

## Chapter 9

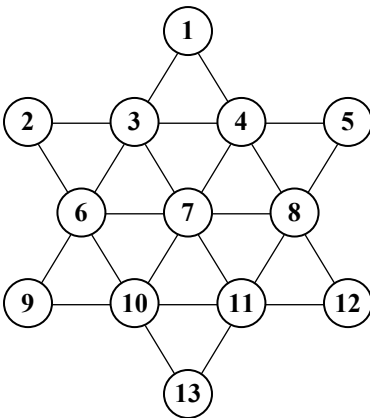
### Three thirteen-hole pegboard puzzles

I have done little work on “full-size” peg solitaire boards since completing *The Ins and Outs of Peg Solitaire* in 1985, and this little can be found in issue 28 (2003) of George Jelliss’s *The Games and Puzzles Journal* and in a paper “New problems on old solitaire boards” which George Bell and I wrote for the colloquium on Board Games Studies at Oxford in 2005. The latter is due to be published in Volume 8 of *Journal of Board Games Studies*, and in the meantime George has posted a copy on the web.

However, during 1987 and 1988 I examined some smaller boards, and found some very attractive problems on them. A small selection appears below. Most of these problems have not been published before, at least not by me, though it is quite possible that somebody else rediscovered and published them in the interim (or even discovered them before I did).

It should perhaps be stressed that a solitaire problem, unlike a chess problem, rarely has a unique solution. Even if the jumps required are uniquely determined, the player normally has a measure of latitude in the order in which he makes them. The solutions that follow are therefore specimens only.

#### 9.1 (“Star Peg”)



12-4, 13-8, 9-11, 2-10, 8-1-6-13-8-6. The harder problem “Vacate 1, play to finish at 1” is solved in *The Ins and Outs of Peg Solitaire*.

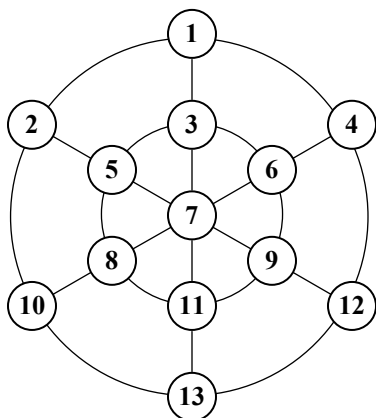
Vacate 1, mark 13, play to leave the marked peg at 13: 6-1, 5-3, 12-4, 1-8-6, 2-4, 9-3, **13-6-1-8-13**.

Play to interchange 6 and 8: **6-1**, 5-3, 2-4, 13-6, 12-10, 9-3-11, **8-13-6**, **1-8**. Both the marked pegs must travel by the corners; a simple triangular interchange such as 6-1, 8-6, 1-8 is not possible.

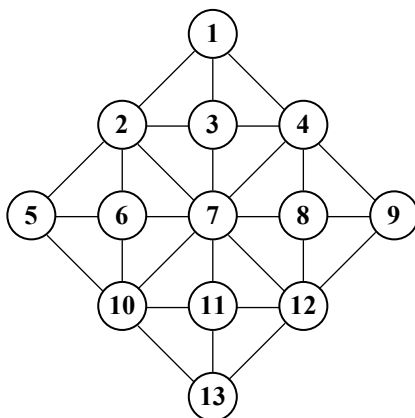
Despite the unfortunate limitation of being unable to start by vacating the central hole, this is an attractive little board.

Vacate 6, play to finish at 6: 1-6, 5-3,

9.2 (“Wheel Peg”)



9.3 (“Diamond Peg”)



Vacate 7, play to finish at 7: 1-7, 11-3, 10-1-7, 12-1, 7-2-4-7-10-12-7. With its final six-sweep and two in the previous play, the final survivor has jumped over eight of the eleven pegs to be removed.

Play to interchange 1 and 13: 2-7, **13-2**, 9-5, **1-7-13**, 8-3, 12-1, **2-4-7-1**.

Play to interchange 3 and 11: 2-7, 4-2, 13-4, **11-5**, **3-11**, 10-1-12-7, **5-9-3**.

Vacate 1, mark 13, and play to leave the marked peg at 13: 5-1, 12-2, 1-7, 11-3, 9-1-7, 2-12, **13-5-7-9-13**.

Vacate 7, play to interchange 5 and 9: 1-7, **5-1**, 12-2, 4-12, 13-7, 10-4, 2-10, **9-13-5**, **1-9**.

Vacate 2, play to interchange 1 and 5: 12-2, 9-7, 6-8, 13-7, 3-11, **1-9-7**, **5-1**, **7-13-5**.