

B. C. BLANCHARD.
CARD GAME.
APPLICATION FILED JUNE 27, 1905.

2 SHEETS—SHEET 1.

FIG. 1.

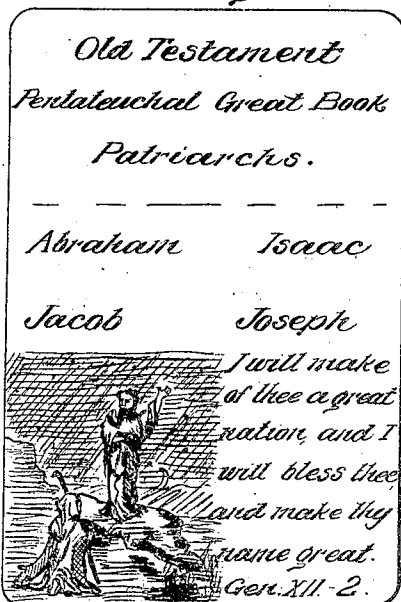


FIG. 2.

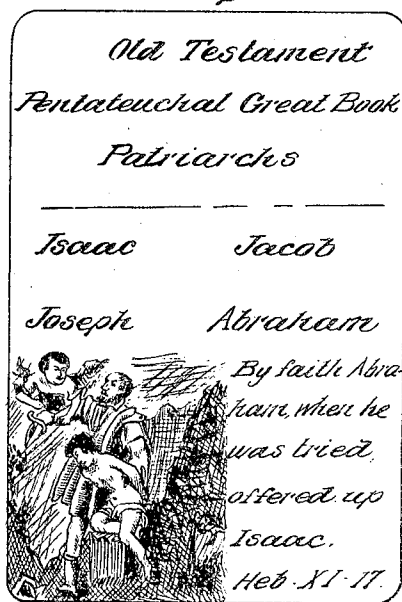


FIG. 3.

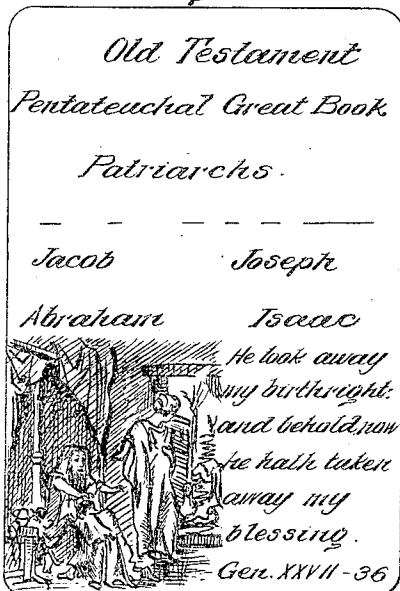
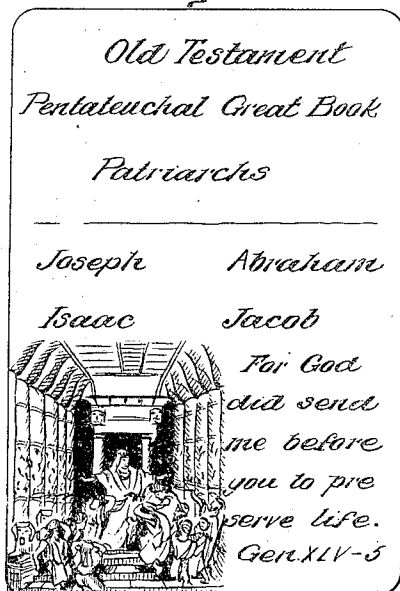


FIG. 4.



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2 SHEETS—SHEET 2.

Fig. 5.



Fig. 6.

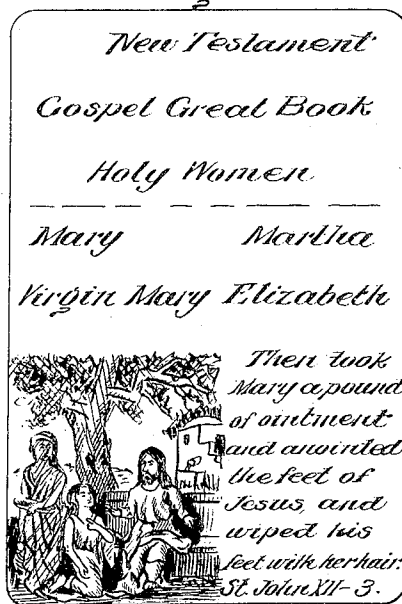


Fig. 7.

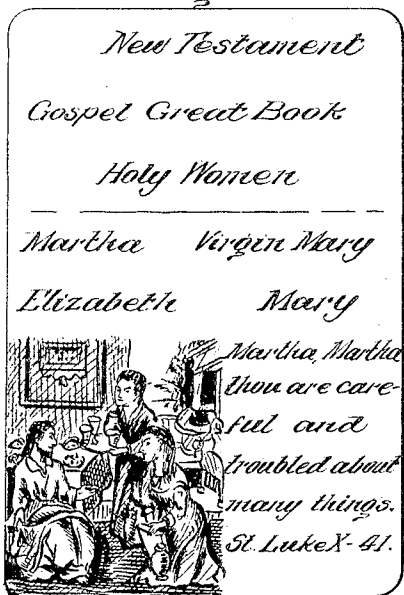
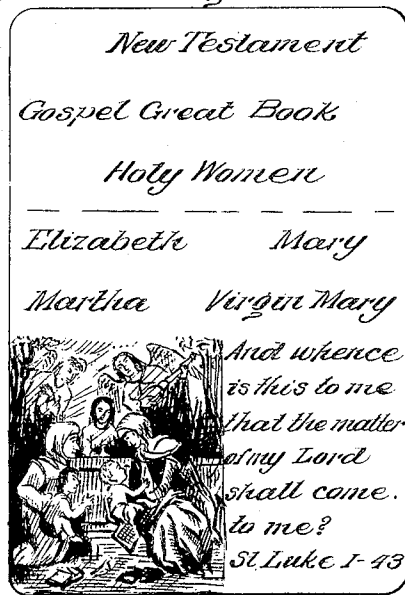


Fig. 8.



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UNITED STATES PATENT OFFICE.

BELLE C. BLANCHARD, OF FAYETTEVILLE, ARKANSAS.

CARD GAME.

No. 807,433.

Specification of Letters Patent.

Patented Dec. 19, 1905.

Application filed June 27, 1905. Serial No. 267,251.

To all whom it may concern:

Be it known that I, BELLE C. BLANCHARD, a citizen of the United States, residing at Fayetteville, in the county of Washington and State of Arkansas, have invented certain new and useful Improvements in Card Games, of which the following is a specification.

This invention is designed to afford instruction and amusement, being particularly intended to familiarize one with the Bible and the characters and incidents therein.

The game consists of a number of cards, preferably one hundred and forty, subdivided into sections corresponding with the general classification of the Bible, a part representing the Old Testament and a part the New Testament. These sections are further subdivided into great books and the great books into other or primary books of four cards each. Each of the four cards of a primary book bears like identifying matter to facilitate their assembling and grouping when collecting the cards from different hands to complete a book. In addition to the identifying matter each of the cards bears a quotation relating to the identifying matter and a reference to the part of the Bible where the quotation may be found. Associated with the quotation is pictorial matter illustrative thereof and all tending to fix the idea or lesson upon the mind.

The accompanying drawings illustrate two primary books of four cards each, the one selected from the general class representing the Old Testament and the other from the New Testament.

Figures 1, 2, 3, and 4 represent the four cards comprising one of the books of the Pentateuchal great book of the Old Testament, the same being designated by the title "Patriarchs" and bearing the names of the well-known patriarchs Isaac, Jacob, Joseph, and Abraham. Figs. 5, 6, 7, and 8 represent the four cards of a primary book of the New Testament selected from the Gospel great book and entitled "Holy women" and bearing the names of Elizabeth, Mary, Martha, and Virgin Mary.

The game comprises seven great books, each subdivided into five primary books of four cards each, and the great books being again classified under the headings of "Old Testament" and "New Testament," four falling under the heading of "Old Testament" and designated "Pentateuchal," "Historical," "Prophetical," and "Miscellaneous" and three coming under the head of the "New Tes-

tament" and designated as "Gospel," "Apostolic," and "Miscellaneous." Each of the great books is again subdivided into five primary books, corresponding with the prescribed subdivision occurring thereunder in the classification of the Old and New Testaments of the Bible. One of the primary books of the Pentateuchal great book is "Patriarchs," and the personages selected as representative thereof are Isaac, Jacob, Joseph, and Abraham, the four names just mentioned appearing on each of the cards, as shown in Figs. 1, 2, 3, and 4. The heading "Old Testament" serves to identify the cards with the general subdivision, and the words "Pentateuchal great book" fix the relation of the cards to the general subdivision under either one of the two classes "Old Testament" or "New Testament," and the name "Patriarchs" limits the cards to the particular book. The names of the patriarchs appearing on the cards serve to associate such cards with one another in the assembling of the particular primary book. At the bottom of each of the cards appears a quotation and an illustration which tend to convey the same idea or lesson, and associated with the quotation is the matter indicating where said quotation may be found in the Bible. The quotation and the pictorial matter relate to some incident or event bearing upon the identifying matter contained upon the card, whereby there is a relation between the several parts of a showing, thereby tending to fix the idea upon the mind without necessitating any very great mental effort on the part of the player. The cards shown in Figs. 5, 6, 7, and 8 represent a primary book selected from the general classification of "New Testament" and is one of the five books of the Gospel great book. Each of these cards bears four names of illustrious personages—in the present instance being the holy women, Elizabeth, Mary, Martha, and Virgin Mary. In addition to the identifying matter each of the cards is provided with a quotation and a corresponding illustration, substantially as herein set forth, the quotation having a reference to the place where it may be found in the Bible.

In playing the game the object is to assemble the cards comprising the several primary books, which when collected are put out of play during one hand or deal. To add to the interest of the game, it is of advantage to secure as many of the books as possible, it being understood that the great books comprise five primary books. The cards after being

shuffled are dealt to the players from left to right until all are distributed, provided there are a great number of players; but in the event of the number of players being limited a certain number of cards may be held in reserve to be drawn from, as may be determined upon. It is preferred, however, to deal all of the cards to the players in equal numbers. After the cards have been distributed the player next to the left of the dealer begins by calling for a card to complete a book, any player being selected, and in the event of the person calling failing to receive the card desired the next player in order is entitled to call for a card from any other player. If the card called for is delivered, the player continues in play until the card called for is not delivered, when the next player in turn is entitled to call for a card, and so on until all the cards are matched and put out of play. When a player completes a book, either matching immediately after the deal or preliminary to playing or during the progress of the game, said book or books are placed upon the table and count for the player collecting the same. Each book counts one point. A great book counts ten extra. Two great books count thirty extra, provided they are in the same Testament. Three great books in the same Testament count fifty extra, and four, seventy. At the conclusion of the play the person scoring the highest number of points is declared the winner.

It is to be understood that the books which make up the pack have no reference to the books of the Bible, but are character books. It is further noted that when a limited number of persons are engaged in playing the game one or more great books may be taken from the pack or the number of cards may be reduced in any determined way.

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

1. A card-game apparatus comprising a plurality of great books subdivided into general classes, and each great book being further subdivided into primary books, and each primary book consisting of a number of cards bearing like identifying matter corresponding with the general classification, the nature of the great book the character of the primary book, and names designating the personage or character of the card comprising the primary book.

2. A card-game apparatus comprising a plurality of books subdivided according to a gen-

eral classification, and each general classification further subdivided according to great books, and the latter in turn subdivided into primary books or a like number of cards each of the cards of the primary books provided with like names to identify the several cards of the respective primary books and with other identifying matter to enable associating the primary books with the great books and with the books of the general classification.

3. A card-game apparatus comprising a plurality of books subdivided according to general classification and the general classes coming under specific headings, each of the primary books comprising a number of cards provided with like identifying matter and with a quotation and a pictorial illustration corresponding with the quotation, both the illustration and the quotation referring to some incident bearing upon the identifying matter of said cards.

4. A biblical card-game apparatus comprising a plurality of great books subdivided according to the Old and New Testaments, each of the great books being further subdivided into primary books according to the classification of the great books in the Bible, each of the cards of a primary book bearing a name to identify to which great book the primary book belongs, and the several cards of the primary book bearing like names of personages to facilitate assembling of the cards in the formation of the books.

5. A biblical card-game apparatus comprising a plurality of great books subdivided according to the Old and New Testaments, each of the great books being further subdivided into primary books according to the classification of the great books in the Bible, each of the cards of a primary book bearing a name to identify to which great book the primary book belongs, and the several cards of the primary book bearing like names of personages to facilitate assembling of the cards in the formation of the books, each of the primary cards being further provided with a biblical quotation and a pictorial representation illustrative of said quotation, and with matter identifying the place where the quotation may be found in the Bible.

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

BELLE C. BLANCHARD. [L. S.]

Witnesses:

EDWARD S. MCDANIEL,
CLARENCE C. LEMAN.