

Application No. 38: Dexterity Game

Author: Benjamin M., Notzingen, Germany, benjamaennle@web.de

For this game you need a steady hand and a lot of patience

The slanted wooden cylinder has a diameter of approximately 3 cm and is 7 cm long. Whether the cylinder is slanted or not doesn't matter; you could just as easily play the game with the cylinder standing straight up. I simply find it more challenging when the cylinder is slanted. The wooden cylinder has been glued with epoxy resin to a piece of wood approximately 10 x 10 cm large. Normal wood glue would probably also do the trick.



In my case, the base is made of 4 mm plywood and the cylinder is probably a piece of a broomstick. :-)

Before glueing, drill a hole into the cylinder (with the same diameter as the magnetic sphere, perhaps even a little smaller).



With a countersinking drill you can adjust the size of the hole. The depth of the hole is not important.

The magnetic sphere (www.supermagnete.de/eng/K-13-C) was glued on with a strong adhesive, but it would suffice to simply push the magnet into the hole as deep as possible.

The number of steel spheres (www.supermagnete.de/eng/ST-K-13-N) you use is not important - I've never managed to attach more than 30 in any case.

Oh yes, the rules of the game: aaaahhhh... The goal is to bring as many steel spheres as possible onto the magnetic sphere. Of course, one could set a limit of 25 steel spheres (difficult!), or perhaps take turns adding a steel sphere and whoever sets one that doesn't "stick" has lost.



You can be creative here!

Articles used

30 x ST-K-13-N: Steel balls Ø 12,7 mm (www.supermagnete.de/eng/ST-K-13-N)

1 x K-13-C: Sphere magnet Ø 12,7 mm (www.supermagnete.de/eng/K-13-C)

30 x ST-K-08-N: Steel balls Ø 8 mm (www.supermagnete.de/eng/ST-K-08-N)

30 x ST-K-10-N: Steel balls Ø 10 mm (www.supermagnete.de/eng/ST-K-10-N)

30 x ST-K-20-N: Steel balls Ø 20 mm (www.supermagnete.de/eng/ST-K-20-N)

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