

Basic Checkmates “Beginner” Help Guide

Checkmate: The objective of each of the two players in a game of chess is to win the game by checkmating the opponent’s King. A player’s King is checkmated when the square it occupies is attacked by one or more of the opponent’s pieces and the player has no move that escapes that attack.

Diagram 1: White to move. Use your Queen to put the Black King into check. Keep in mind that when you check the Black King your King will protect your Queen from being taken.

Diagram 2: White to move. Use your Rook to put the Black King into check. Your King is attacking all three squares in front of it so that takes all of the escape routes away from the Black King.

Diagram 3: White to move. This one is a little trickier because it is checkmate in two moves. But we have two Rooks on different ranks that we can use to force the Black King into the corner and eventually checkmate it. This is called Rolling Rooks and is one of the best ways to checkmate your opponent.

Diagram 4: White to move. You want to checkmate the Black King just like you did in the previous diagram. However your Rooks must be on different ranks to perform the Rolling Rooks maneuver. So once your Rooks are on different ranks its all over for the Black King. This diagram will take two moves to checkmate.

Diagram 5: White to move. In this diagram the Black King is stuck in the corner so it might be a bit easier for White to checkmate. If you move your Rook down and place the King in check then there is not much he can do about it because the Knight is protecting the Rook. This diagram only takes 1 move to checkmate.

Diagram 6: White to move. The Black King is stuck in the corner in this diagram and there is not much he can do about it. There is nowhere the Black King can move to so all we have to do is put him in check. Since the King is on a black square all you have to do is put him in check with the Bishop that is on the black square.