

Stickman Fulcrum Box



*Designed and made by Robert Yarger; purchased from Cubic Dissection 2006.
(Maple, Purpleheart, Wenge, 4.5 by 2.75 by 2.5 inches)*

Ends and top pieces slide and levers move to expose either of two compartments.

The *Stickman Book* Page For This Puzzle

The Stickman No. 11 Puzzle Box (Fulcrum Box)

The Stickman No. 11 Puzzle Box is not the most complex of puzzles to solve, and while it is notably smaller than most of Robert's designs, it does look stunning on the shelf and begs to be played with.

While its formal design requires only 6 moves, an original design had ten. Robert seldom makes prototypes of any puzzle, but on this occasion a design he was playing around with in the shop got brought in to show a friend. This friend's dog ate the proto while they were not looking, and try as he might, Robert could not recall nor replicate just how that original design worked from leftover chewed up pieces. The Fulcrum puzzle was born out of his frustrated attempts to re-discover the exact



relationship of the old levers.



Corresponding to its nickname, the Fulcrum puzzle operates by changing around the pivot points of levers, as a lever will produce differing results as its fulcrum changes. Years later, Robert would use a similar concept as a basis to produce some of the mechanisms for the re-programmable cipher of the Pirate's Puzzle Chest.

Limited Edition Status: Limited to 35.
Production Dates: (Feb. 2006 – Aug. 2006)
Original Sale Price: \$105
Wood types: Purpleheart, Maple & Wenge
Variations: N/A
Size: 4 ½" x 3" x 2 ½"
Number of Compartments: 2
Number of Steps: Minimum of 6.
Difficulty Level: Easy
Instruction Book: 4-pages, color, illustrated.
Special features: Changing output mechanics.
Goal: Open both secret chambers.

