

The Stickman No. 21 Puzzle Box (Knight vs. Dragon Box)

The Stickman No. 21 Puzzlebox is a puzzle shrouded in mystery. The few who have seen it were sworn to secrecy and forbidden to reveal pictures or descriptions due to its inclusion as a drawer within the Apothecary Puzzle Chest project (addressed later). It is included here in “puzzle form” to ensure that those participating retain the element of surprise when the chests are done.

Designed as a chest drawer, the exterior of this puzzle is somewhat bland, but that does not mean it lacks in uniqueness or creativity. The puzzle comes with the pewter figurines of a knight and dragon, which magnetically adhere to the top and play out an epic battle between good and evil as the puzzle is solved.



These figurines are not only the entertainment, but also part of the puzzle. At times they move on their own as the pushing of the inner drawer causes them to advance or retreat. Other times, they must be strategically maneuvered to dodge and parry by hand before further steps can proceed. The puzzle will only open once the two are maneuvered so that the knight lunges forward to slay the dragon. Once solved, the puzzle resets back to the beginning, but difficulty settings can be altered by the placement of magnets and the direction of the drawer.



Limited Edition Status: Limited to 26
(15 used in Apothecary Chest).

Production Dates: (Nov. 2009 – Feb. 2010)

Original Sale Price: N/A

Wood types: Mahogany & Jatoba

Variations: N/A

Size: 4” x 3” x 3”

Number of Compartments: 1

Number of Steps: Minimum of 29 on most difficult setting.

Difficulty Level: Moderate

Instruction Book: 4-pages.

Special features: N/A

Goal: Manipulate figurines so that they come together on the top of the puzzle to open the drawer.