

## Knights Templar SOLUTION

1. Each of the six boards is a "mate in one" puzzle. Per conventions, white moves next. However, each is mated by a knight that is currently "disguised" as another piece.
2. For each board, take piece the knight is disguised as, and orient the letter grid with that piece facing up. Then take the letter in the square where the knight lands to make its mate.
3. The solution is AFFAIR.

Puzzle	Disguised Piece	Start Square	End Square	Letter
1	Pawn	D5	C7	A
2	Bishop	B5	C7	F
3	Bishop	D6	B5	F
4	Pawn	F5	G7	A
5	Bishop	C5	E6	I
6	Rook	F5	E7	R

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