

Dec. 29 , 1925.

C. S. MUIR

1,567,975

GAME

Filed March 28, 1924

2 Sheets-Sheet 1

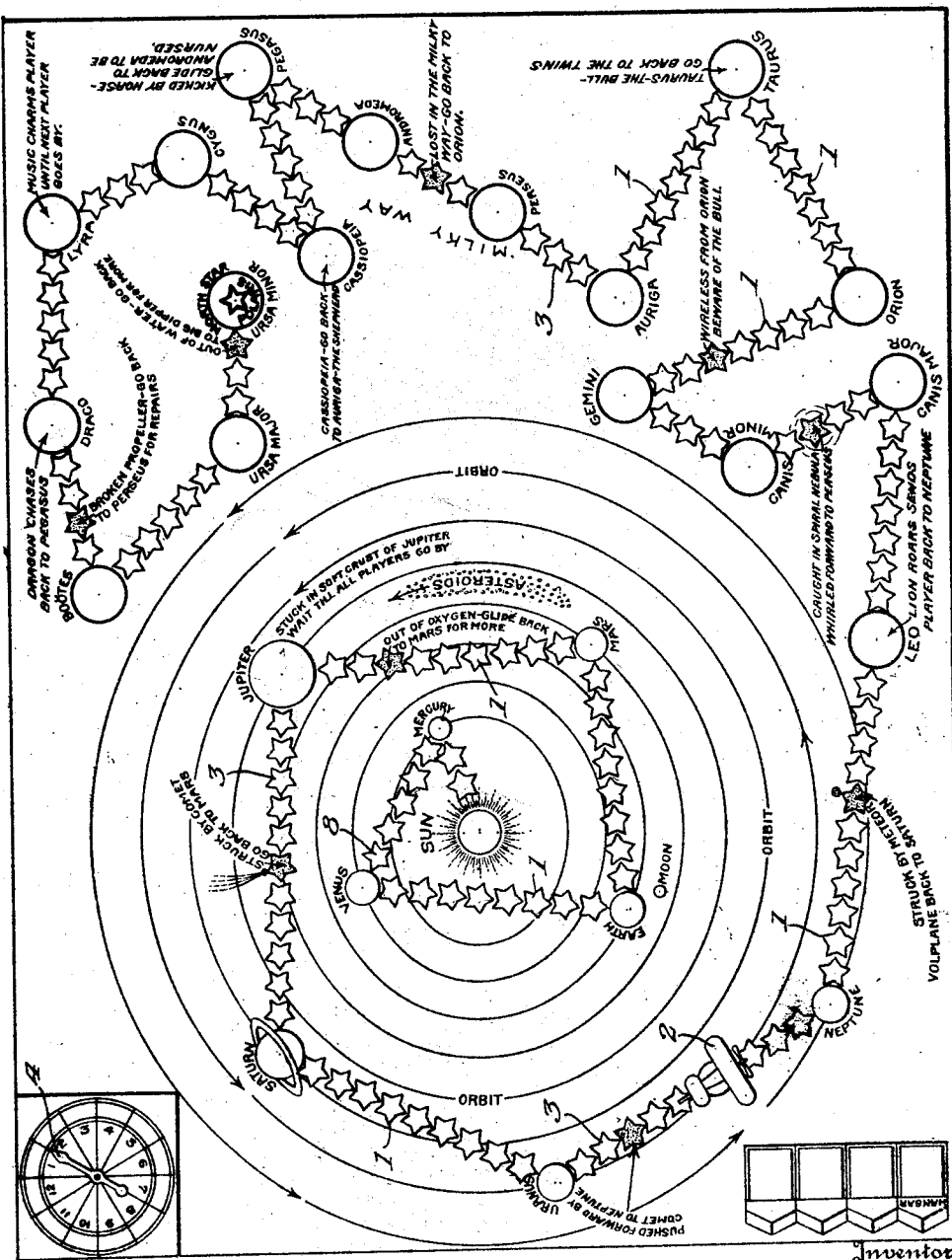


Fig. 1.

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Fig. 3.

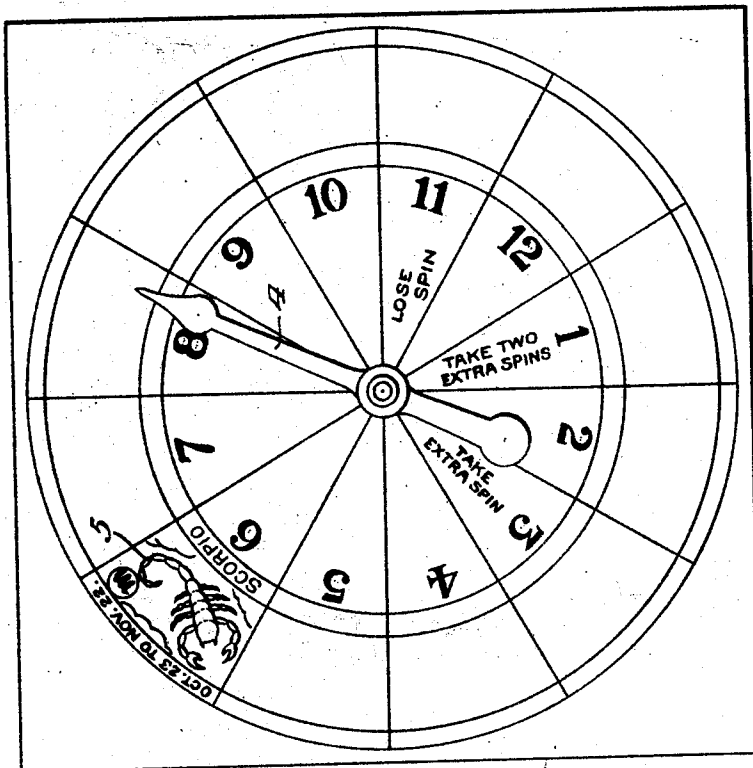


Fig. 2.

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UNITED STATES PATENT OFFICE.

CHARLES S. MUIR, OF CHEVY CHASE, MARYLAND.

GAME.

Application filed March 28, 1924. Serial No. 702,594.

To all whom it may concern:

Be it known that I, CHARLES S. MUIR, a citizen of the United States, residing at Chevy Chase, in the county of Montgomery and State of Maryland, have invented certain new and useful Improvements in Games, of which the following is a specification.

This invention relates to an improvement in games.

The object is to provide a game that will not only amuse, but one which will be instructive and educational in the science of astronomy. It consists of a chart of the sun and the various planets, and an indication of their orbits and various constellations, all of which are named, and an arrangement of stars in direct or substantially straight lines between sun and planets, planets and earth, and between planets, according to their relative distances from the sun, and thence to the various constellations successively according to their relative remoteness. These lines of stars are indications to the player of the consequences of his aeroplane landing upon a particular star or at a predetermined point in the general course of travel. Each planet and constellation also represents a stop in the game, the game being played by a spinner or equivalent device, which on stopping at a number indicates the number of spaces the aeroplane (or other object used in playing the game) moves, certain plays being indicated, for instance, a comet or a meteor or the like which requires that the aeroplane or other device used in playing the game is to be swung forward or backward to a given planet or other point if the stop indicated by the spinner would be where a comet or meteor or other obstruction is located.

In the accompanying drawings:

Fig. 1 is a diagrammatic view of the entire game;

Fig. 2 is a view of the spinner showing one of the several signs of the zodiac;

Fig. 3 is a view of an aeroplane used in playing the game.

The chart viewed in Fig. 1 represents the sun at the center of the various orbits of the planets included in the solar system of the sun, such as Mercury, Venus, the earth, Mars, Jupiter, Saturn, Uranus and Neptune, whose distance from the sun are in the relative order named.

The lines of travel are indicated by stars in straight or direct lines between planets, and between the sun and the earth and nearest planets, as indicated by the numeral 1, over which lines travels the object such as an aeroplane 2 used in playing the game. The aeroplane has been selected as it carries out the idea of aerial navigation from one celestial body to another.

The spaces or moves on these lines are indicated by stars 3, all of which are stops, as are the various planets, constellations, and stars in playing the game.

Some such device as a spinner or equivalent device, well known in various games of chance is employed, such as illustrated at 4 in Fig. 2, and around the edges of which are indicated the signs of the zodiac, one only, namely Scorpio, being illustrated at 5. These various spaces are indicated by the numerals 1 to 12, and the hand turning at the pivot 7 is adapted to be spun or whirled, and when it stops, for example at 8 as illustrated, it means the player moves eight spaces. If starting the game, this would bring the player to the point marked 8 on the chart, Fig. 1. Another turn the spinner might stop at 4 in Fig. 2, and that would bring him to the planet Venus.

Suppose the player had reached the planet Mars, and the spinner stopped at 7. It would indicate that he was "out of oxygen" and would have to glide back to Mars for more. But if the number on the spinner landed him at Jupiter, the aeroplane would be "stuck in soft crust of Jupiter", where the player would have to wait until all other players passed by. A move on the spinner might indicate six points from Jupiter, where the aeroplane would be "struck by comet" and would have to return to Mars, starting over from that point. Suppose the player had reached Uranus, and the spinner, dice, or other device indicated three points forward, the player would then be pushed forward by comet to Neptune, which is the next planet reached and the next more distant from the sun.

From this point, namely Neptune, perhaps chance would indicate a move of seven points. There he would be "struck by a meteor", and would have to volplane back to Saturn. Upon reaching Leo, "the lion roars", and the traveler would be sent back to Neptune. If chance stopped the player

at the third point between Canis Major, he would be "caught in spiral nebula" and whirled forward to Perseus, a distance of the sixth constellation only. Passing Canis Major, Gemini, Orion, Taurus and Auriga, if the player landed three stars beyond Gemini, he would receive a wireless from Orion, "beware of the bull!" In the event of landing on Taurus, the bull, he would be required to go back to the Gemini. At the intermediate point between Perseus and Andromeda, he becomes "lost in the milky way" and is required to start back from Orion. Upon landing at Pegasus, he is "kicked by horse" and required to glide back to Andromeda to be nursed. If fortune lands him on Cassiopeia, he is required to return to Auriga, the shepherd. At Lyre, "the music charms traveler", requiring him to remain until the next player goes by. Stopping on Drago, the dragon chases him back to Pegasus and from there back to Andromeda. Three stars beyond Drago, the "propeller becomes broken", and the plane is obliged to go back to Perseus for repairs; or on landing at the star just prior to reaching Ursus Minor, the final destination, he is "out of water" and required to go back to the Big Dipper for same.

Thus it will be noted that the player is never required to go all the way back to the starting point, but by short returns to indicated points a game affords an educational value, as it impresses upon the player, especially the young, the names of the planets, celestial features, and their relative distances from the sun. While the game is astronomically instructive, it is entertaining and amusing, and has enough of the element of chance to make the plays of rival aviators interesting.

Briefly to summarize, it will be seen that in this game provision is made for sending or flying forward as well as backward, under certain conditions; holding back at different points until other players go by as at Jupiter and Lyre; the sending back not alone as a penalty but also to obtain supplies, as to Mars to obtain gasoline; the double sending back as from Drago to Pegasus, and then from Pegasus to Andromeda; and finally the putting of force and life into the safety points (the constellations) as "Dragon chases"; "Lyre charms"; "Pegasus kicks"; "Andromeda mutes"; "Lion roars"; and "Dipper supplies water."

This game might be continued on indefinitely, and it is obvious that it could be made still more complicated by adding other obstructions, without departing from the spirit of the invention. It is the intention in the game itself to have the actual known distances of the planets and the constellations indicated for the educational value,

and also a great deal of additional data, as, for instance, the length of orbit and the speed of the earth and the various planets and the time required to revolve around the sun, such as Neptune, for instance, it requiring one hundred sixty-four years for Neptune to complete its orbit around the sun. So far as possible, there would be some indication of the relative sizes of the planets, also of the sun and moon, as I have attempted to indicate in some measure in Fig. 1 of the drawings. Many of the brighter stars might also be shown.

Likewise in the complete illustration, figures may be shown of the various constellations, such as Leo the lion; Gemini, the twins; Taurus, the bull; Auriga, the shepherd; the Great Bear; Big Dipper; and so on, for the interest it would create, and its educational value to either the child or adult, who upon looking at the diagram will know at a glance what the different constellations are. These various things would be indicated on the drawing, but lack of space prevents.

I claim:

1. An astronomical game including a diagram of celestial bodies and orbits around the sun with planets in their respective orbits with definite relation to their distances from the sun, a movable object adapted to move from one planet to another, and means for indicating the next move of the object at certain points, one point at least having an indication for a temporary standstill.

2. An astronomical game including a diagram of celestial bodies and orbits around the sun with planets in their respective orbits with definite relation to their distances from the sun, a movable object adapted to move from one planet to another, means for indicating the move of said object with respect to the various celestial bodies indicated on the diagram, and indications at definite points among the celestial bodies of the move to make, whether forward, or backward, or a standstill when a certain predetermined celestial body shall have been reached by the move indicated.

3. An astronomical game including a diagram of celestial bodies and orbits around the sun with planets in their respective orbits with definite relation to their distances from the sun, a movable object adapted to move from one planet to another, and means for indicating the next move of the object at certain points, one point at least having an indication for a double sending back, that is to say first to one point, and from that point back to another.

In testimony whereof I affix my signature.

CHARLES S. MUIR.