

Knights! Checkmate in One “Beginner-Standard” Help Guide

Checkmate: An attack against the enemy King from which the King cannot escape. When a player Checkmates his opponent’s King, he wins the game.

Diagram 1: White to move. First you need to look to see that the Black King cannot move anywhere because the Bishop on b5 is protecting the diagonal. So all you need to do is put the King into Check with your Knight. He will have no place to escape to and won’t be able to capture your Knight. You just won the game.

Diagram 2: White to move. This problem is pretty simple when you realize that the only square the Black King can escape to is c7. All you need to do is move your Knight to a square that attacks both the d8 and c7 squares. You will then have Checkmate.

Diagram 3: White to move. In this problem you will notice that the King is smothered by all of its teammates. You are going to want to put the King in Check with your Knight and there is only one square you can accomplish this at. But don’t worry because the Black Bishop is Pinned to the King by your Queen sitting on the e5 square.

Diagram 4: White to move. Since you are using your Knights in the homework you are going to want to put the Black King into Check with your Knight. There is only one square you can move to and Check the King. Keep in mind that when you move your Knight the Black Bishop is Pinned to the King with your Rook on e1.

Diagram 5: White to move. This problem asks you to choose the correct Knight to Checkmate the King with. You have two Knights to choose from but only one can put the King into Check in one move. When you move your Knight to put the King in Check you will realize that the other Knight will be protecting all of the escape routes the King can use. You will win the game if you move the correct Knight.

Diagram 6: White to move. In this diagram you are going to use a Double Check to Checkmate the King. Because this lesson is on Knights you know that one of the pieces that is Checking the King needs to be your Knight. There is only one square you can move your Knight to that will Check the King and protect all of the routes he can use to escape. Keep in mind that your Queen on e2 will also have the King in Check when you move your Knight.