

Spinner: a controlled attempt

Start low over a clear, soft surface. Use an intact spinner with two center pads.



Concept illustration, not a photographed product test.

YOUR SETUP

Model: _____

Date: _____

What I want to try:

01 Hold the center

Pinch the two center pads. Keep fingertips away from the arms.

Look for: The outer body has a clear path.

02 Start gently

Nudge the side of an arm with the other hand; withdraw that finger.

Look for: The body turns while the center stays held.

03 Keep the path clear

Hold steady. If an arm brushes a finger, wait until still and regrip.

Look for: No finger touches the rotating body.

04 Finish, then note

Let the body come to rest before setting it down.

Look for: The object is still and every part remains attached.

My next adjustment: _____

Persistent rubbing, wobble or a loose part: stop and use the model-specific problem guide. Do not infer a bearing repair from this exercise. Finger balance and the source video are on the linked page.

Fidget Cube: find one action

Reference: Antsy Labs original Fidget Cube. Match your controls before following a face.



Concept illustration, not a photographed product test.

YOUR SETUP

Model: _____

Date: _____

What I want to try:

01 Press / Click

Press one button and release it. Three buttons click; two are silenced.

Look for: The button moves and returns; sound alone is not a fault test.

02 Move / Glide, Flip, Spin

Glide changes direction; Flip rocks end to end; Spin turns a flat disc.

Look for: The control moves separately from the supported body.

03 Roll / wheels or ball

Try a ridged wheel, then the separate ball. Compare one at a time.

Look for: The selected part rolls; the whole cube need not turn.

04 Rub / Breathe

Move your thumb across the fixed hollow. It is not a button.

Look for: The surface stays still while your thumb moves.

My preferred face and setting: _____

Stop a control that sticks or requires force. There is no solved state or required sequence. Do not judge room noise from video audio. The linked lesson has six face diagrams, individual exercises and a close-up video.

Infinity cube: follow a joint

Use both hands and your model's opening demonstration. A seam is not necessarily a hinge.



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YOUR SETUP

Model: _____

Date: _____

What I want to try:

01 Identify

Match a visible connection and block arrangement to the maker's starting view.

Look for: You can point to the connection that will bend.

02 Open

Guide the linked section around its joint, supporting the remaining blocks.

Look for: The joint stays together; the path is free.

03 Pause and change axis

At the flat state, look for two rows of four blocks. Find the next joint.

Look for: All eight blocks remain connected; no unhinged seam is forced.

04 Continue or reverse

Follow the next demonstrated fold, or reverse your last free motion to reset.

Look for: You stop in a stable state with every connection intact.

I paused at this state: _____

If the direction is unclear, pause and compare the exact model. Stop for a catching, loose or torn joint. The linked paper-model video explains shape changes; it does not establish the hinge layout or force for another material.