

The King Never Dies!



Hands off! Players may not capture the **King!**

The “Royal Game” was **invented** and **played** by Kings for at least a thousand years before any common people started playing. It should be no surprise that these real-life Kings created a game where a losing King could only be trapped but **never** killed.

Beginners often try to claim a victory by capturing an enemy **King**. Instead, the board is re-set to the previous move of the opponent, who then might find a chance of escaping the attack. Or more. **The King Never Dies!**

Over the board, this also means that the two **Kings** may never stand next to each other. A bit like two magnets repelling each other because they have the same positive charges.



Consider the crosses atop the Staunton **Kings** in the plastic scholastic sets. Don't they look a bit like plus signs?

Illustration by John Tenniel, now in the Public Domain



David Donaldson teaches Chess

chess@davidDonaldson.com

source: davidDonaldson.com/pdfs/