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(54) **MAGNETIC PICKUP GAME DEVICE**

(57) The new utility model relates to A magnetic collecting piece game device, wherein, which comprises: a plurality of metallic pieces (200) which comprises a metal plane which can be magnetically attracted, the metallic pieces (200) are divided into a plurality of areas, each of the plurality of areas is marked with a corresponding data value; a magnetic main piece (100) which attracts the metallic pieces (200), the magnetic main piece (100)is provided with a data disk (120) marked with a plurality of data values, and a magnetic sensing pad (108); when hit, the magnetic sensing pad (108) enables the data disk (120) to rotate for a predetermined angle so that to change the data value shown by the data disk (120); a rope which can automatically retract or is elastic is tied to the magnetic main piece (120). The magnetic collecting piece game device is more funny and interesting.

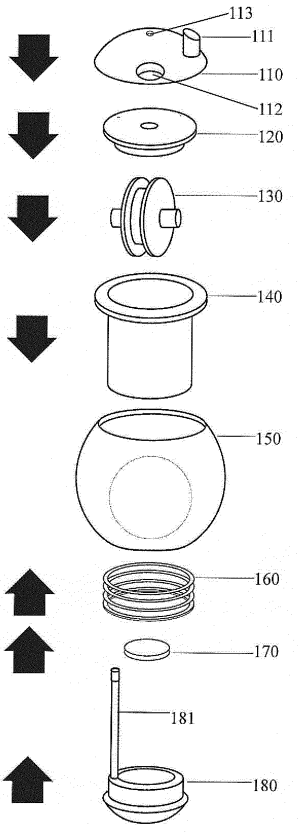


FIG 1

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Description

FIELD OF THE INVENTION

[0001] The utility model relates to a game device, more particularly, relates to a magnetic collecting piece game device.

BACKGROUND OF THE INVENTION

[0002] The existing magnetic collecting piece game device has too simple structure, which always only comprises a magnetic main piece, and metallic pieces (always in a card form) which can be attracted by the magnetic main piece. Specific data values are set on the magnetic main piece and metallic pieces respectively. When the metallic pieces are successfully picked up (attracted) by the magnetic main piece, the data values set on the metallic pieces are compared with the data value set on the magnetic main piece, and such comparison is used as a method for determine whether the player win or lose.

[0003] The mentioned collecting piece game device is too simple, and the metallic pieces are only provided with one data value, and such data value is used for determine whether the player win or lose when the metallic pieces are attracted by the magnetic main piece. It isn't taken in to account that dividing the metallic pieces into different areas and setting different data values on the different areas. Accordingly, when a player plays such a simple game device, he/she will have little fun and interest due to the too simple game device.

SUMMARY OF THE UTILITY MODEL

[0004] In order to solve the problems of too simple structure, having little fun and interest when playing such a game device, a magnetic collecting piece game device with strong fun and interest is provided.

[0005] The technical solution employed by present utility model for solving its technical problem is constructing a magnetic collecting piece game device, which comprises:

a plurality of metallic pieces which comprises a metal plane which can be magnetically attracted, the metallic pieces are divided into a plurality of areas, each of the plurality of areas is marked with a corresponding data value;

a magnetic main piece which attracts the metallic pieces, the magnetic main piece is provided with a data disk marked with a plurality of data values, and a magnetic sensing pad; when hit, the magnetic sensing pad enables the data disk to rotate for a predetermined angle so that to change the data value shown by the data disk; a rope which can automatically retract or is elastic is tied to the magnetic main piece.

[0006] In the magnetic collecting piece game device of present utility model, the magnetic main piece comprises a tubular hollow body, a cylindrical mechanical cavity mounted inside the tubular hollow body; a flywheel mounted inside or outside the cylindrical mechanical cavity, the data disk is mounted inside the cylindrical mechanical cavity.

[0007] In the magnetic collecting piece game device of present utility model, the magnetic sensing pad and a spring used for resetting the magnetic sensing pad are mounted on the bottom side of the tubular hollow body, a magnetic block and a deflector rod extending to the data disk so as to enable the data disk to rotate for a predetermined angle after the magnetic sensing pad is hit are mounted on the magnetic sensing pad.

[0008] In the magnetic collecting piece game device of present utility model, a rope used for retracting the magnetic main piece by the player is wounded around the flywheel.

[0009] In the magnetic collecting piece game device of present utility model, a main cover is mounted on the top of the tubular hollow body; a data fenestra for showing the data value on the data disk and a rope hole for passing the rope are arranged on the main cover.

[0010] In the magnetic collecting piece game device of present utility model, a reset button used for resetting the data disk after rotating is mounted on the main clover.

[0011] In the magnetic collecting piece game device of present utility model, the metallic pieces provided with five small holes are divided into five areas, each hole is centered in each area, and corresponding data values are printed on the edge of the holes.

[0012] When implementing the magnetic collecting piece game device according to present utility model, following benefits can be obtained:

[0013] As a plurality of different data values are set on each metallic piece and a data disk marked with a plurality of data values is set on the magnetic main piece, when picking up, there are more results than the usual collecting piece game device which makes the magnetic collecting piece game device more funny and interesting.

BRIFE DESCRIPTION OF THE DRAWINGS:

[0014] So as to further explain the invention, an exemplary embodiment of the present invention will be described with reference to the below drawings, wherein:

FIG 1 is an exploded schematic diagram of the magnetic collecting piece game device according to present utility model;

FIG 2 is a schematic diagram of the assembling structure of the magnetic main piece according to present utility model;

FIG 3 is a schematic diagram of the metallic pieces according to present utility model.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0015] FIG 1 is an exploded schematic diagram of the magnetic collecting piece game device according to present utility model. FIG 2 is a schematic diagram of the assembling structure of the magnetic main piece according to present utility model. Referring Fig.1 and 2, the magnetic main piece comprises a tubular hollow body 150, a cylindrical mechanical cavity 140 mounted inside the tubular hollow body 150, a flywheel 130 and a data disk 120 marked with a plurality of data values mounted inside the cylindrical mechanical cavity 140, (obviously, in other embodiment, the flywheel 130 can also be mounted outside the cylindrical mechanical cavity 140). A magnetic sensing pad 180 is mounted on the bottom side of the tubular hollow body 150. When the magnetic sensing pad 180 is hit, the data disk 120 will be rotated by a certain angle, so that the data value shown by the data disk 120 is changed. A rope (not shown in Fig.1 and 2 for concision) which can automatically retract or is elastic is passing through the rope hole 113 and tied to the magnetic main piece. The arrows in the FIG 1 represent the parts' moving direction when assembling the game device. The connections between the parts can be realized by a buckle or screw thread connection on the parts.

[0016] A spring 160 used for resetting the magnetic sensing pad 180 after each hitting is mounted on the bottom side of the tubular hollow body 150. A magnetic block 170 and a deflector rod 181 are mounted on the magnetic sensing pad. The deflector rod 181 is extending to the data disk 120 so as to enable the data disk 120 to rotate for a predetermined angle after the magnetic sensing pad 180 is hit.

[0017] A main cover 110 is mounted on the top of the tubular hollow body 150. A data fenestra 112 for showing the data value on the data disk 120 and a rope hole 13 for passing the rope are arranged on the main cover 110. A reset button 111 used for resetting the data disk 120 after rotating is mounted on the main cover 110. The reset button 111 has a function that after pelting the magnetic main piece 100 each time, as the magnetic sensing pad 180 has been hit, the deflector rod 181 on the magnetic sensing pad 180 enables the data disk 120 to rotate for a predetermined angle, so that the data value shown by the data disk 120 is changed, then the player may rotate the data disk 120 back for a certain angle through the reset button 111, so that the data value shown by the data disk 120 returns to the data value before pelting. Of course, the player also can press the reset button 111 again and again, so that the data disk 120 can be rotated until showing any data value on the data disk 120. Moreover, the player also can take the data value shown by the data disk 120 as strength of attack, so as to determine that whether the metallic pieces 200 (referring Fig.3) picked up by the magnetic main piece have been defeated.

[0018] FIG 3 is a schematic diagram of the metallic pieces according to present utility model. Each set of the magnetic collecting piece game device comprises a plurality of metallic pieces 200 which comprises a metal plane. The metallic pieces are divided into a plurality of areas. Each of the plurality of areas is marked with a corresponding data value. When the player pelts the magnetic main piece to the metallic pieces, the magnetic sensing pad 180 on the magnetic main piece can pick up the metallic pieces 200. The metallic pieces 200 are provided with a plurality of areas. The magnetic sensing pad 180 will attract a certain area on the metallic pieces 200. Then the player can decide who is winner by comparing the data value on the attracted area with that on the data disk 120 of the magnetic main piece. For example, in the embodiment shown in Fig.3, the metallic pieces 200 are provided with five small holes. The metallic pieces 200 are divided into five areas. Each hole is centered in each area, and corresponding data values are printed on the edge of the holes 201. When a certain metallic piece 200 is attracted by the magnetic main piece, the player can decide who is winner by comparing the data value shown by the data disk 120 of the magnetic main piece with the data value printed on the edge of the hole 201 close to the magnetic sensing pad 180 on the magnetic main piece.

[0019] The foregoing description is just the preferred embodiment of the utility model. It is not intended to limit the utility model. Any modifications, variations, and amelioration without departing from the spirit and scope of the present invention should be included in the scope of the prevent invention.

Claims

1. A magnetic collecting piece game device, wherein, which comprises:

   a plurality of metallic pieces (200) which comprises a metal plane which can be magnetically attracted, the metallic pieces (200) are divided into a plurality of areas, each of the plurality of areas is marked with a corresponding data value;

   a magnetic main piece (100) which attracts the metallic pieces (200), the magnetic main piece (100)is provided with a data disk (120) marked with a plurality of data values, and a magnetic sensing pad (108); when hit, the magnetic sensing pad (108) enables the data disk (124) to rotate for a predetermined angle so that to change the data value shown by the data disk (120); a rope which can automatically retract or is elastic is tied to the magnetic main piece (120).

2. The magnetic collecting piece game device according to claim 1, wherein, the magnetic main piece comprises a tubular hollow body (150), a cylindrical

mechanical cavity (140) mounted inside the tubular hollow body (150), a flywheel (130)mounted inside or outside the cylindrical mechanical cavity (140), the data disk (120) is mounted inside the cylindrical mechanical cavity (140).

3. The magnetic collecting piece game device according to claim 2, wherein, a spring (160) used for resetting the magnetic sensing pad (180) is mounted on the bottom side of the tubular hollow body (150), a magnetic block (170) and a deflector rod (181) extending to the data disk (120) so as to enable the data disk (120) to rotate for a predetermined angle after the magnetic sensing pad (180) is hit are mounted on the magnetic sensing pad (180).

4. The magnetic collecting piece game device according to claim 2, wherein, a rope used for retracting the magnetic main piece by the player is wounded around the flywheel (130).

5. The magnetic collecting piece game device according to claim 4, wherein, a main cover (110) is mounted on the top of the tubular hollow body (150); a data fenestra (112) for showing the data value on the data disk (120) and a rope hole (113) for passing the rope are arranged on the main cover (110).

6. The magnetic collecting piece game device according to claim 5, wherein, a reset button (111) used for resetting the data disk (120) after rotating is mounted on the main cover (110).

7. The magnetic collecting piece game device according to claim 1, wherein, he metallic pieces (200) provided with five small holes (201) are divided into five areas, each hole (201) is centered in each area, and corresponding data values are printed on the edge of the holes (201).

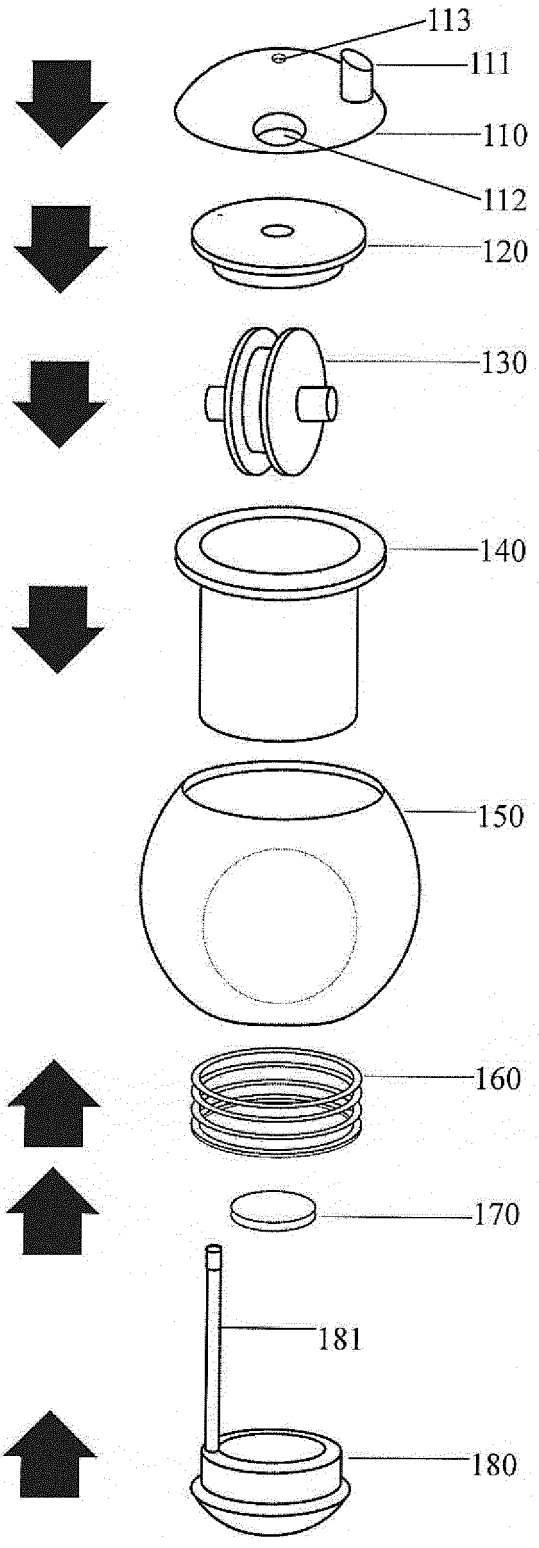


FIG 1

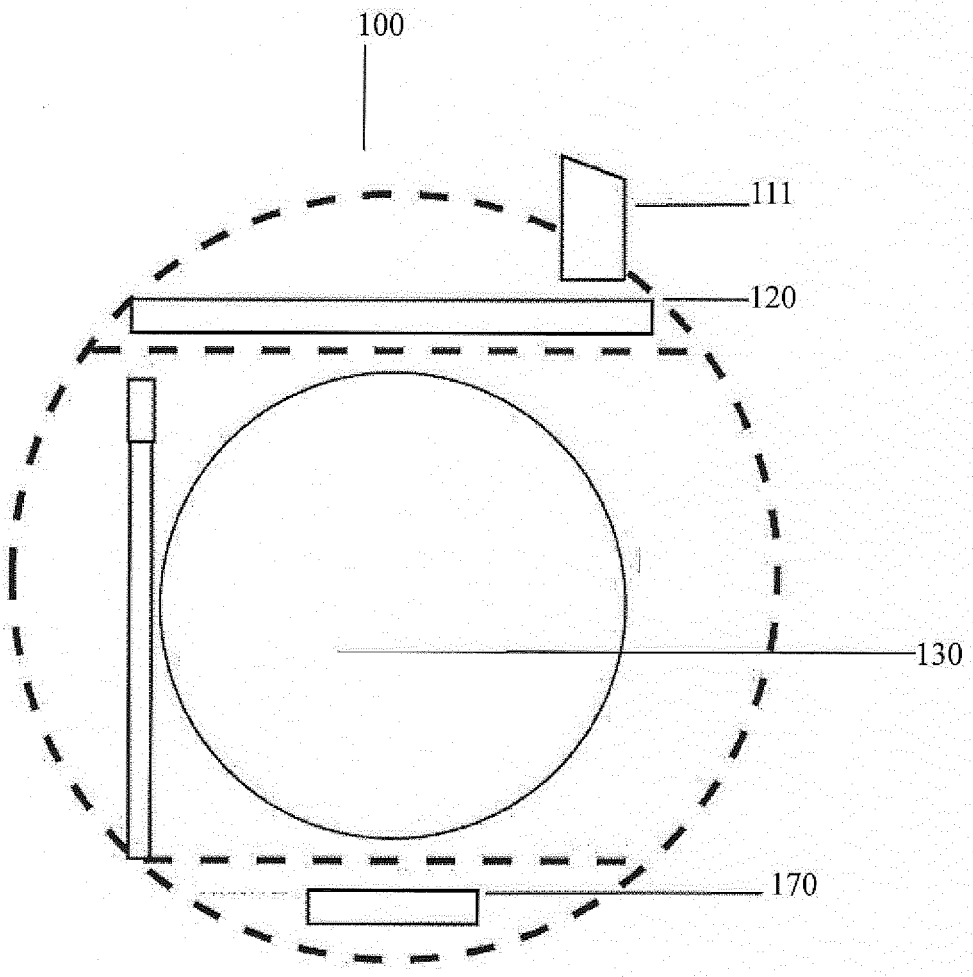


FIG 2

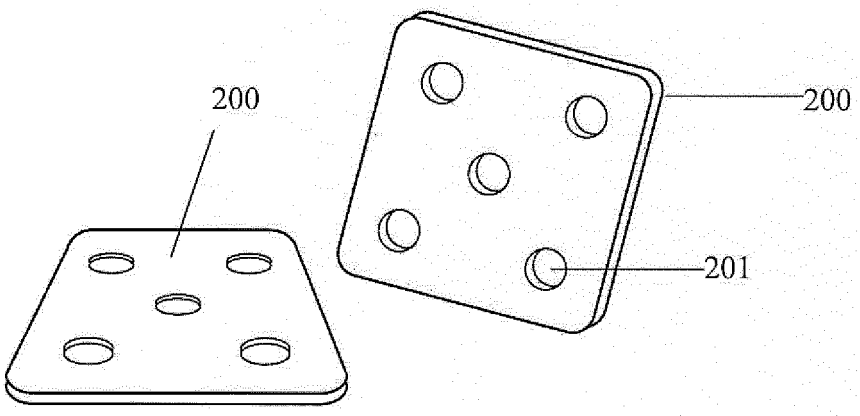


FIG 3

INTERNATIONAL SEARCH REPORT

International application No.
PCT/CN2010/071224

A. CLASSIFICATION OF SUBJECT MATTER

See extra sheet

According to International Patent Classification (IPC) or to both national classification and IPC

B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)

IPC: A63F9, A63H33, A63B67, A63F7

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)

WPI, EPODOC (game, magnet, magnetic, pick w up, data, number, dropping, thrown, metal)

C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
A	CN 201147623 Y (CHUANGSI TOY CO LTD) 12 November 2008 (12.11.2008) description page 1, line 11-page 3, line 12, figures 1 and 2	1-7
A	US 6099381 A (TOMY CO LTD) 08 August 2000 (08.08.2000) whole document	1-7
A	US 5722663 A (AVIGAL S et al.) 03 March 1998 (03.03.1998) whole document	1-7
A	US 6116605 A (DAVEY R J) 12 September 2000 (12.09.2000) whole document	1-7

☐ Further documents are listed in the continuation of Box C. ☒ See patent family annex.

* Special categories of cited documents:

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"E" earlier application or patent but published on or after the international filing date

"L" document which may throw doubts on priority claim (S) or which is cited to establish the publication date of another citation or other special reason (as specified)

"O" document referring to an oral disclosure, use, exhibition or other means

"P" document published prior to the international filing date but later than the priority date claimed

"T" later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention

"X" document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone

"Y" document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art

"&" document member of the same patent family

Date of the actual completion of the international search	Date of mailing of the international search report
21 May 2010 (21.05.2010)	**01 Jul. 2010 (01.07.2010)**
Name and mailing address of the ISA/CN The State Intellectual Property Office, the P.R.China 6 Xitucheng Rd., Jimen Bridge, Haidian District, Beijing, China 100088 Facsimile No. 86-10-62019451	Authorized officer Sun, Ye Telephone No. (86-10)62084688

Form PCT/ISA /210 (second sheet) (July 2009)

INTERNATIONAL SEARCH REPORT
Information on patent family members

International application No.
PCT/CN2010/071224

Patent Documents referred in the Report	Publication Date	Patent Family	Publication Date
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		FR 2770147 A	30.04.1999
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		AU 3651397 A	02.02.1998
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US 6116605 A	12.09.2000	None	

Form PCT/ISA /210 (patent family annex) (July 2009)

INTERNATIONAL SEARCH REPORT

International application No.
PCT/CN2010/071224

CLASSIFICATION OF SUBJECT MATTER

A63F9/34 (2006.01) i
A63F9/30 (2006.01) i
A63F9/02 (2006.01) i

Form PCT/ISA /210 (extra sheet) (July 2009)