**Number of players.** One.

**Equipment.** Eleven coins—four of one denomination, four of a second denomination, two of a third denomination, and one of a fourth denomination. (For example—4 pennies, 4 dimes, 2 nickels, and 1 quarter.)

**The play.** Shake the eleven coins together in your hand and then place them on a flat surface arranged in three rows as shown. (The X represents an empty space.)

```
O O O O O
O O O O O
O O O X
```

The object is to rearrange the coins into a symmetrical position by sliding them one at a time into the empty space (which, of course, is constantly changing its position). Only a coin directly next to the space, not including diagonally, can be moved into it.

A symmetrical position is one which is balanced around the middle row. In other words, if there is a penny in the top row, there must be a penny directly below it in the bottom row, etc. The single coin and the empty space, since there is only one of each, must always end up in the middle row.

**A sample game.** In recording a game the spaces are lettered as follows.

```
A B C D
E F G H
I J K L
```

Since there is only one place a moved coin can go, all that is required is to record the starting space.

Let's take a game played with the eleven coins previously mentioned. After mixing them they are put down like this.

```
25 10 1 10
1 5 5 10
1 10 1 X
```

The moves are


and the symmetrical position is

```
5 10 10
1 1 X 25
```

```
5 10 1 10
```