

(No Model.)

A. C. PROCTOR.  
PUZZLE.

No. 481,589.

Patented Aug. 30, 1892.

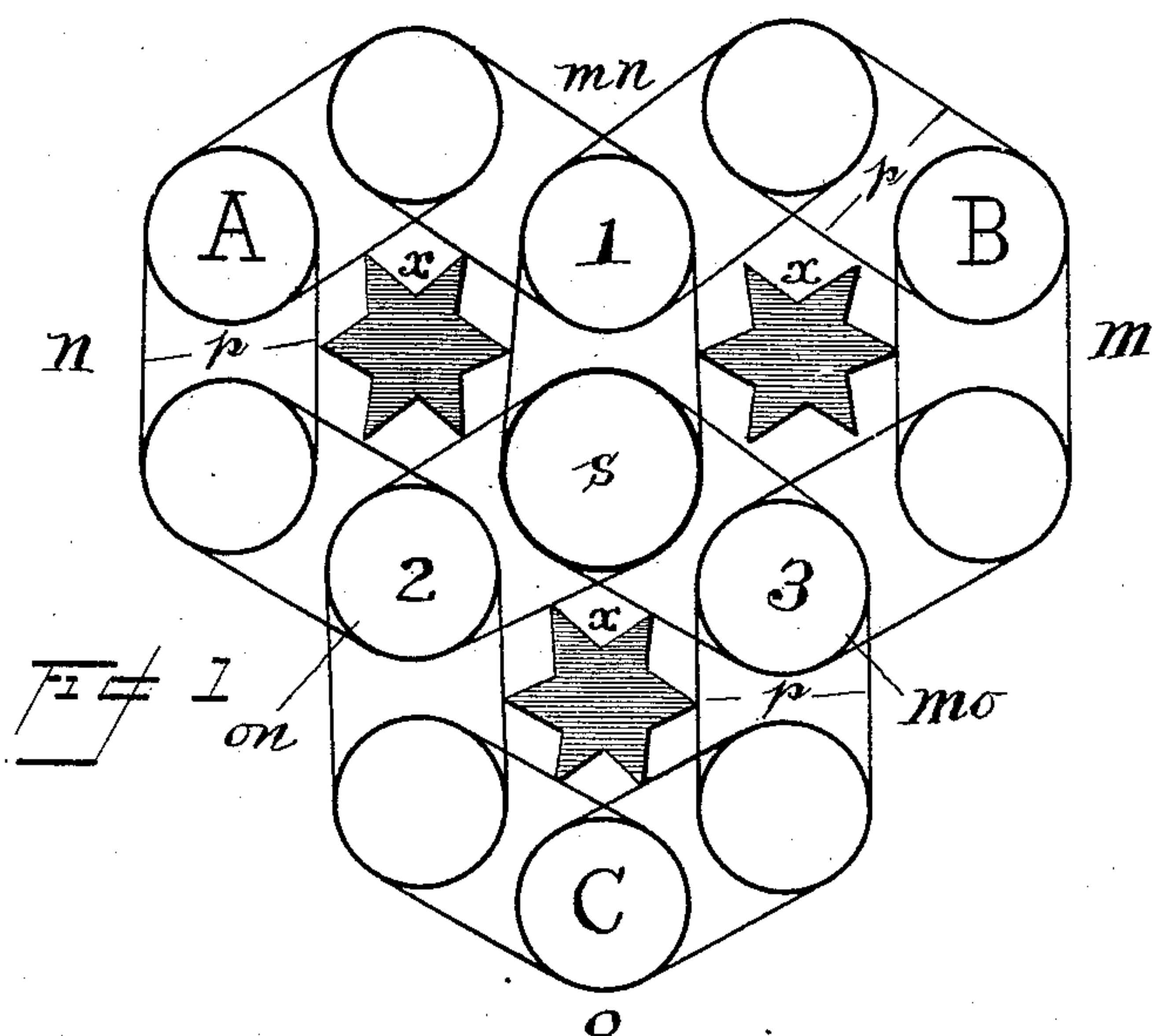
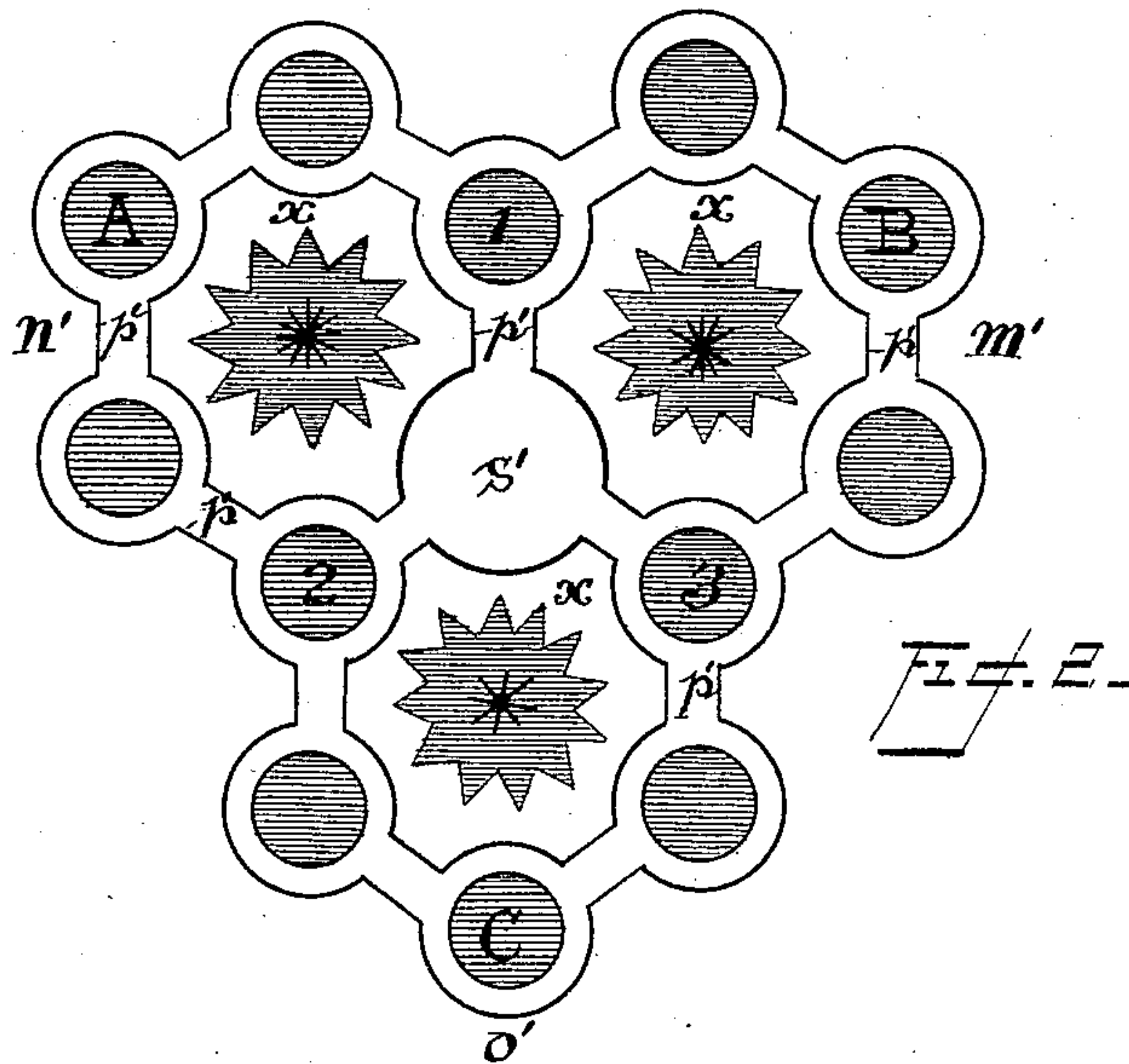
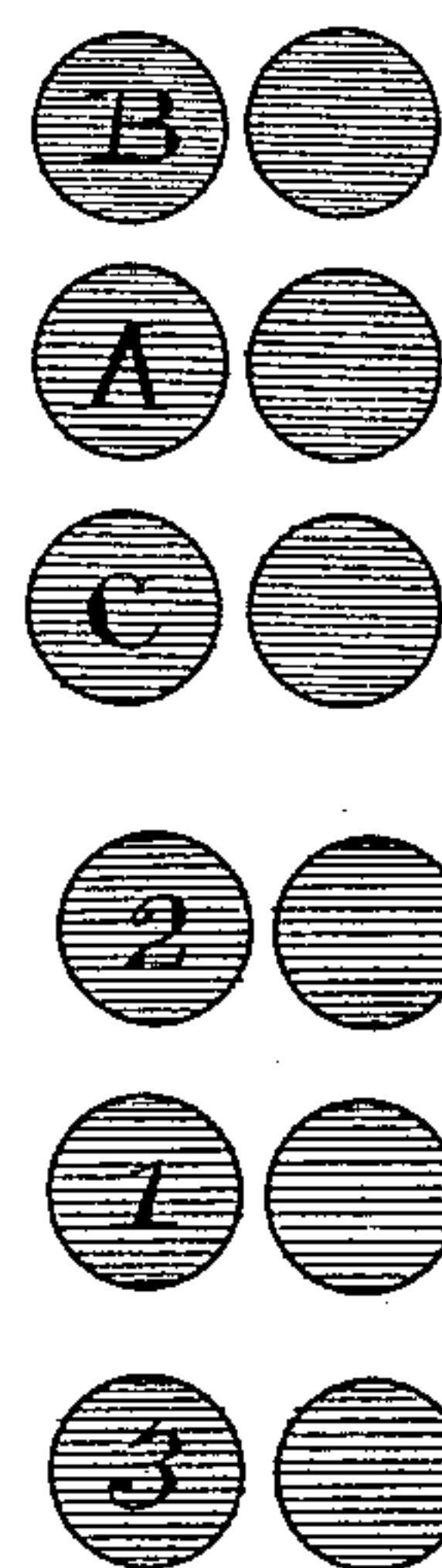


Fig. 3.



Witnesses

W. Johnson,

E. C. Stelle,

Inventor

Abner C. Proctor  
By W. A. Bartlett

Attorney



# UNITED STATES PATENT OFFICE.

ABNER C. PROCTOR, OF WASHINGTON, DISTRICT OF COLUMBIA.

## PUZZLE.

SPECIFICATION forming part of Letters Patent No. 481,589, dated August 30, 1892.

Application filed June 8, 1892. Serial No. 436,015. (No model.)

*To all whom it may concern:*

Be it known that I, ABNER C. PROCTOR, residing at Washington, in the District of Columbia, have invented certain new and useful Improvements in Puzzles, of which the following is a specification, reference being had therein to the accompanying drawings.

This invention relates to games or puzzles and the mechanism for working the same.

The object of the invention is to produce a puzzle or solitaire game in which the pieces may be moved, but which requires considerable skill in the solution.

Figure 1 is a diagram showing one design which may be employed on the board. Fig. 2 is another design, the position of the pieces being the same. Fig. 3 is a plan of the men or pieces employed.

The board has a design consisting of three diagrammatic figures *m n o*, which overlap each other. These figures approximate the shape of a hexagon or six-pointed star. Each one of the angles of the hexagon or points of the star is a position for one of the "men" or pieces. The sections *m n o* overlap, so that one of the positions of each section, as *mn mo on*, is common to the adjacent section on either side, while a central position *s* is common to all three sections. The central portion of each section of the board may have an ornamented figure, as a star or other ornamental device. As will be seen, the angles of the figures or points of the stars constituting the sections *m n o* overlapping, as shown, make in all thirteen points or positions for the pieces or men, which positions are designated by circles on Fig. 1. These circles are connected by parallel lines *p* in the diagram Fig. 1.

There are twelve men or pieces used on the board. Six of these men are designated and six are blank. In general I have designated three of the men by letters, as "A," "B," "C," and three by numbers, as "1," "2," "3;" but it is apparent that other letters and numbers or equivalent designations may be substituted. By preference one of the positions for a piece in each section will be designated by a letter, as "A," "B," "C," Fig. 1, and another position will be designated by a number, as "1," "2," "3," Fig. 1. These designated spaces, whether lettered or numbered, will alternate with blank

spaces, as shown on the diagram. The space common to all the sections will preferably be a blank space. The lettered positions and the numbered positions, as shown, each occupy the angles of a triangle, one triangle within the other and with its base opposite the apex of the outer triangle. Of course the numbered and lettered positions may be transposed. In Fig. 2 I have shown the same arrangement of positions; but the sections *m' n' o'* are composed of broken circles connected by parallel lines *p'*. The central position *s'* is common to all the sections. In both diagrams the position *x*, occupied by a star in the figures, is a position across which the pieces may not move, as the moves must be in the direction of the parallel lines.

The game or puzzle is to be played or solved by placing the letters on the numbered positions and the numbers on the lettered positions, or vice versa, and the blank pieces between, so that there may be a letter, a blank, a number, a blank, and so on. Preferably the central space will be vacant. The pieces are then moved one at a time, as in the game of drafts. The men must be moved in the direction of the parallel lines and may not cross the spaces *x*. There will always be one unoccupied space. Hence one move is always possible; but two pieces cannot occupy one space at the same time.

The game is played or the puzzle solved when the positions of the lettered pieces and the numbered pieces have reversed positions.

Many modifications of the use of the game or puzzle may be developed; but the general principles will be apparent from the foregoing.

I claim—

1. The game or puzzle board described, having marked thereon three sections with six terminal positions to each section, the sections overlapping, so that the terminals constitute thirteen positions in all, substantially as described.

2. The game or puzzle board described, having thirteen positions arranged with one central position and three sections of six positions, each overlapping about the central position, so that two positions of each section are common to other sections and the central position is common to all, substantially as described.

3. The puzzle or game board described, hav-

ing thirteen positions arranged substantially as described, in combination with the pieces described, three of which are designated by letters, three by numbers, and the others  
5 blanks, all substantially as stated.

4. The game-board described, having thirteen positions arranged substantially as shown, in combination with the twelve pieces, three of which are designated by letters, three

by numbers, and the others not so designated, is all substantially as described.

In testimony whereof I affix my signature in presence of two witnesses.

ABNER C. PROCTOR.

Witnesses:

OCTAVIUS KNIGHT,  
W. A. BARTLETT.