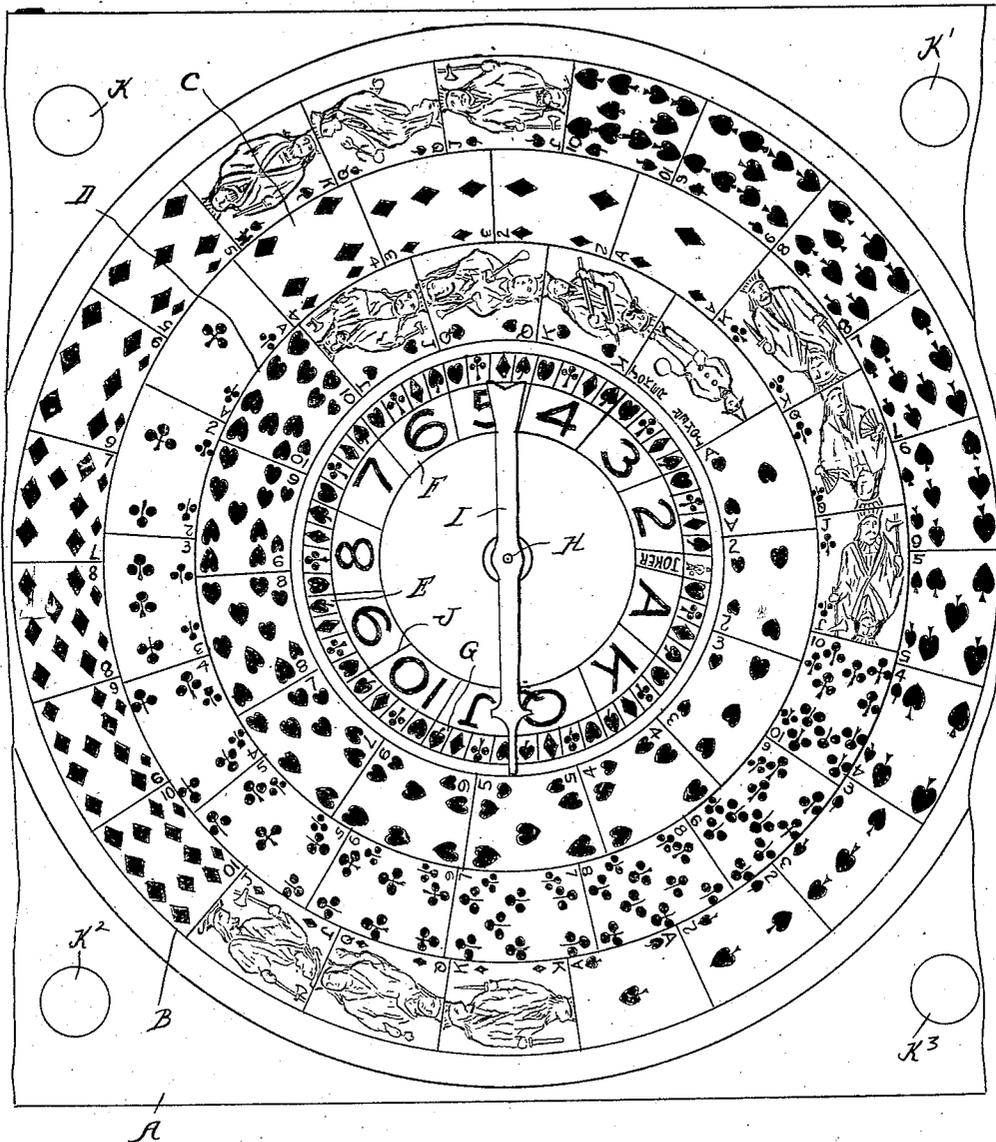


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C. A. JOHNSON.
GAME.
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UNITED STATES PATENT OFFICE.

CHARLES A. JOHNSON, OF DETROIT, MICHIGAN.

GAME.

Application filed December 5, 1921. Serial No. 519,813.

To all whom it may concern:

Be it known that I, CHARLES A. JOHNSON, a citizen of the United States of America, residing at Detroit, in the county of Wayne and State of Michigan, have invented certain new and useful Improvements in Games, of which the following is a specification, reference being had therein to the accompanying drawings.

It is the object of the invention to obtain a construction of game having a board and spinning hand and which is so constructed that it may be employed for the playing of games usually requiring a standard deck of cards. To this end the invention consists in the construction as hereinafter set forth.

In the drawing the game board is shown in plan view.

A is a board, preferably of rectangular form and having arranged thereon a series of concentric circles. Within a plurality of the outer circles are arranged representations of the cards of a standard deck. As shown, the outer circular zone B has the whole suit of spades and a part of the suit of diamonds. The second circular zone C has the remainder of the suit of diamonds and all of the suit of clubs. The third circular zone D has all of the suit of hearts together with the joker. Inward from the zone D is a zone E which is divided into a series of segments with each segment subdivided by a concentric circle into an inner and outer portion. The inner portion F of each segment contains a numeral or initial letter designating a particular spot or face-card and the outer portion G of each segment is divided in sub-segments with representations, hearts, clubs, diamonds, spades, of the different suits. At the center of all of the circles is a pivot H for a spinning hand I, said hand extending with its point over the zone E. The segments F and G are divided from each other by lines J which are not exactly radial but are at an angle to the radius so that it is impossible for the spinning hand to rest exactly on a division point. Outside of the outermost circle and in the corners of the rectangle are spots K , K' , K^2 and K^3 , on which chips may be stacked in the playing of any game requiring the same.

While a board of the construction above described may be used for the playing of

various games, one game for which it is adapted is as follows:

The pack.—Full pack of 52 cards.

Number of players.—Four (partners, two against two) or one against one. 60

Range of cards.—Trump rank A—40, K—25, Q—35, J—35, right bower, ten—10 five—5.

Two of trumps doubles your hand no matter when drawn. 65

Suit of the same color as trump, rank A—25, K—20, Q—15, J—30, left bower, ten—10 five—5.

Two of opposite color as trumps, add one half total number of points of your hand to the number of points in your hand, or your hand is equal to one half its value. 70

Opposite suits, both colors, A—20 K—15 Q—10 J—10 ten—10.

Nines of opposite colors in trump, when either one is drawn, the player forfeits one half of the total number of points in his hand. 75

Both nines of opposite color in trump, when drawn in the same hand, player forfeits total number of points in his hand. 80

The joker counts 100 points.

First, spin the hand for trumps. Each player spins alternately until each player has six cards. 85

The player spins for a card and places a chip on his card, the player on his left spins for the next card and places a chip on his card.

After each hand is completed, each player adds the number of points in his hand to the score card. No two players can have two cards alike; they must spin until each player has a clear hand of cards. 90

Any player who first totals 500 points wins the game. 95

Trump.—A—40, K—25, Q—20, J—35, 10—10, 5—5.

Same color as trumps.—A—25, K—20, Q—15, J—30, 10—10, 5—5. 100

Opposite suit both color.—A—20, K—15, Q—10, J—10, 10—10.

Joker.—100.

What I claim as my invention is:

1. A game comprising a board having a series of concentric circles thereon dividing the same into a series of circular zones, a spinning hand pivoted at the center of said circles and zones, a zone adjacent to said spinning hand divided into a series of sectors 110

with numerals and initial letters therein designating the individual cards of one suit, each sector being subdivided and having in the subdivisions a representation of the different suits and the outer zones being divided into sectors with representations therein of all the cards of the deck arranged in order and in suits.

2. A game comprising a board having a series of concentric circles thereon dividing the same into a series of circular zones, a spinning hand pivoted at the center of said circles and zones, a zone divided by non-radial lines into sectors, numerals and initial letters in the several sectors representing all of the cards of a suit, subdivisions of each sector with representations therein of the different suits, and outer zones subdivided into sectors with the representation of all of the cards of a deck in said sectors, being arranged in series and in suits.

3. A game comprising a substantially rectangular board, a series of concentric circles therein dividing the space into circular zones, spots in the corners outside said zones for use of the several players in stacking the chips, a spinning hand pivoted at the center of said circles, a zone adjacent to the index of said spinning hand pivoted at the center of said circles, a zone adjacent to the index of said spinning hand divided into a series of sectors with numerals and initial letters therein representing all of the cards

of a single suit, subdivisions of each sector with characters therein representing all of the suits, and representations of all of the cards of the deck in the zones surrounding said central zones, said cards being arranged in order and in suits.

4. A game comprising a board having a series of concentric circles thereon dividing the same into a series of circular zones and radial lines dividing the outer of these zones into sectors, a rotating indicator mounted within the inner of said circles and zones, representations of an entire deck of cards consecutively arranged with respect to their number and kinds in said outer zones, and zones divided by non-radial lines into sectors provided with numerals and initial letters representing all of the cards of a suit and representations of the different suits in connection with said sectors.

5. A game comprising a board having a series of concentric zones thereon, lines dividing the outer of these zones into sections, an indicator pivotally mounted within the inner of said zones, representations of an entire deck of cards consecutively arranged with respect to their number and kinds in said outer zones, and numerals and initial letters representing all of the cards of a deck and representations of the different suits disposed within said inner zones.

In testimony whereof I affix my signature.
CHARLES A. JOHNSON.