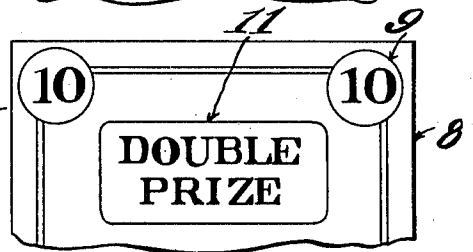
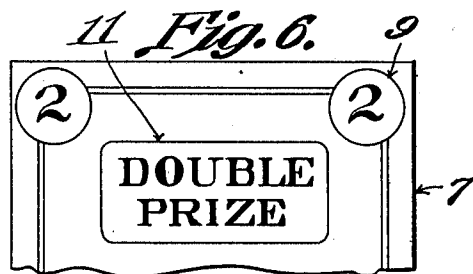
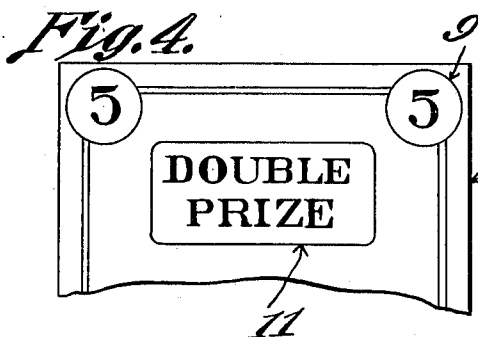
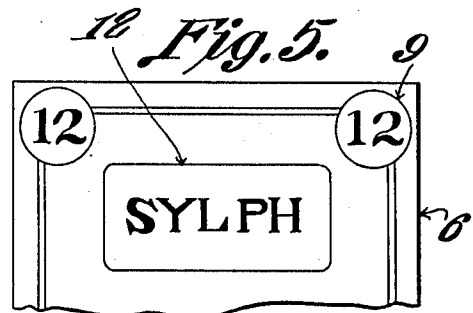
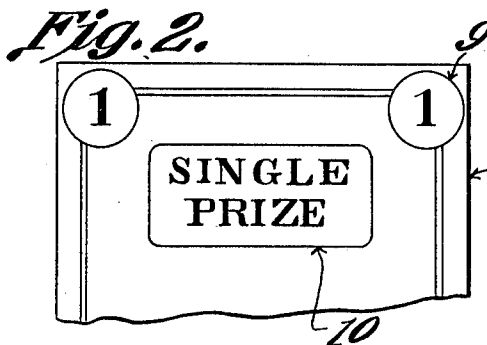
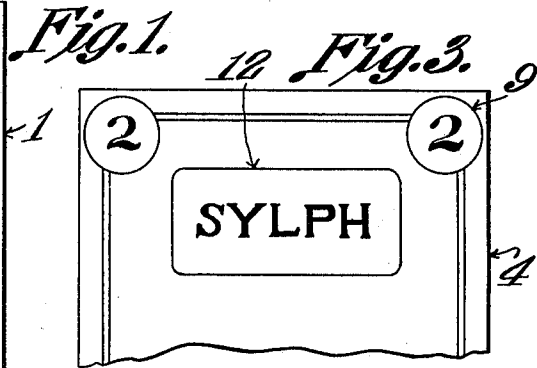
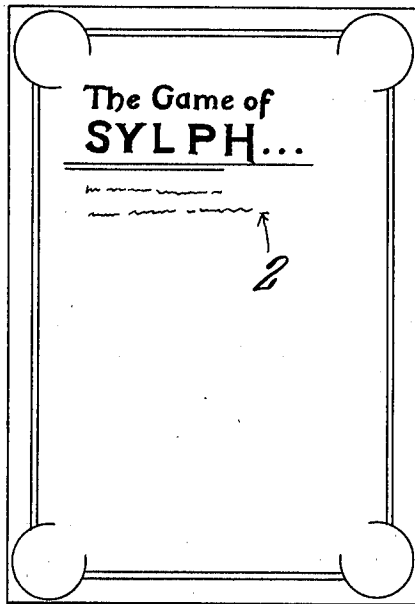


1,004,520.

Patented Sept. 26, 1911.

2 SHEETS-SHEET 1.



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2 SHEETS—SHEET 2.

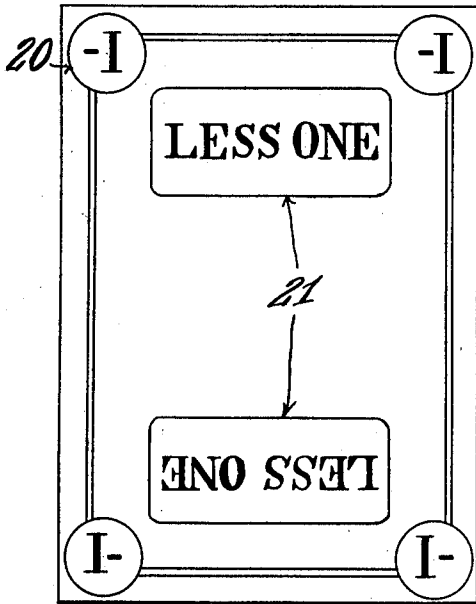


Fig. 8.

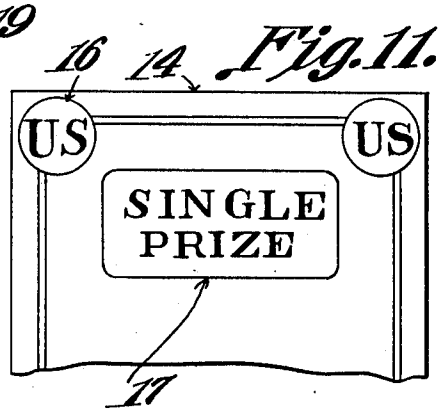


Fig. 11.

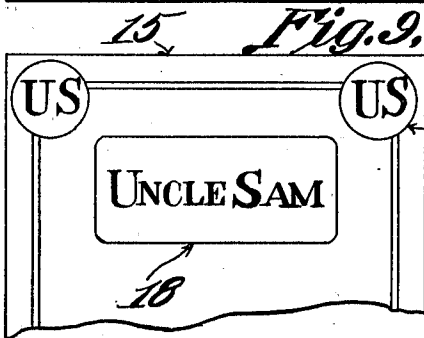


Fig. 9.

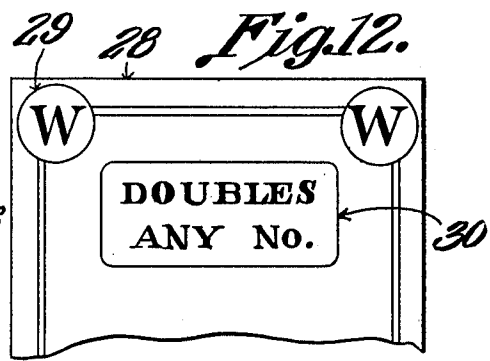


Fig. 12.

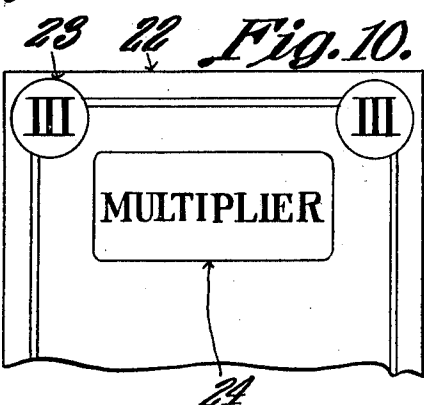


Fig. 10.

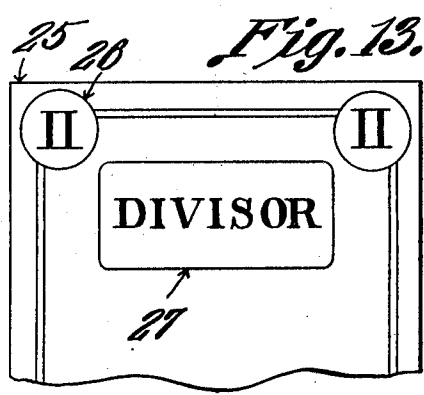


Fig. 13.

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UNITED STATES PATENT OFFICE.

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PLAYING-CARDS.

1,004,520.

Specification of Letters Patent. Patented Sept. 26, 1911.

Application filed January 14, 1911. Serial No. 602,646.

To all whom it may concern:

Be it known that I, CHARLES F. AIKIN, a citizen of the United States, residing at Storm Lake, in the county of Buena Vista and State of Iowa, have invented new and useful Playing-Cards, of which the following is a specification.

It is the object of this invention to provide a card game, the playing of which will render the players skilled in mental arithmetic computations.

The invention is shown in a series of thirteen figures, illustrating the different cards of the deck, certain of these views being fragmental in nature.

The cards which constitute the deck, may be of any number, and each card may be duplicated to the desired extent. The deck, however, includes a card denoted by the numeral 1 and shown in Figure 1, this card being inscribed with the name of the game, and with directions for playing the same, as indicated conventionally at 2. The pack further includes any desired number of series of cards, denoted by the numerals 3, 4, 5, 6, 7, 8, and shown in Figs. 2, 3, 4, 5, 6, and 7, respectively, these cards being inscribed adjacent their corners, as shown at 9, with Arabic numerals running consecutively from one to twelve. Some or all of the cards 3, shown in Fig. 2, and bearing the Arabic character 1, are marked "single prize" as shown at 10. Some or all of the cards denoted by the numerals 5, 7 and 8, and shown in Figs. 4, 6 and 7, respectively, may be inscribed "double prize" as shown at 11. The remainder of the consecutively numbered cards are marked "sylph", as shown at 12, the term "sylph" being the name which is applied to the game. The deck further includes a series of cards shown in Figs. 9 and 11, and there denoted by the numerals 15 and 14, respectively. These cards adjacent their corners, are marked with the letters "U S" as shown at 16. The cards shown in Fig. 11 and there indicated by the numeral 14, may be inscribed "single prize" as shown at 17, while the cards shown in Fig. 9 and there denoted by the numeral 15 may be inscribed "Uncle Sam", as shown at 18.

The invention further includes subtraction cards, one of which is shown in Fig. 8, and denoted specifically by the numeral 19. This subtraction card 19 carries, adjacent its corners, the characters "-I", as shown at 20, while across the face of the card 19 are

inscribed the words "less one", as shown at 21.

Multiplication cards 22 are provided (see Fig. 10) these cards carrying adjacent their corners the characters "III", as shown at 23, the word "multiplier" being inscribed across the face of the card 22, as shown at 24.

One of the division cards is shown in Fig. 13, and denoted by the numeral 25. This division card carries adjacent its corners, the legend "II", as shown at 26, the card 25 having the word "divisor" imprinted upon its face, as shown at 27.

The deck also includes a series of doubling cards, one of which is shown in Fig. 12 and denoted by the numeral 28. Each doubling card 28 is inscribed adjacent its corners, with the character "W", as shown at 29, while across the face of each doubling card, the words "doubles any number", appear, as shown at 30.

It will be understood that the number of cards of any one variety may be increased or diminished to any desired extent, to accommodate any number of players, and to vary the element of chance—with which ends in view, the deck may consist of any number of cards.

The card shown in Fig. 8 and denoted by the numeral 19, is a subtraction card, and it may be combined with any other number of cards upon the table, to diminish by one, the combined values of such cards, whether these values be secured by addition, multiplication, subtraction, division, or by any combination of these processes.

The game may be played in this wise;—The dealer, delivering two cards at a time, gives four cards to each player, and turns four cards face upwardly upon the table. Let it be supposed that there are upon the table, cards of the consecutively numbered type, shown in Figs. 2, 3, 4, 5, 6 and 7, the specific Arabic numerals carried by these cards being the numerals 4, 7, and 1. Suppose, too, that the player holds in his hand, the card shown in Fig. 7, and bearing the Arabic numeral 10. The cards upon the table may be combined in any manner, either by addition, subtraction, multiplication, or division, to make the number 10. Recalling that the cards bearing the characters 4, 7 and 1, are upon the table, the player may combine them in this wise—four plus seven minus one equals ten, and pick them

up, together with his own card bearing, as above described, the Arabic character ten. Suppose, that, after a considerable length of play, there were upon the table, cards bearing the Arabic characters 4, 3, 2, 5 and 1, the player holding, as before, the card bearing the Arabic character ten. Under such circumstances the player may combine the cards upon the table in this wise—four times 3 divided by 2 plus 5 minus 1 equals 10, and pick up the cards upon the table, together with his own card, bearing the Arabic character ten. The Arabic characters upon the cards upon the table may, therefore, be added together, subtracted from each other, divided or multiplied together, to produce the Arabic character inscribed upon the card which the person desires to play.

The card shown in Fig. 10 and denoted by the numeral 22 may be employed to multiply any card upon the table by three. For instance, if the cards shown in Figs. 3 and 10 lie together upon the table, the player holding a card bearing the Arabic character 6, the player would be at liberty to multiply the arabic character 2 upon the card in Fig. 3, by the numeral 3, and pick up from the table, together with his own card bearing the Arabic character 6, the cards shown in Figs. 3 and 10.

The card shown in Fig. 13 and denoted by the numeral 25, is employed to divide the value of any other card by 2. That is, if the card shown in Fig. 13 lie upon the table, together with the card shown in Fig. 5, the player holding a card bearing the Arabic character 6, the player would be at liberty to divide the number 12, carried by the card shown in Fig. 5, by 2, and pick up the cards shown in Figs. 5 and 13, together with his own card, bearing the character 6.

The card shown in Fig. 12, as its name indicates, doubles the value of any other card. That is, if the card shown in Fig. 6 and the card shown in Fig. 12 lie together upon the table, the player holding a card bearing the character 4, the cards shown in Figs. 12 and 6 could be picked up together with the player's own card, having a value of four.

The card shown in Fig. 9, and denoted by the numeral 15, will take any card bearing the letters "U—S", as shown at 16, the card shown in Fig. 9 and denoted by the numeral 15 also taking any card marked "single prize", as shown at 10 and 17.

If a player having the "Uncle Sam" card denoted by the numeral 15, is forced to lay the same on the table without being able to take any trick therewith, one point is deducted from his score. Whenever a player's turn arrives, he may build upon the cards upon the table, and leave the stack until his turn to play again arrives. Any stack may

be changed by any other player from his own hand. After the cards are all dealt and played out, the player taking the last trick takes in all of the cards which are upon the table. When a player, in the course of the game, takes in all of the cards upon the table, this play constitutes a "sweep", giving the player making the sweep, an additional point in the score. In counting the number of points made, double prizes count two points, single prizes count one point, a sweep, as hereinbefore described, counts one point, and the player having the largest number of cards receives one point. The number of points to be secured in order to terminate the game, may be placed at 28.

The subtraction card 19, the multiplier 22, the divisor 25, and the doubling card 28 may all exercise their function, whether upon the table, or led from a player's hand.

From the foregoing it will be seen that the game serves to develop rapidity and accuracy in the making of mental computations.

Having thus described the invention, what is claimed is:—

A deck of playing cards embodying a series of cards having in their corners, Arabic characters running consecutively from 1; the card having the character 1, being inscribed in addition to said character, with a legend ascribing an increased value to such card; certain of said other cards having, in addition to their Arabic characters, legends ascribing to such cards, values double the value indicated by the legend upon the card bearing the character 1; a series of cards bearing separately, in their corners, the Roman characters I, II and III; the card bearing the character I having, in addition to such character, a legend indicating a subtraction of one unit, the card bearing the character II having, in addition to such character, a legend indicating a division, and the card bearing the character III having, in addition to such character, a legend indicating a multiplication; other cards having marks in their corners distinguishing them from all the other cards, the cards thus distinguished being marked to indicate graded values; and a card having distinguishing marks in its corners, the last named card having a legend indicating a doubling of the value of any other card.

In testimony that I claim the foregoing as my own, I have hereto affixed my signature in the presence of two witnesses.

CHARLES F. AIKIN.

Witnesses:

J. W. GILBERT,
A. DLUGOSCH.