

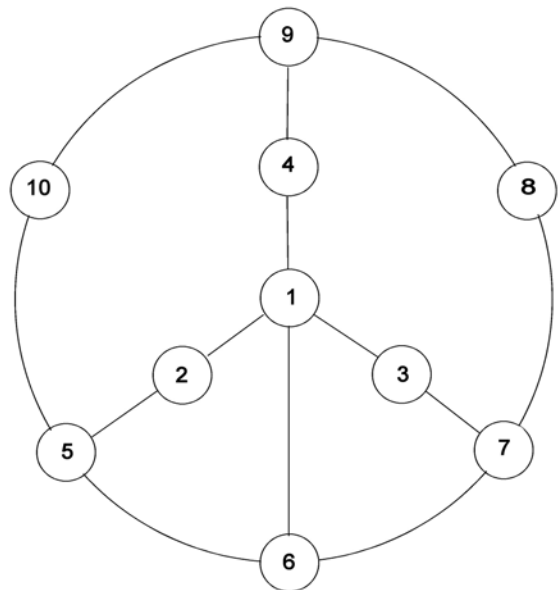
Peace Symbol Peg Solitaire

The forked peace symbol was created for the Campaign for Nuclear Disarmament in Britain in 1958. During the 1960s, it was adopted by the world-wide anti-war movement and has been known as the peace symbol since that time. It is one of the most widely recognized symbols in the world.

The design of the peace symbol is based upon a combination of semaphore signals for the letters N and D. The semaphore signal for N is formed by a person holding two flags in an inverted V, and the semaphore signal for D is formed by holding one flag pointed straight up and the second flag pointed straight down.

We're going to use the peace symbol as a board for peg solitaire. The board and the position of the pegs are shown to the right. This board is different from previous boards in the chapter as it includes some curved paths and jumps of differing lengths. The jump from position 4 to position 6, for example, is not the same length as the jump from position 5 to position 1. Jumping from position 9 to position 7 follows a curved path rather than a straight path.

Note that jumping along a curved path means jumping along a *smooth curve*. Jumping from position 10 to position 6 is allowed as the jump follows a smooth curve. Jumping from position 2 to position 4 is *not allowed* as the jump does not follow a smooth curve.



You might think of this game as being played on the surface of a cone with position 1 being at the vertex of the cone. Making a board in the shape of a cone and playing on the cone's surface is a challenge, but the game is the same as that played on the flat peace symbol.

Although the board has properties not found on earlier boards in this chapter, the rules of the game are identical to those used in previous games. The game begins with all pegs on the board except one. Any one of the ten pegs might be missing. The location of the missing peg is your choice. On each move you must move in a "straight" line and jump exactly one peg. The jumped peg is then removed from the board. The object of the game is to end with only one peg left on the board. The game is over if there is only one peg remaining (you win) or if there are no more jumps possible even though there is more than one peg on the board (you lose).