June 12, 1923.

1,458,849

W. H. PRIME

CARD GAME

Filed Jan. 20, 1922

Fig. 1.

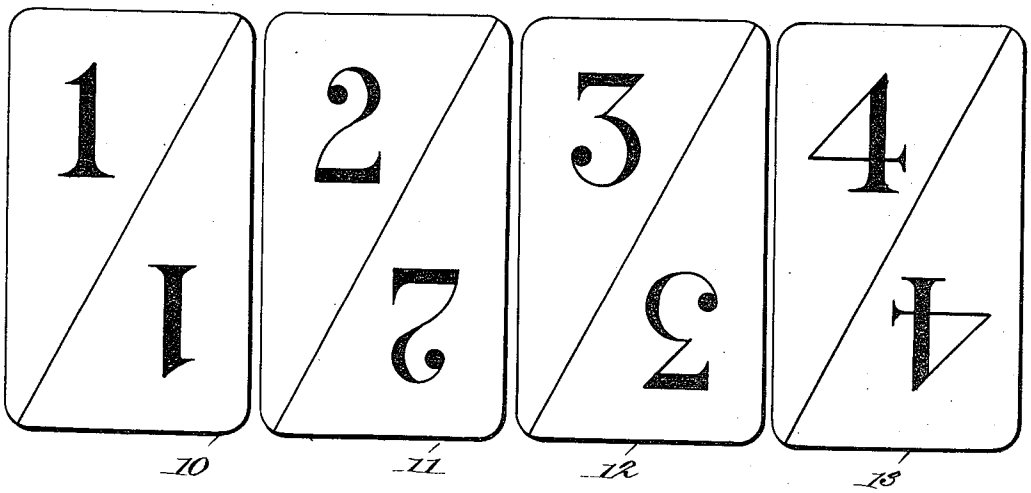


Fig. 2.

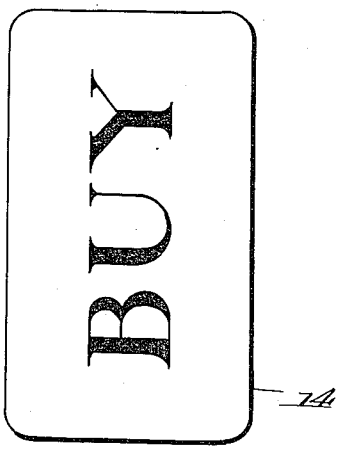
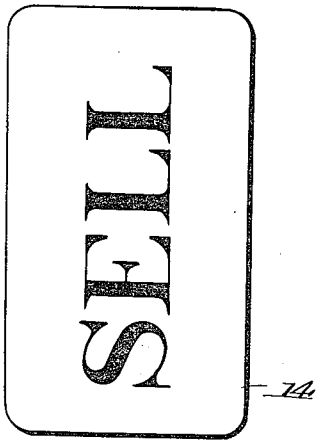


Fig. 3.



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UNITED STATES PATENT OFFICE.

WALLACE H. PRIME, OF BROOKLYN, NEW YORK.

CARD GAME.

Application filed January 20, 1922. Serial No. 530,705.

To all whom it may concern:

Be it known that I, WALLACE H. PRIME, a citizen of the United States, residing at Brooklyn, in the county of Kings and State of New York, have invented new and useful Improvements in Card Games, of which the following is a specification.

This invention relates to card games or playing cards.

Some of the objects of the present invention are: to produce a deck of cards comprising a plurality of sets of cards each of which bears certain indicia so that one set of cards may be played against the other set of cards for the obtainment of a prescribed result; to produce a deck of cards with which an amusing and interesting game may be played and to be known as buy and sell. With these and other objects in view the invention resides in the distinctive features embodied by the cards and the rules of the game all of which is fully explained hereinafter and part of which is disclosed in the drawing forming a part hereof, and in which:

Figure 1 is a collective view of the indicia bearing faces of the cards respectively of the several series which constitute one set of cards of which the deck is constituted.

Figure 2 is a face view of one of the cards forming a part of one of the sets of cards of which the complete deck is constituted.

Figure 3 is a view of the opposite face of the card shown in Figure 2.

Referring now more particularly to the several views of the drawing, it will be apparent that, in Figure 1 four cards have been shown; the card 10 having on the face thereof two numerals "1" arranged diagonally opposite each other with a dividing line between them; the card 11 having on the face thereof two numerals "2" arranged similarly to the numerals on card 10 and having a similar dividing line as to form and position; the card 12 having on the face thereof two numerals "3" arranged similarly to the numerals on the card 10 and having a similar dividing line as to form and position; and the card 13 having on the face thereof two numerals "4" arranged similarly to the numerals on the card 10 and having a similar dividing line as to form and position. The cards 10, 11, 12 and 13 are made up to comprise four series, and each series consists of preferably seven identical cards. The four series of cards constitutes one set of the complete deck.

In Figures 2 and 3 the opposite faces of a single card 14 have been shown. The face of the card shown in Figure 2 bears the word Buy, whereas, the opposite face of the card as shown in Figure 3 bears the word Sell. There are preferably six identical cards 14 and they constitute the other set of cards of which the complete deck is constituted.

The rules for playing the game are as follows: To begin with it is assumed that each player has ten points. The players take turns in dealing the cards. Each player except the dealer is given a card 14 which might be termed "order card" and this order card is laid in front of the player with either face up as the player may desire. The dealer then deals from the other set of cards. He deals one card to each of the players including himself, face up. Now, for example, A, B and C are playing and C is the first dealer. A has his order card with the Buy face up, and the card dealt to him bears the indicia numeral "1" which means he is buying at one. "B" has his order card with the Sell face up, and the other card dealt to "B" bears the indicia numeral "2" which means "B" is selling at two. The only card the dealer "C" has bears the indicia numeral "3" which is the ruling number or the number which is used as a basis in figuring the points won and lost by the players. Under the present circumstances "A" buys at "1" and is assumed to sell at "C's" "3," thus "C" gives "A" two points. The two points added to the ten points which "A" already has, gives "A" a total of twelve points, while "C" loses two points of the ten points he originally had, leaving "C" with eight points. "B" sells at "2" and is assumed to buy at "C's" "3," thus "B" gives "C" one point. The one point subtracted from "B's" quota of ten points leaves him with nine points, while "C" adds one to his present total of eight points, giving "C" nine points. It follows that the score after this procedure is: "A" twelve points; "B" nine points; and "C" nine points. The dealer repeats the distribution of number-indicia bearing cards until all of those cards have been dealt with the attending scoring, after which the deal falls to the next player. Hint: The dealer wins the number of points the other player loses or the other players lose, and he loses the number of points the other

player wins or the other players win. The player getting twenty-five points wins, or if one player or everyone of the players, except one—the dealer, when there are more than two playing, loses his quota of ten points, the player having the highest number of points wins.

While it has been set forth that one set of cards is made up of four series of seven cards each, and that the other set of cards is made up of six cards, it is to be understood that any preferred number of cards may be used. Moreover it is to be understood that the cards may be of any design.

What is claimed is:

1. A card game characterized by the dealer of the cards winning the number of points respectively the other player loses or the other players lose, and by the dealer losing the number of points the other player wins or the other players win, said card game comprising a deck of cards comprising a plurality of sets of cards, each card of one set having number-indicia on one face thereof, and each card of the other set having distinctive explanatory-indicia respectively on the opposite faces thereof.

2. A game comprising a deck of cards comprising a plurality of sets of cards, each card of one set having number-indicia, and each card of the other set having the word Sell on one face thereof, and the word Buy on the opposite face thereof, for the purposes specified.

3. A game comprising a deck of cards comprising a plurality of sets of cards, each card of one set having a plurality of similar numbers on one face thereof and arranged thereon so as to be readable with either end of the card up, and each card of the other set having the word Sell on one face thereof, and the word Buy on the opposite face thereof, for the purposes specified.

4. A game comprising a deck of cards comprising a plurality of sets of cards, one set of cards comprising series of identical cards each bearing number-indicia; and each card of the other set having the word Sell on one face thereof and the word Buy on the opposite face thereof, for the purposes specified.

In testimony whereof I hereby affix my signature.

WALLACE H. PRIME.