March 14, 1950 E. R. JONES 2,500,830

SPIN GAME

Filed Sept. 11, 1947 2 Sheets-Sheet 1

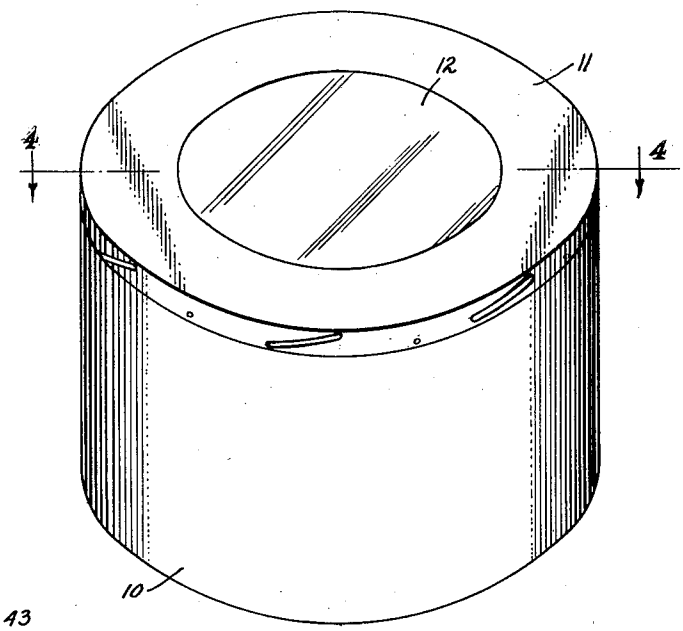

Fig. 1.

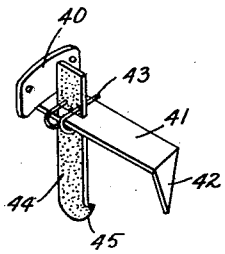

Fig. 3.

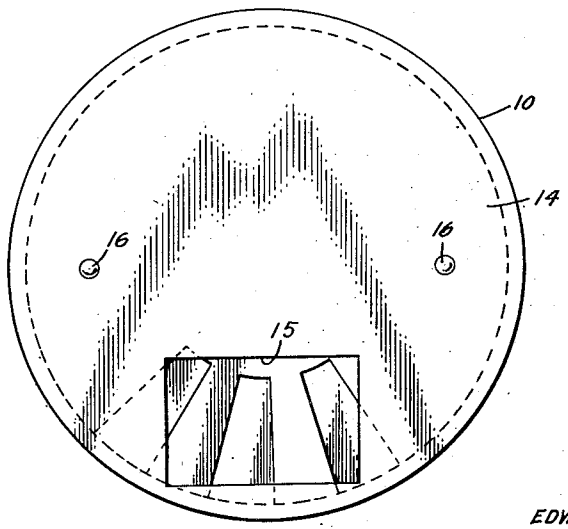

Fig. 2.

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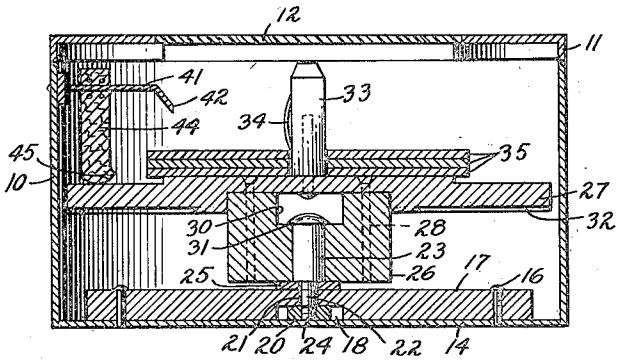

Fig. 4.

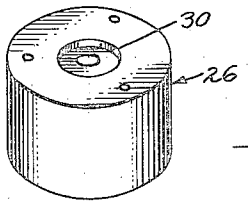

Fig. 7.

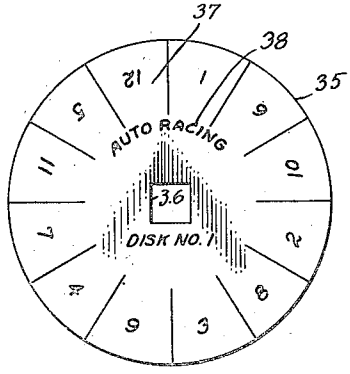

Fig. 5.

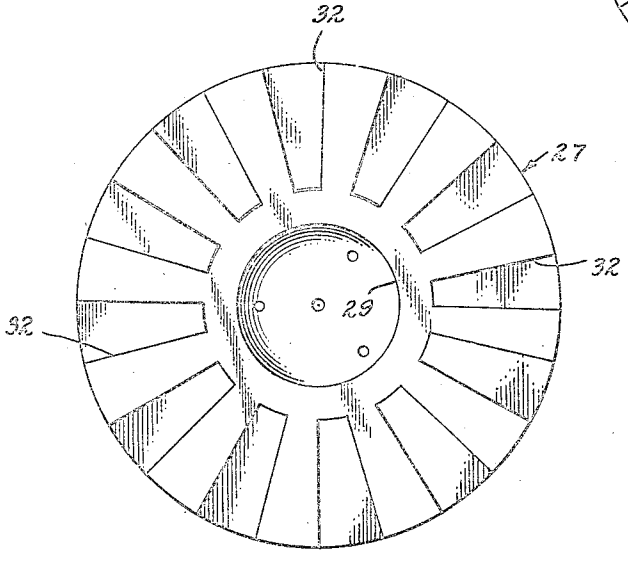

Fig. 6.

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SPIN GAME

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Application September 11, 1947, Serial No. 773,347

4 Claims. (Cl. 273—142)

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This invention relates to a spinning game and has for an object to provide an improved construction of a spinning game especially adapted for children, but suitable for players of all ages.

A further object of this invention is to provide an improved spinning game having a plurality of interchangeable game result disks, anyone of which may be selectively placed in operative position according to the nature of the particular game being played, and wherein each disk may have a complete set of game results on each side, thereby doubling the number of available game results for a set of game disks.

A further object of this invention is to provide means for releasably and interchangeably securing the game result disks on the spinning post.

A further object of this invention is to provide a self-contained spinning game included in a housing within which the entire apparatus is stored and contained, and which needs to be opened only to interchange the game disks to provide a different set of game results, but which otherwise may be kept closed during use.

A further object of this invention is to provide a spinning game that may be operated while being held in one's hand, the operation being performed through the bottom of the spinning game, while the result is observable through the top of the game.

With the foregoing and other objects in view, as will hereinafter become apparent, this invention comrises the combinations, constructions and arrangements of parts hereinafter disclosed, claimed and shown on the accompanying drawings, wherein—

Fig. 1 is a perspective view of the spin game housing of this invention;

Fig. 2 is a bottom plan view of the housing;

Fig. 3 is a perspective view of the pointer and brake drag;

Fig. 4 is a sectional view on line 4—4 of Fig. 1;

Fig. 5 is a top plan view of one of the game disks;

Fig. 6 is a bottom plan view of the main flywheel; and

Fig. 7 is a perspective view of the flywheel mounting post.

There is shown at 10 the game housing of this invention, having an easily removable and attachable cover 11 provided with a circular plastic transparent window 12.

The housing 10 is cylindrical in shape and has a flat bottom 14 provided with an open window 15 along one side, large enough to insert and move one's finger therethrough. Secured to the inside of the bottom 14, by rivets 16, is rectangular foundation block 17 provided at its center, and thus at the center of the housing 10, with a counterbored opening, the large opening 18 providing space to receive a nut 20, and the small opening 21 being square to receive a square portion 22 of a post pin 23. The end 24 of the post pin 23 is threaded into the nut 20, a lock nut 25 being provided on top of the block 17 to hold the post pin 23 firmly in position. Rotatably mounted on the post pin 23 is the main post 26 to which the main flywheel 27 is secured by a plurality of screws 28.

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The top of the main post 26 is countersunk at 30 to receive the kerfed head 31 of the post pin 23 therein. The bottom of the flywheel 27 is countersunk at its center at 29 so as to fit over the main post 26, to which it is secured, as already set forth. In addition, the bottom of the main flywheel 27 is provided with a plurality of radially extending countersunk finger-receiving sectors 32, which, as shown in Fig. 2, are accessible through the window 15 in the bottom 14 of the housing 10. One's finger inserted through the window 15 can impart rotation to the flywheel 27 in either direction, depending on whether one is right or left handed.

Riveted to the top of the center of the flywheel 27 is the squared disk receiving post 33 provided with a bowed leaf spring 34 along one of its squared sides. Removably mounted over this squared post 33 are a plurality of disks 35, there being three such disks 35 shown in Fig. 4. Each disk 35 has a squared central opening 36 whereby it may be inserted over the squared post 33, past the yielding leaf spring 34, into contact with either the flywheel 27 or a disk already in position on the flywheel and post. As shown in Fig. 7, the disk 35 is provided with game indicia 37 thereon with identifying game data 38. The game indicia 37 is preferably divided into twelve sectors numbered in the order as shown. The back of the disk 35 is marked Disk No. 2, with other game identifying data, such as might be appropriate to horse racing, bicycle racing, motorcycle racing, scenic views, and animals. Of course, more or less sectors may be provided, and still other data may be used, together with appropriate decorative data, and more than three disks 35 may be provided.

Riveted to the inner side of the cylindrical housing 10 by an upstanding flange 40 is a pointer 41 having a bent end 42 which overhangs the topmost disk 35. Secured to this pointer 41, by wire fastenings 43, is a brake drag 44 made of

flexible leather or its equivalent, having an end **45** freely resting on the top of the flywheel **27** but outside of the edge of the disks **35**.

In operation, the cover **11** may be temporarily removed to select the desired disks **35** and to place the wanted game data **38** uppermost. With the desired disks **35** on top and the remaining disks stored thereunder, the cover is replaced and the spin game is ready for use. The housing **10** is grasped in either hand, and a finger of the other hand is inserted through the open window **15** into contact with the nearest available finger-sector **32**, and a rotary motion is thereby imparted to the flywheel **27**. The brake end **45** of the brake drag **44** serves to shorten the rotation period, and also to hold the flywheel and the disk fairly steady, once rotation has ceased. The game results are then observed through the plastic transparent window **12**, and the game is played accordingly; each player taking turns and the results being noted.

The housing **10** may be appropriately colored or decorated, and may be of any suitable material, such as metal or opaque plastic material, as desired.

While one form of the invention has been illustrated and described, it must be understood that modifications falling within the scope of the following claims and within the spirit of the invention might be made wthout departing therefrom.

Having thus set forth and disclosed the nature of this invention, what is claimed is:

1. A spin game comprising a housing having a bottom, a cover removably secured thereto, a transparent window in said cover, a foundation block secured to the inside of said housing bottom, said bottom having an open window therein along one side of said block, a post pin secured to said foundation block, a main post rotatably mounted on the post pin, a flywheel secured to said main post, said flywheel having a plurality of operating means accessible through said open window in said housing bottom, a non-circular post secured centrally on said flywheel, said latter post being arranged to removably receive at least one game disk thereover, yieldable means in said latter post cooperating with the game disk to hold it thereon, such surface of the game disk having appropriate game data and indicia thereon, a game pointer secured to said housing to overhang the uppermost game disk surface, and a drag brake depending from said pointer and having an end resting on said flywheel to shorten the rotation period thereof.

2. A spin game comprising a cylindrical housing having a flat bottom, a cover removably secured thereto, a transparent window in said cover, a foundation block secured to the inside of said housing bottom and extending diametrically thereacross, said bottom having an open window therein along one side of said block, a post pin secured to said foundation block, a main post rotatably mounted on the post pin, a flywheel secured to said main post, said flywheel having a plurality of finger receiving sectors accessible through said open window in said housing bottom, a squared post secured centrally on said flywheel, said latter post being arranged to removably receive at least one reversible game disk thereover, yieldable spring means in said latter post cooperating with the game disk to hold it thereon, each surface of the game disk having appropriate game data and indicia thereon, a game pointer secured to the inside of said cylindrical housing to overhang the uppermost game disk surface, and a drag brake depending from said pointer and having an end resting on said flywheel to shorten the rotation period thereof.

3. A spin game comprising a cylindrical housing having a flat bottom, a cover removably secured thereto, a transparent window in said cover, a rectangular foundation block secured to the inside of said housing bottom and extending diametrically thereacross, said bottom having an opening therein along one side of said block, a post pin secured to said foundation block, a main post rotatably mounted on the post pin, a flywheel secured to said main post, said flywheel having a plurality of countersunk finger receiving means accessible through said opening in said housing bottom, a squared post secured centrally on said flywheel, said latter post being arranged to removably receive at least one reversible game disk thereover, yieldable means in said latter post cooperating with the game disk to hold it thereon, each surface of the game disk having appropriate but different game data and indicia thereon, a game pointer secured to the inside of said cylindrical housing to overhang the uppermost game disk surface, and a drag brake depending from said pointer and having an end resting on said flywheel to shorten the rotation period thereof.

4. A spin game comprising a cylindrical housing having a flat bottom, a cover removably secured thereto, a transparent window in said cover, a rectangular foundation block secured to the inside of said housing bottom and extending diametrically thereacross, said bottom having an open window therein along one side of said block, a post pin secured to said foundation block centrally of said housing, a main post rotatably mounted on the post pin, a flywheel secured to said main post, said flywheel having a plurality of countersunk finger receiving sectors accessible through said open window in said housing bottom, a squared post secured centrally on said flywheel, said latter post being arranged to removably receive at least one reversible game disk thereover, yieldable leaf spring means in said latter post cooperating with the game disk to hold it thereon, each surface of the game disk having appropriate but different game data and indicia thereon, a game pointer secured to the inside of said cylindrical housing to overhang the uppermost game disk surface, and a drag brake depending from said pointer and having an end resting on said flywheel to shorten the rotation period thereof.

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