Jan. 3, 1933. H. EYLES 1,892,664

SPINNING GAME

Filed Jan. 21, 1930

FIG. 1.

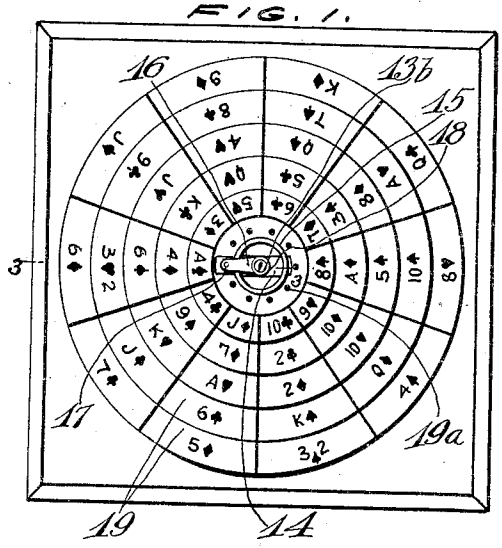


FIG. 2.

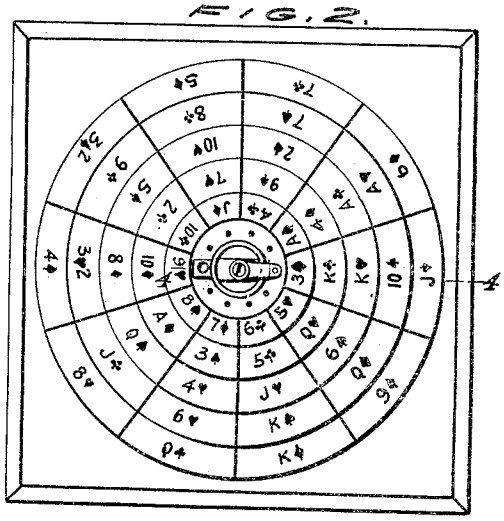


FIG. 3

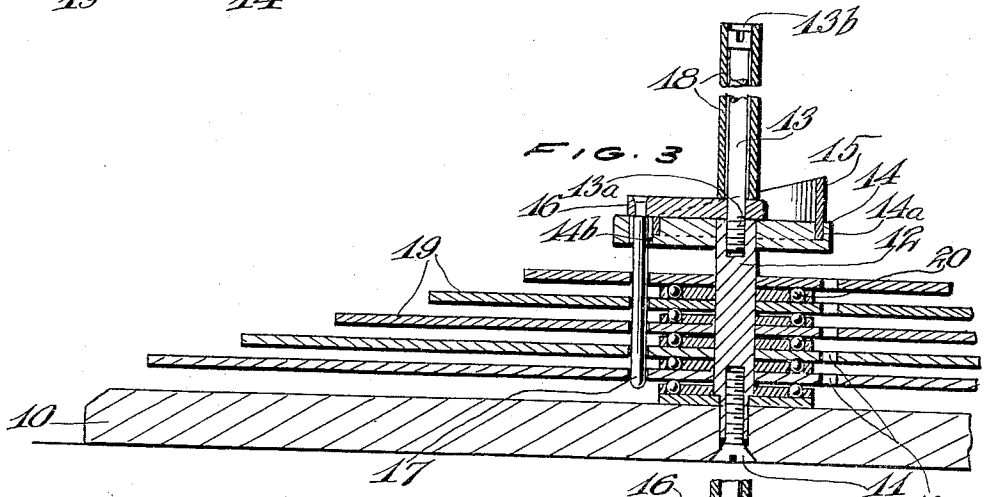


FIG. 4.

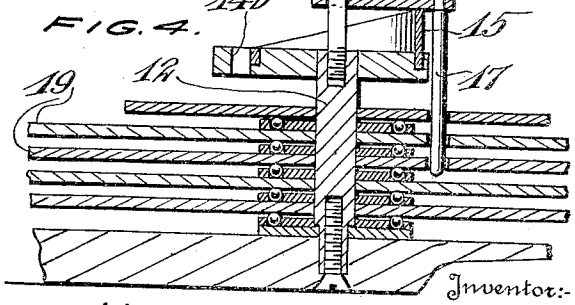
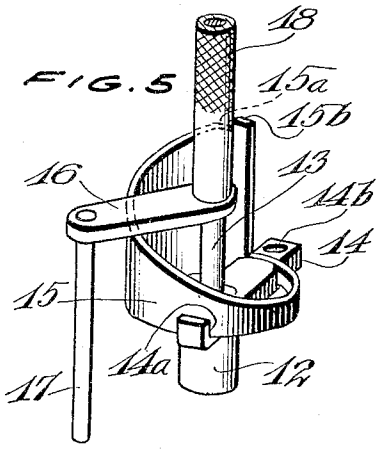


FIG. 5



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UNITED STATES PATENT OFFICE

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SPINNING GAME

Application filed January 21, 1930. Serial No. 422,394.

My invention relates to spinning games and more particularly to such games as involve horizontal disks, and my main object is to produce a game of this kind in which a plurality of superposed disks may be spun to assume individual speeds.

A further object of the invention is to mark the disks with indicia typical of card, lotto or other games at their peripheries and step them in downward direction whereby to reveal such indicia at all times.

A still further object of the invention is to arrange the indicia of the disks in sections distributed about their center of rotation and radially registrable to produce different combinations of the indicia.

Another object of the invention is to form the series of disks with a cluster of perforations about the center of rotation, such perforations being adapted to register and receive a common element conducive to set all the disks in motion at once.

An additional object of the invention is to erect over the center of the disk assembly a mechanism for manual use to impart rotation to one or more of the disks.

A significant object of the invention is to apply means to the mechanism aforesaid whereby to station all the disks at any position in their rotation.

A final but nevertheless important object of the invention is to construct the novel game with parts of a simple and easily operated character, in order that the game may be adapted for children's use.

With the above objects in view and any others that may suggest themselves from the specification and claims to follow, a better understanding of the invention may be had by reference to the accompanying drawing, in which—

Fig. 1 is a plan view of the novel game wherein the assembly of disks is shown stationed at a certain period in their travel;

Fig. 2 is a similar view showing the position of the manual control after the disks have been put in motion;

Figs. 3 and 4, are respectively, magnified fragmentary sections on the lines 3—3 and 4—4 of Figure 1 and Figure 2 respectively;

Fig. 5 is a perspective view of the manual control.

Referring specifically to the drawing, 10 denotes a suitable base or board which forms the foundation of the game. By means of a screw 11 or other fastening device, a vertical post 12 is secured over the board, this post being extended upwardly with a rod 13 of smaller cross sectional dimensions, the rod being threaded into the post as indicated at 13*a* and having a head enlargement 13*b* at its upper end. The post 12 receives even with the shoulder defining its extension a cross head 14 of substantial thickness and in elongated form. Near the ends, the cross head 14 is recessed as indicated at 14*a* to snugly seat the lower end of a ring 15, the upper edge of this ring being even with the cross head at the site of one of the recesses 14*a* and rising spirally to the height of the ring at the site of the other recess. Here the edge has a short horizontal section 15*a*, followed by an upward lug extension 15*b* adjacent to the drop defining the origin of the spiral.

Over the rod 13 is loosely disposed one end of a radial arm 16, the other end carrying a pendent pin 17 which is at a point even with an aperture 14*b* in the cross head 14 when distance from the center is considered. The aperture 14*b* is sufficiently spacious to permit the pin 17 to be dropped therethrough as indicated in Figure 3. The radial arm 16 is built up with a tubular column 18 about the rod 13, the bore in the column being slightly larger than that through the arm in order that the column may slide free over the head 13*b* of the rod 13. The bore in the arm, however, is too small to pass the head 13*b* on the ascent of the column, so that the latter

cannot rise further than the height of the arm as limited by the head of the rod.

About the post 12 are loosely stacked a number of sheet metal disks 19, the smallest one of these being at the top and the balance progressing downwardly in diameter whereby to leave the outer portions of the disks exposed and permit game indicia on such portions to be viewed, as indicated in sections 1 and 2. The disks are spaced by ball bearings 20, that they may run freely and are perforated about the center with a cluster of apertures 19*a*, these registering in all the disks. Thus, when the radial arm 16 is down, it is possible to let the pendent pin 17 drop through a row of registering apertures 19*a* as shown in Figure 3 and thus station all the disks against rotation.

In order to operate the game, the column 18 is used as a handle between the thumb and adjoining fingers, the column first being lifted high to retract the pin 17 from the apertures in the disks and the radial arm. It will be noted that the aperture 14*b* in the latter is at the origin of the spiral ring 15, so that when the pin has been lifted out of this aperture it may be again dropped to seek the next set of disk apertures 19*a* ahead. Since the disks are still with their apertures in regisration, it is an easy matter to drop the pin 17 through the next set of apertures in the manner suggested in Figure 4. However, in case the game apparatus has received a jolt or some vibration, the column 18 may be twisted forth and back slightly until the pin 17, whose point is rounded as shown, alines the disks again. This action does not involve difficulty or loss of time as the apertures 19*a* are in close succession, making it easy to find them by the jogging of the pin 17.

When the pin 17 has been lowered through all the disks, the column 18 is given a quick twirl in a right-hand direction, that is, in a direction for the arm 16 to climb the spiral ring 15. The initial urge by the pin 17 sets the disks into spinning motion, and as the pin is raised by the climbing of the arm 16 on the spiral, the disks are one by one released whereby to travel free at their own speeds. By this time the arm has come to a rest on the horizontal section 15*a* of the spiral. As my invention is to suddenly stop the disks at whatever points they may have reached in their free travel, it is necessary to raise the column 18 whereby to have the arm 16 surmount the lug extension 15*b* and bring the pin 17 over the cross head aperture 14*b*. The column is now released, whereupon the weight thereof will cause the pin to fall through the cross head aperture and successively through the apertures in the disks below as those apertures come in line, so that soon the disks are all caught and stationed as indicated in Figure 3.

It will be apparent that the disks will now be in different lateral positions, owing to the fact that their independent travel has caused them to overrun or underrun one another. This result is made use of to determine game values for different players. Thus, in the illustration the indicia on the disks is for playing cards, and each radial division represents the five or six cards in a player's hand. Obviously, when the disks stop at different lateral positions, the indicia combinations opposite the players will have changed. Clearly, the best card value wins. In a card or similar game the decision may be reached by one spining for a game; or, it may be reached by eliminating players on successive spinnings.

It will be seen that I have provided a game apparatus which is simple, easily operated and fascinating. The means employed to impart spinning motion to the disks is rigidly supported and has no spring or other delicate parts to get out of order. No mishaps can occur in the spinning of the disks by the interference of the pin 17, since the latter rises fully clear of the disks in less than a single revolution of the column. While the parts are all of metal, except for the base 10, the provision of the ball bearings and the smooth spiral makes it easy to twirl the column 18 and impart spinning motion to the disks, so that not only adults but children can operate the game. Finally, the parts employed in the construction of the novel game are of simple design and require no extreme accuracy for construction and assembly, so that the game may be produced at a reasonable figure.

I claim:

1. A game apparatus comprising a stationary base and a vertical center post, and vertically-spaced series of disks freely centered on the post, said disks being perforated in registration, a vertically movable pin insertible through the row of perforations, said pin being movable to impart joint rotary motion to the series of disks, and means to engage and raise the pin from engagement with the disks as it is moved to rotate them.

2. A game apparatus comprising a stationary base and a vertical center post, a vertically-spaced series of disks freely centered on the post, said disks being perforated in registration, a vertically movable pin insertable through the row of perforations, and a support for raising the pin out of engagement with the perforations as it is moved to impart joint rotary motion to the series of disks.

3. A game apparatus comprising a stationary base and a vertical center post, a vertically-spaced series of disks freely centered on the post, said disks being perforated in registration, a vertically movable pin insertable through the row of perforations, a re-

duced rod directed upwardly from the post, a support for the pin centered about the rod, and a tubular column extended upwardly from the support and about the rod.

4. The structure of claim 3, and an enlargement at the upper portion of the rod, the bore of the column clearing the enlargement.

5. The structure of claim 3, and an enlargement at the upper portion of the rod, the support being centered so closely as to be barred by the enlargement when the support is raised to the same.

6. The structure of claim 2, and a fixed crosshead carried by the post and perforated for the downward passage of the pin before its insertion into the disk perforations.

7. The structure of claim 2, a fixed crosshead carried by the post, and a spiral cam erected on the crosshead and effective to raise the support during its rotation whereby to lift the pin out of the disk perforations.

8. The structure of claim 2, a fixed crosshead carried by the post, and a spiral cam erected on the crosshead and effective to raise the support during its rotation whereby to lift the pin out of the disk perforations, said cam having a notch at the high end.

9. The structure of claim 2, a fixed crosshead carried by the post, and a spiral cam erected on the crosshead and effective to raise the support during its rotation whereby to lift the pin out of the disk perforations, said cam having a notch at the high end forming an upward projection.

10. The structure of claim 2, a fixed crosshead carried by the post and perforated for the downward passage of the pin before its insertion into the disk perforations, and a ring erected on the crosshead inwardly of its perforation, said ring having its upper edge rising from the level of the crosshead in advance of the perforation and with a spiral course to terminate with a fall before the perforation.

11. The structure of claim 2, a fixed crosshead carried by the post and perforated for the downward passage of the pin before its insertion into the disk perforations, and a ring erected on the crosshead inwardly of its perforation, said ring having its upper edge rising from the level of the crosshead in advance of the perforation and with a spiral course to terminate with a fall before the perforation, the upper edge of the ring being formed with a horizontal rest and a terminal upward projection preceding the fall.

12. A game apparatus comprising a stationary base and a vertical center post, a vertically spaced series of discs freely centered on the post and having registering perforations, a vertically movable pin insertable through a row of perforations and movable to impart joint rotary movement to the discs, and means to engage the pin and raise it from the perforations in succession as it imparts movement to the discs.

13. A game apparatus comprising a stationary base and a center post, a spaced apart series of discs freely centered on the posts and perforated in registration, a pin insertable through the perforations of the discs and movable to impart rotation to the discs, and means including a spiral ring for raising the pin from the perforations as it rotates the discs.

In testimony whereof I affix my signature.

HARRY EYLES.