Oct. 2, 1928.

1,686,237

S. L. HOEXTER

GAME

Filed Oct. 16, 1925

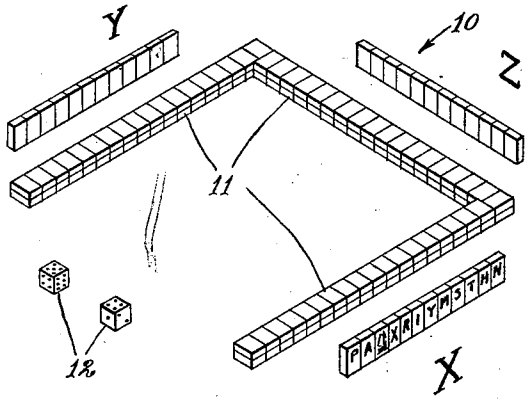


Fig. 1,

Fig. 2,

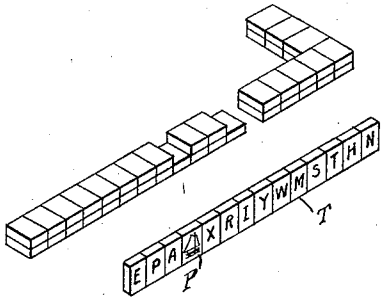


Fig. 3,

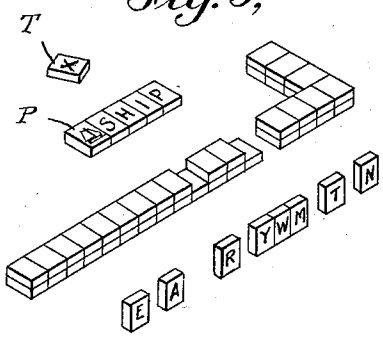


Fig. 4,

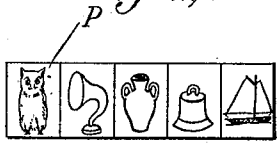


Fig. 5,

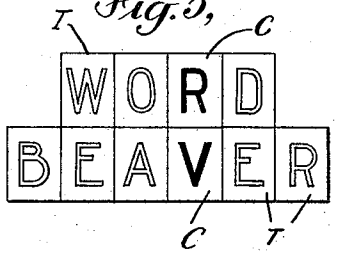
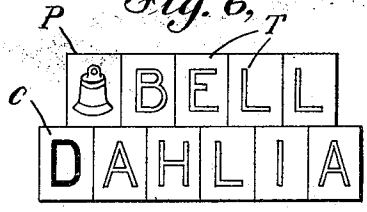


Fig. 6,



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Patented Oct. 2, 1928. 1,686,237

UNITED STATES PATENT OFFICE.

SEYMOUR L. HOEXTER, OF CEDARHURST, NEW YORK.

GAME.

Application filed October 16, 1925. Serial No. 62,938.

This invention relates to amusement devices and more particularly to a game apparatus.

An object of the invention is the provision of a simple game apparatus adapted for playing a novel game of the character described, which shall be highly entertaining and interesting and educational as well.

Another object of the invention is to provide a game apparatus of the character described which may be readily made up or assembled by employing apparatus of other well known games such as dominoes, Mah jongg, and other similar games, thereby converting the same into a novel game such as hereinafter explained.

A further object of the invention is to provide an improved game apparatus of the character described, comprising simple pieces, which shall be cheap to manufacture, and practical to a high degree for the purposes specified.

Other objects of this invention will in part be obvious and in part hereinafter pointed out.

The invention accordingly consists in the features of construction, combinations of elements, and arrangement of parts which will be exemplified in the construction hereinafter described, and of which the scope of application will be indicated in the following claim.

In the accompanying drawing, in which is shown one of the various possible illustrative embodiments of this invention,

Fig. 1 is a perspective view showing the game pieces or tiles embodying the invention arranged for starting a game adapted to be played therewith such as hereinafter described;

Figs. 2 and 3 are fragmentary perspective views showing the arrangement of the pieces at progressive stages of said game;

Fig. 4 is a plan view showing the faces of the legend or picture tiles; and

Figs. 5 and 6 are plan views showing the faces of tiles arranged to illustrate their counting value.

Referring in detail to the drawing, 10 denotes a game apparatus embodying the invention which is seen to comprise a plurality of pieces, blocks, or tiles 11 similarly shaped to those used in the game of dominoes, the Chinese game of four winds, or the like games. The game apparatus 10 may include any required number of tiles 11 and as shown in the drawing, one hundred and forty-four are used for illustration. These tiles are faced with suitable sets of distinguishable characters, as for example, one set of ten or twelve tiles P bearing a legend, symbol, or picture, or other insignia, as shown in Fig. 4, another set of 26 tiles C bearing the letters of the alphabet A to Z inclusive in solid type adapted to designate capital letters, as shown in Figs. 5 and 6, and a third set comprising the remaining tiles T each having a letter of the alphabet, in outline type, adapted to represent the small letters.

The number of each letter selected to make up the latter set of tiles T is preferably determined substantially by its relative frequency of occurrence in ordinary writing. It has been found that the satisfactory proportion of the number of vowels to consonant letters used is approximately in the ratio of one to three. Interest in playing games with apparatus 10 is greatly increased if the legends, symbols, insignia, or pictures on the tiles P are selected so that they correspond to a large number of nouns; thus a picture of a sail boat shown in Figs. 2, 3 and 4 corresponds to the words vessel, boat, ship, sloop, brig, etc.

A suitable means may be provided for choosing the person who is to start or lead in playing a game, said means being here shown to comprise a pair of dice 12.

Various games may be played with the tiles 11 and any number of persons may participate. One such game will now be described for the purpose of illustration.

The tiles 11 are placed in a heap face down on a table and thoroughly intermingled. The players who are denoted by X, Y and Z in Fig. 1 select twelve tiles each from the heap. The remaining tiles are piled or stacked in any convenient manner as by forming a row in front of each player as shown in Fig. 1. The dice 12 are then cast for selecting the leader to start the game. Let it be assumed that X is thus chosen. He then removes two tiles from any part of the stacks, preferably the one nearest him and he hands one tile to each of the other players. Player X thus has 14 tiles and Y and Z each have 13. X now endeavors to form as many words as possible from the letters on the tiles in his hand. Suppose, for example, that he has only sufficient letters to form the word S H I P as shown in Fig. 2. He may then lay the tiles forming said word on the table face up. If he is unable to form any other words he discards one of his remaining tiles

face up on the table, thus leaving 13 tiles for player X. If in addition he has a picture tile P which corresponds to the word formed such as one bearing a picture of a ship, he may place it adjacent the word for the purpose hereinafter to appear, as shown in Fig. 3.

Player Y now takes his turn and he may either take the tile discarded by X or call for one from the stacked rows so that he has 14 tiles from which Y proceeds to form words as described above for X. If no picture tile accompanies the word formed by X, Y may appropriate the word if he can add letters thereto to form another word. The picture tile thus may be made to serve as a guard and to prevent the other players from appropriating X's word S H I P as shown in Fig. 3.

After Y has formed all the words he is able to, he then discards a tile and Z takes his turn following the successive steps taken by Y as described above.

In order to win the game, it is necessary for one player in his turn to announce the termination of the game and to have exposed a word commencing with a capital letter C (in solid black type), and one word guarded by a picture. In Fig. 6 is shown a winning hand. The score or credits assigned to each player may be computed in various manners as for example:

	Unexposed words in the hands of the player counts	Exposed word on the table counts
2 letter words	2	5
3 letter words	5	10
4 letter words	10	20
5 letter words	15	30
6 letter words	20	40
7 letter words	35	70
8 letter words	50	100
For announcing the winning hand	----------	20

In Fig. 5 is shown exposed words on which a credit count of 20 plus 40 or 60 might be allowed.

Extra counts may also be assigned. As for example, double counts may be given the players having more than a single word guarded by a picture, or more than one word commencing with a capital letter. Also extra credits may be allowed for words forming complete sentences or phrases.

It is to be understood that the games played with the apparatus 10 may be varied to conform to either a simplified or more or less elaborate set of rules, and the manner of crediting the counts to the players may be varied as desired to increase the incentive in various directions to form short or long words, phrases, or sentences. The game apparatus 10 may also be used in simpler forms of games by removing some or all of the picture tiles or the capital letters, tiles, or both.

Game pieces or tiles belonging to dominoes, the Chinese game of winds, etc. may be easily converted into the game apparatus 10 by simply applying to the face side of such tiles appropriate legends, symbols, insignia, or pictures, and the alphabet sets described above.

It will thus be seen that there is provided a device in which the several objects of this invention are achieved, and which is well adapted to meet the conditions of practical use.

As various possible embodiments might be made of the above invention, and as various changes might be made in the embodiment above set forth, it is to be understood that all matter herein set forth or shown in the accompanying drawing is to be interpreted as illustrative and not in a limiting sense.

Having thus described my invention, I claim as new and desire to secure by Letters Patent:—

A game apparatus of the character described comprising a plurality of pieces, some of said pieces bearing each a letter of the alphabet and others bearing symbols other than such letters and definable by groupings of said letter bearing pieces.

In testimony whereof I affix my signature.

SEYMOUR L. HOEXTER.