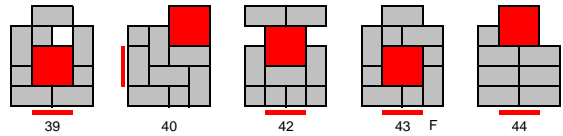
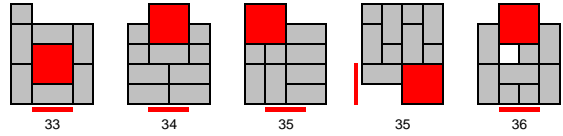
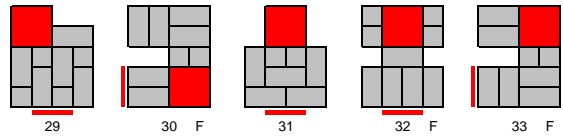
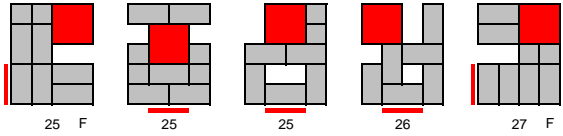
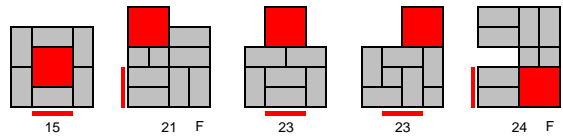
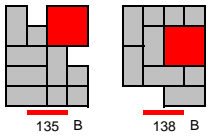
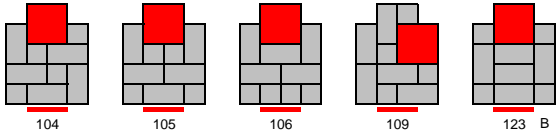
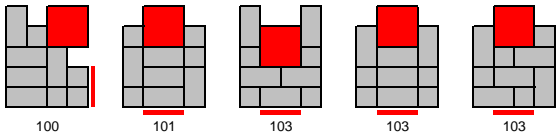
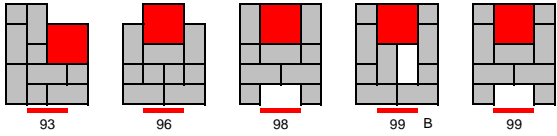
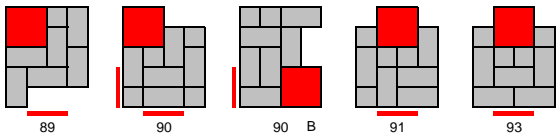
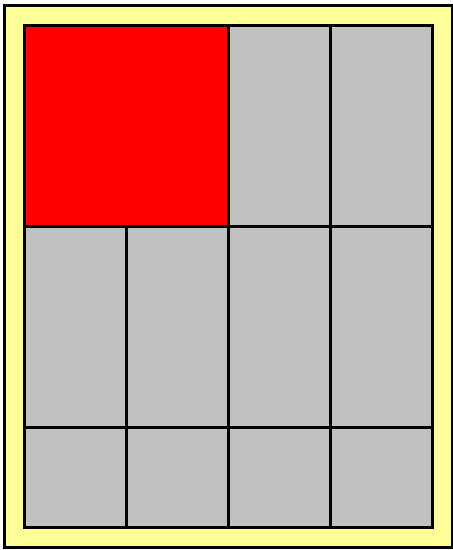


Sliding Block Puzzles in a 4x5 Tray



Sliding block puzzles exist already for more than a century, and you can easily build these fascinating games. Especially the puzzles for the 4 x 5 tray are really nice and compact challenges.

The presented plastic tray recycles the Logik 1 or Logik 2 puzzles which were sold in the German Democratic Republic between 1986 and 1988. Unfortunately, you do not find them too often any more, but sometimes used copies show up on ebay. I have combined pieces of both, Logik 1 & 2 puzzles, to fill the tray with a 2x2 block, six 2x1 pieces, and four 1x1 pieces.

The rules are simple: arrange a subset of pieces into one of the patterns found in the booklet. Then move the pieces within the flat tray without lifting them from the tray any more. The goal is to maneuver the 2x2 block to the destination place indicated by a thick line at the side of the pattern.

The numbers below each pattern give the minimum number of required moves, according to the SBPSolver V1.6, a freeware utility created by Pierre-Francois Culand in 2004. "Multi-directional moves" were allowed in the software. Usually, the puzzles with higher numbers are more difficult to solve.

I had found most of the presented patterns between 2004 and 2006, but I cannot exclude that others found them as well, and could have published them. A few patterns were taken from Hirofumi Fujiwara's Sliding Piece Puzzle Page ("F"), and from Nick Baxter's Sliding Block Puzzle Page ("B").

Christoph Lohe, October 2015

Links:

<http://www.culand.ch/dev/SBPSolver.htm>

<http://www.pro.or.jp/~fujij/java/puzzle/slide/index-eng.html>

<http://johnrausch.com/SlidingBlockPuzzles/default.htm>

<http://lohe.gmxhome.de/download/SBP.pdf>

