

# **Zombie Family Fun**

*Puzzles, Games & Magic*



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LoC Pending

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# Puzzles (Sliding Coin)

These sliding coin puzzles use a well defined set of rules. Please keep in mind these rules define one particular type of sliding coin puzzles. There are other types of sliding coin puzzles with different assigned rules. The type of sliding coin puzzles we show here happen to be quite popular and in general use.

***The rules of this type of sliding coin puzzles are as following:***

- 1) Move one coin at a time.
- 2) Coins may not be lifted and you may not disturb other coins during a move. (see illustration below)
- 3) A coin being moved must finish its move touching at least two other coins. (see illustration below)
- 4) We specifically do not allow the destination to be two coins that would make a straight line with the moved coin. (see illustration below)

***Coins may not be lifted and you may not disturb other coins during a move.***



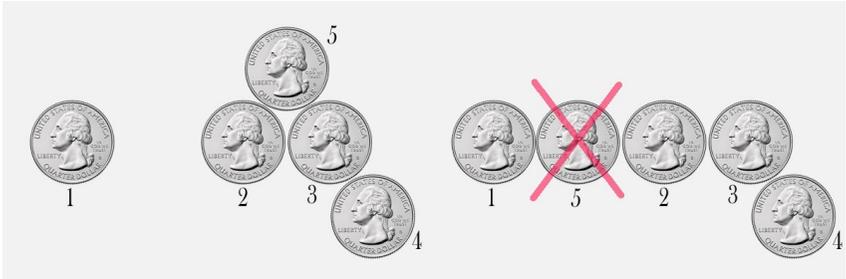
All of the above coins could be legally moved except for the center coin. There is not enough room to slip it out without disturbing the two coins on the side of the channel.

***A coin being moved must finish its move touching at least two other coins.***



In this setup coin “2” if moved could legally finish touching coins “3” and “4” – either above or below.

***We specifically do not allow the destination to be two coins that would make a straight line with the moved coin.***



If we were to move coin “5” it would not be legal to end the move in between coins “1” and “2”. In this version of sliding coin puzzles that is an illegal move. FYI; there is another type of sliding coin puzzles that specifically allows this move. It makes for a very different puzzle experience. Oh, and by the way, they add another rule or two for that puzzle. It becomes very grid like.

# Circle The Wagons



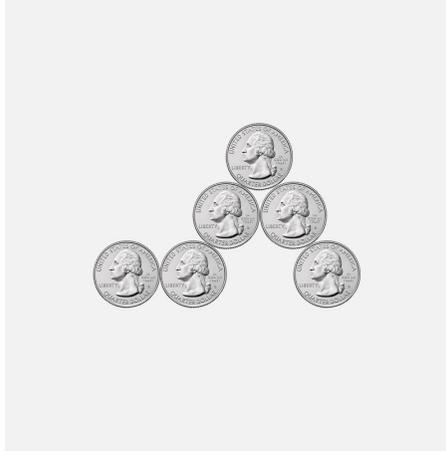
Beginning Form



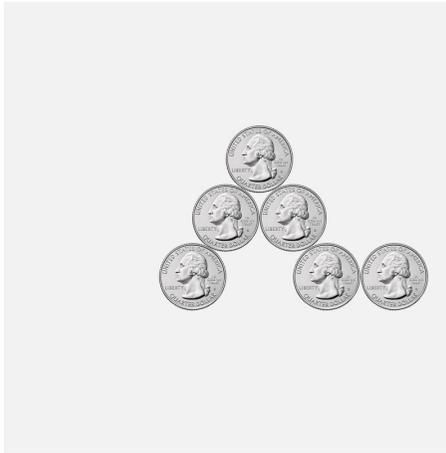
Target Form

Verified Minimum Moves: 3

# Inchworm



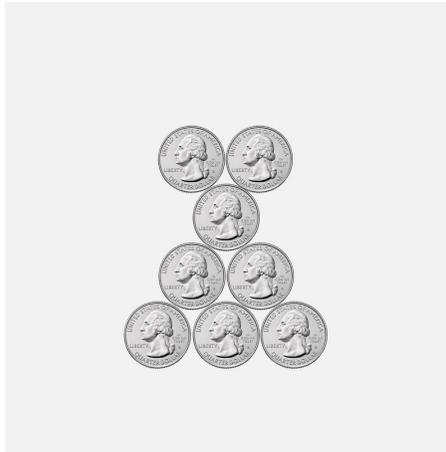
Beginning Form



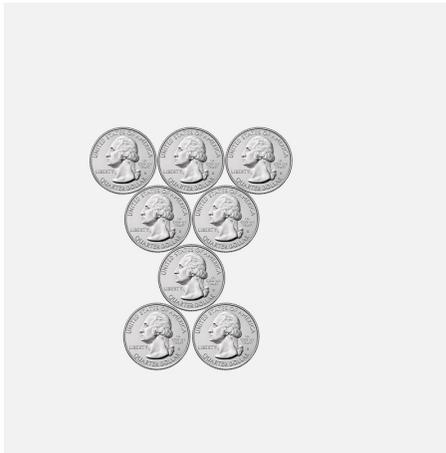
Target Form

Verified Minimum Moves: 3

# Inverted Cup



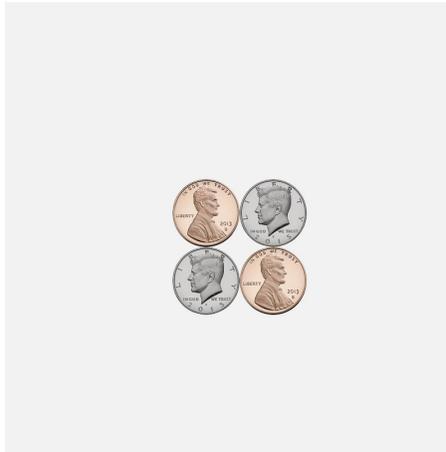
Beginning Form



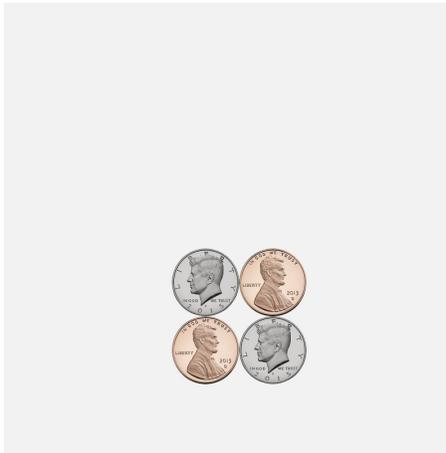
Target Form

Verified Minimum Moves: 2

# Mirror



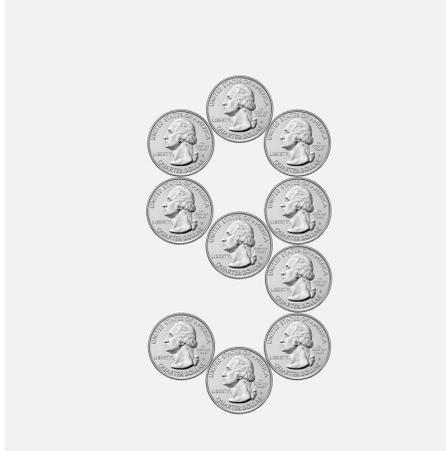
Beginning Form



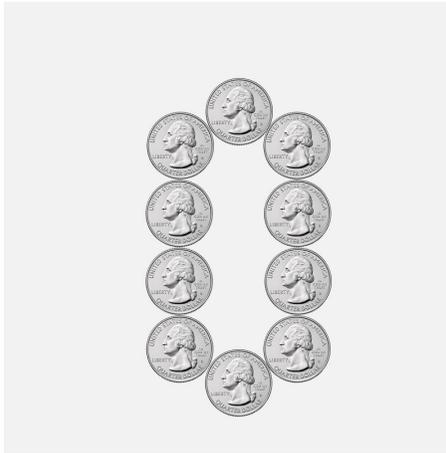
Target Form

Verified Minimum Moves: 6

# Nine to Zero



Beginning Form



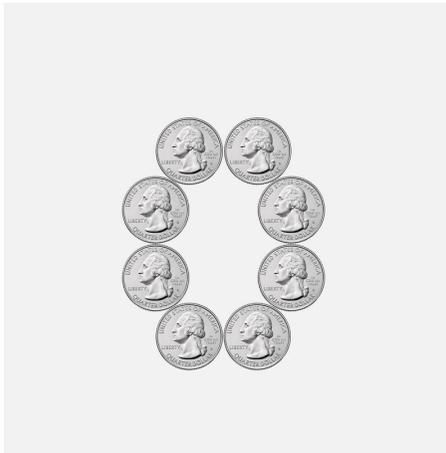
Target Form

Verified Minimum Moves: 4

# Nothing out of a Molehill



Beginning Form



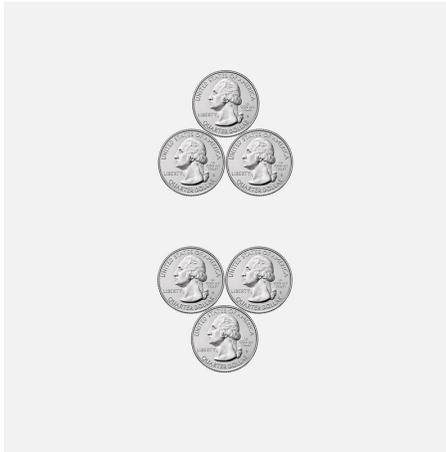
Target Form

Verified Minimum Moves: 6

# One to Two



Beginning Form



Target Form

Verified Minimum Moves: 4

# Opener



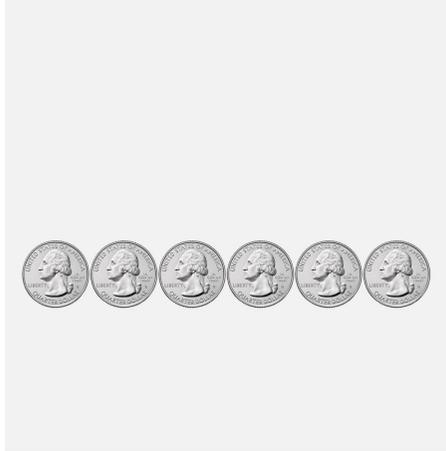
Beginning Form



Target Form

Verified Minimum Moves: 5

# Ouroboros



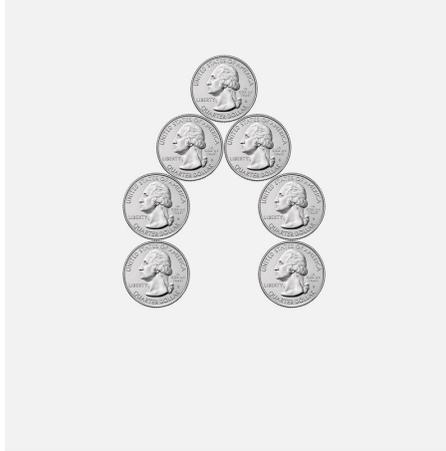
Beginning Form



Target Form

Verified Minimum Moves: 5

# Plug the Hole



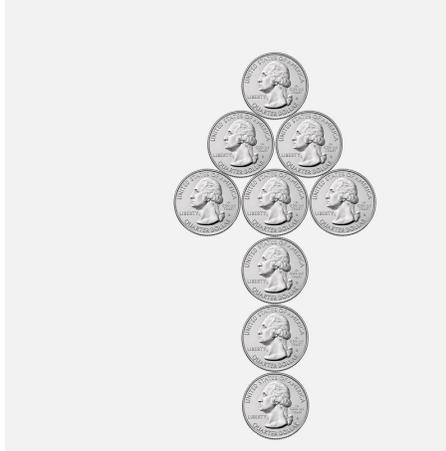
Beginning Form



Target Form

Verified Minimum Moves: 5

# Right Turn



Beginning Form



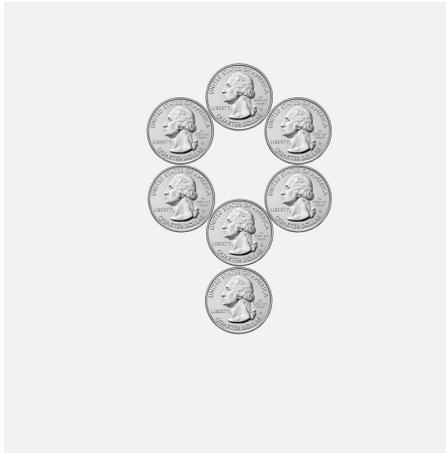
Target Form

Verified Minimum Moves: 8

# Unboxing the Tree



Beginning Form



Target Form

Verified Minimum Moves: 4

# X-to-C



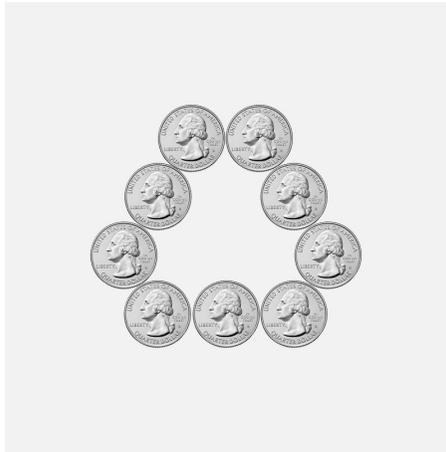
Beginning Form



Target Form

Verified Minimum Moves: 4

# Zero to Two



Beginning Form



Target Form

The target form is kept a mystery because seeing the solution takes away from your fun :).

Basically you need to finish with two separate triangles. Separate meaning the two triangles of coins do not touch each other.

Verified Minimum Moves: 3

# Sorting Coins



Beginning Form



Target Form

Sort 5 coins (3 quarters, 2 pennies) such that the two pennies are on the right.

Move the coins two at a time.

The two coins selected to move must be touching before, during, and after the move.

In addition the two coins must be different values.

The coins can move any where along an imaginary left-right line.

Verified Minimum Moves: 4

# Games

Games that use coins abound. Coins can be used as game pieces. Coins may also be used as a type of dice,

Consider Mancala, Parcheesi, Checkers, Tic-Tac-Toe, Reversi, and Go – among many others. Each of these games could be played with stones, plastic playing pieces, or coins. This could easily make any and all of them candidates for inclusion here as Coin Games.

So be advised that there are many traditional games which can be played with coins as markers or playing pieces. We won't be discussing those here. These games are well addressed elsewhere.

In this book we'll present a few games that were 1) specifically developed with coin playing pieces and 2) have not been as thoroughly explained elsewhere.

# Slide or Die

Number of players: 2

Setup:

Player 1 creates an imaginary track by placing two coins (or other suitable indicators) – one at each end of the track.

Player 2 selects the number of racers (slicing coins) that will be used in this game. They choose the number of 3, 4, or 5 coins.

Player 1 places selected number of coins along a horizontal imaginary line between the two end markers. If any two coins are closer than one coin width slide the two coins together.

Player 2 chooses which direction the coins will slide. Once this decision is made, all the coins will slide that direction for the duration of the game.

Play Mode:

Players take turns sliding a single coin in the assigned direction. A player may not slide the coin past the end marker. Nor may a player slide the coin in the reverse direction. If a coin is slide to within a distance that is less than the width of a coin, then the sliding coin is moved to touch.

How to win:

If it is a player's turn and they haven't an available legal slide, then they lose. Making the other player the winner.

As the name says: Slide or Die.

# Magic

You should already have available to you the best introduction to coin magic possible. That is EJ Gold's "French Drop" video along with his "Magic in the Mirror" video. Between those two lessons you have many, many hours of material to with.

In this chapter we provide you something different. These are two self-working magic tricks. That means no sleights required. No special equipment. No rigged coins or other apparatus. Just you a few coins and your patter.

We have included a sample patter for each of the tricks. This is not because we believe it to be the best patter. Nor do we believe it is patter you should necessarily use. This patter is supplied to give you a starting framework.

Work your way through the patter and learn the mechanics of the tricks. All you have to do is tell the story and remember your left hand from your right hand. Oh, you will also need to know how to count all the way to 13.

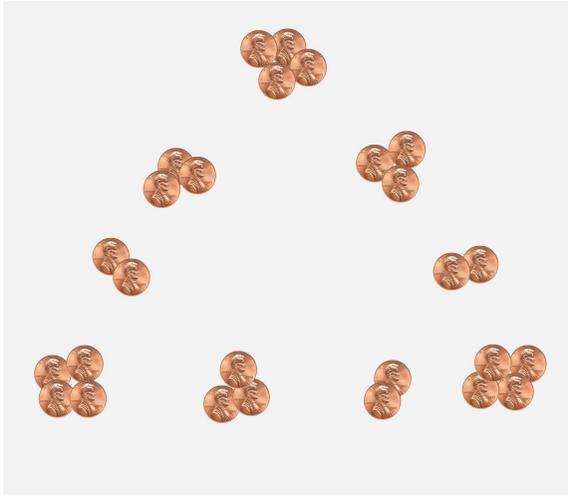
# Overflowing Banquet

(Note: this patten is a work in progress. Consider it an illustration of possibilities rather than something to be carved in stone.)

The graduating class of 2008 were having a class reunion. Since the reunion was for students of the Houdini School of Magic, this was a rather special event.

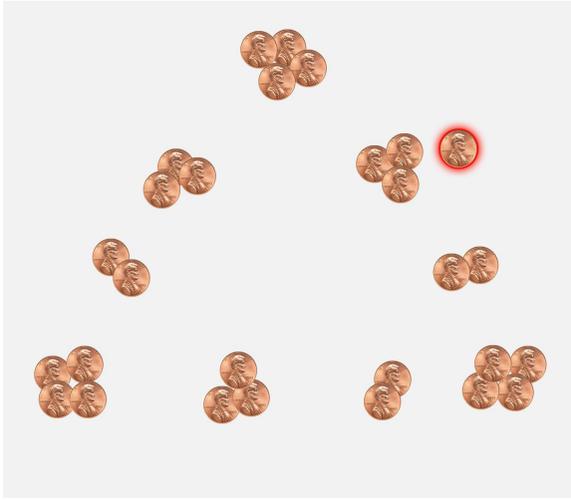
By tradition the banquet tables were arranged in a triangular allowing for 13 magicians per side of the triangle.

Early on in the evening the tables were filled with the traditional 13 magicians per side.

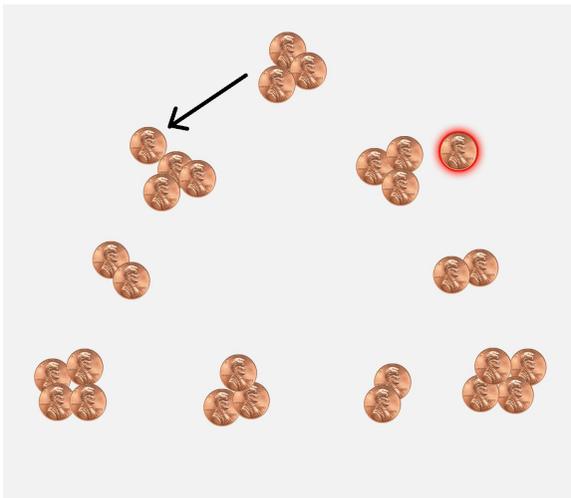


However, as the evening progressed additional magicians arrived wishing a place at the table.

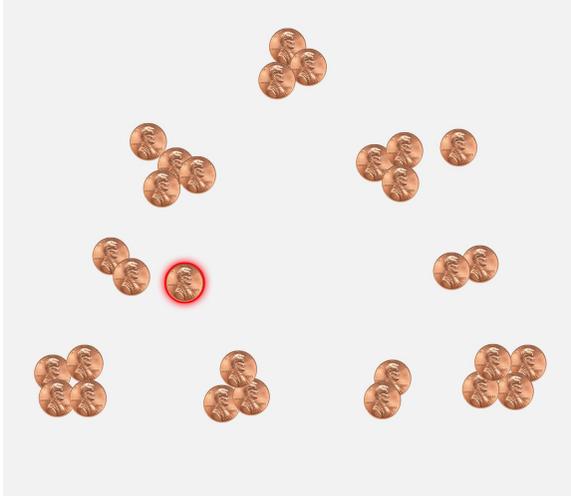
If you would please add a magicians to one of the table to demonstrate this.



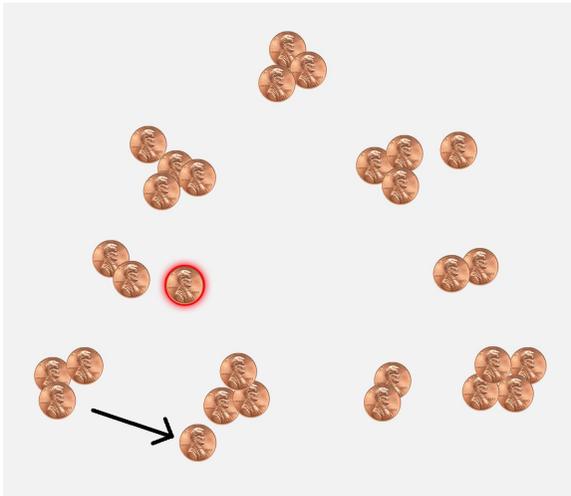
Unfortunately this added magician threw the symmetry out. So (one of the other magicians moved his seat) (a couple of magicians more their seats) so that there was once again just 13 magicians per side of the triangle.



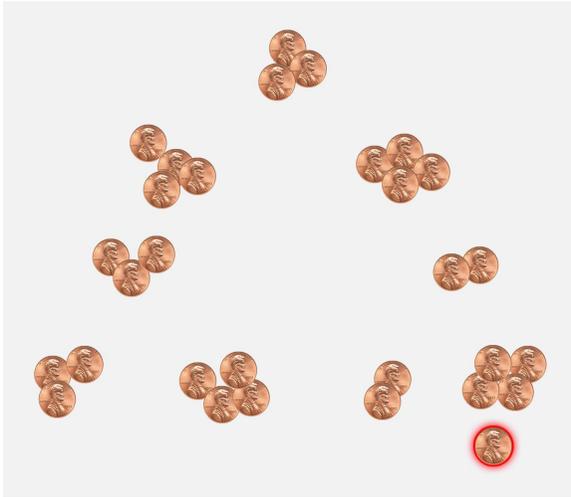
Another magician arrives wishing to sit...  
... again upsetting the balance of the table.



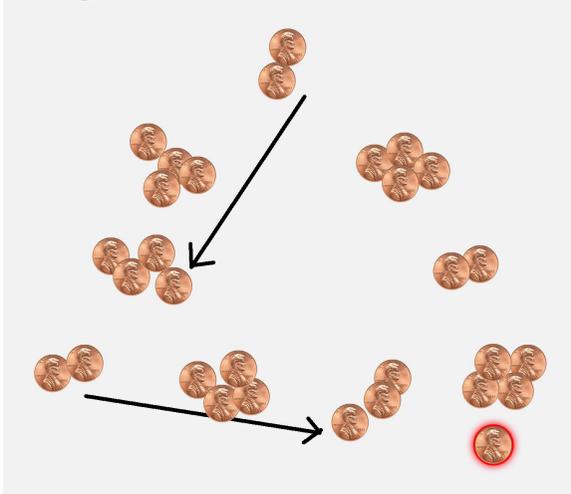
But another quick thinking magician moved to a different table restoring balance.



As luck would have it one last class member entered the reunion and set as a table.



Two of the magicians move to other tables once again balancing the seating arrangement.



At this point the reunion organizer locked the banquet hall doors.  
The dinner continued with 13 magicians to a side.



# Alien Abduction

(Note: this patter is a work in progress. Consider it an illustration of possibilities rather than something to be carved in stone.)

Two aliens were hovering over a camping site in which 6 campers lay sleeping. Each alien was piloting their own ship.

The aliens began beaming up campers one at a time.

But then the sixth camper started to wake up.

Given the necessity of preventing earthlings from gathering evidence of abductions, they quickly beamed the first 5 campers back before their comrade completely woke up.

Not wanting to go through this beam up beam down routine all night, the aliens hit the campers with a hypno ray.

Again they began beaming up campers.

But damn if one of the pesky humans didn't jump up making a ruckus.

During the confusion the other earthlings staged a mini revolt stealing one of the two ships leaving the two aliens to wonder what the heck just happened.

# The mechanics:

Use eight quarters.

Show two aliens – one in each hand, and 6 campers.



When you beam up campers, begin with the right hand.



Then the left.



Do this until all but one camper is gone.

When you beam the campers back start with your left hand.



Beam up the campers a second time.

Now when the remaining camper freaks out show the left hand (space-ship) with two aliens and the right hand (space-ship) with five aliens,

