Aug. 18, 1925. 1,550,190

J. H. WARNER

GAME

Filed Sept. 26, 1924

Fig. 1

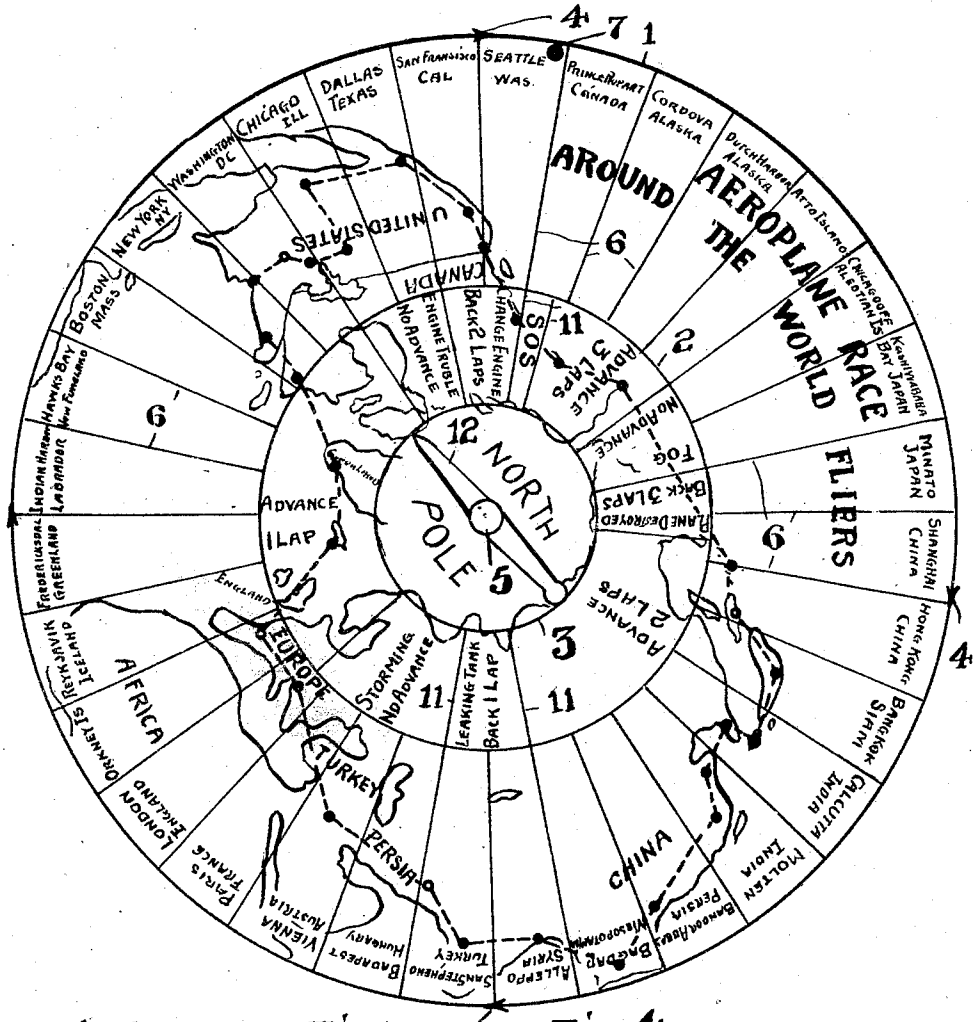


Fig. 2

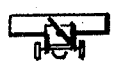


Fig. 3

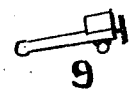
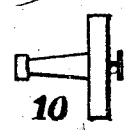


Fig. 4



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Patented Aug. 18, 1925. 1,550,190

UNITED STATES PATENT OFFICE.

JOHN H. WARNER, OF PITTSBURGH, PENNSYLVANIA.

GAME.

Application filed September 26, 1924. Serial No. 739,990.

To all whom it may concern:

Be it known that I, JOHN H. WARNER, a citizen of the United States, and residing in the city of Pittsburgh, in the county of Allegheny and State of Pennsylvania, have invented new and useful Improvements in Games, of which the following is a specification.

My invention relates to games, and more specifically to games wherein several objects simulate a race, their positions being determined from time to time by the chance position of an indicator.

It is the object of this invention to provide a game which is entertaining and instructive and which is comparatively simple and inexpensive.

Referring to the accompanying drawing which shows a plan view of my invention, I provide three concentric circles 1, 2 and 3, the outer one being provided with arrow heads 4 indicating the direction in which the race is made.

Within the circle 1 and within the center of the circles as the North Pole, indicated at 5, the map of the Northern Hemisphere is diagrammed.

A number of radial lines 6 are drawn between the circles 1 and 2. In the spaces between consecutive lines 6 I place the names of aeroplane landing places or stations, each name corresponding to the name of some geographic place between the said lines. For example, "Seattle, Wash." is placed between the two lines between which Seattle is located on the map. The black circle 7 indicates the starting segment or station of all the aeroplanes 8, 9, and 10.

Between the circles 2 and 3 are a number of radial lines 11 and within the circle 3 is the rotary pointer or indicator 12 pivoted on the North Pole or center 5 of the circles. By striking one end of the pointer 12 it is caused to rotate or spin about its center 5, it finally coming to rest pointing by chance to one of the segments lying between consecutive lines 11. These segments contain directions for the players with respect to their aeroplanes. For example, if the pointer 12 comes to rest at the place shown on the drawing, the player who operated the pointer will move his aeroplane one lap, that is, from the segment or station where his aeroplane is to the next segment or station, the distance between consecutive outer segments being termed a lap. Some of the inner segments indicate that an advance of two or more laps or segments is to be made, while other segments indicate that a retreat of one or more laps is to be made. Other inner segments indicate that no advance or retreat is to be made. In one inner segment are the letters S. O. S. When the pointer, after being spun, stops at this segment, a condition of distress with respect to the aeroplane of the player who spun the pointer to the said segment is indicated, and the aeroplanes of all the other players must come to the segment or station where the aeroplane is in distress. From this segment or station the race again proceeds.

On the drawing I have shown by dots the positions of the several landing fields or stations where the world fliers stopped during their recent flight around the world, the path of their flight being indicated by a dotted line connecting the several stations.

Assuming that there are three players, they will each operate one of the aeroplanes 8, 9, and 10. The race will start at "Seattle," each player placing his aeroplane initially in the "Seattle" segment. Each player in turn spins the pointer 12 and operates his aeroplane according to the directions to which the pointer points as hereinbefore described. The first aeroplane making the circle from "Seattle" to "Seattle" is the winner of the race.

The aeroplanes may be located on the dots indicating the locations of the various stations or fields and may as they move from field to field follow the dotted line, thereby simulating the movements of the world fliers. The lines 6 and 11 are not absolutely essential, but they are convenient. The names of the stations or fields may be placed at the corresponding places on the map instead of the positions shown or in addition thereto.

I claim—

1. In a game of racing objects, a geographic map, three consecutive circles thereon, lines dividing spaces between the circles into segments, names of stations on the outer segments, the name in each outer segment corresponding to the name of a place on the map and within the segment, a plurality of racing objects adapted to be positioned at any station, directions in the inner segments for positioning the objects, and a

pointer pivoted at the center of the circles and adapted to be spun and to stop by chance at one of the directions.

2. In a game of racing aeroplanes, a game board, for use with toy aeroplanes, having thereon depicted a circular map with the pole as a center and depicting a hemisphere with geographical localities marked thereon as landing places, directions for positioning the toy aeroplane on said map, and a rotary pointer adapted to be spun to indicate on said direction incidents of travel.

3. In a game of racing aeroplanes, a game board, for use with toy aeroplanes, having thereon depicted a circular map with the pole as a center and depicting a hemisphere with geographical localities marked thereon as landing places, directions for positioning the toy aeroplanes on said map, said directions being marked in segments of a circle, and a pointer pivotally mounted at the axis of said circle so that by spinning said pointer various incidents of travel may be designated for plays.

4. In a game of racing aeroplanes, a game board, for use with toy aeroplanes, having displayed thereon a hemispherical geographical map with one of the poles as a center, localities marked thereon representing landing places, a series of directions for positioning the toy aeroplanes on the map, and means adapted to be operated by a player for designating by chance a direction for a play.

5. In a game of racing aeroplanes, a game board, for use with toy aeroplanes, and having displayed thereon a hemispherical geographical map with one of the poles as a center and lines of meridian radiating from said pole, directions of travel, including indication of one or more portions of longitude included between adjacent lines of meridian arranged in annular series, and a pointer pivotally mounted axially of said directions and adapted to be spun to indicate on said direction the movements to be imparted to said toy aeroplanes.

Signed at Pittsburgh, Pa., this 24th day of September, 1924.

J. H. WARNER.