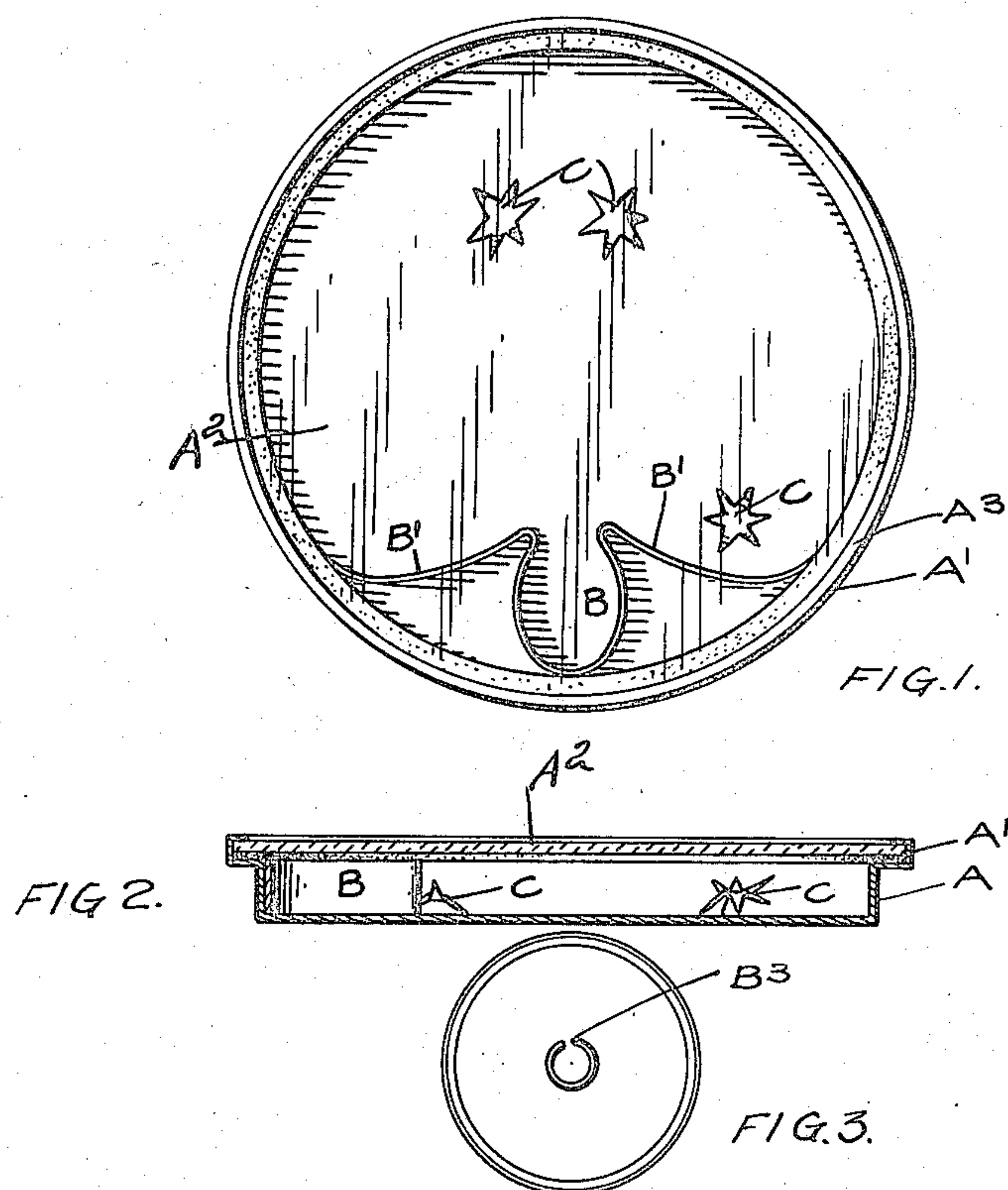


E. A. SULLIVAN.
 PUZZLE TOY OPERATED BY STATIC ELECTRICITY.
 APPLICATION FILED AUG. 18, 1908.

930,704.

Patented Aug. 10, 1909.



WITNESSES.

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UNITED STATES PATENT OFFICE.

EDWARD ALAN SULLIVAN, OF TORONTO, ONTARIO, CANADA.

PUZZLE TOY OPERATED BY STATIC ELECTRICITY.

No. 930,704.

Specification of Letters Patent.

Patented Aug. 10, 1909.

Application filed August 18, 1908. Serial No. 449,080.

To all whom it may concern:

Be it known that I, EDWARD ALAN SULLIVAN, a subject of the King of Great Britain, residing in the city of Toronto, in the county of York, in the Province of Ontario, Canada, have invented certain new and useful Improvements in Puzzle Toys Operated by Static Electricity, of which the following is the specification.

My invention relates to improvements in puzzle toys operated by static electricity, and the object of the invention is to devise a toy by which electrically excitable light articles or particles of any desired shape or form may be moved about in an inclosed casing provided with a glass top, by rubbing the glass, so as to be caused to occupy a definite position or positions of a pre-determined value or count to form a puzzle or game.

My invention consists of a casing preferably circular and having a flanged top edge, a glass top suitably held within the edge, a pocket within the casing having an opening in the wall thereof and a suitable article or particle, such as spider-like pieces of aluminum located within the casing and designed to be moved so as to bring them all within the pocket by rubbing the glass with paper held under the fingers as hereinafter explained.

Figure 1, is a plan view showing one form of my puzzle toy. Fig. 2, is a cross section. Fig. 3, is a diminutive view of a modification of the form shown in Fig. 1.

In the drawings like letters of reference indicate corresponding parts in each figure.

A is the casing made of any suitable material and provided with a receiving top flange A' in which is fitted the glass top A², the edge of the flange being turned over at A³ so as to secure the glass top in position.

In Figs. 1 and 2, I show a pocket B formed at the periphery of the casing and provided with wings B' at each side.

C are objects preferably of spider-like form, which are made of aluminum or other suitable light material. The object of the puzzle is to get all these articles or objects into the pocket by rubbing the surface of the glass with paper held in the fingers. The difficulty, of course, is that when you get one in, or two, you may, by exciting the spiders in the pocket in which they are placed in trying to get another in, get them all out again.

The pocket may have a predetermined value and a certain time may be given to get the objects in and the person that gets the most of them in within a given time would be considered the winner of the puzzle game.

In Fig. 3, I show the pocket in the center of the casing and provided with an opening B³.

What I claim as my invention is:

1. A puzzle to be operated by static electricity comprising a casing provided with a glass top, and a suitable bottom, a pocket having the wall thereof extending upwardly from the bottom and provided with a suitable opening, and a plurality of electrically excitable light articles or objects located within the casing and adapted to be moved by the electricity generated by friction between a suitable body and the glass, as specified.

2. A puzzle to be operated by static electricity comprising a casing provided with a glass top, and a suitable bottom, a pocket having the wall thereof extending upwardly from the bottom and provided with a suitable opening from which extend deflecting flanges, and a plurality of electrically excitable light articles or objects located within the casing and adapted to be moved by the electricity generated by friction between a suitable body and the glass, as specified.

EDWARD ALAN SULLIVAN.

Witnesses:

B. BOYD,
R. COBDIN.