June 28, 1949. E. R. MUNN 2,474,365

GAME BLOCK OF NONMAGNETIZABLE MATERIAL HAVING A MAGNETIZABLE STRIP CONCEALED IN ONE END THEREOF

Filed Jan. 28, 1946

Fig. 1.

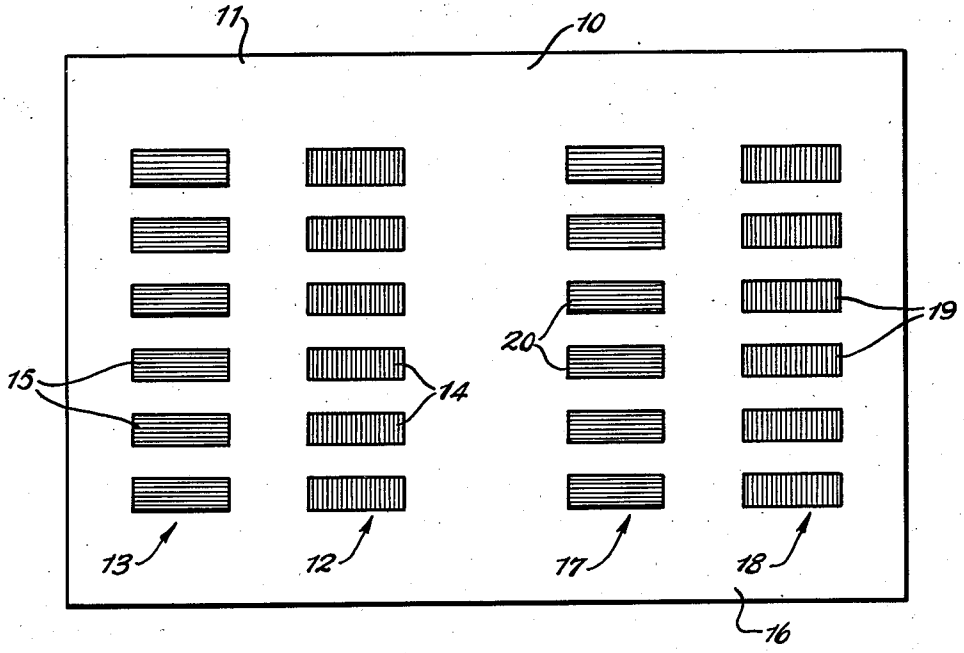


Fig. 2.

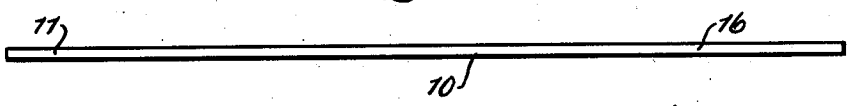


Fig. 3.

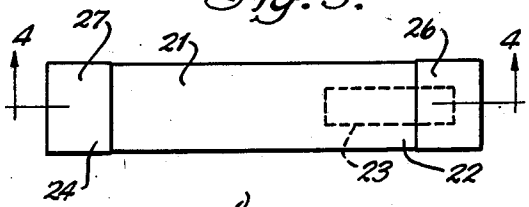


Fig. 4.

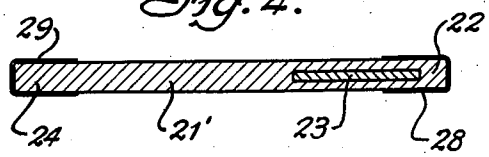
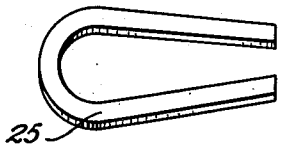


Fig. 5.



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GAME BLOCK OF NONMAGNETIZABLE MATERIAL HAVING A MAGNETIZABLE STRIP CONCEALED IN ONE END THEREOF

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Application January 28, 1946, Serial No. 643,863

3 Claims. (Cl. 273—130)

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The invention as described herein, and illustrated in the accompanying drawings, consists of a game, an object of which is to provide an amusing and interesting game for two persons.

Another object of the invention is to provide a game played with magnets and pieces in which metal is concealed in one end thereof.

Another object of the invention is to provide a game board with spaces plotted thereon and blocks provided with metal concealed in one end thereof and magnets through which the blocks may be moved.

A primary object of the invention is the provision of means whereby a game may be played by two persons, the result of the game depending upon the player having the best memory.

It is also the purpose of this game to provide means for training the memory and sharpening the wits of players thereof.

Other features and advantages will become more readily apparent from the following description and the accompanying illustrative drawings in which:

Figure 1 is a plan view of a game board,

Figure 2 is an edge view thereof,

Figure 3 is a plan view of one of the game blocks or men,

Figure 4 is an enlarged sectional view taken on line 4—4 of Figure 3, and

Figure 5 is a plan view of a magnet used in the game.

While one embodiment of the invention is illustrated in the above referred to drawings, it is to be understood that they are merely for the purpose of illustration and that various changes in construction may be resorted to in the course of manufacture in order that the invention may be utilized to the best advantage according to circumstances which may arise, without in any way departing from the spirit and intention of the device, which is to be limited only in accordance with the appended claims. And while there is stated the primary field of utility of the invention it remains obvious that it may be employed in any other capacity wherein it may be found applicable.

This invention consists of a board 10 on one side 11 of which is plotted two rows 12 and 13 of spaces 14 and 15, the former being colored red and the latter row colored blue and on the other side 16 are two similar rows 17 and 18 of spaces 19 and 20, the first row 19 being colored red and the inner row 20 being colored blue. There are six of the said spaces in each of said rows 12, 13, 17 and 18.

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There is also provided twelve elongated men or blocks 21, each of a size and shape to conform to the said spaces 14, 15 and 19 and 20 and are adapted to be seated thereon in the playing of the game.

The said blocks 21 are rectangular and have concealed in one end 22 a metal plate 23 affinitive of a magnet, whereby that end of the block may be picked up by the magnet 25 which has no affinity for the other end 24. The said blocks 21 are of a length such as when the magnet is placed upon end 24 of the block it will not adhere thereto. Six of said blocks are provided with red colored ends 26 and 27 and the other six with blue colored ends 28 and 29 in order to correspond with the coloring of the spaces 14 and 20 respectively.

Rules for playing the game

This game is for two players and is played with the men 21 and 21', the blue tipped men being placed on the blue spaces 20 and the red tipped men upon the red spaces 14 adjoining the center 30 of the board 11. Each player (one called the red player and the other the blue player) takes a horseshoe magnet 25 and one player starts the game by attempting to lift up a man of his opponent with the magnet and if he succeeds he places it on a space of the row of spaces adjoining his end of the board. If he succeeds he continues until he fails by trying to pick up a man from the end 24 of a man and thus fails and loses his turn. The other player starts playing. Each player may quickly retrieve his men taken by the opponent if he remembers the end of the man by which it was taken from him and return them to his own column of spaces.

When either player takes all of his opponent's men he wins the game. Players may use their judgment as to whether to play upon an opponent's man or attempt to retrieve one of his own men which has been taken from him.

It will thus be seen that the game requires the skill of memory as the player being fortunate enough to memorize the end of a man which has been picked up by his opponent and the direction in which it was laid upon his opponent's goal line he can readily retrieve the same when his turn comes to play.

From the foregoing specification it will become apparent that the invention disclosed will adequately accomplish the functions for which it has been designed and in an economical manner and that its simplicity, accuracy and ease of operation are such as to provide a relatively inexpensive

device considering what it will accomplish and that it will find an important place in the art to which it appertains when once placed on the market.

It is thought that persons skilled in the art to which the invention relates will be able to obtain a clear understanding of the invention after considering the description in connection with the drawings. Therefore, a more lengthy description is regarded as unnecessary.

Changes in shape, size and rearrangement of details and parts such as come within the purview of the invention claimed may be resorted to, in actual practice, if desired.

Having now described the invention that which is claimed to be new and desired to be procured by Letters Patent is:

1. A game piece comprising a symmetrical block of non-magnetizable material having opposite end portions, a magnetizable strip recessed in one end of said block, and similarly colored caps of non-magnetizable material carried by the ends of said block.

2. In a game apparatus including a game board having a plurality of colored areas thereon and a magnet adapted to move game pieces into and out of the colored areas in said game board; a game piece comprising an elongated block of non-magnetizable material, and a magnetizable strip concealed in one end of said block, the ends of said block being so spaced as to prevent the ends of the magnet from extending between both ends of the block at the same time whereby a player must select the end of the block having the strip concealed therein before the magnet can

be manipulated to move the block to a selected colored area on the game board.

3. A game apparatus comprising first and second sets of game pieces adapted to be employed in conjunction with a game board that is divided into a pair of playing areas, all of said game pieces being substantially rectangular and each having a magnetizable strip in one end thereof adapted to be attracted to a magnet for moving the game pieces, player indicating caps on the ends of said game pieces, the caps on the first set of game pieces being of one color and the caps of the second set of game pieces being of another color, said game pieces adapted to be moved by a magnet to a selected playing area.

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