

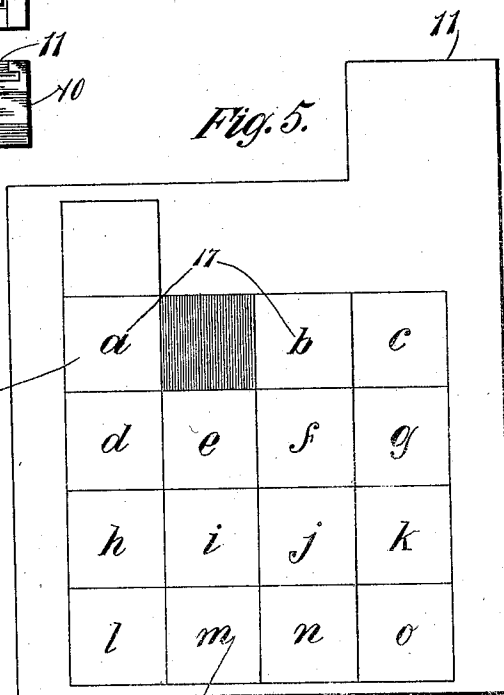
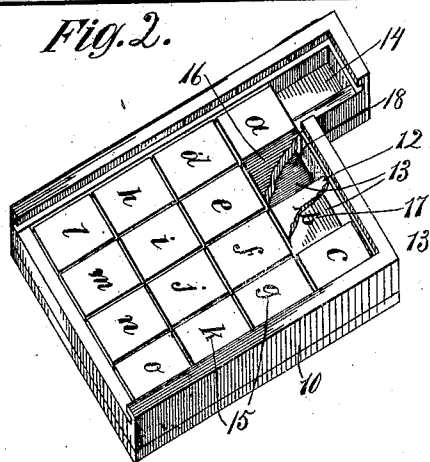
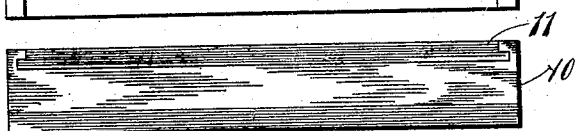
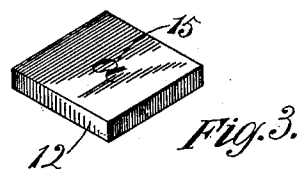
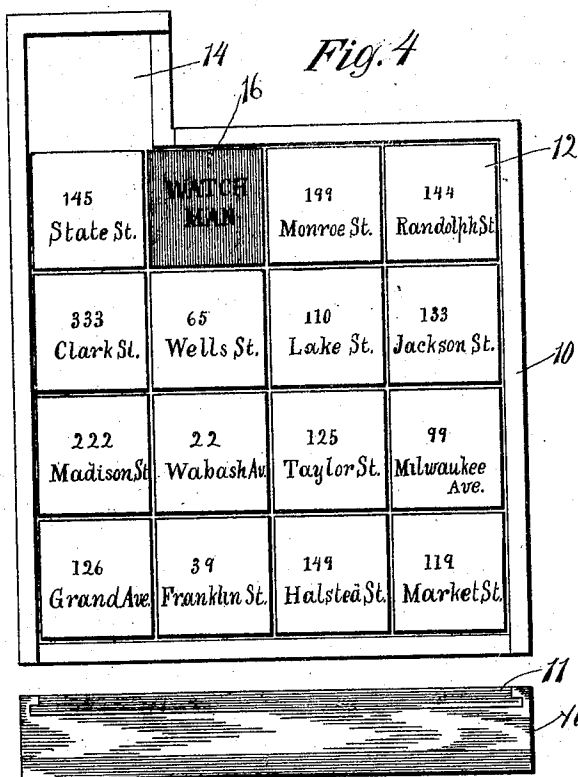
No. 823,548.

PATENTED JUNE 19, 1906.

S. F. RANDALL.

GAME.

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UNITED STATES PATENT OFFICE.

SAMUEL F. RANDALL, OF CHICAGO, ILLINOIS.

GAME.

No. 823,548.

Specification of Letters Patent.

Patented June 19, 1906.

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To all whom it may concern:

Be it known that I, SAMUEL F. RANDALL, a citizen of the United States, and a resident of Chicago, county of Cook, and State of Illinois, have invented certain new and useful Improvements in Games, of which the following is a specification and which are illustrated in the accompanying drawings, forming a part thereof.

The invention relates to a game or puzzle adapted to be used by a single player, and has for its object to provide a device which shall be of simple and inexpensive construction and shall afford competent means of obtaining entertainment or instruction.

The invention contemplates a board and a plurality of pieces movable over the board, positions adapted to be occupied by the playing-pieces being indicated upon the board. One of these positions is provided as the home or proper resting place for each of the pieces, and in addition there are indicated upon the board one or more positions which are normally vacant, but onto which the pieces may be moved in the course of play. Preferably one of the pieces is designated in a peculiar manner, so that it may be readily distinguished from all of the others, and the method of play is to shift the pieces, moving them only from one position to a vacant position next adjacent in such a way as to make a vacant position next adjacent the peculiarly-designated piece, which may then be moved in a similar manner. The object of the play is to move the peculiarly-designated piece onto each of the home positions of the other pieces and back to its own positions, each of the remaining pieces when this has been accomplished occupying its original place.

In the accompanying drawings, Figure 1 is a perspective view of a device involving the invention, the cover being removed and some of the parts being broken away. Fig. 2 is an end view of the same. Fig. 3 shows a detail of the device drawn in perspective. Fig. 4 is a detail plan view showing a modification of the invention, and Fig. 5 is a bottom plan view of the cover for the device shown in Figs. 1 and 2.

Preferably the board for play takes the form of a shallow tray or box 10, having a removable cover 11 and within which playing-pieces 12 may be inclosed. As shown, these pieces are square, and sixteen of them are provided, and the bottom board of the box is

ruled into spaces 13 the size and shape of the pieces 12 and is itself of such size and shape as to provide a space 13 as a home position for each of the pieces and an additional or vacant space 14, onto which one of the pieces may be moved. In the form of construction illustrated in the drawings, the space 14 is formed, in effect, as an alcove in the wall of the box 10, the floor being extended into the alcove.

Each of the pieces 12 is marked to distinguish it from all of the others, one of them, as 16, being preferably marked in a way peculiar to itself—as, for example, by its being made of a different color or material, as shown—and the remaining pieces being marked in any convenient way, as by means of the letters 15. A mark, as the letters 17 or the coloring or shading 18, is applied to the board 10 upon each of the spaces 13, which are intended as home positions for the pieces 12 to correspond with the mark upon the piece for which the space is so intended.

In playing the game, all of the pieces having been first placed upon the correspondingly-marked positions 13 of the board 10, the pieces are shifted one at a time by sliding them upon the surface of the board, so as to permit the piece 16 to be moved in the same manner successively onto each of the spaces 13 originally occupied by one of the other pieces, and to finally move the piece 16 back to its original position and all of the remaining pieces to the home positions from which they were originally started. The object of the game is to accomplish this result with the least number of moves of all the pieces.

As the device is shown in Figs. 1 and 5 of the drawings, it will be observed that the piece 12, which is marked with the letter *a*, must first be moved to the vacant space 14, after which the piece 16 may be moved to the home position of the piece *a*, or by first shifting the pieces designated *d* and *e* the piece 16 may be moved to the home position of the piece *e* upon its first move, it being immaterial in which direction the piece 16 is made to travel over the board. The play is facilitated by means of a diagram 19 of the board 10, marked upon the inner face of the cover 11, Fig. 5.

The playing-pieces may be marked in any way desired, that illustrated in Figs. 1, 3, and 5 being merely a conventional method employed for the purpose of distinguishing

the pieces. An interesting game, however, may be provided by marking the pieces as in Fig. 4, the piece 16 there being designated a "watchman" and the remaining pieces marked to indicate the buildings at which he is to call in making his round.

I claim as my invention—

1. In a device of the kind described, in combination, a box having an alcove in its wall, the floor of the box extending into the alcove, and a plurality of playing-pieces fitting within the box and movable over its floor, each of the playing-pieces being marked to distinguish it from all of the others and the alcove being adapted to receive one of the playing-pieces.

2. In a device of the kind described in combination, a plurality of playing-pieces rectangular in shape and each marked to distinguish it from all of the others, and a box having an alcove in its wall, the floor of the box extending into the alcove and having a plurality of contiguous spaces each equal in size and shape to the base of one of the playing-pieces, one thereof being in the alcove and each of the others being marked to correspond with one of the pieces.

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Witnesses:

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