(No Model.)

J. ELSON.

GAME APPARATUS.

No. 420,149. Patented Jan. 28, 1890.

Fig: 1.

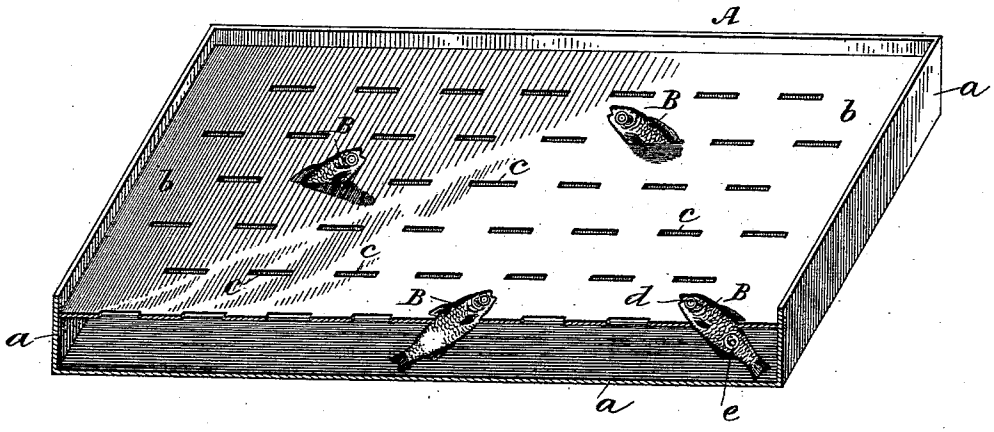


Fig: 2.

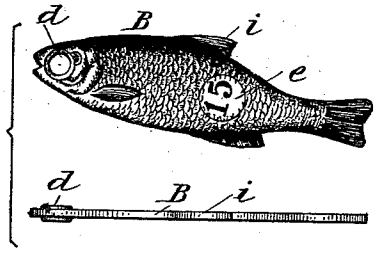
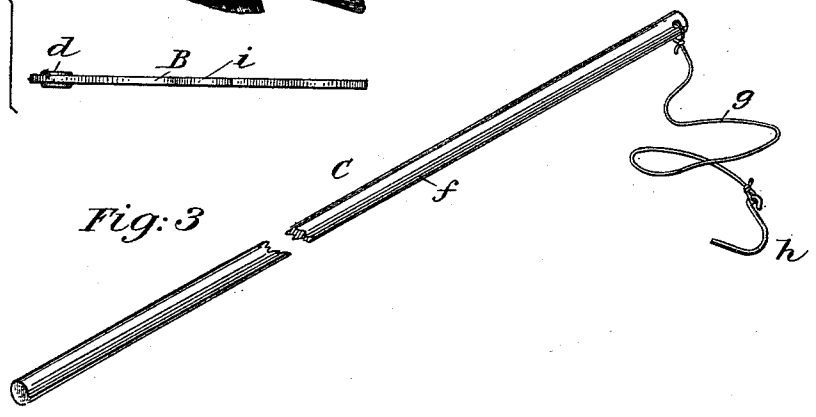


Fig: 3



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UNITED STATES PATENT OFFICE.

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GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 420,149, dated January 28, 1890.

Application filed September 12, 1889. Serial No. 323,748. (No model.)

To all whom it may concern:

Be it known that I, JAMES ELSON, a citizen of the United States, residing in the city of Brooklyn, in the county of Kings and State of New York, have invented certain Improvements in Game Apparatus, of which the following is a specification.

My invention relates to that class of games wherein pieces simulating fishes or the like are caught by the players with tackle consisting of rods, lines, and hooks. The fishes bear each a number, and when the fishes in the "pond" are all caught the numbers on the fishes are added up and the player whose catch shows the largest total is the winner.

My invention will be fully described hereinafter, and its novel features carefully defined in the claims.

In the accompanying drawings, illustrative of my invention, Figure 1 is a sectional perspective view of that part of the game apparatus called the "fish-pond." Fig. 2 shows one of the fishes in side elevation and in plan somewhat enlarged. Fig. 3 shows the tackle used by the players for catching the fishes.

A represents the fish-pond as a whole. Usually this will comprise a box *a*, with a depressed plate or platform *b* therein representing the surface of the water. This platform will have numerous slots *c* formed in it to receive the fishes when the pond is "stocked."

B B are the fishes. These will be of thin material—as pasteboard, for example—cut to the proper contour to simulate fishes. Each fish will have an eyelet *d* in its head or snout near the mouth or at the mouth, and some or all of them will have numerals *e* marked or printed on their sides near the tails. In playing the game these fishes will be inserted tail first in the slots *c*, as seen in Fig. 1, when the numeral *e*, or that portion of the fish which bears the numeral, if there be such, will be below the platform *b* and therefore concealed from view of the players.

C is the tackle used by the players to "catch" the fishes. This tackle consists of a rod *f* of any kind, a short line *g*, and a hook *h*.

In playing the game the fishes B are mixed or shuffled, and each player proceeds to set them hap-hazard in the slots *c*. All the slots will usually be filled; but in Fig. 1 only a few fishes are represented in the slots, simply for illustration. Each player then takes his rod and line, the board or pond having been previously turned round, so that each may "fish" from a side different from that which he stocked, and proceeds to hook and draw out the fishes one by one from the slots. To do this the hook must be made to engage the eyelet *d* in the fish's snout or mouth.

Preferably, in order that the player may be kept in entire ignorance of the numbers on the bodies of the fishes in the pond, each player will place the fishes in the slots in that half of the pond that is next to him, and in fishing he must hook those fishes in the half of the pond next to his opponent; but it is not altogether necessary that the pond shall be turned to do this.

After the fishes are all caught each player adds up the numbers on the fishes caught by him, and the one having the largest sum or weight of fish is the winner. The result will be dependent on two factors—viz., the number of fish hooked and the value of the numbers marked on them. The first factor is controlled by the skill of the players and the other by the element of chance.

Some of the fishes may have no numbers. These will be blanks and will not be counted. In any case, however, the face of the body of the fish where the number is located, if there be such, is concealed from view when the fishes are placed in the slots of the pond, and it will not be possible for the players to know whether there is any number at all on the fish he is endeavoring to hook, or, if there should be, what number it is. Preferably the fish-pond A will be so constructed that the tail of the fish when inserted in the slot will rest on the bottom of the box *a*, the body of the fish standing at an incline or angle, and, preferably, also, the fish will have a dorsal-fin *i*, arranged to catch on the platform *b* at the end of the slot. This is clearly illustrated in the drawings. In placing the fish in the pond or "stocking" the pond they should be placed so as to face the player who is to angle for them. The platform *b*, with its slots *c*, forms a support for holding the fishes in such a po-

sition that the hook of the player who is endeavoring to catch them may be inserted in the aperture formed by the eyelet *d*. If the fish were to lie flat on its side, it would be next to impossible to hook it.

Having thus described my invention, I do not claim, broadly, a game apparatus comprising a tackle like that shown and numbered pieces called "fishes" to be caught with such tackle by the players, as this is not new with me; nor do I limit myself to pieces simulating fishes, as they may simulate other things—as frogs, for example; but

What I do claim is—

1. A game apparatus consisting of a platform *b*, provided with slots to receive the pieces, a suitable tackle, and pieces made from thin material adapted to be inserted in said slots and thereby supported in an upright position, each piece being provided with means whereby it may be hooked or engaged by the tackle and withdrawn from the slot.

2. A game apparatus consisting of a box *a*, having a slotted platform *b* raised above the bottom of the box, a suitable tackle, and pieces made from thin material simulating fishes, each of said fishes having an aperture in it at the head for the insertion of the hook in angling, and one or more of said fishes having a numeral marked on it at its tail end, substantially as set forth.

In witness whereof I have hereunto signed my name in the presence of two subscribing witnesses.

JAMES ELSON.

Witnesses:

HENRY CONNETT,

J. D. CAPLINGER.