C. G. FISHER.

PLAYING CARDS.

APPLICATION FILED DEC. 9, 1913.

1,100,869. Patented June 23, 1914.



Fig. 1.



Fig. 2.

Fig. 3.

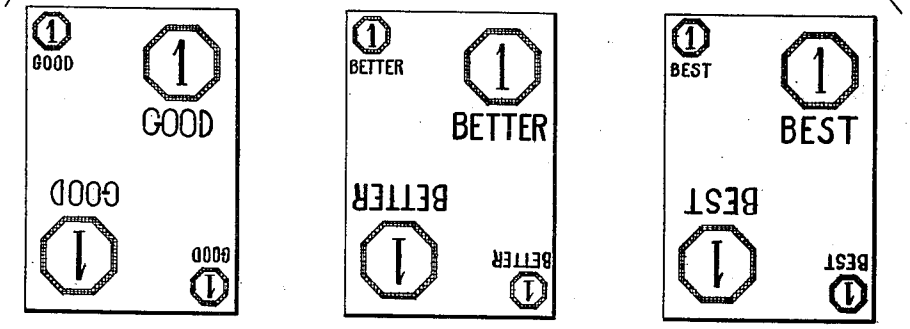
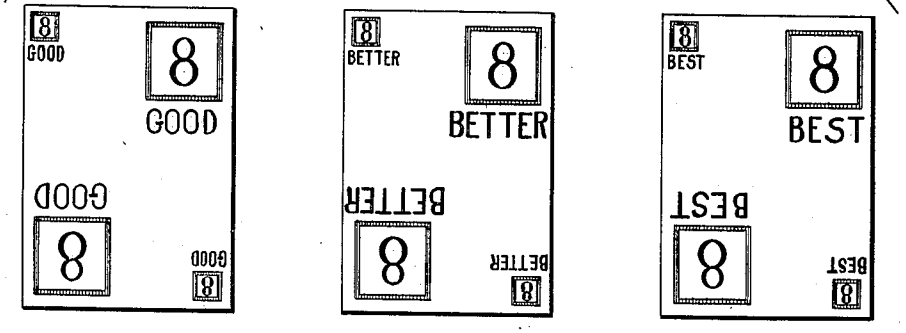


Fig. 4.



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PLAYING-CARDS.

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To all whom it may concern:

Be it known that I, CLARENCE G. FISHER, a citizen of the United States, and resident of Rochester, Monroe county, State of New York, have invented certain new and useful Improvements in Playing-Cards, of which the following is a specification.

This invention relates to playing card games and has for its objects the provision of a set of playing cards adapted to be played in various ways to suit individual tastes for simple or complicated games, and to be a substitute generally for ordinary playing cards.

In the accompanying drawings I have illustrated what I consider to be the preferred form of my invention, it being understood, however, that the invention may be embodied in cards differently designated.

In the drawings Figure 1 illustrates a group of cards from one of the "suits;" Fig. 2 illustrates a group of cards from another of the "suits;" Fig. 3 illustrates a group of cards from one of the "suits" and bearing the same number; and Fig. 4 illustrates another group of cards from a different "suit" and bearing the same number.

According to my invention I employ a plurality of "suits" of cards which are distinguishable one from the other in that the cards of one "suit" represent an "odd" series of numbers and the cards of another "suit" represent an "even" series of numbers. I prefer to employ two "odd" suits and two "even" suits, which are differently colored so as to distinguish one "suit" from the other. I also prefer fourteen cards in each "suit," thus providing a pack of fifty-six cards.

In Fig. 1 I have shown some of the cards from the black "even suit." This "suit" comprises groups of cards numbered 2, 4, 6 and 8, there being three cards in each group and these cards are provided with indicia of different playing values. I prefer to use the words "good," "better" and "best" to indicate the different playing values of the cards of each group, but it is understood that other indicia may be employed for this purpose.

In Figs. 3 and 4 I have illustrated groups of cards from two different "suits." In Fig. 3 there is a group from the black "odd suit," the cards being numbered 1 and distinguishable one from the other by the words "Good," "Better" and "Best." In Fig. 4 I have shown a group of cards from the red "even suit," these cards being numbered 8 and distinguishable one from the other by means of the words "Good," "Better" and "Best."

From the foregoing it will be understood that there are three cards in each of the numbered groups and four groups in each "suit," making twelve numbered cards in each "suit." I also prefer to include in each "suit" two un-numbered cards, one being a "high" card and the other being a "low" card. The "high" card of any "suit" has a playing value higher than that of any numbered card of that "suit" and the "low" card has a playing value lower than that of any numbered card. These "high" and "low" cards are shown in Figs. 1 and 2.

As above indicated I employ red "even" and black "even suits" and red "odd" and black "odd suits," and in order to more clearly distinguish the "suits" I surround the numbers on the cards with different geometrical figures. The red "even" cards have the number inclosed in a square, as shown in Fig. 4 and the black "even" cards have the number inclosed in a diamond, as shown in Fig. 1. The red "odd" cards have the number inclosed in a circle, as shown in Fig. 2, and the black "odd" cards have the number inclosed in an octagon, as shown in Fig. 3. The cards of the different "suits" are therefore readily distinguishable even to persons having impaired eyesight.

The cards may be played by different numbers of players, as with ordinary playing cards, and I will now describe a method by which the cards may be played by four players. Each player is dealt eight cards to be held in the hand and six cards to be arranged on the table, three cards with the face downward and the other three arranged on these with the face upward. The play proceeds from right to left, the dealer starting the play and each player being required to play a card of the "suit" led, if he has one. The cards may be played either from the hand or from those which lie on the table with the face upward and when one of the latter has been played the card underneath is turned up. The highest card played of the "suit" led takes the "trick".

I prefer to have the cards numbered 1, 2, 3 and 4 serve as "count" cards, the other cards serving merely as "taking" cards. When all of the cards have been played

each player ascertains the sum of the "count" cards which he has taken and these sums are noted on a score card and the player who first attains a total of any predetermined number, such as fifty or one hundred, wins the game.

By having the cards numbered from one to eight and there being three cards of the same number in each "suit", the numbers are maintained within narrow limits, and by having the low numbered cards of the "suits" serve as "count" cards the counting of the score at the end of the play is made very convenient. Furthermore, by having the low numbered cards serve as "count" cards and the high numbered cards merely as "taking" cards, the game is susceptible of being played with much skill because the loss of a "count" card to an opponent increases the latter's score whereas the loss of a high numbered card reduces the opportunity for taking "tricks" carrying "count" cards. The cards may also be played with one of the "suits" serving as the "trump suit" thereby adding a further element of skill to the play.

Having thus described my invention what I claim is:

1. In a card game, a plurality of distinctive suits, consisting of similar series of cards, the cards of each suit comprising a plurality of groups and the cards of each group being provided with indicia of the same counting value and other indicia of different playing values.

2. In a card game, a plurality of suits, one suit consisting of numbered cards of an "odd" series, and another suit consisting of numbered cards of an "even" series, the cards of each suit comprising groups each of which is composed of cards bearing the same number and indicia of different playing values.

3. In a card game, a plurality of differently colored suits of similar series of "odd" numbered cards, a plurality of differently colored suits of similar series of "even" numbered cards, the cards of each suit comprising groups each of which is composed of cards bearing the same number and indicia of different playing values.

4. In a card game, a plurality of differently colored suits of similar series of "odd" numbered cards, a plurality of differently colored suits of "even" numbered cards, the numbers of which form, with the numbers of the "odd" series, a series of consecutive numbers, and the cards of each suit comprising groups each composed of a plurality of cards bearing the same number and indicia of different playing values.

5. In a card game, a plurality of suits, one of which consists of a series of "odd" numbered cards and distinctively marked "high" and "low" cards, and another suit which consists of a series of "even" numbered cards, and distinctively marked "high" and "low" cards, the "odd" and "even" numbers of the cards forming a series of consecutive numbers, and the numbered cards of each suit comprising groups each composed of a plurality of cards bearing the same number and indicia of different playing values.

In testimony whereof I affix my signature in presence of two witnesses.

CLARENCE G. FISHER.

Witnesses:
B. M. KENT,
ARTHUR L. BRYANT.

Copies of this patent may be obtained for five cents each, by addressing the "Commissioner of Patents, Washington, D. C."