

CENTER FOR SCIENCE & MATH EDUCATION

## King's Move



King's Move is like Queen's Move, except you play with a King, which can move **exactly one** square **left**, **down**, or **diagonally down and to the left**.

For each square on this board:

- If you can beat a master if the King starts in that square and you go **first**, color the square **blue**.
- If you can beat a master if the King starts in that square and you go **second**, color the square **red**.
- If you can beat a master if the King starts in that square and you go **either first or second**, color the square **purple**.

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## Rook's Move



Rook's Move is like Queen's Move, except you play with a Rook, which can move **any number** of squares **left** or **down.** 

For each square on this board:

- If you can beat a master if the Rook starts in that square and you go **first**, color the square **blue**.
- If you can beat a master if the Rook starts in that square and you go **second**, color the square **red**.
- If you can beat a master if the Rook starts in that square and you go **either first or second,** color the square **purple.**

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