

No. 627,046.

Patented June 13, 1899.

C. BÜTTGENBACH.  
GAME.

(Application filed Jan. 4, 1898.)

No Model.

Fig. 1.

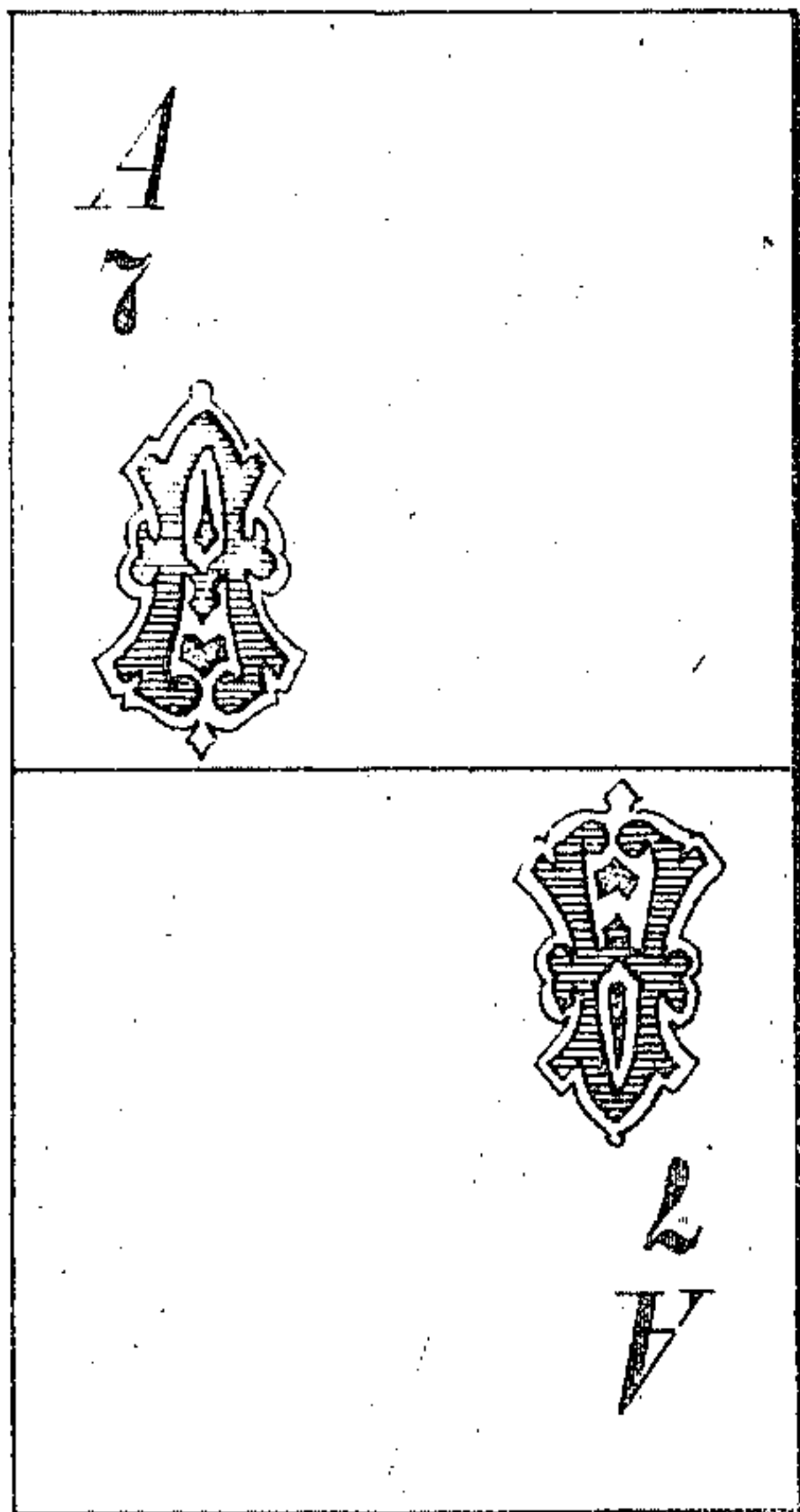


Fig. 2.

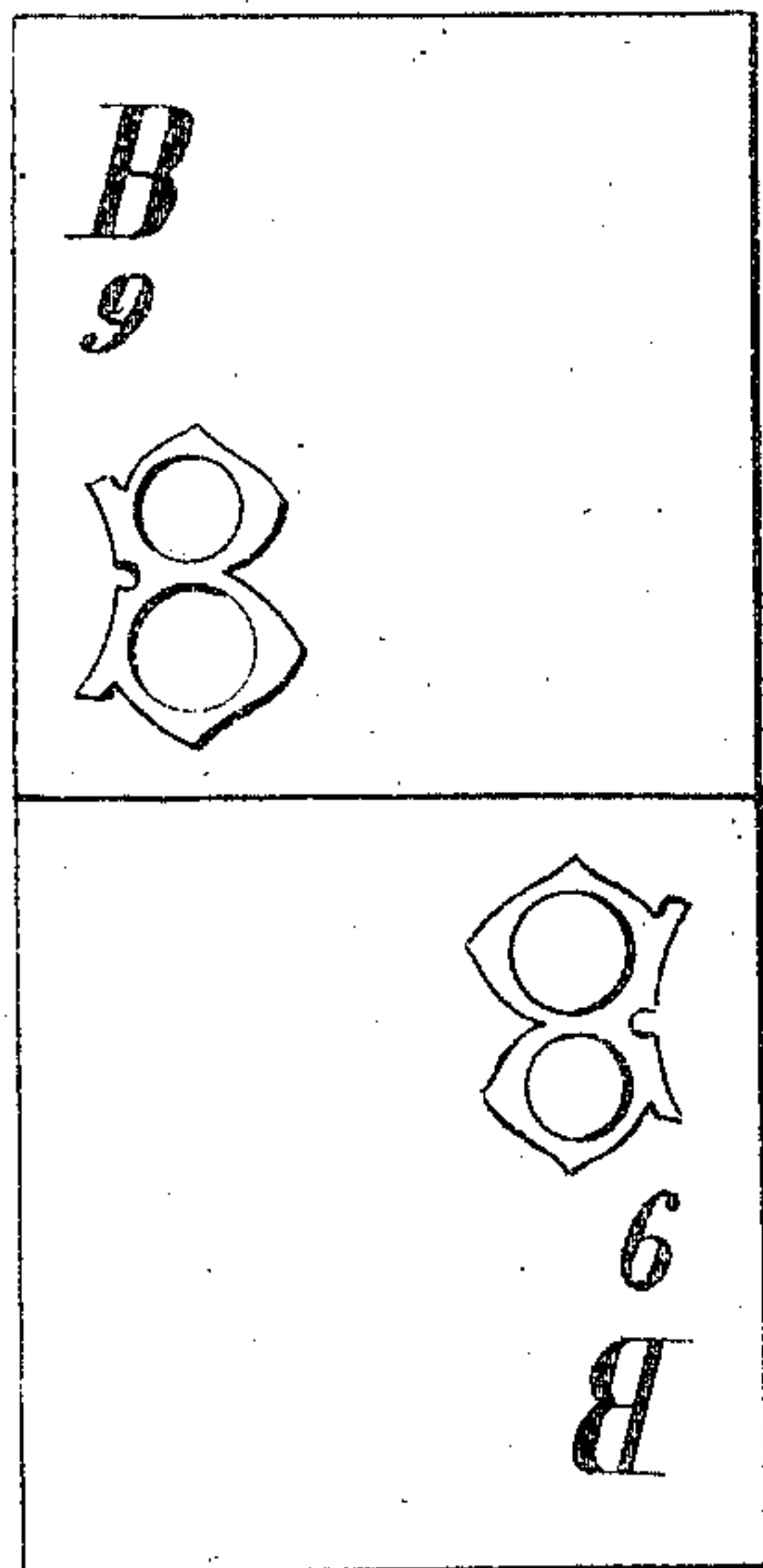


Fig. 3.

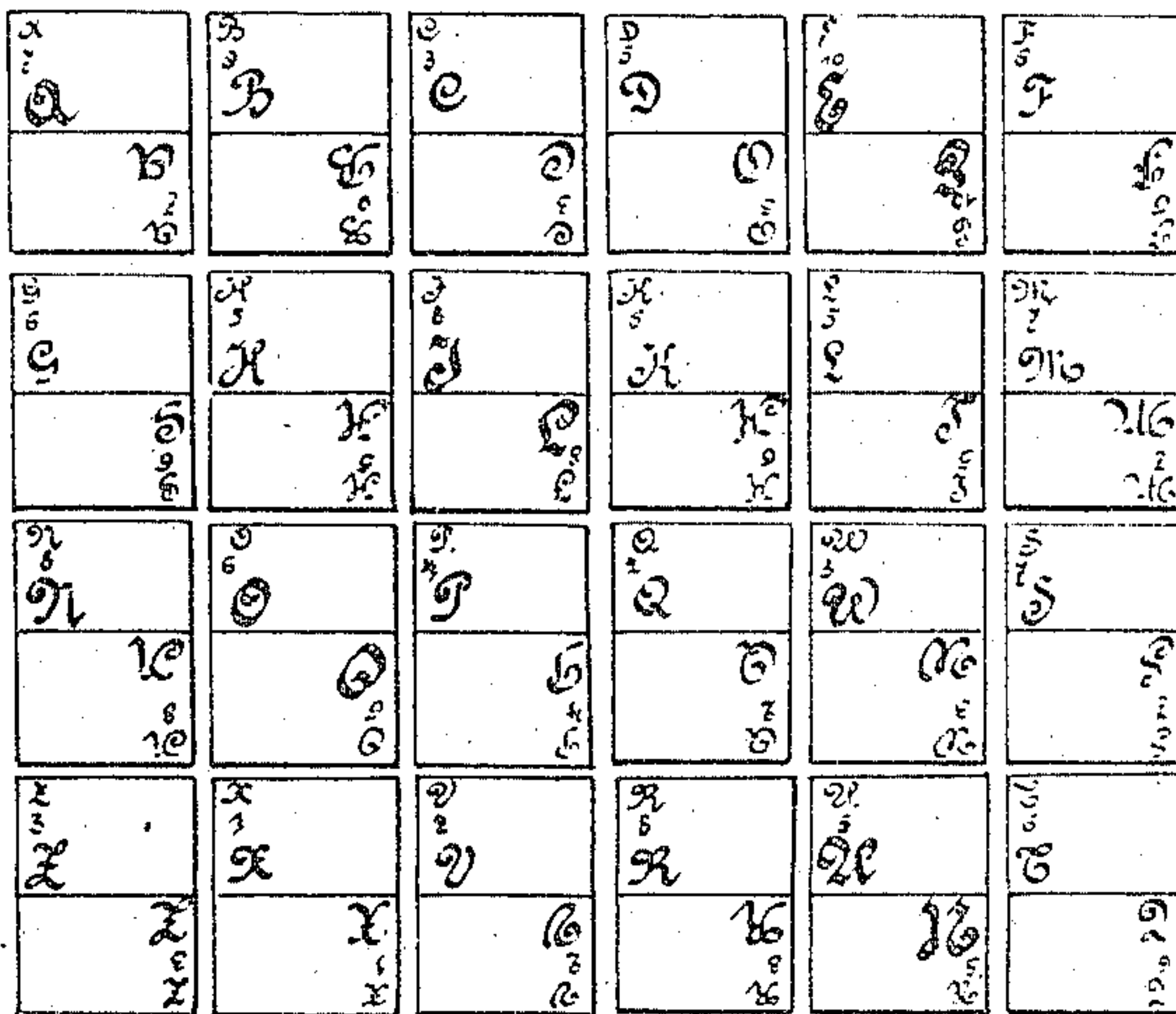
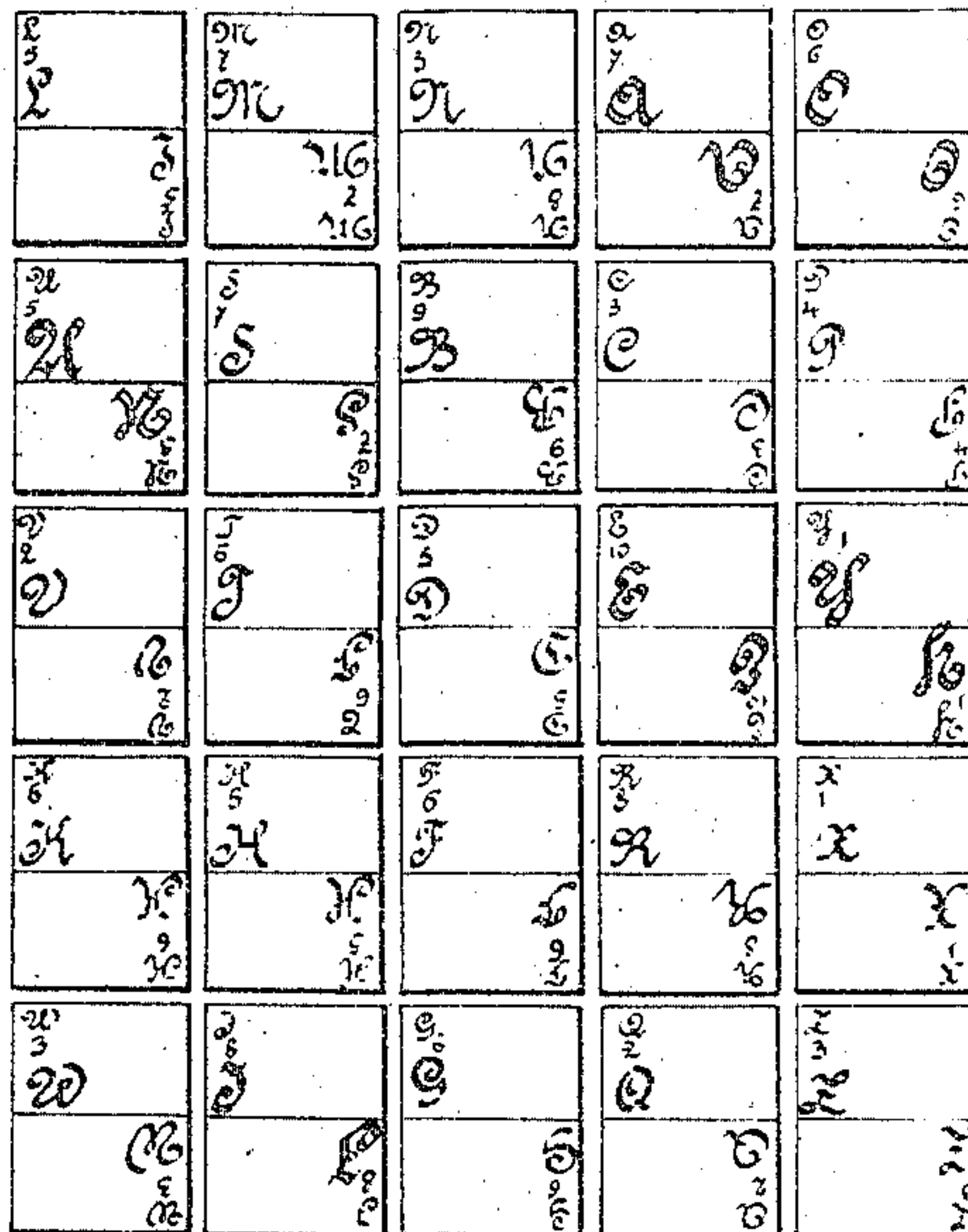


Fig. 4.



Witnesses  
Bruce S. Elliott.

Inventor  
Conrad Büttgenbach  
By  
James L. Norris



# UNITED STATES PATENT OFFICE.

CONRAD BÜTTGENBACH, OF COLOGNE, GERMANY.

## GAME.

SPECIFICATION forming part of Letters Patent No. 627,048, dated June 13, 1899.

Application filed January 4, 1898. Serial No. 665,581. (No model.)

*To all whom it may concern:*

Be it known that I, CONRAD BÜTTGENBACH, of No. 2 Reinoldstrasse, Cologne-on-the-Rhine, in the German Empire, have invented a new and useful Improved Game, of which the following is a specification, reference being had therein to the accompanying drawings, in which—

Figure 1 is a face view of a single card formed according to my invention. Fig. 2 is a similar view showing a different style of letter. Fig. 3 is a view showing a series of twenty-four cards, and Fig. 4 is a lay-out of a pack of twenty-five cards formed in accordance with my invention.

This invention relates to a combination game in the form of cards of board or other suitable material which owing to its peculiar arrangement allows a variety of games to be played therewith, and is designed so that according to the rules under which the various games are played they may require great intellectual skill or ordinary attention, so as to suit all tastes and all classes.

In order that this invention may be better understood, I will now proceed to describe the same with reference to the accompanying drawings and to the letters and figures marked thereon.

It will be seen from the drawings that the various letters of the alphabet are printed or otherwise produced on the cards in such a manner that the vowels are distinguished from the consonants through different ornamental designs or they may be distinguished by different coloring in order that they may be more easily recognized by the players when searching for letters to obtain a combination to form a word, as hereinafter described in the rules of the game. In the upper left-hand corner of each card the letter appearing on the latter is repeated on a reduced scale, so that a number of cards may be held closely together without interfering with ease of inspection and sorting, and a number is added which expresses the value of the card, as hereinafter explained.

The cards are printed in halves, similar to so-called "French" playing-cards—i. e., so that one half side of the face of the card is similar to the other half side of the card—in order to

facilitate inspection and sorting of the cards.

A complete pack comprises conveniently the following cards: All consonants are contained twice in the pack. The five vowels, "a," "e," "i," "o," "u," are each contained three times; and diphthongs or modified vowels may be contained once each. The point value of the various cards is suitably arranged according to the following table: A 7, B 9, C 3, D 5, E 10, F 6, G 6, H 5, I 8, J 8, K 6, L 5, M 7, N 8, O 6, P 4, Q 2, R 8, S 7, T 6, U 5, V 2, W 3, X 1, Y 1, Z 3.

According to the rules under which the game is played a certain number of cards are used. The rules which are given hereinafter are alternative and such that the game may be arranged for any desired number of players. Any other similar rules may be adopted if desired.

First rule: According to this rule the game may be played by two or more players, and one set of an alphabet is used—i. e., twenty-six cards. According to the number of the players one or more of these cards, preferably rare letters, such as X Q Y, are placed aside, so that the number of cards will divide equally between the players. If there are twenty-six cards and there are three, four, or six players, then two cards are used. When the cards have been mixed and dealt, the first player plays a card—for instance, B. The game is that the succeeding players add a card each successively and endeavor that by their card some noun is formed with the cards on the table. In the formation of such noun the player is not bound to adhere to the order in which the letters or cards have been played, but he may arrange the letters in any manner. The game may be rendered more difficult or more easy according to the greater or less minimum number of letters of which the word is required to consist by previous mutual consent. When the player who can form a word with the addition of his card has informed the other players of this and has given proof thereof, as desired, and when the other players agree that such word conforms to the rule previously laid down or agreed to, the player who has formed the word can collect all the cards which have been played and use them in the continuation of the game.



It will be found convenient to confine the words to be formed to nouns, including those adapted from other languages, and to exclude foreign languages. It is clear that the conditions under which the game is played may be greatly varied, thus increasing the interest in the game—for instance, supposing there are four players, whom we will call 1, 2, 3, and 4, and who play successively the following cards: 1, X; 2, Q; 3, W; 4, D; 1, Y; 2, V; 3, Z; 4, O; 1, R, the player will announce that he can form the noun "word" before placing the card R on the table, supposing, of course, that four letters are the minimum number of which a noun is permitted to be formed. The player then collects all the cards played and uses them in the continuation of the game.

Of course it will be permissible to form words having more than the minimum number of letters.

When the game is continued in the above-described manner, the moment will arrive when all players except one have lost their cards, and the player who has all the cards in his possession will be the winner. This method of playing the game is especially suitable when there are two players.

Second rule: Under this rule, which is suitable for from two to five players, the following cards are used: One set of the whole alphabet, each vowel twice extra, and, further, about nine or ten of the more usual consonants extra. Of course the number of cards used will be calculated so that it will divide equally between all the players. The player whose account first reaches a predetermined number—say, fifty or one hundred—has lost.

Third rule: The pack is composed in the same manner as under Rule 2. This game is suitable for from two to six players and is played as follows: Each player receives at first five cards and endeavors to form a word therewith containing at least four letters. If he can do this, he places the combined cards in front of himself; otherwise he throws all his cards to the remainder of the pack. Any cards not used in a combination are also thrown to the unused remainder of the pack. The whole of the cards not previously used in combinations are then dealt afresh, and these operations are continued until all cards have been used up in combinations. The points of the latter are then added together and credited to the respective players who formed the combinations. The player who can form a word of five letters receives a special credit or honor by doubling the total point value of the cards thus combined. The player whose account reaches a certain total first—say three hundred—is the winner, or, if previously agreed, the accounts may be settled according to the numbers of their points, or six cards may be dealt to each

player, and the extra credit or honor is then accorded to any word or words containing six letters.

Fourth rule: This game is suitable for from three to eight players and is played with two complete alphabetical sets of cards. The number of cards used of the two sets is also arranged so as to divide equally between the players. One set of cards is placed on the table faces upward, so that the cards form a square or other plane figure. The other set of cards is then equally divided between the players, care having been taken that the letters used in the one set correspond exactly with the other set. The letters of the set lying on the table are then read off from the set on the table, places the card bearing such letter face downward on the card on the table bearing such letter. The player who first disposes of his cards is the winner of the deal. The other players are debited with the total point value of the cards left in their hands. The player whose account reaches a certain predetermined number first—say one hundred—is the loser of the game, or the accounts may be settled according to the number of their points, if previously agreed.

Fifth rule: This rule is also applicable to two or more players and requires also a number of cards which will divide equally between the players. When the cards have been dealt, the player having the card A places this card on the table and calls out such letter. If he happens to have one or more of the succeeding letters—i. e., B C in this case—he places them also on the table. As soon as the alphabetical succession is interrupted he ceases and calls out again "A." The second player must say "B," and if he has not that letter he cannot play a card. Then the third player says "C." In continuing the game whoever has the card bearing the letter falling to him plays such card—i. e., places it on the table. The player who thus plays a card starts again afresh to call A, and the calling of the alphabet goes around a win. It may easily happen that the player have not the cards bearing the letters falling on them. The game in this case must be changed, which is done by that player calling out "A" who sits next to the player who has called out "A," so that the cards shall be all used. The player who is the last to have no card left has won in that deal. The other players are debited with the point value of the cards remaining with them. Whoever reaches first a predetermined number has lost, or the accounts will be settled according to the number of their points, if previously agreed. It will be easily understood that these rules may be greatly varied and others added.

What I claim, and desire to secure by Letters Patent of the United States, is—

A pack or series of playing-cards bearing



upon their faces the letters of the alphabet,  
the vowels being distinguished from the con-  
sonants by being represented in different  
styles, as for example Roman letters as com-  
5 pared with Gothic, a numeral being attached  
to each letter to indicate its value, substan-  
tially as described.

In witness whereof I have hereunto set my  
hand in presence of two witnesses.

CONRAD BÜTTGENBACH.

Witnesses:

WILLIAM W. MADDEN,  
J. H. WALDAPFE.