

(No Model.)

C. B. ROSENBERGER.
PLAYING CARDS.

No. 563,619.

Patented July 7, 1896.

Fig. 1.

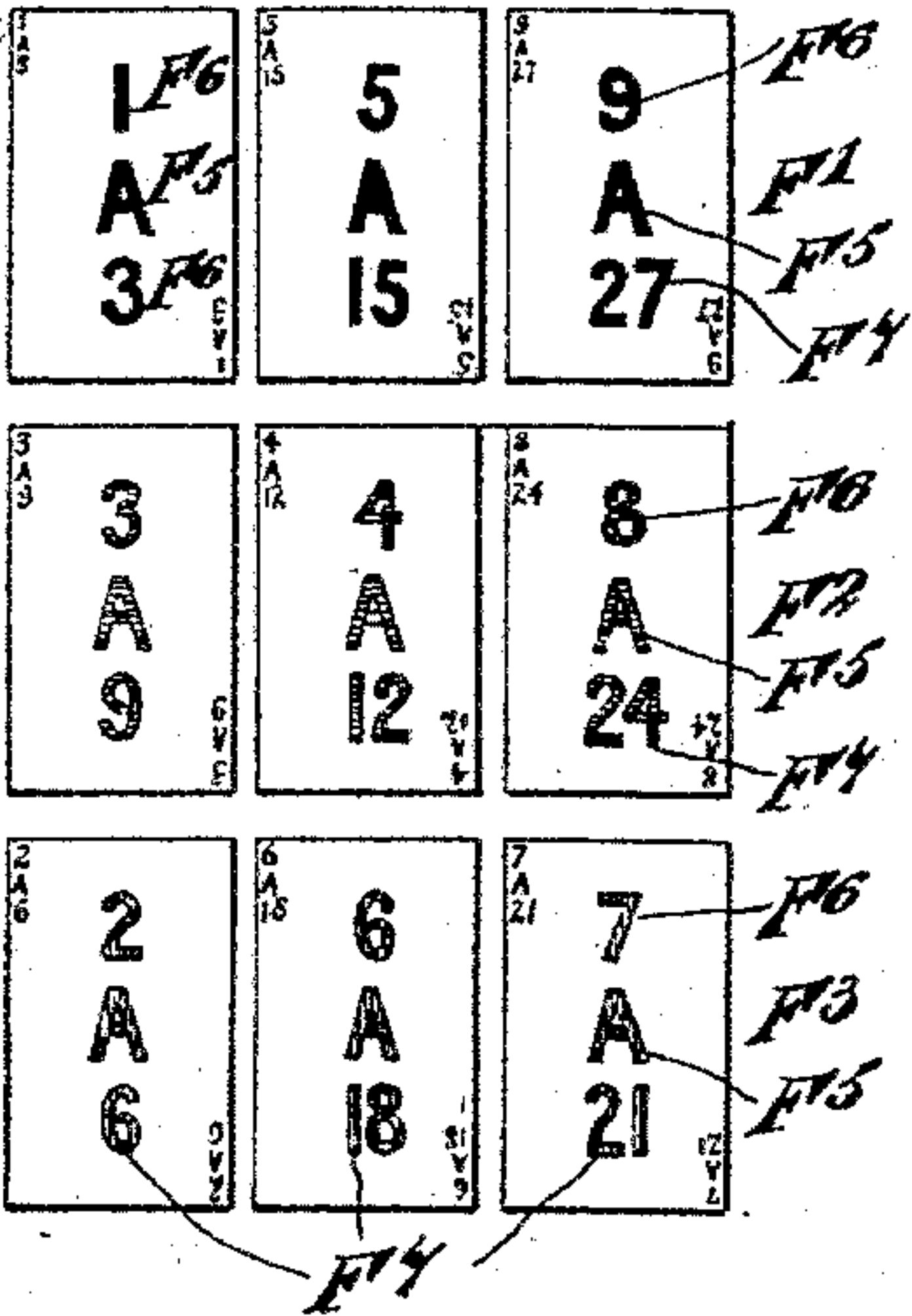


Fig. 2.

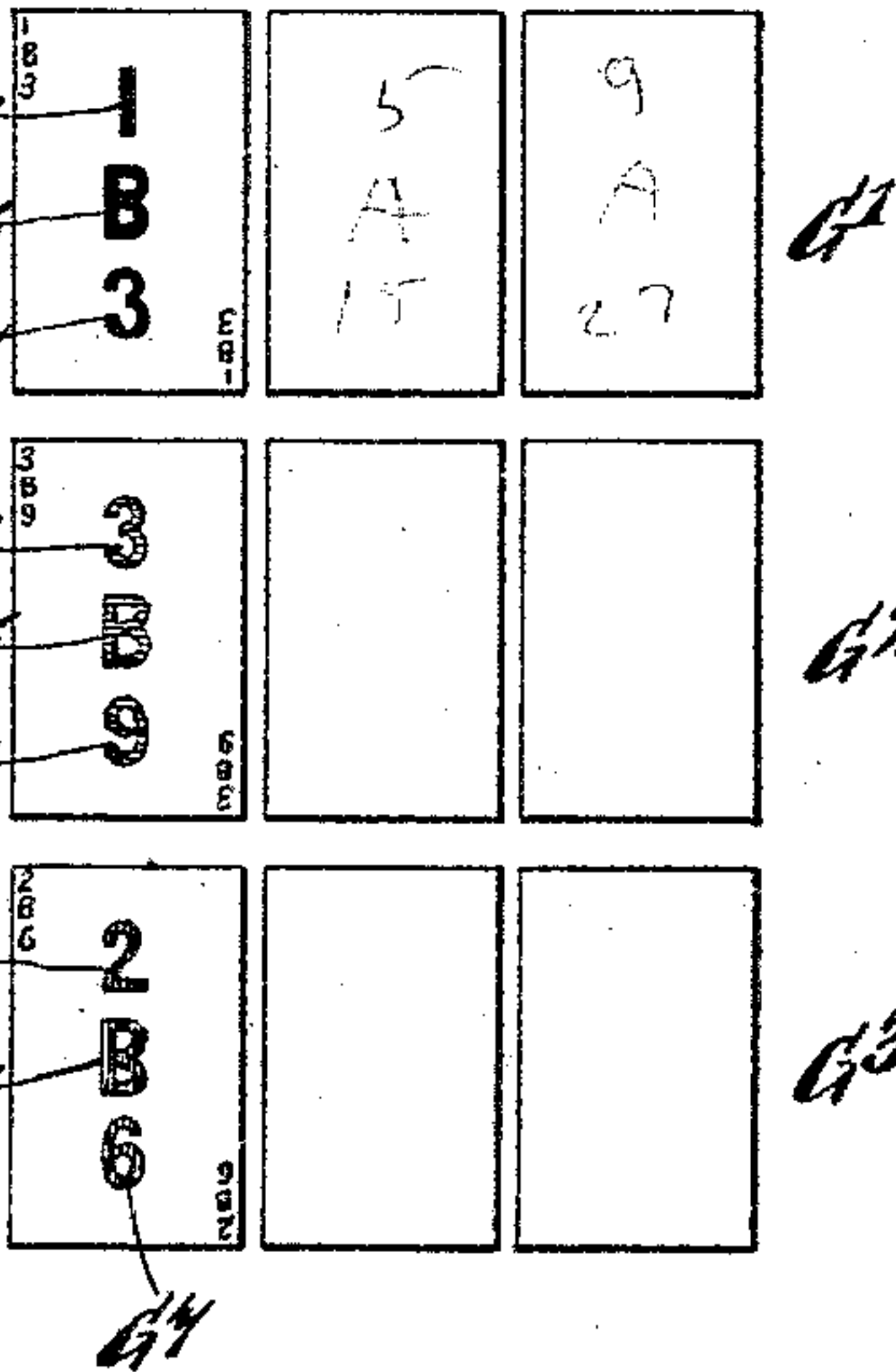


Fig. 3.

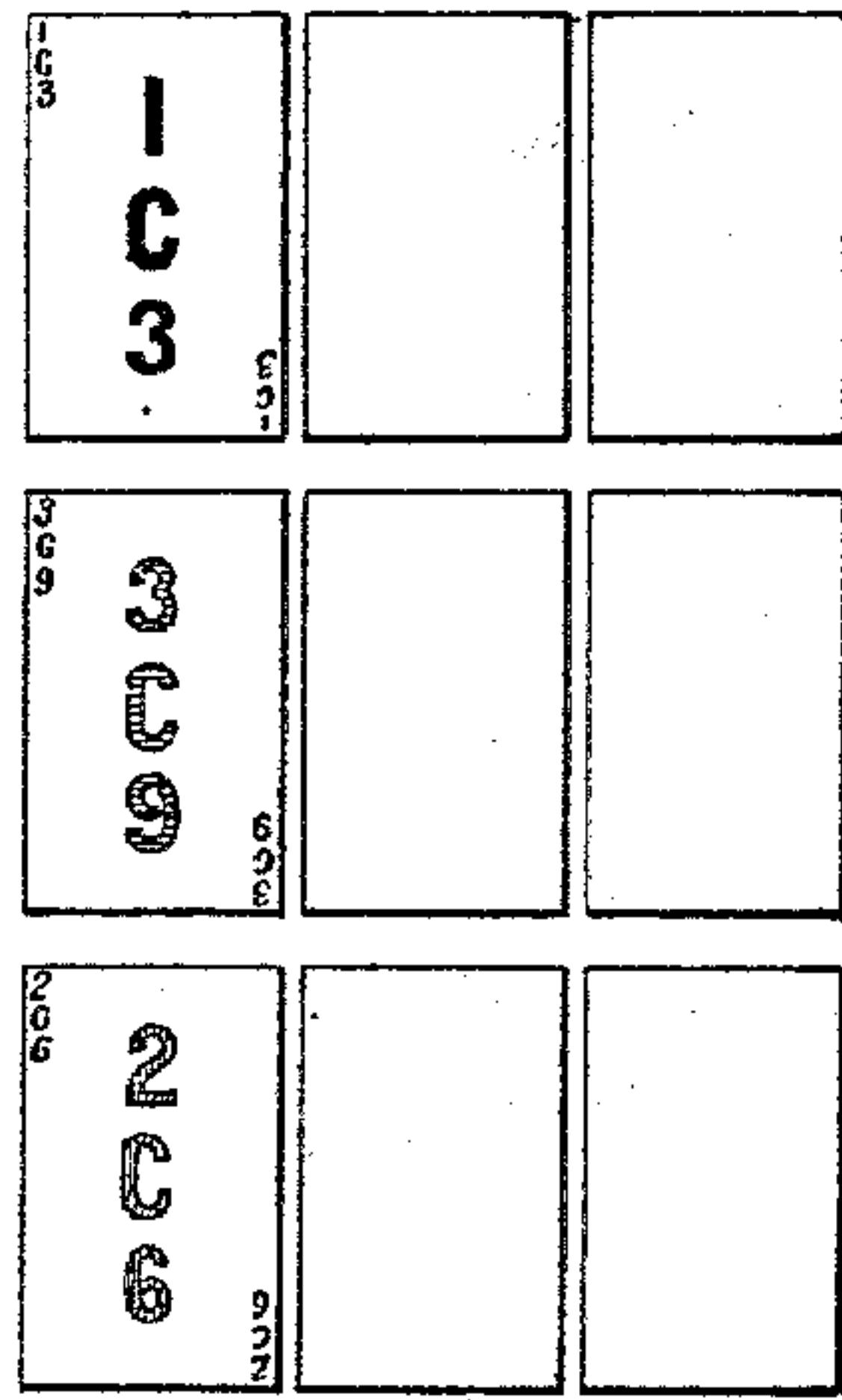


Fig. 4.

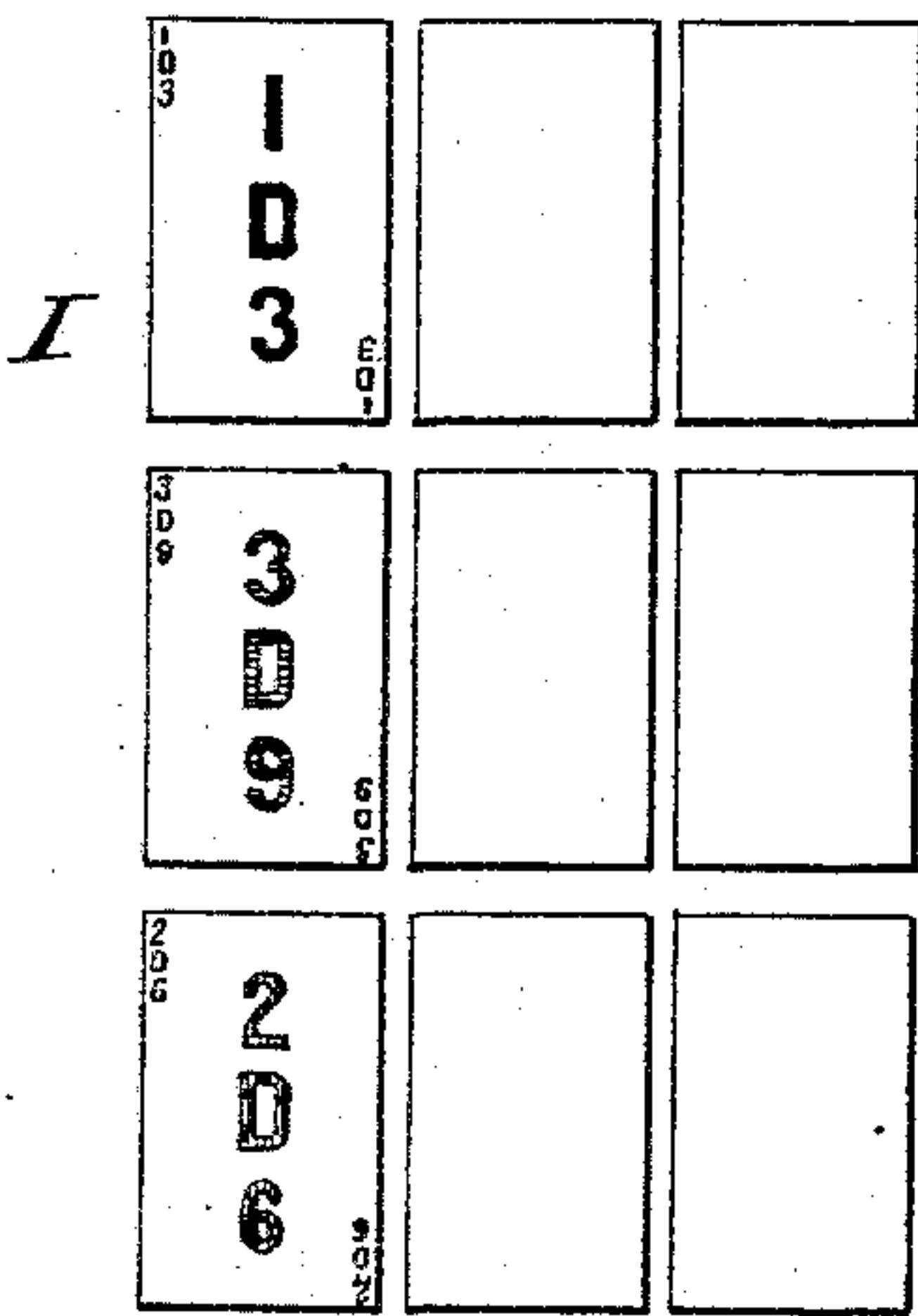


Fig. 5.

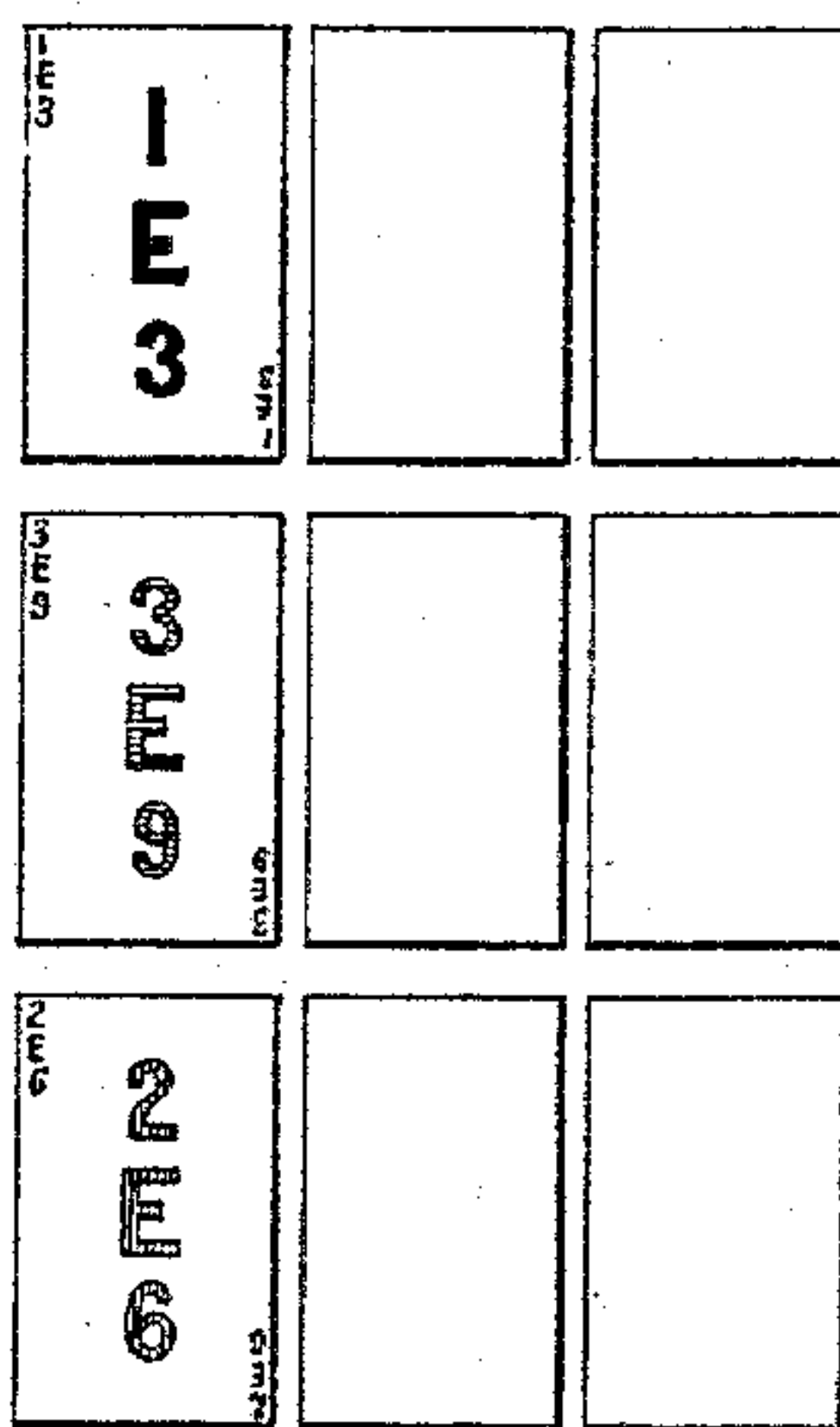


Fig. 7.

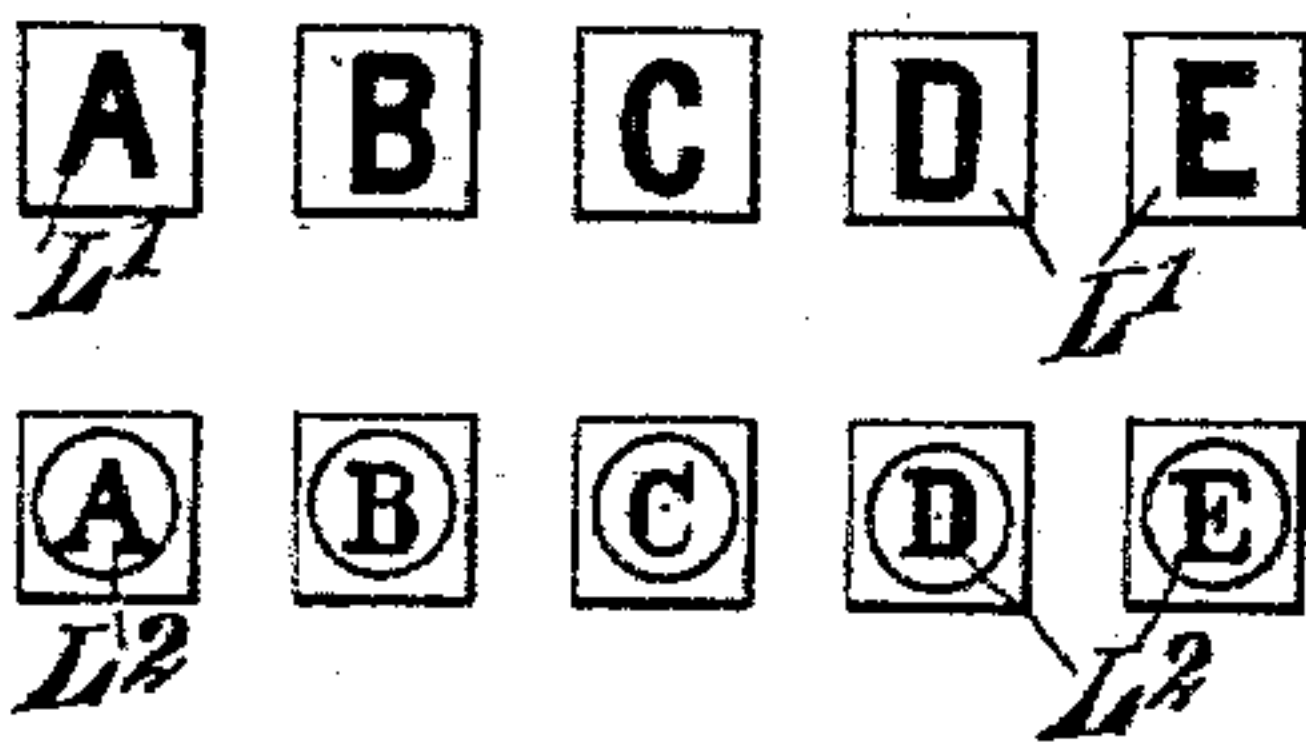


Fig. 8.

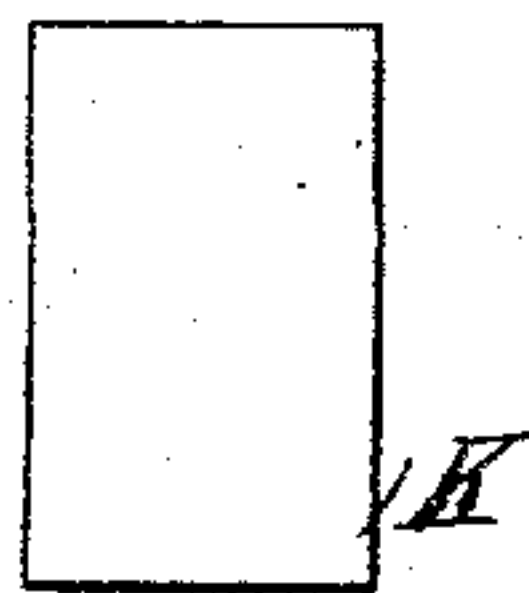
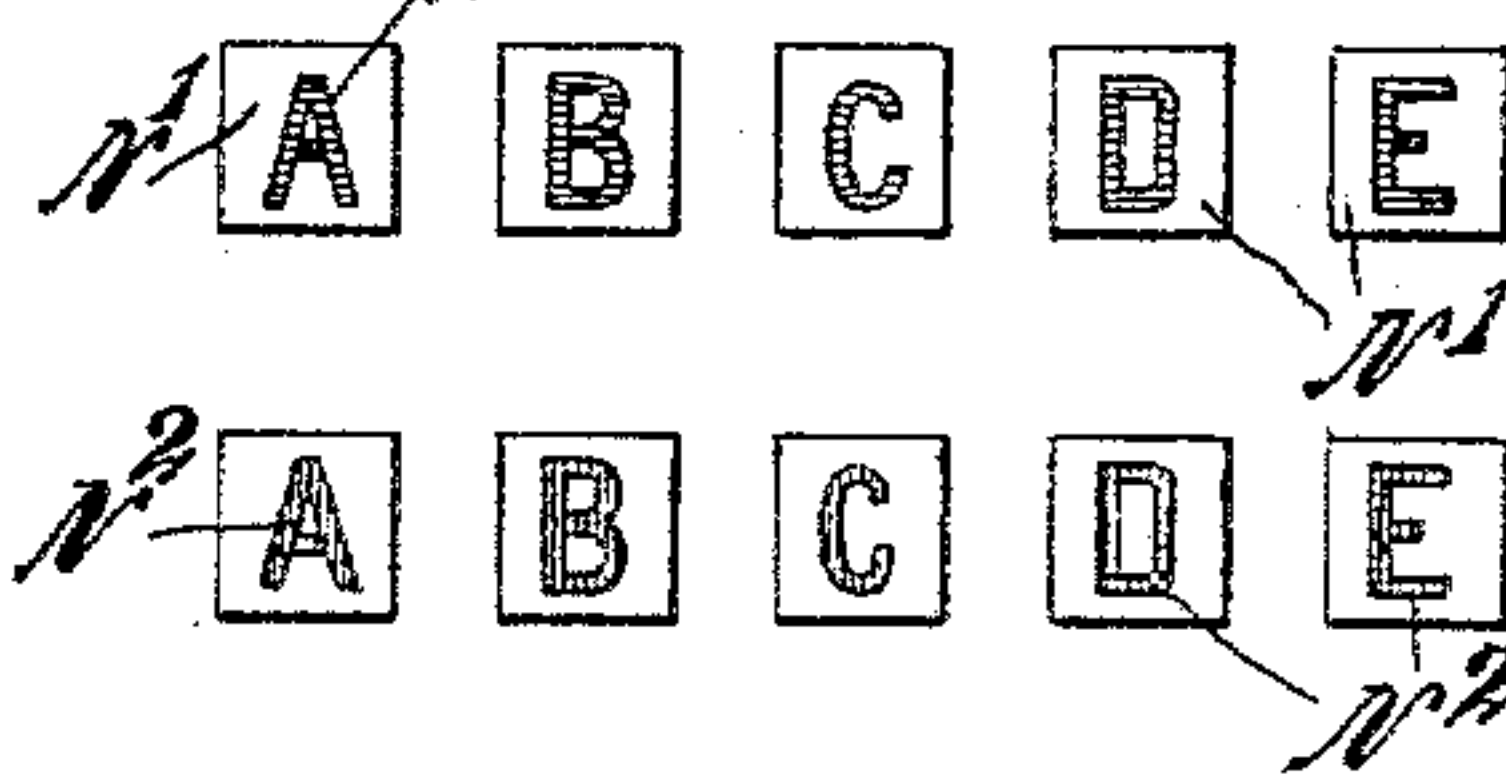


Fig. 8.



WITNESSES:

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Black.
Red.
Green.

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UNITED STATES PATENT OFFICE.

CHARLES B. ROSENBERGER, OF PITTSBURG, PENNSYLVANIA.

PLAYING-CARDS.

SPECIFICATION forming part of Letters Patent No. 563,619, dated July 7, 1896.

Application filed January 22, 1896. Serial No. 576,457. (No model.)

To all whom it may concern:

Be it known that I, CHARLES B. ROSENBERGER, of Pittsburg, in the county of Allegheny and State of Pennsylvania, have invented an Improvement in Playing-Cards, of which the following is a full, clear, and exact description.

The invention relates to games; and its object is to provide new and improved playing-cards, arranged to afford considerable amusement.

The invention consists of a plurality of suits of cards, each suit having an identifying character common to all the cards in the same suit, and each card being provided with scoring-numerals.

The invention also consists of certain parts and details and combinations of the same, as will be fully described hereinafter, and then pointed out in the claims.

Reference is to be had to the accompanying drawings, forming a part of this specification, in which similar characters of reference indicate corresponding parts in all the figures.

Figures 1, 2, 3, 4, and 5 are face views of the several suits of cards. Fig. 6 is a face view of one of the blank cards to be used in the game. Fig. 7 is a face view of one suit of the identifying-plates, indicating both faces of the plates; and Fig. 8 is a similar view of another set of identifying-plates, showing both faces.

The pack of playing-cards consists of suits of cards F, G, H, I, and J, each suit, as represented, consisting of nine cards, and as the several suits are of like character it suffices to describe but one in detail. Each suit is divided into three groups. For instance, the suit F has the groups F¹ F² F³, and each card in a group is provided with an identifying character F⁵, which is differently colored in each of the groups. For instance, as shown in Fig. 1, the letter "A" is the identifying character in the suit F, and colored black in the group F¹, red in the group F², and green in the group F³. The identifying character G⁵ in the suit G is the letter "B," which is black in the group G¹ of this suit, red in the group G², and green in the group G³. In the other suits H, I, and J the identifying characters are "C," "D," and "E," differently colored,

as specified above, in reference to the groups F and G.

Each card in a suit is further provided with two scoring-numerals, one located above the identifying character and the other below the same, as plainly indicated in Fig. 1. Thus, for the suit F the upper numerals F⁶ are less in value than the numerals F⁷ below the identifying character, and the relation between the upper and lower numerals of a card is like "one" to "three"—that is to say, the lower numeral is always three times the value of the upper numeral, and said numerals are preferably printed the same color as that of the identifying character on the card. The upper left corner and the lower right corner of each card may be provided with indexes indicating the value of the card by its identifying character and numerals, as above described.

In connection with the suits of cards above described I may employ a number of blank cards K, (shown in Fig. 6;) but they may be omitted, if desired. I further provide sets of identifying-plates L and N, each consisting of five plates bearing identifying characters corresponding to the identifying characters of the five suits above referred to. Thus, as shown in Fig. 7, the plates L bear on one face, as at L¹, the black letters "A B C D E," and on the reverse face, as at L², the same letters inclosed in a circle. The identifying-plates N are likewise provided on one face, N¹, with the letters "A B C D E" in red, and on the other face, N², are corresponding letters, but green in color.

The letters on the faces L² of the plates L are for playing straight suits, and score with the upper numerals F⁶, G⁶, &c., of the card cut, while the letters on the other faces of the plates score with the lower numerals F⁷, G⁷, &c., of the card cut, provided the latter bears the same letter and has the same color as the played plate.

The game is played as follows: One person is selected for the banker, whose office is to shuffle and cut the pack containing the plurality of suits of cards, each suit containing nine cards, as before described. Each of the players, except the banker, is given the two sets of identifying-plates, the number of plates

in each set corresponding to the number of suits of cards before mentioned. The game is now ready to be set in operation. Each player selects the plate on which his stake is to be risked and indicates by placing chips thereon, or by any predetermined means, how much he is willing to risk. The banker now shuffles the cards and cuts them, turning one card up so that its face can be seen. Now each player knows whether he has won or lost. If the player is inclined to be adventuresome, he selects one of the plates L, N', or N², for in order then to win, the plate on which he has bet must correspond to both the letter and color of the card cut. At the same time, however, if his plate does correspond to the said identifying-card, he is credited with a number of points equal to the product of the lower numeral of the identifying-card and the number of points he has risked on his lucky plate. On the other hand, if the player wishes to take a safer course, he selects one of the plates L². Now in order to win, his plate must correspond to the card cut in respect to the identifying-letter alone, and when it does correspond he is credited with a number of points equal to the amount he has risked multiplied by the upper numeral of the identifying or cut card. Thus it will be seen that there are two grades of chance and a commensurate degree of remuneration for the winning player. When one of the plates L² (the letter within the circle) is selected, the winning player or players have their points multiplied by the upper numeral of the identifying-card, and when any of the plates L', N', or N² are selected the winning player or players have their points multiplied by the lower numeral of the identifying-card, which is always three times the value of the upper numeral. The points or chips are paid to the winning players from the "bank," and the players whose selected plates do not correspond with the identifying-card cut must pay into the bank the number of points or chips risked. Each player is permitted to bet on as many plates as he desires, for the gains and losses are determined by the amount risked on each plate. For instance, let there be three players and the "banker" engaged in the game: Player No. 1 plays the plate N with the face N² turned up to show the letter "A" in green, and risks ten points thereon. Player No. 2 plays the plate L with the face L' turned up to show the letter "A" in black, and risks ten points thereon. Player No. 3 selects the plate L with the face L² turned up to show the letter "A" inclosed in a circle, and risks ten points thereon. The banker

then shuffles the cards and cuts, say, the card 60
7
A (green in color.) Player No. 1 chancing to 21
have selected the plate that corresponds to the cut card, in both color and identifying-letter, receives from the bank the number of points risked multiplied by the lower numeral of the identifying-card, that is, 10×21 , or 210. Player No. 2, although he has the same letter on his plate as the card cut, has not the same color, and therefore pays to the bank his ten points. Player No. 3 having played the plate showing the letter "A" within a circle receives from the bank the number of points risked multiplied by the upper numeral of the card cut, that is, 10×7 , or 70. This ends one round of the game, which may be continued in the same way until one person has all the chips or until some set limit is reached. Instead of one person banking, during the whole game, each person may take his turn at the same after every round.

In case the blank cards K are used, and one of them happens to be cut, all the players pay the amount risked on their respective plates to the person banking.

While I have shown and described the game in connection with a limited number of suits, indentifying-plates, and players, I do not restrict myself to such arrangement, as any number of cards and plates may be used, and the designs of the same may be changed without departing from the scope of my invention.

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

1. A pack of playing-cards, comprising a plurality of suits of cards, each suit having an identifying character common to all the cards of the suit, and each card being provided with scoring-numerals, one of which is for the identifying character without the color thereon and the other for the same and its color, substantially as shown and described.

2. A pack of playing-cards, comprising a plurality of suits of cards, each suit having an identifying character common to all the cards in the suit, each card being provided with scoring-numerals, and identifying-plates bearing characters corresponding to the characters on the suits of cards and indicating the value of the scoring-numerals, substantially as shown and described.

CHARLES B. ROSENBERGER.

Witnesses:

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CHAS. DOHRER.