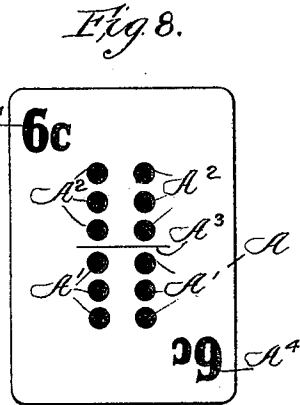
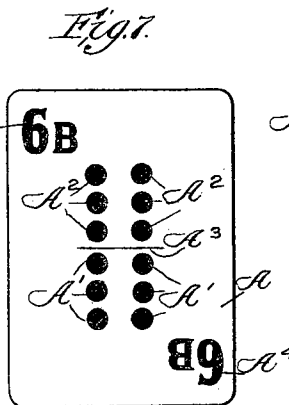
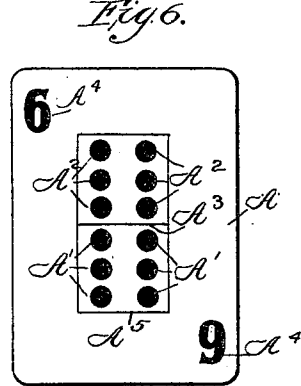
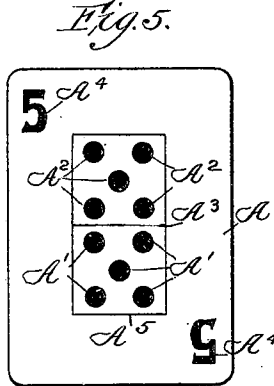
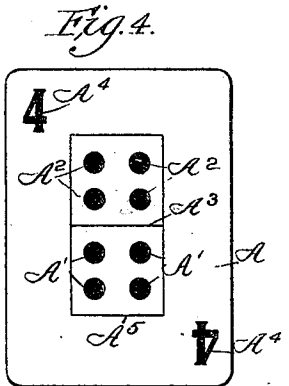
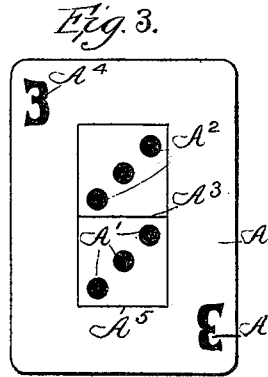
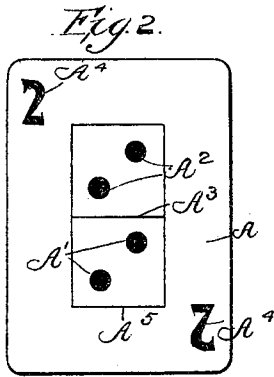
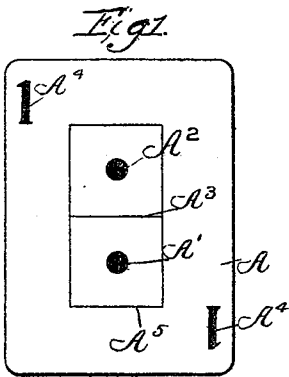


J. F. KINGWILL.
PLAYING CARDS.

(Application filed Feb. 11, 1898.)

(No Model.)



Witnesses:

Harry White.

Donald M. Carter.

Inventor:

John F. Kingwill.

UNITED STATES PATENT OFFICE.

JOHN F. KINGWILL, OF CHICAGO, ILLINOIS.

PLAYING-CARDS.

SPECIFICATION forming part of Letters Patent No. 645,961, dated March 27, 1900.

Application filed February 11, 1898. Serial No. 669,940. (No model.)

To all whom it may concern:

Be it known that I, JOHN F. KINGWILL, a citizen of the United States, residing at Chicago, in the county of Cook and State of Illinois, have invented a certain new and useful Improvement in Playing-Cards, of which the following is a specification.

My invention relates to playing-cards, and has for its object to provide a new and improved playing-card, of which the following is a description, reference being had to the accompanying drawings, wherein—

Figures 1 to 6, inclusive, show a suit or set of six cards. Figs. 7 and 8 show one means for distinguishing the suits.

Like letters refer to like parts throughout the several figures.

In carrying out my invention I provide a deck of cards having a series of suits, each suit being distinguished by some characteristic—as, for example, color or some other associated mark. The several suits consist of a series of cards, each provided with spots or characters, preferably ranging from one to six or higher, as desired, the character or spots on each card being duplicated or doubled—that is, each card is provided with two sets of spots or characters, the two sets being separated by a dividing-line or the like.

In Figs. 1 to 6, inclusive, I have shown the cards A each provided with two sets of spots A' A², placed on opposite sides of a dividing-line or the like A³, each card being provided at two opposite corners with a number A⁴, corresponding to the number of characters or spots on each side of the dividing-line. It is of course evident that these characters may be of any suitable kind, and for purposes of illustration I have shown such characters as consisting of plain spots. When the cards are made up in the manner shown in Figs. 1 to 6, inclusive, the suits are preferably distinguished from each other by colors, each suit being of a different color. The suits may be distinguished from each other in any other manner. For example, instead of having the suits of different colors I may distinguish them by some character associated with the number in the corner of the card—as, for example, a letter or the like—all cards having the same character belonging to the same suit. The spots or characters may be arranged

in any desired manner, provided, of course, they are duplicated, the two sets being separated by some suitable separating means.

In Figs. 1 to 6, inclusive, I have shown the sets of characters inclosed within a rectangular figure A⁵, so that each card represents a picture of what may be termed a “double domino.”

The use and operation of my invention are as follows: It is of course evident that the game as played with these cards may be varied to suit the character or whims of the players. A very interesting game may be played as follows: If, for example, the deck consists of thirty-six cards—that is, of six suits of six cards each, ranging from double one to double six, inclusive—the cards will be dealt out in the ordinary manner—say ten cards to each if there are two players, eight cards to each if there are three players, seven to four, six to five, &c. The remaining cards are placed face down upon the board. The first player to the left of the dealer will then play out a double one or double six of any suit. If he does not have a double one or double six, he draws from the pack until he gets a card he can play. The card is then laid upon the table face up. The next player must play the card next in value of the same suit on top of the card played by the first player. For example, if double one is played double two must be played thereon of the same suit, and if double six is played double five of the same suit must be played thereon. If the player cannot play on the card played by the first player, he plays either a double one or double six of some other suit, placing it beside the card of the first player. If he cannot play a double one or double six, he must draw from the pack until he obtains a card that he can play. The playing proceeds in this manner, each player playing upon one of the cards laid down if he can or starting a new set if he cannot play upon any of the cards, drawing from the pack if he is unable to play. When a complete suit has been played upon the board, the cards being in the proper relation to each other, the last player takes the entire suit or book, being allowed a certain number of points—for example, two—for each book he takes. When the cards have all been drawn from the pack, the player who cannot play simply passes.

The game continues until one of the players has played his last card. He is then entitled to a certain number of points—say one for each card in the hands of all the other players.

- 5 The game may be set for any given number, the person first reaching this number being the winner.

I have not attempted to set forth the many manners in which the cards may be used, as
10 such uses will readily suggest themselves to the players.

I claim—

- 15 1. A pack of playing-cards, comprising a series of suits provided with some distinguishing characteristic, each card of the suit provided with the picture of a double domino, the cards in each suit running consecutively from double one up to and including the highest card in the suit.

- 20 2. A pack of playing-cards, comprising a series of suits of six cards each, each card provided with the picture of a double domino

and having a figure at the corner representing the number of said double domino, the cards in each suit running consecutively from
25 double one to and including double six, and a distinguishing characteristic associated with each suit so that one suit may be distinguished from another.

3. A pack of playing-cards, comprising a series of suits of six cards each, said cards each provided with a picture of a double domino extending longitudinally of the card and having figures at two opposite corners representing the number of said double domino, the
35 cards in each suit running consecutively from double one to and including double six, the cards of each suit being similar in color, the various suits being of different colors so that they may be distinguished one from the other. 40

JOHN F. KINGWILL.

Witnesses:

DONALD M. CARTER,
HOMER L. KRAFT.