Six Knights

by Henry E. Dudeney

Place three black and three white chess knights on a 3x4 board as shown in Figure 1.

The object is to exchange black and white knights in the fewest possible number of their moves (some examples of such moves are shown in Figure 2, a and b).

Moves should be made by black and white knights in turn. And after every move none of the knights should be under attack of any of the knights of the opposite color. Only one knight can be on a square at the same time.
Six Knights (solution)

The minimum number of moves for this puzzle is twenty-two - eleven for the black and eleven for the white.

The pairs of numbers in the illustration make up the way how such a solution may be completed (based on the numeration of the board's squares shown in the illustration). Pairs in bold represent the moves for the black knights, the rest pairs - for the white knights, respectively. The first number in each pair indicates the initial square of the move and the second - the finish one of the same move.

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Six Knights (board)

To produce the board first print it out. Then follow the diagram shown in the left column above - from step 1 to step F (finish).