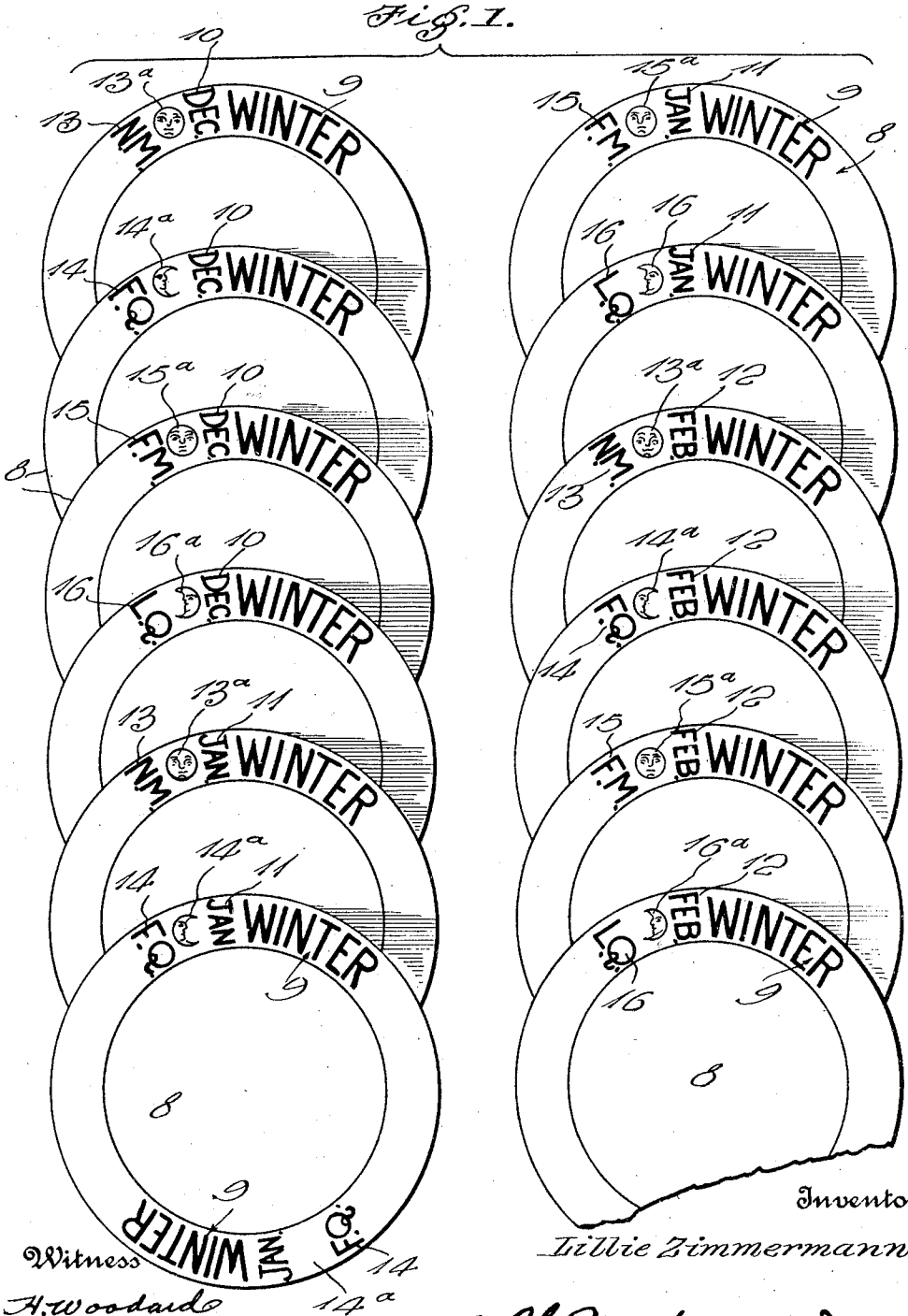
July 10, 1928. 1,677,010

L. ZIMMERMANN

CARD GAME

Filed March 1, 1928 2 Sheets-Sheet 1

Fig. 1.



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FALL SUIT

Same as winter suit except month cards are designated September, October and November

Fig. 2.

SPRING SUIT

Same as winter suit except month cards are designated March, April and May

Fig. 3.

SUMMER SUIT

Same as winter suit except month cards are designated June, July and August, and full moon picture is duplicated on June full moon card.

Fig. 4.

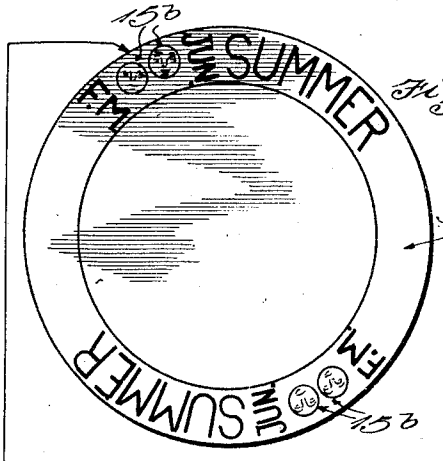


Fig. 5.

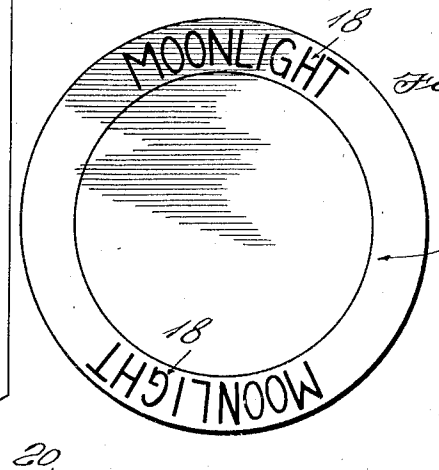


Fig. 6.

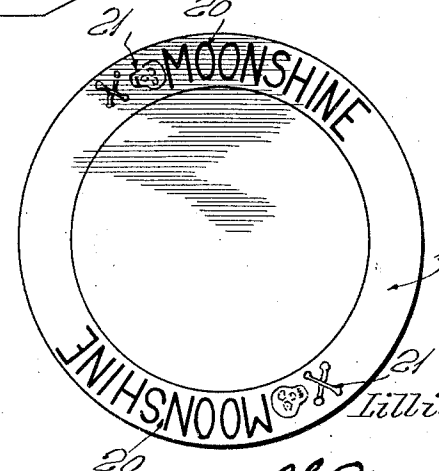


Fig. 7.

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UNITED STATES PATENT OFFICE.

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CARD GAME.

Application filed March 1, 1928. Serial No. 258,319.

The invention relates to a card game, in playing which, the players bid and the person making the highest bid decides on a suit whose cards become trumps, the object of the bidder (and his partner, if a partnership game) being to take at least as many tricks as the number bid, while the adversaries strive to prevent such success.

One object of the invention is to provide a very interesting game in which a penalizing or death card is provided, preferably having no trick taking value, but effective if its player be out of suit, to negative or kill the effect of any card played concurrently, that is the leading card or any card played upon said leading card.

Another object is to provide a game in which the penalizing card is representative of something to be profitably avoided in life, for instance, undesirable traits or habits, mentality-weakening and body-weakening drugs, drinks, etc. In the game, if this card play an injurous part, the players may reach the deduction that injury will result also in life if that represented by the card be permitted to interfere.

A further aim is to provide a game in which a card is provided to increase the score of the holder after playing any hand and in which there is a possibility of killing the effect of such card by playing of the penalizing or death card.

A still further object is to provide a game in which moon symbols (letters, words, pictures, etc.) are utilized to denote the relative values of the suit cards, and in which the penalizing or death card represents "moonshine" (whiskey or the like). Hence, by analogy, the players may be impressed with the killing possibilities of "moonshine" both with regard to life and to efforts toward achievement of success.

Yet another aim is the provision of a game whose uits represent the four seasons of the year, with each suit made up of a group of month cards for each month of the season represented. Thus, as the penalizing "moonshine" or death card has the same powers with all month cards of all seasons, the players are impressed with the dangers of "moonshine" in any month or season of the year. Then too, the month and year cards are comparable with a span of human life, and the playing of the card game is suggestive of "playing the game of life". Thus, the players may receive the impression that—as in the card game, if the "moonshine" card plays no injurious part, so in actual life, are the chances of achievement greater if "moonshine" and the like be not permitted to hamper.

With the foregoing in view, the invention resides in the novel subject matter hereinafter described and claimed, description being accomplished by reference to the accompanying drawings.

Fig. 1 is an elevation of the suit or cards corresponding to the winter season.

Figs. 2, 3 and 4 are explanatory statements which when considered with the winter suit of Fig. 1, give an understanding of the fall, spring and summer suits.

Fig. 5 is an elevation of the "June, full moon" card, which doubles or if desired may otherwise increase the score of the holder after playing any hand.

Fig. 6 is an elevation of the "moonlight" card which is the high trump.

Fig. 7 is an elevation of the "moonshine" card which is the death or penalizing card.

The game in the form disclosed, embodies four suits of cards, representing the four seasons of the year. Only the winter suit is completely shown. All important features of the spring and fall suits are substantially identical with the winter suit except that the cards bear the names of the seasons and the months which they represent. Most important features of the summer suit are substantially the same as the winter suit with the exception of the season and month names. However, the June full moon card of this summer suit (Fig. 5) is distinct from the other full moon cards, as it "doubles" (hereinafter described). From a standpoint of design or ornamentation, the cards of course vary as desired. For instance, the cards of the various seasons may be provided with different pictorial ornamentations in the form of scenes appropriate to the seasons which they represent. The winter suit will be described and with the above explanatory matter and that of Figs. 2, 3 and 4 of the drawings, the others will be understood.

There are twelve cards 8 in the winter suit, all denoted "Winter", as at 9. Four of these cards are identified, at 10, by the

abbreviation—"Dec."—for the month of December; four bear, at 11, the abbreviation—"Jan."—for January; and four are imprinted with "Feb." for February, as shown at 12.

The four December cards, the four January cards and the four February cards bear moon symbols. In the present showing, symbolic letters or initials 13, 14, 15 and 16, and symbolic figures 13^a, 14^a, 15^a and 16^a identify said cards as "new moon", "first quarter", "full moon" and "last quarter" cards.

The cards are preferably of circular outline with the printing or the like 9—10—13, etc. arranged as shown and duplicated on diametrically opposed portions of said cards. The central portions of these cards are preferably pictorially decorated in keeping with the months or seasons represented, and the backs of the cards may be suitably decorated and preferably bear the word "Moon" as an appropriate name for the game.

The "June full moon" card 9^a shown in Fig. 5, is a score-increasing card and doubles the score of the holder when the playing of any hand is completed, the pictorial moon symbols 15^b being preferably duplicated to indicate that it "doubles".

In addition to the suit cards above described, the game embodies a "moonlight" card 17, shown in Fig. 6 and constituting a high trump whose effect however may be negatived by the "moonshine" death or penalizing card, as will hereinafter be made clear. This card bears proper wording at 18 and may display a pictorial representation of a moonlight scene.

The penalizing, death or "moonshine" card is shown at 19 in Fig. 7. At 20, it bears the word "Moonshine" and at 21 a skull and crossed bones, symbolizing the dangers of "moonshine" (illicit whiskey, etc.). This card is preferably provided with a pictorial illustration of a "moonshiner" at work.

The "moonshine" card 19, when its holder is out of the suit which has been led, may be played to negative or kill the effect of any card played concurrently. (In using the words "Card played concurrently", I refer to the leading card or any card which the other players play upon said leading card.) The effect of the "moonshine" card is the same, not only with the suit cards, including the score-increasing "June full moon" card 9^a, but with the high trump "moonlight" card 17. While this "moonshine" card 19 may negative the effect of any cards played concurrently, it preferably has no trick-taking value of its own. Hence, the cards with which the "moonshine" card is played upon the table, are dead and no player receives them as a trick.

Following, is an explanation of the rank of cards, the rules for playing, dealing, bidding, scoring, etc.

Rules for playing.

All cards are used in a four-hand game. For a three-hand game, only thirty-eight cards are used, leaving out of the deck the "new moon" cards. For a two-hand game, only twenty-six cards are used, leaving the "new moon" and "first quarter" cards out of the deck.

Order.— 1—Moonlight, high trump.
12—Full moons, next in rank—full moon of first month of season being highest, followed by full moon of second month of that season and then third month.
12—Last quarters, next—following as above.
12—First quarters, next—following as above.
12—New moons, next—following as above.
1—Moonshine (death card)—see paragraph "Moonshine".

Deal.—Nine cards to each player, with three blinds for each, with two extra blinds to the center for highest bidder—deal to proceed three at a time, two center blinds to be dealt before other blinds of three to each player are dealt, blinds to be dealt last. Deal passes to left.

Purpose.—The purpose is to take the number of tricks or "moons" bid. Each trick or "moon" taken by the adversary or bidder scores as hereafter indicated.

Bidding.—Beginning at dealer's left, each player bids in "moons" (tricks) until no one will bid any higher, highest bidder declaring trump after all others have passed.

Moon tricks score according to seasons—both for bidder and opponent—viz.,

Each "winter" trick scores	9
Each "fall" trick scores	10
Each "spring" trick scores	11
Each "summer" trick scores	12
Honor score for successful bidders	20

June full moon trick—Doubles total score.

There are nine tricks; but eight tricks only are scoring tricks, one being killed by "moonshine".

The bidding opens with five winter moons (tricks) as the lowest bid, following by five fall moons, five spring moons, and five summer moons; (meaning, of course, that five tricks must be taken to make the bid); then there is the bid of six moons for each season, seven moons for each season, and eight moons for each season—eight summer moons being the highest bid and eight tricks must be taken to make the bid.

Example: "A" bids five winter moons; "B" bids five summer moons; "C", "A's" partner, has a helping "winter" hand and bids six winter moons; while "D", "B's" partner, has no helping hand in "summer", but has a very good "spring" hand, and bids six spring moons. On second round, all others pass, leaving "D" the highest bidder. "D" is successful in making his bid and scores six spring, or sixty-six for tricks, plus twenty for honors; total 86. Adversaries take two tricks, one the June full moon trick, scoring twenty-two for tricks, doubling because of June full moon trick, and making a total score of forty-four. Had the bidders taken the June full moon trick, they would have doubled, scoring 172, rather than 86. See paragraph "Scoring".

If all players pass, cards are redealt by original dealer.

Moon blinds.—After bidding has been completed, all players take their blinds, bidder receiving in addition two center blinds. Proper number of cards are then discarded (leaving nine in hand), discarding a full season if possible so that suit can be trumped when played.

"Moonshine" and "moonlight" cannot be discarded.

Leading and playing.—Successful bidder leads, followed by player at left, etc. Players must follow suit; viz, if December full moon is led, players must follow suit, with December first or last quarter or new moon if they hold these; if not, they must follow with a "moon" of some other winter month—January or February; if out of these, they may trump; throw off; or try "moonshine" which kills that trick. Such a "dead" trick counts for no one, but may easily keep the bidder from making his bid.

June full moon trick doubles the total score of the player of partners capturing it; but this card can not be thrown in when out of suit for the purpose of having it double the score. In order to have it double the score, it must be played in the regular way as a suit card or trump. Here is where "moonshine" can do double duty— by killing the June full moon trick; however, one must be out of the suit led in order to be able to use "moonshine"; in this case, one must be out of summer suit in order to use "moonshine" on the June full moon trick.

Seasons.

	Scoring per trick.
Winter—December, January, February	(lowest).
Fall—September, October, November	(next higher).
Spring—March, April, May	(second high).
Summer—June, July, August	(highest).

Full moon of the first month of the season is highest, followed by second month of season, etc. If January full moon should be led and the adversary should be out of January cards but holds December full moon, he could play his December full moon and the trick would be his—unless it were trumped. The same is true of the quarter and new moons.

Moonlight.—"Moonlight" is highest trump in any suit in which the bid is made; but the holder must, of course, be out of the suit led, if other than trump, in order to trump the trick.

Moonshine.—"Death card". The party holding "moonshine" may kill any trick of his adversary, provided he is out of the suit led; and he may be required to kill his own trick or that of his partner. If possible, it is well to kill the June full moon trick if it is expected to be taken by his adversary.

The party holding "moonshine" may lead it and call for a particular suit to be played upon that trick, thus bringing out certain undesirable cards and making his next lead certain so far as rank is concerned. The party playing "moonshine", leads for the next trick.

Scoring.—After all cards have been played, tricks are counted and multiplied by the value of each trick, depending upon what trump has been named. If the bid is made, an honor of 20 points is given the successful bidder. Party taking June full moon trick doubles his total score. Adversaries score same points per trick as bidders, depending upon season made trump. See example under "Bidding".

Set-back or penalty.—If bidder does not take the number of tricks bid, he is set back the amount of his bid; that is, if the bid were 7 spring moons, he would be set back 77, meaning that 77 points would be deducted from his previous score.

Bidder is not set back the honor score, of course, this being added simply if the bid is made. June full moon trick means nothing to the bidder if he does not make his bid.

Game.—The game constitutes 365 points, and the player or players first obtaining that score win the game.

Partners.—As a four-hand game, this is a partnership game—two against two.

Progressive.—When a deal has been made by each player, winning partners progress.

It will be seen from the foregoing that a very interesting game has been provided and one which will have a tendency to warn against "moonshine". As the general characteristics shown and described are preferable, they may well be followed. However, within the scope of the invention as claimed, variations may be made.

I claim:—

1. In a card game played by trick-taking

and embodying suits of cards and a high trump card, a penalizing card operable if its player be out of suit to negative the trick-taking effect of any card played concurrently, including said high trump card.

2. In a card game played by trick-taking and embodying suits of cards; a penalizing card operable if its player be out of suit to negative the trick-taking effect of any card played concurrently, said penalizing card having no trick-taking value.

3. In a card game played by bidding and trick-taking, and embodying suits of cards and a card to increase the holder's score after playing any hand; a penalizing card operable if its player be out of suit, to negative the effect of any card played concurrently, including said score-increasing card.

4. In a card game played by bidding and trick-taking, and embodying suits of cards and a card to increase the holder's score after playing any hand; a penalizing card operable if its player be out of suit, to negative the effect of any card played concurrently, said penalizing card having no trick taking value.

5. In a card game played by trick-taking and embodying suits of cards; a penalizing card representing something to be preferably avoided, said card being operative if its player be out of suit, to kill the trick-taking effect of any of said cards played concurrently.

6. In a card game played by trick-taking and embodying suits of cards; a penalizing card representing something to be preferably avoided, said card being operative if its player be out of suit, to kill the trick-taking effect of any of said cards played concurrently, said penalizing card having no trick-taking value.

7. In a card game played by trick-taking and embodying suits of cards having moon symbols to denote relative values; a penalizing card representing "moonshine" and effective if its player be out of suit to kill the trick-taking effect of any card played concurrently.

8. In a card game played by trick-taking and embodying suits of cards having moon symbols to denote relative values; a penalizing card representing "moonshine" and effective if its player be out of suit to kill the trick-taking effect of any card played concurrently, said penalizing card having no trick-taking value.

9. In a card game played by bidding and trick-taking and embodying suit cards and a score-increasing card having moon symbols to denote their relative values; a penalizing card representing "moonshine" and effective if its player be out of suit, to kill the effect of any of said cards played concurrently.

10. In a card game played by bidding and trick-taking and embodying suits of cards, a score-increasing card and a high trump card having moon symbols to denote their relative values; a penalizing card representing "moonshine" and effective if its player be out of suit, to kill the effect of any of said cards played concurrently, said penalizing card having no trick-taking value.

11. In a card game played by trick-taking, four suits representing the four seasons of the year, each suit consisting of a group of month cards for each of the three months represented by said suit; the month cards of each group having moon symbols, said symbols of any group determining the rank of the cards of said group with respect to each other and with respect to the remaining cards of the suit of which said group forms a part, and a penalizing card representing "moonshine" and operative if its player be out of suit, to kill the effect of any card played concurrently.

12. In a card game played by trick-taking, four suits representing the four seasons of the year, each suit consisting of a group of month cards for each of the three months represented by said suit; the month cards of each group having moon symbols, said symbols of any group determining the rank of the cards of said group with respect to each other and with respect to the remaining cards of the suit of which said group forms a part, a high trump card common to all suits, one of said suit cards serving to increase the score of the holder after playing any hand; and a penalizing card representing "moonshine" and operable if its player be out of suit, to kill the effect of any card played concurrently.

13. In a card game played by trick-taking, four suits representing the four seasons of the year, each suit consisting of a group of month cards for each of the three months represented by said suit; the month cards of each group having moon symbols, said symbols of any group determining the rank of the cards of said group with respect to each other and with respect to the remaining cards of the suit of which said group forms a part.

14. A card game comprising a plurality of suits, embodying a score-increasing card in one suit to increase the score of the holder after playing any hand, a high trump card common to all suits, and a penalizing card which itself has no trick-taking value, said penalizing card being operative, if its player be out of suit, to negative the effect of any of said cards played concurrently.

In testimony whereof I have hereunto affixed my signature.

LILLIE ZIMMERMANN.