

# The Knight's Tour

Grades 5-6

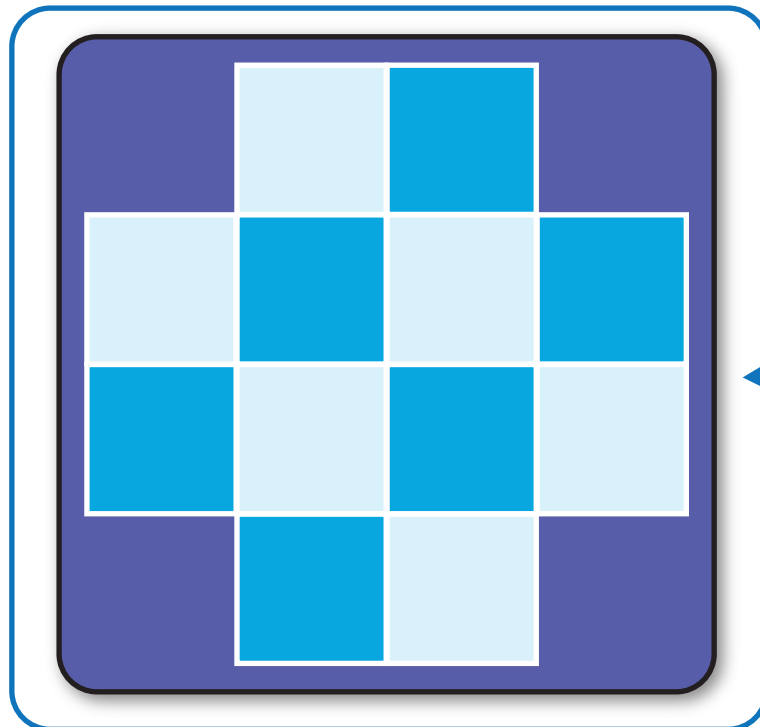
## Summary

This classic chess theme puzzle challenges your sequential reasoning and your visual imaging skills at the same time. You don't need to know the rules of chess to play, just know how the puzzle piece is allowed to move. Solving it is highly satisfying.

## Equipment Needed

- Puzzle Play Mat
- One token in the shape of a knight.
- Eleven circular disk move counters, numbered 1-11.
- A sign that explains how to play and shows the moves a knight is allowed to make on the board.
- Add your own artwork and story to make the puzzle your own

## HOW TO PLAY



## Puzzle Set Up

Set down the Puzzle Play Mat and place the Knight token and the 11 Move Counters on the mat in ready position.

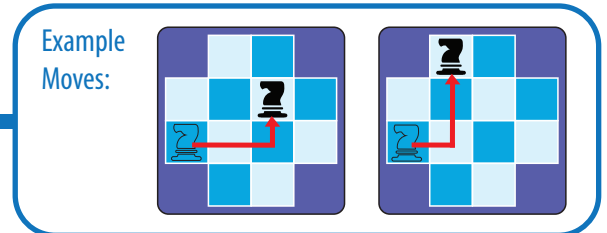
## Your Objective

You May place your Knight on any square to start the puzzle. Move the Knight piece around the chess board, so that it lands on every square on the board and ends by returning to its start position.

Each time you make a move, place a numbered marker to show where that move landed.

If you don't know how a Knight is allowed to move, consult the Knight's Movement explanation sign provided by your puzzle team.

If you get stuck in the middle, reset and start over.



## Solution

If you need the solution – and we recommend you work really hard to figure this out yourself! – please have your team captain visit our website at [www.ThinkFun.com/FamilyPlayPrograms/Brainsteasers](http://www.ThinkFun.com/FamilyPlayPrograms/Brainsteasers)

Cut and color these objects to form your puzzle, or find your own objects to use and create your own story and artwork.

