## Knight move illustrations



Explanation: The color code indicates when a knight will get from the original position marked with an $\mathbf{X}$ to a given square on the chessboard. For example, the possible positions after one move are colored red, and the possible positions after two moves are colored yellow. Note that the knight can reach every square in at most five moves. It also follows that if the knight starts at an arbitrary square, then it can reach any other square within $\mathbf{1 0}$ moves.

