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GAME

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GAME

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1 Claim. (Cl. 273—152)

This invention relates to a game "American Flag" and has for an object to provide a deck of playing cards for providing amusement, as well as education, the deck of cards representing component parts of the American flag and adapted to be used by the contestants, in competition, to complete respective piles which in the aggregate contain the correct number of stars, stripes, field and staff of the flag.

In the accompanying drawing forming a part of this specification:

Figure 1 illustrates the master card representing the initiation of play.

Figure 2 illustrates a star card.

Figure 3 illustrates a red stripe card.

Figure 4 illustrates a white stripe card.

Figure 5 illustrates a blue field card.

Figure 6 illustrates a staff card.

Figures 7, 8, 9 and 13 illustrate forfeit cards.

Figures 10, 11, 12 and 14 illustrate payment cards.

Figure 15 illustrates a joker card.

Referring to the drawing, the deck of cards comprises three sets of cards, there being eight star cards, shown in Figure 2, each displaying six stars on a background, there being seven red stripe cards, each displaying a single red stripe on a background, and there being three white stripe cards, each displaying two white stripes on a background. There is only one card each of the remaining types of cards in the deck.

The forfeit cards shown in Figures 7, 8, 9 and 13, each bear a respective legend such as "Lost star," "Out of thread," "Broken needle" and "Rip," which legends define the cause of the forfeit and in addition each forfeit card states the number of cards of sets of cards to be forfeited, and also states the corresponding payment card required to restart play. The payment cards respectively display the illustration of a star, a spool of thread, a needle and thread, and a representation of a conventional Betsy Ross. As shown in Figure 1, the card used to initiate play after each forfeit card is removed from a contestant's pile, displays an American flag flown from a staff.

The lucky card used as a substitute for any one of the payment cards bears the illustration of a conventional "Uncle Sam" as shown in Figure 15.

The total number of scoring cards, their values and the possible scores are as follows:

Number of cards	Scoring	Possible score
8	Star cards—20 points each	160
7	Red stripes—10 points each	70
3	White stripes—20 points each	60
1	Blue field—5 points each	5
1	Staff—5 points each	5
20		300

The game is played by each contestant building respective piles designating the stars, the red stripes, the white stripes, the blue field and the staff. To complete the star pile, the eight star cards, Figure 2, are necessary, these cards having six stars each making the forty-eight stars of the American flag. Seven red stripe cards, Figure 3, making the required red stripes of the American flag are necessary to complete the red stripe pile. Three white stripe cards, Figure 4, which have two stripes each, making the six white stripes of the American flag are necessary to complete the white strip pile. One blue field card, Figure 5, making the blue field of the American flag, is necessary to complete the blue field pile. One staff card, Figure 6, making the staff of the American flag, is necessary to complete the staff pile.

The side to first complete all the piles in accordance with the foregoing instructions, thereby making a total of 300 points, wins the game, and the opponents score only the number of points designated by their play on the board.

Rules

The cards are thoroughly mixed or shuffled, to prevent two or more cards of the same kind being drawn and dealt together, and this thorough shuffling adds to the excitement of the game.

Six cards are dealt to each player, and not more than six cards can be retained at any time by any player, after making a play. Each player at his time of playing, draws one card from the top of the deck so that he has in his hands seven cards from which to select the one he wishes to play. This card must always be drawn before the play is made, not afterward. Before a player

can start building up his piles, he must first secure the flag card and start a pile with the same. This is the "admittance card" of the game, and no cards, with the exception of the forfeit cards are effective until a player has first played the flag card. In any stage of the game, after an opponent has played a forfeit card upon a competitor's piles, this flag card must again be secured and played before the player delayed can go on scoring again.

In the seven cards which the players hold in their hands after drawing one from the top of the deck, if they do not have the flag card, or later in the game if they do not possess a card that will further their completion of the piles, or retard the progress of their opponent, they should discard one. This is discarded face downward upon the discard pile. All players discard cards of no utility upon the same discard pile. If they have nothing among the seven cards to play, they should either discard upon the discard pile the card drawn from the top of the deck, or exchange this one for another in their hand for the discard.

Each player, in order from left to right, plays but once in his turn, no matter how much he may be able to help his cause. As soon as the deck cards have been used up in this manner, the discard and delay piles of each side are taken up and thoroughly shuffled together and same become the deck. This is done over and over again until the game is completed. Optionally, when taking up the cards in this manner, the top card of each forfeit pile may be left on the table, to indicate the condition the game was in before the shuffle, whether a side was clear or delayed.

The forfeit cards are provided for the purpose of setting back the score of the opposing side. Upon each forfeit card is printed the cards required to put the player back into playing position, also, the forfeit which must be taken from the opposing side and thrown into the discard pile. If the opponent does not have the cards called for in the forfeit it is not held against him.

Forfeit cards can be served at any time in the game, provided it be the player's regular turn to play, and the opposing side be not already delayed. In this last case, the one playing the card must wait until the opponent is again started by playing the required cards called for in the forfeit.

After an opponent has played the forfeit card "lost star," Figure 7, the side delayed must next play, or draw for the star card, Figure 10. After this card has been secured and played, the flag card, Figure 1, must next be secured and played before the player can resume his play on the board. After an opponent has played the forfeit card "lost star," Figure 7, he takes from the opposite player one star card, Figure 2, called for as a forfeit, placing it face downward upon the discard pile.

After an opponent has played the forfeit card "out of thread," Figure 8, the side delayed must next play or draw for the thread card, Figure 11. After this card has been secured and played, the flag card, Figure 1, must next be secured and played before the player can resume his play on the board. After an opponent has played the forfeit card "out of thread," Figure 8, he takes from the opposite player one red stripe card, Figure 3, called for as a forfeit, placing it face downward upon the discard pile.

After an opponent has played the forfeit card "broken needle," Figure 9, the side delayed must next play or draw for the needle card, Figure 12. After this card has been secured and played, the flag card, Figure 1, must next be secured and played before the player can resume his play on the board. After an opponent has played the forfeit card "broken needle," Figure 9, he takes from the opposite player one white stripe card, Figure 4, called for as a forfeit, placing it face downward upon the discard pile.

The "rip" card, Figure 13, must be played face upward on the board as soon as drawn by any player and stops all play on the board until the Betsy Ross card, Figure 14, is secured and played upon it.

The card "Uncle Sam," Figure 15, is the joker card of the deck, taking the place of all requirements of the forfeit cards, can be used in the place of flag, Betsy Ross, star and flag, thread and flag, needle and flag.

All delay cards are served on an opponent by laying them upon his flag pile.

Winner scores full 300 points. Opponents score number of points designated by play on the board at the end of the game.

A complete deck of cards contains the following:

Number	Kind
20	Six star cards.
20	Red stripe cards.
15	White stripe cards.
5	Blue field.
5	Staff.
15	Flag.
4	Uncle Sam.
4	Betsy Ross.
2	Rip.
3	Out of thread.
8	Thread.
3	Lost star.
8	Star.
3	Broken needle.
8	Needle.
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From the above description it is thought that the invention will be fully understood without further explanation.

What is claimed is:

A deck of playing cards for playing the game of American Flag, comprising twenty-six star cards, twenty red stripe cards, fifteen white stripe cards, five blue cards, five staff cards, fifteen flag cards, four Uncle Sam cards, four Betsy Ross cards, two rip cards, three out of thread cards, eight thread cards, three lost star cards, eight star cards, three broken needle cards, eight needle cards, aggregating in all one hundred and twenty-three cards.

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