

Sept. 8, 1925.

1,553,200

W. M. STICKNEY

RADIOGAME

Filed Aug. 1, 1924

4 Sheets-Sheet 1

Fig. 1.

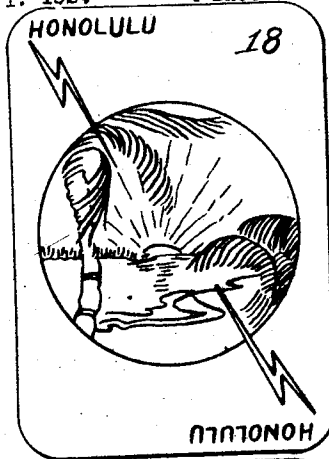
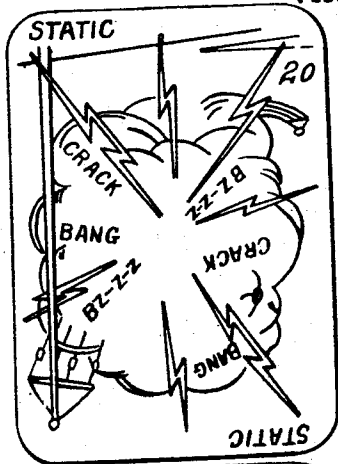


Fig. 5.

Fig. 3.



Fig. 4.

Fig. 2.

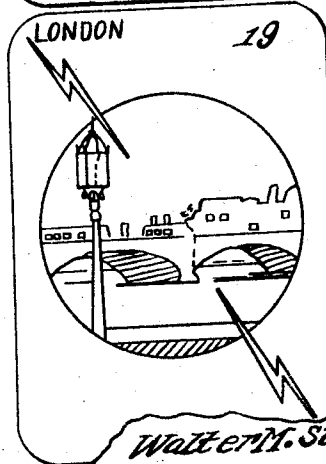
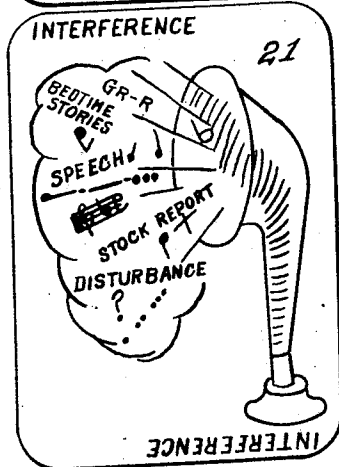


Fig. 6.

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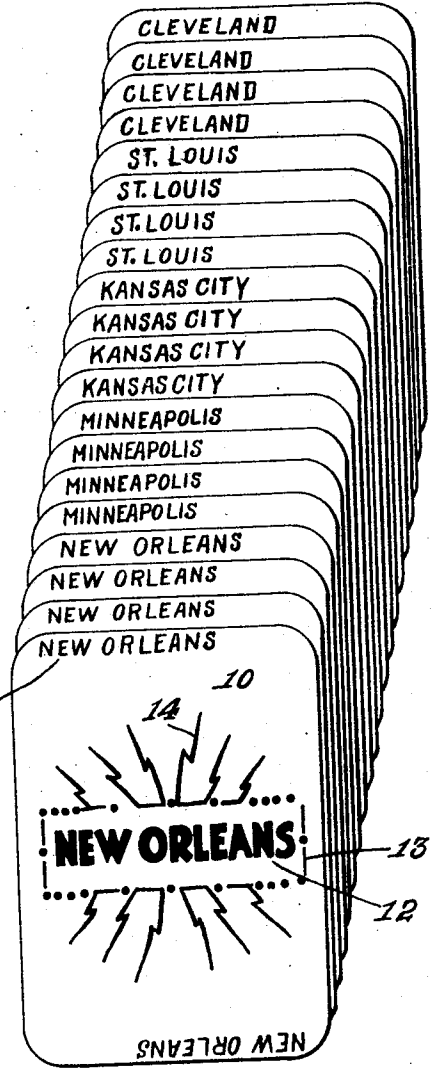
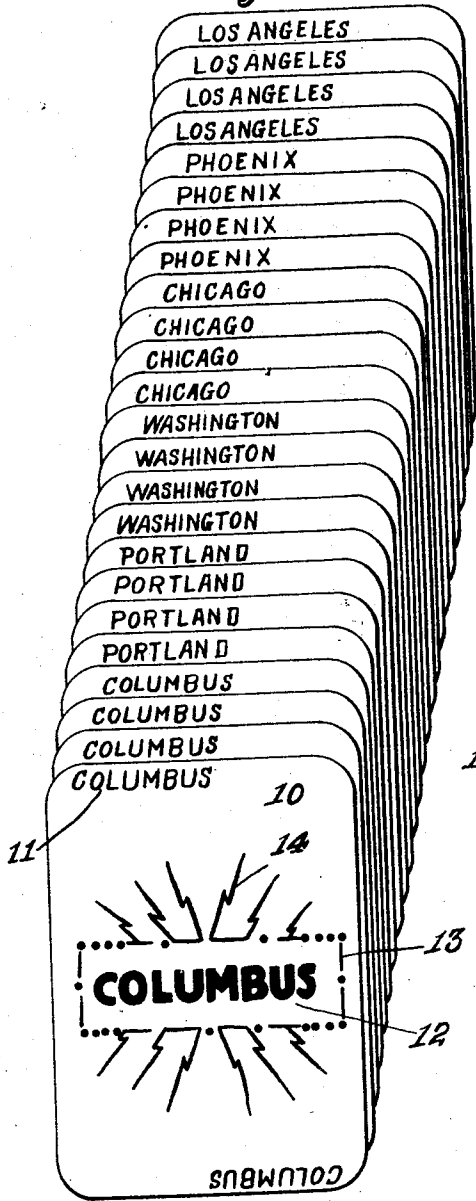
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Fig. 7.

Fig. 8.



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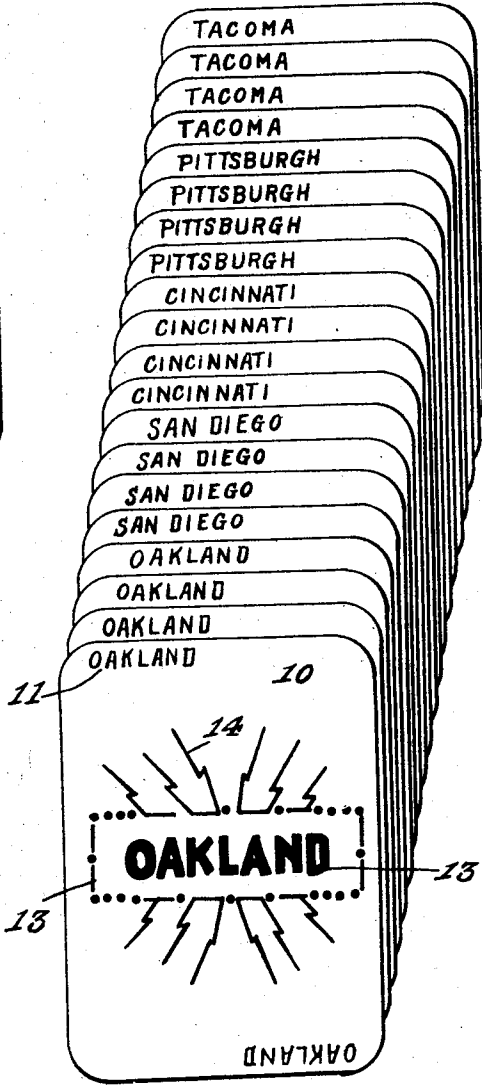
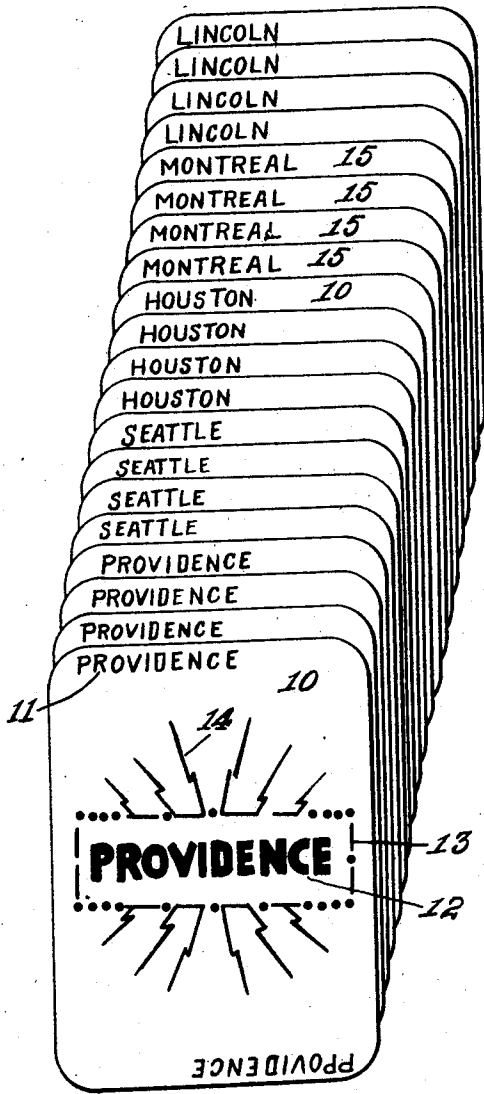
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Fig. 9.

Fig. 10.



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1,553,200

W. M. STICKNEY

RADIOGAME

Filed Aug. 1, 1924

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Fig. 11.

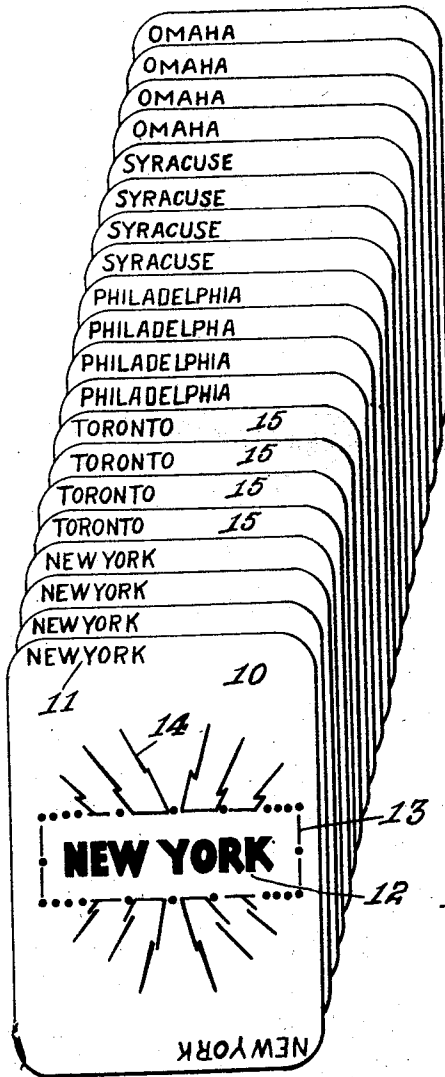
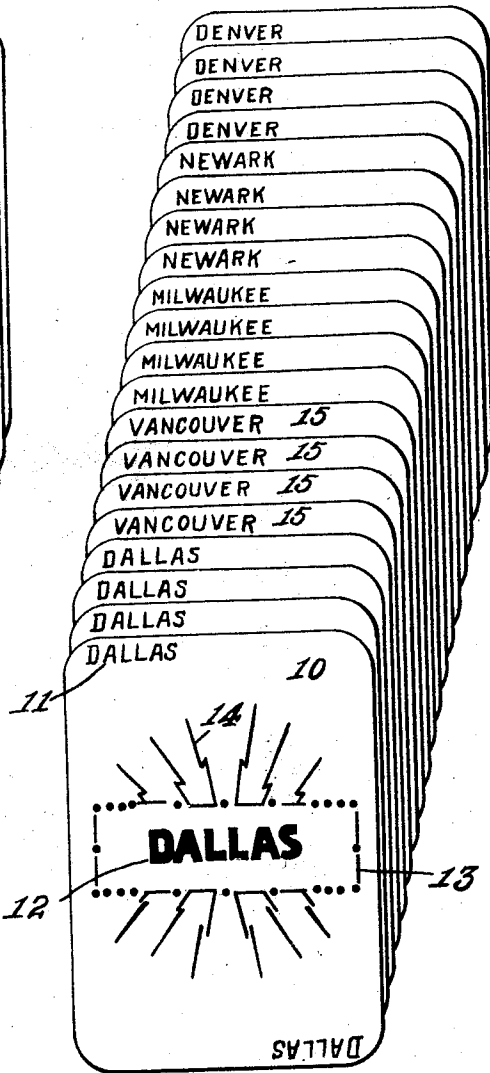


Fig. 12.



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UNITED STATES PATENT OFFICE.

WALTER M. STICKNEY, OF EAST CLEVELAND, OHIO.

RADIOGAME.

Application filed August 1, 1924; Serial No. 729,598.

To all whom it may concern:

Be it known that I, WALTER M. STICKNEY, a citizen of the United States, residing at East Cleveland, in the county of Cuyahoga and State of Ohio, have invented new and useful Improvements in Radiogames, of which the following is a specification.

This invention relates to amusement devices, particularly to games, and has for its object the provision of a novel card game based on radio broadcasting and involving terms used in connection with broadcasting, use being made of cards inscribed with the names of American cities having broadcasting stations together with certain other cards representing stations outside of the United States or Canada, and in addition certain other cards representing particulars of broadcasting.

An important object is the provision of a game which is conducted somewhat along the lines of receiving from radio broadcasting stations, the object of the game being for the players to acquire, by certain rules and regulations, sets of the cards which may be set up arranged in cities inasmuch as there are a plurality of cards for each of the American cities represented, the different sets and cards having a certain scoring value and certain other of the cards appropriating certain specified advantages to the holder.

An additional object is the provision of a game of this character which will be easy to play, entertaining and amusing, comparatively instructive, and a general improvement in the art.

With the above objects and advantages in view, the invention consists in the provision of the specific cards to be hereinafter described and claimed, together with the rules for and manner of playing.

In the drawings:—

Figure 1 is a face view of one of the special cards representing "static".

Figure 2 is a similar view of the special card representing "interference."

Figures 3, 4, 5, and 6 are views of the cards representing stations outside of North America.

Figures 7, 8, 9, 10, 11 and 12 are perspective views of series of the cards bearing the names of American broadcasting stations, certain being Canadian.

Referring more particularly to the drawings, the numeral 10 designates the cards

which are preferably of the same size and shape as the ordinary playing cards and these cards are inscribed with the names of cities in the United States having at least four radio broadcasting stations. It is preferred that the name of the city be inscribed at opposite ends of the cards as shown at 11, so as to be easily legible regardless of which way the cards are placed or held. At its center each card is also preferably inscribed with the name of the city, as shown at 12; the name being enclosed within a panel which in actual practice might be formed of solid lines, but which, for the sake of convenience is here indicated as dots and dashes. There are thirty-one cities of the United States represented and there are four cards for each city. If desired the call letters of the stations may be inscribed on the cards.

There are also certain cards, which while representing American cities, designate Canadian stations, and these cards are designated by the numeral 15 and the cities represented are Toronto, Vancouver, and Montreal, there being four cards for each of these stations. These cards 15 may be inscribed in a manner corresponding to the cards 10, or, if desired, they might be of some contrasting color or otherwise distinguished for the reason that they have a value in the game.

In addition to the above mentioned cards, I make use of other cards 16, 17, 18 and 19 which represent the North Pole, Cuba, Honolulu and London, respectively. There is only one of each of these cards and they are represented as bearing scenes appropriate to the places represented in addition to being inscribed with the names in the same manner as the cards 10 and 15.

Furthermore, I provide two other special cards 20 and 21 which represent disturbances peculiar to radio communication, namely: "static" and "interference".

The game may be played by two, three, four, five or six persons. In playing, the cards are shuffled and the pack laid face down in the center of a suitable table, after which each player draws a card. The player drawing a card representing a city located nearest the place where the game is held becomes the dealer. In case of a tie drawing is continued until the dealer is definitely ascertained. After the cards are

again shuffled, nine are dealt to each player and the remainder of the pack is laid face down in the center of the table with the top card removed and placed face up beside the pack. The pile dealt face down is called the "broadcast pile" and the card which lies face up is the beginning of a pile called the "standby pile".

Before playing begins, the dealer must announce "broadcast". If there is any failure to make this announcement it entails a fine or penalty and if anyone plays before the dealer makes the announcement such player is fined or otherwise penalized. The play is intended to progress clockwise beginning at the left of the dealer, as is usual in card games.

In starting the game, the player to the left of the dealer draws a card from the "broadcast pile" (with one exception as explained hereinafter), and then discards a card from his hand on to the "standby pile". The object of the game is to acquire by drawing, sets of cards, for example two groups of three of a kind together with one set of four, or two sets of four and one set of three of a kind. Naturally, considerable discretion and judgment must be exercised by the players in discarding undesired cards and drawing to the cards held so as to pair them and eventually secure the sets wanted.

After a card is turned up on the "standby pile" which would complete a three or four of a kind in any player's hand, player may say "standby" and take that card. The complete three or four of a kind thus formed must then be laid on the table in front of player in full view of all and remain so. No card can be taken back into the hand or exchanged with any other. Player must say "standby" for each card taken from standby pile. Right after the dealer announces "broadcast" any player may "standby" the card turned face up. All players between the discarder and the player who took a standby card, lose their turn. Play starting again at the left of player who drew from standby pile. In case any two players standby for the same card, the one nearest the discarder gets the card. Only the last card discarded can be taken from the standby pile. All others being dead. A player must necessarily have two cards of the same kind in his hand, before he can "standby" for a third or player must have three of the same kind in his hand or on the table before player can "standby" for the fourth.

Thus, if a player has two Denvers in his hand and a Denver is discarded, player calls out "standby" and takes the Denver, adds it to his two, and places them all on the table. If later in the game someone again discards a Denver player can "stand-

by" and add it to the three that are already on the table, to make a four of a kind. It is to the advantage of the player to have four of a kind because sets of fours count more. After each "standby", the player discards from his hand. Whenever a card is discarded on the "standby pile" the city must be announced. In case a player draws or "standby" for a card which will complete a second four of a kind, these four must be placed on the table also and player then draws an extra card from the "broadcast pile" and then discards. Players cannot look below last card discarded on the "standby pile". There is a fine. If card is once discarded it cannot be picked up again. Any player can "standby" until next player discards. If a player announces a card as one which he is discarding, player must discard that card and no other, if it is in his hand, or that player's hand becomes dead. When all cards in the "broadcast pile" are used up shuffle the "standby pile" thoroughly, turn pack face down and proceed as before. The player who can complete a hand by calling for "standby" card gets that card, irrespective of position at the table.

When a player succeeds in completing a hand he says, "signing off". All play stops and the score is counted. The outside stations, London, Cuba, Honolulu and North Pole, have nothing to do with signing off or completing a hand.

The two cards "static" and "interference" can be used as any card to complete a three or a four of a kind or both, to complete a hand. Thus, if a player has two Newarks in his hand he may use static or interference and call it three Newarks, or if player has both static and interference player can use both and call it four Newarks. Player may use them as he pleases to help him complete the hand. However, neither static nor interference can be combined with any one card to form a pair in order to "standby" from the standby pile. They can only be combined with any two or three when player can standby for a third or a fourth, to complete a hand.

The outside stations are London, Cuba, Honolulu and North Pole. If any of these outside stations are in the original hand, player lays them on the table, in view of all, in front of him and draws extra cards from the "broadcast pile" to replace these and to make a total of nine cards in the hand. This being done when it is that player's turn to play. Player must declare any of these outside stations, in this manner, before he plays any other card or play or that player is fined. During play, when a player draws any outside stations from the broadcast pile, player at once lays that card in front of him and again draws an extra

card to replace the one the player lays on the table. Then this player draws again for his play.

Outside stations do not count as part of the nine cards to form a hand, they are always extra for bonus scores only. If any outside stations, static or interference are turned over to form the standby pile at the beginning of the game, by the dealer, the dealer has the right to take this card and turn over another card from the broadcast pile for the standby pile.

When two sets of fours should be held in the hand and not placed on the table, these should be declared and placed on the table in order to assure the right of drawing the extra card for the sets of fours. Otherwise, player will not be allowed the extra draw and possible chance of signing off.

Score.

Game is 360 points.

In the hand or on the table:—

	Points.
25 Pairs of anything count-----	2
Threes of anything count-----	5
Fours of anything count-----	10
Outside stations count-----	10
Signing off from the standby pile-----	5
30 Signing off from the broadcast pile----	10

Bonus scores.

Signing off with any outside stations, static or interference, or all, these, doubles total score once for each card. Example: Total score say is 47. You have on board London, Cuba and hold static, that is three doubles which makes your score for that hand 376.

A hand with all Canadian stations (not signing off) adds 10 points to total score. Signing off with all Canadian stations add fifty points to total score. Static and interference may be used with these Canadian stations. Static or interference, count as any card in the count of any hand, as well as in the "signing off" hand, even to form a pair for count.

If a player says "standby" before the

dealer announces "broadcast," that player is fined—ten points. If player does not declare an outside station before drawing for play or is caught with one or more in hand, is fined—ten points for each offense. If a player holds a "static" or "interference," or both, in hand that does not "sign off" that player is fined—fifty points for each card, from that player's total, score including any doubles.

To win

(1) 2 sets of threes and 1 set of fours.

(2) 1 set of threes and two sets of fours.

While I have shown and described the preferred embodiment of the invention and have set forth certain rules and regulations for the playing of the game, together with a definite statement as to the number of cards and the matter thereon, it should be understood that many changes and modifications in the details may be made without in any way departing from the spirit of the invention, and I therefore reserve the right to make all such changes as fall within the scope of the subjoined claims.

Having described the invention, I claim:—

1. A card game comprising a pack of cards, certain of the cards being in multiple and representing broadcasting stations in the United States, certain of the cards being correspondingly in multiple and representing broadcasting stations in Canada and still others of the cards being single and representing stations outside of the North American Continent.

2. A card game comprising a pack of cards, certain of the cards being in multiple and representing broadcasting stations in the United States, certain of the cards being correspondingly in multiple and representing broadcasting stations in Canada, and still others of the cards being single and representing stations outside of the North American Continent, and certain other of the cards representing disturbances peculiar to radio communication.

In testimony whereof I affix my signature.

WALTER M. STICKNEY.