W. D. McGUIRE, JR.

PUZZLE OF THE MOVIES.

APPLICATION FILED SEPT. 15, 1919.

1,379,871.

Patented May 31, 1921.

3 SHEETS—SHEET 1.

Fig. 1.



Witness

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3 SHEETS—SHEET 2.

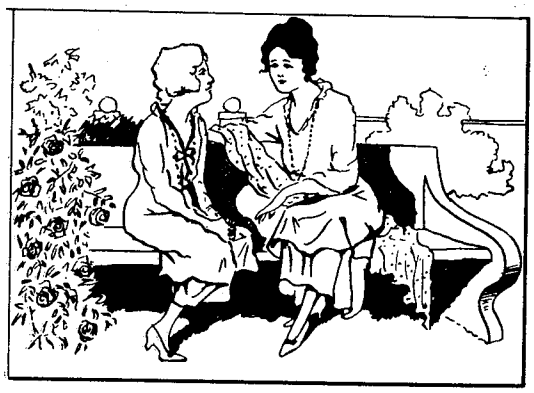


Fig. 2.

HELEN DISCUSSES HER
PLANS WITH HER MOTHER

Fig. 3.



Fig. 4.



Fig. 5.

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3 SHEETS—SHEET 3.



Fig. 6.

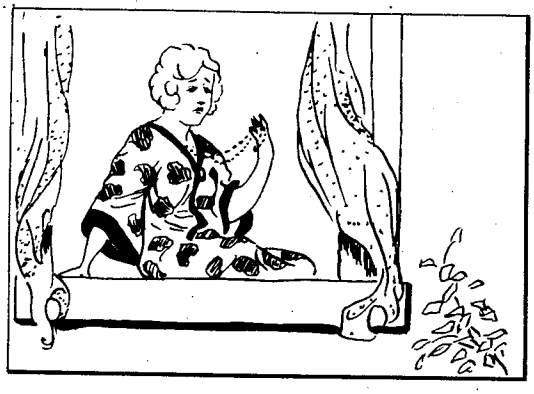


Fig. 7.

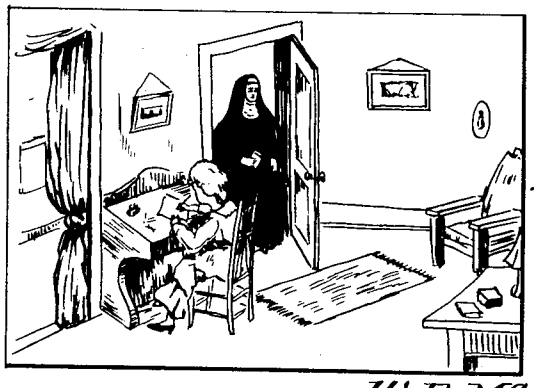


Fig. 8.

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UNITED STATES PATENT OFFICE.

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PUZZLE OF THE MOVIES.

1,379,871. Specification of Letters Patent. Patented May 31, 1921.

Application filed September 15, 1919. Serial No. 323,732.

To all whom it may concern:

Be it known that I, WILLIAM D. McGUIRE, Jr., a citizen of the United States, residing at New York city, in the county of New York and State of New York, have invented certain new and useful Improvements in Puzzle of the Movies, of which the following is a specification.

My invention relates to amusement devices which are designed to be entertaining and to develop the faculties of imagination and judgment, and its object is to provide a game or puzzle the solution of which requires the development of a plot, theme or story.

The puzzle comprises a set of cards each having depicted thereon a scene, an object or descriptive matter. The solution of the puzzle consists in arranging the cards in such a sequence that they constitute the logical order of the development of the story or picture play, interspersed with the appropriate written matter, such as sub-titles, letters, telephone and telegraph messages etc., which are necessary to make clear the action portrayed on the cards. The cards are accompanied by a printed sheet suggesting the theme of the story or plot presented in the picture play depicted on the cards.

For the purpose of fully and completely disclosing my invention, I have shown in the accompanying drawings a number of cards having thereon illustrations of scenes which depict a connected part of a theme or story when arranged in proper sequence. Figure 1, illustrates a number of the cards constituting a puzzle in accordance with my invention; and Figs. 2 to 8 inclusive illustrate the cards arranged in proper sequence.

Thus the title of the particular puzzle selected for illustration may be "The Avalanche" and the synopsis giving the theme of the story or picture play and instructions for solving the puzzle might read as follows:—"Elsie Ferguson as Helen is the daughter of Mrs. Delano who was married a second time. Mrs. Delano plans Helen's education with her. She is placed in a convent school. What happens next resulting from her discontent and the subsequent unhappy marriage and the tragic end of her mother, is for you to determine in working out the puzzle. Lay the cards in the right order so that one scene follows another putting the sub-titles in the right place and you can see the movie story before you."

The first card in order is the one shown in Fig. 2, depicting Helen and her mother sitting on a bench in the garden engaged in conversation. The next card is the one containing the sub-title:—"Helen discusses her plans with her mother." The following card is evident, having in mind the theme suggested in the synopsis, that Mrs. Delano plans to place Helen in a convent school for the theme of conversation as they walk through the garden is suggested by the little insert at the upper right hand corner of the card shown in Fig. 4, viz: a picture of a convent. The development of this idea leads to the selection of the Fig. 5 card showing Helen and her mother being received by the nun at the convent gate and quite naturally the next card shown in Fig. 6, where the nun is introducing Helen to other girls and through the gate the mother is observed in the departing automobile.

The selection of the next card requires the reflection in one's experience of the first night or the succeeding day away from home. A little consideration should lead one to see in the card designated Fig. 7, that there is a scene of loneliness depicted in the attitude of the girl sitting in the window as she listlessly or aimlessly fingers her beads. A good guess would select for the next card the one showing Helen busily engaged in writing a letter as the nun opens the door of her room.

Other cards might show Helen outside the convent gate posting a letter; a postman delivering a letter in the office of a business man; the latter sitting at his desk reading a letter with a surprised expression on his face; a card showing a letter held in two hands which reads as follows:—

"JOHN HARVEY,
New York City.
MY DEAR GUARDIAN:

You don't know how discontented I am here at St. Agnes and it doesn't seem as if I could bear it here at the convent a day longer. There is absolutely no fun or social life here. I know that my mother's life is such that you would not allow me to go back to her but couldn't you arrange for me

to live in the home of some friend? Make any arrangement but take me out of here.

Your unhappy ward,

HELEN."

The above will suffice to illustrate the manner in which the cards are selected one by one in working out the puzzle. The proper solution at various stages in the development of the theme may not always be evident at first and like puzzles of other kinds, it may require many trials before the connected thread of the story or play becomes plain and evident.

It will be apparent that different embodiments of my puzzle may be easier or more difficult to solve and that they may be adapted to persons of different ages or mentality.

It will also be evident that sets of cards embodying my invention may be played by a number of persons after the usual manner of game cards wherein all of the cards are dealt out to the several players. The person having the first card, which might be designated as such, would make the first play by throwing the card on the table. The next player would have to either produce the next card in sequence in the story, or else answer "I pass", as is usual in playing card games. Errors in judgment in playing the wrong card would count against the player. It will be apparent that this use of a set of cards embodying my invention would make an unusually attractive game requiring thought and judgment as well as an imagination, and that it would not only be interesting, but would give rise to amusing mistakes which would create much merriment. The final results either when used as a puzzle or as a game can be checked up by referring to the key which may accompany the cards, giving the proper sequence of the cards in order to portray the story or play.

I claim:—

1. A puzzle or game comprising a set of cards, each having a picture or illustration thereon representing a scene or object pertaining to a theme, story or play, the scenes or objects on the cards bearing such a relation that when the cards are arranged in proper sequence they will portray the course of events in the story, play or theme.

2. A puzzle or game, comprising a set of cards, certain of the cards having thereon a picture or illustration representing a scene or object pertaining to a theme, story or play and other cards bearing inscriptions interpretative of certain of said scenes or objects, the cards bearing such a relation that when the cards are arranged in proper sequence they will portray the course of events in the story, play or theme.

In testimony wheerof I affix my signature.

WILLIAM D. McGUIRE, JR.