

[54] **FIGURE TOY INJURY-SIMULATING APPARATUS AND METHOD**

[75] Inventor: **Irwin C. Porter**, Quinter, Kans.

[73] Assignee: **Mattel, Inc.**, Hawthorne, Calif.

[22] Filed: **Oct. 3, 1973**

[21] Appl. No.: **403,235**

[52] U.S. Cl. **46/116, 35/17**

[51] Int. Cl. **A63h 13/00**

[58] Field of Search **46/116, 135; 35/17**

[56] **References Cited**

UNITED STATES PATENTS

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Primary Examiner—Louis G. Mancene

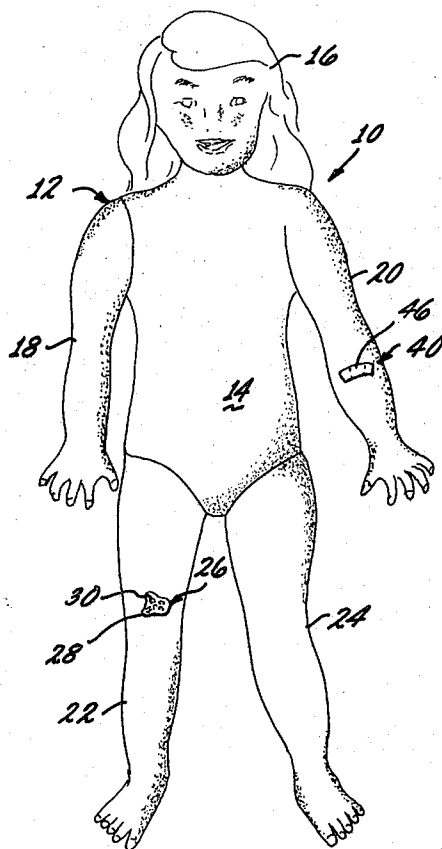
Assistant Examiner—Robert F. Cutting

Attorney, Agent, or Firm—Max E. Shirk

[57] **ABSTRACT**

A plastic patch has a simulated skin blemish or injury on one surface beneath a first adhesive film. A second adhesive film is provided on the other surface for adherence to a figure toy. A simulated bandage has an adhesive coating on one surface and is applied to the figure toy in contact with the plastic patch which then adheres to the adhesive coating on the simulated bandage with more tenacity than to the figure toy so that the patch is automatically removed from the figure toy when the simulated bandage is removed, thereby simulating healing of the simulated skin blemish or injury by the simulated bandage.

2 Claims, 5 Drawing Figures



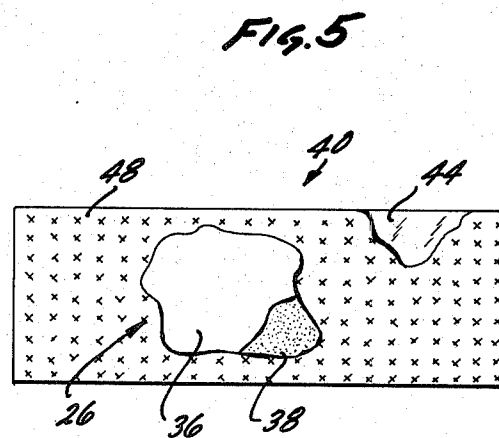
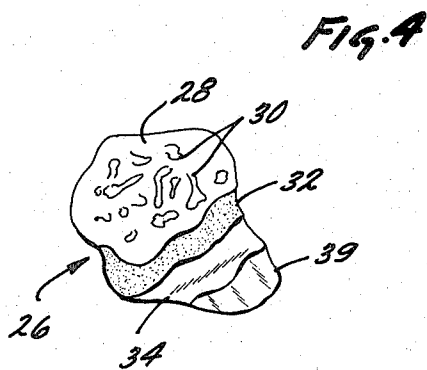
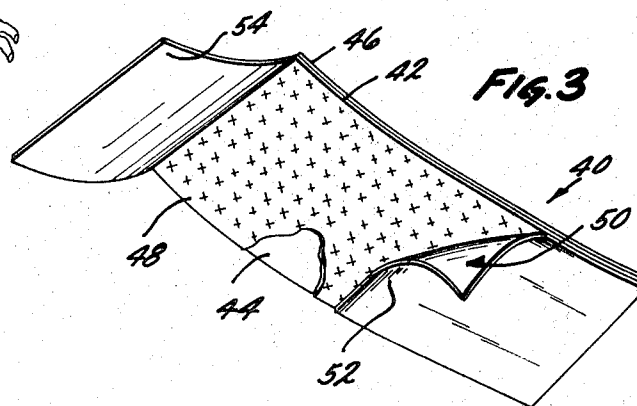
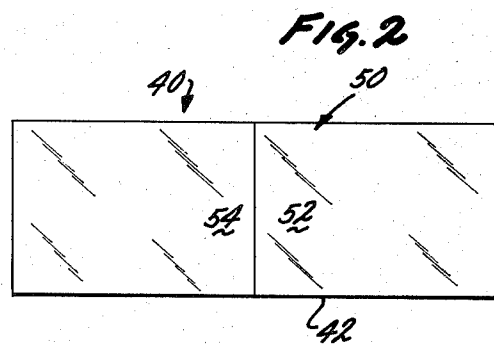
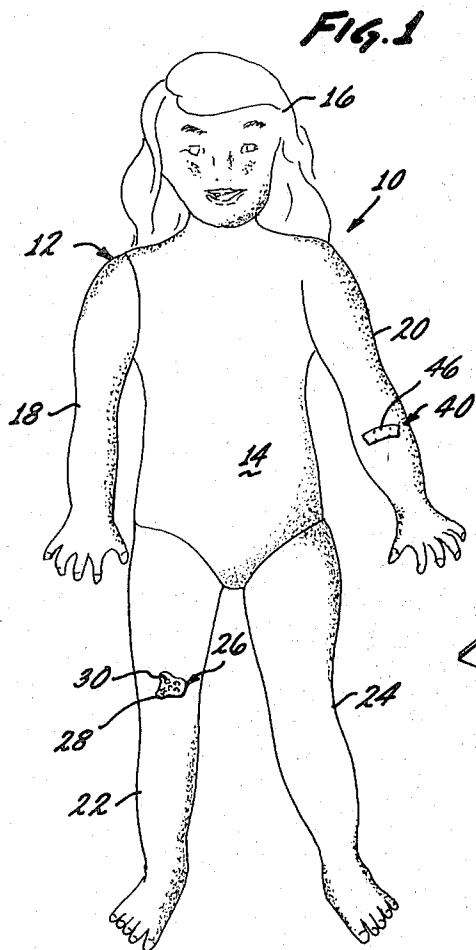


FIGURE TOY INJURY-SIMULATING APPARATUS AND METHOD

BACKGROUND OF THE INVENTION

The background of the invention will be set forth in two parts.

1. Field of the Invention

The invention pertains generally to the field of figure toys and more particularly to injury-simulating apparatus and method for a figure toy.

2. Description of the Prior Art

The prior art known to applicant is listed by way of illustration, but not of limitation, in separate communication to the United States Patent Office. The present invention exemplifies improvements over this prior art.

SUMMARY OF THE INVENTION

An object of the present invention is to provide a new and useful apparatus for, and method of, simulating injuries and the healing thereof in figure toys.

According to the present invention, a figure toy, such as a doll or the like, may be provided with a number of skin-blemish or injury-simulating patches which may be in the form of decals having the skin blemish or injury-simulating feature printed on one surface beneath a first adhesive film. A second adhesive film is provided on the other surface for adherence to the doll.

A simulated bandage may then be applied to the doll in contact with the first adhesive film on the patch. The simulated bandage includes an adhesive coating which adheres to the doll and to the first adhesive film on the patch so that the patch will adhere to the adhesive coating on the simulated bandage with more tenacity than to the doll. When the simulated bandage is removed, the patch is automatically removed from the doll to simulate healing of the simulated skin blemish or injury by the simulated bandage.

The features of the present invention which are believed to be novel are set forth with particularity in the appended claims. The present invention, both as to its organization and manner of use, together with further objects and advantages thereof, may best be understood by reference to the following description, taken in connection with the accompanying drawings in which like reference characters refer to like elements in the several views.

BRIEF DESCRIPTION OF THE DRAWING

FIG. 1 is a front elevational view of a figure toy having an apparatus constituting a presently preferred embodiment of the invention in position thereon;

FIG. 2 is an enlarged, plan view of a simulated bandage portion of the apparatus of FIG. 1;

FIG. 3 is an exploded perspective view of the simulated bandage of FIG. 2;

FIG. 4 is an enlarged perspective view, with parts broken away to show internal construction, of an injury-simulating patch portion of the apparatus of FIG. 1; and

FIG. 5 is a bottom view of the simulated bandage of FIG. 2 and the injury-simulating patch of FIG. 4 after they have been removed from the figure toy of FIG. 1.

DESCRIPTION OF THE PREFERRED EMBODIMENT

Referring again to the drawings, a figure toy injury-

simulating apparatus constituting a presently preferred embodiment of the invention, generally designated 10, includes a figure toy 12 having a torso 14, a head 16, a pair of arms 18, 20 and a pair of legs 22, 24.

Apparatus 10 also includes a skin-blemish-simulating or injury-simulating patch 26 (FIG. 4) having an upper surface 28 upon which a simulated skin blemish or injury 30 is provided. Upper surface 28 is covered by a first adhesive film 32 which, in turn, is covered by a readily-removable protective film 34. Patch 26 also includes a lower surface 36 (FIG. 5) provided with a second adhesive film 38 for adhering patch 26 to figure toy 12 after a readily-removable protective film 39 is removed, as shown at 26 in FIG. 1 for leg 22 wherein patch 26 simulates an injury thereto. Protective film 34 may then be removed and a simulated bandage 40 (FIGS. 2 and 3) may be placed on leg 22 over patch 26 in contact therewith.

Simulated bandage 40 includes a body portion 42 having a lower surface 44 (FIGS. 3 and 5) and an upper surface 46 (FIG. 1). Lower surface 44 is provided with an adhesive film 48 which may be covered by a readily-removable protective film 50 having overlapping portions 52, 54. When simulated bandage 40 is placed on figure toy 12 with adhesive film 48 in contact with figure toy 12 and patch 26, the first adhesive film 32 on patch 26 will adhere to the adhesive film 48 with more tenacity than the second adhesive film 38 on patch 26 adheres to figure toy 12 so that patch 26 will adhere to bandage 40, as shown in FIG. 5, when bandage 40 is removed from figure toy 12. This simulates healing of the simulated skin blemish or injury by bandage 40.

As will be apparent to those skilled in the art, a number of different materials may be used for the patch 26 and the bandage 40. For example, the body portion of patch 26 may be made from a suitable vinyl material having the same basic color as figure toy 12 with the simulated injury being printed thereon in a contrasting color. The body portion 42 of bandage 40 may also be made from a suitable vinyl material and the adhesive films 32, 38 and 48 may comprise any suitable pressure-sensitive adhesive including water-based, high-molecular-weight, pressure-sensitive acrylic latexes wherein rewetting causes a complete loss of tack, which is regained completely after drying so that patch 26 and bandage 40 may be washed when they lose their tackiness due to dirt accumulation. Protective coverings 34 and 50 may be made from wax paper or other material having a low coefficient of friction.

According to the method of the present invention, an injury to a figure toy and the subsequent healing thereof may be simulated by applying an adhesive-coated, injury-simulating patch to a figure toy, applying an adhesive-coated simulated bandage to the figure toy over the injury-simulating patch and in contact therewith in such a manner that the patch will adhere to the adhesive coating on the simulated bandage and removing the simulated bandage with the injury-simulating patch adhered thereto, thereby simulating healing of the simulated injury by the simulated bandage.

While the particular apparatus and method herein shown and described in detail are fully capable of attaining the objects and providing the advantages hereinbefore stated, it is to be understood that they are merely illustrative of the presently preferred embodiments of the invention and that no limitations are intended to the details of construction or design herein

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shown other than as defined in the appended claims, which form a part of this disclosure. Wherever the term "means" is employed in these claims, this term is to be interpreted as defining the corresponding structure illustrated and described in the specification or the equivalent of the same. 5

What is claimed is:

1. A method of simulating an injury on a figure toy and the subsequent healing of the injury comprising the steps of: 10
 adhering an adhesive-coated, injury-simulating patch to said figure toy;
 adhering an adhesive-coated simulated bandage to said figure toy and to and over said injury-simulating patch with greater adhesive force than 15
 that with which said patch is adhered to said figure toy; and thereafter
 removing said simulated bandage from said figure

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toy, said injury-simulating patch adhering to said figure toy less tenaciously than to said simulated bandage, whereby said injury-simulating patch will adhere to said simulated bandage and will be removed from said figure toy when said simulated bandage is removed.

2. In combination with a figure toy, an injury-simulating apparatus comprising:
 an adhesive-coated, injury-simulating patch releasably adhered to said figure toy; and
 an adhesive-coated simulated bandage releasably adhered to said figure toy over and in contact with said patch, said patch adhering to the adhesive coating on said simulated bandage with greater adhesive force than that with which it adheres to said figure toy.

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