

Discovered Check “Advanced” Help Guide

Discovered Check: The creation of Check from one piece caused by the moving away of another piece that was masking it.

Diagram 1: Black to move. In this diagram you want to start off with a Queen sacrifice. This may seem silly but you want to move your Queen down to d2. The White Queen will take your Queen and then you can take it with your Pawn. When you take the Queen with your Pawn a Discovered Check occurs with your Bishop. The White King is forced to move to either f1 or h1. Then by simply promoting your Pawn you will have Checkmate.

Diagram 2: White to move. This diagram asks for two Double Checks. One of them will lead to Mate. The first Double Check starts by moving your Knight to f6. This places the Black King in Check with your Bishop and your Knight. The King must either move to h8 or sacrifice his Queen. Chances are he will move his King and you can then move your Queen up the diagonal to h7, thus resulting in Checkmate.

Diagram 3: White to move. Diagram 3 starts off with a Queen sacrifice. By taking the Pawn on g7 the King is forced to take your Queen. Then by simply capturing the Rook on e4 with your Bishop, you will have Discovered Check with your Rook on g1. The King is forced to move out of the way or black can block with his Queen. Either way you will win the Queen.

Diagram 4: Black to move. This problem tells you to sacrifice your Knight, then your Rook, and then you will win a Queen. So first you need to sacrifice your Knight by capturing the Pawn on h4. The Pawn on g3 will then take the Knight and you can bring your Rook down to capture the Bishop on g2. The King will then take your Rook. Now if you take a look at your Knight on c6 you will realize by moving him down to b4 you are attacking the White Queen and Checking the King with your Bishop on b7 at the same time. The King is forced to move and you have just won yourself a Queen.

Diagram 5: White to move. This problem is called the “Windmill”. You will be able to win by a series of Discovered Checks. By moving your Rook over and putting the Black King in Check he is forced to move into the corner. Then by moving your Rook back to capture the Bishop on d7 you have a Discovered Check. If you just continue to put the King into Check like you just did you will be able to win a Bishop, 3 Pawns, and a Rook.

Diagram 6: Black to move. In this diagram it says to start off with a Queen sacrifice and that will lead to Discovered Check. If you move your Queen over to take the Rook on b7 then the King is forced to take the Black Queen. Now by simply attacking the White Queen with your Pawn a Discovered Check occurs with your Bishop on g2. You have just won yourself a Queen and a Pawn promotion. Congratulations.

