

[54] **WORD BOARD GAME**

[76] Inventor: **Milton Dawes**, 3415 Girouard, Apt. 1010, Montreal 260, Quebec, Canada

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Primary Examiner—Richard C. Pinkham

Assistant Examiner—Harry G. Strappello

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[56]

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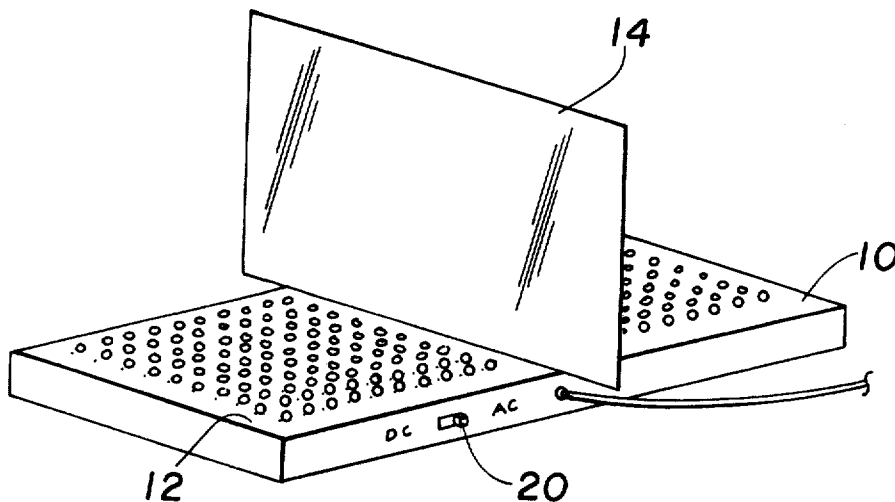
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ABSTRACT

A game board has two like horizontal sections divided by a vertical partition disposed therebetween and extending upwards therefrom. Each section contains a like array of lamp receiving sockets arranged in like rows and columns each socket being associated with a corresponding letter of the alphabet, at least some of the letters being associated with more than one socket. Each socket in one section is connected in series with the corresponding socket in the other section. The series circuits, connected in parallel, are supplied with electric power. A set of lamps equal in number to the number of sockets is associated with each array.

5 Claims, 5 Drawing Figures



WORD BOARD GAME

SUMMARY OF THE INVENTION

This invention is directed toward a word board game. The game is essentially a display board with a wired circuit underneath. On the top of the board are sockets in which flashlight bulbs can be screwed in.

The number of sockets can be varied depending on the size of the board and they are positioned in orderly rows and columns with corresponding letters of the alphabet (frequency as in the word game identified by the trademark SCRABBLE).

The players decide on how many letters they will use in a game and then each makes a word or short sentence by screwing in bulbs at the corresponding letters.

Object of the game is to discover the other player's word or sentence first. Score is tallied by number of letters times ten.

The wiring is such that when bulbs are in corresponding positions on either side either both lamps will flash or the lamps will flash and a buzzer will sound and a player will then know he has found a letter.

Having found all the letters, there is still the problem of discovering the order. Each player can ask the other whether a particular letter is first or third, etc., 1 letter per time but loses 10 points for each question asked.

At the start of the game there may be some buzzing as both players may have bulbs in the same relative position; by quickly unscrewing bulbs a player may then discover some of his opponent's letters. He can then replace his bulb in another position (same letter).

The current for bulbs and buzzer can be supplied by flashlight battery. When a bulb is screwed in and an opponent's letter is discovered, the bulbs on both sides can be partly unscrewed breaking contact and minimizing battery wear.

The board is approximately 24 × 12 inches with a division placed in the middle obstructing the view of the other side of the board.

As an additional feature, the players, by focusing not upon the letters but upon the positions of bulbs in the grids, can design simple geometrical shapes or representative figures.

BRIEF DESCRIPTION OF THE DRAWINGS

In the drawings:

FIG. 1 is a perspective view of my word game board;

FIG. 2 is a plan view thereof;

FIG. 3 is an enlarged detail plan view of a portion of the board;

FIG. 4 shows one letter code used in my invention, and

FIG. 5 is an illustrative circuit diagram used in my invention.

DETAILED DESCRIPTION OF PREFERRED EMBODIMENTS

Referring now to FIGS. 1-5, a game board is divided into two like horizontal sections 10 and 12 by a vertical partition 14 which extends thereabove.

A 10 by 10 square matrix of incandescent lamp sockets 16 is disposed on the surface of each section, each

matrix containing 10 like rows and columns. Each socket has a letter 18 of the alphabet associated therewith. There are more sockets than different letters so at least some of the letters are associated with more than one socket. One suggested socket-letter relationship or code is shown in FIG. 4 but of course many other codes are available for use.

Each socket in one section associated with a particular letter is connected in series either directly or via a corresponding buzzer 24 with a corresponding socket in the other section associated with the same letter to form a series circuit. All such circuits, connected in parallel, are supplied with power via on-off switch 20 from a battery or from a mains power source.

One hundred incandescent lamps 22 are associated with each section and can be disposed in or removed from corresponding sockets as required.

The game can then be played as previously described.

While I have described my invention with particular reference to the drawings, such is not to be considered as limiting its actual scope.

Having thus described this invention, what is asserted as new is:

1. A two person word game comprising:

a game board having two like horizontal sections divided by a vertical partition disposed therebetween and extending upwards therefrom, each section having a like number of lamp socket receiving positions arranged in rows and columns, there being at least twenty seven such positions, each section having a single letter of the alphabet disposed adjacent each position and associated therewith, there being more positions than letters of the alphabet whereby at least some of the letters are associated with more than one position;

a plurality of sockets equal in number to said positions, each socket being disposed at a corresponding position;

means connecting each socket on one section in series with a corresponding socket in the other section to form a corresponding series circuit;

means connecting all of said circuits electrically in parallel;

means to supply electric power to said parallel connected circuits; and

a plurality of lamps, at least some lamps being removable, disposed in sockets in both sections.

2. The game of claim 1 wherein each series circuit forming means includes an electrically powered buzzer connected in series with the two sockets.

3. The game of claim 2 wherein the sockets in each section are disposed in a square matrix.

4. The game of claim 3 wherein each section contains one hundred sockets disposed into 10 like columns and 10 like rows.

5. The game of claim 4 wherein the alphabetical frequency of letters used in each section is as follows: A-11, B-2; C-3; D-3; E-9; F-2; G-4; H-3; I-9; J-2; K-2; L-6; M-2; N-5; O-9; P-2; Q-1; R-7; S-4; T-5; U-3; V-1; W-2; X-1; Y-2; and Z-1.

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