

G. S. PARKER.  
CARD GAME.  
APPLICATION FILED SEPT. 30, 1912.

1,129,423.

Patented Feb. 23, 1915.

*Fig. 1.*

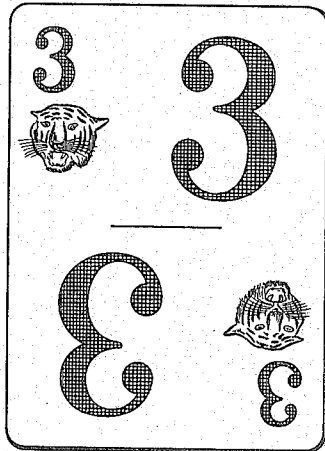


*Fig. 2.*

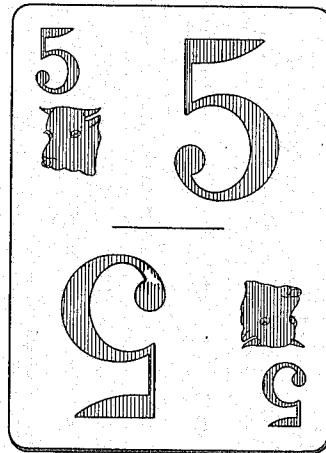


*Fig. 3.*

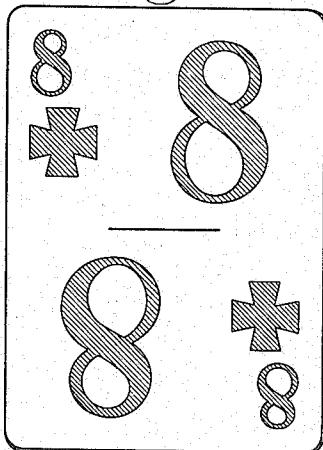


*Fig. 4.*

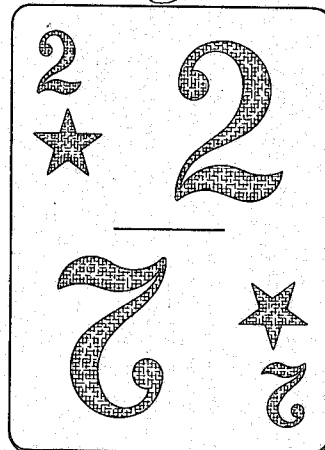
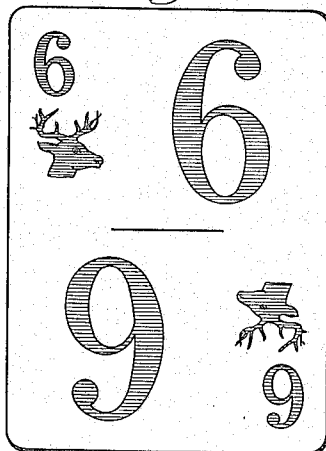


*Fig. 5.*



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# UNITED STATES PATENT OFFICE.

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## CARD GAME.

1,129,423.

Specification of Letters Patent.

Patented Feb. 23, 1915.

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*To all whom it may concern:*

Be it known that I, GEORGE S. PARKER, a citizen of the United States, and a resident of Salem, in the county of Essex and Commonwealth of Massachusetts, have invented an Improvement in Card Games, of which the following description, in connection with the accompanying drawings, is a specification, like characters on the drawings representing like parts.

My invention relates to card games and aims to provide a game the cards of which shall possess features of color and device which will enable them to be used in the playing of numerous games not heretofore practicable.

My invention will be best understood from a description of a specific embodiment thereof illustrated in part in the accompanying drawing.

Referring to the said drawing, five figures illustrate five specimen cards illustrative of my invention.

Referring to the drawing, in the particular embodiment of my invention there illustrated, the five figures illustrate respectively specimen cards from five different suits which may be of any convenient number of cards, but conveniently and preferably of twelve.

Taking the card illustrated in Figure 1, it will be observed that in the opposite upper left-hand and lower right-hand corners of the card there is conspicuously displayed what I call for convenience a group symbol, which in the card of Fig. 1 comprises the representation of the head of a tiger, printed in a color characteristic of the group of which said card forms one, which may be understood to be for instance black. It will be observed then, that the group symbol of the suit of which the card Fig. 1 forms a member, presents a characteristic group color, to wit, black, and also a characteristic contour and design.

Closely associated with the group symbols upon the card Fig. 1 are index numerals, in the present instance the numeral 3, preferably arranged in each instance so as to appear, when in position for reading, immediately above the group symbol itself, and also preferably printed in the characteristic color of the cards of that group, to wit, black. The cards also bear in addition to the group symbols and index numerals,

one or more larger sized main value symbols expressed in numerical design and being different in design from the group symbol indicated elsewhere on the cards. These main value symbols are used preferably in pairs, arranged as shown, in position to be read from opposite ends of the card, and appear in conspicuous and relatively large dimensions, printed in or emphasized by the special color of the group to which the card properly belongs and with each offset in relation to the other as illustrated to facilitate convenient and ready identification in reading, on account of the natural tendency of the eye to follow to the right in identifying any device or card from its neighbor; and also for the purpose of saving table space when cards are lapped over each other, as frequently occurs in building games and particularly in the second game mentioned below, that the respective large main value numerical symbols may be plainly observable both as to their value and the color which emphasizes them, as they lie in a lapped group or row, without reference to the small indices, or uncovering to display the whole card.

In the specimen game illustrated all the cards of the group of which the card Fig. 1 constitutes a member will have their consecutively numbered main symbols correspondingly upon each card with the consecutively numbered index numerals all emphasized in the characteristic or distinguishing group color, and upon each card of the group will appear uniformly the characteristic group symbol, herein the tiger's head, also emphasized in the group color. Another group, for example as illustrated by the card Fig. 2, will have its index numeral and main value symbols emphasized in a different characteristic color, for example red, and the index numerals upon the respective cards will have associated with them the characteristic group symbol of that particular suit, which in the present instance is the bull's head, emphasized in the group color, red. A third suit, of which the card Fig. 3 constitutes a member, may have its index numerals and main value symbols emphasized in the characteristic color green, the index numerals in this particular suit being associated with the group symbol, a cross, also emphasized in the characteristic color green and appearing uniformly upon all

the cards of that particular group: A fourth group, of which Fig. 4 is a member, may have its index numerals and main value symbols emphasized in the characteristic color yellow, and the group symbol appearing uniformly upon all the cards of the group might, for instance, be as illustrated, a star, of conventional outline and also emphasized in the group color, yellow. A fifth group, of which the card Fig. 5 constitutes a member, would have, for instance, its index numerals and its main value symbols emphasized in the characteristic group color, blue, and associated with the index numerals would be a group symbol, for instance the head of a deer, appearing uniformly upon the cards of the group and emphasized in the characteristic or group color, blue. Thus, in the cards of each group the group symbols uniformly emphasize the one color which characterizes or distinguishes that particular group, said symbols also exhibiting in all the cards of the group the same or identical contour and design. The group symbol displayed upon the cards of one suit differs however, both in respect to the color emphasized and also with respect to the contour and design, from the group symbols of all the other groups in the game. Thus, the group symbols of the game illustrative of my invention furnish a means for identifying and differentiating, for associating and for separating the cards which is different from anything in the art heretofore known to me, and this, when associated or combined with the index numerals and main value symbols differing in design from the group symbols, as heretofore described and as illustrated in the drawing, provides for a variety and novelty of games not practicable with cards, heretofore known to me, such for example as playing cards. The differentiation of suits by color may be effected under the disclosure and protection of my Patent No. 952,939, dated Mar. 22, 1910.

The following brief descriptions of two games that may be played with the cards of my invention illustrate the variety of games that may be played with the same. For example, the entire pack is dealt out one card at a time, equally to four players, two of whom play as partners against the opposite two. Each player is likely to hold portions of each of the five groups or suits. The object of the game is to capture the "deer" cards (all of which bear the head of a "deer") which are the counting cards of this particular game and which score the partners capturing them according to the respective value indicated by the number on each card. In addition each trick counts a certain number of points, preferably two points for each trick taken. Two of the groups or suits are selected as trump suits, one of the suits being solely powerful in the

hands of one pair of partners and one of the suits being solely powerful in the hands of the opposing partners. Thus, for example, the "red bulls" are the trumps for the partners A and AA, and the "black tigers" the trumps of the partners Z and ZZ. The "deer" suit comprises the cards which are valuable to capture. The two remaining suits are necessary to balance the play, but are simply ordinary in their functions. The play is in turn around the table until four cards are played, which constitutes a trick and is then set aside, the winner beginning the next trick as in ordinary games. In this game, if a player plays a card of his opposing partners' trumps group, it is absolutely valueless for his side. Thus, if A or his partner AA play 12 "black tiger" card, it is without any value whatsoever, but if he led 12 "red bull" he would capture the trick of four cards, because no other card could take it. A player has in each turn the option of three things, namely, following the suit led, or playing one of his own trumps, or playing a "deer". If he has a card coming under either of these headings, he is obliged to play such a card. Otherwise he may throw away. Any "deer" card is defenseless against a card of any other suit, but is valuable in accordance with its value number to either set of partners capturing it. If a player should lead by playing a card of an opponent's trump symbol, it is valueless and cannot capture the trick, as the card counts as zero, but during that round it must be treated as "the suit which is led".

The character of the pack and its novel uses, as for example, in the unusual but practical and absorbing game above briefly described, gives opportunity for an entirely new field of mental skill and action in play.

Another example of game for which these cards are devised and which also possesses elements of allowing considerable skill in play is as follows: A hand of ten cards is dealt to each player, of whom there may be from two to five, each playing individually, the balance of the pack being turned face down and is drawn from in each player's turn in order to refresh his hand before his play. The cards as played are "parked" across the table in parallel rows. A player playing from his hand to form or build on to these rows any cards forming a direct sequence of three or more cards in a row, or a cross section of cards of the same number. In the course of play this develops five more or less incomplete rows, the corresponding cards of each group being placed side by side as they are played and a player may "build in" either horizontally or vertically three or more cards in a row. Thus, if a sequence of 7, 8, 9 "red bull" lies parallel with a sequence of 8, 9 10 "blue deer," a player having an 8 "black tiger" may

place the 8 in the vertical intersecting row, as it will constitute thereby a vertical line of three 8's, the object being always to fill in forming a sort of "parquetry" of cards, so long as his play will complete or create three cards in a row either horizontally or vertically. Sequent rows occupy the longest portion of the "field" there being but five vertical or intersecting rows. The play is by drawing and discarding to gather together cards that will enable a player to aid in completing this "field" of cards which I term a "parquet" or "plaza," at the same time disposing of the cards in his hand. The effect of the game being a contest between interlocking solitaire play for which purpose the peculiar cards which I have devised, used in five groups or suits and carrying sequences of numerical figures on cards further distinguishable by color and symbols, furnishes the only satisfactory means of play.

Claim:

A card game comprising at least four groups of cards providing at least one suit of trump cards, a suit of counting cards, and balancing suits, the cards of all of said suits bearing respectively small group symbols placed near the upper left hand and lower right hand corners of said cards, the group symbols of each group being identical with

all the others of the same group but differentiated both in design and color from all the group symbols of all the other groups, in combination with small numerical index value symbols positioned in the same corners with the group symbols, and corresponding pairs of large, numerical main value symbols displayed upon the respective cards, said large, main value symbols on the respective cards being emphasized by a predominating color corresponding in each instance in color with the group symbols of the same cards, said pairs of main value symbols being expressed by numerical figures reading respectively up and down on each card, the upper numerical symbols being offset to the right of the lower toward the right hand side of the card when in position to be read, thereby constituting combined main value symbols and numerical index value symbols extending into the upper right hand and lower left hand corners of the card.

In testimony whereof, I have signed my name to this specification, in the presence of two subscribing witnesses.

GEORGE S. PARKER.

Witnesses:

ARTHUR E. CARSON,  
EVERETT S. EMERY.