

# King's Hunt!

White has a king

Black has all the pieces

White starts by placing the white king anywhere on the board

Black then chooses one of their pieces to put the king in “check”

White must reply by getting out of check by

- CAPTURING or by MOVING AWAY to safety

Black then takes their turn by placing a new piece or moving the first piece to put the king back in check

Black must put the king in check every turn

## THE WINNER IS:

black wins if they can get the king in checkmate

white wins if black can no longer put them in check

*Need more of a challenge? White also gets a pawn and after every move he can also put the pawn between the attacking piece to protect the king*

