

GRIFFIN The DRAGON

**Building Minds With
CHESS!**



Suggested by
Joshua L. Mask

Written by
Ken Mask, MD

Chess by
Grandmaster
Pontus Carlsson

Illustrated by
Simmie Williams



Griffin read aloud, “The object of the game of chess is to capture the other team’s **KING**.”

There are two opposing kings, each on one side of the board: one white and one black. That means there are two teams: one white team and one black team.”



“When the king is being captured and is surrounded and cannot move out of the way, and there is no one on his team that can block you or stop you, it’s called ‘**CHECKMATE**.’ With checkmate, you win the game because you have captured the other person’s king!”



“This game rocks!” Jackson shouted.

“Yeah!” Cattails agreed.

Griffin stood up for emphasis and began. “These are some samples of movements.” Griffin continued. “The individual piece movements are like this.”

They played. Griffin went over the various types of moves and showed his buddies the game of chess.

PAWN MOVES

