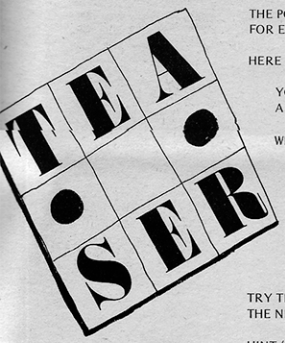


IF YOU LIKE BRAIN TEASERS, THEN YOU'RE IN FOR SOME FUN!
THE OBJECT OF THIS PUZZLE IS TO END UP WITH A 3x3 MATRIX THAT HAS 1's IN ALL POSITIONS EXCEPT THE CENTER WHICH WILL BE 0.

THE POSITIONS ON THE BOARD ARE REFERRED TO AS ROW, COLUMN. FOR EXAMPLE, THE UPPER RIGHT HAND CORNER IS 1,3.

HERE ARE THE RULES:

YOU MAY CHANGE ANY 1 TO A 0. YOU'RE NOT ALLOWED TO CHANGE A 0 TO A 1.

WHEN YOU MOVE TO CHANGE A 1, THERE ARE "SIDE" EFFECTS.

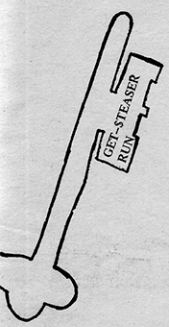
MOVING IN A CORNER
DRAW A 2x2 BOX CONTAINING THE CORNER. THEN EACH POSITION IN THE BOX CHANGES STATE.

MOVING IN THE CENTER OF AN EDGE
EACH POSITION ALONG THAT EDGE CHANGES STATE.

MOVING IN THE CENTER POSITION.
EACH POSITION IN A '+' (PLUS SIGN) CHANGES STATE.

TRY THE GAME A FEW TIMES AND SEE WHAT HAPPENS ON THE BOARD. THE NEW BOARD WILL BE PRINTED AFTER EACH MOVE.

HINT (CHUCKLE): IT IS POSSIBLE TO REACH THE GOAL FROM EVERY POSITION (EXCEPT ALL 0's) WITHIN 11 MOVES, IF YOU CAN FIND THE RIGHT MOVES.



HERE WE GO . . . THE BOARD IS

0 1 0
1 0 1
0 0 0

YOUR MOVE? 2,3

0 1 1
1 0 0
0 0 1

YOUR MOVE? 3,3

0 1 1
1 1 1
0 1 0

YOUR MOVE? 2,1

1 1 1
0 1 1
1 1 0

YOUR MOVE? 2,2

1 0 1
1 0 0
1 0 0

YOUR MOVE? 3,1

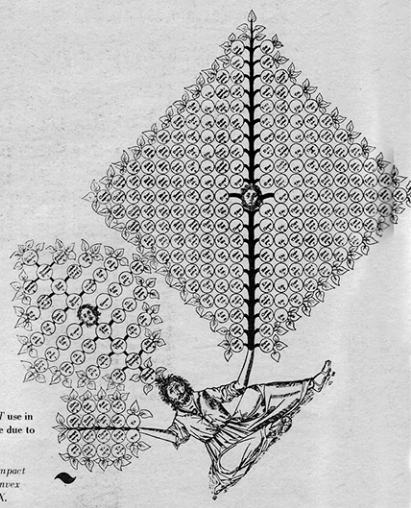
1 0 1
0 1 0
0 1 0

YOUR MOVE? 3,2

1 0 1
0 1 0
1 0 1

YOUR MOVE? 2,2

1 1 1
1 0 1
1 1 1



One theorem we did *NOT* use in analyzing *TEASER* is one due to Krein and Milman:

Theorem: *Let K be a compact convex set in a locally convex topological vector space X. Then K is the closed convex hull of its extreme points.*

A COMPLETE ANALYSIS of TEASER