

Nov. 3, 1925.

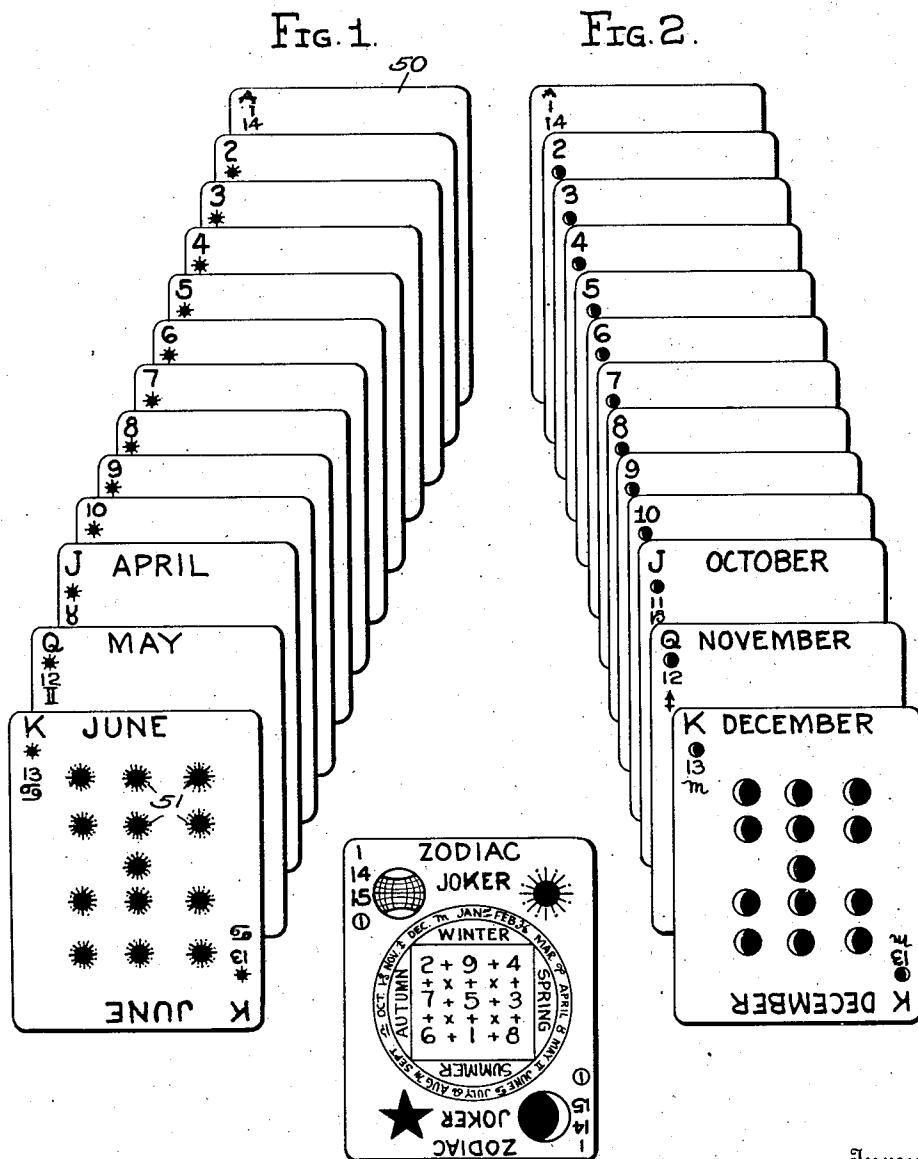
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T. C. VAN BENTHUYSEN

CARD GAME

Filed Feb. 27, 1925

2 Sheets-Sheet 1



Inventor

Thomas C. Van Benthuyzen

By Samuel Herrick,

Attorney

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FIG. 3.

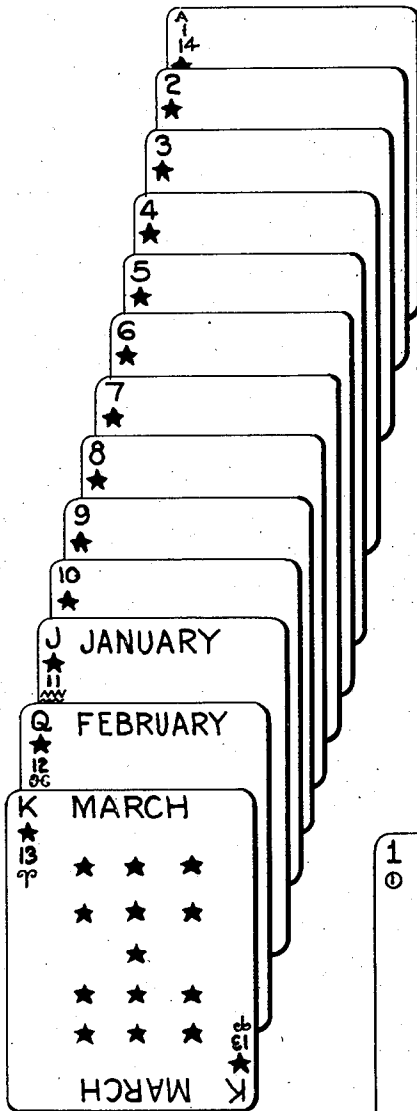


FIG. 4.

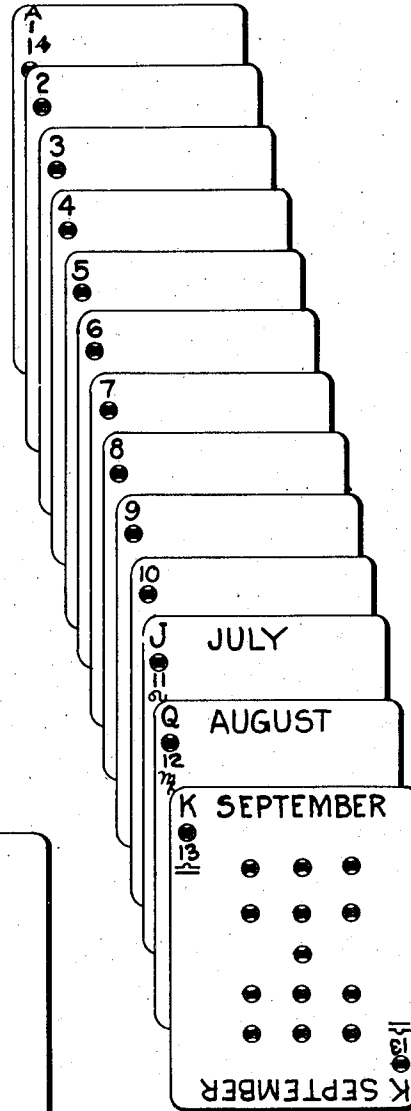
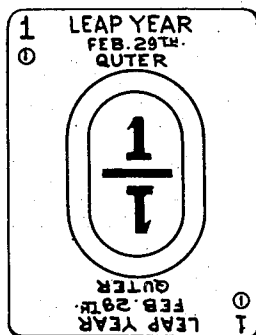


FIG. 5.

Inventor

Thomas C. Van Benthuyzen

By Samuel Harnick,

Attorney

UNITED STATES PATENT OFFICE.

THOMAS C. VAN BENTHUYSEN, OF DIVIDE, WYOMING.

CARD GAME.

Application filed February 27, 1925. Serial No. 12,009.

To all whom it may concern:

Be it known that THOMAS C. VAN BENTHUYSEN, a citizen of the United States, residing at Road Ranch, Divide, in the county of Laramie and State of Wyoming, has invented certain new and useful improvements in Card Games, of which the following is a specification.

This invention relates to a card game and more particularly to the cards for playing the same and it has for its object to provide a deck of cards combining with the usual characteristics of playing cards, and containing all of the advantages of the common type of playing cards, certain astronomical, zodiacal and chronological data such as the representation of the sun, moon, stars, signs of the zodiac and names of the months, in such manner as to greatly widen the range of use of cards of this sort and to constitute an educational game for both children and adults.

Other objects and advantages of the invention will be fully set forth in the detailed description which follows:

In the drawings in which like reference characters designate corresponding parts in the several figures.

Figure 1 is a perspective view illustrating certain cards constituting a suit hereinafter referred to as the sun suit.

Figure 2 is a like view illustrating the moon suit.

Figure 3 is a like view illustrating the star suit.

Figure 4 is a like view illustrating the globe suit.

Figure 5 illustrates a card devoted to February 29th or the extra day of leap year, and hereinafter referred to as the quater card, and

Figure 6 illustrates a zodiac card, common to all of the suits and used, upon occasions as a joker.

The complete deck consists of fifty four cards, namely, the two cards of Figures 5 and 6 and four suits of 13 cards each as illustrated in Figures 1 to 4 respectively. The cards of the several suits are in number and in value very much like those of ordinary playing cards. For example there is an ace of sun indicated at 50 which may be either the high or low card of the suit at the will of the player. The remaining cards are numbered from 2 to 13 and bear the number of sun spots at 51, indicated by the

numbers that they bear. In other words the card numbered 13 bears 13 of these sun spots and the remaining cards have spots corresponding in number to the numbers that they bear, in their upper left hand corner. In addition the three highest cards of a suit bear the figures J. Q. K. indicative of jack, queen and king and these several cards i. e. jack, queen and king, of a suit or the 11, 12, and 13 spots, whichever it may be desired to consider them, each bear the name of a month. Thus the star suit face cards carry the names of January, February and March. The sun suit face cards carry the names of the months April, May and June. The globe suit face cards carry the names of the months July, August and September while the moon suit face cards carry the names of the months, October, November and December. The several cards carrying the names of the months further bear the signs of the zodiac relating to the said months.

Thus it will be observed that in this game each face card represents a month and that the total number of spots is 365, corresponding to the number of days in the year, the joker being counted as a spot, but not the leap year card of Figure 5. Thus the game is, in a sense, a calendar card game while being susceptible of use in playing any of the games commonly played with ordinary playing cards. One of the primary objects of this invention is to help to educate children to calculate rapidly. By providing a number of spots equal to the number of days in the year and associating with some of the cards the names of months many combinations of games may be worked out which will require mental effort to calculate how the respective players stand and this is of great help, in teaching children mental arithmetic. The building up of different denominations of cards in play and the adding up of these different denominations in determining the score promotes the education of children in rapid calculation.

It is to be understood that I may substitute for the 11, 12 and 13 spot cards the conventional faces indicative of the jack, queen and king.

It is not possible, without extending this specification to undue length, to attempt to recite the many games that may be played with the cards illustrated, since they would run into the hundreds of not the thousands.

It suffices to say that the preferred game is a game greatly resembling the well known game of casino.

It will be noted that the joker or zodiac bears several numbers in its upper left hand corner viz. 1, 14, 15 and the number 1 in a circle. The number 1 in a circle indicates a minus value. Thus this zodiac card, at the election of its holder, may be counted as a one spot, a 14 spot, a 15 spot or a one minus spot. The leap year card or quter has the value of either one or one minus at the election of the holder thereof. This feature of providing cards having varying values at the election of the holder, and particularly cards having both plus and minus values makes the game very exciting and interesting.

For example the game called "calendar" may be played by from two to four persons. When four play each may play for himself or with a partner. The game may be for any number of points or end when the pack is played through.

During the deal, when the cards are dealt, the one whose cut it is, draws a card from the bottom of the cut part of the pack and turns it face up on the table. Then the dealer starts to deal, first one card to the middle of the table face up, then one to the first on the left hand and so on until all have four cards and six are turned up on the table. Each player plays one card in turn out of his hand, in succession, until all have played their four cards. Then four more are dealt in the same way until the entire pack is exhausted.

In playing each player plays one card in turn and may take with it any card from the table of the same denomination, and all cards which will combine together to make the same spot or pip value. Thus a ten may take every ten on the table and all cards whose added spots or pips total exactly ten, as for example 6 and 4, or 5 and 2 and 3, or if an ace and a 12 spot be on the table then they may be combined together and taken with a 13 spot. The ace may be considered either a 1 or 14 spot in the play but is only one in the count of the score in determining who gets the most "days". If there were four aces and quter and a 12 on the board, the aces could be piled on the 12 spot making it 16 and quter placed on top of them to reduce it to 15, so that it could be taken with the joker or zodiac, which may, at the election of its holder, have a value of 15. This is the greatest possible play that could be made, making nine points at a single play. If a 13 spot is on the table and a player places an ace or a one spot on it, making it fourteen, another player may place another ace on it making it 15 if he has the zodiac to take it with. He could take it as it originally

stood at 14 by electing to call the joker a 14 spot but if he possessed another ace it would be wisest to make it a 15 since by the time the other players played around, the holder of the zodiac might find some more combinations making 15 and thus be able to take all of them at the same time. The inventor has seen the cards pile up in this way by the 15s until when taken there would be ten or even 12 cards taken in on the last play with the zodiac. While the leap year quter has an elective value it is not generally a good card to hold because it represents only one or one minus and while it will take aces singly and while it may be used to reduce the total value of a pile already built, it is frequently the case that some other player gets the pile before the play again reaches the person who put the quter on the pile. Each suit is preferably printed in a different color but I do not wish to be limited to the use of any particular color since these may be varied at will.

The application of the names of the months to the cards of highest value is not an arbitrary matter but, upon the contrary, these designations cooperate with the remaining designations in rendering the game truly a calendar card game. The four suits designate the four seasons of the year. Thus, in playing the game:

	Points.
The player who gets the most cards is allotted the weeks, (there being a card for every week or fraction)-----	4
The most spots, the days (there being a spot for every day)-----	3
The most month cards, the months (there being a month card for every month)---	2
The most trump cards-----	2
The zodiac or joker-----	3
The leap year or quter-----	2
The aces, each 1 point-----	4
Total -----	20

Having described my invention what I claim is:

1. A card of the character described comprising a plurality of suits of cards, each suit having the same number of cards and the cards of the suit having different numerical values and an additional card having a plurality of predetermined elective values indicated thereon.

2. In combination with the subject matter of claim 1, an additional card having a unitary plus or minus value.

3. In a card game of the character described the combination with a plurality of cards divided into four suits, the cards of each suit having values of 1 to 13 the three highest cards of each suit being designated by the name of a month and all of the cards of each suit bearing a like astronomical fig-

ure different from the astronomical figures of the other suits.

4. A deck of cards consisting of fifty-four cards, divided into four suits of thirteen cards each and a card having a plurality of predetermined plus elective values and another card having a unitary plus or minus value.

5. A deck of cards comprising fifty-four cards divided into four suits of thirteen cards each, all of the cards of each suit being designated by a like astronomical figure dif-

ferent from the astronomical figures of the other suits, the three highest cards of each suit bearing the name of successive months, the cards of the several suits having values of from one to thirteen respectively, an additional card having a plurality of plus values and an additional card having a unitary plus or minus value.

In testimony whereof he affixes his signature.

THOMAS C. VAN BENTHUYSEN.