

J. Q. ADAMS.
 GAME CARDS.
 APPLICATION FILED NOV. 26, 1909.

1,043,383.

Patented Nov. 5, 1912.

2 SHEETS—SHEET 1.

Fig. 1.

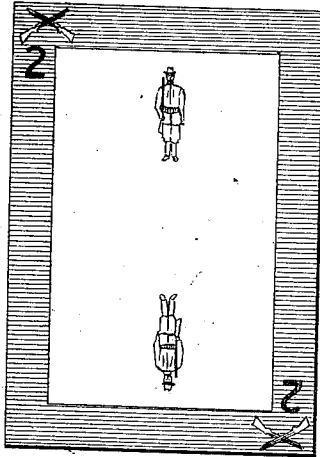


Fig. 2.

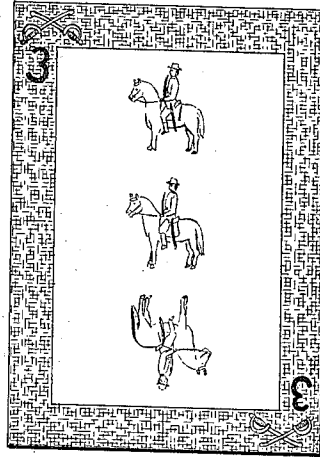


Fig. 3.

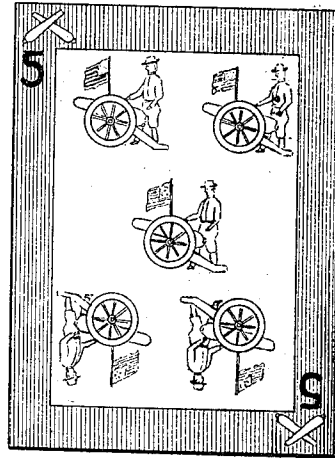


Fig. 4.

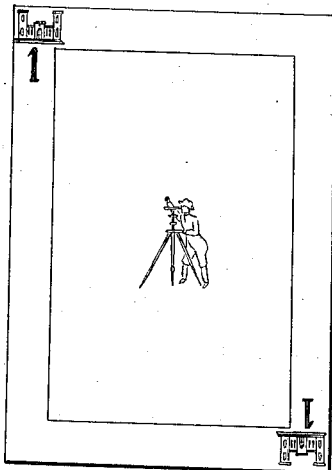
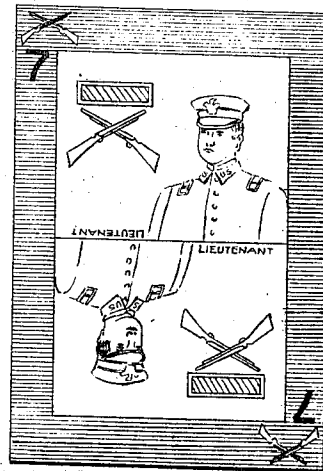


Fig. 5.



Witnesses
T. L. Moehane
Joseph B. Stack.

Inventor
John Q. Adams
 By *Rowell & Powell*
 his Attorneys

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2 SHEETS—SHEET 2.

Fig. 6.

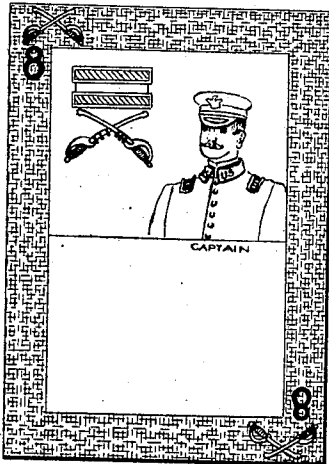


Fig. 7.

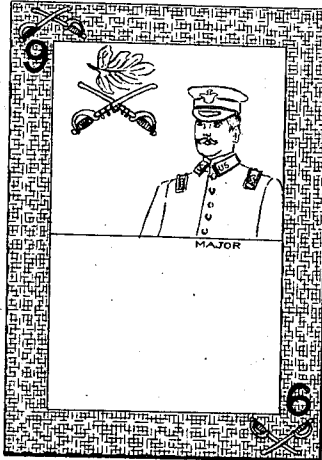


Fig. 8.

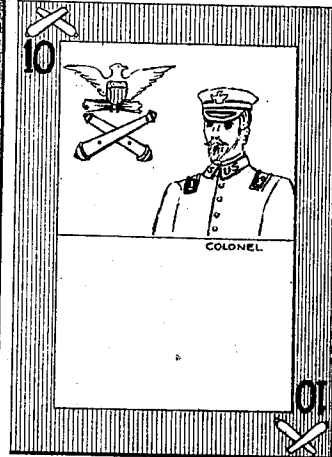


Fig. 9.

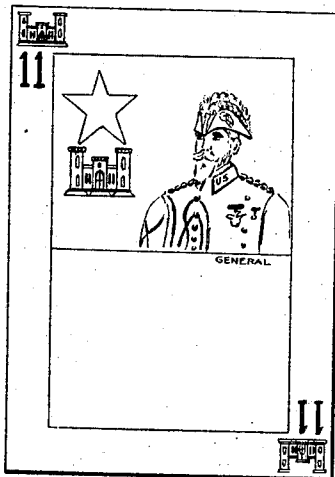


Fig. 10.



Witnesses

T. L. Buchanan
Joseph B. Stack.

Inventor

John C. Adams
By *Dowell & Dowell*
his Attorney &

UNITED STATES PATENT OFFICE.

JOHN Q. ADAMS, OF JAMESTOWN, OHIO.

GAME-CARDS.

1,043,383.

Specification of Letters Patent.

Patented Nov. 5, 1912

Application filed November 26, 1909. Serial No. 530,051.

To all whom it may concern:

Be it known that I, JOHN Q. ADAMS, a citizen of the United States, residing at Jamestown, in the county of Greene and State of Ohio, have invented certain new and useful Improvements in Game-Cards, of which the following is a specification.

The object of my invention is to provide a new card game of interesting and instructive nature, adapted to familiarize the players with the order of precedence of the officers of the various divisions of the Army, and which may be played by persons unfamiliar with the use of ordinary playing cards.

In the United States Army, the Engineer Corps is the highest branch of the service, and an officer of that corps outranks the officers of corresponding grade in every other branch; the next highest division is the Artillery, then the Cavalry, and finally the Infantry. Thus a captain of artillery takes precedence over a captain of cavalry or infantry, but is himself outranked by a captain of engineers. On the other hand, an officer of a higher corps is inferior to an officer of next succeeding rank in a lower corps; thus the captain of artillery, while having precedence over the captains of cavalry and infantry, is of lower rank than a major of infantry; and a first lieutenant of infantry is superior to a second lieutenant in every higher corps. These principles are availed of in the present game apparatus, which consists of a pack of cards having military symbols or pictures and comprising suits representing different branches of the Army, as illustrated in the accompanying drawings, in which:

Figures 1, 2, 3 and 4 show cards indicating privates from the several suits representing the Infantry, Cavalry, Artillery and Engineer Corps respectively. Fig. 5 is a card representing a lieutenant of infantry. Figs. 6 and 7 are cards representing a cavalry captain and major respectively. Fig. 8 is a card representing a colonel of artillery. Fig. 9 is a card representing a general of engineers. Fig. 10 is a card representing the commander in chief or "President."

The pack is composed of forty-five cards comprising four similar suits, of eleven cards each, representing the four branches of the army above named, and an additional card representing the commander-in-chief. The cards of each suit bear the colors and insignia

of the branch of the service which they represent; crossed guns and a blue border for the cards representing Infantry; crossed sabers and a yellow border for the Cavalry; crossed cannons and a red border for the Artillery; castles and a white border for the Engineer Corps. These indicia facilitate the differentiation of the several suits, besides being instructive in familiarizing the players with the colors and insignia of the several branches of the service. The first six cards of every suit, representing privates or the body of the Army, are consecutively numbered from 1 to 6 and provided with representations of corresponding numbers of private soldiers, infantrymen, cavalrymen, artillerymen and engineer-privates according to the particular suit. The remaining five cards of every suit are provided with the representations of uniformed officers of different ranks, belonging to the branch of the service indicated by the suit; thus said cards may represent lieutenants, captains, majors, colonels and generals; and to facilitate keeping their successive ranks in mind and familiarize the players with the order of ranking such cards may be successively numbered from 7 to 11. Thus each suit comprises a like number of cards of successively increasing values determined by the rank of the officer or the number of men which the respective cards represent, and by the branch of the service to which such officer or number of men belong; consequently each card will have a value different from that of every other card in the pack, since a card of given denomination of the Infantry is outranked by the corresponding card of the Cavalry, the latter by the corresponding card of Artillery, and all of these by the like card of Engineers; while the card representing the commander-in-chief, as in the military organization, has a supreme rank and value.

In playing, the cards being shuffled and dealt around among two, three, four, or more players, and the object of the game being to capture the greatest number of "squads," it is only necessary to bear in mind that the value of the respective cards is determined by the ranking of the officers or men which they represent. For example, if the first player leads with the five of cavalry, the second player may capture the squad by playing either the six of cavalry, or the five of artillery or engineers unless

a higher card is played by the third or fourth player; but, assuming that the six of cavalry has been played, the third player may capture the squad with the six of artillery or engineers or with the lieutenant of cavalry; and if the fourth player plays the lieutenant of any other branch or suit, he will capture the squad. Again a captain of artillery will take a captain of infantry or cavalry, but will itself be taken by a captain of engineers as well as by a major of infantry or cavalry. The person capturing the greatest number of squads in this manner is the winner. I thus provide an interesting game which is both very simple and yet complicated; which may be played by old and young alike without knowledge of ordinary card games; and proficiency in which will develop the memory as well as impart a very useful knowledge as to the order of ranking and precedence in the several corps of the Army.

I claim as my invention and desire to secure by Letters Patent:

1. A pack of game cards comprising similar suits or divisions representing different branches of the military service of only one country; each suit including cards provided with the representations of differently-ranking officers of the branch of the service corresponding to the suit, and also including cards of consecutively increasing values indicating the body of the same branch of the service and provided with representations of different numbers of privates corresponding to the values of the respective cards; whereby each card has a fixed value relative to every other card determined by the branch of the service, rank and number of the man or men which is represented thereon; the cards of each suit being also provided with indicia, of the branch of the service represented, and with indicia of the relative values of the different cards in the suit.

2. A pack of game cards comprising four suits representing differently ranking branches of the military service of only one country viz: Infantry, Cavalry, Artillery and Engineers; each suit comprising eleven cards having successively increasing values, and provided with indicia thereof; the first six cards of the suit representing the body of the corresponding branch of the service and

provided with the representation of privates corresponding in number to the value of the respective cards; and the last five cards of the suit being provided with representation of officers of successively increasing ranks of the same branch of the service, and a single card provided with a representation of an officer outranking the highest officers of all the suits and also provided with indicia whereby the value of each card in the pack is fixed and differs from that of any of the others and is determined by the branch of the service, rank and number of the man or men which it represents; the cards of each suit being also provided with indicia of the branch of the service represented.

3. A pack of game cards comprising a plurality of similar suits representing different branches of the military service of only one country, each card having a fixed value different from all the other cards in the pack, and all of the cards of each suit bearing the distinguishing color of the particular branch of the service which it represents.

4. A pack of game cards comprising four suits representing differently ranking branches of the military service of only one country, viz: Infantry, Cavalry, Artillery and Engineers; each suit comprising eleven cards having successively increasing values, and provided with indicia thereof; the first six cards of the suit representing the body of the corresponding branch of the service and provided with the representation of privates corresponding in number to the value of the respective cards; and the last five cards of the suit being provided with the representation of officers of successively increasing ranks of the same branch of the service; whereby the value of each card in the pack is fixed and differs from that of any of the others and is determined by the branch of the service, rank and number of the man or men which it represents; the cards of each suit being also provided with indicia of the branch of the service represented.

In testimony whereof I affix my signature, in presence of two witnesses.

JOHN Q. ADAMS.

Witnesses:

H. K. LAIRD,
M. T. M. KNIGHT.