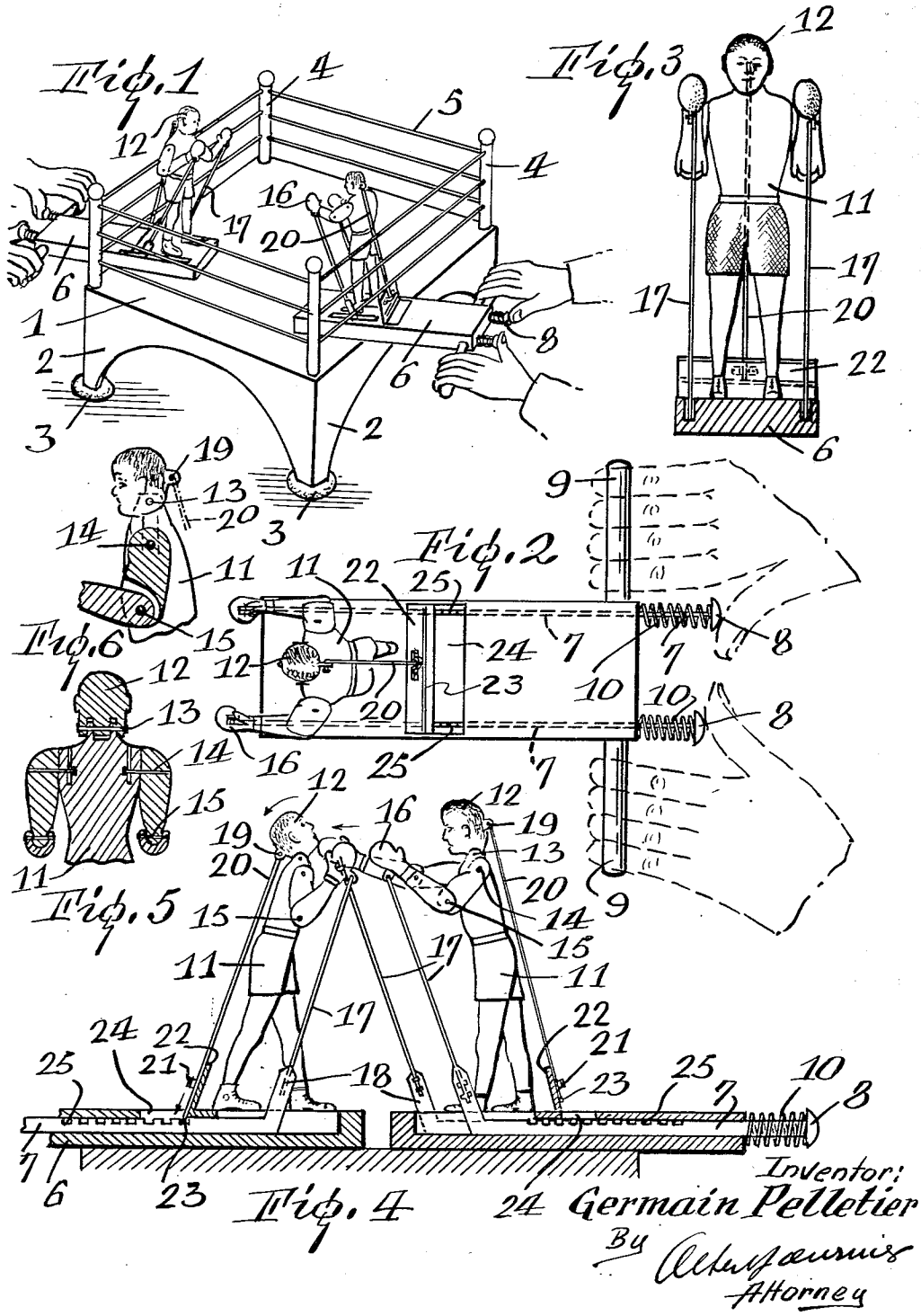
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MINIATURE BOXING GAME

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MINIATURE BOXING GAME

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2 Claims. (Cl. 46—142)

The present invention pertains to a novel miniature boxing game.

The principal object of the invention is to provide an indoor game having some of the characteristics of a boxing match. Another object of the invention is to provide a competitive game which requires no particular training of the participants and no study of rules and regulations beyond those pertaining to boxing.

A further object of the invention is to provide a game which indicates automatically the knockout of one of the boxers in such a manner that the contest is thereby stopped. Finally, it is an object of the invention to provide a miniature boxing game which is of simple and economical construction.

In the accomplishment of these objects, the device comprises a miniature square boxing platform or ring having seats at the corners resting on rings secured to a plane surface such as a table top. The surface of the platform is fitted with a vertical post at each corner, and the posts are joined by elastic cables. The instruments of the game itself comprise two identical rectangular boards, each of which carries a small figure of a boxer with movable arms. The arms are articulated at the elbows and shoulders, and the head is likewise articulated. In each board are slidably mounted two parallel shafts terminating at their outer ends in push buttons that work against coil springs. The other end of each shaft is bent obliquely upward and is joined to a gloved hand of the corresponding boxer figure. The upper surface of each shaft is formed with notches adapted to receive an inverted T-head joined by a rod or link to the articulated head of the corresponding boxer figure. When the articulated head is struck by the opposing boxer, the inverted T-head locks in notches of the corresponding slides and prevents further actuation of the boxer figure by the slides, thereby indicating a knockout.

The invention is fully disclosed by way of example in the following description and in the accompanying drawings in which:

Figure 1 is a perspective view of the device illustrating the use thereof;

Figure 2 is a plan view of one of the boards and associated parts;

Figure 3 is a vertical section of one of the boards;

Figure 4 is a longitudinal section of both boards;

Figure 5 is a vertical section of the upper end of one of the boxer figures; and

Figure 6 is a similar section at right angles to Figure 5 and showing one of the arms.

Reference to these views will now be made by use of like characters which are employed to designate corresponding parts throughout.

As already indicated, the device comprises a miniature boxing ring having a square platform 1 mounted on corner feet 2. The feet are inserted in rubber rings 3 adherent to a horizontal surface such as a tabletop. At the four corners of the surface 1 are mounted vertical posts 4 connected by elastic cables 5 forming the ring enclosure.

Two identical boards 6 are inserted in the ring from the outside, with their forward ends supported on the platform 1. Each board has a pair of parallel sliding shafts 7 which have their ends exposed and fitted with push buttons 8. At the rear end each board is fitted with a pair of transverse finger grips 9. The exposed ends of the shafts are surrounded by coil springs 10 tending to push the shafts outward at the buttons 8.

Near its forward end each board 5 carries a miniature figure 11 of a boxer. The feet are fixed to the board but the head 12 is articulated at 13 on the neck and the arms are articulated at the shoulders and at the elbows as indicated by the numerals 14 and 15 respectively. Boxing gloves 16 are fitted on the hands and are pivotally connected to links 17 which extend downward to the upwardly directed ends 18 of the respective shafts 17.

Normally, each head 12 is upright, and the back thereof is articulated at 19 to the upper end of a rod 20. The lower end of the shaft is slidable in a guide 21 secured to a plate 22 fixed to the board 6. The lower extremity of the rod 20 carries a cross piece 23, thereby forming an inverted T-head. The member 23 is received in an opening 24 in the board 6, which exposes the central portion of the shaft 7 which are notched upwardly at 25.

In the use of the device, each player holds a board 6 by four fingers on each of the members 9, with the thumbs engaging the push buttons 8, as shown in Figures 1 and 2. The boards have first been set inside the ring so that the figures 11 are inside the ropes, and the boards are then pulled out so that the hands of the players are entirely outside the ring. The arms of the figures 11 are actuated independently by pressure on the corresponding push buttons 8. Each player moves his board on the surface 1 to the best advantage, as a boxer would move about the ring.

The object of the game is to strike the articulated head 12 of the opposing boxer with sufficient force to throw it back and insert the cross piece 23 in notches 25 of the two shafts 7 on the board 6 that carries the struck figure. These shafts or slides 7 are thereby locked against further action, and this is an indication that the struck boxer lost by a knockout.

In the manufacture of the device, the boards 6 may be shaped of sheet metal such as tinplate. This is also true of the boxing ring 2—5. The game may thus be fabricated in the same manner as any conventional toy which requires inexpensive material. The dimensions of the device may vary according to style and price, but the described operation is not altered.

Although a specific embodiment of the invention has been illustrated and described, it will be understood that various alterations in the details of construction may be made without departing from the scope of the invention as indicated by the appended claims.

What I claim is:

1. In a boxing toy, a board, a boxing figure having its feet secured to the board and having an articulated head and arms, a pair of parallel shafts slidable in said board and having exposed ends at the rear of said figure, push buttons on said exposed ends, coil springs on said ends between said buttons and the adjacent end of said board, rigid links extending from said shafts to the respective arms and articulated to the latter, a rod guided on said board and articulated to said head, said shafts having upward notches, and a cross piece on the lower end of said rod and receivable in the notches of said shafts.

2. In a boxing toy as set forth in claim 1, a pair of finger grips extending laterally from said board at the end thereof where said shafts are exposed.

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