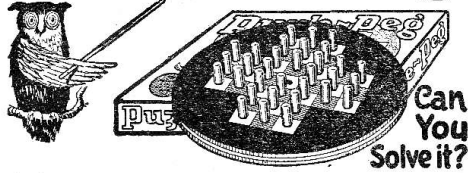


Problems

in

"Puzzle-Peg"



The Great Puzzle Game Fun for Everybody

First Edition
Copyright 1922

Supplied Free with Purchases of
Puzzle-Peg

Lubbers & Bell Mfg. Co.

Manufacturers

Clinton, Iowa, U. S. A.

Good Things Do Grow

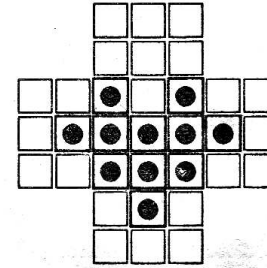
PUZZLE-PEG, has grown.

When it was first offered by us we had confidence that the merit of the game itself would afford much amusement and recreation, but we knew of only one way to solve it.

Since then our friends throughout the country have worked out many problems the solving of which is just as stimulating and interesting as the original game itself. Most of these problems were accidentally discovered and it now seems as though the possibility for combinations is endless.

In this booklet we have worked the game down to certain lay-outs and submit them for your consideration with confidence that they will afford continuous interest.

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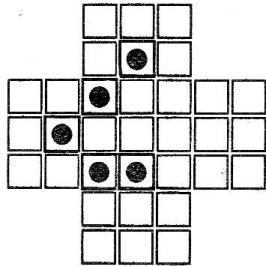
PROBLEM 1 and 1A

After a little practice the layout above can be obtained by a simple routine of moves. When you get this layout the game can be won in two ways. This is the simplest method we know of for working the complete game.

After you get it we offer 28 other problems in the pages following. If you devise any problems yourself that you think are unique we will be glad to have you submit them to us and in case we find it possible to include them in later editions we will be glad to credit you with their discovery by printing your name and address under the problem. Address

PUZZLE EDITOR,
LUBBERS & BELL MFG. CO.,
CLINTON, IOWA, U. S. A.

Remember if replies are wanted to correspondence to enclose stamped, self-addressed envelope to get prompt attention as our mail is heavy.

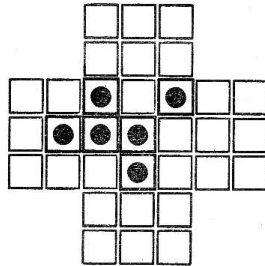


Problem 2

This one is easy—
one for the girls
and boys.

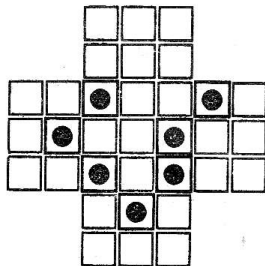
Problem 3

This is a little
harder. One move
that will fool you.



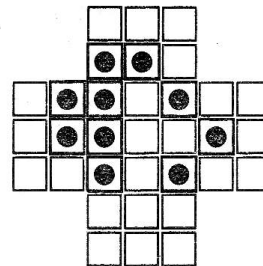
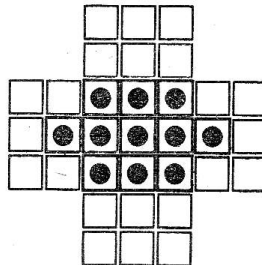
Problem 4

This one is very
simple when you
get going.



Problem 5

Wait until after
dinner before trying
this. Guaranteed
to test dispositions.

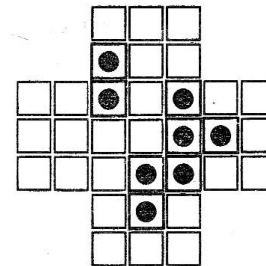


Problem 6

Not so hard.

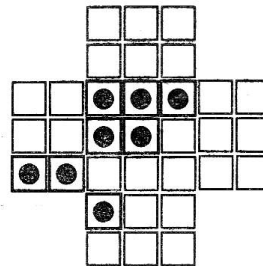
Problem 7

Looks easy but one
tricky move.



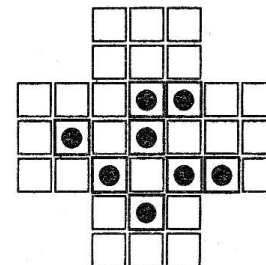
Problem 8

Here's a puzzler.
Real satisfaction
when you get
this one.



Problem 9

Chase 'em around
until they look
queer. Then you
have it.



Puzzle-Peg Makes an Ideal Gift

No inexpensive gift that we know of will afford so much continuous, wholesome amusement and be so long appreciated as a set of Puzzle-Peg. When a gift is appreciated it repays the giver ten-fold. To spread wholesome fun and to erase from the mind the remembrance of everyday cares and responsibilities even for a little while will afford you as much pleasure as the gift does the recipient.

If you have enjoyed the game you no doubt can think of some friend who would enjoy it equally well.

Puzzle-Peg is a boon to old people, shut-ins and invalids. It is unique in that it requires no table but can be played while sitting in a chair or lying in bed. It completely takes their minds from their troubles.

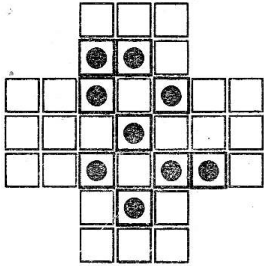
Puzzle-Peg is also wonderful for girls and boys who have reached the reasoning age. Anything that amuses and still stimulates the mind has educational value. To solve Puzzle-Peg one must think and to learn to think is the primary object of education.

Make Somebody Happy Today

Manufactured by **Lubbers & Bell Mfg. Co.**, Clinton, Iowa, U. S. A.

Extra Pegs for Games May Be Had for 15c a set.

8

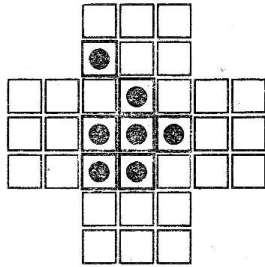


Problem 10

This is called
"dizzy pin".
Moves have no
sense to 'em.

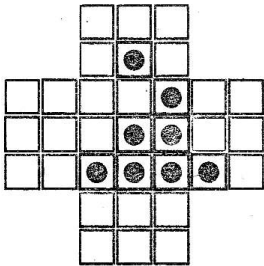
Problem 11

What a relief after
No. 10.



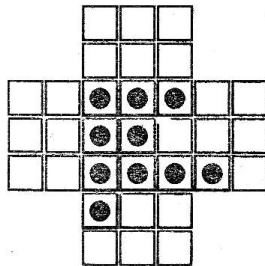
Problem 12

This one has a
move that will fool
you for a while.

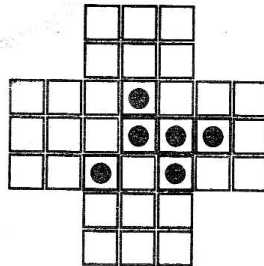


Problem 13

This is a perfect
lady—hard to
understand but
quite nifty.



9

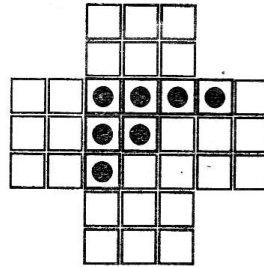


Problem 14

This is simple—if
you move right.

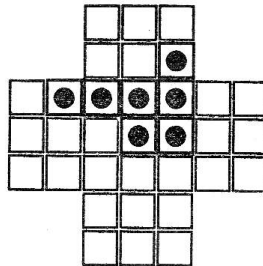
Problem 15

It sometimes pays
to go backward.



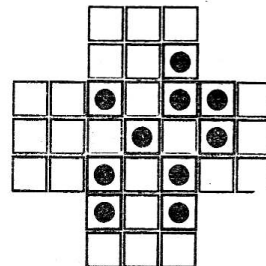
Problem 16

The person who
sent this in thought
it was hard. What
do you think?

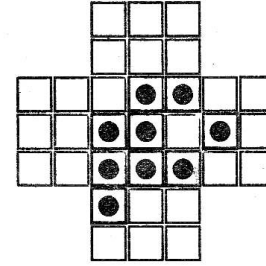


Problem 17

All over the board
and takes some
see-sawing.



10

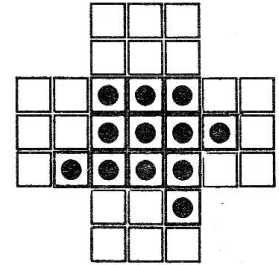


Problem 18

This one will be
easy on your
nerves.

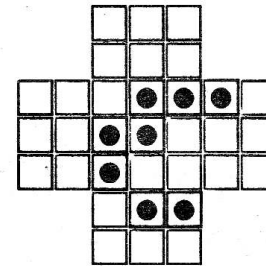
Problem 19

Like a foot race—
all in the start.



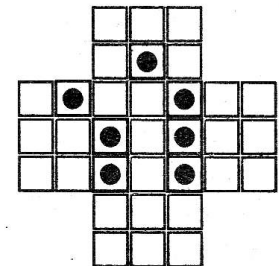
Problem 20

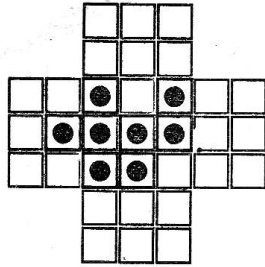
This is a "pup."



Problem 21

Seventh inning—
rest before treading
the crooked path
from here on.



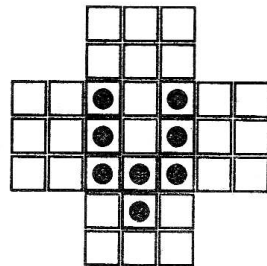
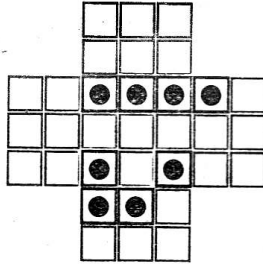


Problem 22

Play with one diagonal move. Not for the primary class.

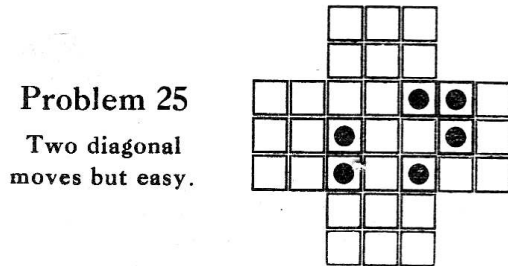
Problem 23

Two diagonal moves. Win it one minute and forget it the next.



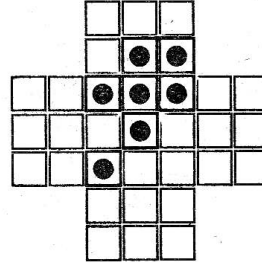
Problem 24

Two diagonal moves but not so hard as No. 23.



Problem 25

Two diagonal moves but easy.

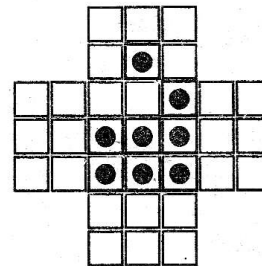
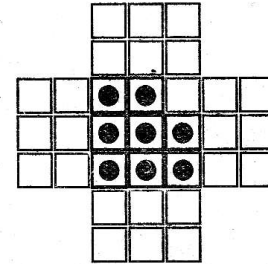


Problem 26

Two diagonal moves. Watch your first move.

Problem 27

Three diagonal moves. Now you are in the algebra class.



Problem 28

Three diagonal moves. Bet a green derby hat you can't get it in fifteen minutes.

Problem 29

Four diagonal moves. If you get this we will confer the degree D. P. P. —Doctor of Puzzle-Peg. Arise Doctor.

