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(54) Title: MAGNETIC GAME SIMULATING A TEAM SPORT

(57) Abstract: Game pieces with non-magnetic ferrous metal and/or magnetic portions are used to simulate a group activity, such as combat or a team sport. The pieces are adapted to releasably adhere or repel by magnetic forces during play.



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## MAGNETIC GAME SIMULATING A TEAM SPORT

### Field of the Invention

5 This invention relates to a toy game, and in particular a toy game comprising a plurality of game pieces which are magnetically attracted or repelled.

### Background

10 Many games attempt to simulate group activities, such as combat or team sports such as football (soccer), American football, hockey and the like. However, it is difficult to cause inanimate game pieces to effectively manipulate simulated items such as bombs, grenades or other weapons, or simulated team sports objects such as a ball or puck, during  
15 game play. The inability to satisfactorily manipulate such objects can reduce the enjoyment of the game. What is needed, therefore, is a game which affords a more realistic simulation of a group activities such as combat or a team sport.

### Brief Description of the Figures

20 FIGS. 1A-C are schematics showing an exemplary "player game piece" of the invention.

FIG. 2 is a schematic of an exemplary game board of the invention, showing attraction and repulsion zones on a football (soccer) pitch.

### Summary of the Invention

25 The invention thus provides a game comprising at least two first pieces which represent participants in a group activity, and at least one second game piece representing an  
30 object such as a weapon, ball or puck. The first and second game pieces can comprise at least one non-magnetic ferrous material portion, or can comprise at least one magnetic portion. Where the first game pieces comprise at least one non-magnetic ferrous material

portion and the second game piece comprises at least one magnetic portion, the second game piece is adapted to releasably adhere by magnetic attraction to the first game pieces during play. Likewise, where the first game pieces comprise at least one magnetic portion and the second game piece comprises at least one non-magnetic ferrous material portion, the first  
5 game pieces are adapted to releasably adhere by magnetic attraction to the second game piece during play.

The invention further provides a game comprising at least two first game pieces which represent participants in a group activity, and at least one second game piece representing an object such as a weapon, ball or puck, in which the first and second game  
10 pieces each comprise at least one magnetic portion. The first and second game pieces are adapted to releasably adhere by magnetic attraction or move apart by magnetic repulsion during play.

The invention still further provides a method of playing a game, comprising the steps of providing the games described above, and positioning one of the first game pieces  
15 and the second game piece such that the first and second game pieces releasably adhere by magnetic attraction, or move apart by magnetic repulsion. The second game piece can also be struck with one of the first game pieces such that the second game piece moves away from the first game piece due to the transfer of kinetic energy. The step of positioning or striking the game pieces can optionally be repeated until the game is concluded.

## 20 Detailed Description of the Invention

The game of the invention comprises a plurality of game pieces ("player game pieces") designed to simulate participants in a group activity, such as combat or any of the various known team sports in which a ball or puck is used during game play. As sometimes  
25 used herein, "player game piece" is understood to simulate individuals who are not necessarily involved in playing a game, such as soldiers. A "player game piece" is also understood to include artificial constructs, such as robots, animated space-suits or animated suits of armor, and vehicles such as automobiles, go-carts, trucks, tanks, aircraft, spacecraft, and the like.

Exemplary team sports which can be simulated with the present game include football (sometimes called soccer), American/Canadian or American Collegiate football, ice or field hockey, rugby (including "Australian Rules Football"), lacrosse and basketball. The game of the invention can simulate other team sports.

- 5           The player game pieces can be provided in any suitable number depending on the activity (*e.g.*, combat or team sport) to be simulated, but at least two player game pieces should be provided (*e.g.*, one player per army, side or team).

- 10           For example, soccer is played with two sides of eleven players - traditionally a goalkeeper, two fullbacks, three halfbacks, and five forwards. In an embodiment of the present game which simulates soccer, two sides of at least eleven player game pieces can be provided for a total of 22 pieces, representing two opposing soccer teams. American football also has two sides of eleven players, and ice hockey has six players a side. Thus, a game of the invention simulating American football would also provide two sets of at least eleven player game pieces (for a total of 22 pieces), and a game of the invention simulating ice  
15   hockey would provide two sets of at least six player game pieces (for a total of twelve pieces). Any number of additional player game pieces can be provided in a game of the invention, where the additional pieces can represent extra players for a given team or side. For example, for a game of the invention simulating soccer, each team or side could comprise about 12, about 13, about 14 or more player pieces.

- 20           A plurality of player game pieces constituting at least two armies, or for example three, four, five or more armies, can also be provided. An army can comprise any number of player game pieces, for example about 10, about 20, about 50 or about 100 or more player game pieces.

- 25           A player game piece can be made in any suitable shape, for example in the shape of a stylized human being or animal, robot, military vehicle or aircraft, spacecraft, or in a fanciful shape. The player game pieces can also be made in the likeness (including a caricature) of an actual sports or military figures. The player game pieces can also comprise

one or more colors, designs or indicia indicating the army, team or side to which the piece belongs. Such colors, designs or indicia can be those associated with actual armies, sports teams or sports or military figures.

5 A player game piece can be any suitable size which allows a person to play the game, which can be readily determined by one skilled in the art. For example, the player game piece can be from about 20mm to about 45mm in height, from about 15mm to about 30 mm in length (*i.e.*, from left to right sides), and from about 10 mm to about 25 mm in depth (*i.e.*, from front to back). An exemplary player game piece can be about 35mm in height, about 27mm in length, and about 21mm in depth. Greater or lesser values are contemplated  
10 for the height, length and breadth of the player pieces.

The player game piece can be fabricated from any suitably rigid material, such as heavy gauge paper or cardboard, woods, metals, plastics, rubbers or synthetic resins, as are known in the art, by standard techniques for producing toy game pieces or figures. For example, the player game piece can be fabricated by injection molding from material such as  
15 acrylonitrile-butadiene-styrene terpolymer (ABS), or a polycarbonate and acrylonitrile-butadiene-styrene terpolymer blend (PC/ABS).

A player game piece can comprise at least one non-magnetic ferrous material portion, which can be placed anywhere on the player game piece. For example, a non-magnetic ferrous material portion can be placed on the surface of or inside the player game  
20 piece, or can be arranged so that it extends from the surface to the inside of the player game piece. The placement of the non-magnetic ferrous material portion can be dictated, for example, by which team sport is being simulated by the game to which the player game piece belongs. Thus, if the game is simulating soccer, than the non-magnetic ferrous material portion can be located in the area of the player game piece corresponding to the feet. The  
25 non-magnetic ferrous material portion can also be located in different parts of different player game pieces in the game. For example, the player game piece in a game simulating soccer can have the non-magnetic ferrous material portion located in the area of the player game piece corresponding to the feet for regular defensive or offensive players, or in the

areas the player game piece corresponding to the feet and hands for the goalie. The non-magnetic ferrous material portion can be made from any suitable material such as steel (*e.g.*, mild steel) or other iron alloys, as are known in the art.

5 A player game piece of the invention can comprise a magnetic portion instead of, or in addition to, a non-magnetic ferrous material portion. The magnetic portion can be placed in the player game piece in the same manner and arrangement as that described above for the non-magnetic ferrous material portion. The magnetic portion can comprise any material that generates or can be induced to generate a magnetic field. For example, the magnetic portion can comprise a ferrite or Neodymium magnet, or an electromagnet. Generally, the magnetic  
10 portion is chosen so that a second game piece, as described in more detail below, can become releasably adhered to the player game piece through magnetic attraction. A magnetic portion with a relatively strong magnetic field can be used to prevent the second game piece from being easily dislodged from the player game piece during play. Likewise, a magnetic portion with a relatively weak magnetic field can be used to allow the second game piece to be easily  
15 dislodged from the player game piece during play. Choice of a magnetic portion with the appropriate magnetic strength is within the skill in the art.

The magnetic portion of a player game piece can be arranged so that one part of the player game piece has magnetic field of a given polarity; for example, such that the area of a player game piece corresponding to the feet or hands can have a “North” or “South” polarity.  
20 As described in more detail below, the player game piece can then be selectively repelled from or attracted to certain areas of a game board having the opposite magnetic polarity, or a second game piece can be selectively attracted to or repelled from the player game piece.

Generally, a player game piece is designed so that it can freely move over a playing surface. For example, a player game piece can comprise a smooth, optionally rounded  
25 bottom or a wheeled base.

Some or all of the player game pieces in a game can be self-righting player game pieces. As used herein, a “self-righting player game piece” is a player game piece that has at

least one gravity-stable playing position, at least one gravity-unstable playing position. If the self-righting player game piece is put into a gravity-unstable playing position, then the piece will automatically return to a gravity-stable playing position. For example, a self-righting player game piece can comprise a spherical or hemispherical base which is heavier than the  
5 combined weights of the other parts of the pieces (such as the head, arms and torso), so that the weight of the base rolls the piece back onto the center of its spherical base surface and into an upright at-rest position when the piece is upset from its upright at-rest position. Thus, the self-righting feature of the self-righting player game piece is provided by limiting the weight of the piece above its base to a value less than the weight of the base. In this manner,  
10 a self-righting restorative moment will always be present to align the self-righting player game piece upright and centered on its base.

An exemplary self-righting player game piece is shown in FIGS. 1A-1C. The self-righting player game piece is generally designated at reference numeral **100** in both FIG. 1A (showing the front view) and FIG. 1B (showing the right side view). FIG. 1C shows a  
15 longitudinal cross section of the self-righting player game piece **100** along line B-B in FIG. 1B. With reference to FIG. 1C, self-righting player game piece **100** is generally constituted by an upper body portion **110**, a hemispherical lower body portion **120**, and at least one hemispherical weight member **130** housed within the lower body portion **120**. Hemispherical weight member **130** can also comprise the non-magnetic ferrous material portion or magnetic  
20 portion of the player game piece.

The upper body portion **110** is hollow, and the upper body portion **110** and lower body portion **120** share a common wall **140**. Self-righting player game piece **100** can be constructed, for example, from two molded plastic parts, wherein one part comprises the upper body and lower body portions of the front half of the pieces, and the other part  
25 comprises the upper body and lower body portions of the rear half of the piece. Thus, channels **150** and **160** can be provided in upper body portion **110**, which can accommodate fastening means such as screws, bolts, clips or rods to secure both molded plastic parts of the self-righting player game piece **100** together.

The present game also comprises a second game piece corresponding to an item that can be manipulated by a player game piece according to the invention. The second game piece can represent a weapon, such as a bullet, missile, laser beam, bomb, grenade, arrow, spear or other objects that are thrown or projected towards an enemy during combat. The second game piece can also represent the ball or puck used to play the team sport being simulated. For example, the second game piece can represent a soccer ball, football, rugby ball, ice hockey puck, lacrosse ball, basketball, etc. One or more second game pieces can be provided with the game of the invention and used during game play.

The second game piece can be any suitable shape, but is generally in the shape of the object that is being simulated. Thus, a second game piece to be used with a game of the invention simulating soccer can be generally spherical, and a second game piece to be used with a game of the invention simulating American football can be generally oblong with slightly pointed ends. A second game piece representing a missile, bomb or grenade can be generally configured to represent those objects.

A second game piece can also comprise colors, designs or indicia. Such colors, designs or indicia can be fanciful, or can be those associated with the ball or puck which is used to play the team sport that is being simulated. For example, a second game piece to be used with a game of the invention simulating soccer can have the typical black-and-white octagon pattern seen on soccer balls. The second game piece can also comprise colors, designs or indicia that are associated with teams or leagues which play the team sport being simulated in the game. Likewise, a second game piece representing a weapon can comprise colors or markings indicating the nature and/or origin of the weapon.

The second game piece can be any size suitable to facilitate game play with the player game pieces. Thus, the second game piece will generally be smaller than the player game pieces. However, the proportional size difference between the second game piece and the player game pieces in the present game is not necessarily equal to the proportionate difference between a human being and an actual weapon, or actual ball or puck, used in the group activity being simulated. For example, for player game pieces of about 35mm in



height, about 27mm in length, and about 21mm in depth, a suitable size for the second game piece can be about 17mm to about 18mm.

The second game piece can comprise a non-magnetic ferrous material portion or a magnetic portion. The non-magnetic ferrous material portion or a magnetic portion can be located in any part of the second game piece (*e.g.*, in the front, middle or rear), or can comprise essentially the entire second game piece. For example, the second game piece can comprise a non-magnetic ferrous material or a magnetic material covered with plastic, rubber, resin or other material which is permeable to magnetic fields. Alternatively, the second game piece can comprise a non-magnetic ferrous material portion or a magnetic portion placed on the surface or inside the player game piece, or arranged to extend from the surface to the inside of the player game piece. The magnetic portion of a second game piece can also be arranged so that one part or surface of the second game piece has magnetic field of a given polarity. During play, the second game piece can then be selectively repelled from or attracted to areas of a game board or player game piece that have the opposite magnetic polarity.

The game of the invention can be played on any generally planar playing surface, such as a floor, table top, desktop, and the like. The playing surface is preferably smooth enough so that the player and second game pieces can move unimpeded during game play.

The game of the invention optionally comprises one or more game boards which are marked or otherwise carry indicia which simulate, for example, battle fields or fields of play for one or more team sports. For example, the game of the invention can comprise game boards which simulate a soccer pitch, an American, Canadian or American Collegiate football field, an ice hockey rink, a field hockey field, a rugby pitch, a basketball court, and the like. It is understood that the markings or indicia which simulate a battle field or field of play on a game board can include rear areas, sideline areas or other areas where individuals not actively participating in the group activity would be located. One skilled in the art is familiar with the relative dimensions and configurations of fields of play for team sports, and

can readily adapt such dimensions and configurations into a game board for use with the present invention.

In addition to any markings or indicia which indicate the field of play, a game board can also comprise regular markings which indicate spaces or distances through which a player game piece can be moved in a given turn during game play, or obstacles impeding the movement of player game pieces. For example, a game board can comprise a grid of regular squares or hash marks which dictate the extent to which a player game piece can be moved during game play.

A game board of the invention can be fabricated from any suitably smooth and rigid material, such as heavy gauge paper or cardboard, woods, metals, plastics, rubbers or synthetic resins, as are known in the art, by standard techniques. A game board can comprise colors, designs or indicia in addition to those which mark the field of play, for example which are associated with a particular army, team or league that engages in the group activity being simulated. A game board can also comprise structures which can be attached to or placed on the game board, representing obstacles, geographic features, seats, score boards, goals or goal posts and the like. A game board may be placed on any flat surface, or may be supported by a frame or by legs, during play.

A game board of the invention can further comprise one or more magnetic portions which attract or repel the magnetic portions of the player or second game pieces. As above, the magnetic portions can comprise any material that generates or can be induced to generate a magnetic field. For example, the magnetic portion can comprise a ferrite or Neodymium magnet or an electromagnet. Generally, the magnetic portion is chosen so that the player or second game pieces can become releasably adhered or repelled by certain areas of the game board through magnetic attraction during game play. If the magnetic portion of the game board comprises an electromagnet, the electromagnets (and thus the corresponding magnetic fields) can be turned on and off periodically during game play to create transient or shifting attraction or repulsion zones on the game board. The magnetic material comprising the magnetic portion(s) of a game board can be placed on the upper or lower game board

surfaces, inside the game board (*e.g.*, in between the upper or lower game board surfaces), or can extend from one surface through the interior of the board and optionally to the other surface. The magnetic portion(s) of a game board can be arranged in any desired pattern.

With reference to FIG. 2, an exemplary game board of the invention representing a  
5 soccer pitch is generally shown at **200**. Magnetic portions generating zones of **210** of “North” polarity and zones **220** of “South” polarity are located along game board **200**. These North **210** and South **220** zones will attract or repel magnetic portions of player or second game pieces, depending on the polarity of the magnetic portions of those game pieces.

The game of the invention can also comprise other items, such as a foldable housing  
10 to contain the playing pieces and game board (if present) when not in use, scorecards or other devices to record game statistics and results, candy or gum, electronic devices (such as for producing light and sound effects or play-by-play announcements during game play), suggested rules of play, a timing device, stickers or the like for decorating the game pieces and/or game board, and promotional items such as contests or lotteries and team or league  
15 paraphernalia.

The precise rules of play for a game of the invention depend on which group  
activity is being simulated. The rules of play for a given team sport are well-known, and can be readily adapted to the present game by one skilled in the art. However, certain modes of play can generally be used with any group activity being simulated in a game of the  
20 invention.

For example, a player game piece can be moved by tapping, pushing or by snapping  
your finger at the piece. Moving a player game piece close to a second game piece can cause the second game piece to releasably adhere to the player game piece by magnetic attraction. Once the second game piece is releasably adhered to the player game piece, the player game  
25 piece can be moved with the second game piece. For example, the second game piece can be “dribbled” or advanced towards a goal or another player game piece while releasably adhered to the player game piece. If the second game piece is dislodged from the player game piece

during play, then the secondary game piece can be picked up by another (for example opposing) player game piece. The second game piece can be dislodged from a player game piece by striking that piece with another player game piece. Generally, one would strike the player game piece to which the second game piece is adhered with a part of another player  
5 game piece which does not have a non-magnetic ferrous material portion or magnetic portion.

The second game piece can be passed or “shot” at a goal by striking the second game piece with a player game piece with enough force so that the second game piece does not releasably adhere to the player game piece, but rather travels away from the player game  
10 piece due to the transfer of kinetic energy. Generally, one would strike the second game piece with a part of a player game piece which does not have a non-magnetic ferrous material portion or magnetic portion. If both the second game piece and the player game piece comprise magnetic portions, the second game piece can also be passed or “shot” at a goal by  
15 holding a magnetic portions of the second game piece having one polarity against a magnetic portion of a player game piece that has the opposite polarity, and releasing the second game piece. The magnetic portions of the second and player game pieces will repel each other, causing the second game piece to move away from the player game piece.

If both the second game piece and the player game piece comprise magnetic portions, the second game piece can also be dribbled or controlled by one player game piece  
20 by pushing the player game piece toward the second game piece, such that the magnetic portion of the player game piece having one polarity repels the magnetic portion of the second game piece having the opposite polarity.

Exemplary rules of play for a game of the invention simulating soccer are given below. It is understood, however, that the present invention is not limited to this or any other  
25 particular set of rules of play. For purposes of the following discussion, the player game piece is referred to as a “soccer player piece” or “player,” and the second game piece is referred to as a “soccer ball” or “ball.”

Two sides of eleven players are placed on the field of play. The individuals playing the game decide beforehand which team shall have initial possession of the soccer ball. The game is begun by moving one of the soccer player pieces from one team toward the soccer ball, so that the ball releasably adheres to that soccer player piece. As long as the soccer ball is adhered to that soccer player piece, that player is considered to be in possession of the ball. The soccer ball can be dribbled, passed or shot on goal by the soccer player piece in possession of the soccer ball, at the discretion of the individual in control of the team in possession of the soccer ball. Techniques for dribbling, passing or shooting the soccer ball are as described above. If the ball falls off or is dislodged from that player, then any player from either team can gain possession of the soccer ball by moving toward it until the soccer ball releasably adheres.

The individual in control of the team which is not in possession of the soccer ball can "tackle" the soccer player piece in possession of the ball by moving a defending player so that it strikes the player in possession of the ball. A defending player which successfully strikes the player in possession of the soccer ball then takes possession of the ball, and the team optionally gets an extra turn. If a defending player strikes a player who does not have possession of the soccer ball, the team in possession of the ball gets a "free kick"; *i.e.*, they can shoot the ball at goal from wherever the ball may be at the time of the foul.

The game progresses with a series of turns, in which each individual playing the game moves their soccer player pieces. Multiple players can be moved in a given turn. For example, an individual can place all their soccer player pieces in certain defensive patterns and/or move the players accordingly in response to the moves made by their opponent during the previous turn. The game continues until the expiration of a predetermined time period. The team with the most goals at the end of that time period wins the game.

The present invention can also comprise rules of play simulating combat. Such rules can be readily understood by one skilled in the art. For example, using the techniques described above for moving player game pieces, and for acquiring or projecting the second game piece, games simulating various combat situations can be played.

In one such game, two armies of player pieces can be provided. Some or all of the player game pieces in each army can be provided with second game pieces representing a weapon, such as a bomb, grenade or projectile. The individuals playing the game decide beforehand which army shall have initial possession of which parts of the battle field, and  
5 which army can attack first. For example, the armies can occupy different sections of the battlefield, or one army can occupy the entire battle field, and the second army can attempt to “invade” the occupied territory.

The game is begun by one or more player game pieces of a given army attacking one or more player game pieces of the other army. A player game piece can attack other  
10 player game pieces by projecting a second game piece toward the other player game piece. The player game piece which has been attacked will be “wounded” or “killed” if the second game piece comes close enough to magnetically adhere to that player game piece. Alternatively, a player game piece can be “wounded” or “killed” if a second game piece is projected to within a certain distance, but does not necessarily adhere, to that player game  
15 piece. Player game pieces can also be “wounded” or “killed” by being placed or forced onto areas of the game board which magnetically attract or repel the player game piece, or by contact with an attacking player game piece. The “wounded” or “killed” player game piece is then removed from the board, and game play continues. “Wounded” player game pieces may be re-introduced to the board after a suitable amount of time has passed, simulating  
20 recovery of the wounded soldier.

The game progresses with a series of turns, in which each individual playing the game moves their player game pieces (a “move” includes projecting a weapon at an opposing player game piece). Multiple player game pieces can be moved in a given turn. The game continues until the expiration of a predetermined time period or until all the player game  
25 pieces of one army have been “wounded” or “killed.” The army with the most remaining player game pieces at the end of the time period, or the army in possession of a predetermined territory or objective, wins the game.

While the present invention has been described in connection with the examples discussed above and the various figures, it is to be understood that other similar examples may be used, or modifications or additions may be made to the described examples for performing the same function of the present invention without deviating therefrom.

5 Therefore, the present invention should not be limited to any single example, but rather should be construed in breadth and scope in accordance with the recitation of the appended claims.

## Claims:

## 1. A game, comprising:

(1) at least two first player game pieces representing participants in a group activity, wherein the first player game pieces comprise at least one non-magnetic ferrous metal portion; and

(2) and at least one second game piece representing an item manipulated by the first game pieces, wherein the second game piece comprises at least one magnetic portion, and

wherein the second game piece is adapted to releasably adhere by magnetic attraction to the first game pieces during play.

## 2. A game, comprising:

(1) at least two first player game pieces representing participants in a group activity, wherein the first player game pieces comprise at least one magnetic portion; and

(2) and at least one second game piece representing an item manipulated by the first game pieces, wherein the second game piece comprises at least one non-magnetic ferrous metal portion, and

wherein the first game pieces are adapted to releasably adhere by magnetic attraction to the second game piece during play.

## 3. A game, comprising:

(1) at least two first game pieces representing players; and

(2) and at least one second game piece representing an item manipulated by the first game pieces, and

wherein the first and second game pieces each comprise at least one magnetic portion and are adapted to releasably adhere by magnetic attraction or move apart by magnetic repulsion during play.



4. The game according to any of claims 1 to 3, wherein the first game pieces are self-righting game pieces.

5. The game according to any of claims 1 to 3, wherein the first or second game  
5 pieces further comprise color, design or indicia.

6. The game according to any of claims 1 to 3, wherein the magnetic portion of the first or second game pieces are arranged in the first or second game piece so that one part or surface of the first or second game piece has a magnetic field of a given polarity.

10

7. The game according to any of claims 1 to 3, further comprising at least one game board.

8. The game according to claim 7, wherein the game board comprises one or  
15 more magnetic portions which attract or repel the magnetic portions of the first or second game pieces.

9. The game according to claim 8, wherein the one or more magnetic portions of the at least one game board have a predetermined configuration.

20

10. The game according to claim 8, wherein the one or more magnetic portions of the at least one game board have a configuration pattern which varies during game play.

11. The game according to any of claims 1 to 3, wherein the game simulates  
25 soccer, American football, Canadian football, American Collegiate football, ice hockey, field hockey, rugby, lacrosse or basketball.

12. The game according to any of claims 1 to 3, wherein the game simulates combat.

30

13. The game according to any of claims 1 to 3, wherein the first game pieces represent players of a team sport, soldiers, robots, animated space-suits, animated suits of armor, automobiles, go-carts, trucks, tanks, aircraft, or spacecraft.

5           14. The game according to any of claims 1 to 3, wherein the second game piece represents a ball or puck.

15. The game according to any of claims 1 to 3, wherein the second game piece represents a weapon.

10

16. The game according to claim 15, wherein the second game piece represents a bullet, missile, laser beam, bomb, grenade, arrow or spear.

15           17. The game according to any of claims 1 to 3, further comprising a foldable housing for the game, devices to record game statistics and results, candy, gum, electronic devices, suggested rules of play, a timing device, decorative stickers, or promotional items.

18. The game according to to any of claims 1 to 3, wheren the game simulates a team sport.

20           19. A piece for a game comprising an upper body portion, a lower body portion, a weight member, and a magnetic portion.

20. A piece as claimed in claim 18 wherein at least one channel is provided in the upper body portion, said channels being suitable for the accommodation of fastening means.

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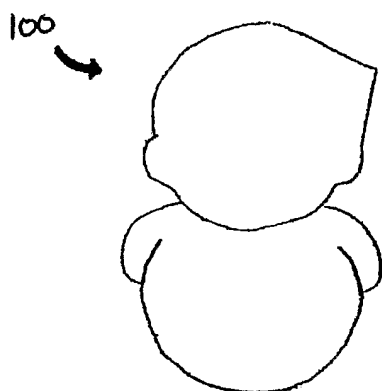


FIG. 1A

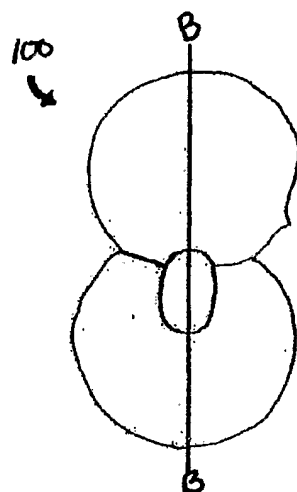


FIG. 1B

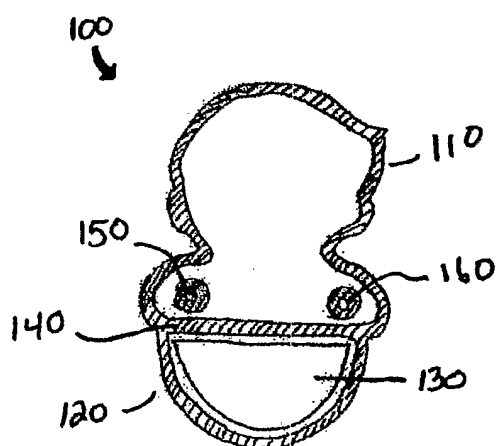


FIG. 1C

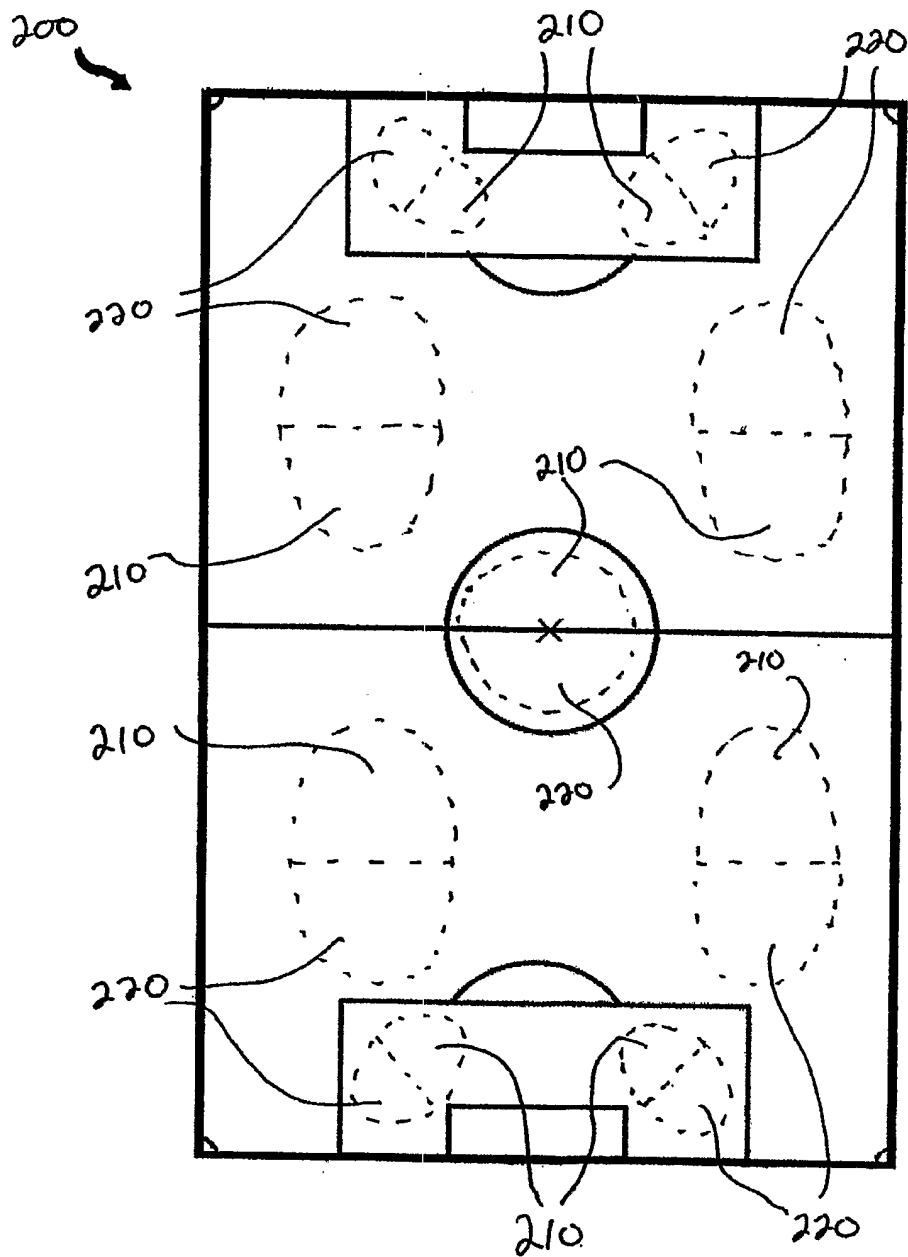


FIG. 2