No. 821,781. PATENTED MAY 29, 1906.

B. CADWALLADER.

PLAYING CARDS.

APPLICATION FILED DEC. 22, 1904.

Fig. 1.

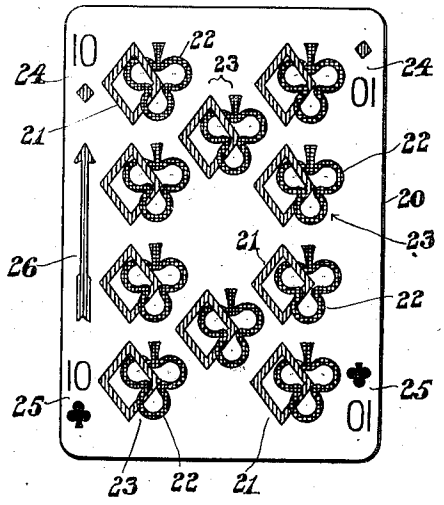

Fig. 2.

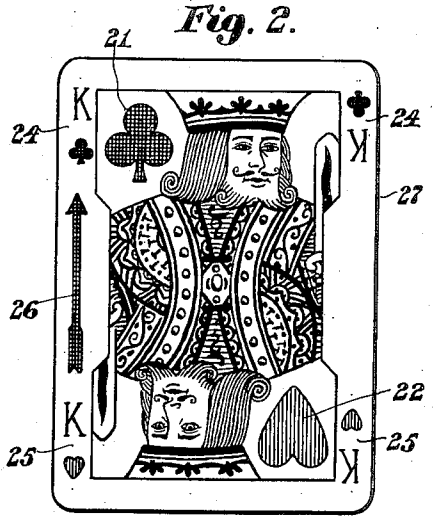

Fig. 3.

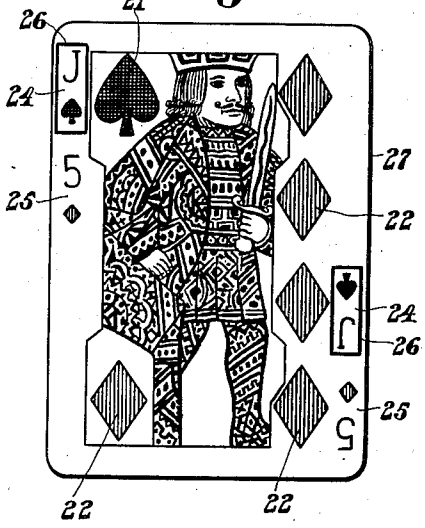

Fig. 4.

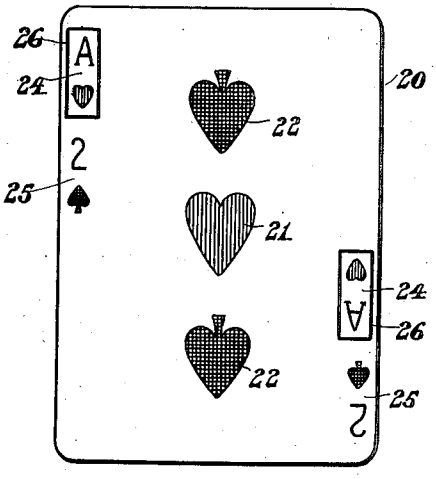

Fig. 5.

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UNITED STATES PATENT OFFICE.

BASSETT CADWALLADER, OF LA GRANGE, ILLINOIS.

PLAYING-CARDS.

No. 821,781. Specification of Letters Patent. Patented May 29, 1906.

Application filed December 22, 1904. Serial No. 237,885.

To all whom it may concern:

Be it known that I, BASSETT CADWALLADER, a citizen of the United States of America, and a resident of La Grange, in the county of Cook and State of Illinois, have invented certain new and useful Improvements in Playing-Cards, of which the following is a specification.

This invention relates to playing-cards, and has for its object the production of a pack or set of cards in which the number of combinations desired in playing a game may be materially increased without increasing the number of cards in an ordinary pack.

The invention consists in providing each card in the pack with double or multiple alternative card values, which values may comprise different denominations of one suit or they may comprise the same or different denominations of different suits, and from which values one card value may be selected as desired by the player.

It also consists in providing each card with a character designating a master-card value thereof as its playing value if no special selection is made by the player.

It further consists in certain novel arrangements of characters, which will be fully understood by reference to the description of the drawings and to the claims to be hereinafter given.

Of the drawings, Figure 1 represents a spot-card embodying the features of this invention. Fig. 2 represents a face or honor card. Fig. 3 represents a combination face and spot card. Fig. 4 represents a combination ace and deuce card of different suits; and Fig. 5 represents the various characters used upon the cards, showing the two pips of different suits intertwined.

Similar characters designate like parts throughout the several figures of the drawings.

In the drawings, 20 represents a playing-card having two alternative card values, as indicated by the pips 21 22 of different suits thereon. The pips 21 22 are preferably made in outline and intertwined, forming a character 23, as indicated in Figs. 1 and 5, while the heart and diamond pips are preferably red and the club and spade pips black, as in ordinary playing-cards. The pips 21 22 may, however, be printed in any color or colors and may be solid, one overlapping the other, or even side by side, without altering the principles of this invention.

One of the values of each card is designated for convenience in the description the "master" and the other the "subordinate," and preferably they are represented by pips of different suits. This is not essential, however, as cards may be provided with pips of the same suit and still have the two desired values.

The left of each card is provided with two indexes 24 25, each of which is similar to the index usually used in ordinary playing-cards, the purpose of these indexes being to indicate to the player at a glance the number and suit of the pips 21 22 upon the card 20.

To indicate the master suit, an arrow or similar character 26 is provided on one margin of each card which points to the index 24 of the master suit, all as shown in Figs. 1 and 2, or the character 26 may consist of a border surrounding said index 24, as shown in Figs. 3 and 4. Any other character may be used in lieu of the arrow or character 26, provided it clearly indicates to the player which suit or value is the master and which is the subordinate.

When the characters 23 are used, the opposite margin of each card is left blank, as shown in Fig. 1, while at the same time the master suit is further indicated without reference to the indexes by arranging the pip 21 of the character 23 on that side thereof nearest the arrow or other character 26.

The character 23 on the card 20 indicates a diamond master suit and a club subordinate suit, while in Fig. 5 are shown the other characters which are used in this invention, these characters representing, respectively, a club master suit with a heart subordinate, a spade master suit with a diamond subordinate, and a heart master suit with a spade subordinate. By these combinations, therefore, it is obvious that a pack of playing-cards may be arranged with each denomination of each suit combined with both suits of the opposite color, as master suit in one combination and as subordinate suit in the other.

The face-cards 27—that is, the king, queen, and knave—as shown in Fig. 2, are similar to those in the ordinary pack, except that they are provided with two pips 21 22 of different suits in diagonally opposite corners, indexes for 24 25 for the two suits, and a character 26 to designate the master.

The respective denominations of the master and subordinate suits are indicated in the drawings in accordance with two regular

forms of arrangement for all the card values in the pack—namely, the master and subordinate suits may have the same denominations as shown in Figs. 1 and 2, or the highest of the master suit may be combined with the lowest of the subordinate, the next highest of the master suit with the next lowest of the subordinate suit, and so on progressively throughout all card values of the two suits, as shown in Figs. 3 and 4.

By this invention each suit is provided with twenty-six different values, each denomination of each suit being duplicated once as a master and once as a subordinate, the former having a greater value than the latter.

Without altering the principles of my invention the combinations might be still further complicated by combining the ace of the master suit with a two of one subordinate suit, the master king with a subordinate trey of another suit, and the master queen combined with a four of still another suit, and so on throughout the entire thirteen cards of the master suit.

All card games may be played as heretofore with ordinary playing-cards without change in any respect by using the master suits of the multiple cards described herein, and when the subordinate suits are brought into action, by granting the player the privilege of selecting either suit of each card, added interest will be given to many, if not most of such card games, by extending the rules thereof to permit the playing of duplicate denominations of the same suit.

By means of this invention the old games heretofore played with ordinary playing-cards may be specially adapted in accordance with the great increase in the combinations which may be formed between the master and subordinate suits of the several cards, while at the same time new games may be arranged to embody scientific principles and combinations which could not be obtained with ordinary playing-cards.

It is believed that the invention and its advantages will be thoroughly understood without any further description.

Having thus described my invention, I claim—

1. A playing-card having its face provided with pips of different suits in combination with characters distinct from said pips to indicate that one suit is subordinate to the other.

2. A playing-card having two selective denominations on its face in combination with other characters to indicate that one denomination is subordinate to the other.

3. A playing-card having two suits of different denominations on its face in combination with other characters indicating that one suit is a master suit.

4. A playing-card having two selective suits on its face, and an arrow arranged to point at and thereby designate the master suit.

5. A playing-card having selective suits on its face, indicators therefor, and a character so arranged in connection with one of said indicators as to designate the master suit.

6. A playing-card having selective suits on its face, and means associated with one of said suits to designate it the master suit.

7. A pack of playing-cards each card of which is provided with two card values and characters to indicate that one value is a master and the other a subordinate, the number and variety of the former equaling that of an ordinary pack.

8. A pack of playing-cards each card of which is provided with two card values, indicators for each card value, a character associated with one of said indicators to designate it to be the master suit with the other subordinate thereto, the number and variety of the former equaling that of an ordinary pack.

9. A pack of playing-cards consisting of four master suits each suit having ten spot-cards, one to ten, and three face-cards, namely the knave, queen and king, each card of said pack being provided with another card value subordinate to said master suit, and characters distinct from the other characters on said card to indicate the master suit.

10. A pack of playing-cards consisting of four master suits each suit having thirteen card values, each card of said pack also having a subordinate card value, and characters distinct from the other characters on said card to indicate the master suit.

11. A pack of playing-cards consisting of four suits each suit of which has one-half as many card values as there are cards in the pack.

12. A pack of playing-cards consisting of four suits each suit of which has one-half as many card values as there are cards in the pack each card value of each suit being on a different card.

13. A pack of playing-cards consisting of four suits each suit of which has duplicate denominations on different cards in combination with distinct characters associated with one of said denominations to indicate that it outranks the other.

Signed by me at Boston, Massachusetts, this 20th day of December, 1904.

BASSETT CADWALLADER.

Witnesses:
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EDNA C. CLEVELAND.