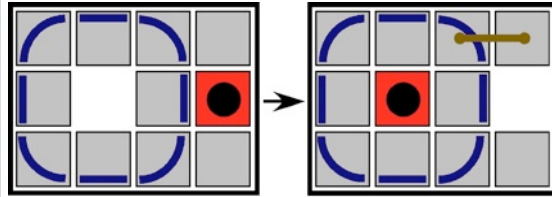


# Bull's-Eye

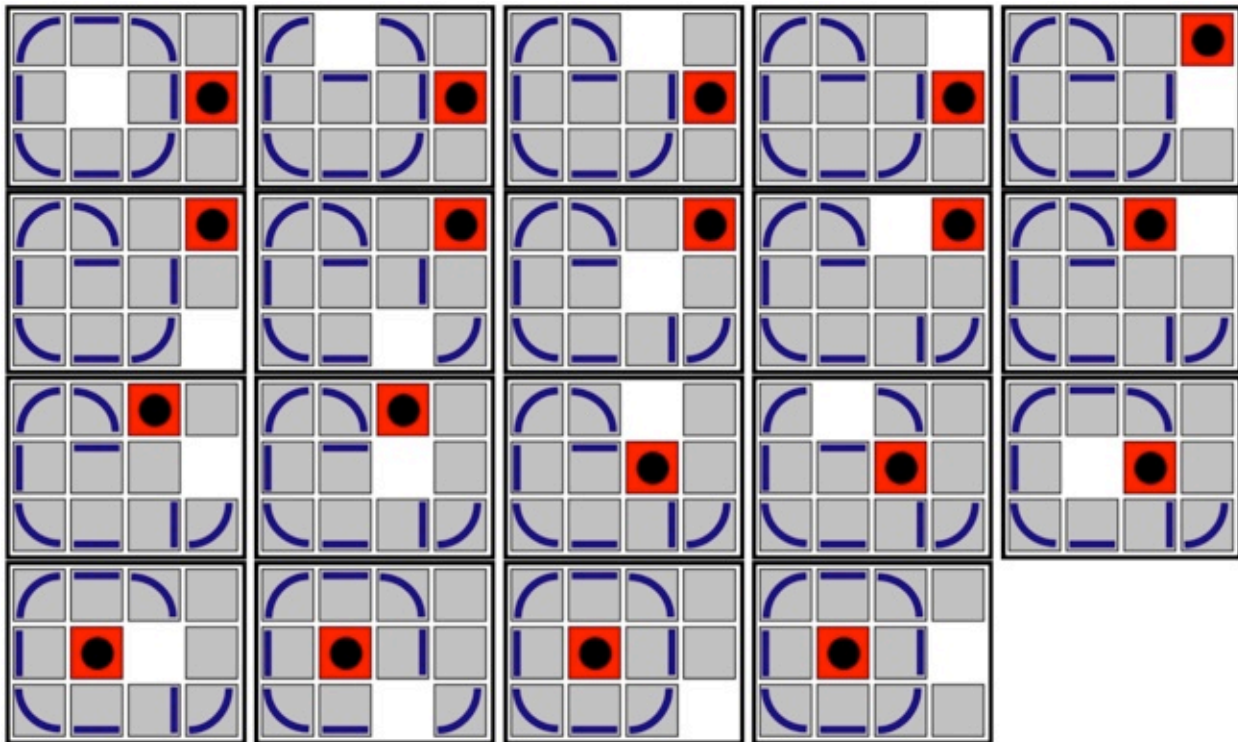


**a.k.a. Bullseye, Target, Zot**

*Very old design, this one made by J. A. Storer 2007.*

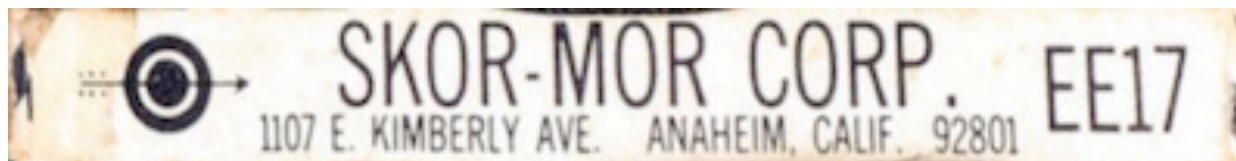
(wood box 3.5 by 6.5 by 1.25 inches, 11 wood pieces, and a brass clip;  
shown on page 8 of the 1942 *Filipiak* book)

Move the red square to the middle by sliding the pieces. *Hordern's book* speculates that this puzzle may have began as a mistake when attempting to make the *Get My Goat* puzzle; it is the same except that the upper right corner is two pieces instead of a single piece (this version allows one to join these two pieces with a brass clip if one wants to play *Get My Goat*). *Hordern's* optimal solution of 17 steps shown below (along with an 18th step to adjust the final position) does not need to use the left column.



*Copyright J. A. Storer*

## Zot Skor-Mor



*Skor-Mor Co., 1107 E. Kimberly Ave., Anaheim, CA*  
top: "FUN FOR ALL AGES / Made Of Hardwood  
sides: "ZOT Puzzle"

bottom: "SKOR-MOR CORP./ 1107 E. KIMBERLY AVE. ANAHEIM CALIF. 92801 / EE17"  
(cardboard box and 12 wood pieces, 5.25" x 4" x 1/2")

*Copyright J. A. Storer*

## Zot Peterson Games



*Peterson Games, 1972*  
(cardboard box with 12 wood pieces, 6.25" x 6.25" x 1/2")

Pieces are the same as for the Skor-Mor version, each 1.25" x 1.25" x 1/2". The box says:

top: "ZOT! Peterson Games / c 1972"

left side: "Peterson Puzzles and games are designed primarily for adults and teenagers, however, they are both educational and challenging for children as young as nine years old."

right side: "Stimulate someone's imagination with a Peterson Puzzle or Game"

bottom: "ZOT! Peterson Games / NO. 111"

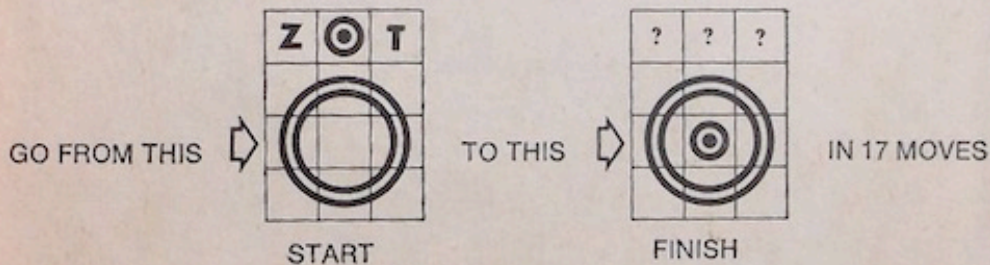
*Copyright J. A. Storer*

## Zot Peterson Games - The Directions In The Box Top

# ZOT!

ZOT is a sliding block puzzle which can be solved in degrees. The first attempt may take you 30 moves or more — then maybe 27 or 26 — then on down to 21. You are almost there when you get it down to 19 moves and finally, when you reach the ultimate goal of **17 moves**, you'll be elated to say the least.

OBJECT: Remove the tile from the center of the target. Then, by sliding one tile at a time to an empty space, move the little bull's eye into the target and close the target. Don't give up until you do it in 17 moves.



So that people will not give up too easily, we purposely omit the solutions to our puzzles. However, if you do get stumped, you may send us 25¢ and a self-addressed, stamped envelope for the solution and for information on other good puzzles.

PETERSON GAMES  
Dept. C  
1704 Kathleen Ave.  
Sacramento, Ca. 95815

These directions have ??? in the top row of the finish position, perhaps to encourage one to wonder whether the puzzle can be solved with Z and T ending in their original positions. The Hordern solution uses 17 moves to leave T at the upper left and Z at the upper middle, and an eighteenth move to move Z to the upper right, and makes no use of the last row. However, there is no way to solve the puzzle ending with Z and T in their original positions. On the other hand, if the large circle graphics are ignored and the problem is just to move the dot from the top middle to the third row middle, the puzzle can be solved in 10 moves with the Z and T ending in their original positions (again making no use of the last row). Note that, even ignoring the large circle graphics, it still takes 18 moves to end with T at the upper left and Z at the upper right.

## Zot Solution

#0:

Z O T  
1 2 3  
4 5  
6 7 8

#1. Move 4 east:

Z O T  
1 2 3  
4 5  
6 7 8

#2. Move 1 south:

Z O T  
2 3  
1 4 5  
6 7 8

#3. Move Z south:

O T  
Z 2 3  
1 4 5  
6 7 8

#4. Move O west:

O T  
Z 2 3  
1 4 5  
6 7 8

#5. Move T west:

O T  
Z 2 3  
1 4 5  
6 7 8

#6. Move 3 north:

O T 3  
Z 2  
1 4 5  
6 7 8

#7. Move 2 east:

O T 3  
Z 2  
1 4 5  
6 7 8

#8. Move Z east:

O T 3  
Z 2  
1 4 5  
6 7 8

#9. Move O south:

T 3  
O Z 2  
1 4 5  
6 7 8

#10. Move T west:

T 3  
O Z 2  
1 4 5  
6 7 8

#11. Move Z north:

T Z 3  
O 2  
1 4 5  
6 7 8

#12. Move O east:

T Z 3  
O 2  
1 4 5  
6 7 8

#13. Move 1 north:

T Z 3  
1 O 2  
4 5  
6 7 8

#14. Move 4 west:

T Z 3  
1 O 2  
4 5  
6 7 8

#15. Move O south:

T Z 3  
1 2  
4 O 5  
6 7 8

#16. Move 2 west:

T Z 3  
1 2  
4 O 5  
6 7 8

#17. Move 3 south:

T Z  
1 2 3  
4 O 5  
6 7 8

#18. Move Z east:

T Z  
1 2 3  
4 O 5  
6 7 8

## Zot Solution When Circle Graphics Ignored

#0:

Z O T  
1 2 3  
4 5  
6 7 8

#6. Move 2 west:

1 Z T  
4 O 3  
2 5  
6 7 8

#1. Move 2 south:

Z O T  
1 3  
4 2 5  
6 7 8

#7. Move 0 south:

1 Z T  
4 3  
2 O 5  
6 7 8

#2. Move 0 south:

Z T  
1 O 3  
4 2 5  
6 7 8

#8. Move 4 east:

1 Z T  
4 3  
2 O 5  
6 7 8

#3. Move Z east:

Z T  
1 O 3  
4 2 5  
6 7 8

#9. Move 1 south:

Z T  
1 4 3  
2 O 5  
6 7 8

#4. Move 1 north:

1 Z T  
O 3  
4 2 5  
6 7 8

#10. Move Z west:

Z T  
1 4 3  
2 O 5  
6 7 8

#5. Move 4 north:

1 Z T  
4 O 3  
2 5  
6 7 8