F. J. EBERT.

CARD GAME.

APPLICATION FILED JULY 7, 1920.

1,377,327. Patented May 10, 1921.

Fig. 1.

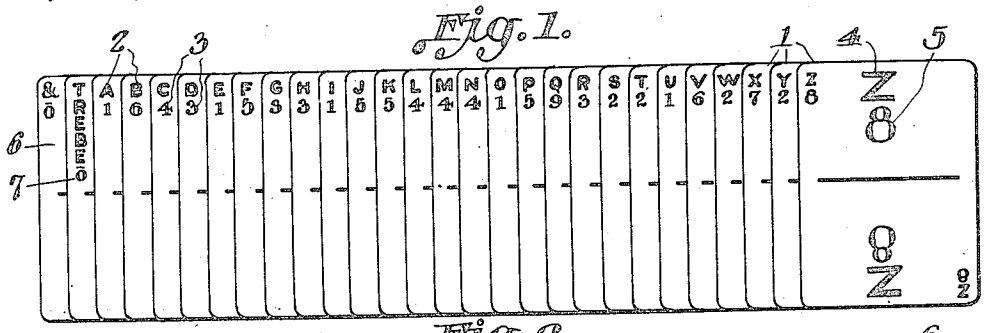


Fig. 2.

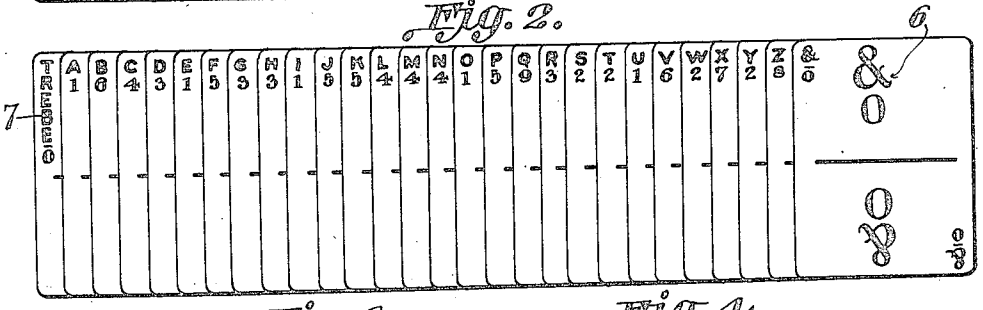


Fig. 3.

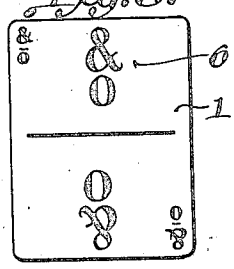


Fig. 4.

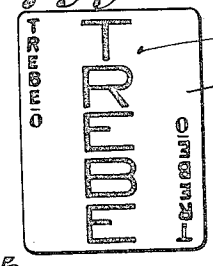
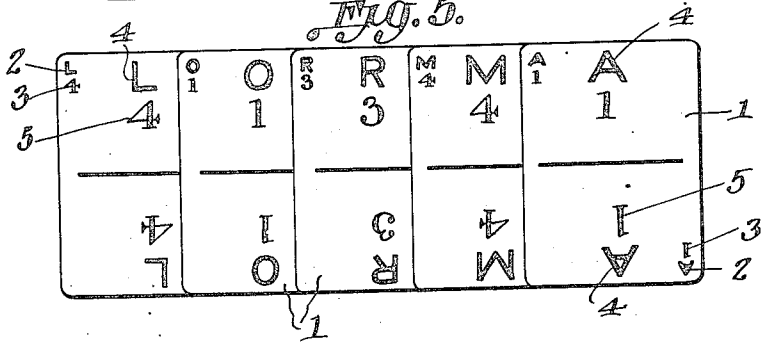


Fig. 5.



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UNITED STATES PATENT OFFICE.

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CARD GAME.

1,377,327. Specification of Letters Patent. Patented May 10, 1921.

Application filed July 7, 1920. Serial No. 394,507.

To all whom it may concern:

Be it known that I, FREDERICK J. EBERT, a citizen of the United States of America, residing at Mount Vernon, in the county of Skagit and State of Washington, have invented certain new and useful Improvements in Card Games, of which the following is a specification.

My invention relates to improvements in playing cards and particularly to a pack of playing cards bearing characteristic data of distinctive value whereby many original, unique, and instructive pleasing games combining skill and chance may be founded.

The principal object of the invention is the provision of a pack of cards with backs all of similar design, but faces of two distinctive colored sets, each set comprising twenty-eight cards, twenty-six containing a letter of the alphabet, a symbol & card, and a card of a peculiar design called T-R-E-B-E, each bearing in addition to the above a numeral which controls and determines the score value of the cards, while the lettered cards, symbol & card, and T-R-E-B-E card permit the assembling of the cards to form words or sentences, whereby many novel, amusing, and instructive games may be played.

Another object of this invention, while furnishing entertainment for old and young, is more especially intended to assist in the instruction in the science of orthography and the elementary rules of numbers by a series of competitive games, advancing from words of few letters and simple addition to possible complexities of combinations that may test even scholars. The distinctive colors permit the giving of different values to certain plays, which with combinations of letters and numbers and the novel method of play allows further modifications of the games more particularly described and claimed hereafter, and the devising of other plays by which the natural sciences, geography, botany, etc., may come within its scope (by making words which pertain only to the science selected) thereby adding to the interest, complexity, and instructive value.

The full objects and advantages of my invention will appear in connection with the detailed description thereof, and are especially pointed out in the claims.

In the accompanying drawings illustrating the application of my invention in one form—

Figure 1 is a view of one-half a pack of cards having a distinctive color such as red.

Fig. 2 is another view of one-half a pack of cards having a distinctive color such as blue.

Fig. 3 is a full view of the symbol & card.

Fig. 4 is a full view of the T-R-E-B-E card.

Fig. 5 is a view of the cards spelling the game Lorma.

All the cards will preferably have white faces with the letters and numbers printed in two distinctive colors and may be ornamented by conventional or other design having no relation to the games. The backs of the cards may be of any desired design. The cards 1 may be of any suitable material, of any size and edge outline, but are preferably similar in size, shape and material to the ordinary playing card.

On the face of the cards at diagonally opposite corners is inscribed a letter of the alphabet as indicated at 2, and a numeral as indicated at 3, Figs. 1, 2, and 5. Approximately in center of top and bottom of each card is inscribed a similar enlarged letter as indicated at 4, and a similar enlarged numeral as indicated at 5, Figs. 1 and 5. In addition to the two sets of alphabet cards there are provided two symbol & cards and two T-R-E-B-E cards, one each of the same distinctive colors and of the design as indicated at 6 and 6, best illustrated in Figs. 3 and 4 respectively. The pack of cards thus contains fifty-six cards of two sets of twenty-eight cards each. The twenty-six letters of the alphabet and the numerals placed thereon have relation to the infrequency of use of letters in English words as follows:

A, E, I, O, and U equal 1 each.

S, T, W, and Y equal 2 each.

D, G, R, and H equal 3 each.
C, L, M, and N equal 4 each.
F, J, K, and P equal 5 each.
B, and V equal 6 each.
X equals 7.
Z equals 8, and
Q equals 9.
The "&" and T-R-E-B-E cards equal zero (°) each.

While found convenient to use the values above given no specific limitation is intended and the values may be varied.

These cards are designed for forming words in playing and under the stimulus of contest there will be acquired a greater vocabulary, especially of the shorter words not in common use, a better grasp of the value of letters in changing meanings, and an enhanced mental activity and rapidity of observation. As penalties are attached for improper spelling or use of words not sanctioned by good authority, the games will lead to a more nearly correct language in young and old, and as the games are based on the numerical value of the letters the drudgery of the elementary rules of arithmetic assumes the nature of a pastime and their application is placed directly in practice. This feature can be further extended to the games hereinafter described, and to other games, and the rules while laid down for individual players may be easily altered and made applicable to partnership plays.

The distinctive colors permit different values to be given to certain plays, for example, a word formed of all red cards may be counted of double value to one formed of blue cards, and a word formed of all blue cards of double value to one formed of mixed cards, thus adding to the complexity and interest of the games.

In playing the games for which these cards are particularly designed hereinafter described the numbers only have a numerical value. Each & card, Fig. 3, can be used for any vowel. Each T-R-E-B-E card, Fig. 4, can be used as any letter selected by the player, vowel or consonant. When once so used the player using it must continue to use it as such letter until a new deal is made. The letters on the cards are used in combination to form words, the value of said letters constituting the point counting of the games, that is the score.

In general, after mixing thoroughly, the players take turn from right to left in distributing; the cards being dealt from right to left, one card to each player, until the required number for the games hereinafter more fully set forth are distributed. The play follows the same order, right to left. A person playing out of order or turn may be penalized. Words formed must agree with standard authorities. Penalties for misspelling or use of terms not found in the dictionaries should be fixed before commencement of play. Unless expressly agreed upon, the order of precedence of the letters of an exposed word must not be changed in adding thereto other letters to form another word, for example, it is allowed to form from the word "at" the following—eat, ate or art, but not "tea", or "tar", as in the last two words the "t" coming before "a" changes the precedence. Scores may be kept on score cards or by counters. It is seen that T-R-E-B-E card, Fig. 4 is the most important card in the deck as it can be used as any letter selected by the player. The "&" card is the next important card as it may be used for any vowel, although its counting value is zero.

In playing the game of "Lorma" two to six persons may play. Each player is distributed one card at a time until all receive seven cards. After last player has been served the dealer exposes one card and places pack on table. The order of play is then: draw one card, play, discard one card. Each player in turn may draw either the top card of the exposed pile or the uppermost card of the packet, as he may elect. From the cards then in hand the player may form any word of not less than three letters of which the hand is capable, and place the letters in proper sequence, face upward, in front of him, forming part of his column; or the player may play one or more letters from his hand upon any word in another player's column, forming a new word, as he may elect. The player then discards one card, face upward, upon the exposed pile. After a player has one word of at least three letters in his column he may form a word of a lesser number. The first player to dispose of all his cards is the winner. When there are no more cards in the pack, the play continues, omitting the draw. Should a player be unable to form a word according to rule or add to another column, he passes his play and discards.

In playing the game of "Advanced Lorma" nine cards instead of seven are distributed to each player. The first word formed in a player's column must consist of at least four letters, or more if so agreed upon. In other respects the play is the same as in the game of "Lorma". To add to the complexity of "Lorma" or "Advanced Lorma", the game may be modified so that the first letter of the word formed, or the letter or letters added to a word in an opponent's column, must be of the same color as the card exposed on the discard. If it is desired to play for points, the winner may count one point against each of his opponents for each card remaining in the opponent's hand when play is ended.

In playing the game of "Rob" each player is given six cards. One is exposed. The

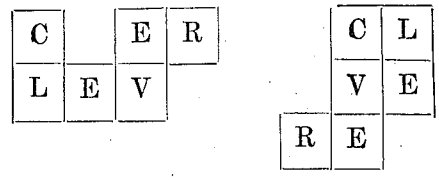
play is as in Lorma, excepting that a player adding to a word exposed, transfers that combination to his own column, that is robs his opponent. The winner of the distribution counts as points the numerical value of all the letters in his column, also that of each letter remaining unplayed by his opponents. Each player is entitled to count as points the sum of the numbers in his column. Any fixed number of points agreed upon before playing constitutes the game. As words may change from one to another column, count of points can not be made until end of distribution. The count of points is then made in the order of play and the first to gain the required number is declared the winner of the game.

In playing the game of "Advanced Rob" eight cards are distributed to each player. Proceed as in Rob, excepting the first word formed for a column, must be of at least four letters, or more if so agreed upon.

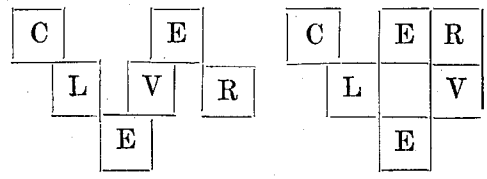
The game of "Multiplex Rob" differs from Rob or Advanced Rob in the manner of counting points. The value of a word is the product of the sum of the numerical value of all but the first letter of the word, multiplied by the number of the first letter. The worth of words commencing with letters not in frequent use, and thus having a high numerical value, is greatly enhanced and adds much to the interest and complexity of the game. The number of points to constitute a game should be much larger than in Rob. The same modification as regards color of exposed card governing the use of letters in Lorma can be applied, and giving a word formed of all red cards four times the value of one formed of mixed cards, and one formed of all blue cards double the value of one formed of mixed colors will materially modify the result of the game.

In the game of "Prince Dodo" words of four or more letters are formed from adjoining cards, the junction of the cards (horizontally or perpendicularly) to be in the order of the letters of the word. A player forming a word takes all the cards and points occupied by the letters of the word. The player taking the last word is entitled to all the cards and points remaining on the table when play is finished. Each card counts one point, and the player first obtaining one hundred (100) points is the winner; or each player takes fifty counters and the first losing all his counters is the loser and pays the penalty agreed upon before play commences. In the latter case a counter or point is placed on each card as played and is acquired by the player who takes the card. Any number up to eight may play. Five cards are distributed to each player and pack placed on table. The order of play is: draw; (one card) from pack; play one card on table; taking up any word of four or more letters formed. When all cards have been drawn the play continues until the last card is played. The cards played are arranged to form four lines of four letters each, making a square of sixteen cards. In the first four plays one card is placed on the table face upward, in such a position that no two cards are in the same line either horizontally or perpendicularly. In the fifth play the card must be in the same horizontal line as first card played; the sixth in the same line as second; the seventh in same line as third; and the eighth in same horizontal line as fourth; but not more than three cards can be in the same perpendicular line. Thereafter a player may select any vacant space for his letter, or if all spaces are filled any space in the square covering a letter or letters already exposed. A word formed must consist of at least four letters which must touch each other in the same order as they are in the word.

Examples.



Letters adjoining only at the corners, as—



are not considered as touching. A card cannot be placed on another card as long as there is a vacant space.

In the game of "Numbered Prince Dodo" four hundred (400) points should be required to be gained. The total number value of the letters of the T-R-E-B-E deck is 194. Instead of counting each card as one point, the number value of the letter indicates the number of points to be counted. It will readily be seen that the play is for the words containing the higher valued letters and a consequent different method of play will prevail.

In the game of "Ejean" each player is given twenty-five (25) counters. The one first losing all his counters is the loser and pays a forfeit. Six cards are distributed to each player. No card is exposed. Each player in turn draws (one card) and discards (one card). The discard is not exposed. The object of the game is to form a word of the cards in hand containing as may letters

as possible. Hands rank in order and have value as follows:

1st—a word of six letters	10
2nd—a word of four, and one of two	9
3rd—two words of three letters each	8
4th—three words of two letters each	7
5th—a word of five letters	6
6th—one word of three, and one of two	5
7th—a word of four letters	4
8th—two words of two letters each	3
9th—one word of three letters	2
10th—one of two letters	1
11th—a hand without any words	0

When two or more hands have equal value, the one having the highest number value is the winner. Should the number values be the same, these hands are declared winners and the points paid by the other players are divided by the winners. Whenever a player considers that he has the best hand he may refuse to draw when his turn comes and declare the end; thereafter each of the other players has one more draw and discard and play ceases. Otherwise play continues till all the cards of the deck have been drawn. When play is ended, each player places his cards on the table, face upward, in the order of his words, and the highest ranking combination is the winner, who is paid by each player the difference in point value between the respective hands.

To play the game of "Ejean Color Value" the following rule may be aded: When all the letters in hand are of the same color, the value of the hand is increased three-fold. If there is a complete word of the same colored letters and but one letter in hand of a different color, the value of the hand is doubled. A hand without a word but with letters all of the same color counts five (5) points.

In "Seven Card Ejean" seven cards are distributed instead of six. The play is similar. The count is the same as in Ejean, excepting a hand that has a word of seven letters counts 14; of five and two 13; of four and three 12; of three and two and two 11.

In the various forms of Lorma, Rob, and Prince Dodo the play may be by partners instead of individuals. Prince Dodo lends itself especially to partnership play, since one partner seeing what letter another may wish in a particular location may so place it, if in his power.

A further description of the multiplicity of use of the cards having the characters and arrangements hereinbefore described is unnecessary. The advantages of my invention are obvious, as by these means games of much variety and interest as well as instructive value may be played while avoiding the unpleasant association which to some render the use of the common playing card objectionable.

I am aware that prior to my invention card games have been patented using a master card to play and take the other cards, being used as any letter of the alphabet, therefore I do not claim a pack of playing cards broadly with a master card, but I do claim the improvement thereon due to the novel arrangement of values and to the introduction of a symbol "&" card in combination with the master card T-R-E-B-E, and the other cards as heretofore described and more specifically hereinafter claimed.

Having thus described my invention, what I claim as new and desire to secure by Letters-Patent, is—

1. A pack of cards in combination comprising two groups of equal number distinguished by different colors, each group consisting of twenty-eight cards, with numeral affixed on each bearing relation to the infrequency of use of the letters in English words, twenty-six of which also bearing a single letter of the alphabet, one in each group bearing the symbol "&," and one in each group bearing the word "T-R-E-B-E," as described.

2. In combination a pack of playing cards consisting of fifty-six cards in two groups of twenty-eight cards each, with numeral placed on each card bearing relation to the infrequency of the use of letters in English words, each group being distinguished by different colors, twenty-six cards of each group bearing a single different letter of the English alphabet, one card in each group having placed thereon the symbol "&" for use as any vowel, one card in each group having placed thereon the word "T-R-E-B-E" for use as any letter, the scoring value of the cards being determined by the numeral placed thereon, substantially as described.

3. In combination a pack of playing cards consisting of fifty-six cards in two groups of twenty-eight cards each, with numeral irregularly placed on each card having relation to the infrequency of the use of letters in English words, each group being distinguished by different colors, twenty-six cards of each group having placed thereon in sequence a single different letter of the English alphabet, one card in each group bearing the symbol "&" for use as any vowel, one card in each group bearing the word "T-R-E-B-E" for use as any letter, the latter two cards having no taking or scoring value, and the scoring value of the other cards being determined by the numeral thereon, substantially as described.

In testimony whereof, I have affixed my signature in the presence of two witnesses.

FREDERICK J. EBERT.

Witnesses:

JOHN R. HURLEY,

L. GLENN DAVISS.