappy one by permitting any player to "unite" his cards with the stacks at any time after the game is started and he may continue to do so as often as he has a play, until the game ends as above.

MISPLAY—At any time during the game, if a player should attempt to unite a state with a state on which it does not border, he is required to take up that card and also accept a card from the player calling his attention to the error. If a player attempts to unite a border state of Kansas with a border state in another stack, the card is removed to the border of Kansas and the player is required to take a card from the player calling his attention to the error.

THE COUNT—When the play ends by a player having united all of his cards, he is the winner and receives one point from each of the remaining players for each border state shown

on the total number of cards left in their hands, and the player who contributes the greatest number of points is penalized that number of points, which must be deducted from his score in the count. When the game ends by no player being able to play in his turn, the person holding the least number of cards in his hand is the winner, and after each player has discarded from his hand cards equal to the number held in the hand of the winner, the winner is entitled to one point for each border state shown on the cards still held by the remaining players. In case of a tie in the smallest number of cards, the hand does not count for any one. The game continues until a required number of points have been made by a player, usually from 150 to 250 points, depending on the number of players, and as decided on before the game begins.

"FLAG"

(Revised)

Copyright, 1934, by T. W. Branch

THE GAME—"Flag" is a game for one player only, using the entire pack of "Sammy" cards, which consists of fifty-six suit cards of Red, Blue, Stars and Stripes.

THE DEAL—Shuffle the cards well and from the pack face down in the hand deal a row of four cards on the table, the first card face up and the next three face down. Deal a

second row of three cards on the first face-down cards, the first card face up and the next two face down. Deal a third row of two cards on the second face-down cards, the first card face up and the next face down. Deal one more card face up on the last stack of face-down cards. There are now four stacks of cards with the top card of each stack face up and these four stacks form the layout. The remaining cards are held in the hand, face down, for the play.

THE PLAY—The play now begins and the object of the game is to build flags of which there are fourteen. The four ones of red, blue, stars and stripes form a complete flag and so on, the twos, etc., to the tens, making ten complete flags and the four Marines, Nurses, Presidents and Uncle Sams make the remaining four flags. The fourteen flags are built one at a time by removing first the ones appearing face up on the stacks in the layout and placing them in a flag row just above the cards in the layout in the order of red, blue, stars and stripes, or as they are turned up in the layout by transferring cards from one stack to another and turning up the card underneath. Cards may be transferred from one stack to another but only in descending order and when they do not follow suit, such as a 9 red may be transferred to a stack on which the top card is either a 10 blue, stars or stripes. When all cards have been moved from a stack in the layout, the space may be filled with any Uncle Sam card and cards may be transferred to this card in descending order as

above. Always leave the bottom face up card in a stack in the layout open sufficient to show what the card is and always in transferring cards from one stack to another, transfer the bottom face-up card as well as all cards that have been played on it. When all plays possible have been made to the flag row and from one stack to another in the layout, remove two cards at a time from those in the hand and place them in a stack face up on the table. Play from this stack to the layout as described above or to the flag row as often as possible and you may then be able to play again from the layout. When all plays possible have been made from this stack as well as from the layout, continue to remove two cards at a time from the hand when no play appears and until the cards in the hand have been exhausted. At this point, take the remaining cards in this stack, turn them face down in the hand again and without shuffle, remove them again two at a time. Continue this method of play until you have completed the fourteen flags, or, until there is no play apparent either from the layout to the flag row, or from stack to stack in the layout and no play is apparent from the stack when built two at a time from the hand either to the flag row or to the layout. Remember that the next flag in order cannot be started until the one you are building is complete.

THE COUNT—When you have completed the fourteen flags or when no further play is apparent the game is ended and complete flags

are counted to determine the military rank you have attained. If one flag has been completed, the rank of private has been assigned; if two flags, corporal, etc. Military rank for the fourteen flags follow:

No. Rank Assigned

- | | |
|-----------------------|-------------------------|
| 1. Private. | 8. Lieutenant Colonel. |
| 2. Corporal. | 9. Colonel. |
| 3. Sergeant. | 10. Brigadier General. |
| 4. Second Lieutenant. | 11. Major General. |
| 5. First Lieutenant. | 12. Lieutenant General. |
| 6. Captain. | 13. General. |
| 7. Major. | 14. Retired General. |

"SAMMY'S TRAVELS"

Seeing America First

Copyright, 1934, by T. W. Branch

Play with the states and District of Columbia of the "Sammy" pack. Place any card on the table as a starting point. Shuffle the remaining cards and deal one at a time face up to a stack on the table. Transfer border states from this stack to the top card in the starter stack, leaving the state underneath visible so the direction of travel may be noted. When cards in hand have been exhausted, take cards remaining in stack and play as before. Continue the play until all cards have been transferred to travel stack or until no border state appears when dealing through the remaining stack. Two players should preferably use a separate pack of cards with each starting from the same point, however two may play with the same pack by discarding Maine and using two cards as starters, and dealing the remaining cards in equal numbers to each. Play as above except that both players transfer cards to each of the travel stacks. Player traveling through the greatest number of states is the winner. When playing alone, the object is to travel through all of the states.

ORDER BLANK

If your dealer has not stocked "Sammy" use the blank below in re-ordering, or hand to a friend who may wish to order a pack of these new cards.

Send no money. Simply fill out and mail the blank and pay the postman 75c on delivery.

THE SAMMY CARD COMPANY

Station E, Box 29

Atlanta, Georgia

Send a pack of "Sammy" cards. I will pay the postman 75c on delivery.

CUT HERE

Name.....

St. or R. No.....

Town.....

State.....

Please Print Name and Address Plainly.

SEND DEALER'S NAME

Send dealer's name with your order for a pack of cards and if he stocks a dozen packs we will send you an additional pack free of all charges.

DEALER'S NAME

Name.....

Street.....

Town.....

State.....

