

1,057,892.

Patented Apr. 1, 1913.

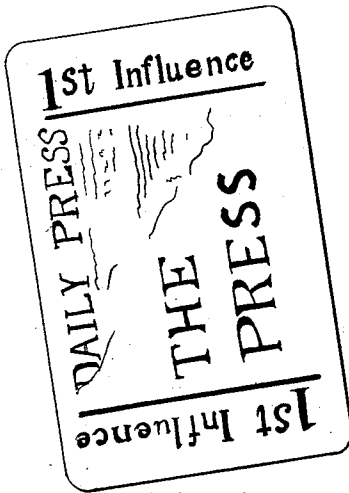


Fig. 2.

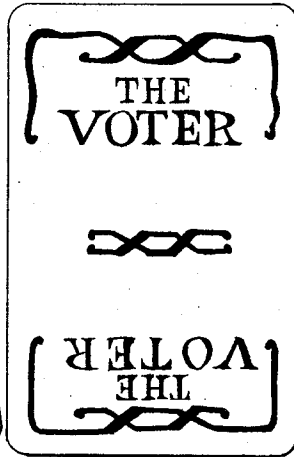


Fig. 1.

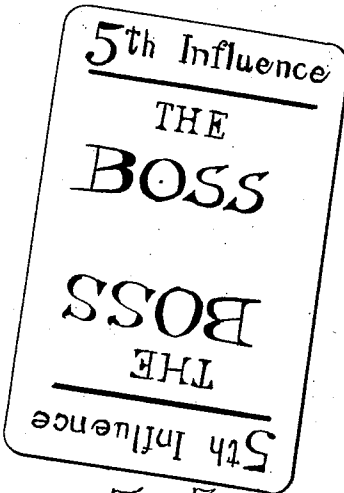


Fig. 3.

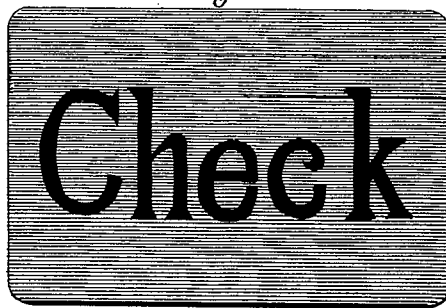


Fig. 7.



Fig. 4.

Witnesses
J. L. Parker
C. N. Whitfield

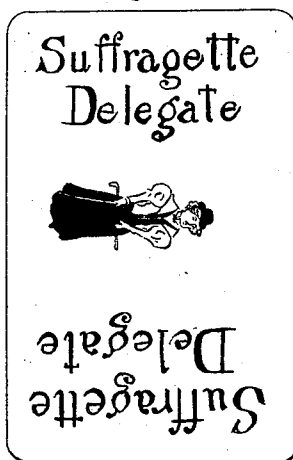


Fig. 5.

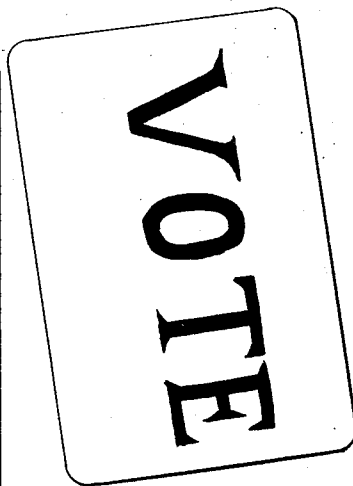


Fig. 6.

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UNITED STATES PATENT OFFICE.

JESSIE J. SMITH, OF HIRAM, OHIO.

PLAYING-CARDS.

1,057,892.

Specification of Letters Patent.

Patented Apr. 1, 1913.

Application filed May 27, 1912. Serial No. 699,947.

To all whom it may concern:

Be it known that I, JESSIE J. SMITH, citizen of the United States, residing at Hiram, in the county of Portage and State of Ohio, have invented certain new and useful Improvements in Playing-Cards, of which the following is a specification.

This invention relates to playing card games, and comprises, among other things, the use of certain cards which I have designated as "safety" cards in connection with sequence cards, and in the introduction of special value cards in each sequence.

I provide several groups of cards suitably designated by symbols, so that the cards of each group are related to each other in sequence, thereby forming books.

I also provide that each series or book shall contain one special value card, which shall determine the value of the series in which it is played.

I also provide safety cards which in the game illustrated are called "check" cards and which give the game its name, and the use of which will be understood from the following description.

In the accompanying drawing—Figure 1 is a plan of the first card of a sequence, which is designated as a "voter" card. Figs. 2 and 3 are plan views of the second and sixth cards of the sequence, these representing certain "influences" which are supposed to be played upon the voter, the first influence card being designated as the "press," the second as the "spell-binder," the third influence as the "corruption fund," the fourth influence as the "ward heeler" and the fifth influence as the "boss." Fig. 4 is a plan of the seventh card of the sequence, designated as a "delegate" card. Fig. 5 is a plan of a special value delegate card marked "Suffragette delegate." Fig. 6 is a plan of the eighth card in the sequence designated as the "vote." Fig. 7 is a plan of the safety or "check" card, this card being preferably of a color different from that of the others.

Any desired number of books of the sequence cards will be provided, and part of the "delegate cards" will be marked "Republican" and part "Democratic," and at least one will be marked "Suffragette." A limited number of "check" cards are provided.

In playing the game each player is given say two of the check cards. It will be understood that these cards might be designated by another name. These two cards are placed in convenient position, say at the right hand of the player, before the books or sequence cards are shuffled and dealt. In the play with the sequence cards the sequence is started by the first player putting a "voter" card in the center of the table, and he may continue playing as long as he can play cards on top of it in regular order, or start new books by other "voter" cards. If he has no "voter" or cannot play a sequence card in order he terminates his play by placing a card, face up, in front of him on the table. These cards constitute the reserve cards for future plays, but may be taken by the opposing side unless protected by the safety cards herein named as "check" cards.

The object of the game is to build up and remove from the board as many sequences as possible, the sequence beginning with the "voter" card and ending with the "vote" card. The interest is increased by the fact that each sequence contains the counting or "delegate" card, the value of which is variable. Thus a book containing a delegate of the party represented by the player counts 1, a delegate of the opposing party 2, and the suffragette delegate 3.

The "check" cards are never played in a sequence which is being built up in the center of the table, but are only used in connection with the reserve cards on the margin of the table. The intent of the various players is to "steal" or take cards from the reserve cards of other players, whenever needed to build up a book, and the function of the "check" card is to cover or protect the reserve cards, and prevent the action indicated, and the fun of the game lies in the quick play of the "check" cards necessary to protect the reserve cards. For example, if the fifth card of a sequence is in sight in the reserve cards, and the fourth card of the sequence is played, the fifth card may be quickly covered by one of the "check" cards to prevent the opposing side using it in continuation of the sequence. Therefore the deck comprises a plurality of books each of which contains sequence cards, with one counting card of variable value, and a num-

ber of safety cards which in the play of the game act to prevent the use by an opposing player of a card exposed by a player whose turn to build up a sequence has passed. The
5 reserve cards, when exposed in front of each player, are referred to as being in caucus, and the number of cards which may be placed in caucus are limited, so that if a player cannot put a card in caucus, or in a
10 sequence, he must pass his turn to play.

It is to be understood that the designation of the cards is not important, since the same arrangement or invention may be applied to cards marked differently.

What I claim as new is:

15 A pack of cards comprising several books with cards in sequence, each sequence containing one counting card of special value, and a number of safety cards having distinguishing characteristics, independent of
20 any sequence, and controlling play with respect to said sequence cards.

In testimony whereof, I do affix my signature in presence of two witnesses.

JESSIE J. SMITH.

Witnesses:

JULIA C. SMITH,
S. H. BARTLETT.

Copies of this patent may be obtained for five cents each, by addressing the "Commissioner of Patents,
Washington, D. C."