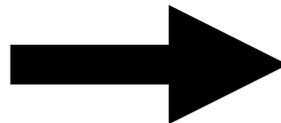
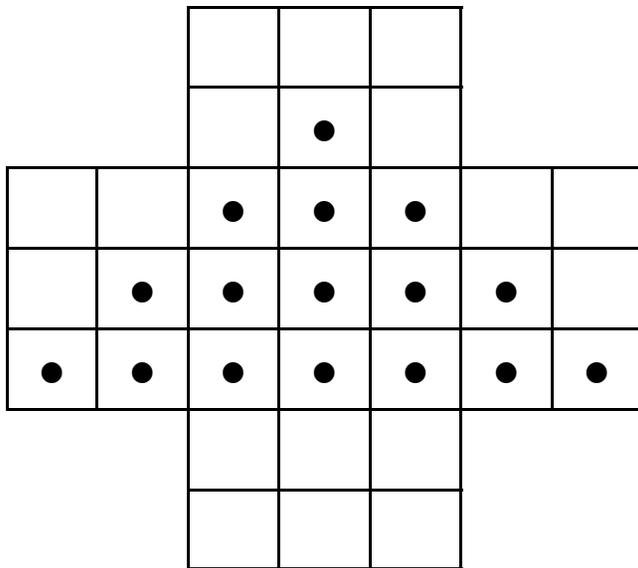


Pyramid Solitaire

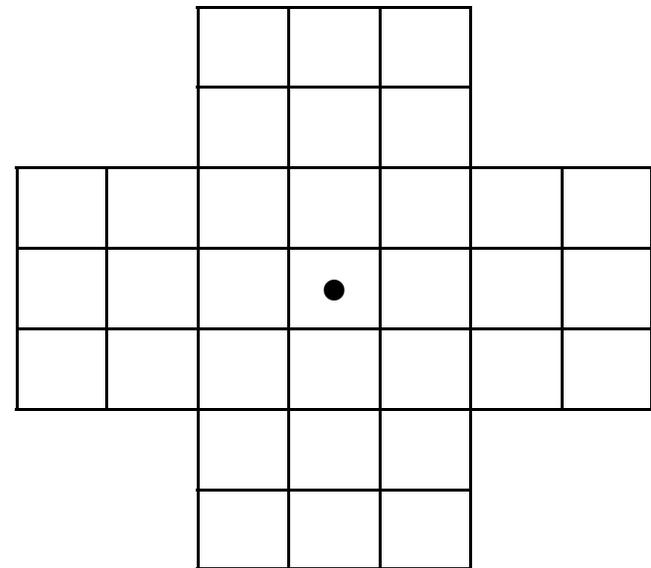
Place 16 markers in the pyramid pattern shown below. Try to jump until there is a single marker left in the middle square. Each jump moves a marker over any adjacent marker into an empty space, and markers that have been jumped are removed from the board.

Jumps may be horizontal or vertical, but never diagonal.

START



END GOAL



Puzzle Source: *The Little Giant Encyclopedia of Puzzles* by The Diagram Group

