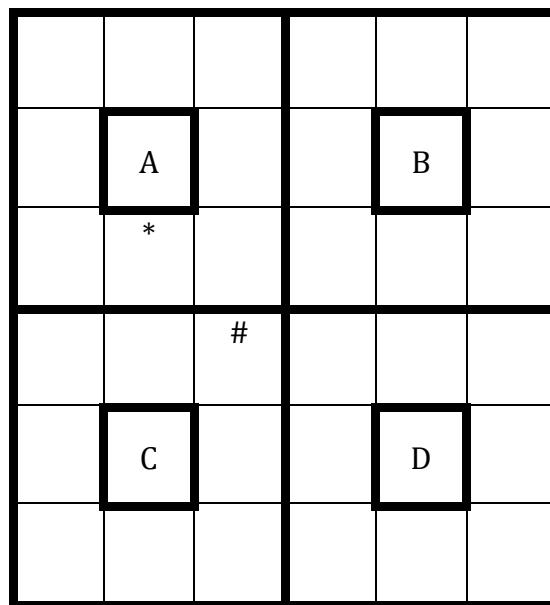


Knights Knight by Oyler

Two knights make knights' moves as in chess around the perimeter of each 3x3 block, always completing a block before going on to the next. They collect digits as they go which they concatenate into 2-digit numbers which are presented in the order obtained in the clues. The perimeter cells of each 3x3 block contain eight distinct non-zero digits with the missing digit appearing in the lettered cell. Both knights visit each perimeter cell once only and their tours are re-entrant. One knight starts in the cell marked * and the other in the cell marked #. One knight visits the blocks in a clockwise direction and the other anti-clockwise. Each row and column contain six distinct digits. Once completed one row or column when converted to letters working mod10 gives an appropriate word and should be highlighted.



Clockwise knight

Anti-clockwise knight

- | | | |
|----------|--|--|
| A | Lucas, Lucas, triangular, Lucas in ascending order | 2-digit entries sum to 168 |
| B | 2-digit entries sum to 269 | Sum of two squares, cube, reverse of a square, reverse of a square |
| C | Lucas, prime, Lucas, <i>unclued</i> | $2a$, prime, $a = \text{prime}$, prime |
| D | Square, triangular, prime, Fibonacci | 2-digit entries sum to 216 |