

The Power of Pawn Promotion Help Guide

Diagram 1: White to move. In the first problem you will notice that the Black King has no place to escape to. That means all you need to do is Promote your Pawn to a piece that is able to attack the King. There are two pieces for you to choose from. One is a major piece and one is a minor piece.

Diagram 2: White to move. This problem is a lot like the first one. The Black King is stuck on the h7 square so all you need to do is Promote your Pawn into something that can attack the King on that square. There is only one piece you can become that will be able to jump over all the Black pieces that surround the King.

Diagram 3: White to move. In this diagram you can see that the Black King is stuck on the 8th rank. You can choose from two of your chess pieces to Checkmate the King. Just make sure that the one you choose can attack all of the squares on the 8th rank.

Diagram 4: White to move. The Black King is stuck on the square that it is occupying right now. With that in mind all you need to do is Promote your Pawn to a piece that will attack that square. You only have one piece to choose from that will attack the Black King.

Diagram 5: White to move. This problem is a prime example of a Smothered Mate. The Black King is stuck behind his army of Pawns. So all you need to do is Promote your Pawn to one of two pieces that can attack the entire 8th rank.

Diagram 6: White to move. This diagram is a lot like the previous one. The Black King is stuck on the 8th rank. He can't move off of that rank because your Bishop on f2 is attacking the a7 square. Therefore all you need to do is Promote your Pawn to one of two possible pieces that are able to attack the entire 8th rank.