

King Hunt: Two Rooks

RI
r +



A PieceTakers Mini-game: Novice

Set-up

White to move

	"	"	"	"	"	"	"	"	#
8		+		+		+		+	%
7	+		+		+		+		%
6		+		+		+		+	%
5	+		+		+		+		%
4		+		+		+		+	%
3	+		+		+		+		%
2		+		+		+		+	%
1	R		+		K		+	r	%
/	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	Max white moves
K	12
1	10
2	8
3	7
4	6
5	6
Master	6

Strategy for white:

Create a "line of death" with one rook, walk your rooks down to force the king to the edge into checkmate.

Strategy for black:

Try to attack the closest rook, and try to stay away from the edge.

- .. White wins? Try to win in fewer moves next time.
- .. Win in 6 moves? Try again with your eyes closed, and calling out your moves (e.g. "Rook to A4")

Record your games!

Game	Moves
1	
2	
3	
4	
5	
6	
7	
8	

Name: _____ Gr _____