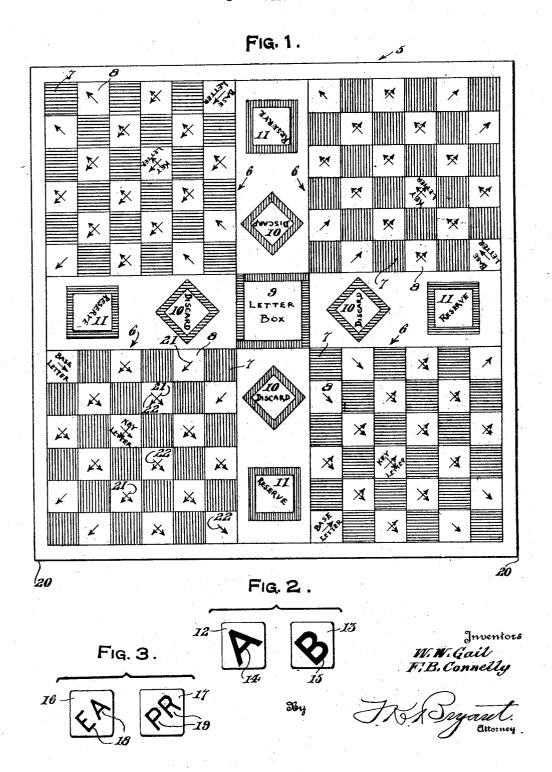
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GAME APPARATUS

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## UNITED STATES PATENT OFFICE.

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GAME APPARATUS.

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improvements in game apparatus.

The primary object of this invention is to 5 used for embodying the solving of cross word puzzles into a competitive game.

A further object of the invention is to provide a game of the above mentioned type which may be adapted for use by children 10 or adults by the changing of the set of rules employed for governing the playing of the

Other objects and advantages of the invention will be apparent during the course

15 of the following description.

In the accompanying drawing forming a part of this specification and in which like numerals are employed to designate like parts throughout the same,

Figure 1 is a plan view of the game board used in the playing of the game embodying

this invention,

Figure 2 is a plan view of two different players used in combination with the game 25 board shown in Fig. 1, the said players each being provided with a single letter of the alphabet, and

Figure 3 is a plan view of two additional players to be used with the game board, these players each being provided with a group of

letters of the alphabet.

In the drawing, wherein for the purpose of illustration is shown a preferred embodiment of this invention, the numeral 5 designates the game board in its entirety which includes the four patterns 6 formed by the different colored spaces 7 and 8. It will be noted that each pattern is formed of six rows of spaces extending at right angles to each 40 other with the different colored spaces 7 and 8 arranged alternately in each row and so that the spaces of the same color extend diagonally across each pattern, which pattern is of substantially square formation.

The game board 5 is further provided with a centrally located square 9 provided with the word "Letter-box". To the right of each pattern 6, in the clear space formed between the adjacent patterns are the squares 10 and 11 provided with the words "Discard" and "Reserve".

In Fig. 2 there are shown two players 12 and 13 each of which is provided with a letter 14 and 15 respectively. In Fig. 3 there are shown two additional players 16 and 17, place those players upon the square 10 the player 16 being provided with the two marked "Discard". The person who first are shown two additional players 16 and 17,

This invention relates to new and useful letters 18 while the player 17 is provided

with the two letters 19.

The game board 5 is to be arranged in provide a game apparatus which may be respect to the various competitors with one 60 of the four corners 20 of the board pointing directly toward each competitor. With the board arranged in this manner, it will be seen that the spaces 8 are each provided with the direction arrows 21 and 22 with the arrows 65 21 pointed toward the competitors and with the arrows 22 pointed to the right of the competitors. It will be noted that the longest row of spaces 8 in each pattern has the words "Base letter" printed in the space 70 at the left hand end of this row and the words "Key letter" printed in the third space from the left hand end of the row.

It is to be understood that a great many different sets of rules may be employed for 75 governing the maner in which this game is played, however, it is believed advisable to suggest the different uses to which certain parts of the apparatus may be put. It is to be understood that any desired number of 80 players, such as those designated by the numerals 12, 13, 16 and 17, may be used and that the entire alphabet may be repeated as many times as desired with the letters singly appearing upon the players as in Fig. 2 or 85 arranged in different groups as in Fig. 3. At the start of the game, the players to be used are piled upon the space 9, referred to as the "letter-box". The persons playing the game determine the order in which they 90 are to play and the person having the first play takes one or more players, depending upon the rules being used, from the letterbox. He then arranges the player or players in the squares 8 of this pattern in the most 95 advantageous manner to form words readable in the direction of the arrows 21 and 22, it being understood that the squares 8 having both arrows 21 and 22 must be provided with players having letters capable 100 of use for forming words readable in the direction of both of the arrows. If the player decides that the player or players he has drawn from the "letter-box" are not suitable for use at that time, he may place any one 105 of the players upon the space 11 marked "Reserve" and may use such player at a later point in the game. If he determines that he does not need any one or all of the players drawn at any time during the game, he may 110 covers all of the spaces 8 with players arranged in a manner to form complete words readable in the direction of the arrows 21

and 22 wins the game.

Too much emphasis can hardly be placed upon the phase in which this game is essentially new, namely, the phase of creating combinations of words crossing one another on the principle of the cross-word puzzle, skill in the studying out of which is the main determining factor in winning, inasmuch as the supply of letters is such that competitors will average about the same in the luck of drawing desired letters in the same number of draws. To illustrate the way the lettered players will appear upon a completed pattern, reference may be made to the following samples:

A sample completed pattern, single

20 letters:

25

Horizontal words: real, hasten, toed. Vertical words: rat, besot, hates, led. A sample completed pattern, combination

30 letters:

Horizontal words: swale, gravies, teal.

Vertical words: swat, craves, eolian, eel.

It is to be understood that the form of this invention herewith shown and described is to be taken as the preferred example of the same, and that various changes in the shape, size, and arrangements of parts may be resorted to without departing from the spirit of the invention or the scope of the subjoined claims.

Having thus described the invention, we

claim:--

1. In a word spelling game adapted to be played with lettered game pieces, a square

board having at each corner a checkered square, said squares being spaced to provide a field having the shape of an equal armed cross, said board having a main game piece receiving area indicated at the intersection of the arms of the cross and further having on each arm of the cross areas indicated as "Reserve" and "Discard" areas for the reception of reserved and discarded game pieces.

2. In a word spelling game adapted to be played with lettered game pieces, a square board having at each corner a checkered square, said squares being spaced to provide a field having the shape of an equal 65 armed cross, said board having a main game piece receiving area indicated at the intersection of the arms of the cross and further having on each arm of the cross areas indicated as "Reserve" and "Discard" areas for 70 the reception of reserved and discarded game pieces, certain of the diagonal rows of the checkers in each square having arrows thereon to indicate the direction of reading of the letters of the pieces placed on said 75

square in forming a word.

3. In a word spelling game adapted to be played with lettered game pieces, a square board having at each corner a checkered square, said squares being spaced to pro- 80 vide a field having the shape of an equal armed cross, said board having a main game piece receiving area indicated at the intersection of the arms of the cross and further having on each arm of the cross areas indi- 85 cated as "Reserve" and "Discard" areas for the reception of reserved and discarded game pieces, certain of the diagonal rows of the checkers in each square having arrows thereon to indicate the direction of reading of the 90 letters of the pieces placed on said square in forming a word, certain of the arrow provided checkers having two arrows thereon to indicate that the letter of a piece placed thereon is to be read in two directions in 95 word formation.

In testimony whereof we affix our signatures.

WILLIAM W. GAIL. FRANK B. CONNELLY.