Problems
in
Puzzle-Peg
The Great Puzzle Game
Fun for Everybody

First Edition
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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.

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 15¢ a set.
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.

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.

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.