



(19) **United States**

(12) **Patent Application Publication**
Morgan

(10) **Pub. No.: US 2012/0056377 A1**

(43) **Pub. Date: Mar. 8, 2012**

(54) **CROSSWORD PUZZLE GAME, METHOD OF GENERATING THE SAME, AND GAME SHOW GENERATED THEREFROM**

(52) **U.S. Cl. 273/272**

(57) **ABSTRACT**

(76) **Inventor: Alan Morgan, Surrey (CA)**

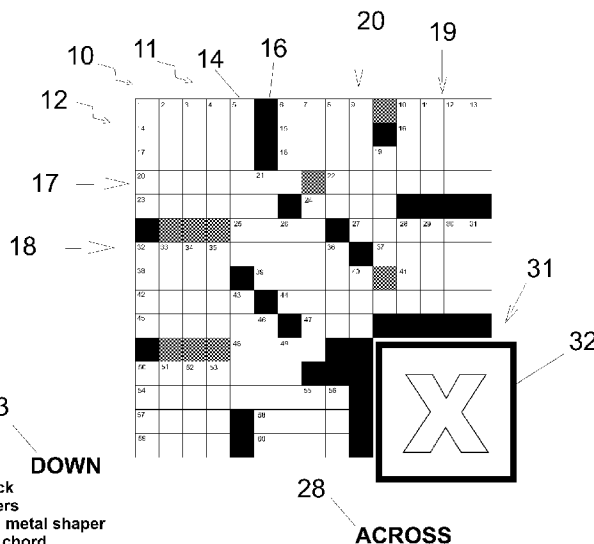
The present invention relates to a crossword puzzle game. The game includes a medium. The game includes indicia displayed on the medium and representing a crossword portion having a plurality of adjacent cells for filling in intersecting words. The crossword portion has at least one clue for supplying at least one of the words. The game includes indicia displayed on the medium and representing a graphical puzzle portion the solution to which supplies another of the words, whereby solving the graphical puzzle portion promotes solving the crossword portion and, alternatively, solving the crossword portion promotes solving the graphical puzzle portion.

(21) **Appl. No.: 12/876,934**

(22) **Filed: Sep. 7, 2010**

Publication Classification

(51) **Int. Cl. A63F 9/00 (2006.01)**



26

- DOWN**
1. Molten rock
 2. Best players
 3. Wood and metal shaper
 4. Harmonic chord
 5. Hired for kids or dogs
 6. Sea hue
 7. Sister with a habit
 8. Shaving cuts
 9. Decorative Bush
 10. Westerns writer "Grey"
 11. Actress "Gray"
 12. Stage part
 13. Cameo stone
 19. Cozy retreats
 21. Pouty expressions
 24. Not in the know
 26. Listed particular
 28. Scope starter?
 29. Nights before
 30. Without ice
 31. 007's movie debut
 32. Leisure
 33. Marvel superheroes
 34. Unfeeling
 35. Something surrounded by water
 36. Role for Lucy Lawless
 40. Said in Paris
 43. Relish the taste of
 46. Ripped off
 49. Distrustful
 50. Film rating organization
 51. Charged particles
 52. Not good in your vein
 53. Raja's wife
 55. Birthday number
 56. Metal pole

- ACROSS**
1. Barley sprouts
 6. Kournikova or Pavlova
 10. Not anything at all
 14. Video game company
 15. Quick test
 16. "East of Eden" twin
 17. Denotes comprehension
 18. In a spooky manner
 20. Title for Gandhi
 22. SOLVE GRAPHIC BELOW
 23. Painter Modigliani
 24. Gets utility from
 25. Undoing
 27. Show up for
 32. Duty on alcohol, e.g.
 37. Break off
 38. Novelist Oz
 39. Stitched up
 41. Not fat
 42. Vends
 44. Declaration of intentions
 45. Make lovable
 47. Flat charge
 48. Vilified rodent
 50. Tiny organism
 54. Arctic bruin
 57. In a while
 58. Therefore
 59. Vino region
 60. Altered color

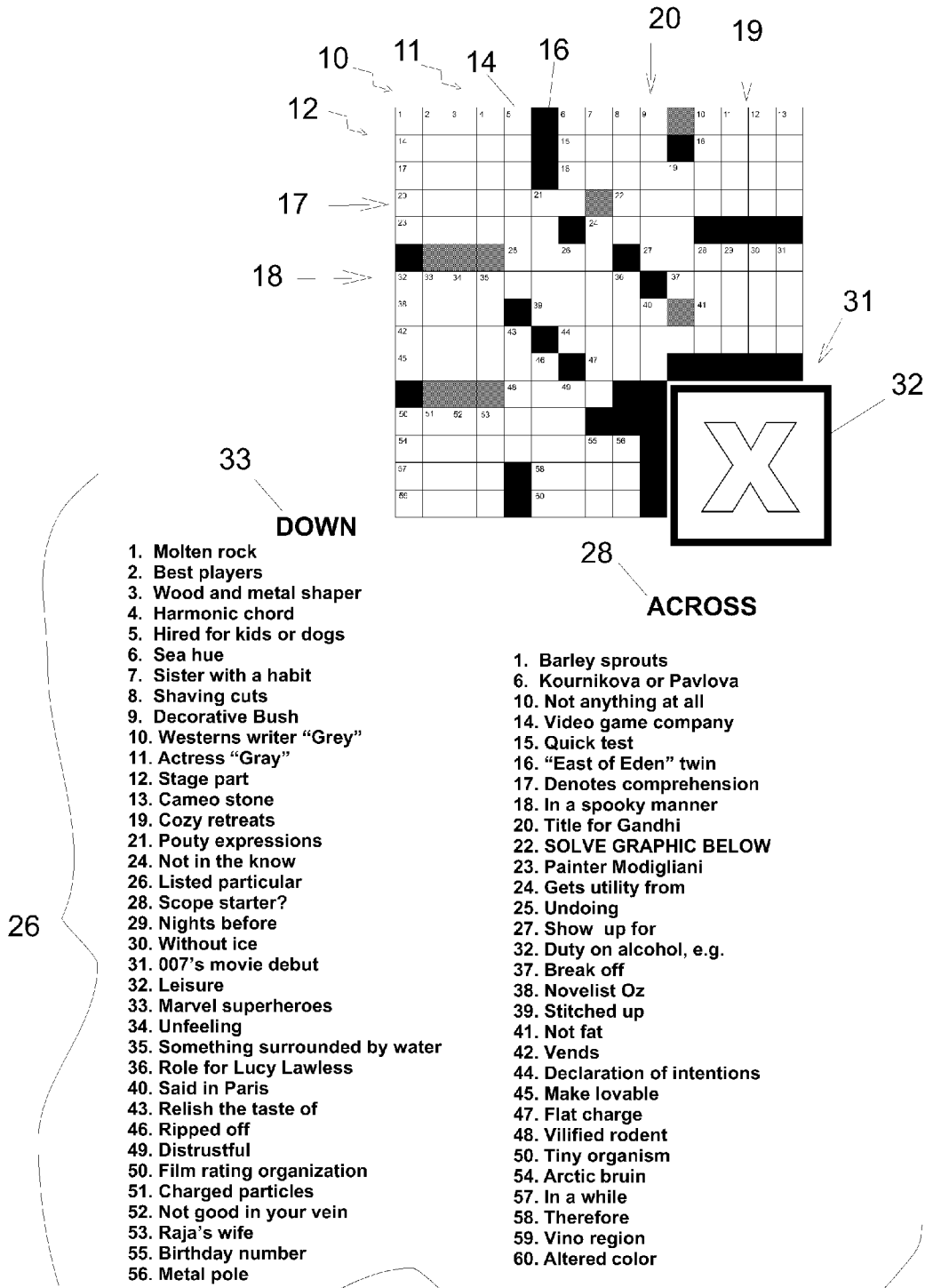
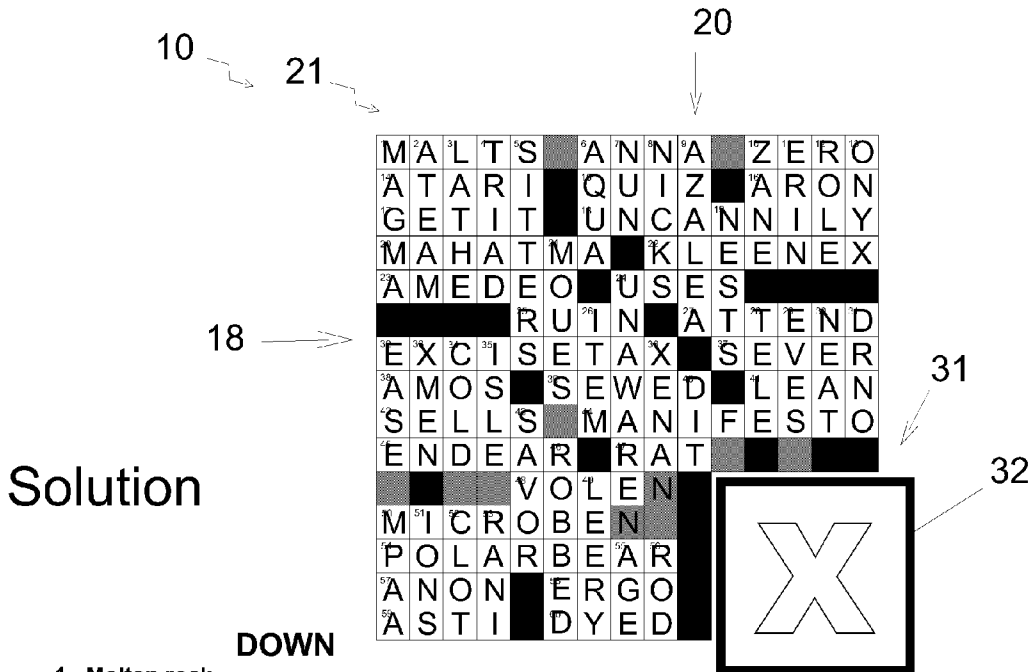


Figure 1



Solution

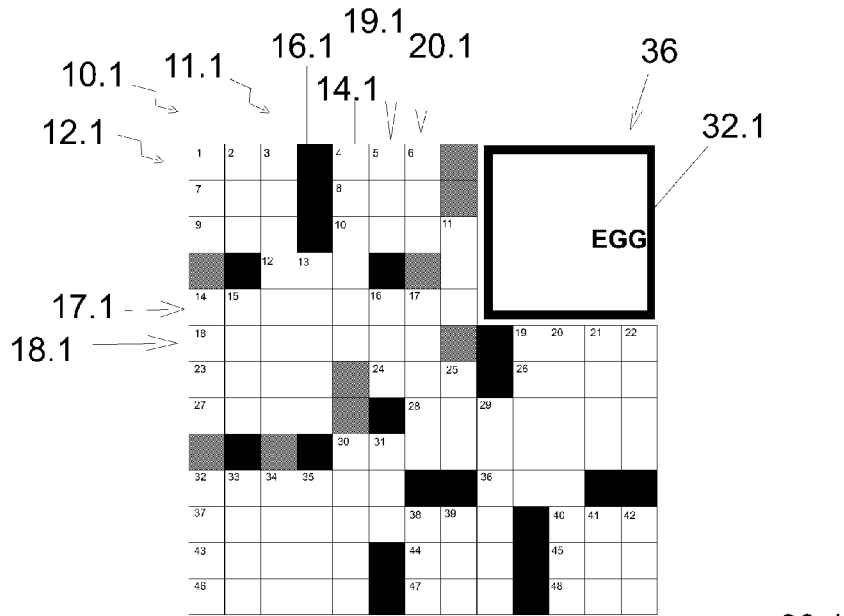
DOWN

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- 41. Not fat
- 42. Vends
- 44. Declaration of intentions
- 45. Make lovable
- 47. Flat charge
- 48. Vilified rodent
- 50. Tiny organism
- 54. Arctic bruin
- 57. In a while
- 58. Therefore
- 59. Vino region
- 60. Altered color

Figure 2



28.1
ACROSS

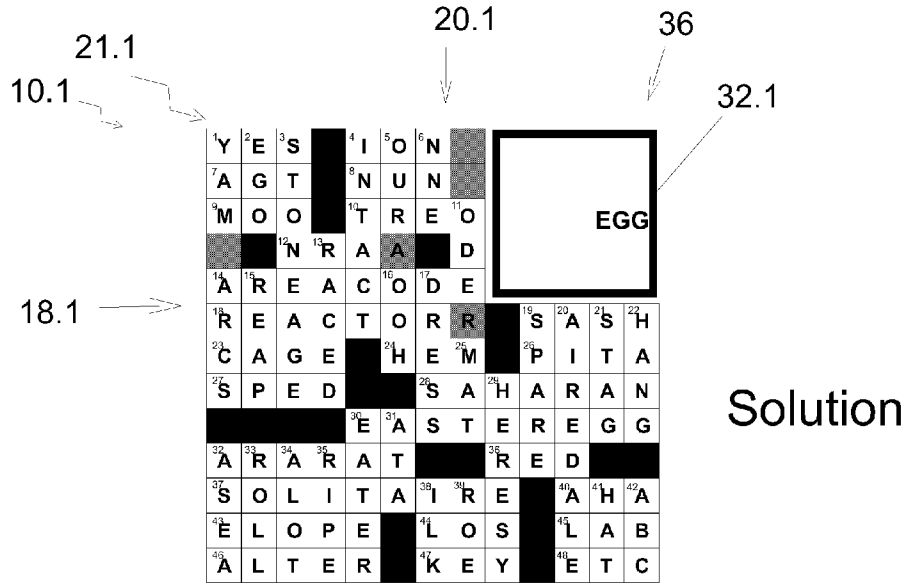
33.1
DOWN

26.1

- 1. Affirmative
- 4. Electrified atom
- 7. Real estate ____ (abbr.)
- 8. A young Sally Field
- 9. Bovine utterance
- 10. Like an iPhone
- 12. Heston was a member
- 14. Phone region
- 18. Nuclear _____
- 19. Soft belt
- 23. Pen
- 24. Edge of skirt
- 26. European bread style
- 27. Accelerated
- 28. North African
- 30. SOLVE THE GRAPHIC PUZZLE
- 32. Biblical mount
- 36. Color of embarrassment
- 37. Lonely card game
- 40. Exclamation of a realization!
- 43. Wed suddenly
- 44. ____ Angeles
- 45. Where vials live
- 46. Amend or adjust
- 47. Metallic solution
- 48. An abbr suggesting continuation

- 1. Starchy tuber
- 2. A description of self
- 3. An era of hardness (2 Wrds)
- 4. Not broken
- 5. Belonging to us
- 6. An abbreviated direction
- 11. A musical story
- 13. Sped
- 14. Pieces of circles
- 15. Harvest
- 16. An audience murmur
- 17. Add clothes
- 19. Extra tire
- 20. Large terrier
- 21. Pre-wed groom bash
- 22. Execute
- 25. Wrestling pad
- 29. Religious dissent
- 30. One not fasting
- 31. ____ moment in time (2 Wrds)
- 32. Not on land yet
- 33. Morning pastry
- 34. Thanks ____! (2 Wrds)
- 35. Edible
- 38. Sort
- 39. Salmon eggs
- 41. Headgear
- 42. A CBS rival

Figure 3



Solution

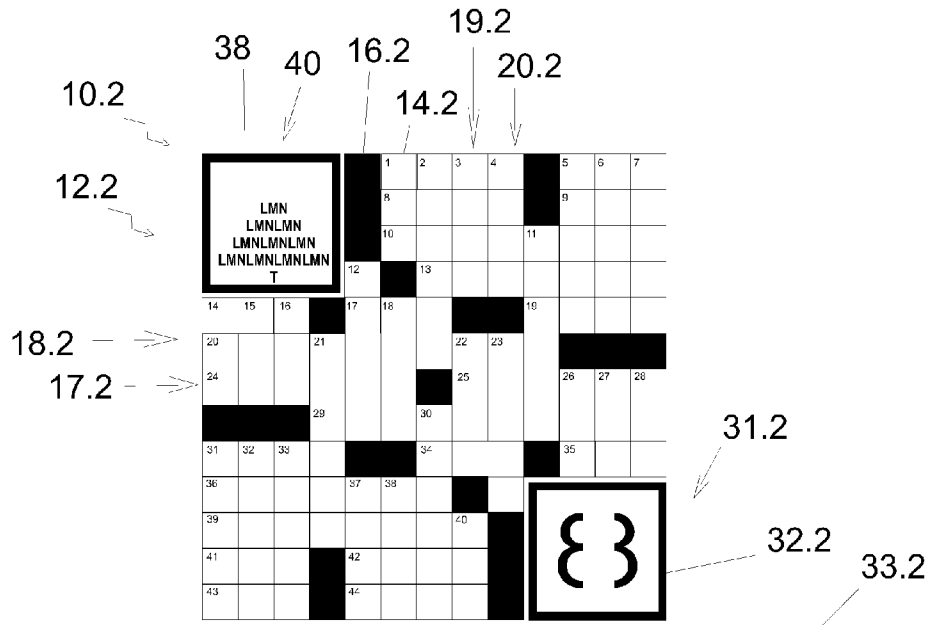
ACROSS

- 1. Affirmative
- 4. Electrified atom
- 7. Real estate ____ (abbr.)
- 8. A young Sally Field
- 9. Bovine utterance
- 10. Like an iPhone
- 12. Heston was a member
- 14. Phone region
- 18. Nuclear _____
- 19. Soft belt
- 23. Pen
- 24. Edge of skirt
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- 27. Accelerated
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- 36. Color of embarrassment
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- 40. Exclamation of a realization!
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- 45. Where vials live
- 46. Amend or adjust
- 47. Metallic solution
- 48. An abbr suggesting continuation

DOWN

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- 3. An era of hardness (2 Wrds)
- 4. Not broken
- 5. Belonging to us
- 6. An abbreviated direction
- 11. A musical story
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- 33. Morning pastry
- 34. Thanks ____! (2 Wrds)
- 35. Edible
- 38. Sort
- 39. Salmon eggs
- 41. Headgear
- 42. A CBS rival

Figure 4



28.2

ACROSS

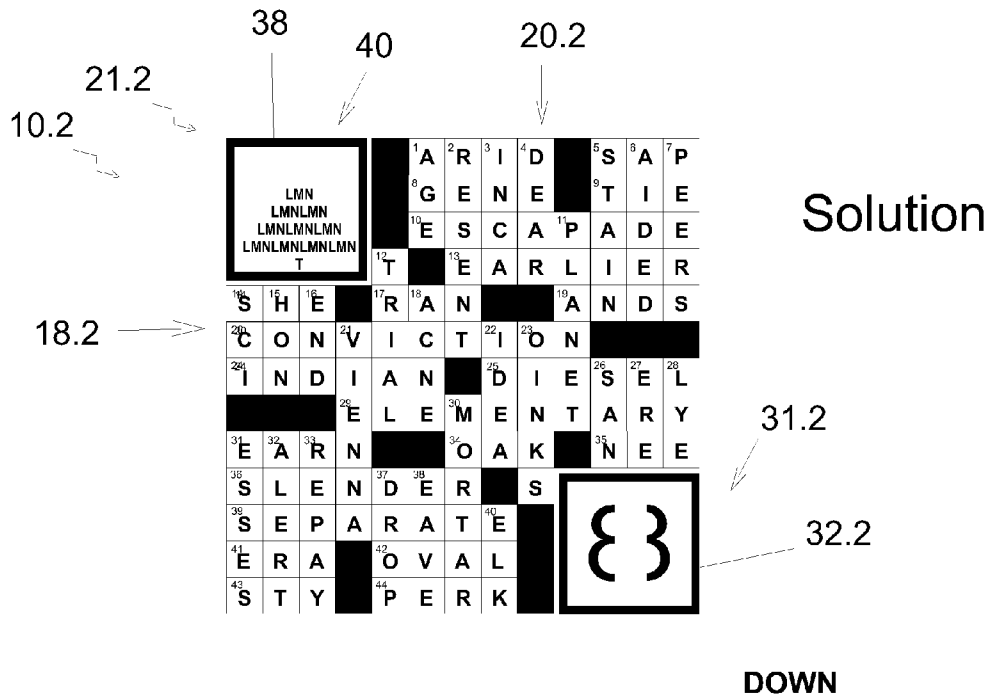
- 1. Not humid
- 5. Tree fluid
- 8. Fundamental human attribute
- 9. Sporting equivalent
- 10. Prank
- 13. Beforehand
- 14. Not him
- 17. Walked quickly
- 19. Ampersand signs
- 20. Guilty!
- 24. New Delhi citizen
- 25. Stinky fuel
- 29. SOLVE UPPER LEFT PUZZLE 1
- 31. Make compensation
- 34. Large deciduous tree
- 35. As when born
- 36. Diet objective
- 39. SOLVE LOWER RIGHT PUZZLE 2
- 41. A range of time
- 42. Uncircular
- 43. Porky's home
- 44. Manufacture coffee

DOWN

- 1. A personal figure
- 2. Take offense from
- 3. Andean
- 4. Term of affection
- 5. Laundry challenge
- 6. Helped out
- 7. Examines visually
- 11. Uranus or Saturn
- 12. Focus of courtroom
- 14. Biology, e.g. (abbr.)
- 16. Conclusion
- 18. More than one pimple
- 21. Austrian capital
- 22. New thought
- 23. Pigs talking
- 26. River in Poland
- 27. Before poetically
- 28. Older soap
- 31. The curviest letters
- 32. Not drowsy
- 33. Retire debt
- 37. Lemon candy
- 38. Roof's edge
- 40. Large edible mammal

26.2

Figure 5



ACROSS

- 1. Not humid
- 5. Tree fluid
- 8. Fundamental human attribute
- 9. Sporting equivalent
- 10. Prank
- 13. Beforehand
- 14. Not him
- 17. Walked quickly
- 19. Ampersand signs
- 20. Guilty!
- 24. New Delhi citizen
- 25. Stinky fuel
- 29. SOLVE UPPER LEFT PUZZLE 1
- 31. Make compensation
- 34. Large deciduous tree
- 35. As when born
- 36. Diet objective
- 39. SOLVE LOWER RIGHT PUZZLE 2
- 41. A range of time
- 42. Uncircular
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- 44. Manufacture coffee

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- 3. Andean
- 4. Term of affection
- 5. Laundry challenge
- 6. Helped out
- 7. Examines visually
- 11. Uranus or Saturn
- 12. Focus of courtroom
- 14. Biology, e.g. (abbr.)
- 15. Sweetheart for short
- 16. Conclusion
- 18. More than one pimple
- 21. Austrian capital
- 22. New thought
- 23. Pigs talking
- 26. River in Poland
- 27. Before poetically
- 28. Older soap
- 31. The curviest letters
- 32. Not drowsy
- 33. Retire debt
- 37. Lemon candy
- 38. Roof's edge
- 40. Large edible mammal

Figure 6

10.3 11.3 16.3 14.3 20.3 19.3

12.3

17.3

18.3

46

32.3

33.3

DOWN

28.3

ACROSS

1. Increases in quantity
 5. Navigational aid
 8. A pretty small thing
 12. Contractor who built the Ark
 13. Refreshing summer beverage
 14. Mr. Kruppa
 15. A french half
 16. Motherly
 18. Coated, as are teeth
 20. Makes a pleasing countenance
 23. Track events
 26. _____ Naste
 27. What an unused vegetable does
 28. Circular pieces
 29. Nothing more than
 30. To deface or impair
 31. A sticky mixture
 32. Leniency requests
 35. SOLVE THE GRAPHIC PUZZLE HERE
 36. Man is to T-Rex as an ant is to an _____
 40. That which is in the way
 42. Those periods of time
 46. Worries and consternations
 47. It's who makes my eggs
 48. Tidal declines
 49. Object of a gent's flowers
 50. Spooky month
 51. Ah. Riviera!

1. Increases in quantity
 2. Rudolph's sister was one
 3. Humans and beavers can build one
 4. Protective barriers
 5. Mother, affectionately
 6. Purportedly, Eve liked him
 7. In Russia, he was Great
 8. To concur
 9. The very best filet mignon
 10. Nursing practitioners group in Ontario
 11. _____ Torne
 17. Grande but slippery tree
 19. To become alive
 20. A scallywag
 21. A life lesson
 22. Enlarged
 24. Delicious pastry
 25. Navigate with hands on
 29. We all knew her as Edith
 31. Edgar A. _____
 33. Physically nervous
 34. Short for station sometimes
 37. Sound bounce
 38. A Guinness
 39. A fabric home
 40. They do give a hoot
 41. Good at the squeeze play
 43. A slugger's IQ
 44. Fundamental english letters
 45. Shanghai Stock Exchange (abbr.)

Figure 7

10.3 →

20.3

01	02	03	04	05	06	07	08	09	10	11	
A	D	D	S	M	A	P	A	T	O	M	
N	O	A	H	A	D	E	G	E	N	E	
D	E	M	I	M	A	T	E	R	N	A	L
ENAMELED											
SMILE				MEETS							
CONDE				LIMIT			ROT				
ARCS				LIMIT			MERE				
MAR				PASTE							
PLEASE				OUTER							
ANT				EATER							
OBSTACLE				ERAS							
WOES				HEN			EBBS				
LADY				OCT			NICE				

18.3 →

ACROSS

1. Increases in quantity
5. Navigational aid
8. A pretty small thing
12. Contractor who built the Ark
13. Refreshing summer beverage
14. Mr. Kruppa
15. A french half
16. Motherly
18. Coated, as are teeth
20. Makes a pleasing countenance
23. Track events
26. _____ Naste
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42. Those periods of time
46. Worries and consternations
47. It's who makes my eggs
48. Tidal declines
49. Object of a gent's flowers
50. Spooky month
51. Ah. Riviera!

46.3

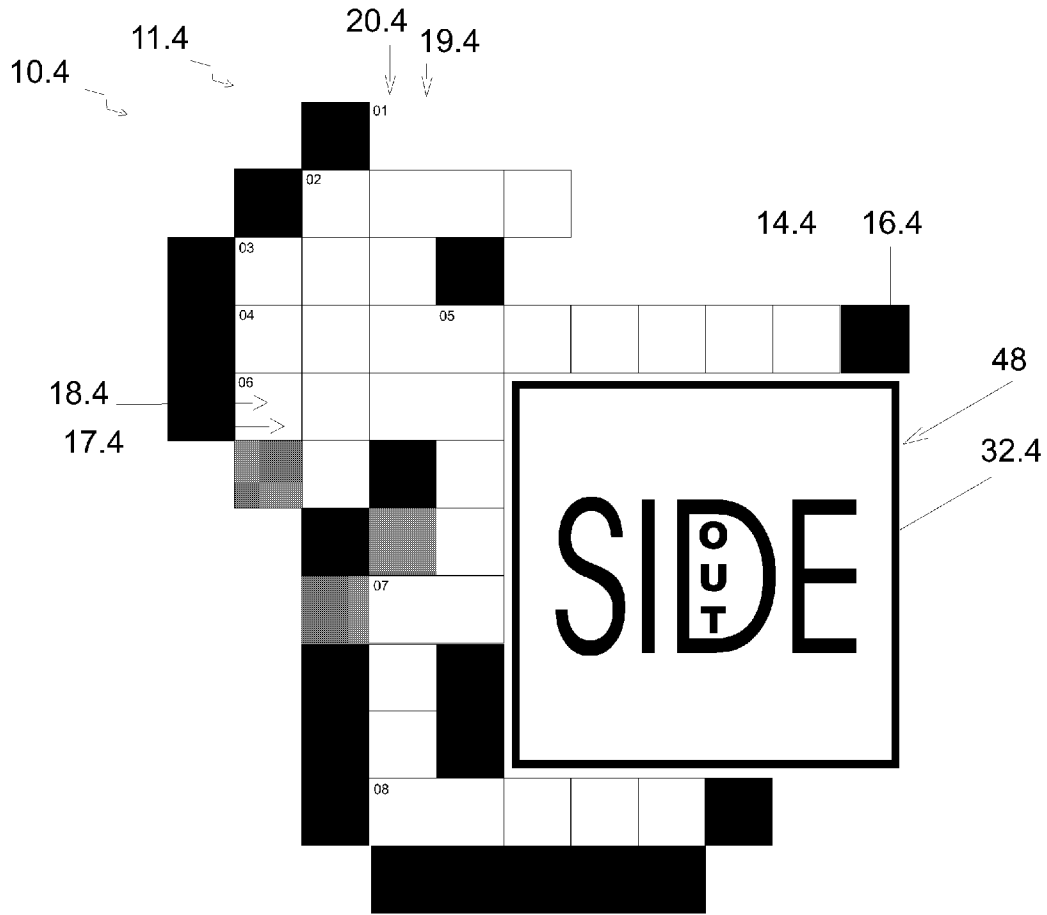
32.3

Solution

DOWN

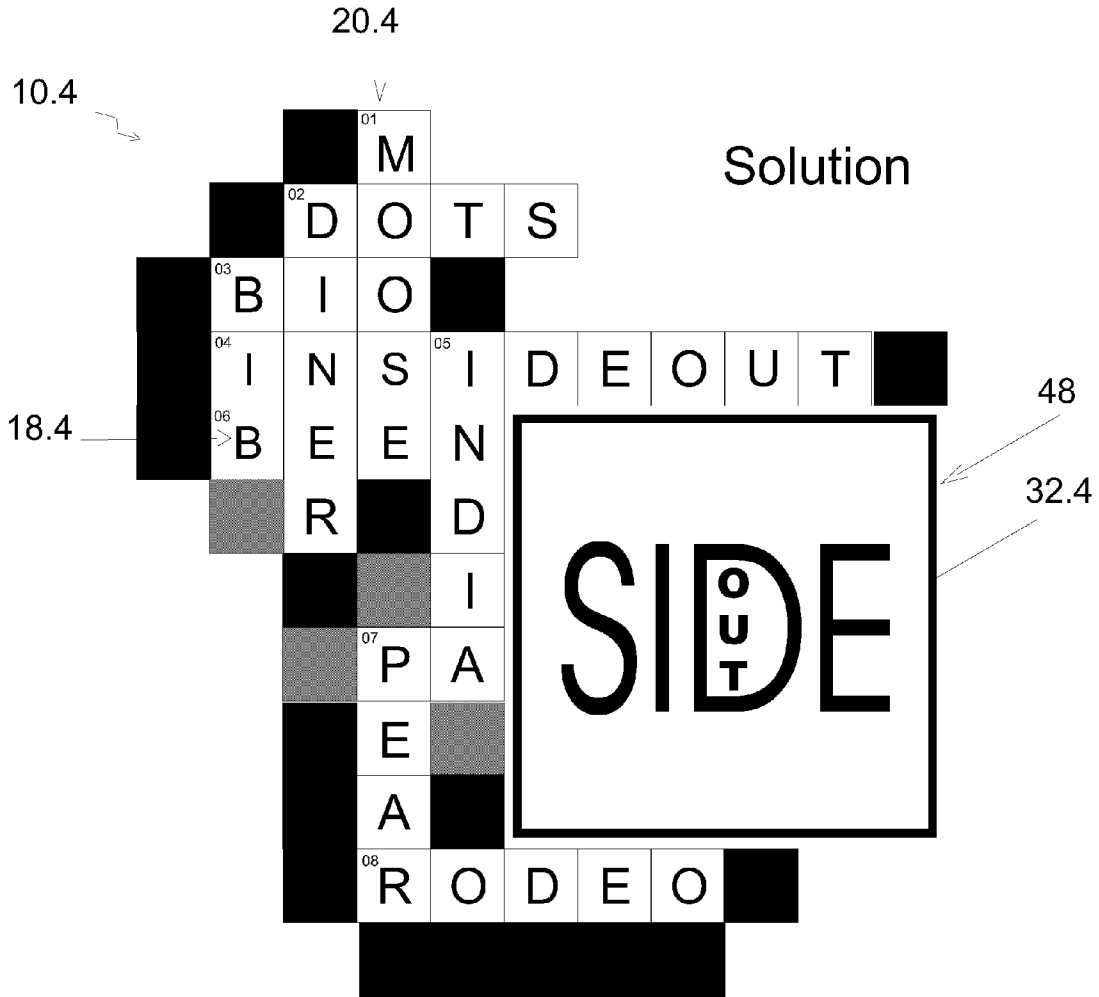
1. Increases in quantity
2. Rudolph's sister was one
3. Humans and beavers can build one
4. Protective barriers
5. Mother, affectionately
6. Purportedly, Eve liked him
7. In Russia, he was Great
8. To concur
9. The very best filet mignon
10. Nursing practitioners group in Ontario
11. _____ Torne
17. Grande but slippery tree
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20. A scallywag
21. A life lesson
22. Enlarged
24. Delicious pastry
25. Navigate with hands on
29. We all knew her as Edith
31. Edgar A. _____
33. Physically nervous
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37. Sound bounce
38. A Guinness
39. A fabric home
40. They do give a hoot
41. Good at the squeeze play
43. A slugger's IQ
44. Fundamental english letters
45. Shanghai Stock Exchange (abbr.)

Figure 8



- 26.4
- | | |
|--|--|
| <p>28.4</p> <p>ACROSS</p> <ul style="list-style-type: none"> 2. Pixels 3. Life story 4. SOLVE THE GRAPHIC 6. Something that was 7. Father slang 8. Cowboy event | <p>33.4</p> <p>DOWN</p> <ul style="list-style-type: none"> 1. Like an elk 2. Roadside eatery 3. Chesty cleanliness 5. Country of the Punjab 7. An oblong, greenish or yellow fruit |
|--|--|

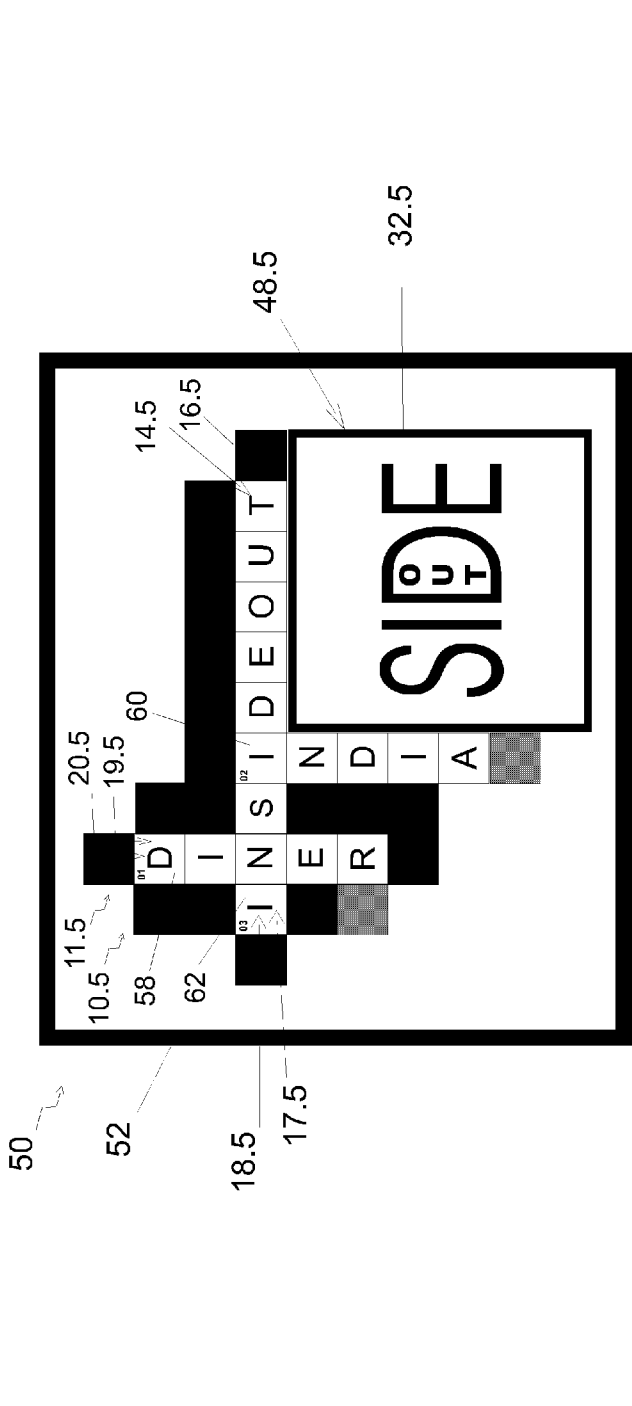
Figure 9



- ACROSS**
- 2. Pixels
 - 3. Life story
 - 4. SOLVE THE GRAPHIC
 - 6. Something that was
 - 7. Father slang
 - 8. Cowboy event

- DOWN**
- 1. Like an elk
 - 2. Roadside eatery
 - 3. Chesty cleanliness
 - 5. Country of the Punjab
 - 7. An oblong, greenish or yellow fruit

Figure 10



- 64 DOWN
- 66 1. Roadside eatery
- 68 2. A large Asian country
- ACROSS
3. SOLVE THE GRAPHIC

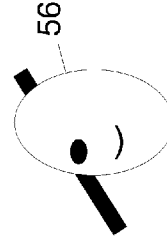
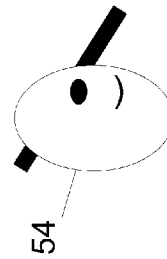


Figure 11

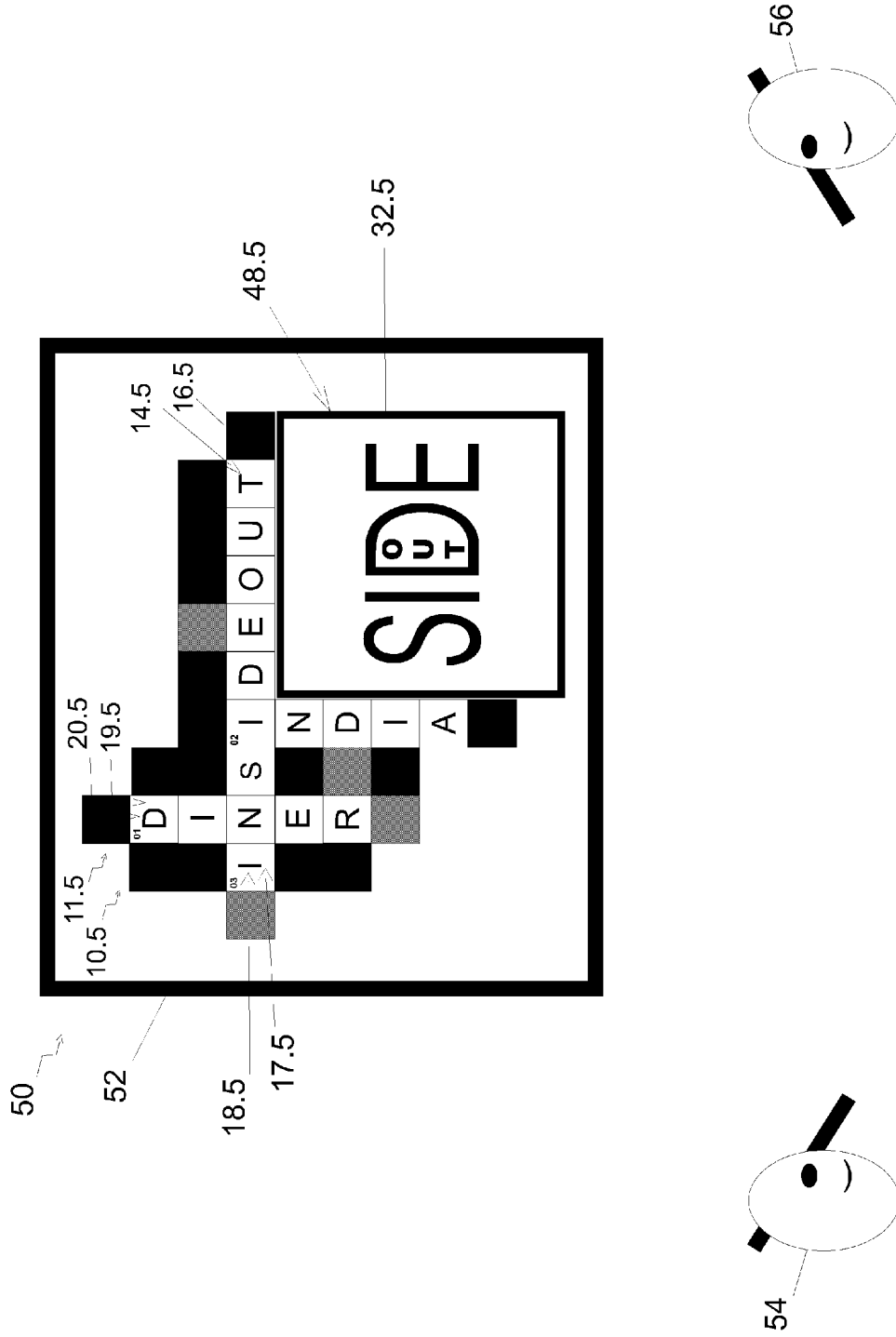
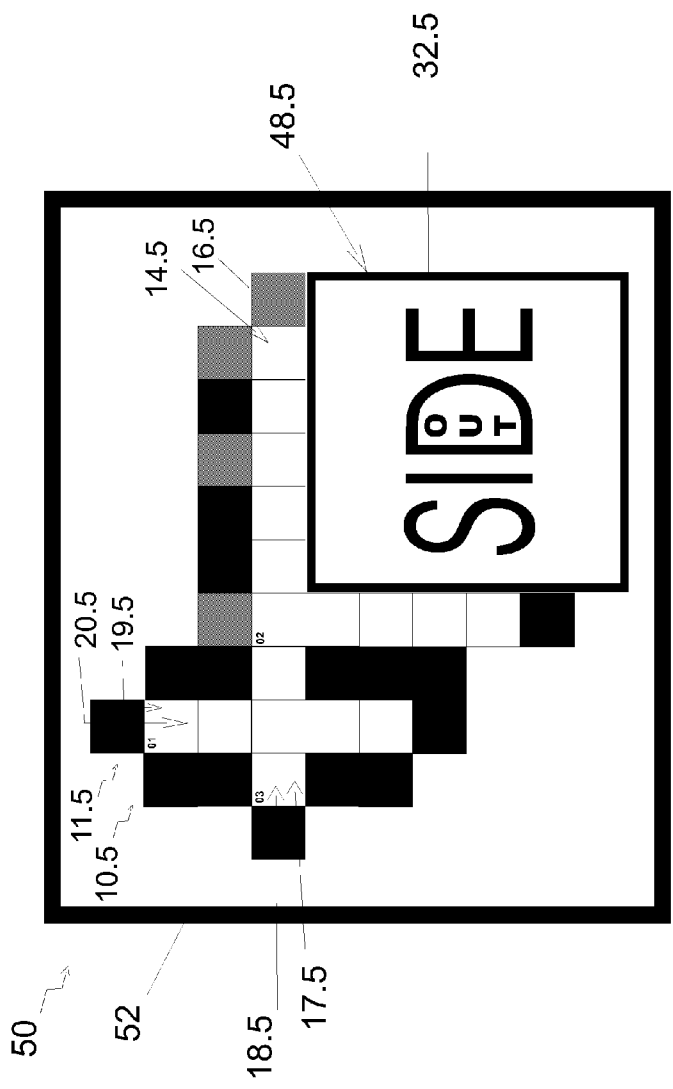


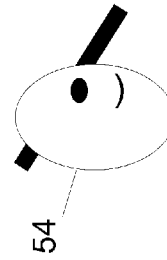
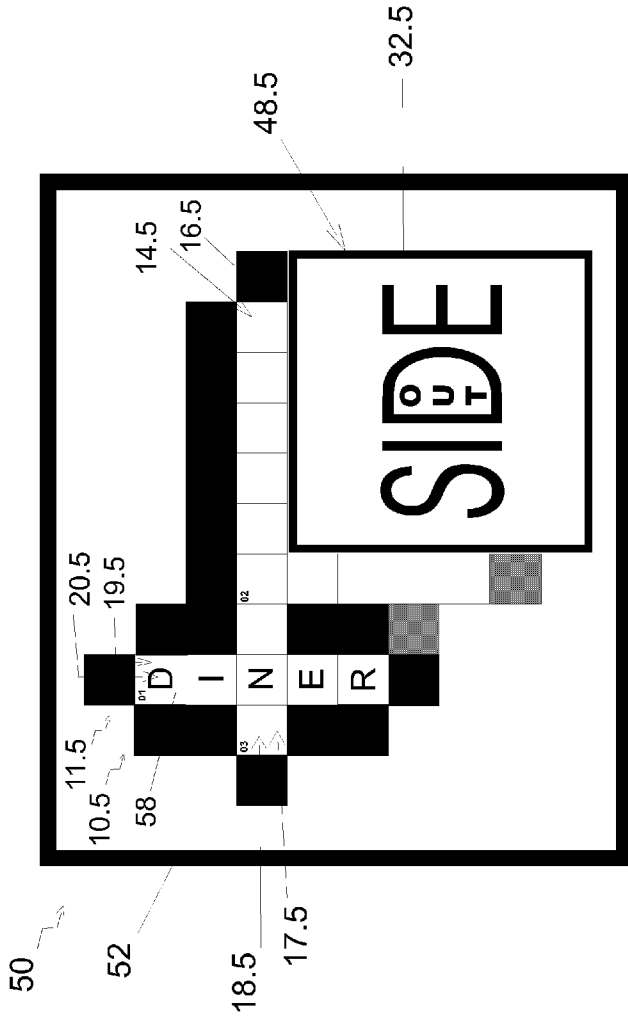
Figure 12



64 DOWN
1. Roadside eatery



Figure 13



DOWN

66 2. A large Asian country.

Figure 14

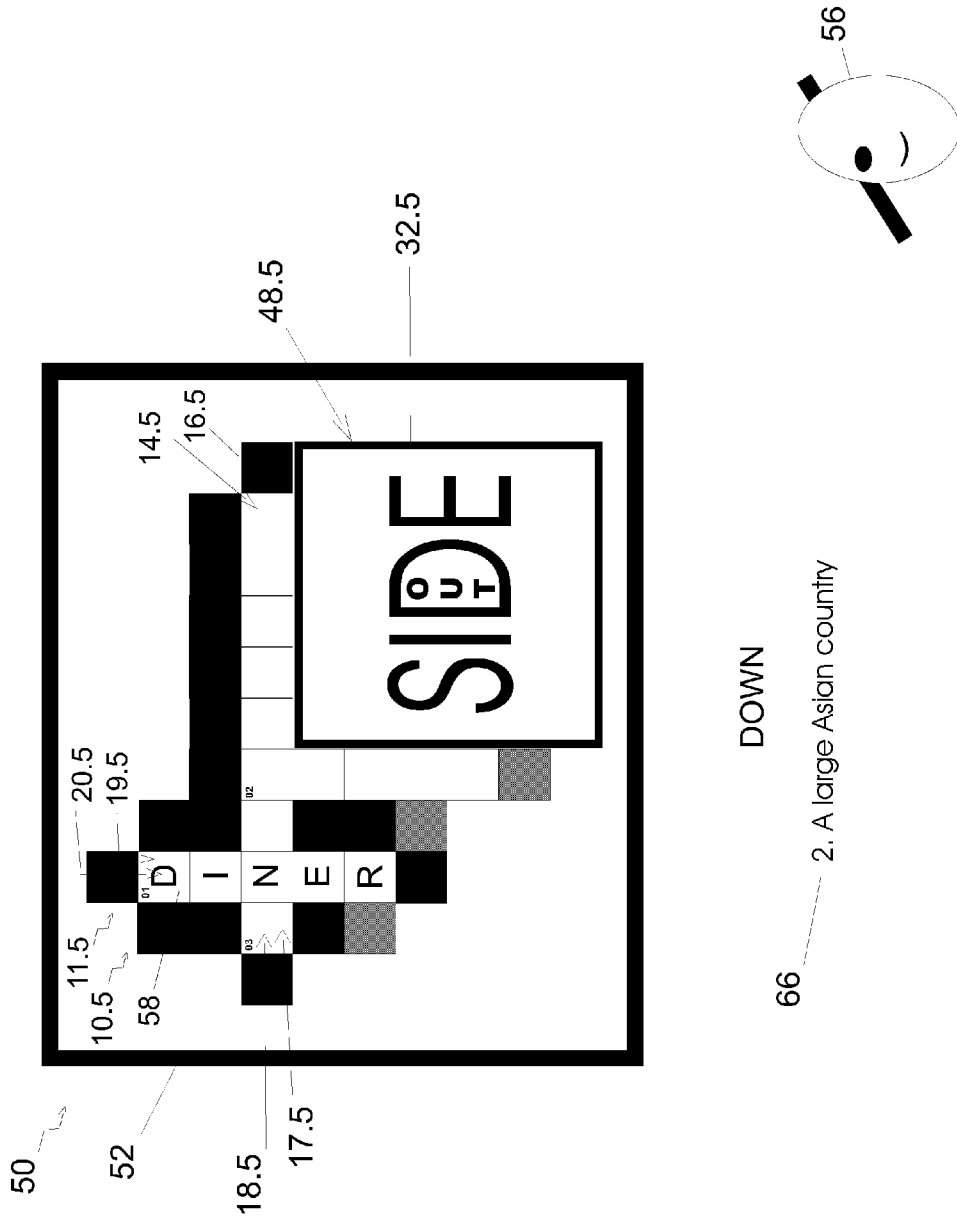
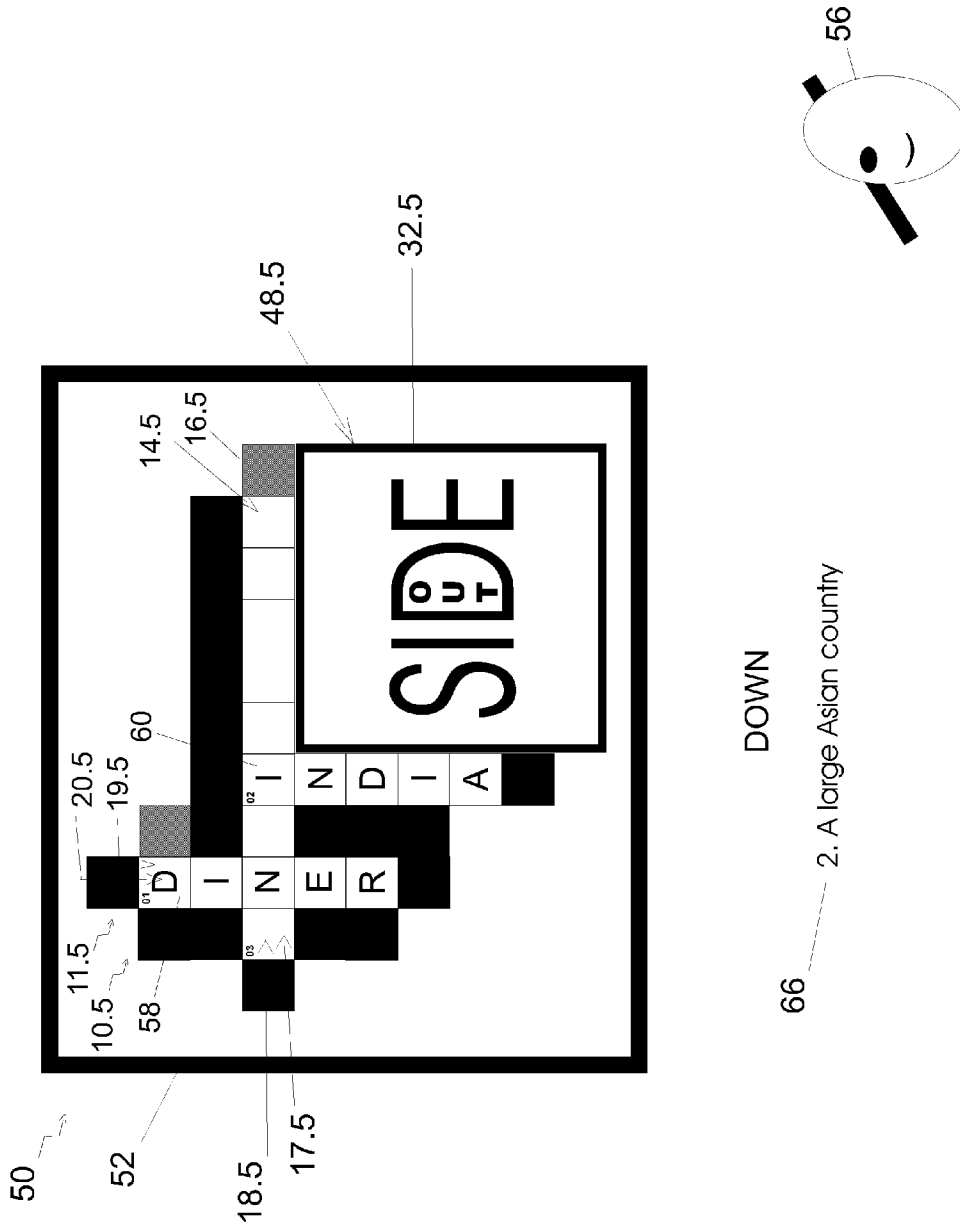
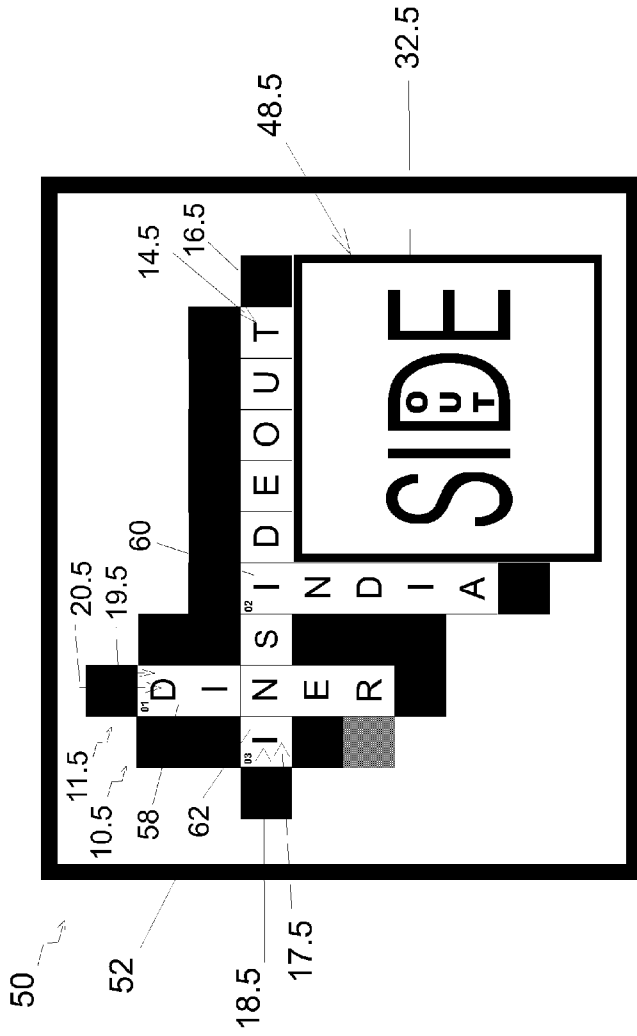


Figure 15



DOWN

Figure 16



ACROSS

68 3. SOLVE THE GRAPHIC

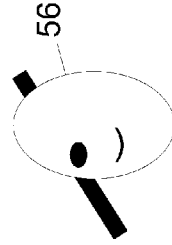


Figure 17

CROSSWORD PUZZLE GAME, METHOD OF GENERATING THE SAME, AND GAME SHOW GENERATED THEREFROM

BACKGROUND OF THE INVENTION

[0001] 1. Field of the Invention

[0002] The present invention relates to games. More particularly, it relates to crossword puzzle games.

[0003] 2. Description of the Related Art

[0004] It is known to use visual clues to help solve a crossword puzzle game. For example, FIG. 7 of U.S. patent application Ser. No. 11/731,063 to Krishna shows pictures of a car, baby, cat and rat for solving a crossword puzzle game.

[0005] It is also known to embed a visual clue within a crossword puzzle game. For example U.S. Pat. No. 6,340,159 to Giangrante discloses a crossword puzzle board with a video screen in the middle of the board. The video screen offers visual or written descriptive clues for helping to solve the crossword puzzle game.

[0006] However, in both of the above listed references, the use of visual clues is simply a visual form of the traditional written clues common to crossword puzzle games. Accordingly there is a need for an improved crossword puzzle game to increase excitement.

BRIEF SUMMARY OF INVENTION

[0007] An object of the present invention is to provide an improved crossword puzzle game.

[0008] More particularly, the present invention provides a graphical puzzle embedded within a crossword, and not a visual clue as taught by the prior art. A visual clue is inherently merely broad and suggestive and, in and of itself, not a puzzle.

[0009] Another object of the present invention is to create a new combination game using both graphical puzzles, in this example graphical interpretation puzzles similar to those from Outside the Box Puzzles Inc., and a traditional crossword format.

[0010] According to one aspect of the invention, there is provided a crossword puzzle game including a medium. The game includes indicia displayed on the medium and representing a crossword portion having a plurality of adjacent cells for filling in intersecting words. The crossword portion has at least one written clue for supplying at least one of the words. The game also includes indicia displayed on the medium and representing a graphical puzzle portion, the solution to which supplies another of the words, whereby solving the graphical puzzle portion promotes solving the crossword portion and solving the crossword portion promotes solving the graphical puzzle portion.

[0011] According to another aspect, there is provided a method of cruciverbism. The method includes arranging a crossword including a plurality of adjacent cells that respectively receive letters of a first word and letters of a second word intersecting with the first word. Next the method involves the step of providing a clue for guiding a player to identify and supply the first word. Lastly, the method involves the step of displaying a graphical puzzle, the solution to which supplies the second word, whereby solving the graphical puzzle promotes solving the crossword and, solving the crossword promotes solving the graphical puzzle.

[0012] According to a further aspect, there is provided a crossword puzzle game show for a first player and a second

player. The game show includes a medium. The game show includes indicia displayed on the medium and representing a crossword portion. The crossword portion includes a plurality of adjacent cells that receives a first word, a second word interconnected to the first word and a third word interconnected to at least one of the first word and the second word. The game show includes a first clue for supplying the first word and a second clue for supplying in the second word. The game show includes indicia representing a graphical puzzle the solution to which supplies the third word. The game show includes the step of: a) displaying the medium to the first player and the second player. Next the game includes the step of b) providing the opportunity for either of the players to be a selected player. The selected player reviews one of the clues and the graphical puzzle and supplies an answer for either of the one of the one clues and the graphical puzzle. The game show includes the step of c) determining whether the answer provided by the selected player in step b) corresponds to the correct word. If so, the game show allows the selected player to return to step b) for solving a further one from the group consisting of the clues and the graphical puzzle. If the answer provided by the selected player in step b) does not correspond to the correct word, the game show allows the other of the first player and the second player to become a further selected player of step b), whereby solving the graphical puzzle promotes solving the crossword portion and solving the crossword portion promotes solving the graphical puzzle.

BRIEF DESCRIPTION OF DRAWINGS

[0013] The invention will be more readily understood from the following description of preferred embodiments thereof given, by way of example only, with reference to the accompanying drawings, in which:

[0014] FIG. 1 is an illustration of a crossword puzzle game according to one embodiment of the present invention;

[0015] FIG. 2 is an illustration of a crossword puzzle game answer key corresponding to the crossword puzzle game of FIG. 1;

[0016] FIG. 3 is an illustration of a crossword puzzle game according to another embodiment of the present invention;

[0017] FIG. 4 is an illustration of a crossword puzzle game answer key corresponding to the crossword puzzle game of FIG. 3;

[0018] FIG. 5 is an illustration of a crossword puzzle game according to yet another embodiment of the present invention;

[0019] FIG. 6 is an illustration of a crossword puzzle game answer key corresponding to the crossword puzzle game of FIG. 5;

[0020] FIG. 7 is an illustration of a crossword puzzle game according to yet a further embodiment of the present invention;

[0021] FIG. 8 is an illustration of a crossword puzzle game answer key corresponding to the crossword puzzle game of FIG. 7;

[0022] FIG. 9 is an illustration of a crossword puzzle game according to yet an even further embodiment of the present invention;

[0023] FIG. 10 is an illustration of a crossword puzzle game answer key corresponding to the crossword puzzle game of FIG. 9;

[0024] FIG. 11 is an illustration for a crossword puzzle game show according to one aspect of the present invention, with answers to the game show being displayed;

[0025] FIG. 12 is an illustration for the game show of FIG. 11, without any answers to the game show being displayed;

[0026] FIG. 13 is an illustration for the game show of FIG. 12 showing a selected player selecting a first clue;

[0027] FIG. 14 is an illustration for the game show of FIG. 12, with the first clue being solved and the selected player selecting a second clue;

[0028] FIG. 15 is an illustration for the game show of FIG. 14, with a further selected player selecting the second clue;

[0029] FIG. 16 is an illustration for the game show of FIG. 15, with the second clue being solved by the further selected player; and

[0030] FIG. 17 is an illustration for the game show of FIG. 16, with the further selected player addressing and solving a graphical puzzle.

DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0031] Referring to the drawings and first to FIG. 1, there is provided a crossword puzzle game 10. The game includes a crossword portion, in this example crossword 11. The crossword has a plurality of adjacent cells, in this example a grid 12 of cells, or squares 14 and 16. The squares include white squares 14 and black squares 16. The white squares 14 may abut each other and are arranged in a plurality of rows 17 for forming words in a horizontal direction, from the perspective of the figures and as indicated by arrow 18. The white squares 14 are also arranged in a plurality of columns 19 for forming words in a vertical direction, from the perspective of the figures and as indicated by arrow 20. Each white square 14 corresponds to an individual letter.

[0032] Referring to FIG. 2, the individual letters in respective rows and columns combine to form words 21. FIG. 2 shows the crossword 11 of FIG. 1 with an answer key of words 21. The row of squares beginning with the white square of numeral 42 corresponds to a first word, in this example, the word SELLS. The column of squares beginning with the white square of numeral 7 corresponds to a second word, in this example, the word NUN.

[0033] Referring back to FIG. 1, the game 10 includes a set of clues, in this example, written clues 26. The clues 26 are for guiding a player to identify and supply at least one of the words for the crossword 11. Clues under the ACROSS heading 28 correspond to words in the horizontal direction 18. Clues under the DOWN heading 33 correspond to words in the vertical direction 20. Each clue is numbered.

[0034] In FIGS. 1 and 2, the clue number 42 under the ACROSS heading 28 states "vends". A word corresponding to this clue must be inscribed in the horizontal direction starting at the point where a white square has the number 42 indicia. The word or solution must fill all of the white squares that form a chain line with the number 42 white square in the horizontal direction 18. In this example the answer is SELLS as shown in FIG. 2.

[0035] In FIGS. 1 and 2, the clue number 7 under the DOWN heading 33 states "Sister with a habit". A word corresponding to this clue must begin at the white square having numeral 7 and continue vertically downwards along a chain of white squares extending therefrom. The word or solution to this clue is NUN as shown in FIG. 2 beginning with the white square having the numeral 7 and continuing vertically downwards.

[0036] In this manner the crossword 11 may be solved in a conventional manner by continuing to answer the clues under

the ACROSS heading 28 and the DOWN heading 33. Because the rows of squares and columns of squares intersect with one another, as the player gets closer to solving the entire crossword, some already-filled white squares act as further clues for further aiding in arriving at the rest of the words needed to fill the white squares of the game 10. The game 10 is solved when all of the white squares 14 are filled in with letters that correspond with the correct words. To this point a conventional crossword has been described as is well known to those skilled in the art.

[0037] The game 10 further includes a graphical puzzle 32. The graphical puzzle 32 is connected to or embedded within the crossword 11. In FIG. 1 the graphical puzzle 32 is a lower, right corner or quadrant 31 of the crossword 11.

[0038] The graphical puzzles 32 in the examples presented herein are from Outside the Box Puzzles Inc. The graphical puzzle 32 has its own specific solution of a word or words. The graphical puzzle 32 may be described as an arrangement of symbols suggesting the solution to the graphical puzzle by the symbols displayed taken with their arrangement. The symbols are oftentimes letters. The symbols may vary relative to each other with respect to, for example, size, orientation, and/or shading. The symbols may also vary with respect to their stylization. This includes the symbols having differing font thicknesses and font boldnesses.

[0039] The game 10 therefore provides two puzzles in one: a graphical puzzle 32 as well as the crossword 11. The solution to the graphical puzzle 32 supplies another of the words for solving the game 10. One of the numbered clues 26, in this example the clue entry with numeral 22 under the ACROSS heading 28, will instruct the player to solve the graphic puzzle. For the graphical puzzle 32 of FIG. 1 the solution is KLEENEX (KLEENEX is a registered trademark) as indicated in FIG. 2 by the row of squares beginning with the white square having numeral 22. The graphical puzzle 32 is a play on the letter "x" which is shown as in block form with a white or clear center: in other words a "CLEAN" X or KLEENEX. Solving the graphical puzzle 32 is required to complete the crossword successfully.

[0040] FIG. 3 is similar to FIG. 1 with like parts having like numerals and the addition of "0.1". The graphical puzzle 32.1 is in a top, right corner or quadrant 36. The clue listed as numeral 30 under the ACROSS heading 28.1 instructs the player to solve the graphical puzzle 32.1. FIG. 4 shows the answer key of words 21.1 corresponding to the game 10.1 of FIG. 3. The solution to the graphical puzzle 32.1 is EAST-EREGG, as indicated in FIG. 4 by the row of squares beginning with the white square of numeral 30. In other words the graphical puzzle shows the letters EGG spaced-apart from the center of the puzzle in an EASTERN direction, hence the solution EASTER-EGG.

[0041] FIG. 5 is similar to FIGS. 1 and 3 with like parts having like numerals and the addition of "0.2". In this embodiment the game 10.2 provides a plurality of graphical puzzles including a graphical puzzle 38 in an upper, left quadrant 40 of the game 10.2 and a second graphical puzzle 32.2 in the lower, right quadrant 31.2 of the game 10.2. In other words there is provided three puzzles in one: two graphical puzzles as well as the crossword generally.

[0042] The graphical puzzle 38 shows an L which is "ELE", M which is "M", N which is "EN", and a plurality of LMN's shaped like a tree with the further hint for tree being the letter "t" at the tree's base, hence ELEMEN-TREE or

ELEMENTARY. The solution is ELEMENTARY is shown in FIG. 6 by the row of squares beginning with the white square of numeral 29.

[0043] The solution to the graphical puzzle 32.2 is SEPARATE, as shown in FIG. 6 for the row of squares beginning with the white square of numeral 39. In other words, the graphical puzzle 32.2 shows an EIGHT that is SEPARATED, hence SEPARATE.

[0044] FIG. 7 is similar to FIGS. 1, 3 and 5 with like parts having like numerals and the addition of "0.3". In this embodiment the game 10.3 provides a graphical puzzle 32.3 disposed within a central portion 46 of the crossword 11.3 entirely enclosed within and surrounded by the crossword 11.3 on all four sides. The graphical puzzle 32.3 shows two words "LIMITS" on an outer side or "outer limit" of a box. The solution is OUTER shown in FIG. 8 by the row of squares beginning with the white square of numeral 35.

[0045] FIG. 9 is similar to FIGS. 1, 3, 5 and 7 with like parts having like numerals and the addition of "0.4". In this embodiment the game 10.4 provides a crossword 11.4 that is in a free-form style, in contrast to the grid style of crossword shown in FIGS. 1 to 8. The graphical puzzle 32.4 is disposed partially within, or partially surrounded by, the crossword 11.4 at a location 48. The graphical puzzle 32.4 shows the word "SIDE" with the words "OUT" within the D of "SIDE". In other words, IN the SIDE is OUT. The solution is INSIDE-OUT as shown in FIG. 10 by the row of squares beginning with the white square of numeral 04.

[0046] The game 10 of the present invention provides a synergy: solving the graphical puzzle(s) 32 promotes solving the crossword 11 and, alternatively, solving the crossword 11 promotes solving the graphical puzzle(s) 32. Put another way, the present invention may be said to lie in the synergy of a graphical puzzle 32 combined with a crossword puzzle, each of which may exist alone and/or each of which may act to promote the solving of the other. When the player tries to solve the crossword 11 through the graphical puzzle 32, the player requires an additional mental step to solve the game 10. The problem or puzzle of the game 10 may be considered to be two-layered: the first problem may be solving the riddle posed by the graphical puzzle 32 AND this also provides a word solution for helping to solve the rest of the crossword 11 and thus game 10.

[0047] Advantageously the game 10 offers to the player a graphical puzzle 32 that alone acts as a puzzle to which a solution may be found completely without reference to and irrespective of the game 10. Thus, the game 10 is still able to provide a sense of satisfaction/accomplishment to the player if the player is only able to solve the graphical puzzle 32.

[0048] Likewise, if the player is skilled in traditional crossword games but less skilled in solving graphical puzzles 32, the game 10 provides a strong incentive to complete as much of the crossword 11 as possible so as to obtain more clues for helping to solve the graphical puzzle 32. In this way, the game 10 may be even more exciting to the player, a traditional crossword player or otherwise. Also, the satisfaction in eventually solving the graphical puzzle 32 may be even greater.

[0049] Those skilled in the art will appreciate that the scope of the present invention is not limited to the game 10 itself: it also encompasses a method of cruciverbalism or making of crossword puzzles that includes the combination of a crossword 11 with the use of graphical puzzles 32 as described herein.

[0050] Those skilled in the art will appreciate that many variations are possible within the scope of the present invention. For example the graphical puzzle 32 may be partially surrounded by or completely embedded within the crossword 11.

[0051] Referring to FIGS. 11 to 18, the game may also be used within a crossword puzzle game show 50. FIG. 11 is in part similar to FIGS. 1, 3, 5, 7 and 9, with like parts having like numerals except ending with "0.5". The game show 50 includes a medium in this example a display screen 52. The display screen 52 could be a television, a video screen, an analog display screen or a digital display screen. The game show 50 includes a game 10.5 displayed via the display screen 52 for thereby showing a graphical puzzle 32.5.

[0052] The game show 50 may have a first player 54 represented in simplified form at 54 and a second player 56 similarly represented. The display screen 52 displays indicia representing a crossword portion, in this example, a crossword 11.5. As shown in FIG. 12, the crossword 11.5 includes a plurality of adjacent cells that receives, as shown in FIG. 11, a first word 58 (in this example DINER), a second word 60 (in this example INDIA) interconnected to the first word 58 and a third word 62 (in this example INSIDEOUT) interconnected to at least one of the first word 58 and the second word 60. More specifically, at least one letter from the third word 62 is interconnected to at least one letter from either the first word 58 and/or one letter from the second word 60. In this example the third word 62 is interconnected to both the first word 58 and the second word 60.

[0053] The game show 50 includes a first clue 64 for supplying, or helping to solve, the first word 58 and a second clue 66 for supplying, or helping to solve, the second word 60. The game show 50 includes indicia representing a graphical puzzle 32.5 the solution to which supplies the third word 62. A listing 66 that states SOLVE THE GRAPHIC prompts one's attention towards solving the graphical puzzle 32.5.

[0054] As shown in FIG. 12, the game show 50 includes the step of: a) displaying the display screen 52 to the first player 54 and the second player 56. Next, the game includes the step of b) providing the opportunity for either of the players to be a selected player. In this example the first player 54 is the selected player 54 as shown in FIG. 13. The selected player 54 reviews one of either the clues and the graphical puzzle, and supplies an answer corresponding to what was selected. In this example the first player 54 selects and reviews the first clue 64. In this example the first clue 64 states "A roadside eatery". The first player 54 guesses that the answer or first word 60 for this clue is DINER. As shown in FIG. 14, the words DINER are added and displayed on the squares going downwards from the perspective of the figures starting with the white square having the numeral 1.

[0055] The game show includes the step of c) determining whether the answer provided by the selected player 54 in step b) corresponds to the correct word. If so, the game show 50 allows the selected player 54 to return to step b) for solving the remainder of the clue(s) and/or graphical puzzle(s).

[0056] In this example this is the answer DINER is the correct word. The first player 54 therefore has the opportunity to solve the remainder of the clues. Referring to FIG. 14, the first player 54 chooses to select the second clue 66. The second clue 66 in this example states "A large Asian country". In this example, the first player cannot guess the correct word.

[0057] If the answer provided by the selected player 54 in step b) does not correspond to the correct word, the game

show 50 allows the other of the first player 54 and the second player 56 to become a further selected player of step b). In this example the second player 56 therefore becomes the further selected player 56, as shown in FIG. 15.

[0058] This pattern continues until the game show 50 is finished by having all of the squares of the crossword 11.5 filled in.

[0059] In this example, the second player 56 correctly solves the second clue 66 with the answer of INDIA. As shown in FIG. 16, the word INDIA is added to the squares corresponding to the second word 62 starting with the square having numeral 2 and leading to connected white squares in the downward direction, according to the figures.

[0060] The second player 56 now has the first word 58 and the second word 60 to help promote the solving of the graphical puzzle 32.5. Referring to FIG. 18, the second player 56 addresses the listing 68 which directs one's attention towards solving the graphical puzzle 32.5. Both the filled-in letter "N" square and the letter "I" square along the row of white squares beginning that having the numeral 3 may act as further clues for helping the second player 56 to solve the graphical puzzle 32.5, namely, by identifying the word INSIDEOUT.

[0061] As before, the game show 50 is configured whereby solving the graphical puzzle 32.5 promotes solving the crossword 11.5 and solving the crossword 11.5 promotes solving the graphical puzzle 32.5.

[0062] The game show 50 may further include the step d) identifying as the winner of the game show 50 the player that completes the game 10.5 first. Alternatively, the game show 50 may include allotting set points in step c) to the selected player who provides the answer that corresponds to the correct word and further including the step of: d) identifying as the winner of the game show 50 the player with the highest tally of points upon all of the clues and the graphical puzzle being solved.

[0063] Many variations to the game show are possible. In one example the display screen may only comprise the graphical puzzle, with the crossword being on a game board connected thereto. The graphical puzzle 32.5 may be in the form of a full motion video. The crossword could be shown through rotatable panels such as are found for example on the game show WHEEL OF FORTUNE®.

[0064] It will further be understood by a person skilled in the art that many of the details provided above are by way of example only and can be varied or deleted without departing from the scope of the invention as set out in the following claims.

What is claimed:

1. A crossword puzzle game comprising:
 - a medium;
 - indicia displayed on the medium and representing a crossword portion including a plurality of adjacent cells for filling in intersecting words and at least one clue for guiding a player to identify and fill in at least one of said words; and
 - indicia displayed on the medium and representing a graphical puzzle portion, the solution to which supplies another of said words,
 - whereby solving one of the portions promotes solving another of the portions.
2. The crossword puzzle game as claimed in claim 1 wherein the graphical puzzle includes an arrangement of symbols suggesting the solution to the graphical puzzle by the symbols displayed taken with their arrangement.

3. The crossword puzzle game as claimed in claim 2 wherein the symbols are letters.

4. The crossword puzzle game as claimed in claim 2 wherein the arrangement of symbols further suggests the solution to the graphical puzzle by the symbols displayed taken with their size relative to each other.

5. The crossword puzzle game as claimed in claim 2 wherein the arrangement of symbols further suggests the solution to the graphical puzzle by the symbols displayed taken with their orientation relative to each other.

6. The crossword puzzle game as claimed in claim 2 wherein the arrangement of symbols further suggests the solution to the graphical puzzle by the symbols displayed taken with their shading relative to each other.

7. The crossword puzzle game as claimed in claim 2 wherein the symbols have a stylization and the arrangement of symbols further suggests the solution to the graphical puzzle by the symbols displayed taken with the stylization of the symbols relative to each other.

8. The crossword puzzle game as claimed in claim 7 wherein said stylization varies according to differing font thickness and font boldness of the symbols.

9. The crossword puzzle game as claimed in claim 1 wherein the graphical puzzle portion is connected to the crossword portion.

10. The crossword puzzle game as claimed in claim 1 wherein the graphical puzzle portion is at least partially surrounded by the crossword portion.

11. The crossword puzzle game as claimed in claim 1 wherein each of the cells receives an individual letter, a plurality of said letters when combined, form said words.

12. The crossword puzzle game as claimed in claim 1 wherein the plurality of cells includes a row of squares for respectively receiving letters of a first word and a column of squares intersecting with the row of squares, the column of squares respectively receiving letters of a second word, one of said first word and said second word being associated with the clue, the other of said first word and said second word being associated with the graphical puzzle portion, whereby identifying the one of the first word and the second word associated with the clue promotes solving the graphical puzzle portion and thereby promotes identifying the other of the first word and the second word to solve the crossword portion and solving the graphical puzzle portion to obtain the other of the first word and the second word promotes identifying the one of the first word and the second word associated with the clue to solve the crossword portion.

13. The crossword puzzle game as claimed in claim 1, wherein the medium includes a display screen for showing the graphical puzzle portion.

14. The crossword puzzle game as claimed in claim 13 wherein the display screen consists of at least one from the group consisting of a television screen, a video screen, an analog display screen and a digital display screen.

15. The crossword puzzle game as claimed in claim 1 wherein the graphical puzzle portion is in the form of a full motion video.

16. The crossword puzzle game as claimed in claim 1 where in the medium consists of at least one from the group consisting of printed matter, paper and a game board.

17. The crossword puzzle game as claimed in claim 1 wherein the clue is in the form of a written clue including one or more clue words.

18. The crossword puzzle game as claimed in claim 1, wherein said plurality of cells for filling in intersecting words includes a first set of cells for filling in a first word and a second set of cells for filling in a second word, the sets having a common cell, the cells intersecting via the common cell, wherein in order to fill in one of the sets of cells a player must solve one of the clue portion or the graphical puzzle portion and the letter of the common cell obtained thereby promotes solving the other of the clue and the graphical puzzle portion, and wherein each of the set of cells must be filled in with correct words to complete the game.

19. A method of cruciverbalism, the method comprising: arranging a crossword including a plurality of adjacent cells that respectively receive letters of a first word and letters of a second word intersecting with the first word; providing a clue for guiding a player to identify and supply the first word; and

displaying a graphical puzzle, the solution to which supplies the second word,

whereby solving the graphical puzzle promotes solving the crossword and solving the crossword promotes solving the graphical puzzle.

20. The method as claimed in claim 19, the method further including, before the arranging of the crossword portion, the step of:

selecting said first word and said second word, the second word having a letter in common with the first word; and arranging the second word so as to interconnect with the first word, an answer key to the crossword portion thereby being provided.

21. The method as claimed in claim 19, the method further including:

providing a display screen for showing the graphical puzzle.

22. A crossword puzzle game show for a first player and a second player, including a medium, indicia displayed on the medium and representing a crossword portion, the crossword portion including a plurality of adjacent cells that receives a first word, a second word interconnected to the first word and a third word interconnected to at least one of said first word and said second word, a first clue for supplying the first word, a second clue for supplying in the second word, and indicia representing a graphical puzzle the solution to which supplies the third word, the game show comprising the steps of:

a) displaying the medium to the first player and the second player;

b) providing the opportunity for either of the players to be a selected player, the selected player reviewing one of said clues and the graphical puzzle, and supplying an answer for either of the said one of said clues and the graphical puzzle;

c) determining whether the answer provided by the selected player in step b) corresponds to the correct word, and if so, allowing said selected player to return to step b) for solving a further one from the group consisting of said clues and the graphical puzzle, and if not, allowing the other of said first player and said second player to become a further selected player of step b), whereby solving the graphical puzzle promotes solving the crossword portion and, solving the crossword portion promotes solving the graphical puzzle.

23. The game show according to claim 22 further including allotting points in step c) to the selected player who provides the answer that corresponds to the correct word and further including the step of:

d) identifying as the winner of the game show the player with the highest tally of points upon all of said clues and the graphical puzzle being solved.

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