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GAME APPARATUS.

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To all whom it may concern:

Be it known that I, LOUIS S. SCHER, a citizen of the United States, and resident of borough of the Bronx, county of Bronx, and State of New York, have invented certain new and useful Improvements in Game Apparatus, of which the following is a specification.

The invention relates to game apparatus and more particularly to devices for playing a game of a novel and entertaining character in which the players attempt to locate a hidden object. The game may be considered as one in which buried treasure is being searched for, or in which the location of hidden water, or oil, or a mineral, or the like is being searched for, as is done in the case of water, for example, with a divining rod.

In accordance with the invention upper and lower plane members preferably in the nature of game boards are provided between which the object or objects, the location of which is to be determined, may be positioned. One player having positioned the object which represents the hidden treasure or the like at any desired point on the surface of the lower member, and covered the same with the upper member, another player proceeds to move a "finder" member above the upper board in an effort to determine the location of the concealed object. The concealed object and the "finder" member are of such a nature that the "finder" will give some indication when it is brought into the proximity of the hidden member. Thus, in the preferred form of the invention, the hidden member which may represent a buried treasure, for example, may take the form of a small magnet, while the finder member may take the form of a piece of magnetic material which preferably is freely suspended from the hand of the player, and which is moved through the air above the cover member until it is brought into proximity to the position of the magnet, whereupon the finder will be attracted and will point to or otherwise indicate the position of the magnet.

In the preferred form of the invention two persons or other plurality of persons play the game at the same time, each searching for the location of the member hidden; that is positioned between the upper and lower game boards, by the other, or another player, the player who first correctly locates the position of the object for which he is

seeking scoring a point, or otherwise securing an advantage. In the preferred form of the invention, also, the upper and lower members are similar in shape, marking, etc., and are removably positioned one on the other in alignment, the upper and lower members having longitudinal and transverse lines properly designated, or being otherwise provided with designating means, so that the position of the finder may be accurately designated as the intersection of a particular pair of lines, while the hidden magnet or article to be found will be positioned at or adjacent to the same intersection on the lower board, if the manipulation of the finder has been correctly conducted.

An object of the invention is the provision of improved game apparatus of the character above referred to. Other objects of the invention comprises the provision of improved combinations of parts and details of construction, all as will be more fully pointed out hereinafter and particularly claimed in the appended claims.

In order that the invention may be more clearly understood, attention is hereby directed to the accompanying drawings forming part of this application and illustrating one form of the invention. In the drawings—

Fig. 1 represents a perspective view of an apparatus comprising one form of the invention, certain parts being broken away to indicate the underlying parts;

Fig. 2 is an enlarged plan view of a portion of the apparatus, the cover member being broken away to indicate the lower game board or member with a magnet positioned thereon;

Fig. 3 is a side elevation of one form of finder device, and

Fig. 4 is a top plan view of the same with the suspending cords omitted.

Referring to the drawings, the lower member or game board 1 and the upper or cover member 2 are preferably exactly alike in size and shape, so that they may be exactly aligned. They may be removably held in alignment by any suitable means, the preferred means taking the form of a shallow box having a marginal flange 3. The game apparatus including the upper and lower members or boards 1 and 2 may be kept in this box when out of use, and the box will also serve as an aligning means for the upper and lower members, as stated, by

shaping these members to fit closely within the marginal flange 3 of the box.

The member 2 is preferably, but not necessarily, formed of two similar portions 2¹, 2², which are hinged together, along a line indicated at 4 intermediate the two ends of the boards. Members 1 and 2 may be formed of cardboard or the like, and the hinge of the upper member, indicated at 4, may be formed in any suitable way, as by connecting the opposite end portions 2¹ of the upper board by a pliable tape, or the like.

The upper and lower members 1 and 2 are similarly marked with indicia by which the locations of various points thereon may be accurately designated. Thus, both members may be provided with longitudinal lines indicated by the numeral 5, which lines are suitably designated as by the numerals 1 to 21, or whatever the number of these lines actually used happens to be, these indicating numerals being printed at the ends of the boards, as is indicated at 6. The boards are also provided with transverse rulings indicated at 7, which may suitably be indicated by a sufficient number of the letters of the alphabet printed at the opposite edges, as is indicated at 8. Or, if desired, the crossing lines may be indicated as degrees and minutes of longitude and latitude, adding a further element of educational interest to the game.

Preferably, also, each board has a suitable map printed thereon, such as a map of a fanciful "treasure island," on which treasure may be conceived to be buried, the map being identical on both boards.

The articles to be hidden and searched for are represented in the form of invention indicated in the drawings by illustrations of treasure chests, or the like, carried by the small permanent magnets 9, which are represented as small horse shoe magnets. These may be of the usual type but some means should be provided for indicating the center of magnetic attraction of each magnet. In the case of a small permanent horse shoe magnet this point will lie half way between the legs or poles of the magnet a short distance back from the ends. This point may be indicated by marking lines across the legs or poles of the magnet in alignment with such point. Preferably, however, I secure a small sheet of non-magnetic material 10 across the ends of the legs of the magnet, and provide an opening 11 therethrough at the center of magnetic attraction. The sheet of material 10 may be formed of any suitable non-magnetic material, such as paper, or sheet brass.

When the game is to be played a pair of players may sit at opposite ends of the box each of them being provided with a magnet to be hidden away and searched for by his opponent. The players raise the portions 2¹

of the cover board into their upper positions as shown in dotted lines in Fig. 1, the portions 2¹ swinging upwardly about hinge 4. Each player then positions his magnet at any desired point on the lower board, this operation being screened from the view of his opponent by the raised cover portion 2¹. The player at the left may so place his magnet, secretly, that the opening 11 therein will exactly overlie the intersection of the lines 8 and C, as is indicated in Figs. 1 and 2, while the other magnet may be positioned with its opening 11 at the intersection of lines 15 and Q, as is indicated in dotted lines at the right of Fig. 1.

The cover sections 2¹ being lowered, the magnets will be entirely hidden and the upper and lower boards will be aligned with each other, so that the position-designating cross lines on each will be in alignment. The position of the board is now reversed, or the players exchange places, so that each can search for the magnet hidden by the other.

This is done by means of what I term "finder" members, preferably devices comprising magnetizable metal, so arranged as to indicate or point towards the position of a magnet when properly manipulated. Preferably each finder comprises a small disc 12 which may be freely suspended in horizontal position by flexible cords 13 secured through openings 14 equally spaced about the periphery of the disc, four such openings being shown in the drawing. These cords are secured together by a knot 15 at equal distances from the openings 14 and a single cord 16 extends upwardly therefrom which may be held between a thumb and finger of the player. Other forms of "finder" may of course be used.

The device so arranged will, of course, be freely rotatable. The disc may be given the effect of a pointer by marking an arrow 17 thereon and arranging a sufficient mass of magnetizable metal at the point of the arrow. The disc 12 may suitably be formed of cardboard or the like with a small sheet of magnetizable metal 18 secured to the underside thereof, as is indicated in dotted lines at 18 in Fig. 4. The arrow 17 is so arranged that the end of its head will overlie the center of the small sheet of metal 18. The disc 12 may, of course, be reinforced by a marginal rim of any suitable thin sheet metal, or other material. A piece of non-magnetic material 18¹ may be secured to the disc at the opposite end of the arrow, to balance piece 18.

When such a device is suspended above a magnet the magnetic attraction will, of course, serve to turn the disc until the pointer or head of the arrow 17 is above the effective center of the magnet. This effect will also take place when the magnet is posi-

tioned beneath the upper member 2, the latter being formed of cardboard or the like, which is not too thick to prevent this effect.

Each player, therefore, holding his finder member by the cord 16 moves the same through the air slightly above the surface of the cover member until the neighborhood of the concealed magnet is indicated by a turning of the disc 12. By moving the finder slightly in one direction or the other the location of the concealed magnet may quite accurately be determined. When the operation has been accurately performed the pointing end of the arrow 17 will lie quite exactly above the opening 11 of the strip 10 on the concealed magnet, as is indicated at the right hand side of Fig. 1.

In playing the game the opposing players are, of course, each trying to locate a buried treasure before the other locates his buried treasure. When, therefore, one player considers that he has found the desired location he announces the fact and the game is temporarily stopped. He then notes the point indicated by his finder, such as the intersection of lines 8 and C, and the portion 2¹ of the cover member covering the concealed magnet is raised and the position of the magnet on the lower board noted by both players. If the finding operation has been accurate the central opening 11 of the magnet will be found located at or closely adjacent to the intersection of lines 8 and C, on the lower board, in which case the player scores one point. If, however, he has made an error and the point 11 of the magnet is not located at the intersection, or within the square announced by him, one, or any other desired number, is taken from his score, so that accuracy is a necessary attribute of the successful player, as well as quickness. It is found that with reasonable speed a good player may locate the hidden magnet quite accurately about three times out of four. The winner may be considered the player who first scores a desired number of points.

It will be understood that the invention is not limited strictly to the details of construction which have been described with particularity, but that all reasonable variations and modifications are included within the scope of the invention, as is indicated by the accompanying claims. Generally speaking, the concealed article and the finder member are of such character that the movement of the finder into the near proximity of the concealed article will cause a pointing of the finder to the position of the concealed article or will cause some other form of indication to be given by the finder when the same is correctly positioned above the position of the concealed article.

It will also be noted that it is not essential that the magnet should be the hidden

member and the armature for the magnet should be the finder member, since these two members may, of course, be interchanged, both the hidden member and the finder member being of magnetizable material, one of the same, either the finder member or the hidden member, being permanently magnetized. The finder member may, for example, be the needle of a small compass.

What I claim is:

1. In game apparatus, the combination of a non-magnetic member the surface of which is provided with means for designating various points or portions thereof, a non-magnetic cover member having similar designating means, adapted to be positioned on said first member in alinement therewith, a magnet adapted to be placed at any desired point on said first member and covered by said cover member, and a member adapted to be attracted by said magnet, adapted to be moved by a player above said cover member in an effort to locate the position of said magnet.

2. In game apparatus, the combination of a non-magnetic member the surface of which is provided with means for designating various points or portions thereof, a non-magnetic cover member having similar designating means, adapted to be positioned on said first member in alinement therewith, and having portions thereof hinged together, so that one of the same may be swung upwardly about its hinge when the cover member is positioned on said first member, a magnet adapted to be placed as desired on said first member, when said cover portion is raised, and covered by said cover portion when the latter is again lowered, and a magnetic finder member adapted to be moved by a player above said cover member in an effort to locate the position of said magnet.

3. In game apparatus, the combination of a game board, a cover member adapted to be superposed thereon in alignment therewith, said board and cover member being marked with similar indicia, similarly placed, an article to be searched for, adapted to be placed at any desired point on said board and covered by said cover member, and a finder member, adapted to be moved by a player above said cover member in an effort to locate the position of said article, said finder member being adapted to indicate the position of said article when moved adjacent thereto above said cover member.

4. In a game apparatus, the combination of upper and lower plane members of equal size, both similarly marked with crossing lines so designated as to enable any point on either member to be located with relation to said lines, and means for removably holding said members in alinement, one on the

other, said members being adapted to have a flat object, the location of which is to be determined, positioned between them.

5 5. In game apparatus, the combination of upper and lower plane members of equal size, both similarly marked with crossing lines so designated as to enable any point on either member to be located with relation to said lines, and means for removably
10 holding said members in alinement, one on the other, said upper member being hinged intermediate its ends, so that either end portion may be swung upwardly to screen the secret placing of a flat object, the location of which is to be determined, between
15 the same and the lower member.

6. In game apparatus, the combination of upper and lower plane members of equal size, both similarly marked with crossing
20 lines so designated as to enable any point on either member to be located with relation to said lines, a box in which said members removably fit, adapted to hold the same in alinement, one on the other, a magnetizable
25 member adapted to be positioned between said upper and lower members, and a mag-

netizable finder member adapted to be moved by a player above said upper member in an effort to locate the position of said hidden magnetizable member, one of said magnetizable members being charged with magnetism. 30

7. In game apparatus, the combination of a non-magnetic member, the surface of which is provided with means for designating various points or portions thereof, a non-magnetic cover member having similar designating means, adapted to be positioned on said first member in alinement therewith, a magnetizable member adapted to be
40 placed at any desired point on said first member and covered by said cover member, and a magnetizable finder member adapted to be moved by a player above said cover member in an effort to locate the position of
45 said first named magnetizable member, one of said two named magnetizable members being permanently charged with magnetism.

In testimony whereof I have signed my name to this specification.

LOUIS S. SCHER.