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2,380,106

GAME

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1	12 CITIES	13 POINTS	12 RIVERS	13 POINTS	12 LAKES	13 POINTS	12 MOUNTAINS	13 POINTS
14 C	Chicago	3	Colorado	3			Catekill	5
M	Milwaukee	4	Mississippi	1	Michigan	4		
H	Boboken	5	Hudson	2	Huron	3	Himalaya	4
B	Baltimore	4						
A	Antioch	5	Amazon	4			Alps	4
17 TIME	10	21		10		7		13
Signature <i>John Doe</i>				TOTAL POINTS				51

Fig. 1

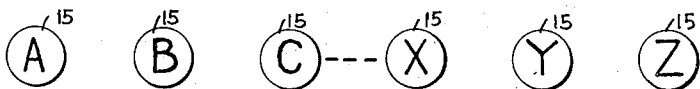


Fig. 2

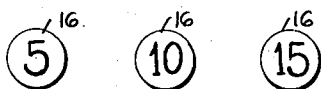


Fig. 3

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GAME

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2 Claims. (Cl. 273—135)

This invention relates to games and deals particularly with a game wherein a board and men are used.

The principal object of this invention is to provide a game comprising luck and skill wherein a combination of a printed form and men are used. Another object of the invention is to provide a game wherein the element of skill predominates over the element of chance. Other objects and advantages will become apparent as the description proceeds in conjunction with the drawing in which:

Figure 1 shows a card as it would appear when filled out by a player;

Figure 2 shows the beginning and the end of an alphabet pool; and

Figure 3 shows the men in a time pool.

Briefly stated, the invention amounts to a game wherein a printed form is used in combination with letter men of an alphabet pool and time men from a time pool.

In Figure 1, I have shown a card C carrying printed indicia thereon with ruling on the card to suit the procedure of the game. It will be noted that the card has printed thereon a series of horizontal lines 11 and a plurality of vertical columns 12. In the card shown I have headed each of the columns 12 by a designation shown as proper names in this case. It is to be understood, however, that the designations at the top of the columns can be varied to make the game more comprehensive and to suit the knowledge of the players. For this purpose I place numbers on the cards as shown and designated by the numeral 1 in the upper left hand corner of the card. All cards bearing the numeral 1 would be identical; likewise all cards bearing a numeral 2 would be identical, and so forth. Associated with each of the columns 12 is a column 13 which has been designated the points column. There is also another vertical column designated 14 which is for the purpose of determining the first letter in each of the words written in the columns 12 in a manner to be later described.

In Figure 2, I have shown an alphabet pool consisting of letter men 15. Each of said letter men carries one letter of the alphabet and there may be a single complete alphabet or there may be a duplication of certain letters, and there may even be certain letters deleted from the alphabet which would not form a satisfactory first letter for many words.

In Figure 3, I have shown men 16 carrying numerals thereon. There may be any number of these men shown with various numerals to

suit the requirements of the players. These men comprise what is called the time pool.

In playing the game, each player is given a card C, bearing the same number in the upper left hand corner, and letter men are drawn from the alphabet pool corresponding to the number of horizontal lines on the card. These letters are then written in column 14 by the player. After the letter men have been drawn, a single time man is drawn from the time pool and the time designated on said man is written in the bottom of column 14 as shown at 17. The game is then ready to start. Each player must then write in a name coming under the designation at the heading of each vertical column, said name beginning with the letter indicated on each horizontal line. After the time indicated in the box 17 expires, the cards are collected and scoring is done in the following manner. For each word in every column the player gets 5 points unless the same word is duplicated on some other card, in which event each player gets only 4 points. If the same word is duplicated on three cards, each player gets only 3 points, and so on until if the word is duplicated on five or more cards each player gets but 1 point. These points are placed opposite the words in the point column and are added to show the total points in the box 18. The highest score wins.

A game of the foregoing nature is a combination of skill and chance and not only furnishes amusement but is more or less instructive.

I claim:

1. A game comprising the combination of a card having a plurality of vertical columns with headings therein for designating the meaning of the words to be written in said columns and horizontal lines crossing said columns for writing words thereon in said columns, and an alphabet pool comprising men with letters of the alphabet thereon for determining the first letter of each of said words on said lines in said columns.

2. A game comprising the combination of a card having a plurality of vertical columns and horizontal lines crossing said columns for writing words thereon in said columns, said vertical columns having associated indicia for designating the class of words to be written therein, an alphabet pool comprising men with letters of the alphabet thereon for determining the first letter of each of said words on said lines in said columns, and a time pool having men with numerals thereon for determining the amount of time for each game.

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