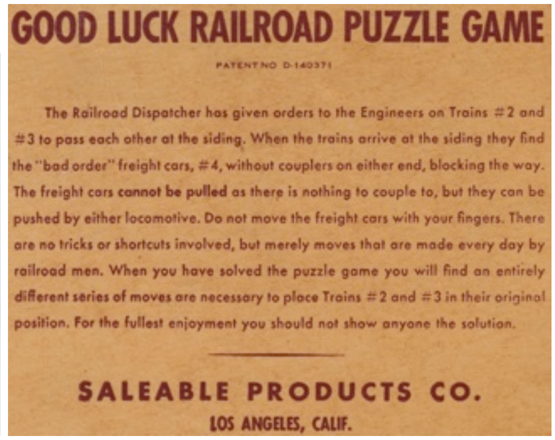
Good Luck Railroad Puzzle Game

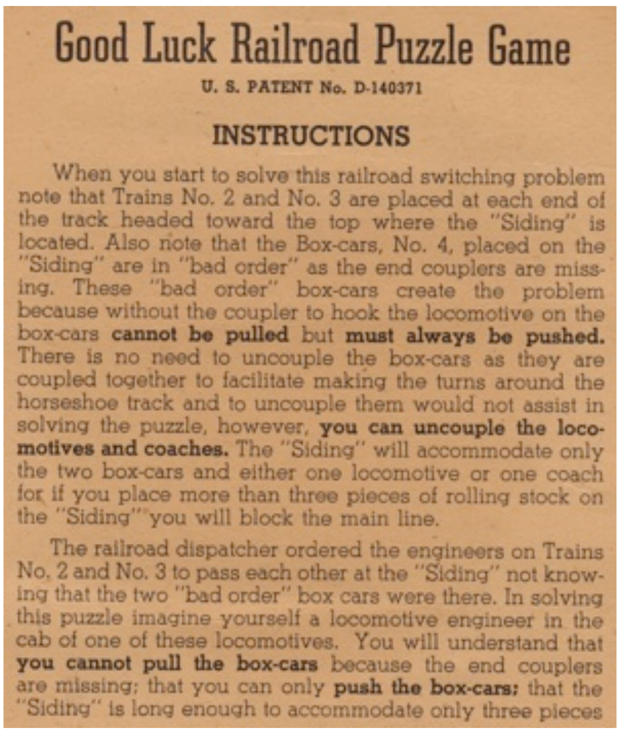


GOOD LUCK RAILROAD PUZZLE GAME

PATENT NO. D-140371

The Railroad Dispatcher has given orders to the Engineers on Trains #2 and #3 to pass each other at the siding. When the trains arrive at the siding they find the "bad order" freight cars, #4, without couplers on either end, blocking the way. The freight cars **cannot be pulled** as there is nothing to couple to, but they can be pushed by either locomotive. Do not move the freight cars with your fingers. There are no tricks or shortcuts involved, but merely moves that are made every day by railroad men. When you have solved the puzzle game you will find an entirely different series of moves are necessary to place Trains #2 and #3 in their original position. For the fullest enjoyment you should not show anyone the solution.

SALEABLE PRODUCTS CO.
LOS ANGELES, CALIF.



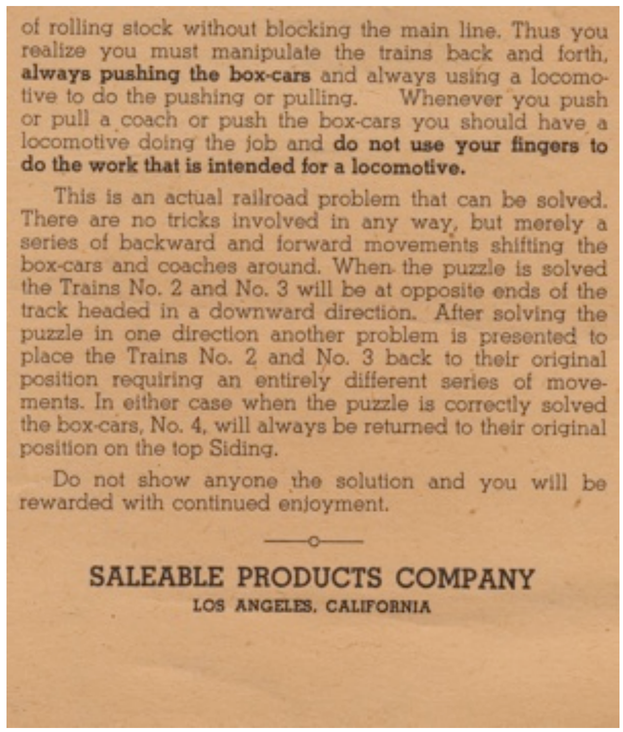
Good Luck Railroad Puzzle Game

U. S. PATENT No. D-140371

INSTRUCTIONS

When you start to solve this railroad switching problem note that Trains No. 2 and No. 3 are placed at each end of the track headed toward the top where the "Siding" is located. Also note that the Box-cars, No. 4, placed on the "Siding" are in "bad order" as the end couplers are missing. These "bad order" box-cars create the problem because without the coupler to hook the locomotive on the box-cars **cannot be pulled** but **must always be pushed.** There is no need to uncouple the box-cars as they are coupled together to facilitate making the turns around the horseshoe track and to uncouple them would not assist in solving the puzzle, however, **you can uncouple the locomotives and coaches.** The "Siding" will accommodate only the two box-cars and either one locomotive or one coach for if you place more than three pieces of rolling stock on the "Siding" you will block the main line.

The railroad dispatcher ordered the engineers on Trains No. 2 and No. 3 to pass each other at the "Siding" not knowing that the two "bad order" box cars were there. In solving this puzzle imagine yourself a locomotive engineer in the cab of one of these locomotives. You will understand that **you cannot pull the box-cars** because the end couplers are missing; that you can only **push the box-cars;** that the "Siding" is long enough to accommodate only three pieces



of rolling stock without blocking the main line. Thus you realize you must manipulate the trains back and forth, **always pushing the box-cars** and always using a locomotive to do the pushing or pulling. Whenever you push or pull a coach or push the box-cars you should have a locomotive doing the job and **do not use your fingers to do the work that is intended for a locomotive.**

This is an actual railroad problem that can be solved. There are no tricks involved in any way, but merely a series of backward and forward movements shifting the box-cars and coaches around. When the puzzle is solved the Trains No. 2 and No. 3 will be at opposite ends of the track headed in a downward direction. After solving the puzzle in one direction another problem is presented to place the Trains No. 2 and No. 3 back to their original position requiring an entirely different series of movements. In either case when the puzzle is correctly solved the box-cars, No. 4, will always be returned to their original position on the top Siding.

Do not show anyone the solution and you will be rewarded with continued enjoyment.

SALEABLE PRODUCTS COMPANY
LOS ANGELES, CALIFORNIA

Saleable Products, Los Angeles CA, design patent 1945.
(5.75" x 5.75" x 1.25" cardboard box with 5.5" x 5.25" x 1.25" puzzle)

Shown on plate XII, and pages 172-173, 228 of *Hordern's book*, which presents this solution:

Notation: A1&A2 = left train, B1&B2 = right train, L, R, S = left, right, side tracks
A1 goes to R, A1 backs into S (pushing the freight cars to make room)
B1 & B2 go to L and attach to A2
A1 goes to R
B1 & B2 pull A2 to R, B1 & B2 push A2 into S, B1 & B2 detach from A2 and go to L
A1 backs into S and attaches to A2, A1 & A2 go into R

Further Reading

Sewell Design Patent, from: www.uspto.gov - patent no. D14,0371