June 7, 1927. M. P. CORREA, JR 1,631,918

FIGURE TOY

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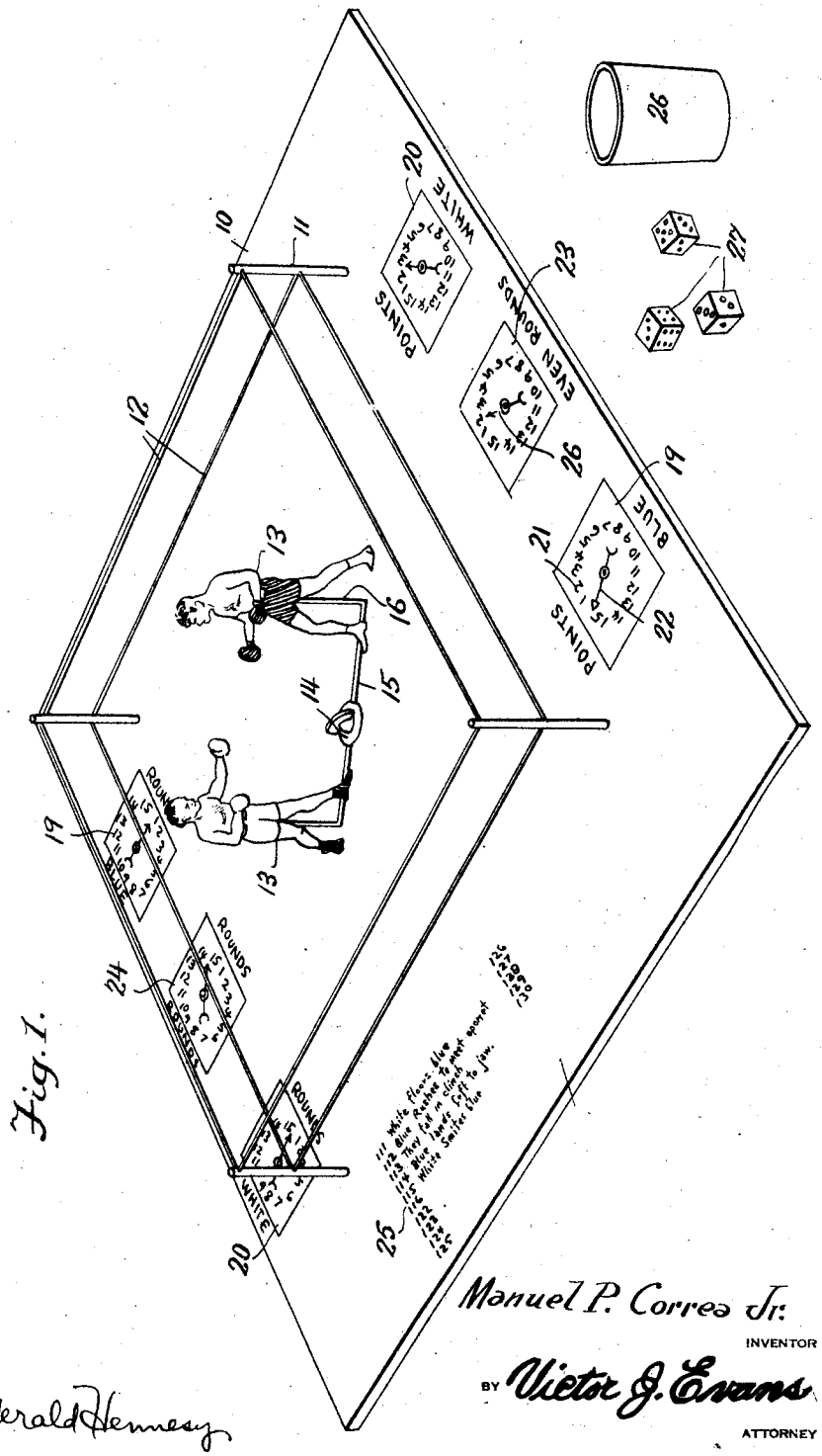


Fig. 1.

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FIGURE TOY

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Fig. 2.

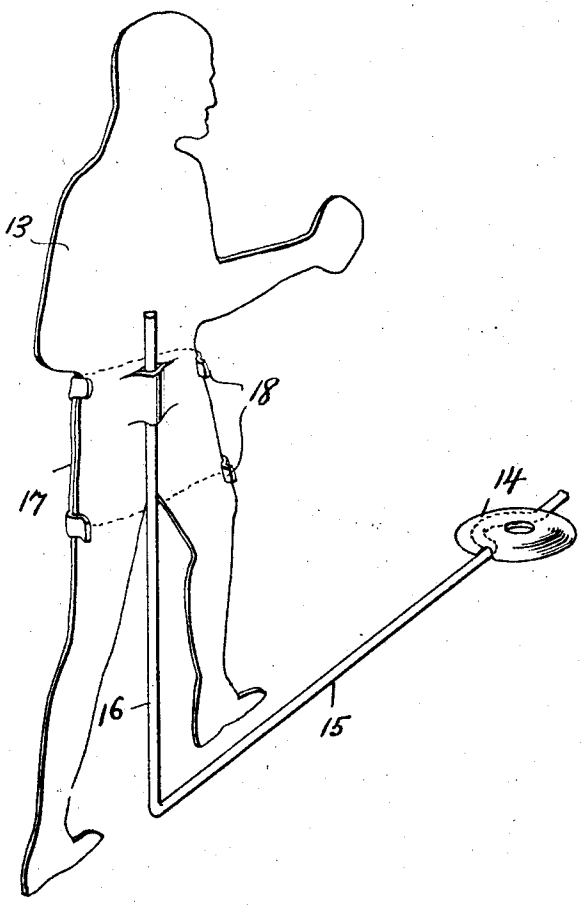
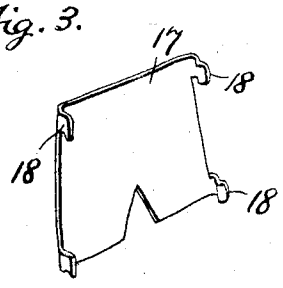


Fig. 3.



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UNITED STATES PATENT OFFICE.

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FIGURE TOY.

Application filed January 13, 1926. Serial No. 81,063.

This invention contemplates the provision of a game apparatus embodying a structure and means by which the sport known as prize fighting may be enjoyed by two players or participants, the structure and manner of use permitting the well known rules of such sport to be followed.

More specifically stated, the invention contemplates the use of an arena in which are arranged figures representing pugilists, and a novel construction of means for determining the points by rounds won by the respective participants.

The nature and advantages of the invention will be better understood when the following detailed description is read in connection with the accompanying drawings, the invention residing in the construction, combination and arrangement of parts as claimed.

In the drawings forming part of this application, like numerals of reference indicate similar parts in the several views, and wherein:

Figure 1 is a perspective view of the apparatus.

Figure 2 is a detailed view showing how one of the figures is supported in the arena.

Figure 3 is a detail view of the element representing the garment adapted to be placed on each participant.

The game apparatus forming the subject matter of this invention comprises an arena, preferably constructed in the manner illustrated in Figure 1 of the drawings. This arena includes a board or playing surface 10 from appropriate points of which rise standards 11 to which are secured the ropes 12. It is of course understood that this structure may vary in size and also constructed from any suitable material without departing from the inventive idea. Adapted to be arranged within the arena are figures 13 representing pugilists, and these figures are supported in positions facing each other with their arms arranged in fighting positions. While any suitable means may be employed for supporting these figures 13 in the manner shown and described, I preferably employ a disk 14 adapted to be attached to the playing board 10 centrally of the arena, while projecting from this disk at diametrically opposite points are brackets which are preferably constructed from wire. Each bracket includes a horizontal portion 15 and a vertical portion 16, the latter being passed through an opening formed in the adjacent figure 13 to support the latter in the manner clearly shown in Figure 2. These figures are preferably formed from a single piece of material, and each figure is provided with an element 17 of the character shown in Figure 3, which represents a pair of trunks or togs, the element 17 on one figure being distinguished in color from the element worn by the other figure. This element 17 is formed from a single piece of material of the outline shown, and is formed with resilient clips 18 projecting from the opposite longitudinal sides thereof, and which clips are adapted to be snapped over the hips and legs of the particular figure 13 with which said element is associated.

That portion of the board lying beyond the roped arena is utilized as a playing surface, and supports a plurality of indicators employed to record the rounds won by the respective participants, and also to record the number of rounds fought, and those rounds fought to a draw. In other words, at each side of the board there are two of these indicators represented at 19 and 20, respectively, the indicator 19 being used for the participant wearing one colored togs, while the indicator 20 is used for the other participant. For instance, as shown in Figure 1, the indicator 19 is designated blue to correspond in color with the togs worn by one of the participants, while the indicator 20 is designated white to correspond with the colored togs worn by the other participant. Each indicator is provided with numerals 21 and a pointer or indicator finger 22. Arranged at one side of the board is a similar indicator represented at 23 which is employed to record the round or rounds fought to a draw, this being determined by the points won by each participant during any particular round, and which points are recorded or calculated in a manner to be presently described. On the other side of the board is an additional indicator 24 of the same construction as the other indicators above referred to and which is used to record the rounds as they are completed.

The means employed for determining the points of the game by rounds consists of spaced columns of numerals indicated at 25 and indicia arranged adjacent each numeral, which indicia is in the nature of a direction given by blows and different movements.

The receptacle 26 is adapted to receive a plurality of dice 27, which, when thrown from the receptacle, are read, and the number obtained therefrom found on the playing surface in one of the columns 25 in order to obtain the particular point scored by one of the participants.

The game is played as follows:

Manifestly, the game is limited to two players, and after the latter have selected one of the participants 13, which are distinguished from each other by the color of the togs 17, they roll the dice for high number to determine which one is to have first use of the dice. The game is started by the particular player rolling the dice from the receptacle 17, and subsequently reading the numbers on the upper sides thereof, there being preferably three dice used with the game. For instance, if the number read on the dice is 111, this particular number is located in one of the columns 25, and alongside the number appears one of the points of the game. In other words, if the player using the dice has chosen the participant designated by the white togs, should roll this number 111, by referring to the playing surface 10 it would be found that the participant representing said player has floored his opponent. Again, if the player with the color blue should roll the dice, and reads therefrom the number 112, by locating this number on the playing surface it will be noted that blue rushes to meet his opponent. No matter how the dice fall from the receptacle 26, the numbers are read in consecutive order, the dice with the lowest number, of course, being taken first, and the other two in proper order, so that if the numbers 3, 1 and 4 would appear on the upper surface of the dice, it would be read 134. The indicia on the playing surface adjacent the numbers in the various columns 25 include every point of play known to the particular sport of prize fighting, and the various rounds are computed by time, three minutes to a round. In other words, each participant has use of the dice for three minutes, after which he turns the dice over to the other participant, and the points scored by the respective participants during each three minutes determine the winner of the particular round. Should the player with the color blue win the first round, the pointer 22 of the indicator 19 would be moved to 1. If, on the other hand, the round was won by the player represented by white, the pointer of the indicator 20 would be accordingly moved to numeral 1 thereon. Should the round terminate in a draw, the pointer 26 of the indicator 23 would be moved to 1. Then, as each round is completed, the pointer on the indicator 24 would be moved in clockwise direction to keep a record of the number of rounds fought. Of course, the number of rounds to be fought would be determined before the play started.

While it is believed that from the foregoing description the nature and advantages of the invention will be readily apparent, I desire to have it understood that I do not limit myself to what is herein shown and described, and that such changes may be resorted to when desired as fall within the scope of what is claimed.

Having thus described the invention, what is claimed as new, is:—

1. In a toy device, an arena including a base, a substantially U-shaped bracket reposing upon the base, said bracket having an eye formed centrally thereof, a fastening element passed through the eye for securing the bracket to the base, figures supported upon and between the vertical parallel portions of said bracket and representing pugilists, said figures having openings for the reception of said parallel portions of the bracket, whereby said figures can be quickly attached to or removed from the bracket, and means for distinguishing one figure from the other.

2. In a toy device, an arena including a base, a substantially U-shaped bracket secured to the center thereof, figures supported upon and arranged between the vertical parallel portions of the bracket and representing pugilists, each figure being formed from a flat piece of material, and a blank of material representing a pair of togs for each figure, and adapted to be attached to the latter.

3. In a toy device, an arena including a base, a substantially U-shaped bracket secured to the center thereof, figures arranged upon and between the vertical parallel portions of the bracket and representing pugilists, each figure being formed from a single piece of material, a blank of material representing a pair of togs for each figure, and resilient clips carried by each blank and adapted to be snapped over the hips and legs of the particular figure, said blanks for the respective figures varying in color for the purpose specified.

In testimony whereof I affix my signature.

MANUEL P. CORREA, JR.