

# **Brain Burn**

## **A Solitary Confinement game for the piecepack by Mark A. Biggar**

**Version 1.1, July 2004**

**Copyright © 2003, 2004 Mark A. Biggar**

**1 player - 20 min**

### **Object**

This is a solitaire sliding block puzzle similar to the classic 15-puzzle with some aspects borrowed from Ron and Marty Hale-Evans' Changing Landscapes game "Easy Slider".

### **Setup**

Shuffle all 24 tiles suit-side down on the table and form a 5 by 5 square with the hole anywhere in the square you choose, then flip all the tiles over to the suit-side. Place the tiles loosely so that they can slide past each other easily. It will help if you orient all the tiles so that the value on the tile is right way up. Now shake all 24 coins in your hands and randomly place one coin on each tile with out looking. Flip over all the coins to the value side. You should place each coin in a corner of the tile so that the tile's value is easily seen.

### **Goal**

Your goal is to rearrange the tiles by sliding tiles one at a time into the hole while maintaining the 5 by 5 square. Do not slide any tile to outside the boundary of the original square. The tiles should eventually be rearranged so that the Suns are in the first row, the Moons are in the second row, the Crowns are in the third row and the Arms are in the fourth row. Each row should also be arranged so that the tiles read Ace, 2, 3, 4, and 5, from left to right. The four null tiles and the hole should end up in the fifth row, but their final order does not matter. You have one more goal, by the time you have move all the tiles in to their proper place each tile must also have on it a coin of the same value as the tile. To do this, after each time a tile is moved, you may swap the coin on the moved tile with a coin on an orthogonally adjacent tile.

### **Design Notes**

1. The game borrows some aspects from Ron and Marty Hale-Evans' game "Easy Slider".
2. The game's name comes from a comment my nephew Lewis made the first time he played it: "My brain is burning!".

3. Leaving the last row of null tiles order free guarantees that the game is always solvable. Otherwise, if the order of the null tiles is specified, then only half the initial random setups would be solvable. All puzzles of this type have the property that you can only reach the even permutations of the initial setup.
4. Adding the coins does not affect the solvability of the game, but does make it more interesting than just a 5x5 version of the classic "15" puzzle.

### **History**

20031207	mab	0.5	Solitary Confinement contest entry version
20040113	mab	1.0	Post contest version for <a href="http://www.piecepack.org">www.piecepack.org</a>
20040727	mab	1.1	Annual clean-up and added design notes

Thank you for playing my game. Please report rules problems or variant suggestions to [mark@biggar.org](mailto:mark@biggar.org).

Copyright © 2003 by Mark A. Biggar. Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.2 or any later version published by the Free Software Foundation; with no Invariant Sections, no Front-Cover Texts, and no Back-Cover Texts. A copy of the license can be found at <http://www.gnu.org/licenses/fdl.html>