May 24, 1927. 1,629,601

N. TRBOJEVICH

CROSS WORD PUZZLE

Filed March 8, 1926

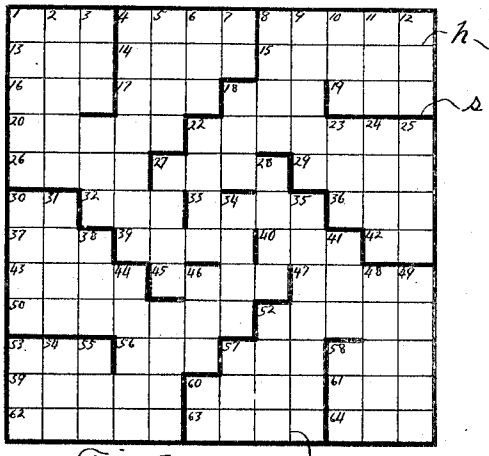


Fig. 1.

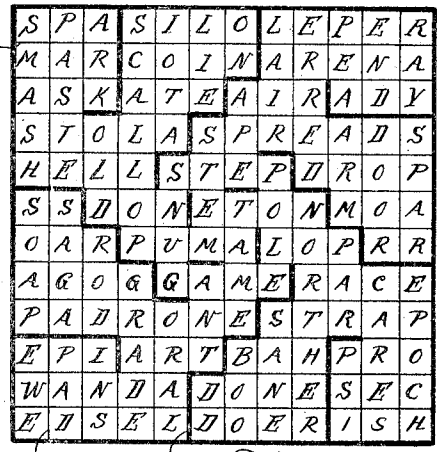
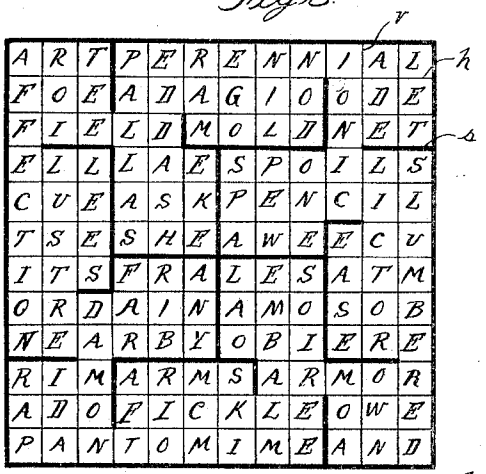


Fig. 2.

Fig. 3.



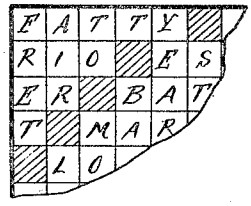


Fig. 4.

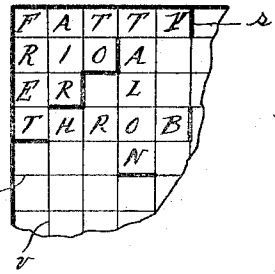


Fig. 5.

Inventor
Nikola Trbojevich

By Whittemore, Hulbert & Whittemore & Belknap.

Attorneys

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UNITED STATES PATENT OFFICE.

NIKOLA TRBOJEVICH, OF HIGHLAND PARK, MICHIGAN.

CROSS-WORD PUZZLE.

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The invention relates to an improvement in the well known cross-word puzzles.

The object of the invention is to eliminate the black squares used in the present cross-word puzzles and to replace them by a system of vertical and horizontal lines, (preferably heavily drawn), the object of said lines being to separate the horizontal and the vertical words from each other, respectively.

The advantages of this improved puzzle are the following:—(1) By discarding the black squares approximately twenty five per cent is gained in compactness, that is, other things being equal, the new puzzle contains twenty five per cent more letters or words for the same size of the puzzle. (2) By doubling the number of separating elements a greater number of combinations is obtainable, and it is possible to furnish a greater variety of pleasing and novel designs. These puzzles are also easier to print with the usually available equipment. (3) By virtue of a greater flexibility it is possible to construct puzzles that do not contain any "blind" or unkeyed letters. It is also possible to avoid the two letter words which are sometimes too monotonous to the solver of the puzzle.

In the drawings:

Fig. 1 shows the "task" part of a typical puzzle of the new kind.

Fig. 2 is the solution of the puzzle shown in Fig. 1.

Fig. 3 is a solution of another puzzle of the same type showing the absence of unkeyed letters or words containing only two letters.

Figs. 4 and 5 are diagrams explaining the method of avoiding unkeyed letters in construction of the improved puzzles.

The method of constructing the new puzzles will readily be understood by referring to Figs. 1 and 2. The constructor or designer first selects a square or some other simple geometrical figure and subdivides it in a suitable number of smaller squares by a network of horizontal lines h and vertical lines v, Fig. 2. The designer then plots the heavily drawn separating lines s endeavoring to produce a pattern that is new, pleasing to the eye and also such that will split the horizontal and vertical rows of the puzzle in segments that can be filled out with interlocking words without too much labor. At this place the designer has an opportunity to exercise his ingenuity and artistic ability, as the form of the pattern in many cases serves to attract the reader's attention, one of the objects of a good puzzle. After a suitable pattern has been decided upon, the designer proceeds to fill out the horizontal and vertical segments with good English words, preferably using only words that are listed in standard collegiate dictionaries. No hard and fast rule can be given as to how to find suitable words to fill in, although it is of great help to know that it is advisable to start with a long word and work toward the nearest corner. In such a manner a "solution" such as is shown in Fig. 2 is prepared. The next step is to draw the diagram shown in Fig. 1 which diagram is similar in size and pattern to Fig. 2 except that the letter spaces are left blank and the beginning of each word, whether horizontal or vertical, is marked in the upper left corner of the corresponding small square with a serial number. The numbering begins at the upper left corner of the puzzle, and runs to the right first in the first horizontal row, then in the second row, etc. The next step is to prepare a list of hints or cues relating to each and every word in the puzzle which will enable the reader to at least make a guess as to what the corresponding word should be. The hints are mostly in the form of synonyms or in lack of those, in dictionary or other definitions that may appear as sufficient. For instance, for Fig. 1 the list of cues would be of the following form:

Horizontal.

1. A watering place.
4. Container for fodder.
8. Affected with a dreaded disease.
13. To deface.
14. Money.
15. Place of combat.

Vertical.

1. To shatter.
2. Glue.
3. Vessel (bibl.).
4. A species of bivalve mollusks.
5. Jot.
6. Falsehood, etc.

From the above it is seen that the preparation of the list of synonyms or cues for these new puzzles does not present a departure from the well known and well established

method of preparing such lists for the common puzzles.

In publishing the new puzzles the diagram shown in Fig. 1 together with the list of synonyms is published first while the solution, Fig. 2, is withheld in order to give the reader time to solve the puzzle without any outside aid. The solution is usually published in a subsequent issue, thus giving the reader an opportunity to check up the version obtained by himself with the correct solution.

Fig. 3 shows an interesting pattern of the new kind in which there are neither single unkeyed letters, nor two letter words, the shortest word consisting of at least three letters. It will be appreciated by all those familiar with the present cross-word puzzles that such effects and such freedom from the pattern are not obtainable in the conventional puzzle.

This advantage is also illustrated in Figs. 4 and 5. Fig. 4 represents a portion of a conventional puzzle, and Fig. 5 a similar portion of the improved puzzle. Consider now the words "Rio" and "air" in Fig. 4. They are terminated by a black square each which automatically renders the second "t" in "fatty" and the "t" in "fret" unkeyed. On the other hand, in Fig. 5 the words "Rio" and "air" being terminated by only a vertical and a horizontal line respectively, the two "t's" in "fatty" and "fret" are no longer obstructed but may be continued in words such as "talon" and "throb". This is a distinct advantage as according to the prevailing standards (such as were formulated by the Amateur Cross-Word Puzzle League of America at its meeting, September 27, 1924, in the Wanamaker Auditorium, New York city), the number of unkeyed letters must be kept down to a minimum of not over one tenth of the letters. In the improved puzzle there are no unkeyed letters at all, which fact naturally, gives a better interlock and a more scientific puzzle.

What I claim as my invention is:

1. A cross-word puzzle comprising a series of crossing lines forming a pattern containing a plurality of similar inclosed spaces, one space for each letter, and a series of lines distinguishable from the first mentioned lines inserted between adjacent inclosed spaces forming the boundaries of the words spelled by said letters.

2. A cross-word puzzle comprising a network of squares, each adapted to contain a letter, and a series of lines extending between adjacent squares and arranged to indicate the boundaries of the words.

In testimony whereof I affix my signature.

NIKOLA TRBOJEVICH.