(No Model.)

A. W. FALL.

GAME APPARATUS.

No. 550,070. Patented Nov. 19, 1895.

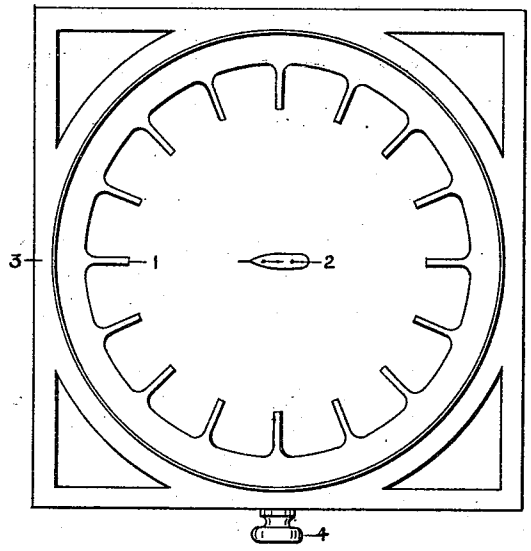

Fig. 1.

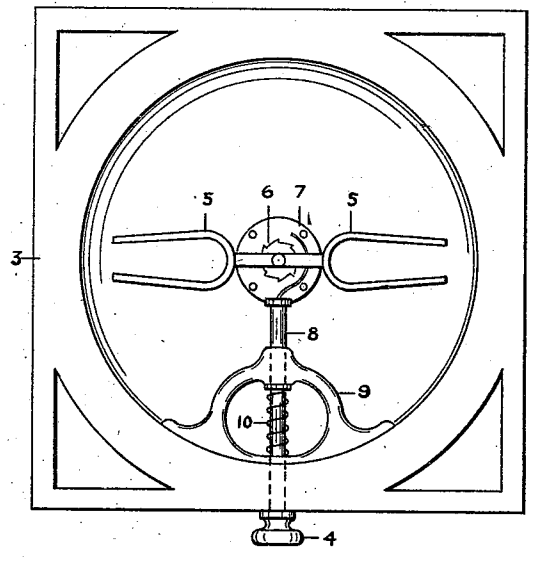

Fig. 2.

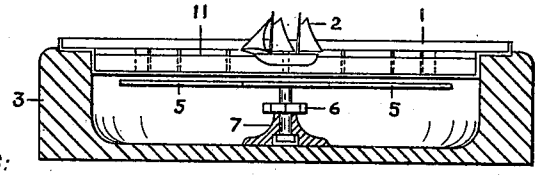

Fig. 3.

WITNESSES:

Augustus P. Manning

Walter W. Mott.

INVENTOR

Albert W. Fall.

BY

Attorney Price Ball.

ATTORNEY.

UNITED STATES PATENT OFFICE.

ALBERT W. FALL, OF HOBOKEN, NEW JERSEY.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 550,070, dated November 19, 1895.

Application filed March 18, 1895. Serial No. 542,160. (No model.)

To all whom it may concern:

Be it known that I, ALBERT W. FALL, a citizen of the United States, residing at Hoboken, State of New Jersey, have invented a new and useful Game Apparatus, of which the following is a specification.

My invention relates to an improvement in games in which a magnetic force is used as the power for producing the motion; and the object of my invention is to construct a game which is cheap and practical as well as instructive. I attain this object by the mechanism illustrated in the accompanying drawings, in which—

Figure 1 shows top view of the game. Fig. 2 shows top view of the base of the same. Fig. 3 shows sectional view of Fig. 1 through horizontal center.

Similar figures refer to similar parts throughout the several views.

Referring to the drawings, it will be seen that this game consists principally of four parts, the base 3, having laid thereon a receptacle for water 1, and magnet 5 under the receptacle, and the float 2 on the surface of said water. In the drawings there are two magnets 5, located symmetrically opposite to the center of rotation, as shown in Fig. 2, although I can use any number of magnets in my device without altering the spirit of the invention. These magnets are capable of rotation and can come to a standstill at an infinite number of different points, as can readily be seen. This magnet or magnets being located under the receptacle containing the water, the surface of which I indicate by 11, the magnetic lines of force pass through the water and exert a power on any magnetizable part that may be located within their influence.

In the drawings I have shown a small boat 2 floating on the surface of the water. The bow of this boat is made of iron, or has an iron pin therein which is attracted by this magnetic influence and caused to move in various directions, according to the location of the magnets underneath the receptacle. Inasmuch as it is not within the power of the operator to stop these magnets at any point, the motion of the boat cannot be governed intentionally. By arranging the receptacle 1 with a number of docks or divisions peripherally located around the edge of the same the boat can be made to enter said divisions or docks, and by giving names or numbers to said divisions the game is produced.

I do not wish to confine myself to a boat on the surface of the water, nor to any one form of float, but wish to embrace all floating objects, or objects which can be moved from one place to another in the water by said magnetic influence.

By referring to Figs. 2 and 3 it will be seen that the mechanism for producing the motion of the magnets consists, essentially, of a rod 8, having a spring at the end thereof, which spring engages with a ratchet 6, the ratchet 6 being attached to the spindle to which the magnets are fastened. The bearing 7 supports said spindle, which is as shown fastened to the base 3. This mechanism is only one of a number of constructions which can be used to produce this, and I therefore do not wish to confine myself to this one particular construction.

It is evident that a rack-and-pinion motion could be employed for this purpose with a ratchet between the pinion and the center shaft, or a spring attached to a small pawl on the center shaft, with a ratchet between said pawl and the shaft, or a frictional device could be used or a thumb-piece could be twirled in the fingers at one end of the central shaft, and many others might be suggested, all of which I wish to cover by this application.

By referring to Fig. 2 it will be seen that the spring 10 is located on the rod 8, which is compressed when the thumb-piece 4 is drawn out, this spring making rod 8 recede in place when the thumb-piece 4 is released from the fingers.

The operation of the device is now apparent. The float 2 is placed at the center of the receptacle 1 and the thumb-piece 4 is drawn out and allowed to go back again in its original position. This makes the spring on the end of the rod 8 engage with the ratchet 6, giving a rotating motion to the magnets 5 and 5. When the magnets 5 and 5 come to a standstill the float 2 is influenced in a certain position, according to the position the magnets as-

sume when they have ceased rotating. The float will then go to the side of the receptacle into one of the divisions provided therefor.

It will be seen from this construction that I have a game which is operated by an unseen power, and which is therefore fascinating and interesting, as well as instructive.

Having described my invention, so that any one skilled in the art to which it pertains could construct the same, what I claim as my invention, and wish to secure by Letters Patent, is—

A receptable for liquid in combination with a floating body, a number of places on the receptacle in the form of scalloped edges or sides to which the body can be drawn, magnets located on a support under said receptacle, a toothed wheel attached to said magnets and a pawl or catch engaging at times with said toothed wheel, whereby the magnets are caused to assume different positions under said receptacle.

ALBERT W. FALL.

Witnesses:
HENRY PRICE BALL,
J. M. ZAPATA, Jr.