

Checkmate in One "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 the white king is protecting all of the squares around it.

Diagram 2: White to move. The white king is protecting all of the squares around it so the only squares that the black king can move to are on the A file. So just move your rook and take away that file.

Diagram 3: White to move. There are only two squares that the black king can move to and they are both on the same diagonal. So move your bishop and take away those two squares.

Diagram 4: White to move. Right now there are no squares for the black king to move to so all you have to do is move your knight and put him into check.

Diagram 5: White to move. All you have to do is promote your pawn and take away the file that the black king is on. He has no other squares that he can go to so he will be checkmated.

Diagram 6: White to move. This diagram is a bit tricky but pretty simple once you understand it. You just have to move your king. When you move your king your bishop will put the black king into check. Just remember to take away all of the squares that the black king can go to.