

No. 768,849.

PATENTED AUG. 30, 1904.

R. FREEMAN.

GAME SET.

APPLICATION FILED FEB. 10, 1904.

NO MODEL.

Fig. 1.

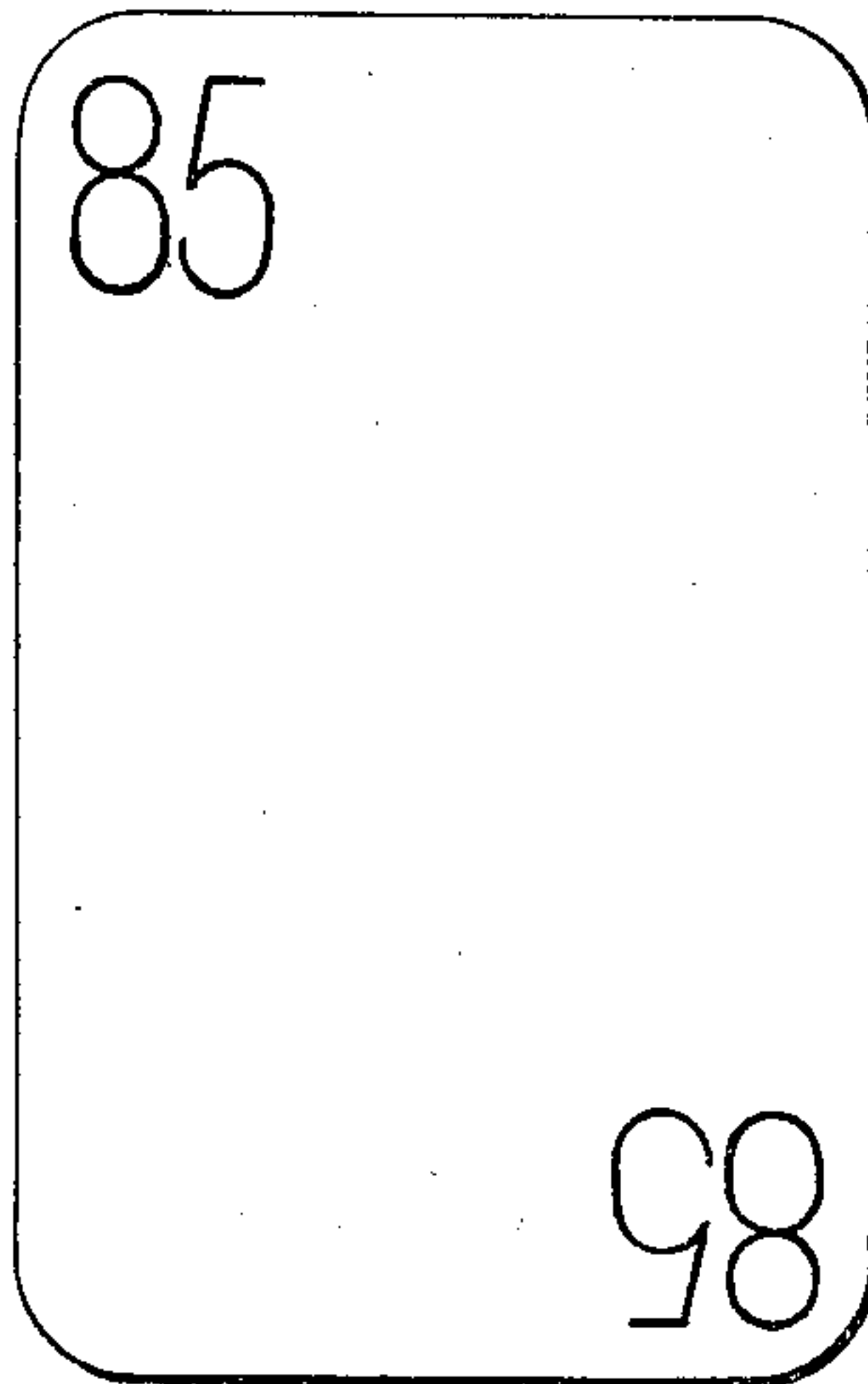


Fig. 2.

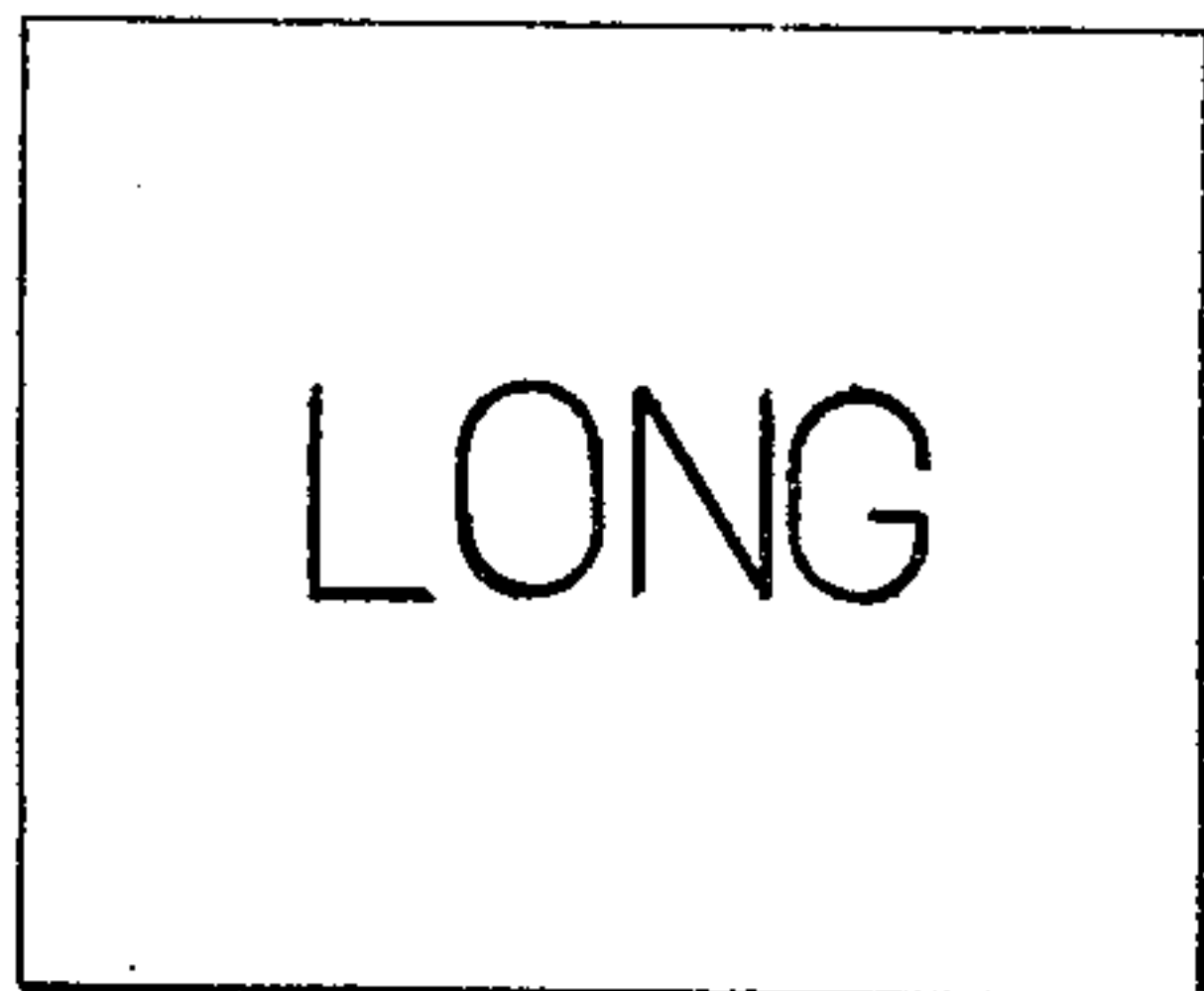


Fig. 3.

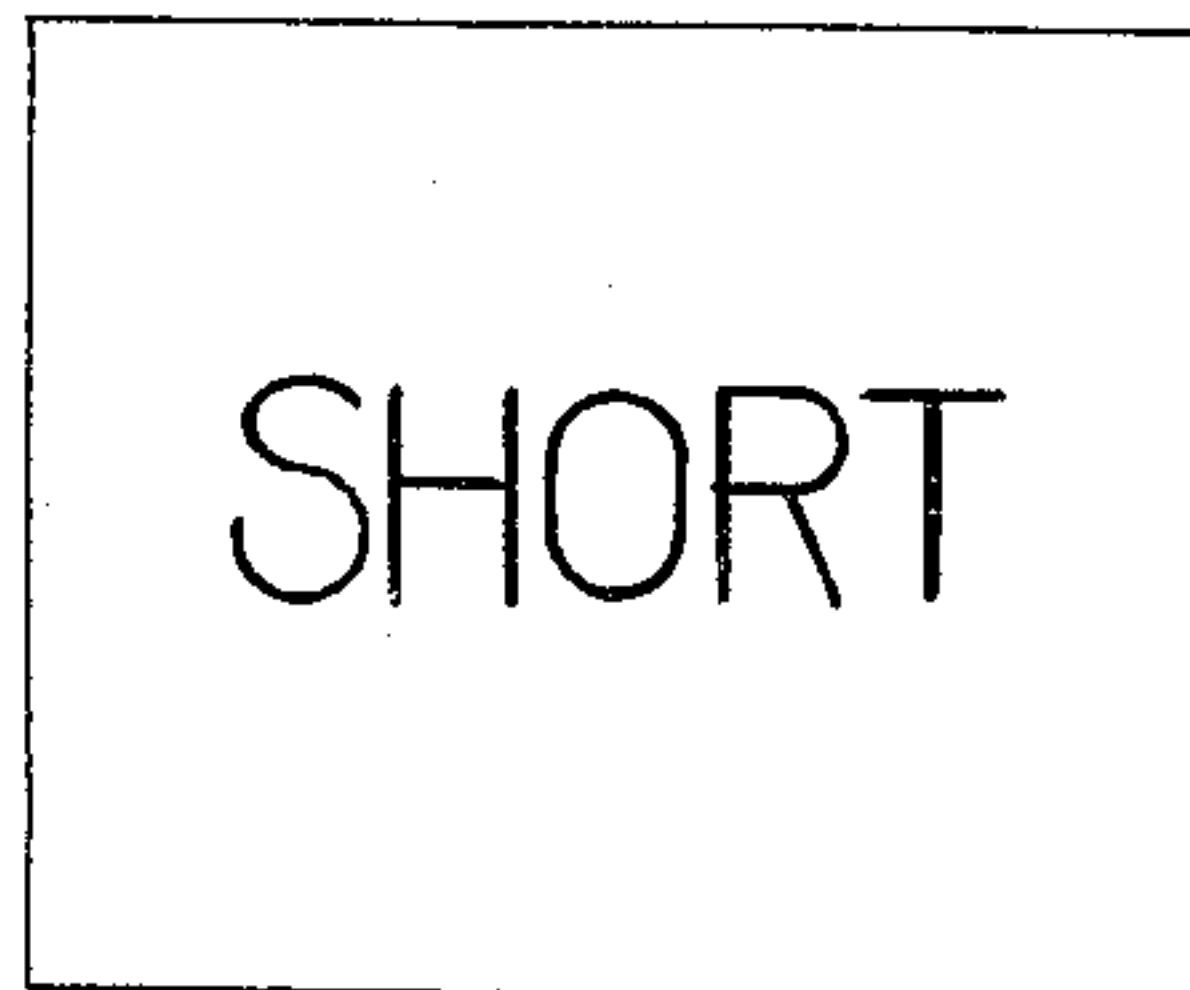


Fig. 6.

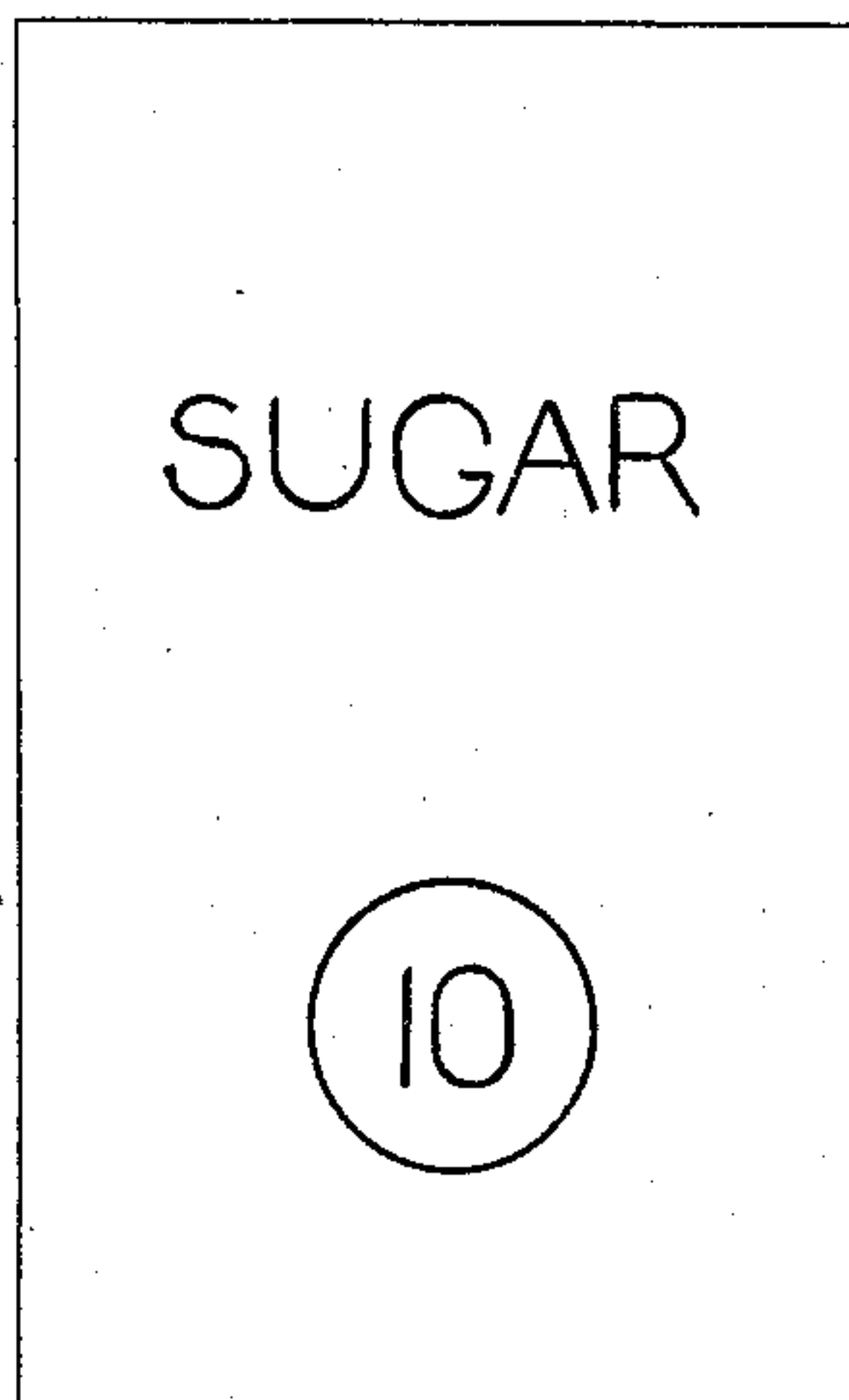


Fig. 4.

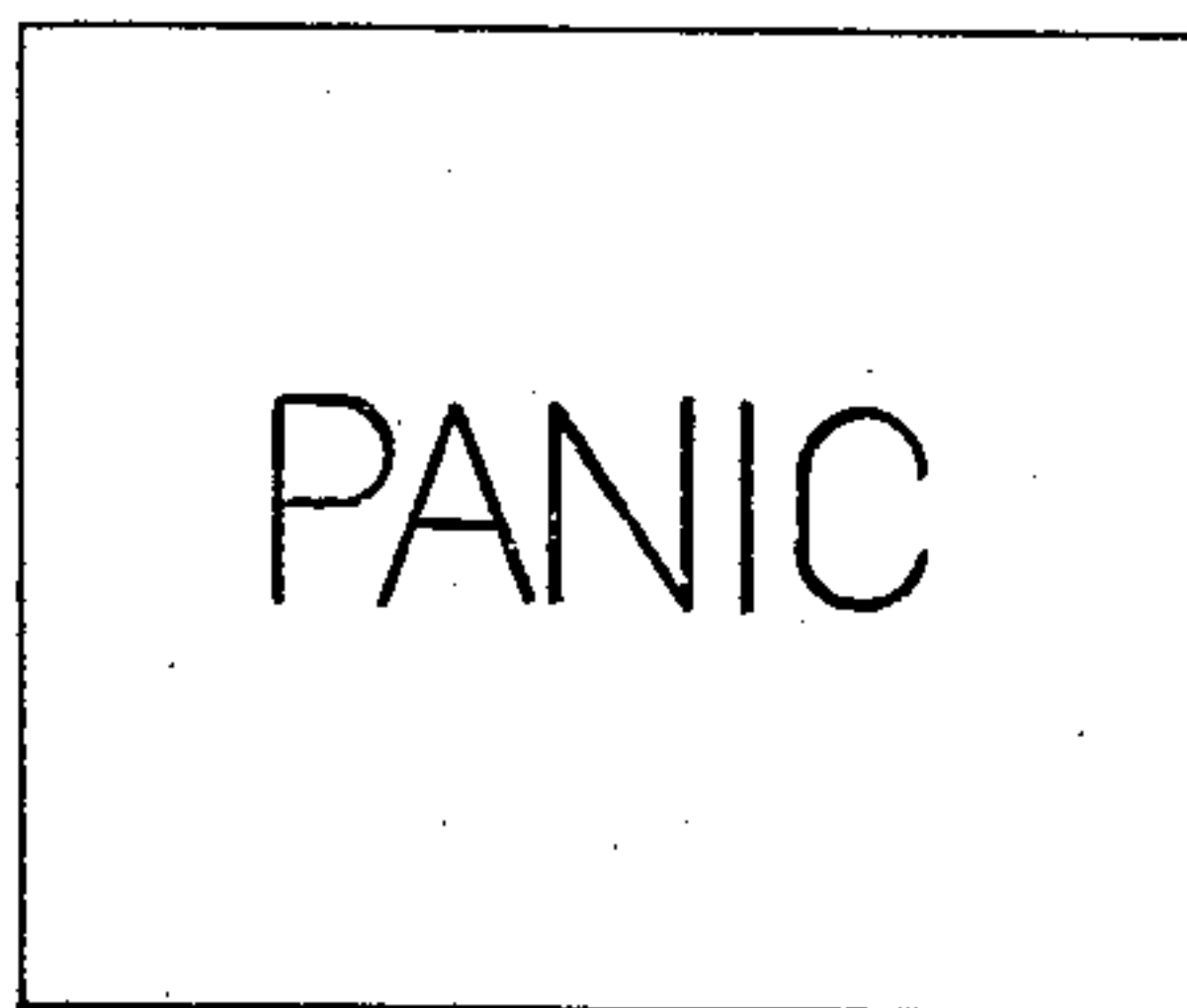
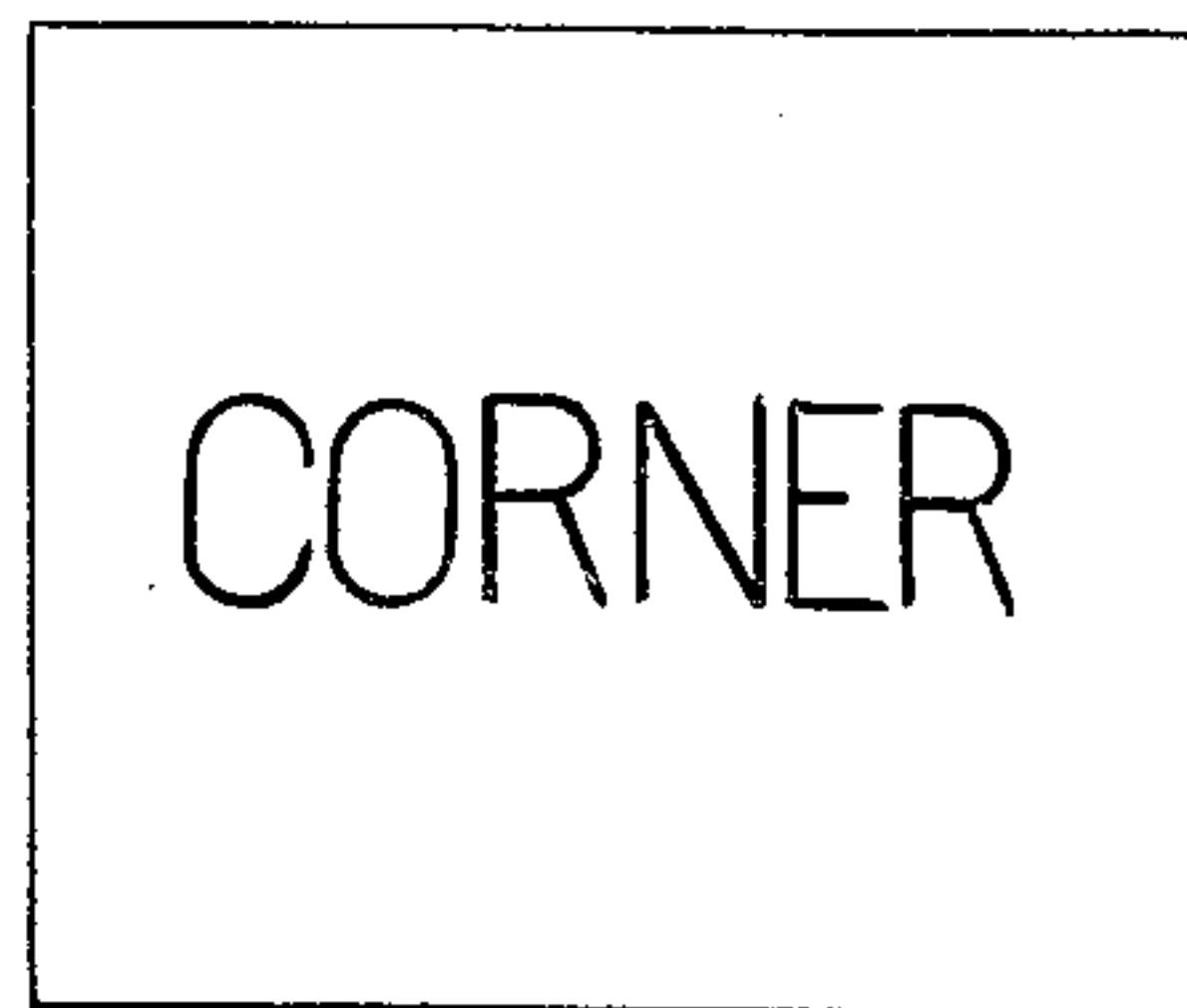


Fig. 5.



Witnesses

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UNITED STATES PATENT OFFICE.

REUBEN FREEMAN, OF NEW YORK, N. Y.

GAME SET.

SPECIFICATION forming part of Letters Patent No. 768,849, dated August 30, 1904.

Application filed February 10, 1904. Serial No. 192,964. (No model.)

To all whom it may concern:

Be it known that I, REUBEN FREEMAN, a citizen of the United States, residing in the borough of Kings, city of New York, in the county of Kings and State of New York, have invented a certain new and useful Game Set, of which the following is a specification.

This invention relates to cards or appliances such as used in playing games; and it consists in a set of cards or the like having novel features whereby it is adapted for playing several games, particularly the game herein described in detail.

In the accompanying drawings, Figure 1 shows the face of a "value-card;" Figs. 2, 3, 4, and 5, the faces of different "market-cards," and Fig. 6 the face of a "stock-card."

The set comprises a pack of value-cards, a pack of market-cards, and a pack of stock-cards. The value-card may be fifty-two or more in number, while a smaller number of market-cards—say twenty—may be employed, and a still smaller number of stock-cards—say ten or fifteen. The value-cards bear assorted numbers, one number upon each card, the numbers being preferably printed in opposite corners, so as to be readily read when the cards are opened fanwise in the usual manner. These numbers preferably progress in arithmetical ratio from "5" up or from "10" up throughout the pack. The market-cards bear words to indicate different market conditions, as "Short," "Long," "Corner," and "Panic." Preferably only one "corner" and one "panic" card is included in each pack, the remainder being divided about equally between "short" and "long" cards. The stock-cards bear various names—one name on each card—to indicate different well-known speculative stocks, preferably including "Steel," "Sugar," "Realty," "Gas," "Copper," "Rubber," "Biscuit," "Ice," "Oil," "Coal," &c. By the use of these well-known names the game is more readily learned and popularized. The stock-cards also bear an assortment of numbers, one number upon each card, said number being useful to indicate the number of points gained by the winner of any particular stock-card.

Among other games that may be played

the set of cards is useful for playing a game which is an adaptation of stock speculation, the stock speculated in during the game being indicated upon the stock-cards. The pack of value-cards may be shuffled and five or ten dealt to each player, the market-cards and stock-cards being face down in the pack. After dealing the top stock-card is turned face up. The first player to the left of the dealer then makes a bid for the upturned stock-card, the numbers upon the value-cards representing for this purpose so many dollars. In making the bid said player simply lays upon the table face up the value-card that he selects from his hand. The next player to the left is then entitled to make a bid and accordingly selects and lays down a card, which of course is either higher or lower than the card of the first player. The third player then bids, and so on until all have made their bids. Thereupon the top market-card is turned face up. If it reads "Short," the lowest bidder wins the stock-card which has been the subject of the bidding, and the number on said stock-card shows the number of points gained by the winner thereof. If, however, the upturned market-card reads "Long," then the said stock-card goes to the highest bidder. Then more value-cards are dealt out and the game proceeds in the manner already indicated. In taking a trick the winner gathers up all the cards played, as well as the stock-card and the market-card, and the tricks are kept separate from one another. Now in case the market-card turned up should read "Panic" the trick is not only won by the lowest bidder, but all of the "long" tricks theretofore gained are cast out and erased from the scores of their winners. On the other hand, if the market-card turned up reads "Corner" then the highest bidder wins the trick and all prior "short" winners lose their winnings. It will be understood, however, that since there are preferably more market-cards than stock-cards neither card "Corner" or "Panic" may turn up during the round—that is, during the playing out of all of the stock-cards. The game may also be played without using the "panic" and "corner" cards.

The advantage of having the several kinds

of cards distinguished from one another by form is apparent, since after being gathered promiscuously in the several tricks they may be separated with facility and gathered up
 5 into the three original packs, and for further distinction I prefer to color the cards in each set differently from those in the other sets. The contrasting colors may, however, be applied only to the backs, if desired.

10 While I prefer to use packs of cards for indicating stocks and market conditions, still other equivalent devices may be used for this purpose in connection with a pack of value-cards to make up a game set. The numbers
 5 upon the stock-cards may represent the quantity of shares of stock marketed in the game. Preferably the stock-cards are of approximately the size of the value-cards, but distinguishable therefrom by having square cor-
 20 ners, and owing to the relative sizes of the cards it will be seen that a compact package may be made by making two piles of the market-cards and placing the piles side by side upon the value-cards, making flush edges
 25 with the latter, and then placing the pack of stock-cards upon the market-cards. The whole game set may thus be packed solidly in a small carton or case, which is a desideratum. The value-cards have preferably
 30 rounded corners and are hence easily picked out from the square-cornered stock-cards. Preferably fifty-four value-cards are employed, ten stock-cards numbered from "10" by tens to "100," and sixteen market-cards,
 35 including one "panic" and one "corner" card, and instead of these terms the words "slump" and "boom" may be used, if desired.

Having thus described my invention, I claim—

1. A game set comprising a pack of value-cards having different indicia of value there- 40 on, a pack of stock-cards having thereon names of marketable objects, and a pack of market-cards having thereon indications of different states of the market. 45

2. A game set comprising a pack of value-cards bearing arithmetically - progressive numbers, one number upon each card, a pack of stock-cards bearing various numbers and also the names of a variety of stocks, one 50 number and one name upon each card, and a pack of market-cards whereof some have words indicative of one state of the market and others have words indicative of a different state of the market. 55

3. A game set comprising a pack of value-cards having thereon indicia of different values, a pack of stock-cards bearing the names of different stocks together with indicia of different values, and a pack of market-cards 60 having thereon indicia of different conditions of the market.

4. A game set comprising three packs of cards, the cards in the first pack being about the size of those in the second pack but dis- 65 tinguished therefrom by means of cut corners; and the cards in the third pack being of about half the size of the cards in the first and second packs.

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Witnesses:

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