

1,061,092.

Patented May 6, 1913.

2 SHEETS—SHEET 1.

Fig. 1.

#	1	La Fuente	1
		fōo-ān-ty	
		The dish.	
2	El plato		
	plā-to		
	The plate		
3	El Cuchillo		
	Cōo-chēl-yo		
	The knife		
4	El tenedor		
	tā-nā-dor		
	The fork		
5	La Cuchara		
	Cōo-chā-rā		
	The spoon		
6	La Taza		
	tā-thā		
	The cup		
	ā, far, ā pale, ē, eve.		
	ē there, ō note, ōō room.		

Fig. 3.

#	1	Yo quiero	3
		he-ā-rō	
		I want	
2	V. quiere		
	ōōstād' ke-ā-rō		
	you want		
3	El quiere		
	al ke-ā-rō		
	he wants		
4	Nosotros queremos		
	kō-sō-trōs kē-rā-mēs		
	We want		
5	V. V. quieren		
	ōōs-tō-dās ke-ā-rēs		
	You want		
6	Ellos quieren		
	āl-yos kē-ā-rēn		
	They want		
	ā, far, ā pale, ē, eve.		
	ē there, ō note, ōō room.		

Fig. 2.

#	2	El plato	1
		plā-to	
		The plate	
1	La Fuente		
	fōo-ān-ty		
	The dish		
3	El Cuchillo		
	Cōo-chēl-yo		
	The knife		
4	El tenedor		
	tā-nā-dor		
	The fork		
5	La Cuchara		
	Cōo-chā-rā		
	The spoon		
6	La Taza		
	tā-thā		
	The cup		
	ā, far, ā pale, ē, eve.		
	ē there, ō note, ōō room.		

Fig. 4.

#	1	Negro	5
		nā-gro	
		Black	
2	Blanco		
	blān-cō		
	white		
3	Azul		
	ā-tsōol		
	blue		
4	Verde		
	vār-dy		
	green		
5	Encarnado		
	ān-kār-nā-dō		
	red		
6	Oscuro		
	ōs-kōō-rō		
	dark		
	ā, far, ā pale, ē, eve.		
	ē there, ō note, ōō room.		

Witnesses

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2 SHEETS—SHEET 2.

Fig. 5.

#		4
1	Yo Yô I	
2	Mi me My	
3	Nie mia Nie	
4	Tu tôo You	
5	Tu tôo Thine	
6	Tê tû Thee	
ã far, a pale, e eve ê there, o note, oo room		

Fig. 6.

#		5
1	Uno, primero ôp-no prê-mâ-rô Ore first	
2	Dos, Segundo dôs, sô-gôm dô Two, second	
3	Tres, Tercero três, Ter-thô-ro Three, Third	
4	Quatro, Quarto kwâr-tro, kwâr-to Four, Fourth	
5	Cinco, Quinto thên-kô, kwên-to Five, Fifth	
6	Seis, Sexto sã-ês, sô-x-to Six, Sixth	
ã far, a pale, e eve ê there, o note, oo room		

Fig. 7.

#		3
1	Que quiere V kê-kê-ô-ry ôôs-tôd What do you want	
2	Que quiere V hacer kê-kê-ô-ry ôôs-tôd ã-thêr What do you want to do	
3	Que quiere V hacer estô manôna kê-kê-ô-ry ôôs-tôd ã-thêr ôôs-tô môm-yô-nô What do you want to do today	
4	Lo quiere V hacer lô-kê-ô-ry ôôs-tôd ã-thêr Will you do it	
5	Lo quiere hacer manôna lô-kê-ô-ry ã-thêr môm-yô-nô Will you do it tomorrow	
ã far, a pale, e eve ê there, o note, oo room		

Fig. 8.

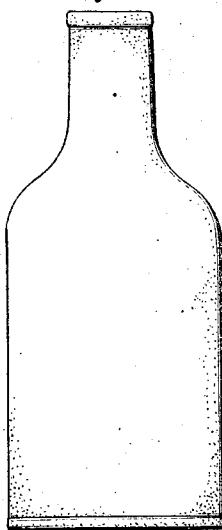
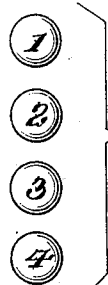


Fig. 9.



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CARDS FOR GAMES.

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To all whom it may concern:

Be it known that I, ANDREW M. LOCKETT, a citizen of the United States, residing at New Orleans, in the parish of Orleans and State of Louisiana, have invented certain new and useful Improvements in Cards for Games, of which the following is a specification.

This invention relates to an improved game which I will call by the non-descriptive name "Gisef" and is adapted for the study of any language by the proper modification of the text matter.

The game has educational advantages that make it valuable in acquiring a speaking knowledge of a foreign language and it is believed to be of special value to citizens of the United States by reason of the increasing commerce of this country with foreign nations and the consequent great need of ability to speak other languages than English.

The opening of the Panama Canal and the restoration of our merchant marine will bring our people in much closer touch with the Spanish and Portuguese speaking people of Central and South America, and in order that our manufacturers may successfully compete in those markets a knowledge of these languages is of prime importance. The fundamental principle of the game is a very old game formerly known as authors and while I do not claim any originality as to the basis of the game, I have added to and elaborated upon the simple scheme of the game of authors in such a way as to in fact produce a game which in addition to being interesting and amusing in itself, the playing of which results in the rapid learning of a language.

The acquisition of a speaking knowledge of a language is of course the most readily brought about by taking up one's abode in a country where only that language is spoken. It is generally supposed that the mere fact of the constant repetition of words in the hearing of a foreigner will finally fix these words upon the memory so that they can be readily recalled when he desires to express his thoughts in that language. I believe that this theory is not correct and that if the foreigner were not of necessity compelled to acquire the language in order to save himself from inconvenience, or in other words, if he does not as it were take a hand himself in the game of language, he

will not gain much advantage from hearing the words spoken. I believe that the mind of the average person in so far as absorbing arbitrary and uninteresting information is concerned, rebels in just the same manner as the human body rebels against physical labor, which is not interesting or amusing. The memory is almost powerless to retain facts, figures, or fancies which are what we call arbitrary or disconnected from any other thing of interest or not of any interest in itself. The memory performs its most wonderful feats when not conscious of the fact that it is doing anything, and when memorizing is purely incidental to the accomplishing of some much desired object. For instance the whist player who loves the game and wants to win will remember every card played and can tell you at any stage of the game what cards are yet to be played. Imagine this same feat being undertaken by an onlooker, who does not understand the game and who has no interest involved. It is also a well known fact that the mind is much keener when free from care and all unpleasantness. When engaged in recreation which is mentally absorbing, the conditions for performing feats of memory are the most promising, and this is why such wonders in this line occur in the playing of games.

What actually takes place when a person goes to a foreign country is, that immediately he is dependent upon his knowledge of the language to avoid discomfort and embarrassment, he starts in to play in a very interesting and absorbing game. The game is to go where you want to go at the least expense and inconvenience, to get what you want at the proper price, to learn all things of interest and in fact to raise your condition from a position of great disadvantage to one in a parity with the natives. You immediately give the thing or the idea the principal thought and the words are more or less incidental to the game.

What I have undertaken to do is to invent a game which is in itself absorbing interest, and which can not be well played unless the memory is alert and quickly retains words and phrases of a foreign language. Like all card games, there is an element of chance, but the element of skill is predominant. The best player will be the person who calls into play memory, and logical reasoning to the greatest extent.

The apparatus for playing the game consists of one or more packs of cards, a leather bottle and ten small white marbles with a number on each marble.

5 The game is played with one pack of cards at a time. This pack is played with until the game becomes practically inoperative by reason of all the players knowing all the words.

10 For the purposes of acquiring actually useful knowledge of the language, it is intended that the full set of cards consists of not less than ten packs of approximately fifty cards in each pack, but I do not wish to confine myself to any limit in the number of packs
15 nor the number of cards in each pack.

The invention consists of features which will be hereinafter more specifically described and particularly pointed out in the
20 appended claims.

Figures 1, 2, 3, 4, 5, 6 and 7 show sample cards of my invention; and Figs. 8 and 9 show respectively, the bottle and marbles used during the playing of the game.

25 In the accompanying drawings Fig. 1 represents a sample card containing six Spanish nouns. In the upper right hand corner of this card the numeral 1 designates the pack, in the complete set of packs, and each card
30 of the pack has this same number located in the same position. Other packs of the same set will be numbered 2, 3, 4, 5, etc., and these numbers determine the order in which the packs are to be played. In the upper
35 left hand corner of the card is the letter A. This designates the book or sub-division of the pack, and other cards of the same pack will be designated by other letters in the same position. Opposite each Spanish word
40 there are numerals 1, 2, 3, 4, 5, 6, to designate the words on each card. Fig. 2 shows another card of book A, on which word number 2 takes the top position on the card. Likewise there will be a card of book A in
45 which number 3 word takes the top position, and so on until there are six cards of book A, each containing the six words and each word in turn occupying the top or master position on the card. That word which
50 occupies the master position gives the name to the card, for instance, the card shown by Fig. 1 is called "la fuente," the dish.

The complete book consists of all six of the cards. While I have shown in Fig. 1 a
55 card with six words, I do not confine myself to this specific number, as I may use more or less words, sentences, or phrases. The full text on the cards will consist of the numbers indicating the pack, the letters indicating the book, the numbers indicating the words or sentences, the words of the foreign language, the phonetic spelling of the correct pronunciation, the English equivalent
60 and notes explanatory of pronunciation, 65 literal meaning, exception to rules, or other

information of value. On the back of each card of all the packs will be printed or lithographed the word "Gisef" which is the adopted trade name of the game.

In order that the words of the foreign
70 language may be the most prominent before the eye, I will print them either in a brighter colored ink, or in bolder type than the other words; and for the same reason the master word will be made still further prominent
75 by using more conspicuous type.

Fig. 3 shows a card on which the conjugation of a verb is given complete. Fig. 4 shows a sample of the cards giving adjectives. Fig. 5 shows the personal pronoun.
80 Fig. 6 shows the manner of handling numerals. Fig. 7 shows a sample card of the more advanced packs on which there are complete sentences.

The manner of playing the game and the
85 rules of play are as follows: To play the game properly there must be not less than three players but any greater number desired may play. If the number of cards in the pack is fifty about five players would be
90 the best number; if as many as ten wish to play two packs should be used. The players are numbered 1, 2, 3, etc. The marbles shown in Fig. 9 bearing the corresponding numbers are put in the leather bottle shown
95 in Fig. 8 and shaken up and the first number coming out determines the dealer. The cards are shuffled and then dealt in the same manner as whist until all the cards are in the hands of the players. The first player
100 to the left of the dealer starts the play. All the players inspect their cards and familiarize themselves with the contents of their hands. The object of the first part of the game is to secure as many books as practi-
105 cable. A player may ask any other player for any card of a book provided he has in his hand one of that book. If by oversight he asks for a card which he himself already has he pays a penalty by having one point scored
110 against him and in addition must give that card to the player of whom he makes the request. By an inspection of his hand the first player discovers that he has two or
115 more of one book. He will naturally endeavor to complete that book by making demand on the other players for the desired cards. He may ask any player he may select for one card at a time. If he is successful he may continue to play until he
120 fails, when the play goes to the next player.

It is manifest that the first player is at a decided disadvantage in that it must be a pure and simple guess as to where the cards wanted are located, but the moment he
125 starts the play all other players are put on notice that he has not the card for which he asked, and that he has at least one card of that book. The memory immediately jumps into action. What is the card that player
130

has not in his hand? If you do not remember it you may lose your play when your time comes by asking him for the same card. If he does not get the card from the other player then you are also put on notice that the other player has not it, so you have a double reason for remembering that card. If he does get it, you must of course remember the fact because when your time comes to play you will have a certainty of getting this card.

In asking for a card the player must invariably use the following form: "Give me la fuente, the dish," giving both Spanish and English. If the other player has the card he delivers it and says "Here is la fuente, the dish", if he has not it, he says "I have not la fuente, the dish". Failure on the part of any player to carry out this form of request or answer subjects him to a penalty of one point. If a player has the card and denies the fact, he must upon discovery forfeit to the other player not only that card but all the other cards of that book. When a player acquires all the cards in a book he lays the completed book on the table. It will be readily perceived that before the cards are all collected in books they will frequently change hands and each word will be repeated a great many times. When this part of the game is finally completed by all the cards being collected in books and on the table, the score is cast. Each player receiving a credit of one point for each book he has secured.

Inasmuch as all the players are continually studying their cards in order to keep up with the game and the words are being constantly repeated aloud the first part of the game may be said to constitute the act of studying the lesson.

The second part constitutes the recitation of your lesson. The cards are shuffled and laid face down in the middle of the table. The first player is selected by recourse to the marbles and the leather bottle. He draws a card from the top of the pack. He shakes up the marbles in the bottle and takes out one. Then to the player whose number comes out of the bottle, he gives the English word for the master word on the card and that player must give the master word in the foreign language. If he succeeds the player must keep the card, but if he fail he must take the card for two reasons, one to penalize him and the other to promptly afford him the facilities for learning it. In this stage of the game the object is to get rid of the cards. The following form must be used. The player says, "The dish." The player asked says "The dish, la fuente." If he cannot answer, and has to take the card he must upon taking it read it aloud three times thus: "The dish, la fuente, the dish, la fuente, the dish, la fuente." The next player

now draws a card and proceeds in the same way. The player who has a card in his hand acquired from the previous play may study the card until the player to answer the next question has been drawn from the bottle. He must then immediately lay down his hand, if he is the one allotted, but otherwise he may again resume the study. The idea being to require the players to answer from memory but to encourage study. The game proceeds in this way until the cards are again distributed among the players, but not equally as the element of chance has played a prominent part. The manner of playing this stage of the game may be changed if desired, by eliminating the chance element and allow each player to ask any other player he may select, the questions. In some respects this would be desirable because as all players will quickly gage the aptness of the other players, the question would be concentrated upon the least apt, and the result would be to automatically bring all the players up to the same standard of knowledge of the words, but on the other hand the embarrassment of the victim might interfere with the pleasure of the game. The cards are now counted and each player is charged with one point for every card in his possession.

The third and final part of the game constitutes the final examination. The player is selected in the usual way with the bottle and marbles. This player then propounds to the first player to his left the English of all the master words on his cards. All that are answered he must keep. All not answered the other must take. The next player goes through the same process and so on until the play comes back to the first player. He then puts his questions to the second player to his left and the play goes around the table in this way until all the players have asked all the other players all their cards. The game is finally blocked for the reason that no player can get rid of any more of his cards and in order to cast the final score it remains only to find out whether each player knows the cards which he himself has. In order to ascertain this, each player turns over to any other player his cards and undertakes to stand an examination on them. All he fails to answer he is required to keep and all he answers are put in the discard. When all of the players have undergone this examination the final score is cast. For every card remaining in the hands of a player he is charged five points. The score is then footed up and the player having the best net score wins the game and receives whatever prize may be offered.

What I claim is:—

A set of playing cards designed to facilitate the study of a foreign language, comprising a plurality of cards having upon one

face a master word or sentence, a series of words or sentences of a foreign language, the phonetic spelling of the correct pronunciation of the words being set thereunder and under such phonetic spelling the English meaning of said words, the set of cards being divided into groups forming books or suits, each of the cards of such groups having a common designating character and

each card of each group having distinguishing characters. 10

In testimony whereof I affix my signature in presence of two witnesses.

ANDREW M. LOCKETT.

Witnesses:

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J. C. WENDS.