















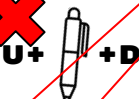













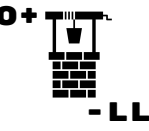







Lesson A1: THE CHESS BOARD

Every tile on the chess board has its own unique name. It might look complicated at first but as you'll see, each row and column has something in common. For example, one column has animals hiding in it. In another row, tiles become new words when you remove the first letter. I've created a mnemonic for each tile to help you remember them... only, hmmm, looks like I incorrectly placed some of the tiles. You'll spot one tile out of place in each column and row. Just make sure you put them back in their correct locations before extracting any conclusions.

Each row and column follows a rule, with the exception of one tile that's been moved out of place.

Moving the misplaced tiles to their correct location, then indexing them by the number given results in the final answer BISHOP.

	Sounds like a letter	Compound word	Words contain an animal	Female gendered words	Related to colors	Past tense verb	
Starts with a "B"	 BEE	 BASKETBALL	 -TUB BATH	 LAND→S GREENS	 C→B BROWN	 H→BU BUILT	1st letter BRIDE = B
Palindrome	 EYE	 RACECAR	 KAYAK	 +AM MADAM	 LA RE REDDER	 HORSESHOE	2nd letter DID = I
Has a double "E"	 AL→E SEE	 SATURDAY & SUNDAY WEEKEND	 W+ WHEEL	 QUEEN	 U+ +D UPEND	 S→AGR AGREED	6th letter GREENS = S
Ends in Y	 BRIDE	 ASHTRAY	 W→TEGY STRATEGY	 U→O MOMMY	 -HOUND GREY	 -P LAY	2nd letter WHY = H
Ends in an "oo" sound	 EN ↓ UE QUEUE	 CORKSCREW	 Y? WHY	 EW EWE	 -TOOTH BLUE	 AG ↓ EW FLEW	8th letter HORSESHOE = O
Removing the first letter makes a new word	 O+ -LL OWE	 CE→D DID	 C→S N→LY SLOWLY	 WITCH	 RED+YELLOW =? ORANGE	 C→D E→K DRANK	2nd letter UPEND = P

Lesson A4: BISHOPS

Bishops are known for two things: moving diagonally and terrible spelling!

At the bottom, I've noted the moves that bishops took during a practice game. Only in this game the bishops didn't start in their regular locations. Following these moves will get you heading in the right direction.

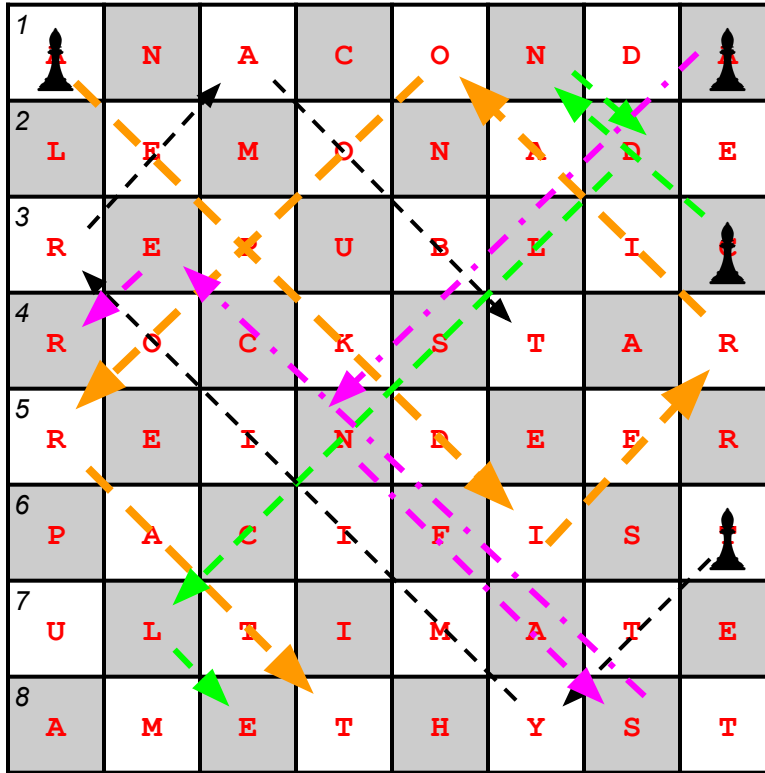
Each clue is missing eight letters. The missing letters can be rearranged to form the answers:

ANACONDA
LEMONADE
REPUBLIC
ROCKSTAR
REINDEER
PACIFIST
ULTIMATE
AMETHYST

The bishop paths described below can only fit on the board in specific positions. They spell:

AIRORT
CNDLE
ANSER
TYRAT

The missing letters spell the final answer: PAWN



1. A South Amerin snke tht ca weigh hudres of punds
2. A beverag mde frm fruit juice, usualy sweetene with sugar ad ixed with watr
3. A tye of govenmnt where yo probaly woudn't fnd an emperor or monarh
4. A celebrity with a big peonality wh migh mae a rel raket
5. An annal with antls that can b foud in Canada, Russia, an northen Europ
6. omeone who oposes fighng, conlct, nd violene
7. Usualy th ost exreme of ts kind or he lst of a seqence
8. A seipreciou crysl and birtstone tha's ofen found in jwelr

Bishop A: SE x5 tiles, NE x2, NW x3, SW x4, SE x3	=	-----
Bishop B: NW x2 tiles, SE x1, SW x5, SE x1	=	-----
Bishop C: SW x4 tiles, SE x3, NW x5, SW x1	=	-----
Bishop D: SW x2 tiles, NW x5, NE x2, SE x3	=	-----

Lesson D1: THE KING'S WALK

In chess your king can move in any direction - but only one square at a time (horizontally, vertically, or diagonally). There are some common scenarios that any good chess player should know. To help you remember, I've spelled them out on the board below. I've also listed them beneath... well, what I can remember of them anyway!

Just remember, each tile is used once at most! Whether you're playing as **black** or **white**, these simple lessons will show you **where to look**.

The clues below are hidden in the grid. The puzzle is similar to a word search; however, tiles are used only once - and words don't need to continue in straight lines.

Finding all the words leaves the letters BLACK TILES.

The left-hand clues are all generally black or dark colors. Shading these tiles on the board reveals the answer ROOK.

W	T	B	L	O	N	Y	M
N	O	H	S	W	A	X	I
A	E	N	C	O	R	C	L
P	O	R	G	K	D	K	T
M	O	N	E	G	L	O	I
A	I	D	L	P	A	V	I
N	E	I	E	L	O	N	E
O	B	S	A	R	C	S	K

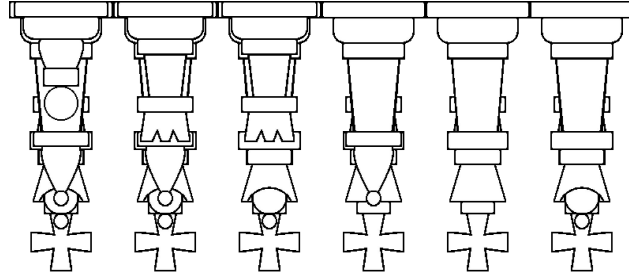
C O A L
C R O W
I N K
O B S I D I A N
O N Y X
P A N T H E R

D O V E
E G G
M I L K
M O O N
P E A R L
S N O W

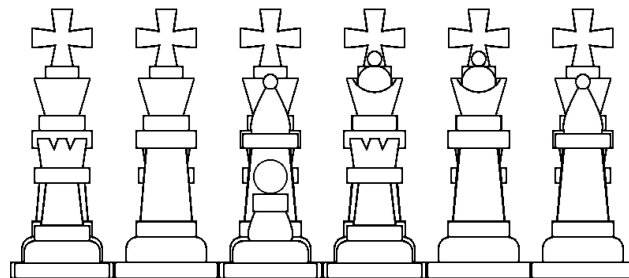
= R O O K

Lesson D4: SETTING UP A GAME

Setting up the chessboard is quite simple - each row and column contains exactly one pawn, rook, bishop, queen, king, and an empty tile. The correct setup is detailed below (shown edge-on for simplicity).

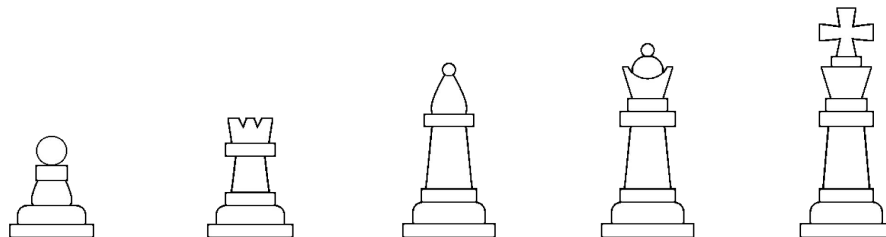


The positions of the pieces on the board can be logically deduced. A good starting point is the bottom-left corner which you know must be empty.



Next, group the letters on the board by the piece that's on that tile, starting with the empty tiles, then proceeding by height: pawn, rook, bishop, queen king.

This gives you "IN THIS PUZZLE ANSWER EQUALS MISSING PIECE" = KNIGHT.



I N / T H I S / P U Z Z L E / A N S W E R / E Q A L S / M I S S I N G / P I E C E

META: YOUR FIRST GAME

You're finally ready to play a real chess game! First cut out the pieces below. Then simply follow the instructions. (If you're unfamiliar with how chess pieces move, see the reference page.)

Perhaps you can figure out how this game ends?

4	THESE	FINAL	AND	LESSONS
3	THIRD	FINISHED	VIA	MYSTERY
2	LETTER	READING	SOLVE	THE
1	ALMOST	BOARD	NOTING	ARE
	A	B	C	D

Use the previous puzzle titles and answers to place the pawn, knight, rook, and bishop on A4, D4, D1, and A1 respectively.

Now follow the instructions. Despite the missing information, each move only has only valid option (given the stated constraints).

Combining the starting positions and each subsequent move, a sentence is spelled out: **THESE LESSONS ARE ALMOST FINISHED SOLVE FINAL MYSTERY VIA READING BOARD AND NOTING THE THIRD LETTER.**

Reading every third letter on the board (left-to-right, top-to-bottom) gives you **ENDS IN A STALEMATE.**

First, place your Pawn, then your Knight, then your Rook, and then your Bishop. If you review your **previous lessons**, you should know where these go! Finally, place your King on B3.

Now let's play! I can't remember all the instructions - just make sure that each tile is visited exactly once and you'll be fine. (Also, this is a friendly game, so no pieces are captured.)

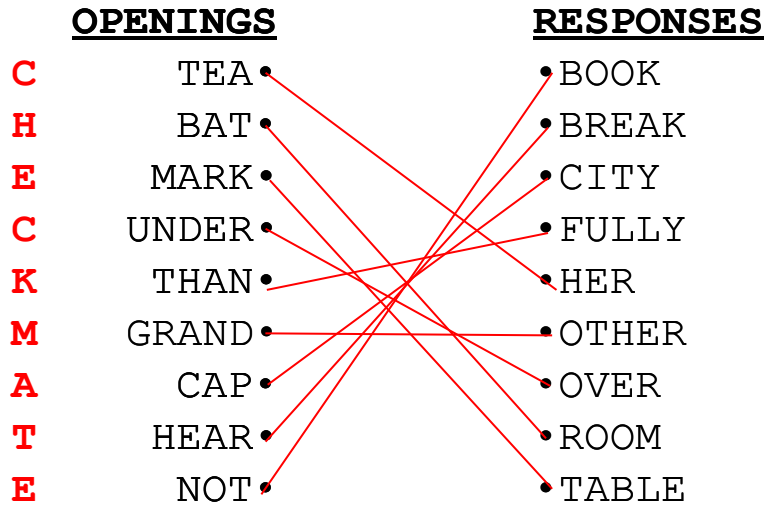
1. Knight to ??.
2. Knight to ??.
3. Knight to ?3.
4. Bishop to ??.
5. Knight to ?2.
6. Rook to ??.
7. Knight to ??.
8. Rook to C?.
9. Bishop to ??.
10. Pawn to ??.
11. King to ??.

OPENINGS & RESPONSES



Every chess game starts with an opening, followed by a response. It's important to know common openings and their **matching** response.

I've listed a few below with their descriptions. Perhaps you can figure out how it ends?



Each opening can be matched to a response that corresponds to one of the clues below - except one letter is missing.

The missing letters give you **CHECKMATE**.

- | | |
|-------------------------------------|--------------------|
| Where you might go to freshen up | Bathroom |
| The maximum that can be accomodated | Capacity |
| A senior matriarch | Grandmother |
| Romantic grief | Heartbreak |
| Fit to be sold | Marketable |
| Something to write in | Notebook |
| An educator | Teacher |
| In a manner that is grateful | Thankfully |
| Acting in secret | Undercover |