

Varikon Towers



Circa 1980's except the custom 2 section version purchased 2014.

(4 section, 4 column tower is 1.4" x 3.5" with 5/8" diameter balls,

4 section, 4 column key ring tower is 5/8" x 1.75" long with 3/16" diameter balls,

2 section, 5 column tower custom made in Ukraine is 1.5" x 2.25" with 5/8" diameter balls,

5 section, 5 column tower is 1.6" x 4" with 5/8" diameter balls,

7 section, 7 column tower is 1.6" x 4" with 3/8" diameter balls)

This puzzle is slightly different from the *Whip-It Towers* in that instead of one column missing a ball to create the gap, there is an extra section that has the gap. However, just like the *Whip-It towers*, any ball can effectively be moved to any position without disturbing the others (given that all balls of a given color are equivalent), and these puzzles can be solved in any order (with any assignment of colors to columns) one ball at a time (it just takes longer when there are more columns and / or sections). In fact, if you first just park one of the balls in the gap, then this puzzle is identical to the *Whip-It Towers*, except at the end you just drop the ball on the appropriate column.

Because the number of rows and columns is the same (except for the custom made 2 section version), a second problem is to put the same color ball in each row.

Further reading:

Jaap's Page, from: <http://www.geocities.com/jaapsch/puzzles/tower.htm>

The Smarties Version of the Varikon 4-Section Tower

The Smarties tower is identical to the standard 4 section Varikon tower except for color and the addition of the text at the bottom "Smarties Smarties Smarties Only Smarties Have The Answer". It comes with directions that frame it as a game with a number of things to do.

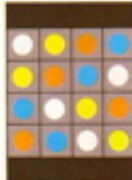


A BYTEFUL OF COLOURS
(1 or more players)

How many colours count as a byte? Only Smarties have the answer! The actual answer is four as there are four different colours in the Smarties® Rotator Tube™.

The objective is to achieve one of each of the four colours in each of the four columns so that you have one orange, one white, one blue and one yellow ball in each column – a byteful of colours in each pillar!

Place against the clock, against your pals or count the number of moves it takes you – the choice is yours.



EVERY MOVE COUNTS
(2 or more players)


You have a maximum of 20 moves to create four rings of the same colour.

Start by asking one of the other players to randomly jumble the colours around by twisting and pushing. Then it's up to you to rearrange the balls into rings of white, blue, yellow and orange in any order but remembering that Every Move Counts. The first person to achieve this feat wins. When you've mastered this why not reduce the number of moves allowed to 10 or try pillars of colours instead of rings?



ONLY SMARTIES HAVE THE ANSWER

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INSTRUCTIONS

INTRODUCTION

Congratulations on being one of the lucky owners of the new Smarties® Rotator Tube™. Now it's your chance to get your fingers wrapped around the craze that's sweeping the nation. The Smarties® Rotator Tube™ is the finger clicking game of colour strategy and fast twisting that can be played anywhere.

The Smarties® Rotator Tube™ consists of four rows that can be twisted from side to side and as there is always one vacant space the coloured balls can also be pushed through the columns to achieve your goal. So the name of the game is to *twist and push!*

There are many games that you can play with the Smarties® Rotator Tube™ just by tapping your imagination, but here are a few suggestions.

THE GREAT WHITE RING OF SMARTIES
(1 or more players)

Now that you've experienced the latest sensation of new White Smarties how about playing the game? The object of the game is to create a ring of whites in as few moves as possible. A 'move' is defined as either one continuous twist of a barrel or a push of a coloured ball into a vacant space. Start by scrambling the colours randomly then it's up to you to make a white ring in as few moves as possible.

Challenge your friends, or if you are feeling exceptionally brave why not transform the ring of white into a pillar of white?



THE PILLARS OF COLOURS
(1 or more players)

Simple to play but not so simple to master. The objective is to create columns of blue, yellow, orange and white as quickly as possible. Time the seconds or count the moves – that's your decision. Why not challenge your friends too and discover who's the fastest twister in town?



A SPIRAL OF WHITES
(1 or more players)

Here's something different! Create a spiral of white balls so that the whites are in a diagonal line, as illustrated below. The only condition is, you have twenty moves to achieve this. Start with all the whites in a ring at the bottom of the Smarties® Rotator Tube™ and then you're off!

