J. S. WAREAM.

PLAYING CARDS.

APPLICATION FILED JAN. 8, 1915.

1,174,783.

Patented Mar. 7, 1916.

Fig. 1,

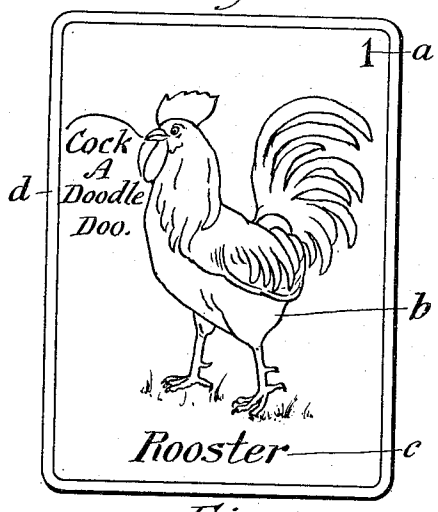


Fig. 2,

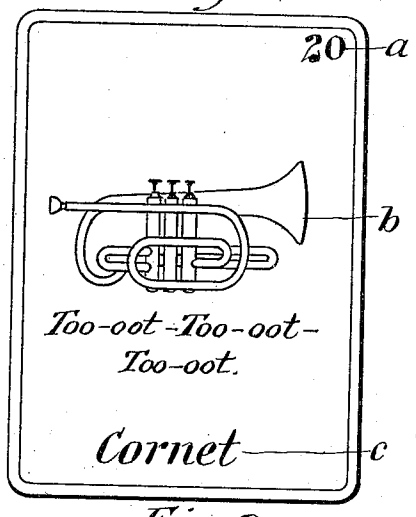
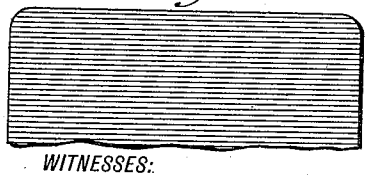


Fig. 3,



WITNESSES:

Edw. Thorpe.

E. B. Marshall

Fig. 4.

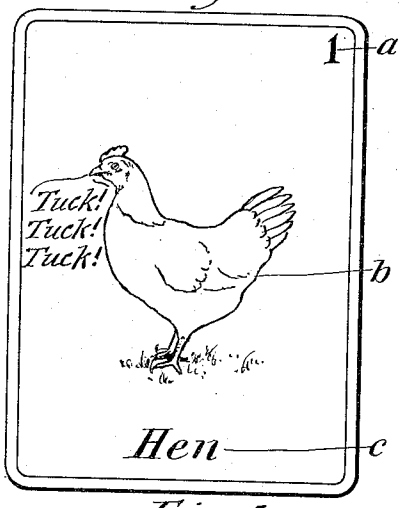


Fig. 5,

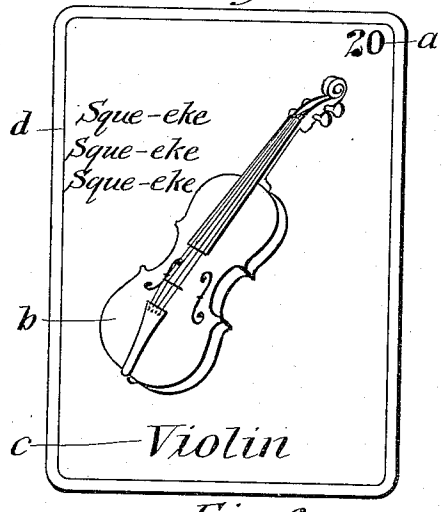
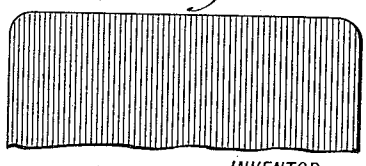


Fig. 6.



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PLAYING-CARDS.

1,174,783. Specification of Letters Patent. Patented Mar. 7, 1916.

Application filed January 8, 1915. Serial No. 1,103.

To all whom it may concern:

Be it known that I, JOSEPH S. WAREAM, a citizen of the United States, and a resident of South Williamsport, in the county of Lycoming and State of Pennsylvania, have invented new and Improved Playing-Cards, of which the following is a full, clear, and exact description.

My invention relates to playing cards and it consists of two packs of cards, there being printed on each card a representation of an animal, musical instrument or device with words indicating the call of the animal or sound of the musical instrument or device. The cards in each pack are numbered so that when the cards are dealt the players having cards with corresponding numbers may make the sounds indicated on the cards, each player endeavoring to guess the other player who is making the sound indicated by the words on his card.

Additional objects of the invention will appear in the following specification in which the preferred form of my invention is disclosed.

In the drawings similar reference characters refer to similar parts in all the views in which—

Figure 1 is a view showing one of the cards in one of the packs; Fig. 2 is a view showing a card in the same pack; Fig. 3 is a fragmentary view showing the reverse side of the cards illustrated in Figs. 1 and 2; Figs. 4 and 5 are views showing cards in the other pack; and Fig. 6 is a fragmentary view showing the reverse side of one of the cards of the said other pack.

I prefer to manufacture the cards in the two packs and twenty cards in each pack, the cards being numbered as indicated by *a* with the cards in one of the packs having numbers which correspond with the numbers of the cards in the other pack. Two of the cards in one of the packs are shown in Figs. 1 and 2 of the cards, the cards in this pack being twenty in number and being numbered from one to twenty, and each of the cards having a blue back as indicated in Fig. 3 of the drawings. In the other pack of cards, which are illustrated in Figs. 4 and 5 of the drawings, the cards are numbered from one to twenty and on the reverse side of each of the cards they are colored red as indicated in Fig. 6 of the drawings. On the face of each of the cards there is illustrated a bird, animal, insect, musical instrument or other sound producing medium *b*, and with the name thereof printed thereunder as indicated at *c*. There is also printed on the cards, words at *d* indicating the call of the bird, animal, insect, musical instrument or other sound producing medium.

I prefer to arrange the cards in the two packs in the following order:

Blue back cards.	*Red back cards.*
1 Rooster.	1 Hen.
2 Large bell.	2 Telephone bell.
3 Cow.	3 Crow.
4 Auto horn.	4 Woman sneezing.
5 Turkey gobbler.	5 Sheep.
6 Bass drum.	6 Small or snare drum.
7 Tom cat.	7 Kitten.
8 House.	8 Pigeon.
9 Banjo.	9 Trumpet.
10 Frog.	10 Bob White.
11 Sighing of the wind.	11 Tick'ng of clock.
12 Owl.	12 Katy-did.
13 Boy crying.	13 Baby crying.
14 Bee.	14 Mosquito.
15 Bull dog.	15 Fox terrier.
16 Saw.	16 Drawing a glass of soda.
17 Pig.	17 Little chicks.
18 Steamboat whistle.	18 Kazoo.
19 Goat.	19 Duck.
20 Cornet.	20 Violin.

The method of playing is to divide a room by placing a sheet or large table cloth up and down the center. Gentlemen take their seats on one side, ladies on the opposite side. The blue back cards are now placed on a small table on the gentlemen's side and the red back cards on the side with the ladies. Cards are placed face downward with the number one cards on the top. The master of ceremonies, who is stationed so he can see both sides of the dividing line, motions to one of the gentlemen who rises and draws the top card, containing the picture. One of the ladies is motioned to draw a card also containing the picture. If the gentleman's card is number two, the gentleman proceeds to bark like a dog. Then the lady whose card is number two meows like a cat. The object of the game is to now guess who their partners are by the sound of the voice. The one failing to guess his or her partner by telling the same to the master of ceremonies in a whisper, is penalized by paying a forfeit, to be described by the master of ceremonies, and they are both to take their places again to draw cards for another imitation, of course taking their places after the others. Should they be successful in guessing who their partners are, it forms a couple, who take their seats in front where they can see both sides of the dividing sheet

and enjoy the fun. This also forms the couple to go to refreshments, or dance together, as the case might be.

Another method of playing is to shuffle the cards and let the imitations come out haphazard.

Prizes can be awarded by playing the game over several times, giving first and second prize to the ones who guess who their partners are the most number of times. Another method is to have the master of ceremonies award prizes to the ones giving the best imitations, the "Booby prize" of course going to the poorest mimic.

For a party composed of small children much amusement will be offered them by selecting such pairs of imitations as the children are capable of doing. Instead of guessing who their partners are they guess what animal, bird or article their partners are imitating. For example, the child on one side of the sheet holds a cat and the one on the other holds a dog. They give their imitations and then guess "Dog" and "Cat," "Big drum" and "Little drum", "Hen" and "Rooster", "Big bell" and "Little bell", etc.

Having thus described my invention I claim as new and desire to secure by Letters Patent:

1. In playing cards, two packs of cards, the cards being numbered with the numbers on the cards in one pack corresponding with the numbers on the cards in the other pack, there being a representation of a sound producing medium on each card and with the sound producing mediums on the cards having any given number different in character.

2. In playing cards, two packs of cards, the cards being numbered with the numbers on the cards in one pack corresponding with the numbers on the cards in the other pack, there being on each card a representation of a sound producing medium, and marks indicating the sound produced thereby.

3. In playing cards, two packs of cards, the cards being numbered with the numbers on the cards in one pack corresponding with the numbers on the cards in the other pack, there being a representation of a sound producing medium on each card and with the sound producing mediums on the cards having any given number different in character, and marks on the cards indicating the sound produced thereby.

4. In playing cards, two packs of cards, the cards being numbered with the numbers on the cards in one pack corresponding with the numbers on the cards in the other pack, there being a representation of a sound producing medium on each card and with the sound producing mediums on the cards having any given number different in character, but which normally produce sounds suggesting each other, and marks on the cards indicating the sound produced by the sound producing media.

In testimony whereof I have signed my name to this specification in the presence of the two subscribing witnesses.

JOSEPH S. WAREAM.

Witnesses:

EVERARD B. MARSHALL,

PHILIP D. ROLLHAUS.

Copies of this patent may be obtained for five cents each, by addressing the "Commissioner of Patents, Washington, D. C."