

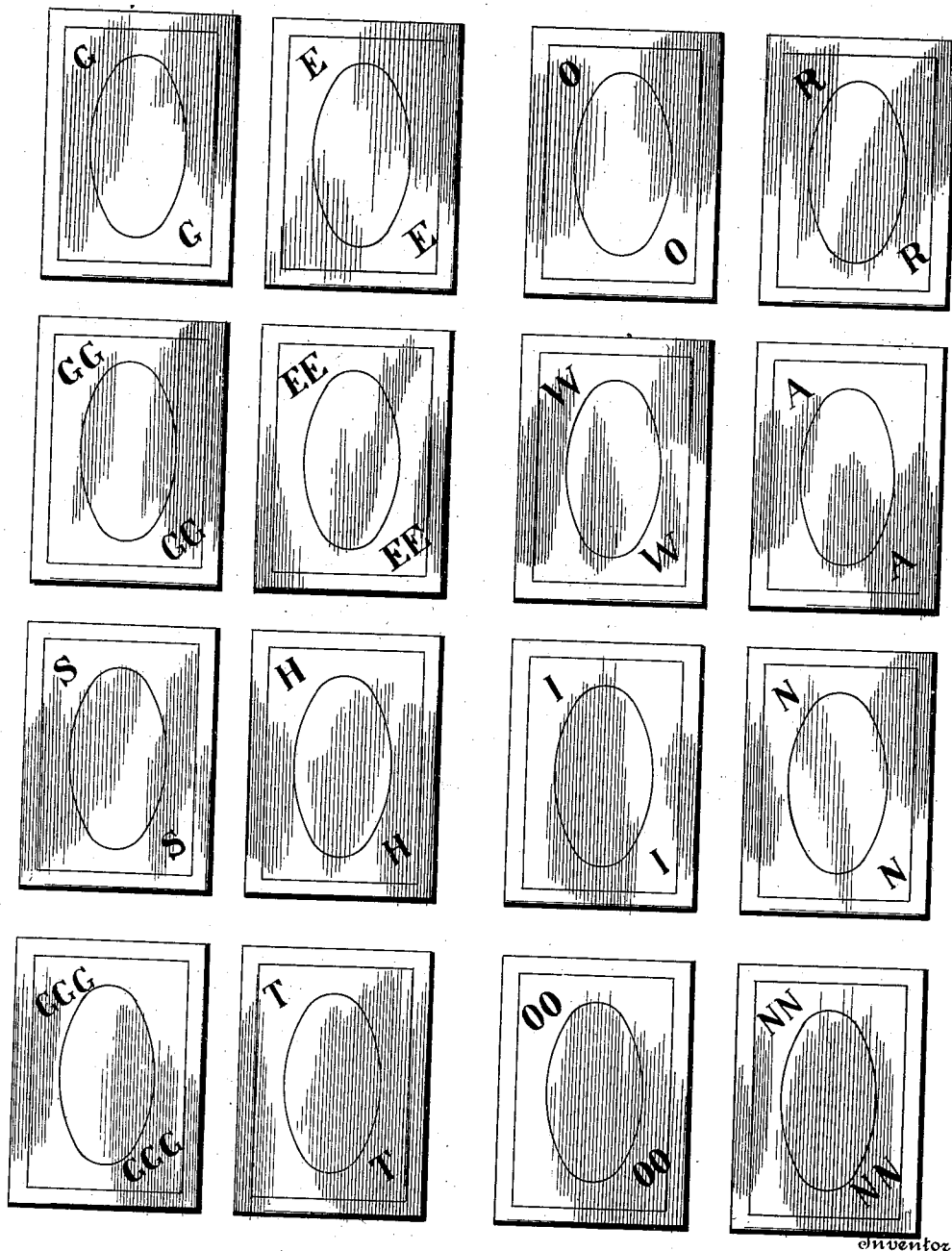
No. 742,498.

PATENTED OCT. 27, 1903.

E. H. ROY.
GAME.

APPLICATION FILED MAR. 16, 1903.

NO MODEL.



Inventor

E. H. Roy

Witnesses:

John M. Thompson

By

A. H. Lacey

Attorney

UNITED STATES PATENT OFFICE.

EDWARD H. ROY, OF NASHVILLE, TENNESSEE.

GAME.

SPECIFICATION forming part of Letters Patent No. 742,498, dated October 27, 1903.

Application filed March 16, 1903. Serial No. 148,027. (No model.)

To all whom it may concern:

Be it known that I, EDWARD H. ROY, a citizen of the United States, residing at Nashville, in the county of Davidson and State of Tennessee, have invented certain new and useful Improvements in Games, of which the following is a specification.

This invention relates to a game embodying a pack of cards having imprinted thereon letters to spell the name of a celebrity and pictorial or descriptive matter, or both, of scenes and important events in the life of the personage from whom the game derives its name.

An essential feature of the game is increasing the same letter by one at each occurrence in the same name to designate its order and prevent playing it too early or too late in the game. The number of cards may vary according to the number of letters in the selected name and the number of times the name is provided. If the selected name contains ten letters and the name is provided ten times, there will be one hundred cards. In the particular game in question the name of the celebrity is "George Washington" from whom the game is called. This name contains sixteen letters and is provided ten times, making one hundred and sixty cards in the game. The drawing illustrates sixteen cards, one for each letter of the name, arranged in order, the first being "G" and the last "N." The letters are preferably arranged at opposite ends of the cards, the middle portion being reserved for illustrative matter, pictorial or otherwise, indicative of events in the life of George Washington. The letter "G" appears three times and is single at the first position, double at the second position, and triple at the third position. Hence the location of a card bearing the same letter can be readily determined by the number of letters thereon. The letters "O," "E," and "N" each occur twice. Hence at the second occurrence they are duplicated to determine their position in the name.

Any set of rules may be determined upon to play the game; but the following have been devised: Each player will receive six cards, to be placed face downward, this being called his "Washington stack," also six cards to play with. Player No. 1, at the left of the

dealer, will begin the game by playing letter "G" on the table. If he has an "E," he plays it on top of the "G," and so on as long as he can play some letter toward spelling his name. If he has no letter "G," he plays one of his cards face downward on this Washington stack. Player No. 2 will do likewise until all have played their first hand, all of the first hand going face downward on the Washington stack that are not played on the table. The Washington stack will then be turned face upward, and then the real science and fun of the game commences, although from the very start the game is very interesting. At no stage of the game must any letter be played ahead of "G." When a player has this letter and plays some other letter than "G" when he has a "G," the player catching him will say "Washington" and will select some card out of his own hand and place it on top of the Washington stack of the one caught. Washington stacks will be watched the same way, and whoever fails to play a card from his Washington stack whenever opportunity affords itself the one catching him will do as before, say "Washington," and select some card out of his own hand and place it on the Washington stack of the one caught. When the trip is completed—in other words, when the name is spelled—he then places the cards in the deck and mixes them up. The deck will never run out. When a player finds he cannot play a card from his hand or the Washington stack in the second hand, he starts a supporter, being allowed six of such supporters. The cards must be placed side by side of the Washington stack. After a player has made six supporters he can place cards on the top of them, but must not do so until he has made the six supporters. When one of the supporters is used up, another may be started. One can always play some card from the supporters, if he so desires, provided he has no card "G" or no letter on the Washington stack that could be played. It is necessary to watch the supporters very closely, for from this source the player gets the most help. The player who gets rid of his Washington stack first gets one hundred points and secures the game. Partners can play. A player has the right to play a card from his partner's Washington stack alone, but has

nothing to do with his partners's supporters. In spelling the name there are several letters of the same kind—as, for instance, in "George" there are two "G's," so when the
5 second "G" comes there will be two "G's," and so on. Also the same will apply with reference to the letters "E," "N," and "O." Whoever plays the last letter at any time in spelling the name will get five points, and the
10 player who gets the most points in this way will come out second and third, and so on.

Having thus described the invention, what is claimed as new is—

1. A game comprising cards corresponding
15 in number to the letters in a given name, each card bearing a letter of said name and the cards bearing the same letter more than once having the letter increased by one at each occurrence to designate the order or

relative position of the cards when played, 20 substantially as described.

2. A game comprising cards corresponding in number to the letters in the name of a selected celebrity, each card bearing illustrative matter of events in the life of the per- 25 sonage and a letter of the name, and the cards bearing the same letter more than once having the letter increased by one at each occurrence to designate the order or relative position of the cards when played, substan- 30 tially as set forth.

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

EDWARD H. ROY. [L. S.]

Witnesses:

JAMES B. ANDERSON,
WM. B. BAIRD.