



FIRST EDITION



MR. PRESIDENT, U. S. A.



THE ELECTION CARD GAME



See other side for easy directions for play of this entertaining and original educational card game where play is for a winning majority of the electoral vote. "MR. PRESIDENT - U.S.A." teaches the electoral vote of the states, the make-up of Congress, the State shapes and capitals; and, thru the Unique Red-deck playing cards, the order of Cabinet succession to the Presidency . . . and, it's lots of fun to try to so play your hand as to win an electoral majority. Everybody campaigns for the Presidency in this game.

DO

Use the insets at the ends of your "MR. PRESIDENT" box to put the Red Cards you don't play with in and to put the electoral cards in after the scorekeeper has added them to the winner of the trick's score. This clears the table of cards which are out of play.

DON'T

Mix the 2 decks together, the Red is for play and the Blue for counting.

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PRODUCERS OF: "OLD SCRATCH" & "LET'S DRIVE".

(safety thru playing fun!)

MR. PRESIDENT, U. S. A.
DIRECTIONS

"Mr. President" is a game in which the players seek to win the 'Presidency' by winning the highest total electoral vote. Two, three, or four may play. If four play, they play as two sets of partners.

Play is with the playing cards (Red Deck) to win the electoral vote cards (Blue Deck).

Electoral Cards (Blue Deck) There are fifty electoral vote cards, one for each of the fifty states. On each is a map of a state together with the number of its electoral votes in the 1960 election. 269 Votes are needed to win except in 3 handed play where highest total wins.

Playing Cards (Red Deck) The playing cards are in four suits of 13 cards each plus one Topper, total 53 cards. The suits are Star ★ (Black), Circle ● (Red), Square ■ (Red), and Triangle ▲ (Black). In each suit are the following cards in order from highest to lowest.

Playing Card Values "MR. PRESIDENT" - U.S.A. Playing Cards
(Valued in Sequence of Succession to Presidency - Act of 1947)

Highest	# 1	President
Next	13	Vice President
and so on	12	Speaker of the House
"	11	President pro tem of the Senate
"	10	Secretary of State
"	9	Secretary of the Treasury
"	8	Secretary of Defense
"	7	Attorney General
"	6	Postmaster General
"	5	Secretary of the Interior
"	4	Secretary of Agriculture
"	3	Secretary of Commerce
Lowest	2	Secretary of Labor

Thus - President beats Vice-President, who in turn beats Speaker, who beats Pres. pro tem, who beats Secretary of State, and so on down to the Secretary of Labor who can only win when some other suit is led and he is trump or in case he is led after all trump is out and he is the only card left in his suit.

Trump on score sheet Player to the left of the dealer cuts for trump before cards are dealt. Scorekeeper writes trump for the hand on the score sheet.

Trump beats suit Cannot be played unless player is out of suit led Trump cards beat the highest cards of any other suit. Trump cannot be played on another suit unless player has no cards left in suit led. If out of suit led, player may either play trump or discard.

Topper Highest Can be beat if not played as Trump The Topper is the top card in the deck. It can be played on any trick. BUT if it is played as a suit card, it can be beat by trump in case another player is out of that suit.

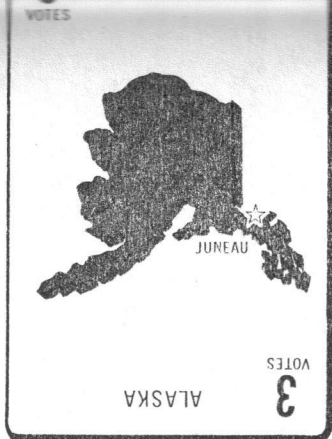
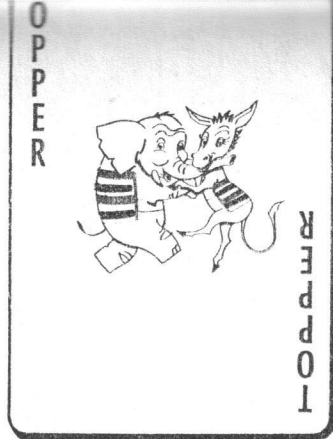
Deal 12 Cards (Red Deck) Twelve cards are dealt to each player. Balance of deck is not used or seen. First deal is by player cutting highest card.

Dealer draws Electoral Vote Cards (Blue Deck) Dealer shuffles electoral vote deck. He draws four electoral cards before each trick and places them face up on the table. For the 11th and 12th tricks, he draws five electoral cards. Winner of trick wins these votes

Game lead Play face down Suite called Player to the left of the dealer leads after seeing the votes to be played for. He calls suit led and plays his card face down. Cards are turned over when everyone has played. Top card played wins the trick. Winner of the trick gets the votes and wins the next lead and so on.

Score After each trick, scorekeeper writes the number of votes won on that trick in the winner's trick column and adds it to his total column.

Winner The player or team of players gaining the highest electoral total win the presidency.



MR. PRESIDENT, U.S.A.



THE
NEW CARD GAME

combining
the best elements of
POKER, BRIDGE AND
ELECTION EXCITEMENT

Platform: Fun for All

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ST. PAUL 14, MINNESOTA
EDUCATIONAL GAMES DIVISION



Two more games
using the

MR. PRESIDENT, U.S.A.

State Electoral Cards



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*2324 University Avenue
St. Paul 14, Minnesota*

Educational Games Division

1 NEW YORK

2 ELECTORAL RUMMY

NEW YORK 2 to 4 May Play

The object of the game "NEW YORK" is to draw and discard cards in your turn until your six card hand totals exactly 45 votes.

Six cards are dealt. Balance of the deck is placed face down on the table with the top card placed face up beside the deck to start the discard pile. Play starts to the left of the dealer and goes around the table. Player may draw either the top card of the deck or the top card of the discard pile. A card must be discarded for each card drawn. Cards value the amount of electoral vote shown except for *NEW YORK* (45 votes) which is wild and may be used for any number from 1 to 45.

When a player's hand totals 45 votes he calls "New York" and lays his hand down. If his hand includes *NEW YORK*, he scores 90 points. Otherwise, he scores 45 points. Scores his opponents hold in their hands count against them.

Game is customarily 150 points.

ELECTORAL RUMMY 2 to 4 May Play

The object of "ELECTORAL RUMMY" is to "rummy" out with as high a score as possible.

Seven cards are dealt. Balance of the deck is placed face down on the table with the top card placed face up beside the deck to start the discard pile. Player to the left of the dealer starts play by drawing either the discard card or from the deck. As the discard pile grows, any player may in his turn take as much of the pile as he wishes; but, he must play the bottom card taken. Players may lay down books of three or more State cards with the same electoral vote in their turn at play. "Wild" cards may be used with a pair of identical vote cards. More than one "Wild Card" may be played with a pair.

There are seven "Wild Cards"—

New York—45 votes	Texas	—24 votes	
Illinois	—27 votes	Michigan	—20 votes
Ohio	—25 votes	North Carolina—14 votes	
		& Maine—5 votes	

Players can play at their own places at their turn of play any cards they have which extend any books on the table except that "Wild Cards" can only be used on players own books. One card must be discarded at each turn except when a player "rummies" by laying down his last card. Then, he may either play or discard his discard card.

Game is customarily 269 points.



SEC'Y OF LABOR



SEC'Y OF LABOR



SEC'Y OF INTERIOR



SEC'Y OF INTERIOR



*Red
Box
Cards*



SPEAKER
OF THE HOUSE



SPEAKER
OF THE HOUSE



ATTORNEY GENERAL

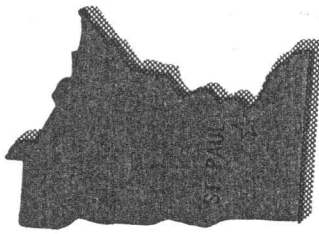


ATTORNEY GENERAL



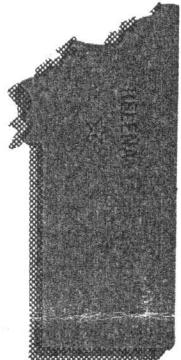
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11 MINNESOTA
VOTES




11 VOTES
MINNESOTA

4 MONTANA
VOTES




4 VOTES
MONTANA

13 MISSOURI
VOTES



13 VOTES
MISSOURI

12 GEORGIA
VOTES



12 VOTES
GEORGIA



	TRICKS	TOTAL	TRICKS	TOTAL	TRICKS	TOTAL
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
Play Total						
Trump Suite						

EXTRA BID SCORING

Overscore or Set Score			
Campaign Bonus			
TOTAL			

*2 Bikes on next page
one Blue + one red*

