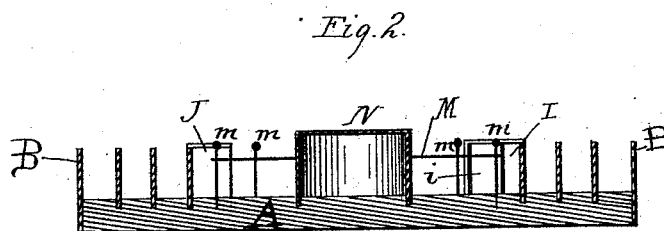
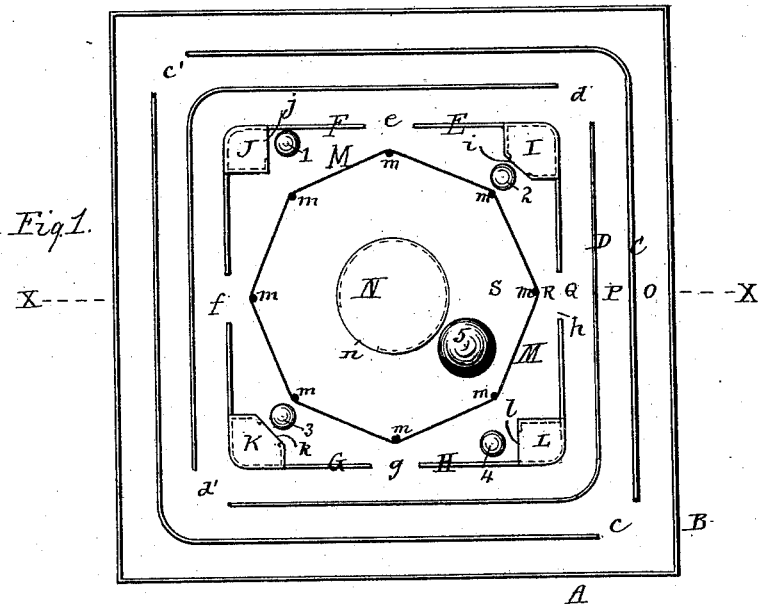


(No Model.)

F. W. DENNIS.
TOY.

No. 419,754.

Patented Jan. 21, 1890.



Witnesses:

C. H. Wolfe.
W. H. Doyle.

Inventor

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UNITED STATES PATENT OFFICE.

FREDRICK WALTER DENNIS, OF OMAHA, NEBRASKA.

TOY.

SPECIFICATION forming part of Letters Patent No. 419,754, dated January 21, 1890.

Application filed September 11, 1889. Serial No. 323,623. (No model.)

To all whom it may concern:

Be it known that I, FREDRICK WALTER DENNIS, a citizen of the United States, residing at Omaha, in the county of Douglas and State of Nebraska, have invented certain new and useful Improvements in Toys; and I do declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same, reference being had to the accompanying drawings, and to the letters and figures of reference marked thereon, which form a part of this specification.

My invention has relation to puzzles; and it consists in the novel construction and arrangement of its parts.

In the accompanying drawings, Figure 1 is a top plan view of my invention. Fig. 2 is a sectional view of Fig. 1, cut on the line $x x$.

My invention consists of the base-board A, bounded by a rim B, its upper edge rising about one inch above the upper face of the base. Set in the upper face of said base, and about one inch on the inside from said rim, is a partition C, colored red, having in its lower right-hand corner an opening c and in its upper left-hand corner an opening c' . Inside of said partition C, and about an inch from the same, is another partition D, colored white, having in its upper right-hand corner an opening d and in its lower left-hand corner an opening d' . On the inside of said partition, and about one inch from same, are four corner-pieces—E in the upper right-hand corner, colored green, F in the upper left-hand corner and colored blue, G in the lower left-hand corner and colored red, and H in the lower right-hand corner and colored black. Between said corner-pieces are left openings— e in the upper center, f in the left-hand center, g in the lower center, and h in the right-hand center, of the board. In the inner corner of the corner partition E is built a house I, also colored green, having in it a door i , which opens directly to the center of the ring. In the inner corner of the corner partition F is built another house J, colored blue, the same color as the partition, having in it a door j , which opens directly to the right. In the inner corner of the corner partition G is

another house K, colored red, the same color as the partition, and having in it a door k , which opens to the center of the ring. In the inner corner of the corner partition H is built a house L, colored black, same color as the partition, and having in it a door l , which opens directly to the left. On the inside of said corner-pieces is an octagon ring about five or six inches in diameter, marked by a single-wire fence M, which is erected on eight posts m , which are driven into the base. Said wire fence is just high enough to let the four men—Kilrai, Rin, Greenfiel, and Mitche—represented by the four marbles, Nos. 1 2 3 4, respectively, and colored blue, green, red, and black, respectively, pass in and out under said wire; but said wire fence is low enough to keep Sulliva (represented by the large marble No. 5) in the ring. In the center of said ring is a house N, having a door n opening directly to the bottom left-hand corner of the board. Said house may be square or round. The covering of said house is colored green. The coloring is for the purpose of ornament and to more easily distinguish the parts of the puzzle. Thus, as will be seen, there are tracks O, P, and Q, square R, and ring-field S for the small marbles to play in, while the larger marble is confined inside the wire fence.

The game is played as follows: Place the large marble No. 5 in the ring and the four smaller ones in the outside track O. Take the board and carefully manipulate it so as to run the marbles to the center, and work the black one into the black house L, next the green one into the green house I, next the blue one into the blue house J, and next the red one into the red house K, and then run the large one No. 5 into the center house N, without letting any of the smaller ones out of their homes, and if any one should come out while you are attempting to put No. 5 in his house you must run him back before Sulliva is put in. All this must be done by manipulating the board, and none of the men is to be touched with the finger or anything else during the process. The person who gets all the men in their homes first in the order above described wins the game.

Having described my invention, what I claim

as new, and desire to secure by Letters Patent,
is—

1. The puzzle-board consisting of the base
A, rim B, inside partitions C and D, having
5 the corner openings *c*, *c'*, *d*, and *d'*, corner-
pieces E, F, G, and H, having the houses I, J,
K, and L, respectively, the ring-fence M,
mounted on posts *m*, and center house N, said
houses having doors *i*, *j*, *k*, *l*, and *n*, respect-
10 ively, whereby marbles may play in and out
thereof, substantially as shown and described.

2. A puzzle consisting of the board having
the base A, rim B, inside partitions C D, hav-
ing the corner openings *c*, *c'*, *d*, and *d'*, cor-

ner-pieces E, F, G, and H, having the houses 15
I, J, K, and L, respectively, the ring-fence M,
mounted on the posts *m*, and center house N,
and marbles 1, 2, 3, 4, and 5, said houses hav-
ing doors *i*, *j*, *k*, *l*, and *n*, respectively, where-
by said marbles may play in and out of said 20
houses, substantially as shown and described.

In testimony whereof I affix my signature in
presence of two witnesses.

FREDRICK WALTER DENNIS.

Witnesses:

F. L. EVERETT,
L. P. MELONE.