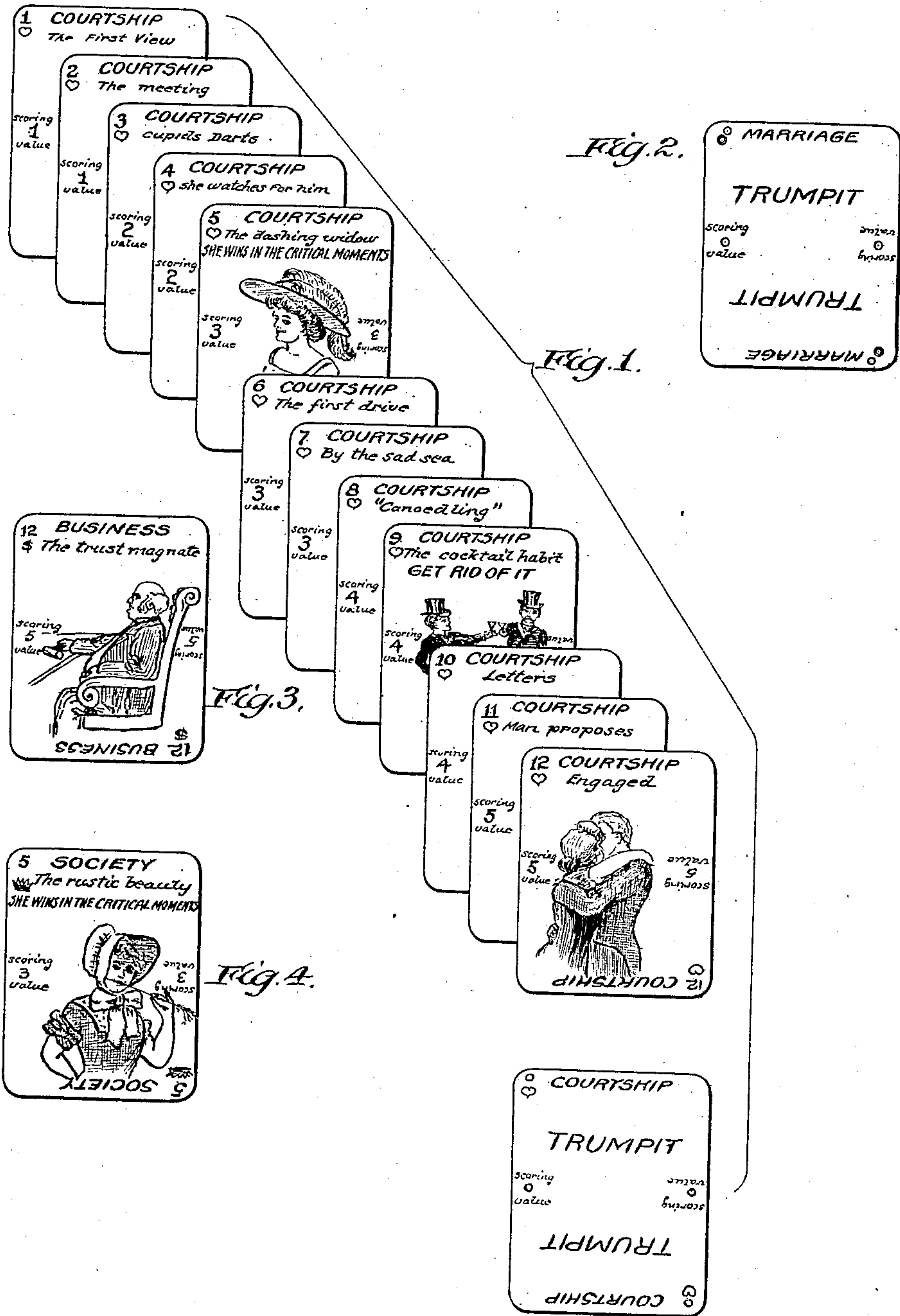


No. 886,130.

PATENTED APR. 28, 1908.

H. DE JOANNIS.  
PLAYING CARD PACK.  
APPLICATION FILED AUG. 12, 1907.



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# UNITED STATES PATENT OFFICE.

HARRY DE JOANNIS, OF CHICAGO, ILLINOIS.

## PLAYING-CARD PACK.

No. 886,130.

Specification of Letters Patent.

Patented April 28, 1908.

Application filed August 12, 1907. Serial No. 388,095.

*To all whom it may concern:*

Be it known that I, HARRY DE JOANNIS, 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-Card Packs, of which the following is a specification.

My invention relates to improvements in playing cards, and has for its general object to provide a playing card pack comprising cards novel in indicated playing characteristics and presentation, for use in the play of new and interesting games.

An especial object of my invention is to provide a playing card pack wherein certain of the cards bear upon their faces indications of qualities enhancing their values for strategic play, or of qualities penalizing unskilful use, to make possible of play games wherein the strategy of play is not dependent entirely upon the mere numerical values of the cards, but wherein wide latitude is allowed for skilful play, so that an irremediably bad hand may be of rare occurrence, and success may depend more upon the manipulation of the cards and less upon the numerical values of the cards than in ordinary card games.

Another object of my invention is to provide cards constructed to facilitate the use of a counting system which I have found to tend toward equalization of the chances in play. And a yet further object of my invention is to provide a game in which the cards may be made superficially attractive as a natural development of the general plan of the card relations.

In general I provide in my playing card pack a plurality of suits, each preferably consisting of the same number of cards, whereof each card bears a suitable suit indication. Preferably each suit, as to the respective values and playing characteristics of the several cards is similar to every other suit, the cards of each suit preferably bearing indications of sequential playing or trick-taking value, from zero to any desired number, and each card bearing in addition an independent numerical indication of its scoring value, the range of scoring values being preferably much less than the range or series of playing values. Furthermore I prefer that one of the cards of each suit, preferably the card devoid of playing value, or numbered zero, shall be likewise devoid of scoring value and shall bear thereon a suitable expression in-

dicative of the fact that it calls for trumps. Likewise in the sequence I preferably employ a card of relatively low value, say the five, embodying an expression indicative of the fact that this card wins at critical points or moments in the play. Also I preferably provide a card which I deem it advantageous to have of higher value, say the nine, bearing on its face an expression indicative of the desirability of getting rid of such card, to suggest to the player that the card is a penalty card, on the getting rid of which success may depend. Further I prefer that the suits shall be so designated and the cards so pictorially illustrated or descriptively labeled that they indicate natural sequences of conditions or events characteristic of the phase of life to which the suit title relates.

It will be obvious that more or less of the features of my invention may be embodied in a card game to advantage, but for purpose of illustration I have herein shown and described a card pack wherein all the features of my invention are developed.

In the drawing: Figure 1 shows in spread relation the cards constituting a suit; Figs. 2, 3 and 4 indicate each a card of a separate suit.

In the particular game which I have herein indicated, I provide four suits, each of thirteen cards, the several suits being respectively, "Courtship," "Marriage," "Society" and "Business," and the titles being respectively symbolized by squeezer marks in the form of a heart, a wedding ring, a crown, and a dollar mark, and I prefer that each card of the suit shall bear prominently displayed the suit characteristic symbol, or the impressed name of the suit, or both, as herein illustrated.

The several cards of each suit are successively numbered from zero to any desired number, as 12, such numbers appearing in the corners of the cards in association with the suit indications, and constituting the playing or trick-taking value indications. Obviously the symbol 0 (zero), or no symbol at all, may be employed to indicate playing value upon the card of each suit which is devoid of playing value. Also upon each card I supply a supplemental counting value indication, preferably displayed about the middle of the vertical area of the card, and preferably in association with the words "Scoring value."



As indicated in the suit displayed in Fig. 1, I prefer that the range of scoring values shall be much less than the range of trick-taking or playing values, so that a plurality of cards are impressed with some of the scoring values, and I prefer that the relative order of the scoring values shall increase from the cards of the lowest trick-taking value to the card of the highest trick-taking value.

I prefer that the cards devoid of trick-taking value or the zero cards shall also be devoid of scoring value, and this characteristic may be indicated by the omission of any scoring value symbol, or the use of the symbol 0 (zero).

Upon the "Zero" card of the suit, or that devoid of playing and scoring values, I provide an expression indicative of the fact that such card when played calls for trumps, the expression being preferably in the form of the word "Trumpit," or some equivalent expression. Each of the other cards of the suit I prefer shall have a pictorial face, different from that of every other card, the pictures expressing successive stages, or conditions, or actions, of natural occurrence in progressive order in the phase of existence suggested by the suit designation. Thus in the "Courtship" suit, I prefer that the representations upon the cards shall depict successive scenes commonly understood as incident to courtship from first acquaintance to engagement. And it is my preference that with the pictorial illustrations shall be associated suitable descriptive titles of the pictures. In this way artistic merit of any desired degree may be exhibited in the display of the playing cards in natural relation to the numerical characteristics of the cards.

In each suit, one of the cards, which I prefer shall be a card of relatively low trick-taking value, here illustrated as the five, shall be provided with an expression indicative of the fact that at certain critical points or moments such card is of highest or winning value.

Pursuant to my idea of making the cards interesting in themselves, I preferably make these number five cards, which may have a highly important function in the game, bear each a picture of "The woman in the case", such picture in each instance representing a woman of a type who might interfere materially in the phase of life represented by the suit, and such picture having associated therewith, in addition to a suitable title of the picture itself, the words, "She wins in the critical moments", indicative of the fact that crises or critical moments occur in the progress of the game, at which times such card has a temporarily enhanced or winning value. In such suit I preferably provide one of the other cards of higher value than the "Woman in the case" card, with an expression indicative of the desirability of the player ridding

himself of the card, and for further suggestion, I prefer that the pictorial representations on these cards shall illustrate bad habits, each of a character harmful in the phase of life indicated by the title of the suit. Thus the number nine (9) card of the courtship suit is shown as bearing a picture representative of "The cocktail habit", the picture having its appropriate title and bearing prominently the words "Get rid of it". The "Habit" cards of the other suits may appropriately display bad habits associated with the phase of life indicated by the suit titles, and each card bears the expression of command "Get rid of it".

The card pack is used in playing one game as follows: The cards are dealt to four players, thirteen apiece, and the trump is determined by turning up the last card, or in other suitable fashion. For purposes of the play critical moments or tricks are ordered by rule, such critical moments or tricks being for example, the third and seventh tricks. The play is commenced in the usual way, the players following each other in rotation, and following suit if possible. On the prearranged critical tricks—the third and seventh—the number five card, or "Woman in the case" card, of the suit led, has a temporarily increased value so that it wins over all other cards of its suit, as indicated on the face of the cards by the expression "She wins in the critical moments". For variety in play I also provide by rule that the taking of a crisis or "Critical moment" trick by the "Woman in the case," or No. 5, card, entitles the taker of the trick to nominate a new trump, which shall maintain throughout the balance of the play of the hand or until the next crisis. The habit card carries a penalty of the loss of a suitable number of scoring points to the party playing it, but scores a more than compensating number of points in favor of such party if he succeeds in getting rid of the "Bad habit" by playing such card upon a trick taken by his opponent, so that the objective in the play of such card is to get rid of it, as indicated by the suitable expression upon the face of the card. The trumpit cards, being zeros in playing values, manifestly take tricks only where led in tricks where no other cards of the same suit or of trumps remain to be played. As indicated by the expression of command embodied in the word-phase "Trumpit", such card, of whatever suit, calls for the play of trumps by all succeeding players upon the trick, so that such card acts as a trump-forcing card even where not of the trump suit itself. The independent scoring values of the cards enable the rules to provide for various simple and effective systems of scoring, that which I preferably employ involving the addition of the scoring values of all cards taken on the last six tricks of the hand



to calculate the score of each player or team. Obviously the rules of play may be changed in many particulars, and may be elaborated as desired, and in the relative arrangement and display of the cards various changes may be made without departure from the spirit and scope of my invention.

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

1. In a playing card pack, a series of cards sequentially numbered for rank in play, one of said cards numerically below the maximum playing value, bearing an expression indicative of enhanced value at critical moments.

2. In a playing card pack, a series of cards sequentially designated for rank in play, one of said cards numerically below the maximum playing value bearing an expression indicative of winning rank at critical moments.

3. In a playing card pack, a plurality of suits of cards, the several cards of each suit bearing like suit indications, and bearing also indications of trick-taking value, there being in said pack a card devoid of trick-taking

value bearing an expression calling for the play of trumps thereon.

4. In a playing card pack, a plurality of suits of cards, the several cards of each suit having different indicated trick-taking values and similar suit indications, and each suit comprising a card bearing an expression of command calling for the play of trumps thereon.

5. A playing card pack comprising cards divided into equal suits, the cards of each suit bearing a suit indication, indications of sequential trick-taking value, and independent scoring value indications, a card of each suit bearing an expression of command calling for the play of trumps thereon, another card of each suit bearing an expression indicative of increased value at critical moments, and another card of each suit bearing an expression of command indicative of advantage in getting rid of such card.

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

HARRY DE JOANNIS.

In the presence of—

FORÉE BAIN,  
MARY F. ALLEN.