Port To Port And Triple Cross

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 TO 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 start to go every which way!

In an effort to keep you from sinking, we've put together a 99 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 to be made: down, up, 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 at 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 the 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 may wish to try the few more exciting ways to cross these tricky waters. Now宪法and have some fun!

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Triple Cross Directions

Twelve Positions and Solution Tricks

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 bar position—yours is back. Just follow our instructions and your puzzle will be saved.

CODE: ULDC-LUCD - Scrambled... Back to Start Position
        UD-LUCD - Bar Position... To be Scrambled

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

3 Ways to Play
Match the Logo

Three Dots
In a Row

Complete the Aqua Dome
Reassemble Those 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 quick primer of sorts, that will allow you to explore far into this puzzle and make your way back safely again. Take it easy, master each exercise, and take control!

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 tiles in a cycle of four moves that end with the tiles returning to their starting configuration (centered horizontal slider and left vertical slider in dots position).

Move Set 1: ULDC
Move Set 2: LUCD
Move Set 3: RUCD
Move Set 4: URDC

To Reverse Use Move Set 1: LUCD
To Reverse Use Move Set 2: ULDC
To Reverse Use Move Set 3: RUCD
To Reverse Use Move Set 4: URDC

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, when used together, will move the left dots and center dots. Figure 4 shows the various steps involved in the coding scheme. 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).
Triple Cross Box Cover

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!

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

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