

Triangle Peg Game

· Solo puzzle · 1 · 2–10 min · 14 pegs

BEFORE YOU START

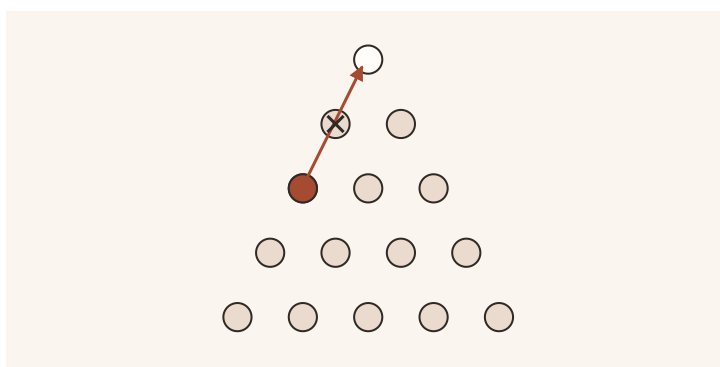
This is the familiar restaurant-table Peg Solitaire variant on a triangle with five holes per side.

GOAL

Use legal jumps to remove every peg but one.

YOUR TURN

Move one peg in a straight line over an adjacent peg into the empty hole immediately beyond it. All three holes must share one grid line. Remove the jumped peg. You cannot jump a gap, multiple pegs or around a corner.



Jump over an adjacent peg into the first empty hole beyond it. The diagram is original.

Setup

Fill 14 of the 15 holes, leaving any one hole empty. For the classic challenge, use the same starting vacancy each game and try to finish in that hole.

Result

The puzzle ends when no legal jump remains. One peg is a perfect solution—Cracker Barrel jokingly calls it “genius.” Two pegs is “pretty smart”; then retry with another starting vacancy.

Details that matter

Every legal jump removes exactly one peg, so reducing 14 pegs to one takes 13 jumps. Finishing in the original vacancy is an extra challenge; the usual goal is simply one remaining peg.

Further sources: [Cracker Barrel peg game](#)

Sources: [Cracker Barrel — how to play](#) · [Cracker Barrel printable board](#)