

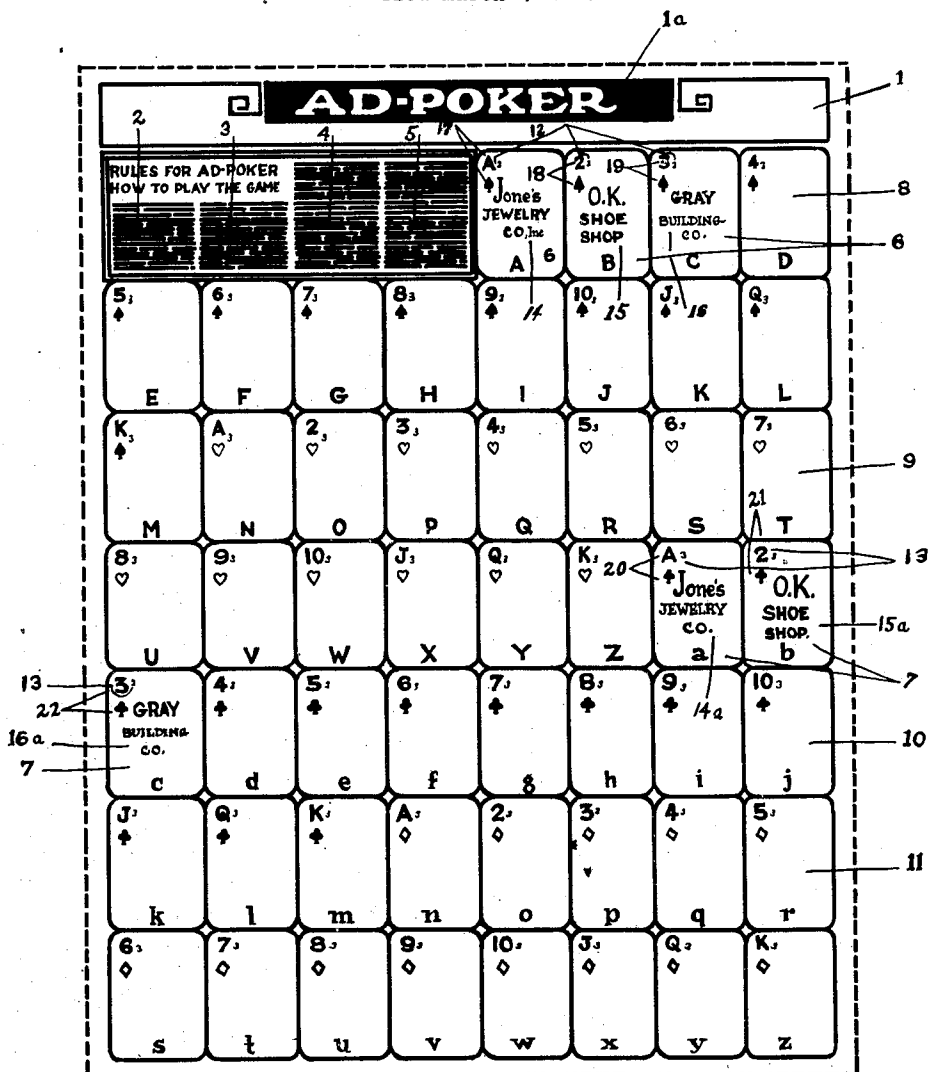
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M. E. BOSLEY ET AL

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GAME DEVICE

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Marion E. Bosley
Leon Joe Kane

INVENTORS

BY *Loyd J. Miller*

ATTORNEY

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UNITED STATES PATENT OFFICE.

MARION E. BOSLEY AND LEON JAE KANE, OF OKLAHOMA CITY, OKLAHOMA.

GAME DEVICE.

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Our invention relates to the game known as ad-poker.

The object of the invention is to produce a game with the elements of sport, interest, and enthusiasm in it without the element of cheating or fraud entering therein; one which will be fair and in which many persons may at the same time participate. Other objects, and novel features of the invention will be further shown by the specification, claims and one-sheet drawing, which drawing is a plan view of the field to be published showing the letters of the alphabet, names of advertisers, dates of publication and suit, denomination, value or power of the cards and their location as to letters for respective days.

1 designates the field heading and 1^a the name of the game at the top of the field for the playing of the game; 2, 3, 4 and 5 designate four of the spaces of a total of 56, in which said four spaces are placed printed instructions and rules as to how to play the game; 6, 6, 6, designate three A, B and C of the 26 capital letters of the alphabet, one respectively, being placed on each of the 26 spaces after the four squares 2, 3, 4 and 5 of the rules, the remainder, however, are not numbered in the drawing; 7, 7, 7, designate a, b, c, three of the 26 small letters of the alphabet, one respectively, being placed on each of the 26 spaces after the placing of the last of the capital letters of the alphabet, the remainder are not given numbered designations in the drawing; 8, 9, 10 and 11 designate respectively one of the spade, heart, club and diamond suits. The suit, denomination, value or power of the cards are shown in the drawing beginning with the ace and ending with the king in each suit, and beginning with spades and continuing with hearts, clubs and diamonds. These, however, simply show how a deal might be made. The deals will vary as each one is made, according to the shuffling and dealing each separate day of the contest. 12, 12, 12 and 13, 13, 13, designate the date of the month on which the paper is published on each day's issue of the paper during the contest and appear preferably near the upper left hand corner of the respective spaces and to the immediate right of the designation in each respective space of the denomination of suit and the value and power of the card. In the instances given 12, 12, 12, in the drawing show the date

to be the 3rd and appear in the spaces where capital letters A, B and C appear, and 13, 13, 13, show the date to be the 3rd and appear in the spaces where the small letters a, b and c appear; the date in the remainder of the spaces is not shown, as they are the same throughout the 52 spaces and it being considered not necessary to show them.

In each of the 26 spaces designated by the capital letters of the alphabet is an advertisement of some firm; and in each of the spaces designated by the small letters of the alphabet there is an advertisement of the same firm if it carries only one advertisement; the same advertiser in each instance has the spaces designated by the same letter of both the capital and small letters of the alphabet as his spaces, as will be more particularly shown by 14, 14^a, 15, 15^a, and 16, and 16^a. The advertisements are designated on spaces A, B and C of the capital letters and a, b and c of the small letters. It is thought not necessary to fill in the advertisements in the various spaces except sufficiently to illustrate the theory of the game. At 17, 18 and 19 and 20, 21 and 22 are shown the suit and value or power of six of the cards; in which 17 designates the ace of spades; 18 the two of spades; 19 the three of spades; 20 the ace of clubs; 21 the two of clubs; and 22 the three of clubs. The denomination suit, value and power of the remainder of the cards are not shown by designated numbers as it is thought not necessary to show them in each space. To play the game of ad-poker, a poker deck of cards consisting of 52 cards exclusive of the joker is used and by the use of the double alphabet of the English language for the capitals and small letters. 26 advertisers having two advertisements each fill the spaces in which are designated both the capitals and small letters of the alphabet and are published for thirteen consecutive issues. These, with the two advertisements each, of the respective advertisers, do not change throughout the thirteen issues.

The small figures designating the dates of the respective issues of the paper, change with each issue, but the date of each issue so published appears the same in all the 52 spaces for each respective date.

A designated person previous to the publication of each issue of the paper thoroughly shuffles the cards and deals from the top card one card at a time turning each face up, plac-

ing the top card on the space designated by A, then on B, and so on consecutively until the bottom card of the deck is dealt on the space occupied by the small letter z. The object of the game is to select the highest hand of five cards constituting a poker hand. The value of the hand is to be determined according to the rules of poker by the standard of "Hoyle", and all cases of doubt or dispute shall be referred to that basis of standard for settlement. The hand is to be selected by the participant in the contest taking his initials of his name, three if he has three initials, from the capital letters, and the necessary number required to make five from the first small letters of his surname. For instance: H. J. Smith's hand would be H. J. S. from the capital letters, and m. i. from the small letters. H. Smith's hand would be H. S. from the capital letters, and m. i. t. from the small letters. The value of his hand would depend on the suit, denomination and value of the cards for that day appearing on the letters constituting his hand of five letters. Each day of the contest his hand would be found under the same letters, but the hand would be different on each day owing to a new shuffling and a new deal of the cards. Any person having the published matter in the paper is eligible to take part in the contest for that date, under the rules thereof. When his hand is ascertained he is to return this for the given date on which his hand is selected within the time, and under the rules of the game and contest as announced with the publication from the paper, and giving his full name and address. Each successful contestant for each day will be recorded, and the successful participants notified.

It will be seen by those familiar with the art to which our invention pertains, that the game though named ad-poker, is an entirely fair one; that no cheating can be done in operating it according to the rules; that there is no gambling in any way connected with it; and that the only element of chance is in the turning of a card by a disinterested person and the hand determined by the initials and a portion of the letters of the name of the participant. The field for the game is composed of an advertisement in a paper comprising 52 spaces for advertising matter; four spaces for instructions for the game; and the heading thereabove and the name "ad-poker" in said heading; the game is played with an ordinary deck of playing cards, exclusive of the joker. This is used in connection with the other parts of the device constituting the invention. The next 26 spaces in the field after the first four spaces covered by the instructions, are each lettered by the capital letters of the alphabet as A, B, C, etc., the next 26 spaces thereafter are lettered by the small letters of the alphabet, a, b, c, etc. Each advertiser has the spaces occurring under a capital letter and a similar space under the same letter of the alphabet in the small letters throughout the whole period of the contest as A, a, L, l, etc.; it will be observed the advertising matter will not be changed throughout the contest; the advertisements, and the contest run for a period of 13 days; each day of the contest small figures designating the day of the issuance of the paper for that respective date appear in each of the advertising spaces; on each day of the contest indicating on each advertising space the suit, denomination and value or power of one of the cards is shown as determined by a previous shuffling and dealing of the cards by a disinterested little girl, or other proper person. It will be seen that thereby the cards and therefore the indicia thereof will differ on each day of the contest. The contest, shuffling, dealing, publication of the advertisement and the matter going to make up the game, and the canvassing the contest will be conducted by a disinterested committee, and the shuffling and dealing done in its presence by a disinterested person, not a member of such committee.

It will also be seen that there is no possibility of any cheating or previous determination as to the successful participant; that the participant loses nothing—can lose nothing; that his possibility of success depends on the initials and first letters of his surname, and a former fair shuffling, and dealing of the cards, and a publication of the same in a newspaper.

From the description and the accompanying one page drawing, and the specification, the advantages of construction, application and manufacture will be apparent to those skilled in the art to which our invention pertains. We have entered into a detailed description of the construction and relative arrangement of the parts embraced in the present and preferred embodiment of our invention in order to impart a full, clear and exact understanding of the said embodiment. We do not desire, however, to be understood as confining ourselves to the specific construction and relative arrangement of parts inasmuch as in the future practice of the invention various changes and modifications may be made such as fall within the scope of our invention as defined in our appended claims, without departing from the principle of the invention.

Having thus described the invention, what is claimed and desired to be secured by Letters Patent, is:

1. A game device of the character described, comprising a deck of playing cards without a joker, a field published in a newspaper or other periodical, containing instructions, and fifty two additional sub-divided

spaces with indicia in each showing date of respective publication, 26 of which have in them respectively from A to Z one of the capital letters of the alphabet, and 26 of which have in them respectively from a to z one of the small letters of the alphabet; an advertisement in each space; an indicia of one of said playing cards in each space varying each day according to a previous shuffling and dealing of said cards.

2. The combination with a deck of playing cards exclusive of the joker, of a game device of the character described, comprising a field published in a newspaper or other periodical, containing instructions, and fifty two additional sub-divided spaces with indicia in each showing date of respective publication, 26 of which have in them respectively from A to Z one of the capital letters of the alphabet, and 26 of which have in them respectively from a to z one of the small letters of the alphabet; an advertisement in each space; an indicia of one of said playing cards in each space varying each day according to a previous shuffling and dealing of said cards.

3. A game device of the character described, comprising a deck of playing cards without a joker, a field published in a newspaper or other periodical, containing instructions, and fifty two additional sub-divided spaces with indicia in each showing date of respective publication, 26 of which have in them respectively from A to Z one of the capital letters of the alphabet, and 26 of which have in them respectively from a to z one of the small letters of the alphabet;

an advertisement in each space; an indicia of one of said playing cards in each space varying each day according to a previous shuffling and dealing of said cards; hands of five cards each, selected by cards occurring on the relative spaces with the letters identical with the capital initials and a sufficient number of the first small letters of the surname of each of said participants to aggregate five letters; a contest of said hands so selected according to a predetermined set of rules and published in said publication.

4. The combination with a deck of playing cards, exclusive of the joker, of a game device of the character described, comprising a field published in a newspaper or other periodical, containing instructions, and fifty two additional sub-divided spaces with indicia in each showing date of respective publication, 26 of which have in them respectively from A to Z one of the capital letters of the alphabet, and 26 of which have in them respectively from a to z one of the small letters of the alphabet; an advertisement in each space; an indicia of one of said playing cards in each space varying each day according to a previous shuffling and dealing of said cards; hands of five cards each, selected by cards occurring on the relative spaces with the letters identical with the capital initials and a sufficient number of the first small letters of the surname of each of said participants to aggregate five letters; a contest of said hands so selected according to a predetermined set of rules and published in said publication.

MARION E. BOSLEY.
LEON JAE KANE.