W. M. COLEMAN.

GAME.

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1,310,177. Patented July 15, 1919.

Fig. 1.

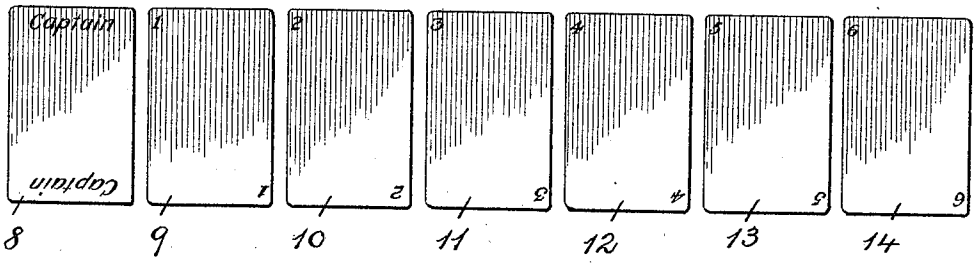
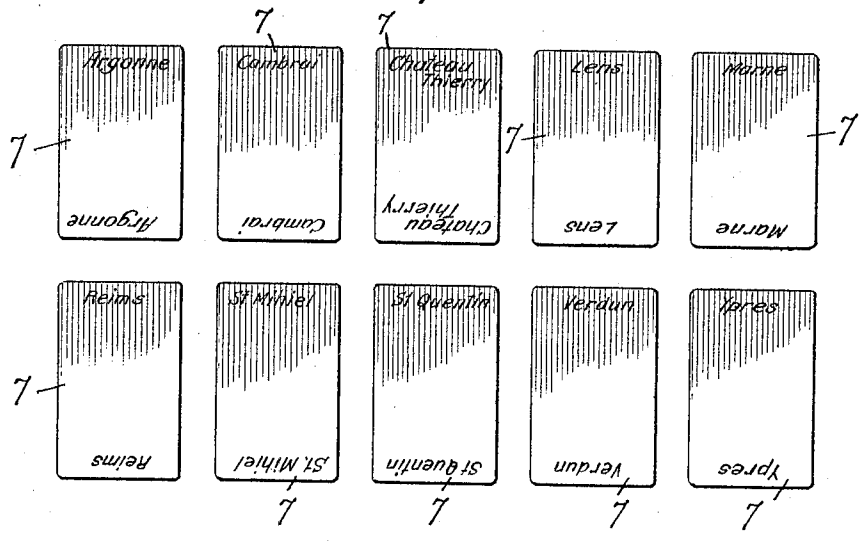


Fig. 2.



Witness

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GAME.

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To all whom it may concern:

Be it known that I, WALTER M. COLEMAN, a citizen of the United States, residing at Baltimore, in the State of Maryland, have invented certain new and useful Improvements in Games, of which the following is a specification.

This invention relates to games, and has particular reference to a card game whereby amusement may be provided for the players.

The invention is illustrated in the accompanying drawing wherein,—

Figure 1, illustrates a series of cards representing a complete hand of a player, and

Fig. 2, shows a series of cards, each representing a different battle for which the players are contending.

In practising the invention, I have found by experience that a deck of one hundred and ten cards gives satisfactory results but the number of cards may be varied without departing from the spirit of the invention.

The deck is made up, in this instance of ten battle cards, designated by the numeral 7, in the drawing; ten cards 8, each bearing a like character or symbol, such as the word Captain; twenty cards 9, each bearing a like designating character or numeral, such for example as the numeral 1; twenty cards 10, each bearing a like designating character or numeral, such as 2; twenty cards 11, each bearing like designating characters such for example as 3; ten cards 12, each bearing like designating characters such as 4; ten cards 13, each bearing similar designating characters such as 5 and ten cards 14, each bearing a like designating character, such for example as 6.

As hereinbefore stated, the number of cards employed may be varied, and the number of like kinds of cards may also be varied and somewhat different from the numbers above specified.

The battle cards 7, of which there are ten in the present instance each bear or are provided with matter, characters or devices differing one from the other. Preferably I provide each card with the name of some battle that has been fought such for example as Argonne, Cambrai, Château Thierry, Lens, Marne, Rheims, St. Mihiel, St. Quentin, Verdun and Ypres. Each battle card contains one only of these battle names and no two battle cards contain the same battle name.

One of the objects of the game is for each of the contending players to capture the various battle cards one at a time and each captured battle card may represent a predetermined number of points to the credit of the player who makes the capture.

The game may terminate when any one player is credited with a predetermined number of points, or when all the battle cards have been captured, in which latter case the player having the greatest number of captured battle cards may be declared the winner.

The ten battle cards are not dealt to the players, but are laid on the table, face up, when the game is started, and in some instances the different battle cards may be given unequal values so that a player capturing the battle card "Verdun" may be credited with a greater number of points than the player who captures the "St. Mihiel" battle card.

The ten Captain cards and the ninety remaining cards bearing the numerals 1 to 6 inclusive, or other characters, are to be thoroughly shuffled and then dealt to the several players.

In dealing the cards from the shuffled pack in which all the cards numbered from 1 to 6 inclusive and all the Captain cards are located, the dealer will hand each player, say seven cards in the order in which they are removed from the pack,—the first player getting seven cards; the next player getting seven and the remaining players each getting seven cards in their order and all the cards being delivered face down so the opposing players will not know what cards his opponent or opponents holds or hold.

The object then is for a player to endeavor to get a complete hand which comprises one Captain card and one card each of the cards numbered 1 to 6 inclusive.

After seven cards have been dealt to each player, the players will preferably arrange his cards in numerical order.

The first player to the left of the dealer will then be the first to act.

Suppose this first player holds one each of cards 1, 3, and 4 but also holds two Captain cards and two cards numbered 6. He will then retain one Captain card and one of the cards numbered 6 but will discard the other Captain card and the other number 6 card. Upon making this discard of two cards the player returns the two cards to the dealer and receives two other cards in place of

them, in an effort to draw a card numbered 2 and a card numbered 5, so as to complete his hand. If he does not draw a 2 and 6 card but a 1 and 4 card which he already had, his chance to complete his hand is passed for the moment and the second player discards one each of his duplicate cards and receives from the dealer the same number of cards he discarded, in an effort to complete his hand. If by chance the second player upon receiving the new cards for those he discarded, finds he holds a complete set, including one Captain and one each of cards 1 to 6 inclusive, he will exclaim "Over the top" and will proceed to lay his complete hand on the table and to take any one of the battle cards he may choose from the table. Obviously if the battle cards are of unequal value the player will select that battle card having the greatest score value.

As each player discards, and new cards are handed to him, the discarded cards are shuffled in the pack to keep the cards in circulation.

The third player then discards and receives new cards in exchange for his discarded cards, then the fourth and so on until all players have had one chance to discard. The first player then is given a second chance to discard.

The game continues in like manner until all the battle cards are won, and the player having the greatest number of battle cards, or battle cards whose total is greatest in score points, is deemed to have won the game.

Having described my invention, I claim,—

1. A deck or pack of cards of which a plurality of the cards have each a predetermined score value, and the balance of the cards of the pack bear markings which enable them to be arranged in sets there being a sufficient number of said balance of cards to form as many sets as there are cards having score values.

2. A pack of cards of which a plurality of the cards each have a predetermined score value and are to be won one at a time by cards that are to be played, the balance of the cards of the pack bearing markings which enable them to be accumulated into sets there being in said balance of cards, cards having like markings and there also being a sufficient number of cards in said balance of cards to form at least as many sets as there are cards having score values.

3. A pack of cards comprising a series of battle cards representing battles to be won, and other cards that are to be played said latter cards including at least as many Captain cards as there are battle cards, and also including other cards bearing markings which will enable them to be accumulated into sets, one set of said last named cards with one Captain card being equal in value to one battle card.

4. A pack of cards comprising a series of battle cards representing battles to be won, and other cards that are to be played said latter cards including at least as many Captain cards as there are battle cards, and also including other cards bearing numerals from one to six there being a plurality of the latter cards each bearing the same numeral so that the cards may be accumulated with one Captain card and one each of other cards numbered one to six, whereby to form a set, there being a sufficient number of cards to form as many sets as there are battle cards.

In testimony whereof I affix my signature.

WALTER M. COLEMAN.

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