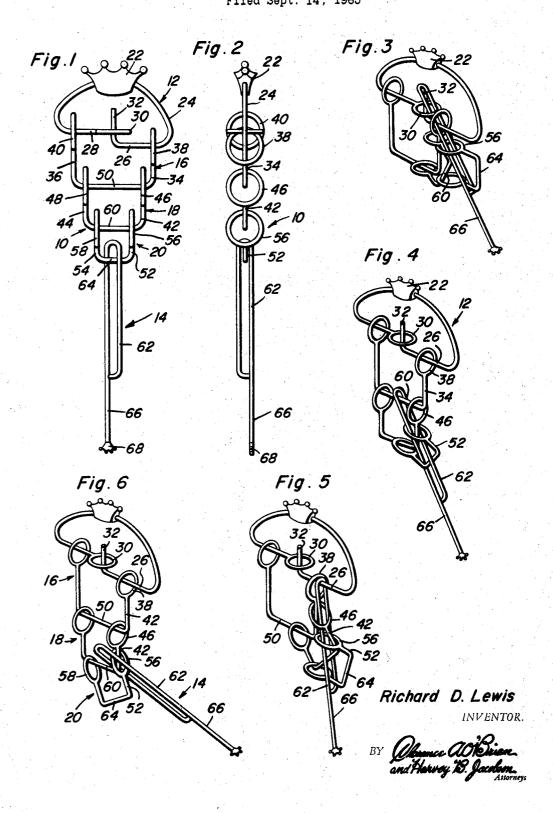
KEY LOOP GAME DEVICE Filed Sept. 14, 1965



United States Patent Office

Patented Apr. 29, 1969

1

3,441,282 KEY LOOP GAME DEVICE Richard D. Lewis, 4810 Alice St., Corpus Christi, Tex. 78411 Filed Sept. 14, 1965, Ser. No. 487,286 Int. Cl. A63f 9/08

U.S. Cl. 273—158

3 Claims

ABSTRACT OF THE DISCLOSURE

A puzzle of first, second and third U-shaped members and an arcuate crown loop having inwardly extending arms at the free ends thereof. The end of the arms on the first, second and third U-shaped members have rings to connect the first member to the second member, the second member to the third member, and the third member to the crown loop. An elongate loop shaped key loop is provided for movement along the components of the puzzle and removable therefrom. The inwardly extending arms on the loop terminate respectively in rings and upstanding members disposed between the rings on the third

This invention relates to improvements in game devices and more particularly to a novel puzzle type game device of rather intricate configuration which will supply amusement and stimulation to inquiring minds of all ages.

Briefly, this invention consists of a plurality of substantially U-shaped members which are interconnected by loop ends, a crown arm member connected to one side of the interconnected members and a key loop member connected to the other side of the interconnected members. The principal object of the game device is to remove the key loop member from the crown loop member and thereby remove it from the remainder of the puzzle by threading the key loop member upwardly through the interconnected members.

Another object of the present invention is to provide a novel and intricate game device which will allow hours of amusement while at the same time is relatively inexpensive to manufacture.

A still further object of the present invention is to provide a key loop game device of the character described which may be readily fabricated from inexpensive material and which is sturdy enough to withstand the play of children

These together with other objects and advantages which will become subsequently apparent reside in the details of construction and operation as more fully hereinafter described and claimed, reference being had to the accompanying drawings forming a part hereof, wherein like numerals refer to like parts throughout, and in which:

FIGURE 1 is a front elevational view of the key loop game device comprising the present invention;

FIGURE 2 is a side elevational view corresponding to the view illustrated in FIG. 1; and

FIGURES 3-6 are perspective views illustrating the various steps or stages required in the operation of the game device.

Referring now to the drawings in greater detail, reference numeral 10 generally denotes the key loop game device comprising the present invention. As will be observed in FIGS. 1 and 2, the key loop game device includes an upper crown loop member 12, a lower key loop member 14 and three interconnecting substantially U-shaped members 16, 18 and 20. The crown loop member 12 includes a crown 22 fastened to the upper portion thereof, as for example by being welded or brazed or otherwise attached thereto in conventional manner, the crown 22 comprising a handle for allowing the device to be held while the removal of key loop 14 is effected. The

2

crown loop member 12 includes an upper body portion 24 which is generally arcuately curved and includes lower inwardly oriented arms 26 and 28. The arm 26 includes a lock ring 30 on the end thereof, the lock ring 30 comprising a generally circular horizontally disposed ring which is integrally attached to the arm 26. The other arm 28 of crown loop 12 includes an upturned post member 32 which extends vertically upwardly through the center of lock ring 30.

The interconnecting members 16, 18 and 20 are generally U-shaped, the uppermost member 16 including upstanding arms 34 and 36 of unequal length, the arms having integrally mounted on the upper ends thereof the rings 38 and 40. The rings 38 and 40 are vertically oriented and are mounted on the arms 26 and 28 of crown loop member 12 respectively.

The interconnecting member 18 is also U-shaped and includes upstanding arms 42 and 44 of equal length, having rings 46 and 48 on the upper ends thereof, the rings 46 and 48 being mounted on the bottom portion or gate 50 of member 16.

The interconnecting member 20 is substantially identical to member 18 except that it is reduced in size and includes upstanding arms 52 and 54 having rings 56 and 58 on the upper ends thereof, the rings 56 and 58 being mounted on the bottom portion or gate 60 of member 18.

The key loop member 14 includes an oblong portion 62 which is normally positioned on the bottom portion or gate 64 of member 20 and a handle portion 66 having a crown 68 on the end thereof for decoration or ornamentation. The handle portion 66 is normally grasped in order to thread the key loop through the interconnecting members to perform the operation of the device.

Of course, the purpose of the game device or puzzle 10 is to remove the key loop member from the puzzle. This is accomplished by a plurality of sequential steps by which the key loop member is first raised to gate 60, then raised to gate 50, and finally raised to the right crown arm 26. At this time, it will be relatively simple to remove the key loop from the puzzle. FIGS. 3-6 are included to show the manner of raising the key loop from gate 64 to gate 60, it being appreciated that the manner of raising the key loop 14 to the subsequent gate 50 and right crown arm 26 will involve substantially identical operations thereof.

The operation of the puzzle is as follows: the crown portion 22 of crown loop 12 is grasped in the left hand and the handle 66 of key loop 14 is grasped in the right hand. Referring to FIG. 3, the oblong portion 62 of key 100p 14 is first moved through ring 56 from the inside and then through ring 38 from the outside. The key loop is then moved through crown lock ring 30 from the bottom and moved downwardly over post 32 and withdrawn from ring 38. At this time the key loop will be positioned on right crown arm 26.

The key loop 14 is then moved over ring 38, back up through crown ring 30, over the post 32 and withdrawn, at which time it will be positioned on gate 60 to the right of ring 46. The key loop 14 is then moved over ring 46 at which time it will be in the position illustrated in FIG. 4.

Referring now to FIG. 5, the oblong portion 62 of key loop 14 is now moved through ring 46 from the inside thereof and thence upwardly through crown ring 30 and over post 32, then over ring 38 at which time it will be positioned on the right crown arm 26 to the right of ring 38 as illustrated in FIG. 5.

Referring again to FIG. 5 and further to FIG. 6, the oblong portion 62 of key loop 14 is now moved through ring 38 and crown ring 30 and upwardly over post 32 and withdrawn downwardly through ring 30 and ring 46 at which time the oblong portion 62 will be positioned on

gate 60 between rings 56 and 58. As illustrated in FIG. 6, the oblong portion 62 of key loop 14 is now moved over ring 56, at which time it will be entirely free of ring 56 of interconnecting member 20 and will be positioned on the gate 60 of interconnecting member 18. Thus, one stage of operation of the game device has been completed, the key loop 14 being moved from gate 64 of interconnecting member 20 to gate 60 of interconnecting member 18.

As stated above, the method of moving the key loop 14 upwardly onto the crown loop 12 and then off of crown $_{10}$ loop 12 whereby it will be entirely removed from the puzzle is substantially similar to the series of steps described above. However, the steps necessary to achieve this position of key loop 14 will be described briefly below.

The key loop 14 is passed through ring 46 from the inside, then through ring 38 from the outside, through the crown ring 30 and over post 32 and finally withdrawn through ring 38 at which time the key loop will be positioned on the right crown arm 26. The oblong portion 62 of key loop 14 is now passed over ring 38 through crown ring 30 and over post 32, through ring 46 and finally over ring 46. At this time the key loop 14 will be positioned on the right side of ring 46 and on gate 50.

The key loop 14 is now passed through crown ring 30 25 and over post 32, over ring 38, at which time it will be positioned on the right crown arm 26 to the right of ring 38. To remove the key loop 14 entirely from the puzzle 10, the oblong portion is passed through ring 38, through crown ring 30, over post 32 and then withdrawn through rings 30 and 38 at which time it will be entirely free of the puzzle.

Of course, the key loop 14 may be replaced on gate 64 of interconnecting member 20 by reversing the above procedural steps.

Accordingly, in view of the above description, it will be observed that the key loop game device 10 comprises an interesting and challenging puzzle which will involve both ingenuity and manual dexterity to operate. The puzzle metallic material or plastics so long as it is substantially rigid, and further may be made on any scale. The game device is extremely fascinating to those having used it, and may even be considered to be educational in that it increases the powers of concentration and stimulates the 45 mind of the user.

The foregoing is considered as illustrative only of the principles of the invention. Further, since numerous modifications and changes will readily occur to those skilled in the art, it is not desired to limit the invention to the 50 exact construction and operation shown and described, and accordingly all suitable modifications and equivalents may be resorted to, falling within the scope of the invention as claimed.

What is claimed as new is as follows:

1. A game device comprising, first, second and third

arm portions, each said member having rings formed on the upper ends of the arm portions thereof, the rings of said first member positioned on the gate portion of the second member, and the rings of said second member positioned on the gate portion of the third member whereby said first and second members and said second and third members are joined, a one-piece crown loop member, the rings of said third member positioned on said crown loop member, and a key loop member, the key loop member normally positioned on the gate portion of said first member, the key loop member being selectively and sequentially movable along said first, second, third and crown loop members thereby enabling said key loop member to be removed from said game device, said crown loop member including an arcuately curved body portion, platelike handle means on said body portion for holding the device during manipulation thereof, and a pair of arms extending inwardly from the ends of said body portion through the rings on said third member, said rings on the third member being vertically offset, said arms being vertically offset to engage said rings on the third member, a first of said arms having a horizontal ring on an end thereof, the other of said arms having an upwardly extending post portion on an end thereof, said post portion extending upwardly through the center of said ring on said first arm thereby allowing said key loop member to be removed from said game device, said key loop member including an elongated, oblong, loop-like body portion

35 lated through said device. 2. The combination of claim 1 wherein said key loop member is selectively and sequentially movable from the gate portion of said first member to the gate portions of said second and third members and to the crown loop can be made from any desired material such as rigid 40 member whereby said key loop member may be then removed from said game device.

for hanging said key loop member on said gate portions

of said first, second and third members, and a handle in

the form of a rod extending axially from one side of the

loop-like body portion for providing means to hold said key loop member while said key loop member is manipu-

3. The combination of claim 2 wherein said first, second and third members include two arm portions, said gate portions of each said first, second and third members joining the arms of each said first, second and third members thereby forming the bottom of the U.

References Cited

UNITED STATES PATENTS

1,351,384	8/1920	Hoffer	273—158
953,908	4/1910	Hicks	273-158
1,235,966	8/1917	Frazier	273-158
		Gonzales	

ANTON O. OECHSLE, Primary Examiner.

generally U-shaped members including gate portions and