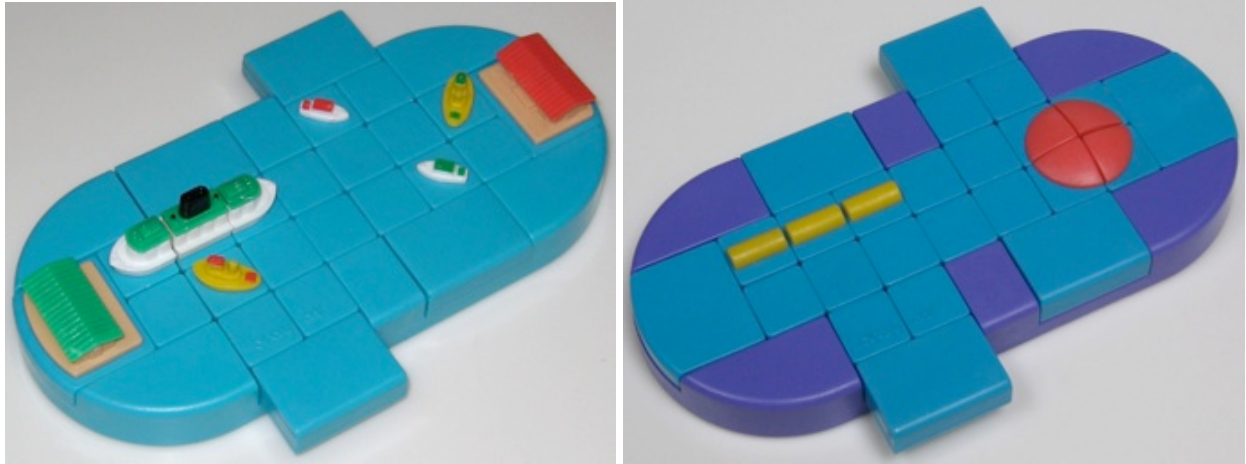


Port To Port And Triple Cross

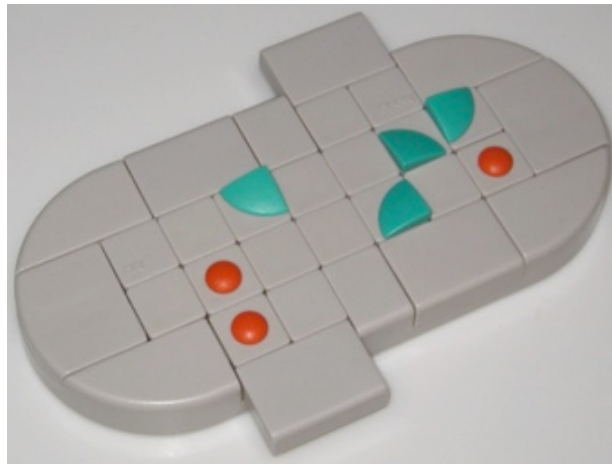


Patented by F. Lammertink 1996, copyright Binary Arts 1995.
(plastic, 4 inches by 6.25 inches by 7/8 inches thick)

The central portion of the puzzle is a 2 by 7 array of tiles, which can slide left or right by one unit. In addition, there are a pair of plungers that each have an array of 3 by 2 tiles where 4 of them intersect the main 2 by 7 array at columns 2 & 3 and columns 5 & 6. Pushing on them reverses which one is up and which one is down (i.e., when one is down the other is up).

The goal for Port To Port is to move the boat from one side to the other.

The goal for Triple Cross is to form a line and circle (or to start with an easier challenge of just binary arts tiles together, just the line, or just the circle); here is a photo of a gray body version mixed up:



The directions that were sold with Port To Port give a 30 step solution, and the directions that were sold with Trip Cross describe basic move sequences.

Jaap's Page presents a solutions for both puzzles.

Port To Port Directions And Package

PORT # PORT

You're the Skipper, but this is no ordinary ship! Port to Port is a very sophisticated sliding block puzzle. As you make your way across the puzzle surface, you'll find that your boat will quickly break up and the pieces will want to go every whichway.

In an effort to keep you from sinking, we've put together a 29 step move sequence that will sail your ship safely from one port to the other. Each step is carefully illustrated to indicate the type of move (up, down, left, center or right) and the position of the boat segments.

We've removed the small boats in our drawings to simplify the course you must follow.

The move sequence shown above illustrates the shortest voyage your boat can make from its original starting position to the neighboring port. If, after exploring on your own, you find the boat docked to a port in a different position than we've illustrated, try changing the orientation of your puzzle and/or flipping this card. The position of your boat may then match one of the illustrated port positions. If this happens, follow the move sequence to cross the puzzle again.

As your navigational skills improve, you no doubt will discover a few more exciting ways to cross these tricky waters. Now cast off and have some fun!

If you enjoy puzzles and games we have a whole lot more!
 Come visit Binary Arts on the internet and find out about our complete line of fun products.
www.puzzles.com
 Binary Arts Corporation
 1321 Cameron Street
 Alexandria, VA 22314 USA

Made in China
© 1998 Binary Arts Corp.

Another puzzle by



Triple Cross Directions

3 Twelve Positions and Solution Trials

Now that you have learned TripleCross' four basic move sets and movement terminology, you're ready for some practical applications. Below are shown twelve scrambled puzzles, along with the move sets that were used to scramble the puzzles and the reversing move sets that can be used to bring each puzzle back to the basic "start" solved position.

If you have already scrambled your puzzle and are finding yourself stumped, these scrambled positions can also help you out of the woods. For if your scrambled puzzle matches any of these illustrations, in logo position, dots position, or dome position—you're in luck. Just follow our instructions and your puzzle will be solved!

CODE → $ULDC \cdot RUCD = \text{Scrambled... Back to Start Position}$
 $URDC \cdot LUCD = \text{Start Position... to Scrambled}$

For more information on TripleCross™ and it's many challenges, we offer the following choices:

1. Send one dollar plus a self-addressed stamped envelope to: Binary Arts Corporation
5601 Vine Street
Alexandria, VA 22310
2. Send e-mail to info@puzzles.com and type the word "triplecross" in the subject heading.

TripleCross™

Start Position

Scramble the Tiles... It'll Scramble Your Brain!

3 Ways to Play

- Match the Name
- Three Dots in a Row
- Complete the Aqua Dome
- Reassemble These Patterns Anywhere on the Puzzle

Introduction

We at Binary Arts believe that TripleCross™ is the best brain-teaser puzzle we have ever made... and we hope you think so too. For most puzzle players, the three basic challenges of TripleCross™... the Logo, the Dots, and the Dome... are self explanatory and represent superb challenges. Have fun with your new puzzle!

This booklet, however, has been written for those of you who would like to explore this puzzle a little more deeply before the tiles become hopelessly scrambled.

With this brochure, we will take you through a movement and coding scheme, a puzzle engine of sorts, that will allow you to explore far into this puzzle and make your way out safely again. Take it slow, master each exercise, and take control!

1 Learning the Moves

To help tame TripleCross™, we have developed an orderly way of progressing through the puzzle using sets of repeated moves. Presented below are the four basic Move Sets. Each will shift a group of tokens in a cycle of four moves that end with the sliders returned to their starting configuration (centered horizontal slider and left vertical slider in down position).

Four Basic Move Sets

Move Set 1 ULDC	Move Set 2 LUCD	Move Set 3 RUCD	Move Set 4 URDC
Up (U)	Left (L)	Right (R)	Up (U)
Left (L)	Up (U)	Up (U)	Right (R)
Down (D)	Center (C)	Center (C)	Down (D)
Center (C)	Down (D)	Down (D)	Center (C)
To Reverse Use Move Set 2 LUCD	To Reverse Use Move Set 1 ULDC	To Reverse Use Move Set 4 URDC	To Reverse Use Move Set 3 RUCD

Practice playing the puzzle through these four move sets and then reversing back to the original positions. Notice that Move Set 1 and Move Set 2 cancel each other out... if you scramble the puzzle using "ULDC", you can restore it using "LUCD". Move Sets 3 and 4 also cancel each other out... if you scramble the puzzle using Move Set 3 "RUCD", you can restore it using Move Set 4 "URDC", and vice versa. Practice moving out and back by one Move Set only until you are comfortable with what is happening. Then go on to the next exercise only when you have mastered these single-set moves and reverses.

2 Practice Scramble

With this example, we are going to show how you can move out by more than one Move Set and still retrace your steps. For this illustration, we have chosen to shift the fully solved puzzle by moves "RUCD • LUCD" (Move Sets 3 and 2). When you are ready, follow the steps shown and scramble your puzzle using these two move sets.

SOLVED... TO SCRAMBLED

To restore the puzzle, follow the moves on the second diagram. Notice that the return moves are "ULDC • URDC"; the Move Sets that cancel out the effect of the initial moves. More importantly, notice that the return moves have to be performed in reverse order of the initial scrambling moves. In this case, you scrambled the puzzle using Move Set 3, then Move Set 2, so you need to first reverse Move Set 2 (using Move Set 1) and then reverse Move Set 3 (using Move Set 4).


SCRAMBLED... TO SOLVED

Triple Cross Box Cover

TripleCross™

The idea is simple: Scramble the tiles and then reassemble the pattern.

Play three ways!
Beginner challenge... match the name. 

 Intermediate challenge... 3 orange dots in a row.

Expert challenge... complete the aqua dome. 

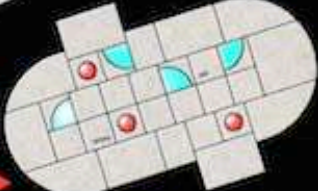
Beware: Horizontal slider moves the tiles left and right. Vertical sliders move the tiles SIMULTANEOUSLY up and down!

Hint Booklet: Describes game play, additional challenges and provides tips on getting started.

TripleCross™ is one diabolical puzzle... a delight to hand and eye, and a mega-challenge for the mind!

Good Luck!

Unscrambled 

Scrambled 

Fast Action, Great Puzzle!



BINARY ARTS®
Leading the World...
With the Best in
Brainteaser Puzzles and Games

Further Reading

Jaap's Page, from: <http://www.geocities.com/jaapsch/puzzles/port.htm>

Lammertink Patent, from: www.uspto.gov - patent no. 5,542,673