

(No Model.)

E. DUNGEY.
GAME APPARATUS.

No. 484,950.

Patented Oct. 25, 1892.

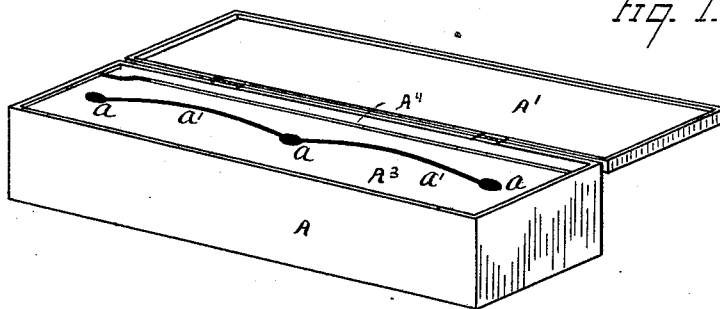


Fig. 1.

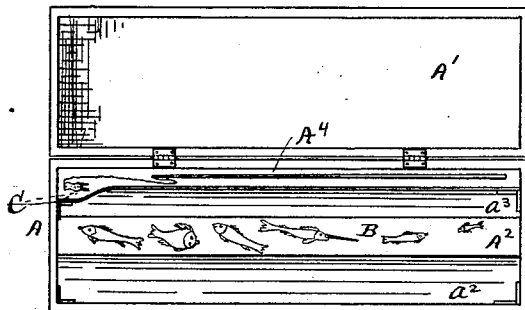


Fig. 2.

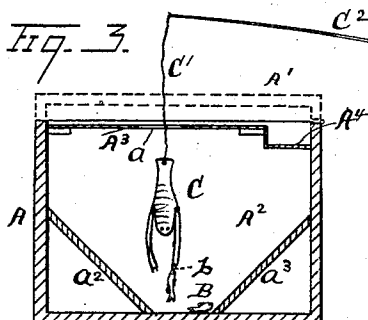


Fig. 3.

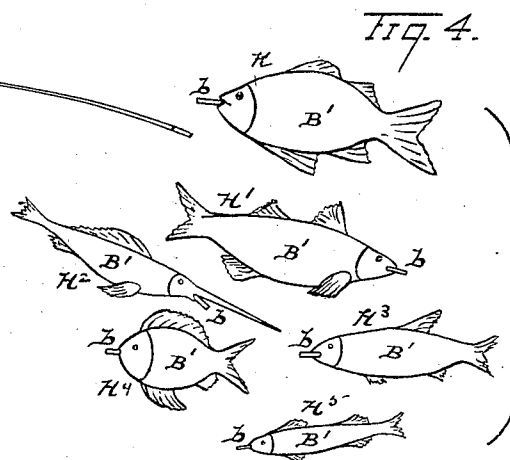


Fig. 4.

Witnesses
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UNITED STATES PATENT OFFICE.

EDWARD DUNGEY, OF DETROIT, MICHIGAN.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 484,950, dated October 25, 1892.

Application filed April 6, 1892. Serial No. 428,047. (No model.)

To all whom it may concern:

Be it known that I, EDWARD DUNGEY, a citizen of the United States, residing at Detroit, county of Wayne, State of Michigan, have invented a certain new and useful Improvement in Game Apparatus; and I declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same, reference being had to the accompanying drawings, which form a part of this specification.

My invention has for its object a game apparatus of novel form and character; and it consists of the devices and appliances hereinafter specified and claimed, and illustrated in the accompanying drawings, in which—

Figure 1 is a view in perspective showing the box opened ready for use. Fig. 2 is a plan view with the detachable cover removed. Fig. 3 is a vertical section. Fig. 4 shows in detail a variety of fishes employed in the game.

More particularly my improved game apparatus consists of a simulated fish-pond, the play being to fish out of the pond various kinds of fishes with a simulated trolling-hook consisting of a magnet, the fishes being made attractable by the magnet.

I carry out my invention as follows:

A represents a box having a cover A' preferably hinged thereto. This box forms a chamber A², in which a desired number of fishes B are located. These fishes are made, preferably, with non-magnetic or non-attractable bodies B', as of wood, papier-maché, or other non-attractable substance. The heads of the several fish, respectively, are provided with attractable points *b*, whereby a magnet will cause the fishes to cling thereto, so as to be lifted out of the pond thereby.

C is a representative fish-hook formed of a magnet, with a cord C', attached thereto, connected with a rod C².

Over the chamber A², containing the fish, I locate an additional cover A³, which may be detachable. This cover A³ is formed with one or more orifices *a*, representing fish-ponds. The cover A³ is also formed with one or more channels *a'*, representing streams communicating with the fish-ponds *a*. This construction of said cover with the holes *a* and communicating channels *a'* representing fish-ponds and communicating streams, enables

the player to insert his hook into one of the pond-holes *a* and to troll the hook back or forth in the stream *a'*, according to the rules of the game, and to land any fish caught in trolling out through one of the pond-holes. It will be seen that in this act of trolling and catching the fish the fish and hook are out of sight of the player until he brings his hook to the surface through one of the pond-holes, thereby adding to the interest of the game.

I prefer to provide the box with inclined bases *a*² *a*³ to keep the fish near to the middle thereof and beneath the pond-holes and stream.

Adjacent to the cover A³ is a shelf A⁴ to contain the pole and hook when not in use.

By making the fish attractable by the magnet only at their heads they are more difficult of being caught, and are also caught and lifted in the customary position.

In playing the game the different kinds of fishes count a certain specified number according to the rules of the game. Any desired number of varieties of fish may be employed. Thus, for example, I find it very suitable to provide a half-dozen fish marked H in Fig. 4, and the same number of fish marked H¹, H², H³, H⁴, and H⁵. The fish H may each count thirty, the fish H¹ twenty-five, the fish H² twenty, the fish H³ fifteen, the fish H⁴ ten, and the fish H⁵ five. These fish may be colored to distinguish them.

A player may troll once across the pond at each play. The player who first reaches a designated number is the winner.

While I have described the fish as constituting the pieces to be caught by the player, other analogous devices might be employed without departing from the principle of my invention.

What I claim as my invention is—

A game apparatus including a box and a cover having slots and holes therein, in combination with a line having a magnet on the end thereof and figures provided with projecting metal attractable by said magnet, substantially as set forth.

In testimony whereof I sign this specification in the presence of two witnesses.

EDWARD DUNGEY.

Witnesses:

N. S. WRIGHT,
JOHN F. MILLER.