Martin Gardner wrote about both peg solitaire and coin-sliding puzzles. These puzzles, composed for G4G12, have elements of both. Like peg solitaire, a move is made by jumping one coin over an adjacent one, in a straight line, into an adjacent empty space. Unlike peg solitaire, the jumped coin is NOT removed.

Your goal is to get a quarter into the thick-bordered circle. Sound easy? Oh, one more thing: smaller coins cannot jump over larger coins. So pennies can only jump pennies, nickels can jump pennies or nickels, and quarters can jump anything. You'll find this makes the problems a bit challenging.

Good luck!