Hi-Q INSTRUCTIONS

THE CLASSIC GAME

OBJECT
Remove as many pegs as possible from the gameboard and try to leave the last, remaining peg in the center hole.

RULES
1. Place 32 red pegs on the gameboard leaving the center hole empty.
2. Each move consists of a jump.
3. Each peg that is jumped is removed from the gameboard.
4. Jumps must be made either in a horizontal or vertical direction.
   - Diagonal jumps are NOT allowed.
   - Multiple jumps are allowed.

SCORING
6 or more pegs left ........................................ BETTER LUCK NEXT TIME
5 pegs left .................................................... NOT BAD
4 pegs left .................................................... VERY GOOD
3 pegs left .................................................... EXCELLENT
2 pegs left ..................................................... SENSATIONAL
1 peg left ...................................................... OUTSTANDING
1 peg left in the center hole ............................. PERFECT GAME-GENIUS
NEED THE SOLUTION FOR A PERFECT GAME?
Send a self-addressed, stamped, legal-sized envelope to:
Hi-Q SOLUTION
MILTON BRADLEY CO.
443 SHAKER ROAD
EAST LONGMEADOW, MA 01028

THE MASTER GAMES

Try these game variations for a greater challenge!
1. The Blue Peg Game: Set up the game as above but remove any one of the red pegs and replace it with the blue peg. Play as above in the classic game trying to leave the blue peg in the center hole.
2. Start And Finish Games: Set up this game by leaving any hole other than the center hole empty. Try to finish with one peg left in the hole that was empty at the start of the game. See diagram below. Start and finish in these holes: A-1, B-1, C-4, D-1, E-3, and F-2.
3. The Hidden Square Game: Set up the game and play as you would in the classic game leaving the center hole empty. Try to finish with four pegs, instead of just the one center peg, in the following holes (see diagram at right): C-3, C-5, E-3, and E-5.

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SOLUTION TO A PERFECT GAME!

A. Put all the red pegs in the holes and remove the center peg.
B. Jump 1 to 2.

C. Jump 1 to 2, 3 to 4, 5 to 6, 7 to 8, 9 to 10.
D. Rotate game one turn clockwise.

E. Repeat II above both C and D three times until you see the shape in III.

F. Jump 1 to 2, 3 to 4, 4 to 5.

G. Jump 1 to 2 to 3 to 4 to 5 to 6 to 7.
H. Jump 8 to 9, leaving the last peg in the center hole.