

(No Model.)

W. T. WALKER.
PUZZLE.

No. 478,668.

Patented July 12, 1892.

Fig. 6

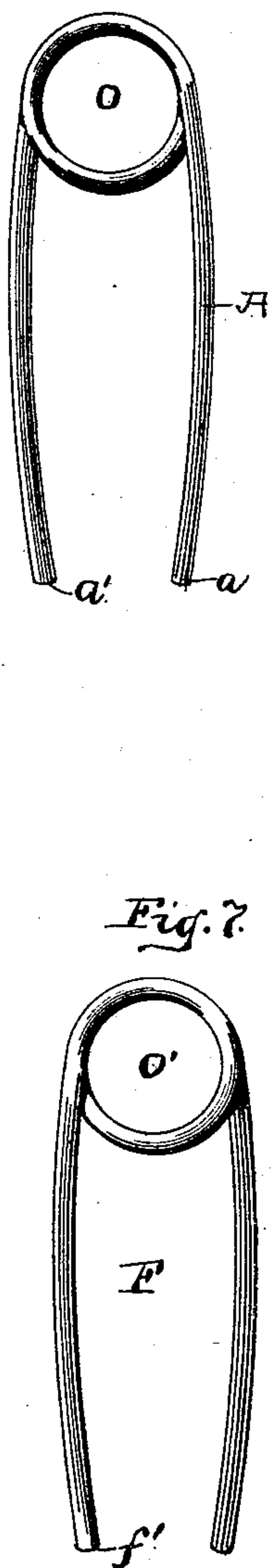


Fig. 1

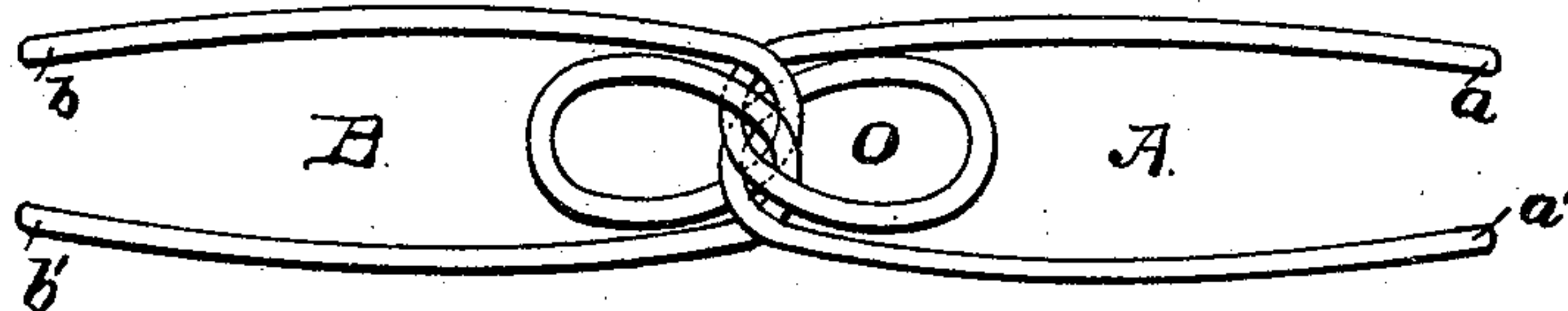


Fig. 2

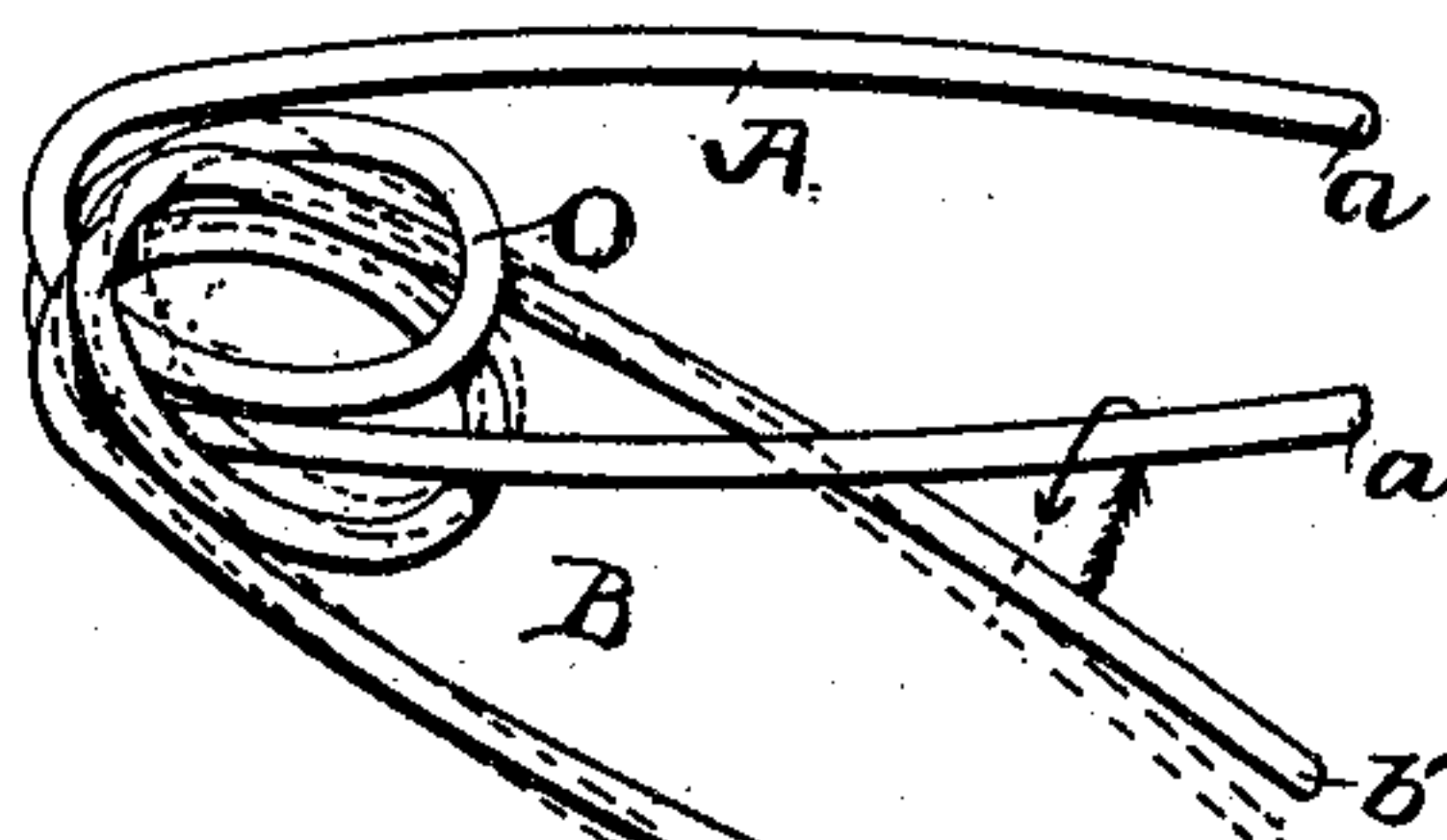


Fig. 3

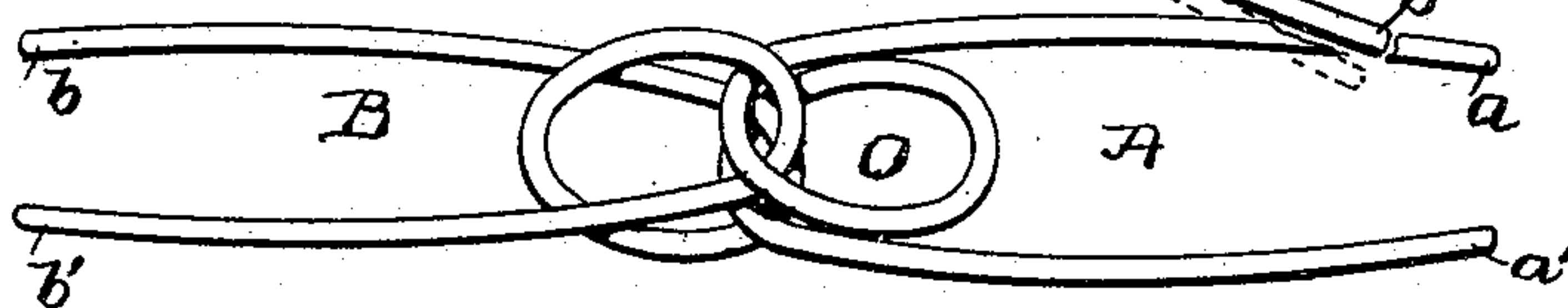


Fig. 7

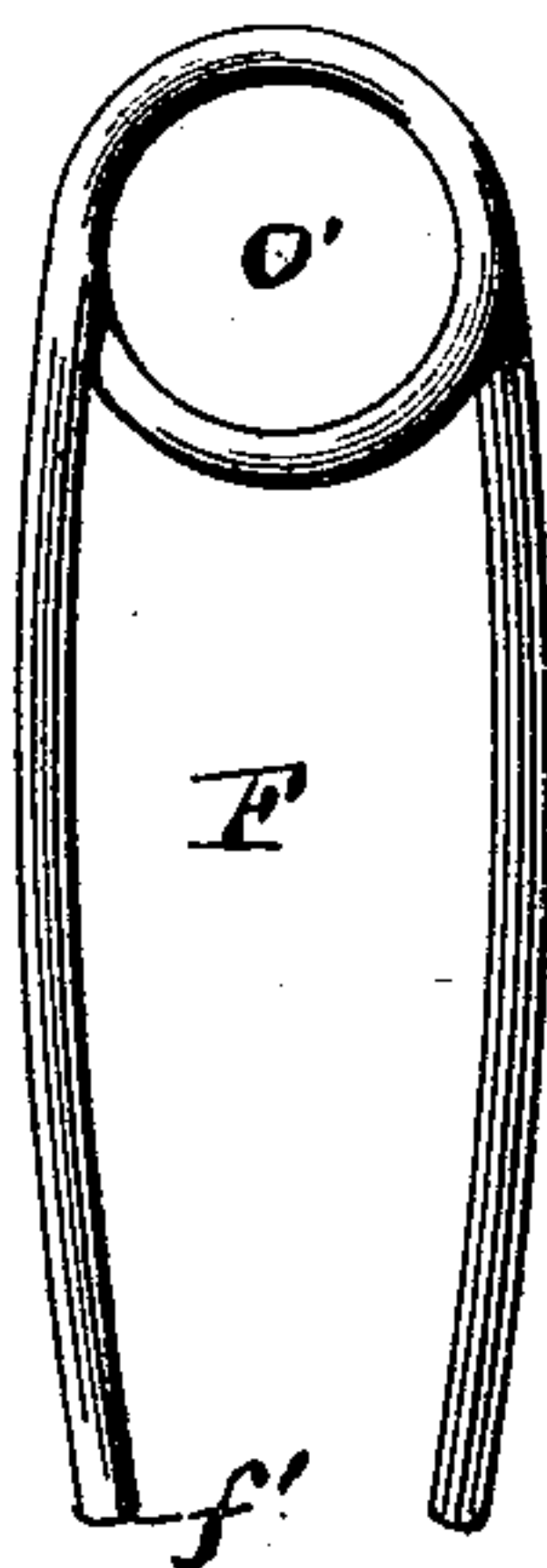


Fig. 4

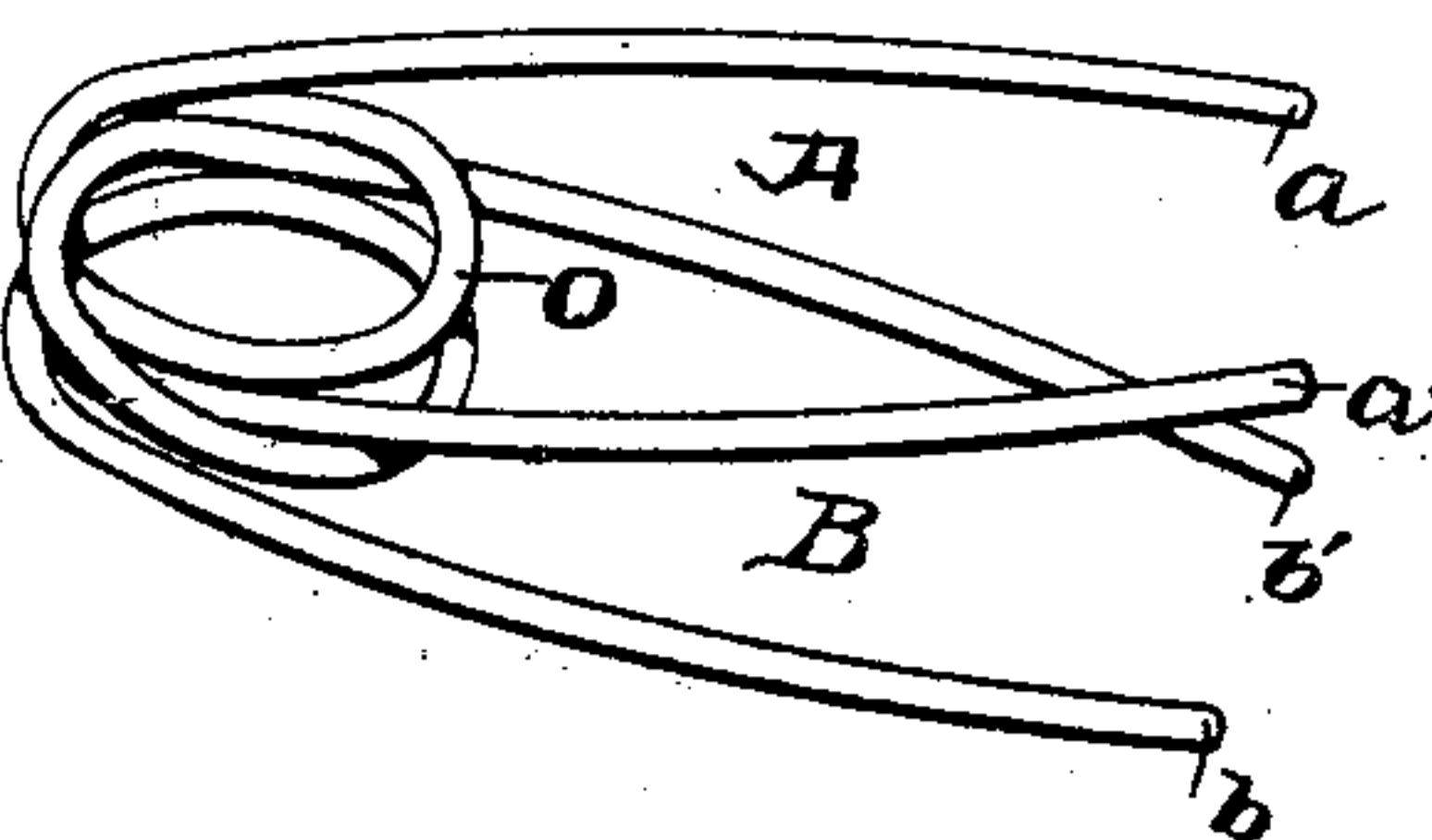
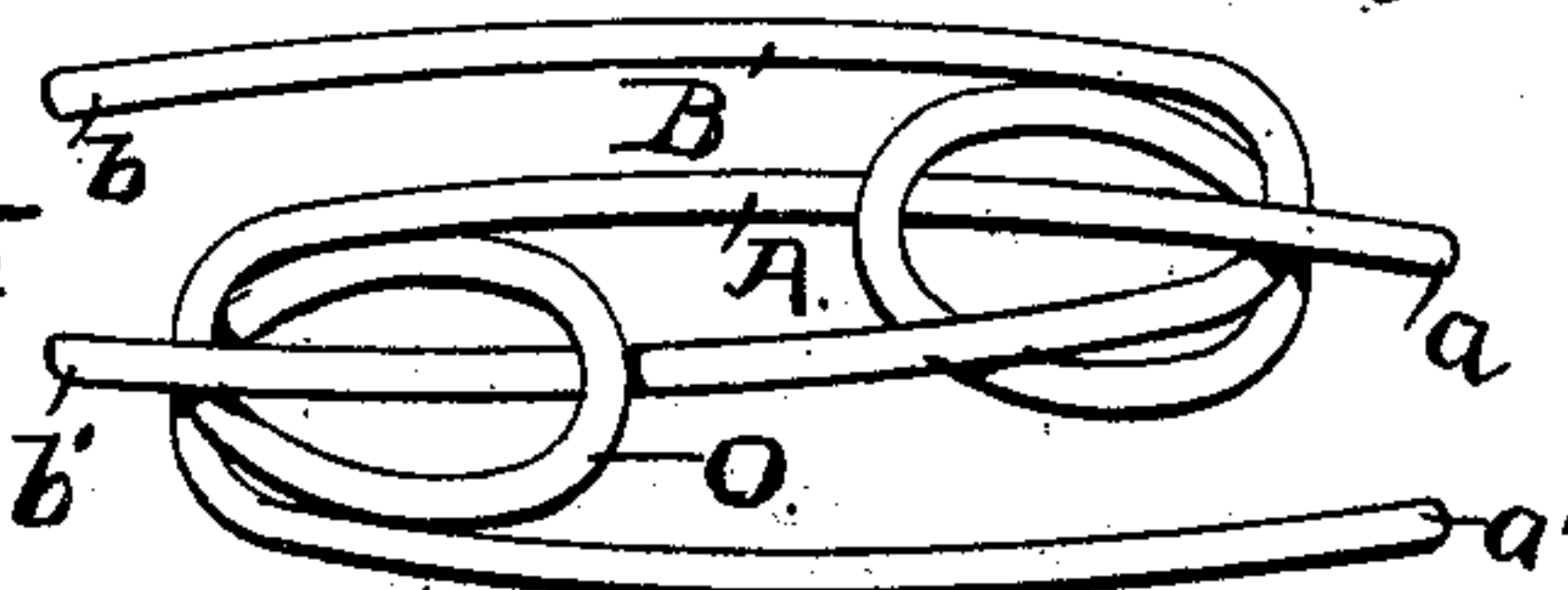


Fig. 5



Witnesses

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WILLIAM TURNER WALKER, OF CLARKSVILLE, TEXAS.

PUZZLE.

SPECIFICATION forming part of Letters Patent No. 478,668, dated July 12, 1892.

Application filed June 22, 1891. Serial No. 397,086. (No model.)

To all whom it may concern:

Be it known that I, WILLIAM TURNER WALKER, a citizen of the United States, residing at Clarksville, in the county of Red River and State of Texas, have invented a new and useful Puzzle, of which the following is a specification.

This invention relates to games and toys, and more especially to that class thereof known as "puzzles;" and the object of the same is to produce a trick puzzle of the character described below.

To this end the invention consists in a device of the specific construction hereinafter more fully set forth and claimed, and as illustrated on the sheet of drawings, wherein—

Figure 1 shows the two members of this puzzle connected. Figs. 2, 3, and 4 illustrate the various steps in the act of disconnecting them. Fig. 5 shows them as just ready to be drawn apart. Fig. 6 is a view of one member. Fig. 7 is a view of the false member.

All the views are in perspective, and the same letters of reference apply to similar parts throughout.

Referring to the said drawings, the letter A designates a piece of wire bent at its center into a loop O, so that its ends *a a'* shall stand about parallel. When so constructed, this piece of wire forms one member of my improved puzzle, as seen in Fig. 6, the direction of the bend forming the loop O being to the right, as there shown.

In Fig. 7 is shown what I shall call the "false member" F, having a similar loop O' at its center and to all appearances an identical duplicate of the member A; but its false-ness consists in the fact that the direction of the bend forming the loop O' is to the left, as there shown, instead of to the right. To more explicitly distinguish this difference, I call attention to the fact that the coil or bend of the member A, commencing at the point *a'*, is to the right in passing around the loop O, so that the second convolution of said loop shall pass over the first; but commencing at the point *f'* of the member F and passing around the loop O' to the right in a similar manner it will be seen that the second convolution passes under the first. Thus it is obvious that the coils of the two members are oppositely twisted.

This improved puzzle comprises two members A and B, which are exact duplicates of each other and which are normally interlocked, as seen in Fig. 1, the puzzle being to disconnect them without bending their parts, although a springing thereof is permissible, and the puzzle is solved in the following manner: The member A in the illustrations remains stationary, and the member B is removed therefrom, although it will be obvious that the opposite could be accomplished in the same manner. The member A being then held in the right hand, the member B is moved from the position shown in Fig. 1 to that shown in full lines in Fig. 2. Next the end *b'* of the member B is sprung over the end *a'* of the member A to the position shown in dotted lines in Fig. 2. Next the member B is moved downwardly to the position shown in Fig. 3. Next it is moved around the end of the loop of member A to the position shown in Fig. 4, and finally it is drawn farther around on the member A to the position shown in Fig. 5, when the members can be readily disconnected, as will be clear. To reconnect the members, the operation is reversed.

I have called this invention a "trick puzzle," and the trick portion thereof consists of the following devices: There are three exactly-similar members, as shown in Fig. 6, and the operation of two of them A and B is described above. With the two members locked, as shown in Fig. 1, is furnished another pair of members, comprising the third of such true members and the false member illustrated in Fig. 7, these members being disconnected and brought out for inspection at the same time as are the other two. The trick is that any two of the true members can be connected and disconnected, as above described; but the false member cannot by any manner of manipulation be locked into one of the true members. Hence if the operator takes two of the true members in his hands and readily puts them together his friend who will have the other true member and the false one, but who will think it is a duplicate pair, will try in vain and with great perseverance to do with his pair what the operator so easily does with his. The device will thus furnish much amusement and pleasure. The wire may be nickeled or painted, and the parts

are of any desired size consistent with successful operation.

Having thus described my invention, what I claim as new is—

5 The herein-described trick puzzle, the same consisting of one false and three true members, each of a stiff wire bent at its center into a loop or ring, with its ends extending therefrom and standing approximately parallel, the bends of the true members being in

one direction and of the false member in the opposite direction, as hereinbefore set forth.

In testimony that I claim the foregoing as my own I have hereto affixed my signature in presence of two witnesses.

WILLIAM TURNER WALKER.

Witnesses:

J. C. MYERS,

J. C. WEST.