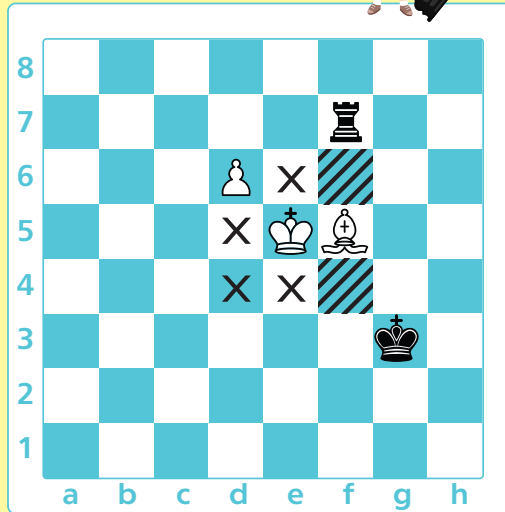
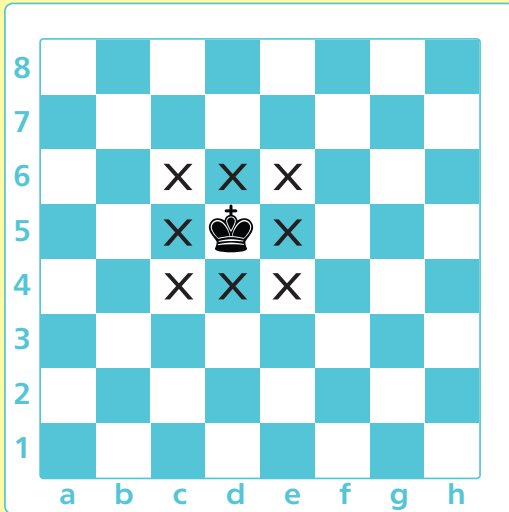


# How King Moves

The king can move along **files**, **ranks** and **diagonals**, but for just **one square**.



A king **cannot** jump over other pieces.



A king **cannot** make a move that will put it under the attack of an enemy piece.

A king **cannot** move to a square next to the enemy king.

Put an "x" on **all** the squares to which the **black king** can move.

