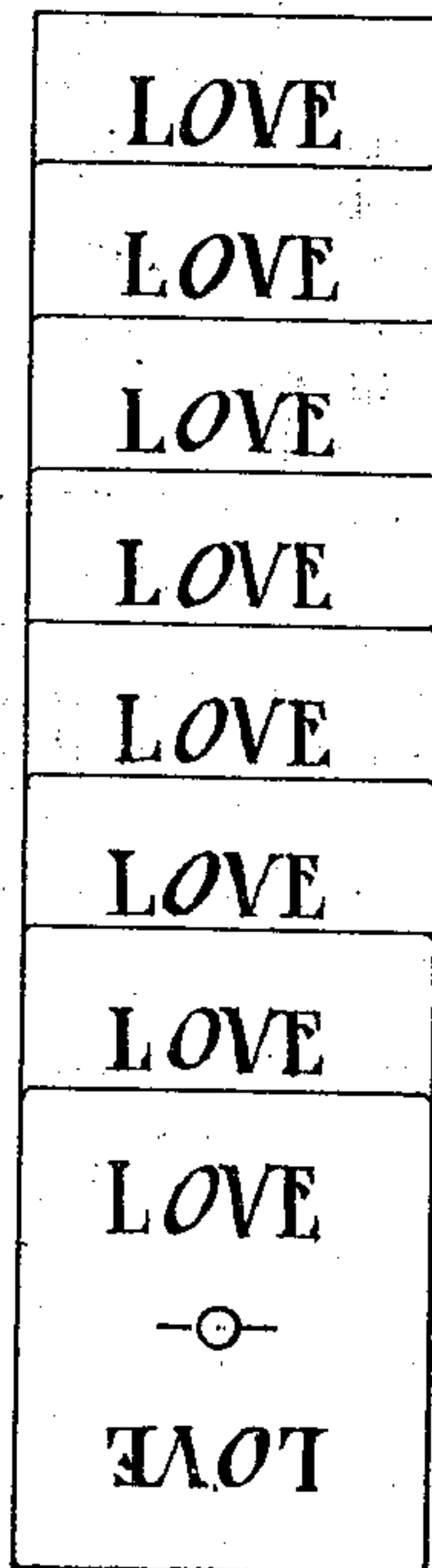
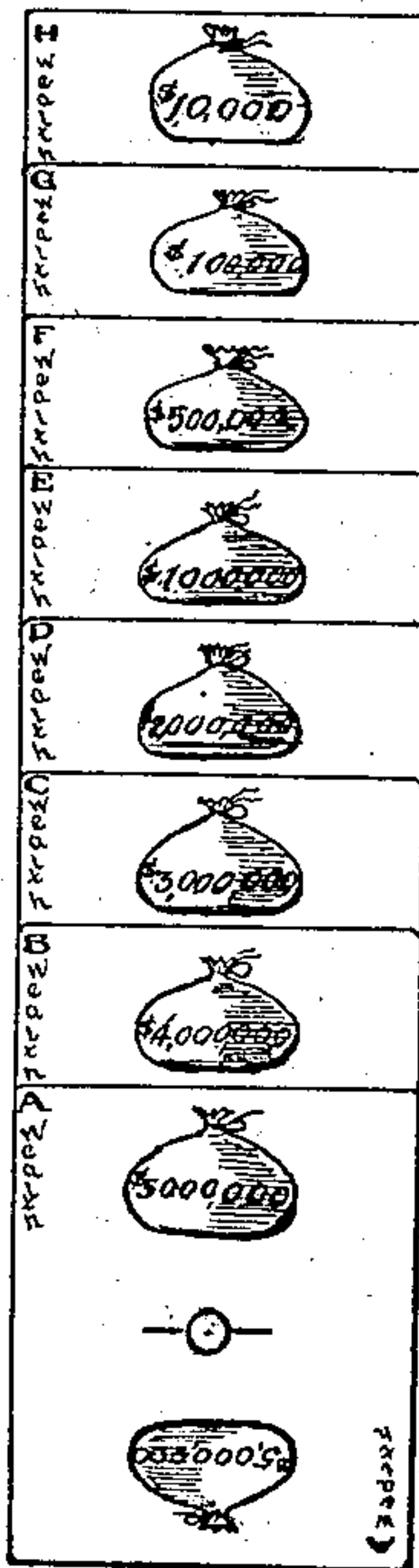
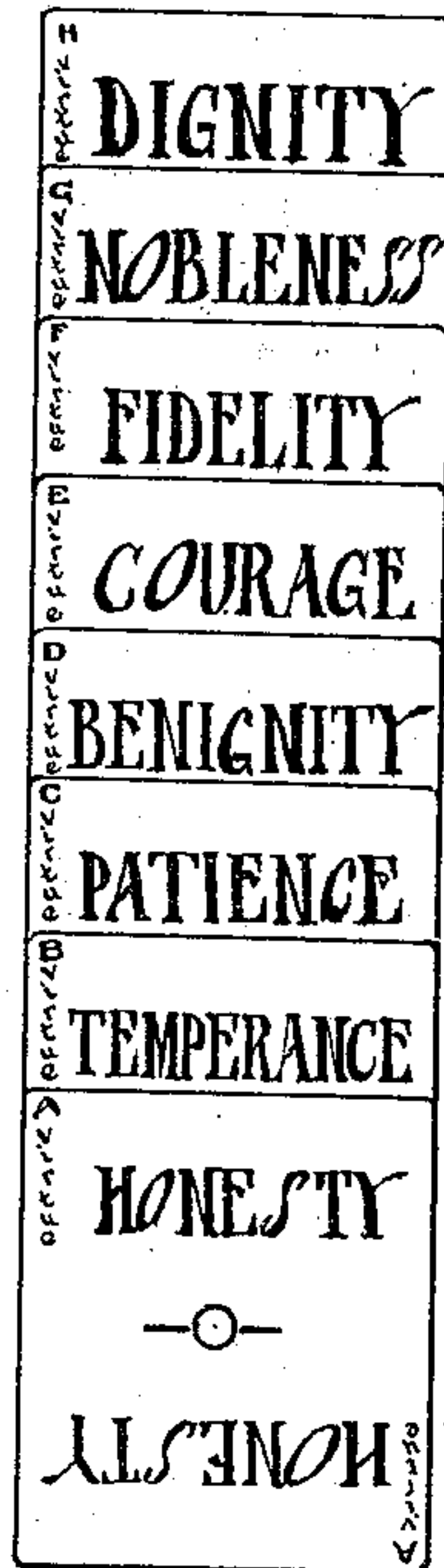
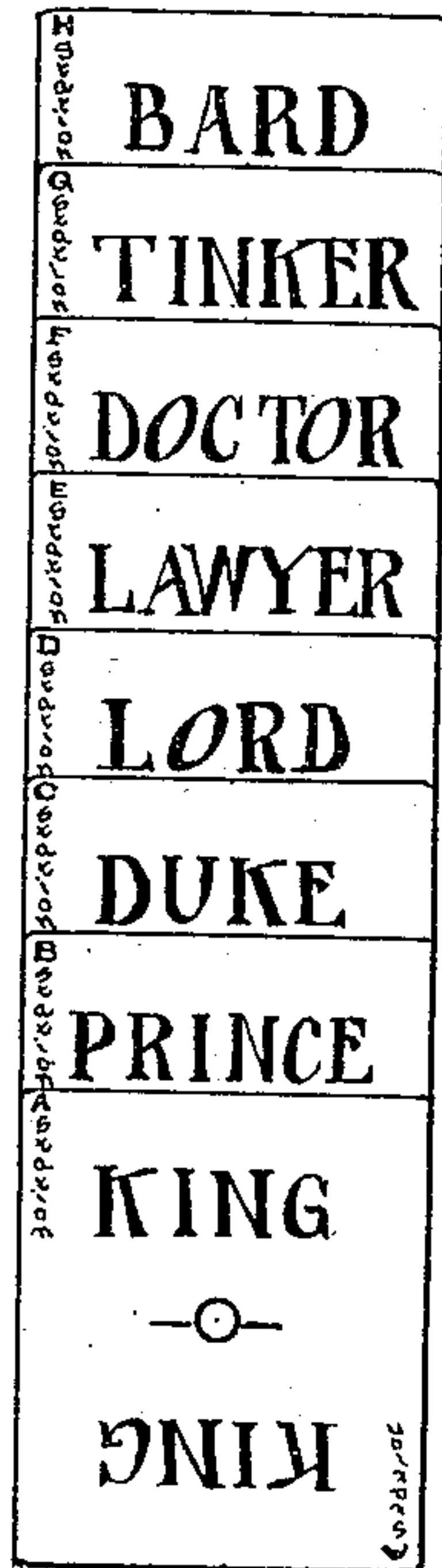


No. 855,192.

PATENTED MAY 28, 1907.

T. W. LUCHE.
PLAYING CARDS.

APPLICATION FILED NOV. 24, 1905.



Witnesses

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UNITED STATES PATENT OFFICE.

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PLAYING-CARDS.

No. 855,192.

Specification of Letters Patent.

Patented May 28, 1907.

Application filed November 24, 1905. Serial No. 288,955.

To all whom it may concern:

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

My invention relates to playing cards, and has for its salient object to provide an improved playing card pack wherewith novel, entertaining and educational games may be played.

To this end my invention consists in the features set forth in the following specification and claims, which may best be ascertained by reference to the accompanying drawing, illustrating in a single figure a card deck or pack of thirty two (32) cards embodying my invention.

In general my improved card pack comprises a plurality of suits whereof each card bears an indication of its suit denomination, the designation of each suit being some personal attribute, and each card of a suit bearing an indication of its relative value in the suit; and a distinct suit, whereof all cards are counterparts, said cards bearing suit indicia only and being devoid of relative value indicia. Furthermore, in one or more of the suits the designation whereof is a personal attribute, each card bears an expression indicative of said attribute differing from that of every other card of the suit, the distinctive attribute expressions of the cards being arranged to rhyme when read in the order of successive valuation as the cards of said suit.

Referring now specifically to the drawing, I, II, III, and IV, indicate respectively suit groups of cards the four of which make up the complete pack. In each suit the number of cards is equal to the number of every other suit, in the particular embodiment described there being eight cards in each suit. One or more of the suits, as for example suits I, II and III have as suit denominations designations of some general personal attributes, the designation of suit I being the attribute of "station," and the designation of suit II being the attribute of "virtue," and that of suit III the attribute of "wealth." In each of suits I and II the respective cards of the suit bear specific suit indicia in the form of expressions indicative of or classifiable under the general attribute denomination of the suit, and in addition the several cards of each of said suits bear value indicia

in sequential or successive arrangement, the value indications and specific suit indications of the respective cards being so co-ordinated that when the specific designations of the cards of either of said suits are read in the order of successive card values, said specific card indications rhyme or form a jingle easily remembered. Thus in suit number I, the cards bear in common a "squeezer" denomination indicating the general attribute by which the suit is known, that is to say, the word "station," and the several cards of the suit bear in addition value indications in the form of the successive letters A, B, C, D, E, F, G, H, by which the cards will be hereafter referred to. The cards further bear upon their faces specific card designation, the designation of each card of said suit being indicative of the attribute of "station." Thus, in the order of their succession above mentioned the cards bear the names, King, Prince, Duke, Lord, Lawyer, Doctor, Tinker, Bard, which, it will be noted, form a jingle easily remembered. The general suit indications in the squeezers of the cards, to-wit, the word "station" imprinted upon each card is supplemental only of the specific designation of the card and may be omitted if desired, as the specific designations of the cards are themselves indicative of the general attribute of "station." Likewise the cards of suit II, denominated by the attribute-expression "virtue" are successively lettered A, B, C, D, E, F, G, H, in like manner, and bear the specific designations in the order named of, Honesty, Temperance, Patience, Benignity, Courage, Fidelity, Nobleness, Dignity, which, it will be noted, also rhyme. The third suit is likewise designated by the attribute denomination "Wealth," and its cards likewise bear successive value indications A, B, C, D, E, F, G, H. While it is apparent that rhyming specific indications of different degrees or grades of wealth might be employed on the cards, I prefer to indicate the degrees of wealth graphically, by representations of money bags bearing representations of the value of the supposed contents in the order of relative value of the cards in the suit, or similar designations connected with wealth.

The fourth suit, indicated as the "Love" suit is composed of counterpart cards bearing representations indicative of their suit and being devoid of any value indicia. This last mentioned suit, whereof the cards have

no relative value indication may be termed a "penalty" suit.

A game may be played with the cards as follows: The cards being shuffled and dealt one at a time in the ordinary manner, so that each player has an equal number of cards (the number of cards in the deck being always maintained as a multiple of the number of players, by removing, when necessary, certain of the penalty suit cards,) a card is played by one of the players. The other players follow suit, if possible, or discard any card of the hand where suit can not be followed. The player of the highest card of the suit led takes the trick, the object of each player being to secure all of the cards of one or more of the suits, except the penalty suit. When all of the cards of a suit have been taken by one player he is said to have "qualified" to that suit. The game is continued hand after hand until some player has qualified in each of the first, second and third suits, that is the Station, Virtue and Wealth suits. The player so qualifying in all three suits wins the game, and is entitled to a forfeit of some suitable character from such player as, at the conclusion of a hand wherein the final qualification was perfected, holds the greatest number of cards of the penalty or love suit. To add to the chances of skilful play the count against each unsuccessful player at the time of the final qualification may be reduced by deducting therefrom the number of rhyming tricks he has taken during the play of the game; thus the taking of a trick of the virtue suit played in the following sequence; (1) Nobleness; (2) Dignity; (3) Patience; (4) Benignity, may entitle the player of the "Dignity" card to a reduction of one in the score of penalty cards counted against him if he is unsuccessful in the game. Obviously suitable rules to meet different contingencies of the game may be provided which may be varied in particular cases to suit conditions which need not here be discussed.

Having thus described my invention, what I claim and desire to secure by Letters Patent, of the United States, is:

1. In a card game pack, a plurality of suits composed of equal number of cards, each card of a suit bearing an indication of its suit denomination, and the several cards of each said suit bearing indications of successive values in their respective suits, and another suit containing a like number of cards, each of which bears only an indication of its suit denomination, and is devoid of value indicia.

2. In a card pack, a plurality of suits, the cards of each suit bearing indications of suit denomination, indications of successive value and different words arranged to rhyme when read in the order of the card values.

3. In a card game pack, a suit of a denomination indicative of some attribute, each card of the suit bearing an expression indicative of that attribute differing from that of every other card of the suit, the cards of said suit bearing indicia of successive value, and the indicative attribute-expressions of the cards being arranged to rhyme when read in the order of successive valuations.

4. In a card pack, a plurality of suits of different suit denominations indicative of personal attributes, the cards of each suit bearing indicia of successive value and each card of said suits bearing a word expressive of said attribute differing from the word on every other card of said suit, and said words being arranged to rhyme when read in order of successive value; and a distinctive penalty suit whereof the cards bear suit denomination only and are devoid of value indicia.

In testimony whereof I hereunto set my hand in the presence of two witnesses.

THOMAS W. LUCKE.

In the presence of—

GEO. T. MAY, Jr.,
MARY F. ALLEN.