**L’oiseau bleu: Jeu magnétique**

Although the magnet was commonplace by the 1800s, its powers of attraction and repulsion enhanced a board game like The Bluebird: Magnetic Game, which purported to tell the future. The player chooses one of several questions such as "Can I hope for a fortune?" on the question wheel and places the wheel on the game board. A polarized magnet attached to the bottom of the question wheel interacts with another hidden magnet under the bluebird pointer. When the bluebird swings to point at one of eight small boxes filled with answer cards, the player picks one of the cards from the box and reads the corresponding fortune.

---

**L’oiseau bleu: Jeu magnétique**
(The Bluebird: Magnetic Game)
French, about 1865
Manufactured by Saussine Editeur
Paper, cardboard, magnets, and colored lithographs
2 1/8 x 11 x 8 3/4 in.
The Getty Research Institute
96.R.71