Varikon Box 3x3x3

*Patented by D. Kosarek 1974; 2x2x2 version dates back to 1889.*
(clear plastic box containing red cubes with blue and white dots, 2.1 inches)

The center cube and the six cubes that are the center of each of the 6 faces form a single central solid "cross", leaving only 19 cubes that can move around this central cross by tilting the box. Like the *Varikon Box 2x2x2*, one must shuffle the cubes so as to have only blue dots touching the faces of the box and three white dots showing in the position with the empty space; the puzzle is pleasant to use (and doesn't require great dexterity to move cubes). There is a little hole in one corner that had a pin inserted into it to prevent the puzzle from being disturbed during shipping.

*Jaap's Page* gives presents a solution (using a Rubik's cube type notation) that solves the bottom two layers and then solves the top layer by repeatedly exchanging cubes as needed.

This is the same puzzle as *Inversion*, and similar to the *Vadasz Cage 3x3x3*, a smaller version of *Peter's Black Hole*, and *Mad Marbles*. Here are some other versions:

*White with red/blue dots.*
(2.1 inches)

*White with red/green dots.*
(2.1 inches)

*Blue with red/white dots.*
(2.1 inches)

**Further reading:**
*Sinden Patent*, from: www.uspto.gov - patent no. 3,841,638

*Copyright J. A. Storer*