

(No Model.)

A. B. HARRIS.

GAME PUZZLE.

No. 347,596.

Patented Aug. 17, 1886.

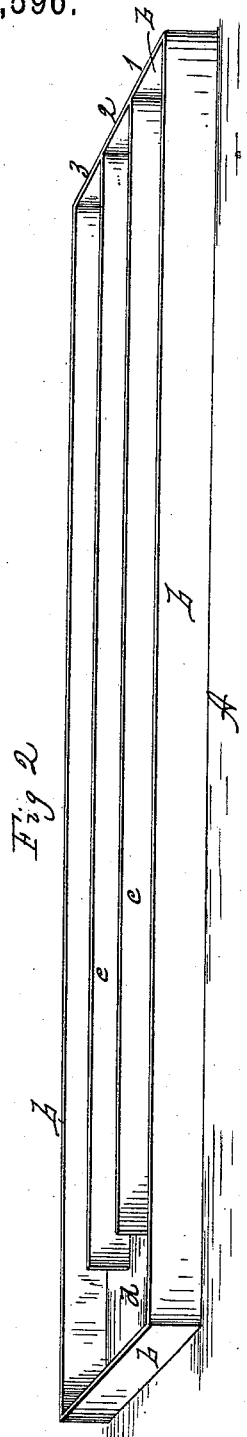


Fig 2

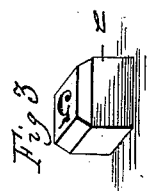
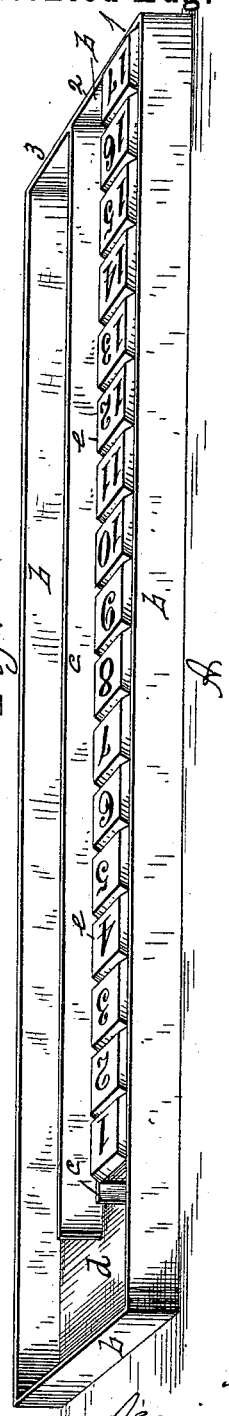


Fig 3

Fig 1



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GAME-PUZZLE.

SPECIFICATION forming part of Letters Patent No. 347,596, dated August 17, 1886.

Application filed March 13, 1886. Serial No. 195,069. (No model.)

To all whom it may concern:

Be it known that I, AZARIAH B. HARRIS, a citizen of the United States, residing at Springfield, in the county of Hampden and State of Massachusetts, have invented new and useful Improvements in Game-Puzzles, of which the following is a specification.

This invention relates to a novel game-puzzle to be played with a grooved block-tray and a series of numbered blocks, the latter being adapted to be moved in a certain order from one of the grooves in said tray to another; and the invention consists in the peculiar construction of the apparatus for playing said game, all as hereinafter fully described, and pointed out in the claims.

In the drawings, forming part of this specification, Figure 1 is a perspective view of an apparatus for playing my improved game-puzzle constructed according to my invention. Fig. 2 is a perspective view of the block-tray, and Fig. 3 is like view of one of said numbered blocks.

In the drawings, A is a tray, of rectangular form, made of wood or metal or of any other suitable material, having the upstanding border *b*, surrounding its bottom and the partitions *c c* secured on the latter between the side borders thereof and parallel with the latter, said partitions extending from one end of the tray nearly to the other, thereby forming three parallel grooves in the tray of equal width between said side borders and partitions, and providing a clear space, *d*, between the ends of said partitions and the adjoining border, *b*, at the end of the tray.

A series of blocks, *e*, preferably of rectangular form, numbered from 1 to 17, (more or less,) and adapted to be freely moved in the said three grooves of the tray A, is provided for use with the latter, and the game-puzzle is played by the use of said grooved tray and numbered blocks, as follows: The series of blocks is placed in groove 1, for instance, of the tray, in the numerical order shown in Fig. 1—that is to say, the block bearing the highest number being at the lower end of the column. The puzzle feature of the game consists in the obstacles which are encountered by the player in the attempts which are made to move the numbered blocks from the groove 1 into the groove 3 or 2 of the tray, so that they shall all

be transferred to one of the last-named grooves in the same numerical order as shown in Fig. 1; but in so moving said blocks (and their transfer from one groove to another in the order stated requires that they be moved in and out of grooves 2 and 3 several times) the player is prohibited from placing any block above one which bears a lesser number than the moved block—that is to say, No. 3 may not be placed above 2 in any of the moves. Thus in making the said moves of the blocks from and into grooves 1, 2, and 3 through the space *d*, No. 1 may be first moved from its place at the head of the column in groove 1 into groove 2, then No. 2 may be moved into groove 3, and then No. 1 may be moved into groove 3 over No. 2, leaving groove 2 free, into which block No. 3 is then moved; but now the latter must be placed beneath No. 2 in groove 3, and to accomplish this block 1 may be moved into groove 1, over block 4. Then block 2 may be moved over block 3 in groove 2, then block 1 may be moved back to groove 3, permitting block 2 to be moved over block 4, and then block 1 may be moved over block 2, leaving groove 3 free, into which block 3 may be moved from groove 2, and then block 1 may be moved into groove 2, succeeding which block 2 is moved over block 3, and block 1 is moved over No. 2, when the first three blocks occupy their proper numerical order in groove 3, and so on with all the blocks.

What I claim as my invention is—

1. A game-puzzle apparatus consisting of a grooved tray having three parallel grooves therein and an open space, *d*, about equal to the width of the grooves at one end of said grooves, combined with a series of numbered blocks adapted to be moved from groove to groove on said tray, substantially as set forth.

2. A game-puzzle consisting of a grooved tray having three parallel grooves therein and an open space at one end only equal in width to the grooves, and a series of square blocks of width to move easily but not turn in the grooves, said blocks being numbered on their faces, as set forth.

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Witnesses:

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