## **SOLITAIRE**

## **CONTENTS**

I Wooden Playing Board, 32 Glass Marbles.

## **OBJECT OF THE GAME**

To remove marbles from the board so that at the end of the game only one marble is left and it is in the position that was empty when the game started.

## PLAYING THE GAME

To set up the playing board, place all 32 marbles on the game board leaving the centre hole empty (see diagram).

A marble is taken when it is "hopped" over by another marble. A marble may hop over any adjacent marble in a forward, backward or sideways direction but <u>not</u> diagonally. A marble may only hop over one piece at a time.

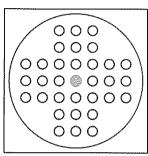
The game ends when:

- More than one piece is left on the playing board but none can be taken by a legal move
- Only one piece is left on the playing board, but not at the space that was empty when the game started.
- With a correct solution with only one playing piece left on the playing board, in the space that was empty when the game started.

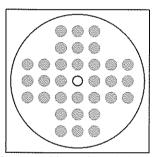
There are many possible solutions to the game, and some play variations. For example:

You can choose to start the game with any of the 33 positions empty. The correct solution is where there is only one piece left and it is in the position that was empty at the start of the game.

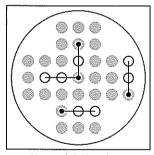
For an easier game for younger players, you can choose to end the game when there is just one piece left, regardless of where it is. You can play solo, or have 2 players taking turns.



Start of the game position



Correct position at the end of game when playing with starting position as shown above



Moves of playing pieces





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