

(No Model.)

H. M. SMITH.
PUZZLE.

No. 462,170.

Patented Oct. 27, 1891.

Fig. 1.

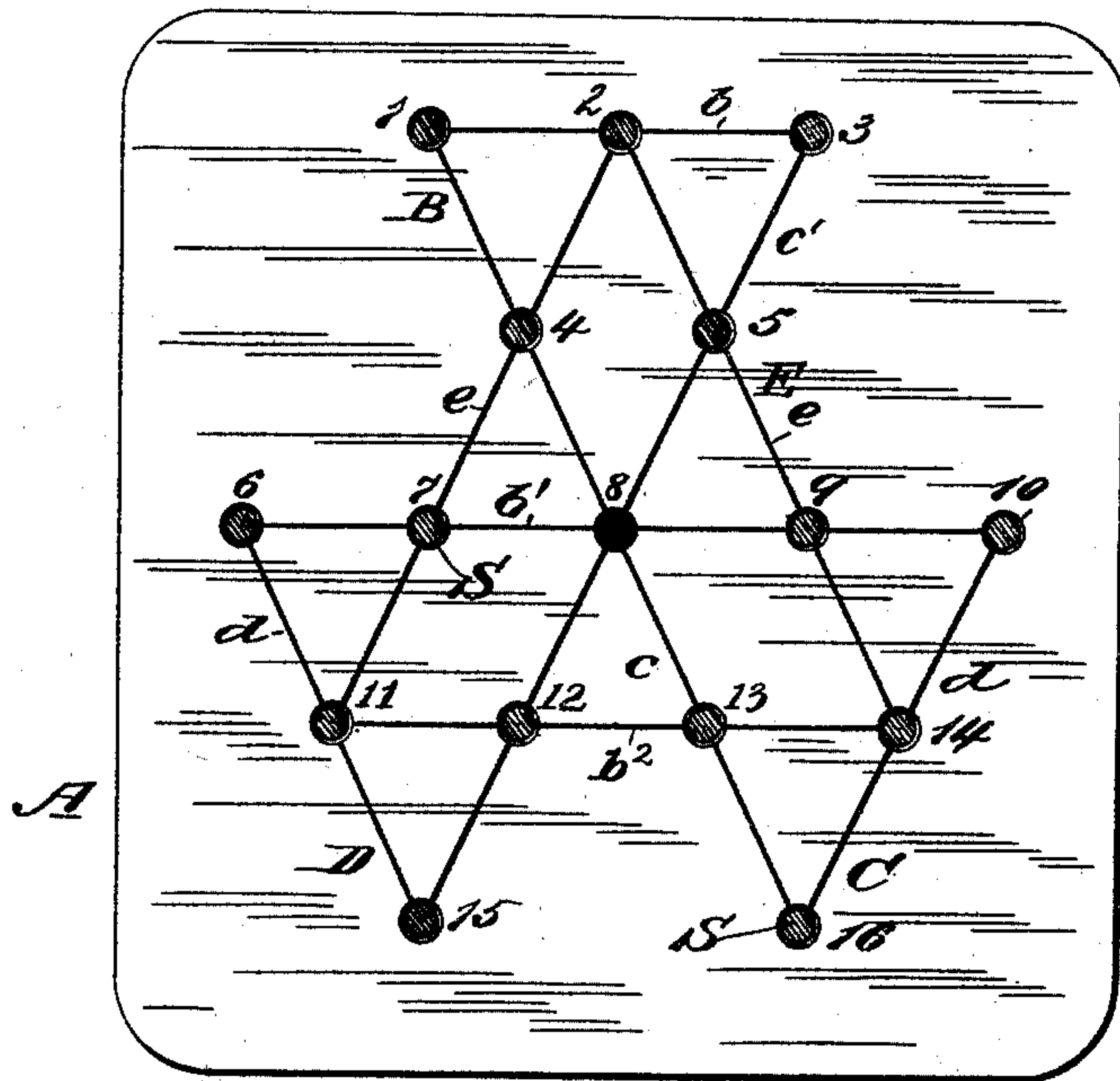


Fig. 2.

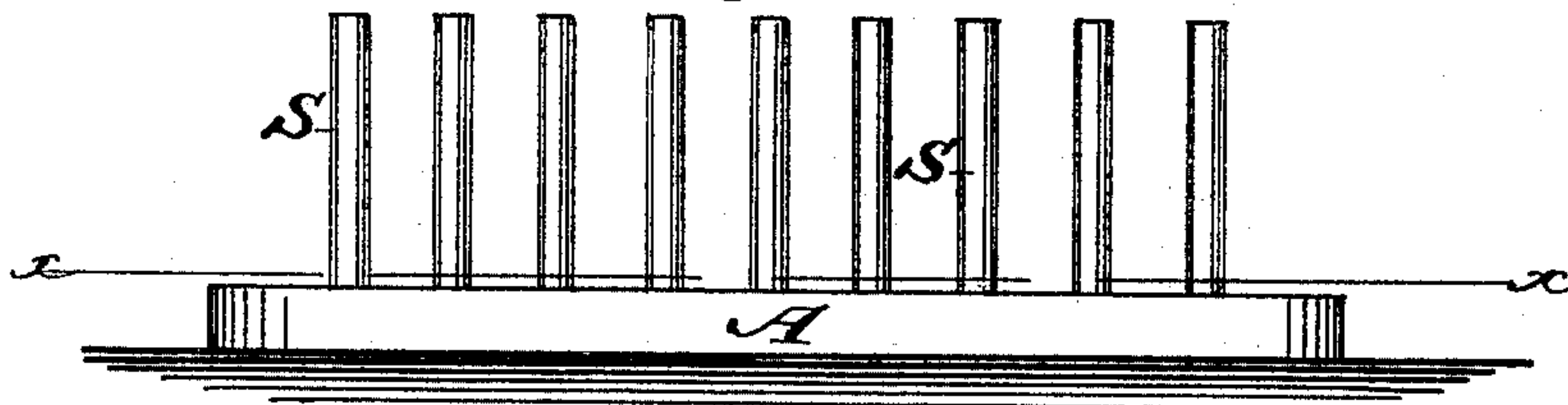
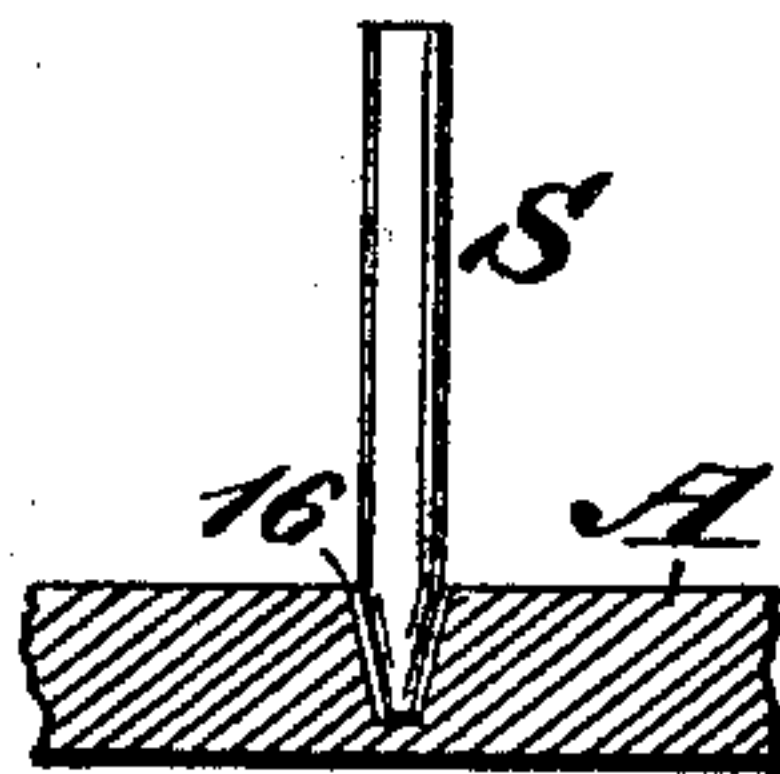


Fig. 3.



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HERBERT M. SMITH, OF ROME, NEW YORK.

PUZZLE.

SPECIFICATION forming part of Letters Patent No. 462,170, dated October 27, 1891.

Application filed March 13, 1891. Serial No. 384,921. (No model.)

To all whom it may concern:

Be it known that I, HERBERT M. SMITH, of Rome, in the county of Oneida and State of New York, have invented a new and Improved
5 Puzzle, of which the following is a full, clear, and exact description.

This invention relates to puzzles or games in which a board is used having a series of holes in it for the reception of pegs, commonly
10 called in such games "men," that are played by jumping them, as the game of checkers is played, in prescribed lines one over the other, the men as they are jumped over being removed until only one man is left, and to
15 solve the puzzle it is necessary that he should occupy a given hole or "goal," preferably the center hole of the group of holes. As the value of such a puzzle or game, so far as the skill and ingenuity required to solve or play
20 it is concerned, largely depends upon the general figure on the board formed by the group of holes for the pegs and lines connecting said holes, as well as upon the number of pegs or men used, my invention comprises or
25 consists in a special organization in these respects, whereby the puzzle is made very attractive and requires superior skill to solve it.

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

Figure 1 represents a plan view of my improved game or puzzle with the pegs or men in position, the latter being in section, as indicated by the line xx in Fig. 2. Fig. 2 is an
35 elevation of the same, and Fig. 3 a sectional elevation of the board in part with one of the pegs inserted therein.

A indicates the board, which may be of any
40 convenient size and shape, and has delineated or marked upon it a series of straight and diagonal lines $b, b', b^2, c, c', d, d,$ and $e, e,$ the general outline or figure formed by which is that of four triangles B, C, D, and E, three of
45 which B C D have their sides of equal length and their apexes at one and the same point, and which are placed in such a position relatively toward each other as that each side of any one of said triangles B C D will, if extended in the same direction, form a side of
50 one of the other of such triangles; or, in other words, the sides of the triangles B C D,

the bases of which are the lines d, d and $b,$ will be formed by the straight extension of the lines b and c, c' that form the sides of any
55 one of them. The fourth triangle E of the figure is formed by the lines b^2 and $e, e,$ drawn from the centers of the bases or lines b and d, d of the three first-named triangles B C D, the line b^2 being the base of such triangle E. 60

The peg-holes in the board in which the pegs or men S are stuck to play the game or solve the puzzle are made where the several
lines $b, b', b^2, c, c', d, d,$ and e, e meet or intersect only. These holes number in all sixteen, 65 and there are fifteen pegs or men S used in the puzzle. For the purpose of illustration these peg-holes are numbered consecutively from 1 to 16, as shown, the center peg-hole in such case being numbered 8 and being at or
70 representing the apexes of the triangles B, C, and D.

To play the game or puzzle the several pegs or men are separately placed in the several
peg-holes, excepting the center hole 8, said
75 holes being one more than the number of pegs, and the object or thing to be done is to separately jump a peg in straight courses over the peg standing in its way to the hole on the other side of the peg which has been passed
80 or jumped over and afterward to remove the latter much in the same manner as checkers are played, and so that the last peg left on the board will occupy the central hole 8 of the figure on the board. 85

To solve the puzzle as described the peg in the hole 16 is first passed or jumped over the
peg in hole 13 and entered in the center hole 8 and the peg in hole 13 removed, after which the following moves are made in succession: 90 the peg in hole 4 passed to hole 13, removing peg in hole 8; the peg in hole 6 passed to hole 8, removing peg in hole 7; the peg in hole 9 passed to hole 7, removing peg in hole 8; the
95 peg in hole 3 passed to hole 8, removing peg in hole 5; the peg in hole 12 passed to hole 5, removing peg in hole 8; the peg in hole 10 passed to hole 16, removing peg in hole 14; the peg in hole 15 passed to hole 6, removing
100 peg in hole 11; the peg in hole 1 passed to hole 3, removing peg in hole 2; the peg in hole 3 passed to hole 8, removing peg in hole 5; the peg in hole 13 passed to hole 4, removing peg in hole 8; the peg in the hole 6 passed

to hole 8, removing peg in hole 7; the peg in hole 4 passed to hole 13, removing peg in hole 8, and, finally, the peg in hole 16 passed to hole 8, removing peg in hole 13. This only
5 leaves one peg on the board, and that is in the center hole 8, which solves the puzzle. The fourth triangle E, formed on the board, not only serves to bewilder the player and
10 render more skill necessary to solve the puzzle, but facilitates the placing of the peg-holes, as stated; or the puzzle can be solved by commencing with any of the pegs that can be
15 jumped into the center hole at the first move and following the same regularity of jumping as in the manner previously described when starting with the peg in hole 16.

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

20 1. In a puzzle of the character herein described, the board having a figure on it formed by lines which constitute or make four triangles, three of which, having their sides of equal length, have their apexes at one and
25 the same center point and are arranged so that the sides of said three triangles will be formed by the straight extensions of the lines forming the sides of any one of them, and the fourth triangle of which figure is formed by

lines drawn from the centers of the bases of 35
the three first triangles, said board having holes adapted to receive removable pegs where the several lines forming the several triangles meet or intersect only, substantially as specified.

35 2. In a puzzle of the description herein named, the board having a figure on it formed by lines which constitute or make four triangles, three of which, having their sides of equal length, have their apexes at one and
40 the same center point and have their sides arranged so that their sides are formed by the straight extensions of the lines forming the sides of any one of them, and the fourth triangle of which figure is formed by lines
45 drawn from the centers of the bases of the first three triangles, the whole figure having peg-holes where the several lines forming the several triangles meet and intersect, in combination with a series of pegs of one less in
50 number than said holes adapted to be transferred to fit the holes, essentially as herein shown and described.

HERBERT M. SMITH.

Witnesses:

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