

H. B. PALMER.
 GAME APPARATUS.
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1,061,864.

Patented May 13, 1913.

Fig. 1.

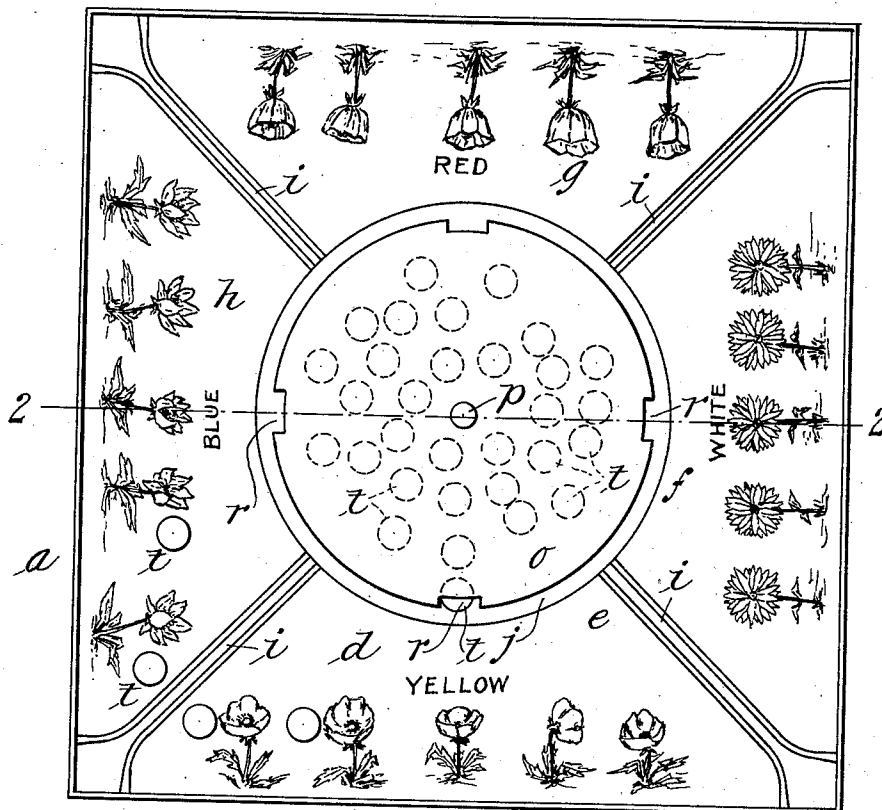


Fig. 3.

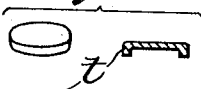
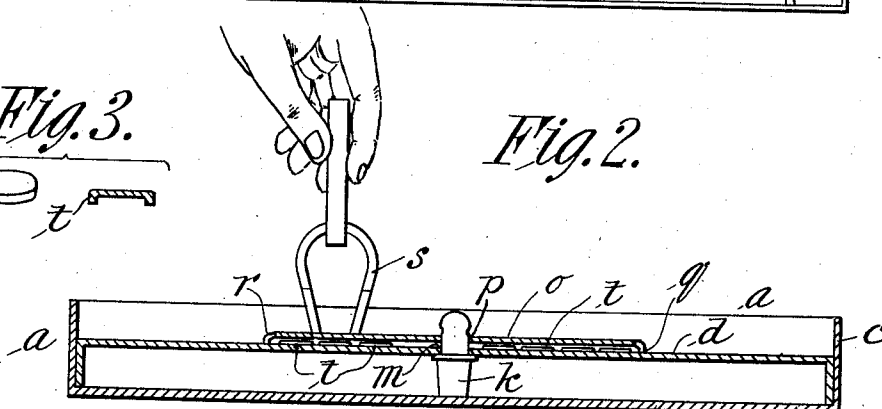


Fig. 2.



WITNESSES:

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GAME APPARATUS.

1,061,864.

Specification of Letters Patent.

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To all whom it may concern:

Be it known that I, HARRY B. PALMER, a citizen of the United States of America, residing at New York, in the county of New York and State of New York, have invented new and useful Improvements in Game Apparatus, of which the following is a specification.

This invention relates to improvements in game devices in which a number of persons can play the game and comprises in general a box-like or inclosure member around the border of which are placed figures representing flowers of different color. The center portion of the box is designed to receive a cover member having a raised border in which openings are cut. Placed beneath this cover member are a large number of different colored metallic elements. The number of the colors of these elements corresponds to the different colored flowers in the border. The elements are made of some light metallic material as steel stampings which can be readily attracted by means of a magnet and drawn through the openings in the cover member. The game is designed to represent as closely as possible a bee hive with inlet and exit openings for the bees.

Referring to the drawings,—Figure 1 is a plan view of the board indicating different colored flowers and the cover member with the openings in the side. Fig. 2 is a transverse sectional view on the line 2—2 of Fig. 1 clearly illustrating the construction of the cover member with the “bees” or metallic members placed thereunder and the manner in which the light metallic elements are attracted through the openings in the cover. It also shows the manner in which the cover is pivotally supported. Fig. 3 is a detailed view of the elements designed to represent the bees.

Referring to the drawings in detail *a* designates the box-like member having the bottom portion *b* and the up-turned sides *c*. Located within the up-turned sides is a partition *d*. This partition, as shown in Fig. 2, is conventionally divided into four compartments around the edge as *e*, *f*, *g* and *h* by means of the lines *i*. Within these four compartments figures are placed to represent flowers of different color as indicated by the words “yellow”, “white”, “red”, and “blue”. The four divisions lines terminate at the circle *j*. *k* designates a post

that rests on the bottom of the box and extends upward through an opening *m* in the partition *d* and projects above the upper surface of this partition as shown in Fig. 2. The cover member which is preferably composed of aluminum and is designed to imitate the hive of the bee-hive as indicated at *o*. This hive or cover element is formed with an opening *p* to receive the post *k* and permit the same to be easily and readily revolved on the partition *d*. The edge of the cover is crimped or bent at right angles to its upper surface as shown at *q* and in this bent over edge are openings *r* of any suitable number. The diameter of this covered element is substantially the same as the diameter of the circle *j* above referred to. The elements that are designed to represent the bees of the game consist of light metallic stampings as thin sheet steel, cup-shaped in form, as shown in Fig. 3. These elements are colored to correspond with the different colored flowers and equal in number to the flowers on the border of the partition *d*. By reason of the light metallic nature of the bee elements it will be seen that they can be readily attracted and moved about by means of a magnet which is shown in the hand of the user at *s*.

The game is played as follows: There being four players each selects a color representing the different colors of the flowers and the correspondingly colored bee elements *t* are then placed beneath the cover *o*. Each player having selected the color corresponding to one of the flowers, as for instance, yellow, withdraws the bee elements from beneath the “hive” or cover member by means of the magnet *s* by moving it around over the top of the cover *o* until one of the bee members is attracted and withdrawn through the opening *r* in the manner illustrated in Fig. 2. If the color of the withdrawn element corresponds to the color selected by the player then he places it on one of the flowers of that color and so proceeds until he withdraws a colored element not selected by him, when the magnet is then passed on to the next player who proceeds in the same manner until all of the elements *t* are withdrawn. The person who succeeds first in withdrawing the six elements having the color that he selected wins the game. It should be stated that during the movements of the magnet above the cover *o* that this

cover can be rotated on the post *k* if desired to more readily attract one of the bee elements through the opening *r*.

What I claim, is:—

5 1. A game apparatus of the kind described comprising a box-like member, a partition or platform therein, an upright or post element extending through the partition, a cover member adapted to be rotated
10 on the post member, the cover member being designed to receive movable elements, the edge of the cover being raised and perforated to permit the withdrawal of the said members, and means to remove the members
15 through the perforations in the edge of the cover as described.

2. A game apparatus of the kind described, comprising a box-like member, a partition member therein, on the border of
20 which are placed figures of a suitable color, a cover member formed with a raised edge and having openings formed in the edge, metallic elements adapted to be placed under the cover member and withdrawn through
25 the openings by means of a magnet held over, as described.

3. A game apparatus designed to represent a bee-hive and comprising a cover mem-

ber the edge of which is formed with outlet openings, elements placed beneath said 30 member, means to move the elements through the openings and from beneath the cover member, as described.

4. A game apparatus of the kind described comprising a box-like structure, a 35 partition therein designed to have different colored figures represented thereon, a perforated rotatable cover member supported on the partition, metallic elements designed to be placed beneath the cover and to be re- 40 moved therefrom by means of a magnet placed above the cover, whereby when the magnet is moved about over the upper surface of said cover member the elements are withdrawn therefrom, as described. 45

5. A game apparatus designed to represent a bee-hive comprising a perforated cover member to receive magnetizable elements whereby when a magnet is moved 50 about over the upper surface of the cover member the elements may be removed therefrom.

HARRY B. PALMER.

Witnesses:

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GARDINER MERRITT.

Copies of this patent may be obtained for five cents each, by addressing the "Commissioner of Patents, Washington, D. C."