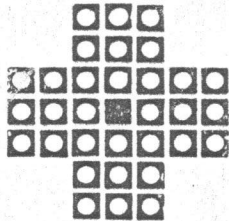# PEG SOLITAIRE

The Game

Consists of a checker-board—with a cross design of 33 holes and 32 wood pegs.

How To Play

Insert the Pegs in all the holes with the exception of the center hole—as in the illustration.

Start playing by jumping any peg over the next peg—into the vacant hole —and then remove the peg that you jumped over—as in a game of checkers.

JUMP IN STRAIGHT LINES ONLY

The object—of the game is—by successive jumps—to remove all the pegs from the board except one—the last remaining one.

The problem can be made more complexing by trying to finish the puzzl with the last peg in the center hole.

Can It Be Done?

The question oftimes arises—and in the following we give the SOLUTION to one complete problem.

To simplify the explanation we have numbered the squares in the board, as in illustration.

```
          1    2    3
          4    5    6
 7    8    9   10   11   12   13
14   15   16   17   18   19   20
21   22   23   24   25   26   27
         28   29   30
         31   32   33
```

START—by jumping No. 15—over to No. 17—and then continue

4—16	26—12
7— 9	6—18
21— 7	13—11
10— 8	24—26
7— 9	33—25
16— 4	31—33
12—10	28—30
3—11	26—24
1— 3	33—25
4— 6	24—26
10—12	11—25
3—11	26—24
18— 6	17—29
13—11	22—24
27—13	29—17

Then over to next column   Finis.