

Check “Beginner” Help Guide

Check: The King is “In Check” when one or more of the opponent’s pieces attack the square it occupies.

Diagram 1: White to move. White can put the Black King into Check by bringing his Rook up to the same rank that the Black King occupies.

Diagram 2: White to move. White has only one major piece left and he can put the Black King into Check with this piece by putting it on the same diagonal as the Black King. Make sure that when you move to the same diagonal you can’t be captured by Black’s Rook.

Diagram 3: White to move. White can put the Black King into Check by moving his Knight. White can move his Knight to two different squares and the King will still be in Check.

Diagram 4: White to move. White can put the Black King into Check with his Queen by moving it one square over so it is attacking the Black King on the same file.

Diagram 5: White to move. Since King’s cannot stand next to each other you have to put the Black King in Check with your Pawn. So all you have to do is push your Pawn up and the King will be in Check.

Diagram 6: White to move. The only piece on the board that can put the Black King into check is White’s light-squared Bishop. So all you have to do is move that Bishop to the same diagonal as the Black King.