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CRAIG, III(10) **Pub. No.: US 2015/0021857 A1**(43) **Pub. Date: Jan. 22, 2015**(54) **WORD GAME**(71) Applicant: **GAYLORD CRAIG, III**, Dunellen, NJ
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A63F 1/04 (2013.01); *A63F 2001/0408*
(2013.01)USPC **273/299**(57) **ABSTRACT**

The present invention provides a word game that can be played for purely entertainment purposes or also as a learning experience. This is single- or multi-player game. As a one-player game, it resembles a memory or concentration game. The player is playing against himself. As a multi-player game, the players play against each other, involving memory and chance of the card deck and the game cubes.

The game contains a single deck of cards. Each card contains a sentence that the players need to complete. These sentences are of varying lengths. A set number of tiles are part of the game. The words necessary to complete the sentences on the cards are printed on the tiles. The tiles are shaped in such a way that they fit together to form the sentences.

During play, two (2) game cubes are rolled dictating the number of tiles that the player can turn over. The game cubes add an additional element of chance to the game, varying the number of tiles each player can turn over during his/her turn.

The player completing the most sentences wins the game. The win is contingent on remembering the position of needed tiles and the roll of the game cubes.

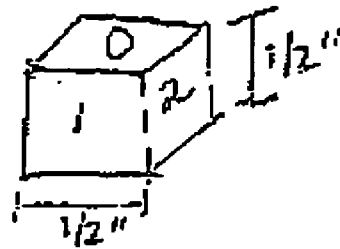
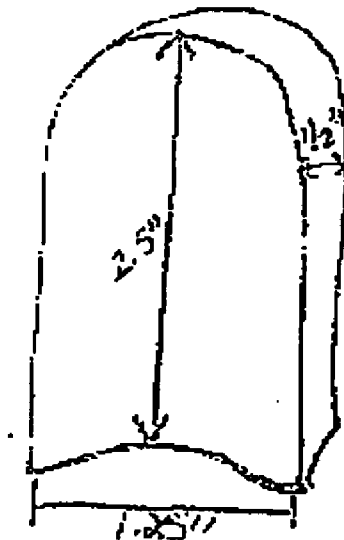


FIG 1:

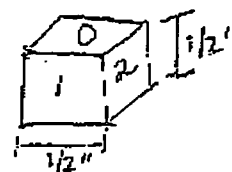
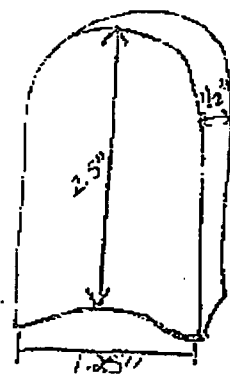


FIG 2A:

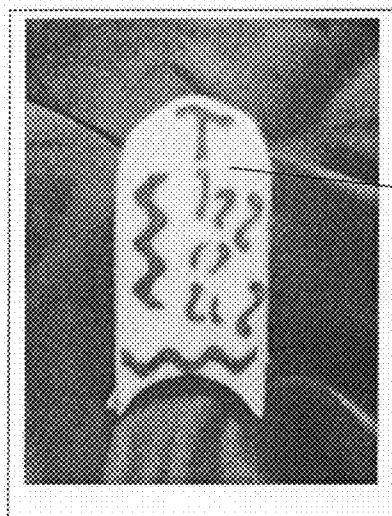


FIG 2B:

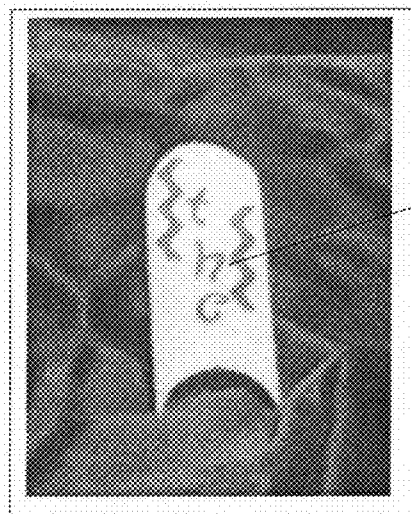


FIG 3:



FIG 4:

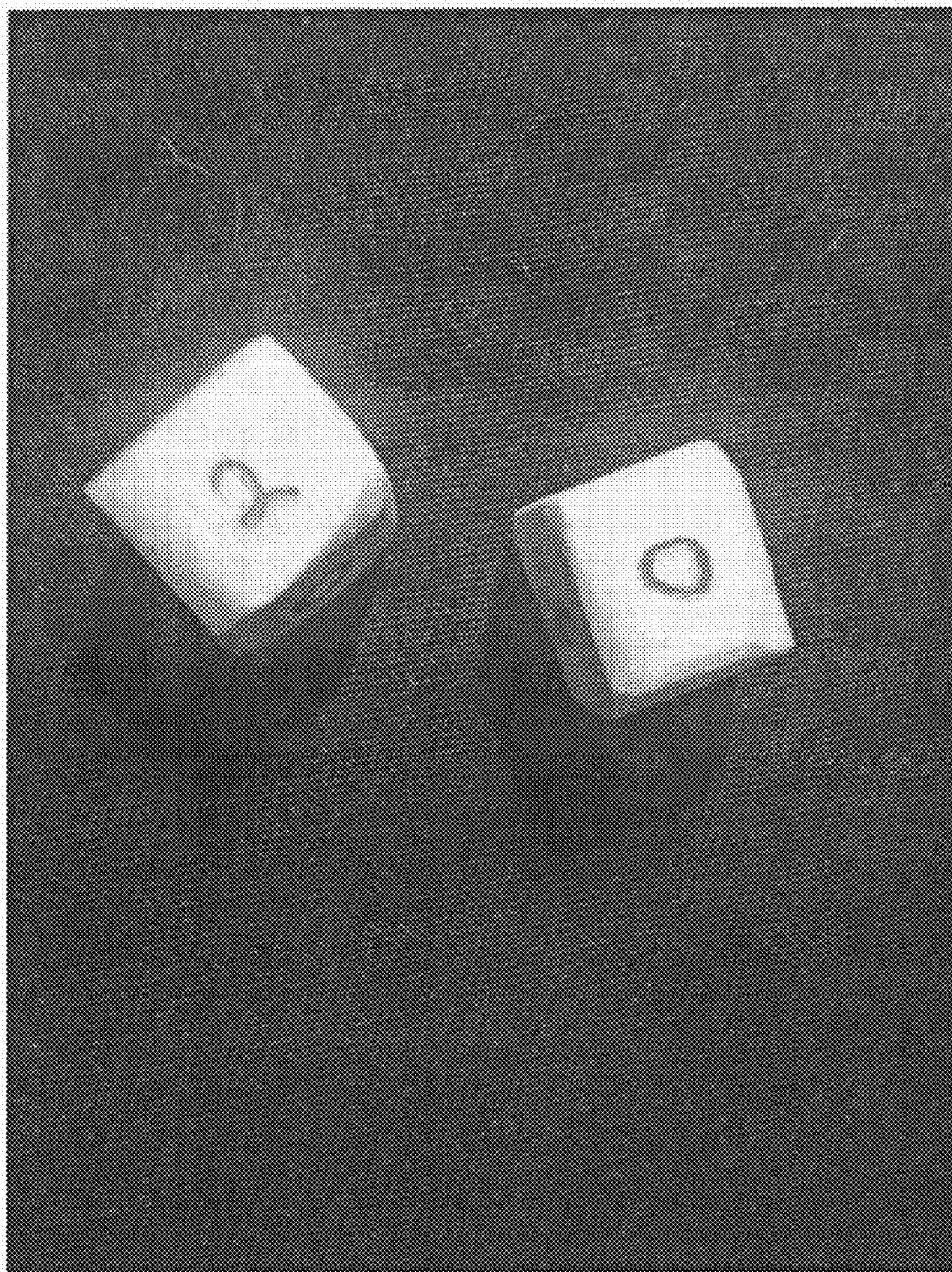


FIG 4A:

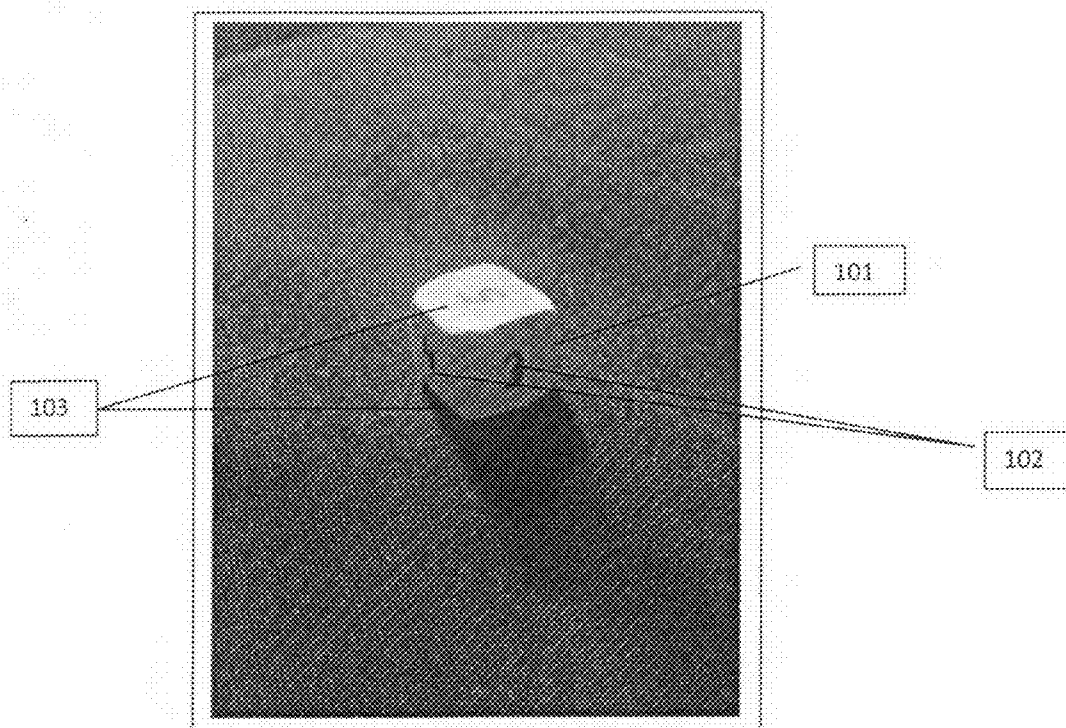


FIG 4B:

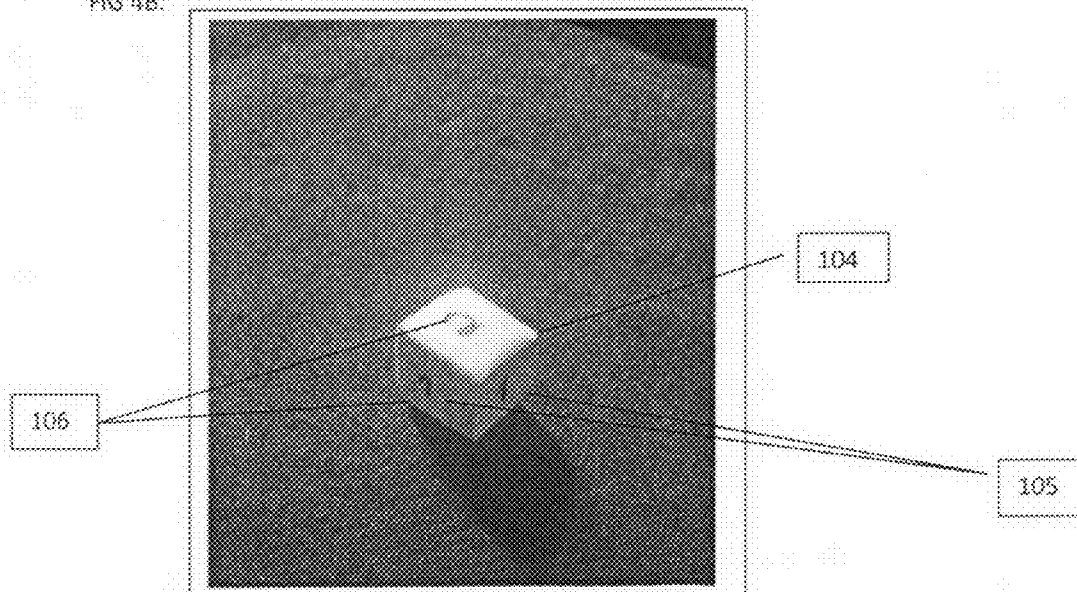


FIG 5:

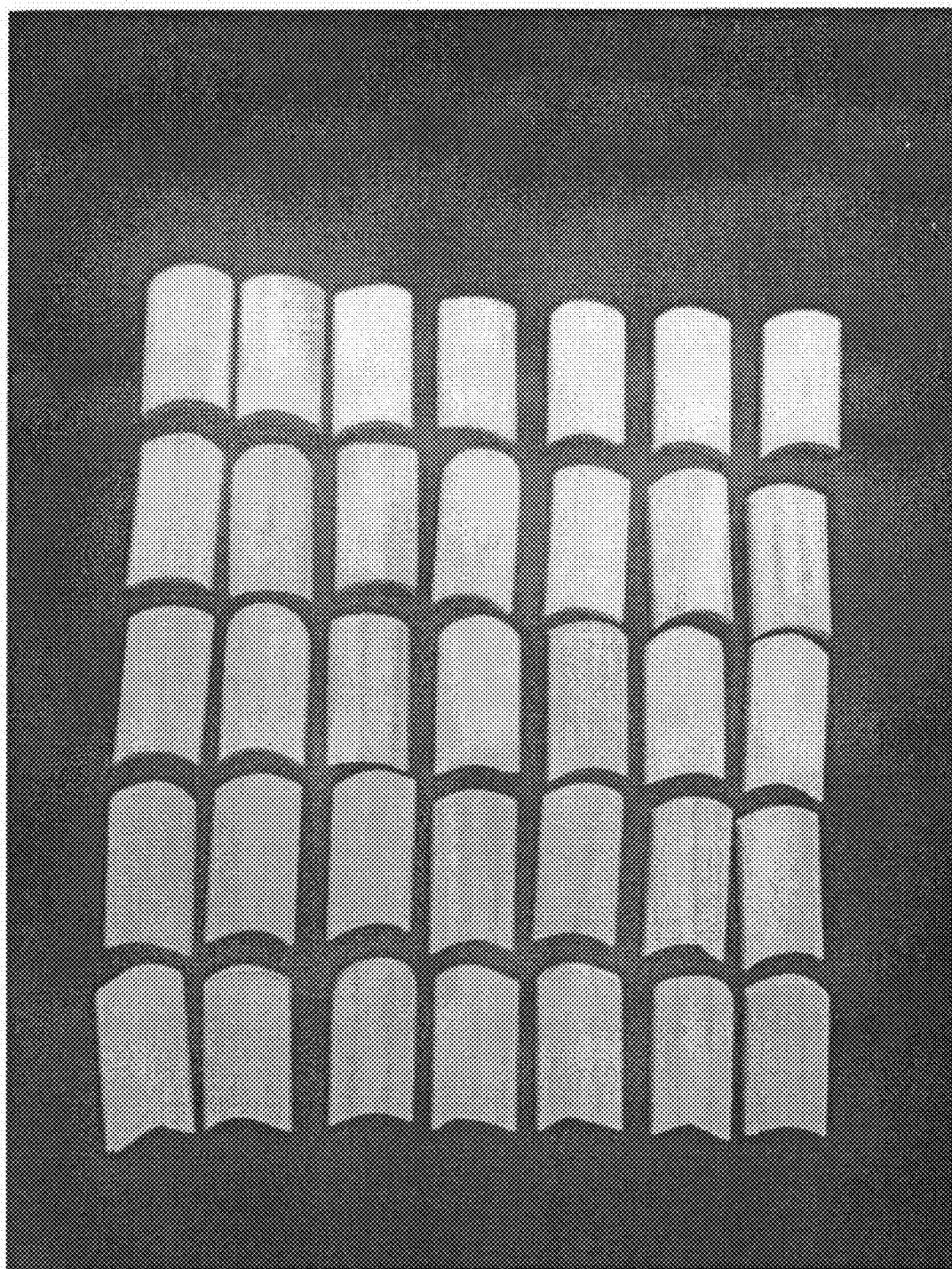


FIG 5:

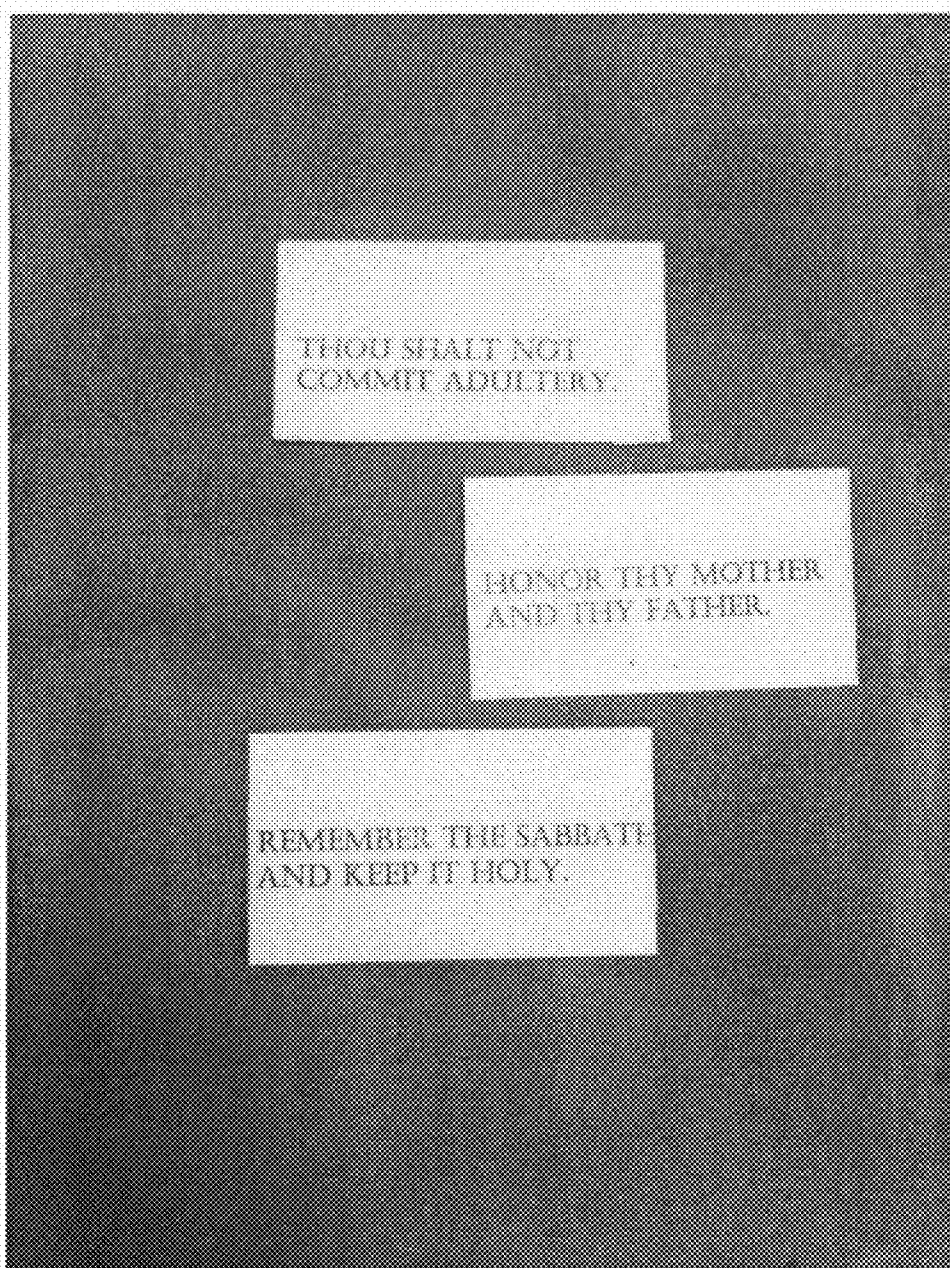


FIG 7:

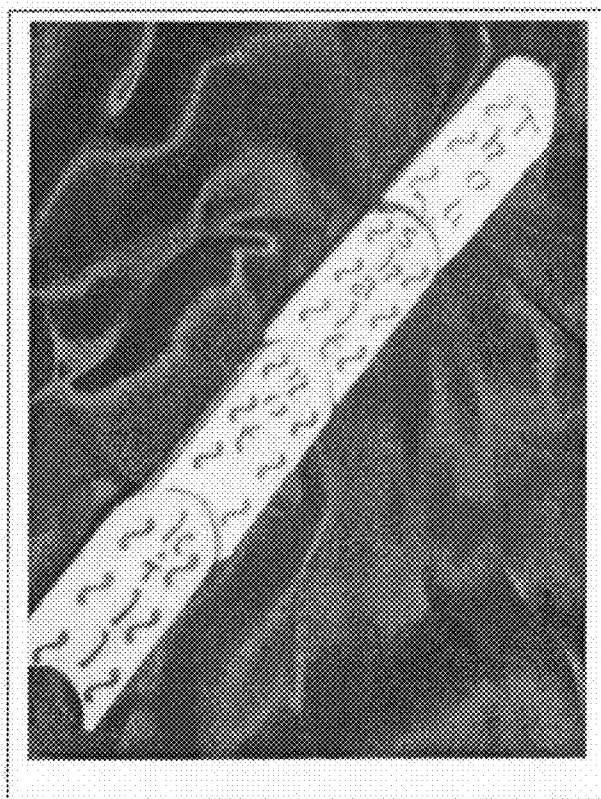


FIG 8:

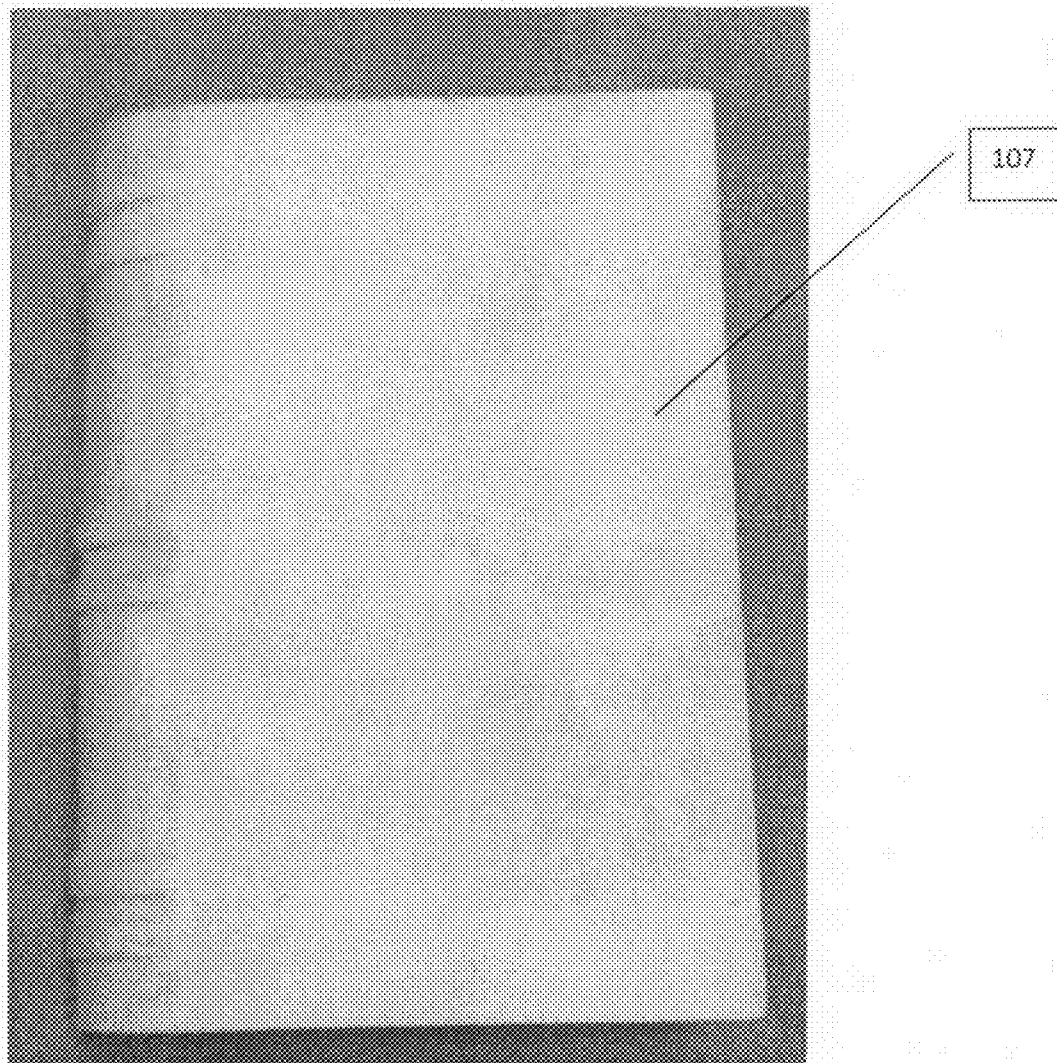
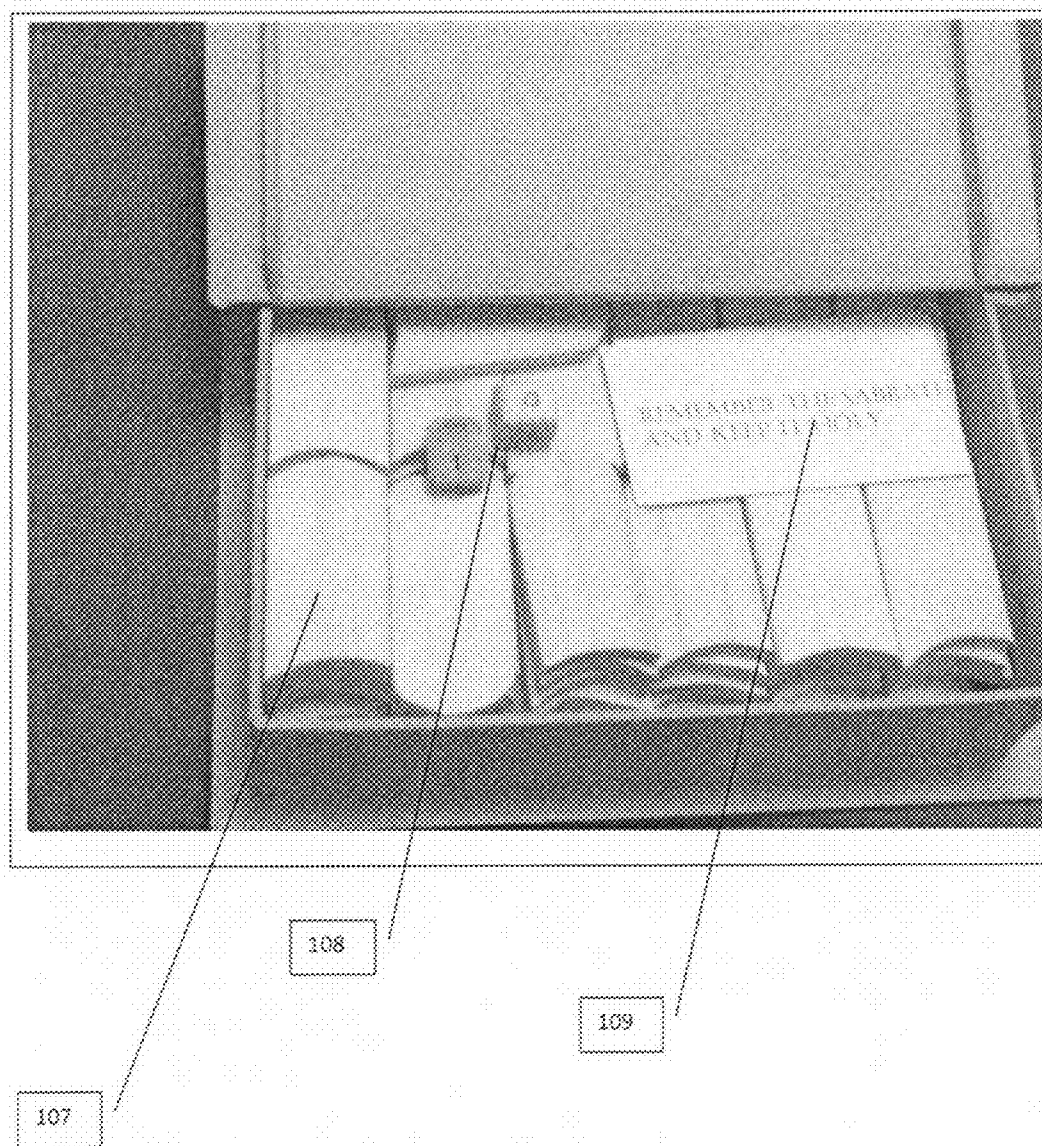


FIG 8A:



WORD GAME

BACKGROUND OF INVENTION

- [0001] 1) Field of Invention
- [0002] a) The invention relates generally to family entertainment/game field.
- [0003] 2) Background
- [0004] a) A game can not only be entertainment but also a learning experience. This game will be in several themes touching on several demographic sectors—young children to adults.
- [0005] b) Games in general are a great way to gather friends and families together which fortifies the family unit by having fun.

SUMMARY OF THE INVENTION

- [0006] A word game that is a single- or multi-player game, that tests the player(s) ability to remember the position of the word tiles in order to win the game; the game contains a single deck of cards, where each card contains a sentence that the players need to complete, where there are a specific number of sentences based on the version of the game; a set number of tiles determined by the version of the game, where predetermined words are printed on the tiles, where the tiles are shaped in such a way that they fit together; 2 game cubes consisting of 6 sides and when rolled dictates the number of tiles that the player can turn over, where one cube is marked by the numbers 0-5 and the other cube is marked by 0,1,2; as well as a container used to carry all the pieces of the game and game playing instructions.
- [0007] The tiles included with the game may be created using a variety of manufacturing materials—wood, plastic, metal, cardboard, composite materials. The tiles may also vary in size depending on the version of the game.
- [0008] The game cubes add an element of chance to the game, varying the number of tiles each player can turn over during his/her turn.
- [0009] The scope of the present invention is defined by the appended claims and is not affected by the statements within this summary.

BRIEF DESCRIPTION OF DRAWINGS

- [0010] FIG. 1: Dimensional drawing of game tile and game cube illustrating the height and depth of game pieces in accordance with disclosed design.
- [0011] FIG. 2A: Front perspective view of the word tile illustrating how the tile is shaped in such a way that the tiles will fit together in accordance with disclosed design.
- [0012] FIG. 2B: Front perspective view of the word tile illustrating how the tile is shaped in such a way that the tiles will fit together in accordance with disclosed design.
- [0013] FIG. 3: Side perspective view of the word tile in accordance with disclosed design.
- [0014] FIG. 4: Perspective view of two (2) 6-sided game cubes in accordance with disclosed design.
- [0015] FIG. 4: Perspective view of Game Cube #1, numbered 0-5 in accordance with disclosed design.
- [0016] FIG. 4B: Perspective view of Game Cube #2, numbered 0-2 in accordance with disclosed design.
- [0017] FIG. 5: Perspective view of how the tiles are to be laid out at the start of the game in accordance with disclosed design.

[0018] FIG. 6: Perspective view of game cards containing sentences relating to the theme of the game version in accordance with disclosed design.

[0019] FIG. 7: Perspective view of the manner in which the word tiles fit together to form a sentence in accordance with disclosed design.

[0020] FIG. 8: Perspective view of sample game container to hold word tiles, game cubes, game cards, and game instructions in accordance with disclosed design.

[0021] FIG. 8A: Inside perspective view of sample game container to hold word tiles, game cubes, game cards, and game instructions in accordance with disclosed design.

DETAILED DESCRIPTION

[0022] The present invention provides a game that can be played for purely entertainment purposes or also as a learning experience. As the game involves memory skills and a chance element in the game cubes, both older and younger players will be intrigued and remain interested. As the complete game will be contained in a compact container, it is easily transported to be played anywhere. In play, only a small area is needed to hold the turned-over tiles and the cards.

[0023] The game contains cards with sentences of varying lengths. This increases the chance factor whereby a player can select a card with 4 words in the sentence and another player can select a card with 7 words in the sentence. The win is based on who remembers the position of needed tiles and the roll of the game cubes. The players do not have a choice of the sentences; they must draw the next consecutive card from the deck.

[0024] This is single- or multi-player game. As a one-player game, it resembles a memory or concentration game. The player is playing against himself. As a multi-player game, the players play against each other, involving memory and chance of the deck and the game cubes.

[0025] FIG. 1 illustrates the game tile and game cube. The game tile is flat planed, 2.5" in height, 1.25" in length and ½" in depth. The game cube is ½" on all sides and is square in shape.

[0026] Referring to the drawings/images, FIGS. 2A, 2B, 3 illustrate the game tile. The game tile is flat planed, 2.5" in height, 1.25" in length and ½" in depth. The tile is made of suitable material depending on the version of the game. However, regardless of the version of the game, the tiles will be shaped in such a way that they fit together to form a sentence. The words of the sentences pertained in the game will be imprinted on the front of the tile 100.

[0027] Referring to the drawings/images, FIGS. 4, 4A, 4B illustrate the game cubes utilized in the game. The ½" game cubes are square in shape. Game cube #1 101 is numbered 0-5, whereby the numbers 1-4 are contained on the 4 vertical plains of the cube 102 and the number 0 and the number 5 are imprinted on the horizontal planes of the cube (top and bottom) 103. Game cube #2 104 is numbered 0-2, whereby the number 1 is contained on the 4 vertical planes of the cube 105 and the number 2 and the number 0 are imprinted on the horizontal planes of the cube (top and bottom) 106. The maximum number of tiles a player will be able to turn over is seven (7). The least is zero and the player loses a turn.

[0028] FIG. 5 illustrates a simulation of how the tiles are laid out on the playing area at the start of the game. The tiles are turned over in such a way that the words are not visible to the players. As play continues, a player turns over the tiles as dictated by the number rolled on the game cubes. Any tiles

unused by the player are to be turned back over in the same place. The major strategy of all players is to remember where specific word tiles are located in order to use them to complete their sentences to win the game.

[0029] FIG. 6 illustrates the cards that contain the sentences the players must try to complete. There will be a certain number of sentence cards per the version of the game. Each player will select a random card. The sentences on the cards will vary in length increasing the chance factor in the game. A player may select a sentence card with four (4) words or a sentence card with seven (7) words. The cards will be the same size 2"L×1.5" H, same shape and color. They will be completely uniform. The sentence will be printed on one side.

[0030] FIG. 7 illustrates a simulation of how the game tiles are to fit together to form the sentences pertaining to the version of the game. After the player turns over the number of tiles dictated by the number rolled on the game cubes, the tiles that can be utilized to complete the sentence on his card will fit together in such a way to form the sentence at the player's station. Regardless of the version of the game, the game tiles will be shaped in a way that they will fit together to form the sentence.

[0031] FIGS. 8 and 8A illustrate a simulation of the game container that will hold all the word tiles 107, the game cubes 108, the game sentence cards 109, and the game instructions. The container can be made of any appropriate material; however, it will be sized to fit all components of the game and to be completely portable, allowing the players to transport it easily to play anywhere.

Method of Play

[0032] The word tiles are removed and placed faced down in a common area accessible by all players. The cards and game cubes are also removed from the container. The cards are placed in an area accessible by all players. To determine which player will go first, each player rolls a game cube. The player with the highest number goes first. If the players roll the same number, the process continues until one of the players rolls a higher number.

[0033] The player, who won the roll, picks a card from the deck. The next player to the left of that player selects a card and so on until all players have a card. The player who won the roll rolls both game cubes and turns over the number of tiles dictated on the cubes. If the tile(s) turned over contains a word in the sentence on the card selected by the player, the player takes that tile(s) out of the common pile and places it at their area. Any tiles that cannot be used are turned back over in the common area. The next player rolls the game cubes and repeats the process described above. If the player rolls a zero, he/she loses his/her turn and the next player rolls the game cubes.

[0034] This process continues until a player completes the sentence contained on the selected card. During this turn, the player turns over the number of tiles dictated by the game cubes. Upon finishing the sentence, he/she selects a new card and can use any unused tiles to complete the new sentence. At this point, it is the next player's turn to roll the game cubes and continue play.

[0035] Play continues until one player completes the most number of sentences.

Incorporation into an Electronic Device

[0036] The Word game may be incorporated into an electronic device, such as iPhone®, Blackberry®, tablets, or

related device and the virtual game may be played similarly as the word game. In an implementation using a touch screen, for example, the player can select a card, roll the game cubes and turn over the respective number of tiles. The player would be able to select the tiles needed to complete his sentence and then turn back over the unused tiles.

[0037] In the virtual game added components may be selecting different versions of the game to play. For younger players, there may be versions with very simple sentences, perhaps containing pictures in place of words. For more mature players, there may be versions with religious, historical, entertainment themes. They may also be periodic shuffling of the tiles, thereby changing the positions of the word tiles, making the game more challenging.

[0038] Users may play the game on an individual device or can link two devices using a network or the like in order to play against each other. Users may also play against the server if desired or they may play alone as a solitary situation. A timer may be incorporated to make the play more exciting.

[0039] Each game in progress may be available at all times. The players may be able to suspend play and at any point in time resume play at the same point. Players may be able to send text messages via the server to each other and other potential players before, during and after play.

Advantages

[0040] From the description above, a number of advantages of the embodiments of my Word Game become evident:

[0041] The game will interest players of all age groups and can be played not only for entertainment purposes, but also for educational purposes. There will be versions geared toward Pre-K and Kindergarten players, focusing on word identification and making cohesive sentences.

[0042] This game will be compact enough to allow players to transport it easily and provide users a fun way to spend their time anywhere. The playing area needed is also very small, allowing the game to be played virtually anywhere.

[0043] The games cubes and the sentence cards add the element of chance to a simple game of concentration. The strategy for players is to remember the location of key words, but they are subject to the luck of the draw which makes the game very exciting and interesting.

[0044] While various embodiments of the invention have been described, it will be apparent to those of ordinary skill in the art that other embodiments and implementations are possible within the scope of the invention. Accordingly, the invention is not to be restricted except in light of the attached claims and their equivalents.

I claim:

I. This Word Game is a single- or multi-player game, comprising: a single deck of cards, each card contains a sentence that the players need to complete, where there are a specific number of sentences based on the version of the game; a set number of tiles determined by the version of the game, where predetermined words are printed on the tiles, where the tiles are shaped in such a way that they fit together; 2 game cubes consisting of 6 sides and when rolled dictates the number of tiles that the player can turn over, where one cube is marked by the numbers 0-5 and the other cube is marked by 0,1,2; a container used to carry all the pieces of the game.

II. The game of claim 1, where the words are printed on tiles that are the same dimensions, which will vary based on the theme of the game.

III. The game of claim 1, where the tiles are shaped in such a way that they fit together vertically, horizontally, or diagonally based on the theme of the game.

IV. The game of claim 3, where the tiles are manufactured using all appropriate materials, all types of plastic, wood, metal, cardboard, or composite materials based on the theme of the game.

V. The game of claim 1, where the tiles are placed on the playing area faced down to hide the words from the players to test the mental ability of the players to remember the location of the words during play.

VI. The game of claim 1, where each sentence pertaining to the version of the game is printed on individual cards.

VII. The game of claim 1, where the selecting of the card determines the tiles the player needs to uncover to complete the sentence printed on the card.

VIII. The game of claim 1, where the chance element of rolling the two (2) game cubes determines the number of tiles the player can turn over.

IX. The game of claim 8, where one cube is marked by numbers 0-5 and the other cube is marked by 0,1,2; wherein the player rolls a 1, the player turns over one tile; the player rolls a 2, the player turns over two tiles; the player rolls a 3, the player turns over three tiles; the player rolls a 4, the player turns over four tiles; the player rolls a 5, the player turns over five tiles; the player rolls a 6, the player turns over six tiles; the player rolls a 7, the player turns over seven tiles; the player can turn over a maximum of 7 tiles.

X. The game of claim 8, where the player rolls a zero, that player loses his/her turn and the next player rolls the game cubes.

XI. The game of claim 1, where the player rolls a number 1-7, the player turns over that number of tiles where the player uncovers words contained in the sentence on his/her card the player takes the word tile(s) out of the common pile.

XII. The game of claim 1, where the player has taken the word tiles pertaining to his/her sentence, the other tiles not pertaining to his/her sentence are turn back over and remain in the common pile.

XIII. The game of claim 1, where the next player rolls the game cubes and follows the process described in claim 11 and claim 12.

XIV. The game of claim 1, where a player rolls the game cube and upon turning over the tiles completes the sentence on the selected card, where the player selects another card and can utilize any unused tiles to complete the new sentence.

XV. The game of claim 14, where the player who has not completed the sentence on the selected card continues the process described in claim 11 and claim 12 until the sentence is completed.

XVI. The game of claim 1, whereby all the tiles have been uncovered and used to complete the sentences of each player, the player with the most complete sentences wins the game.

XVII. The game of claim 1, where a variation of the game in that the players do not use the game cubes, five tiles will be uncovered each turn to attempt to complete the sentences on the selected cards.

XVIII. The game of claim 1, where a variation of the game in that the players do not use the sentence cards; Each player will select a tile from the common area where all the tiles are placed face-down; at their turn, each player will roll the game cubes and uncover the appropriate number of tiles to attempt to complete the sentence.

XIX. The game of claim 1, whereby the game will have several versions for players ranging in age 5 to adult.

XX. The game of claim 1, the container will be of different materials—plastic, wood, cardboard, composites or even various fabrics dictated by the version of game that contains all the pieces of the game as well as playing instructions.

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