

G. F. HOWARD.
WAR PUZZLE.

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Fig. 1.

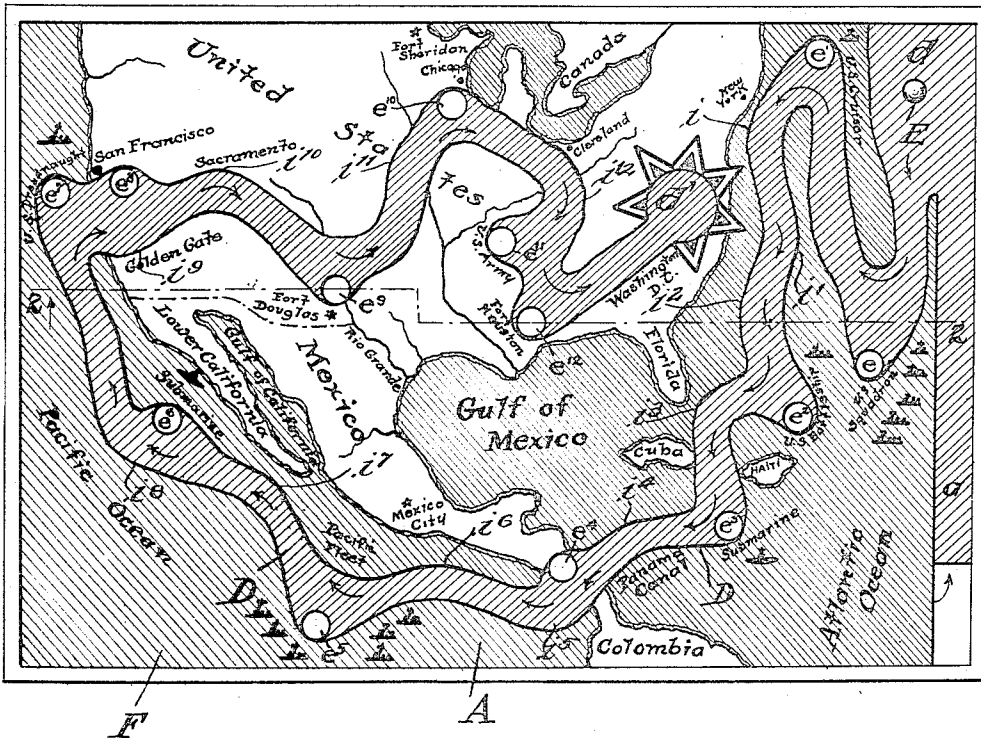
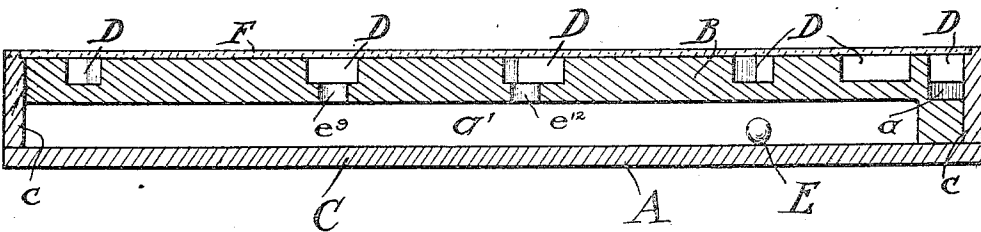


Fig. 2.

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WAR-PUZZLE.

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To all whom it may concern:

Be it known that I, GEORGE F. HOWARD, a citizen of the United States, residing in the city of New York, borough of Manhattan, county and State of New York, have invented a certain new and useful War-Puzzle, of which the following is a specification.

This invention is a puzzle, and the object of the invention is to provide a puzzle whereby a war game may be played, the object of the game being the invasion of a country by a hostile force. A further object of the invention is to provide a game board which will be extremely simple in construction, economical to manufacture, and which may be readily manipulated in working out the puzzle embodied therein.

Briefly stated, the invention embodies a game board, the upper surface of which is provided with a continuous, circuitous channel or raceway for a ball, along the face of which channel, at unequal intervals, are placed apertures, which apertures extend entirely through the board, so that, in passing the ball through the channel, great care must be taken lest said ball fall through one of these apertures. Below the board is formed a chamber in which the ball, after passing through one of said apertures, is retained, and means is provided which coöperates with the chamber and with the channel in the board so that the ball may be subsequently returned to the channel, at one end thereof. On the face of the board is preferably delineated a map of the country to be invaded, and the ball referred to represents the invading army. The board is preferably covered with a pane of glass to preclude the displacement of the ball from the channel.

Features of the invention, other than those specified, will be apparent from the hereinafter detailed description taken in conjunction with the accompanying drawings.

In the accompanying drawings, I have illustrated one practical embodiment of the invention, but the construction shown therein is to be understood as illustrative, only, and not as defining the limits of the invention.

Figure 1 is a plan view of a puzzle embodying the present invention, and

Fig. 2 is a vertical, longitudinal section taken on line 2—2 of Fig. 1.

Referring to the drawings, A indicates a shallow, rectangular casing provided with a top B, a bottom C, and sides *c*. Top B forms the board on which the puzzle is played, and the face of said board is provided with a depressed, continuous channel D, preferably starting at one corner *d* of the board and passing in a continuous, circuitous path about the face of the board, finally terminating at some point *d'* interiorly thereof.

In the preferred form of the invention shown, board B is provided on its face with a picture or map of the United States, Mexico, Isthmus of Panama, a portion of South America, and the surrounding oceans and islands. The point *d* of the channel indicates the starting point of the invading force, and channel D designates the path which said force would take across the Atlantic Ocean, through the Isthmus of Panama, through the Pacific Ocean, and, landing at San Francisco, pass across the continent to Washington, D. C.

At points along the channel, and formed in the base thereof, are apertures or holes *e*, *e'*, *e''*, etc., which designate resistances which the enemy would encounter on such an expedition; *e*, *g.*, *e* designates the U. S. Atlantic squadron, *e'* a U. S. cruiser, *e''* a U. S. battleship, *e'''* a submarine, *e''''* a fort on the Panama Canal, *e'''''* the Pacific fleet, *e''''''* a submarine, *e'''''''* a dreadnaught, and *e''''''''*, *e'''''''''*, *e''''''''''*, *e'''''''''''* and *e''''''''''''* forts positioned on the mainland.

In playing the game, a ball E is employed, which ball represents the invading force. Said ball is initially positioned at the start *d* of the channel; and, by manipulating the board, the player endeavors to cause the ball to roll through the circuitous channel from the start *d* to the destination *d'*, which, according to the preferred embodiment illustrated, is Washington, D. C., the capital of the United States.

It is rather difficult to manipulate the ball to its destination, as it is very apt to fall through one of the apertures referred to into the interior of the casing A. In order that the ball E may be replaced in the channel at the start thereof, after having fallen through one of the apertures, an inclined raceway *a* is provided at the end of the casing, which raceway leads from the base of the chamber *a'* in the casing to the base of channel D of the game board B. By

tilting the board, the ball may be caused to gravitate to the end of the casing whereat the incline a is positioned, and, then, by tilting the board in another direction, said ball will gravitate to the plane of the base of the channel.

The face of game board B is preferably covered with a pane of glass F, which is laid upon the face of said board and in contact therewith, thereby making channel D a closed one, and precluding the displacement of the ball from the device. Moreover, the pane of glass protects the face of the board against wear, mutilation, and becoming soiled.

It will, of course, be understood that, if more than one person are playing the game in competition, they will take turns in endeavoring to manipulate the ball from the start d to destination d' , and each will manipulate the ball until such time as said ball falls through one of the apertures e or e' , etc., at which time the next party in turn will manipulate the device in like manner.

It will be manifest that the puzzle may be of any size desired, and that, instead of the map of the United States, maps of other countries might be employed, and that said puzzle might include a map of the entire world. Thus, when children are playing the game, they will, through their constant study of the board, become familiarized with the maps of the country or countries delineated thereon, and the puzzle will thus become instructive and educational for the young mind.

It will be apparent from the foregoing description that the present invention embodies a game board provided with a continuous, circuitous channel, *i. e.*, a channel which extends across the face of the board in a serpentine or sinuous path. As shown in the drawings, the path is one succession of twists and turns, and progresses from the start d to the finish d' in a tortuous manner.

Arranged throughout the extent of the channel are pitfalls in the form of apertures, through which the ball E is adapted to fall into the compartment beneath the board B. The channel is preferably of unequal width, and the apertures are placed in the widened portions thereof so that the ball may be manipulated past the various apertures or pitfalls without falling therethrough.

In manipulating the board to cause the ball E to travel, it will be understood that the board is held in the hand and tilted so that the ball is caused to gravitate along the channel in the direction of the tilting of the board, and the apertures or pitfalls are preferably positioned along the edges of the channel so that the board may be tilted so as to cause the ball to run by each aperture without falling therethrough.

The game is not a simple one to manipu-

late, and it is desirable, therefore, to provide means whereby the player may rest between successive manipulations. This means is inchoate in the serpentine path of the channel, since it is manifest that, if the board is tilted up at one side, the ball will gravitate into engagement with the edge of the channel at the lowest point of one of the bends or turns thereof, and, by manipulating the board so that the bend or turn in which the ball comes to rest is one wherein no pitfall is positioned, the ball will serve to retain this position as long as the board is held in such tilted position. For example, if the ball has been worked past the pitfall e' , and the operator desires to rest or get his bearings before the next manipulation, the right-hand side of the board may be tilted up, whereupon the ball will come to rest within the low portion i of the channel. If the board is now tilted in the reverse direction, *i. e.*, to bring the right-hand side of the board lower than the left-hand side, the ball will gravitate from its position at i to the low point i' of the next bend. In like manner, successive movements may be imparted to the ball from i' to i'' , thence to i''' , i'''' , i''''' , etc., the lowest points of the successive bends or turns of the channel. In this way, the ball may be worked along the channel in engagement with either one edge or the other thereof, so as to avoid the pitfalls, and it is not necessary to hold the board substantially level and joggle or jar the ball along the channel, as has generally been the necessity in games wherein the ball and channel features were employed. It will be understood, however, that the successive movements of the ball from one side of the channel to the other, so as to follow the low points thereof, and free from proximity with the pitfalls, may be accomplished with expedition. In other words, the ball may be caused to travel through the channel, in the manner specified, at a remarkably high rate of speed after a little practice by the operator.

Accordingly the present puzzle is a marked improvement over many of the ball and channel games heretofore suggested, and the advantages which the game of this invention possesses over the prior ball and channel games in respect to the manipulation of the game board, are entirely due to the serpentine or sinuous path of the channel which traverses the face of the board in tortuous curves and is full of twists and turns. The operator is, by this arrangement of the channel, enabled to control the movements of the ball by gravity, at all times, in a positive and sure manner and without the necessity of joggling the ball along the entire length of the channel, as has heretofore been necessary.

In solving the puzzle, in its specific form, 130

the ball E represents a fleet of transports conveyed by a powerful fleet of battleships. Channel D represents the path which they take for landing the troops in America. The transports and their convoy (ball E) start from a point *d* in the Atlantic Ocean, and said ball is manipulated over the course, avoiding pitfalls which represent armed resistances. Finding it necessary to deflect the course, owing to the U. S. cruiser at *e'*, it is impossible to land troops at New York, and the course is deflected to the south and through the Panama Canal. If the troops reach the Golden Gate, they are supposed to be disembarked and marched toward Washington, D. C. Should the ball pass through channel D as far as aperture *e⁵* and fall through said aperture, it is understood that the fleet has met destruction at the hands of the Pacific fleet of the United States. If, however, the ball falls through the aperture *e⁹*, it will be understood that the army has been defeated at Fort Douglas. Should the player succeed in successfully completing the invasion to Washington, D. C., the next solution of the problem is to endeavor to work out their withdrawal or evacuation by reversing the direction of travel of the ball back to the starting point *d*. If, on the return travel, the ball falls through aperture *e¹¹*, *e. g.*, this signifies that the enemy's army was defeated by the U. S. army at that point and forced to surrender. The puzzle of the present invention is extremely interesting, educational and fascinating, simple in construction and mode of operation and, while difficult to solve, fur-

nishes keen enjoyment and a pleasant pastime.

Having thus fully described the invention, what I claim as new, and desire to secure by Letters Patent, is:

An educational appliance and puzzle embodying a casing, on the upper surface of which is delineated a map, a continuous channel of constant depth but varying width formed in said upper surface of the casing, said channel representing the course of a force invading a country on the map, a ball, representing the invading force, adapted to be manipulated to traverse the channel, said channel being provided with apertures in its base communicating with the interior of the casing and representing resistance by the defending forces, said apertures serving as pitfalls through which the ball may fall into the casing, thereby signifying a defeat of the invaders, the channel partaking of a tortuous, sinuous path whereby, when the casing is tilted, the ball gravitates along the channel passing along from side to side thereof to avoid the apertures, and may be brought to rest in the elbow of any particular turn in accordance with the direction of tilting of the casing, and a run-way leading from the interior of the casing to the base of the channel for returning the ball from the interior of the casing to the starting point in the channel for a subsequent attempt at the solution of the puzzle.

In testimony whereof I have signed my name to this specification.

GEORGE F. HOWARD.

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