# Pick Put Peg Games

## Cylindricity Games Concept

The ability to visualize in a 3-D environment is an essential skill for abstract thinking.  It has been defined as "the ability to mentally imagine, understand, rotate, and manipulate 3-D geometric objects".  Spatial skills are very important for a large variety of careers.

A new single or two player educational game of skill and strategy with increased levels of difficulty that greatly enhance the players' abilities to visualize in 3-D has been developed based on the PickPutPeg game concept  It is part of the general Cylindricity Games Concept. This family of games has games of skill with increased levels of difficulty that greatly enhance the player's abilities to visualize in 3-D.  The novelty of the concept stems from taking a flat square grid and wrapping it on a cylindrical surface.   Regardless of the grid size, at all times, the cylinder body obscures almost half of the playing area.  It can be revealed only through rotation (no mirrors allowed!), and that obliges the players to develop a mental display of the entire grid thus improving their 3-D visualization skills.

## Quad (4 x 4) a *Pick Put Peg* game

### Components:

- One tube with 16 holes equally spaced (Optionally labeled as Columns A, B, C, D and Rings 1, 2, 3, 4).  Pegs are stored inside.
- Two flanged caps to close the tube
- Seven red pegs and seven blue pegs

### Solitaire Jump Play:



All pegs are inserted in the game holes.  There will be two empty holes and each should be on one of the extreme rings.  The scope of the game is to remove as many pegs as possible.  A peg can be removed only by jumping over it with another peg.  The jump can be horizontally on a ring, vertically on a column, or diagonally.  The jump can be only over one peg at a time and the jump can be made only into an empty hole.  Ideally, the game is played until only one peg is left.
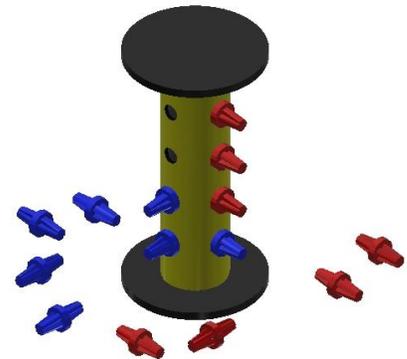
### Two Players Game:

1. Pegs are taken out of the tube and each player chooses a color.
2. Each player alternately places one peg in a hole.  They continue to play until all pegs are placed and two holes remain open.  The players take turns and remove one of their pegs and place it in one of the open holes.  When they repeat the same set of moves three times the game is considered a draw.
3. The player that has four pegs of the same color in a column, a ring, or a complete spiral, and announces it first, wins.