

## **Mate in One with Rooks “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. There is only one square you can move your Rook to that will Checkmate the Black King. The King wont be able to escape because your King is protecting all of the squares in front of him.

**Diagram 2:** White to move. The Rook on g7 is protecting all of the 7<sup>th</sup> rank. So the Black King is not able to move to any of those squares. With that in mind all you need to do is use your other Rook to put the King into Check.

**Diagram 3:** White to move. This problem is a little different then the normal Rolling Rooks Checkmate. Keep in mind that the Black King cannot move to any of the squares on the 6<sup>th</sup> rank or to any of the squares on the b file. The King is stuck on the a file, so all you need to do is move your Rook over and take that file away from him.

**Diagram 4:** White to move. Your King is protecting the Rook on b7 so you don’t have to worry about that. All you will need to do is put the Black King into Check with your other Rook. There are two squares that your Rook can move to and both of them will Checkmate the King.

**Diagram 5:** White to move. If you look at this problem you will see that the Black King is stuck behind all of his Pawns. Take advantage of this mistake by Checking him with your Rook.

**Diagram 6:** White to move. Just like in diagram 5 the Black King is stuck behind the Pawns on either side of him. Your Bishop on h4 is protecting the square in front of the King so he can’t move there either. With that in mind all you need to do is move your Rook down to Checkmate the King.