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11x11x11 by Tony Fisher and friends

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<p>AUTHOR</p> <p>Tony Fisher</p> <p>offline</p> 	<p>MESSAGE</p> <p>Post subject: 11x11x11 by Tony Fisher and friends</p> <p>Posted: Sat Dec 19, 2009 5:16 pm</p> <p>Before making this post I have checked with Sandy if it would be ok. Rather than waffle I thought I would simply list the facts.</p> <p>1. It is real and fully functional (I swear)</p>	<p>Posted: Sat Dec 19, 2009 5:16 pm</p>
------------------------------------------------------------------------------------------------------------------------------------------------------------------	---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-----------------------------------------

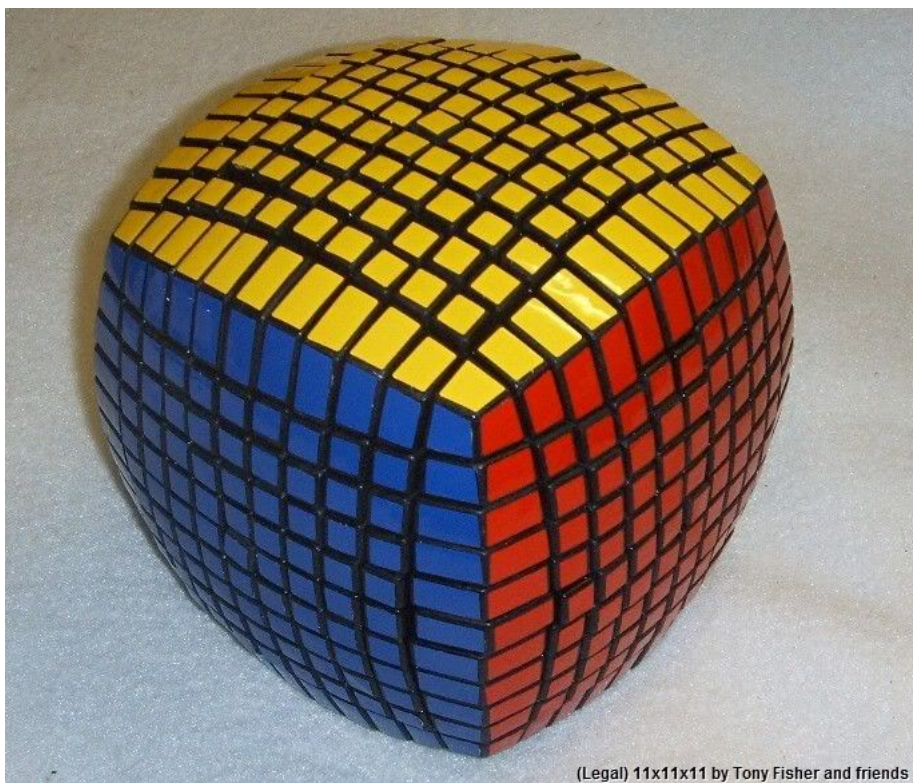
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- **Members:** 2100
- **Most recent:** **DKwan**
- **Members online:** **Jack Lopez, logan, jak3434, PuzzlerDazzler, ENCuber, Olivér Nagy, SEBUVER, funmonkey54, Volitar Prime** and 1 hidden, as well as 24 guests and 3 web crawlers.
- **Topics/posts:** 19703/242911
- **Some recent posts:**
 - **Re: Scruble Cube** by **Volitar Prime** 16 seconds ago.
 - **Re: Milliput Yellow/Grey + Paint or Milliput black?** by **Jack Lopez** 11 minutes ago.
 - **Re: Daily 3x3x3 Average & Single 2011** by **SEBUVER** 16 minutes ago.
 - **Re: Milliput Yellow/Grey + Paint or Milliput black?** by



Joined: Sun Mar 27, 2005 7:37 pm
Location: UK

2. It was a joint project by myself and two (unnamed) others
3. It was made for personal use only and we will not assist anyone or any company to make and sell knock-offs.
4. A test 3d printed version also exists
5. Any similar looking puzzle you may see to either 11x11x11 has nothing to do with us.
6. My part in the project (moulding and casting) took 140 hours
7. I hand cut and super glued all 726 stickers.
8. When I started this project back in July 2009 I had no idea anything bigger than a 7x7x7 had been made or started (apart from one obvious one)
9. The puzzle is usable though I would rate movement as around 4 out of 10.
10. Kastellorizo, I know you disagree with me making this puzzle public and understand your reasons. I can only say that I do not agree with them.
11. On the comments part of the video I will not allow people to slag off V-Cubes or exchange knock-off information. Each comment will be vetted before it is allowed to appear.
12. Should knock-off 11x11x11s become available I will seriously consider removing my video from You Tube. I acknowledge in that situation it may encourage people to seek them out.
13. I intend to keep full details of the mechanism a secret though I will say it is 90% based on the V-Cubes design. My reason for this is twofold. Knock-off companies may consider our variation easier to make than the original design. Also there may become a time when we need to prove that our puzzle was not used to produced knock-offs.
14. Because of the potentially large audience this puzzle may have (forum, website, YouTube) I am taking this opportunity to advise people to buy genuine V-Cubes and avoid knock-offs if they feel they can.
15. Buy genuine V-Cubes and avoid buying knock-offs if you can.
16. Thanks to the two people who helped make my dream puzzle come true. Without your help I could never have made this in a million years. Sorry that it ended up not great quality.
17. Thanks to Leslie Le for allowing me to insert his video into mine for comparison. He had nothing to do with the making of this puzzle and I had nothing to do with the making of his.



(Legal) 11x11x11 by Tony Fisher and friends

- **Re: The DodecaCopter II by S&M** by **Monopoly** 56 minutes ago.
- **Re: Mosaic Cube tension adjustment** by **Monopoly** 59 minutes ago.
- **Re: Mosaic Cube tension adjustment** by **plfosas** an hour ago.
- We're with **Frank and his family**. Thanks for spending your time with us, Frank. You are missed.

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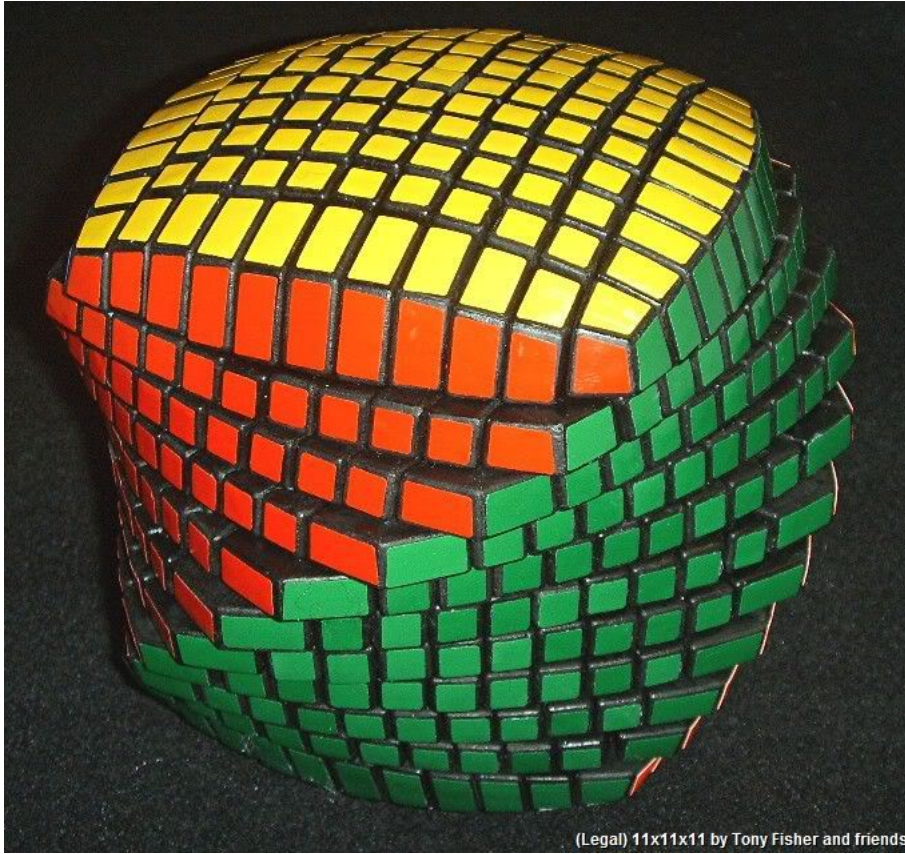


Ball.B - Grey Dots
 \$29



Mini Transformers Magic
 \$9





(Legal) 11x11x11 by Tony Fisher and friends



(Legal) 11x11x11 by Tony Fisher and friends

VIDEO

More photos and info can be found on my website (link below in signature).

[YouTube channel](#)

[Website](#)

[Puzzle Shop](#) (updated 7th March 2011)

Current auctions

Stripey 6 Colour Dogenic

Last edited by **Tony Fisher** on Fri Jan 15, 2010 7:59 pm, edited 2 times in total.

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Logan Kelly

offline



Joined: Mon May 25, 2009 4:48 pm

Location: Hastings, MN, USA

[profile](#)

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sat Dec 19, 2009 5:17 pm

Holy ****!!! I can't believe it! AMAZING TONY (and others)!

EDIT: You owe me a new heart Tony! I almost had a heart attack watching the video.

me during the video wrote:

"Don't do it... Don't do it! Don't do it! DON'T DO IT!!! DON'T DO IT!!!! NOOOOOOOOO!!!!..... oh. hahahahaha"

I love how you were just like "Do you really think I'm that stupid?". hahahaha

My website

How to get something illegal on an airplane:

1. Make a Holey gigaminx (or tera, petta, ect.)
2. Put the item in the puzzle.
3. Put plugs in the holes in the puzzle.
4. Have fun.

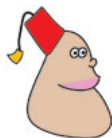
We will miss you Frank!

Last edited by **Logan Kelly** on Sat Dec 19, 2009 5:50 pm, edited 3 times in total.

[Top](#)

Kapusta

offline



Joined: Tue Mar 10, 2009 7:06 pm

Location: Nowhere in particular.

[profile](#)

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sat Dec 19, 2009 5:24 pm

Amazing job Tony! I'm sure this one is genuine, too 😊

~Kapusta

PB: At home (In Competition)

(2x2) 2.14 (3.80)

(3x3) 16.51 (24.34)

(4x4) 1:35.87 (1:49.94)

(5x5) 3:19.05

(6x6) 7:58.94

(7x7) 16:17.18

(OH) 1:19.31 (1:19.31)

RIP, Frank 😞

[Top](#)

qqwref

offline

Joined: Sat Jan 22, 2005 12:12 pm

Location: NY, USA

[profile](#)

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sat Dec 19, 2009 5:27 pm

Wow! Awesome job Tony (and friends)! Judging from the video, the movement's actually way better than I thought it would be, although alignment seems to be a pretty big issue (as it is with all pillowed bigcubes). I don't think I would buy one of these if mass-produced, but it's a totally amazing build anyway, and it's incredible to see it working.

My official times

My youtube

Puzzle Solving Service! - a puzzle that has never been scrambled and solved has been wasted.

[Top](#)

APJ

offline



[profile](#)

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sat Dec 19, 2009 5:31 pm

This is fantastic. A really great puzzle! 😊

Not sure how fun it would be to solve though..... 😞

Alex

Joined: Sat Jul 11,
2009 1:09 pm
Location: My House

If I had £1,000,000 more, I'd be a **Millionaire**

YouTube Account: Cubiksru113

Top

Skewber

offline



Joined: Sat Sep 19,
2009 7:52 pm

[profile](#)

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sat Dec 19, 2009 5:42 pm



Why in a signature does nobody ever sign their name?

kastellorizo wrote:

Wow... a jumble puzzle which doesn't jumble?
Is that even possible???

Top

MeMyselfAndPi

offline



Joined: Tue Sep 15,
2009 1:08 am
Location: Great Falls,
MT, USA

[profile](#)

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sat Dec 19, 2009 5:53 pm

Gasp!!! 😱 Whoa! This is incredible Tony! I can't believe that you actually did this! Great job! Keep up your great puzzle making! You sure have come a long way since that 9x9! 😊

Oh, & when are we going to see a solve video? 😊

I completely cracked up when you were about to drop kick it! That was great!

& thank you for talking about the KO's. It's nice to have another video on YouTube about them. It seems people keep ganging up on me on YouTube & SpeedSolving over it.

Time to make a video telling my subscribers to watch it. Everyone needs to see this 🙄🙄🙄

Last edited by **MeMyselfAndPi** on Sat Dec 19, 2009 6:13 pm, edited 1 time in total.

Top

maarten

offline



Joined: Mon Feb 02,
2009 3:50 pm

[profile](#)

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sat Dec 19, 2009 5:57 pm

Congrats Tony! This is really amazing. I think it's a good thing people like keep trying this, I hope the puzzle community will benefit from the best mech's you can think of. I admire the way you (indirectly) prompt V-cubes this way, keep up the good work!

view my collection at <http://picasaweb.google.co.uk/maarten1729>
Jade!

Top

Door

offline



Joined: Mon Dec 08,
2008 1:45 am
Location: New Zealand

[profile](#)

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sat Dec 19, 2009 6:08 pm

Wow! Thats Incredible! 😊

-Mark- 😊

Selling Void Master Skewb!

Tony Fisher wrote:

A rare puzzle is one that is only lightly cooked.

Kelvin Stott wrote:

Squiggle is such a funny word to say out loud. Squiggle! 😊

My Youtube Videos!
I am with Frank's Family

Top

Thomas

offline



[profile](#)

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sat Dec 19, 2009 6:14 pm

That's quite an achievement!
And a lot of stickers, to cut and superglue by hand!



Joined: Thu Aug 24, 2006 5:34 pm
Location: Rotterdam, Netherlands

Top

RoboticFresca

offline



Joined: Wed May 13, 2009 8:22 pm
Location: Pittsburgh☆

Top

greeneye

offline



Joined: Fri Nov 27, 2009 7:04 pm
Location: Lindenhurst, NY

Top

Kelvin Stott

offline



Joined: Mon Mar 30, 2009 5:13 pm
Location: Switzerland

Top

Tony Fisher

offline



Joined: Sun Mar 27, 2005 7:37 pm
Location: UK

Thomas



My collection | **My mods** | My other hobby: www.unused-prince-tickets.com

profile

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sat Dec 19, 2009 6:26 pm

This puzzle is amazing!

Either a lot of work was put into this project by brilliant minds or you took one really good video-editing class.

Hm, this video reminded me of the country song "Jesus Dropkicked Me Through The Goalposts of Life"

profile

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sat Dec 19, 2009 6:40 pm

jaw drop

i think im a little more amazed that Tony talked in a vid 😊

outstanding job!

turns nice for something that big!

<http://www.youtube.com/user/Greeneyeskat93>

profile

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sat Dec 19, 2009 8:24 pm



Great work on this, what an incredible puzzle to finish off such an incredible year of incredible puzzles. It's like 2009 has been the year that every impossible puzzle was made a reality. 😊

I assume you *must* have had some help with CAD for this one, right? Please tell me this wasn't done without CAD, otherwise I will need some serious medication. 😊

PS. I wouldn't worry about point 10 - we're probably all on his foes list by now anyway. 😊😊

mizzle576 wrote:

So I watched a video of this guy on youtube about two minutes ago. He is like a Rubik's robot. Super impressive. I cant believe how fast he is! His fingers must have six packs.

profile

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sat Dec 19, 2009 9:07 pm

Kelvin Stott wrote:

:shock:

Great work on this, what an incredible puzzle to finish off such an incredible year of incredible puzzles. It's like 2009 has been the year that every impossible puzzle was made a reality. 😊

I assume you *must* have had some help with CAD for this one, right? Please tell me this wasn't done without CAD, otherwise I will need some serious medication. 😊

PS. I wouldn't worry about point 10 - we're probably all on his foes list by now anyway. 😊😊

Thanks guys. Yes CAD was used and the person who did that bit as far as I am concerned is the real star. I just made moulds and cast the 600+ pieces.

[YouTube channel](#)
[Website](#)
[Puzzle Shop](#) (updated 7th March 2011)

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Drewseph

offline



Joined: Mon Feb 04, 2008 8:57 pm

[profile](#)

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sat Dec 19, 2009 9:12 pm

o_o

Holy crap tony! This looks amazing! Congratulations! how were you able to keep this project such a secret for so long!?

Loved the video too! great job!



Top

Tony Fisher

offline



Joined: Sun Mar 27, 2005 7:37 pm
Location: UK

[profile](#)

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sat Dec 19, 2009 10:18 pm

Drewseph wrote:

o_o

Holy crap tony! This looks amazing! Congratulations! how were you able to keep this project such a secret for so long!?

Loved the video too! great job!

Thanks Drew. It wasn't easy for any of us.

[YouTube channel](#)
[Website](#)
[Puzzle Shop](#) (updated 7th March 2011)

Current auctions
Stripey 6 Colour Dogic

Top

theVDude

offline



Joined: Fri Feb 06, 2009 2:57 pm
Location: Pittsburgh

[profile](#)

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sat Dec 19, 2009 10:33 pm

Tony Fisher wrote:

Kelvin Stott wrote:

:shock:

Great work on this, what an incredible puzzle to finish off such an incredible year of incredible puzzles. It's like 2009 has been the year that every impossible puzzle was made a reality. 😊

I assume you *must* have had some help with CAD for this one, right? Please tell me this wasn't done without CAD, otherwise I will need some serious medication. 😊

PS. I wouldn't worry about point 10 - we're probably all on his foes list by now anyway. 😊😊

Thanks guys. Yes CAD was used and the person who did that bit as far as I am concerned is the real star. I just made moulds and cast the 600+ pieces.

TBH, a straight V-Cube 11 wouldn't be too hard to make in CAD, but like you said, it's not just V-Cube mech.

3x3x3 PB: 00:48.10
 "Study gravitation, it's a field with a lot of potential."



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[profile](#)

joey

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sat Dec 19, 2009 10:43 pm

offline

Will the unnamed make themselves known? 😊

Joined: Thu Nov 23, 2006 6:02 pm

3x3: PB 9.64
http://www.xanga.com/j_ey

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boublez

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sun Dec 20, 2009 1:05 am

offline

first of awesome job, you truly are my hero.
 secondly i thought for sure this was going to be the "not yet revealed" from november 16 2008, item on your site.
 seemed logical. its driving me crazy. its got to be something really good. its like, "whats behind door number 3"
 and ive been waiting and waiting.

Joined: Sun Dec 06, 2009 9:00 am

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[profile](#)

Tesseract750

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sun Dec 20, 2009 5:06 am

offline



Just amazing!
 Do you stickered your white pre- 3D-printed version?

sorry for my quite bad ukrainian english 😊

Joined: Thu Nov 26, 2009 2:28 pm
Location: Ukraine, Kyiv

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[profile](#)

Retr0

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sun Dec 20, 2009 6:01 am

offline



I've esponded on YouTube, but this deserves to be posted everywhere:
 Tony Fisher > Leonardo Da Vinci.
 This is a masterpiece and I, too was terrified that you actually would drop kick it. When you spoke, I had to replay that part to see if my ears were deceiving me. I was flabbergasted!
 Congratulations Tony, this is beautiful. I hope the hard work was worth it.

Joined: Thu Apr 16, 2009 7:52 am
Location: Caister on sea, Norfolk, England

I'm with Frank

Top

[profile](#)

DragonCuber

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sun Dec 20, 2009 6:21 am

offline



Wow.
 You could go bowling with that thing!
 This is quite the achievement Tony, if this doesn't secure you as Monet of puzzle modifications, I will personally put you there myself! This should be scrambled and exhibited as a work of abstract art with the amount of colours that each face will have 😊
 Bravo and Congradulations on the mind-boggling creation you've brought into the world

Joined: Tue Jan 06, 2009 12:37 pm
Location: England, UK

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metaknight2550

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sun Dec 20, 2009 6:25 am

offline

Oh. My. GOD.
 faints

Joined: Mon Apr 06, 2009 2:19 pm

In Soviet Russia, the twisty puzzles turn you!

[Top](#)



Tony Fisher

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sun Dec 20, 2009 7:21 am

[offline](#)



Joined: Sun Mar 27, 2005 7:37 pm
Location: UK

boublez wrote:

first of awesome job, you truly are my hero.
secondly i thought for sure this was going to be the "not yet revealed" from november 16 2008, item on your site. seemed logical. its driving me crazy. its got to be something really good. its like, "whats behind door number 3" and ive been waiting and waiting.

That puzzle really isn't anything special at all and just a simple transformation. It was made for someone else and not appropriate to reveal. I didn't want to shuffle everything around later on my grid so provided a space for it.

Everyone should remember Leslie Le's 12x12x12 which looks like it is a lot more stable than our 11x11x11 and has a more original mechanism.

[YouTube channel](#)

[Website](#)

[Puzzle Shop](#) (updated 7th March 2011)

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alaskajoe

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sun Dec 20, 2009 8:13 am

[offline](#)



Joined: Mon Feb 06, 2006 12:52 am

Really awesome! It turns better than I thought after reading the description of it. Not too bad.
As far as the video is concerned... What dark secret are you hiding from us because of the sound file that is played when it says "-censored-" in the video?

I got goosebumps. It soundet like thousands of cubies cried out in terror and than were suddenly silenced.

What happened? How did you create that sound... 🤔

Probalby just LEGO bricks dumped on a table. Yes, that must be it. 🤔

Live for nothing. Or die for something.

more cheese = more holes

more holes = less cheese

ergo: The more cheese, the less cheese. Paradoxical.

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Tony Fisher

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sun Dec 20, 2009 10:48 am

[offline](#)



Joined: Sun Mar 27, 2005 7:37 pm
Location: UK

alaskajoe wrote:

Really awesome! It turns better than I thought after reading the description of it. Not too bad.
As far as the video is concerned... What dark secret are you hiding from us because of the sound file that is played when it says "-censored-" in the video?

I got goosebumps. It soundet like thousands of cubies cried out in terror and than were suddenly silenced.

What happened? How did you create that sound... 🤔

Probalby just LEGO bricks dumped on a table. Yes, that must be it. 🤔

When I cut puzzles up I usually keep all parts since they can come in handy. I had a bag of cut-off Puck Puzzle parts which I threw to the ground with full force so that it would split open and scatter. A week later I am still finding some of them in the grass.

[YouTube channel](#)

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[Puzzle Shop](#) (updated 7th March 2011)

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kastellorizo

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sun Dec 20, 2009 12:08 pm

[offline](#)



Joined: Fri Nov 04, 2005 12:31 am
Location: Australia, Singapore, Greece

I am sorry but I am not impressed. It is clearly a puzzle which *can* be made.
The only question was about how well it will function. At least we can see why you were so supportive of the 9x9x9 video: so that you can support your video too.

And to make things even more clear: **I was reflecting the emotions of Verdes** which are more vivid than mine. You know he is not happy you made this puzzle, so what do you want me to say to you and the rest who made it, "congratulations"?

In the end of the day, he is the one with the problems with the fakes, not you.
(you won't even bother to protect your own puzzles, yet you spend money and time to make some other "projects". Just some food for thought.)

Singapore, Greece

Merry Xmas everyone.



Pantazis

PS. To Kelvin: You got a serious problem mate. Go to a psychologist or something. I am not sure why it is so important to your life to refer to me so many times. Seriously. Mind you, there are people who inform me whenever someone (like you) tries to escalate a situation. Now everyone (including you) can *really* see why you are such a waste of time.

to solve life, you need a puzzle!



My Designs, Puzzle Paradise, MindStrat Puzzles, Puzzle Ninja!

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Garrett



Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sun Dec 20, 2009 12:27 pm

offline



Joined: Wed Aug 01, 2007 3:14 pm

Location: Orange County, CA

Can we all just drop this? The KO issue is the worst thing that has ever happened to this forum. I have tried to stay out of it as much as I can but it is getting ridiculous now.

Here we have this **amazing, groundbreaking** puzzle built by Mr. Fisher, that, if made a year ago, would have been heralded as one of the best puzzles ever built. Instead his topic is plagued with personal attacks and accusations. Pantazis, Kelvin, I'm sure everyone would appreciate it if you took your arguments off of the forum and into PMs or email. Nobody likes to see two well-respected members of this forum attacking each other.

Regardless of any silly moral issues here, this is an amazing puzzle. It is even more amazing to me that it was built by hand.

-Garrett

Quote:

Your mother is a trap.

My YouTube Channel

Garrett's Puzzle Shop

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kastellorizo



Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sun Dec 20, 2009 12:32 pm

offline



Joined: Fri Nov 04, 2005 12:31 am

Location: Australia, Singapore, Greece

Garrett wrote:

Can we all just drop this? The KO issue is the worst thing that has ever happened to this forum. I have tried to stay out of it as much as I can but it is getting ridiculous now.

Here we have this **amazing, groundbreaking** puzzle built by Mr. Fisher, that, if made a year ago, would have been heralded as one of the best puzzles ever built. Instead his topic is plagued with personal attacks and accusations. Pantazis, Kelvin, I'm sure everyone would appreciate it if you took your arguments off of the forum and into PMs or email. Nobody likes to see two well-respected members of this forum attacking each other.

Regardless of any silly moral issues here, this is an amazing puzzle. It is even more amazing to me that it was built by hand.

Garrett, you should refer to Kelvin. He is the one re-starting insults, not me. So please. (unless *you* will "drop it" when someone refers to *you* like that, something I highly doubt).

For the design: amazing? groundbreaking? I repeat, the V-Cube patent shows clearly that such a puzzle can be built, and the only question is the movement level. And how do you know it does not exist yet but for obvious reasons it is not shown to the public? There is not such things as silly moral issues. Only lack of respect. But I guess this is hard to understand?

Finally, I found your comments more ridiculous, as you did not think much before writing them:

1. You accused me for starting something I did not start, but Kelvin did (I tried PM in the past, it did not work).
2. You give too much props for a design which is not rocket science to be built with the already known knowledge.
3. In case, you did not read, Tony referred to me, requesting my stance, which I presented.

If I am missing something, do let me know.

Pantazis

to solve life, you need a puzzle!



[My Designs](#), [Puzzle Paradise](#), [MindStrat Puzzles](#), [Puzzle Ninja!](#)

Last edited by [kastellorizo](#) on Sun Dec 20, 2009 12:59 pm, edited 1 time in total.

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theVDude

[offline](#)



Joined: Fri Feb 06, 2009 2:57 pm
Location: Pittsburgh

[profile](#)

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sun Dec 20, 2009 12:58 pm

And as tony said, it's not strictly V-Cube mech'd.

He's not selling it. He's showing it. I don't really see an issue. TomZ made a 3x3x3 with a V-Cube mech but didn't catch flak like this.

3x3x3 PB: 00:48.10

"Study gravitation, it's a field with a lot of potential."



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kastellorizo

[offline](#)



Joined: Fri Nov 04, 2005 12:31 am
Location: Australia, Singapore, Greece

[profile](#)

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sun Dec 20, 2009 1:14 pm

theVDude wrote:

And as tony said, it's not strictly V-Cube mech'd.

He's not selling it. He's showing it. I don't really see an issue. TomZ made a 3x3x3 with a V-Cube mech but didn't catch flak like this.

I would love to believe the last sentence, but even if Tony won't sell, I am not sure about others who are related in such projects. It only takes one man to leak sensitive info and destroy an entire product line.

And what does not strictly V-Cube mean anyway? I explain the situation above. The more people do not spend time to read and think of my replies, the longer unwanted posts will occur. (I am not referring to you about this)

Finally, no one is accusing anyone, so no flaks. But I am just making sure everyone knows how disappointed Verdes is, and that what goes around, comes around.

Pantazis

to solve life, you need a puzzle!



[My Designs](#), [Puzzle Paradise](#), [MindStrat Puzzles](#), [Puzzle Ninja!](#)

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Tony Fisher

[offline](#)



[profile](#)

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sun Dec 20, 2009 3:10 pm

I would very much like to appeal to everyone reading this thread not to respond to Kastellorizo.

I am perfectly happy to take any criticism and accusations he throws at me. I suspect my honest and trustworthy helpers are too. By responding and arguing the thread will only get locked or deleted which is obviously his intention. He is entitled to his opinion which he has now stated.

With Christmas so close I am hoping we can just forget the arguing and enjoy our puzzles. Peace and goodwill to all men is a phrase that comes to mind.

Here is another photo. It has some threads/fluff from the white material I was photographing it on before anyone asks.

Joined: Sun Mar 27, 2005 7:37 pm
Location: UK



(Legal) 11x11x11 by Tony Fisher and friends

[YouTube channel](#)
[Website](#)
[Puzzle Shop](#) (updated 7th March 2011)

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Namegoeswhere

[offline](#)

Joined: Fri Feb 20, 2009 1:45 pm

[profile](#)

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sun Dec 20, 2009 4:03 pm

With ever more complex puzzles beeing made, the tripple void fues petaminx is only a matter of time. (and cheap 3d printing/casting)

Nice work on this, Tony and others, not so much perhaps on the design, but these projects still take a great amount of dedication and skill to realize.

Inactive.

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Kelvin Stott

[offline](#)



[profile](#)

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sun Dec 20, 2009 5:01 pm

Tony Fisher wrote:

Here is another photo. It has some threads/fluff from the white material I was photographing it on before anyone asks.



Joined: Mon Mar 30, 2009 5:13 pm
Location: Switzerland



(Legal) 11x11x11 by Tony Fisher and friends

Very nice, even with (or perhaps *especially* with) the fluff! 😲😬

Did you manage to solve this beast yet, or was this last picture taken before the scrambled photo at the bottom of your first post?

mizzle576 wrote:

So I watched a video of this guy on youtube about two minutes ago. He is like a Rubik's robot. Super impressive. I cant believe how fast he is! His fingers must have six packs.

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Tony Fisher

[profile](#)

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sun Dec 20, 2009 5:51 pm

offline



Joined: Sun Mar 27, 2005 7:37 pm
Location: UK

Kelvin Stott wrote:

Tony Fisher wrote:

Here is another photo. It has some threads/fluff from the white material I was photographing it on before anyone asks.

Very nice, even with (or perhaps *especially* with) the fluff! 😲😬

Did you manage to solve this beast yet, or was this last picture taken before the scrambled photo at the bottom of your first post?

This is one of the original photo set. I started to solve the puzzle but discovered I had some tension problems so once again it has been disassembled and adjusted. I am currently 3/4 of the way through putting it back together. I really really hope this will be the last assembly ever!

YouTube channel

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Puzzle Shop (updated 7th March 2011)

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theVDude

[profile](#)

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sun Dec 20, 2009 5:53 pm

offline



LOL, I can't imagine putting that together.

3x3x3 PB: 00:48.10

"Study gravitation, it's a field with a lot of potential."



Joined: Fri Feb 06, 2009 2:57 pm
Location: Pittsburgh

Top

elijah

[profile](#)

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sun Dec 20, 2009 5:59 pm

offline



It looks like the turning gets better for the center-most layers...
I feel that we all new this design would work, however I am in awe that you and whoever helped you would put so much time and effort into this.
I honestly can't wait for when Verdes produces these and I may have a high-quality 11x11x11 on my shelf, or any of the higher order cubes for that matter.
I have a feeling when they do come out though, I'll stick with solving my 5x5x5 still.

5x5x2 is done! 😊

Joined: Sat Mar 29, 2008 12:55 am
Location: WA, USA

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theVDude

[profile](#)

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sun Dec 20, 2009 6:06 pm

offline



I never got the v6 or v7 because they don't appeal to me.

I like solving my 5x5x5 okay, but it's not as fun as the 3x3x3 or 4x4x4, even though it's basically the same thing.

3x3x3 PB: 00:48.10

"Study gravitation, it's a field with a lot of potential."



Joined: Fri Feb 06, 2009 2:57 pm
Location: Pittsburgh

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Rentlix

[profile](#)

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sun Dec 20, 2009 6:08 pm

offline



MeMyselfAndPi wrote:

Time to make a video telling my subscribers to watch it. Everyone needs to see this 😞😞😞

I admit being linked here by your video.

I can't seem to find the Smilie for "AWESOMETASTICAL!!!" (jk)

One thing I'm wondering is why it was finished for 9 days before announcing its creation.

Joined: Wed Jan 28, 2009 7:55 pm
Location: Lafayette, CO

Current Shinies:

Sneasel, Luxray, Jumpluff, Lugia, Ho-oh, Feraligatr, Gyarados, Pichu, Entei, Raikou, Suicune

Currently Hunting:

Shiny Skarmory

TickerFactory.com - Counter: Write 2011 Word Count



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Kelvin Stott

[profile](#)

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sun Dec 20, 2009 6:09 pm


offline



elijah wrote:

I honestly can't wait for when Verdes produces these and I may have a high-quality 11x11x11 on my shelf...

Unfortunately we still don't know if he will ever go beyond a 7x7x7 or 8x8x8... 😞


Joined: Mon Mar 30, 2009 5:13 pm
Location: Switzerland

mizzle576 wrote:
 So I watched a video of this guy on youtube about two minutes ago. He is like a Rubik's robot. Super impressive. I cant believe how fast he is! His fingers must have six packs.

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elijah

offline



Joined: Sat Mar 29, 2008 12:55 am
Location: WA, USA

 [profile](#)

Post subject: Re: 11x11x11 by Tony Fisher and friends **Posted:** Sun Dec 20, 2009 6:10 pm

I have no doubt he will...

5x5x2 is done! 😊

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theVDude

offline



Joined: Fri Feb 06, 2009 2:57 pm
Location: Pittsburgh

 [profile](#)

Post subject: Re: 11x11x11 by Tony Fisher and friends **Posted:** Sun Dec 20, 2009 6:12 pm

I actually want him to go DOWN to the 4x4x4. I want a nice, solid 4x4x4.

3x3x3 PB: 00:48.10
 "Study gravitation, it's a field with a lot of potential."



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Tony Fisher

offline



Joined: Sun Mar 27, 2005 7:37 pm
Location: UK

 [profile](#)

Post subject: Re: 11x11x11 by Tony Fisher and friends **Posted:** Sun Dec 20, 2009 6:21 pm

Rentlix wrote:

MeMyselfAndPi wrote:
 Time to make a video telling my subscribers to watch it. Everyone needs to see this ! ! !

I admit being linked here by your video.

I can't seem to find the Smilie for "AWESOMETASTICAL!!!" (jk)

One thing I'm wondering is why it was finished for 9 days before announcing its creation.

There were several things to sort out like photos, video, and web page. I wanted it all to fit nicely together.

YouTube channel
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Puzzle Shop (updated 7th March 2011)

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Rentlix

offline



Joined: Wed Jan 28, 2009 7:55 pm
Location: Lafayette, CO

 [profile](#)

Post subject: Re: 11x11x11 by Tony Fisher and friends **Posted:** Sun Dec 20, 2009 7:13 pm

Tony Fisher wrote:
 There were several things to sort out like photos, video, and web page. I wanted it all to fit nicely together.

I see.

Once again, awesomeness! I even failed to make a 1x1x1, so this is godly.

Current Shinies:
Sneasel, Luxray, Jumpluff, Lugia, Ho-oh, Feraligatr, **Gyarados, Pichu**, Entei, **Raikou, Suicune**
 Currently Hunting:
 Shiny Skarmory



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pirsquared

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Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sun Dec 20, 2009 7:57 pm

[offline](#)

Eitan

Wow. That's quite a feat!

When I first saw the drop-kicking part of the video, I must admit I averted my eyes. I hope that someday, you can show us what it really looks like to drop-kick a V-11, without the need for censoring. 😊

Joined: Wed Jan 07, 2009 6:46 pm
Location: Boulder, CO

I understand your reasoning behind not revealing the differences in the mechanism, but could you give us a general idea of what the 10% non-Verdes mechanism adds to the puzzle? Does it add stability? Ease of turning? Flashing lights?... Okay, no flashing lights... We would have seen those in the video... 😊

-pi (Eitan)

Buy an Edge-Turning Octahedron! \$99.99 at [Eitan's Shapeways Shop](#)
Get your own **Compound Cubes!**



RIP Frank

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Leslie Le

[profile](#)

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Sun Dec 20, 2009 10:04 pm

[offline](#)



Merry Christmas, Tony.

Your work has greatly encouraged me to produce cubes of great robustness. Thank you so much. Let's keep it up and the most important thing...

enjoy!

Leslie

Joined: Sun Aug 09, 2009 1:46 pm
Location: P.R.China

P.S. As far as I know, according to the US patent laws, the patent holder should put it into reality as soon as possible otherwise there could be an invalidation. Sort of penalties for monopolies.

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Rentlix

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Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Mon Dec 21, 2009 12:52 am

[offline](#)



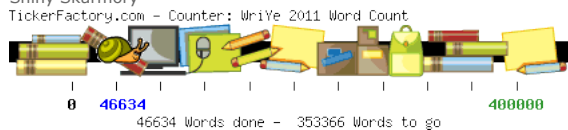
Leslie Le wrote:

P.S. As far as I know, according to the US patent laws, the patent holder should put it into reality as soon as possible otherwise there could be an invalidation. Sort of penalties for monopolies.

Then its a good thing for Verdes that he's in Greece.

Joined: Wed Jan 28, 2009 7:55 pm
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Current Shinies:
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Currently Hunting:
Shiny Skarmory



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DLitwin

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Mon Dec 21, 2009 2:02 am

offline



Joined: Thu Dec 21, 2006 5:32 pm
Location: Bay Area, CA

Rentlix wrote:

Leslie Le wrote:

P.S. As far as I know, according to the US patent laws, the patent holder should put it into reality as soon as possible otherwise there could be an invalidation. Sort of penalties for monopolies.

Then its a good thing for Verdes that he's in Greece.

Where Mr. Vedes resides isn't relevant in this case.

What is relevant is how to enforce his patent in the many jurisdictions in which it has been filed. For those countries where a physical copy is helpful or required (didn't someone mention China may require a physical copy?) it is the law there that matters to enforcing the patent in that jurisdiction.

More information on what limits certain countries have regarding the issue of personal non-commercial objects in relation to patent infringement would be helpful. "Should put it into reality" is quite vague. I'm sure it helps, but how that relates to necessity is not clear to me.

There may be a range of ethical judgments separate from the law, but it would be good to understand the law.

Dave



LitwinPuzzles.com has info on my puzzles.

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Kelvin Stott

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Mon Dec 21, 2009 2:14 am

offline



Joined: Mon Mar 30, 2009 5:13 pm
Location: Switzerland

Indeed, and in fact all countries require that a patent must be "reduced to practice" and also commercially exploited "within a reasonable timeframe". But different countries will consider this slightly different according to local patent case law. I think most countries would accept the v5-v7 as sufficient demonstration to validate the full scope of the patent, including v11, but I have to say that both US and China rarely apply the same rules as most other countries when it comes to patent law. Unfortunately these differences are usually driven by protectionism and national trade interests...

mizzle576 wrote:

So I watched a video of this guy on youtube about two minutes ago. He is like a Rubik's robot. Super impressive. I cant believe how fast he is! His fingers must have six packs.

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Drewseph

Post subject: Re: 11x11x11 by Tony Fisher and friends

Posted: Mon Dec 21, 2009 2:30 am

offline



Joined: Mon Feb 04, 2008 8:57 pm

Topis is the puzzle, Not the patents, make a new topic for this perhaps?

MERRY CHRISTMAS!

Tony you did an awesome job making this. I too would like to know how different the mech is.



Drewseph's Collection February 2009

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