Nov. 29, 1927. 1,650,840

J. KATZ

GAME

Filed Jan. 31, 1927 2 Sheets-Sheet 1

Fig 1

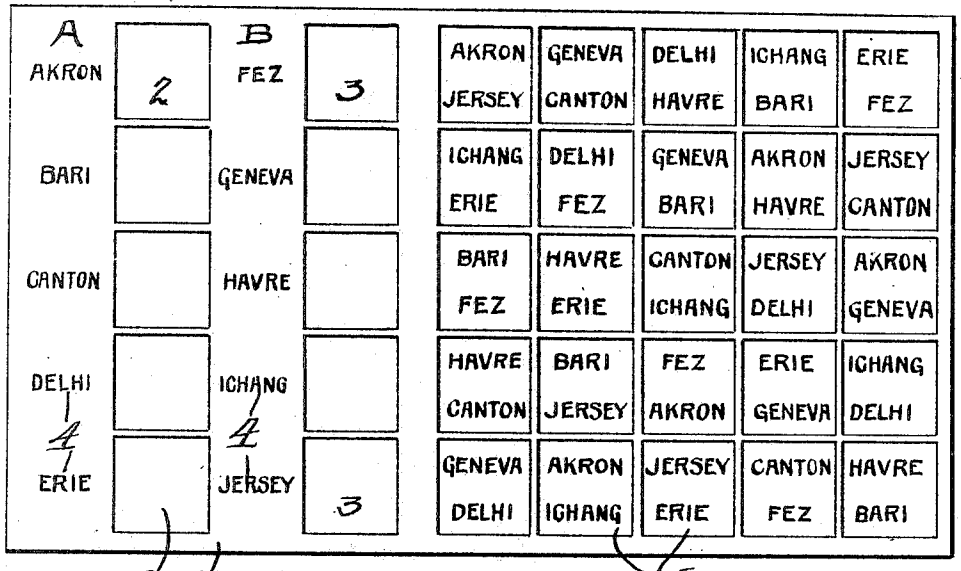
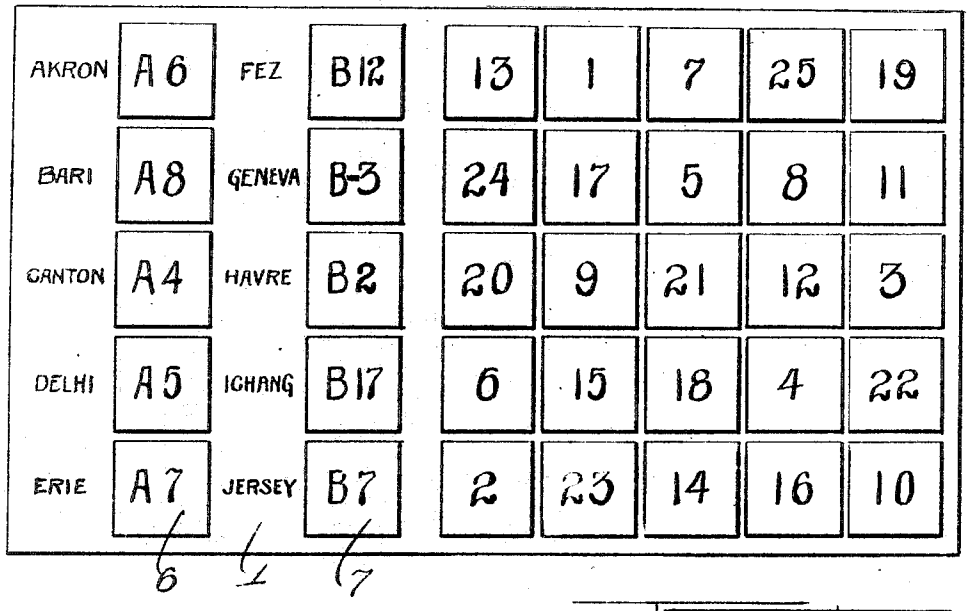


Fig 2



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Fig 3

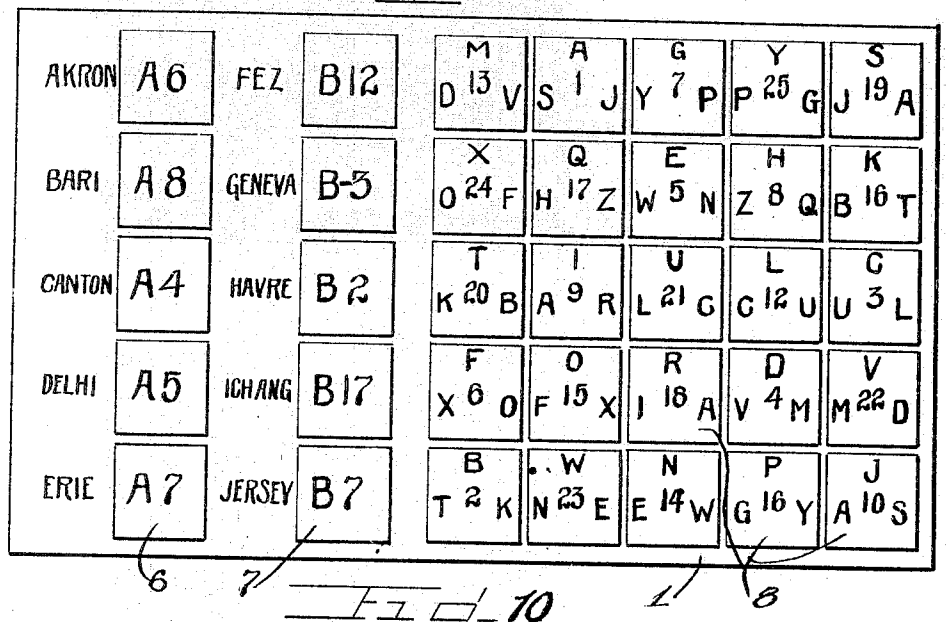


Fig 10

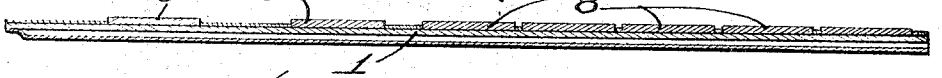


Fig 4

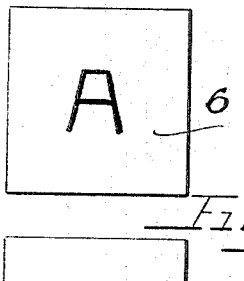


Fig 7

Fig 5

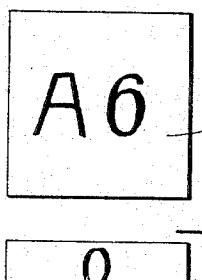


Fig 8

Fig 6

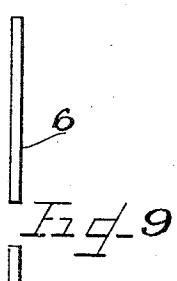
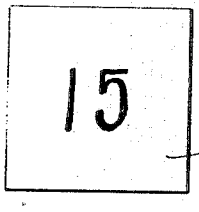
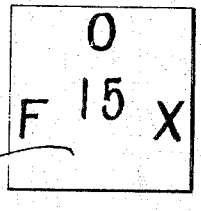
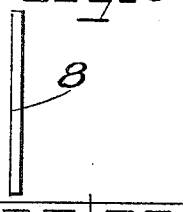


Fig 9







Inventor
Jacob Katz

by Charles P. Wells Attys

Patented Nov. 29, 1927. 1,650,840

UNITED STATES PATENT OFFICE.

JACOB KATZ, OF CHICAGO, ILLINOIS.

GAME.

Application filed January 31, 1927. Serial No. 164,735.

This invention relates to a game in which a plurality of alphabetical disks or blocks are arranged according to different determination formulæ for formulating words.

The invention comprises the novel structure and combination of parts hereinafter described and more particularly pointed out and defined in the appended claims.

In the accompanying drawings which illustrate a preferred embodiment of this invention and in which similar reference numerals refer to similar features in the different views:

Figure 1 is a plan view of a board or chart involving this invention.

Figure 2 is a plan view of the board shown in Figure 1 in which the spaces are covered by blocks or disks.

Figure 3 is a plan view of the board with certain of the disks or blocks in reverse position.

Figure 4 is a bottom plan view of a block or disk involving a part of the game.

Figure 5 is a top plan view of the block shown in Figure 4.

Figure 6 is an edge elevational view of the block shown in Figures 4 and 5.

Figure 7 is a bottom plan view of another block involving a part of the game.

Figure 8 is a top plan view of the block shown in Figure 7.

Figure 9 is an edge elevational view of the block shown in Figures 7 and 8.

Figure 10 is a longitudinal section of the plat.

As illustrative of this invention, there is shown a plat or board 1 having upon the left hand side a plurality of vertical series of spaces 2 and 3, as shown in Figure 1. The spaces 2 which are shown five in number may be termed the A series, while the series 3, which are similar to the series 2, may be termed the B series. Each of the spaces 2 and 3 is provided with some designating character 4, preferably placed closely adjacent thereto. In the present instance, these designating characters constitute geographical terms or names.

The right hand side of the plat or board is also provided with a plurality of series of spaces 5. The number of these series corresponds to the number of spaces in the series A or B. As the series A and B have five spaces, there will be five series of spaces 5. It should be noted that the spaces 5 are arranged in both horizontal and vertical alinement producing thereby five horizontal series of spaces and five vertical series of spaces, as well as diagonal series of spaces.

With reference to Figure 1, it will be noted that each of the spaces 5 is designated by a pair of the designating characteristics of the series A and B, one taken from the series A and the other taken from the series B. Thus the first space 5 of the upper horizontal series contains the word "Akron" taken from the series A and the word "Jersey" taken from the series B.

There is a number block 6 for each space in the A series and a number block 7 for each of the spaces in the B series, as shown in Figure 2. These number blocks are preferably marked upon both sides with the alphabet of the series to which it belongs, as shown in Figures 4 and 5. In addition, the upper face of the A series of blocks respectively contain the numbers 6, 8, 4, 5 and 7, while the upper faces of the B series of blocks respectively contain the numbers 12, 3, 2, 17 and 7.

The first step in playing the game involves the separate shuffling of the A and B series. After each series has been shuffled, the A blocks are picked up at random, preferably one at a time, and placed upon the spaces 2 preferably from the top downwardly. Then the B blocks are picked up at random, preferably one at a time, and placed upon the spaces 3 preferably from the top downward. These blocks are preferably shuffled with their backs upward and turned over as they are positioned upon their spaces in order to present their upper faces to view, as shown in Figure 2.

There is an alphabetical block 8 for each of the spaces 5 on the right hand part of the plat 1. Each block 8 has a number upon its back as shown in Figure 7, and this number equals the sum of the numbers, of a pair of blocks 6 and 7, one in the A series and one in the B series. Thus the number 15 on the back of the block shown in Figure 7 is the sum of the numbers on the Bari block in the A series and the Jersey block in the B series. The front face of each block 8 is provided with one or more alphabets as shown in Figure 3, and also with the same number occurring upon its back. In the present instance, the front face of each block 8 has a main alphabet adjacent its upper margin and two lower supplemental or auxiliary alphabets therebelow. Numerical values are assigned to

these blocks. The block with the first alphabet A is assigned the value 1, the block with the alphabet B is assigned a value of 2, etc.; the twenty-fifth alphabet having the value 25. The supplemental alphabets for each block may be chosen at random or they may be chosen by numerical relations to each other. In the present instance, the numerical value of the alphabets upon a block 8 differs by 9. Thus, the first block of the top row M, which is 13, is 9 greater than D, and V which is 22, is 9 greater than M. However, any other method may be used for selecting the auxiliary alphabets.

The second step in playing the game consists in placing the alphabetical blocks 8 upon the spaces 5 according to the determination of the A and B series. In order to determine the block to be placed upon a space 5, the sum of the numbers of the designating characters, as shown by the A and B series, is taken. For example, the shuffling and selection of the blocks 6 and 7 gives "Akron" the value of 6 and Jersey the value of 7. The sum of these numbers is 13. Consequently the alphabetical block containing the number 13 is placed upon the space containing the names "Akron" and "Jersey." The next space 5 which is "Geneva and Canton" should be covered by the alphabetical block having the number 1 thereon, since the value of Canton is 4 and Geneva is 3, making a total of 1. These alphabetical blocks are preferably first placed with their backs upwardly as shown in Figure 2, and after they have all been placed in position, the sum of each horizontal and vertical series of numbers on their backs should equal 65. This feature arises from the fact that the combination names on the spaces 5 are so arranged that no matter what particular value comes up for the different designating characters in the A and B series, the sum of the numbers in each series of spaces 5, whether taken horizontally or vertically, should be 65. If each such series totals 65, the blocks have been properly positioned, and may be turned over to present the alphabets face up, as shown in Figure 3. It must of course be understood that the values on the blocks 6 and 7 of the A and B series must be properly chosen when the blocks are made to give the result described.

The next step in playing the game is in the form of a cross word puzzle. After the alphabetical blocks are all arranged as shown in Figure 3, the number of words that can be made from the alphabets are written down. In making up these words, the series of blocks 5 should be read either vertically or horizontally. As the blocks are so arranged, that diagonal series are also presented; these may also be read in making up words. It is however improper to skip a space in any series in the determination of words. The object of the game is of course to make the largest number of words from the particular arrangement.

After one such arrangement has been exhausted, that is, when no more words can be made, all the blocks may be removed from their spaces, and the game repeated. In repeating the game, the blocks 6 and 7 will be shuffled again and placed upon the spaces 2 and 3 whereby different values will undoubtedly be assigned to the designating characters of the series A and B, so that a different arrangement of the alphabetical blocks will occur.

If desirable, the different series may be extended to include a larger number of spaces by determining the proper values for the A and B series.

I am aware that numerous details of the game may be varied through a wide range without departing from the principles of this invention, and I do not desire limiting the patent granted hereon otherwise than as necessitated by the prior art.

I claim as my invention:

1. In a game, a plat having alphabetical block spaces with a pair of characteristic marks, a numbered alphabetical block for each space, means for determining the arrangement of said blocks comprising a plurality of series of character marks, means for assigning a value to said last mentioned marks, the sum of the values of a pair of character marks determining the particular alphabetical block to be placed upon a certain alphabetical space.

2. In a game, a plat having a plurality of series of alphabetical block spaces, and a plurality of series of character spaces, a character block for each character space, and an alphabetical block for each alphabetical block space, said character blocks having means for determining the arrangement of the alphabetical blocks.

3. In a game having a plurality of series of alphabetical block spaces, each having designating characters, an alphabetical block for each space, and means for determining the arrangement of the blocks on said spaces comprising two determinate series of blocks adapted for imparting values to said characters.

4. In a game, a board having alphabetical block spaces, each marked with designating characters, and a pair of series of character spaces, numbered alphabetical blocks for the first spaces, numbered character blocks for the second spaces, said character blocks determining the arrangement of said alphabetical blocks.

5. In a game, a plat having alphabetical block spaces, a numbered alphabetical block for each space and means for determining the arrangement of said blocks comprising two series of character block spaces, num-

bered character blocks for said spaces, each of said first mentioned spaces having characters corresponding to said character spaces, the value of a pair of character blocks designating a certain alphabetical block.

6. In a game, a plat having two series of characters thereon, means for assigning a value to each character, said plat also having a plurality of series of alphabetical block spaces, each alphabetical block space having a pair of characters corresponding to the first mentioned characters, and an alphabetical block for each space, each block having a number corresponding to the sum of said pair of characters.

7. In a game, a plat having two series of character spaces, means for assigning a value to each space, said plat having also a series of alphabetical block spaces, each alphabetical block space having a pair of characters corresponding to a pair of character block spaces, and an alphabetical block for each space, each block having a value corresponding to a pair of character block spaces.

8. In a game, a plat having a plurality of spaces, each space having a pair of characters, means for assigning a value to said characters and a block for each space having a value corresponding to the value of said characters.

In testimony whereof I have hereunto subscribed my name.

JACOB KATZ.