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P. M. BENDTIN

GAME

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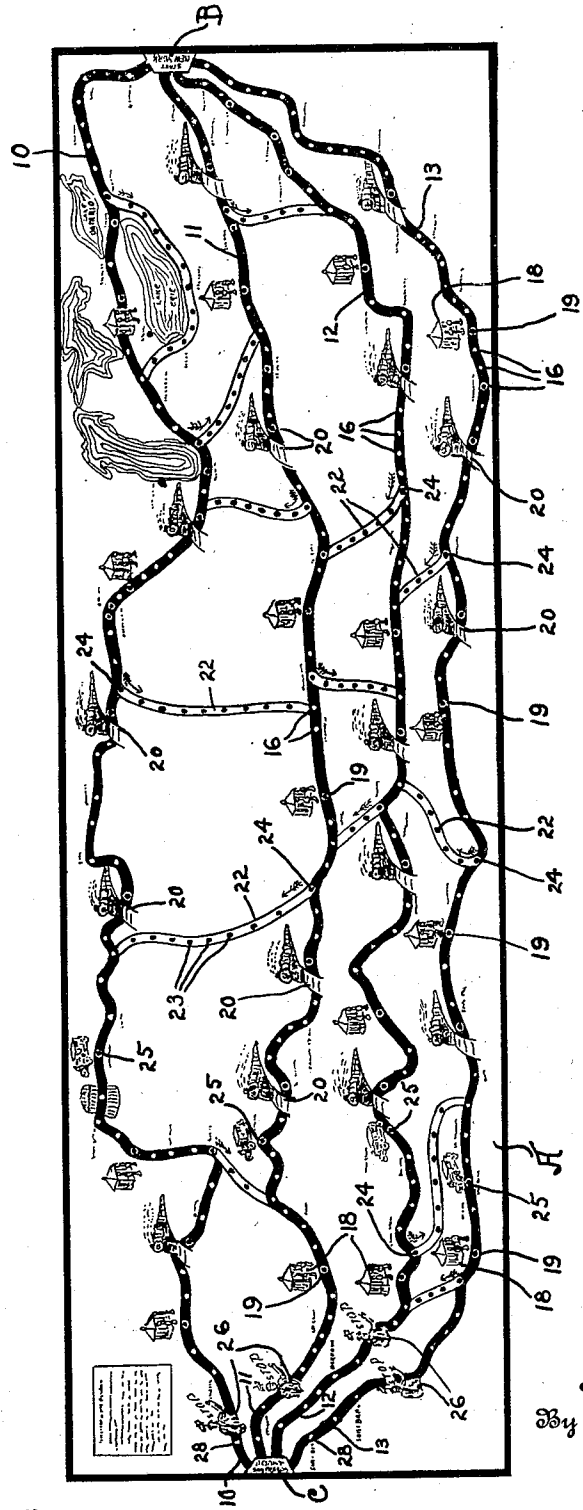


Fig. 1



Fig. 4



Fig. 3



Fig. 2

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GAME.

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My invention pertains to games and has for its object to provide a game of an educational type so as to be of interest for children and young people to play the game and at the same time be informed in a way which would be very educational and interesting throughout the entire game.

An object of my game is to employ modern means of transportation or touring, which is now extensively done by automobile over the auto trails and routes through various States which I have adopted to use throughout the United States. This particular showing of the cities of the United States is only illustrative as to a means of carrying out my invention. Obviously any desirable geographical territory may be used to provide this feature of my game.

It is quite desirable at this time, owing to the extensive auto touring over trails throughout the country, to create an interest and to educate the young people to understand the hazards and difficulties which may ensue in such touring. For instance, railroad crossings are a hazard in my game and gasoline stations provide penalties in the same, while even motor trouble has been set forth as a penalty, and included in this is the traffic stop which must be obeyed by all players, irrespective of the speed of travel and thereby stimulating the interest in the finishing of the same of all of the players and providing an equal chance for each player to win.

My game also includes a novel feature in so far as I know, of providing detours which may penalize the player or may advance him to an advantageous position on another trail, or bring the players together on a single trail as the game may progress.

The markers employed in indicating the progress of the players along the trails may be a small miniature automobile or other suitable markers as may be desired, and to determine the move of the respective players any suitable indicating means may be used such as dice, or other means of indicating the number of stations or move points to be moved by the player at each turn.

A feature of the invention which is a detail adapted to stimulate the extreme interest of the player is the final stop at the signal officer or stop which is located in each of the trails or routes in the game, and which require the respective players to secure the proper number to be able to move to the point of destination. It is to be noted that tho a player reaches the stop signal in one route long prior to the other players, he may not draw the proper number to permit him to move to the destination, and thus he is held until possibly the other players on other routes come to the stop point in their route and secure the proper number to move to the point of destination, and thus win the game over the player who had reached the stop point first in another route. This feature adds a keen interest to the game which is an important feature of my invention.

Further objects of the invention, together with the detail of the means of carrying out the same will be more fully and clearly set forth in the specification and claims.

In the drawings forming part of my specification;

Figure 1 is a plan view of the game board.

Figure 2 is a perspective view of one of the game pieces.

Figure 3 is a view of one of the game tokens.

Figure 4 is a perspective view of the marker to indicate the position of the player on the respective routes of the game.

The drawings illustrate the game board A which may be made up in any suitable size and dimension so as to clearly indicate the routes set forth in the game from the starting point to the point of destination.

The drawings illustrate in Figure 1 a very much smaller view of the game board than which is actually employed, thus showing in a miniature way the complete game board.

The game board A is provided with a starting point B and a point of destination C. Extending from the starting point B to the point of destination are a series of main highways, 10, 11, 12 and 13, each of which are indicated in a dark heavy line extending over and across the country and from coast to coast, so to speak, as a part of the United States to indicate auto trails. In each trail I have indicated cities as stopping points so that in playing my game, each player moves one point at a time and at each turn moves the number of points indicated on the game piece or dice 14, when the same is drawn which appears on the top of the game piece 14. In other words, if the game piece 14 indicates six points on top, as indicated in Figure 2, then the player has the right to

move his car 15 or marker, as it may be termed, which may be of any design, the number of stations or cities, such as six indicated on the top of the game piece 14.

The game board A indicates the starting point as of New York city at B and the point of destination as of San Francisco at C. The auto trails 10, 11, 12 and 13 extend in an irregular manner across the country touching such towns as are most important from a geographical standpoint and as may be actual auto trails across the country.

Each player secures a marker or automobile 15 which is of miniature type, either on small wheels or may be on cardboard so as to lie directly over the city or point such as 16, indicated by the dots in the respective trails. Each player is also given a number of tokens such as 17, illustrated in Figure 3, so that he can use these tokens to pay for penalties, as they may be termed, when he has to stop at a gas station such as 18, indicated on the game board with the point 19 indicating the stop at the station.

In playing, if the player secures just the correct number of points to move to cause him to stop on one of the gas station points 19, then he must pay the number of tokens agreed upon by the players as a penalty. All of the tokens paid are awarded to the winner at the end of a game or the end of a series of games, as the players desire. Each route 10, 11, 12 and 13 have a number of gas stations 18 therein and at each of which is a point of stop, such as 19.

A feature of my game which is designed to increase the educational feature of the same, is the important cities through which the trails 10, 11, 12 and 13 travel from the starting point to the destination, together with the hazards, such as 20, which are indicated as railroad crossings. These hazards 20 cause the player to lose his turn to play if he has stopped at any one of these railroad crossings. Thus impressing upon young people the importance of being careful at a railroad crossing and having a lasting effect upon their mind which is brought to their attention in a very interesting manner so as to leave a picture clearly and distinctly before them that the railroad crossings in a trail are a hazard and should be carefully noticed.

A very interesting feature in my game includes the detours 22 which are designed to connect the various trails 10, 11, 12 and 13 at different points and in several places throughout the length of each trail. These detours are indicated by a different color on my game board A so as to bring particular attention to them, and I have found it quite desirable to show these trails in red, or with red stations or cities 23, indicated in the detour so as to differentiate the detours from the main highways, 10, 11, 12 and 13.

In playing my game A, the player is required to detour in the direction as indicated by the arrow if he stops in any one place on the starting point 24 of any one of the tours 22. In other words, if the player takes his turn and he secures just the right number to cause him to come to a stop at the starting point 24 of any one of the detours, then he must take the detour in the direction of the arrow or as indicated on the detour. The detour may be in a forward direction or it may extend in a backward direction, but in each instance the detours lead to another trail or main highway, such as 10, 11, 12 and 13, so that the game in progress becomes very interesting to the player as he proceeds each turn.

To stimulate the interest of the players in the progress of the game, each trail or highway is provided with a stop point 25 which I term motor trouble or which may be indicated as a penalty in any other suitable way, and one of the rules of my game, so that if the player comes to a stop at the point 25, is that he must go back five or more stations as may be set up in the rules for playing the game. This stimulates the interest of a player as it may cause a player who is progressing in a manner to win, to be set back or penalized without much of any warning and yet the player may rally and win the game if he is able to reach the point of destination C before the other players.

A novel feature of my game and one which creates a great deal of interest is the traffic stop signal and points 26 which are positioned in each trail or highway. The stop points 26 are positioned at different intervals in the respective highways 10, 11, 12 and 13 and prevent any player from sneaking into the destination, even though they are within close range of the same, unless they secure the exact number of stations, such as 28, interposed between the stop signal and the point of destination in the respective trails or highways 10 to 13. For instance, if the player was stopped at the point 26 in the trail 10, he would necessarily need to secure on the game piece 14 just one point, as there is only one station in trail 10 between the traffic stop and the point of destination. It will be hard for the player to secure just that particular point and thus he would be held back possibly until other players had come up to the traffic stop in their particular trails and passed on to the point of destination. This detail of my game is a very important feature and adds to the interest of the players so as to make the chances practically equal for any player to win.

I have found my game to include features to stimulate the interest of the players and is particularly interesting to young people, having a means of education which is carried

out by mental pictures secured in traveling over the various trails indicated, and I believe a lasting impression is quite apparent so that the player is interested to play the game over and over and apparently not losing interest at any time. The players can change routes in the different games and the winner can be designated by the rules to indicate the winner as the one reaching the destination first or the one reaching the destination first and winning the most number of tokens throughout a series of games. Hazards, penalties and the stops, together with the detours include such detail as to provide a game of a very interesting and attractive nature having a means of educating those who play the game in a manner which is most desirable.

In accordance with the patent statutes I have described the principles of operation of my game and while I have illustrated in the drawings a particular number of trails, a particular route, together with particular geographical country points, I desire to have it understood that this is only illustrative and that the invention can be carried out by other means and applied to uses other than those above set forth within the scope of the following claims.

I claim:

1. An educational game including, a series of auto trails, miniature autos used upon said trails, starting and destination points and a penalty point causing the player to pay a token for stopping in the penalty point, the winner receiving the token.

2. An educational game including, a series of trails, a series of miniature autos adapted to be used to travel over said trails, stations indicated along said trails, a device to be operated to indicate the move of the player on said trails designating one or more stations for each number on said device, railroad hazards in said trails adapted to cause the player to lose his turn by stopping on a railroad hazard, penalty points requiring payment of tokens and stop points interposed in each trail adapted to retard the player at the stop point until a pre-determined number equal to the number of stations between the stop point and the point of destination is secured by the player on the particular trail.

3. A game including, a series of cross-country trails, a starting point and a destination for said trails, stations along said trails indicating the movements of the players on the respective trails, means for indicating the movements of the players, hazards in the trails causing the player to lose a turn if he stops upon one of the hazards, penalties interposed in the trails causing the player to give a token if he stops on one of the penalty points, inter-connecting detours with the respective trails causing the player to detour if he stops at the starting point of one of the detours and a stopping point in each trail positioned at a pre-determined number of stations from the destination causing the player to stop until he secures the number of stations indicated on the trail he is traveling, between the stop point and the point of destination when the player draws his number to move at his turn.

4. A game consisting of a series of trails, a starting and destination point, hazards, detours and penalties interposed in said trails adapted to cause the player to lose a turn, detour or give a token penalty if he stops upon one of the respective points, and a stopping point in each trail, a pre-determined number of stations away from the point of destination causing the player to stop until he secures the exact number of stations indicated between the stop point and the point of destination, when he draws his turn to play.

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