Dec. 9, 1924. 1,518,519

C. V. KENT

PLAYING CARDS AND CARD GAMES

Filed Feb. 15, 1924 2 Sheets-Sheet 1

Fig. 1

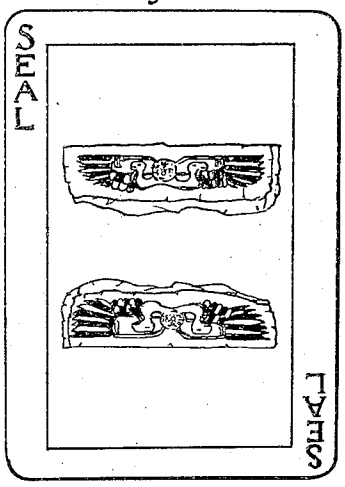


Fig. 2

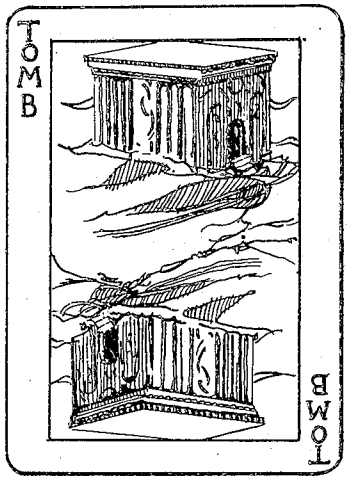




Fig. 3

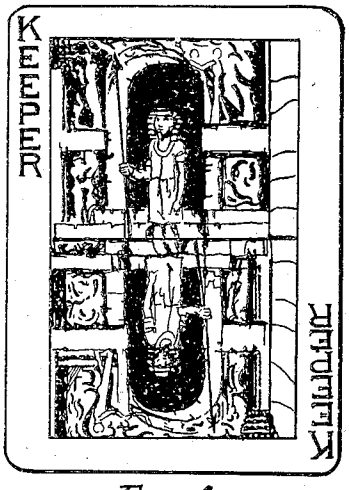


Fig. 4

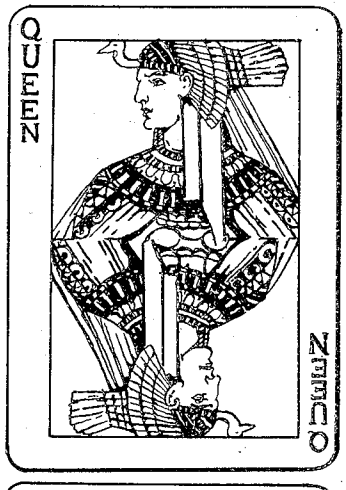


Fig. 5



Fig. 6



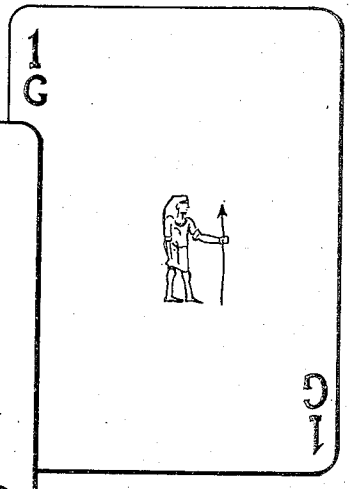


Fig. 7

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C. V. KENT

PLAYING CARDS AND CARD GAMES

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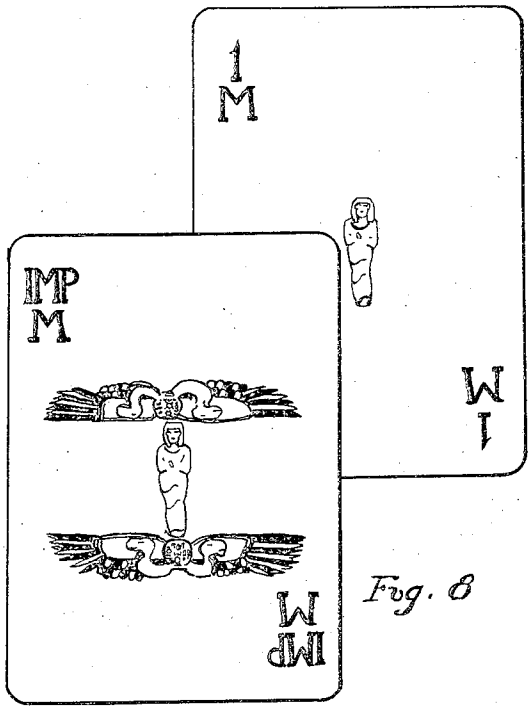


Fig. 8

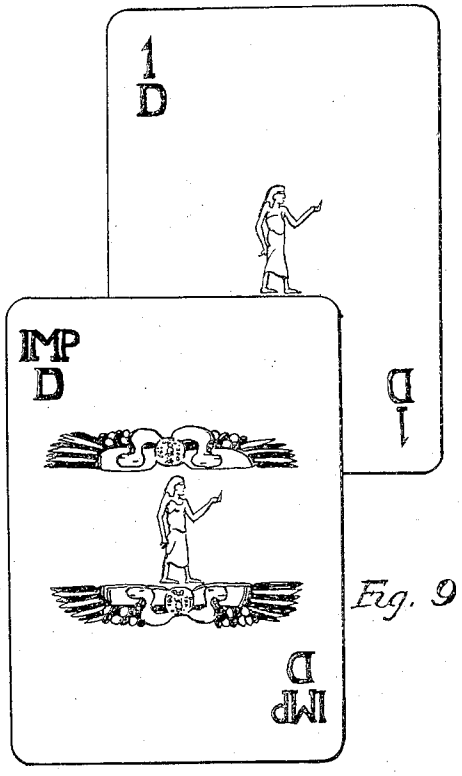


Fig. 9

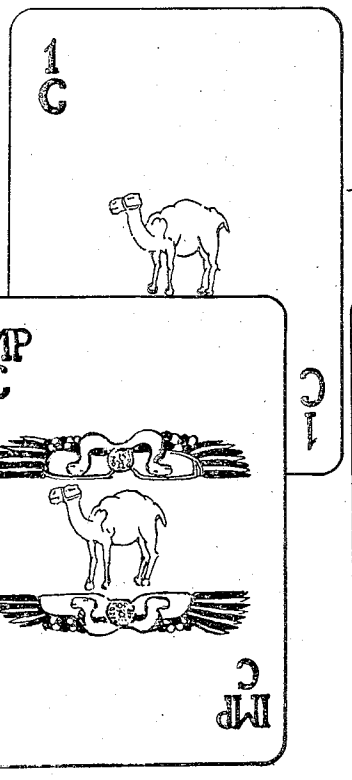


Fig. 10

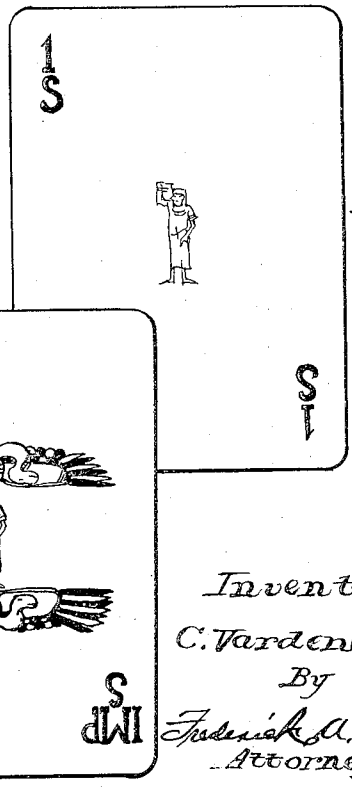


Fig 11

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Patented Dec. 9, 1924. 1,518,519

UNITED STATES PATENT OFFICE.

CORNELIUS VARDEN KENT, OF CHICAGO, ILLINOIS.

PLAYING CARDS AND CARD GAMES.

Application filed February 15, 1924. Serial No. 693,113.

To all whom it may concern:

Be it known that I, CORNELIUS VARDEN KENT, a citizen of the United States of America, residing at Chicago, in the county of Cook and State of Illinois, have invented certain new and useful Improvements in Playing Cards and Card Games, of which the following, together with the accompanying drawings, is a specification.

My invention relates to playing-cards and card-games generally, but particularly to cards and games of the more intricate and difficult kind; is based upon ancient Egyptian history, as more particularly revealed and popularized by the recent penetration into the tomb of the ancient Egyptian king, Tutankhamen; and has for its objects, among others, the fostering of interest and affording instruction in such history, while providing interesting and more or less exacting mental exercise, as well as diversion, entertainment and amusement.

My invention consists essentially of a pack or deck of fifty-five cards of the character partially shown in the drawings, same comprising four suits and one combination suit of ten cards each, and five several extra-suit cards known as permanent royal cards, or simply "royals," same being of superior value, and one of which, the "Seal," being, under certain conditions, of highest value, otherwise, lowest.

Referring to the drawings, Fig. 1, represents this "Seal," the salient features of which, besides the name lettered or initialled in the margin at the upper left and lower right corners, are a broken slab of stone, with a winged circle or sun, flanked on either side by a cobrahead, and having the name of an ancient Egyptian king in hieroglyphics on its disk, carved in relief thereon; Fig. 2, represents the card known as the "Tomb," same, besides having the name lettered or initialled in the margin as aforesaid, depicting a temple-like vault or mastaba built amid the shifting sands of the desert. Fig. 3, shows the card known as the "King," which, in addition to the lettering or initialling of the name in the margin as aforesaid, presents a front view of the head and bust of an ancient Egyptian king, with characteristic sphinx-like facial expression and hair done in characteristic Egyptian or sphinx-like fashion, while representations of the scarab or sacred beetle, and of the ibis and cobra appear, in addition to the ornamental covering, on the chest and right and left arms respectively. Fig. 4, represents the card called the "Keeper," same, with lettering or initialling as aforesaid, depicting an ancient Egyptian soldier or sentinel standing, with upright spear in hand, at the door of an ancient royal mastaba or tomb. Fig. 5, is the card called the "Queen," the marked features of which, besides the lettering or initialling of the name in the margin as aforesaid, are a profile of the head and bust of an ancient Egyptian queen clad with an ornamental shoulder-covering, and wearing a pendent and veil-like headdress surmounted by a profile of the sacred ibis with its wing drooping over the backhead and down to the neck. The above named figures represent all the so-called permanent royal cards, or "royals" as aforesaid. Fig. 6, represents the back common to all the cards (though any other form of back may be resorted to and cultivated) the essential features of which are a combination or composite, at or near the middle of parts of the faces of the said "Seal", "Tomb" and "King", the three highest cards of the deck, while the rest of the field, within a heavy beaded marginal line, is occupied by some eight columns of Egyptian hieroglyphics representing as many quotations from as many different parts of the ancient Egyptian record known as the "Book of the Dead." Fig. 7, represents, the "Imperial" and the "One", respectively the highest and lowest cards, of the combination suit of ten cards known as "Guards", distinguished by the figure, at or near the middle, of a guard with upright spear in hand, and the letter or initial, "G," at the upper left and lower right corners, while the "Imperial" is further distinguished by the letters, "IMP" in said corners, and by impressions of the "Seal" immediately above and below such figure, and the "One", by the number, 1, along with said letter, "G", in the corners. Between these two are eight other "Guard" cards, from the "Two" to the "Nine" both inclusive, but not shown in the drawings, and which are in all respects like the "One" except that, instead of the number, 1, in the corners, there appear in sequence the numbers from 2 to 9, both inclusive, respectively, though variants thereof may be made having, instead of a single figure of a guard at or about the middle, the number of such figures corresponding to the numbers in the

corners symmetrically or otherwise appropriately distributed over their faces. Figs. 8, 9, 10 and 11 represent respectively the "Imperials" and "Ones" of the simple suits known as "Mummies", "Dancers", "Camels" and "Slaves", being in all essentials analogous to the "guard" suit, but having, instead of a figure or figures of a guard and the initial, G, the figure or figures of a mummy, dancer, camel and slave, and the initials, M, D, C and S respectively.

The faces of these cards, with the exception of marginal lines, letters and figures, are done in two colors, preferably red and blue, the "mummy" and "dancer" suits being red, and the "camel" and "slave" suits being blue, while the "guard" suit, as well as all the "permanent royals", and all the impressions of the Seal on all "imperials", are done in a combination thereof, that is to say, are partly red and partly blue. Marginal lines, wherever there are any, and all letters and figures are done preferably in black. The backs of all the cards are done in uniform design and color, the latter preferably other than red or blue.

Various games can be played with these cards; but, in playing the game of "Tutamen," invented by me concurrently with these cards, and for which same were primarily invented, the entire deck is used; and, after shuffling, thirteen of the cards are dealt, usually by threes and fours to the left, to each of the four paired or partner players, (this being the normal and desirable number and arrangement, though the game may be adjusted to as few as two and as many as six players) the three remaining cards, known as the "treasure", being placed face down on the middle of the table.

The players thereupon, in like order, "pass" or "bid" to determine what suit shall be trump or "royal", as it is technically called, for that hand, the dealer having the last say. In making his bid, the bidder announces not only the number of "tricks" he is willing to obligate himself, or himself and partner, to take in the course of the "play", but also the name of the suit he desires as "royal", as "eight, dancers", or in or on dancers, "nine, slaves", etc., a bid of "eight", in the normal game, being the lowest entertainable, and one of thirteen the highest possible, while any given bid in a "blue" suit is higher than a like bid in a "red" suit, even as such bid on the combination red and blue suit or "guards" is higher than either, the highest bid determining the "royal" for that hand, and obliging the bidder, or him and his partner, to take, in the course of the "play", at least the number of tricks corresponding to the number so announced, or be "set" and correspondingly penalized.

"Royal" having been thus determined, the successful bidder inspects the "treasure", retaining or rejecting it, or doing so in part, as he may see fit, and discarding in the event of retention until he holds but thirteen cards. Then, beginning again with the player next the dealer on the left, each player places three cards in front of him on the table, and face up so that all can plainly see them. These are known as "decoys", and should be selected with great care, as each player, or pair or group of players, loses a point to each of the others for each "decoy" lost in any given trick.

The object of the "play", for which the players are now ready, is primarily to take tricks and win points, of which latter, 13, or the highest number that could possibly be won on a given hand, constitute a "game"; and secondarily to cause opponents to be penalized or otherwise lose points. When either of the "red" suits is "royal", the winning of eight or more tricks on a bid of "eight" counts eight points; if either of the "blue", ten points; and if "red and blue", or "guards", twelve points, there being ten further points to be added in each case for each additional trick included in the bid and taken in the course of the play.

In "playing out" or "boarding" the cards, the successful bidder has the "lead", and plays first, the play progressing toward the left, each player "following suit" if possible from either his "decoys" or the cards in his hand, and the winner of any trick leading for the next.

The values of the various cards for trick-taking purposes depend somewhat upon what is "royal"; but there are six cards that are always of superior value regardless of "royal", viz, beginning with the highest and descending in sequence (1) the "Seal' when led (this card being otherwise the lowest), (2) the "Tomb", (3) the "King", (4) the "Keeper", (5) the "Queen", and (6) the "Imperial of guards"; and when "guards" are "royal", the order of value descends from the above in sequence through the "Nine" down to the "One of guards", the rest of the cards being "off suits" and of lower though equal values in their own sequences. When, however, one of the simple red or blue suits is made royal by bidding, as aforesaid, one of the effects is to dignify the "Imperial" of the other suit of like color, known for the nonce as the "shadow", and then the values decline in sequence from said superior six as follows: "Imperial of royal", "Shadow", "Nine of royal", "Eight of royal", and so on down to the "One of royal", the rest of the cards being "off" cards, and of lower though unequal values in their sequences, the balance of the cards of the "guard" suit being superior to like cards of the two simple suits of the color other than royal.

Similarly the inclusion of certain cards in certain suits depends somewhat upon what has been made royal. If "guards", there is no difficulty, as they together with the "permanent royals", fifteen cards in all, will constitute the royal suit for that hand, while the four other or "off" suits will each be composed of the ten cards designated as belonging to each of them respectively. But if one of the other or simple suits is made royal, as aforesaid, then the royal suit will comprise not only the five "permanent royals" and all of the cards of the suit so made royal, but also the "imperial of guards" and the "shadow", seventeen in all, while, of the four remaining or "off" suits, two, those of the non-royal color, will each embrace the ten cards designated as belonging thereto, and the other two, "guards" and the other suit of the same color with what has been made royal, will each embrace but nine cards. Cards belonging to any suit for any given hand call, if led, for cards belonging to that suit for that hand, it being noted, however, that the "Seal", when led, calls for a permanently royal or imperial card, or lacking which, the highest card held.

Points depend not only upon the number of "tricks" taken in the course of the play of any given hand, but also upon the holding, saving and taking therein of certain cards. Thus the holder of the "Seal" scores one point for each of the other four permanently royal cards played upon it, otherwise, i. e. when not led, but played upon an opponent's lead, loses two points to opponent; the holder of the "King," when same takes the trick, scores two points, and each "decoy" played on a given trick and lost nets opponent one point, while, if the bidder is "set" as aforesaid, he not only loses in points the amount of his bid, but opponent scores a point plus one for each trick taken over and above the number necessary to "set."

So it will be observed that the play of said game, or other games, with these cards is not child's play, but play for people of more or less mature, as well as trained or disciplined minds, capable of a considerable degree of strategy and concentration.

Having thus described my invention, I claim:

1. A deck of playing-cards, based upon ancient Egyptian history, comprising a group of permanently superior cards, and a like number of distinct suits of twice as many cards each, one of which is a composite two-color suit, and the others, simple one-color suits, substantially as described and shown.

2. A deck of fifty-five playing-cards, based upon ancient Egyptian history, and comprising a group of five permanently royal cards, and five distinct and separate suits of ten cards each, four of which are simple one-color suits, and one composite two-color, and of a dignity and value normally intermediate between said group of royal cards and said four simple suits.

3. A deck of fifty-five cards for playing the game of Tutamen, said cards and game being based upon ancient Egyptian history, and comprising a group of five superior cards one of which is of supreme or lowest value of all according as same is or is not led, and five distinct and separate suits in sequences of ten cards each, one of which is a composite two-color suit and normally of greater dignity and value than any of the four others, the latter being simple suits of one color, except as to the highest card in each thereof, and being of inferior dignity and value, except when one of them is made royal for any hand, when, together with the highest card of the other of said simple suits being of like color, is superior to all of said two-color suit, except the latter's highest card.

4. A deck of fifty-five playing-cards, based upon ancient Egyptian history, and comprising one card known as the Seal, one as the Tomb, one as the King, one as the Keeper and one as the Queen, and one suit of ten cards known as Guards, another of ten called Dancers, another Mummies, another Camels and another known as Slaves, their backs depicting various columns of hieroglyphics and a composite of the essential features of said Seal, Tomb and King.

5. A deck of fifty-five playing cards, based upon ancient Egyptian history, and comprising one Seal, of supreme or no value according as same is or is not led, one Tomb, one King, one Keeper, and one Queen, and one suit of ten cards in sequence and normally of superior dignity and value called Guards, and four suits of ten cards in sequence each, and normally of inferior dignity and value, called Dancers, Mummies, Camels and Slaves respectively, substantially as described and shown.

In witness whereof I have hereunto set my hand.

C. VARDEN KENT.