



US 20250256199A1

(19) **United States**

(12) **Patent Application Publication**
Goetz

(10) **Pub. No.: US 2025/0256199 A1**

(43) **Pub. Date: Aug. 14, 2025**

(54) **ALPHABET GAME DEVICE**

(71) Applicant: **Stephen Goetz**, Wilkesboro, NC (US)

(72) Inventor: **Stephen Goetz**, Wilkesboro, NC (US)

(21) Appl. No.: **18/966,187**

(22) Filed: **Dec. 3, 2024**

Related U.S. Application Data

(60) Provisional application No. 63/552,945, filed on Feb. 13, 2024.

Publication Classification

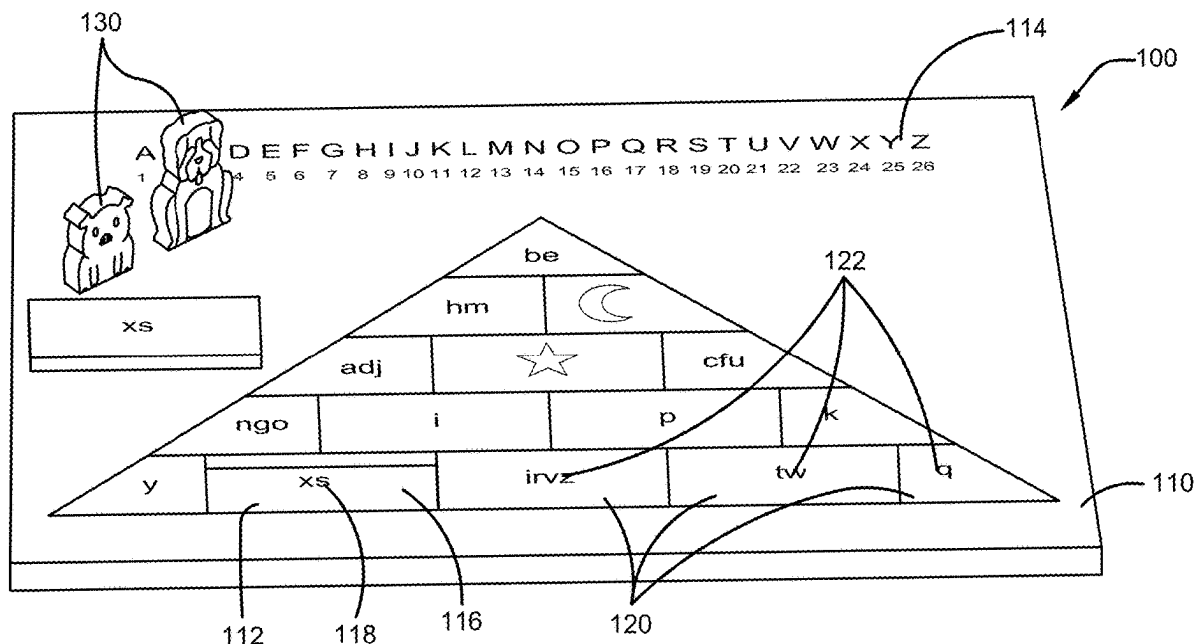
(51) **Int. Cl.**
A63F 3/04 (2006.01)
A63F 3/00 (2006.01)

(52) **U.S. Cl.**

CPC **A63F 3/04** (2013.01); **A63F 3/00261**
(2013.01); **A63F 2003/00394** (2013.01)

(57) **ABSTRACT**

An alphabet game device is disclosed that facilitates the learning of the alphabet in an engaging and entertaining format. The alphabet game device comprises a game board component that is configured in a rectangular shape and features a numerical alphabet across the top, and a pyramid shaped recess with tile spaces. Within the pyramid shaped recess, various tiles with indicia that correspond with the marked tile spaces can be placed to fill the shape of the recess. The alphabet game device also comprises animal themed playing pieces, a book, and a guide that users can use while playing with the alphabet game device. The book and guide act as additional learning resources and contain simple stories and corresponding number codes to further enrich the learning experience.



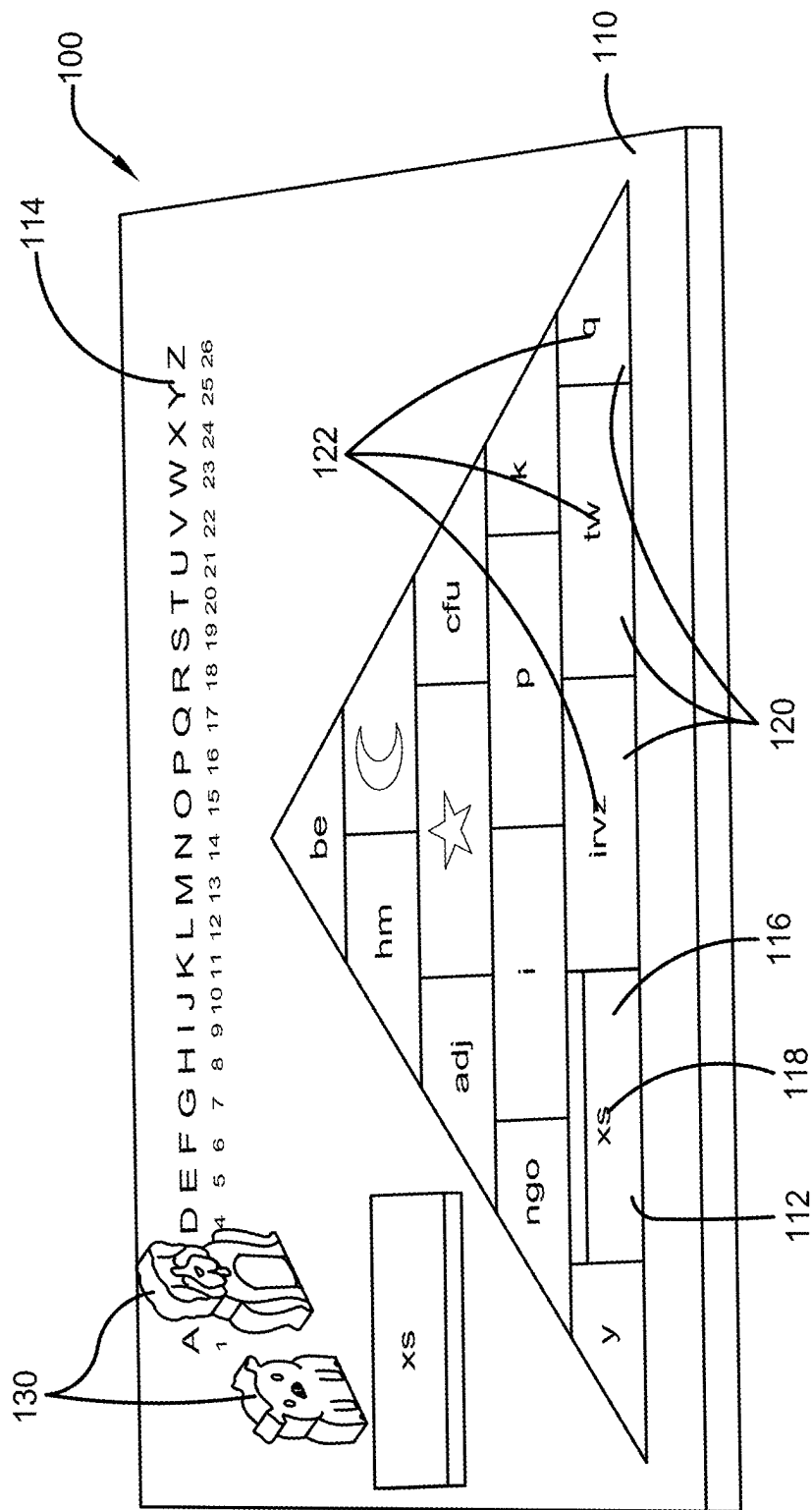
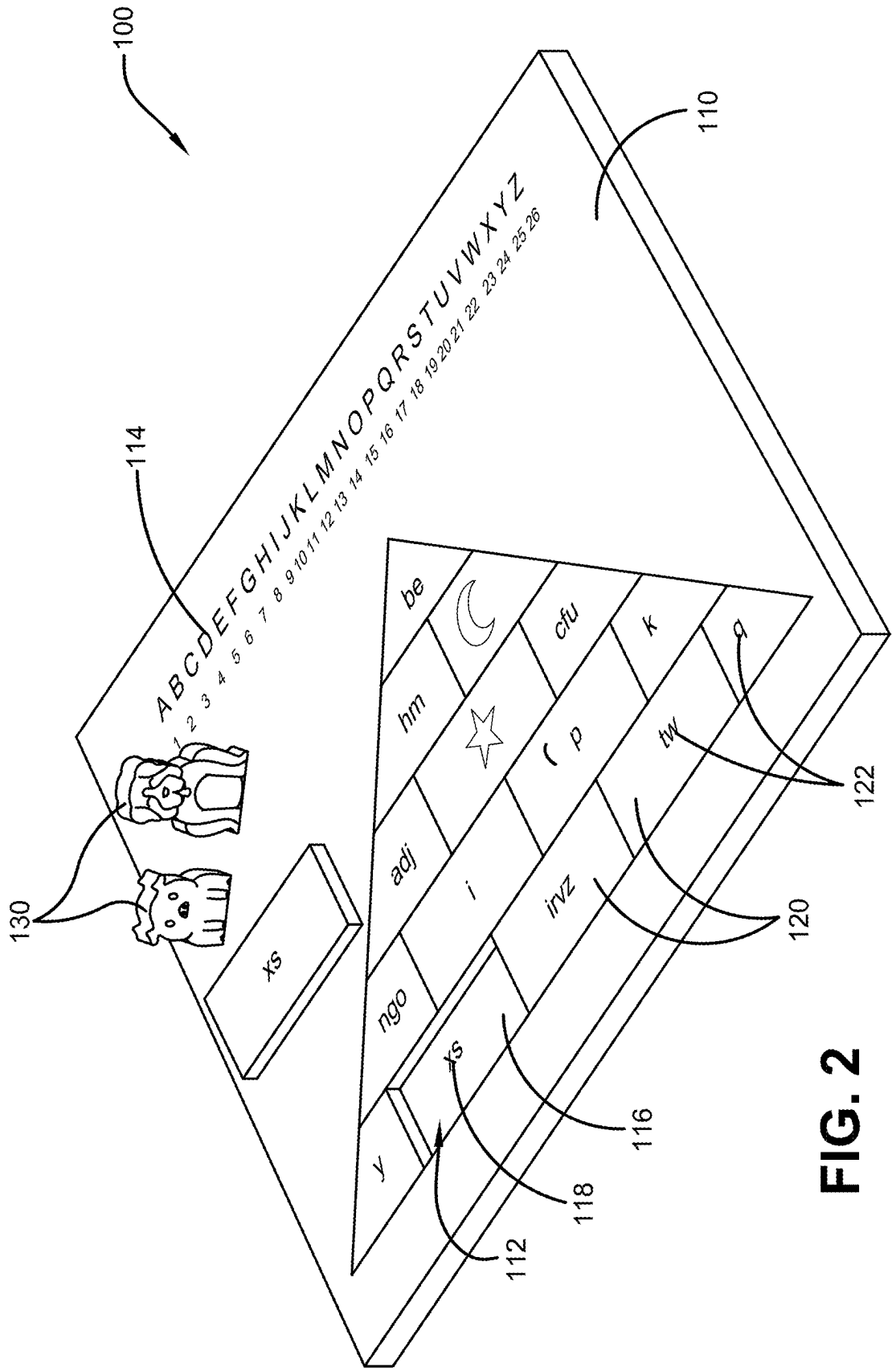


FIG. 1



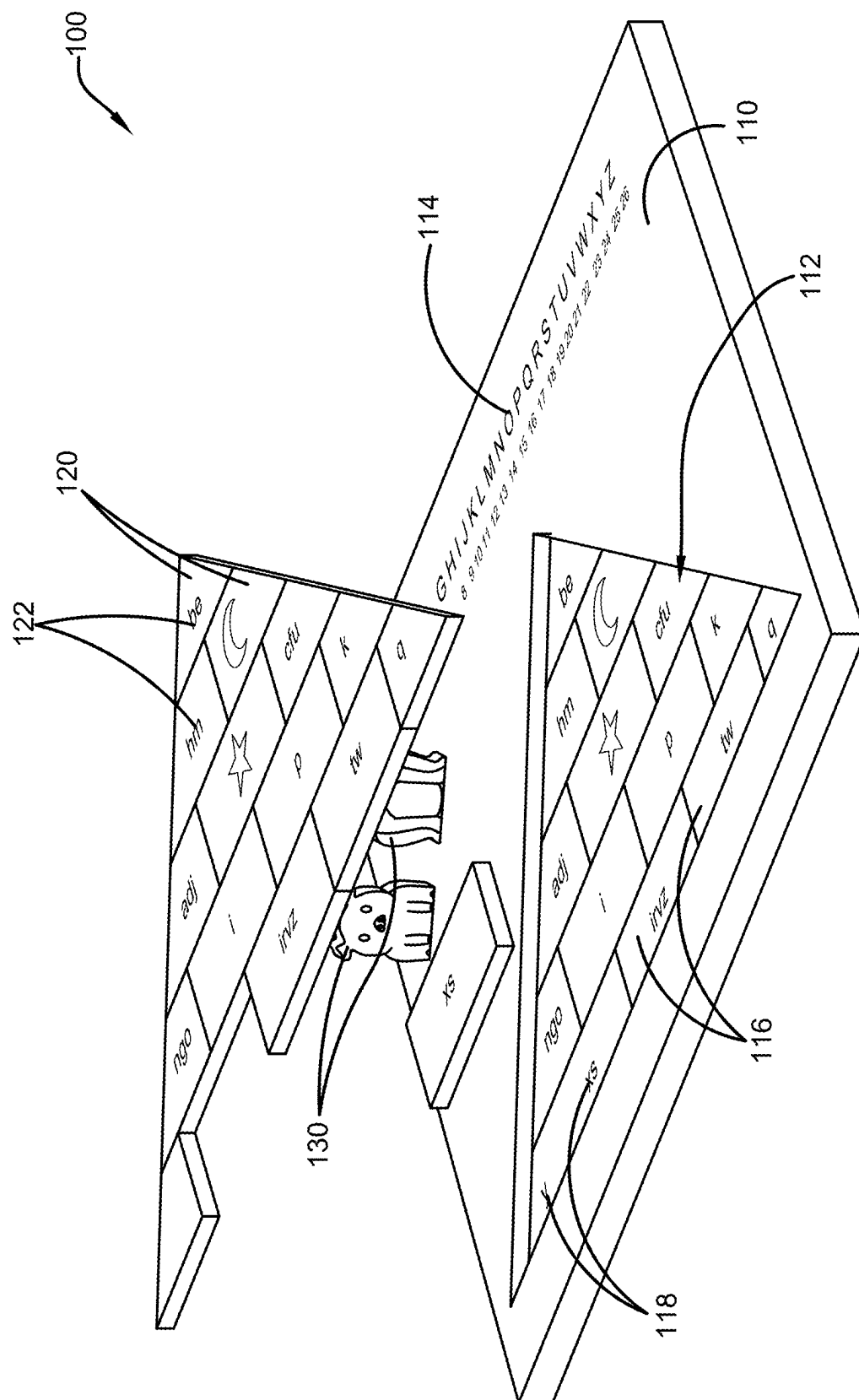


FIG. 3

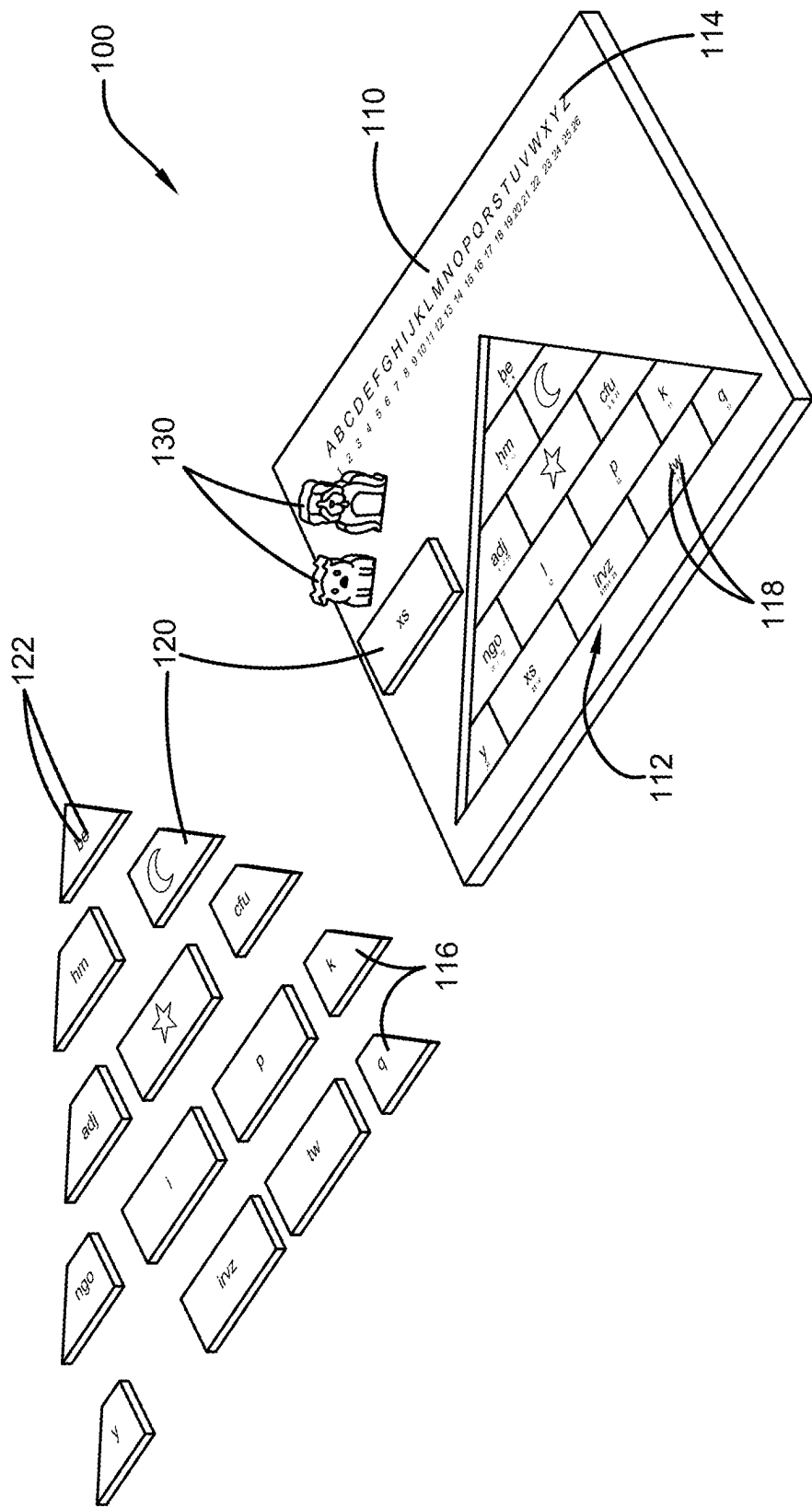


FIG. 4

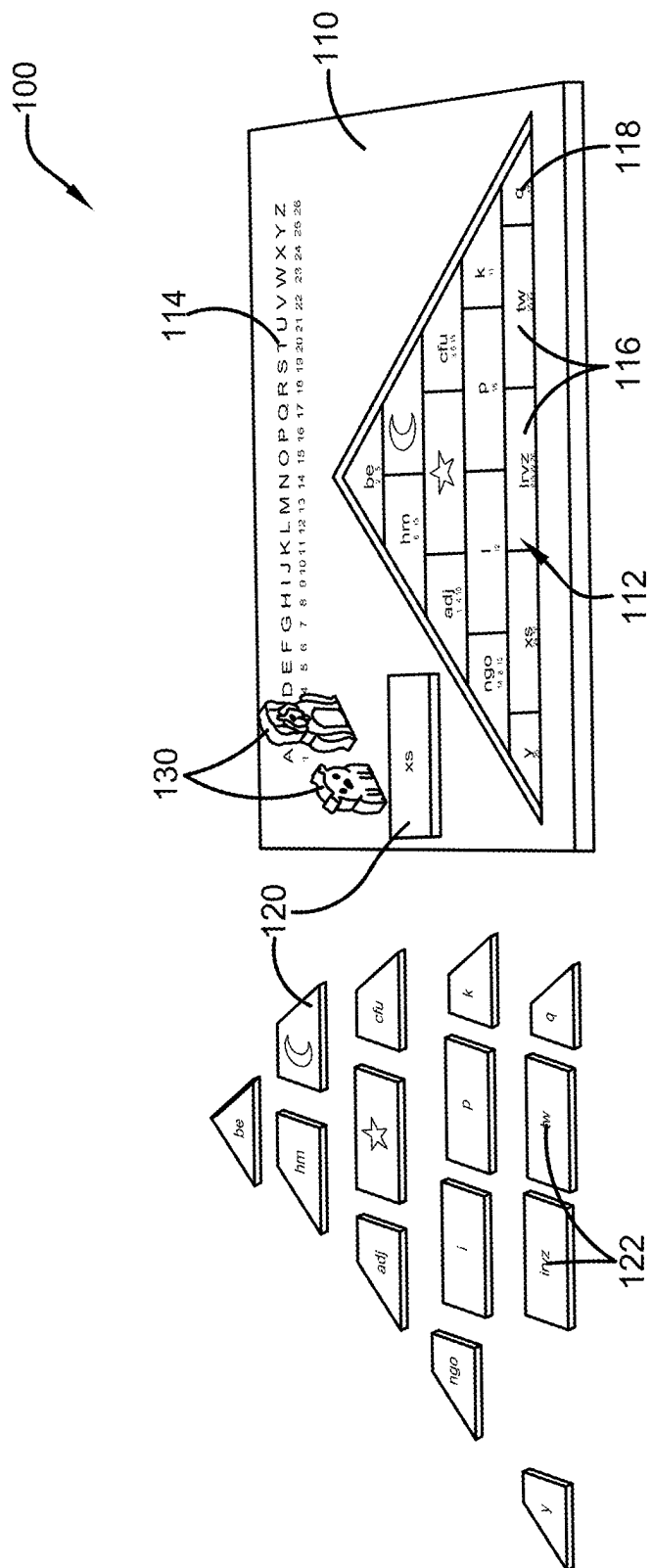


FIG. 5

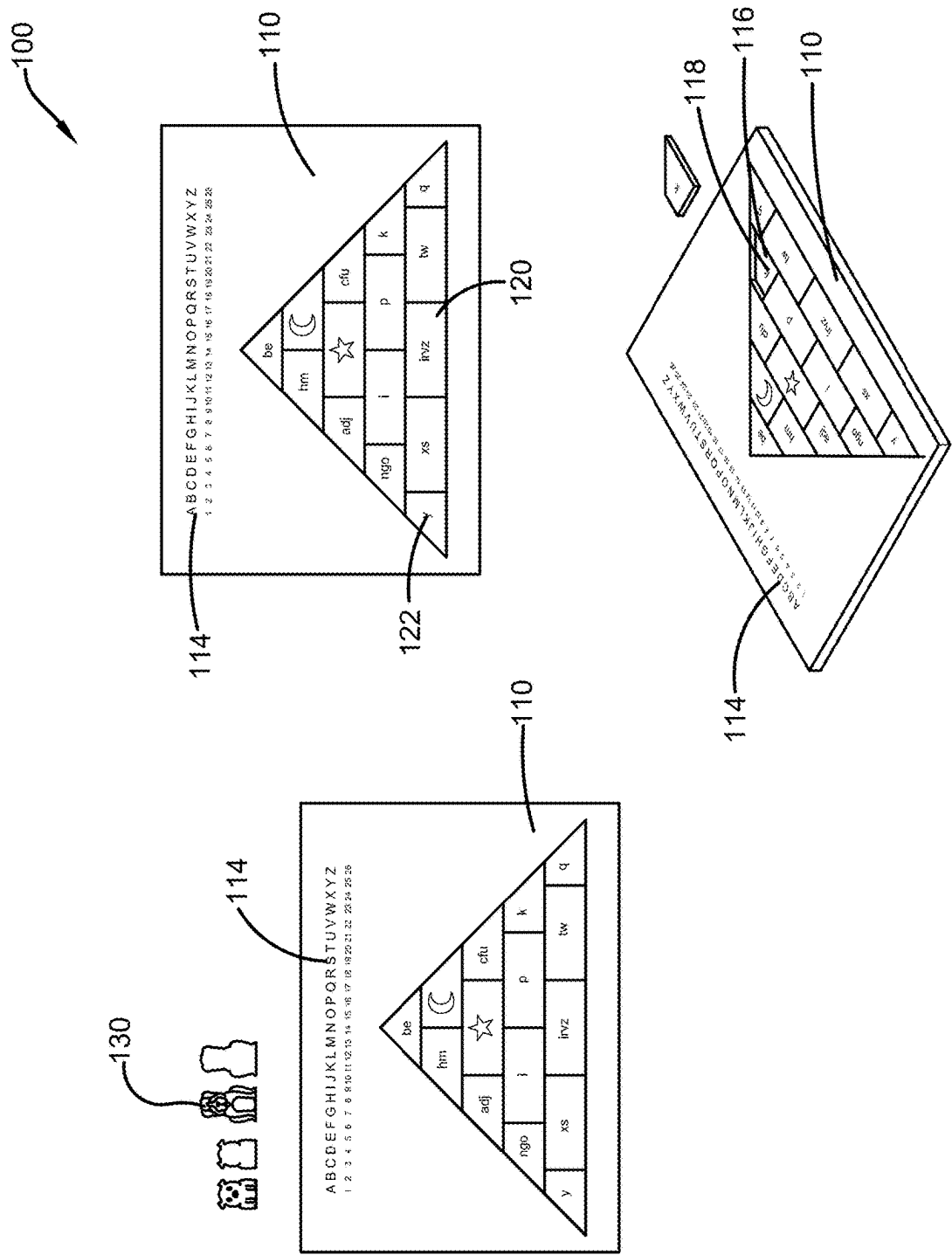


FIG. 6

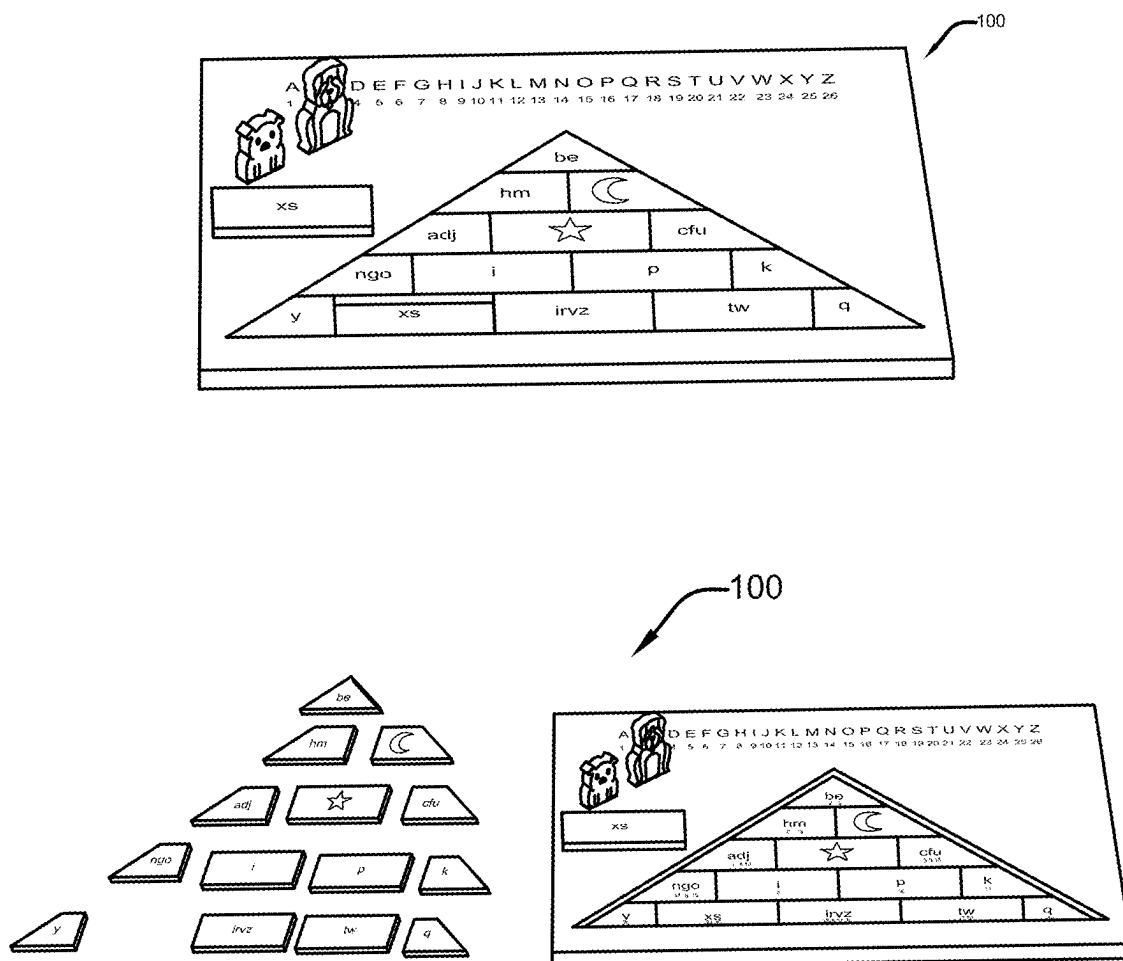
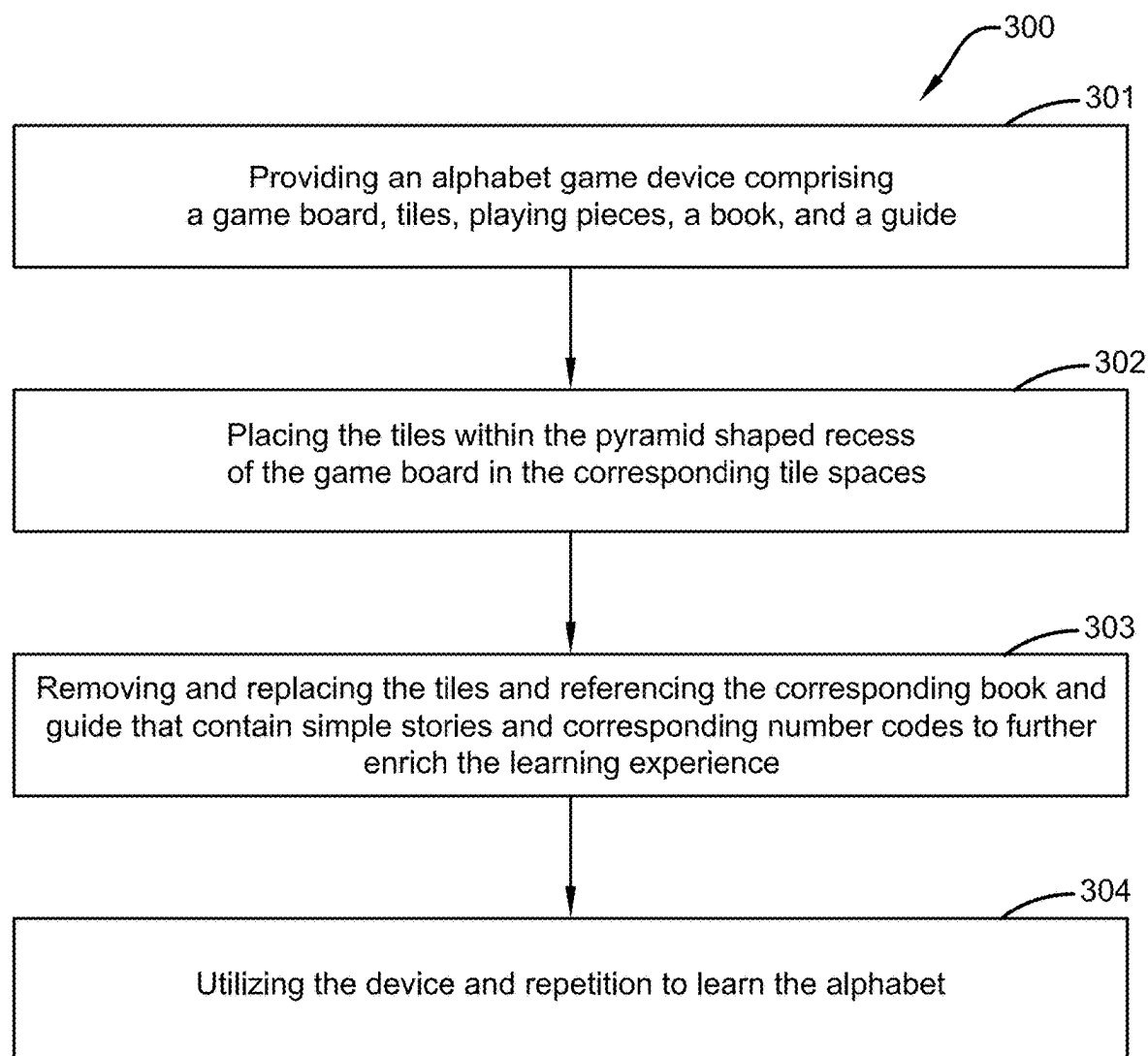


FIG. 7

**FIG. 8**

ALPHABET GAME DEVICE

CROSS-REFERENCE TO RELATED APPLICATION

[0001] The present application claims priority to, and the benefit of, U.S. Provisional Application No. 63/552,945, which was filed on Feb. 13, 2024, and is incorporated herein by reference in its entirety.

FIELD OF THE INVENTION

[0002] The present invention relates generally to the field of alphabet game devices. More specifically, the present invention relates to a game that provides users with an entertaining method of learning the alphabet. Accordingly, the present disclosure makes specific reference thereto. Nonetheless, it is to be appreciated that aspects of the present invention are also equally applicable to other like applications, devices, and methods of manufacture.

BACKGROUND

[0003] By way of background, this invention relates to improvements in alphabet game devices. Generally, learning the alphabet can be a boring task. Learning the alphabet is the foundation of literacy, although many struggle to do so in an entertaining manner.

[0004] Accordingly, there is a demand for an improved alphabet game device that can help users learn the alphabet in an entertaining fashion. More particularly, there is a demand for an alphabet game device that provides users with an engaging game-style format.

[0005] Therefore, there exists a long felt need in the art for an alphabet game device that provides users with an entertaining method of learning the alphabet. Further, there is also a long felt need in the art for an alphabet game device that presents in an engaging game-style format.

[0006] The subject matter disclosed and claimed herein, in one embodiment thereof, comprises an alphabet game device. The device is a game that enhances the experience of learning the alphabet. The alphabet game device comprises a game board component that is configured in a rectangular shape and features a numerical alphabet across the top, and a pyramid shaped recess with tile spaces. Within the pyramid shaped recess, various tiles with indicia that correspond with the marked tile spaces can be placed to fill the shape of the recess. The alphabet game device of the present invention also comprises animal themed playing pieces, a book, and a guide that users can use while playing with the alphabet game device. The book and guide act as additional learning resources and contain simple stories and corresponding number codes to further enrich the learning experience. Accordingly, the device helps users learn the alphabet in an engaging game-style format.

[0007] In this manner, the alphabet game device of the present invention accomplishes all of the forgoing objectives and provides users with an entertaining way to learn the alphabet.

SUMMARY OF THE INVENTION

[0008] The following presents a simplified summary in order to provide a basic understanding of some aspects of the disclosed innovation. This summary is not an extensive overview, and it is not intended to identify key/critical elements or to delineate the scope thereof. Its sole purpose

is to present some general concepts in a simplified form as a prelude to the more detailed description that is presented later.

[0009] The subject matter disclosed and claimed herein, in one embodiment thereof, comprises an alphabet game device. The device is a game that provides users with an entertaining method of learning the alphabet. The alphabet game device comprises a game board component and tiles inscribed with letters of the alphabet. The alphabet game device also comprises a book and guide that can be used in conjunction with the game board component and tiles. Thus, a user can learn the alphabet through repetition in an entertaining and engaging fashion.

[0010] In one embodiment, the alphabet game device of the present invention encourages learning in any setting where learning of the alphabet takes place, whether at home, in a classroom, or otherwise. The alphabet game device provides an engaging game-style tool that can be used to learn the alphabet. The alphabet game device provides for learning of the alphabet via repetition. The alphabet game device includes a game board and tiles along with other optional features to facilitate learning.

[0011] In one embodiment, the alphabet game device comprises a game board. The game board is typically configured in a rectangular shape but can be configured in any suitable shape as is known in the art. In the present embodiment, the game board features a numerical alphabet. Typically, the game board component also comprises a pyramid shaped recessed area within which tiles can be placed, although any shape may be used.

[0012] In one embodiment, the pyramid shaped recess located on the top surface of the game board of the alphabet game device features a variety of tile spaces with tile space indicia that corresponds to indicia on the tiles. Any of the indicia located on any component of the alphabet game device can be engraved, painted, or created via any other means of inscription suitable for the purpose described.

[0013] In one embodiment, the alphabet game device comprises a variety of playing pieces. In the present embodiment, the playing pieces are designed as a selection of animals, although any design, including but not limited to a variety of themes, shapes, patterns, or colors may be used.

[0014] In one embodiment, the alphabet game device also comprises a book and guide that contain simple stories, activities, and puzzles to further engage the user and enhance the experience of learning the alphabet.

[0015] In one embodiment, the alphabet game device in accordance with the present invention can be produced in various colors, designs, patterns, etc., and feature logos, emblems and or designs, such as manufacturing enables or a user desires.

[0016] In one embodiment, the alphabet game device is manufactured of wood, or any other suitable materials as is known in the art. Any number of different types of materials can be used to make the alphabet device including but not limited to a variety of wood, plastics, metal, etc.

[0017] It will also be appreciated that there are a corresponding number of additional add-on features that can be incorporated into the device and moreover, the alphabet game device can take many different forms as is known in the art.

[0018] In yet another embodiment, the alphabet game device comprises a plurality of indicia.

[0019] In yet another embodiment, a method of learning the alphabet using the alphabet game device is disclosed. The method includes the steps of providing an alphabet game device comprising a game board, tiles, playing pieces, a book, and a guide. The method also comprises placing the tiles within the pyramid shaped recess of the game board in the corresponding tile spaces. Further, the method comprises removing and replacing the tiles and referencing the corresponding book and guide that contain simple stories and corresponding number codes to further enrich the learning experience. Finally, the method comprises utilizing the device and repetition to learn the alphabet.

[0020] Numerous benefits and advantages of this invention will become apparent to those skilled in the art to which it pertains, upon reading and understanding the following detailed specification.

[0021] To the accomplishment of the foregoing and related ends, certain illustrative aspects of the disclosed innovation are described herein in connection with the following description and the annexed drawings. These aspects are indicative, however, of but a few of the various ways in which the principles disclosed herein can be employed and are intended to include all such aspects and their equivalents. Other advantages and novel features will become apparent from the following detailed description when considered in conjunction with the drawings.

BRIEF DESCRIPTION OF THE DRAWINGS

[0022] The description refers to provided drawings in which similar reference characters

[0023] refer to similar parts throughout the different views, and in which:

[0024] FIG. 1 illustrates a perspective view of one embodiment of the alphabet game device of the present invention in accordance with the disclosed architecture;

[0025] FIG. 2 illustrates another perspective view of one embodiment of the alphabet game device of the present invention showing the game board, tiles, and playing pieces of the device in accordance with the disclosed architecture;

[0026] FIG. 3 illustrates a perspective view of one embodiment of the alphabet game device of the present invention with the tiles elevated to show the tile spaces and tile space indicia within the pyramid shaped recess of the game board of the device in accordance with the disclosed architecture;

[0027] FIG. 4 illustrates a perspective view of one embodiment of the alphabet game device of the present invention showing tiles of the device removed from the game board in accordance with the disclosed architecture;

[0028] FIG. 5 illustrates another perspective view of one embodiment of the alphabet game device of the present invention showing tiles of the device removed from the game board in accordance with the disclosed architecture;

[0029] FIG. 6 illustrates a drawing of the front view and a $\frac{3}{4}$ front view of the game board of the device with the tiles removed, as well as the front and back views of the playing pieces in accordance with the disclosed architecture;

[0030] FIG. 7 illustrates an infographic describing the device and illustrating the components of the device in accordance with the disclosed architecture; and

[0031] FIG. 8 illustrates a flowchart showing the method of learning the alphabet utilizing the alphabet game device in accordance with the disclosed architecture.

DETAILED DESCRIPTION OF THE PRESENT INVENTION

[0032] The innovation is now described with reference to the drawings, wherein like reference numerals are used to refer to like elements throughout. In the following description, for purposes of explanation, numerous specific details are set forth in order to provide a thorough understanding thereof. It may be evident, however, that the innovation can be practiced without these specific details. In other instances, well-known structures and devices are shown in block diagram form in order to facilitate a description thereof. Various embodiments are discussed hereinafter. It should be noted that the figures are described only to facilitate the description of the embodiments. They are not intended as an exhaustive description of the invention and do not limit the scope of the invention. Additionally, an illustrated embodiment need not have all the aspects or advantages shown. Thus, in other embodiments, any of the features described herein from different embodiments may be combined.

[0033] As noted above, there exists a long felt need in the art for an alphabet game device that provides users with an entertaining method of learning the alphabet. Further, there is also a long felt need in the art for an alphabet game device that presents in an engaging game-style format.

[0034] The present invention, in one exemplary embodiment, is a novel alphabet game device for learning the alphabet in an entertaining fashion. The alphabet game device comprises a game board component that is configured in a rectangular shape and features a numerical alphabet across the top, and a pyramid shaped recess with tile spaces. Within the pyramid shaped recess, various tiles with indicia that correspond with the marked tile spaces can be placed to fill the shape of the recess. The alphabet game device of the present invention also comprises animal themed playing pieces, a book, and a guide that users can use while playing with the alphabet game device. The book and guide act as additional learning resources and contain simple stories and corresponding number codes to further enrich the learning experience. Finally, the method comprises utilizing the device while learning the alphabet.

[0035] Referring initially to the drawings, FIG. 1 illustrates a perspective view of one embodiment of the alphabet game device **100** of the present invention. The game board **110** is shown with tiles or pieces **120** placed within the pyramid shaped recess **112**. One of the tiles or pieces **120** is removed to show an example of one of the tile spaces **116**. There is tile space indicia **118** that corresponds with tile indicia **122** on each tile **120**. Also shown in FIG. 1 is the numerical alphabet **114** inscribed or labeled on the top side of the game board **110**. The numerical alphabet **114** is an alphabet inscription with numbers assigned to each letter, beginning with the letter A with **1**, the letter B with **2**, and so on.

[0036] As shown in FIG. 2, the alphabet game device **100** also features a variety of playing pieces **130**. In this figure, two examples of playing pieces **130** are shown. In the present embodiment, the playing pieces **130** of the alphabet game device **100** are animal themed. The playing pieces **130** shown in FIG. 2 are stylized as a pig and a dog.

[0037] Shown in FIG. 3 is the alphabet game device **100** of the present invention with the tiles or pieces **120** elevated to show the tile spaces **116** and tile space indicia **118** within the pyramid shaped recess **112** of the game board **110**. In

use, each of the tiles or pieces **120** is placed in its corresponding tile space **116**, matching the tile indicia **122** with the tile space indicia **118**.

[0038] FIG. **4** illustrates another perspective view of the game board **110**, tiles or pieces **120**, and playing pieces **130** of the device **100**. In this figure, all tiles or pieces **120** are removed to show the tile spaces **116** within the pyramid shaped recess **112** of the game board **110**.

[0039] Illustrated in FIG. **5** is another perspective view of the game board **110**, tiles or pieces **120**, and playing pieces **130** of the device **100**. The tiles or pieces **120** are shown removed from the game board **110** in this figure. In use, the tiles or pieces **120** are repetitively removed and replaced from the game board **110** to reinforce knowledge of the alphabet.

[0040] FIG. **6** illustrates a drawing of the front view and a $\frac{3}{4}$ front view of the game board **110** of the device **100** with the tiles or pieces **120** removed, as well as the front and back views of the playing pieces **130**. The playing pieces **130** can be utilized alongside the game board **110**, tiles or pieces **120**, a book **140**, and a guide **150** to further engage learners.

[0041] FIG. **7** is an infographic that describes and illustrates the various components of the device **100**. As mentioned within this figure, the alphabet game device **100** enables users to learn the alphabet in a hands-on, screen-free, and entertaining fashion. Additionally, the device **100** comprises an optional book **140** and guide **150** that contain simple stories and number codes that enhance the learning experience.

[0042] The alphabet game device **100** of the present invention can be produced in various colors, designs, patterns, etc., and feature logos, emblems and or designs.

[0043] In one embodiment, the alphabet game device **100** is manufactured of wood, or any other suitable materials as is known in the art. Any number of different types of materials can be used to make the alphabet game device **100** including but not limited to a variety of wood, metal, heat-scalable plastic or polymers, such as polypropylene or acrylonitrile-butadiene-styrene (ABS), or any other suitable material as is known in the art, such as but not limited to, acrylic, polycarbonate, polyethylene, polyethylene terephthalate, polyvinyl chloride, polystyrene, etc. Generally, the alphabet game device **100** is also manufactured from a material that is lightweight and safe for children.

[0044] In yet another embodiment, the alphabet game device **100** comprises a plurality of indicia **200**. The game board **110** of the device **100** may include advertising, a trademark, or other letters, designs, or characters, printed, painted, stamped, or integrated into the game board **110**, or any other indicia **200** as is known in the art. Specifically, any suitable indicia **200** as is known in the art can be included, such as but not limited to, patterns, logos, emblems, images, symbols, designs, letters, words, characters, animals, advertisements, brands, etc., that may or may not be alphabet, literature or brand related.

[0045] It will also be appreciated that there are a corresponding number of additional add-on features that can be incorporated into the device **100** and moreover, the alphabet game device **100** can take many different forms as is known in the art.

[0046] FIG. **8** illustrates a flowchart of the method **300** of learning the alphabet using the alphabet game device **100**. The method **300** comprises at **301** providing an alphabet game device comprising a game board, tiles, playing pieces,

a book, and a guide. The method also comprises at **302** placing the tiles within the pyramid shaped recess of the game board in the corresponding tile spaces. Further, the method comprises at **303** removing and replacing the tiles and referencing the corresponding book and guide that contain simple stories and corresponding number codes to further enrich the learning experience. Finally, the method comprises **304** utilizing the device and repetition to learn the alphabet.

[0047] Certain terms are used throughout the following description and claims to refer to particular features or components. As one skilled in the art will appreciate, different users may refer to the same feature or component by different names. This document does not intend to distinguish between components or features that differ in name but not structure or function. As used herein “alphabet game device”, “alphabet device”, “game device”, and “device” are interchangeable and refer to the alphabet game device **100** of the present invention.

[0048] Notwithstanding the forgoing, the alphabet game device **100** of the present invention can be of any suitable size and configuration as is known in the art without affecting the overall concept of the invention, provided that it accomplishes the above stated objectives. One of ordinary skill in the art will appreciate that the alphabet game device **100** as shown in FIGS. **1-8** is for illustrative purposes only, and that many other sizes and shapes of the alphabet game device **100** are well within the scope of the present disclosure. Although the dimensions of the alphabet game device **100** are important design parameters for user convenience, the alphabet game device **100** may be of any size that ensures optimal performance during use and/or that suits the user's needs and/or preferences.

[0049] Various modifications and additions can be made to the exemplary embodiments discussed without departing from the scope of the present invention. While the embodiments described above refer to particular features, the scope of this invention also includes embodiments having different combinations of features and embodiments that do not include all of the described features. Accordingly, the scope of the present invention is intended to embrace all such alternatives, modifications, and variations as fall within the scope of the claims, together with all equivalents thereof.

[0050] What has been described above includes examples of the claimed subject matter. It is, of course, not possible to describe every conceivable combination of components or methodologies for purposes of describing the claimed subject matter, but one of ordinary skill in the art may recognize that many further combinations and permutations of the claimed subject matter are possible. Accordingly, the claimed subject matter is intended to embrace all such alterations, modifications and variations that fall within the spirit and scope of the appended claims. Furthermore, to the extent that the term “includes” is used in either the detailed description or the claims, such term is intended to be inclusive in a manner similar to the term “comprising” as “comprising” is interpreted when employed as a transitional word in a claim.

What is claimed is:

1. An alphabet game device comprising:
 - a game board;
 - a plurality of tiles; and
 - a plurality of tile spaces;

wherein each one of said plurality of tiles selectively placeable into said plurality of tile spaces;
 wherein said plurality of tile spaces having a tile space indicia;
 wherein said plurality of tiles having a tile indicia;
 wherein said tile space indicia corresponding to said tile indicia of each said plurality of tiles;
 wherein said game board having a numerical alphabet labeled on a top side of said game board;
 wherein said numerical alphabet having a corresponding number for each letter in the alphabet; and
 further wherein each of said plurality of tiles placeable in a corresponding said plurality of tile spaces.

2. The alphabet game device of claim 1, wherein said game board having a recess comprising said plurality of tile spaces.

3. The alphabet game device of claim 2, wherein said recess is a pyramid shape.

4. The alphabet game device of claim 1, wherein a letter A having a corresponding number 1, a letter B having a corresponding number 2, a letter C having a corresponding number 3, a letter D having a corresponding number 4, a letter E having a corresponding number 5, a letter F having a corresponding number 6, a letter G having a corresponding number 7, a letter H having a corresponding number 8, a letter I having number 9, a letter J having a corresponding number 10, a letter K having a corresponding number 11, a letter L having a corresponding number 12, a letter M having a corresponding number 13, a letter N having a corresponding number 14, a letter O having a corresponding number 15, a letter P having a corresponding number 16, a letter Q having a corresponding number 17, a letter R having a corresponding number 18, a letter S having a corresponding number 19, a letter T having a corresponding number 20, a letter U having a corresponding number 21, a letter V having number 22, a letter W having a corresponding number 23, a letter X having a corresponding number 24, a letter Y having a corresponding number 25, and a letter Z having a corresponding number 26.

5. The alphabet game device of claim 4 further comprising a plurality of playing devices.

6. The alphabet game device of claim 5, wherein said plurality of playing devices having an animal theme.

7. The alphabet game device of claim 1, wherein each of said plurality of tile pieces matchable with a corresponding one of said plurality of tile spaces based on said tile space indicia corresponding to said tile indicia.

8. An alphabet game device comprising:
 a game board;
 a plurality of tiles; and
 a plurality of tile spaces;
 wherein said plurality of tile spaces having a tile space indicia;
 wherein said plurality of tiles having a tile indicia;
 wherein said tile space indicia corresponding to said tile indicia of each said plurality of tiles;
 wherein said game board having a numerical alphabet labeled on a top side of said game board;
 wherein said numerical alphabet having a corresponding number for each letter in the alphabet;
 wherein each of said plurality of tiles placeable in a corresponding said plurality of tile spaces; and

further wherein each of said plurality of tile pieces matchable with a corresponding one of said plurality of tile spaces based on said tile space indicia corresponding to said tile indicia.

9. The alphabet game device of claim 8, wherein said game board having a recess comprising said plurality of tile spaces.

10. The alphabet game device of claim 9, wherein each one of said plurality of tiles selectively placeable into said plurality of tile spaces.

11. The alphabet game device of claim 10, wherein said recess is a pyramid shape.

12. The alphabet game device of claim 11, wherein a letter A having a corresponding number 1, a letter B having a corresponding number 2, a letter C having a corresponding number 3, a letter D having a corresponding number 4, a letter E having a corresponding number 5, a letter F having a corresponding number 6, a letter G having a corresponding number 7, a letter H having a corresponding number 8, a letter I having number 9, a letter J having a corresponding number 10, a letter K having a corresponding number 11, a letter L having a corresponding number 12, a letter M having a corresponding number 13, a letter N having a corresponding number 14, a letter O having a corresponding number 15, a letter P having a corresponding number 16, a letter Q having a corresponding number 17, a letter R having a corresponding number 18, a letter S having a corresponding number 19, a letter T having a corresponding number 20, a letter U having a corresponding number 21, a letter V having number 22, a letter W having a corresponding number 23, a letter X having a corresponding number 24, a letter Y having a corresponding number 25, and a letter Z having a corresponding number 26.

13. The alphabet game device of claim 12 further comprising a plurality of playing devices.

14. The alphabet game device of claim 13, wherein said plurality of playing devices having an animal theme.

15. An alphabet game device comprising:
 a game board;
 a plurality of tiles;
 a plurality of tile spaces; and
 a plurality of playing devices;
 wherein said plurality of tile spaces having a tile space indicia;
 wherein said plurality of tiles having a tile indicia;
 wherein said tile space indicia corresponding to said tile indicia of each said plurality of tiles;
 wherein said game board having a numerical alphabet labeled on a top side of said game board;
 wherein said numerical alphabet having a corresponding number for each letter in the alphabet;
 wherein each of said plurality of tiles placeable in a corresponding said plurality of tile spaces;
 wherein each of said plurality of tile pieces matchable with a corresponding one of said plurality of tile spaces based on said tile space indicia corresponding to said tile indicia; and
 further wherein said plurality of playing devices having an animal theme.

16. The alphabet game device of claim 15, wherein said game board having a recess comprising said plurality of tile spaces.

17. The alphabet game device of claim **15**, wherein each one of said plurality of tiles selectively placeable into said plurality of tile spaces.

18. The alphabet game device of claim **16**, wherein said recess is a pyramid shape.

19. The alphabet game device of claim **15**, wherein a letter A having a corresponding number 1, a letter B having a corresponding number 2, a letter C having a corresponding number 3, a letter D having a corresponding number 4, a letter E having a corresponding number 5, a letter F having a corresponding number 6, a letter G having a corresponding number 7, a letter H having a corresponding number 8, a letter I having number 9, a letter J having a corresponding number 10, a letter K having a corresponding number 11, a letter L having a corresponding number 12, a letter M having a corresponding number 13, a letter N having a corresponding number 14, a letter O having a corresponding number 15, a letter P having a corresponding number 16, a letter Q having a corresponding number 17, a letter R having a corresponding number 18, a letter S having a corresponding number 19, a letter T having a corresponding number 20, a letter U having a corresponding number 21, a letter V having number 22, a letter W having a corresponding number 23, a letter X having a corresponding number 24, a letter Y having a corresponding number 25, and a letter Z having a corresponding number 26.

20. The alphabet game device of claim **15** further comprising a different corresponding number for each letter in the alphabet.

* * * * *