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H. W. PETERS

WORD FORMING GAME

Filed March 21, 1925

Fig. 1.

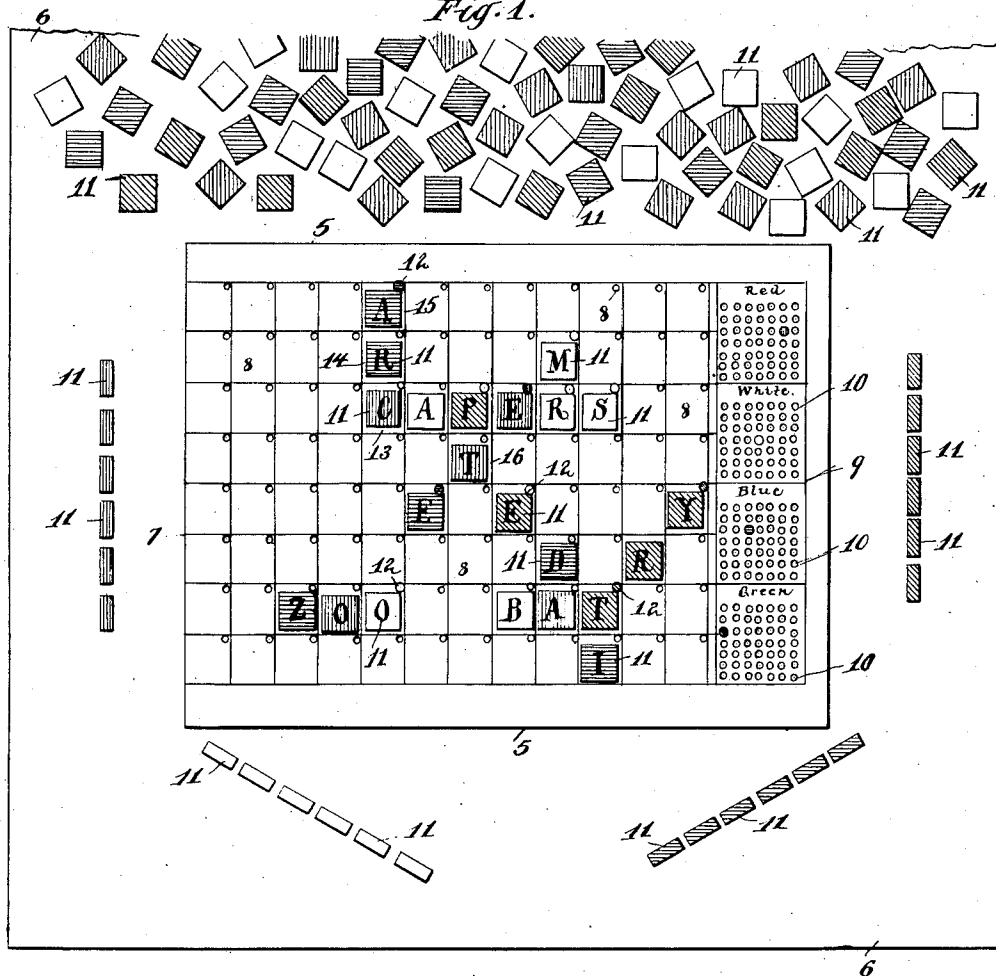


Fig. 2.

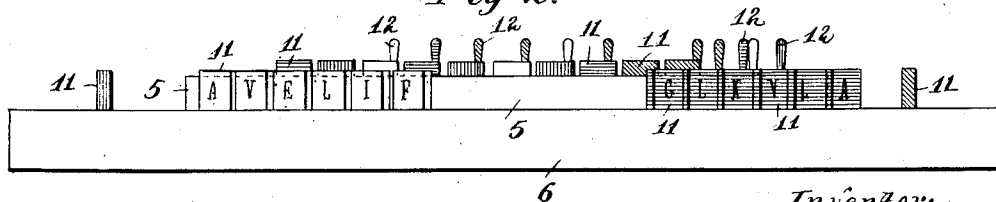


Fig. 3. 11

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UNITED STATES PATENT OFFICE.

HENRY W. PETERS, OF LYNDHURST, NEW JERSEY.

WORD-FORMING GAME.

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To all whom it may concern:

Be it known that I, HENRY W. PETERS, a citizen of the United States, residing at Lyndhurst, in the county of Bergen and State of New Jersey, have invented a certain new and useful Improvement in Word-Forming Games, of which the following is a specification.

The invention relates to games in which lettered pieces are arranged by the players to form words, and the object of the invention is to provide an interesting and instructive game of this character, and to provide simple and efficient means for playing the game and keeping the scores of the players.

The invention consists in certain novel features of playing-board, blocks or pieces, and scoring means, by which the above objects are attained, to be hereinafter described and claimed.

The accompanying drawings form a part of this specification and show the invention as it has been carried out in practice. The shade lines on the several parts denote colors.

Figure 1 is a plan view showing the game board and blocks and other portions of the game apparatus as arranged in the progress of playing the word game.

Figure 2 is a front elevation of the same.

Figure 3 is an elevation of one of the pins used in scoring.

Similar reference numerals indicate the same parts in all the figures.

The game board 5 is shown as laid upon a table 6 and consists of a rectangular tablet of sufficient thickness, of wood or other suitable material, having the main or playing portion 7 of its upper face ruled to form rectangles or squares each having a small hole 8 provided in one corner, and a narrow scoring portion 9 on the opposite end divided into squares each provided with a multiplicity of rows of similar small holes 10 and each square designated by the name of a color, as red, white, blue and green.

The lettered block or pieces 11 are preferably square and of sufficient thickness to stand readily on edge. They are differently colored to conform to the colors of the score portion 9, and each bears a letter of the alphabet on one face.

A number of pins 12 are supplied colored to conform to the blocks, by which in conjunction with the holes 8 and 10 the scoring is effected.

In a preferred form of the invention fifty-two lettered blocks 11 of each of the colors are provided thus supplying two complete alphabets for each player represented by 60 each color.

The game as illustrated in the drawings may be played by two, three, or four players and is shown as played by the full number, four. The blocks 11 are all first laid 65 face down on the table, with their lettered faces thus hidden, and thoroughly mixed. Each player, designated as red, white, blue, and green, then draws six blocks of his own color and stands them on edge before him 70 with the letters concealed from the other players.

Red begins the set by selecting any one of the letters in his hand, as "C" and placing it, lettered face up, on any selected 75 square on the playing portion 7 of the board 5, preferably in the central part thereof, as at 13, to permit additions in all directions, and then draws another block of his color from the table to maintain the required 80 number, six, in his hand.

While follows by similarly placing any letter in his hand upon any square, but may see an opportunity to complete a word later by placing "A" immediately after Red's 85 "C," and then draws a white block from the table.

Blue may hold nothing to complete a word containing the "CA" already played but sees an opportunity to complete a word 90 later by placing "R" above the red "C," as at the square 14.

Green having a "P" places it after "CA" already played and thus makes the word "CAP" longitudinally of the board, and, 95 before or after drawing from the table, plants a green pin 12 in the hole of the "P" square, thus scoring one for his color.

Red, having an "E" places it after "P" thus making the word "CAPE", and places 100 one of his red pins 12 in the hole of the "E" square, and White may follow with "R", making "CAPER" and places a white pin 12 in the hole of the "R" square.

Blue having an "A" places it on the 105 square at 15 above "R" and thus makes the word "ARC" vertically and places a blue pin 12 in the hole of the "A" square. Red places "T" on the square 16 below "P" and thus makes "RAT" diagonally, and 110 White puts an "S" after "CAPER" and thus makes "CAPERS" and correspond-

ingly scores, and so on, making the word combinations horizontally and vertically, and diagonally in both directions, until the two alphabets of each player are exhausted or until further formation of words is impossible, due either to location of previously played letters, or to lack of letters capable of forming word combinations.

The number of points scored to win the game may be as agreed upon, as forty-one, and the score is kept by the several players on the scoring portion 7 of the board, either by advancing a pin 12 in the holes 10 of the proper scoring square after the completion of a word, or by adding the winning points of each set and advancing the pin correspondingly at the end of the set.

To increase the difficulty of the game it has been found desirable with four players playing independently, as above described, to allot four blocks 11 to each player instead of six, and to allot six to each player when two are playing, but the number may be varied to increase or lessen the difficulty of forming words, as determined by the skill of the players.

Four players may play as partners using only two colors and playing in turn as will be understood.

Certain squares on the playing portion of the board 5, as for example the first eight of the lower row, may be set apart for abbreviations as "D. C." for the District of Columbia, or "N. J." for New Jersey, the player being compelled to announce the meaning of the abbreviation before scoring for its completion, and further to facilitate scoring, the use of words in foreign languages may be permitted.

Additional vowels and other much-used letters may be supplied to the alphabets in

the various colors as an aid in the formation of an increased number of words.

The game apparatus is simple and easily manufactured; it may however be as elaborate and expensive in design as taste may dictate, and in practice the game has been found extremely interesting and instructive, aiding in extending the vocabulary of the players and providing improving exercises in spelling.

I claim:—

1. The game apparatus described, comprising a multiplicity of lettered blocks, a multiplicity of scoring pins, and a board having its face divided into squares each adapted to receive one of said blocks and each having a hole adapted to receive one of said pins.

2. The game apparatus described, comprising a multiplicity of blocks of a plurality of colors, the blocks of each color bearing letters, a multiplicity of scoring pins corresponding in color to said blocks, and a board having its face divided into squares each adapted to receive one of said blocks and each having a hole adapted to receive one of said pins.

3. The game apparatus described, comprising a multiplicity of lettered blocks, a multiplicity of scoring pins, and a board having a playing portion and a scoring portion on its face, the playing portion being divided into squares each adapted to receive one of said blocks, and each having a hole adapted to receive one of said pins, and said scoring portion having divisions each having a multiplicity of holes arranged in rows and adapted to receive said pins.

In testimony that I claim the invention above set forth I affix my signature hereto.

HENRY W. PETERS.