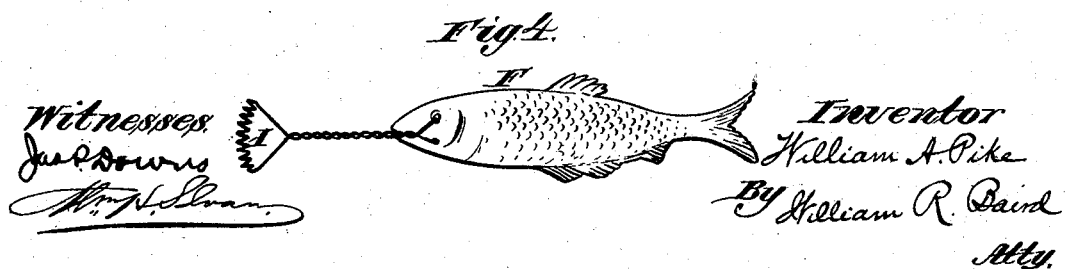
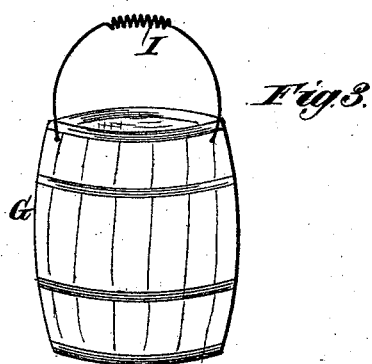
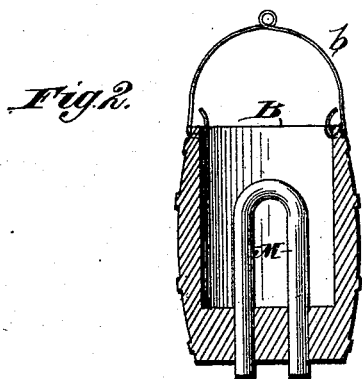
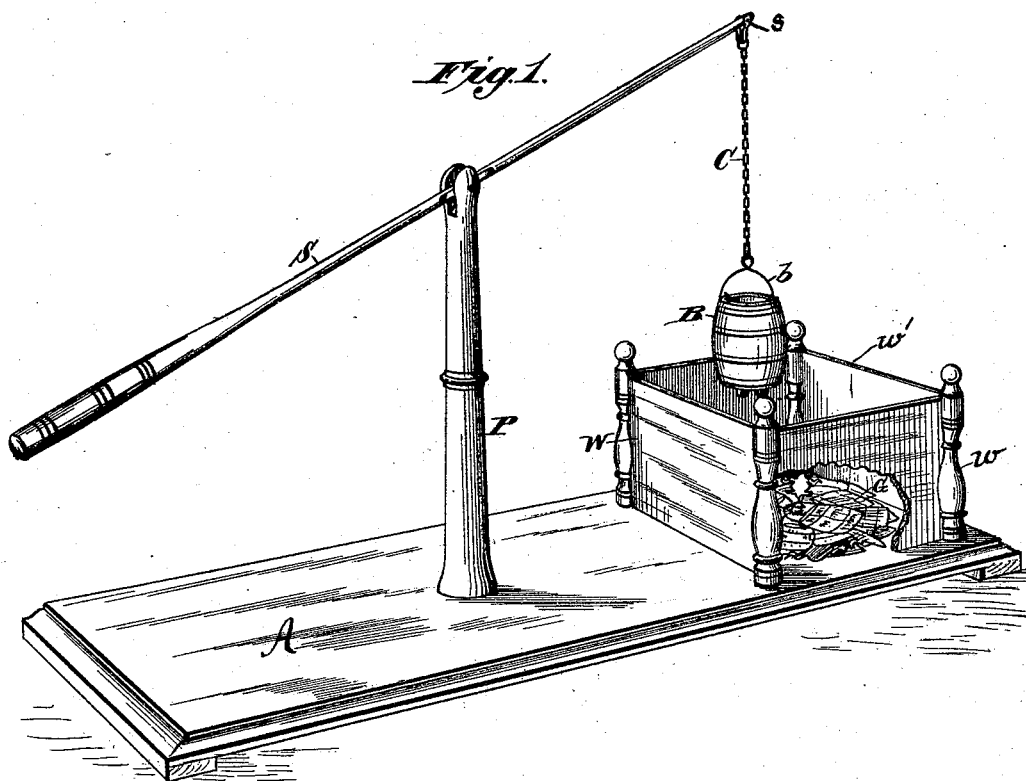


(No Model.)

W. A. PIKE.
GAME APPARATUS.

No. 455,431.

Patented July 7, 1891.



Witnesses
J. S. Downs
W. H. Sloan.

Inventor
William A. Pike
By William R. Baird
Atty.

UNITED STATES PATENT OFFICE.

WILLIAM A. PIKE, OF BROOKLYN, NEW YORK.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 455,431, dated July 7, 1891.

Application filed December 5, 1890. Serial No. 373,672. (No model.)

To all whom it may concern:

Be it known that I, WILLIAM A. PIKE, a citizen of the United States, residing at Brooklyn, Kings county, New York, have invented certain new and useful Improvements in Game Apparatus; and I do 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, and to the letters marked thereon, which form part of this specification.

My invention relates to that class of games wherein certain pieces are caught by chance by the players and the character of the pieces and their sequence count to the players' advantage or disadvantage in a predetermined manner; and its novelty consists in the construction and relation of the parts, as will be more specifically hereinafter pointed out.

In the drawings, Figure 1 is a perspective view of the chosen form of my game apparatus, with a portion of the side wall of the well cut away to disclose the contents of its interior. Fig. 2 is a sectional view of the well-bucket, and Figs. 3 and 4 are perspective views of the bucket and other pieces with which the game is played.

A represents a board or platform provided with apertures adapted to receive the lower ends of the well-post P and the curb-posts *w*. The latter are slotted vertically to receive the pieces *w'*, which serve as the sides of the well. The post P supports on a journal at its upper end the well-sweep S, adapted to swing in a vertical plane, but not laterally. From the extremity of the well-sweep there is suspended a bucket B by means of the handle *b* and chain C. This bucket is provided with a magnet M, arranged therein in any suitable manner. G and F are examples of the pieces with which the game is played. They may be made to represent different objects—such as buckets, frogs, fishes, snakes, toads, stones, or the like—and they may be printed with quotations, verses, designs, or colors in any desired manner. They are each provided with a handle of metal wire I, to which they are suitably secured and by means of which they will be attracted to the magnet in the bucket.

The manner of playing the game is as follows: Each player in turn is allowed to operate the sweep, so as to lower the bucket in the well, at the bottom of which the pieces G and F in any chosen number are placed. The player cannot see into the bottom of the well, and hence it is a matter of pure chance which of the pieces the magnet in the bucket will attract when it is lowered into the well. The different objects have an arbitrary value. In the specific form shown the objects shaped like buckets each display a portion of a poem—for instance, the "Old Oaken Bucket"—and one of the ends to be attained by the players is the piecing together of such fragmentary portions into a connected whole, the player at the end of the game who has the least number of unused pieces being declared to be the winner.

The pieces G and F may be made of any suitable material, and the iron pieces by which they are attracted to the magnet may be arranged in any desired manner. In like manner the pieces may represent different objects and may display different letters or mottoes, and the bucket might be replaced by a bell, for instance, with the magnet for a clapper. Such modifications are completely within the ingenuity and skill of every educated person, and the principle of my invention may be made the basis of many different games.

I am well aware that toys have been made containing magnets by which metallic floating pieces simulating fishes were attracted through a mass of water and that a game has been made by which numbered or designated pieces called "fishes" were caught by hooked tackle operated by the players; but in the last-named game skill is an element, and to the inexpert the game is tedious, and it has nothing in common with the principles of my invention.

What I claim as new is—

1. A game apparatus consisting of a receptacle adapted to receive and conceal from the player the pieces with which the game is played and each of which is provided with a piece of metal, whereby it is attracted to an object provided with a magnet lowered into the said receptacle by the player by means of suitable intermediate tackle, as set forth.

2. A game apparatus consisting of a plat-

form adapted to support a detachable receptacle wherein the pieces with which the game is played are placed and which pieces are capable of being magnetically attracted and
5 are concealed from the player, and to support also a detachable frame, from which is suspended an object provided with a magnet, whereby the pieces are attracted and raised when the said object is lowered into and raised
10 from said receptacle by the player, as set forth.

3. A game apparatus consisting of a platform A, provided with a receptacle adapted

to receive and conceal from the view of the player the pieces, one portion of each of which 15 is of metal, and a standard supporting suitable mechanism, whereby an object provided with a magnet may be lowered into and raised from the said receptacle.

In testimony whereof I affix my signature in 20 presence of two witnesses.

WILLIAM A. PIKE.

Witnesses:

JAS. P. DOWNS,

WM. RAIMOND BAIRD.