

THE CHESS HEROES SERIES

# CHECKMATES

RICHARD JAMES

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The author hereby grants the right for purchasers to make unlimited copies of the puzzle sheets in this book for private, non-commercial use.

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# INTRODUCTION

## ABOUT THIS BOOK

This is the first of a series of books written for those who have mastered the basics of the game and would like to be able to take part in competitions, as well as for chess teachers working at this level. For more information on the Chess Heroes project visit [www.chessheroes.uk](http://www.chessheroes.uk).

It is not a book for young children to read on their own. Children need a lot of adult help to succeed at competitive chess. Giving them a book to learn from really won't help them at all. Chess is a complex game and information can easily be forgotten or taken out of context.

So who is this book for?

1. It's for parents working at home with their children who are looking for coaching resources and advice on how to help their children fulfil their potential.
2. It's for chess tutors working with individual students who can work through the text with them during lessons and give them puzzles to do at home.
3. It's for chess teachers working within centres of excellence who can use the book as a course to develop children's skills in this area.
4. It's for chess teachers working in school chess clubs who can use the simpler puzzles as worksheets or hand them out for children to complete once they've finished their games.
5. It's for schoolteachers running school chess clubs who may have little knowledge of chess and are seeking guidance.
6. It's for older children who have learnt the basics at primary school, want to play competitively and have the ability and maturity to teach themselves.
7. It's for adults who might have played when they were younger and now want to start playing competitive chess.

Before starting this book you should know:

1. All the rules, including castling, pawn promotion and the *en passant* capture.
2. The values of the pieces, along with an understanding that superior force (usually) wins.
3. A precise understanding of the words check, checkmate and stalemate.
4. Knowledge of chess notation, which is outlined below.

The preliminary *CHESS FOR HEROES* book is a good source of the knowledge you require. It's available in softback on Amazon or as a pdf download on [www.chessheroes.uk](http://www.chessheroes.uk).

You win a game of chess by getting CHECKMATE so, if you want to win your tournament games, you need to be able to spot every opportunity to CHECKMATE your opponent. There's nothing worse than losing a game and finding out when you get home that you missed an easy win by CHECKMATE. It's also not much fun if you end up STALEMATING your opponent when you're winning easily at the end of the game but can't find a CHECKMATE.

The first part of this book teaches you how to spot CHECKMATES in one move. We start with simple checkmates, then move onto more complicated positions. There are also puzzles where you have to see how many checkmates you can find. Learning to be thorough and look for every possibility in any position is an important skill if you want to be a real chess hero.

The most important skill in chess is learning to look ahead, learning to think 'I go there, then you go there, then I go there'. To do this you have to work out what your opponent's next move will be and visualise that position in your head.

Learning to solve CHECKMATE puzzles in more than one move, apart from being useful in its own right, is a very good way of learning to THINK AHEAD because usually the first move will be a check and your opponent will only have a few possible replies for you to consider.

So you start off by solving some reasonably simple puzzles in which you have to FORCE CHECKMATE in two moves. You then move onto CHECKMATES IN THREE MOVES before tackling the ULTIMATE CHECKMATE CHALLENGE, where you have to find harder CHECKMATES in two or three moves as well as longer CHECKMATES in four or five moves.

This might sound hard. Even trying to think one move ahead sounds hard for many people, but you can learn to do it.

A note about the positions in this book: they were taken from a very large commercially available database. Some of the games were played by masters or experts, but others were played in junior tournaments by younger and less experienced players. The puzzles have been chosen to represent the sort of position you are most likely to meet in your own games.

Throughout the book you'll find a lot of words in CAPITAL LETTERS. These are important words: it's important that you (and your students) understand their precise meaning. It's very easy for novices, especially young children, to make mistakes because they've misunderstood a basic concept.

Some of them are explained in the Glossary at the end of the book.

## ACKNOWLEDGEMENTS

My thanks are due first and foremost to the incomparable and unforgettable Mike Fox (1933-2005), without whom Richmond Junior Chess Club wouldn't have existed, and without whom my life, and the lives of many others, would have been immeasurably poorer.

Secondly, my thanks to all the parents and children who supported Richmond Junior Chess Club between 1975 and 2006. Thank you all for coming, and for believing in what we were doing. You were, and are, the inspiration behind the Chess Heroes books.

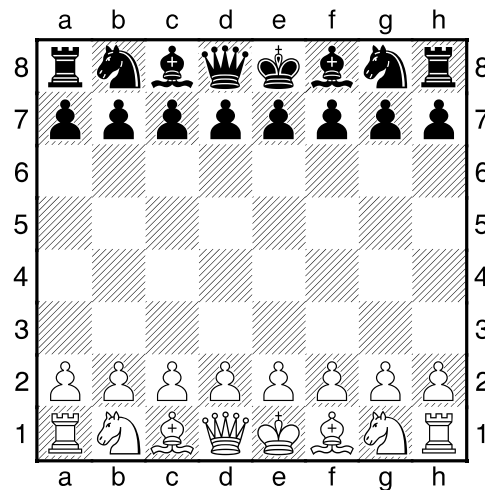
My thanks also to all the coaches, simul givers and other helpers at Richmond Junior Club during that period, especially to IM Gavin Wall and Ray Cannon, who played an enormous role in making the club so successful. Ray also provided an invaluable service in checking through the analysis of the main Chess Heroes books.

The covers for the print versions of the Chess Heroes books were designed by Jamie Jones ([jamiejonesdesign.mypportfolio.com](http://jamiejonesdesign.mypportfolio.com)).

## CHESS NOTATION

You're going to need to know how to read chess moves in order to read and understand this book. You're also going to need notation to write down your answers. You could draw an arrow for the checkmates in one move, but it's a good idea to use notation to write down your answers right from the start.

Each square has a name based on the letter of the FILE followed by the number of the RANK.



Let's play a few moves to show you how it works:

1. e4 e5

If we move a pawn we just write down the name of the square it moves to. White moves a pawn to the e4 square and Black replies by moving a pawn to the e5 square.

2. Nf3 Nc6

If we move a piece other than a pawn we start by writing the code letter for the piece using a capital letter. N for (k)Night, B for Bishop, R for Rook, Q for Queen or K for King. Both players move a knight on their second move.

3. d4 exd4

We use the letter 'x' to show a capture. If we make a pawn capture we start by writing the letter of the file where our pawn starts. Here, White moves a pawn to d4. Black captures this pawn with the pawn on e5.

4. Nxd4 Nf6

We write a capture by a piece (other than a pawn) with the code letter of the piece, the letter 'x' and the name of the square where the capture takes place.



5. Nc3 Bb4  
6. Nxc6 Bxc3+

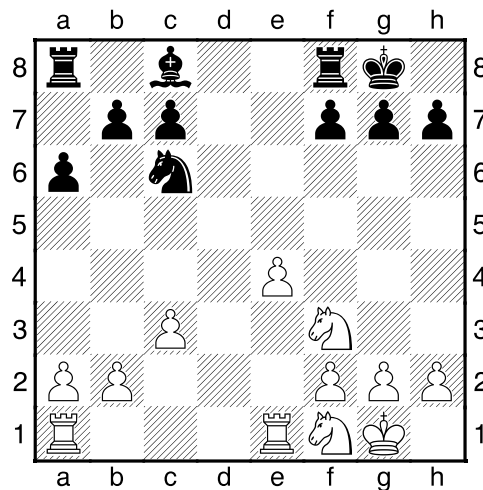
If we play a check we write '+' after the move. If it's checkmate we write '#' after the move.

7. bxc3 bxc6  
8. Bd3 o-o

If we castle on the king side we write 'o-o'. If we castle on the queen side we write 'o-o-o'.

It's not so hard once you get used to it. It may seem difficult at first but it will soon become second nature: you'll be able to do it without even thinking about it.

There's one other thing you need to know about writing your moves down:



If more than one piece of the same type can move to the same square you have to say which one you're moving.

If White moves a rook to d1 you write either 'Rad1' or 'Red1', using the letter of the file to show which rook is moving.

If White moves a knight to d2 you write either 'N1d2' or 'N3d2'. As the knights are on the same file you use the number of the rank instead.

If you promote a pawn you write the letter of the new piece after the name of the square: for instance, "e8Q".

# CHAPTER 1

## THE MOST COMMON CHECKMATES

You win a game of chess by CHECKMATING your opponent, so you have to be really good at finding checkmates to become a good chess player. You also have to be really good at stopping your opponents checkmating you.

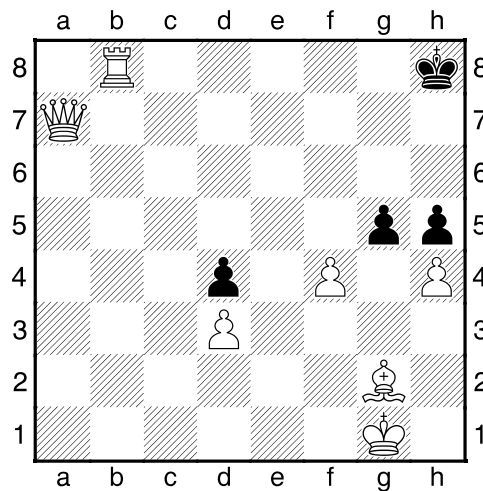
In this book you'll learn a lot of different checkmates. You'll also be able to solve a lot of puzzles and find out how good you really are at getting checkmates.

In the first chapter we start by looking at the two most common types of checkmate.

The first one is the BACK RANK MATE. (Note that CHECKMATE and MATE mean the same thing, like 'telephone' and 'phone'.)

In this checkmate the king is trapped on the side of the board (usually the back rank) and cannot escape.

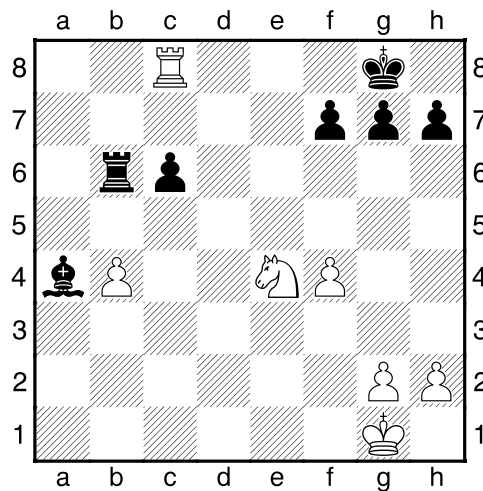
If you end up with a queen and a rook, or two rooks, or even two queens if you managed to promote a pawn, the easiest way to win is to aim for this sort of mate.



In this position White has just moved the rook to b8. The rook stops the king moving sideways and the queen on a7 stops the king moving forwards.

In *CHESS ENDINGS FOR HEROES* you'll learn more about the technique of forcing the enemy king to the edge of the board at the end of the game.

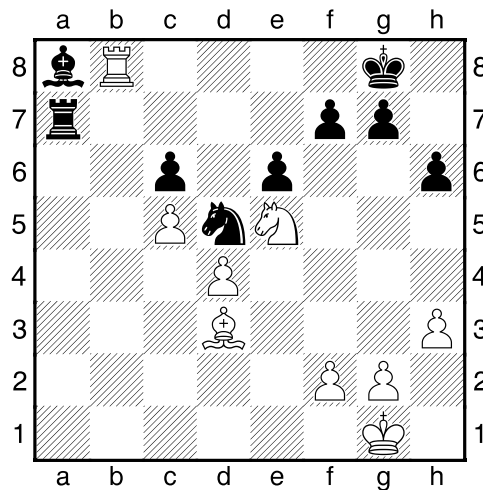
The king's escape can also be blocked by his own pieces.



Here's a typical example. White's just moved the rook from c7 to c8. It's CHECKMATE because the three black pawns block the king's escape.

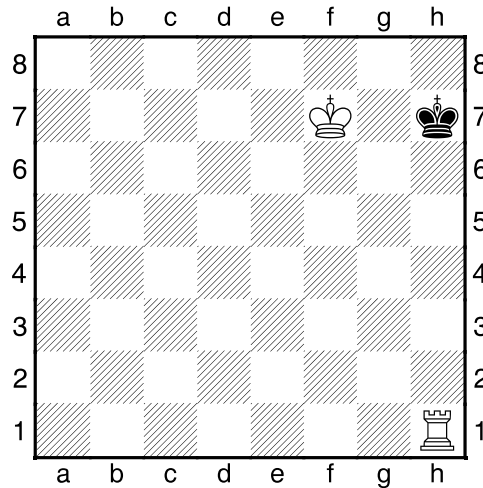
This sort of checkmate happens a lot. If you understand how to play the opening you'll know that it's usually good to castle on the king side early in the game. But if you don't have a rook to defend your king you have to watch out for this sort of checkmate.

Even moving one of your pawns doesn't always make it safe.



This is also checkmate because the bishop on d3 stops the black king going to h7.

## Chess Heroes: Checkmates

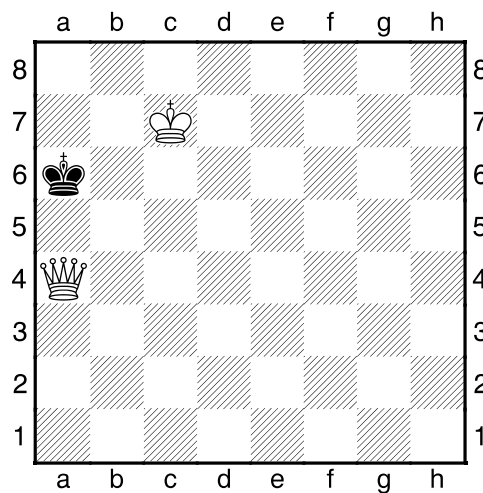


If you have just a king and a rook against your opponent's rook you can get checkmate like this.

The rook **CONTROLS** the squares along its line and the white king stops the black king escaping. Don't forget that two kings can never stand next to each other.

If you read *CHESS ENDINGS FOR HEROES* you'll learn how to force checkmate with a king and rook against a king.

These checkmates work just as well with a queen as with a rook.



This position is also checkmate because the queen **CONTROLS** the b5 square as well as the a-file.

Now see if you can find some of these checkmates yourself. Write your answer in notation below each diagram.

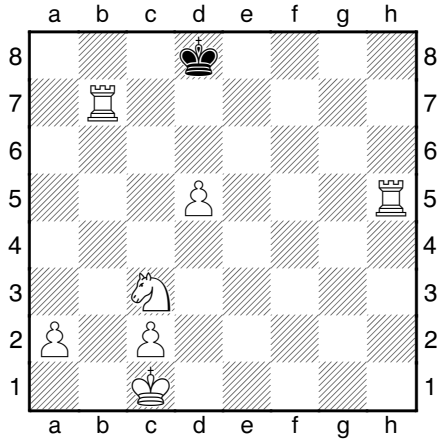
In each question you're going to use a rook or a queen to checkmate the enemy king on the side of the board.

Here's how to do it.

1. Find the enemy king and check what side of the board he's on. If he's in the corner you'll have a choice.
2. Look to see where your queen and rooks are.
3. See how you can move a queen or rook to the same edge of the board as the enemy king. There might be several possible moves so you'll have to be careful to choose the right one.
4. Make sure it really is check: there's nothing in between your piece and the king.
5. Make sure your piece can't be captured, by the king or by another piece.
6. Make sure your opponent can't block the check.
7. Make sure your opponent's king can't move to a safe square
8. If it's not CHECKMATE, go back to step 3 and start again.
9. If you're sure it's CHECKMATE write down your answer.

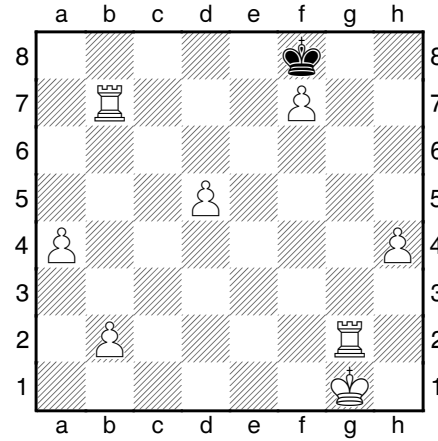
When you're ready, turn over the page and see how many checkmates you can find.

## Chess Heroes: Checkmates



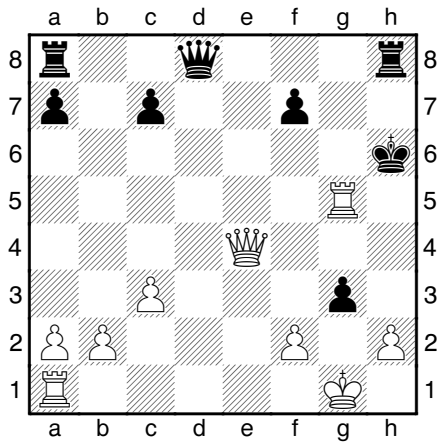
Q1. How can White checkmate this move?

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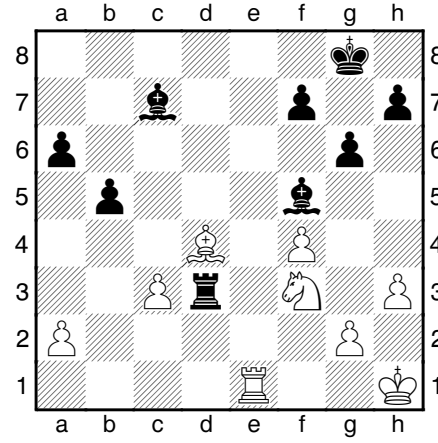
Q2. How can White checkmate this move?

\_\_\_\_\_



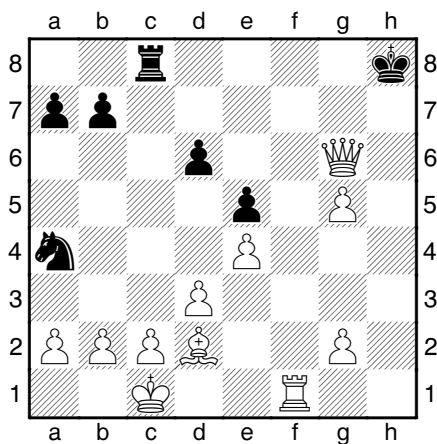
Q3. How can White checkmate this move?

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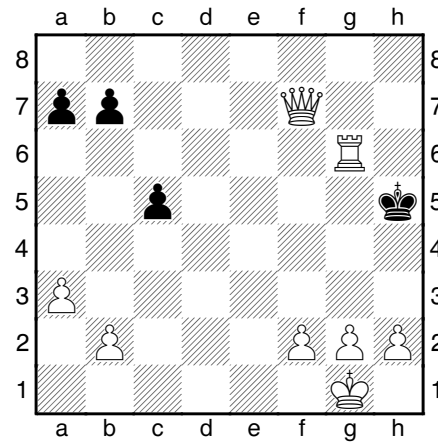
Q4. How can White checkmate this move?

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Q5. How can White checkmate this move?

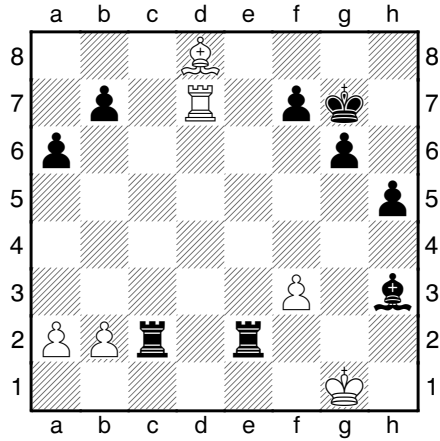
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Q6. How can White checkmate this move?

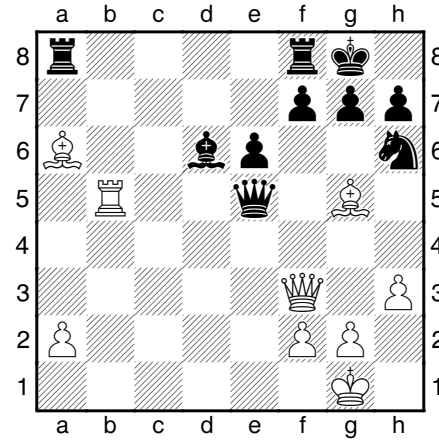
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## Chess Heroes: Checkmates



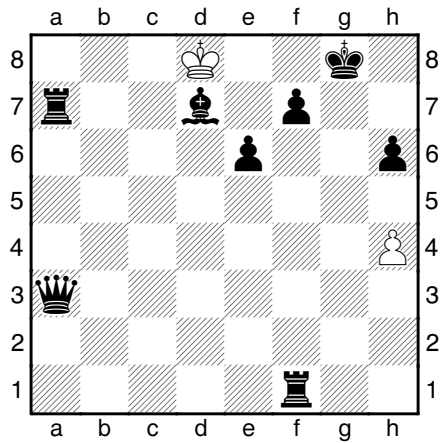
Q7. How can Black checkmate this move?

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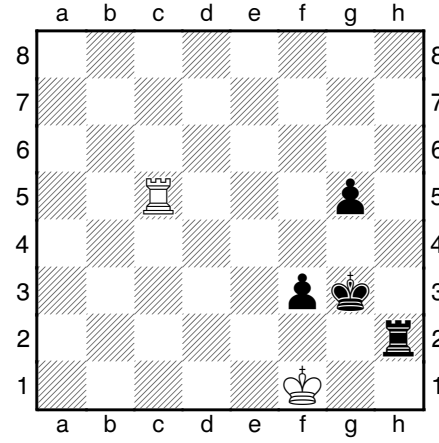
Q8. How can Black checkmate this move?

\_\_\_\_\_



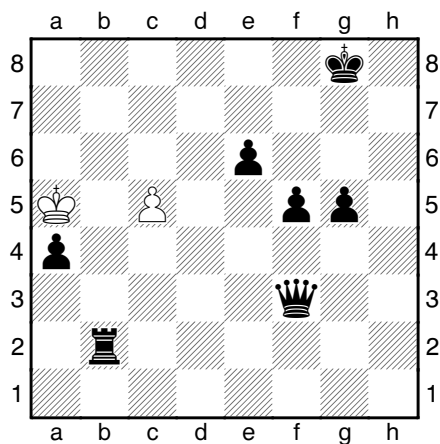
Q9. How can Black checkmate this move?

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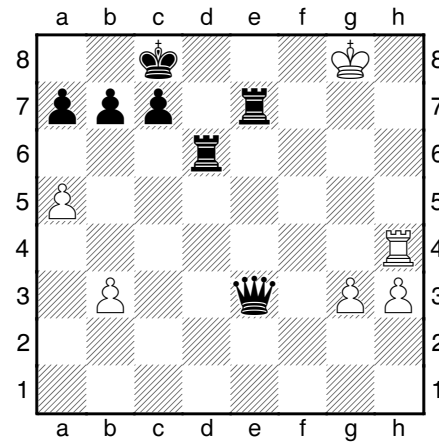
Q10. How can Black checkmate this move?

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Q11. How can Black checkmate this move?

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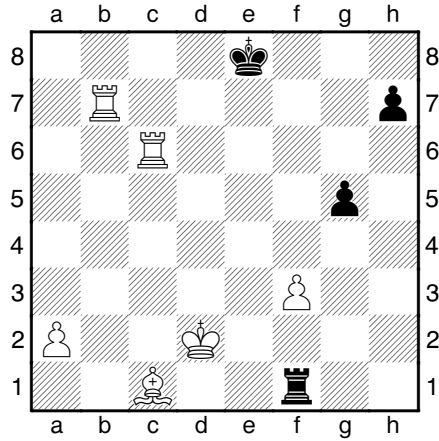


Q12. How can Black checkmate this move?

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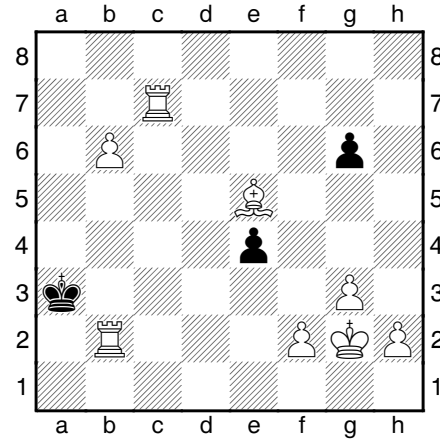


# Chess Heroes: Checkmates



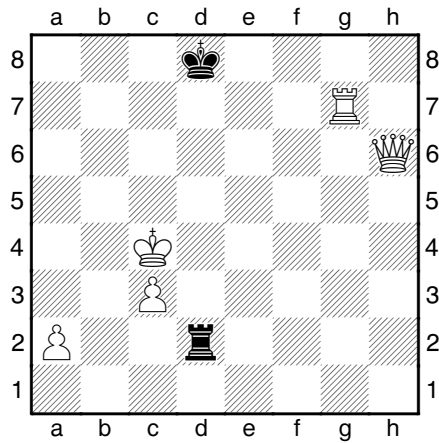
Q13. How can White checkmate this move?

\_\_\_\_\_



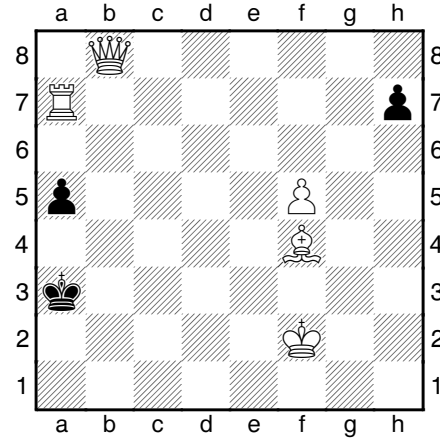
Q14. How can White checkmate this move?

\_\_\_\_\_



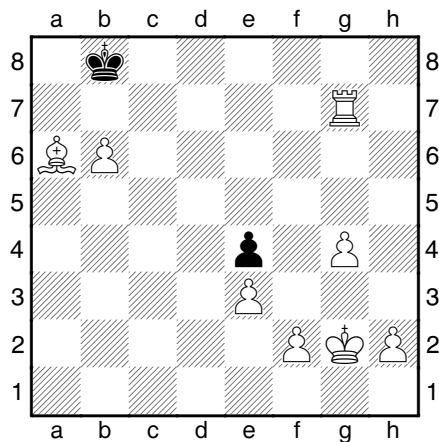
Q15. How can White checkmate this move?

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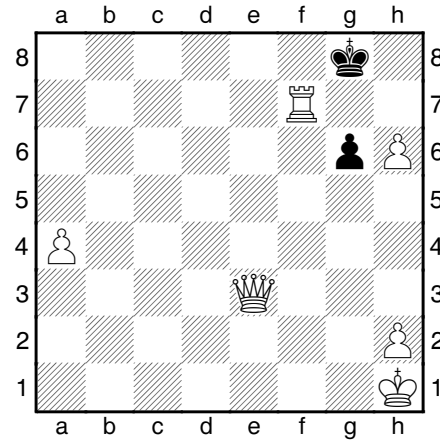
Q16. How can White checkmate this move?

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Q17. How can White checkmate this move?

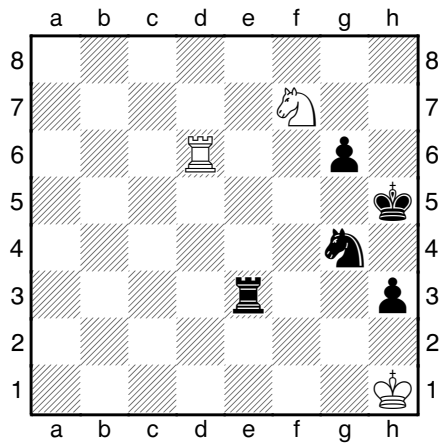
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Q18. How can White checkmate this move?

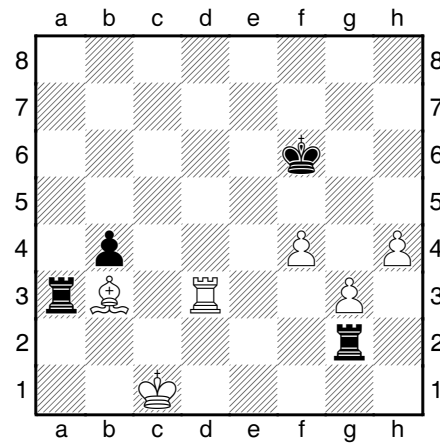
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## Chess Heroes: Checkmates



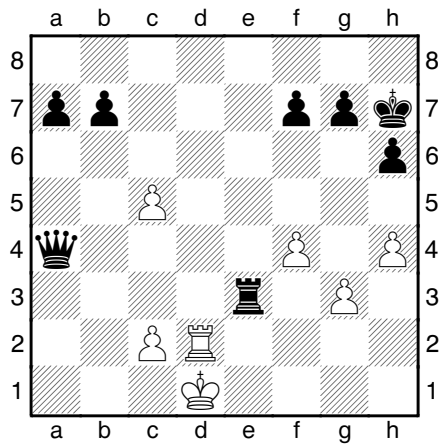
Q19. How can Black checkmate this move?

\_\_\_\_\_



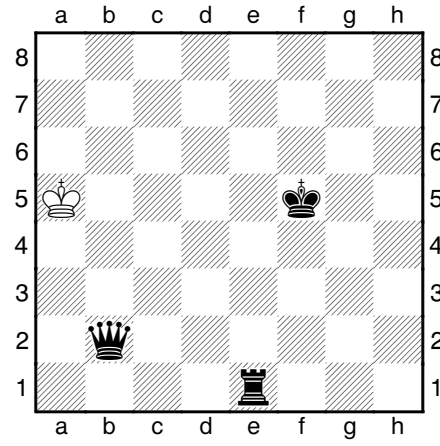
Q20. How can Black checkmate this move?

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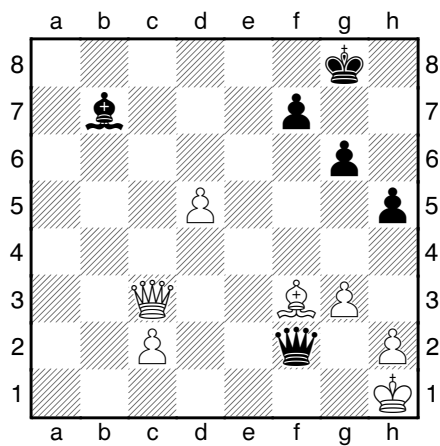
Q21. How can Black checkmate this move?

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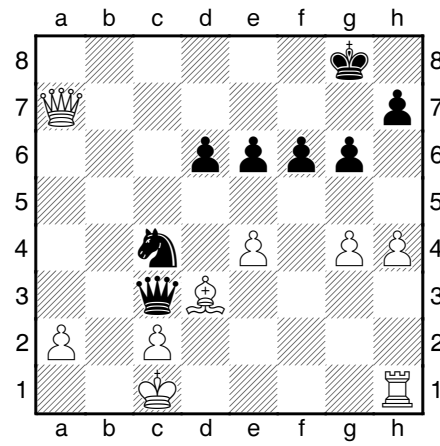
Q22. How can Black checkmate this move?

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Q23. How can Black checkmate this move?

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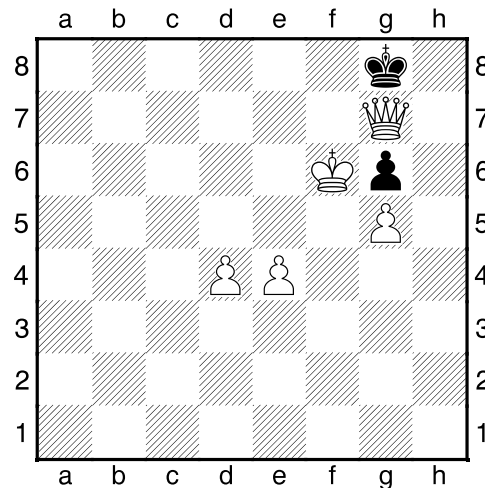


Q24. How can Black checkmate this move?

\_\_\_\_\_

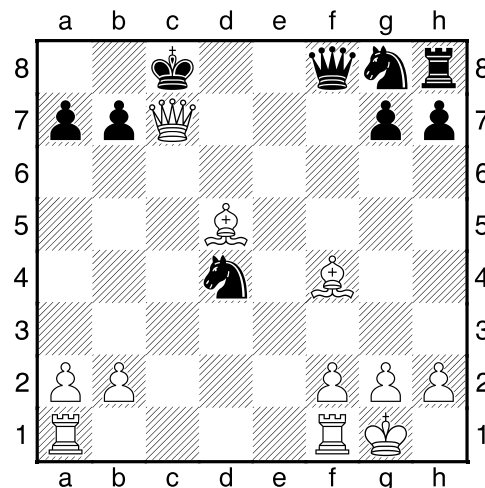
The second type of checkmate we'll look at again sees the opposing king on the side of the board. If we place a queen one square horizontally or vertically in towards the centre, it **CONTROLS** all the squares next to the king. If the queen is defended by another piece and cannot be captured this will be checkmate.

Here's an example.



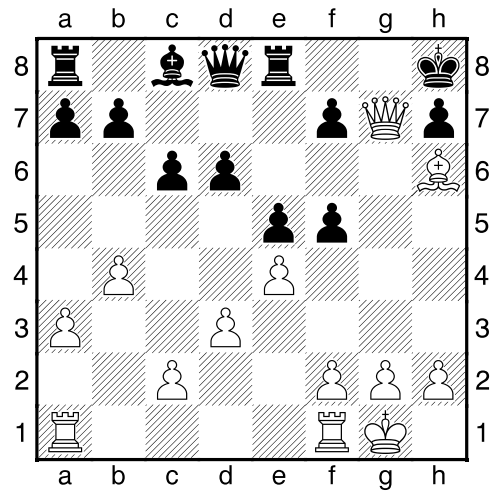
In this position the white king is defending the queen so it's checkmate. This is one way you can get checkmate with a queen and king against a king. You can learn more about how to force your opponent's king to the edge of the board when you have just king and queen against king in *CHESS ENDINGS FOR HEROES*.

This queen checkmate can happen at any time in the game. Here's a checkmate with more pieces on the board.



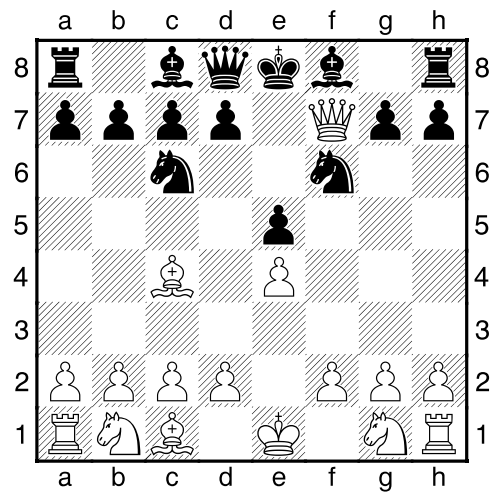
This time it's the bishop on f4 that has the job of protecting the queen.

If the king is in the corner placing the queen one square diagonally away will also be checkmate.



This is a very common sort of checkmate against the castled king.

If the next square to the king is occupied, again the queen can checkmate from the next square along the diagonal.



This is SCHOLAR'S MATE. White has checkmated Black in just four moves by a combined queen and bishop attack on f7. A lot of games finish quickly with a checkmate on this square.

You'll learn more about this CHECKMATE, and, more importantly, how to stop it, in *CHESS OPENINGS FOR HEROES*.

Here's a quiz to find out how good you are at finding this sort of checkmate. Again you have to work out how you can checkmate this move. In each question your queen will move next to the enemy king.

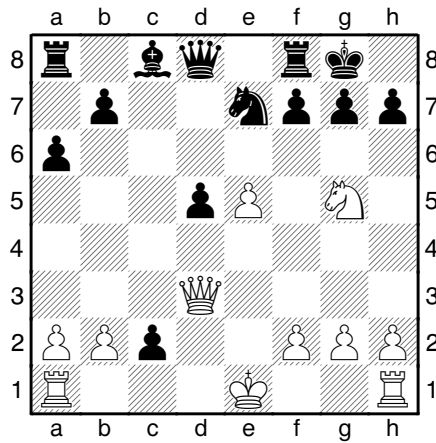
In each question you're going to use a queen to get checkmate by moving her next to the enemy king.

Here's how to do it.

1. Find the enemy king.
2. Look to see where your queen is.
3. See how you can move your queen to the next square to the enemy king. There might be several possible moves so you'll have to be careful to choose the right one. Don't forget that the CHECKMATE move might be a CAPTURE, so don't just look at empty squares.
4. Make sure your piece is DEFENDED and can't be captured, either by the king or by another piece.
5. Make sure your opponent's king can't move to a safe square
6. If it's not CHECKMATE, go back to step 3 and start again.
7. If you're sure it's CHECKMATE write down your answer.

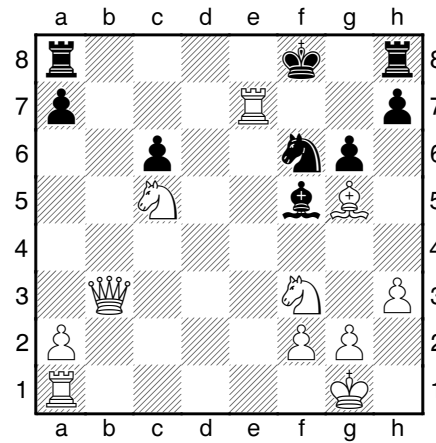
When you're ready, turn over the page and see how many checkmates you can find.

## Chess Heroes: Checkmates



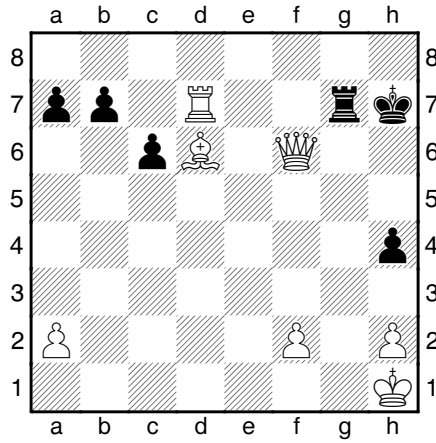
Q25. How can White checkmate this move?

\_\_\_\_\_



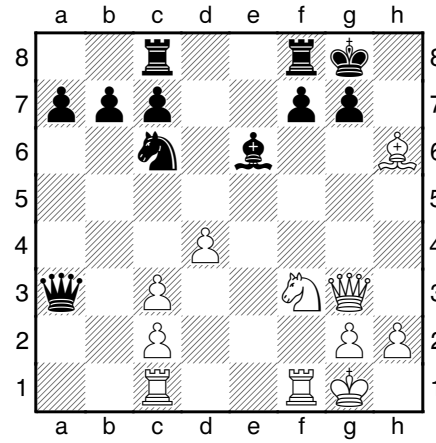
Q26. How can White checkmate this move?

\_\_\_\_\_



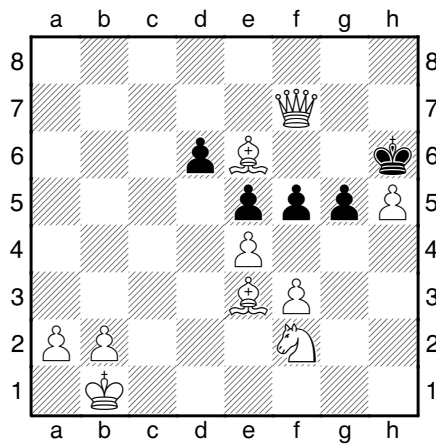
Q27. How can White checkmate this move?

\_\_\_\_\_



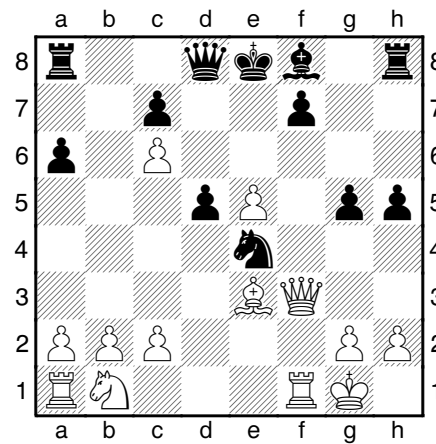
Q28. How can White checkmate this move?

\_\_\_\_\_



Q29. How can White checkmate this move?

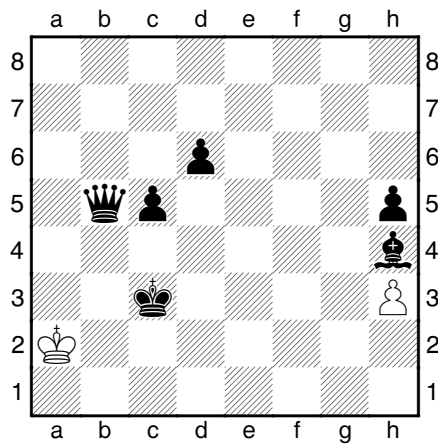
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Q30. How can White checkmate this move?

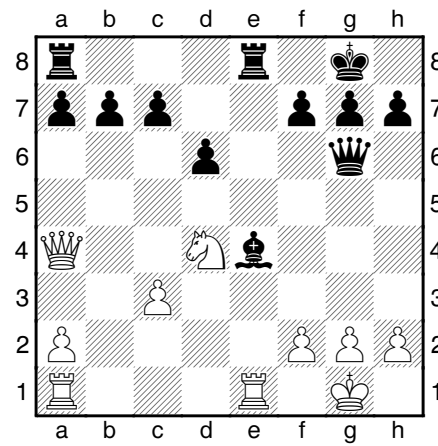
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# Chess Heroes: Checkmates



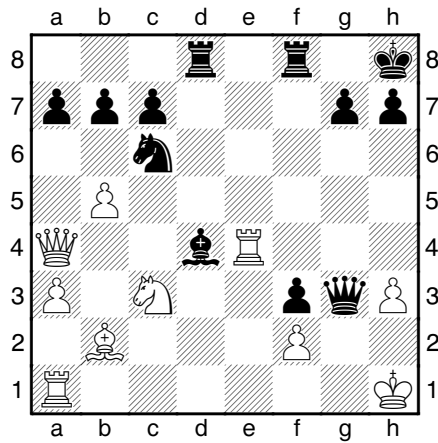
Q31. How can Black checkmate this move?

\_\_\_\_\_



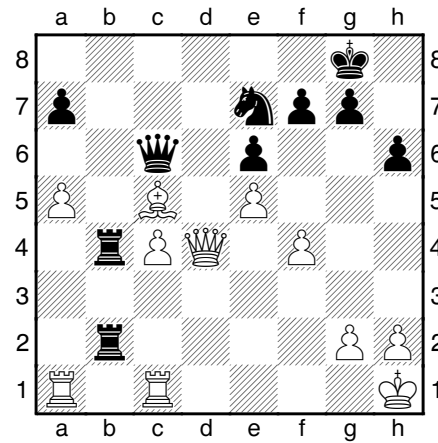
Q32. How can Black checkmate this move?

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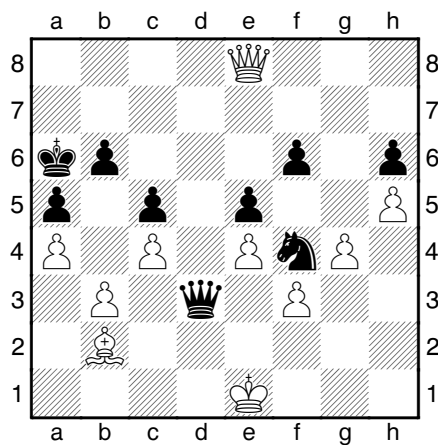
Q33. How can Black checkmate this move?

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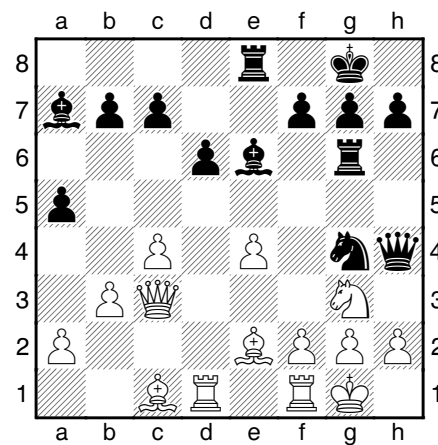
Q34. How can Black checkmate this move?

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Q35. How can Black checkmate this move?

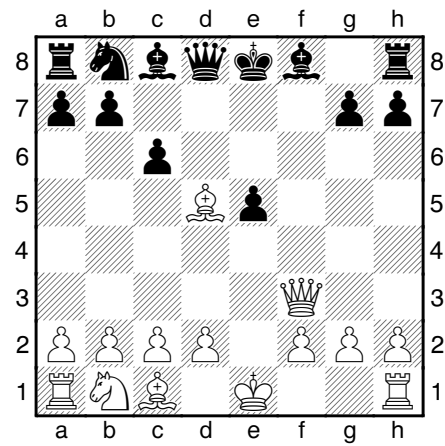
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Q36. How can Black checkmate this move?

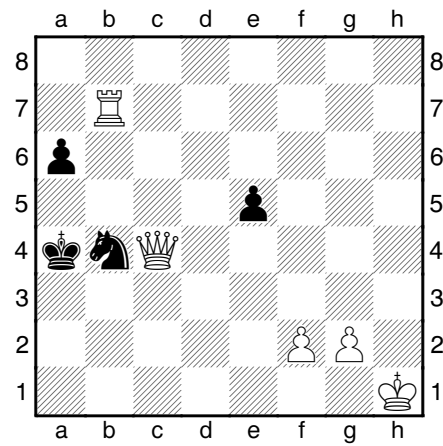
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## Chess Heroes: Checkmates



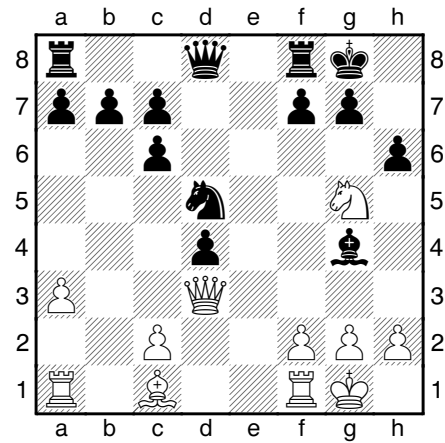
Q37. How can White checkmate this move?

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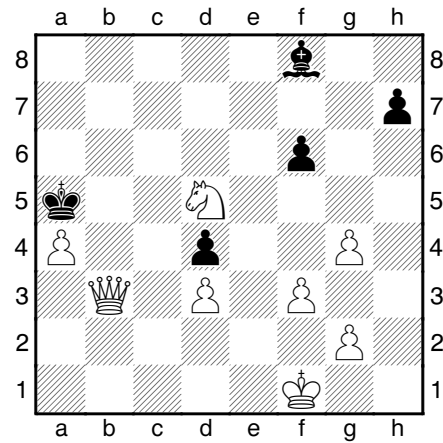
Q38. How can White checkmate this move?

\_\_\_\_\_



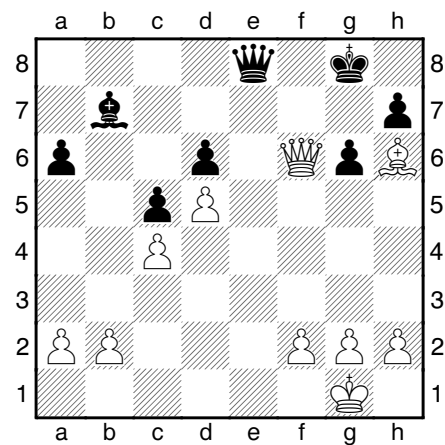
Q39. How can White checkmate this move?

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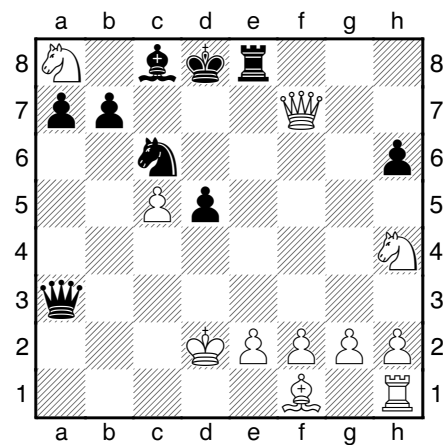
Q40. How can White checkmate this move?

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Q41. How can White checkmate this move?

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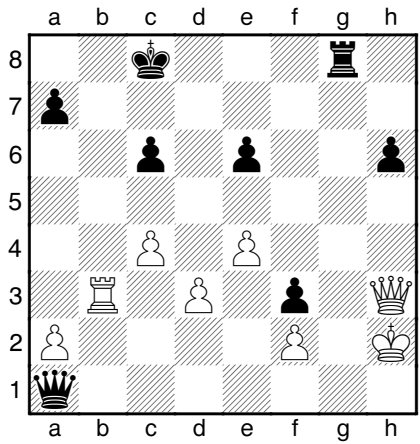


Q42. How can White checkmate this move?

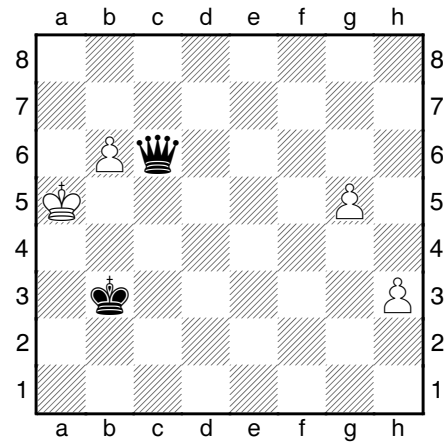
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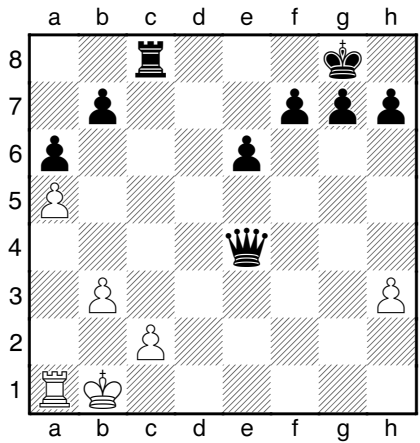
# Chess Heroes: Checkmates



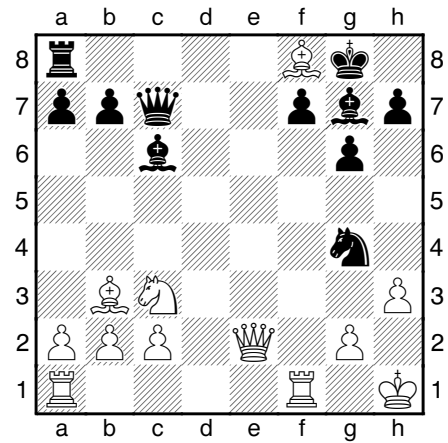
Q43. How can Black checkmate this move?



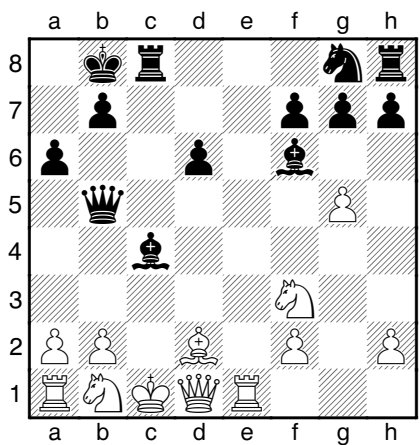
Q44. How can Black checkmate this move?



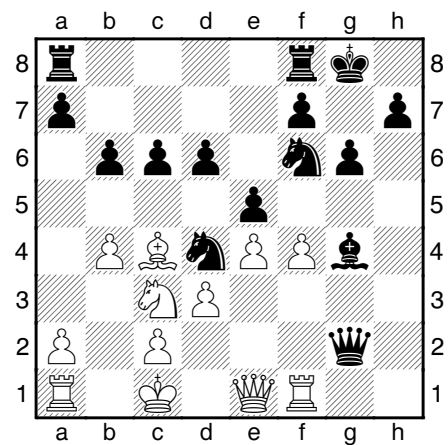
Q45. How can Black checkmate this move?



Q46. How can Black checkmate this move?



Q47. How can Black checkmate this move?



Q48. How can Black checkmate this move?

# CHAPTER 2

## ROOK AND QUEEN CHECKMATES

The patterns you learnt in the previous chapter are the most common types of checkmate so it's worth remembering the ideas. This will make it easier for you to find them in your games.

There are thousands of other types of checkmate, though. Some of them are more common than others, and as you solve more puzzles and play more games you'll learn them.

You won't be surprised to learn that the piece you'll use most often to get checkmate is the queen. The queen is your most powerful piece and if she's close to the enemy king she will be able to stop the king escaping. So you need to be really good at finding queen checkmates.

The rook is your next most powerful piece. You've already seen that rooks are very good at getting checkmate along the side of the board. There are many other ways of getting checkmate with a rook, as you'll see.

We're going to start off by looking for rook checkmates, and then move on to look for queen checkmates. Some of them will look like the checkmates you've already learnt, but others will be different.

You'll have to work them out for yourself rather than just remembering what you've seen before.

To solve these puzzles here's what you do.

1. Look for the enemy king.
2. If it's a rook checkmate puzzle, look for your rook(s).
3. If it's a queen checkmate puzzle, look for your queen(s) – you might have more than one if you promoted a pawn.
4. Look for a check.
5. See if the piece giving the check can be captured, either by the king or by another piece.
6. See if there is any way to block the check.
7. See if the king can move to a safe square.
8. If it's not checkmate, go back to 4 and look for another check.
9. If you're sure it's checkmate write down your answer.

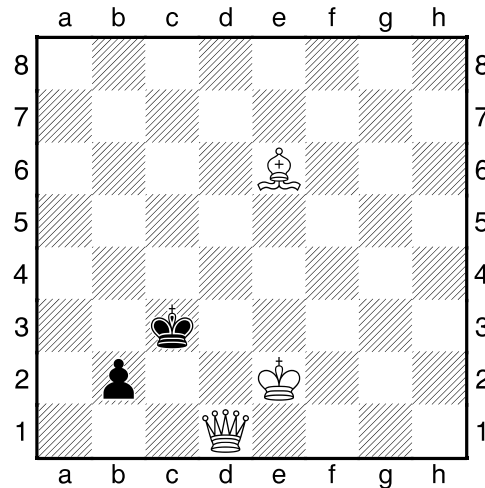
You might want to start by setting the position up on your board so that you can move the pieces around.

You have to be thorough and check everything very carefully before you write down your answer.

You might be able to solve the puzzles from the diagram. If you find it hard, set up the pieces on your board. Be very careful to get exactly the right position. Being able to move the pieces round the board might make it easier for you.

Let's work through an example together. We're going to use TRIAL AND ERROR to find the right answer. Set up the position on your board and work through all the checks in turn.

You're White and have to use your queen to get checkmate.



Have you worked out the answer yet?

You always have to be very careful when you're playing chess. For example, Qc1+ would be a disaster. The black pawn would capture your queen and promote. You'd be losing a position where you had a checkmate.

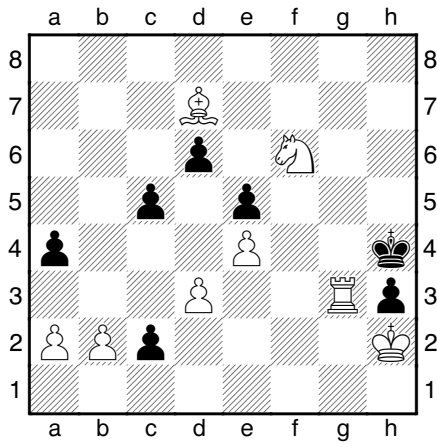
There are several moves that nearly work. Qd3+ allows Kb4. Qe1+ allows Kd4. Qb3+ (it's safe because it's defended by the bishop on e6) also allows Kd4.

You have to find a move that **CONTROLS** both b4 and d4: the right answer is Qd2# (you'll see that the bishop stops the king going to b3 or c4).

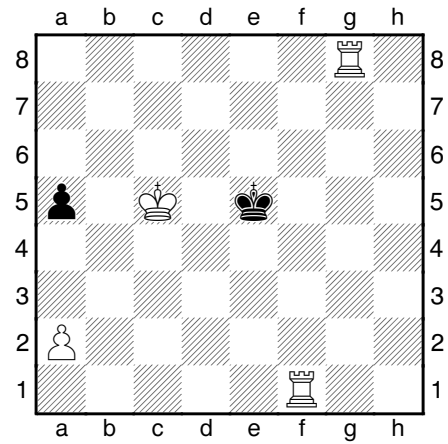
Using this method can help you. If you see why one move doesn't work you can then look for checks that control the square the king escaped to.

Now try to solve some **CHECKMATE** puzzles yourself. You're told whether you're using a rook or a queen, so you know which piece to use. You just have to find the right square.

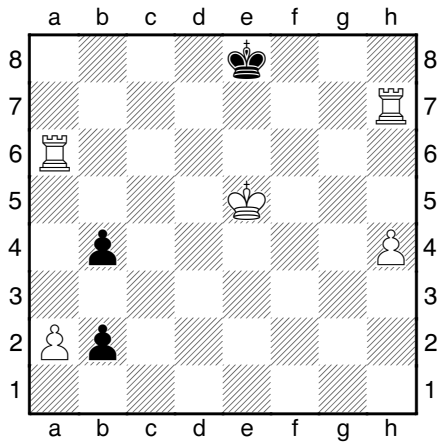
# Chess Heroes: Checkmates



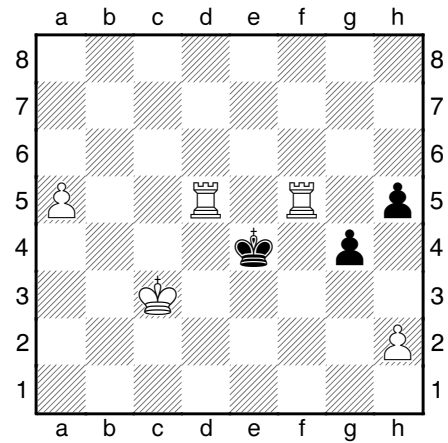
Q49. Find a rook checkmate for White



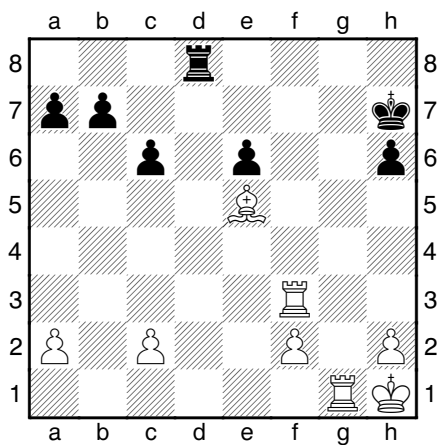
Q50. Find a rook checkmate for White



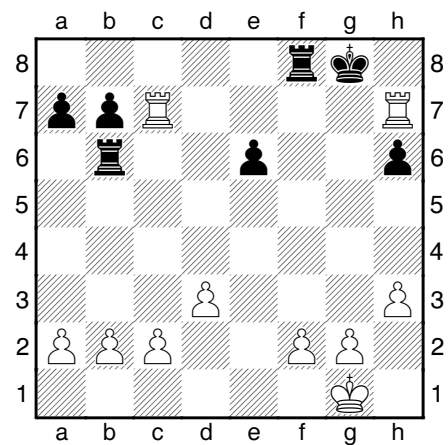
Q51. Find a rook checkmate for White



Q52. Find a rook checkmate for White

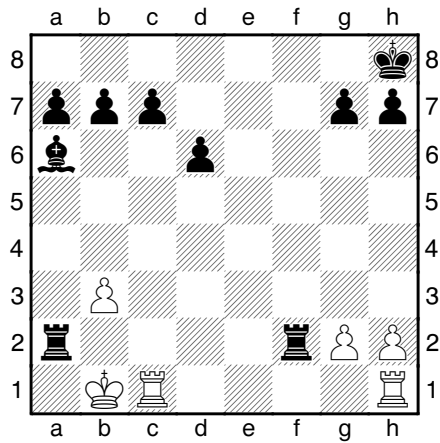


Q53. Find a rook checkmate for White



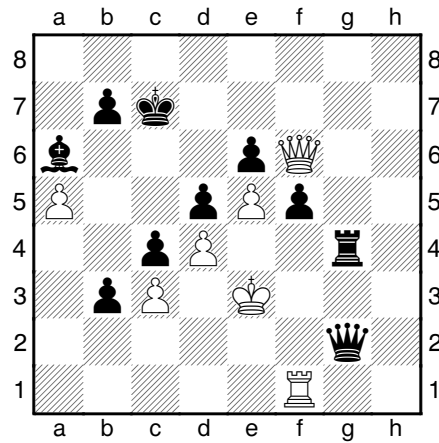
Q54. Find a rook checkmate for White

# Chess Heroes: Checkmates



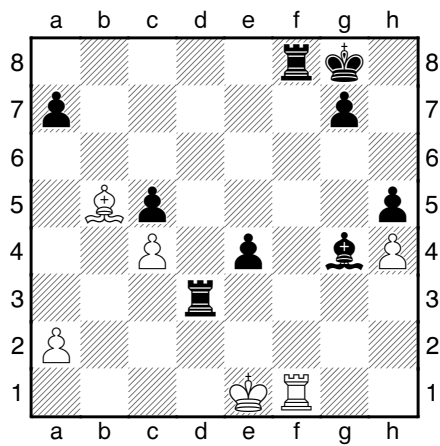
Q55. Find a rook checkmate for Black

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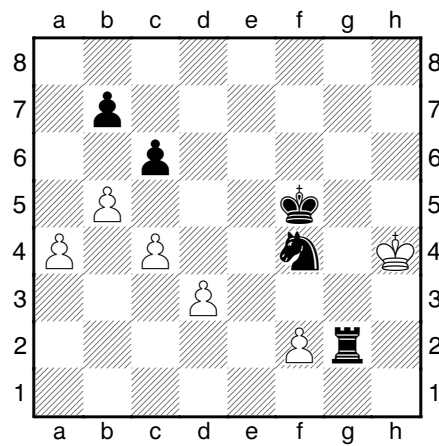
Q56. Find a rook checkmate for Black

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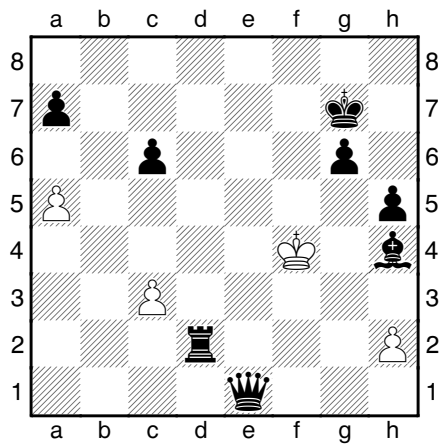
Q57. Find a rook checkmate for Black

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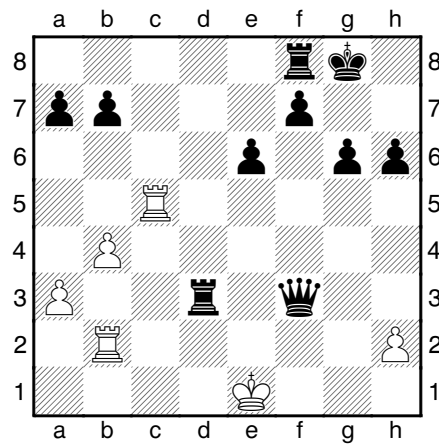
Q58. Find a rook checkmate for Black

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Q59. Find a rook checkmate for Black

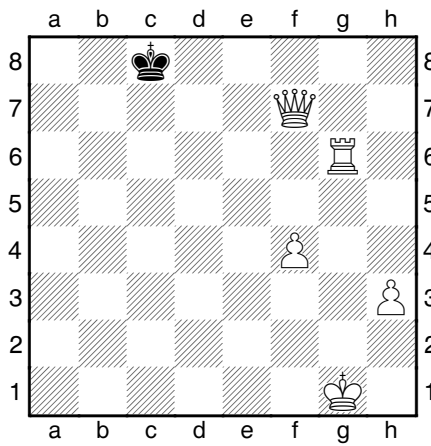
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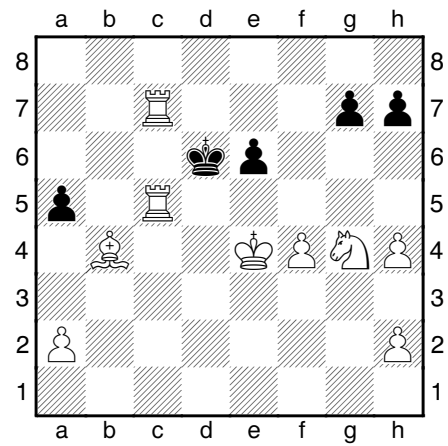
Q60. Find a rook checkmate for Black

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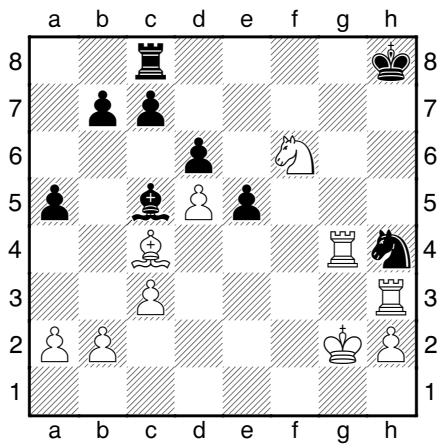
# Chess Heroes: Checkmates



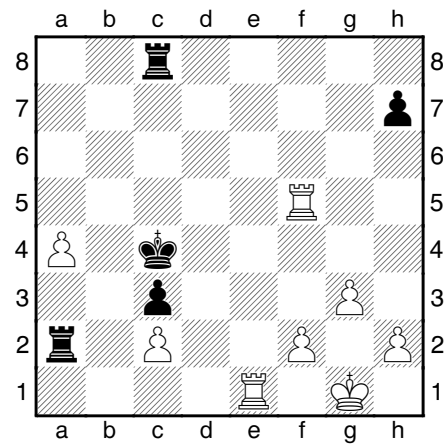
Q61. Find a rook checkmate for White



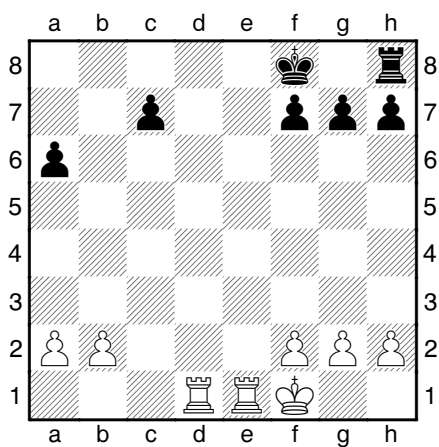
Q62. Find a rook checkmate for White



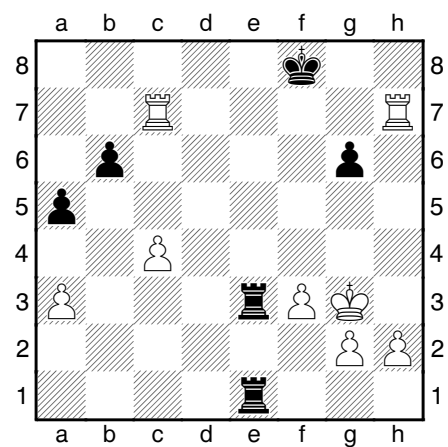
Q63. Find a rook checkmate for White



Q64. Find a rook checkmate for White

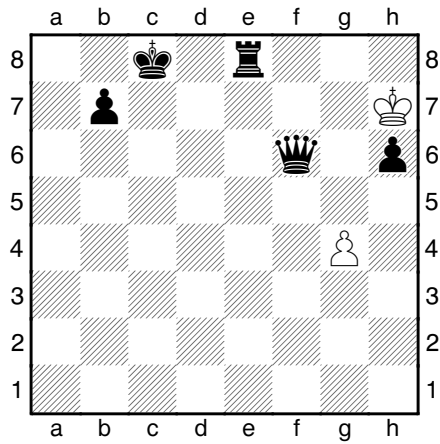


Q65. Find a rook checkmate for White

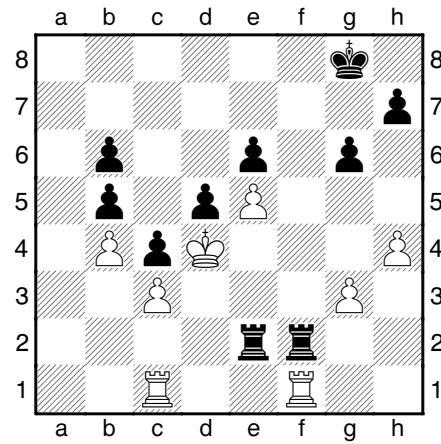


Q66. Find a rook checkmate for White

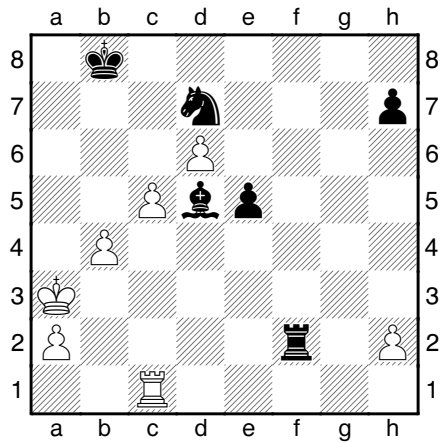
# Chess Heroes: Checkmates



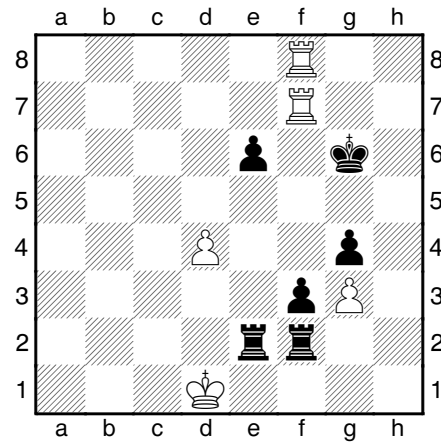
Q67. Find a rook checkmate for Black



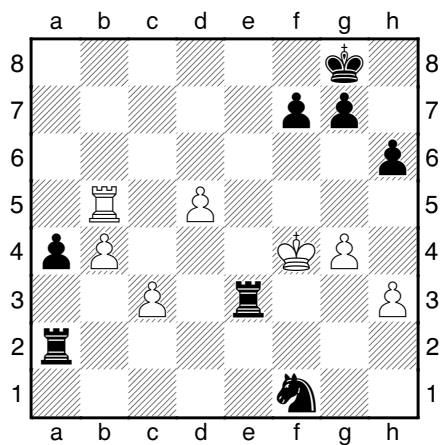
Q68. Find a rook checkmate for Black



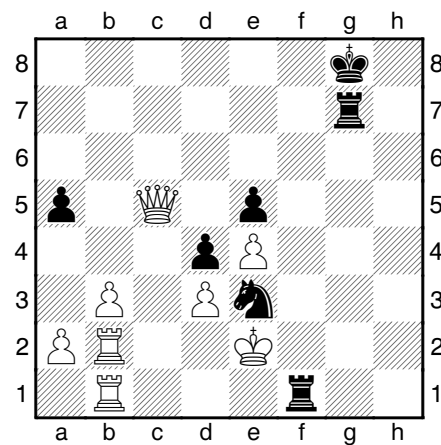
Q69. Find a rook checkmate for Black



Q70. Find a rook checkmate for Black



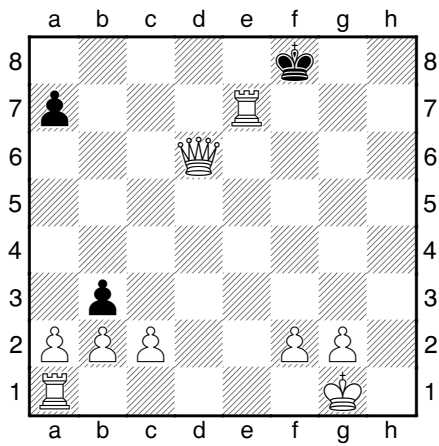
Q71. Find a rook checkmate for Black



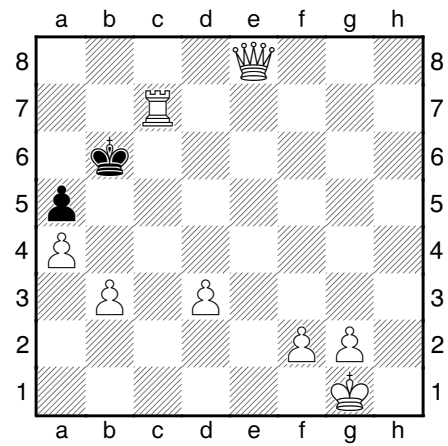
Q72. Find a rook checkmate for Black



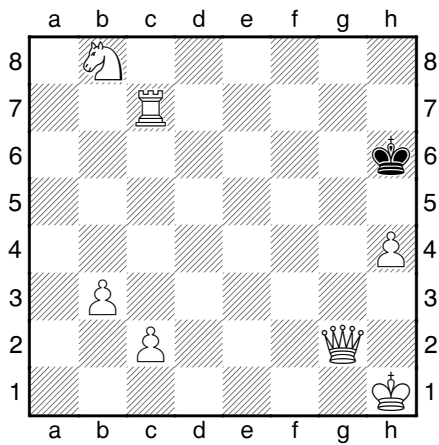
# Chess Heroes: Checkmates



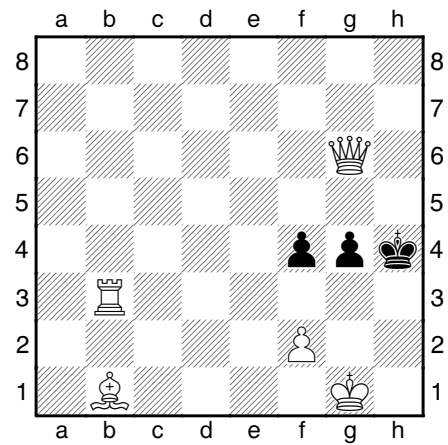
Q73. Find a queen checkmate for White



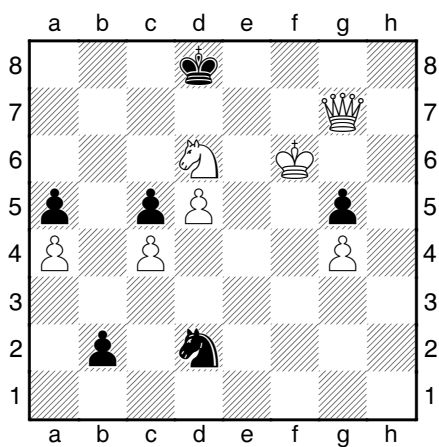
Q74. Find a queen checkmate for White



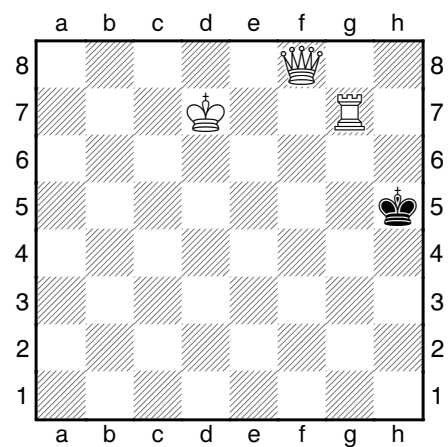
Q75. Find a queen checkmate for White



Q76. Find a queen checkmate for White

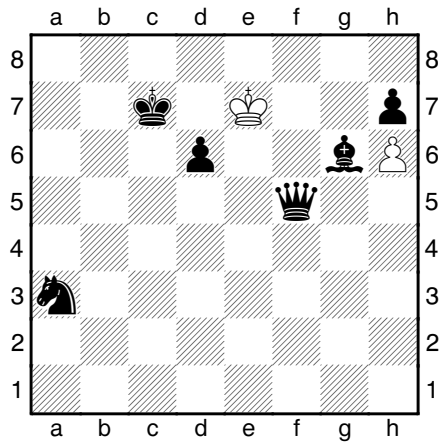


Q77. Find a queen checkmate for White

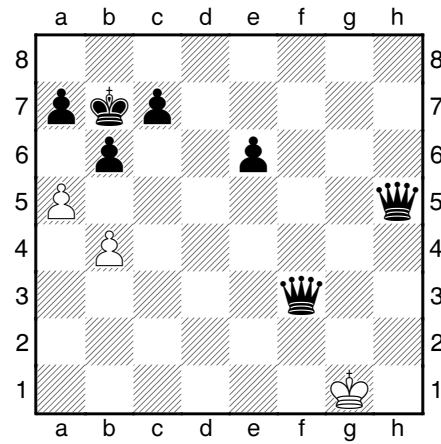


Q78. Find a queen checkmate for White

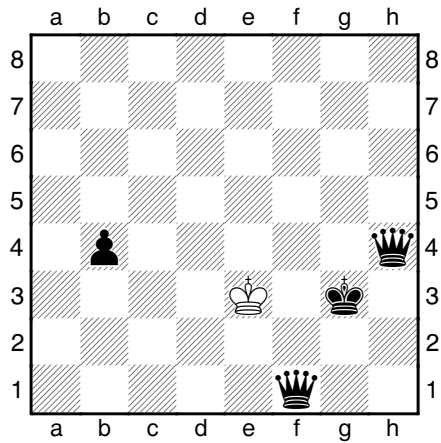
# Chess Heroes: Checkmates



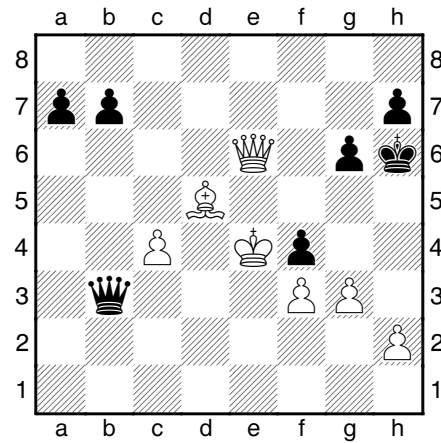
Q79. Find a queen checkmate for Black



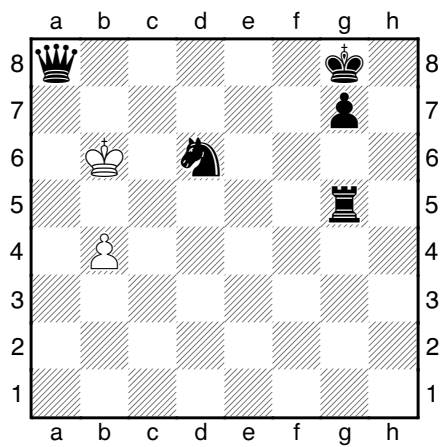
Q80. Find a queen checkmate for Black



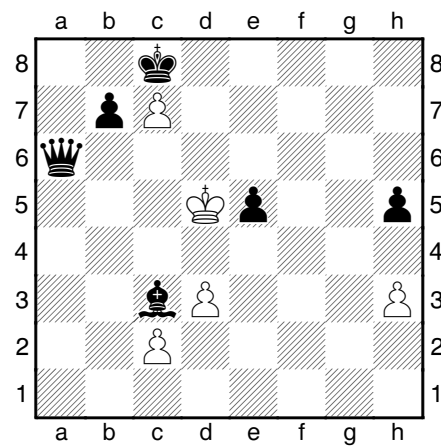
Q81. Find a queen checkmate for Black



Q82. Find a queen checkmate for Black

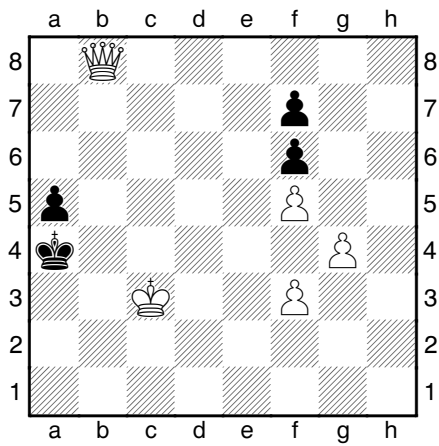


Q83. Find a queen checkmate for Black



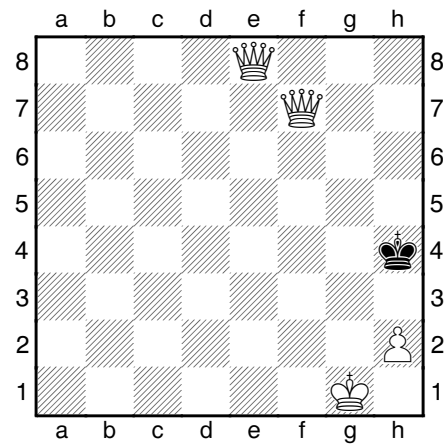
Q84. Find a queen checkmate for Black

# Chess Heroes: Checkmates



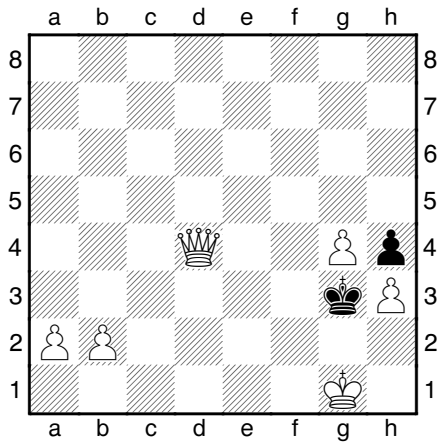
Q85. Find a queen checkmate for White

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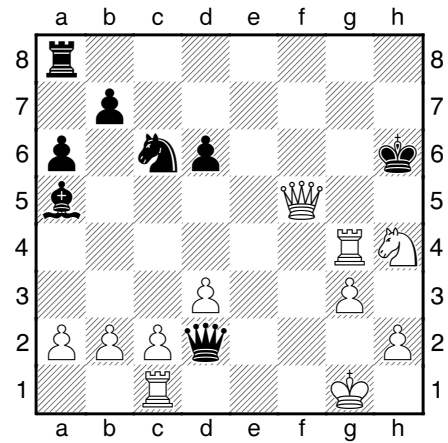
Q86. Find a queen checkmate for White

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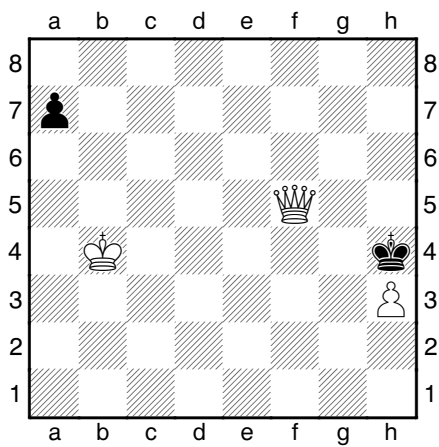
Q87. Find a queen checkmate for White

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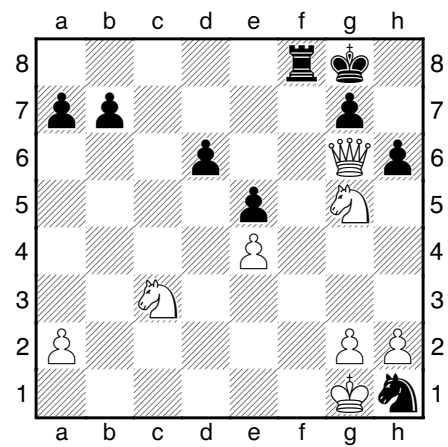
Q88. Find a queen checkmate for White

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Q89. Find a queen checkmate for White

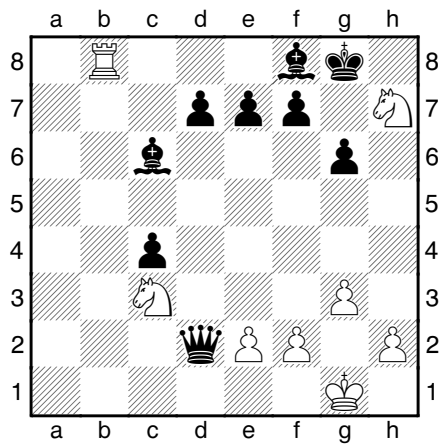
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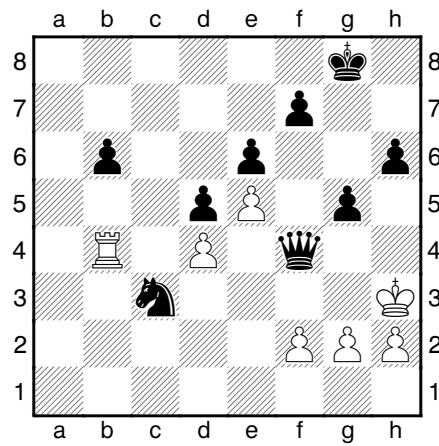
Q90. Find a queen checkmate for White

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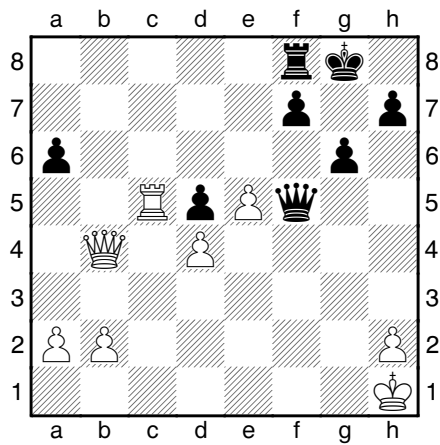
## Chess Heroes: Checkmates



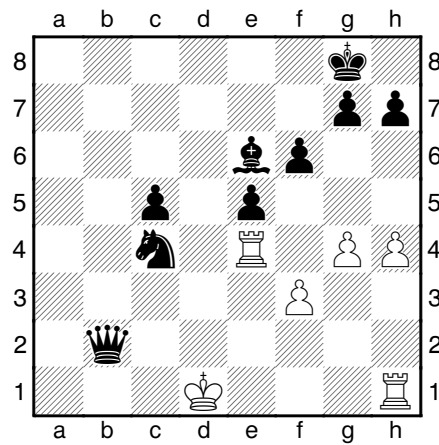
Q91. Find a queen checkmate for Black



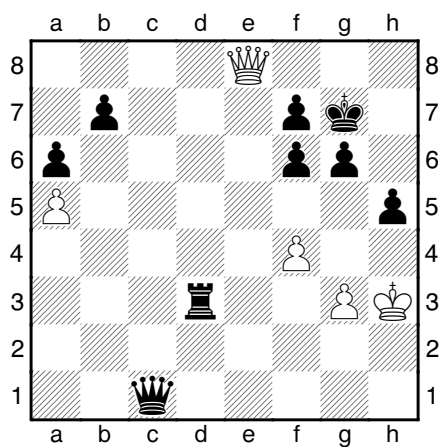
Q92. Find a queen checkmate for Black



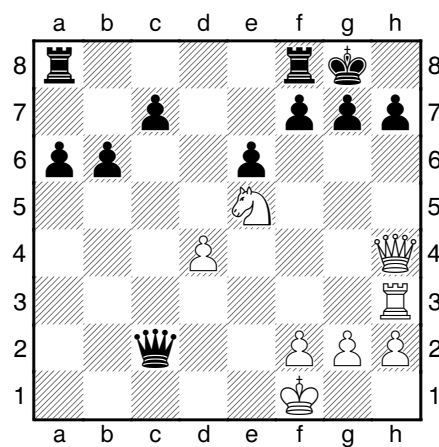
Q93. Find a queen checkmate for Black



Q94. Find a queen checkmate for Black

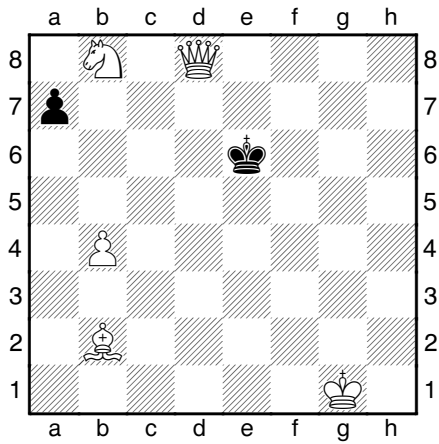


Q95. Find a queen checkmate for Black

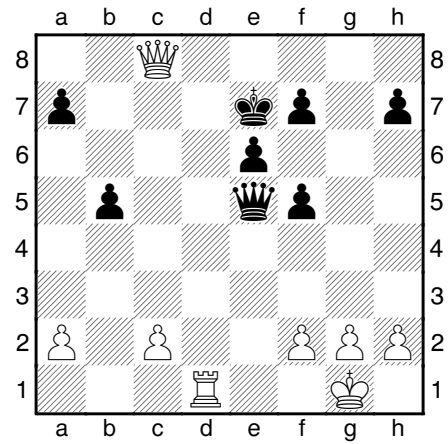


Q96. Find a queen checkmate for Black

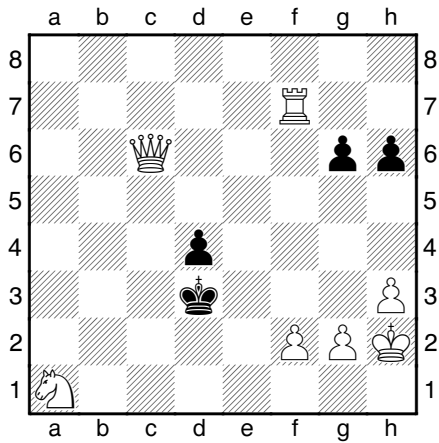
# Chess Heroes: Checkmates



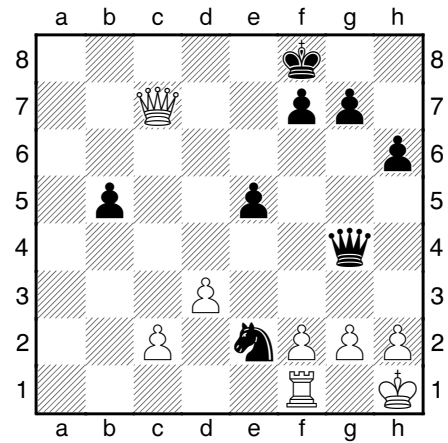
Q97. Find a queen checkmate for White



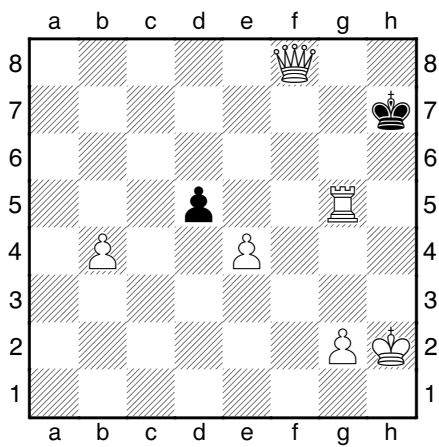
Q98. Find a queen checkmate for White



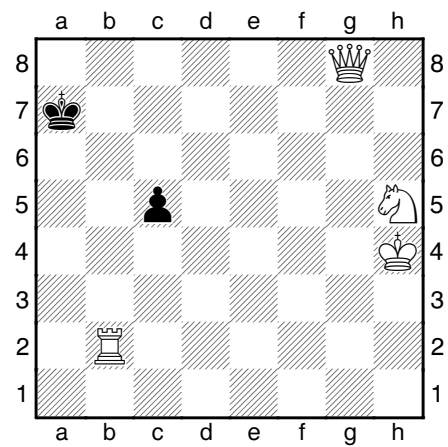
Q99. Find a queen checkmate for White



Q100. Find a queen checkmate for White

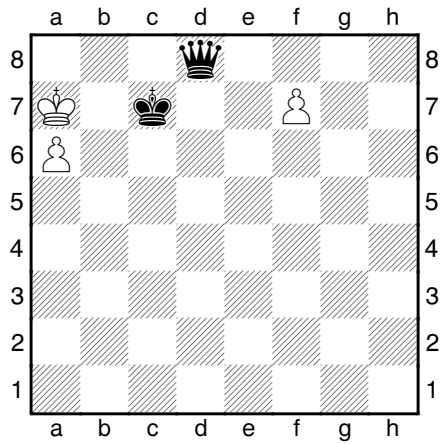


Q101. Find a queen checkmate for White

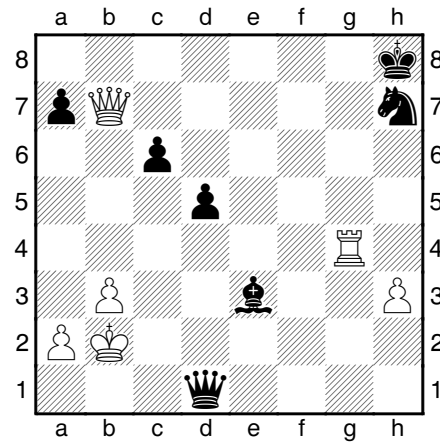


Q102. Find a queen checkmate for White

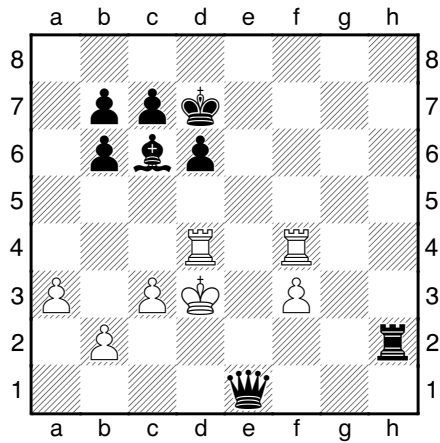
# Chess Heroes: Checkmates



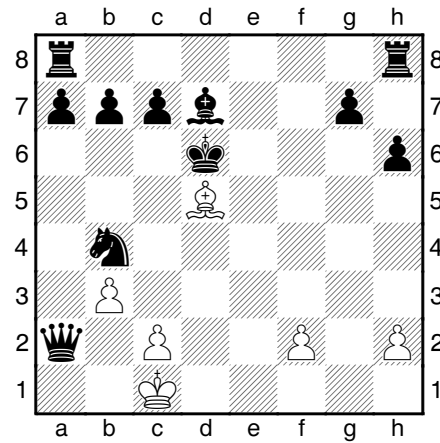
Q103. Find a queen checkmate for Black



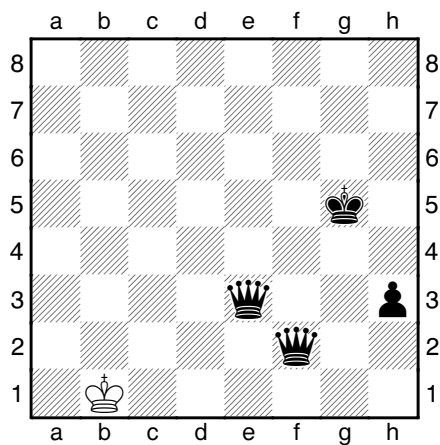
Q104. Find a queen checkmate for Black



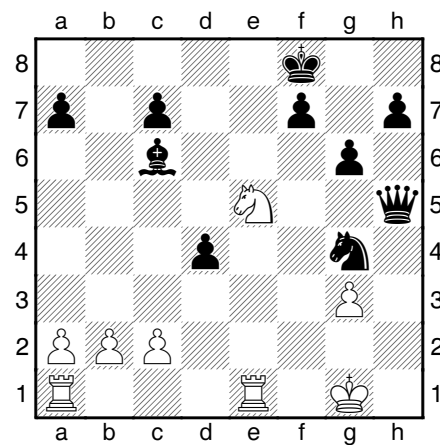
Q105. Find a queen checkmate for Black



Q106. Find a queen checkmate for Black



Q107. Find a queen checkmate for Black



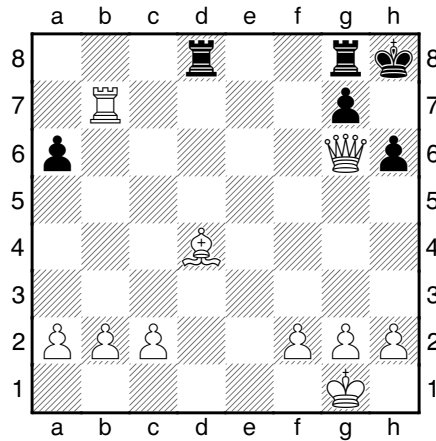
Q108. Find a queen checkmate for Black

# CHAPTER 3

## PIN AND DISCOVERED CHECKMATES

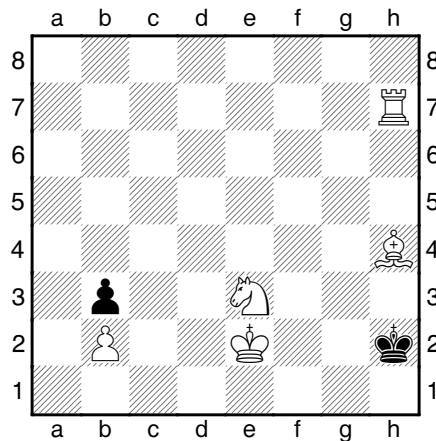
We're now going to look at two unusual sorts of checkmate which can be quite hard to find. The first one is the PIN MATE and the second one is the DISCOVERED MATE.

Look at this position and see if you can work out how White can get checkmate.



At first it looks like Qxh6 would be a mistake because Black would be able to capture the queen. But look closely at the position, and at the bishop on d4. Black is not allowed to capture the queen because the pawn on g7 is PINNED by the bishop. White has played a clever move, using a PIN to get checkmate. We sometimes call this a PIN MATE.

Now try this one.



It looks impossible at first, until you see the rook on h7 in line with the black king. If you move the bishop out of the way, the rook will be checking the black king. This is called a DISCOVERED CHECK. If you move the bishop back to d8, for example, the black king will be able to escape to g1 or g3. Moving the bishop to e1 will prevent Kg3 but still allow Kg1. The only way for White to checkmate this move is to play Bf2, CONTROLLING both g1 and g3.



In order to solve the puzzles in this chapter you'll really have to look at what every piece is doing, not just some of them, otherwise you'll miss this sort of checkmate.

You'll learn a lot more about PINS and DISCOVERED ATTACKS if you read *CHESS TACTICS FOR HEROES*.

Here are some examples of PIN MATES and DISCOVERED MATES for you to try.

Here's how you look for a PIN MATE.

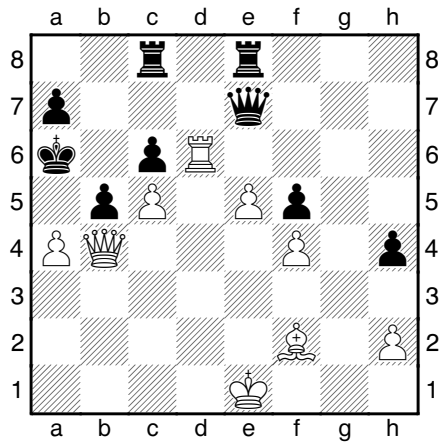
1. Look for the enemy king.
2. Look for one of your LINE PIECES (queen, rook or bishop) which is in line with the enemy king, with an enemy piece in between.
3. The enemy piece in the middle of the sandwich is PINNED so you can play a check which takes advantage of this.
4. Look for a check on a square where a PINNED enemy piece will not be able to capture you.
5. See if the piece giving the check can be captured, either by the king or by another piece.
6. See if there is any way to block the check.
7. See if the king can move to a safe square.
8. If it's not checkmate, go back to 4 and look for another check.
9. If you're sure it's checkmate write down your answer.

And here's how you go about finding a DISCOVERED MATE.

1. Look for the enemy king.
2. Look for one of your line pieces (queen, rook or bishop) which is in line with the enemy king, with one of your pieces in between.
3. You can move the piece in the middle of the sandwich to make a DISCOVERED CHECK.
4. Look for a check on a square which will CONTROL the enemy king's escape squares.
5. See if the piece giving the check can be captured, either by the king or by another piece.
6. See if there is any way to block the check.
7. See if the king can move to a safe square.
8. If it's not checkmate, go back to 4 and look for another check.
9. If you're sure it's checkmate write down your answer.

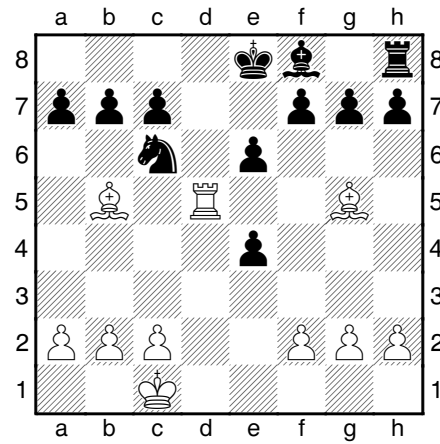
Don't forget that we're not just looking for rook and queen checkmates here. The checkmating piece might be a bishop, a knight, or even a pawn.

## Chess Heroes: Checkmates



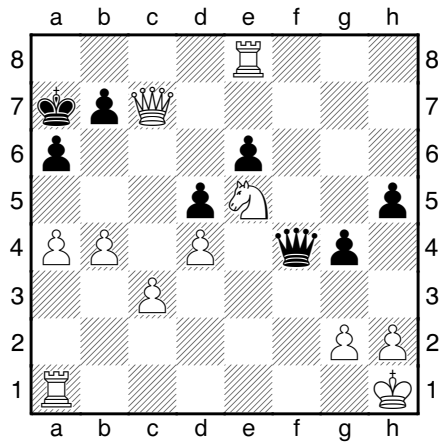
Q109. Find a checkmate for White using a pin

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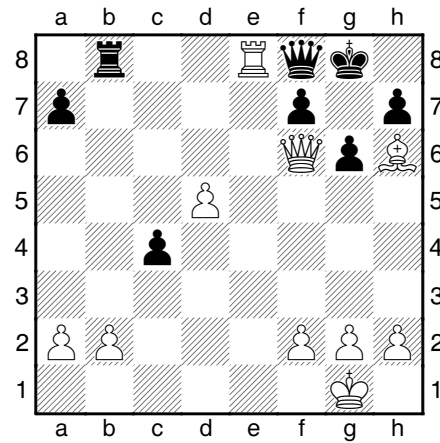
Q110. Find a checkmate for White using a pin

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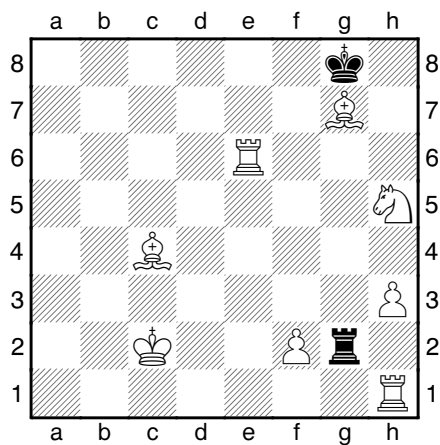
Q111. Find a checkmate for White using a pin

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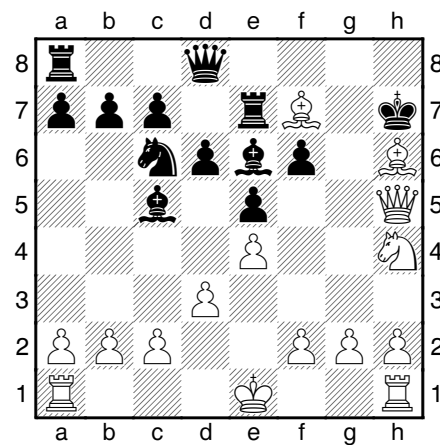
Q112. Find a checkmate for White using a pin

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Q113. Find a discovered checkmate for White

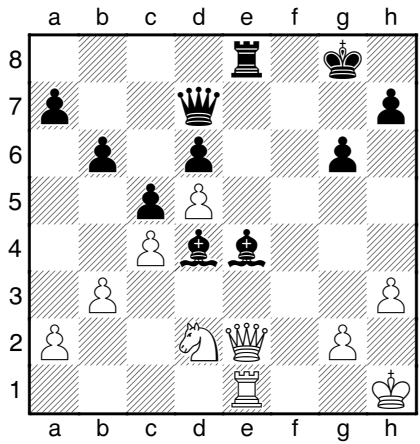
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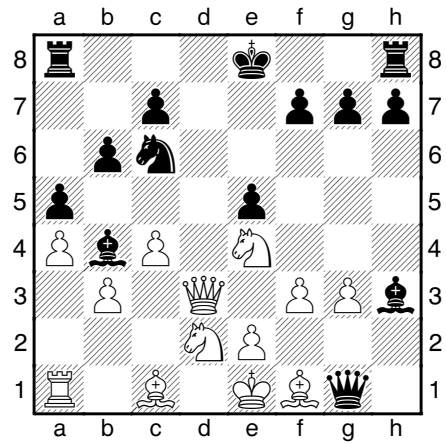
Q114. Find a discovered checkmate for White

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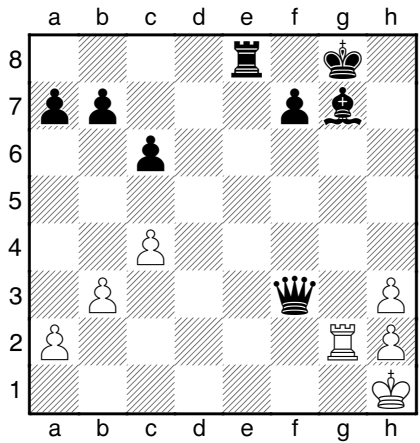
## Chess Heroes: Checkmates



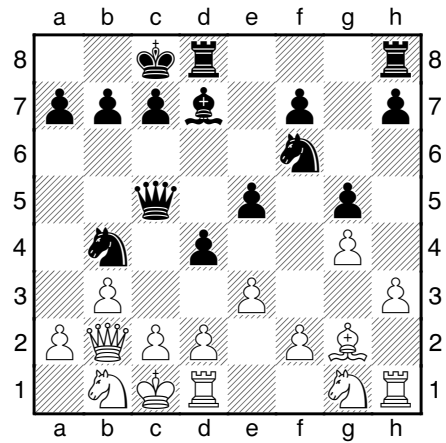
Q115 Find a checkmate for Black using a pin



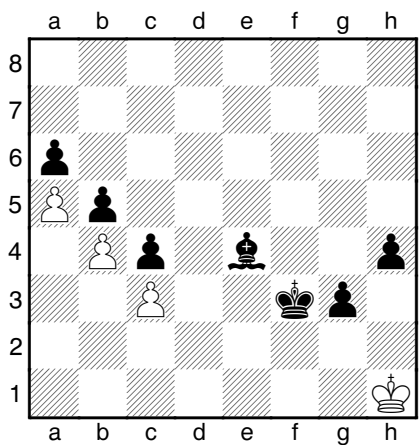
Q116. Find a checkmate for Black using a pin



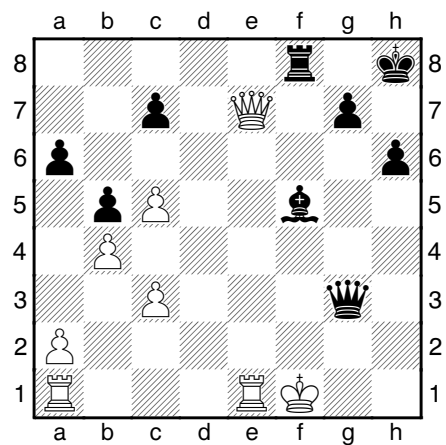
Q117. Find a checkmate for Black using a pin



Q118. Find a checkmate for Black using a pin



Q119. Find a discovered checkmate for Black



Q120. Find a discovered checkmate for Black

# CHAPTER 4

## MORE CHECKMATES IN ONE MOVE

In this chapter you're going to have to find a lot more CHECKMATES IN ONE MOVE. But now it will be harder. We're not going to tell you which piece to move or which type of CHECKMATE it is.

The CHECKMATES might be with a queen or a rook. They might also be with a bishop, a knight or even a pawn. Some of them will look like CHECKMATES you've seen before but many of them will be different. Some of them might be PIN CHECKMATES, DISCOVERED CHECKMATES or even DOUBLE CHECKMATES (DISCOVERED CHECKMATES where the piece moving away also checks the enemy king).

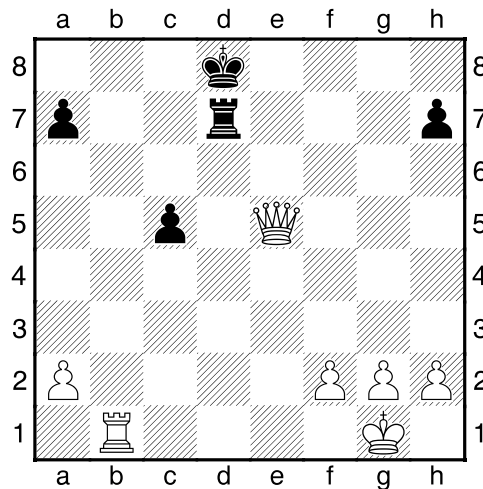
It's really important that you become very good at spotting CHECKMATES. Here's why:

1. A lot of games between less experienced players end up in STALEMATE because the player who's ahead thinks about winning pieces and getting lots of queens rather than getting CHECKMATE. Don't let it happen to you! You need to get CHECKMATE to win the game.
2. Your opponent might make a mistake and let you get a quick CHECKMATE at any point in the game.
3. You'll be able to set up CHECKMATE THREATS during your games. Sometimes your opponent won't notice and you'll be able to carry out your THREAT. Sometimes your opponent will have to give up a piece to stop CHECKMATE.
4. You'll be able to notice if your opponent makes a CHECKMATE THREAT. You'll also learn to understand about not moving defending pieces to allow CHECKMATE.
5. Learning the most common CHECKMATE PATTERNS will help you finish off your opponents quickly and efficiently.

Here's how you might go about solving these puzzles.

1. Look for the enemy king. See what squares, if any, he can move to.
2. Look at the board and see where all your pieces are.
3. See if you can spot a possible CHECKMATE PATTERN. Perhaps there's a BACK RANK MATE or a TEAM ATTACK (an attack with more than one piece) against a square next to the enemy king.
4. Look for a CHECK. See if your opponent can get out of check by moving the king, blocking the check or capturing the checking piece.
5. If your opponent cannot get out of CHECK you've found the answer. If not, you'll have to try again.
6. Look for another CHECK. Think about the reason why your previous guess didn't work: that might help you make a better guess this time.
7. Keep on looking until you've found the answer. Don't give up: try again and again!

Let's look at a couple of examples to see how it works. It's White's move in this position.

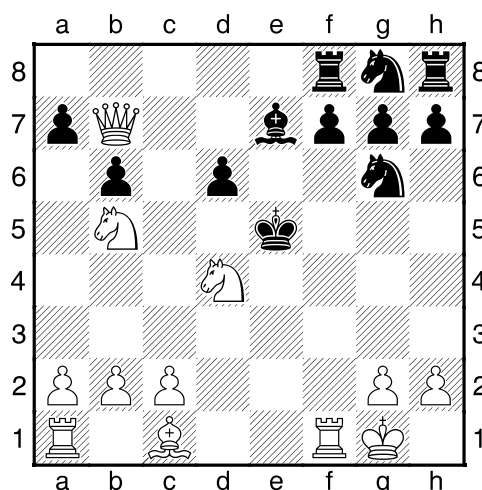


You might start by looking at Qf6+. Black has several ways to get out of check. There's Re7, Kc7, Kc8 or Ke8. So let's look for something else. Qh8+ is a better try. Now Black can't block or stay on the back rank. But it still doesn't work: Black has Kc7 or Ke7. So try Qb8+ instead. Close, but not quite good enough: Ke7 still gets out of check.

You might then notice the rook on b1 and try Rb8+. This time it is checkmate. Black cannot capture, block or move to a safe square.

If you use better thinking skills, you'll solve it more quickly. You'll soon spot that the black king can only move to c8, which suggests a **BACK RANK MATE**, and also see the rook on b1 at once, rather than after you've tried the queen moves.

Now have a look at this position. Again, it's White to play and checkmate this move.



This example is a lot harder to solve. A quick look will tell you that the black king has no moves, and that the white queen, one of the rooks, bishop and both knights are all playing a part in the attack. It looks like there ought to be several CHECKMATES but in fact there's only one! There's no real short cut here: you just have to try each CHECK in turn until you find the right answer. You'll have to look at each CHECK very carefully to make sure that it's safe, and that the black king really does have no escape.

You might think at first that any check will be mate. But Qxe7 has two problems, the king can go to d5 or, more seriously, either knight can capture the queen (be careful!). Bf4+ also has two problems: Nxf4 or Kf6. Qd5+ and Qe4+ are both unsafe: the king will capture the queen (be careful again!).

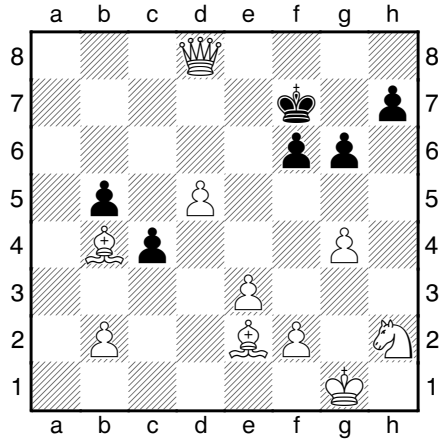
It looks like a knight move might be the answer, but both knight checks have disadvantages. Nf3+ cuts off the rook and allows Kf5 or Kf6. Nc6+ cuts off the queen and allows Kd5 or Ke4. You have to be careful not to BLOCK a line of attack. Finally, having tried everything else, you look at your rook on f1. This time you have the right piece but Re1+ allows Kf6: the only way to CHECKMATE black this move is Rf5#.

You're going to have to be very thorough to solve these puzzles. Don't just jump at the first check you see. Make absolutely sure you have the correct answer before writing anything down. If it takes you five or ten minutes to work out the answer to one of the questions that's fine!

If you can't solve the position from the diagram set the pieces up on your board and move them around, but remember to put them back on the right squares! If you get stuck on one question move onto the next one and come back to it later rather than giving up completely.

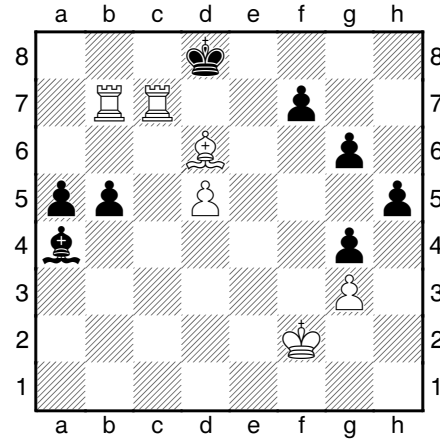
When you're ready, turn over the page and start looking for checkmates!

# Chess Heroes: Checkmates



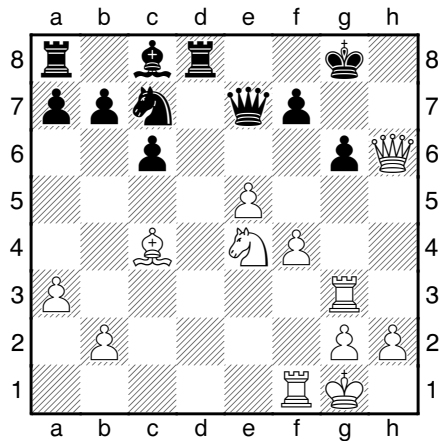
Q121. How can White checkmate this move?

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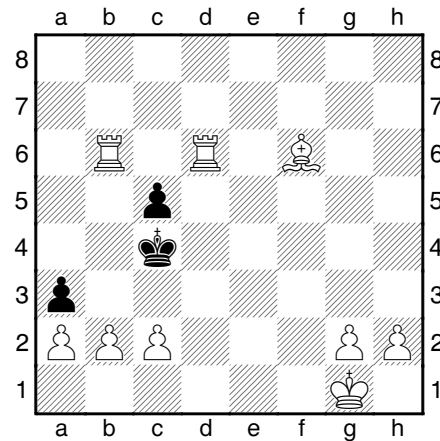
Q122. How can White checkmate this move?

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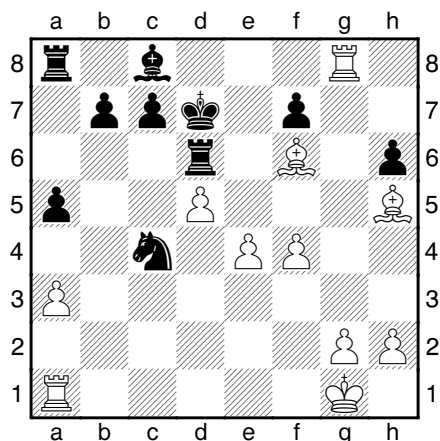
Q123. How can White checkmate this move?

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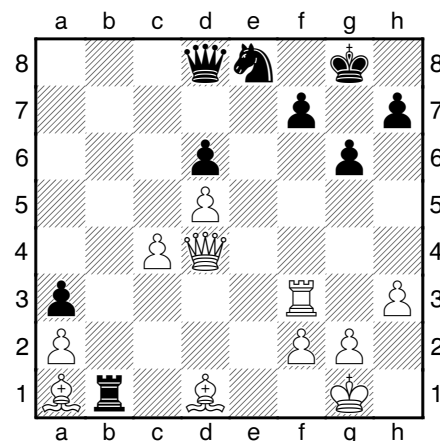
Q124. How can White checkmate this move?

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Q125. How can White checkmate this move?

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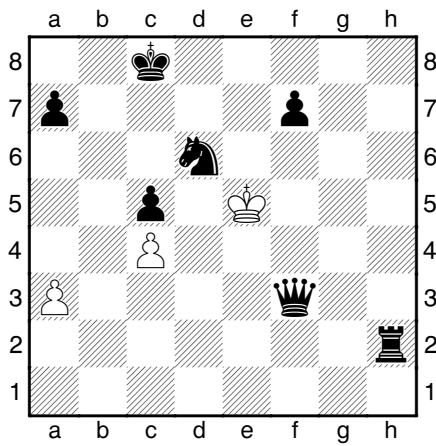


Q126. How can White checkmate this move?

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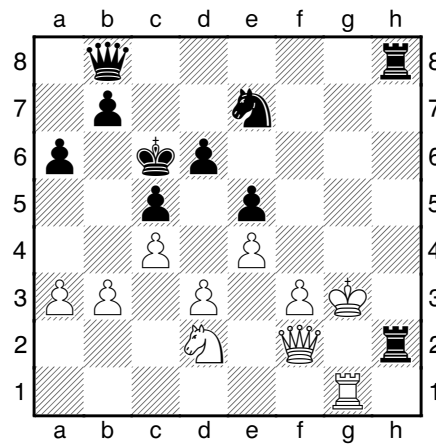


## Chess Heroes: Checkmates



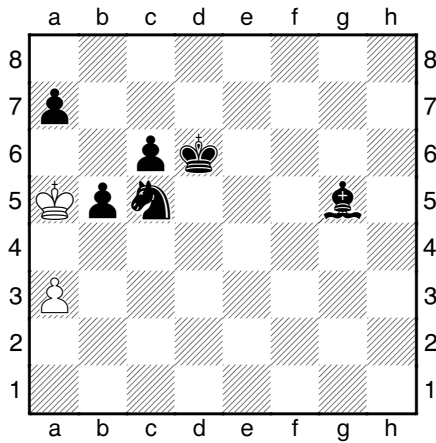
Q127. How can Black checkmate this move?

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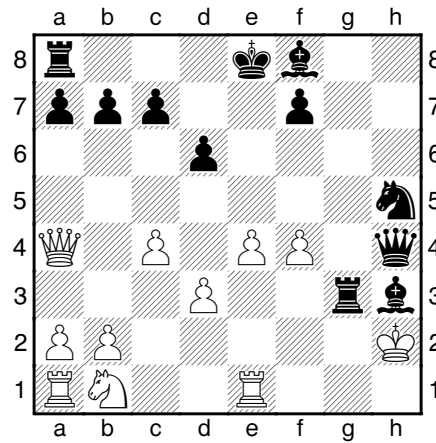
Q128. How can Black checkmate this move?

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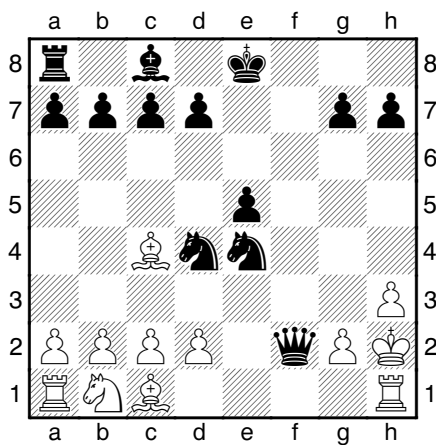
Q129. How can Black checkmate this move?

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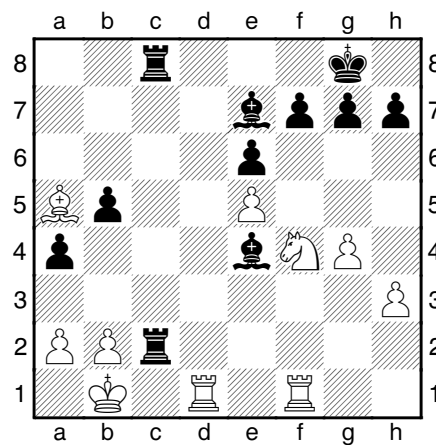
Q130. How can Black checkmate this move?

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Q131. How can Black checkmate this move?

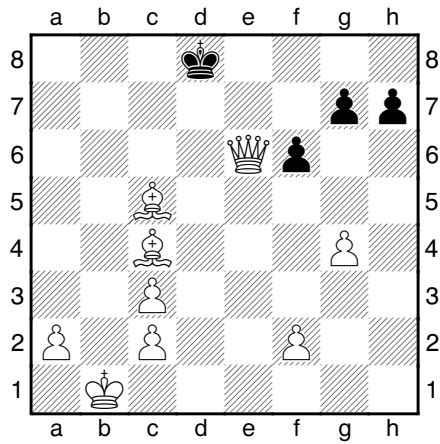
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Q132. How can Black checkmate this move?

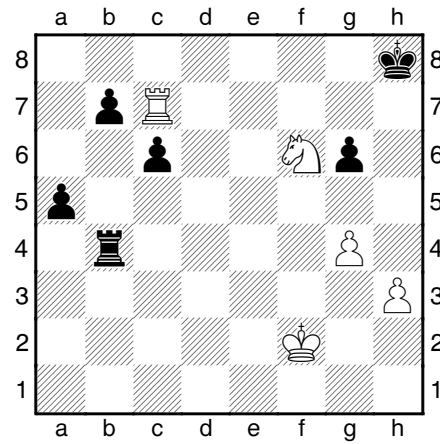
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## Chess Heroes: Checkmates



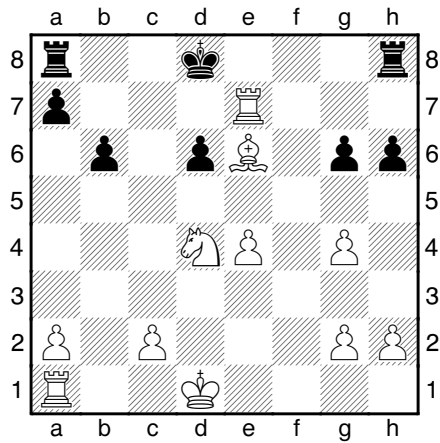
Q133. How can White checkmate this move?

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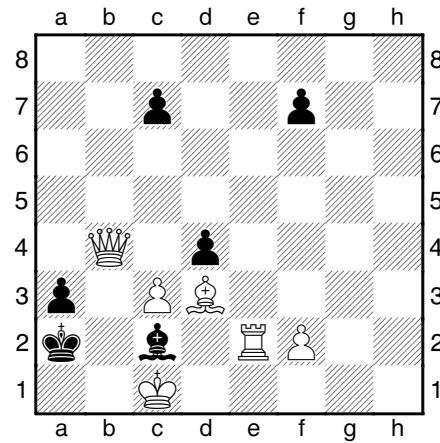
Q134. How can White checkmate this move?

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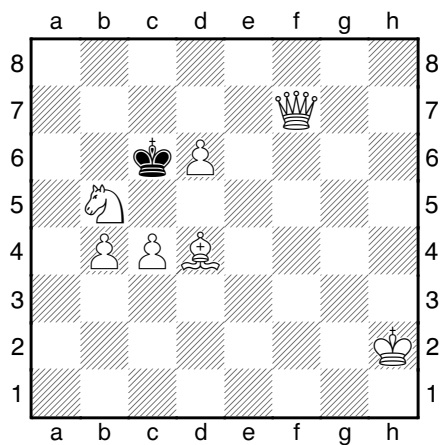
Q135. How can White checkmate this move?

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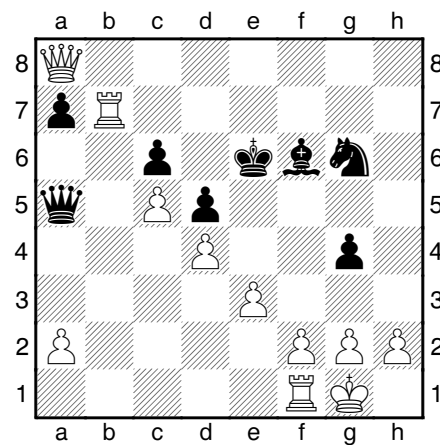
Q136. How can White checkmate this move?

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Q137. How can White checkmate this move?

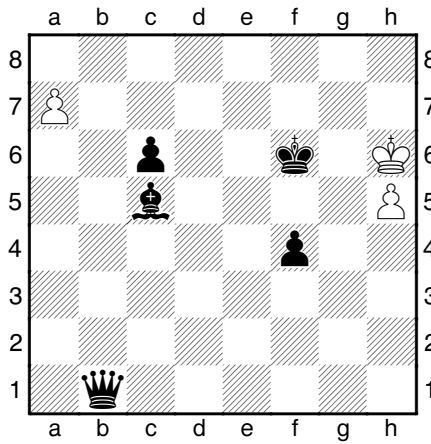
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Q138. How can White checkmate this move?

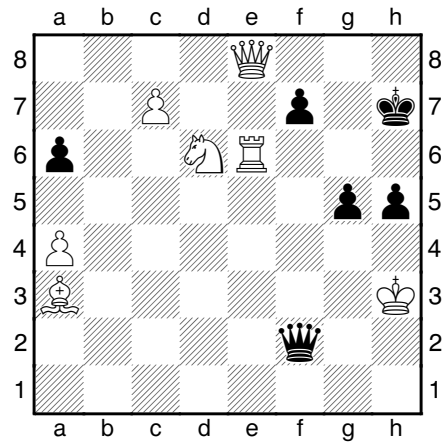
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## Chess Heroes: Checkmates



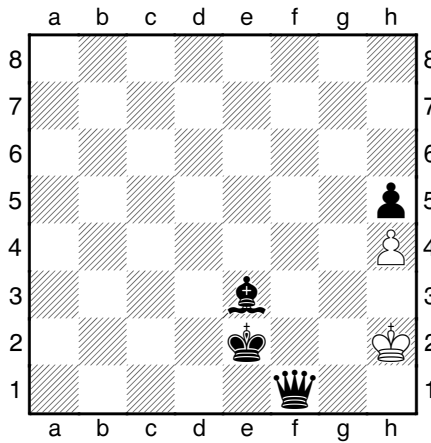
Q139. How can Black checkmate this move?

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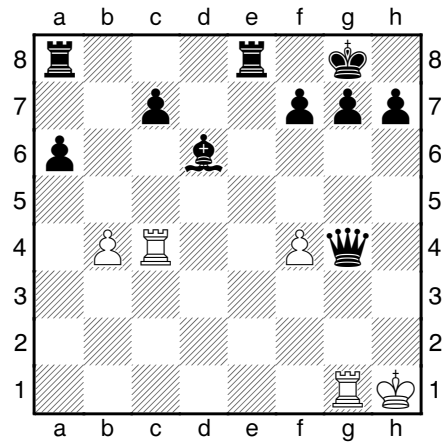
Q140. How can Black checkmate this move?

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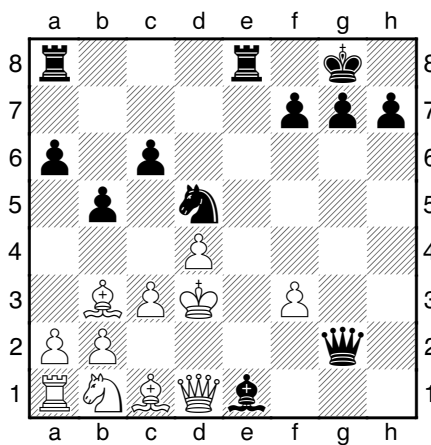
Q141. How can Black checkmate this move?

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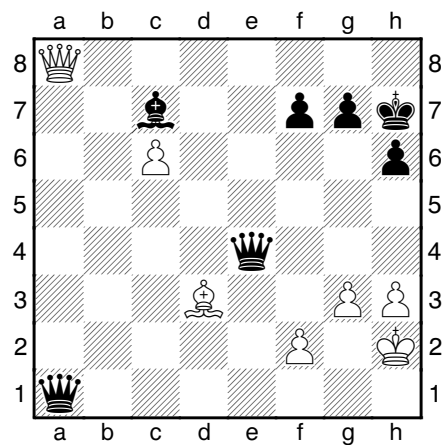
Q142. How can Black checkmate this move?

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Q143. How can Black checkmate this move?

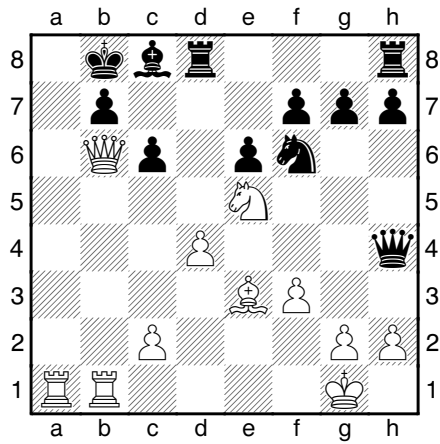
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Q144. How can Black checkmate this move?

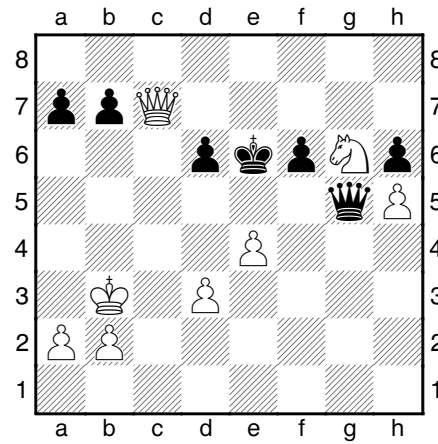
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## Chess Heroes: Checkmates



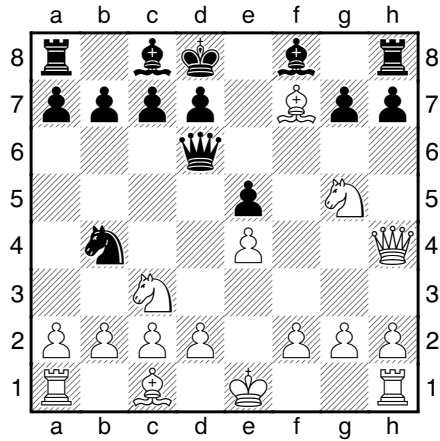
Q145. How can White checkmate this move?

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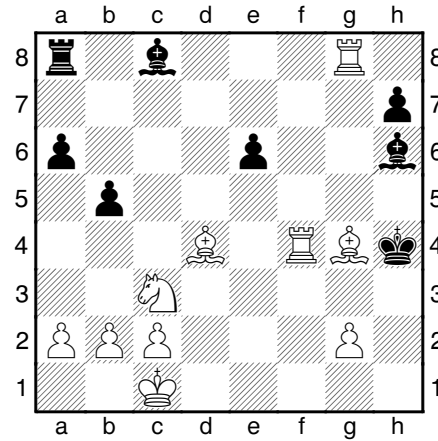
Q146. How can White checkmate this move?

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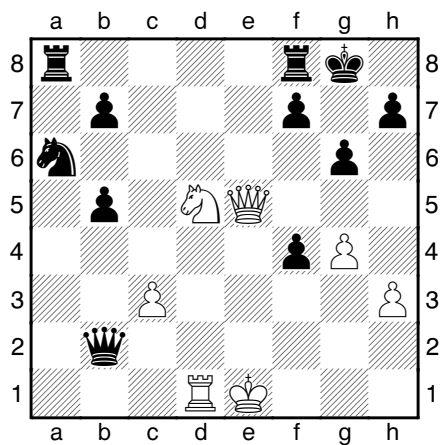
Q147. How can White checkmate this move?

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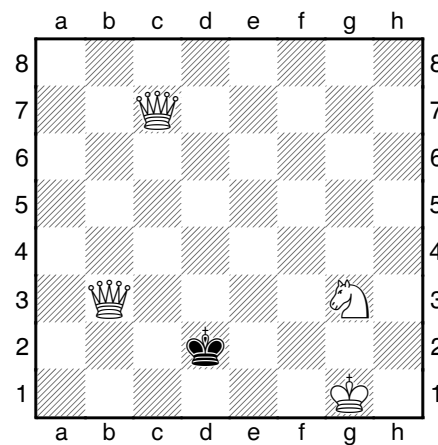
Q148. How can White checkmate this move?

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Q149. How can White checkmate this move?

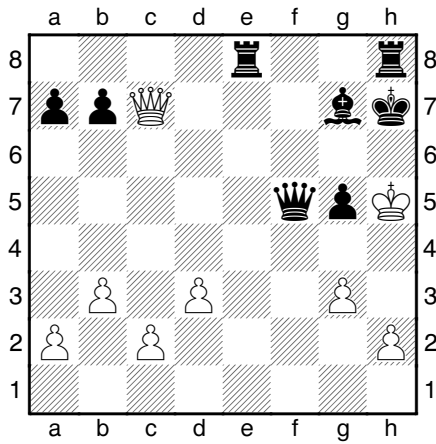
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Q150. How can White checkmate this move?

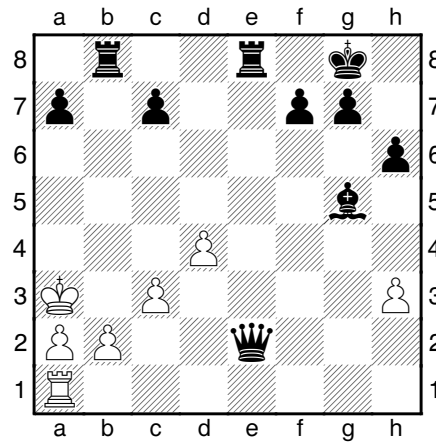
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# Chess Heroes: Checkmates



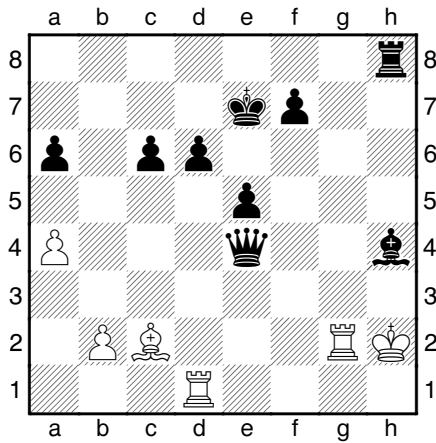
Q151. How can Black checkmate this move?

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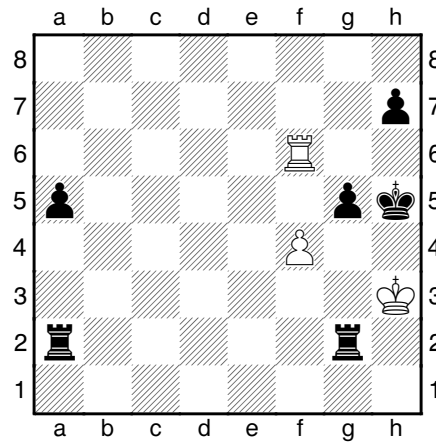
Q152. How can Black checkmate this move?

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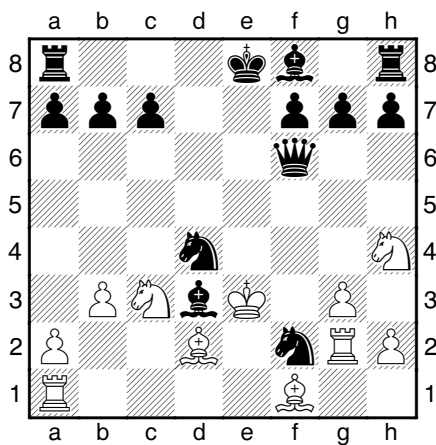
Q153. How can Black checkmate this move?

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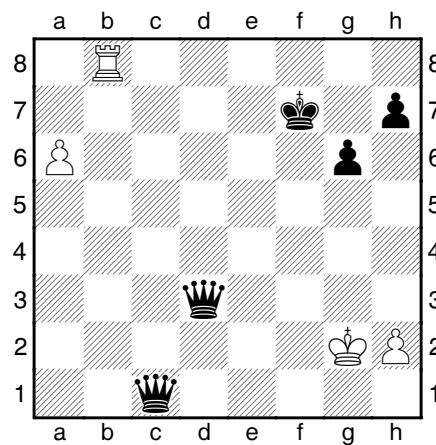
Q154. How can Black checkmate this move?

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Q155. How can Black checkmate this move?

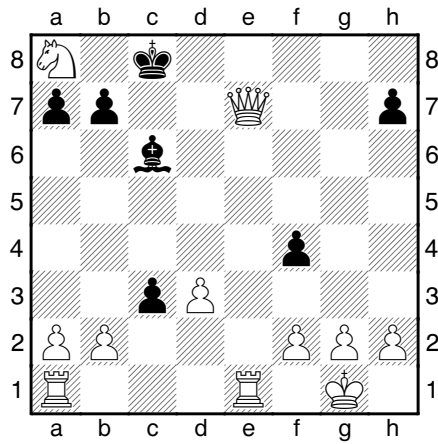
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Q156. How can Black checkmate this move?

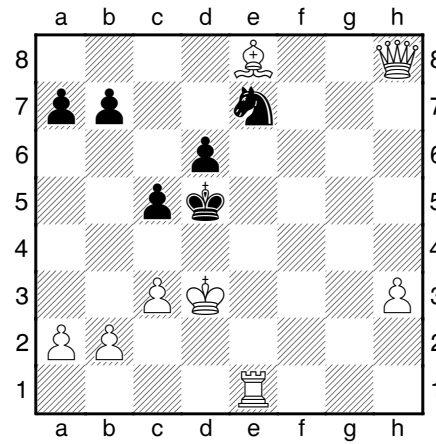
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# Chess Heroes: Checkmates



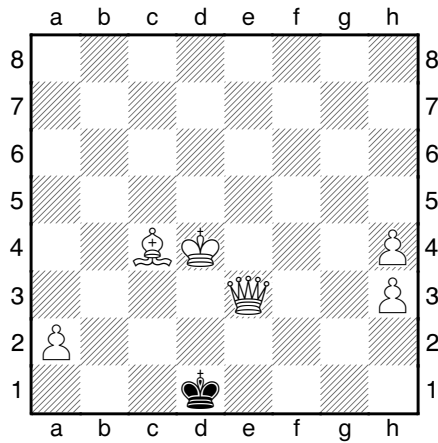
Q157. How can White checkmate this move?

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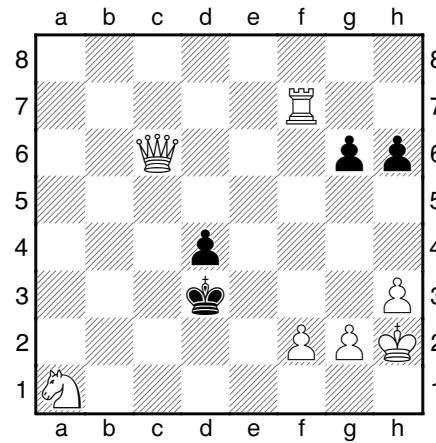
Q158. How can White checkmate this move?

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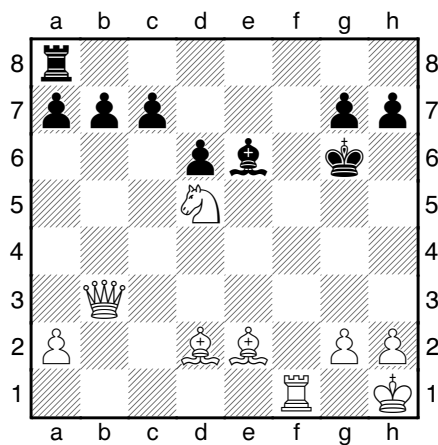
Q159. How can White checkmate this move?

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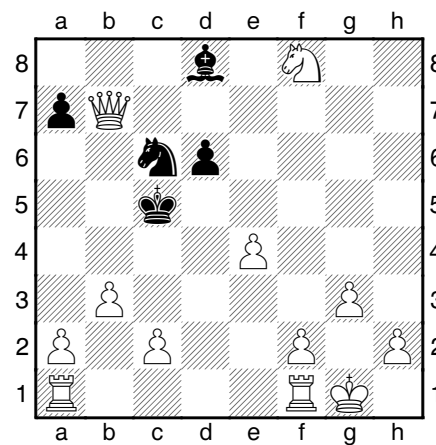
Q160. How can White checkmate this move?

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Q161. How can White checkmate this move?

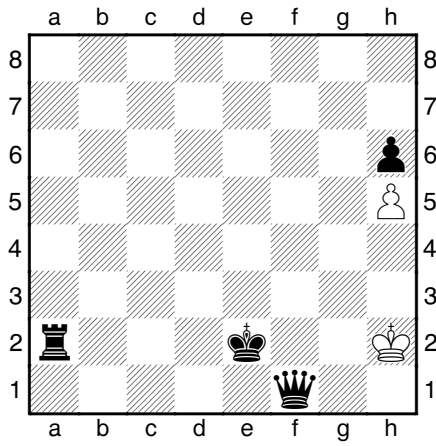
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Q162. How can White checkmate this move?

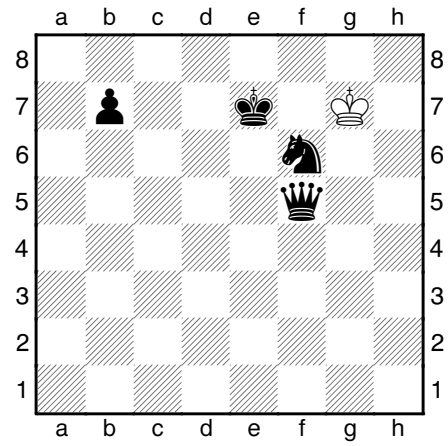
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## Chess Heroes: Checkmates



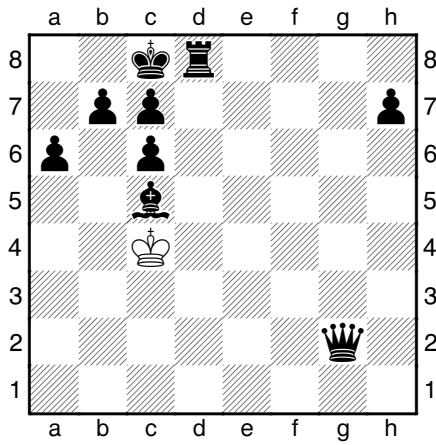
Q163. How can Black checkmate this move?

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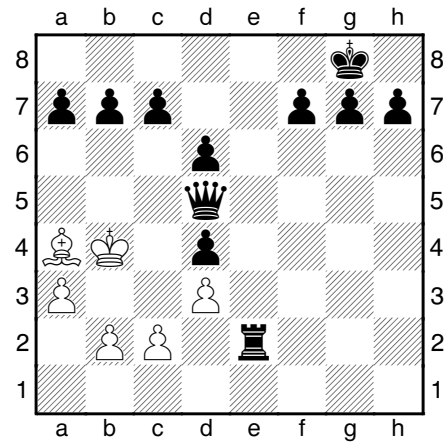
Q164. How can Black checkmate this move?

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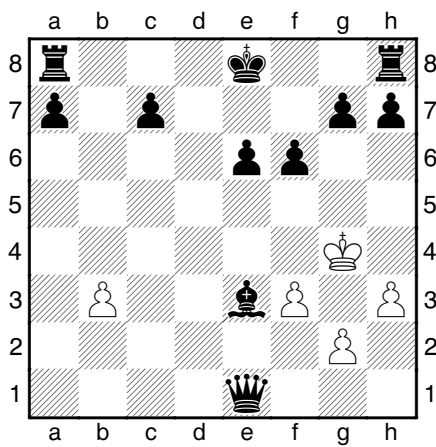
Q165. How can Black checkmate this move?

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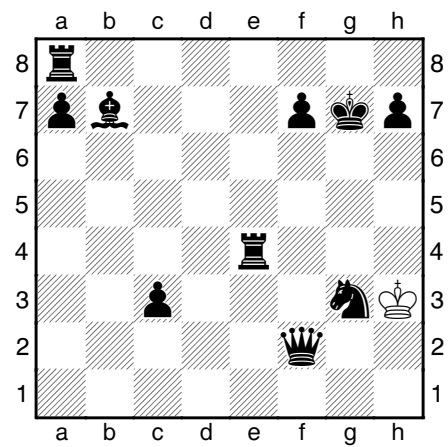
Q166. How can Black checkmate this move?

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Q167. How can Black checkmate this move?

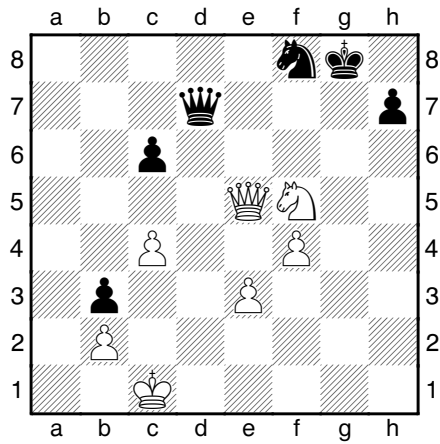
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Q168. How can Black checkmate this move?

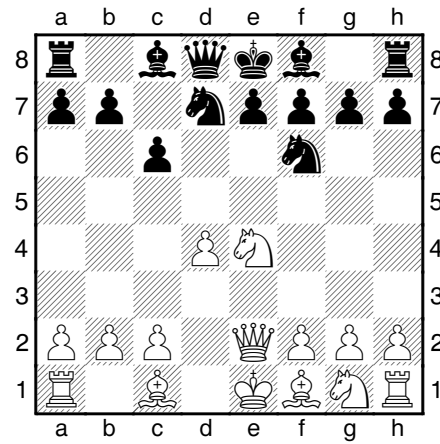
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## Chess Heroes: Checkmates



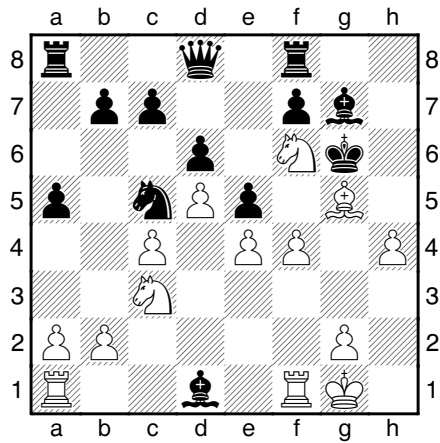
Q169. How can White checkmate this move?

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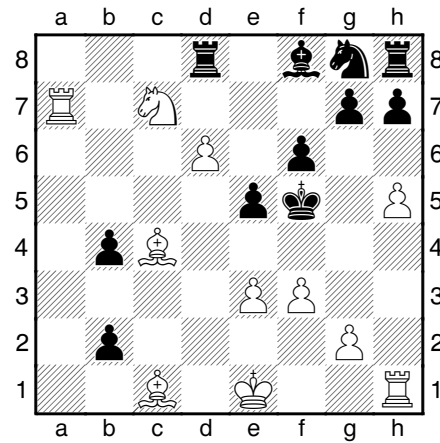
Q170. How can White checkmate this move?

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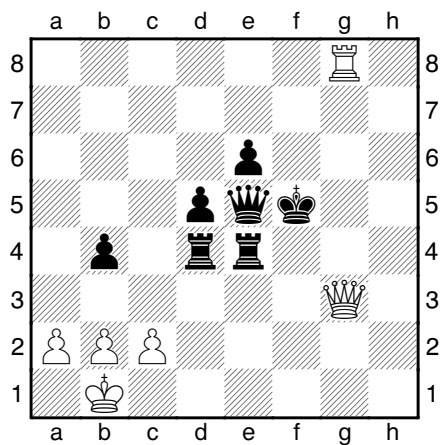
Q171. How can White checkmate this move?

\_\_\_\_\_



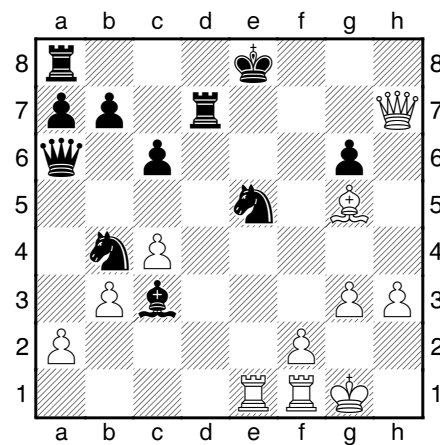
Q172. How can White checkmate this move?

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Q173. How can White checkmate this move?

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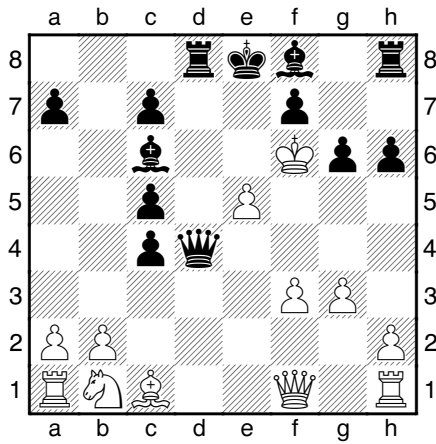


Q174. How can White checkmate this move?

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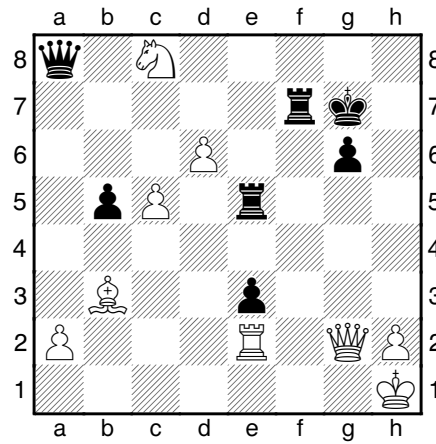


# Chess Heroes: Checkmates



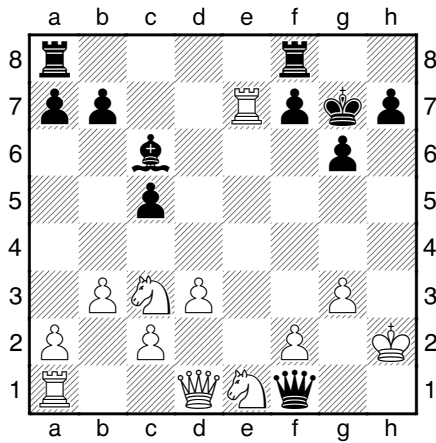
Q175. How can Black checkmate this move?

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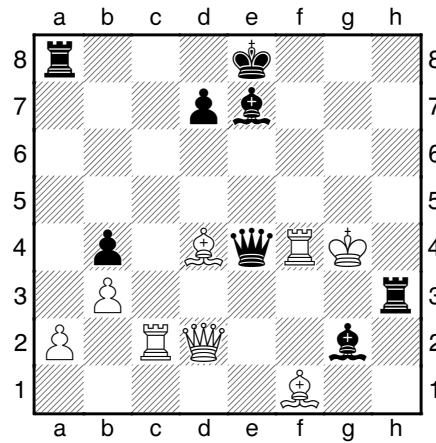
Q176. How can Black checkmate this move?

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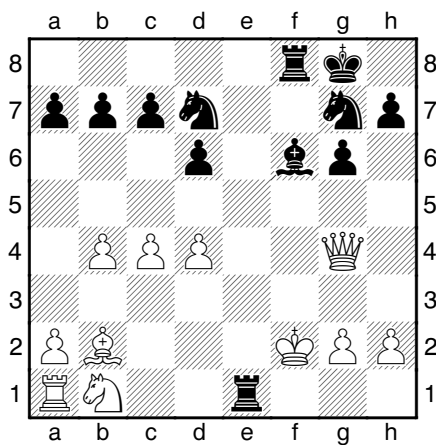
Q177. How can Black checkmate this move?

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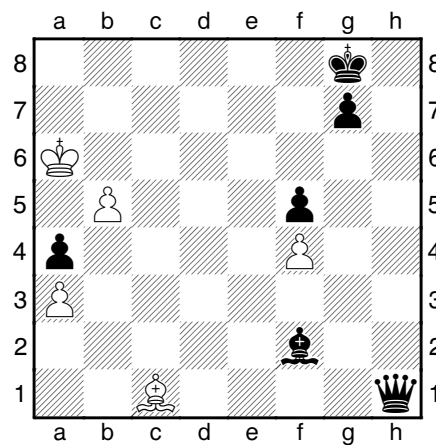
Q178. How can Black checkmate this move?

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Q179. How can Black checkmate this move?

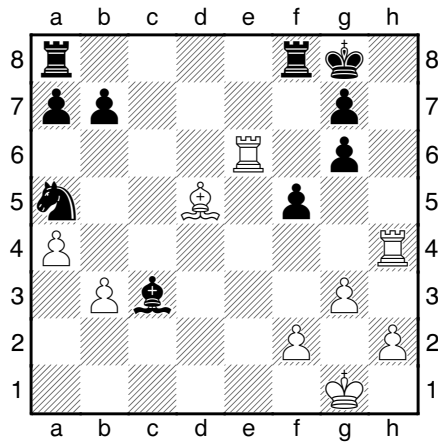
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Q180. How can Black checkmate this move?

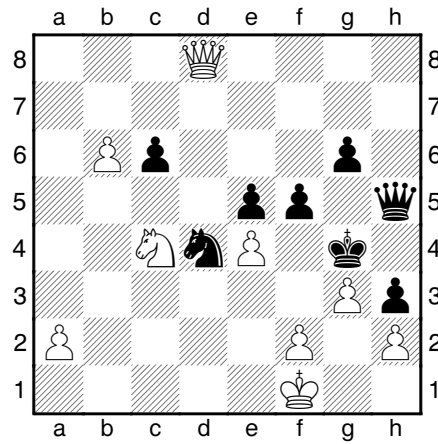
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# Chess Heroes: Checkmates



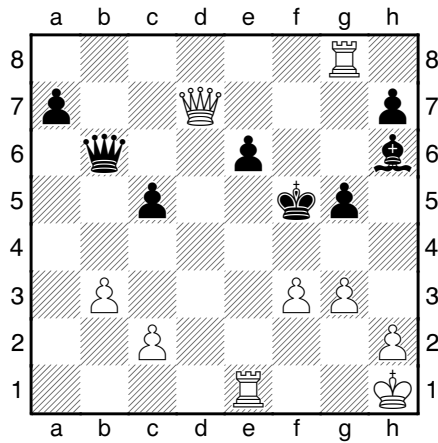
Q181. How can White checkmate this move?

\_\_\_\_\_



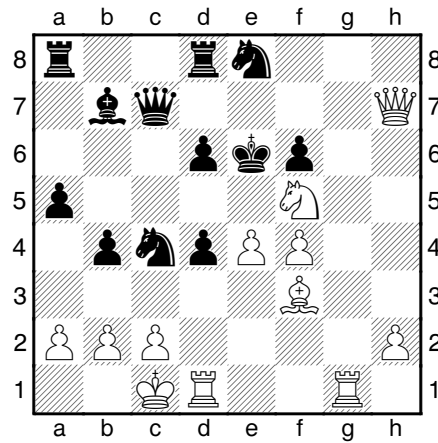
Q182. How can White checkmate this move?

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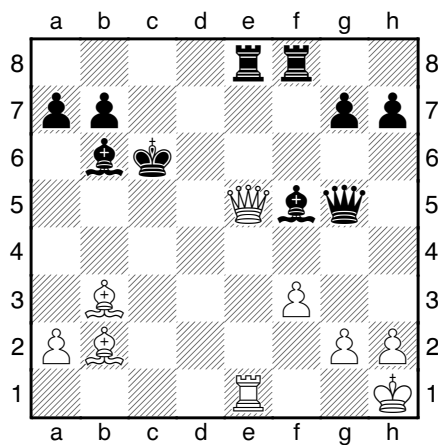
Q183. How can White checkmate this move?

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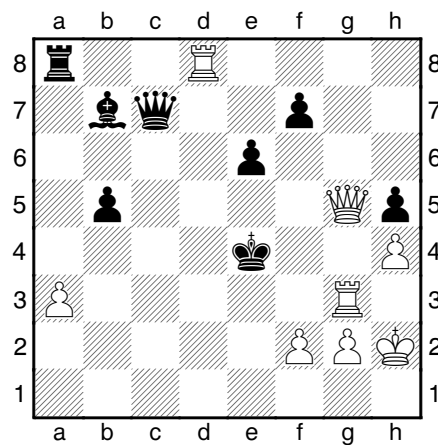
Q184. How can White checkmate this move?

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Q185. How can White checkmate this move?

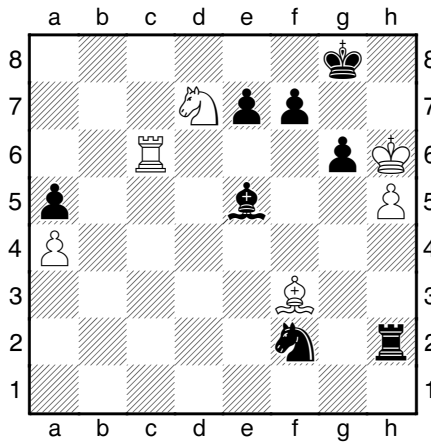
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Q186. How can White checkmate this move?

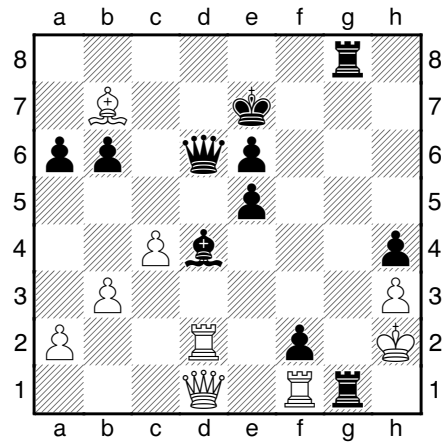
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# Chess Heroes: Checkmates



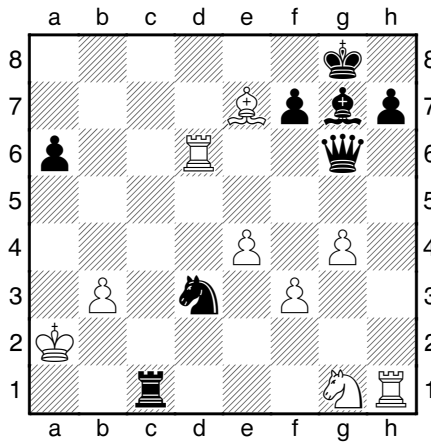
Q187. How can Black checkmate this move?

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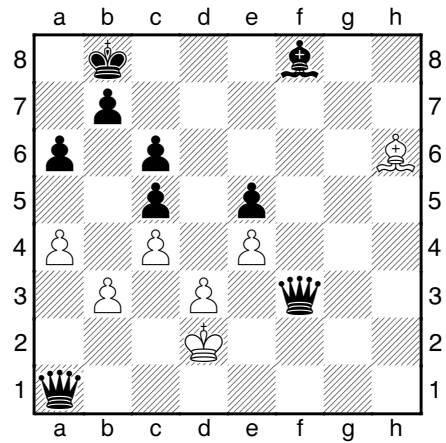
Q188. How can Black checkmate this move?

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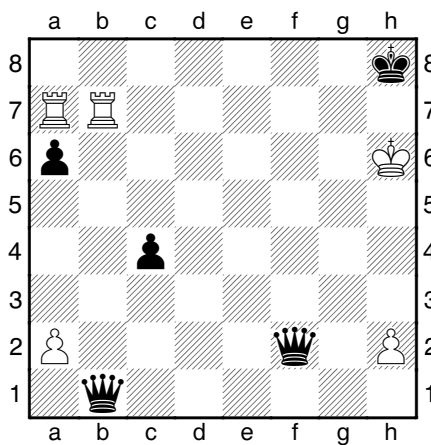
Q189. How can Black checkmate this move?

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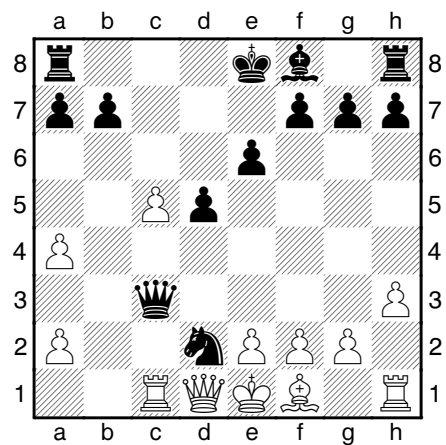
Q190. How can Black checkmate this move?

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Q191. How can Black checkmate this move?

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Q192. How can Black checkmate this move?

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# CHAPTER 5

## FINDING MULTIPLE CHECKMATES

Now it's going to get even harder. You're now going to have to find more than one CHECKMATE in each position. There might be two, three, four or perhaps more CHECKMATES for you to find.

You might wonder why you need to do this. Surely finding just one CHECKMATE is enough to win the game.

That's a good point, but there are several reasons why it's helpful to be able to find as many CHECKMATES as you can.

- Every CHECKMATE you find is an idea you can remember and perhaps use in your games.
- You need to be very thorough and look at every possibility to find all the CHECKMATES in each position. This is a vital chess skill. Your job as a chess player is to find the best move in every position. If you're not thorough and don't look at every possibility you may well miss the best move.
- You need to be very accurate and make absolutely certain that each answer you give is correct. Again, accuracy is another vital chess skill. If you make careless mistakes because you're rushing, thinking too fast, moving too fast, not checking everything before you move, you're going to lose a lot of games.

Think of these puzzles as a great opportunity to learn a lot more ways of getting CHECKMATE as well as improving your skills at looking at positions and working out the best moves to play.

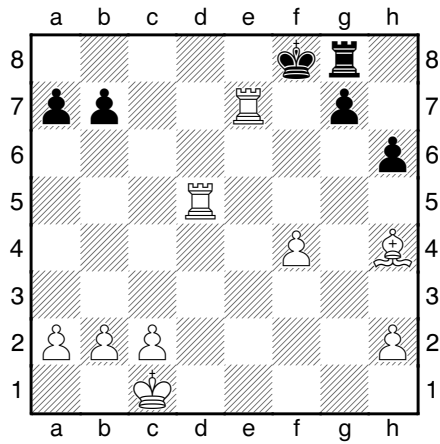
You'll start by solving puzzles where we tell you how many CHECKMATES there are: first two, then three, and finally four.

To solve those puzzles, you're going to have to look at every possible CHECK and decide whether or not it's CHECKMATE until you've found the correct answer.

You solve these puzzles the same way as the puzzles in the last chapter, but this time, when you've found one CHECKMATE you have to keep going and look for more until you've found them all.

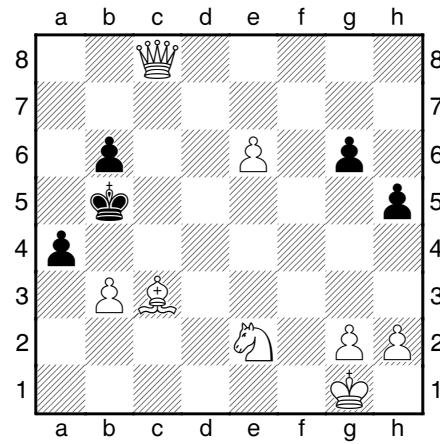
When you're ready, move on to the next page and start solving!

## Chess Heroes: Checkmates



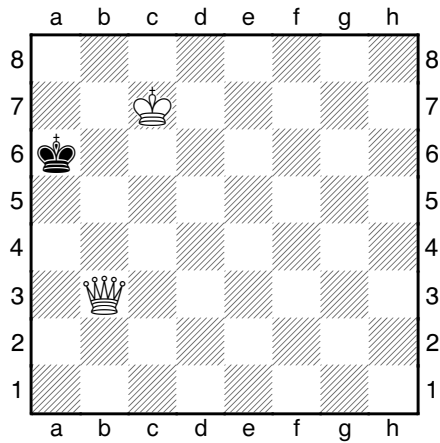
Q193. Find two checkmates for White

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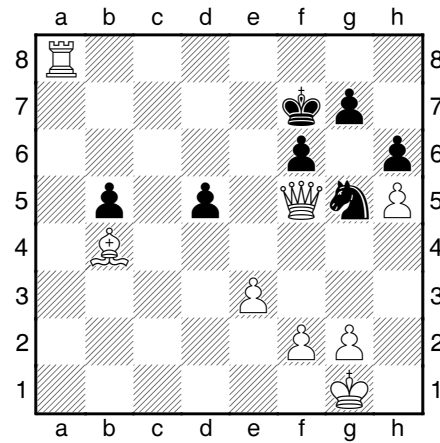
Q194. Find two checkmates for White

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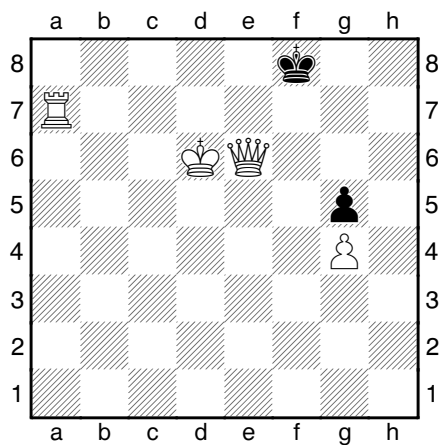
Q195. Find two checkmates for White

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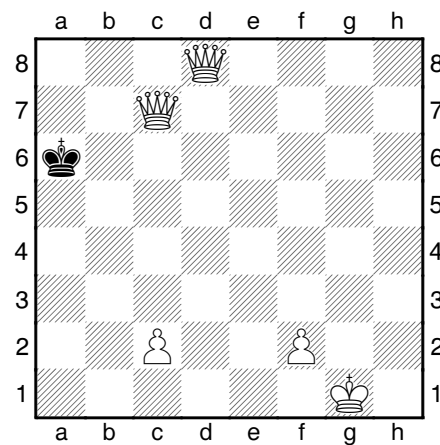
Q196. Find two checkmates for White

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Q197. Find two checkmates for White

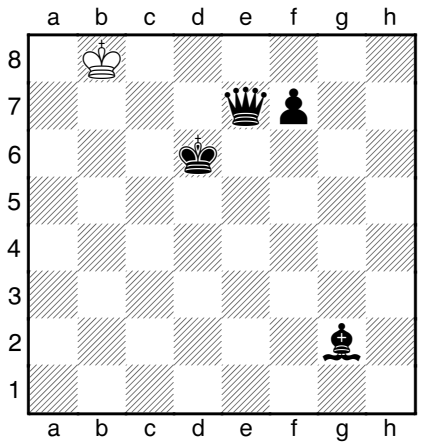
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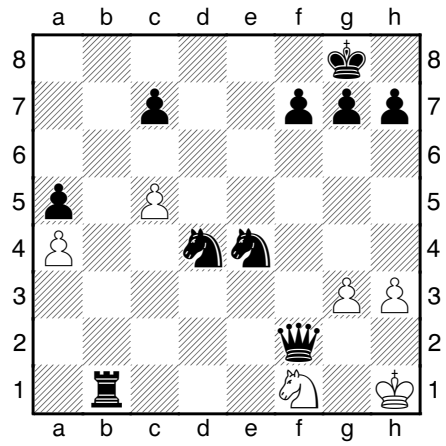
Q198. Find two checkmates for White

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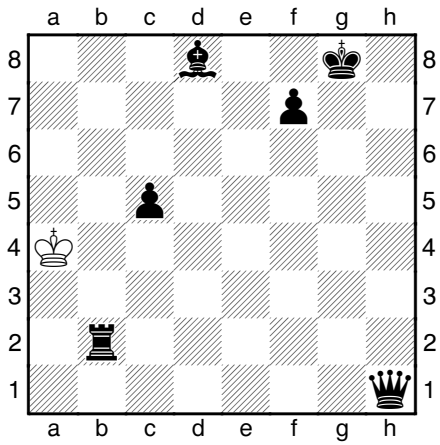
# Chess Heroes: Checkmates



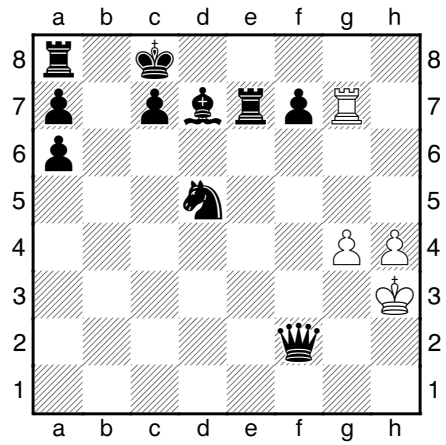
Q199. Find two checkmates for Black



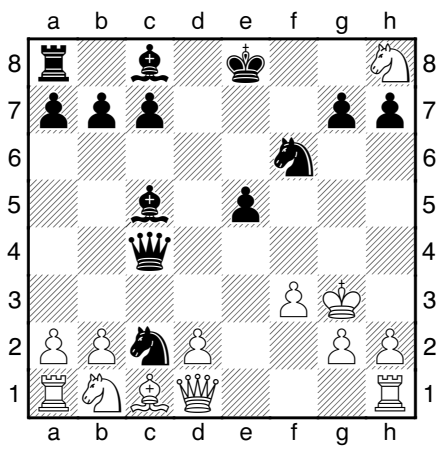
Q200. Find two checkmates for Black



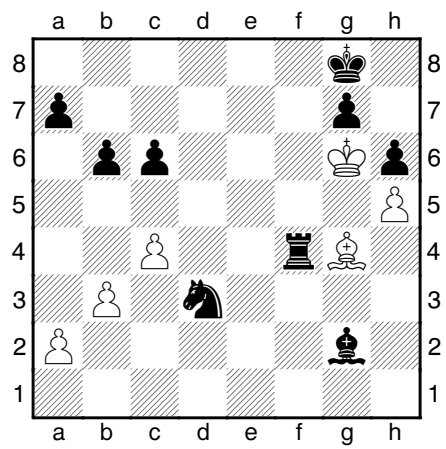
Q201. Find two checkmates for Black



Q202. Find two checkmates for Black

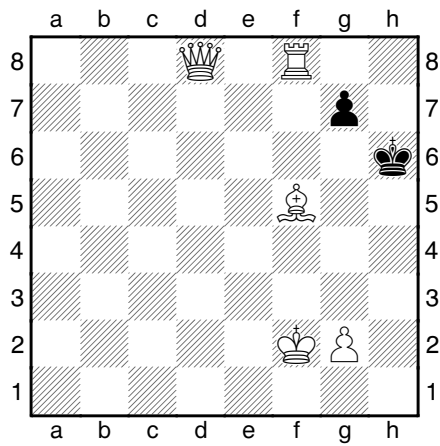


Q203. Find two checkmates for Black

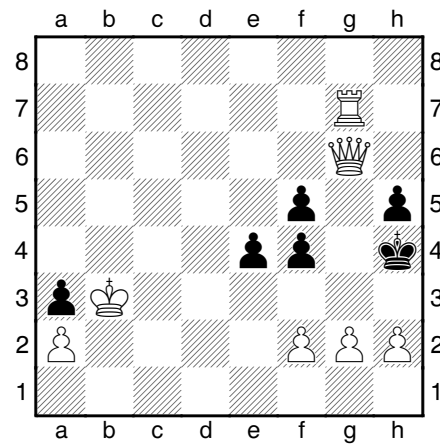


Q204. Find two checkmates for Black

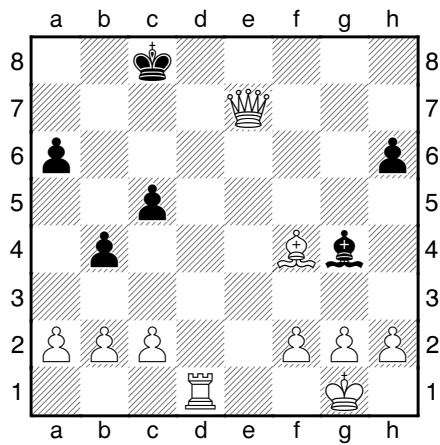
# Chess Heroes: Checkmates



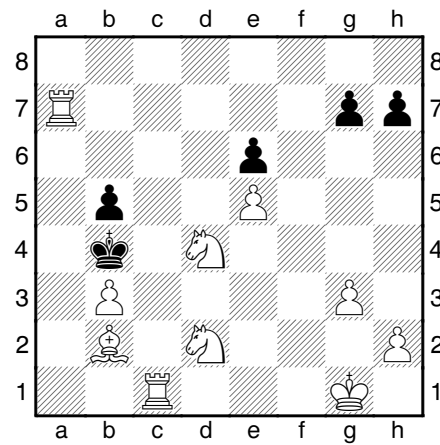
Q205. Find two checkmates for White



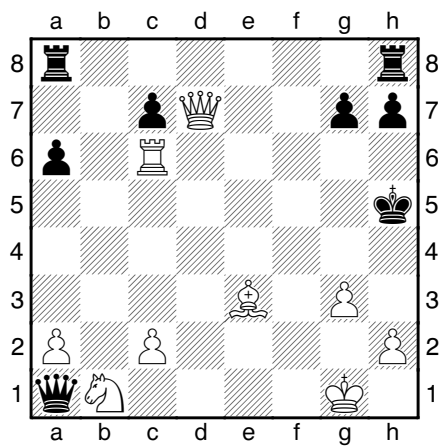
Q206. Find two checkmates for White



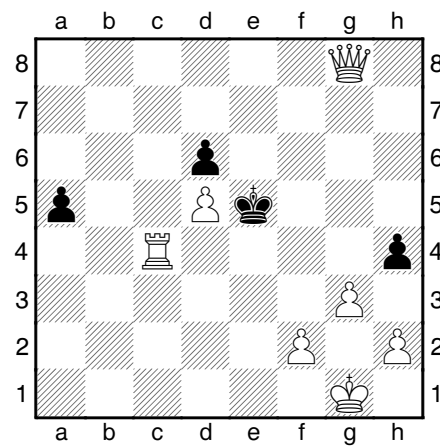
Q207. Find two checkmates for White



Q208. Find two checkmates for White



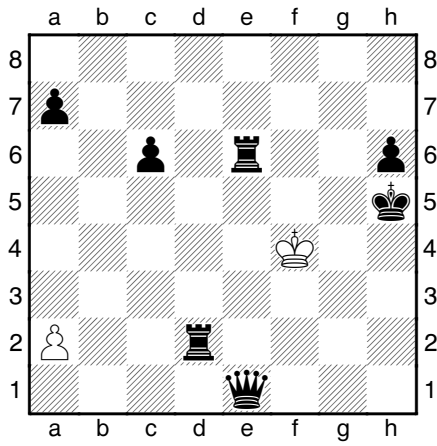
Q209. Find two checkmates for White



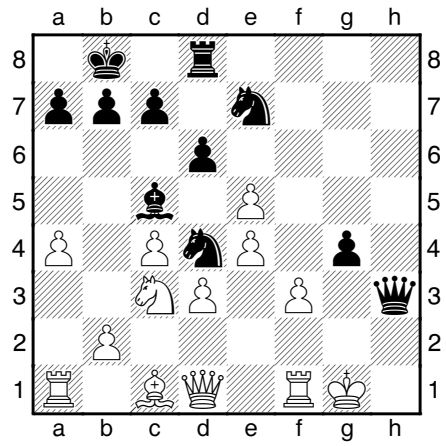
Q210. Find two checkmates for White



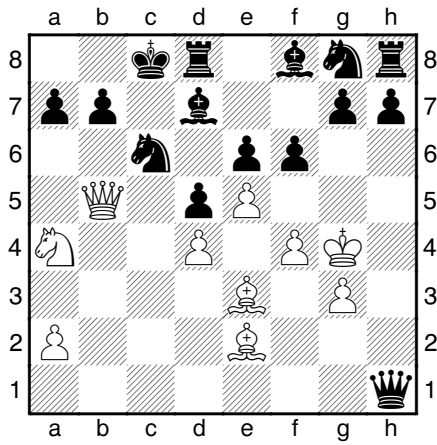
# Chess Heroes: Checkmates



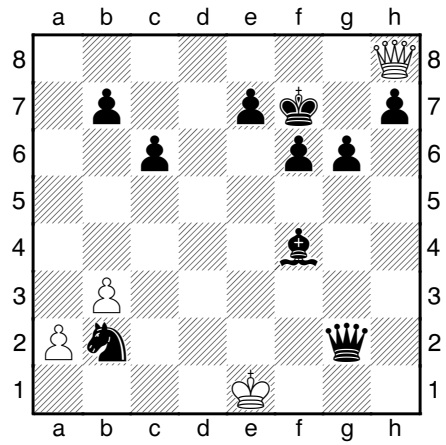
Q211. Find two checkmates for Black



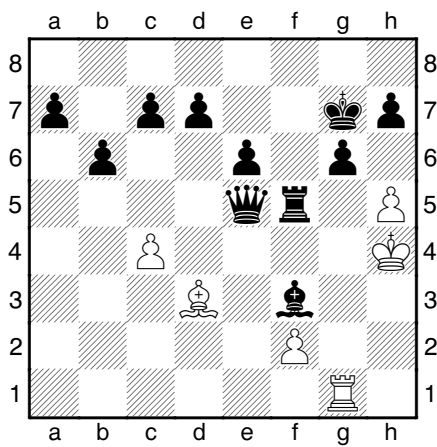
Q212. Find two checkmates for Black



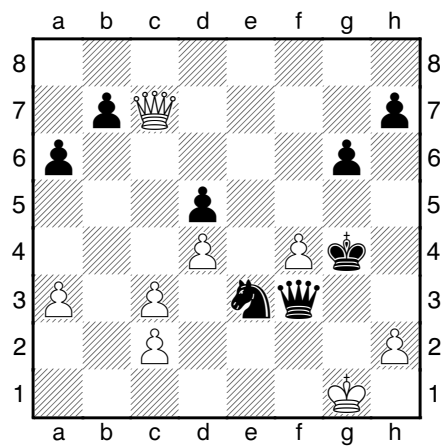
Q213. Find two checkmates for Black



Q214. Find two checkmates for Black

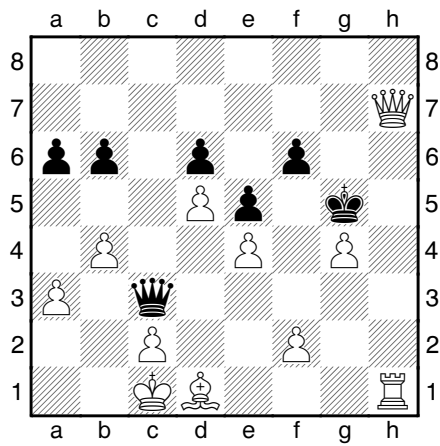


Q215. Find two checkmates for Black

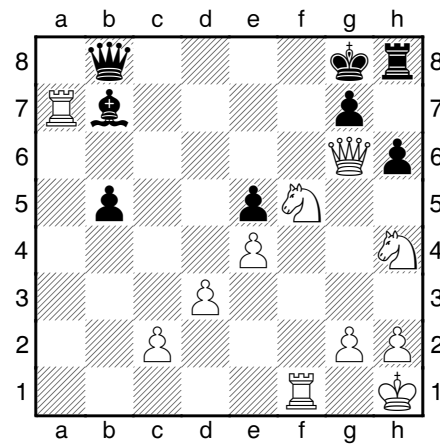


Q216. Find two checkmates for Black

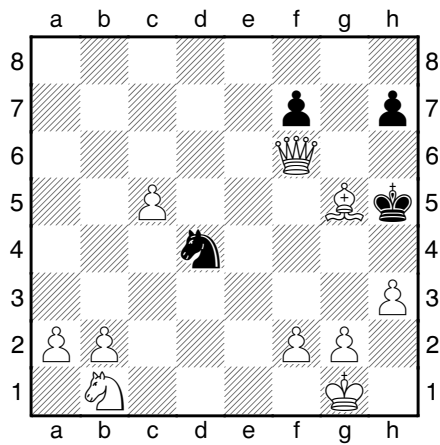
# Chess Heroes: Checkmates



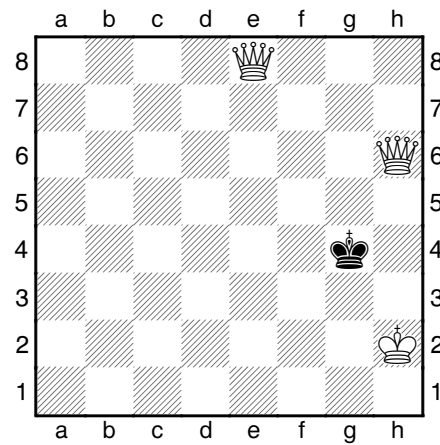
Q217. Find two checkmates for White



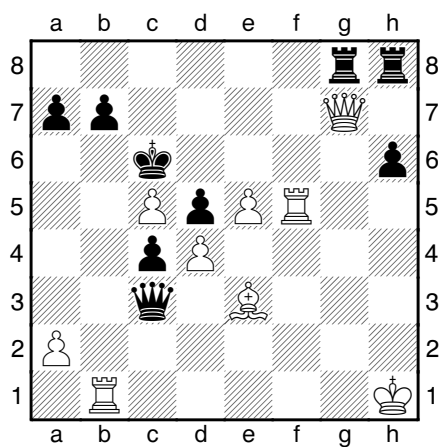
Q218. Find two checkmates for White



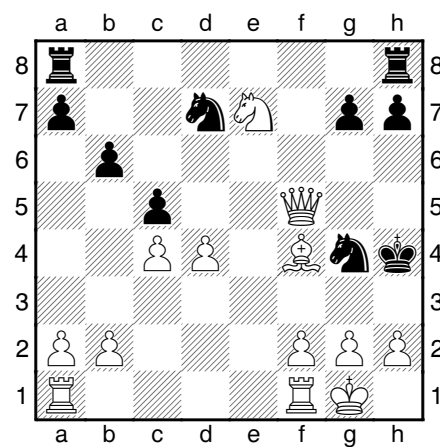
Q219. Find two checkmates for White



Q220. Find two checkmates for White

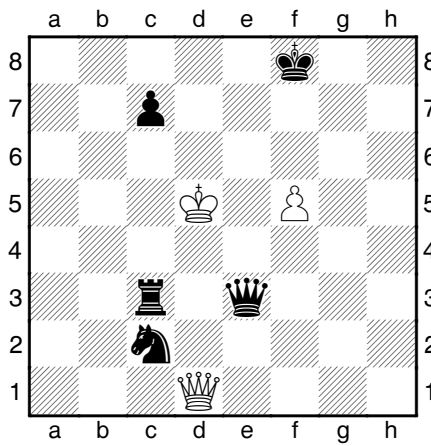


Q221. Find two checkmates for White

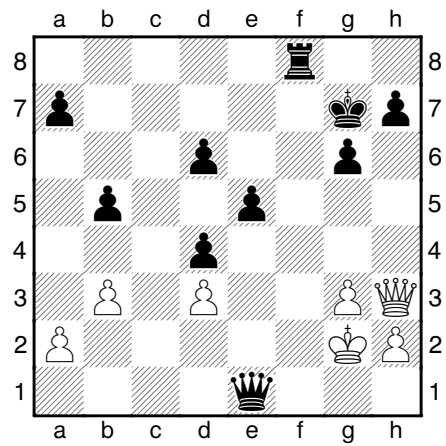


Q222. Find two checkmates for White

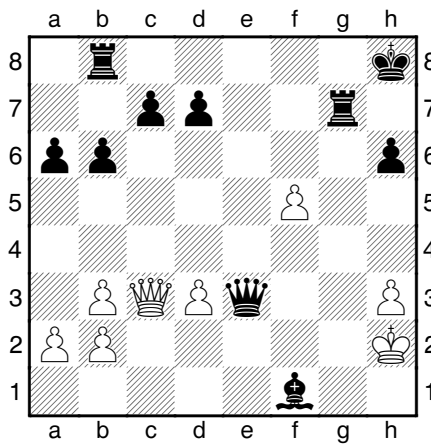
# Chess Heroes: Checkmates



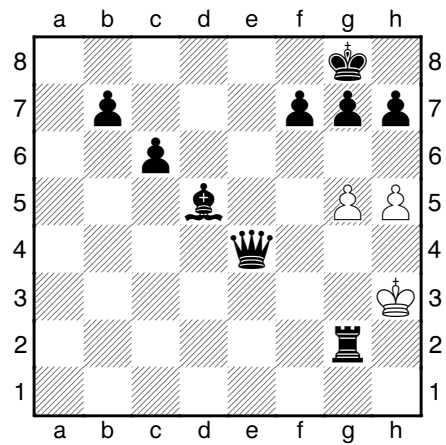
Q223. Find two checkmates for Black



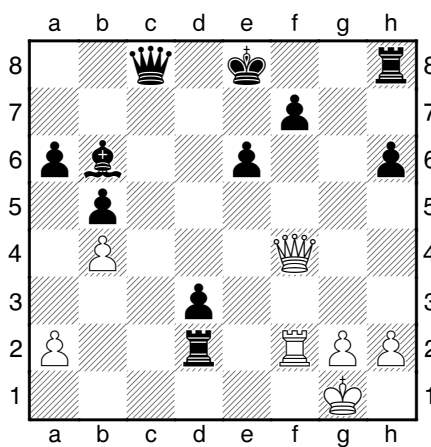
Q224. Find two checkmates for Black



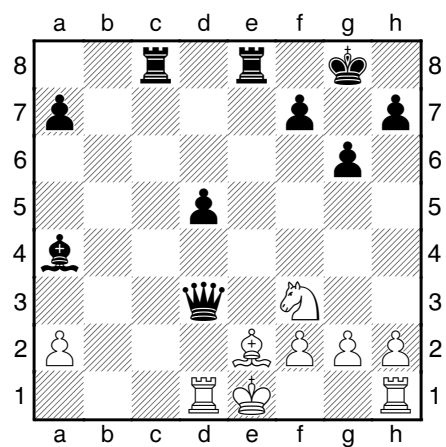
Q225. Find two checkmates for Black



Q226. Find two checkmates for Black

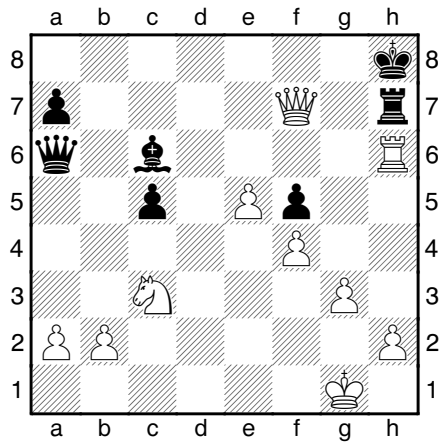


Q227. Find two checkmates for Black



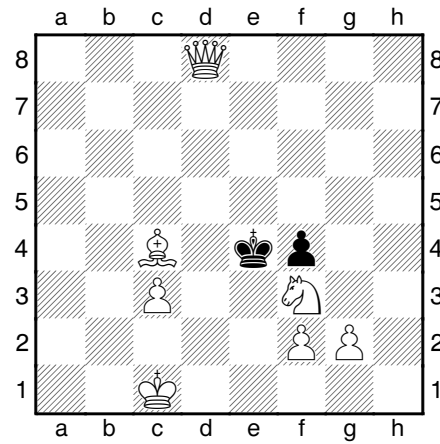
Q228. Find two checkmates for Black

# Chess Heroes: Checkmates



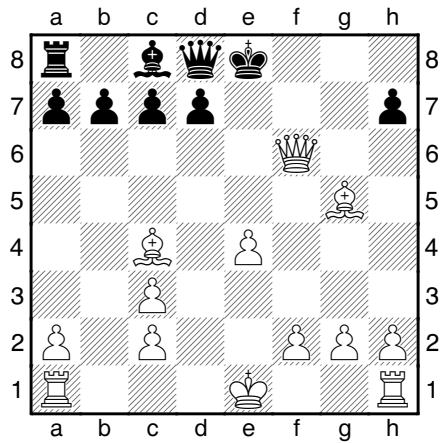
Q229. Find three checkmates for White

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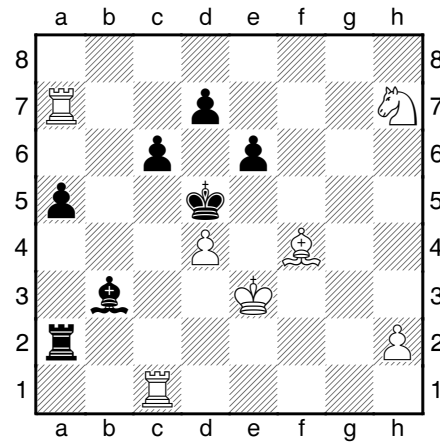
Q230. Find three checkmates for White

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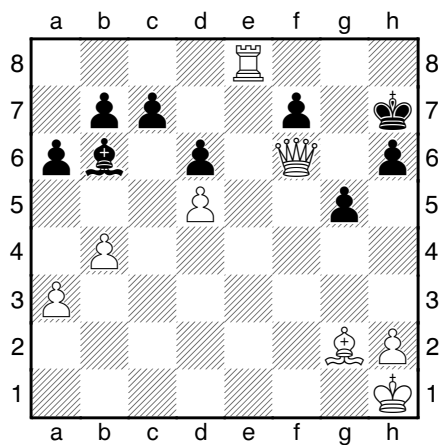
Q231. Find three checkmates for White

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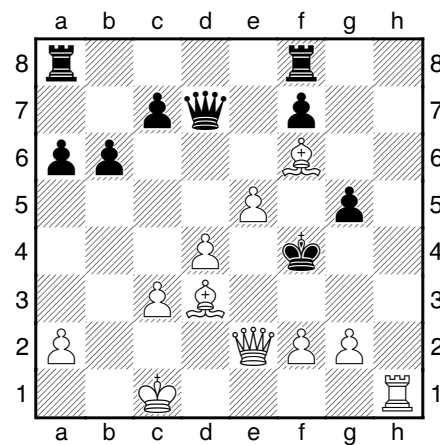
Q232. Find three checkmates for White

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Q233. Find three checkmates for White

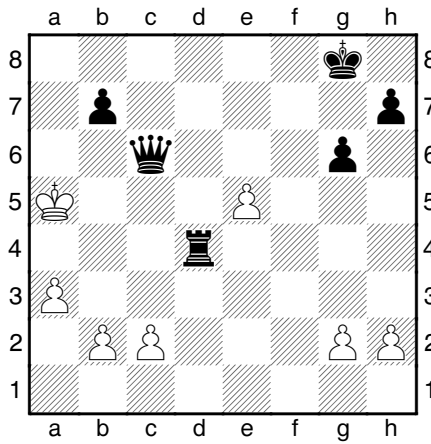
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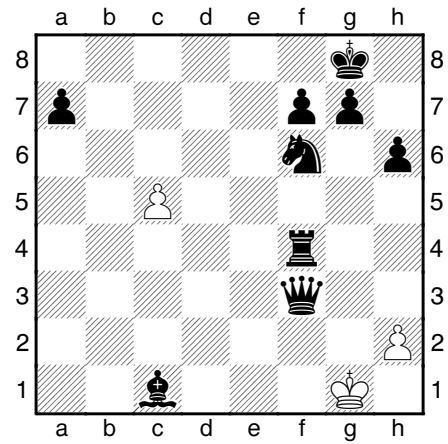
Q234. Find three checkmates for White

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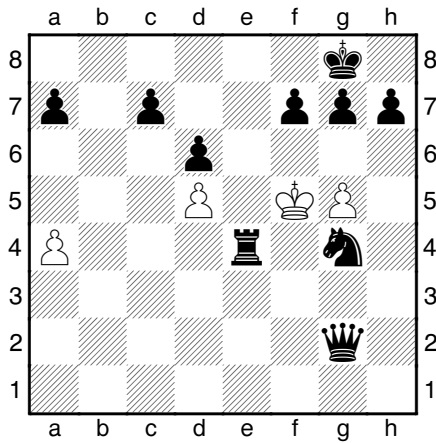
# Chess Heroes: Checkmates



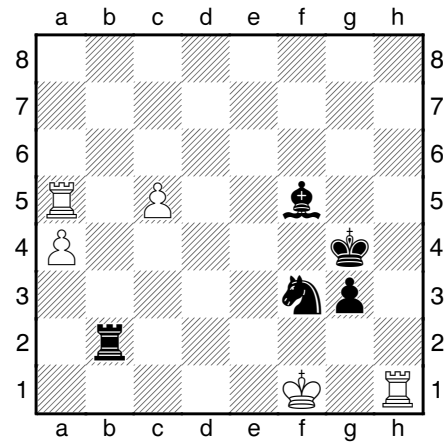
Q235. Find three checkmates for Black



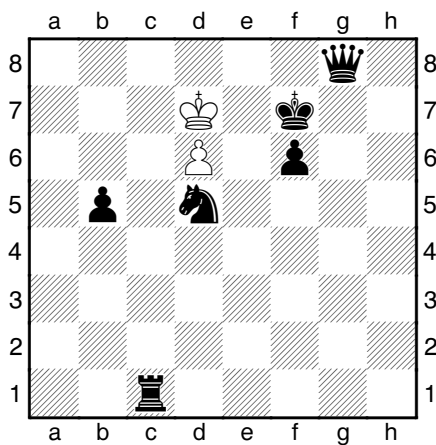
Q236. Find three checkmates for Black



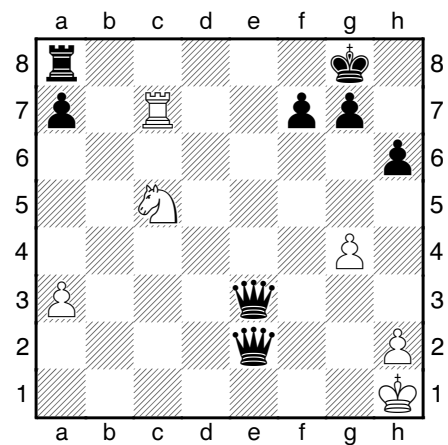
Q237. Find three checkmates for Black



Q238. Find three checkmates for Black

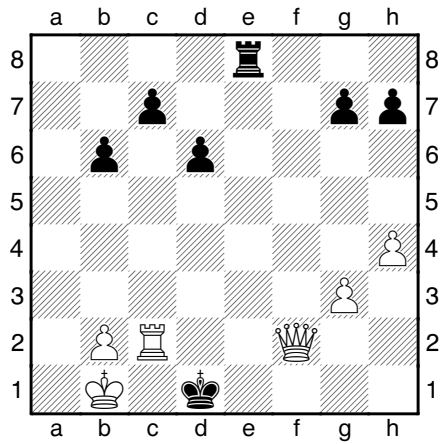


Q239. Find three checkmates for Black



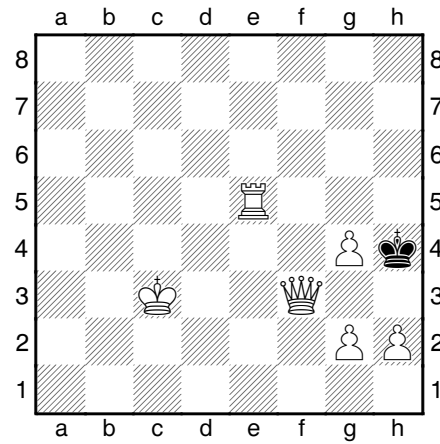
Q240. Find three checkmates for Black

# Chess Heroes: Checkmates



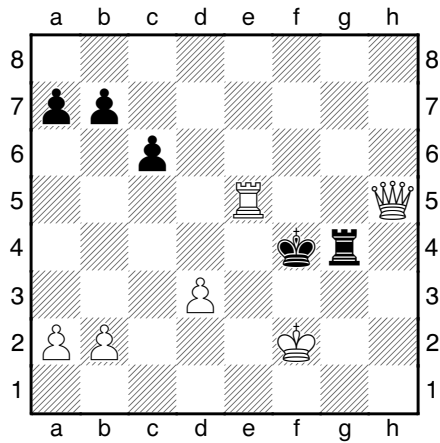
Q241. Find three checkmates for White

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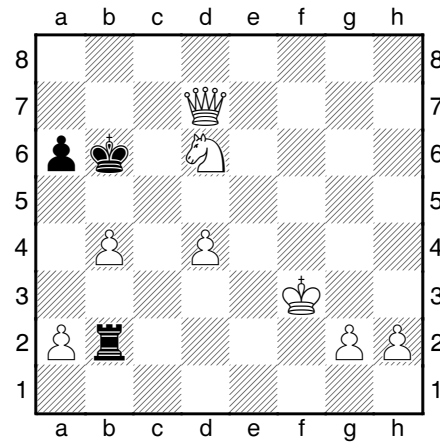
Q242. Find three checkmates for White

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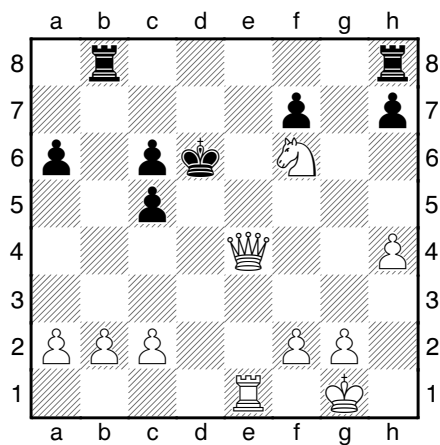
Q243. Find three checkmates for White

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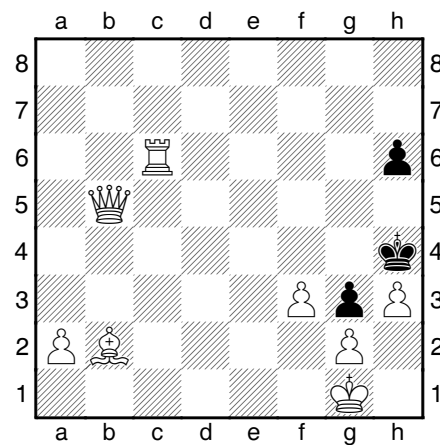
Q244. Find three checkmates for White

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Q245. Find three checkmates for White

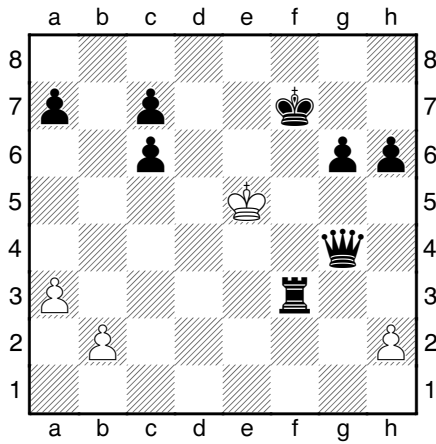
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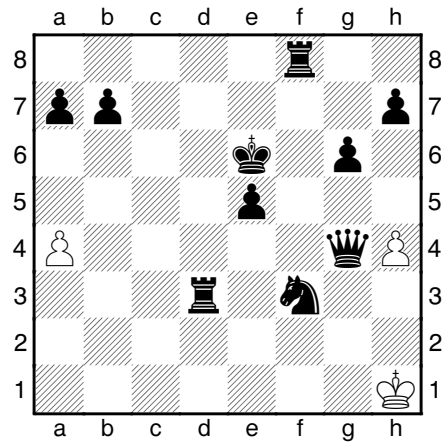
Q246. Find three checkmates for White

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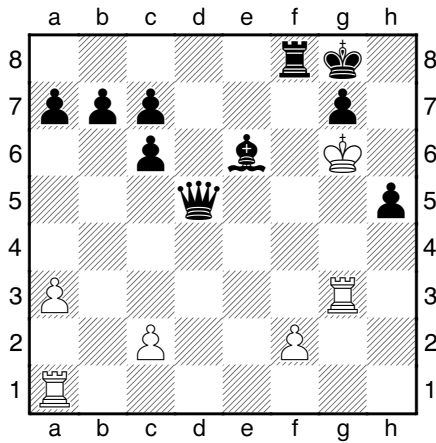
# Chess Heroes: Checkmates



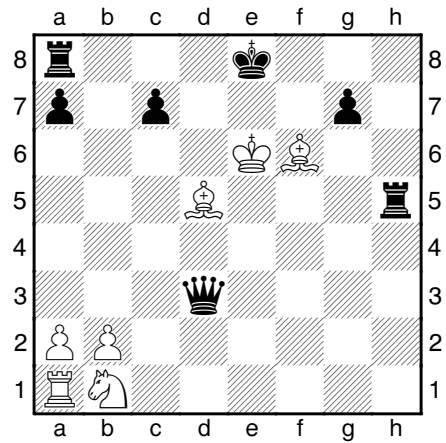
Q247. Find three checkmates for Black



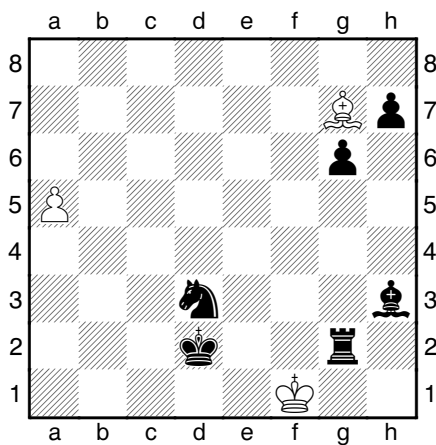
Q248. Find three checkmates for Black



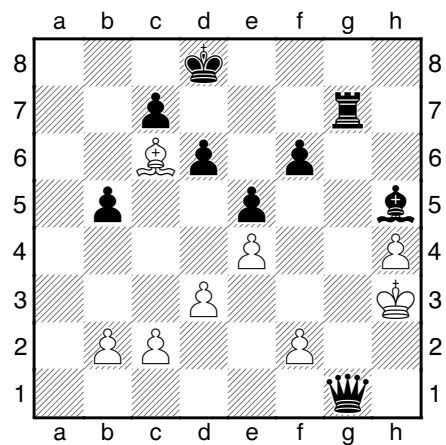
Q249. Find three checkmates for Black



Q250. Find three checkmates for Black

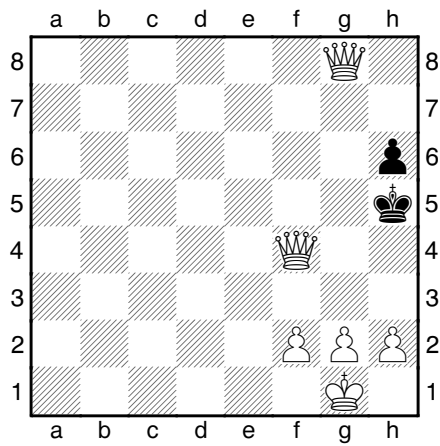


Q251. Find three checkmates for Black

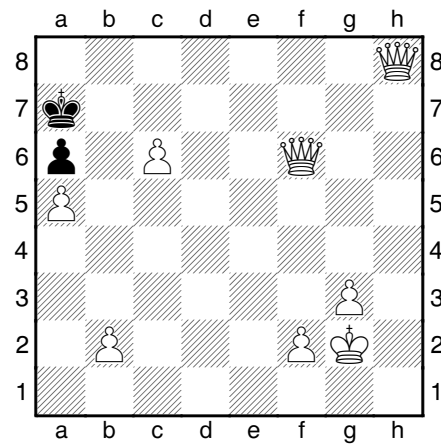


Q252. Find three checkmates for Black

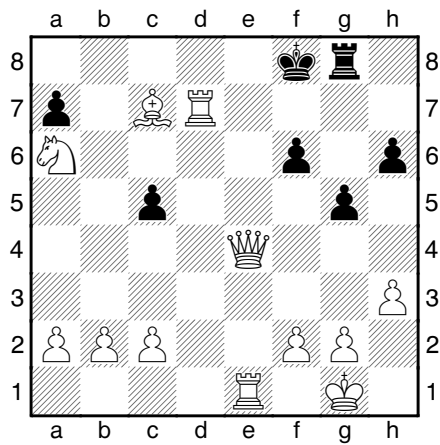
## Chess Heroes: Checkmates



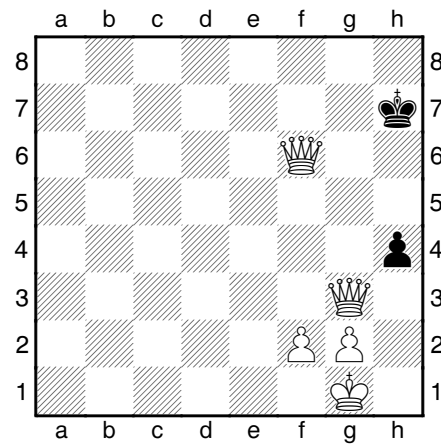
Q253. Find four checkmates for White



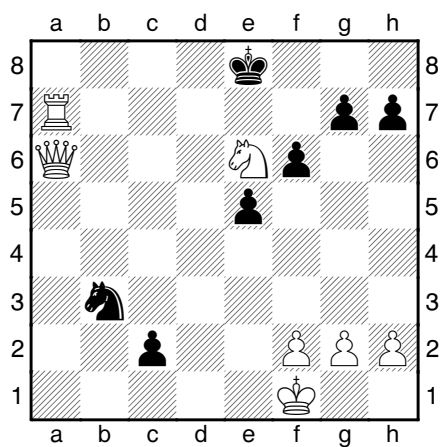
Q254. Find four checkmates for White



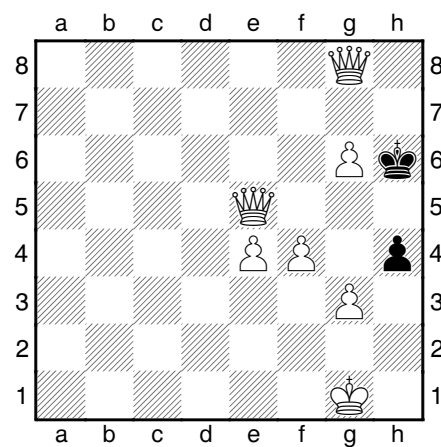
Q255. Find four checkmates for White



Q256. Find four checkmates for White



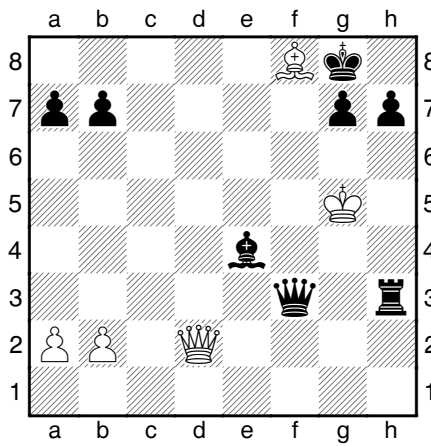
Q257. Find four checkmates for White



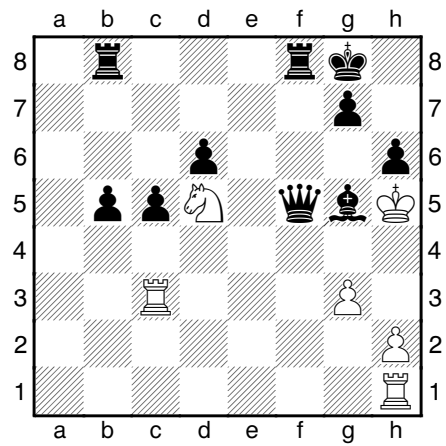
Q258. Find four checkmates for White



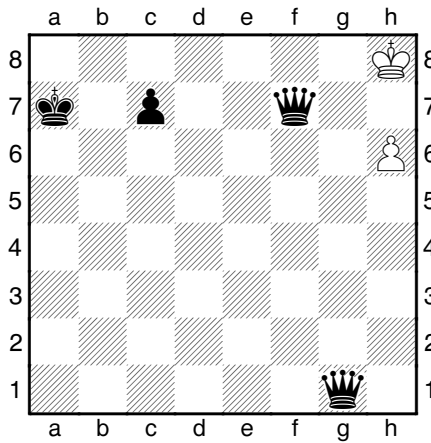
# Chess Heroes: Checkmates



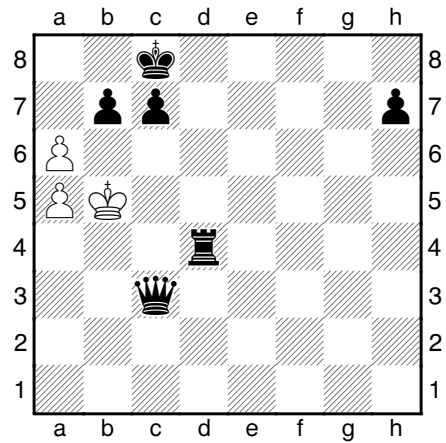
Q259. Find four checkmates for Black



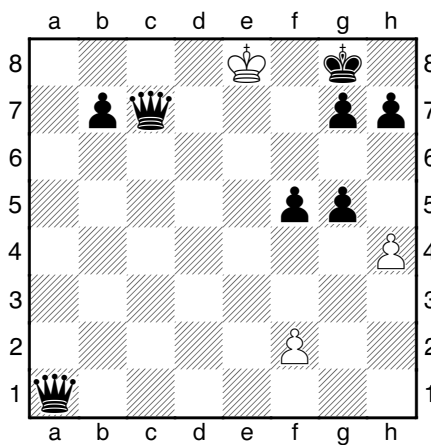
Q260. Find four checkmates for Black



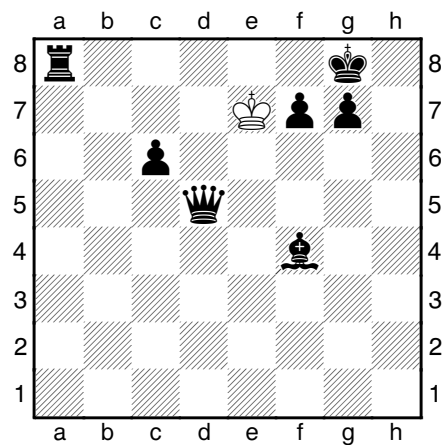
Q261. Find four checkmates for Black



Q262. Find four checkmates for Black



Q263. Find four checkmates for Black



Q264. Find four checkmates for Black

For your final CHECKMATE IN ONE MOVE challenge, you're going to solve some puzzles where you don't know how many CHECKMATES you have to find.

You just have to find them ALL! There might be two, three, four or perhaps even more.

So there's no alternative but to look at EVERY POSSIBLE CHECK to work out whether or not it's CHECKMATE. If you stop too soon you might miss something so try to consider every check.

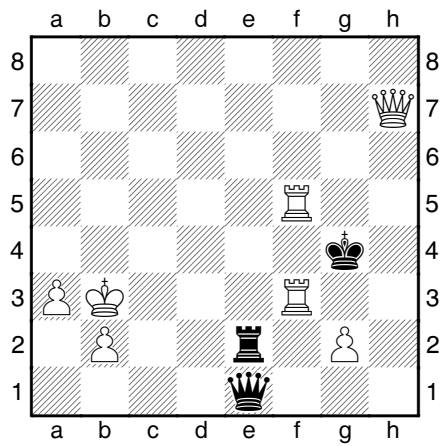
If you don't get them all right, don't worry. It's not going to be easy, but every CHECKMATE you find is another lesson for you to learn and another position for you to remember.

Feel free to set the positions up on your chessboard and move the pieces round if you need to do so, but always be careful to put them back on the correct squares.

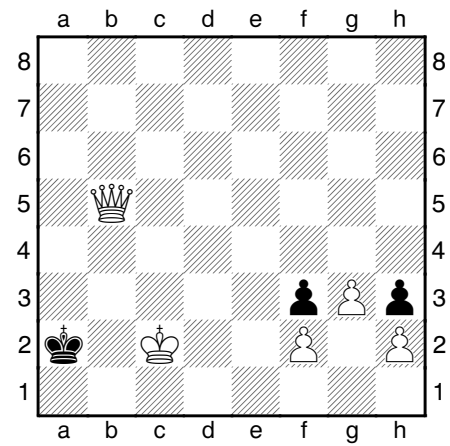
Allow yourself plenty of time for each page of puzzles.

If you're sure you're ready turn over the page.

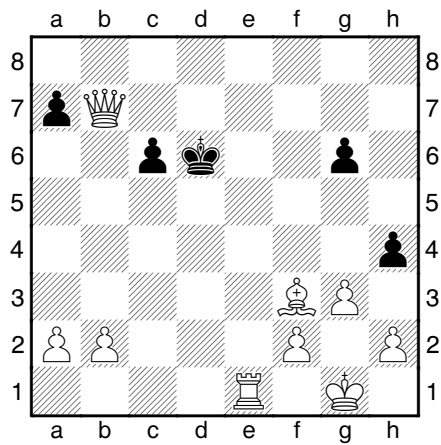
# Chess Heroes: Checkmates



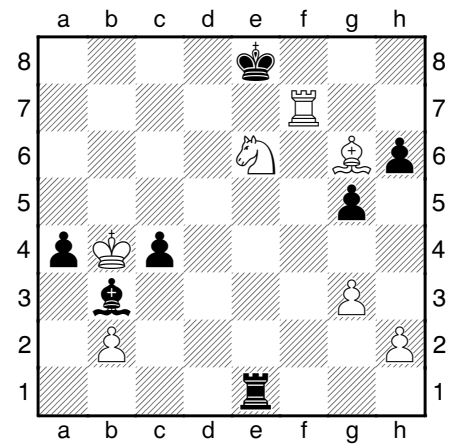
Q265. Find all the checkmates for White



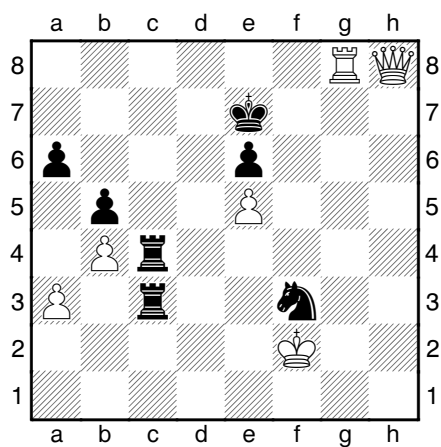
Q266. Find all the checkmates for White



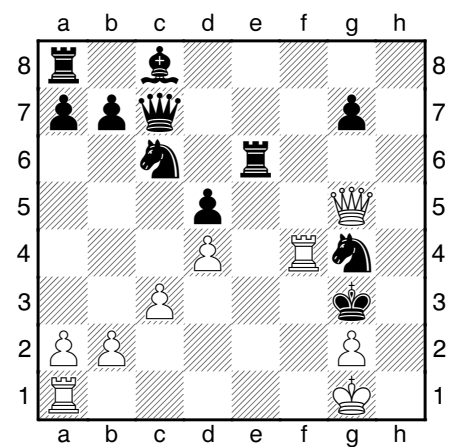
Q267. Find all the checkmates for White



Q268. Find all the checkmates for White

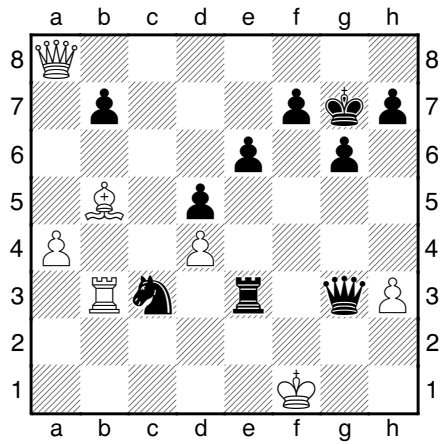


Q269. Find all the checkmates for White



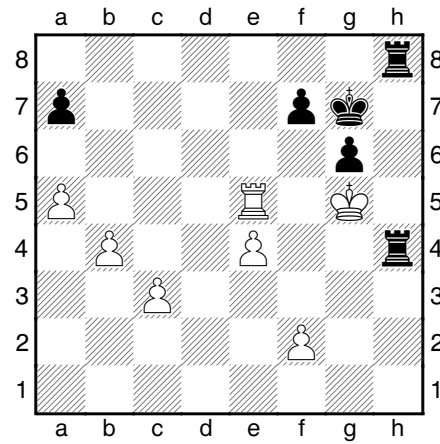
Q270. Find all the checkmates for White

## Chess Heroes: Checkmates



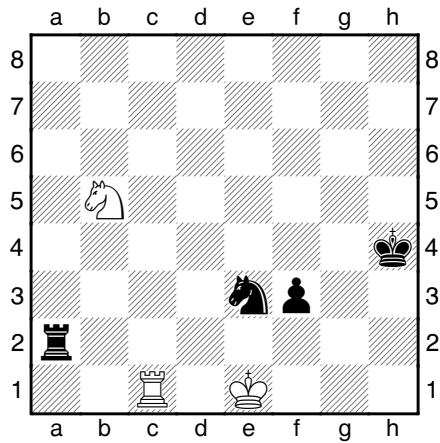
Q271. Find all the checkmates for Black

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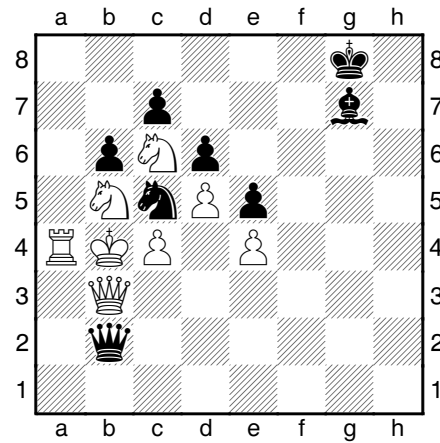
Q272. Find all the checkmates for Black

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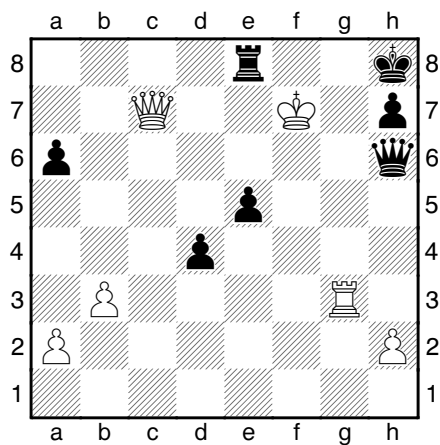
Q273. Find all the checkmates for Black

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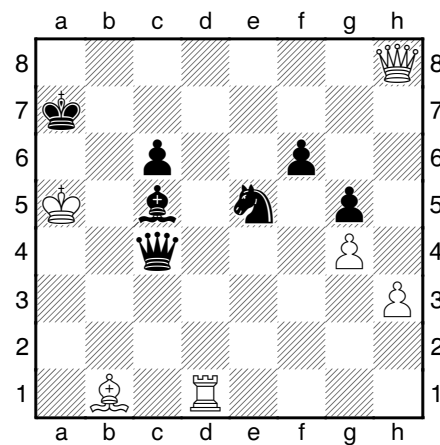
Q274. Find all the checkmates for Black

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Q275. Find all the checkmates for Black

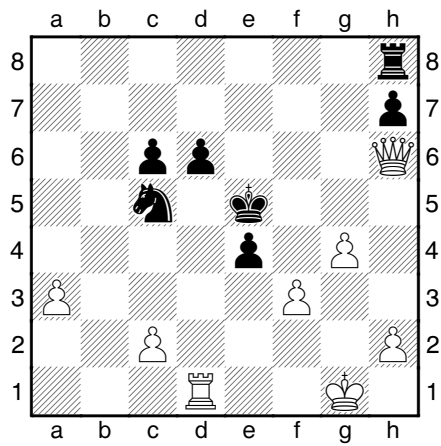
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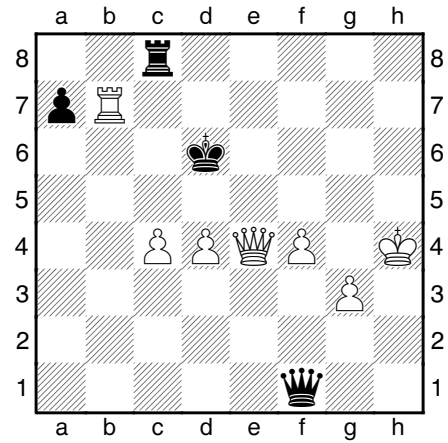
Q276. Find all the checkmates for Black

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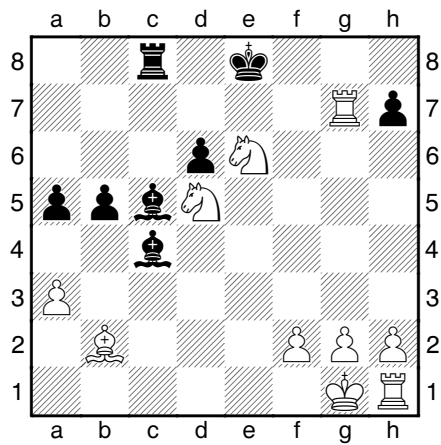
# Chess Heroes: Checkmates



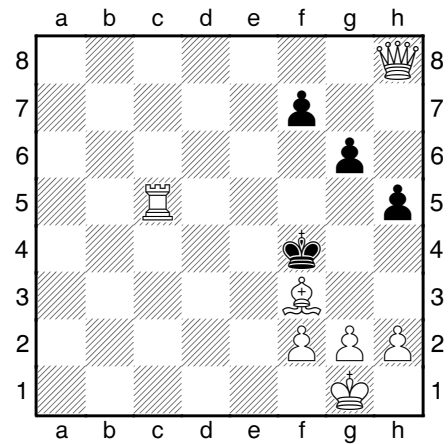
Q277. Find all the checkmates for White



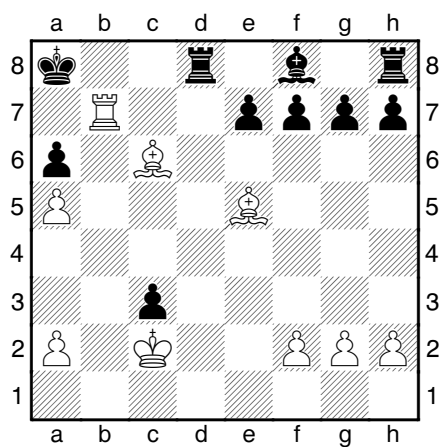
Q278. Find all the checkmates for White



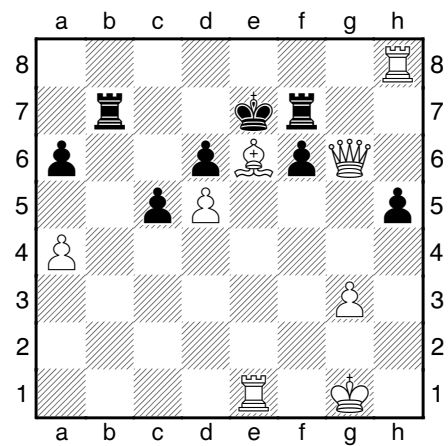
Q279. Find all the checkmates for White



Q280. Find all the checkmates for White

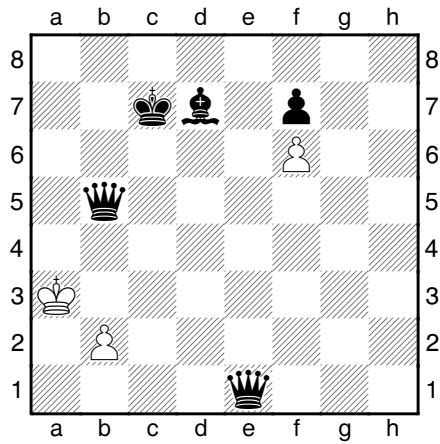


Q281. Find all the checkmates for White

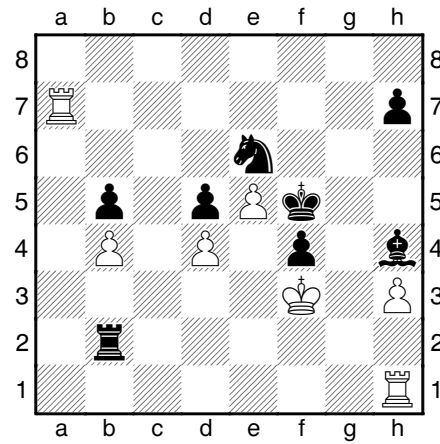


Q282. Find all the checkmates for White

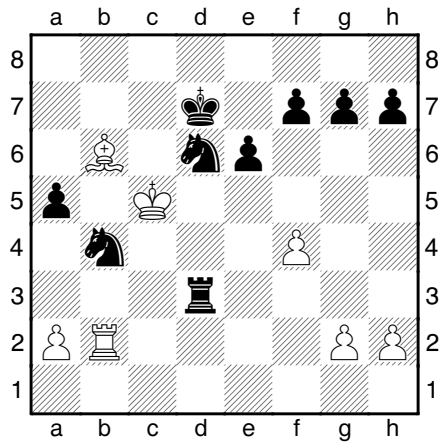
## Chess Heroes: Checkmates



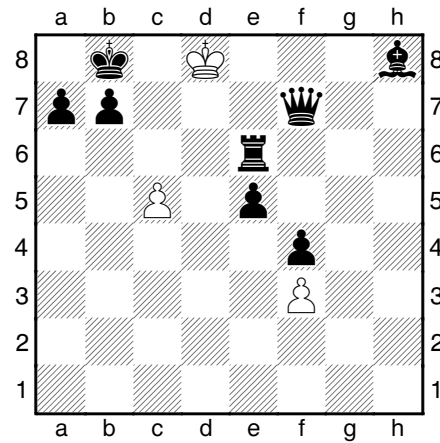
Q283. Find all the checkmates for Black



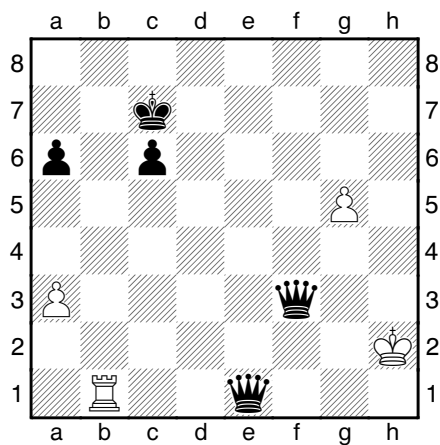
Q284. Find all the checkmates for Black



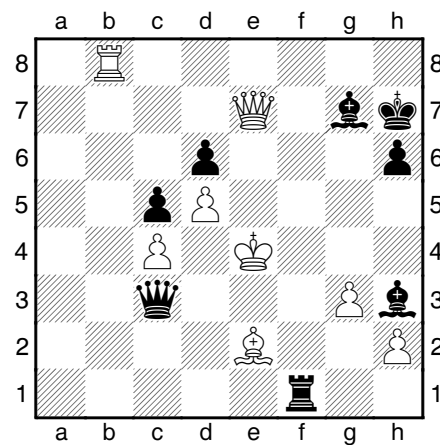
Q285. Find all the checkmates for Black



Q286. Find all the checkmates for Black

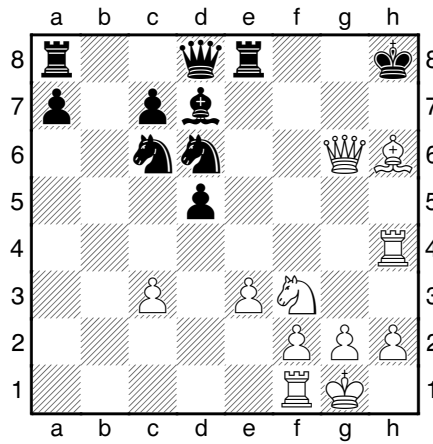


Q287. Find all the checkmates for Black

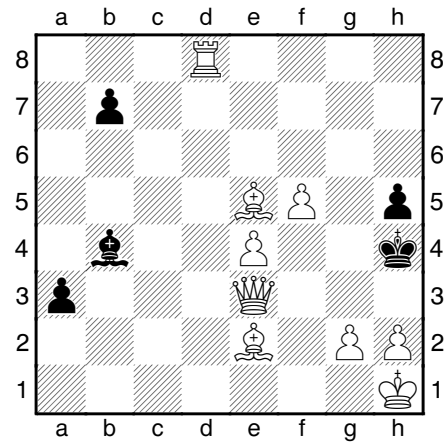


Q288. Find all the checkmates for Black

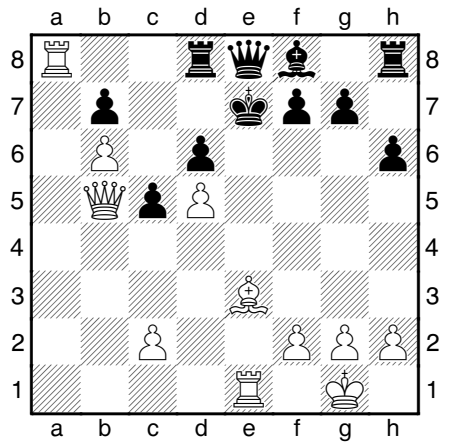
# Chess Heroes: Checkmates



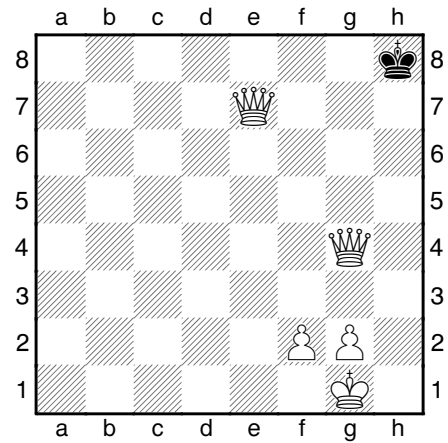
Q289. Find all the checkmates for White



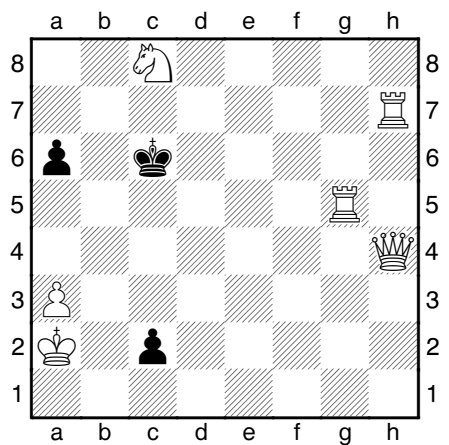
Q290. Find all the checkmates for White



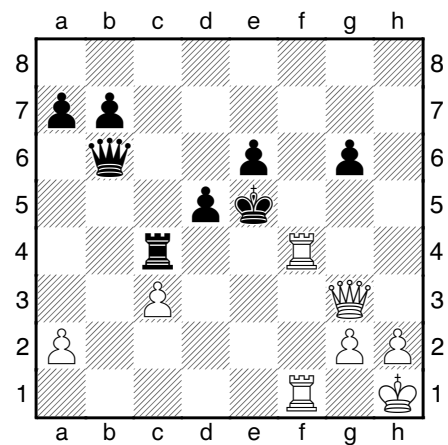
Q291. Find all the checkmates for White



Q292. Find all the checkmates for White

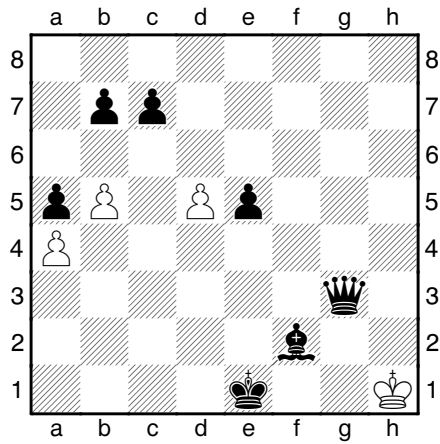


Q293. Find all the checkmates for White

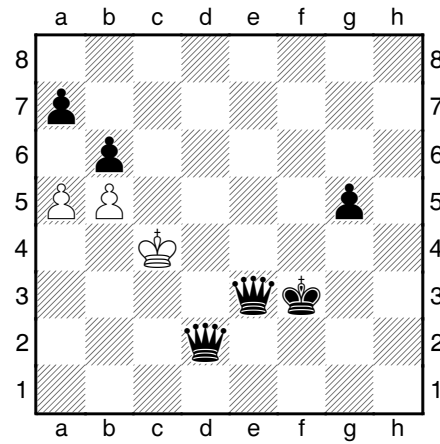


Q294. Find all the checkmates for White

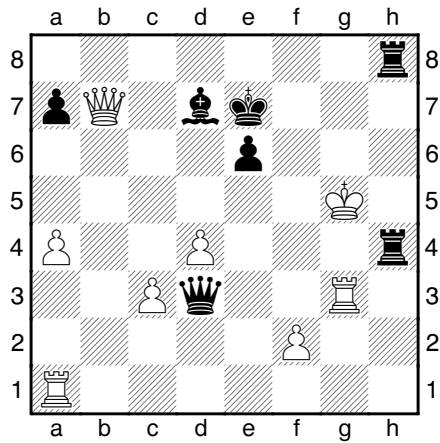
# Chess Heroes: Checkmates



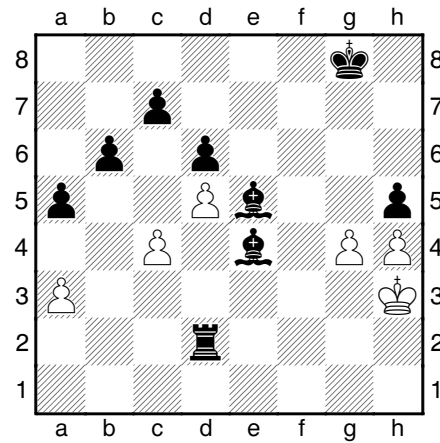
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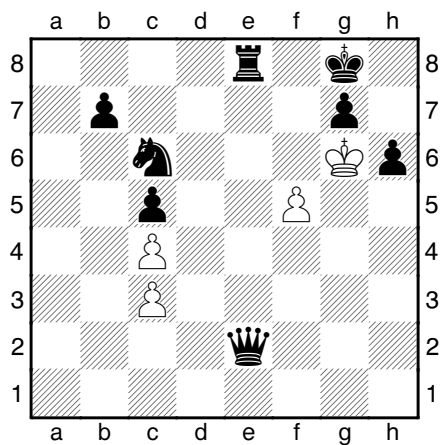
Q296. Find all the checkmates for Black



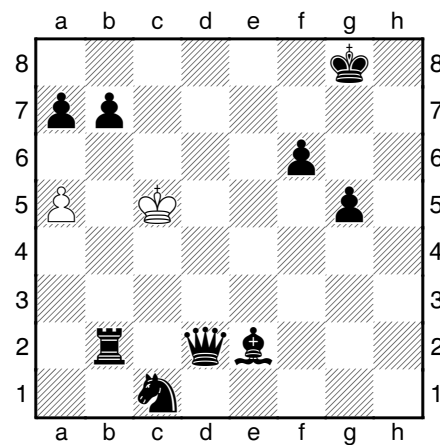
Q297. Find all the checkmates for Black



Q298. Find all the checkmates for Black



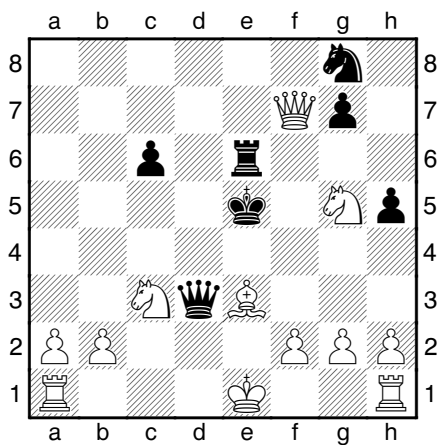
Q299. Find all the checkmates for Black



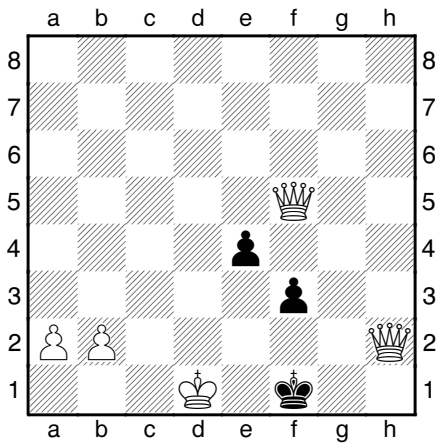
Q300. Find all the checkmates for Black



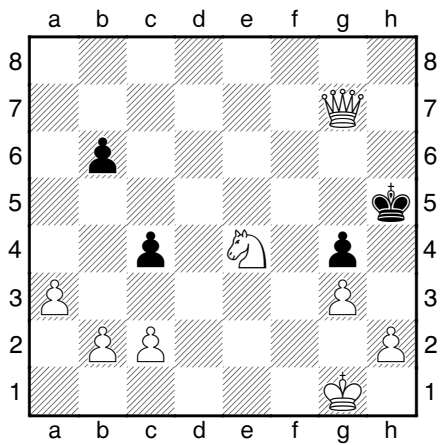
Chess Heroes: Checkmates



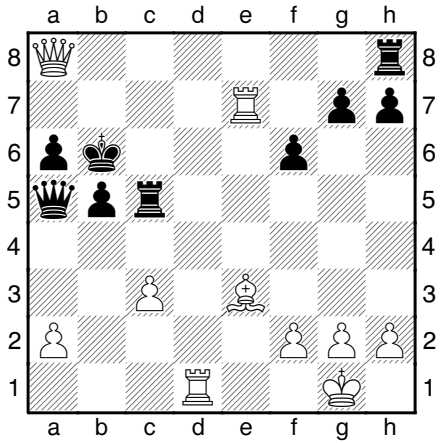
Q301. Find all the checkmates for White



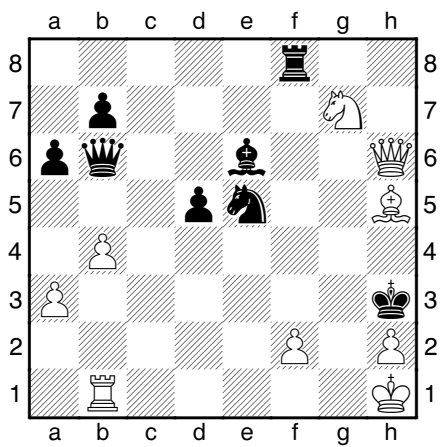
Q302. Find all the checkmates for White



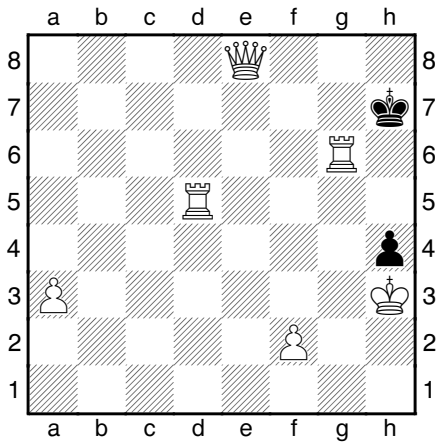
Q303. Find all the checkmates for White



Q304. Find all the checkmates for White

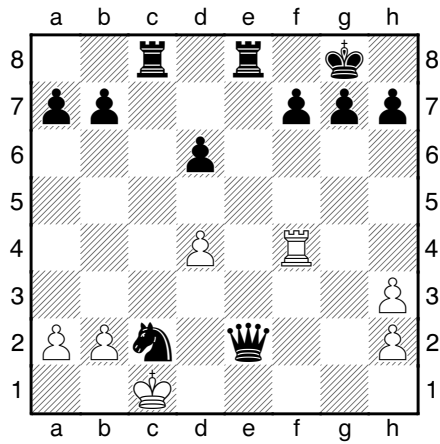


Q305. Find all the checkmates for White

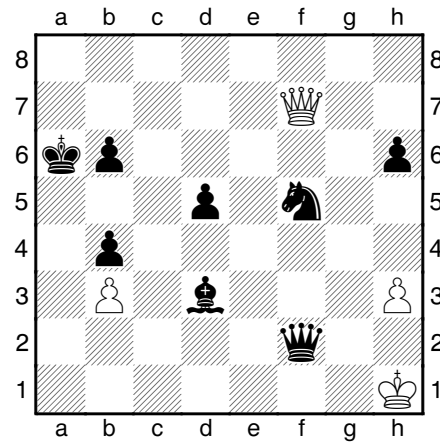


Q306. Find all the checkmates for White

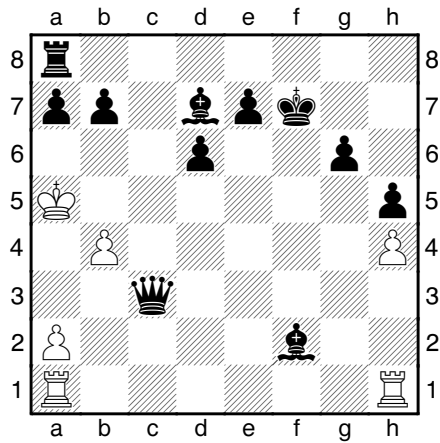
## Chess Heroes: Checkmates



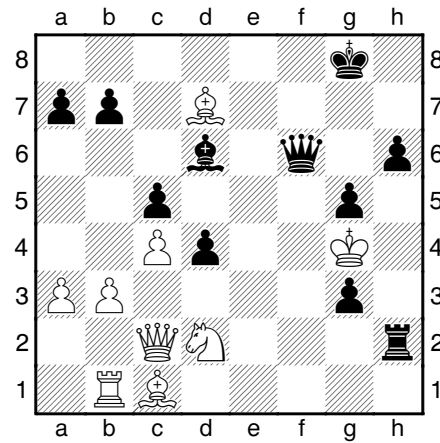
Q307. Find all the checkmates for Black



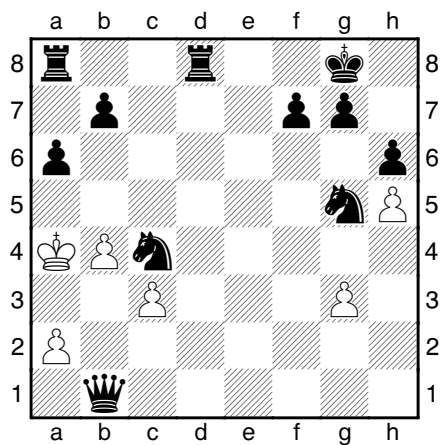
Q308. Find all the checkmates for Black



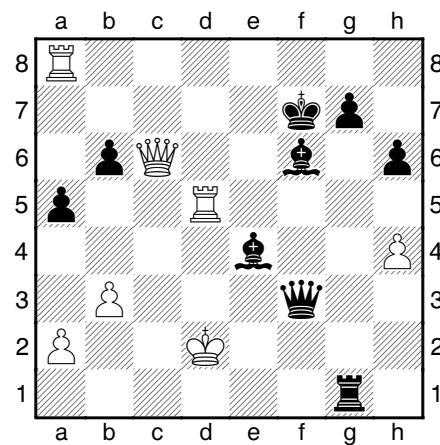
Q309. Find all the checkmates for Black



Q310. Find all the checkmates for Black



Q311. Find all the checkmates for Black



Q312. Find all the checkmates for Black

# CHAPTER 6

## CHECKMATES IN TWO MOVES

Now you're really good at finding mates in one move it's time to take the next step forward and start looking for MATES IN TWO MOVES.

First you have to understand exactly what MATE IN TWO MOVES means.

It DOESN'T mean that you play two moves in a row to get CHECKMATE.

It DOESN'T mean that you play a move hoping that I'll make a mistake and let you get CHECKMATE.

What it means is that you play a move and, WHATEVER I PLAY NEXT, you will get CHECKMATE.

To do this you have to THINK AHEAD.

Learning how to THINK AHEAD is the most important chess skill you'll ever learn. You'll never be a good player until you learn to THINK AHEAD. It's hard at first, but once you get used to it, you'll be able to think further and further ahead and become a better and better player.

Solving checkmate puzzles is one of the best ways of learning how to THINK AHEAD. It's also a great way of learning and remembering more checkmate patterns.

But how do you know what I'm going to do next? Usually, you don't know for certain, but if you play a CHECK, you'll know that I HAVE TO get out of CHECK. Very often I will only have one way to do this, so you know for certain what I'm going to do next. You then have to VISUALISE the position after my reply – see it in your head – and then work out whether or not you can find a CHECKMATE in that position.

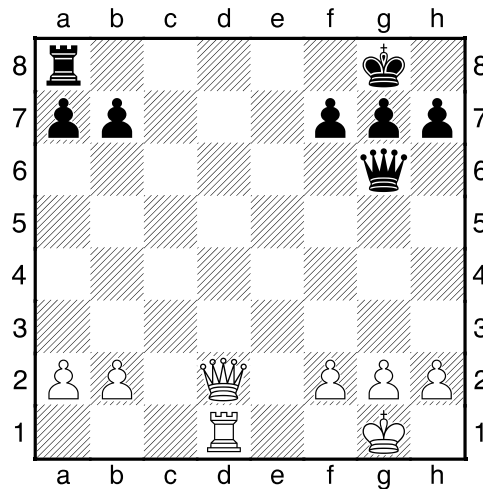
Sometimes I'll have more than one way to get out of CHECK. In that case you have to do the same thing with every one of my replies and make sure you can get CHECKMATE in each case.

This sounds really hard, but once you get used to doing it you'll find that it comes naturally.

If you're playing a game, of course you're not allowed to move the pieces round the board, but if you get stuck solving these puzzles you'll probably find it helpful.

At this point you should also be reading *CHESS TACTICS FOR HEROES*. You'll learn about ideas involving CAPTURING, DEFLECTING or DECOYING your opponent's pieces. These will be very helpful when you're solving CHECKMATES in two or more moves because you'll sometimes be looking for ways of getting rid of the enemy piece which is stopping you getting CHECKMATE.

Let's look at a position.



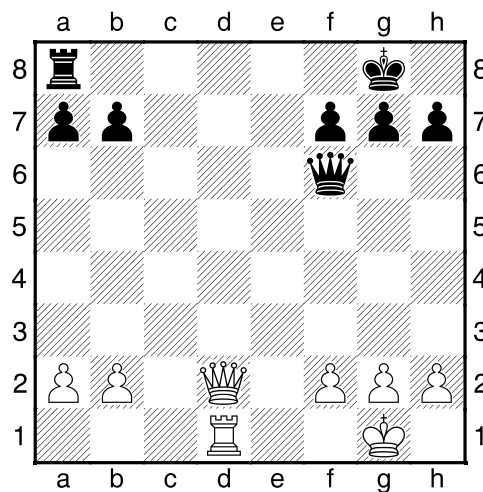
It's White's move. How can you get MATE IN TWO MOVES?

The answer is that you can move your queen from d2 to d8, saying CHECK.

If you're not looking ahead this move looks crazy because I can capture your queen. In fact I have no choice: it's the only way I can get out of CHECK. If you LOOK AHEAD you'll see that after 1. Qd8+ Rxd8 your next move will be Rxd8, which is CHECKMATE.

Qd8+ is a QUEEN SACRIFICE. A SACRIFICE is when you play a move which you know will lose MATERIAL, but you've LOOKED AHEAD and worked out that you will gain an advantage, maybe, as here, CHECKMATE, maybe winning MMATERIAL, or maybe just getting a good position. A SACRIFICE is the most exciting thing you can do in a game of chess, and a QUEEN SACRIFICE is the most exciting sort of SACRIFICE. You can only make SACRIFICES if you're good at LOOKING AHEAD.

Let's change the position slightly.

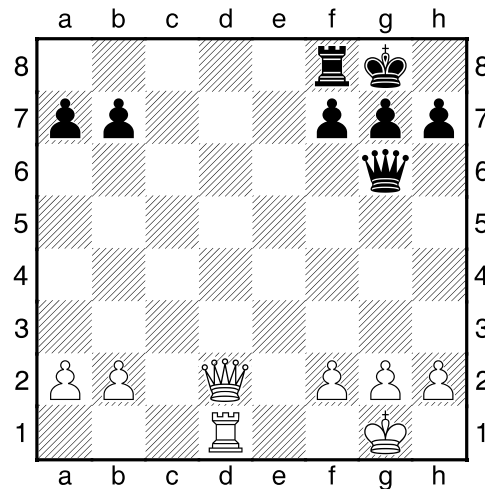


The black queen is now on f6 rather than g6. This makes a very big difference.

Now Qd8+ would be a **BLUNDER**, not a **SACRIFICE** because I could take your queen safely. If you make a move which, through carelessness or through not looking far enough ahead, loses points or gets **CHECKMATED** it's a **BLUNDER**. An oversight. A mistake. An error.

In this position White has no way to force **CHECKMATE**. If, however, it was Black's move and I played Qg6, that would certainly be a blunder because you could play a **QUEEN SACRIFICE** and **CHECKMATE** me.

Let's change the position again.

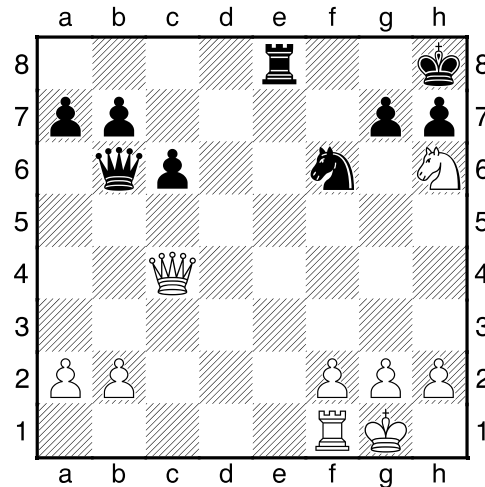


Does White have a **MATE IN 2** in this position?

The answer is: **NO!** You can play Qd8 if you like. Now if I played Rxd8 that would be a **BLUNDER**. Instead, I might play a move like h6, giving my king an escape square and **THREATENING** to capture your queen.

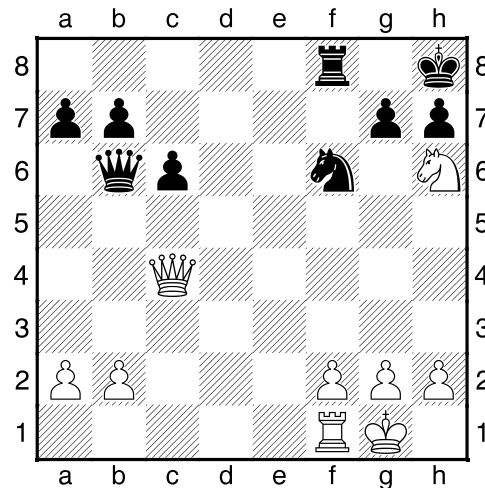
In the puzzles that follow, we're looking for **FORCED MATES**: you can force **CHECKMATE** in **TWO MOVES** whatever I play in reply to your first move. If I have a way of stopping your checkmate, then it doesn't count as a solution.

Some QUEEN SACRIFICES to get CHECKMATE are so famous that they have names.



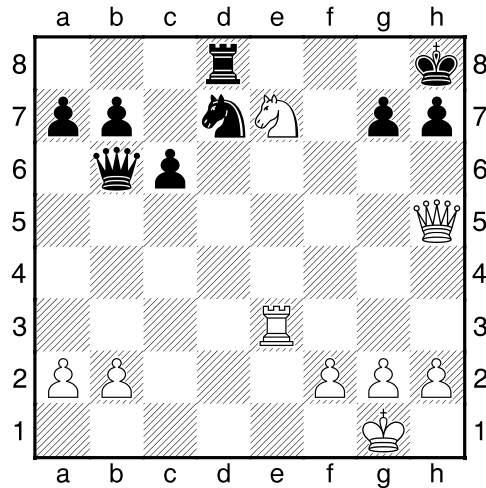
In this position you can force MATE IN 2 by playing the spectacular Qg8+. I can capture with either the rook or the knight (but not with the king because of the white knight). Whichever way I capture, your next move will be Nf7#: a SMOTHERED MATE. This is the end of a sequence called PHILIDOR'S LEGACY, named after the strongest player of the 18<sup>th</sup> century.

You always have to be careful, though.



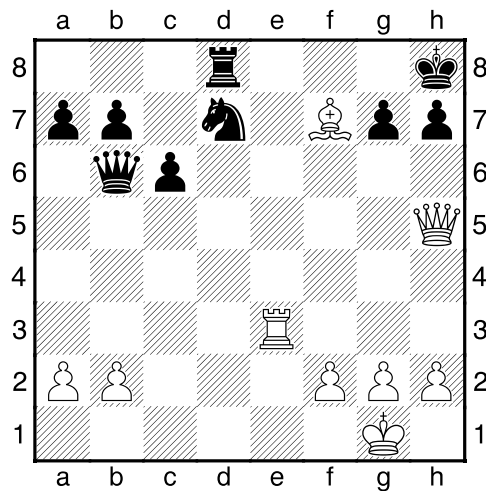
Just a slight change to the position, but this time Qg8+ is a BLUNDER, not a SACRIFICE. If I capture with the rook you will again mate me, but if I capture with the knight instead my rook is still CONTROLLING f7 so there's no mate: you've just lost your queen.

## Chess Heroes: Checkmates



Here, you can get MATE IN 2 by playing 1. Qxh7+ Kxh7 2. Rh3#. The QUEEN SACRIFICE draws the black king out, and then the rook gets CHECKMATE, with the knight CONTROLLING the g6 and g8 squares.

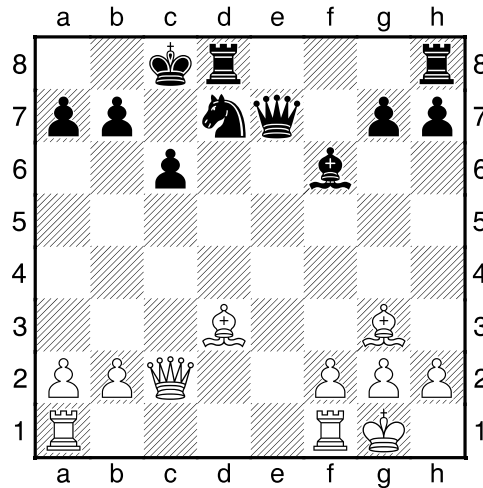
This is called ANASTASIA'S MATE, after a German novel which featured this checkmate.



You can do the same thing if you have a bishop on f7 rather than a knight on e7. Again, 1. Qxh7+ Kxh7 2. Rh3#.



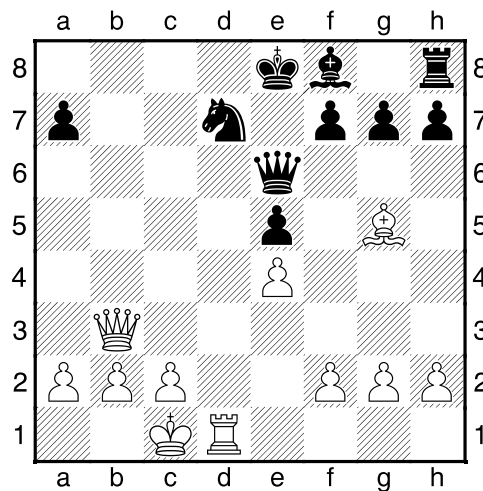
## Chess Heroes: Checkmates



This one is called **BODEN'S MATE**, and is named after a 19<sup>th</sup> century English player. Can you work out the answer? It's not so hard if you know it's going to be a **QUEEN SACRIFICE**.

White plays the sensational 1. Qxc6+ bxc6 2. Ba6#.

Here's one more example, from perhaps the most famous game of chess ever played. Can you find the **MATE IN 2** for White here?



White was Paul Morphy, who played a lot of brilliant games of chess in the 1850s. Here, he spotted that if the black knight on d7 wasn't in the way he could get **CHECKMATE** with Rd8. So he played a **QUEEN SACRIFICE** to force the knight to move: Qb8+. Black had only one way to get out of check: Nxb8, when Rd8 was **CHECKMATE**.

So you see that if you **LOOK AHEAD** you'll sometimes find that a move that looks like a mistake is good, and likewise that a move that looks good is a mistake.

Now you can try to solve some more MATE IN TWO MOVES puzzles yourself. Here's how you go about it.

1. Look for a check.
2. Look at all the ways your opponent can get out of check.
3. Treat the position after each of your opponent's possible moves as a MATE IN 1 puzzle and see if you can find a mate in each one.
4. If you can find a mate in each variation you've solved it.
5. If you can't mate in two moves in every variation, look for another check and try again.

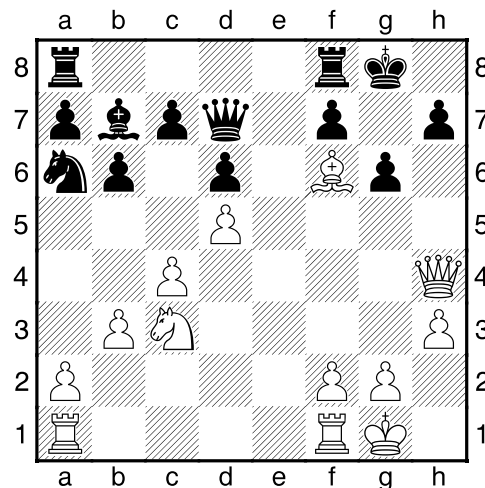
But there will be some positions where this doesn't work. Sometimes the first move is not a check, but instead a move that THREATENS CHECKMATE. In that case you'll have to look at every possible reply and make sure there's no way to stop the threat without allowing a different CHECKMATE instead.

Instead, you'll be doing something like this:

1. Look for a move that threatens mate.
2. Look at all the ways your opponent can meet your threat.

And then continuing from Step 3 above.

Here's an example of this sort of position.

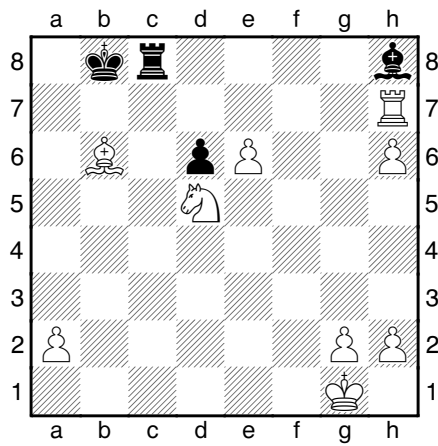


In this position, your only CHECK, Qxh7+, just loses your queen. But instead, you can play Qh6 with a THREAT of Qg7#. Black has lots of possible moves, but none of them can stop CHECKMATE next move. Black can't even delay the mate by playing a check.

If you can't find any CHECKS that work you'll have to look for MATE THREATS instead and work out whether or not I'll be able to stop them.

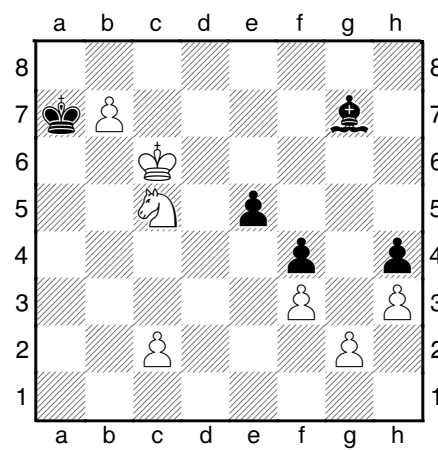
So, when you're ready, and confident that you'll be able to LOOK AHEAD, turn over the page and see how many MATES IN TWO you can find. In most questions there is only one way to mate in two moves. There are one or two questions where there are two very similar answers. There are also some questions where there are ways to mate in 3 or 4 moves, but we're only looking for MATES IN TWO in these puzzles: anything that takes more moves doesn't count as a solution!

## Chess Heroes: Checkmates



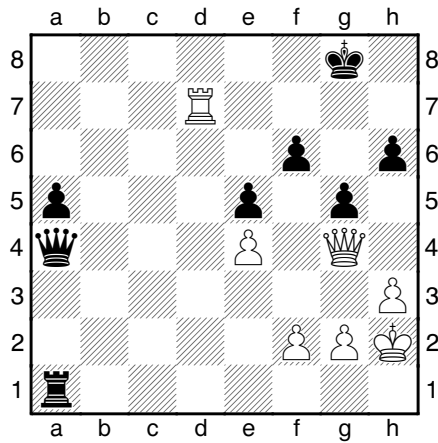
Q313. How can White force mate in 2 moves?

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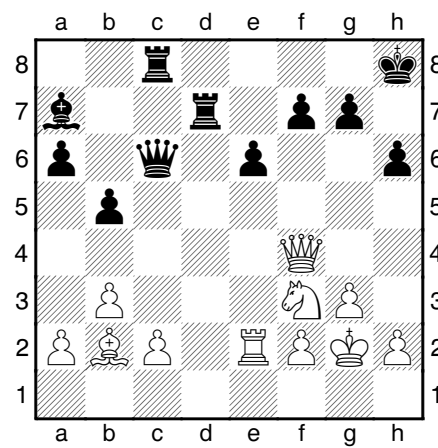
Q314. How can White force mate in 2 moves?

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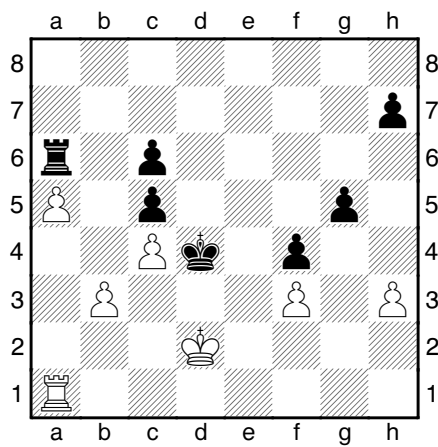
Q315. How can White force mate in 2 moves?

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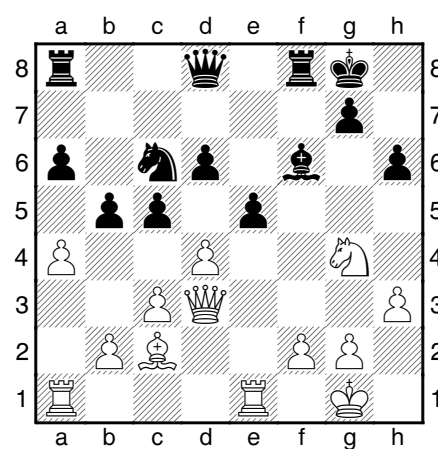
Q316. How can White force mate in 2 moves?

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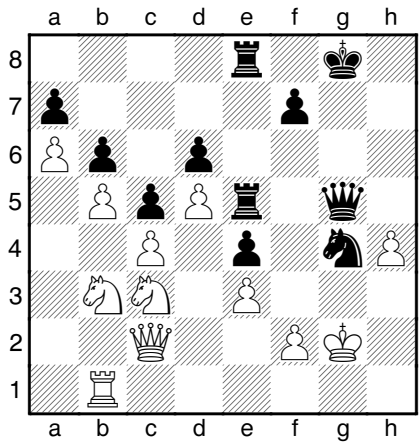
Q317. How can White force mate in 2 moves?

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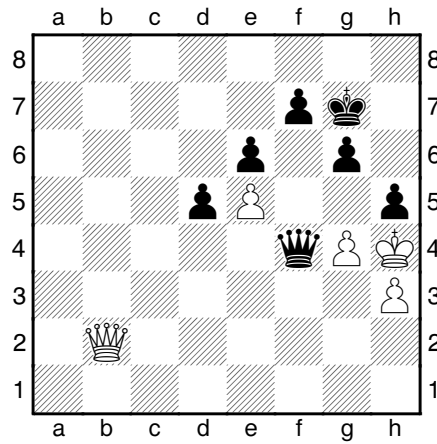
Q318. How can White force mate in 2 moves?

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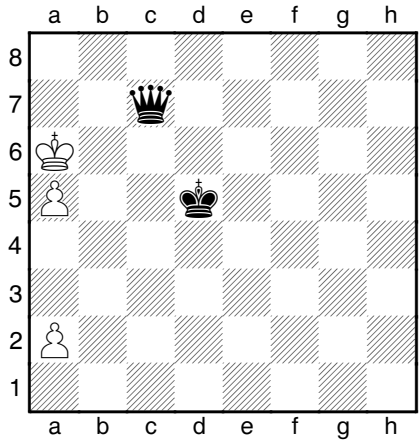
Q319. How can Black force mate in 2 moves?

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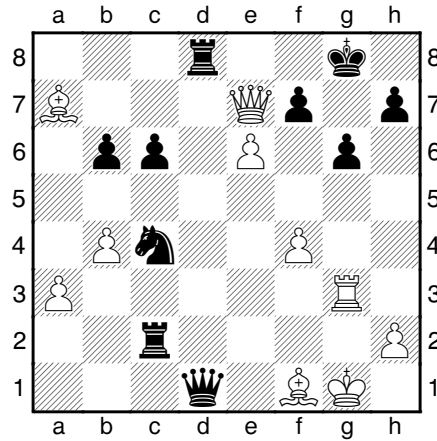
Q320. How can Black force mate in 2 moves?

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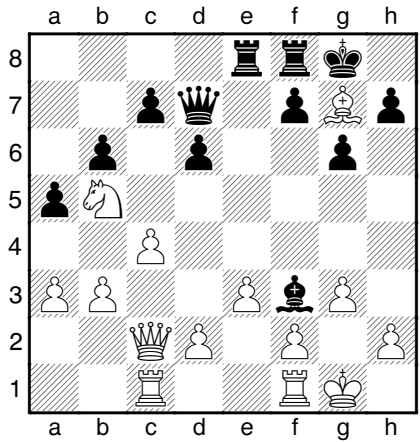
Q321. How can Black force mate in 2 moves?

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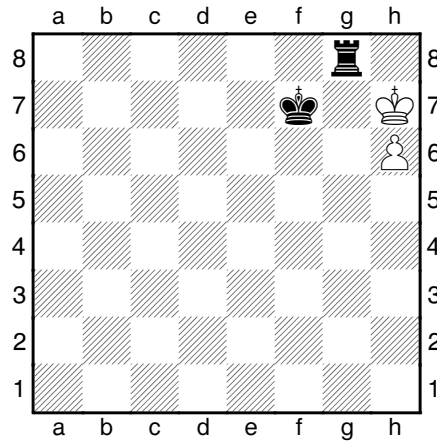
Q322. How can Black force mate in 2 moves?

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Q323. How can Black force mate in 2 moves?

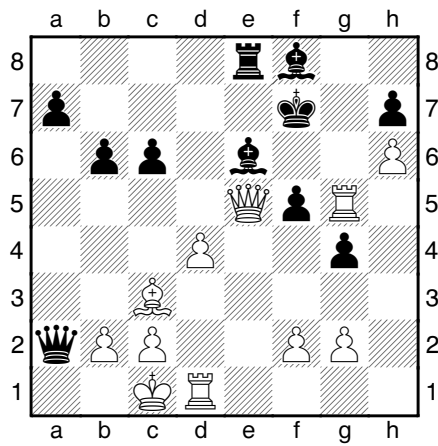
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Q324. How can Black force mate in 2 moves?

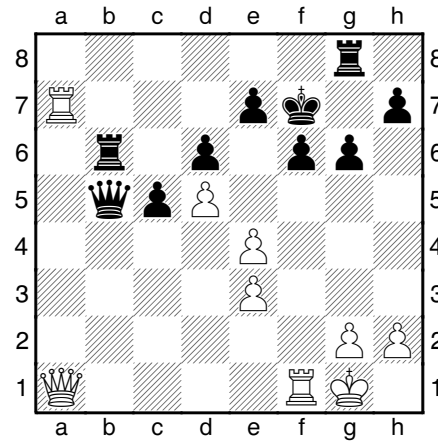
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## Chess Heroes: Checkmates



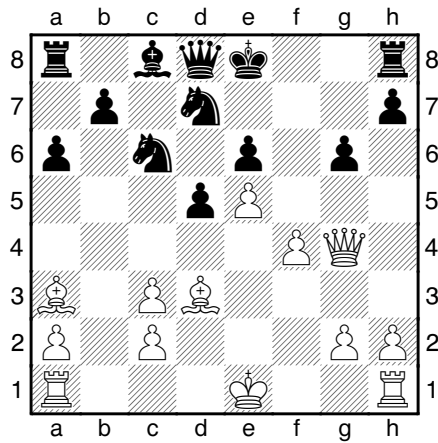
Q325. How can White force mate in 2 moves?

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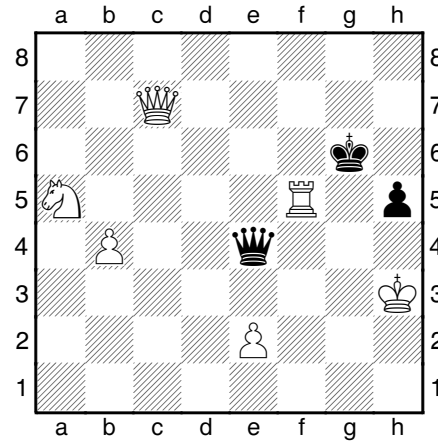
Q326. How can White force mate in 2 moves?

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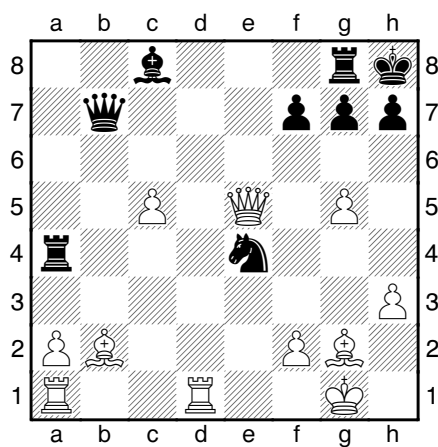
Q327. How can White force mate in 2 moves?

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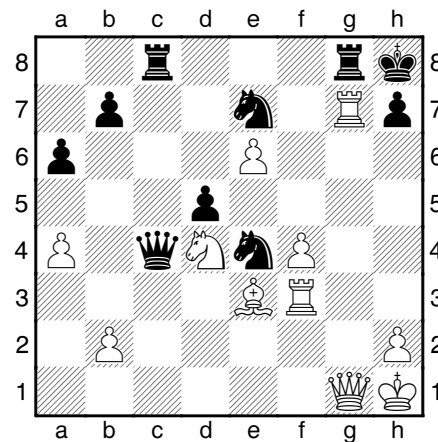
Q328. How can White force mate in 2 moves?

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Q329. How can White force mate in 2 moves?

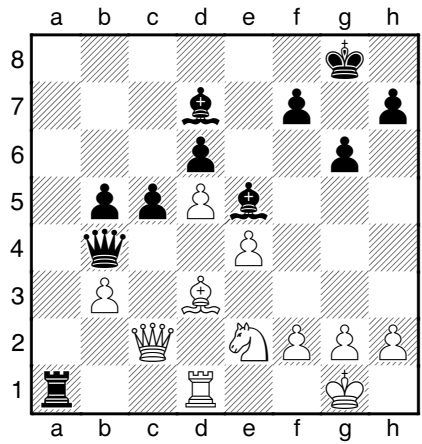
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Q330. How can White force mate in 2 moves?

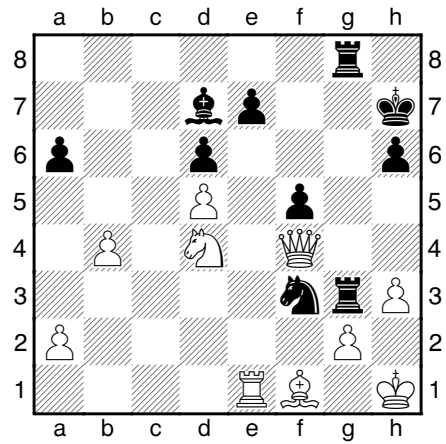
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# Chess Heroes: Checkmates



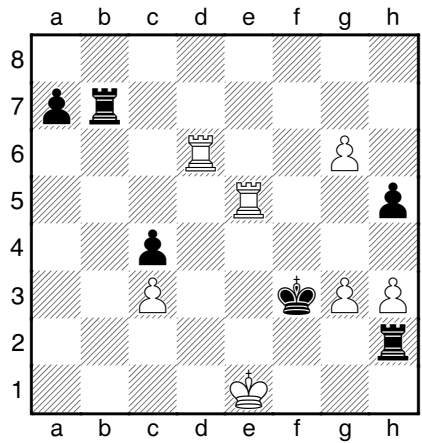
Q331. How can Black force mate in 2 moves?

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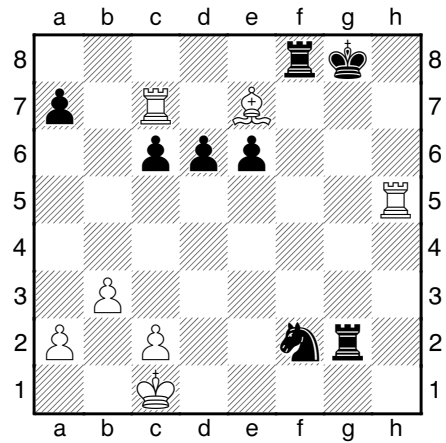
Q332. How can Black force mate in 2 moves?

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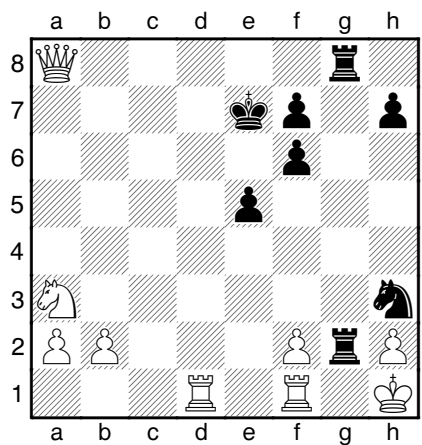
Q333. How can Black force mate in 2 moves?

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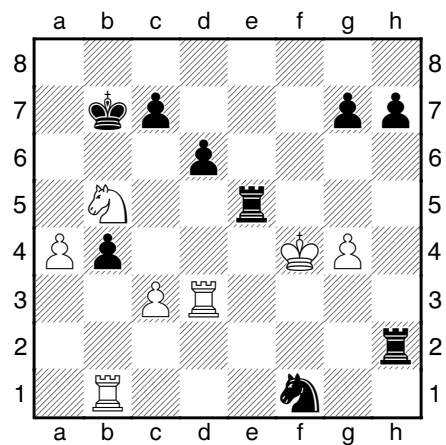
Q334. How can Black force mate in 2 moves?

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Q335. How can Black force mate in 2 moves?

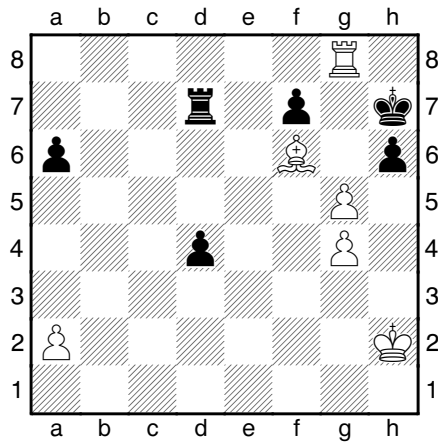
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Q336. How can Black force mate in 2 moves?

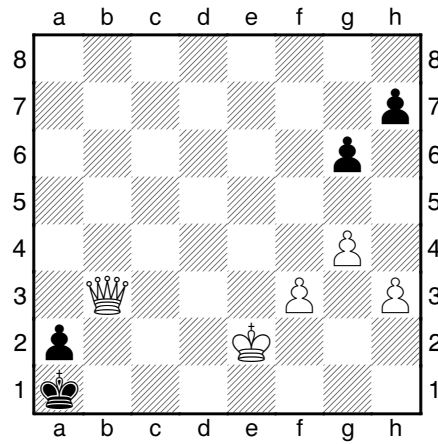
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## Chess Heroes: Checkmates



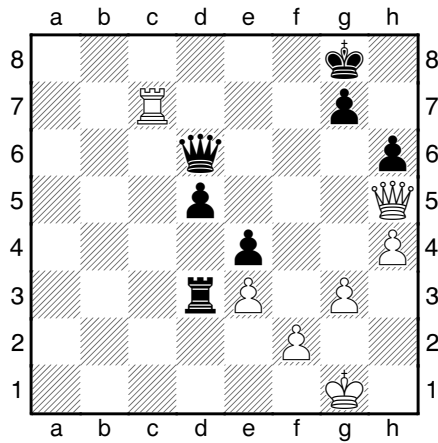
Q337. How can White force mate in 2 moves?

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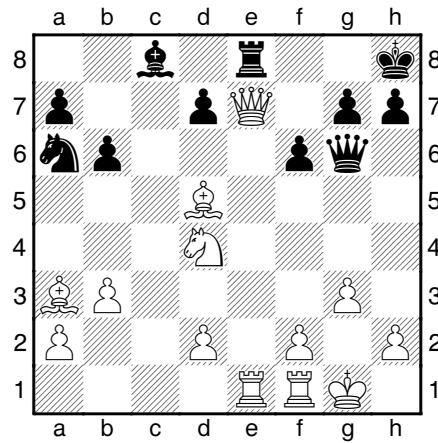
Q338. How can White force mate in 2 moves?

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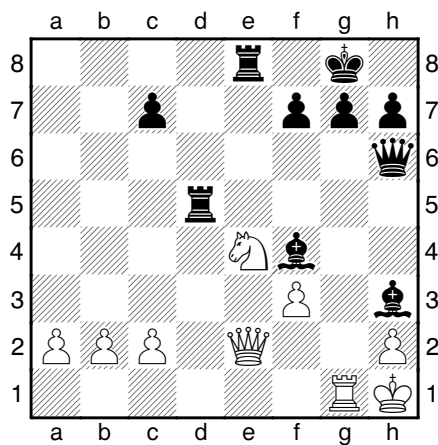
Q339. How can White force mate in 2 moves?

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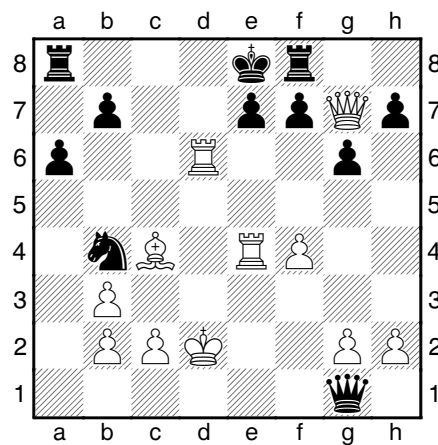
Q340. How can White force mate in 2 moves?

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Q341. How can White force mate in 2 moves?

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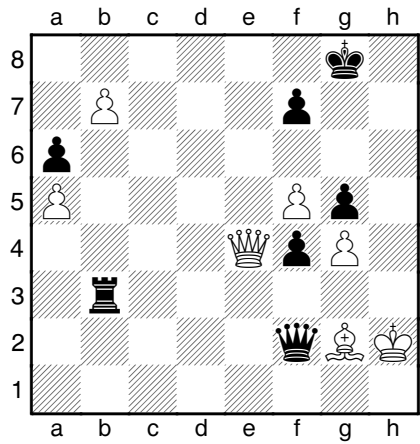


Q342. How can White force mate in 2 moves?

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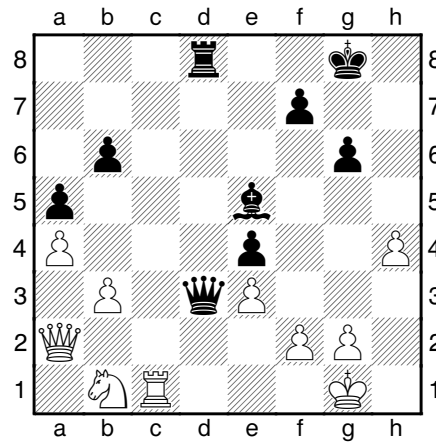


# Chess Heroes: Checkmates



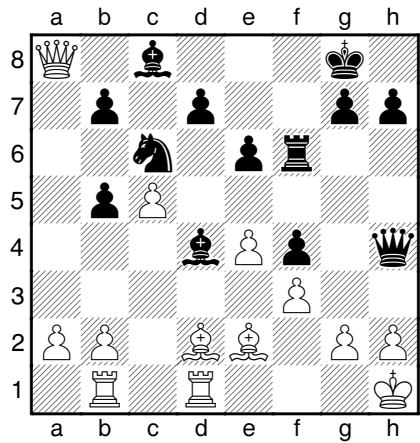
Q343. How can Black force mate in 2 moves?

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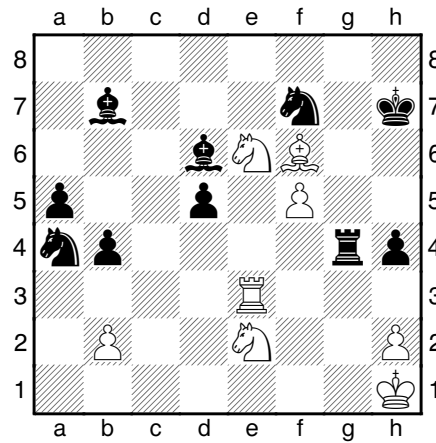
Q344. How can Black force mate in 2 moves?

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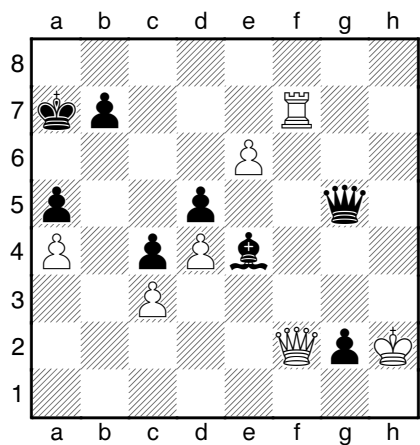
Q345. How can Black force mate in 2 moves?

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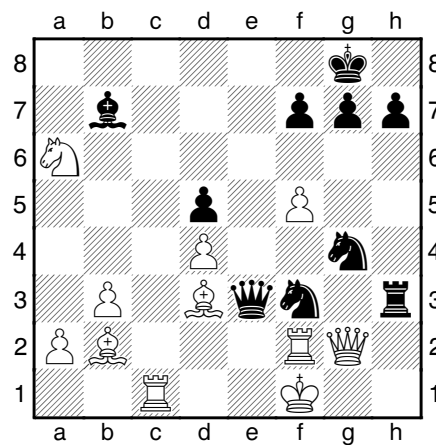
Q346. How can Black force mate in 2 moves?

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Q347. How can Black force mate in 2 moves?

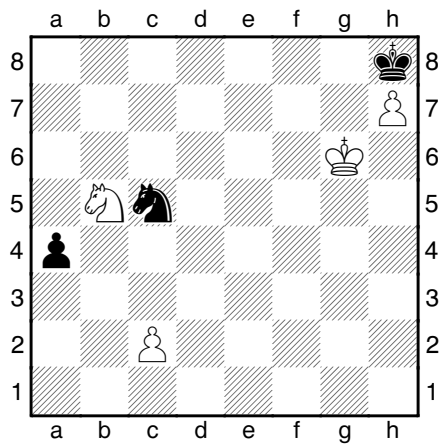
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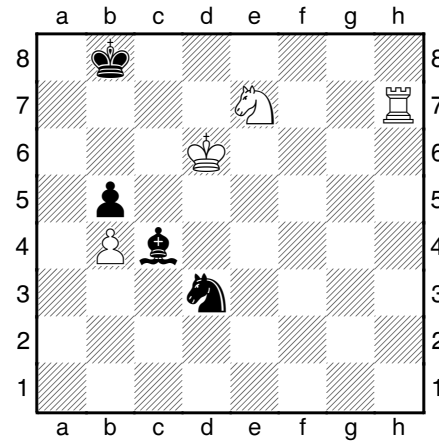
Q348. How can Black force mate in 2 moves?

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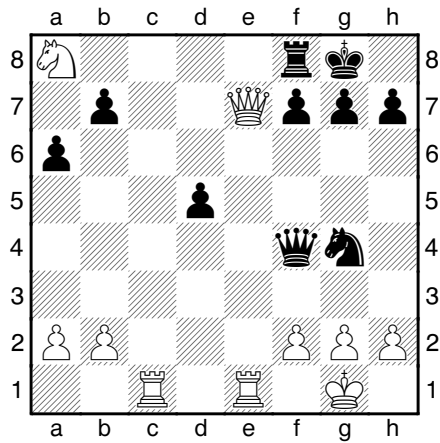
## Chess Heroes: Checkmates



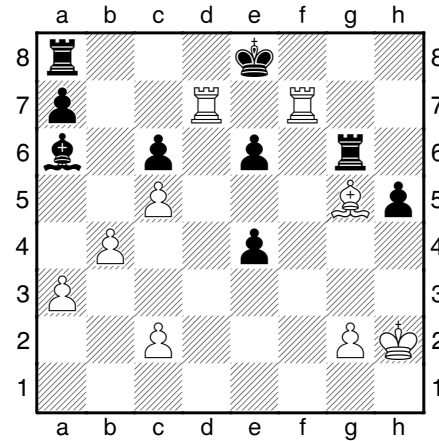
Q349. How can White force mate in 2 moves?



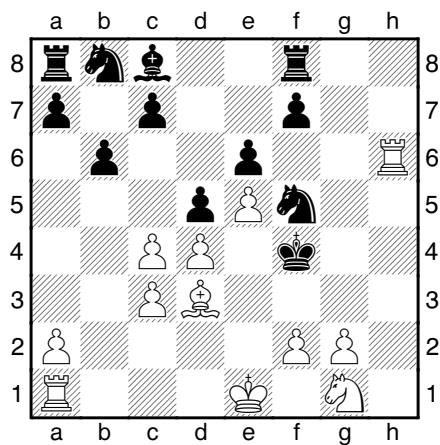
Q350. How can White force mate in 2 moves?



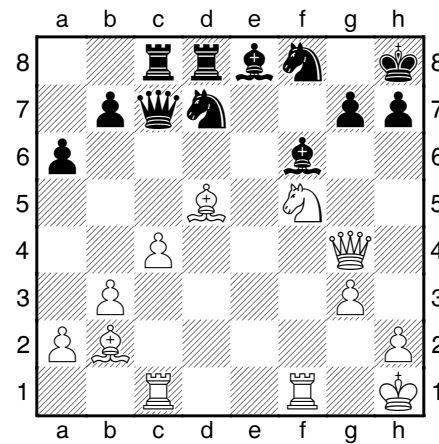
Q351. How can White force mate in 2 moves?



Q352. How can White force mate in 2 moves?

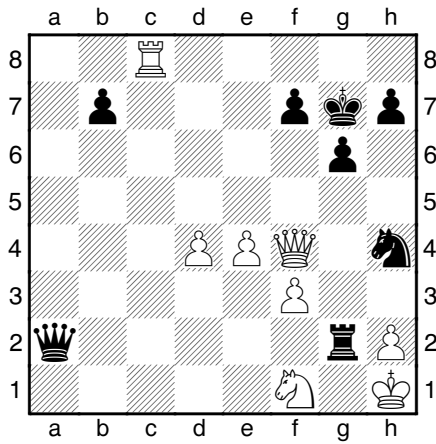


Q353. How can White force mate in 2 moves?



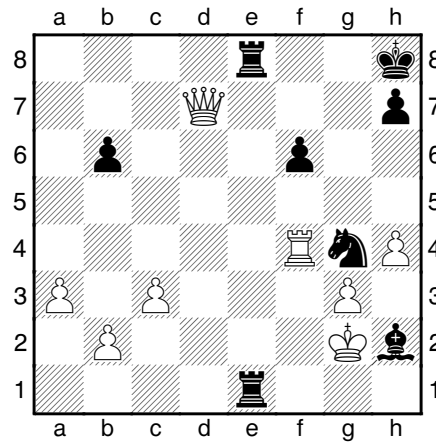
Q354. How can White force mate in 2 moves?

# Chess Heroes: Checkmates



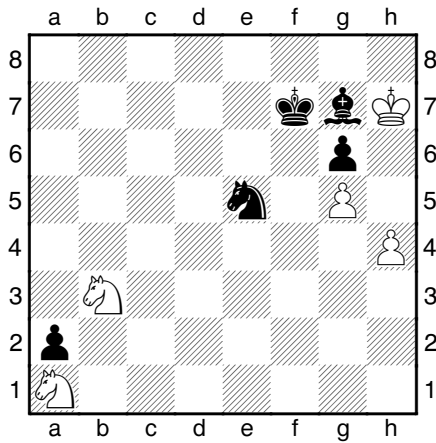
Q355. How can Black force mate in 2 moves?

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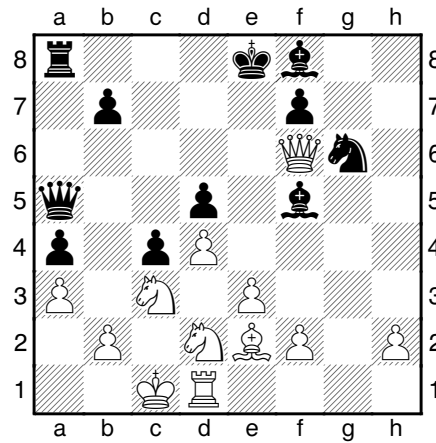
Q356. How can Black force mate in 2 moves?

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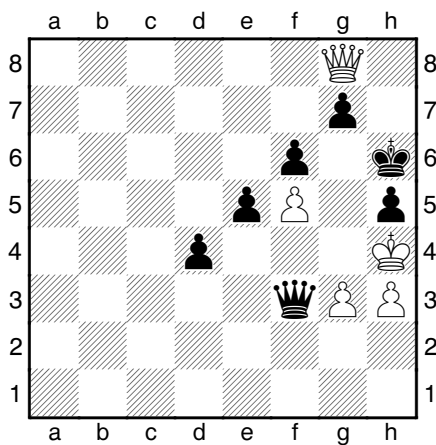
Q357. How can Black force mate in 2 moves?

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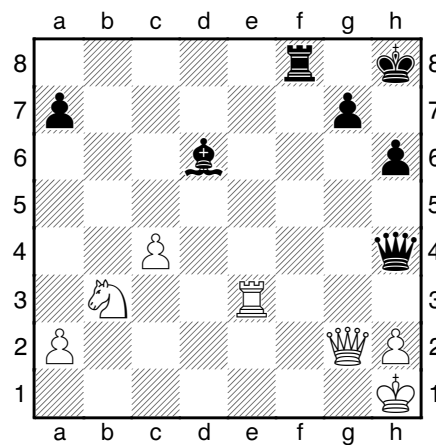
Q358. How can Black force mate in 2 moves?

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Q359. How can Black force mate in 2 moves?

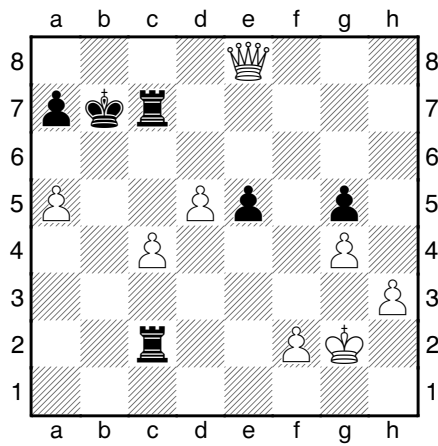
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Q360. How can Black force mate in 2 moves?

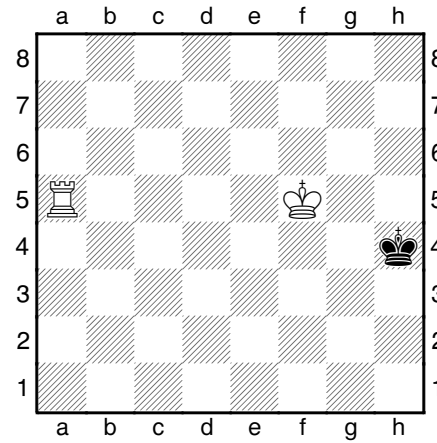
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## Chess Heroes: Checkmates



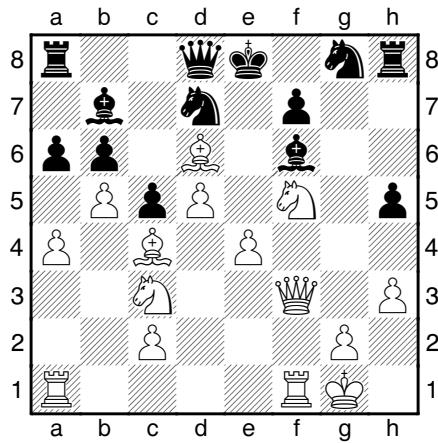
Q361. How can White force mate in 2 moves?

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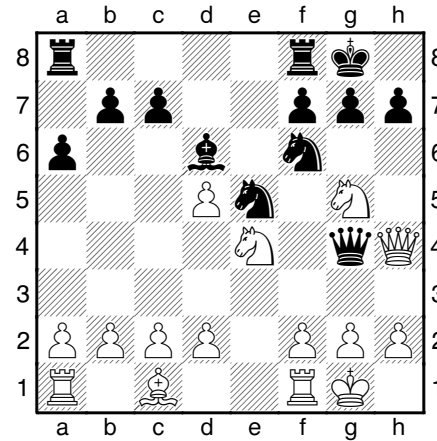
Q362. How can White force mate in 2 moves?

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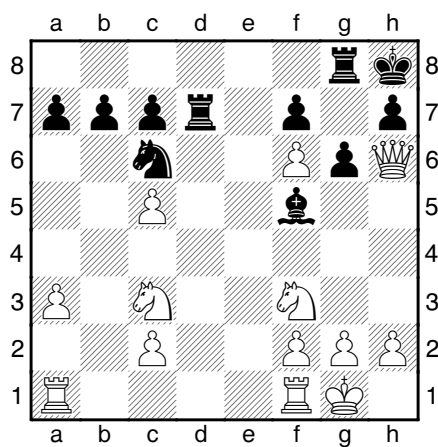
Q363. How can White force mate in 2 moves?

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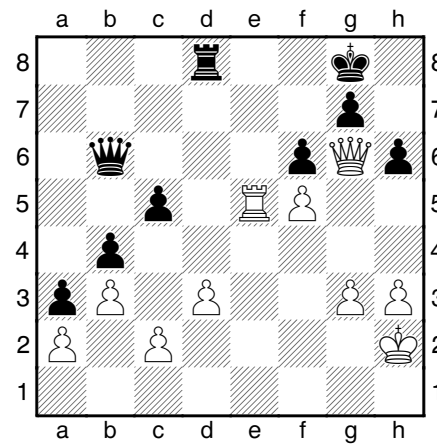
Q364. How can White force mate in 2 moves?

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Q365. How can White force mate in 2 moves?

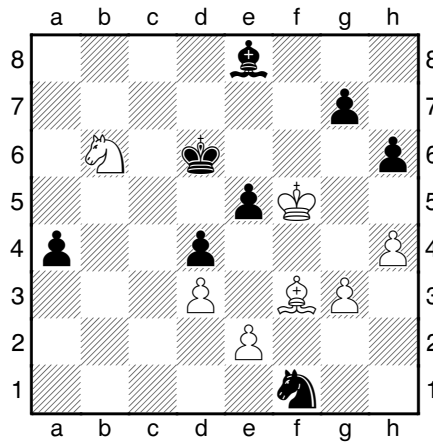
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Q366. How can White force mate in 2 moves?

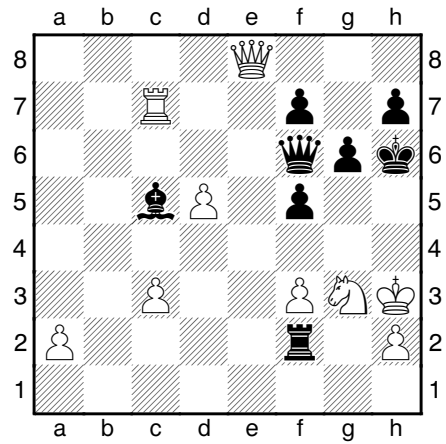
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# Chess Heroes: Checkmates



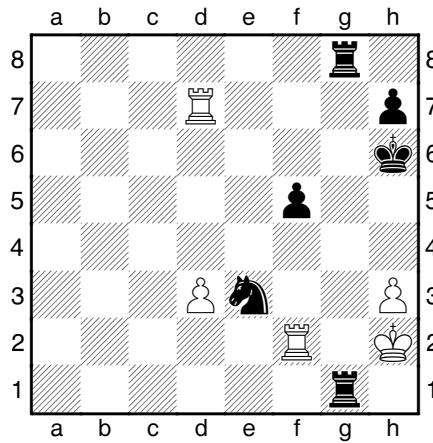
Q367. How can Black force mate in 2 moves?

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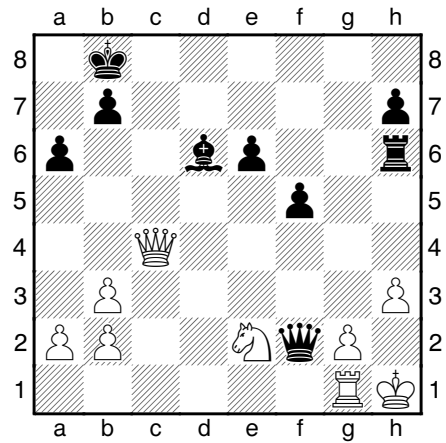
Q368. How can Black force mate in 2 moves?

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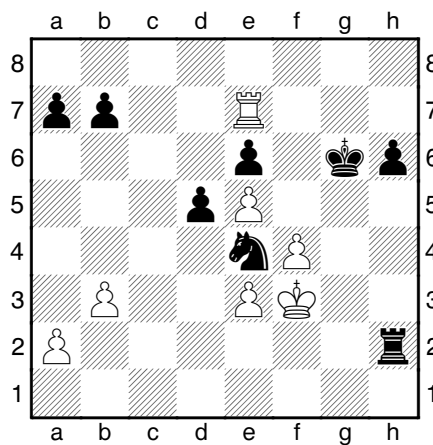
Q369. How can Black force mate in 2 moves?

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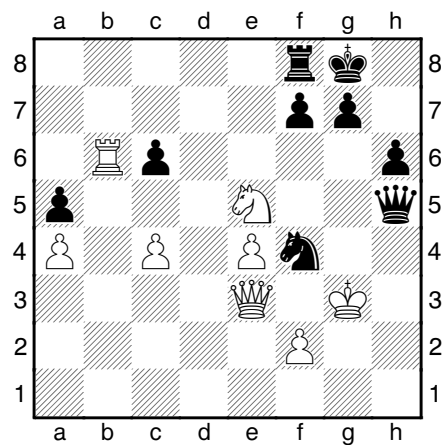
Q370. How can Black force mate in 2 moves?

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Q371. How can Black force mate in 2 moves?

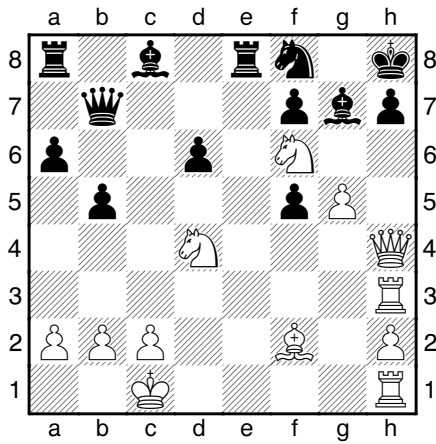
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Q372. How can Black force mate in 2 moves?

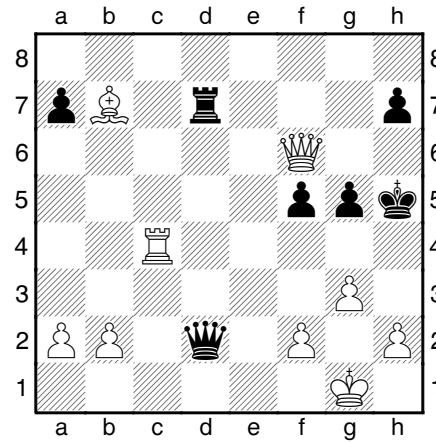
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## Chess Heroes: Checkmates



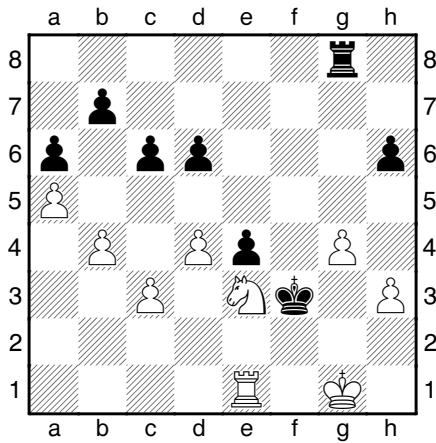
Q373. How can White force mate in 2 moves?

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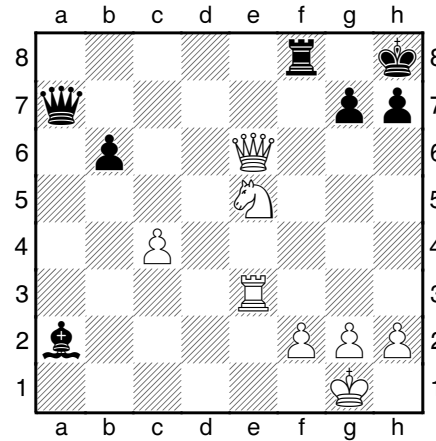
Q374. How can White force mate in 2 moves?

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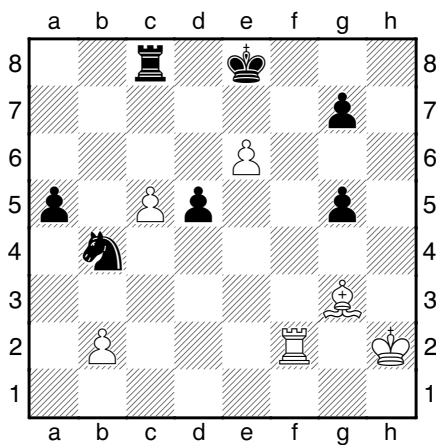
Q375. How can White force mate in 2 moves?

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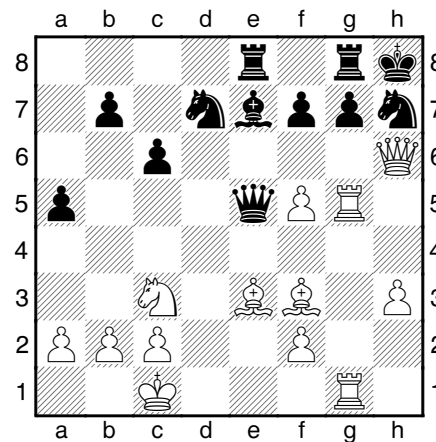
Q376. How can White force mate in 2 moves?

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Q377. How can White force mate in 2 moves?

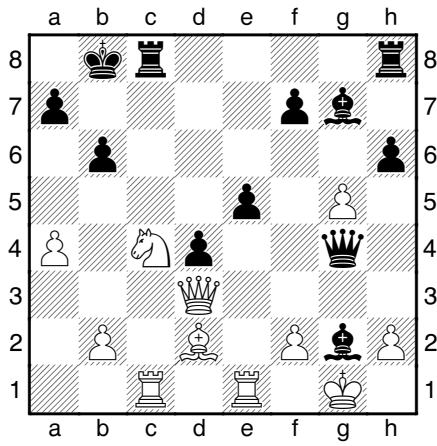
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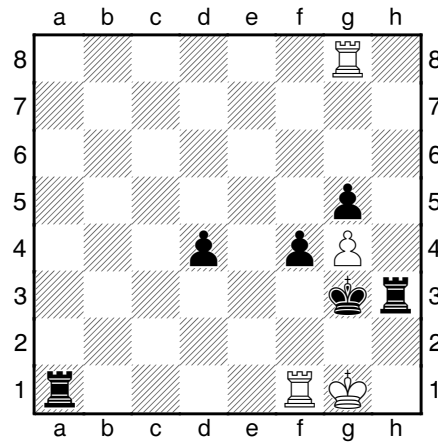
Q378. How can White force mate in 2 moves?

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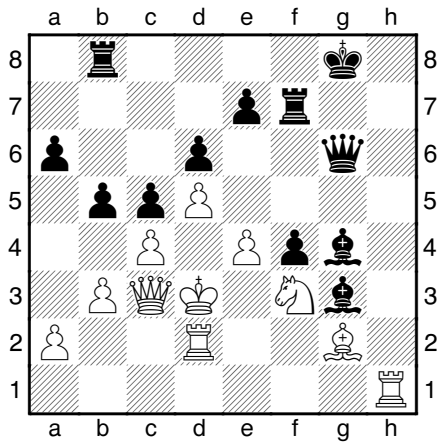
# Chess Heroes: Checkmates



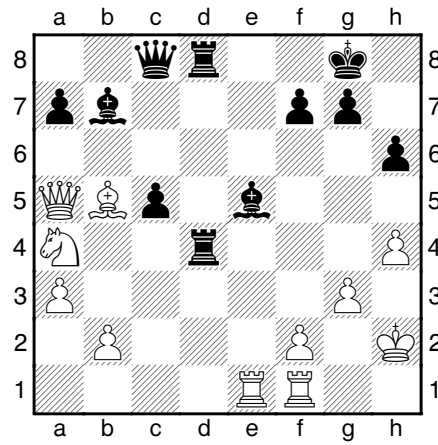
Q379. How can Black force mate in 2 moves?



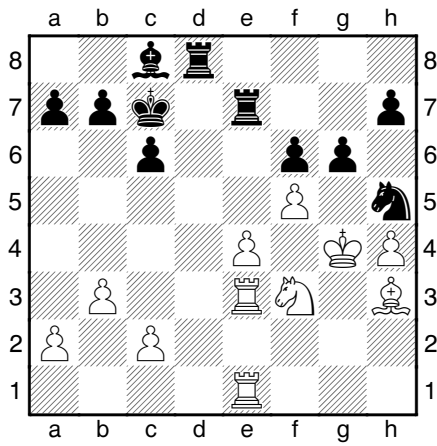
Q380. How can Black force mate in 2 moves?



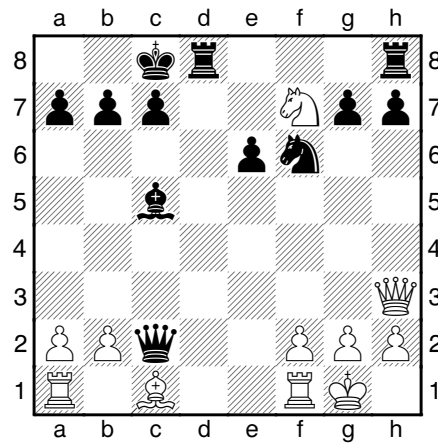
Q381. How can Black force mate in 2 moves?



Q382. How can Black force mate in 2 moves?

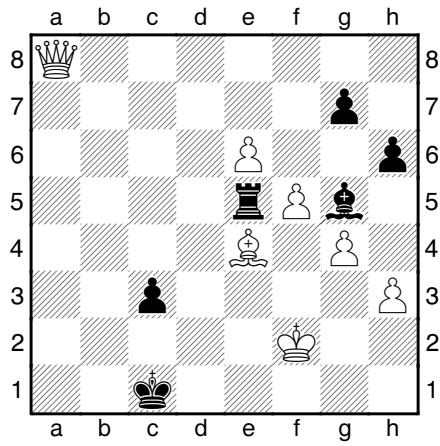


Q383. How can Black force mate in 2 moves?



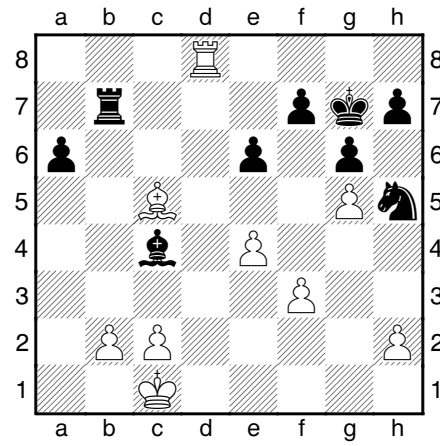
Q384. How can Black force mate in 2 moves?

## Chess Heroes: Checkmates



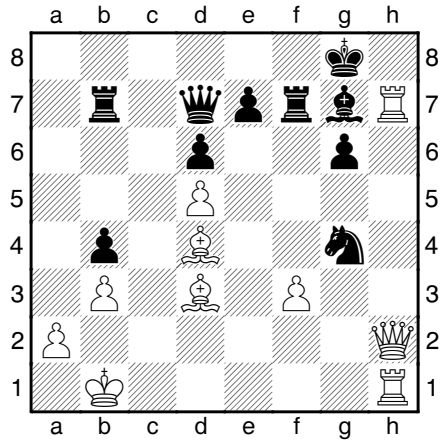
Q385. How can White force mate in 2 moves?

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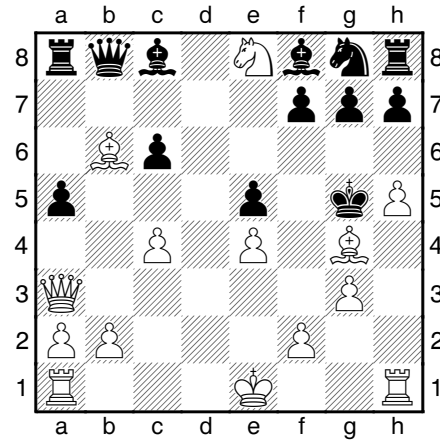
Q386. How can White force mate in 2 moves?

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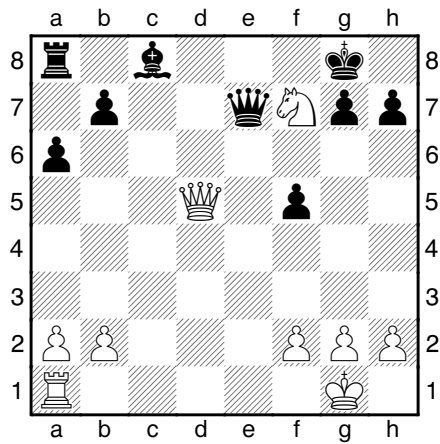
Q387. How can White force mate in 2 moves?

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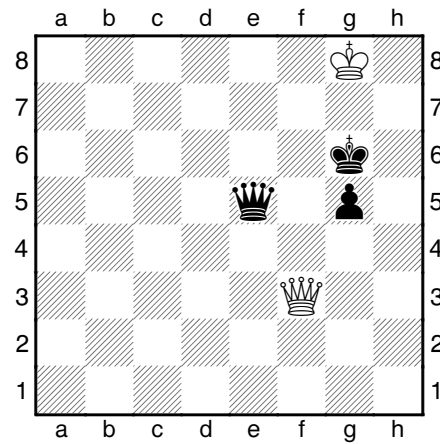
Q388. How can White force mate in 2 moves?

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Q389. How can White force mate in 2 moves?

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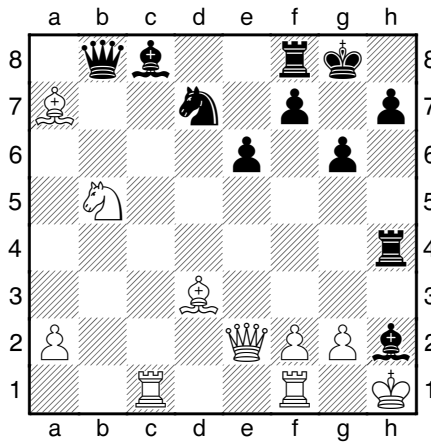


Q390. How can White force mate in 2 moves?

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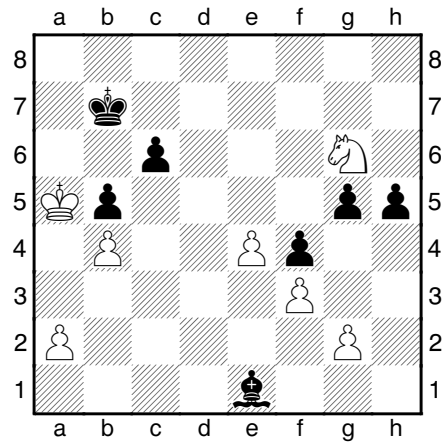


# Chess Heroes: Checkmates



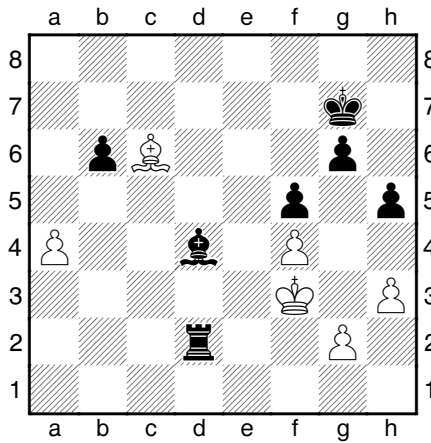
Q391. How can Black force mate in 2 moves?

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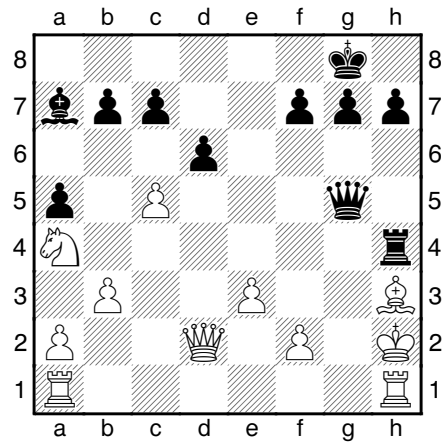
Q392. How can Black force mate in 2 moves?

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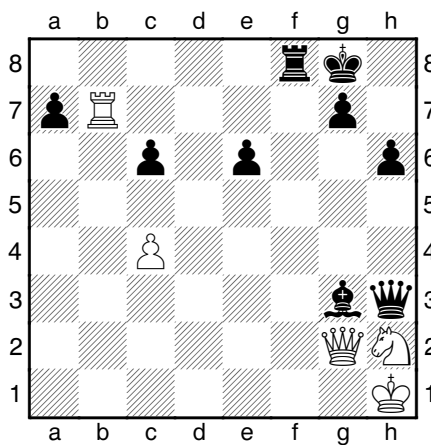
Q393. How can Black force mate in 2 moves?

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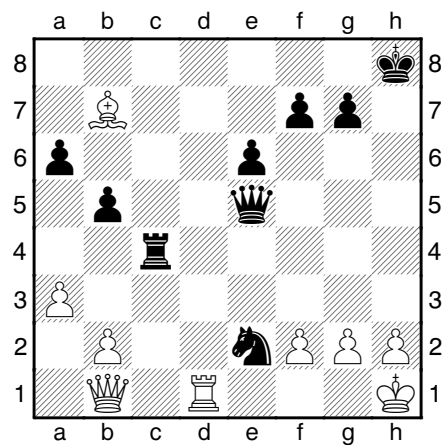
Q394. How can Black force mate in 2 moves?

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Q395. How can Black force mate in 2 moves?

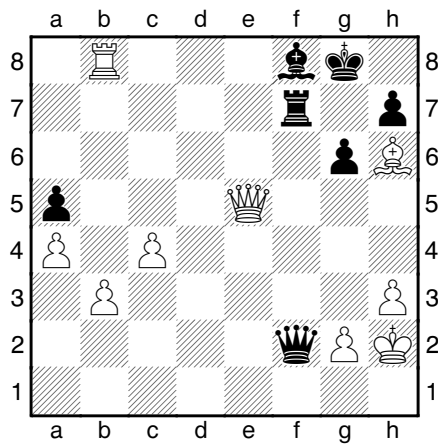
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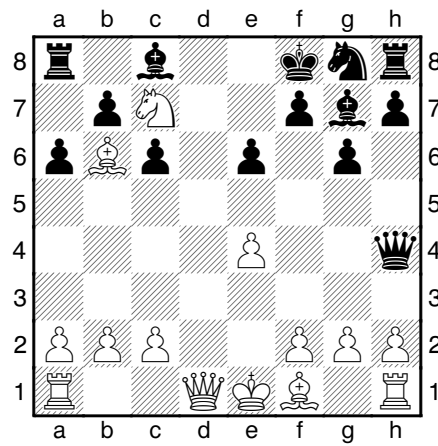
Q396. How can Black force mate in 2 moves?

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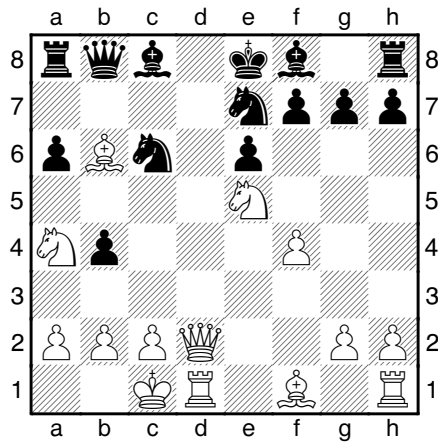
## Chess Heroes: Checkmates



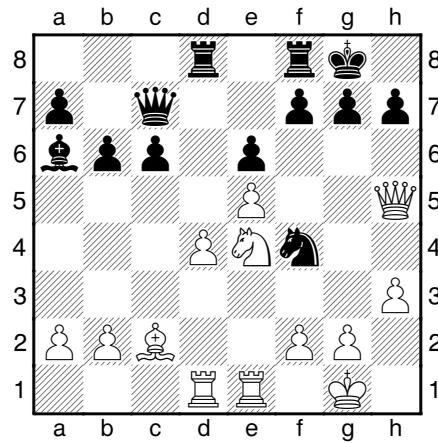
Q397. How can White force mate in 2 moves?



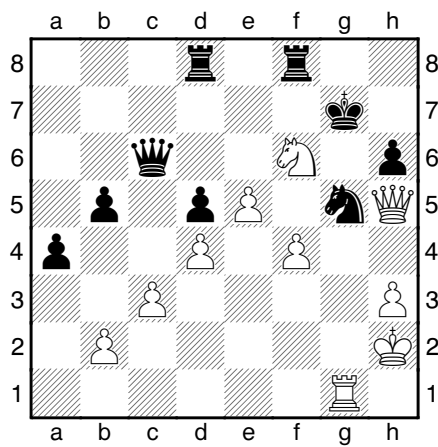
Q398. How can White force mate in 2 moves?



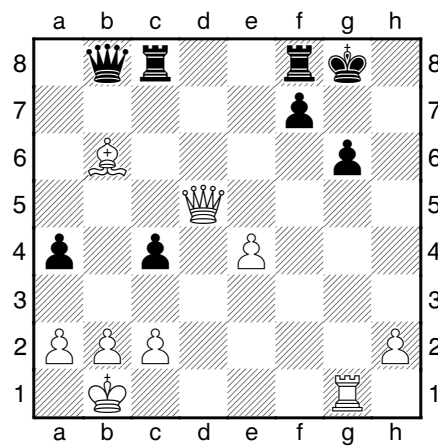
Q399. How can White force mate in 2 moves?



Q400. How can White force mate in 2 moves?

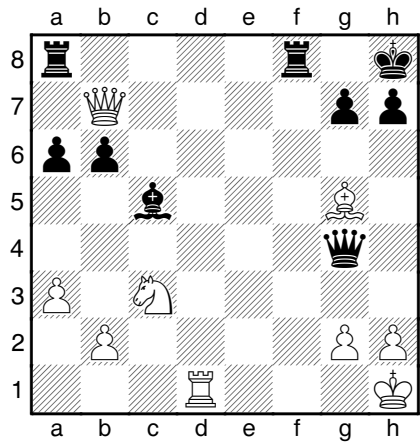


Q401. How can White force mate in 2 moves?



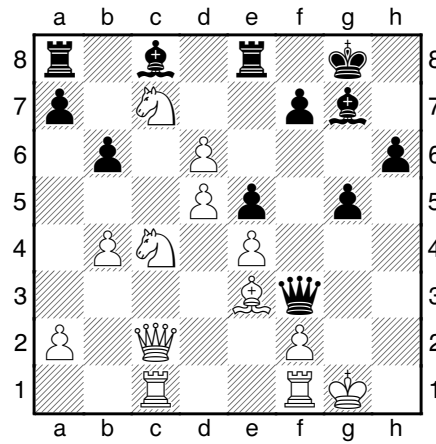
Q402. How can White force mate in 2 moves?

# Chess Heroes: Checkmates



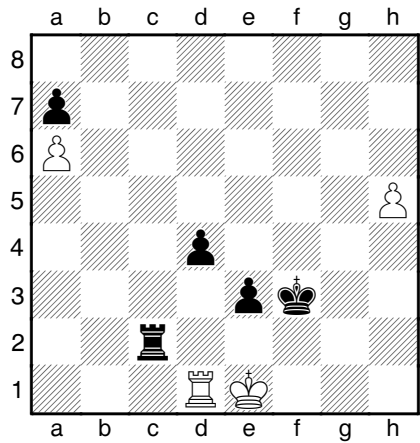
Q403. How can Black force mate in 2 moves?

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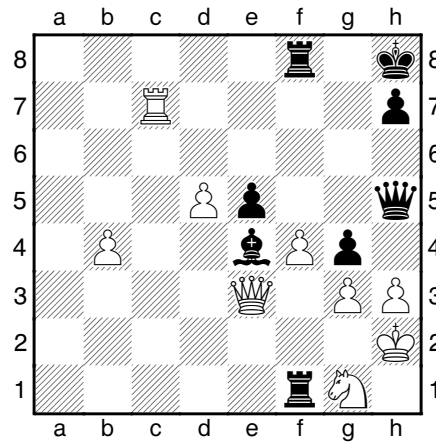
Q404. How can Black force mate in 2 moves?

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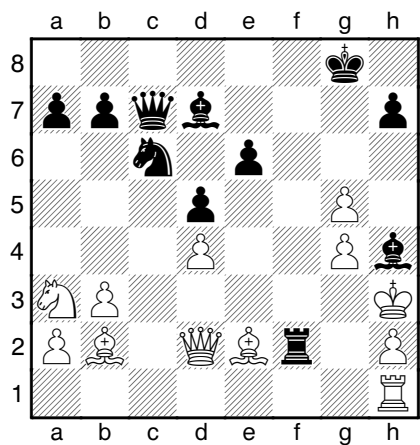
Q405. How can Black force mate in 2 moves?

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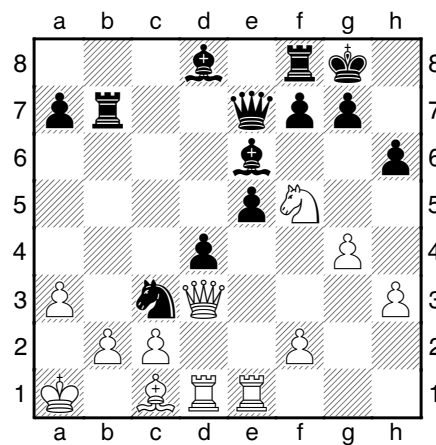
Q406. How can Black force mate in 2 moves?

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Q407. How can Black force mate in 2 moves?

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Q408. How can Black force mate in 2 moves?

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# CHAPTER 7

## CHECKMATES IN THREE MOVES

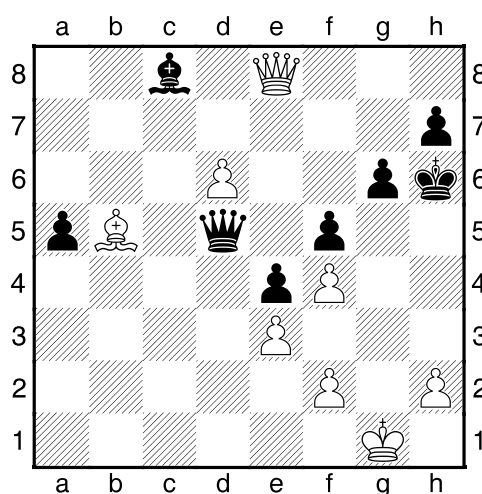
By now you should be really good at spotting mates in two moves.

It's not a magic trick that only a few people can learn to do: anyone can do it with a bit of practice. It's like everything else: some people will find it quite easy while others will find it quite hard, but almost everyone will be able to get there in the end.

You've probably guessed what you'll have to do next. That's right: find some **MATES IN 3 MOVES**.

Let's work through a few examples.

Here it's White to move.



The first thing we do is look at the whole board. In particular we need to find the black king and see how we could check him. Our queen is nearby and that pawn on f4 looks useful. We also notice that there's a bishop on b5 which isn't doing anything at the moment. We also spot that Black has Qd1+ coming up so we need to act fast.

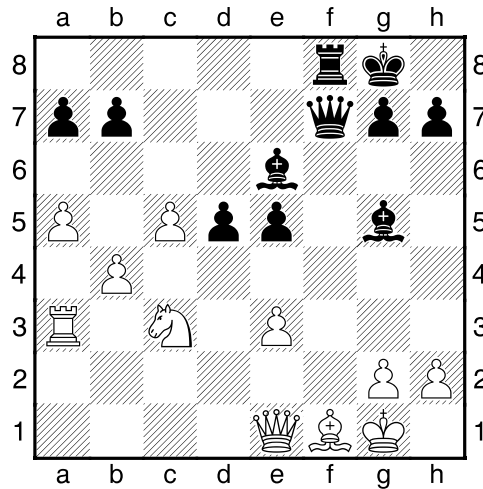
We have to start with a check so the first move must be Qf8+. Black's only reply is Kh5. Now we see this position in our head and look for further checks. We can play Be2+ and again Black has only one move: Kh4. Again, we have to see this new position in our head. We need to get CHECKMATE next move to solve the puzzle so we have to use the queen. We have Qd8+, Qe7+ or Qf6+, but in each case the black king can escape to h3. So we look again to find a queen check that also prevents Kh3 and find Qh6, which is CHECKMATE.

We can now write down the solution: 1. Qf8+ Kh5 2. Be2+ Kh4 3. Qh6#.

It's just a question of putting the pieces of the jigsaw together.

Sometimes the solution will involve a SACRIFICE or two.

In this position it's Black's turn to get a MATE IN 3 MOVES.



Again, the first thing to do is look at the whole board. You'll spot that the black queen and rook are attacking down the f-file, and you also have two bishops which might come in useful. You could play a queen check, but White would capture you. But what if the queen wasn't there: then you'd be able to play Qxf1#.

So we look for other checks and see Bxe3+. At first sight it's a mistake because the white queen can capture the bishop. But if you look again, you'll see that it's a DEFLECTION, trying to get the queen to move away from defending f1. So after 1... Bxe3+ 2. Qxe3 we have 2... Qxf1#. You also have to notice that White doesn't have to capture the bishop so you have to look at the position after 1... Bxe3+ 2. Kh1. If you see this position in your head you'll probably recognize a MATE IN 2 you've seen before: 2... Qxf1+ 3. Qxf1 Rxf1#.

In fact Bxe3+ is a DOUBLE DEFLECTION: either the white queen or the white king has to abandon protection of the bishop on f1.

Your answer will look something like this: 1... Bxe3+ 2. Kh1 Qxf1+ 3. Qxf1 Rxf1# or 2. Qxe3 Qxf1#.

By the way, you might want to look at what happens if you play your first two moves the other way round.

1... Qxf1+ 2. Qxf1 Be3+ when White can defend with Qf2. Black is winning a piece but not mating in 3 moves.

Before you start solving, you could probably do with some help. The basic methods are the same as solving MATES IN 2, but you'll have to look further ahead.

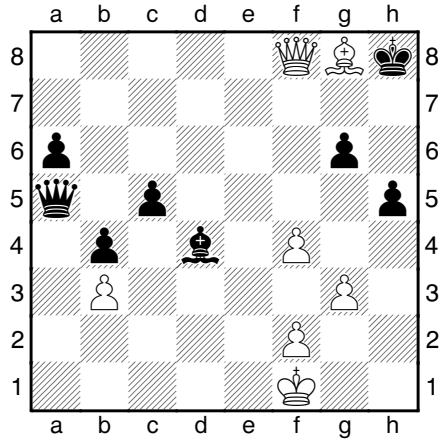
1. If it's a MIDDLE GAME position with lots of pieces on the board you're probably going to be looking for a series of CHECKS. Don't forget that CHECKS can also be captures. In some positions you'll have to find a SACRIFICE, perhaps on your first move, perhaps on your second move, or maybe even both.
2. Instead of starting with a random CHECK, try to work out which CHECK will give your opponent the fewest choices: this will be easier to analyse and also more likely to be the right answer.
3. If you see a move doesn't lead to MATE in 3, work out why before you try a different move. This will also help you find the solution more quickly.
4. If it's an ENDING with only a few pieces on the board, especially if there are no queens, you might be looking for a plan that your opponent is unable to stop. If the enemy king has no moves, or only a few moves, that might also help you decide to think in this way. Look for possible CHECKMATE patterns and then count how many moves it will take to get you there.
5. Remember to look at every possible move for your opponent. If you play a move that isn't CHECK, look to see if your opponent can CHECK you.

You might want to try solving the puzzles in your head, but, if you get stuck or if you're still finding it hard to visualise the positions, set the position up on your board and move the pieces round.

When you're ready, turn over the page and see how many MATES IN 3 you can find.

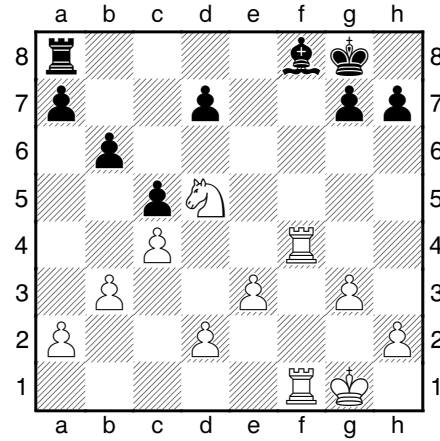
If you got any questions wrong, go back again to see why you made the mistake. (All positions have been computer checked.) If you found a page hard, go back and repeat it in a few days time to see if you can do better.

## Chess Heroes: Checkmates



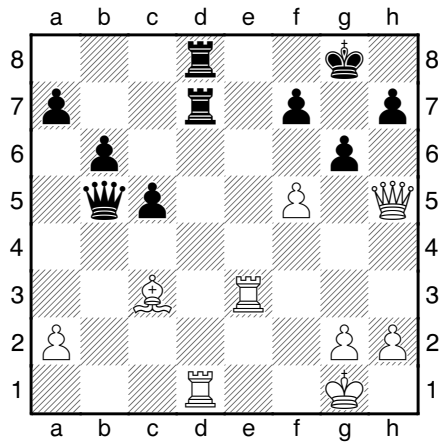
Q409. How can White force mate in 3 moves?

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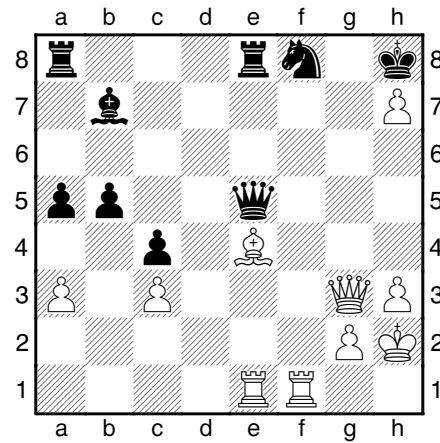
Q410. How can White force mate in 3 moves?

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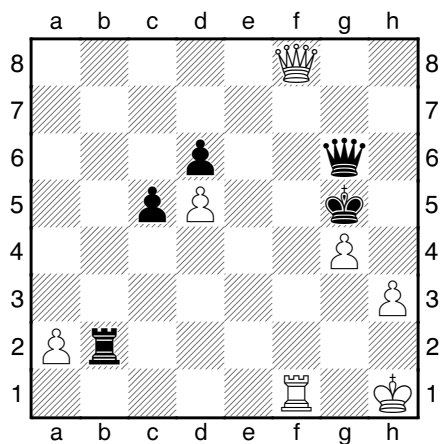
Q411. How can White force mate in 3 moves?

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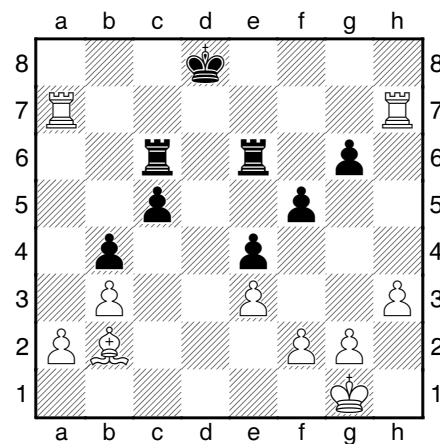
Q412. How can White force mate in 3 moves?

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Q413. How can White force mate in 3 moves?

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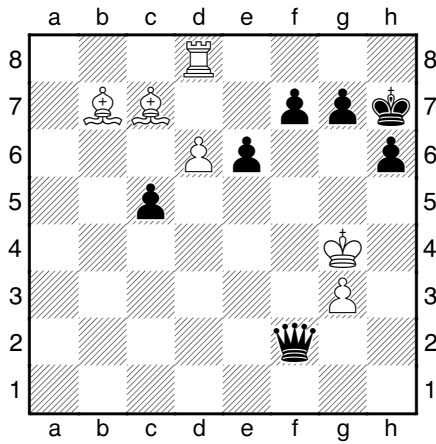


Q414. How can White force mate in 3 moves?

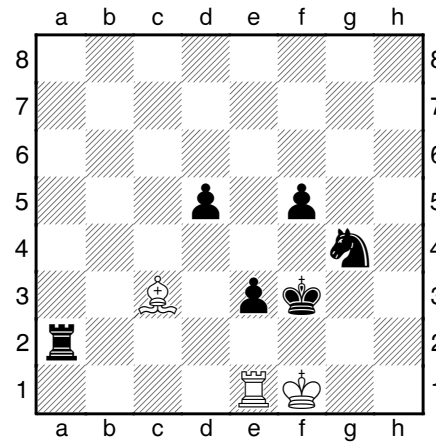
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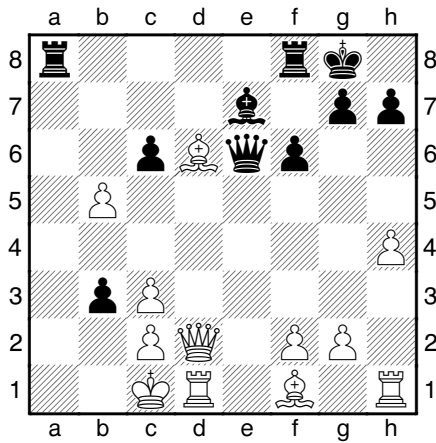
## Chess Heroes: Checkmates



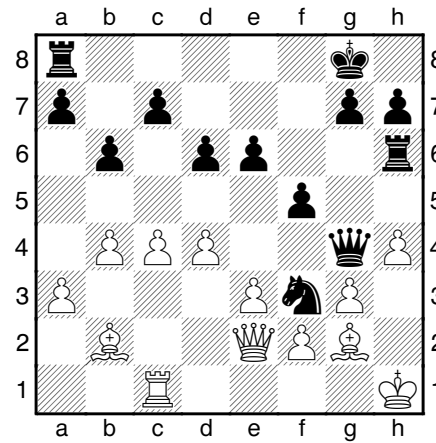
Q415. How can Black force mate in 3 moves?



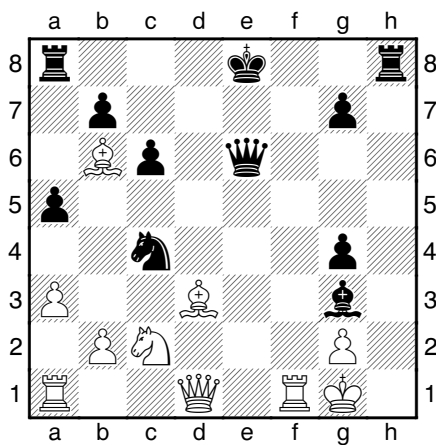
Q416. How can Black force mate in 3 moves?



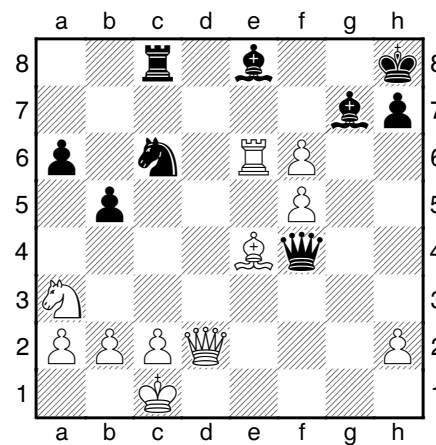
Q417. How can Black force mate in 3 moves?



Q418. How can Black force mate in 3 moves?

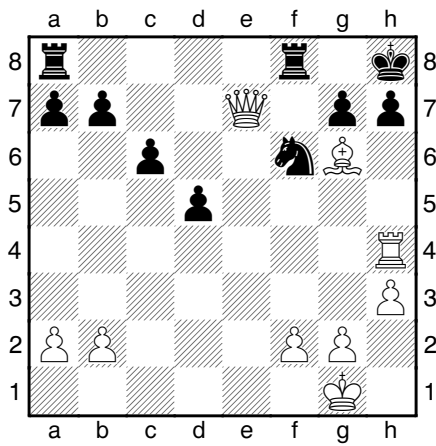


Q419. How can Black force mate in 3 moves?

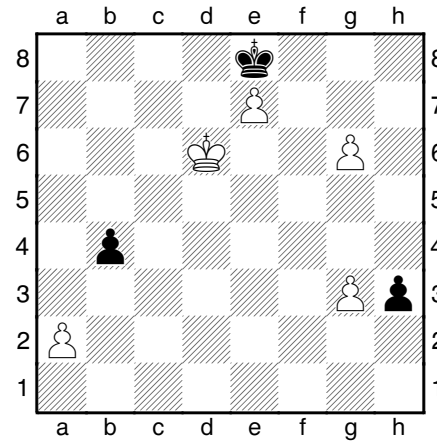


Q420. How can Black force mate in 3 moves?

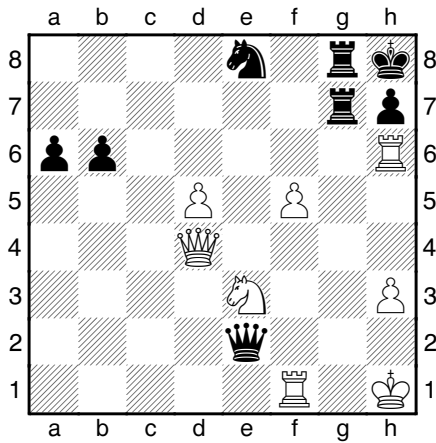
## Chess Heroes: Checkmates



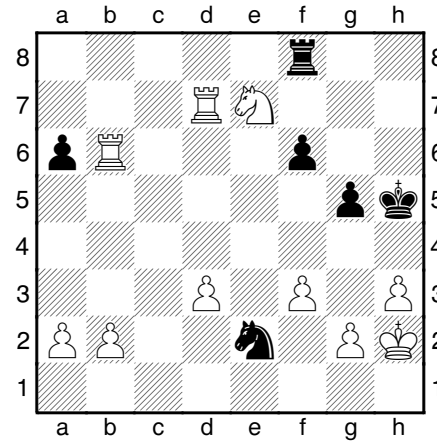
Q421. How can White force mate in 3 moves?



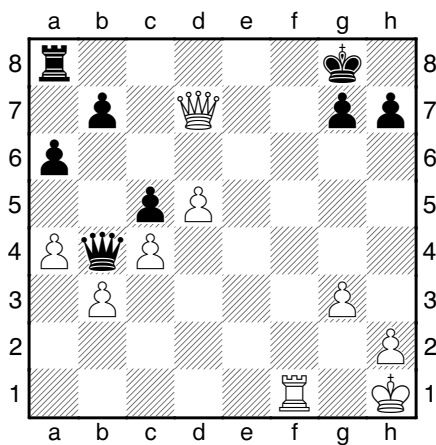
Q422. How can White force mate in 3 moves?



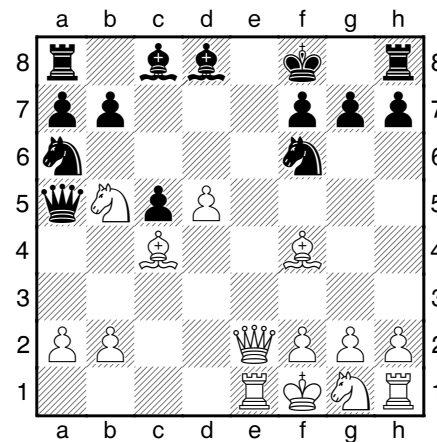
Q423. How can White force mate in 3 moves?



Q424. How can White force mate in 3 moves?

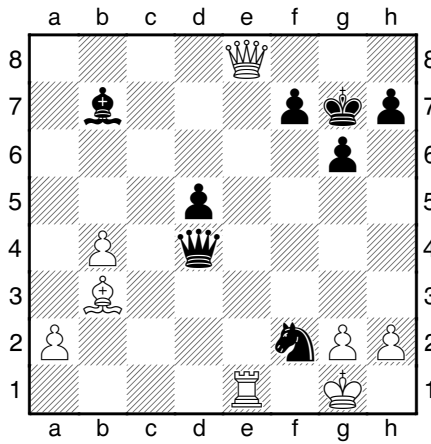


Q425. How can White force mate in 3 moves?

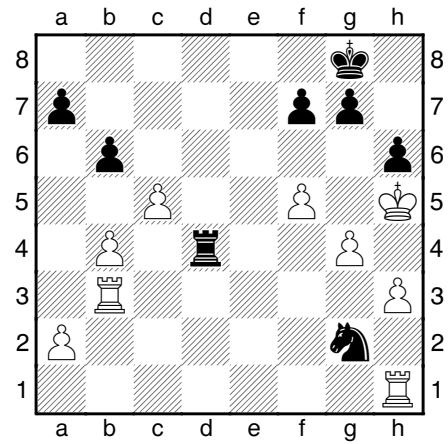


Q426. How can White force mate in 3 moves?

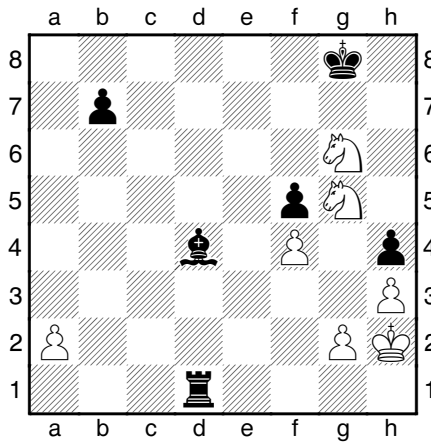
# Chess Heroes: Checkmates



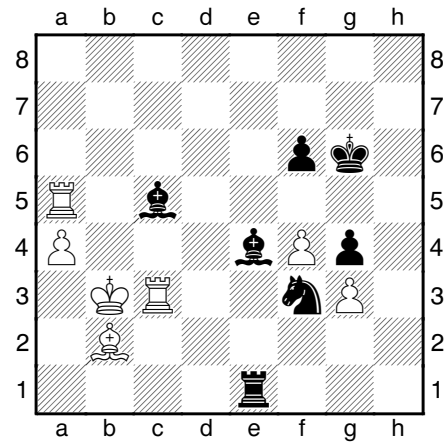
Q427. How can Black force mate in 3 moves?



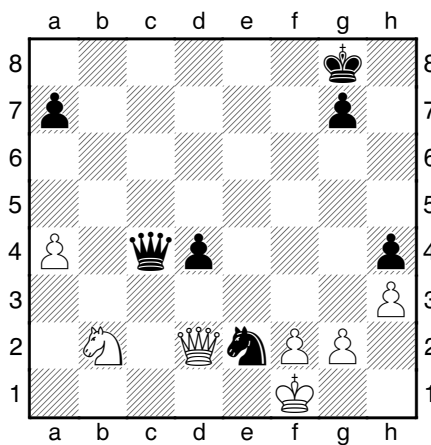
Q428. How can Black force mate in 3 moves?



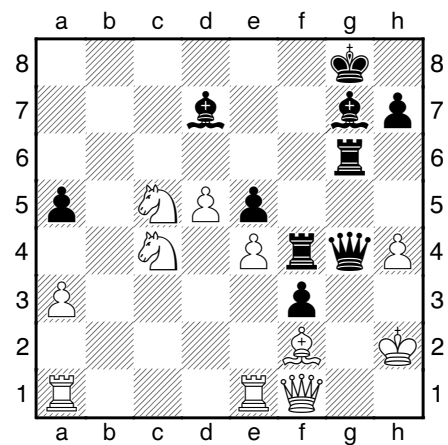
Q429. How can Black force mate in 3 moves?



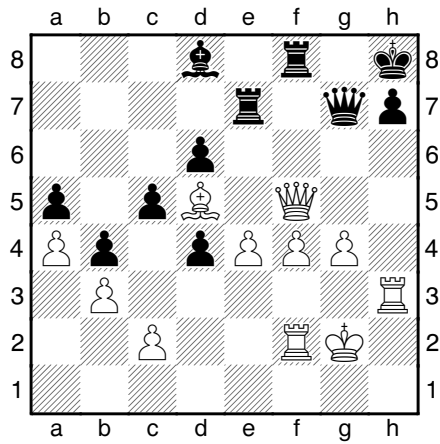
Q430. How can Black force mate in 3 moves?



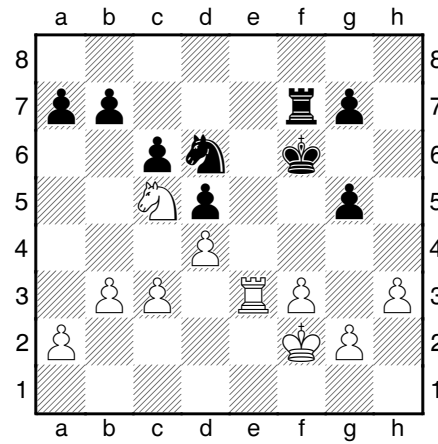
Q431. How can Black force mate in 3 moves?



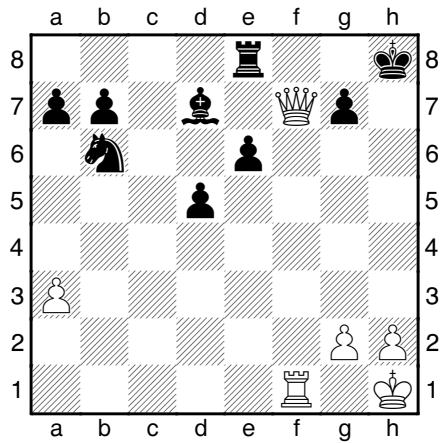
Q432. How can Black force mate in 3 moves?



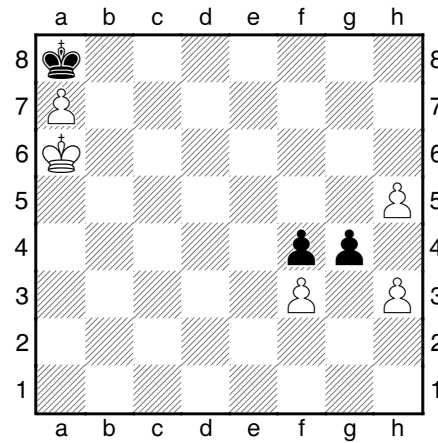
Q433. How can White force mate in 3 moves?



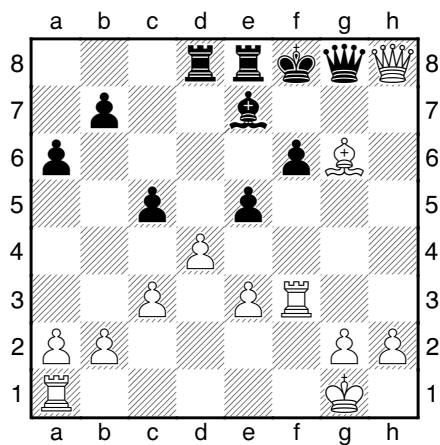
Q434. How can White force mate in 3 moves?



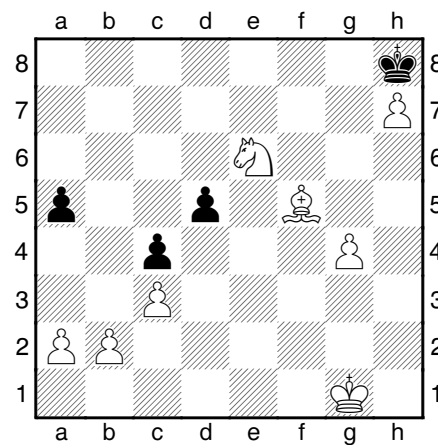
Q435. How can White force mate in 3 moves?



Q436. How can White force mate in 3 moves?

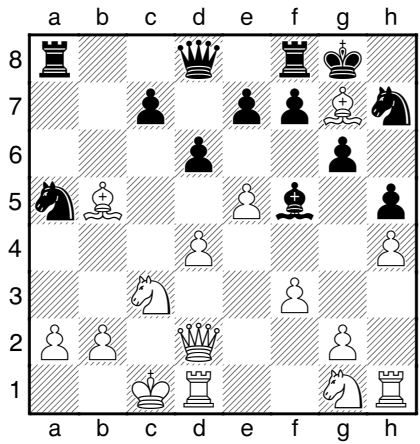


Q437. How can White force mate in 3 moves?

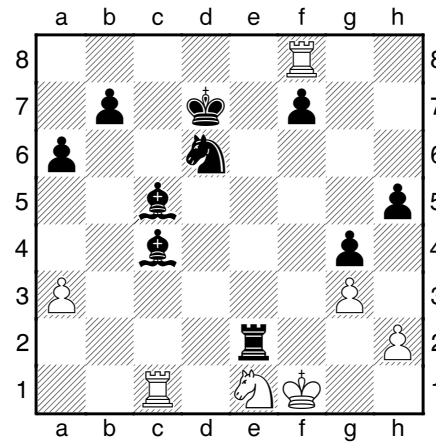


Q438. How can White force mate in 3 moves?

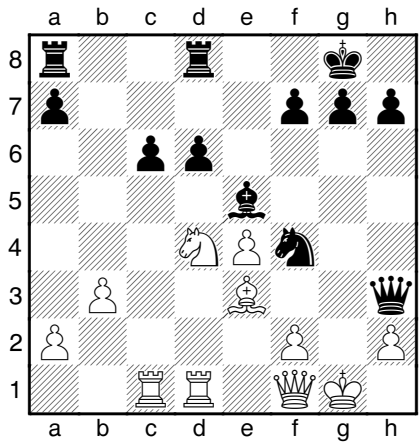
# Chess Heroes: Checkmates



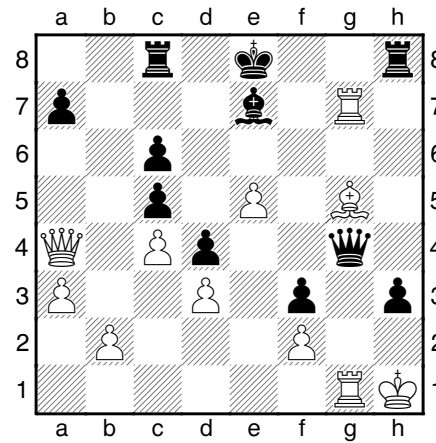
Q439. How can Black force mate in 3 moves?



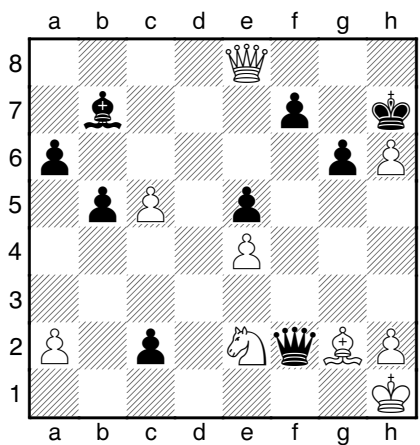
Q440. How can Black force mate in 3 moves?



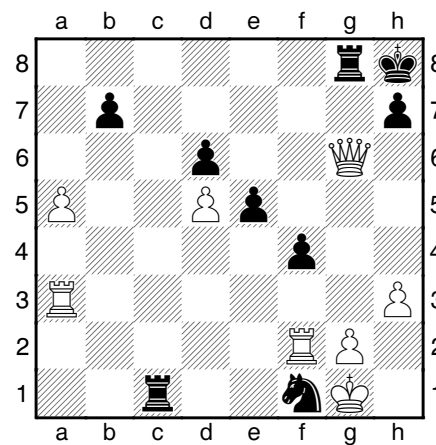
Q441. How can Black force mate in 3 moves?



Q442. How can Black force mate in 3 moves?

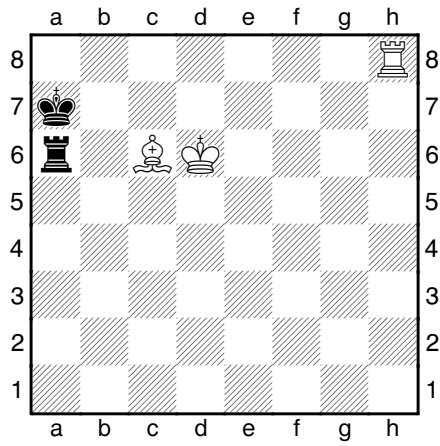


Q443. How can Black force mate in 3 moves?

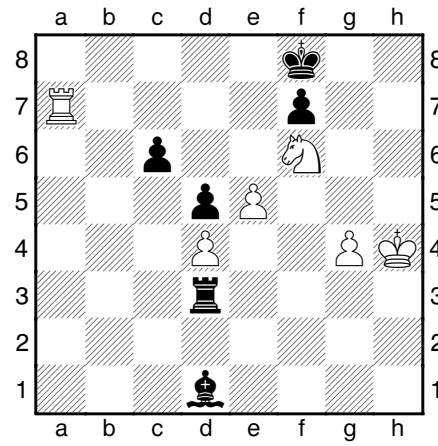


Q444. How can Black force mate in 3 moves?

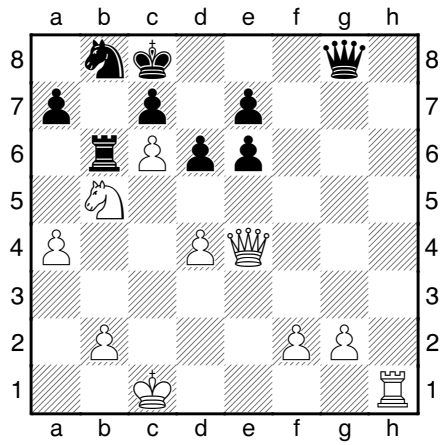
## Chess Heroes: Checkmates



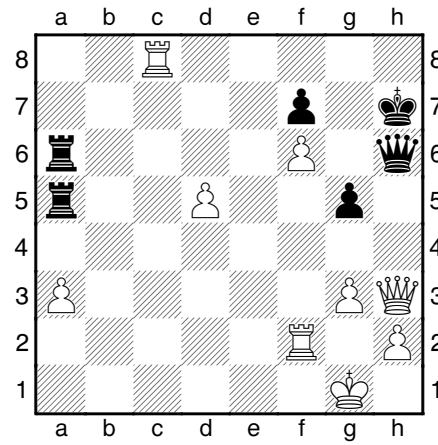
Q445. How can White force mate in 3 moves?



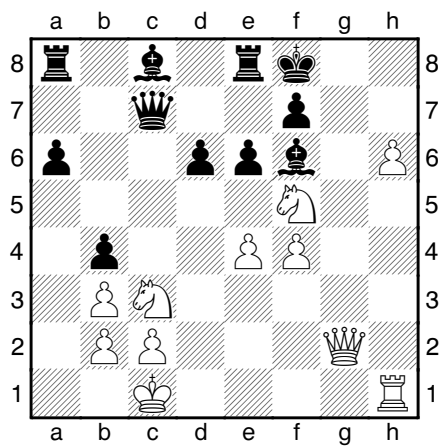
Q446. How can White force mate in 3 moves?



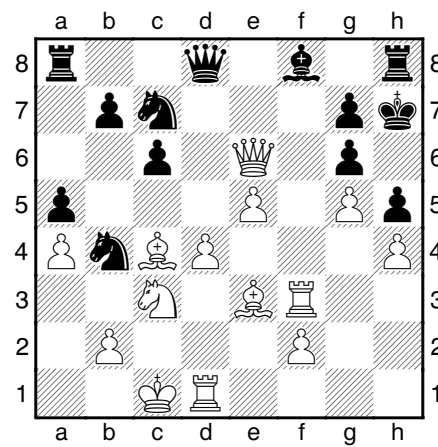
Q447. How can White force mate in 3 moves?



Q448. How can White force mate in 3 moves?

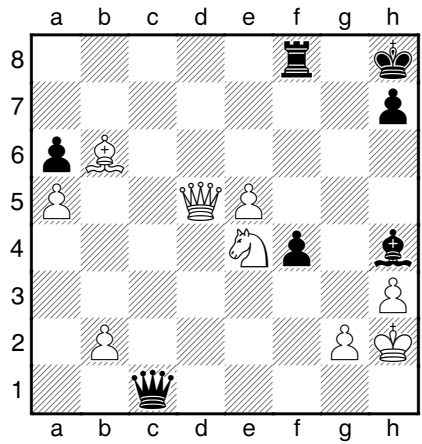


Q449. How can White force mate in 3 moves?

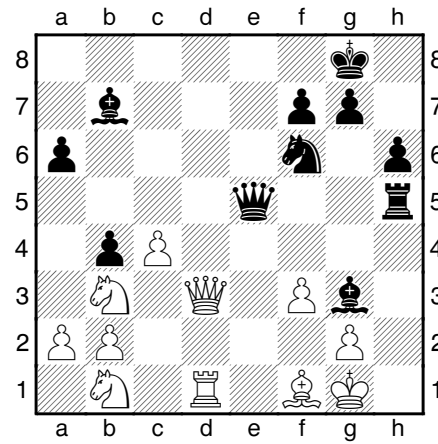


Q450. How can White force mate in 3 moves?

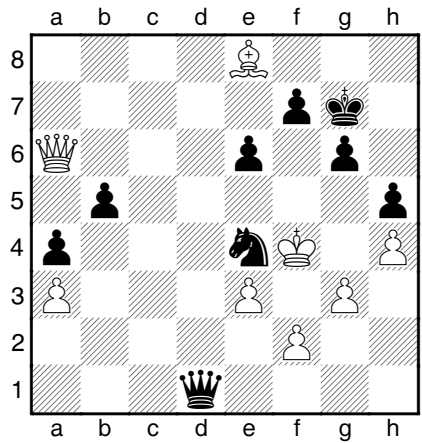
# Chess Heroes: Checkmates



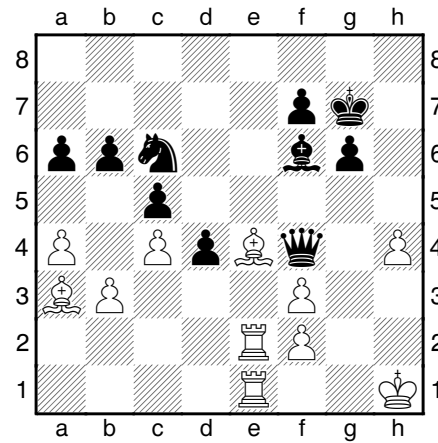
Q451. How can Black force mate in 3 moves?



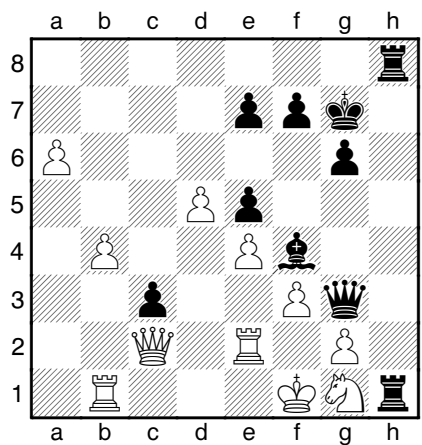
Q452. How can Black force mate in 3 moves?



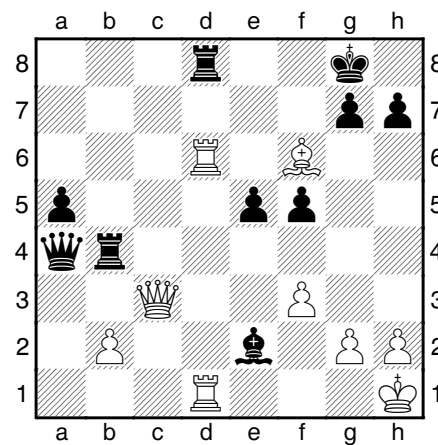
Q453. How can Black force mate in 3 moves?



Q454. How can Black force mate in 3 moves?



Q455. How can Black force mate in 3 moves?



Q456. How can Black force mate in 3 moves?

# CHAPTER 8

## THE ULTIMATE CHECKMATE CHALLENGE



Now you're really good at finding MATES IN 3 you're ready for the ULTIMATE CHECKMATE CHALLENGE!

On the following pages you'll find some harder MATE IN 2 and MATE IN 3 puzzles.

You'll also have to spot some longer mates, in 4 or 5 moves.

The solving method is the same as before: in some questions you'll have to find harder moves, consider more variations or look further ahead.

If you can't solve them from the diagram set up the positions on your board and move the pieces round. Keep the original position beside you to make sure you always set the pieces back up on the correct squares.

You're probably not going to solve these puzzles straight away. It might take you five, or even ten minutes just for one question to work everything out. Don't worry. It will also take you a long time to solve a difficult maths problem, and even longer to learn how to play a difficult piece of music.

Easy things aren't worthwhile. Anything really worth doing will be hard. You'll just have to stick with any position you find hard until you work out the answer.

Look back to the instructions about solving the MATE IN 3 puzzles: they will apply equally well here.

Make sure you read the question carefully so that you know how many moves you'll need to get CHECKMATE.

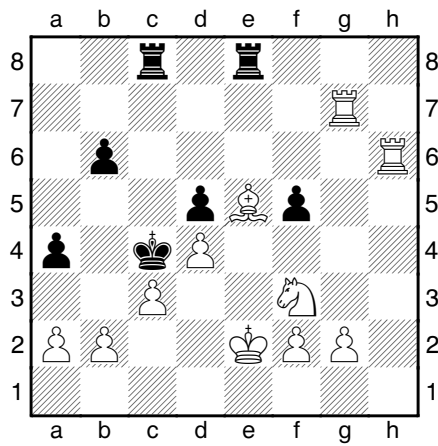
If you're happy to spend time solving hard puzzles, turn over the page and prepare to face the ULTIMATE CHECKMATE CHALLENGE!

If you get a question wrong, don't worry. Look through the answer, play through the moves on the board and ask yourself why you couldn't find the right answer. If you chose a different answer, try to discover why your answer didn't work.

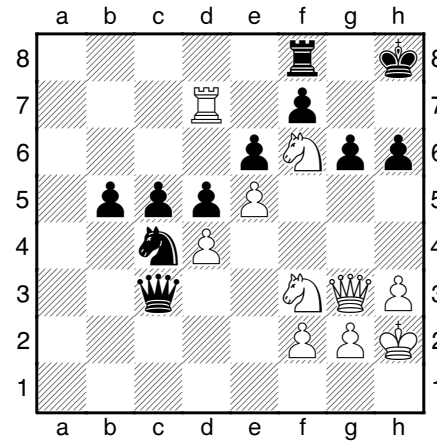
It's a good idea to repeat the test again a few days later: you should find it easier: you might remember some of the answers. Even just remembering the general idea will be helpful.

If you find some of these puzzles too hard at the moment, don't worry. You might need to wait a bit, perhaps work through *CHESS TACTICS FOR HEROES* and come back later. It's also worthwhile playing through the answers to any questions you couldn't solve just to see how they work.

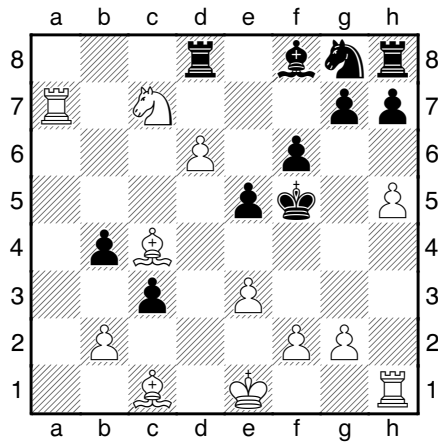
## Chess Heroes: Checkmates



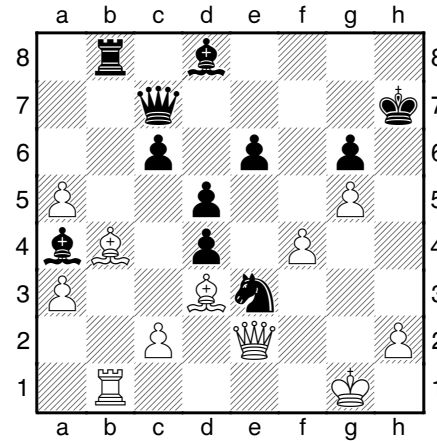
Q457. How can White force mate in 2 moves?



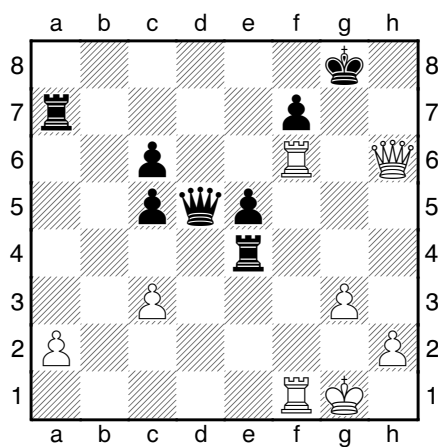
Q458. How can White force mate in 3 moves?



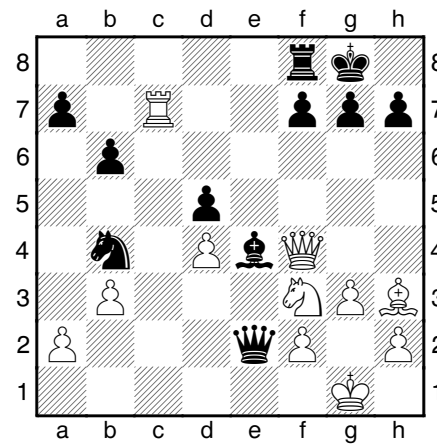
Q459. How can White force mate in 2 moves?



Q460. How can White force mate in 4 moves?

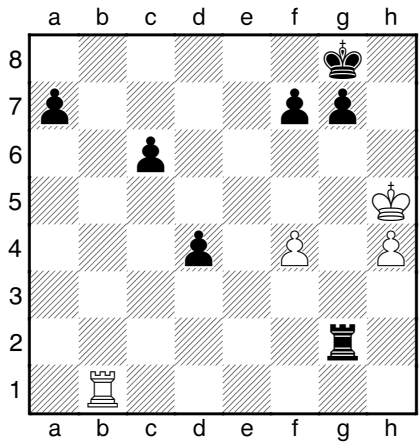


Q461. How can White force mate in 2 moves?

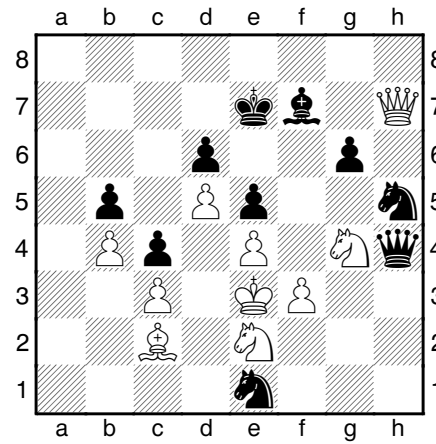


Q462. How can White force mate in 4 moves?

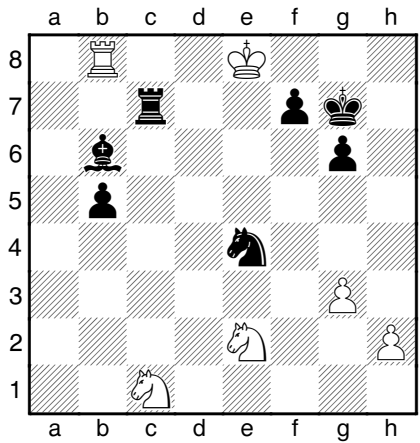
# Chess Heroes: Checkmates



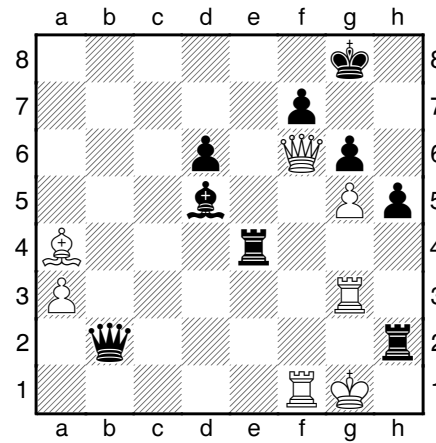
Q463. How can Black force mate in 3 moves?



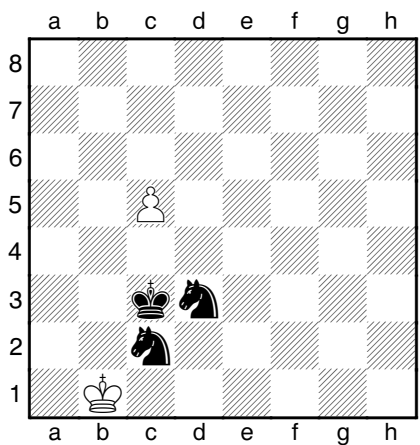
Q464. How can Black force mate in 2 moves?



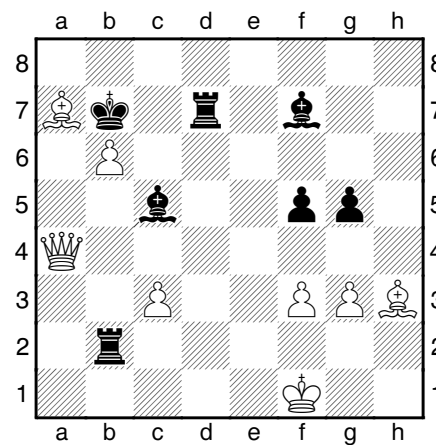
Q465. How can Black force mate in 2 moves?



Q466. How can Black force mate in 3 moves?

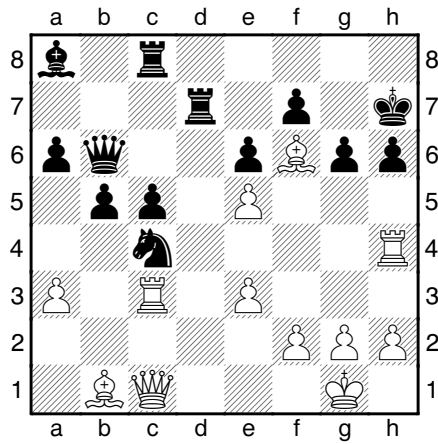


Q467. How can Black force mate in 4 moves?

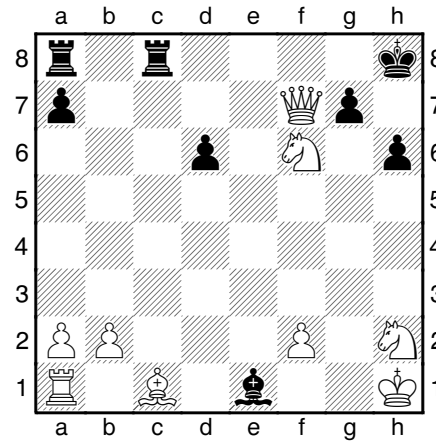


Q468. How can Black force mate in 2 moves?

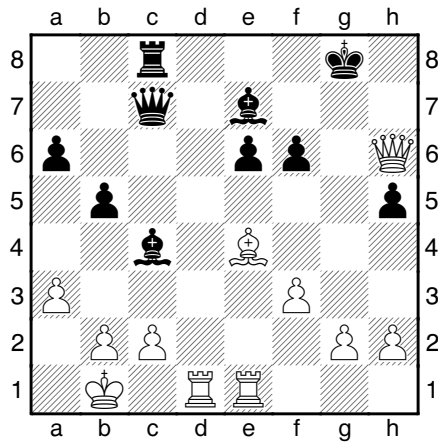
# Chess Heroes: Checkmates



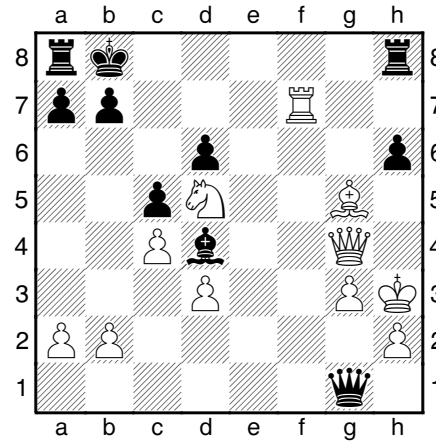
Q469. How can White force mate in 5 moves?



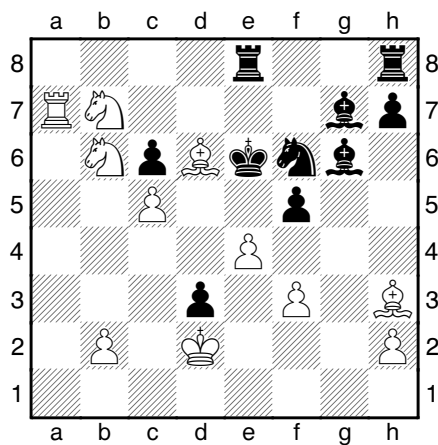
Q470. How can White force mate in 4 moves?



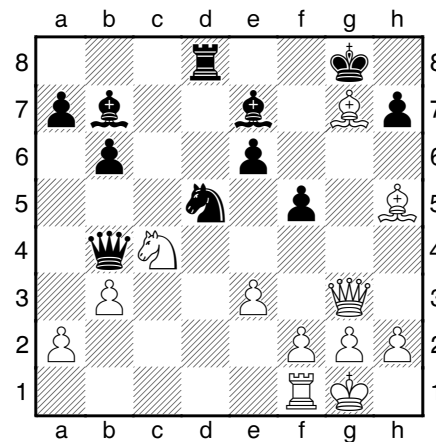
Q471. How can White force mate in 4 moves?



Q472. How can White force mate in 3 moves?

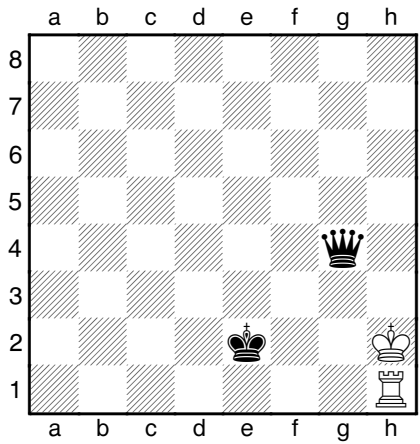


Q473. How can White force mate in 2 moves?

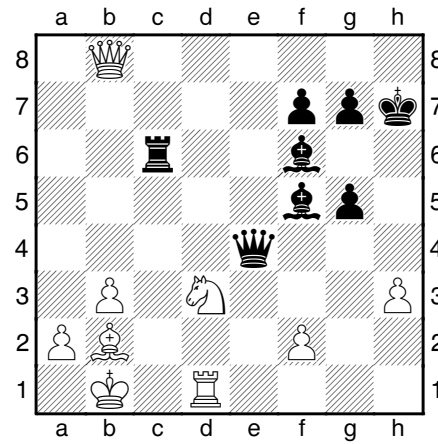


Q474. How can White force mate in 2 moves?

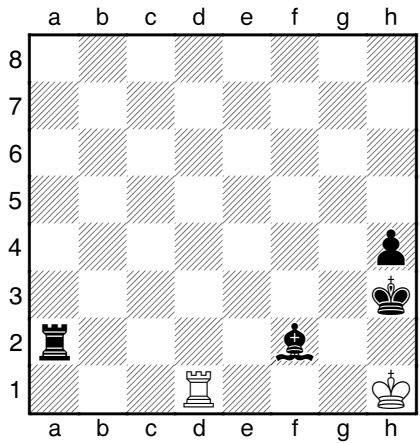
# Chess Heroes: Checkmates



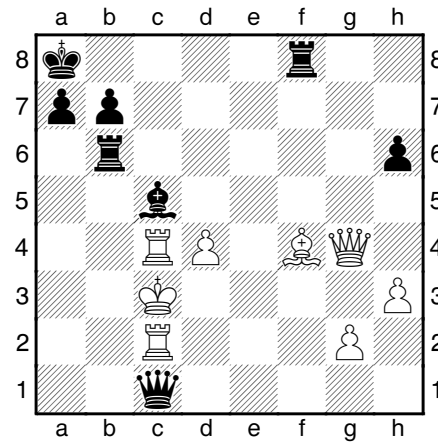
Q475. How can Black force mate in 3 moves?



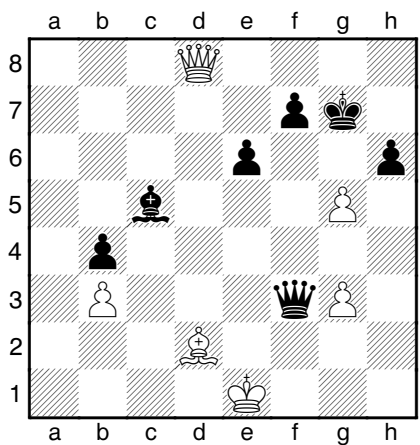
Q476. How can Black force mate in 3 moves?



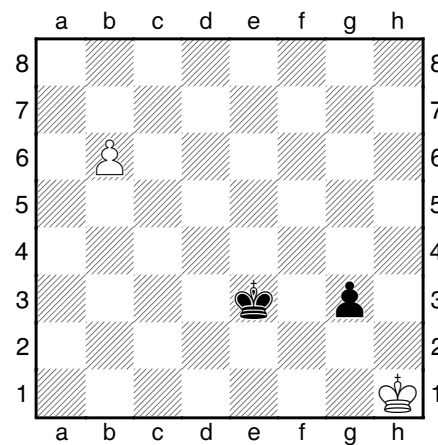
Q477. How can Black force mate in 3 moves?



Q478. How can Black force mate in 2 moves?

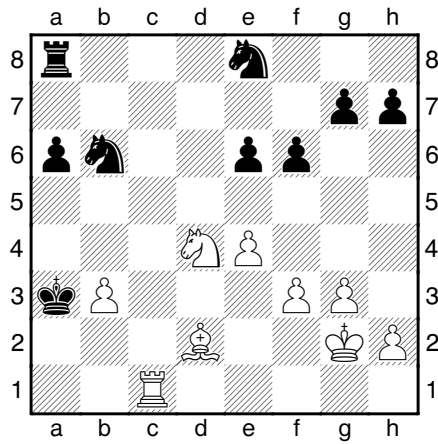


Q479. How can Black force mate in 4 moves?

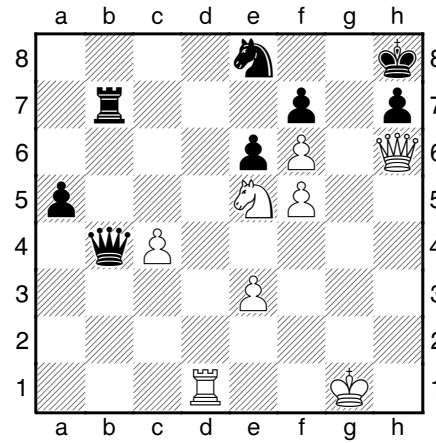


Q480. How can Black force mate in 4 moves?

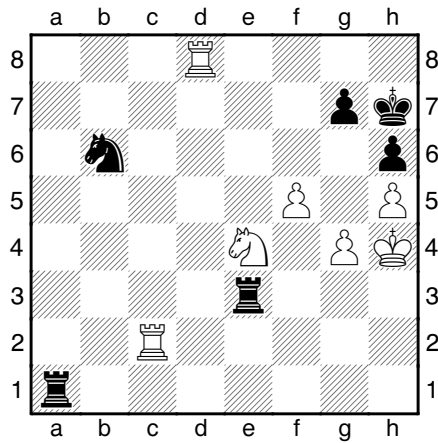
# Chess Heroes: Checkmates



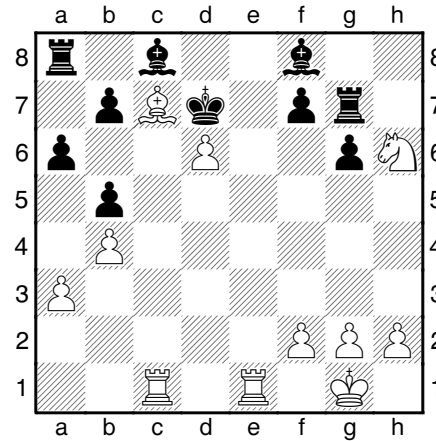
Q481. How can White force mate in 2 moves?



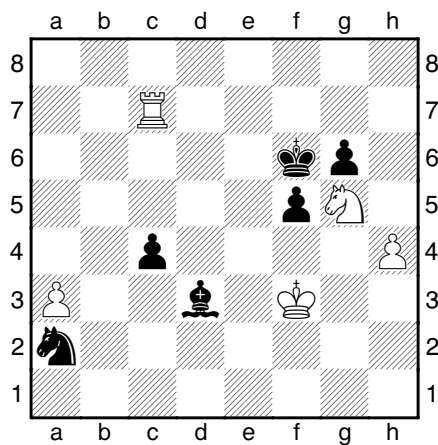
Q482. How can White force mate in 4 moves?



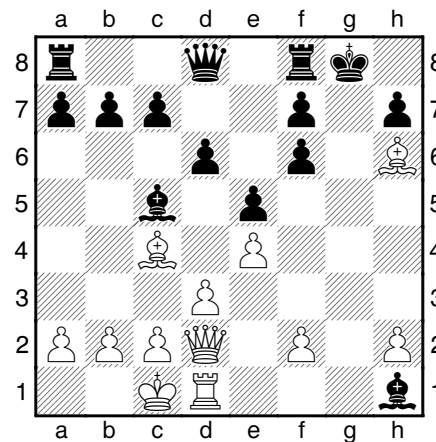
Q483. How can White force mate in 4 moves?



Q484. How can White force mate in 2 moves?

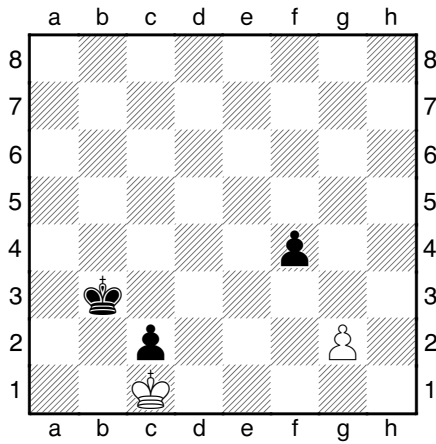


Q485. How can White force mate in 2 moves?

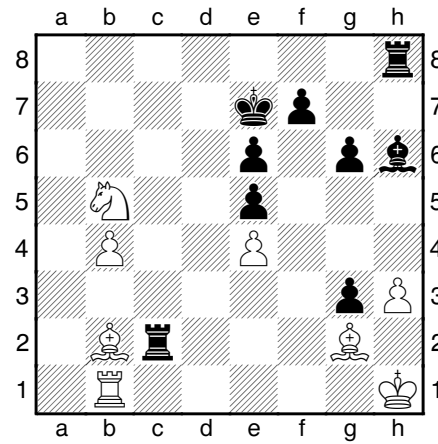


Q486. How can White force mate in 4 moves?

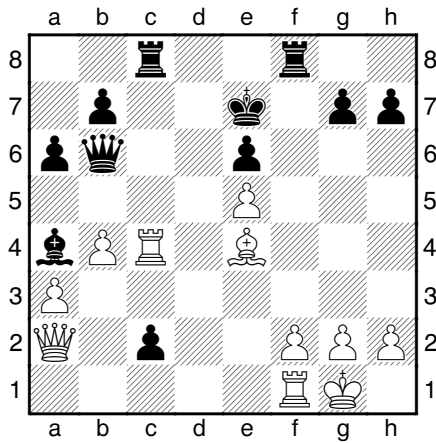
# Chess Heroes: Checkmates



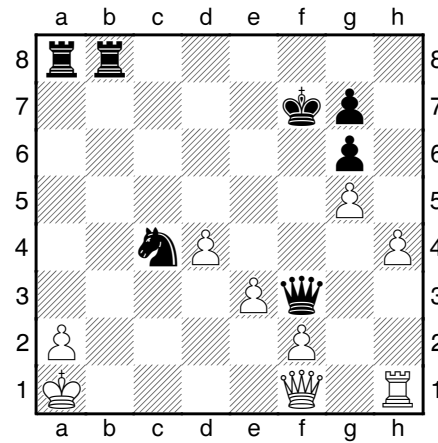
Q487. How can Black force mate in 4 moves?



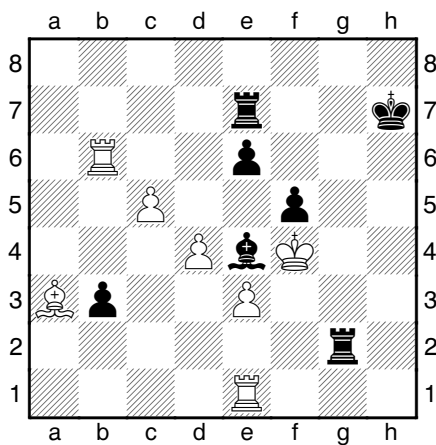
Q488. How can Black force mate in 3 moves?



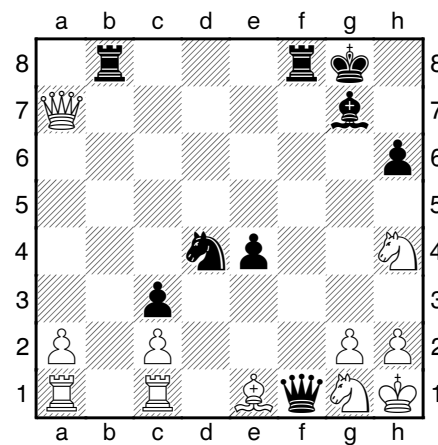
Q489. How can Black force mate in 4 moves?



Q490. How can Black force mate in 2 moves?

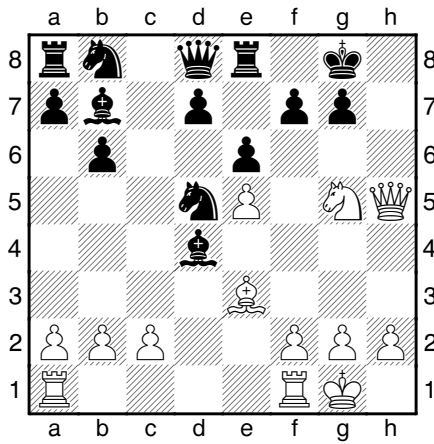


Q491. How can Black force mate in 2 moves?

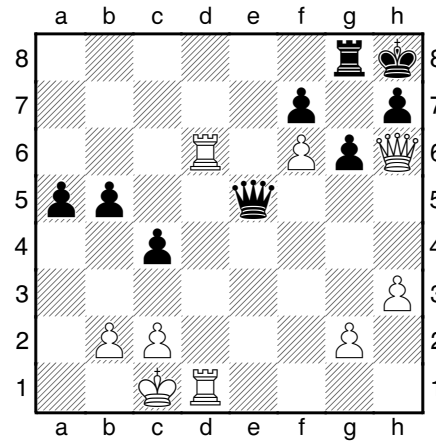


Q492. How can Black force mate in 4 moves?

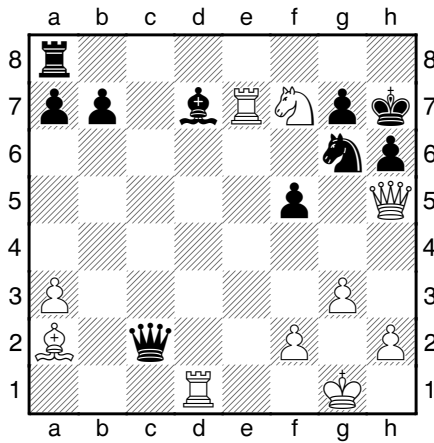
# Chess Heroes: Checkmates



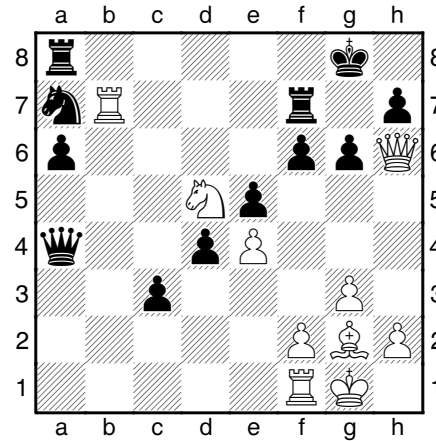
Q493. How can White force mate in 5 moves?



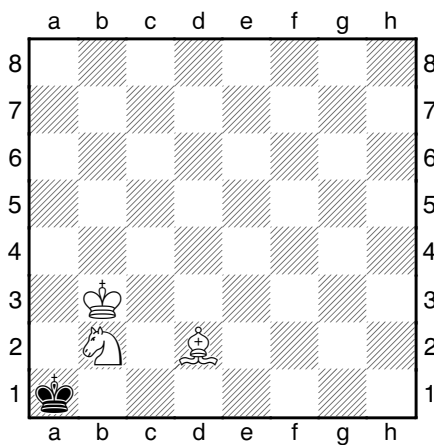
Q494. How can White force mate in 5 moves?



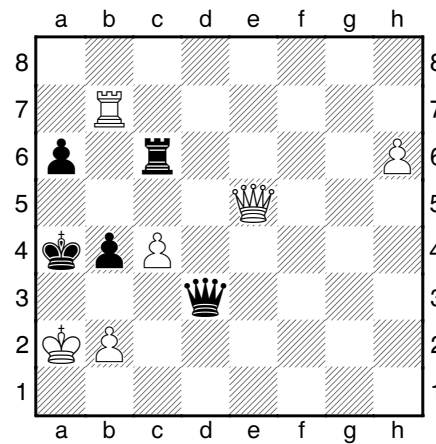
Q495. How can White force mate in 3 moves?



Q496. How can White force mate in 3 moves?



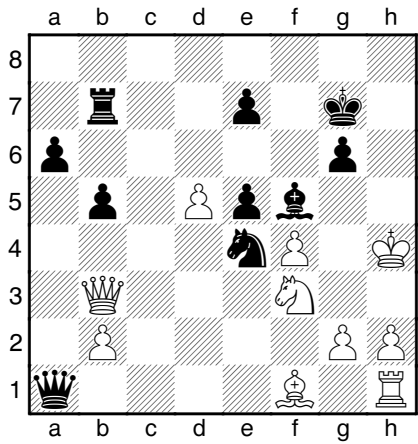
Q497. How can White force mate in 3 moves?



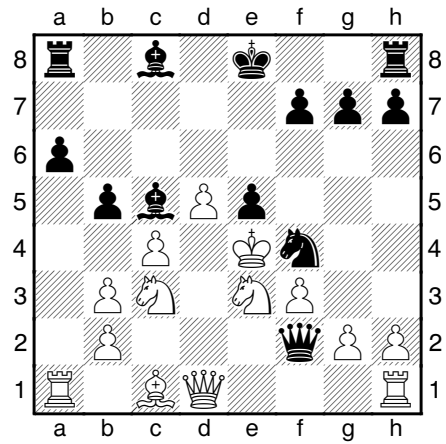
Q498. How can White force mate in 3 moves?



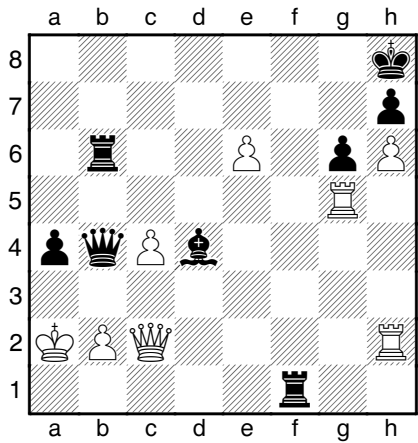
# Chess Heroes: Checkmates



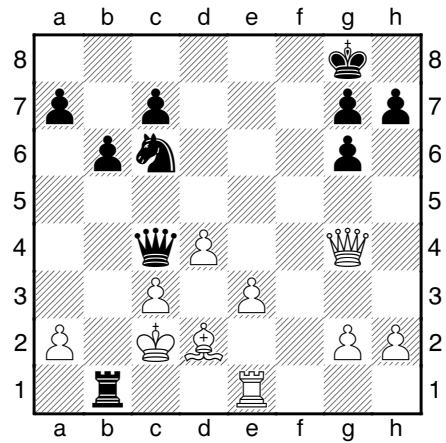
Q499. How can Black force mate in 3 moves?



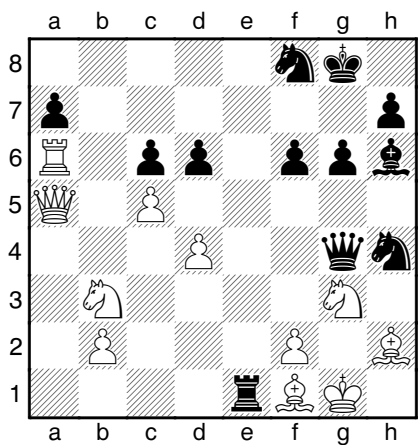
Q500. How can Black force mate in 3 moves?



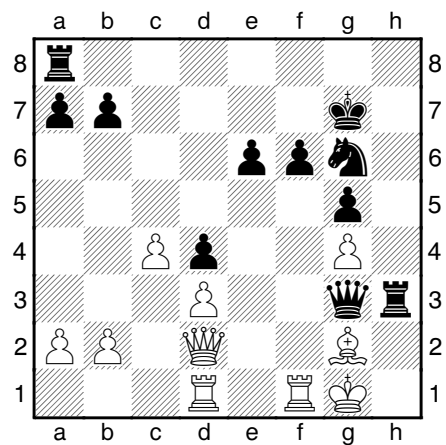
Q501. How can Black force mate in 2 moves?



Q502. How can Black force mate in 3 moves?

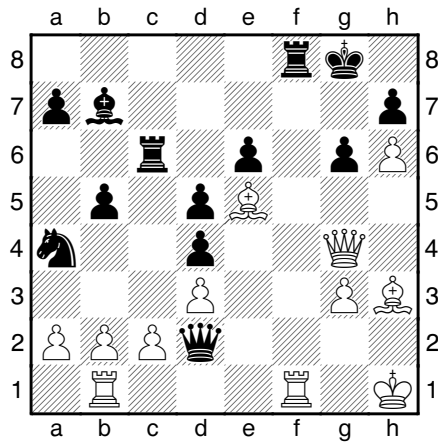


Q503. How can Black force mate in 3 moves?

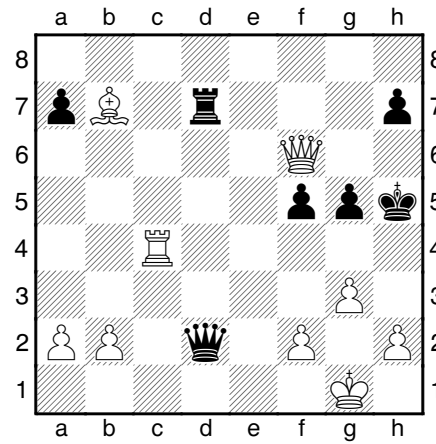


Q504. How can Black force mate in 2 moves?

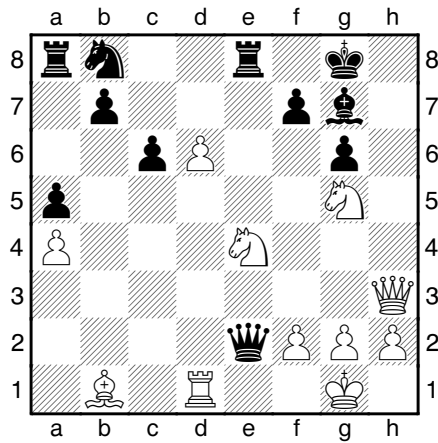
## Chess Heroes: Checkmates



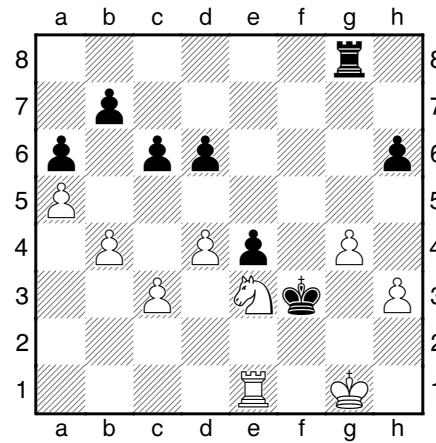
Q505. How can White force mate in 4 moves?



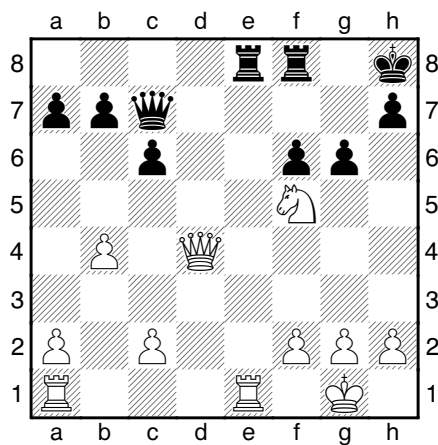
Q506. How can White force mate in 2 moves?



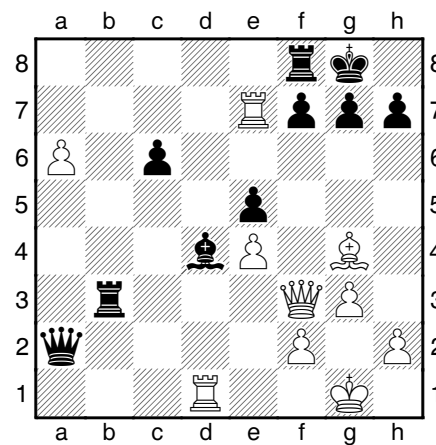
Q507. How can White force mate in 3 moves?



Q508. How can White force mate in 2 moves?

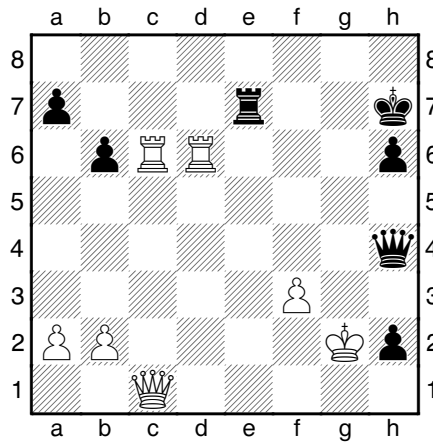


Q509. How can White force mate in 3 moves?

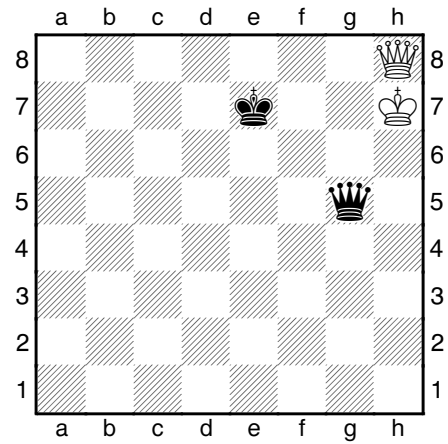


Q510. How can White force mate in 4 moves?

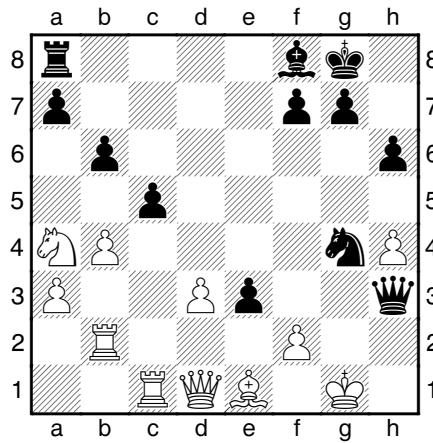
# Chess Heroes: Checkmates



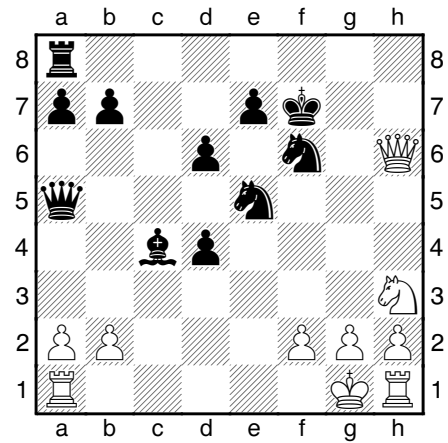
Q511. How can Black force mate in 3 moves?



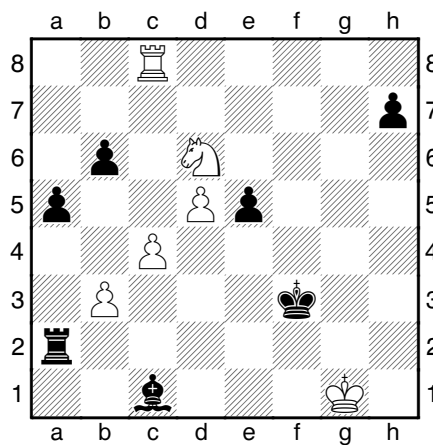
Q512. How can Black force mate in 4 moves?



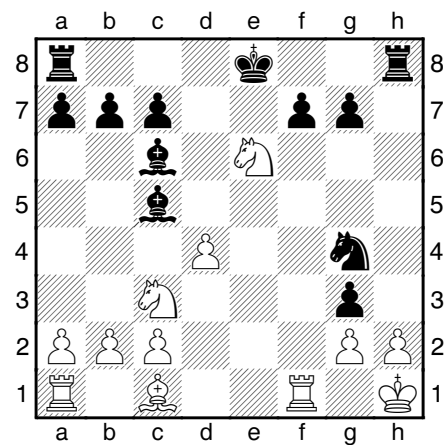
Q513. How can Black force mate in 3 moves?



Q514. How can Black force mate in 4 moves?

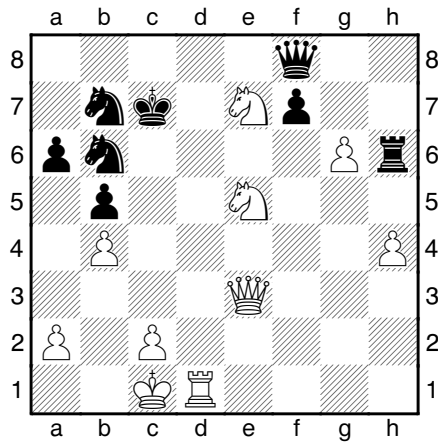


Q515. How can Black force mate in 2 moves?

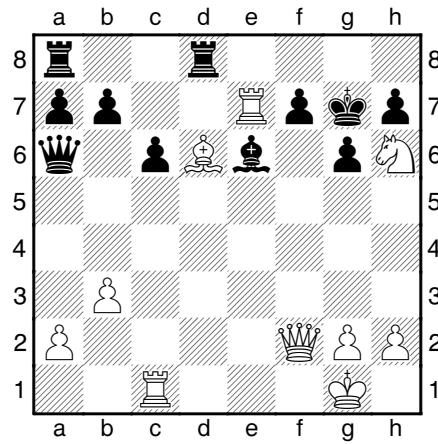


Q516. How can Black force mate in 4 moves?

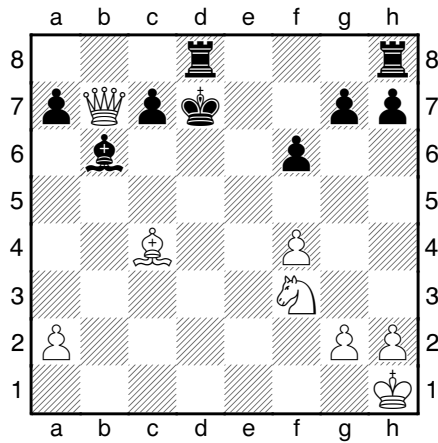
## Chess Heroes: Checkmates



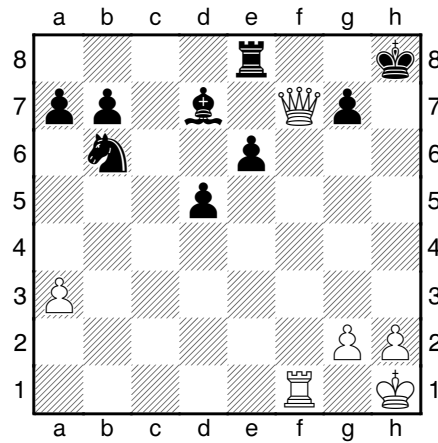
Q517. How can White force mate in 4 moves?



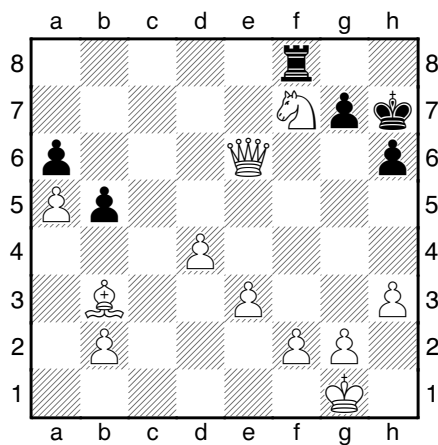
Q518. How can White force mate in 3 moves?



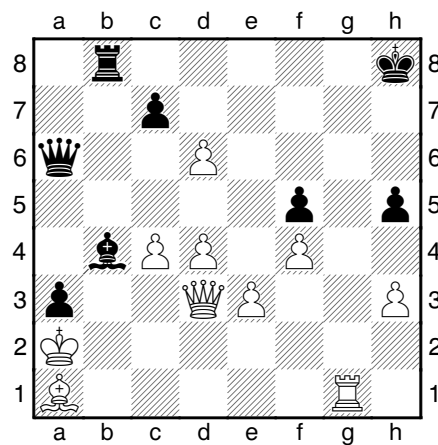
Q519. How can White force mate in 3 moves?



Q520. How can White force mate in 3 moves?

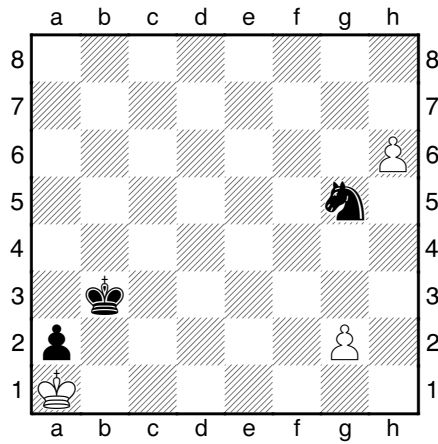


Q521. How can White force mate in 4 moves?

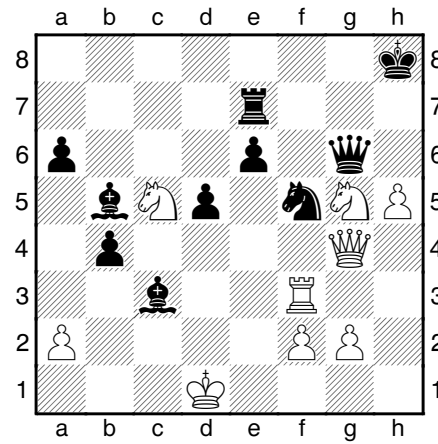


Q522. How can White force mate in 3 moves?

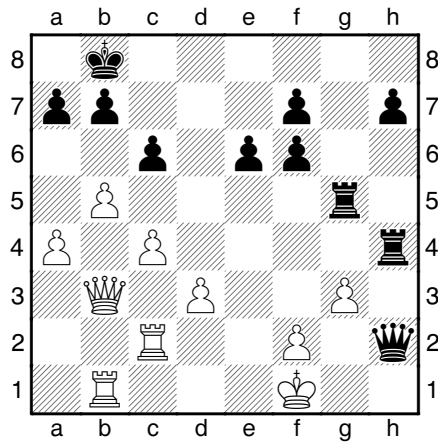
# Chess Heroes: Checkmates



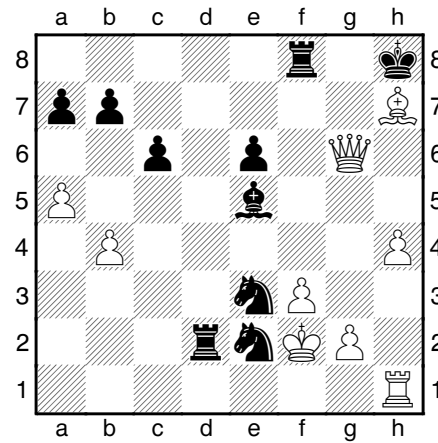
Q523. How can Black force mate in 3 moves?



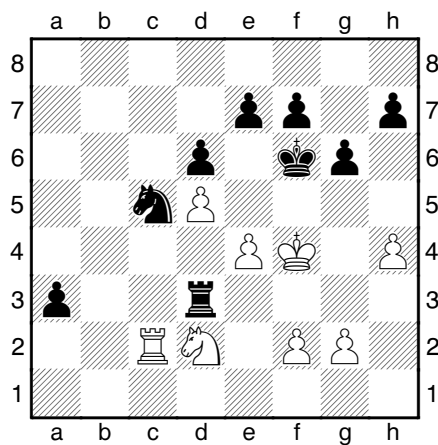
Q524. How can Black force mate in 2 moves?



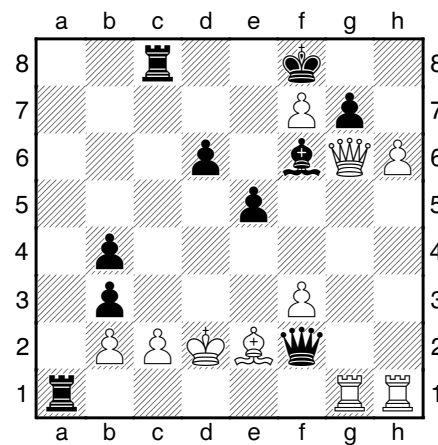
Q525. How can Black force mate in 3 moves?



Q526. How can Black force mate in 2 moves?

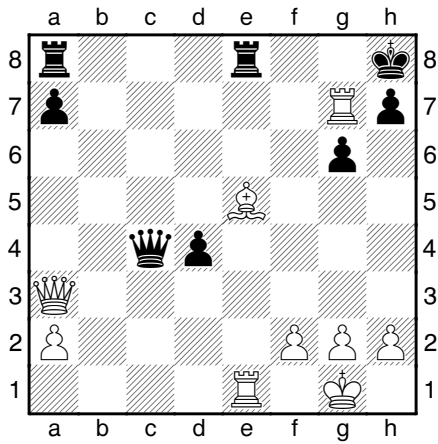


Q527. How can Black force mate in 3 moves?

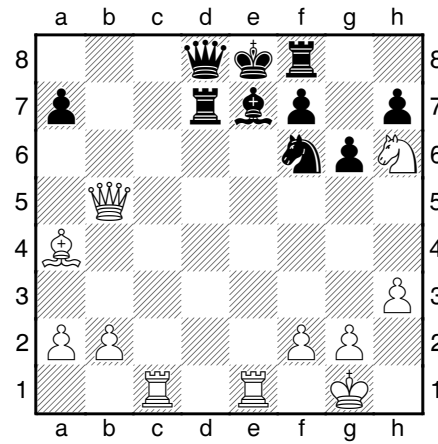


Q528. How can Black force mate in 2 moves?

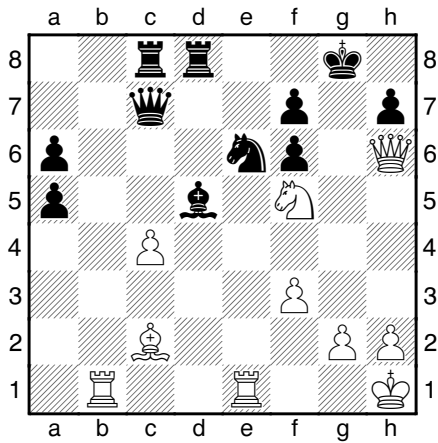
## Chess Heroes: Checkmates



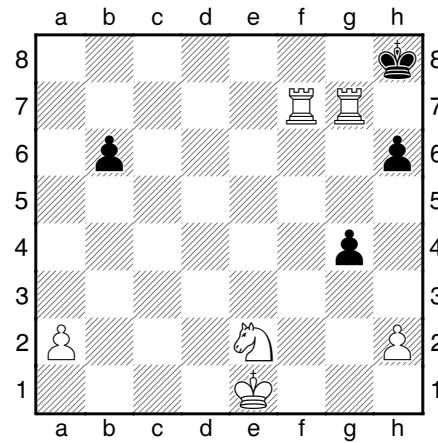
Q529. How can White force mate in 3 moves?



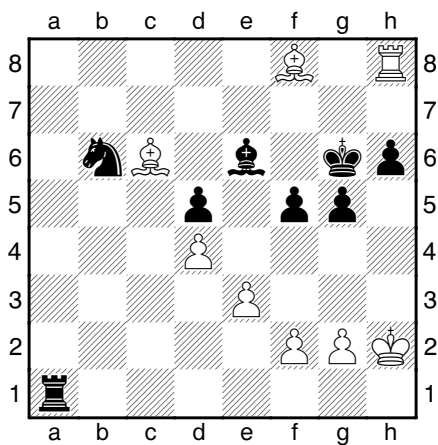
Q530. How can White force mate in 3 moves?



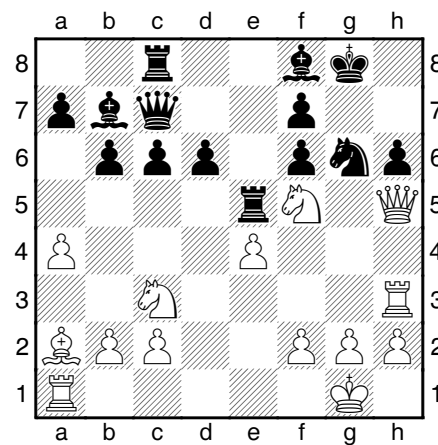
Q531. How can White force mate in 3 moves?



Q532. How can White force mate in 2 moves?

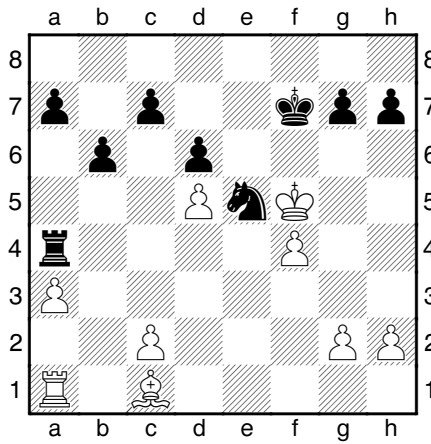


Q533. How can White force mate in 2 moves?

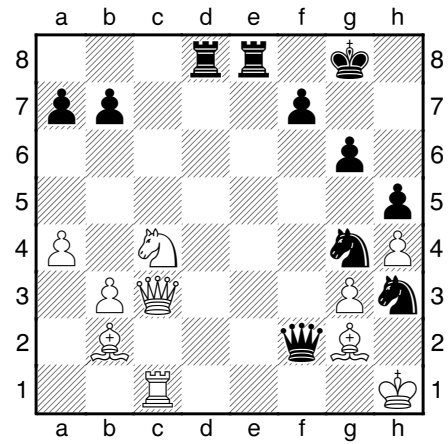


Q534. How can White force mate in 4 moves?

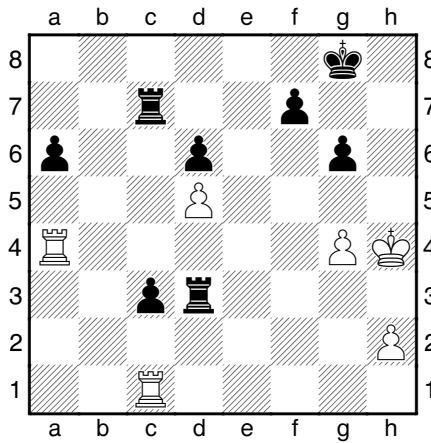
# Chess Heroes: Checkmates



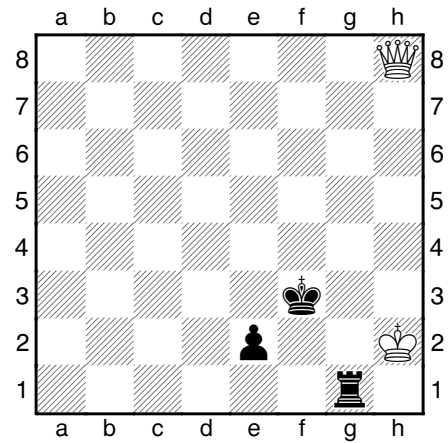
Q535. How can Black force mate in 3 moves?



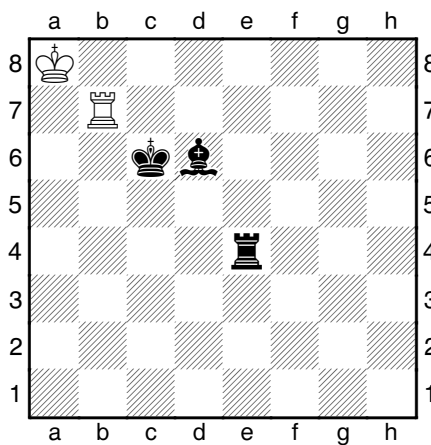
Q536. How can Black force mate in 2 moves?



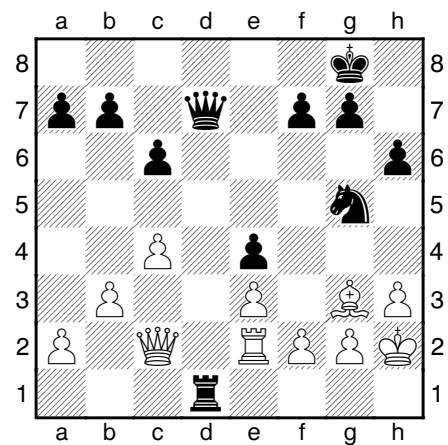
Q537. How can Black force mate in 3 moves?



Q538. How can Black force mate in 4 moves?

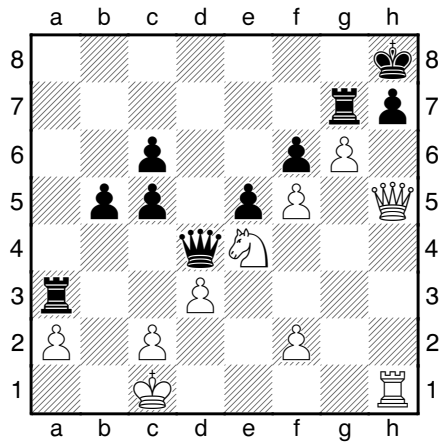


Q539. How can Black force mate in 3 moves?

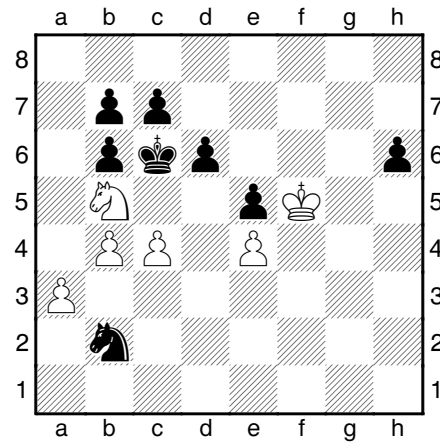


Q540. How can Black force mate in 3 moves?

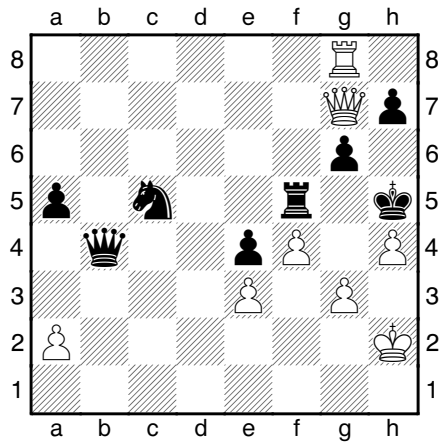
# Chess Heroes: Checkmates



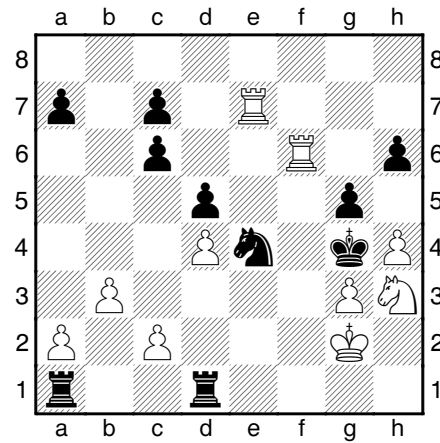
Q541. How can White force mate in 4 moves?



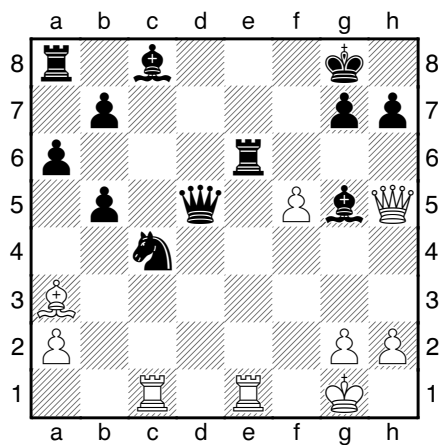
Q542. How can White force mate in 2 moves?



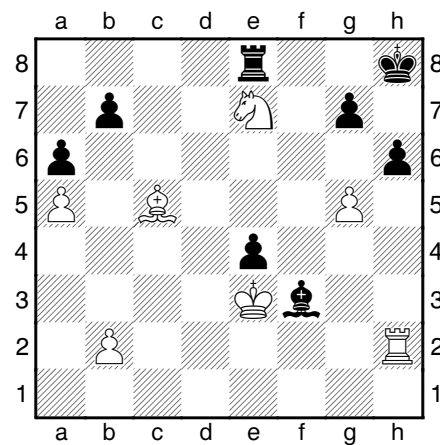
Q543. How can White force mate in 2 moves?



Q544. How can White force mate in 4 moves?



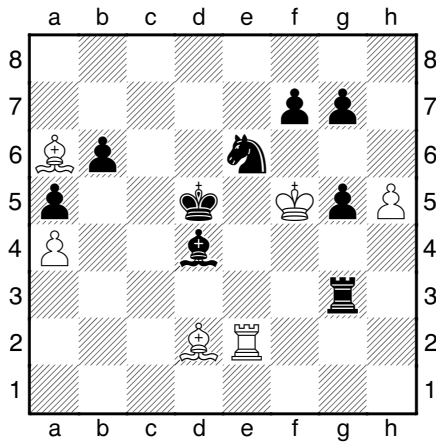
Q545. How can White force mate in 3 moves?



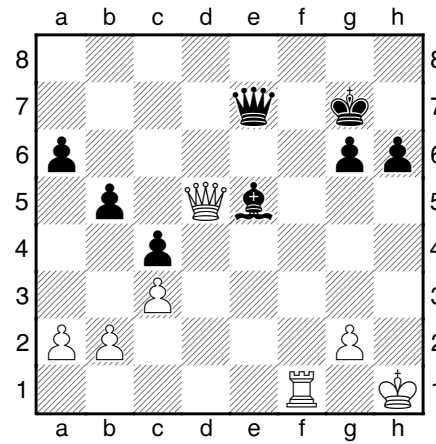
Q546. How can White force mate in 3 moves?



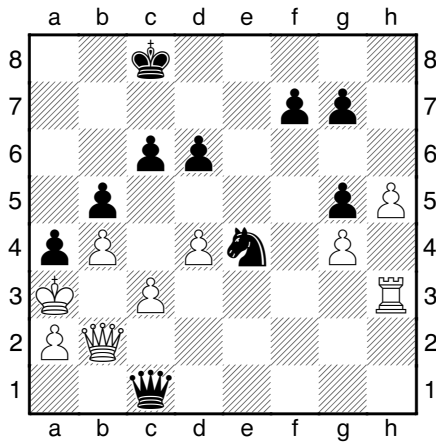
# Chess Heroes: Checkmates



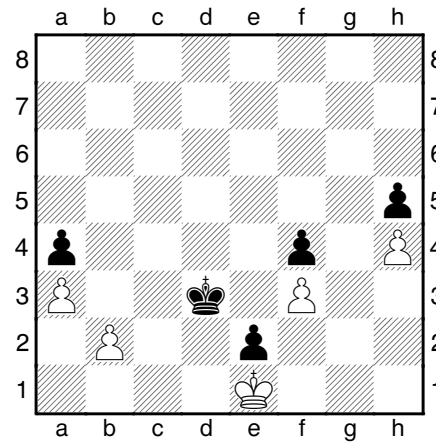
Q547. How can Black force mate in 2 moves?



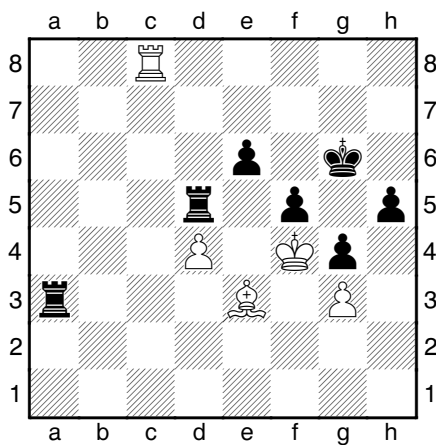
Q548. How can Black force mate in 4 moves?



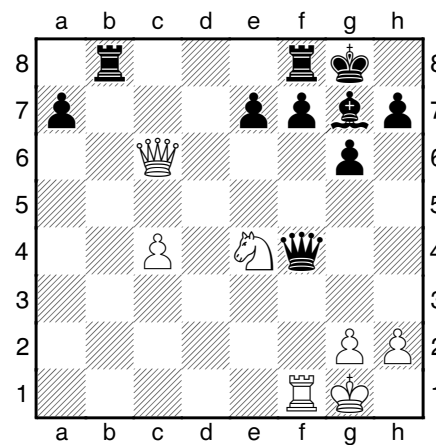
Q549. How can Black force mate in 2 moves?



Q550. How can Black force mate in 4 moves?



Q551. How can Black force mate in 3 moves?



Q552. How can Black force mate in 3 moves?

## ANSWERS TO QUIZ QUESTIONS

- Q1. 1. Rh8# (not Rb8+ when the king can escape)  
Q2. 1. Rg8# (the rook is defended by the pawn on f7)  
Q3. 1. Qh4# (the queen defends the rook)  
Q4. 1. Re8# (the bishop on d4 CONTROLS g7)  
Q5. 1. Rh1# (a mate on the file: the black rook on c8 stops the back rank mate)  
Q6. 1. Qh7# (again the queen defends the rook)
- Q7. 1... Re1# (after Rc1+ White can block with Rd1 and delay the mate)  
Q8. 1... Qe1# (the bishop on d6 CONTROLS h2: after Qa1+ White can block, and after Qh2+ White can play Kf1)  
Q9. 1... Qf8# (backward diagonal moves are often hard to spot)  
Q10. 1... Rh1# (the pawn on f3 work together to stop the white king escaping)  
Q11. 1... Qa8# (another backward diagonal move for a mate on the file)  
Q12. 1... Rd8# (there are lots of checks but there's only one mate)
- Q13. 1. Rc8# (an easy one: a standard two rooks checkmate)  
Q14. 1. Ra7# (the bishop on e5 defends the rook on b2)  
Q15. 1. Qh8# (another simple mate using queen and rook)  
Q16. 1. Rxa5# (sometimes it's hard to spot captures which are also mate)  
Q17. 1. Rg8# (this time the pawn and bishop prevent the black king's escape)  
Q18. 1. Qe8# (the queen defends the rook on f7)
- Q19. 1... Re1# (this time the knight and pawn stop the king fleeing to safety)  
Q20. 1... Ra1# (easy question: you just have to choose the right rook)  
Q21. 1... Qa1# (the white pawn and rook block two squares and the black rook CONTROLS the third)  
Q22. 1... Ra1# (a standard rook and queen mate: another simple puzzle)  
Q23. 1... Qf1# (again it's easy: the queen herself CONTROLS g2 so she can mate on her own)  
Q24. 1... Qa1# (you have to spot the white rook on h1 and choose the right check: the knight blocks two escape squares)
- Q25. 1. Qxh7# (the knight is supporting the queen for a typical checkmate of a castled king)  
Q26. 1. Qf7# (this time the rook on e7 supports the queen)  
Q27. 1. Qxg7# (Rxxg7+ takes a move longer as the king can go to h8)  
Q28. 1. Qxg7# (another typical example of a castled king being mated)  
Q29. 1. Qg6# (even a pawn can support a queen and help with checkmate)  
Q30. 1. Qxf7# (the rook on f1 helps with the attack on the f-file and the black queen blocks the escape square)

- Q31. 1... Qb2# (the king supports the black queen: Qb3+ takes a move longer)
- Q32. 1... Qxg2# (lots of castled kings get mated in this way using a queen and bishop attack)
- Q33. 1... Qxg2# (another mate on g2, this time with the king in the corner and the pawn supporting)
- Q34. 1... Qxg2# (the same again, but this time a long range move and the rook on b2 giving support)
- Q35. 1... Qe2# (the knight helps the queen, just in time before White plays Qa8#)
- Q36. 1... Qxh2# (you need to learn this checkmate position: it happens a lot)
- 
- Q37. 1. Qf7# (a version of Scholar's Mate: make sure this never happens to you)
- Q38. 1. Qxb4# (but either Qxa6+ or Qa2+ would lose the queen)
- Q39. 1. Qh7# (you should know this by now: Black's last move, h6, was a fatal error)
- Q40. 1. Qb5# (not Qb6+ because of Kxa4: don't forget to look for captures)
- Q41. 1. Qg7# (look out for this queen and bishop mate if your opponent's played g6)
- Q42. 1. Qc7# (a sneaky checkmate using the knight in the corner to support the queen)
- 
- Q43. 1... Qg1# (a long range mate with a long range support from the rook might be hard to find)
- Q44. 1... Qa4# (a different sort of checkmate, with the pawn on b6 blocking the escape route)
- Q45. 1... Qxc2# (another queen and rook mate with the rook helping from a distance)
- Q46. 1... Qh2# (another queen and knight mate: White should have seen it coming)
- Q47. 1... Qxb2# (the position looks messy but the mate's there if you look carefully)
- Q48. 1... Qxc2# (again there are a lot of pieces around so the mate might be hard to spot)
- 
- Q49. 1. Rg4# (don't forget which way the black pawn on h3 is going)
- Q50. 1. Re8# (a king two rook checkmate in the middle of the board)
- Q51. 1. Ra8# (a simple two rook checkmate: you should know this by now)
- Q52. 1. Rde5# (make sure you use the right rook and write it down correctly: not Rd4+ because of Kxf5)
- Q53. 1. Rf7# (the other rook and bishop provide long range assistance)
- Q54. 1. Rcg7# (this is a common checkmate with two rooks against the castled king: choose the right rook though)
- 
- Q55. 1... Rfb2# (the same as Q54: be careful to write Rfb2#, not just Rb2#: you have to say which rook)
- Q56. 1... Re4# (the black pawns come in very useful here)
- Q57. 1... Rd1# (this rook and bishop mate happens quite often: here the rook on f8 prevents Kf2)
- Q58. 1... Rg4# (the king supports the rook and the knight prevents the king's escape)
- Q59. 1... Rf2# (a simple one: there are two reasons why Rd4+ isn't mate)
- Q60. 1... Rd1# (another mate worth remembering: a bit like the rook and bishop mate in Q57)

- Q61. 1. Rg8# (you've seen this enough times to solve it quickly)
- Q62. 1. R5c6# (it's also a DOUBLE CHECK, but the other double check, Rd5+, allows Kxc7)
- Q63. 1. Rhxh4# (simple as long as you choose the right rook)
- Q64. 1. Re4# (the humble c-pawn helps the rooks get checkmate)
- Q65. 1. Rd8# (a simple back rank mate this time)
- Q66. 1. Rh8# (and a simple two rook mate: you just have to see why Rc8+ isn't mate)
- Q67. 1... Rh8# (it's good to be accurate: Re7+ takes a move longer)
- Q68. 1... Re4# (you have to see all the pawns, both white and black)
- Q69. 1... Rxa2# (a long range mate with a capture might be hard to see)
- Q70. 1... Rf1# (the pawn on f3 is useful: don't forget which way it's moving)
- Q71. 1... Rf2# (an unexpected mate: it might have been hard if you didn't know it was there)
- Q72. 1... Rg2# (the black knight defends the rook on f1 and is protected by the pawn on d4)
- Q73. 1. Qd8# (you should know this queen and rook mate by now)
- Q74. 1. Qc6# (tricky: there are lots of checks but only one mate)
- Q75. 1. Qg5# (the pawn on h4 supports the queen and the rook stops the king retreating)
- Q76. 1. Qh6# (again the rook helps the queen get checkmate)
- Q77. 1. Qe7# (the king protects the queen and the knight prevents Kc8)
- Q78. 1. Qh8# (another simple queen and rook mate)
- Q79. 1... Qf7# (the queen, bishop and king work together as a team)
- Q80. 1... Qhh1# (two queens and lots of checks: it's not so easy to find the right one)
- Q81. 1... Qhf4# (again two queens but only one mate: make sure you don't just write Qf4 though)
- Q82. 1... Qe3# (not so much choice here: the pawn on f4 has an important job to do)
- Q83. 1... Qb7# (this time the knight supports the queen while the rook CONTROLS the flight squares)
- Q84. 1... Qc6# (you have to CONTROL the two escape squares: c5 and e4)
- Q85. 1. Qb3# (don't forget the black pawn on a5 is CONTROLLING b4)
- Q86. 1. Qh5# (strange but true: there's only one mate here)
- Q87. 1. Qe3# (you have to CONTROL the f4 square)
- Q88. 1. Qg6# (you've seen this sort of mate before: the knight and rook both support the queen)
- Q89. 1. Qg4# (the same very common checkmate: this time the pawn lends support)
- Q90. 1. Qh7# (and the same again, with the rook preventing escape via f7)

- Q91. 1... Qe1# (be careful: Qd1+ would throw away the win)  
Q92. 1... Qh4# (queen next to king yet again)  
Q93. 1... Qf1# (with the white pawn on h2 the queen can deliver a solo checkmate)  
Q94. 1... Qd2# (it's the knight's turn to support the queen)  
Q95. 1... Qh1# (the pawn on h5 is important here)  
Q96. 1.... Qd1# (another solo mate, just in time before White plays Qxh7#)
- Q97. 1. Qd7# (checkmate in the middle of the board, with the bishop CONTROLLING the escape squares)  
Q98. 1. Qd8# (the rook offers support while White has to CONTROL f6)  
Q99. 1. Qc2# (a bit like Q97, with the knight again providing support)  
Q100. 1. Qd8# (you've seen this sort of mate several times before)  
Q101. 1. Qg7# (another easy one: other moves don't quite work)  
Q102. 1. Qa2# (the usual queen and rook mate, but the long move might be hard to spot)
- Q103. 1... Qb8# (Qf8 would be stalemate: not a good idea)  
Q104. 1... Qc1# (White was hoping for the chance to play Qg7#)  
Q105. 1... Qe2# (there are several checks here, but only one mate)  
Q106. 1... Qxc2# (don't jump at Qa1+, letting the white king escape)  
Q107. 1... Qee1# (a two rook checkmate with two queens: make sure you write the move correctly)  
Q108. 1... Qh1# (don't miss the bishop on c6: you'll also need to see that Qh2+ isn't mate)
- Q109. 1. Qxb5# (the pawn on c6 is pinned)  
Q110. 1. Rd8# (the knight on c6 is pinned)  
Q111. 1. Nc6# (the pawn on b7 is pinned)  
Q112. 1. Qg7# (the queen on f8 is pinned)  
Q113. 1. Rh6# (discovering check from the bishop on c4: the rook has to CONTROL h7)  
Q114. 1. Bf8# (discovering check from the queen on h5: the bishop has to CONTROL g7)
- Q115. 1... Qxh3# (the pawn on g2 is pinned)  
Q116. 1... Qxf1# (the knight on d2 is pinned)  
Q117. 1... Re1# (the rook on g2 is pinned)  
Q118. 1... Nd3# (the pawn on c2 is pinned: this is also a SMOTHERED MATE)  
Q119. 1... Kf2# (discovering check from the bishop on e4: the king has to CONTROL g1)  
Q120. 1... Bd3# (discovering check from the rook on f8: this is also a double check)
- Q121. 1. Qf8# (the bishop supports the queen)  
Q122. 1. Rb8# (a two rooks checkmate)  
Q123. 1. Rxg6# (a pin mate: the pawn on f7 is pinned)  
Q124. 1. b3# (the pawn on c5 CONTROLS the b4 and d4 squares)  
Q125. 1. Rd8# (the bishop on f6 supports the rook)  
Q126. 1. Qh8# (the bishop on a1 provides long range support: not 1. Qg7+ Nxg7)

- Q127. 1... Nxc4# (not so easy to see: not 1... Re2+ 2. Kxd6)  
Q128. 1... Qg8# (a long range mate from the queen hiding away on the other side)  
Q129. 1... Bd2# (you have to stop the king going to b4)  
Q130. 1... Bd7# (I hope you noticed the black king was in check: getting out of check with a mate is very unusual)  
Q131. 1... Nf3# (a pin mate: the pawn on g2 is pinned)  
Q132. 1... Rc1# (this one is double check and mate)  
  
Q133. 1. Bb6# (it's worth remembering this bishop and queen mate)  
Q134. 1. Rh7# (this rook and knight checkmate is known as the ARABIAN MATE)  
Q135. 1. Nc6# (the knight defends the rook as well as checking the king)  
Q136. 1. Qb1# (a sneaky pin mate: the bishop on c2 is pinned)  
Q137. 1. Qc7# (there are several near misses so you have to take care)  
Q138. 1. Qc8# (a diagonal check prevents Kf5)  
  
Q139. 1... Bf8# (don't fall for 1... Qg6+ 2. hxc6)  
Q140. 1... g4# (don't forget that even humble pawns can deliver checkmate)  
Q141. 1... Bf4# (it's another bishop and queen mate across the diagonals)  
Q142. 1... Qh3# (the white rook on g1 allows a solo queen mate)  
Q143. 1... Qg6# (backward moves like this are often easy to miss)  
Q144. 1... Qah1# (a long range mate: Qeh1 is illegal because the queen on e4 is pinned)  
  
Q145. 1. Nxc6# (a pin mate: the pawn on b7 is pinned)  
Q146. 1. Qe7# (the knight supports the queen and the e4 pawn stops the king escaping)  
Q147. 1. Ne6# (it's double check and mate)  
Q148. 1. Bf2# (this time the discovered checks don't work because the rook on f4 is under attack)  
Q149. 1. Ne7# (not Nf6+ which interferes with the queen)  
Q150. 1. Qcc3# (surprisingly there's only one mate here: remember to write the move correctly)  
  
Q151. 1... Kg8# (the king steps back for a discovered checkmate)  
Q152. 1... Qa6# (a simple mate but backward diagonal moves are often the hardest to see)  
Q153. 1... Bf2# (a discovered checkmate: the bishop must CONTROL g1 and g3)  
Q154. 1... g4# (don't forget that even pawns have the right to say checkmate)  
Q155. 1... Nc2# (this is complicated to work out with so many pieces near the enemy king)  
Q156. 1... Qcf1# (again lots of choice with two queens but there's only one checkmate)  
  
Q157. 1. Qc7# (be careful not to fall for 1. Qe8+ Bxe8)  
Q158. 1. c4# (the black king has nowhere to go: you just have to find the right check)  
Q159. 1. Bb3# (another bishop and queen mate, and another backward diagonal move)  
Q160. 1. Qc2# (again the knight in the corner supports the queen)  
Q161. 1. Ne7# (you can block a queen check, but not a knight check)  
Q162. 1. Ne6# (you have to stop the black king running to d4)

- Q163. 1... Kf3# (a discovered checkmate: it has to be this square to prevent Kg3)
- Q164. 1... Qh7# (Qg5+ would be a simple mate in 2 but I wanted a mate in 1)
- Q165. 1... Qc2# (it's easy to mate quickly but this is the only way to do it this move)
- Q166. 1... a5# (the a-pawn is the unexpected hero: not c5+ which interferes with the queen)
- Q167. 1... h5# (now the h-pawn gets in on the act: not 1... f5+ because of 2. Kh5)
- Q168. 1... Bc8# (with all those pieces there has to be a quick mate, but this one might be hard to find)
- 
- Q169. 1. Nh6# (not difficult as long as you notice the black queen)
- Q170. 1. Nd6# (the e-pawn is pinned: so a SMOTHERED PIN MATE in the opening)
- Q171. 1. f5# (White's given up the queen to allow this, but not 1. h5+ Bxh5)
- Q172. 1. e4# (another pawn mate: this move opens up the bishop on c1 to prevent Kg5)
- Q173. 1. Qg5# (other checks don't work: do you see why?)
- Q174. 1. Qg8# (not so difficult this time: get close to the king but do so safely)
- 
- Q175. 1... Rd6# (the e-pawn is pinned in this strange position)
- Q176. 1... Rf1# (another pin mate: the white queen is pinned by the black queen in the far corner)
- Q177. 1... Qh1# (simple enough as long as you see why Qg2+ isn't mate)
- Q178. 1... Qg6# (another backward diagonal move is the only mate here)
- Q179. 1... Bh4# (it's double check and mate: the bishop CONTROLS both g3 and e1)
- Q180. 1... Qa8# (the longest possible move in chess, again backwards along the diagonal)
- 
- Q181. 1. Re8# (discovered check and a pin mate: you have to pin the black rook to stop it blocking)
- Q182. 1. Nxe5# (you have to CONTROL the f3 square so Ne3+ won't do)
- Q183. 1. Qf7# (if you look at Black's possible moves you'll see that you have to CONTROL the f6 square)
- Q184. 1. Nxd4# (again you need a capture: don't forget that captures can also be checks)
- Q185. 1. Ba4# (this time the key square to CONTROL is d7)
- Q186. 1. f3# (a sneaky question: you have to see that the rook on g3 is pinned so Re3# is not possible)
- 
- Q187. 1... Bf4# (you just have to avoid jumping at 1... Rxh5+ 2. Bxh5)
- Q188. 1... e4# (it's a discovered check, but don't play R8g2+ because of the backward bishop capture)
- Q189. 1... Ra1# (the bishop on g7 offers long range support to the rook)
- Q190. 1... Qf2# (it's complicated to sort out all the possible checks here)
- Q191. 1... Qh4# (you have to stop the white king moving to either g5 or h5)
- Q192. 1... Nf3# (it's a double check so White can't capture either piece)

Q193. 1. Rd8#, 1. Rf5#  
 Q194. 1. Qc4#, 1. Nd4#  
 Q195. 1. Qa4#, 1. Qb6#  
 Q196. 1. Qd7#, 1. Rf8#  
 Q197. 1. Qc8#, 1. Qf7#  
 Q198. 1. Qb6#, 1. Qd3#

Q199. 1... Qb7#, 1... Qc7#  
 Q200. 1... Rxf1#, 1... Nxb3#  
 Q201. 1... Qa1#, 1... Qa8#  
 Q202. 1... Re3#, 1... Nf4#  
 Q203. 1... Qf4#, 1... Nh5#  
 Q204. 1... Ne5#, 1... Rf6#

Q205. 1. Qh4#, 1. Rh8#  
 Q206. 1. Qf6#, 1. Qg5#  
 Q207. 1. Qc7#, 1. Rd8#  
 Q208. 1. Ba3#, 1. Nc6#  
 Q209. 1. Qd1#, 1. Qh3#  
 Q210. 1. Qe6#, 1. Qg5#

Q211. 1... Qf2#, 1... Rf6#  
 Q212. 1... Ne2#, 1... Nxf3#  
 Q213. 1... h5#, 1... Nh6#  
 Q214. 1... Bd2#, 1... Bg3#  
 Q215. 1... Qh2#, 1... Rxh5#  
 Q216. 1... Qf1#, 1... Qg2#

Q217. 1. Qf5#, 1. Qh6#  
 Q218. 1. Ne7#, 1. Qg7#  
 Q219. 1. g4#, 1. Qh6#  
 Q220. 1. Qe4#, 1. Qeh5#  
 Q221. 1. Qxb7#, 1. Rf6#  
 Q222. 1. Bg3#, 1. Qg5#

Q223. 1... Nb4#, 1... Rc5#  
 Q224. 1... Qf1#, 1... Rf2#  
 Q225. 1... Qg1#, 1... Qxh3#  
 Q226. 1... Be6#, 1... Qg4#  
 Q227. 1... Qc1#, 1... Rd1#  
 Q228. 1... Qxd1#, 1... Qxe2#

Q229. 1. Qf8#, 1. Qxh7#, 1. Rxh7#  
 Q230. 1. Bd3#, 1. Qd3#, 1. Qd5#  
 Q231. 1. Qxd8#, 1. Qf7#, 1. Qh8#  
 Q232. 1. Rc5#, 1. Rxd7#, 1. Nf6#  
 Q233. 1. Be4#, 1. Qxf7#, 1. Rh8#  
 Q234. 1. Qe4#, 1. Qf3#, 1. g3#



Q235. 1... Ra4#, 1... Qa6#, 1... Qc5#  
 Q236. 1... Be3#, 1... Qf1#, 1... Rg4#  
 Q237. 1... Ne3#, 1... Qf3#, 1... g6#  
 Q238. 1... Bd3#, 1... Rf2#, 1... g2#  
 Q239. 1... Nb6#, 1... Qc8#, 1... Qe8#  
 Q240. 1... Qc1#, 1... Qf1#, 1... Q2f3#

Q241. 1. Rc1#, 1. Qd2#, 1. Rd2#  
 Q242. 1. Qg3#, 1. Qh3#, 1. Rh5#  
 Q243. 1. Re4#, 1. Qf5#, 1. Rf5#  
 Q244. 1. Qb7#, 1. Nc4#, 1. Nc8#  
 Q245. 1. Qe5#, 1. Qe7#, 1. Qf4#  
 Q246. 1. Rc4#, 1. Bf6#, 1. Rxh6#

Q247. 1... Re3#, 1... Qf4#, 1... Rf5#  
 Q248. 1... Rd1#, 1... Qg1#, 1... Qh3#  
 Q249. 1... Qf5#, 1... Rf6#, 1... Bf7#  
 Q250. 1... Qxd5#, 1... Qf5#, 1... Qh3#  
 Q251. 1... Rg3#, 1... Rg4#, 1... Rg5#  
 Q252. 1... Qg2#, 1... Bg4#, 1... Qh1#

Q253. 1. Qe8#, 1. Qgf7#, 1. Qfg4#, 1. Qgg4#  
 Q254. 1. Qd4#, 1. Qe7#, 1. Qf7#, 1. Qfg7#  
 Q255. 1. Qa8#, 1. Bd6#, 1. Qe7#, 1. Qe8#  
 Q256. 1. Qgg6#, 1. Qfg7#, 1. Qgg7#, 1. Qfxh4#  
 Q257. 1. Qa4#, 1. Qb5#, 1. Qc6#, 1. Qc8#  
 Q258. 1. Qg5#, 1. Qgg7#, 1. Qh7#, 1. Qeh8#

Q259. 1... Qf5#, 1... Qg3#, 1... Rh5#, 1... h6#  
 Q260. 1... Bd8#, 1... Be7#, 1... Bf6#, 1... g6#  
 Q261. 1... Qa1#, 1... Qd4#, 1... Qfg8#, 1... Qgg8#  
 Q262. 1... Qb4#, 1... Rb4#, 1... Qc4#, 1... Qc6#  
 Q263. 1... Qa8#, 1... Qa4#, 1... Qe1#, 1... Qe5#  
 Q264. 1... Qd6#, 1... Qd8#, 1... Qe6#, 1... Bg5#

Q265. 1. Qh3#, 1. Qh5#  
 Q266. 1. Qa4#, 1. Qa5#, 1. Qa6#, 1. Qb2#  
 Q267. 1. Qxc6#, 1. Qe7#  
 Q268. 1. Ra7#, 1. Rb7#, 1. Rc7#, 1. Rg7#, 1. Rh7#  
 Q269. 1. Rg7#, 1. Qg7#, 1. Qh7#  
 Q270. 1. Rf3#, 1. Rxg4#, 1. Qxg4#

Q271. 1... Re1#, 1... Rf3#  
 Q272. 1... f6#, 1... R8h5#  
 Q273. 1... Re2#, 1... f2#  
 Q274. 1... Qxb3#, 1... Nd3#  
 Q275. 1... Qe6#, 1... Qf8#  
 Q276. 1... Qa6#, 1... Qb4#, 1... Qb5#, 1... Bb6#

- Q277. 1. Qxd6#, 1. f4#  
 Q278. 1. Qd5#, 1. Qg6#  
 Q279. 1. Re7#, 1. Nf6#  
 Q280. 1. Qb8#, 1. Qd4#, 1. Qe5#, Qf6#  
 Q281. 1. Rd7#, 1. Rxe7#  
 Q282. 1. Bc8#, 1. Bf5#, 1. Qxf7#, 1. Bg4#, 1. Bh3#  
  
 Q283. 1... Qa1#, 1... Qa4#, 1... Qea5#  
 Q284. 1... Nxd4#, 1... Rf2#, 1... Ng5#  
 Q285. 1... Na6#, 1... Rd5#  
 Q286. 1... Qc7#, 1... Qe7#, 1... Qe8#, 1... Re8#, 1... Bf6#  
 Q287. 1... Qef2#, 1... Qeg3#, 1... Qfg3#, 1... Qfh1#  
 Q288. 1... Qd4#, 1... Bf5#  
  
 Q289. 1. Bg5#, 1. Qg7#  
 Q290. 1. Qf4#, 1. Bf6#, 1. Bg3#, 1. Qg3#  
 Q291. 1. Bd4#, 1. Bg5#  
 Q292. 1. Qc8#, 1. Qeg7#, 1. Qgg7#, 1. Qeh4#  
 Q293. 1. Qa4#, 1. Qc4#, 1. Qe4#, 1. Qh1#, 1. Qh6#  
 Q294. 1. Rxc4#, 1. Rd4#  
  
 Q295. 1... Qg1#, 1... Qh3#  
 Q296. 1... Qec3#, 1... Qed3#, 1... Qdd4#, 1... Qe6#  
 Q297. 1... Qf5#, 1... R8h5#  
 Q298. 1... Rd3#, 1... Bg2#, 1... Rh2#  
 Q299. 1... Ne5#, 1... Ne7#, 1... Qg4#  
 Q300. 1... Nb3#, 1... Rb5#, 1... Rc2#  
  
 Q301. 1. Qxe6#, 1. Qf4#  
 Q302. 1. Qb5#, 1. Qfh3#  
 Q303. 1. Nf6#, 1. Qg5#, 1. Qh7#  
 Q304. 1. Qb7#, 1. Rd6#  
 Q305. 1. Bd1#, 1. Be2#, 1. Bf3#  
 Q306. 1. Rd7#, 1. Qg8#, 1. Rh5#  
  
 Q307. 1... Na3#, 1... Qe1#  
 Q308. 1... Be4#, 1... Ng3#  
 Q309. 1... Qa3#, 1... Bb6#, 1... Qc7#  
 Q310. 1... Qf4#, 1... Rh4#, 1... h5#  
 Q311. 1... Qxa2#, 1... b5#, 1... Qc2#, 1... Qd1#  
 Q312. 1... Rd1#, 1... Qf2#

A note on the answers to the remaining questions:

You'll sometimes see the word 'any' in the answer, for example at Q314. This means that after your first move, Kc7, you will play 2. b8Q# against any possible move I might play.

You might also see the word 'other'. This means 'any move' apart from the moves previously specified.

In some questions not all the variations and mates have been given in order to prevent the answer being too complicated.

Q313. 1. Ba7+ Ka8 2. Nb6#

Q314. 1. Kc7 any 2. b8Q#

Q315. 1. Qe6+ Kf8 2. Qf7# or 1... Kh8 2. Qe8#

Q316. 1. Qxh6+ Kg8 2. Qxg7#

Q317. 1. Re1 any 2. Re4#

Q318. 1. Nxb6+ any 2. Qh7#

Q319. 1... Nxe3+ 2. any Qg2#

Q320. 1... Kh6 2. any g5#

Q321. 1... Kc6 2. any Qb7#

Q322. 1... Qxf1+ 2. Kxf1 Rd1#

Q323. 1... Qh3 2. any Qg2#

Q324. 1... Rg6 2. Kh8 Rxh6#

Q325. 1. Rg7+ Bxg7 2. Qxg7#

Q326. 1. Qxf6+ Ke8 2. Qxe7#

Q327. 1. Qxg6+ hxg6 2. Bxg6# or 1. Bxg6+ hxg6 2. Qxg6#

Q328. 1. Qf7+ Kh6 2. Rxh5#

Q329. 1. Qxg7+ Rxg7 2. Rd8#

Q330. 1. Rxh7+ Kxh7 2. Rh3#

Q331. 1... Qe1+ 2. Rxe1 Rxe1#

Q332. 1... Rxh3+ 2. gxh3 Rg1# or 2. Qh2 Rxh2#

Q333. 1... Rh1+ 2. Kd2 Rb2#

Q334. 1... Nd3+ 2. any Rf1#

Q335. 1... Rg1+ 2. Rxg1 Nxf2#

Q336. 1... Rf2+ 2. Rf3 g5#

Q337. 1. Rh8+ Kg6 2. Rxh6#

Q338. 1. Qc2 any 2. Qc1#

Q339. 1. Qf7+ any 2. Qxg7#

Q340. 1. Qxe8+ Qxe8 2. Rxe8#

Q341. 1. Nf6+ any 2. Qxe8#

Q342. 1. Rxe7+ Kxe7 2. Qe5#

- Q343. 1... Rh3+ 2. Kxh3 Qg3#  
 Q344. 1... Qd1+ 2. Rxd1 Rxd1#  
 Q345. 1... Qxh2+ 2. Kxh2 Rh6#  
 Q346. 1... d4+ 2. Re4 Bxe4# or 2. Rf3 Bxf3#  
 Q347. 1... g1Q+ 2. Qxg1 Qh4# or 2. Kh3 Q5g4#  
 Q348. 1... Rh1+ 2. Qxh1 Qxf2# or 2. Qg1 Qxf2#/Rxg1#  
  
 Q349. 1. Nd6 any 2. Nf7#  
 Q350. 1. Nc6+ Ka8 2. Ra7# or 1... Kc8 2. Rc7#  
 Q351. 1. Qxf8+ Kxf8 2. Rc8#  
 Q352. 1. Rde7+ Kd8 2. Rf8#  
 Q353. 1. Nh3+ Kg4 2. Be2#  
 Q354. 1. Qxg7+ Bxg7 2. Bxg7#  
  
 Q355. 1... Rg1+ 2. Kxg1 Qg2#  
 Q356. 1... Rg1+ 2. any Rxg3#  
 Q357. 1... Nd7 2. any Nf8#  
 Q358. 1... Qxc3+ 2. bxc3 Bxa3#  
 Q359. 1... Qe4+ 2. g4 Qe1# (not 1... g5+ 2. fxg6 *en passant*)  
 Q360. 1... Rf1+ 2. any Qxh2#  
  
 Q361. 1. a6+ any 2. Qb5#  
 Q362. 1. Ra3 Kh5 2. Rh3#  
 Q363. 1. Ng7+ Bxg7 2. Qxf7#  
 Q364. 1. Nxf6+ any 2. Qxh7#  
 Q365. 1. Ng5 Rg7 2. Qxg7# else 2. Qxh7#  
 Q366. 1. Re7 any 2. Qxg7#  
  
 Q367. 1... Ne3+ 2. Ke4 Bg6#  
 Q368. 1... Qh4+ 2. Kxh4 Rxh2#  
 Q369. 1... Nf1+ 2. Rxf1 R8g2#  
 Q370. 1... Rxh3+ 2. gxh3 Qh2#  
 Q371. 1... Kh5 2. any Rf2#  
 Q372. 1... Qh3+ 2. Kxf4 g5#  
  
 Q373. 1. Qxh7+ Nxh7 2. Rxh7#  
 Q374. 1. Rxh4+ gxh4 2. Bf3#  
 Q375. 1. Ng2 any 2. R(x)e3#  
 Q376. 1. Ng6+ hxg6 2. Rh3#  
 Q377. 1. Bd6 any 2. Rf8#  
 Q378. 1. Qxh7+ Kxh7 2. Rh5#  
  
 Q379. 1... Bf3+ 2. Kf1 Qg2#  
 Q380. 1... Rh1+ 2. Kxh1 Rxf1#  
 Q381. 1... Qxe4+ 2. Kxe4 Bf5#  
 Q382. 1... Rxh4+ 2. Kg1 Rh1#  
 Q383. 1... Rxe4 2. Rxe4 Bxf5#  
 Q384. 1... Qxf2+ 2. Rxf2 Rd1# or 2. Kh1 Qxf1#

- Q385. 1. Qa1+ Kd2 2. Qe1#  
 Q386. 1. Bf8+ any 2. Bh6#  
 Q387. 1. Rh8+ Bxh8 2. Qxh8#  
 Q388. 1. Qe3+ Kxg4 2. Rh4#  
 Q389. 1. Nh6+ any 2. Qg8#  
 Q390. 1. Qf7+ Kh6 2. Qh7#  
  
 Q391. 1... Bg1+ 2. Kxg1 Qh2#  
 Q392. 1... Bf2 2. any Bb6#  
 Q393. 1... h4 2. any Rf2#  
 Q394. 1... Qg4 2. any Rxh3#  
 Q395. 1... Rf1+ 2. any Qxh2#  
 Q396. 1... Qxh2+ 2. Kxh2 Rh4#  
  
 Q397. 1. Rxf8+ Rxf8 2. Qg7#  
 Q398. 1. Bc5+ any 2. Qd8#  
 Q399. 1. Qd8+ Nxd8 2. Rxd8#  
 Q400. 1. Nf6+ any 2. Qxh7#  
 Q401. 1. Rxg5+ hxd5 2. Qh7# or 1... Kh8 2. Qxh6#  
 Q402. 1. Rxg6+ any 2. Qh5#  
  
 Q403. 1... Qxd1+ 2. Nxd1 Rf1#  
 Q404. 1... Bh3 2. any Qg2#  
 Q405. 1... Rh2 2. any Rh1#  
 Q406. 1... Qxh3+ 2. Nxd3 Rh1#  
 Q407. 1... Rxh2+ 2. Rxh2 Qg3#  
 Q408. 1... Qxa3+ 2. bxa3 Rb1#  
  
 Q409. 1. Bf7+ Kh7 2. Qg8+ Kh6 3. Qxg6#  
 Q410. 1. Rxf8+ Rxf8 2. Ne7+ Kh8 3. Rxf8#  
 Q411. 1. Qxh7+ Kxh7 2. Rh3+ Kg8 3. Rh8#  
 Q412. 1. Rxf8+ Rxf8 2. Qxe5+ Rf6 3. Qxf6#  
 Q413. 1. Qf4+ Kh4 2. g5+ Kxh3 3. Rf3# or 2... Kh5 3. Qg4#  
 Q414. 1. Bf6+ Rxf6 2. Rh8+ Rf8 3. Rxf8# or 1... Kc8 2. Ra8# or 1... Ke8 2. Rh8#, or  
 1... Re7 2. Rh8#  
  
 Q415. 1... Qf5+ 2. Kh4 g5+ 3. Kh5 Qh3#  
 Q416. 1... Rf2+ 2. Kg1 Rg2+ 3. Kf1 Nh2# or 3. Kh1 Nf2#  
 Q417. 1... b2+ 2. Kxb2 Qa2+ 3. Kc1 Qa1# or 2. Kb1 Qa2#  
 Q418. 1... Rxh4+ 2. gxh4 Qxh4+ 3. Bh3 Qxh3# or 2. Bh3 Qxh3#  
 Q419. 1... Rh1+ 2. Kxh1 Qh6+ 3. Kg1 Qh2#  
 Q420. 1... Qf1+ 2. Qd1 Bh6+ 3. Kb1 Qxd1# or 2. Qe1 Qxe1#  
  
 Q421. 1. Rxh7+ Nxd7 2. Qh4 any 3. Qxh7# or 1... Kg8 2. Qxg7#  
 Q422. 1. Ke6 any 2. g7 any 3. g8Q/R#  
 Q423. 1. Rxh7+ Kxh7 2. Qh4+ Qh5 3. Qxh5#  
 Q424. 1. g4+ Kh6 2. Nf5+ Kg6 3. Rg7# or 1... Kh4 2. Nf5/g6#  
 Q425. 1. Qf7+ Kh8 2. Qf8+ Rxf8 3. Rxf8#  
 Q426. 1. Bd6+ Kg8 2. Qe8+ Nxe8 3. Rxe8# or 1... Be7 2. Qxe7+ Kg8 3. Qf8#

- Q427. 1... Nh3+ 2. Kh1 Qg1+ 3. Rxd1 Nf2# or 2. Kf1 Qf2#  
 Q428. 1... Kh7 2. f6 g6# else 2... g6+ 3. fxg6 fxe6#  
 Q429. 1... Bg1+ 2. Kh1 Bf2+ 3. Kh2 Bg3#  
 Q430. 1... Nd2+ 2. Ka2 Bd5+ 3. Rc4 Bxc4# or 3. Rb3 Bxb3#  
 Q431. 1... Ng3+ 2. Kg1 Qf1+ 3. Kh2 Qh1# or 2. Ke1 Qf1#  
 Q432. 1... Qxh4+ 2. Bxh4 Rxd4+ 3. Qh3 Rxd3# or 2. Qh3 Rxd3#
- Q433. 1. Rxd7+ Qxd7 2. Qxf8+ Qg8 3. Qxg8#  
 Q434. 1. Re6+ Kf5 2. g4+ Kf4 3. Nd3#  
 Q435. 1. Rf4 g5 2. Rf6 any 3. Rh6# or 1... other 2. Rh4#  
 Q436. 1. h6 any 2. h7 any 3. h8Q/R#  
 Q437. 1. Rxf6+ Bxf6 2. Qxf6+ Qf7 3. Qxf7#  
 Q438. 1. g5 any 2. g6 any 3. g7#
- Q439. 1... Nb3+ 2. axb3 Ra1+ 2. Nb1 Rxb1#  
 Q440. 1... Rf2+ 2. Kg1 Rf1+ 3. Kg2 Rg1#  
 Q441. 1... Ne2+ 2. Qxe2 Qxd2+ 3. Kf1 Qh1# or 2. Nxe2 Qxd2# or 2. Kh1 Qxd2#  
 Q442. 1... Qg2+ 2. Rxd2 hxd2+ 3. Kg1 Rh1#  
 Q443. 1... c1Q/R+ 2. Nxc1 Qe1+ 3. Bf1 Qxf1/Bxe4# or 2. Bf1 Bxe4# or 2. Ng1 Q/Rxd1#  
 Q444. 1... Ng3+ 2. Rf1 Rxf1+ 3. Kh2 Rh1# or 2. Kh2 Rh1#
- Q445. 1. Kc7 Rxc6+ 2. Kxc6 Ka6 3. Ra8# or 1... other 2. Ra8#  
 Q446. 1. Ra8+ Kg7 2. Rg8+ Kh6 3. g5# or 1... Ke7 2. Re8#  
 Q447. 1. Qxe6+ Qxe6 2. Rh8+ Qg8 3. Rxd8# or 1... Kd8 2. Qxd8# or 1... Nd7 2. Qxd8+ Nf8 3. Qxf8#  
 Q448. 1. Rh8+ Kxh8 2. Qxh6+ Kg8 3. Qg7# or 1... Kg6 2. Q/Rxh6#Q  
 Q449. 1. Qg7+ Bxg7 2. hxd7+ Kg8 3. Rh8#  
 Q450. 1. Qxd6+ Kxd6 2. Bf7+ Kh7 3. g6#
- Q451. 1... Bg3+ 2. Nxd3 fxd3+ 3. Kxd3 Qf4#  
 Q452. 1... Rh1+ 2. Kxh1 Qh5+ 3. Kg1 Qh2#  
 Q453. 1... Qg4+ 2. Ke5 Qf5+ 3. Kd4 Qd5#  
 Q454. 1... Be5 2. Kg1/Kg2 Qh2+ 3. Kf1 Qh1# or 2. other Qh2#  
 Q455. 1... Rxd1+ 2. Kxd1 Rh1+ 3. Kxh1 Qh2#  
 Q456. 1... Qxd1+ 2. Rxd1 Rxd1+ 3. Qe1 Rxe1# or 2. Qe1 Qxe1#
- Q457. 1. Rxb6 Rxe5 2. Nxe5# 1... other 2. Nd2# (there are other mates as well)  
 Q458. 1. Qxd6 Qc2/d3 2. Qxc2/d3 any 3. Qh7# or 1... fxd6 2. Rh7# or 1... other 2. Qh7#  
 Q459. 1. f3 e4 2. Ra5# 1... other 2. e4#  
 Q460. 1. Qh5+ Kg8 2. Qxd6+ Qg7 3. Qe8+ Qf8 4. Qxf8# or 2... Kh8 3. Qe8+ Kg7 4. Qf8# or 1... Kg7 2. Qxd6+ Kh8 3. Qh6+ Kg8 4. Qf8# or 3... Qh7 4. Qxd6#  
 Q461. 1. Rg6+ fxd6 2. Rf8#  
 Q462. 1. Qxf7+ Rxf7 2. Rc8+ Rf8 3. Be6+ Kh8 4. Rxf8# or 1... Kh8 Qg7/xf8#

- Q463. 1... Kh7 2. f5 g6+ 3. fxg6+ fxg6# 2. other g6#  
 Q464. 1... Ng2+ 2. Kd2 Qe1#  
 Q465. 1... Nd6+ 2. Kd8 Rb7#  
 Q466. 1... Rh1+ 2. Kxh1 Rh4+ 3. Kg1 Rh1/Qh2#  
 Q467. 1... Kb3 2. c6 Na3+ 3. Ka1 Nb4/Ne1 4. c7 Nbc2/Nec2#  
 Q468. 1... Bc4+ 2. Qxc4 Rd1# or 2. Ke1 Bf2#
- Q469. 1. Rxh6+ Kxh6 2. e4+ Ne3 3. Qxe3+ Kh7 4. Qh3+ Kg8 5. Qh8# or 4. Qh6+ Kxh6 5. Rh3# There are lots of other variations: can you work them all out?  
 Q470. 1. Bxh6 Rg8 2. Bxg7+ (2. Bg5+ also works) Rxg7 3. Qh5+ Rh7 4. Qxh7# or 1... gxh6 Qh7# otherwise 2. Q/Bxg7#  
 Q471. 1. Bh7+ Kh8 2. Bg6+ Kg8 3. Qh7+ Kf8 4. Qf7/Qh8# or 1... Kf7 2. Qg6+ (or Bg6+) 2... Kf8 3. Qg8#  
 Q472. 1. Rxb7+ Kxb7 2. Qd7+ Ka6 3. Qb5# or 2... Kb8 3. Qc7#  
 Q473. 1. Nd8+ Rxd8 2. Re7#  
 Q474. 1. Bf6+ Kf8 2. Qg7#
- Q475. 1... Kf2 2. Rf1+ Kxf1 3. Kh1 Qh3#/Qh4#/Qh5# or 2. other Qh4#/Qh5#  
 Q476. 1... Qxd3+ 2. Rxd3 Bxd3+ 3. Ka1 Rc1# or 2. Ka1 Qxd1#  
 Q477. 1... Be3 2. Rd2 Ra1+ 3. Rd1 Rxd1# or 2. other Rh2#  
 Q478. 1... Rb3+ 2. Kxb3 Qa3#  
 Q479. 1... Bf2+ 2. Kf1 Bxg3+ 3. Kg1 Qf2# 4. Kh1 Qh2#  
 Q480. 1... Kf2 2. b7 g2+ 3. Kh2 g1Q+ 4. Kh3 Qg3#
- Q481. 1. Bc3 any 2. Ra1#  
 Q482. 1. Qg7+ Nxg7 2. Rd8+ Ne8 3. Rxe8+ Qf8 4. Rxf8#  
 Q483. 1. Nf6+ gxf6 2. Rc7+ Nd7 3. Rcx7+ Re7 4. Rxe7#  
 Q484. 1. Ng4 Be7 2. Rxe7# 1... f6 2. Nxf6# 1... other 2. Nf6#  
 Q485. 1. Kf4 any 2. Rf7#  
 Q486. 1. Rg1+ Bg2 2. Rxg2+ Kh8 3. Bg7+ Kg8 4. Bxf6# 1... Kh8 2. Bg7+ Kg8 3. Bxf6+ Bg2 4. Rxg2#
- Q487. 1... Kc3 2. any f3 3. any f2 4. any f1Q/R#  
 Q488. 1... Be3 2. h4 Rxh4+ 3. Bh3 Rxh3#/Rh2# 2. other Rxh3+ 3. gxh3 Rh2#  
 Q489. 1... Qxf2+ 2. Rxf2 c1Q/R+ 3. Rxc1 Rxc1+ 4. Rf1 Rcx1#/Rfx1# or 2. Kh1 Qxf1#  
 Q490. 1... Rxa2+ 2. Kxa2 Qa8#  
 Q491. 1... e5+ 2. dxe5 Rg4#  
 Q492. 1... Qxg1+ 2. Kxg1 Ne2+ 3. Kh1 Rf1+ 4. Qg1 Rxg1#
- Q493. 1. Qxf7+ Kh8 2. Qh5+ Kg8 3. Qh7+ Kf8 4. Qh8+ Ke7 5. Qxg7#  
 Q494. 1. Qg7+ Rxg7 2. Rd8+ Rg8 3. Rxg8+ Kxg8 4. Rd8+ Qe8 5. Rxe8# or 2... Qe8 3. Rxe8+ Rg8 4. Rxg8+ Kxg8 5. Rd8#  
 Q495. 1. Ng5+ Kh8 2. Qxh6+ gxh6 3. Rh7# or 1. Qxh6+ gxh6 2. Ng5+ Kh8 3. Rh7#  
 Q496. 1. Nxf6+ Kh8 2. Qxh7+ Rxh7 3. Rxh7# or 1... Rxf6 2. Qg7#  
 Q497. 1. Nc4 Kb1 2. Na3+ Ka1 3. Bc3#  
 Q498. 1. Qb5+ axb5 2. Ra7+ Ra6 3. Rxa6#

Q499. 1... Rb8 2. Ng5 Rh8+ 3. Nh7 Rxh7# or 2. other Rh8#

Q500. 1... Qxe3+ 2. Bxe3 f5+ 3. Kxe5 Ng6#

Q501. 1... Qa3+ 2. any Ra1#

Q502. 1... Nb4+ 2. Kxb1 Qxa2+ 3. Kc1 Qc2/Qa1#

Q503. 1... Qh3 2. Qxe1 Nf3+ 3. Kh1 Qxh2# or 2. other Qg2#

Q504. 1... Rah8 2. any Rh1#

Q505. 1. Qxe6+ Rxe6 2. Bxe6+ Rf7 3. Bxf7+ Kf8 4. Bd6# or 1... Rf7 2. Qxf7#

Q506. 1. Rh4+ gxh4 2. Bf3#

Q507. 1. Nf6+ Bxf6 2. Qh7+ Kf8 3. Qxf7# or 1... Kf8 Ngh7#

Q508. 1. Ng2 any 2. R(x)e3#

Q509. 1. Qxf6+ Rxf6 2. Rxe8+ Rf8 3. Rxf8# or 1... Kg8 2. Nh6# or 1... Qg7 2. Qxg7#

Q510. 1. Qxf7+ Rxf7 2. Re8+ Rf8 3. Be6+ Kh8 4. Rxf8# or 1... Kh8 2. Qxf8#/Qxg7#

Q511. 1... h1Q+ 2. Qxh1 Re2+ 3. Kf1/Kg1 Qe1#/Qf2#

Q512. 1... Kf7 2. Qe8+ Kxe8 3. Kh8 Kf7/Kf8 4. Kh8 Qg7#

There are other variations and other mates on move 4.

Q513. 1... e2 2. Q/Rxe2 Qh2+ 3. Kf1 Qh1# or 2. other Qh2#

Q514. 1... Nf3+ 2. gxf3 Rg8+ 3. N/Qg5 R/Qxg5 4. Q/Nxg5 Q/Rxg5#

Q515. 1... Bf4 2. any Ra1#

Q516. 1... Rxh2+ 2. Kg1 Rxg2+ 3. Kh1 Rh2+ 4. Kg1 Rh1#

Q517. 1. Qxb6+ Kxb6 2. Nd5+ Ka7 3. Nc6+ Ka8 4. Nb6/Nc7# or 1... Kb8 2. N5c6+/Nd7+ Ka8 3. Qxa6/Qa7#

Q518. 1. Rxf7+ Bxf7 2. Be5+ Kxh6 3. Qh4# or 2. Kf8 2. Qxf7# or 1... Kxh6 2. Qh4# or 1... Kh8 2. Qf6/Be5/Qd4/Qb2#

Q519. 1. Qd5+ Kc8 2. Ba6+ Kb8 3. Qb7# or 1... Ke7 2. Qe6+ Kf8 3. Qf7# or 1... Ke8 2. Qf7#

Q520. 1. Rf4 g5 2. Rf6 any 3. Rh6# or 1... other 2. Rh4#

Q521. 1. Bc2+ Kg8 2. Nxh6+ Kh8 3. Qg8+ Rxg8 4. Nf7# or 1... g6 2. Qxg6#

Q522. 1. d5+ Bc3 2. Qxc3+ Kh7 3. Qg7# or 1... Kh7 2. Qxf5+ Kh6 3. Qg6/Bg7#

Q523. 1... Ne6 2. any Nd4 3. any Nc2#

Q524. 1... Ne3+ 2. Kc1 Qc2# or 2... other Qb1#

Q525. 1... Re5 2. f3/f4 Qh1+ 3. Kf2 Rh2# or 2... other Qh1#

Q526. 1... Ng3+ 2. Kg1 Rg2# or 2. Ke1 Re2# or 2. Kxe3 Bf4#

Q527. 1... e5+ 2. dxe6 Nxe6+ 3. Kg4 h5# or 2. Kg4 h5#

Q528. 1... Qd4+ 2. any Rxc2#

Q529. 1. Qf8+ Rxf8 2. Rxg6+ Rf6 3. Bxf6# or 1... Qg8 2. Rxg8/Re7#

Q530. 1. Rxe7+ Qxe7 2. Rc8+ Qd8 3. Qe5# or 1... Kxe7 2. Qe5#

Q531. 1. Ne7+ Qxe7 2. Qxh7+ Kf8 3. Qh8# or 1... Kh8 2. Qxh7#

Q532. 1. Nf4 any 2. Ng6#

Q533. 1. Be8+ any 2. Rxh6#

Q534. 1. Qxg6+ Kh8 2. Rxh6+ Bxh6 3. Qxh6+ Kg8 4. Qg7# or 1... Bg7 2. Qxg7#



- Q535. 1... h6 2. c4 Rxc4 3. any g6# or 2. other g6#
- Q536. 1... Qg1+ 2. Rxc1 Nhf2#
- Q537. 1... f6 2. g5 f5 3. any Rh7# or 2. other Rh7#
- Q538. 1... Rh1+ 2. Kxh1 e1Q+ 3. Kh2 Qg3+/Qf2+ 4. Kh1 Qg2#
- Q539. 1... Bc7 2. Rxc7+ Kxc7 3. Ka7 Ra4# or 2. Rb6+ Bxb6 3. Kb8 Re8# and other variations
- Q540. 1... Qxh3+ 2. gxh3 Nf3# 3. Kg2 Rg1#
- Q541. 1. Qxh7+ Rxh7 2. Rxh7+ Kg8 3. Nxf6+ Kf8 4. Rf7#
- Q542. 1. Ke6 any 2. Na7#
- Q543. 1. Kh3 any 2. g4# and/or Qxh7#
- Q544. 1. Rxe4+ dxe4 2. Nf2+ Kh5 3. g4+ Kxh4 4. Rxh6# or 1... Kh5 2. g4+ Kxh4 3. Rxh6#
- Q545. 1. Qe8+ Rxe8 2. Rxe8+ Kf7 3. Rf8#
- Q546. 1. Rxh6+ gxh6 2. Bd4+ Kh7 3. g6#
- Q547. 1... g6+ 2. hxg6 Ng7#
- Q548. 1... Qh4+ 2. Kg1 Bh2+ 3. Kh1 Bg3+ 4. Kg1 Qh2#
- Q549. 1... Nd2 2. any Nc4#
- Q550. 1... Ke3 2. b4/b3 axb3 3. a4 b2 4. a5 b1Q/R#
- Q551. 1... e5+ 2. dxe5 Rd4+ 3. Bxd4 Rf3#
- Q552. 1... Bd4+ 2. Nf2 Qxf2+ 3. Rxf2 Rb1# or 2. Rf2 Rb1# or 2. Kh1 Qxf1#

## GLOSSARY

### ATTACK

If we say that a piece **ATTACKS** an enemy piece we mean that it could capture it next move. After the moves 1. e4 e5 2. Qh5 the white queen **ATTACKS** three pawns.

### BACK RANK MATE

A **CHECKMATE** with a rook or queen on the **BACK RANK**, most typically when the king's potential escape squares are blocked by his own pawns.

### BACKWARD PAWN

A pawn which is behind pawns of the same colour on the adjacent files and cannot easily advance. A **BACKWARD PAWN** on a **HALF-OPEN FILE** can often be very weak.

### BAD BISHOP

A bishop blocked in by its own pawns.

### BLOCKADE

A position in the ending where one player has what would normally be a winning material advantage but cannot make progress. This often happens in endings with **BISHOPS OF OPPOSITE COLOURS**.

### BLUNDER

A mistake, in particular a bad mistake which loses material (points) or allows **CHECKMATE**.

### CASTLING

A special move with the king and the rook. To **CASTLE** you move your king two squares towards the rook and your rook over the top to the next square. If you're White and you **CASTLE** on the **KING SIDE** your king will end up on g1 and your rook on f1. If you castle on the **QUEEN SIDE** your king will end up on c1 and your rook on d1. You can only **CASTLE** if a) neither your king nor rook has moved b) there are no pieces between the king and the rook c) you are not in **CHECK** at the moment d) you do not move into **CHECK** and e) the square crossed by your king is not **CONTROLLED** by an enemy piece.

## **CHECK**

A move which THREATENS the enemy king. If you are IN CHECK you have to get out of check immediately. You are not allowed to play a move that leaves your king IN CHECK, but if your opponent does this you CANNOT win the game by capturing the enemy king: instead you must ask your opponent to retract the move and play a legal move instead, if possible moving the piece that was touched.

## **CHECKMATE**

A situation in which one player is IN CHECK but CANNOT get out of CHECK, either by moving the king to a safe square, blocking the CHECK or capturing the piece giving CHECK. If you CHECKMATE your opponent you win the game.

## **COMBINATION**

A series of moves, often involving a SACRIFICE, using a combination of TACTICAL ideas to gain an advantage or possibly to reduce a disadvantage.

## **CONTROL**

A piece is said to CONTROL a square when it could capture an enemy piece landing on that square. For example, a white pawn on e4 CONTROLS the d5 and f5 squares.

## **DECOY**

A move, sometimes a SACRIFICE, designed to force an enemy piece onto an unfavourable square, for instance, a square where it might be FORKED or PINNED.

## **DEFEND/DEFENCE**

A piece which is DEFENDING another piece, or sometimes a square, is a piece which would capture an enemy piece. For example, after the moves 1. e4 e5 2. Nf3 Nc6 the black knight on c6 is DEFENDING the pawn on e5 which is ATTACKED by the white knight on f3.

## **DEFLECTION**

A move, sometimes a SACRIFICE, designed to force an enemy piece away from a square where it is carrying out an important defensive function.

## **DEVELOPMENT**

At the start of the game we DEVELOP our pieces: we get them off the back RANK and into the game. Usually we develop our MINOR PIECES quickly. Queens and rooks usually stay at home early on. CASTLING is also a DEVELOPING move which we usually aim to play quickly.

## **DISCOVERED ATTACK**

A move which, by another piece moving out of the way, opens up an attack from a LINE PIECE on an enemy target. If the attack from the LINE PIECE is a CHECK this move is a DISCOVERED CHECK.

## **DISCOVERED MATE**

A DISCOVERED CHECK which is also CHECKMATE.

## **DOUBLE CHECK**

A DISCOVERED CHECK where the piece moving away also gives CHECK so that the enemy king is in CHECK from two pieces at the same time. The only way to meet a DOUBLE CHECK is with a king move.

## **DOUBLED PAWNS**

Two pawns of the same colour on the same file. DOUBLED PAWNS are often, but not always, a weakness. Three pawns of the same colour on the same file are TRIPLED PAWNS.

## **DRAW**

There are several ways to DRAW a game of chess. You can draw by STALEMATE. You can draw by reaching a position where neither side can possibly get CHECKMATE: for example king against king, king and bishop against king or king and knight against king (sometimes called INSUFFICIENT MATERIAL). You can draw by AGREEMENT: one player proposes a draw and the other player accepts the proposal. In tournaments you can claim a draw by REPETITION if exactly the same position has been reached three times with the same player to move (note that it's REPETITION OF POSITION, not of moves) or by the 50 MOVE RULE if both players have played 50 moves without a pawn move or capture taking place.

## **EN PASSANT**

A special pawn capture. If your pawn is on your FIFTH RANK and your opponent moves a pawn on an adjacent FILE TWO SQUARES you can if you choose CAPTURE the pawn EN PASSANT: as if it had moved only one square. If you have a white pawn on e5 and black moves the pawn from d7 to d5 you can, but only on your next move, capture it while it's passing the d6 square so your pawn ends up on d6.

## **EXCHANGE**

The word EXCHANGE has two meanings in chess. It can mean a trade, particularly an equal trade, a trade of like for like. We might exchange queens, or pawns. It also means the advantage of rook for MINOR PIECE. So we might deliberately trade a rook for an enemy knight: we SACRIFICE the EXCHANGE or play an EXCHANGE SACRIFICE. We might also win the EXCHANGE or BLUNDER the EXCHANGE.

## **FIANCHETTO**

A bishop development to g2/g7 or b2/b7 after moving the knight's pawn one square.

## **FILE**

A vertical line of squares on a chessboard. We name the file based on its letter: the a-file through to the h-file.

## **FORK**

A move which creates TWO THREATS at the same time with the same piece in different directions.

## **GAMBIT**

An opening in which one player SACRIFICES MATERIAL to gain an advantage in, for example, development, centre CONTROL or king safety.

## **GOOD BISHOP**

A bishop not blocked in by its own pawns.

## **ISOLATED PAWN**

A pawn which has no pawns of the same colour on the adjacent files. An ISOLATED PAWN can often be a weakness.

## **KING SIDE**

The side of the board on which the kings start: the e-, f-, g- and h-FILES.

## **LÉGAL'S MATE**

A checkmate in which you move a PINNED knight, SACRIFICING your queen to get a CHECKMATE with your MINOR PIECES

## **LINE PIECE**

A piece which moves along a straight line: a queen, rook or bishop.

## **MAJOR PIECE**

Your MAJOR PIECES are your queen and rooks.

## **MATE**

Another word for CHECKMATE, just as phone is another word for telephone.

## **MATE IN 2**

A MATE IN 2 puzzle is a puzzle in which you have to find a move which FORCES MATE in two moves whatever your opponent plays in between. You play a move, and, no matter what I do next, you will CHECKMATE me the following move. There's no way for me to prevent it. Likewise, MATE IN 3, MATE IN 4, MATE IN 5 and so on.

## **MATERIAL**

The words MATERIAL and POINTS are used in relation to the values of the pieces (a queen is worth 9 points, a rook 5 points, a bishop or a knight 3 points each, a pawn 1 point). We might play a move which wins MATERIAL or POINTS, or make a mistake which loses MATERIAL or POINTS.

## **MINOR PIECE**

Your MINOR PIECES are your knights and bishops.

## **NOTATION**

Chess NOTATION is a way of writing down chess moves. This book uses STANDARD (ALGEBRAIC) notation, using the names of the squares from the FILES and RANKS. You might have been taught DESCRIPTIVE NOTATION (P-K4 rather than e4) if you learned chess a long time ago, or come across it in old books.

## **OPPOSITION**

A situation in the ending where the kings are two squares apart and the player whose turn it is to move has to move the king away allowing the opponent's king to advance. If it's NOT your move you are said to 'have the OPPOSITION', which is almost always an advantage.

## **OUTPOST**

A square in or near enemy territory which is protected by a friendly pawn and cannot be attacked by an enemy pawn. Knights on OUTPOSTS are often very strong. Sometimes also called a SUPPORT POINT.

## **OVERWORKED PIECE**

A piece carrying out two defensive duties at the same time which can be DEFLECTED away from one of its jobs.

## **PASSED PAWN**

A pawn which can potentially reach the end of the board without being blocked or captured by an enemy pawn.

## **PAWN BREAK**

A pawn move attacking a blocked enemy pawn, allowing or forcing a pawn exchange to open up the position. Sometimes also called a PAWN LEVER.

## **PHILIDOR'S LEGACY**

A form of SMOTHERED MATE involving a DOUBLE CHECK followed by a QUEEN SACRIFICE.

## **PIN**

A situation in which a piece CANNOT or SHOULD NOT move because it would expose another piece to capture along a line. Only LINE PIECES can PIN enemy pieces. A PIN against a king is an ABSOLUTE PIN: the pinned piece is not allowed to move. If a piece is PINNED against a queen, it CAN move but will allow the queen to be captured. A piece may also be PINNED against a square, typically a MATING square.

## **PIN MATE**

A form of CHECKMATE in which it at first appears that another piece can capture or block the checking piece, but it cannot in fact do so because it is PINNED against the king.

## **POINTS**

The values of the pieces (see MATERIAL). The POINTS you might score in a chess tournament are not the same thing at all.

## **PROMOTION**

When your pawn reaches the BACK RANK it is PROMOTED. You exchange the pawn for another piece of your choice: a queen, rook, bishop or knight. As the queen is the most powerful piece you will usually choose a queen. You're allowed to have more than one queen on the board at the same time (and also more than two rooks, bishops or knights, should you choose).

## **QUEEN SIDE**

The side of the board on which the queen starts: the a-, b-, c-, and d-FILES.

## **RANK**

A horizontal line of squares on a chessboard, indicated by a number. Confusingly, we usually refer to ranks from our own perspective. If we talk about White's SEVENTH RANK, for example, we mean the RANK numbered 7, but if we talk about Black's SEVENTH RANK we mean the RANK numbered 2.



## **SACRIFICE**

A move that deliberately loses points in order to gain an advantage. You might play a SACRIFICE because you've LOOKED AHEAD and seen that you can get CHECKMATE, or because you can win the material back, maybe with interest. If you accidentally lose a piece because of an oversight it's a BLUNDER, not a SACRIFICE.

## **SCHOLAR'S MATE**

A CHECKMATE on the f7/f2 square at the start of the game, with the queen supported by a bishop. For example: 1. e4 e5 2. Qh5 Nc6 3. Bc4 Nf6 4. Qxf7#. Black's 3<sup>rd</sup> move was a BLUNDER. Because this typically happens in four moves it's sometimes also called the FOUR MOVE MATE.

## **SKEWER**

A move by a LINE PIECE which THEATENS two enemy pieces in the same direction. The front piece has to move out of the way, allowing the rear piece to be captured.

## **SMOTHERED MATE**

A knight CHECKMATE in which the enemy king is surrounded by his own pieces, with the knight jumping over them to CHECK the king.

## **STALEMATE**

A position in which the player whose turn it is to move is NOT IN CHECK but can make no legal moves. The result of the game is a DRAW. Note that STALEMATE is not another word for DRAW: it's just one type of DRAW.

## **STRATEGY**

STRATEGY in chess involves long-term planning. This means thinking about how you can get your pieces onto good squares, and keep your opponent's pieces off good squares. It's often said that TACTICS is what you do when there's something to do, while STRATEGY is what you do when there's nothing to do.

## **TACTICS**

TACTICS in chess is a loose term involving ATTACKING and DEFENDING, TACTICAL DEVICES such as FORKS, PINS and DISCOVERED ATTACKS, COMBINATIONS and CHECKMATES. Books on TACTICS will include puzzles based on some or all of these themes.

## **TEAM ATTACK**

A situation in which an enemy target is attacked by more than one piece. It may well also be defended by several pieces. For example, 1. e4 e5 2. Nf3 Nc6 3. d4 creates a TEAM ATTACK on e5. Although this happens in almost every game of chess there's no generally accepted term so you probably won't come across the term TEAM ATTACK elsewhere.

## **THREAT**

A THREAT is something you WANT to do next move: usually a move which wins MATERIAL or gets CHECKMATE. After 1. e4 e5 2. Qh5 the white queen is ATTACKING three pawns but is only THREATENING the pawn on e5:

## **TREBUCHET**

A situation in pawn endings where two pawns stand next to each other, and the kings are a knight's move apart, both attacking and defending both pawns. The player whose turn it is to move has to move away, allowing the pawn to be captured.

## **ZUGZWANG**

A position in which, if it's your move, you have to play a move which makes your position worse. ZUGZWANG positions often occur in PAWN ENDINGS.

## **ZWISCHENZUG**

An 'in-between' move: for example if, instead of making a recapturing you play another move first which your opponent has to deal with, only making the recapture later.