Aug. 11, 1931. H. W. SMITH 1,818,012

GAME

Original Filed Jan. 15, 1929

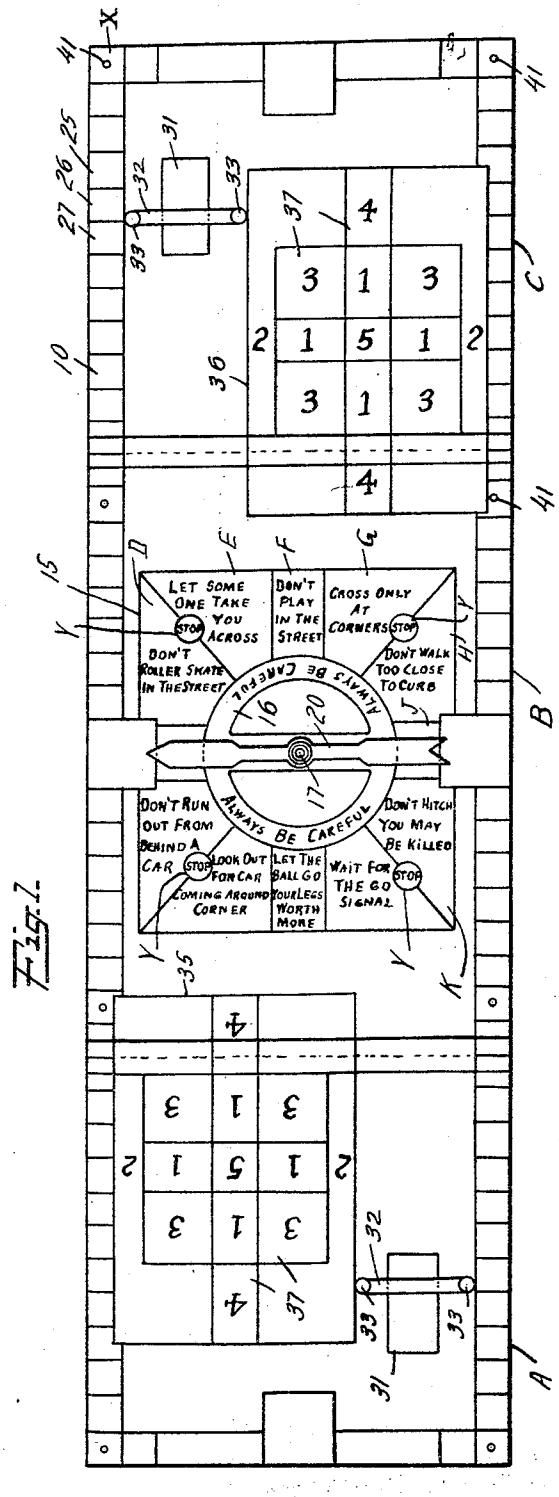


Fig. 1.

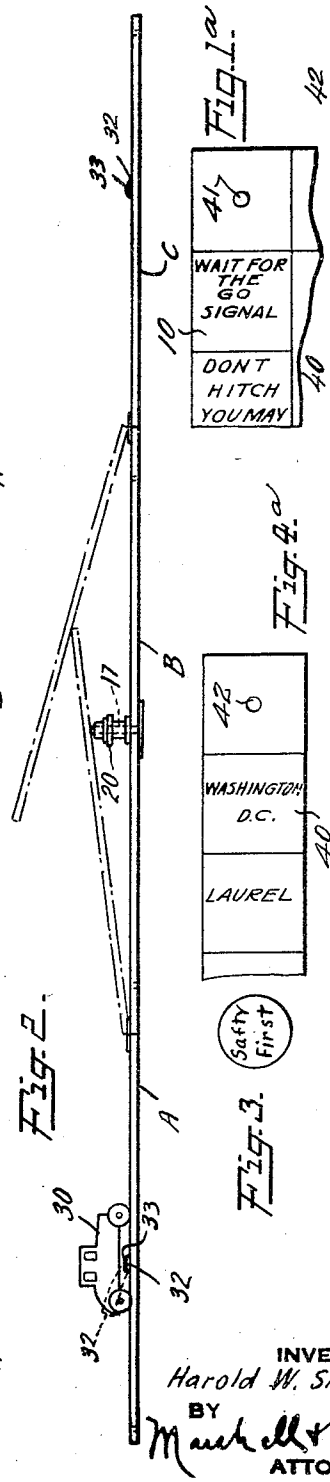


Fig. 2.

Fig. 1a.

Fig. 4a.

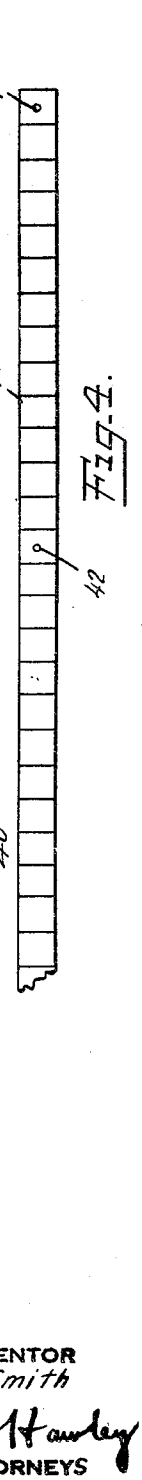


Fig. 4.

Fig. 3.

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GAME

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This invention relates to games.

More particularly stated, the invention relates to an automobile game and has for its salient object to inculcate in the player the principles of safety.

Another object of the invention is to provide a game apparatus so constructed and arranged as to provide a game that will appeal to the imagination of and will hold the interest of the player.

Another object of the invention is to provide a game of the character described that is simple and practical in construction and does not require any particular skill on the part of the player.

Further objects of the invention will appear from the following specification taken in connection with the drawings, which form a part of this application, and in which

Fig. 1 is a plan view of the game board constructed in accordance with the invention;

Fig. 1*a* is a detail of the game board, showing the safety legends thereon;

Fig. 2 is an elevation taken at right angles to Fig. 1;

Fig. 3 is a plan view of one of the playing disks used in playing the game; and

Fig. 4 is a plan view of a route strip adapted for use in connection with the game.

Fig. 4*a* is a detail of one of the route strips.

The invention briefly described consists of a game apparatus comprising a game board having a path of play thereon, and having a space within the path of play on which are separately located legends. The legends preferably impart safety information and a pointer is mounted in the space referred to and is adapted to indicate any one of the legends appearing on the space. The path of play is divided up into increments or sections and certain of the sections bear legends corresponding to the legends in the space referred to. As the pointer is spun in any suitable manner, the legend opposite which the point of the pointer comes to rest, will indicate the move of the player, and the player will move his playing disk to the space in the path of play bearing the legend corresponding to the legend opposite which the pointer has come to rest.

In order to carry out the spirit of the automobile game, a toy automobile may be projected or propelled on the board in a direction to strike the pointer and cause it to rotate.

Another feature of the invention involves the provision of scoring sections or boards and the game can be played by causing the toy automobile to be propelled to a position on the scoring board. In this case the move of the player will be determined by the numeral on which the automobile or a designated portion thereof comes to rest.

Another feature of the invention involves the superimposing of a route strip on the path of play and the use of the route strip in connection with the scoring board. The route strip may have thereon in successive spaces the names of towns intermediate predetermined terminals or destinations.

Further details of the invention will appear from the following description.

In the form of the invention illustrated in the drawings, there is shown a board which may, if desired, comprise three sections, A, B and C, the sections B and C being foldable on the section A to make the apparatus compact.

The board has a path of play 10 which may start at the upper right hand corner X and extend down one side across the opposite end, down the other side in a reverse direction, and across the other end to the starting position X.

The central section B of the board has a central space or section 15 on which are formed a plurality of spaces or sub-divisions D, E, F, G, H, J, K, etc., these spaces or sub-divisions being formed around a central circle 16. In the center of the circle 16 there is rotatably mounted on a spindle 17, a pointer 20 which is free to turn on its spindle. On diagonal lines within the space 15 there are also shown circles Y having thereon the word "Stop".

Each of the sub-divisions or spaces D, E, F, G, etc., has printed thereon a safety

legend such as "Don't roller skate in the street", "Let some one take you across", "Cross only at corners", etc. These legends are intended to inculcate in the player the principles of safety. The path of play 10 is sub-divided into spaces 25, 26, 27, etc., and certain of these spaces bear legends corresponding to the legends in the sub-divisions or sections D, E, F, G, etc. If desired, the pointer 20 may be spun by hand and the legend D, E, F, G, etc., over which it comes to rest will indicate the space 25, 26, 27, etc., to which the player's disk is to be moved.

However, in order to carry out the spirit of the game, a toy automobile 30 may be used by the player and is placed over a parking space 31 at one end of the board. An elastic band 32 is secured across the space 31 by means of pins or staples 33 and the automobile is drawn backwardly across the tension of the band, as shown in Fig. 2. After the band has been stretched by the toy automobile, the automobile is released and under the force of the elastic band is propelled forwardly. The automobile is aimed at the pointer which is positioned as shown in Fig. 1, and the toy automobile can er, the pointer is spun on its pivot.

The disks used to indicate the moves of the player have preferably marked or printed thereon the words "Safety first".

If desired, the method of playing the game just outlined can be carried out until the players have moved around the path of play once or twice, and then the pointer may be swung at right angles to the position shown in Fig. 1, and the toy automobile can be projected or propelled to a position above one of the scoring sections 35 or 36. Each of the scoring sections is sub-divided into spaces 37 having printed or marked thereon numerals of different denominations, as illustrated in Fig. 1. In order to determine the number of spaces to be moved by the player, some part of the toy automobile, such as the right front wheel, may be designated as the portion of the automobile to determine the move. For instance, if the automobile is propelled by the elastic band to a position in which the front right wheel rests on the space containing the numeral 5, then the player will move five spaces from the position occupied by the disk.

In order to add further interest to the game and to familiarize the player with different routes or trips, route strips such as the strip 40 shown in Fig. 4 may be constructed of suitable dimensions to be superimposed on the path of play. The four corners of the game board may have perforations 41 therein adapted to receive a staple or suitable securing means which is passed through an opening 42 in the end of the strip and the opening 41 at the corner of the game board. The route strip 40 will preferably have printed thereon at the ends, two desired terminals, and intermediate the ends the names of the towns arranged consecutively from one terminal to the other. By the use of the scoring section or score board 35, the trip from one terminal to the other can be made in increments determined by the numerals in the scoring sections over which a designated part of the toy automobile comes to rest.

If desired, the rules of the game may state that in case the pointer 20 comes to rest over one of the circles Y having thereon the word "Stop", the player must wait until his next turn in order to progress.

It will be obvious that any desired safety information may be imparted to the player by suitable legends arranged in the central space 15 or any desired spaces around the path of play. Such, for instance, as information relating to signals for right turns, left turns, stop, etc.

From the foregoing description it will be evident that the game can be played in many different ways and that the use of the game will inculcate in the player the principles of safety as well as affording interest and amusement.

Although one specific embodiment of the invention has been particularly shown and described, it will be understood that the invention is capable of modification and that changes in the construction and in the arrangement of the various cooperating parts may be made without departing from the spirit or scope of the invention, as expressed in the following claims.

What I claim is:

1. A traffic game apparatus comprising a board having a central space bearing a plurality of separately located legends, imparting traffic and safety information, a rotatable pointer adapted to indicate any one of said legends, and a single path around the board having a plurality of consecutively arranged spaces, certain of said consecutively arranged spaces bearing legends corresponding to the legends in the central space, and a scoring section on said board having a plurality of numerals of different denominations thereon, said central space being used during one phase of the game and said scoring section being used during another phase of continued play.

2. A game apparatus comprising a board having a space bearing a plurality of separately located legends, a rotatable pointer adapted to indicate any one of said legends, a single path around the board having a plurality of consecutively arranged spaces, certain of said consecutively arranged spaces bearing legends corresponding to the legends in the first mentioned space, and a

scoring section on said board within said path having a plurality of separately located indicia of different characteristics therein, said legend bearing space being used during one phase of the game and said scoring section being used during another phase of continued play.

3. A multiphase game apparatus comprising a board having a path of play around the board, a scoring section on the board within said path for use during one phase of the game, said section having a plurality of separately located indicia of different characteristics therein, a second scoring section for use during another phase having a plurality of separately located indicia of different characteristics from those on said first section, said first section providing for longer moves about the path of play than said second section and means on the board for propelling a device onto a desired scoring section.

4. A multiphase game apparatus comprising a board having a path of play around the board, scoring means on the board within said path, said means having a plurality of separately grouped indicia of different characteristics therein, certain of said indicia being grouped on said board for use during one phase only of the game to provide long moves about the path of play, and other of said indicia being separately grouped on said board for use during another phase only of the game to provide short moves, said scoring means including a toy automobile, and means on the board for propelling said automobile on the board.

5. A game apparatus comprising a board having a path of play on the board, detachable route strips, said board and strips carrying means for securing said strips on said path of play, a scoring section having a plurality of indicia of different characteristics thereon, a device movable onto said scoring section, and means for propelling said device.

6. A game apparatus comprising a board having a space bearing a plurality of separately located legends, a rotatable pointer adapted to indicate any one of said legends, and a path around the board having a plurality of consecutively arranged spaces, certain of said consecutively arranged spaces bearing legends corresponding to the legends in the first mentioned space, said pointer having sufficient length to extend transversely entirely across the first mentioned space, and means movable on the board to engage and rotate the pointer.

7. A traffic game apparatus comprising a board having a space bearing a plurality of separately located indicia imparting traffic and safety information, a rotatable pointer adapted to indicate any one of said indicia, and a path of play having a plurality of consecutively arranged spaces, certain of the consecutively arranged spaces bearing indicia corresponding to the indicia on the first mentioned space, and means comprising a plurality of members of different denominations located on the board to permit a variation in the routine of play during the final phase of the game.

HAROLD W. SMITH.