

J. H. DEW.
Playing Cards.

No. 157,381.

Patented Dec. 1, 1874.

Napoleon Buonaparte
B. in Corsica Aug. 1769.

1. Monte Notte & Milleesimo Apr. 1796.
2. Lodi May 10 & Arcola Aug. 1796.
3. Rivoli Jan. 1797. [Nov 1796]
4. Pyramids & Aboukir July 1798-9.
Chosen 1st Consul Dec. 1799.
5. Montebello & Marengo June 1800.
Declared Emperor May 1804.
6. Austerlitz Dec. 1805.
7. Auerstadt or Jena Oct. 1806.
8. Eylau Feb. & Friedland June 1807.
9. Austerburg & Eckmühl Apr. 1809.
10. Wagram July 1809.
Campaign in Russia 1812.
11. Lützen & Bautzen May 1813.
12. Hanau after Liegezie Oct. 1813.
Started for Isle of Elba Apr. 1814.
Escapes Febr. 25th 1815.
13. Ligny followed by Waterloo June 1815.
Arrives at St. Helena Oct. 1815.
Died May 5th 1821.

George Washington
B. in Westmoreland Co. Va. Feb. 22, 1732.

1. Great Meadows Va. 1753.
2. Long Island N.Y. Aug. 1776.
3. White Plains N.Y. Oct. " "
4. Trenton N.J. Jan. 1777.
5. Princeton N.J. Jan. " "
6. Berkington Ver. (Starke) Aug. 1777.
7. Stillwaters N.Y. (Gates) Sept. 1777.
Surrender of Burgoyne.
8. Brandywine Pen. (Lost) Sept. 1777.
9. Monmouth Ct. N.J. June 1778.
10. Germantown. Pa. (drawn) Dec. 1778.
11. Cowpens N.C. (Lt. Morgan) Jan. 1781.
12. York Town Va. Oct. 1781.
Surrender of Lord Cornwallis.
President of U.S. 1789-97.
Died Dec. 14th 1799.

Ulysses S. Grant
B. at Ft. Pleasant, Ohio Apr. 27th 1822.

Graduated at West Point 1843.
Served in Mex. War as Lieut. Breckinridge.
Entered War 1861 as Col.
Promoted to Brig. Gen. May 31, May Gen. Jan. 6.

1. Fort Donelson Feb. 16th 1862.
2. Pittsburg Landing Apr. 6th 1862.
3. Champion Hills May 10th 1863.
4. Vicksburg July 4th 1863.
5. Lookout Mountain Nov. 24th 1863.
6. Missionary Ridge " 25th " "

Appointed Genl. in Chief U.S.A. Mar. 1864.

7. Wilderness May 5th-6th 1865.
8. Richmond Apr. 2nd 1865.
9. Petersburg June 10th-July 30th 1865.
10. Five Forks, Va. 31st 1865.
11. Appomattox C.H. Apr. 9th 1865.
Surrender of Lee.
President U.S. 1868-76.

Robert E. Lee
B. in Virg. 1806.

Graduated at W.P.L. (Honors) 1829.
Served during the Mex. War as Capt.
Promoted to Rank of Col. and made
Superintendent W.P.L. 1852.
Genl. in Chief, C.S.A. 1862.

1. Mechanicsville June 26th 1862.
2. Cold Harbor 1st " 27th 1862.
3. Fraziers Farm " 30th " "
4. Malvern Hills July 1st " "
5. Manassas 2nd Aug. 29th 30th " "
6. Fredericksburg Dec. 13th " "
7. Chancellorsville May 2nd 4th 1863.
8. Cold Harbor 2nd June 3rd 1864.
9. The Crater June 30th " "
10. Reams Station Aug. 18th 1864.
President of the Washington
and Lee University Oct. 1865.
Died Oct. 12th 1870.

Witnesses
John Beecher
Fred. Haynes

James H. Dew
by his Attorney
Rowntree Allen

UNITED STATES PATENT OFFICE.

JAMES HARVIE DEW, OF NEW YORK, N. Y.

IMPROVEMENT IN PLAYING-CARDS.

Specification forming part of Letters Patent No. **157,381**, dated December 1, 1874; application filed October 2, 1874.

To all whom it may concern:

Be it known that I, JAMES HARVIE DEW, of New York, in the county and State of New York, have invented certain Improvements in Cards for Playing Social Games, of which the following is a specification:

My invention consists in a pack of cards, divided into four "suits" of thirteen cards, each of which suits represents some profession, occupation, or pursuit in life—as war, statesmanship, poetry, authorship, &c.—and the cards of each suit containing the names of persons who have been distinguished or engaged in the occupation represented by such suit, together with the names and dates of their exploits, and achievements, and acts, and the titles of their works, by which, in playing the game, said cards may be made to correspond with, and be played in the same manner as, the ordinary playing-cards; the object of the invention being to impart to children or youthful players, while engaged in an amusing game, instruction in history, biography, polite literature, or other subjects.

To illustrate my invention, I select for the four suits, warriors, statesmen, novelists, and poets, which correspond, respectively, with the four suits belonging to a pack of ordinary playing-cards. I then select the names of a number of persons who have been engaged in said professions or occupations, and place them on the cards, to designate the relative value or standing of said cards in the suit, and further distinguish three of the cards of each suit by an ornamental border near the edge. For example, in the suit called "warriors," I select the name of Napoleon Bonaparte for the first or highest card, George Washington for the second, and Ulysses S. Grant for the third. These names are marked at the top of the respective cards, followed on each card by a list of the battles in which each of said persons has been engaged, together with a number to denote the standing of the card in the suit.

The three highest cards in a suit are further distinguished from the other ten by an ornamental border near the edge of each card, in order that such cards may be recognized

at a glance as corresponding with what are known as "court cards" in an ordinary pack.

The remaining ten cards in the suit of warriors are represented by persons of lesser note than those above mentioned, and the standing of the card is denoted by a number, which may correspond with the number of battles in the list following the name at the head of the card.

In some cases a card may contain the names of two or more persons, and the numbers may refer to the exploits, achievements, or works of both or all of the persons named. If desired, the card may contain simply the name and a number denoting its standing.

The same rule is adopted for the other suits in the pack as that above described—that is to say, for "statesmen," the names of the persons and list of their official or public acts or deeds; for "authors" and "poets," the names of the persons and of their literary and poetical works. The names are placed on the cards in accordance with the relative standing or degree of prominence of the persons named, and the value of each card is denoted as above described.

By means of this game considerable knowledge and instruction may be imparted to the players, especially young persons, by familiarizing them with the names of prominent individuals, and identifying such individuals with certain important events and achievements, or some prominent literary or poetical works.

The particular game for which these cards are intended is played as follows: Four persons playing, the partners sit opposite each other. The cards are shuffled, and cut from right of dealer for trumps, and the whole pack is dealt out from right to left, the lead commencing from the left of dealer. Each player is required to follow suit when possible. Every four cards played compose one trick, each trick after six are taken counts one point, and ten points constitute a game.

These cards may be used in playing any game which can be played with ordinary playing-cards, the same rules being observed in playing.

The accompanying drawing represents the four highest cards in the suit of "warriors," above described, and is deemed sufficient to illustrate the invention.

I claim—

The pack of playing-cards herein described, arranged in four suits, provided respectively upon their faces with the names of celebrated warriors, statesmen, novelists, and poets, with

the dates of their works or achievements, each suit being also serially numbered, substantially as described and shown, and for the purpose set forth.

JAS. HARVIE DEW, M. D.

Witnesses:

MICHAEL RYAN,
VERNON H. HARRIS.