Nov. 30, 1926. 1,609,262

A. MARTINEZ

GAME

Filed May 26, 1926 2 Sheets-Sheet 1

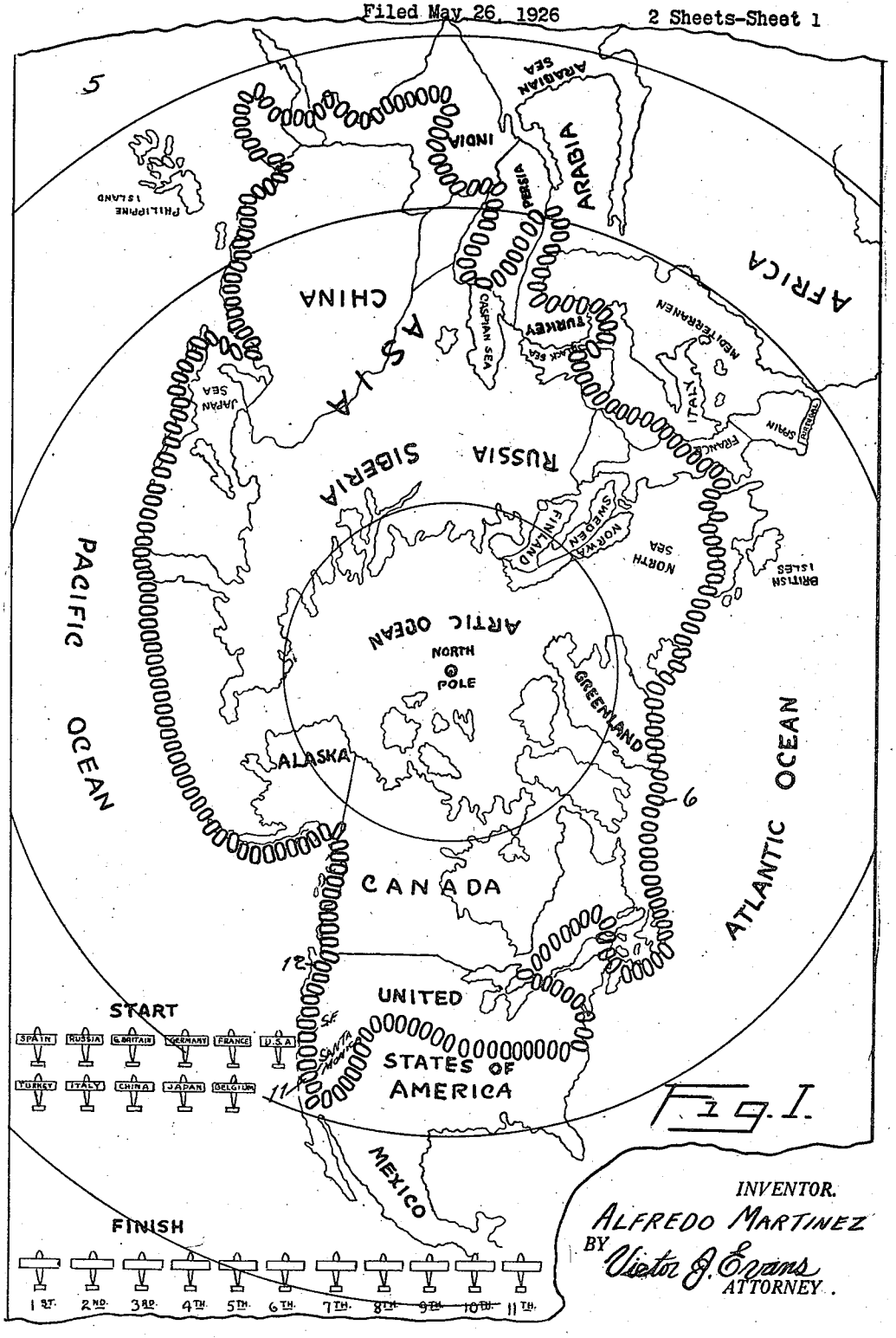


Fig. I.

INVENTOR.
ALFREDO MARTINEZ
BY Victor J. Evans
ATTORNEY.

Nov. 30, 1926. 1,609,262

A. MARTINEZ

GAME

Filed May 26, 1926 2 Sheets-Sheet 2

Fig. II.

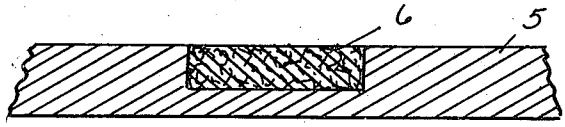
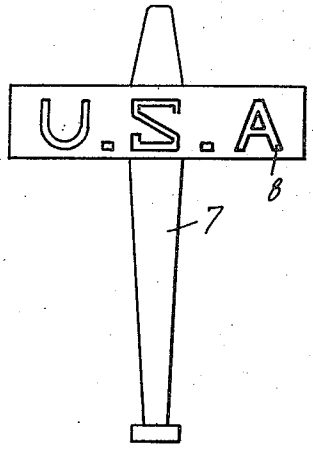


Fig. III.



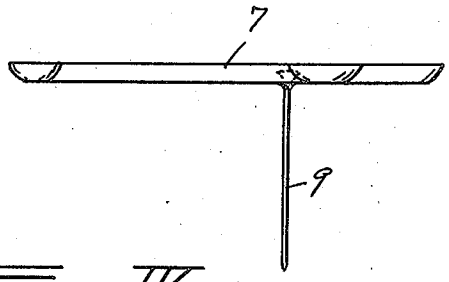


Fig. IV



Fig. V.

INVENTOR.

ALFREDO MARTINEZ

BY Victor J. Evans

ATTORNEY

Patented Nov. 30, 1926. 1,609,262

UNITED STATES PATENT OFFICE.

ALFREDO MARTINEZ, OF BERKELEY, CALIFORNIA.

GAME.

Application filed May 26, 1926. Serial No. 111,836.

This invention relates to improvements in games and has particular reference to a game of an educational value.

The principal object of this invention is to produce a game which will not only be pleasing to play, but one which will also educate a person playing the game both as to the countries of the world, the various towns within the countries and also the course over which the world flyers passed.

Another object of this invention is to produce a game of this character which is cheap to manufacture and, therefore, well within the purchase price of the average user.

An additional object is to produce a game which may be participated in by a large number of players rather than by two players which is customary with many games.

Other objects and advantages will be apparent during the course of the following description.

In the accompanying drawings forming a part of this specification, and in which like numerals are employed to designate like parts throughout the same,

Figure I discloses a map designed to represent the world flight course,

Figure II is a fragmentary detail cross sectional view showing an insert in the map,

Figure III is a top plan view of one of the playing pieces,

Figure IV is a side elevation of Figure III, and

Figure V is a top plan thereof of one of the insert members.

Many forms of games have been devised where the game board represented a map. These game boards, however, have failed from an educational standpoint due to the fact that they merely designated a course over which a playing piece moved.

I have, therefore, attempted to augment this type of game by providing thereon the towns and by placing opposite each town a certain printed instruction which will focus the attention of the player upon this town for a long period of time, so that he will soon become familiar with its location.

Referring to the drawings, the numeral 5 designates a game board which may be of any desired shape and size capable of having a map printed thereon.

At 6, I have shown an insert which insert is preferably formed of cork either solid or compressed. These inserts are placed side by side and in such a manner as to encircle a large portion of the map. The placing of these inserts corresponds to the course over which the world flyers passed in their flight around the world.

Each player is now provided with an aeroplane designated as a whole by the numeral 7 (see Figures III and IV). Each aeroplane has designated on the top thereof characters 8 which designate the country to which the aeroplane is attached.

Each aeroplane is provided with a pin 9 which is adapted to be pushed into the cork inserts 6 in succession as the aeroplane is moved forwardly or backwardly as the play may proceed. In playing the game, the aeroplanes are all arranged in starting position as shown in Figure I, after which each person choses his country and the order in which he is to play.

Two dice are employed, which dice are thrown in the customary manner. The first person to throw the dice counts the number of points which appear upon the dice which, for instance, may be 11, in which case the player places his aeroplane on the insert number 11, which corresponds to the position of Santa Monica, in California, U. S. A. The player then counts 11 inserts from this point which will bring him to five points beyond San Francisco or to the insert marked 12. In the same manner each player will proceed, using his aeroplane to indicate his move and the first player to reach Santa Monica after having gone around the entire course will be declared the winner. The second player to complete the course will be declared the second winner and so on until all of the players have finished the game. Each player, upon finishing, will place his aeroplane on the portion of the map marked "Finish" and in the position in which he reaches the finishing point.

The moves for advancng over the course are as follows:—

Santa Monica, starting point; Los Angeles, stop one turn; San Francisco, advance seven points; Portland, no gas, go back to San Francisco; Seattle, advance seven points. Prince Rupert, "shoot" three times; Sitka, stop one turn for groceries; Cordova, stop one turn; Seward, advance ten points. Akuton, stop three turns; Bering Sea, advance three points; Bering Sea, machine broken, wait one minute; Simushire, multiply what you get by four; Tokio, "shoot"

one-half minute; Yokohama, stop one minute; Nagasaki, advance twelve points; Tientsin, stop for gasoline on turn; Shanghai, "shoot" two times. Amoy, stop one turn; Hongkong, "shoot" one time; Macao, fix machine, stop one turn; Harbin, advance eleven points; Bangkok, stop one-half minute for gasoline; Calcutta, loses way, goes back to Hongkong; Hydrabad, "shoot" one minute; Delhi, machine broken, stop two minutes; Meerut, advance one point; Koltar, stop for gas; Bumpur, stop two turns; Bushire, advance six points; Bagdad, pilot hurt, stop one minute; Netara, advance sixteen points; Aleppo, stop one-half minute for gas; Athens. Bucharest, machine trouble, stop two turns. Krajova, advance four points. Vienna. Strausbourg, stop one-half minute. Paris, stop two minutes for sightseeing. Kalais, pilot slightly hurt, go back to Vienna. London, stop one minute; entertained by the King. Hull, stop one-half minute; Kirkwall, prepare machine for long trip. Shetland Islands, "shoot" one time. Reikiadik, "shoot" three times. Next insert.

Out of gas, go back to London. Angmagsailif, wait one minute for repair. Insert half way to Newfoundland, danger fog and snow, machine broken, pilot seriously hurt, go back to San Francisco. India Harbor, advance four points; Mingin, advance six points; Montreal, "shoot" one time. New York, "shoot" two times; Keyport, "shoot" one minute. Washington, stop three turns to see President.

Cleveland, cyclone, machine broken, stop one minute; Dayton, back to New York. St. Joseph, "shoot" one time. Cheyenne, advance five points; Salt Lake, stop one turn. Phoenix, back to Salt Lake. San Diego, stop one minute. Santa Monica, home.

It will thus be seen that a player in going over the course will rapidly become familiar with many countries and foreign ports to which the flight proceeds, as well as other places in the adjacent vicinity.

Having thus described my invention, I claim:—

1. A game board having a map printed thereon, inserts positioned in said game board, and game pieces having pins therein and adapted to be moved over said game board in such a manner that said pins will engage said inserts.

2. In a game, a board having a map printed thereon, inserts positioned in said game board, said inserts bearing a relation with said map corresponding to the world flight, and game pieces adapted to be supported by said inserts and to be moved over said inserts in successive steps.

3. In a game, a game board having a map formed thereon, inserts formed in said game boards, said inserts being of a resilient material, game pieces simulating aeroplanes and having a pin formed therein, said pins being adapted to enter said inserts, said inserts being positioned on said map in such a way as to follow the course taken by the world flyers.

In testimony whereof I affix my signature.

ALFREDO MARTINEZ.