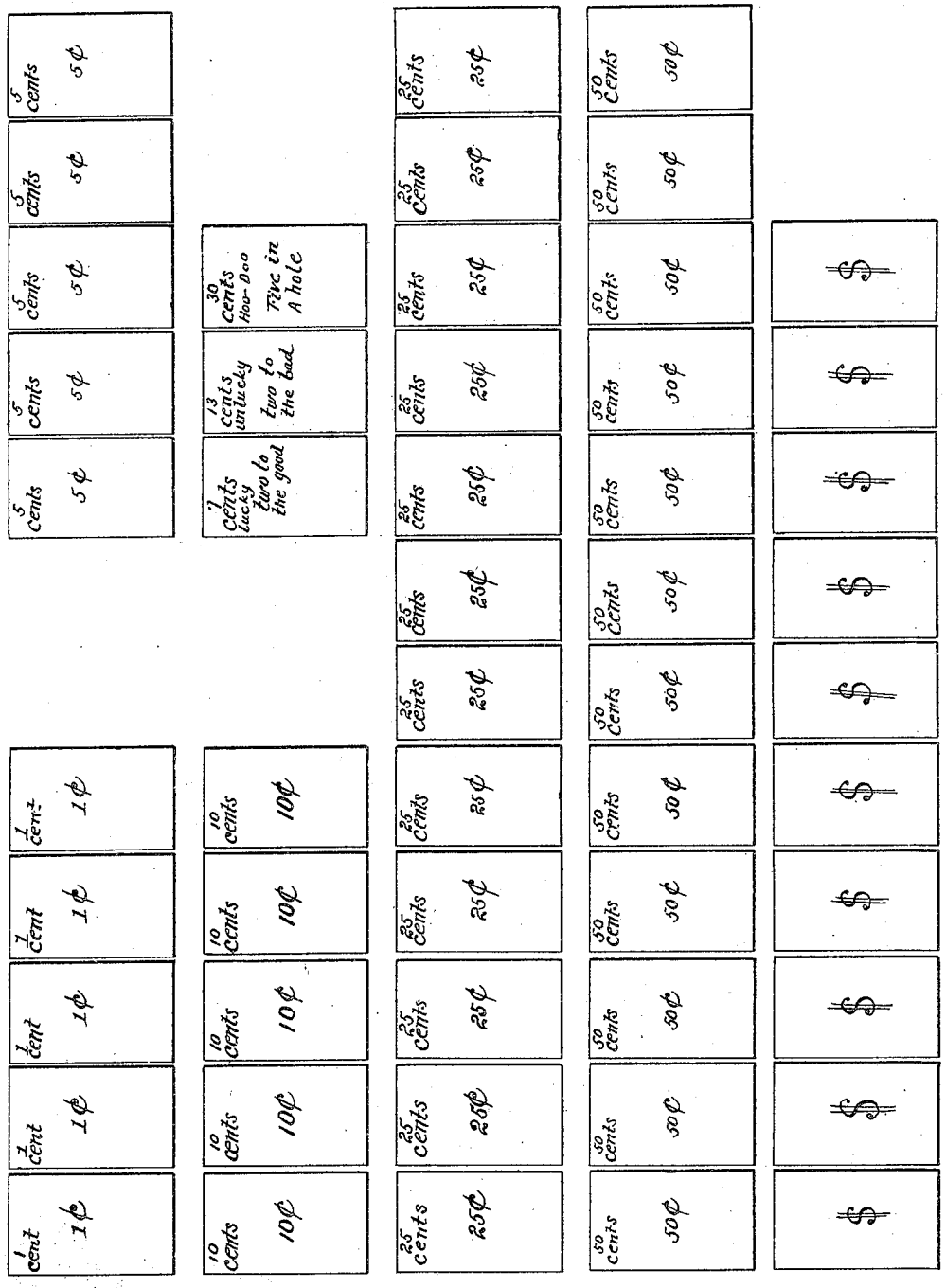
No. 812,676. PATENTED FEB. 13, 1906.

I. C. PAUL.

CARD GAME.

APPLICATION FILED SEPT. 28, 1904.



Witnesses
J. M. Allen Jr.
Nellie Yates

Inventor
Irving C. Paul
By his Attorneys
Davis & Davis

UNITED STATES PATENT OFFICE.

IRVING C. PAUL, OF CINCINNATI, OHIO, ASSIGNOR, BY MESNE ASSIGNMENTS, TO THE PAUL PATTERN COMPANY, OF CINCINNATI, OHIO, A CORPORATION OF OHIO.

CARD GAME.

No. 812,676. Specification of Letters Patent. Patented Feb. 13, 1906.

Application filed September 28, 1904. Serial No. 226,360.

To all whom it may concern:

Be it known that I, IRVING C. PAUL, a citizen of the United States, residing at Cincinnati, in the county of Hamilton, State of Ohio, have invented certain new and useful Improvements in Card Games, of which the following is a specification, reference being had therein to the accompanying drawing, which shows a pack of cards embodying the invention arranged in groups or suits to clearly indicate the markings or designations of the cards of the several groups comprising the pack.

The invention has for its object the production of a card game which will not only afford amusement, but also be highly instructive in affording practice in addition, as more fully hereinafter set forth.

The apparatus for the game comprises a pack of cards divided into a plurality of groups, each card of each group bearing a currency designation similar to all the other cards of the same group, the currency indicia on the cards of one group differing from the cards of all the other groups. These units are preferably units of currency of the United States; but it will of course be understood that the values may be expressed in the currency of other nations, it being only essential that all the regular cards having the higher values be divisible by each of the regular lower values, so that by adding together a number of the lower values the amount indicated by the highest values may be obtained.

In the drawing is shown five groups of regular playing-cards, the first bearing the designation "1c," the second "5c," the third "10c," the fourth "25c," the fifth "50c," and the counter group bearing the "$." In addition to these are two irregular or penalty cards and one irregular reward or lucky card. One of the penalty-cards bears the designation "30c" and has printed thereon "Hoodoo" and "Five in a hole." The second penalty-card bears the designation "13c," "Unlucky," and "Two to the bad." The reward or lucky card bears the designation "7c," "Lucky," and "Two to the good." The cards bearing the "$" are counters and constitute the counter group, and the other forty-two cards are the playing-cards and form the playing groups. The counters are laid face up on the table while the playing-cards are dealt to the players.

There are five "1c" cards, five "5c" cards, five "10c" cards, twelve "25c" cards, twelve "50c" cards, and ten "$" cards.

Any desired number of players may take part, and the object of the game is to build tricks to equal one dollar. The player completing the dollar takes the trick and gets one counter-card of the dealer.

There are two deals of twenty-one cards each by the same dealer.

Let it be supposed that four persons are to play the game. After the cards are well shuffled they are divided into two groups of twenty-one each. The cards from one of these groups are dealt to the players, each player receiving the highest even number of cards possible to deal and of course all of the players receiving the same number. This will give each player four cards and leave five cards to be turned face up on the table. The play then begins by the first person to the left of the dealer placing one of his cards on one of the cards on the table with the intent to build to one dollar. The next player places one of his cards on the trick started. If the card the second player wishes to play is of such denomination as to carry the trick above a dollar, he must place it upon one of the other cards on the table. The play proceeds thus until any one of the tricks started is completed. The player finally completing the trick takes it from the table and receives a counter-card from the dealer.

When any one of the players has exhausted his first hand of cards, the dealer distributes the second group of twenty-one cards among the players, the odd cards being placed upon the tricks or cards on the table. If any tricks are completed by the dealer in this second distribution of the cards to the table, he takes them and receives therefor an equal number of counter-cards. The play then proceeds, the object being, of course, for each player to complete tricks for himself and to endeavor to so place his cards that the opposing players will be unable to complete tricks.

The "7c" or "Lucky" card is used like other playing-cards to build tricks and entitles the player taking the trick containing it to two extra counters. The "13c" or "Unlucky" card is also used to build tricks; but the player taking the trick containing it loses two from his score. The "30c" or "Hoodoo" card cannot be built on a trick in the ordinary

manner. If, however, an incomplete trick amounting to thirty cents is on the table, the player holding the "30c" card may remove that incomplete trick from the board and substitute therefor the "30c" card, which then forms part of the new trick. The cards thus removed from the board are taken entirely out of the game.

It will be observed that the "30c" or "Hoo-doo" card or an amount equal to it in currency value in the regular playing-cards is omitted from the count and that all the regular playing-cards, including the penalty and reward cards, total an amount equal in currency value to the total amount of the counter-cards. It will be further noted that the two irregular cards that are always used in the count—namely, the "7c" card and the "13c" card—total an amount divisible by each of the lower cards and also that each card of each group of the regular cards is divisible by the cards of the group below it. The result of this is that no matter how many players may take part in a game all the cards will be needed to build the tricks, and there will always be exactly the number of tricks that there are counter-cards, and the advantage of this is that cheating is prevented and all errors of arithmetic are readily detected.

I claim—

An arithmetic card game consisting of regular playing-cards divided into groups of increasing value, the cards of each group having a common numerical value and the numerals of the higher values being divisible by each of the lower values, and two irregular cards whose values differ from the regular cards and whose total value is divisible by the cards of lower value, these irregular cards serving respectively as reward and penalty cards, the total of all the cards being an even number, so that the entire deck shall be required to build up a predetermined number of tricks, substantially as and for the purpose set forth.

In testimony whereof I hereunto affix my signature, in the presence of two witnesses, this 17th day of September, 1904.

IRVING C. PAUL.

Witnesses:
L. L. BARRON,
J. B. CHERRY.