

S. MILLER.
 GAME APPARATUS OR PUZZLE.
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1,021,546.

Patented Mar. 26, 1912.

Fig. 1.

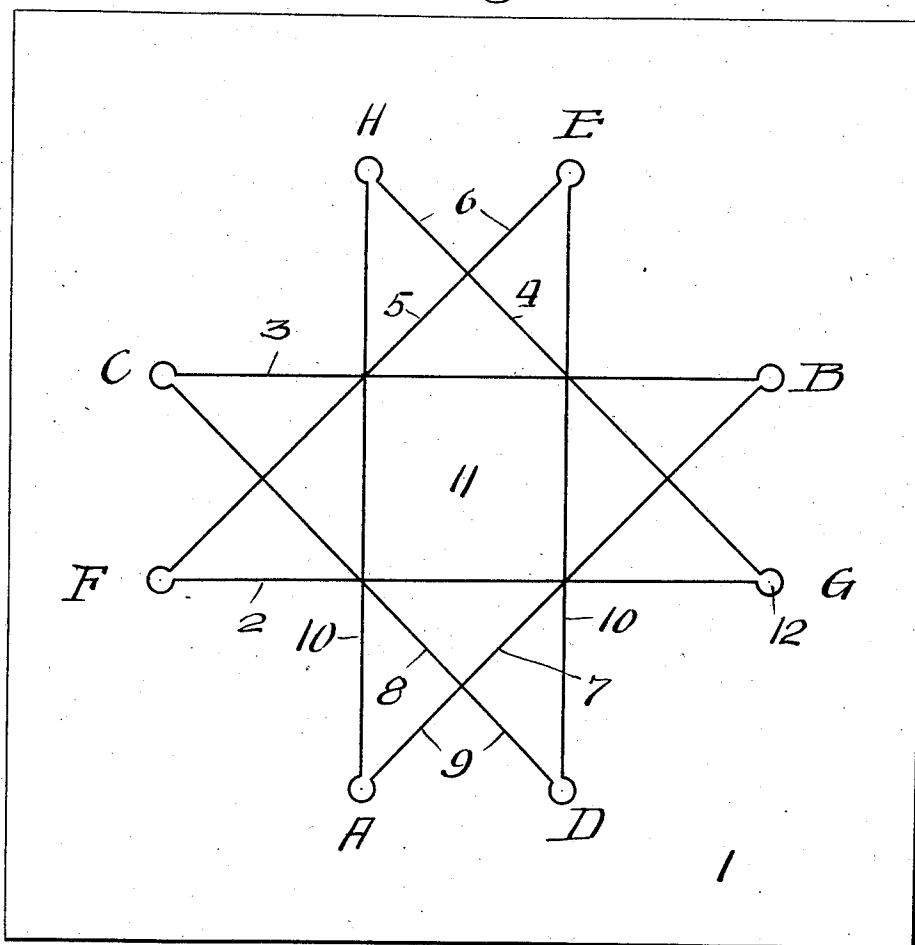


Fig. 2.



WITNESSES:

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GAME APPARATUS OR PUZZLE.

1,021,546.

Specification of Letters Patent.

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To all whom it may concern:

Be it known that I, STEVEN MILLER, a citizen of the United States of America, residing at Smithdale, in the county of Allegheny and State of Pennsylvania, have invented certain new and useful Improvements in Game Apparatus or Puzzles, of which the following is a specification, reference being had therein to the accompanying drawing.

This invention relates to a game apparatus or puzzle, and the object of my invention is to provide a game apparatus or puzzle that will afford considerable amusement and at the same time require considerable skill on the part of the players, either to win the game or solve the puzzle.

Briefly described, the game apparatus is of that type wherein a figured board is used and counters, checkers or pawns manually moved.

The game or puzzle is governed by a set of rules that are to be strictly followed and the rules are of such a nature as to require considerable thought to properly play the game or solve the puzzle.

The invention will be hereinafter more fully described and then claimed, and reference will now be had to the drawing wherein:—

Figure 1 is a plan of the game board, and Fig. 2 is a perspective view of a checker or pawn.

The game board is designated 1 and is preferably made of a piece of wood or other light and durable material of a suitable thickness and rectangular in plan.

Printed or otherwise marked upon the board are intersecting equilateral triangles 2 and 3, the triangle 2 having the legs 4 and 5 thereof prolonged, as at 6 and the triangle 3 having the legs 7 and 8 thereof prolonged, as at 9, the prolonged legs of the triangles 2 and 3 being connected by lines 10 arranged in parallelism. The triangles 2 and 3 are arranged whereby the legs thereof will intersect the lines 10, and in consequence of this arrangement there is formed a star configuration having eight points, two points to a set, with the sets equally spaced apart and all of the points in an imaginary circle described from a point in the center of the rectangle 11 formed in the center of the board 1 from the intersecting triangles and lines. The eight points formed by the intersecting triangles and lines are

represented by circles 12 representing stations and these stations have been generally designated A, B, C, D, E, F, G and H.

The reference numeral 13 denotes a checker or pawn of a conventional form.

To play the game seven checkers or pawns are used and the object is to successively place these pawns at the station A and shift the same upon straight lines or in straight directions, until the stations B to H inclusive have been filled with pawns.

To accomplish the above object, certain rules govern the game which are:—First; the pawns must be started from one station. Second; the pawns must be successively progressed without two pawns remaining upon one station. Third; the pawns must be placed upon the starting station and immediately upon a play being made to move the pawn from the starting station, another pawn must be placed in position until all the pawns are in use.

To solve the puzzle, the first pawn placed upon the station A is shifted to station B and another pawn placed at station A. The pawn at station B is then shifted to station C and the pawn at station A moved to station B. Another pawn is then placed at station A. The pawn at station C is then shifted to station D, the pawn at station B to station C and pawn at station A to station B. Another pawn is then placed at station A. The pawn at station D is then shifted to station E and the pawn at station C to station D, the pawn at station B to station C and pawn at station A to station B. I now have half of the stations filled and another pawn is placed on station A. The pawn at station E is shifted to station F, the pawn at station D to station E, pawn at station C to station D, pawn at station B to station C and pawn at station A to station B. Another pawn is now placed at station A and the pawns are again shifted from F to G, E to F, D to E, C to D, B to C and A to B. The last remaining pawn is placed at station A and the pawns are shifted as follows: G to H, F to G, E to F, D to E, C to D, B to C and A to B, thereby solving the puzzle.

It will be realized that when the stations are not marked and the rules strictly adhered to that considerable skill is required to properly solve the puzzle.

When using the apparatus for game purposes, the puzzle can be supplied to each

player or participant in the game, and the first player solving the puzzle wins the game.

What I claim is:—

- 5 In a game apparatus, a game board having thereon a pair of oppositely disposed equilateral triangles intersecting each other and with the legs thereof extended, said board further having thereon a pair of parallel lines extending in planes at right angles to the lines constituting the bases of the triangles, circles connecting the outer termini of the extended portions of the legs of said triangles to the ends of said lines, said circles
10 arranged in pairs, circles connecting the legs
15

of each triangle to its base, the circles connecting the legs of one triangle to its base opposing the circles connecting the legs to the base of the other triangle, and the base lines of said triangles and said pair of parallel lines crossing each other to provide a square centrally of the board and with that portion of the board surrounded by the square uninterrupted.

In testimony whereof I affix my signature 25 in the presence of two witnesses.

STEVEN MILLER.

Witnesses:

AUG. M. NEMECEK,
JOHAN MILLER.

Copies of this patent may be obtained for five cents each, by addressing the "Commissioner of Patents, Washington, D. C."