

G. R. HARDENBERGH.
PUZZLE PICTURE.
APPLICATION FILED JUNE 17, 1911.

1,055,528.

Patented Mar. 11, 1913.

2 SHEETS—SHEET 1.

Fig. 1

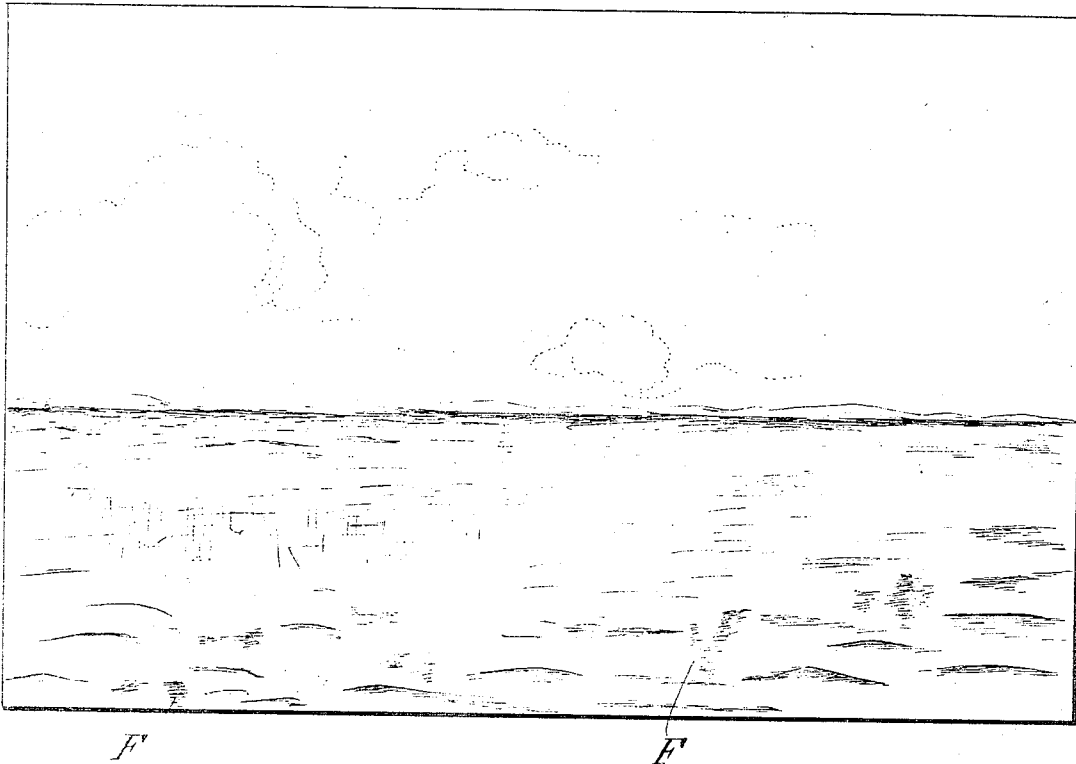


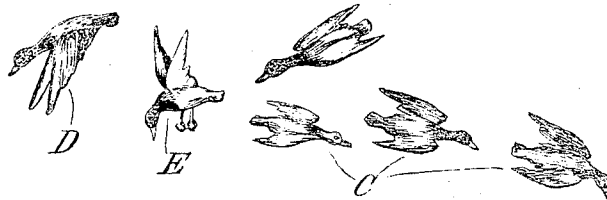
Fig. 2



Fig. 3



Fig. 4



Witnesses:
W. H. H. H.
S. A. Dunham.

Inventor
G. R. Hardenbergh
By his Attorneys
Kerr, Page, Cooper & Hayward

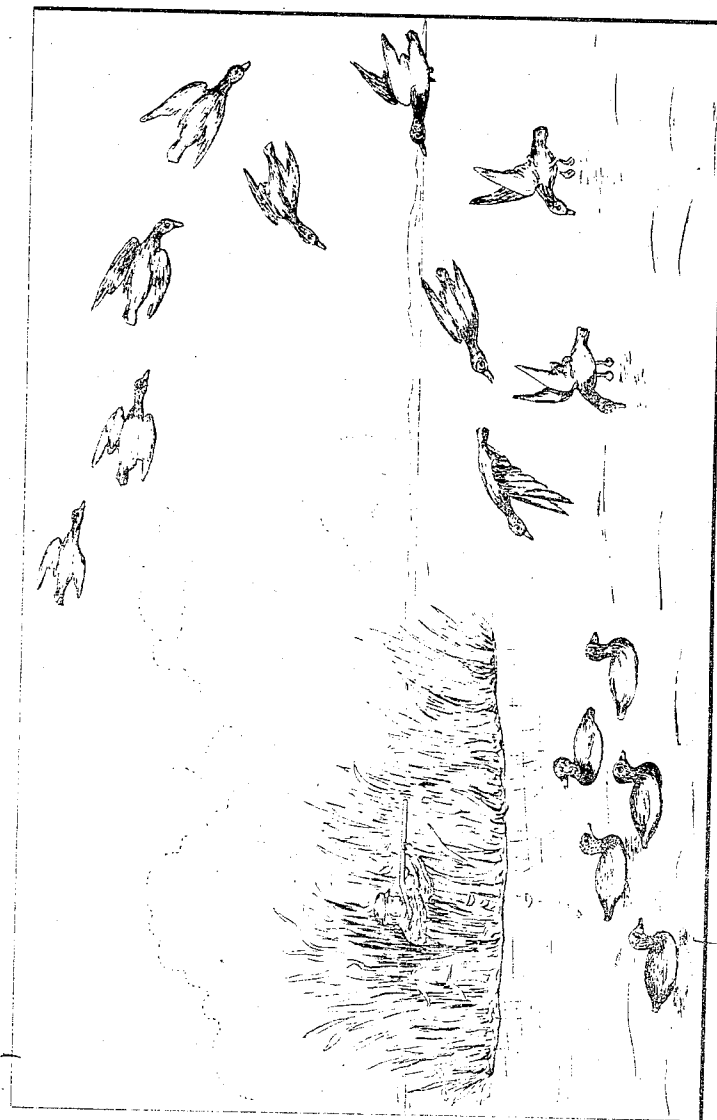
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2 SHEETS-SHEET 2.

Fig. 5



Witnesses:
W. J. H. H. H.
S. S. Dunham.

G. R. Hardenbergh
Inventor
By his Attorneys
Kerr, Page, Cooper & Hayward

UNITED STATES PATENT OFFICE.

GERARD R. HARDENBERGH, OF BAYHEAD, NEW JERSEY.

PUZZLE-PICTURE.

1,055,528.

Specification of Letters Patent.

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To all whom it may concern:

Be it known that I, GERARD R. HARDENBERGH, a citizen of the United States, residing at Bayhead, county of Ocean, and State of New Jersey, have invented certain new and useful Improvements in Puzzle-Pictures, of which the following is a full, clear, and exact description.

The object of the present invention is to provide a puzzle-picture or game which shall not only require for its solution considerable ingenuity but shall also test the extent of the player's observation and memory; the puzzle or game affording, when correctly arranged or solved, a pleasing and artistic representation of birds or other animate or moving objects in the act of executing a characteristic evolution or series of acts, thus requiring that the player shall have accurately observed such objects in a state of nature or shall have correctly deduced the proper sequence of their movements from a general knowledge of animal and bird life. The various parts of the picture are not so made as to fit mechanically in one and only one way, as are the so-called "jig-saw" puzzles and the like, nor do the outlines of the several parts "match" in any particular way, such that the proper arrangement can be arrived at by fitting projections of one edge into corresponding notches of another, or by matching colors, etc. On the contrary, the parts are of such character that an infinite variety of arrangements are permissible so far as mere juxtaposition of one part to another is concerned, but are capable nevertheless of only one or a limited number of arrangements which will afford a true and correct representation of the objects as they appear in their natural habitat. It will thus be seen that the puzzle or game cannot be correctly solved by a mere mechanical operation of placing one piece against another until two are found that fit in contour and agree in color and the like, but that the player is called upon to exercise an ingenuity of a higher order, bringing into play his artistic sense as well as his knowledge of nature and the like.

In the accompanying drawings I have illustrated an effective embodiment of my scheme, exemplifying the idea in a hunting scene, representing a number of wild ducks in the act of bending into the decoys.

In the drawing, Figure 1 shows the back-

ground, composed of an expanse of water with a distant horizon and the sky above. Fig. 2 shows, detached, one of the parts of the completed picture, in the present instance a representation of an island with a growth of reeds or grass partially concealing a hunter in the act of aiming his gun. Fig. 3 shows one of a number of "decoys" which are to be arranged on the background. Fig. 4 shows a number of wild ducks in the different positions of wing and foot assumed by the birds in flying to and alighting among the decoys. Fig. 5 shows the completed picture, with all the parts properly arranged.

The background shown in Fig. 1 is formed preferably on a sheet of stiff paper-board in any convenient manner, preferably by some mechanical process, and in colors. The detached portions of the picture,—in the present instance the partially concealed hunter, the decoys, and the ducks,—are on separate pieces of thinner material, preferably thin paper of good quality so as not to be torn readily.

Provided with the background and the accessory parts the player, in arranging the pieces, begins by placing the part shown in Fig. 2 in what he considers to be a suitable position. This part represents a small island, and hence may go anywhere on the sheet of water, except that the direction in which the gun is pointed indicates that it should be placed to the left rather than to the right. It may be placed on or below the horizon, and it may take considerable study before the player observes that the "composition" of the picture, as well as the subsequent arrangement of the decoys and ducks, require that for the best effect the island should be placed at the extreme left of the background and in such a position as to extend slightly above the horizon.

The decoys are now to be arranged. A person who has had experience in the sport of duck-hunting will know at once that the decoys are always placed as near to the hunter as practicable, but here another factor comes in, namely, the matter of perspective. If placed too close to the island the decoys will appear to be larger than the hunter. Hence they should be placed to the left on the back ground, but nearer to the lower margin of the picture than to the hunter. It will be seen, therefore, that the decoys cannot be placed hap-hazard on the back-

ground, but that their position, as a group, must be considered with some care.

The ducks, Fig. 4, require still greater care and attention for their arrangement, as it will be observed that they exhibit several different positions. In the first place the player must remember that ducks habitually fly in single file or in converging lines, spreading out only as the flock alights on the water. Hence the birds represented in flying posture, as at C, Fig. 4, must be placed one behind the other, with due regard to the effect of perspective on their apparent size. He must also remember that in alighting among decoys the ducks always make a bend or turn before settling, and accordingly the observant player will be careful to arrange the ducks in such manner as to bring out this characteristic. Also, the ducks with lowered wings, shown at D in Fig. 4, are apparently, to a person unfamiliar with such matters, in the act of flying, whereas, on the contrary, they are in the act of checking their flight preparatory to alighting. Hence these must be so placed as to indicate that although near the decoys they are still some little distance above the surface of the water. The ducks E, with wings up and feet down, are in the act of alighting, and must be so placed as to indicate the fact.

The completed picture, with the parts arranged in a life-like and artistic manner, is shown in Fig. 5. A little study of this figure will make it apparent that while the parts can be arranged in an indefinite number of ways they must be placed substantially as shown to make the scene lifelike.

The reflections indicated at F in Fig. 5 may be part of the background, thereby giving a slight clue to where the different parts belong, or they may be attached to or form part of the objects themselves, or they may be in each case separate from the objects which they are supposed to accompany. In either the first or the last case the colors in which the parts are printed must be considered, as a red-headed reflection should not accompany a brown-headed or green-headed decoy, and vice versa.

From the foregoing it will be seen that my improved puzzle picture while affording entertainment requires no small care and thought for its correct solution. It has a certain educational value also, stimulating

the faculty of observation, particularly in the case of a person who has experienced some difficulty in arranging the parts in proper position.

In solving the puzzle the parts may be merely laid loosely on the background, or affixed thereto, as desired. Where the fastening is to be temporary, pins may be employed for the purpose. For permanent fastening a suitable adhesive may be used.

When the puzzle is to be solved by children the loose objects may each be numbered or lettered on the back and their positions correspondingly numbered or lettered on the background, greatly simplifying the solution. However, even in this case some room is left for individual skill, as the objects must be placed in proper position with respect to the horizontal or the vertical.

It is to be understood that the puzzle herein specifically illustrated and described is merely the preferred embodiment of the invention, which may take other forms without departure from its proper spirit and scope.

I claim:

1. A puzzle picture comprising a suitable background, and a plurality of pieces adapted to be placed on the background to complete the picture, said pieces representing various objects appropriate to the scene which is to be depicted, some of said pieces representing objects in the execution of movement or evolution characteristic of their kind and in postures characteristic of their positions in such evolution of movement.

2. A puzzle picture comprising a suitable background, a plurality of pieces adapted to be placed on the background to complete the picture, said pieces representing a group of the same class of objects appropriate to the scene which is to be depicted, said pieces representing such objects in the different positions or postures taken in the execution of a movement or evolution characteristic of their kind.

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

GERARD R. HARDENBERGH.

Witnesses:

CHARLOTTE L. OGSTON,
FRANK F. OGSTON.