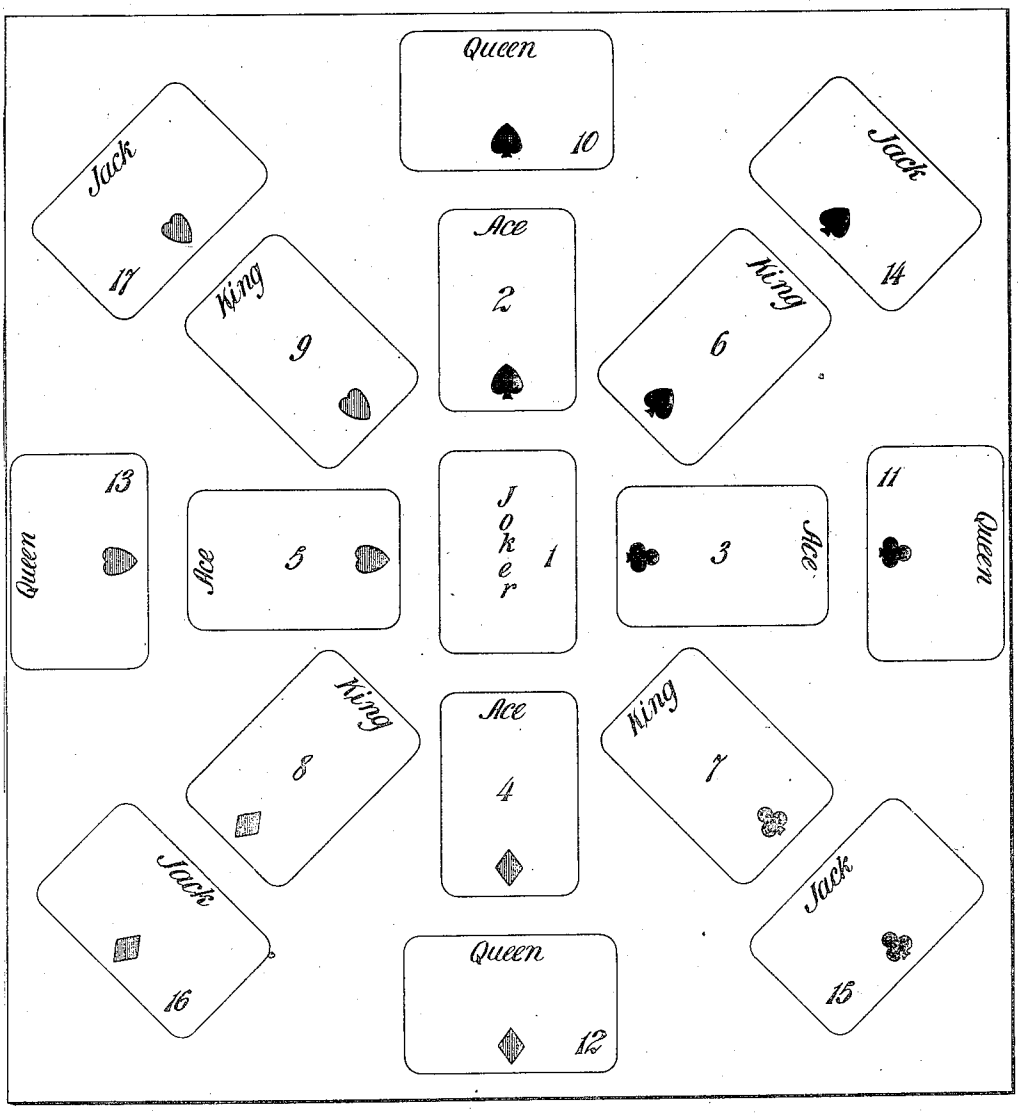
April 7, 1925. 1,532,722

A. E. WALL

PLAYING CARD GAME

Filed Jan. 31 , 1924



INVENTOR

Agda E. Wall

BY

ATTORNEYS

Patented Apr. 7, 1925. 1,532,722

UNITED STATES PATENT OFFICE.

AGDA E. WALL, OF BROOKLYN, NEW YORK.

PLAYING-CARD GAME.

Application filed January 31, 1924. Serial No. 689,669.

To all whom it may concern:

Be it known that I, AGDA E. WALL, a citizen of the United States, and resident of the borough of Brooklyn, in the city and State of New York, have invented a new and useful Improvement in Playing-Card Games, of which the following is a specification.

The object of my invention is to provide a new card game to be played with the usual deck of playing cards, a chart being provided for use in playing the game, said chart having spaces arranged to receive cards drawn from the deck, said spaces being marked to represent certain cards, numeraled in a predetermined order and arranged in a predetermined relationship.

A practical embodiment of my invention is represented in the accompanying drawings, in which the figure represents a face view of the chart which is used in playing the game.

The chart may be of any suitable material, either stiff or flexible, and it has, on its face, a plurality of spaces numbered, in the present instance, from 1 to 17 respectively. These spaces are preferably about the size of an ordinary playing card and they are marked to represent certain of the cards, in the present instance the joker, the four aces, the four kings, the four queens and the four jacks.

These spaces are arranged in a predetermined relationship, such, for instance, as follows: The space marked to represent the joker is surrounded by an inner, annular series of spaces marked to represent the four aces, the four kings arranged alternately, and an outer annular series of spaces marked to represent the four queens and the four jacks arranged alternately.

The numbering of the spaces is arranged in a predetermined order, as, for instance, the joker space is numbered 1; the alternate spaces marked to represent the aces of spades, clubs, diamonds and hearts are numbered 2, 3, 4, 5, respectively; the alternate spaces marked to represent the kings of spades, clubs, diamonds and hearts are numbered 6, 7, 8, 9, respectively; the alternate spaces marked to represent the queens of spades, clubs, diamonds and hearts are numbered 10, 11, 12, 13, respectively; and the alternate spaces marked to represent the jacks of spades, clubs, diamonds and hearts are numbered 14, 15, 16, and 17, respectively.

One method of utilizing the chart in playing the game is as follows: Shuffle the deck and cut. The exposed card on the bottom determines the goal; the joker fixing it at 50; the ace at 100; the face cards at 150; and the number cards at 200. The goal determiner remains at the bottom of the deck, where it can be referred to at any time. Proceed to lay the cards out, face up, in the rotation shown in the drawings according to number, i. e., joker, ace, king, queen and jack, taking spades, clubs, diamonds and hearts in rotation. Keep the score as the cards are dealt, as the number of points depends upon the space on which the cards happen to fall. For instance, if the joker falls on the space marked "Joker" it counts 100; on an ace 50; and on a face card it counts 25. If an ace should fall on the space marked "Joker" it counts 50; on an ace 25, and on a face card 10. If a face card (the king, queen or jack) should fall on the spaced marked "Joker" it counts 25; on an ace it counts 10 and if it falls on a face card it counts 5. The number cards are valueless and are called "Blanks." It is a disadvantage to turn one up. Each space on the chart should be covered by a card and the score kept as each card is laid out. Where a number card is laid on a space or pile, that space or pile is "dead." The scoring keeps on until all spaces are covered by number (or dead) cards.

It is evident that the relative arrangement of and numbering of the spaces as shown in the drawing, may be varied to suit different requirements; hence I do not wish to limit myself to the particular arrangement and order of numbering shown thereon; but

What I claim is:—

1. In a playing card game, a chart having card receiving spaces marked to represent the joker, aces, kings, queens and jacks, said spaces being arranged as follows: a joker space surrounded by annular series of ace, king, queen and jack spaces.

2. In a playing card game, a chart having card receiving spaces marked to represent the joker, aces, kings, queens and jacks, said spaces being arranged as follows: a joker space surrounded by an inner, annular series of ace and king spaces arranged alternately, and an outer, annular series of queen and jack spaces arranged alternately.

3. In a playing card game, a chart hav-

ing card receiving spaces marked to represent the joker, aces, kings, queens and jacks, said spaces being numbered in the following order: joker; aces of spades, clubs, diamonds and hearts; kings of spades, clubs, diamonds and hearts; queens of spades, clubs, diamonds and hearts; and jacks of spades, clubs, diamonds and hearts.

4. In a playing card game, a chart having card receiving spaces marked to represent the joker, aces, kings, queens and jacks, said spaces being arranged as follows: a joker space surrounded by an inner, annular series of ace and king spaces arranged alternately and an outer, annular series of queen and jack spaces arranged alternately, said spaces also being numbered in the following order: joker; aces of spades, clubs, diamonds and hearts; kings of spades, clubs, diamonds and hearts; queens of spades, clubs, diamonds and hearts; and jacks of spades, clubs, diamonds and hearts.

In testimony, that I claim the foregoing as my invention, I have signed my name this 23rd day of January 1924.

AGDA E. WALL.