

SOLOMON'S TRINITY™

Sequential Movement Puzzle

Created by Kate Jones – ©2024 Kadon Enterprises, Inc.
Made in Pasadena, MD – G4G15 edition – 2024

Contents:

- Stylized Star of David rules with grid
- 3 coins as “deities”: nickel, dime, quarter
- 18 “stones”: pennies

Goal of Solitaire:

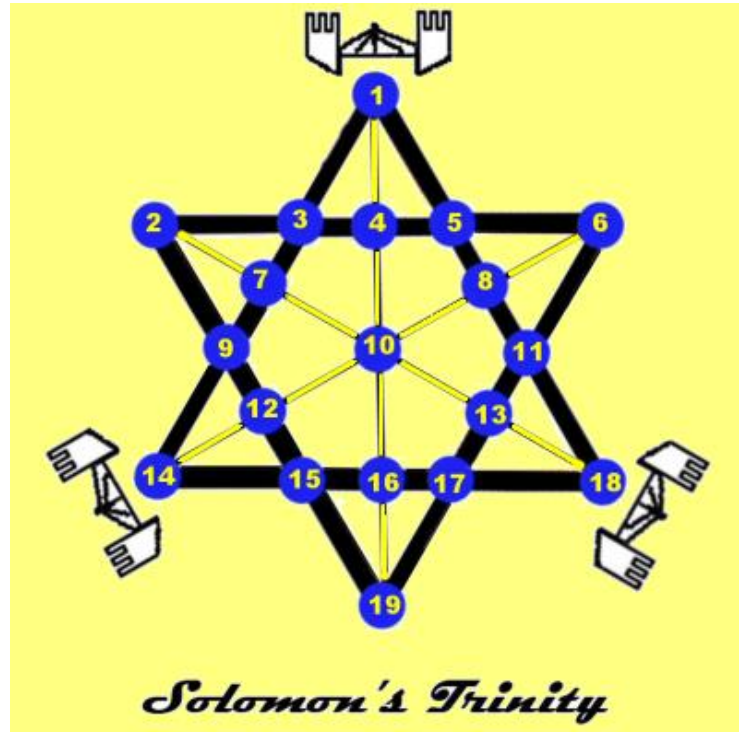
Move the 3 silver coins (N, D, Q) in turn to fill all remaining spaces on the grid with pennies.
For G4G15, fill only 15 spaces, block 1 space.

Goal of Strategy Game:

For 2, 3, or even more players: make the last possible move, even if empty spaces remain.

Concept:

The Middle East is the birthplace of the world's three major monotheistic religions. The three silver coins on the grid represent the deities of those three religions. The grid is their Universe.

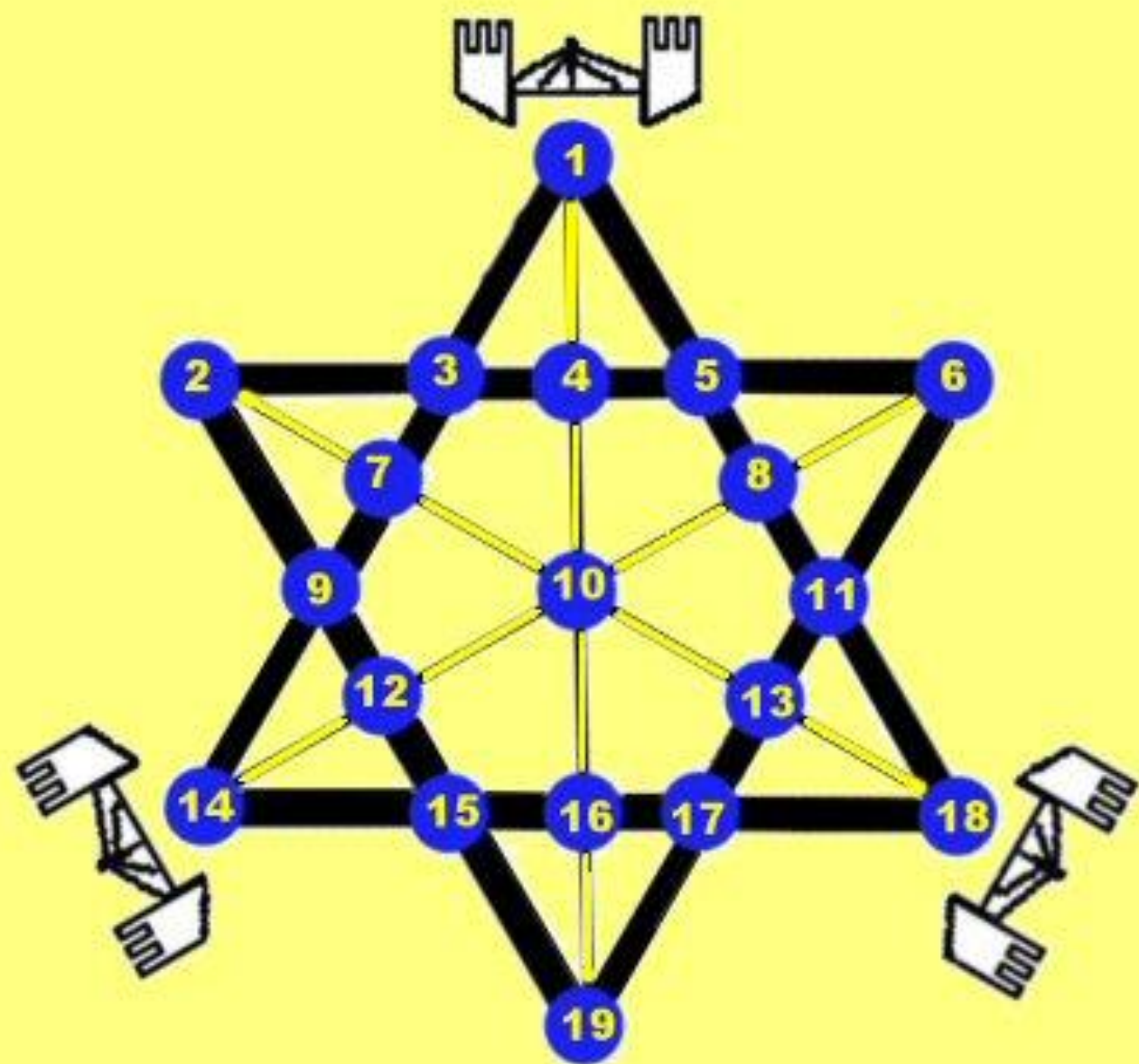


Process (solitaire or game):

- Place the three silver coins on their starting spaces: nickel-1, dime-14, quarter-18. Have 15 pennies off the grid in a supply pile for future use.
- The three silvers will take turns, N-D-Q, and thereafter move in the same sequence.
- On a turn, move the current silver along a straight open line to a vacant space. Place a penny from off the grid onto the space the silver just vacated.
- If a silver has no vacant space to move to, it may jump over an adjacent penny if the space immediately on the other side of that penny is vacant. The silver may jump over an adjacent silver only if there is no penny to jump. Move the jumped piece to the vacated space.
- If the silver isn't able to move nor to jump, it stays, and the next silver takes its turn.
- If two silvers are blocked, the third silver takes as many turns as it can. If all 15 pennies can enter the board, you win. If more than 1 empty space remains when no silver can move (not all 15 pennies on the board), you lose. Clear the board and try again. Many solutions exist.
- As a game, any number of players take turns moving the next silver. Last silver able to move wins. The players don't “own” a silver; they move the next silver in turn that can still move.

The Star of David gameboard was designed by Martin Gardner for the *Game of Solomon*, made by Kadon Enterprises, Inc., since 1985. See www.gamepuzzles.com/histfun.htm#GS.

We adapted the original *Solomon* board to give *Solomon's Trinity* triple symmetry.



Solomon's Trinity