May 16, 1933. T. E. RODMAN 1,909,505

RACING GAME

Filed June 17, 1932

Fig. 1.

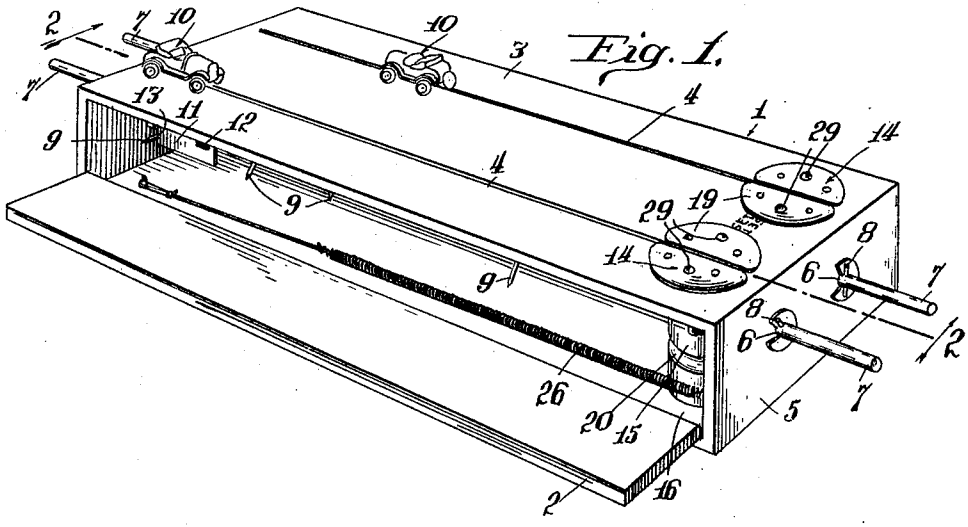


Fig. 2.

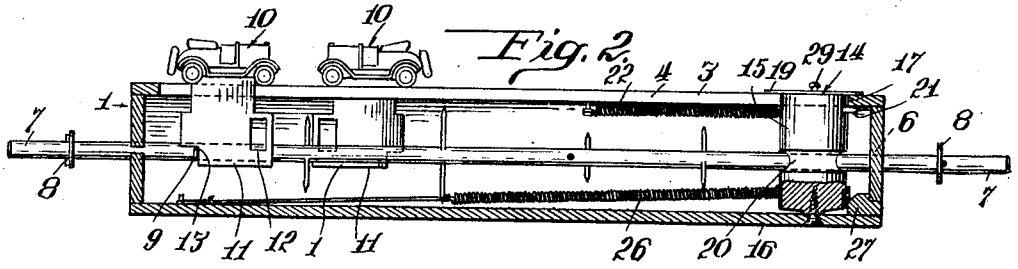


Fig. 3.

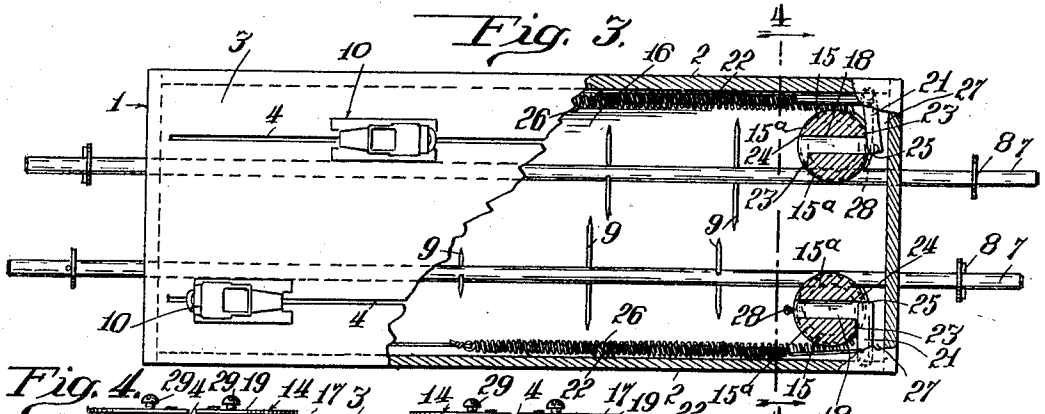
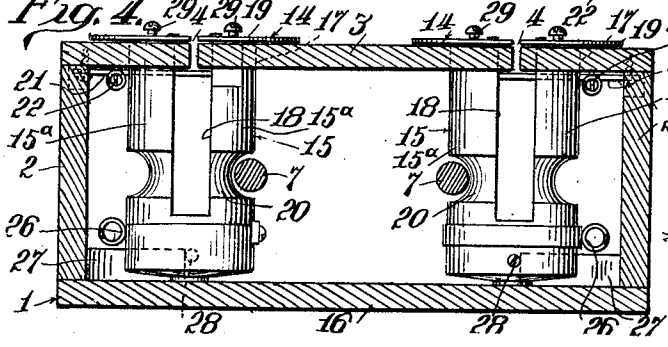


Fig. 4.



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UNITED STATES PATENT OFFICE

THOMAS E. RODMAN, OF GLENCOE, ILLINOIS

RACING GAME

Application filed June 17, 1932. Serial No. 617,730.

This invention is directed to a racing game in which two or more objects such as automobiles, horses, greyhounds, donkeys, or the like are positioned at a starting line and upon given signal are made to progress along a given track, turn about at the end of the track and return to the starting line which then becomes the finish line. Each automobile, for example, is operated by a player by means of a rotatable and longitudinally movable rod located below the track which rod carries at right angles thereto a plurality of pins arranged at various angles to each other adapted to contact with a depending fin secured to the automobile.

My primary object is to provide a new and entertaining game.

Another object is to provide novel means for manually propelling the units along the track.

Another object is to provide novel means for automatically and individually reversing the units when they have reached a given point.

In the drawing:

Fig. 1 is a perspective view of a game embodying the features of this invention.

Fig. 2 is a sectional view taken along line 2—2 of Fig. 1 in the direction indicated by the arrows.

Fig. 3 is a plan view with the top partially broken away.

Fig. 4 is a sectional view taken along line 4—4 of Fig. 3 in the direction indicated by the arrows.

In detail the game consists of a rectangular casing 1 having hinged sides 2 and provided in its top 3 with a plurality of parallel slots 4 running longitudinally of the casing. The ends 5 have holes 6 corresponding in number to the slots 4 and positioned below and to one side of each slot. Rods 7 fit within the holes 6, extend the length of the casing 1 and project from each end. These rods 7 fit loosely within the holes 6 so that they may be moved longitudinally and rotated. Stop members 8 are secured to the ends of the rods 7 to limit the longitudinal movement. On the rods 7 between the ends 5 are mounted a plurality of spaced pins 9 at right angles to the rods 7 and at various angles relative to each other, the distances between the pins on each rod being less than the distance of longitudinal movement of the rods. Racing units 10 are movably mounted on the top 3 over the slots 4 and are provided with depending fins 11 which extend through slots 4 to a point below and to one side of rods 7. Each fin 11 is provided with an eye 12 located adjacent the front edge of the fin. The rear lower corner of each fin is cut away to form a shoulder 13. A turntable 14 is provided at one end of each slot and comprises a cylinder 15 rotatably mounted on the base 16 of the casing 1 below the slots 4 and journaled in a circular opening 17 in the top 3. The cylinders are each provided with a vertical slot 18 aligned with its respective slot 4 and of greater depth than the fins 11, which slots divide the upper portion of each cylinder into two similar semi-cylinders 15*a*. Semi-circular plates 19 are secured to the top surface of semi-cylinders 15*a* and extend over the top 3. The lower part of each cylinder 15 has a horizontal groove 20 around its circumference to provide a passageway for the rods 7. Pawls 21 are pivotally mounted on the underside of the top 3 adjacent each cylinder. Springs 22 are fastened to each of said pawls 21 and the underside of top 3 causing the free ends of pawls 21 to rest against the cylinders. The end portion of the top of one of each pair of semi-cylinders 15[a] is cut away at right angles to the slot 18 as indicated at 23 to receive the pawl 21 when in set position, the corresponding opposite part of the other semi-cylinder of each pair thereby forming a shoulder 24 against which the end 25 of the pawl 21 abuts to hold the turntable in set position. Spring members 26 are secured to the lower part of cylinders 15 and the other end of the casing 1 tending to keep the turntables in unset position. Blocks 27 are positioned against the end 5 adjacent each cylinder to act as stop members against which studs 28 abut when turntables 14 are in unset position. A pair of screws 29 extend upward from each turntable to facilitate the setting of the same.

In the accompanying drawing of the game,

one of the racing units is at the starting line with its turntable in set position, the other is nearing the finish line, its turntable being in unset position.

In operation: The automobiles or units 10 are placed on the top of casing 1 at the opposite end from the turntables, the fins 11 extending downwardly through the slots 4. Each turntable 14 is set by rotating it, by means of the pair of screws 29, in a direction against the pull of the spring 26 one-half turn at which position pawl 21 is pulled by spring 22 into 23 and abuts against shoulder 24, thus holding the turntables in set position. At a given signal the race commences, each unit 10 being propelled by a player by means of rod 7. The rods 7 may be moved longitudinally and rotated and it is only necessary to rotate a rod to a position in which a pin 9 is behind the fin 11. Then by moving the rod forward longitudinally, the unit 10 is caused to move accordingly a distance equal to the longitudinal play of the rod. The rod must then be pulled back and again rotated until the next pin is in correct position relative to the fin when the unit may again be moved forward. When a unit is thus pushed upon a turntable the front edge of the fin contacts with the pawl holding the turntable in set position and pushes it out of abutment with shoulder 24 thus allowing spring 26 to rotate the turntable to original position. This, of course, reverses the unit and it is then necessary for the player to move the rod to such a position that by rotating, a pin will hook into eye 12 so that the unit may be pulled off the turntable towards the starting point, which is also the finish line. By successive longitudinal and rotating movements of the rod the unit is caused to reach the finish line. The hinged sides 2 are for the purpose of exposing the mechanism so that the action of the game may be explained to the players. During play the sides are closed so that the players cannot see the position of the fins.

I claim:

1. A game comprising a casing, parallel slots in said casing, units movably mounted above said slots, fins depending from said units through said slots, rotatable and longitudinally movable rods mounted below said slots, a plurality of spaced pins extending from said rods adapted to contact with said fins to move said units.

2. A game comprising a casing, parallel slots in said casing, units movably mounted above said slots, fins depending from said units through said slots, rotatable and longitudinally movable rods mounted below said slots and protruding from the ends of said casing, a plurality of spaced pins extending from said rods adapted to contact with said fins to move said units.

3. A game comprising a casing, parallel slots in said casing, units movably mounted above said slots, fins depending from said units through said slots, rotatable and longitudinally movable rods mounted below said slots, a plurality of spaced pins extending from said rods and at various angles relative to each other adapted to contact with said fins to move said units.

4. A racing game having a plurality of racing units and means for moving said units comprising a plurality of longitudinally movable rods, each rod having a plurality of spaced pins extending therefrom and adapted to selectively contact one of said units.

5. A racing game comprising a casing, a plurality of racing units movably mounted on said casing, means for individually moving said units comprising a plurality of longitudinally movable rods, each rod having a plurality of spaced pins extending therefrom and adapted to individually and selectively contact one of said units and means at one end of said casing for individually reversing said units.

6. A game comprising a casing, parallel slots in said casing, units mounted above said slots, fins depending from said units through said slots, rotatable and longitudinally movable rods mounted below said slots, a plurality of spaced pins extending from said rods and adapted to contact with said fins to move said units and means for reversing said units comprising a turntable positioned at one end of each slot.

7. A game comprising a casing, parallel slots in said casing, units mounted above said slots, fins depending from said units through said slots, rotatable and longitudinally movable rods mounted below said slots, a plurality of spaced pins extending from said rods and adapted to contact with said fins to move said units and a turntable positioned at one end of each slot for reversing each of said units comprising a pawl for holding said turntable in set position, means for resisting the movement of said turntable to set position, said pawl being adapted to be moved away from said turntable by the fin of a unit when said unit is positioned on said turntable.

8. A game comprising a casing, parallel slots in said casing, units mounted above said slots, fins depending from said units through said slots, rotatable and longitudinally movable rods mounted below said slots, a plurality of spaced pins extending from said rods and adapted to contact with said fins to move said units, a turntable rotatably mounted at one end of each slot comprising a slotted cylinder, a shoulder in said cylinder, a pawl adapted to coact with said shoulder to hold said turntable in set position, resilient means for holding said pawl against said shoulder, resilient means for resisting the rotation of

said turntable to set position, stop means for holding said turntable in unset position when released from set position, said pawl being adapted to be moved away from said shoulder by the fin of a unit.

9. A game comprising a casing, parallel slots in said casing, units mounted above said slots, fins depending from said units through said slots, rotatable and longitudinally movable rods mounted below said slots, an eye in each of said fins, a plurality of spaced pins extending from said rods, means for individually reversing said units positioned at one end of each of said slots, said pins being adapted to selectively contact said fins and engage said eyes to move said units.

10. A racing game having a plurality of racing units and means for individually moving said units comprising a plurality of rotatable and longitudinally movable rods, a plurality of spaced pins extending from said rods at various angles relative to each other, said pins being adapted to selectively contact and move said units when said rods are moved longitudinally and stop means for limiting the longitudinal movement of said rods.

11. A game comprising a casing, parallel slots in said casing, units movably mounted on said casing above said slots, fins depending from units through said slots, eyes in said fins, rotatable and longitudinally movable rods mounted in said casing below said slots, a plurality of spaced pins extending from said rods at various angles relative to each other, said pins being adapted to selectively contact said fins and engage said eyes to move said units.

THOMAS E. RODMAN.