Peg Duel

USER'S GUIDE

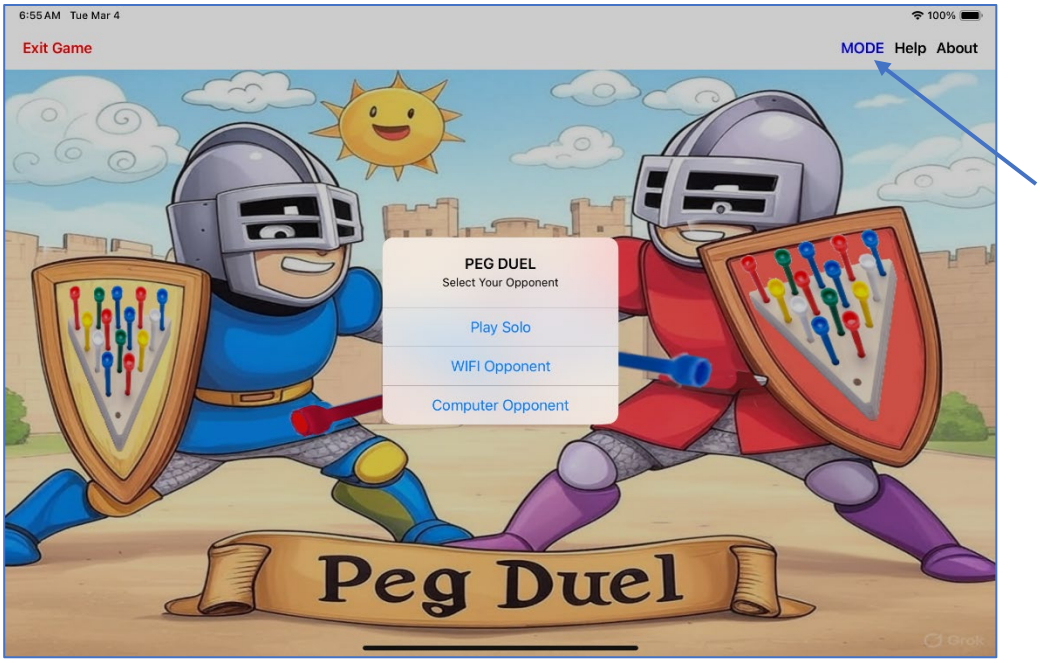
2025

PEG DUEL is based on the fun wooden puzzle found on tables at Cracker Barrel restaurants everywhere. The goal of the game is to figure out a pattern of peg jumping that leaves the fewest number of pegs on the triangular board.

The original game was known as Peg Solitaire, and was strictly a one person game. Competition involved passing the puzzle over to your opponent and starting a new game.

Peg Duel is different. It introduces the concept of interactivity, achieved through the use of WIFI technology. Now the game can be played using two different devices (phones, tablets, etc.) as long as they share the same WIFI network. If no WIFI opponent is available, the user can choose to play against a Computer Opponent, or practice the game in its original solitaire mode ("Play Solo").

Opening screen.

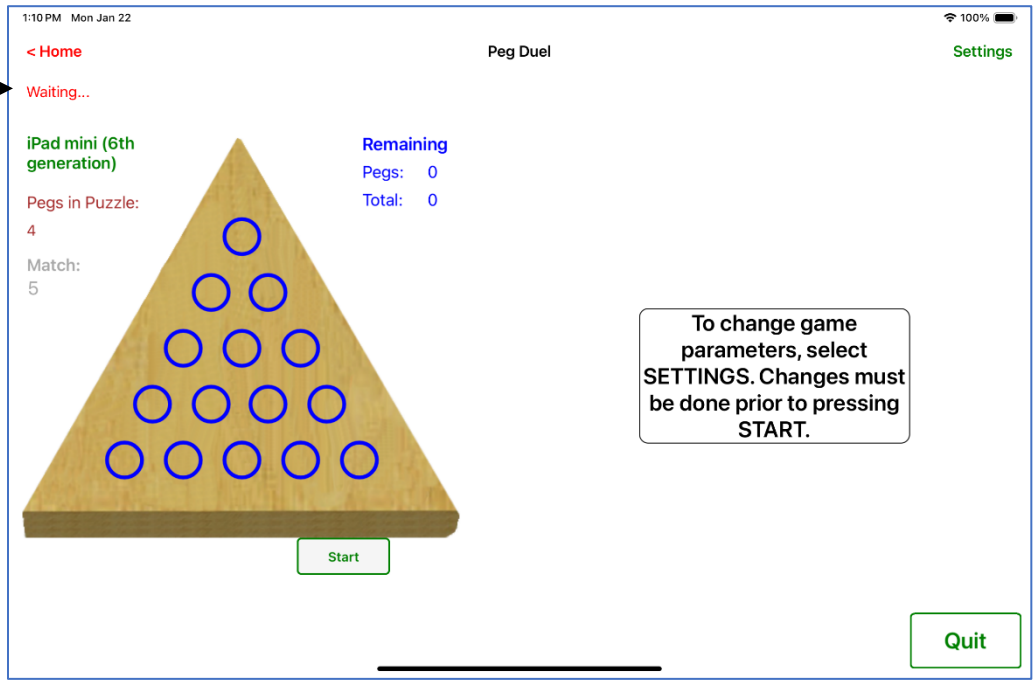


Mode Selection Screen

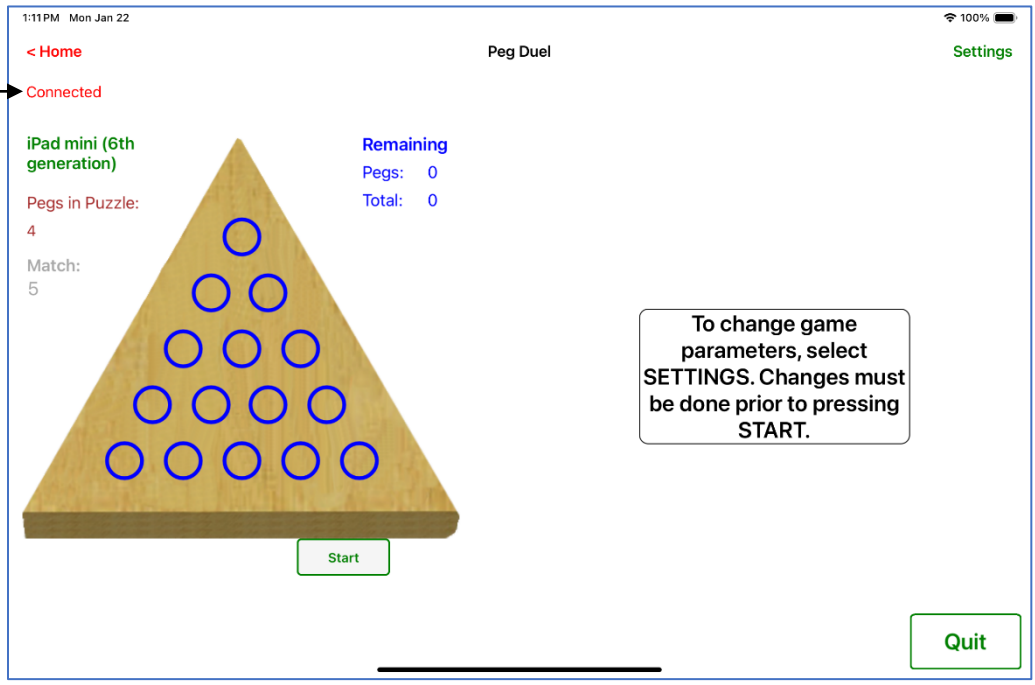
GAME MODES

WI-FI MODE. If "WIFI Opponent" is selected, your device will ping its host WIFI network in search of an answering ping. If found, the devices will auto-connect.

"Waiting" →



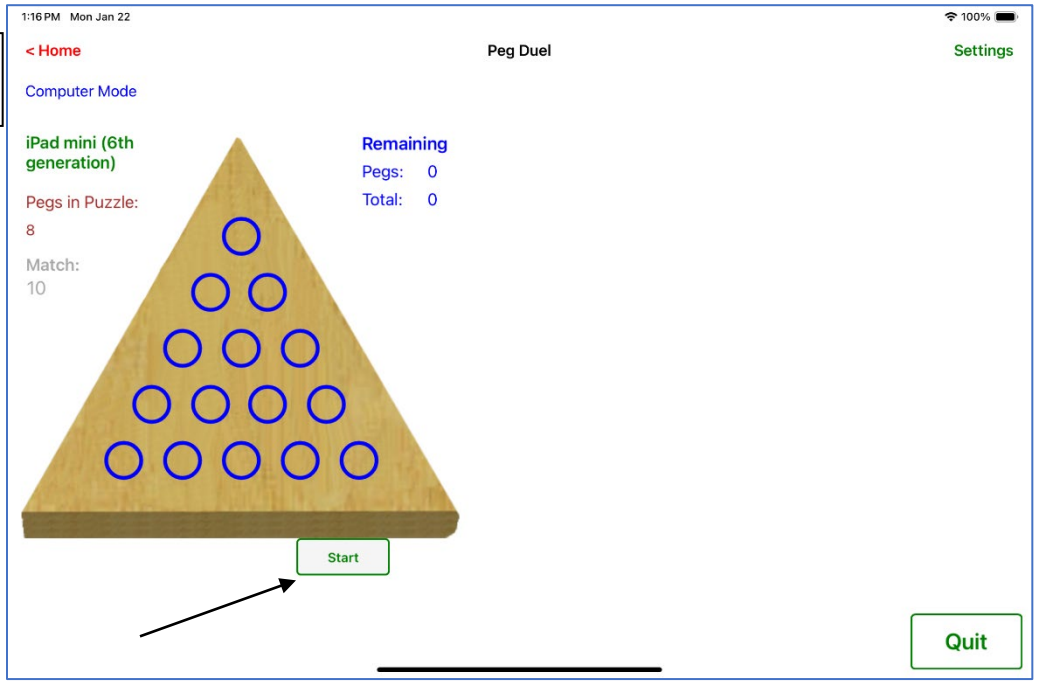
"Connected" →

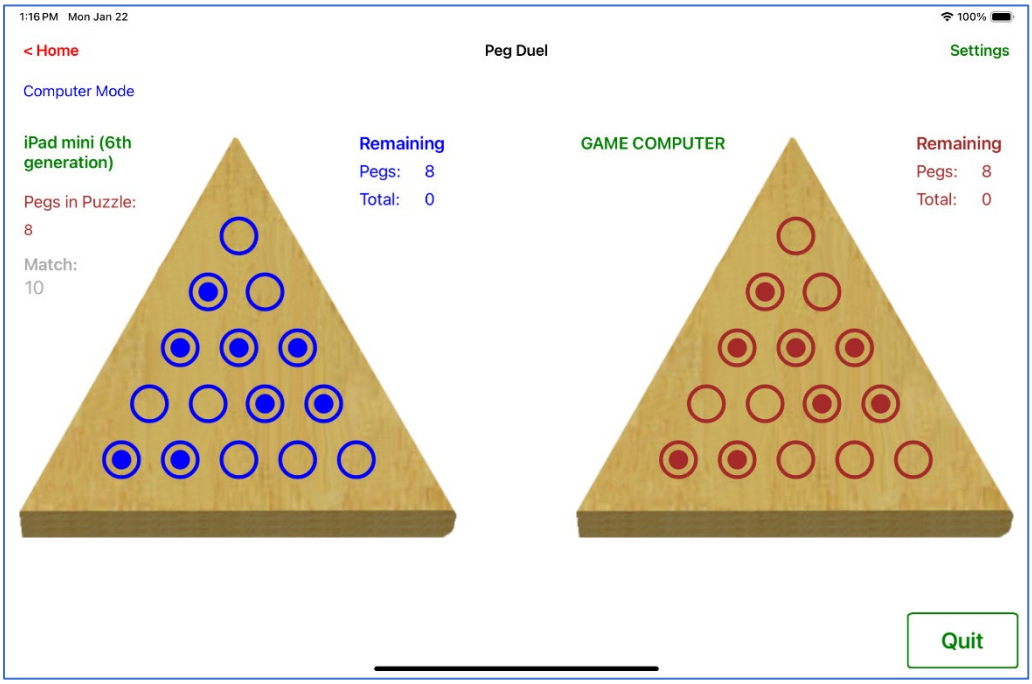


The "Waiting.." notification will be replaced by "Connected" when the ping is answered.

COMPUTER MODE. If "Computer Opponent" is selected, your device will stop pinging and revert to Computer Mode.

Computer Mode

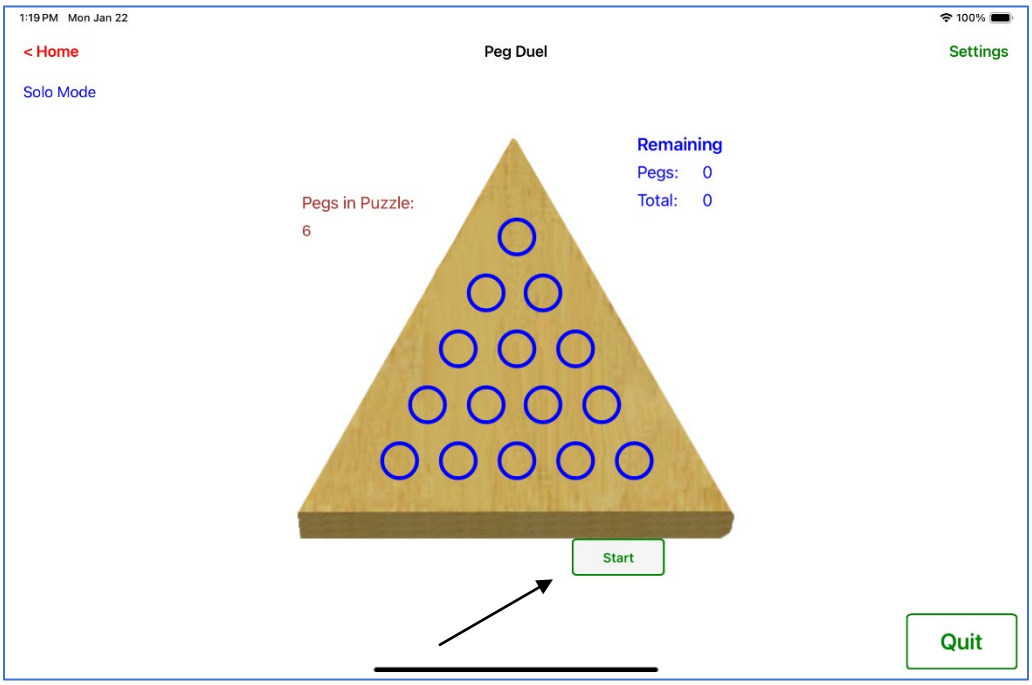


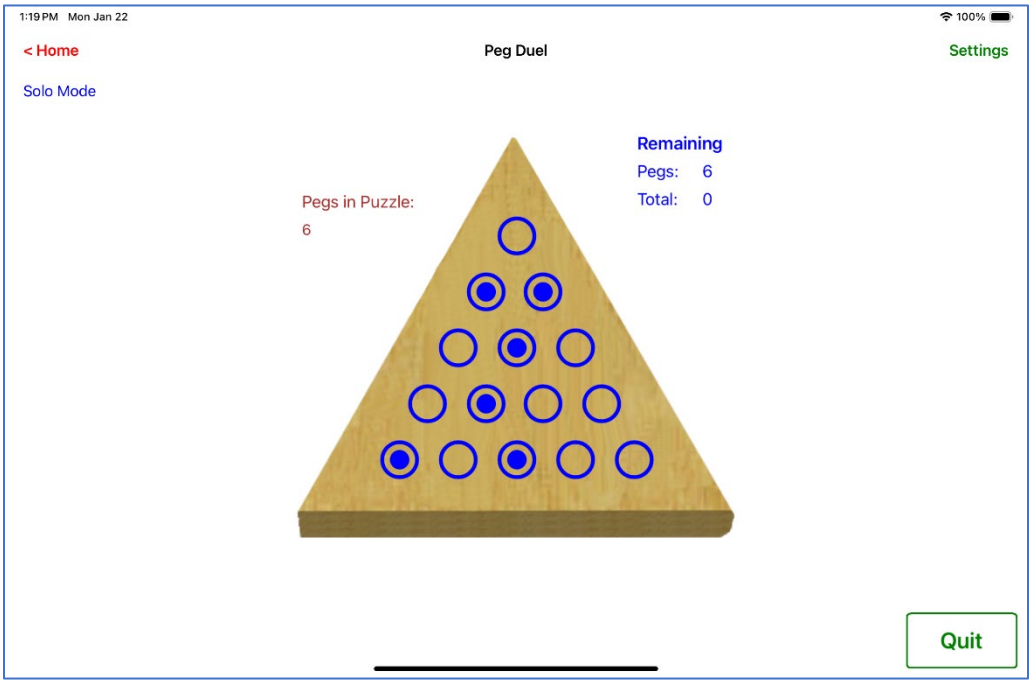


Pressing "**Start**" will generate a second gameboard named "GAME COMPUTER". The computer will play the same game as you, but its moves will be done in a random fashion.

SOLO MODE. If Play Solo is selected, your device will stop pinging and revert to Solo Mode.

Solo Mode

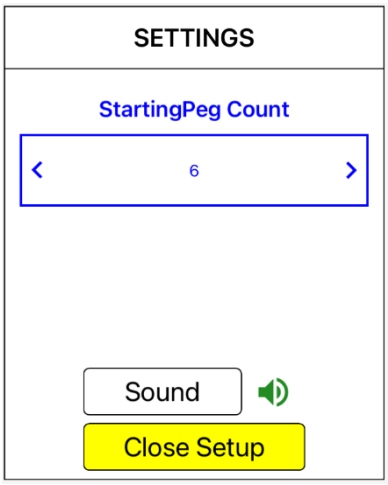




Pressing **Start** displays a randomly generated puzzle, based on the number of pegs chosen in the Settings option (6 in this example). The puzzle that is produced is guaranteed to have at least one solution.

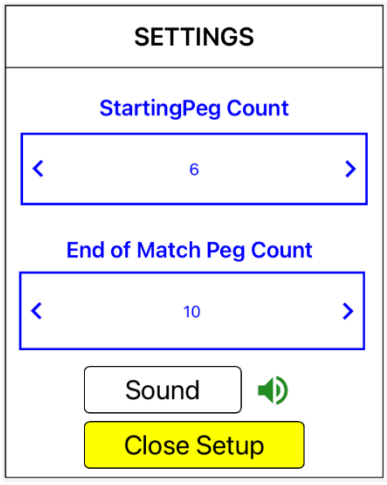
SETTINGS

The Settings menu allows you to customize your puzzles according to number of pegs and length of the match. There is also a mute option.



SOLO MODE

Only the Starting Peg Count is changeable.



WIFI/COMPUTER MODES

Both the Starting Peg Count and End of Match Peg Count parameters are selectable.

Here, the starting peg count is set to 6 and the match is over when any player (or the computer) reaches 10 pegs remaining during any game.

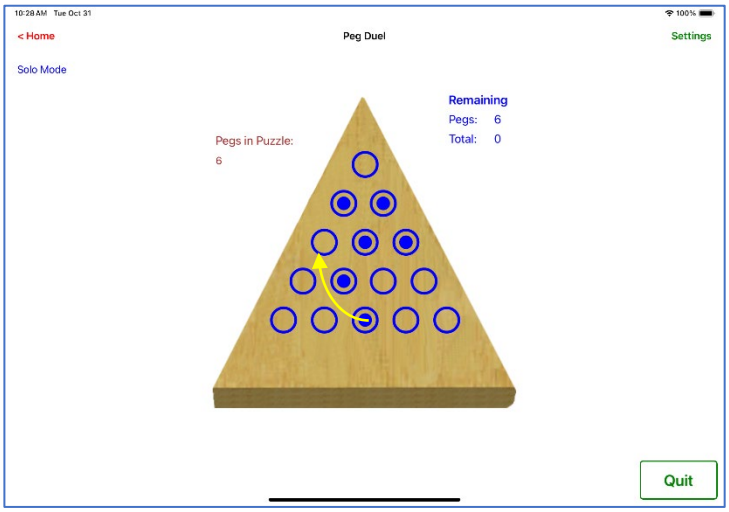
Important Notes:

1) In WiFi Mode, the number of pegs can be different for each player. This is a convenient way to give an advantage to a younger or less capable player. For instance, an inexperienced player could have 5 or 6 pegs in the puzzle, whereas a more experienced player would play with an appropriately higher number of pegs.

2) The "End the Match" parameter has to be the same for both opponents. In WiFi Mode, automatic synchronization at the beginning of the contest insures that this parameter is duplicated.

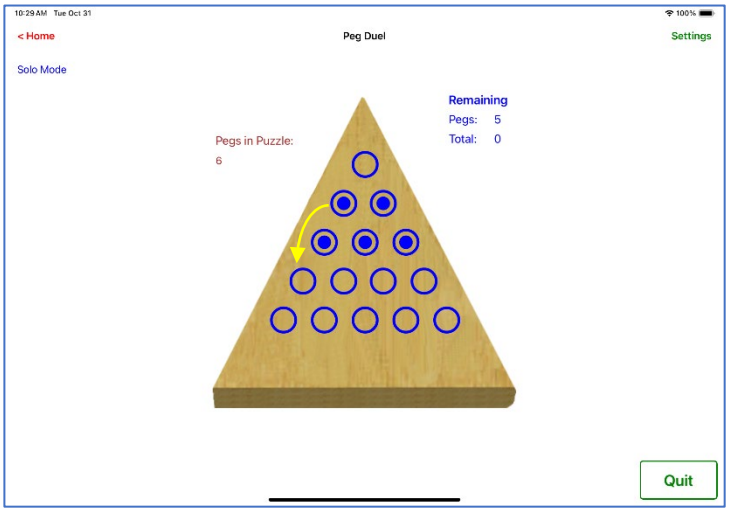
GAME PLAY

SOLO MODE. Here is a typical sequence of moves in a **Solo Mode** game.

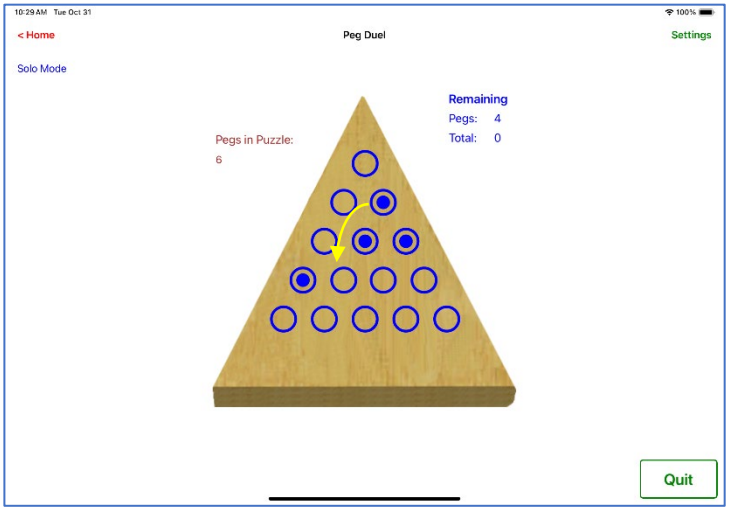


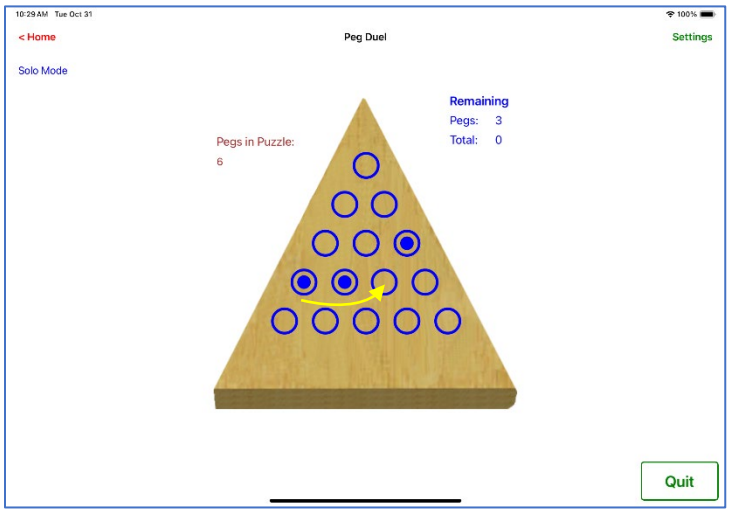
Opening game board

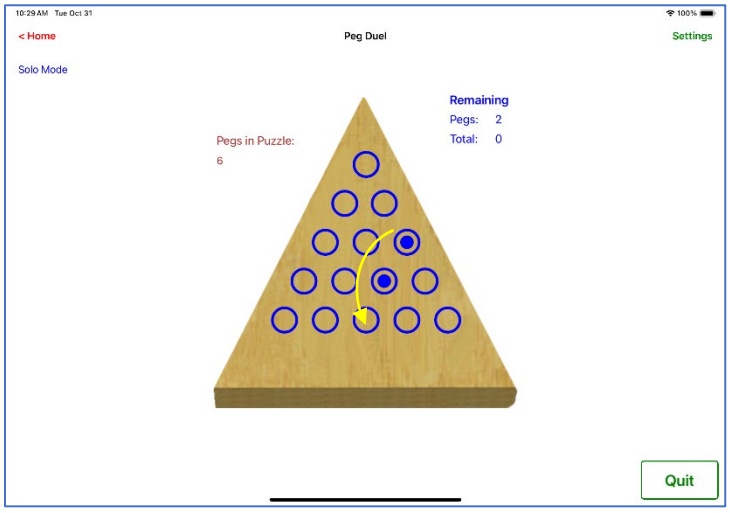
The first move is depicted by the yellow arrow. Moves are initiated by pressing the peg to move and then pressing its intended landing spot. Only legal moves are processed.

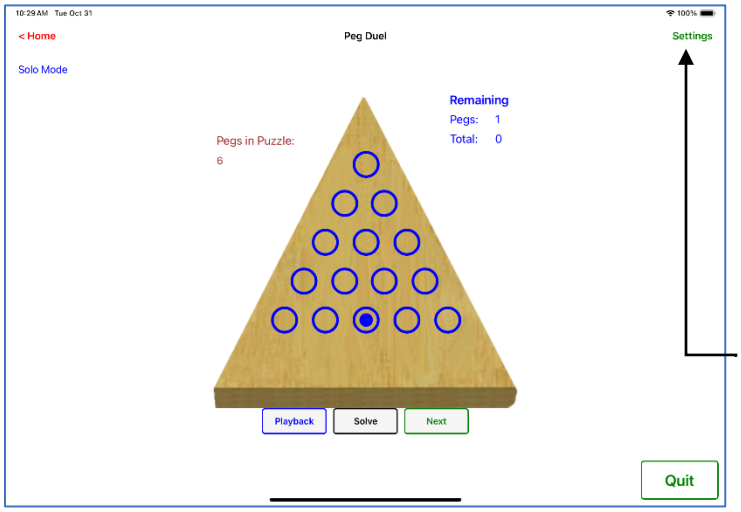


Your next moves in the sequence are depicted in the following panels.









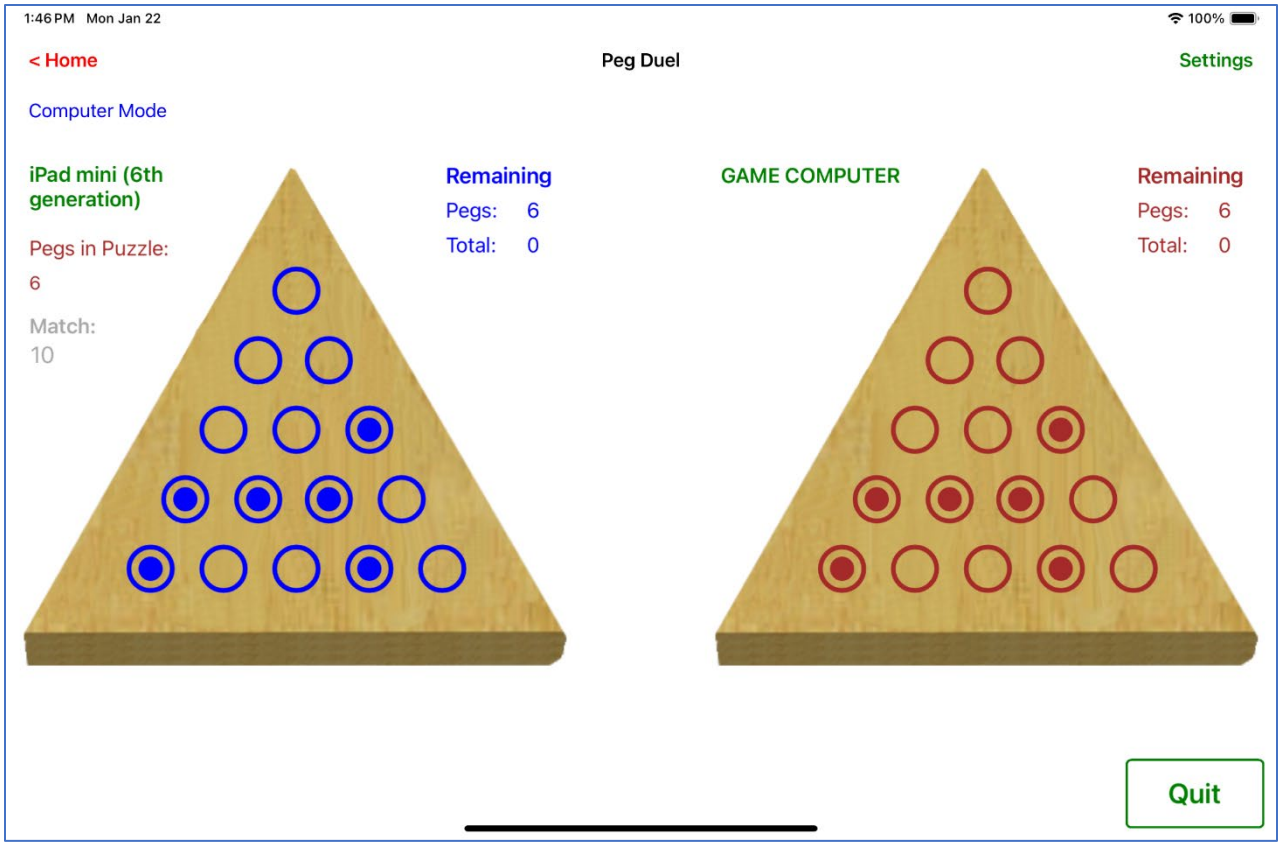
Finished puzzle. The buttons at the bottom allow you to PLAYBACK your moves or demo a database solution (SOLVE) by repeated taps of the button.

Press NEXT for a new puzzle.

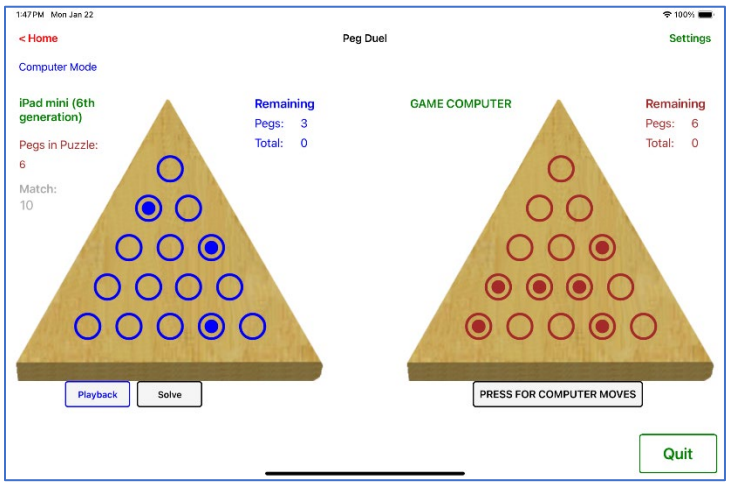
Changes to Settings can be done at any time, but the changes will only take effect at the conclusion of the current game.

COMPUTER MODE. The start of a COMPUTER Mode game is depicted below.

[The settings are Peg Count = 6; Match Over = 10 pegs]



Note that both gameboards are identical. You will solve the puzzle first, followed by the Computer Opponent, whose moves will be made in a semi-random manner.

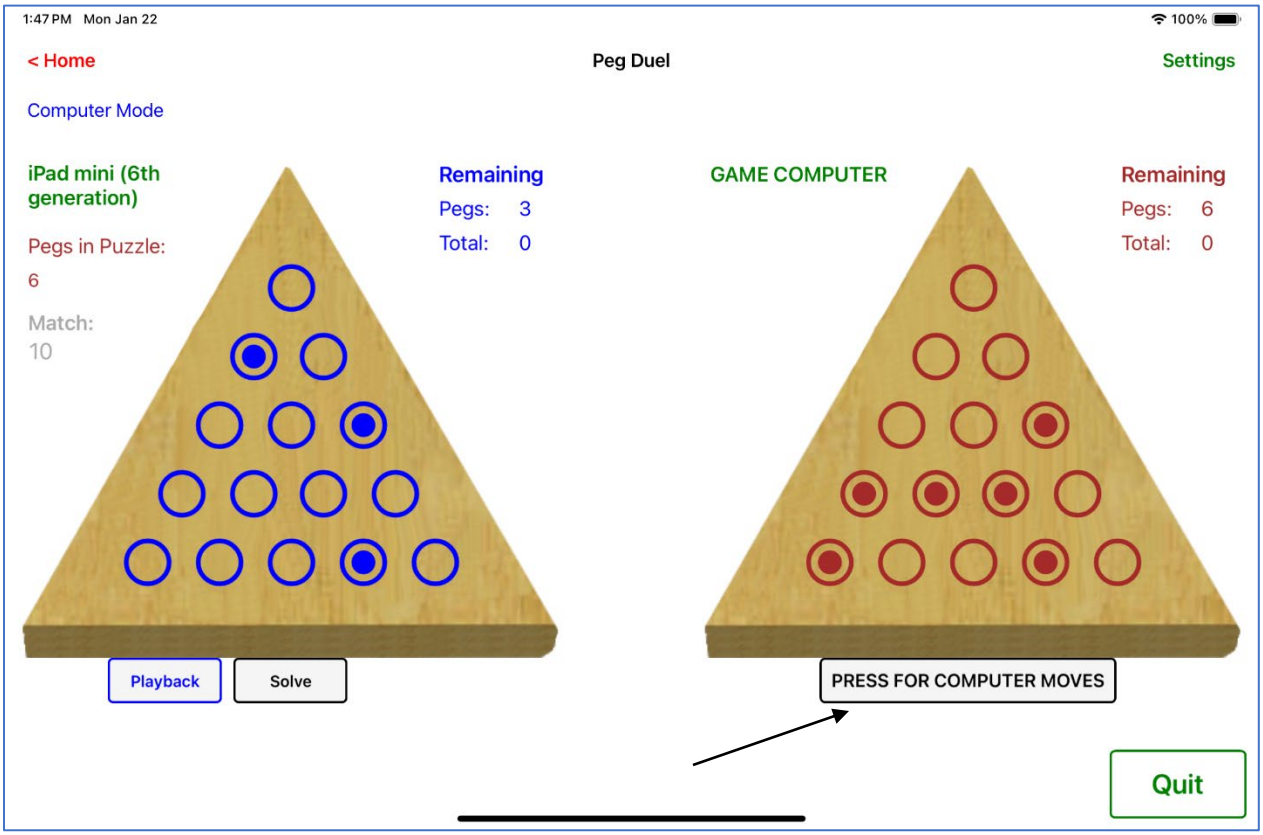


This frame depicts your game board with no moves remaining (wrong moves were deliberately).

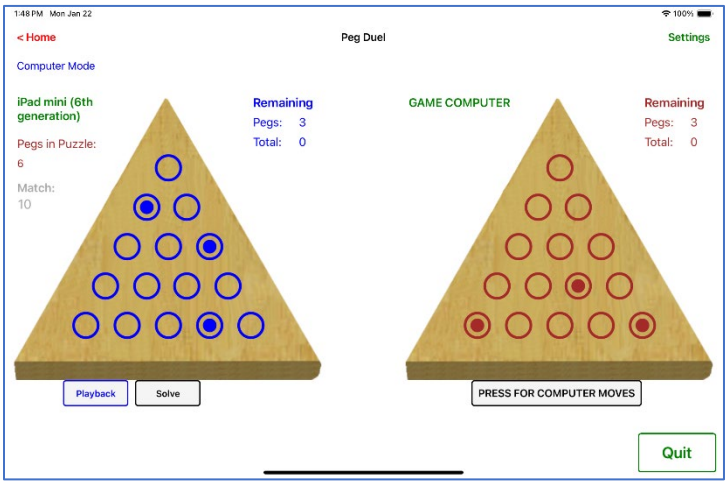
Before moving on, you can

(1) **Playback** your moves, or

(2) **Solve** (demonstrate a solution) the puzzle.

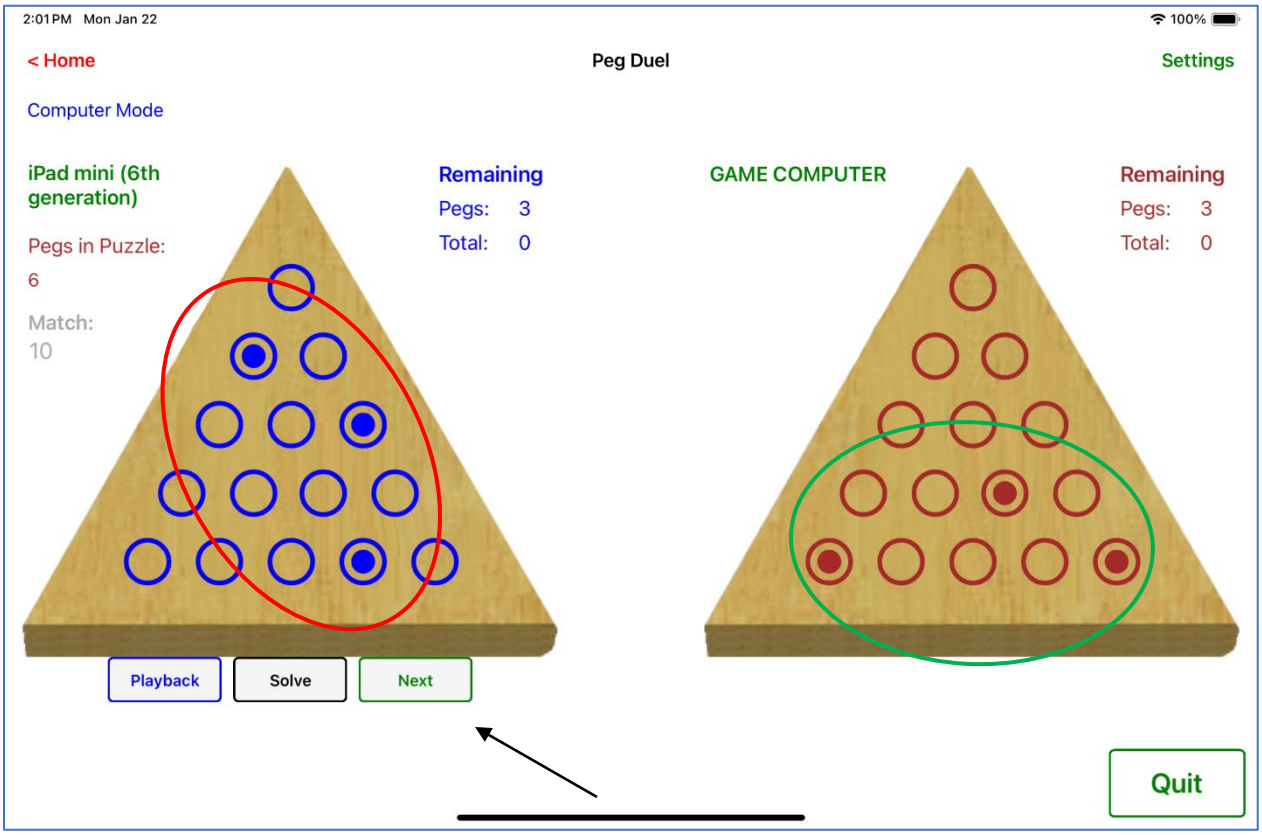


Once you are finished using the (optional) Playback/Solve options, you will execute the computer movrd using the PRESS FOR COMPUTER MOVES step button. With each press, the program will randomly select a valid move until all legal moves are exhausted.

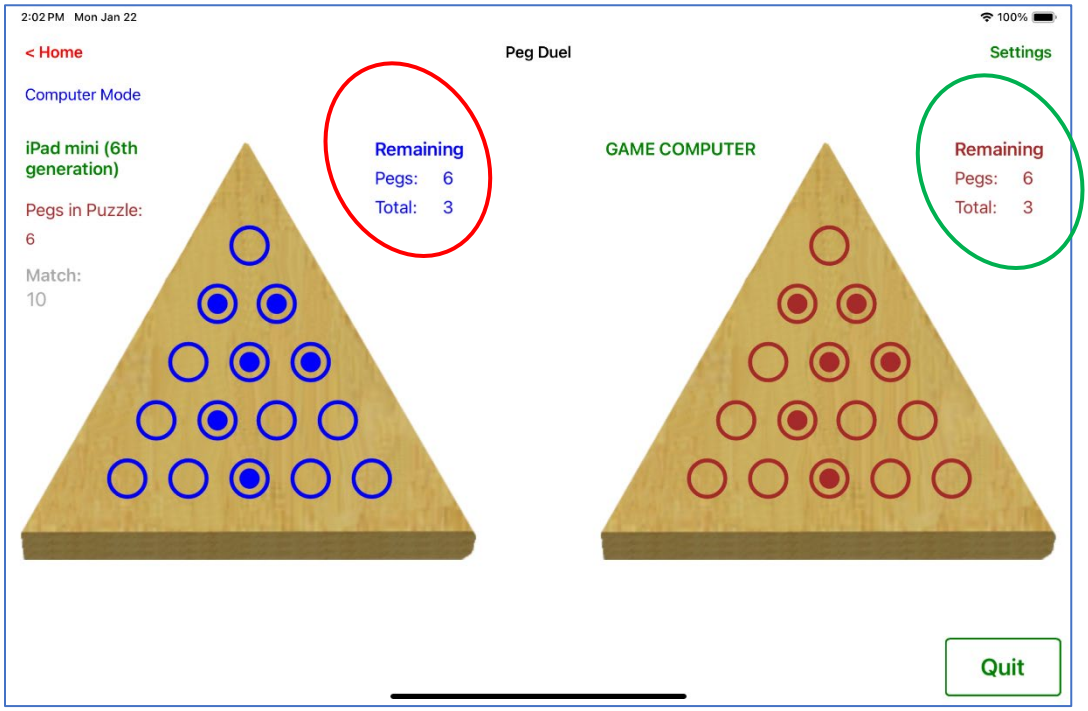


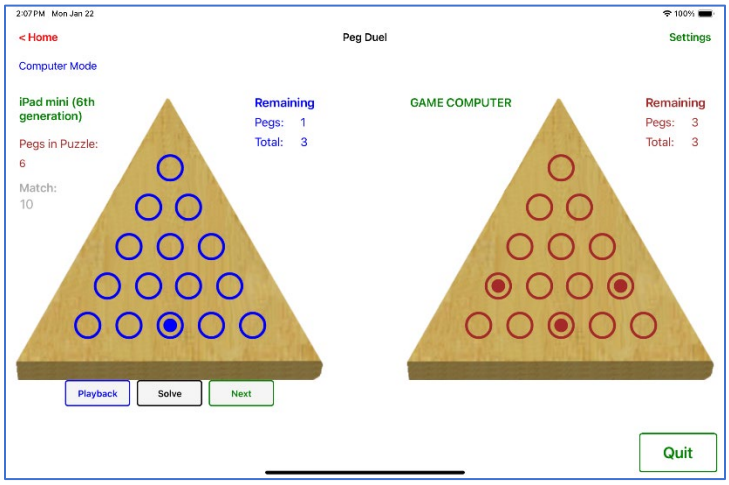
This frame depicts the Computer's game board with no moves remaining. In this case, the computer also had three pegs remaining.

Press the PRESS FOR COMPUTER MOVES button again.

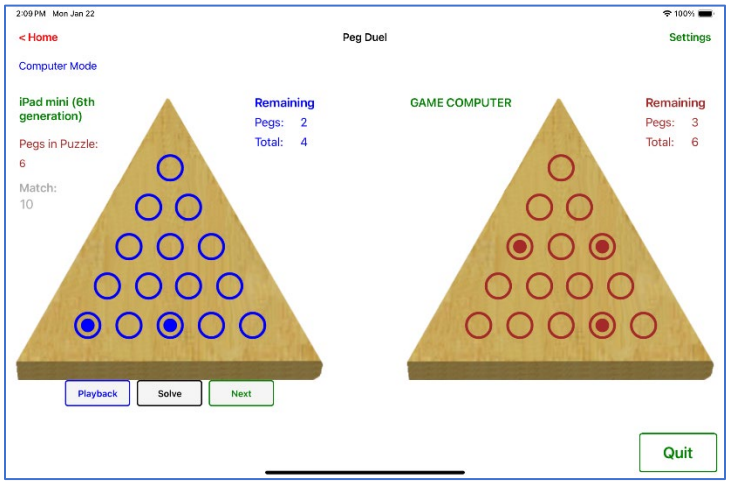


Note that a "**Next**" Button appears. Use this button to move on to the next puzzle, shown below. Note the Pegs Remaining counters have been updated from previous frame:

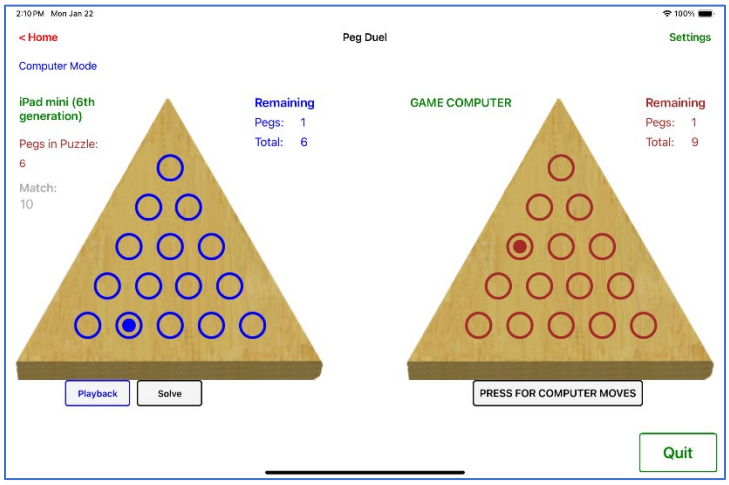




In Round 2, Player 1 leaves 1 peg, and the Computer leaves 3 pegs.



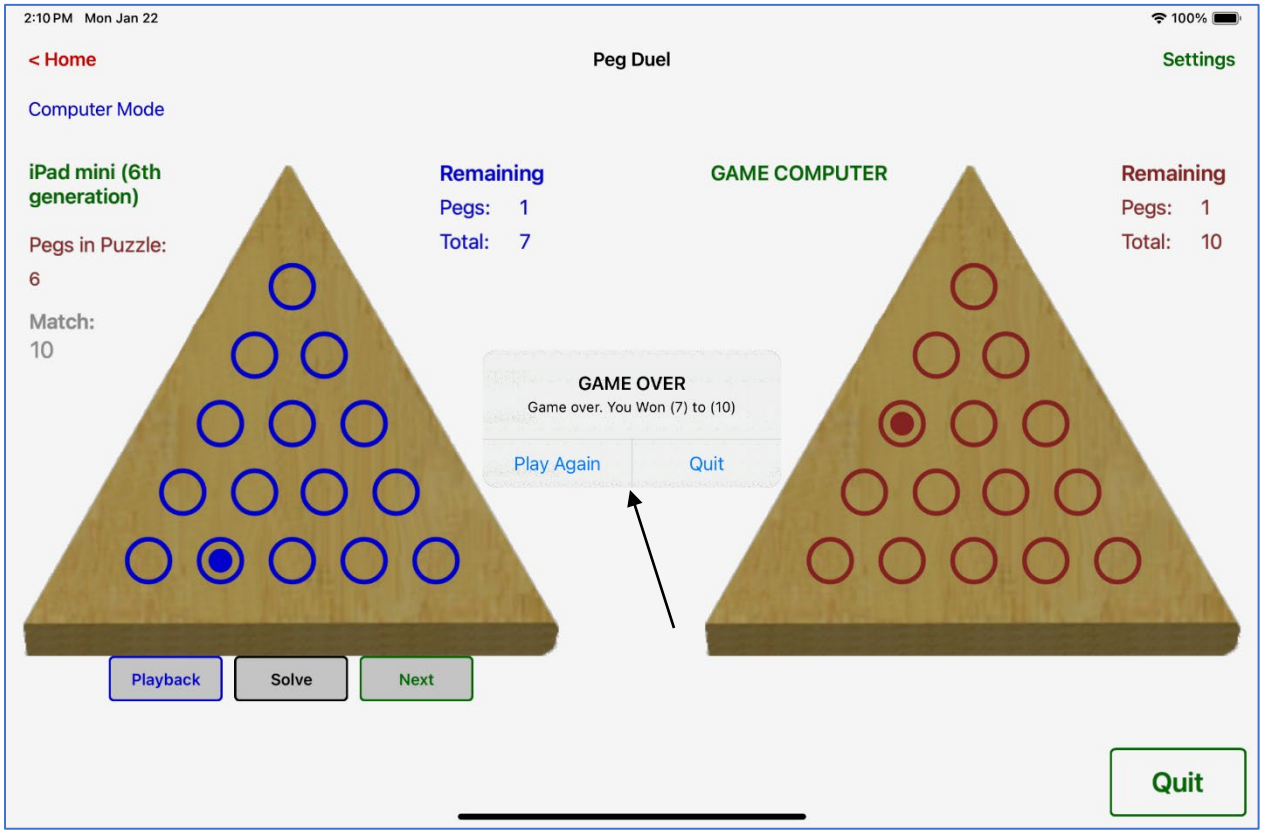
In Round 3, Player 1 leaves 2 pegs, and the Computer leaves 3 pegs



Beginning Round 4, Player 1 had left a total of 6 pegs.

The Computer has left a total of 9 pegs

After this round, Player 1 has left 1 peg, which is under the SETTINGS limit of 10. The Computer completes play with 1 peg remaining, which puts it at the 10 peg match limit.



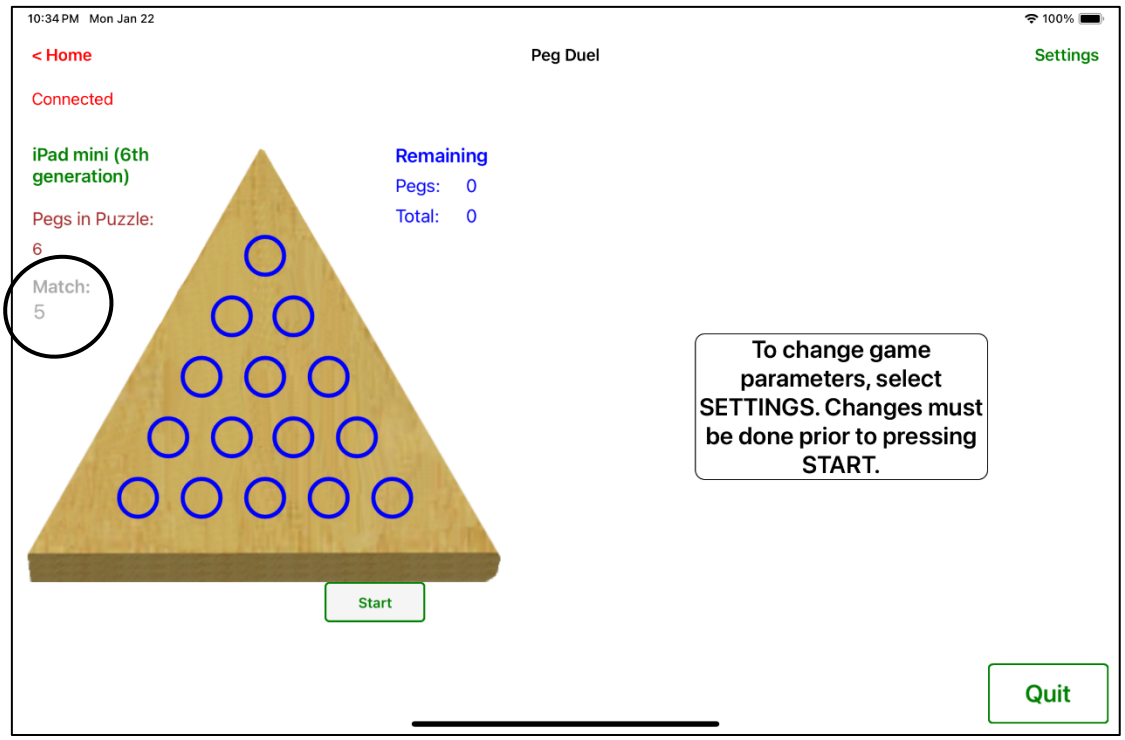
The program determined that you won the match. You had 7 total pegs remaining to your Computer Opponent's 10.

[Note that the program will also award a tie if that is the outcome]

A new match can be started ("Play Again") or you can return to the Home page ("Quit").

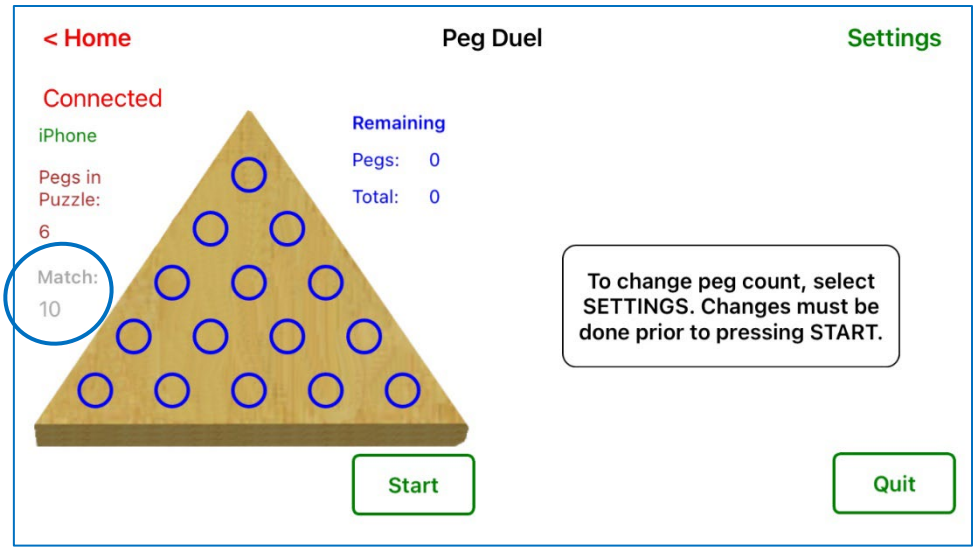
Settings can be changed at any time, but they won't take effect until the conclusion of any game in progress.

WIFI MODE. Here is the start of a WIFI Mode game. Split screens are used to show both devices.



iPad Mini

This frame depicts <u>your</u> device (an iPad Mini). Its settings are: Peg Count = 6; End of Match = **5**. The frame is outlined in **BLACK.**



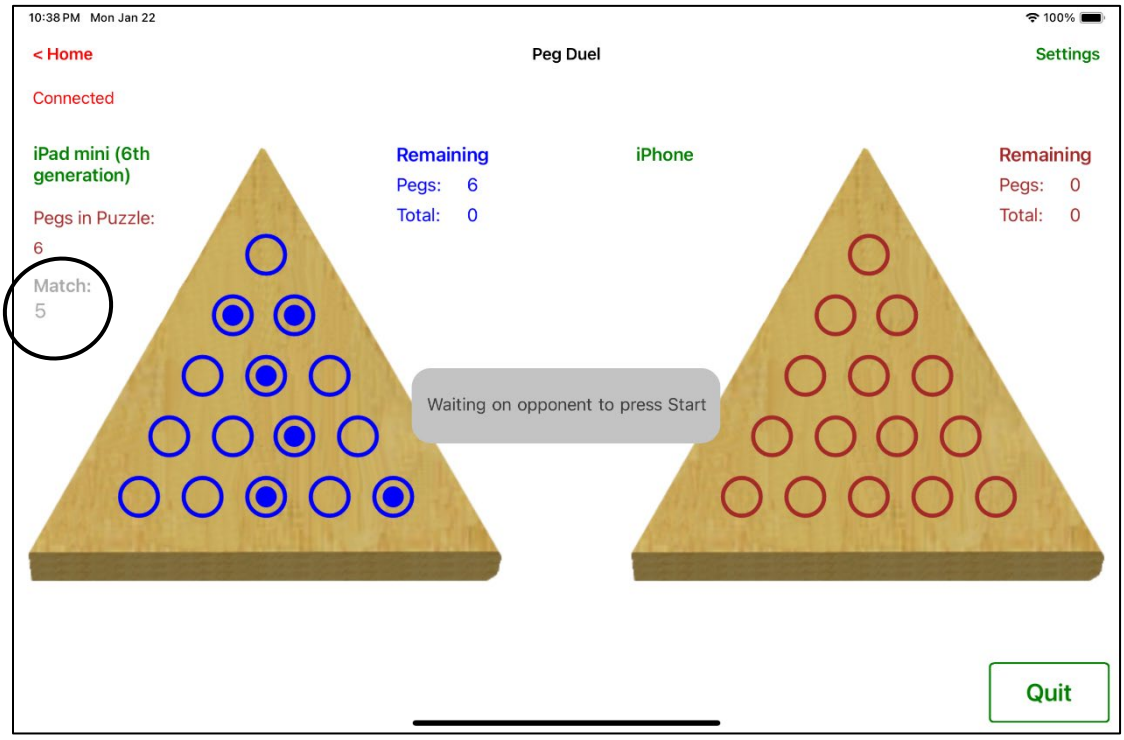
iPhone SE

This is the corresponding frame from your opponent's device (an iPhone SE). Its settings are: Peg Count = 6; End of Match = **10**. The frame is outlined in **BLUE**.

Before play, the Settings of the two devices must be <u>synchronized</u>. Specifically, the End of Match parameters must be the same. Note that your End of Match parameter is set to 5. Your opponent's is set to 10.

Synchronization is an automatic two-step process:

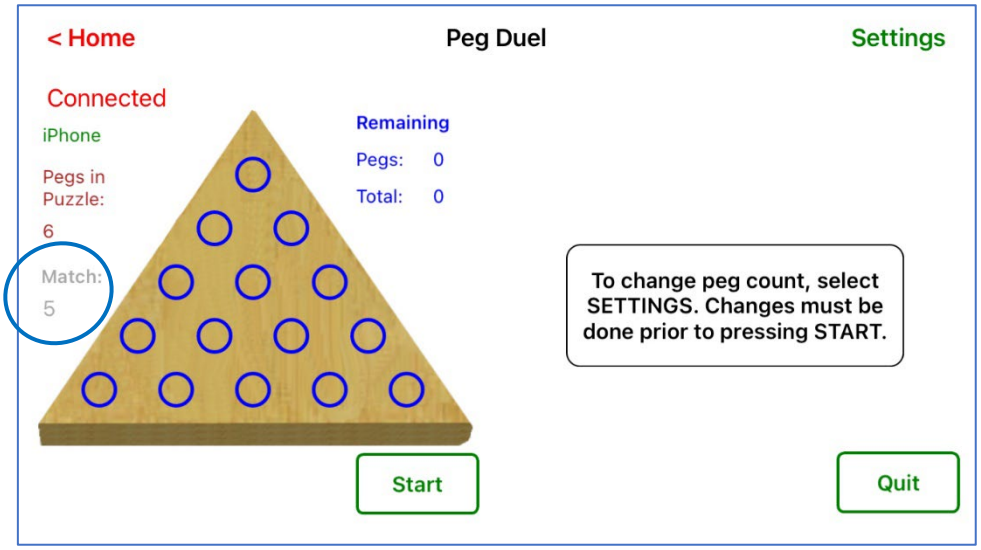
STEP 1: Press your **Start** button:



iPad Mini

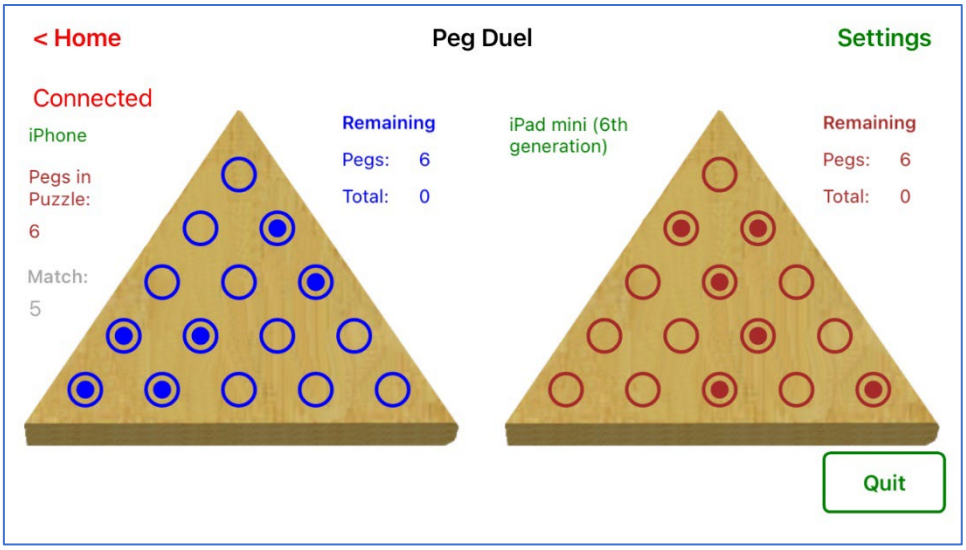
Your device displays a message indicating that it is waiting for the opponent device's Start command. Your gameboard is filled in with a 6-peg puzzle. The opponent's gameboard is still blank.

Note that the End of Match parameters have been synchronized. The original "Match Over" parameter of 10 has been overridden.



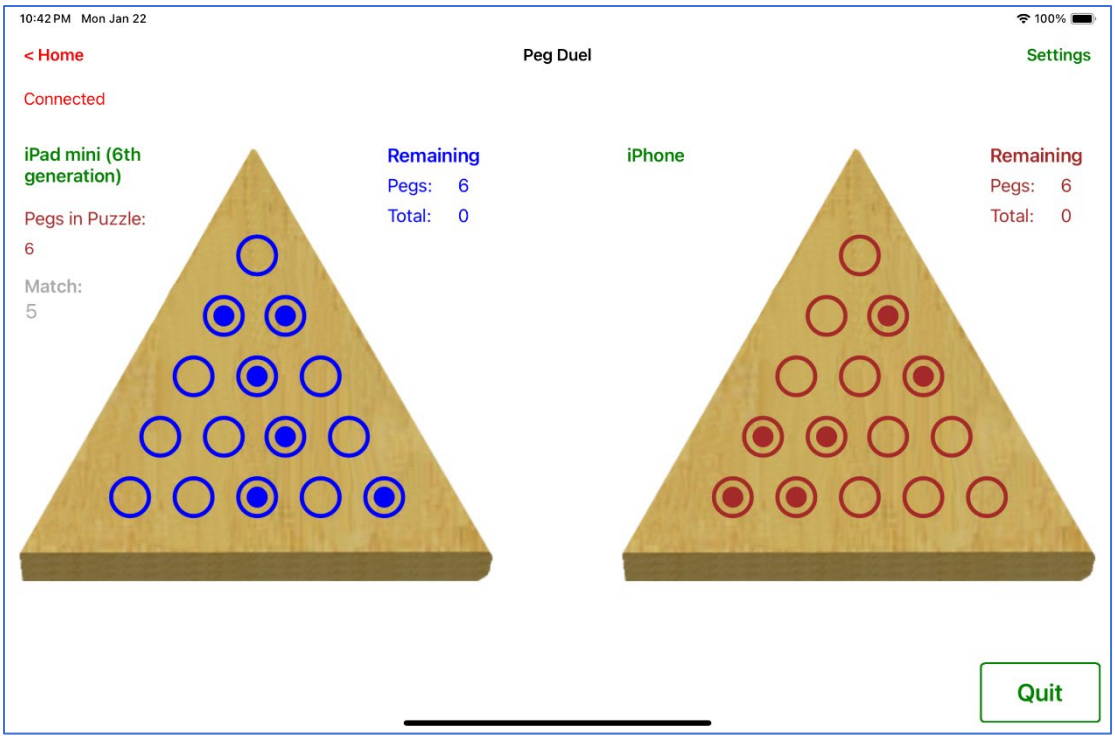
iPhone SE

STEP 2: Opponent's Start button pressed.



iPhone SE

Opponent's display. Your gameboard is on the right (in red).



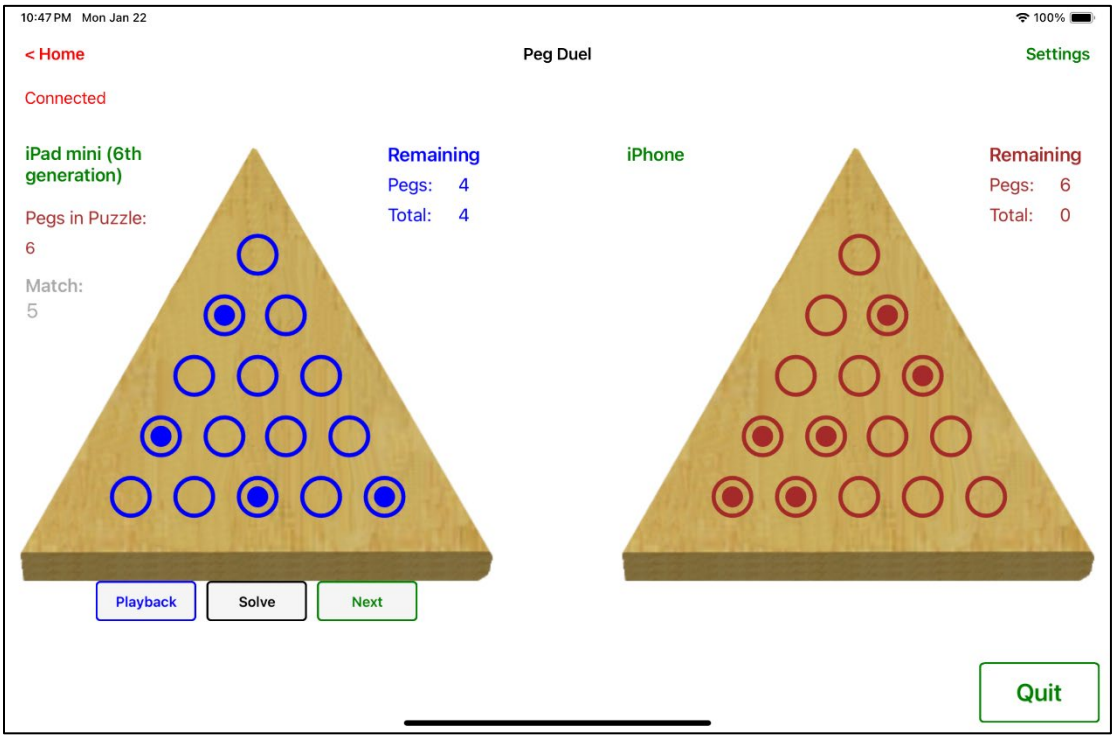
iPad Mini

Your corresponding display. It is a mirror image of the opponent's display except the boards are reversed. By convention, the local device game board is always shown on the left and the opponent's device on the right.

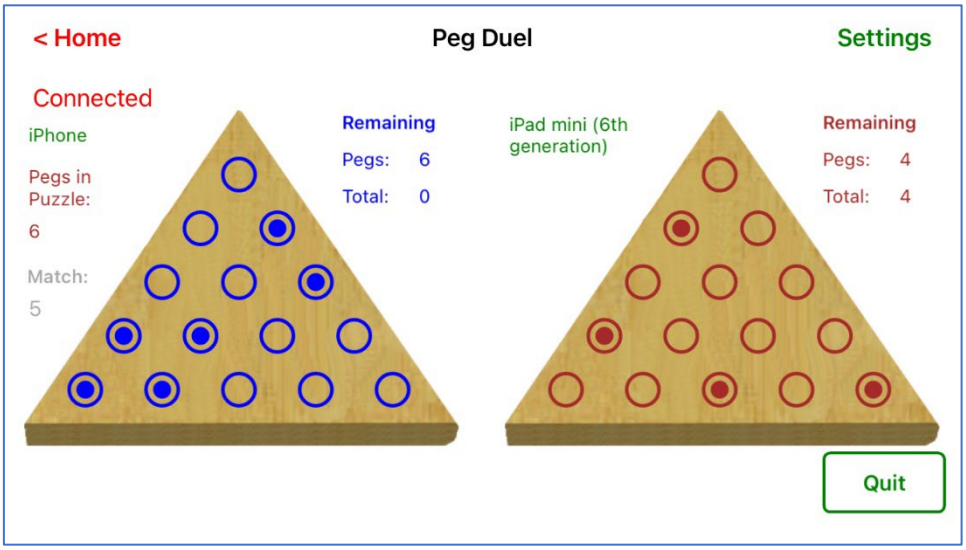
At this point, you're ready to solve the puzzle. Your moves will be updated on your opponent's device in real time; opponent's moves update on your device, also in real time.

For the sake of expediency, some illogical moves were made to speed up the Match Over condition. The following frames show the game progress.

ROUND 1A (after you have run out of moves):



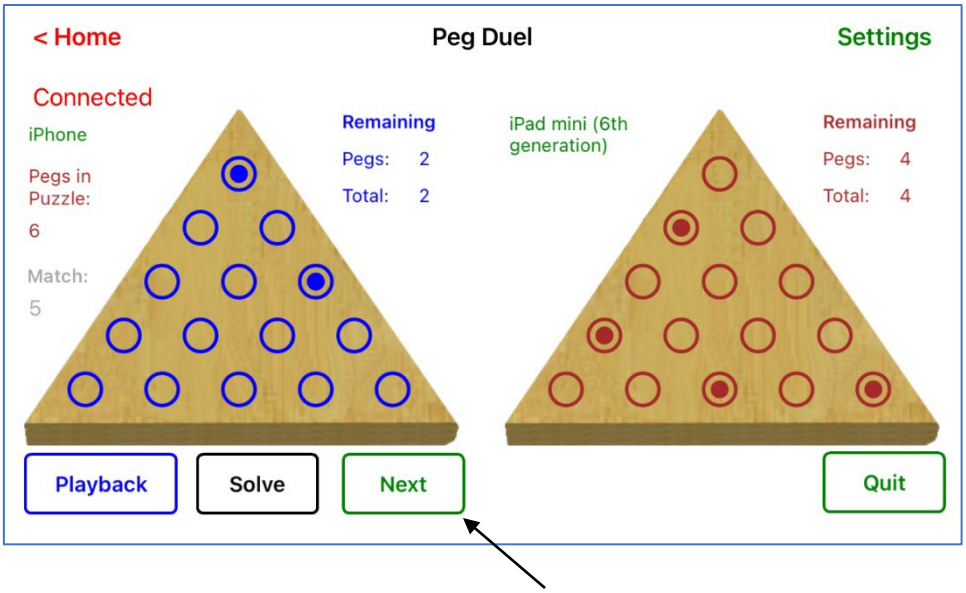
iPad Mini



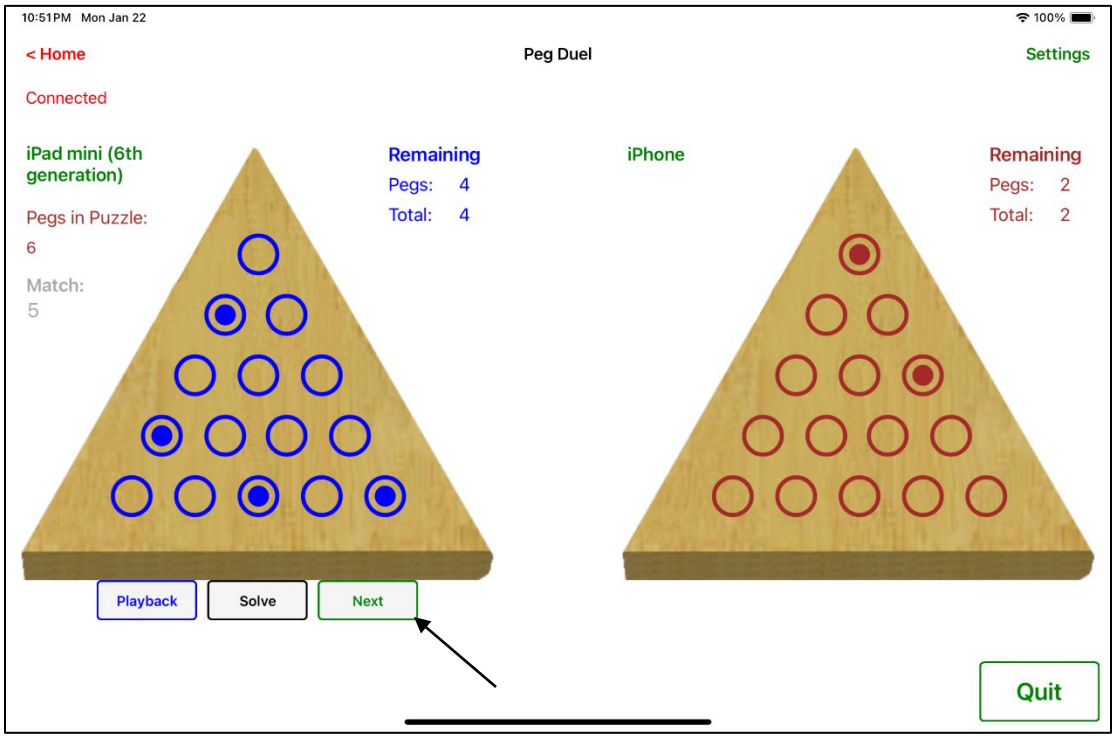
iPhone SE

Your opponent has yet to take a turn. Note that your gameboard is duplicated on the opponent's device, in red.

ROUND 1B (after opponent has run out of moves):



iPhone SE

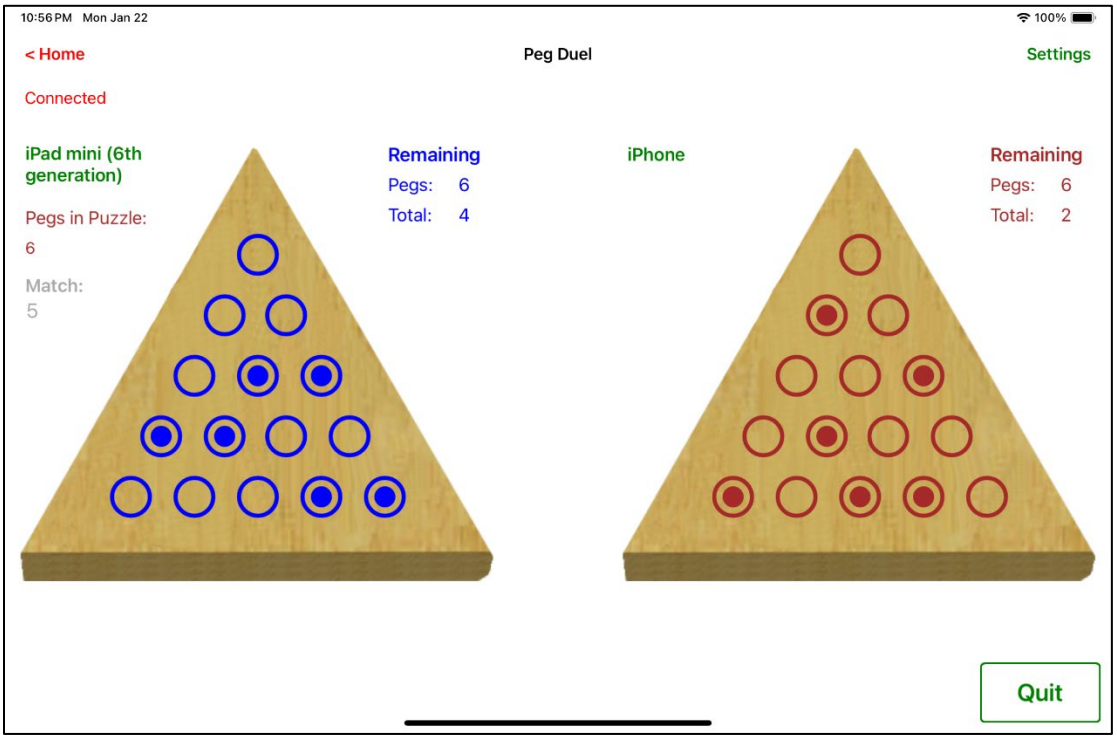


iPad Mini

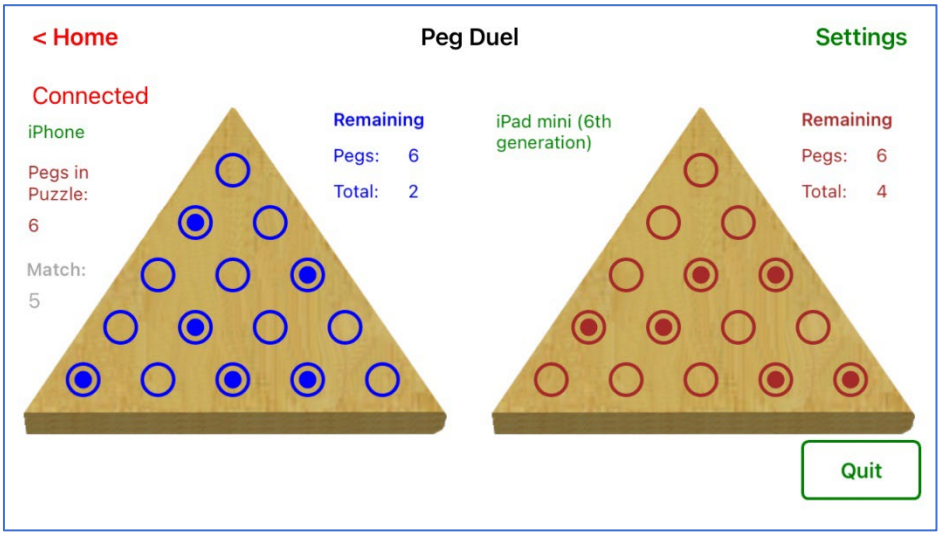
Your corresponding display.

*At this point, since there is no winner yet (5 pegs or more remaining), both players press "**NEXT**" for new puzzles.*

ROUND 2 (New Puzzles):

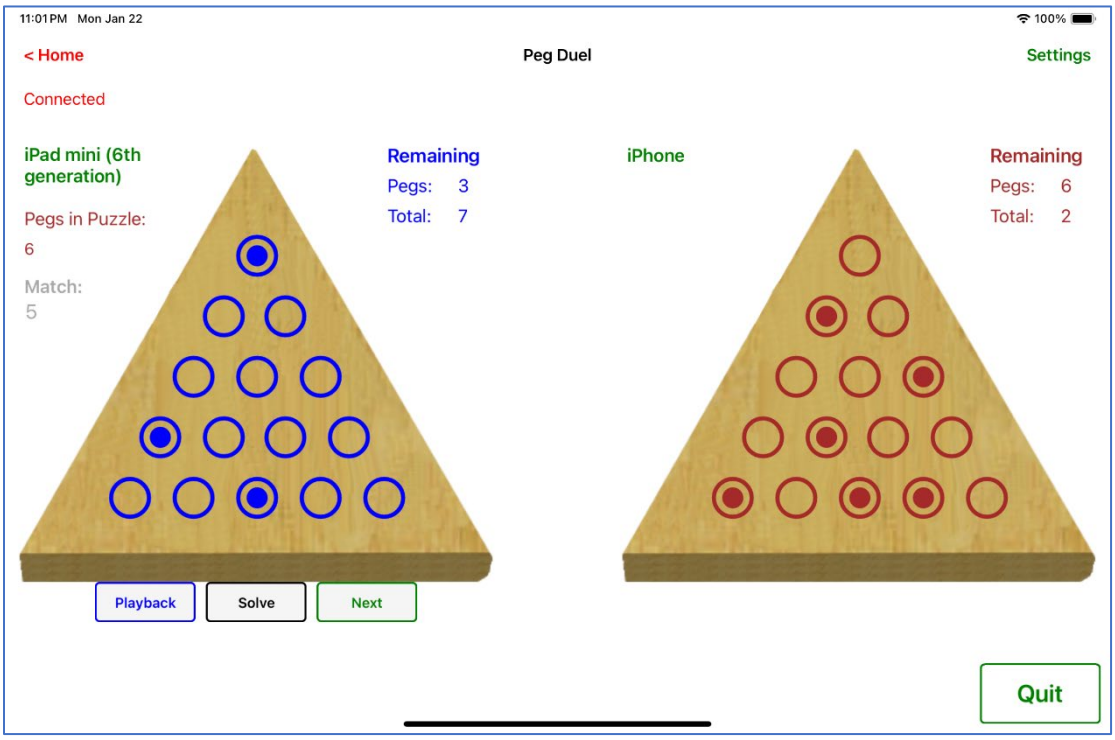


iPad Mini



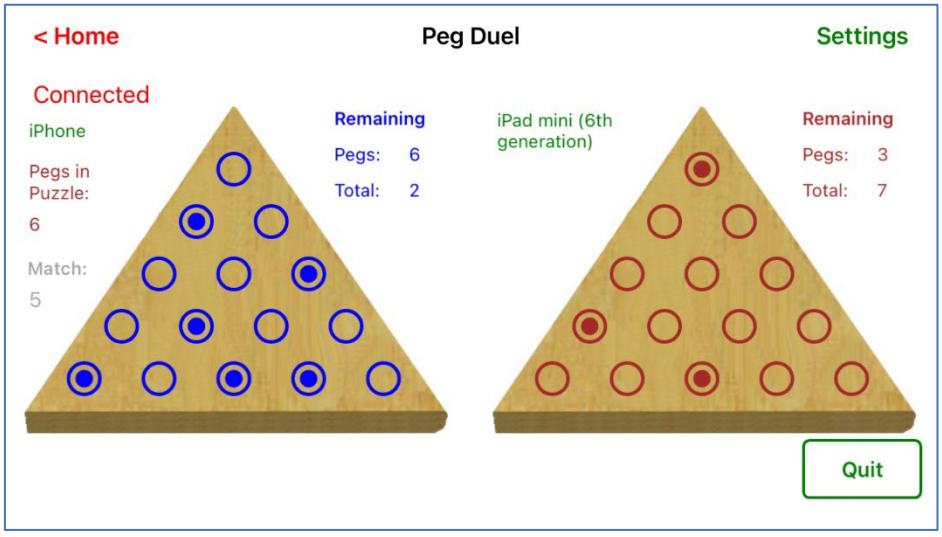
iPhone SE

ROUND 2A (After your moves):



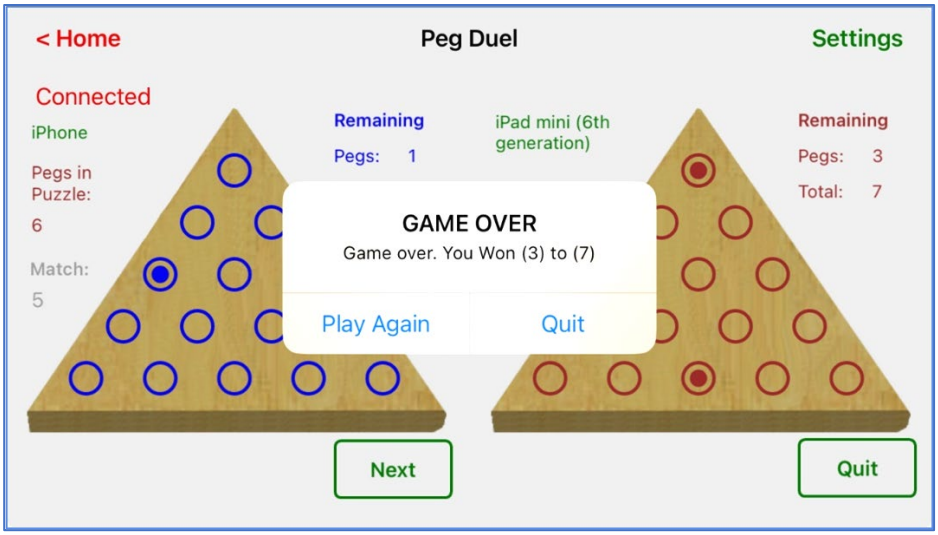
iPad Mini

You have 7 pegs remaining, which exceeds the Match Over setting of 5. Play continues to allow opponent to finish.

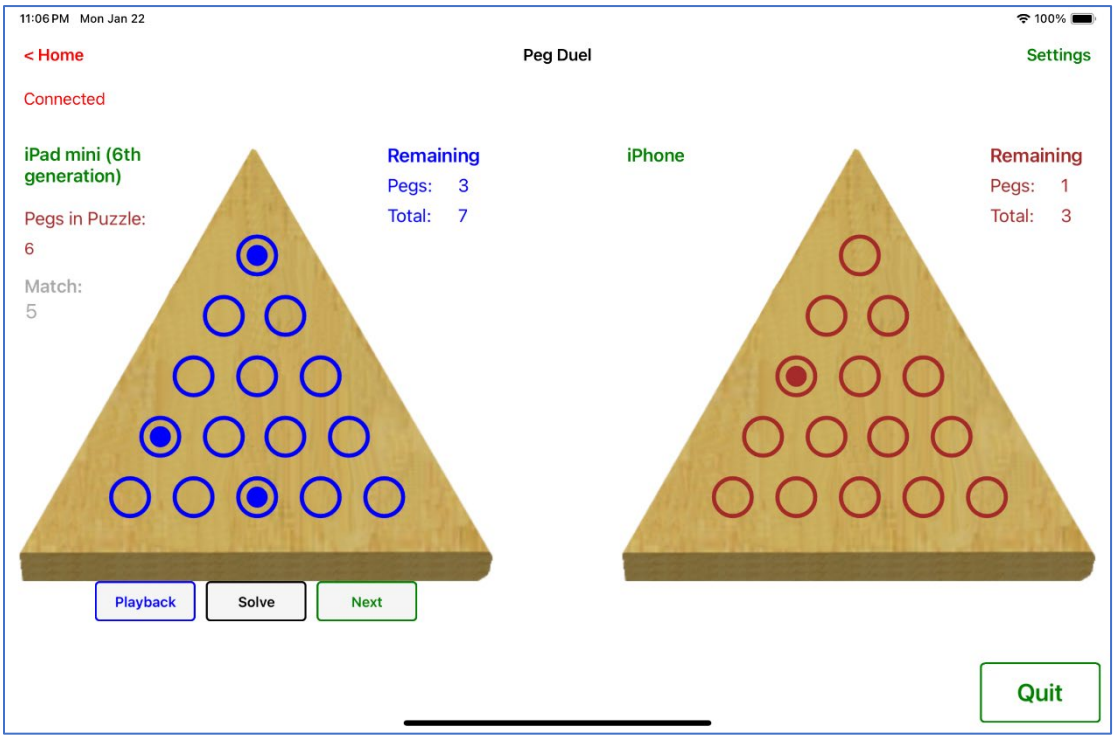


iPhone SE

ROUND 2B (After opponent's moves):



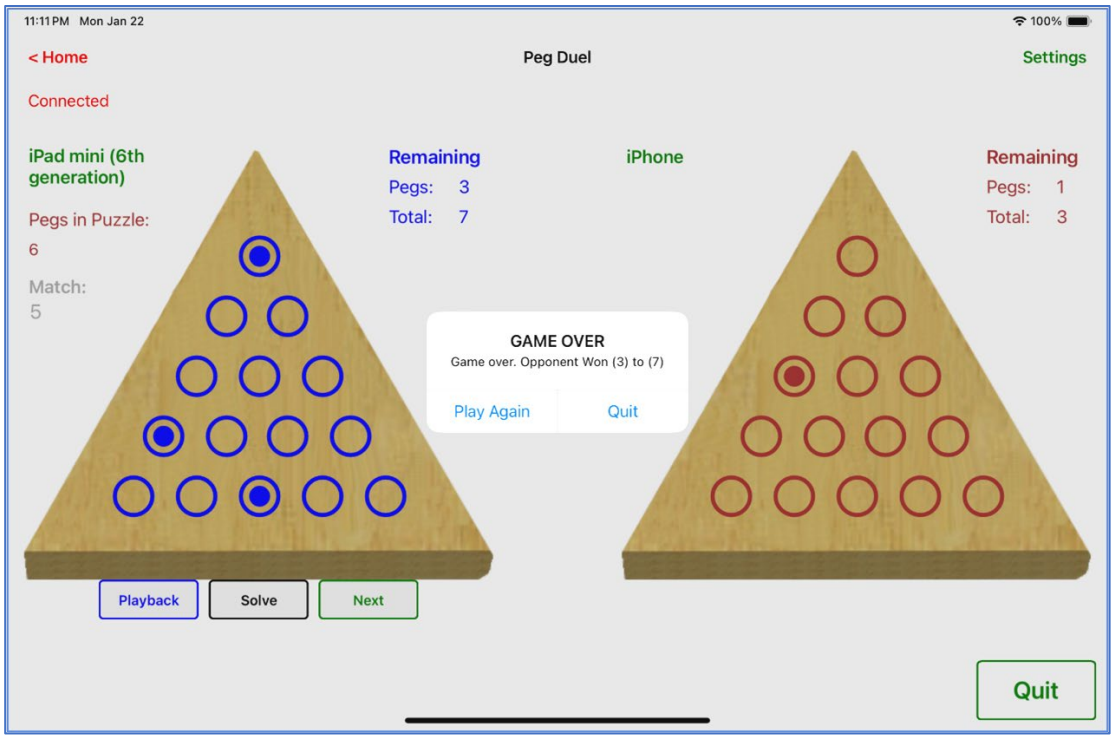
iPhone SE



iPad Mini

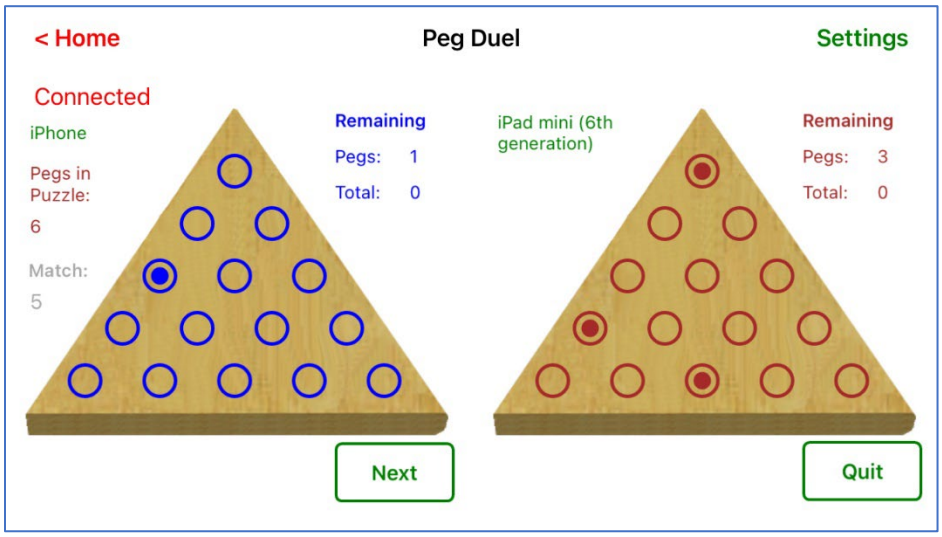
The opponent finished with a total of 3 remaining. The Match Over notification is displayed on that device.

After opponent clears the message, your display updates to show the final score and the outcome:



iPad Mini

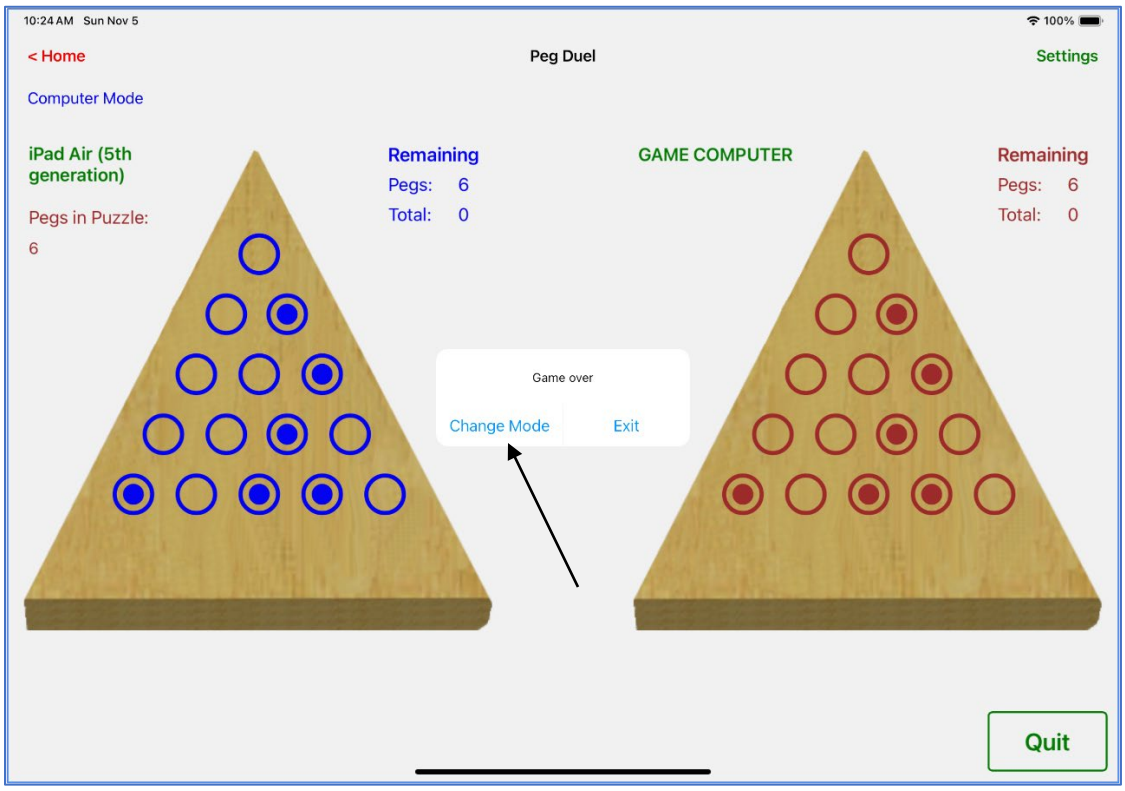
Press the Play Again option if another match is desired. After the notification window clears, Press the **Next** button on each device. This will generate new puzzles:



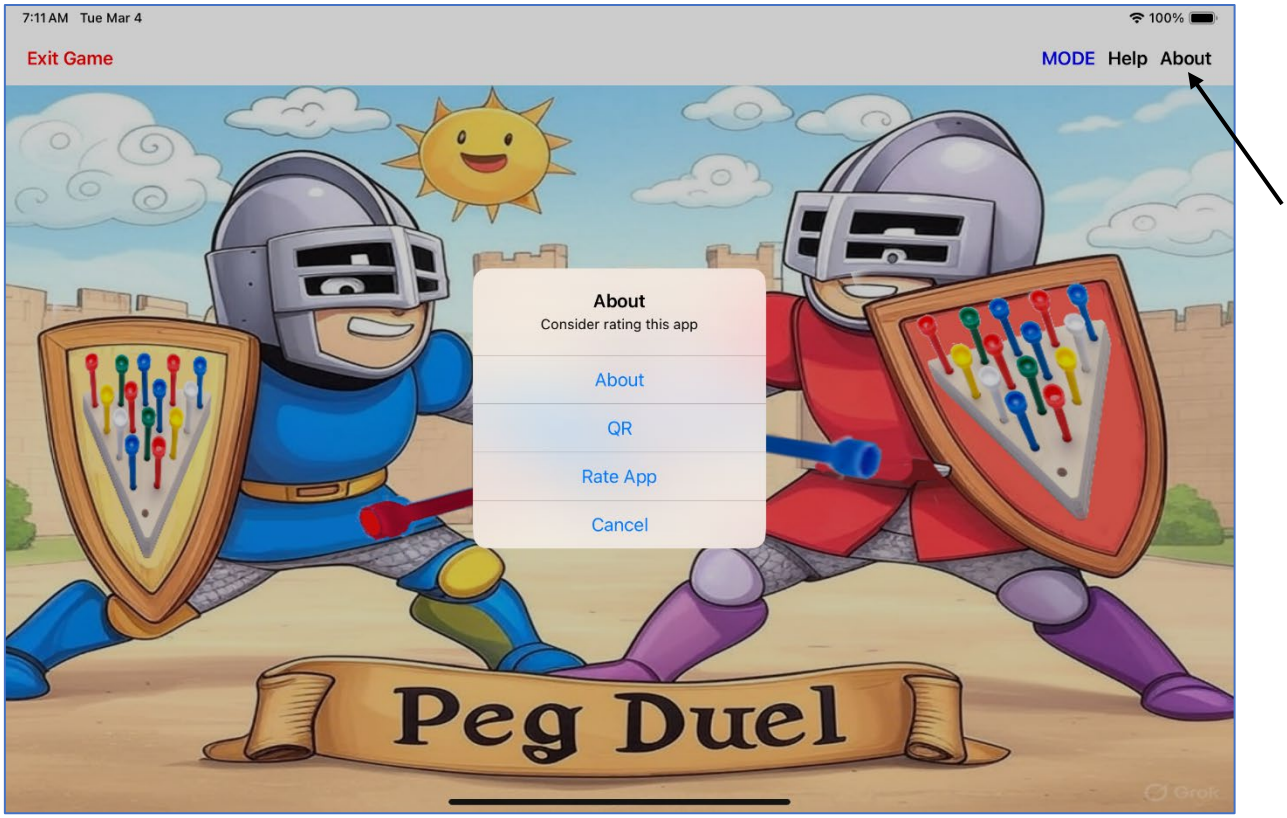
iPhone SE

This concludes game play instructions for all three modes.

Note that when selecting Quit, you are asked whether to Exit or Change Modes. If Change Modes is chosen, you are returned to the starting screen, from which you can choose Solo, Computer or Wi-fi Modes. If Exit is chosen, the app is closed.



The opening screen also presents several top level options as depicted on this page.

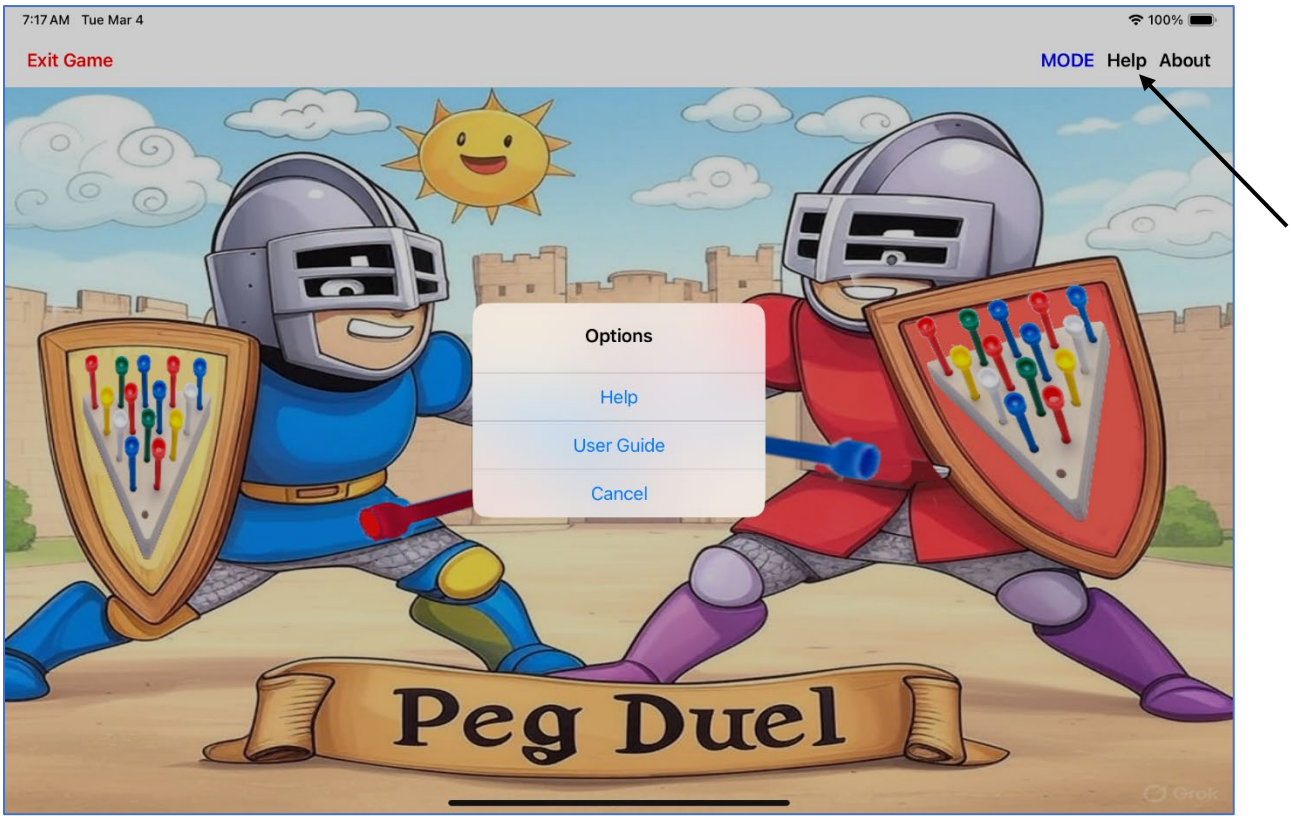


About Menu

The QR code is a convenient way to access the TurboSoftSolutions.Com website

The About box details developer data and app version information. It also connects to the App Store to file a rating/review (highly encouraged!)

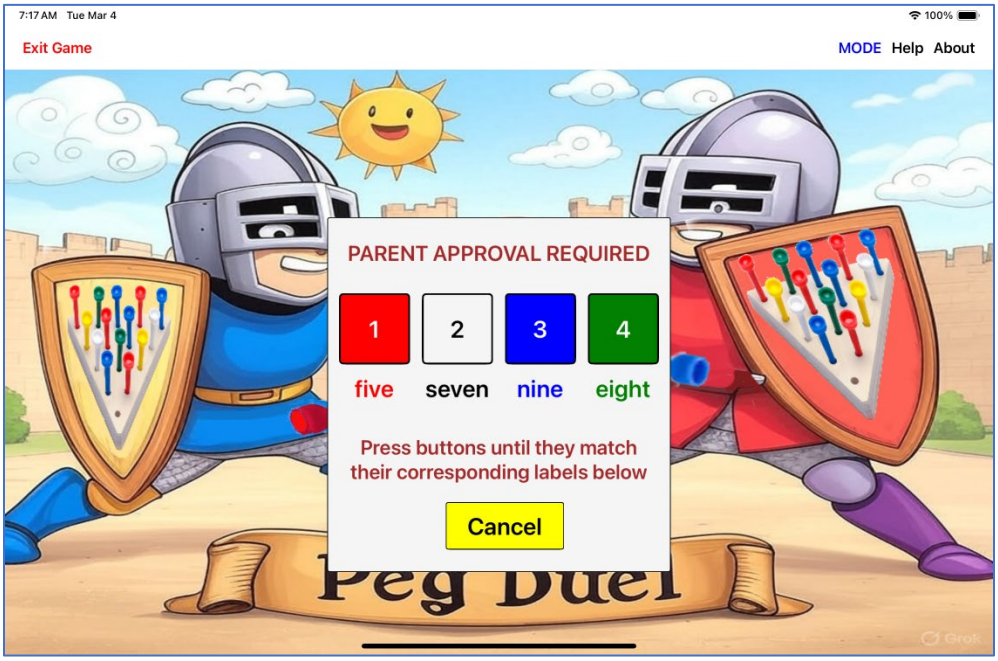
Rate App allows the user to connect to the App Store, opened to the Peg Duel page where a rating/review can be recorded (highly encouraged!)



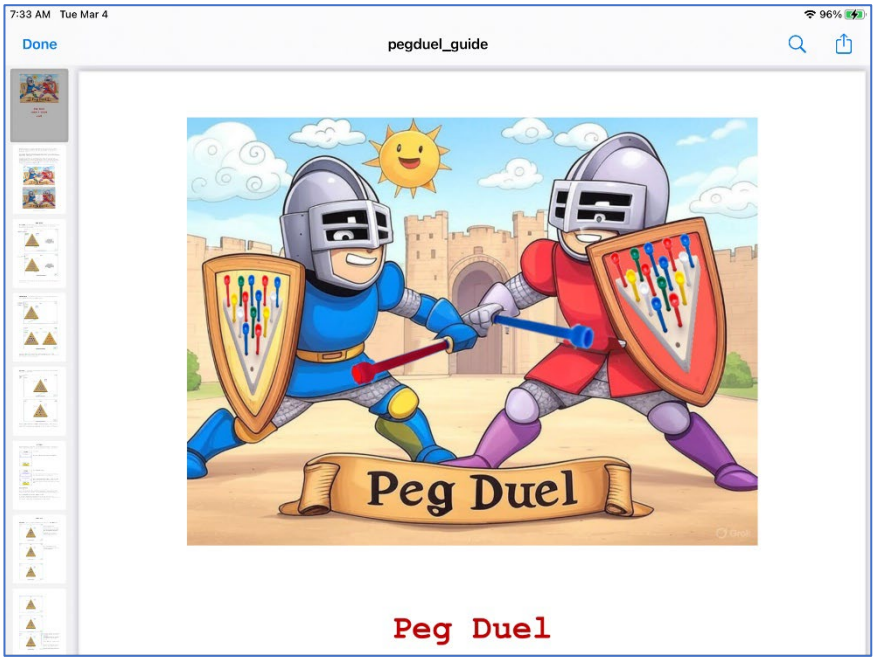
Help Menu

HELP: explains top level menus and how to start play

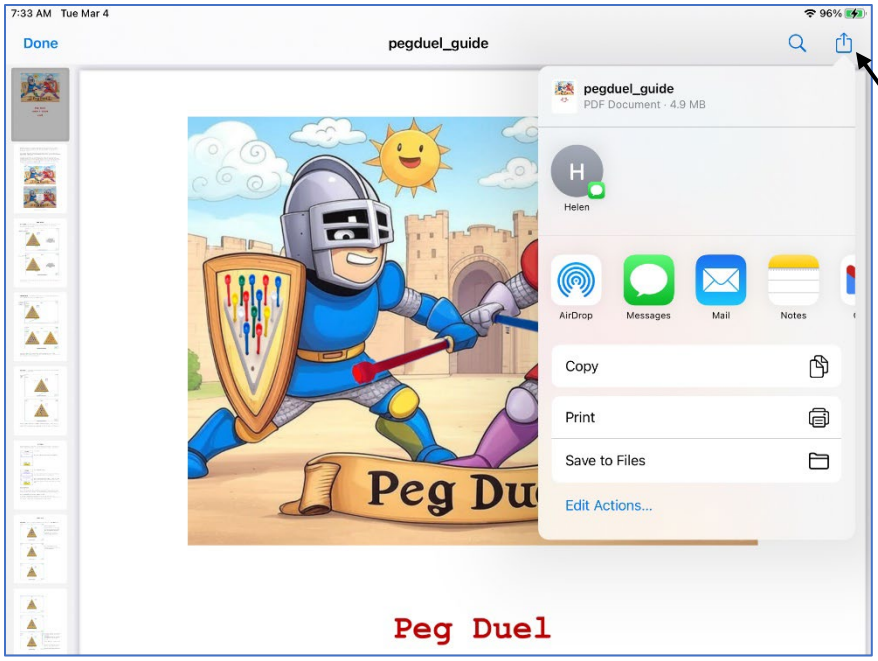
USER GUIDE: Allows on-screen viewing as well as an Export capability, allowing its transfer to a printer, email, Notepad, etc. Because it gives access to online capabilities, Parental Approval is required:

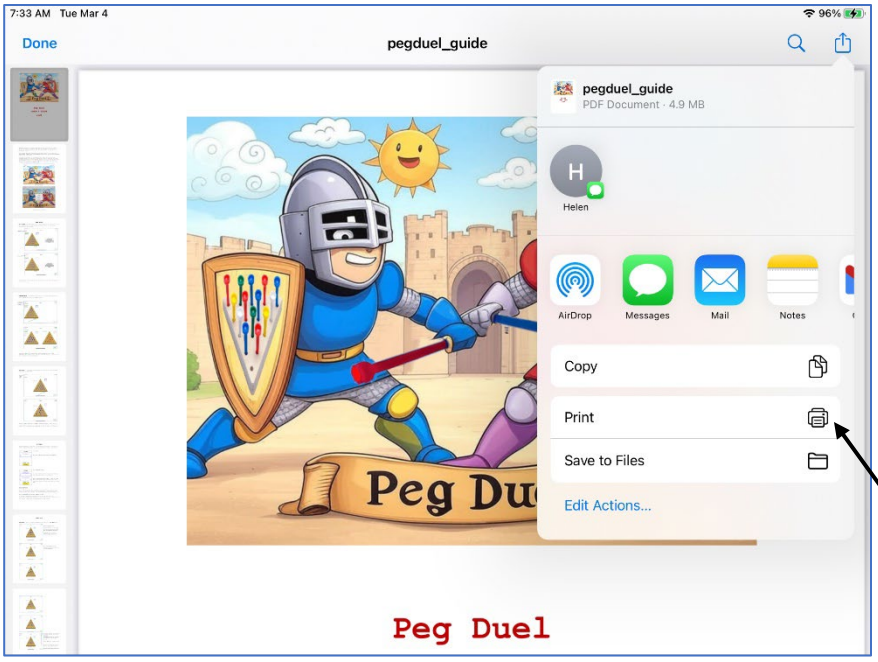


Once the Parent Approval has been cleared, the User Guide is produced:

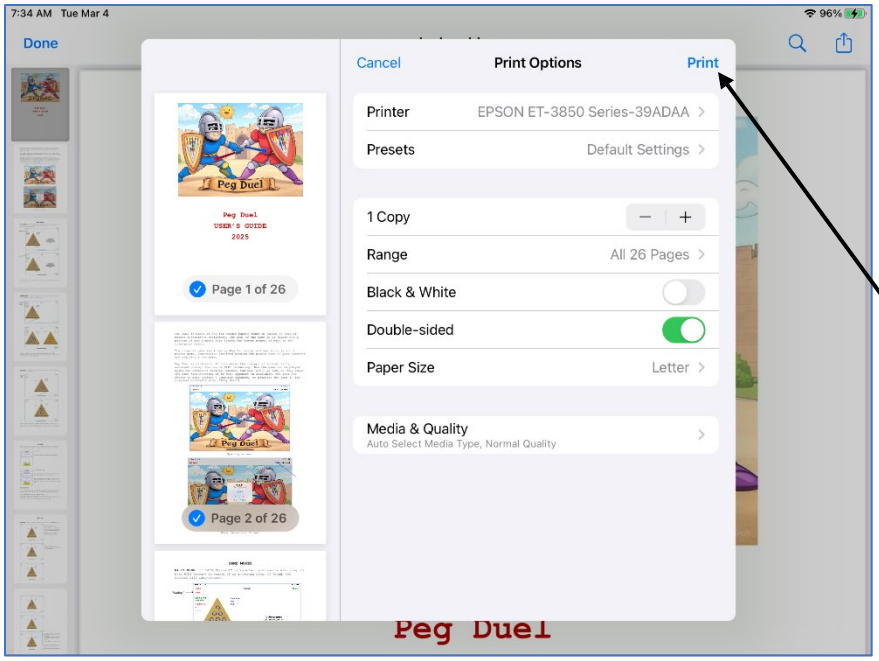


To export the User Guide, use the Export icon to yield the export window:





To send to a printer, use the Printer icon (must have the appropriate plug-in installed. These are available for MOST of the popular printers, downloadable from the App Store. EPSON example below:



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