

(No Model.)

A. J. SOBOLEWSKI.
TOY.

No. 492,476.

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Fig. 1.

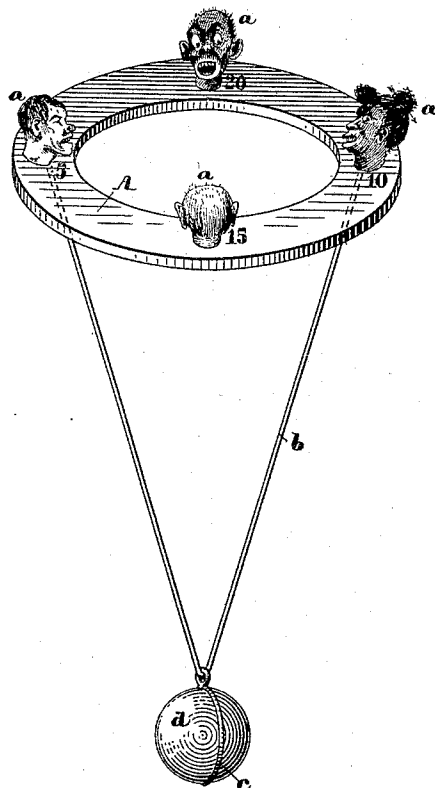


Fig. 2.



Witnesses:

John A. Sobolewski
Edw. F. Sobolewski

Inventor:

Amanda Jane Sobolewski

UNITED STATES PATENT OFFICE.

AMANDA JANE SOBOLEWSKI, OF DENVER, COLORADO.

TOY.

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To all whom it may concern:

Be it known that I, AMANDA JANE SOBOLEWSKI, a citizen of the United States, residing at 1313 South Thirteenth street, in the city of Denver, in the county of Arapahoe and State of Colorado, have invented certain new and useful Improvements in Toys, called "Jack, the Giant-Killer;" and I do hereby declare that the following is a full, clear, and exact description of the invention, which will enable others to make and use the same, reference being had to the accompanying drawings, forming part thereof.

My invention relates to improvements in a ring-toss game as an instructive and pleasant amusement, cultivating a taste for mathematics, training the eye and the nervous system. I attain these objects by the mechanism illustrated in the accompanying drawings, in which

Figure 1 is a view in perspective of the entire mechanism. Fig. 2 *d*, the grooved rubber ball, which may be used or removed at will.

The ring A may be made of any light material, to which pegs *a*, representing grotesque heads, numbered respectively 20—15—10—5, are attached. From two opposite points on the under side of ring A, an elastic string, *b*, suspends a smaller ring, *c*, into which a grooved rubber ball, *d*, Fig. 2, may be inserted by a slight pressure.

Holding ring A level between the thumb and index-finger, pull down on ring, *c*, with the other hand and let go quickly. The small ring *c*, must fly up through the large ring A and encircle one of the heads, to constitute a winning play, counting the number of the head encircled. If the small ring *c*, does not encircle a head but drops over the large ring A so that both strings rest between two of the heads, it entitles the player to another trial but counts nothing in the game. If the small

ring *c*, does not encircle a head but drops over the large ring A so that a head is between the two strings, it constitutes a misplay and the adversary proceeds to play.

A game constitutes fifty points, neither more nor less.—For example: a player having made forty-five points, must ring head numbered 5, to win the game, thus making exactly fifty points. If the player rings any of the other heads, making his score over fifty, it does not count and the adversary proceeds to play.

For children, not skillful enough to ring the heads, insert the grooved rubber-ball *d*, Fig. 2, in ring *c*, and play as follows:—Pull down on ball and let it go quickly. The ball must pass up through large ring A and hang over outside of same. If a head is between the strings, count number of head in the game, if the strings rest between two heads, count one, and proceed in the play, if the ball drops back, it is a misplay and the adversary proceeds.—The player counting fifty points first, wins the game.

I am aware that prior to my invention rings have been used in games encircling pegs, such as quoits, but not in the combination herein described, but

What I do claim as my invention, and desire to secure by Letters Patent, is—

In a game apparatus, the combination of a ring of wood or other suitable material provided with a series of pins on its upper surface, with a smaller ring provided with a ball encircled by the same, and an elastic connection between the two rings, substantially as specified.

AMANDA JANE SOBOLEWSKI.

Witnesses:

JOHN AUGUST SOBOLEWSKI,
EDWARD FREDERIC SOBOLEWSKI.