March 15, 1960 J. C. McADAM 2,928,677

MAGNET GAME WITH TARGET

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Fig. 1.

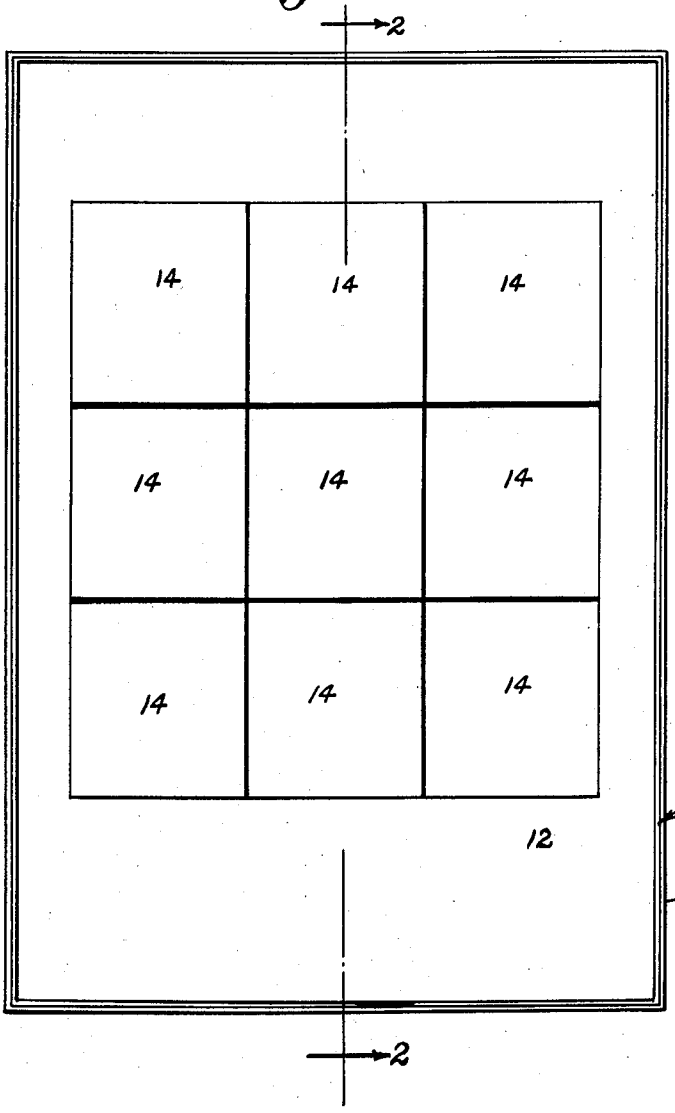
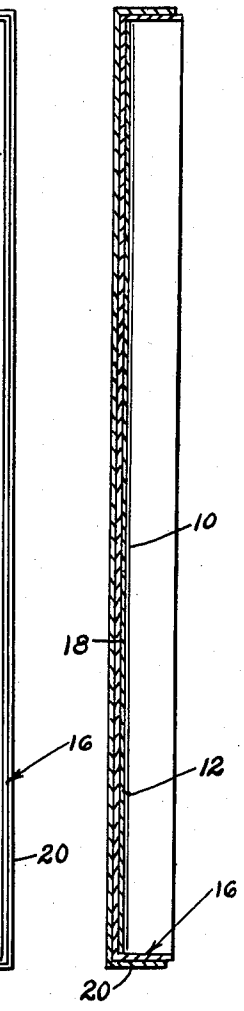


Fig. 2.



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Fig. 3.

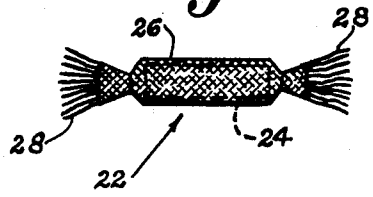


Fig. 4.

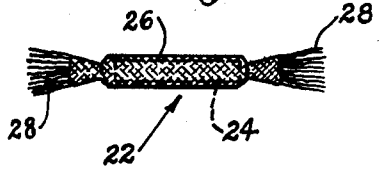
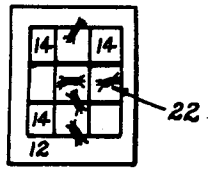


Fig. 5





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MAGNET GAME WITH TARGET

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3 Claims. (Cl. 273—95)

This invention relates to a game with a target played with magnetic devices to throw at the target.

One object of my invention is to provide a game that two or more can play in competition, the winner of which is determined by the positions occupied by magnetic devices on a target.

Another object is to provide such a game with magnetic devices that are so covered that parts of each cover are non-magnetic and extend beyond the magnet, hence a score can be made even though the magnet itself is outside the scoring area, if part of the cover is within said scoring area.

A further object is to provide such a game whereby the covered box in which the target and magnet devices are stored when not in use, can be utilized as a container and support for the target and the magnetizable member, while the game is played.

The foregoing and other objects which will appear as the nature of the invention is better understood, may be accomplished by a construction, combination and arrangement of parts such as is disclosed by the drawings. The nature of the invention is such as to render it susceptible to various changes and modifications, and, therefore, I am not to be limited to the construction disclosed by the drawings nor to the particular parts described in the specification; but am entitled to all such changes therefrom as fall within the scope of my claims.

In the drawings:

Fig. 1 is a front elevational view showing the target for my game in playing position supported by a container and cover therefor.

Fig. 2 is a sectional view taken on the line 2—2 of Fig. 1.

Fig. 3 is a side elevational view of a magnetic device used in playing with my game.

Fig. 4 is a side elevational view of said magnetic device shown in a position at an angle of 90 degrees to the position shown in said Fig. 3.

Fig. 5 is a perspective view showing a player playing the game.

As illustrated, my game has a sheet of metal or magnetizable member 10, made of steel or other material which has magnet-attraction qualities. A magnet will adhere to this magnetizable member 10 when contact is made. While target outlines could appear directly on said member 10, I prefer to use a sheet of paper 12 with target outlines 14 made thereon, which sheet is placed in contact with the front surface of said member 10 thus providing a magnetizable target. Said target sheet is shown with nine squares, but many other outlines, of limited areas, may be used in playing the game.

Said magnetizable member 10 and target sheet 12 are retained and supported within the sides of a container 16 during play, as shown in said Fig. 1, and are also stored therein when not in use. Many different targets may be used, such as those used in archery contests and in other target games, and they may be placed and remain on either side of said magnetizable member 10 at all times.

A cover 20 fits over said container 16 in the usual way, and during play it serves as a backer and support for said container, which fits inside said cover.

Magnetic devices 22 constitute the playing members. Each device has a magnet 24 which, as shown, is enclosed within a cover 26 of non-magnetic material such as braided cloth or other fabric. Said magnet is effective through said cover 26 and will adhere, when thrown, to said magnetizable member 10. Said cover 26 has extensions 28 extending beyond opposite ends which are non-magnetic. Said extensions 28 enable the use of elongate playing members and yet avoid having two magnetic devices 22 stick together, except when said magnets 24 themselves directly contact each other. Said cover 26 may be in various colors, including two-tone colors.

In playing a game with target outlines such as said squares 14, a score is made if any part of a said magnetic device 22, including said extensions 28, extends inwardly of said square or other target outline. However, if two target devices 22 have parts extending into the same square, then only the one counts that is farthest inwardly. This arrangement makes the game unusually interesting, since even if a square is partly occupied by a portion of one target device, another player may get his target device farther inwardly and thus count this square as his, displacing the target device already there in counting the score. This is illustrated in Fig. 5 of the drawings where one target device is only partly within a center square, whereas another is wholly within it, hence only the latter counts for that square.

When a device is wholly within a square, its occupation is final, and the first player to throw it there receives credit for that square. So long as any part of a magnetic device is outside a said square, the latter is open for another player to try to occupy it, and thus count it in his score if successful. When any row of squares is occupied the game is won, which occupancy is illustrated by the central vertical row in said Fig. 5.

What I claim is:

1. A game comprising a magnetizable target with rectangular outlines thereon, and a plurality of magnetic devices each embodying a magnet and a non-magnetic cover of fabric outside said magnet and having extensions at opposite ends which extend beyond said magnet, the areas of each said outline being sufficient to receive the whole of a said magnetic device in both vertical and horizontal directions, a container enclosing and supporting said target in position of use, and a cover outside of and supporting said container.

2. A game comprising a magnetizable target, a plurality of magnetic devices embodying a magnet and a non-magnetic cover of fabric outside said magnet and having non-magnetic, fabric extensions at opposite ends which extend beyond said magnet.

3. A game comprising a magnetizable target with rectangular outlines thereon, a plurality of magnetic devices embodying a magnet and a non-magnetic cover outside said magnet having non-magnetic extensions at opposite ends which extend beyond said magnet, the area of said outlines being of sufficient size to receive the whole of a said magnetic device with extensions in both vertical and horizontal positions.

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