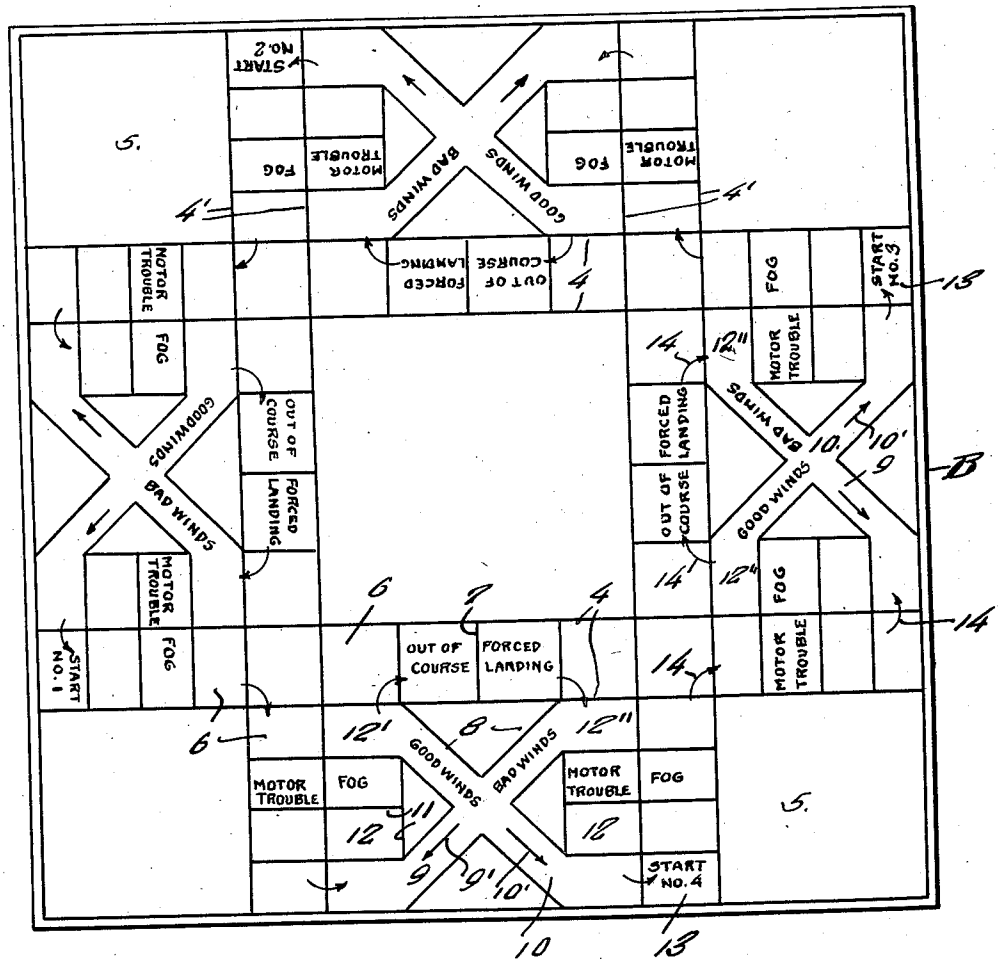
June 2, 1936. L. E. WEBB 2,042,645

AIRCRAFT GAME

Filed Nov. 29, 1933

Fig. 1.



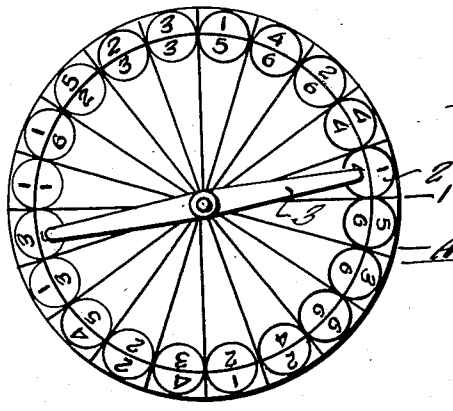


Fig. 2.

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AIRCRAFT GAME

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Application November 29, 1933, Serial No. 700,292

4 Claims. (Cl. 273—134)

This invention relates to a game, the general object of the invention being to provide a game used with playing pieces and a spinner, whereby the playing of the game by two or more players will simulate a race by aircraft, the playing pieces being moved over a path on the board according to the numbers indicated by the pointer of the spinner.

Another object of the invention is to provide penalties for delaying the movements of the playing pieces over the path or course, such penalties being imposed on a player when his playing piece stops in certain places in the path or course and the penalties representing trouble caused by adverse weather conditions, motor trouble, etc.

Another object of the invention is to provide means whereby the course is shortened when a playing piece lands on certain places in the course and the course is lengthened when the playing piece lands on certain other places in the course.

This invention also consists in certain other features of construction and in the combination and arrangement of the several parts, to be hereinafter fully described, illustrated in the accompanying drawing and specifically pointed out in the appended claims.

In describing the invention in detail, reference will be had to the accompanying drawing wherein like characters denote like or corresponding parts throughout the several views, and in which:—

Figure 1 is a face view of the playing board.

Figure 2 is a view of the spinner.

As shown in Figure 2, the spinner A includes a dial 1 having an annular row of circles 2 thereon, each of which contains two numbers so that when the pointer 3 of the spinner stops on a circle, the player can move his pieces in accordance with these numbers.

The game board B has two pairs of lines 4 marked thereon and extending from one side of the board to the other side and two other pairs of lines 4' extending at right angles to the lines 4, these lines forming a cross and form the corner spaces 5 in which the playing pieces are placed at the beginning of the game, these playing pieces preferably being in the form of small aeroplanes. The space formed by the lines of each pair is divided into blocks 6 by the cross lines 7. In each space formed at the central portion of each side of the board by the end parts of the inner lines of one set of lines and the intermediate parts of the outer lines of each of the other sets is marked the intersecting pairs of diagonally arranged lines 8 which provide the paths 9 and 10 and the lines 11 which form the blocks 12, these blocks forming rows which parallel the blocks 6 formed by the ends of the two sets of lines. The outer block at the left of each space 5 forms the starting point, as shown at 13, and each of these points is to receive a playing piece from the space 5 and from these points the players move their pieces along the course or path formed by the blocks between the two sets of lines and the blocks 12, the path or course being indicated by the arrows 14. However, if a playing piece stops on the block 12' which forms the entrance to the path 10, the player immediately passes his playing piece through this path 10 to the block at the end of the path 10 and adjacent to the starting block 13. If a playing piece stops on the block 12'' which forms the entrance to the path 9, then the player must immediately pass his piece through this path 9 on to the block at the end of the path 9 and adjacent to the block 12 so that he, therefore, must retrace part of the course. As will be seen, the path 10 is marked "Good wind", while the path 9 is marked "Bad wind". Certain of the blocks are marked with words indicating weather conditions, motor trouble, out of course and forced landing, as shown on the drawing. When a playing piece stops on any of these marked courses, then the player is subjected to a penalty as will be hereinafter described.

The game represents a world flight aircraft race from New York, and it may be played by two, three or four players. Each player uses two aircrafts or planes, playing single or partners. Partners may exchange extra counts and turns. Each space or block equals 200 miles.

Each ring on the dial has two numbers and equals one turn. A player is entitled to take-off (enter one plane on the space "Start"), when he spins "4" and any other number with the "4" is counted from the "Start" space. When he has only one plane started, the total count is always used to advance that plane. Spinning a "6" and "2", (with both planes started), he moves one plane ahead 6 spaces (1200 miles) and the other 2 spaces (400 miles), or advances only one plane 8 spaces (1600 miles). The space upon which the plane rests is not counted. If one number cannot be used, the other one must be, if possible.

Spinning a doublet (like numbers), the player gets 7 or 8 extra counts, unless the count of the doublet places him on a penalty. When a plane is having motor trouble and a doublet is spun, 7 or 8 must be added to the backward penalty, when possible.

Passing an opponent gives a player 10 counts to be used in full by either plane, but should a penalty be reached while passing, the extra count is lost and the penalty used. Not more than 10 counts for passing is allowed during one play.

A player gets another turn for overtaking an opponent.

A Legion of Honor, 20 extra counts, is given to the pilot who first reaches the airdrome or starting point, and this is to be used by the other plane.

The player who first succeeds in getting his two crafts back to New York, or the starting point, wins the game. Reaching the "Start" space, the player must spin for a "5" to make a final landing. A pilot cannot land while an opponent rests on his "Start" space.

When a playing piece lands on a block marked "Fog", the player loses a turn. When a player's piece stops on the block marked "Out of course", he must move his piece back 13 spaces or blocks. When his piece stops on a block marked "Motor trouble", the player must spin the pointer of the spinner and go back the total count. "Forced landing" requires that the player must continue to spin the pointer until the pointer stops on a circle containing the numeral "5" before he can again move the piece. As shown, the paths 9 and 10 have the arrows 9' and 10' therein to mark the direction of movement of the playing pieces.

It will, of course, be understood that the rules can be changed as desired, as the penalties and rewards can be increased or decreased to lengthen or shorten the time required for playing the game and any number of playing pieces can be used by each player. Also, the blocks indicating rewards or penalties may be indicated by different colors and these colors used with a chart for indicating the penalty for each color.

It is thought from the foregoing description that the advantages and novel features of the invention will be readily apparent.

It is to be understood that changes may be made in the construction and in the combination and arrangement of the several parts, provided that such changes fall within the scope of the appended claims.

What is claimed is:—

1. A game of the class described comprising a board having an irregularly shaped path thereon divided into blocks and over which playing pieces are adapted to be moved and a pair of short paths on the board, one leading from one block forwardly to a block a certain number of blocks in advance of said one block and the other short path leading from another block to a block a certain number of blocks in rear of the block from which said other short path leads, said short paths shortening the distance traveled by a playing piece or lengthening said distance, according over which short path the piece must move.

2. A game board having its surface divided into a plurality of spaces, of predetermined area and including larger and small spaces, one of the large spaces being centrally arranged, said small spaces being arranged to form a continuous path around the surface of the board and extending entirely around the central large space and partly around the other large spaces, certain of said other large spaces having paths extending diagonally thereacross with their ends terminating adjacent certain of the small spaces and opposite sides of the said large spaces whereby to provide communication between said oppositely disposed small spaces.

3. A game board provided with a course thereon for the movement of playing pieces, said course being divided into a plurality of blocks, the course including a portion arranged at substantially right angles to another portion, and a substantially diagonal path connecting a block of the first mentioned portion with a block of said other portion.

4. A game board provided with a course thereon for the movement of playing pieces, said course being divided into a plurality of blocks, the course including two substantially parallel portions and intersecting substantially diagonal paths, each connecting a block of one portion with a block of the other portion.

LUCILE E. WEBB.