

No. 643,170.

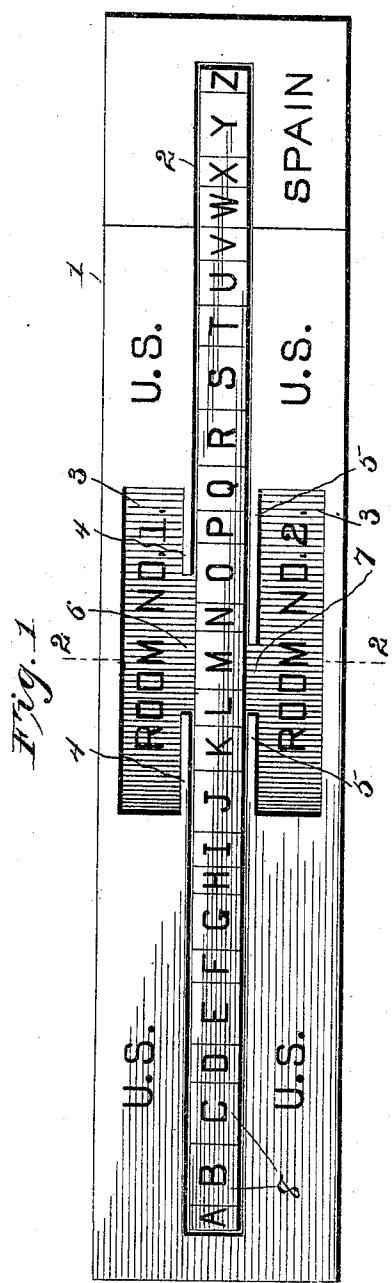
Patented Feb. 13, 1900.

J. C. TELLER.

GAME OR PUZZLE.

(Application filed June 1, 1899.)

(No Model.)

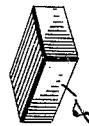
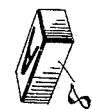


T. H. H.

Fig. 2.

Fig. 3.

Trig. H.



WITNESSES

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UNITED STATES PATENT OFFICE.

JAMES CLARANCE TELLER, OF McCOOK, SOUTH DAKOTA.

GAME OR PUZZLE.

SPECIFICATION forming part of Letters Patent No. 643,170, dated February 13, 1900.

Application filed June 1, 1899. Serial No. 719,027. (No model.)

To all whom it may concern:

Be it known that I, JAMES CLARANCE TELLER, a citizen of the United States, residing at McCook, in the county of Union and State of South Dakota, have invented certain new and useful Improvements in Games or Puzzles; and I do declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same, reference being had to the accompanying drawings, and to the figures of reference marked thereon, which form a part of this specification.

15 This invention relates to games; and the purpose of the same is to afford amusement of a beneficial nature and also the application of study and precision in solution or rearranging in predetermined positions by regular and consecutive moves after a disorganization of loose pieces, and thereby physically benefit the solver in the line of calculation, as well as forethought, to attain the desired result.

25 The invention, generally stated, consists of a board of suitable dimensions having a playing-field with a central main alley and lateral rooms or compartments with partitions between portions of the same and the alley provided with openings of varying dimensions, the board being divided for some uses into parts representing different countries, and therein a series of movable pieces are employed, which are adapted to be shifted along 30 the alley and into the compartments to properly arrange them after a disorganization.

35 The invention further consists of the details of construction and arrangement of the several parts, which will be more fully hereinafter described and claimed.

40 In the accompanying drawings, Figure 1 is a plan view of a board embodying the features of the game and showing movable pieces in alinement therewith. Fig. 2 is a transverse vertical section on the line 2-2 of Fig. 1. Fig. 3 is a detail perspective view of one of the movable pieces, showing the lettered side upward. Fig. 4 is a similar view of one of the movable pieces, showing the bottom side 45 upward and indicated as colored, which will be the nature of some of the pieces.

50 Like characters of reference are employed

to indicate corresponding parts in the several views.

Referring to the drawings, the numeral 1 designates a game-board, which may be of any suitable material or dimension and having extending longitudinally through the center thereof an alley 2. On opposite sides of the alley, at the center, are lateral rooms or compartments 3, numbered "1" and "2," and between the inner portions of the said rooms or compartments are partial partitions 4 and 5, the partition 4 having an opening 6 therethrough of greater dimension than an opening 7 through the partition 5.

55 In the alley 2 a number of movable pieces 8 are slidingly positioned and completely fill the same in a longitudinal direction. These pieces, as shown, are lettered, commencing 60 with the letter "A" and ending with "Z," and the opening 6 in the partition 4 is sufficiently large to permit two only of said pieces to be moved therethrough at one and the same time into the room or compartment No. 1, 65 while the opening 7 is only large enough for one of said pieces to pass therethrough into the room or compartment No. 2.

70 In solving or working the puzzle as thus far described the letter "Z" is removed from its consecutive position, as shown in Fig. 1, and the letter "A" drawn out of its place and inserted at the point where "Z" would be normally located and "Z" placed in the position that "A" should occupy. The movable pieces 75 are then shifted in and out of the rooms or compartments Nos. 1 and 2 to effect a repositioning of the said movable pieces bearing the letters "A" and "Z" in their proper places and at the same time to consecutively arrange 80 the letters from "B" to "Y," inclusive.

85 During the process of the movement of the pieces necessary to attain the result desired a great deal of study and calculation will be required in maintaining all the pieces in such 95 position that too great or complex mixture will not arise in order to keep said pieces in close relationship as near as practicable and in accord with their positions alphabetically.

90 At a certain time in the solution the movable pieces bearing the letters "A" and "Z" will pass each other by first being worked to the center and then toward opposite ends.

100 This game or puzzle as thus far described

may be properly termed an "A B C" puzzle, and to give some idea of the course to be pursued in working the same the pieces carrying the letters "L," "K," "J," "N," "V," 5 and "W" should be first moved into the room or compartment No. 2, and then "M," "I," "H," "E," "A," "Z," and "S" should be moved into the room No. 1, it being necessary, of course, to first obtain this combination of 10 letters by a series of moves of the pieces. It is intended that the opening 6 be used to permit the pieces "A" and "Z" to pass each other, and in reorganizing the several pieces that bearing the letter "Z" must first be 15 placed in its proper position, then "Y," &c., which will be carried on only at the right end of the board. Then the letters "A," "B," and "C" are likewise properly positioned at the left end of the board and consecutively, 20 the alley being filled in this manner toward the center, and close up the middle portion thereof last.

The game or puzzle can be converted into a war game, and for this purpose the field is 25 marked with the letters "U. S." up to a line adjacent the right end, where the word "Spain" is imprinted on the board, and the room No. 2 can be used to designate the Island of Cuba. In carrying on the game or puzzle 30 under this idea the pieces 8, which are colored on their under sides, as shown by Fig. 4, designate Spaniards and are transferred from the right end of the board to the left end and then driven back to Spain and out of 35 room No. 2, representing the Island of Cuba. In working the game or puzzle after this

method the same moves are adopted—that is, to work from both ends toward the center and fill the latter last.

It will be observed that in playing the game 40 or solving the puzzle in either instance the rooms or compartments 3 serve as relays to permit the movable pieces to be shifted, and though the preferred form of the board is illustrated it will be understood that the outline 45 or contour of the same is not essential as long as the alley and the rooms or compartments are preserved as shown. Also other characters might be impressed or applied to the movable pieces and the game or puzzle utilized to demonstrate some other conflict.

Changes in the minor details of construction and arrangement might also be resorted to without in the least departing from the nature or spirit of the invention.

Having thus described the invention, what is claimed as new is—

A game or puzzle comprising a board having a field arranged to form a longitudinal alley and lateral rooms on opposite sides of 60 the center, said rooms being partially separated from the alley by partitions having openings therethrough, the openings differing in width, and movable pieces adapted to be shifted in the alley and said rooms or compartments.

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

JAMES CLARANCE TELLER.

Witnesses:

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