United States Patent [19]

Shieff

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[45] **Sept. 25, 1973**

[54] **MAGNETIC CHECKERS GAME**

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[21] Appl. No.: **148,789**

Related U.S. Application Data

[63] Continuation-in-part of Ser. No. 855,545, Sept. 5, 1969, abandoned.

[52] **U.S. Cl.** ..... **273/131 AD,** 273/137 AE
[51] **Int. Cl.** **A63f 3/02**
[58] **Field of Search** ..... 273/130 A, 131 AD, 273/133, 134 AE, 135 AD, 136 B, 137 AE

[56] **References Cited**

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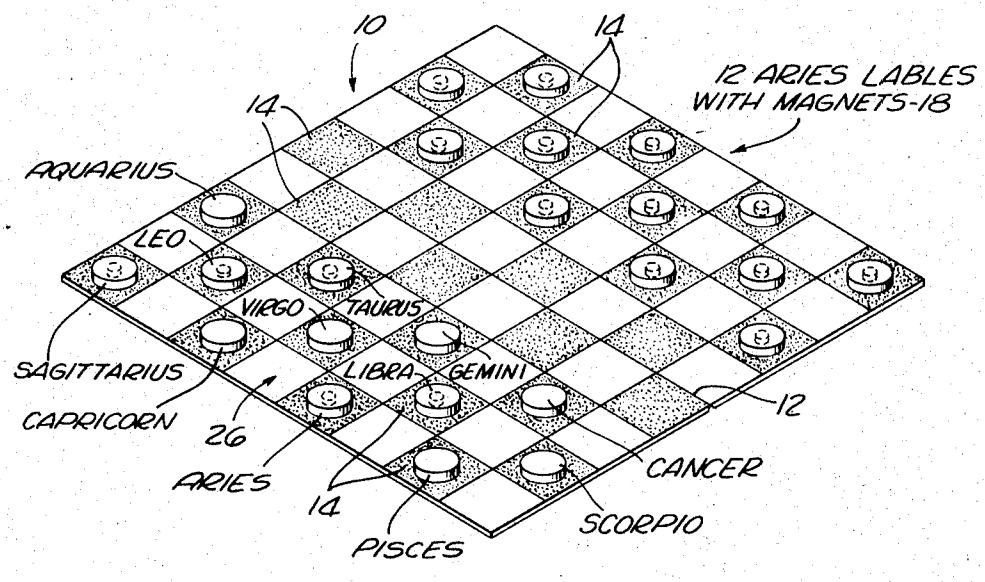
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[57] **ABSTRACT**

A game including two sets of playing pieces each including 12 pieces. Each of the pieces has embedded in it a magnet having the poles oriented so that the north pole is at one side of the piece and the south pole at the other side. Each of the pieces may be labeled with one of the 12 signs of the zodiac. The magnets are oriented with positive pole up or down relative to the label so that each piece is related to other pieces as to attraction or repulsion in conformity with affinities or non-affinities between respective signs of the zodiac. Instead of bearing signs of the zodiac, pieces may bear an identifying number, each set having pieces with magnets oppositely oriented. Play is similar to checkers, capture of a piece being by way of magnetic attraction and loss by way of magnetic repulsion.

6 Claims, 8 Drawing Figures

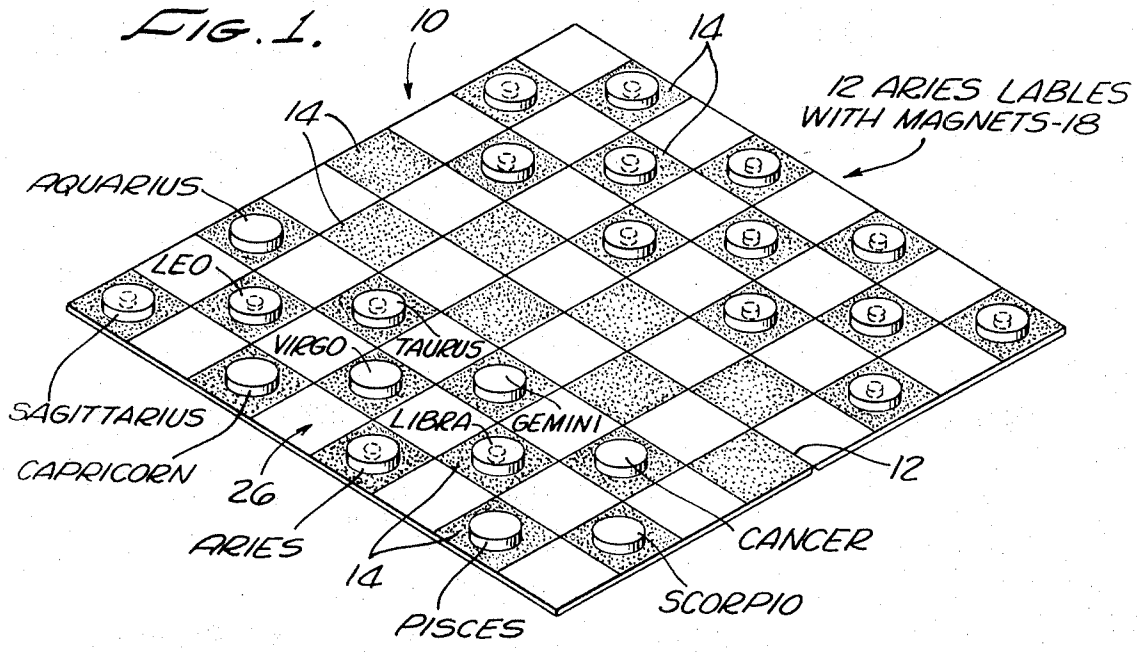


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SHEET 1 OF 2

FIG. 1.



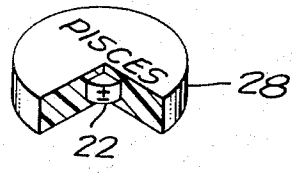


FIG. 2.

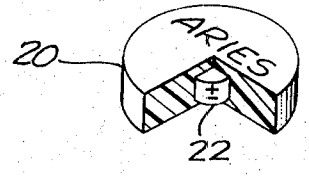


FIG. 3.

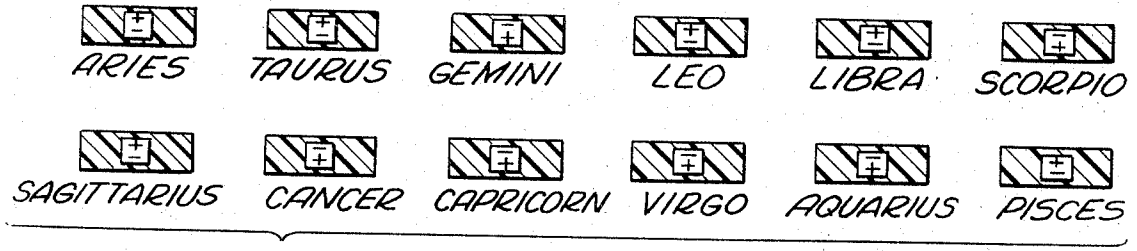


FIG. 4.

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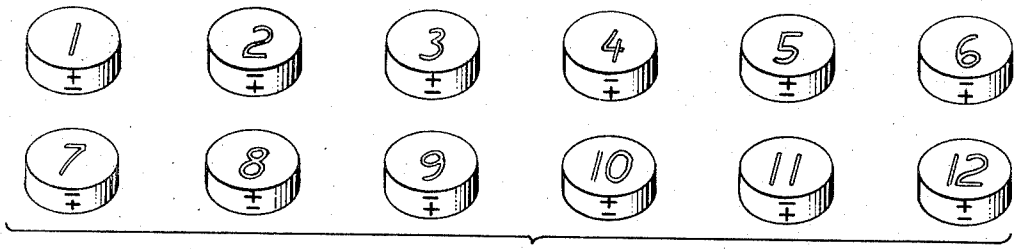


FIG. 5.

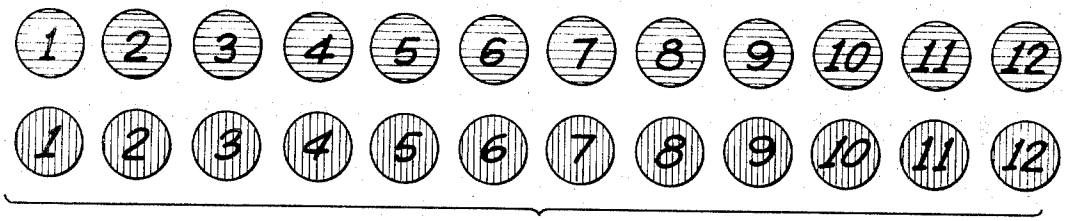


FIG. 6.

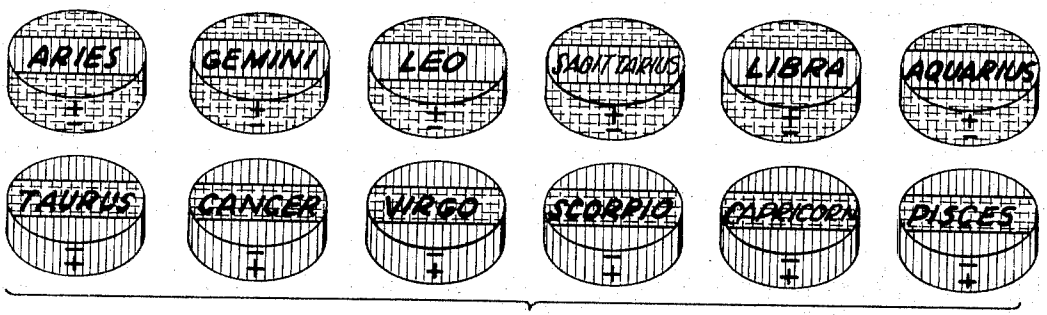


FIG. 7.

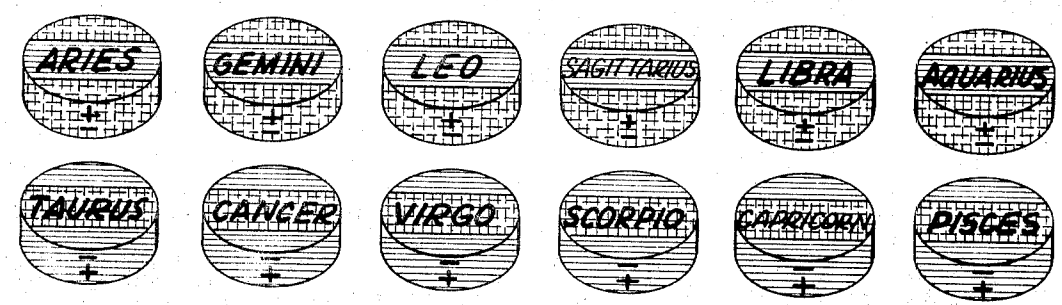


FIG. 8.

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MAGNETIC CHECKERS GAME

This application is a continuation-in-part of an earlier filed application Ser. No. 855,545 filed on Sept. 5, 1969, now abandoned.

SUMMARY OF THE INVENTION

The invention is a game having a basic similarity to the conventional game of checkers played on a board having 64 squares, alternate squares being different in color. The game is played with two sets of pieces, there being 12 pieces in each set in the preferred, exemplary form, which at the start of the game are placed on the board in the same manner as conventional checkers. The play is entirely on the squares of one color such as black.

The game differs from conventional checkers in that each piece contains a permanent magnet; and in a preferred form, it is intimately identified with the field of astrology. The play of the game requires a knowledge of astrology or is such that a knowledge of astrology is acquired from the play. The more particular aspect of astrology with which the game is identified is that of the twelve signs of the zodiac and the various affinities (or lack of affinity) the different signs have for each other as has been accepted in this science for many generations. The intimate relationship and identification of the game with astrology imparts a fascinating aspect to it. The science of astrology, as is well recognized, is one characterized by not only scientific but mystical and perhaps even occult aspects and considerations. It is a principle of astrological science that persons born under a particular sign will have personal characteristics related to that particular sign.

In executing the theme or motive as referred to in the foregoing, in one embodiment of the game, each of the pieces of one set of pieces is labeled or otherwise identified with an individual sign of the zodiac, for example, Aries. The 12 pieces of the other set are labeled or otherwise identified individually with the 12 signs of the zodiac, including the one sign which identifies all the pieces of the one set. All of the pieces of the one set identified by the same sign have embedded in them a magnet having its north pole or positive on the same side of each piece and its south pole or negative on the other side. Then as to the set, the pieces which are identified with all 12 of the signs of the zodiac, those pieces have magnets in them which are oriented in the pieces in conformity to the astrological affinity to the sign of the zodiac which identifies the 12 pieces of the other set, or to the lack of such affinity. That is, as to those signs where there is affinity, the magnets are oriented so that there will be attraction to the pieces of the one set, i.e., unlike poles will come into proximity when jumping. As to those pieces where affinity is lacking, the magnets are oriented so that there will be a repulsion with respect to the pieces of the one set, i.e., like poles will come into proximity.

The game embodies or embraces not only two sets of pieces as described in the foregoing, but rather 12 assemblies of such sets wherein, in each of the assemblies, there is one set of 12 pieces labeled or otherwise identified with one single sign of the zodiac with the pieces having magnets in them as described. As may be readily observed, the scheme results in 12 assemblies of sets of pieces and greatly enhances the fascination of the game since there will be a "game" or pair of sets

particularly identified with each single sign so that individuals born under that particular sign can if they wish play with that group or pair of sets.

The play of the game in the preferred form is basically similar to conventional checkers except for the identification and relationship of the play to the astrological considerations. When a piece is moved so as to jump or capture another piece, capture takes place if the two pieces attract each other. If they do not attract but are repelled; instead of the other piece being captured, the piece attempting capture is lost to the other side. Thus, it may be seen that the play of the game is closely related to the astrological considerations and success in the play requires a knowledge of zodiacal affinities and lack of affinity or will cause such knowledge to be acquired. Affinity is characterized by magnetic attraction and lack of affinity by magnetic repulsion.

There are certain, very desirable variations or other embodiments of the invention. In one of these variations, the game does not have a relationship to astrology. In this form of the game, the pieces are identified by numbers from one to 12 rather than by signs of the zodiac. Each set preferably has six of its pieces with the positive magnetic poles up and six pieces with the positive magnetic pole down. The orientation of the magnets, that is, whether the positive pole is up or down is at random with respect to the numbers of the 12 pieces in each set. The play then proceeds as in the previous embodiment, capture taking place when a piece is jumped and there is attraction between the pieces and the jumping being lost to the other side when there is repulsion between the pieces. The numbers may appear on only one side of the pieces if the magnets are oriented at random, but without such random orientation of the magnets, the numbers will appear on both sides so that it cannot be learned from looking at the piece which way the magnet in it is oriented.

Another form of the invention provides two sets of 12 pieces wherein each piece of both sets is identified by the name of an individual sign of the zodiac to thus provide a game comprising an assembly of two sets of pieces wherein both players are concerned with all 12 signs of the zodiac. This form of the invention offers an advantage over the first form of the invention wherein 12 assemblies or sets of pieces are provided. In this form of the invention, each set of 12 pieces has six pieces with the north poles of the magnet up and six pieces with the north poles down and the magnets being oriented with respect to the signs of the zodiac so as to provide attraction between pieces wherein there is corresponding affinity between signs of the zodiac and repulsion between pieces where there is corresponding lack of affinity between those signs of the zodiac.

In the light of the foregoing, it is a primary object of the invention to provide a game which is intimately related to the field of astrology and which will make possible self expression by persons interested in that field and which will facilitate the acquiring of astrological knowledge and insight.

A further object is to provide a game as referred to in the previous object which is in the nature of conventional checkers utilizing two sets of 12 playing pieces each with the pieces identified with the various signs of the zodiac and pieces being provided with magnets so that, between the pieces, there is attraction or repul-

sion corresponding to the natural affinities or lack of affinites between the various signs of the zodiac.

Another object is to provide a game as in the foregoing comprising one set of 12 pieces all identified with a single sign of the zodiac and having embedded magnets and another set of 12 pieces individually identified with the 12 signs of the zodiac and including pieces having magnets where the particular piece is identified with a sign of the zodiac having affinity for that sign of the other 12 pieces.

BRIEF DESCRIPTION OF THE DRAWINGS

Further objects and additional advantages of the invention will become apparent from the following detailed description and annexed drawings wherein:

FIG. **1** is a perspective view of a preferred form of the game apparatus;

FIG. **2** is a cut-away view of one of the playing pieces having a magnet;

FIG. **3** is a cut-away view of another one of the playing pieces having an embedded magnet;

FIG. **4** is a cross sectional view of a set of twelve pieces identified with the 12 signs of the zodiac and having embedded magnets;

FIGS. **5** and **6** are views of sets of pieces which are identified by number rather than by the signs of the zodiac; and

FIGS. **7** and **8** are views of sets of pieces wherein all pieces of both sets are identified by a sign of the zodiac.

DESCRIPTION OF THE PREFERRED EMBODIMENTS

Referring to FIG. **1** of the drawings, numeral **10** designates a conventional checkerboard which may have a fold at **12.** The board has the conventional 64 squares, there being **8** on a side and the squares being alternately of different colors, such as black and red, the black squares being shaded as indicated at **14.** Preferably, the play is conducted on the black squares. FIG. **1** shows two sets of 12 playing pieces, each positioned on the board for the start of the play. That is, the pieces are on the black squares occupying the three ranks or lines of squares on opposite sides of the board.

One set of the 12 pieces is designated generally by the numeral **18.** One of these pieces is shown at **20** in FIG. **3.** Preferably, the pieces are formed as flat cylinders or discs as shown in FIG. **3**; but of course, they could have other shapes. They may be made from any suitable material such as plastic, metal, or otherwise. In the pieces of the set identified by the numeral **18,** each piece has embedded in it a permanent magnet as designated at **22.** These magnets may be any of various types commercially available, such as small Alnico magnets having the desired amount of magnetic attraction. The magnets **22** preferably are embedded centrally in the pieces such as the piece **20** as shown with the positive pole at one side of the piece and the negative pole at the other side as shown.

In the set **18,** all twelve pieces are labeled or identified by one of the signs of the zodiac which may be any of the signs such as, for example, Aries. The word "Aries" will be imprinted on the piece as shown in FIG. **3** or the sign may be indicated by a particular color or otherwise.

The other set of twelve pieces is designated generally by the numeral **26,** one of them being shown individually at **28** in FIG. **2.** These pieces are of similar construction to piece **20,** and all of them have magnets embedded therein. Each of these 12 pieces are similarly labeled or identified with one of the 12 signs of the zodiac, all 12 signs being represented by the 12 pieces including the one sign of the 12 pieces in the other set. For example, the piece **28** in FIG. **2** is identified by the Pisces sign. This word is imprinted on the piece or the pieces otherwise being identified, for example, by way of color, with the 12 signs of the zodiac.

As is well known in astrology and as described in the foregoing, certain signs of the zodiac have affinities or attractions for each other, whereas other signs do not. This principle is reflected or manifested in characteristics exhibited by human beings in that persons who were born under signs of the zodiac having affinity for each other will find that they do naturally attract each other. Certain of the pieces of the set 26 which are identified by a sign of the zodiac that has affinity for the sign of the zodiac of the other 12 pieces (in this case Aries) have embedded in them magnets similar to the magnet **22** in the piece **20** with the polarity of the magnets positioned as shown. It is to be noted that the polarity of the magnet **22** is not externally visible and is not known except by way of attraction or repulsion in relation to a magnet in another piece. The remainder of the pieces of the set **26** have their magnets in the opposite position, thus representing the opposite of affinity between these pieces and the sign of the other set. The foregoing describes two sets of 12 pieces comprising one group or pair of sets with which the game can be played. However, the entire game apparatus may comprise 12 similar groups differing in the following manner. In each of the 12 groups, there is one set of twelve pieces in which all pieces are individually identified with a single one of the 12 signs of the zodiac so it naturally follows that there will be 12 groups of two sets each. In each of these groups, the second set of 12 pieces is identified by the 12 signs of the zodiac and the pieces having embedded magnets positioned to reflect either affinity or non-affinity with respect to the zodiacal sign of the 12 pieces in the other set. It will become apparent hereinafter the manner in which the play of the game requires knowledge of the zodiacal affinites or bring about acquisition of such knowledge.

The following is a tabulation of each of the twelve signs of the zodiac and the other signs for which each individual sign has an affinity or lack of affinity. Thus, the tabulation illustrates the position of the magnets in pieces in the second set of a group. FIG. **4** illustrates in cross section the 12 pieces of the set **26** showing the positioning of the embedded magnets. In the set pieces which represent an affinity, their positive poles are up and in those which represent non-affinity, their positive poles are down.

TABULATION OF AFFINITIES AND NON-AFFINITIES

1. Aries

Affinity: Taurus, Leo, Libra, Sagittarius, Aries, Pisces

Non-Affinity: Gemini, Cancer, Virgo, Scorpio, Capricorn, Aquarius

2. Taurus

Affinity: Aries, Libra, Taurus, Scorpio, Cancer, Capricorn, Leo, Pisces

Non-Affinity: Gemini, Virgo, Aquarius, Sagitarius

3. Gemini

Affinity: Libra, Cancer, Gemini, Sagittarius, Aquarius, Virgo

Non-Affinity: Aries, Taurus, Scorpio, Pisces, Leo Capricorn

4. Cancer

Affinity: Taurus, Scorpio, Cancer, Capricorn, Leo, Pisces, Gemini

Non-Affinity: Aries, Virgo, Libra, Sagittarius, Aquarius

5. Leo

Affinity: Aries, Libra, Taurus, Scorpio, Sagittarius, Cancer, Aquarius, Virgo

Non-Affinity: Gemini, Capricorn, Pisces, Leo

6. Virgo

Affinity: Scorpio, Capricorn, Leo, Aquarius, Pisces.

Non-Affinity: Aries, Taurus, Gemini, Cancer, Virgo, Libra, Sagittarius

7. Libra

Affinity: Aries, Libra, Taurus, Scorpio, Gemini, Sagittarius, Capricorn, Leo, Aquarius

Non-Affinity: Cancer, Virgo, Pisces

8. Scorpio

Affinity: Libra, Taurus, Scorpio, Cancer, Leo, Virgo

Non-Affinity: Aries, Gemini, Sagittarius, Capricorn, Aquarius, Pisces

9. Sagittarius

Affinity: Aries, Libra, Gemini, Sagittarius, Leo, Aquarius

Non-Affinity: Taurus, Leo, Virgo, Scorpio, Capricorn, Pisces

10. Capricorn

Affinity: Libra, Taurus, Cancer, Virgo, Pisces, Capricorn

Non-Affinity: Aries, Gemini, Leo, Scorpio, Sagittarius, Aquarius

11. Aquarius

Affinity: Libra, Gemini, Sagittarius, Aquarius, Virgo, Pisces, Leo

Non-Affinity: Aries, Taurus, Gemini, Cancer, Capricorn

12. Pisces

Affinity: Taurus, Cancer, Capricorn, Aquarius, Virgo, Pisces

Non-Affinity: Aries, Gemini, Leo, Libra, Sagittarius, Pisces

Rules of Play

The preferred rules of play are based upon the conventional rules of playing checkers. However, various ramifications and adaptations of the rules can be devised as will be observed.

The basic play corresponds to conventional checker movements in that the player on each side seeks to capture all of the pieces of the opposing player. Moves are made similarly to conventional checkers. An opposing piece may be captured by jumping it with the following differences. If a player maneuvers his piece to capture an opposing piece by jumping it, he cannot capture that piece unless his piece is magnetically attracted to the other piece. If it is not attracted to the opponent's piece but rather is repelled by it, he loses his own piece. As previously indicated, the construction of the pieces is such that it is not observable from a piece as to which way its magnet is positioned. Of course, when a piece jumps another piece and opposite poles come into proximity, there will be attraction; whereas if like poles come into proximity, there will be repulsion. Thus, one having a knowledge of the natural affinities between signs of the zodiac has an advantage in knowing when pieces come into proximity to each other whether there will be attraction or repulsion between them. The game proceeds in this manner, pieces being captured as described until one side or player captures all the pieces of the other side.

When a player is able to advance a piece towards his opponent all the way to the king row, that is, the last rank or row of squares on the opposite side of the board, his piece becomes a king having another piece placed on top of it as in checkers. The king, as in conventional checkers, can move either forward or backward on the board. The rules as to capturing opponent's pieces or losing the piece to opponent apply just the same to kings as to pieces which are not kings.

From the foregoing, it will be observed that various strategies in the play are possible. Thus, the player having pieces identified with the 12 different signs of the zodiac at the outset can arrange the pieces strategically or in a pattern which he may consider to his best advantage having recourse to principles similar to those utilized in the disposition and deployment of armed forces. Of course, his pieces which have magnets representing affinities (attraction) are his preferred pieces from the standpoint of capturing his opponent's pieces. Thus, he can use various strategies such as concentrating the stronger pieces, placing them at the forefront of his attack; or on the other hand, concentrating them in the rear while using his weaker pieces for scouting reconnaissance and diversionary attacks at the outset.

The game may be adapted in a form using similar principles but not having a relationship to the signs of the zodiac and zodiacal affinities.

FIGS. **5** and **6** represent pieces in the form of the game wherein relationships are merely numerical. Two sets of 12 pieces each identified by numerals 1 through 12 are provided as shown in the figures, the pieces being of different colors such as red and blue as is typical in the game of checkers. Each piece in both sets bears a number from one to 12. All of the pieces of both sets have an embedded magnet. Six pieces in each set, and this may be any six of the pieces identified by any six of the 12 numbers, have the embedded magnets with their positive poles up; the other six pieces in each set having the positive poles down, i.e., the negative poles up as illustrated. In the play of this variation of the game, each player can arrange his 12 numbered pieces on his side of the board as desired so far as the positioning of the numbered pieces is concerned. The play then proceeds as in the previous embodiment, each player taking his turn to play in succession. When jumps are made and unlike poles come into proximity, the pieces will be attracted and the jumped piece is captured. On the other hand, if like poles come into proximity, there is repulsion between the pieces and the jumping piece is captured or lost to the other side. Kings are made as in the previous embodiment. The winner is determined by adding up the numerical values of each player's captured pieces.

FIGS. **7** and **8** illustrate a further variation of the game which has some similarities to each of the previous embodiments. In this form of the game, as shown in FIGS. **7** and **8**, there are two sets of 12 pieces. Each piece in both sets has a magnet embedded in it. Each piece in each set is identified by a legend on its top surface representing one of the signs of the zodiac. Six pieces in each set have the magnet positioned with its

positive pole up, with the other six pieces having the positive pole down. Thus, as between six of the pieces in one set and six of the pieces in the other set, there will be an attraction; and as between six of the pieces of the first set and six pieces of the other set there will be repulsion. The attraction of course occurs when opposite poles come into proximity and repulsion occurs when like poles come into proximity as between pieces passing over each other. The affinities between the respective groups of six pieces correspond to the accepted astrological affinities of fire to air and earth to water. All of the pieces in the two sets are distinctively identified by coloration and sign and also the six pieces in each set are distinguishable from the other six pieces in that set by way of coloration. Preferred colorations may be that six pieces in one set have a red design on a gold base and six pieces having a gold design on a red base. The other set may have six pieces with a blue design on a gold base and six pieces with a gold design on a blue base. FIGS. **7** and **8** show the colorations. The attractions and repulsions between pieces as described conform to affinities and nonaffinities as in the zodiacal system corresponding to the attractions and nonattractions between fire and water and air, etc. The affinities in FIGS. **7** and **8** are determined by positions of the pieces relative to each other when the two pieces are in proximity. The relation to fire, air, earth, and water is as follows. In FIGS. **7** and **8** there are four groups of six pieces each separately identified by coloration. The signs of the zodiac related to fire are Aries, Leo, and Sagittarius. The signs relating to air are Gemini, Libra, and Aquarius. The signs relating to earth are Taurus, Virgo, and Capricorn. The signs relating to water are Cancer, Scorpio, and Pisces. Fire and air attract each other but repel earth and water. Earth and water attract each other but repel fire and air. Thus, the identifications of the four groups and the attractions and repulsions fit into this interpretation of attractions and repulsions as related to fire, air, earth, and water. Physically, the attraction or repulsion is determined entirely by the relative positions of the magnets.

The play of the game is similar to that of the previous embodiment. The winner is the player who captures all of the opponent's pieces as in checkers.

From the foregoing, the nature of the intimate relationship of the game to astrology is apparent, and it is further apparent how knowledge of astrology will contribute to the success of a player and that playing of the game will necessitate an acquisition of astrological knowledge. The game further, as will be observed, provides unusual opportunity for the exercise of skill, ingenuity, and resourcefulness on the part of the player in the use of strategy relating to the deployment of pieces, plans of attack, defense, etc.

The foregoing disclosure is representative of preferred forms of the invention and is to be interpreted in an illustrative rather than a limiting sense.

What is claimed is:

1. In a game in combination: a playing board; and two sets of movable playing pieces, the two sets being distinguishable from each other, at least some of said pieces in both sets having permanent magnets embedded therein having north and south poles, the magnets having such position in the pieces that when a piece is moved over another piece, they will attract or repel each other depending upon whether like or unlike poles come into proximity whereby a game can be played wherein pieces jump over pieces on the board, a piece capturing a jumped piece if it is attracted to it and being captured by the jumped piece if repelled by it, said pieces being labeled on one side only to identify different signs of the zodiac, said magnets being positioned in relation to the zodiacal labels so that pieces will attract or repel conformity to astrological affinities or non-affinities between signs of the zodiac as labeled on the pieces.

2. A combination as in claim **1**, wherein the playing board is a checker board.

3. A combination as in claim **2**, wherein one set includes 12 pieces each labeled on only one side with a different one of the signs of the zodiac, the other set including twelve pieces all labeled on only one side with the same single sign of the zodiac, all of the magnets in the other set being similarly positioned with respect to polarity and the magnets in the one set being oriented to cause attraction or repulsion with respect to the pieces of the other set in accordance with astrological affinities and non-affinities.

4. A combination as in claim **1**, wherein each set includes 12 pieces, each piece of the 12 in each set being labeled to identify a different sign of the zodiac.

5. A combination as in claim **4**, wherein the 12 pieces in each set each comprise two groups of six pieces, the pieces in each of the four groups bearing similar identification which is different in each group.

6. A combination as in claim **1**, including 12 groups of two sets of 12 pieces each, one set in each group having all pieces identified with the same zodiacal sign and this identification being different for all of the 12 groups.

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