J. H. TIENCKEN.

CARD GAME.

APPLICATION FILED NOV. 13, 1920.

1,426,928. Patented Aug. 22, 1922.

2 SHEETS—SHEET 1.

Fig. 1.

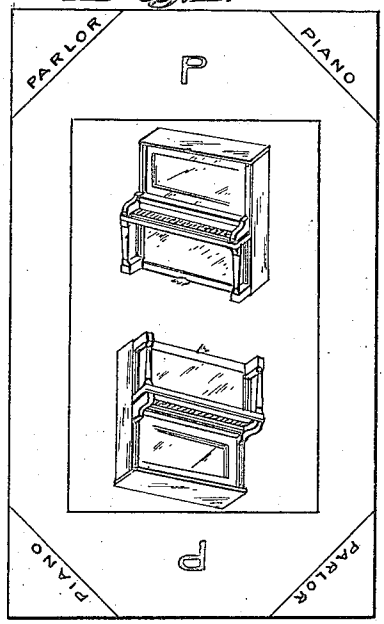
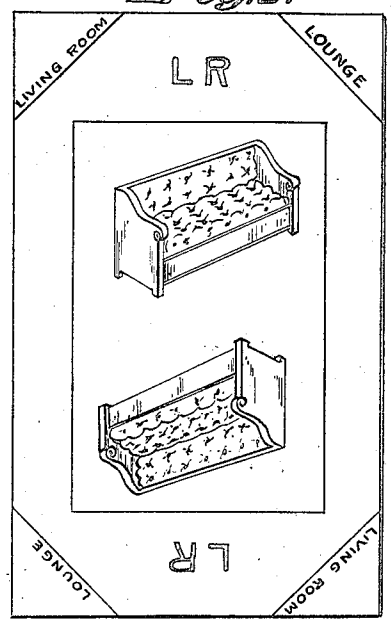


Fig. 2.



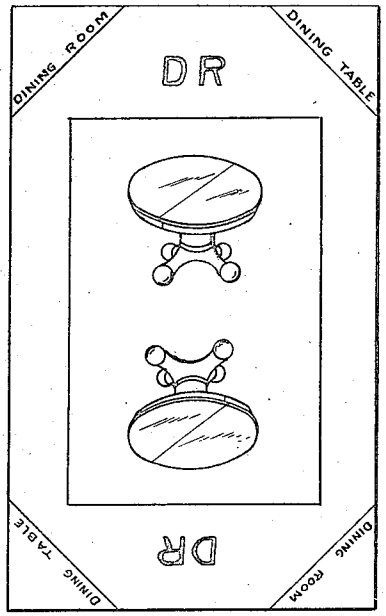


Fig. 3.

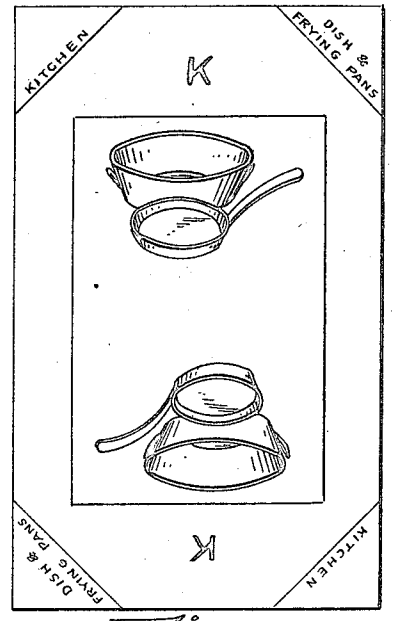


Fig. 4.

Inventor
John H. Tiencken,
By Fitzsimmons Talbert
Attorney

J. H. TIENCKEN.

CARD GAME.

APPLICATION FILED NOV. 13, 1920.

1,426,928. Patented Aug. 22, 1922.

2 SHEETS—SHEET 2.

Fig. 5.

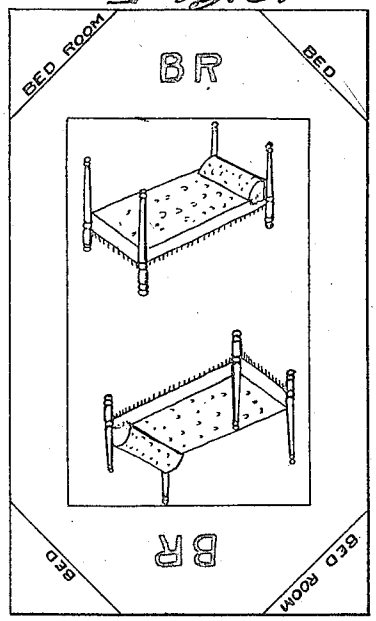




Fig. 6.

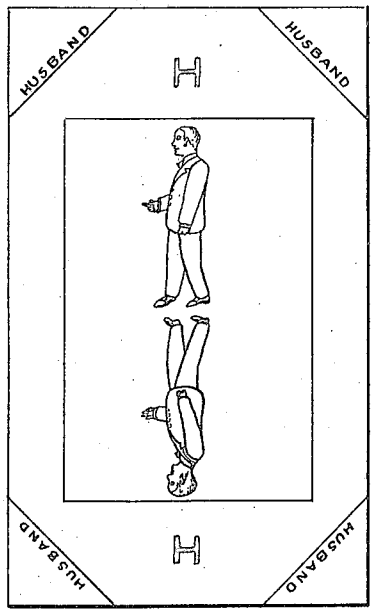


Fig. 7.

Inventor

John H. Tiencken,

By G. Brune Talbert

Attorney

UNITED STATES PATENT OFFICE.

JOHN H. TIENCKEN, OF CHARLESTON, SOUTH CAROLINA.

CARD GAME.

1,426,928. Specification of Letters Patent. Patented Aug. 22, 1922.

Application filed November 13, 1920. Serial No. 423,734.

To all whom it may concern:

Be it known that I, JOHN H. TIENCKEN, a citizen of the United States of America, residing at Charleston, in the county of Charleston and State of South Carolina, have invented new and useful Improvements in Card Games, of which the following is a specification.

The object of the invention is to provide a card game apparatus of an instructive as well as an attractive and entertaining character involving some of the principles of but embodying radical departures from those which are incident to and associated with ordinary playing cards and adapting the same to a marked difference in the method and principle of use or play, in that the value as a factor in the result of the game which is incident to the possession by a player of certain cards belonging for example to a given suit is dependent upon obtaining and retaining possession of a key card which is subject at all stages of the game throughout the play to transfer by voluntary draft from one participant in the game to another; and with this object in view the invention consists in the construction and combination of parts of which a preferred embodiment is shown in the drawing, wherein—

Figures 1 to 5 inclusive represent respectively selected cards of the five different suits of which the pack is mainly composed.

Figures 6 and 7 respectively represent the key cards.

The apparatus consists essentially of fifty-two cards which obviously may be made of aluminum or other sheet metal or of cardboard or any like suitable material preferably of the double ended or double headed type, fifty of which cards are divided into five suits of ten cards each respectively representing and bearing characters or insignia or designations in the way of illustrations or words or both representing articles of furniture or equipment of the different rooms or apartments of a dwelling house, as for example the parlor, dining room, living room, kitchen, and bed room. Each card of a suit, for example, should bear a designation representing the suit as for example by the word "Parlor" in the left-hand upper corner and an article of furniture suitable to or usually associated with a parlor, such as a piano represented by the word in the upper right-hand corner, while in the center panel of the card, in such a position as to be read in either position of the card, that is to say whether one end or the other is held uppermost, may appear a representation of the article representing the particular designation of the card as for example a piano and so on throughout the suit. The suits are preferably distinguishably designated from each other by different colors or otherwise so that the various cards belonging to a given suit may be readily distinguished from those of other suits, and the several cards of each suit are distinguishably designated as above noted by the words or illustrations representing the different articles of furniture belonging to the furnishing of an apartment or room represented by that suit.

The key cards represented in Figures 6 and 7 are of a rovering or independent character adapted for association with either suit, according to that of which the cards have been collected in play by a given participant in the game and respectively representing man and wife or husband and wife, bearing, for example, in words designations to that effect and also in the center panels thereof representations respectively of a man and a woman, said cards also preferably being distinguishably designated with reference to the other cards of the pack by appropriate or distinctive coloring. Obviously the reverse sides of the cards should be of a uniform appearance, suitably ornamented or decorated but having no distinctive characteristics with reference to the suits which they respectively represent.

The game for which the apparatus is particularly designed has for its object the accumulation by a player of all of the cards of a single suit representing as above noted a selected apartment or room together with one of the key cards, it being necessary to possess one of the key cards in addition to all of the cards of a given suit in order to claim a victory, and to this end the cards should be distributed or dealt to the participants of the game as in various other card games so as to divide the pack as nearly as possible equally among the players as by dealing one card each to the participants in succession, inclusive of the suit cards and key cards, after proper shuffling thereof, until the pack has been exhausted. Each player then may select from his hand those cards belonging to a particular suit upon

which he desires to build or which he elects to reserve as the nucleus of an accumulation designed to result in the possession of a complete suit, and these cards of the selected suit should be withdrawn from his hand and placed face downward upon the table or playing board so as not to be visible or indicate to the other participants of the game the suit which he has thus selected. Play proceeds by drawing successively by each player from the player at his right or left, (as may be preferred), beginning with the player at the left of the dealer as in other card games, the cards being held up for the draw under such conditions and in such a manner that the party drawing the card is unaware of the value or designation thereof, and the cards as they are thus drawn being either turned face down with the cards of the suit already selected, if they belong to such suit or being placed in the hand subject to draw by the next player, if they do not belong to the selected suit, until one of the participants has succeeded in obtaining all of the cards of the selected suit. The key cards are retained in the hands of the players throughout the process of drawing and are, therefore, subject at all times to draft by the participants of the game, and if a player having completed the pack or suit happens to hold one of the key cards he can at once declare a victory, but otherwise drawing of cards must continue until he can obtain possession of one of the key cards which is necessary to give winning value to the suit which he has already succeeded in building.

Obviously one of the complications which may arise in the course of play under the circumstances indicated is that two players for example may elect to build to the same suit, and this fact, becoming apparent only by reason of the withdrawal from circulation of most of the cards of that suit, it becomes necessary for one of the players thus handicapped to select another suit and by putting into play the cards of the suit previously selected exposes himself to the risk of having the other player rapidly accumulate the cards necessary to complete the book.

Another complication adding to the interest of the game resides in the aim of each player to retain possession of a key card which may be dealt to him or come to him in drawing, and prevent the player who draws from him from obtaining possession thereof, the delay in obtaining possession of a key card after a player has completed his suit affording opportunity for any other player to in turn complete his suit, with the prospect of ultimately claiming a victory if in the meantime the second player can retain possession of the necessary key card, it will be seen that the opportunities for affording innocent amusement are plentiful, and the necessity for observing the restraint incident to the concentration necessary in remembering the cards played. which is essential in many card games is absent.

Having described the invention, what is claimed as new and useful is:

A game apparatus consisting of a pack of cards consisting of a plurality of distinguishably designated suits each containing a corresponding number of distinguishably designated cards, and a plurality of key cards of which the number is less than the number of suits, each of said suits representing an apartment or room of a dwelling and each card of each suit representing an individual article of furniture and equipment of such apartment or room, the key cards representing each a human occupant of the apartment or room.

In testimony whereof he affixes his signature.

JOHN H. TIENCKEN.