

C O D E  
- B R E  
A K E R



Army  
Benevolent  
Fund

## 2. CHESS PEACE

Your contact now hands you an annotated chessboard and informs you that the question marks represent a king, a queen, two rooks, two knights and two bishops. Numbers in the corners of squares indicate how many pieces threaten that square. The lack of a number is not the same as zero. You must use logic to work out the position of each chess piece, then read off the letters on unthreatened squares to obtain your answer word. As in chess, only the knight can attack through other pieces.

H	Q	K	T	U	?	E	S <sup>1</sup>
E <sup>1</sup>	?	W	B	L <sup>1</sup>	F	N	O
D	F	?	H	A <sup>3</sup>	Y	C	?
T <sup>1</sup>	S	G	J <sup>1</sup>	?	E <sup>2</sup>	K	I
A	L	D	?	T <sup>1</sup>	I <sup>1</sup>	Q	L
X	O	K <sup>3</sup>	?	G <sup>3</sup>	P	R	B
E	M <sup>1</sup>	I	F	Z	V	?	E
W <sup>1</sup>	R	V	C	B	F	N <sup>2</sup>	A <sup>1</sup>

Answer: \_\_\_\_\_

Remember you don't need to crack this code immediately. Take your time, find a quiet moment and have your answers ready by the time you get to the end of your walk. Raise £50 to receive a printed puzzlebook.