



Double Deck

# ORTHO

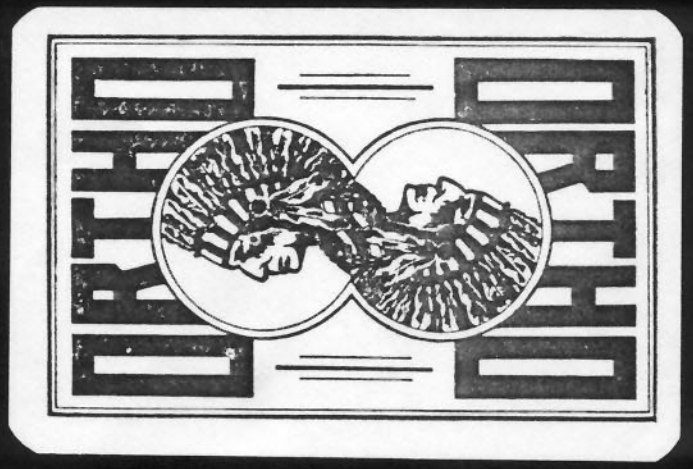
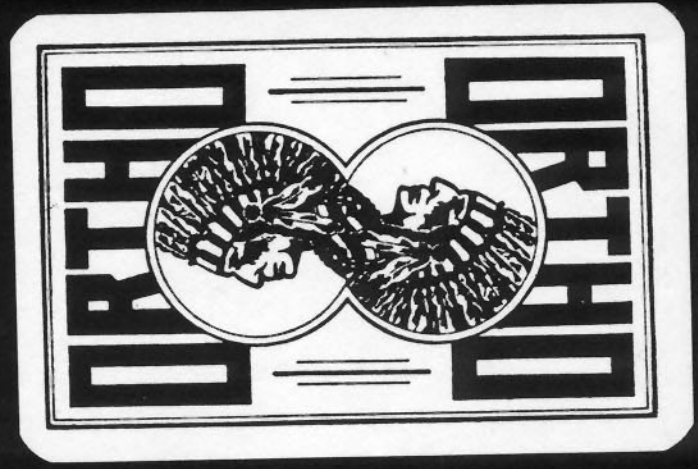
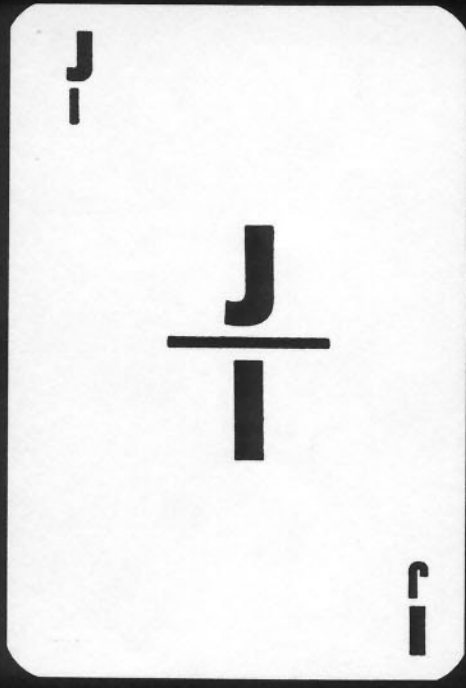
The Educational 'Fun For Everyone' Game of Words

— ☆ —  
IMPROVES SPELLING, IMAGINATION  
AND VOCABULARY

— ☆ —  
*Orthos* is Greek for correct or right

— ☆ —  
CHALLENGING — ENTERTAINING

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OKLAHOMA CITY 1, OKLAHOMA



## OTHER GAMES

### "SIXTY-FOUR FORTY" and "CHIEF"

Play the game of "64-40" exactly as "Ortho" except deal only six cards at first and allow 64 points to be made at one hand, instead of only 32.

"Chief" is played either as "Ortho," or as "64-40," except that points left in hands of players go back into bank, instead of to the one who "Ortho's," thus making a little longer game.

### "PROGRESSIVE PARTY ORTHO"

Seat four players at each table, after having drawn for places, and start play as in "Ortho."

When there is a winner at any table, the play at all tables stops with the hand then being played. Then, at end of hand being then played, high-point winner at each table advances to next table, except that low-point person at high table goes to low table. Keep individual tally scores.

High-point winner at each table is rewarded by adding 25 points to his high score. Also, the one who caused the progression by his ORTHOING receives an additional fifty (50) points.

Hostess declares number of progressions, or sets time limit for evening's play, just before play starts.

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## "O-R-T-H-O"

(Revised Edition, 1954)

An Educational "Fun for Everyone"

GAME OF WORDS

(Improves Your Vocabulary)

Two of this scientifically assorted and lettered pack of 54 cards are "CHIEFS" that may be used for any letter, so that any common word in use, that is in the dictionary, may be used. The Dictionary at Hand is Authority as to correctness of spelling of any word questioned. Any player may Challenge the play of another, the loser receiving a penalty of one point for each letter of word spelled or attempted, and the winner receiving those points. Only correctly spelled words may stand. No proper names or abbreviations are allowed. Fifteen to twenty seconds is average time required to play. If player has not played in sixty seconds, he must pass.

Object of the game is to make most points by getting rid of all cards in one's hand as soon as possible, after the first round of play. Method of counting allows greatest credit for the longest words, with a limit of 32 points to one on each round of play. All but one card may be played on first round of play.

Determine deal by draw. Player who draws highest card has choice of dealing, or of receiving and playing first. "Chief" is highest, then A, B, and C thru alphabet. Only high

ties re-draw for deal. Deal progresses to left. First Player is the person to left of Dealer. The Scorekeeper, or Banker, is person to right of Dealer, unless one is named Permanent Scorekeeper or Banker.

### DEALING

Seven cards are dealt, face down, to all players. From Solitaire to any number of players can play at same time. If Progressive Party Ortho, play four at a table. If Solitaire (1) or Honeymoon (2) play two or three hands each, for more variation. If more than six players at the same table, it is suggested that both the red deck and the blue deck be used together, that there may be no card shortage.

After the deal, all remaining cards are then placed in stack in center of table, with top card removed and exposed alongside stack. Then first player chooses either the exposed card or the top card of stack, drawing always before he plays a word, face up, before him. All words are played facing center of table.

### PLAYING

After his draw the player spells the longest possible word, or words, and receives his word-credit at once. The next player does the same, except that when a word has been exposed the following players may insert a letter, or letters, or add them, either before or after the main body of the word, and re-

ceive full word-credit for the new word spelled, except that the addition of "s" or "es" for plurals earn credit only for the original word—and 32 points is the limit that may be credited during one round of play, even though more might be earned in one round of play.

### WORD-CREDITS

Points are awarded according to number of letters in words spelled. Points earned double with each letter of word, thus: For words of 2 letters, 1 point is earned (1 letter is not regarded as a word); for 3 letters, 2 points; for 4 letters, 4 points; for 5 letters, 8 points; for 6 letters, 16 points; and for 7 letters or more, the limit of 32 points.

**PROVIDED THAT NO PLAYER PLAYS ALL OF HIS CARDS FROM HIS HAND THE FIRST ROUND OF PLAY!**

The one who first plays all of his cards, after the first round of play, calls "Ortho"! and receives his final word-credit. All other players immediately pay him as many points as they have cards in their hands.

The winner is the player who "Ortho's" and then has a total of 104 points or more; OR, the person who has 128 points (Double Ortho) or more at the end of any hand of play, provided another has not won by ORTHOING with 104 points, or more.

For a short game, start all players with a given number of points, never exceeding 40 points; and the same may be done for inexperienced players needing a handicap.