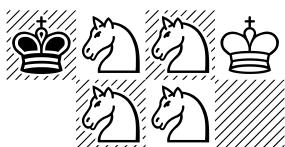


King Hunt: vs 4 Knights

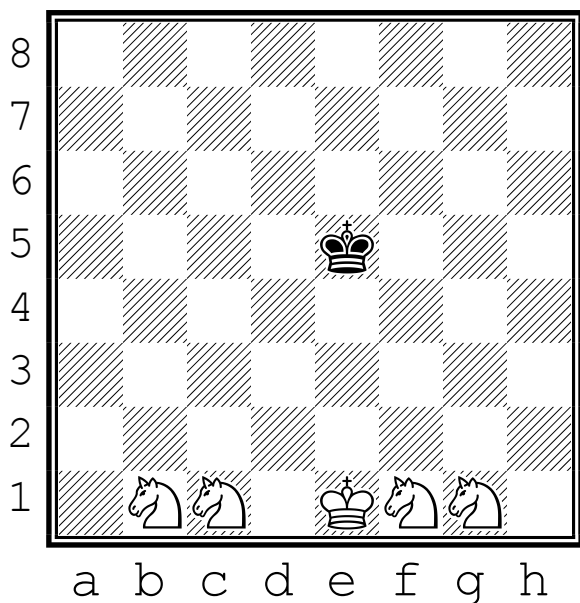


King Chess Club

A PieceTakers Mini-game: Advanced

Set-up

White to move



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.

Gr	Max moves	Objective
K	36	king to edge only
1	28	king to edge only
2	20	king to edge only
3	36	checkmate
4	28	checkmate
5	20	checkmate
Master	12	checkmate

Strategy for white:



- Use your king as a "moving blockade"
- Use knights to drive the black king toward the edge
- Watch out for end runs! Use knights to cut off the escape route.

Strategy for black:

Try to stay in center. Go for end runs around barricades.

- ♦ Win in 20 moves? Try again against the computer!

Record your games!

Game	Moves
1	
2	
3	
4	
5	
6	
7	
8	

Name: _____ Gr _____