March 2, 1937. H. CRESWELL 2,072,799

CARD GAME

Filed April 28, 1936 2 Sheets-Sheet 1

Fig. 1.

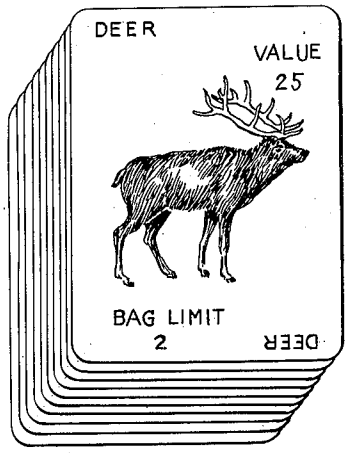


Fig. 2.

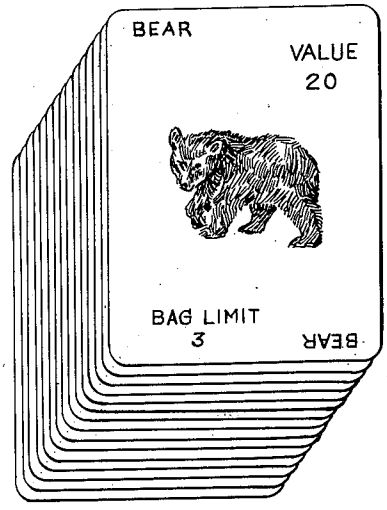


Fig. 3.

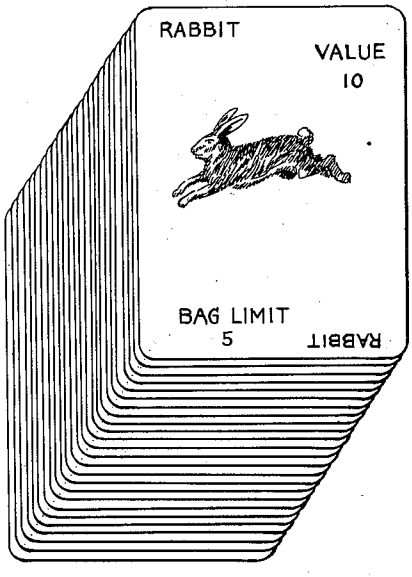
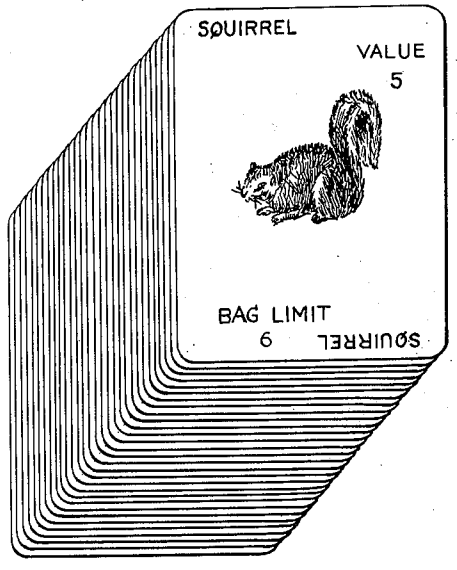


Fig. 4.



Homer Creswell, INVENTOR

BY Victor J. Evans & Co.

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March 2, 1937. H. CRESWELL 2,072,799

CARD GAME

Filed April 28, 1936 2 Sheets-Sheet 2

Fig. 5.

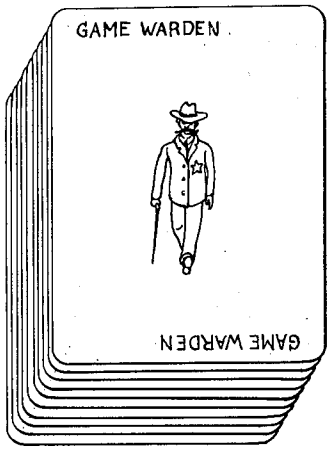


Fig. 6.

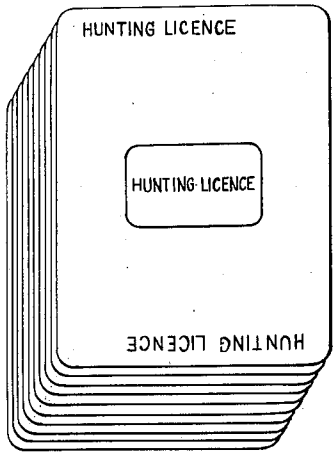


Fig. 7.

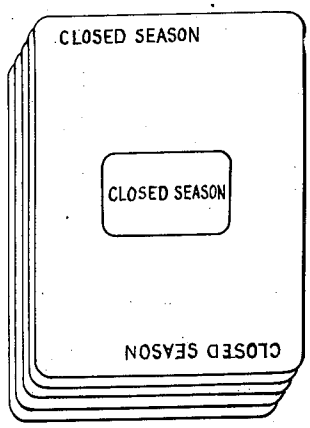


Fig. 8.

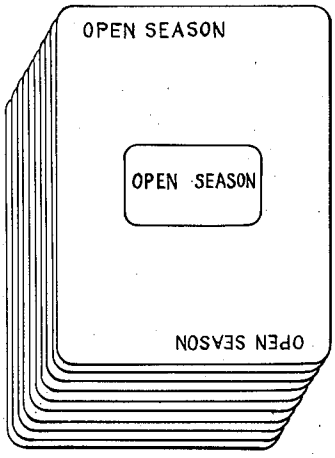


Fig. 9.

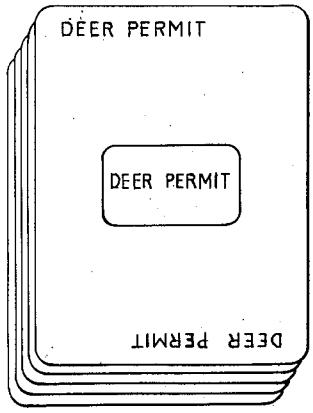
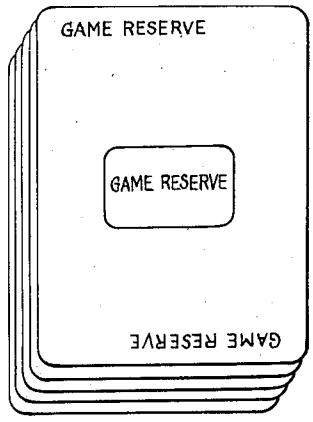


Fig. 10.



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ATTORNEYS

Patented Mar. 2, 1937 2,072,799

UNITED STATES PATENT OFFICE

2,072,799

CARD GAME

Homer Creswell, River Falls, Wis.

Application April 28, 1936, Serial No. 76,866

3 Claims. (Cl. 273—152)

This invention relates to card games and has for an object to provide an improved pack of playing cards for the purpose of playing a game which lends amusement as a pastime, as well as being educational and instructive for children and adults.

A further object is to provide a novel card game called "Hunting" which will be fascinating as well as instructive.

The invention is illustrated in the accompanying drawings, wherein—

Figures 1 to 4 inclusive represent animal cards bearing an attractive illustration of the animal which each card represents, together with legends indicating the bag limit, name of the kind of animal, and values as given below.

Figure 5 represents the game warden cards, each bearing the representation of a man wearing a star and the legend "Game warden".

Figures 6 to 10 inclusive represent control cards respectively bearing the lengends "Hunting license", "Closed season", "Open season", "Deer permit", and "Game reserve", such legends being enclosed within a printed frame at the center of the cards and being reproduced at the ends of the cards.

The number of each type of card may be varied but in practice the following has proved satisfactory.

Animal cards

10 Deed cards	Bag 2	Value 25	each
15 Bear cards	Bag 3	Value 20	each
25 Rabbit cards	Bag 5	Value 10	each
30 Squirrel cards	Bag 6	Value 5	each

Control cards

10 Game warden cards (Penalty)	10 Open season cards
	5 Deer permit cards
10 Hunting license cards	5 Game reserve cards
5 Closed season cards	

Total cards 125

Directions for playing

From two to five players may play. To start the game the dealer shuffles the pack and deals five cards to each player. The remainder of the pack is turned face down on the table. The player at the left of the dealer starts by drawing a card from the pack on the table. He may make only one play in his turn. To bag an animal he lays the card face up before him making a separate pile for each kind of animal.

Before a player can lawfully bag an animal he must open the season by laying an open season card before him face up. If he has no open season card and does not want to take the chance of being arrested for bagging an animal out of season he must turn one of his cards face down on the discard pile.

Each player in his turn must draw one card and make one play, or discard, always leaving five cards in his hand. To bag a squirrel, bear, or rabbit legally the player should also have a hunting license card, and to bag a deer he must have a deer permit card in addition to a hunting license card. These two cards are held in the player's hand and he need not disclose whether he has them or not unless a player suspects he is playing without them and flashes a game warden card on him saying "you are under arrest", forcing him to show his hand.

The game warden card is used to impose penalties and adds zest to the game. A player who has a game warden card may, in his regular turn to play, arrest any player who has just bagged an animal without possessing an open season card, or while he possesses a game reserve card, or may arrest any player whom he suspects of having played without possessing a hunting license card in his hand, and also a deer permit if he has just bagged a deer.

A player may be arrested for illegally bagging an animal only in the round immediately following his play. If the play goes around once unchallenged it is valid even though it was made with neither an open season or a license card in the player's possession.

If a player is guilty on one or more counts, the animal bagged illegally must be put in the discard pile and the player making the arrest may have his choice of any one of the guilty player's bagged animals for each count the player is found guilty on. Thus, if the player bagged a deer in a closed season while in a game reserve and had neither a hunting license nor deer permit the player making the arrest would have his choice of four bagged animals if the guilty player had that many. If a guilty player has no animals in his bag besides the one he has bagged illegally, the player making the arrest will get nothing. The player making the arrest may add the animals he gets as a reward to his own bag, or discard them as he pleases. However, if he adds them to his own bag and cannot meet all the requirements for playing legally, he also is subject to arrest. The game warden card used in making an arrest must be discarded.

If a player is arrested on suspicion that he has no hunting license or deer permit, and is found to be innocent, the innocent player may have his

choice of any one of his accuser's bagged animals.

A player may also close the season for an opposing player by placing a closed season card upon his opponent's open season card. This player will not be able to hunt lawfully again until he covers the closed season card with another open season card. A player may also stop play of his opponent by placing a game reserve card before the opponent, thus putting him in a game reserve. The opponent may get out of the game reserve by placing a hunting license card, if he has one, on the game reserve card, that is, all that he needs to start hunting lawfully again is another hunting license.

Should all of the remaining cards in the pack have been drawn before a player goes out, the discards are shuffled with all of the used open and closed season, game reserve, and hunting license cards, and turned face down to draw from. No play may be made at any time except in the player's regular turn and then he may make only one play.

Directions for scoring

The player who first succeeds in getting the bag limit of each kind of animal wins the hand, the bag limit being two deer, three bears, five rabbits, and six squirrels. If more than one hand is to be played the players add the values of the animals they have bagged at the end of the hand and keep them for their scores. The player winning the hand with a bag limit, will acquire 190 points, plus 60 points bonus for winning the hand, making a grand total of 250 points. The player making 1,000 points first wins the game as a game may end in the middle of a hand. The final hand may also be played out and if more than one player has accumulated more than 1,000 points at the finish, the high score wins.

It is to be understood that the particulars above given are in no way limited, and that while still keeping within the scope of the invention, any desired modifications of details and proportions may be made in the construction of the cards according to circumstances.

What is claimed is:

1. A pack of playing cards comprising a plurality of groups of animal cards, the cards of each group bearing the representation of a respective game animal and having inscribed thereon numerals indicating respective bag limits and scoring values of the cards, and a plurality of groups of control cards, the control cards of each group displaying legends to direct the player in appropriating selected ones of the animal cards for scoring purposes.

2. A pack of playing cards comprising a plurality of groups of animal cards, the cards of each group bearing the representation of a respective game animal and having inscribed thereon numerals indicating respective bag limits and scoring values of the cards, a plurality of groups of control cards, the control cards of each group displaying legends to direct the player in appropriating selected ones of the animal cards for scoring purposes, and a group of penalizing cards bearing a simulation of law authority to direct the player in inflicting penalties for improper use of the control cards.

3. A pack of playing cards comprising a plurality of groups of animal cards, the cards of each group bearing the representation of a respective game animal such as a deer, a bear, a rabbit, a squirrel, the animal cards having inscribed thereon numerals indicating respective bag limits and scoring values of the cards, a plurality of groups of control cards directing the player in appropriating selecting ones of the animal cards for scoring purposes, the control cards of each group bearing a respective legend such as Hunting license, Closed season, Open season, Deer permit, Game reserve, and a group of penalizing cards each bearing the representation of a game warden and/or the legend Game warden for use in inflicting penalties for improper use of the control cards.

HOMER CRESWELL.