

[54] **BOARD GAME APPARATUS**

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[51] Int. Cl.A63f 3/06

[58] Field of Search273/135, 130, 106; 294/65.5; 221/199

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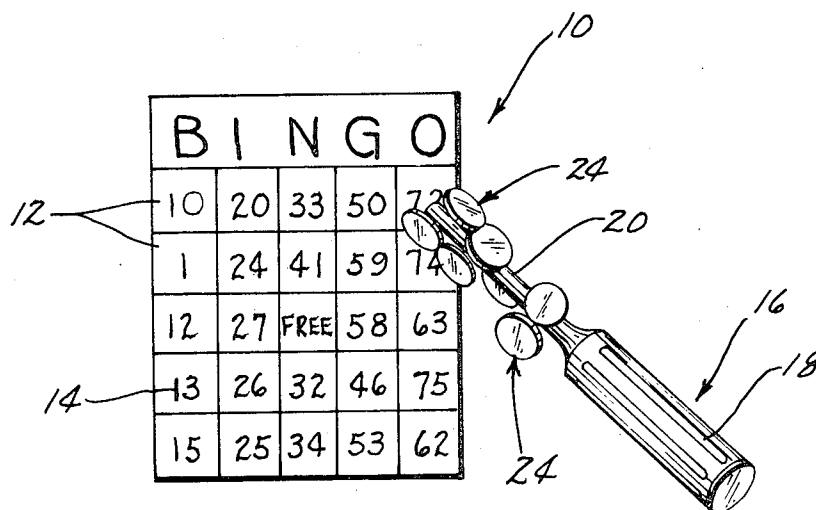
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[57] **ABSTRACT**

A game device such as Bingo, Lotto or Beano comprising a game card having a plurality of playing spaces thereon and a plurality of magnetic markers or chips for placement thereon. A magnetic collector means is provided for magnetically attracting the markers to facilitate their removal from the game card upon completion of the game. The magnetic collector means comprises a wand having a handle portion and a cylindrical stem portion extending therefrom. A cylindrical magnet means is mounted in the stem portion. The handle portion has a diameter greater than the diameter of the stem portion with the stem portion having a diameter greater than the diameter of the magnet means. The stem portion has a length sufficient so as to receive several markers along its length. The stem portion and the magnet means construction are such so as to provide sufficient magnetic attraction along the length of the stem portion to cause the markers to move upwardly and to adhere to the full length of the stem portion as the stem portion is passed over the game card.

2 Claims, 7 Drawing Figures



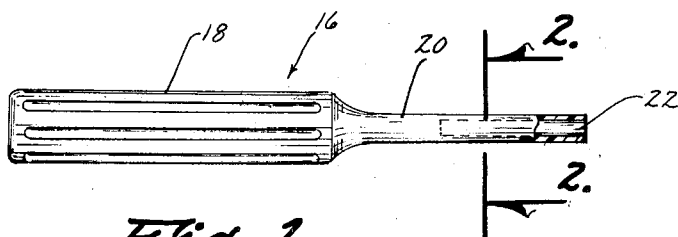


Fig. 1

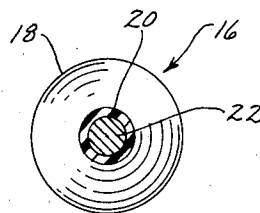


Fig. 2

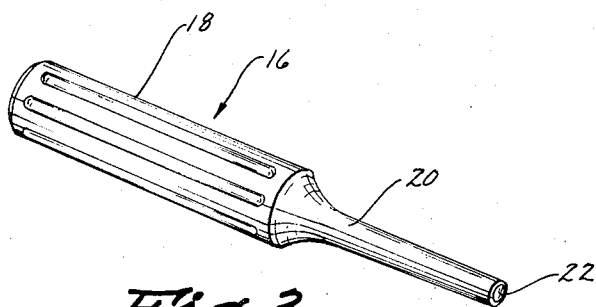


Fig. 3

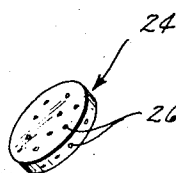


Fig. 4

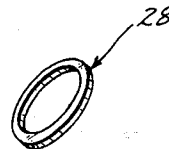


Fig. 5

10

B I N G O				
10	20	33	50	72
1	24	41	59	74
12	27	FREE	58	63
13	26	32	46	75
15	25	34	53	62

12

14

24

Fig. 6

10

B I N G O				
10	20	33	50	72
1	24	41	59	74
12	27	FREE	58	63
13	26	32	46	75
15	25	34	53	62

12

14

24

20

16

18

Fig. 7

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BOARD GAME APPARATUS

Games such as Bingo, Lotto or Beano comprise a playing card having a plurality of playing spaces thereon which have indicia thereon. During the course of the game, markers or chips are placed on the proper playing space as the number is called. Historically, such items as corn, wooden discs, etc. have been employed as markers. Upon completion of the game, the player must collect the markers and frequently encounters some difficulty in doing so due to the short time lapse between games. The markers are usually strewn or scattered over the playing table or spilled on the floor during the removal of the markers from the card.

Therefore, it is a principal object of this invention to provide a game device including magnetic markers and a magnetic wand means for collecting the same.

A further object of this invention is to provide a game device employing magnetic markers such as transparent plastic discs having magnetic particles therein.

A further object of this invention is to provide a game device having magnetic markers such as metal O-rings.

A further object of this invention is to provide a game device which is easy to use.

A further object of this invention is to provide a game device which is economical to manufacture, refined in appearance and durable in use.

These and other objects will be apparent to those skilled in the art.

This invention consists in the construction, arrangement, and combination of the various parts of the device, whereby the objects contemplated are attained as hereinafter more fully set forth, specifically pointed out in the claims, and illustrated in the accompanying drawings in which:

FIG. 1 is a side elevational view of the magnetic wand of this invention.

FIG. 2 is a sectional view as seen along lines 2—2 of FIG. 1.

FIG. 3 is a perspective view of the magnetic wand of FIG. 1.

FIG. 4 is a perspective view of a transparent marker having magnetic particles embedded therein.

FIG. 5 is a perspective view of an alternate marker.

FIG. 6 is a top view of a Bingo card having the chips positioned thereon prior to their removal.

FIG. 7 is a view similar to FIG. 6 except that the collection of the markers by the wand is illustrated.

The numeral 10 refers generally to a game card such as used in playing Bingo or the like having a plurality of playing spaces 12 provided thereon with indicia 14 imprinted thereon in conventional fashion. The numeral 16 refers to a wand means including a handle portion 18 and a shank or stem portion 20 extending from one end thereof. As seen in FIG. 1, the stem portion 20 has a diameter smaller than the handle portion 18. Preferably, wand means 16 is comprised of an attractive plastic material. Stem portion 20 has an elongated cylindrical magnet 22 mounted therein and having one

end thereof positioned at the outer end of the stem portion 20.

FIG. 4 illustrates one form of the marker which may be used with this invention. In FIG. 4, the numeral 24 designates a round transparent plastic disc having magnetic particles 26 embedded therein. A second type of marker is illustrated in FIG. 5 wherein the numeral 28 designates a metal O-ring. In use, the markers 24 or 28 are placed on the card 10 as the numbers are called by the announcer. Upon completion of the game, the wand means 16 is grasped by the person so that handle portion 18 is positioned in the person's hand with the stem portion 20 extending outwardly therefrom. The wand means 16 is then moved so that the stem portion 20 is passed over the playing surface of the card with the magnet 22 magnetically attracting all of the markers on the card and causing the same to affix themselves to the wand means as illustrated in FIG. 7. Thus, all of the markers may be removed with a single movement of the wand means over the card.

The player may then manually remove all of the markers from the stem portion 20 in preparation for the next game or he may remove a single marker from the stem portion 20 as is needed. Thus it can be seen that an extremely efficient means has been provided for use with games such as Bingo, Lotto or Beano which permits the collection of the markers used therewith without the markers becoming scattered over the playing table or spilled on the floor. The wand means permits the markers to be rapidly removed from the card so that the player is ready for the next game. Thus it can be seen that the device accomplishes at least all of its stated objectives.

I claim:

1. In combination,

a game card having a plurality of playing spaces provided thereon,

a plurality of markers for placement on said playing spaces, said markers being adapted to be attracted to a magnet means,

a magnetic collector means comprising a wand having a handle portion and a cylindrical stem portion extending therefrom, a cylindrical magnet means mounted in said stem portion, said handle portion having a diameter greater than the diameter of said stem portion, said stem portion having a diameter greater than the diameter of said magnet means, said stem portion having a length sufficient so as to receive several markers along its length, said stem portion and magnet means construction being such as to provide sufficient magnetic attraction along the length of said stem portion to cause said markers to move upwardly and adhere to said stem portion as said stem portion is passed over said game card whereby said markers may be removed from said game card.

2. The combination of claim 1 wherein said markers comprise a disc member having metal particles embedded therein.

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