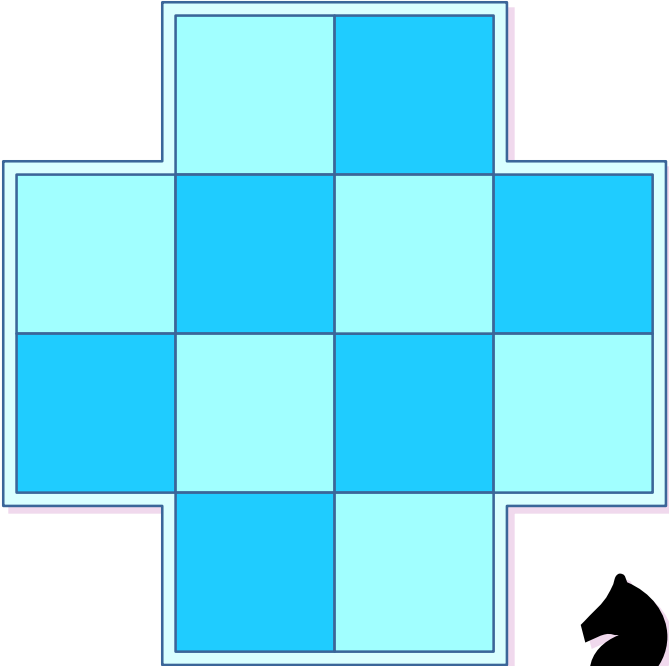
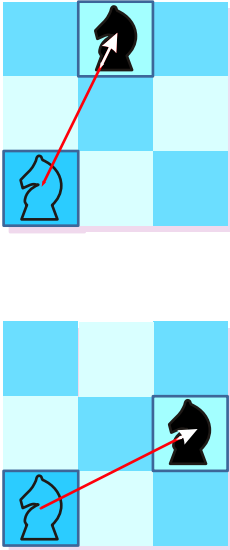


Treasure of Classic  
and Modern Puzzles

## Chess 'n' Checkers Puzzles



1



2

### The Knight's Tour *after Martin Gardner*

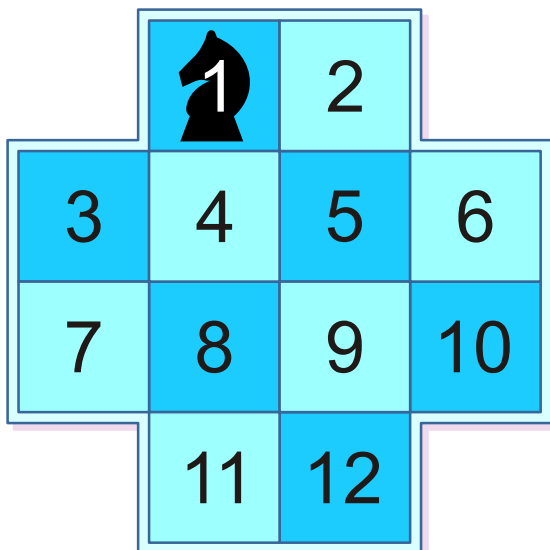
Draw the chess board shown in Figure 1 above or just print it out.  
Place a chess knight (or a simple coin) in any cell of this board.

The object is to visit with the knight every cell of the board exactly  
once, and return to the initial cell where your trip began from.

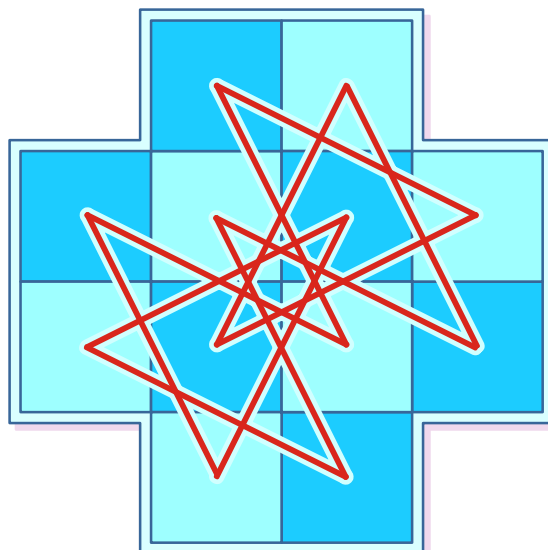
Figure 2, a and b, shows some possible moves of the chess knight.

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## Chess 'n' Checkers Puzzles



1



2

### The Knight's Tour (solutions)

If we number all the cells of the board as shown in the top illustration, and place the knight in the cell 1, then the solution can be written as follows:

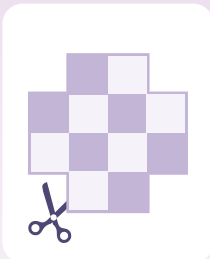
1 - 6 - 8 - 2 - 10 - 4 - 12 - 7 - 5 - 11 - 3 - 9 - 1.

The scheme of the solution with the knight's tour (the red line) is shown in the lower illustration.

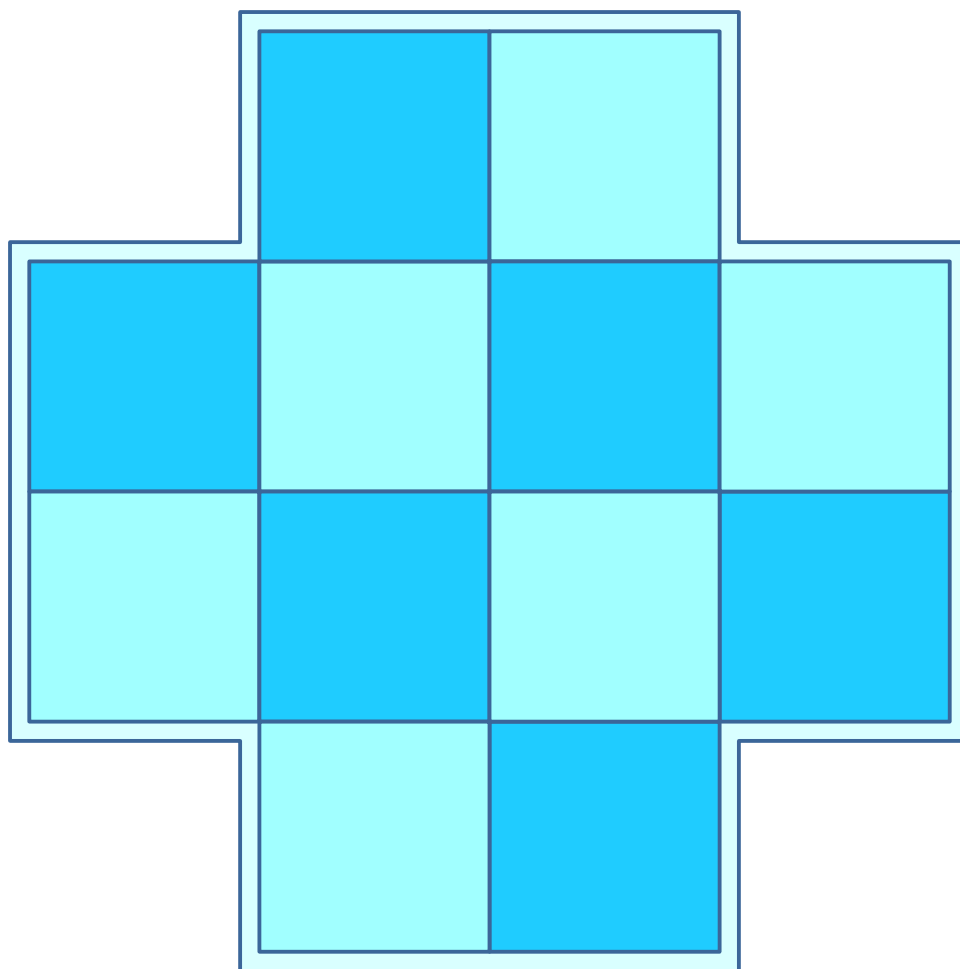
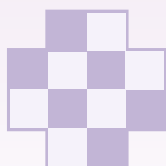
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## Chess 'n' Checkers Puzzles

1



F



### The Knight's Tour (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).