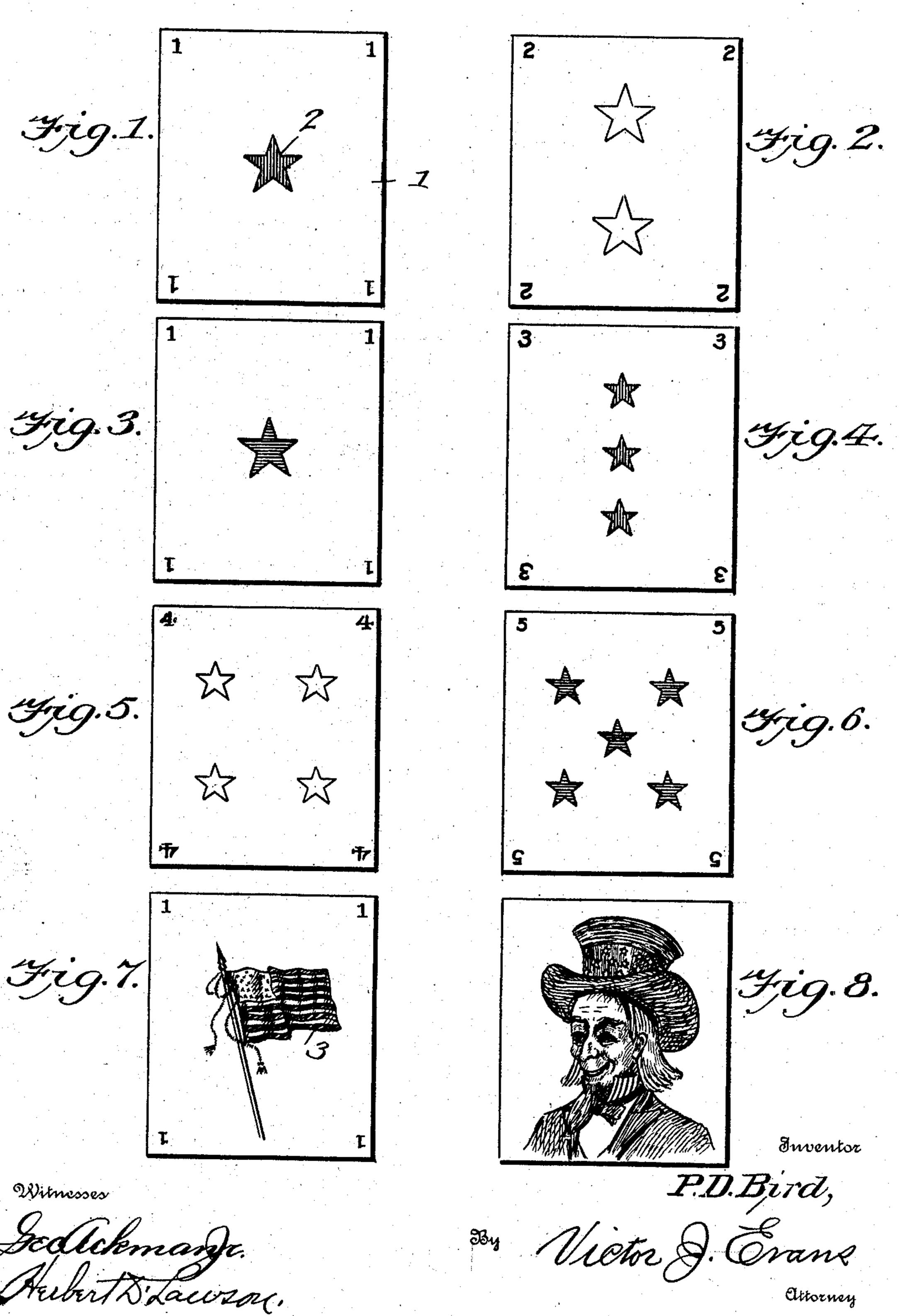
## P. D. BIRD. GAME.

APPLICATION FILED OUT. 10, 1903.

NO MODEL.



## United States Patent Office.

PERCIVAL DOUGLAS BIRD, OF LOUISVILLE, KENTUCKY.

## GAME.

SPECIFICATION forming part of Letters Patent No. 757,434, dated April 19, 1904.

Application filed October 10, 1903. Serial No. 176,526. (No model.)

To all whom it may concern:

Be it known that I, Percival Douglas Bird, a subject of the King of Great Britain, residing at Louisville, in the county of Jefferson and State of Kentucky, have invented new and useful Improvements in Games, of which the following is a specification.

My invention relates to new and useful improvements in playing-cards; and its object is to provide cards of novel appearance and by the use of which various interesting games can be played by a desired number of persons.

The invention consists in providing a pack of cards composed of a sequence of ten cards, the values of which are designated by large red stars upon the faces thereof, running from one to ten. Similar sequences of cards are provided containing white and blue stars. A sequence of small red stars, of small white stars, and of small blue stars are employed in addition to the three sequences of large stars, thus bringing the total to sixty cards. In addition to these cards there are provided six sequences of cards containing flags numbered from one to ten and one card containing the conventional figure of "Uncle Sam."

In the accompanying drawings I have shown the preferred form of my invention.

In said drawings, Figure 1 is a detail view of an ace or one card having a red star thereon. Fig. 2 shows a card containing two large white stars. Fig. 3 is a detail view of a card having a single blue star. Fig. 4 is a view of the third card of the red sequence of small stars. Fig. 5 is a view of the fourth card of the white sequence of small stars. Fig. 6 is a view of the fifth card of the blue sequence of small stars. Fig. 7 is a view of the first card of one the sequences of cards containing flags, and Fig. 8 is a view of the card containing the conventional figure of "Uncle Sam."

Referring to the figures by numerals of reference, 1 is a card of any suitable size, having a star 2 thereon and having numerals at the corners of the card indicating the number of stars upon the card. The card illustrated in said figure is the first one of a sequence of ten cards, the value of said cards being indicated by the number of stars 2 on their faces and by the numerals in the corners of the

All the cards of the same sequence cards. have stars of the same color. Three sequences of cards having large stars are provided. These sequences are of different colors, preferably red, as shown in Fig. 1, white, as shown 55 in Fig. 2, and blue, as shown in Fig. 3. In addition to these three sequences three other sequences are used, the same ranging in value from one to ten and being provided with small stars which indicate respective value of the 60 cards. These last-mentioned sequences are also designated by the colors of the stars upon the cards, one sequence being preferably provided with red stars, the other with white, and the third with blue stars. Added to this total 65 of sixty starred cards are six sequences of cards ranging in value from one to ten and each being provided with a flag 3, arranged, preferably, at the center thereof. The values of these cards are indicated by the numerals 70 in the corners thereof, as shown in Fig. 7. The remaining card of the deck is illustrated in Fig. 8 and contains, preferably, the conventional figure of "Uncle Sam."

When three persons use the cards herein de- 75 scribed, the game is played as follows: The aces or ones of each color are paired and placed on the table, one pair to each player. The whole deck is then shuffled, and five cards are dealt to each player, all flag-cards numbered 80 one being first played in the center of the table. Then the star-cards of the player's color must be played to build the cards in front of him up to seven as he may receive them in the deal. All flag-cards are played from one to 85 ten and from ten to one as the player may hold them, and each sequence as it reaches ten is taken from the table and is reshuffled with the deck. Any player able to play the five cards in his hands at one play can call off 90 a card of his color and of the number of stars needed, and this is supplied from the cards discarded by his opponents when they are unable to play in sequence on the color stars in front of him or the flag-cards in the center of 95 the table. Any player who may secure the "Uncle Sam" card in the deal is entitled to call off any two needed cards having stars of his color; but a player cannot hold the "Uncle Sam" card twice in succession except to dis- 100

card it to the deck and play four cards instead of five. When any one player has been able to build the star sequences up to seven, he plays to secure the remaining six cards of his color, 5 which he keeps separate on the table near him. When he has secured these six cards, he waits until he obtains a deal of five cards which he can play upon the flag sequences without the assistance of the discarded cards in front of him.

10 The first one to do this calls "Uncle Sam" and wins the game. When all star sequences have been built to seven, the "Uncle Sam" card is discarded and the game is finished on calls. Any sequences or straight plays can be assisted 15 by using any needed cards which may have

been previously discarded by his opponents. Having thus described the invention, what is claimed as new is—

1. A pack of cards formed of sequences of 20 cards, the values of which are indicated by stars and the sequences being designated by the colors of the stars, similar sequences of smaller stars, a sequence of cards containing flags and having numerals for designating their respec-

25 tive values, and a card containing a distinctive | Witnesses: picture.

quences of large stars, each ranging in value from one to ten and said sequences being distinguished by differences in colors of the stars, 30 three sequences of cards ranging in value from one to ten and containing small stars, the sequences being distinguished by the colors of the stars, six similar sequences of cards containing flags, the values of said cards being in- 35 dicated by numerals, and one card containing

a picture. 3. A pack of cards composed of three sequences of cards containing large stars and each sequence containing ten cards of different 40 values, said sequences being of different colors. three sequences of cards containing small stars, the cards of each sequence being of different values from one to ten and designated by colors, numerals upon the cards of said se- 45 quences for indicating their respective values, six similar sequences of cards ranging in value from one to ten, respectively, and each containing a flag, and a card containing a suitable picture on one face thereof.

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GEO. HARTHITT, 2. A pack of cards comprising three se-

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