J. S. BETSCHART.

GAME APPARATUS.

APPLICATION FILED DEC. 9, 1914.

1,139,949. Patented May 18, 1915.

Fig. 1.

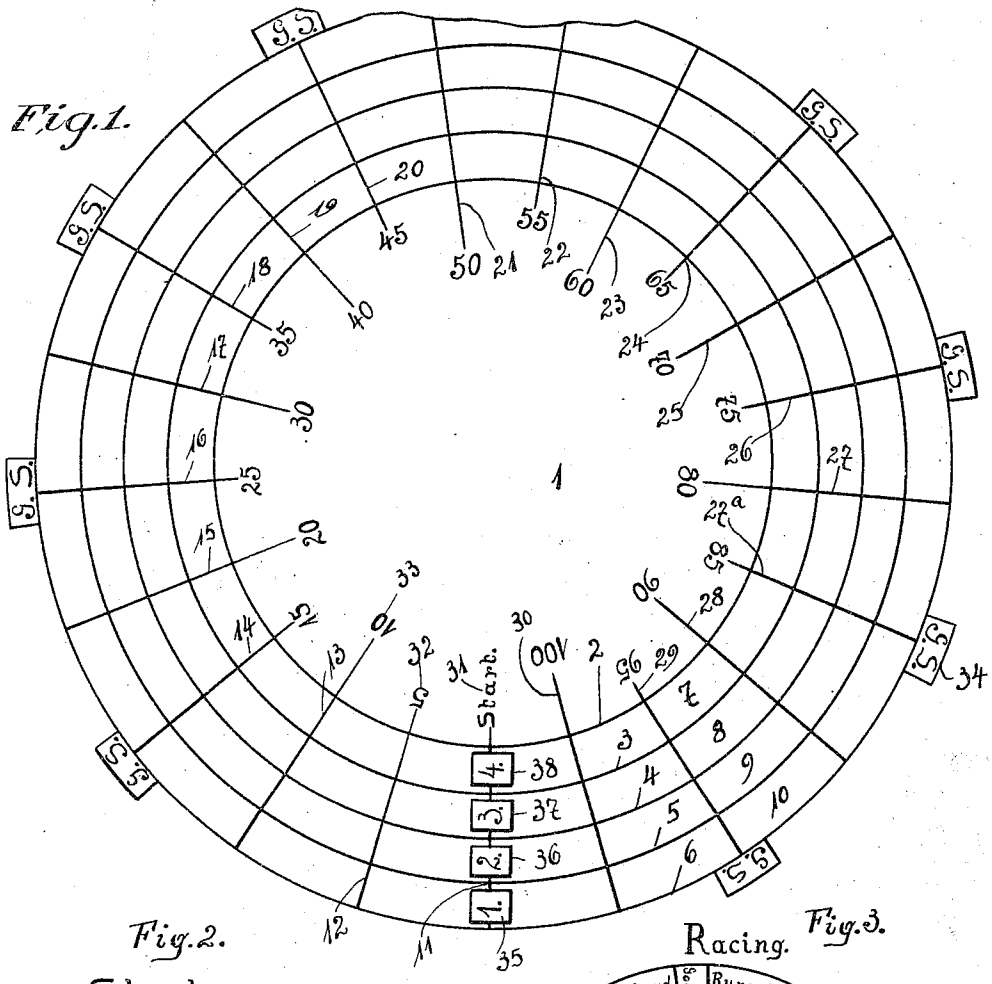


Fig. 2.

Starting.

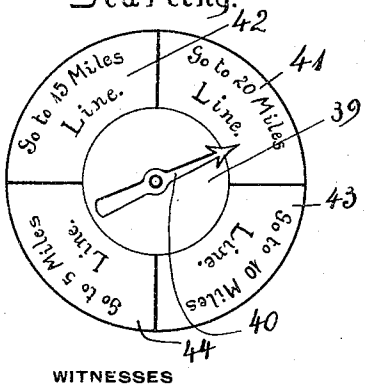
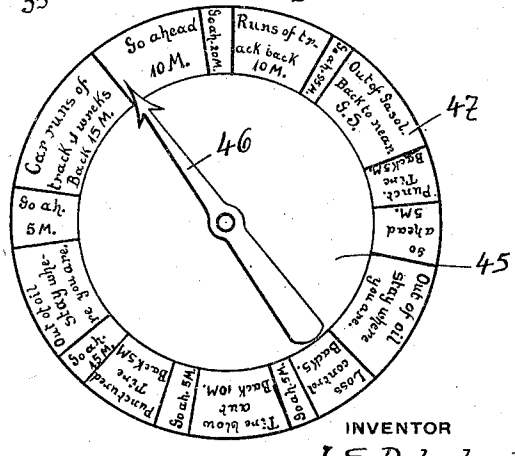


Fig. 3.

Racing.



WITNESSES

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GAME APPARATUS.

1,139,949. Specification of Letters Patent. Patented May 18, 1915.

Application filed December 9, 1914. Serial No. 876,213.

To all whom it may concern:

Be it known that I, JOSEPH S. BETSCHART, a citizen of the United States of America, residing at Bridgeville, in the county of Allegheny and State of Pennsylvania, have invented certain new and useful Improvements in Game Apparatus, of which the following is a specification, reference being had therein to the accompanying drawing.

This invention relates to game apparatus and has for its object to provide an apparatus of such class, in a manner as hereinafter set forth, to enable the playing of a new and amusing automobile racing game.

Further objects of the invention are to provide a game apparatus which is simple in its construction and arrangement, durable, conveniently manipulated to play the game, capable of being played with the apparatus, and inexpensive to manufacture.

With the foregoing and other objects in view the invention consists of the novel construction, combination and arrangement of parts as hereinafter more specifically described and illustrated in the accompanying drawings wherein is shown an embodiment of the invention, but it is to be understood that changes, variations and modifications can be resorted to which come within the scope of the claims hereunto appended.

In the drawing wherein like reference characters denote corresponding parts throughout the several views:—

Figure 1 is a plan view of the portion of the apparatus constituting the racing course. Fig. 2 is a plan view of the starting dial. Fig. 3 is a plan view of the racing dial.

The apparatus includes a base 1 having its upper face provided with a series of concentric circles 2, 3, 4, 5 and 6, to form a series of parallel courses 7, 8, 9 and 10.

The concentric circles are intersected by radially disposed lines 11 to 30 and said radially disposed lines divide the courses into spaces each to constitute five miles in length. One of the radially disposed lines constitutes a starting line and is so designated as at 31. The other radially disposed lines, that is the lines 12 to 30, each will designate the number of miles it is to indicate, as at 32. The designations for the radially disposed lines 12 to 30 are from five to one hundred, for example, five, ten, fifteen, twenty, etc.

Associated with the radially disposed lines 14, 16, 18, 20, 22, 24, 26, 27ª and 29 is an abbreviation "GS" as at 34, which indicates "gasolene stop".

The reference characters 35, 36, 37, and 38 denote the playing pieces and each are to represent automobiles.

The reference character 39 denotes a circular dial having a pivoted pointer 40. The dial 39 is formed with a series of inscriptions, as at 41, 42, 43, 44, and each of these inscriptions when the pointer is directed thereto, indicates what point upon the course the playing piece is to start.

The reference character 45 denotes a racing dial which is provided with a pivoted pointer 46 and further has a series of inscriptions 47 and each denotes the moving of a playing piece when the pointer 46 is directed to such inscription.

When playing the game the playing pieces 35 to 38 are positioned upon the starting line. The pointer 40 is then revolved on its pivot and when becoming stationary, it points to one of the inscriptions 41, to 44, and such inscription will inform the player at what point upon the course he is to position his playing piece. After the playing piece has been positioned by the use of the starting dial, the pointer 46 of the racing dial is revolved and when it stops, the inscription to which it is pointed, is then read and the playing piece is moved to the point designated, or not moved, depending upon the character of the inscription. The racing dial having indications thereon corresponding with the inscriptions on the playing board contains an inscription relative the gasolene stops. The use of the dial, as stated above, is for the purpose of moving the playing pieces forwardly or rearwardly, as the case may be, according to the directions on the dial when the pointer thereof stops at such indications. When the pointer stops on the inscription relative the gasolene stops, it is an indication of an obstacle in the movement of the playing piece and the player must move his playing piece rearwardly to the line registering with the nearest gasolene stop 34. Otherwise the use of the dial for the movement of the pieces is as heretofore described and ordinarily the case in the use of such game apparatus. This manner of playing the game is continued until one of the playing pieces has completely covered the course with which it associates and the playing piece which first travels its course is the winner.

What I claim is:—

A game apparatus of the class described, comprising a base designed with concentric and radial lines constituting a plurality of racing courses, the radial lines designating distances on the courses and numbered, a plurality of playing pieces for position on the various courses of the base, certain radial lines being designated as stopping points, a starting dial provided with a spinning pointer for use at the start of the game to designate the starting positions of the various playing pieces, and a racing dial with a spinning pointer for controlling and designating the movements of the various playing pieces, said last mentioned dial indicating certain advantages and disadvantages in the movements of said pieces.

In testimony whereof I affix my signature in the presence of two witnesses.

JOSEPH S. BETSCHART.

Witnesses:

MAX H. SROLOVITZ,

MARIE H. ZHEIA.