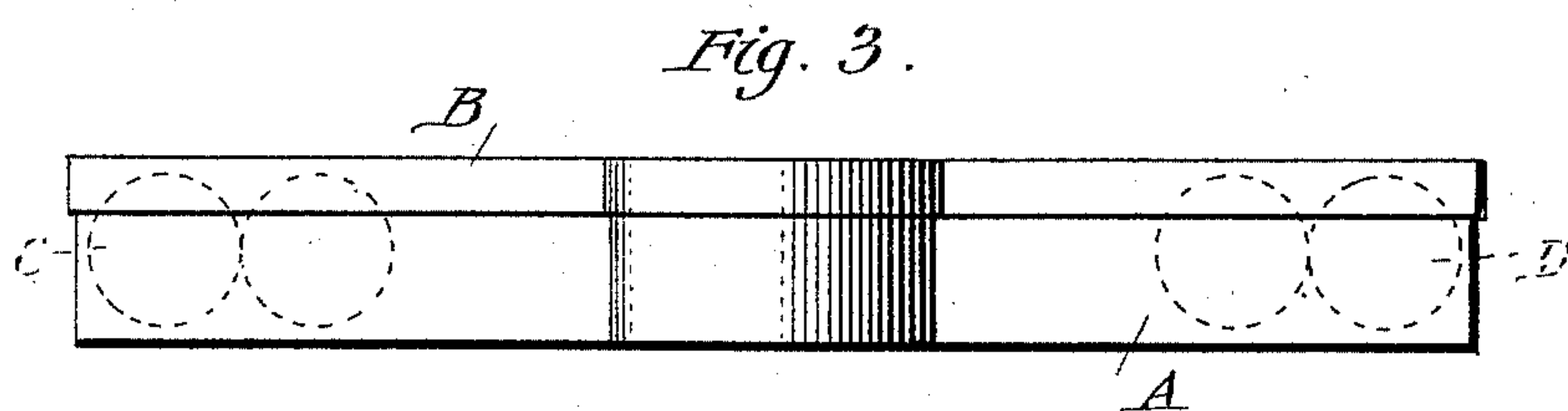
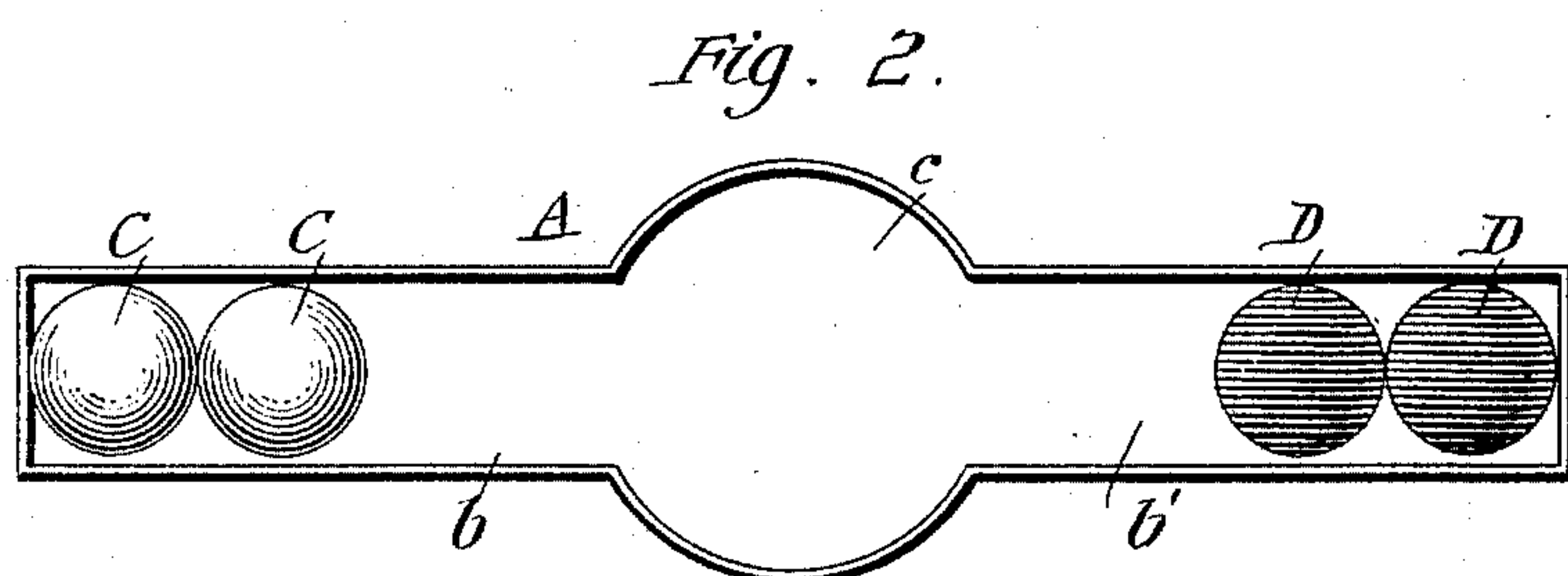
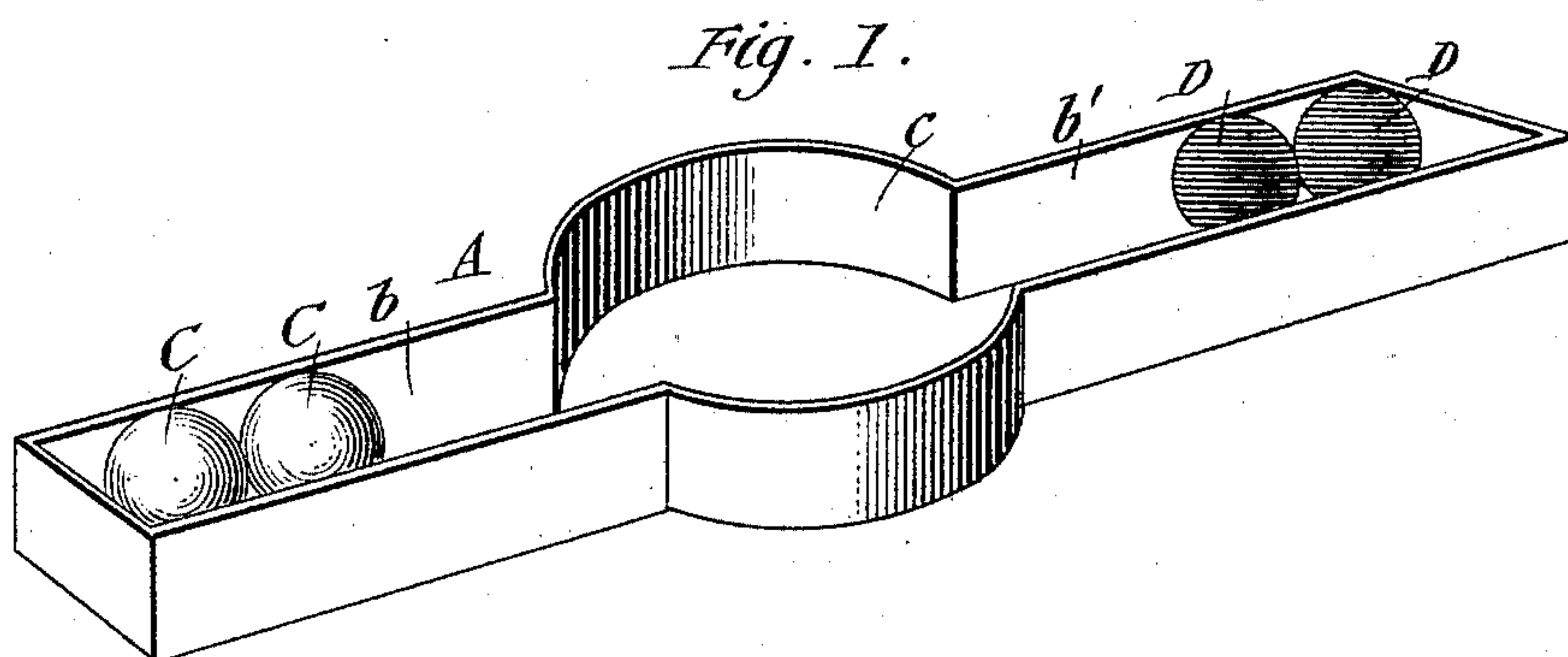


(No Model.)

G. L. STAIRS.
PUZZLE.

No. 441,988.

Patented Dec. 2, 1890.



WITNESSES:

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UNITED STATES PATENT OFFICE.

GAVIN LANG STAIRS, OF MAITLAND, NOVA SCOTIA, CANADA.

PUZZLE.

SPECIFICATION forming part of Letters Patent No. 441,988, dated December 2, 1890.

Application filed August 25, 1890. Serial No. 362,980. (No model.)

To all whom it may concern:

Be it known that I, GAVIN LANG STAIRS, of Maitland, in the county of Hants, Province of Nova Scotia, and Dominion of Canada, have
5 invented a new and Improved Puzzle, of which the following is a full, clear, and exact description.

This invention relates to games or puzzles designed to be held in the hand or hands, and
10 in which, by tilting and skillfully manipulating a channeled box or case, balls or other spherical bodies placed therein are made to roll or change their positions till a given goal, in spite of obstacles, is reached, thus, besides
15 affording amusement, conducing to a healthy and steadying exercise of the nerves of the hands.

The invention consists in a game or puzzle of this description of novel construction as
20 regards its operating box or case, for use in connection with two pairs of balls supposed to represent two opposing parties, the one anxious to retain and the other to obtain a favored position, substantially as hereinafter
25 described.

Reference is to be had to the accompanying drawings, forming a part of this specification, in which similar letters of reference indicate corresponding parts in all the figures.

30 Figure 1 represents a view in perspective of my improved game or puzzle with the lid of the case removed and as ready for being worked or played; Fig. 2, a plan of the same, and Fig. 3 a side view of the box or case
35 closed.

A indicates the box or case of the puzzle, and B its lid, which latter is removed when the game or puzzle is being played. This box or case consists of two narrow opposite channel-ways $b\ b'$ and an enlarged central or intermediate chamber c , preferably of circular form internally, into which the two channel-ways open at their inner ends.

CC and DD represent two pairs of balls or
45 marbles of a size to fit freely in the channel-ways $b\ b'$, but not so that they can pass each other in said channel-ways or so that they will be forced to traverse in single file therein. The one channel-way—say the channel-way
50 b —represents the favored position or goal to be reached, and at starting the game is occupied by the one pair of balls CC, while the

other channel-way b' is occupied by the other pair of balls DD, which should be of different color to the other pair of balls, or the two pairs
55 of balls should be differently marked to distinguish them. The object of the game is to reverse the position of these two pairs of balls in the channel-ways without touching them, by simply manipulating or tilting the box in different directions from the horizontal position in which it is first posed by the hand or hands, and so that the balls CC will be passed out of the channel-way b , which, as before observed, represents the goal or favored position,
65 and the balls DD be caused to roll into said channel-way, or change positions, as it were, with the balls CC. To accomplish this, the area of the central chamber c is made sufficient to enable the rolling balls to pass one
70 another; but to do this and make both balls DD occupy the position formerly occupied by the balls CC in the channel-way b requires a very skillful manipulation of the box in various directions.

The game is intended to be typical of a presidential election, the channel-way indicating the place of power now occupied by one political party. The balls CC represent the candidates for the presidency and vice-presidency
80 of the political party now in office, and are placed in the channel-way b . The other pair of balls DD represent the candidates for the presidency and vice-presidency of the opposing party. These, at starting the game, occupy the other channel-way b' , and it is designed to so shake or manipulate the box that they will take the place of the balls CC in the channel-way or favored place of position b as the several balls, in being rolled about, due to
90 the manipulation of the box, are caused to pass each other in the central chamber c , which represents the polls or place of contest. The manipulation of the box to accomplish this requires almost as much dexterity and skill
95 as ever has been practiced in a genuine presidential election by an astute politician, without the trickery of the latter.

It is proposed to make the balls CC and DD, representing the two opposing parties, of the
100 same colors, respectively, as the special colors adopted by said parties during an election; but they may be otherwise distinguished, if desired.

Having thus fully described my invention, I claim as new and desire to secure by Letters Patent—

1. In a game or puzzle, a box or case consisting of two opposite channel-ways and an intervening central or intermediate chamber of greater area than the channel-ways, the latter being arranged to open at their inner ends into the intermediate chamber on opposite sides thereof, substantially as specified.

2. In a game or puzzle, the box or case having a central or intermediate chamber and two opposite channel-ways of less area than

said chamber and in open communication with it at their inner ends, and two pairs of balls, distinguishable the one pair from the other, adapted to traverse separately or in single file said channel-ways, but capable of collecting or mixing and passing one another in the intermediate chamber of the box, essentially as herein set forth.

GAVIN LANG STAIRS.

Witnesses:

MADGE D. SUTHERLAND,
MARGARET SUTHERLAND.