

I. M. BEAM.
PLAYING CARDS.

APPLICATION FILED MAR. 25, 1915.

1,177,677.

Patented Apr. 4, 1916.

2 SHEETS—SHEET 1.

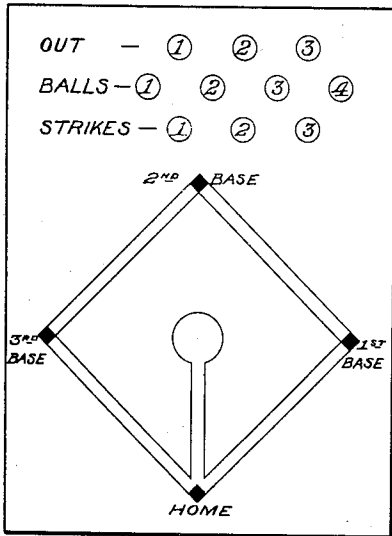


Fig. 1.

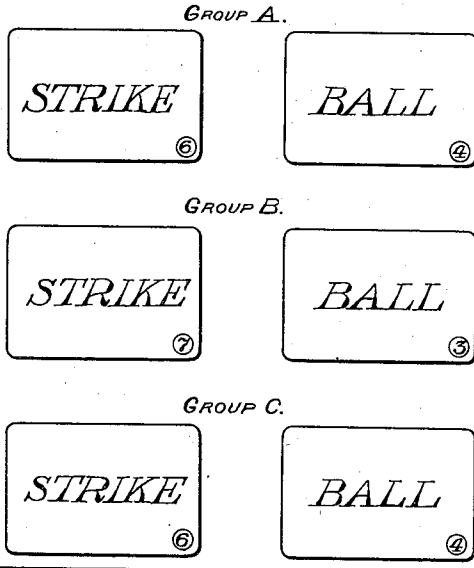
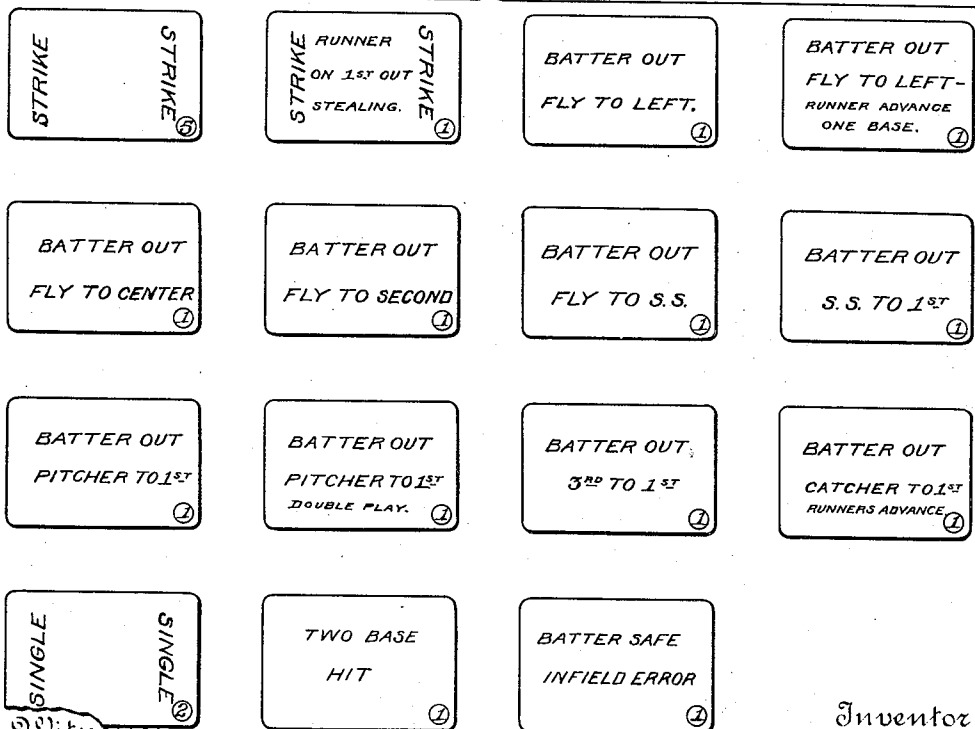


Fig. 3.

Fig. 2.



Witnesses

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2 SHEETS—SHEET 2.

Fig. 5.

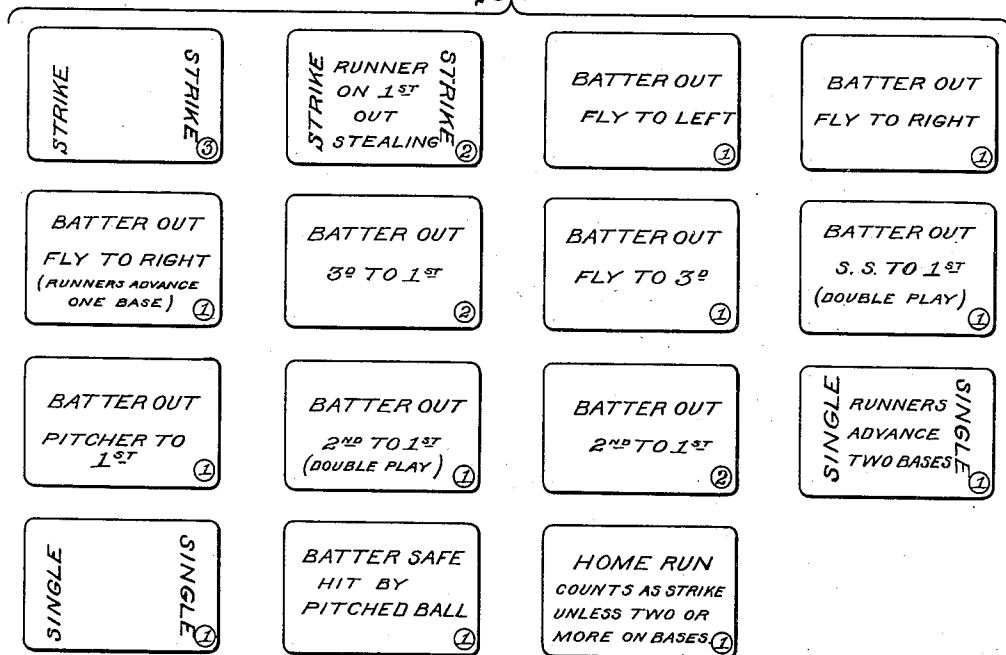
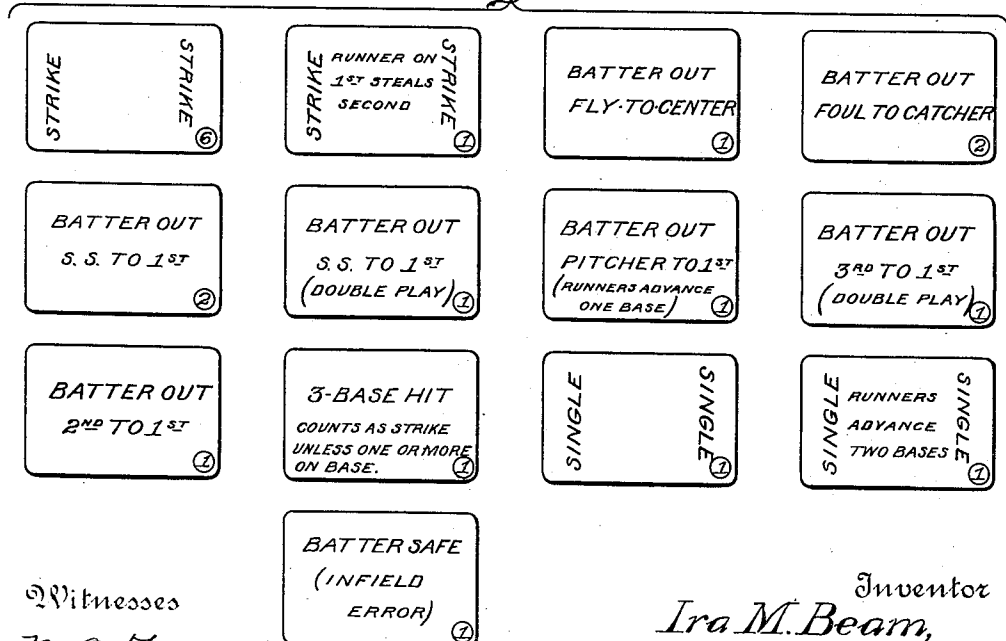


Fig. 4.



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UNITED STATES PATENT OFFICE.

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PLAYING-CARDS.

1,177,677.

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To all whom it may concern:

Be it known that I, IRA M. BEAM, a citizen of the United States, and a resident of the city of Philadelphia, county of Philadelphia, and State of Pennsylvania, have invented certain new and useful Improvements in Playing-Cards, of which the following is a full, clear, and exact description both of the construction thereof and of the preferred rules for playing the same.

The object of this invention is to provide a novel game for both young and old, which can be manufactured at a low cost and which will supply a long felt need.

Another object is to provide such a game comprising a system of cards, having suitable indicia upon one side of each thereof, and arranged in such groups and in such numbers that the players may carry out all of the details experienced in the well-known game of base ball, when played in the usual manner by opposing teams upon an outdoor field or "diamond." And no less important an object is to provide a game of the character, which though embodying all of the possible plays provided under the rules governing base ball, is so simple in its construction and operation that any one can readily become proficient in playing the same within a relatively short time.

Further objects and more specific details of this improved game are hereinafter fully brought out in the following description, when read in conjunction with the accompanying drawings, in which—

Figure 1 is a plan view of a diagram to be used in connection with disks, pegs, pins, or other suitable markers, for recording "outs," "strikes," "balls," and the position of base-runners; Fig. 2 represents a set of cards with the preferred reading matter thereon, said set being divided into three groups, A, B and C; Figs. 3, 4 and 5 represent a second set of cards, with the preferred reading matter thereon, said second set being divided into three groups represented by said figures respectively.

Referring to the drawings, it should be stated at the outset, that the respective groups of "strike" and "ball" cards shown in Fig. 2 are to be distinguished from each other by any suitable means, as for instance, by being printed in letters of different colors. For purpose of illustration solely, it will be considered that group A is in red, group B is in green, and group C is in

brown. Furthermore and solely for the purpose of illustration, it will be considered that, regardless of the lettering on the obverse faces of the cards shown in Figs. 3, 4 and 5, the reverse faces of these respective groups are colored or otherwise identified to correspond with the colors of the letters of the respective sets of cards shown in Fig. 2. And furthermore, the set of cards in said last-named figure comprise those held by the party or parties representing the team or side occupying the "field" during a given half of a certain "inning," while the set of cards shown in Figs. 3, 4 and 5 are those held by the party or parties representing the team "at the bat."

There is practically an unlimited number of combinations of cards with which this game can be played, and of the numbers of cards in each of the respective groups of the "fielders' pack" (Fig. 2) as well as of the number of the various cards in the "batters' pack" (Figs. 3, 4 and 5), but while many different combinations have been used to advantage, that hereinafter fully described is considered as being the most desirable. And it is therefore to be understood that while the description of this game in its preferred form must necessarily be confined to details, the general idea or arrangement of the cards as a whole, and their relationships to one another, are to be considered in their broader significance as well.

As indicated by the numerals in the lower right-hand corners of the cards shown in Fig. 2, the "fielders' pack" comprises a total of thirty (30) cards, there being ten (10) cards to each of the groups hereinbefore referred to as bearing lettering of different colors. Incidentally, it has been found that the "strike" and "ball" cards of groups A, B and C are best arranged in combinations of 6—4, 7—3 and 6—4, respectively, as shown in Fig. 2.

The "batters' pack" comprising a total of sixty (60) cards, having twenty (20) in each of the groups illustrated in Figs. 3, 4 and 5, is so colored upon the reverse of each of the cards that when held by one of the players, the player holding a series of the cards of the "fielders' pack", can "size up" something of the condition of the cards held by the first player, by observing how many cards the latter may have which are of a color on the reverse face corresponding to the coloring of the lettering on the

obverse face of one or more of the cards held by the said party playing the "fielders' pack". The cards comprising the groups shown respectively in Figs. 3, 4 and 5 are of a number in each case as indicated by the numeral in the lower right-hand corner of each, the total in each of said groups being twenty (20) cards.

In playing this game in accordance with the preferred set of rules, the cards of each of the two packs are thoroughly shuffled and those playing the game may be of any desired number of persons. For the sake of simplicity in describing the preferred method of play, it will be considered that but one person holds the cards of each of said packs. Then, after having shuffled the cards, three of those constituting the "fielders' pack" are dealt to the party representing the team "in the field", and five of the cards of the "batters' pack" are dealt to the party representing the team "at bat"; these parties for convenience being referred to as X and Y.

To start the game, X, after having noted the number of cards in Y's hand corresponding to the groups represented in his own hand, plays a card, as for instance, one bearing the word "Strike" of the A group. If Y has in his hand any of the cards of the group shown in Fig. 3, he must select one of such group and play it. If the card played by Y bears simply the word "Strike", a suitable disk, pin, mark or other indicating means is placed upon the numeral "1" upon the diagram (Fig. 1) following the word "Strikes". If, however, the card played by Y should have wording upon its face, such for instance as, "Batter out, fly to left", "Batter out, 3d to 1st", etc., an indicating mark is placed upon the first numeral to the right of the word "out" on the diagram and Y is charged with one "out". On the other hand, if Y upon X's play, played a card bearing the word "Single", or "Two base hit", etc., a suitable disk or other indicating means is placed upon the first "base" or second "base" of the diagram, as the case may be. In any event, each of the players takes up another card from his respective pack, and X again leads off; in each case, however, Y must reply if possible with a card corresponding in color to the lettering on the card lead by X. Should he not do so, a "strike" or "ball" is entered on the diagram according to the card played by X, and regardless of what may be upon the card by which Y answers. Furthermore, whenever X plays a "ball" card, Y in playing any one of his cards of the correspondingly colored group is credited with a "ball" regardless of the card he may play, and for this reason his choice should be the least desirable of the cards of that color, which he may hold at the time.

When one or more of the bases have been occupied by Y, as a result of "safe-hits", "errors", "bases on balls", etc., the runners on said bases are advanced as indicated by the printed matter upon the card next played by Y, or in a manner otherwise explained in the preferred rules. Or, it may be that "double-plays" may be made, thereby putting out one of the base-runners as well as the man-at-bat; or, a base-runner may be put out trying to "steal a base". These and other plays, possible in a regular game of base ball as played out of doors, are fully indicated either by the printed matter upon the face of the set of cards comprising the "batters' pack", (Figs. 3, 4 and 5), or in the preferred rules accompanying each game. Likewise, as in the national game as played out of doors, Y gives up the "batters' pack" (Figs. 3, 4 and 5) and takes the "fielders' pack" (Fig. 2) after having sustained three "outs", each of said "outs" having been made as the result of an accumulation of three "strikes" before a safe hit, or as indicated by the reading upon the face of the cards which Y has had to play in response to the respective cards led by X.

Whenever the sides change, the cards of each pack are again thoroughly shuffled and dealt to the respective parties in the manner hereinbefore described. And when each of the sides has been retired once, an inning has been completed, another change of packs takes place, and so on until the standard nine-inning game has been completed, or in case of a tie until such time thereafter as one side may lead the other side in the number of "runs" obtained.

From the foregoing any person can readily understand the construction and the preferred manner of playing the game described, but it is to be understood that various changes may be made, either in the cards or in the rules of play, which do not remove the same from within the scope of the appended claims.

Having thus described my invention, what I claim and desire to protect by Letters Patent of the United States is:

1. A playing card game, comprising a set of members provided with suitable indicia, said set comprising a plurality of groups and a second set of members comprising a plurality of groups equal in number to those of the said first set and the respective groups in said first set having indicating means upon their reverse faces by which they are related to the respective groups in said second set.

2. A playing card game, comprising a set of cards in turn comprising a plurality of groups bearing identifying indicia such as contrasting colors, numerals, marks, designs, etc., and a second set of cards comprising a

plurality of groups, the backs of which bear colors, numerals, marks, designs, or other identifying indicia, to relate them to the respective groups of said first set bearing similar indicia upon their faces.

3. A playing card game, comprising a set of cards comprising three similar groups of cards bearing suitable indicia, in as many distinctive colors, and a second set of cards comprising three groups, the backs of each of which being of colors corresponding to the respective colors of the indicia upon the faces of the respective groups in said first set.

4. A playing card game, comprising a set of cards in turn comprising three groups each having a plurality of differently printed cards, the cards of said groups being distinguished by the coloring of the printed matter thereof, and a second set of cards comprising three groups, the reverse faces of each of said last-named groups corresponding in color to the printed matter upon the faces of the cards of the said first groups.

5. A playing card game, comprising a set of thirty (30) cards in turn comprising three groups of ten (10) cards each, and having printed matter upon one face thereof, in different colors to distinguish the cards of said groups, and a set of sixty (60) cards in turn comprising three groups of twenty (20) cards each, the reverse faces of said last-named groups being of a color or design to distinguish them apart and to re-

late them and the respective groups of said first set of cards, and the cards of said second set having upon their obverse faces any suitable indicia.

6. A playing card game, comprising a set of cards, constituting the fielders' pack or set, in turn comprising three groups of cards having printed matter upon one face thereof, in contrasting colors, and a second set of cards constituting the batters' pack or set, and in turn comprising three groups of cards, the reverse faces of the cards of each group being of a color or design to relate them to the cards of the respective groups in the fielders' pack, and bearing upon their obverse faces suitable printed matter indicating various plays which it is possible to make in the game of base ball.

7. A playing card game, comprising two sets of cards, each embodying three groups, one of said sets bearing words describing the kinds of ball called on a pitcher, and the other set bearing the terms descriptive of plays made by a side at the bat, the number of cards of each group held by one having the second set being indicated to the holder of the other set by the appearance of the reverse faces of the cards of said second set.

In witness whereof, I have hereunto set my hand this 24th day of March, 1915.

IRA M. BEAM.

Witnesses:

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HELEN G. DALEY.