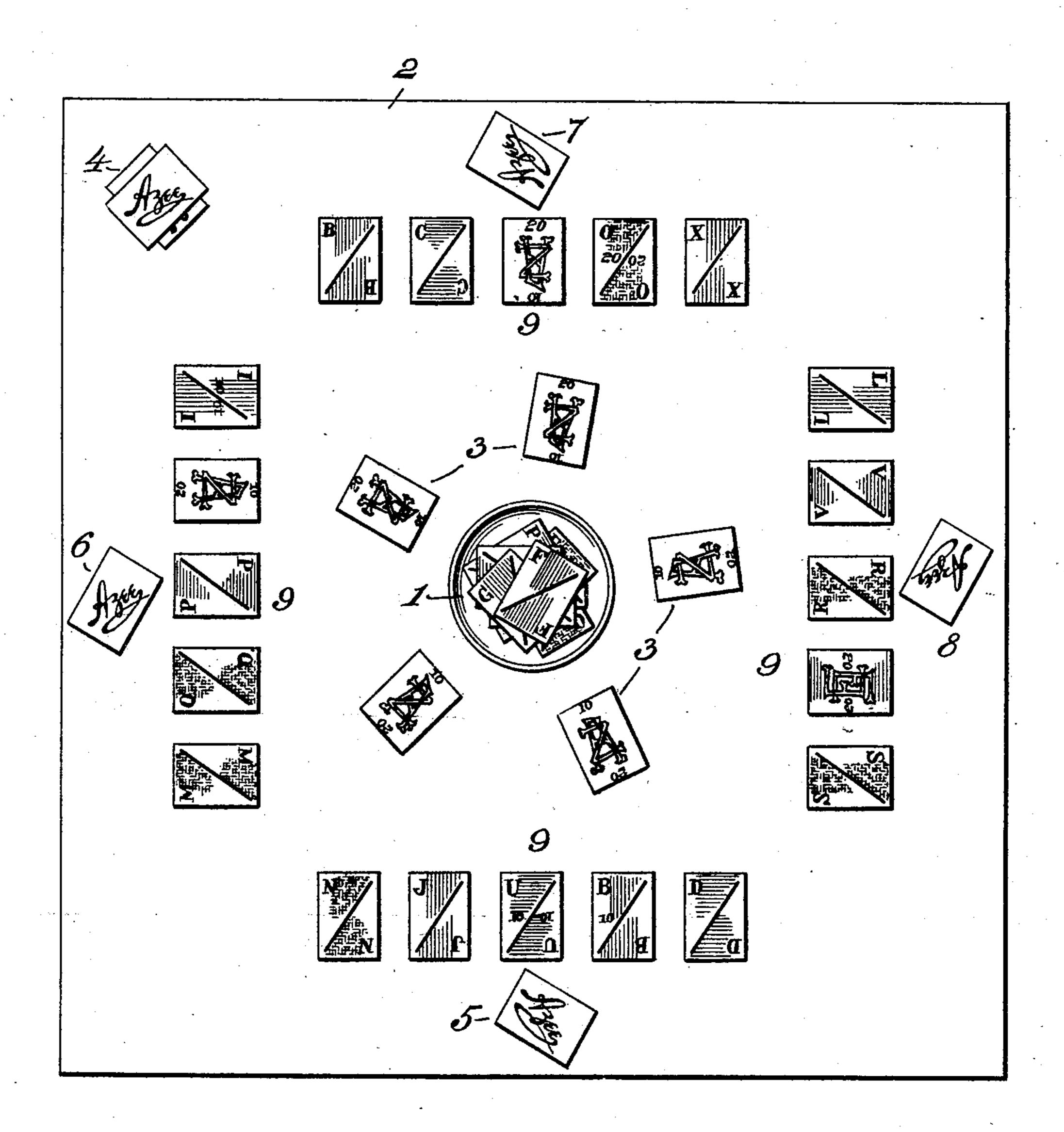
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GAME APPARATUS.

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912,547.

Patented Feb. 16, 1909.



WITNESSES:

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GAME APPARATUS.

No. 912,547.

Specification of Letters Patent.

Patented Feb. 16, 1909.

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To all whom it may concern:

Be it known that I, George W. L. Ed-WARDS, a citizen of the United States, residing at the city of Philadelphia, in the county 5 of Philadelphia and State of Pennsylvania, have invented certain new and useful Improvements in Game Apparatus, of which

the following is a specification.

The principal object of my invention is to 10 provide a game, composed of a series of stacks of colored cards having respectively the letters of the alphabet thereon. The A—Z letters of the alphabet appear on one card in the shape of a monogram as also E 15 on another card. These cards constitute some of the value cards of the game in the playing thereof. Vowel cards of like color immediately preceding consonants have particular value in several forms of this game. 20 This, however, is optional with the players. The success of the game is not dependent upon one card, but upon the play of the entire twenty-five cards of each alphabet set. The customary manner of playing this game 25 is to use five sets of twenty-five cards each, two red, two blue and one yellow or other colors, if preferred, and with sufficient duplicates to prevent any blocking of the game.

The game apparatus of my invention, con-30 sists of one hundred and forty-five cards, with extra cards for vowels "e," "i," "o" and "u," and extra A—Z cards. An A—Z card is used at both ends of the stack as well as at the end of the game. Hence the name "Azee" 35 for defining this game, because it embraces the alpha and omega thereof. Any number of players from two to twenty-four can play the game. The playing of this game is to the table upon five stacks starting with an

40 Azee card, used as an A.

My invention will be better understood from the accompanying drawing showing in top or plan a board with the display cards | positioned and arranged thereon, taken in connection with the description of a pack of | marked in the center as to respective values 100 cards and the preferred manner of playing | so as to count for the player. A vowel card the game, as hereinafter described. My invention is however, not limited to the specific embodiment as illustrated, because 50 such serves only to define characteristic | main features of the same.

Referring to the drawing 1, is a discard | receptacle located in the center of the board 2.

played to the board by the respective players designated by the numerals 5, 6, 7 and 8.

4 is a stack of "reserve" cards to replenish

players' hands.

9 represents the four "reserve" hands dis- 60 played alined in piles of five upon the board.

Each player has a designated "Azee" card before him or her on the board to denote the position of such player at the board 2. The play is governed by the num- 65

ber of cards used.

To play the game of "Azee" based on a partner game of four, the cards are shuffled and dealt five cards face up to each player, for the reserve 9. Then five cards face down 70 for his or her hand. The first person immediately after the dealer plays an "Azee" card to the table, see illustration, or as many A's as the person may have in hand, until the player without sequence cards is com- 75 pelled to pass so that the next player can play and so on until five "Azee" cards have been played to the board, with due regard to the respective playing to the reserve, as necessary. After an A—Z card has been 80 played to the table, the player keeps on playing consecutively, letter cards irrespective of the color of such cards. When the player has finished playing to the table, such person has the privilege of playing back onto the 85 reserve in front of the player, irrespective of the color of the cards held by such player. After cards have been played to the reserve such player must discard one card in the center of the board 2, upon the discard pile 1, 90 face up. The discard is the last act the player does in the course of the play. The game then proceeds, with the plays of the next player in regular order and continuing the play of consecutive letters upon stacks of 95 cards already started. These acts being carried on as to the other players in the partner game, until the game is finished.

The cards that count.—The vowel cards are must be played on a like colored card immediately preceding such card played, viz:—a blue E, on a blue D, and a yellow O, on a yellow N etc. Each player, however, re- 105 tains the privilege of playing to the table 2, as long as such player can do so consecutively, after which such player has the privilege of playing to the reserve backward so 3 represents the five A—Z cards to be long as he or she can; and can also be given 110

a new hand, as often as called for by the player. The last act of the player is a discard of a card face up to the common discard pile 1, in the center of the board 2. After five stacks have been started with "Azee" cards upon the board, the rest of the A—Z cards in the pack can be played to a vacant space in the reserve, provided the player has a space to insure possession, at the end of

10 the game.

structive game.

Considerable skill is required for handling the reserve of this game. The playing of an "Azee" card, as an A, counts ten points in the game and a vowel card E, 20 points; a vowel card I, 10 points; a vowel card O, 20 points; and a vowel card U, 10 points. The playing of an "Azee" card upon a Y, of the same color counts in the game 20 points. 250 points constitutes a game of progressive of "Azee", but the game can be played simply to complete five stacks and with the last "Azee" card played, as an A—Z card. The greatest number of points made during the completion of the five stacks constitutes the player winner of the interesting and in-

Having thus described the nature and objects of my invention what I claim as new and desire to secure by Letters Patent is:

1. A game apparatus, comprising five 30 alphabet stacks of cards, extra cards for the alphabet vowels, said vowel cards having designating values, some of which values are different from others, and an extra Azee card corresponding in value to certain 35 of said vowel cards, substantially as and for the purposes described.

2. A game apparatus, comprising five packs of twenty-five alphabet cards, extra cards of certain denominations for the alpha- 40 bet vowels and Azee cards, the values where-of correspond with certain of the other cards, substantially as and for the purposes de-

scribed.

In witness whereof, I have hereunto set 45 my signature in the presence of two subscribing witnesses.

GEORGE W. L. EDWARDS.

Witnesses:
Thomas M. Smith,
Wilhelm Vogt.