

Mate in Two “Advanced” 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. In all of these diagrams it is White to move.

Diagram 1: In the first problem you are going to start off by putting the Black King in Check with your Pawn. The King will be forced to move to the f8 square because your Rook is protecting all of the h rank. Once the King has moved you can go in for the kill by moving a major piece down to put him in Check. The King will have no place to escape to and you will have won the game.

Diagram 2: In this diagram you need to get the Black Queen to move off of the g rank. You can do this by sacrificing your Rook. Once you have done this and the Queen has moved you can bring your Queen down and put the King into Check. If you do this right your Bishop will be protecting your Queen and the King will have no place to escape to.

Diagram 3: This problem is a bit tricky but with a little help you will breeze right through it. You need to start off by getting your Pawn off of the g6 square. Once you have moved your Pawn, Black will think you are crazy because you let your Queen be captured by the Knight on f6. After Black has taken your Queen you can Checkmate him by moving your Bishop over. He won’t be able to capture you or block your attack.

Diagram 4: You are going to want to start off this problem with a Knight Check. Once you have the King in Check he will be forced to move into the corner because your Rook is controlling the g rank. Now all you have to do is Check the King with your Rook. There is only one square you can accomplish this at and when you move there you will realize that your Knight is offering protection so you don’t have anything to worry about.

Diagram 5: In diagram 5 you are going to start off with a Queen Check. Black will then be forced to capture your Queen with either his Knight or Rook. Either way you can Checkmate on your next turn with your Knight. There will be no way Black can block or capture your Knight. The King will be stuck behind all of his teammates and you will have won the game.

Diagram 6: In this problem you are going to start off with a Queen Check. Your Queen can only move to one square that will Check the King. After you make this move the Knight on d4 will capture your Queen. That’s good because your next move will Checkmate Black. A simple Pawn Check is all you need to do. Your two Bishops are guarding all of the squares around the Black King and there is nothing he will be able to do that escapes Checkmate. Congratulations.