

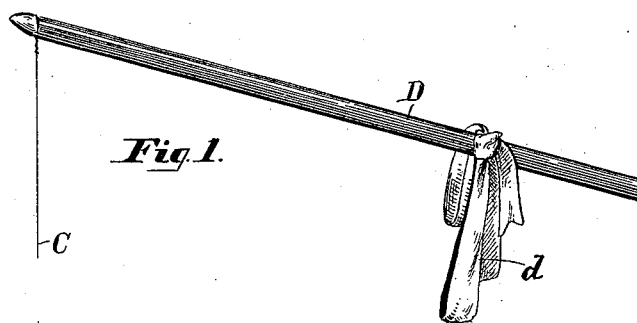
(No Model.)

M. D. BULLOCK.

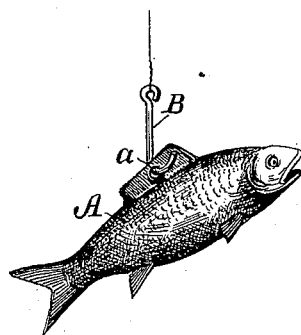
GAME.

No. 346,892.

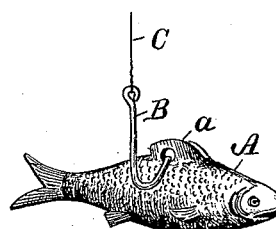
Patented Aug. 10, 1886.



*Fig. 1.*

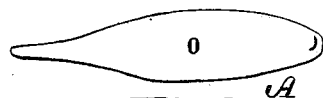


*Fig. 2.*

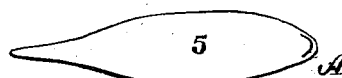


*Fig. 3.*

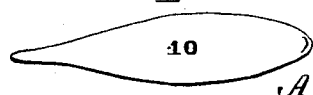
*Fig. 4.*



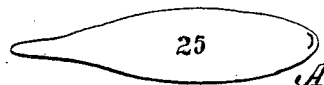
*Fig. 5.*



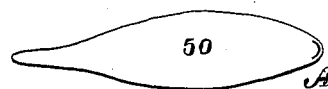
*Fig. 6.*



*Fig. 7.*



*Fig. 8.*



Marie D. Bullock,

INVENTOR

By her Attorney,  
W. E. Trautman,  
J. Benson Taylor

WITNESSES:

John J. Jolley Jr.  
J. Norman Dixon.

# UNITED STATES PATENT OFFICE.

MARIE D. BULLOCK, OF PHILADELPHIA, PENNSYLVANIA.

## GAME.

SPECIFICATION forming part of Letters Patent No. 346,892, dated August 10, 1886.

Application filed March 8, 1886. Serial No. 194,379. (No model.)

*To all whom it may concern:*

Be it known that I, MARIE D. BULLOCK, a citizen of the United States, residing in the city and county of Philadelphia, and State of Pennsylvania, have invented a new and useful Game known as Progressive Angling, of which the following is a specification.

My invention has relation to a game known as "progressive angling," and which is played subject to the rules hereinafter set forth; and it comprehends the apparatus used in playing the game, which embraces a novel article of manufacture, by the aid of which the said game is played—viz., a toy animal, preferably being a representation of a natural fish.

The game is played with a quantity of these toy animals, which, as hereinafter set forth, may be of any preferred construction, and which are to be caught or hooked from off tables by means of a hook attached to a line and rod or to a handle.

The game, hereinafter described as played with toy fishes, is played in accordance with the following rules:

### RULES FOR PROGRESSIVE ANGLING.

*Tables.*—The tables should be not less than two feet square, or two feet in diameter, if round.

*Chairs.*—The chairs should be as far as possible of uniform height. The tables should be numbered 1, 2, 3, 4, 5, &c. No. 1 is the king-table. The last number is the booby-table.

*Arrangement of the fish.*—Place twenty fish on each table inside the ring which accompanies each set, and which forms the pool. The fish are numbered as follows: five, No. 0; four, No. 5; three, No. 10; three, No. 15; three, No. 25; two, No. 50.

*Choosing partners.*—Each lady will draw one of the gold rods. Each man will draw one of the silver rods. Those having rods with numbers corresponding will play together, and the numbers will indicate at which table the players shall begin, those drawing Nos. 1 playing against those drawing Nos. 1 A at the king-table; those drawing Nos. 2 playing against those drawing Nos. 2 A at the second table, and so on.

To begin each game: When all are seated in their proper places at the various tables, the bell

on the king-table must be rung, at which signal all should begin fishing. No one should begin fishing until the signal is given.

*Angling.*—Hold the rod in one hand only by the outer end. Allow the line to swing at its full length. The line must not be twisted around the pole. As each fish is hooked, it must be placed immediately in front of the player, outside of the ring which forms the pool. The fish must be detached from the hook without touching the fish or hook with the hands. Any fish touched by the hand either in catching or detaching from the hook must immediately be replaced in the pool.

*End of each game.*—When all of the fish in the pool at the king-table have been caught, one of the players at that table will strike the bell, at which signal all playing must cease. No fish caught after the signal to stop has been given can be counted.

*Scoring.*—The fish caught by each player shall be turned over, so as to show the numbers on the reverse side. Partners shall count the numbers on all the fish that have been caught by both. Those having the highest total win.

*Progressing.*—Those partners winning at any of the tables except the king-table advance to the next table higher and change partners for the next game. Those partners who win at the king-table remain at that table, but change partners for the next game. Those partners who lose at the king-table go down to the booby-table; then change partners for the next game.

*Marking games won.*—Those partners who win at the king-table shall each receive a gold fish as a marker. Those partners who win at any of the tables except the king-table shall each receive a silver fish as a marker. Those partners who lose at the booby-table shall each receive a red fish as a marker. As some players will endeavor to win the booby prize by failing to angle, and thus get the lowest score, each person at the booby-table must catch at least one fish.

*Awarding prizes.*—Those persons having the greatest number of gold fish, marking games won at the king-table, shall receive the king prizes. Those persons having the greatest number of silver fish, marking games won at

the tables other than the king-table, shall receive the progressive prizes. Those persons having the greatest number of red fish, marking games lost at the booby-table, shall receive the booby prizes. Should there be a tie between two ladies or two men it shall be decided by each one catching one fish, and the prize shall be given to the person who catches the fish bearing the lowest number.

- 10 *Prizes.*—There should be two each, king, progressive, and booby prizes.

*Duration of the play.*—At the time of beginning, the referee of the game, who is usually the host or hostess, should announce the hour when play shall cease and the prizes be awarded.

Each fish employed in playing the foregoing game is provided with an eye, loop, catch, hook, ring, or kindred contrivance by which it may be hooked or caught by a hook, and is also stamped, marked, impressed, indented, or otherwise provided with a number—as, for instance, 0, 5, 10, 15, 25, or 50—upon the under side, or that portion of the fish which is concealed from view by being next to the table when the fish is laid upon the table.

In the accompanying drawings I have represented toy fishes conveniently embodying my invention. These dummy or imitation fishes, which may be made in the semblance of any desired species of natural fish or animal that lives in the water, may be each made of any preferred material, (all, however, being of the same size and shaped to the outline desired, or to that represented in the drawings,) each stamped or marked upon the under side with a number or other designating and distinguishing character, and each provided as to an exposed portion, conveniently a fin, with a ring, eye, loop, hook, or other catch.

Plastic compounds are cheap materials of which to make the fishes; but sheet metal, porcelain, paper, celluloid, or other material or composition of matter may be employed, which, if desired, may be painted, silvered, gilded, or otherwise decorated at will.

In the drawings, Figure 1 represents in perspective a toy fish embodying my invention, and designated A. *a* is a loop or eye applied to the upper side of the said fish. *B* is a hook, *C* a line, and *D* a rod, preferably ornamented by means of the ribbon *d*. By the aid of the hook, line, and rod the fish in the figure has been caught and lifted from the table.

Fig. 2 is a side view of the fish represented

in Fig. 1, representing also the catching-hook as about to be engaged with the eye or loop on the fish.

Figs. 3, 4, 5, 6, 7, and 8 are bottom plan views of fishes embodying my invention, respectively provided with the numbering 0, 5, 10, 15, 25, and 50, but otherwise essentially identical in appearance. It is obvious that the form and material of the fishes may be varied, it being, however, essential that they should all be alike and of such construction as to be each provided with an eye, loop, ring, or kindred contrivance, into which a catching-hook can be engaged, and by which they can be respectively and separately lifted, and as to also be each provided with a distinguishing number or mark, which is concealed when the fish is laid upon the table and exposed to view when it is raised therefrom.

From what has been stated it will be apparent that it is no departure from the invention to substitute for a fish or water-animal, as heretofore particularly referred to and preferred, a representation of some other animal or animate thing, the hooking of which it would be readily possible to imagine, and the invention is broad enough to comprehend any such substitution.

Having thus described my invention, I claim—

1. Apparatus for playing the game of progressive angling, which consists of hooks, each manually controlled by a rod or handle, and also of toy animals having each a loop, eye, ring, or hook by which they can be separately caught and lifted, and being also each provided with a designating letter or character so applied as to be concealed when the animal is laid upon a surface, but exposed when the animal is caught and lifted by the engagement of the hand-controlled hook with the eye or ring of the animal, substantially as set forth.

2. As an article of manufacture, a toy animal provided with a loop, eye, ring, or hook by which it can be lifted, and also provided with a distinguishing letter or character so applied as to be concealed when the animal is laid upon a surface, substantially as set forth.

In testimony whereof I have hereunto signed my name this 25th day of February, A. D. 1886.

MARIE D. BULLOCK.

In presence of—

J. BONSAILL TAYLOR,  
JOHN JOLLEY, Jr.