Award Winning Brainteaser Puzzles and Games

**LUNAR LOCKOUT™**

Goal: Set up Bots on the playing grid as seen on your challenge card. Use the Helper-Bots to maneuver your spaceship onto the Emergency Entry Port.

Play tray top slides back to reveal storage compartment for cards and tokens.

Instruction booklet enclosed.

5 Helper-Bots

40 Challenge Cards ranging from Beginner to Expert.

Challenges on front, solution on back.

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Return to the Mothership in Our New Space-Themed Peg Game

Help! You're on a mission to distant moon and your computers have staged a revolt, leaving you stranded outside your mothership. Now you must use your five loyal helper-bots to find a way back to the ship's emergency entry port - or you'll be stranded in space forever!

Lunar Lockout, the new peg-jumping game from the inventors of Rush Hour and Hoppity, is fun to learn, but there's a clever twist: each move relies on the placement of other tokens, so players must think ahead to plan their strategy. Another Binary Arts signature multi-challenge game: completely original and very challenging, even for puzzle pros!
Lunar Lockout?

Generalized Lunar Lockout (GLL)

Decision Problem: Does there exist a winning sequence?
A \( L_i \in \text{PSPACE}, \ L_i \leq_p \text{ALL} \)

\begin{align*}
M_i, w & \quad \text{TM for } L_i \quad \text{(Deterministic)} \\
1|w| &= n
\end{align*}

polynomial time!

\begin{itemize}
    \item Happy robot
    \item \( p(n) \) tape cells
    \item First \( n \) cells encode \( w \)
    \item \( p(n) \) - \( n \) cells encode blanks
    \item Remaining \( p(n) - n \) cells encode blanks
    \item Stationary robots
\end{itemize}
Nothing over here!

(a) Turn gadget
(b) Merge gadget
(c) Splitter gadget
"Locked"

(a)

"Unlocked"

(b)

(c)

(d)

(e)

(f)

**Locking sequence**

**Unlocking sequence**
It's often convenient to draw the lock and door separately.

Turning into reality...