

Dec. 9, 1947.

S. MILONE

2,432,248

GAME APPARATUS FOR PLAYING CARD GAMES

Filed Nov. 24, 1944

2 Sheets-Sheet 1

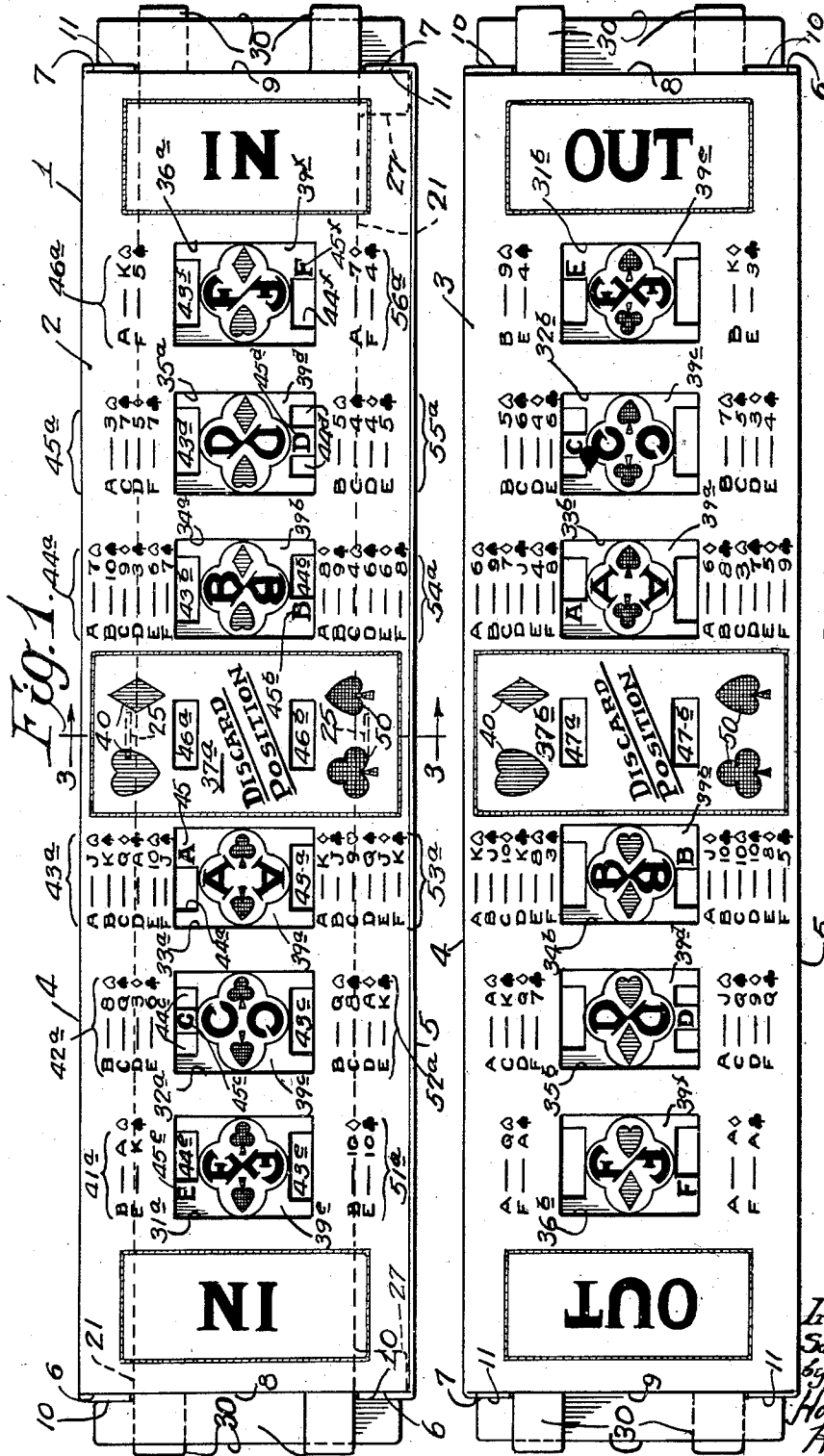


Fig. 1.

Fig. 2.

Inventor:-
 Samuel Milone
 by his Attorneys
 Howson +
 Howson

Dec. 9, 1947.

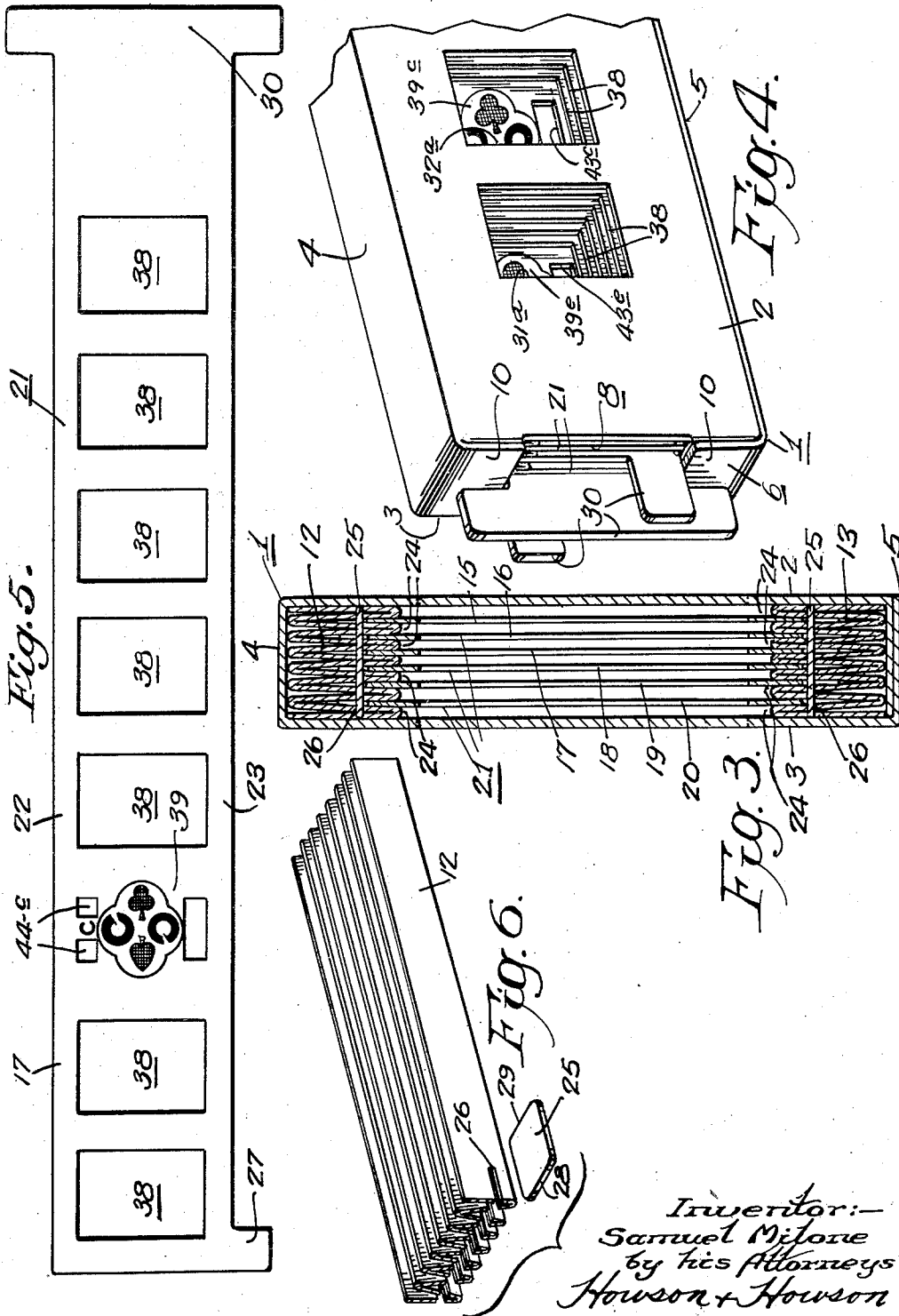
S. MILONE

2,432,248

GAME APPARATUS FOR PLAYING CARD GAMES

Filed Nov. 24, 1944

2 Sheets-Sheet 2



Inventor:—
Samuel Milone
by his Attorneys
Howson + Howson

UNITED STATES PATENT OFFICE

2,432,248

GAME APPARATUS FOR PLAYING CARD GAMES

Samuel Milone, Philadelphia, Pa.

Application November 24, 1944, Serial No. 565,027

8 Claims. (Cl. 273-1)

1

This invention relates to game apparatus; and particularly to a device for playing games somewhat similar to those which are normally played with an ordinary deck or a double deck of playing cards, wherein each deck includes the four usual suits, namely "Spades," "Hearts," "Diamonds" and "Clubs," and wherein each suit includes thirteen cards, namely the "Ace," "King," "Queen," "Jack" and nine number cards running from "10" down to "2," with or without a "Joker" in each deck.

The principal object of the present invention is to provide a device for simulating the playing of various card games by which the necessity for using loose separate cards will be eliminated.

Another object of the invention is to provide a compact unitary apparatus by which simulations of at least some of the more popular card games may be played efficiently, such for example as the game of "Poker," wherein the highest valued combination of five cards normally held in the hand of one of the surviving players at the end of each playing period constitutes the winner.

One of the main purposes of the present invention is to make it possible for a group of persons, such as soldiers afield, sailors aboard ship, travelers aboard moving trains, etc., or other persons outdoors and exposed to wind, for example, to play a simulated card game without having loose cards constituting discard stacks, etc. blown around or lost as a result of the conditions under which the card game is being played.

Another object of the invention is to provide a compact apparatus for playing simulations of card games which a soldier may readily carry in his pack, or a sailor may stow with his gear, or a traveler may conveniently include in his luggage, without fear of any loose cards being lost from the deck.

One preferred form of apparatus constructed for use in accordance with the present invention is disclosed in the accompanying drawings of which:

Fig. 1 is a face view of one side of the apparatus;

Fig. 2 is a face view of the reverse side of the apparatus with the apparatus turned end over end with respect to its position of Fig. 1;

Fig. 3 is a transverse cross-sectional view taken on the line 3-3, Fig. 1;

Fig. 4 is a fragmentary perspective view of one end of the apparatus;

Fig. 5 is a detached view of one of the slides employed in the apparatus; and

Fig. 6 is a detached perspective view, partly in

2

section, of a detail of the construction of the apparatus.

As shown in the drawing, the apparatus comprises an outer hollow casing 1 of elongated rectangular construction, as shown in Figs. 1 and 2, and of rectangular cross-sectional construction, as shown in Figs. 3 and 4. The outer casing 1, for the purpose of description, may be said to comprise a front wall 2, a back wall 3, a top wall 4, a bottom wall 5, a left hand end wall 6, and a right hand end wall 7, as viewed in Fig. 1.

The end walls 6 and 7 are cut away horizontally, across the full widths thereof, at their central portions, as illustrated at 8 and 9, leaving only inwardly projecting end flanges 10, 10 and 11, 11 respectively at the upper and lower marginal portions of the end openings 8 and 9 respectively.

Extending longitudinally within the casing 1, from the end wall 6 to the end wall 7, thereof, adjacent the top and bottom walls 4 and 5 respectively are accordion pleated guide elements 12 and 13 respectively, which serve to support, space, and guide a series of longitudinal slides 15, 16, 17, 18, 19 and 20, for separate independent longitudinal movement in and relative to the casing 1, and relative to each other.

As shown in Fig. 5, each of the slides comprises a main elongated body portion 21, of general rectangular contour, having upper and lower marginal edge portions 22 and 23 respectively which are adapted to be mounted in longitudinal guide slots 24, 24 formed by and between the inner edges of the folds of the accordion pleated guide elements 12 and 13 respectively.

The accordion pleated guide elements 12 and 13 are of a resilient nature, transversely of the casing 1, and apply a frictional braking effect against the opposite faces of the body portions 21 of the slides, along the longitudinal marginal edge portions 22 and 23 respectively thereof, in order to maintain each of the slides 15, 16, 17, 18, 19 and 20 in any position to which it may be moved longitudinally of the casing 1, as will be hereinafter described.

The vertical width of the body portion 21 of each slide corresponds substantially to the vertical height of the end openings 8 and 9 of the casing 1, and the inner edges of the end flanges 10 and 11 function as guides for the edges 22 and 23 of each slide. Intermediate the ends 6 and 7 of the casing 1 the edges 22 and 23 of the slides are further guided by transversely extending bearing plates 25, which are mounted in slots 26 formed in the accordion pleated guide members

12 and 13 respectively, as shown in Figs. 3 and 6.

Each slide is provided along one of its longitudinal edges, adjacent one end thereof, with a depending lug 27, which is adapted to engage the inner face of one of the end flanges 10 or 11, as the case may be, when the slide is in its fully inward position within the casing 1, and which is adapted to engage either of the opposite horizontal edges 28 or 29 of one of the guide and stop plates 25 to limit the outward movement of the slide with respect to the casing 1, whereby the slides are prevented from being accidentally or otherwise removed from the casing 1.

The opposite end of each slide is provided with a finger grip 30 which extends outwardly beyond the end wall 6 or 7, as the case may be, of the casing 1, whereby the various slides 15 to 20 inclusive, may be externally operated and thereby selectively moved longitudinally within the casing 1, to various positions therein.

As shown in the drawings, there are six slides in the present instance, and the finger grips 30 of three of the slides extend outwardly beyond the end wall 6, while the finger grips 30 of the remaining three slides extend outwardly beyond the end wall 7 of the casing 1, whereby the first said three slides, for example slides 15, 17 and 19 are initially movable outwardly to the right, and the remaining three slides 16, 18 and 20 are initially movable outwardly to the left from the fully contracted or neutral positions of the slides as shown in Figs. 1 and 2.

As shown in Figs. 1 and 2, the front and back walls 2 and 3 of the casing 1 are provided with transversely aligned open or window areas 31a, 31b; 32a, 32b; 33a, 33b; and 34a, 34b; 35a, 35b; 36a, 36b; three pair of these aligned windows being at each of the opposite sides of a pair of corresponding transversely aligned closed or blank areas 37a and 37b, in the walls 2 and 3 respectively. The aligned window areas 31a, 31b, etc., and the aligned blank areas 37a and 37b are equally spaced, longitudinally of the casing 1, and each of the slides is provided with a series of open window areas 38, 38 correspondingly spaced, longitudinally of the slide, with an interposed closed or blank area 39a, 39b, 39c, 39d, 39e, 39f, as the case may be, occupying the position which would normally be occupied by one of the window areas in the slide. In the various slides, the closed or blank areas 39 assume different positions with respect to the open areas 38 therein, and when all the slides are in their innermost positions with respect to the casing, as shown in Figs. 1 and 2, the blank areas 39 of the six slides 15-20 inclusive, are respectively aligned with the six pairs of aligned windows 31a, 31b, etc., in the walls 2 and 3 respectively of the casing 1, so that through each open window area 31a, 32a, 33a, 34a, 35a and 36a, in the wall 2, and 31b, 32b, 33b, 34b, 35b and 36b, in the wall 3 can be seen one of the blank closed areas 39 of the slides 15, 16, 17, 18, 19 and 20 respectively.

Each of the closed blank areas 39 of the slides 15, 16, 17, 18, 19 and 20 depicts a predetermined symbol including, for example, a numeral or a letter of the alphabet, such as "A," "B," "C," "D," "E" and "F" respectively and a representation of two of the card suits of corresponding color. For example, the slide 15 shows "A" and a representation of each of the two black suits, namely a spade and a club; the slide 16 depicts "B" and the two red suits, hearts and diamonds; 17, "C," spades and clubs; 18, "D," hearts and

diamonds; 19, "E," spades and clubs; 20, "F," hearts and diamonds.

Adjacent the top wall 4, the front face 2 is provided with the heart and diamond, red suit symbols 40, and, adjacent the bottom wall 5, said face 2 is provided with the spade and club, black suit symbols 50.

Above each of the open window areas 31a, 32a, 33a, 34a, 35a and 36a respectively, the front wall 2 is provided with columns of symbol card values, 41a, 42a, 43a, 44a, 45a and 46a, twenty-four in all, and all different; and below these window areas, the front face 2 is provided with columns of symbol card values 51a, 52a, 53a, 54a, 55a, and 55a respectively, twenty-four in all, and all different, representing the fifty-two different cards in an ordinary playing deck, less the twos.

In the slides, 15, 17 and 19 depicting "A," "C" and "E" respectively the lower portion of the blank or closed areas 39a, 39c, 39e thereof, and the top portions of the closed blank areas 39b, 39d, 39f, of the slides 16, 18 and 20 respectively depicting the symbols "B," "D," "F," are provided with openings 43a, 43c, 43e, 43b, 43d, 43f respectively.

The top portions of the closed areas 39a, 39c, 39e of the slides 15, 17, 19 depicting the symbols "A," "C," "E" respectively, and the bottom portions of the closed areas 39b, 39d, 39f of the slides 16, 18, 20, depicting symbols "B," "D," "F" respectively are provided with smaller single or twin openings 44a, 44c, 44e, 44b, 44d, 44f, with an interposed small blank or closed area 45, 45b, 45c, 45d, 45e, 45f in relatively different positions in the respective slides depicting small symbols "A," "B," "C," "D," "E," "F" which respectively agree with the corresponding larger symbols "A," "B," "C," "D," "E," "F" in the centers of the closed areas 39a, 39b, 39c, 39d, 39e, 39f of the respective slides 15, 16, 17, 18, 19 and 20.

The closed areas 37a and 37b in the front wall 2 and back wall 3 respectively, are provided with top and bottom small window openings 46a, 46b and 47a, 47b respectively which are disposed in horizontal or longitudinal alignment with the small window openings 43a, etc., 44a, etc., in the closed areas 39a, etc., of the slides 15 to 20 inclusive.

The front wall 2 bears the word "In" and the back wall 3 bears the word "Out" adjacent each of the opposite ends thereof. The device is intended to simulate two decks of cards, less the twos, and these words "In" and "Out" are merely used to designate one or the other of the decks during the playing of a game. Any other appropriate designation could be used for the purpose as desired. In keeping therewith, it will be noted that the columns of symbol card values on the back face 3 are different from the card values of the various card symbols on the face 2 of the device although in each instance the top columns and the bottom columns each designate all fifty-two cards found in an ordinary deck of cards, minus the four deuces (twos).

In simulating the playing a simple game of "Poker" for example, without going into all of the many deviations one might find in established rules or procedures mutually agreed upon by the participants, of which there may be as many, or as few as desired, one of the players, who would normally be the "dealer" in an ordinary card game may start the play by setting the various slides in any position he may wish, or by leaving the slides in the neutral position shown in Fig. 1, for example. He then announces which deck he

5

is using, "In" or "Out." He also announces how many "moves" each player can make in that particular deal, such for example as "Three" moves (a "move" constitutes a movement of one slide, one space, as from the open area 35a to the open area 34a, for example and no two consecutive "moves" can be made with a single slide. The "moves" are made alternately, right and left of the center of the device by the slides projecting beyond the end walls 6 and 7 respectively). The "dealer" then passes the device to the first player on his left. This first player makes his designated number of "moves" and his moves must be such that one of the slides lies with its symbol "A," "B," "C," "D," "E" or "F," as the case may be, lying behind the closed area 37a of the wall 2, so that only five symbols are showing through the open areas 31a, etc.

The small symbol "A" etc. associated with the large symbol "A" etc. lying in "Discard position" behind the closed area 37a of the wall 2, will show through either the upper small window opening 46a or the lower small window opening 46b in the closed area 37a.

Similarly, if a player's designated number of moves bring two or three of the symbol-bearing closed areas of two or three of the respective slides in alignment with any single open area 31a etc. in the front wall 2, the small symbols "A" etc. of the hinder slides will show through the small window opening in the foremost of the aligned closed area 39a, etc. of the various slides. Such alignments count as "doubles" or "triples" and each must be included in the five symbols thus considered to be showing.

If the red suits predominate on the exposed symbols the player reads his card values on the upper tier of columns 41a, etc. and conversely, if the black suits predominate in the exposed symbols, he reads his card values on the lower tier of columns 51a, etc. These readings, in each instance, are made in the columns above or below the open areas 32a etc. in the casing 1 through which the symbols appear, only.

Obviously an ordinary deck of cards contains but one card of any particular designation, such as one ace of spades, one ten of diamonds, and so on; therefore in manipulating the slides of the present device, should doubles, triples, or four of a kind be made, by two, three, or four symbol areas becoming aligned with any single one of the open areas 31a etc. in the wall 2 of the casing 1, the foremost symbol takes on its proper value, such for example as the three of hearts, and the successive hinder symbols assume the same numerical value as the foremost symbol but in the remaining suits, such as spades, diamonds and clubs respectively, and in that particular order which remains constant at all times.

The first player to the left of the dealer then makes written notations of the five card combination which constitutes his "hand" after he has made the prescribed number of "moves" designated by the dealer and then passes the device to the second player.

The second player, without altering the set up of the slides as they stand when he receives the device from the first player then makes the designated number of "moves," writes down his ultimate "hand" and passes the device to the third player, and so on until all the players have had a chance to operate the slides and make note of their respective hands.

At this point each player should have before him his notation of his "hand" embodying a five

6

card combination just the same as though he was holding five separate cards in a regular game of draw poker, for example. From this point on regular draw power rules are followed as to "opening," "staying," "raising," "seeing" etc. until one player ultimately wins.

The device is then taken by the first player to the left of the original dealer who now becomes the current dealer.

The current dealer may elect to use either the "In" deck or the "Out" deck and he may designate any number of "moves" he chooses, after which the player proceeds in accordance with the method of play hereinbefore described.

It will be noted that the card values in the columns on the reverse face 3 of the device are different from those in the corresponding columns on the front face 2 of the device, in the present instance, thus making the game more interesting and giving the current dealer the privilege of using either the "In" or "Out" deck which simulates the calling for a new deck in the playing of regular poker etc. with the conventional pack of loose cards.

I claim:

1. A game structure comprising a casing including a pair of parallel perpendicularly spaced walls, a series of doubled faced slides mounted in said casing for selective independent longitudinal movement relative thereto and to each other therein between said walls, a series of permanently aligned windows in said pair of walls of said casing, a series of windows in each slide adapted to be aligned with predetermined windows in said casing, and a symbol-bearing area in each slide adapted to be aligned with predetermined windows in others of said slides which are aligned with predetermined windows in said casing.

2. A game structure comprising a casing, a series of slides mounted in said casing for selective independent longitudinal movement relative thereto and to each other therein, a series of large windows in said casing, a series of correspondingly large windows in each slide adapted to be aligned with predetermined windows in said casing, a symbol-bearing area in each slide adapted to be aligned with predetermined windows in others of said slides which are aligned with predetermined windows in said casing, and smaller windows in said symbol-bearing areas staggered to disclose the alignment of two or more of said symbol-bearing areas with any one of the windows in said casing.

3. A game structure comprising a casing, a series of slides mounted in said casing for selective independent longitudinal movement relative thereto and to each other therein, a series of windows uniformly spaced in said casing, a blank area interposed in and equally spaced with respect to the windows of said series in said casing, a series of windows in each slide adapted to be aligned with predetermined windows in said casing, and a symbol-bearing area in each slide adapted to be aligned with predetermined windows in others of said slides which are aligned with predetermined windows or with said blank area in said casing.

4. A game structure comprising a casing, a series of slides mounted in said casing for selective independent longitudinal movement relative thereto and to each other therein, a series of windows uniformly spaced in said casing, a blank area interposed in and equally spaced with respect to the windows of said series in said casing, a series of windows in each slide adapted to be

7

aligned with predetermined windows in said casing, a symbol-bearing area in each slide adapted to be aligned with predetermined windows in others of said slides which are aligned with predetermined windows or with said blank area in said casing, and a relatively smaller window in said blank area to expose a fractional portion of the total expanse of any of said symbol-bearing areas occupying a position behind said blank area.

5. A game structure comprising a casing, a series of slides mounted in said casing for selective independent longitudinal movement relative thereto and to each other therein, a series of large windows uniformly spaced in said casing, a blank area interposed in and equally spaced with respect to the large windows of said series in said casing, a series of correspondingly large windows correspondingly spaced in each slide and adapted to be aligned with predetermined windows in said casing, a symbol-bearing area interposed in and equally spaced with respect to the large windows of said series in each slide and adapted to be aligned with predetermined windows in others of said slides which are aligned with predetermined windows or with said blank area in said casing, staggered smaller windows in said symbol-bearing areas of said slides respectively, correspondingly smaller windows in said blank space in said casing adapted for the smaller windows in said slides to be aligned therewith, and correspondingly small symbol-bearing areas adjacent said smaller windows in said slides for alignment with and viewing through said smaller windows in said casing.

6. A game structure comprising a hollow longitudinally elongated casing of substantially rectangular cross-section, a series of flat relatively thin parallel slides mounted in said casing for selective independent longitudinal movement relative thereto and to each other therein, means for limiting said longitudinal movement of said slides relative to said casing, a series of windows in said casing, a series of windows in each slide adapted to be aligned with predetermined windows in said casing, and symbol-bearing areas interposed in the series of windows of said slides respectively in different positions in each slide to be aligned with predetermined windows in others of said slides which are aligned with predetermined windows of the series in said casing.

8

7. A game structure comprising a hollow longitudinally elongated casing of substantially rectangular cross-section, a series of thin flat parallel slides mounted in said casing for selective independent longitudinal movement relative thereto and to each other therein, laterally resilient accordion pleated guide elements in said casing adjacent and receiving opposite longitudinal marginal edge portions of said slides, a series of windows in said casing, a series of windows in each slide adapted to be aligned with predetermined windows in said casing, and a symbol-bearing area in each slide adapted to be aligned with predetermined windows in others of said slides which are aligned with predetermined windows of the series in said casing.

8. A game structure comprising a hollow longitudinally elongated casing of substantially rectangular cross-section, a series of thin flat parallel slides mounted in said casing for selective independent longitudinal movement relative thereto and to each other therein, laterally resilient accordion pleated guide elements in said casing adjacent and receiving opposite longitudinal marginal edge portions of said slides, a series of windows in said casing, a series of windows in each slide adapted to be aligned with predetermined windows in said casing, a symbol-bearing area in each slide adapted to be aligned with predetermined windows in others of said slides which are aligned with predetermined windows of the series in said casing, a lug projecting from one longitudinal edge of each slide, and an abutment plate interposed in and extending across each of said guide elements in the path of said lugs on said slides.

SAMUEL MILONE.

REFERENCES CITED

The following references are of record in the file of this patent:

UNITED STATES PATENTS

Number	Name	Date
502,089	Bird	July 25, 1893
942,536	Bartsch	Dec. 7, 1909
1,703,159	Monheim	Feb. 26, 1929
1,867,888	Obidine	July 19, 1932