

Mate in One with Bishops “Beginner” Help Guide

Checkmate: The objective of each of the two players in a game of chess is to win the game by Checkmating the opponents King. A player’s King is Checkmated when the square it occupies is attacked by one or more of the opponent’s pieces and the player has no move that escapes that attack.

Diagram 1: White to move. When you want to Checkmate with your Bishop you first need figure out what color square the opposing King is on. You are going to use your corresponding Bishop to Check the King. In diagram 1 the Black King is on a dark colored square so you want to use your dark colored Bishop to put the King into Check.

Diagram 2: White to move. In the second problem you can see that there is no place that the Black King can escape to. That means all you need to do is put the King into Check with one of your Bishops. Remember that you need to use the Bishop that is on the same color the King is on.

Diagram 3: White to move. Just like in the second problem the Black King is stuck on the e5 square and has no place to escape to. That means all you need to do is put him in Check. You want to do this with your dark squared Bishop because the King is on a dark colored square.

Diagram 4: White to move. In diagram 4 there is only one square that the Black King can move to. So you want to move your Bishop over to take away the square he can escape to. You only have one Bishop that can put the King into Check.

Diagram 5: White to move. The Knights on g6 and b7 are attacking both squares next to the Black King and your King on e6 is attacking all of the squares in front of him. That means all you need to do is move your Bishop and put the King into Check. There is only one square you can move that will accomplish a Checkmate.

Diagram 6: White to move. The Black King is stuck in the corner and has no place to move to. That means all you need to do is move your Bishop over on the diagonal to a dark colored square because the King is on a dark colored square.