Oct. 15, 1946. W. W. PETERMAN 2,409,584

CARD GAME

Filed June 7, 1945 2 Sheets-Sheet 1

Fig. 1.

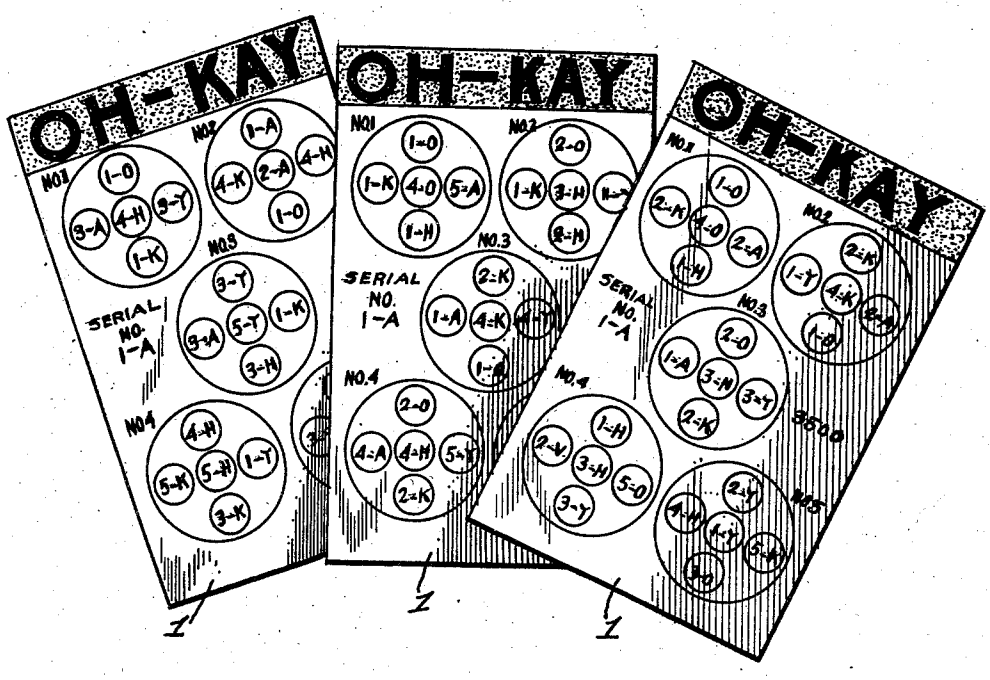


Fig. 2.



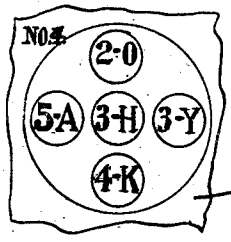


Fig. 4.

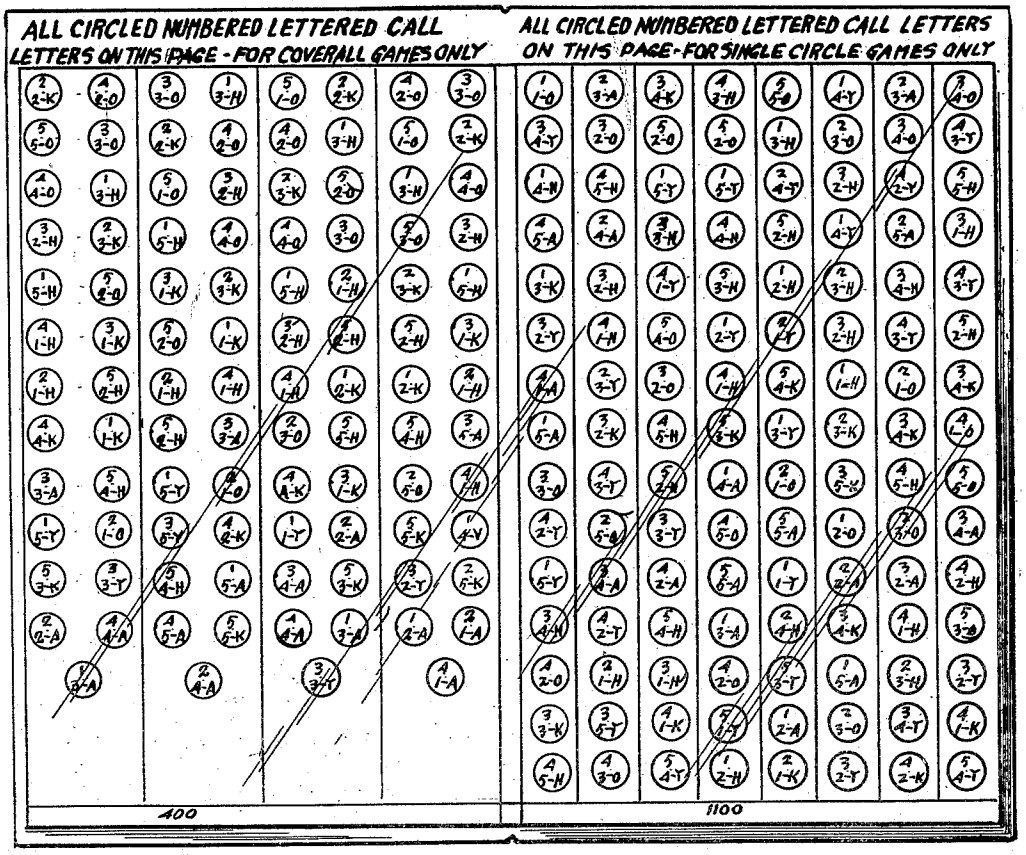
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Fig. 3.



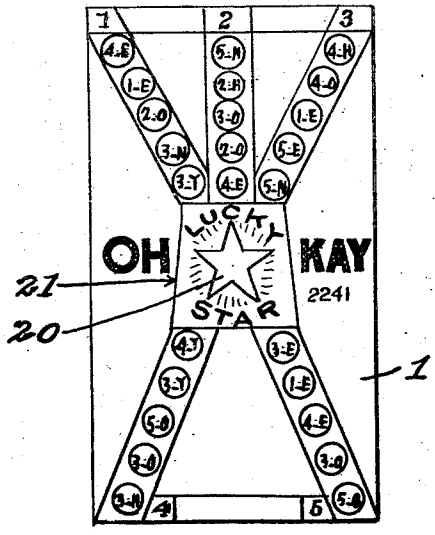


Fig. 5.

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UNITED STATES PATENT OFFICE

2,409,584

CARD GAME

William Wilson Peterman, Wilkes-Barre, Pa.

Application June 7, 1945, Serial No. 598,124

1 Claim. (Cl. 273—135)

1

This invention relates to a card game.

An object of the invention is the novel construction of cards or charts whereby an interesting game can be played by both young and old people.

Another object of the invention is the construction of novel and attractive circled numbered letter cards or special charts, whereby a very amusing game can be played because this invention has great advantages over all other card and chart games in many respects, to wit: there are only five ways of playing to win; there is only one winner in each game played regardless of the number of persons playing the game at any one time; this new modern design circled numbered lettered card and special chart and special chart game can be played faster than any other similar card and special chart game, due to the fact that all mechanical devices used in playing other games have been eliminated in my new game.

With the foregoing and other objects in view, which will appear as the description proceeds, the invention consists of certain novel details of construction and combinations of parts hereinafter more fully described and pointed out in the claim, it being understood that changes may be made in the construction and arrangement of parts without departing from the spirit of the invention as claimed.

In the drawings:

Figure 1 is a plan view of several cards formed in accordance with this invention.

Figure 2 shows the circled numbered letters of the alphabet.

Figure 3 shows a circled numbered lettered call book.

Figure 4 is an enlarged fragmentary plan view of one of the cards.

Figure 5 is a plan or face view of a card, of another group of this invention.

Referring to the drawings in which the preferred embodiment is shown in Figure 1, 1 designates the playing cards, and I use the term "cards" in a broad sense, meaning any suitable card or special chart. In carrying out my invention, I take the letters of the alphabet, A to Z, and draw a complete circle around each letter, giving each circled letter a number from 1 to 5 inclusive, thus making the circled numbered letters involved to perfect the games. The circled numbered letters may be arranged in forming the game cards as follows: any five or all of the circled numbered letters of the alphabet from A to Z may be used in any one game. Also any five circled numbered letters in any one game either in the Nos. 1, 2, 3, 4, or 5th circle or in the Nos. 1, 2, 3, 4 or 5th cross bars (Fig. 1) may be printed in a different color, which will signify a greater significance to the players of the game.

2

In one of the groups only five circled numbered letters of the alphabet are used. These five circled numbered letters are as follows: O—H—K—A—Y, which gives the game its name "Oh-Kay," and also to make up the unlimited number of playing combinations which will be placed in small circles, five of which small circles are placed in a large circle and five of these large circles are placed on each playing card; these large circles are numbered from 1 to 5 inclusively, Fig. 1.

An enlarged diagram of one of these five large circles is shown in Figure 4, with the five smaller circles inside.

Referring to Figure 5: the card shown has five rows of circled numbered letters, each row near its outer end being designated by one of the following numerals, to wit: 1, 2, 3, 4, and 5. No. 1 row runs from the upper left hand corner of the playing card to the star 20 which is enclosed in a box 21. Row No. 2 extends from box 21 to the upper edge of the card, and is approximately in the middle of the card. Row No. 3 extends from the upper right hand corner of the card to the box 21 of star 20. Row No. 4 extends from the lower left hand corner to the box 21, while row No. 5 extends from the lower right hand corner to box 21. This star 20 and box 21 constitute a boxed-star at the center of this playing card. When employing cards of this construction games may be played with only five ways of play to win.

Quick action games. — The corresponding circled numbered lettered call letters are printed in sheet form (Fig. 3) which affords what is termed as quick action for all games played. A group of persons gathered together are supplied with a playing card, then one person may be in charge of reading off the playing combinations to the holders of the playing cards and the person holding a playing card containing the five circled numbered letters that have been read off will have been declared the winner of that game and so until the playing of the game ends. A large number of games may be played in this way in a very short time.

Delayed action games.—This method of playing any one of the group of the You Go Lucky Oh-Kay A to Z games is that the circled numbered letters of the alphabet which have been selected for the game are printed on wood, plastic, or on single paper squares and are placed in a container of some kind where they may be mixed thoroughly

and the playing pieces are drawn out one at a time and made known to the players by the person in charge of the games. As soon as any player happens to get five circled numbered letters in any row or in any circle of circled numbered letters that will correspond with the pieces drawn will have won that game, and so on. The players may play as many games in this way as they may desire to, and any player who having been lucky enough to acquire a colored combination will have won the highest honors that can be won in the playing of the You Go Lucky Oh-Kay A to Z circled numbered lettered games. And further, should there be more than one winner in each game played it will have been made through an error in the construction of the playing cards or that all of the playing combinations in the particular game have not been played.

On each card 1 the five small circles, contained in a single large circle, and the numeral and letter in each of these small circles may be in color, such as red for indicating to the players the highest honors that can be won in the playing of the game.

Referring to Figure 3: In this figure the peculiar call book is shown. The playing circled numbered lettered letters that have been placed on each playing card are listed in this book, thus eliminating all loose calling pieces, masterboards, and the like.

What I claim is:

As a new article of manufacture, a card game comprising a series of playing cards, each card being provided with two upper large circles and two lower large circles and a central large circle, each large circle being provided therein with five small circles, a numeral and a character in each small circle, and said card provided outside of each large circle and contiguous thereto with a designating numeral, substantially as shown and described.

WILLIAM WILSON PETERMAN.