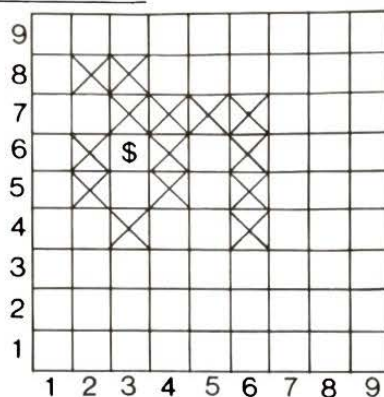# KING

1. In the game illustrated below, what is the best next move for the Quadraphage (X) to make, so that the King ($) can be captured in seven moves or fewer? _____

Suppose it is the King's turn; what is the best next move for him, to prevent himself from being captured in seven moves or fewer? _____

Use the KING game sheet to test your alternatives.

2. Assume that the King is not intelligent and allows himself to be trapped and captured. On a 9 by 9 grid, can you show a sequence of moves in which only 5 moves are needed to trap the King?
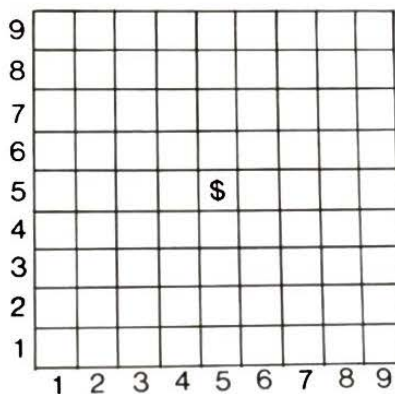
What are all the possible locations where that capture can occur?

_____

What is the greatest number of moves that the Quadraphage could make in a game on a 9 by 9 grid, assuming no illegal moves are made? _____

KING CAITIFF & THE QUADRAPHAGE