

## Knight's Tour (PPX – 918106)

The knight's tour is a chess problem. The object of the problem is placing the knight on any square on the board as a starting point. Next move the knight so that it touches every square on the board only once. When finished, the last move returns the knight to the starting point.

C	QR8	QN8	QB8	Q8	K8	KB8	KN8	KR8
B	QR7	QN7	QB7	Q7	K7	KB7	KN7	KR7
A	QR6	QN6	QB6	Q6	K6	KB6	KN6	KR6
E	QR5	QN5	QB5	Q5	K5	KB5	KN5	KR5
D	QR4	QN4	QB4	Q4	K4	KB4	KN4	KR4
C	QR3	QN3	QB3	Q3	K3	KB3	KN3	KR3
B	QR2	QN2	QB2	Q2	K2	KB2	KN2	KR2
A	QR1	QN1	QB1	Q1	K1	KB1	KN1	KR1
	1	2	3	4	5	6	7	8

To start the program, choose a square to start, then press 1-8 depending on the column the square is in and A-C' depending on the row the square is in. (See chart above)

### Example

Choose starting square QB3. (Column 3, Row C - 3 for column, and C for row)

<u>Enter</u>	<u>Press</u>	<u>Output</u>	<u>Comment</u>
	2nd E	65	Initialize
3	C		

Note: See next Page for Printout

**Printout**

QB3  
QR2  
QB1  
K2  
KN1  
KR3  
KB2  
KR1  
KN3  
KR5  
KN7  
K8  
QB7  
QR8  
QN6  
QR4  
QN2  
Q1  
K3  
KB1  
KR2  
KN4  
KR6  
KN8  
KB6  
KR7  
KB8  
Q7  
QN8  
QR6  
QN4  
Q5  
K7  
QB8  
QR7  
QN5  
QR3  
QN1  
Q2  
QB4  
QR5  
QN3  
QR1  
QB2  
K1  
KN2  
KR4  
KN6  
KR8  
KB7  
Q6  
KB5

Q4  
QB6  
Q8  
QN7  
QB5  
K6  
KB4  
Q3  
K5  
KB3  
KN5  
K4  
QB3