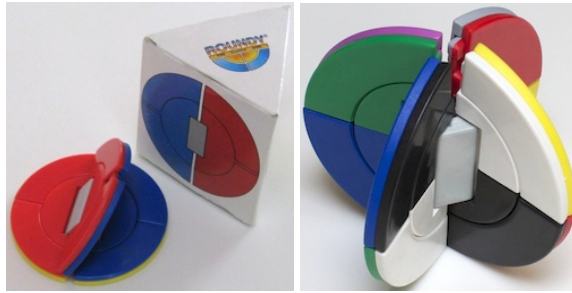


# Roundy



Patented by F. Gruber 1993, Copyright Interconcept GmbH.

(left: plastic, 3 inches, 3-wing version, red / blue / yellow;

right: plastic, 4-wing version, black / white / blue / green / red / yellow / gray / purple)

The basic operation is to make two of the semi-circles co-planar and then rotate the resulting circle 90 degrees. After mixing up, restore the puzzle to a fun pattern. Below are the directions that were sold with the 3-wing version. *Jaap's Page* presents a solution.



The goal of this game is to form a uniform design or color by turning and folding over one of the semicircles.

Text puzzles are also possible with ROUNDY. Individual words can be combined to form appropriate sentences (see picture no. 1a + 1b).

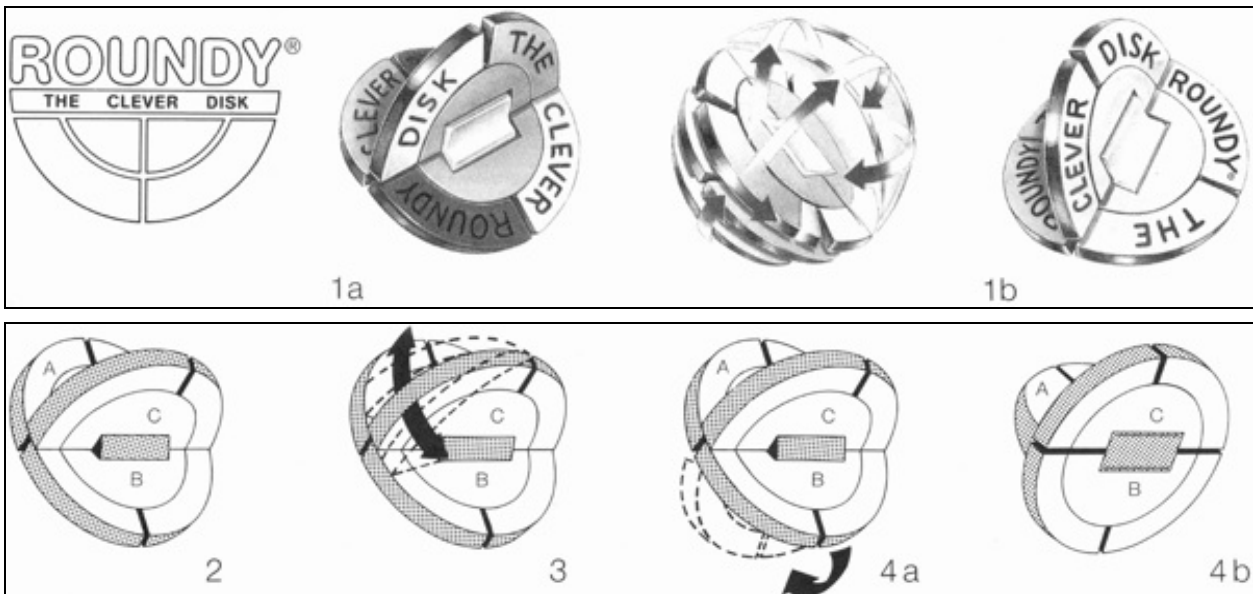
ROUNDY can be played alone or in a team. In a team, the one who solves the puzzle in the shortest possible time wins.

Have fun!

The three semicircles – A, B and C – must be held so that two of these, for example – A and B – form a circle and the third – C – is perpendicular to this (see picture no. 2).

The semicircle – C – can then be turned in any direction (see picture no. 3).

After a quarter turn, it is possible to work on another circle. In order to do this, one of the semicircles is turned down, for example – B – so that it forms with – C – a new flat circle. Now – A – is perpendicular and can be turned in any direction (see picture no. 4a + 4b).



## Further Reading

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

*Gruber Patent*, from: [www.uspto.gov](http://www.uspto.gov) - patent no. 5,267,731

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