

[54] WORD GAME

[76] Inventor: **Edward Maurice Gold**, Regent Buildings, Cnr. Manners & Lombard Sts., Wellington, New Zealand

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Primary Examiner—Richard C. Pinkham

Assistant Examiner—Joseph R. Taylor

Attorney, Agent, or Firm—Haseltine, Lake & Waters

[57]

ABSTRACT

A board game comprising a board subdivided laterally and longitudinally into squares, each square being dimensioned to accommodate one of a plurality of tiles thereon. The tiles are classified into three sets of different color, the tiles of one set each bearing a numeral designation from 0 to 9, the tiles of a second set each bearing an arithmetical operator designator consisting of + (plus), - (minus), X (multiplication), ÷ (division), . (decimal) or / (fraction), the tiles of the third set bearing the designation = (equals). Each tile further bears an additional numeral designation indicating a numerical value assigned to the respective tile. The tiles are arrangable on the squares on the board to form arithmetical equations, the game commencing from a starting position on which one of the tiles of the first equation placed on the board must be disposed. Five classes of squares are provided on the board, one class having no effect on the numerical value assigned to the tile placed thereon, a second class representing a first multiplicand of the numerical value assigned to a tile placed thereon, a third class representing a second multiplicand of the numerical value assigned to a tile placed thereon, a fourth class representing a first multiplicand of the sum of the numerical values of the tiles in an equation one tile of which is placed thereon, and a fifth class representing a second multiplicand of the sum of the numerical values of the tiles in an equation one tile of which is placed thereon.

2 Claims, 2 Drawing Figures

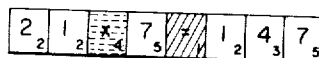
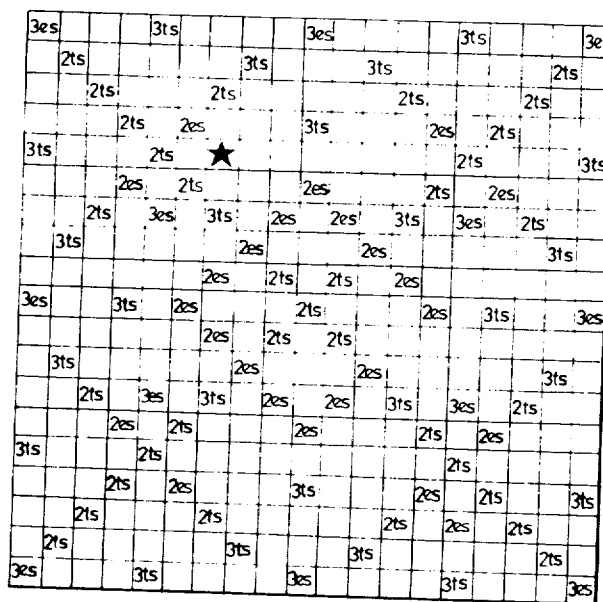
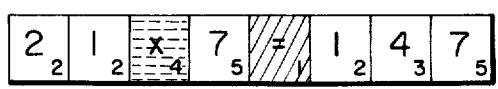


FIG. 1

3es			3ts				3es				3ts			3es
	2ts				3ts			3ts					2ts	
		2ts			2ts				2ts				2ts	
		2ts	2es				3ts			2es	2ts			
3ts			2ts	★							2ts			3ts
		2es	2ts				2es			2ts	2es			
	2ts		3es	3ts	2es	2es	3ts	3es	2ts					
	3ts				2es			2es					3ts	
				2es	2ts	2ts	2es							
3es		3ts	2es				2ts			2es	3ts			3es
				2es	2ts	2ts								
	3ts				2es			2es					3ts	
	2ts		3es	3ts	2es	2es	3ts	3es	2ts					
		2es	2ts				2es		2ts	2es				
3ts			2ts							2ts				
		2ts	2es				3ts			2es	2ts		3ts	
	2ts				2ts				2ts	2es	2ts			
	2ts				3ts			3ts					2ts	
3es			3ts				3es			3ts				3es

FIG. 2



WORD GAME

This invention relates to games and more particularly to games which are played with a basic playing board and tiles to be placed upon the board whereby the skill of the players is effected in playing the tiles to make arithmetic equations.

The object of the invention is to provide a game played with tiles and to assist in an understanding and the gaining of knowledge of the players in the use of numbers and contribute towards a good understanding in the mental arithmetic of the players.

According to this invention the game consists of forming numerical equations either across or down the playing board using numbered tiles which have a score value allotted each tile.

In playing the game each player endeavors to acquire a high score with his equation in combinations and situations to secure the best score advantage available from number values and premium squares.

Each tile for playing the game has a value number printed on the tile such being the smaller number on the face of each tile. Thus it is this small number on the face of each tile which is counted when calculating the score value of an equation made by a player.

The playing board is in the form of a square having equal sides therefore, and in one form the playing board has 19 squares on each side and the squares fill in across the playing board longitudinally and laterally. Some of the squares are coloured and these may be termed "premium number" squares. For instance a tile that is placed on a square which might be coloured blue doubles the value of the tile placed thereon.

A tile that is placed on say a red square triples the value of the tile so placed thereon.

A tile that is placed on a square such as a green square doubles the value of the equation so formed by a player.

A tile that is placed on a square such as a yellow square trebles the value of the equation so made by a player.

If an equation made by a player covers say, two green squares then the equation is doubled and then redoubled in value.

If an equation made by a player covers say a green square and a yellow square then the equation is doubled and then trebles in value.

The tiles are divided into two sets, the number and designations of the tiles being as follows:

The set having numbers:

- 8 of 0 Score value 1
- 8 of 1 Score value 1
- 8 of 2 Score value 2
- 8 of 3 Score value 3
- 8 of 4 Score value 3
- 8 of 5 Score value 4
- 8 of 6 Score value 4
- 8 of 7 Score value 5
- 8 of 8 Score value 5
- 8 of 9 Score value 8

The set being arithmetical operators:

- 20 of = (equals sign) score value 1
- 8 of + (plus sign) score value 2
- 8 of × (multiplication sign) score value 4
- 5 of - (minus sign) score value 3
- 5 of ÷ (division sign) score value 5
- 4 of . (decimal point) score value 10
- 3 of / (fractions sign) score value 15

In addition to the playing board there also may be provided tile racks say four in number, for four players each playing adjacent a side of the playing board.

Where the two sets of tiles are coloured white and grey respectively then in the beginning of the play, the white and grey tiles are turned face down on the playing board or table and are shuffled well. Then the players draw for first place from the white tiles and the player who draws the highest number (not value number) plays first. The tiles that are exposed are placed back with the others and all are re-shuffled.

Each player then draws out from the tiles seven white tiles and two grey tiles and these are placed on a rack in front of the player.

Note: for more advanced players playing the game then an increase in the number of say white tiles to nine and grey tiles to three, making 12 tiles to start the game which can be undertaken by the players.

Note: the fawn covered tiles (equals sign) are placed face up and are drawn upon as each player needs one such equal sign to complete an equation in playing the game which is preferably played clockwise around the board.

Rules for playing the game.

1. The first player makes an equation with his tiles but one of the tiles in the equation must be placed on the square which has the star on it, this square with the star on it, is preferably the square which is seven squares in from the top left-hand corner and four squares down of the playing board. After the first move the next player must include in his equation one number of the previously formed equation (see example 2) and succeeding players can move either across or down the playing board by so adding on to previously made equations.
2. After making an equation a player completes his turn by counting the total value of the small number on each tile in his equation including the value of the premium tiles as previously stated. His score is put on a scoring pad and the player then replaces from the pool the number of tiles used in playing in making his equation so that he still has nine tiles on his rack. The player on the left then takes his turn and the play continues in such clockwise direction.
3. If a player cannot make an equation then such player can either pass or replace all his tiles from the pool; but by so doing loses his turn to make an equation and therefore to score.
4. A player may remove from the playing board tiles in front of an equals (=) sign and replace such tiles with other tiles from his rack, but the answer to the equations so altered must be the same (see example 5), all tiles so removed are returned to the pool.
5. No tile can be moved after a player has completed his equation except that as is provided by rule 4, that is no tile can be moved on the playing board after a player has completed his equation except that as is provided by rule 4.
6. A player can in his turn add to or subtract from any equation on the playing board with his tiles and scores the total value of the amended equation.
7. The game terminates or finishes when all tiles have been used from the pool and the playing racks. If no further moves can be made and there are still tiles in the pool and on the racks then the last player to have moved is the winner. The winning player calls the value of the tiles left on the other players racks but any tiles left in the pool are not counted.

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8. It is necessary to keep a record of each player's score on a scoring pad entering the score after each turn has been completed.

9. If an equation is varied then the player scores the total of the amended equation plus 20 extra points (see rule 4).

10. If a player uses all his nine tiles in an equation then he scores an additional 50 points to the total value of his equation.

BRIEF DESCRIPTION OF THE DRAWING

FIG. 1 is a plan view of the board according to the invention, and

FIG. 2 shows an arrangement of tiles which make up an equation and can be placed on the board.

The board for playing the game as illustrated in FIG. 1 of the accompanying drawing, shows the squares identified as follows:

- Double Tile Score (Blue) designated by 2ts
- Double Equation Score (Green) designated by 2es
- Triple Tile Score (Red) designated by 3ts
- Triple Equation Score (Yellow) designated by 3es

Examples for playing the game are as follows:

- Example 1 showing a score of 24
- Example 2 showing a score of 19
- Example 3 showing a score of 28
- Example 4 showing a score of 39
- Example 5 showing scores of 24 and 29

Example 1

$$2_2 1_2 \times_4 7_5 =_1 1_2 4_3 7_5 \text{ Score 24}$$

This example is illustrated in FIG. 2 of the drawing.

Example 2

$$2_2 1_2 \times_4 7_5 =_1 1_2 4_3 7_5 \text{ Score 19}$$

Example 3

Use of decimal point

$$1_2 0_1 \div_3 4_4 =_1 2_2 . 7_5 \text{ Score 28}$$

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Example 4
Use of fraction operator

$$8_5 \div_3 5_4 =_1 1_2 3_3 /_{12} 5_4 \text{ Score 39}$$

Example 5
(These tiles moved)

$$2_2 1_2 \times_4 7_5 =_1 1_2 4_3 7_5 \text{ Score 24}$$

(Amend equation)

$$4_3 9_4 \times_4 3_3 =_1 1_2 4_3 7_5 \text{ Score 29}$$

Plus 20 premium points (see Rule 4)

No allowance has been made in the above examples for premium squares.

I claim:

1. A board game comprising a board subdivided laterally and longitudinally into squares, and a plurality of tiles, each square being dimensioned to accommodate one tile thereon, the tiles being classified into three sets of different color, the tiles of one set each bearing a numeral designation from 0 to 9, the tiles of a second set each bearing an arithmetical operator designator, said designators consisting of + (plus), - (minus), × (multiplication), ÷ (division), . (decimal) and / (fraction), the tiles of the third set bearing the designation = (equals), each tile further bearing an additional numeral designation indicating a numerical value assigned to the respective tile, said tiles being arrangable on the squares on said board to indicate an arithmetical equation, means on one of said squares for indicating a starting position on which one of the tiles of the first equation placed on the board must be disposed, and means defining five classes of squares on said board, one class having no effect on the numerical value assigned to the tile placed thereon, a second class representing a first multiplicand of the numerical value assigned to a tile placed thereon, a third class representing a second multiplicand of the numerical value assigned to a tile placed thereon, a fourth class representing a first multiplicand of the sum of the numerical values of the tiles in an equation one tile of which is placed thereon, and a fifth class representing a second multiplicand of the sum of the numerical values of the tiles in an equation one tile of which is placed thereon.

2. A board game as claimed in claim 1 wherein said square at the starting position is disposed in the upper left quadrant of the board.

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