



# ***PEG SOLITAIRE***

***START***

***OPTIONS***

***EXIT***



Main menu

# ***OPTIONS***

***VOLUME***



***BACK***

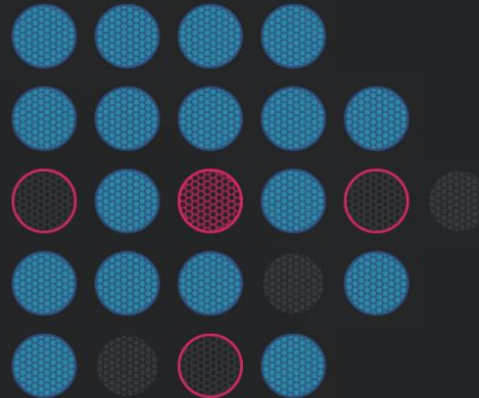
Option menu for controlling the background music



## GAME RULES



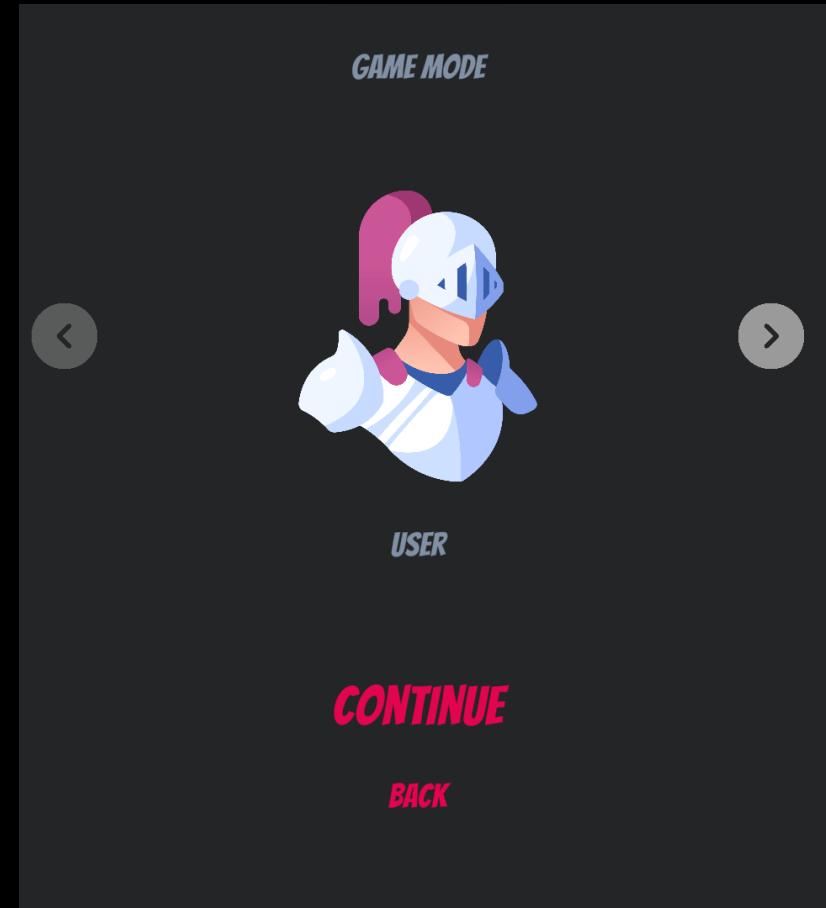
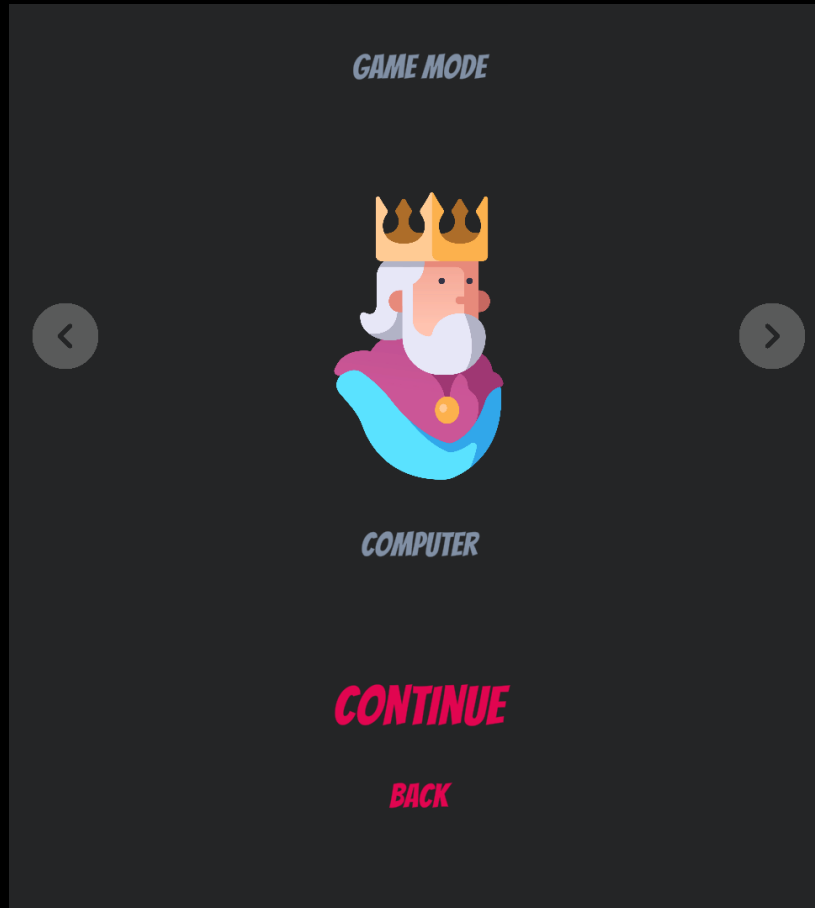
Your Goal: Clear all the pegs except one. To clear a peg, jump over it into an empty space.



Valid jumps are marked in red.

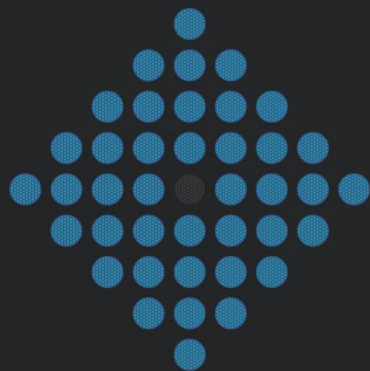
**OK**

Game objective

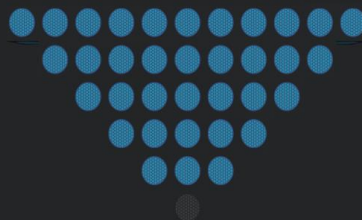


Two different game mode

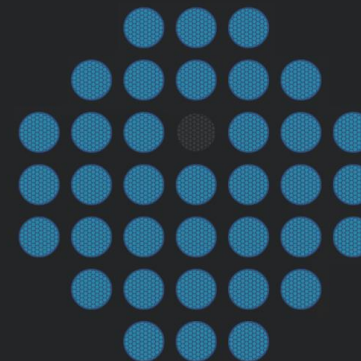
*DIAMOND*



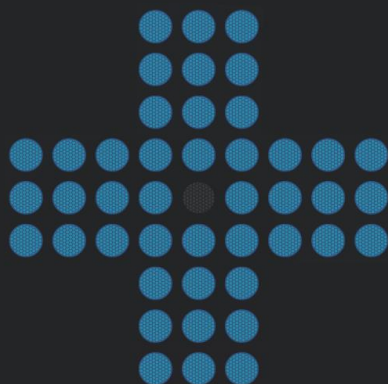
*TRIANGULAR*



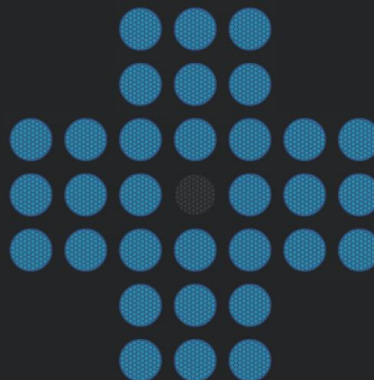
*FRENCH*



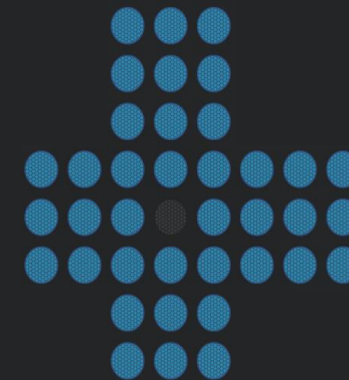
*GERMAN*



*ENGLISH*



*ASYMETRICAL*



Six different game board

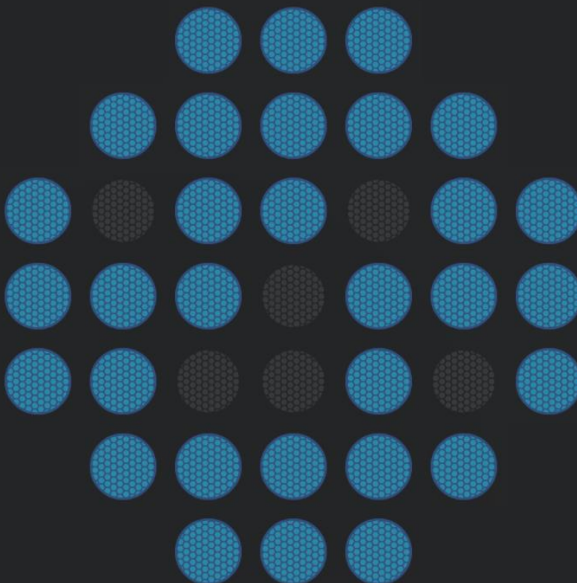
Help button

Total number of movements

Home button



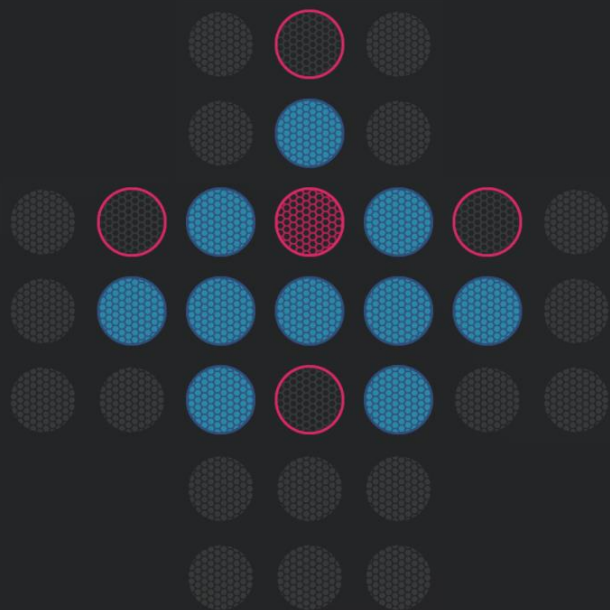
NUMBER OF MOVEMENT: 5



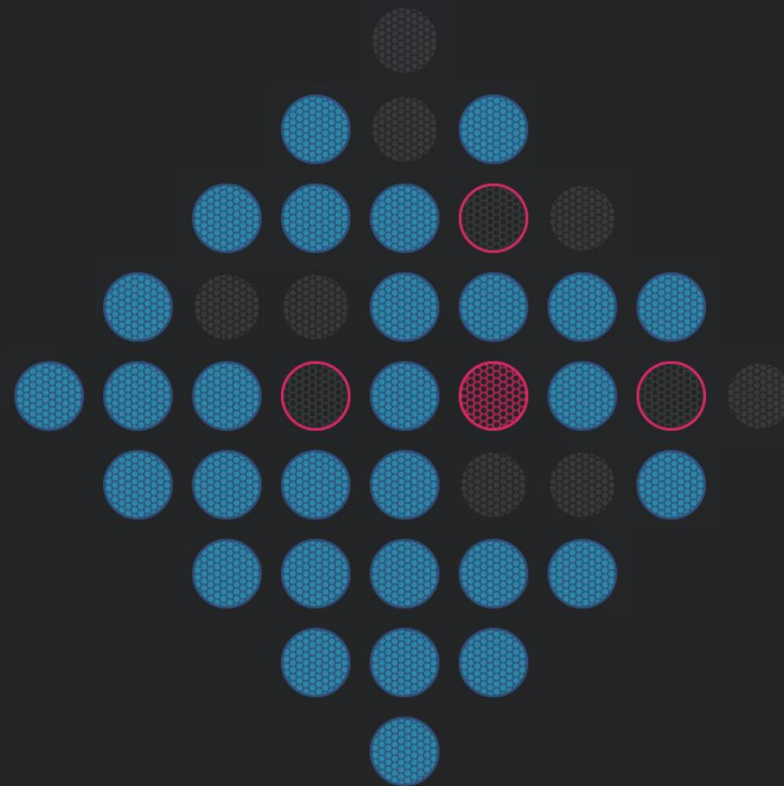
Undo button

Auto-play button

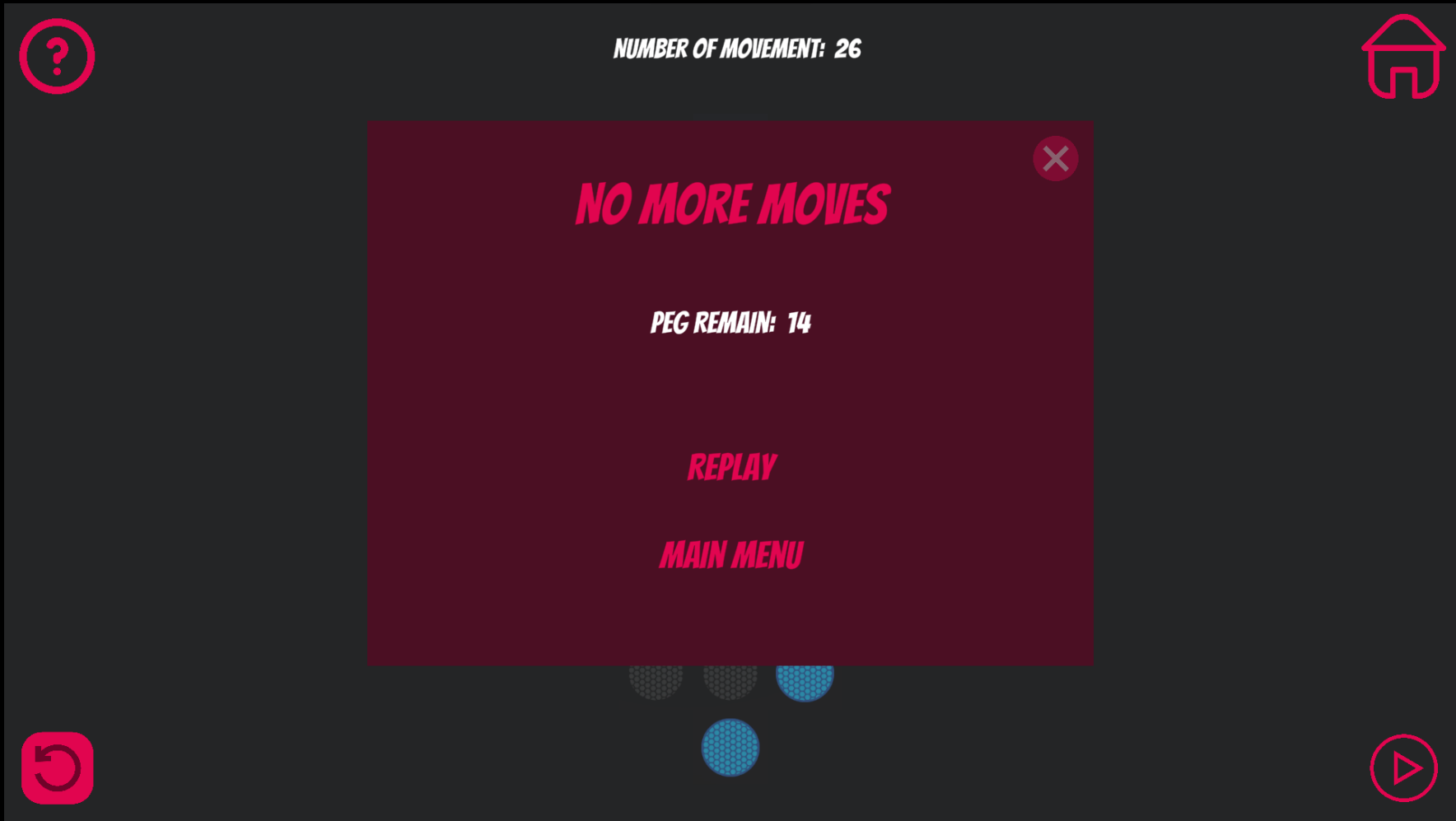
**NUMBER OF MOVEMENT: 21**



**NUMBER OF MOVEMENT: 10**



Movement prediction feature



End of game