GAME APPARATUS INVOLVING MAGNETIZED SELECTION OF GAME PIECES

ABSTRACT: A game apparatus which comprises a support member which simulates a large slab of Swiss cheese, a body which simulates the figure of a cat which is resiliently and pivotally mounted to the support member and a plurality of game pieces, each of which is representative of either a mouse or a mouse trap. The game apparatus is used as a guessing game between two, three or four players. The apparatus includes a magnet in the arm of the cat simulated body and magnetizable playing pieces which enable a novel interaction between the cat and the mice which are hidden in openings provided within the cheese-simulating support member.
GAME APPARATUS INVOLVING MAGNETIZED SELECTION OF GAME PIECES

This invention relates generally to game apparatus and the like and more particularly to a cat and mouse type of guessing game.

A principal object of the invention is to provide a new and improved game apparatus which is simple to operate and which is easily played by children.

Another object of the invention is to provide a new and improved game apparatus which includes a novel interaction between the various portions of the apparatus during the playing of the game.

Another object of the invention is to provide a new and improved game apparatus which is attractive and which enables either two, three or four players to compete with each other on a guessing-game-type basis.

These and other objects of the invention are achieved by providing a game apparatus which comprises a support member, a resilient flexible elongated member, a figure-simulating body and a plurality of game pieces. The body is connected to the elongated member. The elongated member is vertically mounted and supported at its base by the support member. The support member includes a plurality of spaced openings provided about its periphery. The body includes a magnet which is projected outwardly from the body. The game pieces include a magnetizable portion for releasable securement to the magnet. The pieces are adapted to be disposed in the openings so that aligning the magnet and manually urging the same into an opening with one of the game pieces therein enables withdrawal thereof.

Other objects and many of the attendant advantages of this invention will be readily appreciated as the same becomes better understood by reference to the following detailed description when considered in connection with the accompanying drawings wherein:

FIG. 1 is a perspective view of the game apparatus embodying the invention;
FIG. 2 is a sectional view taken along the line 2—2 in FIG. 1;
FIG. 3 is a sectional view taken along the line 3—3 in FIG. 2;
FIG. 4 is a perspective view of a game piece which is representative of a mouse trap; and
FIG. 5 is a perspective view of a game piece which is representative of a mouse.

Referring now in greater detail to the various figures of the drawings wherein similar reference numerals reflect to similar parts, a game apparatus embodying the invention is shown generally at 20 in FIG. 1.

The game apparatus 20 basically comprises a support member 22, a figure simulating body 24 and a plurality of game pieces 26 which are utilized to represent mice and mouse traps.

The support member 22 is adapted to represent a slab of Swiss cheese. The support member 22 includes a generally semicircular base 28, as best seen in FIGS. 2 and 3, and an integral vertically projecting wall 30 which is basically comprised of a rear planar portion 32 and a generally semicircular scalloped portion 33. The ends of the wall portion 32 are joined by L-shaped portions 34 and 36 to portion 30 of the wall. Each of the scalloped sections of the portion 32 of the wall is provided adjacent a circular platform or pedestal 38, upon which the playing pieces 26 are disposed during the playing of the game.

As best seen in FIG. 2, the height of the scalloped portion 32 is inclined downwardly from its highest point at straight part 30 of the wall towards the section of portion 32 which is most removed from wall 30. A top wall 40 is provided which is pivotally secured to portion 30 by a pair of suitable hinges 42. Wall 40, as best seen in FIG. 1, is generally semicircular in shape and includes a plurality of openings 44 about the periphery thereof. Openings 44 are circular, generally aligned with the pedestals 38 upon which the playing pieces 26 may be disposed and are provided in varying sizes in order to simulate the openings in Swiss cheese.

In addition to openings 44, a plurality of openings 46 are also provided on the top wall 40 of the support member 22 and which are aligned in four arcuate lines so that each player may progress a peg 48 along the length of the lines comprised of the openings 46. That is, a similar number of openings 46 are provided in four different paths to finishing openings 50. Each player is assigned one of the pegs 48 and when the player is allowed to move forward, as will be seen hereinafter in connection with the rules of the game, he uses the openings 46 for the advancement of his peg 48 and for keeping track of who is winning the game during the progression thereof.

The body 24 is planar and is cut out in a shape which simulates the figure of a cat. An illustration of a cat is also preferably provided on at least one surface of body 24. Body 24 includes an arm 52 which has secured thereto at the end portion thereof a magnet 54. The magnet 54 thus projects from the body 24.

The body also has secured thereto at the bottom thereof an elongated flexible resilient member 56 which is preferably comprised of a helically wound coil spring which is secured at its lowermost end in the top wall 40 of the support member 22. The top wall 40 includes a downwardly projecting cup-shaped extension 58 having a bore therein which is slightly smaller than the diameter of the elongated member 56 which is secured thereto by a press fit of the elongated member therein.

Each of the openings 44 in wall 40 is substantially equally spaced from the cup-shaped projection 58. Therefore, the body 24 is similarly spaced from each opening 44 so that pivoting the body 24 in the direction of any of the openings 44 enables the arm 52 to project into the opening selected.

Each of the game pieces 26 basically comprises a base 60 which is oblong in shape having arcuate ends and an upwardly projecting planar portion 62 which is magnetizable. That is, the upwardly extending portion 62 is basically comprised of a ferromagnetic material such as iron or steel. The base 60 is preferably comprised of plastic and is suitably secured to the upwardly extending member 62.

As best seen in FIG. 4, a portion of the game pieces 26 has imprinted thereon a picture of a mouse trap. As best seen in FIG. 5, the remaining game pieces 26 include therein a representation of a mouse.

The total number of game pieces 26 that are provided is eight. Six of the game pieces have a mouse illustrated thereon. Ten openings 44 are provided about the periphery of the top wall 40 in which game pieces can be disposed.

As best seen in FIG. 3, the wall comprised of portions 30, 32, 34 and 36 in combination with the base 28 and top wall 40 act to form an enclosure in which the game pieces 26 can be stored when the game is not in use. To gain access to the enclosure, the wall 40 is pivoted upwardly thereby enabling the enclosure to be opened for the provision of either storing the game pieces 26 or removing the game pieces from the enclosure.

Support member 22 and body 24 are preferably comprised of a molded plastic such as polypropylene or polystyrene. Similarly, the bases 60 of the game pieces 26 are also preferably comprised of a similar molded plastic.

The game is played as follows: Each person takes a turn at being the cat. The remaining players then request the player who is the cat to turn around so that the game pieces 26 can be provided on the various pedestals underneath openings 44. The game pieces 26 may be placed on the pedestals as shown in FIGS. 1 and 3.

After each of the eight game pieces have been provided below eight of the 10 openings 44, the player whose turn it is to be the cat turns around and the support member 22 and is given two attempts during his turn to place the arm 52 of the body 24 in one of the 10 openings provided in the top wall 40 of the support member 22. It should be understood that the player who is behind wall 30 is unable to see the positions at which the game pieces 26 have been disposed.
If the arm 52 of the cat is inserted in an opening 44 having a
3,628,792

4

game piece 26 disposed therein, such as shown in FIGS. 2 and
3, the magnet 54 on arm 52 causes a magnetic attraction
between the magnetizable portion 62 of the game piece
thereby enabling the withdrawal of the game piece as the cat's
paw 52 is withdrawn from opening 44. As best seen in FIG. 2,
when the manual pressure is released from the cat's body 24,
the body 24 returns to its normally disposed position shown in
phantom in FIG. 2 at 24.'

If a mouse is illustrated on the game piece 26, the player
whose turn it is to be the cat moves his peg forward in ac-
cordance with a numeral provided on the playing piece 26. If,
however, a mouse trap is illustrated on the playing piece 26
that is withdrawn from the opening, the player must move his
peg back three places.

If the opening 44 does not have disposed therebelow a game
piece 26, then the player has lost one of his two attempts to
catch mice. Each player is given a turn to be the cat and the
game continues until one of the players has moved his peg 48
to the last opening 50 in his row of openings 46.

The object for a player is to catch the most mice during his
turn as the cast so that his scoring peg 48 is moved farther than
those of the other players. The game may also be played by
giving each player a predetermined number of turns to be the
cat and thus the person whose peg has come closest to the
finishing opening 50 after each player has taken his turns will
be declared the winner.

Without further elaboration, the foregoing will so fully illus-
trate my invention that others may, by applying current or fu-
ture knowledge, readily adapt the same for use under various
conditions of service.

What is claimed as the invention is:

1. A game apparatus comprising a support member, a flexible
elongated member, a figure simulating body, said body
being connected to said elongated member, said elongated
member being vertically mounted and supported at its base by
said support member, said support member including a plu-
rality of spaced openings provided about its periphery, said
body including a magnet which is projected outwardly of said
body and a plurality of game pieces, said pieces each including
a magnetizable portion for releasable securement to said mag-
net, said pieces adapted to be disposed in said openings so that
aligning said magnet and manually urging same into an open-
ning having one of said game pieces enables withdrawal thereof.

2. The game apparatus of claim 1, wherein said support
member simulates cheese and said body is in the shape of a
cat, said game pieces representing mice and mouse traps; said
body includes a laterally extending arm and said magnet is
secured to the end of said arm.

3. The game apparatus of claim 1 wherein said flexible elon-
gated member comprises a spring.

4. The game apparatus of claim 1 wherein said support
member includes a plurality of spaced openings in a plurality
of lines, each of said lines having a similar number of
openings, said game apparatus further including a plurality of
pegs so that each of said players can mark their position by in-
serting said pegs in one of said openings in a line.

5. The game apparatus of claim 1 wherein said peripheral
openings are each substantially equally spaced from said flexi-
bile elongated member so that said figure simulating body may
be manually urged to have the magnet thereof easily inserted
into each of said peripheral openings.

6. The game apparatus of claim 1, wherein said support
member is generally semicircular, and said body is movable
between a generally vertical position and a generally horizon-
tal position.

7. The game apparatus of claim 6 wherein the magnet is
mounted to an arm of said body, said arm being generally
horizontal when said body is generally vertical, and said arm
being vertical when said body is generally horizontal.

* * * *