

(No Model.)

J. H. DONALDSON.
GAME.

No. 421,913.

Patented Feb. 25, 1890.

Fig. 1

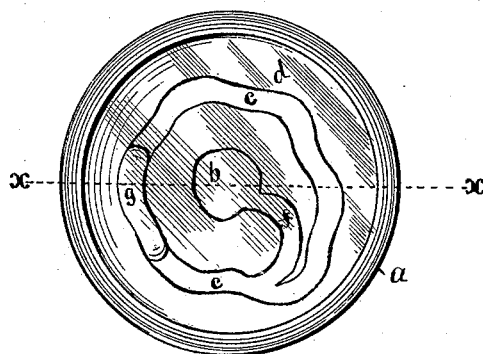
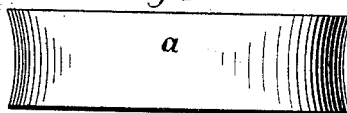


Fig. 2



Fig. 3



WITNESSES:

John H. Travel,
W. A. Donaldson

INVENTOR
John H. Donaldson
BY
C. C. Shepherd
ATTORNEY.

UNITED STATES PATENT OFFICE.

JOHN H. DONALDSON, OF GORE, OHIO.

GAME.

SPECIFICATION forming part of Letters Patent No. 421,913, dated February 25, 1890.

Application filed June 6, 1889. Serial No. 813,301. (No model.)

To all whom it may concern:

Be it known that I, JOHN H. DONALDSON, a citizen of the United States, residing at Gore, in the county of Hocking and State of Ohio, have invented a certain new and useful Improvement in Games, of which the following is a specification.

My invention relates to the improvement of games, and has particular relation to that class known as "puzzle-games."

The objects of my invention are to provide, in a simple and inexpensive manner, an exceedingly interesting and amusing game, so constructed as to require careful manipulation in order to attain the desired result. These objects I accomplish in the manner illustrated in the accompanying drawings, in which—

Figure 1 is a plan view of my device, and Fig. 2 is a central transverse section of the same. Fig. 3 is a side elevation of the box.

Similar letters refer to similar parts throughout the several views.

a represents a small shallow box, which may be of any desired form, but which is preferably circular, as shown. This box is preferably provided with a fixed top plate or cover formed of glass; but, if desired, this cover may be omitted. Formed approximately in the center of the upper surface of the box-bottom is a depression *b*, said depression preferably being made slightly tapering toward its bottom. Formed in said box-bottom, in the upper surface thereof and surrounding said depression *b*, is a shallow channel *c*, the course of said channel being slightly irregular or out of circular alignment with the central depression *b*. From this channel *c* extends an inwardly-curved channel *f*, which communicates with the central depression *b*. The grooves or channels *f* and *c* preferably have their sides or walls slightly beveled, and are designed to extend in a line similar to that followed by a snake. Although but one surrounding channel *c* is shown, it is obvious that two or more similar and communicating channels may be employed.

Before the box is closed by the lid *d* a small quantity of mercury or quicksilver *g* is placed within the box and allowed to run within the outer channel *c*. By raising and lowering the sides of the box it will be seen that the quicksilver *g* may be made to travel the desired direction in the channels *f* and *c*.

The point to be attained consists in so manipulating or holding the box at such angles as to cause all the quicksilver to travel from the channel *c* through the channel *f* and deposit the same within the central depression *b*. Owing to the character of the quicksilver, the beveled forms of the channels, and the shallowness of the central depression *b*, it will be found exceedingly difficult to retain the quicksilver within the depression until the entire amount is deposited in said depression, this only being accomplished by careful manipulation of the box.

In playing the above-described game the channels *f* and *c* will be designated as the "snake-path" or "track," the central depression as the "snake-hole," and the quicksilver as the "snake."

The above-described box may be of any desired form, and may be formed of any desired material, the channels and depressions therein being produced by carving, molding, or stamping, or by other desired process.

Owing to the transparency of the lid *d* every movement of the quicksilver or the particles thereof may be observed by the player, thus aiding him in the proper manipulation of the box.

It will be seen that the above-described device may be constructed at a low cost of manufacture and that the game may become exceedingly interesting and amusing.

Having now fully described my invention, what I claim, and desire to secure by Letters Patent, is—

1. In a game, the combination, with a box *a*, its internal bottom depression *b*, and one or more channels *c* and *f*, communicating with said depression *b*, of a quantity of mercury or quicksilver *g*, located within said

box, substantially as and for the purpose specified.

2. In a game, the combination, with the box *a*, its transparent lid *d*, internal bottom depression *b*, and one or more channels *c* and *f*, communicating with said depression *b*, of a quantity of quicksilver located within said

box, substantially as and for the purpose specified.

JOHN H. DONALDSON.

In presence of—

L. BENTON TUSSING,
W. A. DONALDSON.