

[54] **PLAYING CARDS WITH MATCHING PORTIONS FOR OVERLYING EACH OTHER**

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[58] Field of Search..... 273/137 D, 152.1, 152.7 A; 35/35 J, 71, 69; D34/5 GP, 13 R

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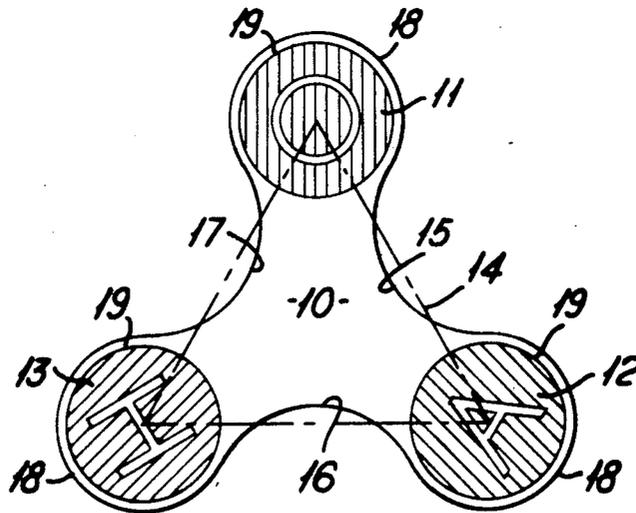
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[57] **ABSTRACT**

A pack of playing cards consists of a plurality of cards a face side of each of which has three optically discernible devices located one at each of the apices of a triangle. No one card possesses three like devices. The triangles are preferably like equilateral triangles and each card preferably has three edges of concave arcuate form each two of which are joined by a convex portion. Within each convex portion is located a circular area which defines one of the optically discernible devices, wherein the center of the circular area coincides with one of the aforementioned apices. The above arrangement is such that, in play, two cards having two matching devices are laid one on the other with the circular areas bearing matching devices overlying each other.

5 Claims, 2 Drawing Figures



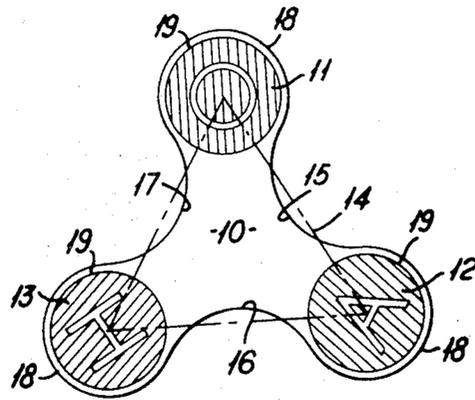


Fig. 1.

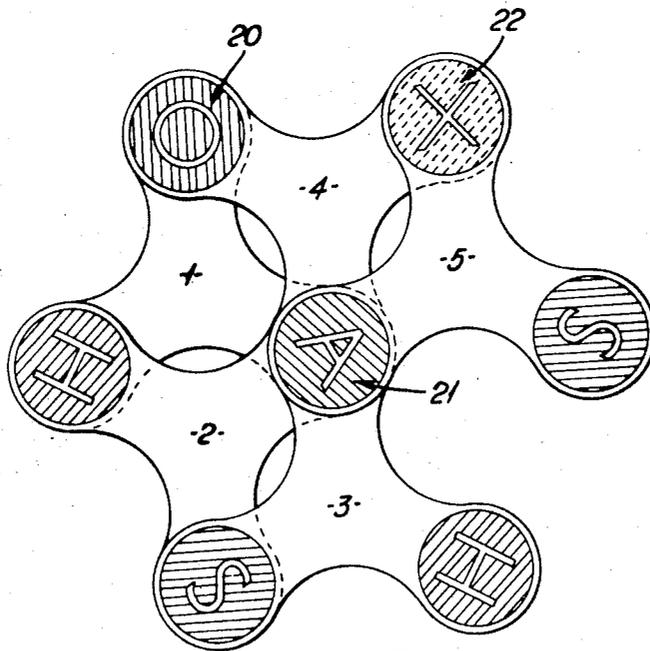


Fig. 2.

PLAYING CARDS WITH MATCHING PORTIONS FOR OVERLYING EACH OTHER

This invention relates to playing or recognition cards.

According to the invention a pack of playing or recognition cards comprises a plurality of cards each provided on a face side thereof with three optically discernible devices located respectively one at each of the apices of a triangle with no one card possessing three like devices.

BRIEF DESCRIPTION OF THE DRAWING

FIG. 1 illustrates one card of a pack of cards according to the invention, and

FIG. 2 illustrates some of the pack of cards as laid out during the playing of a game therewith.

DESCRIPTION OF THE PREFERRED EMBODIMENT

Referring to the drawing, a pack of playing or recognition cards comprises a plurality of cards 10, FIG. 1, made of any suitable material, each provided on a face side thereof with three optically discernible devices 11, 12, 13 located respectively one at each of the apices of a triangle 14 with no card possessing three like devices. Preferably, the triangle 14 is an equilateral triangle.

Each card also preferably has three edges 15, 16, 17 of concave arcuate form each two of which are joined by a convex portion 18. Each of the devices 11, 12, 13 is applied to a card 10 in one of six different colours and no three colours on any one card are of the same colour. The colours may be red, blue, yellow, green, black and purple and in the drawing the colours blue, yellow, red, black and green are respectively indicated by vertical hatching, leftwise inclined hatching, rightwise inclined hatching, horizontal hatching, and broken line hatching. The use of six different colours provides a pack of forty cards no two of which bears the same combination of three colours or symbols but which includes every possible combination of three colours or symbols from a total of six colours or symbols. As shown in the drawing each device is a circular area 19 of the card covered by the appropriate colour.

If desired, the devices 11, 12, 13 may consist of symbols such as stars, road signs, letters of the alphabet, animals, articles of fruit or vegetables, or of any other things such as one might wish to teach children to recognise. These symbols may be in colour or, as indicated in the drawing, each be set on a coloured background, no three background colours on a card being of the same colour.

Two examples of the kind of games which can be played with the cards will now be given, assuming in each case that only two players are taking part. It is, however, clearly to be understood that more than two players can participate in games played with the cards.

GAME 1

The pack is dealt so that each player has twenty cards which must be placed face uppermost in front of the player so that they are clearly visible to the other player.

One player commences the game by laying one of his cards on the table, card 1, FIG. 2. The second player then selects one of his cards, card 2, FIG. 2, on which

two colours match two colours of the first laid card, and lays his card so that the matching colours are overlaid.

The first player then selects one of his cards, card 3, FIG. 2, on which two colours match any two adjacent on the cards already laid and lays the card so that the matching colours are overlaid. Cards are then laid alternately by the players as indicated in FIG. 2 by cards 4 and 5 until one player finds that he holds a card which matches three adjoining colours of cards already laid, for example, he may hold a card bearing the colours blue, red, and green as indicated at 20, 21, and 22, FIG. 2. He then calls a word as predetermined by the players and places his card with his colours over the like colours 20, 21, 22 and is then entitled to a further move before his opponent's next move.

By playing to obtain as many three-colour covers as possible, and by observing all the cards on the table it is possible for one player to frustrate the efforts of the other and obtain a clear lead in the number of cards played.

The winner is the first player to have played all of his cards and he counts one point for every card remaining unplayed by his opponent.

GAME 2

The pack of cards is placed, face down, within easy reach of each player and the top card is taken by the first player and is laid face uppermost on the table. The next card on the pack is taken by the second player and if it should match two colours of the first laid card it is laid thereon, card 2, FIG. 2. If, however, the card does not have colours matching those of the card laid it is placed face down in front of the player.

Subsequent moves, made alternately by the players, consist of taking cards from the pack and either, when possible, laying them on the cards laid on the table with overlying colours or placing them face down before the players. The game may be terminated when the last card is removed from the pack in which case the player with the least number of unplayed cards is the winner, or alternatively the players may play alternately from their packs of unplayed cards until one player has played all of his cards and so becomes the winner.

FROM FIG. 2 it will be understood that because of the shape of the cards these, when laid in the manner above described, will form a number of patterns thus adding interest to the game.

The cards can also be used to teach children not only to recognise colours while playing a game but also to recognise other symbols which, as stated above, may consist of letters of the alphabet, road signs, animals and other objects to be encountered in every day life.

I claim:

1. A pack of playing cards comprising forty cards each of which has three substantially circular portions each two of which are edges of concave arcuate form, each substantially circular portion of a card being provided on a face side thereof with one of six different optically discernible devices with no three devices on one card being the same as the three devices on any other card and the three devices on each card being located one each about the centres of said substantially circular portions, said centres being the apices of an equilateral triangle and the arrangement being such that when in play two cards having two matching devices are laid

3

one on the other with the substantially circular portions bearing matching devices overlying each other.

2. A pack of cards according to claim 1, wherein said six different devices are applied to the cards in six different colours one for each of said devices.

3. A pack of cards according to claim 2, wherein each device is a circular area of one of said substantially circular portions of one of said cards coloured by

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one of the six colours.

4. A pack of cards according to claim 1, wherein the six different devices are different symbols.

5. A pack of cards according to claim 4, wherein each symbol is set on a coloured background selected from six different colours.

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