

New
PROBLEMS
in
**"PUZZLE
PEG"**



The Great
SOLITAIRE
Game!

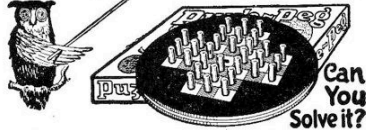
FUN FOR EVERYBODY

PROBLEMS IN PUZZLE-PEG

PROBLEMS

in

Puzzle-Peg



The Great Puzzle Game Fun for Everybody

Fifth Edition

Supplied Free with Purchases of Puzzle-Peg

Lubbers & Bell Mfg. Co.

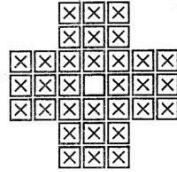
"The Fun Factory"

Clinton, Iowa

Copyright 1929 by Lubbers & Bell Mfg. Co.

Printed in the U.S.A.

How to Play Puzzle-Peg



Fill all the holes except the one in the center with pegs as illustrated above. Start playing by jumping any peg over its neighbor into the vacant hole and then remove from the board the peg so jumped, exactly as in 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, which should be left in the center hole.

NOTE—The game can be won more easily by making a few diagonal jumps instead of jumping in straight lines only. It can also be won more easily if the last peg is not left in the center hole. The correct way however, is to play as described above.

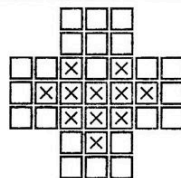
NOTE—Many people are under the impression that there is only one way to win the game. There are over fifty ways however, and we are constantly receiving new ways.

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 thruout 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 now it seems as though the possibilities for combinations are endless.

Problems are complete in themselves. Place pegs in the board as illustrated and jump so as to finish with the last peg in the center hole.



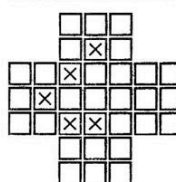
PROBLEM 1 and 1A

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 112 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

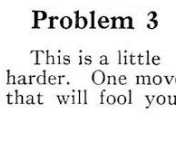
PUZZLE EDITOR,
LUBBERS & BELL MFG. CO.,
CLINTON, IOWA, U. S. A.

Remember, if replies are wanted to correspondence, enclose stamped, self-addressed envelope.



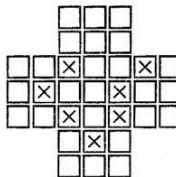
Problem 2

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



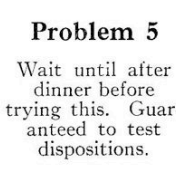
Problem 3

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



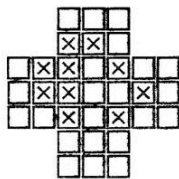
Problem 4

This one is very
simple when you
get going.



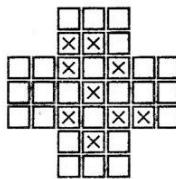
Problem 5

Wait until after
dinner before
trying this. Guar-
anteed to test
dispositions.



Problem 6

Not so hard.

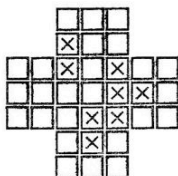


Problem 10

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

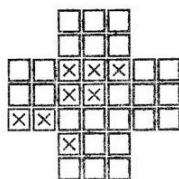
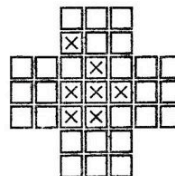
Problem 7

Looks easy but
one tricky move.



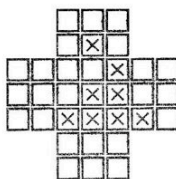
Problem 11

What a relief after
No. 10.



Problem 8

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

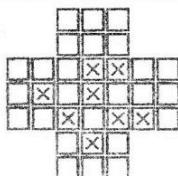


Problem 12

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

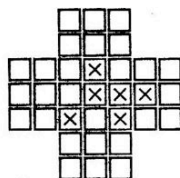
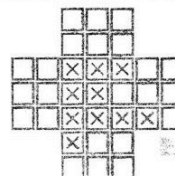
Problem 9

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



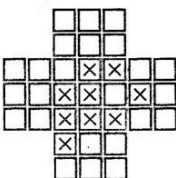
Problem 13

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



Problem 14

This is simple—if
you move right.

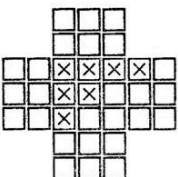


Problem 18

This one will be
easy on your
nerves.

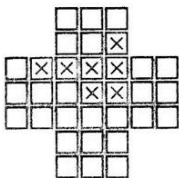
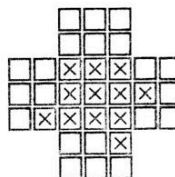
Problem 15

It sometimes pays
to go backward.



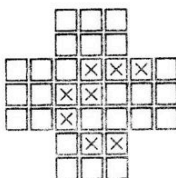
Problem 19

Like a foot race
—all in the start.



Problem 16

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

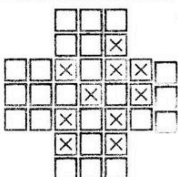


Problem 20

This is a "pup."

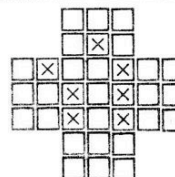
Problem 17

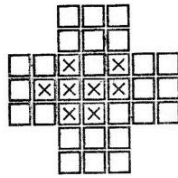
All over the
board and takes
some see-sawing.



Problem 21

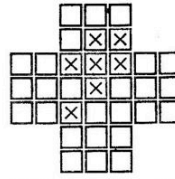
Seventh inning—
rest before tread-
ing the crooked
path from here on





Problem 22

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

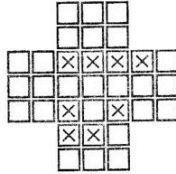


Problem 26

No diagonal moves. Watch your first move.

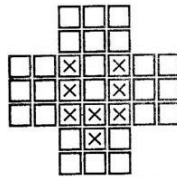
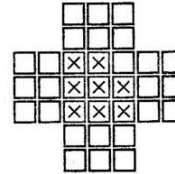
Problem 23

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



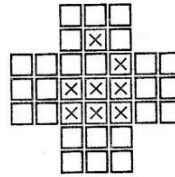
Problem 27

One diagonal move. Now you are in the algebra class.



Problem 24

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

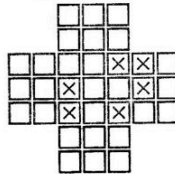


Problem 28

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

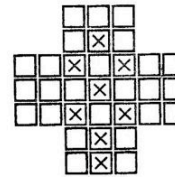
Problem 25

Two diagonal moves but easy.



Problem 29

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



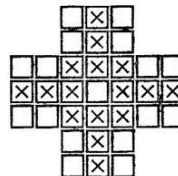
Additional Problems

The problems numbered 30 to 113 on the pages following have been selected by us from a great many submitted. Many problems just as good have been sent in but space would not permit printing all of them. We have selected these not because they were necessarily hard, but because they represent variety.

If you write any of the people who have submitted problems do not expect replies as undoubtedly they will receive a great many letters regarding their problems. If you do expect a reply please observe the courtesy of enclosing a stamped, self-addressed envelope.

In any correspondence with reference to problems either with people who submitted them or with us use the numbering system illustrated below. In stating how you make jumps say "1 to 3, 3 to 11, 11 to 13, etc." This will insure a proper understanding by everyone.

		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		



Problem 30

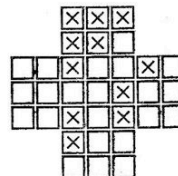
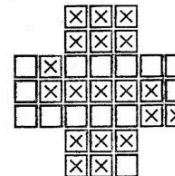
"When you are ready, Gridley, fire."

Submitted by
A. L. Dewey
Fargo, N. Dak.

Problem 31

Looks like a \$. Just as hard to get.

Submitted by
Mauerman Sisters
135 Byron St.
Youngstown, Ohio



Problem 32

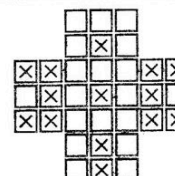
Pretty soft.

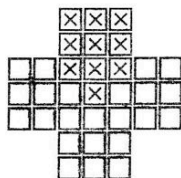
Submitted by
O. A. Moss
Shawnee, Wyo.

Problem 33

You may think this easy but Carl Whatchamakalut says he's from Missouri.

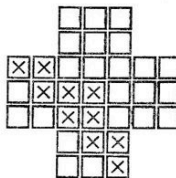
Submitted by
Carl Arcularius, Age
12. Neosho, Mo.



**Problem 34**

Mr. Parker works the original game down to this position. This problem shows the last nine moves.

Submitted by
A. McC. Parker
624 Stock Ex. Bldg.
Philadelphia, Penn.

**Problem 38**

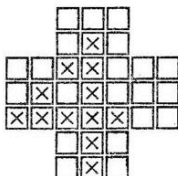
Take a slant at this. Work it with one diagonal move.

Submitted by
R. A. Lumley
1020 N. St.
Sacramento, Calif.

Problem 35

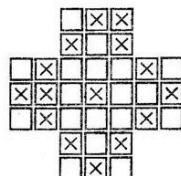
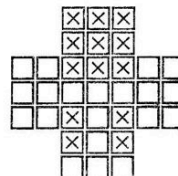
Pretty soft. It looks like a 4 but can be worked with three diagonal moves.

Submitted by
Henry Lorentz
Toston, Montana

**Problem 39**

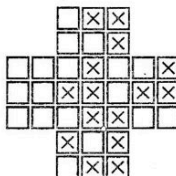
Buck this, you Puzzle-Peg fans.

Submitted by
Paul V. Young
Buckingham, W. Va.

**Problem 36**

All around the mulberry bush.

Submitted by
Miss Edna Sammons
1305 N. Queen St.
Palestine, Texas

**Problem 40**

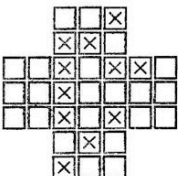
DeRoire challenges the world on problems. He is a Ford specialist and ought to be good on puzzles

Submitted by
DeRoire, E. A. M.
Geneva, N. Y.

Problem 37

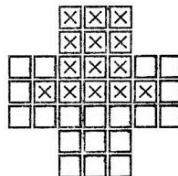
Edison has nothing on Herm. He sent in twenty.

Submitted by
Herman Carlon
Cookeville, Tenn.

**Problem 41**

A rather puzzling problem to start.

Submitted by
Father Clement
Dante, Va.
for Nicola Baffette
Wildier, Va.



Puzzle-Peg Makes an Ideal Gift for All Ages

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 undoubtedly can think of friends who would enjoy it equally well.

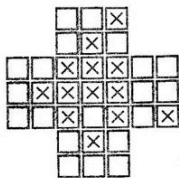
Puzzle-Peg is a boon to old people, shut-ins and invalids. It is unique in that it requires no table but can be played while sitting in a chair or lying in a bed. It completely takes their minds away from all of their troubles.

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.

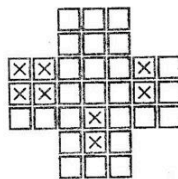
Found Wherever Good Games Are Sold. Popular 50c Price (75c in Foreign Countries)

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

"The Fun Factory"

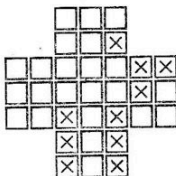


Problem 42
Stung again. The one in the corner is the bee.
Submitted by Adele Rountree, Box 618, Beeville, Tex.

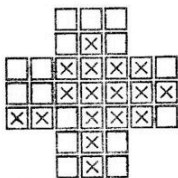
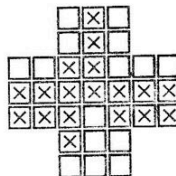


Problem 46
This looks easy.
Submitted by Richard McCurdy, 1484 N. Chester Ave., Pasadena, Cal.

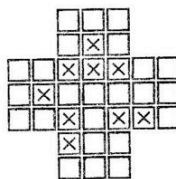
Problem 43
You should have heard Minnehaha. It takes four diagonal moves.
Submitted by Wm. J. Swanson, 699 Pelham St., St. Paul, Minn.



Problem 47
This one came from Raleigh, and it can be done by golly.
Submitted by O. Ramsaur, Box 6, Raleigh, N. C.

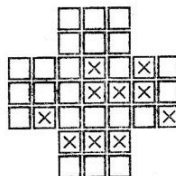


Problem 44
This is a Kansas cyclone.
Submitted by Leslie Huxtable, 352 N. St. Francis Ave., Wichita, Kan.

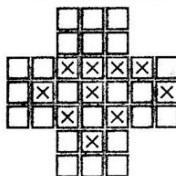
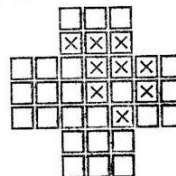


Problem 48
Here is a catchy one. Fresh from Saskatchewan.
Submitted by Oscar Shirley, Admiral, Sask.

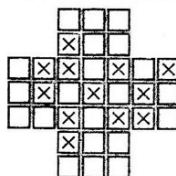
Problem 45
This man likes diagonal problems. He submitted six and this one takes five diagonal moves.
Submitted by W. C. Pennington Huffton, S. D.



Problem 49
He Spokanough. 1 diagonal.
Submitted by Charles Smith, 802 Shannon Ave., Spokane, Wash.

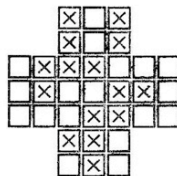


Problem 50
Chase the pig out of the corn. Two diagonal moves.
Submitted by David Clark, Newton, Iowa

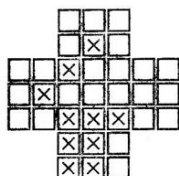
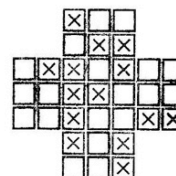


Problem 54
Scattered out like a bunch of stray cattle.
Submitted by Ralph C. Hughes, Hudson, Mont.

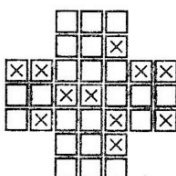
Problem 51
They certainly sling a nasty brain in South Carolina.
Submitted by Edwin Jeffries, 220 N. Church St., Spartanburg, S. C.



Problem 55
Jumping the hills in Kansas City inspired this.
Submitted by P. L. Meath, 4328 Summit, Kansas City, Mo.

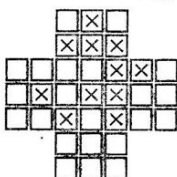


Problem 52
A slow train thru Arkansas.
Submitted by J. B. Pearson, 610 Louisiana, Little Rock, Ark.

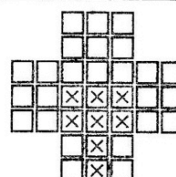


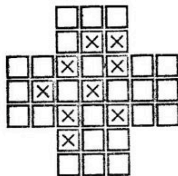
Problem 56
Doesn't this look like a map of lower Manhattan?
Submitted by Irene Smith, 314 Eighth Ave., Astoria, Long Island

Problem 53
Pikes Peak or bust. You probably will.
Submitted by C. A. Walters, 1626 Franklin St., Denver, Colo.



Problem 57
Here is a real hard one with two diagonal moves.
Submitted by Mrs. Anna F. Moore, R. F. D. 1, Box 102, Sarasota Fla.

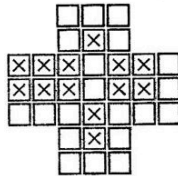




Problem 58

This is the finish of one method the Doctor used in solving the original game.

Submitted by Dr. P. H. Swann
Huntington, W. Va.



Problem 62

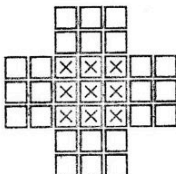
His Daddy writes our advertising. After trying this you will know why our advertising is so good

Submitted by Howard N. Smith
225 N. Elmwood Ave.
Oak Park, Ill. Sent 20

Problem 59

One with 4 diagonal moves invented by a man 73 years young.

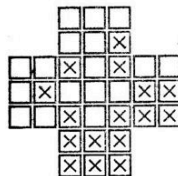
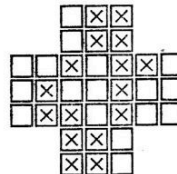
Submitted by C. H. Berkey
227 Madison Ave.
Grand Rapids, Mich.



Problem 63

Mike says this is harder than shaving a pig.

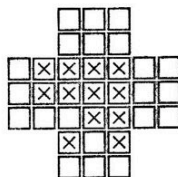
Submitted by James Mike
202 Main St.
Monongah, W. Va.



Problem 60

Hard to separate this bunch.

Submitted by Elmer K. Hood
Blue Canyon, Cal.



Problem 64

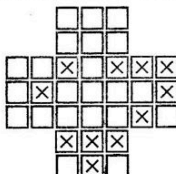
Nothing like a cold climate to make the old inventive brain work.

Submitted by Wayne C. Rydberg
7501 Earl St.
W. Duluth, Minn.

Problem 61

Bet Herbert stumps a lot of older people on this one.

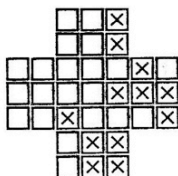
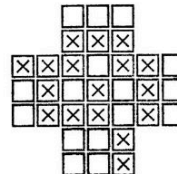
Submitted by Herbert Heinzen
702 Harrison Blvd.
Wausau, Wis.
Age 13.



Problem 65

This man is chock full of problems. We selected this from a volume.

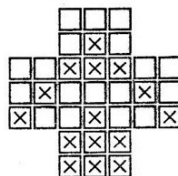
Submitted by Emil Brown
Centerville, Ohio



Problem 66

A football problem from a college town

Submitted by Geo. B. Edgar
437 Ohio St.
Lawrence, Kansas



Problem 70

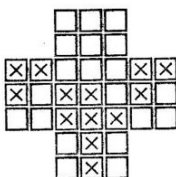
Spearhead. Works out beautifully.

Submitted by John F. Black
316 Bella Vista Ave.
Los Gatos, Calif.

Problem 67

Trust a banker to send in a methodical one. Two diagonal moves.

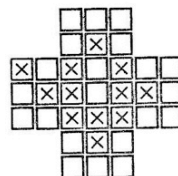
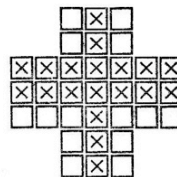
Submitted by Leslie Welch
Stockham State Bank
Stockham, Nebr.



Problem 71

One very unusual move.

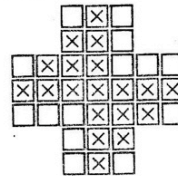
Submitted by Richard Brady
Loretto, Colo.



Problem 68

Here is a good one selected from 21 she submitted.

Submitted by Mrs. E. M. Childers
Box 1703
Goldfield, Nev.



Problem 72

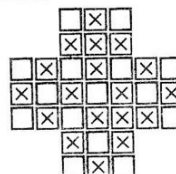
The Butterfly. Mr. Coleman works it with 12 diagonal moves. Can you work it with three?

Submitted by J. M. Coleman
Coalport, Pa.

Problem 69

Here is a checker board effect. Possible only with one diagonal move.

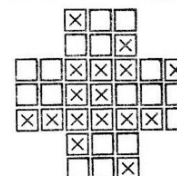
Submitted by E. J. Anderson
213 N. Grange Ave.
Sioux Falls, S. D.

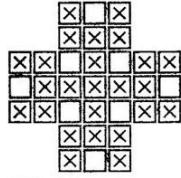


Problem 73

Krazy Kat. It took two to corner him.

Submitted by Paul E. Lenning,
Jean E. Burget
1419 Circle Avenue
Altoona, Pa.

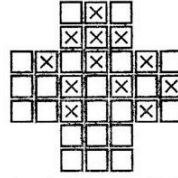




Problem 74

Invented while
settenathome
on Pain Avenue.

Submitted by
F. A. Setterholm
1082 Payne Ave.
St. Paul, Minn.



Problem 78

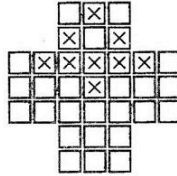
You will wear out
one peg if you get it

Submitted by
Wm. Chamberlain
Mineral Wells,
Texas

Problem 75

One for the
little folks.

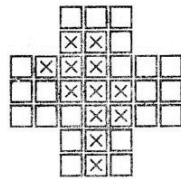
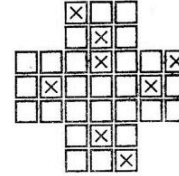
Submitted by
Abraham Levine
1014 E. 12th St.
Brooklyn, N. Y.



Problem 79

A dirty one.
All diagonal moves
except the last one.

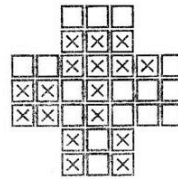
Submitted by
Carl Cramer
542 Brookline Blvd.
Pittsburgh, Pa.



Problem 76

Five diagonal
moves. This came
insky with six
diagonal moves.

Submitted by
Ed. Kraminski
292 N. Main St.
Wauwatosa, Wis.



Problem 80

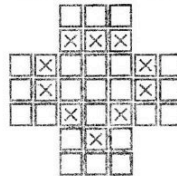
One of many
good ones sent
by the Doctor.

Submitted by
Dr. J. A. Bundy
Cobb Bldg.
Kankakee, Ill.

Problem 77

Flutter! Flutter!
Looks like a heart
and just as hard to
win. Three diagonal
moves.

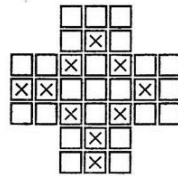
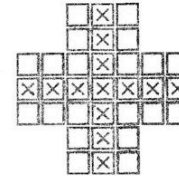
Submitted by
Otto Rastede, Age 15
411 W. Wall St.
Morrison, Ill.



Problem 81

Stop, Look and
Listen.
Six diagonal moves.

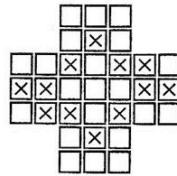
Submitted by
Mary Strauss
358 Walnut St.
Royersford, Pa.



Problem 82

The plug hat.

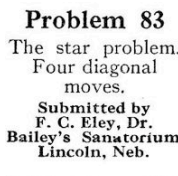
Submitted by
P. F. Ligon
Gernt, Tenn.



Problem 86

Perhaps the older
one can't get it.
Two diagonal
moves.

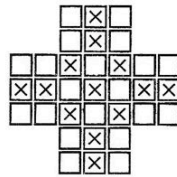
Submitted by
June Dickison
Age 8
Cherokee, Iowa



Problem 83

The star problem.
Four diagonal
moves.

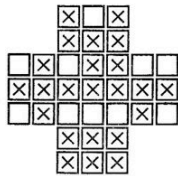
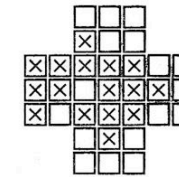
Submitted by
F. C. Eley, Dr.
Bailey's Sanatorium
Lincoln, Neb.



Problem 87

The Boola Boola.
Requires a funny
start.

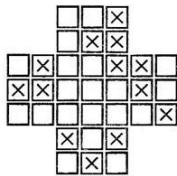
Submitted by
Frank C. Isley
1153 Yale Station
New Haven, Conn.



Problem 84

Scatter Peg.

Submitted by
C. H. Swanson
454 E. Orleans St.
Paxton, Ill.



Problem 88

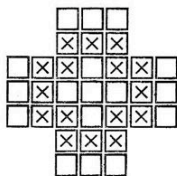
Unlucky Thirteen.

Submitted by
Geo. S. Heavlin
3647 S. Web. St.
Marion, Ind.

Problem 85

The California
Maze.

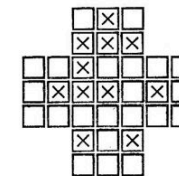
Submitted by
Mrs. Elmer Hubbard
Loomis, Calif.

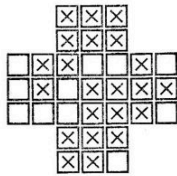


Problem 89

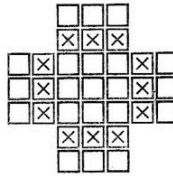
Looks like one of
Coach Yost's
shift plays. Four
diagonal moves.

Submitted by
Herbert Miles
1302 Granger Ave.
Ann Arbor, Mich.



**Problem 90**

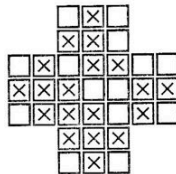
A cranium
Cogitator.
Three diagonal
moves.
Submitted by
Wilfred Collatz
Box B
St. Cloud, Minn.

**Problem 94**

The Dog Pound.
The last dog is
not shot.
Five diagonals.
Submitted by
H. L. Powell
4019 Marmion Way
Los Angeles, Calif.

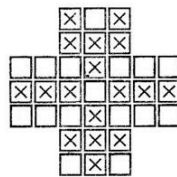
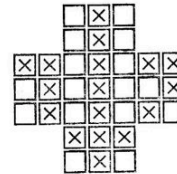
Problem 91

Robert says tune
in on this one.
Three diagonals.
Submitted by
Master Robert Jack-
man
39 Pollmor Drive
San Diego, Calif.

**Problem 95**

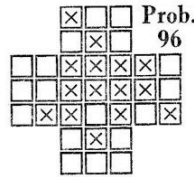
This is the
Gopher's galoshes.
Two diagonals.

Submitted by
G. P. Miller
Harris, Minn.

**Problem 92**

Oh, send
Sweet Peggy home.

Submitted by
Mrs. Emma E.
Doughty
City Hospital
Portland, Me.

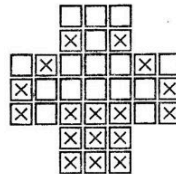
**Prob.
96**

He who solves a puz-
zle,
Should to himself be
true;
No problem's won
without the fun,
Tha t proves and
strengthens you.
Four diagonals.
Submitted by
S. J. Bush
Greenford, Ohio

Problem 93

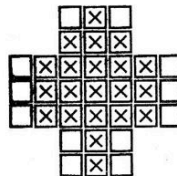
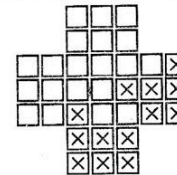
The Mushroom
Problem.

Submitted by
James M. Lawrence
Box 55
Waterville, N. Y.

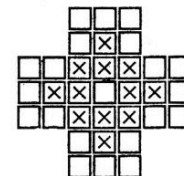
**Problem 97**

Awfully simple but
Simply awful.

Submitted by
John L. Dixon
Murphysboro, Ill.

**Problem 98**

Christmas Tree
Problem. One of 12
he submitted. Four
diagonal moves.
Submitted by
Richard Wells, age 7
129 N. Seventh St.
Zanesville, Ohio

**Problem 102**

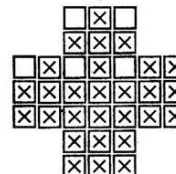
A square within
a square.

Submitted by
Dorothy Vadora
Bustleton, Pa.

Problem 99

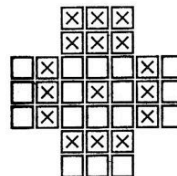
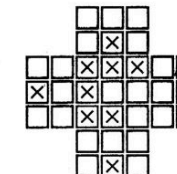
As hard as
the full board.

Submitted by
John Peterson
524 N. 3rd St.
Rockford, Ill.

**Problem 103**

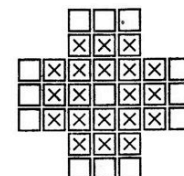
From one of our
many Canadian fans.
Three diagonal
moves.

Submitted by
Robert Johnstone
Box 746
Westville, Nova
Scotia, Canada

**Problem 100**

Century Puzzle.
Four diagonal
moves.

Submitted by
George E. Graham
465 Case St.
Rochester, Pa.

**Problem 104**

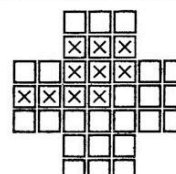
Puzzle-Peg, Jr.

Submitted by
Robert J. Fisher
Thompson-Starret
Co.
51 Wall St.
New York, N. Y.

Problem 101

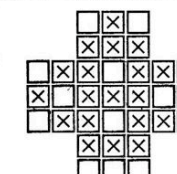
Work this
with your
left hand.

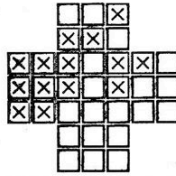
Submitted by
P. S. Miller
Elk City, Okla.

**Problem 105**

The Squadron.

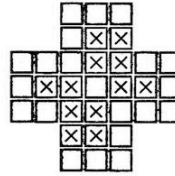
Submitted by
M. Millan
605 7th St.
Lakewood, N. J.



**Problem 106**

One from the
Hot Belt.

Submitted by
Robert Thompson
15 Blake St.
Belton, S. C.

**Problem 110**

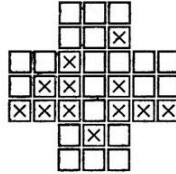
The Master Key.
Helps you to solve
all other problems.

Submitted by
J. A. Townsend
Hot Springs, Ark.

Problem 107

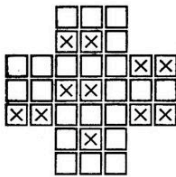
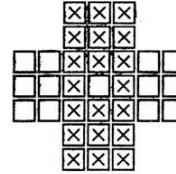
He works the
original game to
this point.

Submitted by
Henry Nau
6103 Whittier Ave.
Cleveland, Ohio

**Problem 111**

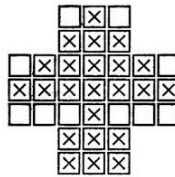
This problem has
some very catchy
moves.

Submitted by
W. A. Ritchie
Box 671
Clarksdale, Miss.

**Problem 108**

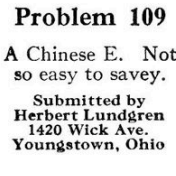
Five sets of twins
and papa.

Submitted by
Stuart Creighton
1809 Avenue H
Brooklyn, N. Y.

**Problem 112**

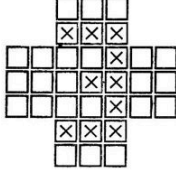
Another
Spearhead.

Submitted by
Adrian Kisling
Washington C. H.
Ohio

**Problem 109**

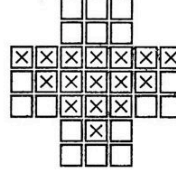
A Chinese E. Not
so easy to savey.

Submitted by
Herbert Lundgren
1420 Wick Ave.
Youngstown, Ohio

**Problem 113**

Neither hard nor
easy but watch
your step.

Submitted by
Mary Lou Sutherland
6313 North Drive
St. Louis, Mo.



Notice to Puzzle-Peg Fans

Please observe the following rules which are necessary in order to save the Puzzle Editor's time.

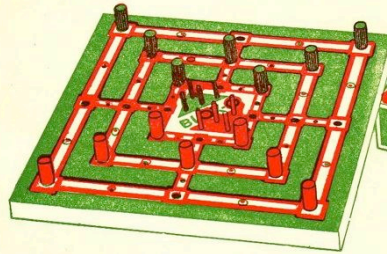
1. No problems will be considered unless solution accompanies them.
2. No problems will be considered unless solutions use the numbering plan illustrated on page 8.
3. No letters will be answered unless stamped self-addressed envelope accompanies them.
4. No more diagonal move problems will be considered unless very unique as the fans prefer straight moves.
5. Problem books are a part of the game and are not sold separately. If lost or destroyed we will forward **one only** prepaid upon receipt of 15c. Extra pegs will be supplied at 15c per set postpaid.

Address all communications to

Puzzle Editor
Lubbers & Bell Mfg. Co., Clinton, Iowa
"The Fun Factory"



BLOX-O 50¢



A wonderful game for two players. Just the kind of two handed game that saves dull evenings and cross words. Puzzle-Peg fans will enjoy Blox-O because it requires the same ingenuity and skill plus the added zest afforded by a worthy opponent. It is made in the same popular size as Puzzle-Peg. Fifty cents in the U.S.A.

LUBBERS & BELL MFG. CO.
THE FUN FACTORY
CLINTON, IOWA, U.S.A.