

Title (en)  
PUZZLE

Publication  
**EP 0067805 A3 19830406 (DE)**

Application  
**EP 82890078 A 19820525**

Priority  
AT 259881 A 19810611

Abstract (en)  
[origin: EP0067805A2] The puzzle has a game board, on which counters (4a-4d) can be displaced along intersecting straight guides (2, 3). The counters have a length which corresponds to the distance between two adjacent crossings (9) of the straight guides (2, 3). In order to make the puzzle suitable for difficult combination tasks, the straight guides (2, 3) each have an uninterrupted row of counters which can only be displaced in its entirety and has a number of counters which is greater than the number of crossings (9) of the associated straight guide (2, 3), the length of the straight guides (2, 3) corresponding to the length of its row of counters increased by the length of that number of counters (4a-4d) which results from the difference in the number of counters and the number of crossings (9) of the associated straight guide (2, 3). In this case, the counters (4a-4d) on the crossings (9) form a selection square (10). <IMAGE>

IPC 1-7  
**A63F 9/08**

IPC 8 full level  
**A63F 9/08** (2006.01); **A63F 3/00** (2006.01)

CPC (source: EP)  
**A63F 9/0803** (2013.01); **A63F 2003/00331** (2013.01); **A63F 2003/00337** (2013.01)

Citation (search report)  
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• [AD] DE 847276 C 19520821 - SCHMIDT PAUL FR  
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CH DE FR GB IT LI NL SE

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**EP 0067805 A2 19821222; EP 0067805 A3 19830406; AU 8440782 A 19821216**

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