May 25, 1926. 1,586,429

P. W. KIESLING

CROSS WORD PUZZLE GAME

Filed May 18, 1925 4 Sheets-Sheet 1

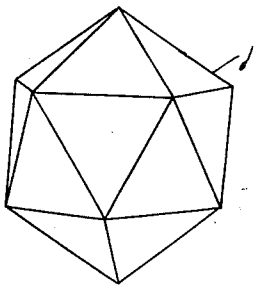


FIG. 1

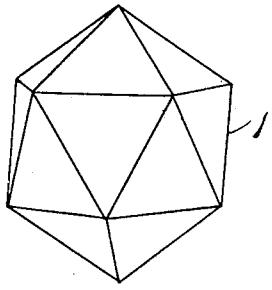


FIG. 2

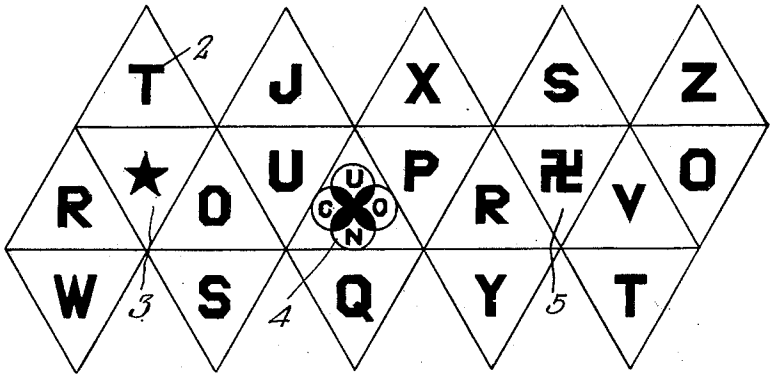


FIG. 3

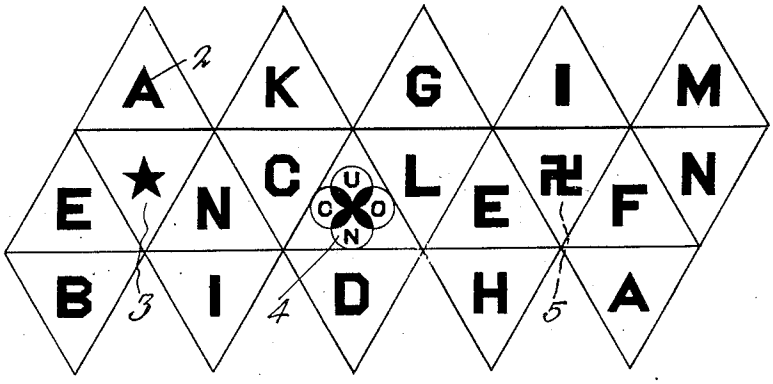


FIG. 4

Paul William Kiesling
INVENTOR.

May 25, 1926. 1,586,429

P. W. KIESLING

CROSS WORD PUZZLE GAME

Filed May 18, 1925 4 Sheets-Sheet 2

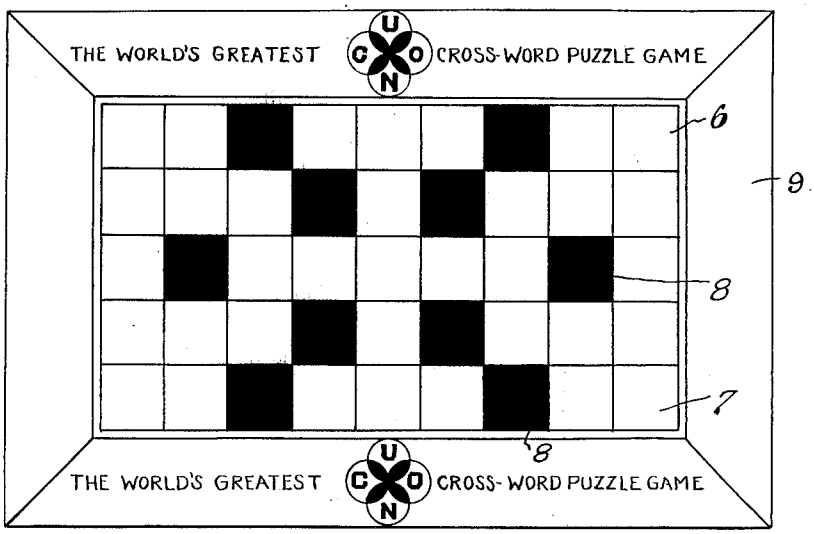


FIG. 5

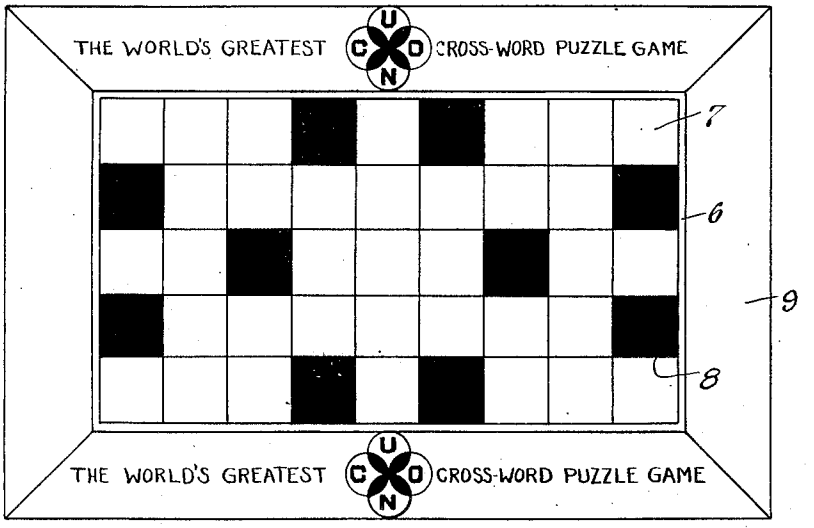


FIG. 6

Paul William Kiesling
INVENTOR

May 25, 1926. 1,586,429

P. W. KIESLING

CROSS WORD PUZZLE GAME

Filed May 18, 1925 4 Sheets-Sheet 3

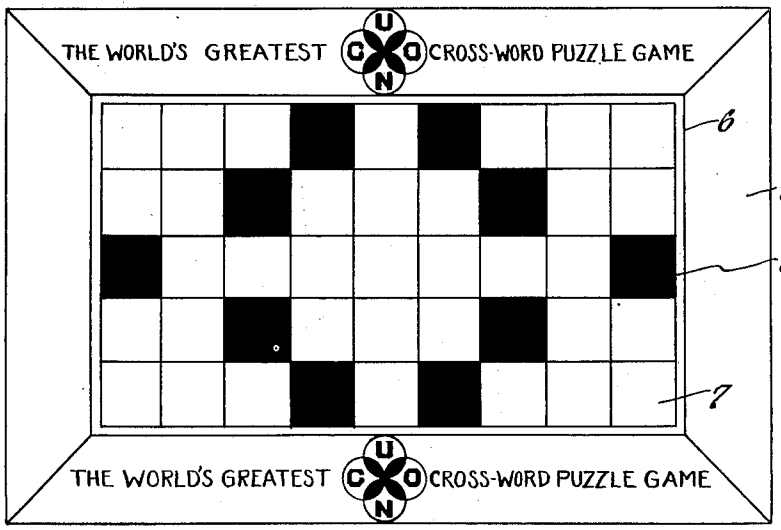


FIG. 7

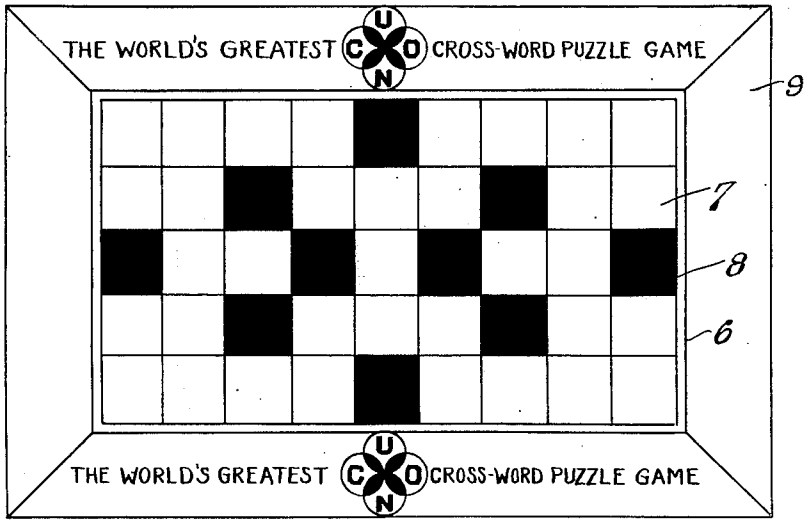


FIG. 8

Paul William Kiesling
INVENTOR.

May 25, 1926. 1,586,429

P. W. KIESLING

CROSS WORD PUZZLE GAME

Filed May 18, 1925 4 Sheets-Sheet 4

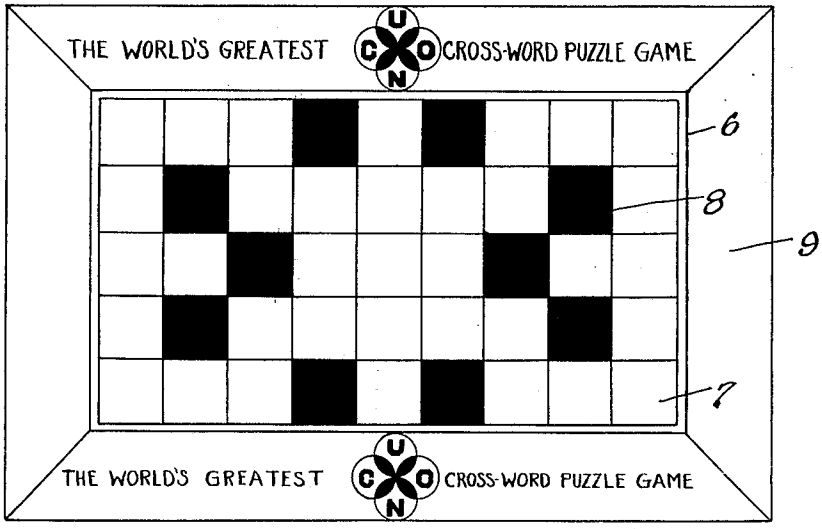


FIG. 9

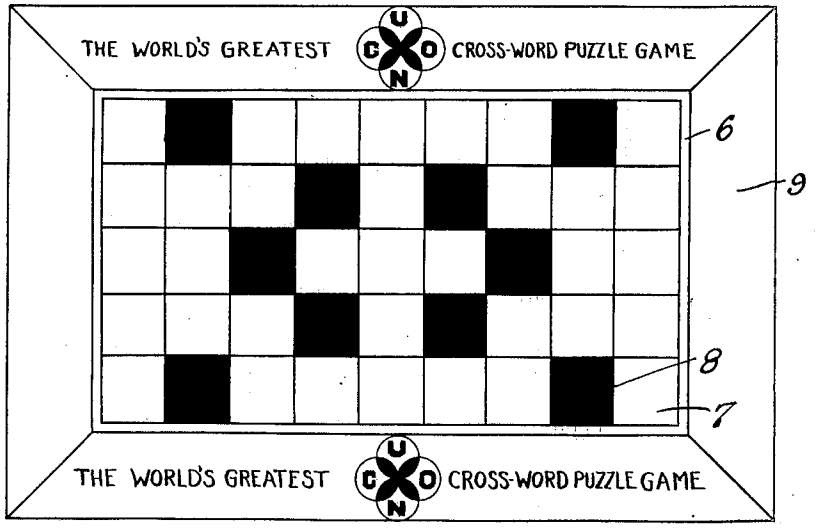


FIG. 10

Paul William Kiesling

INVENTOR.

Patented May 25, 1926. 1,586,429

UNITED STATES PATENT OFFICE.

PAUL WILLIAM KIESLING, OF TIPTON, MISSOURI.

CROSS-WORD PUZZLE GAME.

Application filed May 18, 1925. Serial No. 31,108.

This invention relates to games and apparatus therefor.

The primary object of the present invention is to provide a game similar to the cross word puzzle game but which not only includes the skill of the person in playing the same as in the cross word puzzle game, but has in conjunction with said skill the element of chance to add to the novelty thereof.

This invention also consists in certain other features of construction and in the combination and arrangement of the several parts, to be hereinafter fully described, illustrated in the accompanying drawings and specifically pointed out in the appended claims.

In describing my invention in detail, reference will be had to the accompanying drawings wherein like characters denote like or corresponding parts throughout the several views, and in which:

Figures 1 and 2 are views showing the shape of the dice which form a part of the present invention.

Figure 3 is a diagrammatic view of the letters and characters which are formed on the triangle portions of the dice as shown in Figure 1.

Figure 4 is a similar view showing the letters and characters of the dice as shown in Figure 2.

Figures 5 to 10 inclusive show the type of cross word puzzle patterns adapted to be used in the game of the present invention.

Referring to the drawings in detail the reference numeral 1 indicates the dice referred to and which are solid and contain twenty faces, each face being an equilateral triangle The faces of the dice as shown in Figure 1 has printed or otherwise formed thereon the letters 2 and characters 3, 4 and 5 as shown in Figure 3 of the drawing, while the faces of the dice as shown in Figure 2 has formed thereon the letters and characters as disclosed in Figure 4 and as shown in Figure 3 the letters vary from those as disclosed in Figure 4 but all the letters of the alphabet are included some on one of said dice and the remaining on the other of said dice, but both of said dice include the characters 3, 4 and 5.

As shown in Figures 5 to 10 there are six blank cross word patterns indicated by the reference numeral 6 and which are blocked as shown to provide white blocks 7 and black or dark blocks 8 arranged as shown, but of course it will be understood that this arrangement may be varied without departing from the spirit of the invention. These patterns include downwardly inclined frame portions 9 which may be lettered and decorated in the manner as shown, and to form the patterns into pad formation. The white blocks are disposed in row formation and are adapted to receive a letter of the alphabet so that words may be formed both in the horizontal row as well as the vertical row, and the black blocks are disposed to separate the words. In other words the words formed by the letters can only be arranged in the white blocks.

From the above it will be readily seen that the apparatus consists of the respective pads and the pair of dice, and the following is the set of rules which govern the playing of the game.

The game may be played by two or more persons, using the two dice and two or more of the patterns which are formed in the pad formations as disclosed.

The pads are placed face down on a supporting means such as a table at the beginning of the game and each player then draws a pattern. One player then starts the game by rolling the dice until each player has had his turn at rolling. The player securing the highest letter of the alphabet (Z being the highest possible letter) is privileged to begin. He then rolls the dice and uses the letters or characters as the case may be and begins to play and the playing should proceed in a clockwise direction around the table. With each roll of two dice, two characters or letters of the alphabet are obtained as will be apparent, and if two letters of the alphabet are obtained the player uses them as he sees fit in the formation of words on his pattern. However, the player may disregard one or both of the letters if he so desires and then hands the dice to the adjacent player.

If one of the characters is as shown at 5 the player is allowed another roll with both dice and in addition is allowed to use the character or letter on the other dice that he rolls. If two of the characters as indicated by 5 are obtained by the roll the player is allowed a double roll with both dice.

If on the roll of the dice the player obtains the character as indicated by 3, he is privileged to remove anyone letter from his pattern and the character or letter on the

other dice is used in the regular way. Obtaining two stars 3 permits the removal of two letters from his pattern, but the removal of letters in this manner is entirely optional to the player and such procedure is desirable only when impossible combinations have been formed. Should a character as indicated by the reference numeral 4 be obtained on the roll, the player may choose any letter of the alphabet and the character on the other dice may be used in the regular manner as above set forth. If two of the characters as indicated by 4 is obtained, the player may choose any two letters of the alphabet. Therefore, it will be obvious that the characters 3, 4 and 5 provide privileged plays, and are therefore sought by the players when the dice are rolled. The time allotted each player to place his letters on his pattern is determined by the time it becomes his turn to roll the dice as the plays advance and when the letters are once placed on the pattern they cannot be removed except as above stated. When anyone player has succeeded in completing his pattern he is declared the winner provided the completed pattern contains letters to form words in the white blocks only running horizontally and vertically or in other words in accordance with the procedure of an ordinary cross word puzzle, and if an error is proven on the winner's pattern, his pattern is declared void and dropped from the game while the remaining players continue the game in the manner as set forth.

It is thought from the foregoing description that the advantages and novel features of my invention will be readily apparent.

I desire it to be understood that I may make changes in the construction and in the combination and arrangement of the several parts, provided that such changes fall within the scope of the appended claims.

What I claim is:

1. A cross-word puzzle game comprising pads having faces formed thereon in block formation, a pair of cooperatively associated dice having triangular shaped faces with all of the letters of the alphabet formed collectively thereon, and characters of like formation on both of said dice, and said characters representing privileged plays.

2. A cross-word puzzle game of the character described comprising a plurality of pads adapted to be used one for each player of the game, blocks formed on the face of each pad, a pair of dice having triangular shaped faces with all of the letters of the alphabet on some of the faces of both and characters on the remaining faces of each, said characters representing privileged plays, and blocks formed on said pads.

3. A cross-word puzzle game of the character described comprising a pad having a face formed with white blocks arranged in row formation and black blocks arranged between the rows, and a pair of dice having formed thereon all of the letters of the alphabet and three characters on each, said dice being associated with the pads so that the letters and characters indicate certain plays by a player of the game for forming words in the white blocks, and said characters representing privileged plays.

4. A cross-word puzzle game comprising a pad having a blocked face, white blocks arranged in row formation on said face and black blocks arranged between the rows, frame portions included in said pad and being downwardly inclined from the faces thereof, a pair of dice having twenty equi-lateral triangular faces having formed collectively thereon all the letters of the alphabet and three characters on each, said dice being adapted to be rolled in unison and the letters and characters appearing on the upper faces thereof indicate the move of a player of the game for associating words with the white blocks of the pad, and said characters respectively indicating that the players thereof have the privilege of re-rolling the dice, removing letters that have been placed in the blocks, and the choosing of any letter or letters to be placed in the blocks.

PAUL WILLIAM KIESLING.