

BOOK OF INSTRUCTIONS

FOR USE WITH



GREAT FUN TESTING
YOUR PUZZLE SOLVING SKILL

NOVEL — AMUSING — INSTRUCTIVE
FASCINATING

THE A. C. GILBERT COMPANY

NEW HAVEN, CONN., U. S. A.

IN ENGLAND:

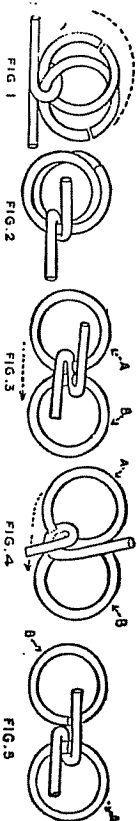
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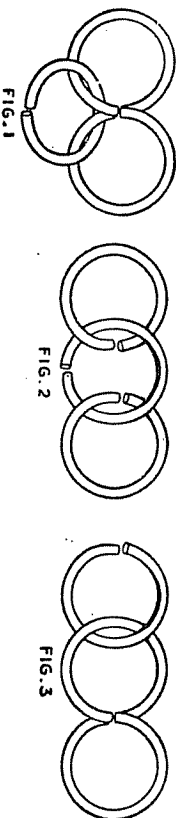
No. 869. THE TWIN RINGS PUZZLE.



THE PROBLEM—To remove the link from the rings.

THE SOLUTION—Bring the openings of both rings into the opening of the link as shown in Fig. 2, then separate the rings as shown in Fig. 3 by giving the ring "B" an upward turn as in Fig. 4. Ring "A" is then shifted after "B," Fig. 4. Pass "B" over "A" and it will fall out, then "A" can be taken out in the same manner.

No. 878. THREE RINGS PUZZLE.



THE PROBLEM—Separate the three rings.

THE SOLUTION—Unlink one ring at a time, getting them into the position shown in Fig. 1. It will be found that by holding the rings so the flat surfaces of the ends are face to face they can be easily drawn apart without their being forced. Figs. 2 and 3 show the order in which rings are separated.



DEAR BOY FRIENDS:—

No one seems to really know where, when and how puzzles originated. In fact, the greatest puzzle in all puzzle-land is in regard to their origin. That puzzles are as old as the human mind is undoubtedly true. Men have been propounding puzzles of all kinds to one another for centuries.

Did you ever hold a "puzzle party?" If not, you have no idea of the great amount of fun to be had. The good-natured chaffing and rivalry will make an otherwise dull evening pass quickly and merrily. The conditions of the puzzle party, or, rather, puzzle contest, which might be a better name, are briefly set forth as follows:

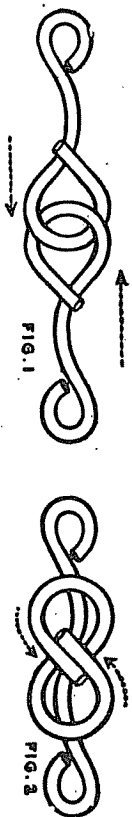
Each person present should be given one of the puzzles contained in the Gilbert puzzle parties and a time limit set (say, six or seven minutes) in which he is to solve his puzzle and put it together again. At the end of the set time the leader, who should be someone who is familiar with all the puzzles, calls "Time," and all those who have solved their puzzles are to hold up their hands so that the leader can give them credit. The records should be kept in writing. Now it is time for each puzzle solver to give his puzzle to the person at his right, which will give each person a new puzzle to be solved, the same time limit being set as before, a record made, and so on until each person has had a try at all of the puzzles. If, however, when the given time is up one or more of the players have been unable to put their puzzle together again, the leader should do so before it is given to the next player. It is always well to offer a prize to the one having the best record to keep up the interest and spirit of competition, not forgetting to have a "booby" prize for the one who has the lowest score.

In this Manual you will find instructions for solving all of the puzzles contained in the Gilbert Puzzle Parties; also a great many other puzzles of a different nature which are not to be found in the sets. You can have a lot of fun with these puzzles, boys. Give shows and entertainments for which you can charge a small admission fee. That's the way many of the famous entertainers and showmen started.

Your friend,

A. C. Gilbert

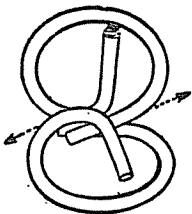
No. 877. QUESTION PUZZLE.



THE PROBLEM—To remove the two links

THE SOLUTION—Hold the two pieces, one in each hand as shown in Fig. 1. Now push them together (Fig. 2) and while they are in this position, twist the part in the right hand toward you slightly and both will come apart without the least bit of forcing.

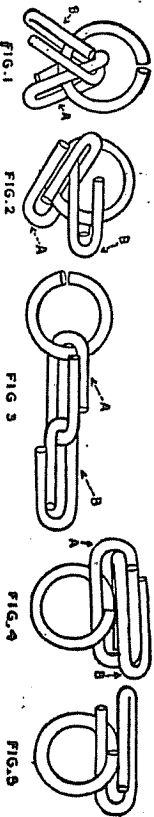
No. 890. CONJURING RINGS PUZZLE.



THE PROBLEM—To separate the rings.

THE SOLUTION—Separate the rings by bringing the two longer straight ends parallel to each other. In this position it will be found easy to slide the rings apart.

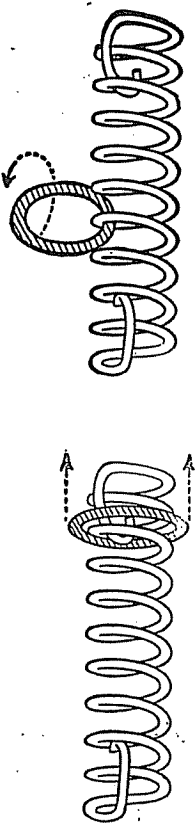
No. 868. TWIN LINKS PUZZLE.



THE PROBLEM—To remove the ring.

THE SOLUTION—Place opening of ring, shown in Fig. 1, against end of link "A" as shown in Fig. 2 and it will be found easy to slide the link free, Fig. 3. Now slide the link "A" over link "B" as shown in Fig. 4, finally sliding last link free from ring as shown in Fig. 5.

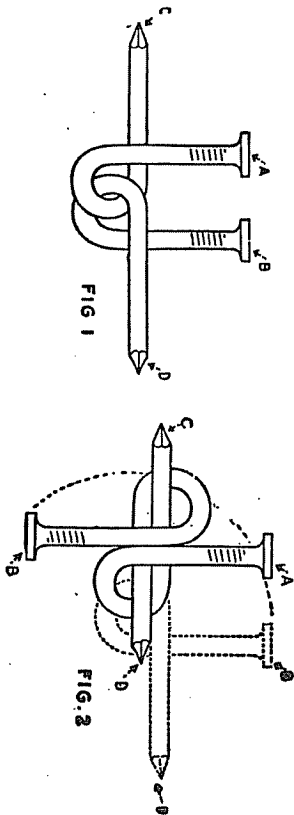
No. 883 SPIRAL WIRE



THE PROBLEM—To disengage the ring from the spiral.

THE SOLUTION—Give the ring a quarter turn from left to right and though its relation to the spiral is apparently unaltered, it will be found that it is quite free, the condition of things being as if the spiral had been simply passed through the ring, and the latter then allowed to drop into it. To again secure it give it a turn in the opposite direction.

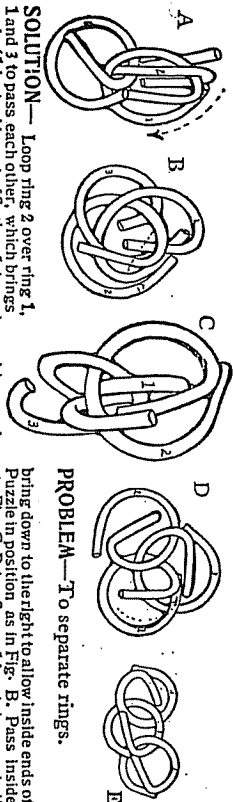
No. 884. NAIL PUZZLE.



THE PROBLEM—To separate the nails.

THE SOLUTION—Hold the nails as in Fig. 1, taking hold of the points "C" and "D." Pass the head "B" around back of "A" and then down in the course of the dotted line, which will leave the nail as in Fig. 2. Take hold of the loops and pull them apart.

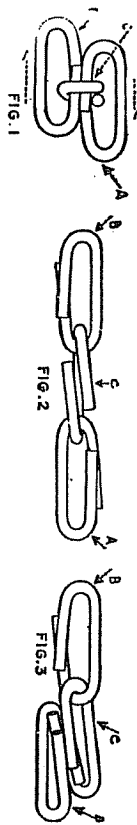
No. 896 HEATHEN RING PUZZLE



PROBLEM—To separate rings.

SOLUTION—Loop ring 2 over ring 1, 1 and 3 to pass each other, which brings end of 1 by inside end of 3; then 1 drops in position as shown in Fig. C. Bring 3 over 1 by giving one-half turn away from you. Then raise 1 so that the outside end of 1 will pass both outside and inside ends of 3. (See position in Fig. D.) Put inside end of 1 in position to pass outside end of 3. (See arrow in Fig. E.) Pass inside end of 1 over inside and outside ends of 3 and then drop 1 to position as shown in Fig. E. Give 1 one-quarter turn to right allowing outside end of 1 to pass inside and outside ends of 3. This will free ring 1 from 2 and 3. To separate 2 and 3 follow same directions given for separating 1 from 2 and 3.

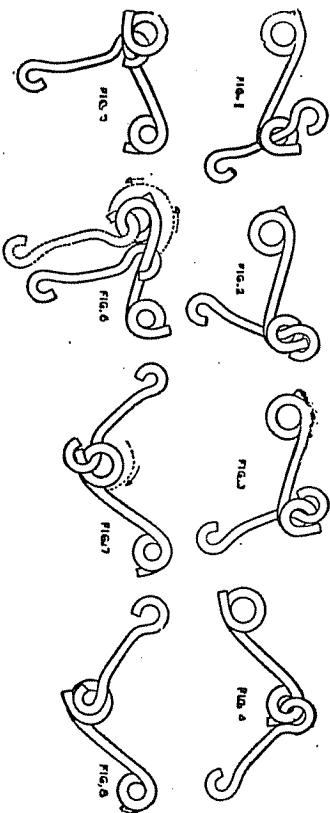
No. 885. THREE LINKS PUZZLE.



THE PROBLEM—To disengage the three links.

THE SOLUTION—Take hold of the ends of two links and work them into the position shown in Fig. 1. While they are in this position it is possible to slide links "A" and "B" past each other so that they come to the position shown in Fig. 2. To separate them entirely begin sliding "A" past "C" as shown in Fig. 3 and finally "C" is removed from "B" in like manner.

No. 879. FOXY LINKS PUZZLE.



THE PROBLEM—To separate the links.
THE SOLUTION—Hold the puzzle as shown in Fig. 1 and follow the different moves illustrated.

No. 895 WISHBONE PUZZLE

THE PROBLEM—

To separate the two pieces.

THE SOLUTION—

First put puzzle in position as shown in Fig. 1. Then take the extension "X" on bar A and place it to the left of extension "XX" on bar B. Give Bar A one-half turn away from you as shown by the arrow movement in Fig. 1, which will bring the puzzle in the position as indicated in Fig. 2. Now slide loop in bar A down the Extension bar B, which completely disassembles the puzzle and completes the trick.

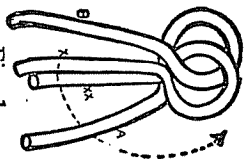


Fig. 1.

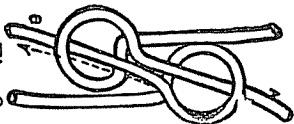
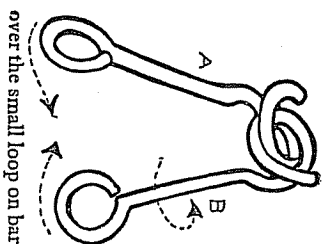


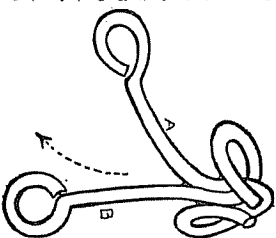
Fig. 2.

No. 894 MANIAC PUZZLE

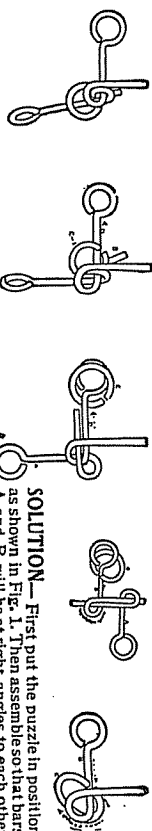
PROBLEM—To separate the two pieces.



over the small loop on bar A. This completes trick and disassembles the puzzle.



No. 892 SATAN'S OWN PUZZLE

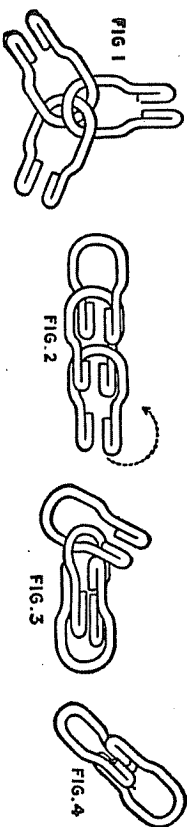


PROBLEM—To separate the two pieces.

Then lower bar D as indicated by the dotted line in Fig. 2 so that it will be in the same position as shown in Fig. 3. Then take ring C and completely reverse in a circular movement by bringing this towards you which will give some extreme left. Now take bar A and twist completely around to the left; then give it a half turn so that it will take the position as shown in Fig. 5 and simply slide bar A off of bar B. Take ring C and extend it to the right along bar B and follow the loop around bringing bar A completely off the extension on the end of bar B. This finishes the number of movements and completely disassembles the parts

SOLUTION—First put the puzzle in position as shown in Fig. 1. Then assemble so that bars A and B will be at right angles to each other and have the slot in circle C so that it will slide

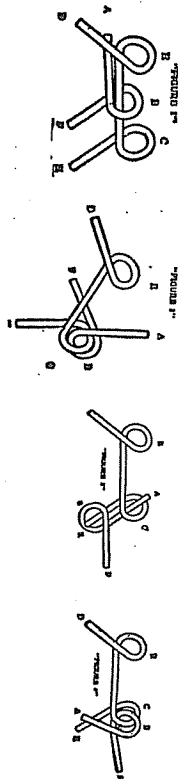
No. 871. SHAMROCK PUZZLE.



THE PROBLEM—To separate the three leaves.

THE SOLUTION—Place two openings into each other as shown in Fig. 2, bringing the third leaf with a motion shown by the dotted line in Fig. 2 to a position with the eye in opposite direction, as shown in Fig. 3, when all three openings will be in line and one leaf can be easily slid out. The remaining two leaves can be separated as in Fig. 4. To put the leaves together again the operation is reversed.

No. 891. TANGLE TWISTER PUZZLE

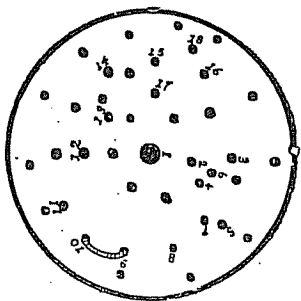


DIRECTIONS FOR OPERATING

To take apart:— Hold puzzle upright as in "Fig. 1" then taking hold of A (end of single loop pointing from you), pass F (end of single loop pointing to you) through the loop C pushing it and at the same time turning end A around over the cross bars. Loops B and C will then intersect.

Holding puzzle with end K perpendicular, pass end F behind cross bar and when end A is also perpendicular, exactly as in "Fig. 2" let go of end A. Loop B will twist itself out of loop C and fall off as Fig. 3. To put back on:— Place end A through loop C and end K through loop B, as in "Fig. 3" push together at same time turning end F around over end K. Loops C and D will again intersect. Hold end F with end A in front of end K as in "Fig. 4" Push in end F at same time turning end A around under cross bar. Loop B will again slip onto the cross-bar as in "Fig. 1". Loop B will also come off through loop E by taking hold of end F and passing end A through loop E, etc.

No. 893. SPIDER WEB PUZZLE



THE PROBLEM—

The idea is to dis-assemble brass ring from the disc.

THE SOLUTION—

This is accomplished by simply inserting the ends of the brass ring into the different holes as its marked on the diagram from 1 to 2, 2 to 3, etc., right along up to 18, which brings the brass ring in a position so that it will completely dis-assemble ring from disc.

No. 860. GOOD LUCK PUZZLE.

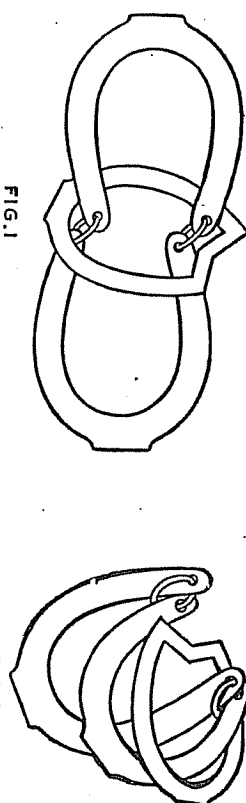


FIG. 1

FIG. 2

THE PROBLEM—To remove the small horse-shoe.

THE SOLUTION—Hold the ends of the large horse-shoes between the thumb and first finger of each hand. Bring the right hand back toward the body until the horse-shoes assume the position shown in Fig. 1. (Note position of small horse-shoe.) Now bring the horse-shoes to the position shown in Fig. 2. By working the hands backward and forward to find the exact position you will find that the small horse-shoe can be easily removed.

No. 872. DEVIL'S LOCK PUZZLE.

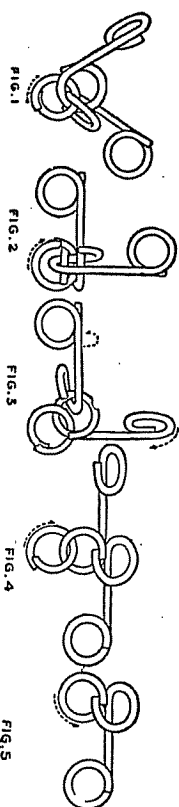


FIG. 1

FIG. 2

FIG. 3

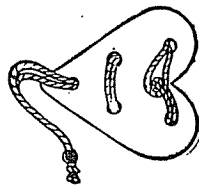
FIG. 4

FIG. 5

THE PROBLEM—To remove the ring.

THE SOLUTION—Hold the puzzle as shown in Fig. 1. By following the different moves shown in the diagram (the arrows show the direction in which to move the different parts), the links can be quickly and easily removed.

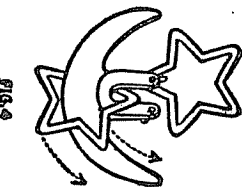
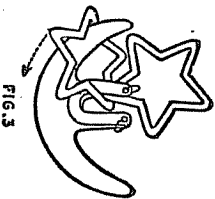
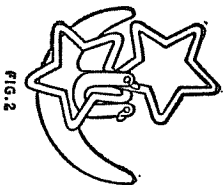
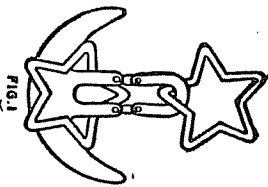
No. 855. HEART PUZZLE.



THE PROBLEM—To separate the heart from the cord.
THE SOLUTION—On examining this puzzle it will be seen that in the center the cord forms a loop. Draw the ball close up to the heart; then by means of the slack thus gained, draw out the loop as far as possible. Pass it down through the center hole, then from the back through the bottom hole. Slip the loop over the ball, being careful that the cord is not twisted. Draw back the loop which will then be disengaged from the rest of the cord, and all will come off together.

To replace the cord, pass the loop first from the front through the bottom hole, then up through the top center hole. Then across and down through the lower left hand hole and up through the one just above it. Then down through the upper center hole and up through the bottom hole, passing the loop over the ball and drawing it back again. Pull down the ball as far as the card permits, and all will be as at first.

No. 859. STAR AND CRESCENT PUZZLE.



THE PROBLEM—Hold puzzle, crescent down, as shown in Fig. 1, and remove the lower star.

THE SOLUTION—Fold the "Y" shaped piece down, getting both stars into position shown in Fig. 2. Next, place one of the points of the star to be removed, over end of crescent as shown in Fig. 3 and you will find that the star can be easily removed by guiding it down around crescent in the direction indicated by arrows in the illustrations.

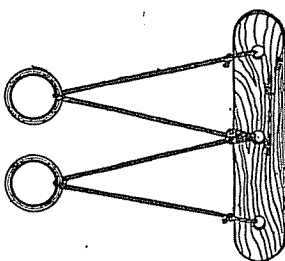
No. 867. TWO RING PUZZLE

The puzzle is to get both Rings on the same loop of the cord.

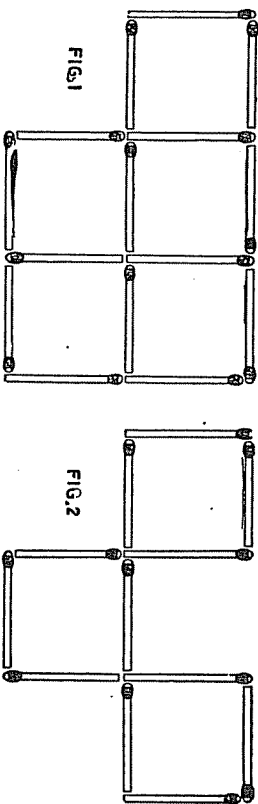
SOLUTION

Hold the puzzle with the central loop passing through the hole to the front. Draw down this loop to its full extent, pass the right hand ring through it, and then pass the loop (with due precaution against twisting) through the right hand hole (from the side opposite to that on which the knot is) over the knot, and draw it back again.

Repeat at the opposite side, and the loop will be free. Draw it through the centre hole, and you will have the cord hanging in a single bight, with the two rings side by side upon it. Run them along the cord to either end. Re-form the loop in centre, and pass it through the middle hole, then, from the front, through one of the end holes, over the knot, and draw it back again. Repeat at the opposite end and the trick is done.



No. 1. THE SQUARE PUZZLE

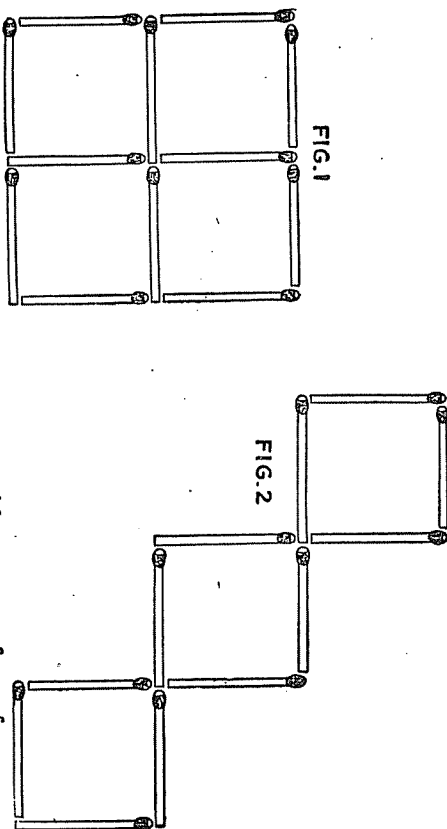


Fifteen matches being on the table so as to form five equal squares, as in Fig. 1. Remove three matches so as to leave three such squares only.

EXPLANATION

You remove the center match of the upper side of the figure, and the two matches forming the outer sides of the lower square to the right, as in Fig. 2.

No. 3.



Twelve matches being laid on the table so as to form four equal squares (see Fig. 1), remove and replace four matches so as to form three squares only of the same size as the first.

EXPLANATION

Take away the two matches forming the outer sides of the upper right hand square and the two forming the outer sides of the lower left hand square. You then have left two squares, lying diagonally. With the four matches you have removed, form a third square in continuation of the diagonal line and you will have three squares, as shown in Fig. 2.

No. 4.

With five matches form two equilateral triangles.

EXPLANATION

Arrange the five matches as shown in illustration.

