

Knights, Forced Mate in Two “Intermediate” Help Guide

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

Diagram 1: You want to start off by putting the King into Check with your Knight. There are only two squares you can move to and accomplish this task. The correct square will force the King to move to f7. Once you have the King on f7 you can then move in for the kill by capturing one of his major pieces and putting him in Checkmate at the same time.

Diagram 2: You are going to want to start this problem off with a Knight Check. There is only one square you are able to move your Knight to that will put the King into Check. Once you find this square the King will be forced to move to d8. After you get him into this position you will have a chance to Checkmate him with your other Knight. Again there is only one square your other Knight is able to go to put the King into Checkmate.

Diagram 3: In this problem you are going to start off with a Knight Check. Only one of your Knights will be able to put the Black King into Check at this point. When you discover where to put your Knight the King has no choice but to move to f8. Once you have him in this position you are able to Checkmate him in one move. You are going to want to use your other Knight to do this. Again there is only one square you are able to put your other Knight to get the King into Check. The King will be stuck and you will have just won the game.

Diagram 4: Just like in diagram 3 you are going to want to start off by putting the King into Check with your Knight. You only have one Knight that is able to perform this task. Don’t worry about being captured because when you move, your Knight and your Bishop will both have the Black King in Check. The King is forced to move himself into the corner where you are going to want to use your Knight again and put him in Check. There is only one square you are able to do this at and when you find it you will have won the game.

Diagram 5: This problem may be a little tricky but I’m sure you will be able to figure it out with a little help. Your first move should be with your Knight but you are not going to Check with him. When you move it there will be a Discovered Check with your Bishop. The Black King will be forced to move to his right and from here you can go in for the kill. You are going to want to use your Knight to do this by moving it to the only square that can put the King into Check. Your two Bishops are protecting the diagonals they are on so the King will have no place to escape to. You have now just won the game.

Diagram 6: You want to start off this problem with a Knight Check. Only one of your Knights is able to do this. When you have the King in Check it is forced to move to f8. From here you need to put the King into Check again with your other Knight. The Bishop protects all of the squares around the King so it has no place to escape to. You have just won yourself the game. Congratulations.