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

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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 to 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 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,
LURRESS & BELL MFG. CO.,
CLINTON, IOWA, U. S. A.

Remember, if replies are wanted to correspondence, enclose stamped, self-addressed envelope.
Problem 6
This is called "dizzy pin."
Moves have no sense to 'em.

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.

Problem 10
What a relief after No. 10.

Problem 11
This one has a move that will fool you for a while.

Problem 12
This is a perfect lady—hard to understand but quite nifty.

Problem 13

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

Problem 25
Two diagonal moves but easy.

Problem 26
No diagonal moves. Watch your first move.

Problem 27
One diagonal move. 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.

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.

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Problem 30
“When you are ready, Gridley, fire.”
Submitted by A. J. Dwyer.
Fargo, N. Dak.

Problem 31
Looks like a $.
Just as hard to get.
Submitted by Masserman Sisters.
135 Byron St.
Youngstown, Ohio.

Problem 32
Pretty soft.
Submitted by D. A. Moss.
Shawnee, Wyo.

Problem 33
You may think this easy but Carl Whatchamaskalut says he’s from Missouri.
Submitted by Carl Arcularians, Age 12.
Neosho, Mo.
Problem 34
Mr. Parker works the original game down to this position. This problem shows the last nine moves.

Problem 35
Pretty soft. It looks like a 4 but can be worked with three diagonal moves.
Submitted by Henry Lorenzo Toston, Montana.

Problem 36
All around the mulberry bush.
Submitted by Miss Edna Sammons 1305 N. Queen St. Palestine, Texas

Problem 37
Edison has nothing on Herm. He sent in twenty.
Submitted by Herman Carlson Cookeville, Tenn.

Problem 38
Take a slant at this. Work it with one diagonal move.
Submitted by R. A. Lamsley 1029 N. St. Sacramento, Calif.

Problem 39
Buck this, you Puzzle-Peg fans.
Submitted by Paul V. Young Buckingham, W. Va.

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 41
A rather puzzling problem to start.

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
316 Chester Ave.
Pasadena, Calif.

Problem 43
You should have heard Menehaha. It takes four diagonal moves.
Submitted by Wm. J. Swanson
515 Polkman St.
St. Paul, Minn.

Problem 44
This is a Kansas cyclone.
Submitted by Leslie Harstine
304 N. St.
Wichita, Kan.

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

Problem 46
This looks easy.
Submitted by Richard McCurdy
1654 N. Chester Ave.
Pasadena, Calif.

Problem 47
This one came from Raleigh, and it can be done by golly.
Submitted by W. C. Pennington
Huntsville, S. D.

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

Problem 49
He Spookanough.
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 51
They certainly sling a nasty brain in South Carolina.
Submitted by Edwin Jeffries
220 N. Church St.
Spartanburg, S. C.

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

Problem 53
Pikes Peak or bust. You probably will.
Submitted by G. A. Walters
1620 Franklin St.
Denver, Colo.

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

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

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

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 90
A cranium
Cogitator.
Three diagonal
moves.
Submitted by
Wilfred Dollatz
Box H
St. Cloud, Minn.

Problem 94
The Dog Pound.
The last dog is
not shot.
Five diagonals.
Submitted by
H. L. Powell
4019 Harroson Way
Los Angeles, Calif.

Problem 91
Robert says tune
in on this one.
Three diagonals.
Submitted by
Mister Robert Jack-
man
36 Pollinor 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.
Three diagonals.
Submitted by
Mrs. Emma E.
Dougherty
City Hospital
Portland, Me.

Problem 96
He who solves a puzz-
le, Should to himself be
true.
No problem's won
without the fun.
That proves and
strengthens you.
Four diagonals.
Submitted by
S. J. Bush
Greenford, Ohio

Problem 93
The Mushroom
Problem.
Submitted by
James M. Lawrence
Box 32
Waterville, N. Y.

Problem 97
Awfully simple but
Simply awful.
Submitted by
John L. Ditlev
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 100
Century Puzzle.
Four diagonal
moves.
Submitted by
George E. Graham
655 Case St.
Rochester, Pa.

Problem 101
Work this
with your
left hand.
Submitted by
P. S. Miller
Elk City, Okla.

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 785
Waarville, Nova
Scotia, Canada

Problem 104
Puzzle-Peg, Jr.
Submitted by
Robert J. Fisher
Thompson-Starrett
Co.
51 Wall St.
New York, N. Y.
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 Tom
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 Leighton
1809 Avenue H
Brooklyn, N. Y.

Problem 112
Another Spearhead.
Submitted by Adrian Kalling
Washington C. H.
Ohio

Problem 109
A Chinese E. Not so easy to solve.
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"
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.