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1,557,824

E. F. L. FRITZ

GAME

Filed Feb. 17, 1923

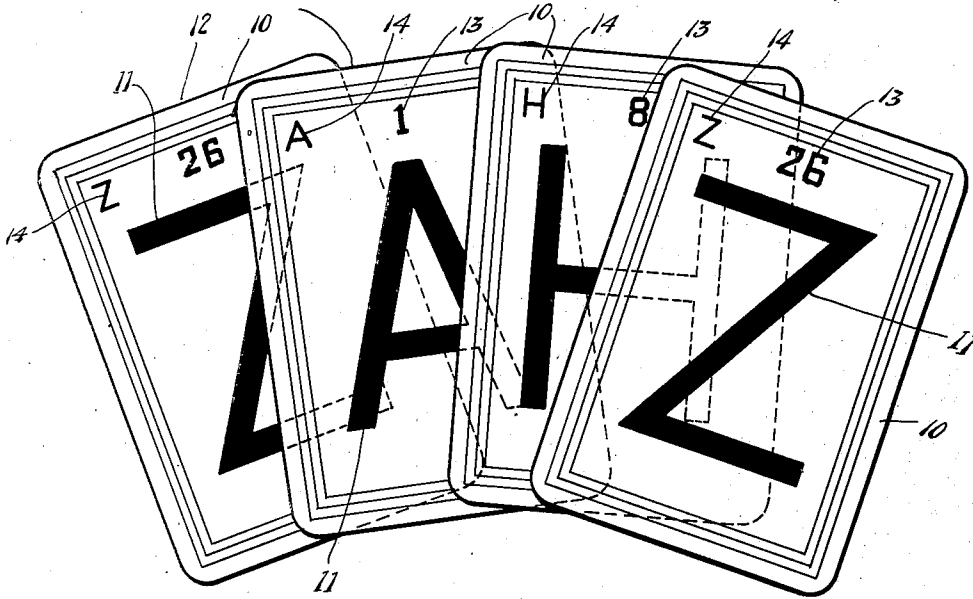


Fig. 1

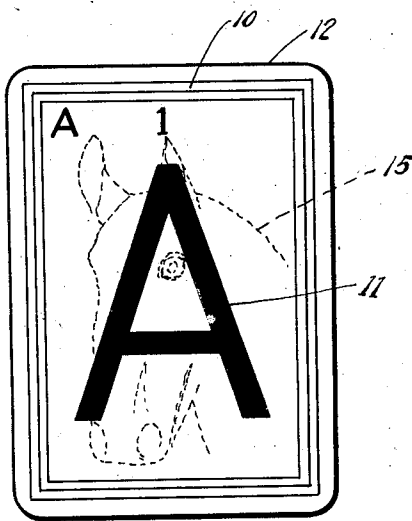


Fig. 2

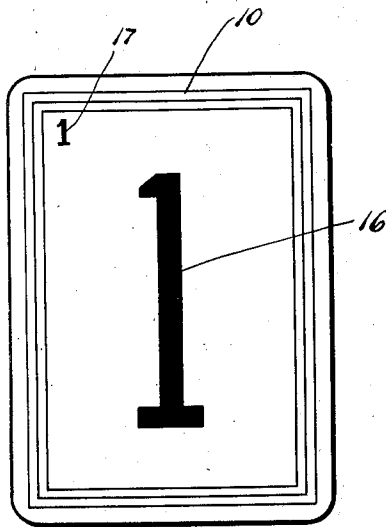


Fig. 3

Witnesses:

W. Smallwood

E. C. Brady

Inventor:

E. F. Lewis Fritz

By Schwaaborn

His Attorney

UNITED STATES PATENT OFFICE.

EMIL F. LEWIS FRITZ, OF MICHIGAN CITY, INDIANA.

GAME.

Application filed February 17, 1923. Serial No. 619,731.

To all whom it may concern:

Be it known that I, EMIL F. LEWIS FRITZ, a citizen of the United States, and a resident of Michigan City, county of La Porte, and State of Indiana, have invented certain novel Improvements in Games, of which the following is a specification.

My invention relates to novel improvements in games and has for its principal object the provision of a game to be hereinafter set forth which will be educational and amusing and one which will be simple in structure and arrangement.

Other objects will appear hereinafter.

The invention consists in the combinations and arrangements of parts hereinafter described and claimed.

The invention will be best understood by reference to the accompanying drawings forming a part of this specification, and in which,

Fig. 1, is plan view of one side of the cards of the game embodying the invention;

Fig. 2, is a plan view of one side of the cards similar to those illustrated in Fig. 1; and

Fig. 3, is a plan view of the reverse side of the card illustrated in Fig. 2.

In attaining the objects of the invention, the game comprises a series of cards, indicated at 10, preferably formed of paste board or other suitable material that will serve the purpose such as light metal or celluloid, and it is my intention to provide 52 cards which will form the deck. The cards 10 as shown in the drawing are of a size similar to the ordinary playing cards and are adapted to be confined in a suitable box (not shown) when not in use. Displayed on one side of each of the cards, by printing or embossing the same thereon, is a letter 11 of the alphabet, there being two cards each bearing a similar letter, to provide duplicate cards. Printed or embossed on the card between the top edge 12 and the head of the letter is a number 13 showing the relation of the letter on the card to the other letters of the alphabet on the other cards of the deck, or in other words, indicating its alphabetical numerical position in the alphabet. Adjacent one of the corners of each card, preferably the upper left hand corner, formed by printing or embossing, is a small letter 14 of the same alphabetical character as the letter 11 on the card. The objects of providing this corner letter will be

best understood when considering, that when a number of cards are held in the hand the letters 11 will be partly or entirely covered; this corner letter permits ready observation of the letter of the card. Also formed on the face of each card is an object indicated at 15, Fig. 2, which in the present instance is illustrated as a part of an animal like the head of a horse, placed on the card bearing the letter A to suggest the word animal; and it is intended that on each of the cards a different object such as indicated at 15 is to be formed, said objects being formed on the card by printing or embossing the same thereon and each representing different animals or well known characters. The object of having these representations of characters and animals embossed on the card is to convey to the mind of the player a name or word to call when playing the game, as will be more fully hereinafter understood. On the reverse side of each of the cards, as illustrated in Fig. 3, is a number indicated at 16 corresponding to the number indicated at 13 on the other side of the card, this number being printed or embossed on the card, said number being related to the letters displayed on the card on the opposite side. In the upper left hand corner of this side of the card, as that illustrated in Fig. 3, I also form, by printing or embossing thereon, a small number indicated at 17 of the same character as the numbers indicated at 16, this small number indicated at 17 serves the same purpose as the small letter 14 formed in the upper left hand corner of the card on the reverse side.

The game is played as follows:

Any number of players can take part in the game and when the game is in progress the cards are dealt to the players so that each player will hold the same number of cards. The first player to play will call a word, for example let the word be horse, the player to his right being in possession of the card bearing the letter "H" will throw the card upon the table. If this same player is in possession of the card bearing the letter "O", he will also discard this card upon the table. The next player having the next letter will discard the card upon the table and this continues until the word is completely spelled by the discarded cards, the player having the last card, that is, the card bearing the letter "E" comes into possession of all the cards discarded. After this has been

completed the next player calls a word and the same method of playing the game is repeated. The game continues thus until one of the players comes into possession of all the cards and when such point is reached in the game, this player will be the winner. By displaying the numbers indicated at 16 on the side of the cards opposite that displaying the letters, many other games can be played with the cards as well as the one above outlined.

It will be apparent that my improved game will not only be amusing but will help one to acquire the knowledge of spelling. It is manifest that the cards will be helpful to children in grade schools.

By displaying objects, as animal heads or other characters on one face of the card, various words and names will be conveyed to the minds of the players and thereby prevent undue delay when playing the game.

While I have illustrated and described the preferred form of construction for carrying my invention into effect, this is capable of variation and modification without departing from the spirit of the invention. I, therefore, do not wish to be limited to the precise details of construction set forth, but desire to avail myself of such variations and modifications as come within the scope of the appended claims.

Having described my invention what I

claim as new and desire to secure by Letters Patent, is:

1. A game comprising a series of cards each having a letter formed thereon and a number at the head of the letter relating to the alphabetical numerical position of the letter, objects formed on one side of the card to suggest words to be formed, and numbers formed on the reverse side of the card relating to the numerical position of the letter on the other side.

2. A game including a deck of cards, having letters formed thereon, numbers formed at the heads of the letters relating to the alphabetical numerical position of the letters, objects formed on one side of the cards to suggest words to be formed with the letters.

3. A game of the class described including a deck of cards, a letter filling the middle on one side of each of said cards, an object on said side to suggest a word, a number formed on the reverse side of each of said cards relating to the numerical position of the letter with respect to the alphabet, and a letter formed in one of the corners of the card of the same character as the first named letter.

In testimony whereof I have signed my name to this specification.

E. F. LEWIS FRITZ.