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CARD GAME

Filed Sept. 29, 1925

Fig. 1.

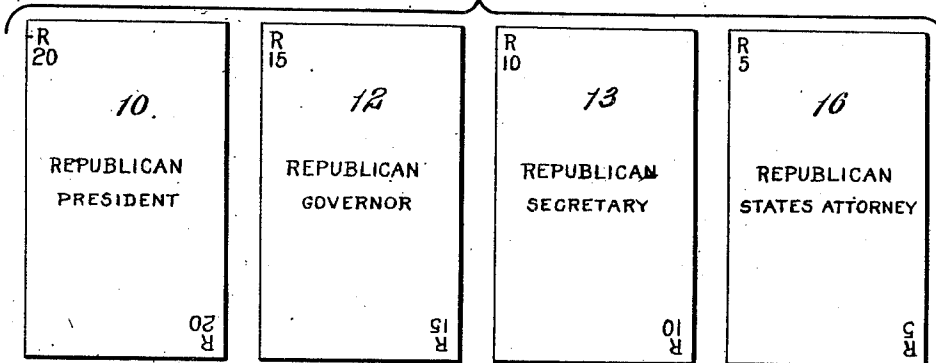


Fig. 2.

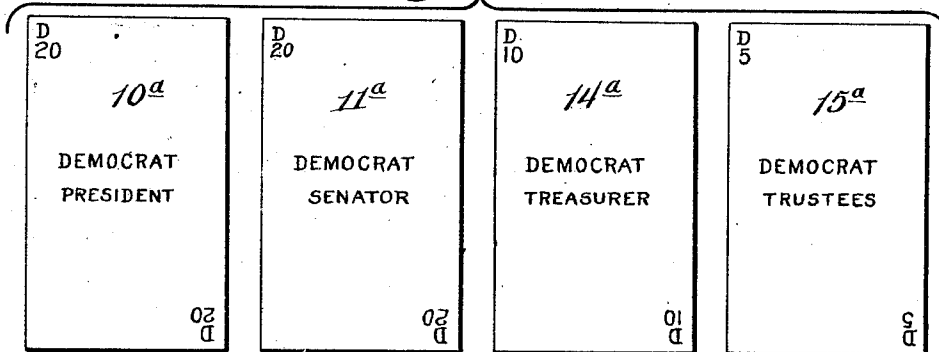


Fig. 4.

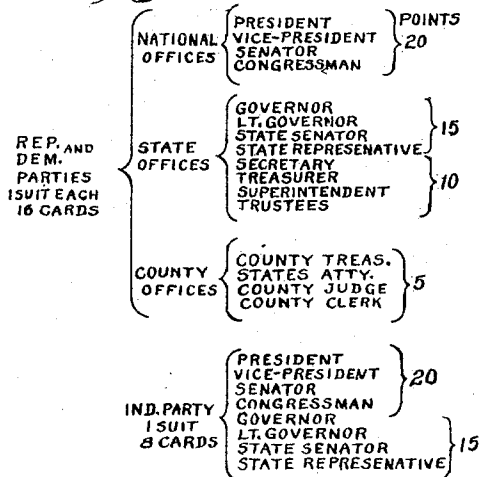


Fig. 3.

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# UNITED STATES PATENT OFFICE.

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## CARD GAME.

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This invention relates to card games, and the general object of the invention is to provide a deck of cards by which games based upon political elections may be played.

5 A further object is to provide a deck of cards which, generally speaking, is divided into a number of suits, each suit being appropriated to a particular political party and the cards of each suit having thereon the names of political offices, both national and state, and having also thereon indicia indicating different values, the object of the game being to secure in the playing the success of the political party chosen by a player  
10 in opposition to the political party chosen by another player.

Other objects will appear in the course of the following description.

My invention is illustrated in the accompanying drawing, wherein:—

20 Figure 1 is a face view of four of the cards of one suit;

Figure 2 is a face view of four cards of another suit;

25 Figure 3 is a face view of two cards of the third suit;

Figure 4 is a tabular statement of all the cards of the deck.

30 My game apparatus consists of a deck of cards which in actual practice are forty in number, the deck being divided into three suits, two suits being of sixteen cards each and the other of eight cards. One sixteen-card suit represents the Republican party, while the other suit of sixteen cards represents the Democratic party, and the other suit of eight cards represents an Independent or third party. The sixteen cards of each of the main suits (Republican and  
35 Democratic party suits) are divided so as to provide four cards representing what may be termed the subjects of national elections. One of these four cards will have on it the name President, as, for instance, the card 10 in Figure 1, 10<sup>a</sup> in Figure 2, and 10<sup>b</sup> in Figure 3, another will have thereon the name Vice-President, another Senator, as, for instance, the card 11<sup>a</sup> in Figure 2, and another Congressman, and along with these designations will appear either the word Republican or Democrat, for instance, for the major parties, and Independent or any other suitable designation for the third party.  
40 Each of these four cards which refer to national elections will be given a certain value

preferably printed upon the card, as, for instance, the value 20.

The remaining twelve cards of the sixteen of the suit will have thereon the names of State offices for which elections are to be had, as, for instance, Governor, see cards 12 and 12<sup>b</sup> in Figures 1 and 3, Lieutenant-Governor, State Senator, Representative, Secretary, see card 13 in Figure 1, Treasurer, card 14<sup>a</sup> in Figure 2, Superintendent, Trustees, see card 15<sup>a</sup> in Figure 2, County Judge, County Treasurer, State's Attorney, see card 16 in Figure 1, and County Clerk. In this set of cards the Governor, Lieutenant-Governor, State Senator and Representative will each count 15 points. The cards having thereon the words Secretary, Treasurer, Superintendent and Trustees each count 10 points, while the remainder of the cards, those which relate to county offices, as, for instance, County Judge, County Treasurer, State's Attorney and County Clerk count 5 points each.

As before remarked, each major suit representing one of the major political parties has in it sixteen cards divided as before described, with printed or other matter on the card indicating the political party to which the suit belongs and the particular office to which the card relates.

The remaining eight cards of the deck are for a third party, as, for instance, the Independent party, and preferably this suit is divided into four cards covering the national offices as President (see card 10<sup>b</sup> in Figure 3), Vice-President, Senator and Congressman, and four State cards representing Governor (see card 12<sup>b</sup> in Figure 3), Lieutenant-Governor, State Senator and State Representative and are so indicated. The first four cards, like the first four of each major suit, have a counting value of 20 points each, while those cards which represent State offices, as, for instance, the Governor, Lieutenant-Governor, State Senator and State Representative have a value of 15 points each.

I do not wish to be limited to marking the cards with simply the words President, Vice-President, Governor, etc., or with the words Democrat, Republican or Independent as the case may be, as pictures, emblems or other indicia may be used to indicate the political parties to which the suits correspond and the offices for which elections are to be had.

Neither do I wish to be limited to the point values given for these cards.

Two games which may be played by means of these cards I have entitled respectively  
 5 Candidates and Politicians. In the first game, the game may be played by four persons. Each person receives ten cards, the two persons seated opposite each other are partners, and the party to the left of the  
 10 dealer has first choice to choose his party and bids a certain number of votes for the right to play his party choice first. The next person in rotation then has the right to bid and the person offering the largest voting  
 15 total gets the right to play his party choice first. Players may choose either the Democrat or Republican party (assuming that these are the party designations of the two major suits), and if the first player chooses  
 20 Democrat as his party and secures this by bidding high, the opposing partners must build up the Republican groups.

Each group is built up separately. The national group has 20 votes each, the first  
 25 State group 15 votes, the second State group 10, and the county group 5 votes each. There are four cards in each group. The supporters of either party play the Independent group only when the player cannot  
 30 support his own party, but if the player cannot support either his own party or the Independent party he must build up the opposite party group. If he cannot play his own party group, the Independent party  
 35 group nor the opposite party group, he must pass and the next player continues. Only three groups are permitted at one time. The first card group that is built up elects, that is,

if the national group of 20 votes each representing the Republican party offices is  
 40 assembled first they are elected and the players supporting the Republican party get a count of 80 points. If the Independent party group is elected first, neither the Re-  
 45 publican nor Democratic players receive any count cards or points as far as that group is concerned. Whenever a party group is elected the four cards are removed and a  
 50 new group started by the supporters. If the first Democrat State group of four is elected previous to the first Republican State group of four at 15 points each, the sup-  
 55 porters of the Democratic party receive 60 points, etc., until all groups have been assembled. The first to play all his cards gets 20 points.

Of course, I do not wish to be limited to any particular design for the backs of the cards, as it is obvious that this may be varied in many ways. 60

I claim:—

A deck of cards consisting of forty cards divided into two major suits of sixteen cards each and a minor suit of eight cards, the two major suits being designated respective-  
 65 ly for two major political parties and each of the major suits being divided into four national office cards, twelve State office cards, and each of these cards having there-  
 70 on a point-designating number, the Independent party cards being divided into national and State office cards and each card having thereon a point number.

In testimony whereof I hereunto affix my signature.

HEYE WIEKERT, Jr.