To all whom it may concern:

Be it known that I, JOHANNES KLAUDER, manufacturer, of Elisabethstrasse, 18, Dessau, Province of Anhalt, in the Kingdom of Prussia, Germany, have invented a new and useful Ring Game, of which the following is a specification, reference being had therein to the accompanying drawings.

This invention relates to a ring game, the object of which is to make rings, being flapped from a soft layer by means of pressing them with cheeks and compelling the same to spring upon hooks or pins arranged on any suitable object.

Referring to the accompanying drawings, which are made a similar part hereof, and of which similar letters of reference indicate similar parts, Figure 1 is a perspective view of the above-mentioned object b, showing numbered hooks or pins c, as an example, a box being taken. Fig. 2 represents a view and section of a check c. Fig. 3 shows the ring c to be played with, also in view and section. Fig. 4 indicates a soft suitable layer of any kind.

The ring game can be played by two or more individuals, the box or other object d being placed in the middle of the table, &c., between the playing persons, so that each one has a side with hooks opposite to him.

It is obvious that I am not confined to the use of the executed example relating to the box shown in the accompanying drawings, and no further mentioning is necessary, and that opened or closed objects of any kind and form, as quadratic, many-sided, or round, can be used instead of a box.

To make the rings spring better and easier, each player is provided with a small soft layer d, Fig. 4, of any kind and material. Each player also receives the same number, which of course can be limited, as desired—for example, six rings of any desired shape, (polygon or round,) with a check e, Fig. 2.

The rings and check of each person have the same color; also, rings and checks of the different players of course differ in color or are marked in some other way to give a distinctive character.

The general rule for executing the game is as follows: A ring c is placed upon the cushion d. The player then presses his cheek against the rim of the ring till the same bounds up against the object, Fig. 1, provided with the numbered hooks. If the ring falls into or on top of the object, the same is counted as lost, while when the ring drops to the side of the object it can be played with again. If a ring bounds upon a hook or pin c, the same remains hanging and is succeeded by a second ring. As soon as one player has all his rings hanging upon the hooks or pins half of the stake is awarded to him. As already mentioned, each hook is provided with a certain number of any kind and arrangement, so the other half of the stake is awarded to the one who has the largest number in lucky hits, which, under circumstances of course, can be the same individual whose rings were first hanging on the hooks.

It is shown that any other desired rule can be put up without injuring the character of the game at all. Rings as well as checks can be made of any material, as bone, ivory, rubber, &c. The game-box, Fig. 1, can also be constructed out of any suitable material.

What I claim, and desire to secure by Letters Patent of the United States, is—

1. The combination with a box having a top of substantial area, of a series of numbered pins or hooks secured to the side of the box and a series of rings arranged to be flipped against the hooks by means of checks.

2. The combination with a box having an open top, of a series of numbered pins or hooks secured to its side face, and a series of rings arranged to be flipped against the hooks by checks thrust against them.

In witness whereof, I have hereunto set my hand in presence of two witnesses.

JOHANNES KLAUDER.

Witnesses:

GUSTAV SEIFERT,
B. H. WARNER, JR.