

Rook, Mate in 1 “Beginner” Help Guide

Diagram 1: White to move. You can see that your Bishop on f6 is protecting all of the square the Black King can escape to on the 7th rank. So all you need to do is take away the 8th rank from him. Use one of your major pieces to do this.

Diagram 2: White to move. Just like in the previous diagram all of the squares on the 7th rank are being protected by the Knight on f5 so the King has no place to move to except for on the 8th rank. Just move one of your major pieces down and take the rank away from him.

Diagram 3: White to move. The Black King is stuck in the corner in this problem. And you can see that if you move your Rook down to the 8th rank you will have him in Check. The King won't be able to capture your Rook because the Knight on c6 is protecting that square.

Diagram 4: White to move. Start off this problem by putting the Black King into Check with your Rook. There is only one square you can move to that will accomplish this. Keep in mind that your Bishop on b3 is offering protection to that square.

Diagram 5: White to move. If you take a look at this diagram you will notice that the Black King has no place to move to except for on the e file. All you need to do is move your Rook over and take away this file from the Black King.

Diagram 6: White to move. The Black King is stuck on the a file because your Bishop on f4 is attacking the b8 square. This means all you need to do is take away the file with your Rook. The King will have no place to escape to and you will win the game.