B. A. BOORE & J. W. FERGUSON.

GAME APPARATUS.

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979,923. Patented Dec. 27, 1910.

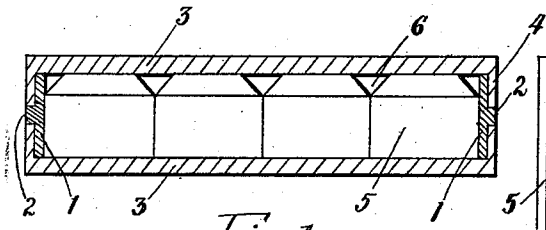


Fig. 1.

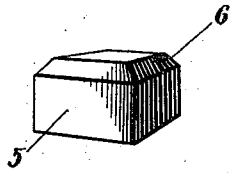


Fig. 2.

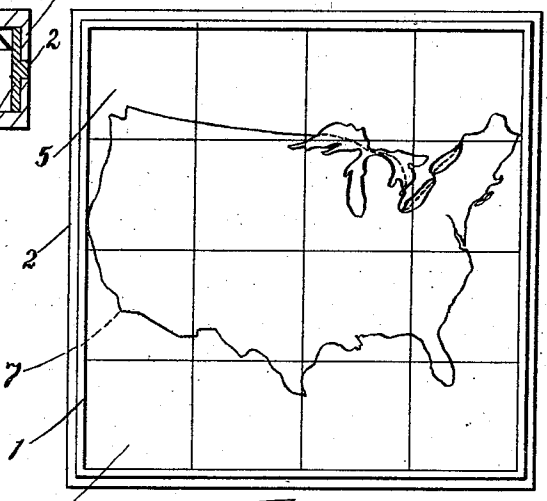


Fig. 3.

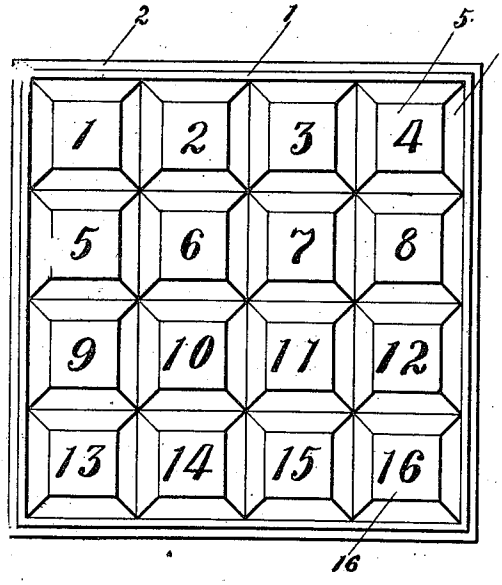
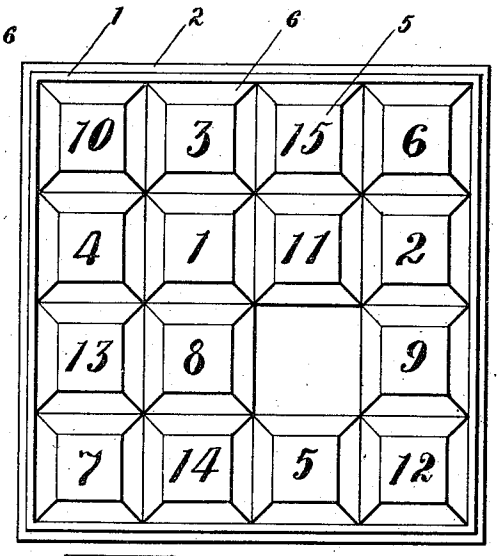


Fig. 4.



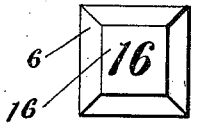


Fig. 5.

Witnesses

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UNITED STATES PATENT OFFICE.

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GAME APPARATUS.

979,923. Specification of Letters Patent. Patented Dec. 27, 1910.

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To all whom it may concern:

Be it known that we, BURTON A. BOORE and JAMES W. FERGUSON, citizens of the United States of America, residing at McKeesport and Pittsburg, respectively, in the county of Allegheny and State of Pennsylvania, have invented certain new and useful Improvements in Game Apparatus, of which the following is a specification, reference being had therein to the accompanying drawing.

This invention relates to educational game apparatus and the objects of our invention are, first, to provide an educational device that can be used in kindergartens and the primary departments of public schools; second, to provide an educational game that will be beneficial in the study of geography; third, to provide a puzzle that will require considerable skill and thought to solve, and fourth, to provide a simple and inexpensive game or puzzle that can be used for advertising purposes.

We attain the above objects by a device that will be presently described and then specifically claimed.

Referring to the drawings, Figure 1 is a cross sectional view of a game apparatus in accordance with this invention. Fig. 2 is a perspective view of one of the shiftable members or moving pieces. Fig. 3 is a plan of the device illustrating the map side. Fig. 4 is a similar view illustrating the numeral side of the device, with the numbers on the shiftable members or moving pieces. Fig. 5 is a similar view with the numbers irregularly arranged.

A game apparatus in accordance with this invention comprises a box or casing formed of two removable sections 3 and a rectangular frame having a peripheral rim 2 arranged intermediate the upper and lower edges of the frame. Each of the sections 3 consists of a supporting base and side and end walls 4. The frame 1 is mounted in the sections 3 with the rim 2 of said frame interposed between the edges of the walls of the sections. The inner faces of the walls of the sections engage the outer face of the frame and the outer face of the rim 2 is flushed with the outer faces of the walls of the sections. The casing or box provides means for housing a plurality of shiftable members or movable pieces 5, preferably sixteen in number and which fit snugly within the frame 1. One side of the movable pieces 5 is beveled as at 6 and one face of each of said movable pieces 5 is provided with a number, the numbers running from 1 to 16 consecutively. The beveled edges of the movable pieces facilitate the shifting thereof in the frame 1. The opposite face of each of the movable pieces is provided with a section of a map 7, which is printed or otherwise marked upon the movable pieces and when said movable pieces are assembled in proper order as shown in Fig. 4 of the drawings a completed map is illustrated. The map can represent the United States, or any other country.

By inverting the box and removing the lid 3, the map 7 will be exposed to view. By then removing the piece designated 16, the moving pieces can be shifted about and promiscuously arranged in the box. It is then the object to shift the movable pieces, without taking the same from the box, until the movable pieces are arranged in their proper order to represent the map 7.

With the lid replaced, the box can be inverted and the lid removed to expose the numbers 1 to 16 inclusive of the movable pieces. The piece 16 can then be removed and the other pieces rearranged, as shown in Fig. 5. It is then the object of the game to shift the movable pieces, without removing the same from the box until these represent the formation shown in Fig. 4. After the movable pieces have been so arranged, the piece 16 can be replaced in the box.

It will thus be observed that the puzzle can be solved from either side of the box, the map side of the movable pieces presenting a more difficult proposition, as a person must be familiar with the outline of the country in order to properly assemble the movable pieces. With the numerical side of the box, the movable pieces can be arranged in their order, but in each instance, the shifting of the movable pieces becomes more difficult toward the last, when the movable pieces 12, 13, 14 and 15 are to be arranged in their order.

We make the game of light and durable wood, and reserve the right to use pictures instead of maps upon the under sides of the moving pieces.

Having now described our invention what we claim as new, is:—

A game apparatus comprising a relatively shallow rectangular receptacle including a body-portion and a pair of removable combined cover and supporting sections adapted to be mounted upon the top and bottom of the body-portion and overlap the outer faces of the sides of the body-portion, and shiftable members mounted within said body-portion and having the upper and lower faces thereof provided with characters adapted when the members are shifted to be arranged in proper order, each of said sections providing means when engaging with the body-portion for supporting said members to expose when the characters on both faces of the members are properly arranged, the arranged characters upon either face of the members.

In testimony whereof we affix our signatures in the presence of two witnesses.

BURTON A. BOORE.
JAMES W. FERGUSON.

Witnesses:
MAX H. SROLOVITZ,
A. J. TRIGG.