

Knight and Pawn Forks “Beginner” Help Guide

Forks: A Fork is a simultaneous attack on two or more pieces by one enemy piece. This maneuver is often called a double attack.

Diagram 1: White to move. In this problem you are trying to Fork the only two Black pieces on the board. Since Kings can't stand next to each other you aren't able to Fork them with your King. You must use your Pawn. If you push your Pawn up the King is not able to capture your Pawn so you will win the Rook with a Fork.

Diagram 2: White to move. Just like in the first problem you need to Fork the King and the Knight. You aren't able to use your King because Kings can't stand next to each other. Remember that a Pawn can move two squares on its first move.

Diagram 3: White to move. In this problem you need to figure out where you can move your Knight to Fork the Black Rook and King. Keep in mind that a Knight moves in an L shape. The Black King will be forced to move out of the way and you will win the Rook for free.

Diagram 4: White to move. In this diagram you are trying to figure out where you can move your Knight to Fork the Black Queen and King. When you move your Knight over to put the King into Check you will notice that you are going to Fork the King and the Queen. Remember that a Knight moves in an L shape.

Diagram 5: White to move. Just like in the previous diagram you are going to use your Knight to Fork the Black King and Rook. There is only one square you can move your Knight to that will be safe and put the King in Check. This will result in the King and Rook Fork and you will win yourself a free Rook.

Diagram 6: White to move. Again just like in the previous diagrams you are going to use your Knight to Fork the Black King and Rook. So take a look at the problem and you will see that there is only one square that your Knight can move to and put the Black King in Check. When you make your move and Check the King you will realize that the King is forced to move and you will win yourself a Rook.