

**01**

## Golf Ball Cage

**Puzzle Goal:**

**Extract, and return golf ball to inside of cube.**

**Materials :**

Walnut, golf ball

**Classification:**

Misc. Assembly



02

## Radix

**Puzzle Goal:**

**Take the three pieces apart, and then put them back together again. No force is required.**

**Materials :**

Cast Alloy

**Classification:** Take Apart



03

# FLEXALEX

**Puzzle Goal:**

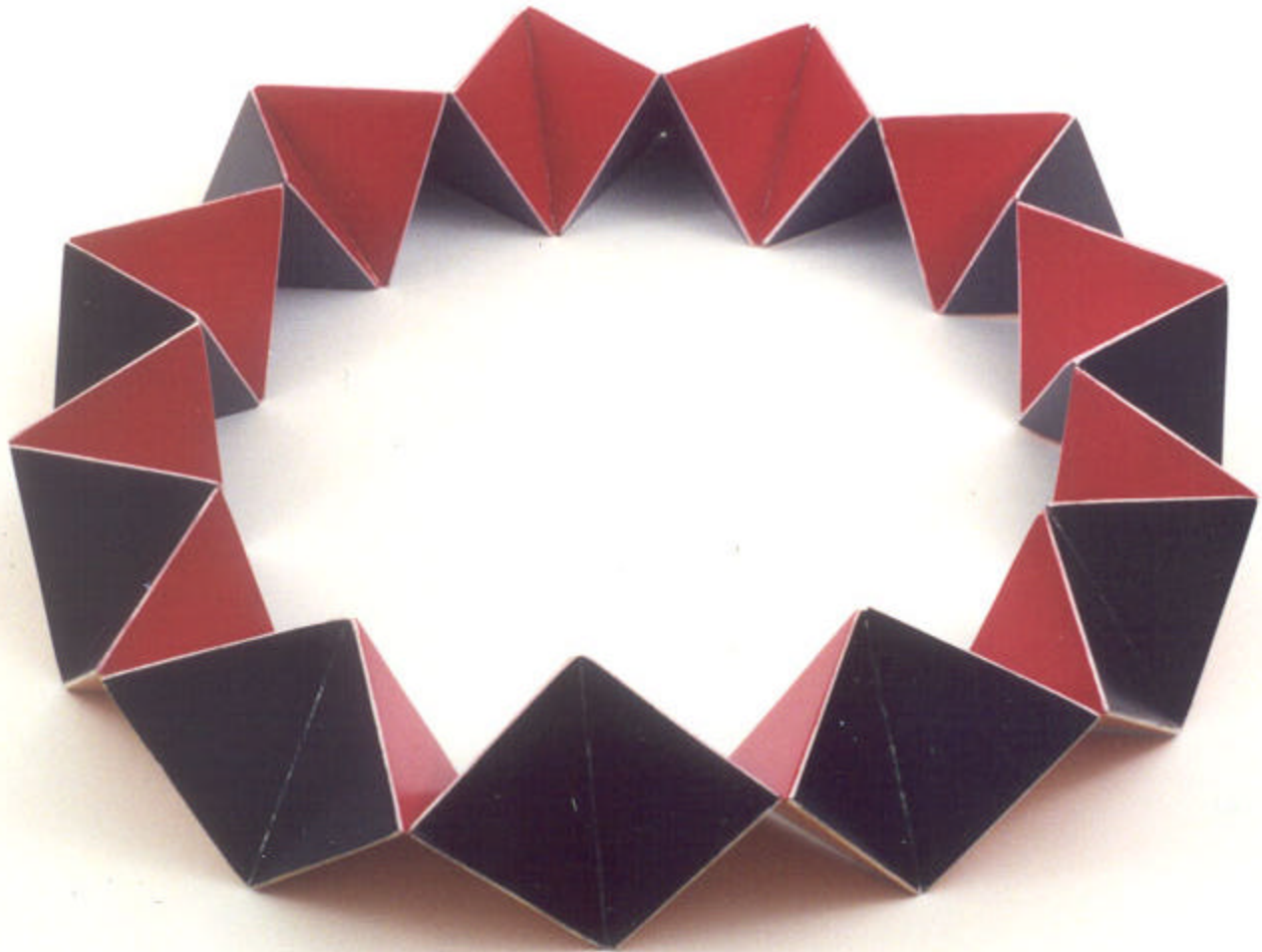
Transform the rhombic dodecahedron from red to green, blue or yellow.

Transform the rhombic dodecahedron to 4 rhombohedrons in line.

**Materials :**

PVC and tissue tape

**Classification:** FOL-HGCL



04

# LUC'S SPACIAL

**Puzzle Goal:**

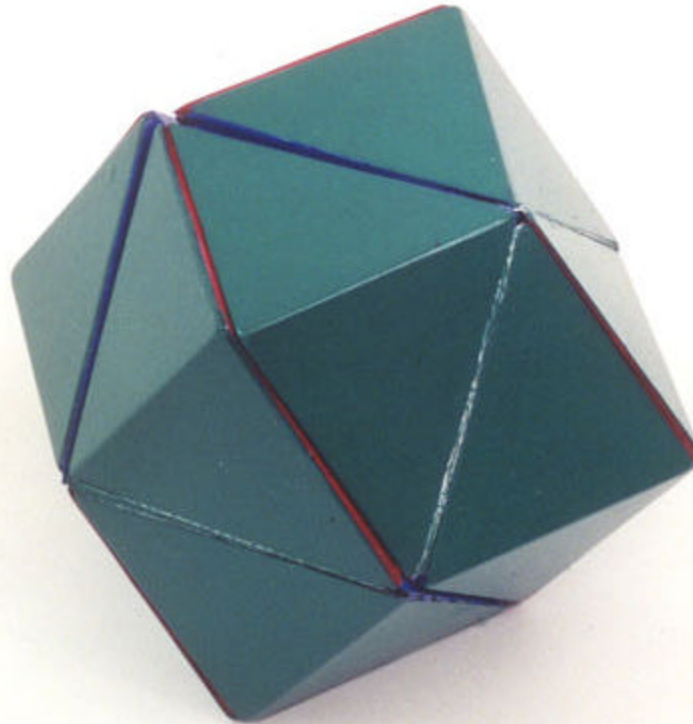
**Transform the surface of the rhombic dodecahedron from red to green, or green to red.**

**Materials :**

PVC and tissue tape

**Classification:**

FOL-HGCL



05

## Concrete Puzzle

**Puzzle Goal:**

**Combine the elements to form a cube**

**Materials :**

Casting-mortar

**Classification:**

Put together



06

## Cross-Based Puzzle

**Puzzle Goal:**

**Construct the prism**

**Materials :**

Cedar wood

**Classification:**

Interlocking assembly



07

## Double Stair

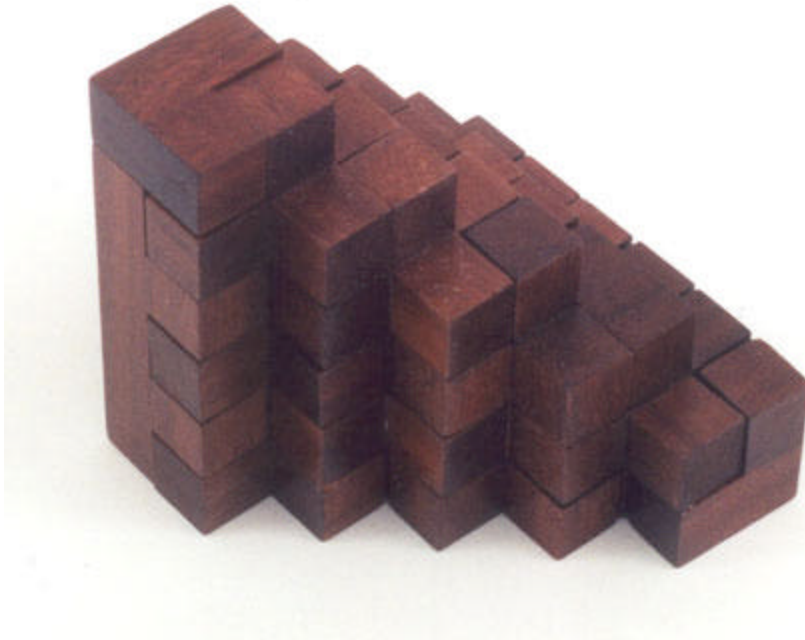
**Puzzle Goal:**

**Construct the double stair**

**Materials :**

cedar wood

**Classification:** Interlocking assembly



08

## Sculpture Puzzle

**Puzzle Goal:**

**Construct the abstract sculpture**

**Materials :**

cedar wood

**Classification:** Interlocking assembly





# Crystal Cube

**Puzzle Goal:**

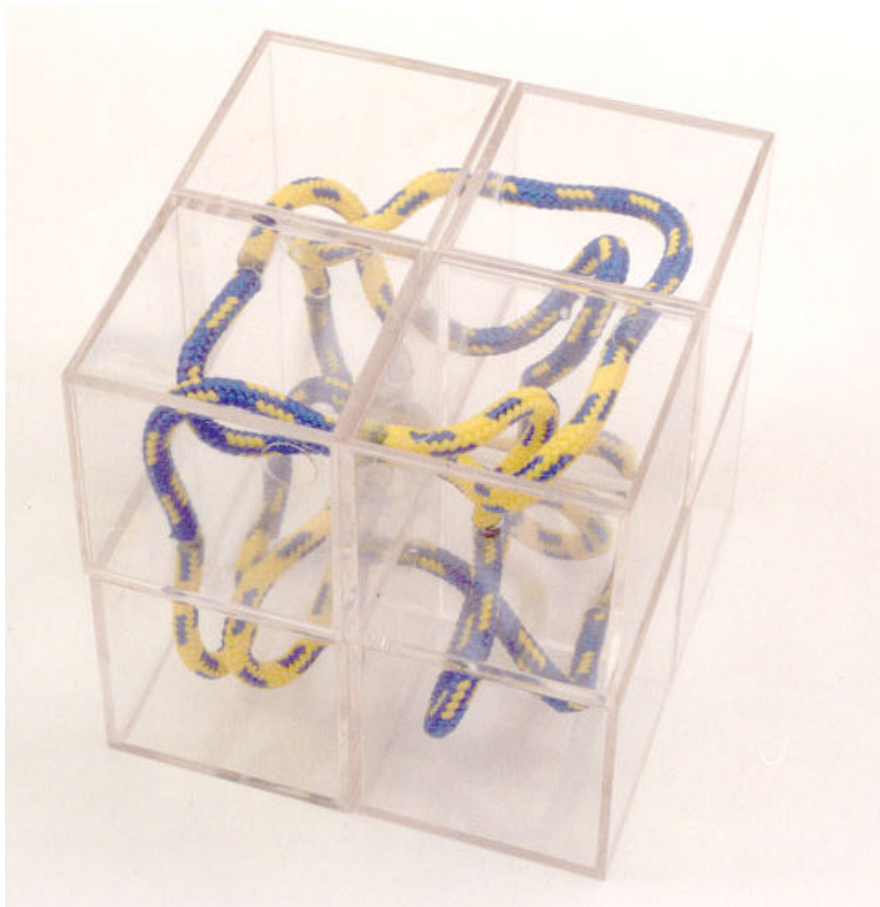
For each challenge, all the pieces of rope must match with another piece of rope in the adjacent cubes. One objective in parts 3 and 4 is not possible!

- 1) Assemble a cube where the bottom four cubes are yellow cubes and the top four cubes are blue.
- 2) Assemble a cube that the color of neighboring cubes always alternates.
- 3) Assemble a cube with exactly four closed loops exist, and:
  - a) has the pattern of #1
  - b) has the pattern of #2
- 4) Assemble a cube with only one closed loop, and:
  - a) has the pattern of #1
  - b) has the pattern of #2

**Materials :**

Plastic cubes and rope

**Classification:** Put Together



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## Dipole Dilemma

**Puzzle Goal:**

Take the supplied 28 magnetic spheres and place them in the center tray so they lie completely flat. The plastic cover may not be used to keep the magnets in position as part of a solution. There are two unique solutions.

**Materials :**

Cherry and Walnut wood;  
Gold-plated neodymium magnets;  
Plastic case

**Classification:** Packing/Dexterity



## Gizmo Gears QED

**Puzzle Goal:**

Mix up the pieces, then try to get back to the unmixed or starting configuration

**Materials :**

Acrylic plastic, in various colors, and stainless steel screws

**Classification:** sequential movement



## Flip Side

**Puzzle Goal:**

**Change the face picture from Dog to Cat and then Cat to Dog.**

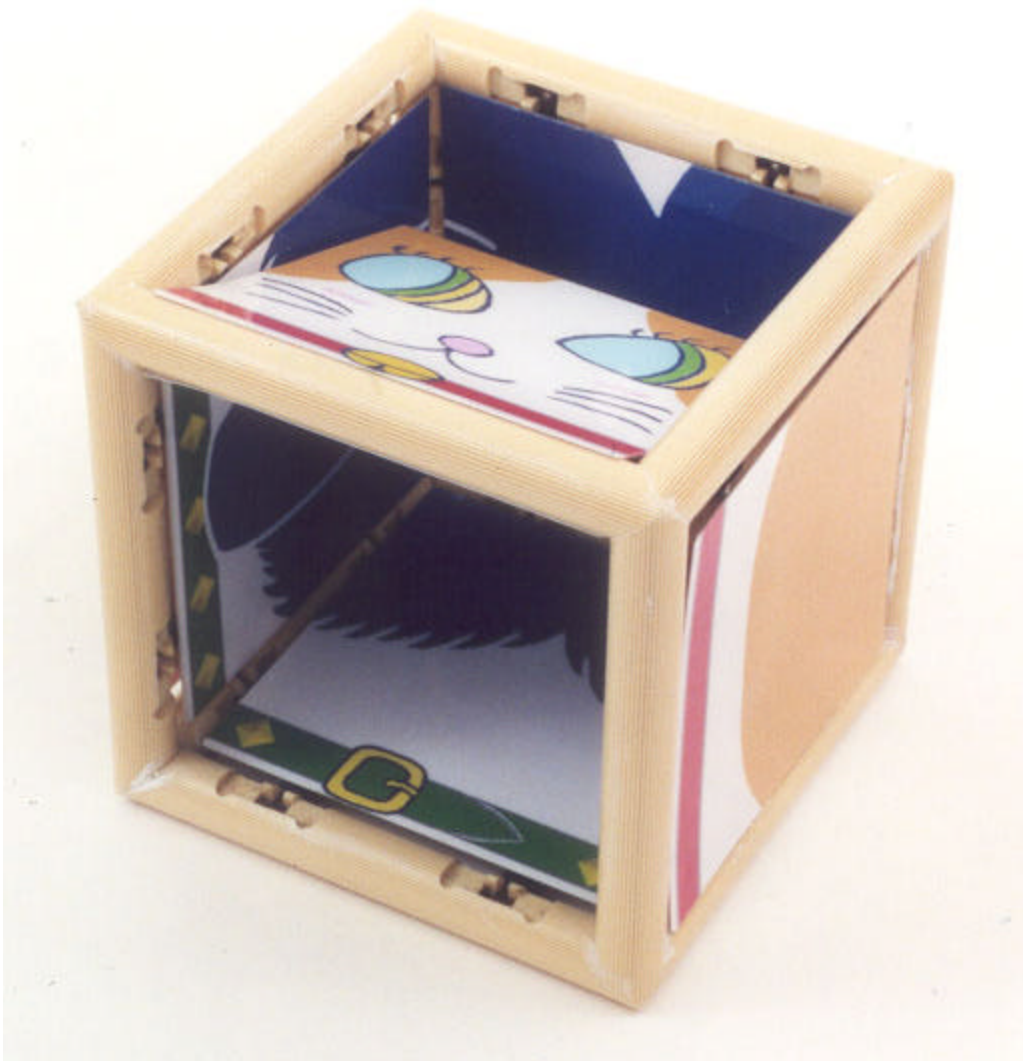
**Materials :**

ABS, MDFboard

**Classification:** Moving Side Puzzle

**Notes:**

Please be careful of the delicate mechanism.



# EXPLORE

**Puzzle Goal:**

Place the blocks so that red squares on the board are covered by the blocks and the red squares of the blocks face upward (there are multiple ways of doing this).

Blocks are then moved by "rolling" them edgewise to empty, adjacent squares of the board (a new color of square will then be face up on the block, and that block will be covering completely new squares of the board). After a move, the blocks must be completely contained within the board's boundaries (no part of a block may hang over the edge of the 7x7 board).

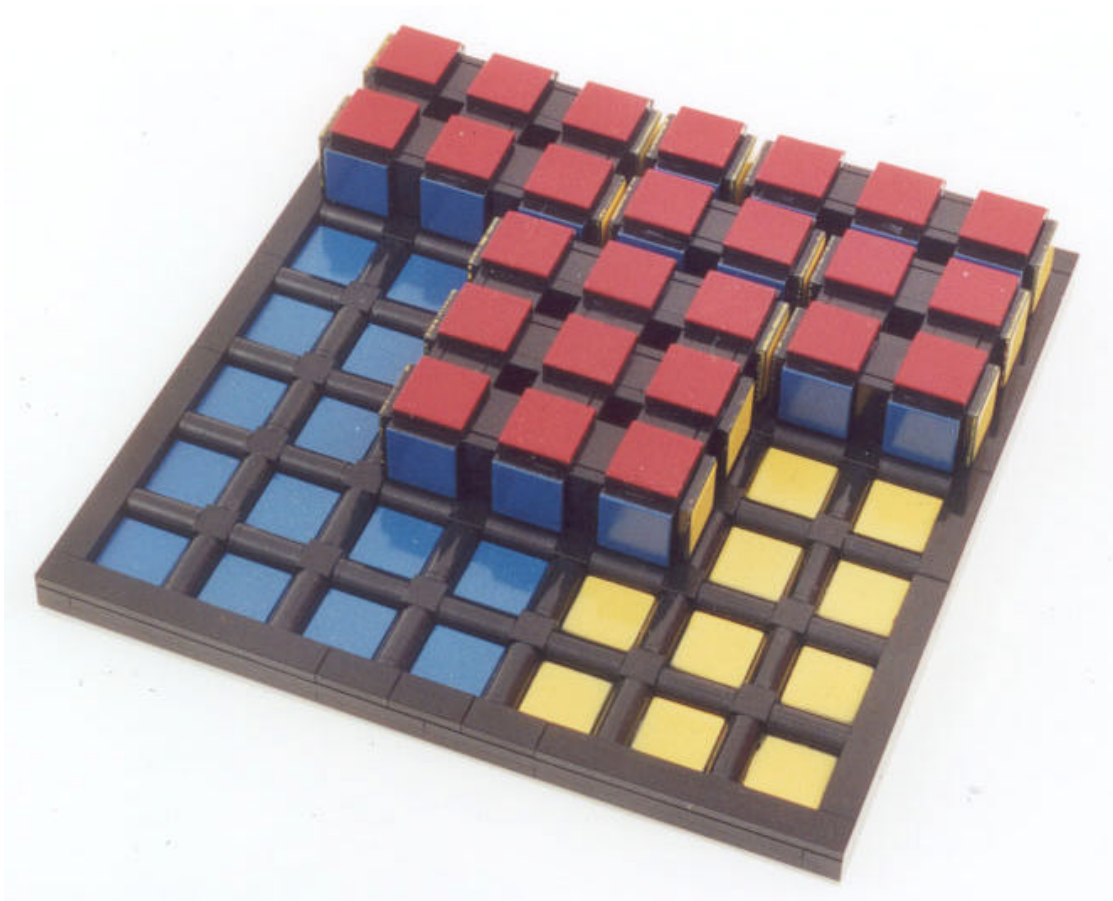
The final goal is to maneuver the blocks so that all of the yellow squares of the board are covered and, at that point, all of the blocks show yellow squares face up. Before reaching the final goal, however, one must first reach an arrangement ("interim goal") that covers all of the blue squares of the board with the blocks all showing blue squares upward. The goal is to accomplish the final goal in as few moves as possible.

Note that after intermediate moves (between "start", "interim", and "final goal"), face-up squares on blocks need *not* color-match the squares of the board they are covering -- this is only a requirement at the start, interim and final goal stages.

**Materials :**

ABS plastic

**Classification:** Rolling Block/Maze



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## Mace

**Puzzle Goal:**

**Determine how the object was made. No glue was used in any part of the puzzle.**

**Materials :**

Boxwood nails and Walnut rings

**Classification:** Impossible object



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# Janus

**Puzzle Goal:**

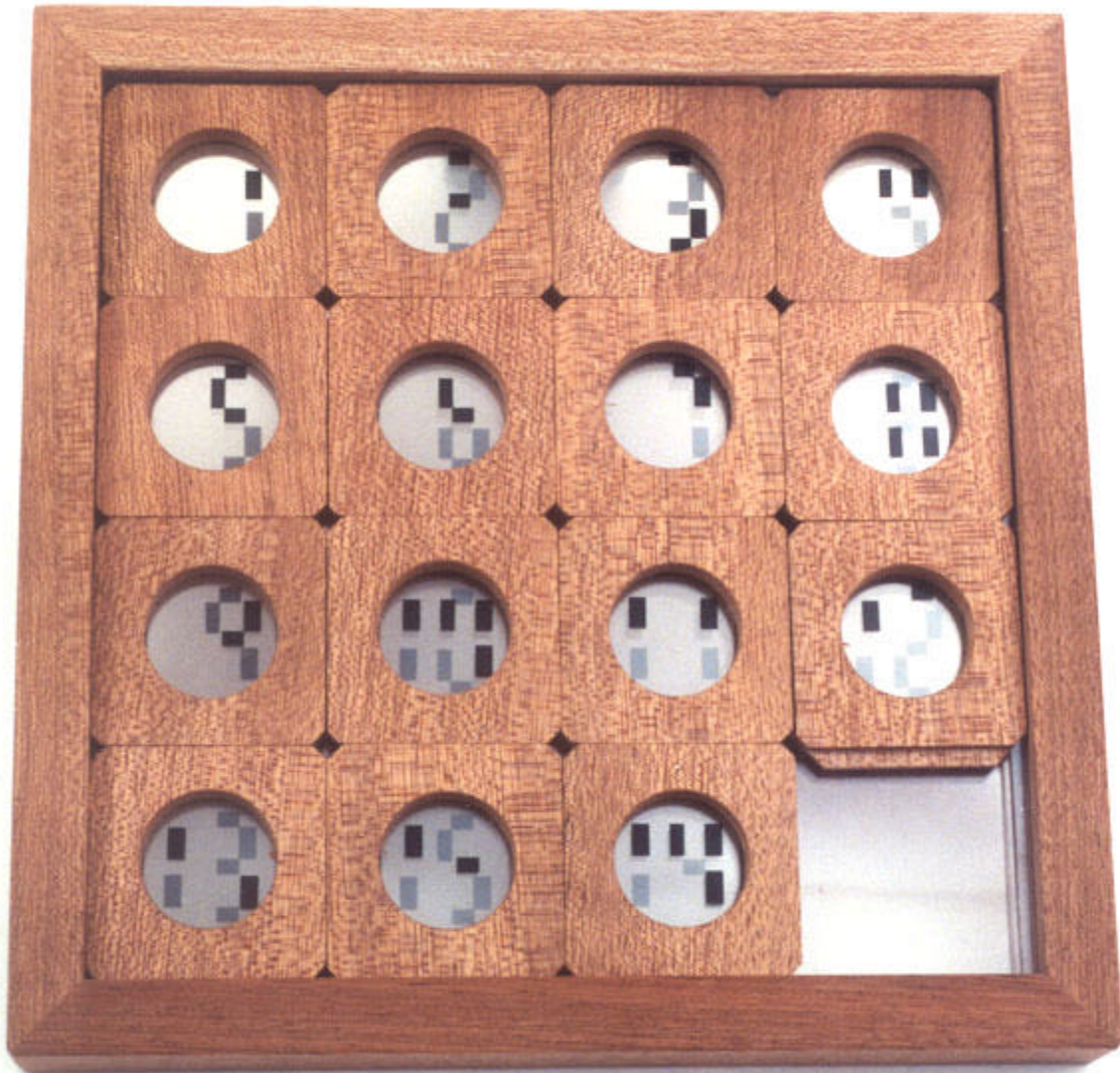
**A -** Arrange the two-sided sliding block puzzle so that the numbers 1-15 are shown in the correct places.

**B -** Arrange the two-sided sliding block so that 1-15 are displayed, but with the 14 and 15 reversed (Starting position)

**Materials :**

Wood and acetate

**Classification:** Sliding block



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# Cubigami

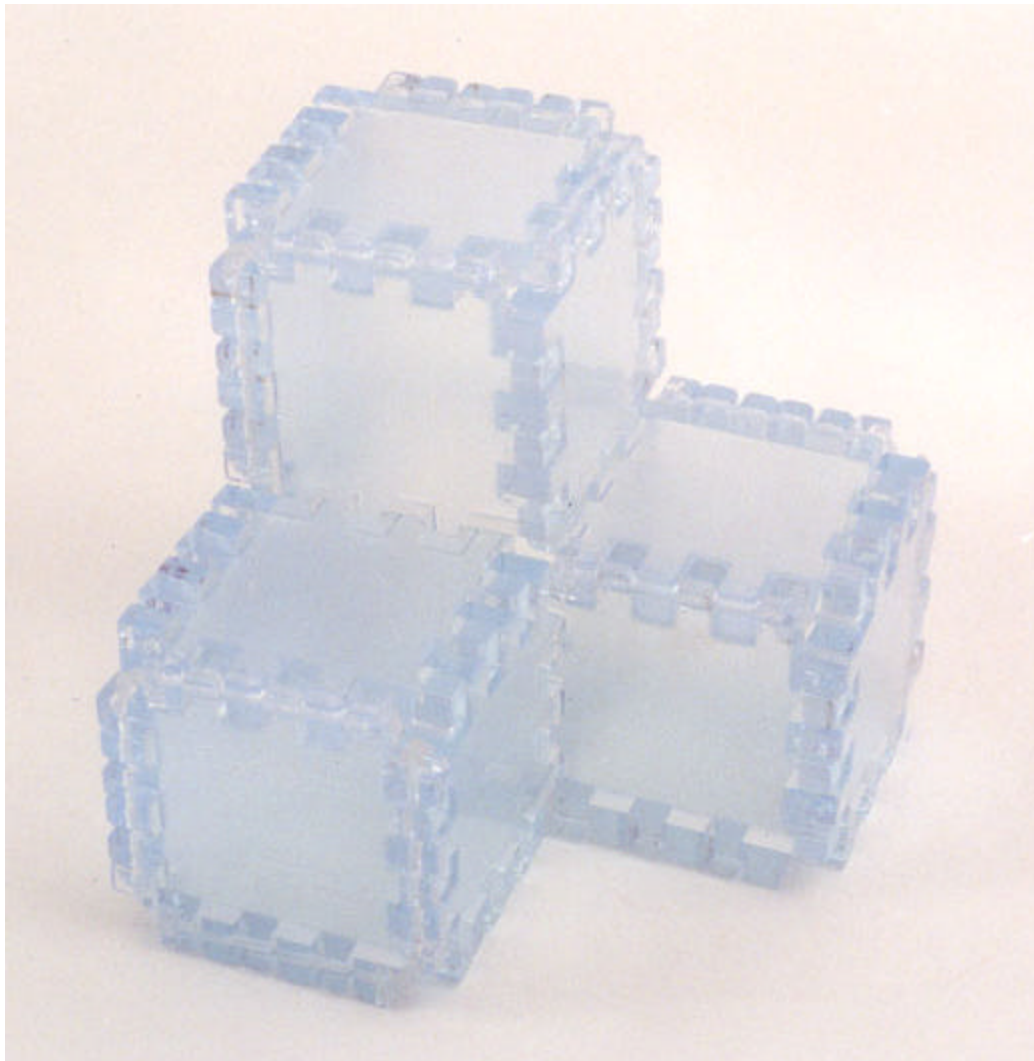
**Puzzle Goal:**

Fold the net into all seven tetracubes. (The eighth tetracube, the "O", has only 16 sides and can be made only with a paper-thin net).

**Materials :**

Acrylic

**Classification:** 1.3 – Miscellaneous Put-Together puzzle





## Turkey Tetracube Teasers

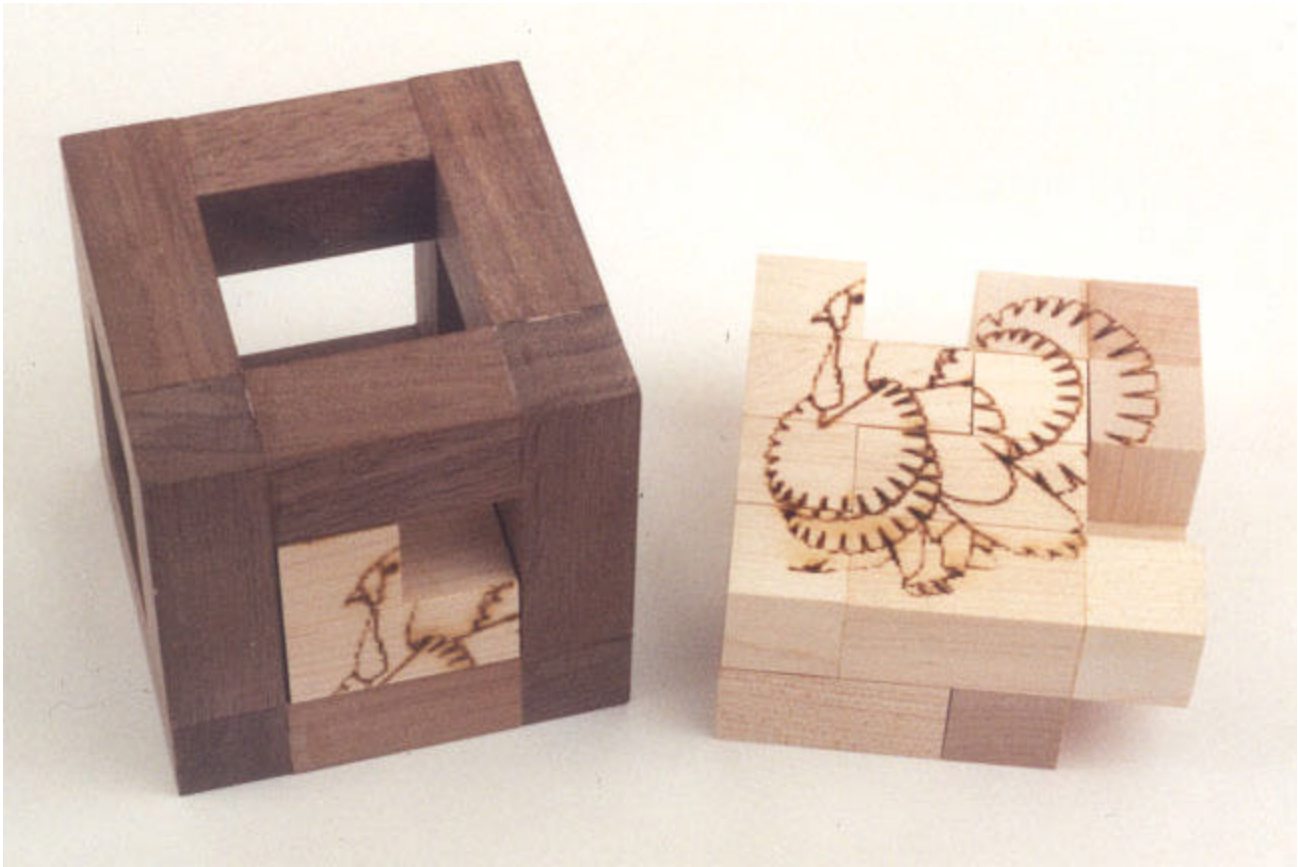
**Puzzle Goal:**

- 1) Place the eight tetracubes to make a “jigsaw” turkey picture.
- 2) Form the eight tetracubes into a 2x2x8 tower.
- 3) Form the eight tetracubes into a rectangular block so that NO turkey-part pictures show on any surface.
- 4) Place the eight tetracubes into the frame.
- 5) Start with the empty frame in its plastic container; place the eight tetracubes into the frame, only working through the top hole.

**Materials :**

Walnut and maple

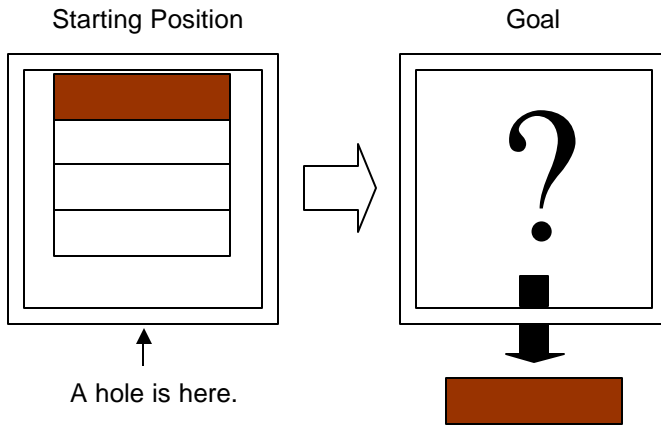
**Classification:** 3D Assembly



# Rectangular Jam

**Puzzle Goal:**

**Slip the brown piece through the hole in the front of the frame (only the brown piece can go through).**

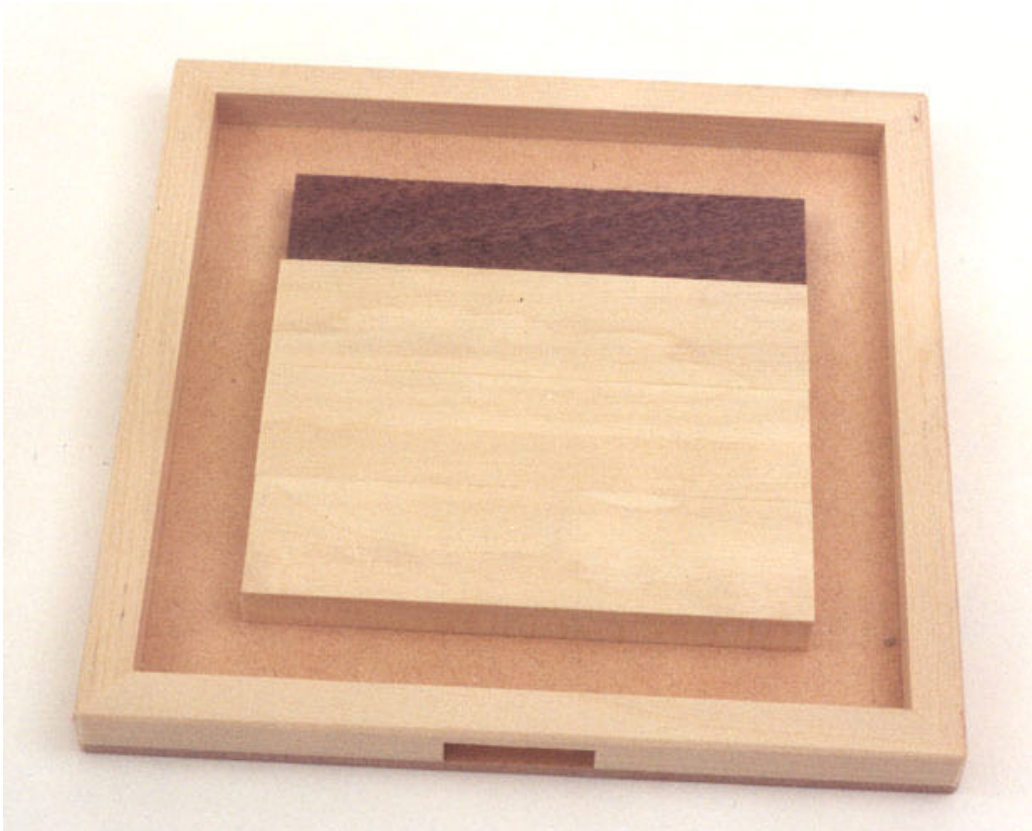


**Materials :**

Wood and MDF

**Classification:**

Sequential Movement



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## Caged Pyramid

**Puzzle Goal:**

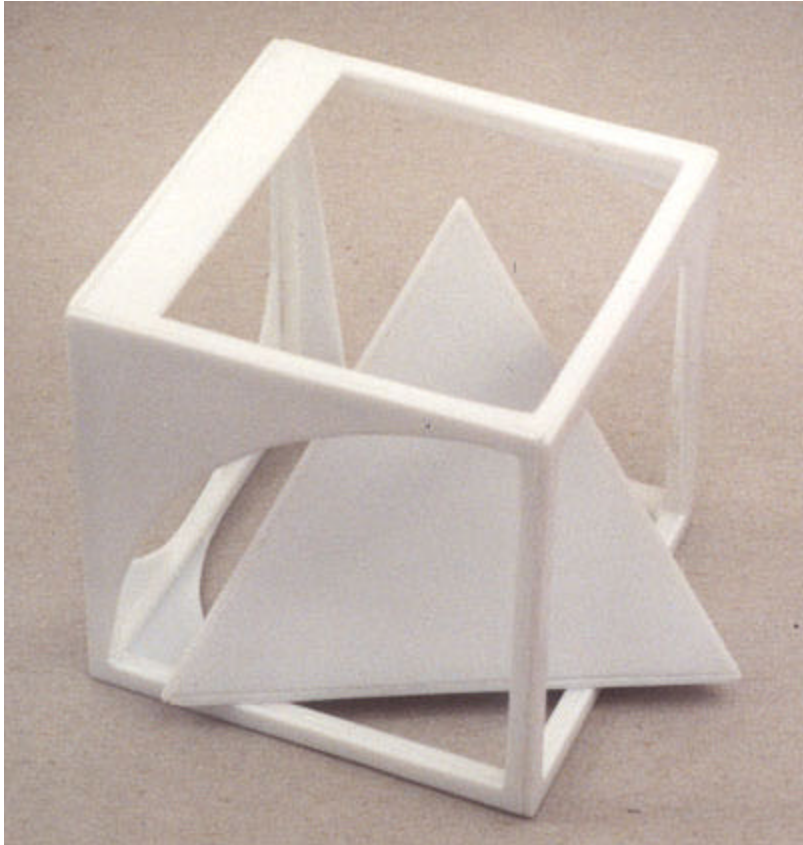
**Remove the pyramid (regular tetrahedron) from the cage.**

**Materials :**

Polystyrene

**Classification:**

Take-Apart



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## Memory Drawers

**Puzzle Goal:**

**Discover the pattern for opening and closing the drawers.**

**Careful: you need to open and close the drawers perfectly.**

**Materials :**

Walnut, maple, silky oak, birch, rosewood, acryl

**Classification:** Sequential movement



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## Chinese Fang

**Puzzle Goal:**

**Disassemble and reassemble the structure.**

**Materials :**

Walnut

**Classification:**

Burr Puzzle



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## Egg Fool Young (and Old) Puzzle

**Puzzle Goal:**

**Can you make the egg stand on its end?**

**Materials :**

wood and metal

**Classification:** Dexterity

**Notes:**

This appears similar to the Columbus Egg, but the internal mechanism is a new design.



## FramEst 36

**Puzzle Goal:**

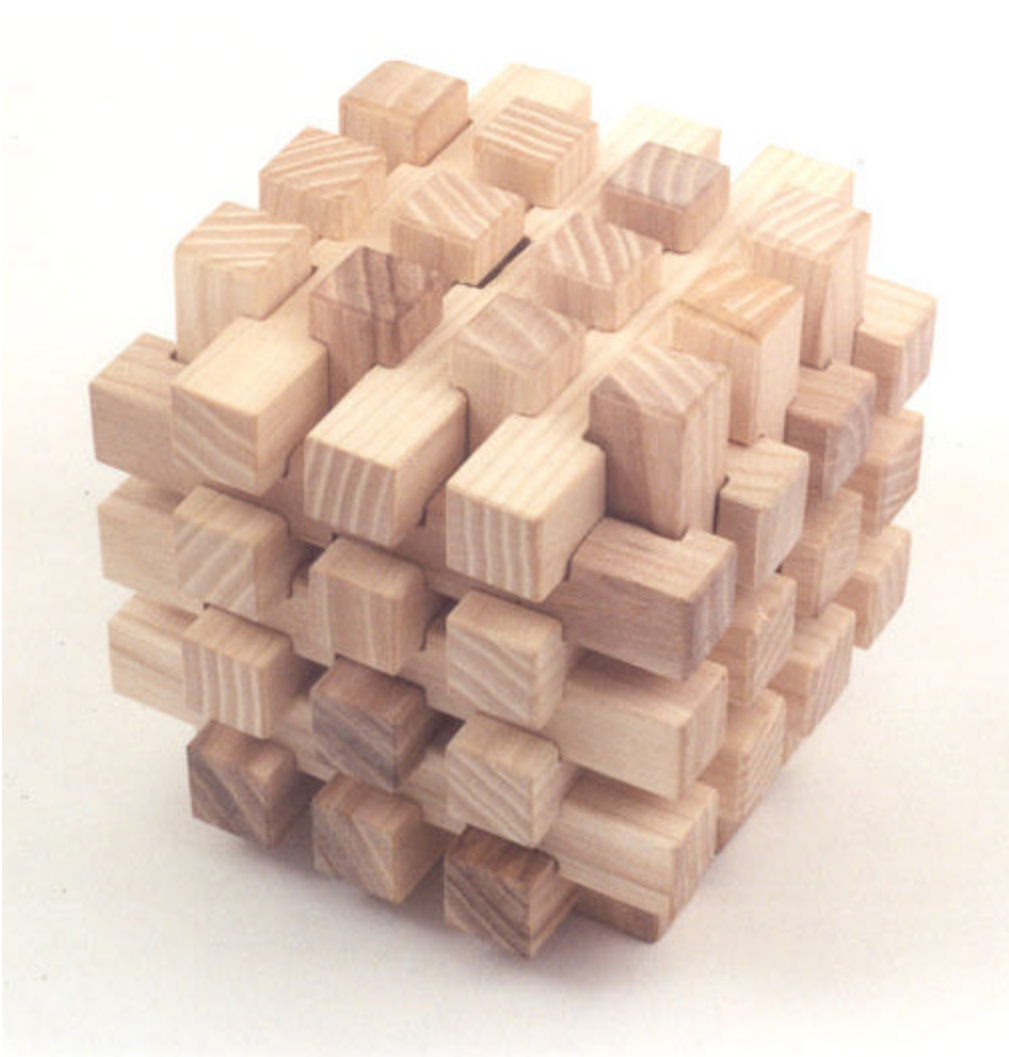
**Disassemble and reassemble**

**Materials :**

Ash tree

**Classification:**

Burr Puzzle



# Comerio

**Puzzle Goal:**

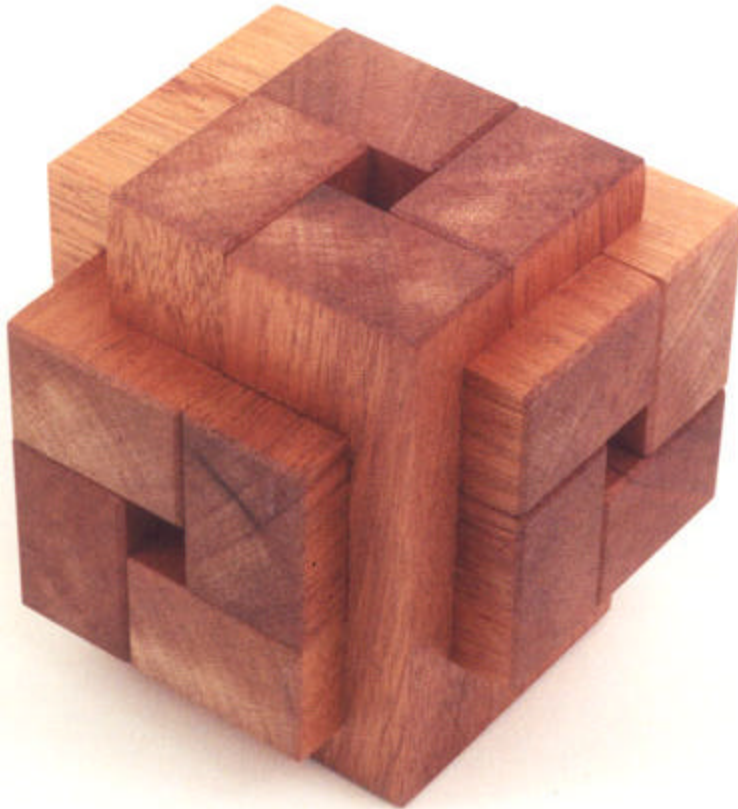
**Disassemble and reassemble**

**Materials :**

African Mahogany

**Classification:**

Interlocking





# Ying-Yang

**Puzzle Goal:**

**Open the ball and try to disassemble the six piece burr inside. Then rearrange the pieces and close the ball.**

**Materials :**

Ball made from ash-tree; pieces inside made from beech; Ying and Yang made from maple and amarand.

**Classification:** Burr, take-apart



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## Pattern Box

**Puzzle Goal:**

**Open each end of the box**

**Materials :**

Bubinga, Maple, Narra, Wenge hardwoods

**Classification:** Take apart



## Cubes & Ladders

### Puzzle Goal:

The Cubes & Ladders puzzle represents a pueblo with various houses (cubes) and ladders which allow you to climb the various levels of the pueblo. The goal is to select 16 of the 30 pieces and arrange them so that there is a continuous path from the lower left to the top right.

You can only move from one platform to the next if there is a ladder between the platforms. You cannot move at the same level from one platform to the next when they are only touching at the corner.

There are 201 distinct paths connecting the lower left to the top right.

Given the 30 different pieces with 2 ladders each, there are 4377 ways to select 16 pieces that form one or more of those 201 possible solution paths.

The deck of cards contains 23 challenges, using a selection of the above 4377 sets of pieces.

### Materials :

Red Alder wood for the board and pieces, and cherry wood for the box. Card printing stock for the cards.

**Classification:** Route Finding



## Arc Angles

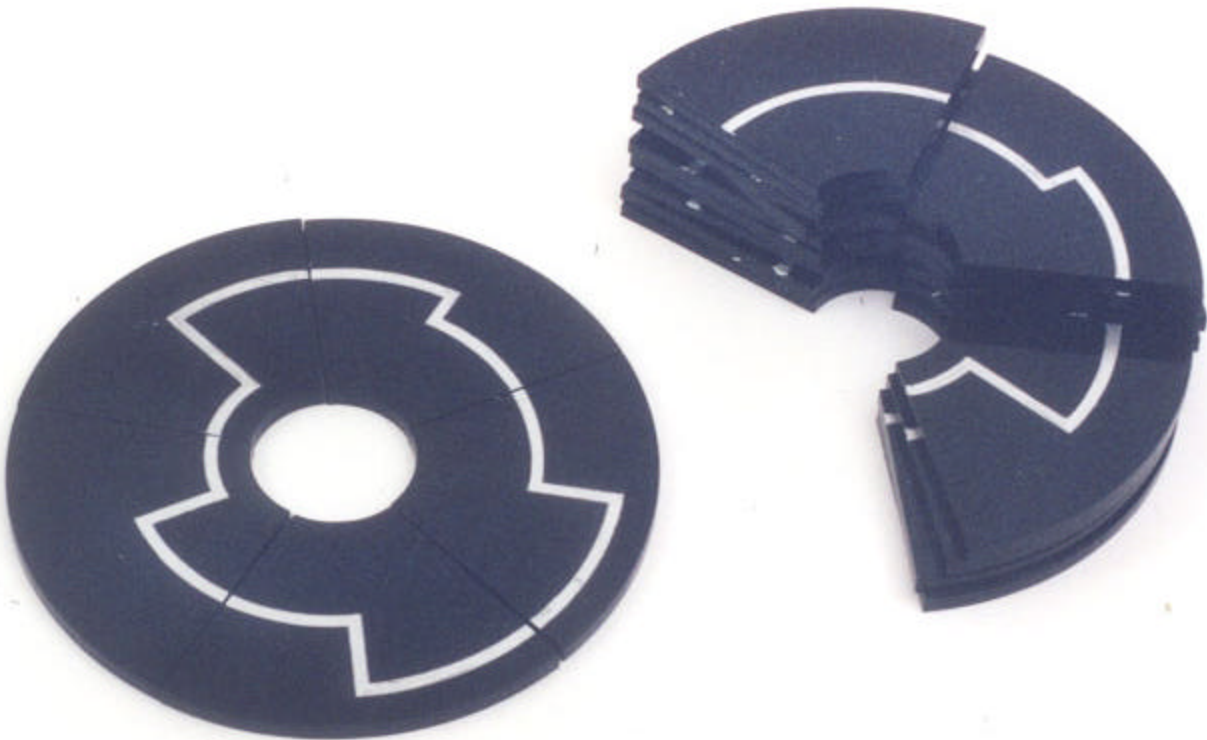
**Puzzle Goal:**

1. Assemble 5 arcs into a ring so the lines match on all edges and form a closed loop.
2. Assemble the 25 arcs into 5 rings so all the lines match.
3. Assemble 15 arcs into a closed figure with lines forming a single matched loop. Note that the arcs may join on left or right edges to wind around in snake-like fashion. All lines must be joined – no loose or mismatched edges. Make two matched rings with the remaining 10 arcs.
4. Join all 25 arcs into one large closed figure with all 25 lines matching in a single loop. How many such shapes can you find?

**Materials:**

Black lasercut acrylic with sliver paths

**Classification:** path-forming put-together



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## Bollixed Briefcase Puzzle

**Puzzle Goal:**

**Open the box.**

**No undue force is necessary.**

**Materials :**

Aluminum case, steel balls, cocobolo slide, and Baltic birch plywood frame, and veneer lining.

**Classification:** Secret Opening Box



## 8 CYLINDER FULL HOUSE

**Puzzle Goal:**

Find a path that visits each light square exactly once. Your path cannot cross itself or enter a black square or the top or bottom of the cylinder; AND once a direction is chosen you cannot turn unless forced to by earlier rules.

Start by choosing a white square. Loop the string over the nail in your starting square and choose a direction. Now you are on your own! Good luck!

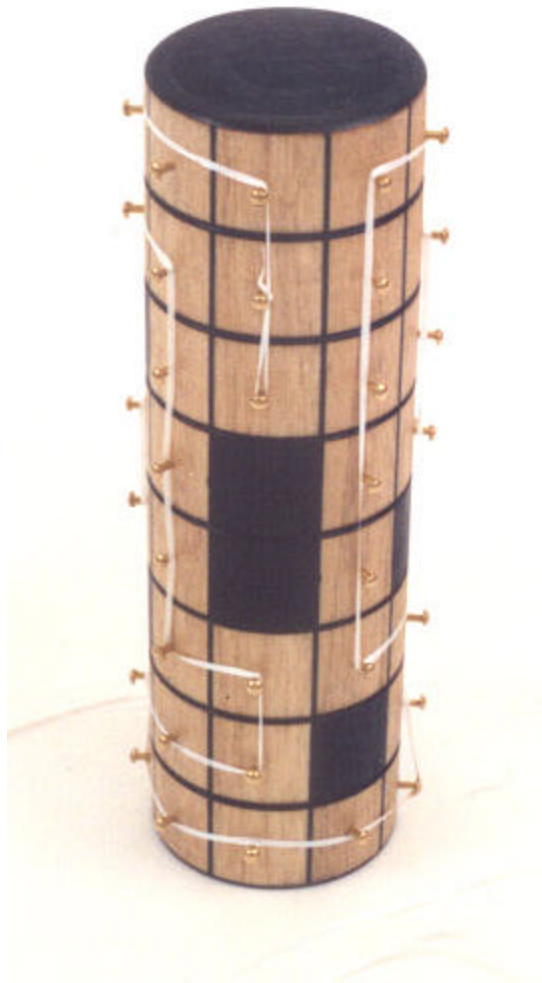
**Materials :**

wood, brass, and string

**Classification:** sequential move puzzle

**History:**

The special rule, about turns, is due to Erich Friedman, who coined the term "Full House" Puzzles. Erich used square or hexagon grids in the plane for his "Full House" Puzzles. This puzzle wraps an 8 x 8 square onto a cylinder. Therefore, the name 8-CYLINDER FULL HOUSE.



## QUADS AND RODS

**Puzzle Goal:**

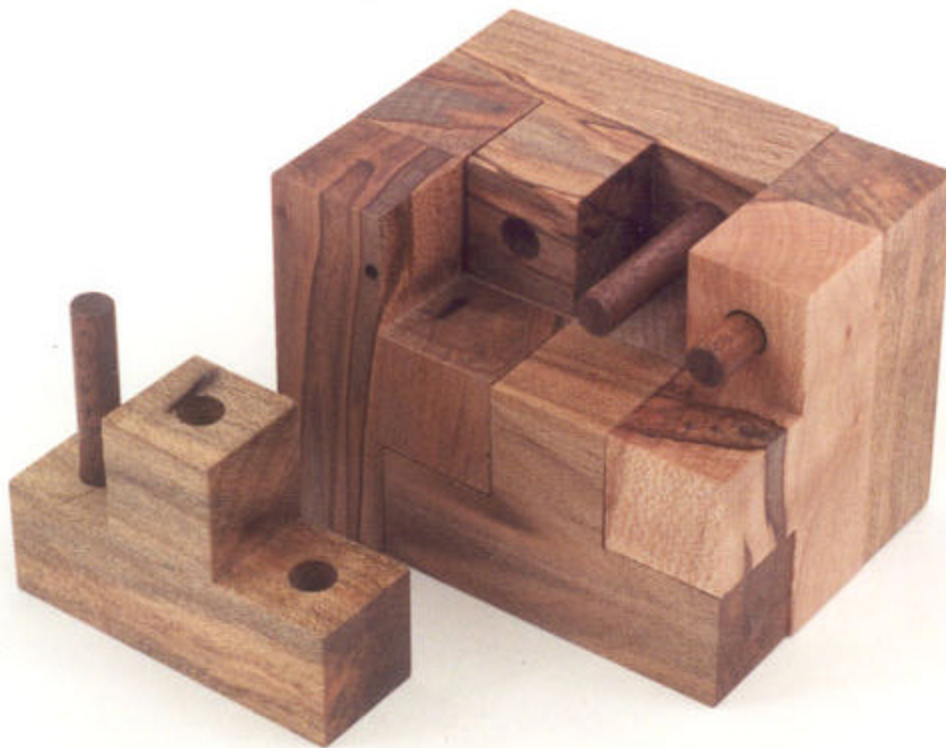
**Build a 3 x 3 x 4 brick**

**Materials :**

**Classification:** 3D Assembly

**Notes:**

Each piece has one or more rods fastened to it, as well as several holes. When assembled, each unit cube of the 3 x 3 x 4 brick will have exactly one rod through it. The rods are slightly shorter than 3 units so that no holes or rods are visible on the assembled brick.



# Hide the Animal!

**Puzzle Goal:**

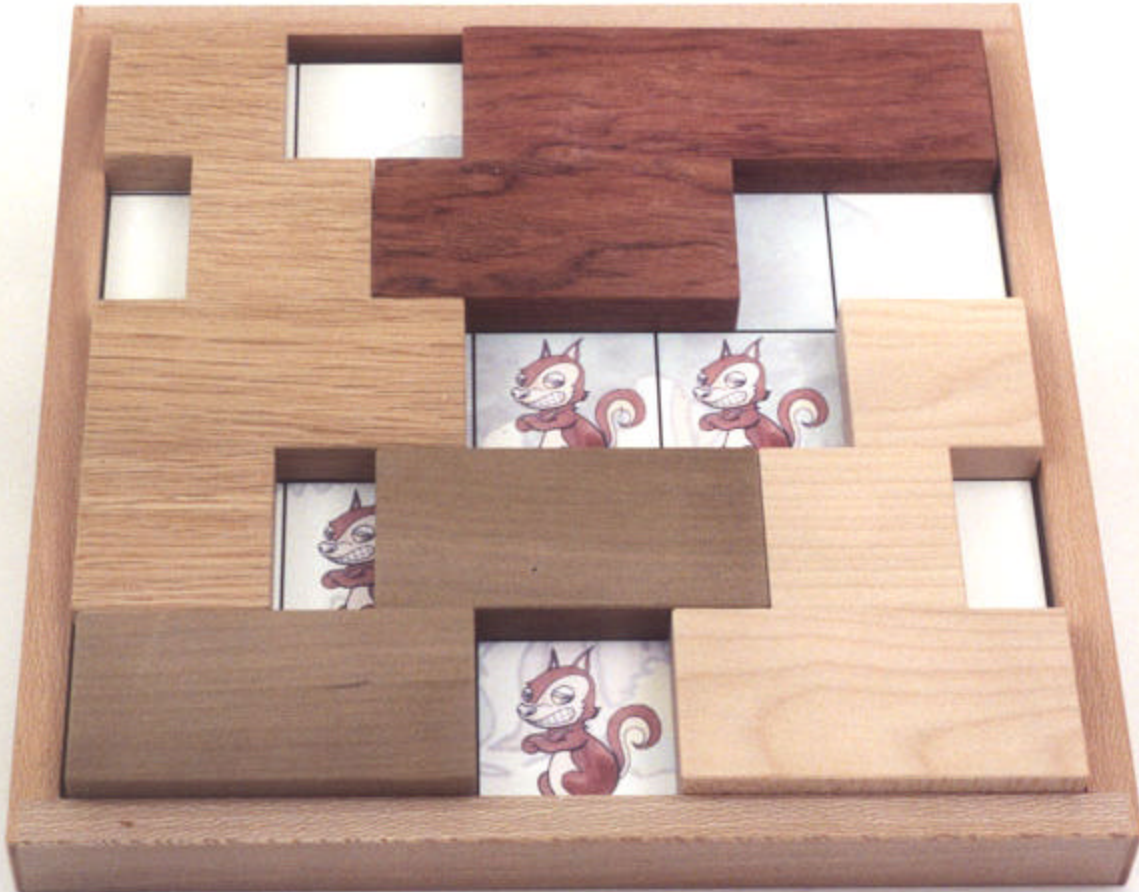
- 1: Chose a problem sheet illustrated with animals and set it in the tray.
- 2: Pack the four pieces in the tray to hide all illustrated animals.

Problem no.1, 2 (Squirrel)	Easy
Problem no.3-5 (Sheep)	Normal
Problem no.6-8 (Horse)	Hard
Problem no.9, 10 (Tiger)	Special or Tricky

**Materials :**

Case: sycamore and plywood; Pieces: magnolia, maple, bubinga and oak

**Classification:** Put-together (2D)





## DoDo

**Puzzle Goal:**

**Disassemble and reassemble the interlocking puzzle**

**Materials :**

Imbuaya (South American Walnut), glue, lacquer

**Classification:**

Interlocking with sequential movement



# Crazy Elephant Dance

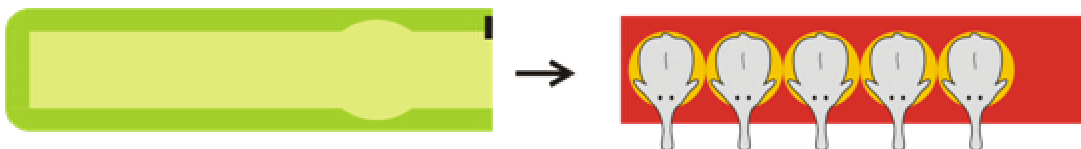
Puzzle Goal:

Move the slide with the attached elephants out of the tray.

Start:



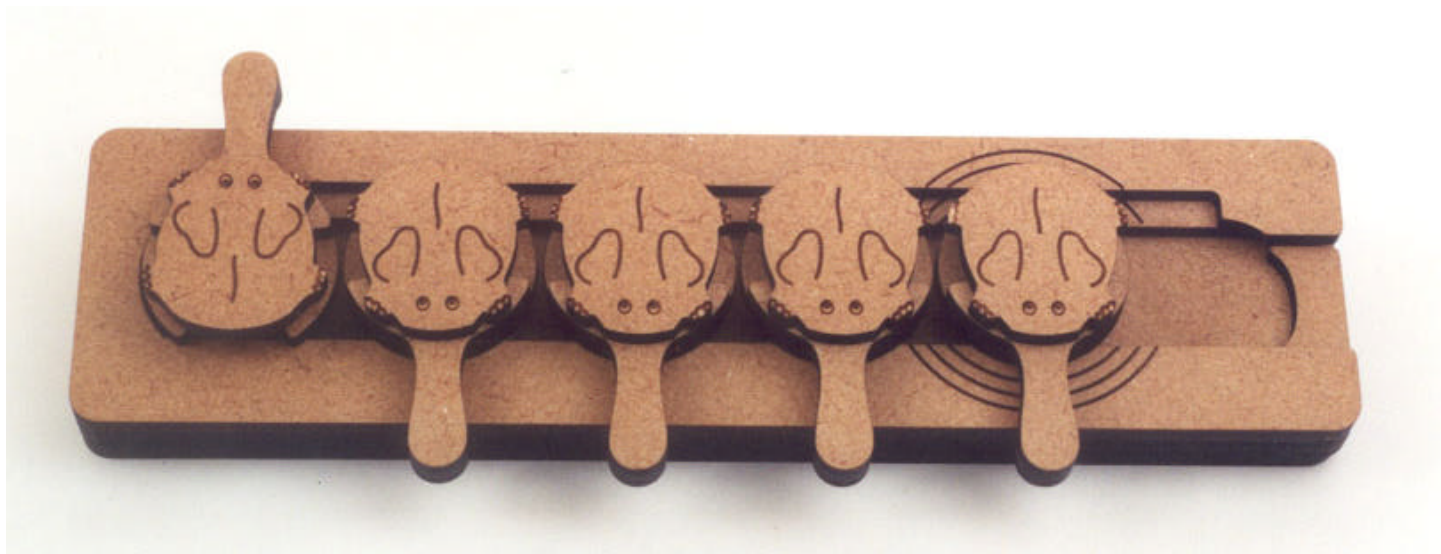
End:



Materials :

Wood (MDF)

Classification: Sequential Movement



## Edge-Corner-Cube II

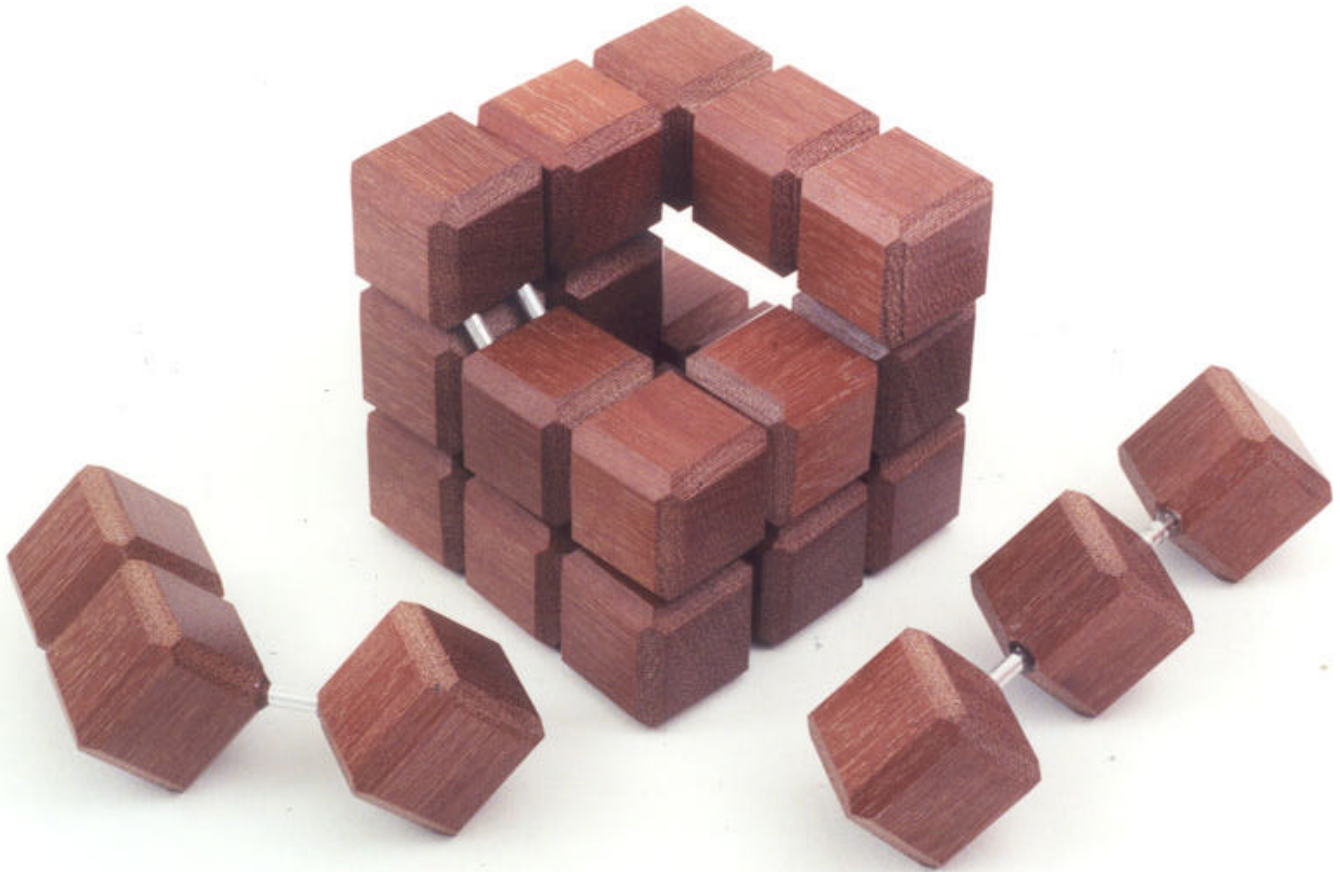
**Puzzle Goal:**

**Assemble the 7 pieces to a 3x3x3 cube**

**Materials :**

wood (Massaranduba), metal

**Classification:** Interlocking



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## 7 Piece Nightmare

**Puzzle Goal:**

**Put the pieces inside the tray. Don't try to make it out first--you will spoil the fun!!**

**Materials :**

Black walnut, hard maple

**Classification:**

Sequential Packing



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## Crossknot

**Puzzle Goal:**

**Place the pieces in such a way to interlock and form a cross.**

**Materials :**

Wenge, hard maple, mahogany sappeli

**Classification:** 2D Interlock



# Olympic Cube No6a

**Puzzle Goal:**

Move the individual layers of the 6x6x6 cube, so every side of the puzzle has the same color.

**Materials :**

ABS Plastic

**Classification:** Sequential Movement



# Sleazier

**Puzzle Goal:**

Place all four pieces flat in the tray.

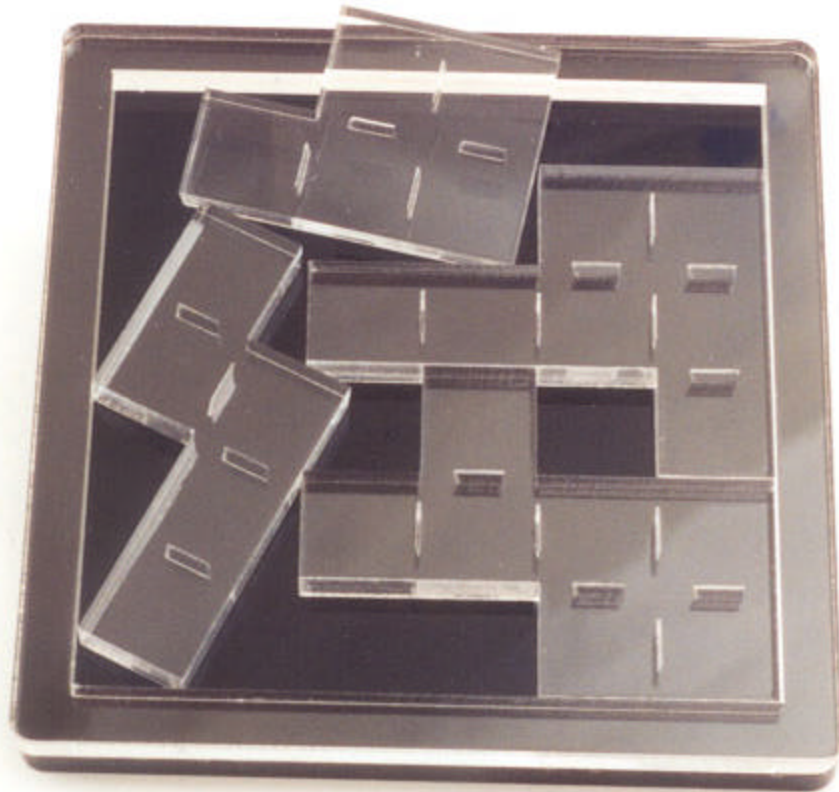
**Materials :**

Plastic

**Classification:** 2-D Put Together

**Notes:****History:**

The inspiration for the puzzle came while failing to solve "Four Sleazy Pieces," by Stewart Coffin. This puzzle is even less "perfect" than that one, however; hence the name.



## Homage to the Cube

**Puzzle Goal:**

The goal of the puzzle is to make a pattern of the tiles in which no tile is adjacent, along an edge, to a tile of the same color. Tiles may share the same color with a tile in a diagonal direction across an intersection of tiles.

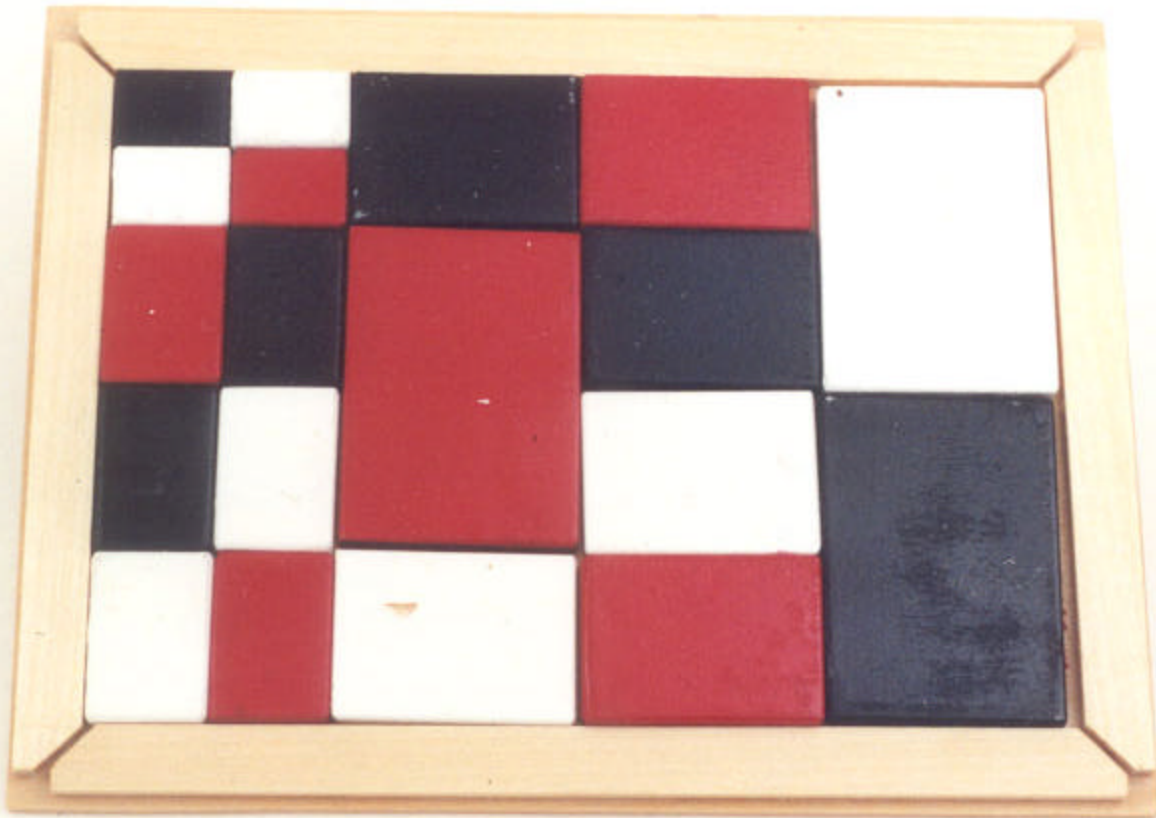
**Materials :**

basswood with a finish of enamel

**Classification:** Two-dimensional assembly

**Notes :**

The unusual feature of the tiles is that each increase in size is by a factor of two, so that each tile is half the area of the next larger tile. Nonetheless, the ratio of the length of the sides of all the tiles is the same:  $\sqrt{2} : 1$ . This forces the tiles of each size to maintain either a horizontal or a vertical orientation in the pattern; a tile that is placed vertically will not fit horizontally, and vice versa.

**History:**



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## The Box of ZN

**Puzzle Goal:**

Manipulate the moveable pieces on the top of the puzzle box to open it. Once the lid is opened, there is a tricky "panel" that must also be removed.

**Materials :**

Keruing and Bubinga

**Classification:** Trick opening box



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## Solitary Confinement

**Puzzle Goal:**

**Free the nail from its constraints.**

**Materials :**

Brass nail and walnut base

**Classification:** Take Apart



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## The Skeleton Key

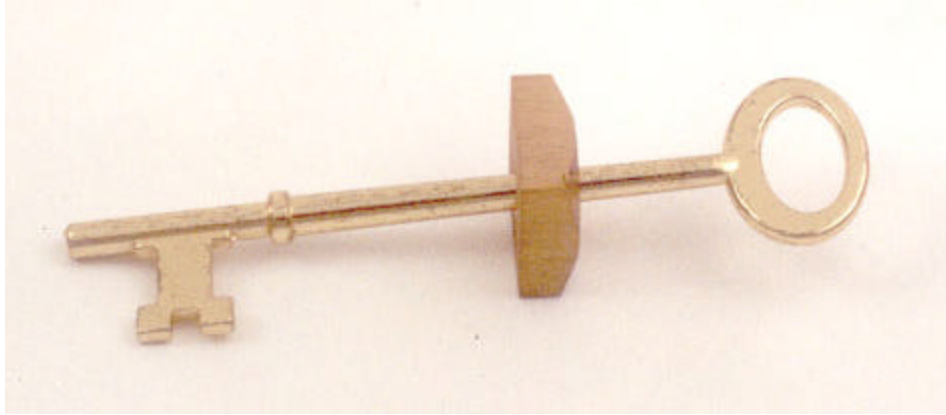
**Puzzle Goal:**

**Remove the nut from the key**

**Materials :**

Brass nut and key (the key is brass plated)

**Classification:** Take Apart



## Stickman No. 5

**Puzzle Goal:**

Open the box through the sequential movement of its exterior pieces. After this, the next goal is to dismantle the box into its 78 individual pieces and reassemble it back into a working puzzlebox (it is recommended that only one panel be disassembled at a time).

**Materials :**

Walnut, Maple, Bloodwood & Cherry

**Classification:** Take Apart



## Stickman No. 7

**Puzzle Goal:**

**Remove all four drawers from their cage.**

**Materials :**

Wenge & Maple

**Classification:**

Take Apart

**Notes:**

The Stickman No 7 Puzzlebox is unique in that the movement of each drawer depends on the positions of adjoining drawers. The movement of adjoining drawers is also dependant on the positions of the drawers that neighbor them. Once completed, the individual drawers can be also reinserted back in hundreds of different ways (how many?), each producing their own unique series of moves and level of difficulty.



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## Gyro Brain

**Puzzle Goal:**

**Disassemble and reassemble the cube.**

**Materials :**

360 Machined Brass

**Classification:**

Put-together Puzzle

**History:**

A prior design, Perplexity, was redesigned and sized to form an alternative "brain" for Berrocal's Hoplita.



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## Bricks Thru Window

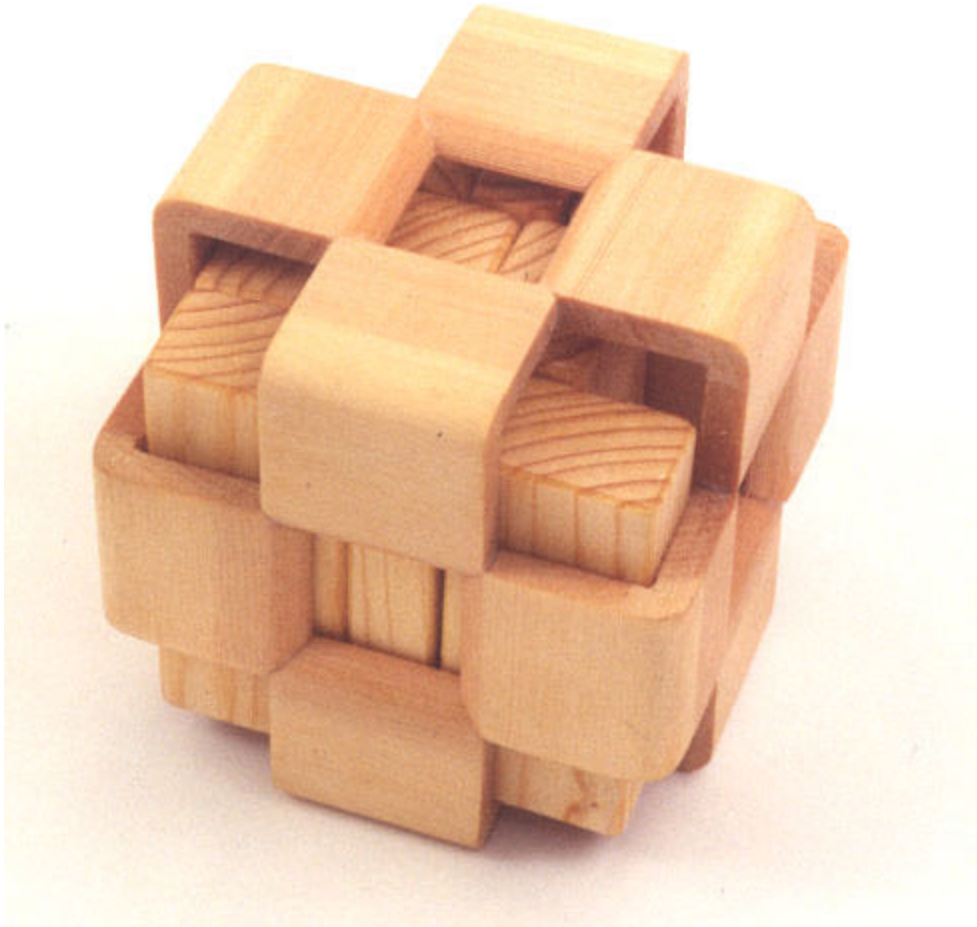
**Puzzle Goal:**

To take out cuboids from box, and then to replace cuboids within box.

**Materials :**

Pine

**Classification:** Box filling/ emptying



# Living Quarters

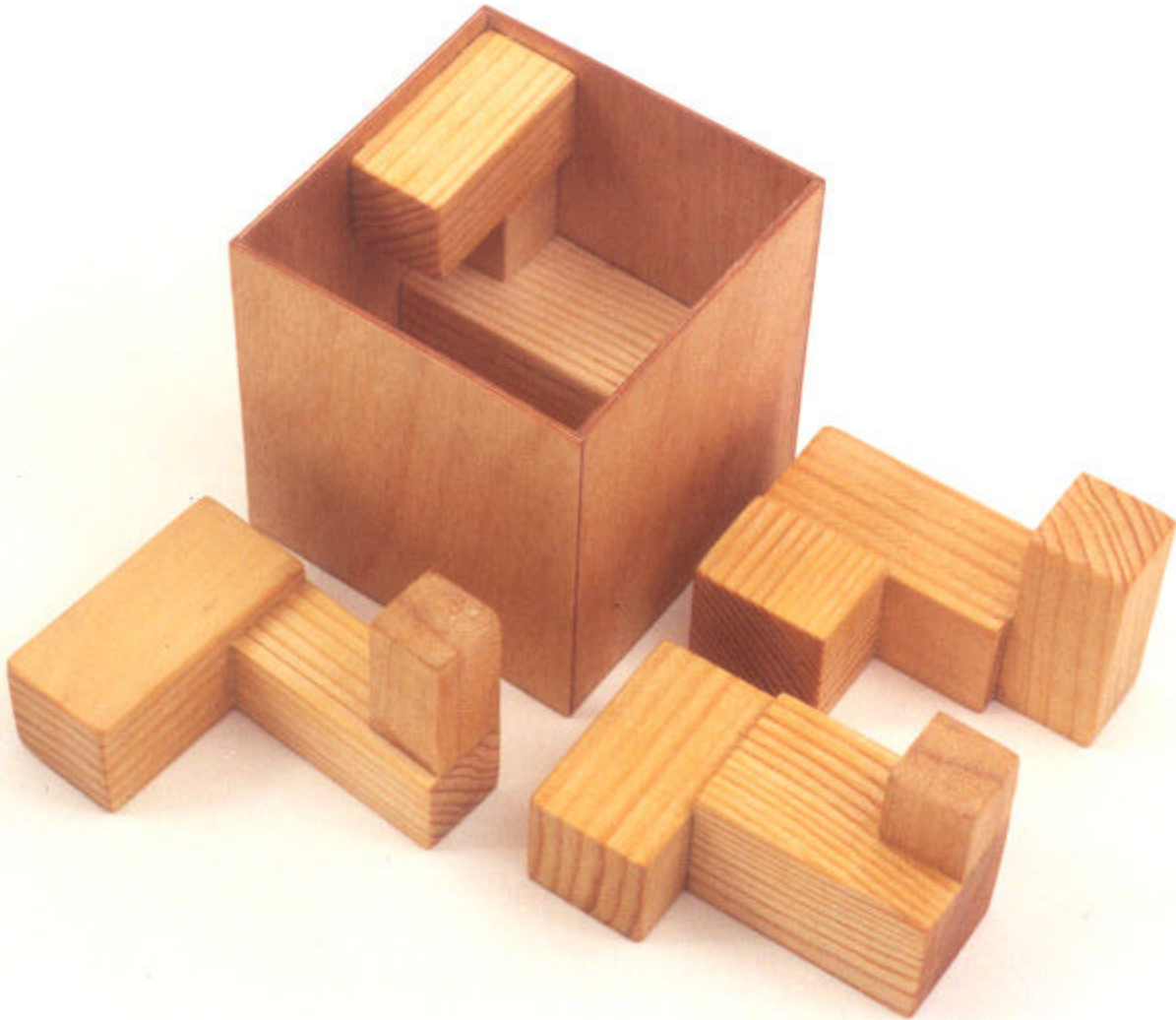
**Puzzle Goal:**

**Fit the three shapes into box and replace lid**

**Materials :**

Pine and marine board

**Classification:** Box emptying/box filling





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## Triple Trouble

**Puzzle Goal:**

**Insert the blocks into the box.**

**No significant force is necessary.**

**Materials :**

Wood (cherry/bubinga or maple/bubinga)

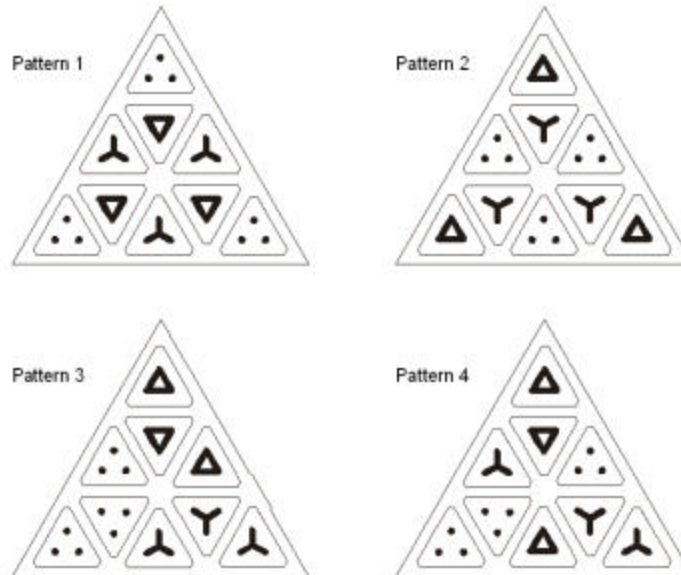
**Classification:** 3D Assembly



# Necklace Packing Puzzle

## Puzzle Goal:

Pack the nine triangle beads of this necklace in the tray to make the following patterns. The two chain parts can be loose and they have to be packed completely around the beads.



## Materials :

aluminum "hylite" and acrylic beads, nylon string and nickel chain, packed with blue paper description in transparent jewel case

**Classification:** Put Together (Packing Problem)



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# Butterfly

**Puzzle Goal:**

From the starting position shown, without lifting the pieces from the tray, rearrange them to put the Swallowtail together. The shortest path requires 31 moves. Then, from that solution, continue rearranging the pieces until the Monarch emerges again. The shortest path this time is only 9 moves.

**Materials :**

paper, laminate, aspen, ebony, birch plywood

**Classification:** Sliding Block



**Puzzle Goal:**

**Find four compartments**

**Materials :**

Walnut, Rengas and Iron bolt

**Classification:**

Take-Apart



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## Petit Heart

**Puzzle Goal:**

**Open both halves of the heart**

**Materials :**

lengas, mizuki

**Classification:**

Take-Apart



## Caged Knot

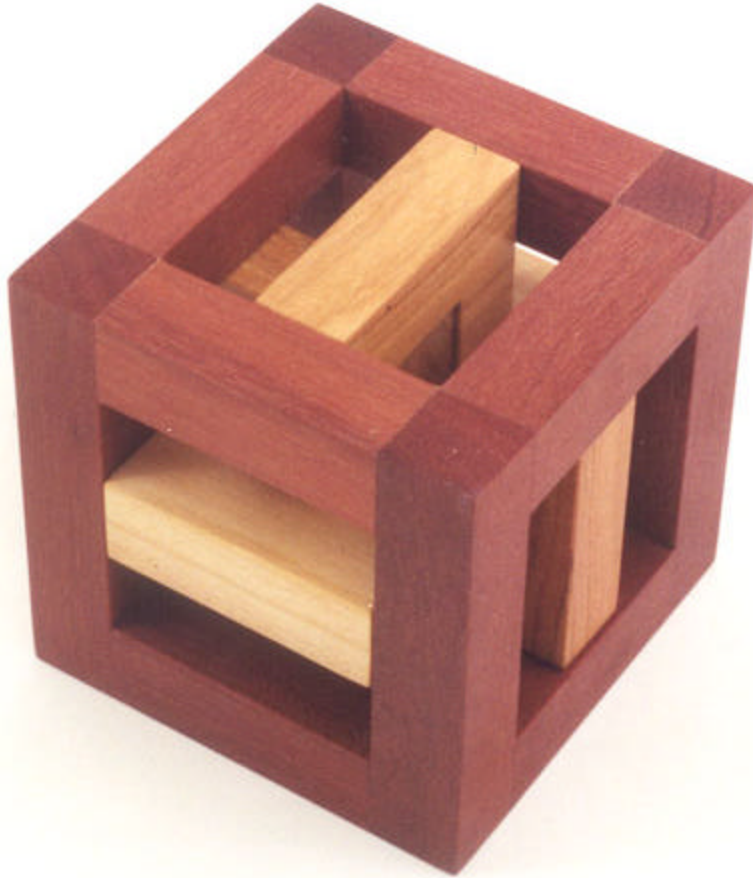
**Puzzle Goal:**

**Take it apart (difficult) then put together (very difficult)**

**Materials :**

Masaranduba wood (cage) and maple for the pieces

**Classification:** 3.2 Interlocking Geometric Object



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## Icosahedron92

**Puzzle Goal:**

**Put together all pieces to form an icosahedral object**

**Materials :**

cherry

**Classification:** Put Together Puzzle



**Puzzle Goal:**

**Disassemble and reassemble the pieces**

**Materials :**

Plastic – GPPS

**Classification:**

3D Puzzle

**Notes:**

This improves upon older Mag-Nif designs by introducing a non-symmetrical piece pattern and mechanisms for adding external pieces.





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## cuBBox

**Puzzle Goal:**

**Pass the stick throughout the cube**

**Materials :**

Solid wood and solid brass

**Classification:**

Dexterity

