

C. A. LATHAM.
CARD GAME.

(Application filed Jan. 8, 1898.)

(No Model.)

2 Sheets—Sheet 1.

Fig. 1.

Abash Adept
Abandoned Adequate
Accede Aerial
Accept Aerify

3
A
2

1

Fig. 2.

Beas
Big - 6
Bird - 6

B
5

4

Fig. 3.

Cat Charter
Cater Chary
Calber - 9

C
8

7

Fig. 4.

Dignity
Differ - 12

D
11

10

Abase Adhere
Abash Adhesion
Accept Aerolite
Accession Aerology

A
3

1

Bit - 6
Bice - 6
Birth - 6

B
5

4

Canteen Chase
Capital Chuckon
Call - 9

C
8

7

Diagonal - 12
Disagree - 12

D
11

Abate Adherer
Abate Adhesive
Accepter afar
Accessory afterward

A
2
3

1

Bicker - 6
Bilbo - 6
Burhight - 6

B
5

4

Cantata cheer
Caprice Circle
19

C
8

7

Diameter 12
Disallowance

D
11

10

Abhor adjective
Abit adjoin
Accident affably
Accompany affair

A
2
3

1

Bilg - 6
Billow - 6
Bishop
Bite - 6

B
5

4

Cant Chessman
Capricious chuck

C
8

7

Diamond 12
Disclaimer

D
11

10

Witnesses

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No. 622,240.

Patented Apr. 4, 1899.

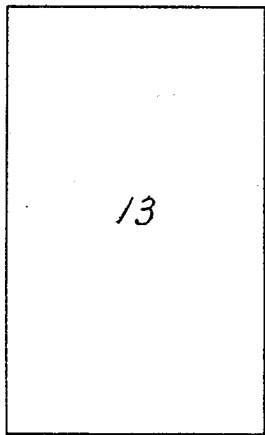
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2 Sheets—Sheet 2.

Fig. 5.



Witnesses

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UNITED STATES PATENT OFFICE.

CHESTER A. LATHAM, OF WICHITA, KANSAS.

CARD-GAME.

SPECIFICATION forming part of Letters Patent No. 622,240, dated April 4, 1899.

Application filed January 8, 1898. Serial No. 666,096. (No model.)

To all whom it may concern:

Be it known that I, CHESTER A. LATHAM, a citizen of the United States of America, residing at Wichita, in the county of Sedgwick and State of Kansas, have invented certain new and useful Improvements in Card-Games, of which the following is a specification, reference being had therein to the accompanying drawings, and the figures of reference thereon, forming a part of this specification, in which—

Figure 1 represents four "A" cards. Fig. 2 represents four "B" cards. Fig. 3 represents four "C" cards. Fig. 4 represents four "D" cards.

This invention relates to card-games; and it consists of four cards of each letter of the alphabet from "A" to "Z," inclusive, also one joker; and the object of my invention is to produce a game that will furnish amusement and instruction to those playing the game.

Referring to the drawings, 1 represents four "A" cards. 2 represents a capital "A" in the center of each "A" card. 3 represents a list of words commencing with the letter "A," each word appearing on but one card.

4 represents four "B" cards. 5 represents a capital "B" in the center of each of said four "B" cards. 6 represents a list of words commencing with the letter "B" on each of said cards.

7 represents four "C" cards. 8 represents a capital "C" in the center of each of said "C" cards. 9 represents a list of words commencing with the letter "C" on each of said "C" cards.

10 represents four "D" cards. 11 represents a capital "D" in the center of each of said "D" cards. 12 represents a list of words commencing with the letter "D" on each of said "D" cards.

13 represents a joker-card without word or letter printed thereon.

In the same manner there are four cards of each letter of the alphabet, with their respective capital letter in the center of the card and a list of words. One alphabet of said cards is red. One alphabet of said cards is white. One alphabet of said cards is blue. One alphabet of said cards is yellow. There is one joker, without letter or word printed thereon.

This game is played in the following man-

ner: Two or more persons have a hand of six cards—for example, two. No. 1 has a hand with the letters "C," "A," "L," "K," "E," "R," and, it being his play, calls any word he finds on any card in his hand—say "Calker"—spelling said word aloud, at the same time playing his first card "C." No. 2 has a hand with the letters "A," "C," "L," "L," "B," "D," and plays "A." No. 1 plays "L." No. 2, not having a "K," plays an "L," at the same time calling aloud the word "Call," spelling the word, thus completing a word and taking the trick. By taking said trick gives him the first call for the next word. Say he chooses the word "Delineate," spelling the same aloud and playing the letter "D." No. 1 plays "E." No. 2 plays "L." No. 1 not having an I, if he cannot think of a word that he can make by adding any letters he has in his hand to the letters "Del" already played, and as he must play every time his turn comes, he can play any card he may have in his hand that he chooses, said card not counting in the spelling of the word, but will count in the counting of the number of cards held at the close of the game. No. 2, not having an "I," will play in the same manner. Thus they will play until all the cards in their hands have been played, when a new hand will be dealt out. If neither player has an "I," the second hand will be played in like manner and the third hand dealt out. No. 1, having an "I," will play that card. Should the four cards played have only the colors red and white, and No. 2, not having the letter "N," but having a blue card, can play said blue card and take the trick by calling the national colors—red, white, and blue.

Should either player have the joker, he can play it and take the trick any time he may choose, providing he has not got the letter that would come at his turn in spelling a given word.

Should either person make an error in spelling any given word, the trick can be taken by the player detecting said error.

The game is counted as follows: When the complete alphabet has been played, each player will count the number of cards he has taken. Each card taken by a player will count one unit. The number of tricks taken will also be counted, together with the num-

ber of letters used in the spelling of the word on which the trick was taken. Each trick will count two units for each letter in the word completely spelled out in said word.

5 Each trick taken by the red, white, and blue will count ten units, and a trick taken by the joker will count twenty-five units. One hundred units make one point and ten points make one game.

10 Having thus described my invention, what I claim as new and useful, and desire to secure by Letters Patent, is as follows:

1. A card-game for spelling words, having several cards of each letter from "A" to "Z" inclusive printed thereon, a list of words printed on each card commencing with the letter

of said card, each card having a different list of words, and a joker-card without word or letter printed thereon.

2. A card-game for spelling words, having 20 four cards of each letter from "A" to "Z" inclusive printed thereon, each of said alphabets being of different colors, a list of words printed on each card commencing with the letter of said card, the same word appearing 25 on but one card, and a joker-card without word or letter printed thereon.

CHESTER A. LATHAM.

Witnesses:

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C. W. MCCOY.