Jan. 8, 1963 J. R. HAAK 3,072,408

GAME

Filed Oct. 28, 1959

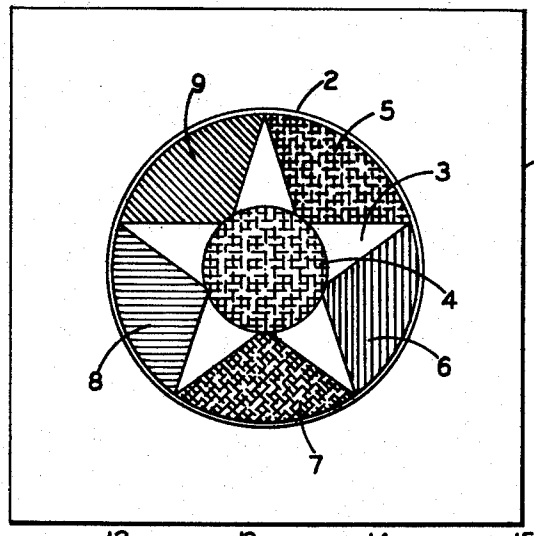


FIG. 1.

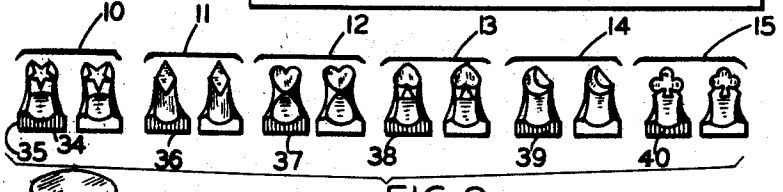


FIG. 2.

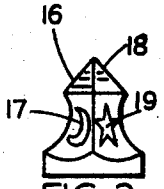


FIG. 3.

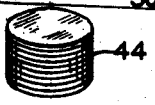


FIG. 5

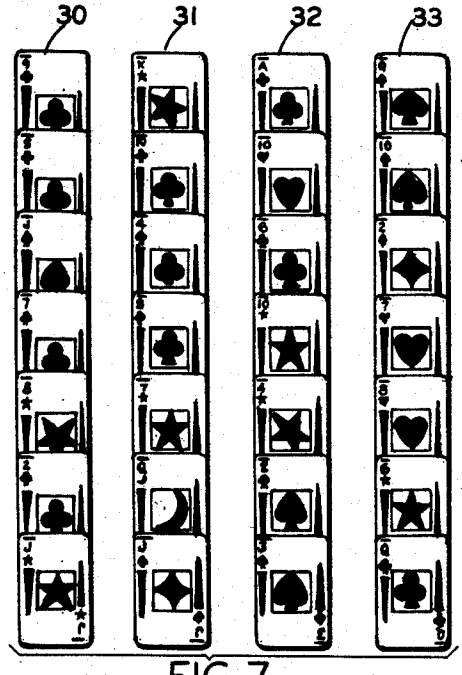


FIG. 7.

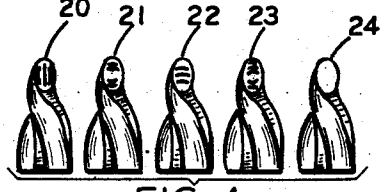


FIG. 4.

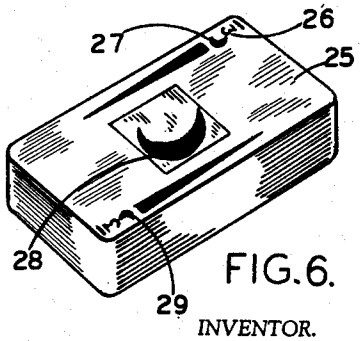


FIG. 6.

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GAME

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3 Claims. (Cl. 273—135)

This invention relates to a new and useful amusement device and more particularly to a table game using a sectionalized playing board, cards and playing counters.

It is an obpect of the instant invention to provide a table game suitable for play by two or more persons. The invention provides a game or contest which can be made more or less difficult at the pleasure of the players, and, also, it provides an enjoyable and educational game for children in that it may instruct or teach the children to think and to make decisions for themselves. The game involves the use of poker type cardplaying with individual player pieces identifying each player and a particular mode of play.

Briefly, in a preferred form the game is as follows: A deck of cards contains six units indicated as hearts, spades, clubs, diamonds, stars and moons. Each player is dealt seven cards. After the deal each player may draw up to six cards, out of said he attempts to form a poker type hand which will be indicative of one of the winning combinations hereinafter referred to.

The object of the game is to gain differently colored counters from one of five pots, each of which pots is marked for a particular winning combination, i.e., each of the pots is suitably coded to be indicative of a particular combination. A definite quantity of counters are initially disposed in that area of the playing surface which is indicative of each particular winning combination.

Each player uses any five of the seven cards he has obtained to make a playing hand and then each player bids on one of the pots which correspond to the combination held in his hand. For example, if a player holds two of a kind, he bids on the pot which is indicated for "two of a kind." If a player believes he holds the highest hand in the particular pot in which he has bet, he may challenge the other players who may have also bet on the same pot.

Next, each player puts one card face down on the table and all players turn over their respective face down cards at the same time. If a player's card matches any other card, either by suit or numerical sequence, or forms a pair with any other disclosed card, those cards stay down and other cards are replaced in the individual and respective player's hands. This process is repeated until one player has successfully placed all seven of his cards on the table.

Referring to scoring for the instant game, only those players who have a single card remaining in their hands, after one of the other players has all of his cards face up, are eligible to win a pot. If any of the five cards on the table belonging to the respective players form a winning combination upon which he has bid, he wins a single counter from that pot.

If a player has been challenged and his hand is higher than the challenger's hand, he wins three counters; if his hand is lower than the challenger's, he gains one. The challenger with the winning hand in the pot, as stated above, wins three counters or, if he loses, he receives no counters.

The object of the game is to obtain fifteen counters, of which there must be at least one from each of the above referred to five pots.

The pots will normally be coded "two of a kind," "three of a kind," "straight," "flush" and "full house" (of course other combinations may be used and would still be within the instant inventive concept). The small center circle is normally coded a "full house of moons and stars" (the stars being indicative of one of the suits and the moons another of the six suits included in the deck of playing cards). By winning the full house of moons and stars, the pot designation may be shifted at the discretion of the particular player having the full house of moons and stars.

At the end of each game, all of the counters are replaced in the pot and a new game may be commenced.

It should be obvious from the above brief description of the game that because of the open nature of the play no deceit may be practiced. This is true because the total number of counters are to be found in the center of the board, and the purpose of the game is merely to obtain one each of all of the particular pots to a total of fifteen, upon which occurrence the game ends and the total number of counters are returned to the center of the pot.

In the accompanying drawings:

FIG. 1 is an illustration of a playing surface or board according to the invention;

FIG. 2 illustrates playing pieces which may be used by the players in accordance with one form of playing game according to the invention;

FIG. 3 illustrates a winning combination piece indicative of a full house of moons and stars;

FIG. 4 illustrates pieces indicative of winning combinations;

FIG. 5 illustrates a series of counters used in the game;

FIG. 6 illustrates a deck of playing cards which may be used in the instant game; and

FIG. 7 illustrates four exemplary hands which might be dealt in the game.

Further referring to FIG. 1, there is diagrammed a playing board or surface **1**, which has contained thereon a circle **2**. Internally of the circle is a five-pointed star **3** having in its center a star and a second smaller circle **4**. The areas of the outer circle into which the star divides said outer circle are toned in five different colors. In the drawing the colors are indicated to be cream **9**, yellow **5**, red **6**, orange **7**, and blue **8**. The inner circle **4**, of the playing diagram is designated as gold. These colors are useful for designating six different playing areas, and obviously any marking which adequately differentiates the areas may be used.

In FIG. 2 there is a depiction of a series of playing pieces in sets of two with identifying numerals **10** through **15**, inclusive. The said playing pieces are marked with indicia in agreement with the six suits of the playing deck. From left to right the indicia are indicated to be: stars **10**, diamonds **11**, hearts **12**, spades **13**, moons **14** and clubs **15**. Referring to FIG. 3, there is depicted the piece which, in play, is placed on the gold circle in the center of the playing surface and serves to indicate the winning combination of three moons and two stars. It will be noted that three short horizontal lines **16** appear on the playing device above moon **17** and two short horizontal lines **18** appear on the side above star **19** being thus indicative of "three moons and two stars."

FIG. 5 is a diagrammatically illustrative of a series of circular counters **44** which are used to score the game.

FIG. 4 is illustrative of the pieces or markers (**20** through **24**) which are used as the indicia of winning combinations. In play, these winning combination pieces are singly placed on the five colored areas **5**, **6**, **7**, **8** and **9** of the outer circle **2**. The winning combination pieces are: three of a kind **22**, indicated by the three horizontal lines; two of a kind **21**, which is indicated by two grouped sets of two each horizontal lines; a straight **20**, indicated by three vertical lines; a full house **23**, indicated by two groups one of which groups has three horizontal lines, the second of which group has two horizontal lines (three of a kind and a pair); and the fifth member **24**, the most righthand illustration, which is noted to have an oval

blank surface, is indicative of a flush (five cards of the same suit). Obviously, any markings may be used to indicate the particular winning combinations or any other desired combination.

FIG. 6 is generally indicative of the playing cards which may be the same shape and valuation (ace to king in each of the six suits) as in a conventional deck of playing cards. The topmost card **25**, is thus "the three of moons" as indicated by the numeral **26** and moons **27**, **28** and **29**.

FIG. 7 is generally indicative of four hands **30**, **31**, **32** and **33** which might be dealt to four players.

The following is a detailed explanation of the manner in which the game is played:

The playing cloth or board **1** is arranged with the players (from 2 to 6) around its periphery. Each player draws a card from the deck. The player who draws the highest card is the first dealer and, also, has the first choice of men (suit) with which he desires to play. Each player receives two men, a bidder and a challenger (they come in pairs, two to a suit). In the drawings FIG. 2, the left-hand or challenger member **34** of each pair, as for example **10**, of playing pieces has a striped, colored bottom **35** (**36**—**40** on the other pairs **11**—**15**) that differentiates it from the bidder piece.

The other players then select their men. The selection will follow the order of the cards which have been previously drawn from the deck, from the highest to the lowest face valuation.

The counters are divisible into five equal groups, each group of a different color. The colors of the five groups are the same as the colors of the five colored areas **5**, **6**, **7**, **8** and **9** of the outside circle. The five markers or winning combination pieces are placed, one each, on one of the colored areas in the outside circle thus indicating the winning combination for the respective pots. The marker with two stars and three moons is placed in the center of the surface in the gold circle.

Having thus satisfactorily set up the playing board and supplied each of the players with playing pieces, the deal begins. The dealer distributes seven cards to each player. Each player then selects as many cards from the seven dealt as will help form a winning combination. The remainder of the cards are discarded; but not more than six may be so discarded. Thereafter, each player is dealt an additional number of cards equal in number to those which he has discarded, maintaining seven cards in each player's hand.

Having completed the deal, the individual players decide upon the winning combination they desire to play. Having decided upon the winning combination which is to be played, the players bid on the particular pot indicated by the winning combination pieces to agree with their hand.

The manner in which bidding is accomplished is: the player to the left of the dealer places his "bidder" piece in that pot corresponding to his selected winning combination (as noted before, each of the pots has a winning combination indicating piece and by selecting the appropriate one, a bid is made); each player, proceeding to the left of the dealer, places his bidder in the appropriate pot.

After each of the players has had the opportunity to designate his bid, any player who has bid on a pot that two or more players have bid on, may challenge if he believes his hand high enough to overcome the hands of the other players that have bid on the same pot. To challenge, the player replaces his bidder with his challenger in that pot he wishes to challenge.

Play is then commenced by each player selecting one card from his hand, preferably one of those cards which is to be in the competing, winning combination. Each of of the players accomplishes the same step. After completion of the selection, the selected cards are held face down on the table or playing surface in front of the respective players. When all the players have accomplished this face down positioning of their card, all players turn their cards face-up at the same time. The cards speak for themselves. The cards that form, with other cards, pairs, numerical sequences, or match according to suit, are considered as cards played and are left on the table face up in front of the player. All other cards must be returned to the respective player's hands. The first player to have all seven of his cards played stops the play and is eligible to win.

Any player who has only one card left in his hand that is not a card of his competing, winning combination, is also eligible to win. Players with two or more cards left in their hands are excluded from the competition and from winning any chips.

More particularly referring to what is meant by cards in sequence, that form pairs, or are in numerical sequence; those that match according to suit for example would be two "moons" cards; those that agree in numeral sequence would be, for example, a five and a six; those that form pairs would obviously be two cards having the same numerical designation.

Also, during the play, cards must be placed on top of each other but so offset that other players may easily recognize those cards which have been played.

By watching the play, i.e., the cards which have been played by other players, the individual players may ascertain which card contained in their hand would be most likely to match up with those to be played by other players. Also, it is important to remember what cards other players have attempted to play and that have been replaced in the hands so that the desirable matching above-referred to may be accomplished in a succeeding attempt to play the replaced cards.

The winning hand in any one pot is that hand of the highest numerical order; only cards in the completed combination count and, in the event of ties, both players will will collect. As has been hereinbefore stated, all players excluded during the play receive no counters (those excluded are those with two or more cards remaining in their hands and those who have not succeeded in playing a winning combination). All losing bidders receive one counter each. All winning bidders receive two counters each. All winning challengers receive three counters. All losing challengers receive no counters.

Players competing in the center pot if they win (the winning combination of three moons, two stars) have the choice of chips (one counter) of any color. Furthermore, the winner of the center pot has the opportunity and hight to change the winning combination markers.

Further, individual players may bid on more than one pot if it is possible to form their hands into more than one "winning combination," but all bids must be won or no counters may be collected.

For example, good strategy would be to trade the markers in the pots where the player has already won the most counters with markers in the pots where no counters have been won. For example, say a player has already won a counter from a particular designation. It would be most advantageous for him to move the markers indicative of "two pairs" or "three of a kind" to a pot where he has as yet won no counters since the occurrence of "two of a kind" or "three pairs" is greater than a "full house," "straight" or "flush."

The conclusion of play, and the hand, is accomplished after the winners have claimed their counter or counters and the players have removed their men from the pots. The dealer collects the cards and passes the deck to the player on his left who is the dealer for the next hand.

The winner of the game is the first player to gain a total of fifteen counters provided he has acquired at least one counter of each color.

It is to be understood, that I do not desire to be considered as confining myself to the specific construction and relative arrangement of parts, pieces and order of play hereinbefore set forth since in future practice of

the invention various changes and modifications may be made such as will fall within the scope of my invention as defined in the appended claims, without departing from the principles of the invention.

Having thus described my invention, what is claimed and desired to be secured by Letters Patent is:

I claim:

1. A game adapted to be played by at least two players, comprising a board divided into six differently coded play-areas, six winning combination pieces five of which are selectively positionable one each on each of five of the playing areas, the sixth of the winning combination indicating pieces being positionable on the other of the six playing areas, a plurality of counters divided into five equal groups each of which is coded to indicate positionment on one of the playing areas upon which one of said selectively positionable winning combination pieces is located, a group of two playing pieces for each player, each member of each group of playing pieces having similar indicia relative to the other member of the group which distinguish the members of the respective groups from each of the other groups, each of the members of each of the groups also having additional different indicia relative to the other member of its group which is similar to one of the members of each of the other groups of playing pieces, each of the members of each of the groups having a different play indicating operation relative to the other member of the group and said operation being indicated by said additional different indicia, and a group of selectively dealt playing elements distributable in equal numbers to each of the players to selectively dictate possible manners of manipulating said playing pieces, and said winning combination pieces indicating and being equal in number to the said possible manners of play, and the players properly selecting winning manners of play selectively removing some of the counters.

2. A game adapted to be played by at least two players, comprising a board divided into six differently coded playing areas, six winning combination pieces five of which are selectively positionable one each on each of five of the playing areas, the sixth of the winning combination indicating pieces being positionable on the other of the six playing areas, a plurality of counters divided into five equal groups each of which is coded to indicate positionment on one of the playing areas upon which one of said selectively positionable winning combination pieces is located, a group of two playing pieces for each player, each member of each group of playing pieces having similar indicia relative to the other member of the group which distinguish the members of the respective groups from each of the other groups, each of the members of each of the groups also having additional different indicia relative to the other member of its group which is similar to one of the members of each of the other groups of playing pieces, each of the members of each of the groups having a different play indicating operation relative to the other member of the group and said operation being indicated by said additional different indicia, and a group of selectively dealt playing elements distributable in equal numbers to each of the players to selectively dictate possible manners of manipulating said playing pieces, and said winning combination pieces indicating and being equal in number to the said possible manners of collectively and substitutionally manipulating said playing pieces, and the player properly selecting the said sixth winning combinaton piece as a winning manner of play selectively repositioning the other five winning combination pieces.

3. A game adapted to be played by at least two players, comprising a board divided into six differently coded playing areas, six winning combination pieces five of which are selectively positionable one each on each of five of the playing areas, the sixth of the winning combination indicating pieces being positionable on the other of the six playing areas, a plurality of counters divided into five equal groups each of which is coded to indicate positionment on one of the playing areas upon which one of the said selectively positionable winning combination pieces is located, a group of two playing pieces for each player, each member of each group of playing pieces having first indicia relative to the other members of its group which distinguish the members of the respective groups from the other groups, each of the members of each of the groups also having second additional indicia relative to the other member of its group which is similar to one of the members of each of the other groups of playing pieces, each of the members of each of the groups having a different play indicating operation relative to the other and said operation being indicated by said second additional indicia, and a group of selectively dealt playing elements distributable in equal numbers to each of the players to selectively dictate possible manners of manipulating said playing pieces and being divided into suits which are coded with indicia similar to the said first indicia of the various groups of playing pieces, and said winning combination pieces being equal in number to the said possible manners of play.

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