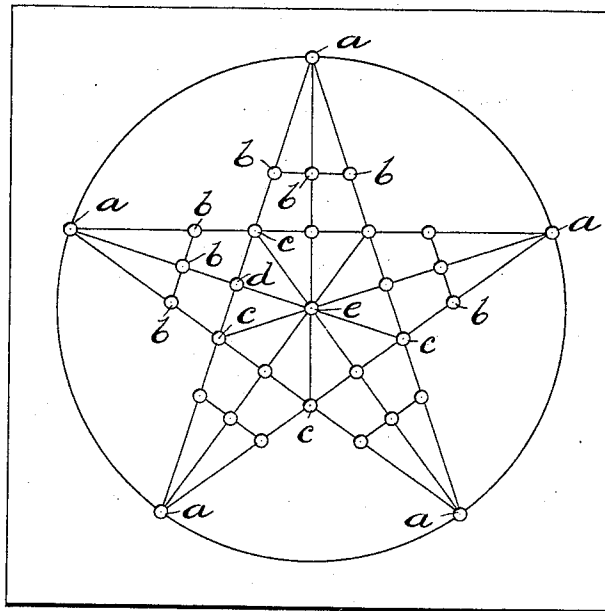


(No Model.)

C. H. RICKERT.
PUZZLE.

No. 484,882.

Patented Oct. 25, 1892.



Witnesses

Edw. A. Kelly
Chas. J. Rieber

Chas. H. Rickert

Inventor

By his Attorney

J. H. Smith

UNITED STATES PATENT OFFICE.

CHARLES H. RICKERT, OF READING, PENNSYLVANIA.

PUZZLE.

SPECIFICATION forming part of Letters Patent No. 484,882, dated October 25, 1892.

Application filed May 10, 1892. Serial No. 432,417. (No model.)

To all whom it may concern:

Be it known that I, CHARLES H. RICKERT, a citizen of the United States, residing at Reading, in the county of Berks, State of Pennsylvania, have invented certain Improvements in Puzzles, of which the following is a specification.

My invention relates to a novel form of puzzle or solitaire game adapted to afford amusement and mental exercise.

It consists of a board provided with a peculiarly-arranged series of pin-holes or pockets adapted to be used in connection with a set of pins or plugs one less in number than the pin-holes, the puzzle consisting in jumping one pin over another into an empty pin-hole and removing each pin jumped until all are removed from the board except one, and that one inserted at the last jump in a predetermined pin-hole. The arrangement of the holes is such as to form a symmetrical star-shaped figure and at the same time to render the game quite difficult.

The invention is particularly described in connection with the accompanying drawing.

The pin-holes are arranged in the form of a star, as shown in the drawing. At the end of each triangular-shaped figure is a pin-hole *a*. Similar holes *c* are provided at the junction of the bases of the triangles, holes *d* midway between said holes *c* on the base-line, series of three holes *b b b* between the end and base of each triangular figure, and a central hole *e*. A set of thirty pins or plugs are used.

In starting the puzzle I fill all the holes except the central one. Any pin may be jumped over another into a vacant pin-hole, the jumped pin being removed from the board. If the jumping is properly done, all the pins except one will be removed, and at the last jump that one will be inserted in the central hole. This result, however, is quite difficult to secure, and the game affords a very pleasant amusement.

I am aware that various games involving the jumping of marbles or pins in a similar manner have been heretofore devised; but my novel arrangement of holes provides a new and substantially-different game.

What I therefore specifically claim is—

The herein-described puzzle, consisting of a star-shaped figure having a pocket or pin-hole at the end of each of the triangles forming the points thereof, similar holes at the junctions of said triangles, holes *d* midway between the said junctions, series of three holes *b b b* between the end and base of each triangular point, and a central hole *e*, in combination with a set of pins for said holes, substantially as set forth.

In testimony whereof I affix my signature in presence of two witnesses.

CHARLES H. RICKERT.

Witnesses:

J. H. NOBLE LACEY,
CHAS. A. SPANGLER.