

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

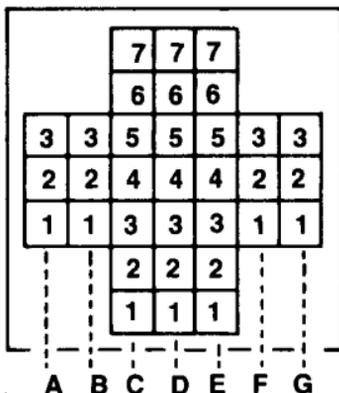
Try these game variations for a greater challenge!

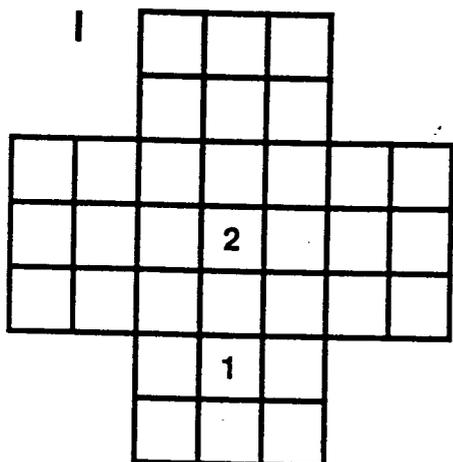
1. *The Blue Peg Game*: Set up the game as above but remove any one of the red pegs and replace it with the blue peg. Play as above in the classic game trying to leave the blue peg in the center hole.

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:

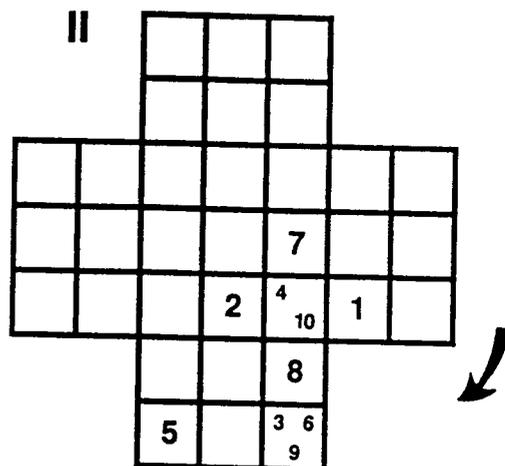
A-1, B-1, C-4, D-1, E-3, and F-2.

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.

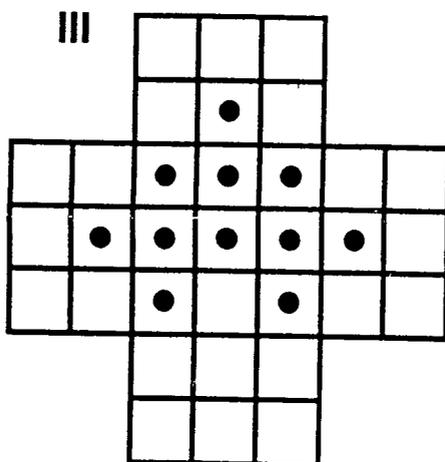




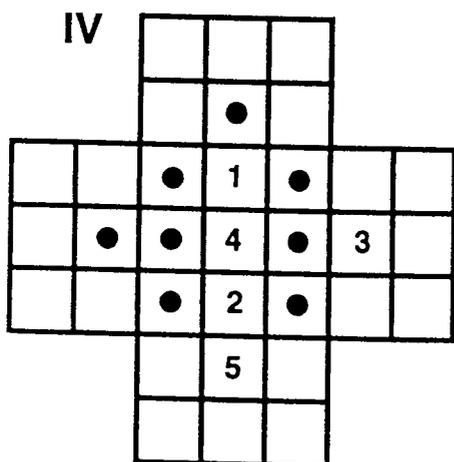
- A. Put all the red pegs in the holes and remove the center peg.
 B. Jump 1 to 2.



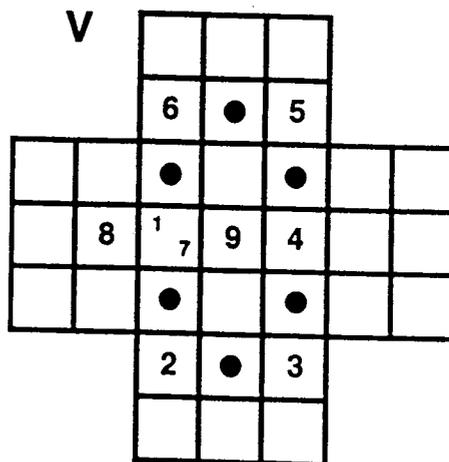
- C. Jump 1 to 2, 3 to 4, 5 to 6, 7 to 8, 9 to 10.
 D. Rotate game one turn clockwise.



- 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.