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PACK OF GAME CARDS.

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To all whom it may concern:

Be it known that I, RAYMOND HESSER RIFFERT, a citizen of the United States, and a resident of Philadelphia, in the county of Philadelphia and State of Pennsylvania, United States of America, have invented a new and Improved Pack of Game Cards, of which the following is a full, clear, and exact description.

My invention has for its object to provide a pack of game cards on which appear numbers from 1 to 100, inclusive so arranged that these figures, or numbers, placed on specific left-hand and right-hand corners of the cards, make possible, in play, certain combinations, in addition and subtraction, that bring about certain results, which constitute all the various features of the many games that can be played with the pack, according to written rules for the various games. In some instances only left-hand corner numbers enter into the calculation, or play; in other instances only right-hand corner numbers enter into the calculation, or play; in other instances either left-hand or right-hand corner numbers enter into the calculation, or play; and in other instances both left-hand and right-hand corner numbers, in the sum of their added total on each card, enter into the calculation, or play.

These cards, with their corner figures, or numbers, provide the means of various and numerous methods of play that constitute the many games that can be played with this pack of cards, the methods of play being described in the rules.

The main object or feature of every play, in almost every one of the fifty games to be played with the "fifty" pack, is to bring about, in play, a combination of cards that will make possible, a calculation, in addition, or subtraction, or both, through the numerical arrangement on corners of the cards, that will result in fifty (50). Therefore, the figure, number, or sum, of fifty (50) is the central feature, or basis of play, in almost every one of the fifty (50) games already devised for play with the pack of fifty (50) cards.

While fifty (50) is the figure, number or sum, that is featured, and the corner numerical arrangement is specifically arranged to bring about calculations, in play, resulting in fifty (50), and while the pack consists of fifty (50) regular cards, the same system or arrangement could be adapted as well to the figure, number or sum, of seventy-five (75), or one hundred (100), or some other figure, number or sum, more, or less, than fifty (50); using seventy-five (75), or one hundred (100) cards, or some other number of cards, more, or less, than fifty (50). Likewise while I have employed addition and subtraction, I could as well employ division and multiplication, notwithstanding that the two latter forms of calculation would complicate, and make more difficult, the play.

The fifty (50) regular cards comprising the pack have figures or numbers, from one (1) to one hundred (100), inclusive, printed on the corners, in specific combinations, each combination in specific left-hand and right-hand corner figures, or numbers; also each figure or number on each card has a background or outline in a specific color and shape.

Into the arrangement of the various corner numbers there also enters a scheme of colored backgrounds or outlines in round shape, solidly colored, and circular outlines or rings. These backgrounds and outlines in colors appear on specific corners of specific cards, which increases the science of, and interest, education and amusement in, playing the various games, as well as the use of these colors, for backgrounds and outlines, being a guide to certain features of play, in directing the formations of calculating combinations, which becomes a matter of study on the part of the player.

Additional objects of the invention will appear in the following specification, in which the preferred form of my invention is described.

Figure 1 is a plan view of a card in one of the suits;

Figure 2 is a plan view of a card showing how a card in each suit is marked with a shield in the upper right-hand corner and the lower left-hand corner;

Figure 3 is a plan view of a card in the other suit;

Figure 4 is a plan view of a card showing how a card in each suit is marked with a shield in the upper left-hand corner and the lower right-hand corner;

Figure 5 is a plan view of the card referred to as the "wild card"; and

Figure 6 is a plan view of a card show...
ing how certain of the cards in each suit are marked with stars.

In the pack of cards which I prefer to use, there are fifty-one cards, one of which is called the "wild" card. This wild card is shown on the drawing of A, and has the word "wild" printed in its four corners.

At the center of the card there is printed 50, and under this there appears a second 50 which is inverted. The other cards have numbers printed in their corners, the numbers in the upper left hand corners of the cards corresponding with the numbers in the lower right hand corners, and the numbers in the upper right hand corners corresponding with the numbers in the lower left hand corners. This arrangement is provided, and the said numbers are shown in the corners in such a manner that they may be conveniently read without reference to which ends of the cards are disposed upright. The cards at the numbers in the corners of the cards are colored, and the colors and the numbers on the cards are arranged in the following manner.

In the cards, the numbers on the upper left hand corners and the numbers on the lower right hand corners of the cards are shown on a red background, and the numbers on the upper right hand corners and the same numbers on the lower left hand corners are shown in a black ring. The numbers on the said cards are arranged as follows:

| 75 | 1  |
| 52 | 3  |
| 54 | 5  |
| 56 | 7  |
| 58 | 9  |
| 60 | 11 |
| 62 | 13 |
| 64 | 14 |
| 66 | 16 |
| 68 | 18 |
| 70 | 20 |
| 72 | 22 |
| 74 | 24 |

On the remaining 25 cards the numbers on the upper left hand corners and the lower right hand corners of the cards are shown on a green background, and the num-

bers on the upper right hand corners and the lower left hand corners are shown in an orange ring. The numbers on the said cards are arranged as follows:

| Upper left hand and lower right hand | 98 | 86 |
| Upper right hand and lower left hand | 99 | 89 |

By referring to the card B it will be seen that the number in the upper left hand corner and the lower right hand corner is shown on a red background, and the number on the upper right hand corner and at the lower left hand corner is shown in a black circle. By referring to the card C it will be seen that the number in the upper left hand corner and in the lower right hand corner is shown on a green background and the number in the upper right hand corner and in the lower left hand corner is shown in an orange circle.

In addition to the above mentioned identification marks, the following mentioned cards have stars in their corners. These cards are numbered as follows: 75 in the upper left hand and the lower right hand corner, 1 in the upper right hand corner and in the lower left hand corner; 2 in the upper left hand corner and in the lower right hand corner, 51 in the upper right hand corner and the lower left hand corner; 60 in the upper left hand corner and lower right hand corner, 11 in the upper right hand corner and lower left hand corner; 12 in the upper left hand corner and the lower right hand corner, 11 in the upper right hand corner and lower left hand corner; 21 in the upper left hand corner and the lower right hand corner, 22 in the upper right hand corner and lower left hand corner; 23 in the upper left hand corner and lower right hand corner, 49 in the upper right hand corner and lower left hand corner, 94 in the upper left hand corner and lower right hand corner, 97 in the upper right hand corner and lower left hand corner; 99 in the upper left hand corner and lower right hand corner, 86 in the upper right hand corner and lower left hand corner; 89 in the upper left hand corner and lower right hand corner, 85 in the upper right hand corner and lower left hand corner; 87 in the upper left hand corner and lower right hand corner, 89 in the upper right hand corner and lower left hand corner; 90 in the upper left hand corner and lower right hand corner, 88 in the upper right hand corner and lower left hand corner; 88 in the upper left hand corner and lower right hand corner, 89 in the upper right hand corner and lower left hand corner; 87 in the upper left hand corner and lower right hand corner, 85 in the upper right hand corner and lower left hand corner; 85 in the upper left hand corner and lower right hand corner, 84 in the upper right hand corner and lower left hand corner; 83 in the upper left hand corner and lower right hand corner, 84 in the upper right hand corner and lower left hand corner; 82 in the upper left hand corner and lower right hand corner, 83 in the upper right hand corner and lower left hand corner; 81 in the upper left hand corner and lower right hand corner, 82 in the upper right hand corner and lower left hand corner; 80 in the upper left hand corner and lower right hand corner, 79 in the upper right hand corner and lower left hand corner; 78 in the upper left hand corner and lower right hand corner, 77 in the upper right hand corner and lower left hand corner; 77 in the upper left hand corner and lower right hand corner, 76 in the upper right hand corner and lower left hand corner; 75 in the upper left hand corner and lower right hand corner, 75 in the upper right hand corner and lower left hand corner; 74 in the upper left hand corner and lower right hand corner, 73 in the upper right hand corner and lower left hand corner. 70 in the upper left hand corner and lower right hand corner, 70 in the upper right hand corner and lower left hand corner; 70 in the upper left hand corner and lower right hand corner, 70 in the upper right hand corner and lower left hand corner; 70 in the upper left hand corner and lower right hand corner, 69 in the upper right hand corner and lower left hand corner; 70 in the upper left hand corner and lower right hand corner, 69 in the upper right hand corner and lower left hand corner; 68 in the upper left hand corner and lower right hand corner, 68 in the upper right hand corner and lower left hand corner; 67 in the upper left hand corner and lower right hand corner, 67 in the upper right hand corner and lower left hand corner; 65 in the upper left hand corner and lower right hand corner, 65 in the upper right hand corner and lower left hand corner; 64 in the upper left hand corner and lower right hand corner, 64 in the upper right hand corner and lower left hand corner; 63 in the upper left hand corner and lower right hand corner, 63 in the upper right hand corner and lower left hand corner; 62 in the upper left hand corner and lower right hand corner, 62 in the upper right hand corner and lower left hand corner; 61 in the upper left hand corner and lower right hand corner, 61 in the upper right hand corner and lower left hand corner; 60 in the upper left hand corner and lower right hand corner, 60 in the upper right hand corner and lower left hand corner; 59 in the upper left hand corner and lower right hand corner, 59 in the upper right hand corner and lower left hand corner; 58 in the upper left hand corner and lower right hand corner, 58 in the upper right hand corner and lower left hand corner; 57 in the upper left hand corner and lower right hand corner, 57 in the upper right hand corner and lower left hand corner; 56 in the upper left hand corner and lower right hand corner, 56 in the upper right hand corner and lower left hand corner; 55 in the upper left hand corner and lower right hand corner, 55 in the upper right hand corner and lower left hand corner; 54 in the upper left hand corner and lower right hand corner, 54 in the upper right hand corner and lower left hand corner; 53 in the upper left hand corner and lower right hand corner, 53 in the upper right hand corner and lower left hand corner; 52 in the upper left hand corner and lower right hand corner, 52 in the upper right hand corner and lower left hand corner; 51 in the upper left hand corner and lower right hand corner, 51 in the upper right hand corner and lower left hand corner; 50 in the upper left hand corner and lower right hand corner, 50 in the upper right hand corner and lower left hand corner; 49 in the upper left hand corner and lower right hand corner, 49 in the upper right hand corner and lower left hand corner; 48 in the upper left hand corner and lower right hand corner, 48 in the upper right hand corner and lower left hand corner; 47 in the upper left hand corner and lower right hand corner, 47 in the upper right hand corner and lower left hand corner; 46 in the upper left hand corner and lower right hand corner, 46 in the upper right hand corner and lower left hand corner; 45 in the upper left hand corner and lower right hand corner, 45 in the upper right hand corner and lower left hand corner; 44 in the upper left hand corner and lower right hand corner, 44 in the upper right hand corner and lower left hand corner; 43 in the upper left hand corner and lower right hand corner, 43 in the upper right hand corner and lower left hand corner; 42 in the upper left hand corner and lower right hand corner, 42 in the upper right hand corner and lower left hand corner; 41 in the upper left hand corner and lower right hand corner, 41 in the upper right hand corner and lower left hand corner; 40 in the upper left hand corner and lower right hand corner, 40 in the upper right hand corner and lower left hand corner; 39 in the upper left hand corner and lower right hand corner, 39 in the upper right hand corner and lower left hand corner.
corner and lower left hand corner; 88 in the upper left hand corner and lower right hand corner; 39 in the upper right hand corner and lower left hand corner; 50 in the upper left hand corner and lower right hand corner; 99 in the upper right hand corner and lower left hand corner. One of these cards is shown at D, the stars being shown at D'.

10 The following mentioned cards have shields in their upper left and lower right hand corners as shown in the card E. These cards are identified by the following numbers: 63 in the upper left hand corner and the lower right hand corner; 14 in the upper right hand corner and the lower left hand corner; 86 in the upper left hand corner and lower right hand corner; 37 in the upper right hand corner and lower left hand corner.

15 The following cards have shields in their upper right hand and lower left hand corners, the cards being identified by the following numbers: 55 in the upper left hand corner and lower right hand corner, 36 in the upper right hand corner and lower left hand corner; 62 in the upper left hand corner and lower right hand corner; 13 in the upper right hand corner and lower left hand corner.

20 It will be seen by a close student of the game the colored backgrounds at the numbers make it possible for a player to learn to associate certain colors with particular numbers, which will assist materially in making the desired combinations. This is made possible by an arrangement of certain numbers with certain backgrounds which form calculations of 50, and this serves as a guide in making many other plays during the games which will be hereafter described.

General instructions.

The rules and instructions for playing some of the many cards which may be played with the pack of cards are given below:

The pack consists of fifty (50) cards, and a "wild" card. Each card has a number on each of both corners, at each end of the card. Corner numbers are the chief factors in playing all of the games of "fifty."

Only corner numbers at one end of the card figure in the play; (the numbers at the other end being duplicates, placed there so that they can be easily read from any position.)

The top, therefore, becomes the bottom when reversed, from any position, and vice versa; therefore, the rule for reading numbers is never to use numbers at the bottom of cards.

Rank of cards.—No card ranks higher than any other card in most games of "fifty;" their value being in the combination that can be made with other cards, to make a calculation of "fifty." In games where the rank of cards varies, the rules for the game define the rank.

The wild card can be added to the regular pack of fifty cards as players desire and agree. When it is used it is the highest rank card in taking tricks; otherwise may represent any number the player desires from 1 to 100, in forming a calculating combination. Unless specific mention of the "wild" card is made in the rules for any game, it is understood that players are to use their judgment about using the "wild" card in any game in which use of it will increase the interest or entertainment.

Calculations.—Addition and subtraction of corner numbers are the basis of calculations, the object being to make a calculation resulting in "fifty."

"Singles" means, using only one corner number, (either right or left) on each card figuring in the calculation.

"Doubles" means using the added total of both corner numbers (right and left) on each card figuring in the calculation.

"Singles and doubles" means the privilege of using either first, single corner numbers with single corner numbers; second, the added total of both corner numbers of one or more cards with the added total of both corner numbers of any number of other cards; third, the added total of both corner numbers of one or more cards with the single corner numbers (right or left) of one or more other cards, or vice versa, on each card figuring in the calculation.

"Rights" means using only the right hand corner number on each card figuring in the calculation.

"Lefts" means using only the left hand corner number on each card figuring in the calculation.

Determining whether to use "singles," "doubles," etc.—In some games the rules specify what corners may figure in the calculations. Where the rules do not specify, players must decide and agree (before starting the game) whether "singles," "doubles," "singles and doubles," "rights" or "lefts" are to be used in figuring the calculations to make "fifty."

In playing "doubles" the calculations are all of subtraction, after addition—addition of both corner numbers on each card first; then subtraction of the added total of one, or more, cards from the added total of one, or more, other cards.

In "singles" the calculation is either addition, or subtraction; or both.

In "singles and doubles" the calculations are like those in either "singles" or "doubles," or both.

In "rights" or "lefts" addition and subtraction occur as in "singles," except that
the number of possible calculations are reduced. Of course, “rights” cannot be played at the same time that “lefts” are played. It must be either “rights” or “lefts.”

“Singles and doubles” affords the greatest number of calculations. “Doubles” is the most difficult to calculate, and the number of calculations are restricted.

“Singles” is the most popular. “Rights” or “lefts” are interesting; and in some games compulsory.

Examples of two card calculating.

1st example (using “singles”).—The card with 86 left and 37 right is played, which is followed by the card with 85 left and 36 right. Here the calculation is subtraction: 86 – 36 = 50.

2nd example (using “singles”).—One card has 96 left and 47 right; another has 52 left and 2 right. Here the calculation is addition: 47 plus 3 = 50.

3rd example (using “doubles”).—One card has 94 left and 45 right; another has 69 left and 20 right. Here the calculation is first, addition of both numbers on each card (94 plus 45 = 139, and 69 plus 20 = 89); then subtraction of the added total of one card from the added total of the other, 139 – 89 = 50.

4th example (using “singles and doubles”).—First card has 35 left and 84 right; another has 69 left and 20 right. Here the calculation is first, addition of both corner numbers on 1st card (35 plus 84 = 119); then subtraction of the single from the “double,” 119 – 69 = 50.

Examples with more than two cards.

1st example (using “singles”).—Four cards: 2 left, 51 right; 62 left, 13 right; 17 left, 66 right; 67 left, 18 right. Here the calculation is straight addition. (2 plus 13 plus 17 plus 18 = 50). It will be noticed that a calculation, to make fifty, can be figures between two of these cards, (67 – 17 = 50) but please note that in some games a calculation must be formed with a certain number of cards (using all the cards of the hand or play), sometimes four, sometimes five, sometimes six, sometimes more.

Calculations may be varied.

2nd example (using “singles”).—Five cards: 98 left, 49 right; 88 left, 57 right; 40 left, 59 right; 21 left, 70 right; 58 left, 9 right. Here we have a mixed calculation: 98 – 38 – 40 plus 21 plus 39 = 50. This calculation would not be possible using “lefts” or “rights,” four of the numbers figuring in the calculation being “lefts” and one “right,” which illustrates the latitude of “singles.”

3rd example; (using “lefts”).—Five cards: 100 left, 26 right; 8 left, 57 right; 10 left, 59 right; 81 left, 80 right; 21 left, 70 right. Here we have this mixed calculation: 100 – 31 = 69; 8 plus 21 – 10 = 19; 70 – 19 = 50.

The cards with the stars and shields have certain scoring values.

It will be noticed that there is ample opportunity for the employment of science and judgment in playing “fifty” yet the calculations are all simple enough for a child in the third public school grade. And every game does not include mixed calculations. Some are very simple. There are, however, many features in playing the various games of “fifty” that develop ingenuity, decision, accuracy, alertness and courage; while on the other hand there is lots of entertainment and real fun in the games.

The examples furnished above are sufficient to inform the player, in advance, of the numerous ways to calculate plays. The rules for each game will supply any further necessary information.

Shuffling.—Any and all players may shuffle, dealer last, and player at dealer’s right may cut the cards into two or more stacks, leaving at least five cards in each stack, after which the cards are regathered (in the reverse of the rotation of which they were cut) into the whole pack and dealt.

Deciding the dealer.—To decide which player shall deal first, in starting a game, each player should cut the cards and the player cutting the highest “right” should have choice; or when the deal is considered a burden, player cutting lowest “left” should be compelled to deal.

Dealing.—Deal in rotation, from left to right, as many cards as rules for each game specify, and in the manner prescribed. Player at left of dealer receives first card. Next deal is always by player to left of last dealer.

Misdealing.—When any irregularity occurs in dealing the cards, players may insist upon a new deal, either by same dealer or next player to left. If the deal is considered an advantage, player misdealing should be made to forfeit the deal.

Fifty games of fifty.

The various games of “fifty” are known by separate (sub-title) names, and the rules for each game are set forth in the following pages, under their individual titles; but some of the general rules printed in the foregoing pages apply to each and all of the “fifty” games. Some games will appeal to certain classes of players more than others, and vice versa. By reading the rules and trying all the games you will soon discover.
your favorites. The "fifty games of fifty" are marked in the index to indicate to which class of player they will appeal.

Calls.

A great family game that provides lots of fun for young and old.

Number of players—two to ten.

Players decide which numbers to use, "singles", etc.

Dealing.—Deal all the cards around, one at a time, even though some players receive more than others.

Hands.—Cards must be left face-down on the table, in a stack, before each player, and may not be examined.

Turned-down stack (the hand).—The cards dealt face down and left before each player, from which he turns up cards, in his turn, one at a time.

Turned-up stacks.—Built with the cards each player turns up in play, one at a time, from his turned down stack.

Position of stacks.—One before the other—the turned down stack nearest the player, the turned-up stack nearest the center of table.

Object of game.—To exhaust all cards, placing them on the turned-up stacks of opponents, by "winning calls". The player who first exhausts all his cards wins the hand or game. "All his cards" means both stacks. (Turned up and turned down.)

The play.—Player at left of dealer starts, by turning up his top card, placing it face-up back of his turned down stack. Each player in turn, thereafter, turns up the top card from his turned down stack, placing it face-up on his turned-up stack.

Every time a player "wins a call" on his own play, or turn-up, he is entitled to an extra play, or turn-up. No extra play is gained by either player when a player "wins a call" on the play, or turn-up of an opponent.

Calculations.—Made between top cards of turned-up stacks of two or more players.

Calling fifty.—All players are privileged to call "fifty" on any play whether the turned-up is made by himself or an opponent.

Winning a call.—When on the play, or turn-up, of a card from a player's turned down stack, a calculation, to make fifty, can be figured, between the card just turned-up and one or more top (exposed) cards, the player who first calls "fifty" wins the "call" or play.

Games for winning calls.—Winner of all cards in his turned-up stack, by distributing them equally, face-up, upon the turned-up stacks of all opponents whose cards figure in the calculation.

If winner's stack of turned-up cards cannot be divided into equal portions, to correspond with the number of opponents whose cards figured in the calculation, sufficient cards are taken from winner's turned down stack and added to the lesser portions so that each losing opponent will receive the same number of cards on his turned-up stack.

If only one opponent's card figured in the calculation winner of call places his entire stack of turned-up cards on the losing opponent's turned-up stack.

Fluke.—If a player calls "fifty" when the calculation does not make "fifty" he has made a "fluke". The fluke does not interfere with the regular rotation, and play passes to the left as usual.

Penalty for a fluke.—Each player places one of his turned down cards on the turned down stack of player making the fluke. If more than one player makes a fluke at the same time the penalty is the same for each player making the fluke.

Lost chance.—No calculation can be made except with the card that has just been played, or turned-up, and the chance to calculate, or "win a call" on any play or turn-up, is lost when the next player to the left has made his play or turn-up.

Time allowance.—Any player may insist upon an allowance of as many seconds of time to calculate on his play, or turn-up, as five times the number of players in the game.

With two players, ten seconds; ten players, fifty seconds, etc. This can be arranged and agreed upon and any time allowance set, as desired.

Lost chance penalty.—If a player calls "fifty" on a calculation of a "lost chance" whether the calculation is correct or a "fluke" he loses his next play, or turn-up, but does not forfeit his privilege of calculating and winning calls on turn-ups of opponents.

Flopping.—When a player exhausts his stack of turned down cards, with his turned-up stack still containing cards, if he does not "win a call" before his next play, or turn-up, he must "flop," which means that he must turn down his turned-up stack and commence playing from it as before. A player continues to "flop" as often as he exhausts his turned down stack without being able to exhaust his turned-up cards before his next turn to play.

Scoring.—The player who first exhausts all his cards (both stacks) wins the hand or game. Each hand dealt may constitute the game, or any number of points may be played for. When playing for points, the player exhausting all his cards first scores one point for each and every card left face-down before each player. 100 points is the usual game.

Trickall.

A good game for the "kiddies."

Players decide which numbers to use "singles" etc.
Number of players.—Two, three, four or six. Partners: two against two; or three against three.

Dealing.—Deal four cards to each player, two at a time, in rotation to the left; and two cards to the table, face up, just before dealer serves his own first two cards. The remainder of the pack is placed face down on the table, reserved for dealing four more cards to each player, but none to the table, after cards dealt have been played. Dealing continues in this way until all cards have been dealt.

Object of game.—To capture as many cards as possible, by taking tricks.

Trick.—All the cards on the table each time a player lays a card that completes a calculation to make fifty, with other cards already played.

The play.—Player at left of dealer plays first card. Cards are chosen from the hand and played one at a time, face up, on the table in rotation to left, and all cards played remain on table, face up, until a calculation, to make fifty, can be figured between the card just played and one or more cards already played. (If preferred, each calculation may be limited to two cards; the last card played and one other card already played.)

Each trick (all cards on the table) is taken by player who plays the card that completes the calculation to make fifty, but he must call "fifty" before he plays his card; failure to do so is indication that he did not see the winning combination and he loses his chance to capture all the cards on the table, on that play, which is a lost chance. The card played on a lost chance becomes a part of the trick that may be taken later; but if the lost chance is discovered by any player, such card is turned down, and cannot figure in a subsequent calculation.

No player may call "fifty" or capture a trick except on his own play.

After a trick is taken, a card is led by player taking trick, and play continues in rotation to left as before, until all cards are dealt and played.

Scoring.—Uncaptured cards left on the table after all cards are dealt and played become void and cannot be counted for any player.

Deals are continued until one player scores enough points to win. Each card captured counts one point. 100 points is the usual game.

Playing partners.—There is no difference in the rules for a partnership game, except that on a lost chance a partner may call "fifty" and thereby win the trick for his side, provided he calls "fifty" before a player on the opposing side discovers, and calls, "lost chance"; also before the next card is played.

Colors.

Number of players.—Two to six. Partners (see end of rules for colors.)

Description of trumps and suits.—There are four colors, red, black, green and orange. Twenty-five cards have red and black colors; the other twenty-five cards have green and orange colors. But the two colors on each card are represented in different design. Red and green colors are solids, while black and orange are circles, or rings.

Trump is either one of the four colors; red, green, black or orange, and trump may be known as red solid; or black circle, or ring; or green solid; or orange circle, or ring. Trump is chosen before the cards are dealt by player at left of dealer, which affords no player an advantage. No matter which color is chosen there will be twenty-five trump cards in the pack (twenty-six if the wild card is used.) Each hand consists of two suits, trump and one other suit. Each suit has twenty-five cards. If black is trump, the other suit is orange, both of which are circles, or rings. If red is trump, the other suit is green, both of which are solids.

When a trump color is chosen, the other color on each of the twenty-five trump cards (do not figure in the play of that hand; and only one color on each of the twenty-five cards of the other suit are considered in the play, either rings, or solids, as the case might be.

When a solid color is trump, a solid color will be the other suit; and when a circle or ring color is trump, a circle or ring color will be the other suit. Two of the colors, red and green, both solids, are "lefts" and the other two colors, black and orange, both rings, are "rights." The term "rights" or "lefts" has nothing to do with the game of colors.

Rank of cards.—Highest corner number is highest; and lowest corner number is lowest, of each suit. Trump suit is higher of the two suits. Therefore the lowest numbered card of the trump suit is higher than the highest numbered card of the suit that is not trump. When it is used the wild card ranks highest in the pack. Since there is always a left-over pack, players are sometimes in doubt about which cards might be the highest or lowest.

Dealing.—Deal seven cards to each player, two all around, then three, then two. Remainder of pack is placed face-down on table, and are useless in this hand, but no player is permitted to look at any cards of the left over pack.

Object of game.—To capture tricks. Player accepting the trump color chosen, or naming a trump must take a majority of the tricks, which may not be less than four; failure to do so results in a "blur."
The play.—The trump color chosen must be accepted by a player before play is begun. Dealer has first opportunity, if he passes, players to left of dealer, in rotation, may accept or pass. If no player will accept the trump chosen dealer then has the privilege of naming the trump, or again passing and if he passes the privilege to name the trump is in rotation to the left. If no player names a trump the cards are dealt over by next player to left.

When the trump chosen is accepted or a trump is named by a player, play is begun by the player who either accepted or named the trump, by leading a card for the first trick, and each player, in turn to left, plays a card on the trick.

Each player must follow the suit that is led if he has it, and a high or low card may be played, at all times as desired. If a player does not have a card of the suit led he may play a card of the other suit.

Tricks are taken according to the ranks of cards played, highest rank capturing.

The winner of each trick leads for the next trick. The cards of each trick are gathered in by player winning the trick and turned down, and may not be examined until the end of the hand.

Misplay.—A card played of a suit that is not led, when the player holds a card of the suit called, is a misplay, and subject to a penalty, unless the player discovers the misplay before the trick is taken.

After all cards of each hand are played and the score recorded, the cards are again dealt, and play proceeds as above until some player wins the game.

Scoring.—The player who “accepts” or “names” the trump must capture at least four tricks or he makes a “blur.” If he captures four tricks he scores two points; and for each trick captured over four, he scores one additional point. Capturing seven tricks, therefore, would score five points. But if he fails to capture at least four tricks, he has “blurred” the color, and is penalized (set back) two points, without scoring any points for the tricks he did capture. If player who “accepts” on “names” the trump captures at least four tricks, no other player scores; but if a “blur” is made, opponents score one point for each trick captured, respectively.

Penalty for a misplay.—Hands are abandoned and cards dealt over if a misplay is discovered too late to correct the play without injuring any player’s chances. If hands are abandoned, each opponent scores two points, and player making misplay is set back two points. If the misplay is discovered after a trick, on which misplay was made, is taken in, but in time to correct play without injuring any player’s chances, the player making the misplay is penalized (set back) one point, but opponents do not score on the misplay, and playing of the hand is continued.

If previous score is less than the amount of the set back, the player is said to be “in the hole,” which is indicated by drawing a ring around his minus score.

Game.—Fifteen or twenty-one points, as agreed.

Partners may play colors. Two sides with two or three players on each side; or three sides of two players each. Played the same as the individual game, except that each side scores, or is penalized, according to the results of the combined hands.

A venture hand.—In a partnership game, if a player on a side wishes to venture playing the hand without the aid of his partners, he may do so, and if he succeeds in escaping a “blur” his side scores double; but his side is also penalized, or set back, double the usual amount for making a “blur.” And the opposing side scores double for each trick taken by the side, if a “blur” is made.

Yield (for two).

For two players only.

Trump.—First dealer names the trump, either “singles”, “doubles”, “rights” or “lefts”. New trump is chosen by each new dealer. Trump must be chosen before either player examines his hand.

Dealing.—Deal ten cards to each player, face-down, two at a time, dealing first two cards to opponent, last two to dealer. Remainder of pack is placed in center of table, face-down, which is called the draw pack.

Object of game.—To obtain calculating combinations of cards, with which to “yield” points during progress of the play; also to capture as many cards as possible, in taking tricks, particularly certain counting cards.

Values of yields.

A yield scores three points more than the number of cards in the calculating combination, as follows:

<table>
<thead>
<tr>
<th>Points</th>
<th>Yields</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>2 cards in the combination</td>
</tr>
<tr>
<td>7</td>
<td>“</td>
</tr>
<tr>
<td>9</td>
<td>“</td>
</tr>
<tr>
<td>11</td>
<td>“</td>
</tr>
<tr>
<td>13</td>
<td>“</td>
</tr>
</tbody>
</table>

Scoring values.

Each card with the right hand corner number 5, 20, 30, 45, 55, 70, 80 and 95 counts five points for player capturing it in a trick. Also every card captured by 125 counts a half point. Capturing 34, or more, cards in a hand scores ten additional points. Each counting card scores a half point as well as the five points.

A yield.—Two or more cards in a player’s
hand that can be added or subtracted, or both added and subtracted, to make fifty. There is no limit to the number of cards in the combination. A "yield" calculation may be the added total of any number of trump cards, minus the added total of any number of trump cards. Addition and subtraction may be used separately, or may be alternated in any way, but the result, after all additions and subtractions in the combination have been made, must be fifty. When a player holds in his hand a combination of two or more trump cards (a "yield"), which, by addition or subtraction, or both, will make fifty; to score, he must lay them face-up on the table in front of him. These "yield" cards remain a part of the player's hand, from which cards may be played on tricks during progress of the game; but "yield" cards must remain exposed on the table, until the draw pack is exhausted, even though the entire hand should be exposed at a time (which would be the case in the event a player could lay down all his cards in one or more "yields"). A card used in scoring one "yield" combination cannot be used in scoring another "yield" combination. The usual expression when scoring a "yield" is: "yield five", "yield eight", etc.

The play.—Dealer's opponent chooses a card from his hand and leads for the first trick. Subsequent leads are by the player who takes last trick. After each trick is taken each player draws one card from the top of the draw pack (player taking trick drawing first) before leading for next trick. Tricks taken are face-down in front of player, to be counted at finish of hand.

A "yield" may be laid down and scored only immediately after the player holding the same has taken a trick, and before he draws a card from the draw pack. Only one "yield" can be scored at a time. If a player holds more than one "yield" in his hand when he takes a trick, he scores one "yield" and holds the balance until he can score them by taking subsequent tricks. A "yield" cannot be scored after the draw pack is exhausted.

The hand consists of ten cards during progress of the entire play while the draw pack is not exhausted, the cards drawn from the draw pack maintaining the hand each time cards are played on tricks.

When the draw pack is exhausted each player takes up the cards he laid down in scoring "yields", when each player will again hold ten cards for the final play. Leading is always done by player taking last trick. In taking tricks throughout the game, the highest trump card captures the trick.

Before the draw pack is exhausted, any card may be played on the opponent's lead; but after the draw pack is exhausted, each player must play a higher trump card than the one lead, if he has it; if he cannot beat the trump card lead, he may play any card, which might signify that opponent could take all of the remaining tricks.

Scoring.—After hands are played out, each player's cards are counted, and the points taken in tricks, according to scoring values, are added to the score for "yields" made during progress of the hand, or game.

Game.—500 points is the usual game.

Draw rekop.

Number of players.—Two to seven.

Dealing.—Deal six cards to each player, one at a time, in rotation, from left to right. Cards left over are placed face-down to be used when cards are drawn later.

The play.—Each player examines his hand. Player at dealer's left has first privilege of opening. If he passes, the next player to his left has the privilege; this privilege passing, in rotation, to the left, until one player opens, or all pass. If all players pass cards are dealt over.

When one player opens, all players must either cover or pass. Any player passing after an opening bet is placed, abandons his hand, discarding it face-down, forfeiting his interest in the pool. Opening bets may be raised. After all bets and raises are covered, cards are drawn from the left-over pack by players who stayed. Each player must discard the same number of cards he draws before draw cards are dealt. Dealer deals draw cards first to player at left, self last. From one to six cards may be drawn by each player. No player is compelled to draw cards. He may retain the six cards originally dealt, if he prefers. Cards are drawn in an effort to strengthen the hand.

After cards are drawn, betting proceeds, commencing with player who opened, or player who made last raise, until a show down is demanded.

For winning hand and deciding ties see general instructions above. Other features may be used in playing this game following the said general instructions.

Use wild card if desired.

Double draw rekop.

Number of players.—Two to seven.

Played the same as draw rekop, with the following exceptions and additions:

When all betting has ceased, after the first draw, all players who have stayed are entitled to draw cards again, except that to do so some player must place a draw bet in the pool. Player who made last bet, or last raise of a bet, has first privilege of making a draw bet. If he passes, the privilege passes to next player to left, in rotation, until one player either places a draw bet or all pass. If all players pass the privi-
leges of making the draw bet, the hand ends, which is the same as draw rekop.

The draw bet must be twice the amount of the limit agreed upon for regular betting.

A player is not entitled to make the opening draw bet unless he is willing to discard and draw, at least, one card; but all players who stay may either draw from one to six cards, or retain the hand they hold.

Each player, in rotation to left, has the privilege of raising a draw bet, and each bet and raise must be covered by each player who desires to stay; or he must discard and drop out, forfeiting his interest in the pool.

When a draw bet is made and all bets and raises covered, cards are again drawn, after which the regular form of betting is in effect again.

The hand ends when 1st, no player will cover the draw bet, or a subsequent bet or raise, of a single player; 2nd, the draw pack is exhausted; or 3rd, a show down is demanded. Hands are then compared and the best hand wins.

Continuous draw rekop.

Number of players.—Two to seven.

Played the same as double draw rekop, with the following exceptions and additions:

When all betting has ceased, after the second draw, all players who have stayed are entitled to draw cards again, except that to do so, some player must make an additional draw bet. Each additional draw bet may be raised, and of course all bets and raises must be covered.

Each additional draw bet (after the first draw bet) is increased to an amount to equal the last draw bet, plus the amount of the limit agreed upon for regular betting. A player is not entitled to make an additional draw bet unless he is willing to discard and draw, at least one card; but all players who stay may either draw from one to six cards, or retain the hand they hold. After each additional draw bet is made and cards are again drawn, the regular form of betting is in effect again. Any player may make the draw bet for an additional draw, whether or not he made a preceding draw bet; or whether or not he previously drew cards, except that he must have stayed throughout all the betting of the hand up to the time that he makes an additional draw bet. In this way additional draw bets, discarding and drawing of cards, may continue as long as any player is willing to take the chance of bettering his hand by drawing, at least, one card. And any player may continue to stay with each additional draw without drawing any cards by retaining his hand and covering all bets and raises, until a show down is demanded.

Otherwise played the same as double draw rekop.

The use of rank of values (see special features in general instructions), is recommended in deciding ties when playing continuous draw rekop.

Barter rekop.

Number of players.—Two to six.

Dealing.—Deal five cards to each player, one at a time, in rotation, from left to right. Place remainder of pack face-down in center of table, which becomes the sale pack, from which draw cards are bought, the dealer acting as the seller.

Abandoned hands and "old stock" cards are shuffled and added to the sale pack when necessary to provide more draw cards. Discards (placed face-up in the center of table remain face-up during entire playing of hand. Do not confuse discards with abandoned hands and old stock cards.

The play.—No entrance bets are made before the deal. Each player takes up his hand. Player at left of dealer has first privilege of buying cards. Prices for cards may be from one white chip up to any limit agreed upon, the player paying any price he cares to, within the limit for each card he buys. Dealer does not have the privilege of buying. He sells the cards, bought by each player, from the sale pack.

When one or more cards are bought by a player, chips to cover the amount he offers for the card or cards are placed in front of the player doing the buying. The seller must then place a like amount in front of himself as a guarantee of the cards he sold being worth what was paid for them. And each player who remains in the play, in rotation to the left, must endorse the dealer's guarantee by also placing a like amount in front of his place. The chips so placed, in front of each player, becomes the barter pool, each player having his own barter pool.

As each purchase, or sale, is made, the player doing the buying discards, from his hand, as many cards as he desires to purchase, placing them face-up in the center of the table, and receives from the seller, off the top of the sale pack, the same number of cards as discarded.

The number of cards any player may purchase at one time is from one to five, and the price per card may not be over the limit agreed upon.

Privilege to purchase cards rotates to left, in turn. A player who may not care to discard and substitute any newly purchased cards, may at any period of the game purchase an option for a stated sum, from one white chip to an amount to equal five times the limit agreed upon, as the purchase price of each card. He then retains his hand, but pledges the amount of the purchase price of his option, by placing that
number of chips in his barter pool; and each player, including the dealer, must place a like amount in their respective barter pools, to endorse and guarantee the value back of the option.

The seller (dealer) has privilege of picking up any of the discards (from one to five) at any period of the play, but he must first discard face-down as many cards as he picks up; the discards being kept face-down in a separate pack, known as the “old stock” pack. Dealer does not have to turn the cards he picks up from the discards; and he may continue to pick up cards as often as he considers it advisable to do so, to improve his hand.

Play in this way continues, from left to right, each player being privileged to purchase from one to five cards from the seller, as long as there is a “stock on hand” in the sale pack.

A player may “fail” (refuse to endorse the purchase of an opponent), but in doing so he abandons his hand and forfeits the amount in his barter pool, placing it in the center of the table. The dealer, however, cannot drop out of the play. He must continue in the hand, ready to sell cards, as long as there are two opponents remaining, and cards in the sale pack; and he must guarantee every sale and optional purchase.

Play in this manner continues until 1st no player will endorse the last purchase of an opponent, and the dealer, after guaranteeing the sale, calls for an inventory: or 2nd, an inventory is called for by all players endorsing the last purchase of cards, or option; or 3rd, the sale pack is exhausted, purchase of options has ceased, and an inventory is asked for.

When an inventory is requested by all players endorsing last purchase of cards, or option, hands are shown, and the best hand takes all the barter pools, including any forfeited pools in the center of the table. Each player taking part in the inventory must have endorsed every purchase, or sale, throughout the hand (have an amount in his barter pool to equal the maximum amount in any barter pool).

Dealer does not have privilege of picking up cards from the discards after an inventory has been requested by all players endorsing the last purchase. Dealer cannot request an inventory while there are two opponents in the game, but when every player except a single opponent has failed, or in a two handed game, the dealer may call for an inventory any time after he has guaranteed a sale of cards, or option.

Should a player call for an inventory that all players would not accede to, the game continues until all players, except the player making the last purchase agree to demanding an inventory.

For winning hand and deciding ties see general instructions.

Chain.

Number of players.—Two to ten.

Use “singles,” “rights” or “lefts.”

Dealing.—Deal all the cards, one at a time, in rotation from left to right, even though some players receive more cards than others.

Object of game.—To form a calculation, to make fifty, in addition or subtraction, between the card played at one end of the chain, and one card at the other end.

The play.—Each player takes up his hand. Player at left of dealer plays first, laying a card face-up, which becomes the first link of the chain. Player at left of player making first play then lays a card end-to-end with the first card played. Thereafter play is in rotation to left, one card at a time. Each player lays his card face-up, end-to-end with a card previously played, at either end of the chain. A continuous chain of cards is built across the table, turning the chain at right or left angles when it reaches the end of the table and building back, or telescoping the cards in the center of the chain to make space for playing on the ends. A card may be played at either end of the chain, but must be played end-to-end with one of the end cards already played, so that only the numbers at the extreme ends of the chain may figure in the calculation.

When a player lays a card that forms a calculation, between his card and the card at the other end of the chain, he completes, or wins, the chain, and thereby wins either the hand or game. If the hand does not constitute the game, winning of the hand scores one point. Five or ten points may be game.

One calculation to make fifty wins the hand, and all playing ceases as soon as the winning play is made, and cards are dealt over for either new game or another hand of the same game. If all cards have been played and no player can form a calculation to make fifty, it is a “still” hand and no player scores. If agreed, player who dealt may be penalized one point for a “still” hand.

The stars and shields which appear on some of the cards are more specifically intended for use in connection with the game entitled “American parliament or congress,” which is a partnership game. There are three parts to the game, viz: the “house” game, the “senate” game, and the “conference” game. Each part is played separately, as a separate game; yet all three parts have a collective interest, the results of the first part bearing on the second part, and the results of the first and second parts bearing on the third part. Playing and completing the three parts, or games, is a supreme test of
the skill of the players, each part, or game, being somewhat different from either of the other parts. The first and second parts may constitute the game if desired.

The feature of the game is legislation, divided into four classifications, half of the cards of the pack being of either of two classifications, and the other half of the pack being of the other two classifications. The four classifications are: "appropriations," "foreign relations," "ways and means," and "rules." Suits are according to classification, depending upon which corner number and color are determined, there being an affirmative and negative suit in each hand. Classification (trump) suit is the affirmative suit.

**Authority cards.**

**Chairmen.**—Indicated by stars appearing below the corner numbers. There are eight chairman cards, four to each classification suit (each suit representing two suits, but only one suit being considered at a time). The four cards of the classification suit have a greater scoring value than those of the negative suit. (See scoring table.)

**Chief executive.**—Indicated by shields appearing below the corner numbers. While there are four chief executive cards, not all of these cards are considered in each hand, or part of game, depending on classification named. Each of the four classifications has a different chief executive card, one of each classification or color. Therefore, the cards bearing shields are not chief executive cards except when they are of the classification (trump) named, so that three (3) shield-bearing cards in each hand will have no added value, but will count the same as an ordinary card of the pack.

**Lobbyist.**—The "wild" card is the lobbyist, which is of considerable value in play, but has no counting value in itself for the side holding it. It is the highest ranking card in taking tricks.

**Points for authority cards.**

Chief executive and chairman cards score for the side scoring them.

Lobbyist scores for opponents of side originally holding it.

Chairman cards of the affirmative (classification) suit score higher than those of the negative (off) suit.

Only one chief executive card scores, that of the affirmative (classification) suit.

**Classification (trump) suit.**

Chairmen score is doubled for side that captures chief executive of affirmative (classification) suit.

Lobbyist card scores five votes for opponents of side holding it.

Chief executive of affirmative (classification) suit scores 10 votes for side capturing it.

The above scoring values for authority cards apply to the house game. Scoring in senate and conference games is similar except that the values are changed; and in the case of the lobbyist in the conference game, the side holding the card scores.

In addition to the above scoring values of authority cards, certain plus and minus scores are carried from the house and senate games to the conference game.

And of course the calculation of fifty enters into each game.

There enters into all three games or parts, a struggle between the majority side and the minority side to pass the bill presented, which is the classification card named, by scoring the greatest number of votes. The bill must first be voted on in the "docket," before being voted on by the main body of "house," "senate" or "conference."

Having thus described my invention what I claim as new and desire to secure by Letters Patent is:

1. In a deck of cards, a plurality of cards with numbers in their corners, the number on the upper left hand corner of each card corresponding with the number on the lower right hand corner of the said card, and the number on the upper right hand corner of the said card being different from the number on the upper left hand corner and corresponding with the number on the lower left hand corner of the said card, the numbers on each card being different from the numbers on the other cards.

2. In a deck of cards, a plurality of cards with numbers in their corners, the number on the upper left hand corner of each card corresponding with the number on the lower right hand corner of the said card, and the number on the upper right hand corner of the said card being different from the number on the upper left hand corner and corresponding with the number on the lower left hand corner of the said card, the numbers on each card being different from the numbers on the other cards, and an additional card distinguishable from the other cards.

3. In a deck of cards, a plurality of cards with numbers in their corners, the number...
on the upper left hand corner of each card corresponding with the number on the lower right hand corner of the said card, and the number on the upper right hand corner of the said card being different from the number on the upper left hand corner of the said card, the numbers on each card being different from the numbers on the other cards, there being insignia at the numbers on the cards to assist in using the numbers on the cards in making certain calculations.

7. In a deck of cards, a plurality of cards with numbers in their corners, the number on the upper left hand corner of each card corresponding with the number on the lower right hand corner of the said card and the number on the upper right hand corner of the said card being different from the number on the upper left hand corner and corresponding with the number on the lower left hand corner of the said card, the number on each card being different from the numbers on the other cards, there being an identification mark at one set of numbers on each card of certain of the cards, there being another identification mark at the other numbers on the said cards, there being another identification mark at one set of numbers of each card of the remaining cards, and there being still another identification mark at the other members on the last mentioned cards.

8. In a deck of cards, a plurality of cards with numbers in their corners, the number on the upper left hand corner of each card corresponding with the number on the lower right hand corner of the said card and the number on the upper right hand corner of the said card being different from the number on the upper left hand corner and corresponding with the number on the lower left hand corner of the said card, the number on each card being different from the numbers on the other cards, there being a colored sign at one set of numbers on each card of certain of the cards, there being another colored sign at the other numbers on the said card, there being still another colored sign at one set of numbers on each card of the remaining cards, and there being still another colored sign at the other numbers on the last mentioned cards.

9. In a deck of cards, a plurality of cards with numbers in their corners, the number on the upper left hand corner of each card corresponding with the number on the lower right hand corner of the said card and the number on the upper right hand corner of the said card being different from the number on the upper left hand corner and corresponding with the number on the lower left hand corner of the said card, the number on each card being different from the numbers on the other cards, there being an identification mark at one set of numbers on each card of certain of the cards, there being another identification mark at the other numbers on the said cards, there being another identification mark at one set of numbers of each card of the remaining cards, and there being still another identification mark at the other members on the last mentioned cards, and additional identification marks on certain of the cards.
10. In a deck of cards, a plurality of cards, each card having numbers which differ from each other, the numbers on each card being different from the numbers on the other cards.

11. In a deck of cards, a plurality of cards, each card having numbers which differ from each other, the numbers on each card being different from the numbers on the other cards, and identification marks on certain of the cards.

12. In a deck of cards, a plurality of cards with two numbers on each card, one of the numbers on each card being at least twice the value of the other number on the same card.

13. In a deck of cards, a plurality of cards with two numbers on each card, one of the numbers on each card being at least twice the value of the other number on the same card, and the numbers on each card being different from the numbers on the other cards.

RAYMOND HESSER RIFFERT.