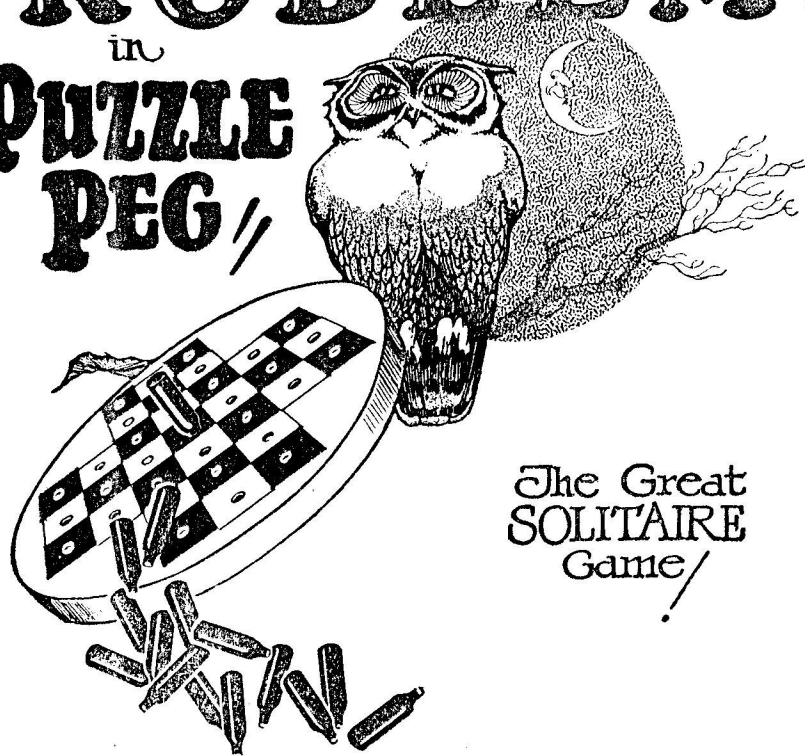


New
PROBLEMS
in
**'PUZZLE
PEG'**



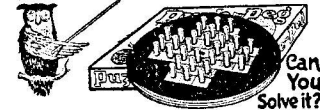
The Great
SOLITAIRE
Game!

FUN FOR EVERYBODY

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"

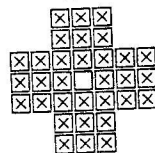
Clinton, Iowa

Copyright 1929 by Lubbers & Bell Mfg. Co.

Printed in the U.S.A.

5

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.

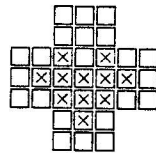
Good Things

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.



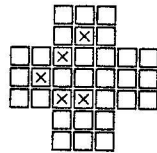
PROBLEM 1 and 1A

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.

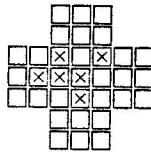


Problem 2

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

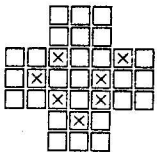
Problem 3

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



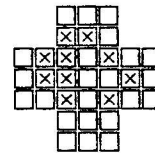
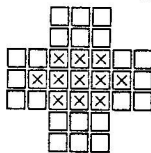
Problem 4

This one is very
simple when you
get going.



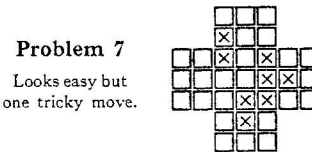
Problem 5

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



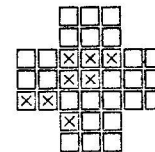
Problem 6

Not so hard.



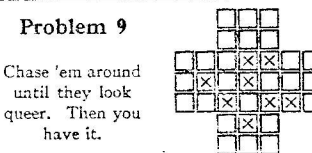
Problem 7

Looks easy but
one tricky move.



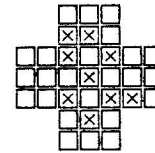
Problem 8

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



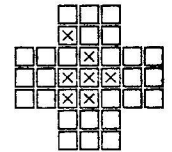
Problem 9

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



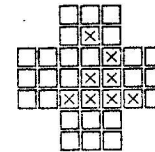
Problem 10

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



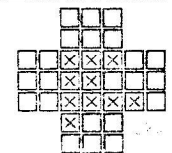
Problem 11

What a relief after
No. 10.



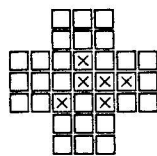
Problem 12

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.

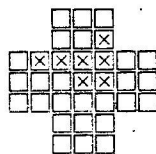
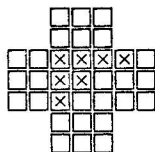


Problem 14

This is simple—if you move right.

Problem 15

It sometimes pays to go backward.

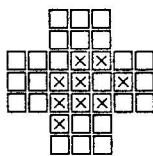
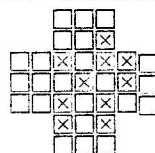


Problem 16

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

Problem 17

All over the board and takes some see-sawing.

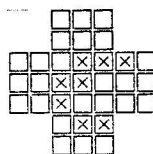
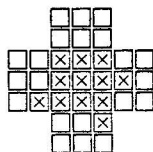


Problem 18

This one will be easy on your nerves.

Problem 19

Like a foot race—all in the start.

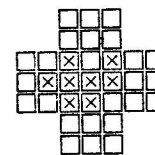
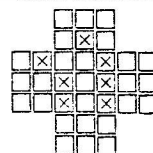


Problem 20

This is a "pup."

Problem 21

Seventh inning—rest before treading the crooked path from here on.

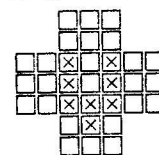
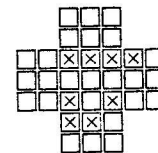


Problem 22

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

Problem 23

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

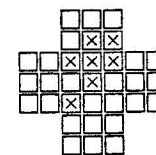
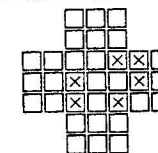


Problem 24

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

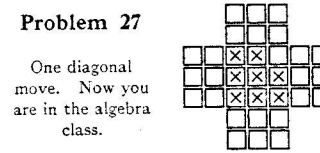
Problem 25

Two diagonal moves but easy.



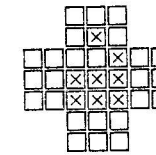
Problem 26

No diagonal moves. Watch your first move.



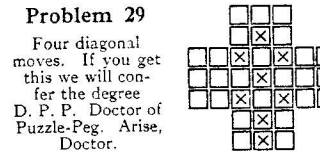
Problem 27

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.

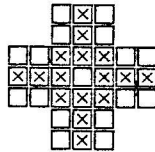
Additional Problems

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.

	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

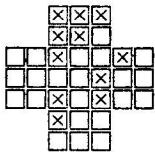
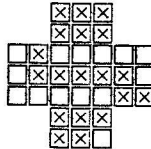
"When you are ready, Gridley, fire."

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

Problem 31

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

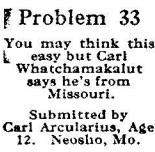
Submitted by
Mauerman Sisters
135 Byron St.
Youngstown, Ohio



Problem 32

Pretty soft.

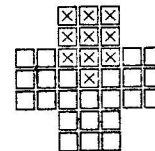
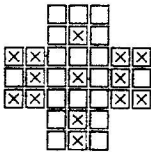
Submitted by
O. A. Moss
Shawnee, Wyo.



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

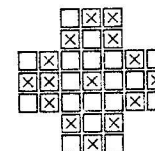
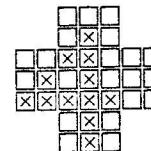
Mr. Parker works the original game down to this position. This problem shows the last nine moves.

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

Problem 35

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

Submitted by
Henry Lorentz
Toston, Montana



Problem 36

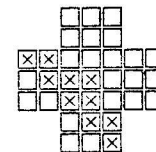
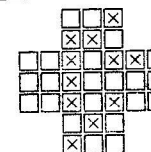
All around the mulberry bush.

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

Problem 37

Edison has nothing on Herm. He sent in twenty.

Submitted by
Herman Carlon
Cookeville, Tenn.



Problem 38

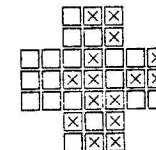
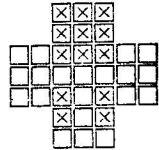
Take a slant at this. Work it with one diagonal move.

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

Problem 39

Buck this, you Puzzle-Peg fans.

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



Problem 40

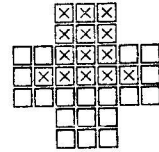
DeRoire challenges the world on problems. He is a Ford specialist and ought to be good on puzzles.

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

Problem 41

A rather puzzling problem to start.

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



14

Problem 42
Stung again. The one in the corner is the bee.
Submitted by Adele Rountree
Box 613
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
Huffon, 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.

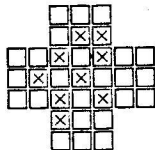
Problem 55
Jumping the hills in Kansas City inspired this.
Submitted by P. L. Meath
4328 Summit
Kansas City, Mo.

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

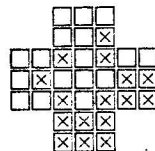
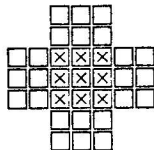
This is the finish of one method the Doctor used in solving the original game.

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

Problem 59

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

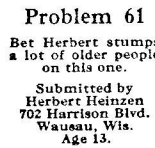
Submitted by
C. H. Berkey
227 Madison Ave.
Grand Rapids, Mich.



Problem 60

Hard to separate this bunch.

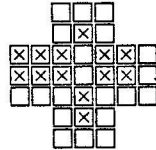
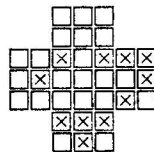
Submitted by
Elmer K. Hood
Blue Canyon, Cal.



Problem 61

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

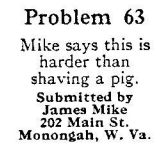
Submitted by
Herbert Heinzen
702 Harrison Blvd.
Wausau, Wis.
Age 13.



Problem 62

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

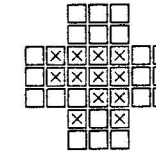
Submitted by
Howard N. Smith
225 N. Elmwood Ave.
Oak Park, Ill. Sent 20



Problem 63

Mike says this is harder than shaving a pig.

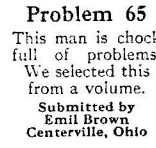
Submitted by
James Mike
202 Main St.
Monongah, W. Va.



Problem 64

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

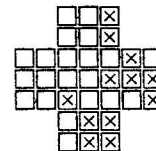
Submitted by
Wayne C. Rydberg
7501 Earl St.
W. Duluth, Minn.



Problem 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

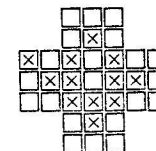
Submitted by
Geo. B. Edgar
437 Ohio St.
Lawrence, Kansas



Problem 67

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

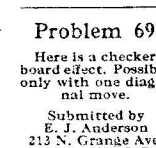
Submitted by
Leslie Welch
Stockham State Bank
Stockham, Nebr.



Problem 68

Here is a good one selected from 21 she submitted.

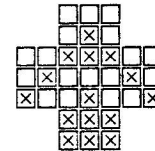
Submitted by
Mrs. E. M. Childers
Box 1703
Goldfield, Nev.



Problem 69

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

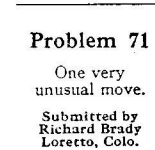
Submitted by
E. J. Anderson
213 N. Grange Ave.
Sioux Falls, S. D.



Problem 70

Spearhead. Works out beautifully.

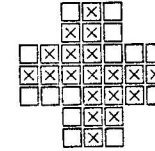
Submitted by
John F. Black
316 Bella Vista Ave.
Los Gatos, Calif.



Problem 71

One very unusual move.

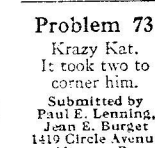
Submitted by
Richard Brady
Loretto, Colo.



Problem 72

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

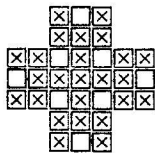
Submitted by
J. M. Coleman
Coalport, Pa.



Problem 73

Krazy Kat. It took two to corner him.

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



Problem 74

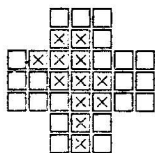
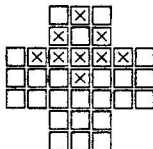
Invented while
settenathome
on Pain Avenue.

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

Problem 75

One for the
little folks.

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



Problem 76

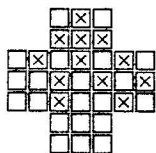
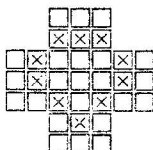
Five diagonal
moves. This came
insky with six
diagonal moves.

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

Problem 77

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

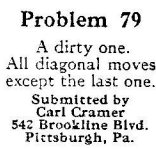
Submitted by
Otto Rastede, Age 15
411 W. Wall St.
Merrison, Ill.



Problem 78

You will wear out
one peg if you get it

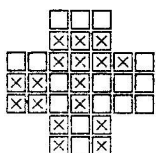
Submitted by
Wm. Chamberlain
Mineral Wells,
Texas



Problem 79

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

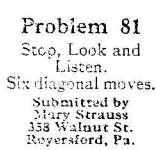
Submitted by
Carl Cramer
542 Brookline Blvd.
Pittsburgh, Pa.



Problem 80

One of many
good ones sent
by the Doctor.

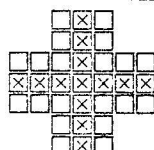
Submitted by
Dr. J. A. Sundry
Cobb Bldg.
Kankakee, Ill.



Problem 81

Stop, Look and
Listen.
Six diagonal moves.

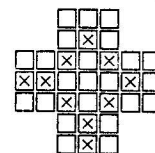
Submitted by
Mary Strauss
358 Walnut St.
Reyersford, Pa.



Problem 82

The plug hat.

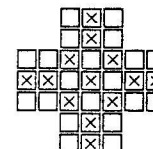
Submitted by
P. F. Ligon
Gernt, Tenn.



Problem 83

The star problem.
Four diagonal
moves.

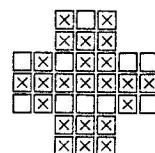
Submitted by
F. C. Eley, Dr.
Bailey's Sanatorium
Lincoln, Neb.



Problem 84

Scatter Peg.

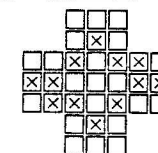
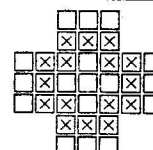
Submitted by
C. H. Swanson
454 E. Orleans St.
Faxton, Ill.



Problem 85

The California
Maze.

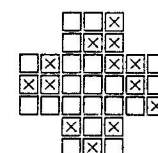
Submitted by
Mrs. Elmer Hubbard
Loomis, Calif.



Problem 87

The Boola Boola.
Requires a funny
start.

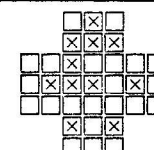
Submitted by
Frank C. Isley
1153 Yale Station
New Haven, Conn.



Problem 88

Unlucky Thirteen.

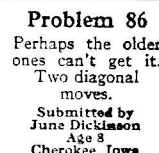
Submitted by
Geo. S. Heavilin
3647 S. Web. St.
Marion, Ind.



Problem 89

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

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

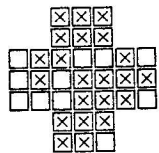


Problem 86

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

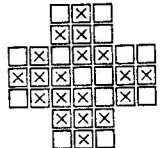
Submitted by
June Dickason
Age 8
Cherokee, Iowa

20

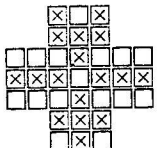


Problem 90
A cranium
Cogitator.
Three diagonal
moves.
Submitted by
Wilfred Collatz
Box B
St. Cloud, Minn.

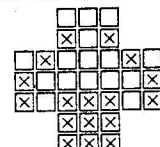
Problem 91
Robert says tune
in on this one.
Three diagonals.
Submitted by
Master Robert Jack-
man
39 Pollmor Drive
San Diego, Calif.



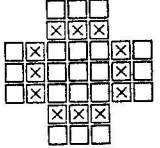
Problem 92
Oh, send
Sweet Peggy home.
Submitted by
Mrs. Emma E.
Doughty
City Hospital
Portland, Me.



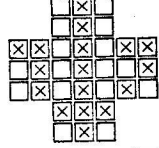
Problem 93
The Mushroom
Problem.
Submitted by
James M. Lawrence
Box 55
Waterville, N. Y.



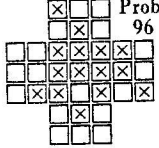
Problem 94
The Dog Pound.
The last dog is
not shot.
Five diagonals.
Submitted by
H. L. Powell
4019 Marmion Way
Los Angeles, Calif.



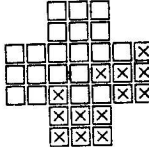
Problem 95
This is the
Gopher's galoshes.
Two diagonals.
Submitted by
G. P. Miller
Harris, Minn.



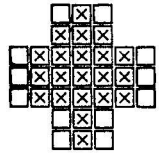
Problem 96
He who solves a puzzle,
Should to himself be true:
No problem's won
without the fun,
That proves and
strengthens you.
Four diagonals.
Submitted by
S. J. Bush
Greenford, Ohio



Problem 97
Awfully simple but
Simply awful.
Submitted by
John L. Dison
Murphysboro, Ill.

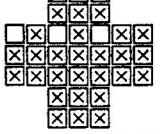


21

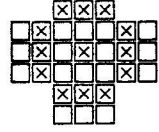


Problem 98
Christmas Tree
Problem. One of 12
he submitted. Four
diagonal moves.
Submitted by
Richard Wells, age 7
129 N. Seventh St.
Zanesville, Ohio

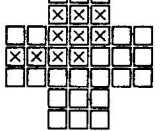
Problem 99
As hard as
the full board.
Submitted by
John Peterson
324 N. 3rd St.
Rockford, Ill.



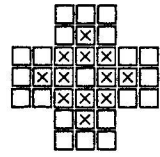
Problem 100
Century Puzzle.
Four diagonal
moves.
Submitted by
George E. Graham
465 Case St.
Rochester, Pa.



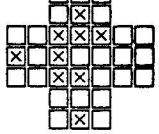
Problem 101
Work this
with your
left hand.
Submitted by
P. S. Miller
Elk City, Okla.



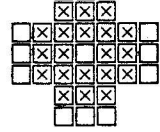
Problem 102
A square within
a square.
Submitted by
Dorothy Vadora
Bustleton, Pa.



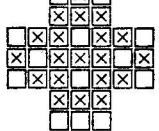
Problem 103
From one of our
many Canadian fans.
Three diagonal
moves.
Submitted by
Robert Johnstone
Box 746
Westville, Nova
Scotia, Canada

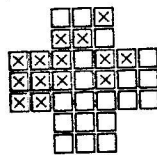


Problem 104
Puzzle-Peg, Jr.
Submitted by
Robert J. Fisher
Thompson-Starret
Co.
51 Wall St.
New York, N. Y.



Problem 105
The Squadron.
Submitted by
M. Millan
605 7th St.
Lakewood, N. J.





Problem 106

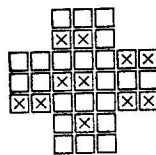
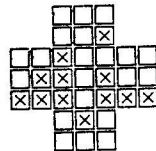
One from the
Hot Belt.

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

Problem 107

He works the
original game to
this point.

Submitted by
Henry Nau
6103 Whittier Ave.
Cleveland, Ohio



Problem 108

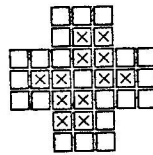
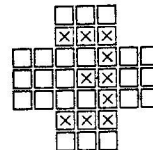
Five sets of twins
and papa.

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

Problem 109

A Chinese E. Not
so easy to savey.

Submitted by
Herbert Lundgren
1420 Wick Ave.
Youngstown, Ohio



Problem 110

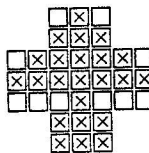
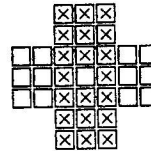
The Master Key.
Helps you to solve
all other problems.

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

Problem 111

This problem has
some very catchy
moves.

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



Problem 112

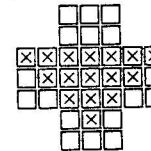
Another
Spearhead.

Submitted by
Adrian Kisting
Washington C. H.
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.

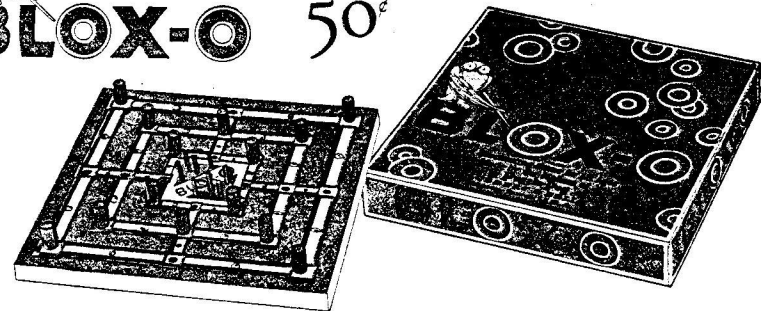
1. No problems will be considered unless solution accompanies them.
2. No problems will be considered unless solutions use the numbering plan illustrated on page 8.
3. No letters will be answered unless stamped self-addressed envelope accompanies them.
4. No more diagonal move problems will be considered 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.

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"