

THE HISTORY OF INTERLOCKING BURR PUZZLES

The earliest known appearance of an interlocking puzzle, a sixpiece burr, was in an engraving by the French artist Sebastien Le
Clerc in 1698. There are, however, unverified stories of Japanese
interlocking puzzles (kumiki) being produced in the seventh century
and a six-piece bur invented in China by Lu Ban Sou as early as
the seventh century B.C. A diagram for cutting the notches in the
pieces of a six-piece burr was first shown in a Spanish book by Irol
in 1733, and six-piece and 24-piece burrs were sold in Berlin in
Peter Friedrich Catel's catalog of 1785.*

*From Jerry Slocum and Jack Botermans, Het Ultieme Puzzelboek, 2007.



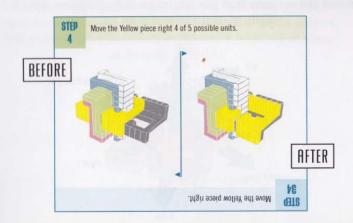
This side of the solution guide contains step-by-step instructions for how to take the puzzle apart. If you flip the guide over, you'll see instructions for how to put it back together.

TAKING APART ZIG-ZAG KNOT™

Move the pieces back and forth, removing them as you are able. The solution to the puzzle is intricate and requires a precise order of movements. Sometimes you will have to move a single piece; other times, a pair of pieces. There are no tricks required to solve this puzzle! You will never have to rotate, bend or twist the pieces, nor will you need to use brute force.

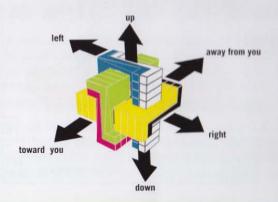
The image opposite shows a sample set of instructions. The step is described at the top of the page. On the left is an image of the puzzle *before* you perform the instruction. On the right is an image of the puzzle *after*. We've highlighted the piece(s) that move during this step and muted the others.

Sometimes, the same piece is moved in consecutive steps. We define a single step as moving a piece (or pair) in one direction. Thus, when the same piece is moved in a different direction, it will be illustrated in the next step.



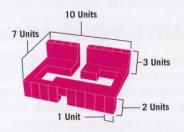
MOVING THE PIECES

There are six possible directions a piece can move: **left**, **right**, **up**, **down**, **toward you** and **away from you**. (The images in this guide have been tilted slightly so you can see more of the puzzle.)



Unless an instruction specifically states otherwise, you should move each piece as far as it will go. Some of the instructions will specify the number of **units** that a piece (or pair) should be moved. In these cases, you need to be careful *not* to move the piece (or pair) as far as it can go and instead stop at the position indicated. As a further visual aid, the units are indicated on both the illustrations and the pieces themselves, as shown on the image to the right.

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ABOUT THE INVENTOR

Ronald Kint-Bruynseels is a talented puzzle designer and theoretical psychologist from Belgium. He loves designing puzzles that look unique or are unexpected. Ronald is a member of the International Puzzle community and had the honor of designing the trophy puzzle for its 2009 competition.

Many thanks to George Miller, a puzzle prototyper, who designed the layout for the solution.

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ZIG-ZAG KNOT™ HINTS

In the pages that follow, we present a solution which requires 37 steps. If you wish to attempt to solve Zig-Zag Knot without using the solution, you may want to use the following hints instead:

Hint 3

Hint 1: The Pink piece is the first to be removed, and it is removed at step 7.

Hint 2: After the Pink piece is removed, the next six steps essentially reverse the first six.

Hint 3: This is the position of the pieces after Step 13 (see picture to the right).

Hint 4: The Yellow piece is next to be removed at step 20. Its pair, the Black piece, remains in the knot.

Hint 5: The last two pieces in the puzzle are Black and Green.

