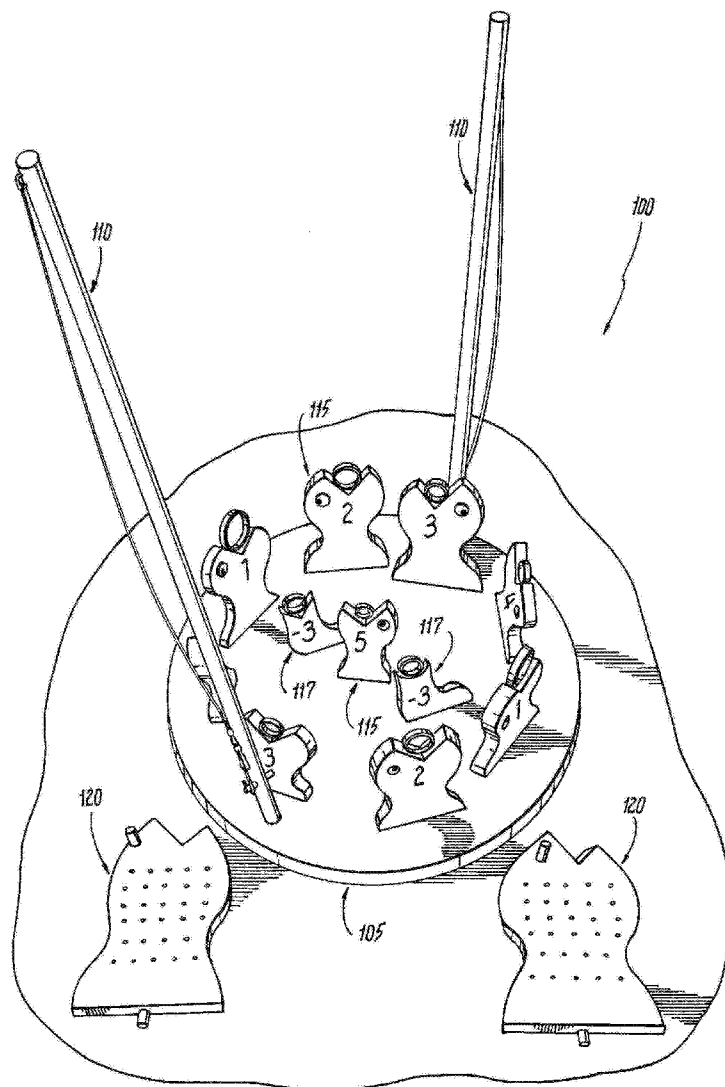




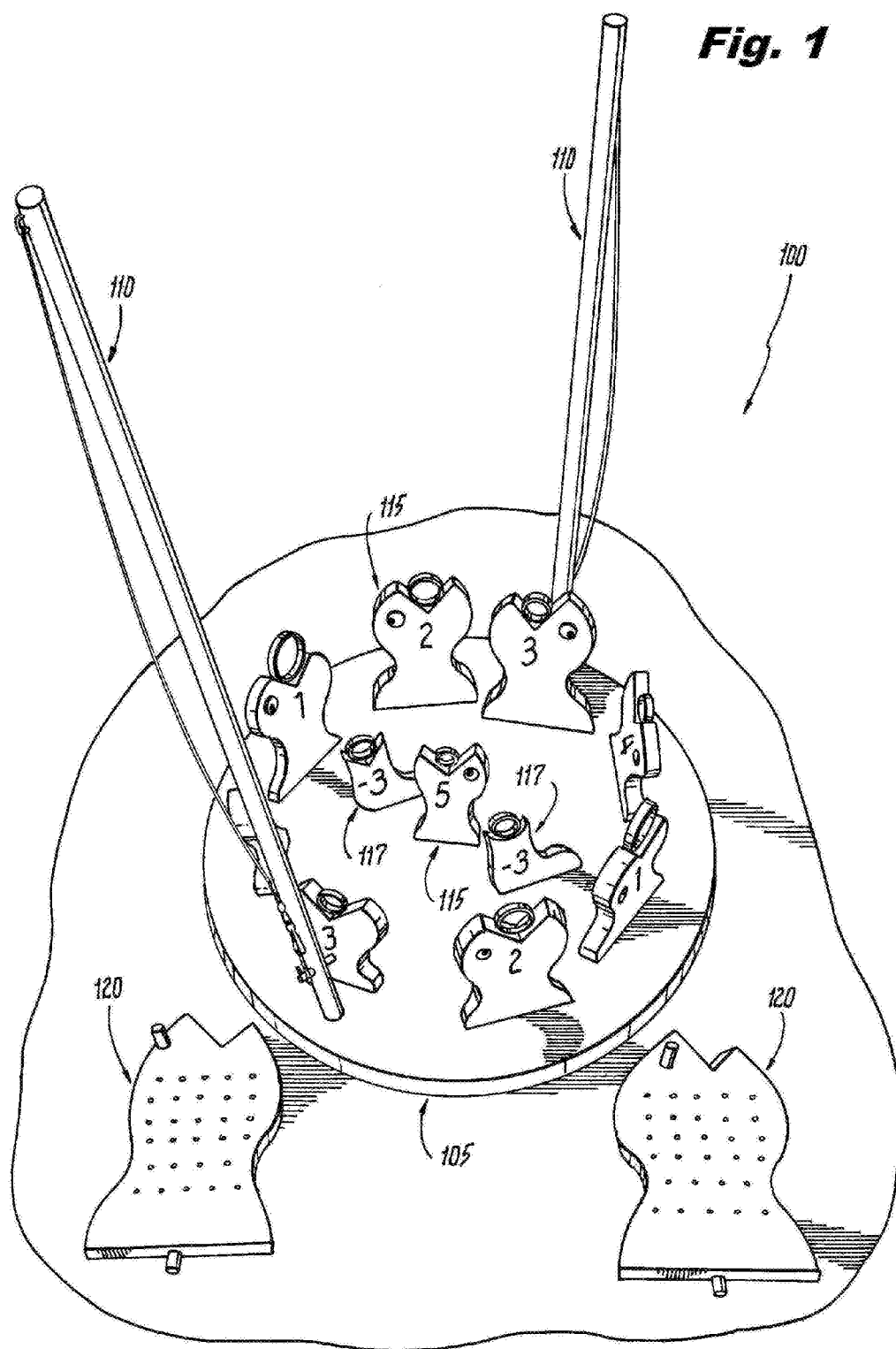
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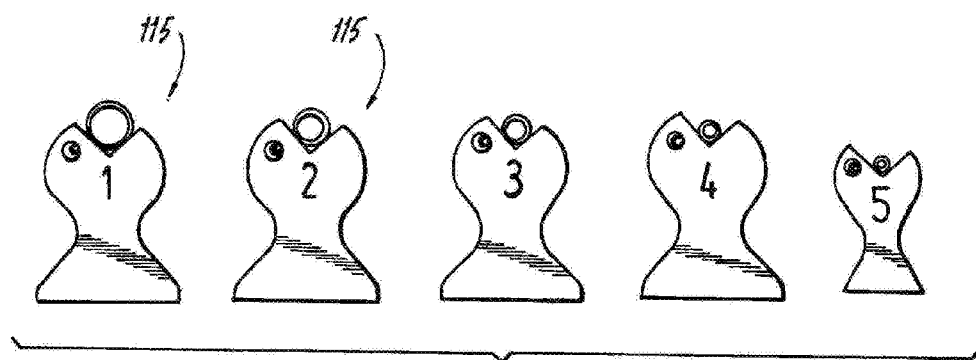
(19) **United States**(12) **Patent Application Publication**  
**Estes**(10) **Pub. No.: US 2016/0271489 A1**(43) **Pub. Date: Sep. 22, 2016**(54) **FISHING GAME**(52) **U.S. Cl.**CPC ..... **A63F 9/305** (2013.01)(71) Applicant: **Donald M. Estes**, Clinton Corners, NY  
(US)(72) Inventor: **Donald M. Estes**, Clinton Corners, NY  
(US)(57) **ABSTRACT**(21) Appl. No.: **15/064,704**(22) Filed: **Mar. 9, 2016****Related U.S. Application Data**(60) Provisional application No. 62/134,339, filed on Mar.  
17, 2015.**Publication Classification**(51) **Int. Cl.**  
**A63F 9/30** (2006.01)

A kit including a game table, a game piece removably mountable to the game table, and a fishing rod is described. The game piece includes a game piece body defining two opposite sidewalls and a v-shaped notch. The game piece also includes a ring-shaped element mounted at least partially in the v-shaped notch. The fishing rod includes a pole, a line attached to the pole, and a hook attached to the line. The hook is shaped so as to be capable of hooking the ring-shaped element. Game play with elements of the kit allow both children and adults to compete to capture game pieces using the fishing rods in a manner that is competitive, challenging, and fun.

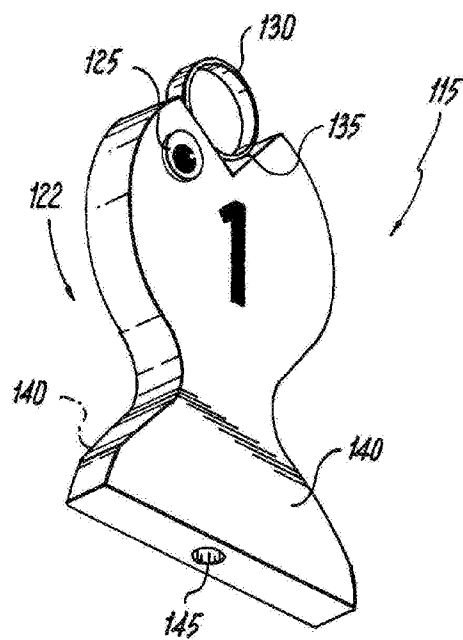


**Fig. 1**

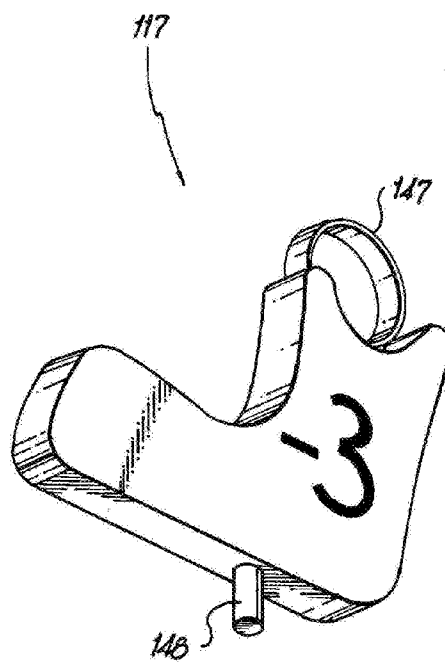




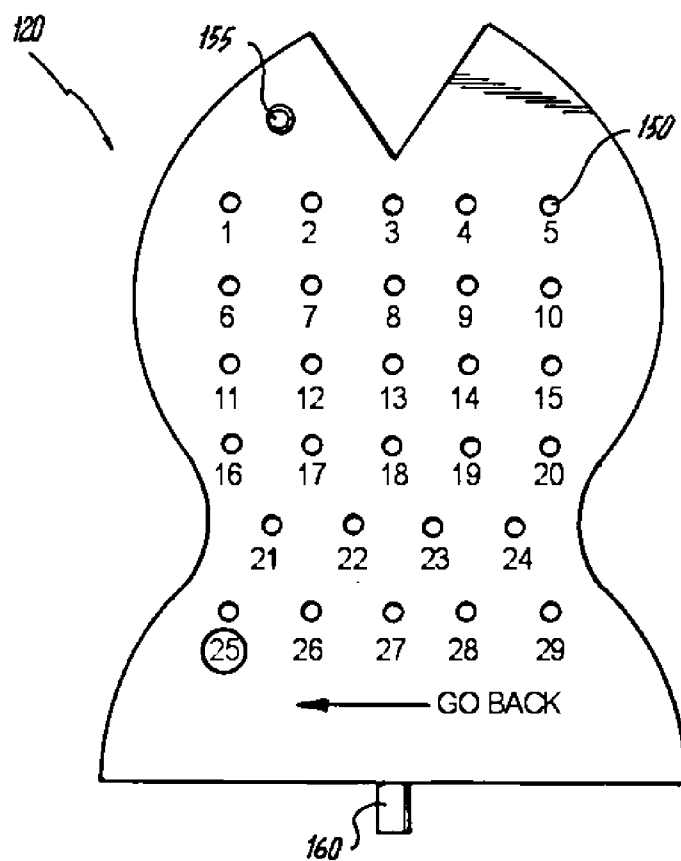
**Fig. 2**



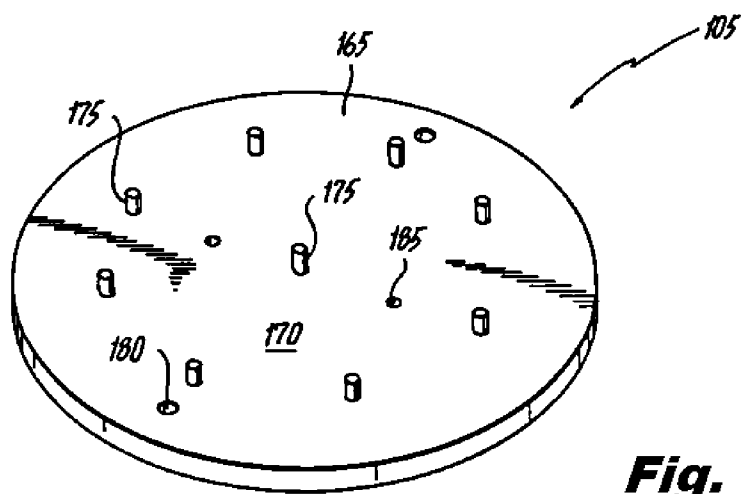
**Fig. 3**



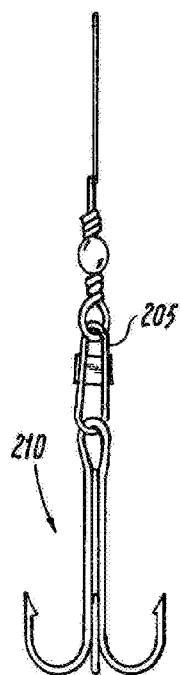
**Fig. 4**



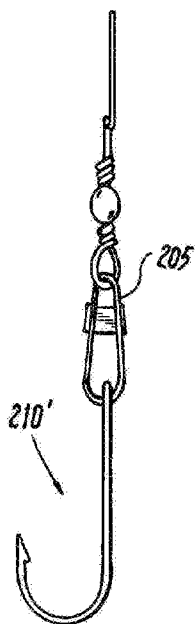
**Fig. 5**



**Fig. 6**

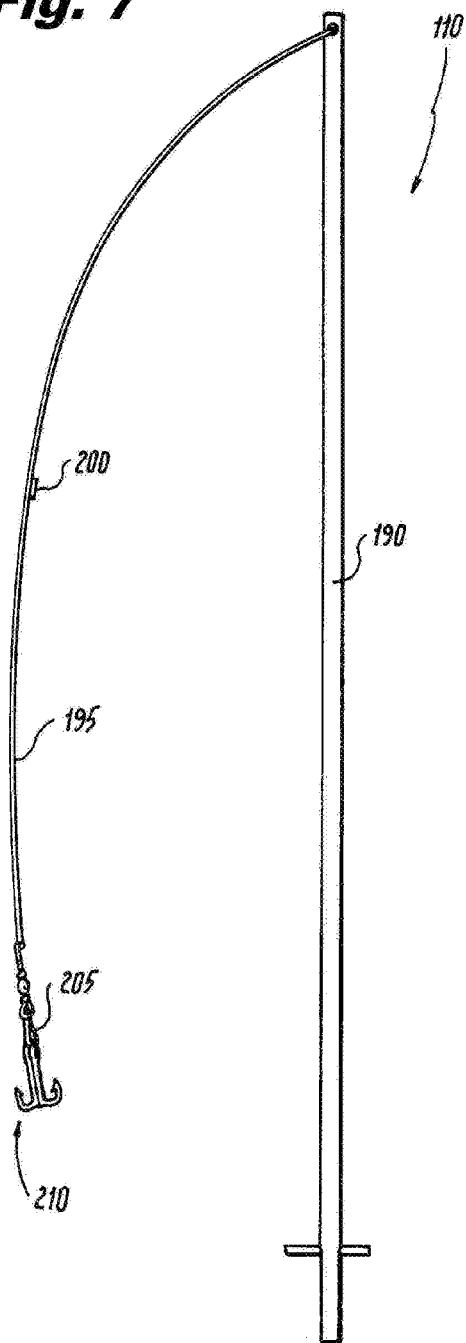


**Fig. 8**

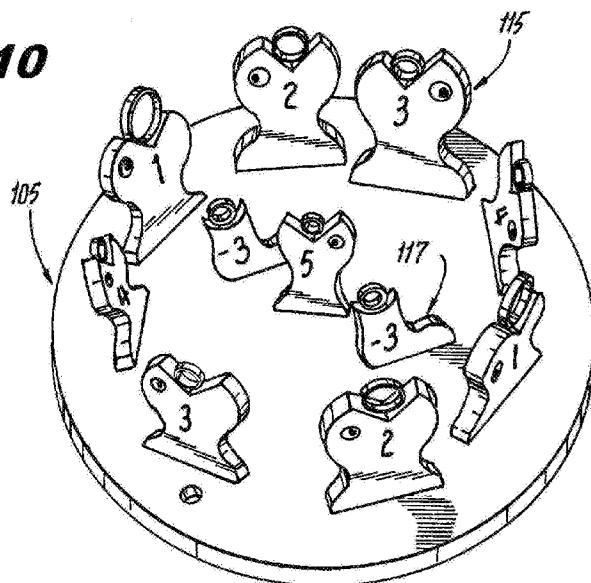


**Fig. 9**

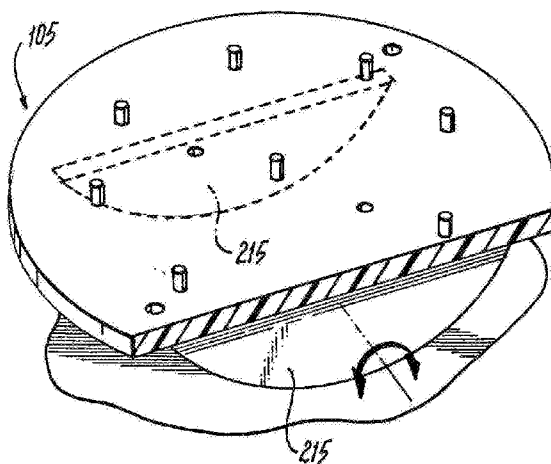
**Fig. 7**



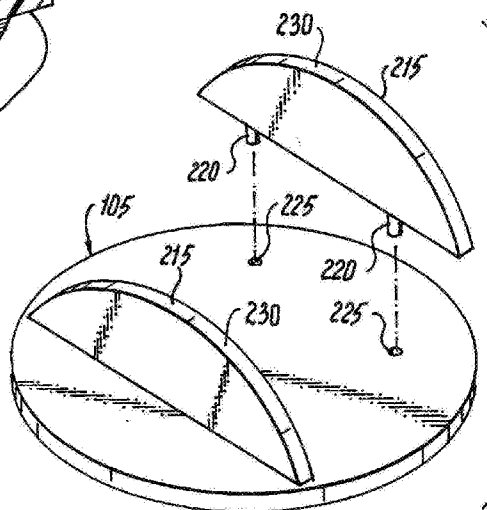
**Fig. 10**



**Fig. 11**



**Fig. 12**



## FISHING GAME

### FIELD OF THE INVENTION

[0001] The present invention relates generally to games, and, more particularly, to games that simulate fishing.

### BACKGROUND OF THE INVENTION

[0002] While video games have gained significant popularity of late, there is still a large population of game players that enjoy games that are embodied in tangible form. These “tangible” games are particularly popular when they involve a combination of physical skill and mental strategy rather than solely strategy or blind luck. Such games may provide many hours of entertainment to both children and adults.

### SUMMARY OF THE INVENTION

[0003] Embodiments of the present invention address the above-identified needs by providing games that simulate fishing, which are both mentally and physically challenging, as well as appropriate for adults and children.

[0004] Aspects of the invention are directed to a kit comprising a game table, a game piece removably mountable to the game table, and a fishing rod. The game piece comprises a game piece body defining two opposite sidewalls and a v-shaped notch. The game piece also comprises a ring-shaped element mounted at least partially in the v-shaped notch. The fishing rod comprises a pole, a line attached to the pole, and a hook attached to the line. The hook is shaped so as to be capable of hooking the ring-shaped element.

[0005] Additional aspects of the invention are directed to a method of playing a game. A game table is received, and a game piece is removably mounted to the game table. The game piece comprises a game piece body defining two opposite sidewalls and a v-shaped notch. The game piece also comprises a ring-shaped element mounted at least partially in the v-shaped notch. A fishing rod is received with the fishing rod comprising a pole, a line attached to the pole, and a hook attached to the line. The hook is shaped so as to be capable of hooking the ring-shaped element. The fishing rod is manipulated to cause the hook to hook the ring-shaped element.

### BRIEF DESCRIPTION OF THE DRAWINGS

[0006] These and other features, aspects, and advantages of the present invention will become better understood with regard to the following description, appended claims, and accompanying drawings where:

[0007] FIG. 1 shows a perspective view of a game kit in accordance with an illustrative embodiment of the invention;

[0008] FIG. 2 shows elevational views of representative fish pieces in the FIG. 1 game kit, in accordance with an illustrative embodiment of the invention;

[0009] FIG. 3 shows a perspective view of a representative fish piece in the FIG. 1 game kit;

[0010] FIG. 4 shows a perspective view of a representative boot piece in the FIG. 1 game kit;

[0011] FIG. 5 shows an elevational view of a representative score board in the FIG. 1 game kit;

[0012] FIG. 6 shows a perspective view of the game table in the FIG. 1 game kit;

[0013] FIG. 7 shows an elevational view of a representative fishing rod in the FIG. 1 game kit;

[0014] FIGS. 8 and 9 show elevational views of two types of hooks that may be used with the FIG. 7 fishing rod;

[0015] FIG. 10 shows a perspective view of elements of the FIG. 1 game kit configured for the start of play;

[0016] FIGS. 11 and 12 show a partially broken top perspective view and an exploded bottom perspective view, respectively, of the FIG. 5 game table with the addition of optional rockers.

### DETAILED DESCRIPTION OF THE INVENTION

[0017] The present invention will be described with reference to illustrative embodiments. For this reason, numerous modifications can be made to these embodiments and the results will still come within the scope of the invention. No limitations with respect to the specific embodiments described herein are intended or should be inferred.

[0018] Several terms are used herein and in the appended claims to account for normal manufacturing tolerances with respect to the elements being described. The term “substantially the same as” means the same within ten percent. The term “substantially different from” means different by more than twenty percent. The terms “substantially parallel to” and “substantially perpendicular to” mean within twenty degrees of perfectly parallel and perfectly perpendicular, respectively.

[0019] FIG. 1 shows a perspective view of a game kit 100 in accordance with an illustrative embodiment of the invention. The illustrative game kit 100 includes several components: a game table 105; two fishing rods 110; nine fish pieces 115; two boot pieces 117; and two score boards 120.

[0020] Each of the nine fish pieces 115 is marked with a respective numeral (hereinafter, a “fish piece value”). In the present illustrative embodiment, two of the fish pieces 115 are marked with fish piece value “1”; two are marked with fish piece value “2”; two are marked with fish piece value “3”; two are marked with fish piece value “4”; and one is marked with fish piece value “5.” FIG. 2 shows elevational views of five of the nine fish pieces 115, while FIG. 3 shows a perspective view of a representative one of the fish pieces 115.

[0021] The representative fish piece 115 in FIG. 3 comprises a fish piece body 122, a pair of plastic eyes 125, and a ring-shaped element 130. The fish piece body 122 is shaped to invoke the idea of a vertically-standing fish, with a tail-like shape at its bottom and a v-shaped, mouth-like notch 135 at its top. The pair of eyes 125 occupy opposite parallel sidewalls 140 of the fish piece 115. The ring-shaped element 130 (e.g., a grommet) occupies the notch 135 and is oriented parallel to the parallel sidewalls 140 (i.e., the central axis of the ring-shaped element 130 is perpendicular to the parallel sidewalls 140). The representative fish piece body 122 further defines a fish piece hole 145 in its bottom.

[0022] Each of the other fish pieces 115 is likewise configured with its own respective fish piece body 122, pair of eyes 125, ring-shaped element 130, notch 135, pair of parallel sidewalls 140, and fish piece hole 145.

[0023] Table I indicates some physical properties for the illustrative fish pieces 115. It is reinforced, however, that these values are both approximate and intended to be illustrative only. The values are thus non-limiting with respect to the scope of the invention. Maximum heights (max height) are measured without measuring the ring-shaped elements 130. As indicated in the Table, the inside diameters of the ring-shaped elements 130 (inside ring diameters) get progressively smaller as the fish piece values increase. At the same time, the fish pieces 115 with fish piece values “1” through

“4” have approximately the same body dimensions, but the fish piece **115** with fish piece value “5” is substantially smaller than the others.

TABLE I

Physical Properties of Fish Pieces					
FISH PIECE VALUE	INSIDE RING DIAMETER (cm)	MAX HEIGHT (cm)	MAX WIDTH (cm)	DEPTH (cm)	WEIGHT (g)
1	3.3	14	11	1.9	83
2	2.5				
3	2.0				
4	1.6				
5	1.2	12	6.8		40

[0024] FIG. 4 shows a perspective view of a representative one of the boot pieces **117**. The boot piece **117** is shaped to invoke the idea of a boot and includes a boot ring **147** at its top and a boot piece peg **148** at its bottom. In the present illustrative embodiment, the boot ring **147** is substantially identical to the ring-shaped element **130** associated with the fish pieces **115** having a fish piece value of “3.” That is, the boot ring **147** has an inside diameter of about 2.0 cm. The boot piece **117** has a maximum height of about 6.6 cm (not including the boot ring **147** or the boot piece peg **148**), a maximum width of about 8.0 cm, a depth of about 1.8 cm, and a weight of about 28 g. The other boot piece **117** is largely identical. The boot pieces **117** are labeled with the value “-3” (i.e., the numerical symbols for minus three).

[0025] FIG. 5 shows an elevational view of a representative one of the score boards **120** in the game kit **100**. The score board **120** is also shaped like a fish and includes 30 scoring holes **150** with 29 of the scoring holes **150** labeled sequentially “1” through “29.” A scoring peg **155** allows score to be kept for a given player by moving the scoring peg **155** into the appropriate scoring holes **150** as the game progresses. The score board **120** further includes a score board peg **160** at its bottom. The other score board **120** is largely identical.

[0026] FIG. 6 shows a perspective view of the game table **105** in the game kit **100**. The game table **105** defines a round disk **165** with a diameter of about 45 cm. A top surface **170** of the game table **105** defines eight fish piece pegs **175** arranged circumferentially about a ninth, centrally-positioned fish piece peg **175**. The fish piece pegs **175** are sized to engage the fish piece holes **145** in the bottoms of the fish pieces **115** so that each of the fish pieces **115** can be removably mounted to the game table **105**. The game table **105** further defines two rod holes **180** capable of receiving ends of the fishing rods **110**, and two boot piece holes **185** sized to receive the boot piece pegs **148** of the boot pieces **117** or the score board pegs **160** of the score boards **120**. The game table **105** is thereby equipped with pegs and holes that allow it to support the fishing rods **110**, the fish pieces **115**, and the boot pieces **117** in the manner indicated in FIG. 1. It is noted, however, that in other embodiments falling within the scope of the invention, the arrangement of pegs and associated holes may be inverted from what is set forth above. For example, in one more alternative embodiments, the fish pieces **115** may define the pegs and the game table **105** may define the associated holes.

[0027] FIG. 7 shows an elevational view of a representative one of the two fishing rods **110** in the illustrative game kit **100**. In the present embodiment, the representative fishing rod **110**

defines an elongate pole **190** with a proximal end of a fishing line **195** attached at one end. The elongate pole **190** has a length of about 91 cm, while the fishing line **195** has a length of about 72 cm. A colored bobber **200** is threaded on the fishing line **195**, and a hook clip connector **205** and a hook **210** are attached to a distal end of the fishing line **195**. The other fishing rod **110** is likewise configured, but with a different colored bobber **200**. One of many hook designs may be utilized. Two such designs are shown in elevation in FIGS. 8 and 9. In FIG. 8, the hook **210** is of a treble design. In FIG. 9, an alternative hook **210'** is of a single-pronged design. The hooks **210**, **210'** are covered in plastic to aid in safe game play.

[0028] FIG. 10 shows a perspective view of the fish pieces **115** and the boot pieces **117** arranged on the game table **105** as might be the case were elements of the game kit **100** initially set up for game play. In this arrangement, the eight fish pieces **115** with fish piece values “1”-“4” are arranged circumferentially about the game table **105** utilizing the fish piece holes **145** in the fish pieces **115** and the corresponding fish piece pegs **175** in the game table **105**. The smaller fish piece **115** with fish piece value “5” is positioned in the center of the game table **105** using its own fish piece hole **145** and the corresponding fish piece peg **175** in the game table **105**. The boot pieces **117** with their boot piece pegs **148** occupy the two boot piece holes **185**.

[0029] The game is generally played by having players manipulate the fishing rods **110** via the elongate poles **190** to cause the hooks **210** to hook the ring-shaped elements **130** of the fish pieces **115**, and then to further manipulate the fishing rods **110** to lift the fish pieces **115** away from the game table **105**. Game play may occur by utilizing various rules, but no particular rules set forth herein are intended to limit the scope of the invention. In one illustrative embodiment, a game play process occurs as follows:

[0030] 1. The game table **105** is placed on the floor between two chairs about four feet apart;

[0031] 2. The fish pieces **115** with fish piece values “1”-“4” are placed circumferentially on the game table **105** in random order, but oriented with one of their eyes **125** facing outward (FIG. 10);

[0032] 3. The smaller fish piece **115** with fish piece value “5” is placed in the center of the game table **105** (FIG. 10);

[0033] 4. The boot pieces **117** are placed near the center of the game table **105** (FIG. 10);

[0034] 5. The players are seated in the two chairs and each player attempts to hook and remove as many fish pieces **115** as possible from the game table **105** for a two-minute timed period utilizing only the fishing rods **110**;

[0035] 6. At the end of the first two-minute time period, each player adds up the fish piece values of those fish pieces **115** hooked by that player, records it on a respective score board **120**, and the fish pieces **115** are returned to the game table **105** (FIG. 10);

[0036] 7. A player wins when he obtains exactly 25 points;

[0037] 8. If a player has more than 25 points, additionally hooked fish pieces **115** are subtracted from his score until he is again below 25 points;

[0038] 9. If a player hooks a boot piece **117**, the other player must subtract 3 points from his score. However, a player may only hook a boot piece **117** once per game;



[0039] 10. A second two-minute timed period and additional one-minute timed periods are played as necessary until one player wins.

[0040] 11. Fish pieces 115 and boot pieces 117 that fall over but are still on the game table 105 may still be hooked;

[0041] 12. Fish pieces 115 and boot pieces 117 that fall off the game table 105 but are not hooked are out-of-play; and

[0042] 13. If two players simultaneously hook the same fish piece 115 or boot piece 117, that piece is considered out-of-play and is removed from the game table 105 for that timed round.

[0043] In alternative game play processes, a non-timed game has each player try to hook fish pieces 115 in order from fish piece value “1” to “5.” The person to first hook the fish piece 115 with fish piece value “5” wins.

[0044] While not limiting, the various designs set forth above have been shown to provide excellent game play with the game kit 100 actually reduced to practice, meaning that the game is competitive while not being overly difficult or overly easy. As indicated above with reference to Table I, internal ring diameter decreases with fish piece value. The difficulty in hooking a fish piece 115 therefore becomes greater as the value of that fish piece increases. At the same time, switching from the use of a treble hook (FIG. 8) to a single-pronged, j-shaped hook (FIG. 9), substantially increases the challenge of the game.

[0045] The elements of the game kit 100 can be sourced commercially or manufactured from readily available materials utilizing well understood manufacturing methods. For example, the eyes 125, the ring-shaped elements 130, the boot rings 147, the fishing line 195, the colored bobbers 200, the hook clip connectors 205, and the hooks 210, 210' are readily available commercially. In some embodiments, the eyes 125 may be replaced by holes drilled into the fish bodies 122. The remaining elements may be made from, as just two examples, wood or plastic via common woodworking or plastic forming techniques that will already be familiar to one having ordinary skill in the relevant arts. Having elements of the game be made of wood introduces somewhat of a nostalgic, hand-made feel to the game kit 100, which may be appealing to many consumers. In even additional embodiments, the fishing rods may be made at least in part of fiberglass.

[0046] Furthermore, to make the game kit 100 even more challenging, a pair of detachable, arcuate rockers 215 may optionally be added to the bottom of the game table 105 to allow the game table 105 to rock during game play. FIG. 11 shows a partially broken top perspective view of the game table 105 with the rockers 215 attached, while FIG. 12 shows an exploded bottom perspective view of the same elements. The rockers 215 include rocker pins 220 that engage rocker holes 225 in the bottom of the game table 105. Each rocker 215 includes a respective arcuate edge surface 230 that is oriented away from the game table 105 when the rocker 215 is attached to the game table 105.

[0047] It should again be emphasized that the above-described embodiments of the invention are intended to be illustrative only. Other embodiments can use different types and arrangements of elements for implementing the described functionality. For example, a game kit falling within the scope of the invention could have very different designs and dimensions from that shown in the above-described illustrative embodiments. These numerous alterna-

tive embodiments within the scope of the appended claims will be apparent to one skilled in the art.

[0048] Moreover, all the features disclosed herein may be replaced by alternative features serving the same, equivalent, or similar purposes, unless expressly stated otherwise. Thus, unless expressly stated otherwise, each feature disclosed is one example only of a generic series of equivalent or similar features.

[0049] Any element in a claim that does not explicitly state “means for” performing a specified function or “step for” performing a specified function is not to be interpreted as a “means for” or “step for” clause as specified in AIA 35 U.S.C. §112(f). In particular, the use of “steps of” in the claims herein is not intended to invoke the provisions of AIA 35 U.S.C. §112(f).

What is claimed is:

1. A kit comprising:

a game table;

a game piece removably mountable to the game table and comprising:

a game piece body defining two opposite sidewalls and a v-shaped notch;

a ring-shaped element mounted at least partially in the v-shaped notch;

a fishing rod comprising:

a pole

a line attached to the pole; and

a hook attached to the line and shaped so as to be capable of hooking the ring-shaped element.

2. The kit of claim 1, wherein the game table defines a round disk.

3. The kit of claim 1, wherein:

the game table defines a peg; and

the game piece body defines a hole dimensioned to receive the peg so as to removably mount the game piece to the game table.

4. The kit of claim 1, wherein the game table defines a hole capable of receiving an end of the pole.

5. The kit of claim 1, wherein the game piece is labeled with a number.

6. The kit of claim 1, wherein the ring-shaped element is mounted at least partially in the v-shaped notch with a central axis oriented substantially perpendicular to each of the two opposite sidewalls.

7. The kit of claim 1, further comprising a bobber threaded onto the line.

8. The kit of claim 1, wherein the hook consists of a single-pronged hook.

9. The kit of claim 1, wherein the hook comprises a treble hook.

10. The kit of claim 1, further comprising a hook clip connector attaching the hook to the line.

11. The kit of claim 1, further comprising a second game piece, the second game piece removably mountable to the game table and comprising:

a second game piece body defining two second opposite sidewalls and a second v-shaped notch; and

a second ring-shaped element mounted at least partially in the second v-shaped notch.

12. The kit of claim 11, wherein the second ring-shaped element has an inside diameter substantially different from that of the ring-shaped element.

**13.** The kit of claim **11**, wherein:

the second game piece body has a maximum height and a maximum width substantially the same as those of the game piece body; and

the second ring-shaped element has an inside diameter substantially different from that of the ring-shaped element.

**14.** The kit of claim **11**, wherein:

the second game piece body has a maximum height and a maximum width substantially different from those of the game piece body; and

the second ring-shaped element has an inside diameter substantially different from that of the ring-shaped element.

**15.** The kit of claim **1**, further comprising a rocker defining an arcuate edge, and removably attachable to the game table such that the arcuate edge is oriented away from the game table.

**16.** A method of playing a game comprising the steps of: receiving a game table;

removably mounting a game piece to a game table, the game piece comprising:

a game piece body defining two opposite sidewalls and a v-shaped notch;

a ring-shaped element mounted at least partially in the v-shaped notch;

receiving a fishing rod comprising;

a pole;

a line attached to the pole;

a hook attached to the line and shaped so as to be capable of hooking the ring-shaped element; and

manipulating the fishing rod to cause the hook to hook the ring-shaped element.

**17.** The method of claim **16**, further comprising the step of manipulating the fishing rod to lift the game piece away from the game table.

**18.** The method of claim **16**, wherein the ring-shaped element is mounted at least partially in the v-shaped notch with a central axis oriented substantially perpendicular to each of the two opposite sidewalls.

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