

(No Model.)

C. A. WELLS.
PLAYING CARDS.

No. 584,801.

Patented June 22, 1897.

Fig. 1.

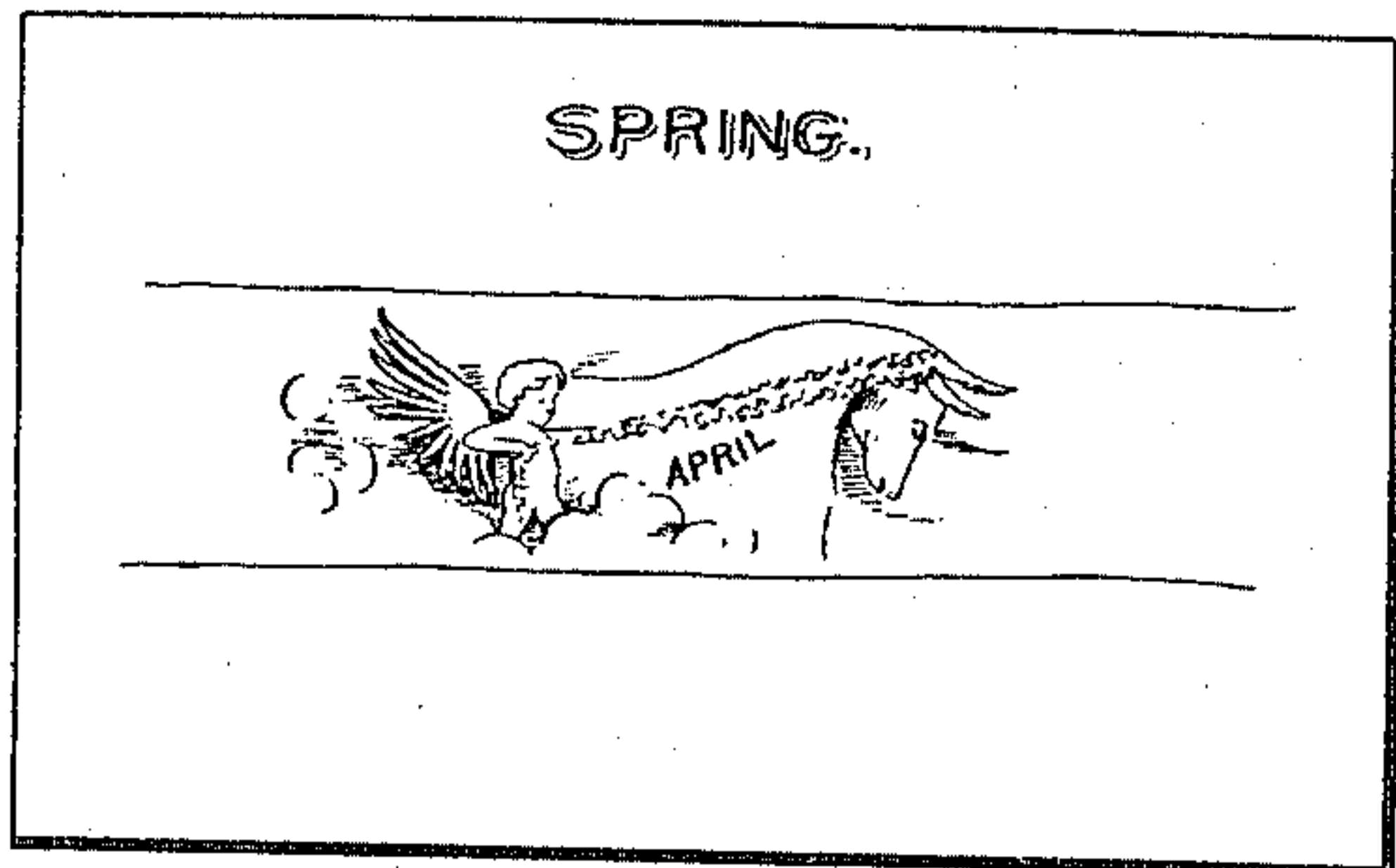


Fig. 5.

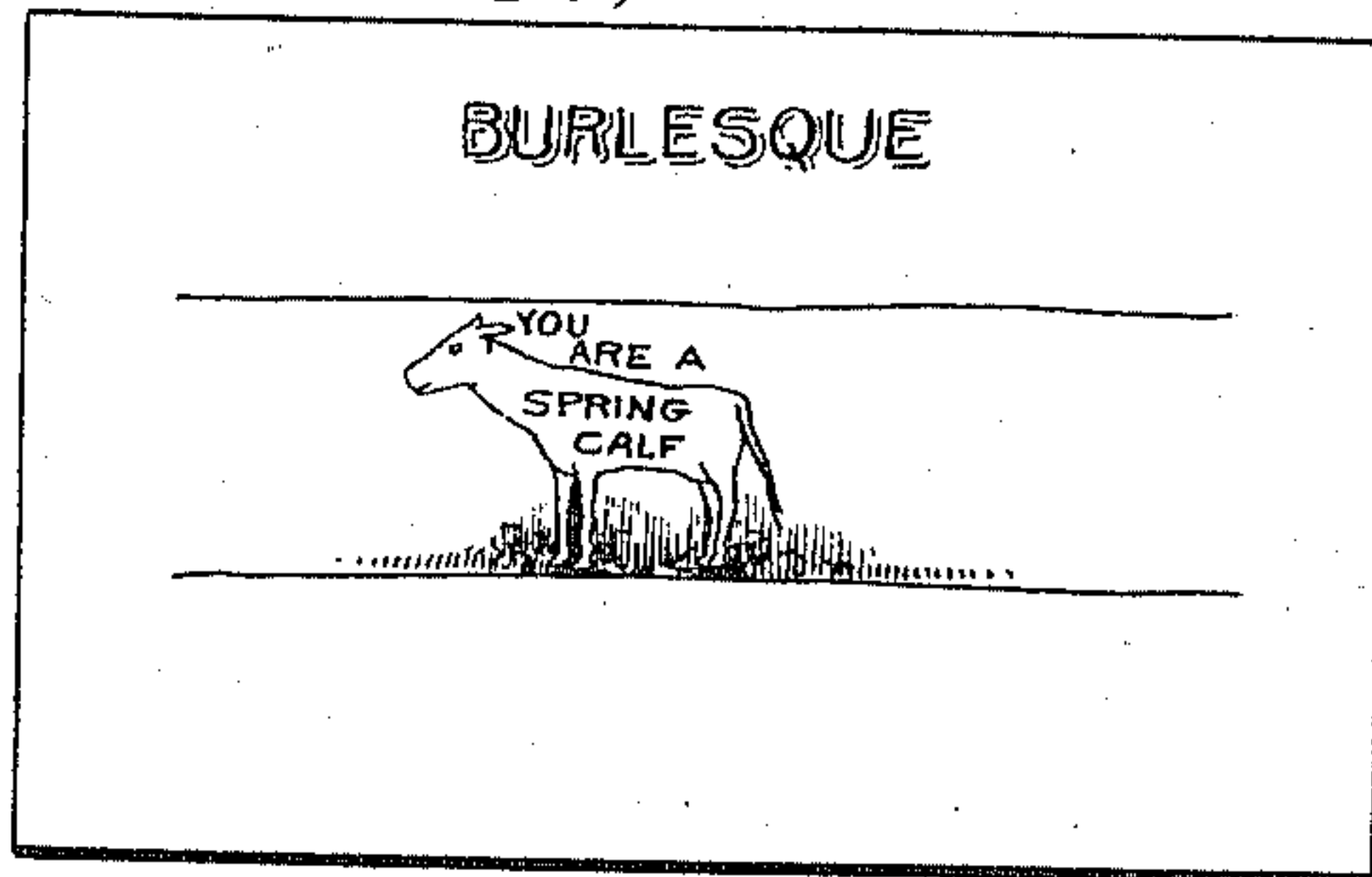


Fig. 2.

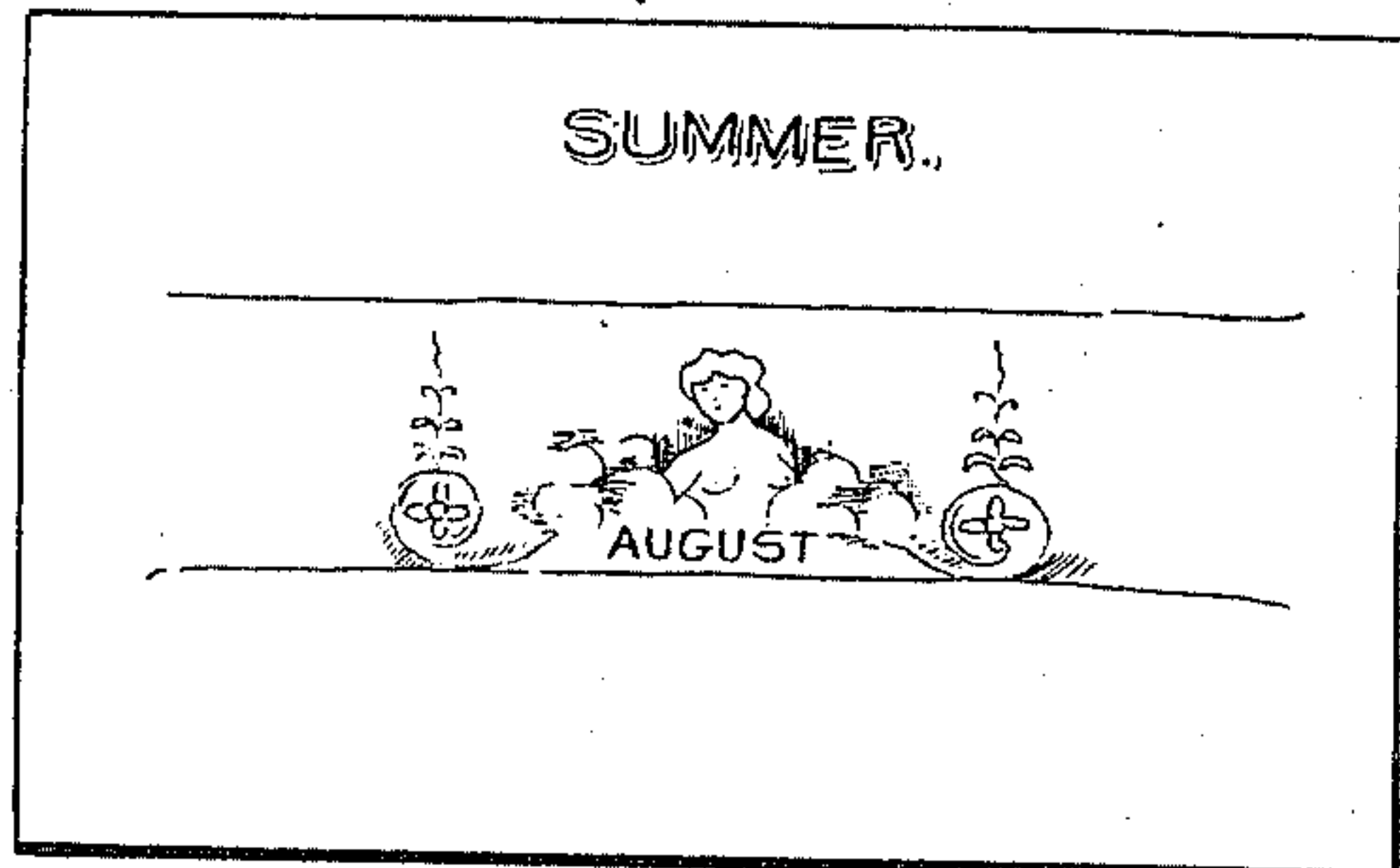


Fig. 6.

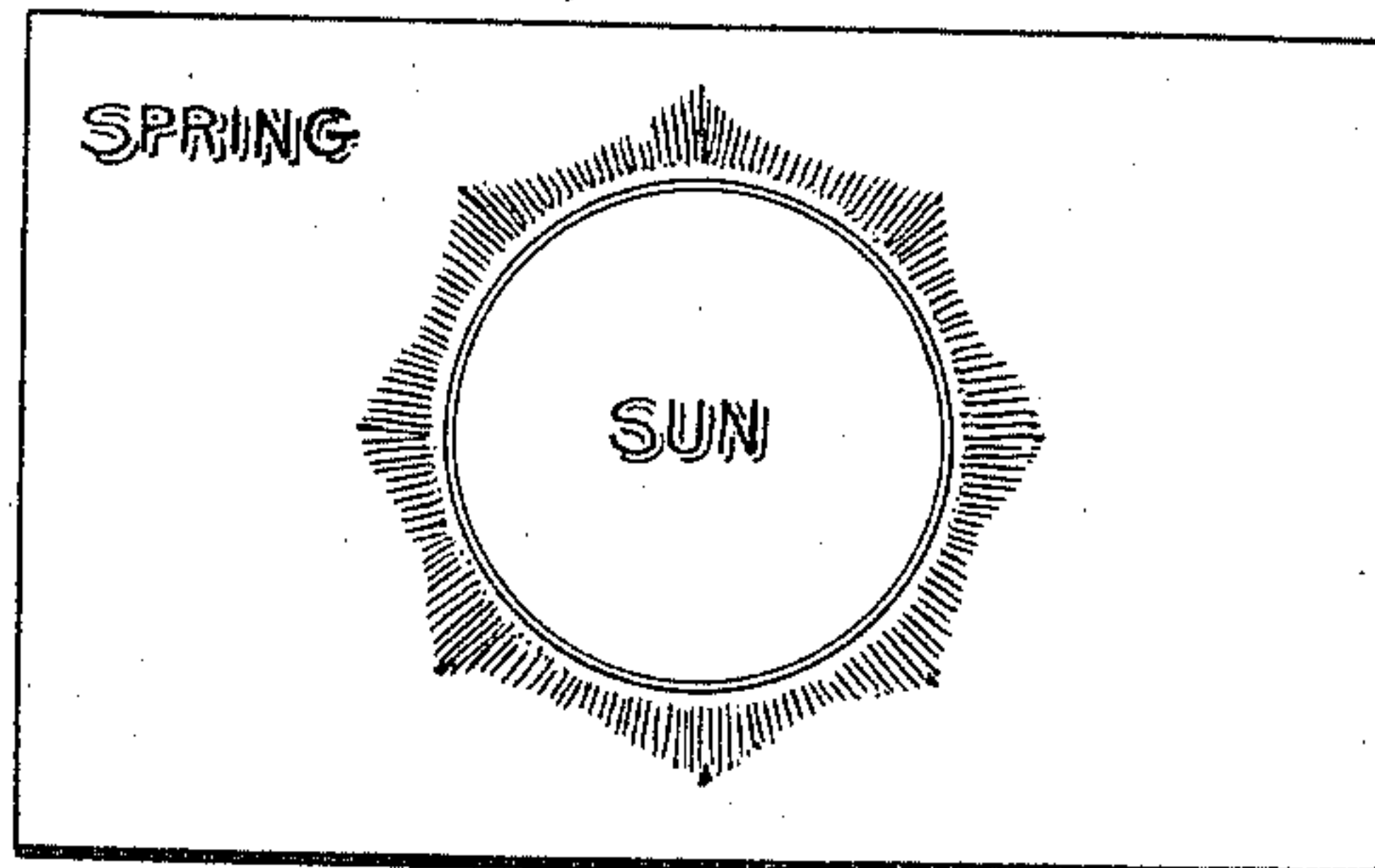


Fig. 3.

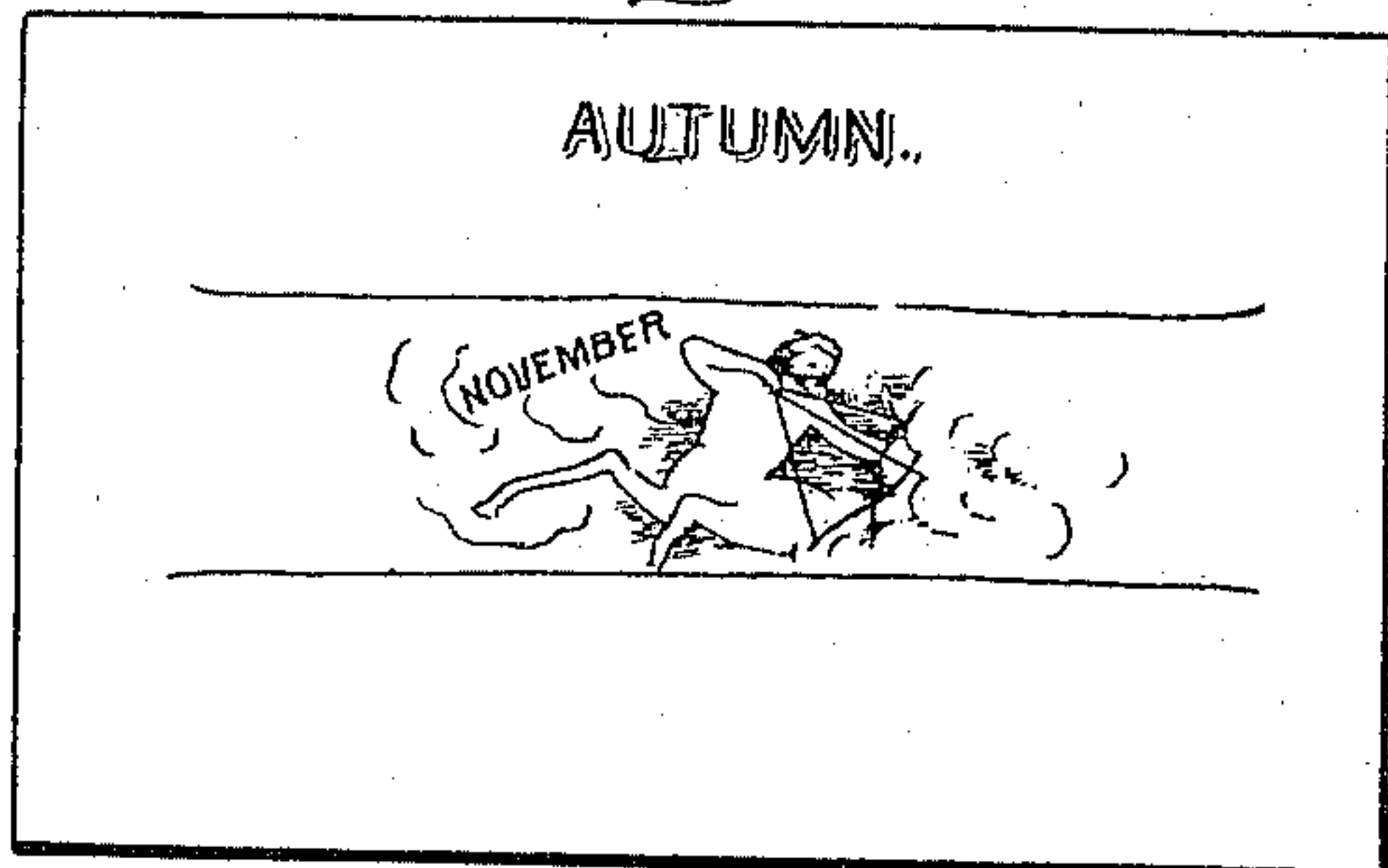


Fig. 7.

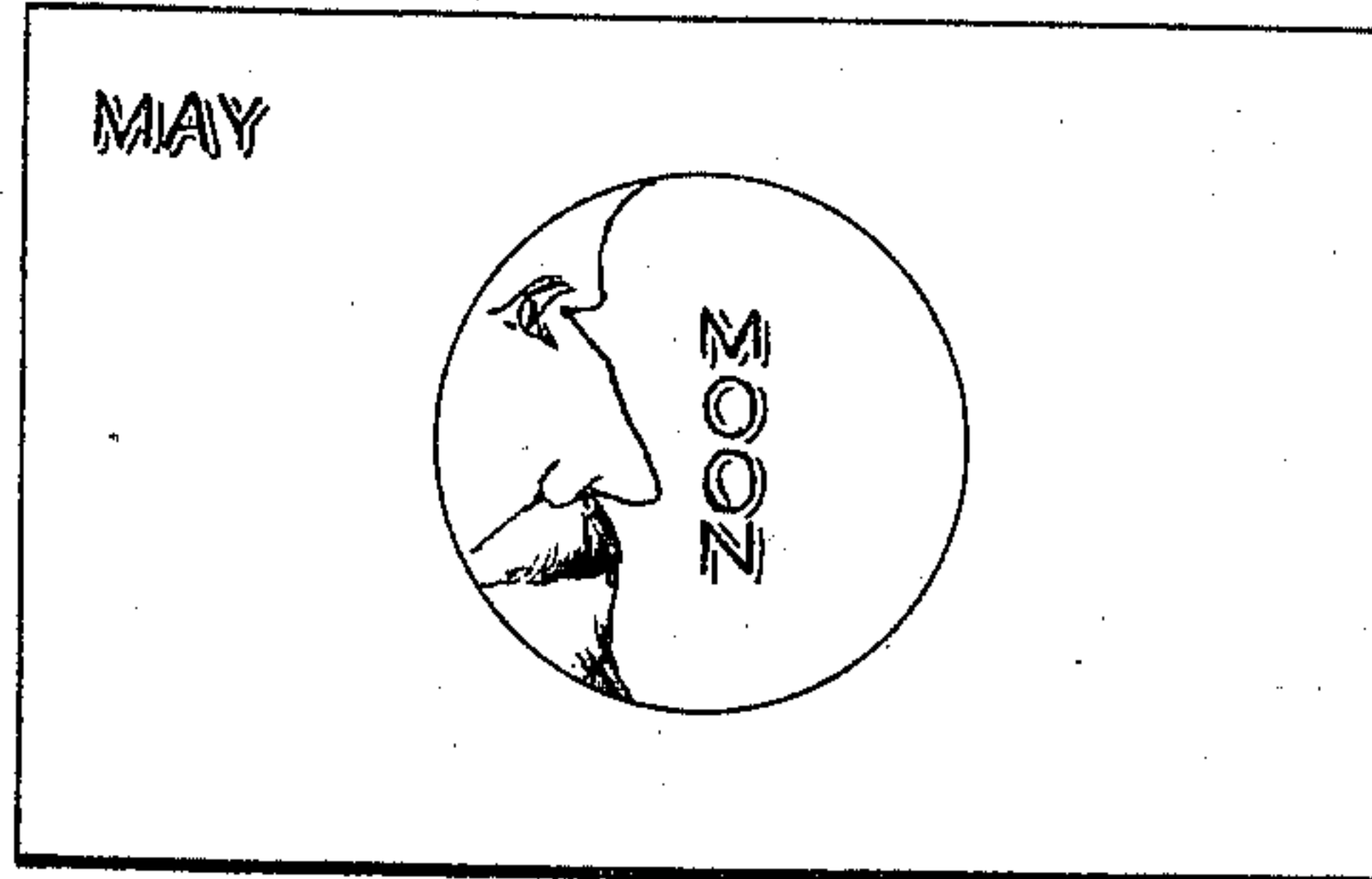


Fig. 4.

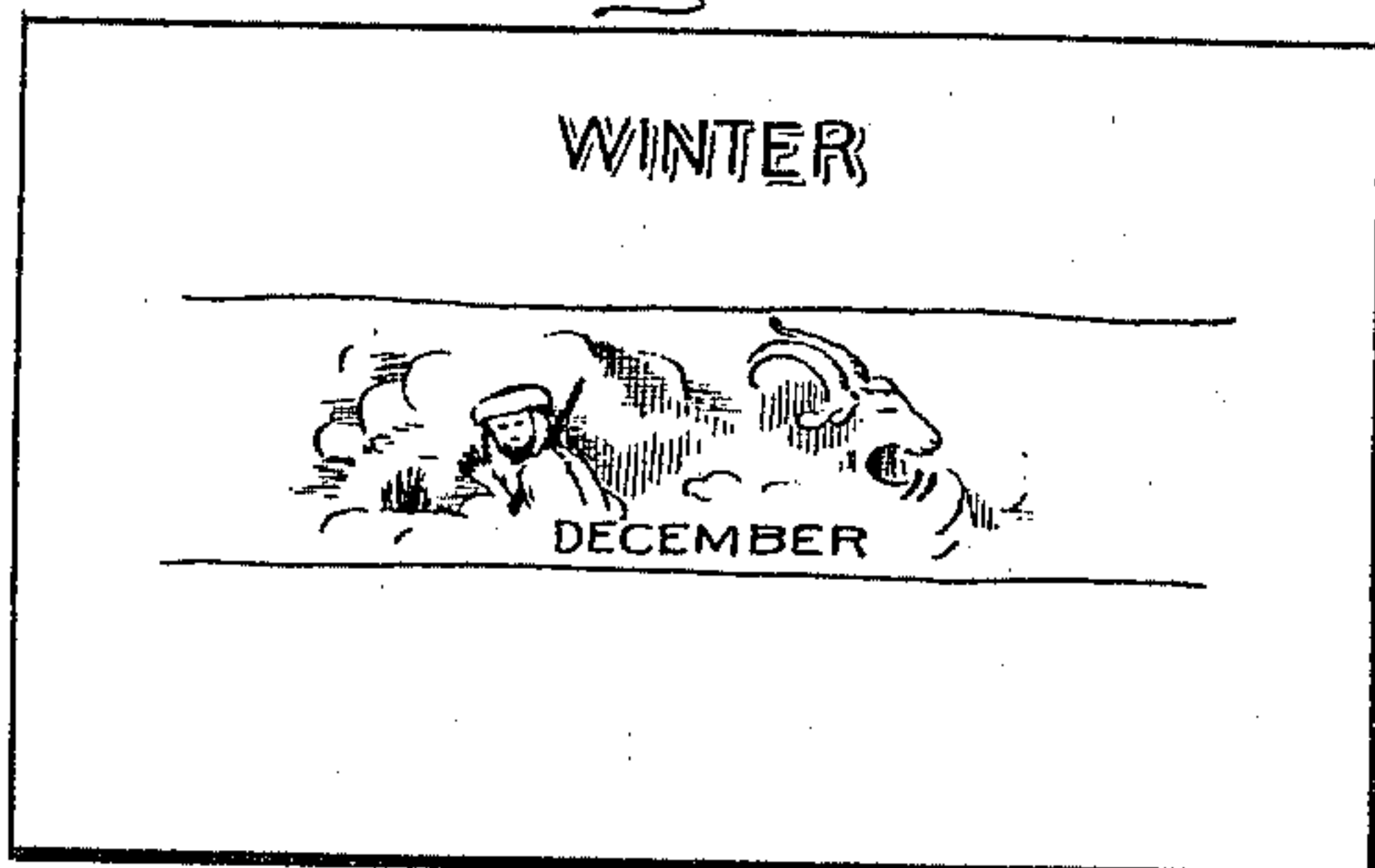
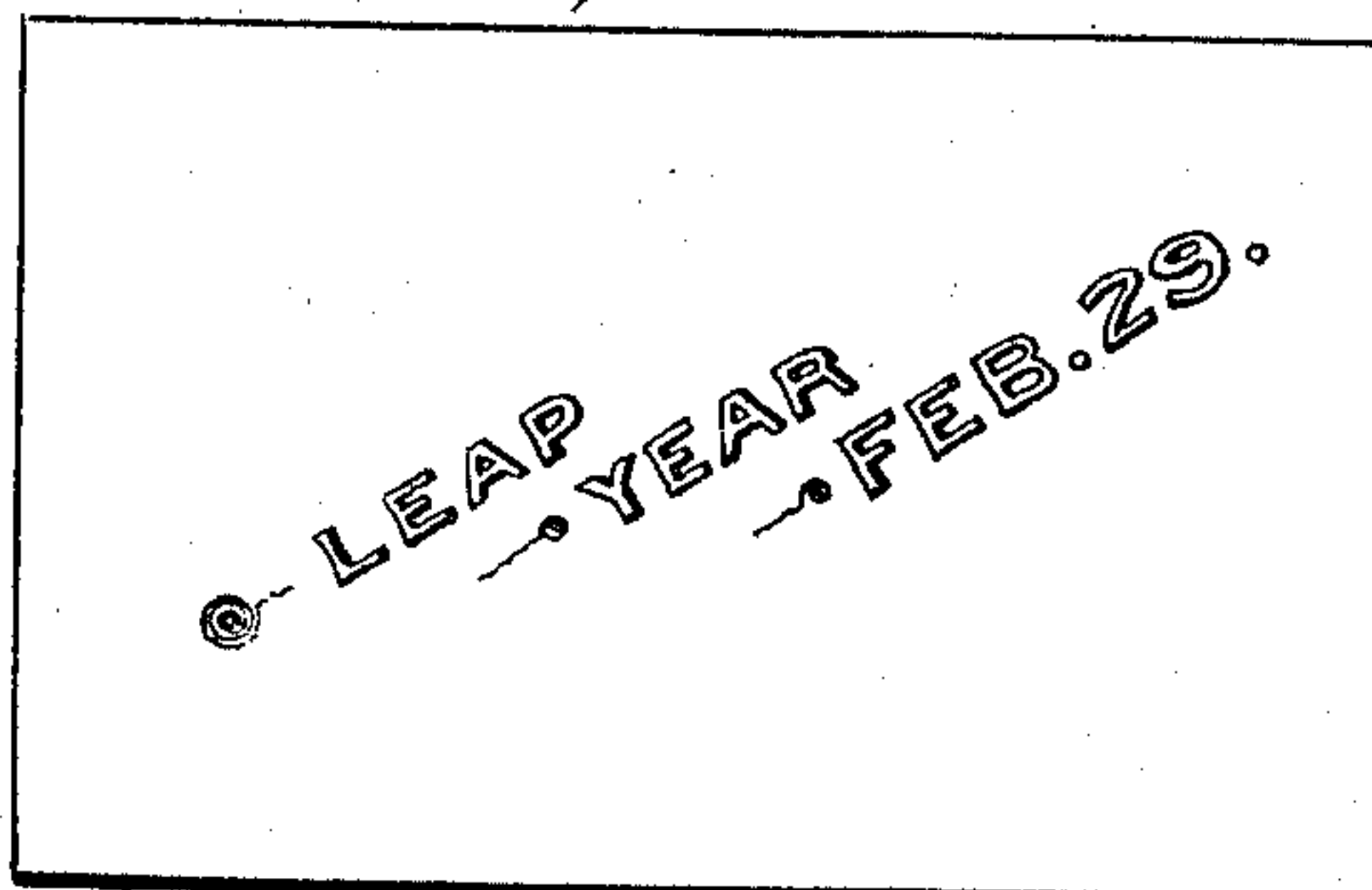


Fig. 8.



Witnesses

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UNITED STATES PATENT OFFICE.

CHARLES ARVID WELLS, OF YALE, MICHIGAN.

PLAYING-CARDS.

SPECIFICATION forming part of Letters Patent No. 584,801, dated June 22, 1897.

Application filed February 27, 1897. Serial No. 625,360. (No model.)

To all whom it may concern:

Be it known that I, CHARLES ARVID WELLS, a citizen of the United States, residing at Yale, in the county of St. Clair and State of Michigan, have invented certain new and useful Improvements in Playing-Cards; and I do 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 a game adapted to be played by cards; and the object of the invention is to provide a game which shall be interesting, amusing, and instructive to both young and old.

With this object in view the invention consists of a plurality of cards suitably inscribed and played in the manner hereinafter specified.

In the accompanying drawings, Figure 1 is a view of one of the playing-cards denoting one of the months of the spring season, of which there are three for each month of that season, making a total of nine. Fig. 2 is a view of one of the playing-cards denoting one of the months of the summer season, of which there are three for each month of the season, making a total of nine. Fig. 3 is a view of one of the playing-cards denoting one of the months of the autumn season, of which there are three for each month of that season, making a total of nine. Fig. 4 is a view of one of the playing-cards denoting one of the months of the winter season, of which there are three for each month of that season, making a total of nine. Fig. 5 is a view of one of the burlesque cards, of which there are four, one for each season of the year. Fig. 6 is a view of a sun-card, of which there are four, one for each season of the year. Fig. 7 is a view of one of the moon-cards, of which there are twelve, one for each month of the year, and Fig. 8 is a view of the "leap-year" card.

The game consists of fifty-seven cards, fifty-three being playing-cards and four burlesque cards. The four seasons—spring, summer, autumn, and winter—each consists of three cards of each month of that season, making in all thirty-six cards. Each month has one moon-card, making twelve cards. Each season has a sun-card, making four cards, and one leap-year card, together with the four

burlesque cards, make a pack of fifty-seven cards.

The game consists of twenty-nine points, 55 which are represented by the following cards: The leap-year card counts twelve points, the sun-card four points, the moon-card two points, and the three months of a season one point. 60

To play a game, the cards are to be thoroughly mixed by one of the players and dealt out one card at a time to each player, dealing from right to left until each player has six cards. The player next to the left of the one who deals shall have first choice of season, and so on from right to left until all the seasons are chosen. The player who chooses first shall play a card of his season, and the next a card of his, and so on, each player to lay his card down in front of himself, so as not to mix the seasons. 70

The cards are to be dealt twice, six cards to each player at each deal, or the whole pack of fifty-three playing-cards will be dealt in one deal, so that each player will have thirteen cards, leaving the leap-year card, the highest trump-card in the pack, which is placed in the "harvest-bin." 75

A full season consists of three months of that season, together with a moon-card. The player shall try to fill his seasons as quickly as possible, and as soon as he has the season full he can turn the cards over face down and call three points. A player can play a moon-card first in his season if he have one and thereby save his season from being taken with a moon-card, inasmuch as a player having a moon-card can play it on his neighbor's unfilled season and take it, and the season so taken shall count two points to the player who takes it. When a player is unable to play on his own season, he should play in the center of the table to what I will term the "harvest-bin." 80 85 90 95

A player having a sun-card can take the unfilled season, together with the moon-card, of his neighbor, and they will count six points to the person so playing.

A player having two sun-cards can play them in the harvest-bin, can take it, and they shall count eight points plus the number of points in the harvest-bin. 100

A player having the leap-year card can

play it in the harvest-bin and take it, together with all unfilled seasons on the board, and it will count twelve points plus the number of points in the harvest-bin and the four
5 unfilled seasons.

The player first making twenty-nine points goes out, and so with the second and third. The player getting left gets a card with some comical inscription thereon—such, for instance, as “Spring calf.” The next game
10 played the one who gets left takes a card with some suitable inscription—such, for instance, as “The last summer’s bird’s nest.” The next game the one who gets left takes a
15 card inscribed “The goose,” and the one left in the fourth game is to be presented with a

card inscribed “Did you ever get left” or some other suitable inscription.

Having thus described my invention, what I claim, and desire to secure by Letters Patent, is—

A pack of game-cards composed of fifty-seven cards, divided into suits representing the four seasons of the year, twelve moons of the year, four suns of the year, four burlesque
25 cards, and the leap-year card.

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

CHARLES ARVID WELLS.

Witnesses:

JESSE A. RAPLEY,

FRED T. PALMER.