April 8, 1924. 1,489,541

W. F. MILLER

CARD GAME

Filed Aug. 15, 1923

Fig. 1.

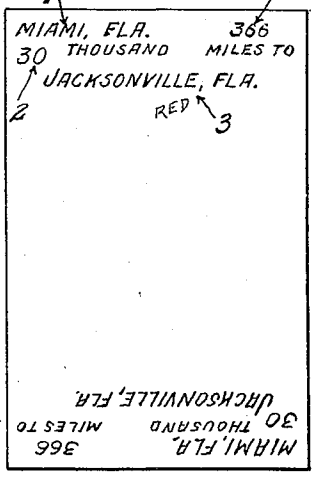


Fig. 2.

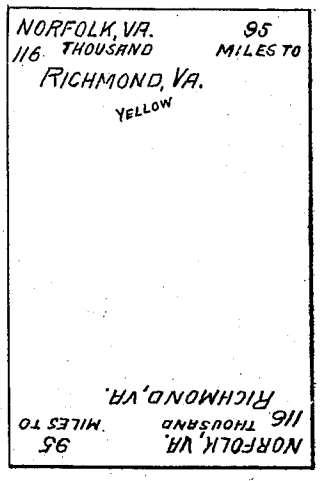


Fig. 3.

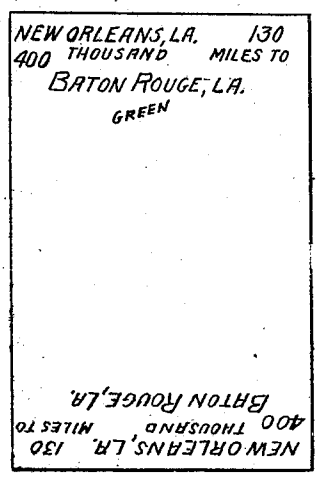


Fig. 4.

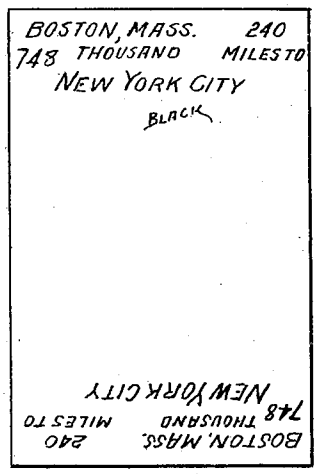


Fig. 5.

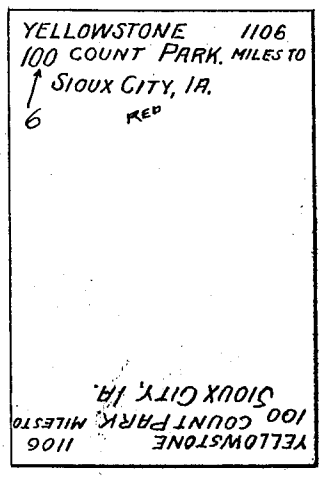
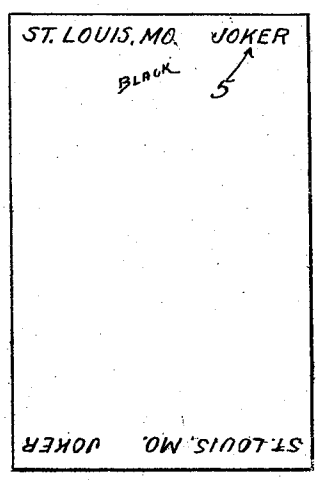


Fig. 6.



Inventor

W. F. Miller

By Seymour & Bright

Attorneys

Patented Apr. 8, 1924. 1,489,541

UNITED STATES PATENT OFFICE.

WILLIAM F. MILLER, OF MIAMI, FLORIDA.

CARD GAME.

Application filed August 15, 1923. Serial No. 657,576.

To all whom it may concern:

Be it known that I, WILLIAM F. MILLER, a citizen of the United States, and resident of Miami, in the county of Dade and State of Florida, have invented certain new and useful Improvements in Card Games; and I do hereby declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same.

My invention relates to card games and has for its object the provision of a game which will be a source of instruction as well as entertainment.

The invention provides a deck of cards in which each suit represents an automobile trip across the United States routed from some automobile road book or guide which is generally accepted as authoritative, and the individual cards of each suit represent stops along the trip routed by the suit. The trips are so planned that they all cross at some city in the central portion of the United States and the card representing that city constitutes a "joker." The invention will be hereinafter fully described, the novel features being particularly pointed out in the appended claims.

In the accompanying drawing, Figures 1, 2, 3 and 4 are plan views of cards illustrative of different suits or trips; Figure 5 is a similar view of a "prize" card; Figure 6, is a similar view of the joker.

The cards are all of the same form and dimensions so that they may be shuffled and dealt in exactly the same manner as the ordinary decks of cards are shuffled and dealt. Each card has its particular identifying insignia or inscriptions arranged at both ends but relatively reversed so that the card may be easily read whichever end may be held uppermost, and the designations of the different suits or trips are in different colors, all the designations in any one suit being in the same color, as will be understood. Now, referring particularly, to the drawing, it will be noted that each suit card has printed upon its face in the upper left-hand corner, as at 1, the name of a city or stop on one trip, and immediately under the name of the city, as at 2, is a statement of the city's population while below the population, as at 3, appears the name of the next city or stop along the trip. In the upper right-hand corner of the card, as at 4, is a legend giving the distance or mileage between the two stops.

While, of course any number of trips, ordinarily four trips will be represented and they may conveniently be assumed as extending respectively from Miami, Florida, to Seattle, Washington; from Norfolk, Virginia, to San Francisco; from Boston, Massachusetts, to Los Angeles, California, and from New Orleans, Louisiana, to Duluth, Minnesota. These routes all cross at St. Louis, Missouri, and an extra card representing said city is provided on which there are no mileage nor population designations but on which the word "Joker" appears in the upper right-hand corner, as at 5. Some of the trips will pass through some of the great national parks and the cards representing such stops are prize cards from which the usual population legend is omitted and direction to count 100 is substituted, as at 6. Each suit or trip contains fourteen cards so that there may be seven stops at each side of the common central crossing stop.

The rules of the game may be varied in the discretion and by agreement of the players but it is advisable to adopt and abide by certain basic rules. The city or stop at the top of a card is the name of the card and should be called when the card is played. The trick-taking value of a card is determined by the mileage represented on the card but both population and mileage may be considered in the count of points. The joker outranks all the other cards in trick-taking value but has no value in the final count of points. Generally, the game will be played by four players, partners being seated opposite each other and the original dealer being determined by cutting for color or by the highest or lowest number of miles on the card turned. Fourteen cards are dealt to each player and the odd card placed face down on the table. The player to the left of the dealer bids for a color for trump (the bid may be either mileage or population), and each player to the left in succession may raise the bid or pass. After the dealer has bid or passed, the highest bidder takes the odd card from the table after which he names the trump color. He then discards one card and leads any card he sees fit, the other players in turn playing

each a card of the same suit if possible and the card having the highest mileage winning the trick. The player winning the trick then leads a card and the process is repeated until all the cards are played. Each player must play a card of the suit led if he has one, otherwise he may play a trump or throw off a card, the object always being to throw into his partner's trick or catch in his own trick cards having low mileage but high population. After all the cards are played, the total mileage in the tricks taken by each side is deducted from the total population represented in the same tricks, the remainder being the final score, provided that if the bidder does not make the amount of his bid he loses what he made and the bid is deducted from his previous score or, if it be the first hand, is charged against him, and provided also that the 100 value of a prize card is counted at once in the score. A game may consist of as many hands as desired.

The game of my invention develops a high degree of finesse in the players, yet it is so simple that youthful minds may readily master it, and in playing the game accurate knowledge of the location and population of prominent cities in the United States will be acquired. It will be understood, of course, that intersecting routes in countries foreign to the United States may be utilized as suits in a deck of cards according to my invention, or trips within a single State may constitute the basis of a deck.

Having fully described my invention what I claim as new and desire to secure by Letters Patent, is:—

1. A deck of cards comprising a plurality of different suits, each suit representing a definite route across a geographical division and being printed in a distinctive color, each card of a suit representing a stop on the route represented by the suit, and a joker card representing a stop common to all the routes.

2. A deck of cards comprising a plurality of different suits, each suit representing a definite route across a geographical division and being printed in a distinctive color, each card of a suit representing a stop on the route represented by the suit, and bearing legends disclosing the population of the stop represented by the card, the name of the next stop, and the distance to be traveled in reaching said next stop.

3. A deck of cards comprising a plurality of different suits, each suit representing a definite route across a geographical division and being printed in a distinctive color, each card of a suit representing a stop on the route represented by the suit, and the cards representing some of the stops having an arbitrary prize scoring value.

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

WILLIAM F. MILLER.

Witnesses:
S. R. SHEARSTON,
Mrs. M. B. COOPER.