Oct. 21, 1952 QUAN WEE 2,614,843

WHIRLING GAME DEVICE WITH MULTIPLE CYLINDER

Filed Aug. 25, 1949

Fig. 1.

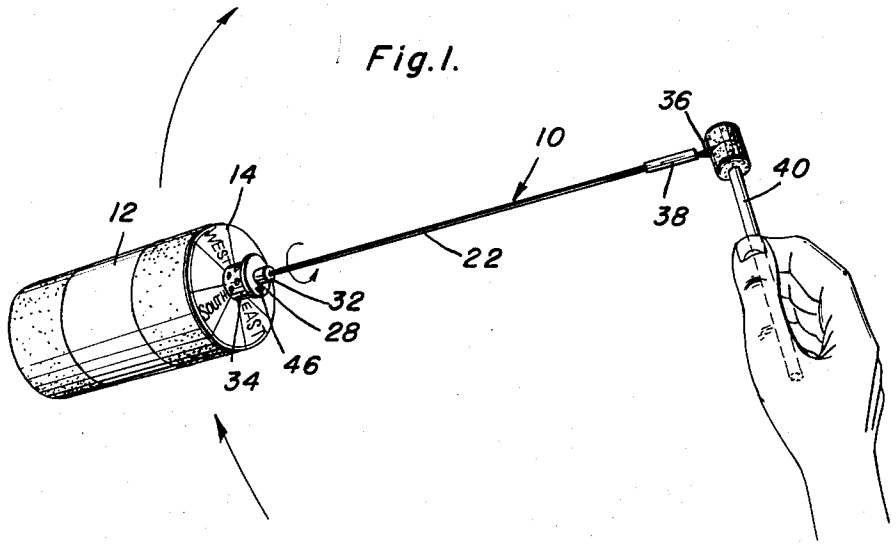


Fig. 2.

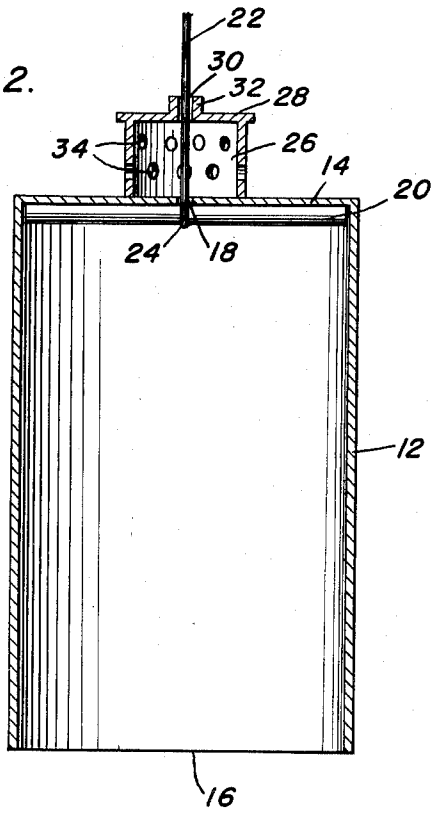
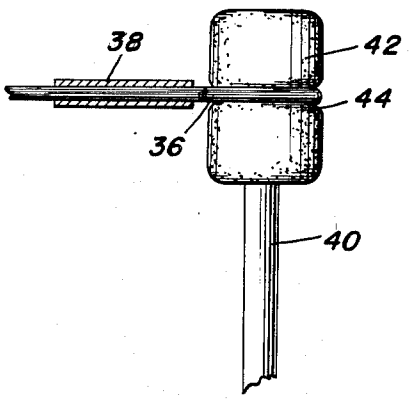


Fig. 3.



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WHIRLING GAME DEVICE WITH MULTIPLE CYLINDER

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1 Claim. (Cl. 273—141)

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This invention relates to toys, and more particularly to a combined noise maker and play game.

An object of the invention is to provide a toy that is capable of producing a soft or increasingly loud sound, depending upon its rotational speed.

Another object of the invention is to combine with a noise maker a play game adapted for use by even small children.

Still another object is to provide a toy that is simple in construction, easy to manufacture, durable in construction, and pleasant in appearance, which will be useful as a combined noise maker and play game.

These, together with various additional objects as will later become apparent as the following description proceeds, are attained by this whirling game, a preferred embodiment of which has been illustrated, by way of example only, in the accompanying drawings, wherein:

Figure 1 is a perspective view showing the whirling game in use;

Figure 2 is a vertical sectional view which shows in greatest detail the container portion comprising several elements of the present invention; and

Figure 3 is an enlarged elevational view of the handle portion included in the invention.

With continued reference to the accompanying drawings, wherein like reference numerals designate similar parts throughout the various views, reference numeral 10 is used to indicate generally the whirling game comprising the present invention. The game 10 comprises a first cylinder 12 having an end wall 14 secured thereto. The end wall 14 is divided into a plurality of sectors which are identified by desired reference words such as North, East, South, and West. Other sectors may be left without reference characters thereon. The cylinder is preferably hollow and is open at its opposite end 16. The end wall 14 has an aperture 18 located centrally therein.

Within the cylinder 12 is positioned a rod or bar 20. Extending through the aperture 18 and into the hollow cylinder 12 is one end of a horsehair line 22 which is formed in a loop 24 in which the bar 20 is secured. The bar 20 may be glued or elsewise secured to the wall 14 of the container as desired.

Slidably and rotatably positioned upon the line 22 is a second and smaller cylinder 26 having an end wall 28 with an aperture 30 therein. The line 22 passes through the aperture 30 which is centrally located in the end wall 28 and provides

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an axis about which the cylinder 26 is rotatable. The hub 32 is secured to the end wall 28 for bearing engagement with the line 22. The cylinder has a plurality of circumferentially spaced rows of holes 34 therein. The cylinder 26 is hollow and has an open end opposite end wall 28.

The other end of the line 22 is formed in a loop 36 which may be reinforced with paper or bands as indicated at 38. The loop 36 is passed around the handle 40 having an enlarged end preferably made of resin 42, and is inserted in a groove 44 centrally located in the head 42.

Upon rotation of the handle 40 in a desired manner, the container will describe a similar arc. The container 26 will be pressed against the container 12 by the centrifugal force present. Additionally, the cylinder 26 will be caused to rotate relative to the cylinder 12 because of the influence of the air entering through the apertures 24. Thus, the position of the container 26 relative to the container 12 will change at each rotation. Upon the end wall 28 of the container 26 is a suitable arrow or other indicator 46. Depending upon the speed of rotation of the container, a noise is caused by the horsehair line 22 rubbing against the resin head 42. This noise is a pleasant chirping sound similar to that of a locust.

The whirling game is played as follows: On rotation of the cylinder 26 relative to the cylinder 12, the arrow 46 will stop at a position indicating one of the sectors on the end wall 14 of the cylinder 12. The sectors may, by agreement before the game is played, be designated a value such as 1, 2, 3, 4, or other agreed numbers, for a count to be valued on each spin or turn of the toy. The arrow will designate the stopping point and the sector indicated will indicate the count to be added to the player's score. If it stops at blank spaces, no count is registered. The individual aggregate count at the end of the game should be taken to determine the winner. The game may be played for an agreed length of time, or the winner may be determined by his reaching a predetermined winning score.

Since, from the foregoing, the construction and operation of the whirling game is readily apparent, further description appears to be unnecessary.

However, since numerous modifications in construction and design will become evident to those persons skilled in the art after a consideration of the foregoing specification and accompanying drawing, it is not intended to limit the invention to the precise embodiment shown and

described except as required by the scope of the following claim.

Having described the invention, what is claimed as new is:

A toy comprising a hollow first cylinder having an end wall having an aperture therein, a horsehair line having one end extending through said aperture, a transverse keeper pin provided in said cylinder and having said one end of said line secured thereto, the other end of said line being formed in a loop, said loop engaging a handle, and a hollow second cylinder with an end wall having an aperture therein slidably and rotatably positioned between said handle and said first cylinder, said line passing through said aperture in the end wall of the second cylinder, indicia means on the end wall of the first cylinder dividing the same into suitable sectors, reference characters formed on said sectors, and an indicator on the end wall of the second cylinder for indicating a particular sector to determine a score, said second cylinder having a side wall provided with a plurality of circumferentially spaced apertures.

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