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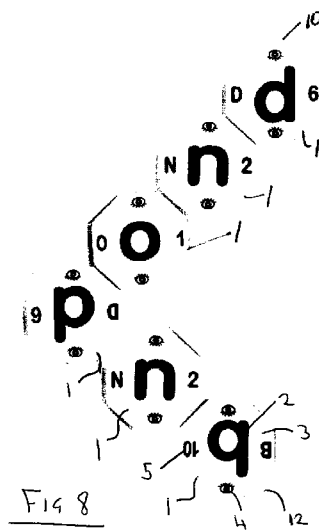
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(54) Title: A GAME APPARATUS



(57) Abstract: The present invention relates to a word forming game apparatus. In particular the invention provides a plurality of octagonal game tiles, allowing words to be formed in horizontal, vertical and diagonal orientations, each game tile having an upper display face with a letter thereon, and each letter being assigned an associated numerical value. A number of dual letter function game tiles are provided in the game apparatus. At least one of said dual letter function tiles is invertible to represent a first letter in one orientation and to represent a second letter in another orientation. The advantage of the invention is to provide a wider range of possibilities for word forming and to allow players to spell words in all of eight different linear directions, whereby, a single game tile may be used as a d in one word and as a p in another word, at the same time.

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"A Game Apparatus"**Introduction**

5 This invention relates to a game apparatus, and in particular to a game apparatus for a word forming game.

Word forming game apparatus is known, for example, Scrabble (Registered Trade Mark), in which a number of square game tiles are arranged on an associated
10 playing board having a matrix of square spaces upon which the tiles are placed to form words. However, the necessary interaction between the game tiles and the board somewhat limits the possibility for word formation.

It is an object of the present invention to provide a new linear multi-directional word
15 forming game apparatus.

Statements of Invention

According to the invention, there is provided a game apparatus including a plurality
20 of polygonal game tiles, each game tile having an upper display face with a letter thereon, and each letter being assigned an associated numerical value. Advantageously, during the course of a game, a number of the game tiles may be assembled to form words on a playing surface, such as a table or the like.

25 In one embodiment of the invention, a number of multi-letter and dual letter function game tiles are provided.

In another embodiment, at least one of said multi-letter game tiles may represent
any letter chosen by a player during the course of a game.

30

In a further embodiment, at least one of said multi-letter game tiles may represent one of a selected group of letters, as chosen by a player during the course of the game. For example, the selected group of letters may comprise vowels.

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In another embodiment, at least one of said dual letter function tiles is invertible to represent a first letter in one orientation and to represent a second letter in another orientation, as chosen by a player during the course of the game. This feature advantageously gives a wider range of possibilities for word forming to players
5 during the course of a game, whereby, a single tile may be used, for example, as a d in one word and as a p in another word, at the same time, facilitating the game apparatus to spell words in multiple linear directions.

10 In another embodiment, orientation indicia are provided on the upper display face.

In another embodiment, the letters are provided in a number of different colours on the game tiles.

15 In a particularly preferred embodiment, the game tiles have an octagonal shape. This advantageously provides great flexibility in assembling words in horizontal, vertical and diagonal orientations during the course of a game. It is noteworthy that during the course of a game, words must be spelt either from left to right or from top to bottom.

20 **Detailed Description of the Invention**

The invention will be more clearly understood by the following description of some embodiments thereof, given by way of example only, with reference to the accompanying drawings, in which:

25

Fig. 1 is a plan view of a game tile forming portion of a game apparatus according to the invention;

Fig. 2 is a view similar to Fig. 1 showing another game tile;

30

Fig. 3 is a view similar to Fig. 1 showing another invertible game tile forming portion of the apparatus of the invention;

Fig. 4 is a view similar to Fig. 3 showing the game tile of Fig. 3 in another

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position of use;

Fig. 5 is a view similar to Fig. 1 showing a multi-letter game tile forming portion of the apparatus of the invention;

5

Fig. 6 is a view similar to Fig. 1 showing a multi-vowel game tile forming portion of the apparatus of the invention;

Fig. 7 is a plan view showing a number of the game tiles of the invention assembled to form a word during the course of a game played with the game apparatus of the invention;

10

Fig. 8 is a view similar to Fig. 7 showing a later stage in the game played with the game apparatus of the invention; and

15

Fig. 9 is a table listing numerical values associated with each letter of the alphabet employed in the game apparatus of the invention.

Referring to the drawings, there is illustrated a game apparatus according to the invention comprising a plurality of octagonal game tiles, indicated generally by the reference numeral 1. Each game tile 1 has letter indicia 2 on an upper display face 3 of the game tile 1. Orientation indicia 4 to indicate the correct orientation of the game tile 1 is also provided on the upper display face 3. A numerical value 5 associated with each letter 2 is marked on the upper display face 3.

25

Referring in particular to Figs. 3 and 4, some of the game tiles 1 are invertible so that during the course of a game, a player may place the invertible game tile 1 in a first orientation to represent a first letter ("B" – Fig. 3) or alternatively, in a second orientation to represent a second letter ("Q" – Fig. 4).

30

Referring in particular to Fig. 5, a multi-letter game tile 1 is shown having letter indicia 8 indicating that this game tile 1 may represent any letter of the alphabet, as chosen by a player during the course of a game.

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Referring in particular to Fig. 6, there is shown another multi-letter game tile 1 which, in this case, has letter indicia 9 representing a group of letters, in this case, vowels, which indicates that this game tile 1 may represent any vowel, as chosen by a player during the course of a game.

5

Fig. 7 illustrates a number of game tiles 1 assembled to form a word 10 during the course of a game. It will be appreciated that the octagonal game tiles 1 allow words to be spelt out in eight different directions – horizontally, vertically and diagonally.

10

Fig. 8 shows a later stage in the game where another word 12 has been spelt out using one of the game tiles 1 of the original word 10 and a number of additional game tiles 1.

15

Fig. 9 shows a table listing numerical values associated with the letters 2 on each game tile 1.

20

It will be noted also that the letter indicia 2 on the game tiles 1 is provided in a number of different colours, in this case, four different colours (green, blue, red or gold).

Example

25

In one example of the game apparatus, sixty game tiles 1 are provided comprising fifty-six game tiles 1 with a single letter 2 thereon, 2 of the multi-letter game tiles 1 shown in Fig. 5 and two of the multi-vowel game tiles 1 shown in Fig. 6. Of the fifty-six single letter game tiles 1, a number of these are the invertible game tiles, as shown in Figs. 3 and 4.

30

In use, a randomly selected leader game tile 1 is placed on the play area which may comprise a table, for example. Each player randomly selects seven game tiles 1. The first player spells a word using the leader game tile 1 and their own game tiles 1 as shown in Fig.7 for example. The numerical values on the game tiles 1 forming the word 10 are added to provide a score for that word 10. The object of

- 5 -

the game is to score the highest number of points by spelling words. A player may spell more than one word when laying tiles from their seven tiles in hand, as long as each conjunction of letters formed by the tiles laid forms a legitimate word. The next player then forms a word 12 (see Fig. 8) using any game tile 1 on the first
5 player's word 10 or words and their own game tiles 1, and the appropriate score is calculated for the new word 12. Each player takes turns building new words using one or more game tiles 1 in the previously formed words 10, 12 and their own game tiles 1. When a player cannot spell any more words, they replenish their game tiles 1. During their turn, a player may choose to spell a word or exchange
10 game tiles 1. Use of all seven game tiles 1 to form a word scores bonus points. Words formed by game tiles 1 having letter indicia 2 all of the same colour give a double word score.

It will be appreciated that the invention provides a game apparatus for playing a
15 word forming game which is relatively simple but allows great flexibility and variety in the formation of words.

The game tiles 1 may conveniently be of wooden or plastics material or any other
20 suitable material.

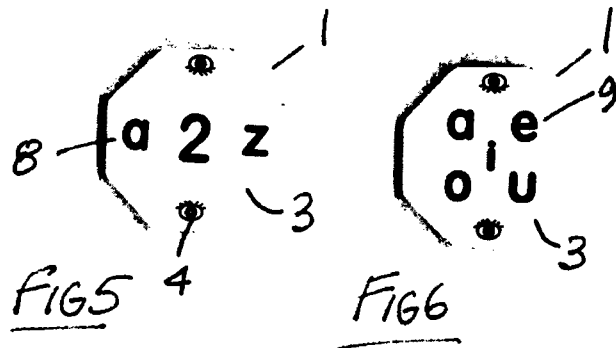
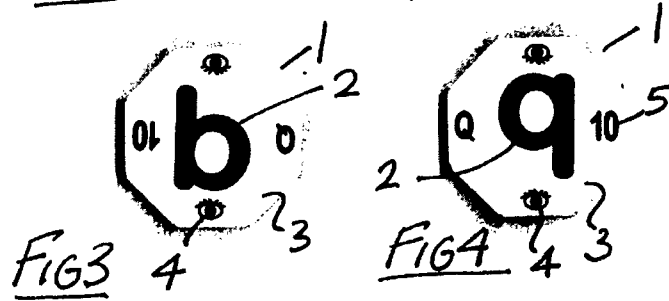
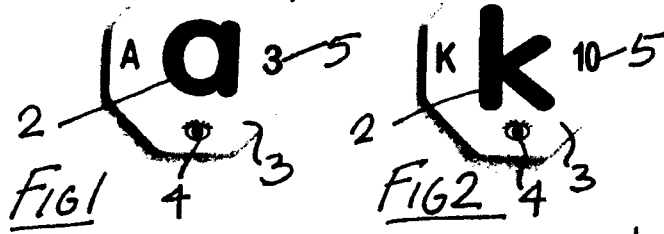
The invention is not limited to the embodiments hereinbefore described which may
be varied in both construction and detail.

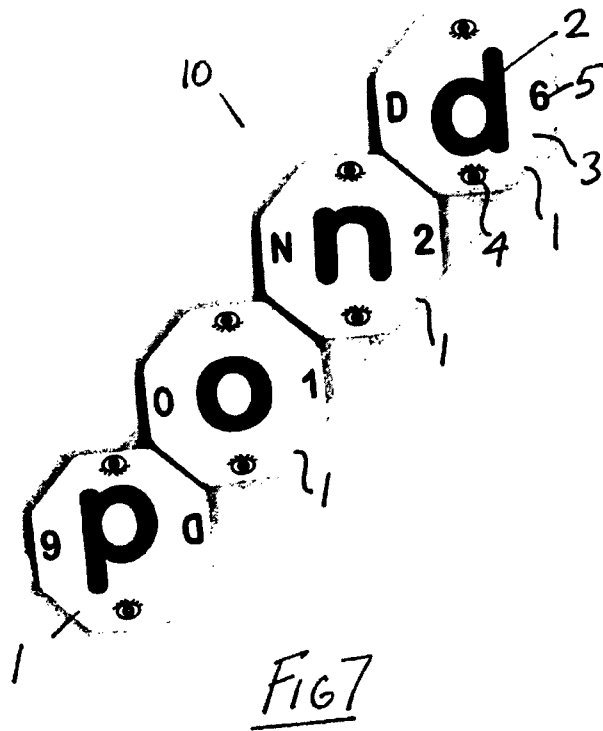
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Claims

1. A game apparatus including a plurality of polygonal game tiles, each game tile having an upper display face with a letter thereon, and each letter being assigned an associated numerical value,
5 wherein during the course of a game, a number of the game tiles may be assembled to form words on a playing surface, such as a table or the like,
 and wherein at least one tile is invertible to represent a first letter in one orientation and to represent a second letter in another orientation.
10
2. A game apparatus according to claim 1, wherein indicia are provided on the upper display face of the game tiles.
3. A game apparatus according to any preceding claim, wherein the game tiles are
15 octagonal in shape.
- 4 A game apparatus according to any preceding claim, wherein the letters are grouped in a number of different colours on the game tiles.
- 20 5. A game apparatus according to any preceding claim, wherein at least one of said multi-letter game tiles may represent any letter.
6. A game apparatus according to any preceding claim, wherein at least one of said multi-letter game tiles may represent one of a selected group of letters.
25
- 30





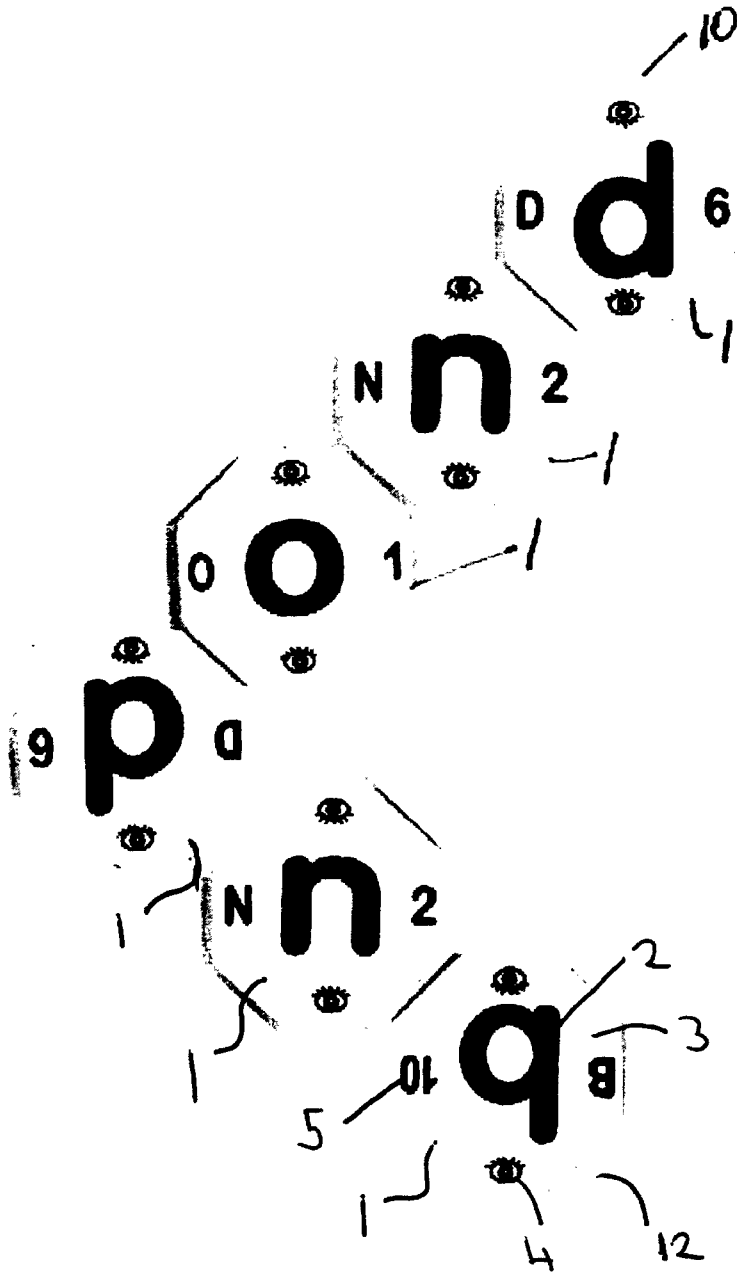


Fig 8

1	e e a i r	e a i r	o	o o o
2	t	t	n s l l	n s l
3	c	c	u	u
4	h	h	d p m	d p m
5	g	g	b	b
6	f y	f y	w	w
7	k v	v		
8			x	
10		j	q	z
1	Vowel	Alpha	Vowel	Alpha
1	a	e	i	o

Fig 9

INTERNATIONAL SEARCH REPORT

International application No
PCT/IE2011/000064

A. CLASSIFICATION OF SUBJECT MATTER
 INV. A63F3/04
 ADD. A63F3/02

According to International Patent Classification (IPC) or to both national classification and IPC

B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)
 A63F

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the international search (name of data base and, where practical, search terms used)
 EPO-Internal, WPI Data

C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
X	FR 2 068 299 A5 (BRAUDE SIMON) 20 August 1971 (1971-08-20) page 1, lines 1-3; page 2, lines 24-31; page 2, lines 32-36; figure 2	1-6
A	----- US 2009/045574 A1 (QUINLAN MARILYN FAY [AU]) 19 February 2009 (2009-02-19) the whole document	1-6
A	----- US 2008/169608 A1 (CZEKANSKI MAREK [CA]) 17 July 2008 (2008-07-17) the whole document	1-6
A	----- US 5 816 572 A (CHALFIN WILLIAM [US]) 6 October 1998 (1998-10-06) the whole document	1-6
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Further documents are listed in the continuation of Box C.

See patent family annex.

* Special categories of cited documents :

<p>"A" document defining the general state of the art which is not considered to be of particular relevance</p> <p>"E" earlier document but published on or after the international filing date</p> <p>"L" document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified)</p> <p>"O" document referring to an oral disclosure, use, exhibition or other means</p> <p>"P" document published prior to the international filing date but later than the priority date claimed</p>	<p>"T" later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention</p> <p>"X" document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone</p> <p>"Y" document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art.</p> <p>"&" document member of the same patent family</p>
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Date of the actual completion of the international search 19 March 2012	Date of mailing of the international search report 28/03/2012
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INTERNATIONAL SEARCH REPORT

International application No
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C(Continuation). DOCUMENTS CONSIDERED TO BE RELEVANT		
Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
A	AU 38061 78 A (BARBER H) 17 January 1980 (1980-01-17) the whole document	1-6
A	----- US 5 324 040 A (PANDA RAJENDA D [US]) 28 June 1994 (1994-06-28) the whole document -----	1-6

INTERNATIONAL SEARCH REPORT

Information on patent family members

International application No

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