Aug. 23, 1927. M. H. WHALEY ET AL 1,640,261

CARD GAME

Filed Aug. 26, 1926

Fig. 1.

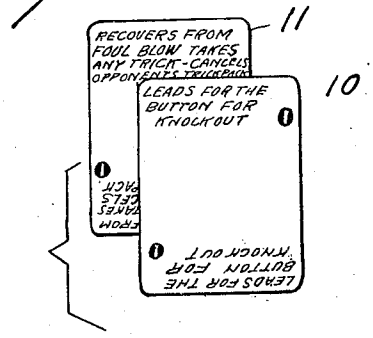


Fig. 3.

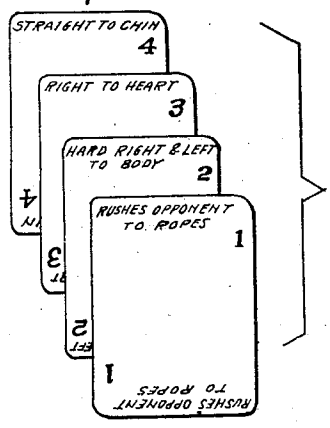


Fig. 2.

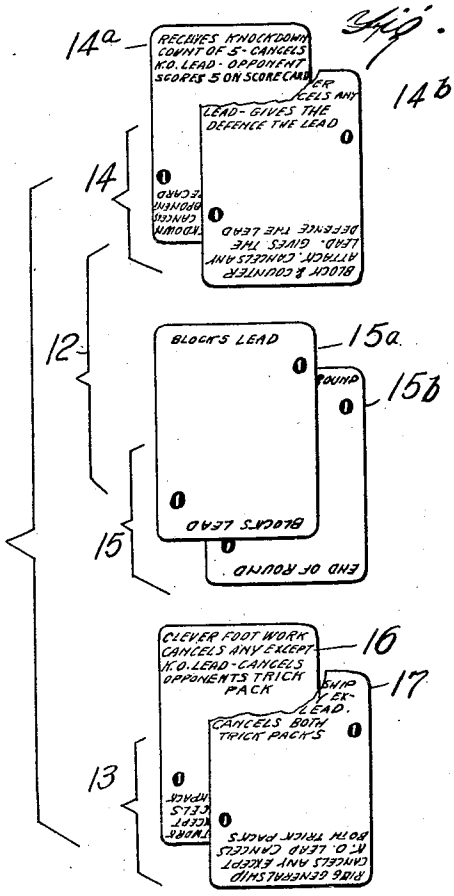
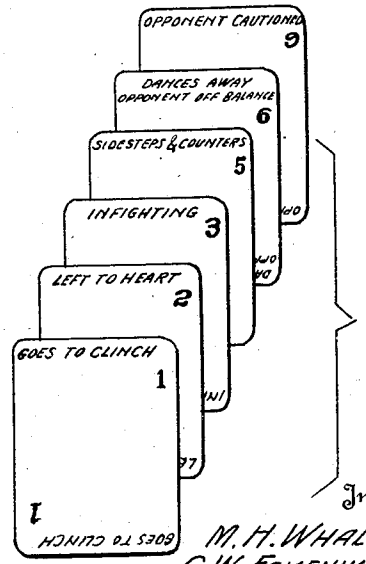


Fig. 4.



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UNITED STATES PATENT OFFICE.

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CARD GAME.

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This invention relates to card games and has for a particular object thereof the provision of a card game which may be played by two persons and in which the play may be characterized by skill rather than chance.

A further and more specific object of the invention is the provision of a card deck including game terminating cards, the successful leading of which terminates the game in favor of the leader and other cards which, when played in response to a lead of one of the game terminating cards, offsets the game terminating card, permitting the continuation of play.

A further object of the invention is to produce a deck including cards of the character just described in which answering cards are subdivided into groups, the playing of certain of which imposes a penalty upon the player, his opponent or both players and the playing of others of which cancels the lead and terminates an interval of the game.

These and other objects we attain by the construction shown in the accompanying drawings, wherein for the purpose of illustration is shown a preferred embodiment of our invention and wherein:—

Figure 1 is a view showing sample cards of the offensive "no count" group;

Figure 2 is a similar view showing the cards of the defensive "no count" group;

Figure 3 is a view showing sample count cards of the offensive group;

Figure 4 is a view showing the sample count cards of the defensive group.

Referring now more particularly to the drawings, the deck, which preferably contains fifty-two cards, is generally divided into two groups which, for the purpose of illustration, will be termed offensive and defensive groups and the cards of these groups are suitably differentiated from one another. Each group contains both count cards and cards which have no count, the count cards having graded values and a trick taking capacity in accordance with their value, as compared with any of the remaining count cards.

The "no count" cards of the offensive group in the deck illustrated are three in number including two game terminating cards 10, the successful playing of which terminates the game in favor of the player, and a penalty card 11, the playing of which penalizes the opponent of the player by cancelling previously taken tricks. The "no count" cards of the defensive group, which are thirteen in number, are roughly divided into two sections 12 and 13. The section 12 includes cards which cancel any lead, except the lead of the penalty card 11, while the section 13 includes cards which cancel the lead of any count card of the offensive deck.

The first section, which includes the cards cancelling any lead, includes both penalty cards 14 and no penalty cards 15, the penalty cards including cards 14^a cancelling the lead of a game terminating card by the opponent but penalizing the player by giving his opponent an uncancellable addition to his score and the cards 14^b cancelling an opponent's lead of a game terminating card and penalizing him thereby. The no penalty cards include cards 15^a which simply cancel any offensive lead and other cards 15^b which terminate an interval of play or in ordinary playing parlance a hand. The section 13 comprises penalty cards, certain cards 16 cancelling not only the trick on which they are played, but likewise all previous tricks taken by the opponent, while the remaining cards 17 of the section cancel both the actual trick upon which they are played and all previously taken tricks of both players. These cards can be provided with the designations pertaining to any sport or sequence of events. In the present instance, the cards have been given designations of boxing terms. For example, the count cards of the offensive group have been given legends, such as "Rushes opponent to ropes," "Hard right and left to body," "Right to heart," "Straight to chin" or, in other words, legends having to do with offensive movements in boxing. The count cards of the defensive group are similarly provided with legends indicating defensive actions on the part of the boxer. The "no count" cards of the offensive deck have their play terminating cards designed as "Leads for Knock-out" and their penalty card as "Recovers from a Foul blow." From an observation of the legends, it will be seen that these legends, in so far as possible, conform to actual operations of the game with which they are concerned and the penalties are imposed much as they would be in the actual game.

The following rules may be conveniently employed in the use of the deck. After thoroughly shuffling the deck, the dealer shall give four cards to each player. The cards are dealt one at a time to the players.

In leading, the player not dealing shall lead and takes the offensive and may lead only offensive cards. The lead is made by playing an offensive card and may be either a count or "no count" card of the offensive group. The defensive player may either play defensive cards or offensive count cards. The lead stays with the offensive player until the defensive player takes the lead from him by playing an offensive card of higher count point value than the one led or until his opponent plays a card 14^b or until he holds no further offensive cards, and must, therefore, pass the lead. Finding that he has no further offensive card, he states "I pass the offensive." Should his opponent likewise fail to hold an offensive card, he replies "I pass the offensive." The player who first passes shall discard one card from his hand and take the top card from the draw-pack which is formed by the remaining undealt cards of the deck. If still unable to lead, he shall say "I pass." His opponent will then discard and draw, this operation continuing until a lead is secured. The defensive player may play any defensive card and any aggressive count card. The aggressive "no count" cards are peculiar to the offensive and can only be played by the offensive.

In determining the taking of tricks, offensive cards of equal value cancel and of offensive cards of unequal value, the higher wins. Of offensive and defensive cards of equal value, the offensive card wins and the lead remains with the offensive player, while of offensive and defensive cards, of which the defensive card has the greatest value, the defense takes the trick, but the lead remains with the offensive. As an offensive card must always be led, no trick will ever contain two defensive cards. Each trick, as taken, is placed in the winner's trick pack and each trick which is cancelled is placed in the discard pack. Each player, as he plays a card, immediately takes the top card from the deck, so that his hand will, at all times, contain four cards. When an "End of the Round" card 15^b is played, each player will add the count points showing all of the cards in his trick pack and the sum thereof is his count for the "round" or play interval. In this manner, the complete score is obtained, except those points given to the offensive as a penalty on the defense when a card 14^a is played.

The discard pack is built up of tricks that cancel, the cards discarded from the hands and cancelled trick packs provided by the playing of a card 11, 16 or 17. This discard pack is shuffled and employed as a draw-pack should the original deck be entirely used up in a play interval. The penalty card 11 has the power to cancel the opponent's trick pack under all conditions, while the card 14^b, designated as "Block and Counter Attack" cancels any lead, with the exception of the lead of the card 11 and transfers the offensive to the player who was previously defensive. The lead of a card 10 must be met by playing a card 14^a, 14^b, 15^a, or 15^b or the game is terminated in favor of the offensive player playing the same. If met by a card 14^a, the player of the card 14^a is penalized to the extent indicated upon the card and his opponent immediately adds this amount to his score. This penalty is uncancellable. If met by a card 14^b, the lead changes, as stated above. If met by a card 15^a, the trick is simply cancelled and placed in the discard while if met by a card 15^b, the trick is cancelled and the interval of play terminates. At this time, the values of the trick packs are computed and added to the scores of the players, as above noted.

It will be obvious that with a deck containing cards valued as above, a considerable measure of skill is involved in playing the game and that many situations may arise calling for quick and accurate thinking on the part of the players, thus giving the game considerable interest to two players. It will also be obvious that the designations employed for the cards of the deck, the valuations given these cards and the number of cards employed in the deck are arbitrary and may be varied to suit the needs of the particular game or sport from which the cards of the deck derive their title. We accordingly do not limit ourselves to the specific arrangement hereinbefore described except as hereinafter claimed.

We claim:—

1. A card deck comprising offensive and defensive groups, the offensive group including a card the playing of which inflicts a penalty upon the defensive player, the defensive group including cards cancelling the lead of any card in the offensive group, with the exception of said penalty card.

2. A card deck comprising offensive and defensive groups, the offensive group including a card the playing of which inflicts a penalty upon the defensive player, the defensive group including cards cancelling the lead of any card in the offensive group with the exception of said penalty card at the expense of the player of the cancelling card.

3. A card deck comprising offensive and defensive groups, the offensive group including a card the playing of which inflicts a penalty upon the defensive player, the defensive group including cards cancelling the lead of any card in the offensive group with the exception of said penalty card and terminating the playing interval.

4. A card deck comprising offensive and defensive groups, the offensive group includ-

ing a card the playing of which inflicts a penalty upon the defensive player, the defensive group including cards cancelling the lead of any card in the offensive group with the exception of said penalty card and transferring the offensive lead to the defensive player.

5. A card deck comprising offensive and defensive groups, the offensive group including a card the playing of which inflicts a penalty upon the defensive player, the defensive group including cards cancelling the lead of any card in the offensive group with the exception of said penalty card, certain of which involve a penalty to the player of the cancelling card and others of which transfer the offensive lead to the defensive player.

6. A card deck comprising offensive and defensive groups, the offensive group including a card the playing of which inflicts a penalty upon the defensive player, the defensive group including cards cancelling the lead of any card in the offensive group with the exception of said penalty card, certain of which involve a penalty to the player of the cancelling card and others of which transfer the offensive lead to the defensive player and the remainder terminate the playing interval.

7. A card deck comprising offensive and defensive groups, the offensive group including a card the playing of which inflicts a penalty upon the defensive player, the defensive group including cards cancelling the lead of any card in the offensive group with the exception of said penalty card, certain of which involve a penalty to the player of the cancelling card and others of which terminate the playing interval.

8. A card deck comprising offensive and defensive groups, the offensive group including a card the playing of which inflicts a penalty upon the defensive player, the defensive group including cards cancelling the lead of any card in the offensive group with the exception of said penalty card, certain of which transfer the offensive lead to the defensive player and others of which terminate the playing interval.

9. A card deck comprising offensive and defensive groups each including count and "no count" cards, the "no count" cards of the defensive group including cards cancelling the lead of any count card of the offensive group.

10. A card deck comprising offensive and defensive groups each including count and "no count" cards, the "no count" cards of the defensive group including cards cancelling the lead of any count card of the offensive group and all previously taken tricks.

11. A card deck comprising offensive and defensive groups each including count and "no count" cards, the "no count" cards of the defensive group including cards cancelling the lead of any count card of the offensive group and all previously taken tricks of the offensive player.

12. A card deck comprising offensive and defensive groups each including count and "no count" cards, the "no count" cards of the defensive group including cards cancelling the lead of any count card of the offensive group, the "no count" cards of the offensive group including cards the successful leading of which terminates the game in the favor of the player of the card.

13. A card deck comprising offensive and defensive groups each including count and "no count" cards, the "no count" cards of the defensive group including cards cancelling the lead of any count card of the offensive group, the "no count" cards of the offensive group including cards the successful leading of which terminates the game in the favor of the player of the card, the "no count" cards of the defensive group further including cards cancelling the lead of the "no count" cards of the offensive group.

14. A card deck comprising offensive and defensive groups each including count and "no count" cards, the "no count" cards of the defensive group including cards cancelling the lead of any count card of the offensive group, the "no count" cards of the offensive group including cards the successful leading of which terminates the game in the favor of the player of the card and a further card the playing of which inflicts a penalty upon the defensive player.

15. A card deck comprising offensive and defensive groups each including count and "no count" cards, the "no count" cards of the defensive group including cards cancelling the lead of any count card of the offensive group, the "no count" cards of the offensive group including cards the successful leading of which terminates the game in the favor of the player of the card and a further card the playing of which cancels previously taken tricks in the possession of the defensive player.

In testimony whereof we hereunto affix our signatures.

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