June 7, 1927. 1,631,558

A. J. STEVENS

GAME APPARATUS

Filed Jan. 2, 1926

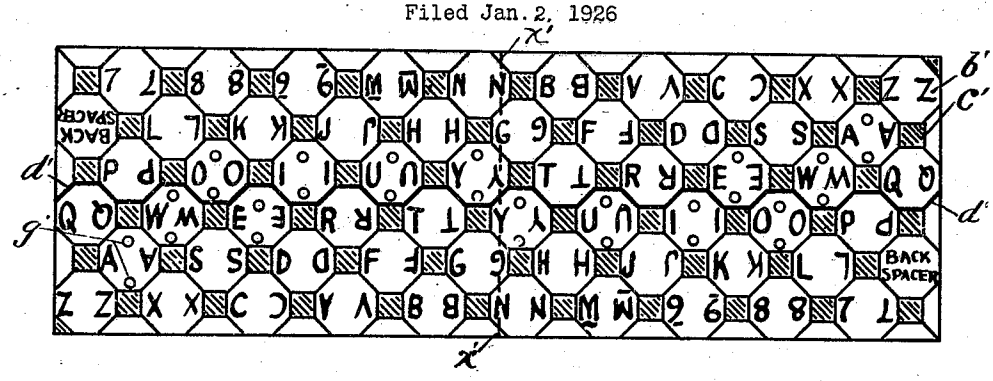


FIG. 1

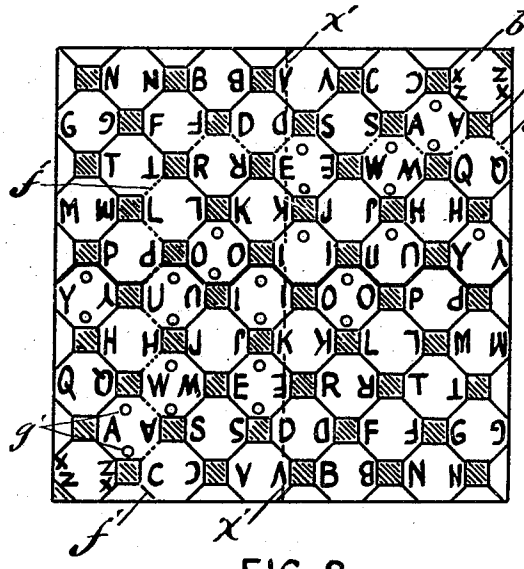


FIG. 2

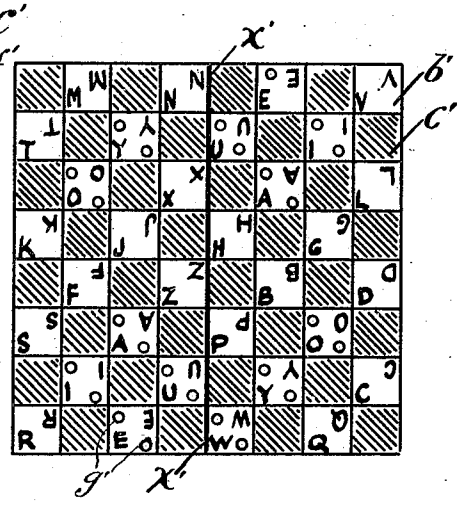


FIG. 3



FIG. 4

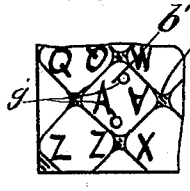


FIG. 5

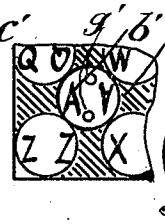


FIG. 6

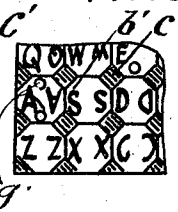


FIG. 7

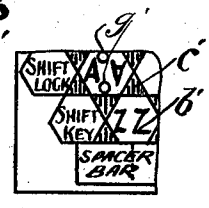


FIG. 8

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UNITED STATES PATENT OFFICE.

ALFRED JAMES STEVENS, OF LONDON, ONTARIO, CANADA.

GAME APPARATUS.

Application filed January 2, 1926. Serial No. 78,998.

This invention relates to games and is particularly directed to a game adapted to be played by two persons.

The object of the invention is to provide a game, which is sufficiently interesting to hold the attention of players, which is instructive, and which tends to develop a keen perception in players.

The invention consists in certain novel features of playing-board and scoring means, with blocks or markers for use in connection therewith.

The invention is illustrated in the accompanying drawings in which—

Figure 1 is a plan view of the board illustrating one arrangement of the play areas;

Figure 2 is a similar view illustrating another arrangement of the play areas;

Figure 3 is a similar view illustrating a third arrangement of the play areas;

Figure 4 illustrates one of each of two sets of play markers;

Figure 5 is a sectional plan view of the board illustrating another arrangement of play areas;

Figures 6, 7 and 8 are sectional plan views of the board illustrating still other arrangements of the play areas.

The board is divided into play areas b^1 and separating areas c^1. The play areas and separating areas have characteristic shapes or color, whereby they may be readily distinguished. In Figures 1 and 2 the play areas are octagonal with square separating areas, preferably of different color. In Figure 1 the board is substantially longer than it is wide, while in Figure 2 it is substantially square. In Figure 3 both play areas and separating areas are upright squares. As illustrated in Figure 5 the play areas are diagonal squares with rounded corners while in Figure 6 they are circles, in Figure 7 octagons and in Figure 8 hexagons, with separating areas as illustrated in each case. It is preferable to make the play areas in the form of octagons, diagonal squares with rounded corners, circles or hexagons, as such forms require a smaller board than do the upright squares of Figure 3.

While any number of play areas may be used, the minimum number is preferably thirty-two as illustrated in Figure 3. Figure 1 shows sixty play areas and Figure 2 fifty.

The letters of the alphabet are arranged on the play areas, one letter on each area, preferably in two positions, inverted with respect to each other for the convenience of the players. A distinctive mark g^1 of any desired character is placed upon the play areas on which the vowels are placed so that their location may be more readily seen by the players. Instead of the letters of the alphabet, any other characters, numerals or special marks may be placed upon the play areas, or a combination of characters may be used.

In Figure 1 the board is shown divided into two equal parts by the line d^1—d^1, and the letters, numerals and "back-spacer" are arranged in the order in which they appear on the key board of the typewriter. By extending the board the remaining numerals and marks may be added and each given a special significance in the game.

The board is preferably provided with a hinge or flexible portion about which it may be folded as indicated by x^1—x^1 in Figures 1, 2 and 3. Instead of the markers illustrated in Figure 4 two sets of push pins of different color or shape may be used. As illustrated in Figure 8, what has been termed a "spacer bar" may be arranged and divided into areas on which the markers may be placed, preparatory to starting the play.

The game is played as follows:

The board is placed between the two players, so that the letters or other characters are in their upright position with respect to each player. If the "spacer bar" shown in Figure 8 is used, the markers of each are placed in the areas on these zones. If the "spacer bar" is not used, the markers are placed on the first row of play areas. The number of markers used by each player is determined by the size and arrangement of the board. For the arrangement shown in Figure 1 twelve markers are used by each player, one being placed on each play area of the first row and two being retained for doubling as hereafter described.

Each player moves alternately from one play area to an adjoining play area, without crossing a separating area, endeavouring in each move to place his marker on a play area, the letter of which will combine with the letters on areas already covered by his markers to make words. As many words as possible are formed after each move and a score is recorded for each word. If the markers are first placed on the first row of

play areas, the letters thereon are preferably not counted in scoring. The use of the "spacer bar" thus permits the use of the first row of play areas and increases the number of letters available from the beginning of the game.

With single markers a player may move only towards his opponent's end of the board, although in the form shown in Figures 7 and 8, moves may be made to the right or left if the play areas are vacant. When a player has entered his opponent's first row of play areas, he scores and doubles his marker by placing a second marker on it. A double marker may be moved backward or forward. When an opponent's single or double marker is met and there is a vacant play area next it, in the direction of play, the player may pass over his opponent's marker, removing it and a scoring at the same time. Similarly if there is a succession of opponent's markers alternating with vacant play areas, in the direction of play, each such marker may be passed over and removed with a corresponding score. If a player fails to take advantage of an opportunity of passing over his opponent's marker and scoring, his opponent may remove his marker and score.

When an opponent's markers are on the player's half of the board, the player may use his opponent's letters to make words but may not touch his markers. If the "back spacer" is used and a player moves to his own area, so marked, he should lose one point, while if he moves to his opponent's area, so marked, he should win, say, five points. Similarly if other marks, such as a comma, period, question-mark, etc., are used, a player moving his marker on to such an area may lose a turn, score, or lose one or more points.

As an illustration of the way in which the score may be calculated the following is given. For each word formed one point, a jump five points, an opponent's failure to jump five points, a marker doubled, on a letter, ten points, or if numerals are used and a marker is doubled on a numeral, its number of points may be counted, on occupying opponent's "back spacer" five points, on occupying player's "back spacer" deduct one point.

The score given is for illustration only, as any desired number of points may be given for each word formed or other successful play. Moreover, it will be apparent that interesting variations may be made in the game by the use of the various additional marks referred to and that the invention is not limited to the particular details of lettering or marks placed upon the play areas.

I claim:

1. A game device comprising a board, the face of which is divided into a series of play areas alternating with separating areas, the respective areas having distinguishing characteristics and being so placed as to present the same arrangement from either side of the board, and two sets of distinguishable markers adapted to be placed upon said play areas, said play areas having thereon two sets of characters which comprise the letters of the alphabet, the play areas on which the vowels are placed having characteristics to readily distinguish them from other play areas.

2. A game device comprising a board, the face of which is divided into a series of play areas alternating with separating areas, the respective areas having distinguishing characteristics and being so placed as to present the same arrangement from either side of the board, and two sets of distinguishable markers adapted to be placed upon said play areas, said play areas having thereon two sets of characters which comprise the characters usually placed upon a typewriter and arranged in substantially the same order, each character other than a letter of the alphabet having a special significance in the playing of the game as herein described.

ALFRED J. STEVENS.