

1,060,900.

Fig. 1.

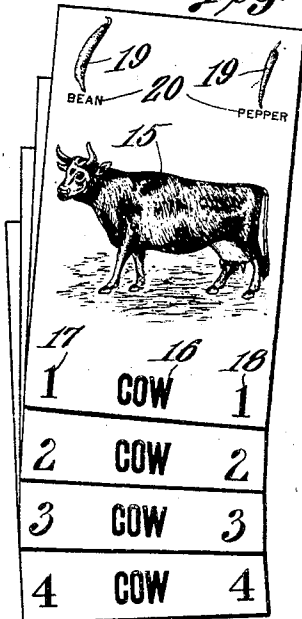


Fig. 2.



Fig. 3.

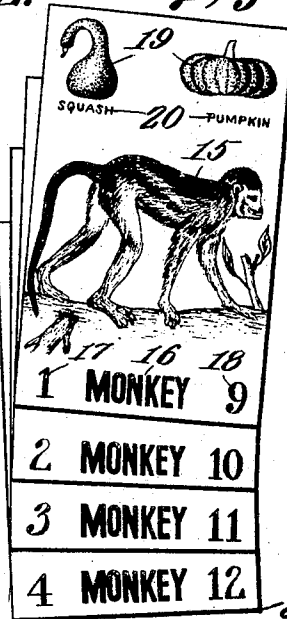


Fig. 4.

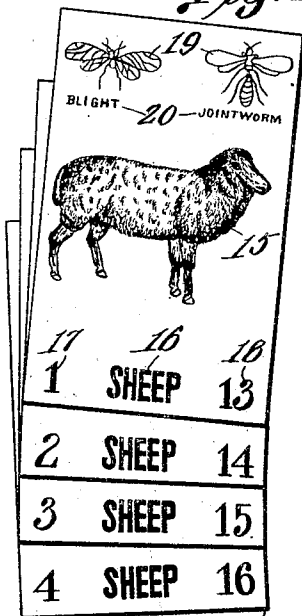


Fig. 5.

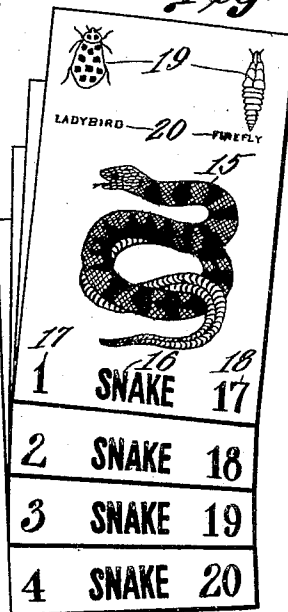


Fig. 6.



Witnesses

J. J. Hobbs
E. J. Hobbs

by

James J. Hobbs, Inventor

C. A. Snow & Co.
Attorneys

J. J. HOBBS.

CARD GAME.

APPLICATION FILED JULY 12, 1912.

Patented May 6, 1913.

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Fig. 7.

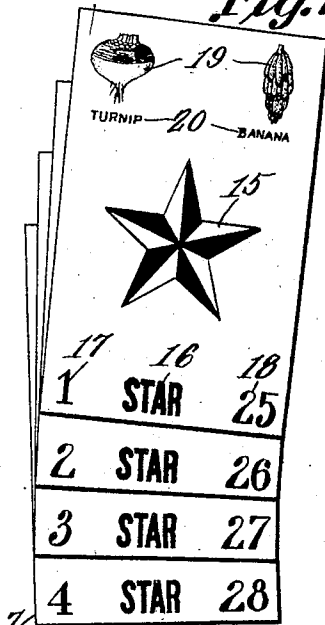


Fig. 8.

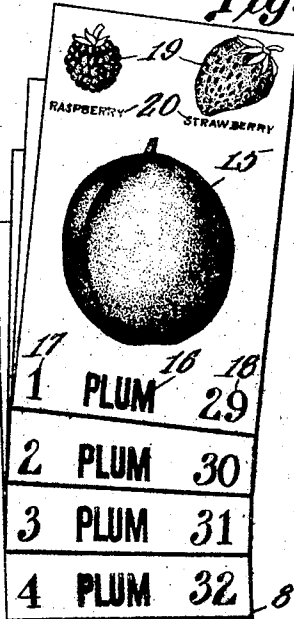


Fig. 9.



Fig. 10.

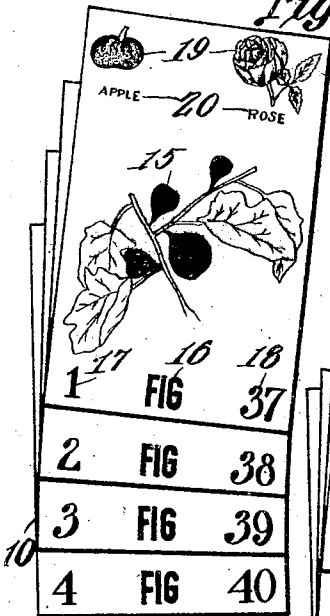


Fig. 11.

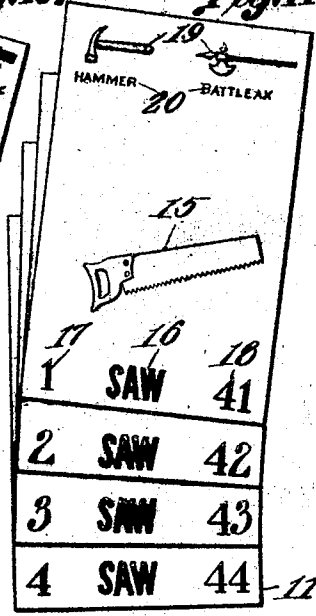
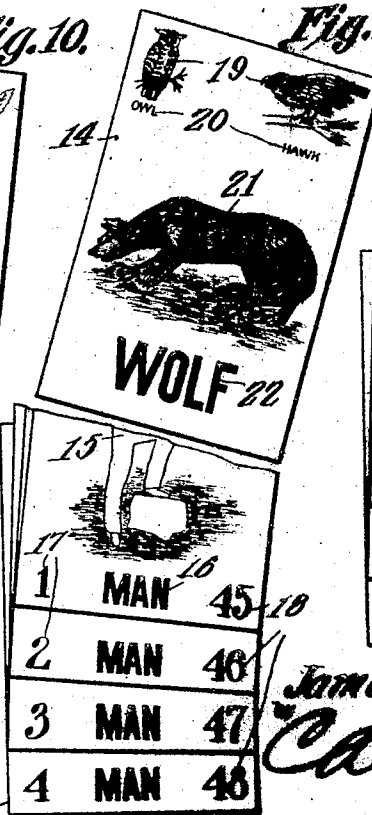


Fig. 12.



Witnesses

J. J. Hobbs
J. J. Hobbs

James J. Hobbs, Inventor

Cashow & Co.
Attorneys

UNITED STATES PATENT OFFICE.

JAMES JOSEPH HOBBS, OF MATHIS, TEXAS.

CARD GAME.

1,060,900.

Specification of Letters Patent.

Patented May 6, 1913.

Application filed July 12, 1912. Serial No. 709,099.

To all whom it may concern:

Be it known that I, JAMES J. HOBBS, a citizen of the United States, residing at Mathis, in the county of San Patricio and State of Texas, have invented a new and useful Card Game, of which the following is a specification.

It is the object of this invention to provide a card game which may be taught readily, the playing of the game serving to familiarize the players with arithmetical computations and to familiarize the players with the outlines of various objects.

With the foregoing and other objects in view, which will appear as the description proceeds, the invention resides in the combination and arrangement of parts and in the details of construction hereinafter described and claimed, it being understood that changes in the precise embodiment of invention herein disclosed can be made within the scope of what is claimed without departing from the spirit of the invention.

In the drawings, Figures 1 to 12 are perspective views showing the different books, a portion of Fig. 12 being broken away; and Fig. 13 is a plan of an odd card which constitutes a part of no book.

The deck comprises forty-nine cards and is divided into twelve books of four cards each, and an odd card. The several books are numbered respectively, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11 and 12. The odd card, shown in Fig. 13, is designated by the numeral 14. All of the cards of each book are marked with a picture peculiar to that book, as indicated at 15. Below the picture 15, the name of the object shown therein is inscribed, as indicated at 16. The word shown at 16 designates the title of the book. The objects which designate the several books may be variously selected. In the present instance, book 1 is designated by the picture of a cow, book 2 by the picture of a lark, book 3 by the picture of a monkey, book 4 by the picture of a sheep, book 5 by the picture of a snake, book 6 by the picture of a deer and book 7 by the picture of a star. The picture of a plum is shown upon the cards of book 8 and a harp is shown upon the cards of book 9. Book 10 may be designated by the picture of a fig, book 11 by the picture of a hand saw, and book 12 by the picture of a human being.

As indicated at 17, the cards of each book are numbered serially, from 1 to 4. As

shown at 18, the entire deck is numbered serially, beginning at 1 and ending, as shown in Fig. 12, at 48. Thus, graduated values are ascribed to the cards of each book, and graduated values are ascribed to the cards of the several books, that is, for instance, the cards of book 2, being numbered from 5 to 8, will have a less value than the cards of book 11 which are numbered from 41 to 44.

Each card may be provided adjacent its top and in its corners with the pictures of some objects as indicated at 19, below which the name of the object is marked, as indicated at 20. The words shown at 20 do not indicate the true title of the book.

The odd card 14, shown in Fig. 13 is provided with some distinguishing characteristic, such as the picture of a wolf, indicated at 21, the name of this animal being inscribed beneath it, as indicated at 22.

Although the game may be played in a variety of ways, the following procedure is suggested:—The cards are well shuffled and are placed face down upon the table, whereupon the players cut for draw, the person cutting the highest number indicated at 18, being given the first draw, the other players drawing in order. The player having the first draw then calls upon some one of the other players to hand him a card of any book upon which the person having the call desires to build, the call being continued upon different players until the cards of that particular book which are in the hands of the different players are exhausted. Thus, if the person having the call, should desire to build in the "lark" book shown in Fig. 2, he will call "lark," whereupon a selected player will be compelled to deliver to him, all of "lark" cards which he may have in his hand, other selected players responding in order. When no more cards of the book in question can be produced from the other players' hands, the draw passes to another player, the process being repeated, and the players stacking up separately, the cards of each book, until the book is completed. The person who first receives the wolf card indicated at 14, and shown in Fig. 13, during the draw, will call "wolf," whereupon the drawing process ceases, and the game is at an end. The values of the cards are then added up, the numerals indicated at 18 being employed preferably for this purpose. Ordinarily one card is drawn by each player, and after the call passes, there

is a new draw. In computing the final score, the serial numbers of each book, indicated at 17, may, if desired, be added to the value of the numerals indicated at 18, thereby increasing the total score. During the play, any person may, if he desires, call the name of one of the objects indicated at 19. Thus, the person holding one of the cards included in book 1, and bearing the picture of a cow, (the term "cow" being the proper title of book 1) may call "bean." If none of the other players can produce a card of book 1 showing that the designation "bean" is not the proper title of book 1, then the person thus calling may be entitled to enter up a predetermined score to his credit. However, if after having called "bean," some of the other players should be able to produce a card of book 1, showing that the term "bean" is not the proper title of book 1, then a predetermined sum may be deducted from the score of the person thus calling improperly, which sum may be added to the score of the person producing the card by which the improper call has been made manifest.

Having thus described the invention, what is claimed is:—

1. A deck of cards comprising a plurality of books, the cards of each book being distinguished from the cards of the other books by the picture of an object peculiar

to one book only, the name of the object being inscribed on the card, the cards of each book being numbered serially and all of the cards being numbered serially, thereby to ascribe gradated values to the cards of each book, and to ascribe gradated values to the books; and an odd card bearing a picture and a title different from those of the other cards.

2. A deck of cards comprising a plurality of books, the cards of each book being distinguished from the cards of the other books by the picture of an object peculiar to one book only, the name of the object being inscribed on each card, the cards of each book being numbered serially, and all of the cards being numbered serially, thereby to ascribe gradated values to the cards of each book, and to ascribe gradated values to the several books, each of the cards being provided in its corners with the names and titles of objects different from those which characterize the books; and an odd card bearing a distinctive picture and title.

In testimony that I claim the foregoing as my own, I have hereto affixed my signature in the presence of two witnesses.

JAMES JOSEPH HOBBS.

Witnesses:

C. B. McANALLY,
R. V. CARTWRIGHT.