O. E. GETTEMY.

PLAYING CARDS.

APPLICATION FILED NOV. 13, 1916.

1,255,003. Patented Jan. 29, 1918.

Fig. 1.

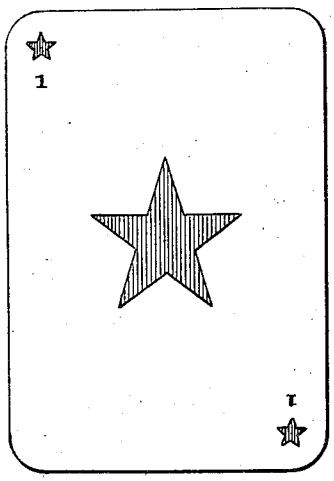


Fig. 2.

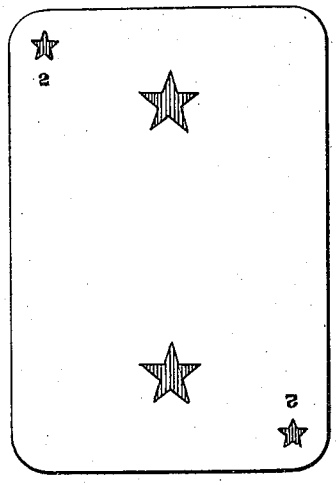


Fig. 3.

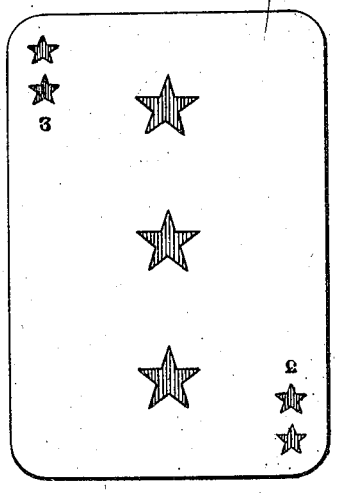


Fig. 4.

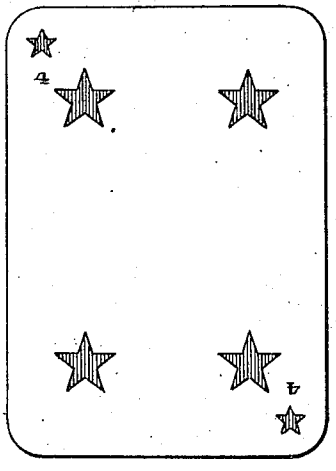


Fig. 5.

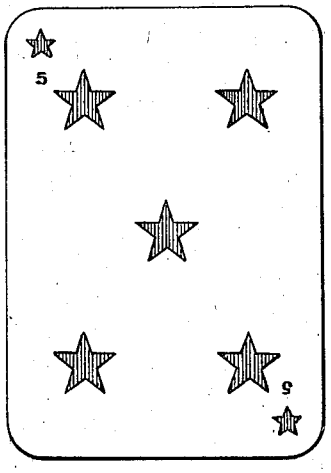
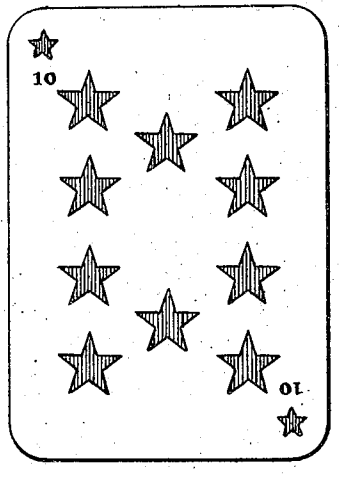


Fig. 6.



Witnesses:

Inventor

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UNITED STATES PATENT OFFICE.

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PLAYING-CARDS.

1,255,003. Specification of Letters Patent. Patented Jan. 29, 1918.

Application filed November 13, 1916. Serial No. 131,033.

To all whom it may concern:

Be it known that I, OMAR E. GETTEMY, citizen of the United States, residing at Monmouth, in the county of Warren and State of Illinois, have invented certain new and useful Improvements in Playing-Cards, of which the following is a specification.

My invention consists in a new and useful improvement in playing cards.

The purpose of my invention is to provide playing cards of novel form as a means for engaging in a game involving original rules of play.

The accompanying drawing shows the faces of the six distinctive forms of cards used.

The deck of cards used in my game consists of forty-eight cards. There are four suits having twelve cards each, each suit being distinguished by a distinctive color. Each suit is duplex, that is, there are two cards of each value in each suit, the purpose of such duplication being to increase the possibility of certain combinations of cards, the use of which combination forms an essential element in my game. These cards are as follows:

The highest card in value, indicated in Figure 1, is called a "planet" and is distinguished by a single large star located in the center of the card and the numeral "one" on the index of the card. The next highest card in value, indicated in Fig. 6, is the "ten-star," having ten small stars on the card and the numeral "ten" on the index. The remaining cards, indicated in Figs. 5, 4, 3, and 2 respectively, are the five-star, four-star, three-star and two-star in order, each being correspondingly marked. All of the cards, with the exception of those hereinafter referred to, carry a single star immediately above the numeral on the index. The exceptions to this rule are the red three-star, and the black four-star, which have two stars instead of one on the index. The use of these double starred cards is explained later. As each card has its duplicate, it is to be noted that where the highest cards played on a single trick are duplicates, the first card played takes the trick.

The use of these cards in playing my game is to be governed by the following rules which explain their use by either two, three, four or six persons at a time:

Rules for game for two persons.

Deal three cards at a time until each player holds twelve cards. The pack remaining in the hands of the dealer is called the "talon." The top card of the talon is turned face up and designates the trump. It is then placed on the table and the talon placed thereon, leaving a part of the card visible so that the trump color may be known. If the card thus turned happens to be the two-star, the dealer is credited with 10 points. If some other card is turned for trump, either player holding the two-star of that suit may exchange it, for the card so turned, and receive 10 points credit for the exchange. This exchange may only be made after the holder of the two-star has won a trick.

Play then begins, the player, not dealing, leads. The opposing player need neither follow suit nor trump so long as the talon is not exhausted. He may do either, if he desires to take the trick. The player taking the trick may, before proceeding farther, "spread" any single combination of cards in his hand. "Spreading" means placing the cards face up on the table—see list of spreads and the value thereof, below. After the spread, if any, the taker of the trick draws the top card of the talon, the loser taking the card immediately thereunder. The taker of the last trick always leads. No spread may be made by any player except just after he has won a trick and before he draws his card from the talon; otherwise, he forfeits his opportunity. No spread may be made after the talon is exhausted. The player losing the last trick before exhausting the talon will, if the drawings have been made properly, get the trump card. The cards spread may not be taken into the hand again until the talon is exhausted when they are all taken into the hand and played. Before this point, they may be used as leads or to play on the opponent's leads the same as if they were held in the hand. After all the cards are again taken into the hands, play proceeds as before except that there is now no spreading nor drawing. Also, the players

must now follow suit if possible or trump and must take each trick, if at all possible to do so. If the trick cannot be taken, player should play a low card in suit. Play continues until the hands are exhausted. The player taking the last trick of the game is credited with 10 points. The cards comprising the tricks taken by each player are then counted for game—the values being: planets, 15 points each; ten-star, 10 points each; five-star, 5 points each. The other cards have no value.

Table of spread values.

Planet, ten-star, five-star, four-star and three-star of trumps spread at one time—150 points. If played on a previous spread of five-star and four-star (see below)—100 points.

Four planets, different colors—100 points.

Four five-stars, different colors—80 points.

Four four-stars, different colors—60 points.

Four three-stars, different colors—40 points.

Black four-star and red three-star, indicated by double starred index, are called constellations and count 50 points when spread. Both black four-stars and red three-stars spread at once, are called grand constellation and count 250 points.

Four-star and five-star of same color counts 15 points. If they are of trumps they count 30 trumps.

Two-stars of trumps count 10 points each when spread.

If the four five-stars have been spread, any four-star spread thereon counts the same as if the four and five had been spread together. If of trumps they have the double value. The same rule applies where four four-stars have been spread. In like manner, three-stars and four-stars may be spread on constellation spreads having like value as if they, with the addition of the constellation card, had been spread independently. Also, if three-stars have been spread the black four-star may be spread on the red three-star therein, having like value as if spread with the three-star independently. These examples will sufficiently suggest how other "spreads upon spreads" may be made and scored.

No player may spread on cards spread by his opponent. No spread of ten-stars or of two-stars, except as noted, may be made.

A complete game consists of 1,000 points. In case the scores of both players at the close of the last hand dealt exceeds that figure, the player having the greatest number of points wins.

Rules for game for three persons.

Game is played the same as two-handed except that only eight cards are dealt to each player. The winner of the trick draws first from the talon; then the player at his left draws.

Rules for game for four persons.

All the cards are dealt—twelve each—after which each player bids the number of points he thinks he can make according to the same scoring rules as in two-handed game. The bidding is on an auction basis, that is, each player bids in turn until all have passed. The opening bid must be 150 points or better. The player making the highest bid names the trump color. Then each player spreads the cards in his hand, if he has combinations of value, according to his best advantage. The spreads are then taken into the hands and play proceeds on same basis as after the talon is exhausted in two-handed game. The bidder leads and the first succeeding player able to play higher must do so. If not possible, or if the lead has been beaten, the succeeding players may play low, must follow suit, if possible, or trump. When all tricks have been made, count for game as in two-handed game.

May be played single-handed or with partners. Party or parties bidding must make the amount of the bid or their total of points is reduced by that amount. If more than the amount of the bid is made, such amount is credited to party making it. That is, scoring is not limited to the amount bid. In case both parties make more than 1,000 points on the last hand, the bidder is declared the winner, regardless of comparative totals.

Rules for game for six persons.

Is played three against three on same basis as four-handed. Eight cards are dealt to each player. Rules otherwise the same.

Having described my invention, what I claim is:

1. A deck of cards having a plurality of sets, the cards in each set being in duplicate and distinguished by designations, the series of designations being identical in all the sets, two duplicates in each of two of the sets, which bear different designations, being provided with identical distinguishing marks.

2. A deck of cards having a plurality of sets, the cards in each set being in duplicate and distinguished by numerical designations, the series of designations being identical in all the sets, two duplicates in each of two of the sets, which bear different numerical designations, being provided with identical distinguishing marks.

3. A deck of cards having a plurality of sets, each set differently colored from the other sets, the cards in each set being in duplicate and distinguished by numerical designations thereon, two identical cards in one set which have one numerical designation, and two identical cards in another set

which have a different numerical designation, being provided with an identical distinguishing mark.

4. A deck of forty-eight cards, composed of four equal suits, each suit having a distinctive color, each suit having two identical sets of six cards each, the cards in each set being distinguished by numerical designations, as follows: one, two, three, four, five and ten, the cards designate "three" in one suit and the cards designated "four" in one other suit, being provided with an identical distinguishing mark.

In testimony whereof I affix my signature in the presence of two witnesses.

OMAR E. GETTEMY.

Witnesses:
W. M. MILLER,
W. J. STEVENSON.

Copies of this patent may be obtained for five cents each, by addressing the "Commissioner of Patents, Washington, D. C."