

## Mate in Two “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. In all of these diagrams it is White to move and Checkmate in two moves.

**Diagram 1:** You are going to want to use Rolling Rooks to Checkmate the Black King in this problem. Start off by putting the King in Check with one of your Rooks. You want to force the King to move back onto the 8<sup>th</sup> rank. Once the King is stuck there you can move in for the Checkmate by moving your other Rook down to the 8<sup>th</sup> rank. You can do this because your Rooks are on different files. That is the Rolling Rooks Checkmate.

**Diagram 2:** In the second problem you want to start off by creating opposition. You can do this by moving your King towards your opponents King on the same diagonal. The Black King will be forced to move over on the same rank. Then you want to move your Queen over and Checkmate the King. Your King will protect her so you have nothing to worry about.

**Diagram 3:** The third problem is a King and Rook Checkmate. You need to start off by moving your King to take away opposition from the Black King. Force him to stay on the 8<sup>th</sup> rank. He will have to move to g8 and from here all you need to do is move your Rook and put the King into Check. He will have no place to escape to and you will win the game.

**Diagram 4:** Your King is already taking away the opposition from the Black King and that forces the King to stay on the 8<sup>th</sup> rank. You want to use the same principles as the Rolling Rooks but with your Bishops. Put the King into Check with one of your Bishops and force him to move into the corner. Once he is stuck in the corner just move your other Bishop down and Checkmate the King. He will have no place to move to because your King has taken away the opposition.

**Diagram 5:** This diagram is a bit tricky because you need to use all of your remaining pieces to Checkmate the King. Start off with a Knight Check. That will force the King to move into the corner because your King is protecting all of the squares on the 2<sup>nd</sup> rank that he can escape to. From here you need to use your Bishop to Checkmate the King. The King will be stuck in the corner and you will have won the game.

**Diagram 6:** This problem calls for a back rank Checkmate. You have your Queen and your Rook on the same file so use this for your advantage. Start off by sacrificing your Queen to put the King into Check. The Black Knight will be forced to take your Queen but from here you can take the Knight with your Rook on e1. The Black King will be smothered by his teammates and won’t be able to escape. You just won the game.