W. T. EDDINS.

PLAYING CARDS.

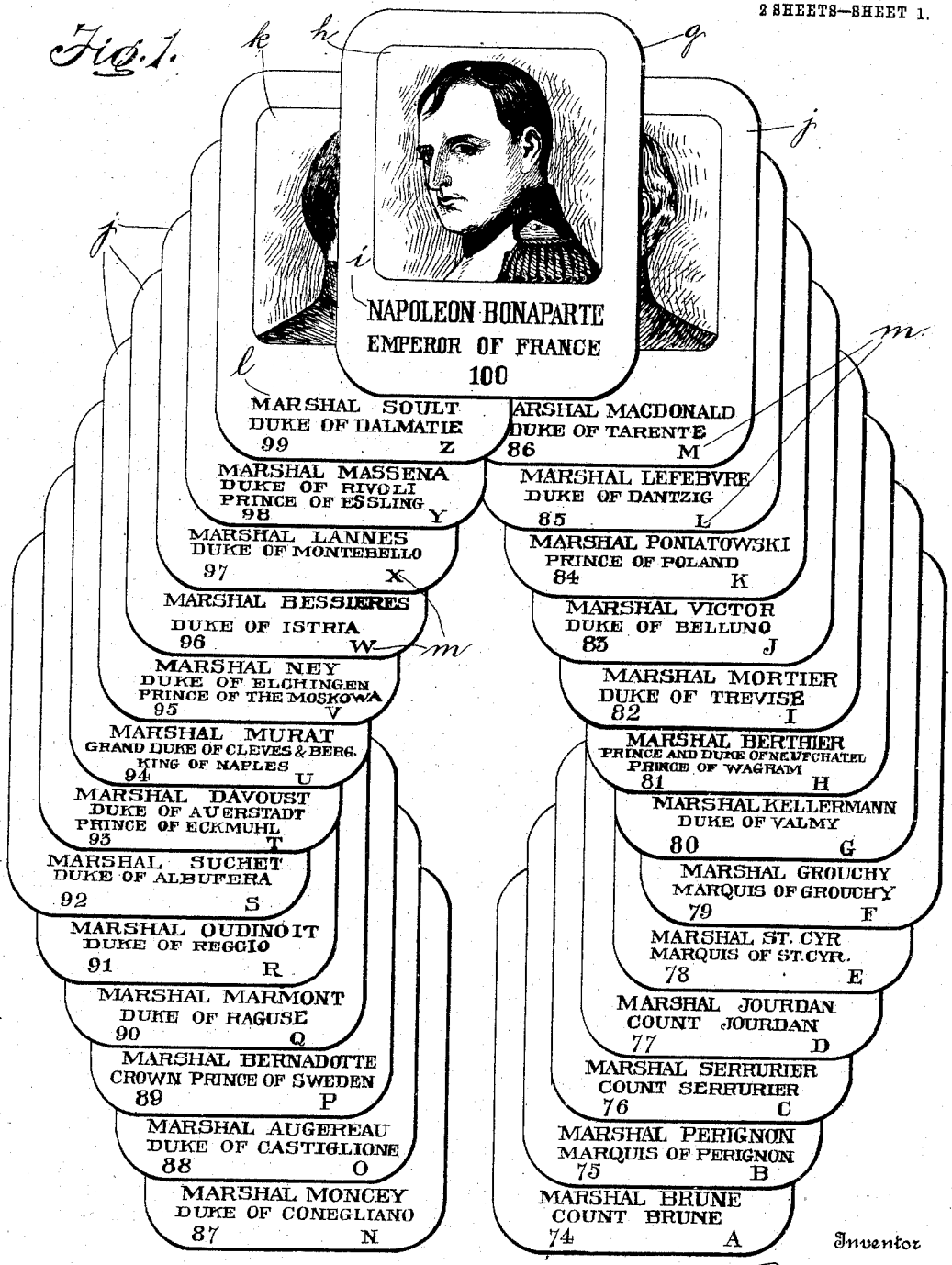
APPLICATION FILED NOV. 17, 1908.

928,511.

Patented July 20, 1909.

2 SHEETS—SHEET 1.

Fig. 1.




Witnesses

Rose S. Johnson

Nina L. Martin

Inventor

W. T. Eddins

By Watson E. Coleman

Attorney

ANDREW, B. GRAHAM CO., PHOTO-LITHOGRAPHERS, WASHINGTON, D. C.

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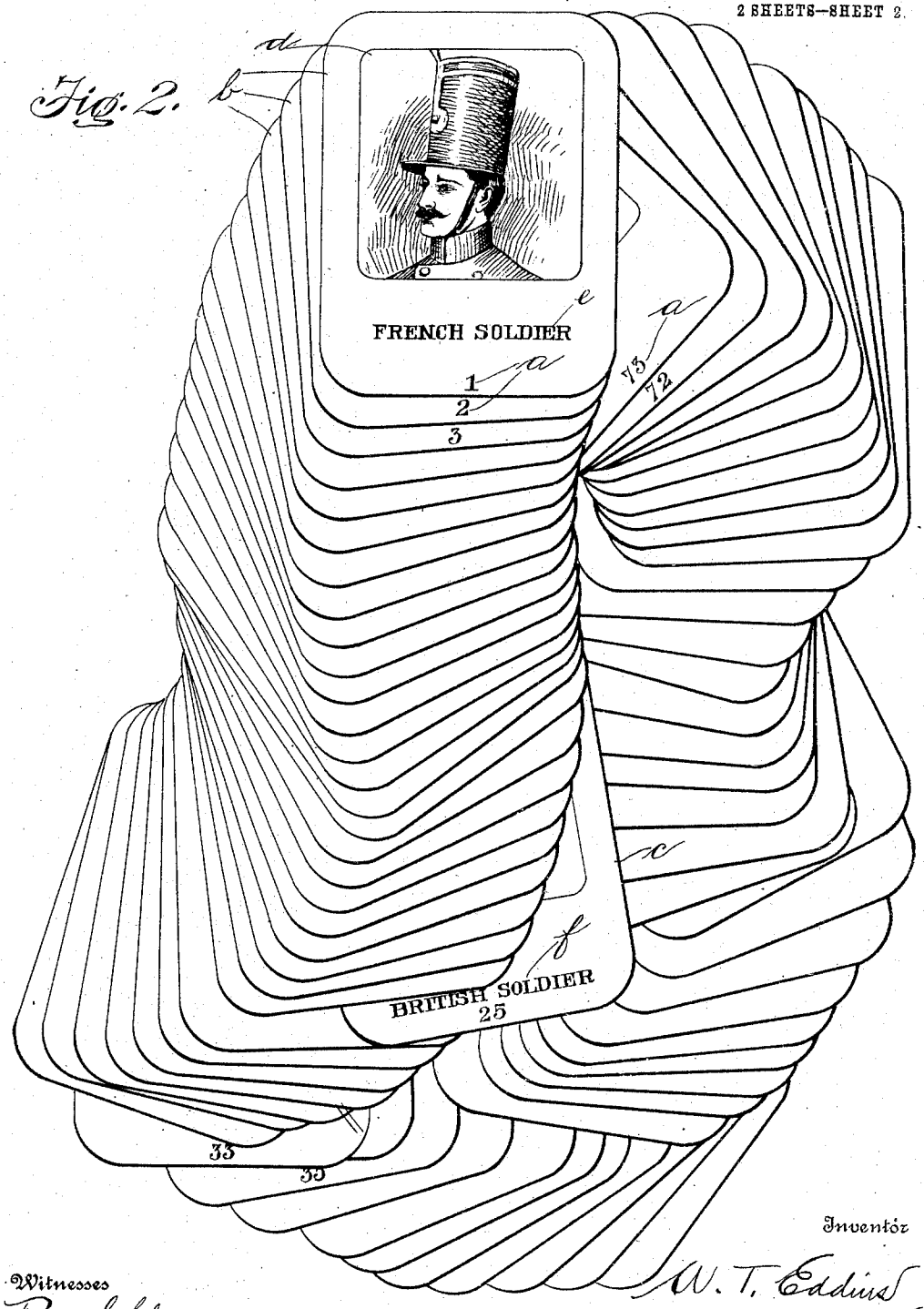
PLAYING CARDS.

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2 SHEETS—SHEET 2.

Fig. 2.




Witnesses

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Nina L. Martini.

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By Watson E. Coleman

Attorney

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# UNITED STATES PATENT OFFICE.

WILLIAM TERRELL EDDINS, OF EDENFIELD, FLORIDA.

## PLAYING-CARDS.

No. 928,511. Specification of Letters Patent. Patented July 20, 1909.

Application filed November 17, 1908. Serial No. 463,046.

*To all whom it may concern:*

Be it known that I, WILLIAM TERRELL EDDINS, a citizen of the United States, residing at Edenfield, in the county of Sumter and State of Florida, have invented certain new and useful Improvements in Playing-Cards, of which the following is a specification, reference being had to the accompanying drawings.

This invention relates to improvements in playing cards and its object is to provide a deck of cards by means of which a game may be played that is instructive as well as interesting and entertaining.

With the above and other objects in view, the invention consists of a deck of novel cards such as will be hereinafter more fully described and claimed, and illustrated in the accompanying drawings, in which—

Figure 1 is a view showing certain cards of the deck; and Fig. 2 is a view showing the remaining cards.

The deck consists of 100 cards numbered consecutively from 1 to 100, as indicated at *a*, and having values corresponding to such numbers. The cards *b* numbered from 1 to 73, with the exception of one card *c*, numbered 25, each bear the picture of a French soldier, as indicated at *d*, and the title or legend "French soldier," as indicated at *e* in Fig. 2. The card numbered 25, also shown in Fig. 2, contains the picture of a British soldier and is entitled "British soldier," as indicated at *f*. This card 25 is the "disadvantage" card of the deck and the player holding the same at the end of the game has its value, *i. e.*, 25, deducted from his score and if he has made no points, he goes into the "hole" for that amount. The card *g* numbered 100 bears the picture *h* of Napoleon Bonaparte, Emperor of France and is so entitled, as indicated at *i* in Fig. 1. This card is the "advantage" card of the deck and is superior in value to all of the other cards of the deck. The remaining twenty-six cards *j* numbered consecutively from 74 to 99, each bear a picture of one of Napoleon Bonaparte's marshals, as shown at *k*, and is so entitled, as shown at *l*, in Fig. 1. Each of these twenty-six cards also bears one of the letters of the alphabet, as indicated at *m*, and each one is superior to any of the cards numbered fro 1 to 73.

In playing the game, a rule may be made to the effect that each lettered card, will capture the following lettered card, if played on the same trick, regardless of the numbers which the cards bear; as, for instance, card A bearing the number 74 will capture card B bearing the number 75 if card B is played upon card A, likewise, card B will capture card C, card C will capture card D, etc., regardless of the numbers which said cards bear. If desired, however, the game may be played without this rule, in which the numbers on the cards will alone control and determine their relative values.

The preferred manner of playing the game is as follows: The dealer, after shuffling the cards, deals to the left one at a time until the deck is exhausted. Any number of players may participate in the game. The player at the left of the dealer then leads his highest card and the other players play successively upon it, the highest card played winning the trick. The winner then leads his highest card for the second trick. The unlettered cards having high value have preference over those of lower value; the lettered cards have preference over the numbered cards and the card *g* has advantage over all of the others and captures everything. After all of the cards in the hand have been led or played, the players total up the values of the cards taken by them and if one of them has a score of 500 he wins the game. The player holding the disadvantage card 25 has that sum deducted from his score. If no player has a score of 500 the cards are again shuffled and dealt and the game thus continued until some one obtains the score of 500. The player leading must lead his highest card and if he fails to do so and is detected by any of the other players he is required to give such card to the player catching him.

From the foregoing it will be seen that my invention provides a novel deck of cards which will afford much amusement and entertainment to those using it and will also be instructive in familiarizing the players with the names of Napoleon's marshals.

Having thus described the invention what is claimed is:

A deck of playing cards consisting of a plurality of cards numbered consecutively from 1 upward and having corresponding values, the card bearing the highest number also bearing the picture and name of a noted military leader of a nation, certain high numbered cards of the deck bearing respectively different letters of the alphabet and

the pictures and names of the officers of the army of such leader, said lettered cards having preference over the unlettered cards with the exception of the card bearing the highest number, the cards having the lower numbers or values bearing each a picture of a private soldier in the army and belonging to the nation of such leader and being so entitled, except one, which bears the picture of a private soldier in the army of a different nation.

In testimony whereof I hereunto affix my signature in the presence of two witnesses.

WILLIAM TERRELL EDDINS.

Witnesses:
M. RIVENBARK,
C. BEVILL.