April 18, 1939. R. L. DODGE 2,154,891

CARD PLAYING GAME

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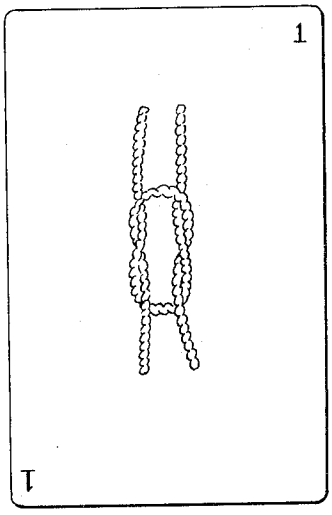


Fig. 1.

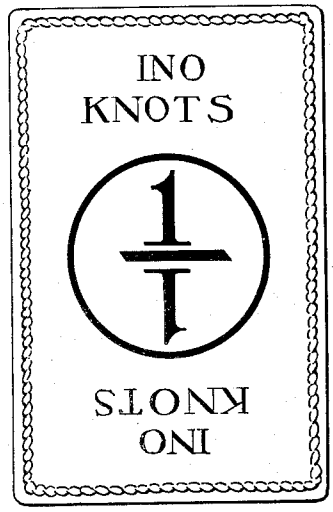


Fig. 5.

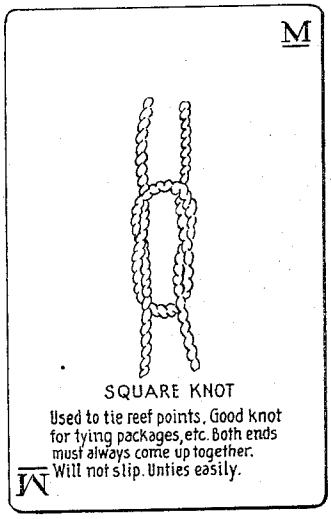


Fig. 2.

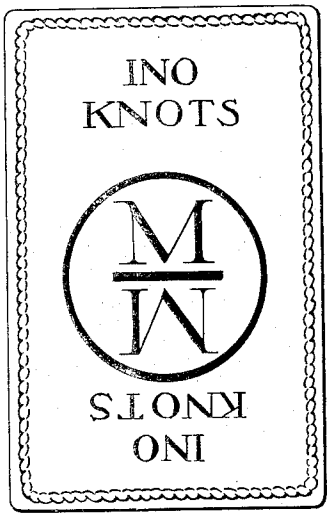


Fig. 6.

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CARD PLAYING GAME

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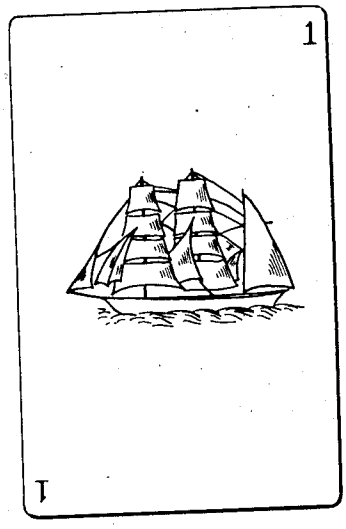


Fig. 3.

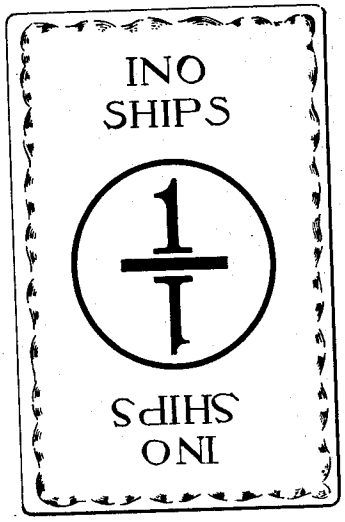


Fig. 8.

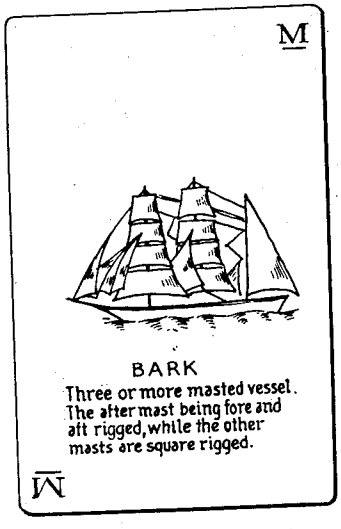


Fig. 4.

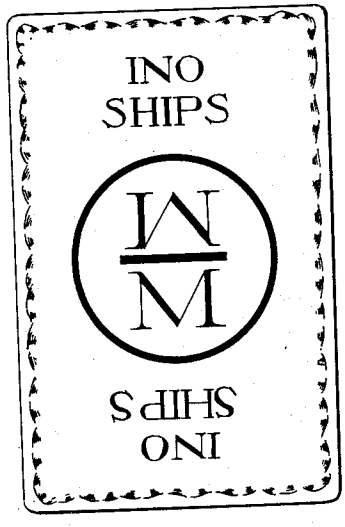


Fig. 7.

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UNITED STATES PATENT OFFICE

2,154,891

CARD PLAYING GAME

Ralph Laurence Dodge, Wilmington, Del.

Application March 23, 1937, Serial No. 132,484

3 Claims. (Cl. 273—152)

This invention relates to a series of games, which I herein designate by the distinctive and descriptive term, "Ino game series". My invention is especially intended for members of youth organizations, like the Boy Scouts and Girl Scouts of America. By playing the games the players will learn fundamental facts of scouting besides being entertained. My invention has for its further purpose to provide a series of card playing games adapted to be played by two or more persons, adults or children, wherein the question of occurrence of chance plays an important role, but wherein also the individual ability or alertness of the respective players may be shown with interesting and surprising results. The more specific objects and advantages of the invention will become apparent from a consideration of the description following, taken in connection with accompanying drawings illustrating cards from games in the series.

Each game of my invention consists of a plurality of "play" sets (preferably eight) of play cards, each play set containing the same number of cards, the number of cards in each play set being a perfect square, preferably 25, and in addition a single "master" set of master cards, which contains a number of cards at least equal to the number of play cards in any one play set, preferably forty-five master cards. The cards of the play sets, as well as those of the master set comprising a single game in the series covered by my invention, are of uniform shape, preferably but not necessarily 3½ inches high by 2½ inches wide.

Each play card has drawn, printed, stamped or otherwise marked on one side (hereinafter referred to as the "face") an unlabeled symbol representing a selected object, person, scene, or concept. It will be understood that by the use of the word "object" I mean to include objects which may be either animate or inanimate. Each master card has drawn, printed, stamped or otherwise marked on its face a symbol, and in addition may have a legend giving the correct name or names of the symbol thereon, and in addition a short description of some of the salient facts peculiar to the symbol thereon.

Each different symbol on the cards comprising a single game in the series may represent an object, person, scene, or concept commonly grouped under a single general category. For example, the symbols shown on the drawings in Figures 1 and 2 represent objects commonly grouped under the general category of "knots", and illustrate the faces of two cards in the Ino Knots game of the Ino game series. As a further example, the symbols shown on the drawings Figures 3 and 4 represent objects commonly grouped under the general category of "ships", and illustrate the faces of two cards in the Ino Ships game of the Ino game series.

It is obvious that one skilled in the art may vary the symbols to cover other categories than those previously referred to and illustrated without departing from the spirit of my invention.

It is proposed to design the play cards of each game in the series covered by my invention and to so arrange the same that there are no duplicate symbols in any one set of play cards, although all sets of play cards need not be, and preferably are not, identical in their face composition. The reverse side (hereinafter called the "back") of each play card may have a design, the name of the game and a numeral, which indicates the set number to which the card belongs. This numeral may also appear on the face of each play card. For example, each of the twenty-five cards belonging to set number 1 of the Ino Knots game has the words "Ino Knots" and the numeral "1" clearly printed, stamped, or otherwise marked on the back, as illustrated in Figure 5. (The similar marking of the cards in the Ino Ships game is illustrated in Figure 8.) In a similar manner each of the twenty-five cards belonging to set number 2 of this game has the same design, the words "Ino Knots" and the numeral "2" clearly printed, stamped, or otherwise marked on the back, etc.

It is further proposed to design the master cards of each game in the series covered by my invention and to so arrange the same that there is for each of the play cards containing different symbols, one master card having printed, stamped or otherwise marked on its face a duplicate of the corresponding symbol appearing on the play card. Each of the master cards preferably has on its face, in addition to the symbol, a printed legend giving the correct name or names of the symbol thereon. Below the correct name, and preferably in smaller type, may also be printed suitable pertinent data descriptive of the symbol thereon, as illustrated in Figures 2 and 4. The back of the master cards in a game, as illustrated in Figures 6 and 7, has printed, stamped or otherwise marked thereon the same design and the same name as appears on the back of the play cards of the same game, and in place of the numeral appears a letter, preferably "M", to indicate that the card belongs to the master set. This letter may also appear on the face of each of the master cards.

The master set is designed so that there is no duplication of symbols and legends among the cards of the master set. The number of cards comprising a master set will obviously depend upon the number of different symbols included in the play sets. For example, the number of different symbols appearing in a single Ino game with twenty-five play cards per set is, preferably,

forty-five, in order to insure that some play sets will contain symbols not appearing in all the other play sets, to further insure that some of the symbols appearing in the master set will not have corresponding cards in all the play sets and to further insure that several of the symbols will appear in each of several of the play sets. It is obvious that the number of different symbols appearing in a single Ino game can be varied between a lower limit equal to the number of play cards in one play set, and an upper limit equal to the number of play cards in any one play set multiplied by the number of play sets in the game, without departing from the spirit of my invention.

The game is best played by one player for each of the play sets in use, although more players than the number of play sets provided in the game can participate by having two or more players collaborate on separate play sets as partners; in which case, the players collaborating on any one play set constitute a team.

Before the play starts one of the participants is selected by lot, or volunteers, to act as leader. When the game is being used primarily for purposes of instruction, the group teacher is normally the leader. The leader does not play in the game.

The leader gives to each player or team one of the play sets, for example, of twenty-five cards each. Each player (or team) deals his cards face up into a pattern before him. The pattern has the form of a rectangle, five cards high and five cards wide, in the case of a play set of twenty-five cards in this preferred example, six cards high and six cards wide in the case of a play set of thirty-six cards, etc. When the patterns of all the players (or teams) have been properly arranged, the leader shuffles the master set. He then turns one master card at a time from the top of the master set, in such a way that the face of the turned master card cannot be seen by any of the players. He reads aloud from the legend the correct name of the symbol appearing thereon, and as much of the pertinent data as he deems advisable. He then places the called master card face down in a pile for later checking.

Each player, as soon as he recognizes in his own pattern of play cards the play card bearing the symbol representing the name called by the leader, turns the recognized play card face down in its original position in his pattern. The turning and calling of master cards by the leader is continued at regular intervals, at a speed suited to the skill of the players, until one of the players (or teams) has acquired in his (or its) pattern of play cards, five cards (in the case of the preferred example) face down in a straight row, either vertically, horizontally, or diagonally. The player (or any member of a team) first acquiring a straight row of turned play cards either vertically, horizontally, or diagonally across his rectangular pattern calls "Ino" (pronounced "Eye-know") and the game halts until his turned row is checked back against the turned master cards to be sure that the player (or team) has correctly identified the symbols. If the identification is correct the player (or team) wins the game. If the player (or team) first calling "Ino" has failed to identify correctly the symbol on any one of the play cards comprising the straight row, he (or it) is eliminated from further play in this particular deal, and the leader resumes turning and calling the master cards until a correct winner is found.

Another deal is started by redealing the play cards face up as before, reshuffling the entire master set and repeating the above directions.

In thus playing the games comprising the Ino game series, it will be evident that the players soon learn the correct names of and pertinent facts concerning the objects, persons, scenes or concepts illustrated by the symbols on the cards. Rules for playing other than those detailed above may be used.

Various changes may be made in the details of the invention without departing therefrom or sacrificing any of the advantages thereof.

I claim:

1. A game comprising a plurality of play sets, each play set containing the same number of cards, the number of play cards in each play set being a perfect square, each play card having an unlabeled symbol, the individual play cards in any one play set differing from the other play cards in the same set with respect to the unlabeled symbols thereon, each play card having a distinguishing marking indicating the play set to which the play card belongs, and a single master set containing a number of master cards at least equal to the number of play cards in any one play set, each master card having a different symbol, which duplicates one of the different unlabeled symbols on the play cards, each master card having a distinguishing marking indicating that it belongs to the master set.

2. A game comprising a plurality of play sets, each play set containing the same number of cards, the number of play cards in each play set being a perfect square, each play card having an unlabeled symbol, the individual play cards in any one play set differing from the other play cards in the same set with respect to the unlabeled symbols thereon, each play card having a distinguishing marking indicating the play set to which the play card belongs, and a single master set containing a number of cards at least equal to the number of play cards in any one play set, each master card having a different symbol, which duplicates one of the different unlabeled symbols on the play cards and having on the same side of the master card as the symbol a legend, each master card having a distinguishing marking indicating that it belongs to the master set.

3. A game comprising a plurality of play sets, each play set containing the same number of cards, the number of play cards in each play set being a perfect square, each play card having an unlabeled symbol, the individual play cards in any one play set differing from the other play cards in the same set with respect to the unlabeled symbols thereon, each play card having a distinguishing marking indicating the play set to which the play card belongs, and a single master set containing a number of cards at least equal to the number of play cards in any one play set, each master card having a different symbol, which duplicates one of the different unlabeled symbols on the play cards, and having on the same side of the master card as the symbol a legend which gives the name and a description of the symbol, each master card having a distinguishing marking indicating that it belongs to the master set.

RALPH LAURENCE DODGE.