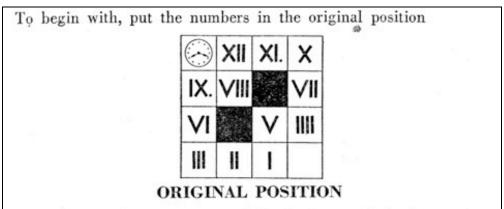
Time Puzzle



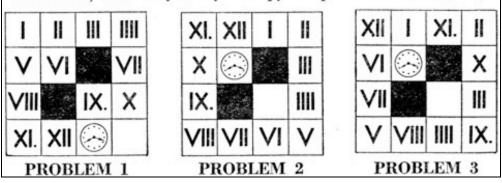
Patented by T. Graham 1934, copyright the Embossing Company of Albany 1934. (cardboard box 4.4" x 4.4" x 5/8" inches and 13 wood pieces;

Hordern's book dates the blue version above as made in 1937, and gives a solution)

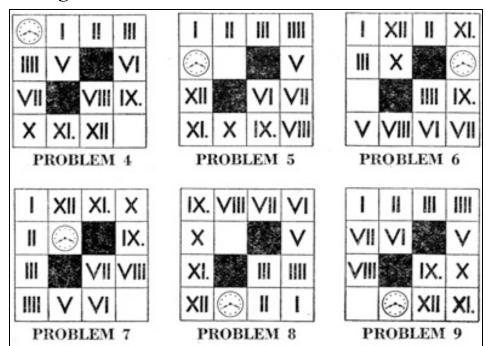
Slide the pieces, avoiding the two forbidden squares, to get go from a start position to a final position; here are problems 1, 2, and 3 from the directions that were sold with it:



Once in this formation, never lift them out of the box again. From the original position, slide the numbers around The Baffle Blocks into the arrangement shown in problem 1. From the solution of problem 1, try problem 2, and from its solution to No. 3, etc. If you get stuck and want to make a fresh start, begin from the original position. (Consider the Baffle Blocks as immovable, since they always occupy the position shown above.)



The Other Pages Of The Time Puzzle Directions



These are but a few of the possible combinations—there are literally thousands of them!—so get to work and put some of your own on paper, then try to solve them. Some are impossible—so if you lay one out and aren't getting anywhere after a couple of hours, console yourself on its being of that sort. Always start from the Original Position and keep a record of the new combinations that are possible.

TIME

A PUZZLE

Of course you know our famous 15 PUZZLE—everyone does and you've probably been fooling with it long enough to decide you're pretty good at puzzles in general.

Well, before you start patting yourself on the back, try a real "He-man" Puzzle—try TIME, the puzzle of a hundred heartaches! And when you get stuck on problem 8 or 9, just remember we solved them all—all by ourselves—and no one has ever mistaken us for Einstein!

THE EMBOSSING COMPANY
ALBANY, N. Y.

If you have enjoyed our Time Puzzle and 15 Puzzle—have you tried the Missionary and Four Square Puzzles?—and if you're the sort of person who enjoys using something which is the finest of its kind, we suggest our

EYE REST ANAGRAMS—Gay yellow letters embossed on ebonized maple.

DOMINOES—From double sixes to double fifteens—a huge assortment in a wide range of prices.

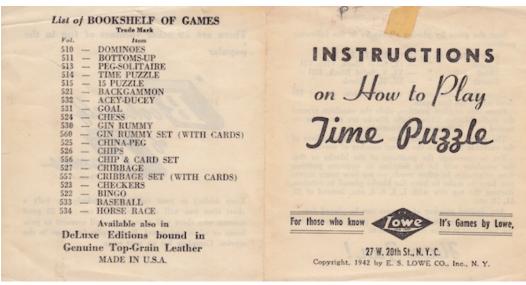
CHECKERS—We're the oldest domino and checker people in the country—so why shouldn't we have just what you want?—

COMBINED CHECKERS AND CHESS.

Makers of
"TOYS THAT TEACH"
THE EMBOSSING COMPANY
ALBANY, N. Y.

Lowe's Edition Of The Time Puzzle





Start the game by placing all blocks in the following

Row Across — Clock, XII, XI, X

" — IX, Solid Block, VIII, VII

" — VI, V, Solid Block, IIII

" — III, II, 1, Blank Third Fourth

Once the blocks are in this formation, do not lift them out of the box again.

From this original position, slide the numbers around the Baffle Blocks. These Baffle Blocks are not to be re-moved from their stationary positions.

The object of this game is to change the positions of the movable blocks in the lowest number of moves.

Try to rearrange the positions of the blocks so that the numbers will be in rotation in opposite position than originally. In other words, — see how many moves you have to make to have the blocks placed in rotation, starting the top row with 1, 2, 3, 4, etc., instead of 12, 11, 10, etc. 11, 10, etc.

Any desired number of changes can be played for. Put your own combination on a piece of paper and see how long it takes you to solve it.

Have Fun!

There are 19 other volumes of fun in the popular



Keep adding to your collection regularly. In only a short time you will own the entire set . . . 20 good reasons why there will never be a dull moment in your home or when you travel. Perfect gifts for those in the service. Complete list on next page.

Copyright 1942, Lowe Bookshelf Games, New York, NY. (cardboard case, 4.6" x 4.6" x 7/8"; was also made with a red case)

Further Reading

Graham 1934 Design Patent, from: www.uspto.gov - patent no. Des93,344 Graham 1935 Patent, from: www.uspto.gov - patent no. 1,989,411