

(No Model.)

J. A. HAIGH.
GAME APPARATUS.

No. 505,826.

Patented Oct. 3, 1893.

Fig. 1.

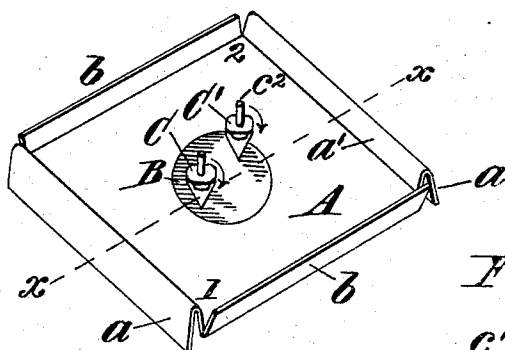


Fig. 4.

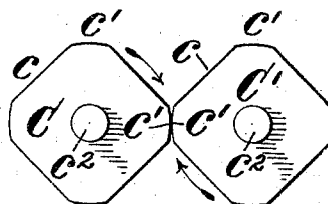


Fig. 2.

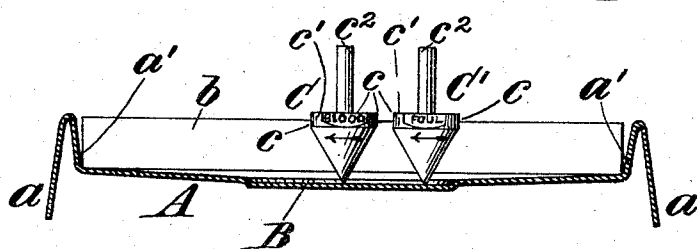


Fig. 3.

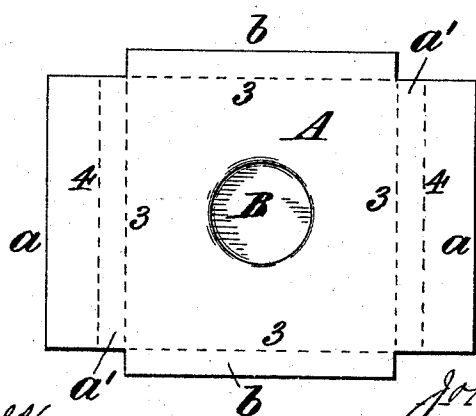
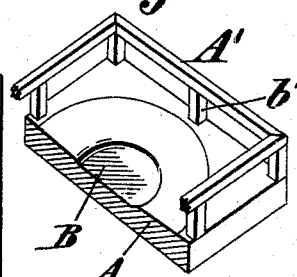


Fig. 5.



Attest

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UNITED STATES PATENT OFFICE.

JOHN A. HAIGH, OF NEWPORT, KENTUCKY.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 505,826, dated October 3, 1893.

Application filed November 12, 1892. Serial No. 451,811. (No model.)

To all whom it may concern:

Be it known that I, JOHN A. HAIGH, a citizen of the United States, residing at Newport, in the county of Campbell and State of Kentucky, have invented an Improvement in Game Apparatus, of which the following is a specification.

My invention relates to an improvement in game-apparatus, or, more particularly speaking, to a toy fighting-ring or inclosure and mimic-pugilists, the construction, arrangement, and operation of which will be fully hereinafter described and particularly pointed out in the claims.

In the accompanying drawings—Figure 1 is a perspective view of my invention in its preferred form, the two active objects representing pugilists being shown in the central pit or arena in what may be assumed as a sparring position; Fig. 2 a longitudinal, sectional elevation, taken on line *x, x*, of Fig. 1, but on a larger scale, (about one-half full size,) the said mimic-pugilists being shown closer together, and in what may be assumed as a colliding or hitting position; Fig. 3 a diagram of a plate of sheet-metal cut to shape and formed with the central depression or arena, the dotted lines indicating the points on which the folds or bends are made in constructing my toy prize-ring; Fig. 4 a full size plan of my mimic-pugilists in the act of collision or striking each other; and Fig. 5 a broken perspective, in transverse central section, of my prize-ring in a modified form.

A represents the base, or prize-ring proper, being preferably dished or concaved very slightly, (as best seen in Fig. 2,) and formed with a slight central circular depression or pit B, the latter constituting the arena-proper in which the mimic-pugilists C, C', enter and go through a dodging and colliding performance in imitation of a prize-fight or boxing-match. Base A is preferably composed of a square sheet-metal plate, of tin or other suitable material, having its four edges upwardly turned or flanged, on the dotted lines indicated by the numerals 3 in Fig. 3, to form the upright sides or inclosing-guards *a'* and *b*, in imitation of the customary ropes surrounding a prize-ring.

a, a, represent downwardly-turned extensions, (made on the dotted lines 4, 4, shown

in Fig. 3,) on both the sides *a'*, *a'*, (see Figs. 1 and 2,) with their lower edges on a plane somewhat below that of the irregular bottom of base A, thereby forming suitable legs which support said prize-ring in a level position, and properly elevate said irregular bottom so that it clears the table or other object on which my game apparatus rests. The said mimic-pugilists C and C', are each composed of an ordinary conoid toy-top having a twirling finger-stem *c*², and spun on its point, as customary.

c represents each one of four flat-faces cut on the periphery of the top, the intermediate, intact peripheral-faces or round corners *c'*, serving as bump-heads in imitation of the clenched fists, or the gloved-hands of a pugilist or boxer. It is obvious that more or less than four faces *c* could be made on the top, as desired.

In the modification, Fig. 5, I have shown how the fighting-ring or battle-ground can be made with a solid base A, of wood or other suitable material, having its upper face slightly dished and also centrally concaved or depressed to form a fighting-pit or arena B, as in said preferred form, an elevated-rail or shallow open-fence A', supported on upright bars *b'* and skirting said dished-base in imitation of the customary post supported ropes. I prefer the sheet-metal form of base with its flanges, for the reason that it may be made somewhat lighter, cheaper, and with less work than said modified form. Besides the ring and rattle of the spinning and colliding tops on the tin or other thin sheet-metal, are quite desirable, and it may be said musical, inspiring, and very exciting to those engaged in the game, either as players or spectators. Besides many of these sheet-metal ones can be nested together, which is decidedly advantageous for both stock and shipping purposes. It will be seen that the sides or flanges *a'* *a'* and *b* flare slightly, and are also a little shallower than the body of each top. This construction is desired for the reason that it facilitates the flying of said tops over the flanges, outside the ring, in imitation of one pugilist knocking the other "over the ropes," which creates great amusement in the game.

The flat-face *c*, (above-mentioned,) on the

tops C and C', are each provided with words such as "Blood," "Foul," "Groggy," and "Winded," respectively, printed or otherwise applied, or each face may have a separate color applied thereto to suit words, or so understood, such for instance, as "red" for "blood," "blue" for "foul;" "yellow" for "groggy," or "timid;" and "green" for "winded," or "outclassed;" and so on, indefinitely, to suit the number of facets *c* on each top or mimic-boxer. These flat-faces serve to maintain the top against turning or rocking when down, and the face that is uppermost is the one that counts, the same as in dice and other similar games.

In playing a game the two tops or boxers proceed from their respective corners, say 1 and 2, (see Fig. 1,) and, being carefully spun, readily ride down the dished-face of the base into the arena B, where usually they will quickly collide, one or the other, and sometimes both of them, being knocked sufficiently hard to fly clear out of the ring and over the skirting or sides.

In Figs. 1, 2, and 4, I have shown by arrows the usual direction of movement in which tops are spun by the fingers, said Fig. 4 showing the round-corners *c'* of both men in the act of colliding, the result of their revolving toward each other and meeting, being very uncertain, that is, it would be difficult to say just how and where the tops will land, thus making quite a contest possible with many interesting features, and quite like the exciting athletic-sport known as boxing-matches or prize-fighting. The two tops may be differently painted or decorated to easily designate one from the other and they may be painted or constructed with their upper ends made in imitation of pugilists', or fighting-cocks' heads, to properly embellish the game and make it very realistic.

It is obvious that more tops than the two shown could be used, and thereby engage and amuse a greater number of players in the game, but the duel in imitation of the ordinary boxing-match or cock-fight is the preferred number, and points are counted for each player on his top or man according to what may be agreed upon as to the accounting of each face up, ("failure to spin," "flying over the ropes," and the like,) prior to playing a game.

A novel contest might be played as follows: Each player chooses a top or man, and names said top for any noted pugilist, if he likes; then a round is spun on the base by both players for choice of corners, the one down, or which stops spinning first, being the loser, and the other having said choice; a round is again spun by both players from their several corners, and points may be counted on this plan, viz: "Blood" face up on the top

or man down first, tallies or credits his opponent with one point; "Winded" face up on the top down first, tallies two points for the opponent; "Groggy" face up, three points; and "Foul" face up on the top down first, receives four points instead of surrendering any point to the said opponent; and a knock "over the ropes" tallies five for the one remaining in the ring. Before playing at all, it is best to decide as to how many points shall count a full "knock-out" or victory, the number usually being twenty, which makes a single game of about the right duration; or the agreement ahead might be to award the victory or match to the top receiving the most points in ten rounds, each round based on a single spin of the tops.

In practice, the popular size is eight inches square for the inclosure between the sides, the arena or pit being three inches in diameter, and the tops or men an inch or so across their upper faces.

It is obvious that the base A can be made with a single slight dish or concave, omitting the central pit or arena, and thereby give the tops a little more room to spin and dodge around in, but I prefer having the arena B for the reason that it concentrates or brings the tops closer together, and more quickly, for better illustrating or imitating the fighters in their rushes and the usual "in-fighting."

I claim—

1. A game-apparatus, composed of a base A, having a central depression or arena B, and two or more spin-tops or men C and C', substantially as herein set forth.

2. A game-apparatus, composed of a dished or concaved base A and two or more spin-tops or twirling-men C and C', substantially as and for the purpose specified.

3. A game-apparatus or toy prize ring and pugilists, composed of a base A, having upright flanges or sides *a'* and *b*, downwardly-turned extensions or supports *a* on said flanges *a'*, central depression or pit B, and spin-tops or twirling-men C and C', said base or the ring-proper being suitably concaved or dished, substantially as herein set forth.

4. A game-apparatus, composed of a dished-base A, having a central circular depression or arena B, a raised skirting or fence-inclosing said dished and depressed portion, and spin-tops or men C and C' adapted to be operated within said inclosure, substantially in the manner and for the purpose specified.

In testimony of which invention I have hereunto set my hand.

JOHN A. HAIGH.

Witnesses:

JOHN E. JONES,
L. M. JONES.