

## King and Rook Endgame “Intermediate-Advanced” Help Guide

**Diagram 1:** The first diagram says that you must first have the Kings in opposition with a Rook Check on the rank or file. This forces the Black King backwards up against the side of the chessboard. So if you are trying to Checkmate Black then you must always try to take away the opposition. You never want to let the King escape your attack.

**Diagram 2:** If you take a look at the second problem you will see that if White moved his Rook to a8 he would have the Black King in Check. The White King is protecting all of the squares around it but if you look closely you will see that the Black King will be able to escape to the h7 square.

**Diagram 3:** If White wants to Checkmate Black in two moves then first you must take away the opposition from Black. That means you need to take away all of the escape routes that the Black King can use to get out of Check. You need to make sure that the Black King cannot move from the eighth file.

**Diagram 4:** In the last diagram you will notice that the Black King is stuck in the corner and cannot move out because of the White King on g6. So if the Black King cannot move off of the eighth file all you need to do is take away that file from him and you will win the game. You can do this by using the only other piece on the board.