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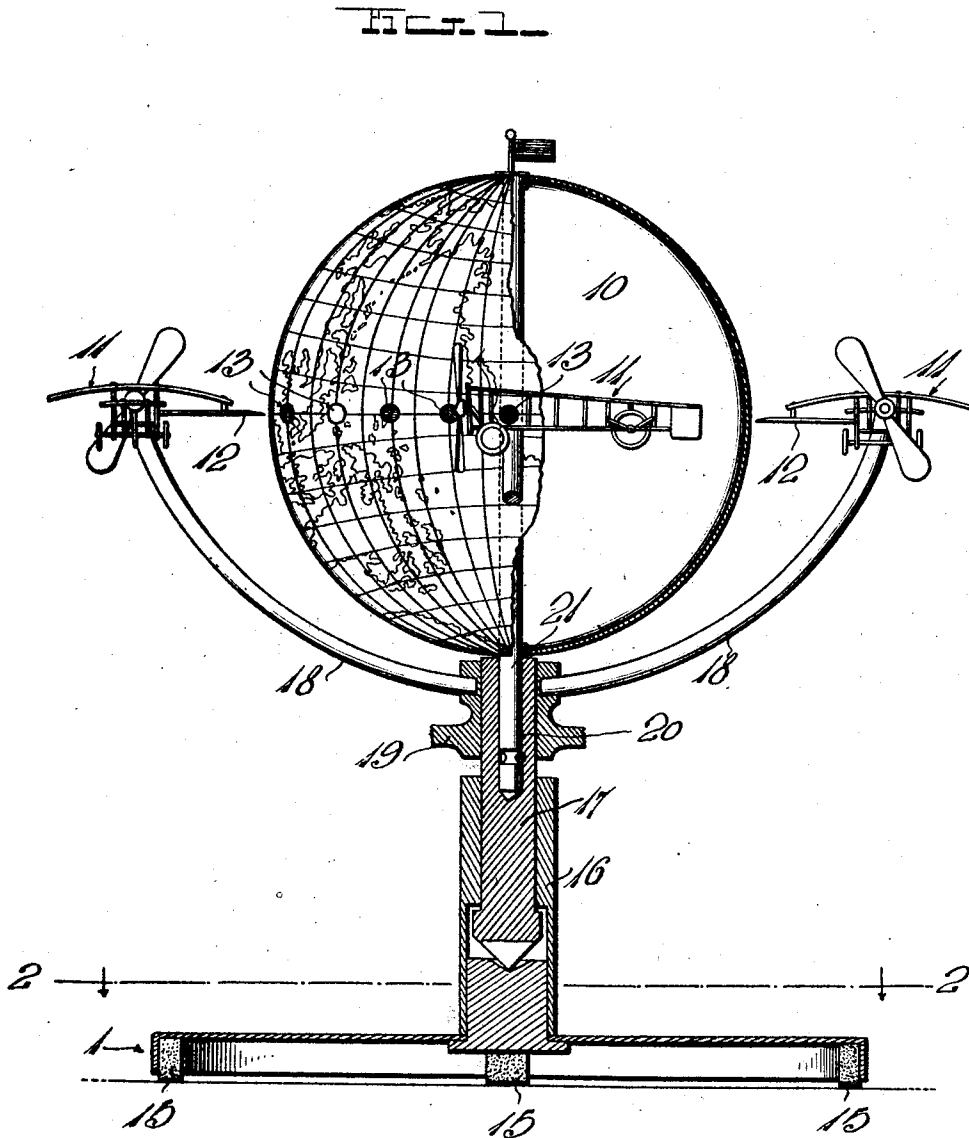
1,561,402

A. E. BERNWALL

EDUCATIONAL GAME

Filed June 18, 1925

2 Sheets-Sheet 1



Inventor

A. E. Bernwall

Witness
H. Woodward

By *A. B. Williamson & Co.*
Attorneys

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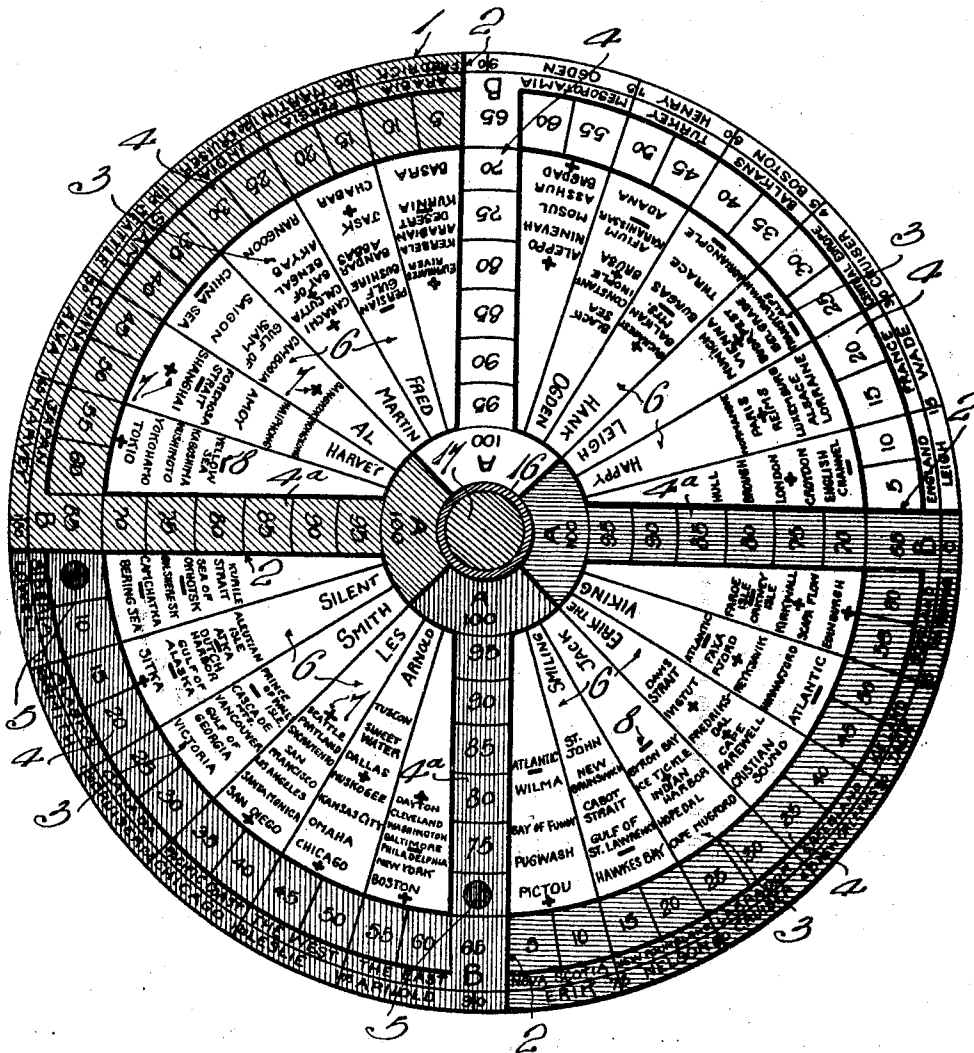
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2 Sheets-Sheet 2

FIG. 2.



Inventor

A. E. Bernwall

Witness
H. Woodward

By *H. B. Wilson & Co.*
Attorneys

UNITED STATES PATENT OFFICE.

ARTHUR E. BERNWALL, OF JANESVILLE, WISCONSIN.

EDUCATIONAL GAME.

Application filed June 18, 1925. Serial No. 38,046.

To all whom it may concern:

Be it known that I, ARTHUR E. BERNWALL, a subject of the King of Sweden, residing at Janesville, in the county of Rock and State of Wisconsin, have invented certain new and useful Improvements in Educational Games; and I do declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same.

My invention aims to provide a very entertaining and instructive game, symbolic of the epochal flight around the world, by U. S. aviators, and with this object in view, the invention resides in the novel subject matter hereinafter fully described and claimed, the description being supplemented by the accompanying drawings.

Figure 1 is a vertical sectional view partly in elevation of a game apparatus constructed in accordance with my invention.

Figure 2 is a horizontal sectional view on line 2—2 of Fig. 1.

In the drawings above briefly described, the numeral 1 designates a game board which, in the present disclosure, is divided by heavy lines 2, into four plots 3 corresponding to four contiguous areas of the terrestrial globe, traversed by a circumferential line. These plots 3 are distinctly identified, preferably by having a conspicuous part of each plot, of one particular color, red being preferably employed for one, as indicated by the vertical shading, blue being used for another as disclosed by the horizontal shading, green for the third as indicated by incline shade lines, and white for the portion of the fourth plot, corresponding to the shaded portions of the other plots. Each plot 3 is provided with a blocked path 4—4^a leading to a main goal A and preferably having a sub-goal B between its ends. The blocks of the path 4—4^a are numbered as shown, and this path preferably is colored in the manner above described. Furthermore, it may here be mentioned that the path is used in advancing one or more chips or game pieces 5, toward the goal A, in a manner to be hereinafter more fully described. There are preferably two of these game pieces 5, for each of the plots 3, and they are identified with the plots on which they are to be used, by use of colors. Preferably, the plots also bear the names of the renowned world

flyers, and each plot is representative of one of the four planes which circumscribed the earth. Two of the game pieces 5 being assigned to each of these plots, said game pieces also bear the names of the two flyers who were assigned to the particular plane represented by the plot on which the game pieces are to be used.

In addition to the subject matter above described, each plot 3 is provided with a number of columns 6 containing geographical names falling within certain geographical sub-divisions of the globe. Adjacent a number of these names, are symbols 7 and 8 indicating whether one of the game pieces 5 is to be advanced or moved retrogradely along the path 4, the symbol 7 denoting advancement, being preferably somewhat in the form of a star, while the symbol 8 is by preference a horizontal dash.

To produce an attractive appearance and to constantly keep before the players, the idea that it was American skill which successfully completed the flight around the world, the columns 6 are preferably colored red, white and blue, the symbolic colors of America.

Usable with the game board 1, is a terrestrial map, here shown in the form of a globe 10 appropriately mounted, but preferably supported in such a manner that it may rotate. Mounted for movement over the surface of the globe 10, I have shown four miniature aircraft 11 which are preferably identified by the same colors as those used on the plots 3, as well as by the same flyers' names. The crafts 11 are provided with indicators 12 which are co-operable with the globe 10 in determining which of the geographical names of the columns 6 is to be used in determining the direction in which to move one of the game pieces 5, along the path 4. It may here also be explained that the circumference of the globe is divided by degrees, and one-fourth of the circumference (90°) is allotted to each player. Each of the plots 3 is devoted to one of these 90° sections of the globe. The distance to advance or set back any of the game pieces 5, is determined by a code which will hereinafter be given.

In addition to bearing geographical names which have been necessarily omitted from the drawing on account of the small scale of the latter, the globe 10 preferably bears spaced, distinctly identified indicia 13, five

of these indicating points being preferably allotted to each 90° section of the globe. Preferably, their colors are red, white, blue, green and black.

5 To understand the operation of the game, we will assume that the four differently colored planes 11 and the correspondingly colored plots 3, as well as the game pieces 5 for these plots, are assigned to four players. 10 We will also assume, that the player having the first turn, spins the mounting means for the planes 11, so that the latter are made to travel around the globe at any desired speed, their propellers then rotating to give 15 a very realistic appearance. If the indicator 12 stops at one of the points 13 corresponding to the color of the player's plane, this may well count thirty points for the player, so that he will place his first game 20 piece 5, on 30 of his respective path 4. If the pointer 12 stops on or very close to a geographical name on the globe 10, corresponding to a name listed on the player's plot 3, and having a star 7, fifteen points 25 advancement along the path 4 may well be permitted. If the indicator 12 stops at or near a geographical name marked with a star 7 on another player's plot of the base, five points advancement of the game piece 30 5 along the path 4 could well be allowed. If the aforesaid pointer should stop at a black point 13, this indicates the loss of thirty points for instance, and if this should happen at the beginning of the game, which 35 is unlikely, the player cannot of course place one of his game pieces 5 upon the path 4. When the indicator 12 stops at a geographical name listed on the board 1 and marked with a dash 8, on the player's own plot 3, 40 five points retrograde movement of the game piece 5 would be called for, but here again if this should take place on the first spin of the player, he could not then of course place one of his game pieces 5 upon the 45 path 4. Under such circumstances and that set forth in the immediately preceding sentence, it might be permissible to allow the player to have another trial, which is also true, should the condition set forth below, arise, that is, if the pointer 12 should 50 stop by a geographical name listed on another player's plot 3 and here provided with a dash. Ordinarily, after the game is under way, this could mean a set back for the 55 game piece 5, but if it should happen on the player's first spin, a second trial could of course be permitted. If the pointer stops at any geographical name on the globe 10, corresponding to a name in the player's 60 own section of the base and here provided neither with a star 7 or a dash 8, advancement of the game piece 5 is permitted for say five points.

65 The players of course, follow each other in turn and after any player has advanced

one of his game pieces 5 to the goal A, he starts with the second of these game pieces. In one manner of playing the game, when the first game piece is in the goal A and the second game piece is in or beyond the goal 70 B, the game is won by that particular player. In another manner of playing, both of the game pieces 5 must be in the goal A in order to win.

I preferably use a number of chips for 75 each player, in addition to the chips 5, eighteen of these additional chips being preferably allotted to each player, and the player may be penalized a certain number of chips or may gain a number from another player 80 or players, according to circumstances. These circumstances are preferably listed on a code furnished with the game, and this code also indicates the amount of forward or rearward movement to be given to any 85 of the game pieces 5. The preferred code follows:—

THE CODE OF THE WORLD FLYERS.

Gains.

- Plane stopping—
 1. At dot of corresponding color 30 points.
 2. At a place marked with a star on the individual's own section of the board 15 95 points.
 3. At a place marked with a star on another's section of the board 5 points (in chips, from that player).
 4. At any place named on the board in 100 your own section of the board 5 points.

Losses.

- Plane stopping—
 1. At a black dot on the globe 30 points 105 (in chips, divided among the other players).
 2. At a place marked with a dash on the individual's own section on the board 5 110 points.
 3. At a place marked with a dash on another's section of the board 15 points (in chips, to that player).
- In the preferred playing of the game, for each five points lost by a player, he must 115 pay the player on his left, with one chip, each chip preferably representing five points. For each fifteen points lost, each one of the other players is paid up to the extent of five points, etc. Of course, if four or eight 120 people are playing partners, no player is forced to pay his own partner or partners, but pays up only to the opponents.

It will be seen from the foregoing that the game will be very interesting and in- 125 structive, both for children and adults.

Various details of construction may be used in carrying the invention into effect. In the present showing, the game board 1 constitutes a base for the globe 10, the air- 130

craft 11, and the mounting means for said globe and aircraft, and when this association of parts is employed, the base is preferably provided with pads 15 to prevent the marring of any furniture upon which which the device may rest. In the present disclosure, the base is circular and is provided at its center with an appropriate bearing 16 having its axis disposed vertically. Rotatably mounted in this bearing in any suitable manner to rotate freely, is a vertical shaft 17 carrying upwardly and outwardly extending arms 18 which in turn carry the planes 11. This shaft is also preferably provided with a serrated wheel 19 by means of which it may be readily spun. I have also shown the shaft 17 provided with a vertical bearing 20 in which a spindle 21, for the globe 10, is mounted in such a manner as to permit free rotation of such globe.

Obviously, all parts of the device may be ornamented in any desired manner, but throughout, the colors red, white and blue are preferably used as much as possible.

I claim:—

1. In a device symbolizing the world flyers, a terrestrial globe, miniature aircraft at the periphery thereof, and means mounting the aircraft for movement about the globe.

2. In a device symbolizing the world flyers, a terrestrial globe, miniature aircraft at the periphery thereof, a plurality of arms carrying the aircraft, and a rotatably mounted member from which said arms project.

3. In a device symbolizing the world flyers, a terrestrial globe mounted for free rotation, a miniature aircraft at the periphery of said globe, and means mounting the aircraft for movement about the globe.

4. In a device symbolizing the world flyers, a base having a bearing whose axis is vertical, a rotatable member mounted in said bearing and itself having a bearing with its axis disposed vertically, a terrestrial globe rotatably supported by the last named bearing, arms projecting outwardly

and upwardly from said rotatable member, and miniature aircraft carried by said arms.

5. In a game symbolizing the world flyers, a game board divided into distinctly identified plots representing different areas of the terrestrial globe, each plot having a blocked path to a goal, along which to move a game piece, said plots bearing geographical names and indicia adjacent them giving instructions for moving the game pieces along the blocked paths; a terrestrial map, distinctly identified miniature aircraft mounted for movement over the surface of said map, and indicators carried by said aircraft, said indicators being co-operable one at a time with the map to determine which of the names on the game board is to be considered in moving a game piece along a path of said board.

6. In a game symbolizing the world flyers, a game board divided into distinctly identified plots representing different areas of the terrestrial globe, each plot having a blocked path to a goal, along which to move a game piece, said plots bearing geographical names and indicia adjacent them giving instructions for moving the game pieces along the blocked paths; a terrestrial map, and indicating means mounted for movement over the surface of said map, said indicating means being co-operable with the map to determine which of the names on the game board is to be considered in moving a game piece along a path of said board.

7. A game as specified in claim 5; said map having distinct points identified in the same manner as the different aircraft and co-operable with the indicators thereof in determining movements of the game pieces.

8. A game as specified in claim 5; said map having distinct points identified in the same manner as the different aircraft and another distinct point, said points being co-operable with the indicators in determining movements of the game pieces.

In testimony whereof I have hereunto affixed my signature.

ARTHUR E. BERNWALL.