

Checkmating With Two Bishops “Advanced” 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. All of the diagrams below are White to move.

Diagram 1: In diagram 1 it asks you to use both Bishops to mate. All you have to do is look to see what color square the Black King is on (White) and use the same colored Bishop (White) to Checkmate him. Once you move your White Bishop up on the diagonal to put the King in Check he has no place to go and you have just won.

Diagram 2: In diagram 2 it asks for Checkmate in 3 moves. But don’t worry because its easier then it looks. All you have to do is force the Black King up into the corner by slowly moving your Bishops up one diagonal square at a time. After 3 moves the King should be on a8 and will have no place to go to because your King is protecting his escape route.

Diagram 3: In diagram 3 it is Checkmate in 2 moves. You want to use the same principle that you used for the previous diagram. It is just like Rolling Rooks but with your Bishops. You want to force the Black King up into the corner by Checking it with your light-colored Bishop first and forcing him into the corner. Then go in for the kill by Checking him with your dark-colored Bishop.

Diagram 4: In diagram 4 it is Checkmate in 2 moves but don’t let the Black Queen scare you. All you need to do is start by Checking the King with your dark-colored Bishop forcing him to h5. Then move your light-colored Bishop down and put the King in Check. He now has no place to go and you have just won the game.

Diagram 5: In diagram 5 it is Checkmate in 2 moves but this one is a bit tricky so you need to look closely at the problem. First you need to move your light-colored Bishop up and put the King in Check. He is forced to move to h4 where he is trapped. Now if you just move your dark-colored Bishop down a couple of squares you will have the King in Checkmate.

Diagram 6: In diagram 6 it is Checkmate in 2 moves. Don’t let yourself get overwhelmed by the Black Queen and Rook. All you need to do is attack them. Start by capturing the Queen then move on to the Rook. There you have it...Checkmate.