

No. 637,699.

Patented Nov. 21, 1899.

T. BICKFORD.
GAME.

(Application filed July 7, 1899.)

(No Model.)

FIG. 2.

A1.

1. HE A-GĒN (NOT A-GĀN)
STOOD BEHIND THE COUNTER.

2. AMONG SEV-ER-AL (NOT SEV-RUL)
AM-ATŪRS (NOT, AM-A-TOORS OR
AM-A-TURS) HE IS THE BEST.

3. IT WAS NOT A JAV-LIN (NOT
JĀV-E-LIN) THAT I KNOW.
THAT PIERCED HIS AB-DO-MEN
(NOT AB-DO-MEN).

4. HE INVESTIGATED THE NATURE
OF KON-TŌORS (NOT KON-TOORS)

5. -----

B-
ale, eat, ice, ōla, ūse, ōze, good,
and, end, ūl, on, up, arm, fare, ow-ŭ.
th-en, th-in-get, ch-op, h-er,

FIG. 1.

A

1. HE AGAIN STOOD BACK OF THE
COUNTER.

2. BETWEEN SEVERAL AMATEURS
HE IS THE BEST.

3. IT WAS NOT A JAVELIN,
THAT I KNOW OF, THAT PIERCED
HIS ABDOMEN.

4. HE INVESTIGATED INTO THE
NATURE OF CONTOURS.

5. -----

Witnesses

Sam R. Turner
M. M. Phelps

Inventor

Thomas Bickford

By J. F. Benjamin

Attorney

UNITED STATES PATENT OFFICE.

THOMAS BICKFORD, OF CHICAGO, ILLINOIS.

GAME.

SPECIFICATION forming part of Letters Patent No. 637,699, dated November 21, 1899.

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To all whom it may concern:

Be it known that I, THOMAS BICKFORD, a citizen of the United States, residing at the city of Chicago, county of Cook, and State of Illinois, have invented certain new and useful Improvements in Games, of which the following is a specification.

My invention relates particularly to that class of games which is played with cards arranged in series or packs; and its objects are to provide entertainment and instruction for two or more players in an attractive and readily-understood form.

The features peculiar to my invention involve and promote the arts of the correct pronunciation of words, or orthoëpy, and the speaking or expressing ideas and thoughts with clearness, exactness, style, and force of diction, according to approved forms or current usage.

In carrying out my invention I adopt devices and use methods hereinafter described in detail, the former being illustrated in the accompanying drawings, which form a part of this application for patent, and in which—

Figure 1 represents one of a sample pair of cards used in my improved game, and Fig. 2 represents the companion or correlative card of said pair.

In the drawings the cards A, Fig. 1, and A', Fig. 2, are samples of a series or pack of cards which constitute the devices employed in my game, it being understood that each pair of cards contains words, phrases, or sentences peculiar to itself. On the card A is printed several sentences, as 1, 2, 3, and 4, each expressing in bad or faulty form the ideas or thoughts referred to therein and without anything to indicate the correct pronunciation of the words or the correct form of expression or best style of diction, according to any approved standard or authority. In selecting the sentences for the cards in the pack corresponding to the A card it is preferable to choose those which are commonly miscon-
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correct pronunciation of the words forming parts of said sentences. On the lower margin of the card A' is printed a key to pronunciation, as B, which may be of any desired form and include the signs commonly used for such purpose or other arbitrary signs. In selecting the matter for the cards I may use words alone on the cards A and simply indicate their pronunciation on the correlative cards A', or I may use sentences alone on the cards A, with rhetorical directions or reconstructions on the cards A', or I may combine both orthoëpy and rhetoric in the same cards or pack of cards.

In use in the form of a game the cards may be shuffled and then dealt equally to the several players and the game may begin by the player at the left of the dealer selecting from his cards one corresponding in general form to the card A', on which is indicated in correct form, diction, or pronunciation the words, phrases, or sentences which are incorrectly, incompletely, or without pronunciation- marks given on the correlative card A. The beginner or starter may then ask the person holding the correlative card to pronounce properly or express correctly according to the card held by him the words, phrases, or sentences appearing on said card A'. If the respondent succeed in giving all of the sentences or words correctly or such number of them as may be agreed upon in advance, he will be entitled to take the correlative card from his interrogator and thus with his own card form a "book." Should he fail, he would be obliged to deliver his card to his interrogator, who would secure the book. The other players would follow in turn, and after all the cards had been paired off in the manner indicated the person having the largest number of books would be declared winner.

It is apparent that the above-described method of playing the game or using the cards might be modified in various ways without departure from the features of entertainment and instruction. It is also obvious that such cards could be provided with words, phrases, and sentences in any language, and thus prove a valuable aid in the teaching of languages foreign to the players, as well as constituting an educational medium in schools and colleges.

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

1. A game consisting of a pack or series of 5 cards of suitable size and number, each of said cards having indicated thereon, words, phrases and sentences expressing ideas and thoughts, said cards being printed or arranged in pairs, the cards of each pair provided with means whereby they are correlated 10 and one of each pair having the words, without pronunciation-marks, and having the phrases and sentences in defective, incorrect or incomplete form, according to a companion or correlative card having the same words 15 with pronunciation-marks, and the same ideas and thoughts expressed in an approved form used as a standard.

2. A game consisting of a pack or series of 20 cards of suitable size and number, arranged in pairs the cards of each pair provided with means whereby they are correlated, each pair

bearing a distinctive number or character, one card of each pair having phrases or sentences expressing ideas or thoughts, and the 25 companion or correlative card having phrases or sentences expressing the same ideas or thoughts, but in better or standard form.

3. A game consisting of a series or pack of cards of suitable size and number, arranged 30 in pairs according to the matter printed thereon, each pair bearing a distinctive number or character, one card of each pair having words indicated thereon without marks and notes indicating pronunciation, and the cor- 35 relative card with marks and notes indicating pronunciation to be used as a standard.

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

THOMAS BICKFORD.

Witnesses:

E. R. HARDING,
J. BUEHLER.