D. L. VAUGHAN.

CARD GAME.

APPLICATION FILED JUNE 20, 1919.

1,390,659.

Patented Sept. 13, 1921.

2 SHEETS—SHEET 1.

Fig. 1.

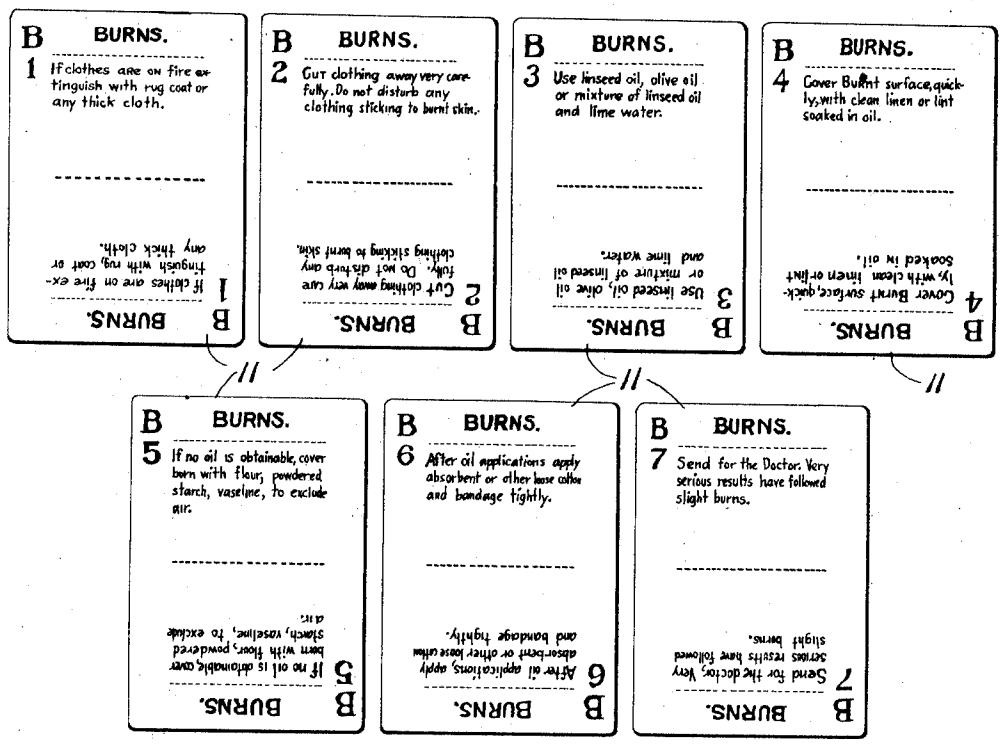


Fig. 2.

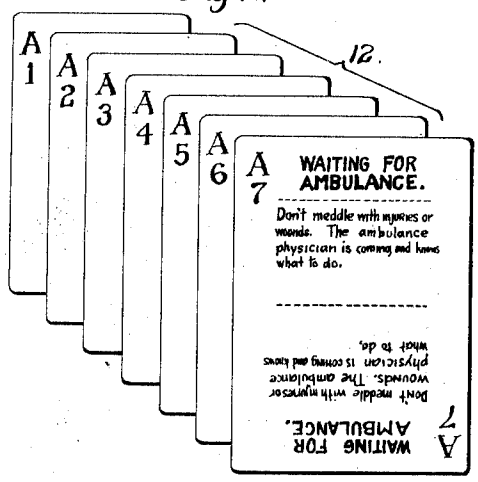
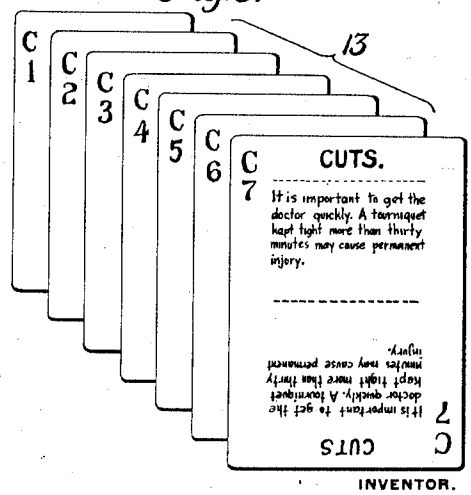


Fig. 3.



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2 SHEETS—SHEET 2.

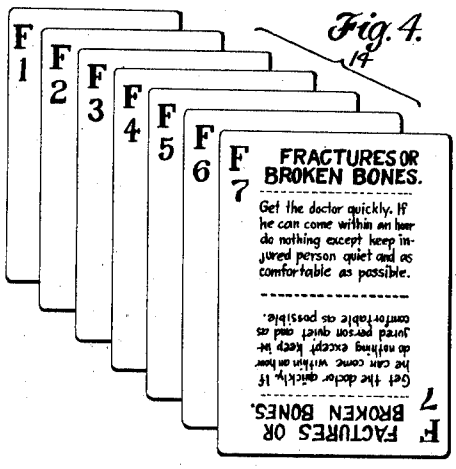


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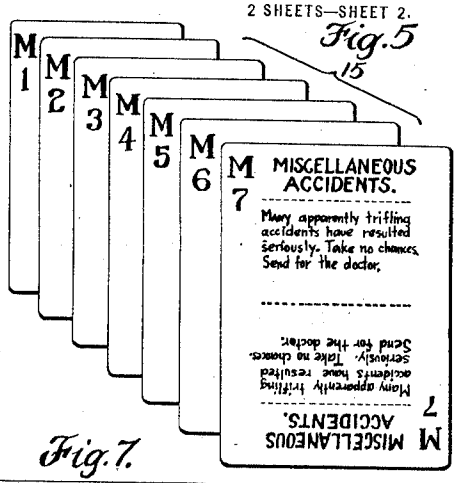


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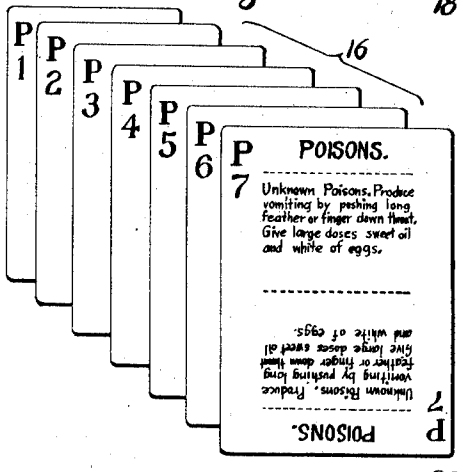


Fig. 6.

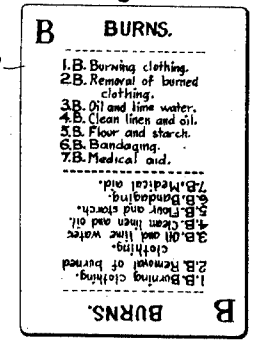


Fig. 7.

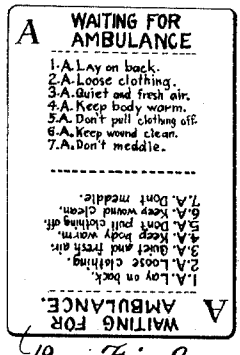


Fig. 8.

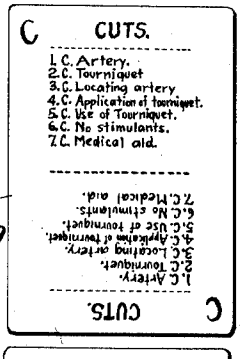


Fig. 9.

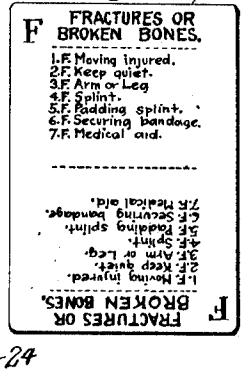


Fig. 10.

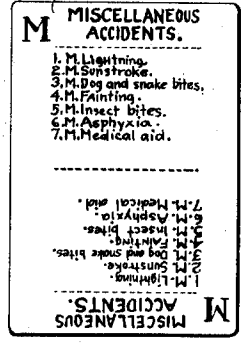


Fig. 11.

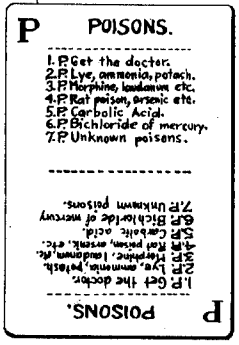


Fig. 12.

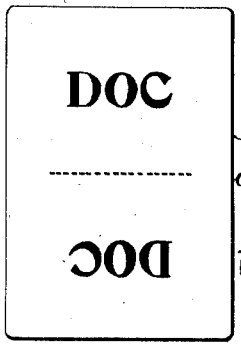


Fig. 13.

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UNITED STATES PATENT OFFICE.

DAVID L. VAUGHAN, OF RIVERTON, NEW JERSEY.

CARD GAME.

1,390,659. Specification of Letters Patent. Patented Sept. 13, 1921.

Application filed June 20, 1919. Serial No. 305,575.

To all whom it may concern:

Be it known that I, DAVID L. VAUGHAN, a citizen of the United States, residing at Riverton, in the county of Burlington and State of New Jersey, have invented certain new and useful Improvements in Card Games, of which the following is a specification.

This invention has relation to improvements in game or playing cards employed for the dual purpose of amusement and instruction.

One object of my invention is to provide a novel pack or deck of cards including a plurality of sets of cards in which each set has printed thereon, partly on each of its cards, words giving information on a particular subject, the information being complete only when the cards of the set are properly assembled, whereby when the cards of the different sets are properly assembled during the playing of a game therewith, the players may be instructed in the subjects to which the words printed on the cards of the several sets relate. Another object of the invention is to provide a joker card for each set which may have printed thereon an index of the subject matter printed on the set to which it belongs and which may be substituted for any one of the cards of its set during the playing of a game. A further object of the invention is to provide the cards of the deck with means for indicating the sets to which the cards thereof belong, means for indicating the proper positions of cards in the sets of which they form a part and means for indicating the sets to which the several joker cards belong.

The precise nature and characteristic features of my improved card game will be hereinafter described and particularly claimed.

In the accompanying drawings, illustrating my invention,

Figure 1 is a view of the cards of one of the plurality of sets thereof, showing the full face of each card.

Figs. 2, 3, 4, 5 and 6 are views of the cards of the other sets in the pack, one set being shown in each view, and the cards of each set lapping each other and showing only the full face of the last card of each set.

Figs. 7, 8, 9, 10, 11 and 12 are face views of the joker cards for the sets shown in Figs. 1, 2, 3, 4, 5 and 6, respectively.

Fig. 13 is a face view of the main joker card.

Referring to the drawings, the cards of the pack or deck constituting my improved game comprises a plurality of sets or suits of cards in the present instance six, designated in the drawings 11, 12, 13, 14, 15 and 16, six joker cards 17, 18, 19, 20, 21, 22 and 23, belonging to the sets 11, 12, 13, 14, 15 and 16, respectively, and a main joker card 24 belonging to the entire pack or deck, as will hereinafter appear.

The seven cards of each set or suit have printed thereon, one on each card, the ordinals, 1, 2, 3, 4, 5, 6 and 7, as a means to indicate the position each card should occupy in its set when the cards of the several sets are collected or assembled in a definite order, as illustrated in the drawings.

The cards of each set 11, 12, 13, 14, 15 and 16 have printed thereon a letter which is commmon to the cards of its set but different from the letters printed upon the cards of the other sets, as a means to indicate the sets to which the several cards thereof belong, the letters B, A, C, F, M and P being employed upon the sets 11, 12, 13, 14, 15 and 16, respectively, for this purpose, as shown in the drawings.

The six joker cards 18, 19, 20, 21, 22 and 23 have the letters B, A, C, F, M and P printed thereon to indicate that they belong to the sets 11, 12, 13, 14, 15 and 16, respectively, and, as the main joker card 24 does not belong to any particular set, but to all of them, it has no indicating letter printed thereon.

The indicating numerals 1, 2, 3, 4, 5, 6 and 7, and letters B, A, C, F, M and P are printed, one above the other, in the upper left hand corners and the lower right hand corners of the cards, as is the common practice in applying indicating marks to playing cards, so that they may be readily observed and read, irrespective of which end of the card is up, when the cards are handled and assembled in the usual manner in playing card games.

The cards of the sets 11, 12, 13, 14, 15 and 16 have words and sentences printed thereon giving information on certain subjects, each set being devoted to particular branch or subject under a general subject or heading to which they are related. The general subject or heading to which the matter printed on the cards of the sets relate, as herein illustrated is "First aid," and the particular branches or subjects under this general heading to which the words or the cards of the sets 11, 12, 13, 14, 15 and 16 relate are "Burns," "Waiting for ambu-

lance," "Cuts," "Fractures or broken bones," "Miscellaneous accidents" and "Poisons," respectively, these subjects or titles being printed reversely on the tops and bottoms of the cards so that they may be read when the ends of the cards are reversed.

The words which are to give the information on the several subjects printed on the sets of cards is printed thereon in duplication and reversely on the upper and lower portions of the cards so that they also may be read in reversed positions of the cards. These words and sentences which are printed on the cards under the headings or subjects printed thereon comprise the information or instruction which is to be given to the players upon the subjects which are treated; and, while the cards of a particular set contain all the information to be given on the particular subject printed thereon, such information is only partly printed on each card of its set and is only complete and properly understandable when the cards of the set are collected and assembled and read in sequence or in the order of the ordinals printed thereon.

Each of the six joker cards for the six sets of cards has printed thereon the subject of the set to which it belongs and also the seven ordinals of the set to which it belongs and opposite to the ordinals a brief index to the subject matter printed on the several cards of the set to which it belongs. Any suitable matter may, however, be printed on these joker cards.

The main joker card 24 has the word "Doc" printed thereon and it is intended to represent the doctor in playing a game with the cards, as will be hereinafter described. Any suitable matter may also be printed on the main joker card, depending upon the character of the subjects treated upon the cards of the several sets.

The subject matter printed on the seven cards forming the set 11, under the heading "Burns," and the subject matter printed on the six joker cards 18, 19, 20, 21, 22 and 23, and the subject matter printed on the last card of each set, 11, 12, 13, 14, 15 and 16 is clearly shown in the drawings.

The respective cards of the remaining sets of cards 12, 13, 14, 15 and 16, have printed thereon headings, "Waiting for ambulance," "Cuts," "Fractures or broken bones," "Miscellaneous accidents" and "Poisons," respectively; and the cards of the respective sets have printed thereon suitable instructions under their respective headings.

By the aid of the cards hereinbefore described, games may be played in various ways, and I shall now describe one good method of playing a game.

The cards are shuffled and dealt around, one at a time, until each player has twelve. The next card is then laid face up on the table and the remaining cards face down beside it. One deck or pack is used for two or three players. If four, five or six play, two decks must be used.

When the deal is completed, the player at the dealer's left must draw a card, either from the top of the pack or the card lying face up on the table, as he may choose. After deciding which card in his hand is least desirable, he discards that card face up on the table, on top of and burying the card laid face up by the dealer if he drew from the pack, or in the position occupied by the faced card left by the dealer if he took that. The next player proceeds in the same way, and so on each player in turn, draws and discards.

The object of the game is for each player to get rid of all the cards dealt him by forming sequences of three or more of the same suit or set. The cards should be arranged in suits or sets, in the hand so that cards necessary to form sequences (cards with numbers in rotation as A5, A6, A7, or B2, B3, B4) may be more easily noted. The joker card marked "Doc" in this game may be used any place, for example, as A2, A3, Doc or A2, Doc, A4. The joker index card may be used in the same manner but only in its own suit, as B3, B4, B, B5. Any number of cards more than two make a playable sequence. Should the player hold in the A suit, cards A1 and A7, it would be advisable to discard A7 after drawing as there is little chance of getting all the intervening A cards.

As soon as a hand is completed, that is, all cards formed into sequences, the player holding it declares himself "out" and places all the twelve cards in his hand on the table, discarding the thirteenth and thereby wins that hand. Example: A1, A2, A3, A, B2, B3, B4, M2, M3, M4, M5, M6. Should any player succeed in getting a complete suit and index card of that suit, he may discard the five remaining cards and declare himself "out."

A player may only go "out" when it is his turn to play. Before declaring himself "out," he must draw a card and after laying down his hand must discard one so that only twelve cards are shown in the winning hand.

A player having seven or more cards in sequence in his hand may, should he so desire, lay them on the table, face up, retaining the unplayed cards in his hand. Each player in turn must then lay down as many cards as form sequences provided he can put down seven or more. It is permissible for any player to play on any sequence so exposed, in his proper turn, provided by so doing he enlarges the sequence. When the joker or Doc card and the various index joker cards are played, they cannot be moved. Example: If A1, A2, A and A4 be on the

table, the card A3 cannot be played but must be discarded. The card A5 may be played after A4.

The method of scoring is as follows:

When a player goes "out," he wins in points a number equal to the sum of the numbers on the cards held by his opponents. In making this count, the joker or Doc card counts 25 and the index cards count 10. The score may be kept in columns, one column to each player, and the gains be set down with a plus (+) sign and the losses with a minus (−) sign. It is obvious that if these quantities be kept opposite to each other the sum of all the + scores will be equal to the sum of all the — scores. The game may be continued as long as desired, and a total of points recorded at the end of the game indicates the winner.

Should a player succeed in assembling the eight cards necessary to complete a suit, he must read the descriptive matter on the face of the cards, beginning at card one and reading each in order. His score is then double the count made on going "out" by completing the full hand with several sequences. The Doc or joker card may not be used in this instance.

When a player lays down a part of his hand, before it is completed, and another player goes "out," he only counts the points on cards still held in his hand. Cards placed on the table are not counted.

In play the subject matter printed on the cards will become known by the players while amusement is being afforded, either through compelling the players to read each card or by association, just as in time one will become familiar with advertising matter on bill boards or displayed in street car advertisements which he may not be compelled to read, but which gradually becomes familiar through frequent association.

For more intellectual games, the cards of the various sets may have printed thereon parts of poems which are complete only when the cards are properly assembled.

Should it be desirable to use the card game as an advertising medium, the subject matter for instruction printed on the cards may relate to the thing advertised. For example, if a particular brand of flour is being advertised, the several cards of each set may have printed thereon parts of recipes in which the advertised flour should be used.

Obviously, the subject matter for instruction printed on the cards of the several sets may be greatly varied to teach any desired subject without departing from my invention.

I claim:

1. In a card game a plurality of sets of cards, each set having partly on each of its cards words giving instruction on a method of procedure to accomplish a definite purpose, said instruction being complete only when the cards of the set are assembled.

2. In a card game a plurality of sets of cards, each set having partly on each of its cards words giving information on a particular subject, said information being complete only when the cards of the set are assembled, and each card of each set having means thereon to indicate the set to which it belongs.

3. In a card game a plurality of sets of cards, each set having partly on each of its cards words giving information on a particular subject, said information being complete only when the cards of the set are assembled in a definite order, and each card of each set having means thereon to indicate the position it should occupy in the set to which it belongs.

4. In a card game a plurality of sets of cards, each set having partly on each of its cards words giving information on a particular subject, each card of each set having means thereon to indicate the set to which it belongs, said information being complete only when the cards of the set are assembled in a definite order, and each card of each set having means thereon to indicate the position it should occupy in the set to which it belongs.

5. In a card game a plurality of sets of cards, each set having partly on each of its cards words giving information on a particular subject, said information being complete only when the cards of the set are assembled, each card of each set having means thereon to indicate the set to which it belongs, and a joker card for each set, each joker card having means thereon to indicate the set to which it belongs.

6. In a card game a plurality of sets of cards, each set having partly on each of its cards words giving information on a particular subject, each card of each set having means thereon to indicate the set to which it belongs, said information being complete only when the cards of the set are assembled in a definite order, and each card of each set having means thereon to indicate the position it should occupy in the set to which it belongs, and a joker card for each set, each joker card having means thereon to indicate the set to which it belongs.

7. In a card game a plurality of sets of cards, each card of each set having means thereon to indicate the set to which it belongs, each card of each set having means thereon to indicate a particular position it should occupy in the set to which it belongs, and a joker card for each set, each joker card having means thereon to indicate the set to which it belongs.

In testimony whereof, I affix my signature hereto.

DAVID L. VAUGHAN