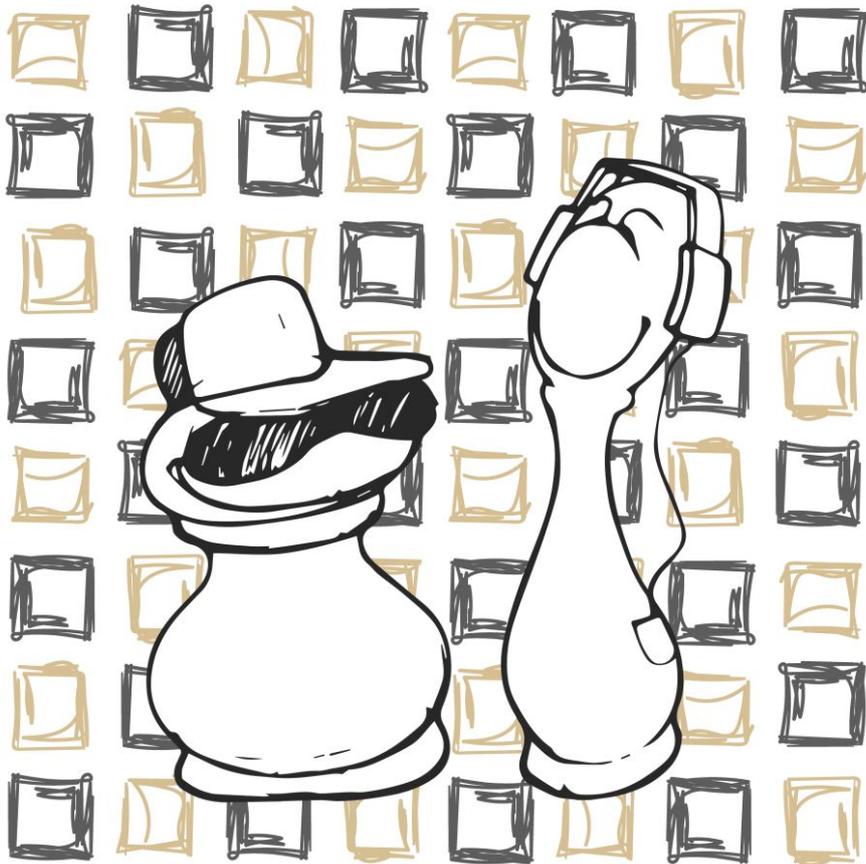


SHAMIN DE MORAES

LEARNING CHESS
LESSONS FOR BEGINNERS
VOL 1.



WORKBOOK FOR STUDENTS



Author: LearningChess, Head coach: GM Jozsef Pinter

Edited by Shamin de Moraes from the LearningChess Online Lessons 1-6, Level 1 - Beginner Course

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First Edition

Preface

We gladly present our free book, Workbook for Students Vol 1, which covers the first six beginner lessons of the LearningChess online chess tutor.

We at LearningChess, always care for underprivileged schools. Until now, we supported over a hundred thousand students with free online licenses. We are also keen to help students in areas with poor internet coverage. This is why we publish our first six online lessons in a workbook format. And all of that for free!

This book teaches students the chess rules and fundamental chess positions with more than three hundred diagrams. We also recommend it for novice coaches who prefer the written format as opposed to online lessons.

The book follows the interactive style of our online lessons and gives students many practical information and tasks.

Thank you for the tremendous editorial work for Mr. Shamin de Moraes, and the devoted help of the LearningChess team.

With this book, we continue our mission to popularize chess - as a game and personal development tool - all over the world.

Grandmaster Jozsef Pinter
Head Coach at LearningChess

About the Author



Grandmaster Jozsef Pinter, the Head Coach at LearningChess, is an eight-time Olympic team member, winner of multiple individual and team championships, and author of several fascinating chess books, and one of the most successful chess trainers.

Coaching and tutorial activities

Leading instructor at the Hungarian junior chess school,
A coach for GM Zsuzsa Polgar and later IM Zsofia Polgar from the beginning,
A coach for GM Richard Rapport and many other successful GMs and IMs,
Captain for the junior national team,
Captain for the Hungarian adult Olympic team.

Career

Olympic team silver medalist,
European Club Cup champion,
Hungarian individual champion twice,
French Cup winner,
Croatian Cup winner,
Spanish team champion twice,
Winner of several other tournaments.

His highest world ranking list position is 23.

About the Editor



Shamin De Moraes played in the Sri Lanka National Chess Championships in 2000 and 2005/2006. He has won several individual and team prizes in Sri Lanka National Interclub Chess Championships.

Coaching activities

Chess coach with 20 years of experience working with national and international chess academies and private schools in Sri Lanka.

Career

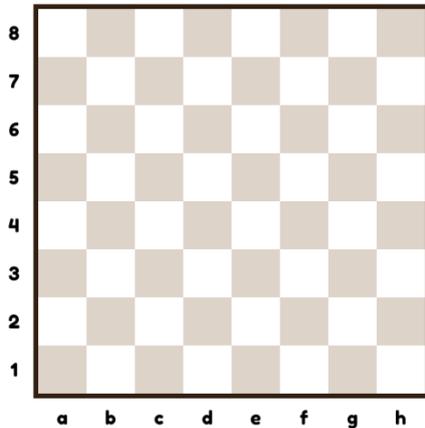
Shamin De Moraes is an internationally rated player with the highest rating of 2085.

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1. The Chessboard and the Pieces

A chessboard is shown below. Numbers and letters are written all around it. **Select** the answer you think is correct.



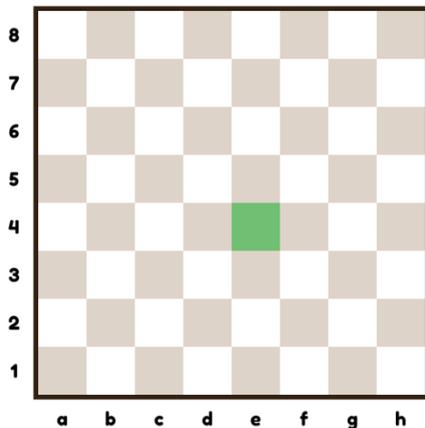
Q1. How many numbers are there on the left of the chessboard?

- 1. 8
- 2. none
- 3. 16

The chessboard appears to have a square shape. If you found the correct answer to the previous question, this one will be easy.

Q2. How many letters are there below the chessboard?

- 1. 7
- 2. 8
- 3. what letters?

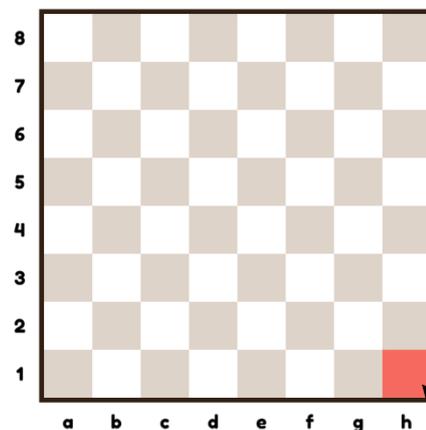


The square-shaped chessboard is made up of smaller squares. The smallest square is shown in green.

Q3. How many such squares are there on the chessboard?

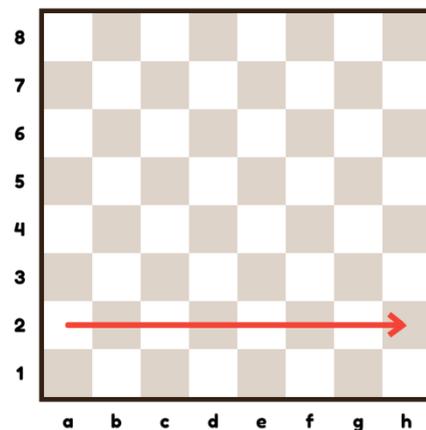
- 1. 32
- 2. 64
- 3. 16

The bottom right square must be a light square. Remember: 'white on the right'.



White on the right

You need to learn three important words that describe the chessboard: **ranks**, **files** and **diagonals**.

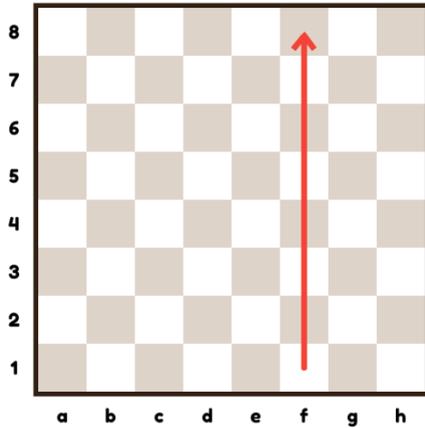


This is a rank.

Here is a quiz to check what you have learnt so far. As you continue with the course there will be even more exciting quizzes to test your progress.

Q4. How many ranks are there on the chessboard?

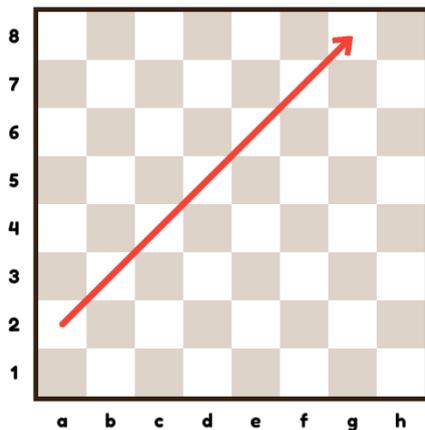
1. 7
2. 6
3. 8



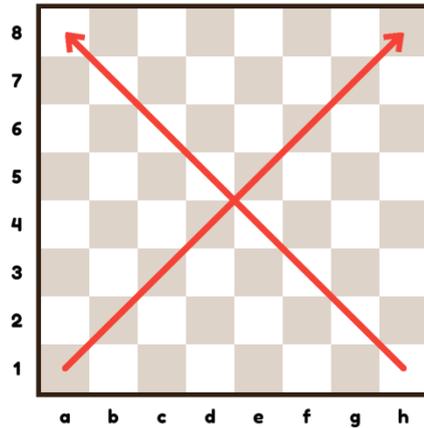
This is a file.

Q5. How many files are there on the chessboard?

1. 7
2. 6
3. 8



This is a diagonal.

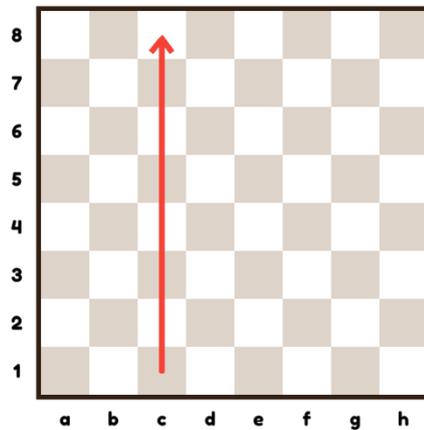


There are 26 diagonals altogether on the chessboard. The two longest diagonals that run between the corner squares are called long diagonals.

Q6. How many squares are there in a long diagonal?

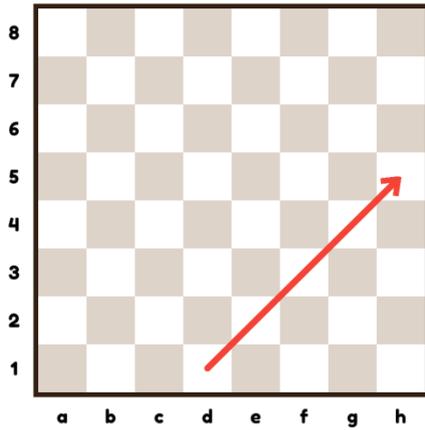
1. 8
2. 10
3. 16

You can test your memory now.



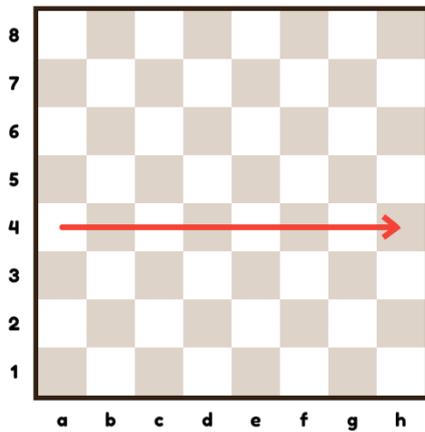
Q7. What does the arrow show?

1. file
2. rank



Q8. What does the arrow show?

1. rank
2. diagonal



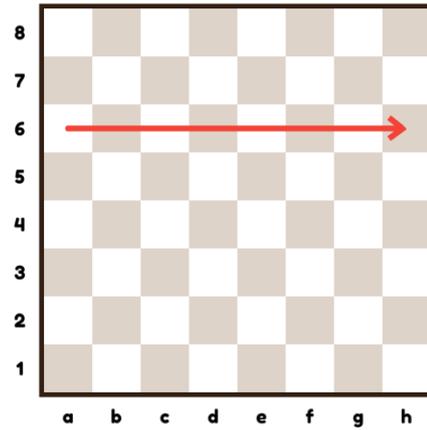
Q9. What does the arrow show?

1. file
2. rank

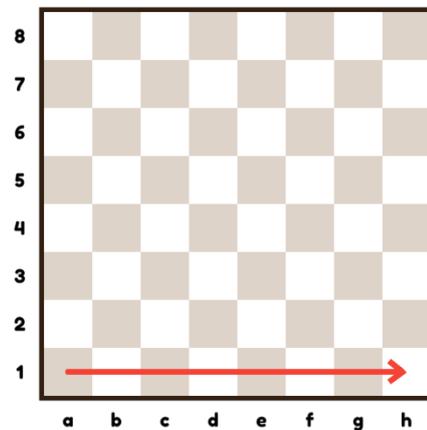
And here is the last quiz in this lesson, a tricky one.

Q10. How many long diagonals are there on the board?

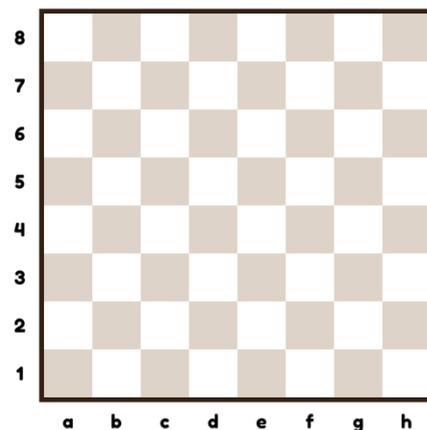
1. 2
2. 8
3. 26



Ranks are numbered. This is the 6th rank.

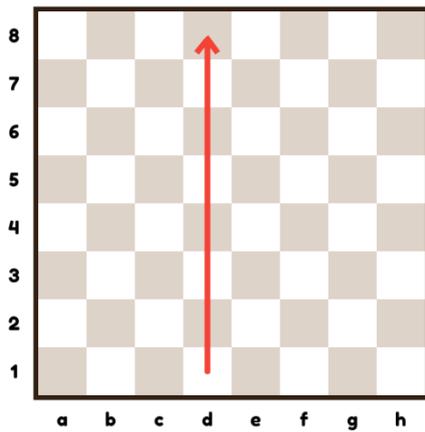


This is the 1st rank.

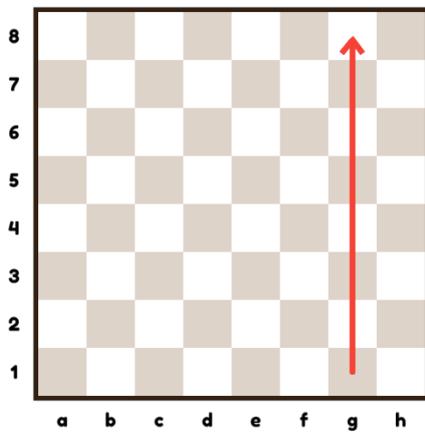


Put **X** on all the squares on the third rank.

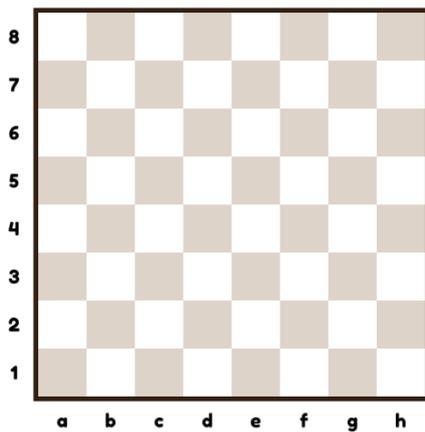
Files are labeled with a letter.



This is the d-file.

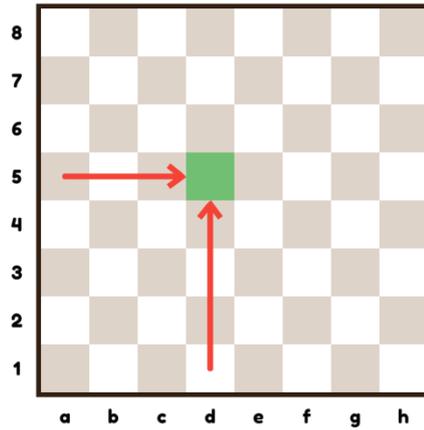


This is the g-file.

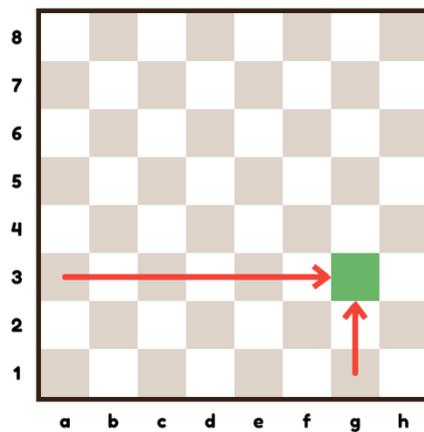


Put **X** on all the squares on the a-file.

Each square is identified by its file letter and rank number.

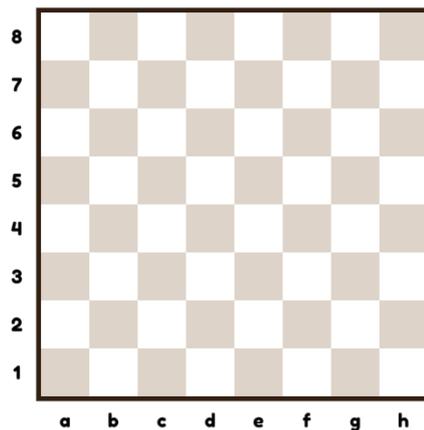


This is the d5-square.

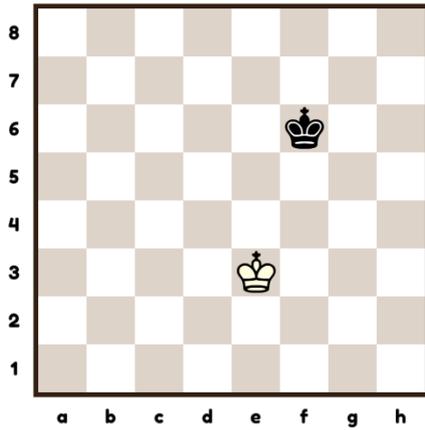


This is the g3-square

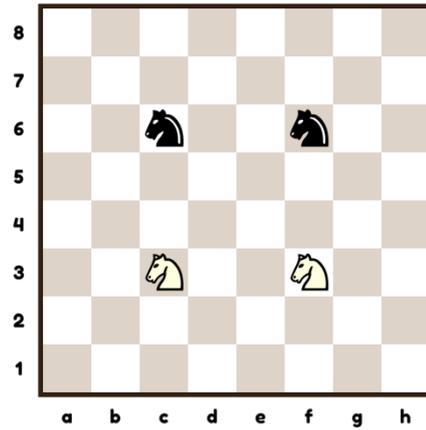
Put **X** on the following squares h6, b4.



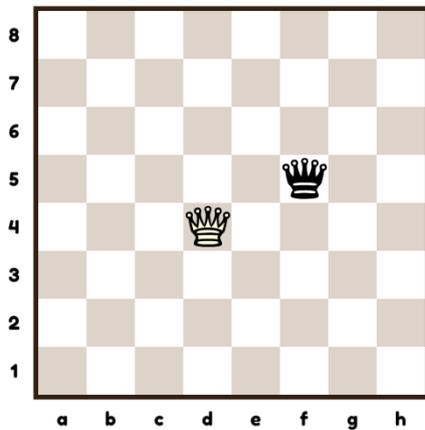
It is time to meet the chess pieces! Let's build up the black and white armies and make them ready to engage in battle.



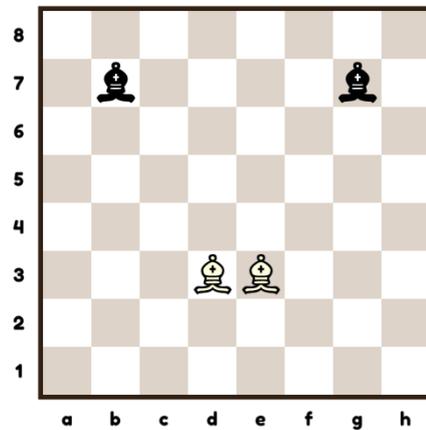
The head of the chess army is the king. Here are the white king and the black king.



Both armies have two knights, now these are placed on the board.

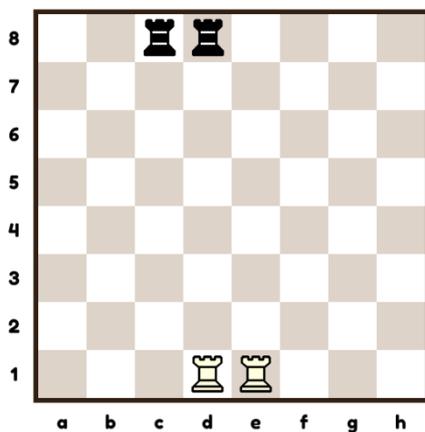


Let's introduce her majesty the queen! She is the General of the Army, a fearsome and vastly powerful piece indeed. The two opposing queens are now placed on the board.

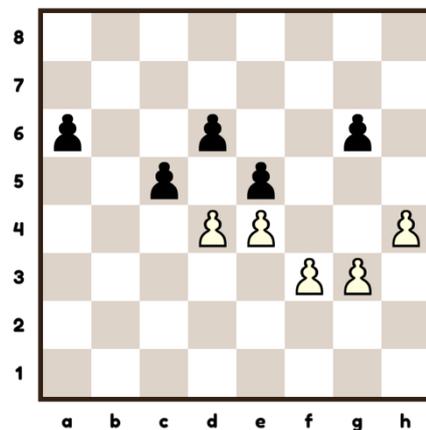


There are also bishops in both armies. Do you notice something interesting here?

The two white bishops run on opposite coloured squares, and so do the two black bishops!



There are two rooks on both sides, which altogether makes four.

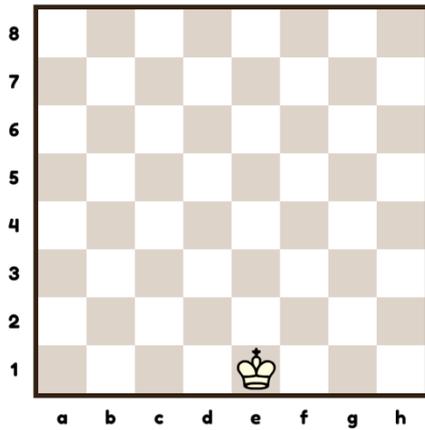


There are pawns too, quite a few actually.

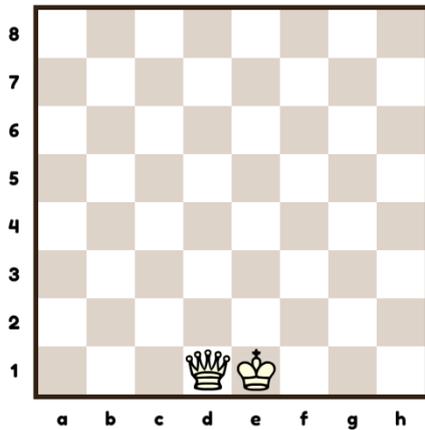
Each chess game begins in the official starting position. We shall line up the white and then the black army on this empty chessboard.

Q11. Who is the head of the chess army?

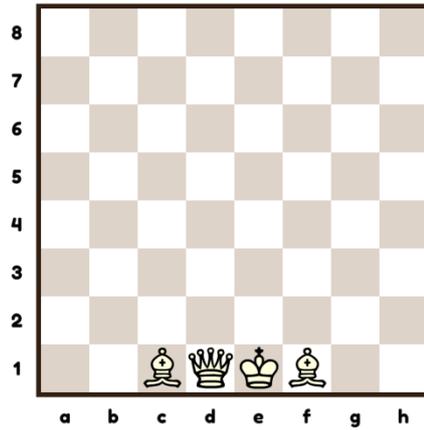
1. The king
2. The queen
3. A knight
4. A pawn



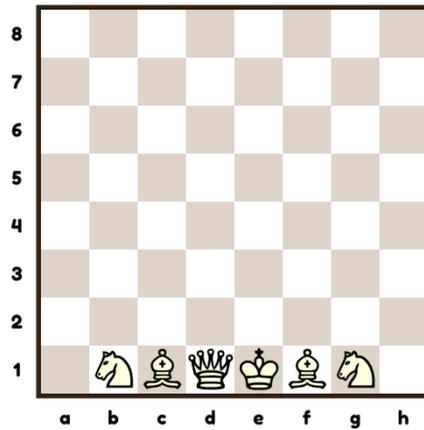
The white king is placed on the e1-square at the start of the game.



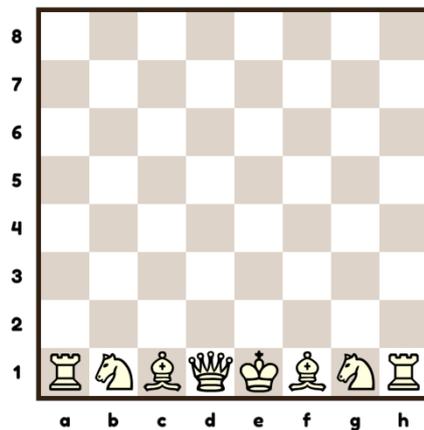
The most powerful piece is the queen, which stands next to the king in the starting position.



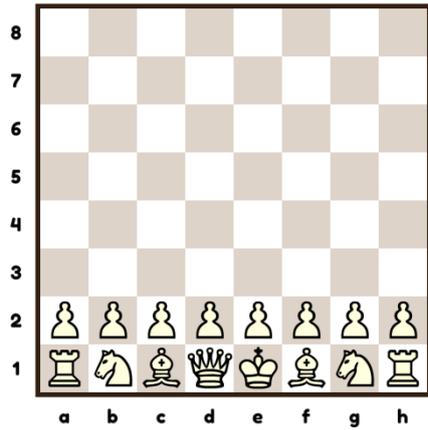
You also have two bishops; their places are right next to the two most important pieces. One of the bishops moves along the dark squares, the other along the light squares.



The two knights stand next to the bishops.



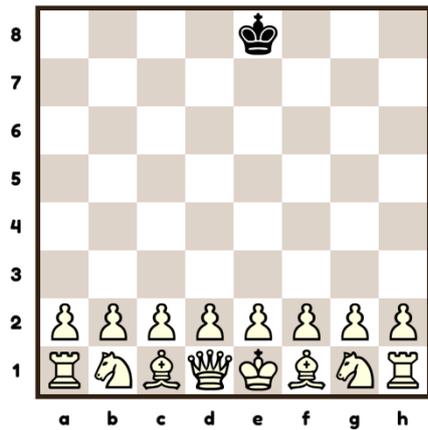
You also have two rooks, they occupy the corner squares on the first rank. The first rank is often called the back rank.



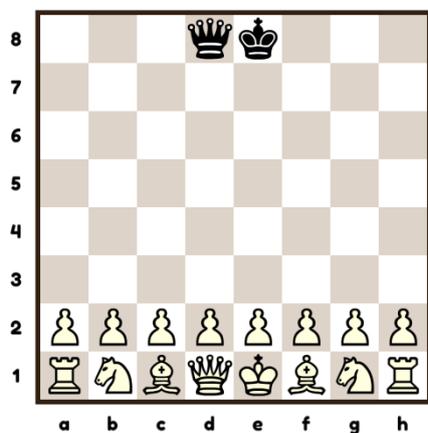
Now your pawns have to be put on the board. You have several pawns, one in front of each piece.

These are your chess pieces if you play white, but you also need an army for Black.

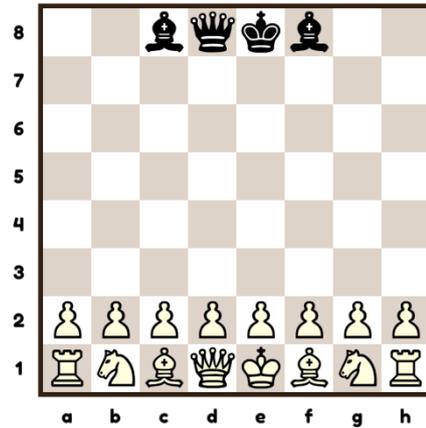
Put the black king on the correct square.



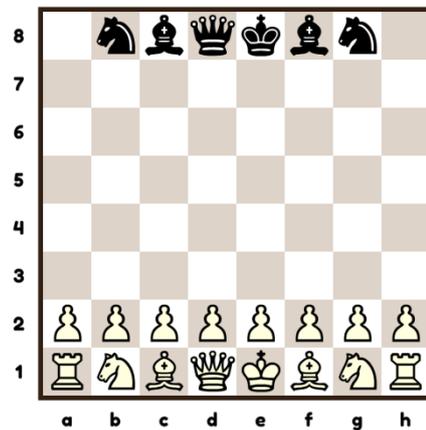
Put the black queen on the board, too.



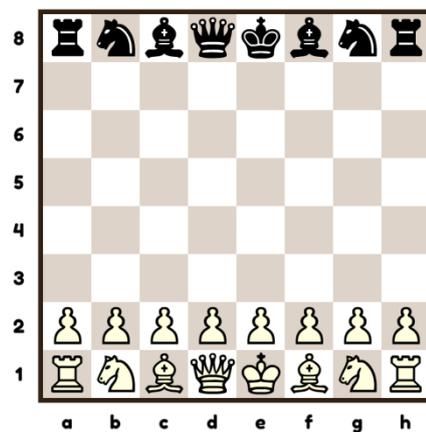
The black bishops next. Can you find the right squares for the black bishops?



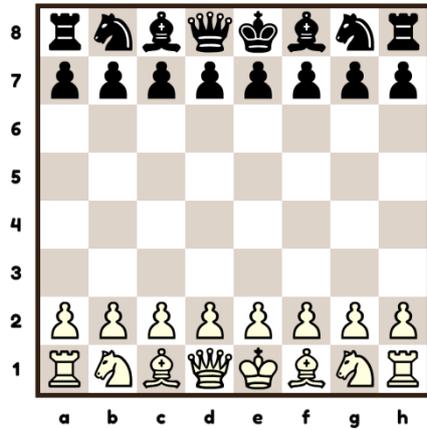
Black also has two knights.



Do not forget about your opponent's rooks, either.



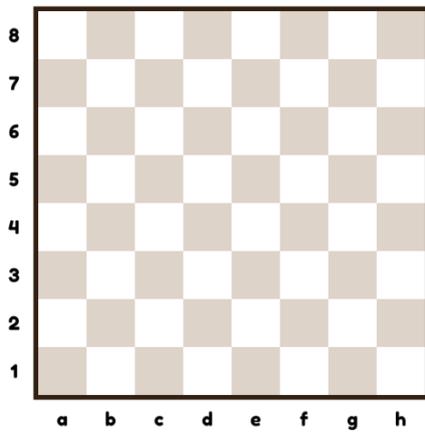
Now the black pawns have to be put on the board.
Put one in front of each black piece.



We have built up the starting position on the board. Both players have 16 pieces: one king, one queen, two bishops, two knights, two rooks and eight pawns.

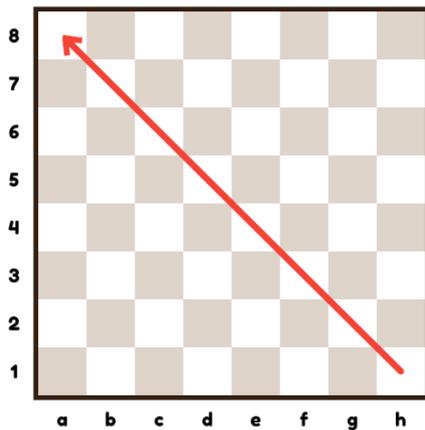
Test

1. Put **X** on the following squares d5, c3. (3+3)



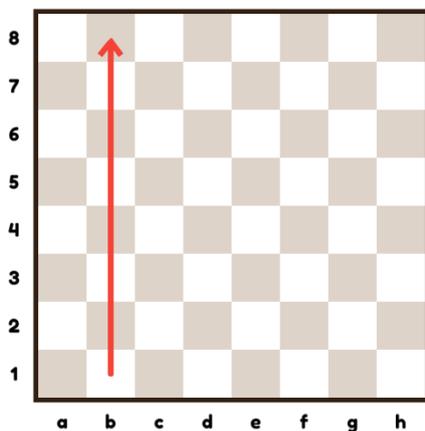
2. What can you see on the chessboard? (1)

1. A file
2. A diagonal
3. A rank



3. What can you see on the chessboard? (1)

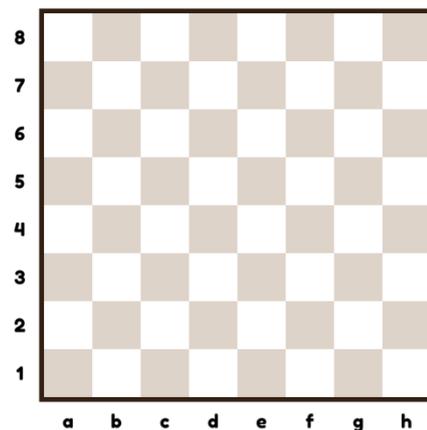
1. A file
2. A diagonal
3. A rank



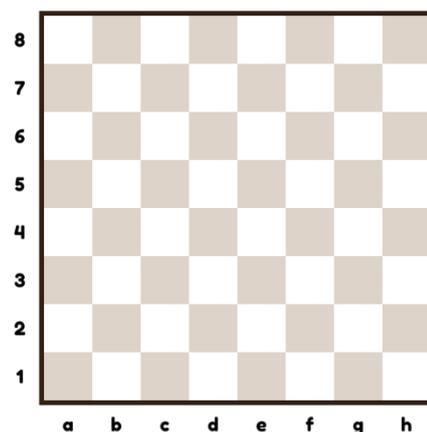
4. How many pieces are there altogether in your army?(1)

1. 16
2. 32
3. 24

5. Put **X** on each dark square on one of the Long diagonals. (5)



6. Put **X** on the squares on the file where the kings stand in the starting position. (5)



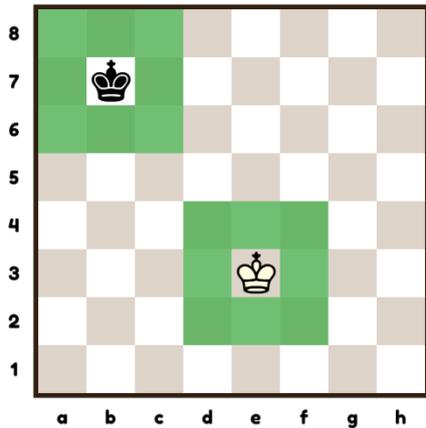
Score: _____ %

Points: _____

Correct: _____

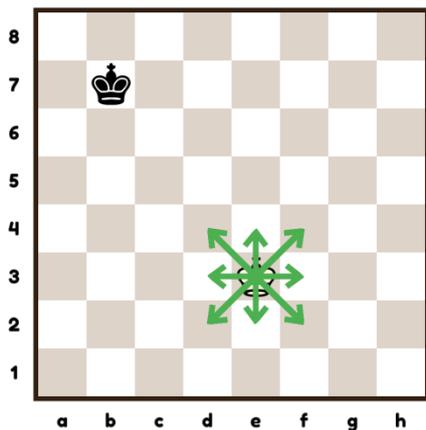
Time: _____

2. How the Pieces Move

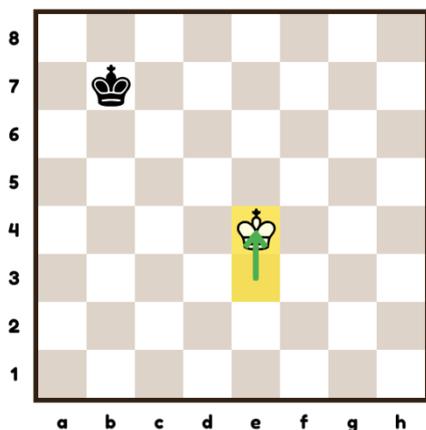


The king can move one square in any direction, but only if no fellow piece occupies that square.

Diagram below shows the white king's possible moves.



There are eight possible moves altogether.

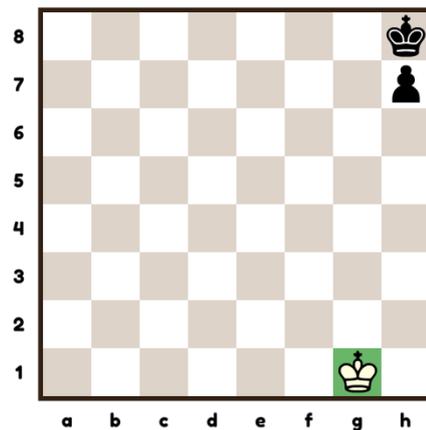


1. Ke3-e4

Here is an example move. It is easy to play chess, is it not? Let's see this move again.

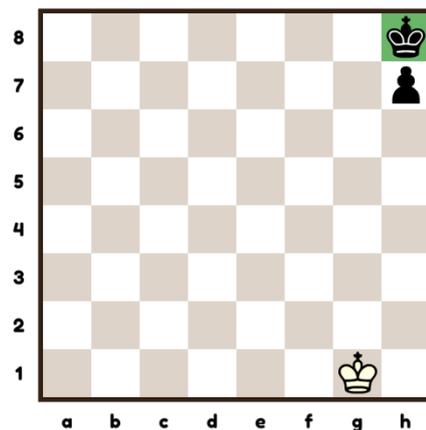
There are two highlighted squares on the board. Before the move the king was on the starting square, and after the move he stands on the arrival square.

Let's practice these rules!

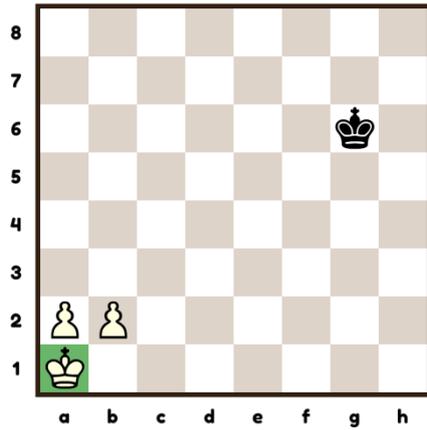


Q1. How many legal moves can the white king make in this position?

1. 6
2. 1
3. 5

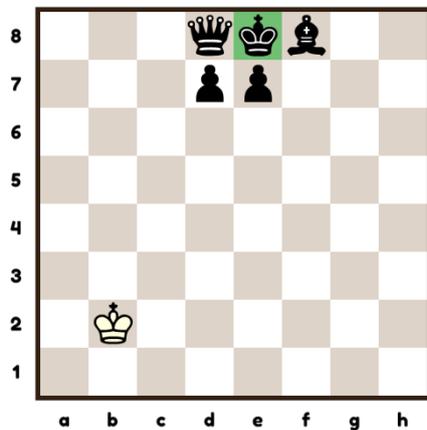


This is important: a piece can only move to a square where no fellow piece stands. Draw arrows to all the squares where the black king is allowed to move to.



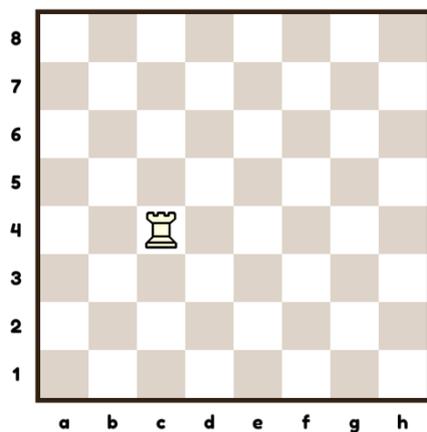
Move the white king to the b1-square. Write the move.

1. _____

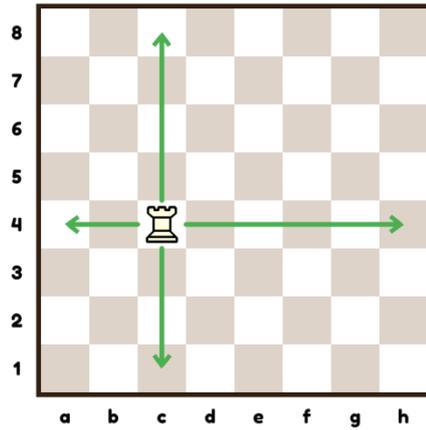


Make a legal move with the black king. Write the move.

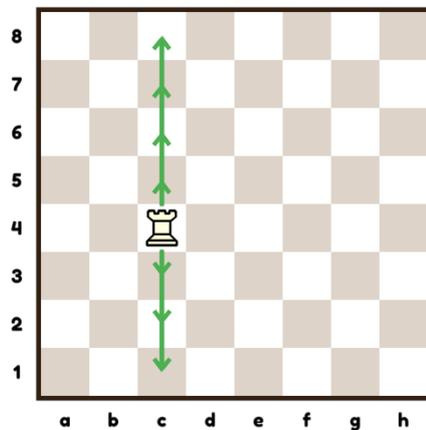
1. ... _____



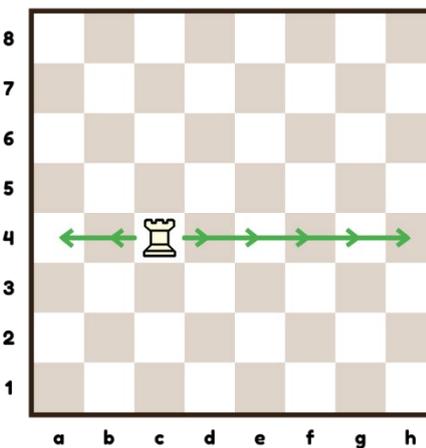
You have learnt how his majesty the king moves. Let's take a look at the rooks now.



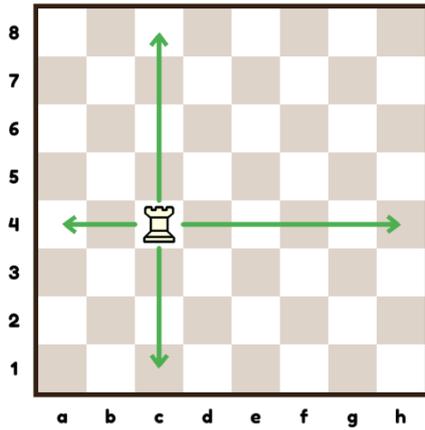
The rook moves any number of squares in a horizontal or vertical straight line.



Let's see possible vertical moves first.

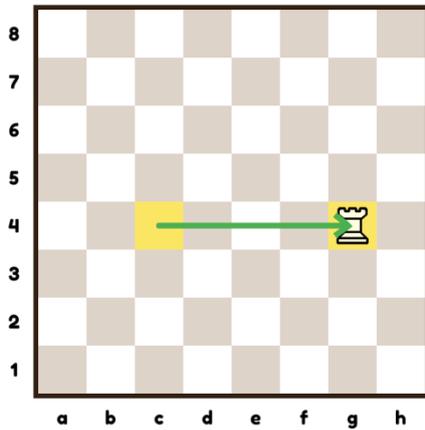


Let's see the possible horizontal moves.



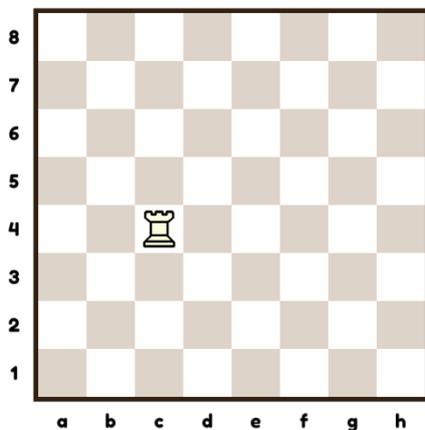
The rook is much faster than the king, as it can reach many more squares starting from the same position.

Let's see a horizontal rook move.

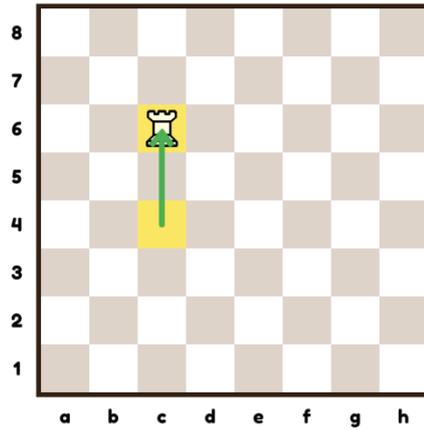


1. Rc4-g4

The starting and the arrival squares are highlighted.

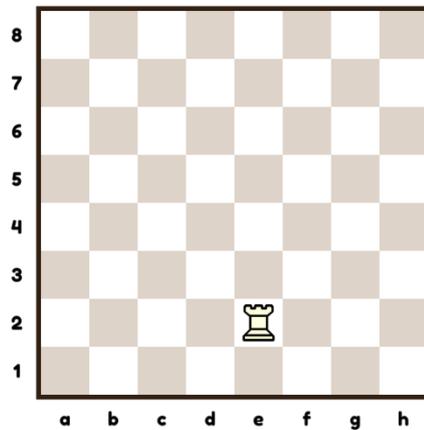


Take a look at another rook move, this time a vertical one.



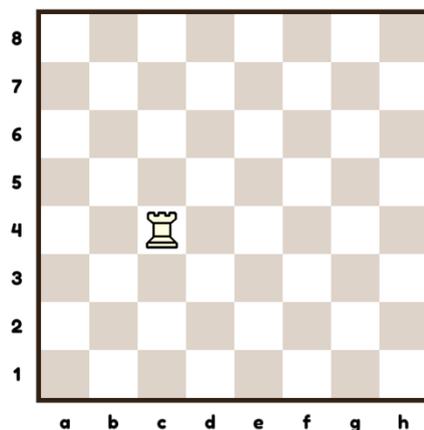
1. Rc4-c6

The rook now moves two squares only.



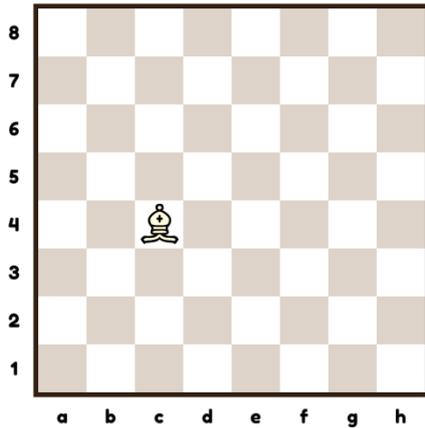
Make the longest possible move with the rook. Draw an arrow. Write the move.

1. _____

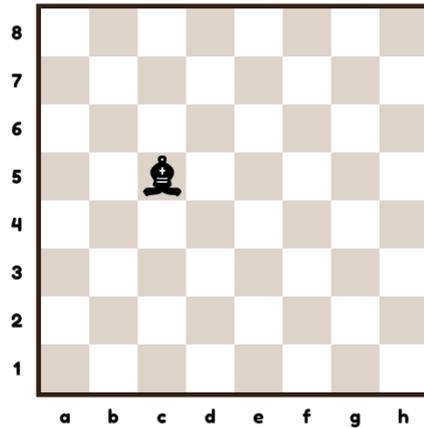


Which is the longest rook move here? Draw an arrow. Write the move.

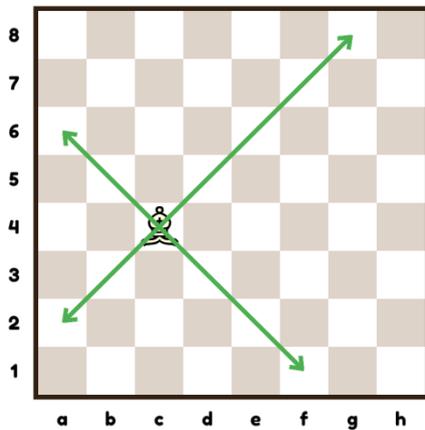
1. _____



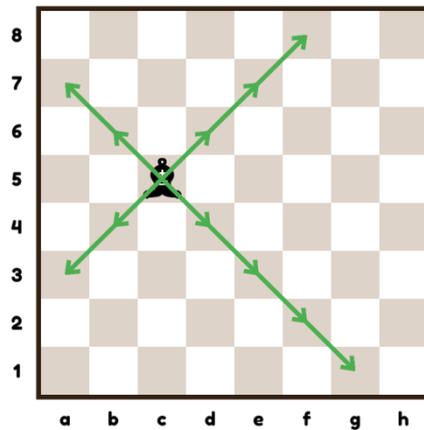
Now you are familiar with the king and rook. Next comes the bishop.



Let's see what moves the dark-squared black bishop can make.

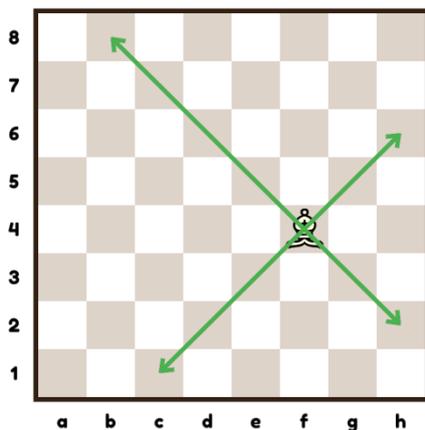


The bishop can move to any square diagonally. Let's see where the light-squared white bishop can move to in this position.

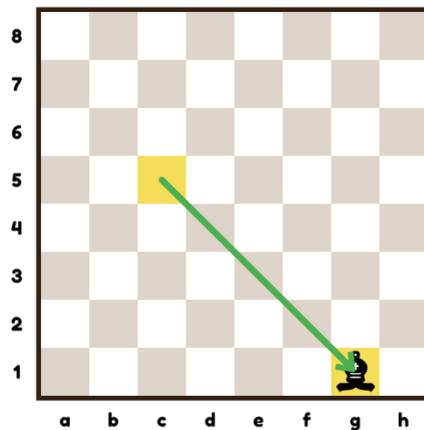


Notice that a bishop that starts the game on a light square will always stay on light squares. Similarly, the dark-squared bishop will never be able to leave the dark squares. Both players start the game with a light-squared bishop and a dark-squared bishop.

Let's see an example move.

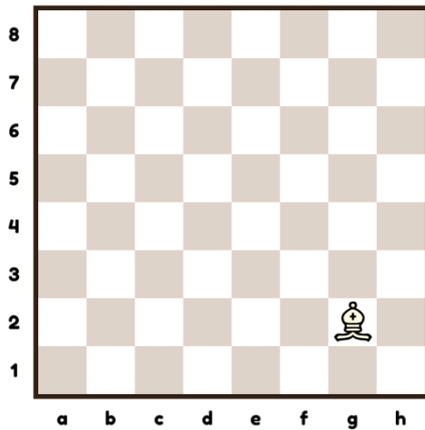


And here is the dark-squared white bishop with all its possible moves.



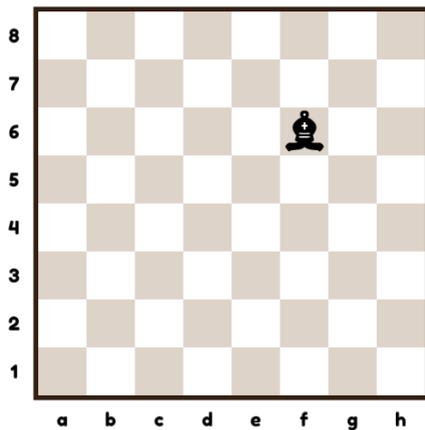
1. ... Bc5-g1

This is the longest move the bishop can make from the c5-square.



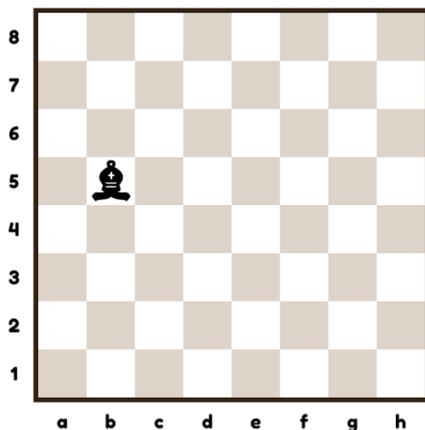
Find the longest possible move with the light-squared white bishop in this position. Draw an arrow. Write the move.

1. _____



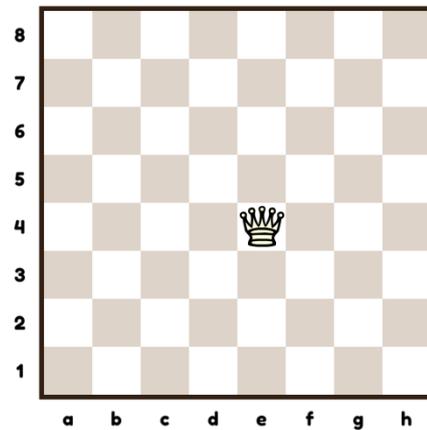
Make the longest possible move with the dark-squared black bishop now. Draw an arrow. Write the move.

1. ... _____

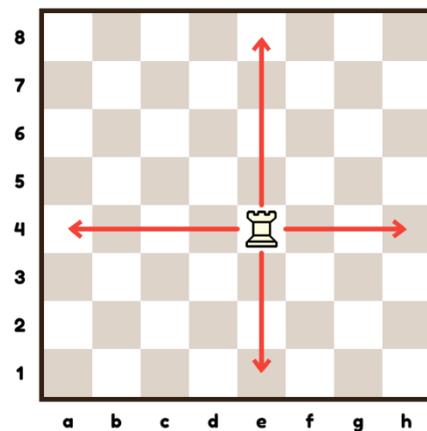


Finally, make the longest possible move with the light-squared black bishop. Draw an arrow. Write the move.

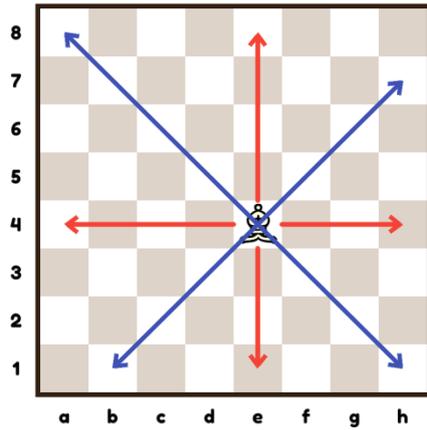
1. ... _____



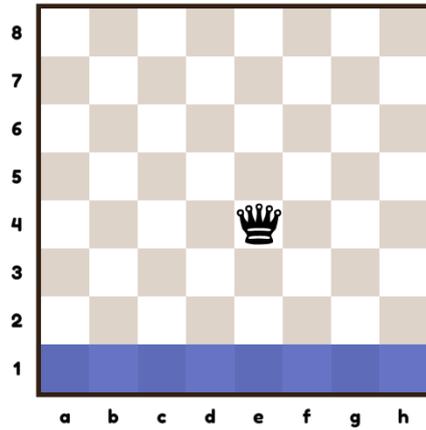
Her majesty, the queen cannot wait any longer and must now be introduced. As you already know how to move the rook and the bishop, it will be easy to learn about the queen. She moves either as a bishop or as a rook!



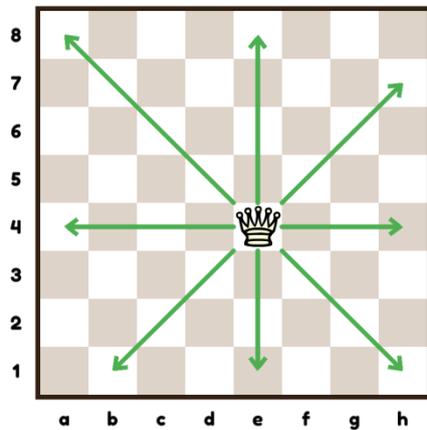
All possible rook moves are marked by the red arrows.



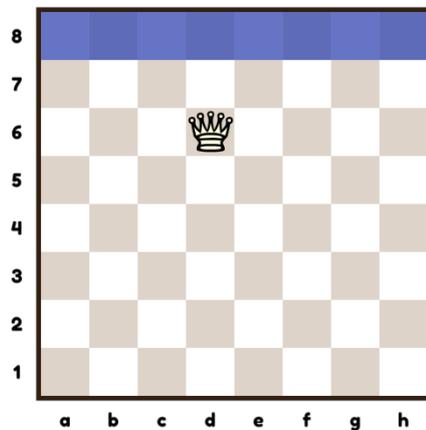
The blue arrows point out the bishop moves from the same square.



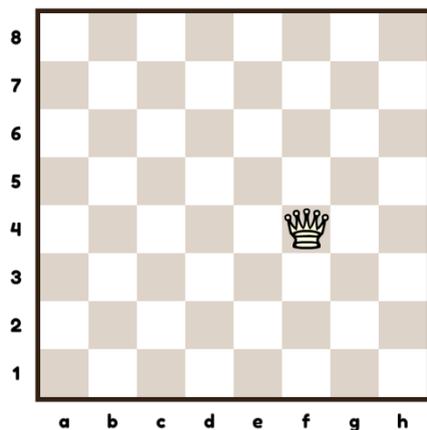
Draw arrows to all the squares on the first rank where this queen can move to.



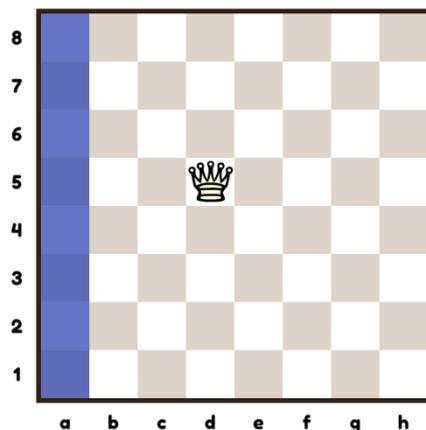
The queen can move in any direction – **vertically** – **horizontally** – or **diagonally** – as many squares as she wants to.



Draw arrows to all the squares on the eighth rank where this queen can move to.

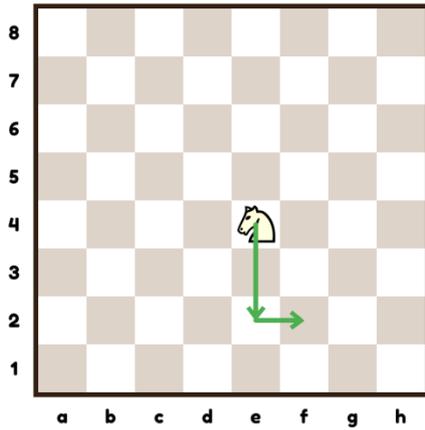


It is your turn. Make the longest possible move with the queen. Draw an arrow. Write the move.

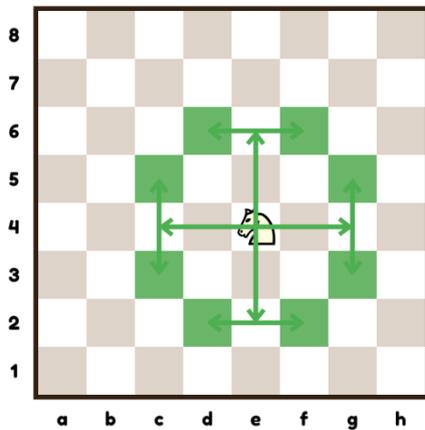


Draw arrows to all the squares on the a-file where this queen can move to.

1. _____

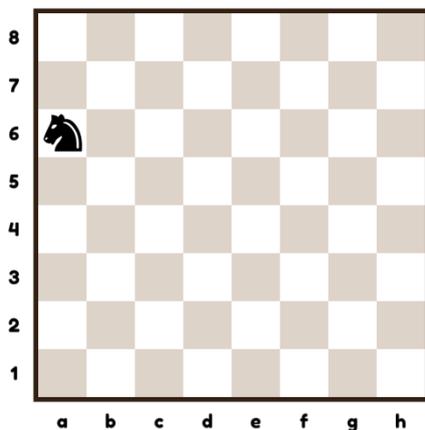


The next piece is the knight. The knight moves (or rather jumps) in a special L-shape in any direction.

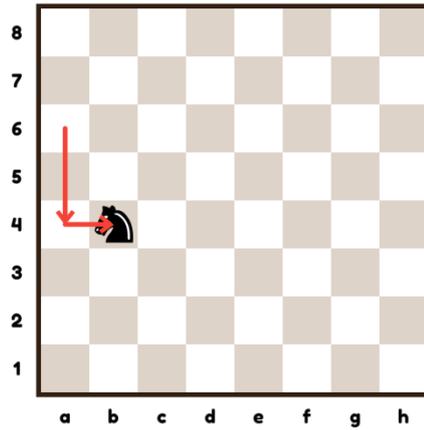


Observe the special L-shape again.

These are the squares where this knight can move to.

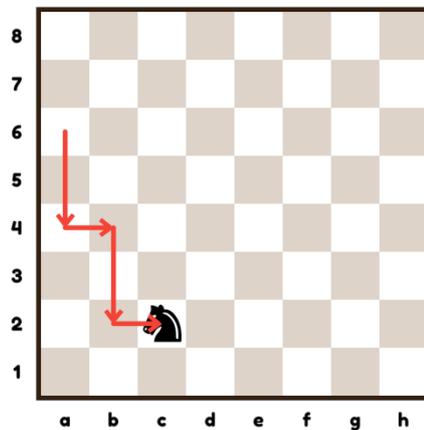


Let's gallop around with the knight now. Notice that the knight always moves from a light square to a dark square or vice versa. Let's see.



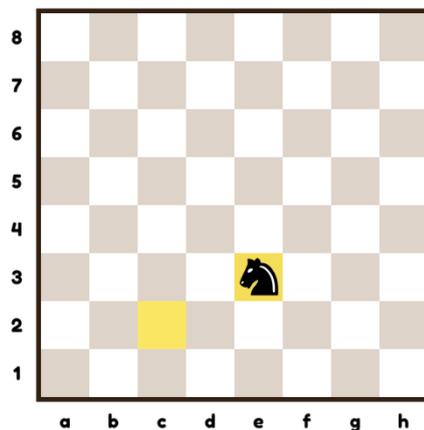
1. ... Na6-b4

Let's continue the gallop again.



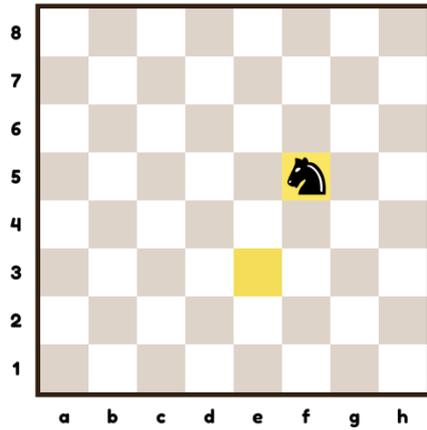
2. Nb4-c2

Continue the gallop.



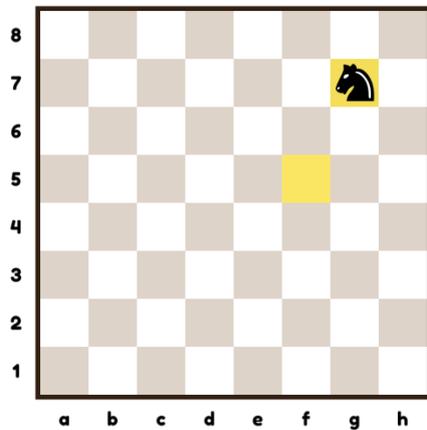
3. ... Nc2-e3

Continue the gallop.



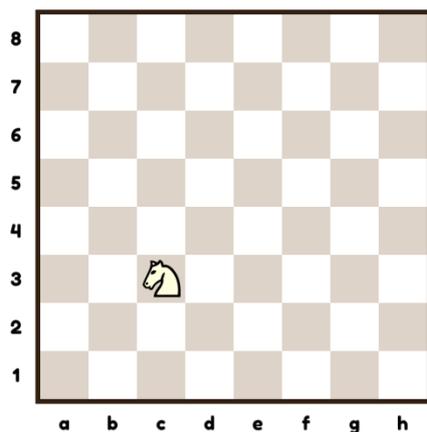
4. ... Ne3-f5

Continue the gallop.

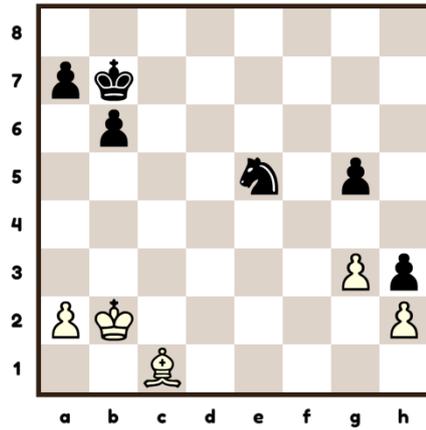


5. ... Nf5-g7

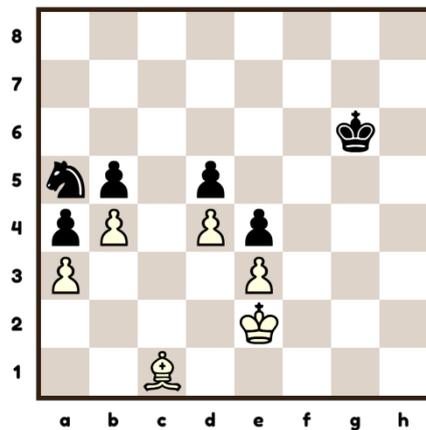
And so on.



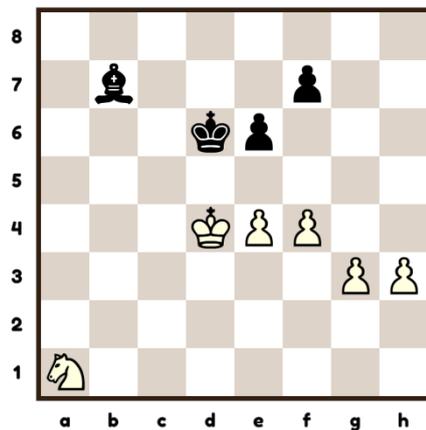
Practice the knight move. Put **X** on all squares this knight can move to.



Put **X** on the squares where the black knight can move to in this position. Remember to colour all squares where the knight can move to.

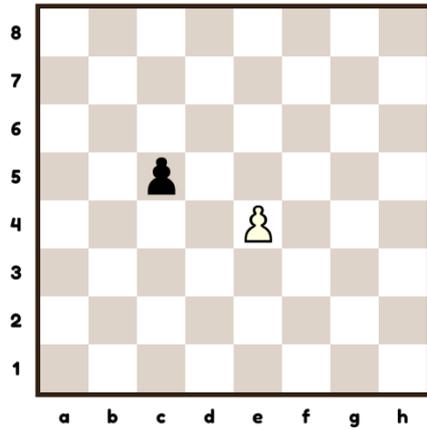


Put **X** on all squares where the black knight can move to in this position.

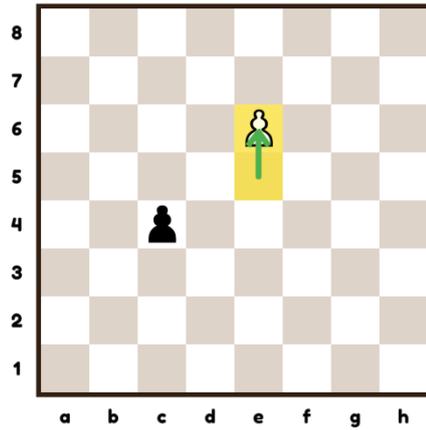


Practice making moves by the knight. Make your first knight move. Draw an arrow. Write the move.

1. _____

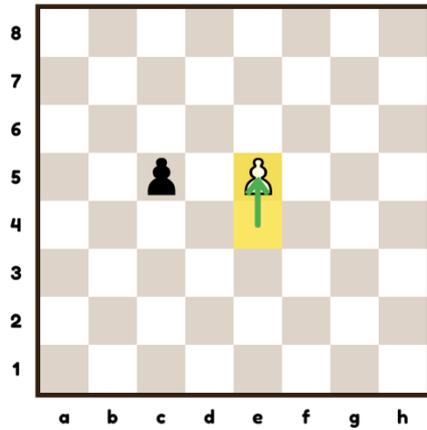


Only the pawns remain! Pawns move in a special way, one square forward – but never backward – along a single file. Let's see an example move.



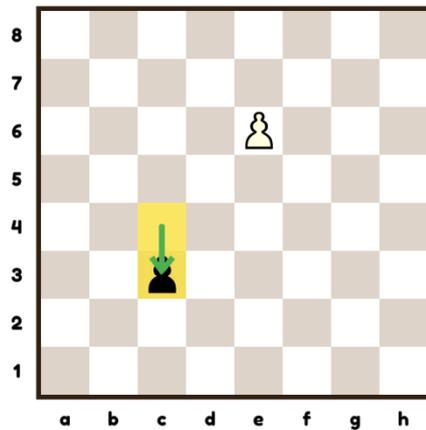
2. e5-e6

Let's see another pawn move.



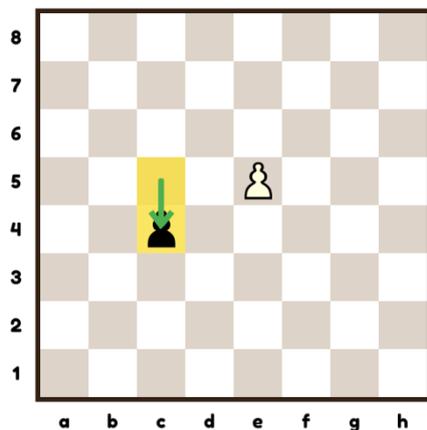
1.e4-e5

Let's see another pawn move.



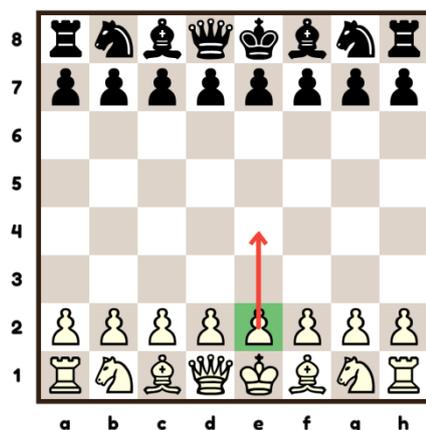
2. ... c4-c3

So far so good. There are just few more pawn moves to learn.

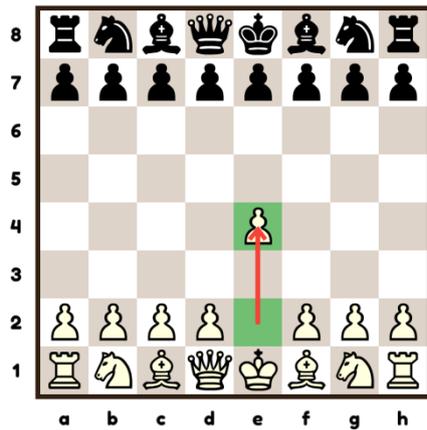


1. ... c5-c4

Let's see another pawn move.

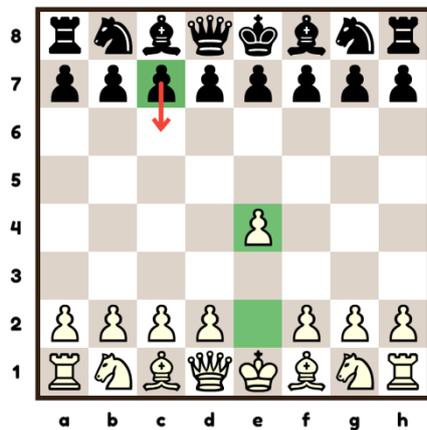


This is the first: if a pawn is in the starting position without having moved, it is allowed to move two squares forward not just one.

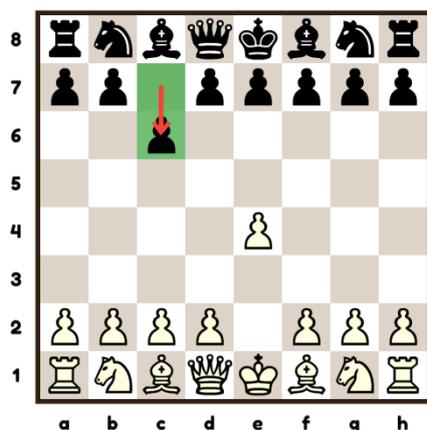


1. e2-e4

The pawn has advanced two squares from the starting position.

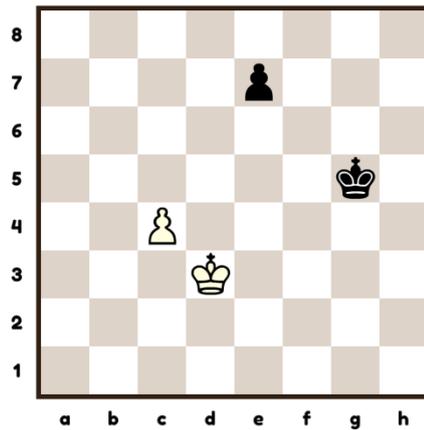


It is also possible to move the pawn just one square forward from the starting position, of course.



1. ... c7-c6

If and only if a pawn has not made a move yet, it is allowed to advance one or two squares.



Let's find out how much you remember about pawns. The next questions refer to this position.

It is important to get the directions right first. White pawns move up the board, black pawns move down.

Q2. Can the white pawn move one or two squares forward?

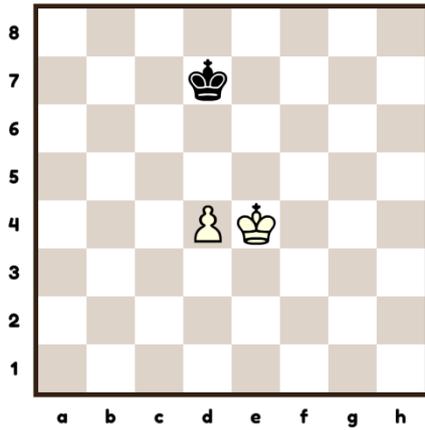
1. One
2. Two
3. One or two

Q3. Can the black pawn move one or two squares forward?

1. One
2. One or two
3. Two

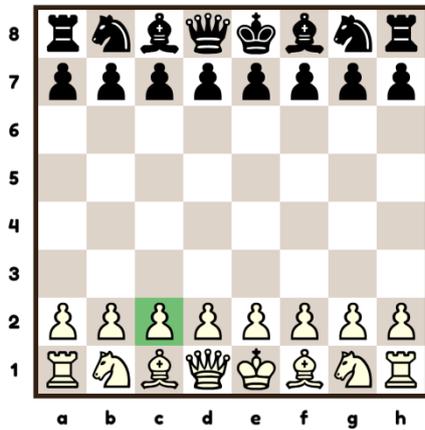
Q4. Which pawn can move backward?

1. The white pawn
2. The black pawn
3. Neither



Make a pawn move here with white. Draw an arrow. Write the move.

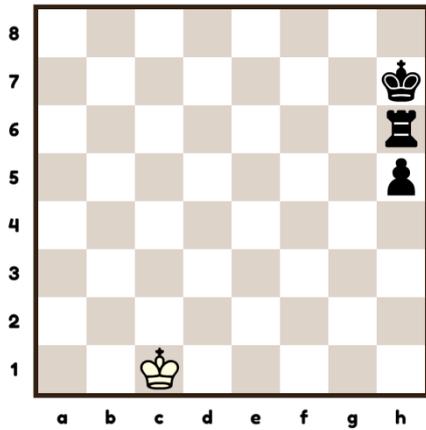
1. _____



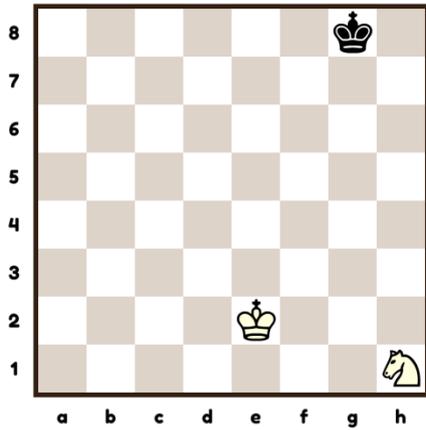
It is your turn. Make a single move to advance the pawn marked in green as far ahead as possible. Draw an arrow. Write the move.

1. _____

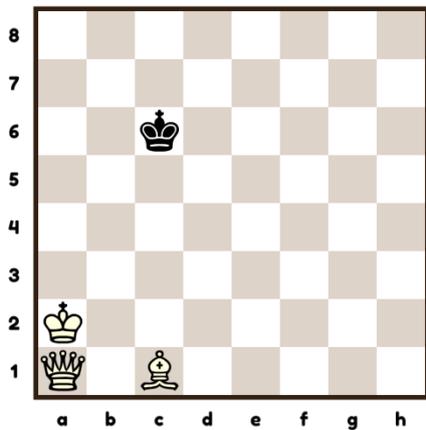
Test



1. Put **X** on all the squares on the 6th rank where the black rook can make a move to. (3)

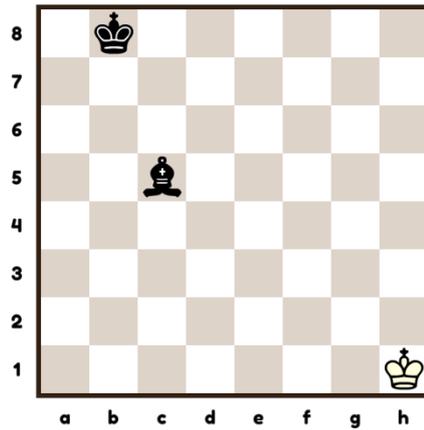


2. White to move. Put **X** on all the squares where the white knight can move to. (3)



3. White to move. Make the longest queen move here. (3) Draw an arrow. Write the move.

1. _____



4. Black to move. Put **X** on all the squares where this bishop can move to. (3)

Score: _____ %

Points: _____

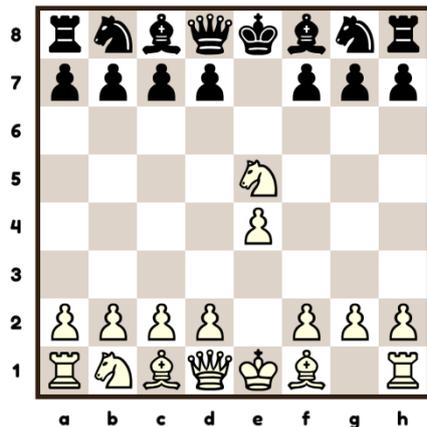
Correct: _____

Time: _____

3. Special Moves

Q1. Are these moves special because they are difficult to learn?

1. It must be so!
2. There are no special moves in chess at all.
3. Special moves are easy to learn.



There is no need to worry! Let's take a look at these special chess moves now.

At the start of the game both players have sixteen pieces. Black has one pawn less in this position.

Q2. How do you think this is possible?

1. It went to sleep and fell off the board.
2. It was never there!
3. The pawn has been removed.

Every chess game starts from the same position.

When you want to win, simply remove your opponent's unwanted pieces from the board... or is that not so simple?

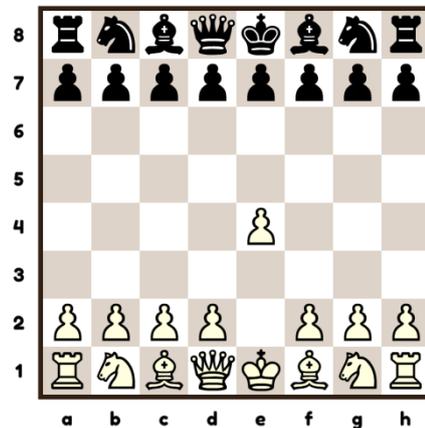
Q3. How can you remove one of your opponent's pieces from the board?

1. When he is not looking.
2. If you are stronger.
3. By making a legal - and special - move.

All chess games are played using the rules of chess.

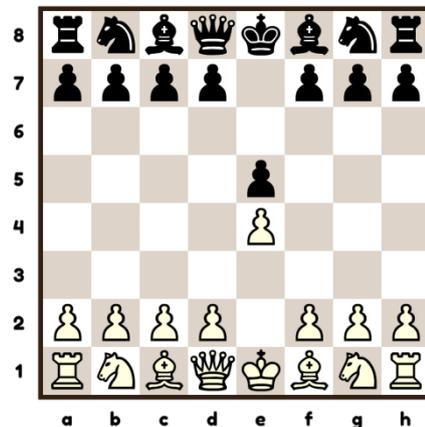
The special move that removes a piece is called **capture**.

Let's see what happened in this game.



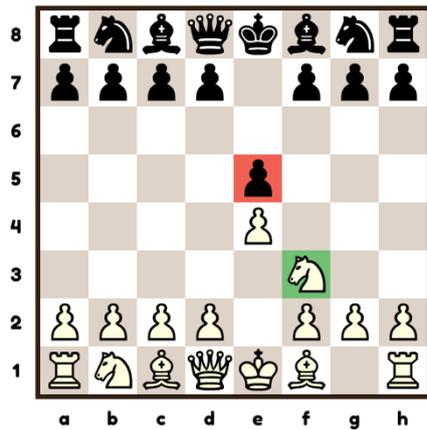
1.e2-e4

White always moves first. Let's say White plays e2-e4. This is a very common first move.



1. ... e7-e5

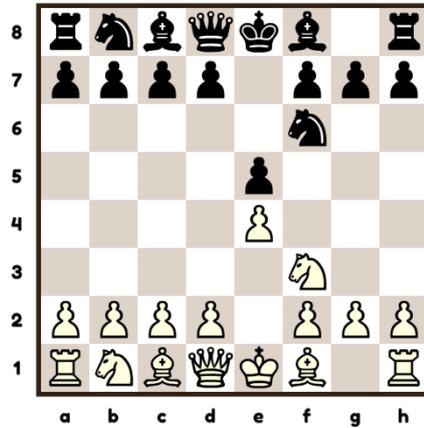
This is one of Black's favorite reply.



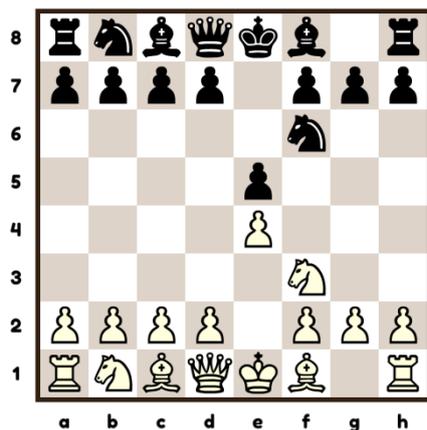
2. Ng1-f3

White moves the knight. Later the knight could move from the f3-square (marked in green) to the e5-square (marked in red), but there is a pawn there...

This is the capture: the black pawn is captured by the white knight. The knight moves to the square where the pawn stands and the pawn is removed from the board. In Chess Speak 'White takes the e5 pawn' or 'White captures on e5'.

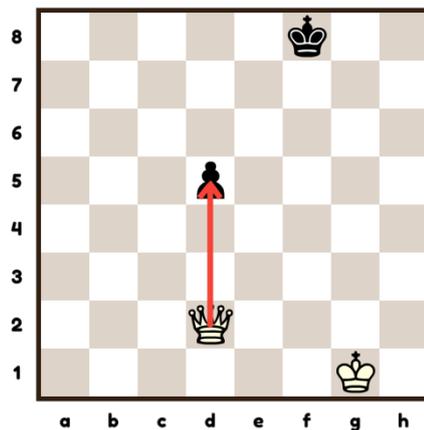


Let's practice capture!



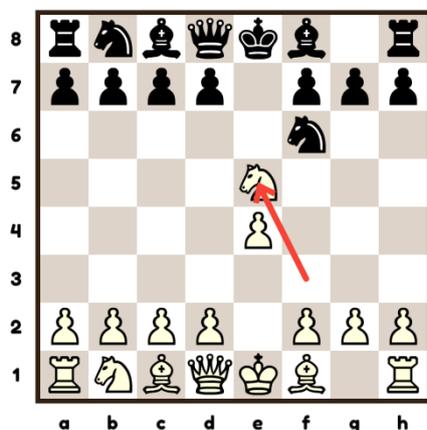
2. ... Ng8-f6

Let's say Black moves the knight too.

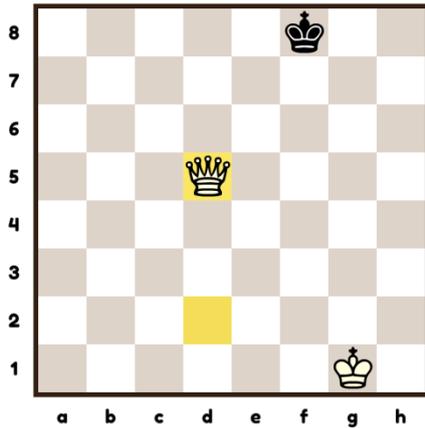


When you move a piece to a square occupied by an **enemy** piece, that piece is replaced by yours. Important to remember that you are not allowed to capture your own pieces. What would be the point of that, anyway?

Capture the black pawn with the white queen.



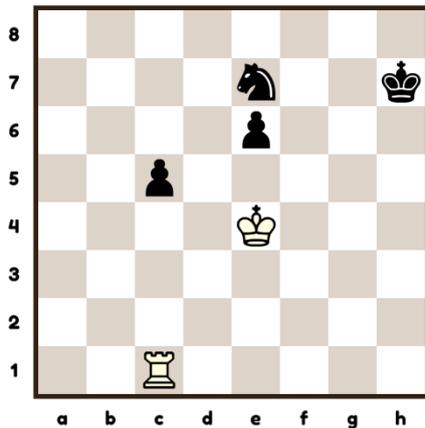
3. Nf3xe5



1. Qd2xd5

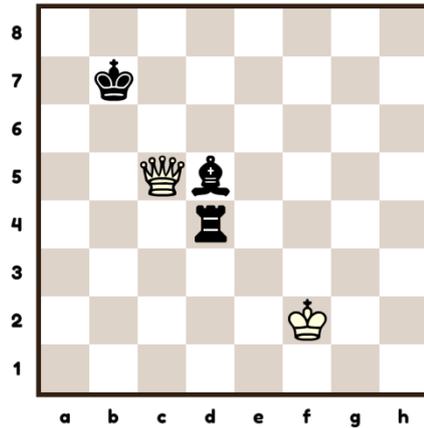
Congratulations! You have made your first capture. Let's hope that many more will follow!

We note a capture by the letter 'x': this move is written as Qd2xd5. The queen moved from d2 to d5 and captured the enemy piece that stood there.

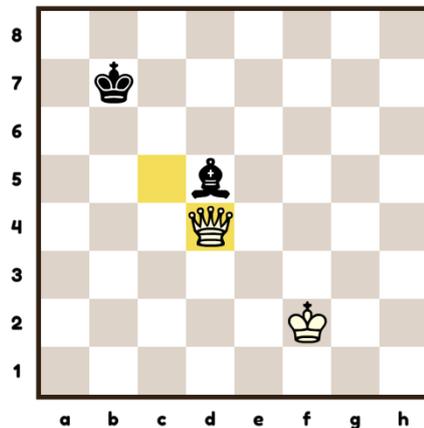


You play White here. Capture whatever enemy piece you can. Write the move.

1. _____



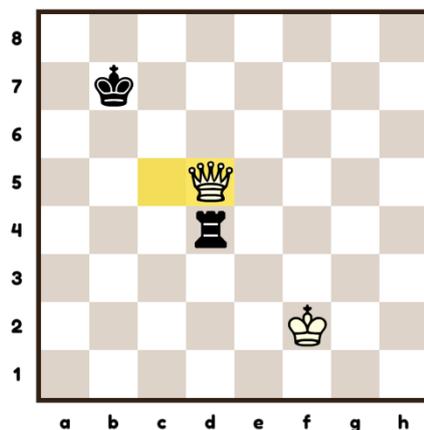
The white queen can capture either the black bishop or the black rook. Take a look at both captures.



1. Qc5xd4

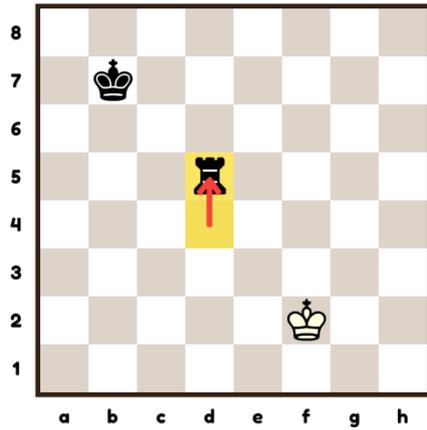
The rook is captured.

The bishop can also be captured.



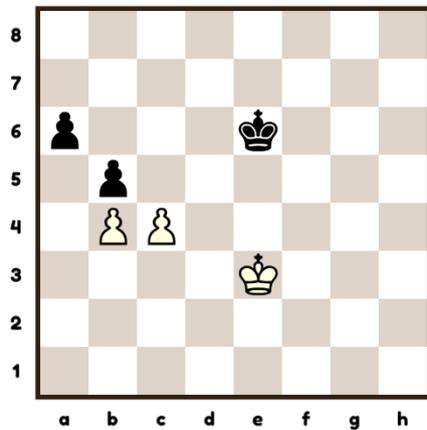
1. Qc5xd5

So, White captures the bishop, but...

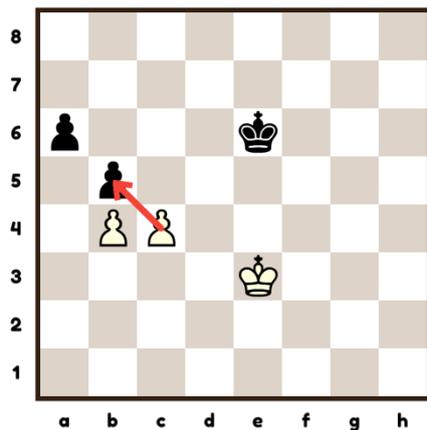


1. ... Rd4xd5

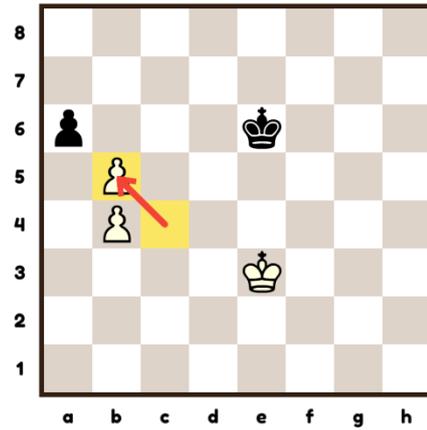
...Black can recapture!



Capturing with pawns is somewhat tricky. Let's learn how to do it!

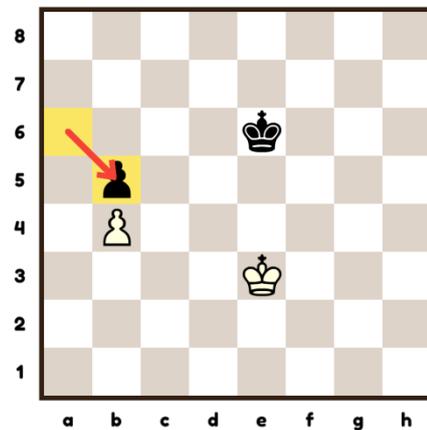


Pawns move forward but capture diagonally. The white pawn can capture the black pawn in this position.



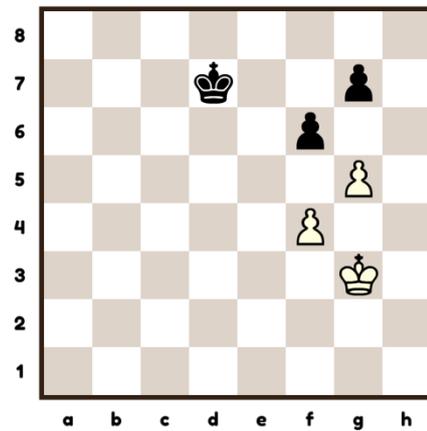
1. c4xb5

The players make moves in turn, so Black is to move here.



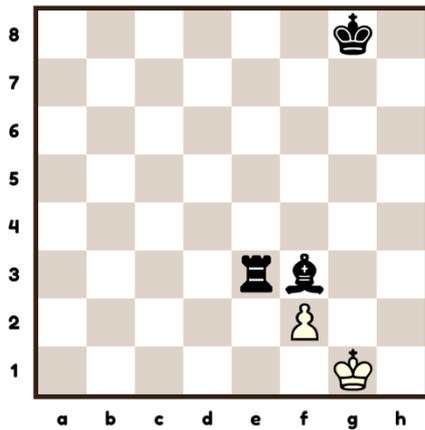
1. ... a6xb5

The black pawn can recapture this way.



Practice the pawn captures. First capture the black pawn with White, then recapture it. Write the moves.

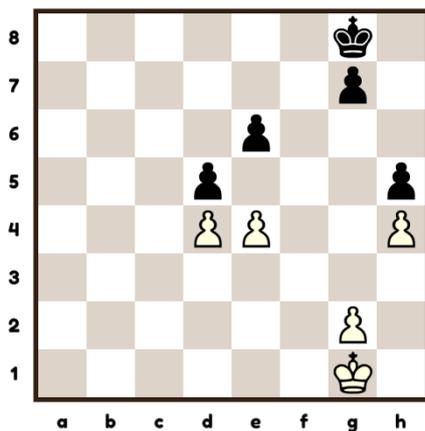
1. _____



This is a tricky question.

Q4. Which black piece can you capture in this position?

1. The bishop
2. The rook
3. Either the bishop or the rook

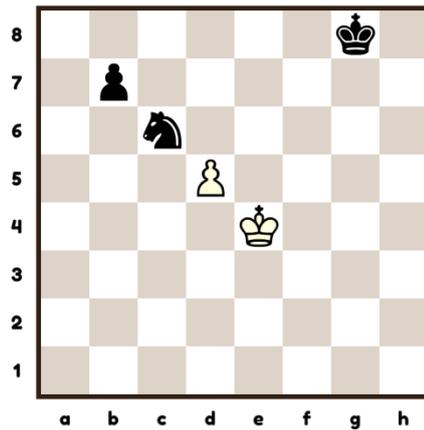


Pawns only move forward but cannot capture the same way.

Let's make some more pawn captures.

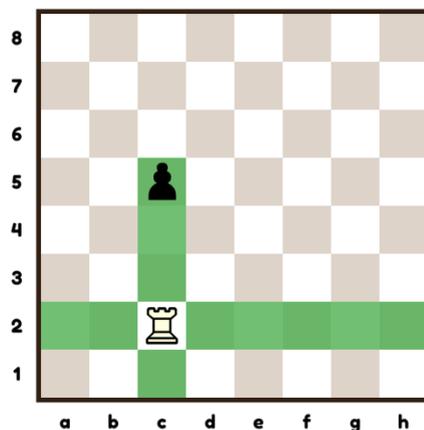
White to move; first capture the black pawn with White, then recapture it. Write the moves.

1. _____

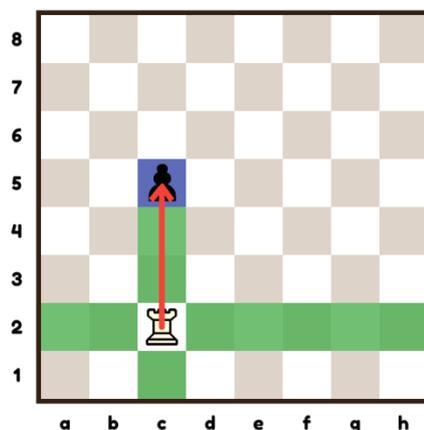


White to move. Capture a piece first with White, then with Black. Write the moves.

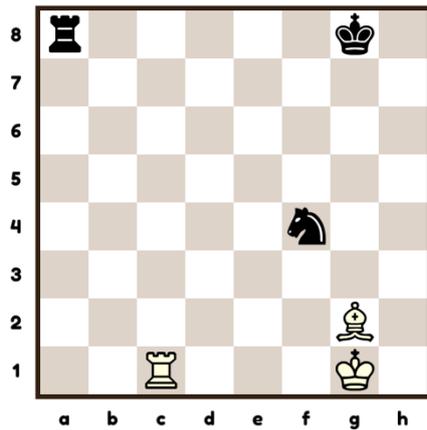
1. _____



There are two important concepts related to capture. In Chess Speak we say that pieces **control** the squares where they can move to. Here is an example: the rook controls the squares marked in green.



If there is an enemy piece on a square a piece controls we say it **attacks** that enemy piece. Here the white rook attacks the black pawn on c5.

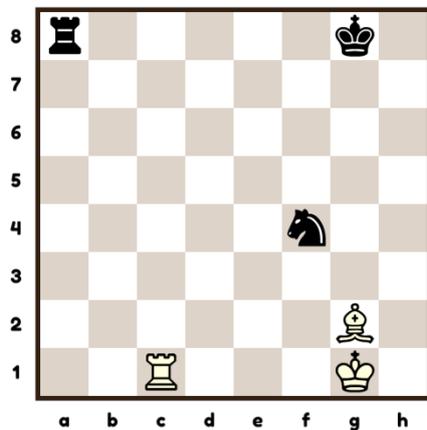


Take a look at the following position and put **X** on all the squares the g2 bishop controls. Remember that a piece does not control the square it stands on.

Draw an arrow to the black piece that White attacks in this position.

Capture that piece. Write the move.

1. _____



Have a look at the position again.

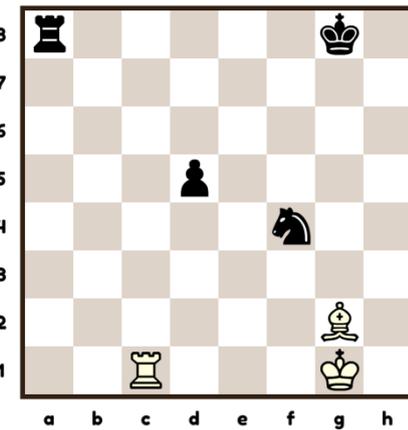
Put **X** on all the squares the black knight controls.

The black knight attacks White's g2-bishop.

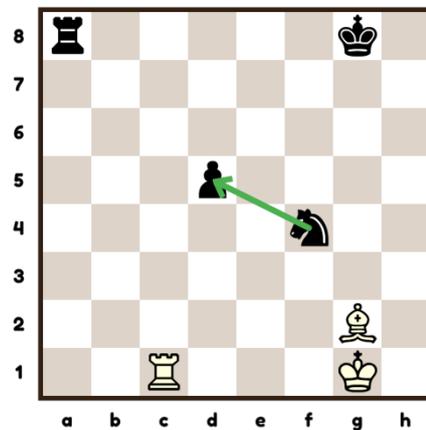
1. ... Nf4xg2

Clearly Black can capture the bishop.

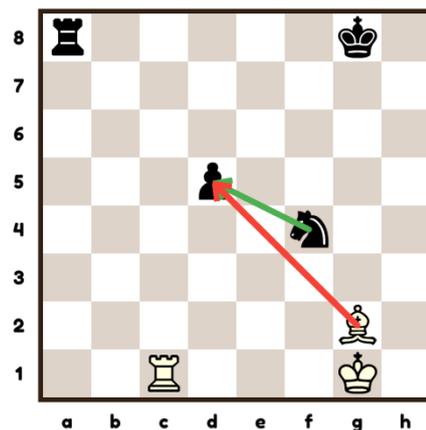
Hence the black knight controls the squares you put **X**.



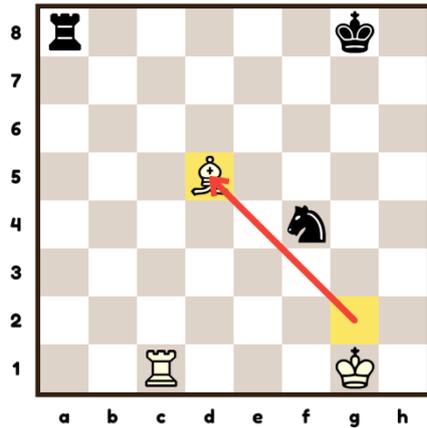
Let's put a black pawn one of these squares, for example on d5.



In Chess Speak we say that the black knight **protects** this pawn.



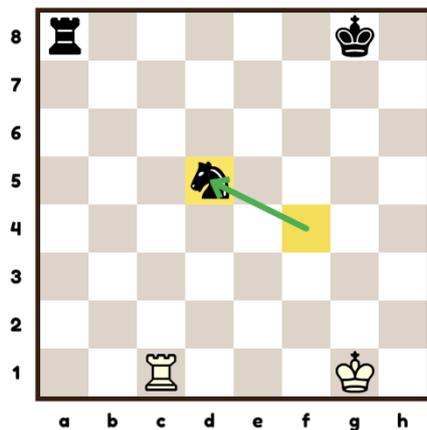
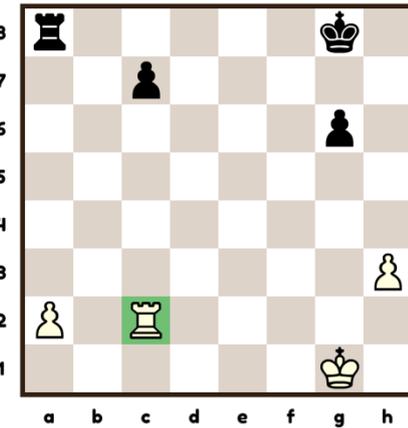
The white bishop attacks this pawn, so let's investigate what could happen to it.



1. Bg2xd5

White can capture the pawn, because the bishop attacks it.

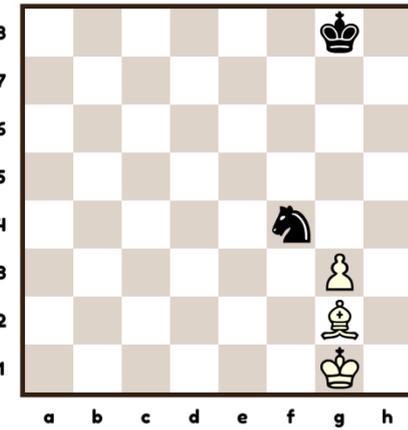
Now that you are familiar with the concepts of control, attack and protection it is time to answer some questions. The white rook attacks a black pawn and protects a white pawn in this position. Draw arrows to these pawns.



1. ... Nf4xd5

But black can recapture the bishop, as the knight protected the d5 pawn.

In summary the piece controls the squares where it can move to. If there is an enemy piece on this square we say that 'the piece attacks it'. If a friendly piece resides there then 'the piece protects it'.



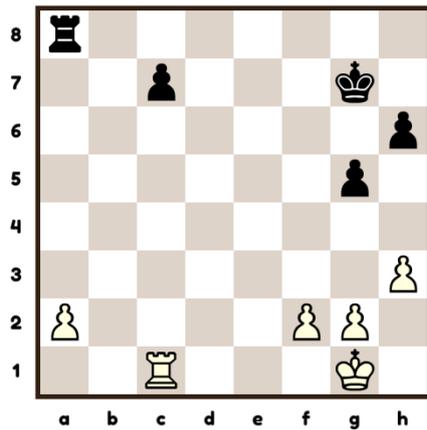
The black knight can capture the white bishop in this position.

Q5. Can White capture Black's f4-knight?

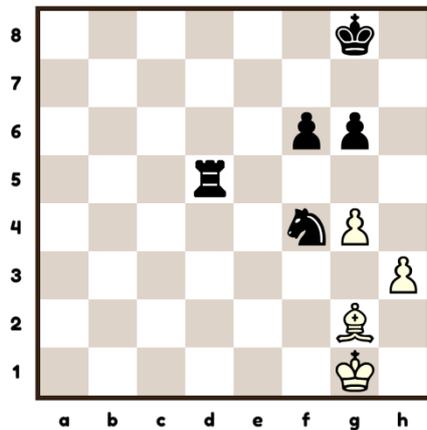
- 1. Yes
- 2. No

If the answer is 'Yes' write the move.

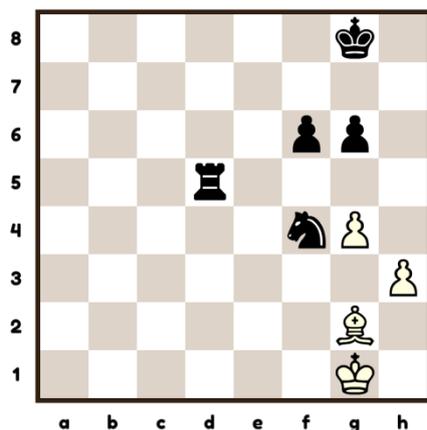
1. _____



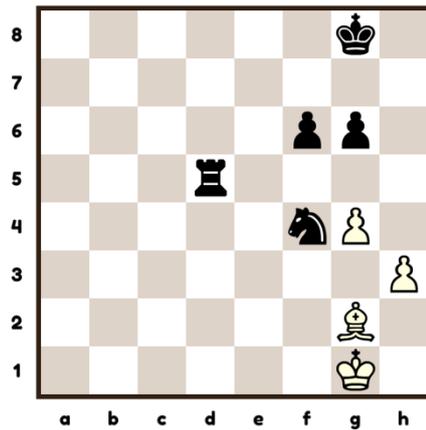
Black can capture a white pawn here. Draw an arrow to the black piece. Draw an arrow to the white pawn.



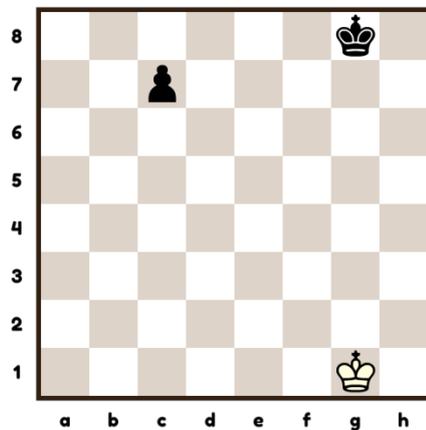
Put **X** on all the squares the black knight controls.



Draw arrows to the white pieces the f4-knight attacks.



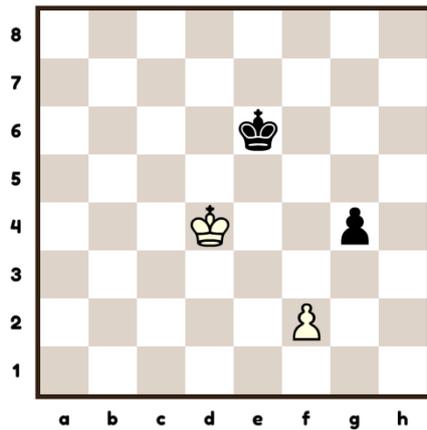
Draw arrows to the black pieces the f4-knight protects.



Let's see how the pawns control squares.

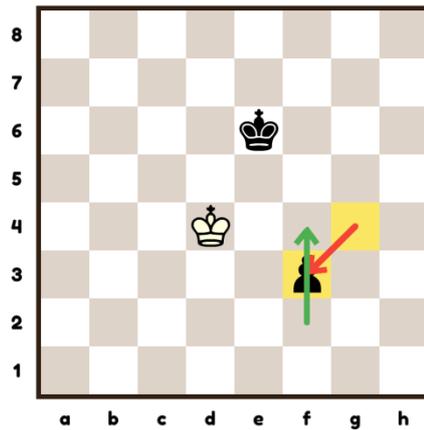
Q6. Which squares does the c7-pawn control?

1. c6 and c5
2. b6 and d6



As pawns only control the squares diagonally in front of them they have a unique way of capturing. There are no other pieces like that on the chess board.

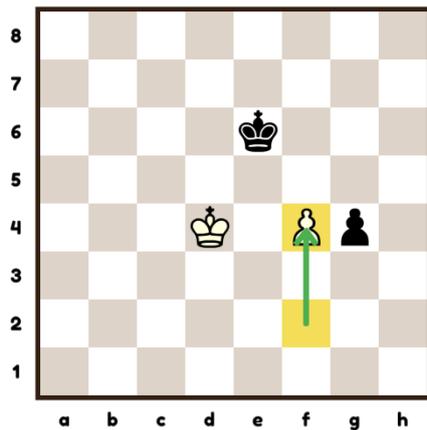
Draw arrows to the squares the black pawn controls in this position.



1. ... g4xf3

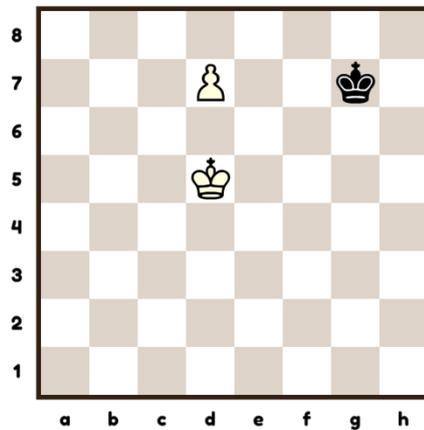
Black can capture White's pawn as if it had only moved one square forward. This is a unique pawn capture, and in Chess Speak it is called **en passant**, which is the French for 'in passing'.

You may be surprised to find that several chess players do not know about this en passant move. Now you will be able to explain it to them!

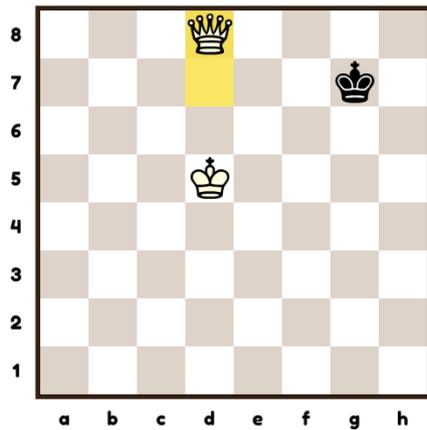


1. f2-f4

If White's pawn moved forward two squares in this position, it would pass the square controlled by Black's pawn. Now listen carefully.



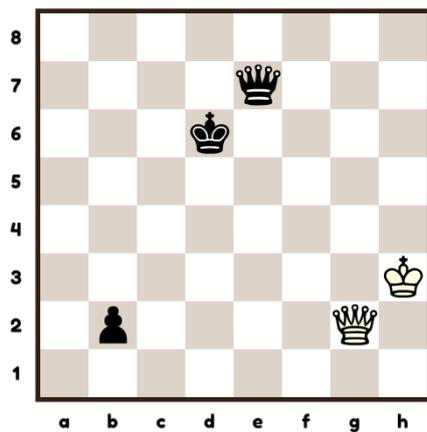
There is something mysterious about pawns. It is a rule that can turn little foot soldiers into mighty generals! When a little pawn marches up a file and gets as far as the last rank, a miracle happens...



1. d7-d8Q

What do you see? The pawn has turned into a queen! This is called **promotion**.

You simply remove your pawn and replace it with a queen, rook, bishop or knight. It is your choice! The only thing you cannot do is to turn the pawn into a king or leave it as a pawn.



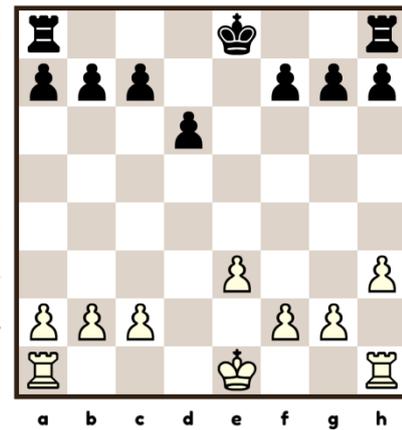
Try to promote the black pawn to a queen yourself. Write the move.

1. _____

Before we learn the last special move, answer the following question.

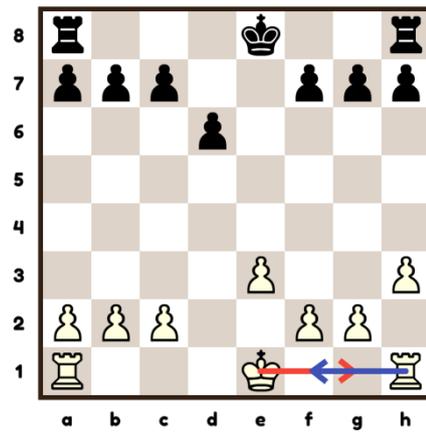
Q7. Where is the safest place for your king on the chess board?

1. In the middle of the battlefield, next to the queen
2. Alone and far from fellow pieces.
3. Near a corner, hidden behind pawns and other friendly pieces.

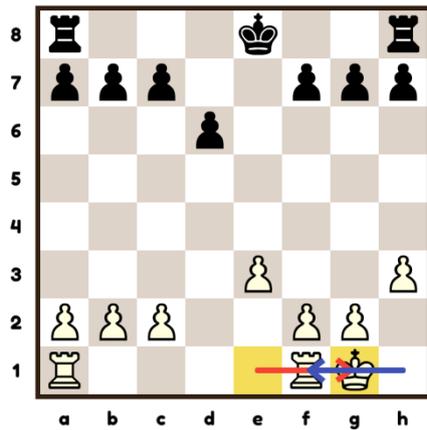


The king is a fragile piece. Even if it moves as fast as his little legs can carry him, he would still be in mortal danger in the middle of the battlefield. He needs his army to defend him!

In order to put your king in a safe position you can use a really special move called **castling**. The only safe place for his royal highness is his castle! Let's see how castling is done.

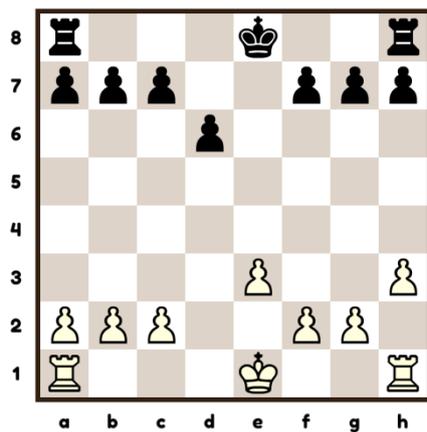


You can castle first by moving your king two squares towards the rook, then by placing the rook next to the king on the other side. This is the only time when the king is allowed to move two squares. Have a look!

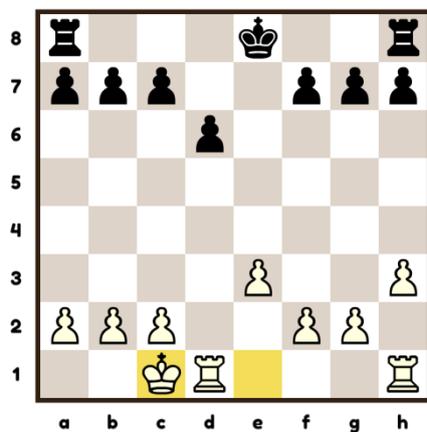


1. 0-0

White has castled kingside. If we halve the board vertically the right side is called the kingside and the left side is called the queenside. In the starting position the king stands on the kingside, while the queen stands on the queenside.



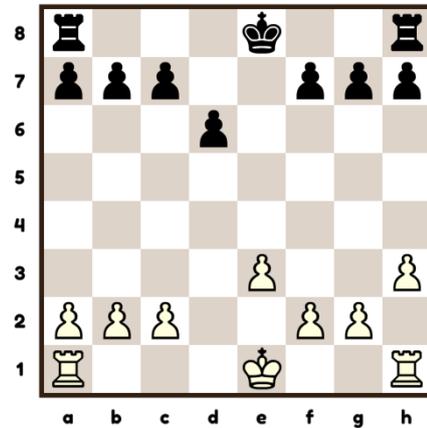
Let's see other possible ways of castling.



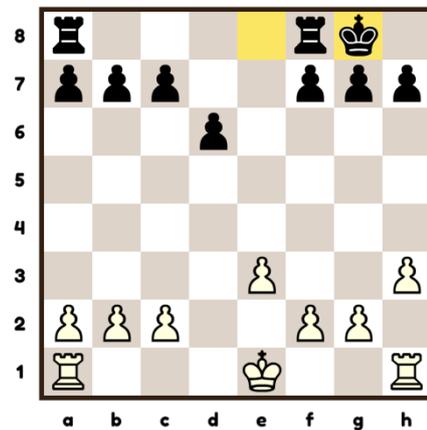
1. 0-0-0

White has castled to the queenside. Please note that the king moves two squares in both cases, but

the rook moves two squares at kingside castling and three squares at queenside castling. In either way the rook ends up next to the king with no gap between them.

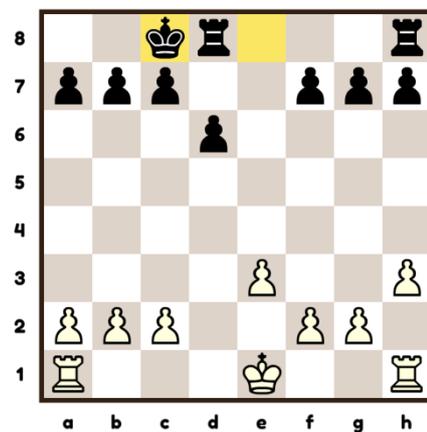


We will see Black's castling.



1. ... 0-0

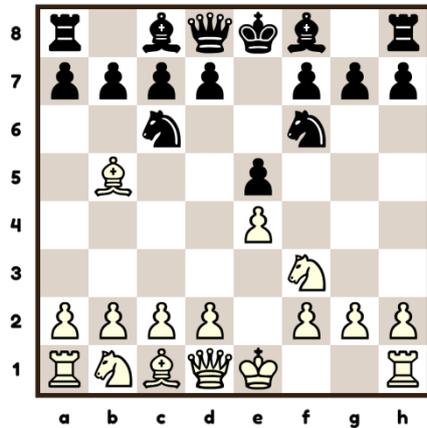
Black has castled to the kingside.



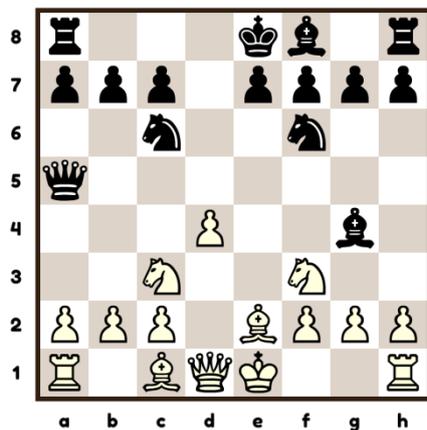
1. ... 0-0-0

Black has castled to the queenside.

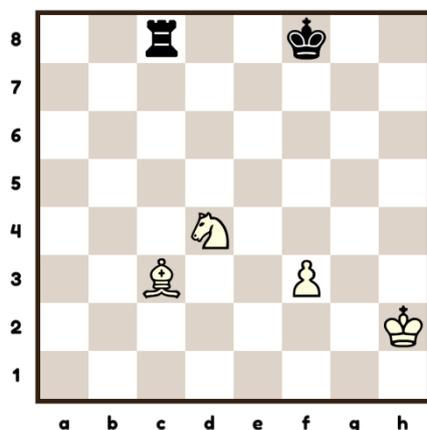
Castling involves two pieces but counts as a single move. Kingside castling is recorded as: **0-0**, while queenside castling is recorded as: **0-0-0**.



Castle to the kingside with White in this position. Draw arrows.



Try to castle to the queenside with Black now. Draw arrows. You will learn a lot more about the secrets of castling later on.

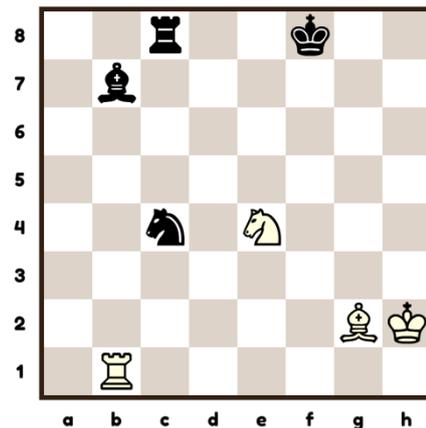


You already know so much about the rules of chess. Let's go further into some details.

You probably remember that you can only capture your opponent's pieces but never your own. Capturing any of your own pieces would be illegal.

Q8. Can White capture anything in this position?

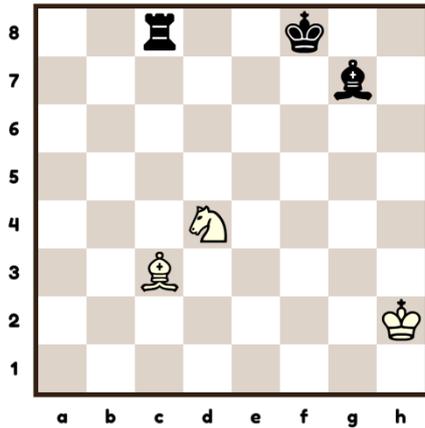
1. No
2. The d4-knight
3. The f3 pawn



There is another rule, namely that the pieces - with the exception of the knight - cannot leap over other pieces. That is why the white bishop cannot capture the black bishop.

Q9. Is it really true that the g2 white bishop cannot capture the b7 black bishop?

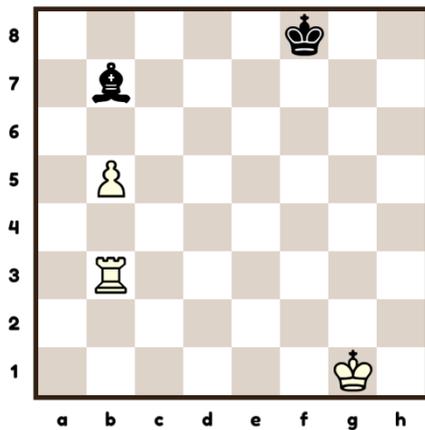
1. No, the g2 bishop can capture the b7 bishop.
2. Yes, it is true, because the bishop cannot leap over the e4-knight.
3. It is true as the bishop could not move to b7 even if the knight was not on e4.



Think about this position.

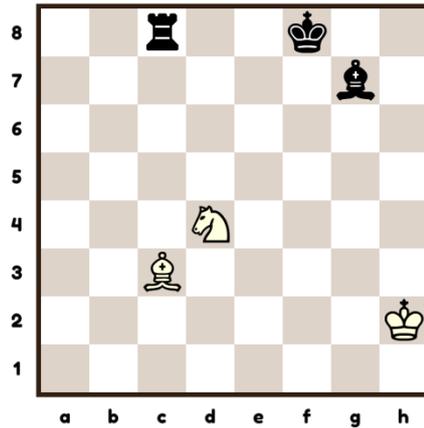
Q10. Can the c3 white bishop capture the g7 black bishop?

1. No, because it would have to jump over the d4 knight.
2. Yes, it could in no time whatsoever!

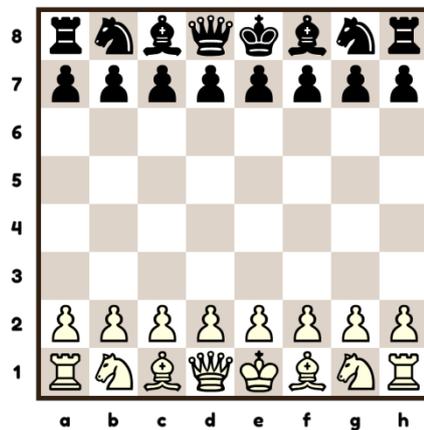


Q11. Can the b3 white rook capture the b7 black bishop?

1. Yes, without doubt.
2. No, because rooks cannot move along a file.
3. No, because the rook would have to jump over the b5 pawn.



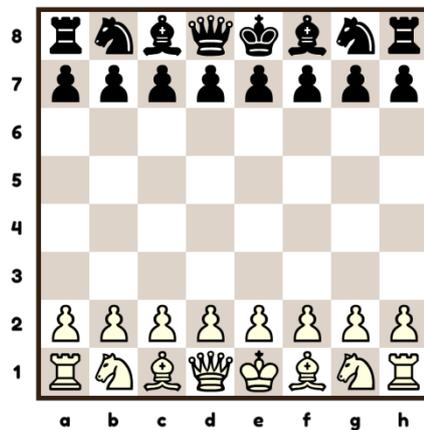
Draw arrows to the white pieces Black can capture.



This is the starting position and White has to make the first move.

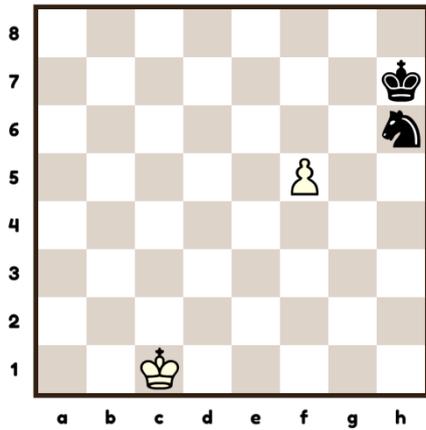
Q12. Which pieces can make the first move?

1. All.
2. Only the pawns.
3. The pawns and the knights.

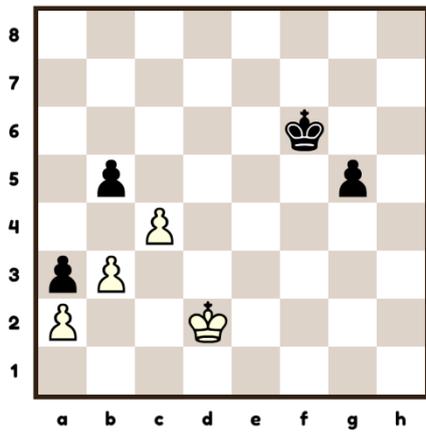


White to move, so Put **X** on the squares where the white knights can move in this position.

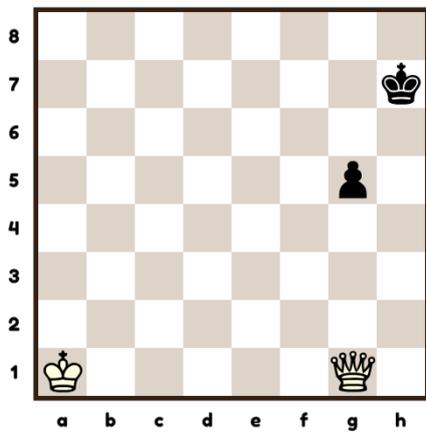
Test



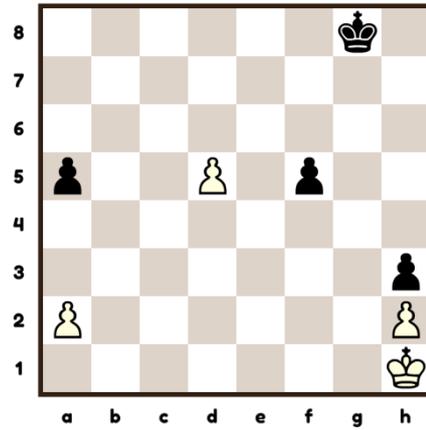
1. Black to move. Your task is to make a capture. Write the move _____ (3)



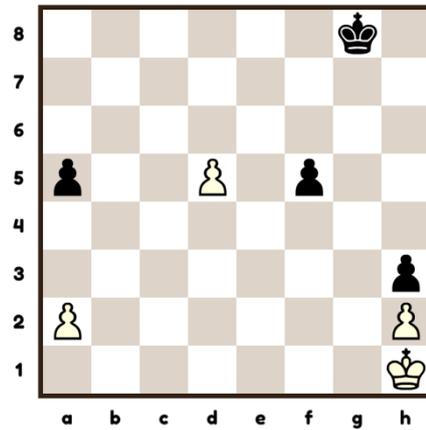
2. White to move. Draw arrow to the pawn which can be captured. Write the move _____(3)



3. White to move. Make a capture. Write the move _____ (3)



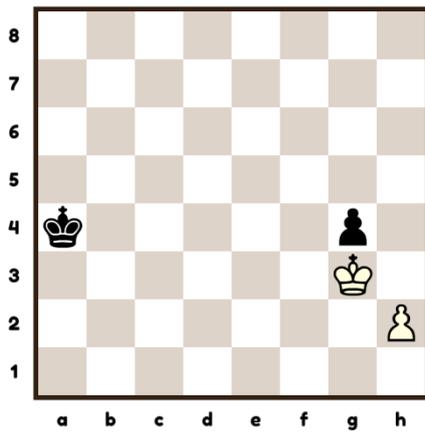
4. Draw arrow to the square where the d5-pawn can move to. (3)



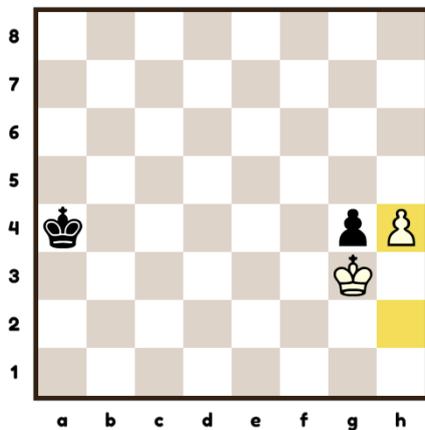
5. Which squares can the a2-pawn move to? (1)

1. Only to a3.
2. Either to a3 or a4.
3. Only to a4.
4. Either to a1, a3 or a4.

Have a look at the move White plays here.



1. h2-h4



6. Can Black move his only pawn, or just his king? (1)

1. Yes, there is a move a pawn can make.
2. No, the pawn cannot move, only the king.

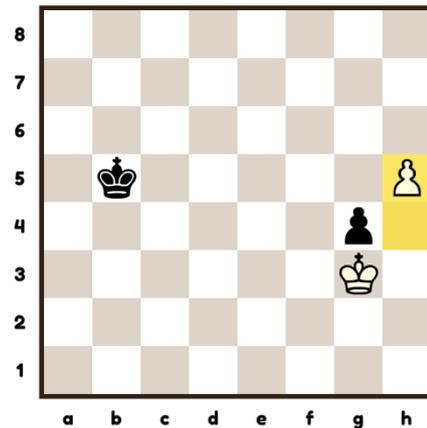
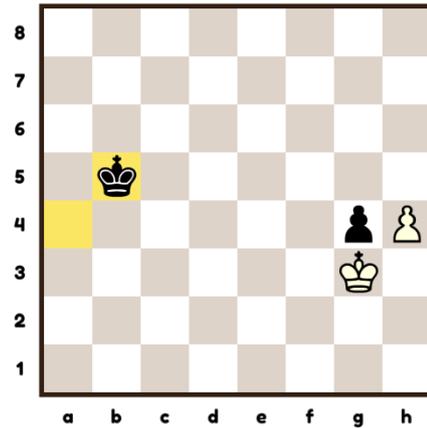
7. If the answer is yes to the above question.

Write the move _____ (5)

Black moved his king, like this.

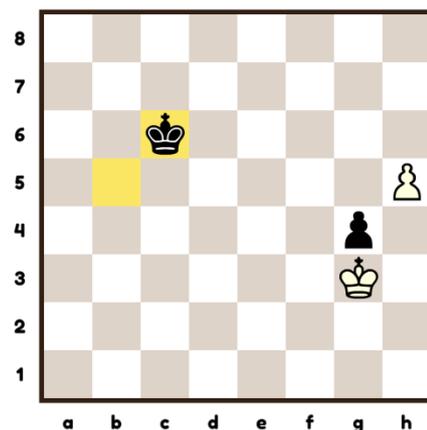
1. ... Ka4-b5

Black's plan is to reach the h8-square.

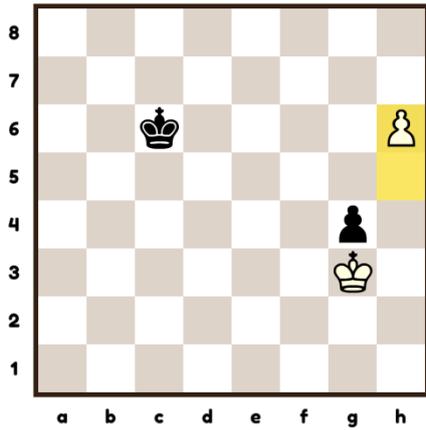


8. White keeps pushing his pawn. Can you guess why? (1)

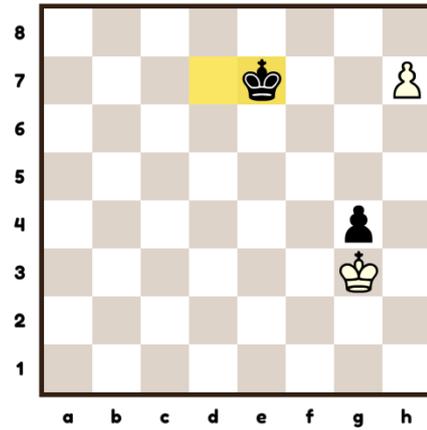
1. To promote it and take up a new piece.
2. White had better capture the black pawn.
3. I have no idea.



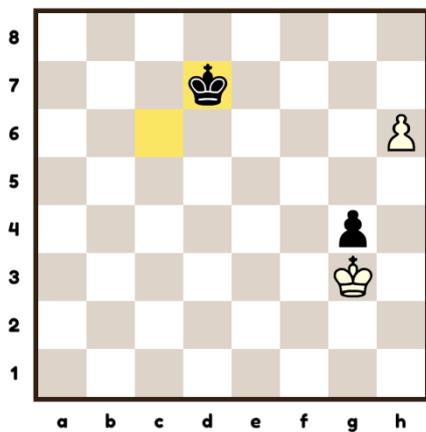
Black approaches with the king.



White keeps pushing his pawn.

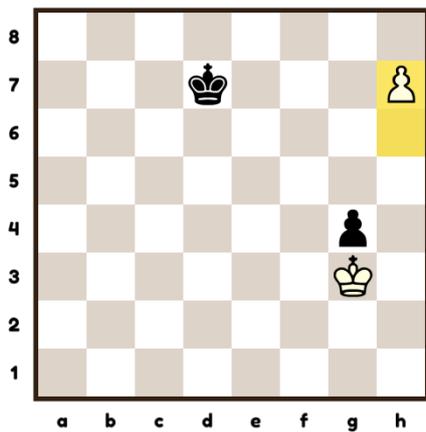


Black has just king moves.

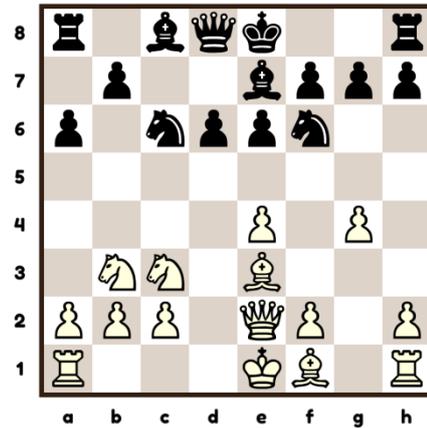


Black can only move the king. He has no other legal move.

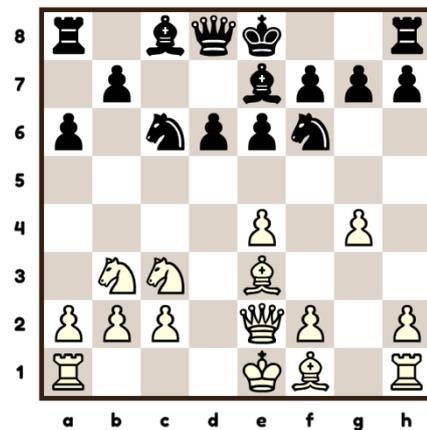
9. Now you can promote White's pawn to a queen. Write the move _____ (3)



White has a definite idea: to promote the pawn to a queen.



10. White can castle. Make that special move. Draw arrows. (3)



11. Black can castle, too. Make that special move. Draw arrows. (3)

Score: _____ %

Points: _____

Correct: _____

Time: _____

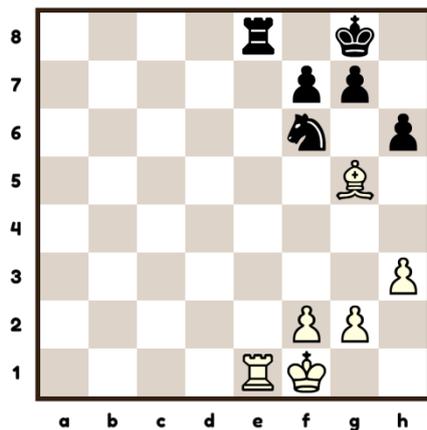
4. The Life of a Chess King

Q1. Do you remember what the ultimate goal of chess is?

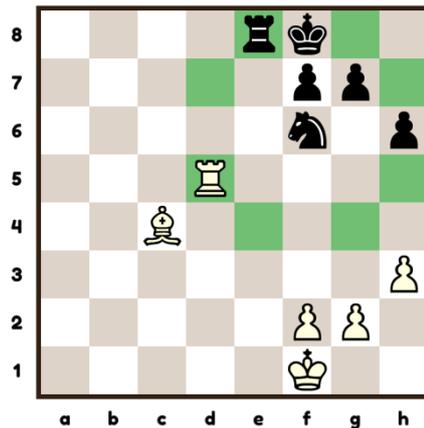
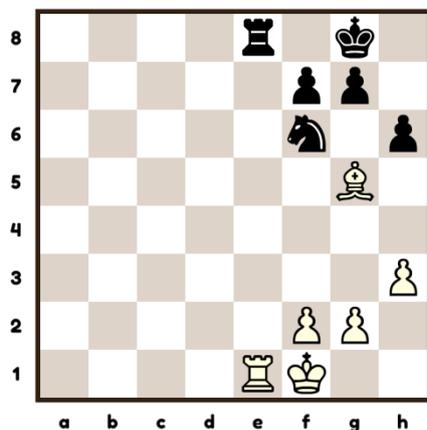
1. To capture all the pieces of the opponent.
2. To take a long gallop with the knight.
3. To seize the opponent's king.

In this lesson we will learn about the exciting life of the king. Let's look at a few questions on 'attack' and 'capture' first.

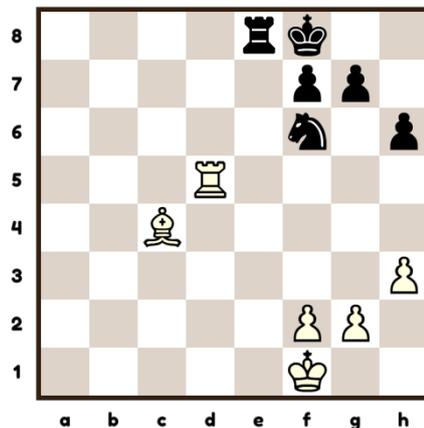
If you want to seize your opponent's king you have to attack it. Remember that a piece is under attack if it can be captured. Take a look at the following diagram and draw arrows to all the white pieces that Black attacks.



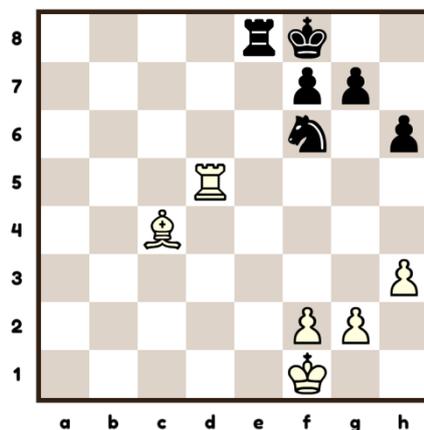
White could also capture several pieces in this position - but only one of them in a single move. Draw arrows to all the black pieces White could capture.



Pieces control the squares where they can move to. You can see all squares controlled by the black knight marked in green.



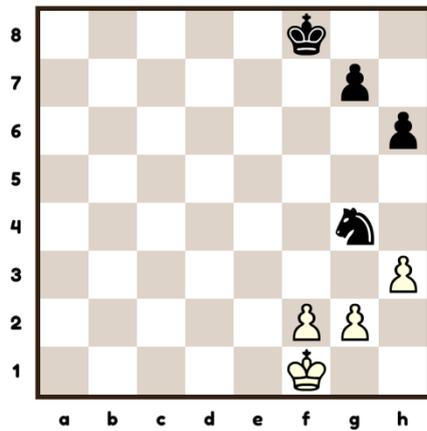
Draw an arrow to the white piece the black knight attacks.



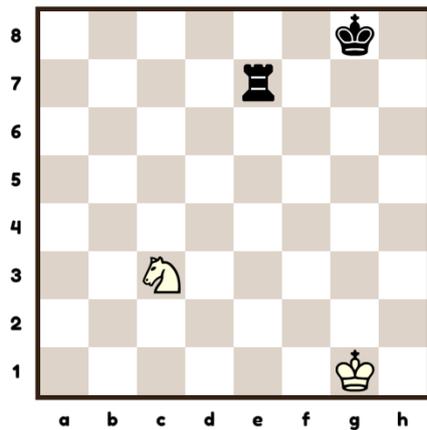
Draw an arrow to the black piece the black knight protects.

Q2. What about pawns? Do they also control the squares where they can move to?

1. Yes, of course.
2. Pawns do not control squares at all.
3. No, they control squares diagonally in front of them.



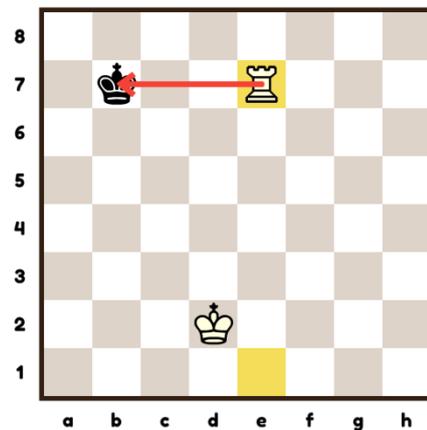
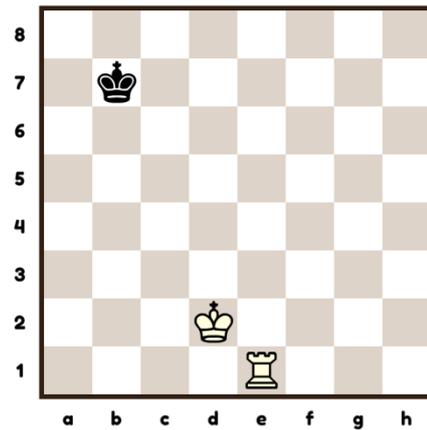
Draw an arrow to the black piece a white pawn could capture.



Move the white knight to attack the black rook. Write the move.

1. _____

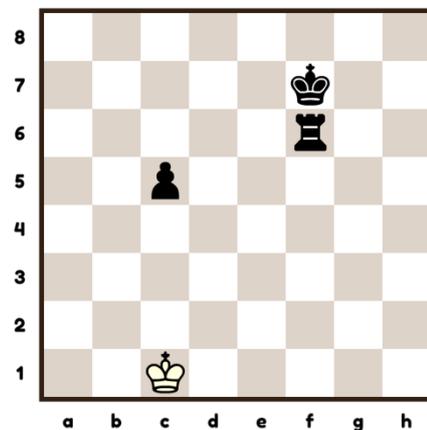
In order to capture an enemy piece you must attack it first. To seize the enemy king, he has to come under attack somehow. Here is an example.



1. **Re1-e7+ Check.**

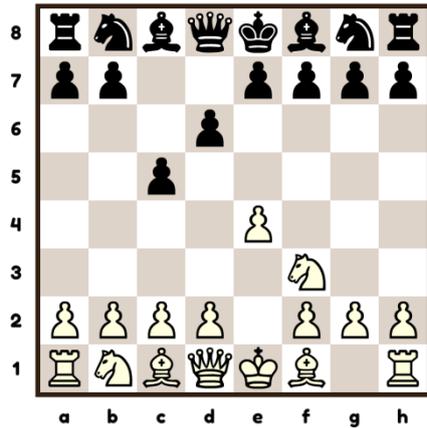
White attacks the black king. In Chess Speak this is called giving **check**, and it is marked by the (+) sign.

Putting the king in check is not usually enough to win the game but it is an important part of the battle. Now practice giving check.



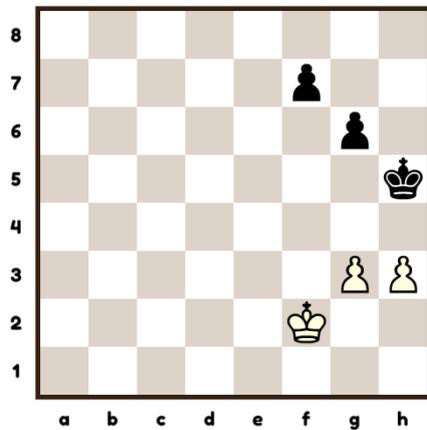
Put the white king in check. Write the move.

1. _____

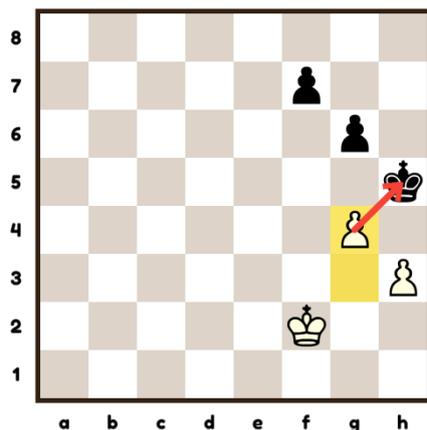


Put the black king in check. Write the move.

1. _____

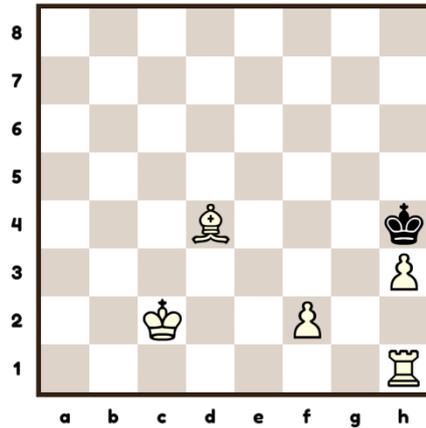


A pawn can also give check.



1. g3-g4+

The white pawn puts the black king in check.



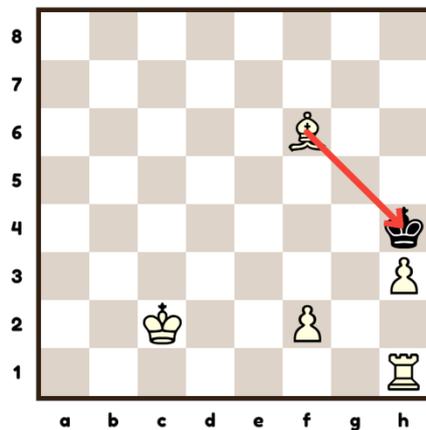
Put the black king in check. Write the move.

1. _____

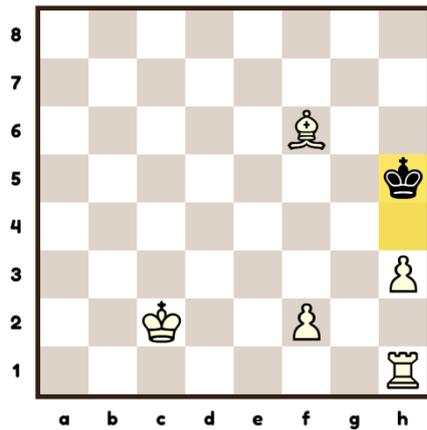
Q3. What does that mean?

1. White has won the game.
2. Black can ignore the threat to his king.
3. Black has to take the check seriously.

Note:.....

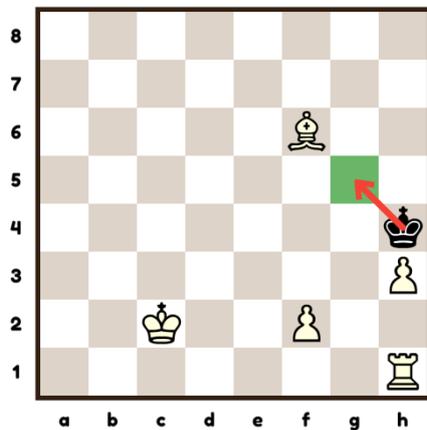


There are three ways to get out of check.



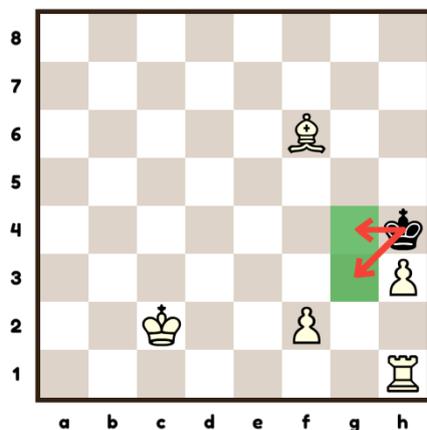
1. ... Kh4-h5

You can move the king to a safe square, a square which is not controlled by an enemy piece.

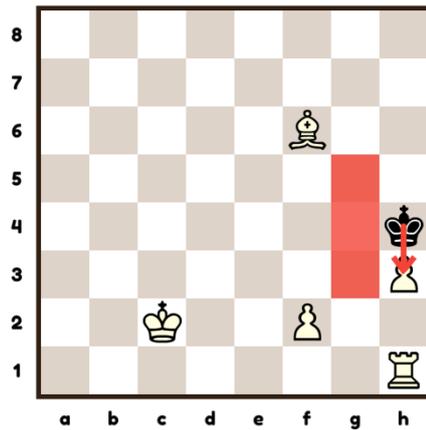


Q4. Can the King move to g5?

1. He could, but he does not want to...
2. Kings cannot move diagonally.
3. No, as g5 is controlled by the white bishop.

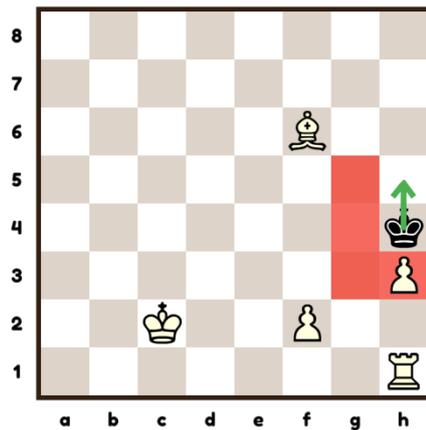


Draw circles around the white pieces that prevent the king from moving to g3 or g4.



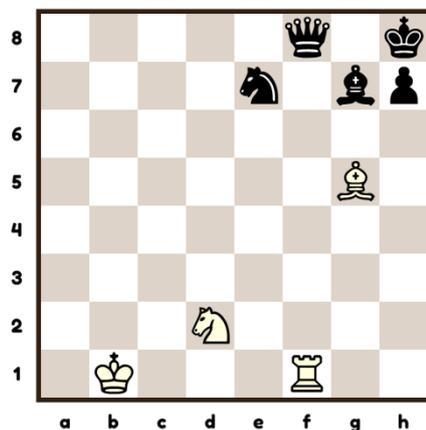
The black king cannot move to the red squares. But what about the h3-square? Can the black king capture the pawn?

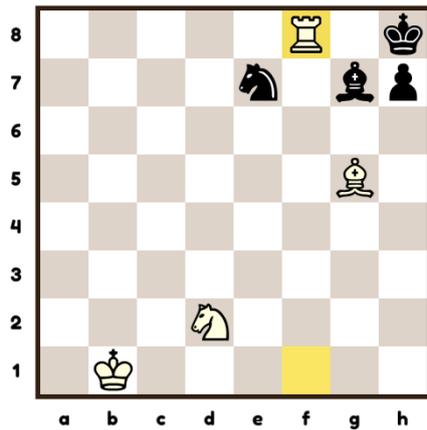
No, the h3-pawn is untouchable. Draw a circle on the white piece which prevents the black king from capturing on h3.



Hence the black king can only escape to the h5-square.

Take a look at the following diagram. You play White and you decide to capture the black queen.





1. Rf1xf8+

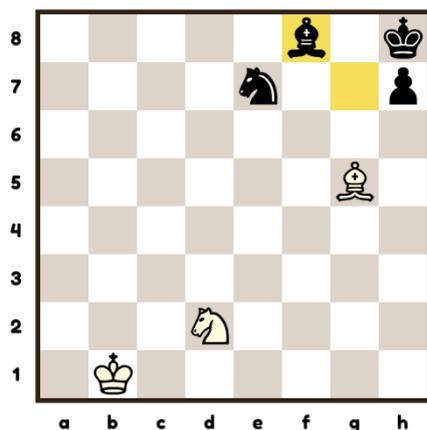
Put **X** on all the squares on the 8th rank that the white rook controls.

The white rook also attacks the black king, in other words the rook threatens to capture the king in the next move.

You already know that the king is not allowed to be left in check.

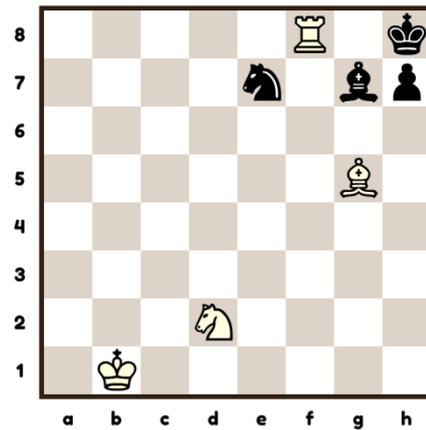
Q5. Can the black king move out of check?

1. It cannot, because it cannot capture its own pieces.
2. Yes, he can by removing one of the neighboring black pieces from the board.

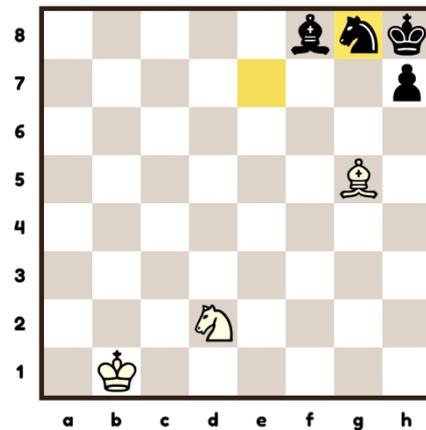


1. ... Bg7xf8

Black simply captured the rook that put the black king in check. Capturing the piece that gives the check is a possible way of getting out of check.



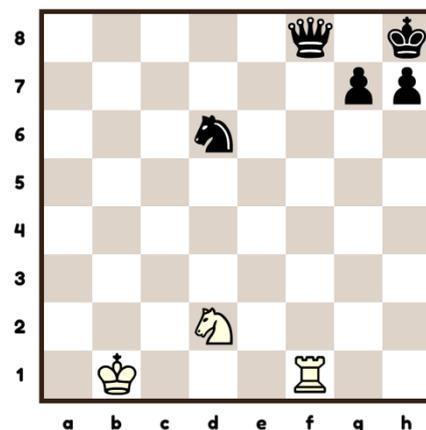
Another way is to put a piece between the king and the enemy piece that attacks the king. In Chess Speak it is called **interposing** or **blocking**. Here is an example.

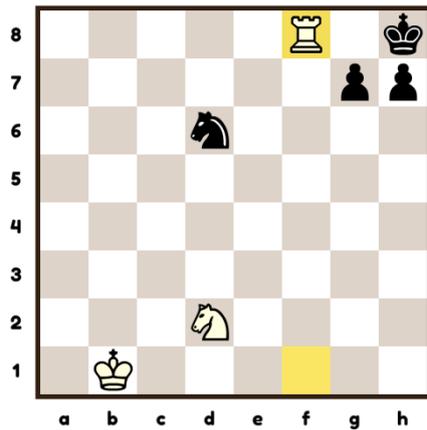


1. ... Ne7-g8

Black got out of check by interposing the knight on g8.

Look at this diagram with a slightly different position.





1. Rf1xf8+

White captures the black queen.

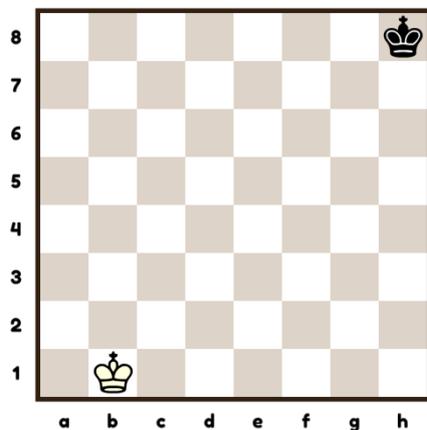
Let's think about this position. The white rook attacks the black king, and Black cannot leave his king in check.

Draw arrows to all the squares the black knight controls! Can Black capture the f8-rook or can he block the check by interposing the knight between the rook and the king?

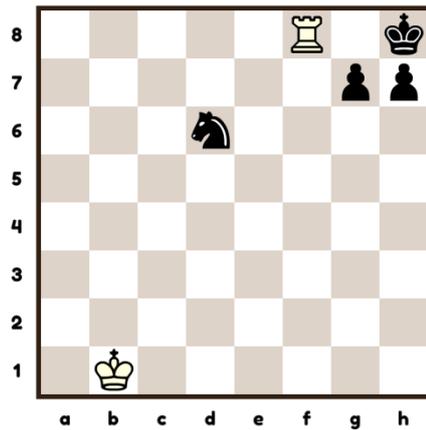
Unfortunately the black knight neither can capture the rook on f8, nor can he move between the rook and the king to g8.

Black could look for a safe square for his king.

There are only three squares where the black king can move to from his current position. Draw arrows to these squares.



Let's find out if the black king is allowed to escape.



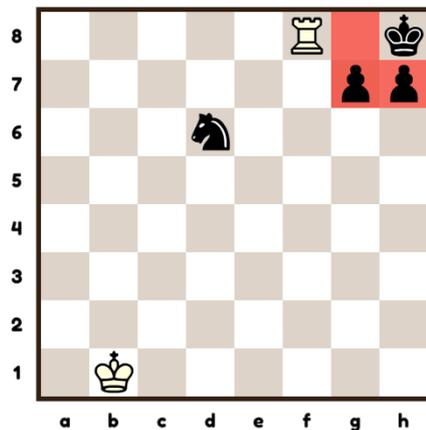
Q6. Can the black king move to the g8-square?

1. No, because the rook controls that square.
2. Of course he can.
3. The king cannot move along a rank.

Q7. Why can the black king not escape to g7 or h7?

The black king cannot move to g7 or h7 because

1. Kings can only move along ranks.
2. You cannot capture your own pieces.
3. The rook controls those squares.



All neighboring squares are forbidden for the black king. Black cannot move the king to a safe square or capture the white rook or even interpose a piece between the rook and the king.

This is called **checkmate**, or in short, mate.

Q8. What happens now?

1. The game continues.
2. Black puts back a piece on the board from his pocket.
3. The game is over, White has won.

Note:

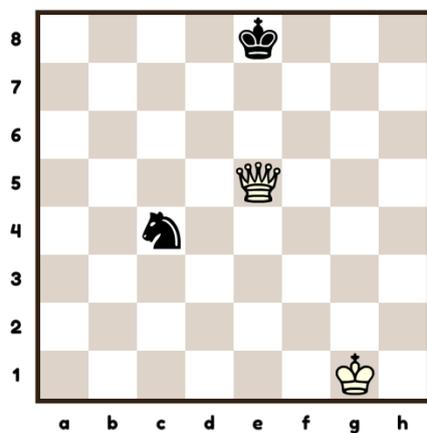
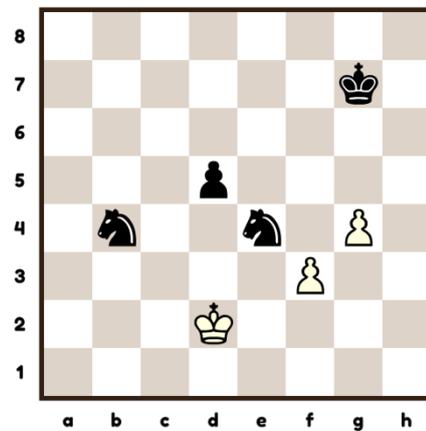
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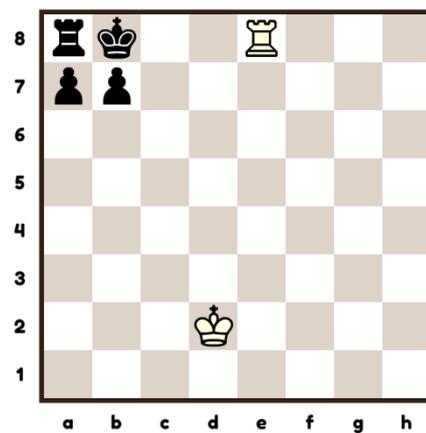
Let's practice giving check and getting out of check. In the first example the black king is in check. How can Black get out of check here?

Draw arrows to all the safe squares where the black king could move to.



Capture the piece that puts the white king in check.

1. _____

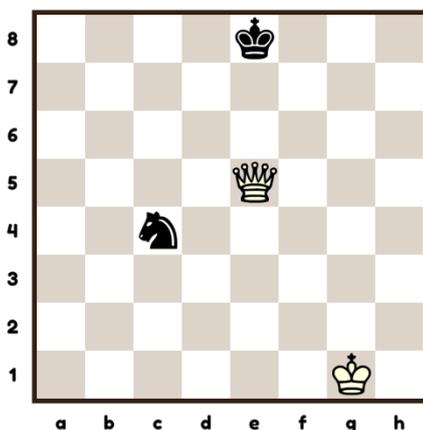


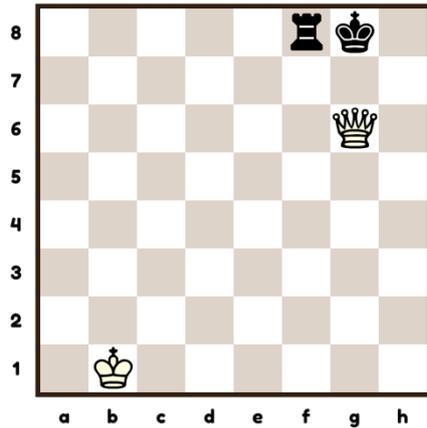
Q9. Black can get out of check

1. only by moving the king to a safe square.
2. only by capturing the queen.
3. either by moving the king or capturing the queen.
4. by no way at all. He is checkmated!

Make the only legal move with the black king.

1. ... _____

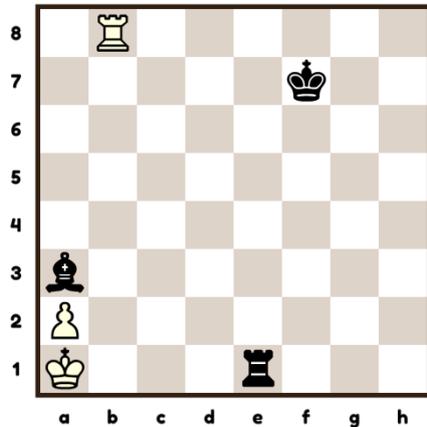




Q10. The black king is in check by the white queen. How can Black get out of check?

Black can get out of check

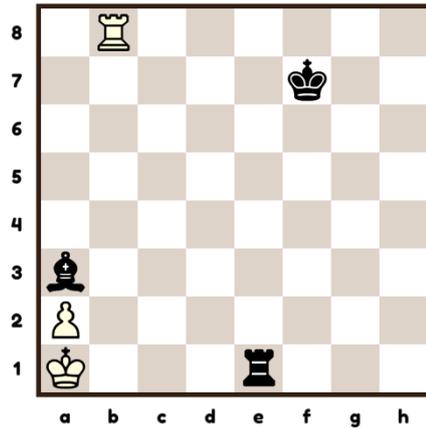
1. by capturing the white queen.
2. by interposing a piece between the queen and the king.
3. by moving the king to a safe square.
4. by no way. He is in checkmate!



Look at this position. The white king is in check.

Q11. Can he move to a safe square?

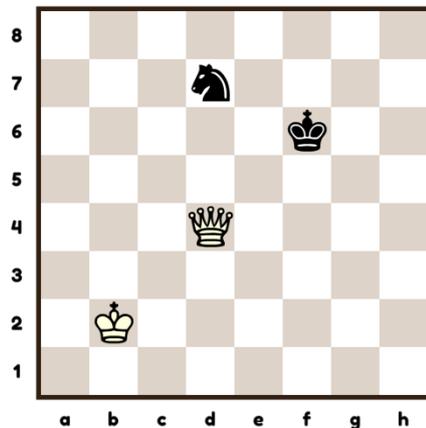
1. The b2-square is safe.
2. The b1-square is safe.
3. The king cannot move to a safe square.
4. The a2-square is safe.



Here white can stop the check by interposing a piece. Find the right move!

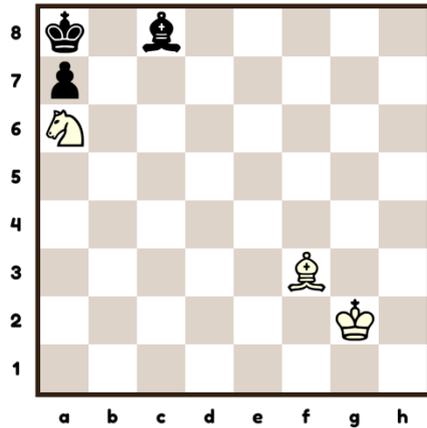
1. _____

White has blocked the check. Only checks given by the queen, rook or bishop can be blocked. Can you guess why? Simply because no piece can go between the king and a knight or the king and a pawn that gives check.



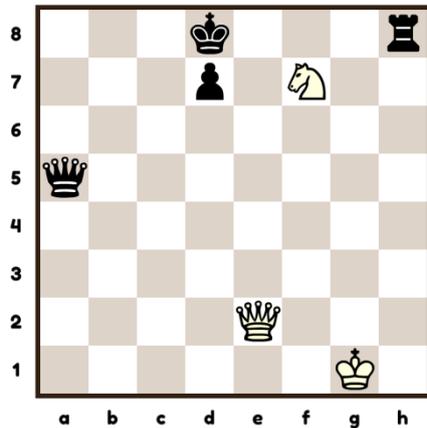
Get out of check here by interposing a piece.

1. ... _____



Find a way to get out of check here by interposing.

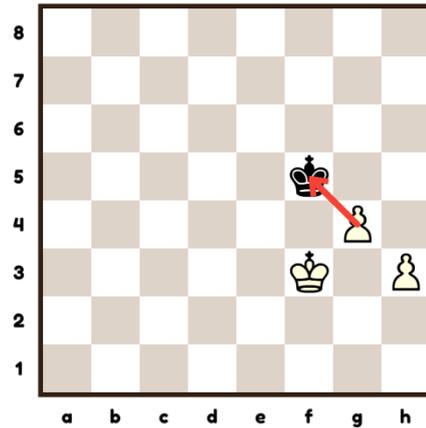
1. ... _____



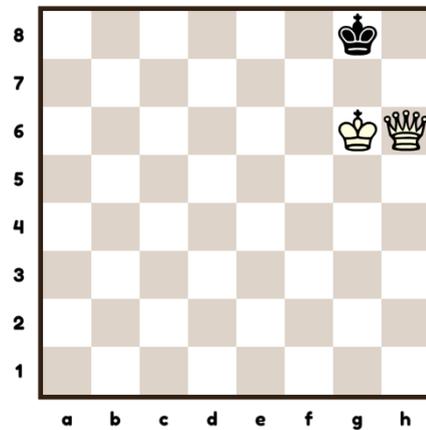
Look at this position: the f7-knight puts the d8-king in check.

Q12. Why cannot Black block this check by interposing?

1. Knights can leap over pieces.
2. The black pieces are far away from the king.



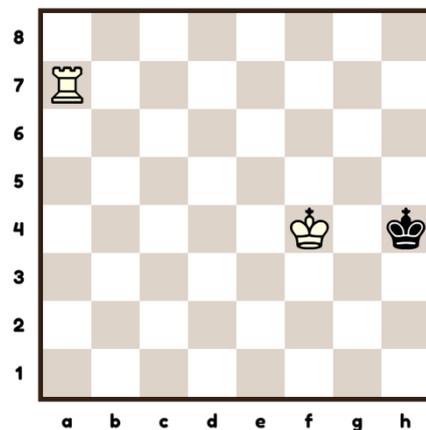
The g4 white pawn puts the black king into check. There is no place for a piece to go between the pawn and the king.



A quick reminder: checkmate is when the king cannot get out of check - he is dead and the game is over.

Checkmate the black king in one move.

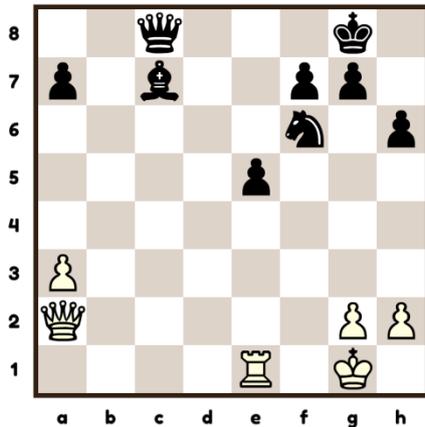
1. _____



Checkmate the black king in one move.

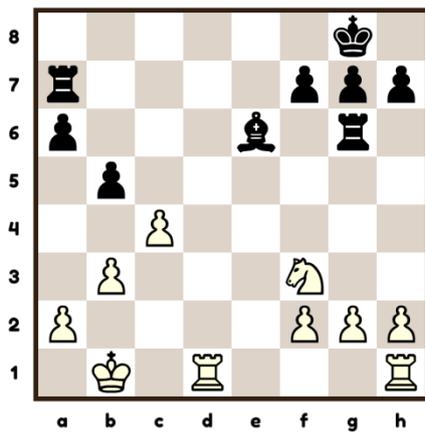
1. _____

Test



1. Black is to move. Your task is to put the white king in check. (3)

1. ... _____

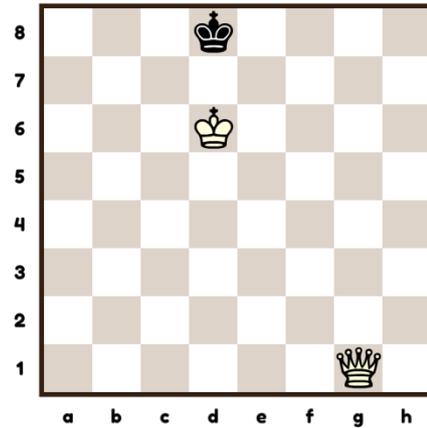


2. White is to move. Put the Black king in check. (1)

1. _____

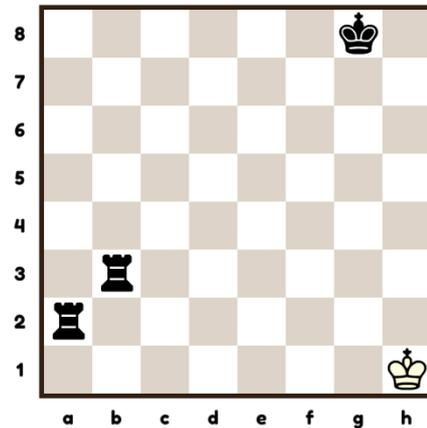
3. Do you think this is also a checkmate? (1)

1. Yes, this is a checkmate.
2. No, because the king can get out of check.
3. No, because the rook can be captured.



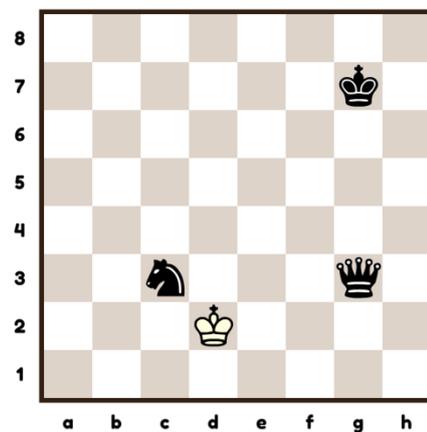
4. Mate the black king in one move. (3)

1. _____

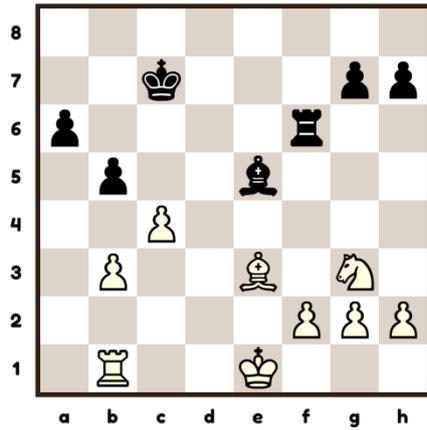


5. Mate the white king in one move. (3)

1. ... _____



6. The rule says that the king cannot move into check. Put **X** on all the prohibited squares under the black pieces' control where the white king is "not" allowed to move to. (5)



7. Can the black king move to b6? (1)

1. Yes, it can.
2. No, because it would move into check by the b1-rook.
3. No, because it would move into check by the e3-bishop.

Score: _____ %

Points: _____

Correct: _____

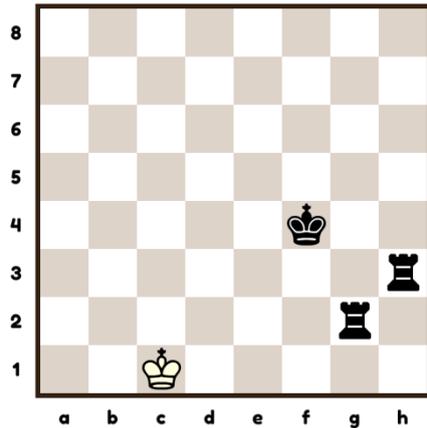
Time: _____

5. Mate in One Move

Answer the following question.

Q1. We give mate if we...

1. capture the last piece of our opponent.
2. push our king to the opponent's back rank.
3. put the enemy king in check and he cannot get out of it.

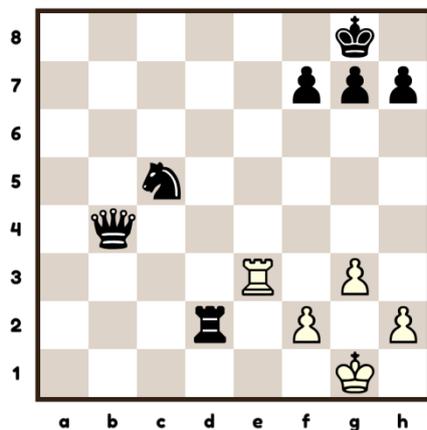


You have to give check to checkmate.

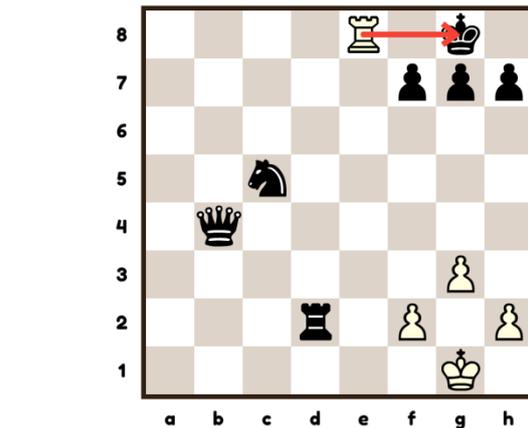
Mate the white king with a black rook.

1. ... _____

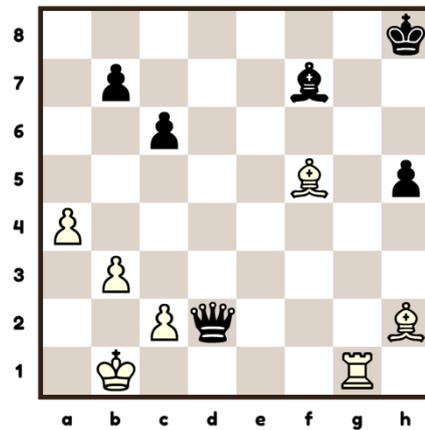
The white king is in check, and all the squares where he could move to are controlled by the black rooks. White is mated, and Black has won the game.



Black has many more pieces (in Chess Speak he is up on material) but White is to move. Exploit the weakness of Black's back rank and give mate.

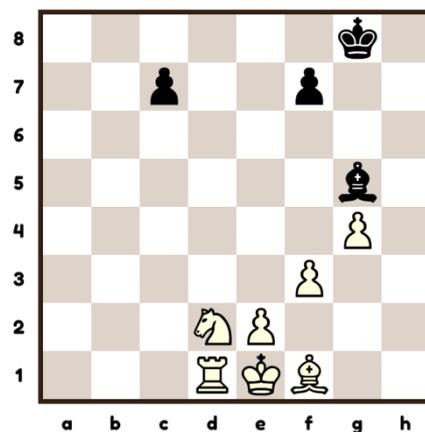


The black king is in check. He can neither capture his pawns, nor can he move to a safe square where he is not in check. Yet another mate!



You can mate the black king with a bishop.

1. _____

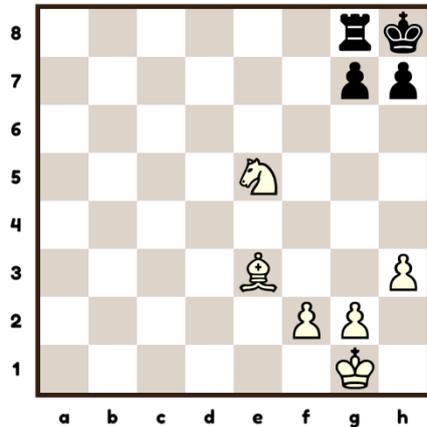


The white king is surrounded by his own pieces and he cannot escape. This is why a single black piece is able to checkmate. How?

1. ... _____

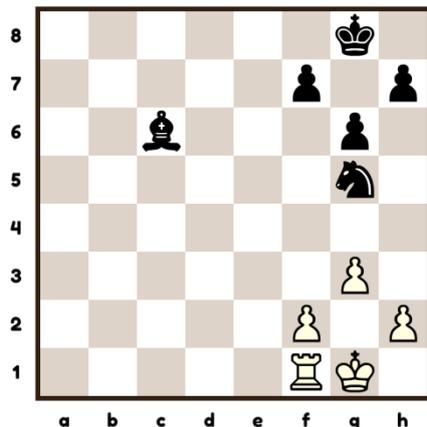
Q2. Is it true that the white king has no way to get out of check?

1. Yes, it is true. He cannot capture his own pieces.
2. Who knows?



The black king is cornered. Give mate with White.

1. _____

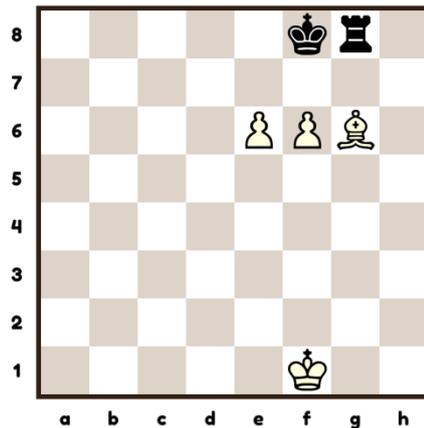


Black exploits the weakness of the white king forcefully. Find the mate!

1. ... _____

Q3.What is this position called in chess?

1. How should I know that?
2. Mate, of course.
3. Capture, perhaps?

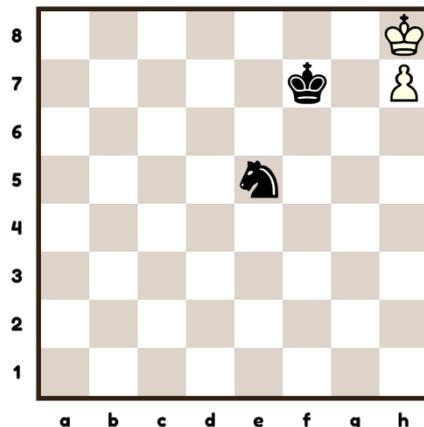


A pawn can also give mate. How?

1. _____

Q4.Why can the black king not move to g8?

1. Oops, this is not mate, as he can capture the black rook.
2. The king cannot capture at all.
3. You cannot capture your own pieces in chess.



Black can mate the white king in one move.

1. ... _____

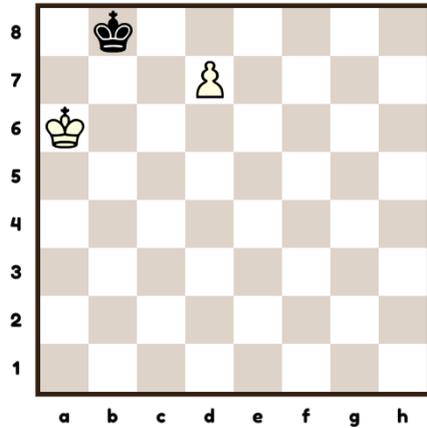
Q5. Can White move the king?

1. No, White cannot capture his own pieces or move into check.
2. Yes, easily.

Q6. Can White capture the knight?

1. Yes, with the h7-pawn, of course!
2. No, because pawns cannot move or capture backwards.

Black has mated the white king, won the game and got the full point. When either player mates the opponent's king the game is over.

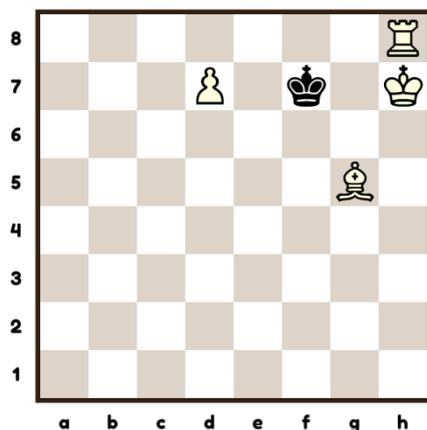


When a pawn reaches the last rank, it can change into any piece other than a king or another pawn. This is called promotion and it takes a single move only.

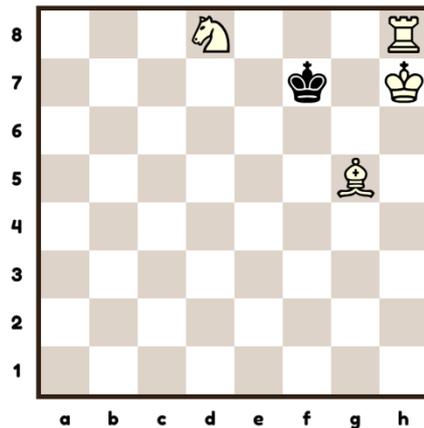
Promote the pawn to a queen and give mate at the same time.

1. _____

The black king is in check and he cannot escape from this check. White has mated the black king and won the game.



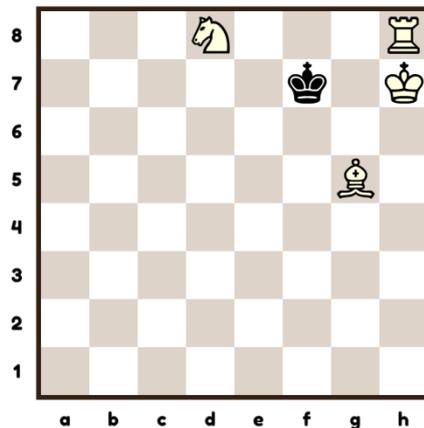
Here is another mate that happens after a promotion, but not entirely the same as the previous one. Give mate in one move.



1. d7-d8N

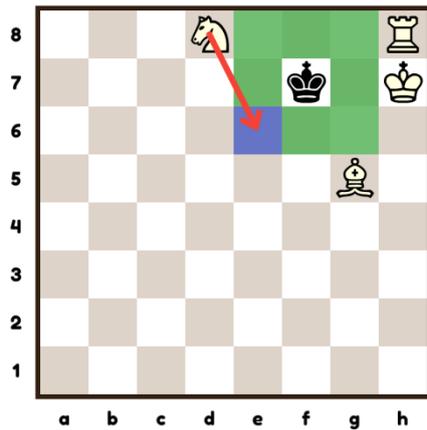
The d8-knight puts the black king in check. If all the squares around the black king are also controlled by the white pieces, this is mate. Let's see whether this is indeed the case.

Put **X** on all the squares where the black king could move to from f7-. Ignore the presence of the white pieces.



Q7. Which white piece controls the e6-square?

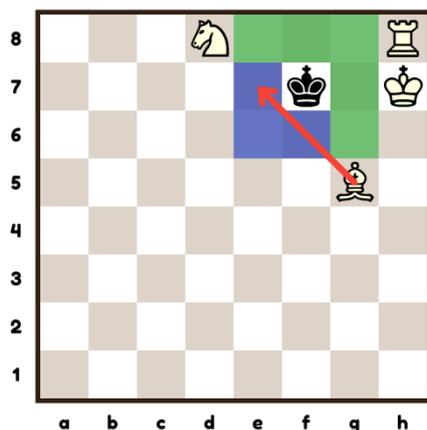
1. None, so this is not a mate.
2. The newly promoted knight.



The bishop is on a dark square, the rook is on the eighth rank and the king is really far away. So?

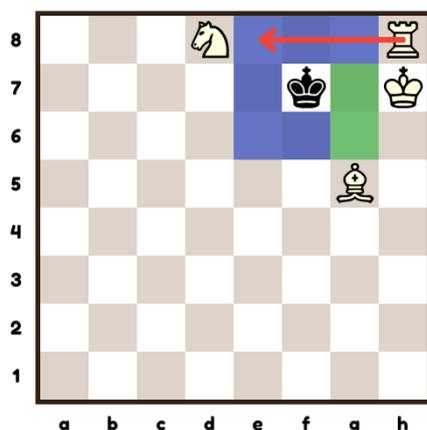
We shall use blue to mark the squares controlled by the white pieces around the black king.

White bishop controls f6- and e7-.



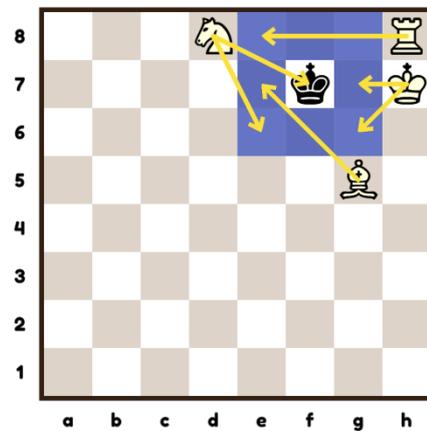
Only five green squares are left around the black king. Let's see which piece controls them!

White rook controls e8-, f8- and g8-.



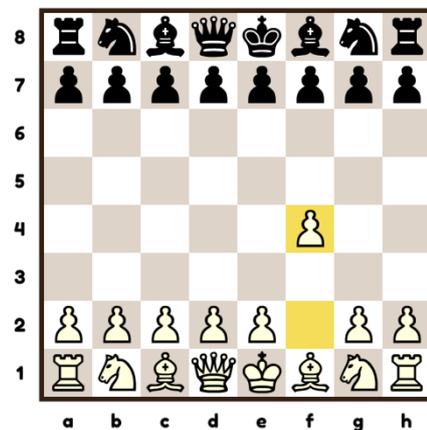
Only two green squares are left around the black king. Let's see who controls them!

White king controls g7- and g6-.



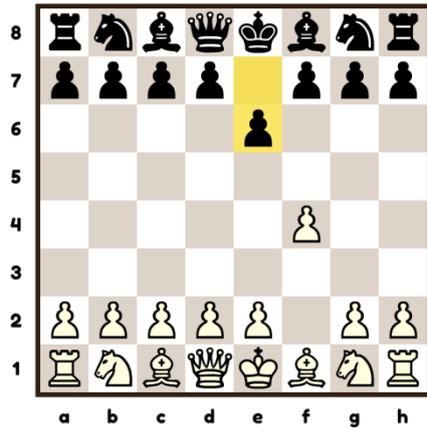
Every single square around the black king is under the control of the white pieces and the black king is in check. Hence it is a checkmate.

A popular chess question is to find the smallest number of moves that leads to mate from the starting position. Here it is.



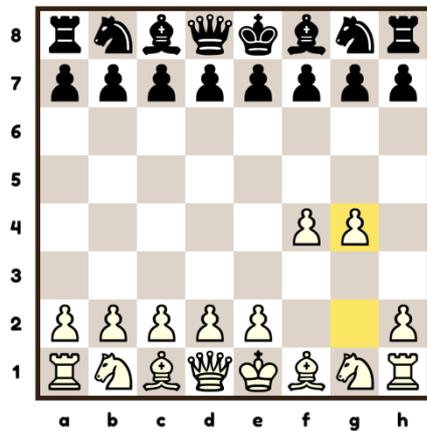
1. f2-f4

This starting move is rare, but not yet a mistake.



1. ... e7-e6

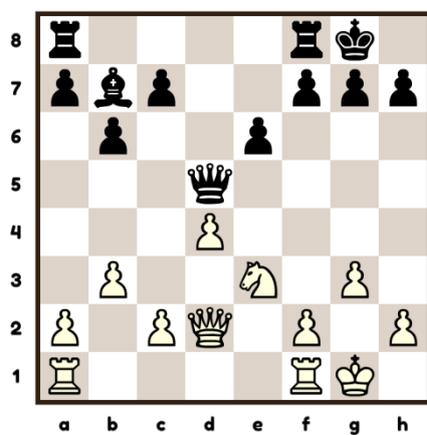
Black sets up a trap with his reply.



2. g2-g4?

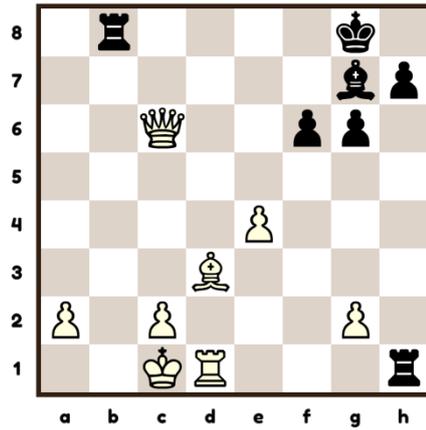
This is already a blunder. Give mate with Black in one move.

2. ... _____



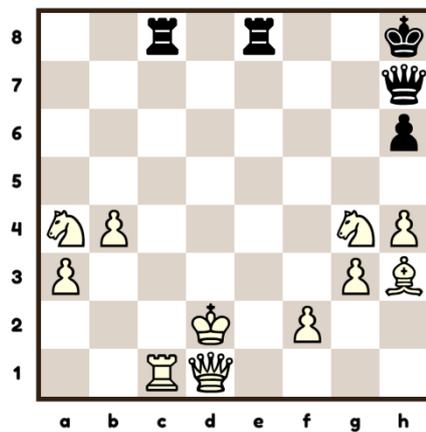
Let's practice mate configurations with many pieces on the board. Black is to mate in one move.

1. ... _____



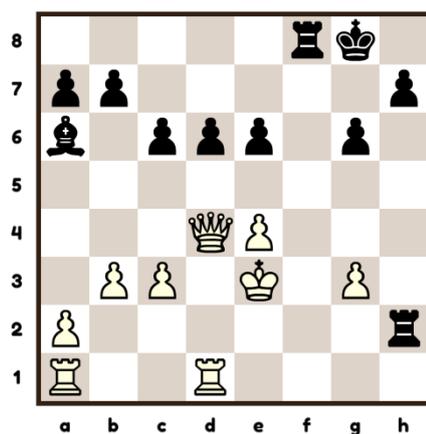
This is tricky: mate the white king in one move.

1. ... _____



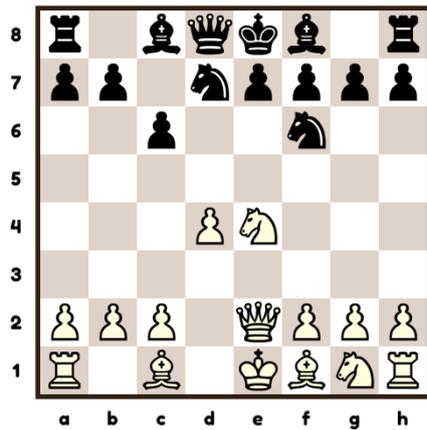
Mate the white king.

1. ... _____



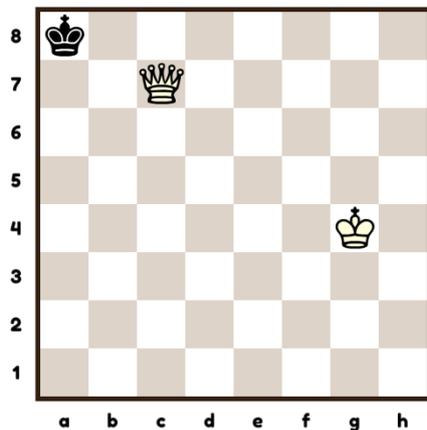
Mate the white king.

1. ... _____



Here is a really cunning mate. How can White checkmate Black in one move?

1. _____

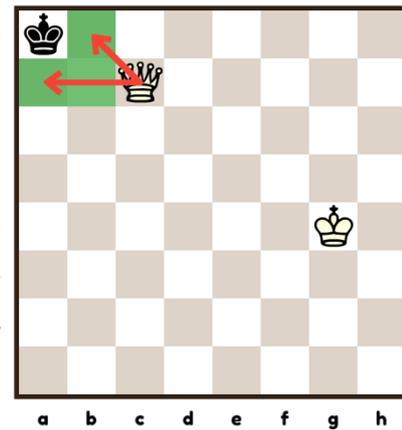


You have seen several checkmates. There is an interesting type of position in chess, which is almost checkmate, but not quite. Let us find out more!

Black is to move. As Black only has a king, he has to move it. But where?

Q8. Ignoring all other pieces the king can move from a8- ...

1. anywhere along the a-file.
2. anywhere along the eighth rank.
3. to a neighboring square only.
4. anywhere along the long diagonal.



Take a closer look at the squares the white queen controls in this position.

The problem is that the king cannot make a legal move but he is not in check.

Q9. Why can the king not make a legal move in this position?

1. It can make more than enough legal moves.
2. What are legal moves?
3. The king cannot move into check.

There are positions in chess when a player cannot make any legal moves on his turn.

Q10. What do you think happens if a player cannot make a legal move?

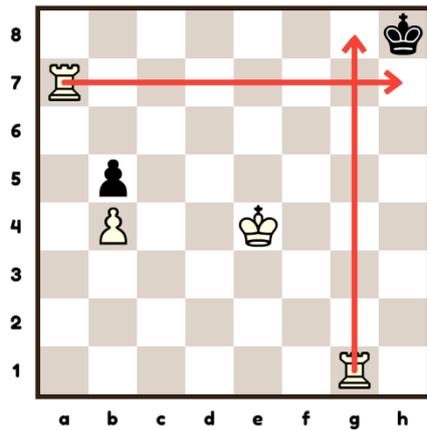
1. He misses a turn.
2. He loses the game
3. He does not lose the game.

The player has to make a move when it is his turn. If a player does not have a legal move he only loses the game if his king is in check.

In Chess Speak we call this a **stalemate**.

Q11. What is the result if the game ends in stalemate?

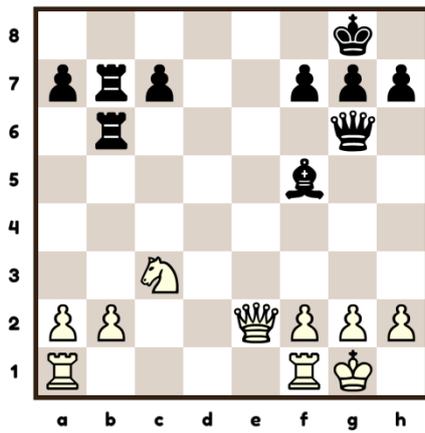
1. White gets 1 point.
2. Black gets 1 point.
3. Both players get half a point.



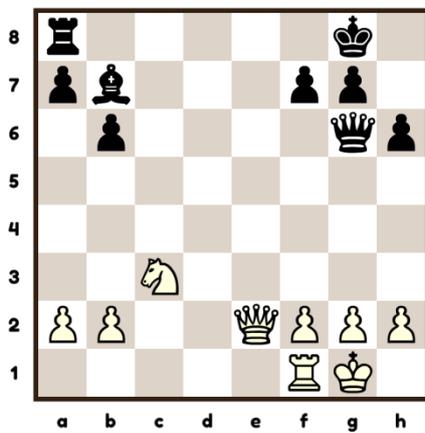
Let's take a look at another position for this theme. Black is to move, but he cannot make a legal move here, either. So the game ends in stalemate.

The black pawn cannot make a legal move, neither can the black king, as the two white rooks control all the squares around him and he is not in check. This is stalemate too. Black gets half a point, and so does White.

Test

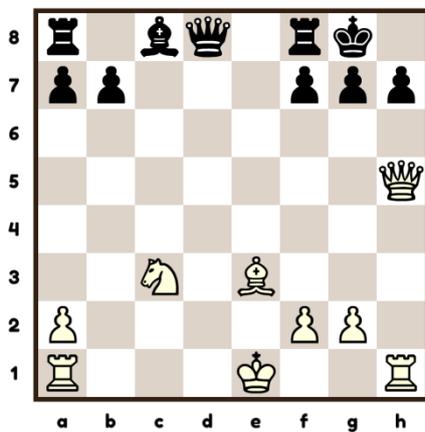


1. Draw an arrow to the square where you can give mate in one move with White. (3)



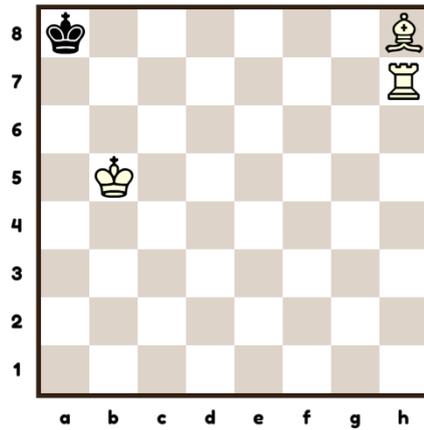
2. Black is to move. Mate the white king in one move. (3)

1. ... _____



3. Give mate with White in one move. (3)

1. _____



4. If White makes a bad move, the game could end in stalemate. Put X on the square where White “should not” move to. (5)

Score: _____ %

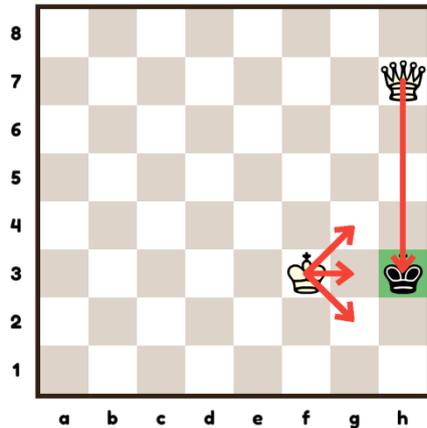
Points: _____

Correct: _____

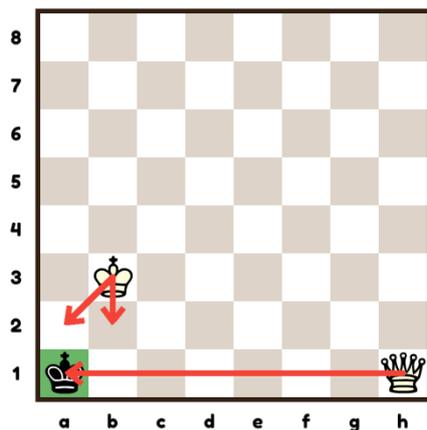
Time: _____

6. Mate by a Queen

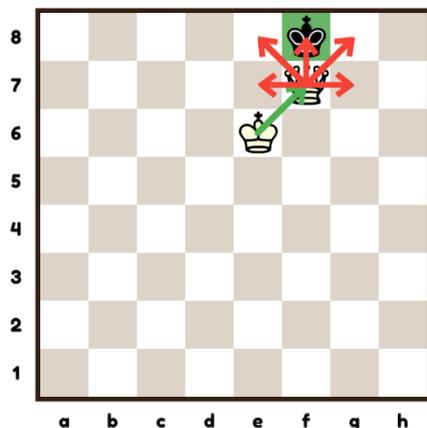
We shall practice giving mate with a queen. A queen can checkmate in two different ways. Here is one of them.



This is mate as the black king is in check and he cannot escape since all the squares where the king could move to are controlled by the white pieces.



This is also mate, just like the one before.

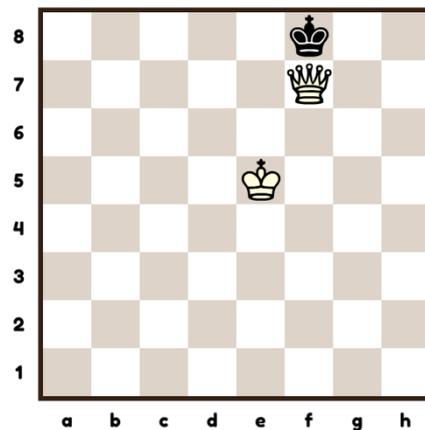


Here is the second type of mate. It is called the 'Kiss of Death'.

The white queen puts the black king in check and controls all the squares where the black king could move to.

Q1. What is the role of the white king in this position?

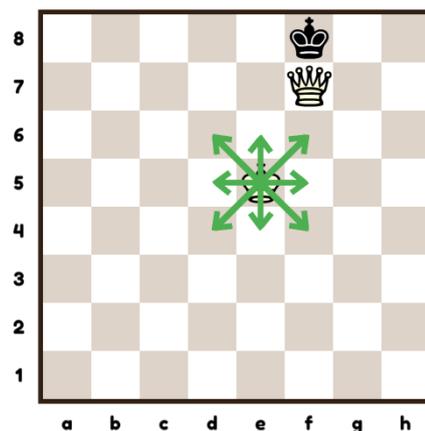
1. He takes a picture of the black king.
2. He protects the white queen.
3. He wants to reach the edge of the board.



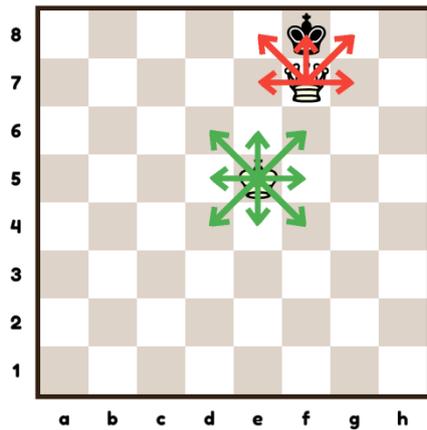
What could happen if the white king did not stand next to the white queen? Take a look at the following diagram.

Q2. Is the white queen protected?

1. Yes, she is safe.
2. Unfortunately she is not protected.



The arrows show you the squares that are controlled by the white king.



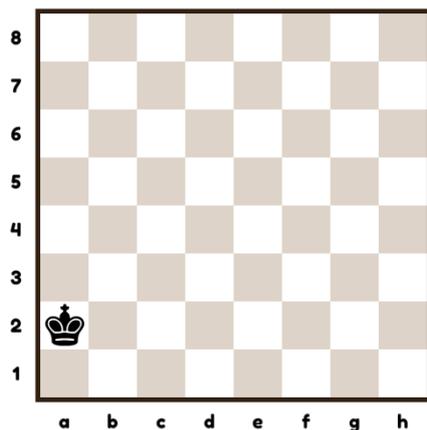
The black king is in check and the white queen controls all the squares where the black king could move to. Still, Black has a way to escape. Can you find it?

1. ... _____

Neither king can put the other in check, so neither player can win. In Chess Speak this is a **draw**.

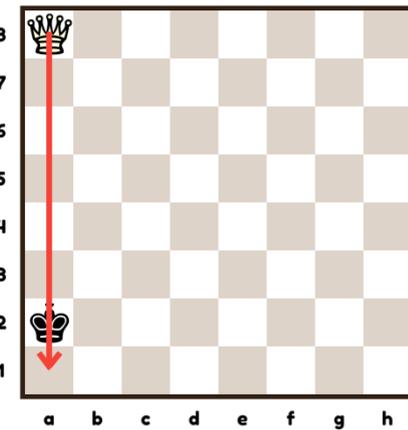
Q3. Where was the black king in every position where White gave mate?

1. In the center of the board.
2. In the corner of the board.
3. At the edge of the board.

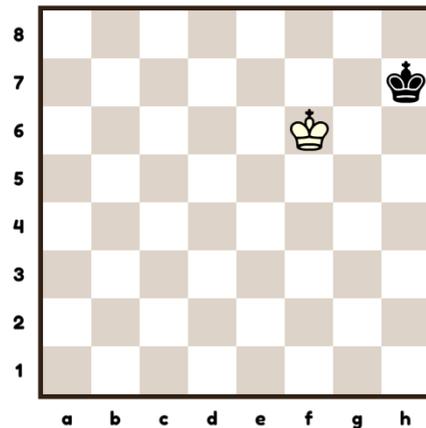


Draw arrows to all the squares where the black king could move to from a2-.

As the black king has just five possible moves, a mate can be given. Let's see how.

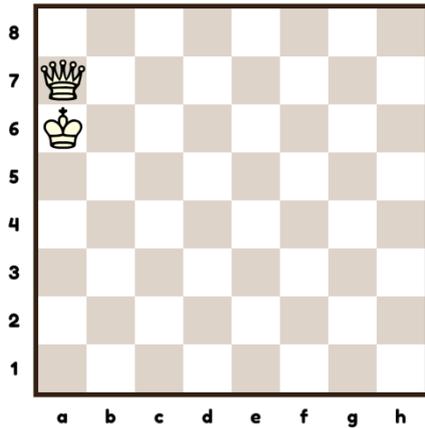


The white queen controls the a-file and so she takes away a3- and a1- from the black king. Where should we put the white king to set up a mate? **Write K on the square.**



Now the white king is in the right place: he controls all necessary squares. Let's see the next mate!

Where should we put the white queen to set up a mate? **Write Q on the square.**

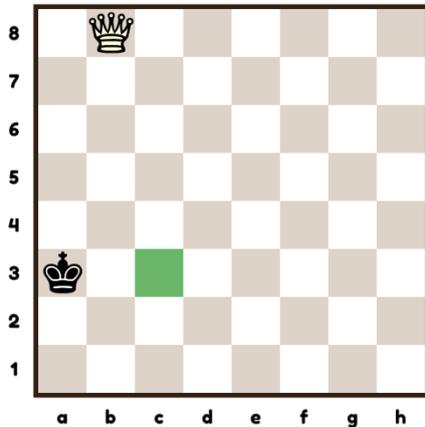


Put the black king on the board so that he is in checkmate. Write **(K)** on the square.

We have learnt that the enemy king must be forced to the edge of the board. But where should the attacking king go...?

Q4. The king should go...

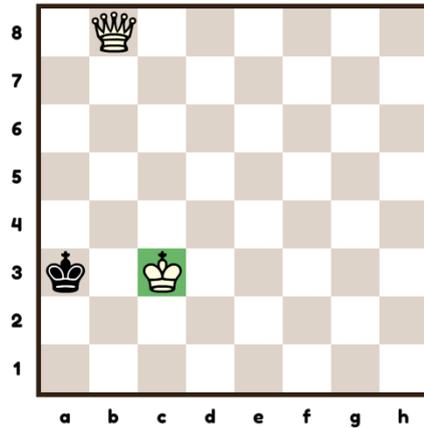
1. to a corner square.
2. two ranks or files away from the enemy king.
3. to the center of the board.



Remember that the king either has to protect the queen or he must take away squares from the enemy king if the queen gives mate on a file or rank at the edge of the board.

The white king has to be two ranks or files away from the enemy king. The best square for him is marked in green in the diagram.

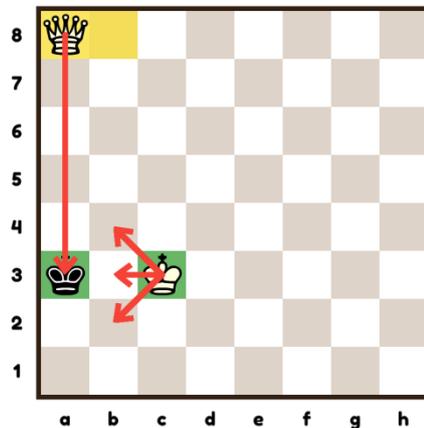
When the two kings face each other with only one square between them, they are in opposition. Opposition is an important chess concept that we shall discuss in more detail later on.



Q5. Why is c3- the best square for the white king in this position?

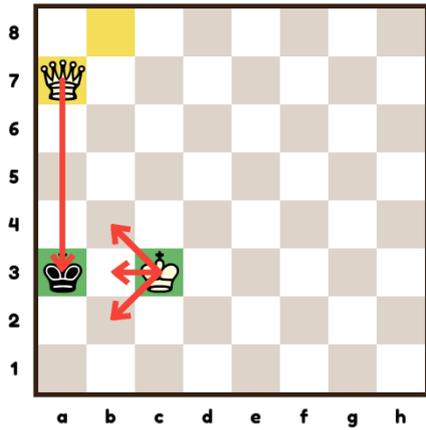
1. Because White gives mate in the following move.
2. Because the white king can reach the center quickly.
3. This square is not good at all.

Let's look at different checkmate patterns. Here is the first one.



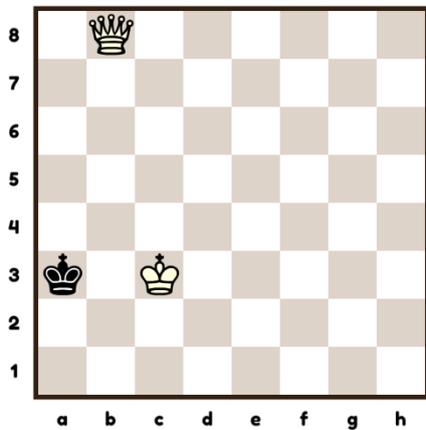
1. Qb8-a8#

The black king cannot move anywhere on the a-file, because the white queen controls these squares and the white king controls the other squares on the b-file where the black king could move to.



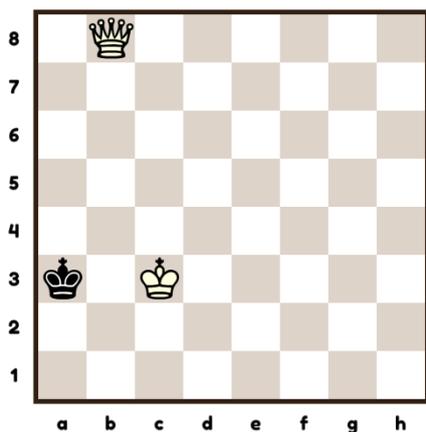
1. Qb8-a7#

Here is another.

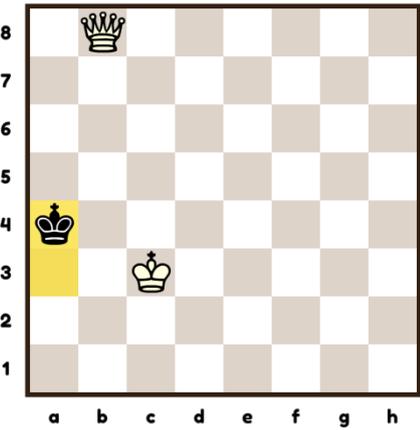


Give mate with the queen but **not** on the a-file.

1. _____



What happens if Black is to move? Black has two possible moves, here is one of them.

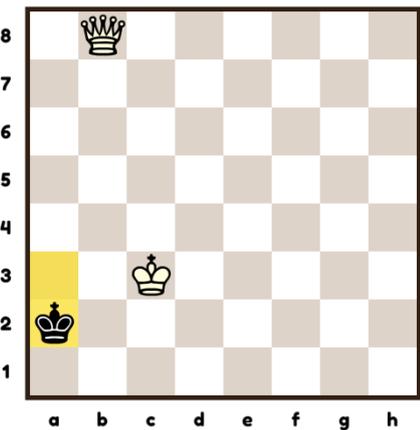


1. ... Ka3-a4

Black is reluctant to go into the corner.

White can give mate with this queen move.

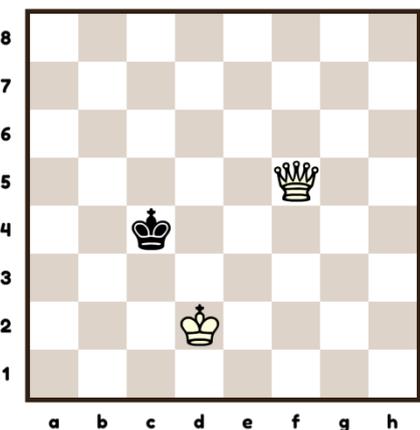
2. _____



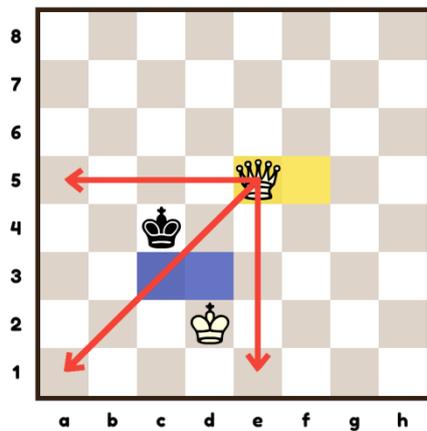
1. ... Ka3-a2

White can give mate with this queen move.

2. _____



Let's see how White can force the black king to the edge of the board from the center. White makes the available room for the black king smaller and smaller...

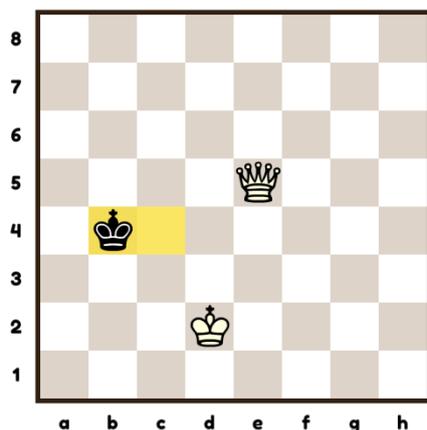


1. Qf5-e5

The arrows show you the squares the white queen controls around the black king and the squares marked in blue are controlled by the white king.

Q6. Why can the black king not move to these squares?

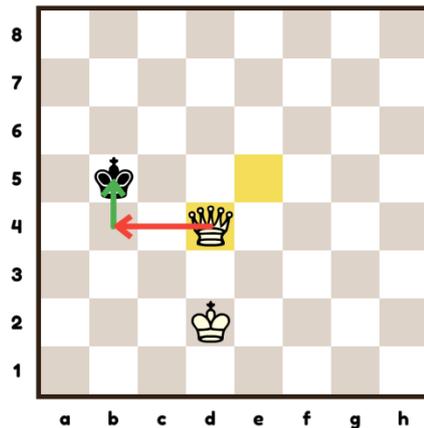
1. He cannot move into check.
2. He plans to escape to the edge of the board.
3. I am not sure why.



1. ... Kc4-b4

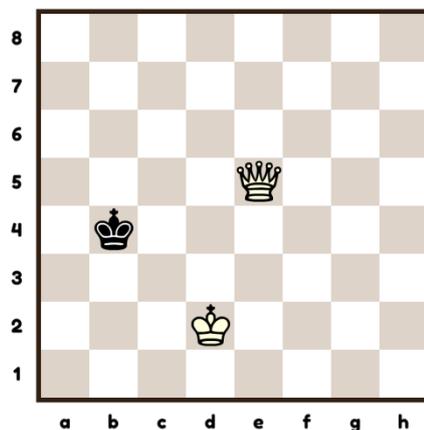
He takes a small step towards the edge of the board.

When we force the enemy king towards the edge of the board, we must be careful not to let him out of the cage.

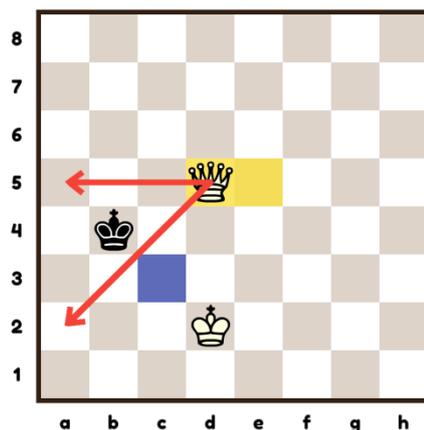


2. Qe5-d4+?

This check would not be a good move as the king is allowed to escape from the cage.



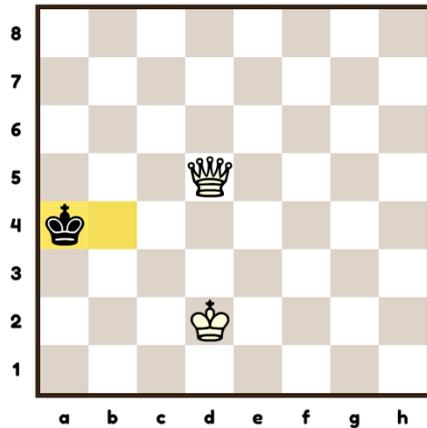
Let's look for a better move.



2. Qe5-d5!

That's more like it! The white queen is as close as possible to the black king, but she is safe from capture. The black king is forced to shuffle further towards the edge.

Put **X** on the squares where the black king can move to.



2. ... Kb4-a4

Let's say Black opts for this move.

Now White should force the king to the edge without giving check. The white king moves to the c-file to support the queen, but where exactly?

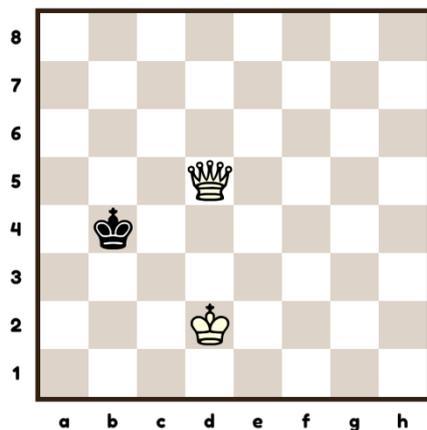
3. _____

Black has only one possible move. Find it!

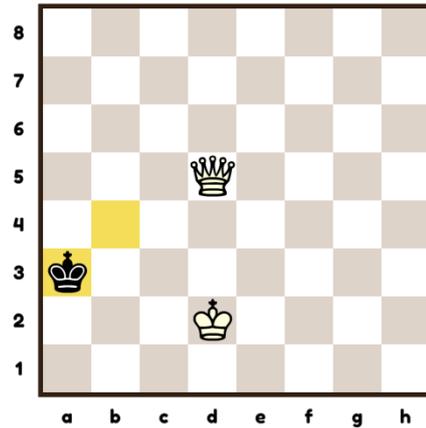
3. ... _____

Mate can be given in three different ways. Write the moves where the white queen can mate the black king in one move.

4. _____, 4. _____, 4. _____

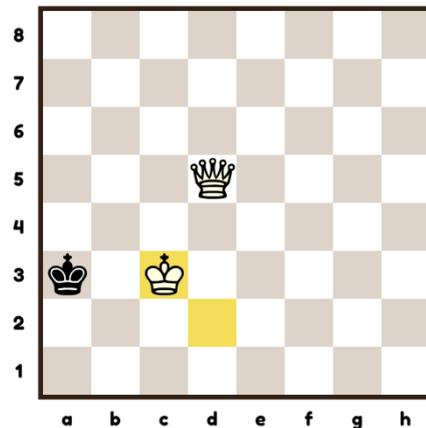


Let's return to the previous move. Black could have moved his king to a3- instead of a4- one move earlier. Let's see how White could reply.



1. ... Kb4-a3

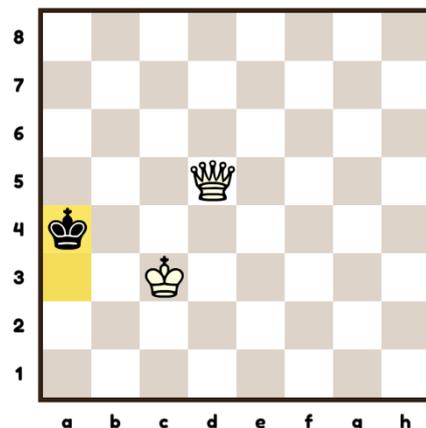
Black moves to a3-



2. Kd2-c3

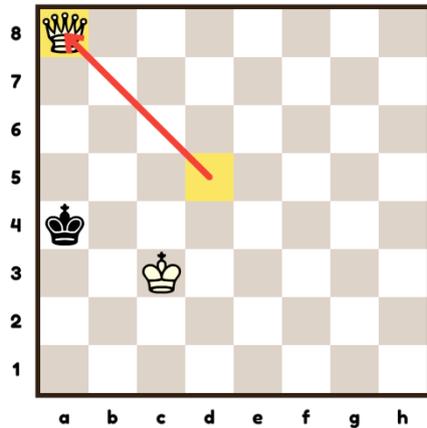
Kc3 is also acceptable, though White cannot give mate in a single move as in the previous variation. White also has to be careful...we shall soon find out why.

There is only one move for Black. Draw an arrow to the only square the black king can escape to.



1. ... Ka3-a4

Black moves to a4-.

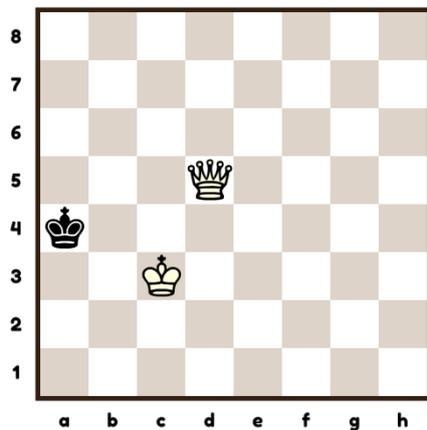


3. Qd5-a8+

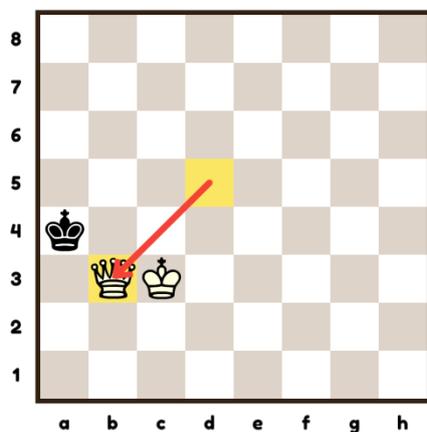
White cannot give mate from a8-. Why?

Can you find Black's 'great escape'?

3. ... _____



Let's go back to the original position.

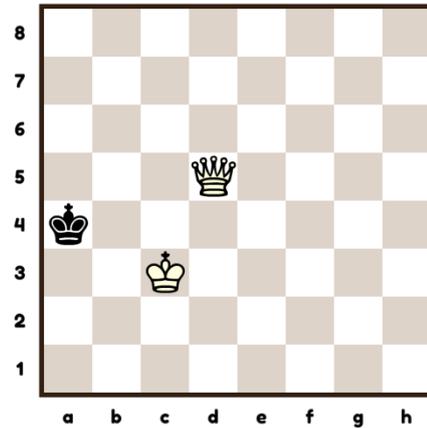


3. Qd5-b3+

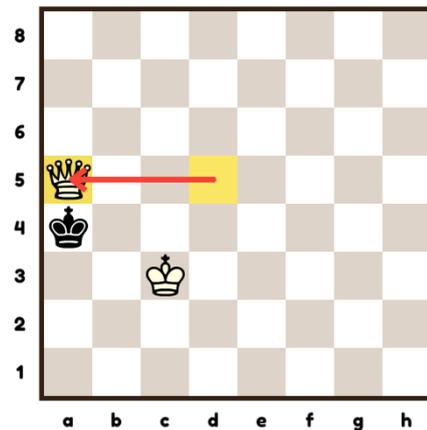
White cannot give mate from b3-, because the black king can escape again.

Make the only move with the black king after Qb3.

3. ... _____



Let's return to the original position again and move the queen to the a5-square.

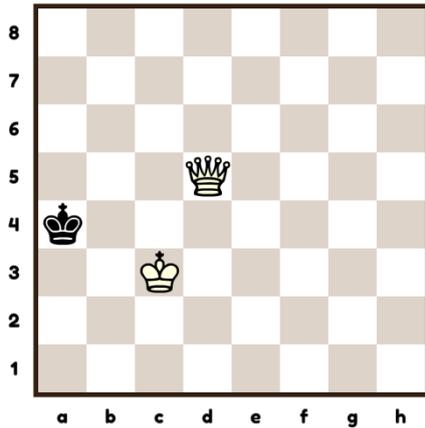


3. Qd5-a5+ ??

This is a serious mistake! White cannot give mate from a5- either. Let's see why.

Make the only move with the black king after Qa5. It is also an excellent move.

3. ... _____



What can White do instead?

Although White cannot give mate in one move, he can checkmate after Black plays Ka3.

Q7. The black king should not be let out of his cage, so which white piece should make a move here?

1. The queen.
2. The king.

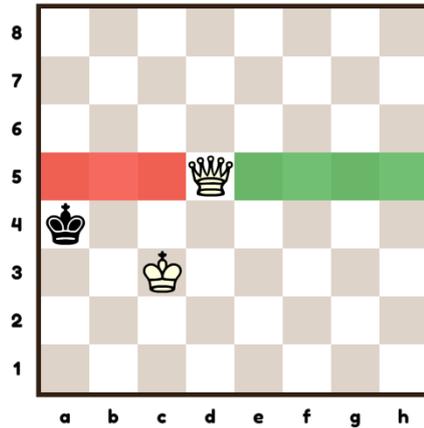
Draw arrows to the squares where the black king would like to - but cannot at the moment - escape to in order to get further away from the white king.

If White does not want to let the cat out of the bag...sorry, the king out of the cage, then the queen has to control both of these squares.

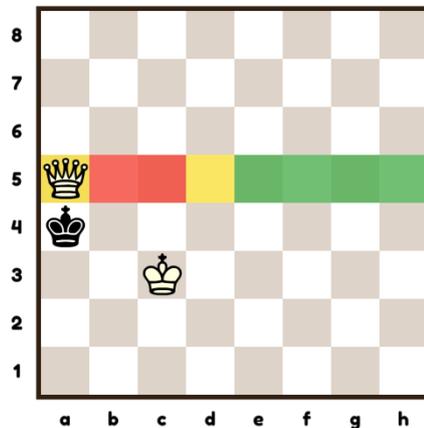
Q8. In what direction should the white queen move?

1. Diagonally
2. Horizontally
3. Vertically

So the white queen just moves along the fifth rank and mate will be possible in the next move. Or is that not so simple? White has four winning moves here and three bad ones after which he cannot win at all.

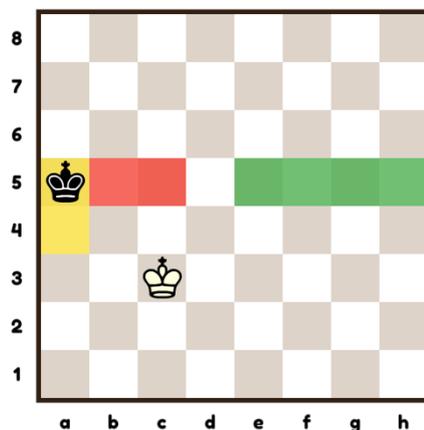


The green squares are OK for the white queen, but the ones marked in red are mined! Let's take a look at these first.



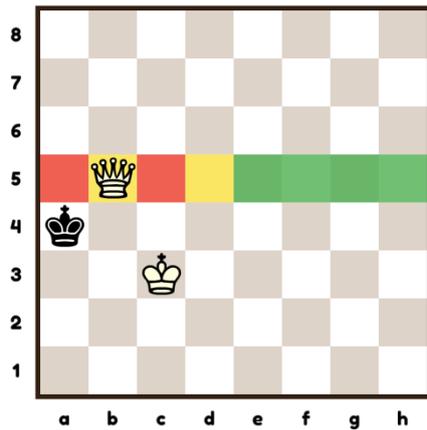
3. Qd5-a5+ ??

If the white queen ventures to a5- or b5- she will be captured. You have already seen what happened to her majesty on a5-!



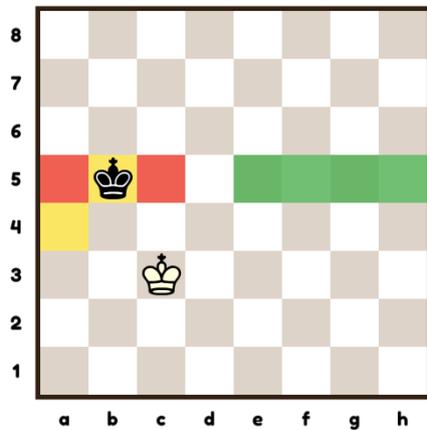
3. ... Ka4xa5

Black takes the queen and the game ends in a draw.

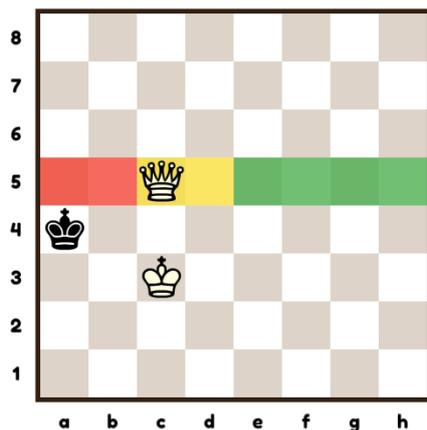


3. Qd5-b5+ ??

The queen moves to b5- now.



Black captures the queen again. Yet another draw.



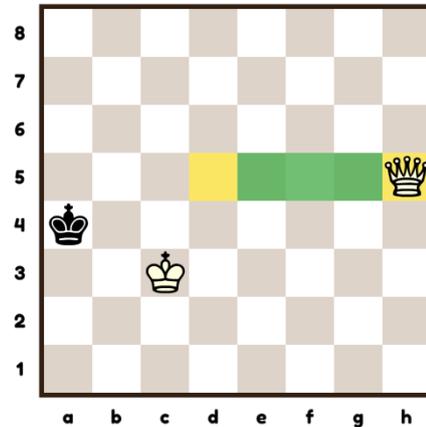
1. Qd5-c5?

What happens if the queen moves to c5-? Why is this square marked red?

The black king cannot move into check, but he is not in check at the moment. The king is stuck in his current position...

Q9. Do you remember what happens now?

1. Not really.
2. Black misses a turn.
3. This is stalemate.



3. Qd5-h5

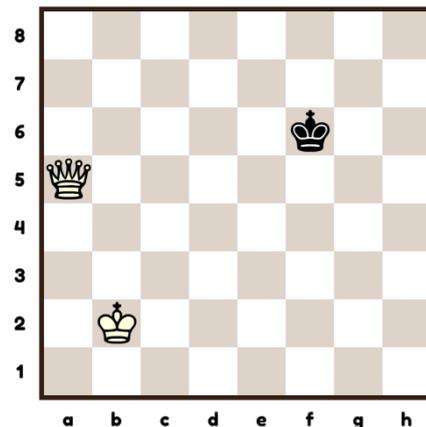
White has to move the queen to a green square, like this, for example.

Black only has one move. Find it!

3. ... _____

White can give mate in one move.

4. _____



It is your turn to mate the black king. Force him to the edge of the board. The queen needs no help from her king to force the enemy king to the edge of the board.

Q10. The queen's best strategy is ...

1. to give check all the time.
2. to send her king on a march towards the enemy king.
3. to move herself as close as possible to the enemy king.

Use your queen to make the enemy king's cage smaller and smaller, but do not let him escape from the cage.

Find the best square for the queen. There are many to choose from!

1. _____ Kf6-g6

Already the black king has to withdraw towards the edge of the board. It is a good beginning!

Limit the black king's room for movement some more.

2. _____ Kg6-f7

We are on the right track.

Find the next move with the queen.

3. _____ Kf7-g7

Bravo! The cage is getting smaller and smaller...

Continue White's play.

4. _____ Kg7-f8

The black king is forced to the edge of the board. He moves to the h-file or the eighth rank. Let's say he goes for the eighth rank.

Q11. What shall we do now?

1. Start putting the black king into check after check...
2. Narrow the cage even further.
3. Send an email to ask for more information.

Keep moving the queen as close as possible to the enemy king but do not let her be captured.

5. _____ Kf8-g8

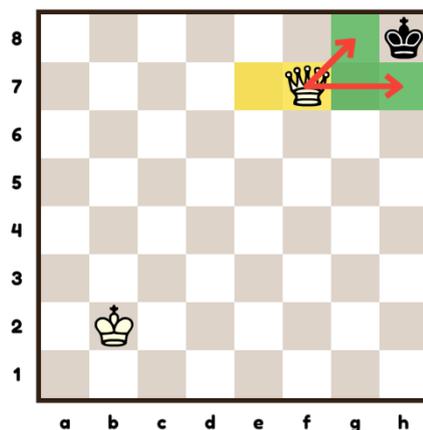
Black has only one move.

What is next?

6. _____ Kg8-h8

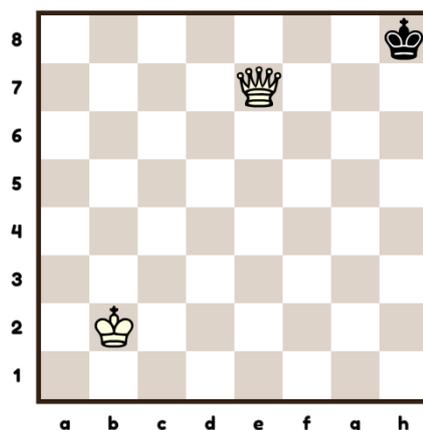
Black has only one move again. Here it is.

Here you must be really careful. If you make the cage any smaller, then...



7. Qe7-f7?? Stalemate!

...you would make a big mistake, as the black king would have no possible moves and he would not be in check either. The game would end in stalemate!



Let's return to the previous position. The white queen has narrowed the cage as much as she safely could, and now it is time to ask the (somewhat lazy) white king for help.

Q12. Where should the white king face the enemy king?

1. In the center.
2. In opposition with a square between the kings.
3. On the same rank but far away from him.
4. On the same file but far away from him.

The best strategy is to come close with our king.
Find the best move for White!

7. _____ Kh8-g8

Black has only one move.

That is the only square. Let's see the rest!

Keep coming closer with the king.

8. _____ Kg8-h8

The black king is forced onto one of two squares.

How should White continue?

9. _____ Kh8-g8

Black has no choice.

Where should White move his king to.

10. _____ Kg8-h8

Now we are close enough.

The end is near... Black is about to make his last move in this game.

White checkmates in one move.

11. _____

Congratulations, you have mated the black king.

Test

1. What is the best method to give mate with the queen? (1)

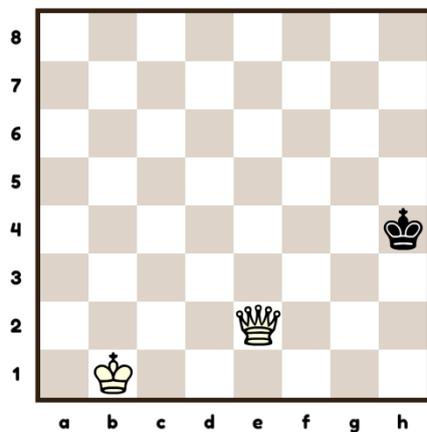
1. Giving check after check.
2. Driving the king to the center of the board.
3. Forcing the king to any edge of the board.

2. How can you force the king to the edge of the board? (1)

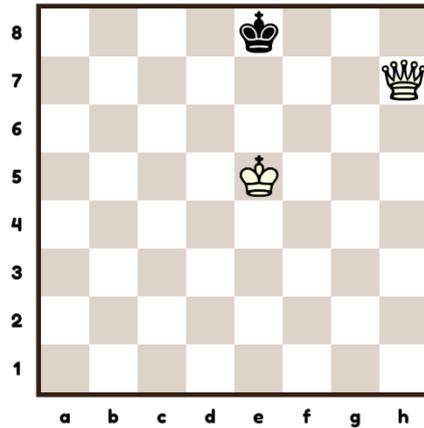
1. By putting the king in check all the time.
2. By chasing the enemy king with our own king.
3. By locking the enemy king in a cage with the queen.

3. What must be done before we can checkmate with the queen? (1)

1. Placing our king in opposition to the enemy king with a single square between them.
2. Keeping our king far away as the mighty queen needs no help with the mate.
3. Forcing the enemy king to a corner square.

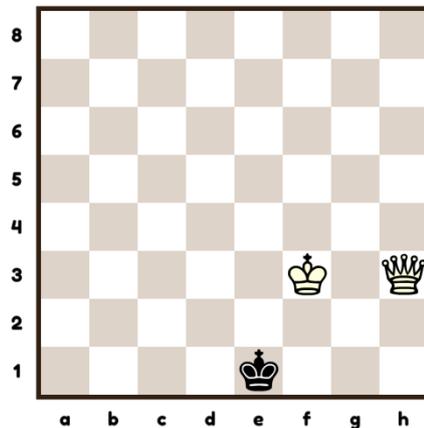


4. Put X on the square the queen should go to lock the enemy king in the tightest possible cage. (3)



5. White to move. Find the best move! (3)

1. _____



6. Give mate in two moves with White. The first move is not so easy. (5+3)

1. _____

2. _____

Score: _____ %

Points: _____

Correct: _____

Time: _____