Mar. 3, 1925. 1,528,108

W. E. HANSON

PLAYING CARDS

Filed Feb. 24, 1923 2 Sheets-Sheet 1

Fig. 1.

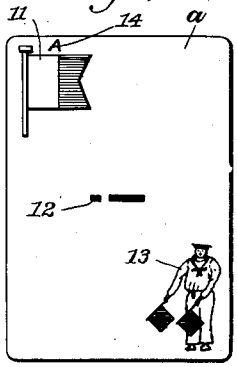


Fig. 2.

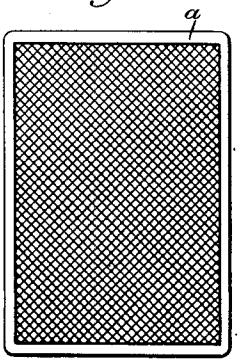


Fig. 3.

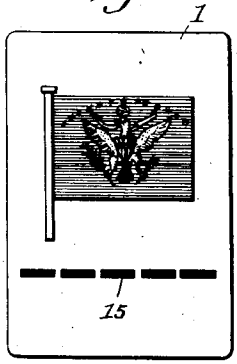


Fig. 4.

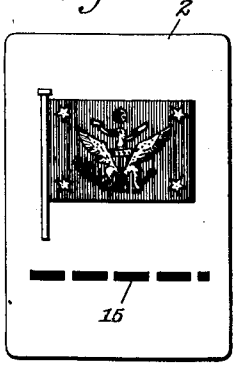


Fig. 5.

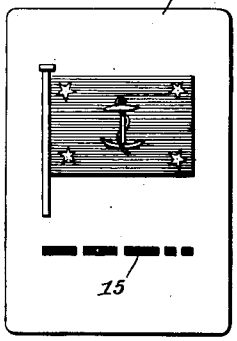


Fig. 6.

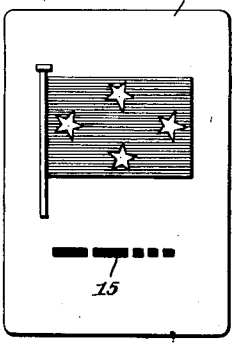


Fig. 7.

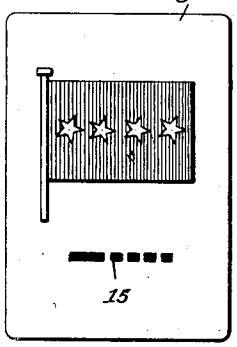


Fig. 8.

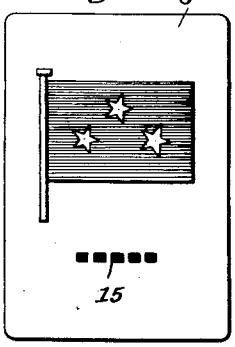


Fig. 9.

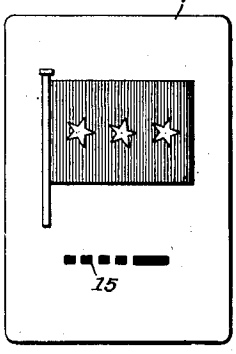


Fig. 10.

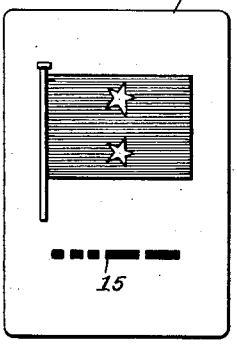


Fig. 11.

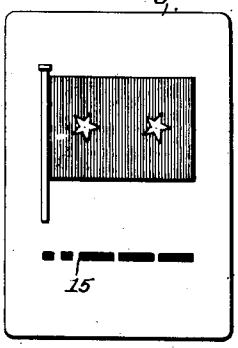
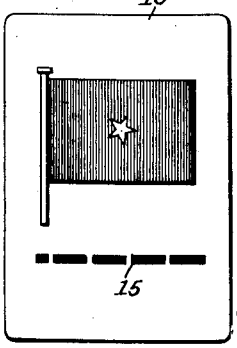


Fig. 12.



Inventor

William E. Hanson:

By

Attorney

Mar. 3, 1925.

1,528,108

W. E. HANSON

PLAYING CARDS

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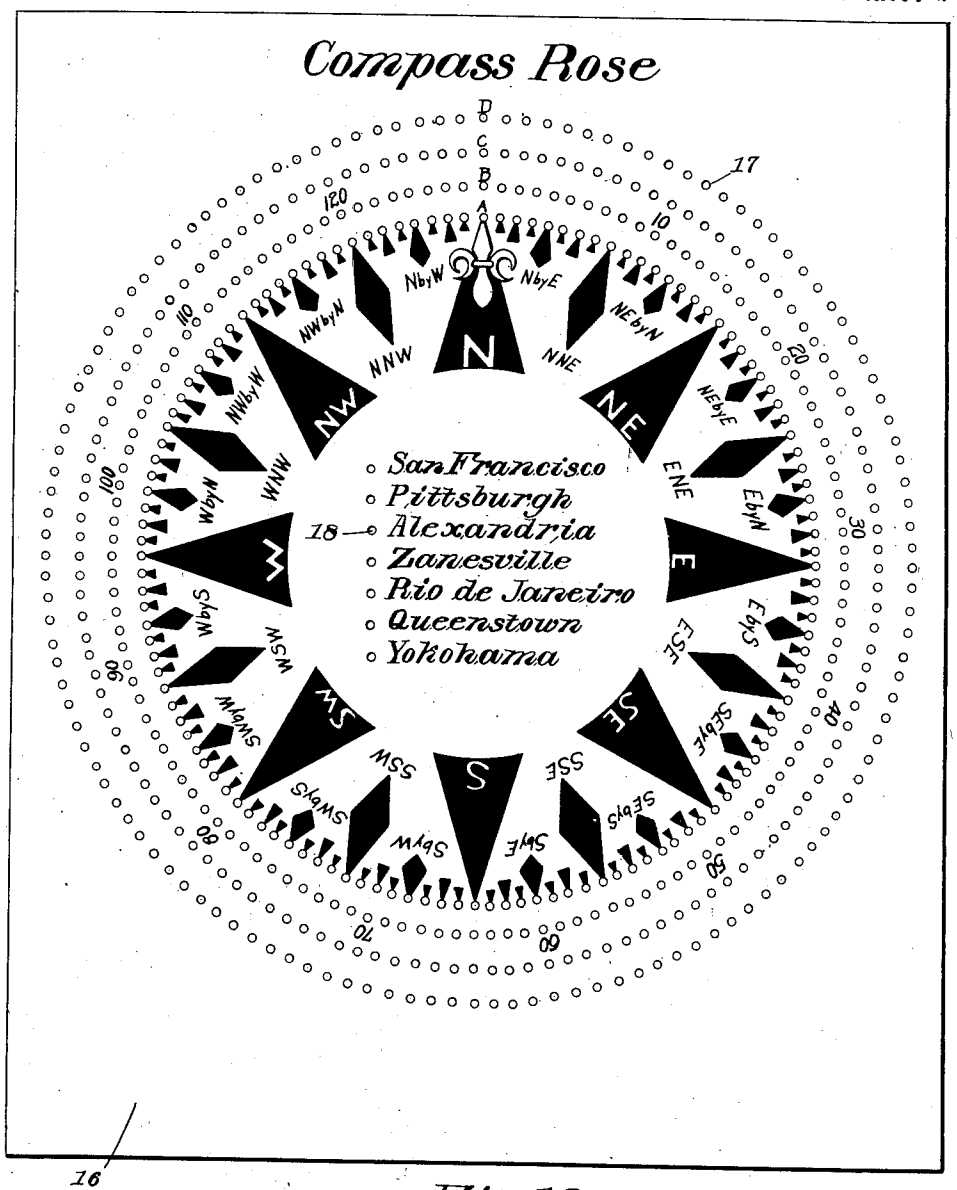


Fig. 13.

Inventor

William E. Hanson

By

Attorney

Patented Mar. 3, 1925. 1,528,108

UNITED STATES PATENT OFFICE.

WILLIAM E. HANSON, OF RANDOLPH, MASSACHUSETTS.

PLAYING CARDS.

Application filed February 24, 1923. Serial No. 620,969.

To all whom it may concern:

Be it known that I, WILLIAM E. HANSON, a citizen of the United States, residing at Randolph, in the county of Norfolk and State of Massachusetts, have invented new and useful Improvements in Playing Cards, of which the following is a specification.

The invention relates to a radio whist game.

The object of the present invention is to provide an attractive, amusing and instructive card game designed particularly for those interested in the Morse code and adapted to familiarize the players with the letter symbols of the Morse code and with the international code flags and the semaphore signals and also the flags of certain officials and officers of the United States.

In the drawings, in which like characters of reference designate corresponding parts in the several views:—

Figure 1 is a view of the face of one of the alphabet cards.

Figure 2 is a view of the back of the same.

Figures 3 to 12, inclusive, are face views of the arbitrary flag cards.

Figure 13 is a plan view of the counting device, which is associated with the alphabet and arbitrary cards.

The radio whist game consists of thirty-six (36) playing cards, twenty-six (26) alphabet cards *a* and ten (10) arbitrary cards designated by the numerals 1 to 10, inclusive. The alphabet cards *a* are made up of the alphabet from A to Z and each card is provided at the upper left-hand corner with an international code flag 11 designating the letter of the card and at the center with the dot and dash symbol 12 of the Morse code and at the lower right-hand corner with the double flag semaphore signal 13, preferably in the form of a picture of a United States sailor displaying the semaphore signal. The three signals on the face of each card are accompanied by the alphabet letter 14 and they stand for the letter of the card, that is to say for the letter A the blue and white international code flag, the dot and dash of the Morse code and the semaphore signal with the right hand extending downwardly in a diagonal position with the left-hand extending downwardly in a vertical position. Each of the alphabet cards stand for a different letter and the backs of the cards are similar, either plain or ornamented and are so designed that each player will not know what is in the hand of the other player or players.

The cards numbered 1 to 10, inclusive, bear respectively the President's flag, the flag of the Secretary of War, the flag of the Secretary of the Navy, the Admiral's flag, the General's flag, the Vice-Admiral's flag, the Lieutenant General's flag, the Rear-Admiral's flag, the Major General's flag and the Brigadier General's flag.

The game is played similar to a game of whist, in that all of the cards are dealt to the players and each player plays one card in turn from the dealer and the dealer changes each time the cards are shuffled. The object of the game is to spell the names of the following seven cities:—1, San Francisco, 2, Pittsburgh, 3, Alexandria, 4, Zanesville, 5, Rio de Janerio, 6, Queenstown, 7, Yokohama. In spelling the entire set of words the player or players have to run through the entire alphabet and in doing so affords the players the practice and experience in becoming familiar and proficient in the various forms of signaling designated on the faces of the cards.

The game is designed to be played by from two to four persons and the points to be counted in the game are as follows:—In spelling a name, such as San Francisco, the player that lays down the first letter counts two points to his credit and each succeeding letter that is laid down in the spelling of the word counts one point, with the exception of the last letter which counts three points. Each play means the discarding of one card either in the spelling of the name or in throwing a card into the discard, which has no count. Default in playing or discarding deducts three points from the player in default, which will keep the player alert and avoid making mistakes.

The flag cards operate to serve as repeat cards in the way in which they have been named. In the name San Francisco, for example, after the letter "a" has been played it will require a repeat for the next letter "a" and this would be the President's flag card, for the reason that it would be the first repeat, and the second repeat in the name San Francisco would be the Secretary of War's flag card to represent the second occurrence of the letter "n," and the third repeat card would be the Secretary of the

Navy's flag card for the second occurrence of the letter "s" in the name San Francisco. The remaining repeats would be playing cards to the rank of the flag cards, giving the Navy the first preference of rank. At the conclusion of the spelling of the entire set of seven names it would mean seven shuffles and deals or seven rounds, the player with the greatest number of points would win the game.

The numerical Morse code will be imprinted on each of the official cards as indicated at 15 on the front face of the same.

The cards are associated with a counting device 16, which is in the form of a compass, preferably graduated from 0 to 128 and designed to bear the name compass rose and to present the appearance of a compass. Each graduation is designed to be provided with four plug-in perforations 17, one for each player when the players play independently, to keep the tally of the points of the game during play. The counting device will be numbered at every ten graduations, and while the game is designed to be played with from two to four players the cards and the counting device may be arranged for a greater number of players if desired. The counting device will preferably illustrate the cardinal and semi-cardinal points of the compass with the points graduated into quarter points. The points of the compass will be named as indicated on the counting device in the conventional form, in order that the players may become familiar with a compass, if desired, but familiarity with the compass is not necessary in order to play the game. In the center of the counting device the names of the cities to be spelled in the game are arranged and plug-in apertures 18 are provided in order that a plug may be moved down the list of names as the same are spelled in the playing of the game. As the spelling of each name in the list is completed the plug is transferred from the aperture opposite the name last spelled to the next name in the list.

The points of play for the numerical cards are as follows:—

The President's flag card is the Morse code zero, which will be good for a count of ten points, providing the player holds the Brigadier General's flag card. The Brigadier General's flag card will be considered as a neutral card. In order that this neutral card, the Brigadier General's flag card may count it is necessary for the card to be plugged-in on the counting device at the tenth digit. For instance, beginning with 0 a plug might be in either 10, 20 or 30 and so on, the player counting ten points to the good. If the player has the neutral card and the flag card of the Secretary of War, which, according to the numerals, would be No. 1 and No. 9 and his plug on the counting device should be at 49, the player would be entitled to a count of nine points, if aware of the play, which would enable him to advance the plug to 58. If the player should then hold the President's flag card, the flag card of the Secretary of War, the flag card of the Secretary of the Navy with the neutral card, the Brigadier General's flag card, the President's card, the flag card of the Secretary of War and the flag card of the Secretary of the Navy are good for a count of ten points and will advance the plug to 68 on the counting device. The neutral card and the flag card of the Secretary of the Navy are good for 8 points, because the plug of the player happens to occur on 8 and, therefore, advances the plug 8 points to 76. If on the next deal the player should happen to hold the Admiral's flag card, the Vice-Admiral's flag card and the Rear-Admiral's flag card with the neutral card, the Admiral's and Vice-Admiral's card would be good for a count of 7 points, advancing the plug to 83. The neutral card and the Rear-Admiral's flag card would count 3 and advance the plug to 86. Consider then that on the next deal that the flag card of the General, the flag card of the Lieutenant General and the flag card of the Major General are held by a player; the General's flag card, the Lieutenant General's flag card and the Major General's flag card count 5 points and as the plug is at 86 the player, at his discretion, can advance the plug 6 points for his neutral card and General's flag card and then advance the plug 5 points for the General's flag card, Lieutenant General's flag card and Major General's flag card. This will carry the plug to 97, whereas if the player considered that 5 points would carry the plug from 86 to 91 and then that the neutral card is good for one point in this position, it would bring the plug up to 92. The neutral card with the Major Generals flag card is 2 points, which would advance the plug to 94. The neutral card with the Lieutenant General's flag card counts 4 points and would, therefore, advance the plug to 98. The player by considering the second style of play would, it will be seen gain one point over the first style of play made with the same cards. Spelling out the names of the various cities on the list gives specified points which are registered on the indicating device. The tallying of scores communicates with the spelling of a word. In spelling San Francisco the player starts with the letter S, which is good for two points; the player may then hold the President's flag card, the flag card of the Secretary of War and the flag card of the Secretary of the Navy and these would count for ten points and advance the plug of the player to 12. The play then passes to the next

player, who continues with the letter "a", and should he not hold the letter "a" would discard one card and forfeit his chance of gaining any points, regardless of what may be held. The play then passes to the next player for the letter "a", etc.

Holding official cards that count 10, 7 and 5 points, in order to tally the same depends on the players laying down the cards in the spelling of the names and not in the position of the plugs on the counting device. The plugs on the counting device pertain only to the numerical Morse code.

The points of the game are San Francisco 15 points, Pittsburgh 12 points, Alexandria 13 points, Zanesville 13 points, Rio de Janeiro 15 points, Queenstown 13 points, Yokohama 11 points. The first play, as previously pointed out in beginning the spelling of the name of one of the cities, is a two point count; the last play in the spelling of the name counts three points and the intermediate letters, which count for one point. Repeat spelling cards count the same as intermediate spelling. The President's flag card, the Secretary of War's flag card and the Secretary of the Navy's flag card count ten points. The Admiral's flag card, the Vice-Admiral's flag card and the Rear-Admiral's flag card count seven points. The General's flag card, Lieutenant General's flag card and Major General's flag card count five points. The numerals in the Morse code on the official cards and holding the neutral card, that is to say the Brigadier General's flag card, and in conjunction with the plug on the counting device, these points would be registered or counted as follows:—

Neutral card and President's flag card	10
Neutral card and flag card of Secretary of War	9
Neutral card and flag card of Secretary of the Navy	8
Neutral card and flag card of Admiral	7
Neutral card and flag card of General	6
Neutral card and flag card of Vice-Admiral	5
Neutral card and flag card of Lieutenant General	4
Neutral card and flag card of Rear-Admiral	3
Neutral card and flag card of Major General	2
Neutral card or Brigadier General's flag card	1

As previously pointed out default or mistake in spelling reduces the player three points. The plugs or pins for the plug-in perforations of the counting device may be of any desired construction.

What is claimed is:

1. A series of playing cards, including a set of cards for each letter of the alphabet of uniform value, having upon their faces the international code flag, the Morse code symbol and the semaphore signal, and a set of alphabet letter repeat cards bearing flags of the United States service having varying values, and a counting device associated with said cards and affecting the counting values of the repeat cards.

2. A set of playing cards having similar backs and including a set of alphabet cards of uniform value having upon their faces the international code flag at the upper left-hand corner, the Morse code symbol at the center and the semaphore signal at the lower right-hand corner, and a set of alphabet letter repeat cards bearing respectively the President's flag, the flag of the Secretary of the Navy, the flag of the Secretary of War, the Admiral's flag, the General's flag, the Rear-Admiral's flag, the Vice-Admiral's flag, the Lieutenant General's flag, the Major General's flag and the Brigadier General's flag of varying values, and a counting device associated with said cards and affecting the counting value of the repeat cards.

3. A series of playing cards, including a set of cards for each letter of the alphabet of uniform value and a set of repeat cards having varying values and a counting device representing a compass, having numbered graduations and affecting the counting value of the repeat cards and provided at the graduations with a plurality of plug-in perforations.

4. A set of playing cards having similar backs and including a set of alphabet cards of uniform value having upon their faces the international code flag, the Morse code symbol and the semaphore signal, a set of repeat cards bearing respectively the President's flag, the flag of the Secretary of the Navy, the flag of the Secretary of War, the Admiral's flag, the General's flag, the Rear-Admiral's flag, the Lieutenant General's flag, the Vice-Admiral's flag, the Major General's flag and the Brigadier General's flag, and a counting device representing a compass and having numbered graduations affecting the counting value of the repeat cards, said counting device being also provided with a plurality of plug-in perforations.

In testimony whereof I have hereunto set my hand.

WILLIAM E. HANSON.