United States Patent [19]

Gerechter

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[54] **NOVELTY MATCHING GAME**

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[52] **U.S. Cl.** ..... **273/1 M;** 46/47; 272/80; 273/DIG. 17; 273/DIG. 19

[51] **Int. Cl.**[2] **A63F 9/00;** A63F 9/06

[58] **Field of Search** .... 273/1 M, 1 R, 1 E, DIG. 17, 273/DIG. 19; 46/47, 51, 52; 272/80

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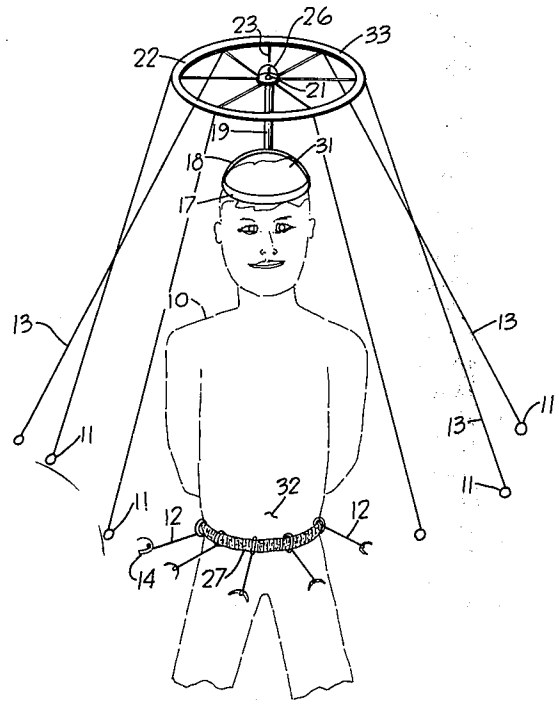
Primary Examiner—Paul E. Shapiro

Attorney, Agent, or Firm—Howard I. Podell

[57] **ABSTRACT**

A novelty matching game in the form of a rotatable hoop structure which is fitted on the head of a player. Waxed strings fastened to the hoop are loosely fastened individually at their free ends to round buttons. Pictures of personages or events may be individually marked on the buttons. The buttons are formed of ferrous material and may be attracted to magnetic fingers, each fastened on a plastic spoke tied to a belt wrapped around the waist of the player.

2 Claims, 6 Drawing Figures



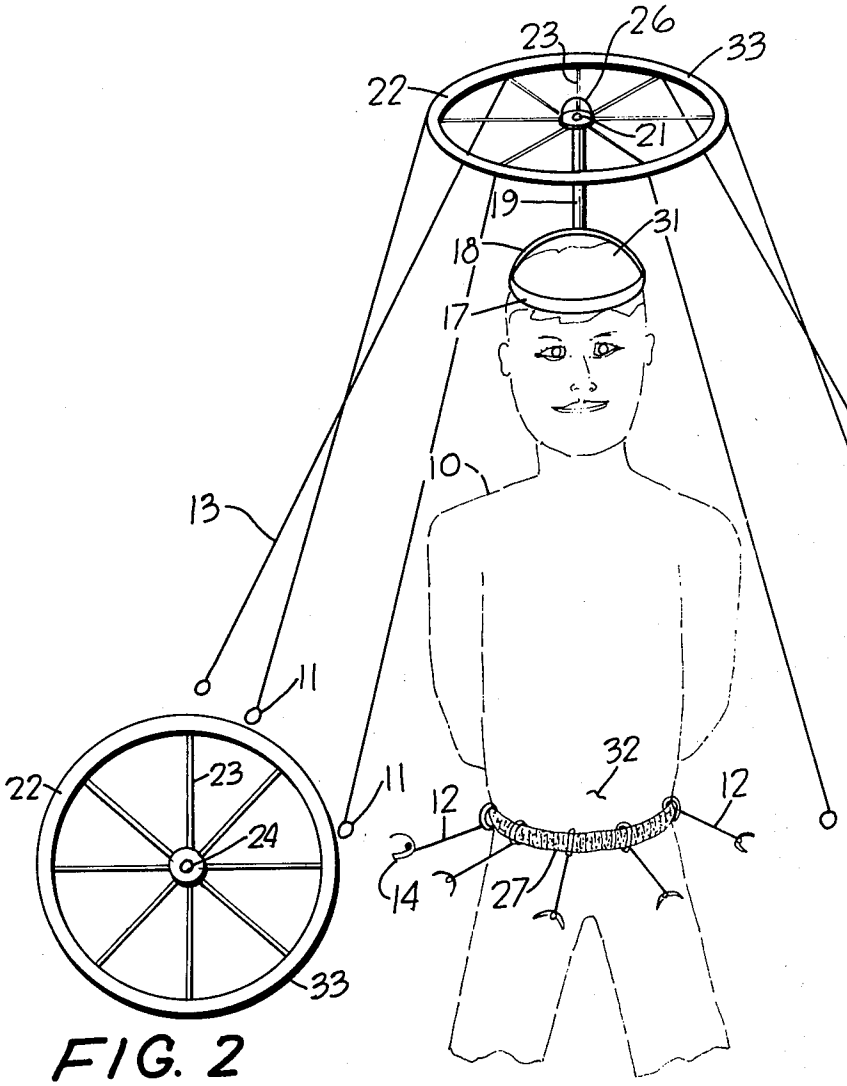


FIG. 1

FIG. 2

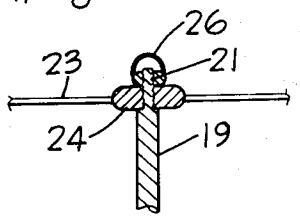


FIG. 4

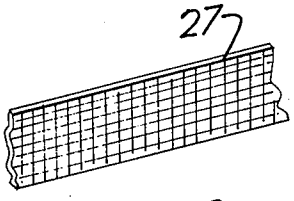


FIG. 6

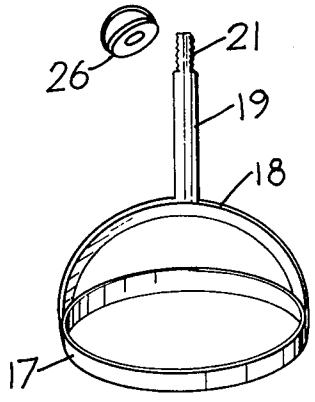


FIG. 3

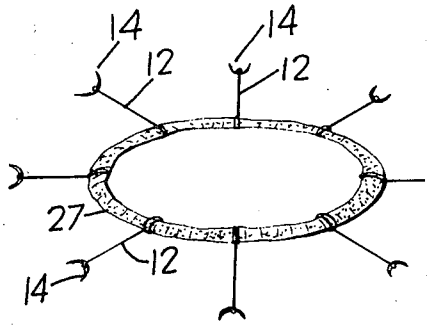


FIG. 5

NOVELTY MATCHING GAME

SUMMARY OF THE INVENTION

My invention is a novelty toy and game in which a rotatable hoop structure is fitted about the head of a player, with waxed strings fastened to the hoop that that are tied to individual magnetic-attractable buttons. The player is also fitted with a belt, to which short spokes are tied, with each spoke fastened to an individual magnetic finger that may attract a button fastened to the hoop structure.

Rotation of the hoop causes the buttons to swirl about the belt and as a particular button becomes aligned with a magnetic finger attached to the belt, the button is captured by the finger.

BRIEF DESCRIPTION OF THE DRAWING

The objects and features of the invention may be understood with reference to the following detailed description of an illustrative embodiment of the invention, taken together with the accompanying drawing in which:

FIG. 1 illustrates a perspective view of the invention in use;

FIG. 2 illustrates a plan view of the hoop of the invention;

FIG. 3 illustrates a perspective view of the headband of the invention;

FIG. 4 illustrates a fragmentary sectional view of the bearing of the hoop; and

FIG. 5 illustrates a perspective view of the waistband of the invention.

DESCRIPTION OF THE PREFERRED EMBODIMENT

Turning now descriptively to the drawing, in which similar reference characters denote similar elements throughout the several views, FIGS. 1–5 show a player **10**, about whose head **31** is fitted a rotatable hoop **22** fastened to a headband **17** by a support rod **19**. An elastic belt **27** is fitted about the waist **32** of the player **10.**

Waxed strings **13** are fastened to the rim **33** of the hoop **22.** An individual button **11** is detachably fastened to the free end of each waxed string **13.** Each button **11** is made of a ferrous metal or other magnetic attractable material and the button may be marked on its face with a picture of a famous person or a familiar object.

Short spokes **12** are fastened to the belt **27,** at the free ends of which are attached fingers **14** formed of magnetic material. Each finger **14** is of a shape to magnetically attract and retain a button **11** that is in its proximity.

The rim **33** of hoop **22** is fastened by spokes **23** to a bearing **24** which is rotatably fitted to the end **21** of support rod **19** and held in place by nut **26** which mates with the threaded end **21** of rod **19.**

Rod **19** is joined at its lower end to a band **18** running over the top of the head **31** of the player **10,** and joined at each end to the head band **17** mounted about the head **31.**

In operation, the hoop **22** is rotated, swinging the attached buttons **11** about the player **10.** As the rotation of the hoop **22** slows down, the buttons **11** come close to the fingers **14** attached to the belt **27** and some of the buttons **11** may be captured by some of the fingers **14,** detaching such buttons **11** from their waxed string **13.**

Individual fingers **14** may be marked to match the markings of the buttons **11** and points may be scored by the players based on the quantity of buttons **11** captured and retained by fingers **14,** and by the degree of match between the marking of a finger **14** which captures a button **11.**

Since obvious changes may be made in the specific embodiment of the invention described herein, such modifications being within the spirit and scope of the invention claimed, it is indicated that all matter contained herein is intended as illustrative and not as limiting in scope.

Having thus described the invention, what I claim as new and desire to secure by Letters Patent of the United States is:

1. A toy in the form of a rotatable hoop, together with buttons which are individually tied by strings to the rim of the hoop, said hoop being rotatably mounted on a support rod which is fixed to a headband adaptable to be worn about the head of a player, in which the toy includes a belt adaptable to be worn about the player's waist, with finger members individually tied by strings to the belt, each said finger member shaped to latch onto a button which may be adjacent to the finger.

2. The combination as recited in claim **1** in which each button is formed of magnetic attractable material and each finger is formed of magnetic material.

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