

No. 753,420.

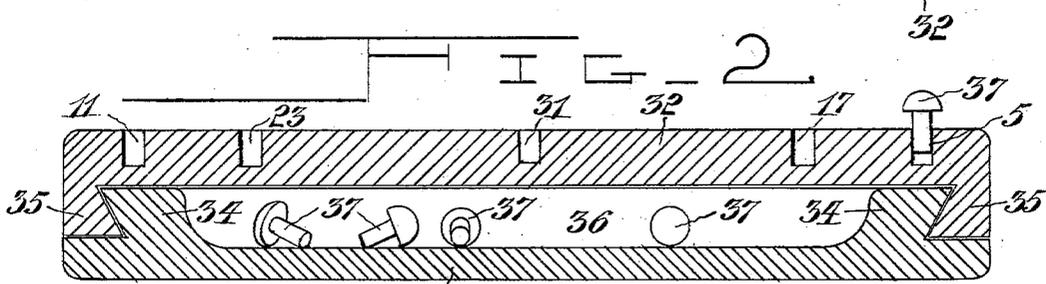
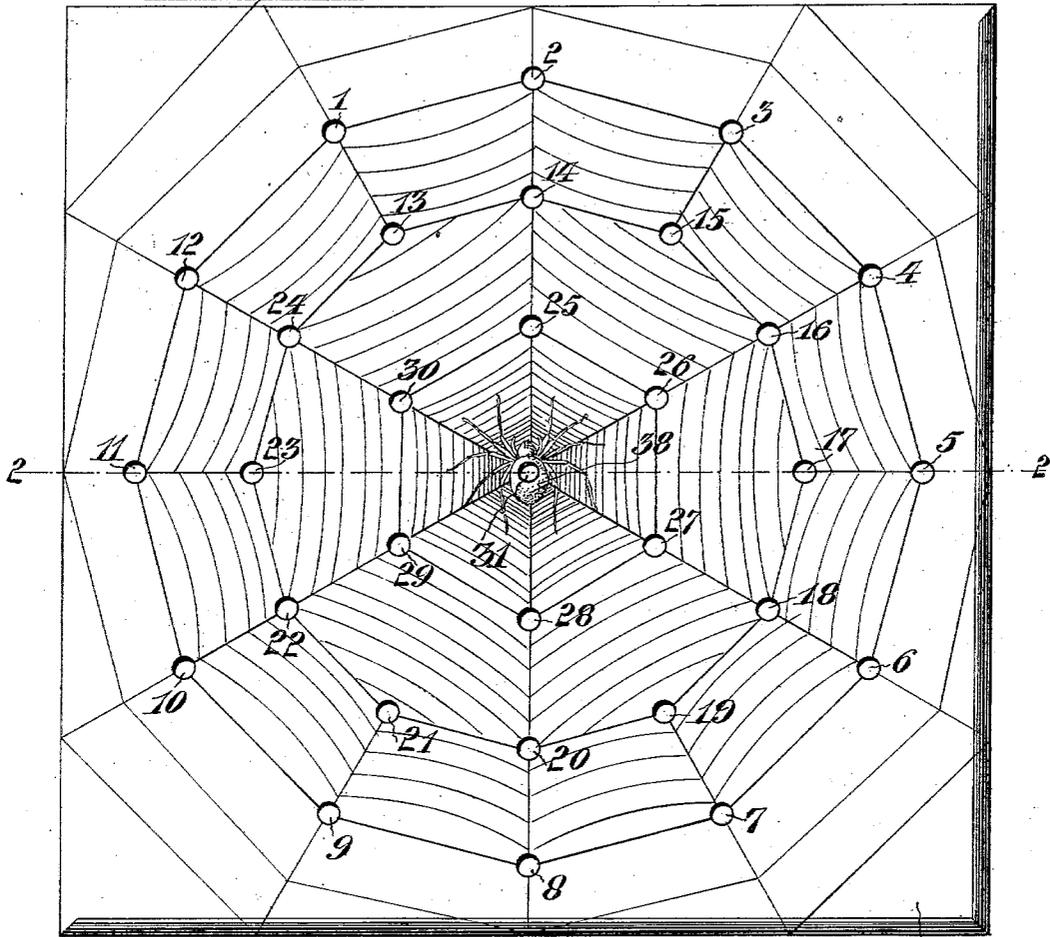
PATENTED MAR. 1, 1904.

G. L. MOTT.
PUZZLE.

APPLICATION FILED JULY 9, 1902.

NO MODEL.

FIG. 1.



Witnesses:

J. P. Reclaire.
George W. Colles

33

Guy L. Mott, - Inventor,

By *Marion Marion*
Attorneys

UNITED STATES PATENT OFFICE.

GUY L. MOTT, OF HALIFAX, CANADA.

PUZZLE.

SPECIFICATION forming part of Letters Patent No. 753,420, dated March 1, 1904.

Application filed July 9, 1902. Serial No. 114,879. (No model.)

To all whom it may concern:

Be it known that I, GUY L. MOTT, a subject of the King of Great Britain, residing at Halifax, county of Halifax, Province of Nova Scotia, Canada, have invented certain new and useful Improvements in Puzzles; and I do hereby declare that the following is a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same.

My invention relates to an improved puzzle, the nature of which is illustrated in the accompanying drawings, and the object to be attained and the mode of arriving at that object will be presently discussed.

Figure 1 of the drawings shows the preferred form of my puzzle. Fig. 2 is a central transverse section taken on the line 2 2 of Fig. 1.

The same numerals of reference denote like parts in both figures of the drawings.

As I have illustrated my puzzle it is in the form of a board or plate having a series of thirty-one holes in its upper surface, numbered from 1 to 31, inclusive, arranged in the manner shown—that is to say, there is a series of twelve equally-spaced holes numbered from 1 to 12, inclusive, on the circumference of an external circle forming the angles of a regular dodecagon; a second series of holes arranged in like manner and coradial with the outer set, these latter being numbered from 13 to 24, inclusive; a third series of holes arranged within the other two series and six in number, numbered from 25 to 30, inclusive, these being coradial with alternate holes in the first two sets, and, finally, a central hole 31, about which the others are regularly spaced. The board 32, in which these holes are located, preferably forms the cover of a box 33, provided with side flanges 34, which interlock with similar dovetailed flanges 35, depending from the opposite edges of the board 32, it being understood that the box 33 is also formed from a single board recessed in its upper face, as shown at 36, so as to be capable of holding a series of thirty pins or pegs 37, which are adapted to fit in the holes of the board 32.

The game is played as follows: The thirty

pins are to be first set up in each of the thirty-one holes, exclusive of the central hole 31. The object to be attained is now by jumping one pin over an adjacent pin and removing that pin in the same manner as is done in the game of draughts or checkers, to finally clear all the pins from the board except one, which is left so as to fill the central hole 31. Any pin can be jumped over an adjacent pin to the hole next beyond that pin, provided the latter is empty; but it is to be understood that the pins are to be moved only on straight lines or the lines following the contours of the dodecagonal and hexagonal figures formed by the lines of the drawings.

The puzzle is solved in the following manner: Jump No. 14 over 25 to 31, remove 25; jump No. 16 over 15 to 14, remove 15; jump No. 2 over 14 to 25, remove 14; jump No. 4 over 3 to 2, remove 3; jump No. 1 over 2 to 3, remove 2; jump No. 6 over 5 to 4, remove 5; jump No. 3 over 4 to 5, remove 4; jump No. 8 over 7 to 6, remove 7; jump No. 5 over 6 to 7, remove 6; jump No. 10 over 9 to 8, remove 9; jump No. 7 over 8 to 9, remove 8; jump No. 12 over 11 to 10, remove 11; jump No. 10 over 9 to 8, remove 9; jump No. 24 over 13 to 14, remove 13; jump No. 22 over 23 to 24, remove 23; jump No. 18 over 17 to 16, remove 17; jump No. 20 over 21 to 22, remove 21; jump No. 31 over 28 to 20, remove 28; jump No. 8 over 20 to 28, remove 20; jump No. 16 over 26 to 31, remove 26; jump No. 31 over 28 to 20, remove 28; jump No. 19 over 20 to 21, remove 20; jump No. 22 over 21 to 20, remove 21; jump No. 24 over 30 to 31, remove 30; jump No. 29 over 31 to 26, remove 31; jump No. 14 over 25 to 31, remove 25; jump No. 27 over 26 to 25, remove 26; jump No. 25 over 31 to 28, remove 31; jump No. 20 over 28 to 31, remove 28.

I have named my improved puzzle "The Spider," as is indicated by the formation of the holes in a manner similar to a spider's web and the disposition of the spider 38 at the center of the web.

It will be understood that while I have illustrated my improved puzzle in its preferred form, still it may be used in many forms—as, for instance, by simply drawing a series of

thirty-one spots on a sheet of paper in the proper form and using any small objects, such as gun-wads, in place of the pins 37. Hence I do not desire to be limited to the precise form shown, but reserve the right to vary therefrom as long as the spirit of my invention is embodied.

Having thus described my invention, what I claim as new, and desire to secure by Letters Patent, is—

1. A game or puzzle comprising a series of points arranged in the following manner, that is to say, a central point, a series of points at the corners of a regular hexagon surrounding said central point, a second series of points surrounding said first series and located at the corners of a regular dodecagon, having every alternate corner coradial with the corners of the hexagon, and a third series of points surrounding said second series and located at the corners of a regular dodecagon coradial with the points of said second series, substantially as described.

2. A game or puzzle comprising a series of thirty-one points arranged in the following manner, that is to say, a central point, a series of points at the corners of a regular hexagon surrounding said central point, a second series of points surrounding said first series and located at the corners of a regular dodecagon, having every alternate corner coradial with the corners of the hexagon, and a third series of points surrounding said second series and located at the corners of a regular dodecagon coradial with the points of said second series, in combination with a set of thirty playing-pieces each adapted to be placed on all of the thirty-one points except the central one and to be jumped successively over one another in the manner of the game of draughts, remov-

ing the pieces jumped over until all have been removed except one which is left at the central point.

3. A game or puzzle comprising a central point and a series of thirty other points arranged around it in the following order, to wit, a series of six points adjacent to the central point, a series of twelve points arranged around said central series, and an external series of twelve points arranged around the whole, there being passage-ways between each of the points of the inner series, between each of the points of the middle series, between each of the points of the outer series, from each point of the outer series to the corresponding one of the middle series, from every alternate point of the middle series to the corresponding one of the inner series, and finally from every point of the inner series to the central point.

4. A game or puzzle comprising a series of points arranged in the following manner, that is to say a central point, a series of points at the corners of a regular polygon surrounding said central point, a second series of points surrounding said first series and located at the corners of a regular polygon having every alternate corner coradial with the corners of the first polygon, and a third series of points surrounding said second series and located at the corners of a regular polygon coradial with the points of the second series, substantially as described.

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

GUY L. MOTT.

Witnesses:

P. W. U. DUGGAN,
W. WALSH.