

# King Hunt: Two Rooks with a pawn protector

R I  
r O



A PieceTakers Mini-game: Novice

## Set-up

White to move

	"	"	"	"	"	"	"	"	#
8		+		+		+		+	%
7	+		+		+		+		%
6		+		+		+		+	%
5	+		+	L		+			%
4		+		O		+		+	%
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	Maximum white moves
K	20
1	18
2	16
3	14
4	12
5	10
Master	8

Strategy for white:

*For an easy mate, double-attack the pawn first to remove it.*

*For fewer moves, ignore pawn and focus on "shrinking the box"*

Strategy for black:

*Use pawn as a shield against attack. Try to stay in center.*

- .. White wins? Try to win in fewer moves next time.
- .. Win in 10 moves? Try again against the computer.

## Record your games!

Game	Moves
1	
2	
3	
4	
5	
6	
7	
8	

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