



## 9 *The Dime-and-Penny Switcheroo*

Put two dimes and two pennies in the spaces that contain their pictures. The object is to make the pennies and dimes change places in *exactly eight moves*.

You are allowed two kinds of moves:

1. You can *slide* any coin into an empty space next to it.
2. You can *jump* any coin over the coin next to it, like a jump in checkers, provided you land on an empty space.

The puzzle isn't as easy as it looks. Time yourself to see how long it takes you to switch the coins in eight moves. If you solve it in five minutes, you're a genius. Ten minutes is excellent. Twenty minutes is about average.

Remember, only eight moves are allowed. If you do it in *more* moves, you haven't solved the puzzle.

