

## The Stickman No. 4 Puzzle Box (Clutch Tile Box)

The Stickman No. 4 is a puzzle crafted by Robert and Eric Fuller as a shared puzzle project. There is no greater thrill for a puzzlebox artist than working alongside someone who shares his own insights and abilities, and Eric Fuller's contribution to its production was instrumental. Partially assembled pieces had to be shipped back and forth between the two of them to include both artists' hallmarks.

The two hidden compartments of this puzzle can only be accessed by properly manipulating special wooden tiles around the four faces of this box. This is accomplished using a unique mechanical clutch that lifts up to grab a tile, then presses back in and rotates to deliver it to another puzzle side. Special tiles are differentiated by various sized inlaid dots that have to be lined up with corresponding inlays at each end before a drawer will unlock. Manipulating tiles can be tricky, as double long ones require that some moves be planned out in advance and, once unlocked, an additional crafty trick must be preformed before the drawer will open.



Magnets normally only attract or repel, but this puzzle has an off-centered magnet in one of its special tiles that manipulates internal locks sideways to produce a third unique magnetic key. One drawer of these puzzles came with a random Lee Krasnow miniature puzzle as a prize.

- Limited Edition Status:** Limited to 45.
- Production Dates:** (Oct. 2003 – Mar. 2004)
- Original Sale Price:** \$365
- Wood types:** Maple, Bloodwood, & Cocobolo
- Variations:** N/A (random Krasnow puzzles).
- Size:** 9" x 4" x 4"
- Number of Compartments:** 2
- Number of Steps:** Minimum of 85.
- Difficulty Level:** Moderate
- Instruction Book:** 6-pages, color, illustrated.
- Special features:** Unique mechanical clutch.  
Krasnow Miniatures.
- Goal:** Open both secret compartments.

