



board is 115/8" x 83/4"

The Frances-Austin Co., Portland, Maine (distributed by T. F. Foss & Sons, 49 Dartmouth Street at Forest Ave., Portland, Maine)

The JUM-PIT Puzzle

(c) 1931

Directions: Place a man on all spots, except one, leaving spot at lower point vacant. Object of game is to remove all but one man. Play by jumping over one man at a time to a vacant spot, removing the man jumped, as in checkers. Jumps must be in straight lines forward, backward or crossways. When no jumps can be made play is blocked.

Note: It is interesting to record how many different ways the puzzle can be solved. Records may be kept by numbering spots, starting with lower point as 1, proceeding from left to right, second row being 2 and 3, third row being 4, 5, and 6, etc. With 1 vacant first jump maybe 6 to 1 or 4 to 1, second jump may be 4 to 6 or 15 to 6--6 to 4 or 11 to 4, as moves are made. Starting point may be varied by leaving some other spot vacant. You'll find it lots of fun to do JUM-PIT before friends, then invite them to try it. The JUM-PIT PUZZLE for solitaire or party play, is enjoyed by all. Win the game in 13 jumps. How many different ways can you do it.