March 12, 1935. E. L. SWEET 1,994,053

CARD GAME

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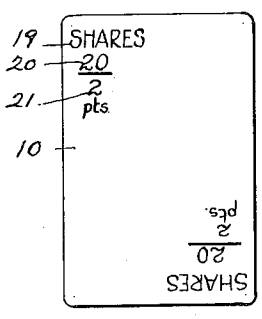


Fig 1

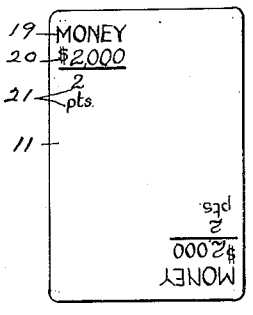


Fig 2

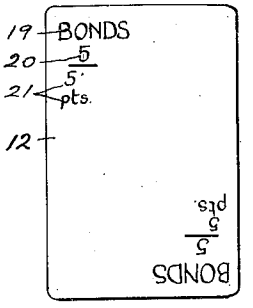


Fig 3

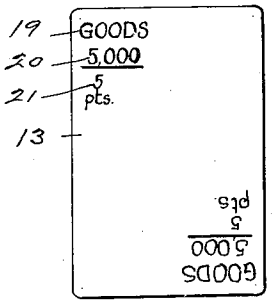


Fig 4

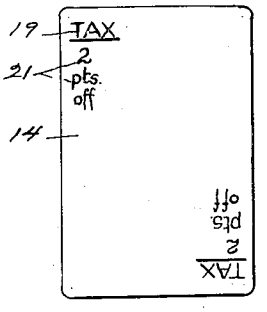


Fig 5

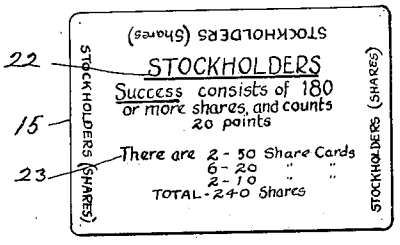


Fig 6

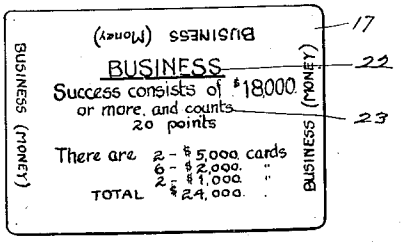


Fig 7

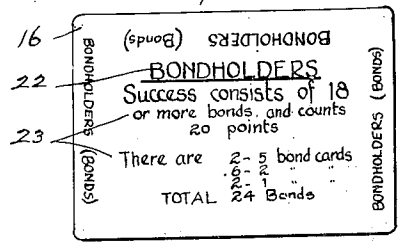


Fig 8

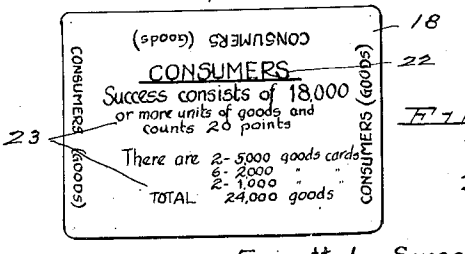


Fig 9

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UNITED STATES PATENT OFFICE

1,994,053

CARD GAME

Everett L. Sweet, Poughkeepsie, N. Y.

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3 Claims. (Cl. 273—152)

This invention relates to a game of that class which is played with cards, and it includes cards of novel design and particular rules for playing the game.

The game may be played by four persons, and is not only to afford amusement but also to bring into play the skill of the players in bargaining and bartering as well as that of guessing the actions of the other players.

The object of the invention is to provide a card game that shall be novel, educational, and have many features associated with modern business and trade.

Another object of the invention is to provide in a game means by which transactions take place simulating those in actual use in the trading of goods and securities.

Another object of the invention is to provide cards having a set of dual values, one set of values being used in the play as card values and the other set being used in the play as scoring point values for use in scoring.

Another object of the invention is to provide suit cards and positions indicative of modern economic classifications, of modern wealth and evidences thereof, such as business, consumers, bondholders, stockholders, money, goods, shares of stock, and bonds, and commercial values for the same as well as cards to denote taxes and reductions or modern economic loss of values and penalties for certain actions.

Another object of the invention is to provide for trading of cards in terms of specific card values and in connection with bids of specific card values, also for compulsory exchanges through a device such as "sealed bids" hereinafter explained.

Another object of the invention is to create sporting situations in which scoring values and penalties of cards received in an exchange are unknown to the player while scoring values and penalties of cards given are known to the player.

Another object of the invention is to make provision for obtaining a variety of aggregate card values by either the use of a single card or by combinations of two or more cards.

With these and other objects in view, my invention consists in certain novel construction and combination of parts as will hereinafter be fully described and claimed, and further illustrated in the accompanying drawing which forms a part hereof and in which like figures of reference refer to corresponding parts in all of the views, and it is understood that slight changes may be made without departing from the spirit of the invention.

In the drawing:

Figure 1 shows a sample card of the "Shares" suit.

Figure 2 shows a sample card of the "Money" suit.

Figure 3 shows a sample card of the "Bonds" suit.

Figure 4 shows a sample card of the "Goods" suit.

Figure 5 shows a sample card of the "Tax" series.

Figures 6, 7, 8 and 9 show the four "Position" cards.

Referring to the drawing:

The cards going to make up the deck or pack, may be of any desired size, shape and color, and they comprise four suits here designated by the numerals 10, 11, 12 and 13; and a series of "Tax" cards 14, and for special or modified form of play I have added the four "Position" cards, 15, 16, 17 and 18.

Describing first the "Shares" suit which is made up of the cards 10; there are ten of these cards and they are each marked in one or more corners or in their centers with the words "Shares" in some suitable color, such as green and indicated by the numeral 19, and below this is a character indicating the card value of that particular card and indicated by the numeral 20 on the drawing; the different cards of the same suit having different card values such as, 10, 20 and 50; while one of the "Shares" cards 10 is also marked as at 21 with a scoring point value, such as 1 pt. Three of the 20 value "Shares" cards 10, are also marked with a scoring point value of 2 pts., and one of the 50 value cards 10, with a scoring point value of 5 pts.

The "Money" suit indicated by the numeral 11 is also made up of ten cards having the words "Money" printed thereon in gold or other suitable color, as at 19, and two of this suit 11 are marked with a card value as at 20, such as $1,000; six of this suit 11 are thus marked $2,000 and two are marked with the card value of $5,000; while one of the $1,000 card value cards has a scoring point value of 1 pt. indicated as at 21; three have a scoring point value of 2 pts. and one of the $5,000 card value cards a scoring point value of 5 pts.

The "Bonds" suit indicated by the numeral 12 is also made up of ten cards having the word "Bonds" printed thereon in red, and indicated by the numeral 19, and below this is indicated by

20 the card value in terms of 1, 2 and 5; while they are divided the same as the suits 10 and 11 with the scoring point values 1 pt., 2 pts., and 5 pts.

The "Goods" suit indicated by the numeral 13 is similar to the others and the word "Goods" is printed in black or other suitable color; the card values are indicated as at 20 by the figures 1,000; 2,000 and 5,000; one of the 1,000 card value cards having the scoring value of 1 pt., three of the 2,000 card value cards having the scoring point value of 2 pts., and one of the 5,000 card value cards having the scoring point value of 5 pts.

The "Tax" cards are four in number as indicated by the numeral 14 and have the word "Tax" printed thereon in blue; two of these cards are marked with the words 2 pts. off and the other two are marked 5 pts. off.

The "Position" cards are four in number as indicated by the Figures, 6, 7, 8 and 9 on the drawing and the numerals 15, 16, 17 and 18 and are printed with the names "Stockholders", "Business", "Consumers" and "Bondholders" as indicated by the numeral 22, and the printed matter 23.

The game requires four players for the best results, and is played as follows:

Players draw for the deal, the one drawing the highest number of points (indicated by the abbreviated pts.) on the cards becomes the dealer, or, in case of a tie, those tied draw again.

The dealer shuffles and deals, one by one, the pack of 44 cards (the "Position" cards not being included in the deck) and the players take up and sort their hands.

Each of the cards making up the four suits has a card value included in the following: 10, 20 and 50 Shares, 1, 2 and 5 Bonds, $1,000, $2,000, or $5,000, or 1,000, 2,000, or 5,000 in Goods. Half of the cards making up the four suits have point or scoring values as well, and the "Tax" cards have deduction values.

The object of the game is to secure scoring point values. But the trading is all done by the card values, such as, 20 Shares, 5,000 Goods, etc.,

When, after a series of trades between the players, a player manages to collect 200 Shares, 20,000 Goods, $20,000 Money, or Bonds, he declares, "Success" which is the name of the game, and he is awarded 20 points for his feat, and this ends the hand. The total scoring points on the cards which each player then holds with the proper deductions for the penalties on the Tax cards which he may have is put down to his score.

The one gaining "Success" gets the 20 points bonus over and above the scoring points in his hand.

The dealer starts the play, by making a bid, for example, "I will give 2,000 Goods for 2 Bonds." This means that he wishes to give a 2,000 Goods card (or two 1,000 cards) and he receives in return a 2 Bond card (or two 1 Bond cards).

The first one to say, "Take it" (or if two speak at the same time the bidder decides between them) then trades his card or cards with the dealer. Either the bidder or the one accepting the bid or both may pass along with the card or cards exchanged one Tax card in any one transaction.

If the bid is not accepted by anyone or when it has been accepted and the cards exchanged, the player to the left of the dealer bids and acceptance, if any, is made in like fashion. No player is compelled to bid and if one decides not to he says "No bid" and the turn to bid passes to the player on his left.

Thus each player becomes in turn the bidder, but if, during any part of the game, the dealer and then the three others have bid and no acceptance of any of the bids has been made, the dealer must call for "Sealed bids". He does this by saying, "Sealed bids for 20 Shares (for example)".

Each of the other players must then lay face down before him a card or cards which he is willing to exchange for the 20 Shares card. The dealer then looks at all of the cards thus offered and after doing so exchanges with whichever player he desires, but he must exchange with one of them.

The two players who are not parties to this trade put the cards they had offered back into their hands.

The player to the left of the dealer then bids in the usual manner and the game proceeds unless and until the dealer and then the three others bid without gaining an acceptance. Then the dealer must again call for "Sealed bids".

"Success" may be declared only by a player whose turn it is to bid, but he may declare "Success" either without bidding or after making a bid, and exchange if there is an acceptance. A crafty player, although already holding "Success" in his hand, might try to advance his score still further under this rule by getting rid of a Tax card at the last moment or by getting a card with points on it for a card without point values on it.

The hand is ended when a player declares "Success".

Then the player to the left of the original dealer deals for the next hand. Four hands constitutes an epoch at the end of which the score for the four hands are added and the player having the high total is declared the winner.

The following rules may be given as a guide:

If a player does not have the exact amount of card value called for in a bid, he may pay a higher amount if he desires. He may give to the bidder 5,000 Goods, for example, although the bid called for only 4,000 Goods.

When "Sealed bids" have been called for, the players other than the bidder, if they wish, may lay down a Tax card with another card or other cards but not a Tax card alone.

The player calling for "Sealed bids" may include one Tax card in the exchange even though he did not mention it when calling for the "Sealed bid".

The game may also be played with the addition and use of the four "Position" cards, which have the information thereon as indicated in the drawing.

The dealer is chosen in the manner described above for the regular game, and he places face up before him the "Position" card marked "Business" and indicated in the drawing by 17; the player to his left similarly places the card marked "Stockholders" as indicated by 15 before him; and the next player to the right of the dealer the card marked "Bondholders", and the player opposite to the dealer the card "Consumers".

The play is the same as in the first game described except that instead of collecting whatever suit he may choose, each player must col-

lect the particular suit indicated on his "Position" card in order to obtain "Position success".

The quantity in each suit required for Success is indicated on each of the Position cards.

Having thus described my invention, what I claim as new and desire to secure by Letters Patent, is:

1. A card game comprising a series of cards for use in simulating trade transactions, said cards being divided into suits which represent distinctive economic values, such as, Money, Shares, Goods and Bonds, and having designating marks to indicate individual values for each card and scoring points for some of the cards, and other cards which represent Taxes and indicating amounts to be deducted from the values and scoring points of the other cards.

2. A card game comprising a series of cards divided into a number of different suits, one suit having each card marked to designate a "Bond" suit, and cards of said suit having marks representing card values and some of the cards of the same suit having marks indicating scoring point values, a second suit of cards marked to designate a "Shares" suit, and cards of said suit having markings representing card values and some of the cards of the same suit having marks indicating scoring point values, a third suit of cards having each card marked to designate a "Money" suit, and cards of said suit having markings denoting card values and some of the cards of the same suit having markings denoting scoring point values, a fourth suit of cards, each card of which is marked to denote a "Goods" suit having every card marked with a card value and some of the cards of the same suit marked to denote a scoring point value, and a series of cards each of which is marked to denote a "Tax" value to be deducted from the other cards.

3. A pack of playing cards employed in a game to simulate business buying and selling of commodities and securities, consisting of several different suits of cards, all the cards of each suit bearing the same distinguishable marks but divided into groups having different numerical card values and scoring point values, a series of other cards marked to designate numerical deductions and penalties to be deducted from the values of the other cards, and a series of position cards bearing printed rules, one for each player to designate the nature of his play.

EVERETT L. SWEET.