

E. W. ASHENDEN.
 GAME PIECE.
 APPLICATION FILED FEB. 15, 1909.

943,058.

Patented Dec. 14, 1909.



Fig 3.

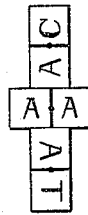


Fig 4.

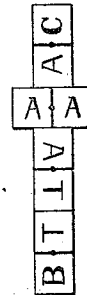


Fig 5.



Fig 2.

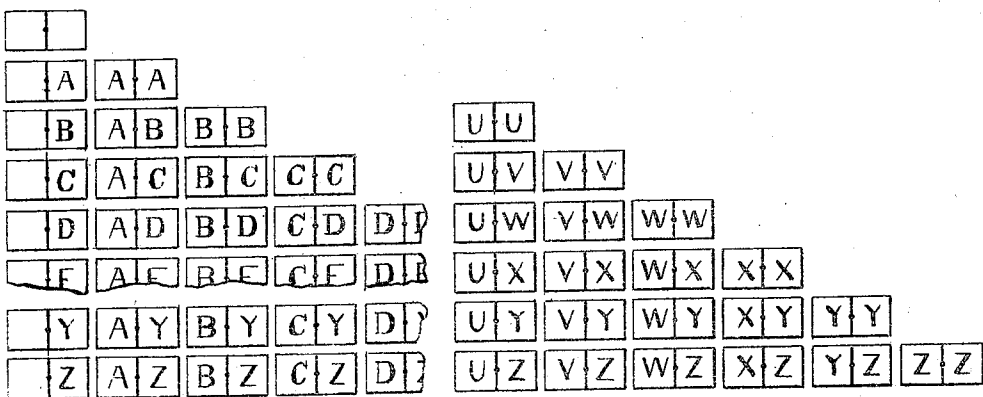


Fig 1.

WITNESSES

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GAME-PIECE.

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Specification of Letters Patent.

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To all whom it may concern:

Be it known that I, ERNEST W. ASHENDEN, of Minneapolis, Hennepin county, Minnesota, have invented certain new and useful
5 Improvements in Game-Pieces, of which the following is a specification.

My invention relates to game pieces or blocks, each block bearing letters, which letters may be combined to spell a word or
10 words.

The invention consists generally in providing a number of blocks having double letters or letters in duplicate thereon, and other blocks bearing letters, which, in play-
15 ing the game, are combined with the double letter blocks.

In the accompanying drawings, forming part of this specification, Figure 1 illustrates the blocks placed together and illustrating a portion of the blocks comprising a set. Fig. 2 is a perspective view of one of the blocks, Figs. 3, 4 and 5 illustrate the manner of building on to the double letter blocks in the progress of the game.

25 To play the game, any number may engage that can conveniently sit around a table. As many blocks are provided as may be found necessary or suitable to provide the desired number of combinations and enable a suitable number of persons to play
30 the game. The blocks are first shuffled thoroughly and ten of them dealt to each player. The player having the block with the double A thereon will play first. If
35 this block is left in the deck, then the double B may be called for and so on, until a player is found, who has a block with duplicate or double letters thereon. As soon as the block with the duplicate letters has been played,
40 the player at the left will then try to match the block on the board and endeavor to spell some word or words by using the end letters only. If the player has no block that will match the one on the board, he must draw
45 a block from the deck until he is able to play. Each letter in a word counts one, the game being for one hundred points or any number agreed upon. The players should
50 also agree before hand whether they will count 2, 4, 6, or 8 ends of the blocks. For two ends, the players will build from the sides only of the first double block. For four ends, build from the end of the double block also. For six ends, build from the
55 ends of the second double block, etc. It will be understood that the more ends the

players are allowed to build from, the more difficult the game. The blank spaces on some of the blocks serve the purpose of causing a break in the game by stopping a line of
60 words in the spelling or counting, thereby adding to the interest of the game. The blank spaces are not essential to the proper playing of the game and could be omitted entirely or some other character or design
65 could be placed in the blank, which would produce a break in the spelling. The blank space, however, is plainly seen by the players and is preferably employed.

As an illustration, we will assume that
70 the first player puts down a double A, which of course will count nothing. Assuming that the next player to the left has a block with the letters "A" and "T" upon it, he will place this on the board with the letter
75 "A" contiguous to the block of the double A. The combination will spell a-t, using one of the letters on the double A block and the "T" of the adjoining block. The next block may have the letters "C" and "A" thereon,
80 which would count five for that player, provided he notices both words, which can be spelled and calls them, as for instance the words "at" and "cat" and other words may be formed from the combination of let-
85 ters on the blanks of Fig. 5 in a similar manner. Whenever a player has played all the blocks in his hand, he will call out the word "Spellit" and then all of the letters on the blocks in the hands of the other players
90 shall be counted and credited to the one crying "Spellit".

If the score agreed upon has not been reached, then the players shall shuffle the blocks and start as before, continuing until
95 the score decided upon has been reached.

I claim as my invention:

1. A series of blocks rectangular in form, some of said blocks having duplicate letters thereon, and other of said blocks each hav-
100 ing a letter thereon which corresponds to one of the letters of said first-named blocks and matching therewith when the blocks are placed together, and said second named blocks each also having a letter thereon dif-
105 ferent from the other letter thereon and adapted when combined with one of the letters of said first-named blocks to spell a word.

2. A series of blocks rectangular in form
110 each having a single letter thereon at one end and a blank space at the other end, and

a series of blocks having duplicate letters thereon, and a series of blocks each having a letter thereon which corresponds to one of the letters of said second named blocks and
5 matching therewith when the blocks are placed together, and said third named blocks each also having a letter thereon different from the other letter thereon and adapted

when combined with one of the letters of said second named blocks to spell a word. 10

In witness whereof I have hereunto set my hand this 9th day of February 1909.

ERNEST W. ASHENDEN.

Witnesses:

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