



Instructions for Solitaire game

(english version)

A one-player game.

The game requires:

- board with 33 drilled-in holes
- 32 pegs

The game goal: The goal is to remove as many pegs from the board as possible; the best result is when there is only one peg left in the board at the end of the game.

The beginning of the game: Put 32 pegs into the game board and leave only one hole empty (ideally in the middle of the board).

The course of the game: The pegs can be moved only by jumping; sliding is not allowed. It is possible to jump vertically and horizontally over an adjacent peg behind which there is an empty hole.

The end of the game: The game ends when the player is not able to jump over an adjacent peg.

The results of the game:

- Magnificent! – There is only one peg left on the board and the player required only 16 jumps in the game.
- Excellent! – There is only one peg left on the board.
- Great! – There are two pegs left on the board.
- Well done! – There are three pegs left on the board
- You lost. – There are four or more pegs left on the board.

Variants of the game:

- When preparing the game, you can choose the first empty hole to be anywhere on the board.
- Before the game starts, you determine which peg is going to be the last peg standing.
- The game goal is to leave as many pegs on the board as possible.
- The game goal is to create a shape out of the pegs left on the board, e.g. the letter C.
- Solitaire Reversed – Start with an empty board. Put in one peg, jump over an adjacent empty hole and put a peg into this hole. Repeat.