J. FLEET.

PUZZLE.

APPLICATION FILED DEC. 20, 1920.

1,384,057. Patented July 12, 1921.

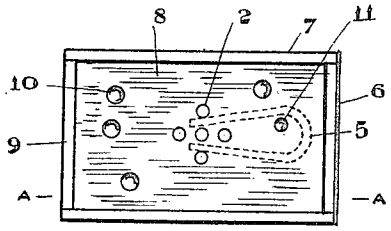


FIG. 1

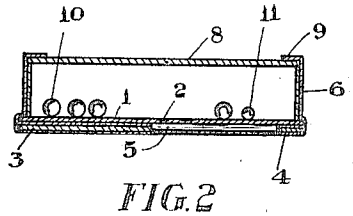


FIG. 2

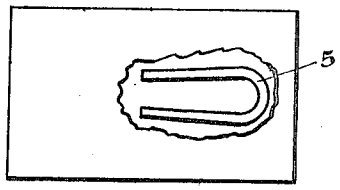


FIG. 3

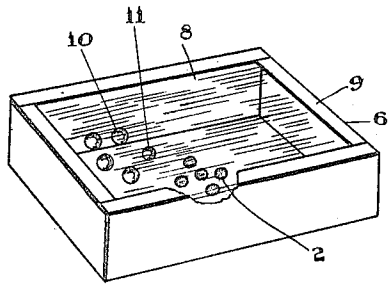


FIG. 4

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PUZZLE.

1,384,057. Specification of Letters Patent. Patented July 12, 1921.

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To all whom it may concern:

Be it known that I, JAMES FLEET, a subject of the King of Great Britain, and residing at 5465 St. Catherine street east, in the city and district of Montreal, in the Province of Quebec, in the Dominion of Canada, have invented a new and useful Puzzle, of which the following is the specification.

The invention relates to puzzles as described in the present specification and illustrated in the accompanying drawings that form part of the same.

The invention consists essentially of the novel means employed whereby balls destined for certain pockets are caused to move erratically within an inclosure notwithstanding the endeavors of the player to pocket them.

The objects of the invention are to afford amusement for the young people and their elders during their leisure hours; to furnish the public with a cheap and innocent game or puzzle which may be made in such small sizes as to be transported in the pocket and thereby while away many hours during travel or in other waiting moments; and generally to provide a good, clean and wholesome exercise for the mind.

In the drawings Figure 1 is a plan view of the case showing the board and balls therein.

Fig. 2 is a longitudinal sectional view on the line A—A in Fig. 1.

Fig. 3 is a plan view of the underside showing the bottom broken away to disclose the magnet.

Fig. 4 is a perspective view showing a side broken away slightly to disclose the construction.

Like numerals of reference indicate corresponding parts in each figure.

Referring to the drawings this puzzle is preferably made in the form of a small box of comparatively light cardboard and of oblong shape though it may be made of any material and of any desired shape.

The bottom of the case is made of a board 1 in which pockets 2 are shown herein in the form of a five spot arrangement.

These pockets 2 are so slight in regard to their depth that it is merely the removal of a very thin layer of the cardboard so that the said pockets offer only the slightest inclination to retain balls therein.

The outer bottom wall 3 is spaced by the pieces 4 toward both ends from the board 1, that is to say, at each end of the magnet 5 inclosed between the board 1 and outer bottom wall 3.

The end wall 6 and side wall 7 extend upwardly from the board 1 and are closed in at the top by the glass 8.

This glass 8 is held in place by the covering 9 of the outer end and side walls, which projects over the edge of the glass slightly and is pasted thereto.

The balls 10 are inclosed in the case and are of magnetizable material so that they are always subject to the attraction of the magnet 5 no matter what direction they may be going, the tendency being to constantly draw them to said magnet, therefore by rolling them around on the board 1 it is quite difficult to guide their course because of this magnetic attraction.

The ball 11 is slightly smaller than the balls 10 and of non-magnetizable material, and the game is to roll the non-magnetizable ball 11, so that it will rest in the center pocket and be surrounded in the other pockets by the magnetizable balls 10, this accomplished the puzzle is done, but the magnet makes it extremely difficult to arrive at the successful result because the courses of the magnetizable balls are most erratic and if the player succeeds in placing the non-magnetizable ball in the center pocket it is almost certain to be knocked out of said pocket by one of the magnetizable balls which are flying around in their strange courses.

What I claim is:

1. In a puzzle, a case having a transparent top and playing board therein contained with the suitable arrangement of pockets, a plurality of magnetizable balls and a non-magnetizable ball, and a magnet suitably placed to misdirect the courses of the magnetizable balls.

2. In a puzzle, a case of rectangular shape, having end walls, double bottom and glass top, the inner member of the double bottom forming a playing board with a central arrangement of pockets, a magnet toward one end of the case between the members of the double bottom, a plurality of balls of magnetizable material and a non-magnetizable ball, all within said case.

Signed at Montreal, Quebec, Canada, this 16th day of December, 1920.

JAMES FLEET.