J. I. FLICK.

GAME OF CARDS.

APPLICATION FILED NOV. 5, 1912.

1,066,895.

Patented July 8, 1913.

2 SHEETS—SHEET 1.

Fig. 1.

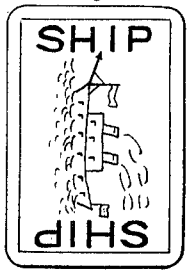


Fig. 2.

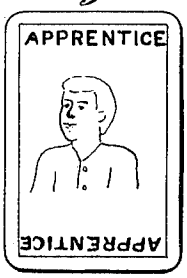


Fig. 3.



Fig. 4.



Fig. 5.



Fig. 6.

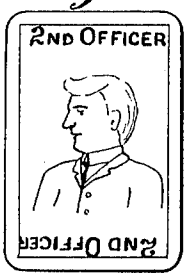


Fig. 7.

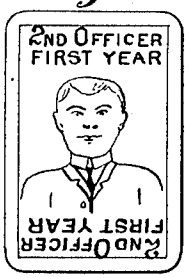


Fig. 8.



Fig. 9.



Fig. 10.



Fig. 11.



Fig. 12.



Witnesses

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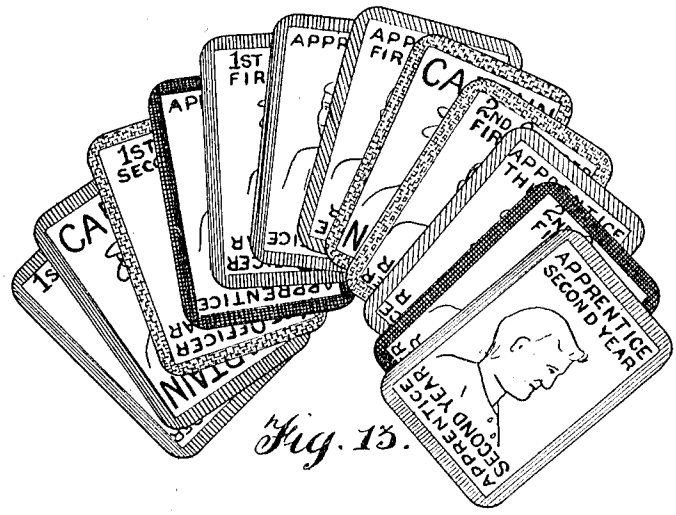


Fig. 15.

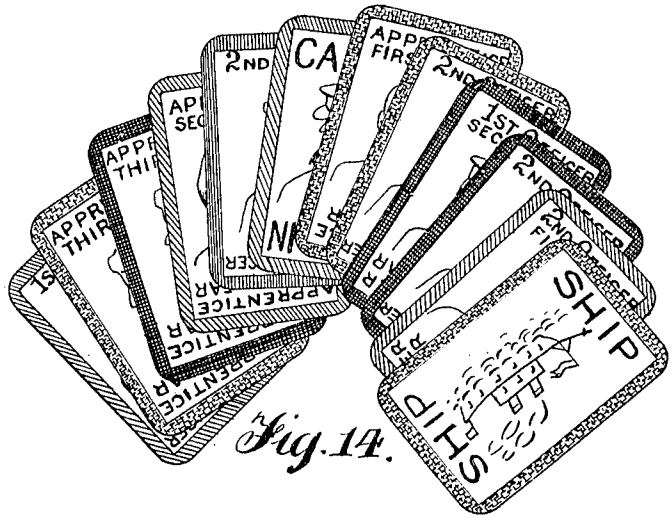


Fig. 14.

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GAME OF CARDS.

1,066,895. Specification of Letters Patent. Patented July 8, 1913.

Application filed November 5, 1912. Serial No. 729,579.

To all whom it may concern:

Be it known that I, JOHN IRWIN FLICK, a subject of the King of Great Britain, and a resident of the town of Waterville, in Kings county, in the Province of Nova Scotia, in the Dominion of Canada, have invented certain new and useful Improvements in Games of Cards; and I do hereby declare that the following is a full, clear, and exact description of the same.

The invention relates to improvements in a game of cards and the objects of the invention are to afford light and harmless indoor amusement for the evenings, to inspire those that play the game with ambition for advancement in an honest and manly fashion and generally to provide a pastime which will exercise the brain of the player without interfering to any extent with the relaxation from regular duties that such games are intended to give; and it consists essentially of the division of a pack of cards into as many hands as there are players and the following out of certain general rules intimately associated with the figures and markings on the cards, the particular description of the cards and the manner of using being set forth in detail hereinafter and pertinently pointed out in the claims for novelty.

In the drawings Figures 1 to 12 inclusive represent the different cards respectively of a complete suit, there being four such suits indicated by different colors. Fig. 13 represents a specimen hand of cards, where four persons are playing. Fig. 14 is another specimen hand, there being two other hands necessary for four players, not shown in the present set of drawings.

Referring to the drawings, in Fig. 1 the face of the card shows the picture of a ship, the same ship being represented in four colors in four different cards, respectively, this card, in value, being the lowest of each suit. In Fig. 2 an apprentice is shown preferably by the figure or head of a young lad with the word Apprentice, this card will beat the ship in playing the game. In Fig. 3 another apprentice card is shown, in which the apprentice is advanced one year, therefore this card is of greater value than the previous two. In the next Fig. 4 the apprentice of the second year is shown, and in Fig. 5 the apprentice of the third year, then in Fig. 6 is the second officer and from the second officer just made to the second officer first year, shown in Fig. 7, and the second officer second year, shown in Fig. 8. Then in Fig. 9 the first officer is shown and in Fig. 10 the first officer of the first year, while in Fig. 11 is shown the first officer of the second year, until Fig. 12 is reached, which shows the card for the captain, all of these cards being of value in the order named, with the captain the highest and the ship the lowest. Every one of the cards appears in four colors making four suits, though the backs of the cards are similar in every respect, that is to say, in both color and design.

In playing the game the pack of cards numbering 12 in each suit or 48 in all is thoroughly shuffled and divided between the several players present, the preferable manner of the division being by dealing to each player, one at the time, until the pack is completely dealt out. The dealing is to the left, as customary in card games and similarly the lead is to the left of the dealer. The selection of the trump suit, known in many games as the winning suit where even the small cards are of greater value than any other suit, is made by cutting the cards after shuffling and before dealing and making the suit of the card turned up trumps for the game, each player being in possession of that knowledge.

The run of the game is according to the skill of the individual player and therefore the lead is made by the judgment of the player and the player who puts the highest card on those played, either in accordance with their face value in suit or the made value in trumps, takes the trick. It is preferred that the dealer should change regularly going the round of the table as customary. The counting may be done in several ways, one of which makes for its object that a player or partners in play should capture a ship, an apprentice, then a second officer, then a first officer and lastly a captain. The player or partners, succeeding in getting through to the captain first, in the sequence named, wins the game, it being understood that the cards must be won in proper order in their respective suits, therefore an advanced card will not count, unless the player has already the preceding members of the crew and the ship. Another method of counting may be resorted to and that is to use the number of tricks won in determining the score, together with

the ship and officers, thus when a player has won a ship and an apprentice he must win three tricks one for each year, that the apprentice has to serve, the cards of these tricks being in any order as won. Two tricks will be necessary after each officer, for the two years they must serve before promotion, and the player or partners reaching the captain first, with the necessary number of tricks in addition, proves or prove to be the winner or winners.

The count of the scoring of the game may be varied, if it is desirable and the sequence of cards counted either in the same color or in different colors, but it must be noted that all cards in the count must be won during the play, that is to say, they have to be taken from the tricks and in no case will the cards in the player's hand count before they have been exposed on the table, however quite an advantage is gained in this game by allowing only one card in any one trick to be used in making up the sequence of cards to complete a ship and crew.

The rules may be varied according to the best manner of playing the cards and the counting arranged to conform to the rules the main feature of the invention being the creation of a crew for a ship, with the necessary experience, from the cards won in the tricks.

What I claim is:—

1. In a game of cards, a plurality of cards having similar backs and on the faces thereof representations denoting a ship and members of the crew, indicated according to their ranks, each card having its definite value in relation to the other and adapted to be contested for and won in such a manner as to bring to the individual winning player the sequence of cards representing the necessary men to man the ship.

2. In a game of cards, a plurality of cards forming a pack having similar backs and faces marked to divide the pack into suits of different colors, each suit containing cards denoting a ship, a captain and members of the crew in their various ranks and valued accordingly, said cards being adapted for division between a plurality of players and for contest between said players to bring to the winning player a ship and its complement of crew in sequence.

3. In a game of cards, a plurality of cards forming a pack having similar backs and suits indicated by four face colors each suit containing cards denoting a ship, as the one of the lowest value, an apprentice as the next value an apprentice of the first year's experience, an apprentice of the second year's experience, an apprentice of the third year's experience, a second officer, a second officer of one year's experience, a second officer of two years' experience, a first officer, a first officer of one year's experience, a first officer of two years' experience and a captain, the said cards being in value in the order named from the ship to the captain and adapted to be contested for by a plurality of players and bring to the winning player a sequence of cards denoting a ship and its complement of officers.

Signed at Liverpool, Nova Scotia this tenth day of October, 1912.

JOHN IRWIN FLICK.

Witnesses:

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C. V. MCINTOSH.

Copies of this patent may be obtained for five cents each, by addressing the "Commissioner of Patents, Washington, D. C."