

A Rubik's Cube for the digital age

Meet the **WOWCube**, a high-tech reinvention of the classic 2x2 puzzle cube, featuring multiple computers and 24 video screens instead of coloured panels, allowing it to run unique interactive games

2016: Dreamt up by 12-year-old **Savva Osipov**, WOWCube was in development for years by professional inventor father, **Ilya**



Like it's older sibling, faces can be twisted in multiple directions, only this time, animated puzzles flow around all six sides*



Price:
\$400

GAME OF NOTE

Cut the Rope – 3D spacial reinvention of popular phone game



GAMES AND APPLICATIONS

WOWCube links to smartphones so new games and apps can be downloaded, like **Space Invaders Cubed** and **2048**



SECONDARY FUNCTIONS

When not being played with, can display **Widgets** or be used as ambient decor with apps like **Aquarium**



HOW IT WORKS

System made up of **eight separate Cubicle** modules – each one with own computer and battery

3 x High-resolution screens

Battery: 450mAh
(5-7hrs charge)

Speaker:
All eight form immersive sounds

Communication:
Cubicles bind to each other through magnetic connectors, so they always know where they are in relation to one another

Circuit board:
CPU and gyro

*Original 2x2 cube (held together by magnets) was actually invented in 1972, two years before Rubik's famous 3x3 cube and is no relation to it whatsoever. [†]Oct, 2024: Branding deal done to attain "Rubik's" emblem. Sources: Forbes, Ars Technica, Cubios Pictures: © Cubios © GRAPHIC NEWS