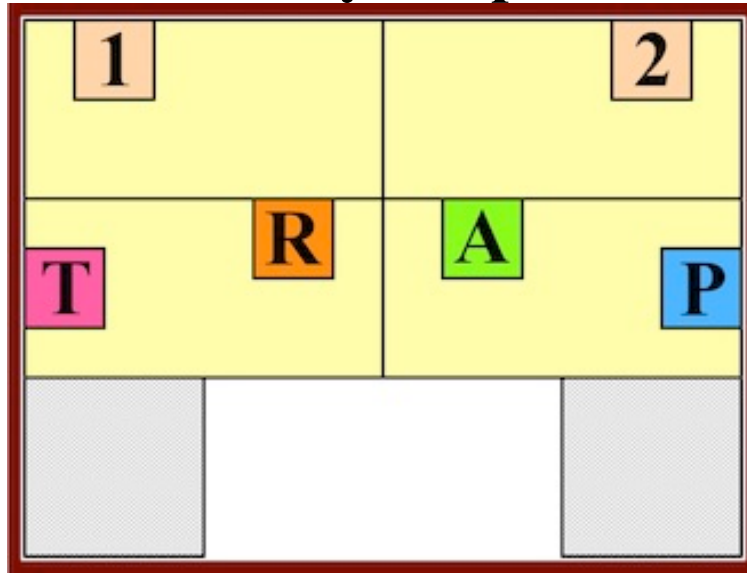
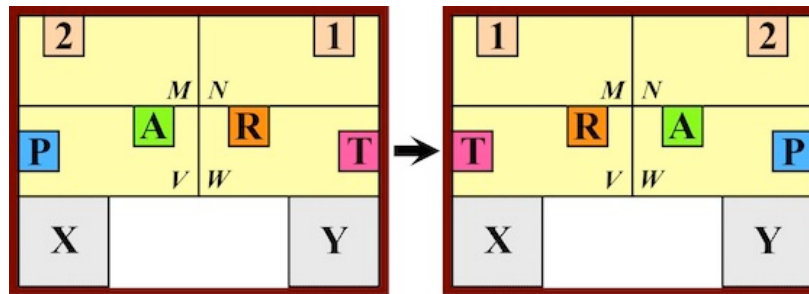


# Easy Trap



*A modification of the Trap puzzle by Minoru Abe, by J. A. Storer, 2020.*  
 (Planned construction for 3d print, 3.5" x 4.7" x 1/2" thick, with cardboard sleeve.)

At first glance this puzzle looks identical to the *Trap* puzzle by Minoru Abe, but there is a small difference in construction that makes a significant difference to solving. The problem is the same, to exchange **1** with **2** and **TRAP** with **PART**:



However, for *Trap* the size of the little squares *1, 2, T, R, A, P* is more than half the height of the big pieces, and as a consequence cannot pass each other in a region of big piece height. For *Easy Trap*, the height of the little squares is less than half that of the big pieces. Although any solution for *Trap* may be used, such as the Hordern solution that uses 9 exchanges, *Easy Trap* can be solved using only 5 exchanges:

**2 1 P A R T**

*Exchange 1, 1* <-> **2: 1 2 P A R T**

*Exchange 2, 1* <-> **T: T 2 P A R 1**

*Exchange 3, P* <-> **T: P 2 T A R 1**

*Exchange 4, A* <-> **R: P 2 T R A 1**

*Exchange 5, 1* <-> **P: 1 2 T R A P**

# Easy Trap Solution

Here is a solution of 60 rectilinear moves (continued on the next page):



(Easy Trap solution continued)

