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MAGNETIC GAME AND TOY

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Fig. 1

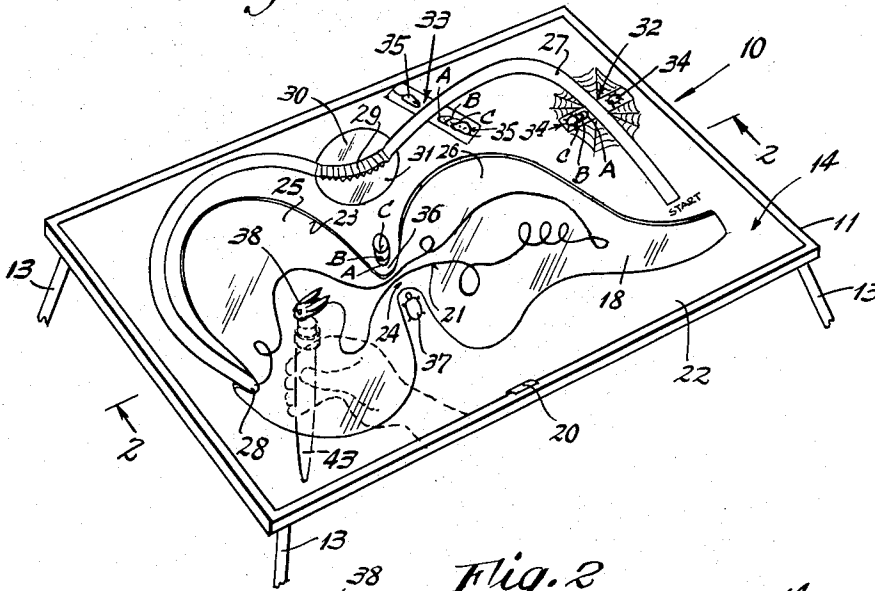


Fig. 2

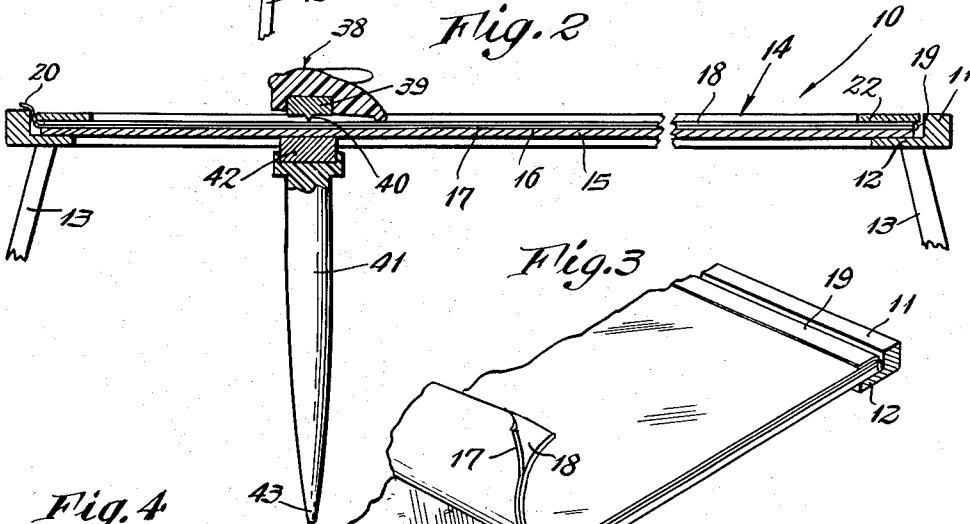


Fig. 3

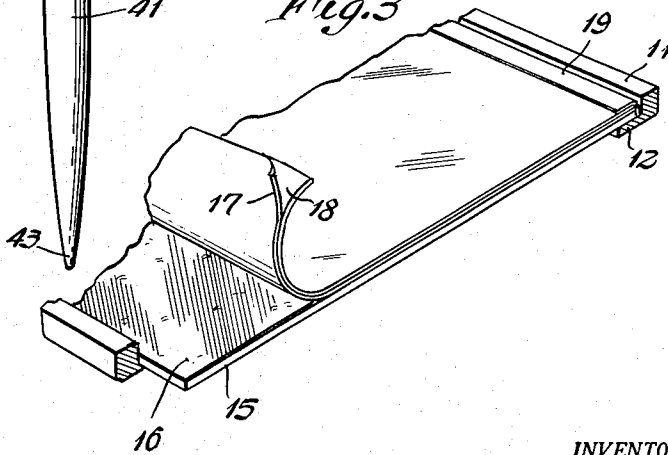


Fig. 4



Fig. 5



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MAGNETIC GAME AND TOY

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This invention relates to a game and toy and more particularly to a game and toy in which a device is moved over a game board under the influence of magnetic attraction leaving behind a record of its path of movement.

An object of the present invention is to provide a new and unique game and toy in which an essential element is a sense of perception and coordination on the part of the players.

A further object of the present invention is to provide a game and toy of an amusing entertaining but, nevertheless, educational type which necessitates the use of skill in the manipulation of the game pieces.

A further object of the present invention is to provide a game and toy in which the players' skill in manipulating the game devices is recorded by a marking provided by the movement of the game device itself over the game board.

Still a further object of the present invention is to provide means whereby the markings made in the course of the game may be removed easily and quickly once the game has been completed without any damage to the game board or devices whereby the game may be replayed anew.

Still another object is to provide a novel game and toy which is relatively simple in construction, relatively inexpensive to manufacture, and positive in operation.

Other features and advantages will become readily apparent when considered in view of the following description and drawings in which:

FIG. 1 is a perspective view of the novel game or toy of this invention;

FIG. 2 is a sectional view taken along line 2-2 of FIG. 1;

FIG. 3 is a fragmentary detail of a portion of the game board of this invention;

FIG. 4 is a top plan view of a game figure or token which is adapted to move over the game board; and

FIG. 5 is a bottom plan view of the figure of FIG. 4.

Referring specifically to the drawings, the novel game or toy 10 of the instant invention comprises a rectangular frame 11 which is provided with an upturned flange 12. Leg members 13 are connected to the bottom of the frame 11 at the corners thereof. The frame 11 is provided with a drilled hole to define a socket in which the legs 13 are frictionally secured and readily removable. When the legs 13 are inserted into their respective sockets, the frame 11 may be supported in spaced relationship over any suitable supporting surface or table.

According to this invention a novel game board generally designated as 14 is supported on the flange 12 of the frame 11. As seen in FIGS. 1, 2 and 3 the game board 14 comprises a relatively stiff backing member 15 that is coated with suitable waxy or plasticine type material 16 impregnated with a suitable coloring pigment. Overlying the coated backing member 15 is a sheet of semi-transparent or opaque material 17. A sheet of clear or transparent material 18, as for example acetate, is provided over the opaque sheet 17. As shown in FIG. 3, the stiff backing member 15, opaque sheet 17 and top transparent sheet 18 are bonded together along one edge thereof by a strip of suitable adhesive or tape 19. A tab 20 is connected to the free end of the opaque sheet 17 to facilitate raising the sheets 17 and 18 for the purpose hereinafter set forth.

The arrangement of the board thus far described forms

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a writing tablet on which writings and markings 21 may be readily made by pressing a sharp point stylus or tool on the acetate sheet. The opaque sheet 17 is thereby pressed against the coated backing member 15 causing marks 21 to appear along the lines of the applied pressure. The marks 21 are readily erased by raising the opaque sheet 17 off the backing member, in the manner shown in FIG. 3.

In accordance with this invention a layer of relatively stiff material 22 such as cardboard, paperboard and the like, and provided with apertured portions 23, is placed over the transparent sheet 18 as shown in FIGS. 1 and 2.

It will be understood that the apertured portions 23 may be so constructed as to form many types of games. For illustration purposes, a structure providing a particular game is hereinafter described. It will be understood that this specific description is in no way intended to limit the present invention to one type of game, but is instead merely illustrative of various games which may be provided with the use of the present invention.

The game illustrated in the drawings provides by the apertured portions, a simulation of a frozen lake or pond. A narrow path 24 interconnects the pond-like openings 25 and 26.

The surface of the board 22 is provided with a predetermined course of winding path 27, whose terminus 28 is along the edge of the lake portion 25. Along the winding path 27, a narrow or reduced portion defining a simulated bridge 29 passes over a small pond which is defined by apertured portions 30 and 31.

At spaced intervals along the path 27, there are provided a series of traps or danger points 32 and 33. Each of these traps consist of oppositely disposed blanks on which a play marker or token 34 and 35 is located. The markers 34 and 35 consist of devices which are free to move relative to the board. Preferably, such figures are formed of a ferrous or other suitably magnetically attracted material. For example, the first trap 32 may be a spider web with a pair of simulated spider-shaped markers 34 disposed on either side of the path 27. The other trap 33 may include a pair of simulated mouse-shaped markers 35 disposed on either side of the path 27.

In addition a trap 36 may be provided at the narrow path 24 connecting the major cutouts, pond portions 25 and 26. Trap 36 may consist of a pair of simulated snapping turtles 37 disposed on opposite sides of the path 24.

According to the present invention, a playing device or game token 38 is moved along the pathways and apertured portions. As shown in FIGS. 4 and 5, the game token 38 consists of a figure, illustratively shaped to simulate a bug. The object of the defined game is to guide the token 38 along the pathway 27 and to freely pass the traps 32 and 33 spaced along the pathway. In the illustrated embodiment of this invention, the token 38 is preferably molded of suitable plastic into the shape of a bug and it is provided with a core 39 of ferrous metal. A point or stylus 40 projects beyond the lower surface of the token 38 to engage the game board 22.

A magnetic wand 41 is provided to guide the token 38 over the surface of the board. The upper end of the wand 41 has embedded therein a permanent magnet 42. The other end 43 of the wand may be pointed so that the wand may also be used as a stylus.

The wand 41 is held by the player below the stiff backing member 15 and in position to attract the token 38. The token 38 is moved by maintaining the magnetic attraction between the wand 41 and the core 42 of token 38 as the wand 41 is moved below the board 15.

With the game structure thus described, the object of the game is to move the token 38 precisely along the game path 27 and freely through the respective traps 32 and 33 to the goal which is the lake or skating pond

where the "bug" is free to "skate" at will, and in doing so leaves "tracks" 21 as evidence of its success. It will be apparent that unless the token 38 is kept precisely on the center of the pathway 27, the respective figures 34 and 35 in the trap zones 32 and 33, e.g. the spider or mouse, will be attracted to the token and adhere thereto due to the induced magnetic attraction imparted to the token 38 by the wand 41. When this occurs the player has obviously failed and thus loses his turn and the next player tries to successfully guide the token 38 along the pathway 27.

When a player is successful in passing the token by each of the traps 32 and 33 and over the narrow bridge, the token 38 reaches the pond whereupon the player can randomly guide the token over the pond. Tracks 21 are formed by the point 40 of the token 38 exerting the pressure necessary to form markings on the opaque material 18. If desired the player may also attempt the passage of the narrow path 24.

In accordance with this invention the degree of skill required to guide the token 38 along the path may be varied by chance or will. This is done by moving the figures 34 and 35 closer to the pathway itself. Thus, it will be apparent that the closer each figure is positioned to the path, the more readily the figure is likely to be brought into the sphere of magnetic influence of the token 38 and thus be "trapped" causing the player to lose his turn.

Each trap may be provided with a series of predetermined positions A, B and C in which one of the figures may be selectively positioned. For example, the image of the figures 34, 35 and 37 may be marked at each of the respective traps at any one of three positions, with each position spotting the figure closer to the center of the pathway 27 or straight 24, as the case may be. Thus by a throw of a die or a turn of a suitable spin wheel, the position, i.e. A, B or C of the respective figure, may be determined by chance. The closer the trap figure is set to the line of travel of token 38, the more difficult it becomes to precisely guide the token through the respective traps.

From the foregoing description of the game structure, and the described game objects, it will be apparent that the game requires a player to utilize his sense of perception coordinated with a steady hand. Consequently, with practice these skills may become highly developed. The structure of the game is such that tension developed due to the amount of precision required to move the token over the pathway is relieved or offset by the free random movement provided in reaching the goal so that the interest of the game endures, particularly when played by children.

Variations and modifications may be made without departing from the spirit of the invention or the scope of the appended claims.

I claim:

1. A game comprising a backing member on which impression can be made, a game board overlying said backing member, said board having a cutout portion and a winding pathway marked thereon leading to said cutout portion, a game token adapted to be placed on said board to slide over one side of said board, said game token having a ferrous core provided with a point to engage said one side of said board, and a magnetic wand adapted to be held to the other side of said backing member in position to attract said token whereby movement of said wand along said pathway causes said token to follow, the point of said token leaving an impression on said backing member when said token is guided over the cutout portion of said game board.

2. A game comprising a stiff backing member on which impressions can be made, relatively stiff game board having a cutout portion and a winding pathway marked thereon overlying said backing member, a magnetically attractable token adapted to be guided over said game

board to follow said path, said path leading to said cutout portion, a magnetic wand adapted to be placed against the other side of said backing member in attracting relationship with said token so that movement of said token is attained by movement of the wand, and means freely movable relative to said game board spaced along the pathway for indicating whether said token is centered along said pathway as it is moved thereover whereby said latter means is attracted and moved toward said token when said token is not centered on said path, and said token including means for making an impression on said backing member when the token is guided over the cutout portion of the game board.

3. The invention as defined in claim 2 wherein said latter freely movable means includes an object made of a ferrous material disposed on one side of said path and adjacent thereto so that it will be attracted and adhered to said token if the latter is guided slightly off the pathway as said token is guided thereover.

4. The invention as defined in claim 2 wherein said latter means includes a freely movable object made of a ferrous material disposed on either side of said path and opposite to one another so that the token when guided along said pathway is moved between said objects, said objects being spaced adjacent said pathway so that they will be attracted and adhered to said token if the latter is guided so that it is slightly off the pathway.

5. The invention as defined in claim 3 and including markings for selectively positioning said objects at predetermined variable spaced distances from said pathway for increasing or decreasing the degree of skill required for guiding said token along said pathway and between said objects.

6. A game comprising a stiff backing member coated with a thin layer of plasticine type material impregnated with coloring matter, a sheet of semi-transparent material forming an overlay on said coated backing member, a sheet of transparent material overlying said overlay whereby pressure applied on the transparent sheet causes the overlay sheet to be pressed against said coated backing member to result in markings being formed thereon along the lines of the applied pressure, a game board overlying said transparent sheet, said game board having a cutout portion to simulate a skating pond, a game token having a ferrous core formed with a point adapted to be moved over the board, and a magnetic wand adapted to be held to the back side of said backing member so that the ferrous core of the token is attracted to said wand, and whereby movement of the wand causes said token to follow, the attraction of said token to said wand being sufficiently great to permit said token to apply a pressure sufficient to result in said sheet of semi-transparent material being pressed into engagement with the coated backing member to result in markings to be formed thereon along the lines of applied pressure therebetween.

7. A game comprising a stiff backing member coated on one side with a thin layer of wax-like material impregnated with a coloring pigment, a sheet of semi-transparent material forming an overlay for said coated side of said backing member, a sheet of transparent material overlying said overlay, the arrangement being such that pressure applied to the transparent sheet causes in said overlay to be pressed against said coated backing member to result in markings being formed thereon along the lines of applied pressure, a play board overlying said transparent sheet, said play board having a cutout to expose a portion of said transparent sheet, a pathway marked on said play board winding about an edge of said cutout and leading to the cutout, a game token having a ferrous core formed with a point engaging said game board, a magnetic wand adapted to be held to the back side of said backing member in attracting relationship to said token for guiding said token along the pathway and over the transparent sheet exposed through the cutout of said play board by movement of said wand whereby

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movement of said token over the transparent sheet results in markings being formed on said sheet of semi-transparent material, and means disposed at spaced intervals along the pathway for indicating if the movement of the token is centered along said pathway.

8. A game comprising a stiff backing member coated on one side with a thin layer of wax-like material impregnated with a coloring pigment, a sheet of semi-transparent material forming an overlay for said coated side of said backing member, a sheet of transparent material overlying said overlay, the arrangement being such that pressure applied to the transparent sheet causes in said overlay to be pressed against said coated side of said backing member to result in markings being formed on that overlay along the lines of applied pressure, a play board overlying said transparent sheet, said play board having a cutout to expose a portion of said transparent sheet, a pathway marked on said play board winding about the edge of said cutout and leading to the cutout, a game token having a ferrous core formed with a point adapted to slide over said game board, a magnetic wand adapted to be held to the back side of said backing member in attracting relationship to said token disposed on said play board for guiding said token along the pathway and over the transparent sheet exposed through the cutout of said play board by movement of said wand whereby movement of said token over the exposed transparent sheet results in markings being formed on the overlay sheet of semi-transparent material, and means disposed at spaced intervals along the pathway for indicating if the movement of the token is centered along said pathway, said latter means including movable objects of ferrous material positioned on either side and opposite to one another so that said token may be guided therebetween, said objects being spaced so that they will be attracted to said token if the latter is guided slightly off the pathway.

9. A game comprising a frame, a plurality of leg members connected to said frame adaptable for spacing said frame above a supporting surface, a stiff backing member

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coated on one side with a thin layer of wax-like material impregnated with a coloring pigment, a sheet of semi-transparent material forming an overlay for the coated side of said backing member, a sheet of transparent material overlying said overlay, the arrangement being such that pressure applied to the transparent sheet causes in said overlay to be pressed against the coated side of said backing member to result in markings being formed along the lines of applied pressure, a play board overlying said transparent sheet, said play board having a cutout to expose a portion of said transparent sheet, a pathway marked on said play board winding about and leading to an edge portion of the cutout, a game token having a ferrous core formed with a point for engaging said game board, a magnetic wand adapted to be held to the back side of said backing member in attracting relationship to said token for guiding said token along the pathway and over the exposed portion of said transparent sheet by movement of said wand, and whereby movement of said token over the exposed transparent sheet results in markings being formed on said sheet of semi-transparent material, and means disposed at spaced intervals along the pathway for indicating if the movement of the token is centered along said pathway, said latter means including movable objects of ferrous material positioned on either side of said pathway and opposite to one another to permit said token to be guided therebetween, and said objects being spaced so that they will be attracted to said token if the latter is guided slightly off the pathway.

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