Defining an arithmetic correlation between at least two cards out of multiple cards. 12

dealing at least one card out of the multiple cards to each participant of the game. 16

allowing each participant to arrange participant cards or to discard at least one participant card in response to an arithmetic correlation between at least one participant card and at least one other card. 18

repeating the stage of allowing until at least one game winner is defined. 20
Defining an arithmetic correlation between at least two cards out of multiple cards. 12

Dealing at least one card out of the multiple cards to each participant of the game. 16

Allowing each participant to arrange participant cards or to discard at least one participant card in response to an arithmetic correlation between at least one participant card and at least one other card. 18

Repeating the stage of allowing until at least one game winner is defined. 20

Figure 1
Defining an arithmetic correlation between at least two cards out of multiple cards. 12

arranging multiple cards that are faced down. 34

allowing a participant to turn over two (or more) cards, allowing the participant to collect the two cards (or more) if the two cards (or more) are arithmetically correlated. 36
NUMERICAL CARD GAMES

BACKGROUND

[0001] The present invention relates generally to a set of card games used for various social games. More particularly, the invention relates to a set of card games that contribute to learning arithmetic.

[0002] Conventional playing cards are well known as game cards each having a standard design. These playing cards comprise four suits of cards having the successive figures 1 to 13. Although there are some well known games in which the winner thereof is determined to identify a specific card or a specific combination of numbers, no arithmetic knowledge is needed.

[0003] Numerous advances have been made in recent years, as does U.S. Pat. No. 5,242,171, in providing card games that help players learn aspects of arithmetic. Said aspects of arithmetic include the multiplication tables, divisors, multiples and the four rules of arithmetic. Hence, there is continuous need for more exciting, challenging and entertaining card games.

[0004] It is thus a prime object of the invention to propose card games that contribute players to learn and understand the various aspects of arithmetic.

SUMMARY OF THE PRESENT INVENTION

[0005] A card game of one or more rounds intended for learning and understanding numbers and different aspects of arithmetic comprising of numerical cards, each indicating a number between M and N and game rules, defining an arithmetic correlation procedure between at least two cards in accordance with the arithmetic properties. Said card game include the following steps: shuffling the cards then pre-defining the arithmetic correlation between at least two cards. The participants, optionally, take at least one card in every turn, providing each participant in his turn with the ability to identify a correlation according to arithmetic properties between at least two cards in the game and optionally discarding at least one card to the player's advantage. The winning participant of the round is declared after correlating all the cards according to the arithmetic correlation defined in the game.

[0006] Each participant is provided with an initial number of cards, creating a draw pile from remaining cards and an initial discard pile of cards faced up to reveal its content. In every turn the participant is optionally provided with at least one additional card from the draw pile and can discard a card or a series of cards having correlation in accordance with the arithmetic correlation procedure defined in the game.

[0007] In every turn the participant is optionally provided with at least one card from the draw pile or the discard pile and must discard one card to the discard pile according to his choice, wherein the user collects series of cards having correlation, in accordance with the arithmetic correlation procedure defined in the game.

[0008] Each round of the game involves scoring each participant in the game according to the game rules, in order to set a session of rounds.

[0009] The arithmetic correlation is any of the following ones: common digit appearing at the same decimal place, successive numbers, parity property common sum of the cards' digits, a common difference of the cards' digits, a common factor within the multiplication table, wherein the numerical cards indicate numbers within the multiplication table all having at least one pair of factors, a predetermined sum of the cards' numbers, a predetermined difference between the cards' numbers or the cards are cubes.

[0010] A definite selected number of cards are placed face-down not revealing their content as a scattered drawpile, wherein in every turn the participant draws any two cards, so that the participant discards the two cards from the game to his advantage if the defined arithmetic correlation between the two cards is obtained, and returns the two cards face-down otherwise.

[0011] The numerical cards include differentiating symbols indicating arithmetic properties or rules corresponding with arithmetic properties from the list of: a prime number, a square number, a single-digit number, and a number which is a multiple of 11. Further implemented in a computer network enabling an individual participant to play with a plurality of players over the network.

[0012] The numerical cards further include a sign which indicates the card's direction, said sign is any one of the following: a hat, grass, the sky or a roof.

[0013] At the start, one of the scattered cards is randomly taken out of the game and kept unrevealed, the winner thereof is determined to identify the missing card.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0014] The present invention discloses a set of card games used in eight novel implementations for various social games. The proposed implementations contribute players in learning and understanding various aspects of arithmetic, such as the decimal system, the multiplication table, divisors and multiples. Moreover, said implementations also bridge the gap between identification of numbers by name and by appearance. The common mathematical denominator of the different implementations according to the present invention involves a correlation procedure between the values of the different numerical card games. Said procedure provides the player with essential steps required in learning the recognition of numbers and their mathematical properties.

[0015] The proposed invention is intended for 2 or more players containing a deck of cards indicating numbers between M and N (e.g. the numbers from 1 to 100 or the numbers from 1 to 99). Aside from the numerical cards, the deck of cards according to the present invention contains "free" wild cards.

[0016] The numerical game cards attached may include unique markings in order to assist players in identifying special cards during the game. Said markings indicate whether the numerical card is a square number, a prime number, a single-digit number, a twin-digit number (i.e. a multiple of 11), or none of the above. A green number at each corner of the card indicates a square number, e.g. 1, 4, 9, etc. A red number at each corner of the card indicates a prime number, e.g. 2, 3, 5, etc. A blue number at each corner of the card indicates the rest of the numbers, e.g. 6, 8, etc.

The symbol □ means the next player has to draw three additional cards from the draw pile, and appears only on single-digit numbers, i.e. 1, 2, 3, . . ., 9.

The symbol ◇ indicates the possibility of discarding multiple cards in a single turn, and appears only on twin-digit
numbers, i.e. multiples of 11: 11, 22, 33, ..., 99. The symbol “?” indicates a “free” wild card (joker), provided in order to enable the player to freely determine its number amongst the game cards and use it according to the rules of the game. Including these four cards (all or in part) is optional in all the games.

The symbol “X” indicates the number “100”, can be used as a special card, and gives the player the possibility to choose between using it to force the other players to draw three additional cards from the draw pile or to protect himself from drawing three additional cards after a single-digit number is discarded by a previous player.

The symbol “?” indicates a number appearing in the multiplication table of the integers 1 through 10 (used mainly for sorting out the cards for the fourth embodiment).

[0017] The first embodiment according to the present invention is a card game intended for 2 or more players containing 100 cards indicating all the consecutive numbers from 1 to 100. Familiarity with the digits 0 to 9 is a prerequisite in this game. The object of each player in the game is to get rid of all his cards. The cards are shuffled properly and each player is dealt 7 cards. The remaining cards are placed face down as a draw pile. The top card of the draw pile is turned over and placed face up by its side as the opening card of a discard pile. If the draw pile is used up during the game, only the top card of the discard pile is left in place whereas the rest of the discard pile is reshuffled and turned over for a new face down draw pile. The proposed game according to the first embodiment involves basic rules as follows:

[0018] 1. Each player in his turn is allowed to discard one of his cards upon the top card of the discard pile, so that at least one digit of said cards is common. For example, upon the card “23” the player may place any card with the digit 2 and/or the digit 3, e.g. “27”, “35”, “3”, etc.

[0019] 2. A single-digit number can be discarded upon any other single-digit card. For example, upon the card “3” the player may discard “1” or “7” etc.

[0020] 3. A player who does not discard a card loses his turn and has to draw an additional card from the draw pile. The game ends when one of the players is left with no cards, and is declared winner of the game.

A session of games is set by recording the score of each player in every game: the winner in every game scores 0 points, while each remaining player scores points according to the number of cards remaining in his hand. If the remaining players decide to continue the game, the player finishing second scores 2 points, the third scores 3 points, etc. The player scoring the lowest total of points at the end of the session is declared the winner.

[0021] The second embodiment according to the present invention is a card game intended for 2 or more players containing 100 cards indicating all the consecutive numbers from 1 to 100. Including “free” cards in the game is optional. Familiarity with the digits 0 to 9 is a prerequisite in this game. The object of each player in the game is to get rid of all his cards.

The cards are shuffled properly and each player is dealt 7 cards. The remaining cards are placed face down as a draw pile. The top card of the draw pile is turned over and placed face up by its side as the opening card of a discard pile. If the draw pile is used up during the game, only the top card of the discard pile is left in place whereas the rest of the discard pile is reshuffled and turned over for a new face down draw pile. The proposed game according to the second embodiment involves basic rules as follows:

[0022] 1. Each player in his turn is allowed to discard one of his cards upon the top card of the discard pile, so that at least one digit of said cards is common. For example, upon the card “23” the player may discard any card with the digit 2 and/or the digit 3, e.g. “27”, “35”, “3”, etc.

[0023] 2. A single-digit number can be discarded upon any other single-digit card. For example, upon the card “3” the player may discard “1” or “7” etc.

[0024] 3. A player who does not discard a card loses his turn and has to draw an additional card from the draw pile.

[0025] 4. A player discarding a single-digit card obliges the following player to discard a single-digit card as well, and so on. A player who does not comply (i.e. does not discard a single-digit card in response), loses his turn and has to draw three additional cards from the draw pile as a penalty. The next player is not obliged to respond to this single-digit card which is still the top card of the discard pile, and is free to continue the game according to rules 1-3.

[0026] 5. A player discarding a twin-digit card (i.e. a multiple of 11) is allowed to keep his turn and discard upon all his cards having this digit, without any order priority. For example, a player discarding “55” (upon any existing card with the digit 5) may keep his turn and discard all his cards containing the digit 5 (e.g. “5”, “35”, “57”, etc) by the order of his choice. If the last discarded card is a single-digit card he obliges the following player to act according to rule 4.

[0027] 6. The number of a “free” card (may only be in the range of 1 through 99) is determined and declared at the time of discard, provided it complies with the rules of the game. Using this card wisely increases the chance of winning. For example, a player discarding a “free” card upon “23” can only choose numbers containing the digits 2 and/or 3; if he declares its number as “33” he may keep his turn and discard all his cards containing the digit 3. Inclusion of any number of “free” cards in the game is optional.

[0028] 7. At the beginning of every game the players can decide how to use the “100” card during the game: as a regular card (containing the digits 0 and 1) or as a special card. If the players decided to use it as a special card, the player holding it in his turn use the card in one of two options:

[0029] According to the first option, the player may reveal the “100” card, and oblige all other players (according to the order of play) to draw three additional cards from the draw pile. Then the player places the card at the bottom of the discard pile and continues to play the game as usual (i.e. resumes his turn).

[0030] According to the second option, the player loses his turn by revealing the “100” card and placing it beside him as an immunity from the obligation of discarding single-digit cards, i.e. from now on until the end of this game he does not have to draw three additional cards as a penalty after discard of a single-digit card by the previous player. For example, if a player revealed the “100” as an immunity card in one of his earlier turns and has to respond to a “7” discarded by the previous player, he is not obliged to discard a single-digit card, and is free to continue the game according to rules 1-3. Note: this immunity from the “7” is valid only if the “100” card was revealed in one of the earlier turns.
The game ends when one of the players is left with no cards, and is declared winner of the game.

A session of games is set by recording the score of each player in every game: the winner in every game scores 0 points, while each remaining player scores points according to the number of cards remaining in his hand. If the remaining players decide to continue the game, the player finishing second scores 2 points, the third scores 3 points, etc. The player scoring the lowest total of points at the end of the session is declared the winner.

The third embodiment according to the present invention is a card game intended for 2 or more players containing 100 cards indicating all the consecutive numbers from 1 to 100. Including “free” cards in the game is optional. Familiarity with the digits 0 to 9 and the ability to perform addition of two digits is a prerequisite in this game. Preferably, the players should be able to distinguish the tens-digit from the one-digit and be familiar with the numbers 1 through 100 as well. The object of each player in the game is to get rid of all his cards.

The cards are shuffled properly and each player is dealt 7 cards. The remaining cards are placed face down as a draw pile. The top card of the draw pile is turned over and placed face up by its side as the opening card of a discard pile. If the draw pile is used up during the game, only the top card of the discard pile is left in place whereas the rest of the discard pile is reshuffled and turned over for a new face down draw pile. The proposed game according to the third embodiment involves basic rules as follows:

1. Each player in his turn is allowed to discard up to three sequential cards upon the top card of the discard pile, so that the number on each discarded card matches the previous card by a common one-digit or a common tens-digit or a common sum of digits. For example, upon the card “23” the player may discard any card having a 2 as its tens-digit (e.g. “20”, “21”, etc.), or having a 3 as its ones-digit (e.g. “3”, “13”, etc.), or having a sum of digits adding up to (2+3) 5 (e.g. “5”, “14”, etc.). Therefore, upon the card “23” he may discard “27” (common tens-digit is 2), and may keep his turn and discard the card “57” (common ones-digit is 7) and “66” upon the “57” (common sum of digits adding up to 12), i.e. discard the sequence “27”->“57”->“66”.

2. A single-digit number can be discarded upon any other single-digit card. For example, upon the card “3” the player may discard “1” or “7” etc.

3. A player who does not discard a card loses his turn and has to draw an additional card from the draw pile.

4. A player ending his turn by discarding a single-digit card (i.e. only if the single-digit card is the last card or the sole card a player is discarding) obliges the following player to discard only a single-digit card as well, and so on. A player who does not comply (i.e. does not discard a single-digit card in response), loses his turn and has to draw three additional cards from the draw pile as a penalty. The next player is not obliged to respond to this single-digit card which is still the top card of the discard pile, and is free to continue the game according to rules 1-3.

5. A player discarding a twin-digit card is allowed to keep his turn and discard upon it all his cards having this digit, without any order priority. For example, a player discarding “66” (even if this is his third sequential card, like in the sequence “27”->“57”->“66” illustrated in rule 1) may keep his turn and discard all his cards containing the digit 6 (e.g. “6”, “36”, “61”, etc) by the order of his choice.

6. The number of a “free” card (may only be in the range of 1 through 99) is determined and declared at the time of discard, provided it complies with the rules of the game. Using this card wisely increases the chance of winning. For example, a player discarding a “free” card upon “23” can only choose numbers having a 2 as its tens-digit, or having a 3 as its one-digit, or having a sum of digits adding up to 5; if he declares its number as “33” he may keep his turn and discard all his cards containing the digit 3, and if the last discarded card is a “3” he obliges the following player to act according to rule 4. Inclusion of any number of “free” cards in the game is optional.

At the beginning of every game the players can decide if and how to use the “100” card during the game (i.e. inclusion of this card in the game is optional): as a regular card (having a ones-digit=0 and a sum of digits=1) or as a special card. If the players decided to use it as a special card, the player holding it can in his turn use the card in one of two options:

According to the first option, the player may reveal the “100” card, and oblige all other players (according to the order of play) to draw three additional cards from the draw pile. Then the player places the card at the bottom of the discard pile and continues to play the game as usual (i.e. resumes his turn).

According to the second option, the player loses his turn by revealing the “100” card and placing it beside him as an immunity from the obligation of discarding single-digit cards, i.e. from now on until the end of this game he does not have to draw three additional cards as a penalty after discard of a single-digit card by the previous player. For example, if a player revealed the “100” as an immunity card in one of his earlier turns and has to respond to a “7” discarded by the previous player, he is not obliged to discard a single-digit card, and is free to continue the game according to rules 1-3. Note: this immunity from the “7” is valid only if the “100” card was revealed in one of the earlier turns.

The game ends when one of the players is left with no cards, and is declared winner of the game.

A session of games is set by recording the score of each player in every game: the winner in every game scores 0 points, while each remaining player scores points according to the number of cards remaining in his hand. If the remaining players decide to continue the game, the player finishing second scores 2 points, the third scores 3 points, etc. The player scoring the lowest total of points at the end of the session is declared the winner.

The fourth embodiment according to the present invention is a card game intended for 2 or more players containing all 42 cards marked by X (i.e. numbers appearing in the multiplication table of the integers 1 through 10). For a game with more than 4 players a double deck (i.e. including 42×2=84 cards) is preferred. Including “free” cards in the game is optional. Familiarity with the multiplication table is a prerequisite in this game. The object of each player in the game is to get rid of all his cards.

The cards are shuffled properly and each player is dealt 5 cards (only 5 cards are dealt in a game with 4 players or more using only a single deck). The remaining cards are placed face down as a draw pile. The top card of the draw pile is turned over and placed face up by its side as the opening card of a
discard pile. If the draw pile is used up during the game, only the top card of the discard pile is left in place whereas the rest of the discard pile is reshuffled and turned over for a new face down draw pile. The proposed game according to the fourth embodiment involves basic rules as follows:

[0042] 1. In this game every number is defined only as a product of two multiplying factors according to the multiplication table (of the integers 1 through 10). For example, a player discarding “35” has to declare “5 times 7”, and a player discarding “24” can declare “4 times 6” or “3 times 8”.

[0043] 2. Each player in his turn is allowed to discard one of his cards upon the top card of the discard pile, so that one declared multiplying factor (only within the multiplication table!) of said cards is common. For example, upon the card “12” which was discarded by the previous player by declaring “2 times 6”, the following player may discard any card with a multiplying factor 2 (i.e. cards “2”, “4”, “6”, “8”, “10”) or a multiplying factor 6 (i.e. cards “6”, “12”, “18”, “24”, “30”) or a multiplying factor of “60” (common declared multiplying factor is 6), but can not declare “3 times 8” (no common declared multiplying factor). The next player may discard any card with a multiplying factor 4 or 6 (e.g. discard “28” by declaring “4 times 7” — common declared multiplying factor is 4), and so on.

[0044] 3. A player who does not discard a card loses his turn and has to draw an additional card from the draw pile.

[0045] 4. A player discarding a square number card (all marked by a green number at each corner of the card) compels the following player to lose his turn and draw an additional card from the draw pile. In a game with 4 players or more using only a single deck, this player only loses his turn. However, the next player does not lose his turn and is free to continue playing the game according to rules 1-3. For example, upon the card “28” which was discarded by declaring “4 times 7”, a player may discard the card “36” by declaring “4 times 9” (the common declared multiplying factor is 4). Although the “36” (which is a square number) was not discarded by declaring “6 times 6”, the following player loses his turn and has to draw an additional card from the draw pile. The next player is free to continue the game by discarding any card having a multiplying factor 4 or 9, and so on.

[0046] 5. The number of a “free” card (may only be within the multiplication table) is determined and declared at the time of discard, provided it complies with the rules of the game. Using this card wisely increases the chance of winning. For example, a player discarding a “free” card upon the card “36”, which was discarded by declaring “4 times 9”, may declare its number as “4” and discard it by declaring “4 times 1” (the common declared multiplying factor is 4), thus compelling the following player to lose his turn and to draw an additional card from the draw pile (because “4” is a square number). Inclusion of any number of “free” cards in the game is optional.

The game ends when one of the players is left with no cards, and is declared winner of the game.

A session of games is set by recording the score of each player in every game: the winner in every game scores 0 points, while each remaining player scores points according to the number of cards remaining in his hand. If the remaining players decide to continue the game, the player finishing second scores 2 points, the third scores 3 points, etc. The player scoring the lowest total of points at the end of the session is declared the winner.

[0047] The fifth embodiment according to the present invention is a card game intended for 2 or more players containing 99 cards indicating all the consecutive numbers from 1 to 99. Including “free” cards in the game is optional. Familiarity with the digits 0 to 9 is a prerequisite in this game. Preferably the players should be able to distinguish the tens-digit from the ones-digit and be familiar with the term prime number, as well. The object of each player in the game is to arrange all his cards in sets.

The cards are shuffled properly and each player is dealt 7 cards. The remaining cards are placed face down as a draw pile. The top card of the draw pile is turned over and placed face up by its side as the opening card of a discard pile. If the draw pile is used up during the game, only the top card of the discard pile is left in place whereas the rest of the discard pile is reshuffled and turned over for a new face down draw pile. The proposed game according to the fifth embodiment involves basic rules as follows:

[0048] 1. Each player begins his turn by drawing the top card from the draw pile or from the discard pile optionally replacing it with one of his cards, and ends his turn by discarding one of his 8 cards to the discard pile for the next player.

[0049] 2. By using his cards the player creates one or more sets in the following manner:

[0050] a. Each set must include a “key” card, which has to be a prime number (all marked by a red number at each corner of the card).

[0051] b. Each set includes at least two additional cards (i.e. at least 3 cards in each set) that correspond to the “key” card by a common tens-digit or a common ones-digit. For example, a player holding the card “23” as a “key” card will try to collect additional cards having a 2 as its tens-digit (i.e. “20”, “21”, “22”, “29”) and cards having a 3 as its ones-digit (i.e. “3”, “13”, “23”, “93”).

[0052] c. If the “key” card is a single-digit number (i.e. “2”, “3”, “5” or “7”) the other cards in the set will be other single-digit numbers and other cards with a common ones-digit. For example, a player holding the card “2” will try to collect other single-digit cards (i.e. “1”, “3”, “4”, “9”) and cards having a 2 as its ones-digit (i.e. “12”, “22”, “32”).

[0053] d. A “free” card may replace any number in the game (may only be in the range of 1 through 99), including a “key” card.

[0054] 3. In the advanced version of the game (intended for up to 4 players) “free” cards are excluded, each player is dealt 14 cards and has to arrange all his cards in up to 3 sets only.

The game ends when one of the players manages to arrange all his cards in sets according to the rules of the game, and is declared winner of the game. He reveals his 7 cards arranged in sets and discards the eighth card upon the discard pile. For example, a player may arrange all his cards in one set, including the key card “23” and the additional cards “22”, “25”, “28”, “29”, “13”, “63”, or in two sets, including a first key card “23” with additional cards “22”, “13”, “63” and a second key card “59” with additional cards “50”, “29”.

A session of games is set by recording the score of each player in every game: the winner in every game scores 0 points, while each remaining player scores points according to the number of “key” cards (plus “free” cards, if included) remain-
The player finishing second scores 2 points, the third scores 3 points, etc. The player scoring the lowest total of points at the end of the session is declared the winner.

The sixth embodiment according to the present invention is a card game intended for 2 or more players containing cards indicating all the consecutive numbers from 1 to an even number N decided by the players. Including 2 or 4 “free” cards in the game is optional. Familiarity with all the numbers included in the game and the ability to distinguish between odd and even numbers and/or to perform addition and/or subtraction of two of these numbers is a prerequisite in this game. The object of each player in the game is to collect the largest number of cards.

The proposed game according to the sixth embodiment involves basic rules as follows:

1. Before starting the game, the players have to decide on the number of cards included. Note: since the level of difficulty rises considerably as the number of cards increases, it is recommended to use only up to 20 cards (i.e. cards 1 through 20) in the first games, thus recognizing its virtues and avoiding mistakes.

2. The cards included in the game (for example, 1 through 40) are shuffled properly and arranged face down in rows (e.g. five rows of eight cards each).

3. Before every game the players have to choose one of three card pairing options:

According to the first option, the sum of each pair of cards must equal N+1. For example, if the players decided to play with the cards 1 through 40 (i.e. they defined that N equals 40), the sum of every pair must equal 41 (e.g. “1”&“40”, “18”&“23”, “34”&“7”, etc.).

According to the second option, the difference of each pair of cards must equal N/2. For example, if the players decided to play with the cards 1 through 40, the positive difference of every pair must equal 20 (e.g. “1”&“21”, “18”&“38”, “34”&“14”, etc.).

According to the third option, the cards in each pair must include two consecutive numbers, so that always the even number is greater than the odd number. For example, if the players decided to play with the cards 1 through 40, possible pairs are: “1”&“2”, “18”&“17”, “34”&“33”, etc. Note: the players need to avoid the major pitfall of pairing consecutive numbers in which the odd number is greater than the even number.

4. Each player in his turn is allowed to turn over two cards, thus revealing their face value and location. After exposing the first card, the player has to decide which second card he needs to reveal in order to get a suitable pair. For example, if the players decided to play with the cards 1 through 40 and chose pairing by sum (i.e. sum of every pair equals 41), then a player exposing the card “23” declares he needs to reveal “18” in order to complete the pair. If the player succeeds in revealing a suitable pair, he places the cards face up beside him, and is allowed to keep his turn, and so on. If he did not succeed, he verifies that all other players saw the face values of the two cards and turns them face down without changing their original location.

5. Every two “free” cards are a suitable pair in all the games.

The game ends when all the cards have been collected as pairs. The player who collected the largest number of cards is declared winner of the game.

A session of games is set by recording the score (i.e. number of cards collected) of each player in every game. The player scoring the highest total of points at the end of the session is declared the winner.

The seventh embodiment according to the present invention is a card game intended for 2 or more players containing 100 cards indicating all the consecutive numbers from 1 to 100. Including “free” cards in the game is optional. Familiarity with the digits 0 to 9 is a prerequisite in this game. Preferably, the players should be able to distinguish the tens-digits from the ones-digit and be familiar with the numbers 1 through 100 as well. The object of each player in the game is to arrange all his cards in sets.

The cards are shuffled properly and each player is dealt 14 cards. The remaining cards are placed face down as a draw pile. The top card of the draw pile is turned over and placed face up by its side as the opening card of a discard pile. If the draw pile is used up during the game, the only top card of the discard pile is left in place whereas the rest of the discard pile is reshuffled and turned over for a new face down draw pile.

The proposed game according to the seventh embodiment involves basic rules as follows:

1. Each player begins his turn by drawing the top card from the draw pile or from the discard pile optionally replacing it with one of his cards, and ends his turn by discarding one of his 15 cards to the discard pile for the next player.

2. By using his cards the player creates sets in the following manner:

a. Each set must include at least 4 cards.

b. All the cards in a set must have a common tens-digit or a common ones-digit or contain only single-digit numbers.

c. A “free” card may replace any number in the game (may only be in the range of 1 through 100).

The game ends when one of the players manages to arrange all his cards in sets according to the rules of the game, and is declared winner of the game. He reveals his 14 cards arranged in sets and discards the fifteenth card upon the discard pile. For example, a player may arrange all his cards in the following three sets: “4”, “54”, “84” and “20”, “23”, “25”, “26”, “29” and “43”, “5”, “8”, “9”.

A session of games is set by recording the score of each player in every game: the winner in every game scores 0 points, while each remaining player scores points according to the number of his cards not arranged in sets (plus “free” cards, if included). If the remaining players decide to continue the game, the player finishing second scores 2 points, the third scores 3 points, etc. The player scoring the lowest total of points at the end of the session is declared the winner.

The eighth embodiment according to the present invention is a card game intended for 2-4 players containing 100 cards indicating all the consecutive numbers from 1 to 100. Including “free” cards in the game is optional. Familiarity with the digits 0 to 9 is a prerequisite in this game. Preferably, the players should be able to distinguish the tens-digits from the ones-digit and be familiar with the numbers 1 through 100 as well. The object of each player in the game is to get rid of all his cards by arranging them in sets on the playing table.

The cards are shuffled properly and each player is dealt 14 cards. The remaining cards are placed face down as a draw pile.
The proposed game according to the eighth embodiment involves basic rules as follows:

1. Each player in his turn has to draw an additional card from the draw pile.

2. By using the cards, the players create sets in the following manner:
   a. Each set must include 4 or 5 cards only.
   b. All the cards in a set must have a common tens-digit or a common ones-digit or contain only single-digit numbers. Possible sets may be, for example “4”, “34”, “84”, or “20”, “23”, “25”, “28”, “29” or “31”, “53”, “67”, “8”.
   c. A “free” card may replace any number in the game (may only be in the range of 1 through 100).

3. Each player has to create at least one set composed only of his own cards (termed opening set) and reveal it on the playing table in his turn. From his next turn he is allowed to discard on the playing table single or multiple cards by doing any of the following on the playing table:
   a. Create and/or reveal new sets;
   b. Add cards to all the sets already revealed on the playing table;
   c. Transfer cards between existing sets;
   d. Cancel sets by transferring all its cards to other sets.

4. A player who cannot discard any or additional cards, passes the turn to the next player.

5. Cards already revealed in previous turns cannot be taken from the playing table.

6. A “free” card already used on the playing table can be utilized for creating another set only by cancelling its original set completely, i.e. transferring all its cards to other sets on the playing table. For example, in order to isolate the “free” card by canceling the set “27”, “37”, “67”, the player must transfer the card “27” to the 20’s set (i.e. a set of cards having a 2 as its tens-digit), the card “37” to the 30’s set, and the card “67” to the 60’s set.

7. In the advanced version of the game the players may decide on any of the following adjustments:
   a. Exclusion of “free” cards;
   b. Limiting the maximal time allotted for each turn (e.g. 2 minutes);
   c. Limiting the number of cards a player is allowed to discard in each single turn (e.g. up to 4 cards);
   d. Only a player who does not discard any card has to draw an additional card from the draw pile and loses his turn (i.e. instead of rule 1).

The game ends when one of the players is left with no cards by arranging all his cards in sets on the playing table according to the rules of the game, and is declared winner of the game.

The game can be also implemented in a computer network (e.g. internet) enabling an individual player to play with a plurality of players over the network.

According to further modifications of the present invention, it is suggested that the game includes a sign, thus providing a clear indication of the direction of the card. In the preferred embodiment the sign is a hat. However, grass, sky, a roof or any other illustration giving the players a clear identification of ambivalent numbers may be used.

While the above description contains many specificifications, these should not be construed as limitations on the scope of the invention, but rather as exemplifications of the preferred embodiments. Those skilled in the art will envision other possible variations that are within its scope.

What is claimed is:

1-22. (canceled)

23. A method for playing cards, the method comprising: defining an arithmetic correlation between at least two cards out of multiple cards; dealing at least one card out of the multiple cards to each participant of the game; allowing each participant to arrange participant cards or to discard at least one participant card in response to an arithmetic correlation between at least one participant card and at least one other card; and repeating the stage of allowing until at least one game winner is defined.

24. The method for playing cards of claim 22 wherein the dealing comprises dealing numerical card, each numerical card comprises a unique number out of consecutive numbers M to N.

25. The method for playing cards of claim 22 wherein the other card is selected from a discard pile card, a participant card or a draw pile card.

26. The method for playing cards of claim 22 wherein the stage of allowing comprises forcing the participant to take at least one card from the draw pile if the participant is not able to discard at least one card.

27. The method for playing cards according to claim 22 wherein the stage of allowing comprises discarding a series of cards that are arithmetically correlated to each other.

28. The method for playing cards of claim 22 wherein the stage of allowing comprises: allowing each participant to take at least one card from a draw pile in every turn; and allowing a participant, in his turn, to selectively discard at least one card of the participant if a card of the participant and a card of a discard pile are correlated according to the arithmetic correlation.

29. The method for playing cards of claim 22 wherein the stage of allowing comprises: allowing each participant to selectively take at least one card from a draw pile or a discard pile in every turn and to arrange the participant cards in sets; wherein a set of participant cards comprise cards that are arithmetically correlated to each other.

30. The method for playing cards of claim 22 wherein the allowing comprises providing a participant, during a turn, with at least one card from a draw pile or a discard pile; forcing the participant to discard one card to the discard pile according to his choice, and enabling a participant to collect series of cards having correlation, in accordance with the arithmetic correlation procedure defined in the game.

31. The method for playing cards of claim 22 wherein the stage of allowing comprises allowing a participant to discard at least one card having arithmetic correlation with a top card of the discard pile.
32. The method for playing cards of claim 22 wherein the stage of defining comprises defining an arithmetic correlation as a common digit.
33. The method for playing cards of claim 22 wherein the stage of defining comprises defining an arithmetic correlation as a common digit appearing at the same decimal place.
34. The method for playing cards of claim 22 the stage defining of comprises defining an arithmetic correlation as successive numbers.
35. The method for playing cards of claim 22 wherein the stage of defining comprises defining an arithmetic correlation as a parity property.
36. The method for playing cards of claim 22 wherein the stage of defining comprises defining an arithmetic correlation as a common sum of the cards' digits.
37. The method for playing cards of claim 22 wherein the stage of defining comprises defining an arithmetic correlation as a common difference of the cards' digits.
38. The method for playing cards of claim 22 wherein the stage of defining comprises defining an arithmetic correlation as a common factor within the multiplication table, wherein the numerical cards indicate numbers within the multiplication table all having at least one pair of factors.
39. The method for playing cards of claim 22 wherein the stage of defining comprises defining an arithmetic correlation as a predetermined sum of the cards' numbers.
40. The method for playing cards of claim 22 wherein the stage of defining comprises defining an arithmetic correlation as a predetermined difference between the cards' numbers.
41. The method for playing cards of claim 22 wherein the cards are cubes.
42. The method for playing cards of claim 22 wherein the dealing comprises dealing numerical cards that comprise differentiating symbols indicating arithmetic properties or rules corresponding with arithmetic properties from the list of: a prime number, a square number, a single-digit number, and a number which is a multiple of 11.
43. The method for playing cards of claim 22 further comprising exchanging information over a network.
44. The method for playing cards of claim 22 wherein dealing comprise dealing a numerical card that comprise a sign which indicates the card's reading direction, said sign is any one of the following: a hat, grass, the sky or a roof.
45. A method for playing cards, comprising: defining an arithmetic correlation between at least two cards out of multiple cards; arranging multiple cards that are faced down; allowing a participant to turn over two cards; allowing the participant to collect the two cards if the two cards are arithmetically correlated and allowing a user to return the two cards, faced down, if the two cards are not arithmetically correlated.
46. The method for playing cards of claim 44 comprising allowing a participant to remove at least two placed down card and allowing a participant to guess an identity of the removed card.
47. The method for playing cards of claim 44 comprising determining a number of the multiple cards.
48. The method for playing cards according to claim 44 further comprising allowing a user to turn over at least three cards.

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