

Pegged Help Index

The Index lists all Pegged Help topics.

To learn how to use Help, choose Using Help from the Help menu, or press F1.

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Overview

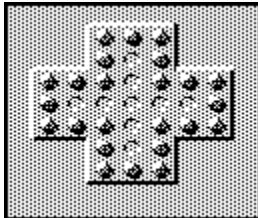
Pegged is a game of logic with origins dating back to the nineteenth century. No one knows for sure who invented the game, but several sources attribute its creation to a prisoner in the Bastille. The game was very popular throughout Europe in the 1800s, where it was known as "Peg Solitaire" because it was played by moving pegs in a wooden board.

Pegged is played by jumping a peg across any adjacent peg and placing it in an open space on the other side. Only horizontal and vertical jumps are allowed. A peg that has been "jumped" is automatically removed from the board.

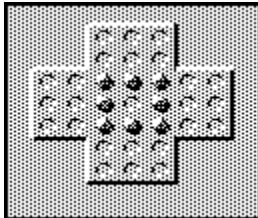
The object of the game is to jump all the pegs until only one peg remains.

It is most challenging to end the game with the last peg in the center of the board, but you win as long as only one peg remains anywhere on the board.

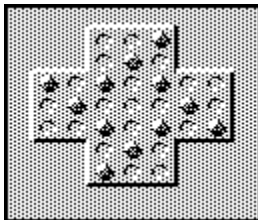
Another interesting challenge is to start at the [Solitaire](#) level and jump pegs so that the following patterns are left:



The wall



The square



The pinwheel

Related Topics

- ◆ [Playing the Game](#)
- ◆ [Rules of the Game](#)

Playing the Game

The object of Pegged is to finish the game with only one peg remaining on the board. The following section explains how to play the game.

To Choose a Board Type:

➤ From the Options menu, choose Cross, Plus, Fireplace, Up Arrow, Pyramid, Diamond, or Solitaire. Each board presents a different, challenging peg configuration.

To Start a New Game:

➤ From the Game menu, choose New, or press F2.

To Jump a Peg:

- 1 Point to the peg you want to jump with.
- 2 Drag that peg over another peg.
The "jumped" peg disappears.

Note: Only certain jumps are legal. See "Rules of the Game" for more information.

To Back Up a Move:

➤ From the Game menu, choose Backup, or press the BACKSPACE key.

Related Topics

- ◆ [Overview](#)
- ◆ [Rules of the Game](#)

Rules of the Game

Pegged Rules:

- The playing area is a plus-shaped grid of holes. At the beginning of each game, there is a configuration of pegs in the playing area.



A hole



A peg

- You can remove a peg by jumping over it with another peg. Only certain jumps are legal: you must jump horizontally or vertically, and you can jump only one peg at a time.
- The game is over when no legal jumps are available. If there is only one peg remaining, you win.

Related Topics

- ◆ [Playing the Game](#)
- ◆ [Strategy and Hints](#)

Game Menu Commands

New

Starts a new game of Pegged.

You can start a new game at any time, even in the middle of a game.

Backup

Backs up one jump.

You can continue to back up until you reach the initial peg configuration.

Exit

Exits Pegged.

You can exit at any time, even in the middle of a game.

Options Menu Commands

From the Options menu, choose the following commands to set the initial configuration of the pegs: Cross, Plus, Fireplace, Up Arrow, Pyramid, Diamond, or Solitaire. Each configuration presents a different challenge.

How to Play

This section contains information about how to play Pegged.

[Overview](#)

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Commands

This section contains information about the menu commands in Pegged.

[Game Menu Commands](#)

[Options Menu Commands](#)

Strategy and Hints

This section contains helpful hints for playing Pegged successfully.

- The puzzles get progressively more difficult and each provides insights on how to solve the last and hardest, Solitaire. So try to solve the simplest puzzle, the Cross, first. Then try to solve the other puzzles on the Options menu in descending order.

Related Topics

- ◆ [Playing the Game](#)
- ◆ [Rules of the Game](#)

Solitaire

Solitaire is the name of the most difficult Pegged puzzle. It can be found on the Options menu.