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E. R. McDONALD

GAME

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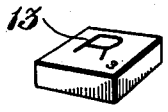



FIG. 2.

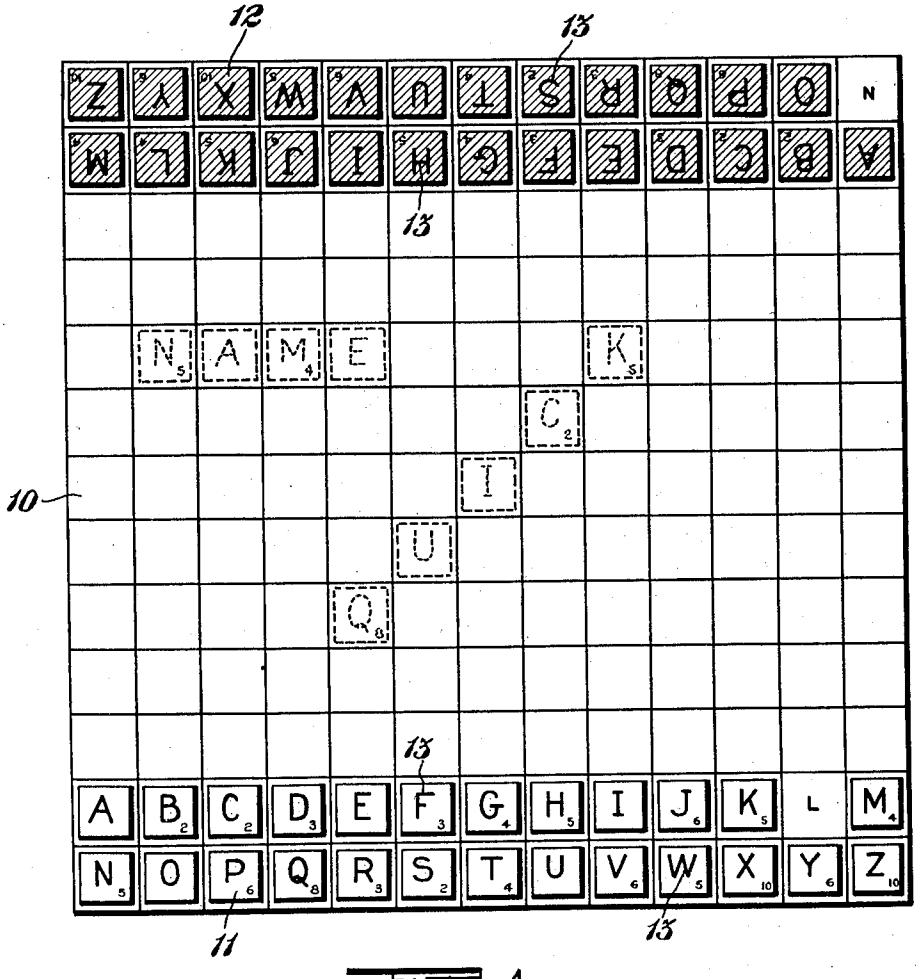



FIG. 1.

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# UNITED STATES PATENT OFFICE.

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## GAME.

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This invention relates to improvements in games and more particularly to games that are played on a chequer board with blocks or the like, the latter being individually lettered to represent the alphabet, each letter-carrying block, with the exception of those carrying the vowels, a, e, i, o and u, also having a number indicating the value of the letter carried by the block.

The game is particularly adapted to two players who each have twenty-six blocks representing the letters of the alphabet and each set preferably being in a different colour. The blocks are arranged by the players on two rows on each side of the chequer board in the squares provided for the purpose and the object of the game is for each player to form a word using as many as possible of the letters in his opponent's set as well as his own letters. It is not absolutely necessary for a player to use any of his opponent's letters to make a word, but it is so much to his advantage if he can do so as he captures his opponent's letter or letters that enter into the forming of the word and besides a piece captured from one's opponent is doubled in value, that is, if the player No. 1 captures letter "B" from his opponent and "B" has a value of 5 then player No. 1 has a count of ten in making up his amount and player No. 1 also counts the value of each of his own letters that enter into the word. If player No. 1 succeeds in spelling a word without any interruption from his opponent (by placing one of his letters in the way to block him) then after he has succeeded in spelling this word he announces the word as he places the last letter and then he totals up the values and places that value to his credit, but as said before, if any of his opponent's letters enter into the word such letter would count double its value.

From the foregoing it will be understood that player No. 1 can start on a word and if, not being interrupted, he succeeds in spelling a word then he totals up the values of those letters and scores to that amount.

The new game is preferably known as the "Cross word game" and consists generally of a chequer board marked out into a number of squares having thereon, in two sets, a plurality of blocks in different colours, each block having a letter thereon and, with the exception of the blocks bearing the vowels, a, e, i, o, u, having also numerals thereon indicating the value of each letter.

The blocks, having thereon the letters of the alphabet, can be moved about on the chequer board, for the purpose of forming words, to any unoccupied square but once a letter is taken from its original position in the first two rows it can only be moved one square at a time in any direction to an unoccupied square, the object of the game being for each player to form a word either with his own pieces or preferably, because they count double in value, with his opponent's pieces or blocks, the total value of the words formed going to make up the predetermined total agreed upon for the game.

Referring now to the drawings in which like characters of reference indicate corresponding parts in each figure:—

Figure 1 is a plan view of a chequer board showing the playing pieces in their original positions, and

Figure 2 is a perspective view of a lettered and numbered block or playing piece.

Referring now more particularly to the drawings, in Figure 1 is illustrated a chequer board 10 arranged with the sets of blocks 11 and 12, each set having letters 13 thereon representing the alphabet and each letter, with the exception of the vowels, a, e, i, o and u, having adjacent thereto a numeral; for instance, the letter "B" has a value of two, the letter "D" three, the letter "F" three, the letter "G" four, the letter "Z" ten and so on. The board, as previously mentioned, is marked off into squares as in a chequer board in red and black or any other colours but has a great many more squares than usual. In the example here illustrated there are 169 squares.

The game is played with two players, the blocks being arranged, as indicated in Figure 1, on each side of the board and representing the letters of the alphabet from "A" to "Z," inclusive, the letters being stamped or printed or otherwise secured thereon. These blocks are movable the same as chequers and when the game commences they are placed on the first two rows of the board so that each player has his squares nearest him. The empty squares are the battle ground where the game is to be played and the object of the game is to win

a given number of points, say 500, and the player first getting this number wins the game.

The sets of blocks are different colours, for instance one is black and one is white, each block, as already referred to and with the exception of the vowel-carrying blocks, being marked with various numerals indicating the value of the letter thereon.

The players play alternately, moving one letter out from its original position to any unoccupied square on the board. The essential object of both players is to complete a word the individual letters of which will contribute to the highest possible total of the word as a whole and while a word can be formed entirely from a player's own pieces, it is desirable and good policy to have as many of one's opponent's letters entering into the word as possible for letters or pieces captured from the opponent count double their face value and also reduce the number of the opponent's pieces. For instance, suppose player No. 1 playing with the white set of blocks, and as indicated in dotted lines in Figure 1, places the letter "Q" on a square near the centre or anywhere between the first rows of blocks belonging to the players and suppose that his opponent, No. 2, playing with the black set, places the letter "U" in the square right beside the square occupied by the letter "Q". Then suppose player No. 1 places the letter "I" next to the letter "U". Then suppose player No. 2 places the letter "C" next to "I" and player No. 1 then places the letter "K" next to "C" and in doing so spells the word "Quick". Now player No. 2 made an error in playing his "C" where he did as it gave player No. 1 the opportunity of completing a word. No. 1 can therefore remove, by reason of forming the word, all his opponent's letters with values thereon, in this case represented by "C" face valued at two but counting double this value when captured, which go toward a predetermined amount for winning the game. Now "C" having been removed from the board as being captured, the other letters "Q", "U", "I" and "K" belong to player No. 1 and are subject to be moved by him to any square that he wishes or they may be left where they are. In other words while the value bearing letters of the alphabet may be removed from the board when captured from an opponent, the unvalued vowel pieces are never removed from the board.

It will thus be seen that the purpose of each player is to form a word either from his own letters or pieces or preferably using, as they are of double value, as many letters as possible of his opponent's, each letter with the exception of the vowels having a value indicated thereon. For instance, if the arranged amount representing the total for the game was fifty, one of the players would have to capture, in the operation of forming words, individual letters the face value of which would amount to only twenty-five before he was declared the winner. On the other hand, if one of the players captured no letters or pieces from his opponent the aggregate face value of the letters in the words which he formed would have to amount to fifty.

It is not necessary in playing this game that the words be spelled out in a straight line. The words can be made by placing the letters crossways or placing the letters on squares where the corners are connected or in any suitable or convenient way. Also, even though a letter has been removed from its original place the owner of that letter is not obliged to keep it on that square, but can move it, when he first starts, to any square unoccupied when it is his turn to play.

In order to facilitate the playing of the game, I provide that the squares of the board on each side are lettered with the letters of the alphabet to correspond with the letters on the pieces and to render it easier to place them in their proper positions on the board.

As many changes could be made in the above construction and many apparently widely different embodiments of my invention, within the scope of the claims, constructed without departing from the spirit or scope thereof, it is intended that all matter contained in the accompanying specification and drawings be interpreted in an illustrative and not in a limiting sense.

What I claim as my invention is:—

1. In a game and in combination with a chequer board having a plurality of squares marked thereon, sets of blocks or pieces each set having letters thereon representing the alphabet and each letter, with the exception of the vowels, having a numeral marked thereon to indicate its value, the so-marked pieces of each set being designed to move about on the chequer board to form words.

2. In a game of the character described, a chequer board, two sets of twenty-six pieces each having marked thereon, in any suitable manner, the letters of the alphabet and having marked also thereon adjacent each letter, with the exception of the vowels, a numeral indicating the value of the letter thereon.

3. The game as claimed in claim 2 in which the sets of pieces are of different colours.

4. A game comprising a chequer board, a plurality of squares suitably marked thereon, a plurality of pieces representing two sets of twenty-six pieces each adapted to be arranged in the squares on said board on opposite sides thereof, the pieces in each set having suitably marked thereon a letter

of the alphabet and each piece, with the exception of the vowel-carrying pieces, also having marked thereon a numeral indicating the value of the letter.

5. A game comprising a chequer board marked in squares and sets of pieces, each set representing the complete letters of the alphabet and having marked on the individual pieces, with the exception of the vowel-carrying pieces, a value for each letter, said letters being arranged at opposite sides of a chequer board and designed to be moved individually and alternately to the intervening portion of the board to form words, the player who by the playing of his piece enables his opponent to complete a word by moving another piece forfeiting his pieces, with the exception of the vowels, contained in the word to his opponent.

6. A game of the character described in which the object is to attain a predetermined number and in which a plurality of pieces arranged in two sets, preferably of different colours, are placed on opposite sides of a chequer board, said sets being lettered to represent all the letters of the alphabet and said letters being numerically marked, with the exception of the vowels, with a value and the individual letters of said sets being adapted to be moved to the spaces on the chequer board between the two sets to form words and the player enabling his opponent, by the movement of one of the pieces, to complete a word by the movement of another piece forfeiting to his opponent double the value of his numerically marked letters, the values of which are placed towards the predetermined total representing the game.

7. The game of the character described adapted to be played by two players to reach a predetermined total by compiling words on a chequer board or the like from letter-carrying pieces, each having a certain value marked thereon and adapted to be used in forming words. said pieces being members of sets representing the letters of the alphabet with values marked thereon, except for the vowels, and designed in play to be arranged in sets on each side of a chequer board and to be moved inwardly individually and alternately therefrom to form words.

8. The game as claimed in claim 2 in which the chequer board has two sets of twenty-six squares on each side marked with the letters of the alphabet thereon corresponding to the marking on the pieces.

9. The game as claimed in claim 7 in which the face value of the letter-carrying pieces is doubled when captured, for the formation of words, from an opponent.

In witness whereof I have hereunto set my hand.

EDWARD RICHARD McDONALD.