

M. A. BRODERICK.

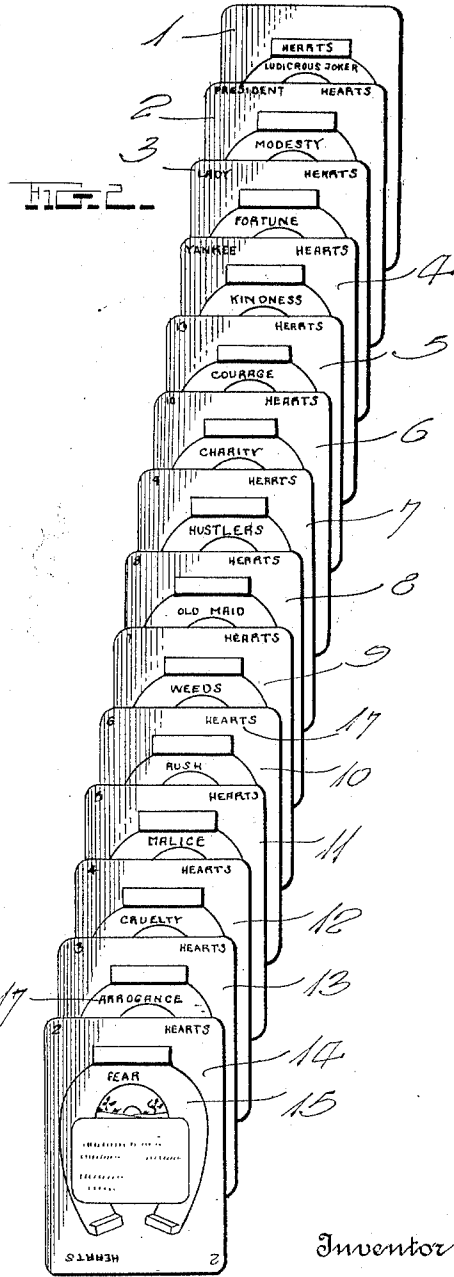
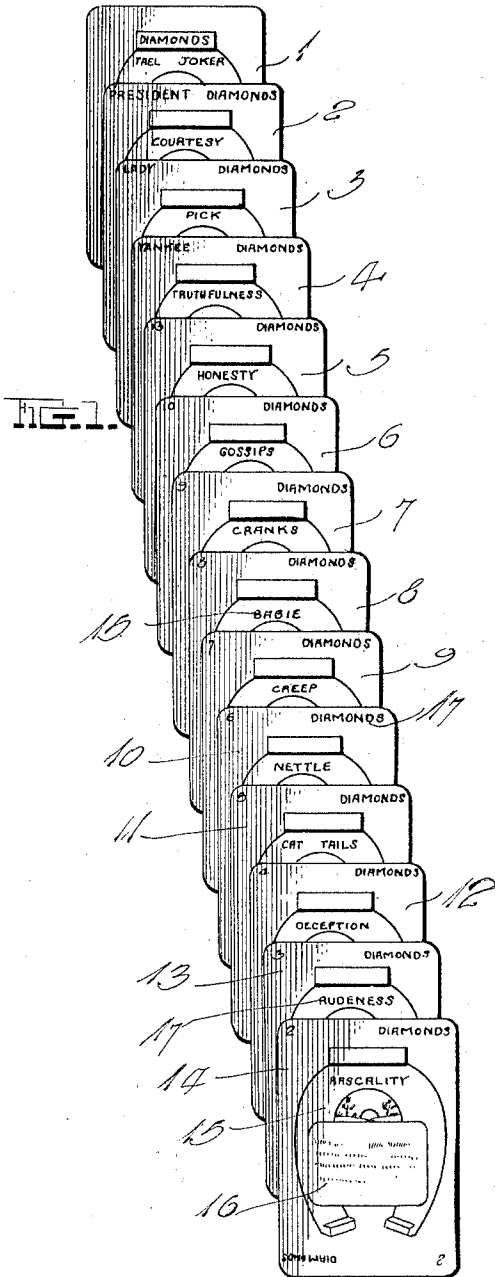
CARD GAME.

APPLICATION FILED JUNE 7, 1920.

1,373,115.

Patented Mar. 29, 1921.

2 SHEETS—SHEET 1.



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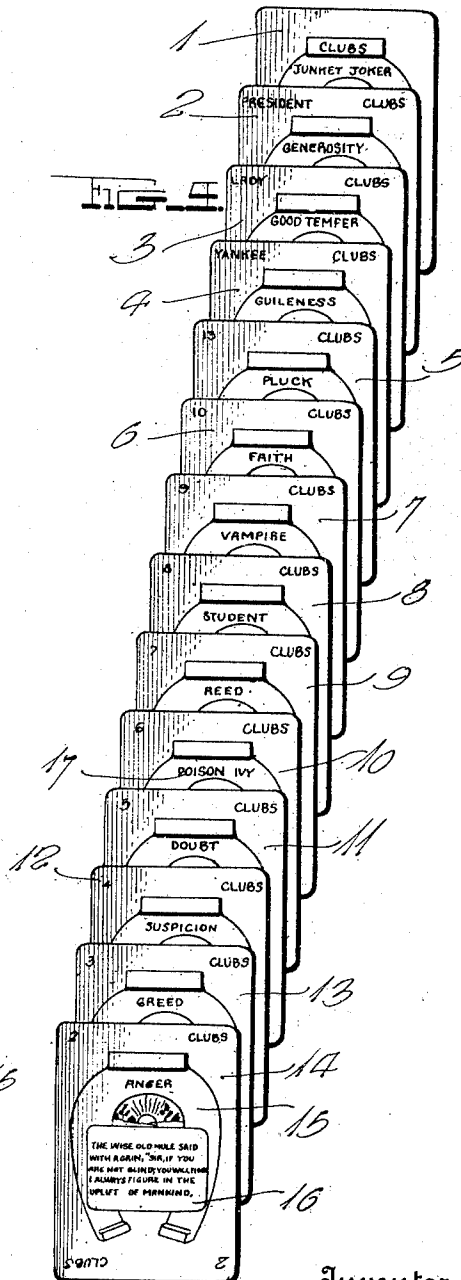
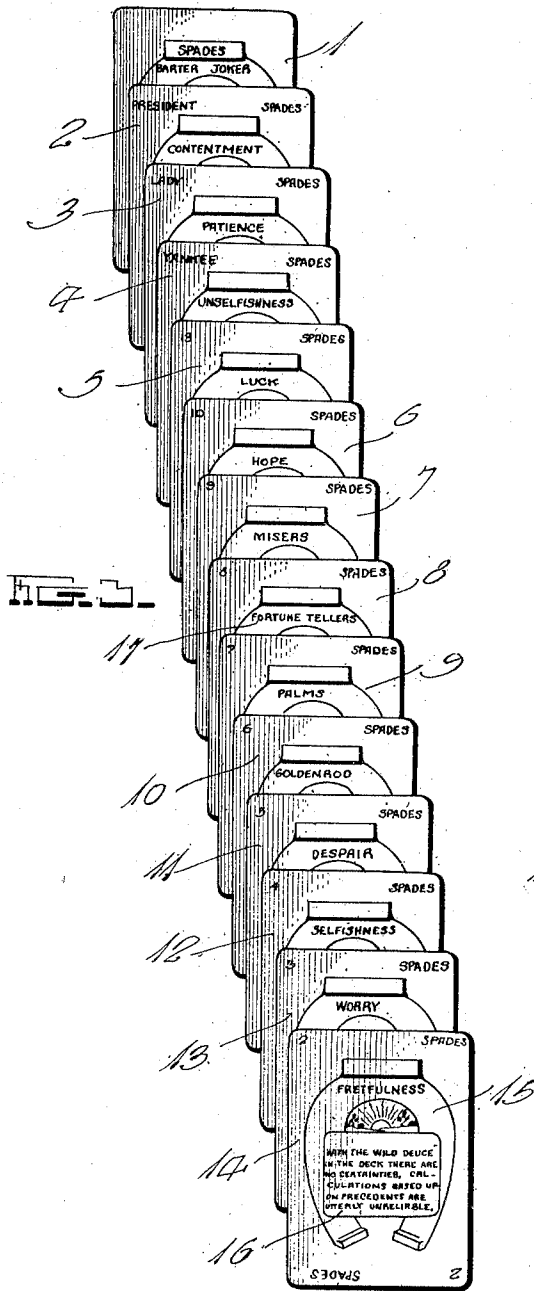
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Inventor

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UNITED STATES PATENT OFFICE.

MARTIN A. BRODERICK, OF JOHNSTOWN, PENNSYLVANIA.

CARD GAME.

1,373,115.

Specification of Letters Patent.

Patented Mar. 29, 1921.

Application filed June 7, 1920. Serial No. 387,269.

To all whom it may concern:

Be it known that I, MARTIN A. BRODERICK, a citizen of the United States, residing at Johnstown, in the county of Cambria and State of Pennsylvania, have invented certain new and useful Improvements in Card Games; and I do declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same.

This invention relates to an improved card game played with a deck of cards having special markings upon the faces thereof, the cards being so marked that the deck may be used for playing any game which may be played with an ordinary deck of cards and also so marked that the deck may be used for playing games for which the cards are especially marked. These cards are further so marked that a space is provided upon each card upon which advertising matter may be printed or upon which short verses of poetry or other subject matter may be printed.

Another object of the invention is to provide a deck of cards in which the cards will be so marked that they will be attractive in appearance.

This improved deck of cards is illustrated in the accompanying drawings wherein:

Figures 1, 2, 3 and 4 show the cards arranged in suits, each figure showing one suit spread out to disclose the particular markings upon the different cards.

This deck of cards is divided into four suits as shown in the figures and designated in the usual manner as spades, clubs, diamonds and hearts. Each suit is composed of a joker 1 and thirteen other cards, the three highest cards, 2, 3 and 4 being marked as President, Lady and Yankee, respectively, and having the usual value of the ace, king and queen of an ordinary deck of cards. The next card 5 which corresponds to the jack in the ordinary deck of cards is provided with the number 13 as its value marking and the remaining cards 6 through 14 are marked in value from 10 down to 2 respectively after the usual manner in which cards are valued. It will thus be seen that any game which may be played with an ordinary deck of cards may be played with this deck of cards. Each card has an ornamental design 15 upon its face and is fur-

ther provided with a space 16 within which a verse or other writing may be printed. In the present illustration the ornamental design is a horse shoe and this horse shoe is shown carrying a sign board upon which the verse is printed. The cards are further marked with words as shown at 17 and while the words shown in the illustration are the preferred ones it is obvious that others could be substituted for those used. Care should be taken however, that fifteen of the words used should be antonyms of fifteen other words used as these words are made use of in playing a game of "solicit."

In order to play the game of solicit with these cards the thirty cards used are grouped in two suits which are designated as love cards and hate cards. These groups of cards are as follows, and it will be seen that the words of one group are antonyms to the words of the second group or in other words suggest the words of the second group:

<i>Love wins.</i>	<i>Hate loses.</i>	
Faith	Doubt	
Hope	Despair	80
Charity	Malice	
Truthfulness	Deception	
Patience	Fretfulness	
Courage	Fear	
Kindness	Cruelty	85
Contentment	Worry	
Modesty	Arrogance	
Courtesy	Rudeness	
Generosity	Greed	90
Unselfishness	Selfishness	
Good temper	Anger	
Guilelessness	Suspicion	
Honesty	Rascality	

In playing the game of solicit you use the fifteen love cards and the fifteen hate cards. The game can be played by any number from two to six. The dealer deals the cards, one at a time, until the cards are all out, then the players match their cards. Any cards left over after the deal are to be placed in the center of the table and the first player may match any one card and count one point for every such play, the same as the matched cards in the player's hand. For example, Faith matches Doubt, and Charity matches Malice, etc. Then lay your matched cards on the table in front of you, face up, and count your points. Each matched pair counts one point. The dealer then leads a love card

and calls out "I am soliciting with Generosity for Greed." If the player holding the card Greed has no matched cards to play from he must play what the solicitor calls for. If the solicitor gets the card he solicits he makes one point, and may solicit again, and if he does not make his point, the next player solicits. If possible try and keep the solicitor from getting the card he solicits without renegeing. As long as you have a matched card lying in front of you, you need not give up the card solicited, but may play from your matched cards. This way you prolong the game and make it interesting. Thirteen points are the game.

The cards which are not used in playing the game of solicit are also provided with words which are related to each other when the cards are grouped as shown below:

20	Pluck Luck	Pick Fortune
	<i>Appropriate plants.</i>	
25	Student Hustler Old maid Cranks Babies	Reed Rush Weeds Nettle Creepers
30	Fortune teller Vampire Miser Gossips	Palms Poison ivy Golden rod Cat tails

It will therefore be seen that if the entire deck is used the game of "old maid" and other similar games may be played with these cards.

In addition to the games mentioned above these cards may be used for playing the game of "ply" and the rules for playing this game are as follows:

In playing ply everything runs in thirteens. There are 13 diamonds, 13 hearts, 13 clubs and 13 spades. The cards that spell PLY, all of one denomination when trump, count thirteen points. For instance: P, L and Y of hearts, any other two cards added together to make thirteen count one point; such as 10 and 3 or 8 and 5 of the same denomination. P, L, Y, of one denomination but not trump count five points. The president is the highest card when playing the game of ply. The thirteen card and the two of the same denomination make one point. The dealer makes his own trump.

Four people can play ply by using 20 cards, which are 4 presidents, 4 ladies, 4 yankees, 4 thirteens and the 4 deuces. You can also play progressive ply.

When four play you can make 22 points only, and when six or eight are playing you can make 48 points only. At all times you must follow suit. Positively no renegeing

allowed. When eight play the game of ply leave out the four deuces.

It will thus be seen that there has been provided a deck of cards which may be used for playing any game which may be played with an ordinary deck of cards and which may also be used for playing games for which an ordinary deck of cards would not be appropriate. It will further be noted that since it is necessary to be able to read in order to play the games of ply and solicit and it is further necessary to be able to do simple addition in order to play the game of ply. The cards may be used as an aid to teaching in the lower grades. It will be further noted that when used in schools familiar quotations and historical facts may be printed upon the spaces 16 and the pupils will soon become familiar with the facts and quotations. It will thus be seen that there has been provided a deck of cards which will afford amusement and may be very effectively used for educational purposes and also may be used as an advertising medium by printing advertising matter in the spaces 16.

What is claimed is:

1. A deck of playing cards divided into suits having similar value indicating characters, the cards forming the deck having words thereon and the words upon certain of the cards being antonyms to the words upon other cards and when combined therewith having a predetermined counting value.

2. A deck of playing cards divided into suits having suit indicating markings and the suit cards having similar value indicating characters, certain of the characters of one suit when combined producing a sum equal to the predetermined counting value of a combination of other cards in the suit and when combined having a predetermined counting value.

3. A deck of playing cards having words thereon with the words of certain cards suggesting the words of other cards as in a charade and when combined therewith having a predetermined counting value.

4. A deck of playing cards having suit indicating markings in opposed corners and value indicating markings in opposed corners, the cards having words printed thereon with the words of certain cards antonyms to the words of other cards and when combined therewith having a predetermined counting value and the cards having a space for the reception of writing matter.

In testimony whereof I have hereunto set my hand.

MARTIN A. BRODERICK.