W. K. HAWKS. PUZZLE GAME.

(Application filed Mar. 19, 1901.)

(No Model.)

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Tigs.1.	1	3	2	6	4	5	7	8	30
B	176	8	6	3	5	7	2	7	D D
·	5	6	4	7	1	8	3		36
	8			4		1		3	36
			8	7		3	49	7	30
	6		3		8	2		7	3.6
	2	4	7	8	B			5	36
	3	7	1	5	2		3		36
•		36	35	36	36	35	At a second of the second of t		

Zin 2	8	2	7	8	1	5	2	4
chics.2	3	1	2	1	8	6	3	
	5	6	2	6	6	3	3	
	3)	2	6	ß	8		6	
•	3	6	1	3	7		5	4
		4	4	8	6	9	4	7
		7	4	3	7	8	1	8
		4	5	7	1	5	7	1

Witnesses.

Lo. G. Handy. Watts J. Estabank.

Inventor.

United States Patent Office.

WILLIAM K. HAWKS, OF STRAFFORD, PENNSYLVANIA.

PUZZLE GAME.

SPECIFICATION forming part of Letters Patent No. 687,153, dated November 19, 1901.

Application filed March 19, 1901. Serial No. 51,907. (No model.)

To all whom it may concern:

Be it known that I, WILLIAM K. HAWKS, a citizen of the United States, residing at Strafford, in the county of Chester and State of Pennsylvania, have invented a new and useful Improvement in Puzzle Games, of which the following is a specification.

My invention relates to those puzzles in which movable numbered blocks are employed and are adapted to be shifted about upon a table or surface whereby the rows of figures make a predetermined total.

Heretofore blocks have been provided with certain numerals which when arranged in 15 certain relative positions would form a row of figures making a predetermined total, whether read vertically or horizontally. In these old puzzles each block bore a single number, as in the well-known "15" puzzle, 20 and when arranged in a certain manner the desired total would appear. Now it is the purpose of my invention to make such a puzzle game far more interesting and instructive by placing upon the upper surface of each of 25 the blocks a quartette of numerals of a given denomination, so that when the blocks or squares are properly arranged each row of blocks will form a double row of numerals, the total of which will be the same.

shows a plan view of my puzzle in which the blocks are arranged to produce the desired totals, as when the object of the game has been accomplished; and Fig. 2 is a view showing the blocks placed arbitrarily with reference to one another.

In the present instance sixteen square blocks are employed, which can be arranged into a quadrangle in the usual way. The upper 40 surface of each block is subdivided into four spaces, each of which contains a numeral of a value that will make the column it is in amount

to the total of thirty-six when the blocks are arranged as shown in Fig. 1. The numerals employed run from "1" to "8," inclusive, 45 and when placed in their proper sequence and added make thirty-six. Thus "1, 2, 3, 4, 5, 6, 7, 8" make thirty-six. These numerals are applied to each block so that each row when read to right or left or up or down makes 50 a total of thirty-six. Thus the block A in the upper left-hand corner is given four numerals, "1, 3, 4, 8," the adjoining block on the right B, "2, 6, 6, 3," the third block C, "4, 5, 5, 7," and the fourth D, "7, 8, 2, 1." 55 The remaining blocks are also provided with numerals of different values. The task of rearranging the blocks after they have once become mixed is both difficult and fascinating.

It is evident that more figures could be 60 added to each block and that my invention could be changed in many slight ways that might suggest themselves. Therefore I do not wish to limit myself to the exact construction herein shown; but,

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

A puzzle game comprising a set of independent and movable rectangular devices, 70 each of which has four numbers thereon so arranged that when the several devices are assembled in a predetermined relation the several rows of figures will aggregate the same amount, and the four figures on each 75 block will compose a part of as many aggregate.

In testimony whereof I have signed this specification in the presence of two subscribing witnesses.

WILLIAM K. HAWKS.

Witnesses:

JEANNETTE EWING, WILLIAM E. CHAPMAN.