Dec. 30, 1941. M. M. SMITH 2,268,433

AMUSEMENT GAME

Filed Nov. 12, 1940 5 Sheets-Sheet 1



FIG. 1.

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AMUSEMENT GAME

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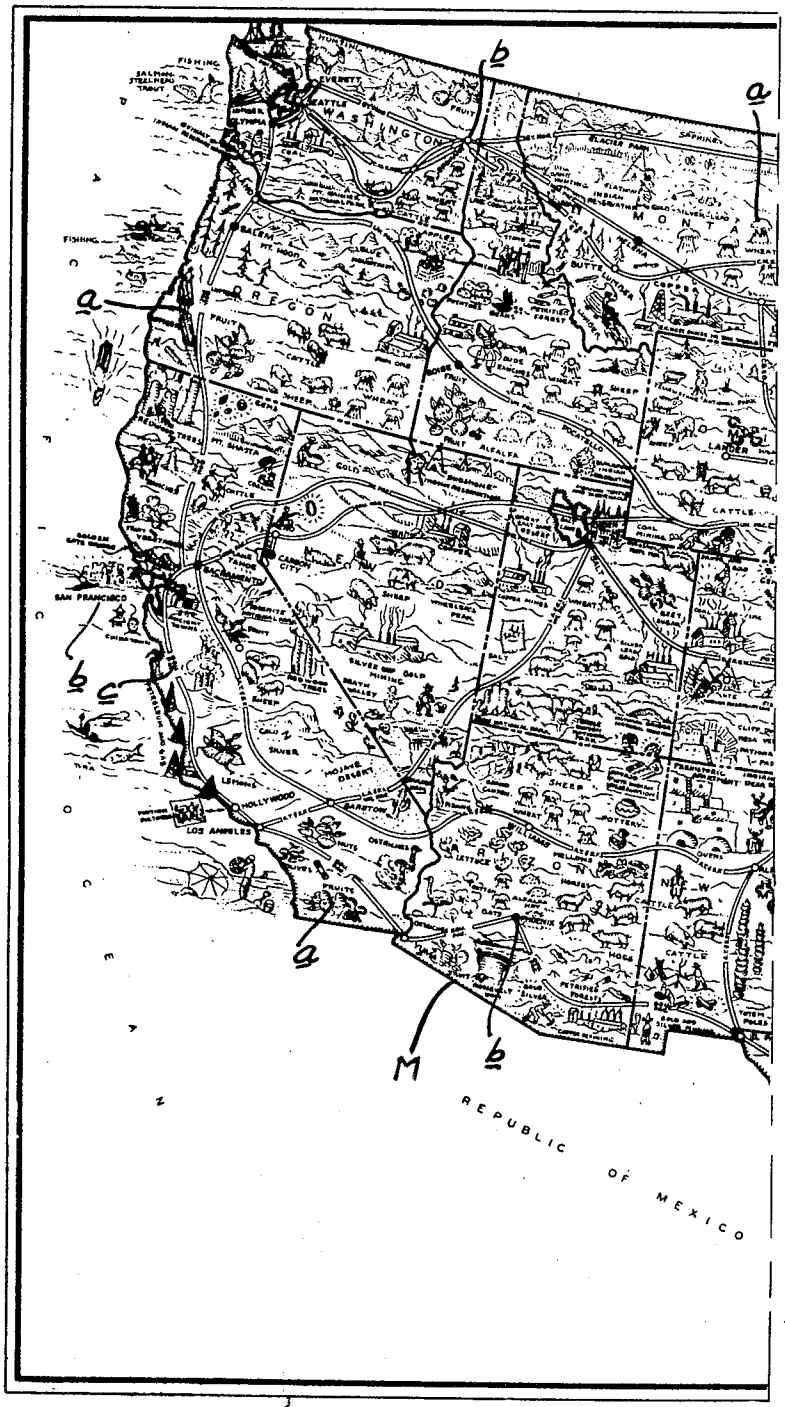


Fig. 1A.

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AMUSEMENT GAME

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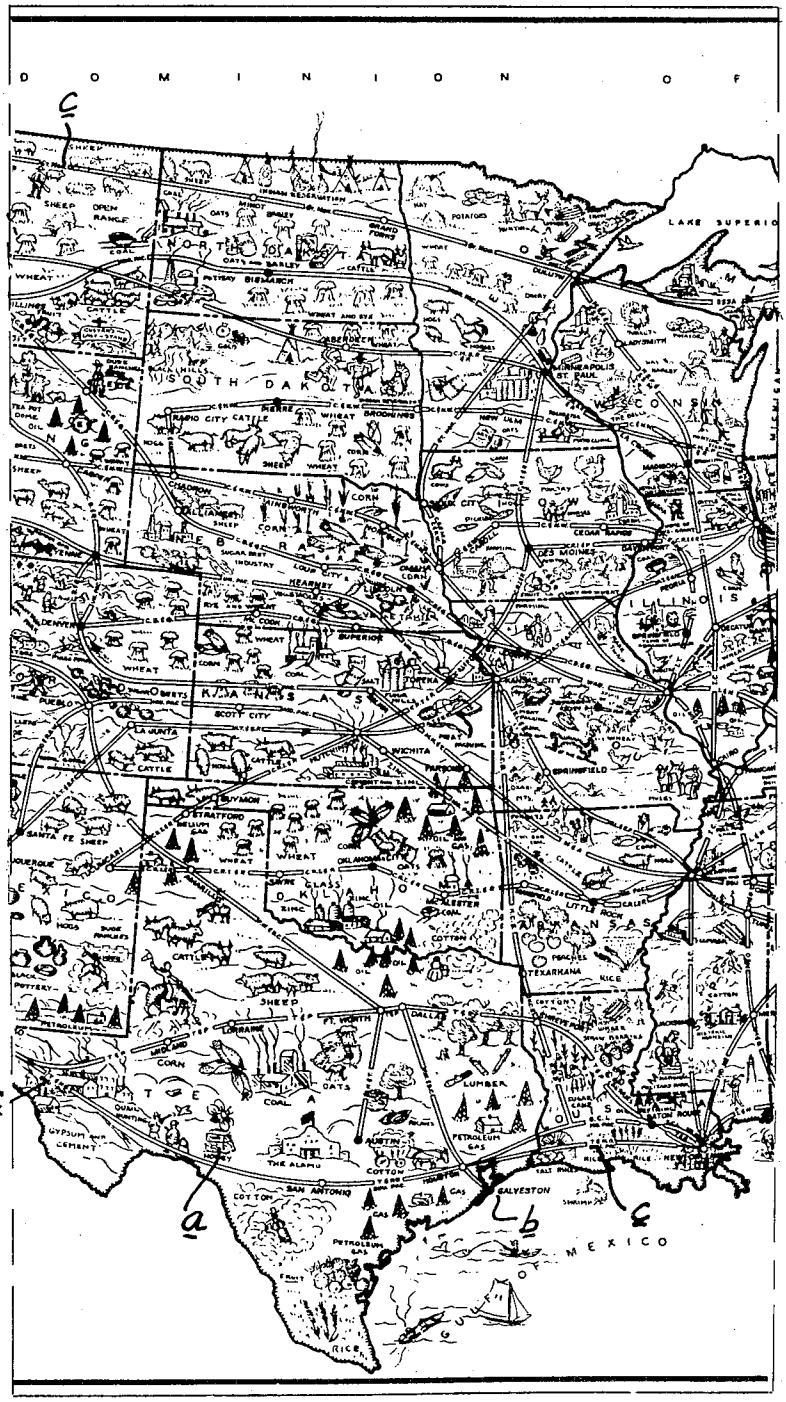


Fig. 1B.

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AMUSEMENT GAME

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Fig. 1C

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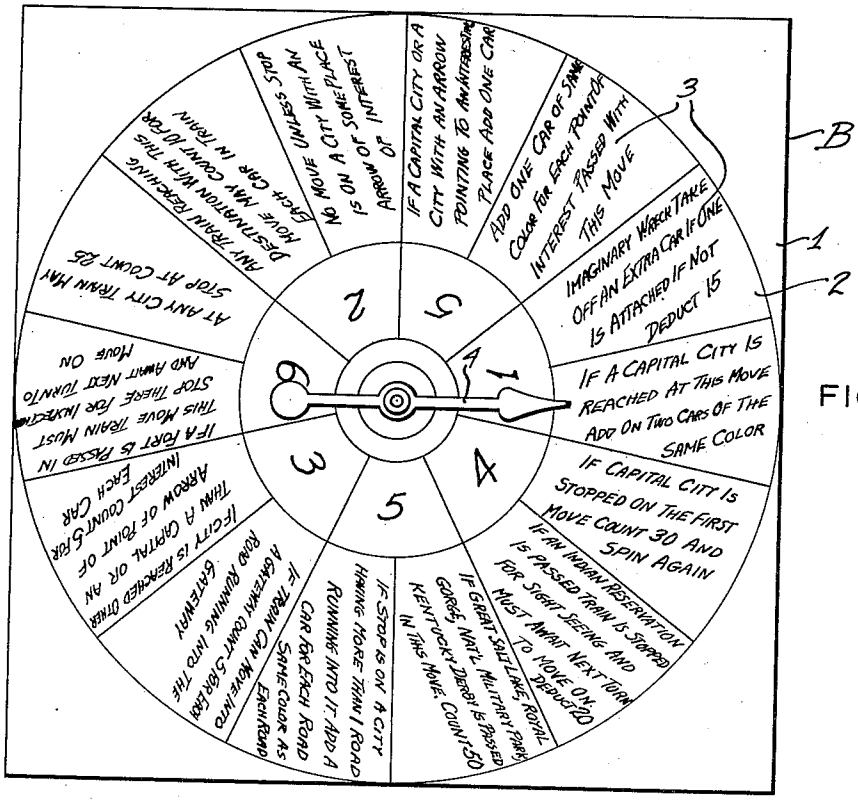


FIG. 2.

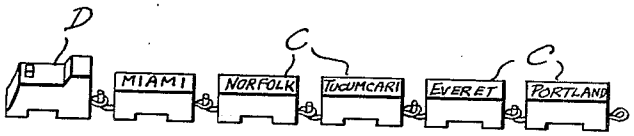


FIG. 3.

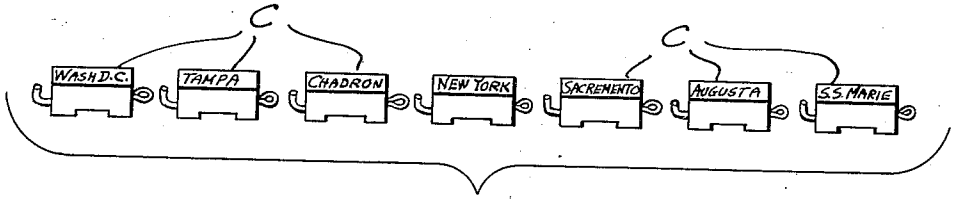


FIG. 4.

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Patented Dec. 30, 1941

2,268,433

UNITED STATES PATENT OFFICE

2,268,433

AMUSEMENT GAME

Mabel Marie Smith, St. Louis, Mo.

Application November 12, 1940, Serial No. 365,221

2 Claims. (Cl. 273—134)

This invention relates generally to amusement games. More particularly, my invention relates to a certain new and useful improvement in amusement games of educational and instructive character and has for its object, and resides in, the provision of a game of the type and character mentioned which includes a playing-board and co-operable pieces of such unique form and appearance that enable through playing of the game the acquisition by the respective players of knowledge of the geography of a particular country, of its commercial products, both natural and manufactured, of its various railway lines, and of other matters of interest pertaining to the particular country.

And with the above and other objects in view, my invention resides in the novel features of form, construction, arrangement, and combination of parts presently described and pointed out in the claims.

In the accompanying drawings (five sheets)—

Figure 1 is a plan view of a board forming part of the amusement game embodying my present invention;

Figures 1*a*, 1*b*, and 1*c* are enlarged endwise matching plan views of the board shown in Figure 1.

Figure 2 is a plan view of the indexing spinner also forming part of the amusement game of my invention; and

Figures 3 and 4 are side elevational views of some of the unique playing-pieces of the amusement game in attached and detached relation.

Referring now in more detail and by reference characters to the drawings, which illustrate a preferred embodiment of my invention, my new amusement game includes a board A on which is suitably imprinted and permanently displayed the geographical map M of a selected or particular country, in this instance and preferably the map of the United States and such selected topographic and geographic features as may be desired, indicated by selected symbols, representations, and indicia, as, for instance, various representations or symbols *a* indicative of natural or manufactured products, indicia or symbols *b* indicative of localities, and symbols *c* indicative of railway lines winding over the map M and between various localities *b*.

Co-operable with the game-board A, is an indexing spinner B, which comprises a flat board or plate-like member **1** upon its upper face provided with a suitably colored dial **2** and divided into a plurality of suitably colored segments bearing appropriate legends **3**, and pivoted centrally upon the plate **1** for movement about the plate **1** and over the several segmental legends **3**, is a freely rotating pointer or arrow **4**.

Also provided for co-operation with the game-board A, is a plurality of playing-pieces imitatively shaped in the simulation of railway rolling stock, as small railway cars C and locomotives D, as shown in Figure 3, the cars C and locomotives D, respectively, being arranged in sets having selected colors and bearing certain legends. For example, four sets of playing pieces may be provided colored, respectively, red, blue, green, and yellow. The cars C will also bear legends corresponding to various localities *b* for purposes of playing one type of game, as will presently more fully appear, and, as will be evident from Figure 4, the playing pieces C, D, may, when desired, be hooked or otherwise connected or attached together in the form of more or less extended trains.

A number of interesting, amusing, and educational games may be played with the game-board A and the accessories B, C, and D of my invention. By way of example, I have set forth in detail the following rules and description for the playing of four such games.

Game Number One—Food Products

This game may be played by two or more players, each of whom is a buyer of food products *a*. The object of this game is to operate a train through various localities *b* supplying such products *a* and return to the starting point. Each train is made up of an engine D and six or more cars C, the number of cars C being the same for all players.

Each player chooses one of four food products *a*, such as, for example:

	Color
Livestock (cattle, sheep and hogs)	Red
Grain (wheat, oats, barley and corn)	Yellow
Fruits (all varieties)	Green
Fish and poultry (this group includes ostriches)	Blue

Each division has a different color and each player takes an engine D and cars C of the same color as the product *a* chosen. For example, the player selecting grain as his product *a* will use a yellow engine D and cars C, and a player selecting livestock as his product *a* will use a red engine D and red cars C.

Placing of engines

Each player selects a so-called main city or locality *b* for his buying office and places his engine D at that point. As Chicago has large stockyards, that city may be chosen by the buyer of livestock. Minneapolis would be a good city for the buying of grain, New York city for the buying of fruits, and Kansas City for the buying of fish and poultry.

The player now spins the indexing pointer **4** to determine which player has the first move.

Placing of cars

The first player refers to a suitably printed list or so-called State chart (not shown) which

may be compiled in any suitable or desired degree of detail to show the products of the various States, listed alphabetically, as shown. If the first State, Alabama, lists his product, he may place a car C at any city in that State. The next player then refers to the second State listed, Arizona; the third player, Arkansas, each player referring to the succeeding State. If a player's product is not shown in the State, he loses his "turn" and must wait until his next turn.

To illustrate, suppose the fourth player has chosen grain. The fourth State on the list is California. As grain is not shown as a product of California, he cannot place a car C in that State and must wait his turn. Players continue, in turn, until all cars C are placed.

Assembling of trains

Each player now has his engine D at his buying city and his cars C placed in various States or so-called secondary localities where his product may be obtained. He is now ready to send his engine D over a railway *c* to pick up his several placed cars C and bring them to his buying city *b*.

It is suggested that the board A be studied by each player prior to any moves, so that the most direct routes *c* can be chosen. The particular engine D may move over any railroad *c* in collecting the cars C, but cannot jump across the board A.

Players should "spin" again to determine whose engine D starts first. The number on which the spinning arrow **4** stops indicates the number of cities or localities *b* through which the player may advance his engine D. For example, the particular player's engine D is at Fort Worth, Texas, heading west, and the spinning arrow **4** indicates three moves. Such engine D can then proceed through Lorraine and Midland to El Paso. As cars C are reached, they should be attached together in the formation of a connected train.

Stop at railroad crossings

All trains must stop before crossing another railroad line *c* and the player must wait his next turn before proceeding. To illustrate, a train has reached Barstow, California, heading east and the spinning arrow **4** has stopped on number **5**. This player moves his train from Barstow through Williams, Albuquerque, and Sante Fe and proceeds toward La Junta, Colorado. Before reaching the last-named city or locality *b*, he comes to a railroad crossing and must stop there until his next turn.

The player who succeeds in returning his train to the buying city or locality *b* first is the winner and points will be scored as follows—

1st—15 points for each car and a bonus of 100,
2nd—10 points for each car and a bonus of 50,
3rd—10 points for each car and a bonus of 25,
4th—10 points for each car and no bonus.

As more than one game is usually played, the points scored by all players should be written down after each game to determine the total points of each player.

Game Number Two—Manufacturing and Railroads

The object of this game, which can be played by two or four players, is to transport raw material *a* from their source to cities or localities *b* where they are used in manufacturing or for export.

Each player is the buyer of products *a* shown in the group he has selected, which are as follows—

	Color
Group 1—Oil and coal	Red
Group 2—Gold, silver, gems, cotton, wool, and rayon yarn	Yellow
Group 3—Steel, iron ore, copper, lead, zinc, and cement	Green
Group 4—Lumber and tobacco	Blue

The home cities for the above groups are—

Group 1—Baton Rouge, Louisiana,
Group 2—New York city, New York,
Group 3—Mobile, Alabama,
Group 4—Seattle, Washington.

An engine D of the color shown for its group is placed at the home locality *b*. If two persons are playing, each player will use two groups and will have two trains gathering his products.

Placing of cars

Cars C will be placed throughout the States by following the chart of States as explained for game number one. The players are now ready to send out their engines D, assemble the cars C, and bring the connected train back to the home city.

Railroads used by players

Each player has a group of railroads *c* over which his train should move. If a player uses a railroad *c* of another group, he adds to the score of an opponent, as explained below. The railroad belonging to each group and its home city are—

Group No. 1 Baton Rouge, La.	Group No. 2 New York City, N. Y.	Group No. 3 Mobile, Ala.	Group No. 4 Seattle, Wash.
E. A. C. L.	E. N. & W.	E. L. V.	W. C. & S.
E. A. G. S.	E. Penn.	E. L. & N.	W. D. R. G. & W.
W. A. T. & S. F.	E. R. F. P.	E. M. St. P. S. S. M.	E. D. S. S. & A.
E. B. & O.	W. S. L. & S. F.	W. M. & N. A.	E. Erie
E. B. & M.	E. S. A. L.	W. M. K. & T.	E. F. E. C.
E. C. Natl.	W. S. Pac.	W. M. Pac.	W. F. W. & DC.
E. C. & G.	E. Sou.	E. M. & O.	E. G. T. & W.
E. C. & O.	W. T. Pac.	E. N. O. N. E.	W. G. Nor.
W. C. & W.	W. U. Pac.	E. N. Y. C.	E. I. C.
W. C. M. & St. P.	E. Wab.	E. N. Y. N. H. & H.	E. I. T.
W. C. R. I. & P.	W. W. Pac.	W. N. Pac.	W. K. C. S.

Players should copy the list of their own railroads as shown above.

Moving the engines

Players will spin the arrow **4** to select the one who moves first. The first player again spins the arrow **4** and will move his engine through as many cities or localities *b* as the arrow **4** indicates. The owner of the railroad *c* on which the engine D or train stops is given a score of 5 points, whether it belongs to the one making the move or another player. To illustrate, if the engine D or train of the buyer for group No. 1 stops at a city or locality *b* on the railway *c* known or designated as the Southern Pacific

Railroad, the player having group No. 2 would score 5 points, as the Southern Pacific Railroad does not belong to group No. 1.

If the city or locality *b* at which the train stops is on more than one railroad *c*, a score of 5 points is given to the owners of each railroad.

It will be seen that it is to the buyer's advantage to keep his train on his own railroads *c* as much as possible. Cars C will be attached to the engine D as they are reached.

The player whose train arrives at the home city or locality *b* first is given a bonus of 100 points. When all trains have arrived, the points scored by each player are added. The one having the largest score is the winner.

GAME NUMBER THREE—TRAVELING

The object of this game is to travel across the continent by various routes *c*, passing through various localities *b*, such as prominent cities, sites of historic importance, and scenic interest. Mental alertness of the players will mean a better score.

Placing of cars

Take one car C of each color from their container (not shown), no engine. It will be noted that each car C displays the name of a particular locality or city *b*, which the car must reach by traveling from the opposite coast. The light-colored cars C will travel from east to west, and the dark-colored cars C will travel from west to east.

In moving the cars C across the continent, each route *c* goes through one of four centrally located cities *b*, namely, Chicago, St. Louis, Memphis, and New Orleans. These cities are called "gateways." Players should be alert and notice if an opponent fails to route his car, or cars, through the specified "gateway." Any player discovering this oversight will be rewarded with 50 points.

The starting point, "gateway" city, and destination of each route is shown below—

EAST SIDE

Point of origin	Color	Via railroad	Gateway	Via railroad	Destination
New York	Green	N. Y. C.	Chicago	C. R. I. & P.	Tucumcari.
Miami	Green	F. E. C.—A. C. L.—C. G.—S. L. S. F.	Memphis	S. F.—U. P.	Portland.
Atlantic City	Red	Penn—B. & O.	Chicago	A. T. & S. F.	Sacramento.
Augusta	Red	M. C.—C. V.—C. N.—G. T.	Chicago	C. & N. W.	Chadron.
Tampa	Blue	A. C. L.—L. & N.	St. Louis	C. B. Q.—R. I.—G. N.	Everett.
Washington, D. C.	Blue	A. C. L.—L. & N.	New Orleans	M. P.—K. C. S.—C. B. & Q.	Billings.
S. Ste. Marie	Yellow	D. S. S. A.—I. C.—M. St. P. S. S. M	Memphis	M. P.—D. R. G. W.—W. P.	Sacramento.
Boston	Yellow	N. Y. N. H. & H.—Erie—L. & N.—I. C.	New Orleans	T. & P.	El Paso.

WEST SIDE

Point of origin	Color	Via railroad	Gateway	Via railroad	Destination
Seattle, Wash.	Green	C. M. St. P.	Chicago	C. & O.	Norfolk.
Portland, Ore.	Green	U. Pac.—St. L. S. F.	Memphis	S. L. S. F.—C. G.—A. C. L.—F. E. C.	Miami.
Sacramento	Red	A. T. S. F.	Chicago	G. T.—C. N.—C. V.—B. M.—M. C.	Augusta.
Olympia	Red	N. P.—C. R. I. & P.—C. B. & Q.	St. Louis	Wab.—L. V.	New York.
San Francisco	Blue	Sou. Pac.	New Orleans	Sou.	Washington, D. C.
Everett	Blue	G. N.—C. & N. W.—Wab.	St. Louis	L. & N.—A. C. L.	Tampa.
Los Angeles	Yellow	U. P.—D. R. G. W.—M. P.	Memphis	I. C.—M. S. S. M.—D. S. S. A.	S. Ste. Marie.
Sacramento	Yellow	W. P.—U. P.—M. N. A.	Memphis	L. & N.—N. W.	Norfolk.

Now place the cars C on the board, at their respective starting points: the car C marked Tucumcari at New York, the car marked Portland at Miami, Florida, and the car marked Sacramento at Atlantic City. Similarly for cars C traveling east, the one marked Norfolk should be placed at Seattle, Washington, the one marked Miami at Portland, Oregon, and so on down the list until all eight cars C to travel east and the same number to travel west are at their respective starting points. It is to be noted that the particular cars C are of the same color as the respective routes *c* over which they are to move.

Players now spin the arrow **4** to ascertain who moves first. The inner circle of figures on the board **1** shows the number of cities *b* a car C can travel through in one move, and the circle of colors on the board **1** indicates which color of car C is to be moved. The segmental legends or sections **3** will give directions which the player must follow. For example, the first player has chosen the east side and the spinning arrow **4** stops at No. 4 on the inner circle and the color on the outer circle is green. This means the player can move his green car, which has been placed at Miami, Florida, past three cities on the F. E. C. and A. C. L. railroads, stopping at the fourth city, which is Albany, Georgia. The instructions on the spinner tell us if the car has stopped at a capital city—for the first move he may count 30 and spin again. As Albany, Georgia, is not a State capital, the player, of course, cannot take this advantage.

Now the player for the west spins the arrow **4**. If the arrow stops on No. 3 of the inner circle, which has red on the outer circle, this means he should move his red car marked Augusta stationed at San Francisco, California, over the red route railroad, A. T. & S. F. to the third city, which is Yuma, Arizona. The instructions in the red section red—if a city or locality *b* is reached other than a capital or an arrow of point of interest, count 5 for each car. As Yuma, Arizona, is not a capital locality *b*, nor is there an arrow pointing to a place of interest, a count of 5 is made as there is only one car on the first move.

When the spinning arrow **4** stops on an outside color "purple," the player may move any train, as "purple" is a neutral color.

Thus, the game proceeds, moving cars, mak-

ing the counts as indicated, and following the directions given between the outer and inner rows of numbers, when applicable.

Count the score at the end of the game thus. Any car or cars arriving at their destination, regardless of which side, are mounted as shown in the table below—

1st count—15 points for each car and a bonus of 100,
2nd count—10 points for each car and a bonus of 75,
3rd count—5 points for each car and a bonus of 50,
4th count—5 points for each car and a bonus of 50,
5th count—5 points for each car and a bonus of 25,
6th count—5 points for each car and a bonus of 25,
7th count—5 points for each car left on board goes to opponent.

The one exception to the above is when a car or cars reach their destination by moving in after the spinning arrow 4 has stopped on purple. When this occurs, the player is given an additional score of 15 for each car.

Players may use either four or eight trains for each side, but must use four different colors on account of instructions on the spinning card. Engines D may be attached to cars if only four trains are used.

GAME NUMBER FOUR—CAPITAL CITIES

This is a very simple game, but affords great amusement. Players of this game quickly learn the capitals of every State in the Union. It may be played by two to eight players with an additional person to call the roll of States.

To start the game, each player takes six cars C of the same color. If only two are playing each may take twelve cars of two colors.

The person chosen to call the roll of States refers to the list and calls the first state—Alabama. The first player must then give the name of the capital city of Alabama. If given correctly, he places one of his cars C on the map at that city.

Should the player be unable to name the capital city or names it incorrectly, the next player is asked. If the next player cannot answer, the third is asked, and so on until the correct answer is given or all players have failed.

The player who correctly names a capital city after another has missed is given a car by the player who had the first chance This car, however, is not placed on the map.

If no player gives the name of a State Capital correctly, the first player who missed returns one of his cars to the box.

When all the States have been called, the player having the most cars on the map and cars of other players is the winner.

The game thus not only affords amusement to the several players, but is also educational and instructive. In addition, the board A and pieces C, D, are artistic and attractive and accentuate the interest of the players, both yound and old, and it should be understood that changes and modifications in the form, construction, arrangement, and combination of the several parts of the game may be made and substituted for those herein shown and described without departing from the nature and principle of my invention.

Having thus described my invention, what I claim and desire to secure by Letters Patent is:

1. An amusement-game comprising a gameboard displaying the map of a selected country, first main and secondary symbols relatively positioned on the map in spaced arrangement indicative of selected localities of said country, second symbols so positioned on the map indicative of products associated with selected first symbols, third symbols indicative and simulative of railway lines so located and depicted on the map as to extend between and connect various of the first symbols, first playing-pieces simulative in form and appearance of railway freight-cars for manual location upon the map at selected first secondary symbols and for travel over the map on the third symbols, the first playing pieces being manually attachable one to another, and an additional playing piece simulative of a railway locomotive for coupling with the first playing-pieces for manually moving a connected group thereof over the third symbols from said several first secondary symbols to a selected main first symbol.

2. An amusement-game comprising a gameboard displaying the map of a selected country, first main and secondary symbols relatively positioned on the map in spaced arrangement indicative of selected localities of said country, second symbols so positioned on the map indicative of products associated with selected first symbols, third symbols indicative and simulative of railway lines so located and depicted on the map as to extend between and connect various of the first symbols, first playing-pieces simulative in form and appearance of railway freight-cars for manual location upon the map at selected first secondary symbols and for travel over the map on the third symbols, the first playing-pieces displaying symbols corresponding to some of said first symbols and being manually attachable one to another, and an additional playing-piece simulative of a railway locomotive for coupling with the first playing-pieces for manually moving a group thereof in connected relation over the third symbols from said several first secondary symbols to a selected main first symbol.

MABEL M. SMITH.