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(57) Abstract: A game, operated with the aid of magnets, with a means for the players to spin around their vertical axis for the purpose of attacking the opponent or hitting an article like a ball to send it in the direction of the opponent's side. The spin can be effected manually, mechanically or with the aid of an electrical motor. Means of electronic scoring.



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Method and Device for a Game of Boxing, **Football, Hockey and other Sports**

FIELD of the INVENTION

This invention is a game using magnets to maneuver players on a board. The main principle can be applied to many games, especially where the players need to twist and turn. Examples of suitable games are boxers, karate, basketball, tennis, rugby, football, hockey, dancing and space games. This specification describes the application of the present invention to boxers in a boxing ring.

BACKGROUND of the INVENTION

For a game to be successful, it should be innovative, somewhat of a challenge to the players in the intended age range, and create a sense of satisfaction when the game is over. Other ingredients could be an element of surprise, excitement, competition to win, or combination of skill and luck. The above is not an exhaustive list.

Not all games have all the above-mentioned characteristics but some of the characteristics should be present in order to attract players and make a successful game.

Magnets often attract and/or excite people, especially children, because of the invisible forces surrounding them, causing other magnets or unmagnetized metal objects to move in unpredictable ways. Magnets are particularly suitable for children's games as they are non-toxic and environmentally friendly. They keep their almost-magical power for years without needing batteries or other kinds of renewal of power. They are relatively inexpensive to purchase and have no ongoing maintenance costs.

This invention uses magnets for the above reasons apart from the main reason namely, their suitability in carrying out the functions involved in this invention.

This invention combines many of the above features that should help to make a successful toy. It uses and develops the players' motoric skills, their eye to hand co-ordination, alertness and innovativeness. It combines these important development processes with a game of challenge, skill, excitement and surprise. 5

We are in an age of ever increasingly high technology games. It will become apparent that this innovation, which uses magnets alone or in some embodiments, magnets with a battery powered electrical motor, will attract youngsters and adults as much if not more than the often short-lived wonders of high-tec. 10 15

SUMMARY of the INVENTION

It is to be understood that both the foregoing general description and the following detailed description present embodiments of the invention and are intended to provide an overview or framework for understanding the nature and character of the invention as it is claimed. The accompanying drawings are included to provide a further understanding of the invention and are incorporated into 20 25

and constitute a part of this specification. The drawings illustrate various embodiments of the invention and, together with the description, serve to explain the principles and operations of the invention.

This invention involves innovative ways of using magnets to operate games. The preferred embodiment of the invention described herein is the game of boxing in a boxing ring but the same innovation can be applied to various other sports for example, football, hockey and sword fighting.

The boxing ring comprises a non-metallic floor or playing surface with corner posts and ropes or strings between the posts as in the real sport. The two boxers in the ring are activated, moved and controlled by a rod whose one end is held by the real-person-player and other end is under playing surface. The end of the rod under playing surface has at least one magnet attached to it and the player on top of playing surface has at least one magnet of opposite polarity attached to the player's feet.

In one embodiment of this invention, in addition to the magnet under the surface is an electric motor that causes the magnet or magnets to turn. When these magnets turn they cause the corresponding magnets attached to the feet of the boxer/player on the playing surface of the boxing ring, to turn.

There is a switch on the handle end of the rod that alters the polarity of the electricity that powers the motor, which in turn will reverse the direction of the rotational movement

of the motor, the magnets attached to it and hence reverse the rotational direction of the boxer/player.

In another embodiment of this invention, in the hollow head of the boxer/player are two electrical contacts that are connected to an electrical motor in the body of the boxer/player. In this embodiment the electrical motor is situate in the body of the boxer/player instead of underneath the surface of the boxing ring. The electric circuit is completed by the two electrical contacts in the head of the boxer/player being connected by a metallic ball. When the circuit is complete, the motor in the body will cause the boxer/player to turn and when the boxer/player falls the ball will move away from the electrical contacts breaking the electrical circuit and the motor will cease to function.

In yet another embodiment of this invention a remote control device could replace the rods. One knob on the remote control could turn the boxer/player one way and another knob to turn the boxer/player the other way. The remote control could control the movement of a magnet under the playing surface and thereby cause the boxer/player to turn. The magnet under the playing surface could be held against the underside of the playing surface by another surface under the playing surface and parallel to the playing surface. The magnet would move freely in between the two surfaces.

Another feature in some of the embodiments of this invention is there to be on the rod that is under the playing

surface a magnet of a certain polarity positioned in such a way that when the magnet comes close to the magnet situated under or next to the legs of a fallen boxer, the magnet on the rod under the playing surface will pull the boxer back onto its feet. 5

An object of the invention is to have a novel and exciting game involving surprises, skill, dexterity and competition. Another object of the invention is to have the players controlled by rods with handles at one end and magnets at the other end of the rods operating from under the surface 10 of the playing area.

Another object of the invention is use motors powered by batteries to make the players twist and turn.

Another object of the invention is be able to control the direction of turning from the handle of the control rod. 15

Another object of the invention is for the turning to cease when the player falls and to resume turning when the player returns to the upright position.

Another object of the invention is to move the boxers with the aid of a remote control operating a magnet placed under 20 the floor surface.

Another object of the invention is to move the boxers with the aid of a remote control where there is a motor in the body of the boxers. There would be no need for a magnet under the floor surface in this embodiment. 25

Another object of the invention is for strings or ropes that are connected to the corner posts of the playing surface to have a sensor of movement or other method to detect that a

boxer has touched or fallen against said ropes. Such other method could be for said ropes to be connected to an electrical circuit in such a way that when the ropes are moved the circuit is completed, causing a variety of optional effects. For example, there could be played a recording of a crowd cheering or lights flashing or a vocal announcement of the score or a visual scoreboard to show the score when the ropes are touched. 5

Another object of the invention is for certain parts of the players to be exchangeable so that the same basic player could be used for a number of different games, for example, the boxer's hand could be exchanged for a hand-holding sword or for a hand-holding a hockey stick or a boxer's foot exchanged for a footballer's foot. The method of attachment of body parts could be by any simple but secure method for example, screw and thread or a click in and out type of connector. 10 15

BRIEF DESCRIPTION of the DRAWINGS

The accompanying drawings, which are incorporated in and form a part of this specification, illustrate embodiments of the invention and, together with the description, serve to explain, by way of example only, the principles of the invention:

Fig 1 is a schematic depiction of a mechanically operated boxing game where each boxer has one magnet between his legs.

Fig 2 is a schematic depiction of the side section view of the boxing ring of Fig 1, showing above and below the playing surface.

Fig 3 is a schematic depiction of the controlling rod used with the embodiments described in Fig 1 and Fig 2.

Fig 4 is a schematic depiction of an electrically operated boxing game where each boxer has two magnets, one attached to each leg.

Fig 5 is a schematic depiction of the side section view of the boxing ring of Fig 4, showing above and below the playing surface.

Fig 6 and 6A are schematic depictions of the controlling rod used with the embodiments described in Fig 4 and Fig 5.

Fig 7 is a schematic depiction of a boxing ring where each boxer has a motor between his legs and a metallic ball circuit maker/breaker in his head.

Fig 8 is a schematic depiction of the electric circuitry inside each boxer of Fig 7.

Fig 9 is a schematic depiction of the controlling rod used with the embodiments described in Fig 7.

Fig 10 is a schematic depiction of a mechanically operated boxing game where each boxer has a magnet under each of his two feet.

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Fig 10A is a schematic depiction of a controlling rod used with the embodiment described in Fig 10.

Fig 11 is an embodiment of this invention using footballers instead of boxers.

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DESCRIPTION of the PREFERRED EMBODIMENTS

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As will be appreciated the present invention is capable of other and different embodiments than those discussed above and described in more detail below, and its several details are capable of modifications in various aspects, all without departing from the spirit of the invention.

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Accordingly, the drawings and description of the embodiments set forth below are to be regarded as illustrative in nature and not restrictive.

Fig 1 shows an embodiment of this invention where there is a boxing ring 100, the boxing ring floor or playing surface 101, with players 102 and a control rod handle 104. The player's magnet 106 of the boxer 102 is between his legs

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and is standing on its edge, with the main north/south polarity facing to the front and back of the boxer.

The knob 108 can be moved back and forth in the slit 109.

At the far end of the control rod 110 is a rod magnet Fig 3 122 that stands on its edge and is described in more detail 5 in relation to Fig 2 and Fig 3. The movement of the knob 108 back and forth causes the rod magnet Fig 3 122 under the playing surface 101 to twist. This twisting will have a magnetic influence on the player's magnet 106 between the boxer's legs causing him to twist and turn, indicated by 10 arrows 112.

Apart from the twisting aspect, the rod magnet Fig 3 122 at one end of the control rod 110 is used to move the boxer 102 towards the opponent boxer to attack or move away from the opponent to avoid attack from the opponent. Such 15 movement is effected by moving the control rod 110 when the rod magnet Fig 3 122 and magnet 106 are in close proximity separated only by the playing surface 101. The magnets 122 and 106 will then attract one to the other by the magnetic force created when opposite magnetic poles 20 approach one another. As the real-person-player moves the control rod 110 he will correspondingly move the boxer 102. An object of the game could be to knock over the opponent's boxer and/or make the opponent's boxer touch the ropes or strings 114 surrounding the boxing ring 100. This would be 25 done by moving one boxer towards the other boxer using the aforementioned magnetic force between the magnet below and above the playing surface 101. When the two boxers

are close enough, the real-person-player moves the knob 108 back and forth which has the effect of twisting the rod magnet Fig 3 122 under the playing surface 101.

The hand-piece 103 of the player 102 could be exchangeable so that the same player could be used for different games. 5

The attaching and detaching of the hand piece 103 could be with the aid of a bolt and thread or a "male" piece fitting into a "female" piece. For example, the hand-piece 103 could be a hand holding a lance for a game of fencing or a hand holding a hockey stick for a game of hockey or a boxing 10 glove for a boxing match.

Fig 2 shows a side section view of the boxing ring 100, a boxer 102 and a control rod 110. The real-person-player controlling the boxer 120 who has fallen over, will bring the 15 rod magnet 122 which is situate towards the end of his control rod 110 in close proximity underneath the boxer 120. The boxer 120 will then jump upright due to the attraction forces between the magnets 122 and 123. The knob 108 on the control rod handle 104 moves back 20 and forth thereby causing rod magnet 122 to twist as seen more clearly in Fig 3.

Fig 3 shows the control rod handle 104 with its knob 108 and rod magnet 122. The rod magnet 122 is embedded in a 25 wheel 130 that has a toothed edge like a cog wheel. The control rod 110 has a sliding serrated edge 132 along its length with a spring 134 at its far end. When the knob 108

is pulled backward the serrated edge 132 slides backward thereby causing the toothed wheel 130 and rod magnet 122, to twist. The spring 134 is in a stretched state when knob 108 is pulled back. When knob 108 is released the spring 134 pulls the serrated edge 132 to its original position and the toothed wheel 130 and rod magnet 122 will twist in the opposite direction. 5

Fig 4 shows a boxing ring 200 with two boxers 202 and 204. In this embodiment there are two magnets 206 attached to each boxer, one under each leg. Correspondingly, the control rod 208 has two magnets at its far end Fig 6A 220 at the same distance apart as the magnets 206 under the boxer's legs. 10

The boxers move around the boxing ring 200 by the magnets under the playing surface being close to and therefore attracted by the opposite pole magnets of the magnets 206 under the feet of the boxers. 15

An electrical motor is attached to the distal end of rod 208. Said motor operates from under the playing surface to create the twisting and turning effect. The knobs 210 and 212 control the direction of the motor. One knob makes the motor and therefore the magnets move in one direction and the other knob does the opposite. Alternatively, one knob could control on/off and speed and the other knob could be twisted to the right to turn the player to the right and twisted left to turn the player to the left. The effect of pressing or twisting the knobs 210 and 212 would be to 20 25

change the pole of the electricity to the motor and thereby the direction of turning of the motor and hence its magnets.

As an alternative to the rod 208 could be a remote control device 216 that could transmit instruction to a magnet under the playing surface 201. The magnet under the surface 201 could be held between two layers of non-metallic material 218 and move around freely according to the playing surface 201 at the instruction of the remote control device 216. The magnet under the playing surface would have a receiving station to accept radio frequency signals from the remote control device 216.

An additional feature could be movement sensitive ropes or strings 213 that circumscribe the playing surface 201 usually in three or four parallel layers, one layer vertically above the lower layer. The strings 213 could have a movement sensor 214. Alternatively, extra tension in the string 213 caused by a falling player could close an electrical circuit. In either of these cases when one of the players 202 or 204 falls and hits the strings 213, the result could be for example, flashing of a light 220 or sounding music or other sounds like for example the sound of crowds cheering from a loudspeaker 222.

In addition or instead of the features associated with touching the strings 213 there could be a score board 215 that would show the number of times each player has touched the strings 213. The scoreboard 215 could be activated by the transmittal of a signal from the fallen player indicating to the scoreboard which player had fallen. Each

player could have a transmitter of a different frequency to identify to the scoreboard which player has fallen and hence which score needs to be adjusted. This scoreboard could thereby record the falling of a player onto the playing surface 201 even if the player did not touch the strings 213. 5

Fig 5 shows a sectional diagram of the embodiment shown in Fig 4, including above and below the playing surface 201. The boxer 202 has under each foot magnets 206. Under the playing surface 201 can be seen the control rod 208 with 10 two magnets 220 corresponding to the two magnets 206 under the feet of the boxer 202.

The pole of the magnets 220 used by one player would be opposite from the pole of the magnets 222 used by the other player so that one player would not be able to move the 15 other player's boxer. The upper surface of the magnet 220 under the playing surface facing upward towards the playing surface would have the opposite polarity from the magnets 206 under the legs of that boxer 202 facing downwards towards the playing surface 201, so that those 20 magnets, the pair under the legs and the pair at the end of the control rod, would be attracted to each other.

The other player would have magnets with their polarity in reverse order so that one players control and drive magnets would never attract the other players magnets under its feet 25 as they would have the same polarity.

Fig 6 shows the controlling rod 208 used with this embodiment. The magnet 220 is attached to plate 226 which in turn is attached to the spinning axle of electric motor 232. The second magnet on plate 226 is covered by the boxer's right foot.

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The motor is controlled by the control knobs 210 and 212. One of these two knobs could be for on/off and to regulate speed and the other knob could be turned to the right to turn the player to the right and visa versa.

When the electrical switch is turned on, the motor and the plate 226 turns together with the magnets 220. When magnets 220 come into the proximity of the magnets under the feet of the boxer turn the magnets 220 will pull round the magnets of the boxer thus causing the boxer to turn.

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This is the essence of this embodiment, namely to control when the boxer turns whereby he can give a box to his opponent or avoid a box from his opponent or counter a box with a box in the opposite direction.

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Fig 6A shows rod 208 with its motor 232 and magnets 220. There is a small gap 240 between the upper surface of magnets 220 and the underside of the boxing ring floor playing surface Fig 5 201. This gap 240 is to enable the magnets 220 to turn freely and prevent frictional contact on the magnets as they twist and turn. Such friction would slow down the speed of the magnets 220 and cause wear and tear on the motor 232. The gap 240 would be small enough however not to unduly interfere with the power of

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attraction of the magnets 220 on the magnets Fig 5 206 of the boxer on the playing surface Fig 5 201. The top surface 234 of the motor housing 230 would be in contact with and slide on the underside of the playing surface Fig 5 201.

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Fig 7 shows another embodiment of this invention wherein there is a boxing ring 250 and players 252 who twist and turn and try to knock each other over. In this embodiment the control rod 256 has a plain handle without controls and at its far end there is one fixed magnet Fig 9 270. The boxer 252 has a skirt 254 which also acts as a housing for an electrical motor Fig 8 260. There could be minimally protruding wheels 255 at the base of the skirt 254 to minimize friction as the boxer turns on the playing surface 251. The control rod 256 is used to move the boxer 252 on the playing surface 251. The movement of turning is achieved with the aid of the motor Fig 8 260 which keeps the boxer 252 turning until he falls. When that happens, a metallic ball 258 in the head of the boxer 252 is dislodged from its place, breaking an electrical circuit causing the electrical motor Fig 8 260 to stop moving and the boxer 252 will stop spinning. The magnet Fig 9 270 at the extremity of the rod 256 is also used to make the boxer stand up after it has fallen. This is done by making the magnet Fig 9 270 that is under the playing surface 251 approach the magnet on the base of the skirt 254 and the magnetic force of attraction between the two magnets makes the boxer stand upright.

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Fig 8 shows the electrical circuitry inside the boxers of this embodiment described in Fig 7. The magnetic base 262 is also the base of the skirt Fig 7 254 and is attached to the motor 260 that turns round constantly when there is electrical connection with the battery 264. The electrical circuit is completed with the metallic ball 258 in the head 266 of the boxer. When the boxer is upright the ball 258 rests on two contacts 268 thereby completing the circuit, resulting in the motor working and the boxer spinning. When the boxer falls, the ball moves off the contacts 268, the electrical circuit is broken and the spinning ceases.

Fig 9 shows the control rod 256 with a handle 272 at one end and a single magnet 270 at the other end. The job of the rod 256 would include moving the boxer to different parts of the boxing ring Fig 7 250 and making a fallen boxer stand upright. The polarity of magnet 270 on its side facing the floor surface Fig 7 251 would be opposite from the polarity of the magnet Fig 8 262 on the side that faces downward towards the floor surface Fig 7 251.

Fig 10 shows a boxer 102 in a boxing ring as described in Fig 1 except each boxer has two magnets 300, one attached to the base of each foot. As in Fig 1 there are no electrical parts in this embodiment. The rod handle 104 is held by the real-person-player to control the boxer 102. The operation of the game is mechanical where the real-person-player

controls the boxer/player 102 using the knob 108 to twist the two magnets Fig 10A 302 and thereby twist and control the player 102. The two magnets per player give more control and stability than one magnet between the legs of the player.

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Fig 10A shows the full length of rod 110. Knob 108 is moved back and forth to control the turning of magnets 302 which in turn controls the twisting of the player 102 above the playing surface 101. The rod 110 and magnets 302 are also used to move the player 102 from position to position on board 101 and pull the player 102 back onto his feet after the player 102 has fallen down.

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Fig 11 shows a football pitch controlled by the rod 110. The movement of the players 322 is controlled by the magnets at the end of rod 110. The player 322 kicks the ball 324 by twisting around as in the case of the boxers in Figs 1 – 10 and the foot of the player 322 would be brought in contact with the ball 324. As the foot of the player 322 twists around the foot "kicks" the ball.

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The same principle of control of players with a magnet under the playing surface could apply to other games like for example, hockey, fencing and the like. The same player could be used for all the games by exchanging the hand piece Fig 1 103 of the player. A boxer would have a boxing glove and a hockey player would hold a hockey stick and so on.

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Industrial Applicability

This innovative game involves manual and mental skills, has low to nil running costs, is durable and is not damaging to the environment. The game in all or any of its embodiments uses and develops the players' motoric skills, 5 their eye to hand co-ordination, alertness and innovativeness. The game combines these important development processes with a game of challenge, skill, excitement and surprise.

The game of this invention will be a desirable product for 10 any household, for adults and for children. Such a game offers a refreshing change from computer and similar electronic games.

Therefore there will be a strong demand for such a game in the form of all or some of the embodiments described 15 herein.

WHAT is CLAIMED is:

The present invention is not intended to be limited to the embodiments described above, but to encompass any and all embodiments within the scope of the following claims:

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1. A game comprising;

a. a playing surface made of a substantially smooth non-metallic material,

b. at least one player with at least one player's magnet attached to a portion of said player that is in contact with said playing surface, said player's magnet having a polarity facing the upper-side of said playing surface,

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c. a rod with a handle at one end of said rod for real-person-player to hold whereby a portion of said rod is positioned under said playing surface,

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d. at least one rod magnet attached to distal end of said rod having opposite polarity from said player's magnet, said rod magnet facing under-side of said playing surface, and

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e. a means to turn said rod magnet,

f. whereby said rod moves said player on said playing surface and whereby turning of said rod magnet turns said player's magnet and turns said player attached to said player's magnet.

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2. A game as claimed in claim 1 wherein said rod comprises,

- a. a ridge of teeth slidably attached to a portion of the length of and parallel to said rod, said ridge being slidable back and forth on said rod,
 - b. a cog wheel onto which is attached said rod magnet, where teeth of said cog wheel
synchronize with the teeth of said ridge of teeth, 5
 - c. at least one knob on said handle moveable back and forth and connected to said ridge of teeth for the purpose of sliding said ridge of teeth back and forth on said rod, and 10
 - d. a spring attached to distal end of said ridge of teeth to return said ridge of teeth to original position after sliding movement,
 - e. whereby pushing said knob slides said ridge of teeth on said rod which turns said cog wheel
which turns said rod magnet which turns said player's magnet and player when said player's magnet is in close proximity to said rod magnet. 15
3. A game as claimed in claim 1 wherein said turning of said rod magnet is by means of an electrically powered motor and direction of said motor is controlled by said knob. 20
4. A game as claimed in claim 1 further comprising at least one set of strings circumscribing the said playing surface. 25
5. A game as claimed in claim 4 further comprising movement sensors on said strings whereby a player touching said strings sets off a predetermined reaction.

6. A game as claimed in claim 5 wherein said reaction is at least one of following list namely, shining lights, sounding sounds and adjusting a score board.
7. A game as claimed in claim 1 wherein the games playable with said players are one of the following list
namely, boxing, wrestling, football, rugby, hockey,
karate, basketball, tennis, fencing and sword fighting. 5
8. A game as claimed in claim 7 wherein at least one portion of said player is modular whereby a portion used for one game is exchangeable with a portion used
for a different said game. 10
9. A game comprising;
 - a. a playing surface made of a substantially smooth non-metallic material,
 - b. at least one player with at least one player's
magnet attached to a portion of said player that is
in contact with said playing surface, said player's
magnet having a polarity facing the upper-side of
said playing surface, 15
 - c. a rod with a handle at one end of said rod for
real-person-player to hold and a portion of said
rod is positioned under said playing surface, 20
 - d. at least one rod magnet attached to distal end of
said rod having opposite polarity from said
player's magnet and facing under side of said
playing surface, and 25
 - e. an electrically powered motor in a portion of body
of said player,

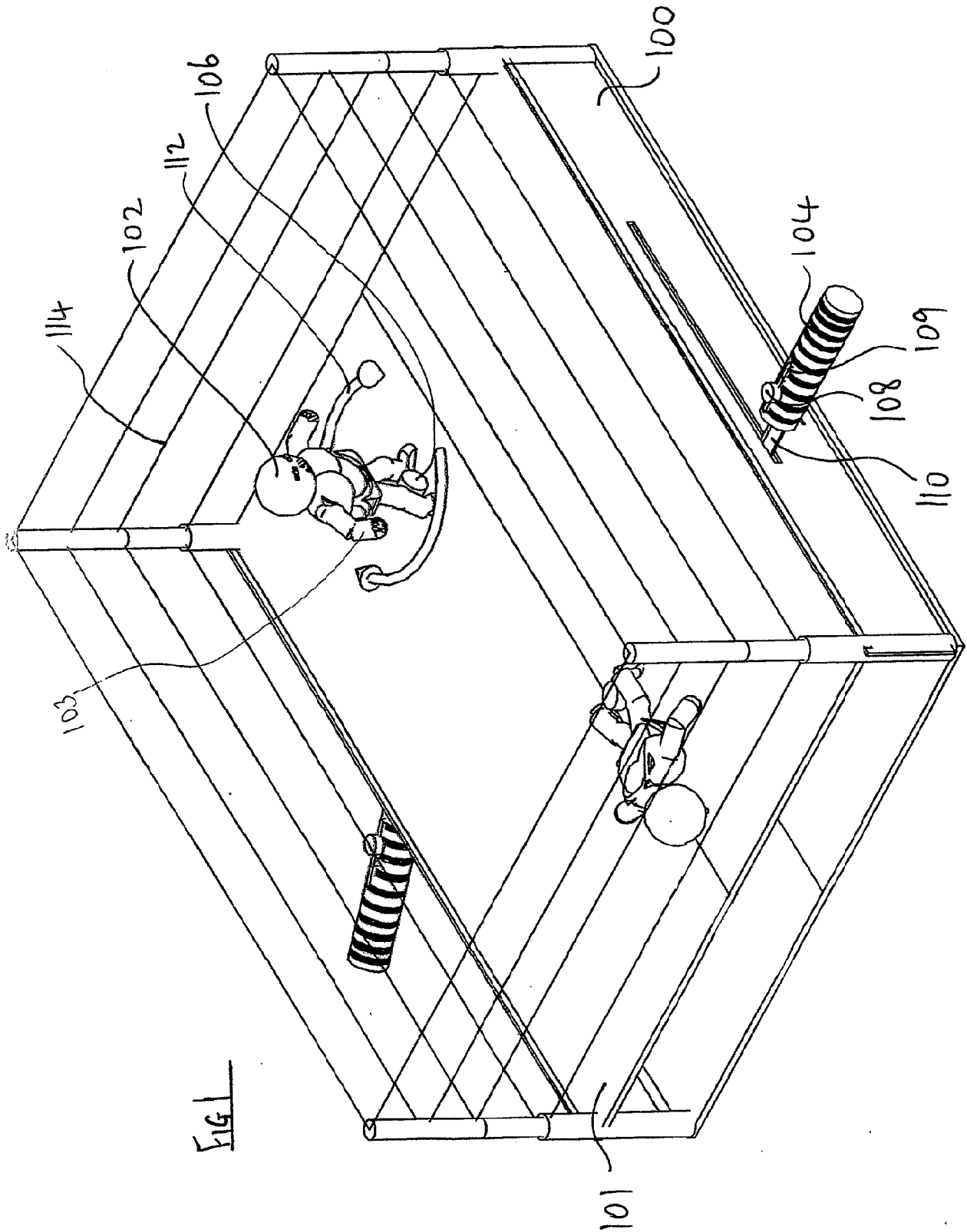
- f. a positive and a negative terminal in the lower portion of the hollow head of said player, said terminals not touching but being part of electrical circuit leading from said motor, and
 - g. a metallic ball in said hollow head completing said electrical circuit when said player is in upright position and said ball touches said terminals, 5
 - h. whereby said rod moves said player on said playing surface and said motor turns said player until said player falls when said electric circuit is broken. 10
10. A game comprising;
- a. a playing surface made of a substantially smooth non-metallic material, 15
 - b. at least one player with at least one player's magnet attached to a portion of said player that is in contact with said playing surface, said player's magnet having a polarity facing the upper-side of said playing surface, 20
 - c. a rod with a handle at one end of said rod for real-person-player to hold whereby a portion of said rod is positioned under said playing surface,
 - d. at least one rod magnet attached to distal end of said rod having opposite polarity from said player's magnet, said rod magnet facing under side of said playing surface, and 25
 - e. a means to turn said rod magnet,

- f. movement sensitive sensors on the strings
circumscribing said playing surface to activate at
least one light and to activate a loudspeaker when
said strings are moved by said players, and
 - g. a scoreboard activated by means of radio 5
frequency transmission, to record total number of
times each said player falls during a game.
11. A game as claimed in claims 9 and 10 wherein at
least one portion of said player is modular whereby a
portion used for one game is exchangeable with a 10
portion used for a different game.
12. A game as claimed in claim 10 wherein said
turning of said rod magnet is by means of an
electrically powered motor and direction of said motor
is controlled by said knob. 15
13. A game as claimed in claims 9 and 10 further
comprising at least one set of strings circumscribing
the said playing surface.
14. A game as claimed in claim 13 further comprising
movement sensors on said strings whereby a player 20
touching said strings sets off a predetermined reaction.
15. A game as claimed in claim 14 wherein said
reaction is at least one of following list namely, shining
lights, sounding sounds and adjusting a score board.
16. A game as claimed in claims 9 and 10 wherein 25
the games playable with said players are one of the
following list namely, boxing, wrestling, football, rugby,

hockey, karate, basketball, tennis, fencing and sword fighting.

17. A method of playing a game comprising the following steps, namely,

- a. holding a rod handle so that the magnetized 5
distal end of a rod is under a playing surface and
is substantially below a magnetized player on
said playing surface,
- b. moving a knob on said rod handle causing the
rod magnet to turn on said rod magnet's own 10
axis, thereby causing said player to turn on said
player's own vertical axis,
- c. moving said rod causing said player to move on
said playing surface towards or away from
another player on said playing surface. 15



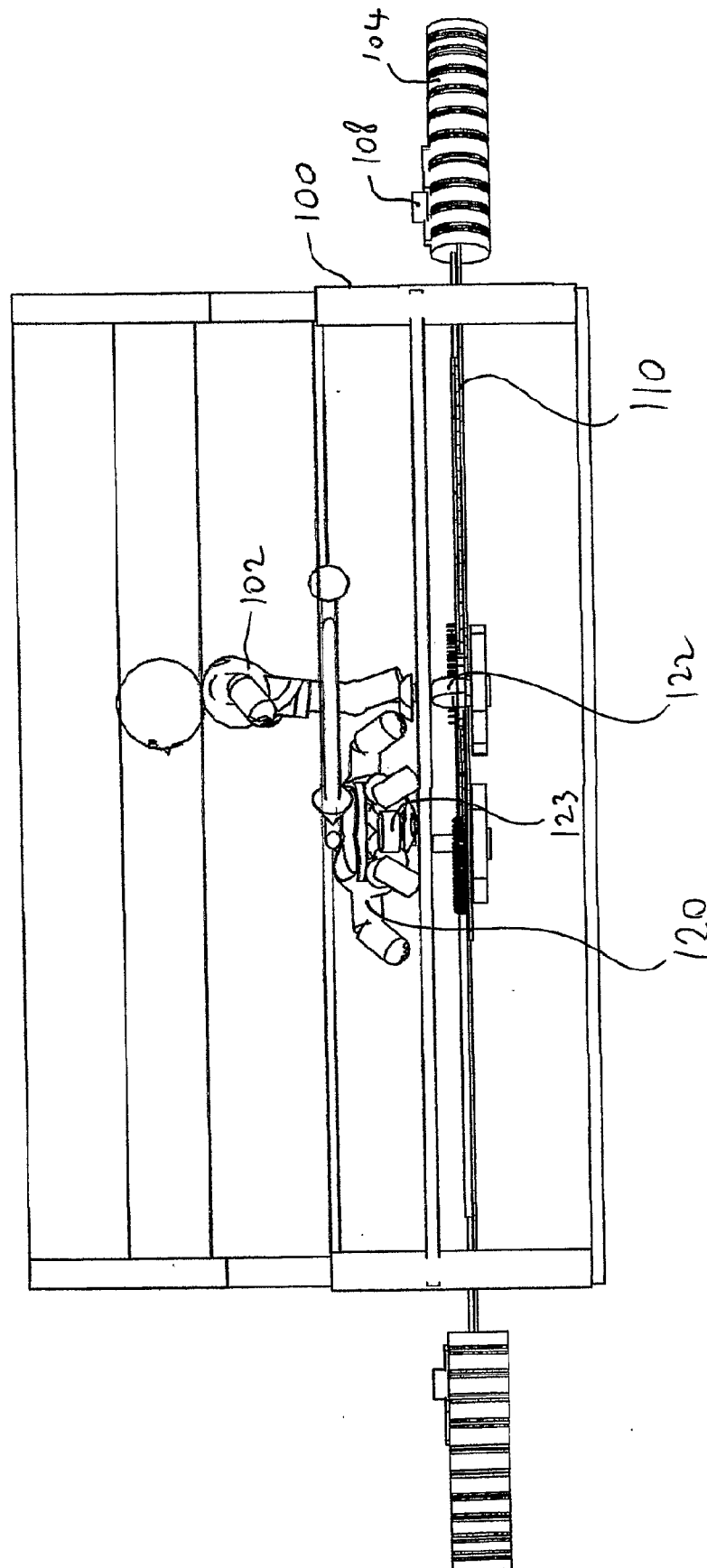


FIG 2

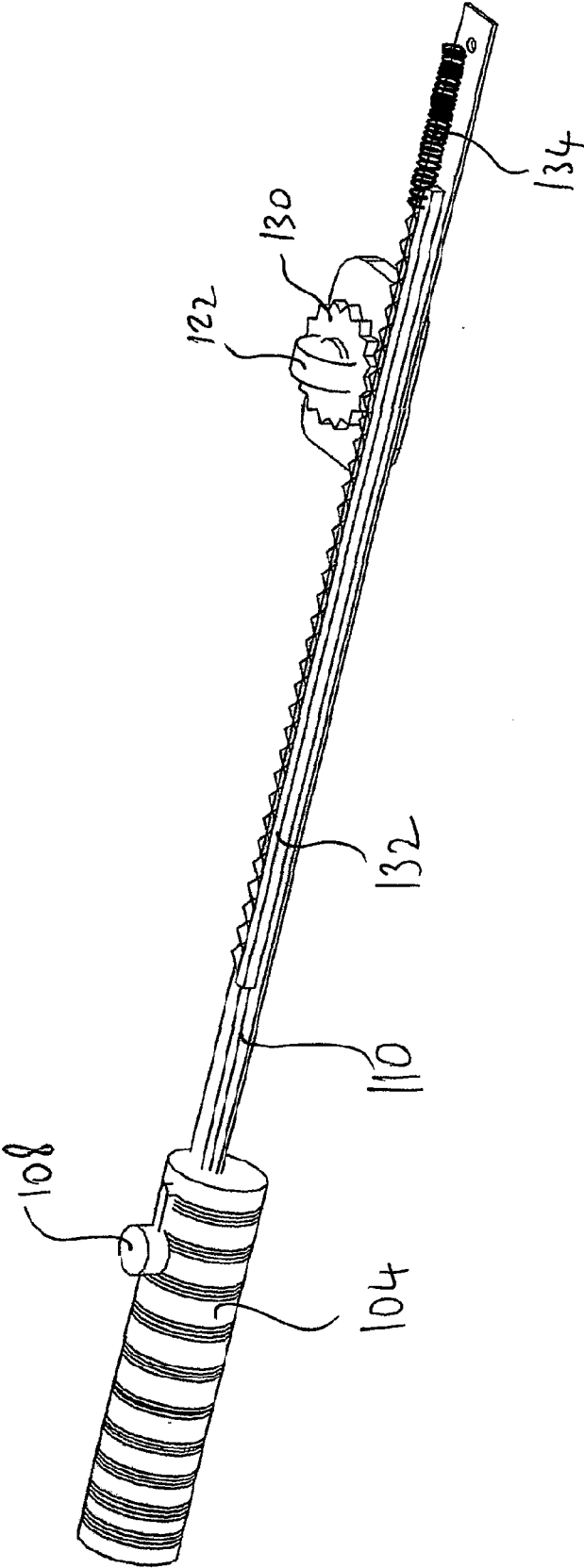
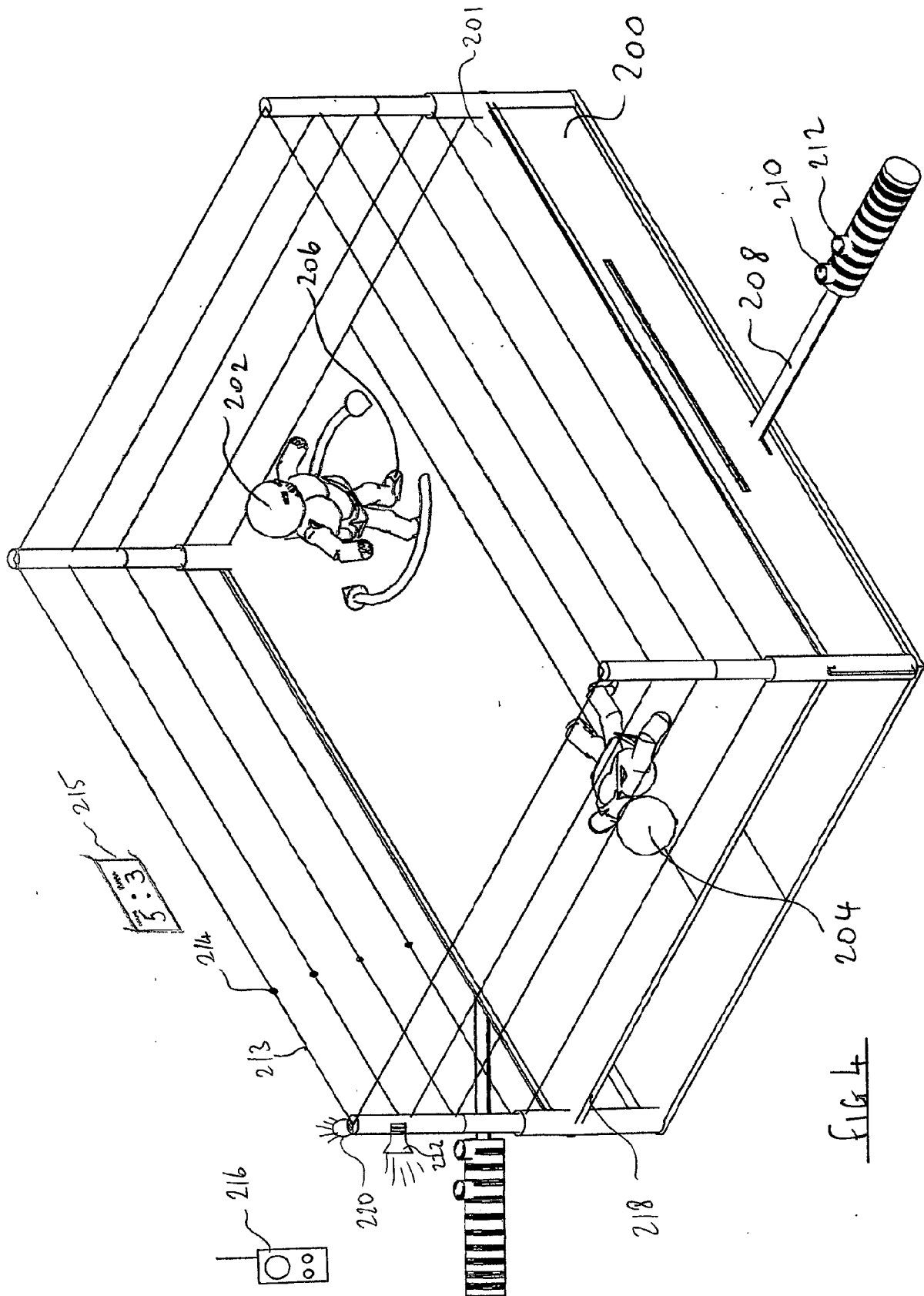


fig 3



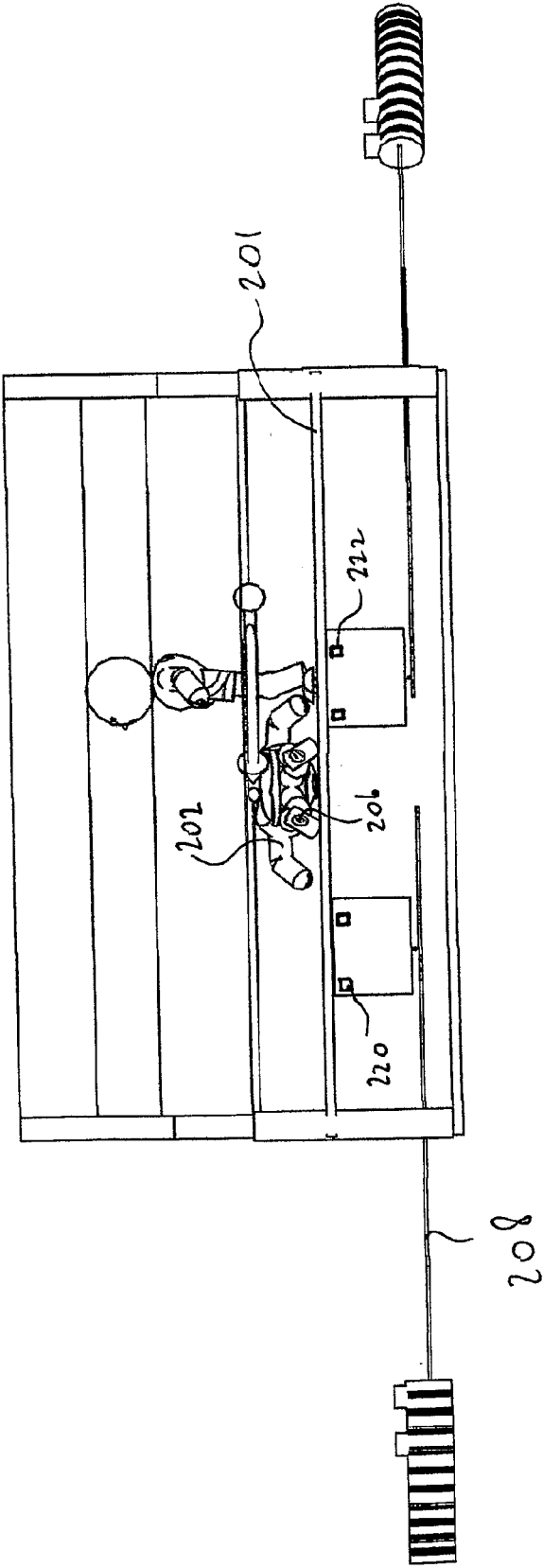


Fig 5

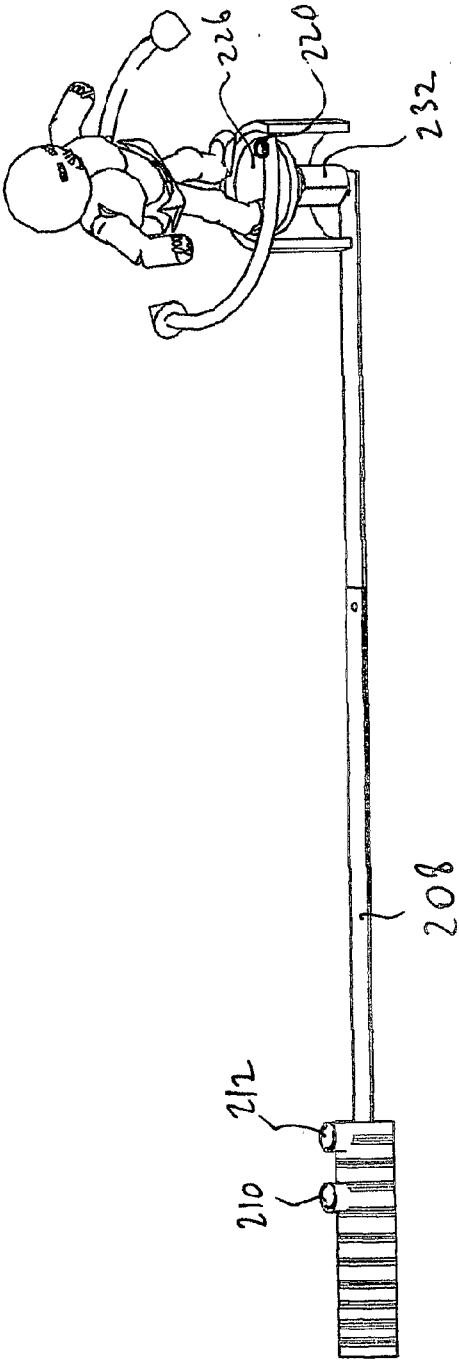


Fig 6

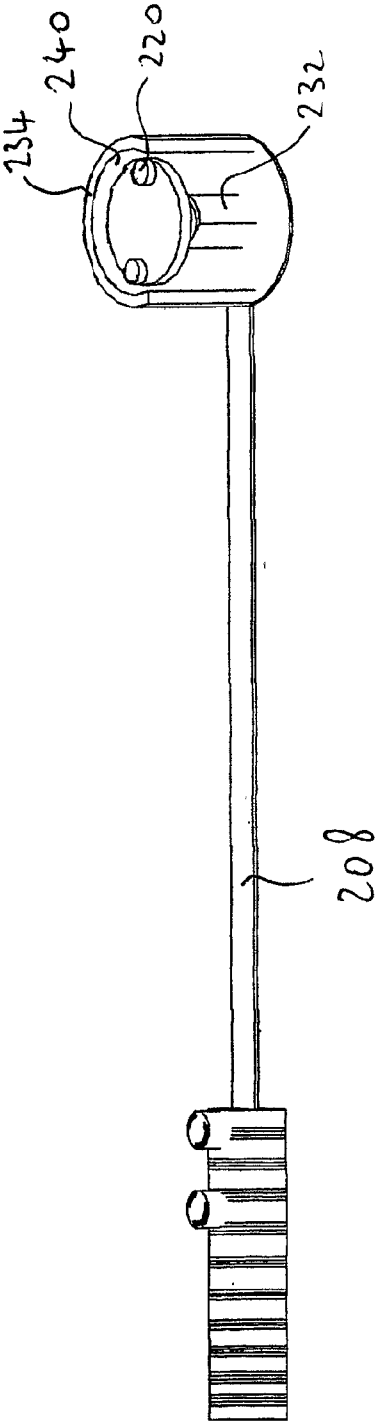


Fig 6A

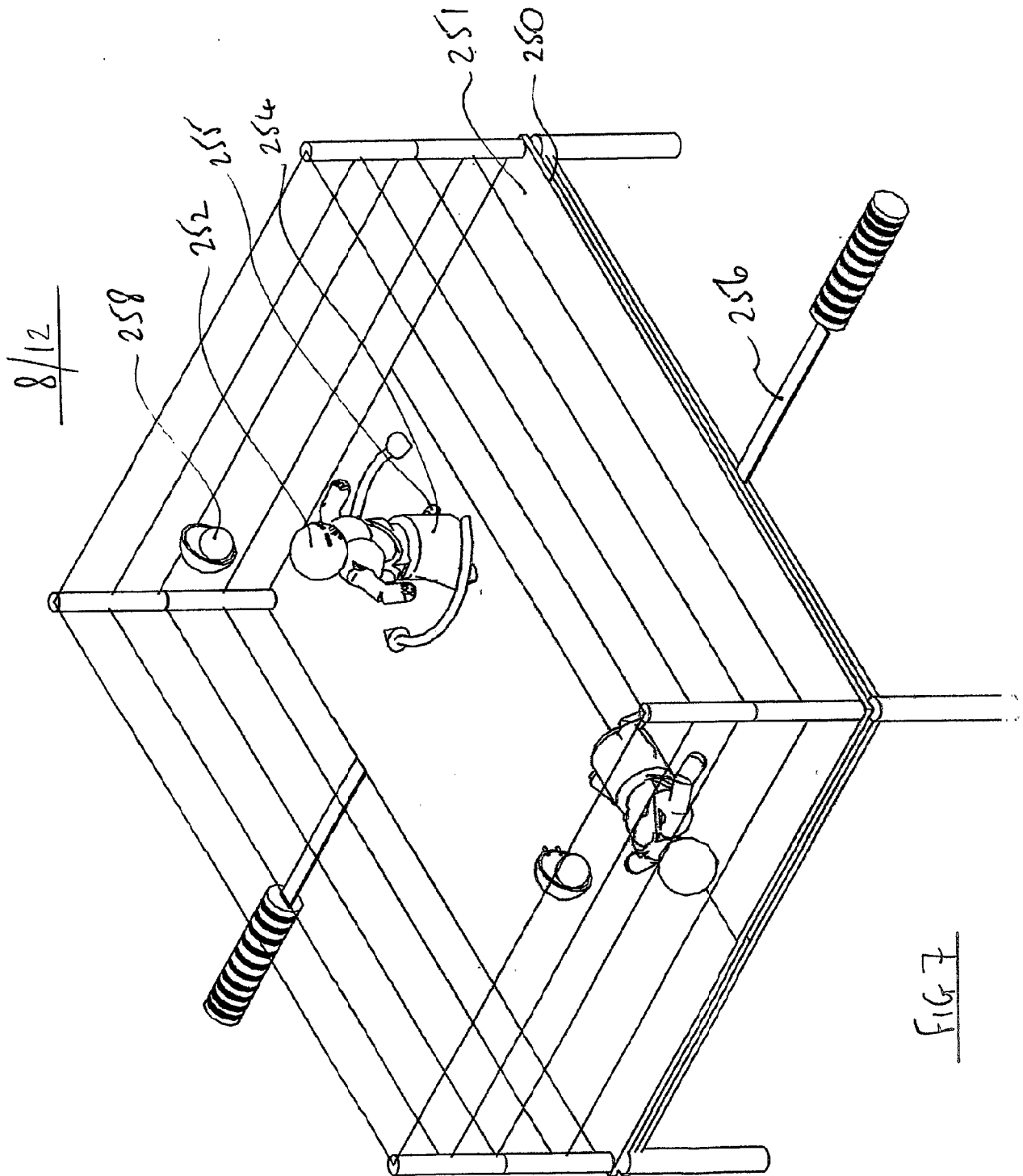


FIG 7

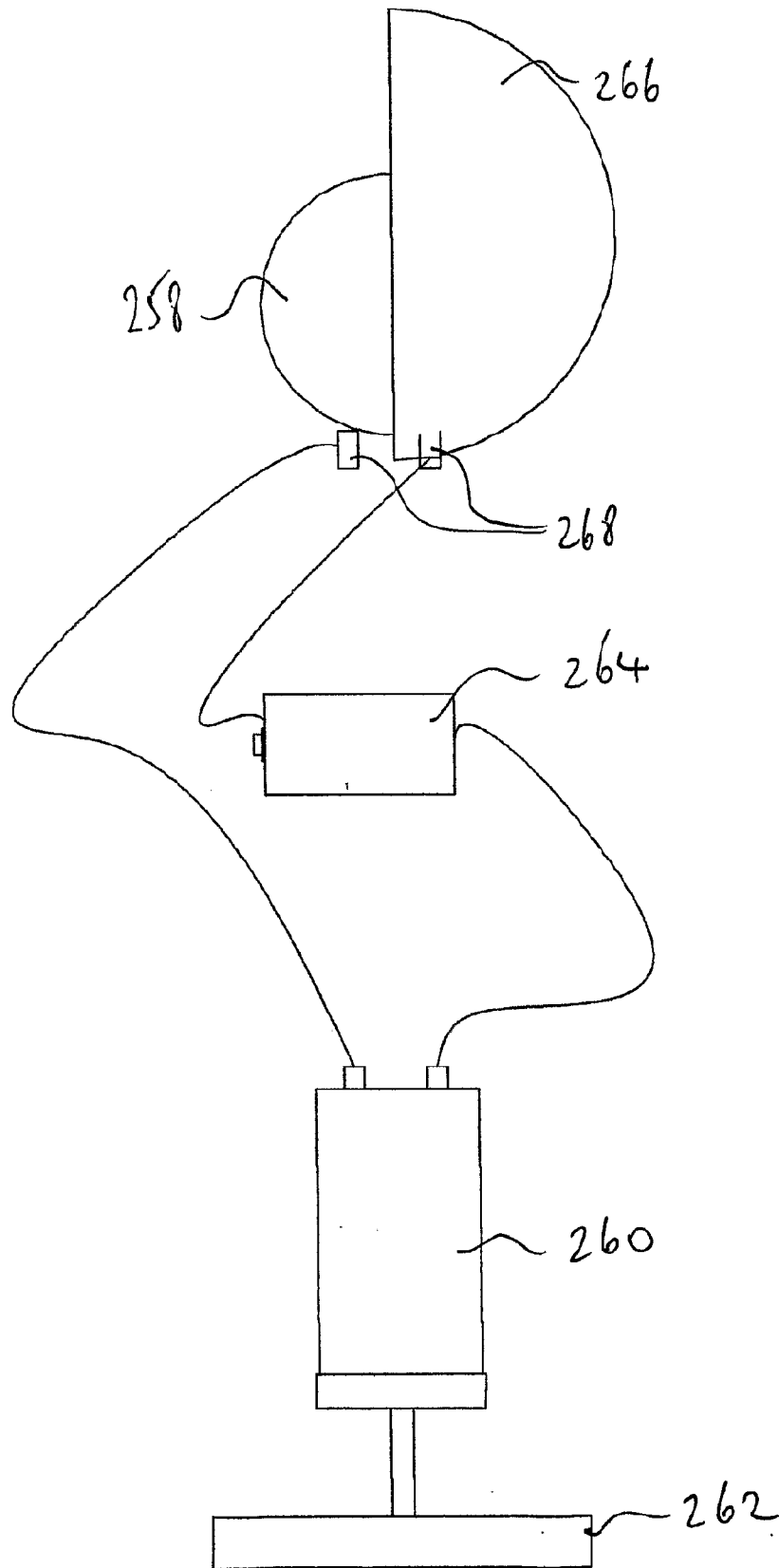


FIG 8

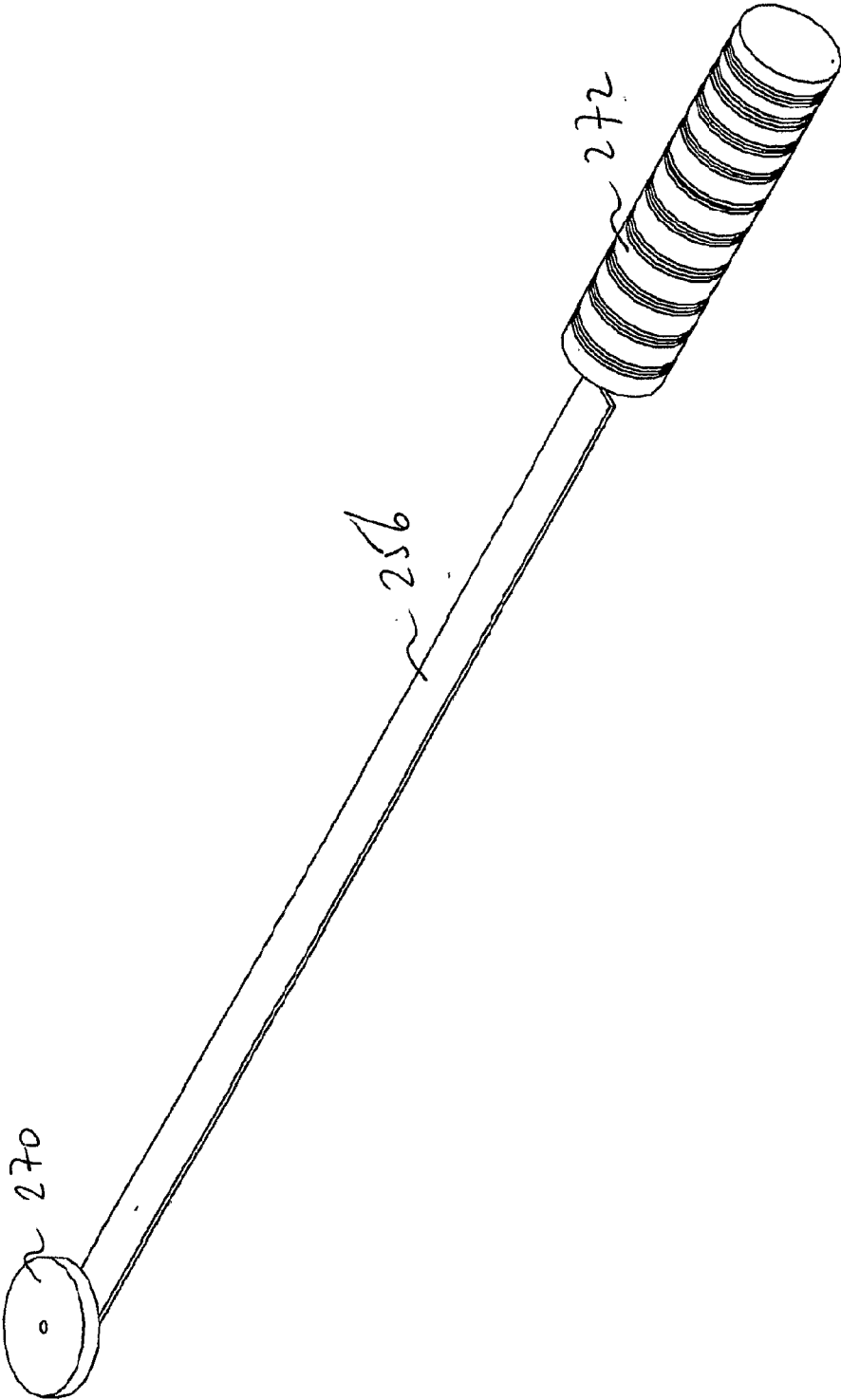


fig 9

