

The Smothered Mate “Standard-Advanced” Help Guide

Smothered Mate: When a King is completely surrounded by its own pieces (or it is at the edge of the board) and receives an unanswerable Check from the enemy, he is said to be a victim of a Smothered Mate.

Diagram 1: White to move. In the first problem you will find an easy Checkmate. Just move your only remaining minor piece over to put the King into Check. Be careful of where you move to do this because you don't want to be captured by a Pawn.

Diagram 2: White to move. This problem is a lot like the previous one except now you have to sacrifice one of your Knights before you can perform the Checkmate. Start off by putting the King into Check with one of your Knights. Black will be forced to take you with his Rook. Now just capture his Rook with your other Knight. By doing this you will win the Rook and Checkmate Black at the same time.

Diagram 3: White to move. This problem tells you to start off with a Queen sacrifice. So put the Black King into Check with your Queen first. Black's Rook will be forced to take your Queen. In doing this he will trap his King in the corner. From here you can use your Knight to Checkmate. The Black King will be smothered and you will win the game.

Diagram 4: White to move. Start this diagram off by putting the Black King into Check with one of your minor pieces. The Pawn in front of the King won't be able to move because he is pinned by your Rook on b1. The King is smothered and you will win the game.

Diagram 5: White to move. This problem is a lot like the previous problem. The Pawn in front of the Black King is pinned by your Queen. With that in mind use one of your minor pieces to Checkmate the King.

Diagram 6: White to move. This problem is an easy one. Just move one of your minor pieces over to put the King into Check. There is only one piece that can do this and there are no Black pieces that can capture it. The King will be smothered by his teammates and you will win the game.