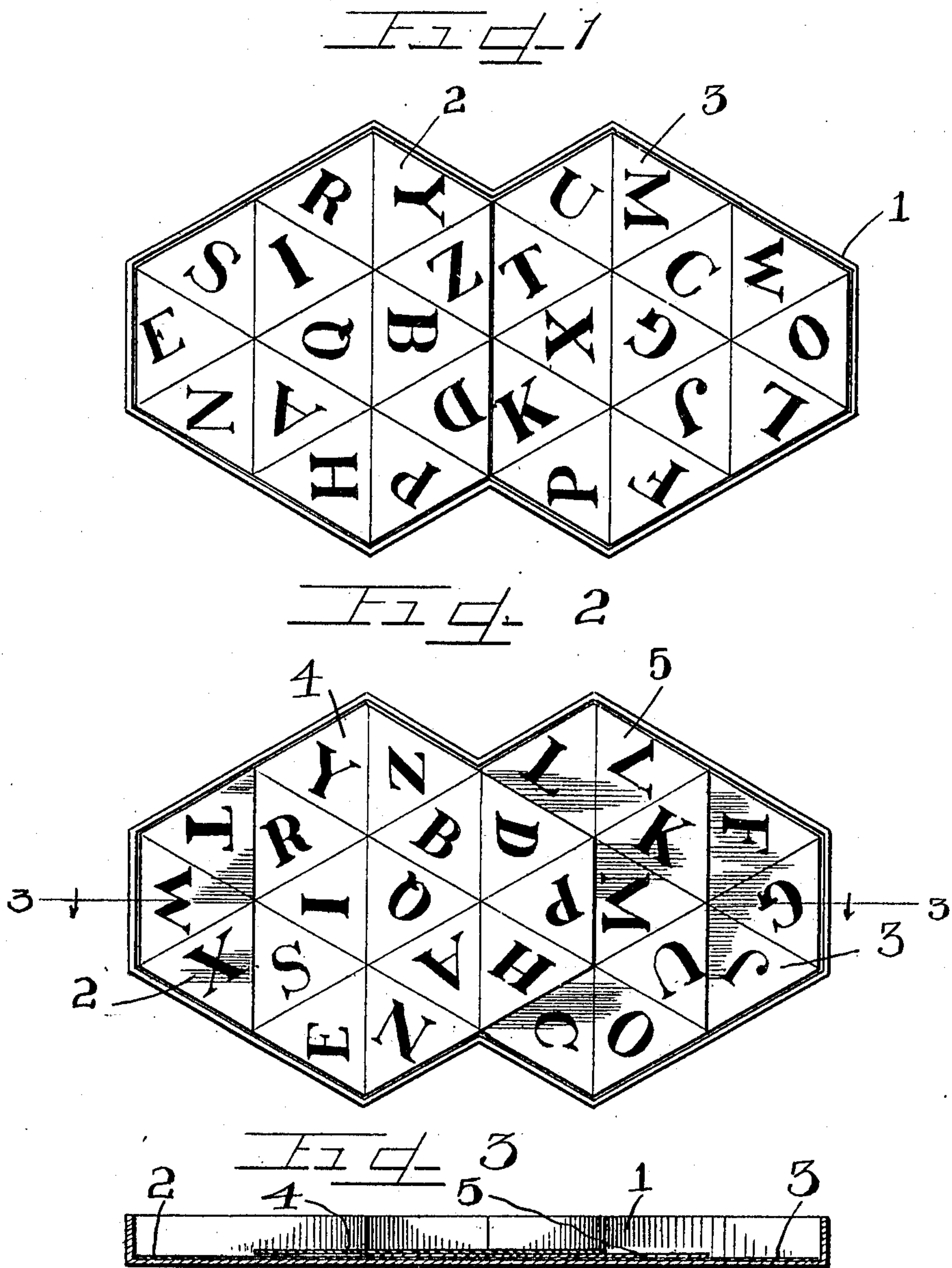


D. B. LITTLEFIELD.  
 GAME APPARATUS.  
 APPLICATION FILED SEPT. 1, 1909.

992,015.

Patented May 9, 1911.

2 SHEETS—SHEET 1.



WITNESSES

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*J. E. Thomas*

INVENTOR

*Daniel B. Littlefield*  
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2 SHEETS-SHEET 2.

FIG 4

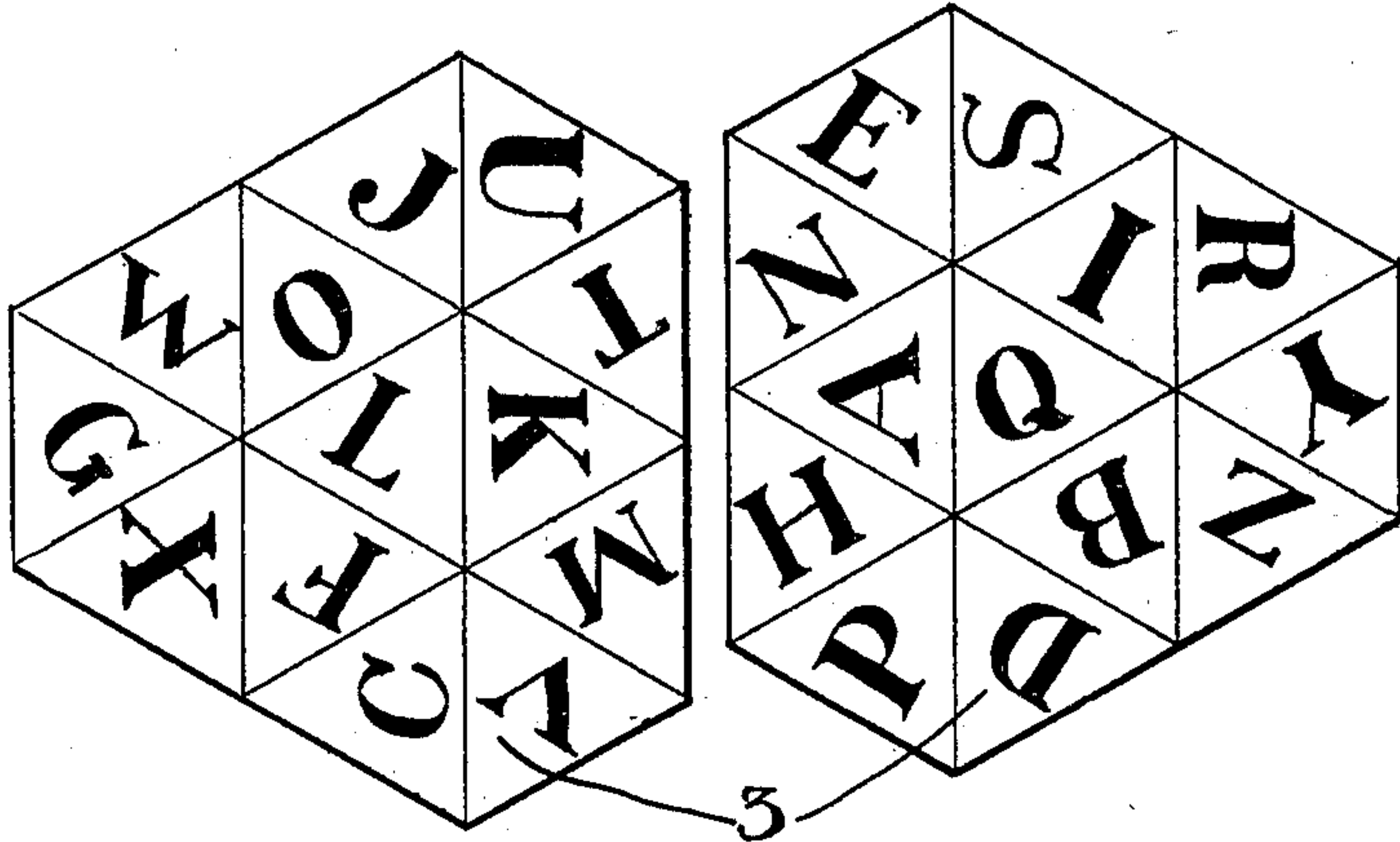
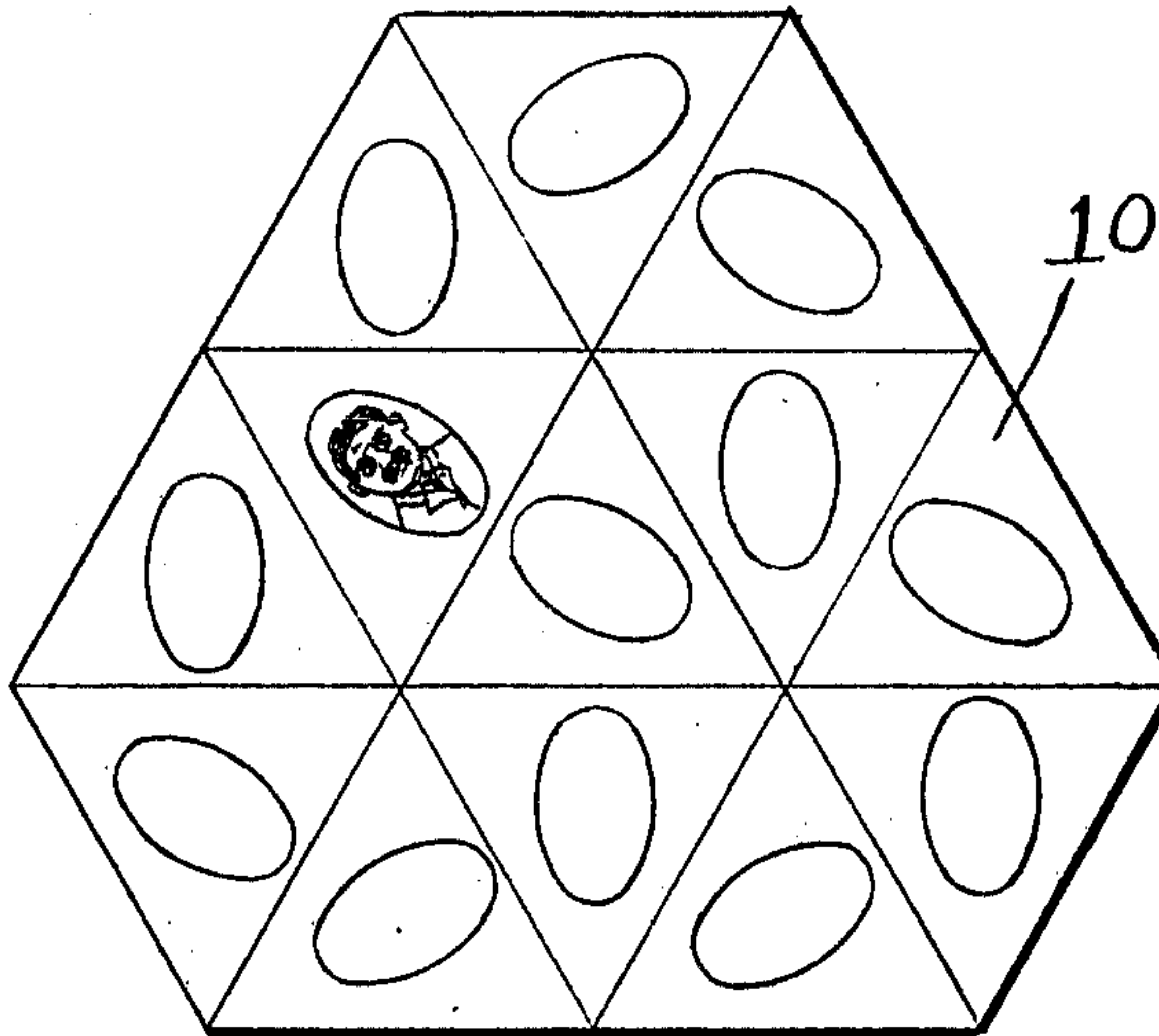


FIG 5



FIG 6



WITNESSES

J. W. Angell.  
*[Signature]*

IN WITNESS WHEREOF

Daniel B. Littlefield  
*[Signature]* Atty.



# UNITED STATES PATENT OFFICE.

DANIEL B. LITTLEFIELD, OF CHICAGO, ILLINOIS.

## GAME APPARATUS.

992,015.

Specification of Letters Patent.

Patented May 9, 1911.

Application filed September 1, 1909. Serial No. 515,674.

*To all whom it may concern:*

Be it known that I, DANIEL B. LITTLEFIELD, a citizen of the United States, and a resident of the city of Chicago, in the county of Cook and State of Illinois, have invented certain new and useful Improvements in Game Apparatus; and I do hereby declare that the following is a full, clear, and exact description of the same, reference being had to the accompanying drawings, and to the numbers of reference marked thereon, which form a part of this specification.

This invention relates to that class of puzzles or games wherein by the use of movable members, numerous combinations may be effected, but one of which complies with the conditions of the problem, thereby rendering the solution a matter of considerable difficulty.

It is also an object of the invention to afford a cheap, simple and durable puzzle or game apparatus capable of adaptation in many different forms and to be used either as an educational device or simply for amusement.

The device embraces many novel features and consists in the matters hereinafter described and more fully pointed out and defined in the appended claims.

In the drawings: Figure 1 is a top plan view of the box or receptacle showing two of the cards therein. Fig. 2 is a similar view showing all the four cards arranged in order in the box and in the position to afford the solution of the puzzle. Fig. 3 is a section taken on line 3—3 of Fig. 2. Fig. 4 is a view of opposite sides of one of the cards. Fig. 5 is an edge view thereof. Fig. 6 is a view of a card adapted for use in the puzzle or game but in which the pictures or representations of noted characters are shown in lieu of letters or other characters.

As shown in the drawings: A box 1 is constructed to afford two lateral and irregular hexagonal compartments of equal size, which communicate along one of their common longer sides.

2, 3, 4, and 5, indicate cards used in playing the game or solving the puzzle. These cards, as shown, are each shaped complementary with the interior of each of the compartments in said box and adapted to lie flat therein, as shown in Fig. 1, and are constructed of any suitable material such as cardboard, and each, as shown, is divided by means of lines into thirteen equilateral tri-

angles. The cards are then placed in overlapping relation so that a portion of all of the cards is exposed. The letters of the alphabet or other suitable symbols are then arranged in the triangular spaces of the exposed portions, each letter or symbol appearing but once. The letters or symbols are then printed upon the remaining spaces of the cards so that the alphabet or symbols appear on both sides of each card without repetition.

The operation is as follows: The cards previously indiscriminately mixed are to be arranged in the box or tray so that the entire alphabet may be read without repetition upon the portions of the cards exposed to view. Inasmuch as letters or characters are arranged apparently haphazard upon said four cards, this becomes a matter of considerable apparent difficulty and is accomplished by laying two cards in the bottom of the box, as shown in Fig. 1, and then arranging two others in overlapped relation so that a portion of all four cards will be exposed and the letters or characters thereon in readable position, or, if desired, the game or puzzle may consist of a box or tray such as before described, and instead of letters marked on said cards, the cards may be marked in each of the triangles before mentioned with a picture or representation of some noted character, as, for instance, each card may be marked so that on the two sides thereof the pictures or photographs of all the Presidents of the United States may be shown. These are arranged in apparently a haphazard order, as before described, and the game or correct solution of the puzzle is to so arrange the cards that the picture or representation of each of the former and the present Presidents of the United States may be seen upon the card without repetition and without omission.

Of course, I am aware that details of this construction and arrangement may vary. Naturally if a larger number than twenty-six be employed, the difficulty in the solution is enhanced—so too by varying the number of cards the difficulty of the problem may be increased or varied.

Of course, I am aware that there are numerous arrangements and embodiments of my invention possible. I have attempted to show but one. I therefore do not purpose limiting this application for patent otherwise than necessitated by the prior art.



I claim as my invention:

1. A tray comprising two irregular hexagonal compartments of equal size and communicating along one of their longer sides, 5 a plurality of cards adapted to fit in said compartments each bearing upon its opposite sides, twenty six characters differently arranged on each of said cards and capable of arrangement in said tray to permit one 10 set only of said characters to be seen or read from the upper exposed surfaces of the cards.

2. A puzzle embracing a plurality of irregular hexagonal cards, each divided on its 15 faces to afford twenty six spaces, a different letter of the alphabet written in each space on each card, said letters of the alphabet being so arranged on each card as to prevent the entire alphabet being read from the surface exposures of the cards when less than 20 a pre-determined number are lying in overlapping relation.

3. A game apparatus embracing a plurality of irregular hexagonal cards each 25 divided into equal and corresponding spaces and a plurality of different symbols written or marked in different arrangement on each of said cards, said symbols being so arranged that when the cards are placed 30 in a predetermined overlapped relation a complete set of the symbols are exposed without repetition.

4. A game apparatus or puzzle comprising 35 a container and a plurality of irregular hexagonal cards having letters on both of the faces thereof adapted to be arranged in

a predetermined overlapping relation in the container to permit the entire alphabet to be read without repetition.

5. A puzzle or game apparatus comprising 40 a container and a plurality of irregular hexagonal cards therein having a set of symbols marked on both of the faces thereof in a predetermined order and said container and cards so shaped as to permit the 45 cards being arranged to expose all of the symbols of the set without repetition.

6. A puzzle embracing a plurality of irregularly shaped cards, each card divided 50 on its faces to afford a plurality of spaces, a different symbol written in each space on each card, said symbols being so arranged on each card as to prevent one of each of them being seen without repetition when 55 a pre-determined number are in overlapped relation.

7. In a puzzle a plurality of irregular hexagonal cards, triangular spaces on each 60 side of each card, a different symbol in each space of each card, said symbols being so arranged that when the cards are placed in a pre-determined position a complete set of the symbols are exposed without repetition.

In testimony whereof I have hereunto 65 subscribed my name in the presence of two subscribing witnesses.

DANIEL B. LITTLEFIELD.

Witnesses:

LAWRENCE REIBSTEIN,  
H. E. HANNAH.

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Copies of this patent may be obtained for five cents each, by addressing the "Commissioner of Patents, Washington, D. C."

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