

Checkmate in One Move “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. In all of the diagrams it is White to move.

Diagram 1: Move your Queen up to put the Black King in Check. But make sure that your Queen is protected and there is no place for the Black King to escape to.

Diagram 2: This is a bit tricky so you’re going to have to look closely at the diagram. You need to move your Rook over to capture the Pawn and put the King in check at the same time. The Bishop on d3 is protecting your Rook.

Diagram 3: In diagram 3 the only square that the Black King can escape to is h5. So you need to take that square away from him by moving your Bishop up to take away the diagonal. Don’t worry because your Rook on f1 is protecting the entire f file.

Diagram 4: You should have no problems with this diagram. All you need to do is put the Black King into check with your Rook. The Bishop on f8 will protect your Rook so when you check the King you will have nothing to worry about.

Diagram 5: In this diagram you are going to put the Black King into Check using your Rook. There are only two places that your Rook can move to and put the King in Check. The correct square is the one that is being protected by the Bishop on b2.

Diagram 6: This diagram will be simple for you to figure out with a little bit of help. All you need to do is use Rolling Rooks to Checkmate the Black King. You can do this by moving one of your Rooks to the h file and capturing a Black Pawn while placing the Black King in Checkmate.