

KNIGHT TIME

(Either a solo or multi-player number game)

Set out, as below, numbers 1 to 12 in the form of a 'fat cross'. A drawing on stiff paper would allow for easy re-use. Then, moving always as the Knight's move in the game of Chess (explained shortly), the aim is to visit, once each and in a continuous chain, all twelve numbers, indicating each visited number en route. Counters or coins would be fine for showing visits. Start from any chosen number.

A Knight's move is always to any diagonal corner of a 3 x 2 frame of (obviously) six numbers. As example, a path starting at 4 could, among umpteen possibilities, call next at 12, 6, 1, and so on to reach, say 9, with all numbers visited except adjacent 8 - which is clearly unreachable in a valid move. The game, or round, is thus ended.

The score (total of visited numbers) is found by taking eight from 78 (the total of 1 to 12), which gives 70. This is the easy way to find the total of visited numbers. Much quicker than tallying a string of covered numbers (eleven, in this case).

If, say, three un-visited numbers added to 20, score 58 (not a brilliant score!)

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