

Queen Sacrifices

“Intermediate-Advanced”

Help Guide

All diagrams are White to move.

Diagram 1: You want to start this problem off with a Queen Sacrifice. Move your Queen down and put the Black King into Check. The Rook will capture your Queen but now just capture the Rook with one of your major pieces. The Black King will be smothered behind his teammates and you will win the game.

Diagram 2: In this problem you want to move your Queen and put the Black King into Check. There is only one square you will be able to Check at. Black will capture your Queen and from here you can move in for the win. Just move one of your minor pieces up along the diagonal and put the King back into Check.

Diagram 3: You have an extremely good position set up here against Black. He will only be able to hold you off for a small amount of time. Each one of your moves should put the King into Check. With that in mind start off by using your Queen to do this. Black will capture your Queen but just repeat the process with your other major pieces and you will win the game.

Diagram 4: Start off this diagram with a Check. Use your Queen to do this. There is only one square you can move to that will put the King into Check. The Black Rook on e8 will be forced to capture your Queen. This is okay because now the King is stuck in the corner and has no place to escape to. Just move one of your minor pieces over to put the King into Check.

Diagram 5: Start off this problem by using your Queen to put the Black King into Check. The Black King is forced to capture your Queen. That is exactly what you wanted to happen because on your next move you can win the game. Simply move one of your major pieces over along the 3rd rank and put the King into Check. Black will have no place to escape to and you will have won the game.

Diagram 6: In this diagram the White Queen has already been sacrificed. Remember that all of the moves involved in this Checkmate force black to move. Don't give him an option of what piece to move. Start off by putting the King into Check with one of your minor pieces. The Black King will be forced to move to e7 because the Knight on e5 is protecting your attacking piece. Once the King has moved out of the way you can move in for the Checkmate by simply moving another one of your minor pieces over to put him in Check. There is no place for Black to escape to and you will win the game.