May 13, 1952 R. C. HINSEN 2,596,688

SPIRAL GAME

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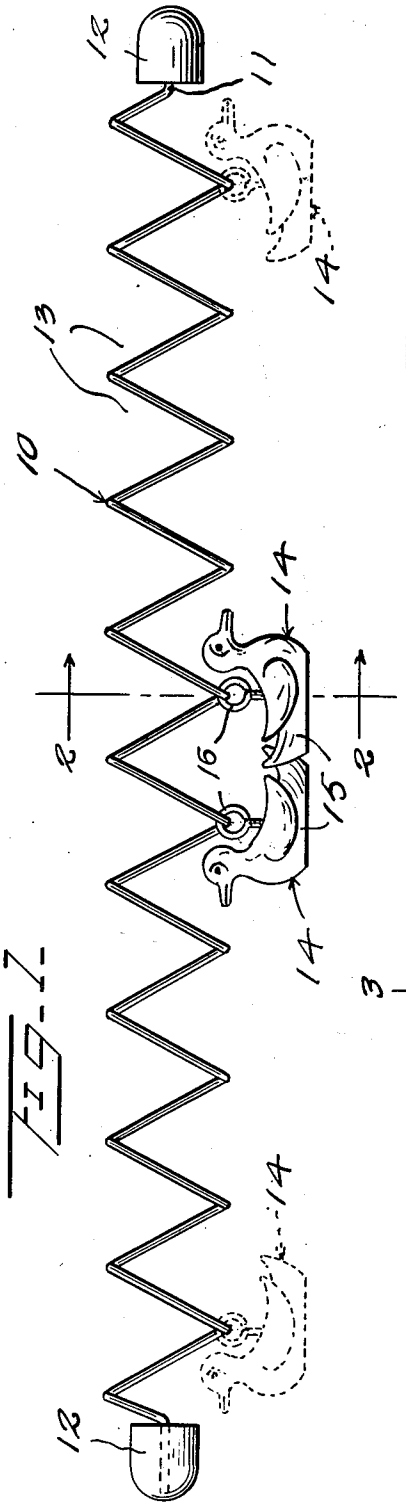


FIG. 1.

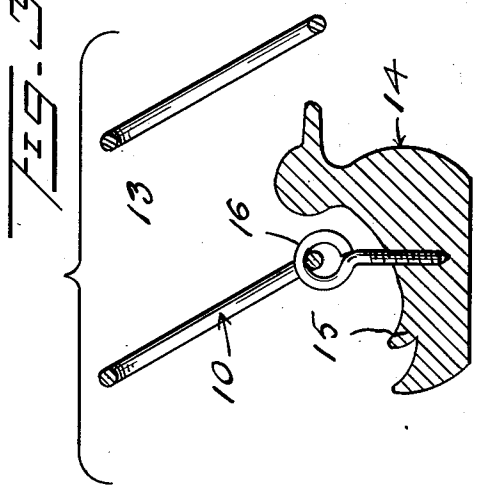


FIG. 3.

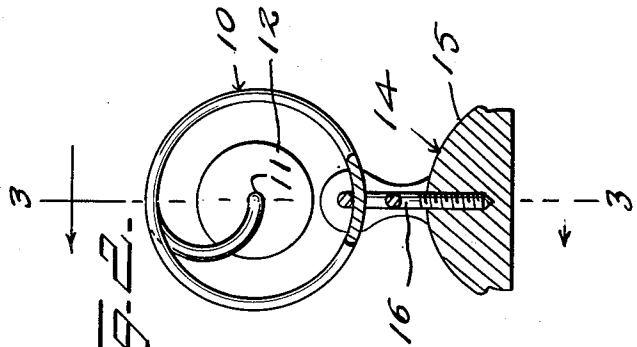


FIG. 2.

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SPIRAL GAME

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1 Claim. (Cl. 273—112)

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This invention relates to games or amusement devices.

An object of this invention is to provide a game which embodies an element of skill and patience and is amusing to young and old persons. In the playing of the game a pair of game pieces are swingably and loosely mounted on a spiral wire having knobs or handles at each end and the objective is to so manipulate the spiral by turning the same, by inclining the spiral relative to the vertical or swinging the spiral without shaking or agitating the same so as to move the playing pieces toward each other or away from each other.

Another object of this invention is to provide a game which is simple in construction and embodies elements which are practically indestructible.

With the above and other objects in view, my invention consists in the arrangement, combination and details of construction disclosed in the drawings and specification, and then more particularly pointed out in the appended claim.

In the drawings:

Figure 1 is a detail side elevation of a game or amusement device constructed according to an embodiment of this invention.

Figure 2 is a sectional view taken on the line 2—2 of Figure 1.

Figure 3 is a sectional view taken on the line 3—3 of Figure 2.

Referring to the drawing the numeral 10 designates generally an elongated spiral wire which is formed at the opposite ends thereof with outwardly projecting axial studs 11 on which are firmly secured knobs 12. The spaces 13 between the convolutions of the spiral member 10 are substantial, the purpose of which will be hereinafter described.

A pair of game pieces generally designated as 14 are loosely mounted on the spiral member 10, and each game piece comprises a body 15 having an eye 16 which is threaded into the upper side of the body 15. The eye 16 has the spiral wire 10 threaded therethrough and loosely engages the spiral member 10 so that the body 15 may freely swing and may also freely slide along the spiral member in the event the latter is tilted to a position near the vertical. The game piece member 14 is dependingly disposed on the spiral member 10 and is of such size that the game piece may freely rock on the wire forming the spiral member 10 without any portion of the game piece contacting the wire with the exception of the eye or suspension member 16.

As shown in Figure 1 there are two of these game pieces 14 disposed on the spiral member 10, and in playing the game these game pieces may be disposed in substantially the center of the spiral member 10 or may be disposed adjacent the

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ends thereof. Where these game pieces 14 are initially positioned in the center of the length of the spiral member 10, the object of the game is to so manipulate the spiral member 10 that the game pieces 14 will move to the opposite ends of the spiral member 10. In other words, the object is to position one game piece 14 at one end of the spiral member 10 as shown in dotted lines in Figure 1 and also to dispose the other game piece 14 adjacent the other end of the spiral member 14.

Where the game pieces 14 are initially disposed at the opposite ends of the spiral member 10 the object of the game is to so manipulate the spiral member 10 by holding the knobs or handles 12 in the hands so that the game pieces 14 will move either simultaneously or one at a time to the center of the spiral member 10.

In manipulating the spiral member 10, this member may be inclined relative to the vertical, may be swung on an arc with the spiral member in a horizontal or inclined position or the spiral member may be axially rotated. The completion of the game will require substantial patience and a substantial amount of skill in view of the fact that the tendency of the game pieces 14 is to move in the same direction at the same time. While the spiral member 10 may be bent or bowed in order to accomplish the desired result, this bending or bowing is not contemplated in the normal play of the game.

The game pieces 14 are herein disclosed as simulating a fowl or bird, but it will, of course, be understood that the configuration of each game piece may be varied as may be desired.

What is claimed is:

A game device comprising a wire bent into the form of a helix of substantially uniform diameter, a knob on each end of said wire, the convolutions of said wire being spaced apart a substantial distance, a pair of game pieces, and an eye carried by each game piece through which said wire loosely engages, said convolutions being spaced apart a distance sufficient to permit said game pieces to freely depend from one convolution without contacting an adjacent convolution in any angular position of said wire.

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