



*A Compendium of
Peg Solitaire
related papers
2003 – 2017*

Section 1: Classical Peg Solitaire

- 1.1 Solitaire: Recent Developments**, John Beasley
Games and Puzzles Journal 28, Sep 2003
<http://arxiv.org/abs/0811.0851>, 11 pages
- 1.2 New Problems on Old Solitaire Boards**, George I. Bell and John D. Beasley
Board Games Studies #8, 2005
<http://arxiv.org/abs/math/0611091>, 12 pages
- 1.3 A Fresh Look at Peg Solitaire**, George I. Bell
Mathematics Magazine, 80:16-28, 2007, 13 pages
- 1.4 Notes on Solving and Playing Peg Solitaire on a Computer**, George I. Bell
<http://arxiv.org/abs/0903.3696>, last updated in 2014, 25 pages
- 1.5 An Update to the History of Peg Solitaire**, John Beasley
Presented at the 34th International Puzzle Party in London, Aug 2014, 16 pages
- 1.6 Clock Solitaire**, John Beasley
A re-discovered board, Oct 2014, 9 pages

- 1.7 Clock Solitaire**, George Bell
My paper on this board in Cubism For Fun, CFF101, Nov 2016, 6 pages
- 1.8 Designing Peg Solitaire Puzzles**, George I. Bell
Recreational Mathematics Magazine, Number 7, pp. 5-19, 2017
<https://arxiv.org/abs/1608.01609>, 14 pages

Section 2: Peg Solitaire with Diagonal Jumps

- 2.1 Diagonal Peg Solitaire**, George I. Bell
INTEGERS, Vol 7, G1, 2007
<http://arxiv.org/abs/math/0606122>, 20 pages
- 2.2 Peg Solitaire with Diagonal Jumps**, George I. Bell
in Ed Pegg Jr., Alan H. Schoen, Tom Rodgers (Editors)
Mathematical Wizardry for a Gardner, AK Peters, 2009, 10 pages

Section 3: Triangular Peg Solitaire

- 3.1 Triangular Peg Solitaire Unlimited**, George I. Bell
The Games and Puzzles Journal 36, Nov-Dec 2004
<http://arxiv.org/abs/0711.0486>, 12 pages
- 3.2 Diamond Solitaire**, George I. Bell
The Games and Puzzles Journal 41, Sep-Oct 2005
<http://arxiv.org/abs/0711.2749>, 11 pages
- 3.3 Solving Triangular Peg Solitaire**, George I. Bell
Journal of Integer Sequences, Vol 11, 2008, article 08.4.8
<http://arxiv.org/abs/math/0703865>, 23 pages

Section 4: Solitaire Army and No Capture Variants

- 4.1 The Minimum Size Required of a Solitaire Army**
George I. Bell, Dan Hirschberg and Pablo Guerrero
INTEGERS, Vol 7, G7, 2007
<http://arxiv.org/abs/math/0612612>, 22 pages
- 4.2 The Shortest Game of Chinese Checkers and Related Problems**
George I. Bell
INTEGERS, Vol 9, G1, 2009
<http://arxiv.org/abs/0803.1245>, 22 pages