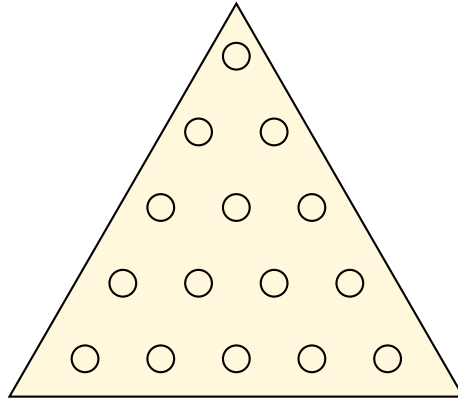


# AcroTeX Peg Solitaire

## Instructions

1. To begin, click a peg to remove it from the game board.
2. Play the game by jumping over a peg and into an empty hole.
3. To make a jump, click a peg, it will turn red, then click an empty hole. The red peg and the empty hole must be horizontally or diagonally aligned with a single peg in between.
4. If the jump is valid, the jump occurs, just as in checkers.
5. The game is over when there are no more valid jumps possible.



## History

## Scoring

If you leave...

1. three pegs: Score 10 points
2. two pegs: Score 25 points
3. one peg: Score 50 points
4. one peg in the hole initially left empty:  
Score 100 points
5. one peg in one of the center holes (holes 5, 8 or 9): Score 150 points
6. eight pegs with no further jumps possible: Score 200 points

## Legend

