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H. J. CAMPBELL  
MAGNETIC TARGET GAME  
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3,232,610

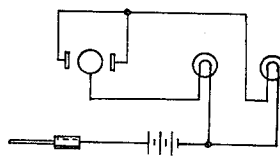
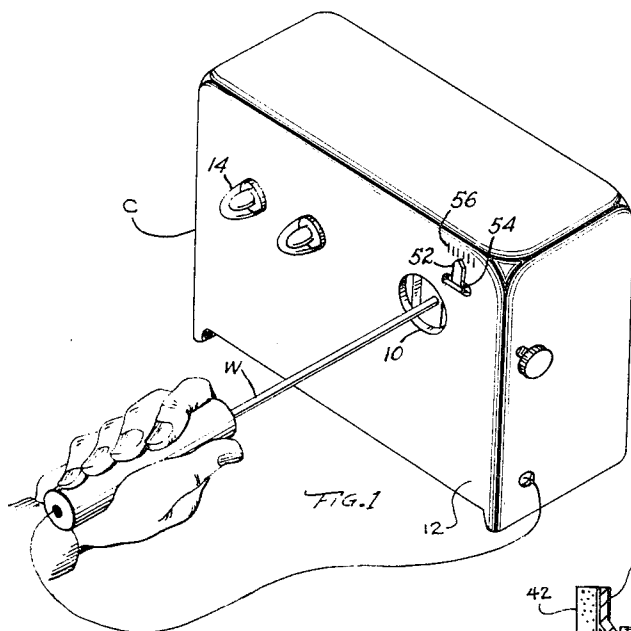


FIG. 6

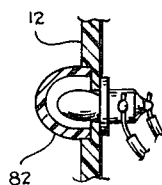


FIG. 7

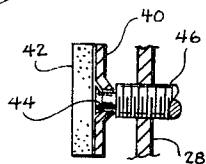


FIG. 5

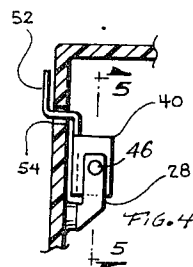


FIG. 4

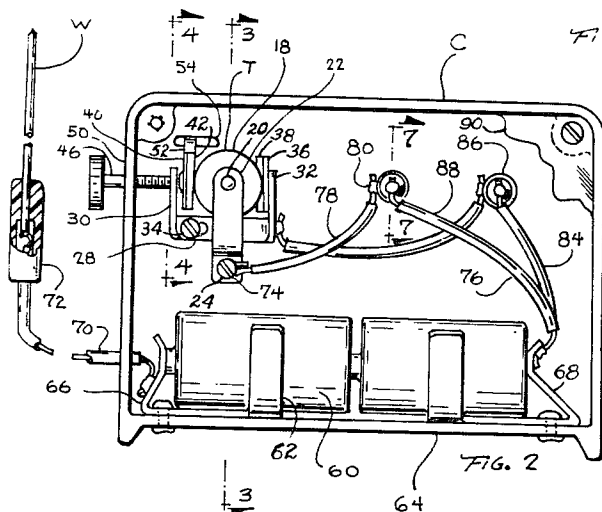


FIG. 2

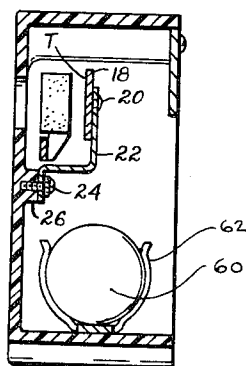


FIG. 3

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## MAGNETIC TARGET GAME

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3 Claims. (Cl. 273—1)

This invention relates generally to games, and particularly to a magnetic target device that can be used by players of all ages.

One of the main objects of the invention is to provide a game requiring nerve, skill and mental concentration in the direction of a manually held metal wand toward a target intercepted by magnetic fields.

Another object of the invention is in the provision of a game in which an electrical circuit completing metal wand is manually projected between red light controlled spaced magnets toward a target in a green light circuit indicating success.

Yet another object of the invention is to provide a magnetic target game in which a wand is inserted between magnets toward a target, the magnets if attracting the wand completing a circuit indicating failure, and the target if pierced closing a light circuit indicating success.

Still another object of the invention is to provide a wand and target game with intercepting magnets that are adjustable in a scaled manner to require more or less skill in play.

A further object of the invention is in the provision of a magnetic target game in which conventional dry batteries control wand completing colored light circuits indicating success or failure of play.

These and other objects and advantages of the present invention will become apparent to those skilled in the art upon consideration of the following detailed description of the preferred embodiment thereof, reference being had to the accompanying drawings, wherein:

FIGURE 1 is a perspective view of the device in position of actual play;

FIGURE 2 is a rear elevational view of the device with the back panel removed;

FIGURE 3 is a sectional view taken on the line 3—3 of FIGURE 2;

FIGURE 4 is a sectional view taken on the line 4—4 of FIGURE 2;

FIGURE 5 is an enlarged, partially sectioned view taken on the line 5—5 of FIGURE 4;

FIGURE 6 is a diagrammatical view of the electrical circuit; and

FIGURE 7 is a sectional view taken at 7—7 of FIGURE 2.

Referring to the drawings, the attractive cabinet generally referred to as C encases the operating parts of the game with the exception of the circuit connected, player-manipulated metal wand generally referred to as W. An opening 10 in a front panel 12 permits the insertion therethrough of the wand W between intercepting magnets and toward a target, all of which will be described in detail later. The magnets and target are connected by electrical circuits which are completed by the wand W to indicate failure by lighting red bulb 14 or a green lighted bulb showing that the target has been struck by the wand without attraction and interception by the magnets.

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A target 18 is secured at 20 to a bracket 22 attached at 24 to an inwardly projecting hub 26 on the inner face of the front panel 12. A bracket 28 having spaced arms 30 and 32 is also connected at 34 to the inner front face of the panel 12. A fixed metal back plate 36 supports a conventional magnet 38 on the arm 32. A similar back plate 40 has a magnet 42 attached thereto, the plate 40 being secured, as shown in FIGURE 5, about an enlarged head 44 on the end of a pin 46 threadedly engaging at 48 an opening in the upper end of arm 30. The pin 46 projects through and is supported in a side panel 50 of the cabinet C. The outer end of the pin 46 has a knurled actuating head that controls the degree of separation of the magnets 38 and 42. An indicator 52 attached to the magnet 42 projects through an opening 54 in the front panel 12 and indicates the amount of magnet separation on a scale 56.

A pair of conventional flashlight or dry batteries 60 are releasably clamped at 62 on the base 64 and within the cabinet C as shown in FIGURE 2. Battery releasable contacts 66 and 68 provide conventional circuit connecting means. A flexible electrical connection 70 attaches the contact 66 to an insulated hand portion 72 of the metal wand W. The contact 62 is connected to the target at 74 by wiring 76 and 78 which includes contacts at 80 with a green light bulb secured on the front face of the panel 12 and protected by a shield 82.

The contact 68 is also connected in a somewhat similar manner by an electrical circuit including wiring 84 to a red light bulb 86 on the front panel, a second wire 88 from the bulb 86 to the magnet 38 and a third wire to the magnet 42, all showing clearly in FIGURE 2 and on the diagram in FIGURE 6. A detachable back panel 90 is partially shown in FIGURE 3.

The operation of the device is simple and the wand-completed electrical circuits are readily understood. Considerable skill, mental concentration and nerve control are required to project the wand W against the target T without attraction and interception by the spaced magnets. The spacing of the magnets may be constructed as heretofore described, or they may both be made adjustable.

While I have shown and described in considerable detail what I believe to be the preferred form of my invention, it will be understood by those skilled in the art that various changes may be made in the shape and arrangement of the several parts without departing from the broad scope of the invention as defined in the following claims.

I claim:

1. A game of skill, comprising:
  - a housing having an aperture therein;
  - a target within said housing and spaced from said aperture;
  - a first visual lightable bulb;
  - a pair of magnets within the housing and spaced on opposite sides of said aperture;
  - a second visual lightable bulb;
  - a player manipulated metal wand freely insertable through said aperture and between said magnets toward said target; and
  - circuit means connecting said wand to said target and magnets whereby the contact of said wand with said target will light said first bulb, and contact of said wand with either of said magnets will light said second bulb.

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2. A device as set forth in claim 1 in which said magnets are adjustable to vary the degrees of skill required.

3. A device as set forth in claim 2 in which a visual scale indicates the amount of magnetic separation.

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