

# Solo Peg

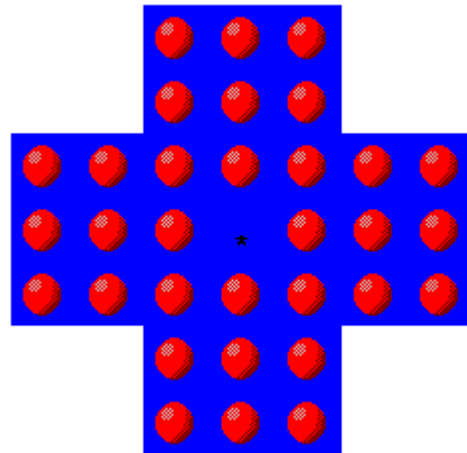
Enjoy a collection of traditional peg board games for one or two players.

## Topics:

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- [French Solitaire](#)
- [Target Pegs](#)
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**Move the pegs by dragging them from the point of origin to the destination. To drag a peg, place the cursor on the peg. Press the left mouse button and hold it while moving the cursor. When you reach the destination, release the mouse button. If you have made a legal move, the peg will drop into its new position. If you have attempted an illegal move, the peg will bounce back to its original spot. Legal and illegal moves depend on the rules of the game you are playing, but in all cases a peg can only be moved into an empty spot.**

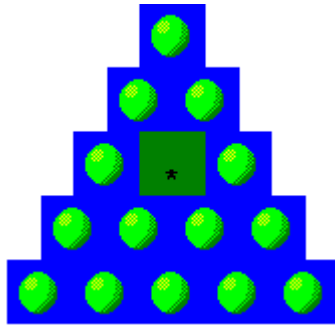
# Solo Pegs



The game starts with one empty spot at the center. The object is to finish with only one peg left, in any position.

To move, you must jump over another peg, horizontally, vertically, or diagonally. The jumped peg is removed.

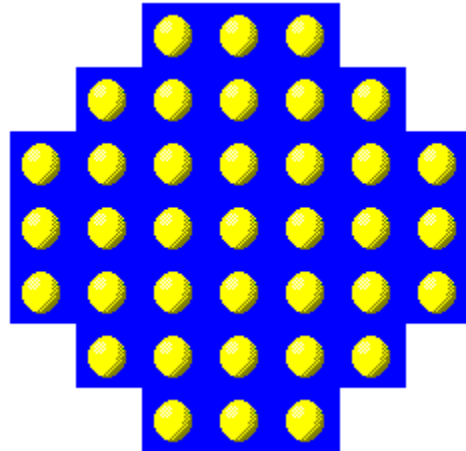
# Triangle Pegs



The game starts with the center peg removed. The object is to finish with one peg left, in the center spot.

To move, you must jump over another peg, horizontally, vertically, or diagonally. The jumped peg is removed.

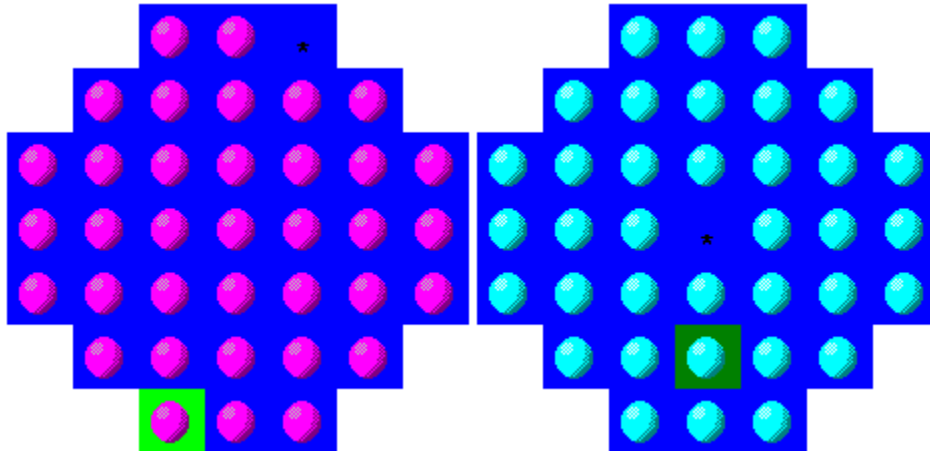
## French Solitaire



The game starts with pegs in all positions. Select any peg and remove it by clicking on it. The object is to finish with only one peg left, in any position.

To move, you must jump over another peg, horizontally, vertically, or diagonally. The jumped peg is removed.

# Target Pegs

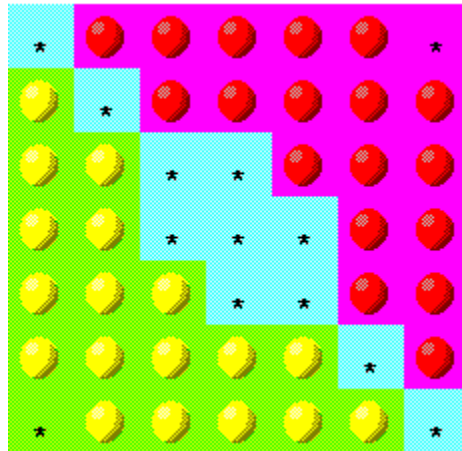


There are two versions of this game, with similar rules.

The game starts with one empty spot. The object is to finish with one peg in the target spot. Note that the target spot is colored differently from the main playing board.

To move, you must jump over another peg, horizontally, vertically, or diagonally. The jumped peg is removed.

# Dueling Pegs



This is a game for two players, or one player with a dual personality.

The game starts with the red pegs on one side, and the yellow pegs on the other side. There is a neutral area in between. The object is to be the first to get all your pegs into the other player's territory. Territories are color-coded.

You can [move](#) by jumping your own pegs or your opponent's pegs, or by moving into any adjacent empty space.

## More Help

For online support and fast, reliable answers to your questions, visit the R.K. West section on **CompuServe**. GO RKWEST. You'll also be able to download up-to-date evaluation versions of all our new products in Library 9.

For online support using **America Online**, visit our forum using the keyword RKWEST. You'll also be able to download files and link to our home page on the Internet.

**Email** questions may be sent to rkwest@ProMail.com.

For support by **fax**, send your inquiry to 1-818-366-1737. Include full details about your question or problem, and remember to include a return fax number.

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Mission Hills, CA 91346-8059

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**Please understand that we cannot provide training or support for products we did not create. If your computer is giving you trouble, or if you do not understand how to use Windows or some other software on your system, please contact the manufacturer of that product.**

All contact information was correct as of January 1997.



## Scores

When you complete a game (or when you [surrender](#)), the program will ask you to enter your name.

A record of the top five scores in each category is saved. To view this record, select Scores from the pull-down menu. Scroll through the document using the scroll bar at the right edge, or click on the Print button to get a copy on paper.

You can delete all scores and start fresh using the Clear button -- but please be fair and let past winners enjoy their glory as long as possible!

To leave the scores and return to the game, click on the OK button.

**All the games except Dueling Pegs offer a Surrender button. If you realize that your situation is hopeless, or if you can't make any more moves, or if you just can't take it any more, click on this button. The program will ask for your name and save your score.**

# Solo Peg

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