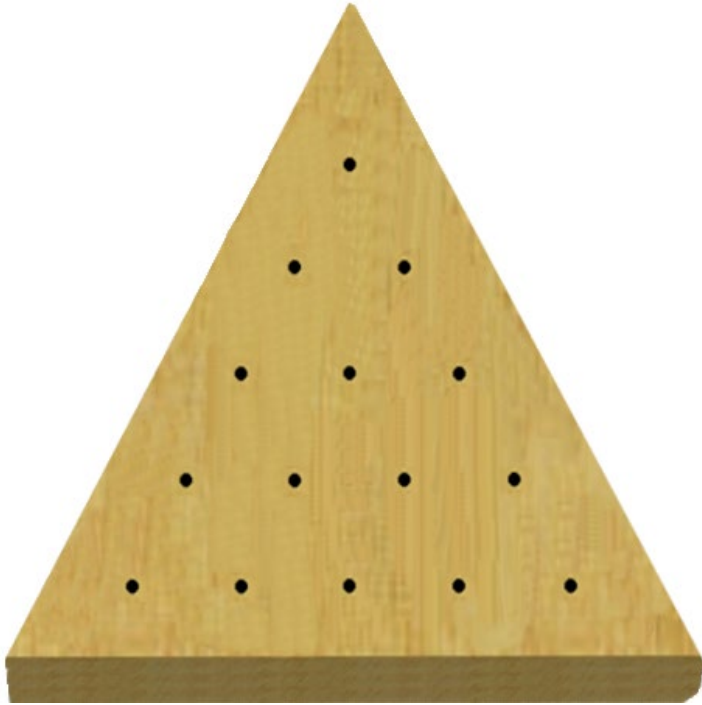
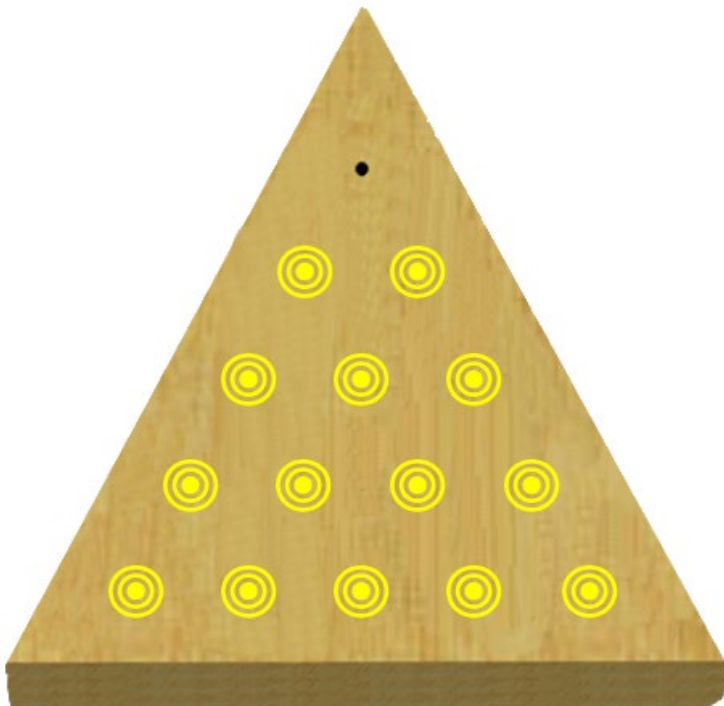


USER' S GUIDE

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

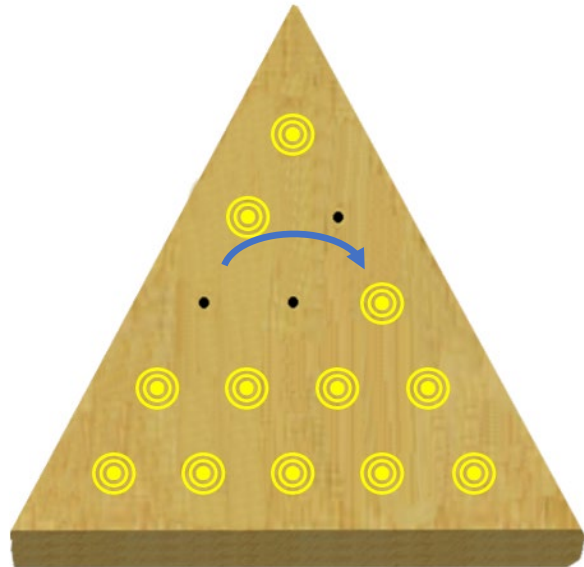
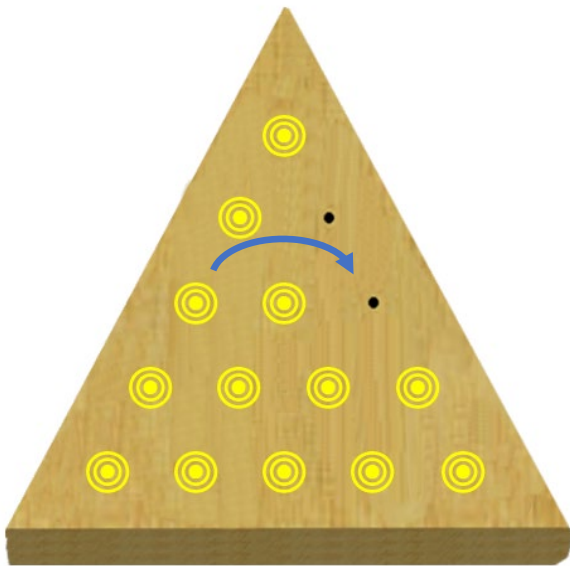
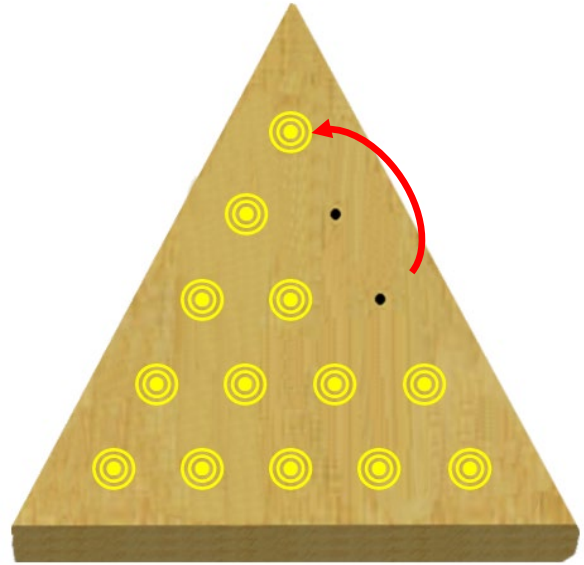
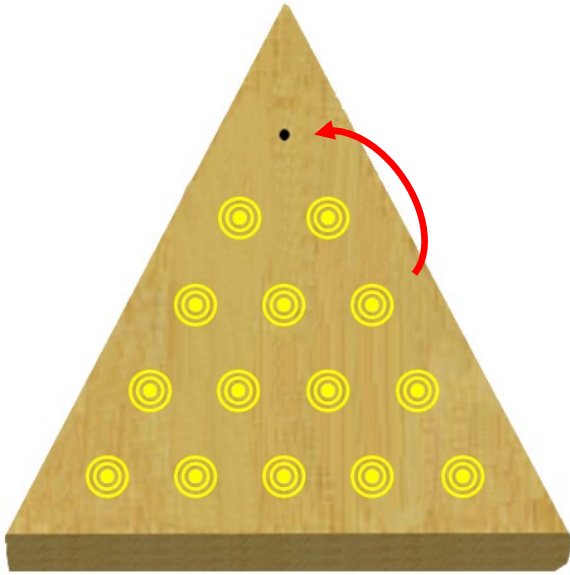


The game layout consists of a triangular gameboard with 15 holes into which pegs can be inserted.



The restaurant version uses golf tees as pegs. The objective is to remove pegs by jumping over them, similar to how checkers are removed from a checkers board. A standard setup contains 14 pegs with one empty hole. The starting hole can be anywhere.

JUMPING



Pegs are removed by jumping over them. You can only jump **directly diagonally** or **horizontally** (along a row). You may jump only one peg at a time, and you may only jump into an empty hole.

SCORING

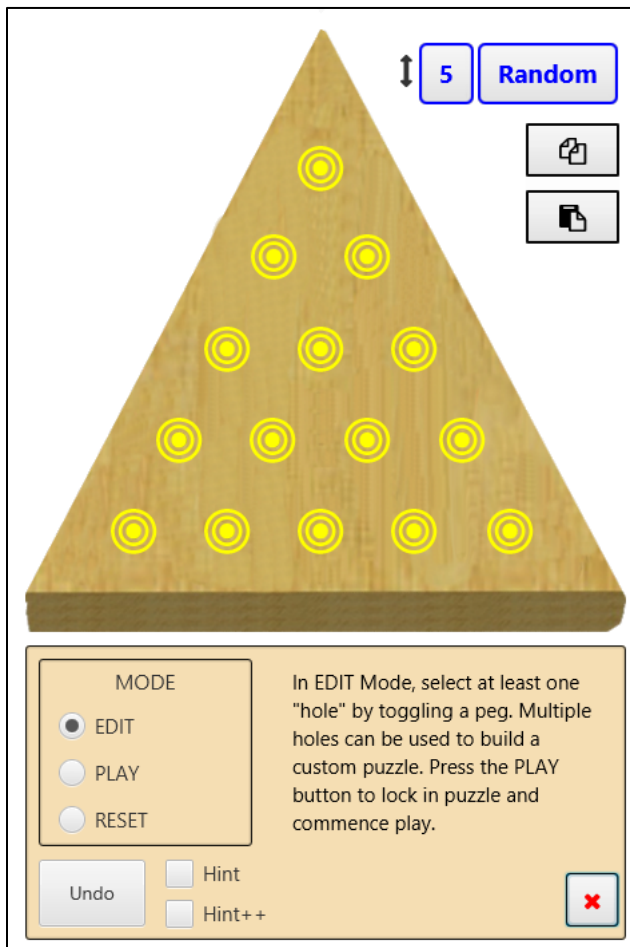
Supposedly, the number of pegs you leave in the board indicates how smart you are. If you end up with:

- One Peg = You're a Genius
- Two Pegs = You're Pretty Smart
- Three Pegs = You're Just Average
- Four Pegs or More = Just Plain Dumb

GAME OPTIONS

• **PLAY OPTION**

The Play Option has three Modes: **EDIT**, **PLAY** and **RESET**. The Play Option opens in the EDIT MODE as shown:



The EDIT MODE enables users to set up the board at their discretion. Pegs are removed or added (i.e. toggled) by pressing the peg/hole location.

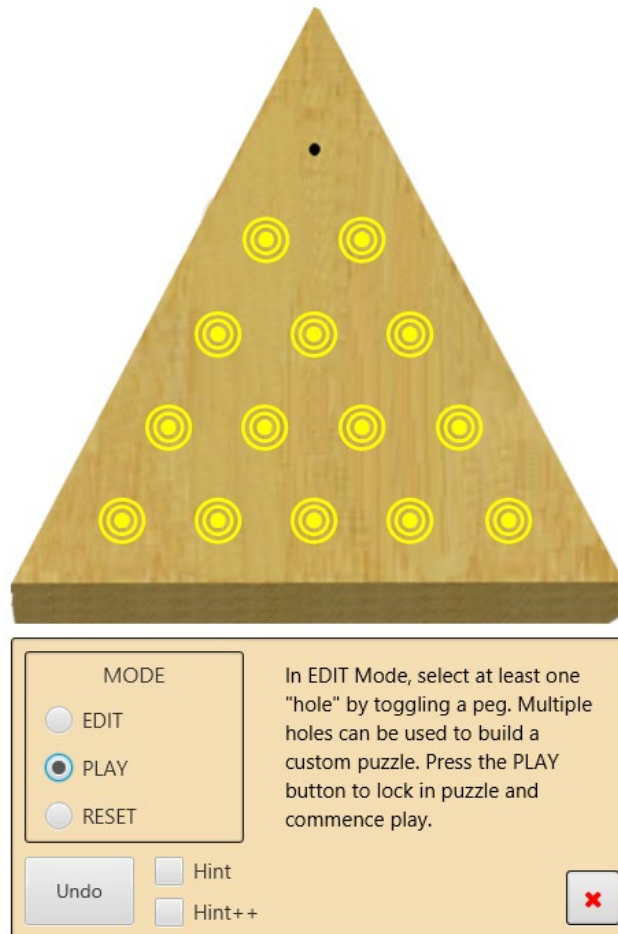
The traditional puzzle starts with 14 pegs, but any puzzle with between 2 and 14 pegs is allowed.

Since not every user-defined partial puzzle will result in a 1-peg remaining solution, a convenient way to guarantee such an outcome is to use the Random button.

Each press of the random count button will cycle a peg count ranging from 5 pegs to 9 pegs. When satisfied, press the Random button to generate the partial puzzle.

Another feature of the EDIT MODE is the copy and paste functions. Pressing Copy will save the current puzzle to the clipboard. This is useful if the user would like the puzzle repeated in the DEMO Option.

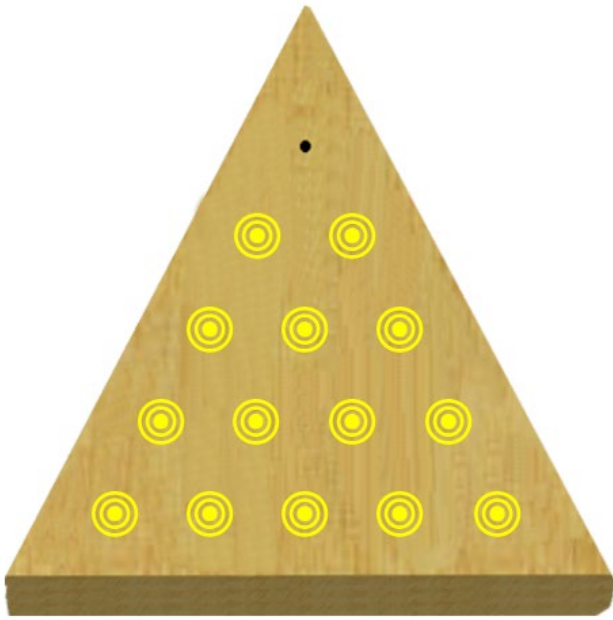
When satisfied with the puzzle's set up, press the PLAY radio button to enter the PLAY MODE. Using, for example, a puzzle with the starting hole at the top:



The puzzle is now ready to play. Moves are accomplished by pressing a desired "peg" and then pressing its intended landing point. If a peg is pressed by mistake, simply press it again to restore it.

Illegal moves are detected and auto-restored.

After the first move, the UNDO button becomes active. Pressing Undo will take back previous move(s)



There are two HINT levels available.

MODE

EDIT

PLAY

RESET

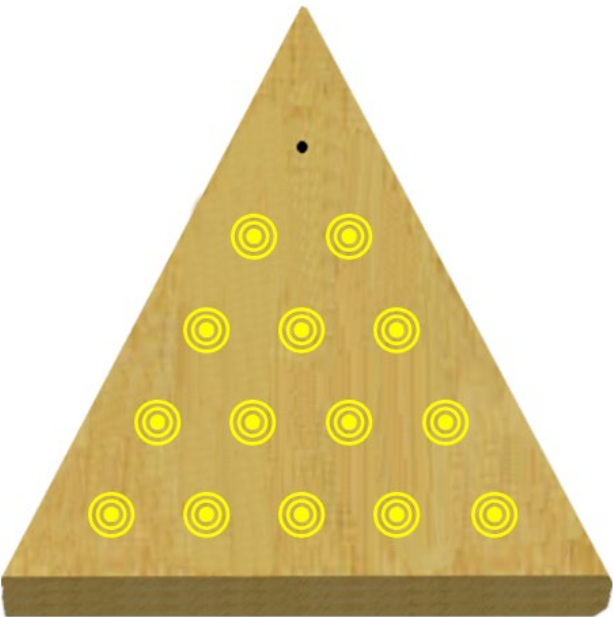
In EDIT Mode, select at least one "hole" by toggling a peg. Multiple holes can be used to build a custom puzzle. Press the PLAY button to lock in puzzle and commence play.

Undo Hint Hint++

Solutions Remain

The first is a simple Message indicating whether a 1-peg remaining solution is possible. After each move, the puzzle is rescanned to determine whether solution(s) still exist.

If the message were to indicate No Solutions Remain, simply press the Undo button to continue the puzzle



MODE

EDIT

PLAY

RESET

14880 solutions: 4 over 2 to 1
14880 solutions: 6 over 3 to 1

29760 total solutions

6816 solutions end at location 1
3408 solutions end at location 7
3408 solutions end at location 10

Undo Hint Hint++

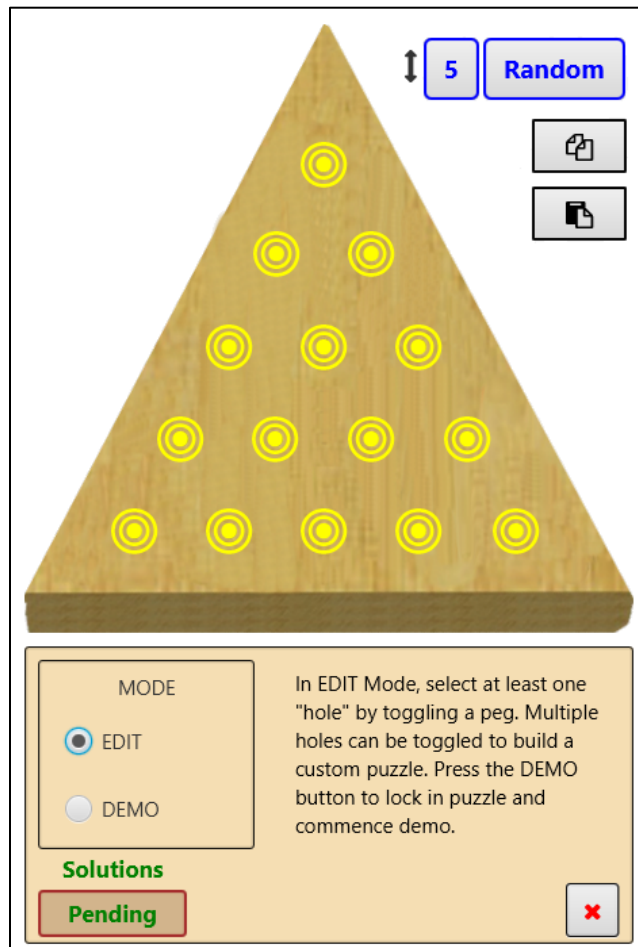
Solutions Remain

The second Hint level provides detailed data including next moves and the holes where the puzzles will terminate.

RESET MODE will terminate the puzzle, restore the original puzzle and re-enter EDIT MODE

- **DEMO OPTION**

The Demo Option has two Modes: **EDIT** and **DEMO**. The Demo Option opens in the EDIT MODE as shown:



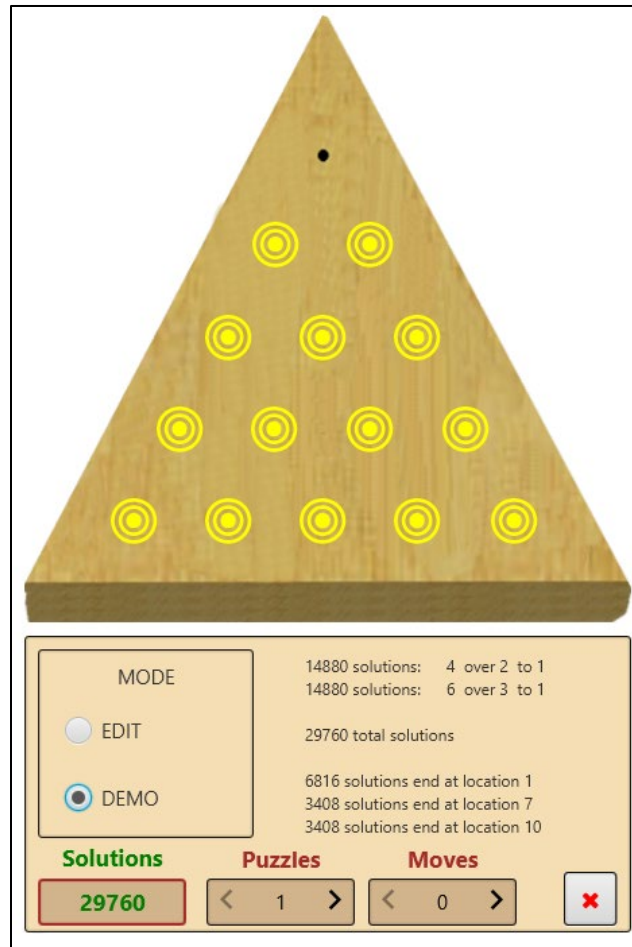
There are many similarities in the EDIT MODE of the DEMO OPTION compared to the EDIT MODE of the PLAY OPTION.

EDIT MODE enables users to set up the board at their discretion.

The Random buttons provide a convenient way to guarantee a 1-peg remaining solution to a partial puzzle. Their functions mirror the same buttons of the PLAY OPTION.

Copy/Paste functions are the same as PLAY OPTION. Allows puzzle transfers between the two OPTIONS.

When satisfied with the setup, press the DEMO radio button to enter the DEMO MODE. Using, for example, a puzzle with the starting hole at the top:

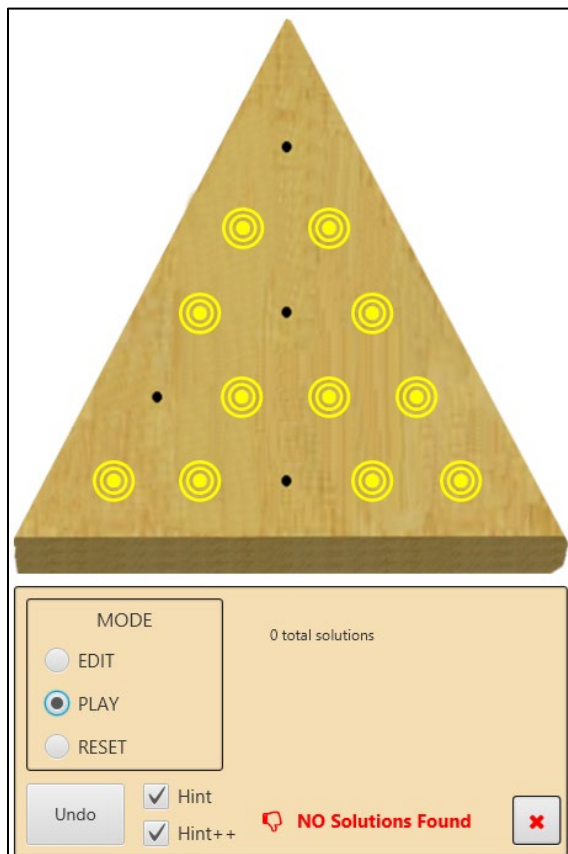
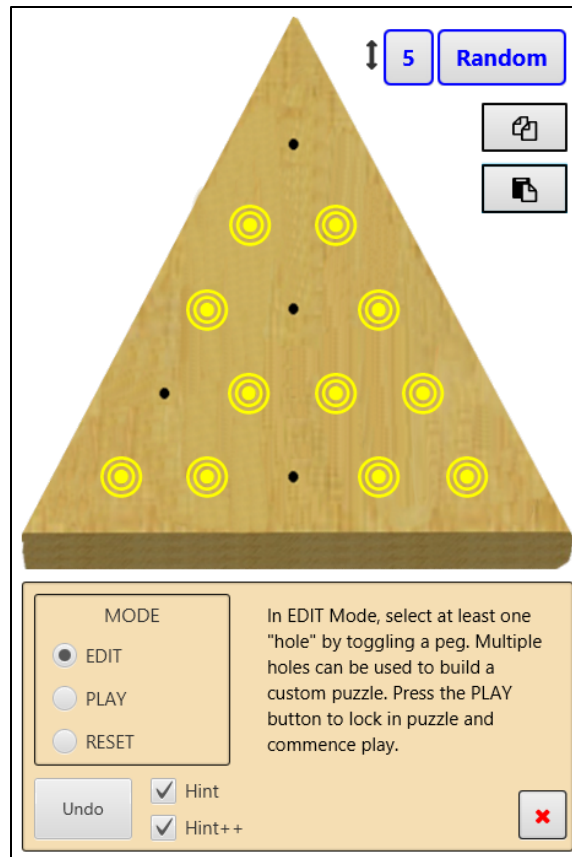


- The number of 1-peg remaining puzzles is shown in the Solutions box.
- The DVR style Puzzles Step button will sequence through the solutions. If pressed and held, the sequencing will occur in rapid fashion.
- The DVR style Moves Step button will sequence through each move, which are shown dynamically in the puzzle display.

BEST FINISH OPTION

The Demo Mode presents an opportunity to sequence through puzzles that don't have 1-peg remaining solutions. This happens a lot with a partial board setup (less than 14 pegs).

For example, observe the set up below (in PLAY Option / EDIT Mode):

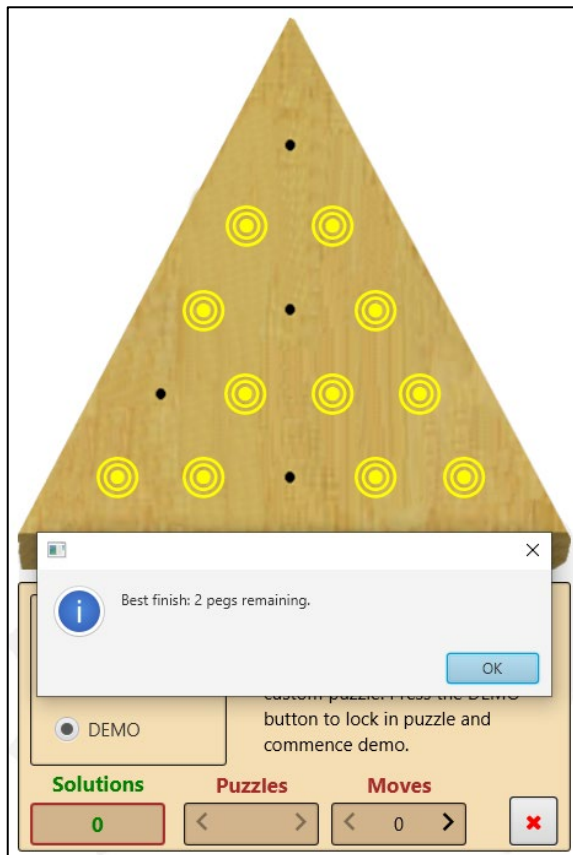
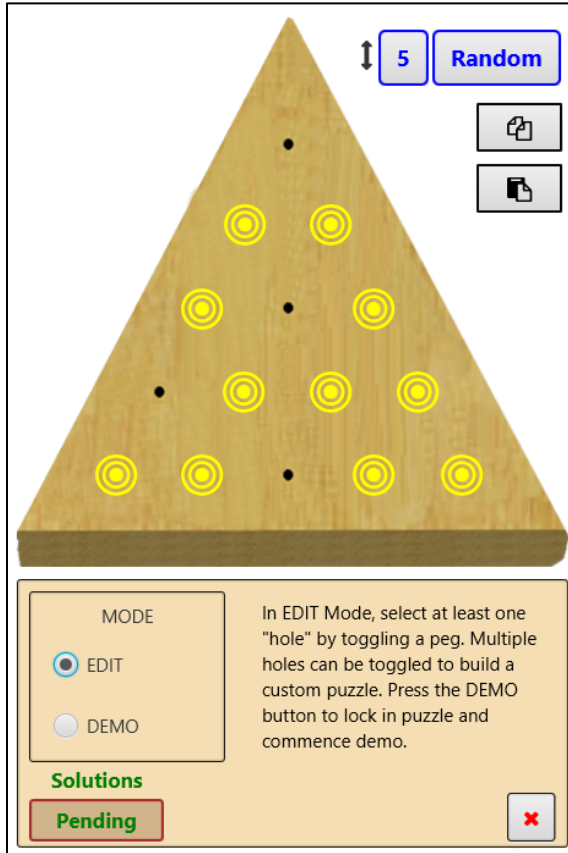


Select PLAY Mode.

The result is an error message "No Solutions Found" indicating that there isn't a 1-peg remaining solution.

Return to the EDIT MODE by pressing the EDIT radio button, use the Copy function to copy the setup, then exit the PLAY OPTION (**RED X**)

Now select the DEMO Option (EDIT Mode), use the Paste function to paste the previous setup.



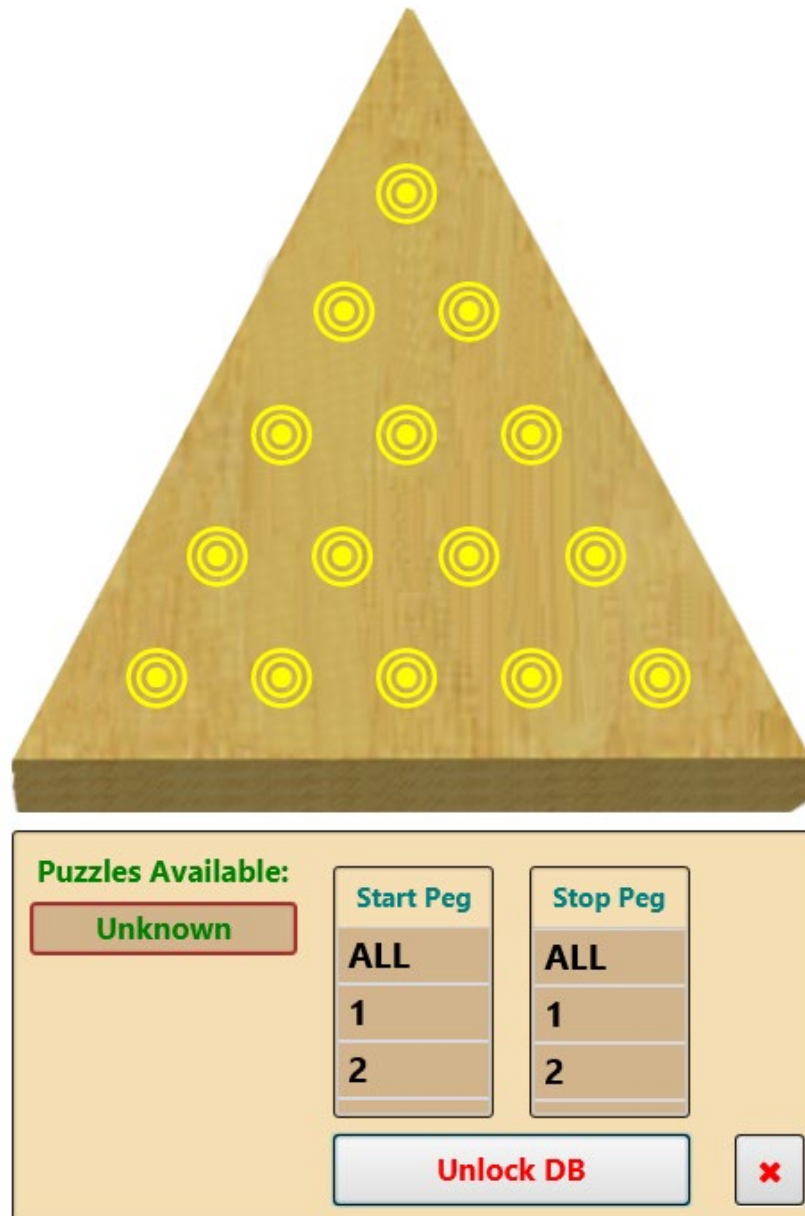
Select DEMO Mode radio button.

The result returns an message indicating the Best Finish possible.

Clear the message and step through the puzzle to see one final "solution".

- **DB (Database) OPTION**

This option permits examination of the entire Peg Master Database of 14-peg puzzle solutions (almost 1/2 million in all). A beginning starting hole is chosen and a finishing hole is selected from possible finishing locations.



Sorting Options:

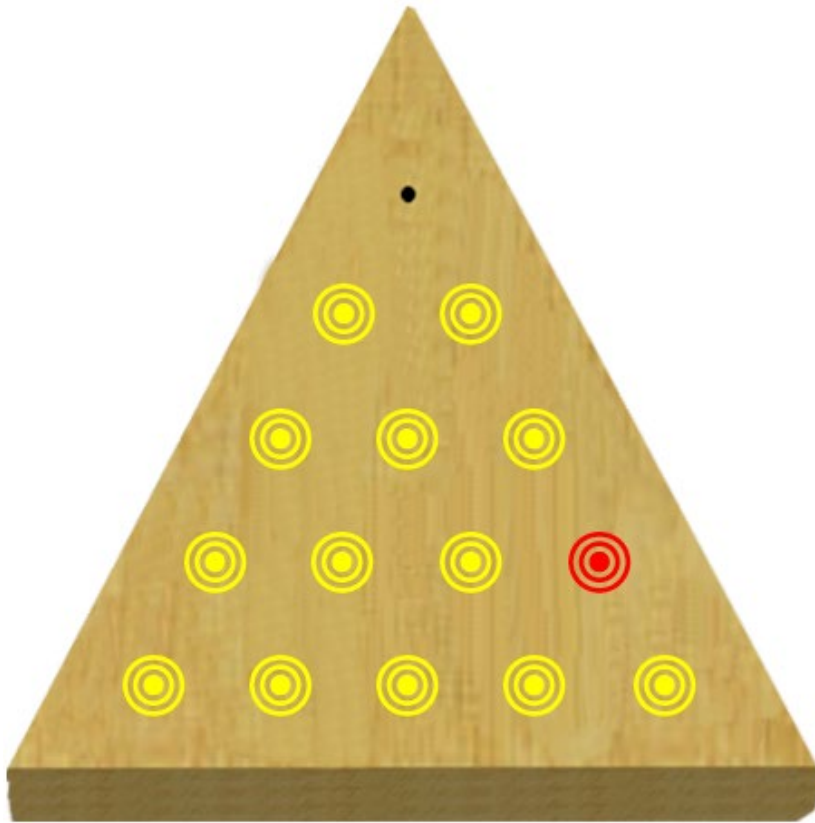
- Start Peg
 - All - every starting position will be sorted
 - SELECT - a scrollable selection wheel will display with all 15 positions loaded. Select the desired Starting Peg
- Stop Peg
 - All - every stopping position will be sorted
 - SELECT - Depending on the Start Peg selected, only valid landing positions will be displayed on the selection wheel. Select the desired Stopping Peg position.

After selecting the sort parameters, press then Unlock DB button to sort the DB and open the sorting controls.

This example:

Start Peg = 1

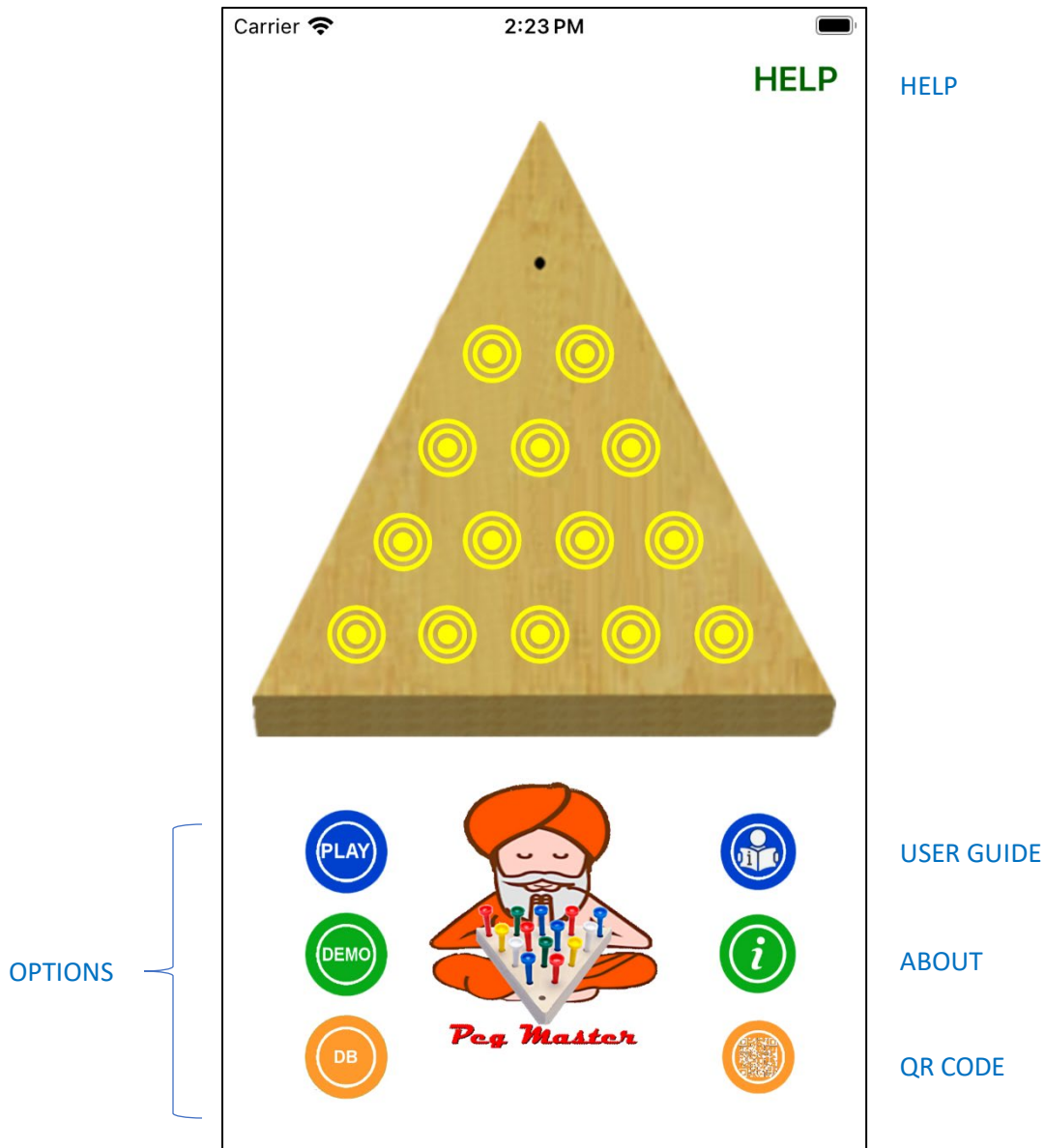
Stop Peg = 10



Puzzles Available:	Start Peg	Stop Peg
3408	1	1
Puzzle Select:	2	7
< 1 >	3	10
Move Select:	DB Unlocked	
< 0 >	✘	

- The number of puzzles that matched the sort parameters is shown in the Puzzles Available box.
- The DVR style Puzzle Select button will sequence through the solutions. If pressed and held, the sequencing will occur in rapid fashion.
- The DVR style Move Select button will sequence through each move and shown dynamically on the puzzle board.

Menus and Controls



The Apple iPhone opening screen is shown above. The Windows and Android differences are addressed in the Appendix.

OPTION: Selects one of three Activity Options:

- **PLAY**
- **DEMO**
- **DB**

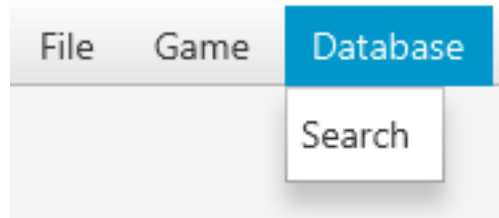
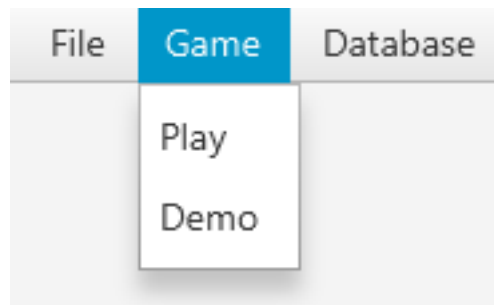
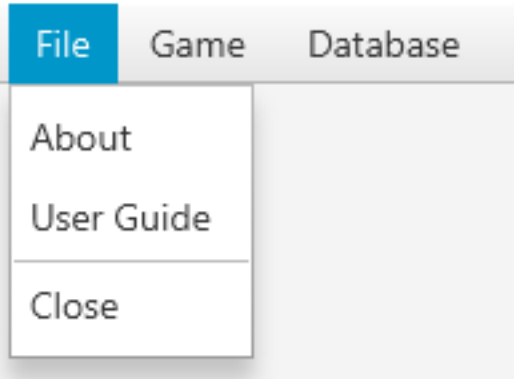
Guide: Print or View the User Guide

Help: Scrollable instructions available anytime they are needed

QR: QR Code to quickly access the TurboSoftSolutions.Com website

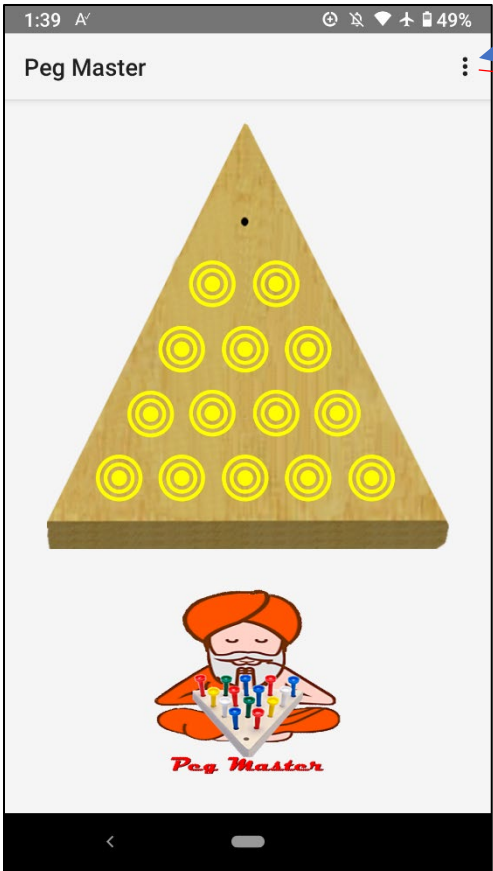
About: Version, copyright. Option to Rate/Review the app

Appendix W. Windows Menus

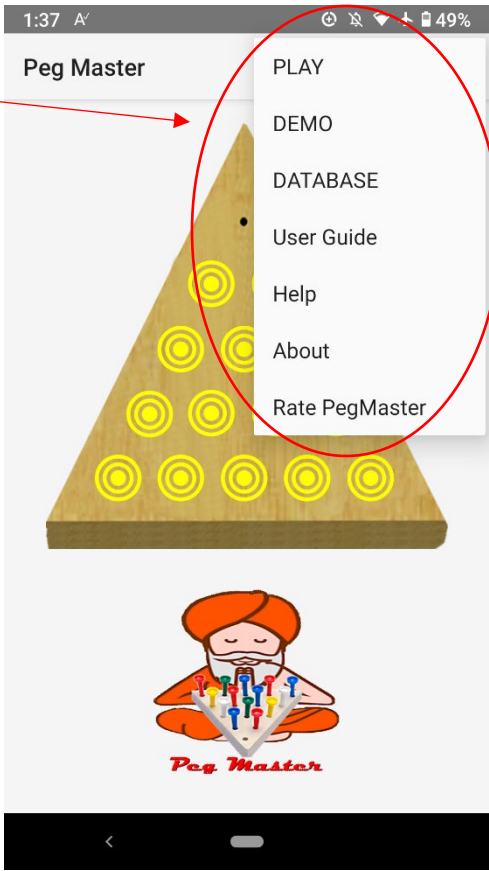


Appendix A.

Android Menu



Select



Product Name: Peg Master

Copyright: 2024

Company: TurboSoftSolutions.Com

Programmer: Neil Rohan

