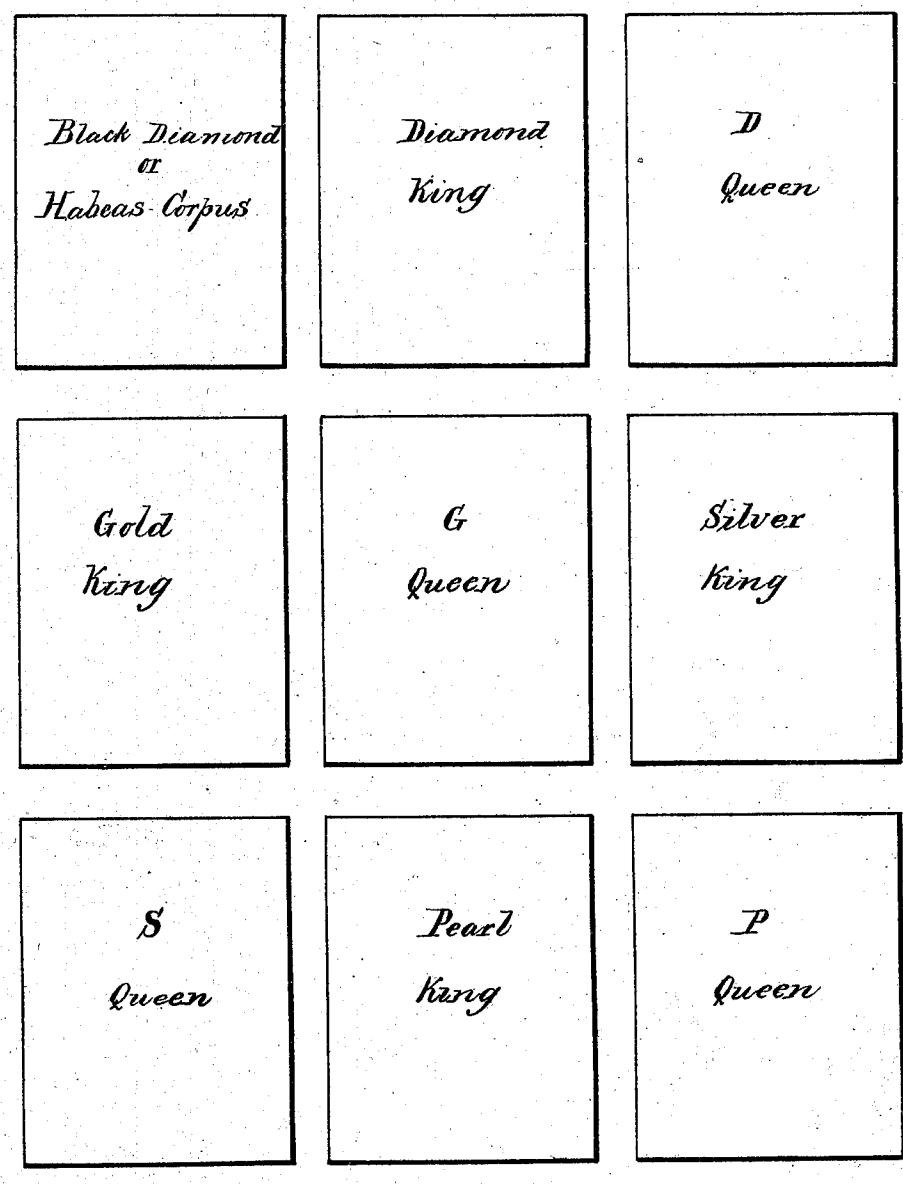
J. Stevens.

Playing Cards.

No. 95,160. Patented Sept. 21, 1869.



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JOHN STEVENS, OF MOUNT VERNON, NEW YORK.

Letters Patent No. 95,160, *dated September* 21, 1869.

IMPROVEMENT IN PLAYING-CARDS.

The Schedule referred to in these Letters Patent and making part of the same

To all whom it may concern:

Be it known that I, JOHN STEVENS, of the village of Mount Vernon, in the county of Westchester, and State of New York, have invented a new and improved Pack of Cards, together with a novel system or mode of playing the same; and I declare that the following is a full, clear, and exact description thereof.

My new pack is called by me, "The Royal Pack and Games."

The pack consists of fifty-seven (57) cards, in four suits of fourteen cards each, as follows:

First, king; second, queen; third, prince; fourth, princess; fifth, writ; sixth, sheriff; seventh, duke; eighth, duchess; ninth, marquis; tenth, earl; eleventh, viscount; twelfth, baron; thirteenth, baroness; fourteenth, little Tom; and one card known as black diamond, or habeas corpus.

The four suits shall be known as the "diamond suit," the "pearl suit," the "gold suit," and the "silver suit," differing in some way, by pictorial signs or embellishments, or by letters or words, so that each suit may be known from any other.

In this example, I have distinguished the king of each suit by the appropriate word or name for that suit, and the rest of the cards of the same suit, by the initial letter of the name or word.

In order to explain my invention, and the mode of playing with my improved cards, I will describe several different games, to wit, the game of royalty, the game of royal euchre, and the game of royal nines.

Royalty.

The "game of royalty" is played by four persons, two against two. The cards must be dealt out singly, fourteen to each player. The last, or fifty-seventh card, must be turned up or face shown, and is the trump, which the dealer takes, throwing away one card, except when it, the turned-up card, is the black diamond; if so, the dealer takes it, throws away one card, and makes the trump. The person who gets the first king in throwing around the cards, one to each player, is first dealer. The deal follows in rotation thereafter.

If a player makes a misdeal, the one deal is lost to him, and the next player takes the deal.

The king, queen, prince, and princess, are the royal family, and, if trumps, count as honors in this game, to those who hold them after each hand is played.

The king is highest, and so down to little Tom. The lower the number, the higher the card. Trumps prevail over all other cards.

The royal family in trumps only, are subject to arrest in the hands of one party by "writ" and "sheriff," in trumps played by the opposing party upon the same lead.

The writ is not in force unless played with the sheriff by one person or by partners, upon the same lead, and then only effects the arrest and destroys the power of the royal family, or such of them as may be arrested, if not stayed by habeas corpus.

The black diamond, or habeas corpus, when held by those whose honors are sought to be arrested, has power to stay the writ, and restore the royal family to liberty and power.

In playing, if one person, whose lead it is, holds both "writ" and "sheriff," in trumps, he or she may issue the writ, that is, play them both—the only instance where two cards can be led by one person at the same time—and this play demands, compels, the arrest of the royal family in trumps in the hands of the party opposed to the writ, and the two highest honors held by either of the opposing party to the arrest must be played in despite of other trumps, unless the party opposing the arrest hold the habeas corpus, or black diamond, when they should play it with the highest honor they have, if they have one, if not, any other trump, if they hold one. The black diamond, so played, protects the royal family in the hands of those opposed to the writ against its powers, and restores them (the royal family) to honor and power, when the highest honor played by either party prevails and takes this double trick, counting four, in tricks, to the winning party.

If the black diamond is not played by the party opposed to the arrest by writ, at the same lead when the arrest is attempted, honors in their hands (party opposed to writ) lose their powers, and the writ prevails, and counts four, in tricks, to the party making the arrest, though they play no honors.

One who has the lead may play the writ or sheriff of trumps, trusting to partner to make the writ complete, when the opposing party must play the highest honor they hold, if they have any, and have not the black diamond. If they have the black diamond, they should play it in this lead opposed to the writ, for it is worthless after. If the black diamond is so played, the power of the writ ceases, and those opposed to it are not forced to play an honor upon it if they have other trumps, and the highest card played in trumps prevails. This single trick counts two to the winning party.

Only where honors are arrested or sought to be arrested, the trick counts double to the winners.

The writ has no power over the royal family in the hands of those who hold the royal family also. The black diamond, except to protect and save from arrest the royal family in the hands of those who hold it, (when an arrest is attempted,) has no power, and otherwise is the lowest card in the pack in the game of royalty, and in itself can take no trick.

If one person hold both writ and sheriff, and get no

opportunity to lead them both, and they are called out one by one, at different leads, they are not effective. They must be played by one person or by partners at the same lead, and not opposed by habeas corpus, to be effective; otherwise, they only hold their relative powers, five and six.

The suit of the leading card must be followed, if possible, by each succeeding player.

Cards, not trumps, hold their relative powers at all times.

Parties should be particular as to the double trick counting four, and the single trick two, when the royal family are arrested or sought to be arrested.

The number of tricks held by one party in excess of those held by the opposing party at the end of each hand, count to those who hold them.

A game, in the play of royalty, shall be fifteen.

Royal Euchre.

In this game, the cards have the same powers as in royalty, except when, for instance, the diamond suit is trumps, the king of the pearl suit is the royal guest, and is second in power, and *vice versa;* so with the gold and silver suits.

The writ and sheriff have the same powers of arrest when played in the same way, as in the game of royalty; the black diamond the same power to stay the arrest, and tricks count double where the arrest is made or sought to be made.

The deal is decided in the same way, and the dealer has the same privilege as in the preceding game, when he turns up the black diamond, that is, of making the trump; otherwise, you may pass, order up, or assist.

In dealing, seven cards are dealt to each person, four at one time and three at another.

When writ and sheriff are both led by one person at one time, the royal family, with the royal guest, are subject to arrest, and the opposite party must play two of the highest of them, except they hold the black diamond, the powers of which are the same as in royalty. If the writ succeeds, it counts four to the party who makes the arrest; if not, four to the opposite party.

When one card only is led, (writ or sheriff,) with the attempt to make an arrest, it counts two to the winning party.

If you order up or make the trump, and fail, or are euchred, it counts two to the opposite party.

If you flank the enemy, (that is, take all the tricks from the opposing party,) it counts two.

If you play alone and take all the tricks, and at the same time make an arrest, it counts eight.

If you make an arrest and do not take all the tricks, it counts four.

If the person playing alone fails to make an arrest, and also fails to take a majority of the tricks, it counts the opposite party eight.

If the person playing alone makes an arrest, and the opposite party takes a majority of the tricks, it counts four to the lone player, and two to opponents.

If the person playing alone, seeking to make an arrest, fails, but takes a majority of the tricks, the opposing party make four, the lone player, two.

The game is played by two persons, opposed by three, each for himself or herself, or by four, two against two. Where three are playing, one may play it alone, but if he or she fail, each of the opponents counts what an opposing party would count where four are playing.

A game of royal euchre is eleven.

Royal Nines.

In this game, the deal is decided as in either of the preceding ones.

Nine cards are dealt out to each player, three at a time. The card turned up is the trump, except it be the black diamond; if so, the dealer takes it, and makes the trump.

In this game, the black diamond is always the best card.

There is no power of arrest, however, and the relative powers of all other cards are as named in the game of royalty.

The suit of the leading card must in all cases be followed, if possible, or a trump-card played, except you hold the black diamond, which has unlimited power in this game, and may be played at any time.

When the trump is turned, there is no begging or second dealing, but the next, or left-hand player may agree with the dealer for a different trump, if he can; if not, the game proceeds as usual.

The king, queen, prince, and princess, each counts one to the holders, after the hand is played. Little Tom counts one to the party who holds and plays it, and all tricks over four count to the party who hold them.

The game is played by four persons, two against two, as partners, by two against each other, or by three, each for himself.

A game is nine.

By throwing out the black diamond, or by giving it definite powers, any game may be played with this pack that may be played with the Crehor pack.

Other games may be made up and played with and by means of my cards, and the games above described are only given as illustrations of the method of using them, and of their different relative powers.

It will be observed that the number of cards in my pack varies from the number of cards now in common use; that the names of the cards are new, with the exception of the king and queen, the names of king and queen being only selected in this pack to make complete what is therein called the royal family; and their powers differ from those pertaining to them in the cards now in common use; that the manner or system of playing is novel and interesting, and requires study, art, and skill; that the cards writ, sheriff, and black diamond, or habeas corpus, have new, peculiar, and interesting powers, which tax the wit and ingenuity of players.

What I claim as new, and desire to secure by Letters Patent, is—

The combination of the several cards, above described, to form a pack, substantially as set forth.

JOHN STEVENS.

Witnesses:

WM. H. PEMBERTON,

GEORGE GOULD.