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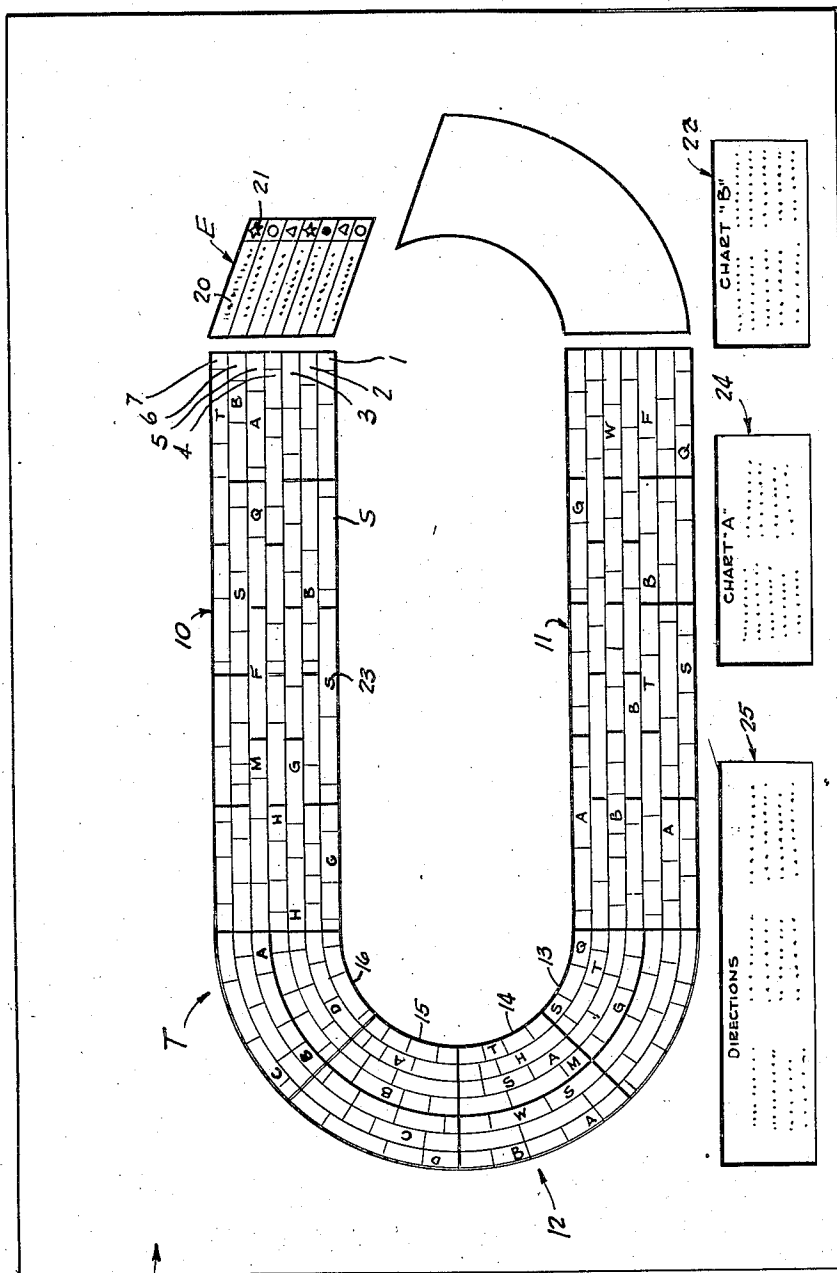
R. M. WETZEL

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RACING GAME AND PUZZLE

Filed April 19, 1944

2 Sheets-Sheet 1



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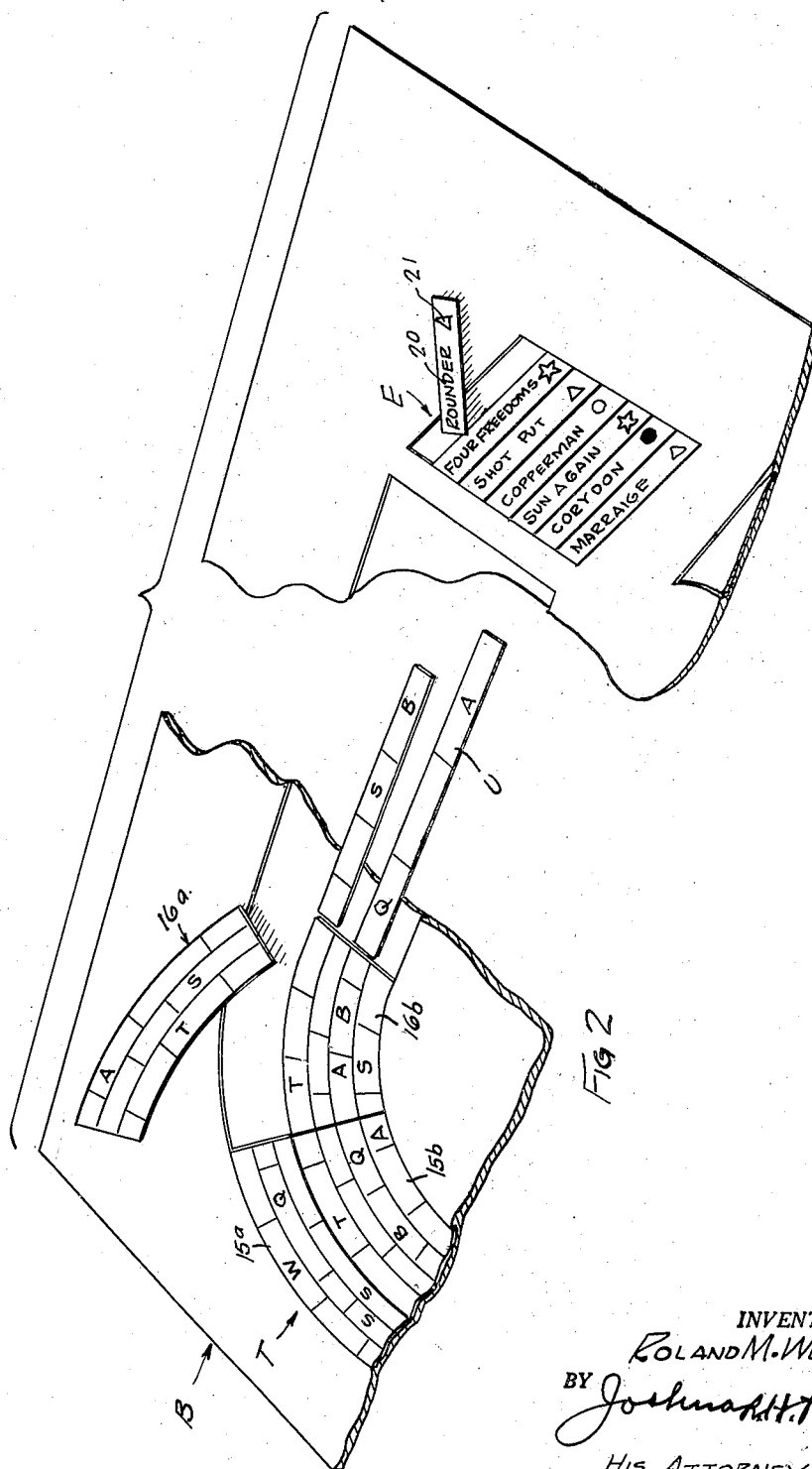
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RACING GAME AND PUZZLE

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2 Claims. (Cl. 273—134)

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This invention relates to games and puzzles and is concerned primarily with a game or puzzle of the "racing" type.

At the present time there are known certain games which involve racing in one form or another, such as horse racing. However, these known games are generally characterized as requiring the use of some mechanical device, such as a spinner, pair of dice, or other chance contrivance to effect their playing.

The present invention has in view as its foremost objective the provision of a game or puzzle which is predicated on the theory of racing, and which completely eliminates all auxiliary devices such as cards, dice, spinners, etc., from its play.

This invention contemplates a game board with a diagram of a race track thereon in which the track is divided into lanes and the lanes divided into interchangeable sections with subdivisions of varying lengths and characters denoting different conditions of the track on the sections. The parts may be scrambled and rearranged to form the complete track before the game is played or the puzzle worked. Numbers or playing pieces in the form of entries are placed in the respective subdivisions across the track for each move and the number or entry in the subdivision with the most advanced end is the winner of each move and changes to the inner lane.

It is evident that there are many forms and kinds of racing, among which might be noted boat racing, automobile racing, foot racing, dog racing and horse racing. However, in view of the widespread popularity of the sport of horse racing, the present invention will be explained as it is applied to horse racing. It is to be clearly understood, however, that this is no limitation on the invention as any puzzle or game following the precepts hereof might be based on other forms of racing.

A further object of the invention is the provision of a racing game, or puzzle, as above indicated which includes a representation of a race track divided up into a plurality of pathways, with each pathway in turn cut up into sections representing "strides" or "moves."

A further important object is the provision of a game, or puzzle, of the character aforesaid in which certain of the pathway sections are provided with insignia which are typical of certain conditions or events which might be present or occur in the particular field of racing. Thus, if the game or puzzle is applied to horse racing, certain of the pathway sections may include insignia denoting that a horse has fallen or

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stumbled, or that a particular portion of the track is muddy.

Cooperating with this representation of a race track is a list of starting entries which correspond to the several pathways. This list of starting entries includes not only the name of each particular entry, but also a symbol which may indicate the particular performance which might be expected of that entry, thus, one horse might be indicated as good on any track while another is identified as being a mudder.

A particular, important object of the present invention is the provision of a game or puzzle of the type above noted in which the outcome of any particular set-up is pre-determined. Thus, with any particular track layout and list of entries there can be only one winner, and the various entries finish in a pre-determined order. The playing of the game or puzzle resides in the working out of this ultimate determination.

To the end of providing a game or puzzle of this character which is adapted for home use, the invention has as a further object the provision of a game, or puzzle, of this type in which the race track is rendered of a sectional construction with various sections interchangeable so that the set-up of the track may be varied to change the game, or puzzle, which is to be played or worked out.

A further object of the invention is the provision of a game or puzzle of the character indicated which takes the form of a game board which carries the various interchangeable sections of the race track together with charts which are explanatory of the track conditions and character of the entries. This game board may also present a brief résumé of the rules of the game.

Various other more detailed objects and advantages such as arise in connection with carrying out the above noted thoughts in a practical embodiment will, in part, become apparent, and, in part, be hereinafter stated as the description of the invention proceeds.

The invention, therefore, comprises a racing game or puzzle consisting of a game board carrying the representation of a race track which is made up of a plurality of interchangeable sections together with explanatory charts and rules. The track is divided up into pathways with each pathway in turn subdivided into sections. Certain of the sections carry insignia corresponding to track conditions or racing occurrences and a list of entries is disposed in proper relation to the track. The outcome of any set-up for the track is pre-determined.

For a full and more complete understanding of the invention reference may be had to the following description and accompanying drawings wherein:

Figure 1 is a view of a game board carrying a racing game designed in accordance with the precepts of this invention, and

Figure 2 is a perspective of the game board with parts broken away to bring out the interchangeable nature of the track sections.

Referring now to the drawings, wherein like reference characters denote corresponding parts, and first more particularly to Figure 1, the game board as depicted is referred to in its entirety by the reference character B. The board B carries the representation of a race track which is identified generally by the reference character T. This race track T may be of any shape desired, and, in the illustrated embodiment takes the form of the well known horseshoe track forming a recess in the game board, as shown at Figure 2, adapted to receive the removable portions described below.

The track T comprises straight side parts 10 and 11, and a curved end section 12. It is notable that the curved end section 12 is made up of a plurality of segments designated 13, 14, 15, and 16 respectively. Each of these segments 13, 14, 15, and 16 is interchangeable with every other segment for a purpose which will be pointed out later in detail. Moreover each segment in itself may be made up of two or more parts, such as indicated in Figure 2, with any part of one segment interchangeable with the corresponding part of another segment. For example, the segment 16 may consist of the outer portion 16a and the inner portion 16b. The portion 16a would be interchangeable with the corresponding portion 15a of the next adjacent segment or the corresponding portion of any other segment.

The track T in its entirety may be divided up into any suitable number of pathways which are continuous throughout the extent of the track. In the form of the invention shown in the drawing, the track T is shown as having seven pathways or lanes. These are designated 1, 2, 3, 4, 5, 6 and 7. Lane 1 is the inside, or rail pathway, and lane 7 is the outermost pathway. Each of the lanes, 1 to 7 inclusive, is in turn subdivided into a plurality of sections intended to denote strides of the entries, and, in the working out of the game, or puzzle, each stride consists of one move. Each of these pathway subdivisions is identified by the reference character s.

As is more clearly illustrated in Figure 2, each of the pathways, 1 to 7 inclusive, in the side parts 10 and 11 of the track T, are grouped into units designated U, each of the units, U, carrying a plurality of the subdivisions s. It is evident that the several units U are also interchangeable.

Adjacent to the free end of the side part 10, the board B carries the list of starting entries, which is identified as E. There is an entry for each of the lanes 1 to 7 inclusive, and each entry will appear on a panel such as indicated at 20, and each panel will also carry a symbol, 21, which will indicate the character of the entry and the performance which might be expected of it, that is, speaking in the racing parlance, the horse may be a mudder, or good on a wet track, or good on a dry track, or good on any track.

A chart, such as shown at 22, may also be carried on the game board B and will be explanatory of the symbols 21.

Certain of the subdivisions s will carry various insignia, such as indicated at 23, which will de-

note certain conditions of the track or racing occurrences. The various symbols 23 will be explained on the chart 24. A résumé of the directions for playing the game may be set forth in the block indicated at 25.

While various rules may obtain for different games and puzzles following the principles hereof, it is contemplated that one fundamental rule be controlling, that is, that the entry that is leading at any particular move, is in the inside lane, that is lane 1. If an entry in lane 2 should gain under the conditions of a particular move, it would move over into lane 1. The game further proposes that no more than a single lane can be crossed in any one move.

In describing one method of working out the game, or puzzle, it is to be remembered that the various subdivisions s are of different lengths. Also, it will be assumed that on each move every entry advances one stride simultaneously, that is unless it has been subject to a penalty or been rewarded by a bonus. Each entry will be identified by a suitable name and the symbol which appears opposite its name may be interpreted in light of the chart 22 to determine what effect the encountering of said obstacles indicated by the insignia 23 should have.

In working the device with a pencil or marker as a cross word puzzle is worked each entry may have a number and, with the track assembled as shown in Figure 1, the numbers may be placed in their respective subdivisions in the lanes across the starting end of the track. The number in the longest subdivision is obviously ahead so this number is placed in the next subdivision of the inner lane for the second move. The remaining numbers are accordingly placed in the remaining subdivisions of the different lanes in the order depending upon the length of the first subdivision. In the design shown in Figure 1, entry 3 moves to the second subdivision in the inner lane, entry 5 moves to the second subdivision in the second lane, entry 2 to the second subdivision in the third lane and so on. In the next move the most advanced end of a subdivision of the second set is also obviously in the fifth lane so this moves over to the first lane and the remaining numbers are placed accordingly. These moves continue until one of the entries or numbers arrives at the finish line.

With all the entries E in their original positions, it will be assumed that each moves forward one stride. Upon referring to the drawing, it will be noted that after the first stride the entry in lane 5 encounters the condition indicated by the insignia A in the second unit S. Upon referring to the chart 24, it may be determined whether the entry is rewarded, or subject to a penalty. If it is rewarded, it gains moves and would move up toward the inside rail. If it is penalized, it would lose moves, and probably would be passed by entries in the outer lane, whereupon it would be relegated to the outer position. Every time one of the conditions, depicted by the insignia 23, is encountered, the worker of the puzzle will have to take into consideration the particular character of the horse, as indicated by symbol 21. Thus, if one of the insignia 23 should denote a muddy spot in the track, this would have no effect on a horse which is indicated as being good on any track.

The game, or puzzle, is worked out in stages. Obviously a pencil, pen, or other suitable writing instrument may be employed to work out the several steps. Each move is taken with all of the

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entries considered and their relative positions worked out. Naturally the entry which gets to the finish line first is the winner. After one set-up of the track has been worked out and the outcome determined, an entirely new puzzle may be provided by merely interchanging certain of the sections. Inasmuch as the various segments 13, 14, 15, and 16, as well as the component parts thereof, are interchangeable, and, furthermore in view of the facts that the various units U are interchangeable, it is evident that an almost infinite number of puzzles may be afforded by any game board.

It is further important to note that the device may be employed as a game with several participants each choosing one entry, or, on the other hand, it may be utilized as a puzzle which is worked out by a single person who wishes to determine the outcome of any particular set-up.

While a preferred specific embodiment of the invention is hereinbefore set forth, it is to be clearly understood that the invention is not to be limited to the particular constructions illustrated and described because various modifications of these details may be provided in putting the invention into practice within the purview of the appended claims.

What is claimed is:

1. A game board comprising, in combination, a representation of a racing track having a plurality of continuous lanes therein, characterized in that each lane is divided into subdivisions and the lengths and numbers of the subdivisions are different in the respective lanes.

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2. In a game board, a board having a recess in the surface thereof forming a race track, and a plurality of units adapted for positioning in said recess to form lanes of the race track, some of said units interchangeable, said units divided into subdivisions of varying lengths.

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