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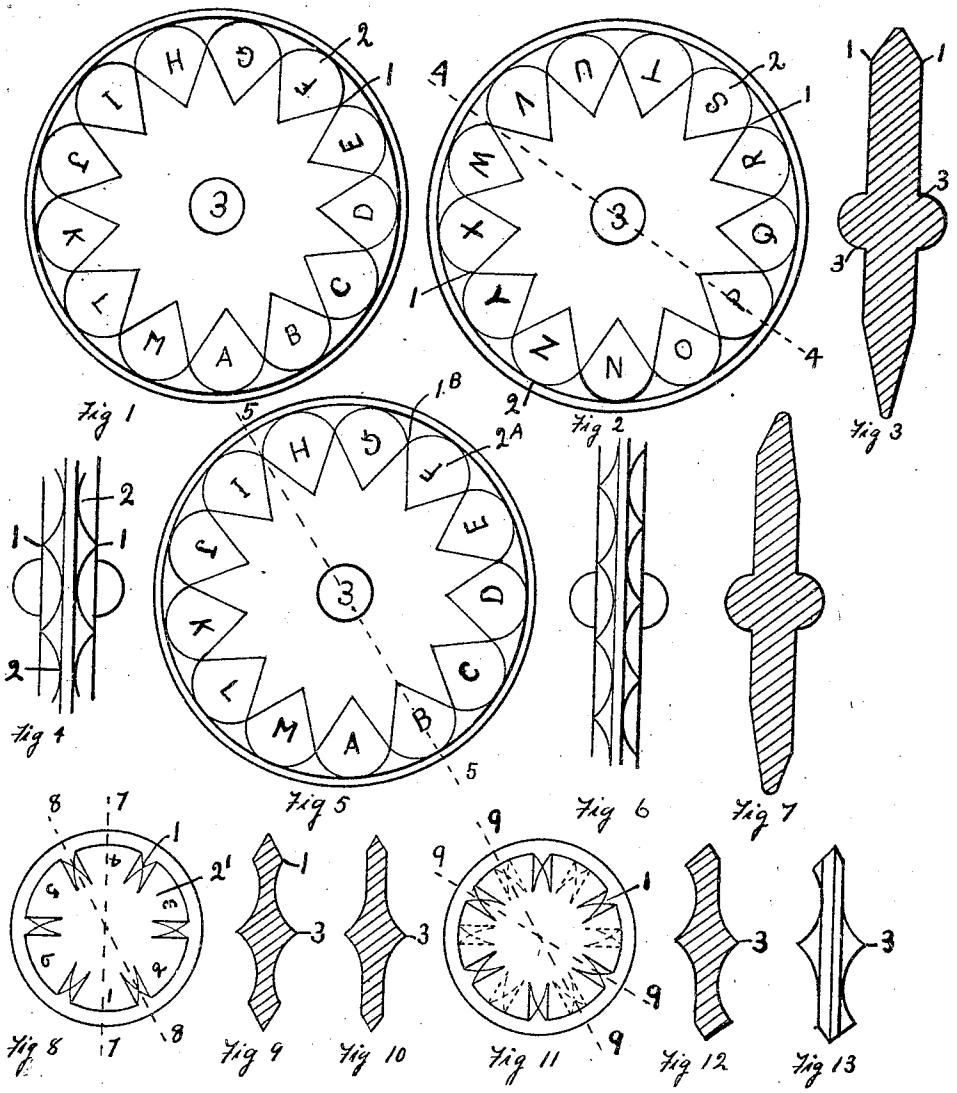
1,571,901

J. MONSON

TOY

Filed Feb. 27, 1925

2 Sheets-Sheet 1



INVENTOR.

BY Jons Monson

F. V. Winters

ATTORNEYS.

Feb. 2, 1926. 1,571,901

J. MONSON

TOY

Filed Feb. 27, 1925 2 Sheets-Sheet 2

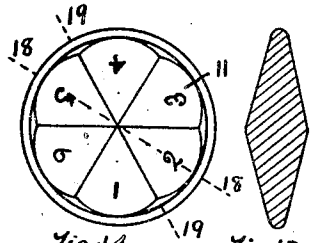


Fig. 14.

Fig 15.



Fig. 16.

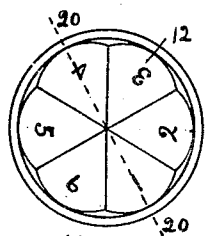


Fig. 17.

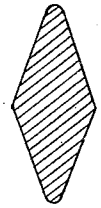


Fig. 18.

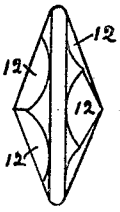


Fig. 19.

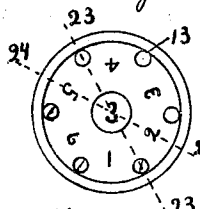


Fig. 20.

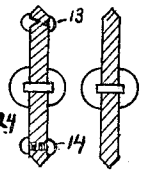


Fig. 21. Fig. 22.

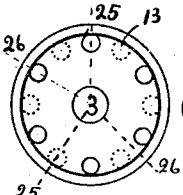


Fig. 23.



Fig. 24.

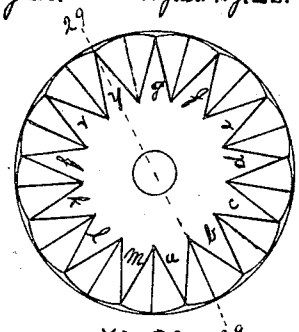


Fig. 26.

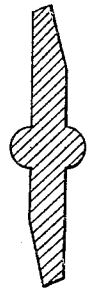


Fig. 27

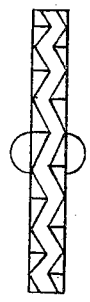


Fig. 28.

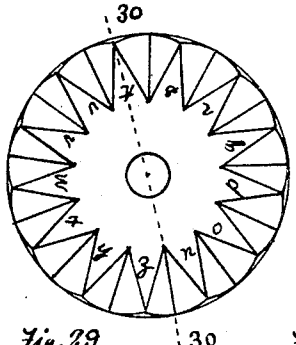


Fig. 29.

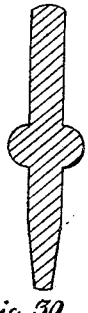


Fig. 30.

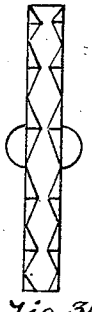


Fig. 31.

INVENTOR.

BY John Monson
F. V. Winters
ATTORNEYS.

Patented Feb. 2, 1926. 1,571,901

UNITED STATES PATENT OFFICE.

JÖNS MONSON, OF NEW YORK, N. Y.

TOY.

Application filed February 27, 1925. Serial No. 11,929.

To all whom it may concern:

Be it known that I, JÖNS MONSON, a subject of the King of Sweden, residing at New York, in the county and State of New York, have invented certain new and useful Improvements in Toys, of which the following is a full, clear, and exact specification.

The invention relates to spinning toys, and has for its object to provide a disc-shaped game piece or toy which may be spun on its edge and which is provided with specially formed surfaces on its sides for the purpose of causing it to come to rest in different positions after being spun.

Another object is to provide a spinning toy of this kind on which the surfaces on its opposite sides are similarly formed, so that there is a corresponding facet groove or projection on each side of the toy of similar formation and arranged directly opposite or alternating to those on the other side thereof. Other objects will appear as the description proceeds.

The invention will be first hereinafter described, in connection with the accompanying drawings, which constitute part of this specification, and then more specifically defined in the claims at the end of the description.

In the accompanying drawings, wherein similar reference characters are used to designate corresponding parts throughout the several views;

Figures 1 and 2 are opposite side views of a spinning toy made substantially in accordance with this invention.

Figure 3 is a sectional view on line 4—4 of Figure 2,

Figure 4 is a partial edge view of the toy shown in Figures 1, 2 and 3.

Figure 5 is a similar view of the toy shown in Figures 1 and 2,

Figure 6 is a partial edge view of Figure 5.

Figure 7 is a section view on line 5—5 of Figure 5.

Figure 8 is a side view of a modified form of toy.

Figure 9 is a section on lines 8—8 of Figure 8.

Figure 10 is a section on line 7—7 of Figure 8.

Figure 11 is a similar view to the modified form of toy shown in Figure 8.

Figure 12 is a section on lines 9—9 of Figure 11.

Figure 13 is an edge view of Figure 11.

Figure 14 is a side view of another modification of the invention.

Figures 15 and 16 are sections on the lines 18—18 and 19—19 of Fig. 14.

Figure 17 is a similar view to Fig. 14.

Figure 18 is a section on line 20—20 of Fig. 17.

Figure 19 is an edge view of Fig. 17.

Figure 20 is a side view of another modified form of the invention.

Figures 21 and 22 are sections on lines 23—23 and 24—24 of Fig. 20.

Figure 23 is a similar view to Fig. 20.

Figures 24 and 25 are sections on lines 25—25 and 26—26 of Fig. 23.

Figure 26 is a side view of another modified form of the invention.

Figure 27 is a section on line 29—29 of Fig. 26.

Figure 28 is an edge view of Fig. 26.

Figure 29 is a similar face view of Fig. 26.

Figure 30 is a section on line 30—30 of Fig. 29; and

Figure 31 is an edge view of Fig. 29.

Referring first to Figures 1, 2, 3, and 4 of the drawings, the disc-shaped body portion of the spinning toy illustrated therein, is formed on its opposite sides with concaved facets or radial grooves 2 around the marginal portions thereof, said facets adjoining one another at laterally projecting points 1. The bases of said concave facets or grooves 2 are arranged longitudinal with the outer end of central projections or lugs 3 on opposite sides of the toy, as shown in Figure 3, while the portions of the margin of said toy between said facets are bevelled at a different angle, as also shown in this figure. When this toy is spun on its edge it will come to rest on the central projection 3 on one of its sides and two adjacent points 1, on the same side thereof.

Game indicia as illustrated in Figures 1 and 2 may be placed on the concave facets or grooves 2, or on the pointed space between facets, or on any suitable place on the sides, and serve as an aid in playing various games. The various parts of the toy may be marked and colored in any way desired.

When playing a game, the indicia appearing on the facets or point of the uppermost side of the toy above, or opposite the part of the margin on which the disc is resting, may be used in determining the play.

The modification illustrated in Figures 5, 6, and 7 of the drawing comprise a similar disc-shaped toy, also having pointed projections 3, the faces thereof being provided with facets 2^A and points 1^B arranged to alternate as shown in the edge view thereof in Figure 6.

The modification illustrated in Figures 8, 9 and 10 of the drawings comprise a disc-shaped toy having pointed projections at the center and spaced around the marginal portion of each side thereof, leaving flat marginal spaces 2′ between said marginal points on which the game indicia may be indicated.

Figures 11, 12 and 13 comprise a similar disc to that shown in Figure 8, the distinction between the disc shown in Figures 8 and 10 being indicated in dotted lines, indicating alternation of points 1, on opposite sides thereof.

In Figures 14, 15 and 16 the modified form of disc is somewhat similar to that illustrated in Figures 1 to 4, inclusive, but the concave facets 11 are extended to central points, on opposite sides thereof.

Figures 17, 18 and 19 are somewhat similar to that illustrated in Figure 14, the distinction becoming apparent, because of the alternate arrangement of the facets 12.

In Figures 20, 21 and 22, the disc has central projections 3, on its opposite sides, and smaller spaced projections around the marginal portions of its sides, said projections may consist of nails or tacks, 13, or screws, 14.

Figures 23, 24, and 25 show a disc similar to the disc shown in Figure 20, the distinction being that said nails or tacks 13 or screws 14 will be placed on its opposite sides of said disc alternately, as shown by dotted lines in Figure 23.

Figures 26, 27 and 28 is another modified form of a disc-shaped body of a spinning toy, illustrated in Figure 26 having formed on its opposite sides, radial facets and radial grooves around the marginal portion thereof, said facets adjoining one another at laterally projecting points. The basis of said radial facets and grooves are arranged longitudinal with the other end of central projections or lugs on the opposite sides of the toy, while the portions of the margin of said toy between said facets are bevelled at a different angle, as shown in Figures 27 and 28. When this toy is spun on its edge it will come to rest on the central projections on one of its sides and two adjacent points on the other side thereof.

Game indicia, such as the letters of the alphabet illustrated in Figure 1 may be placed on the radial facets or grooves, and serve as an aid in playing various games. The various parts of the toy and the game indicia may be colored in any suitable way, if desired. It will be noted that the facets at one side of the disc-shaped toy are arranged alternate to those on the other side thereof, so that in playing the game the indicia appearing on the facet of the uppermost side of the toy above or opposite the one on which the margin of the disc is resting, may be used in determining the play.

Figure 29 is similar to Figure 26 on its face formation of opposite sides. The distinction between Figures 26 and 29 resides in the formation of the facets, to produce the edge view as shown in Figures 28 and 31.

Having thus described my invention, I claim:—

1. A spinning toy comprising a disc-shaped body having central projections on its opposite sides, there also being an annular series of radially disposed facets around the edge of said body on each side thereof, pointed projections on opposite sides of the body between adjacent radial facets, whereby the toy will come to rest on two adjacent ones of said points and the central projection on the same side after being spun.

2. A spinning toy comprising a disc-shaped body having central projections on its opposite sides, there also being an annular series of radially disposed grooves around the edge of said body on each side thereof, pointed projections on opposite sides of the body between adjacent radial grooves whereby the toy will come to rest on two adjacent ones of said points and the central projection on the same side after being spun.

3. A spinning toy comprising a disc-shaped body having central projections on its opposite sides, there also being an annular series of radially disposed facets around the edge of said body on each side thereof, pointed projections on opposite sides of the body between adjacent radial facets, whereby the toy will come to rest on two adjacent ones of said points and the central projection on the same side after being spun, and game indicia on the sides.

4. A spinning toy comprising a disc-shaped body having central projections on its opposite sides, there also being an annular series of radially disposed grooves around the edge of said body on each side thereof, pointed projections on opposite sides of the body between adjacent radial grooves whereby the toy will come to rest on two adjacent ones of said points and the central projections and the same side after being spun, and game indicia on the sides.

5. A spinning toy comprising a flat disc-shaped body having central projections on its opposite sides, and a spaced annular series of projections around the marginal portion of each side of said body, and said marginal projections being of less prominence than the central projections, whereby the toy will come to rest on two adjacent marginal p

jections and the central projection on the same side of the body.

6. A spinning toy comprising a flat disc-shaped body having central projections on its opposite sides, and a spaced annular series of projections around the marginal portion of each side of said body, and said marginal projections being of less prominence than the central projections, whereby the toy will come to rest on two adjacent marginal projections and the central projections on the same side of the body, and game indicia on the sides.

7. A spinning toy comprising a disc-shaped body having central projections and from these radiating grooves on its opposite sides, said grooves forming resting bases of the toy after being spun.

8. A spinning toy comprising a disc-shaped body having central projections and from these radiating grooves on its opposite sides, said grooves forming resting bases of the toy after being spun, and game indicia on the sides.

9. A spinning toy comprising a disc-shaped body having central projections on its opposite sides and spaced annular projections at the marginal edges of the same sides, said projections forming resting bases of the toy after being spun.

10. A spinning toy comprising a disc-shaped body having central projections on its opposite sides and spaced annular projections at the marginal edges of the same sides, said projections forming resting bases of the toy after being spun, and game indicia on the sides.

In testimony whereof I have signed my name to this specification.

JÖNS MONSON.