

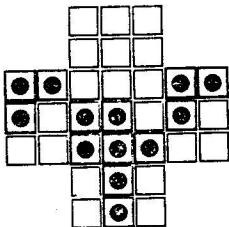
Problem 66
A football problem
from a college town

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

Problem 67

Trust a banker to
send in a methodi-
cal one. Two dia-
gonal moves.

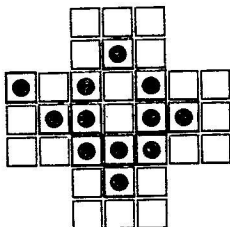
Submitted by
Leslie Welch
Stockham State Bank
Stockham, Nebr.



Problem 68

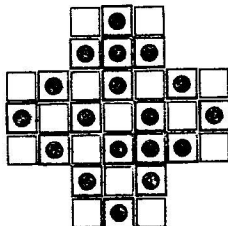
Here is a good one
selected from 21
she submitted.

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



Problem 69
Here is a checker
board effect.
Possible without
diagonal moves and
with one diagonal
move.

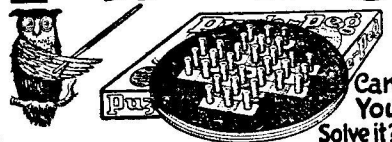
Submitted by
E. J. Anderson
213 N. Grange Ave.
Sioux Falls, S. D.



Problems

in

"Puzzle-Peg"



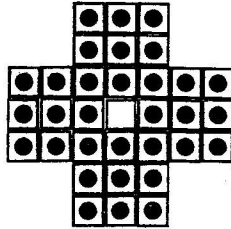
The Great Puzzle Game
Fun for Everybody

Second Edition
Copyright 1922

Supplied Free with Purchases of
Puzzle-Peg

Lubbers & Bell Mfg. Co.
Manufacturers
Clinton, Iowa, 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 many different ways however and we are constantly receiving new ways.

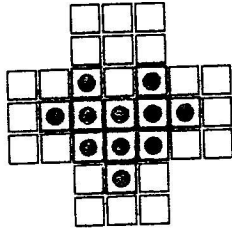
Good Things Do Grow

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 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.



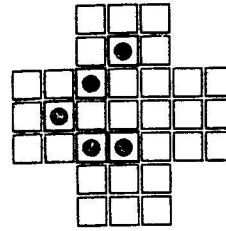
PROBLEM 1 and 1A

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 68 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.

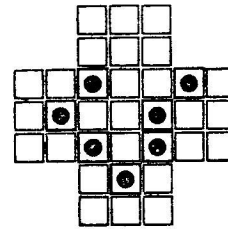
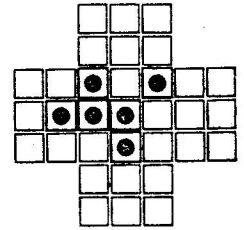


Problem 2

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

Problem 3

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

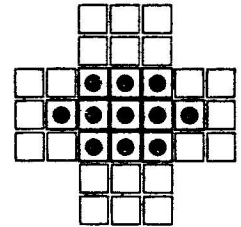


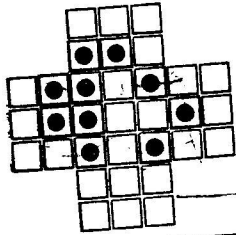
Problem 4

This one is very
simple when you
get going.

Problem 5

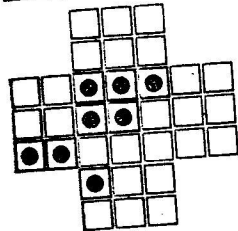
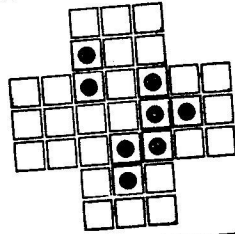
Wait until after
dinner before trying
this. Guaranteed
to test dispositions.





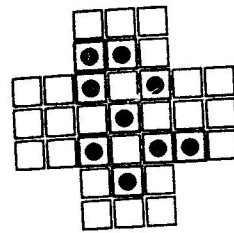
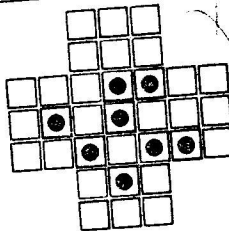
Problem 6
Not so hard.

Problem 7
Looks easy but one
tricky move.



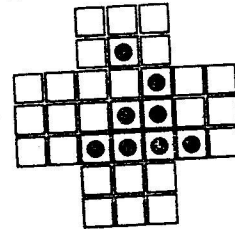
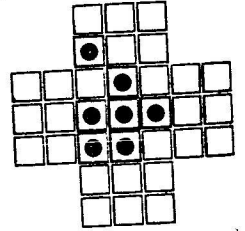
Problem 8
Here's a puzzler.
Real satisfaction
when you get
this one.

Problem 9
Chase 'em around
until they look
queer. Then you
have it.



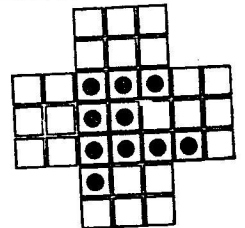
Problem 10
This is called
"dizzy pin".
Moves have no
sense to 'em.

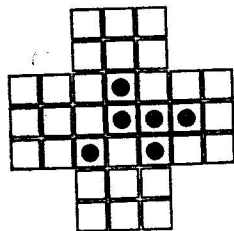
Problem 11
What a relief after
No. 10.



Problem 12
This one has a
move that will fool
you for a while.

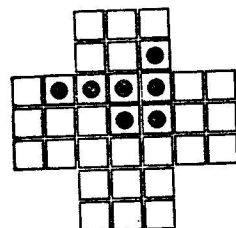
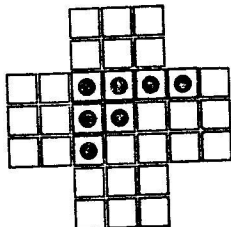
Problem 13
This is a perfect
lady—hard to
understand but
quite nifty.





Problem 14
This is simple—if you move right.

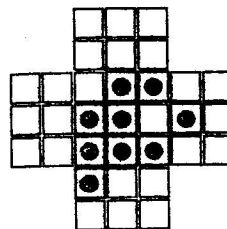
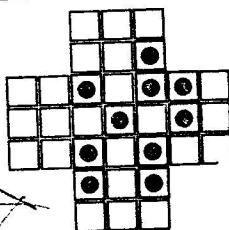
Problem 15
It sometimes pays to go backward.



Problem 16

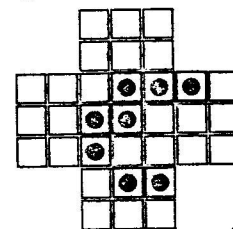
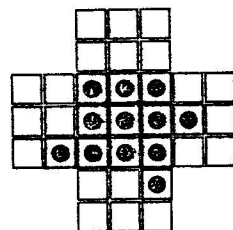
The person who sent this in thought it was hard. What do you think?

Problem 17
All over the board and takes some see-sawing.



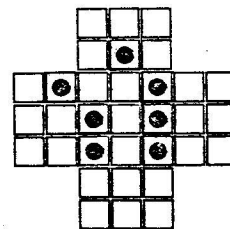
Problem 18
This one will be easy on your nerves.

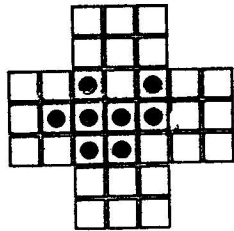
Problem 19
Like a foot race—all in the start.



Problem 20
This is a "pup."

Problem 21
Seventh inning—rest before treading the crooked path from here on.

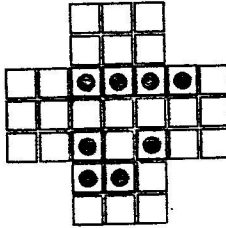




Problem 22
 Play with one diagonal move. Not for the primary class.

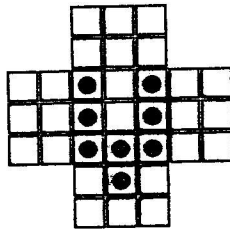
Problem 23

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



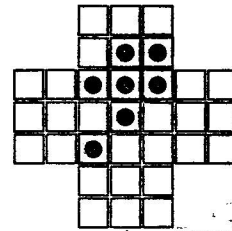
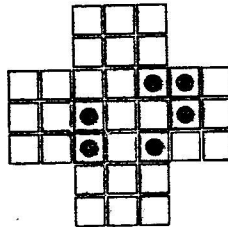
Problem 24

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



Problem 25

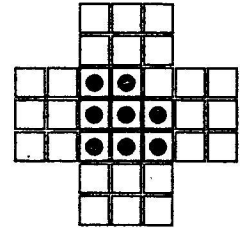
Two diagonal moves but easy.



Problem 26
 Two diagonal moves. Watch your first move.

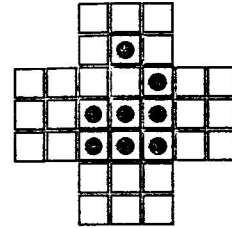
Problem 27

Three diagonal moves. Now you are in the algebra class.



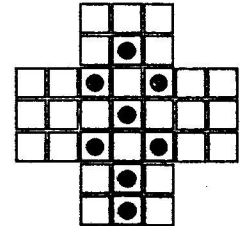
Problem 28

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.



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.**

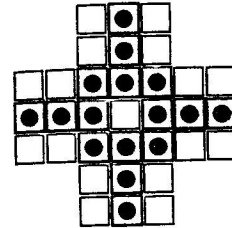
Additional Problems

The problems numbered 30 to 69 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		



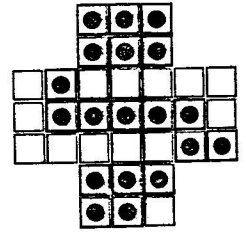
Problem 30
 "When you are ready, Gridley, fire"

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

Problem 31

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

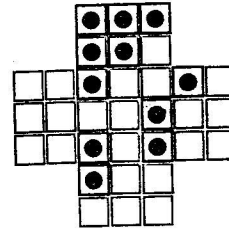
Submitted by
 Mauerman Sisters
 135 Byron St.
 Youngstown, Ohio



Problem 32

Pretty Soft

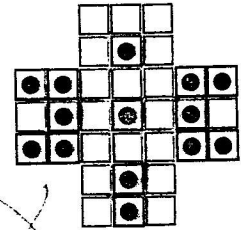
Submitted by
 O. A. Moss
 Shawnee, Wyo.

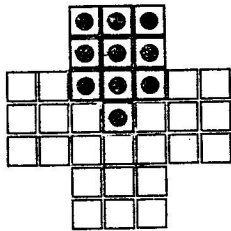


Problem 33

You may think this
 easy but Carl
 What hamakalut
 says he's from
 Missouri

Submitted by
 Carl Arcularius, Age 12
 Neosho, Mo.





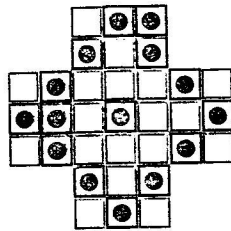
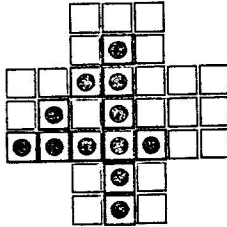
Problem 34
Mr. Parker works the original game down to this position. This problem shows the last nine moves.

Submitted by
A. Mc C. Parker
624 Stock Exchange Bld
Philadelphia, Penn.

Problem 35

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

Submitted by
Henry Loreutz
Toston, Montana



Problem 36

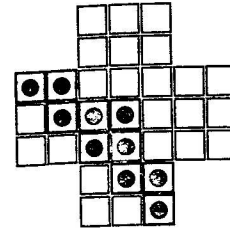
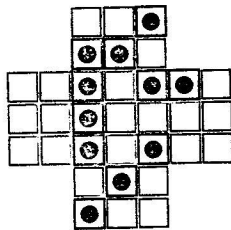
All around the mulberry bush

Submitted by
Miss Edna Sammons
1305 N. Queen Street
Palestine, Texas

Problem 37

Edison has nothing on Herm. He sent in twenty.

Submitted by
Herman Carlen
Cookeville, Tenn.



Problem 38

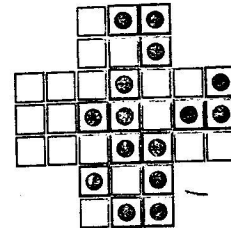
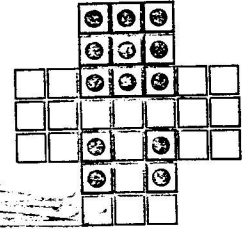
Take a slant at this. Work it with one diagonal move.

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

Problem 39

Buck this you Puzzle-Peg fans

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



Problem 40

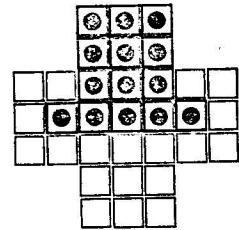
DeRoire challenges the world on problems. He is a Ford specialist and ought to be good on puzzles.

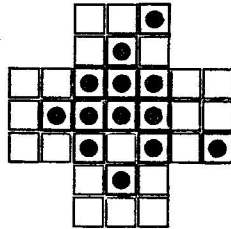
Submitted by
De Roire, E. A. M.
Geneva, N. Y.

Problem 41

A rather puzzling problem to start

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





Problem 42

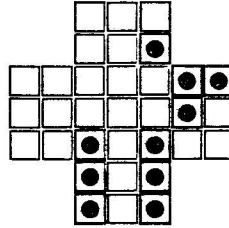
Stung again. The one in the corner is the bee.

Submitted by Adele Rountree
Box 618, Beeville, Tex

Problem 43

You should have heard Minnehaha
It takes four diagonal moves.

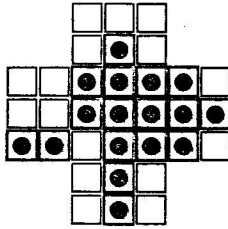
Submitted by William J. Swanson
699 Pelham St.
St. Paul, Minn.



Problem 44

This is a Kansas cyclone.

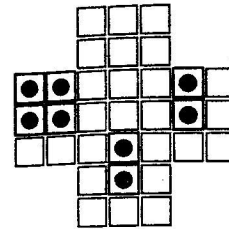
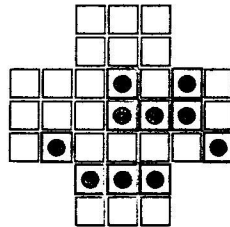
Submitted by Leslie Huxtable
352 N. St. Francis Ave.
Wichita, Kans.



Problem 45

This man likes diagonal problems.
He submitted six and this one takes five diagonal moves

Submitted by W. C. Pennington
Huffton, S. Dak.



Problem 46

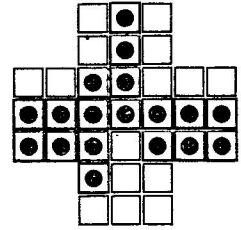
This looks easy.

Submitted by Richard McCurdy
1484 N. Chas. St. Ave.
Pasadena, Cal.

Problem 47

This one came from Raleigh, and it can be done by golly.

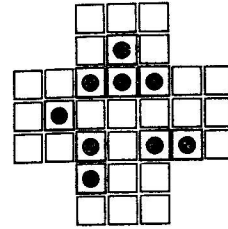
Submitted by O. Ramsaur
Box 6, Raleigh, N. C.



Problem 48

Here is a catchy one
Fresh from Saskatchewan

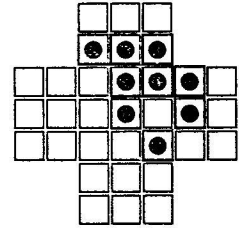
Submitted by Oscar Shirley
Admiral, Sask.

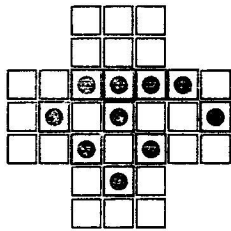


Problem 49

He Spokaneough
1 Diagonal

Submitted by Charles Smith
802 Shannon Ave.
Spokane, Wash.





Problem 50

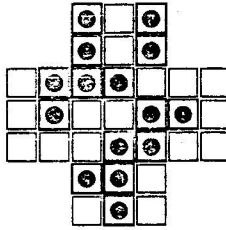
Chase the pigs out of the corn. Two diagonal moves.

Submitted by David Clark
Newton, Iowa

Problem 51

They certainly sling a nasty brain in South Carolina.

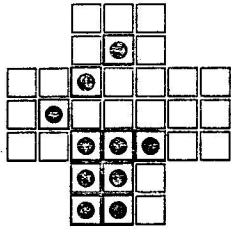
Submitted by Edwin Jefferies
220 N. Church St.
Spartanburg, S. C.



Problem 52

A slow train thru Arkansas.

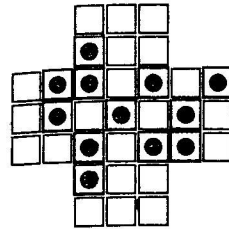
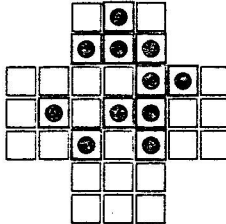
Submitted by J. B. Pearson
610 Louisiana
Little Rock, Ark.



Problem 53

Pikes Peak or bust. You probably will.

Submitted by C. A. Walters
1626 Franklin St.
Denver, Colo.



Problem 54

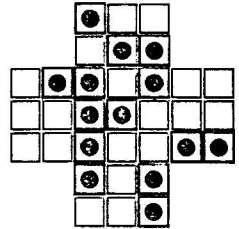
Scattered out like a bunch of stray cattle.

Submitted by Ralph C. Hughes
Huson, Mont.

Problem 55

Jumping the hills in Kansas City inspired this.

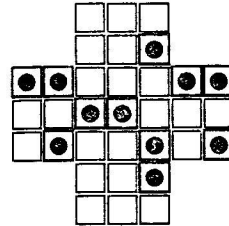
Submitted by P. L. Meath,
4328 Summit
Kansas City, Mo.



Problem 56

Doesn't this look like a map of lower Manhattan?

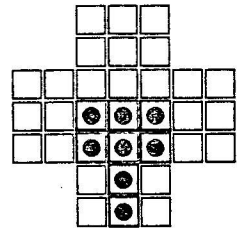
Submitted by Irene Smith
314 Eighth Ave.
Astoria, Long Island

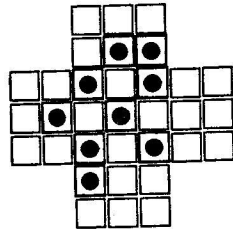


Problem 57

Here is a real hard one with 2 diagonal moves.

Submitted by Mrs. Anna F. Moore
R. F. D. 1, Box 102
Sarasota, Fla.



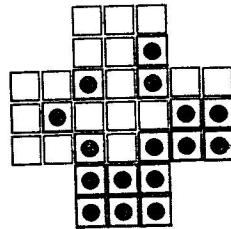
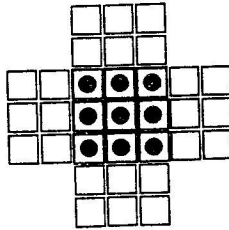


Problem 58
This is the finish of one method the Doctor uses in solving the original game.

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.

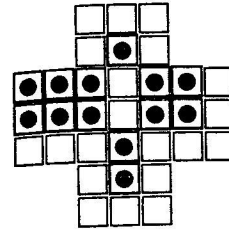
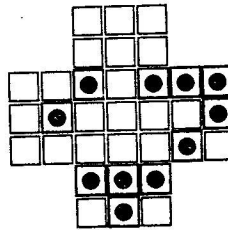


Problem 60
Hard to separate this bunch.

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

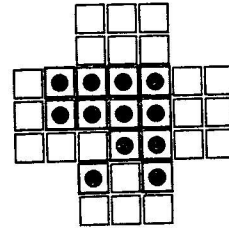
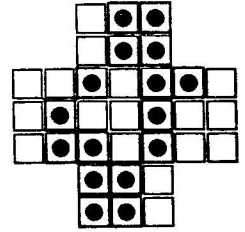


Problem 62
His Daddy writes our advertising. After trying this you will know why our advertising is so good.

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

