B. C. SCHUCHARD.

PLAYING CARDS.

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1,322,204. Patented Nov. 18, 1919.

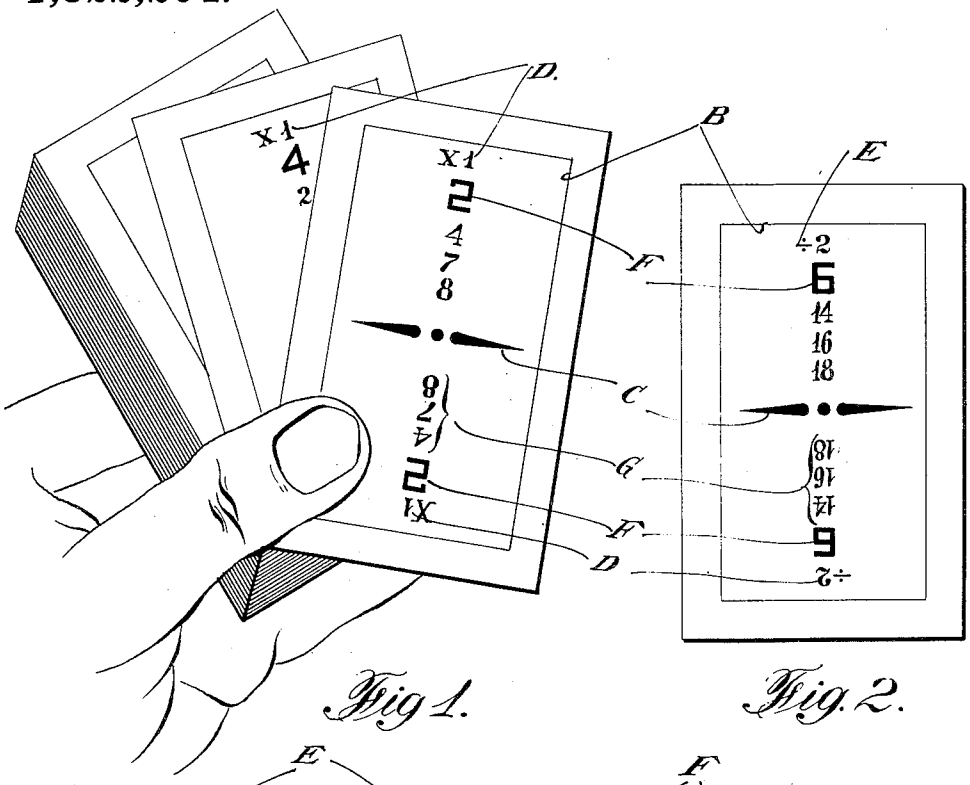


Fig. 1. Fig. 2.

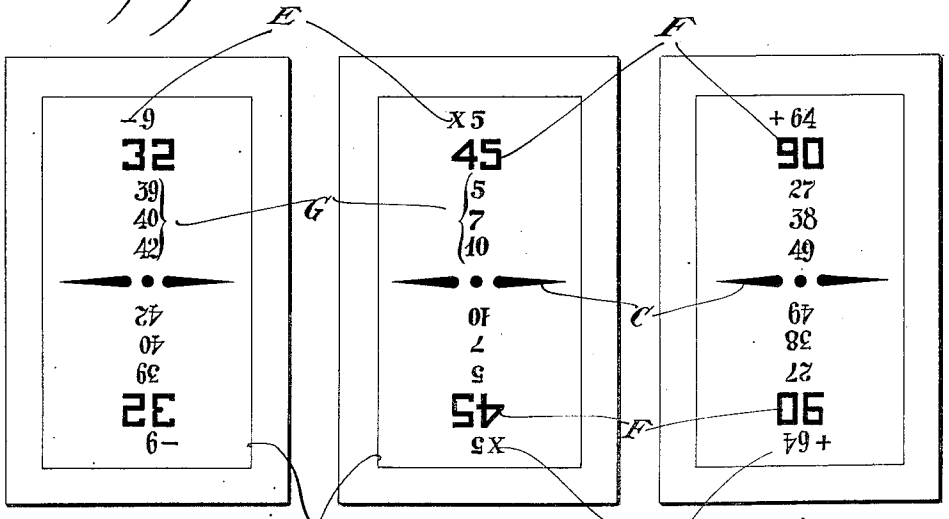


Fig. 3. Fig. 4. Fig. 5.

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PLAYING-CARDS.

1,322,204. Specification of Letters Patent. Patented Nov. 18, 1919.

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To all whom it may concern:

Be it known that I, BERNHARD C. SCHUCHARD, a citizen of the United States, residing at Philadelphia, in the county of Philadelphia and State of Pennsylvania, have invented new and useful Improvements in Playing-Cards, of which the following is a specification.

This invention relates to improvements in playing cards and particularly to a pack of cards specifically designed for the purpose of affording amusement and inculcating a knowledge of arithmetic.

One object of the invention is to produce a pack of playing cards which may be used in the playing of games, teaching concentration and developing the mind and memory of the players, who may be of any age. It will also be found that figuring becomes highly interesting and therefore the various tables in arithmetic are quickly memorized by the young, so that the time spent in playing this game, called "E-C-Q (Easy Cue) to Mental Arithmetic," is profitably employed.

Another object is to provide a pack of cards arranged in such a way as to show at a glance the cards held or wanted without the use of guide numbers or like extraneous and supplementary indicia.

The objects are obtained by the novel design of cards and arrangements of numerals thereon, together with appropriate signs, indicative of the various processes, as hereinafter described and shown in the accompanying drawings, forming a material part of this disclosure, and in which—

Figure 1 is a perspective view, showing a pack of playing cards made in accordance with the invention and indicating the manner in which they are manipulated, and

Figs. 2, 3, 4 and 5 are elevational views showing specimens of the card faces.

In carrying the invention into practice there is provided a pack of cards, consisting of any preferred number of units, as for instance forty-eight, the backs or reverse sides of which are preferably plain, or ornamented in a uniform and like manner throughout.

Upon the front face or obverse side of each card, within the border B, are disposed vertical rows of numerals, reading from a point near the top to approximately the center C of the card.

Both ends are symmetrical and printed to read either end up.

The cards are arranged in sets of four, or quartets, distinguished by the use of like numerals D, at the top of the column or row, to which is prefixed a sign E, indicating that addition, subtraction, multiplication or division is to be played.

The second numeral F, in the column or row, preferably shown in large type and of a different color, represents a sum, remainder, product or quotient, as the case may be, below which are three other numerals G, representing the numbers to be added, the subtrahend, the multiplier, or the divisor, these numerals representing certain arbitrary values, as hereinafter more fully described.

For the purpose of illustration, let it be assumed that the game played is to use the multiplication cards. The players being seated around a table, the cards are thoroughly shuffled, and dealt one at a time face down until all are distributed.

If only a few people are playing, a limited number of cards are dealt to each and the remainder of the cards placed in a pile on the table to be drawn by the player who fails to receive a card from the other player when requested, the idea being that if there are only two or three people playing, the hands would be crowded at the beginning of the game and the uncertainty of what cards are in the pile adds zest and interest to the game. As before stated, there are on each card three numbers G, below the large colored numeral F, these numbers representing the cards necessary to complete a quartet.

When the cards have been dealt, each player looks at his cards, selecting full quartets, if any, which are distinguished by having the same number D, following the indicia E, at the upper end of the column above the colored numeral F. The player to the right of the dealer having cards in the quartet, distinguished by the uppermost characters x 5, and having for instance, cards bearing the large figures 25, 35 and 50 will perceive that he must obtain a card bearing the large figure 45, and asks any player for "9 x 5." The player addressed mentally figures the result, and having a card bearing the same in large figures passes it to the player making the request. If the

player does not obtain the card asked for, then the person last addressed continues the game by asking any other player for cards needed to complete his quartets. Using the x 1 quartet (or lesson as sometimes called), if player holds card with red figure 2, he needs,

4 x 1 or card with red figure 4
7 x 1 or card with red figure 7
8 x 1 or card with red figure 8

If player holds card with red figure say 8, he needs

2 x 1 or card with red figure 2
4 x 1 or card with red figure 4
7 x 1 or card with red figure 7

If player holds cards with red figure say 4 and 7, he only needs

2 x 1 or card with red figure 2
8 x 1 or card with red figure 8

If player holds cards with red figure say 4, 7 and 2, he only needs

8 x 1 or cards with red figure 8

And the quartet (or lesson) is completed or finished, this fact announced, cards being laid on the table and game continued in this manner until all cards are made into quartets.

A player is not allowed to ask for cards of a quartet in which he does not hold cards. He also loses his turn is he asks for cards which he already holds, the player addressed continuing the game. The player completing his last quartet must select another player to continue the game, and the player having the most quartets wins the game.

The four sets or series, indicating addition, subtraction, multiplication and division, may be used separately or combined as may be desired, according to the number playing and ability of the players.

Each set may be graded again, the higher numbered quartets being laid aside if the players are not sufficiently familiar with the examples involved.

From the foregoing it will be apparent that the game is amusing and interesting, as well as instructive, inculcating, as it does, complete familiarity with the four fundamental or basic tables of arithmetic and celerity of thought, combined with care and exactitude.

Having thus described my invention and set forth its construction and manner in which the game is played, what I claim as new and desire to secure by Letters Patent, is—

1. A pack of cards having uniform backs and marginally bordered faces, longitudinal rows of five numerals extending from the end of each card face to the center thereof, a sign prefixed to the uppermost number, said sign indicating an arithmetical example to be performed, and the answer to an example, said answer appearing in said row, distinguished from the other numerals.

2. A pack of cards having uniform backs, longitudinally disposed rows of numerals on the face of each card symmetrically arranged and readable from either end, four cards in the pack having like numbers at the top of each row, a sign indicating the example to be performed prefixed to said numbers, an answer shown in a distinguishing manner next in said row and three numerals following said answer, said numerals being used in relation to said first number to produce the other three answers required.

In testimony whereof I have signed my name to this specification.

BERNHARD C. SCHUCHARD