

rob's PUZZle Page

Dexterity Puzzles

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The emphasis here is on steady hands, perseverance, and lots of patience rather than logical analysis. In his seminal book *Puzzles Old and New* published in 1893, Angelo John Lewis, writing under the pen name "Professor Louis Hoffmann" described the class of dexterity puzzles as those "which do not depend upon any secret, or intellectual process, but upon some knack, only to be obtained by repeated persistent effort of the 'try and try again' kind on the part of the operator." (A definition one could argue which applies equally well to many video games of recent years!) Some collectors of mechanical puzzles shun the dexterity category.



Dexterity puzzles are covered in Chapter I of Hoffmann's book, and the first example listed, No. I, is called the "**Pick-Me-Up**" puzzle. It is identical in principle to the example shown here which is called "**Upsy-Downsy**." One must maneuver the ball up the spiral ramp to the detent at the pinnacle.

[According to James Dalgety](#), the Pick-Me-Up design is a contender for the title of **World's Oldest Puzzle**. An artifact resembling this design was found in the ruins of the ancient Indus Valley city of Mohenjo-Daro and dates to around 2500 B.C.

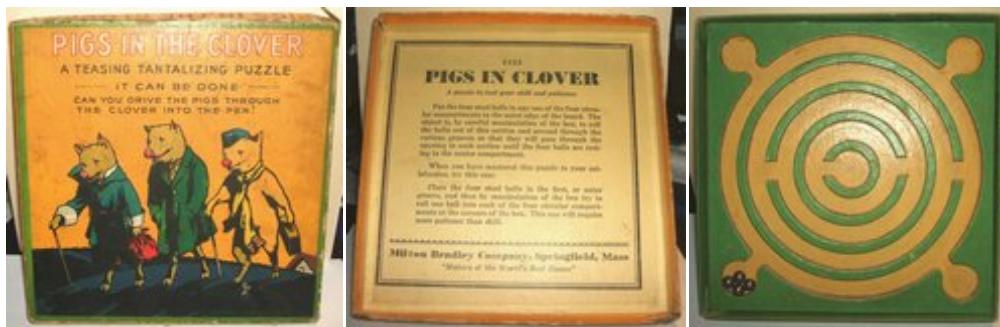
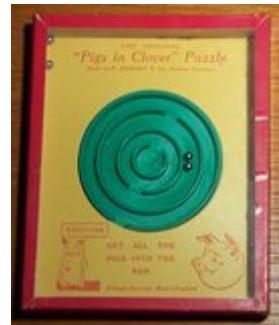


One of the best-known dexterity puzzles is **Pigs in Clover**, in which you are to get all the "pigs" (balls) simultaneously into the "pig pen" at the center of the maze. That puzzle caused a craze around 1889, and [appeared in political cartoons of the time](#). Pictured are an original Pigs in Clover at left, a Journet version at right, and a version by Milton Bradley below.

Oddly enough, though it predates the publication of Hoffmann's book, Pigs in Clover does not appear in it by name - the closest puzzle included is No. XV, The Maze. Since its debut, Pigs in Clover has continued to appear in one form or

another to the present day.

There have been countless different dexterity puzzles produced over the years since Hoffmann's publication, though most are variations on a few common themes. Many dexterity puzzles involve the proper positioning, movement, or segregation of small balls contained in the body of the puzzle, which is often a box with a transparent lid. The balls have evolved from clay, to lead shot, to steel bearings - at one time before it was known to be hazardous, mercury was used! As we have seen, some complicate matters by including a maze or other obstacles. Other types entail the challenge of balancing various elements, or of producing a clever or carefully achieved arrangement of pieces. There are even some which I would venture to say go beyond Hoffmann's definition and do depend upon a secret, or some intellectual analysis, if not as a requirement to solve, then surely as a short-cut to a dependably repeatable solution. I refer to that subcategory as the "Motion-Trick" variety of dexterity puzzle.



Balancing Ovoids

This is a **Columbus Egg Puzzle** from the **1492-1892 Columbian Exposition and Worlds Fair**. It is a bit dinged and blemished, but it is intact and it works. It is fun to be the custodian of an artifact this old! (You'll note that my photo, though blurry, shows the egg standing on its small end - yes, I solved it!)

The U.S. Patent Office devotes an entire subclass to "Balancing Ovoids" ([cl/273/154](#)). The theme was especially popular around the time of the 1892 Fair, celebrating the 100th anniversary of the discovery of America by Christopher Columbus.

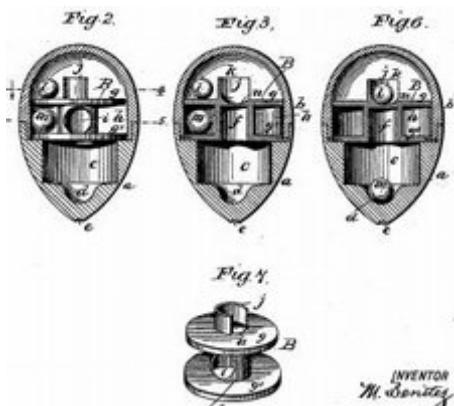
For examples, see U.S. Patent [496716](#) - Benitez 1893; also [467384](#) - Schulze 1892; also [459233](#) - Woodbridge 1891 (which doesn't look like it would actually work), and [1235306](#) - Fredrick 1917.

The inscriptions on my egg occur in four concentric circles on the wide end, starting with a portrait of Columbus with the dates 1492 and 1892, and the word "patented." I couldn't get my camera to focus on the surface inscriptions, so I saved this shot of someone else's. The next ring contains the words "Chicago - P.M. Baumgardner & Co. Patentees." Then "Columbus Egg Puzzle" and finally "World's Fair Souvenir." Since mine indicates that the egg is patented, while the egg in the photo lacks the word under the portrait, and says "Pat Apld For" after Baumgardner, there must be various versions.



The solutions to balancing ovoid puzzles usually depend on finding a way to take advantage of an internal mechanism, and will require some motion trick.

I have seen several of these come up for sale now and then, and often the seller does not realize the purpose of the puzzle and has attempted to open it! **Please, folks, these are not meant to be prised open!** The Columbus Egg has sold for well over \$100 - even this broken one went for over \$150. I saved this photo of the inside. Compare this to the illustration, from Benitez' patent. The internal setup here looks simplified to a single platform rather than two, but still employs the central ramp and shaft.



Sometimes the same principle is embedded in a shape other than that of an egg.



Trick-Ei (Egg) from Pussycat - the object is to balance the egg on its small end



The Tower of Pisa, from Bits and Pieces. Unless you find the secret, the tower falls.



Balance the die on its corner.



Another vintage souvenir of the 1492 - 1893 Columbian Exposition, this metal container has a glass top and contains two small metallic eggs. There are evidently magnets underneath the paper bottom of the container, which is a dark blue color printed with stars. There is no indication of the objective but it probably has to do with balancing the ovoids on their ends.

Other Balancing Feats



"Balance several nails on the head of another" appears in many forms. All rely on the head's flange.

Here are some additional balancing puzzles, in the [Family Games](#) IQ Collection line.



Orb



Sandpiper



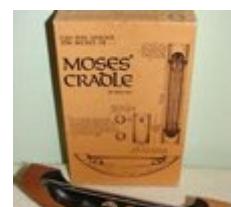
Urchin



The Amazing Acrobat by Toysmith is a nicely produced dexterity challenge set. A gift from Brett. Thanks!

Motion Trick Puzzles

Some dexterity puzzles require finding the right motion or technique to solve:



["r2d2" by "Roger"](#)["Alles Roger" by "Roger"](#)

Moses' Cradle - Skor Mor
 Get one ball in each end. This is a very nice, hefty version. See also Journet's "Spoophem," Thinkfun's "All Uphill," and the Adams Dipsy Ball.

[All Uphill - Thinkfun](#)

Assorted Dexterity Puzzles



This is the **Up-to-You** puzzle from the **1904 Louisiana Purchase Exposition**. It is a glass slab into the back of which a spiral track with eight pockets has been molded. The back is sealed with a cardboard square depicting the [Central Cascade](#) and Festival Hall of the [Exposition](#). There are eight small ball bearings trapped in the track and the goal is to maneuver one into each pocket simultaneously. It's in great shape for something over 100 years old, and it still works - all the balls roll freely (and quite quickly I might add).

There are [many interesting websites devoted](#) to the 1904 Expo.

Evidently there were other designs produced using the same glass slab - I saw the **Burro** below but I don't have it.



This is a boxed vintage dexterity challenge called **The Donkey Puzzle**:



Shake the box to properly position the obstinate donkey in front of the cart.



An assortment of inexpensive plastic dexterity puzzles.



Two rolling-ball mazes from the Harmonic Reed Corp. of Conshohocken, PA - Splashdown, and the Mystery Maze, which has a permanent cover over one corner of the maze. Don't peel off the sticker!



Upsy Downsy
Maneuver the ball up the spiral ramp to the detent at the pinnacle.



German Pussycat set



There are *many* different dexterity puzzles in small transparent plastic cubes.



Beehive - Smethport 1978
(Smethport is responsible for the well-known "Wooly Willy" toy of 1955 - paint an iron-filing beard on a face using a magnetic wand.)



This is "The Brain" from a German company. Reiss released the same puzzle (their number 350) in a larger size and called it "Brainchild."



Two puzzles from Nasta (circa 1990) - "Trap"



Drop Out and Outer Limits by Mag-Nif
In Drop-Out, navigate the ball across a maze avoiding pitfalls. In Outer Limits, get one ball to each of the four corners.

o" - move the ball to the other side of the partition. In the other, get one ball on each side of the partition.



Mag-Nif Levitation
1971 #238-200

Get the ball onto the center of the pedestal. Yes, I solved it!



Mag-Nif Op-1
1974 #261-200



Tricky Fingers

Two trays for competition, each containing colored balls and with a grid of holes in the bottom. By pushing the balls with your fingers via the holes, arrange them into various specified patterns.



Babe the Pig

Universal Studios movie tie-in
Get five sheep in the pasture facing the right way, and close the gate.

The Original Spot Game - Skor Mor. Cover a spot with five disks. Combines the puzzle of how to arrange the disks to accomplish that, with the dexterity feat of dropping them in exactly the right places.



Cross Match

Get the matching color marbles showing through each of the colored windows. There are four windows on each side, colored blue, yellow, red, and green. On the reverse side the window colors are switched N-S and E-W. There are six marbles: white, red, black, green, yellow, and blue.



Mag-Nif Woodn't Center
1974 #409-350

Get the ball onto the pedestal. Will the two loose wooden triangles help?



The **Frustration Ball** by Remco is a fairly well-known collectible. A series of cups are affixed facing inwards within a hollow transparent sphere. Tilt the sphere in an effort to transfer a ball bearing inside from cup to cup. *Very* frustrating - hence the name. Note to self - try not to hurl it in a fit - remember, it's a collectible!



Es-Kapade Dice



Adco No. 365



Double Dare - Transogram 1969



Orbit - Shelcore 1987

Uses a mirror similar to the Nervous Breakdown series.

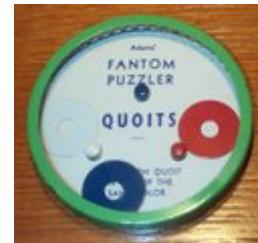
Others in this series (I don't have): Zapped, Double Cross, Roto Maze



This "Ball-in-ball-in-ball" puzzle is from Hungary. Find and align the correct holes in the three nested hollow spheres so that the enclosed marble will come out. Similar nested sphere puzzles are made in China from carved jade or plastic - there is no internal marble, but the objective is to align all the holes among the nested spheres.



A French dexterity puzzle called **L'Enervant**. Get the marble into the center detent.



Quoits - get the three colored rings onto their corresponding posts. Will a magnet help?



An unnamed wooden pigs-in-clover style puzzle.



Sculpture Puzzle - Four Generations 1971
The instructions say, "The object of the puzzle is to drop the small ball on to the large sphere in such a manner that it will jump into the small hole. You must then retrieve the small sphere without moving the block in any way."

The first part seems to demand that the small ball enter the block via the small hole, not the other end hollowed out for the large sphere. That feat would seem to require quite some manual dexterity, if not also a large helping of luck. Although a strict reading does not require the large sphere to be positioned in any particular place such as the socket it came in...

The second part is a stumper. The holes connect at right angles - dropping the small ball in from either direction does not cause it to simply pop out the opposite end no matter which way I have oriented the block. Notice that you must not MOVE the block - but the instructions do not prohibit one from TOUCHING the block. If you drop the ball in the small hole, with the block in its "normal" position - I have found there IS a way to get it out without moving the block (or tilting the table its on). Can you figure it out without me saying?

As far as getting the ball in the hole in the first place - I am inclined to think this is a straight dexterity feat.

There is no patent, though it does say copyright 1971. I wonder who designed this?



Revolutions by Four Generations of Sebastopol, CA. Copyright 1971. Oscillate the block so that the two marbles each in their separate grooves will rotate in opposite directions.



Rubik's 360
A gift from Brett. Thanks!



Aqua Drop - Bandai
The inside surface seems to be made from a hydrophobic plastic - the bead of water runs around like mercury!

Loncraine Broxton's Crazy Maze Series

Loncraine Broxton (part of the [Lagoon Group](#)) offers a series of "**The Ultimate Crazy Maze**" rolling ball dexterity puzzles. They are very difficult.

The individual puzzles don't have names as far as I know - here they are shown in order left to right, top to bottom:

1. a "target"



Here is the original series of 1 through 6, plus recent additions 7 and 8 (which supposedly replace 2 and 6).

2. a curvy swastika
3. a square maze with diagonals
4. a square at 45 degrees
5. a circular maze
6. a V and inverted V
7. four inward pointing arrows
8. a star



The puzzles came with black or gray plastic backgrounds - examples shown here.

Thanks to John Furda of Australia for alerting me to the existence of numbers 7 and 8 and about the obsolescence of numbers 2 and 6.



The original set was also re-issued with colorful backgrounds.
(I don't have these.)



Four larger puzzles have been issued: Circuit, Invader, Cyclops, and Multi-Maze.
(I don't have these.)



Three "Mega-Maze" puzzles have been issued.
(I don't have these.)

As with many dexterity puzzles, in the series of **Nervous Breakdown** puzzles (Kohner 1968), you must tilt steel balls into various receptacles. The twist here is that the playing field is upside down, flat across the top of the puzzle box, and you are looking at it via a mirror that makes it appear vertical against the back. The arrangement is kind of like a periscope. The top of the box is translucent so the field is well lit from "behind." The view through the mirror makes the balls seem weightless, and it is difficult to get used to how to tilt the puzzle to make the balls go where you need them to go!



Some of the puzzles appeared in black casings, others in yellow casings. The "Planets" version is clearly stamped "Nervous Breakdown (c) 1968 Kohner Bros. Inc. Made in USA Pat Pend" in the plastic. Some of these were also offered in Gabriel packaging under the "Up the Wall" moniker. I don't know what others there might be.

The series includes:

- 7972A - shelves with cups
- 7972B - houses
- 7972C - clown with balloons
- 7972D - clown face
- 7972E - Tic-Tac-Toe
- 7972F - test tubes
- ??? - Tic-Tac-Toe (alt. version, yellow casing)
- ??? - planets (1968, Kohner, yellow casing - reuse of balloons)
- ??? - Sharks - yellow casing - reuse of test tubes

Here are shots of the backgrounds:



Reiss Games Inc.

In the 1970's, **Reiss Games Inc.** (a subsidiary of National Paragon Corp.) offered several dexterity puzzles in their **Shock Absorbers**, **Hand Shakers**, and **Nerve Wrackers** series. These are probably my favorite dexterity puzzles - I enjoyed them as a kid, and most of them are actually possible to solve without too much difficulty.

The **Romany Merchandise Corp.** seems to have issued duplicates of the Shock Absorbers line, but under different names.

The **Shock Absorbers** are "a squad of racy little puzzles to rally with." They include:

- #301 Idle (has an alt. version)
- #302 Hubcap (has an alt. version)
- #303 Points
- #304 4 Barrel (has an alt. version)
- #305 Clutch
- #306 U Joint (has an alt. version)

Each of the **Nerve Wrackers** is "A zany little puzzle that will unnerve you." They include:

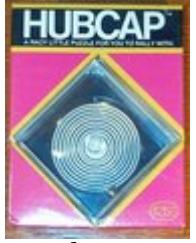
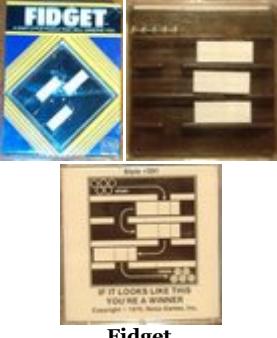
- #391 Fidget
- #392 Jumpy
- #393 Antsy
- #394 Jitter
- #395 Queasy
- #396 Quiver

Each of the **Toughies** is "A tough little trick to figure out." "We're a group of little tricks just waiting to be figured out. Play with me and I promise you a good time." (It seems to me as though they tried, via the names and slogans, to incorporate some innuendo into the marketing pitch.) They include:

- Candy
- Gypsie
- Bubbles
- Trixie
- Peaches

• Fannie

Alternate versions of some of the puzzles have appeared under the same name. Bold means I have one. Others are included for reference.

 <p>Idle 1974 No. 301-200 also alt. version not solved</p>	 <p>HUBCAP 1974 1977 No. 302</p>	 <p>HUBCAP 1974 No. 302-200 solved!</p>	 <p>POINTS 1974 No. 303-200</p>
 <p>4BARREL 1977 No. 304</p>	 <p>4BARREL 1974 4Barrel - alternate version</p>	 <p>CLUTCH 1974 No. 305-200</p>	 <p>UJOINT 1974 U Joint - #306</p>
 <p>U Joint alt. version #306 not solved - tough!</p>	 <p>U Joint also appeared as "Candy" Style #3306 Copyright 1974 by the Romany Merchandise Corp.</p>	 <p>Hand Shakers set includes: Idle, Hubcap, Points, Clutch, and the alt. U-Joint (I don't have this.)</p>	 <p>alt. Hand Shakers set includes: Idle, Hubcap (alt. version), Points, Clutch, and U-Joint.</p>
 <p>FIDGET 1976 No. 391</p>	 <p>JUMPY 1976 #392 not solved</p>	 <p>ANTSY 1976 1976 No. 393</p>	 <p>JITTER No. 394</p>

		1976 No. 393 solved!	
			

Queasy
No. 395

Achieve the state shown - all balls around the perimeter. solved!

Quiver
1976 No. 396
solved!

1976 No. 371

1976 No. 372

Pick-It-Out and Pluck-Em



Using only the fingers of one hand, pick the ball out of the cup. My kids have no trouble, but adults are often stumped. There is a "trick" solution involving an unusual way of gripping the ball. The vintage set from Adams includes a similar puzzle called the "Sambo Puzzle" - remove the ball from Sambo's mouth. Also included is a classic called the "Dipsy Ball Puzzle" - get one ball into each end of the cradle. The flower-shaped version is "Pick It Out" from a vintage tangle set.



This is a racier version of the same idea - pluck the two balls from their sockets. Two versions, white and black plastic. I bought the white one from the grandson of the founder of the Adams Company.



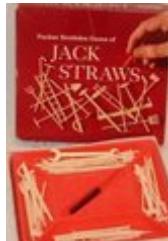
Lift Off - Thinkfun
A modern version of the same concept - or is it?

Careful [De-]Construction Puzzles

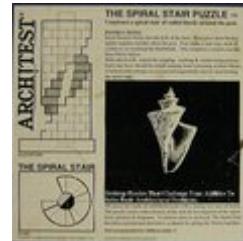
I use this subclass to group puzzles which call for great care to be employed to either construct a pile, or to deconstruct a pile, without disturbing the bulk of the pile in the process.



This is the **Pyramid Puzzle** by Loncraine Broxton. You are to build a pyramid having a 3x3 base with the 14 steel ball bearings, using a magnetic wand that allows you to pick up and release them. A base with a 3x3 grid of very shallow detents is provided. Twitch even a micrometer, and hilarity ensues :-)



I've had this Parker Brothers **Jack Straws** game since I was a kid. A nice version of the classic "Pick Up Sticks," with detailed small models of various implements such as a sword, ladder, crutch, and saw. Dump the pieces in a pile, then try to remove the pieces one by one without disturbing the rest of the pile. Can be played alone or in competition. A true test of dexterity as well as one's powers of inspection.



The **Architect** **Spiral Stair** puzzle requires you to build a spiral staircase around a central spindle, cantilevering the quarter-circle shaped steps.



The **Barrel of Monkeys** is a classic dexterity feat which is usually played as a competitive game among youngsters. See U.S. Patent [3414265](#) - Marks 1968



Equilibrium - construct the free-standing mobile sculpture, balancing the marbles. A gift from Brett.

The Puzzles of Robert Journet

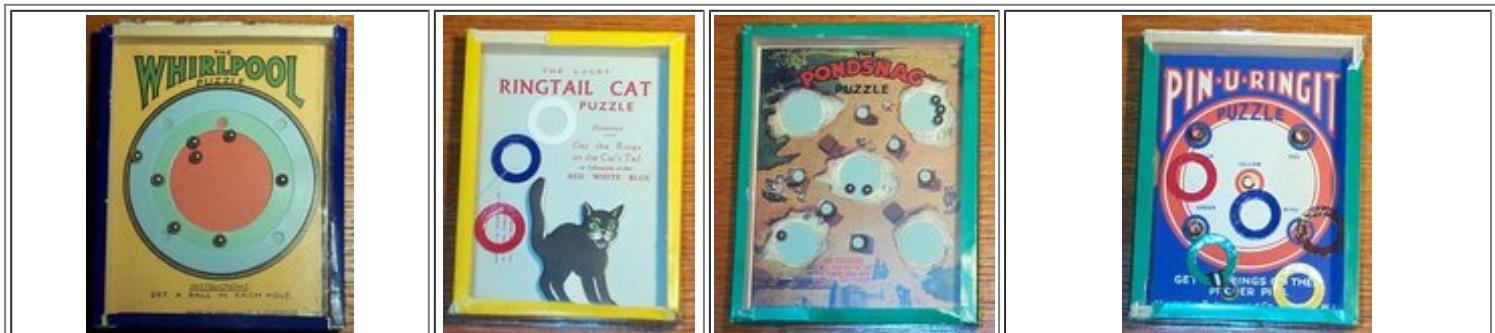
This section covers **vintage dexterity puzzles by R. Journet**.

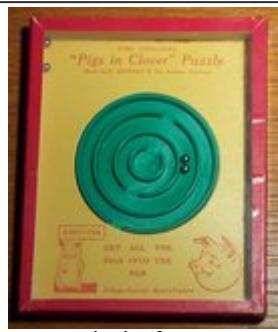
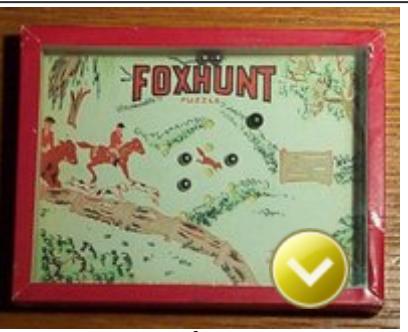
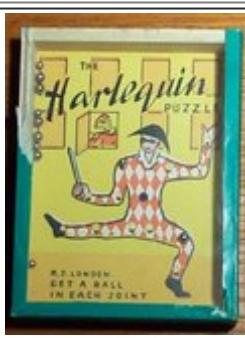
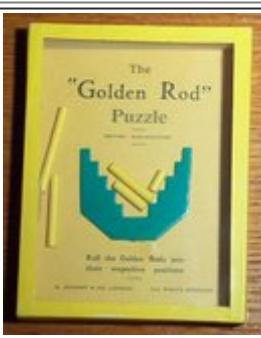
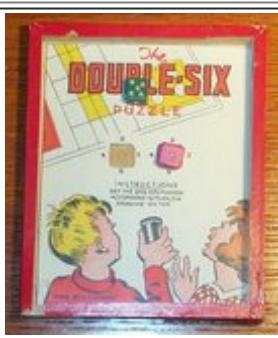
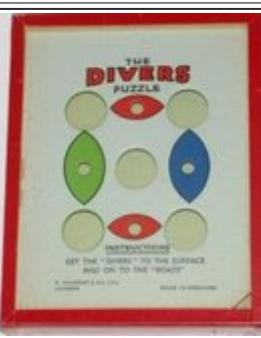
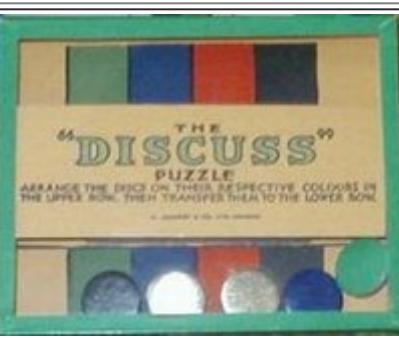
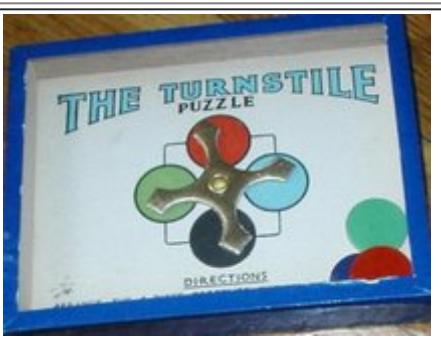
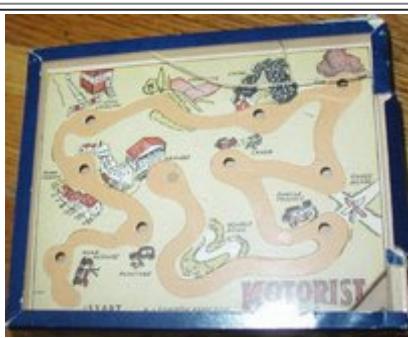
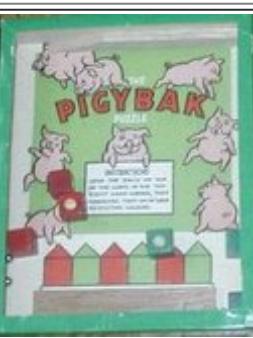


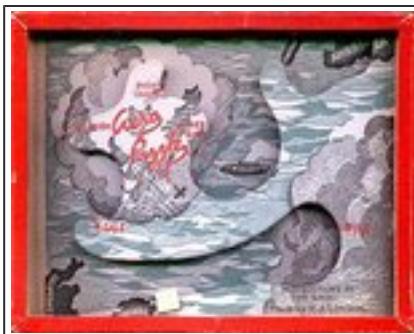
[Neil Adams, of Cornwall, England](#), is a collector of Journet puzzles. I purchased from Neil a copy of a poster he made showing the Journet puzzles in his collection. Neil told me he is unaware of any published definitive lists or books about the Journet line. However, in January of 2006 an original pre-war trade catalogue auctioned for \$1136. I did not win that, but I was able to acquire a pamphlet by James Dalgety entitled "R. Journet & Company, A Brief History of the Company & its Puzzles."

Neil provided me some history: "Robert Journet started a toy shop in 1878 in Paddington. His father hand-made the first puzzles circa 1891. The business did not really get going until 1918 when they attended a British Industries fair and many sales were made to the U.S.A. Robert died in the 1930's and his son Frederick took over the business and expanded it, picking up many advertising orders, and kept it going until he sold it in 1965 to Abbey Corinthian Games who produced puzzles from 1966 until some time in the 1970's."

Here are some of the Journet puzzles I have collected:



Whirlpool	Lucky Ringtail Cat	Pondsag	Pin-U-Ringit
			 A yellow circular icon with a checkmark is overlaid on the bottom right corner of the box.
The Merry Toast	Pigs in Clover		Foxhunt
			
Harlequin	Golden Rod	Double Six	Beehive
			
Divers	Lucky Seven		Television
			
Discuss	Geometrical		Turnstile
			
Cog Wheel	Motorist		Pigybak



Aero



Queen Mary



Slippery Slabs



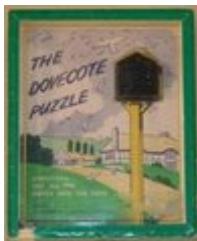
Alice in Puzzland



Golf



Speech Day



Dovecote



Rocky Mountains



Diabolical Tubes



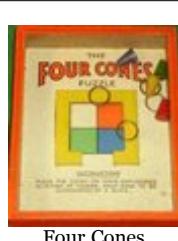
Balansit



Kanuduit



Bowling Green



Four Cones



Niagara



Radio (wide version)



Rabbits in Corn



Wiggle Woggle



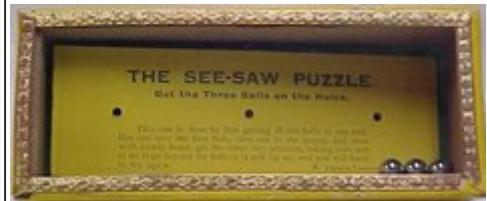
Road Sign



Bagatelle



Furrows



See-Saw

[41]

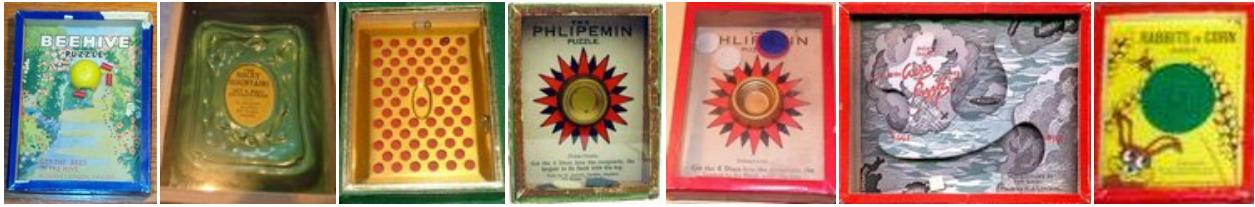
R. Journet Puzzle Checklist

This section is intended to serve as a "checklist" for Journet collectors. Coming up with this while having limited access to documentation on the Journet line was a challenging but enjoyable exercise in detective work. The puzzles used to have a list on their backs assigning name and number (starting at 50) to the various puzzles in the Journet lineup, but this was replaced with an alliterative advertising slogan. I compiled this based on information from Neil, from the poster Neil issued, and from various pictures of the backs of Journet puzzles which had lists rather than the slogan - many of which were frustratingly difficult to read. In the end I was able to check the list against a pamphlet I acquired by James Dalgety entitled "R. Journet & Company, A Brief History of the Company & its Puzzles" and cleared up the last of the question marks I had. The results of my sleuthing turned out pretty accurate!

Different color versions of many of the puzzles are available, as well as variants with different numbers of balls and even mercury instead of balls. I have no idea how many different variations of each puzzle Journet made, but here are pictures of almost all the different basic puzzles, followed by the checklist.

(I collected the photos from various places on the web and while the layout here does not permit me to properly attribute each one, I am certainly grateful to the owners of the images.)









<p>50. <i>Bowling Green</i>^a</p> <p>51. <i>See-Saw</i>^a</p> <p>52. <i>Lucky Horse Shoe</i>^a</p> <p>53. <i>Gazeeka</i>^a</p> <p>54. <i>Bunnies</i>^a</p> <p>55. <i>Spider and Flies</i>^a</p> <p>56. <i>Twirlywirly</i>^a</p> <p>57. <i>Dovecote</i>^a</p> <p>58. <i>Bagatelle</i>^a</p> <p>59. <i>Subway</i>^a*</p> <p>60. <i>Wiggle Woggle</i>^a</p> <p>61. <i>Diabolical Tubes</i>^a</p> <p>62. <i>Mayblox</i> (MacMahon Cubes 1892 patent)</p> <p>63. <i>Clock</i>^a</p> <p>64. <i>Pin-u-ringit</i>^a</p> <p>65. <i>Whirligig</i>^a</p> <p>66. <i>Niagara</i>^a*</p> <p>67. <i>Golden Rod</i>^a</p> <p>68. <i>Ringtail Cat</i>^a</p> <p>69. <i>Balansit</i>^a</p> <p>70. <i>Kanuduit</i>^a</p> <p>71. <i>Brahma</i>^a (eq. to Towers of Hanoi)</p> <p>72. <i>Radio</i>^a</p> <p>73. <i>Pootles the Pup</i>^a</p> <p>74. <i>Tumbleumin</i>^a</p> <p>75. <i>Beehive</i>^a</p> <p>76. <i>Rocky Mountains</i>*</p> <p>77. <i>Honeycomb</i>^a</p> <p>78. <i>Philipemin</i>^a*</p> <p>79. <i>Aero</i>^a</p>	<p>80. <i>Rabbits in Corn</i>^a</p> <p>81. <i>Snake Charmer</i></p> <p>82. <i>Conger Eel</i> *</p> <p>83. <i>Elusive Picture</i> (3 vars) (also <i>Jig Saw Puzzle Picture</i>)</p> <p>84. <i>Pigs in Clover</i>^a</p> <p>85. <i>Wavelets</i>^a</p> <p>86. <i>Brooch</i>^a*</p> <p>87. <i>Dumb-bells</i>^a*</p> <p>88. <i>Furrows</i>^a*</p> <p>89. <i>Beads and Balls</i></p> <p>90. <i>Rainbow</i>^a</p> <p>91. <i>Discuss</i>^a</p> <p>92. <i>Divers</i>^a</p> <p>93. <i>Titan-Hic</i>^a</p> <p>94. <i>Turnstile</i>^a</p> <p>95. <i>Slippery Slabs</i>^a</p> <p>96. <i>Three Hacks</i>^a</p> <p>97. <i>Pondsnag</i>^a</p> <p>98. <i>Alice in Puzzeland</i>^a</p> <p>99. <i>Four Cones</i>^a</p> <p>100. <i>Look-Out</i>^a</p> <p>101. <i>Speech Day</i>^a</p> <p>102. <i>Whirlpool</i>^a</p> <p>103. <i>Beacon</i>^a</p> <p>104. <i>Motorist</i>^a</p> <p>105. <i>Dressing the Dandy</i>^a</p> <p>106. <i>Rolabal</i>^a</p> <p>107. <i>Air Raid</i>^a</p> <p>108. <i>Queen Mary</i>^a</p> <p>109. <i>Cogwheel</i>^a</p>	<p>110. <i>Mouser</i>^a</p> <p>111. <i>Stork</i></p> <p>112. <i>Road Sign</i>^a</p> <p>113. <i>Juggles</i>^a</p> <p>114. <i>Pigybak</i>^a</p> <p>Not numbered:</p> <ul style="list-style-type: none"> • <i>Merry Toast</i>^a • <i>Fox Hunt</i>^a • <i>Harlequin</i>^a • <i>Double Six</i>^a • <i>Lucky Seven</i>^a • <i>Television (Rowing)</i>^a • Television - 5 other vars • <i>Geometrical</i>^a • <i>Blighty</i> * (like Kanuduit) • <i>Golf</i>^a (idleless modern) <p>Large format in boxes:</p> <ul style="list-style-type: none"> • <i>Rafie's Rollicking Trip to Berlin</i>^a (1939?) • <i>George VI Coronation 1937</i>^a Willie's Walk to see the Coronation • <i>Elizabeth II Coronation 1953</i>^a Willie's Walk to see the Coronation • <i>Silver Bullet Golf</i> • <i>Silver Bullet Scenic</i> (jigsaw, 2 vars) 	<p>Others, incl. Non-Dexterity:</p> <ul style="list-style-type: none"> • Rampant Lion (16 squares dissection) • Mystic Four (sliding counters) • Cross (dissection) • Geomet (fit cork thru 3 holes) • Magic Squares (5 dissected squares) • Multum in Parvo • The Original 15 • Peek-a-boo - a trick cigar cutter - might be AKA Bashful Lock - "I will open behind your back" • Spoophem (pat 1913 - 1st centrifugal puzzle, eq. to All Uphill) <p>Rare:</p> <ul style="list-style-type: none"> • 1927 Tumbleumup • Balky Basket Ball • Bear Pit • Catch the Rabbit • Checkers • Chinese (like Tangrams) • Circular • In the Pen • Knot • Phit Em In • Rat Trap • Skidoo • The 26 • Thimble Fingers • Zig Zag
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^a means it is on the Adams poster. Bold means there is a pic above. Italics means I have one.

There were also 12 puzzles produced in a 3 inch square format for F.W. Woolworth (I don't have any):





- Green-Eyed Kitty
- Lucky Three^a
- Tree of Success^a
- Jagger's
- Safety First
- Obstinate Donkeys^a
- Jolly Roger
- Hand-Some
- Swastika
- Magnetic
- Cupit
- Eclipse

Journet also produced some advertising promotions (I don't have any):



Non-Journet Boxes



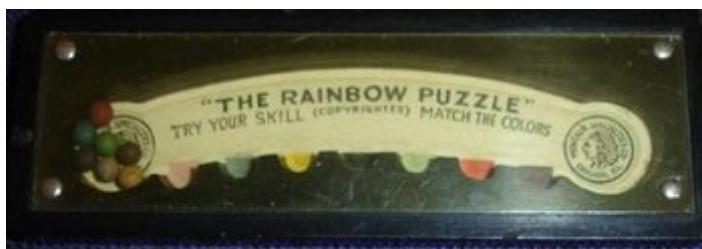
The designs in this set of six boxes put out by Gilbert are very similar to Journet designs, and include a Cogwheel, a Radio, a begging Pup, and a Cat.



Give It Wings - jiggle until you've attached the wings to the fuselage.



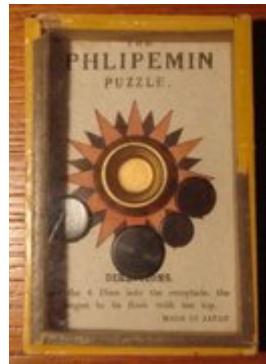
Get the Dionne Quintuplets in the carriage.



This is the Rainbow Puzzle issued by the Montauk Specialties Co. of Chicago, IL. It's similar to "Jumpy" by Reiss.



A vintage French boxed puzzle, Porte du Diable.



Japanese copy of Phlipemin



Japanese copy of Rabbits in Corn

[Melissa & Doug](#) have issued a series of colorful dexterity puzzle boxes they call "Pocket Mazes." I have some, in bold. Will they one day be as sought-after

as the Journeys?



Bubble Burst



Castle Rescue



Crazy Commute



Going Up



Gridlock



Lighthouse Rally



Log Jam



Meteor Maze



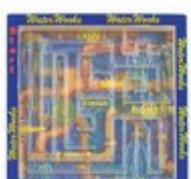
Skatepark



Snake Slide



Tricky Train



Water Works

Bottles and Glass

There are several dexterity puzzles in bottles or in glass tubes.



Wil's Magic Bottle (Ishi)



Eureka Bottle #1



Eureka Bottle #2



Eureka Bottle #3
Combines dexterity with a hidden-mechanism piece.



Jacob's Revenge



This glass tube contains 3 metal pellets (swan shot) - get one into each detent. It appears in Hoffmann on page 9, as No. XII - **The Switchback**.
From the Steve Merritt collection.



Not sure what this is called, but the object is to get a single bubble in the middle bulb.

Assembly Pattern	Jigsaws Disassembly	Tanglement Rearrangement	Sliding Piece Dexterity	Route-Finding	Logic Naeff Woods	All Other Homemade Theory	Wish List Virtual Set Solutions	Books Links Classification	Back to Top
									What's New