

Puzzler Page

K72

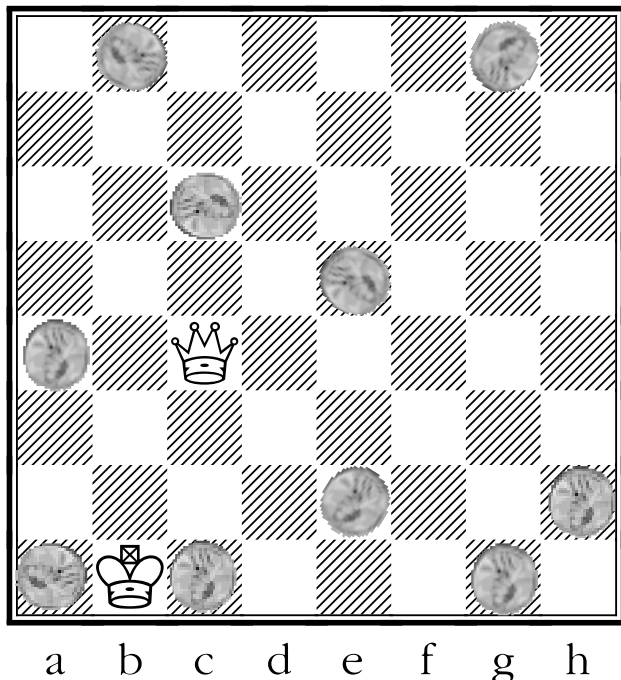
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Click on the **Puzzler** icon or menu item and enter the code **K72**.

NAME: _____

DATE: _____

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Earn a Dime In 10 Short Moves!

- Your job is to capture 10 pennies using 10 moves by the queen.
- Remove pennies from the board as they are captured.
- The queen cannot jump over pennies or over the king.
- How many solutions can you find? There are several of them!

True or False?

These 5 True/False questions are based on the position shown below. White is to move first. *The outcome of the game can be decided ONLY by checkmate, stalemate, or by draw because of insufficient material.*

(That is, assume that this game cannot be ended through draw by agreement, by time, by triple repetition of a position, or by the 50-move rule.)

- 1) In order for White to win, she **MUST** make her last move of the game with her queen. (True or False? _____)
- 2) In order for White to force checkmate, she **MUST** move her king at least two times. (True or False? _____)
- 3) It's **POSSIBLE** that White could give checkmate before Black makes three moves. (True or False? _____)
- 4) Black has **ONLY ONE** way to make the last move of this game -- by capturing the queen. (True or False? _____)
- 5) If this game ends with the queen on one of the 4 center squares, the black king **MUST** be on one of the two opposite-color corner squares and **MUST** be in stalemate. (True or False? _____)

