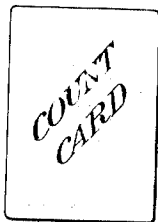
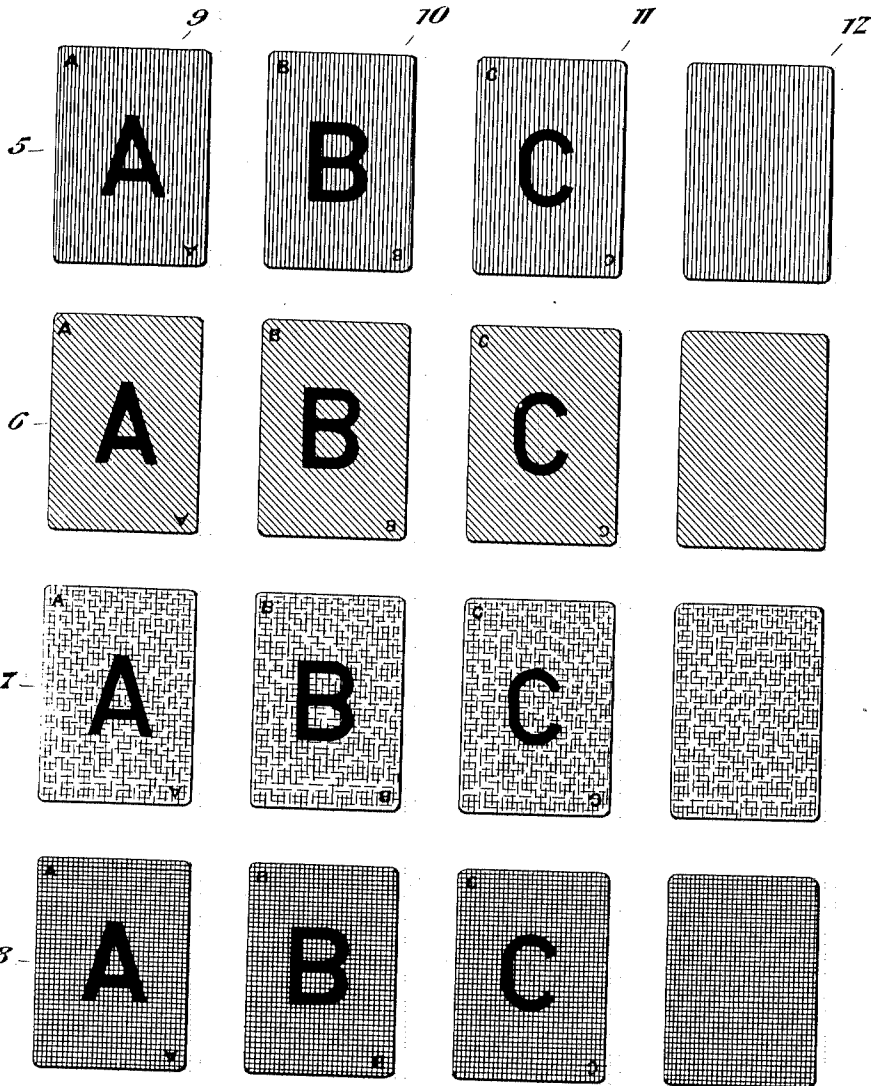


G. BURLEW.
CARD GAME.
APPLICATION FILED JAN. 5, 1918.

1,315,907.

Patented Sept. 9, 1919.



Witnesses

M. D. Siff

Inventor

George Burlew

By

Victor J. Evans

Attorney

UNITED STATES PATENT OFFICE.

GEORGE BURLEW, OF BROOKLYN, NEW YORK.

CARD GAME.

1,315,907.

Specification of Letters Patent.

Patented Sept. 9, 1919.

Application filed January 5, 1918. Serial No. 210,464.

To all whom it may concern:

Be it known that I, GEORGE BURLEW, a citizen of the United States, residing at Brooklyn, in the county of Kings and State of New York, have invented new and useful Improvements in Card Games, of which the following is a specification.

This invention relates generally to games, and more particularly to a pack of playing cards.

The figure illustrated in the drawing is a face plan view of the cards constituting the four main suits, one of the count cards being shown, also, at the bottom of the view.

In carrying out the present invention, and in accordance with the present illustration, the pack, preferably consisting of thirty-two cards, is divided into four main suits, designated by the respective characters 5, 6, 7 and 8, and each of the main suits embodies four cards each, and denoted by the characters 9, 10, 11 and 12. Each of the cards forming the main suits bears similar face markings, that is, the cards 9, 10 and 11 are alphabetically designated respectively A, B and C, while the remaining card of the group or main suit is blank. Each of the main suits includes three cards of a distinctive color and designated, respectively, A, B and C, together with a card of the same color not lettered; and the main suit further includes four additional cards corresponding respectively with the cards first mentioned. The distinctive colors of the suits 5, 6, 7 and 8 are respectively red, green, yellow and black.

In order to play the game, aside from the pack of playing cards constituting thirty-two in number, one hundred and twenty count cards are used, one of the count cards being shown in the drawing below the cards previously mentioned, and the count cards being employed in order to permit the game being played as the ordinary poker game. Assuming the game is played by four parties or persons, twenty count cards are dealt each player, the remaining cards being placed to one side. In starting the game one of the players shuffles the playing cards, and deals one to each player, the player to the left of the dealer receiving the first card and so on until the dealer himself receives the last card, the first player to the left of the dealer having the highest card, deals the first playing hand. After twenty count cards are distributed to each player, the

dealer shuffles the playing cards and the player to the left cuts or divides the pack, placing the top cards at the bottom of the pack, the cards are then dealt to each player. The player at the left of dealer receiving first card, the dealer receiving the last, the rest of the pack is placed to one side of the dealer. The cards are picked up by the various players and the player to the left of the dealer makes the initial play by carefully studying his cards until convinced of having a high, fair or lower card. The player deciding he has a card of sufficient valuation, places one card in the center of the table, and the players in the game not being satisfied with the hand they hold, have the privilege of dropping out until the next deal. The play keeps going around the table with the privilege of any player in the game calling the game, but after this player calls the game, if he does not have the highest or winning hand, he must forfeit one of his count cards to each player. After a player forfeits his cards and has not enough cards to go around one for each player, he is considered out of the game and the count cards he holds must be placed in the center of the table, and the player in the next deal holding the winning hand comes in possession of these count cards. The players dropping out of the game do not share in forfeit or count cards. After a player drops out of the game he can not win in that deal even though he has the highest hand after the cards are displayed. If, after all players remaining in the game have played all their count cards, namely twenty in number, they should turn up a tie or have cards of the same value, the two players having the highest tie divide the cards between them. After one player calls the game and has the highest bit with another player, the player wins the count cards but the other player does not have to forfeit any of his count cards. The player losing all of his count cards is out of the game. The player winning all the count cards is considered as the winner of the game.

The valuation of the cards is as follows:

Triple cards.

Red	A-B-C, A-A-A, B-B-B, C-C-C, Blank.	3
Green	A-B-C, A-A-A, B-B-B, C-C-C, Blank.	3
Yellow	A-B-C, A-A-A, B-B-B, C-C-C, Blank.	3
Black	A-B-C, A-A-A, B-B-B, C-C-C, Blank.	3

105

110

Double cards.				
Red	A—A,	B—B,	C—C,	Blank. ²
Green	A—A,	B—B,	C—C,	Blank. ²
Yellow	A—A,	B—B,	C—C,	Blank. ²
5 Black	A—A,	B—B,	C—C,	Blank. ²
Single cards.				
Red	A,	B,	C,	Blank. ¹
Green	A,	B,	C,	Blank. ¹
10 Yellow	A,	B,	C,	Blank. ¹
Black	A,	B,	C,	Blank. ¹

The relative value of the cards corresponds with the order of arrangement in the foregoing table, reading the first horizontal line from left to right, and then the second

and following horizontal lines in the same manner and in a descending scale, the lowest card being the single black blank card.

What is claimed as new is:—

A game comprising four suits of cards each including a series of four cards of the same color, three of the cards of each suit bearing designations corresponding respectively with cards in the other suits, and said suits each including four additional cards corresponding respectively in all particulars with cards of the series first named, the suits each having a distinctive color.

In testimony whereof I affix my signature.

GEORGE BURLEW.