

R. W. BUMSTEAD.
PLAYING CARDS.
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979,642.

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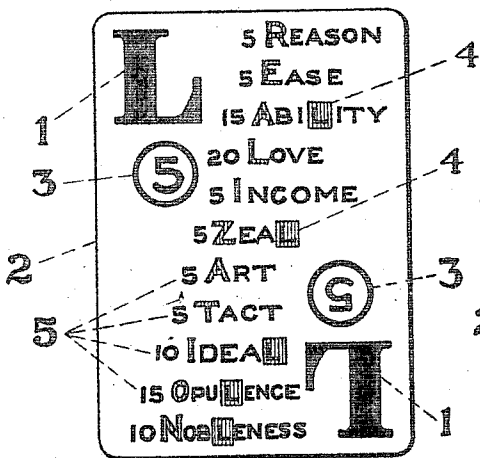


Fig. 1

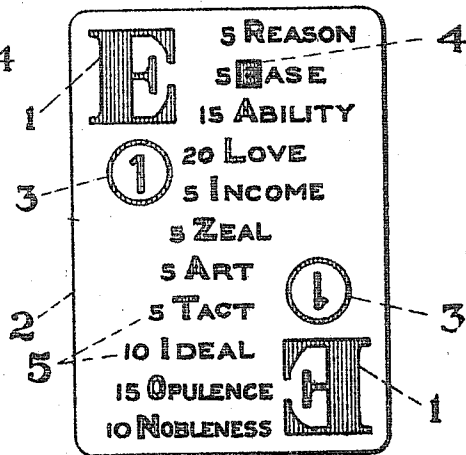


Fig. 2

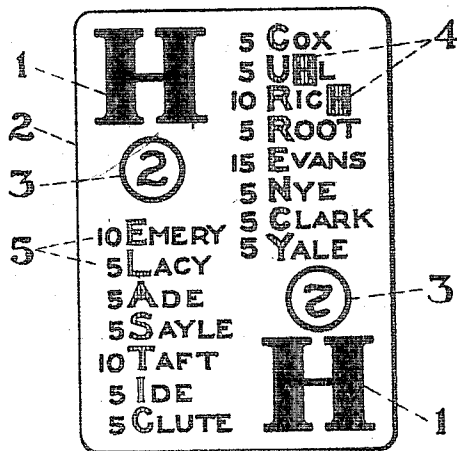


Fig. 3

Witnesses

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PLAYING-CARDS.

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To all whom it may concern:

Be it known that I, RALPH WILLIS BUMSTEAD, a citizen of the United States, residing at Brookline, in the county of Norfolk and Commonwealth of Massachusetts, have invented certain new and useful Improvements in Playing-Cards, of which the following is a specification.

The object of my invention is to provide a pack of cards adapted for a game which can easily be learned, and which by reason of the peculiar design on the cards can be played with absorbing interest and intellectual skill. I prefer to attain this object by a pack of cards two of which cards are illustrated in the accompanying drawing, in which—

Figure 1 is a face view of a card the predominating color of which is preferably black. Fig. 2 is a face view of a card the predominating color of which is preferably red. Fig. 3 is a face view of a card showing a different selection of words or names for a modified form of the game.

I would state at the outset that various other predominating colors might be used, or the design of the two kinds of cards might be made such as to readily differentiate them into two classes without recourse to difference in color. But for simplicity of description I shall refer to the cards which are used for initial letters as red cards and all cards not so used I shall call black cards; although as a matter of practice I prefer to print all the cards in both red and black with one or the other color predominating as the case may be.

The game is played with a pack of cards preferably sixty in number, each of which represents one of the letters of the alphabet. These letters, 1, are the most conspicuous part of the card, 2, and are placed in the upper left and lower right hand corners for ease of reference when a number of cards are spread out in the hand like a fan. Beneath the letters, 1, numbers, 3, are displayed for the purpose of showing how many cards of the same letter there are in the pack. The number of cards of each letter depends upon the words or names that may be selected as the basis of the game. The number of red cards is equal to the number of words or names used, and each red card stands for the initial letter of one of these names

or words, or if the same initial letter occurs in more than one word, duplicate cards for such letter are provided for each occurrence and are interchangeably used. Likewise, the number of black cards is equal to the number of letters other than initials occurring in the selected names or words, and the cards correspond with these letters so that the whole list of selected names or words could be spelled out at once, using all the red cards for initial letters and all the black cards for the remaining letters.

In the preferred design shown in Figs. 1 and 2, there are eleven words each representing a trick. The total number of letters in these words and hence the total number of cards in the pack is sixty. It is preferable but not necessary to have these words in the form of an acrostic. Whatever the design of the game may be, its characteristic feature is the employment of a predetermined group of words or names the spelling of which would utilize the letters represented by the whole pack of cards. Such a group of words is preferably shown on each of the cards themselves, and for convenience in noting the use of each card, the letter for which a particular card stands is specially designated thereon by means of a colored background, 4, or by any other suitable means such as inclosing the letters with a colored line, or printing them with a different font of type, or marking them with an asterisk.

An important part of the design is to have the words or names so selected that in the whole pack of cards there will not be found the right cards to spell out any of the words or names more than once. One mode of making this desired selection is to find words each of which contains one or more letters not common to any of the others. Thus, for the selection of words shown in Figs. 1 and 2, it will be seen that the letter "v" in "love" is unique, also the letter "r" in "art." Therefore, the pack having only one "r"-card it is impossible to form the word "art" as a trick more than once. A letter may be regarded as unique even if it has a duplicate of another color. But no letter is unique if it has duplicates of the same color.

In the selection of names shown in Fig. 3,

the combination of letters is such that it is not necessary to have a unique letter in the name "root." This is accounted for by the fact that in this name there occur two "o's" and in the whole pack there are only three "o's" making it impossible to form this name twice as a trick.

As the game may be indefinitely modified by different selections of words or names without departing from the idea and general principles upon which it is based, it will suffice to illustrate the manner of playing the particular design of the game called "Realization," it being intended that the claims shall cover the novel features of the cards with sufficient breadth to include cards adapted for playing similar games having for their basis other selections of words or names. Instructions and rules for playing the game of "Realization" will, therefore, now be given. Any number can play up to six. Choose partners if there is an even number and let each player sit between two of his opponents. If there are less than four players use dummy partners as explained later. The idea of the game is to play the cards in such a way that you yourself may eventually spell out upon the table as many as possible of the words shown in Figs. 1 and 2. (The card and names thereon shown in Fig. 3 has nothing to do with the game of "Realization."). What makes the game intensely interesting is the fact that a great many of the cards which you play to make your own tricks are likely to be used by your opponent in making his. By careful playing, however, you can make fairly sure of a trick even before you acquire it, and good judgment will reveal just what tricks are worth striving for. To play the game. Shuffle the cards thoroughly and deal them all out so that they will be evenly distributed. Sort your "hands" so that the encircled figures on the cards will be in order, *i. e.* all the "1's" together, all the "2's," "3's," etc. As before stated, these figures show how many cards of the same kind there are;—they are greater in value as they are more nearly unique. The play begins with a card led by the player to the left of the dealer and each in turn plays a single card, whether or not he takes a trick by so doing,—taking a trick does not entitle one to play the next card,—but the play passes to the left as usual. A trick consists of one red-letter card together with such black-letter cards as are necessary to spell one of the words of the acrostic. A red letter must always be used as the initial of a word and nowhere else. The player who when it comes his turn adds to the cards already played the one missing letter of a word (whether it be a red or a black letter) takes the trick and gathers it up, care being taken not to remove from the table any cards ex-

cept what are needed to spell the word. The value of each trick is shown by the numbers, 5, opposite the words on the cards. The game is won by the highest score after the deal has gone once around the table. When a dummy is used, his cards are placed face down upon the table in one pile and the top card is played whenever it is his turn. Should the card be such as to take a trick the word is gathered up and goes to the dummy's partner.

What I claim and desire to secure by Letters Patent is—

1. A pack of cards, each card bearing one of the letters in a selected list of words or names, such of said cards as represent initial letters of said words or names bearing one designating characteristic, and the remainder of said cards bearing another designating characteristic, and each of said cards bearing said list of names or words.

2. A pack of cards, each card bearing one of the letters in a selected list of names or words, each word of said selected list containing an initial or a non-initial letter not occurring as such in any of the others of said words, and each of said cards bearing said list of words.

3. In a pack of cards, a card for each letter of a plurality of selected names or words, the letters of said words not being sufficiently duplicated to permit of said words being duplicated by spelling out said words with said cards, and each of said cards bearing said list of words in addition to the particular letter for which it stands.

4. In a pack of cards, a selected list of names or words appearing *in toto* upon each card, each letter of said words being designated by one of said cards; a division of said cards into suits characterized by the positions of their respective letters in said words; an identifying characteristic common to all the cards of a suit; and a limited duplication of the letters of a suit so as to render impossible the duplication of said words in spelling out the latter with said cards while retaining the same in their respective suits.

5. A pack of cards, each card representing one of the letters in a selected list of names or words, and bearing a designation of its uniqueness or of the number of similar cards to be found in the pack, and each card bearing said list of words.

6. In a pack of cards, a selected list of names or words each letter of which is represented by one of said cards, and means to differentiate said cards into two groups, one group representing initial letters, the other group representing non-initial letters.

7. In a pack of cards, a selected list of names or words each letter of which is represented by one of said cards, a group of cards of one predominating color represent-

ing initial letters, and a group of cards of another predominating color representing non-initial letters.

8. A pack of cards, each card bearing one of the letters in a selected list of names or words; means to differentiate said cards into two groups according as they represent initial or non-initial letters, and a distinguishing characteristic for each card by which may be indicated the frequency of the letter represented by said card, and the unique or alternative positions of said letter in said list of words.

9. A pack of cards comprising a card for each letter of a plurality of selected names or words, a differentiation of said cards into those which represent initial letters and those which represent non-initial letters, and an assortment of the several letters such as to render impossible the duplication of any of said words in spelling out the latter with said cards.

10. A pack of cards, each card bearing one of the letters in a selected list of names or words, each card bearing one or another predominating color according as it represents an initial or a non-initial letter of said words, and upon each of said cards said list of words together with a set of scoring numerals therefor.

11. A pack of cards, each card bearing one of the letters in a selected list of names or words, and each card bearing said list of words together with designations of their score values, said cards being distinguished by one or another characteristic according as they represent initial or non-initial letters.

12. A pack of cards, each card bearing one of the letters in a selected list of words or names and each card bearing said list of words or names with one of the letters therein especially designated to show its location and frequency of occurrence.

13. A pack of cards, each card bearing one of the letters in a selected list of words or names and bearing said list in its entirety, and indicia accompanying the specific letter of the card wherever it appears in said list, for the purpose of showing the locations and frequency of said letter.

14. A pack of cards, each card representing a letter of a selected list of names or words, each card bearing said list of words, on each card an indication of the location

and frequency of the letter represented by said card as used in said list of words.

15. In a pack of letter cards suitable for spelling a selected list of names or words, a group of cards each of which is unique, groups of cards of which there are in each respectively,—duplicates, triplicates, etc., means to indicate to which of the several groups each card belongs, said selected list of words appearing on the several cards, and on each card means to locate readily in said list the unique or alternative positions of the letter for which said card stands.

16. In a game card an identifying letter, a list of names or words, an indication of the number of occurrences of said card's identifying letter in said list of words, an indication of the unique or alternative positions of said letter in said list of words, and means to indicate the scoring value of said card in combination with others assembled as a trick.

17. In a pack of cards, each card bearing respectively one of the letters in the following list of words:—reason, ease, ability, love, income, zeal, art, tact, ideal, opulence, nobleness;—and each card bearing said list of words.

18. A pack of cards, each card designating one of the letters in a selected list of names or words whose initial letters form an acrostic, indicia upon the cards for distinguishing the initial from the non-initial letters, and upon each card said list of words.

19. A pack of cards, each card of which represents one of the letters in a selected list of names or words, said list of words appearing on each of said cards, a distinguishing characteristic for such of said cards as represent initial letters of said words, another characteristic for the remainder of said cards, indicia upon each card by which said card's letter may be readily located in said list of words, upon each card a designation of the number of similar cards in the pack, and opposite each of said words as listed thereon a scoring numeral.

In testimony whereof I have signed my name to this specification in the presence of two subscribing witnesses.

RALPH WILLIS BUMSTEAD.

Witnesses:

CHAS. F. OSGOOD,

ALBERT F. F. GILSON.