

Name

Country

## Part II

# Lunar Lockout

9<sup>th</sup> World Puzzle Championship  
October, 2000

1	5 points
2	10 points
3	10 points
4	20 points
5	25 points
6	25 points

BONUS: The fastest 5 individuals with all correct answers receive the following points: 25, 20, 15, 10, 5.

The goal of each puzzle is to end up with the red robot (X) on the center space within the specified number of moves.

Each robot travels horizontally or vertically, but **only directly toward another robot -- as far as it can go until hitting it edge to edge**. One move is a continuous sequence of such traverses made by the same robot. For each move, give the robot's letter followed by the directions traveled: up (U), Down (D), left (L), and right (R). The last move of the example is: X-RUL.



Lunar Lockout games provided courtesy of Binary Arts



**Puzzle 1**  
**5 points**



**2 moves**

1	
2	

**Puzzle 2**  
**10 points**



**3 moves**

1	
2	
3	

**Puzzle 3**  
**10 points**



**3 moves**

1	
2	
3	

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Puzzle 4  
20 points



6 moves

1	
2	
3	
4	
5	
6	

Puzzle 5  
25 points



7 moves

1	
2	
3	
4	
5	
6	
7	

Puzzle 6  
25 points



8 moves

1	
2	
3	
4	
5	
6	
7	
8	

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