

## Notes for *Trap The King*

**Level:** Grades 1-2

**Recommended # of Players:** 2

**Materials:** *Trap the King* game board; 2 kings (counter of different colors); 60 chips

**Math Skills:** Spatial reasoning; strategies

### **Mathematical benefits:**

*Trap the King* is a strategy game that takes a long time to play, which is why it is recommended for older children. Players must figure out a plan for how they will trap their opponent's king by placing their chips strategically. If they do not think about strategies but place counters randomly, the game can become somewhat boring. If players think about how to best create traps, the game can be very intellectually engaging.

\* The materials in this game can be just about anything, as long as they fit on a square space. The kings must be distinguishable from one another, but the counters do not need to be.

# Trap the King

2 players

**Materials:** *Trap the King* game board; 2 kings (blocks) of different colors; 60 counters

**Objective:** To trap the opponent's king so that it cannot be moved.

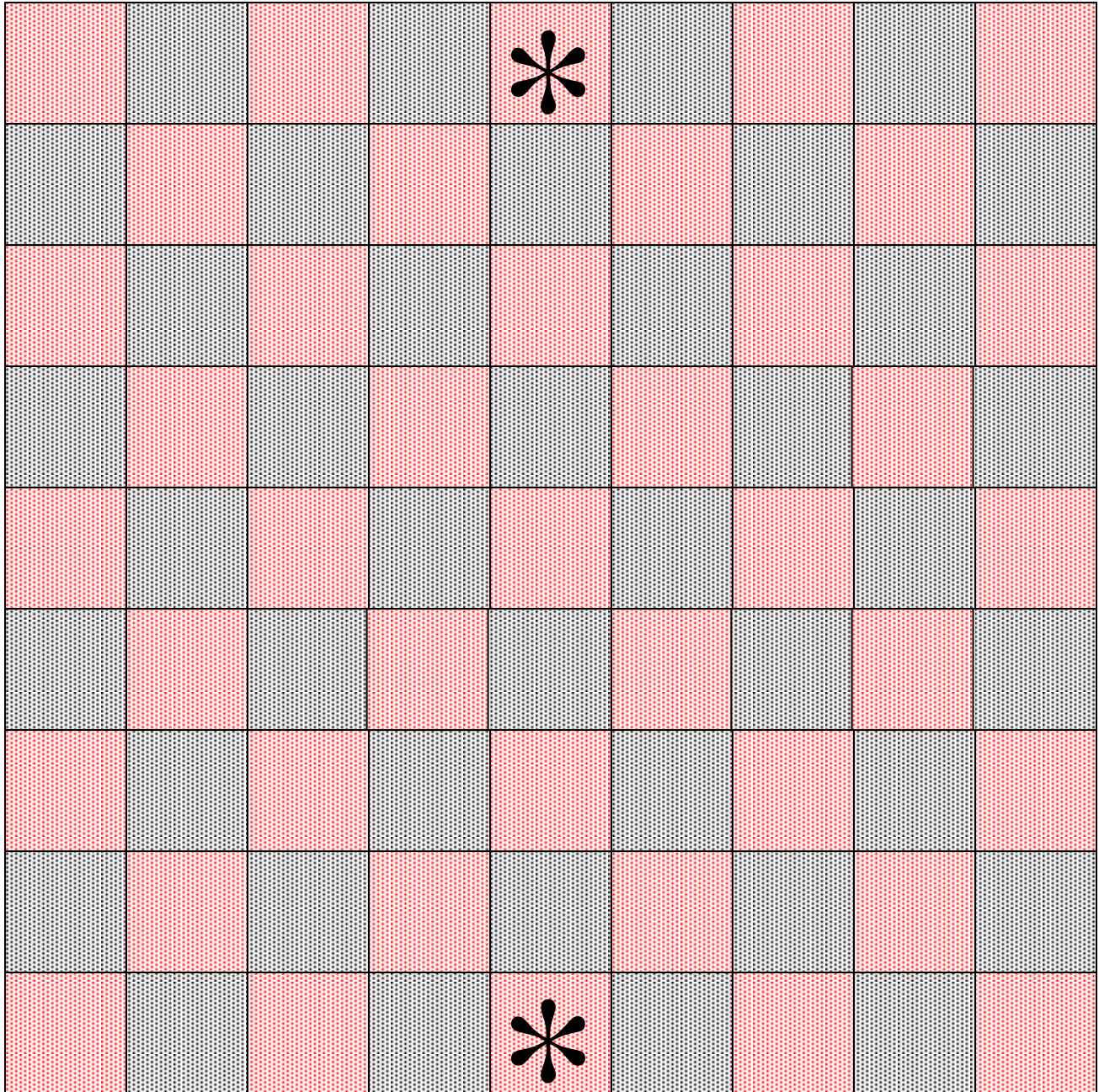
## To Play:

1. Players place their kings on the asterisk\* spaces nearest them.
2. Players decide who goes first.
3. Players take turn moving their king to any connecting empty square. Kings can move horizontally, vertically, or diagonally. Kings cannot jump over squares or move more than one square. Players must move their king on their turn.
4. Each time players move their king, they then place a counter on any empty square on the board. Once placed, counters cannot be moved. Kings cannot move onto a square with a counter.
5. Play continues until one of the kings is trapped and cannot move to a connecting square. The player whose king is not trapped is the winner.

\* Once the game begins the squares with the asterisks are treated as any other square.



# TRAP THE KING



# TRAP THE KING