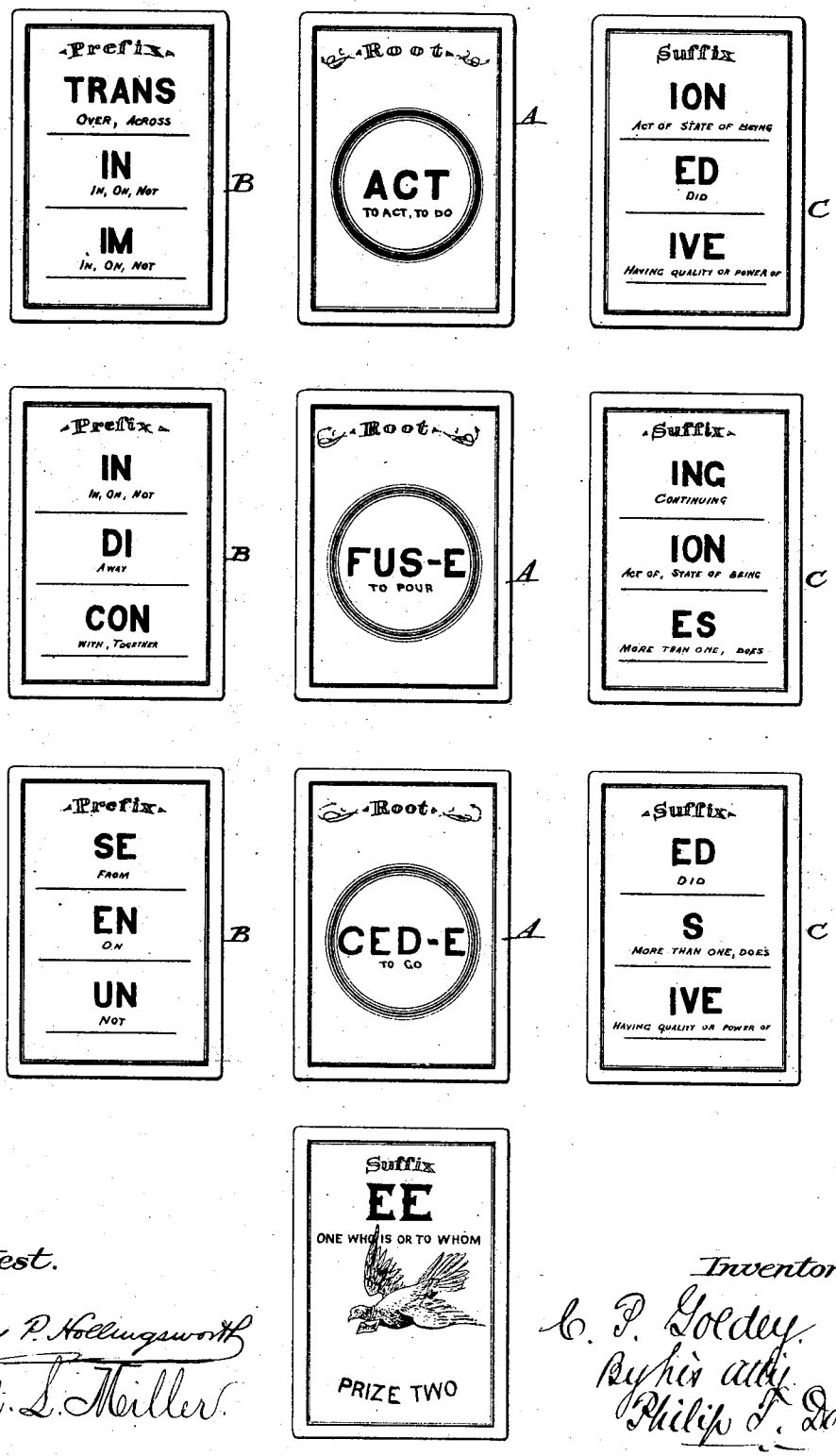
(No Model.)

C. P. GOLDEY.

GAME CARDS.

No. 244,745. Patented July 26, 1881.



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UNITED STATES PATENT OFFICE.

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GAME-CARDS.

SPECIFICATION forming part of Letters Patent No. 244,745, dated July 26, 1881.

Application filed June 16, 1881. (No model.)

To all whom it may concern:

Be it known that I, CHARLES PIERRE GOLDEY, of New York, in the county of New York and State of New York, have invented certain Improvements in Game-Cards, of which the following is a specification.

The object of this invention is to provide a game which shall serve as a means of amusement, and at the same time as a means of obtaining a thorough knowledge of the origin and construction of words in an easy and interesting manner.

To this end the invention consists in a series of cards divided in suits, the suits bearing respectively word roots, suffixes, and prefixes, the cards being used under such rules as may be adopted by combining different cards in such manner as to form by the combination various words. For example, by placing in advance of the card which bears the root "act" the prefix "trans" the word "transact" is formed, and by adding to the cards thus arranged the card bearing the suffix "ion" the word "transaction" is produced, and so on indefinitely.

The number of cards employed in each suit and the particular roots, suffixes, and prefixes employed form no essential part of my invention, the same being selected at will.

In order to render the game more instructive, terms explanatory of the words, suffixes, and prefixes appearing thereon may be applied to them.

Prize-cards or other additional cards may be also used in addition to the cards above named, or certain of the first-named cards may be marked as prize-cards.

In the accompanying drawing, A represents a number of the root-cards; B, the cards containing prefixes, and C the cards containing suffixes.

It will, of course, be understood that the cards represented would not constitute a desirable game, it being preferable to increase their number to fifty or thereabout. It is preferred to employ sixty-four cards, nineteen having three prefixes on each, twenty-five having one root on each, fifteen with three suffixes on each, and five prize-cards each bearing one suffix. Among the roots which I employ are "tract," "gress," "sign," "fer," "pulse," "port," "form," "sist," "script," "pose," "press," "vert," "act," "fuse," "cede," "claim," "miss," "spect," "ject," "duce," "duct," and "cess." Among the prefixes I employ are "trans," "in," "pro," "suf," "de," "dis," "col," "se," "en," "im," "di," "at," "un," "ap," "ex," "pre," "inter," "per," "con," "re," "se," "op," "a," "ab," "super," "sub," "e," "intro," "ob," "circum," "retro." Among the suffixes I employ are "ory," "ly," "ant," "ate," "ity," "able," "ion," "est," "al," "ed," "ive," "er," "ence," "ment," "ing," "es" "ent," "ible," "ance," "ure," "ness," "ful," "ee," "or."

The cards thus prepared may be used under various rules for playing different games, all of which will embrace the features of combining two or more cards to form one word.

It is manifest that the roots may be used with cards bearing suffixes only, or used with cards bearing prefixes only; but it is preferred to make use of both the prefixes and suffixes, or the cards bearing the prefixes and suffixes may be used without the root-cards, in which case the word "roots" will be named by the player at will.

It is deemed unnecessary to give herein all the rules which may be employed when making use of the cards, inasmuch as the adoption of one rule or another is discretionary with the persons making use of the cards. The use of the following rules, however, will afford one very amusing and instructive game. Let each player draw from the pack one card. The first person drawing a prefix deals. If no prefix is drawn on the first round the drawing is to be continued until one is drawn. Shuffle the cards thoroughly and let each player in turn act as dealer. Deal four cards at a time to each player, and lay four cards, one at a time, face up on the table; when these have been used, four more, one at a time, to each player, but none to the table, and proceed in this manner until the pack is consumed, laying the odd cards, if any remain, face upward upon the table. Beginning at the left of the dealer, each person plays in turn. For example, A sits at the left-hand of the dealer and the four cards "ing" "re" "port" "ion" lie on the table. A having arranged his cards so that he alone can see them, plays either a root or a prefix or a suffix, so as to make a word from one or more cards on the table, and when a word is formed it is taken from the table and called a trick. Every word formed should contain a root, and

can be made of two or more syllables. Each player has but one turn and can play but one card from his or her hand at a time, and is allowed one minute and a half. If you cannot make a word, or do not wish to form, as will be explained later, you must play one card from your hand to the table, face up. A player can use any one, but only one, of the three prefixes or suffixes on the same card. After a prefix, root, or suffix has been played, and only when the player is removing from the table a trick that he has made, the next player may add a suitable prefix or suffix, and take it from him, and the next player, in turn, may take it by still adding, and so on. For example, A forms the word "trans-act," and is about to take it from the table when B, looking over his cards, sees the suffix "ion," and says: "I make it 'trans-act-ion' by adding the suffix 'ion,'" and is about to take the trick when C says: "I make it 'trans-act-ion-s' by adding the suffix 's,'" and takes the trick. The final e is dropped before a suffix beginning with a vowel, as cede-ed—ceded. When the last letter of a root or suffix should be dropped by adding an additional syllable according to the above rule a dash before that letter will be found, and the card played should be placed upon it, covering it from sight, as in the word "confusing" from "confuse-ing." The player should endeavor to make words of the greatest number of syllables, as a word of four syllables scores one point; five syllables, two points; six syllables, three points.

A sweep.—The player who takes all the cards from the table makes a sweep and scores one point. The next player must play one card to the table, face up.

The prizes used in this game are to secure the greatest number of points, and they will be found valued, respectively, one, two, and three.

When all the cards in the pack are exhausted, the player taking the last trick takes all the cards remaining on the table.

Making an incorrect word or spelling incorrectly, forfeits the player's turn, and the first card of the incorrect word is taken by the player who first detects the error. If more than one detects it at the same time the card is played to the table.

Having thus described my invention, what I claim is—

1. The herein-described game apparatus, the same consisting of a series of cards divided into suits, the suits bearing, respectively, word-roots, prefixes, and suffixes.

2. A pack of cards containing a suit provided with prefixes and another suit provided with suffixes, the same being adapted, as described, for use with word-roots either written or unwritten.

3. A game consisting of three suits of cards, the cards of the first suit provided each with a root, the cards of the second suit provided each with two or more suffixes, and the cards of the third suit provided each with two or more prefixes.

4. A pack of cards divided into suits, the cards of the respective suits bearing prefixes and suffixes and words explanatory thereof.

5. In a game apparatus, the combination of the cards bearing, respectively, the roots, suffixes, and prefixes, and prize cards, substantially as shown.

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Witnesses:

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