(No Model.)

J. M. FULLER.

PUZZLE.

No. 518,061. Patented Apr. 10, 1894.

Fig. 1.

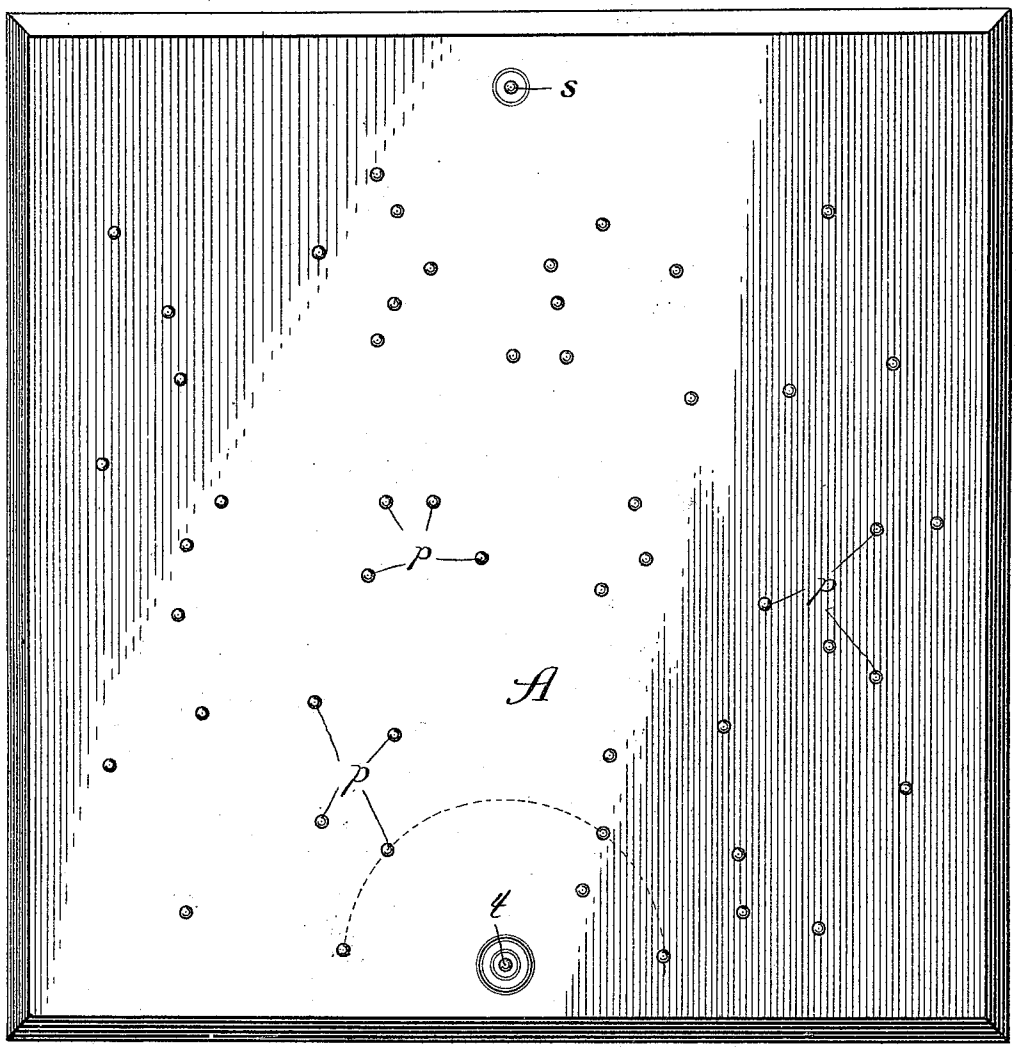


Fig. 2.

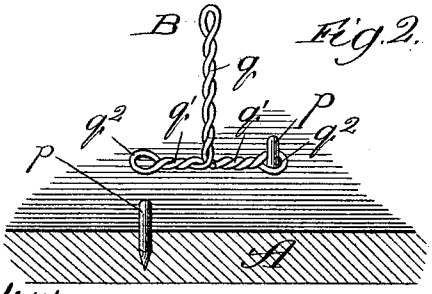
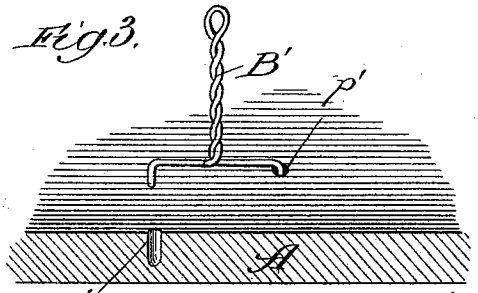


Fig. 3.



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JUDSON M. FULLER, OF OAK PARK, ILLINOIS.

PUZZLE.

SPECIFICATION forming part of Letters Patent No. 518,061, dated April 10, 1894.

Application filed November 28, 1893. Serial No. 492,213. (No model.)

To all whom it may concern:

Be it known that I, JUDSON M. FULLER, a citizen of the United States, residing at Oak Park, in the county of Cook and State of Illinois, have invented a new and useful Improvement in Puzzles, of which the following is a specification.

My invention relates to an improvement in puzzles of the class wherein a surface is provided with a starting point and an ultimate point or goal; the puzzle to be worked out by commencing at the starting point and following an intricate course, according to prescribed rules, to reach the goal.

My object is to provide, in the above class, an improved puzzle, in the sense of its affording entertainment of the kind experienced in the working out of puzzles of its class, but augmented by its novelty.

In the drawings—Figure 1, is a plan view of a "board" affording a surface provided with points marking various courses; Fig. 2, an enlarged, broken, perspective and sectional view showing a portion of the board, as preferably constructed, and the implement employed therewith to work the puzzle; and Fig. 3, a view, the same as Fig. 2, of a modified form of board and implement.

A is a board which may be of any desired material, and provided on its surface with a number of pins or projecting pivots affording the points. One of the pins t toward the lower end of the board is the starting point, and another of the pins, s, toward the upper end of the board, is the goal. The puzzle is worked by means of a preferably T-shaped implement B affording a handle q and arms q' provided in the ends with loops q^2 just large enough to fit over the pins. The pins p on the board may be of any desired number, one or more thereof being at a distance from the pin t equal to the distance between the loops q^2 of the implement, whereby when the implement is passed at one of its loops over the pin t its other loop may register with and engage one, or one of two or more, pins p. A large number, and preferably though not necessarily all, of the pins p, are so arranged with reference to each other, that the implement when passed at one loop over any one of the pins, including the pin s, will register at its other loop with one or more of the pins.

In handling the implement it is held at its stem or handle q between the thumb and finger of the operator, and when a pin is engaged by one of the loops, that pin operates as a pivot upon which the implement must be turned to engage one of the pins with which it registers at its other loop. In starting, the implement is caused to engage the pin t at one loop and is then turned to engage at its other loop one of the four pins p in the dotted circle, indicated; it is then turned, on the pin p selected, to engage one of the pins p with which the free loop may register, and so on. The solution of the puzzle consists in reaching the goal s, and as a false start, or a false selection of pivots at any stage will cause deviation from the right course to the goal, and thus prevent the puzzle's being solved, the working out of the puzzle is necessarily very hard to accomplish and consequently particularly absorbing to the operator. A puzzle having the points disposed as shown can be worked out in sixteen "moves," a false move at any stage being fatal to the solution of the puzzle. The puzzle may be further complicated by the addition of other suitably arranged points p, to mark additional true and false courses.

In the modified construction the points are afforded by holes p' in the board, instead of pins, and the implement B′, to be employed therewith, has prongs, instead of loops, to engage and turn in the holes. While it is desirable that the points t, s and p shall afford engaging "pivots" for the ends of the implement, as this permits the implement to be moved rapidly from point to point by affording a purchase to it in each move, the points may be mere surface marks with which the implement employed must register at its ends or at given points marked upon the implement, in pursuing the course to the goal.

My invention is not limited to the arbitrary relative arrangement of points shown in the drawings, as this arrangement may be varied indefinitely, though at least one course must be provided between the points t and s and formed, to produce what may be termed the

true course, with points p at equal distances apart, corresponding with the distance between the points of contact on the implement.

What I claim as new, and desire to secure by Letters Patent, is—

1. A puzzle-device, comprising a board provided on its surface with pivots, marking the points of a true course between points t and s, and false courses, and an implement, comprising a stem, adapted to be held in the hand, and two laterally extending arms, having pivot-engaging ends a distance apart coinciding with the distance between pivots in the courses, to engage and turn at their ends on said pivots and reach from pivot to pivot in the course, substantially as described.

2. A puzzle device comprising a board provided on its surface with a starting point t, ultimate point s, and pins p marking the points of a true course between the points t and s, and false courses, and an implement B provided with loops q^2, to engage and turn on the pins and reach from pin to pin in the courses, substantially as described.

JUDSON M. FULLER.

In presence of—
M. J. FROST,
W. N. WILLIAMS.