

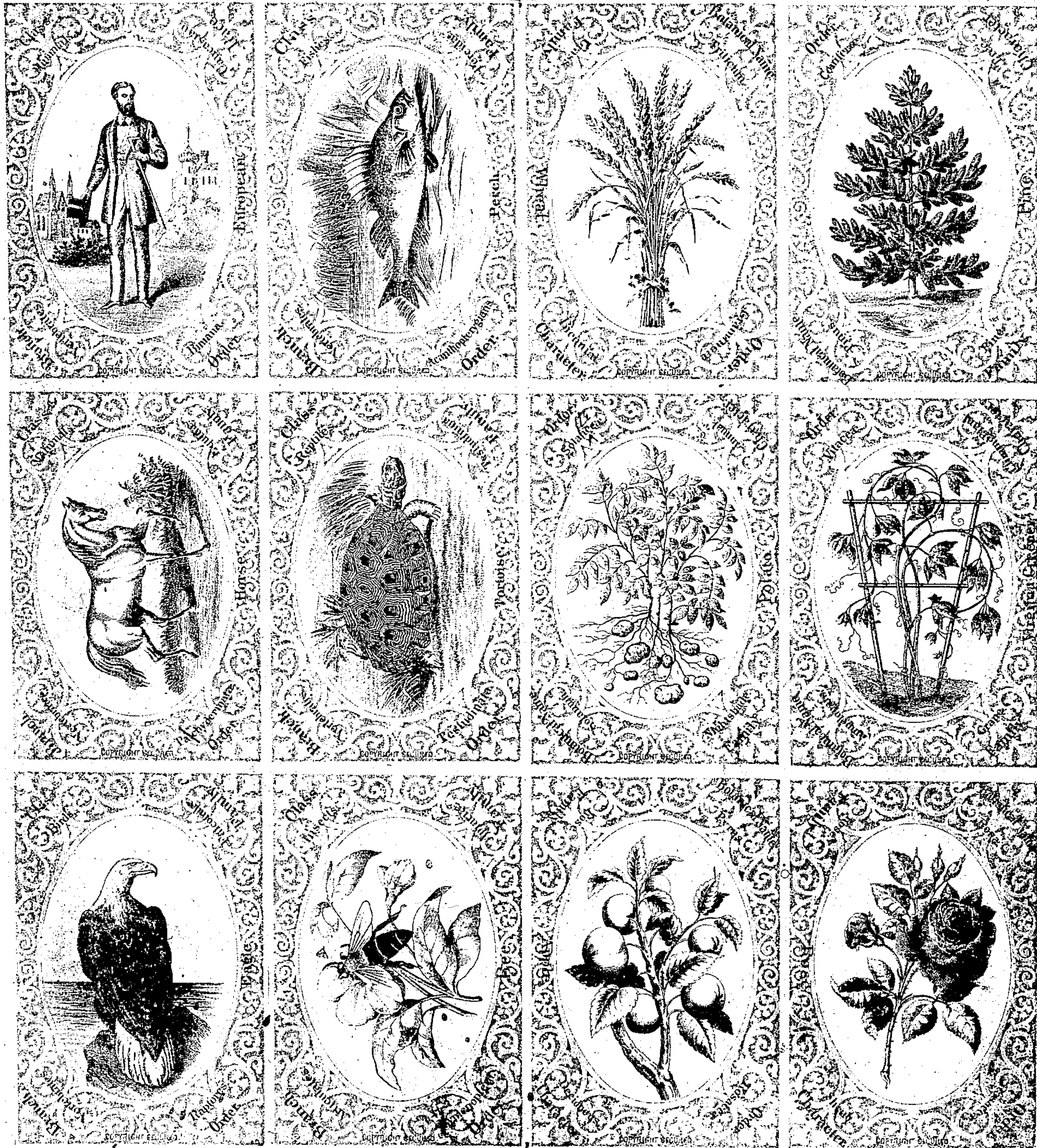
4 Sheets.

Caleb Goodwin. Scientific Playing Cards

Sheet 1.
Red.

99561

PATENTED FEB 8 1870



Witnesses
Wm. Bond
E. Sherman

Caleb Goodwin
By Wm. Bond
His Atty & Inventor

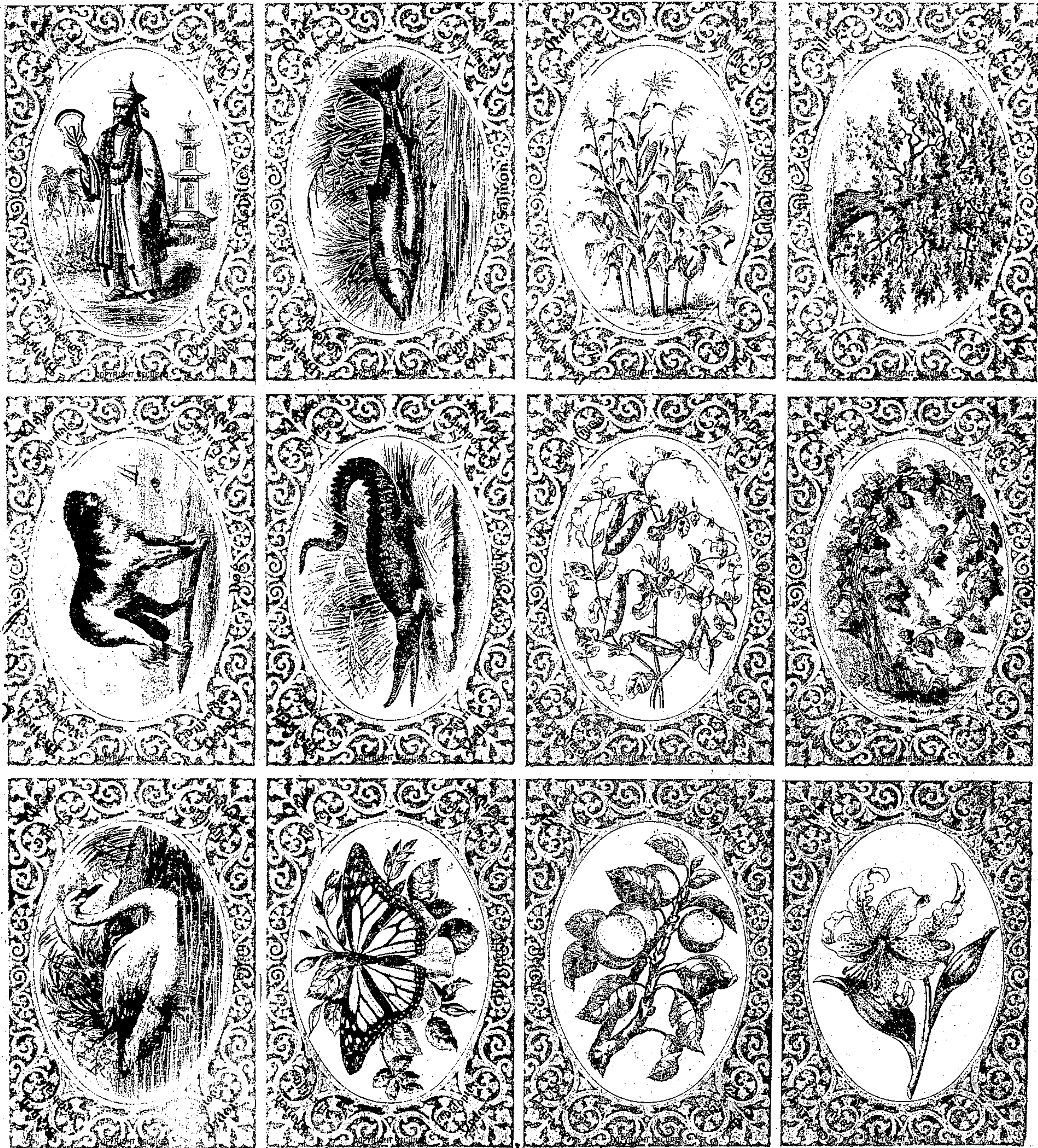
47 Sheets.

99561.

Caleb Goodwin.

Sheet 25.
White

Scientific Playing Cards.



Wm. Bond
E. B. Shuman

Caleb Goodwin
By Wm. Bond
His Sup. Inventor.

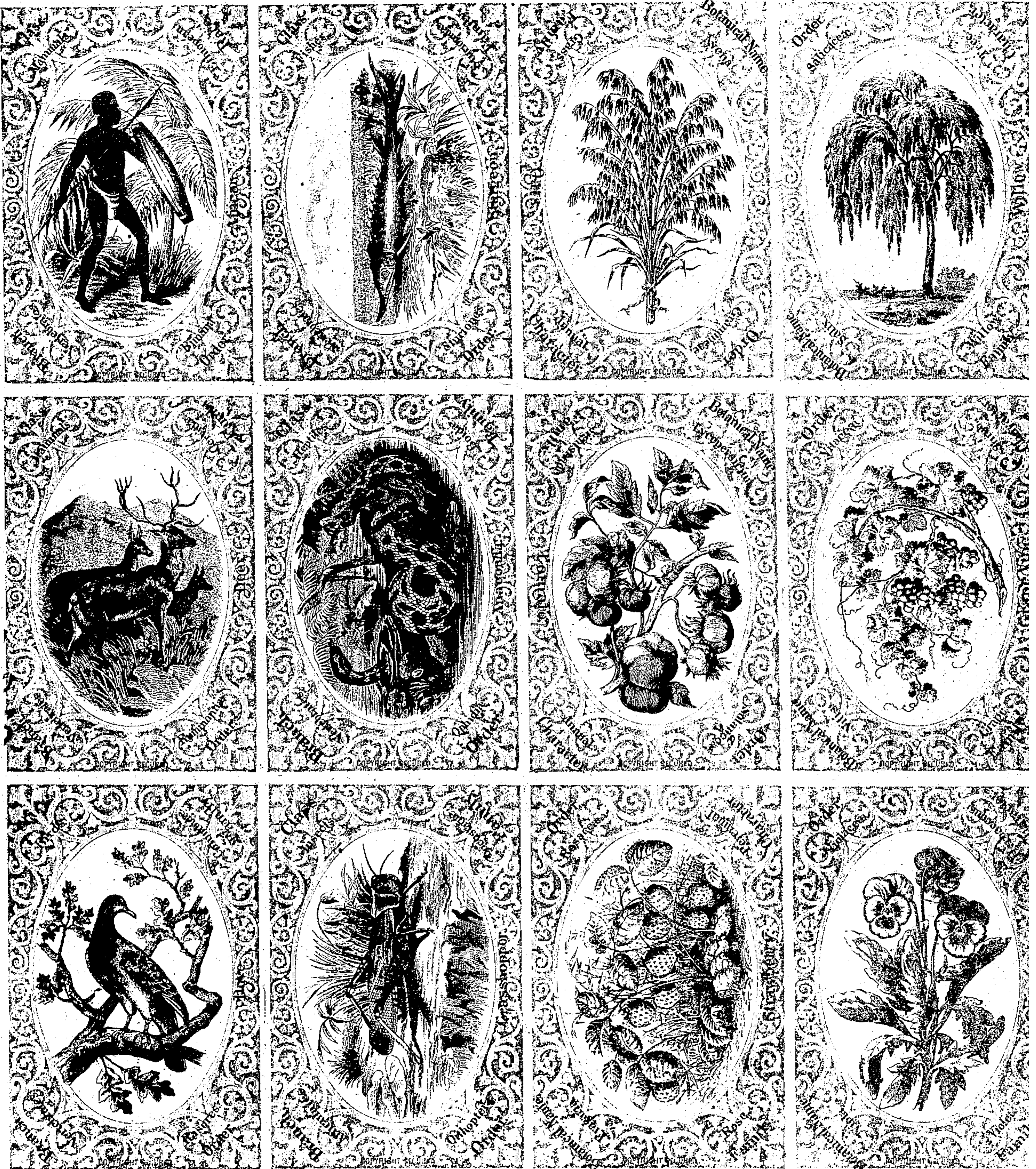
4 Sheets

Sheet 3

99561.

Caleb Goodwin Scientific Playing Cards

Blue



Whitely
Overland
S. B. Chumaw

Caleb Goodwin
By Will & Bond
His Corp
Inventor

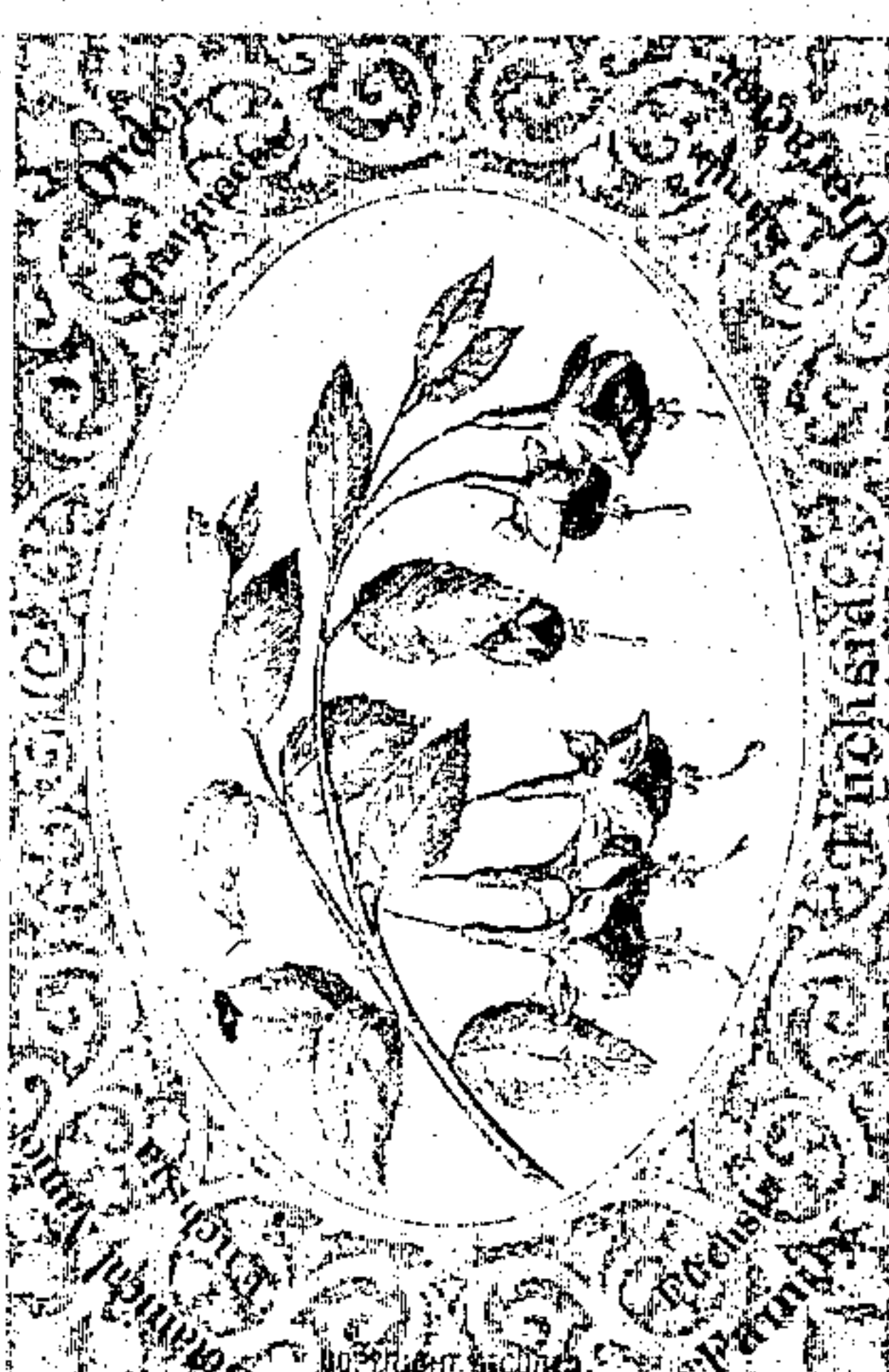
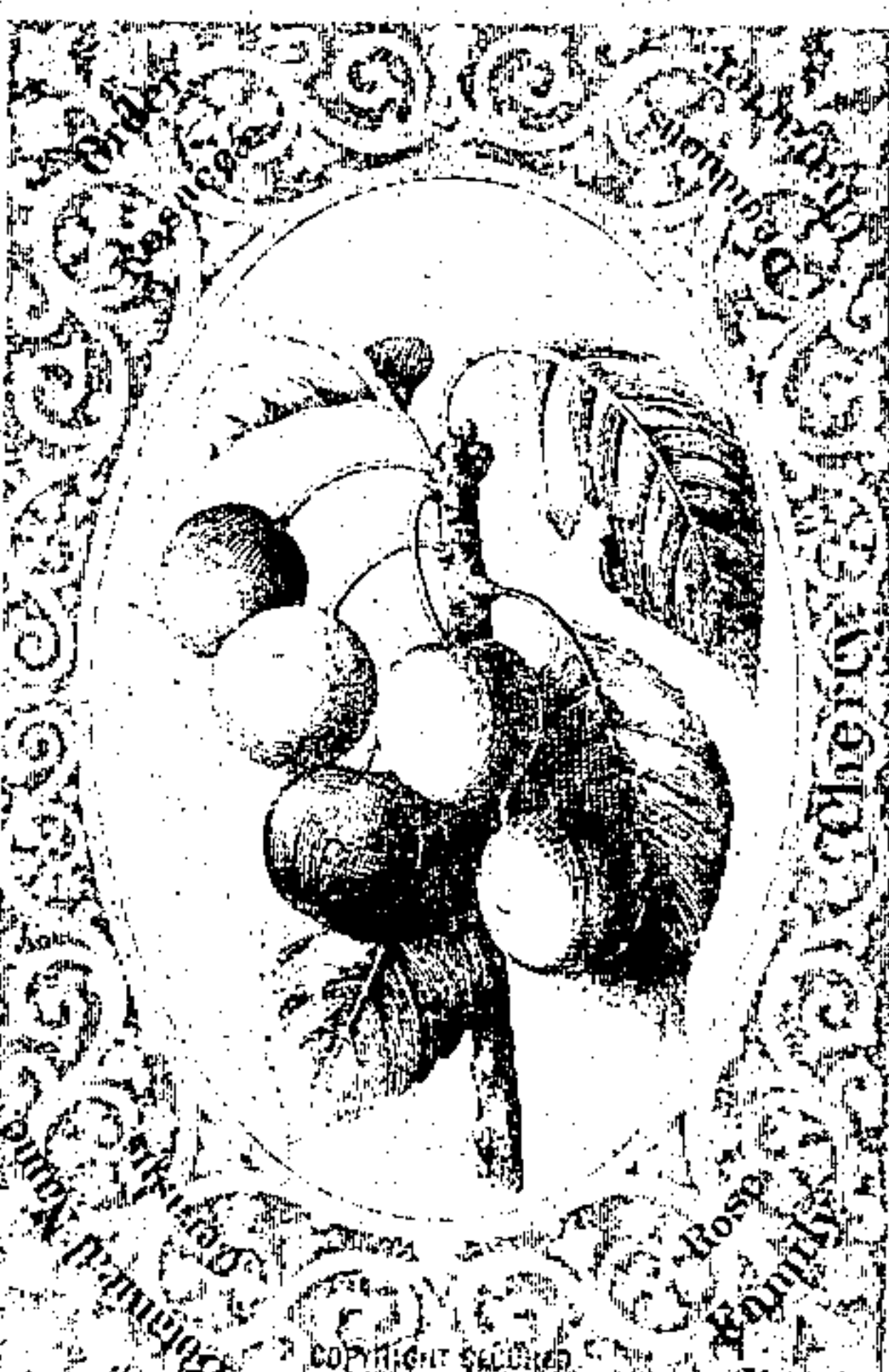
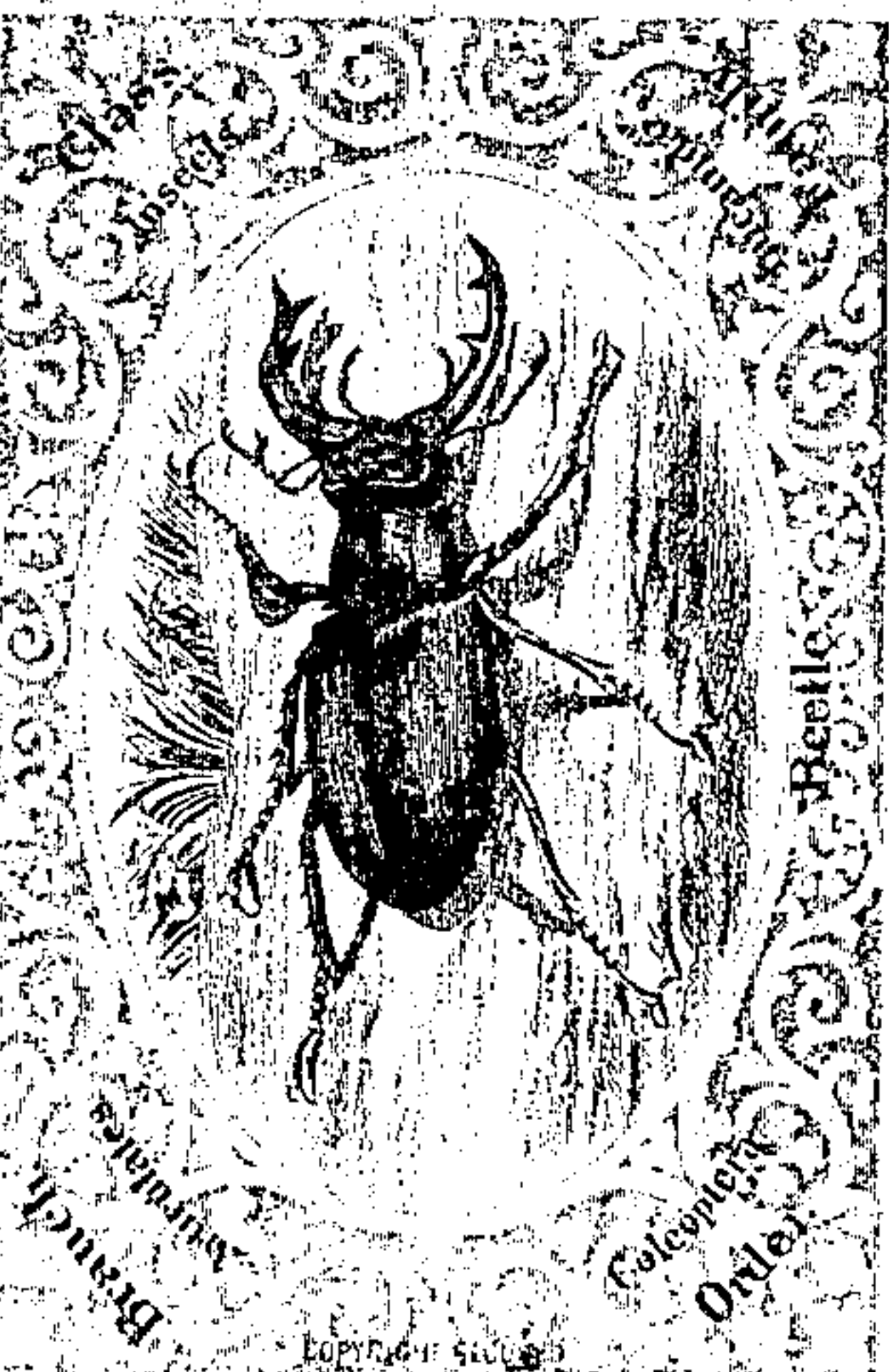
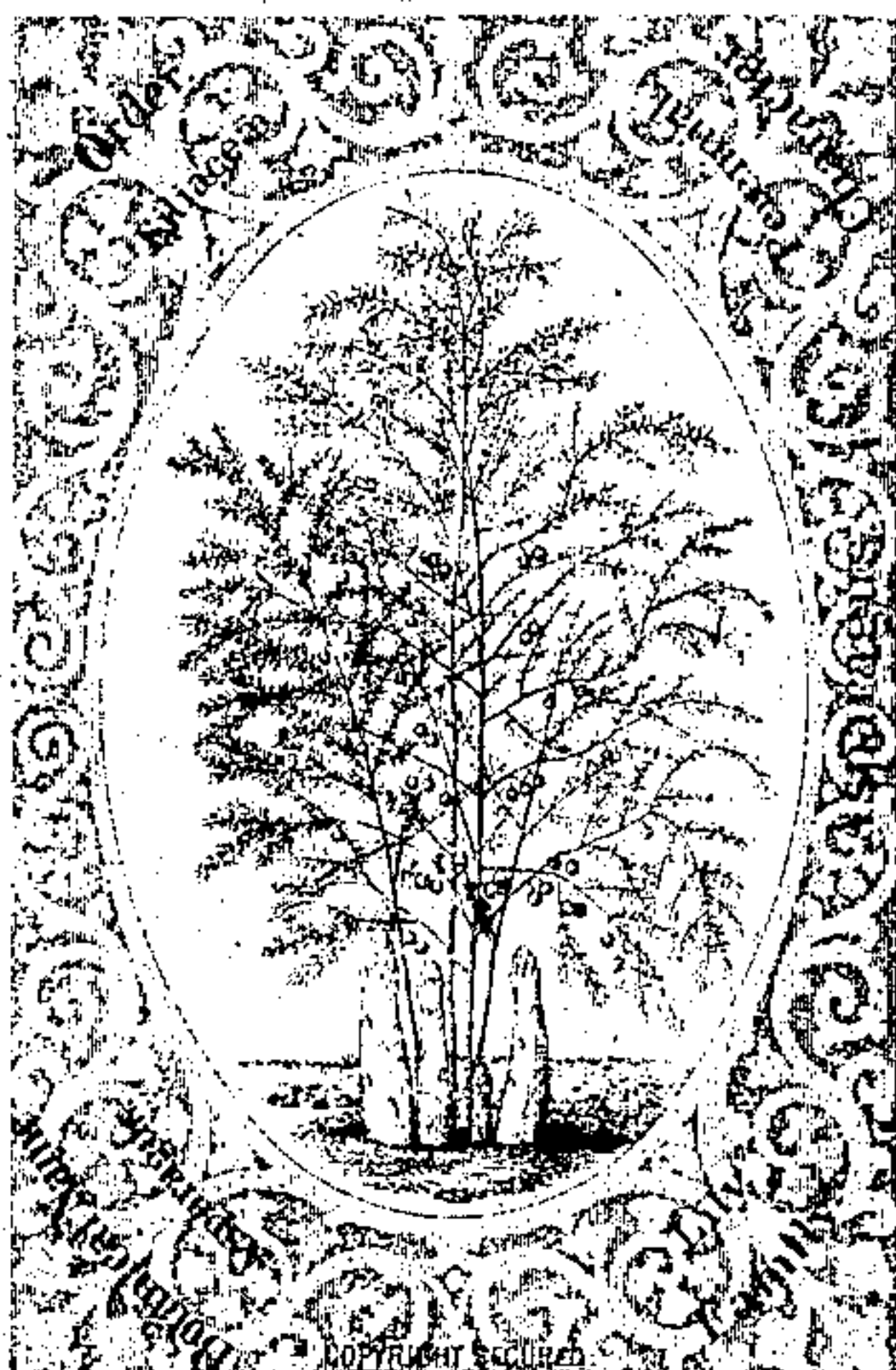
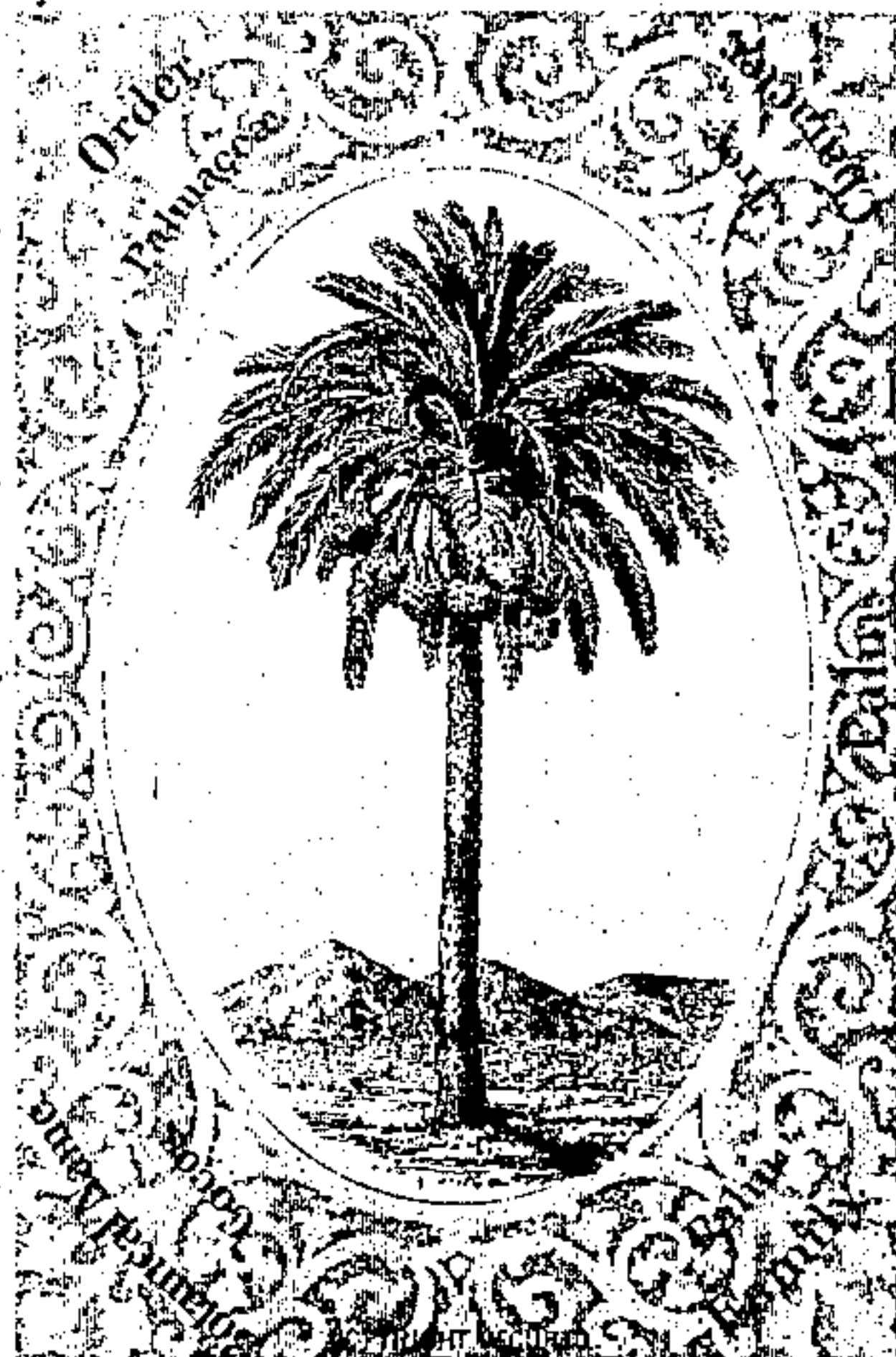
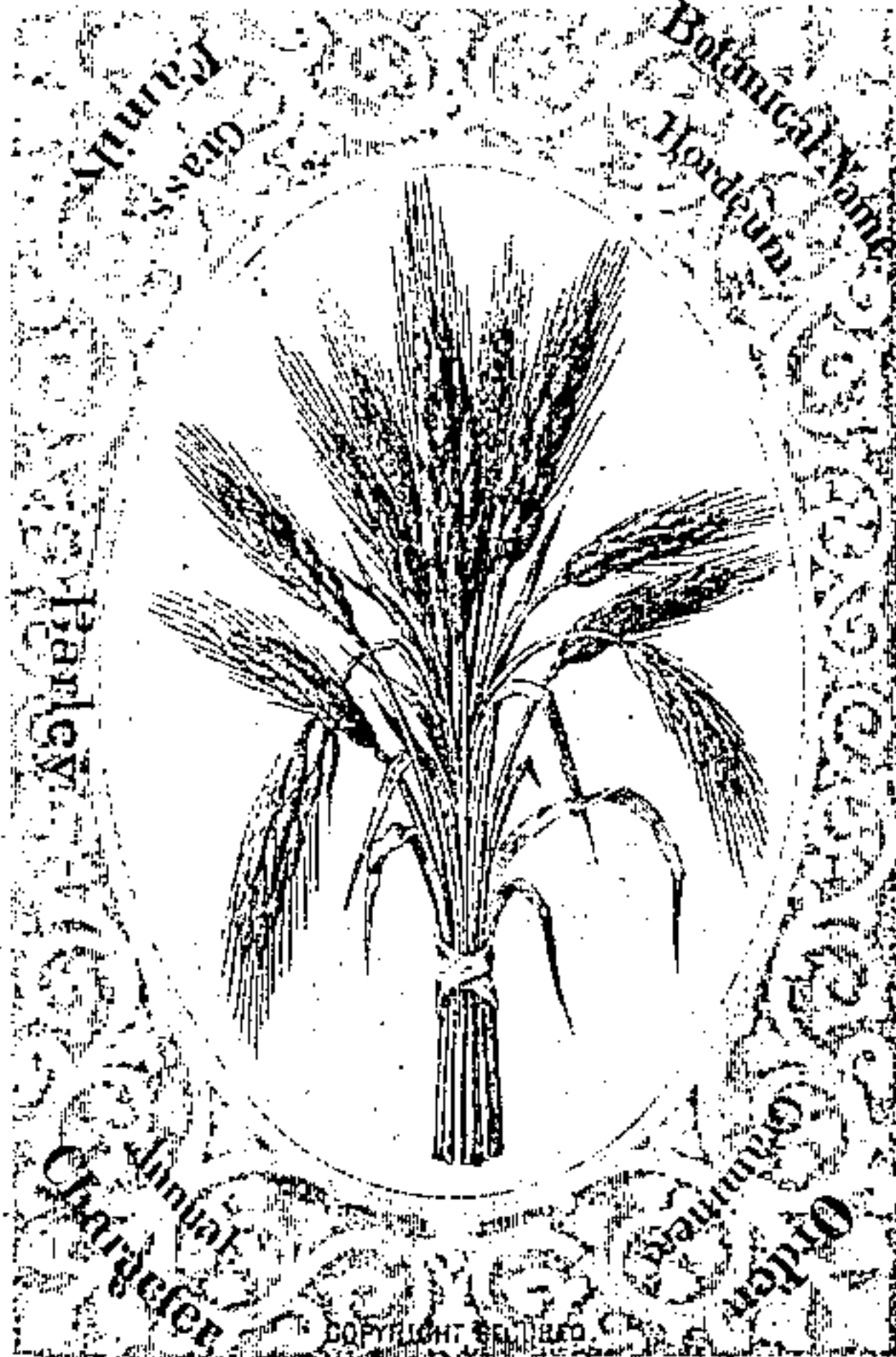
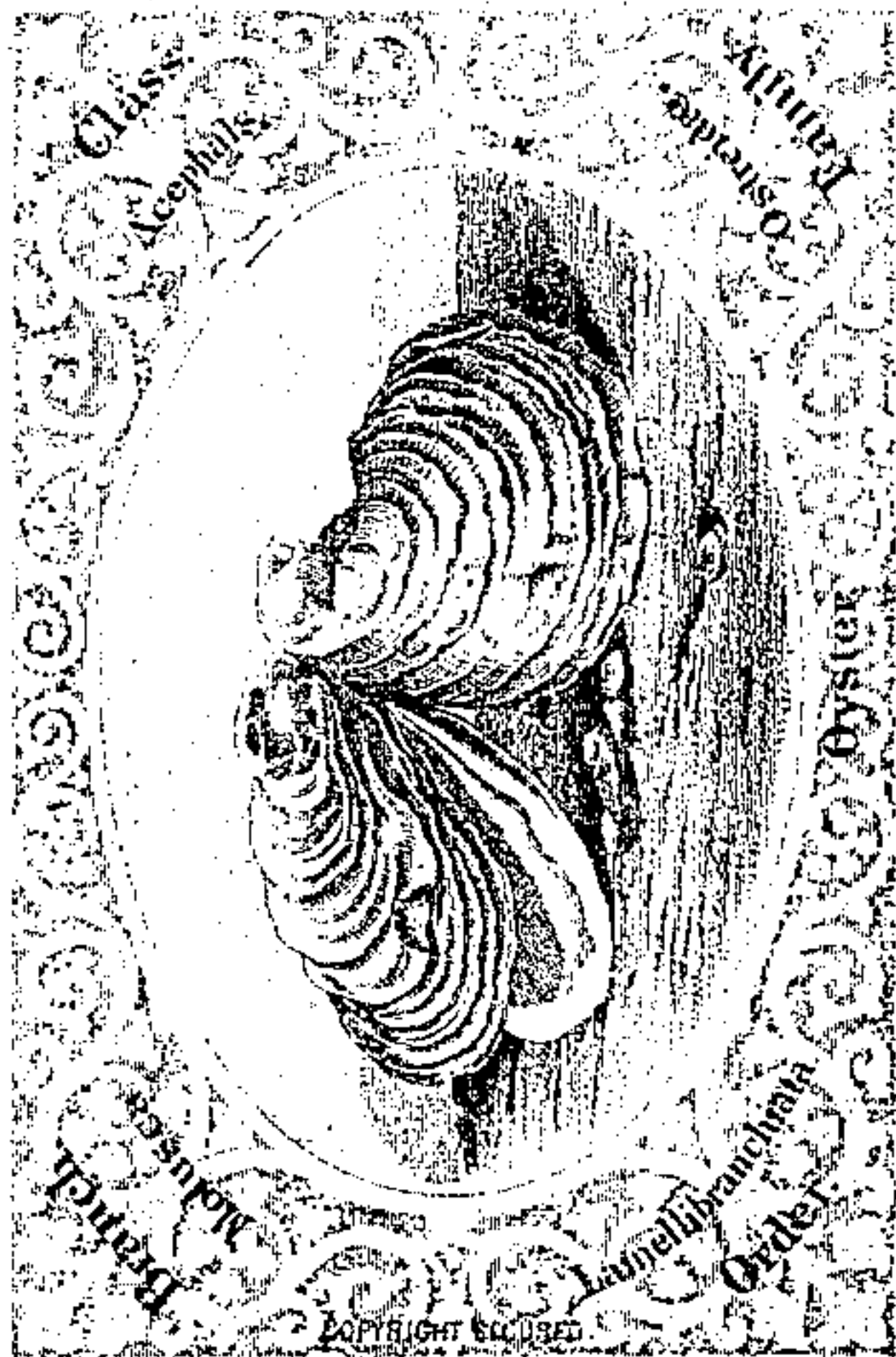
11 Sheets

99561.

Caleb Goodwin
Scientific Playing Cards.

Sheet 4.

Brown



W. H. H. H.
W. H. H. H.
W. H. H. H.

Caleb Goodwin
By W. H. H. H.
His atty. J.
W. H. H. H.

United States Patent Office.

CALEB GOODWIN, OF CHICAGO, ILLINOIS.

Letters Patent No. 99,561, dated February 8, 1870.

IMPROVEMENT IN SCIENTIFIC PLAYING-CARDS.

The Schedule referred to in these Letters Patent and making part of the same.

To all whom it may concern :

Be it known that I, CALEB GOODWIN, of the city of Chicago, in the county of Cook, and State of Illinois, have invented certain new and useful Improvements in Scientific Playing-Cards; and I do hereby declare that the following is a full, clear and exact description thereof.

The nature and object of my invention consist in combining cards, colored and illustrated with various subjects or substances from nature, and giving on each card the kingdom, branch, class, order, race, or family, and name of the subject so selected, so as to combine scientific instruction with amusement.

To enable others to make and use my improved cards, I will describe the same.

The cards are made of any suitable paper, or paper board, and of the usual size of playing-cards.

I color the borders with three different colors, red, brown, and blue, and leave the fourth plain white, or slightly color it, if desired. Other colors may be used in place of these, it only being material that the four varieties or kinds be so marked or colored that each may be readily identified by its color, and so that the

cards can be used in many of the well-known games, color taking the place of form.

For the scientific games, I prefer to have the cards illustrated by a figure representing the main word or character; but it will not change the cards to print the main words or names on the cards, in place of the illustrations.

In playing ordinary games, such as whist, old-sledge, &c., the cards are so arranged that the relative position in the order of nature will correspond with the assumed value of ordinary cards, as follows :

Red : European, horse, eagle, perch, tortoise, bee, wheat, potato, apple, pine, Virginia creeper, and rose.

White : Asiatic, dog, swan, salmon, crocodile, butterfly, corn, pea, peach, oak, ivy, and lily.

Blue : African, deer, dove, sturgeon, anaconda, grasshopper, oats, tomato, strawberry, willow, bitter-sweet, and camelia.

Brown : American, squirrel, robin, oyster, frog, beetle, barley, asparagus, cherry, palm, hop, and fuchsia.

Each one of these is carried out scientifically, as will appear from the following :

Table, classifying cards of illustrated game of Natural History.

Kingdom.	Branch.	Class.	Order.	Race.	Name.
Animal	Vertebrates ..	Mammals	Bimuna	Caucasian	European.
Do	do	do	do	Mongolian	Asiatic.
Do	do	do	do	Ethiopian	African.
Do	do	do	do	American	American.
Animal	Vertebrates ..	Mammals	Pachydermata ..	Equidae	Horse.
Do	do	do	Carnivorous	Canidae	Dog.
Do	do	do	Ruminantia	Cervidae	Deer.
Do	do	do	Rodentia	Sciuridae	Squirrel.
Animal	Vertebrates ..	Birds	Raptores	Falconidae	Eagle.
Do	do	do	Natatores	Anatidae	Swan.
Do	do	do	Rasores	Columbidae	Dove.
Do	do	do	Insectores	Turdidae	Robin.
Kingdom.	Branch.	Class.	Order.	Family.	Name.
Animal	Vertebrates ..	Fishes	Acanthopterygians.	Percidae	Perch.
Do	do	do	Malacopterygians.	Salmonidae	Salmon.
Do	do	do	Sturiones	Sturionidae	Sturgeon.
Do	Mollusca	Acephals	Samellibranchiata.	Ostreidae	Oyster.

Table classifying cards of illustrated game, &c.—Continued.

Kingdom.	Branch.	Class.	Order.	Race.	Name.
Animal	Vertebrates	Reptiles	Testudinata	Testudininae	Tortoise.
Do	do	do	Sauria	Crocodylidae	Crocodile.
Do	do	do	Ophidia	Boidae	Anaconda.
Do	do	Batrachia	Anoura	Ranidae	Frog.
Animal	Articulata	Insects	Hymenoptera	Apiaridae	Bee.
Do	do	do	Lepidoptera	Nymphalidae	Butterfly.
Do	do	do	Orthoptera	Locustariae	Grasshopper.
Do	do	do	Coleoptera	Lucanidae	Beetle.

I do not confine myself to the animals and vegetables herein named.

Kingdom.	Botanical name.	Order.	Family.	Character.	Name.
Vegetable	Triticum	Gramineae	Grass	Biennial	Wheat.
Do	La maize	do	do	Annual	Corn.
Do	Avena	do	do	do	Oats.
Do	Hordeum	do	do	do	Barley.
Vegetable	Tuberosum	Solanceae	Nightshade	do	Potato.
Do	Pisum	Leguminosae	Pulse	do	Pea.
Do	Lycopersicum	Solanceae	Nightshade	do	Tomato.
Do	Asparagus	Liliaceae	Lily	Perennial	Asparagus.
Vegetable	Malus	Rosaceae	Rose	Deciduous	Apple.
Do	Persica	do	do	do	Peach.
Do	Fragaria	do	do	Perennial	Strawberry.
Do	Cerasus	do	do	Deciduous	Cherry.
Kingdom.	Botanical name.	Order.	Family.	Character.	Name.
Vegetable	Pinus	Coniferae	Pine	Tree	Pine.
Do	Quercus	Cupuliferae	Oak	do	Oak.
Do	Salix	Salicaceae	Willow	do	Willow.
Do	Cocos	Palmaceae	Palm	do	Palm.
Vegetable	Ampelopsis	Vitaceae	Grape	Shrubby vine	Virginia creep'r.
Do	Hedera helix	Araliaceae	Ivy	Shrub	Ivy.
Do	Dulcamara	Solanceae	Nightshade	do	Bitter-sweet.
Do	Humulus	Urticaceae	Nettle	Perennial	Hop.
Vegetable	Rosa	Resaceae	Rose	Shrub	Rose.
Do	Lilium	Liliaceae	Lily	Perennial	Lily.
Do	Camellia	Camelliaceae	Camellia	Shrub	Camellia.
Do	Fuchsia	Ouquaceae	Fuchsia	do	Fuchsia.

The form in which the kingdom, branch, class, order, &c., are usually placed, is around an oval or other centre, which centre contains the illustration or name.

These cards illustrate forty-eight selections from the animal and vegetable kingdoms, comprising twelve different classes. Each class exhibits a distinct division or order, and embraces four varieties under the four colors, to wit; red, white, blue, and brown.

The use of these cards will enable the persons playing to acquire a knowledge of the science of Natural History, which will be useful, as well as entertaining.

In playing, the cards are shuffled, and dealt equally to three, four, six, or eight persons. Sort the cards, placing each class by itself, and if a full class is held, it will count one in the game, and is laid aside.

To complete the classes, the person on the left of the dealer commences, by calling for any cards he may

desire, to fill up a class. To obtain it, he must first tell the kingdom to which it belongs, and also the branch, class, order, and race, if of the animal kingdom, or use the proper terms, if of the vegetable. If properly named, the card is given to him, and when his class is completed, it counts him one, and is laid aside; when the next takes a similar course, till the cards are exhausted.

Any failure to give the proper description, forfeits the cards of that class held by the party calling, to the one holding the card called for.

The person completing the first six classes wins the game.

Another game, which I call loss and gain, is dealt in the same manner. When dealt, let each person examine his cards, and, if a full set or class is held, that is, four cards, or all of the colors of any one spe-

cies or class, place them in a common pile on the table. Then let the person at the right of the dealer draw three cards from among those held by the rest of the party, without seeing the faces of them; with these complete as many classes as possible, and place them on the common pile, when the next takes his turn, and so on until all have played, or until some one has an empty hand, when that person takes up the common pile, and tries to obtain the remaining cards by calling for them, as in the previous game, and so on, until some one has obtained all of the cards, and wins the game. This game will not be tedious with a few players, if only half of the pack is taken.

I also play another game, which I call "matching kingdoms." Four persons play this, and twelve cards are dealt to each. In this game, the cards are of value according to grade in the animal kingdom. First, man; second, beast; third, birds; fourth, fishes; fifth, reptiles; sixth, insects.

In the vegetable kingdom, the same relative value is observed, cereals, vegetables, fruits, trees, vines, and flowers.

In playing, the person to the left of the dealer places a card upon the table, the next one matches it with one of the same color and value from the other kingdom, and takes it, and leads a new card, which the next tries in the same manner. When the player cannot match the card upon the table, he throws another

card, and the next one matches either, or both, as he may be able, each match counting one in the game; and when matched, the cards are withdrawn from play. The game is continued until twelve matches are made, and the game won. Each party has the right to lay aside all matches dealt to him.

With slight variations, whist can be played with these cards, the value of the cards being in the order named for the last game; and in order to make a full complement for this game, one blank card of each color may be added, to stand as aces, in this and euchre, while they are thrown out for the previously described games, and may be omitted even for these.

Having thus fully described the construction and use of my improved cards,

What I claim as new, and desire to secure by Letters Patent, is—

1. The scientific cards herein described, when printed in four colors, and arranged in classes substantially as and for the purposes specified.

2. Cards, having an illustrated centre, with the scientific and common names, order, class, and race or character, printed on the margin or border, as a new article of manufacture.

CALEB GOODWIN.

Witnesses:

L. L. BOND,
O. W. BOND.