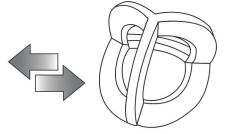
## HUZZLE



release them.

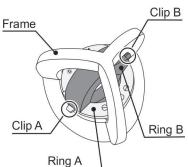


### Huzzle Cast Equa





### Disassembled

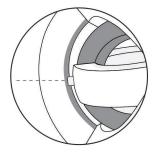


The rings can be moved out of position for the distance that the clips are moved to the opposite

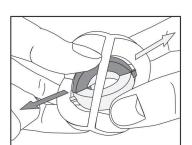
side of the frame. Move the clips upward if they

are at the bottom of the frame and downward if they are at the top of the frame to set the rings

Moving the rings to various positions within the frame. Move the position of the clips towards the center of the frame for both rings A and B.

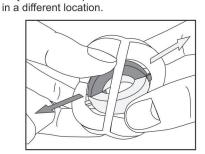


Once the rings are able to move freely within the frame, locate the thinnest part of the frame. (there is one part that is clearly thinner than the rest of the frame)

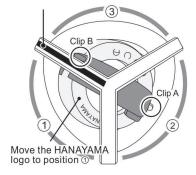


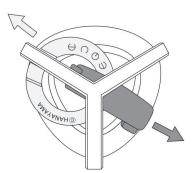
Pull both rings in the direction of the frame to

Position the thinnest part of the left-hand side when seen from the top.

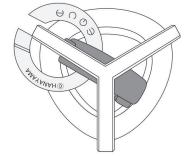




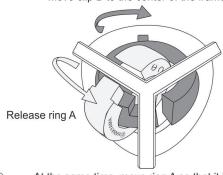




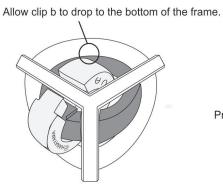
Move the protruding area of ring B to position 3.

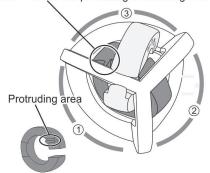


Move clip B to the center of the frame.



At the same time, move ring A so that it is protruding slightly from the frame.





Designer: Oskar van Deventer (NL)

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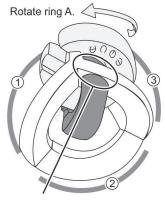




# HUZZLE

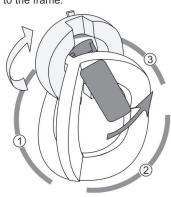
## Huzzle Cast Equa



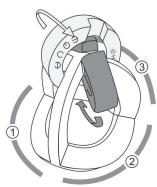


At the same time, move ring B so that it fits within the frame.

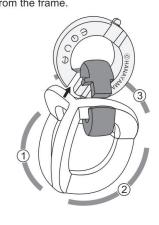
Rotate ring A. At the same time, move ring B close to the frame.



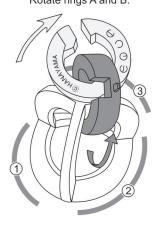
Angle ring A towards position @ while raising it at the location where it is almost fitted into the frame.

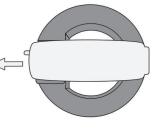


This will enable ring A to be removed from the frame.

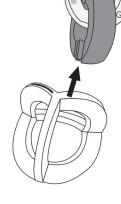


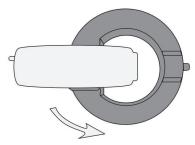
Rotate rings A and B.

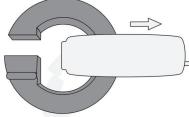
















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