

Zaps and Traps from the Sicilian Defense

“Intermediate-Advanced”

Help Guide

Sicilian Defense: The idea behind the Sicilian Defense is to control the d4 square with a wing Pawn so that if White plays a d4 advance, Black can trade the wing Pawn for a more valuable center Pawn.

Diagram 1: Black to move. In the first problem you can trap the White Bishop by simply pushing a Pawn to attack it. The Bishop will be forced to move if he doesn't want to be captured. The only place he can move to is the b3 square. Now all you need to do is push another Pawn and you will win the Bishop.

Diagram 2: Black to move. By pushing a Pawn you will be able to trap one of Black's Knights. You can do this by attacking it with your Pawn. There is only one Pawn that is able to attack the Knight.

Diagram 3: White to move. There is only one square you can move your Bishop to that will protect the Queen. Don't worry about being captured because you will ultimately gain material in this exchange.

Diagram 4: White to move. If you take a look at the board you will see that the Black King is being pinned by one of your major pieces.

Diagram 5: White to move. In the 5th problem you want to start off by attacking the Queen with your Knight. You only have one Knight that is able to attack the Queen in one move. The Queen will have no place to escape to and you will win her for free.

Diagram 6: White to move. You are trying to find the Checkmate in 3 moves. If you start off by putting the Black King into Check with your Queen Black will be forced to block you with his Pawn. From here you can sacrifice your Bishop to capture the Pawn and this exchange will eventually lead to Checkmate.