

W. A. ELDERKIN.
Orthographic Game Apparatus.

No. 156,212.

Patented Oct. 27, 1874.

Fig. 1.

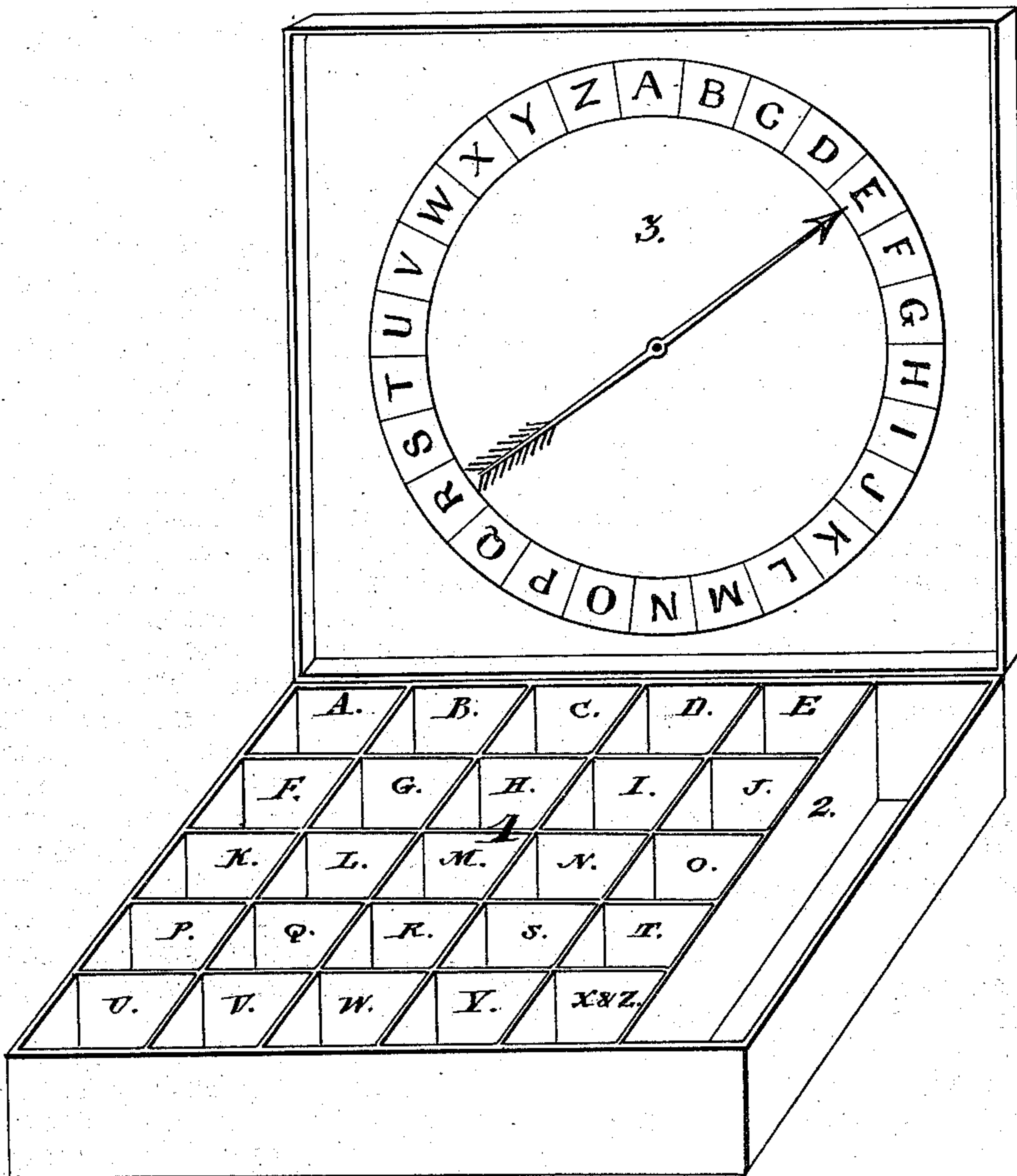


Fig. 3.

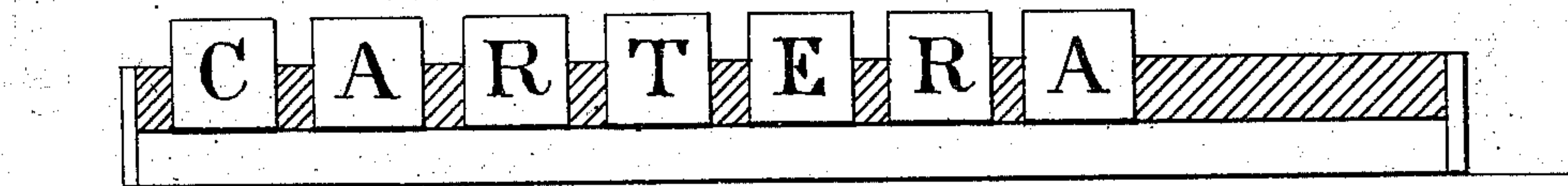


Fig. 2.

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UNITED STATES PATENT OFFICE.

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IMPROVEMENT IN ORTHOGRAPHIC GAME APPARATUS.

Specification forming part of Letters Patent No. **156,212**, dated October 27, 1874; application filed October 19, 1874.

To all whom it may concern:

Be it known that I, WILLIAM A. ELDERKIN, of the United States Army, have made a new and useful Improvement in Game Apparatus, of which the following is a full, clear, and exact description, reference being had to the accompanying drawing, and to the figures of reference marked thereon.

In the accompanying drawing, Figure 1 represents an elevation of the apparatus or letter-case, showing the subdivision and arrangement of the compartments within the same, and the pivoted pointer, with letter-dial attached to inside of cover. Fig. 2 represents three of the letter-cards, each mounted with a letter of the alphabet. Fig. 3 shows a composing or holding stick, and letter-cards selected from the case to form the word "Cartera."

To enable others skilled in the art to which this invention most nearly appertains to make and use the same, I will proceed to describe it, as follows:

The Spanish word "Cartera," (pronounced *Kar-táy-rah*,) which has been selected as a name for this game apparatus, signifies "letter-case," and may be used to designate the box of letters, &c., with which the various games are played, though it is not the name of any particular game.

The cartera consists of a flat box, about eight or ten inches square, or nearly square, and from one and a half to two inches high, with cover, as indicated in Fig. 1. The box is divided into two principal parts, the larger portion being subdivided into twenty-five equal compartments for the different letters of the alphabet—the other part designed to hold the composing-sticks, box, &c., used in the different games. The letters of the alphabet are printed separately upon small rectangular pieces of card-board, of convenient size, as shown in Fig. 2, and a sufficient number of the letters are distributed in the small compartments in regular order. The composing-sticks consist of long strips of stiff card-board, with a fold or groove in each, so as to hold the letters in place when arranged in any particular order, as shown in Fig. 3. The composing-stick may be held in one hand, and the letters inserted with the other.

A small square card-board box accompanies each letter-case, the use of which will be seen in the description of the game of typo.

On the inside of the cover of the letter-case a light metallic arrow or needle, about six inches long, is mounted upon a pivot so as to turn freely around. (See 3 of Fig. 1.) The pivot upon which this arrow turns is in the center of a circle of about seven inches diameter, and the letters of the alphabet are arranged around this circle, like the figures on the face of a watch. This part of the cartera is used in playing the game of veléta, which will be explained hereafter.

Three different games of cartera are played with this apparatus. These games are designed not only to amuse and entertain, but to instruct and benefit both young and old, to exercise the mind and the patience, to cultivate the mental faculties, to develop mental ingenuity, to discipline the memory, to familiarize the players with correct orthography and grammatical construction, and to encourage a love of innocent social amusement. The three games are named typo, cavere, and veléta.

Typo.—This game of letters may be played by any number of persons, one of whom will act as conductor. The conductor of the game places the letter-case upon a stand or table in front of him. The players take convenient seats about the room, each provided with a composing-stick. The conductor then takes the small box from the cartera and deposits in it the various letters composing any single word which he may select, (being careful not to speak or spell the word aloud.) When all the letters of this word are thus deposited, he shakes the box well, and hands it to the nearest player, who takes out the letters and returns the box to the conductor. A different word is then formed by the conductor in a similar manner for the next player, and so on, until every player is provided with a word. Each player then essays to find out the word which has been given him, and, when found, places the letters in their proper order in his composing-stick, (so as to spell the word,) and hands it to the conductor. Those players who fail to make out and spell their words within a certain specified time must each pay

a forfeit. If no one fails, the conductor shall himself pay a forfeit. At the end of each deal or game the letters should be distributed in their proper compartments in the letter-case, after which a new deal may be made, as before, and the games continued at pleasure. The forfeits may be adjudged after each game, or after a series of games, as the players may elect. The players may successively act as conductor, if so preferred.

Cavere.—This game may also be played by any number of persons. The conductor of the game places the letter-case on a stand or table before him. The players take convenient seats near him, each provided with a composing-stick. The conductor then slowly and distinctly calls the letters of the alphabet in their regular order, beginning with A and ending with Z. Before the calling begins, however, each player shall mentally choose a word consisting of seven (7) letters or more. Then as the letters are announced by the conductor, the players shall severally designate the number of letters of each kind which they require to form their respective words.

For example: A player mentally chooses the word "cartera." When the letter A is called, this player should say "two," there being two A's in the word he has selected, and the conductor will accordingly hand him two A's. When the letter C is called, this player will say "one," there being only one C in his word, and the conductor will hand him one C; and so he continues to call for the letters he requires, until the entire alphabet has been called, when he should have all the letters necessary to spell his word correctly, and no more.

When every letter of the alphabet has been once called by the conductor, the players will arrange their words in the composing-sticks, and hand them to the conductor. Each player who does not then hand in a word of seven (7) letters or more, correctly spelled, shall pay a forfeit. After each deal or game the letters should be distributed in their proper compartments in the letter-case. The forfeits may be adjudged after each game, or after a series of games, as the players may decide. The players may successively act as conductor, if so preferred.

Veleta, (pronounced *vay-láy-tah*.)—This game may be played by any number of persons. The conductor of the game places the cartera upon a stand or table in front of him, and opening

it fixes the cover in a horizontal position, so that the arrow will turn about freely upon the pivot. The players may take convenient seats near the conductor. The conductor then gives the arrow a twirl, in either direction, and when it comes to rest observes the letter to which it points. He then takes a letter of the kind indicated from the cartera, and places it first in order in a composing-stick. He then gives the arrow a second twirl, and in like manner places the letter pointed out second in order in the composing-stick. He then gives the arrow a third twirl, and thus decides the third letter in order, and so on, until he has six (6) letters in the composing-stick, which he then hands to one of the players. In a similar manner, each player is provided with a composing-stick containing six letters. Each player will then endeavor to construct a grammatical sentence of six words, so that the letters given him shall be the initial letters of the words used in the order which they stand.

For example: The successive letters indicated by the arrow are A Z Y W J S; with these initial letters a sentence may be formed, as follows: "A zealous youth was John Smith."

A forfeit may be demanded of each player who fails to make a grammatical sentence with the initial letters given him within a reasonable length of time; but the game will be found highly entertaining in itself without forfeits, and will afford fine opportunities for the display of wit and mental ingenuity among older players.

Rules governing the various games can be prepared and a printed copy inclosed in each case.

Having thus fully described my alleged invention, what I claim, and desire to secure by Letters Patent, is—

1. The orthographic game apparatus herein described, consisting of the box provided with the letter and side compartments 1 2, the cover 3, having the pivoted pointer, with letter-dial, and letter-cards, each marked with a letter of the alphabet, substantially as and for the purpose set forth.

2. In combination with the game apparatus above described and claimed, the composing or holding stick, shown in Fig. 3, substantially as and for the purpose described.

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Witnesses:

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