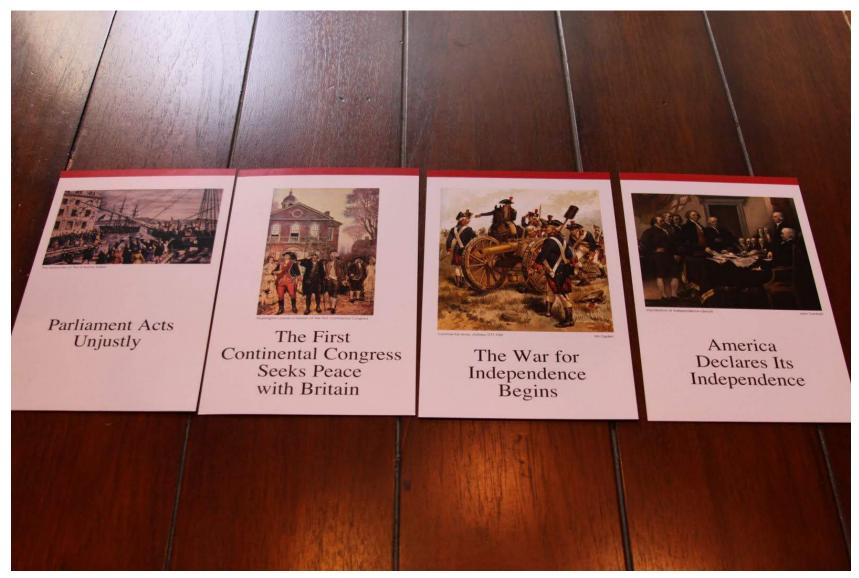
Card Game Rules



American Revolution Flashcards. We won't be playing a game exactly like this. This image is courtesy of themorathemmerrier.com.

Today we will be playing a card game to get you familiar with leaders of the Revolution.



A collage of American Revolutionary War images. *Clockwise from top left:* Battle of Bunker Hill, Death of Montgomery at Quebec, Battle of Cowpens, "Moonlight Battle". These images are courtesy of Wikipedia.org.

The class will be divided up into four groups.

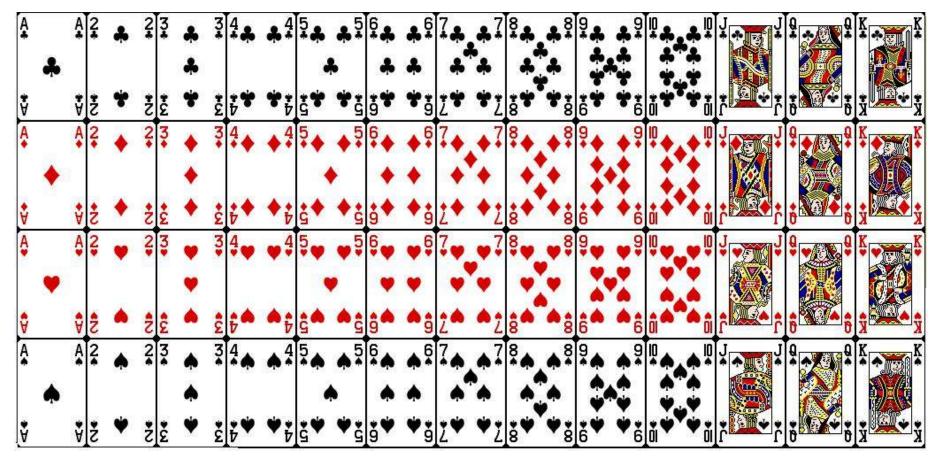


Four groups of game figurines symbolizing the four groups in which our class will be divided for the game. This image is courtesy of 123rf.com.

Each group will have a deck of 52 cards.

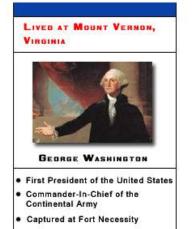


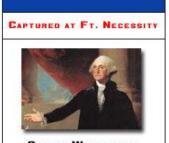
Each deck contains 52 cards, 13 "books" of 4 cards each.



Again, our cards won't look like this. Here are 13 different "suits" of four cards each. This image is courtesy of themanny.com.

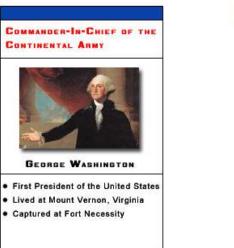
Each book features four different facts about an individual (George Washington, King George III, etc...).

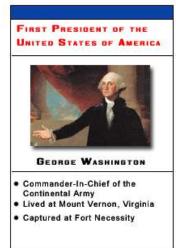




GEORGE WASHINGTON

- First President of the United States
- Commander-In-Chief of the Continental Army
- Lived at Mount Vernon, Virginia





Four George Washington cards. This image was created by Dan Housch.

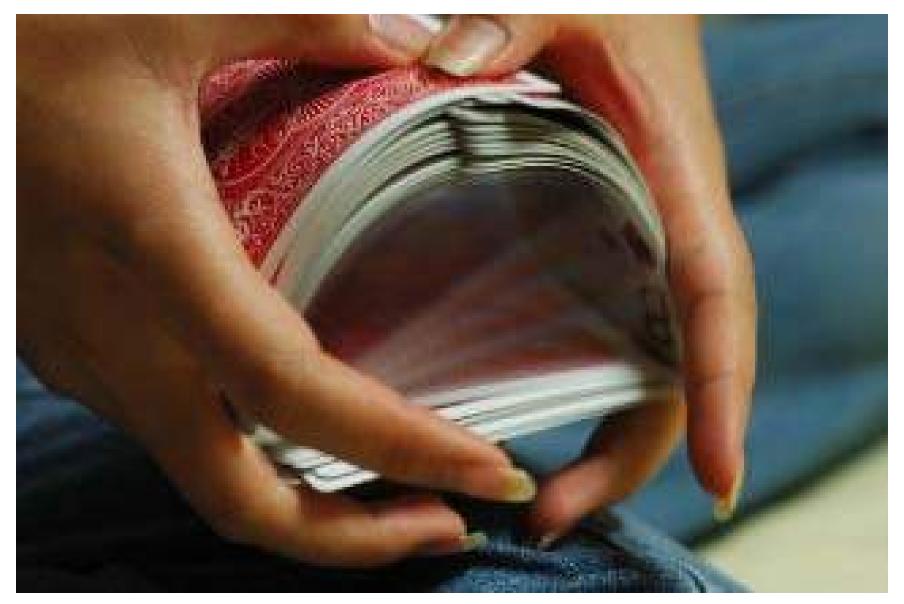
The object of the game is to obtain complete "books" by calling for cards from other players.



John Ueland / Special to The Chronicle

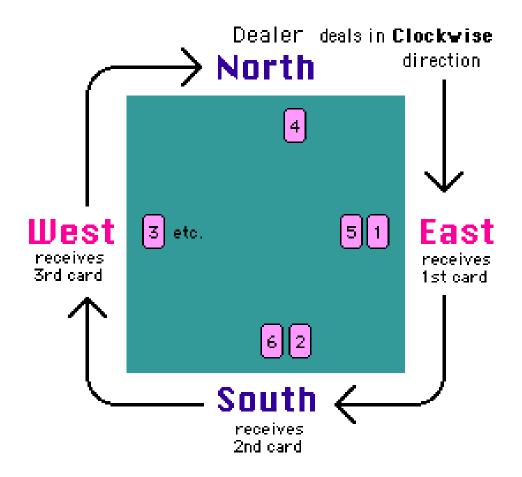
We should have at least four people in each group, and hopefully not more than seven. This image is courtesy of sfgate.com.

Shuffle the deck and ...



There are many different ways to shuffle a deck of cards. The goal is to make sure that the cards from the same book are not together. This image is courtesy of pokerology.com.

...deal the cards, one at a time, facedown to each player.



Each player gets one card at a time as you go around the table. This image is courtesy of jazclass.aust.com.

Stop when every player has four cards.



Players can certainly have more than one card as the game goes along. This image is courtesy of wopc.com.

Place the remainder of the cards facedown in the center of the table.



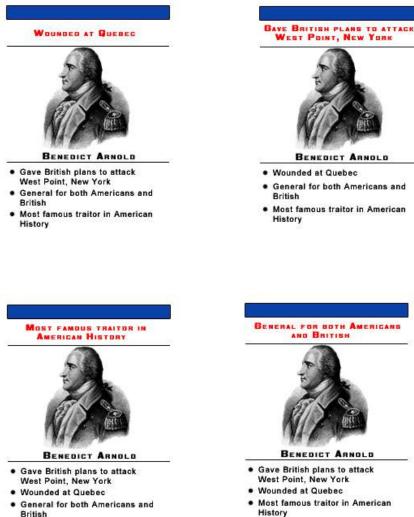
Make sure the cards don't fall through the spaces between the desks in the middle of the table. This image is courtesy of about.com.

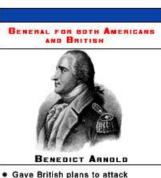
The player at dealer's left begins.



We're not sure who the dealer is here. Notice the boxer holding an ace between his toes. This image is courtesy of colinpantall.com.

He or she will call on any other player for a card that will help complete a book of which he/she holds one or more cards.





- West Point, New York
- Wounded at Quebec
- · Most famous traitor in American History

If the player called upon has the desired card, he hands it to the caller.



The President's cards are kind of modeled after baseball cards, but more on a game called Authors. This image is courtesy of boblemke.com.

The caller continues calling until he fails to receive another desired card.



The dog on the left is calling for cards, or announcing what cards that he has. This image, titled "His Station and 4 Aces" is courtesy of Wikipedia.org.

The caller then draws a card from the top of the deck.



Of course our card deck will look much different than this. This image is courtesy of seanmalstrom.com.

If he draws the card from the deck for which he was calling....



Okay, we're not drawing these kind of cards from the deck, but I don't have a picture of our cards. This image is courtesy of explorekidz.com.

...he again starts calling from players until unsuccessful, when he again draws from the deck.



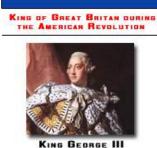
This cat doesn't look like he has the card that he wants. If not, he needs to draw from the deck. This image is courtesy of apertisoculus.com.

When he fails to draw the correct card from the deck, the turn passes to the player to his left-- and so on.



The human being is the player to the cat's left. This image is courtesy of grahamglass.com.

When a player receives a complete book he lays it aside, face up.

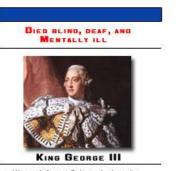


- Died blind, deaf, and mentally ill
- King of Great Britan during French and Indian War
- Fathered 15 children

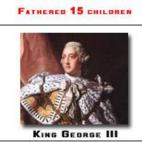


KING GEORGE III

- · Died blind, deaf, and mentally ill
- King of Great Britan during the American Revolution
- Fathered 15 children



- King of Great Britan during the American Revolution
- King of Great Britan during French and Indian War
- Fathered 15 children



- · Died blind, deaf, and mentally ill
- King of Great Britan during the American Revolution
- King of Great Britan during French and Indian War

We don't need the cards separated like this. All four cards should be in one stack. This image was created by Dan Housch.

When all the cards have been gathered into books the game ends.



THOMAS GAGE

In French and Indian war, served

Ordered British Troops to march

to Lexington and Concord

Had his British soldiers guartered in

under Edward Braddock

Boston homes

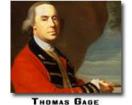
HAD HIS BRITISH SOLDIERS QUARTERED IN BOSTON HOMES



THOMAS GAGE

- In French and Indian war, served under Edward Braddock
- Ordered British soldiers to march to Lexington and Concord
- Thought his wife a spy, shipped her back to England

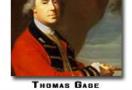
ORDERED BRITISH TROOPS TO MARCH TO LEXINOTON AND CONCORD



In French and Indian war, served

- under Edward Braddock
- Had his British soldiers quartered in Boston homes
- Thought his wife a spy, shipped her back to England





- Had his British soldiers quartered in Boston homes
- Ordered British soldiers to march to Lexington and Concord
- Thought his wife a spy, shipped her back to England

Again, the cards won't be separated like this. Each book will consist of four cards in the same stack. This image was created by Dan Housch.

The player having the most books wins.



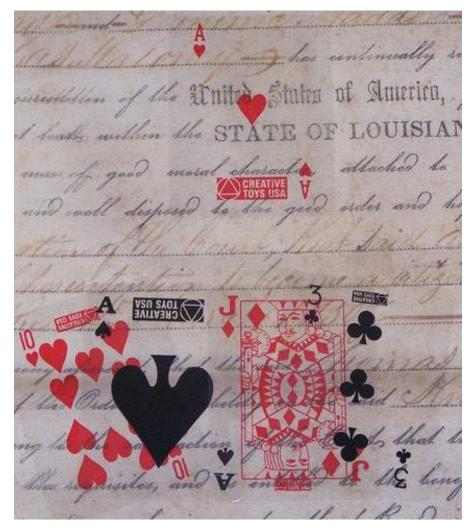
The dog on the left appears to be the winner of this game as he has the most chips. Of course we want the most books. This image is courtesy of vintageprintable.com.

Be gentle with the cards, the cards are our friends. They are not factory made cards, and therefore, are not very durable.



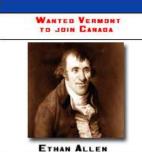
These are 500 year old playing cards uncovered by an archivist in Switzerland. Our cards are fragile, but not this fragile. This image is courtesy of marygreer.com.

Do not hold your cards up towards the light. They are thin cards, and your opponents can see through them.

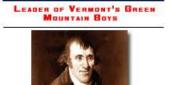


Our cards aren't this thin, but if held up to the light, one can at least see the person's image through the card. This image is courtesy of artfire.com.

You cannot call for a card unless you have a card of that person/subject



- Leader of Vermont's Green **MountainBoys**
- Helped Capture Fort Ticonderoga
- Captured by British during American Revolution





ETHAN ALLEN

- Helped Capture Fort Ticonderoga
- · Captured by British during American Revolution
- Wanted Vermont to join Canada

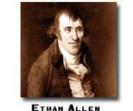
HELPED CAPTURE FORT TICONDEROGA



ETHAN ALLEN

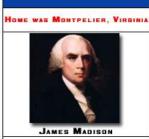
- Leader of Vermont's Green **MountainBoys**
- Captured by British during American Revolution
- Wanted Vermont to join Canada



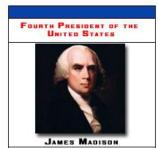


- · Leader of Vermont's Green **MountainBoys**
- Helped Capture Fort Ticonderoga
- · Wanted Vermont to join Canada

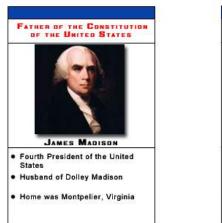
You must ask for a specific card.

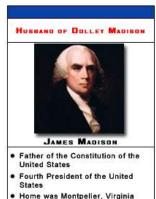


- Father of the Constitution of the United States
- Fourth President of the United States
- Husband of Dolley Madison



- Father of the Constitution of the United States
- Husband of Dolley Madison
- Home was Montpelier, Virginia





They must be asked for by the name in black at the bottom of the card that you have. This image is courtesy of Dan Housch.

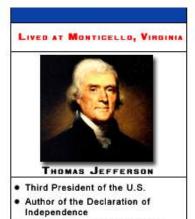
You must ask for a card by the following procedures:

• A. Say the person's name whom you are asking.

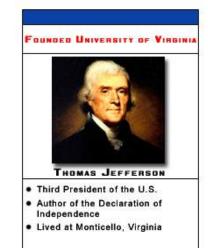
• B. Name of the Person on the card.

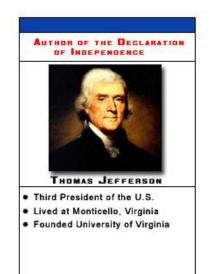
• C. What the person on the card did.

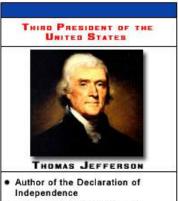
Don't ask, "Hey, anybody here have any Jeffersons?"



Founded University of Virginia



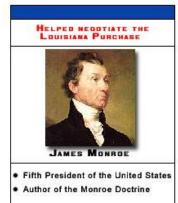




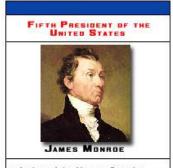
- Lived at Monticello, Virginia
- Founded University of Virginia

Students asking questions like this happen all too often in this game. They need to be closely monitored. This image was created by Dan Housch.

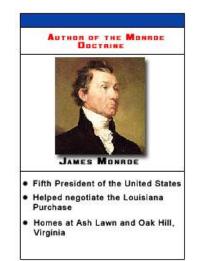
To understand what card that you have, look at the red lettering at the top. That is the card that you have.

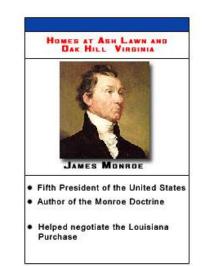


 Homes at Ash Lawn and Oak Hill, Virginia



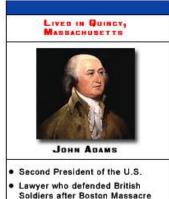
- Author of the Monroe Doctrine
 Helped negotiate the Louisiana
- Purchase
- Homes at Ash Lawn and Oak Hill, Virginia



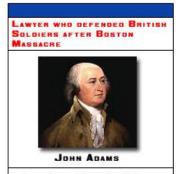


Again, the students need to be closely monitored so that you know what card they have, and for what cards they need to be asking. This image is courtesy of Dan Housch.

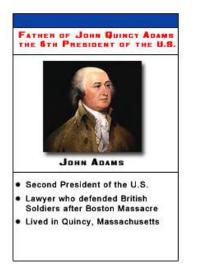
You need to acquire the other three cards, which are listed in black letters at the bottom of the card.

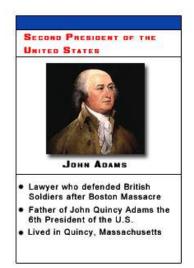


 Father of John Quincy Adams the 6th President of the U.S.



- Second President of the U.S.
- Father of John Quincy Adams the 6thPresident of the U.S.
- Lived in Quincy, Massachusetts





It's usually when students understand these instructions that they become much more comfortable with the game. This image is courtesy of Dan Housch.

Hand the cards to whoever called for them. No throwing or sliding cards.



This image is titled "Eight Drunken Dogs Playing Poker." It is courtesy of vintagesignshack.com.

Again, be gentle with the cards.



This painting by Stephen Jenner is titled, "A Game of Cards." This image is courtesy of wellcomelibrary.com.

You must ask for a card by the following procedures:

• A. Say the person's name whom you are asking.

• B. Name of the Person on the card.

• C. What the person on the card did.