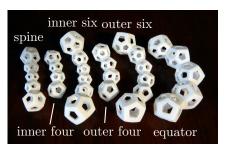
The goal of this family of burr puzzles, collectively called *Quintessence*, is to assemble collections of ribs into self-supporting structures. The ribs are shown immediately to the right.

The ribs are divided into three sets: Meteor, Pulsar, and Inflation. These are shown below-right, in order and are also described in the table at the bottom of this page. The sets may be purchased from Shapeways.

http://shpws.me/nv5Q http://shpws.me/nv5Q http://shpws.me/nv5F

Each rib is made from four, five, or six dodecahedral cells (D) in the cell-centered projection (c) of the spherical 120–cell to three-space. A puzzle receives the designation DcN where N counts the number of cells. Twelve of the many possible burr puzzles are pictured on the following pages.

In every case, assembling the puzzle relies on the ribs being slightly flexible. For some puzzles a very small amount of pressure may be needed to place the final rib. The ribs can be washed in hot water to clean them; this will also reset the shapes of ribs that have become loose. We now list the sets and the ribs they contain. Note that the two equators are mirror images, and are not interchangeable.









| Set\rib name | inner four | outer four | inner six | outer six | spine | equator a | equator b |
|--------------|------------|------------|-----------|-----------|-------|-----------|-----------|
| Meteor       | 6          | 6          | 0         | 0         | 1     | 0         | 0         |
| Pulsar       | 0          | 0          | 0         | 6         | 0     | 0         | 0         |
| Inflation    | 0          | 0          | 6         | 0         | 1     | 1         | 1         |

On the following pages we show several of the many possible puzzles. Please share with us any new ones that you find!



# Dc24 Star

# $6 \times \text{inner four}$

Up to three ribs can be replaced by inner sixs.





# Dc24 Pulsar

# $6 \times \text{inner four}$

Any number of ribs can be replaced by inner sixs.









# Dc29 Space Invader

 $2 \times \text{inner six}$ 

 $2 \times \text{outer six}$ 

 $1 \times \text{spine}$ 

Can add  $2 \times$  equator.









# Dc30 Star

 $3 \times \text{outer four}$ 

 $3 \times \text{outer six}$ 







# Dc30 Ring

 $5 \times \text{outer six}$ 

Replace all ribs with inner sixs to get the Inner Ring.







### Dc30 Comet

 $5 \times \text{outer six}$ 

Add a spine and one inner four to make the Comet more rigid.











#### Dc36 Alien

- $3 \times \text{inner six}$
- $3 \times \text{outer six}$

Either set of 6s can be replaced by 4s.

# Dc36 Pulsar

# $6 \times \text{outer six}$

Up to three ribs can be replaced by outer fours.

# Dc42 Alien

- $6 \times \text{outer four}$
- $3 \times \text{inner six}$



















# Dc45 Meteor

- $5 \times \text{inner four}$
- $5 \times \text{outer four}$
- $1 \times \text{spine}$

There are six ways to build this.









# Dc50 Galaxy

- $5 \times \text{inner four}$
- $5 \times \text{outer four}$
- $2 \times \text{equator}$







# Dc75 Meteor

- $5 \times \text{inner six}$
- $5 \times \text{outer six}$
- $1 \times \text{spine}$
- $2 \times \text{equator}$









