

Hole In One

With Royal Out and King Out



SPORTS
PACK
PUZZLES & GAMES

Hole in One™

OBJECT: Get the ball into the hole using the fewest number of strokes (moves).

INSTRUCTIONS: Start with the ball in the “Tee Off” position. Slide the tiles so that the ball (large square tile) slides over the hole. You may not pick up your ball or any hazards (tiles) from the course during play.



“Tee Off” or starting position.

For a solution to Hole In One™, send \$1.00 and a self-addressed, stamped envelope to:

Hole In One™ Solution, c/o University Games
1633 Adrian Road, Burlingame, CA 94010
Please allow 2 weeks for delivery.

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(wood box and 11 wood pieces, 4.4 x 3.25 x 1.2 inches)*

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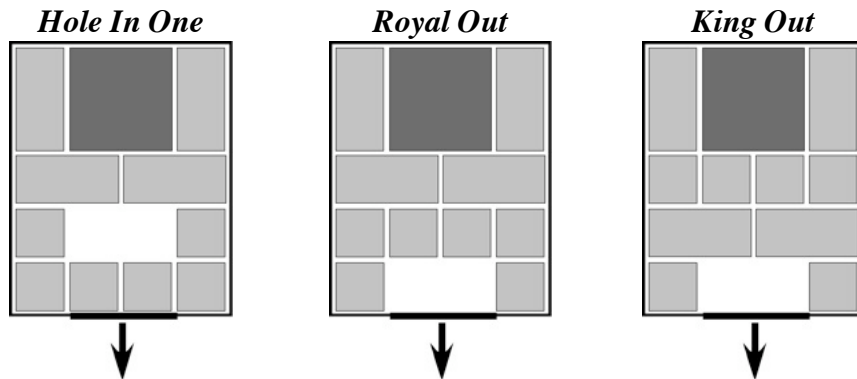
A Hole In one Solution

Here is a solution of 61 straight-line moves; it can be converted to 48 rectilinear moves by combining steps 4/5, 7/8, 14/15, 19/20, 21/22, 25/26, 29/30, 32/33, 36/37, 39/40, 46/47, 50/51, and 59/60:

9 X X10 9 X X10 7 7 8 8 1 2 3 4 5 6	9 X X10 9 X X10 7 7 8 8 1 2 3 4 5 6	9 X X10 9 X X10 8 8 7 7 1 2 3 4 5 6	9 X X10 9 X X10 8 8 7 7 1 2 3 4 5 6	9 X X10 9 X X10 8 8 1 7 7 2 3 4 5 6	9 X X10 9 X X10 8 8 1 7 7 2 3 4 5 6	9 X X10 9 X X10 8 8 5 1 7 7 2 3 4 6	9 X X10 9 X X10 8 8 5 1 7 7 2 3 4 6
9 X X10 9 X X10 8 8 5 1 7 7 4 2 3 6	9 X X10 9 X X10 8 8 5 1 7 7 4 2 3 6	9 X X10 9 X X10 8 8 5 1 4 2 7 7 3 6	9 X X10 9 X X10 5 1 8 8 4 2 7 7 3 6	9 X X10 9 X X10 5 1 8 8 4 2 7 7 3 6	9 X X10 9 X X10 5 1 8 8 4 2 7 7 3 6	9 X X10 9 X X10 5 1 2 8 8 4 7 7 3 6	9 X X10 9 X X10 5 1 2 8 8 4 7 7 3 6
9 X X 9 X X 5 1 210 8 8 410 7 7 3 6	9 X X 9 X X 5 1 210 8 8 410 7 7 3 6	9 1 X X 9 X X 5 210 8 8 410 7 7 3 6	9 1 X X 9 X X 5 2 10 8 8 410 7 7 3 6	9 1 X X 9 2 X X 5 10 8 8 410 7 7 3 6	9 1 X X 9 2 X X 5 410 8 8 10 7 7 3 6	9 1 X X 9 2 X X 5 4 10 8 8 10 7 7 3 6	9 1 X X 9 2 X X 5 410 8 810 7 7 3 6
9 1 X X 9 2 X X 5 410 6 8 810 7 7 3	9 1 X X 9 2 X X 5 410 6 8 810 7 7 3	9 1 X X 9 2 X X 5 410 6 8 810 3 7 7	9 1 X X 9 2 X X 5 410 6 8 810 3 7 7	9 1 X X 9 2 X X 5 410 6 10 3 8 8 7 7	9 1 X X 9 2 X X 410 6 5 10 3 8 8 7 7	9 1 X X 9 2 X X 4 10 6 5 10 3 8 8 7 7	9 1 X X 9 2 X X 410 6 110 3 8 8 7 7
9 1 X X 9 2 X X 410 6 110 3 8 8 7 7	9 1 X X 9 2 X X 410 110 6 3 8 8 7 7	9 1 9 2 X X 410 X X 110 6 3 8 8 7 7	9 1 9 2 X X 410 X X 110 6 3 8 8 7 7	9 2 1 9 X X 410 X X 110 6 3 8 8 7 7	9 2 1 9 X X 410 X X 110 6 3 8 8 7 7	910 2 1 910 X X 4 X X 5 6 3 8 8 7 7	910 2 1 910 X X 4 X X 5 6 3 8 8 7 7
910 2 1 910 X X 4 5 X X 6 3 8 8 7 7	910 2 1 910 X X 4 5 X X 8 8 6 3 7 7	910 2 1 910 X X 4 5 X X 8 8 6 3 7 7	910 2 1 910 X X 4 5 X X 8 8 3 7 7 6	910 2 1 910 X X 4 5 X X 8 8 7 7 6 3	910 2 1 910 4 5 X X 8 8 X X 7 7 6 3	910 1 910 2 4 5 X X 8 8 X X 7 7 6 3	910 1 910 2 4 5 X X 8 8 X X 7 7 6 3
9 10 1 9 10 2 4 5 X X 8 8 X X 7 7 6 3	9 510 1 9 10 2 4 X X 8 8 X X 7 7 6 3	9 510 1 9 10 2 4 X X 8 8 X X 7 7 6 3	9 510 1 9 110 2 X X 8 8 X X 7 7 6 3	9 510 1 9 110 2 8 8 X X X X 7 7 6 3	9 510 1 9 110 2 8 8 X X 7 7 X X 6 3	9 510 1 9 110 2 8 8 X X 7 7 X X 6 3	9 510 1 9 110 2 8 8 X X 7 7 X X 6 3
9 510 1 9 110 2 8 8 7 7 X X 6 3 X X	9 510 1 9 110 2 8 8 7 7 X X 6 3 X X	9 510 1 9 110 2 7 7 8 8 3 X X 6 X X	9 510 1 9 110 2 7 7 8 8 3 X X 6 X X	9 510 1 9 110 2 7 7 8 8 3 X X 6 X X	9 510 1 9 110 2 7 7 8 8 3 X X 6 X X		

The Royal Out and King Out Puzzles

The *Royal Out* puzzle is described in *Hordern's book* as a collection of 5 puzzles consisting of *Red Donkey* (Version A) and 4 others; of those four, the one shown here requires the greatest number of moves. The *King Out* puzzle is Hole In One with the bottom row shifted up two units.



The first 2 straight-line moves of a minimal solution to Royal Out, which can be converted to 1 rectilinear move, yield the start position for Hole In One. Hence, Royal Out Can be solved with 63 straight-line moves, which can be converted to 49 rectilinear moves (by combining steps 1/2 of Royal Out and making the 13 combinations for Hole In One).

9	X	X	10	9	X	X	10	9	X	X	10
9	X	X	10	9	X	X	10	9	X	X	10
7	7	8	8	7	7	8	8	7	7	8	8
1	2	3	4	1		3	4	1			4
5			6	5	2		6	5	2	3	6

Royal Out Minimal Solution First Three Moves

The first 5 straight-line moves of a minimal solution to King Out, which can be converted to 4 rectilinear moves, yield position 15 of Hole In One (the 1x1 pieces can be renamed). Hence King Out can be solved with 51 straight-line moves, which can be converted to 40 rectilinear moves by combining steps 4/5 of King out and steps 19/20, 21/22, 25/26, 29/30, 32/33, 36/37, 39/40, 46/47, 50/51, and 59/60 of Hole In One.

9	X	X	10	9	X	X	10	9	X	X	10	9	X	X	10	9	X	X	10	9	X	X	10
9	X	X	10	9	X	X	10	9	X	X	10	9	X	X	10	9	X	X	10	9	X	X	10
1	2	3	4	1	2	3	4	1	2	3	4	1	2	3		1	2	3		1	2	3	
7	7	8	8	7	7	8	8	8	8			8	8		4	8	8	4		8	8	4	
5			6	5	6			7	7	5	6	7	7	5	6	7	7	5	6	7	7	5	6

King Out Minimal Solution First Five Moves