

No. 742,139.

PATENTED OCT. 20, 1903.

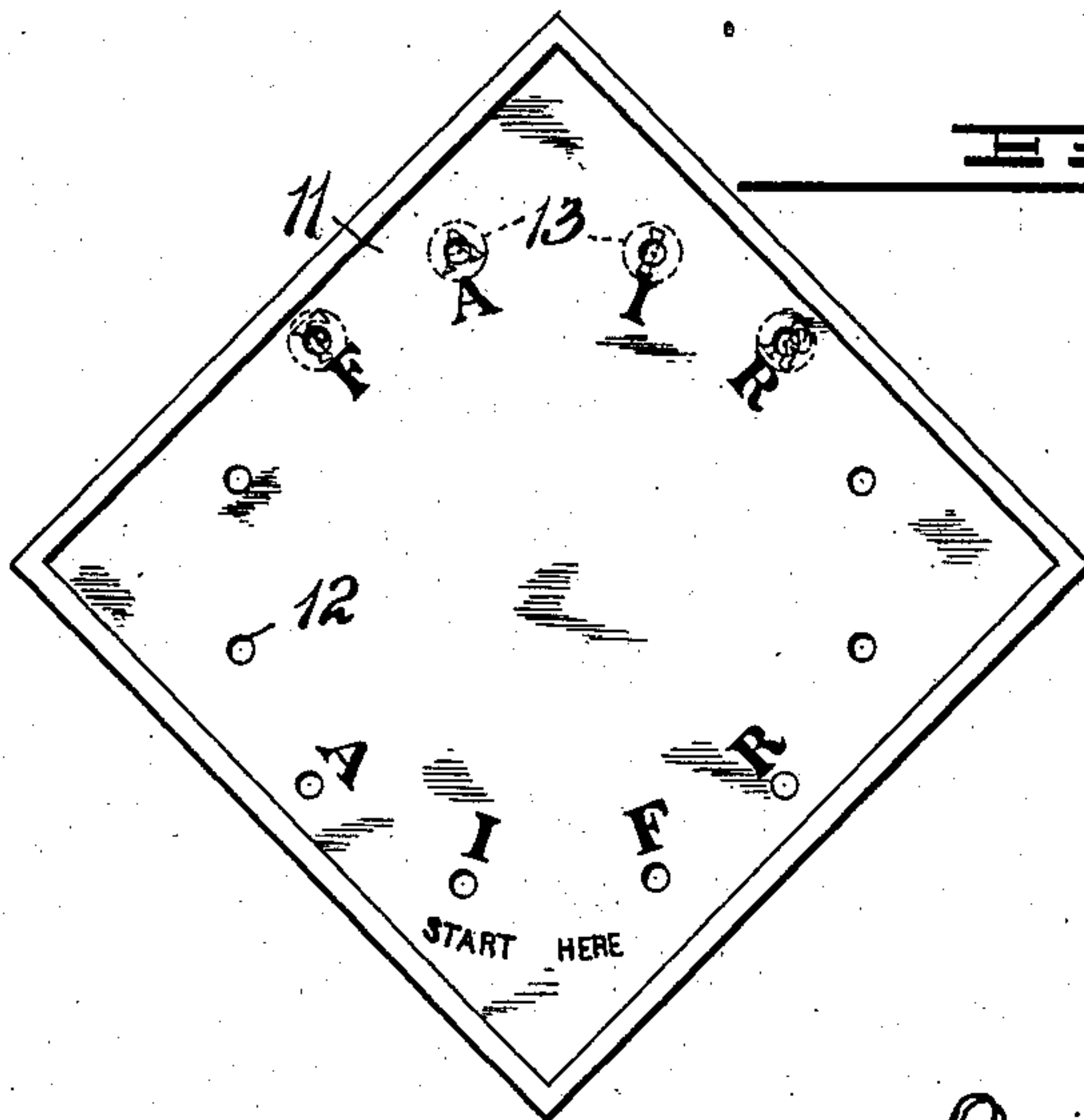
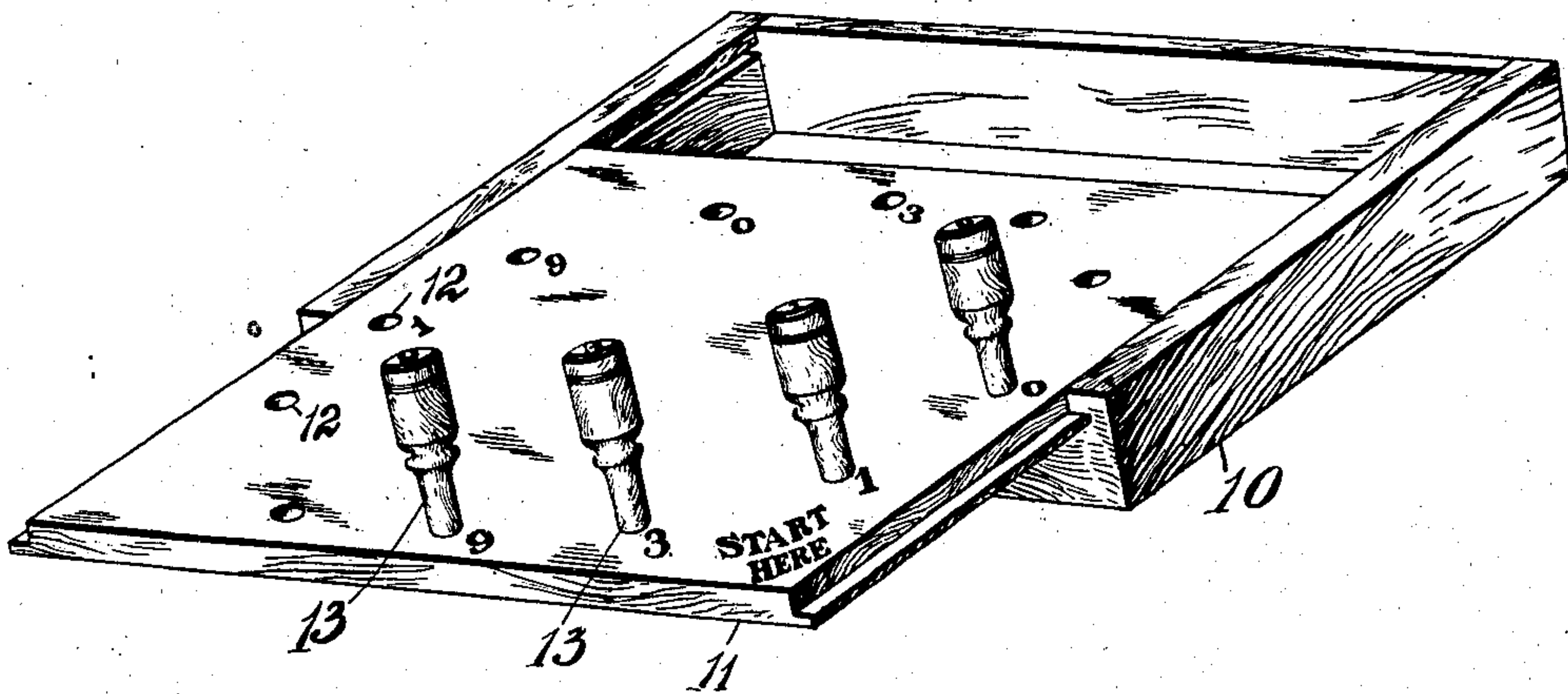
Z. B. WEBB.

PUZZLE.

APPLICATION FILED APR. 1, 1903.

NO MODEL.

Fig. 1



WITNESSES:

*J. G. Dunbar*  
*John Carolan*

INVENTOR.

*Zaida B. Webb*

BY

*W. B. Hutchinson,*  
ATTORNEY



# UNITED STATES PATENT OFFICE.

ZAIDA B. WEBB, OF FLORHAM PARK, NEW JERSEY.

## PUZZLE.

SPECIFICATION forming part of Letters Patent No. 742,139, dated October 20, 1903.

Application filed April 1, 1903. Serial No. 150,567. (No model.)

*To all whom it may concern:*

Be it known that I, ZAIDA B. WEBB, of Florham Park, Morris county, New Jersey, have invented certain new and useful Improvements in Puzzles, of which the following is a full, clear, and exact description.

My invention relates to improvements in puzzles or games; and the object of my invention is to produce a very cheap and simple device which is adapted for use in amusing people of all ages and which may also, if desired, be used as an advertising device.

It is my intention to produce a puzzle which is cheap enough to make it easily procurable by all and one which can be conveniently made small, so as to be carried in the pocket.

To these ends my invention consists of a puzzle, the construction and arrangement of which will be hereinafter described and claimed.

Reference is to be had to the drawings forming part of this specification, in which similar letters of reference refer to similar parts throughout both views.

Figure 1 is a perspective view of the device, showing my invention in its preferred form; and Fig. 2 is a plan view of a modification of the apparatus, illustrating the fact that in certain particulars the invention can be varied greatly without affecting its principle.

In carrying out my invention I use a base, which is preferably in the form of a shallow box 10, having a sliding cover 11. Obviously, however, the form of the box is not material, and a solid base can be substituted for it, if preferred. Likewise the cover may be made to move in any usual way. I prefer a box, however, because it affords a convenient receptacle for the pins hereinafter mentioned. The top of the box—that is, the cover 11—is provided with a series of holes 12, adapted to receive pegs or pins 13. These holes are preferably arranged in a circle, as shown, although this does not matter much, so long as they are arranged to form an endless line of holes. In the holes are fitted pegs 13, preferably four in number, as I find that this number is best in working the game, as presently described. The number of holes may vary; but there should be more than twice as many holes as there are

pegs. We will suppose there are four pegs used, as illustrated. In such case four adjacent holes on one side of the line of holes are numbered consecutively to produce a desired symbol. As shown, the holes on one side are numbered to represent the date "1903." Directly opposite this numbering an equal number of holes have the numerals "1 9 0 3" applied to them, but arranged indiscriminately. The pegs are marked to correspond with the marked holes, and on the start are placed in the appropriate but indiscriminately-arranged holes at the starting-point.

The game may be varied; but as played the pegs can only be moved by jumping one over another in either direction—that is to say, the player may with one peg jump a single peg or simultaneously jump two pegs, but he may not skip any hole which does not contain a peg. The object is by jumping as specified to get the pegs into the numbered holes which are arranged in the desired sequence—that is, as illustrated, so that the pegs will indicate the date—say 1903. Obviously the identifying-marks may be varied—as, for instance, in Fig. 2 I have shown the marked holes arranged to spell the word "Fair" when properly grouped, and on the starting-line the letters are mixed up. The game is played as before and the pins jumped to bring them into the final holes with each pin or peg in its appropriate hole. It is obvious that a greater or less number of pegs and holes may be used, and they may be marked in other ways—that is to say, each peg and its corresponding hole may be made of a similar color.

It will be seen that the essential thing is to have a regular sequence at the finishing-line, an irregular arrangement at the starting-line, and the pegs and holes suitably identified.

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

1. The herein-described puzzle or game comprising a base having a line of holes, a series of holes at the finishing-line being marked in a regular sequence, and the same number of holes at the starting-line being irregularly marked with the same marking characters, and a series of pegs adapted to fit the holes,

the said pegs being marked to correspond with the marking of the holes.

2. A game or puzzle comprising a box having an endless line of holes therein, a series  
5 of the holes at the starting and finishing line being similarly marked but in differing order, and pegs to fit the holes, the pegs being marked similarly to the marks of the holes.

3. A game or puzzle, comprising a base  
10 formed of a box with a movable cover, a series of holes produced in the top of said box, the holes being marked at the starting and finishing point with similar marks differently arranged, and pegs adapted to fit in the box  
15 and also in the holes, the said pegs being marked correspondingly to the hole-marks.

4. The herein-described game or puzzle, comprising a base having an essentially circular line of holes thereon, the holes being identified by numerals at the starting and  
20 finishing line, but with the numerals differently arranged at the two said points, and a series of pegs to fit the holes, the pegs being marked to correspond with the hole-marks.

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

ZAIDA B. WEBB.

Witnesses:

MARY C. BOGARDUS,  
J. G. DUNBAR.