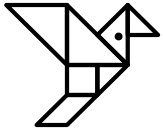


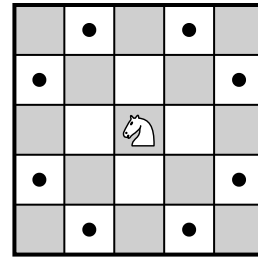
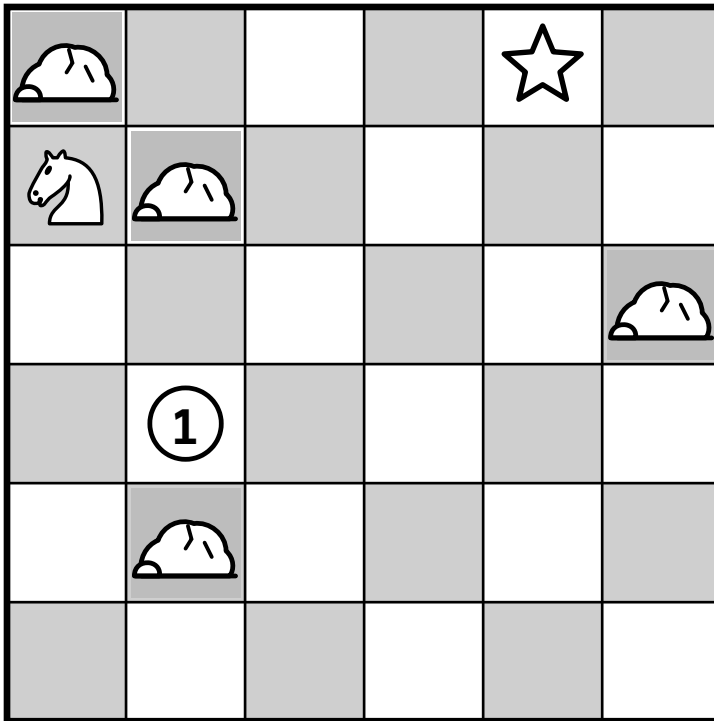


Learn a new puzzle

Knight Paths

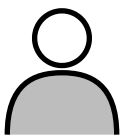


Get the knight to the star in the fewest moves.



Fewest moves:

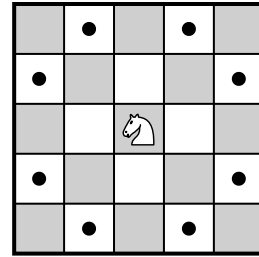
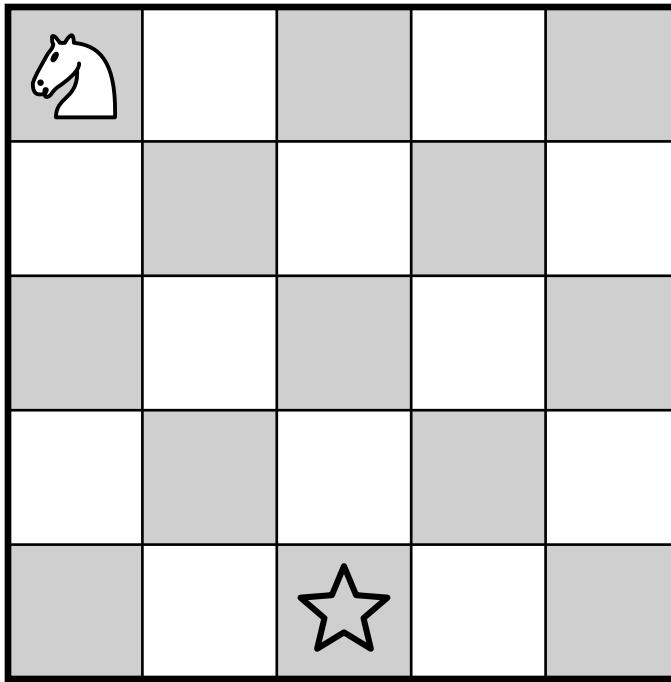
- 1 The knight jumps two squares, then one to the side. It can jump over a rock but never land on one.
- 2 Number each square you land on: 1, 2, 3. The first one is done.
- 3 More than one way may take the fewest moves. Any one of them is right.



Ask: Can you do it in fewer jumps? Stuck? Which squares can jump onto the star?

**1****Knight Paths**

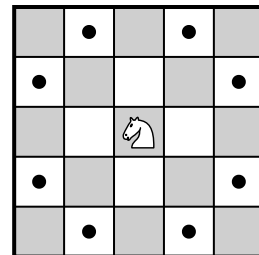
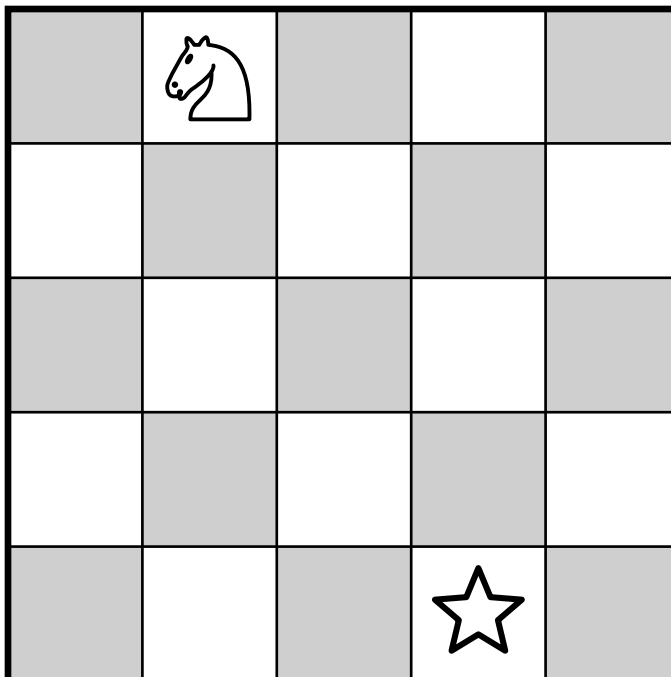
Get the knight to the star in the fewest moves. How many? Number your route.



Fewest moves:

2**Knight Paths**

Get the knight to the star in the fewest moves. How many? Number your route.



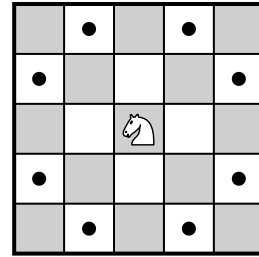
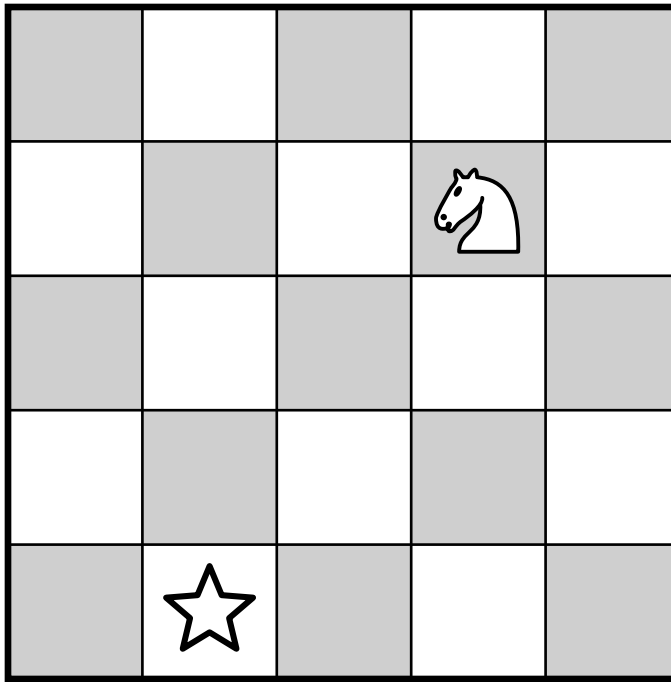
Fewest moves:



3

Knight Paths

Get the knight to the star in the fewest moves. How many? Number your route.

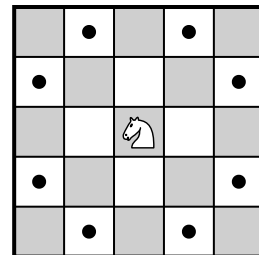
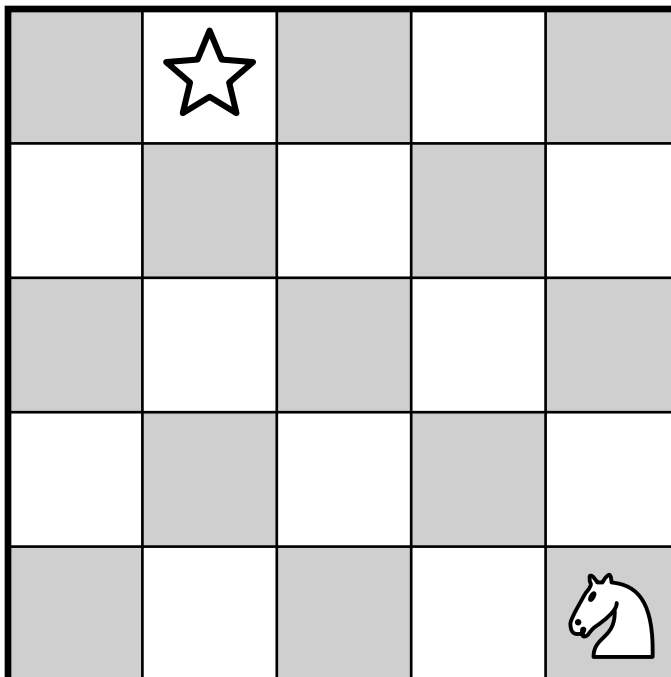


Fewest moves:

4

Knight Paths

Get the knight to the star in the fewest moves. How many? Number your route.



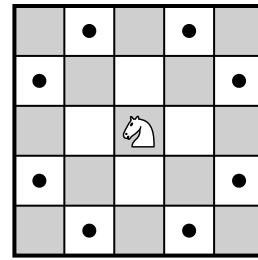
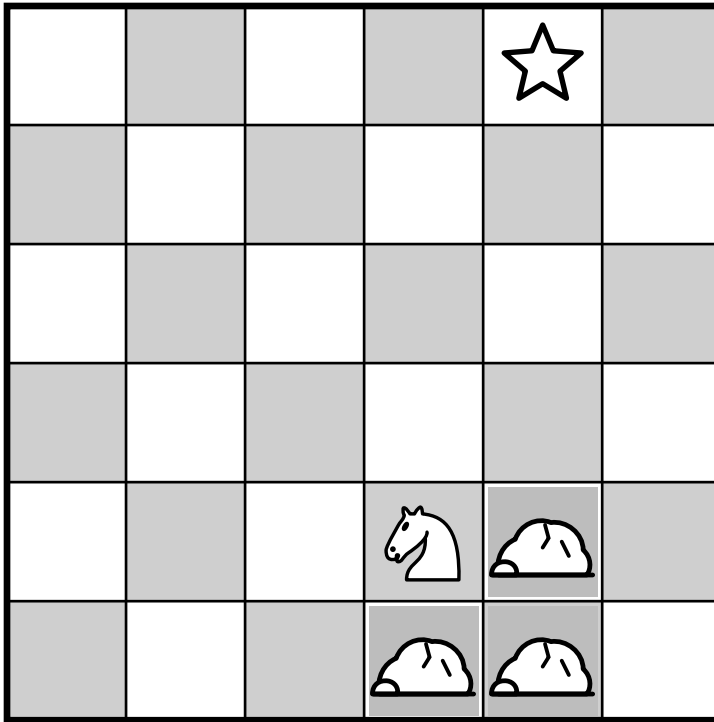
Fewest moves:



5

Knight Paths

Get the knight to the star in the fewest moves. How many?
Number your route.

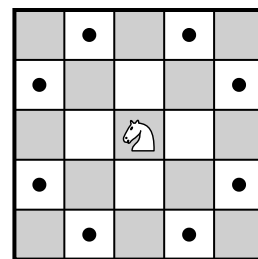
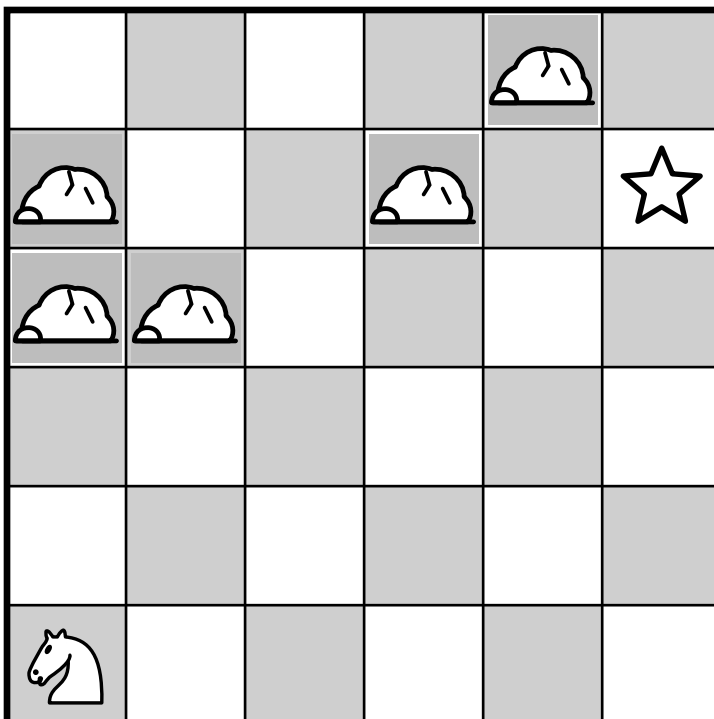


Fewest moves:

6

Knight Paths

Get the knight to the star in the fewest moves. How many?
Number your route.



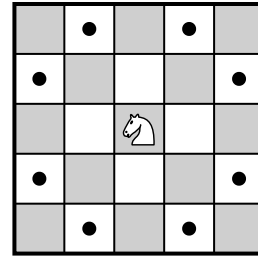
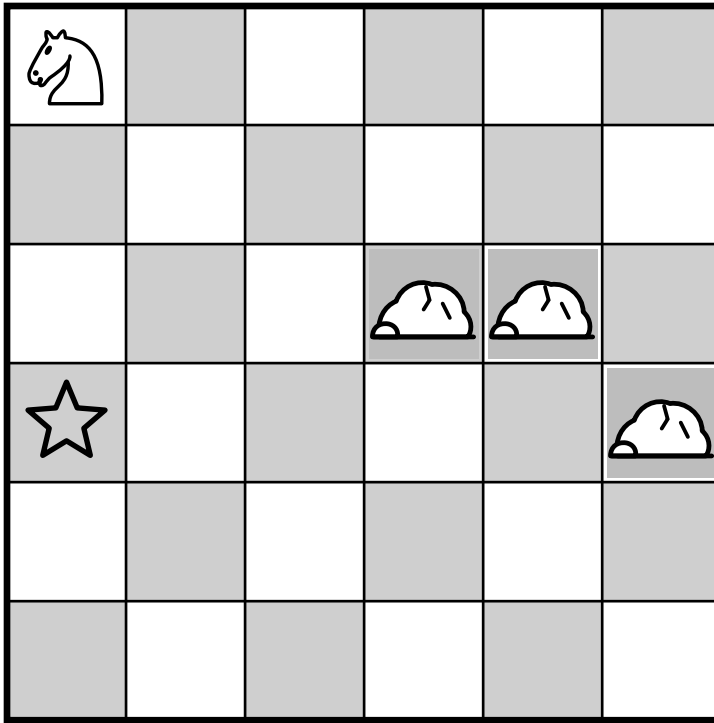
Fewest moves:



7

Knight Paths

Get the knight to the star in the fewest moves. How many?
Number your route.

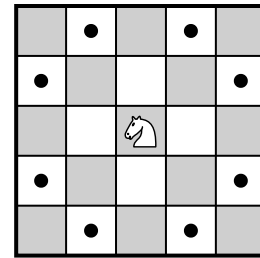
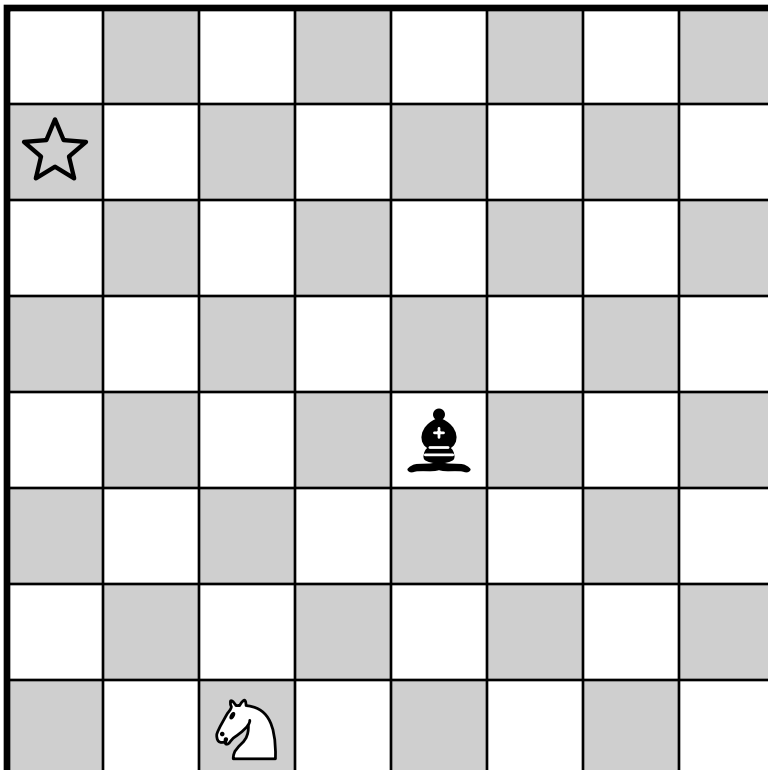


Fewest moves:

8

Knight Paths

X every square the black pieces attack. Then get the knight to the star in the fewest moves.



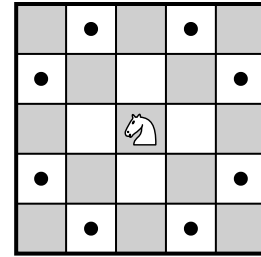
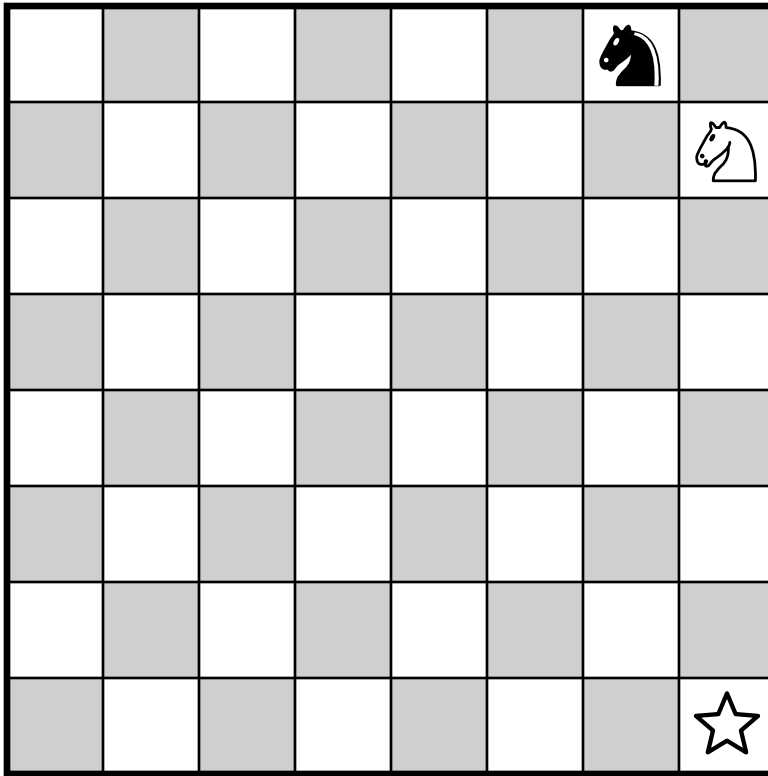
Fewest moves:



9

Knight Paths

X every square the black pieces attack. Then get the knight to the star in the fewest moves.

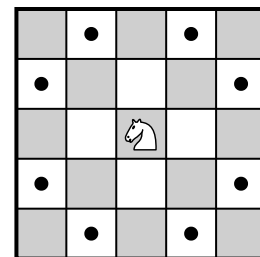
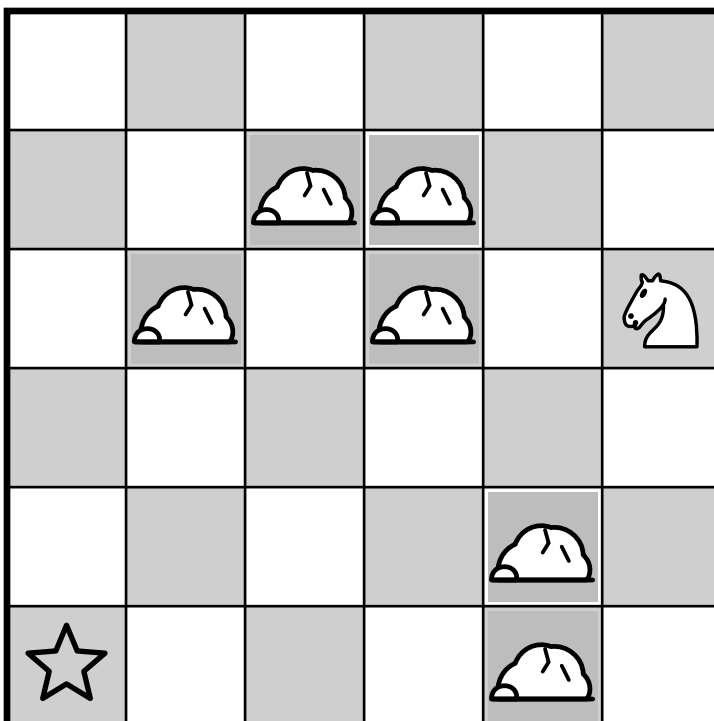


Fewest moves:

10

Knight Paths

Only one route of 4 moves reaches the star. Find it and number it.



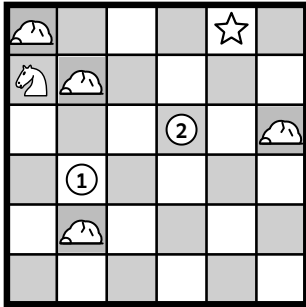
Fewest moves:



Answers

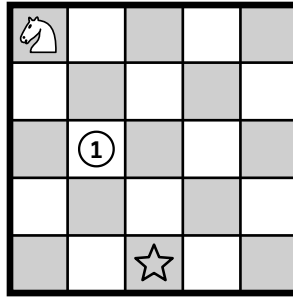
 For grown-ups. Cut off or keep this page aside until the puzzles are done.

Learn · Knight Paths



3

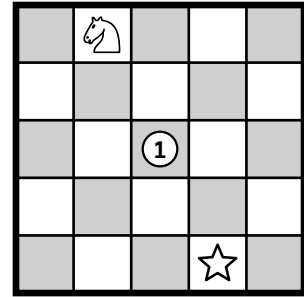
#1



2

2 moves: one route is numbered.

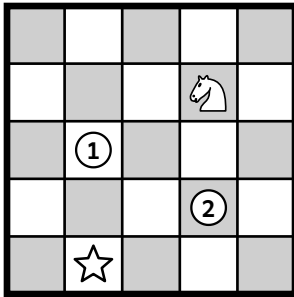
#2



2

2 moves: one route is numbered.

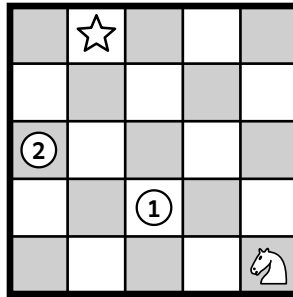
#3



3

3 moves: one route is numbered. Any route with that many moves that keeps the rules is right too.

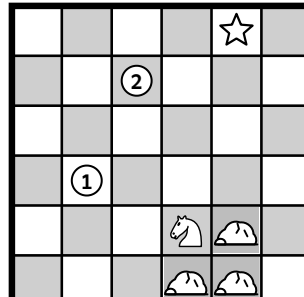
#4



3

3 moves: one route is numbered. Any route with that many moves that keeps the rules is right too.

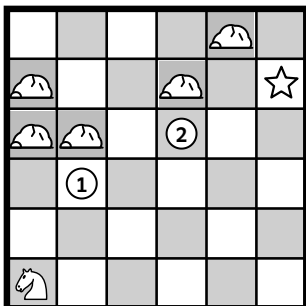
#5



3

3 moves: one route is numbered. Any route with that many moves that keeps the rules is right too.

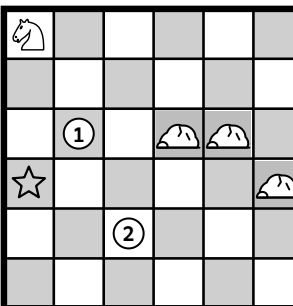
#6



3

3 moves: one route is numbered. Any route with that many moves that keeps the rules is right too.

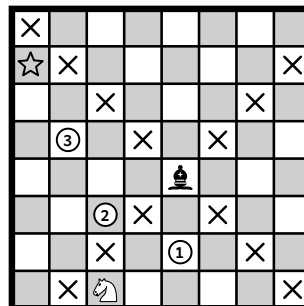
#7



3

3 moves: one route is numbered.

#8



4

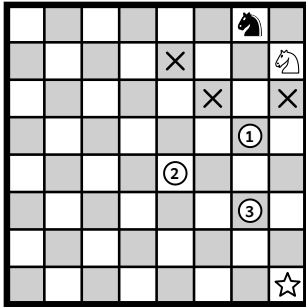
4 moves: one route is numbered. Any route with that many moves that keeps the rules is right too.



Answers

For grown-ups. Cut off or keep this page aside until the puzzles are done.

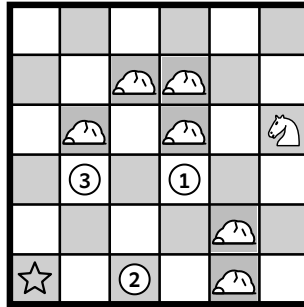
#9



4

4 moves: one route is numbered. Any route with that many moves that keeps the rules is right too.

#10



4

4 moves, along the numbered squares. Every other 4-move route lands on a rock.