

Aug. 29, 1950

E. L. HAYDEN
TOY BANK

2,520,683

Filed April 29, 1946

2 Sheets-Sheet 1

Fig. 1.

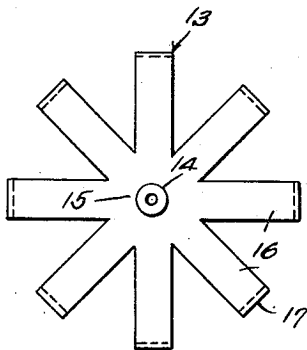
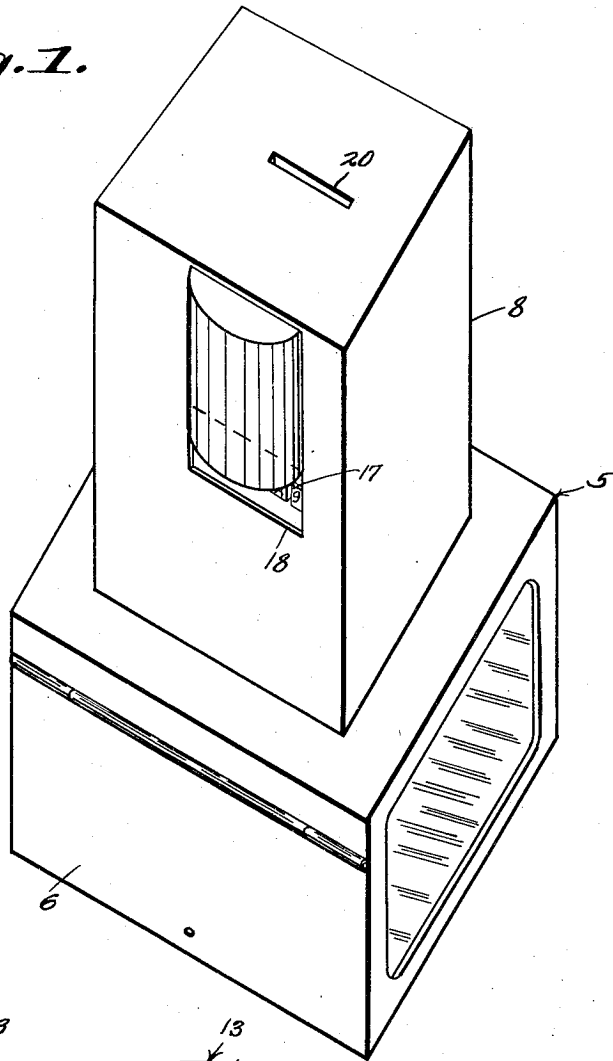


Fig. 4.

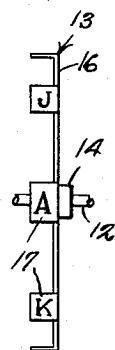


Fig. 5.

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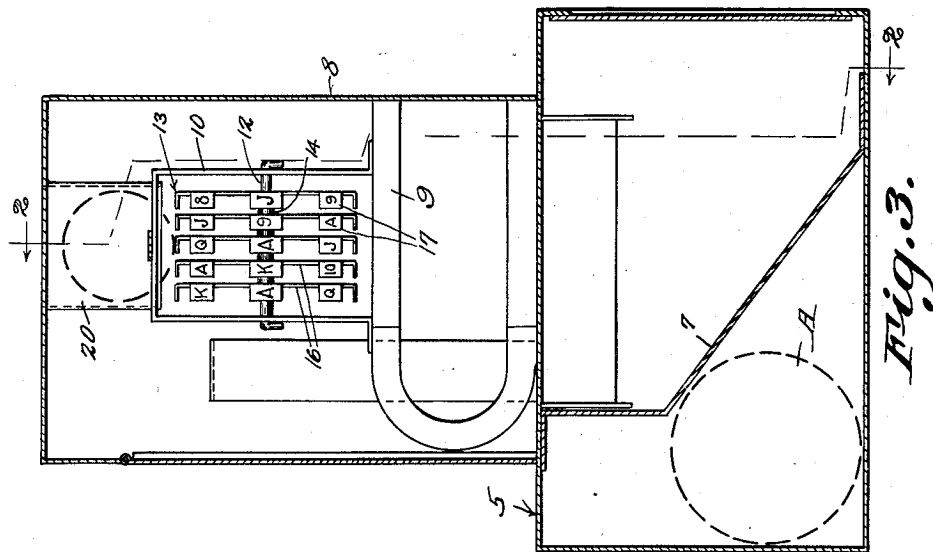


Fig. 3.

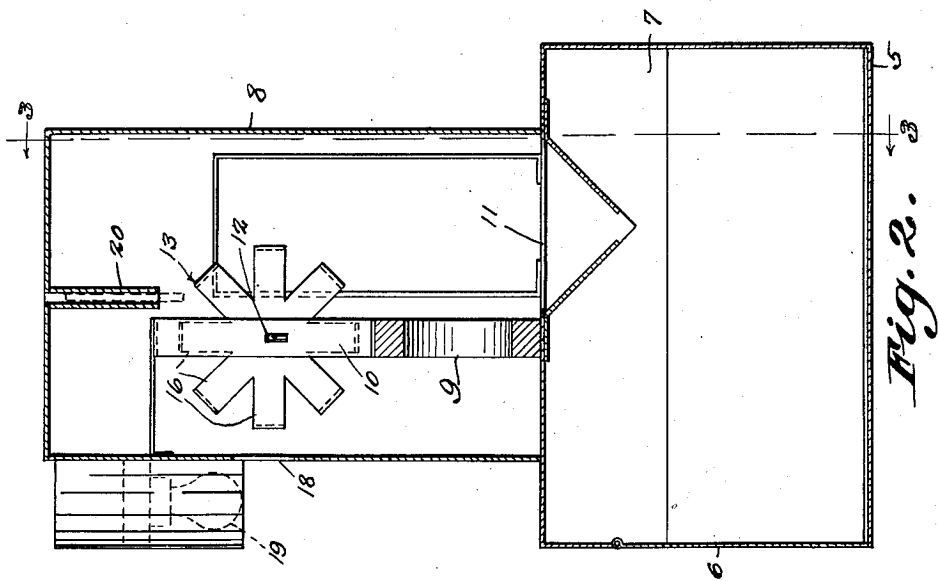


Fig. 2.

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UNITED STATES PATENT OFFICE

2,520,683

TOY BANK

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Application April 29, 1946, Serial No. 665,775

2 Claims. (Cl. 194-94)

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This invention relates to toy banks, the primary object of the invention being to provide a toy bank having game pieces which are operated by the movement of coins passing through the body portion of the bank into the coin receptacle at the base of the bank.

An important object of the invention is to provide a bank of this character which embodies a plurality of rotatable game pieces which are attracted by a stationary magnet, to the end that the game pieces will be stopped by the magnetic influence of the magnet, causing the display of certain of the numbers of the game pieces before a sight opening of the body portion.

Still another object of the invention is to construct rotary game pieces so that with each operation of the game pieces, a different combination of numbers or letters is set up.

With the foregoing and other objects in view which will appear as the description proceeds, the invention consists of certain novel details of construction and combinations of parts hereinafter more fully described and pointed out in the claims, it being understood that changes may be made in the construction and arrangement of parts without departing from the spirit of the invention as claimed.

Referring to the drawings:

Figure 1 is a perspective view of a game or apparatus, constructed in accordance with the invention.

Figure 2 is a vertical sectional view through the game apparatus or bank, taken on line 2—2 of Fig. 3.

Figure 3 is a vertical sectional view taken at right angles to Fig. 2.

Figure 4 is a detail view of one of the rotary game pieces.

Figure 5 is an elevational view taken at right angles to Fig. 4 of the drawings.

Referring to the drawings in detail, the bank comprises a base 5 which is box-like in formation, the base having a hinged door 6 whereby access to the interior of the base 5 may be had.

A partitioning wall 7 is provided in the base, and this wall extends at an oblique angle with respect to the bottom of the base, where it directs coins laterally within the base. The partition 7 also divides the base into a forward coin compartment, and a rear battery compartment, the battery in the present showing being indicated by the reference character A.

Mounted on the base 5, is the housing 8 in which the game pieces are mounted.

Positioned within the housing is a magnet 9 on

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which the frame 10 is supported, the magnet 9 being disposed substantially centrally of the housing, with one of the legs of the magnet, disposed along the slot 11 formed in the upper surface of the base 5, and through which coins pass from the housing, into the base.

The frame 10 provides a support for the shaft 12 on which the rotary game pieces 13 are independently loosely mounted, the game pieces being held in spaced relation with respect to each other, by means of the spacing collars 14. These game pieces include a hub 15 and radiating arms 16 extending from the hub, the arms 16 having their free ends extended laterally, providing surfaces 17, on which suitable indicia are formed. It will of course be understood that the arms are constructed of material which is sensitive to the influence of the magnet 9, so that when the game pieces are rotated and lose their angular momentum, the magnetic influences of the magnet 9 will act to attract the nearest arms to the magnet, holding the arms in predetermined positions, so that certain of the surfaces 17, carrying indicia, will appear before the sight opening 18, formed in the front wall of the housing 8.

As shown by Fig. 3 of the drawings, the game pieces are arranged in parallel spaced relation with respect to each other, and since a coin is used in operating the game pieces, it will be seen that the innermost game piece will be moved in advance of the adjacent game pieces at opposite sides thereof, and that the latter game pieces will be moved in advance of the game pieces at the ends of the shaft 12. The coin is shown in Fig. 3 of the drawings as entering the coin slot to contact the arms of the game pieces, directly thereunder.

An electric lamp indicated at 19 is disposed adjacent to the sight opening, illuminating the indicia appearing before the sight opening, to be readily observed, the lamp being supplied with current from battery A.

Due to the construction shown and described, it will be seen that each time a coin is placed within the coin slot 20, the coin will drop through the coin slot, striking the game pieces, rotating the game pieces independently of each other setting up a combination of indicia visible through the sight opening 18.

The indicia on the radiating arms of the game pieces may be such as to indicate poker hands, or numbers so that a score in playing the game, may be determined.

It will be noted that in my toy bank, I have provided rotary game pieces which are oper-

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ated by the weight of a coin passing through the coin slot of the device, and that all weights, springs or the like commonly used for rotating rotary game pieces in devices of this character, are eliminated.

What is claimed is:

1. A toy bank comprising a housing having a sight opening in the front wall thereof, a horizontal magnet arranged within the housing, a horizontal shaft mounted above the magnet, magnetic game pieces embodying arms radiating from a common center independently loosely mounted on the shaft, said game pieces having indicia formed thereon, visible through the sight opening, a coin slot formed in the housing through which coins are fed to the game pieces said coins resting temporarily between the arms with the side faces of the coins disposed at right angles to the axes of the game pieces whereby the game pieces are overbalanced and rotated by contact with the coins, varying the combinations of numbers visible through the sight opening and set up by the rotation of the game pieces.

2. In a toy bank, a base, a housing mounted on the base, said housing having a sight opening in the front wall and having a coin slot in the top thereof, a row of magnetic rotary game pieces independently loosely mounted coaxially

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within the housing in spaced relation with respect to each other, the game pieces embodying radiating arms, the ends of the arms being extended at right angles providing surfaces on which indicia are provided, the indicia of the arms resting behind the sight opening when the game pieces rotate, displaying number combinations through the sight openings, a magnet mounted within the housing under the game pieces, normally holding the game pieces against movement, said game pieces being rotated against the action of the magnet by the weight of a coin deposited in the coin slot, the coin resting temporarily between adjacent arms of the game pieces overbalancing the game pieces.

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