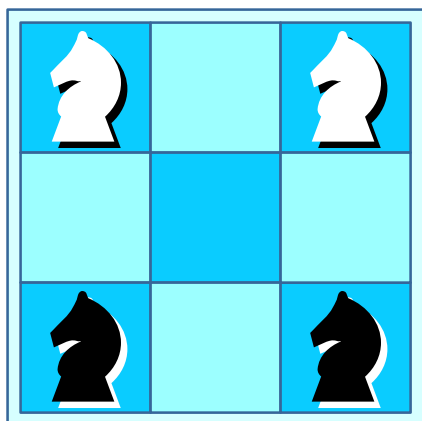
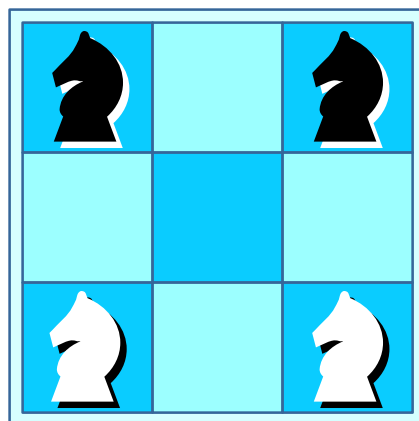


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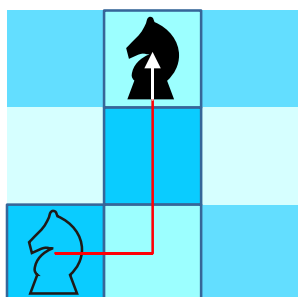
## Chess 'n' Checkers Puzzles



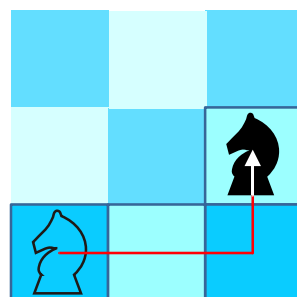
1



2



A



B

### Four Knights

by Paulo Guarini di Forli

Exchange the black knights with the white knights as shown in Figure 1 in the minimum possible number of moves. One move is a normal knight's move on any vacant cell of the board.

Figure 2 shows some moves of the chess knight which may be done as follows:

A - one cell in one direction (horizontal or vertical), and then two cells in other direction (vertical or horizontal) - one such a move is shown in Figure 2,A;

B - two cells in one direction (horizontal or vertical), and then one cell in other direction (vertical or horizontal) - Figure 2,B shows one of such moves.

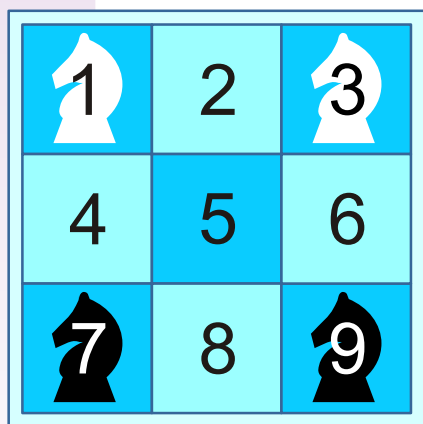
February 15, 2004

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## Chess 'n' Checkers Puzzles



1 - 8, 7 - 6, 9 - 2,  
3 - 4, 8 - 3, 6 - 1,  
2 - 7, 4 - 9, 3 - 4,  
1 - 8, 7 - 6, 9 - 2,  
4 - 9, 8 - 3, 6 - 1,  
2 - 7.

*(16 moves)*

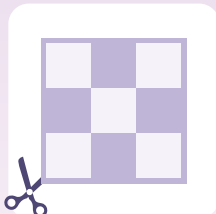
### Four Knights (solution)

The minimum possible number of moves for this puzzle is 16. One of many possible solutions is given above. In the solution the numbers correspond to the board's cells. Every move is shown as two numbers - start and finish cells.

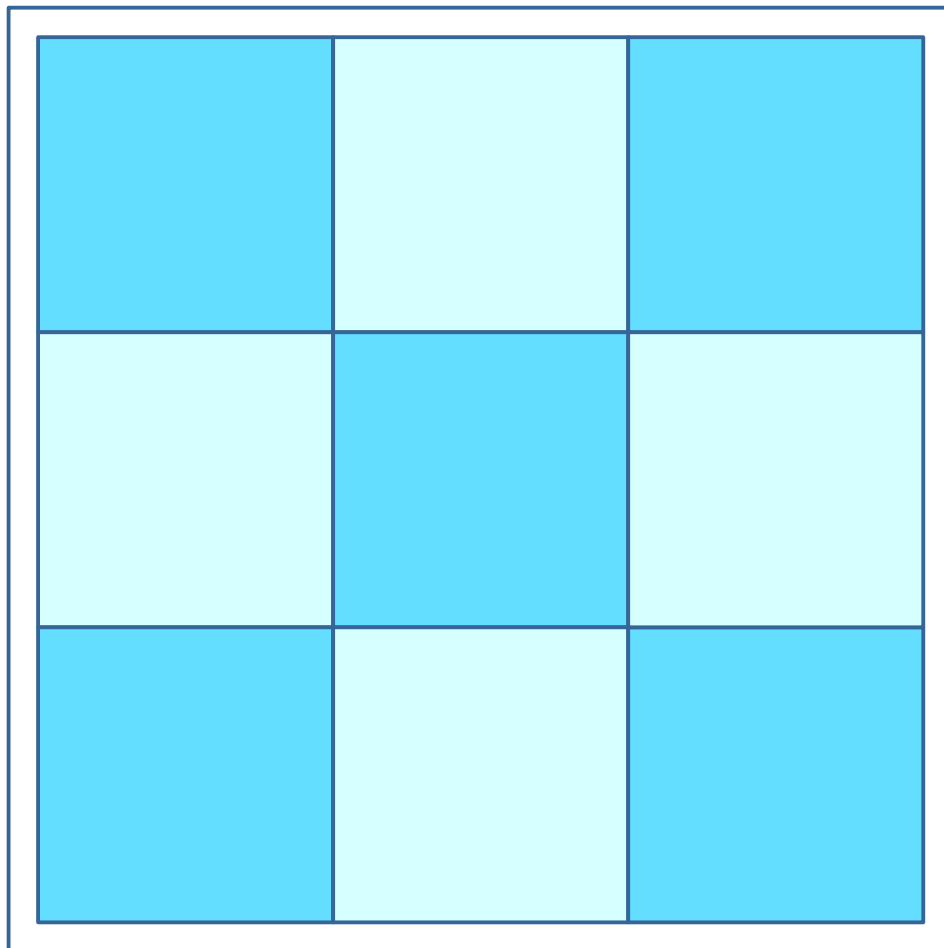
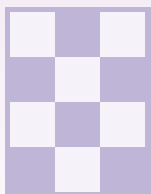
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## Chess 'n' Checkers Puzzles

1



F



### Four 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).