

THE NOVEL
CARD GAME

“*Physogs*”
TRADE MARK
PATENT APPLIED FOR

Waddington
PRODUCTION

BUILDING CHARACTER FROM REAL PHOTOGRAPHS

56 CARDS
13 PAIRS EYES
13 MOUTHS . . .
13 NOSES . . .
13 TYPE CARDS
4 FACE CARDS

7/6

“ THE NEW & NOVEL CARD GAME ”
Physiogs

PATENT APPLIED FOR
INVENTED BY **JACQUES PENRY** } Author of **CHARACTER FROM THE FACE**
With **W. R. C. SMITH** Collaborating . . . } and articles in the **SUNDAY EXPRESS**
TRADE MARK

CHARACTER
from the
FACE
*An invaluable, instructive and
fascinating method of
character analysis*

F—M
BORN—
with less than the space of
eyes.
Crude or bony appearance.
Long space between nose
lips. Series of curves in mouth.

—MAGNETIC—
Much white of eyeball shows
eyelid covers one-third of
finely skinned. Nostrils
of nose is lower than top
Full lips. Line of close
almost straight. Lips

EVERY CONCEIVABLE TYPE OF FACE CAN BE PIECED TOGETHER DURING PLAY

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Deborah
Coltham
Rare Books

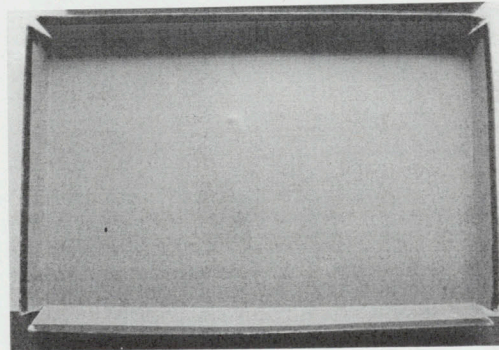
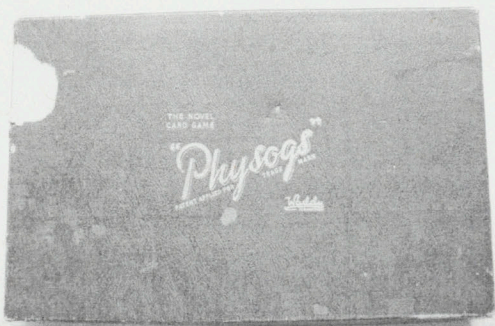


I. [EDUCATIONAL GAME]. [PHYSIOGNOMY]. PHYSOGS: THE NOVEL CARD GAME. Waddy Productions. Patent Applied for Trade Mark. [n.d. but ca. late 1930s early 1940s].

Oblong boxed board/card game, 26.7 x 41.9 x 3.5cm, comprising four frame cards (2 male and 2 female), fifty two cards of which 39 are photographic 'feature' cards of eyes, noses and mouths, and 13 descriptive cards, together with two small folding booklets providing the rules and a key; cards with light sign of use, retaining the original advertising poster; in the original maroon decorated card box, title in gilt on upper cover, upper lid with quite significant scratch and loss of paper at upper left corner, all corners split and torn, though holding, with further light wear and a couple of nicks to extremities. £385

An appealing example of this rare pseudo-scientific board game produced by the famous English company 'Waddy Productions'. A card game with a difference, it combines both the principles of a collect and match card game, together with those of an identikit, the object being not merely to piece together features but to build faces, the features of which should be consistent with each other. The eyes, nose, mouth etc. must not, in its respective 'character', conflict with any other feature. It is possible, by various combinations of these photographic cards, to form 13 different types of facial character and which are revealed in the 'key' booklet. 'Play continues ... until any player feels confident that he has correctly chosen a complete face corresponding to the description on his type card when, at his next turn to play after discarding he calls "Physogs" and at such a call from any player, all Frame cards are laid upon the table and scores are checked' (rules). 'Physogs, a British game from the 1940s, is a popularised version of physiognomy, the art of judging human character from facial features. Based on sociologist Jacques Penry's Character from the Face (1938), the game consists of fifty-six printed cards and a key book describing thirteen distinct "facial-character types": acquisitive-shrewd, dissipated, bad-tempered, determined, suave-obsequious, artistic-imaginative, credulous-impractical, magnetic, excitable-impetuous, self-conscious, crafty-self-centered, pleasant-cheerful, and narrow-minded-stubborn ... Although the art of "reading faces" dates to ancient times, the scientific principles of physiognomy were largely discredited by the early twentieth century. Physiognomy was taken up again in the 1930s by Nazi "race scientists" whose analyses of human character were generally based on crude ethnic stereotypes. Marketed less than a decade later, Physogs reflects both the intuitive appeal and the inherent danger of judging character according to physical appearance' (Metropolitan Museum of Art).

Please note: Card 29 supplied from another incomplete set.



809261745

"PHYSOGS" The Novel Card Game

KEY BOOK

F—M —ACQUISITIVE—SHREWD— F—M
EYES—No. 1.
NOSE—No. 16 or 17.
MOUTH—No. 35.

Analysis :—Aptitude and desire to collect, possess and own. Shrewd in money matters.

M —DISSIPATED— M
EYES—No. 9.
NOSE—No. 23.
MOUTH—No. 31.

Analysis :—"Hail fellow," good mixer, but features show mental strain, worry, or dissipation.

F —MAGNETIC— F
EYES—No. 10.
NOSE—No. 21.
MOUTH—No. 30.

Analysis :—Deep emotional nature. Strongly magnetic personality.

M—F —BAD-TEMPERED— M—F
EYES—No. 7.
NOSE—No. 15 or 22.
MOUTH—No. 33.

Analysis :—Irritability. Temper which is difficult to control.

M —EXCITABLE—IMPETUOUS— M
EYES—No. 3.
NOSE—No. 24 or 14.
MOUTH—No. 39.

Analysis :—Excitability. One whose emotions are easily aroused and excited.

M —DETERMINED— M
EYES—No. 6.
NOSE—No. 14 or 24.
MOUTH—No. 34.

Analysis :—Determination. Tenacity of purpose. Directed action.

F —SELF-CONSCIOUS— F
EYES—No. 11.
NOSE—No. 25.
MOUTH—No. 29.

Analysis :—Lack of self-confidence. Easily embarrassed. Bashful.

F—M —SUAVE—OBSEQUIOUS— F—M
EYES—No. 8.
NOSE—No. 19.
MOUTH—No. 32.

Analysis :—Agreeable nature. A desire to please which sometimes leads to suavity of speech or obsequiousness.

F—M —CRAFTY—SELF-CENTRED— F—M
EYES—No. 12.
NOSE—No. 17 or 16.
MOUTH—No. 28.

Analysis :—An alert, quickly discerning mind which, although not necessarily unreliable, is usually shrewd and difficult to fathom.

F —ARTISTIC—IMAGINATIVE— F
EYES—No. 4.
NOSE—No. 26.
MOUTH—No. 38.

Analysis :—Strong imagination and artistic sense. Love of art, music or literature.

F —PLEASANT—CHEERFUL— F
EYES—No. 2.
NOSE—No. 20 or 18.
MOUTH—No. 37.

Analysis :—Sociable, friendly nature. Keen sense of humour. Good mixer.

F —CREDULOUS—IMPRACTICAL— F
EYES—No. 5.
NOSE—No. 18 or 20.
MOUTH—No. 36.

Analysis :—Takes too much for granted. Not adaptable to detail tasks. Fluent but not always rational in speech.

F—M —NARROW-MINDED—STUBBORN—F—M
EYES—No. 13.
NOSE—No. 22 or 15.
MOUTH—No. 27.

Analysis :—Narrow outlook. Reticent, evasive manner. Marked stubbornness.

THE NEW AND NOVEL CARD GAME "PHYSOGS" CHARACTER FROM THE FACE

RULES AND PLAY

GENERAL REMARKS

"PHYSOGS" is not only a novel and skilful card game, but it is fascinating, amusing and instructive.

ADULTS and **CHILDREN** alike will be thrilled in the building of faces (apart from the actual game as outlined in the rules that follow), and it is as eminently suitable as a family game as for an adult party. For real "play value" it will be hard to beat when compared with any modern card game.

THE GAME is not to be likened in any way to a jig-saw puzzle. It is definite character analysis by the use of real photographic reproductions, invented by Jacques Penry, the Author of *Character from the Face* (published by Hutchinson) and contributions to the *Sunday Express*.

OBJECT OF THE GAME

THE OBJECT of the game is not merely the piecing together of features—but the building of faces, the features of which are consistent with each other. The eyes, nose, mouth, etc., must not, in its respective "character," conflict with any other feature.

FOR INSTANCE, on a pleasant, smiling face would be found twinkling eyes, with the lower rim or lid drawn up almost half-way over the eyeball. The mouth would have up-turned corners. With this particular face, any well-proportioned nose could be used. It would be a mistake to use, in connection with smiling eyes, a straight, thin, lipped mouth, or one with down-turned corners.

IT IS POSSIBLE, by various combinations of these cards, to form thirteen distinct types of facial-character, and the types are described on the **TYPE CARDS** and in the **KEY BOOK**.

IN ADDITION, in the **KEY BOOK** is given a brief character analysis of each of the thirteen types—information which the player will find valuable, even apart from the game.

THE CARDS AND PLAY

NUMBER OF CARDS.—There are 56 cards used in the game, 52 Playing Cards (small) and 4 Frame Cards (large).

The Playing Cards consist of 13 kinds of Eyes, 13 Noses, 13 Mouths, and 13 Type Cards. From these the players may build any one of thirteen types of facial character.

THE FRAME CARDS are 2 Male and 2 Female.

THE TYPE CARDS each describe a facial character and are marked F (feminine), M (masculine) or F—M (which will fit either feminine or masculine). If the player's Frame Card is a male, he must be careful to select only male features or those suitable for either sex, and if a female, vice versa.

If a player with a male head frame picks up an "F" Type Card, then he obviously must not play till he gets an "M" Type Card in his hand.

KEYS.—There is also a Book of Keys which is referred to only when a call is made by any player.

All cards are numbered for the purpose of checking results, and the Key Book gives the corresponding card numbers.

The game may be played by 2, 3 or 4 persons.

RULES

1. First decide upon dealer or spin a coin.
2. Dealer shuffles the 4 Frame Cards, face downwards, and deals one to each player.
3. Each player holds his frame card so that the head on it is visible to himself only.
4. Dealer then shuffles the 52 Playing Cards and deals face downwards in clockwise rotation and commencing with player on his left, four cards to each player. The remaining cards are then placed, face downwards, in the centre of the table.
5. Players now inspect the four cards dealt to them and, if they have a type card, decide whether any of the other three would follow the descriptions of features given on it and, if so, place the card or cards in position in their Frame Card. If a player has no Type Card he is handicapped until he picks one from the pack on the table. Should a player find himself with two or more type cards he uses his discretion as to which he will follow, discarding any others in course of play.

6. The player on the dealer's left then draws the top card from the pack. If he needs the drawn card he fits it into the frame and discards one not wanted, placing the discarded card face upward beside the pack; if he does not need the drawn card he may discard it, but must always retain four cards in his hand (or Frame).

7. The next player on the left now proceeds to do likewise, but (as in Rummy) he has his choice of the unexposed card on the top of the pack or the exposed card discarded by the last player. He discards in a like manner to the first player.

8. Play continues in this manner until any player feels confident that he has correctly chosen a complete face corresponding to the description on his type card when, at his next turn to play after discarding he calls "PHYSOG" and at such a call from any player, all Frame Cards are laid upon the table and scores are checked.

9. When any player calls "PHYSOG," his result is checked with the Key given in the **KEY BOOK** and scoring is as given (see later).

10. After checking scores of the first hand, the new dealer, being player on left of last dealer, deals frames and playing cards, as before, and play thus continues until the goal is reached.

11. Whenever the unexposed pack in the centre of the table is exhausted, the exposed pack is turned over and play is continued as before.

SCORING

A score of fifty is the goal unless otherwise agreed upon by the players.

Points are awarded on the following basis:

The **WINNER** of each deal is awarded 10 points, providing that his assembled "face" corresponds with the numbers in **KEY BOOK**.

If, through lack of close observation, or misjudgment on his part, any card is not in accordance with the Key Book, he loses 5 points (an addition of 5 points to his goal to reach—or 55 instead of 50).

The other players receive 2 points for each card of theirs which coincides with the **KEY BOOK**, but if no card corresponds with the description and number in the **KEY BOOK**, the player receives no points.

If a player has not been able to secure a type card by the end of play, he loses 5 points (5 added to his goal to be attained).

WADDY PRODUCTIONS
ASTOR HOUSE
ALDWYCH, LONDON, W.C.2

Physoqs

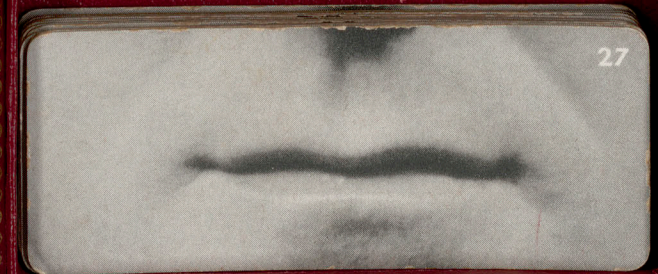
Waddington
PRODUCTION



EYE CARDS



NOSE CARDS



MOUTH CARDS

F —CREDULOUS—IMPRACTICAL— F

EYES =Very large eyeball, protruding, showing white below the iris.

NOSE =Short. Finely skinned. Holes of nostrils show clearly.

MOUTH =Half smiling, showing teeth. One corner is up and the other straight. Very short space between nose and mouth.

TYPE CARDS



FRAME CARDS

THE NOVEL
CARD GAME

Physoqs
TRADE MARK
PATENT APPLIED FOR

BOOK
OF KEYS

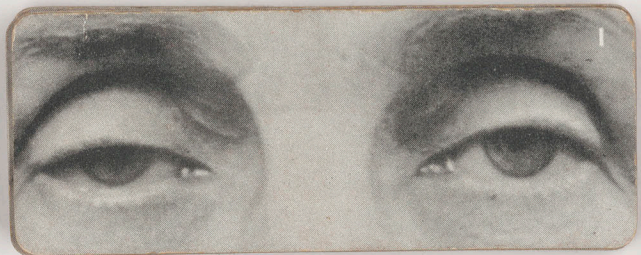
RULES

THE NOVEL
CARD GAME

Physoqs
TRADE MARK
PATENT APPLIED FOR

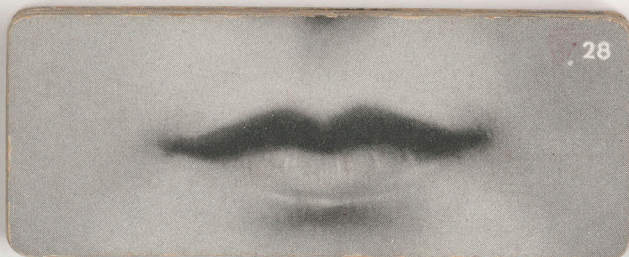
RULES
& PLAY

KEYS



F —**CREDULOUS—IMPRACTICAL—** **F**
EYES = Very large eyeball, protruding, showing white below the iris.
NOSE = Short. Finely skinned. Holes of nostrils show clearly.
MOUTH = Half smiling, showing teeth. One corner is up and the other straight. Very short space between nose and mouth.





F **—MAGNETIC—** **F**

EYES = Much white of eyeball shows below iris. Upper eyelid covers one-third of the pupil.

NOSE = Finely skinned. Nostrils slightly dilated. Tip of nose is lower than lower level of nostril.

MOUTH = Full lips. Line of closure (where lips join) is almost straight. Lips are coarsely textured.





F **—SELF-CONSCIOUS—** **F**
EYES = Deep brown. Very wide apart, with much more than the space of an eye between the eyes.
NOSE = Fine-skinned. Tip of nose is slightly to one side, showing all of one nostril, and half of the other.
MOUTH = Half-smile, showing teeth. Both ends of mouth are turned up. A deep groove divides the upper lip.





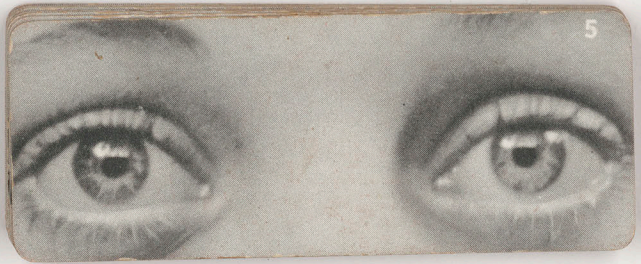
F **—ARTISTIC—IMAGINATIVE—** **F**

EYES = Well shaped. Vague, far away look. Upper eyelid is well curved. No white of eyeball shows under the iris.

NOSE = Well proportioned. Very finely textured skin.

MOUTH = Full, wide lips. Line of closure (where lips join) is straight.





F **—PLEASANT—CHEERFUL—** **F**

EYES = Upper and lower lids cover part of the iris at the top and at the bottom. Eyes are bright, wide apart. Very thin, delicate eyebrows.

NOSE = Finely skinned. Short, showing holes of nostrils.

MOUTH = Full, smiling lips, showing the teeth. Dimple at corner of the mouth.



M **—EXCITABLE—IMPETUOUS—** **M**

EYES = Lower rims or muscles of eyes are very full and rounded the full length of eyes.

NOSE = Small, yet well proportioned.

MOUTH = Very wide and large. Lips are full yet flat in appearance, with a downward curve in centre.



M **— DISSIPATED —** **M**

EYES = Watery in appearance. Puffiness and folds stretch a considerable distance below the eyes.

NOSE = Broad, crude and bulbous.

MOUTH = Very wide. Upper lip medium-full. Lower lip full. Corners turn up.



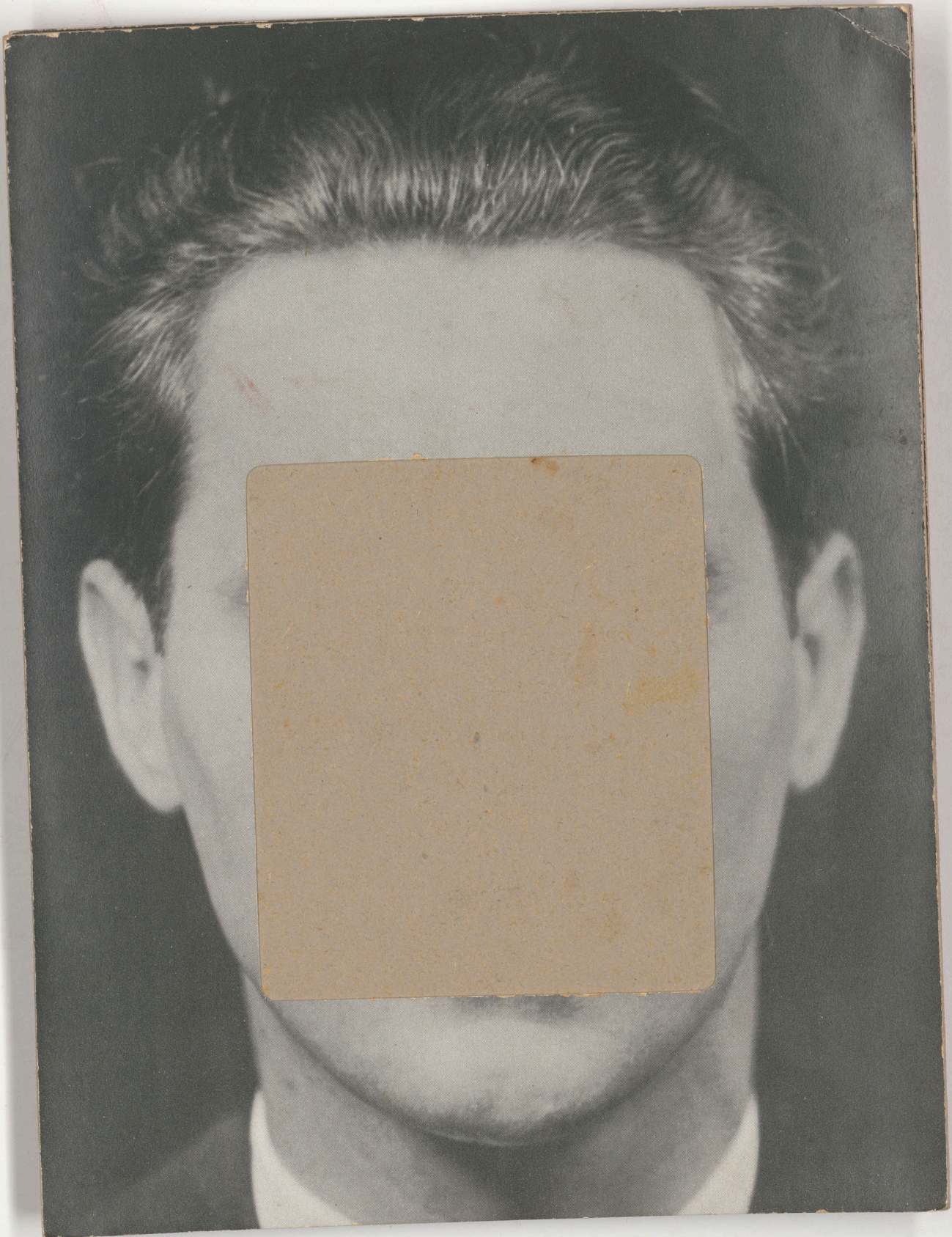


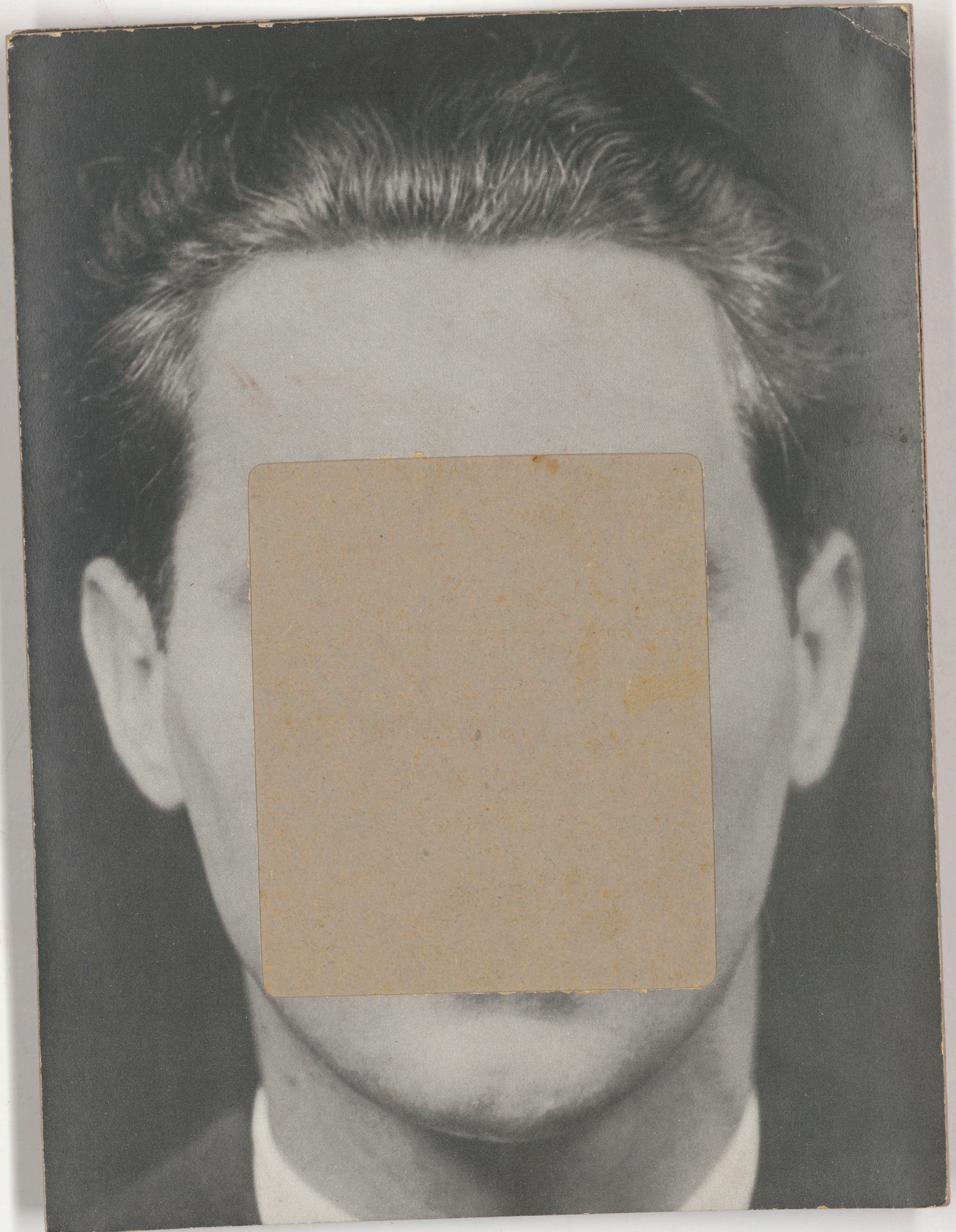
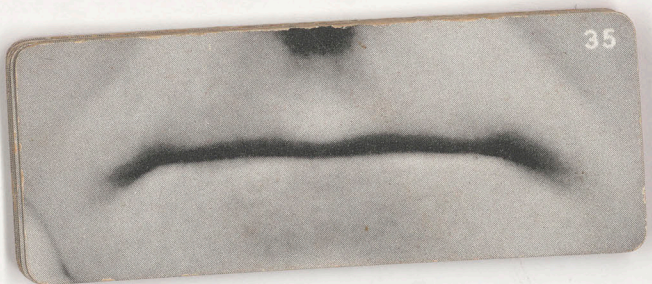
M **—DETERMINED—** **M**

EYES = Narrow. Upper and lower lids are close together, covering much of the iris at the top and bottom.

NOSE = Full, well-shaped nose with muscular appearance.

MOUTH = Medium-full lips, but compressed, firm. Extreme ends of mouth are sharp, turned down.





M—F **—BAD-TEMPERED—** **M—F**

EYES = Large, but fullness, which is normally above upper eyelids, droops over to the outer half of eyes.

NOSE = Long, narrow ridge. Crude or bony in appearance.

MOUTH = Thin, straight lips on narrow mouth.



F—M **—SUAVE—OBSEQUIOUS—** **F—M**
EYES =Not narrow and with outer ends of the eyes sloping downward.
NOSE =Long, thin nose. Tip of nose is pointed, and droops downward.
MOUTH =Very wide medium-full lips. Outer ends are thin, sharp and turned downwards.





12



25



38

F—M —ACQUISITIVE—SHREWD— F—M

EYES = Very long eyelids drooping two-thirds to half-way over the eyes, giving them a sleepy appearance although eyes are wide open.

NOSE = Long, wide-ridged, with noticeably drooping tip.

MOUTH = Very wide and thin lipped. Outer ends turn down slightly.





F—M —NARROW-MINDED—STUBBORN— F—M

EYES = Close together. Much less than the space of an eye between the eyes.

NOSE = Long, narrow ridge. Crude or bony appearance.

MOUTH = Medium-thin lips. Long space between nose and mouth. Series of curves in mouth.





F-M **—CRAFTY—SELF-CENTRED—** **F-M**

EYES == Eyes slope noticeably upwards.

NOSE == Tip of the nose is rounded and droops noticeably.

MOUTH == Very small or narrow mouth with medium-full lips.

