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3,011,789

GAME DEVICE

Filed Oct. 29, 1959

2 Sheets-Sheet 1

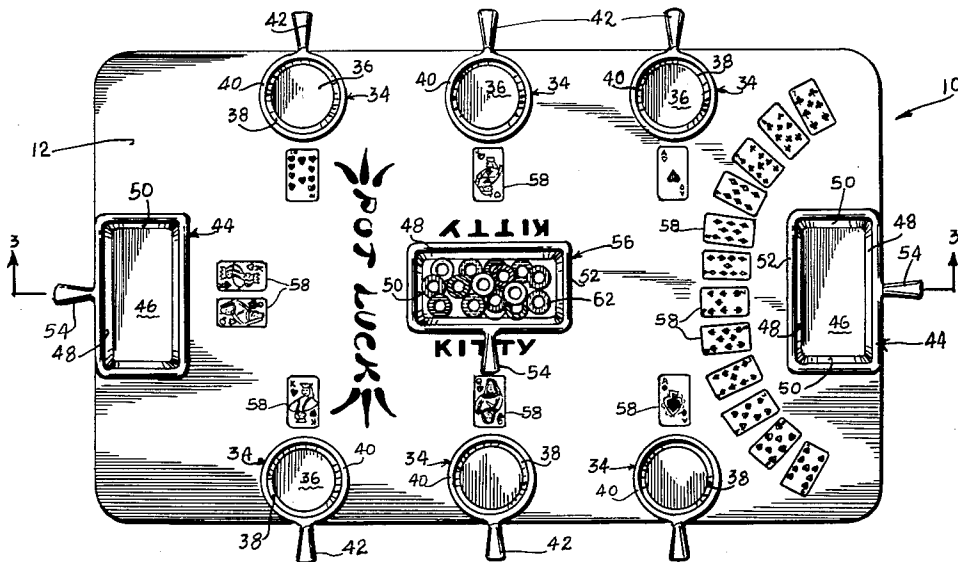


Fig. 1.

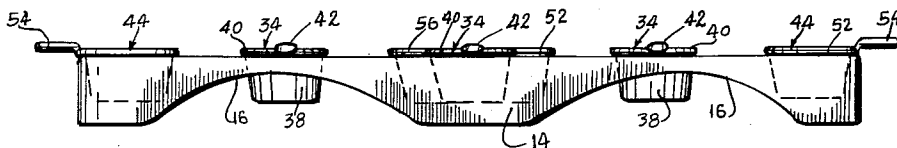


Fig. 2.

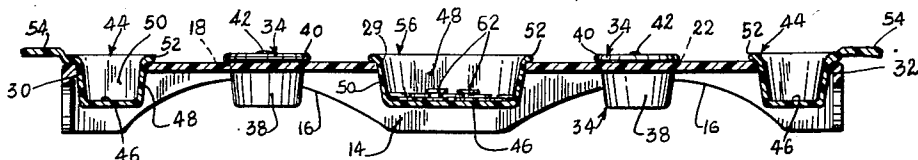


Fig. 3.

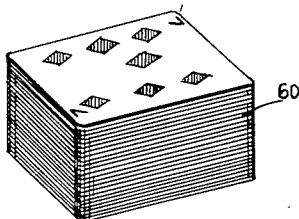


Fig. 4.

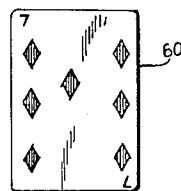


Fig. 5.

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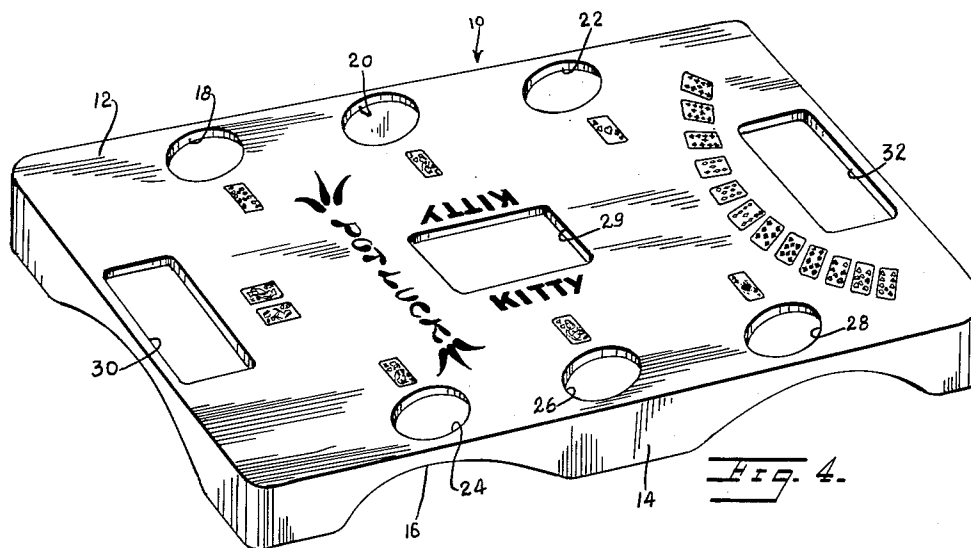
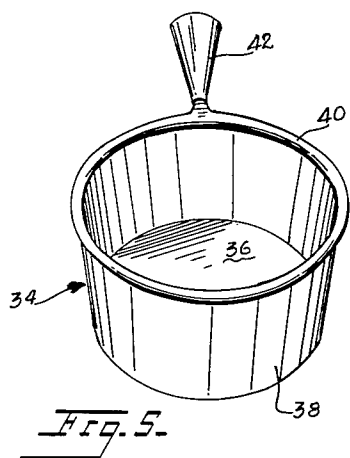
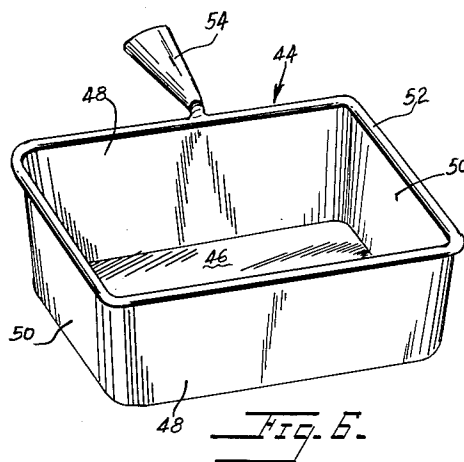
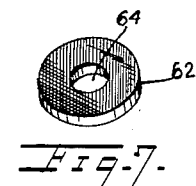
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GAME DEVICE

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2 Sheets-Sheet 2



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1

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GAME DEVICE

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1 Claim. (Cl. 273-135)

This invention relates to games and more particularly to a card game.

The game contemplates the use of a deck or pack of ordinary playing cards for playing games of chance, divided into four suits called hearts, diamonds, clubs and spades, with thirteen standard cards to each suit, to wit, ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, two, making fifty-two cards in the deck. A game board on the surface of which appear a number of representations of preselected playing cards with upturned faces controls the play of the cards in the hands of the players. The game board also serves to support removably a plurality of pots holding chips used as prizes for the winners.

The game is what we choose to call "Pot Luck" in that it includes pots for holding the chips and the winner takes whatever chips may chance to be in the pots at the end of the game.

A principal object of the present invention is to provide a card game with novel means for guiding the play of the cards in the hands of the players.

Another object of the invention is to provide a game apparatus with novel means for holding the playing pieces used in the game.

A further object is to provide a game of cards that is simple and interesting and capable of being played by two or more persons.

For further comprehension of the invention and of the objects and advantages thereof, reference will be had to the following description and accompanying drawings, and to the appended claim in which the various novel features of the invention are more particularly set forth.

In the accompanying drawings forming a material part of this disclosure:

FIG. 1 is a top plan view of a game board used in the game showing chip holders in position thereon, with chips being shown in one of the holders.

FIG. 2 is a side elevational view thereof.

FIG. 3 is a sectional view taken on the line 3-3 of FIG. 1.

FIG. 4 is a perspective view of the game board with the chip holders removed.

FIG. 5 is a perspective view of one of the chip holders.

FIG. 6 is a similar view of another form of chip holder.

FIG. 7 is a perspective view of one of the prizes.

FIG. 8 is a side elevational view of a deck of playing cards used in the game.

FIG. 9 is a face view of one of the playing cards in the deck used in the game.

Referring in detail to the drawings, a game board used in playing the game is shown in FIG. 1 and is designated generally by the reference numeral 10. The game board 10 is shown formed of metal but may be made of plastic material or any other suitable rigid material. Referring particularly to FIG. 4, the game board comprises a rectangular-shaped plate-like body 12 having a depending flange 14 around the periphery thereof, of indefinite length. The flange is formed with concaved cutout portions 16, the remainder of the flange serving to support the game board on a horizontal supporting surface, such as a table or the like (not shown).

On one side of the body spaced along the edge thereof there are three circular holes or openings 18, 20 and 22, and on the other side thereof there are three similar holes

2

24, 26 and 28 in opposed relation. At one end of the body, at the center thereof there is a rectangular-shaped hole or opening 30 and at the opposite end there is a similar hole or opening 32. At the center of the body, another rectangular-shaped hole or opening 29 is formed.

In accordance with the invention, in each of the side holes 18, 20, 22 a vessel in the form of a round pot 34 is removably mounted. Each pot 34 has a bottom wall 36 and tapered side wall 38 and is open at the top. A circular bead 40 is formed along the top edge of the side wall and an elongated handle 42 is formed integrally with the bead and extends radially and laterally therefrom. The pot is preferably formed of plastic material but may be made of metal. The pot is relatively deep and is held in position in its respective opening by the bead 40, with the handle 42 protruding outwardly of the side of the body 12, convenient for grasping and manipulating.

A rectangular-shaped pot 44 is removably mounted in each of the end openings 30 and 32. The pot 44 has a bottom wall 46, tapered side walls 48 and tapered end walls 50, and is open at the top. A bead 52 of indefinite length is formed along the top edge of the walls and a handle 54 is integrally formed on the bead midway the ends of one of the side walls. The handle is slightly offset upwardly from the plane of the bead. The pot 44 is relatively deep and is supported in its respective opening by its bead 52, with the handle protruding outwardly of the adjacent end of the body.

In the center opening 29, in the body 12, a pot 56 of similar shape and construction to the pots 44 is removably mounted and supported by its bead 52.

Inwardly of each of the side openings 18, 20, 22, a representation 58 of an ordinary playing card, with its face upturned is permanently fixed to the surface of the game board centrally of the opening. The playing cards 58 are of varying values. For example, the representation adjacent the opening 18 is that of the ten of hearts, adjacent the opening 20, the jack of hearts, adjacent the opening 22, the ace of hearts, adjacent the opening 24, the king of hearts, adjacent the opening 26, the queen of hearts, adjacent the opening 28, and the ace of spades.

Inwardly of the end opening 30, there are two representations 58 of playing cards, one representation of the king of hearts, the other representation of the queen of hearts. Inwardly of the end opening 32, there are twelve representations 58 of playing cards, reading from top to bottom of FIG. 1, as follows: the seven of clubs, eight of clubs, nine of clubs, seven of diamonds, eight of diamonds, nine of diamonds, seven of spades, eight of spades, nine of spades, seven of hearts, eight of hearts, nine of hearts.

Adjacent the central opening 29 and along each long edge thereof, the word "Kitty" appears. Between the central opening 29 and the end opening 30, the words "Pot Luck" appears.

The side and end pots, 34 and 44, respectively, hold the stakes or chips contributed by the players during the course of the game, and the central pot 56 constitutes the "Kitty" or "Jack Pot" holding the stakes for the winner of the game.

The game is played with a deck of ordinary playing cards 60 for playing games of chance. The cards are divided into four suits called hearts, diamonds, clubs and spades, with thirteen standard cards to each suit, to wit, ace, king, queen, jack, ten, nine, eight, seven, six, five four, three, two, making fifty-two cards in all.

Chips in the form of discs 62, with central openings 64, are used for prizes. The discs 62 are of different contrasting colors, such as red, white and blue.

The game may be played by two or more persons, and

prizes are won due to the skill and pot luck of the player according to prescribed rules of the game.

The rules of the game are as follows:

Two or more persons may play the game. A deck of ordinary playing cards and chips in the form of discs are used as stakes. An equal number of chips is given to each player, for example, forty chips. Each player puts one chip in each pot including the "Kitty" at the start of the game.

The "Banker" is the first dealer and the player to his left is the next dealer and so on so that each player gets a chance to deal.

The dealer deals the cards to the other player or players face down. The dealer gets two hands of cards. When the cards are all dealt out, the player looks at his cards. If the player has a poor hand he is in the market to buy the extra hand from the dealer. Now the dealer picks up one of the two hands he dealt to himself. If the hand is a poor hand, the dealer can lay it face down, and pick up and play the other hand. There is no offer of sale of the hand turned down by the dealer. The dealer has priority rights. The cards appearing on the game board face up are called "Pot Luck" cards. A "poor" hand means there is no card in your hand to match any of the cards appearing face up on the "Pot Luck" game board. If the dealer finds a "Pot Luck" card in the first hand he picks up, he plays that hand and auctions the other to the highest bidder which is paid for in chips.

The holder of the ace of spades starts the game. The player with the ace of spades in his hand takes the chips in the pot 34 in the hole marked with the ace of spades. If the player with the ace of spades in his hand also has the ace of hearts in his hand, such player has a choice. The player shows the ace of spades and collects the chips in the pot 34 in the hole marked with the ace of spades. The ace of spades is put back into the hand of the player. The player can then either start with the ace of hearts and collect the chips in the pot 34 in the hole marked with the ace of hearts or start with the ace of spades.

If any player has the "7," "8," "9" in any suit, or has the "10" of hearts, the jack of hearts, queen of hearts, or king of hearts, or the ace of hearts, the player in his turn plays the cards and collects from the pots in the holes marked with such cards.

If any player has a card of a lower value than the above named cards, such as the "2," "3" or "6" of hearts, the player cannot play the cards of higher values. The cards of high value held by the player must be held until it becomes their turn to be player.

The ace is the card of lowest value in the game. If no ace of spades is present in the hand of any of the players, then the ace of hearts starts the game. If neither the ace of spades nor the ace of hearts is present in the hands of the players, the cards are collected, shuffled and dealt over again.

All of the cards are played with the face up. The players must follow suit. If the ace of spades is played, the two of spades must be played next, then the three of spades and so on. Now if no one has the four of spades, the last player starts with a red card. The lowest value in red is played, that is, the ace, two, three, four and stopped. Next a black card starts. Now if the

last card is black and the player cannot lay out a red card, the player on his left lays out a red card, and the play goes around until no player can lay it out. If the game reaches the stage when no player can change color, the game is over. The players keep playing until a player runs out of cards. The first player to run out of cards wins the game. Each player at the end of the game puts one chip in the center pot or "Kitty" for each card held in his hand. The stakes in the "Kitty" go to the winner of the next hand.

Now each player pays out nine chips, placing one in each pot including the "Kitty," and the person on your left deals, and the same sequence of steps are followed.

If at the end of the game, there are chips left in the pots, the cards are shuffled and five cards dealt out to each player, with the faces up. The player holding the highest pair of cards takes the chips in the pot having the smallest number. This procedure is repeated until all of the chips are disposed of.

A penalty is provided which is that any player who does not follow suit playing the lowest card first shall pay two chips fine to the "Kitty."

While we have illustrated and described the preferred embodiments of our invention, it is to be understood that we do not limit ourselves to the precise constructions herein disclosed and that various changes and modifications may be made within the scope of the invention as defined in the appended claim.

Having thus described our invention, what we claim is new, and desire to secure by United States Letters Patent is:

A game comprising a game board with a flat rectangular plate with a playing surface for use with a deck of conventional playing cards and playing chips, said plate having a peripheral skirt to support the plate above a horizontal support, said plate having rectangular openings centered at ends thereof and a plurality of spaced circular openings at opposite side edges thereof, rectangular pots removably seated in each of the rectangular openings, and cylindrical pots removably seated in the circular openings, each of the pots having a body depending below said plate adjacent to the skirt, each of the pots having a beaded rim supported on the rim of the opening receiving the pot, each pot having a handle extending from the beaded rim outwardly of said plate, said skirt having a cut-out at each of the openings to expose the body of the pot thereat, the depth of each pot being less than the height of the skirt all around the plate, representations of conventional playing cards with the faces upwardly fixedly mounted on the playing surface adjacent the pots, the playing values of the latter playing cards varying at each pot for controlling the number of chips to be deposited in the respective pot, said values being above a predetermined value.

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