Stickman Burr Tile Box

a.k.a. Stickman No. 30 Box

Designed and made by Robert Yarger (Stickman No. 30), 2017.

(leopardwood and walnut, with tamo burl tiles, 7.5 x 4.5 x 4.5 inches)

Here is a description provides by the maker:

"This puzzle has a single hidden chamber, which can be accessed only after manipulating its tiles to complete intricate burl patterns on both sides of the box. Aside from the challenge of lining up tiles using little more than their intricate wood grain patterns as a guide, one end of this box also rotates. This allows tiles from one side of the box to be moved and exchanged with the other.

If that were not enough, a few rogue tiles are purposely rotated to be 90 degrees off from being able to match up with anything. A well-hidden trick must be discovered to resolve how to properly orient these tiles to line up with others to complete their patterns. For those who find this exceptionally challenging, there are subtle clues that can also aid in proper placement of tiles - and of course there is always the solution book.

Finally, once the box is solved, its internal logic bars can be flipped over and re-inserted to create an entirely different puzzle solving process. This secondary solution requires just as much logical deduction as the primary method, but does not necessarily require that the patterns on both sides match.

In some ways this makes things easier, yet the challenge of this secondary method is that it locks certain tiles in place so that they no longer move until neighboring tiles are manipulated into proper positions. Manage to free a tile, and it is possible that its new position will indirectly lock yet another tile in place. The puzzle in this state can still be solved in the original way if desired, but flipping the logic bars adds an alternate secondary solution and provides other challenging components.

Limited in edition to only 50 completed boxes."

Copyright J. A. Storer
Stickman Burl Tile Puzzlebox

Stickman Burl Tile Puzzleboxes (# 30) are designed and hand crafted by artist Robert Yarger. The puzzle contains a single hidden chamber, accessed by manipulating wooden tiles to complete intricate burl patterns on each side. Once solved, internal logic tabs can be flipped and re-inserted to create an entirely different puzzle solving experience, where tile movements are indirectly restricted or freed based upon positions of its surrounding tiles.

Puzzles are fashioned from leopardwood and walnut, with tiles and sides finished with exotic tamo burl. They measure 7.5” x 4.5” x 4.5” and are limited in edition to only 50 completed boxes.

This puzzle is No. 46 of the limited edition set.
Solution:

First, locate and remove the free tile from the box. It should simply fall out if turned upside-down.

Using the vacant space, manipulate tiles to complete wood grain patterns on both sides of the box. Tiles can be moved from one side of the box to another by sliding them into the rotating end.

Note: Be mindful to keep the box somewhat level when rotating the box end. Tilting the box can allow tiles to slide and catch against the side as it turns. The end of the box can also be pulled out slightly prior to turning to aid against having tiles rub or catch.

Also note that some tiles have a slightly different wood stain than others. This is a hint to make the puzzle easier. Tiles with matching wood stains go together to produce patterns on the same side.
Solution:

Some tiles are initially oriented 90 degrees off from all others, and therefore won’t match when moved next to any other tile. Such tiles must be rotated in order to complete the main patterns.

To turn a tile, locate a corner on each side of the box with a special tab. Tabs can be partially pushed out with a finger, provided there is no tile in the way, and then pulled out the remainder. Once fully extended, any tile moved into this corner slot can then be lifted up and rotated into any orientation.

Because matching tiles by their wood grains can at times be frustrating, a few additional clues are added to each tile. One side of each tile has a dark colored stain to it, which should face towards the end of the box that rotates. A tile with its dark stained side facing any other direction needs to be rotated.

Each tile also has a location dot somewhere on one of its sides. Provided that a tile already has its dark stained side facing properly towards the rotating end of the box, then the row a tile goes in can be determined by which of its sides contains the dot (as denoted by the illustration).

Furthermore, the position of the dot on a side will denote where in the row that tile belongs. Each tile in a row will have dots on the same side, and those dots are also spaced from the edge of the tile in ascending order. If needed, tiles could be arranged entirely by the position of their location dots, but they are best used as aids, when a tile appears to match next to more than one other tile.

Copyright J. A. Storer
Once all tiles are correctly oriented to produce a completed wood grain pattern on both sides, all drawer-locking tabs can be removed. These are found along the exterior side of the box, and can be push/pulled in either direction to come out.

Some tabs may be a bit tight as they roll against the ball bearing logic mechanism, and require using an already extracted tab to fully push out. However, a tab that seems exceptionally stuck will likely denote that a tile is somehow not properly oriented.

Once all drawer-locking tabs have been removed, the two ends of the puzzle can be pulled apart. Again, pulling out the drawer might feel a bit tight, as the drawer rolls along the ball bearing logic mechanism. Once apart, the lid to the secret chamber can be simply lifted off.

**Note:** Be mindful to hold the puzzle level when pulling it apart, as tiles can be removed at this point and could fall out.

See the following pages for instructions on closing and resetting the box to its original or alternate puzzle settings.
Resetting Puzzle to its Original Setting:

Once solved, this puzzle can easily be reset to its original configuration by replacing the lid, re-inserting all drawer-locking tabs, and mixing up the tiles. (Do not move any of the tiles until all drawer-locking tabs are in).

Note the orientation of drawer tabs to produce the original setting. The longest tab goes into the side furthest from the twisting end, with its 3 divots facing up towards the tiles they interact with. All additional tabs go into any slot as long as their 3 divot sides are also facing up.

If a tab does not want to slide into its slot, it is likely that one or more tiles have accidentally slid into a different position and need to be moved back into place.

Resetting Puzzle to its Alternate Setting:

The alternate setting will change the way this puzzle is solved. The puzzle can still be solved by completing the patterns on both sides. However, the altered setting causes some tiles to lock in place until their underlying tab is slid one way or the other, and the position of tiles can also restrict the sliding movement of tabs. This adds an additional component to solving the puzzle by aligning its tiles.

Additionally, the puzzle in this configuration can be solved without actually completing the patterns on both sides. The goal here is to orient tiles so that their underlying tabs can partially move, and then sliding those tabs to lock and unlock further tile movements. Eventually, tabs can be worked entirely out of the box. Each tab removed makes the process of removing others just a bit easier, as they are no longer there to restrict tile movements. However, depending on how tiles are mixed up, getting the first few tabs out can be quite challenging.

Note that tabs can actually be inserted in most any orientation, with any side up, to produce any number of unique alternate settings, but the configuration shown on the following page represents the most complex and logically satisfying alternate setting possible.
The puzzle can be set to its alternate setting by replacing the lid, closing the box, and inserting the tabs exactly as pictured. Note that the longest tab still goes into the slot furthest away from the rotating end of the box, but now its “trough end” faces up to interact with the tiles.

The trough sides of all remaining tabs also face up to interact with the tiles. The tab with the shortest trough goes into the middle, and it is also important to orient its trough in the direction designated by the arrow in the illustration.

Once all tabs are inserted, the tiles should be mixed up. Note that in this configuration, there is one tile initially frozen by the orientation of the middle tab. This tile will not move unless the middle tab that locks it is partially slid one direction or the other.

*Copyright J. A. Storer*