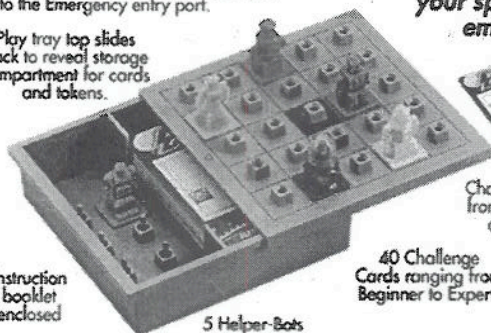


Award Winning Brainteaser Puzzles and Games

### LUNAR LOCKOUT™

Goal: Set up Bots on the playing grid as seen on your challenge card. Use the Helper-Bots to maneuver your spacepod onto the Emergency entry port.

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



Instruction booklet enclosed

5 Helper-Bots

*It's a moon mission mutiny, the main computer has locked you out. Use your loyal Helper-Bots to help move your spacepod back to the emergency entry port.*



Challenges on front, solution on back

40 Challenge Cards ranging from Beginner to Expert.



FIND A RETAILER

BUY ONLINE

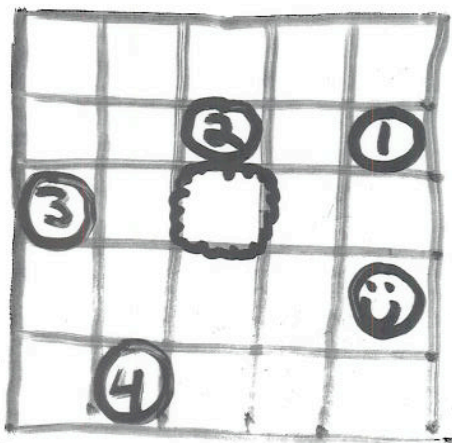
BUY IT @ Imaginarium.com

BUY IT @ BuyIt.com

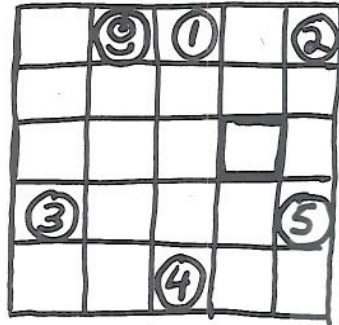
Return to the Mothership in Our New Space-Themed Peg Game

Help! You're on a mission to a 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 ships emergency entry port – or you'll be stranded in space forever!

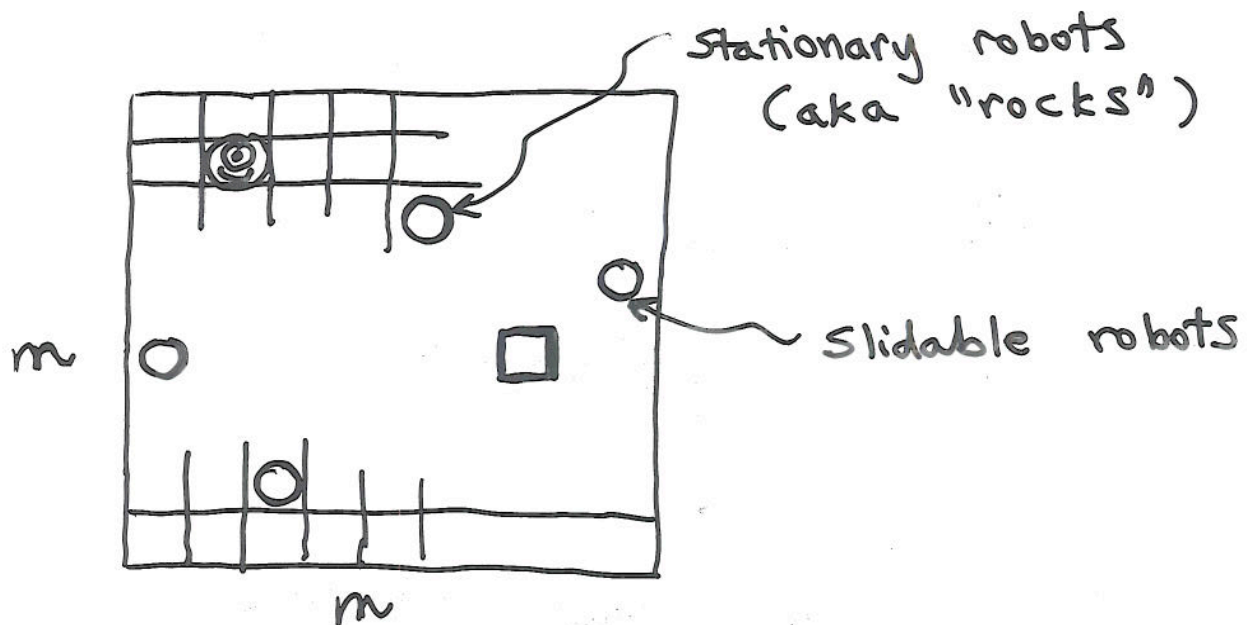
Lunar Lockout, the new peg jumping game from the inventors of Rush Hour and Hoppers, is fun to learn, but there's a clever twist: each move relies on the placement of other tokens, so players must think ahead to plan their strategy. Another Binary Arts signature multi-challenge game; completely original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



# Lunar Lockout !



## Generalized Lunar Lockout (GILL)



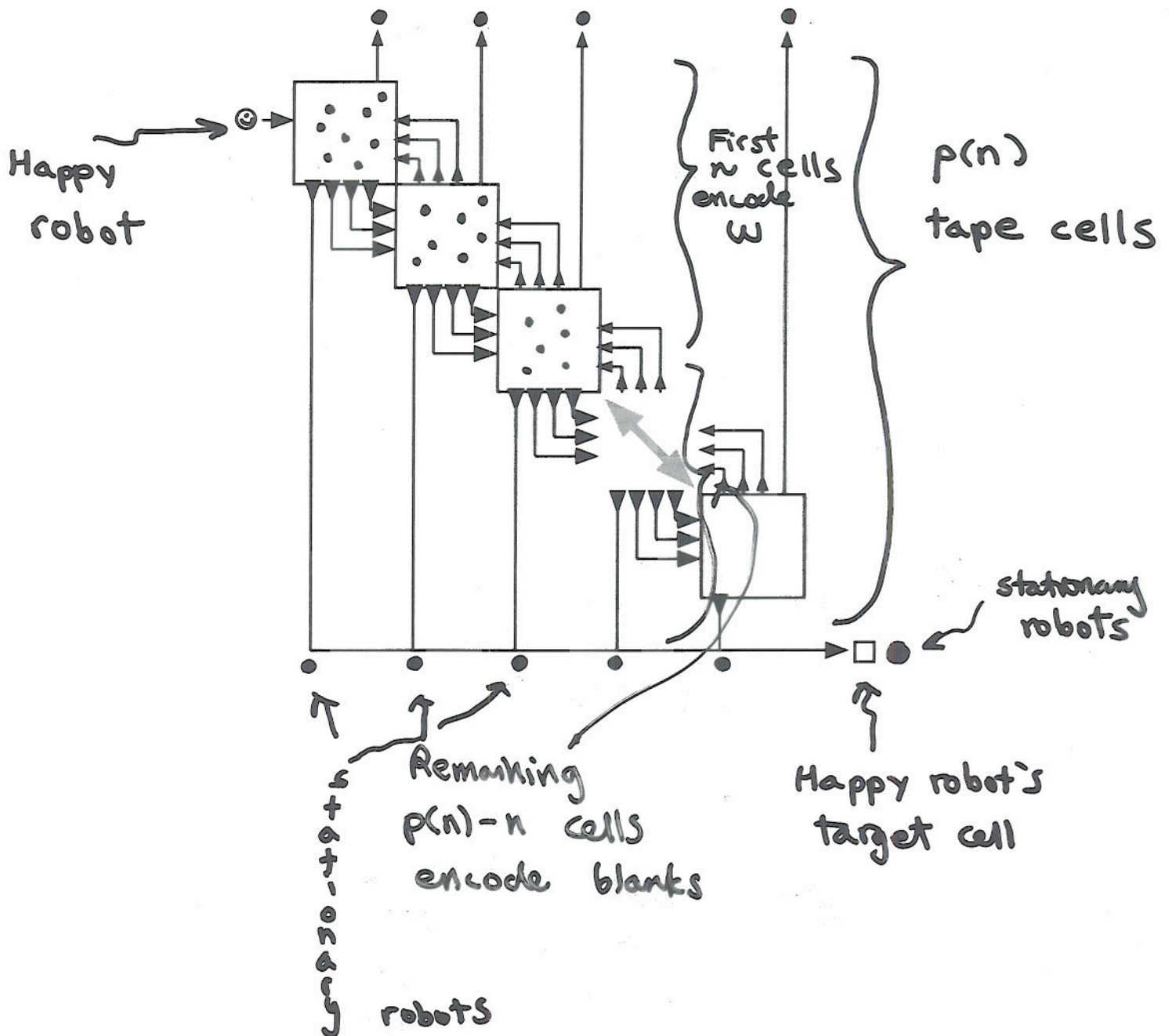
Decision Problem: Does there exist a winning sequence?

$\forall L_i \in PSPACE, L_i \leq_p GLL$

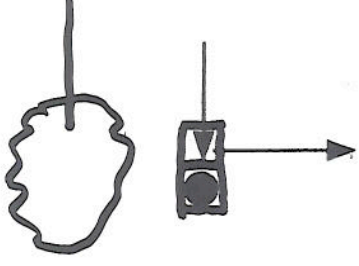
$M_i, w$  ← TM for  $L_i$  (Deterministic) uses  $p(n)$  space

$|w| = n$

polynomial time!



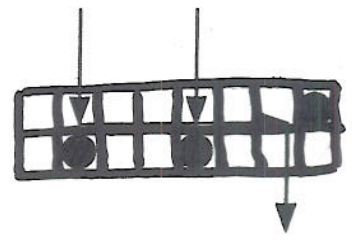
Nothing over here!



(a)



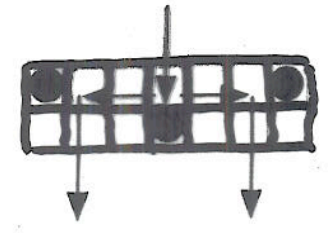
Turn gadget



(b)



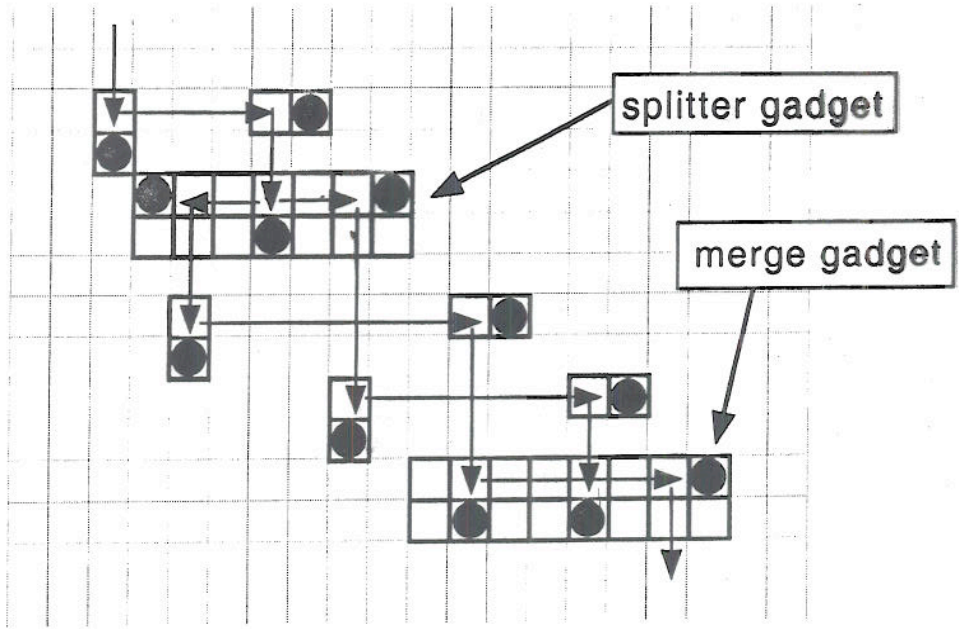
Merge gadget



(c)

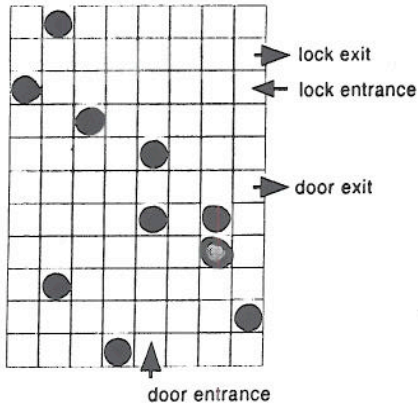


Splitter gadget



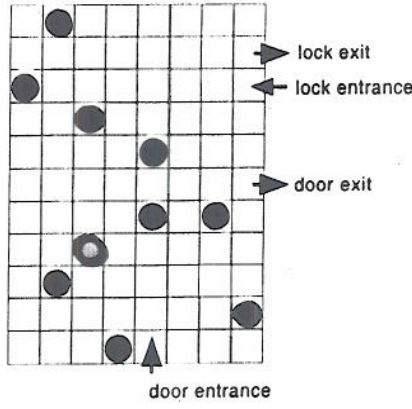


"Locked"

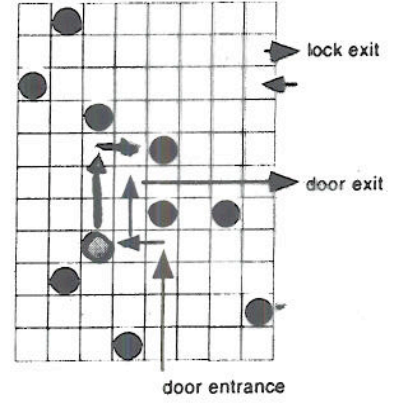


(a)

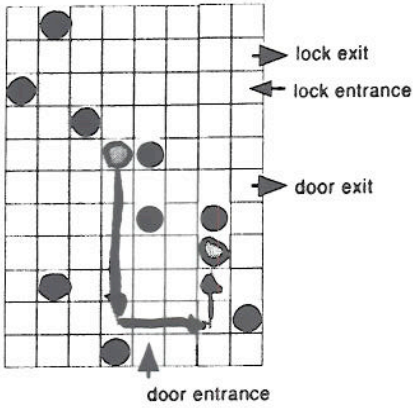
"Unlocked"



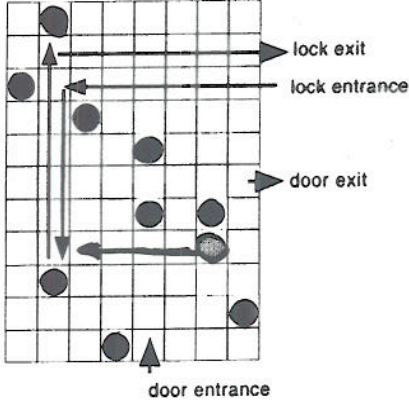
(b)



(c)



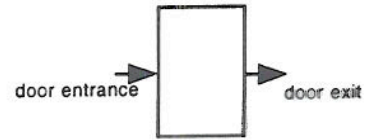
(d)



(e)

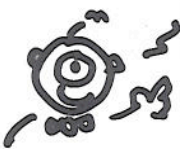


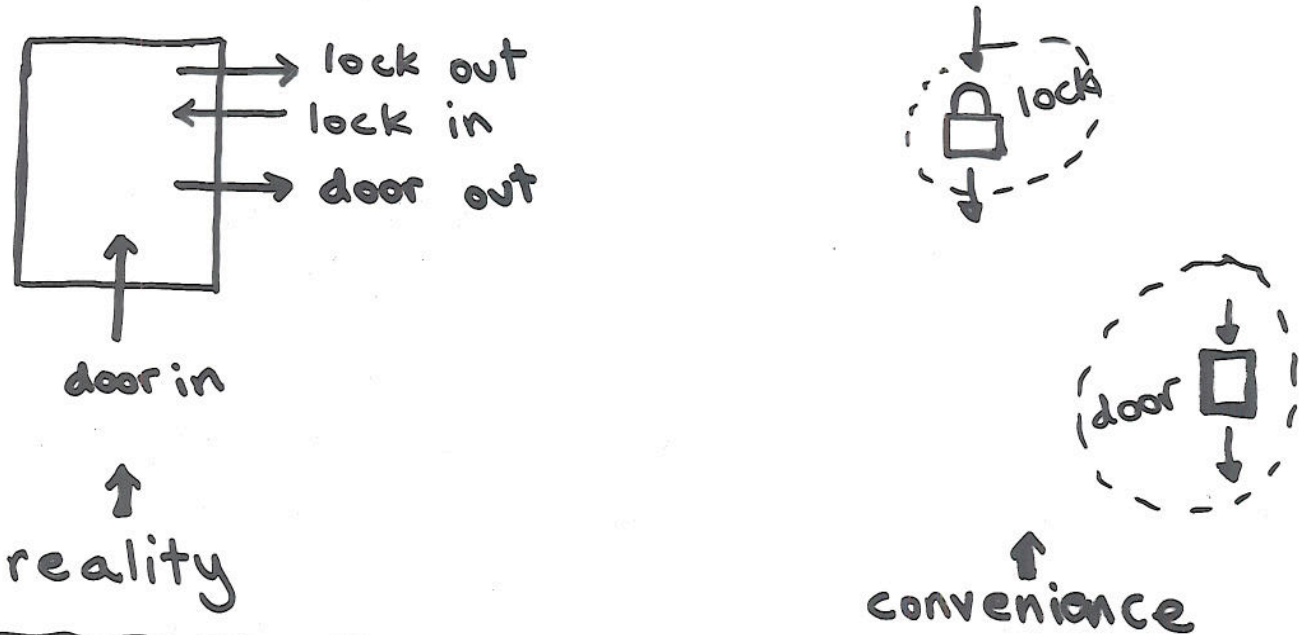
(f)



Locking  
sequence

unlocking  
sequence

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



Turning into convenience reality...

