

No. 746,492.

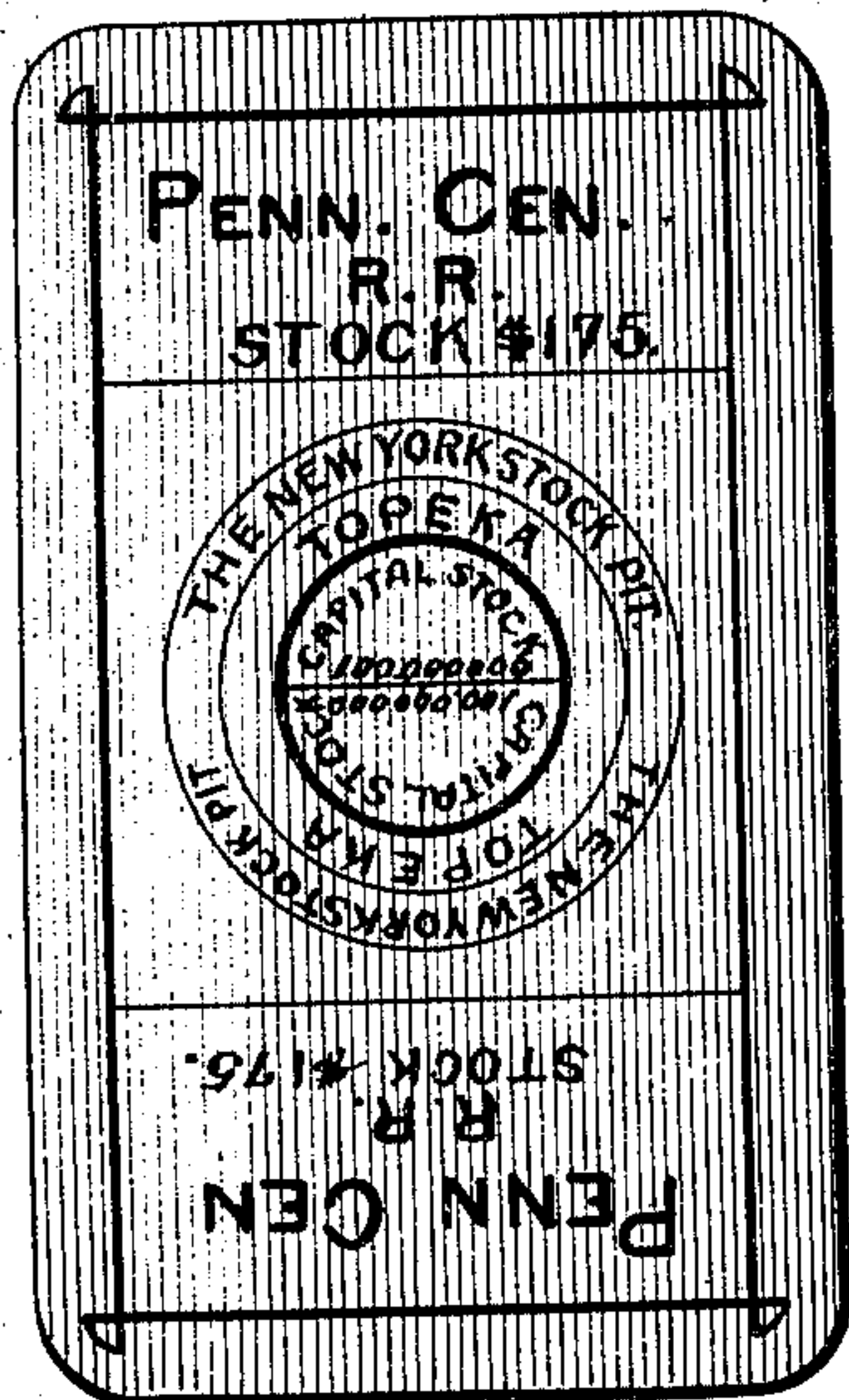
PATENTED DEC. 8, 1903.

H. E. GAVITT.  
CARD GAME.

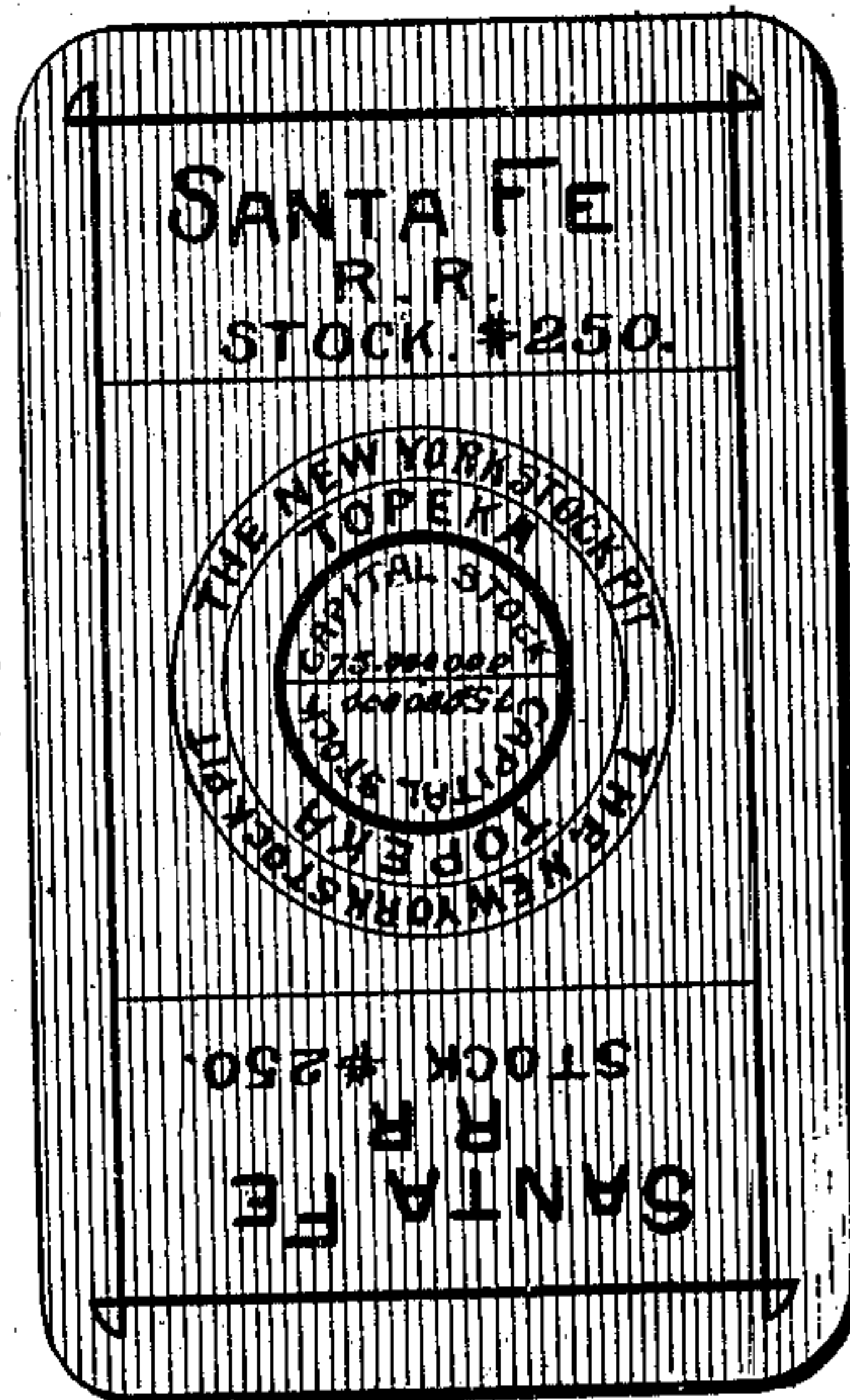
APPLICATION FILED OCT. 7, 1903.

NO MODEL.

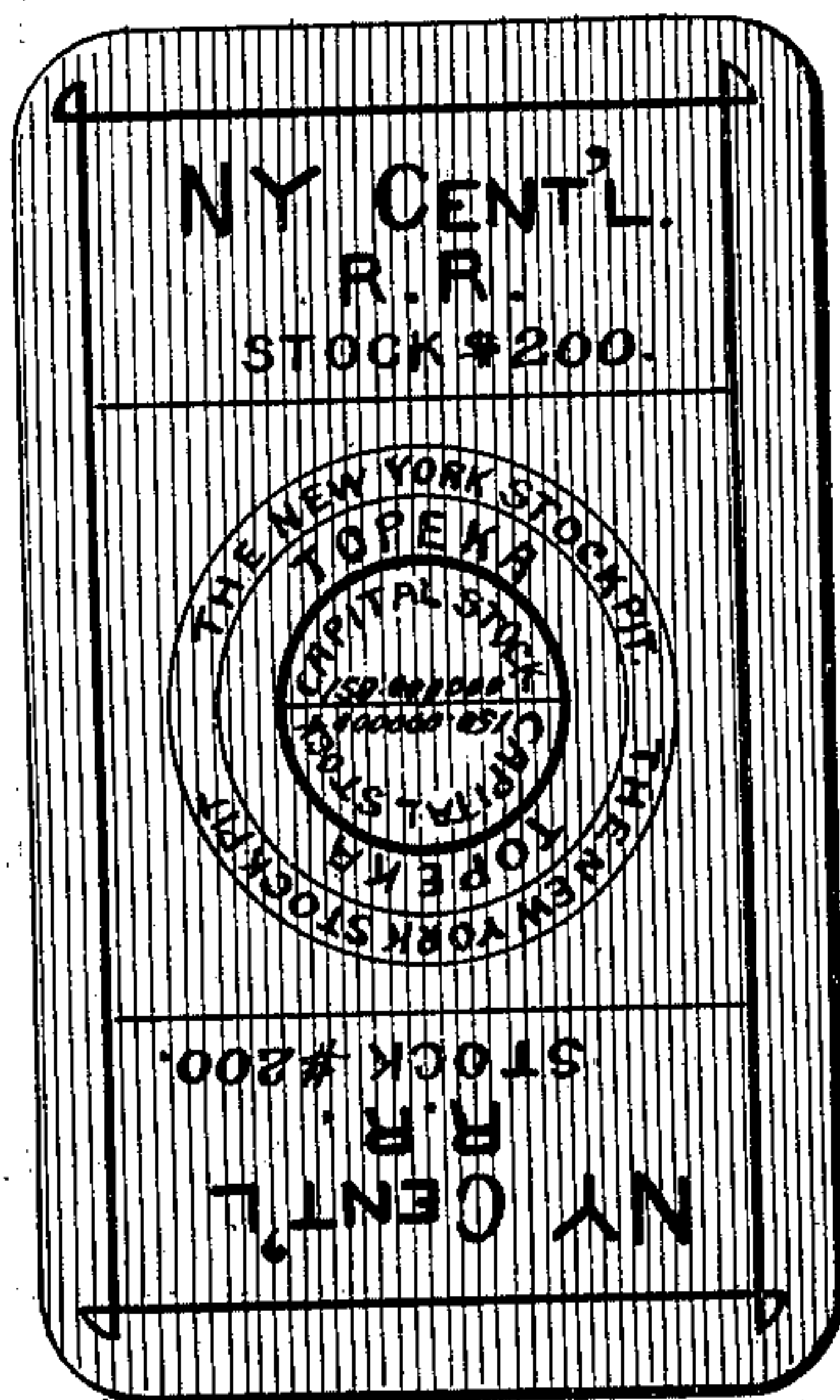
*Fig. 1.*



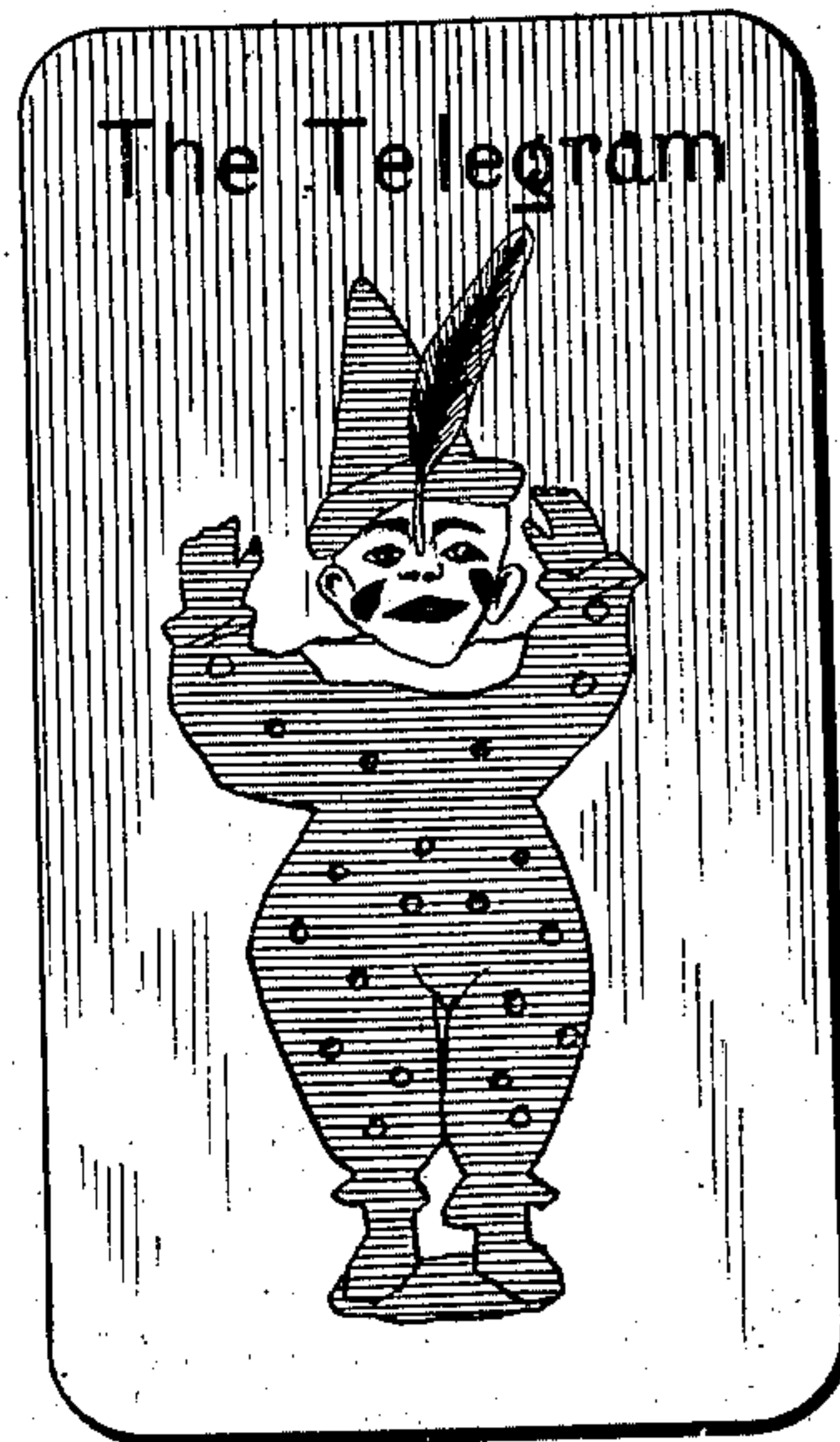
*Fig. 2.*



*Fig. 3.*



*Fig. 4.*



WITNESSES:

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# UNITED STATES PATENT OFFICE.

HARRY E. GAVITT, OF TOPEKA, KANSAS.

## CARD GAME.

SPECIFICATION forming part of Letters Patent No. 746,492, dated December 8, 1903.

Application filed October 7, 1903. Serial No. 176,066. (No model.)

*To all whom it may concern:*

Be it known that I, HARRY E. GAVITT, a citizen of the United States, and a resident of Topeka, in the county of Shawnee and State of Kansas, have made certain new and useful Improvements in Card Games, of which the following is a specification.

My improved game is designed to furnish amusement and instruction and afford practice in reckoning mathematically. The several cards employed bear indicia of different money values, especially money values in stocks of various kinds. The cards of a pack proper are divided into groups of eight, all of one group being exactly alike in title or name of stock and the assumed money value per share of such stock on the market also in the amount of the capital stock. A telegram-card is also used on certain occasions, as will be hereinafter explained. The cards are shuffled and distributed equally to the several players, who then attempt to fill the broken or incomplete groups which they severally hold, and this is of course done by trading with their neighbors, a certain number of cards being always exchanged for a like number. The cards and manner of playing serve to illustrate the transactions of the great stock-exchanges or "stock-pits" of the world, and the game is known by the title or name "Stock Exchange."

The cards and game will now be described with more detail.

In the accompanying drawings I illustrate cards of three different suits or varieties. Figure 1 is a face view of an eight-card suit bearing at each end the indicia "Pennsylvania Central Railroad stock \$175" and centrally "Capital stock \$100,000,000." Fig. 2 is a face view of a card bearing "Santa Fe Railroad stock \$250" and "Capital stock \$75,000,000." Fig. 3 is a face view of a card bearing "New York Central Railroad stock \$200" and "Capital stock \$150,000,000." Fig. 4 is a face view of the "telegram-card."

It will be understood that the cards shown in Figs. 1 to 3 indicate and stand for stock of the Pennsylvania Railroad, the Santa Fe Railroad, and New York Central Railroad at the respective values of one hundred and seventy-five dollars, two hundred and fifty

dollars, and two hundred dollars per share. The aforesaid indicia are printed in duplicate (reversed) at the respective ends and in the center of the several cards, as shown. 55

To play this game, there should be from three to six players seated around an ordinary card-table and who for the time are called "stock-brokers." For each one playing there should be in the deck eight cards 60 of each railroad company. Therefore for six players or brokers there would be forty-eight cards in the full deck—eight Pennsylvania Central, eight Santa Fe, and eight New York Central, and so on—and for four players use 65 thirty-two cards and for three players twenty-four cards—thus: eight Pennsylvania Central Railroad, eight Santa Fe Railroad, and eight New York Central Railroad. After the desired number of cards have been sorted 70 out they should be shuffled in the same manner as for playing an ordinary game of cards, so as to mix the varieties as much as possible. The dealer then deals one card at a time around the table until each player has 75 eight cards. The cards need to be shuffled but once and that at the beginning of the game.

No one should pick up or look at his cards until the dealer has finished dealing all cards 80 and he has called out some appropriate word or words indicating the game is on. The players should then assort their cards, those of the same variety or denomination being placed together. Thus all cards bearing the 85 designation "Pennsylvania Central Railroad stock \$175" are grouped and similarly with respect to cards designated "Santa Fe Railroad stock \$250," and so on. A player will find he has a larger number of some class or 90 denomination in his hand than of any other, and he will thereupon proceed to get the balance of the eight cards of this class of stock as soon as possible from the other members who are playing by trading for the cards the lat- 95 ter do not need.

A player may trade stock with any one sitting at the table as quickly and as often as he pleases; but he must not say what class of stock he desires. He must take his chances 100 of securing the class of stock wished for by the many quick trades that he will make. The



players may trade one, two, or three cards all of the same kind of stock at a time, but not more than three.

When one player trades two cards of like stock, he must get in return two cards from any other player. No player knows what card he is getting or receiving, since the cards are turned face down on the table when traded.

The first party playing who gets a full set of eight of any one class of stock wins the set, and as soon as the full set in his hand is completed he must call out some word previously agreed upon—say "Topeka," which will be seen printed on each card of a group. If the winner cannot recollect this word, the other players may continue to play until one of them shall have secured a full set and called out the word "Topeka" plainly, which will of course signify that the player has the required cards to complete one set of stock. The player completing the set first adds to his score double the amount which his stock sells for, and that would be in case of Pennsylvania Central three hundred and fifty dollars, Santa Fe five hundred dollars, for New York Central four hundred dollars, &c. All other players who have secured five other cards or more all of the same class of stock add to their score the amount which one share of their stock would sell for, such as Missouri Pacific one hundred and fifty dollars, C. B. and Q. one hundred and twenty-five dollars, &c. The player or side getting two thousand five hundred dollars to his or their credit first wins the game. The different amounts of "capital stock" noted on the cards of the different groups or sets may play an important part in the game. Thus any player who corners the market on stock of any one company five times in succession may add to his score the full amount of the capital stock of said company and must be declared winner of the series of games irrespective of the winnings of all the other players.

The telegram-card (shown in Fig. 4) may be employed at will. When used, these rules should be carefully followed:

Proceed with the game according to directions as previously described.

After the cards have been dealt out the dealer adds the "telegram" to his hand, which he must send out as soon as possible to another player with the first trade of stock he makes.

It will not be necessary to send or receive the telegram in rotation or in any regular order. The principle is to send and receive it as many times as possible throughout the game, each taking chances whether he holds it or not when the set has been completed.

The telegram must never be traded or laid on the table alone, but must be traded with one or two stock-cards. A player violating this may be fined.

The telegram does not count as a card and is always played or given extra—viz., one

stock-card and the telegram for one stock-card.

The telegram must be sent out as soon as received from one player to another with a trade of one or two stock-cards and handled as rapidly as possible.

A player refusing to send out the telegram or refusing to accept it when offered to him in trade before a set is completed is liable to a heavy fine.

The telegram counts as follows: Use the same rules for counting as are previously described and then add and subtract from the winnings the losses and gains caused by the telegram, as follows:

A player who completes his full set of stock first with the telegram in his possession loses one hundred dollars from this set of stock which he has just secured on account of the telegraphic message showing a decline in his stocks.

Should a player complete his set of stock first with the telegram in his possession and does not call out the word "Topeka" according to the rules of the game, he may be heavily fined.

A player holding the telegram when a full set of stock has been secured by another player may add one hundred dollars to his winnings on account of the telegraphic advice of an advance in his stock.

*Points to be counted off.*—If a player does not offer to trade from one to three cards as soon as he picks up and looks at his cards for the first time, he must deduct twenty-five points from his score or go in the hole for this sum.

If a player does not call out in a tone at least twice as loud as he generally talks when offering to trade stock, he must deduct twenty-five points from his score for each hand or set played.

If a player trades two or three cards and they are not all of like stock, he must deduct twenty-five points from his score.

If a player calls out the word agreed upon—as, for example, "Topeka"—before he has completed his full set, he must deduct twenty-five points from his score.

Each player must make or offer to make a trade at least every five seconds. Failing to do this for five consecutive hands, he must forfeit twenty-five points from his score.

If a player gives out in any way the class of stock he is trying to secure, he must deduct twenty-five points from his score.

These fines are made simply to get the games started and to help throw off all formality and arouse the enthusiasm and spirit of the players. They should call out as loud and as fast as possible the following words: "One to trade" or "Two to trade" or "Three to trade," "Who has two to trade?" and as many other similar calls as possible.

It is not necessary to play or trade in turn; but one may trade whenever he can or wishes.



The oftener he trades the quicker he is liable to get a full set of stock completed.

Each party who trades must trade cards of a like stock, such as two Pennsylvania Central, two Santa Fe, two New York Central, &c.

What I claim as new, and desire to secure by Letters Patent, is—

1. The pack of improved playing-cards, for use in a game simulating stock-exchange transactions, the cards being divided into groups all of which have the distinctive names of different marketable stocks, the different money values of such stocks per share, to-

gether with the amount of the capital stock of the companies to whom the stock-shares belong, as shown and described.

2. The pack of playing-cards consisting of a "telegram-card," and a series of groups of cards all the cards of a particular group bearing the name of a single company or stock and the money value of the stock-shares of such company, as shown and described.

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Witnesses:

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CHAS. W. GRAVES.