Trillion



Patented by G. Yokoi 1983. (plastic, 3.5 inch diameter with arm, 3/4" thick, with box 4.4 inches square by 1.2 inches high)

The puzzle comes in a plastic box as shown below; the *Yoki patent* also describes the *Ten Billion Barrel* puzzle. Seventeen pieces (one white and four each of orange, green, blue, and yellow) are arranged in a cross (a center piece and four pieces on each arm). A center disc can rotate the center five pieces (i.e., the center piece and the first piece on each arm), a middle ring can rotate the next two pieces of each arm, and an outer ring can rotate the outside pieces of each arm. In addition, a plunger can be temporarily pushed in to offset all of the pieces of a row by one unit (and while it is in, the outer ring cannot rotate). The goal is to mix up the puzzle and then solve it so that each concentric circle has the same color (with white in the center). The booklet that was sold with the puzzle, folds out into a strip with 7 panels on each side, as shown on the following page. *Jaap's Page* credits the puzzle invention to work at Nintendo and presents a solution.



Further Reading Jaap's Page, from: http://www.geocities.com/jaapsch/puzzles/trillion.htm Yokoi Patent, from: www.uspto.gov - patent no. 4,376,537

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The Booklet That Was Sold With Trillion



CIRCLE (from central chip to outer ring). White, Orange, Yellow, Green, Blue.

Object: To change the arrangement of the chips from the original "CROSS" pattern to the "CIRCLE" pattern that corresponds to the colored circles printed on the puzzle base . . . and then to get it back to the "CROSS"!

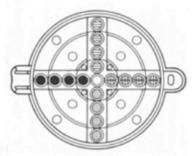
Note: The single white chip belongs at the center of both patterns.

Stop! Read the entire instruction sheet before you make a move.

Enjoy a unique puzzle challenge-to master the arrangement of colored chips in circles and crosses inside the Trillion puzzle-more than one billion possible patterns, and just two solutions!

Change the patterns

by rotating any of the 3 transparent rings either clockwise or counterclockwise and by pushing in the slide lever with your thumb to shift the chips as you rotate the inner and middle rings. The outer ring cannot be rotated while the slide lever is depressed



CROSS

The slide lever cannot

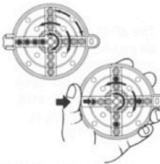
be pushed in unless

the chips are aligned

straight. Do not force

the slide lever; gently

shake the puzzle to



inges . . , from the Makers of ('s CubeTM! HUBIK'S CUDETM The Original RUBIK'S CUBETM Puzzle RUBIK'S POCKET CUBETM Puzzle RUBIK'S REVENCETM Puzzle RUBIK'S WORLDTM Puzzle NUBIK'S WORLD'IN Puzzle RUBIK'S CUBETM Puzzle RUBIK'S CUBETM Puzzle And Puzzle Keychain THE MISSING LINKTM Puzzle RUZZLE PENSTM Puzzles UIdeal Toy Corporation 1982, J.S. and Poreign Patents pending. L-554 Distribution code

	align the chips.
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How To Change Chips From Cross Arrangement To Circle Arrangement

1.	Push lever	19. Turn central left 1 \times	
2.	Turn middle left 1 $ imes$	20. Push lever	
3	Release lever	21. Turn central left 1	
4.	Turn outer left 2×	22. Release lever	
5.	Turn middle left 1 $ imes$	23. Turn middle left 1.	
6.	Push lever	24. Push lever	
7.	Turn middle right 1 \times	25. Turn central left 1 ×	
8.	Release lever	26. Release lever	
9	Turn outer left 1 \times	27. Turn middle left 1 \times	
10.	Turn central right 1 ×	28. Push lever	
11	Push lever	29. Turn central left 1×	
12	Turn middle left 2 \times	30. Release lever	
13	Release lever	31. Turn middle left 1 \times	
14.	Turn middle left 1 $ imes$	32. Turn central left 1 ×	
15	Push lever	33. Push lever	
16.	Turn middle right 1 \times	34. Turn central left 1×	
17	Turn central left 1 $ imes$	35. Release lever	

18. Release lever

 $1 \times = (One Turn = 90 Degrees)$

How To Change Chips From Circle Arrangement To Cross Arrangement

1.	Push lever	20.	Push lever
2.	Turn middle left 1 \times	21.	Turn central left 1×
3.	Release lever	22.	Release lever
4.	Turn outer left 1 ×	23.	Turn middle left 1 $ imes$
5.	Push lever	24.	Push lever
6.	Turn middle left 1 \times	25.	Turn middle left 2 \times
7.	Release lever	26.	Release lever
8.	Turn outer left 1 ×	27.	Turn central left 1 ×
9.	Turn middle left 1 $ imes$	28.	Push lever
10.	Push lever	29.	Turn middle left 2 \times
11.	Turn middle left 1 $ imes$	30.	Release lever
12.	Release lever	31.	Turn middle left 1 \times
13.	Turn central left 1 \times	32.	Turn central left 1 \times
14.	Push lever	33.	Push lever
15.	Turn middle left 2 \times	34.	Turn central right 1 ×
16.	Turn central right 1 \times	35.	Release lever
17.	Release lever	36.	Turn middle left 1 \times
18.	Turn middle left 1 $ imes$	37.	Turn central right 1 ×
19.	Turn central left 1 \times		

 $1 \times = (One Turn = 90 Degrees)$

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