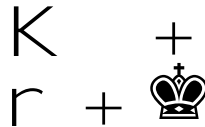


# King Hunt: Rook+King



A PieceTakers Mini-game: Novice

## Set-up

White to move

	"	"	"	"	"	"	"	"	#
8		+		+		+		+	⊘
7	+		+		+		+		⊘
6		+		+		+		+	⊘
5	+		+		L		+		⊘
4		+		+		+		+	⊘
3	+		+		+		+		⊘
2		+		+		+		+	⊘
1	R		+		K		+		⊘
/	a	b	c	d	e	f	g	h	

## Object

**White:** Checkmate the black king within the designated number of moves for your grade.

**Black:** Avoid checkmate within the designated number of moves for your opponents grade.

Grade	Maximum white moves
K	27
1	25
2	23
3	21
4	19
5	17
Master	15

Strategy for white:

*Use your king to protect your rook.  
Force opponent's king to edge.*

Strategy for black:

*Stay near the center. Attack rook whenever possible.*

- .. White wins? Try to win in fewer moves next time.
- .. Win in 15 moves? Try again against the computer!

## Record your games!

Game	Moves
1	
2	
3	
4	
5	
6	
7	
8	

Name: \_\_\_\_\_ Gr \_\_\_\_\_