

Mate in One with Pawns “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. This diagram says that a Pawn promotion will lead to Checkmate. Just keep in mind that when you promote a Pawn you can make it any chess piece you want it to except for a King.

Diagram 2: White to move. Just like in the first problem a Pawn promotion will lead to Checkmate. Your King on g6 is protecting all of the squares around it so the Black King won’t be able to escape there. That means all you need to do is promote your Pawn and turn it into a major piece that will put the King into Check.

Diagram 3: White to move. This diagram asks for a Pawn move that will lead to Checkmate. Take a look at the diagram and you will see that you have only one Pawn that can put the King into Check. Move it and you will win the game.

Diagram 4: White to move. This problem is just like the previous one. You want to use your Pawn to put the Black King into Check. He will have no place to escape to and you will win the game.

Diagram 5: White to move. This problem is a bit tricky but I’m sure you will be able to figure it out. Remember that you are trying to find Checkmate in one move. You are not going to Checkmate the King with one of your Pawns but when you move your Pawn it will lead to a Checkmate.

Diagram 6: White to move. In this problem the Black King is stuck in the corner and is not able to escape. All you have to do is put him in Check with one of your Pawns. Only one of your Pawns can do this.