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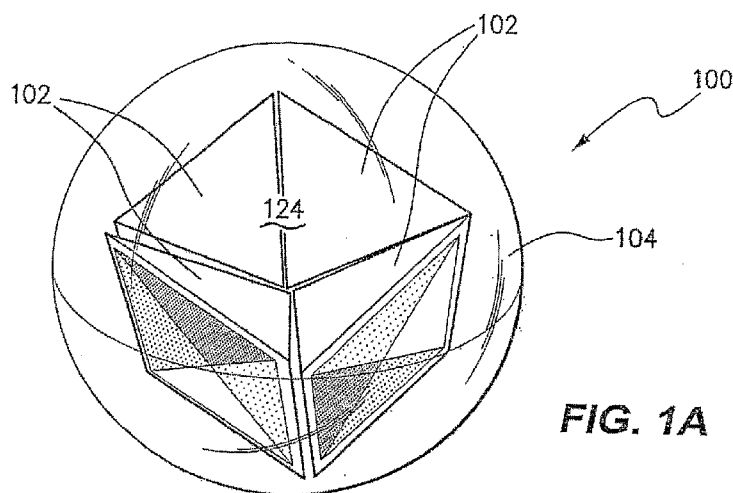


FIG. 1A

(57) Abstract: Game apparatus is disclosed herein. In a preferred embodiment, the game apparatus is in the form of a spatial puzzle apparatus (100) which comprises a plurality of puzzle blocks (102) which has a general pyramid shape, and a (void 124) which is configured to receive one of the plurality of puzzle blocks (102). A spherical housing (104) is used to house the plurality of puzzle blocks (102) and the void (124). The spherical housing (104) is configured to circumscribe the plurality of puzzle blocks (102) so that the plurality of puzzle blocks (102) and the void (124) define and retain the shape of a cube (106) as the plurality of puzzle blocks (102) are caused to rotate about a common axis to change positions via the void (124) to solve the puzzle. A virtual or electronic form of the spatial puzzle apparatus is also disclosed.

