

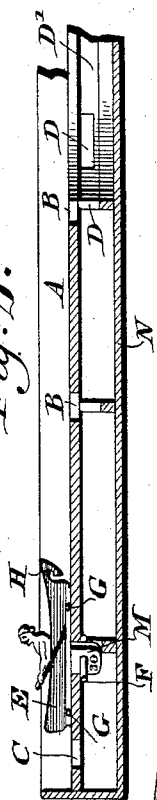
(No Model.)

C. ZIMMERLING.
GAME APPARATUS.

No. 475,653.

Patented May 24, 1892.

Fig. 2.



L

Fig. 1.

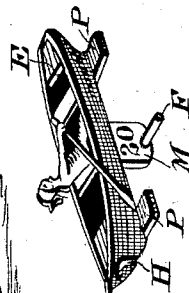
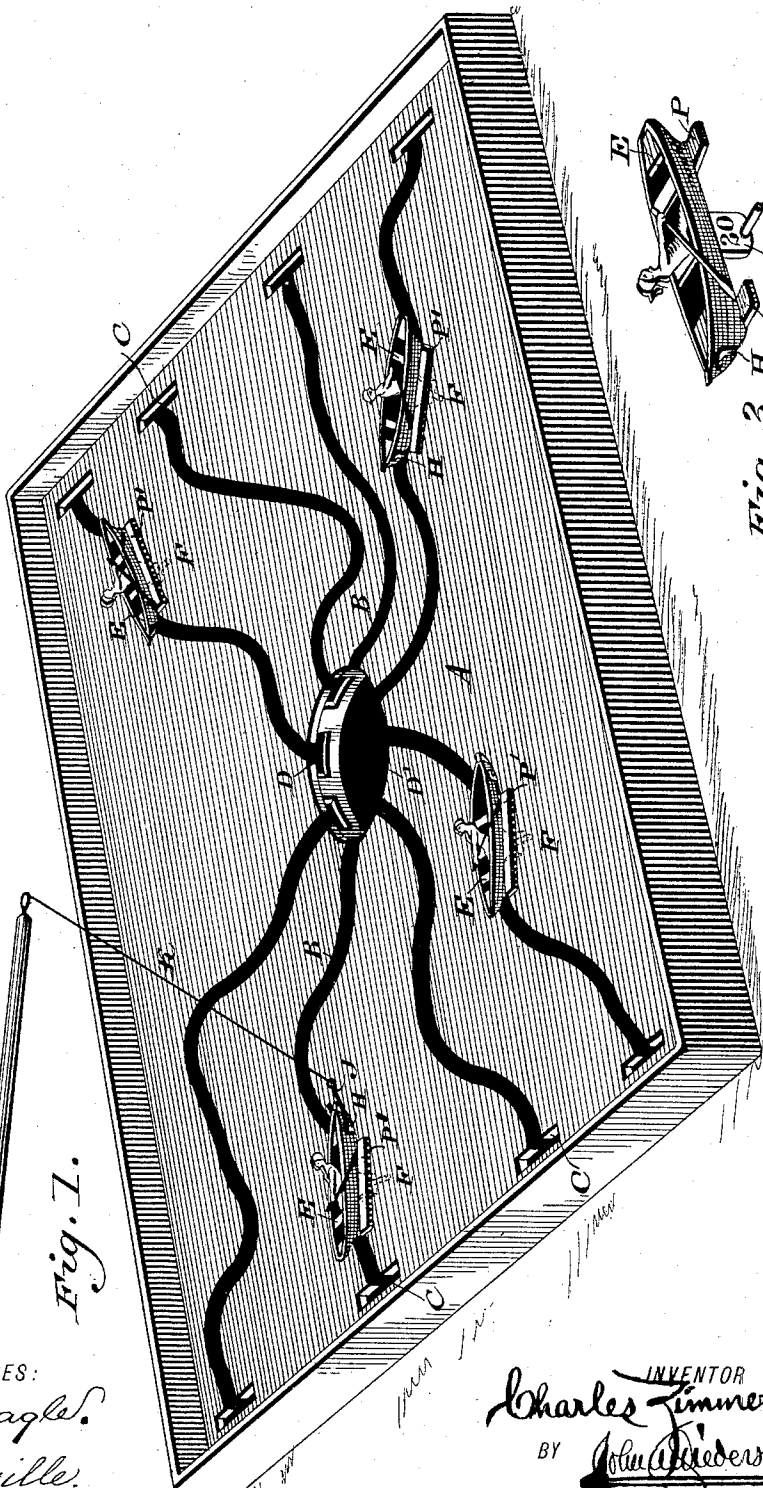


Fig. 3.

WITNESSES:

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CHARLES ZIMMERLING, OF PHILADELPHIA, PENNSYLVANIA.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 475,653, dated May 24, 1892.

Application filed May 27, 1891. Serial No. 394,286. (No model.)

To all whom it may concern:

Be it known that I, CHARLES ZIMMERLING, a citizen of the United States, residing in the city and county of Philadelphia, State of Pennsylvania, have invented a new and useful Improvement in Game Apparatus, which improvement is fully set forth in the following specification and accompanying drawings.

My invention consists of a game apparatus having a base with a well having channels leading therefrom and having inlets and outlets and a figure with connected devices projecting laterally therefrom, substantially as described.

It further consists of the combination of parts, hereinafter set forth.

The figures are numbered, and the highest number of the figure removed indicates the winner of the game. The figures have depending blocks on which the numbers are marked so as to be concealed when in operative position, and they are also provided with pins or projecting pieces, so as to be movably interlocked with the base, said figures, being also formed with slots for the engagement of hooks, so as to catch said figures and move the same, said slots being open at one end, so that as the figures move through the channels, which are tortuous, in an oscillating manner, it is difficult to keep the hook engaged, and delay may thereby be occasioned in reaching the outlet of the channels as the objective point. The hooks are connected with lines, which latter are carried by rods or poles, so as to conveniently manipulate said hooks and play the game.

Figure 1 represents a perspective view of a game apparatus embodying my invention. Fig. 2 represents a vertical section of a portion thereof. Fig. 3 represents a perspective view of a detached portion.

Similar letters of reference indicate corresponding parts in the several figures.

Referring to the drawings, A designates a base, which is formed with channels B, each provided with inlets C and outlets D, leading to a well D' common to all, the inlets being at or near the sides of the base and the outlets at the center thereof.

E designates figures, in the present case of the form of row-boats on whose under sides are laterally-projecting pins F and G, the pins

F being lower than the pins G, so that when the figures are in position the pins F are below the base and the pins G above the same. In the front part of each figure corresponding to the bow of the boat is a slot H, which is open from below as the entrance thereto.

J and K designate a hook and line, which latter is attached to a rod or pole L, said hook being designed to enter the slot H, so as to be connected with the figure, each player to be provided with said hook, line, and rod.

The operation is as follows: Each figure is entered by inserting the pin F into one of the inlets C and then moving the figure, so that said pin is below the base and the pins G are above the same, (see Fig. 2,) by which provision the figure is steadily supported on the base and attached thereto. A rod is then taken by each player and the hook thereof manipulated so as to enter the respective slot H, whereby the figure is connected and the rod is drawn forward, so as to pull the figure toward the outlet D. As the channels B are tortuous or serpentine, considerable patience and skill are required to move the figure through or over the same, said figure oscillating laterally and causing much care to be exercised to prevent the hook from leaving its place. When the figure reaches the outlet, it can be readily lifted out of the same through the well D' and counted for the player, it being noticed that each figure is numbered and the player having the highest sum of the numbers of figures removed is the winner. The pins F are passed through blocks M, which depend from the figures and have the numbers marked thereon, said numbers being concealed when the figures are entered, as they are beneath the base, it being noticed that said base is elevated above the bottom support N, so that ample space is afforded between the same for the movement of the blocks M when the figures are advanced. The channels B present the appearance of streams and the well D' that of a lake or pond.

While I have described the parts F and G as pins, it is evident that strips of suitable material may be substituted therefor, the location of the same being in different planes, so as to engage with the walls of the channels B and operate similar to said pins. In Fig. 3 I show a strip P at each end for supporting

the figure in lieu of the pins G, while in Fig. 1 each figure has a continuous strip P' for the same purpose.

Having thus described my invention, what
5 I claim as new, and desire to secure by Letters Patent, is—

1. In a game apparatus, a base formed with channels and a figure with connecting devices projecting laterally therefrom, said channels
10 having inlets and outlets and terminating in a central well, substantially as and for the purpose set forth.

2. In a game apparatus, substantially as described, a base having channels therein, the

same being tortuous, as set forth, and communicating with a central well. 15

3. A game apparatus consisting of a base having channels therein, each with an inlet at or near the side of the base and an outlet at the center thereof, a central well common
20 to said channels, figures with projecting pins on their under sides and slots in their fronts, and a hook and line with pole, substantially as described.

CHARLES ZIMMERLING.

Witnesses:

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