June 12, 1928. 1,673,705

M. E. PESNEL

GAME APPARATUS

Filed May 19, 1927 2 Sheets-Sheet 1

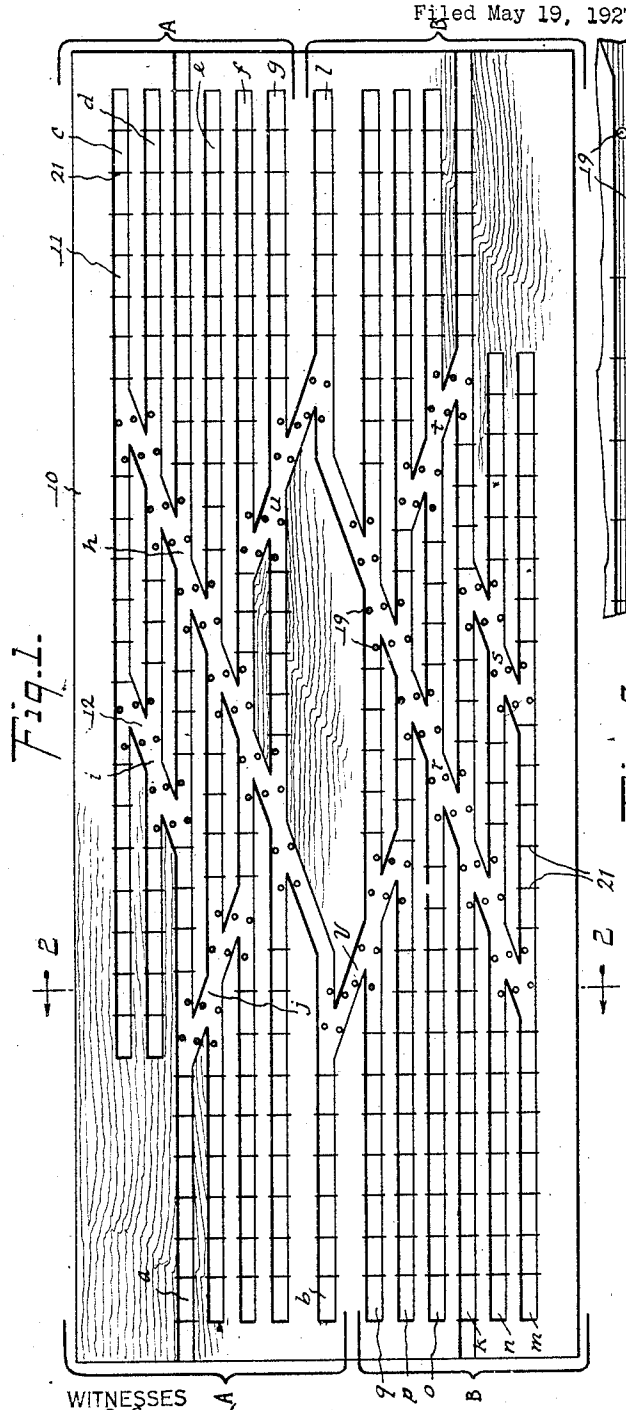


Fig. 1.

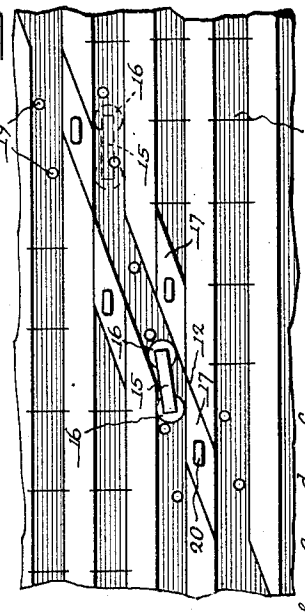


Fig. 3.

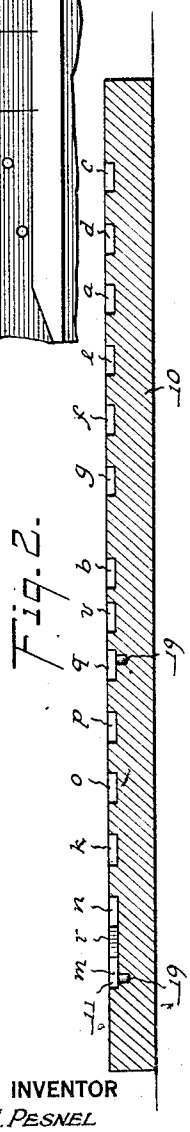


Fig. 2.

WITNESSES

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Fig. 5.

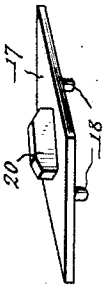


Fig. 6.

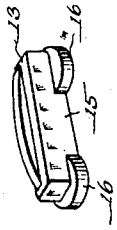


Fig. 7.

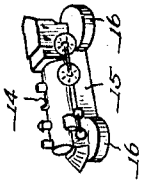
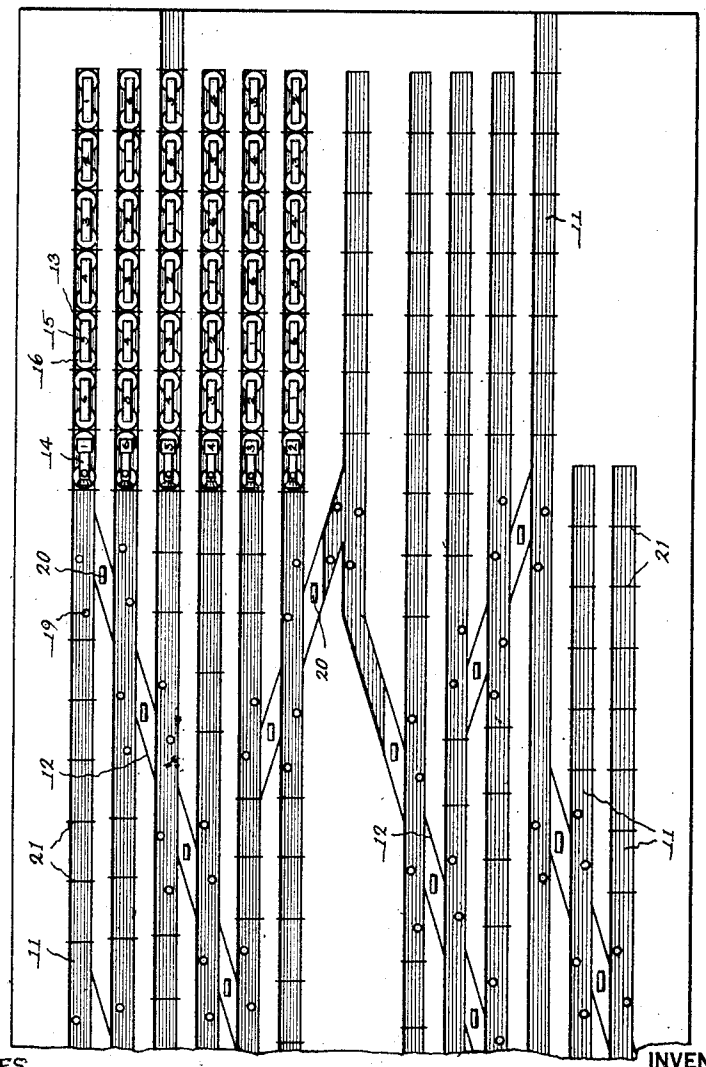


Fig. 4.



WITNESSES

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Patented June 12, 1928. 1,673,705

UNITED STATES PATENT OFFICE.

MAXIMILIAN E. PESNEL, OF BROOKLYN, NEW YORK.

GAME APPARATUS.

Application filed May 19, 1927. Serial No. 192,620.

This invention relates to game apparatuses and comprehends an apparatus by virtue of which a number of games may be played in addition to the use of the device as a toy for the amusement of children.

Primarily the invention comprehends a game apparatus including a plurality of playing pieces or tokens preferably simulating miniature railway locomotives and cars, and a member or board having a surface formed with a plurality of longitudinal guideways simulating railway tracks and diagonal communicating guideways extending between the longitudinal guideways and intersecting the same to simulate switches and in which guideways the playing pieces or tokens are movable, together with elements constituting means adapted to seat in the guideways for blocking or completing the same to predetermine the path of movement of the playing pieces in said guideways.

The invention further comprehends in a game apparatus as previously set forth, the arrangement of two laterally spaced reversely disposed identical groups in which certain of the diagonal groups extend between the spaced groups to establish communication therebetween and in which one of the guideways of each group extends through the end of the member or board to constitute an outlet or goal through which the playing pieces may be removed or dispatched from the board via the guideways.

Another feature of the invention resides in the provision of means for indicating to the players the number of playing pieces which may be accommodated between certain sub-divisions of the longitudinal guideways defined by the intersecting or diagonal guideways in predetermining the movement of the playing pieces.

As a further object the invention contemplates the construction of the switch elements and playing pieces.

The invention furthermore comprehends a game apparatus which is simple in construction, inexpensive to manufacture and produce, and which is highly attractive and amusing in its use.

With the above recited and other objects in view, reference is had to the following description and accompanying drawings in which there is exhibited one example or embodiment of the invention, while the appended claims define the actual scope of the invention.

In the drawings—

Figure 1 is a plan view of the complete game board with the playing pieces and switches removed;

Fig. 2 is an enlarged transverse sectional view taken approximately on the line indicated at 2—2 in Fig. 1;

Fig. 3 is a fragmentary enlarged plan view with certain of the switches arranged in place and illustrating the manner in which the playing pieces are moved through the switches;

Fig. 4 is an enlarged fragmentary plan view with the switch elements and playing pieces in set position for the starting of one of the games which may be played by means of the apparatus;

Fig. 5 is a detail perspective view of one of the switch elements removed;

Fig. 6 is a perspective view of one of the playing pieces simulating a railway car;

Fig. 7 is a similar view of one of the playing pieces simulating a locomotive.

Referring to the drawings by characters of reference, 10 designates a rectangular playing board or member, the upper surface of which is provided with an arrangement of guideways defined in any desired manner which for the purpose of illustration, assumes the form of grooves, although it is to be understood that any equivalent means for defining the guideways may be employed. The guideways or grooves define longitudinal tracks 11 and diagonal intersecting tracks 12 which establish communication between the longitudinal tracks. The longitudinal grooves, guideways or tracks 11 are of the same width or gage as the diagonal guideways, grooves or tracks 12, and the playing surface or board is preferably provided with two laterally spaced groups or sets of identically arranged but reversely positioned groups or sets of guideways or tracks, which for the purpose of convenience will be referred to as groups A and B.

The group A includes what will be termed a main line track a, which extends completely through the opposite ends of the playing surface. The group A also includes a loco-

motive storage track *b* and five other longitudinal tracks *c*, *d*, *e*, *f* and *g*. The main line track *a* and the remaining tracks *c*, *d*, *e*, *f* and *g* of the group A are equidistantly spaced apart, the spacing being preferably the width or gage of the tracks. The group A further includes a main diagonal guideway, groove or track *h* which extends from the locomotive storage track *b* to the track *c*, completely traversing or intersecting the remaining tracks of the group. The group A also includes a diagonal track, groove or guideway *i* which extends from the main line track *a* to the track *c* and parallel to the diagonal track *h* but spaced therefrom and intersecting the track *d*. The group A also includes an opposite angularly disposed diagonal track *j* extending from the track *f* to the main line track *a* and intersecting the track *e*.

The group B includes what will be termed a main line track *k* which extends completely through the opposite ends of the playing surface. The group B also includes a locomotive storage track *l* and five other longitudinal tracks *m*, *n*, *o*, *p* and *q*. The main line track *k* and the remaining tracks *m*, *n*, *o*, *p*, and *q* of the group B are equidistantly spaced apart, the spacing being preferably the width or gage of the tracks. The group B further includes a main diagonal guideway, groove or track *r* which extends from the locomotive storage track *l* to the track *m* completely traversing or intersecting the remaining tracks of the group. The group B also includes a diagonal track, groove or guideway *s* which extends from the main line track *k* to the track *m* and parallel to the diagonal track *r* but spaced therefrom and intersecting the track *n*. The group B also includes an opposite angularly disposed diagonal track *t* extending from the track *p* to the main line track *k* and intersecting the track *o*.

The group A includes a diagonal track, groove or guideway *u*, which extends from the track *f* to the locomotive storage track *l* of the group B and intersecting the track *g* of the group A, said diagonal track *u*, extending in the same angular direction as the track *j*.

The group B includes a diagonal groove, track or guideway *v* which extends from the locomotive storage track *b* of the group A to the track *p* of the group B, and intersecting the track *q*. It will thus be seen that the diagonal tracks *u* and *v* are common to both groups and establish the only means of communication between the main groups A and B.

While the arrangement of tracks has been specifically hereinbefore described, and illustrated in the drawings, it is to be understood that such arrangement is subject to variation and that the invention is not necessarily restricted thereto, the arrangement being merely illustrative of one embodiment of the invention.

The game apparatus further includes a plurality of playing pieces or tokens 13, which in the present instance are representative of railway cars, and a plurality of playing pieces or tokens 14 representative of railway locomotives, each of which pieces or tokens includes a base of substantially dumbbell shape having a medial portion or shank 15 of less width than the gage or width of the tracks and ends or heads 16 of substantially circular configuration, the diameters of which are approximately the same as the width or gage of the tracks.

The game apparatus further includes switch elements 17 of diamond shape and of a size which will fit either within the tracks or guideways 11 and 12 or within the space between the tracks or guideways. The under side of the switch elements 17 is provided with one or more depending lugs 18 while the board or member 10 within the guideways is provided with corresponding openings or sockets 19 in the guideways 11 and 12 adjacent the points of intersection of the guideways. The switch elements 17 are further provided with upstanding projections 20 constituting handles for facilitating the handling of the switch pieces in placing or displacing them at the points desired. It is obvious from the showing in Fig. 3, that a switch element 17 when placed or fitted in one of the diagonal tracks 12, closes that portion of the diagonal track and completes the space between two adjacent longitudinal tracks, while a switch piece 17 placed in a longitudinal track adjacent a diagonal track which intersects it, blocks the longitudinal track while completing the diagonal track, and thus serves as a means for defining the path of movement of one or more of the playing pieces 13 and 14 through the guideways. It will also be noted from this figure that the shape of the base gives to each playing piece stability and prevents upsetting or lateral overthrowing of the playing piece if properly manipulated, whereas the restricted shank or central portion allows for the turning or switching off of the playing pieces from a longitudinal track to a diagonal track, or vice versa, the circular ends co-operating with the side edges of the grooves or guideways to properly guide the playing piece.

In order to demonstrate one of the games which may be played and which for the purpose of convenience will be called "Yard masters", Fig. 4 illustrates approximately one-half of a game board with the playing pieces or switches set up for the start of the game. In playing this game, each player is provided with six trains, each of which includes one locomotive and six cars, each

train being of a distinguishing nature either by colors, indicia, or otherwise. For the purpose of illustration, the cars and locomotives, in Fig. 4, of the different trains will be numbered from "1" to "6". The cars and locomotives are placed upon the tracks as illustrated in Fig. 4, the numbers being so arranged that they run diagonally across in such a manner that no two cars of the same number are upon any one track or in any line at a right angle. The locomotives in front face in the direction indicated and correspond with the number of the last car on the track. After each player has arranged his cars or playing pieces as set forth, he is permitted a turn in moving locomotives with or without any one or number of cars of the train, each turn consisting of two moves, namely, one move in each direction, longitudinally or diagonally, or two moves in the same direction either longitudinally or diagonally. Prior to taking his turn, however, the player must set the switch elements completely for the move, and after the move is started, the arrangement of switches may not be revised. As heretofore explained, no car can be moved alone, that is, a locomotive may be moved alone, but a car or cars must be moved by a locomotive. Each player attempts, by moving and switching the playing pieces back and forth and diagonally, to assemble the cars in a train of corresponding numbers and when a train of six cars and a locomotive of corresponding numbers have been assembled with the locomotive in front, the train so assembled may be sent out over the main line track *a* through its outlet end from the board. Certain scores will be arranged for the sending out or dispatching of the train from the board. The player sending out the first train receives a greater number of points than would be earned by sending out the second train, and so on with the third, fourth, fifth and sixth trains. In making the moves, each player must observe certain rules whereby points or demerits are incurred. For instance, no trains are permitted to remain standing upon the main line track between turns. This track after the opening move, must remain clear and may be used only to switch a train over it during a turn or to send out a train which is being dispatched off the board. Demerits are also incurred for leaving trains on any track in such a way that one or more switches are blocked, as all switches must be left clear. Points are also earned for sending out several trains in succession, while the player who sends out his last train earns points for game plus a point for each of his opponent's cars or locomotives remaining on the board.

From the foregoing it will be obvious that considerable skill and concentration are required to make up and complete the trains of one kind in as few turns as possible and without incurring demerits for blocking switches or leaving trains standing on forbidden tracks. It requires additional skill to so arrange moves as to send out more than one train in successive turns and especially difficult does it become when it is possible for the opponent to interfere with one's plans or play through the placing of a rival locomotive in one's path or by the sending out of one of his own trains between the opponent's turns, thus either blocking the progress of the train or breaking up the succession of departures. To illustrate the skill required to play, this game permits each player to move his own locomotive as well as any car either his own or his opponent's wherever he desires on the board, but it is to be understood that he may never move or touch a rival locomotive.

Another game which may be played similar to "Yard masters" but by one player, using thirty-six cars and six locomotives, is in the nature of "solitaire". In this game, of course, the element of rivalry is removed but the necessity of concentration to play alone a given number of turns, lends interest to the game.

In order to assist the players in determining the number of playing pieces which may be accommodated in certain sub-divisions of the tracks between the ends of the track and the intersection of diagonal tracks where switches are placed or upon sections of longitudinal tracks between diagonal intersections where switches are placed, the tracks, guideways, or cars are marked off with suitable indicia which in the present instance is indicated by graduations 21. In planning a move the player may readily count the graduations to determine whether or not a given section of track will accommodate a given number of playing pieces.

It is thought that the foregoing sufficiently illustrates the manner in which the apparatus may be employed for the purpose of playing games therewith.

What is claimed is:

1. A game apparatus including token members, a board, a plurality of spaced approximately longitudinal tracks thereon along which the token members are slidable, tracks connecting the first-mentioned tracks, and switching members adapted to be selectively and removably emplaced in the tracks to predetermine the movement of the token members therethrough.

2. A game apparatus including a plurality of playing pieces or tokens and a member having a surface formed with a plurality of longitudinal guideways and diagonal guideways extending between the longitudinal guideways and intersecting the same for establishing communication therebetween and in which guideways the playing pieces or tokens are movable, and elements consti-

tuting means adapted to be set in the guideways for respectively blocking and completing the same to predetermine the path of movement of the playing pieces or tokens through said guideways.

3. A game apparatus including a plurality of playing pieces or tokens and a member having a surface formed with a plurality of longitudinal guideways and diagonal guideways extending between the longitudinal guideways and intersecting the same for establishing communication therebetween and in which guideways the playing pieces or tokens are movable, and elements constituting means adapted to be set in the guideways for respectively blocking and completing the same to predetermine the path of movement of the playing pieces or tokens through said guideways, the said guideways disposed in two laterally spaced, reversely arranged groups with certain of the diagonal guideways extending between the groups to establish intercommunication therebetween.

4. A game apparatus including a plurality of playing pieces or tokens and a member having a surface formed with a plurality of longitudinal guideways and diagonal guideways extending between the longitudinal guideways and intersecting the same for establishing communication therebetween and in which guideways the playing pieces or tokens are movable, and elements constituting means adapted to be set in the guideways for respectively blocking and completing the same to predetermine the path of movement of the playing pieces or tokens through said guideways, the said guideways disposed in two laterally spaced, reversely arranged identical groups with certain of the diagonal guideways extending between the groups to establish intercommunication therebetween.

5. A game apparatus including a plurality of playing pieces or tokens and a member having a surface formed with a plurality of longitudinal guideways and diagonal guideways extending between the longitudinal guideways and intersecting the same for establishing communication therebetween and in which guideways the playing pieces or tokens are movable, and elements constituting means adapted to be set in the guideways for respectively blocking and completing the same to predetermine the path of movement of the playing pieces or tokens through said guideways, the said guideways disposed in two laterally spaced, reversely arranged groups with certain of the diagonal guideways extending between the groups to establish intercommunication therebetween, one of the guideways of each group extending through the end of the member to constitute an outlet or goal through which the playing pieces or tokens may be dispatched from the playing surface.

6. A game apparatus including a plurality of playing pieces or tokens and a member having a surface formed with a plurality of longitudinal guideways and diagonal guideways extending between the longitudinal guideways and intersecting the same for establishing communication therebetween and in which guideways the playing pieces or tokens are movable, and elements constituting means adapted to be set in the guideways for respectively blocking and completing the same to predetermine the path of movement of the playing pieces or tokens through said guideways, the subdivisions of the longitudinal guideways defined between the intersecting guideways and between the ends of the longitudinal guideways and the intersecting diagonal guideways having indicia for facilitating the players in determining the number of playing pieces or tokens which will be accommodated in said sub-divisions.

7. A game apparatus including a plurality of playing pieces or tokens simulating railway locomotives and cars and a board having a playing surface formed with a plurality of longitudinal guideways simulating railway tracks and diagonal guideways simulating switches extending between the longitudinal guideways and intersecting the same for establishing communication therebetween, the said guideways being adapted for the movement of the playing pieces over the playing surface, and elements constituting means adapted to be set in the guideways for respectively blocking and completing the same to predetermine the path of movement of the playing pieces or tokens in said guideways.

8. A game apparatus including a plurality of playing pieces or tokens and a board having a plurality of longitudinal and diagonal guideways, the latter intersecting the former and establishing communication therebetween for guiding the playing pieces or tokens in their movement over the board, and substantially diamond-shaped elements adapted for selective and removable emplacement in the guideways to predetermine the path of movement of the playing pieces or tokens therethrough.

9. A game apparatus including a plurality of playing pieces or tokens and a board having a plurality of longitudinal and diagonal guideways, the latter intersecting the former and establishing communication therebetween for guiding the playing pieces or tokens in their movement over the board, and substantially diamond-shaped elements adapted for selective and removable emplacement in the guideways to predetermine the path of movement of the playing pieces or tokens therethrough, the said elements and board having interengageable means for guiding the players in the emplacement of the elements with respect to

the board and for retaining the same in emplaced relation.

10. A game apparatus including a plurality of playing pieces or tokens and a board having a plurality of longitudinal and diagonal guideways, the latter intersecting the former and establishing communication therebetween for guiding the playing pieces or tokens in their movement over the board, and substantially diamond-shaped elements adapted for selective and removable emplacement in the guideways to predetermine the path of movement of the playing pieces or tokens therethrough, the said elements and board having inter-engageable means for guiding the players in the emplacement of the elements with respect to the board and for retaining the same in emplaced relation, said latter means including a pin-and-socket connection.

11. In a game apparatus including a board, a plurality of spaced approximately parallel guideways thereon and intersecting guideways establishing communication therebetween, token members or playing pieces movable in the guideways, said members consisting of a base having a shank portion of relatively narrower width than the guideways and end portions of substantially circular configuration of a diameter approximately the same as the width of the guideways.

12. In a game apparatus including a board, a plurality of spaced approximately parallel guideways thereon and intersecting guideways establishing communication therebetween, and token members or playing pieces movable in the guideways, said members consisting of a base having a shank portion of relatively narrower width than the guideways and end portions of substantially circular configuration of a diameter approximately the same as the width of the guideways, the upper portion of said token members or playing pieces constituting a body simulating railway rolling stock.

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