



Chess worksheet: Discovered attacks and double check

12 puzzles · Levels 2, 3, 4, 5 · answers and explanations at the end

Name _____

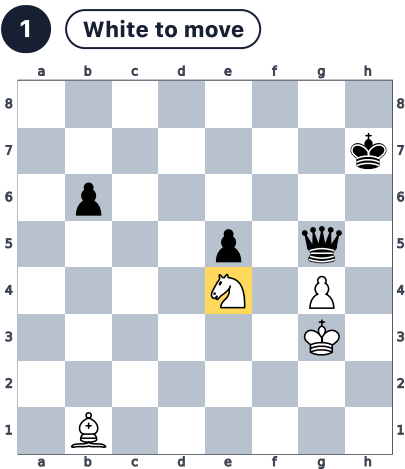
Date _____



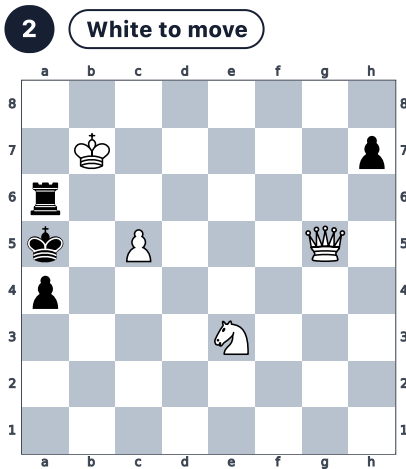
More practice in the Karotto app, with a voice guide and hints. Scan the code or visit playkarotto.com

Write the move (for example $\text{d}f3$ or Nf3) or draw an arrow on the board. The board always faces the side to move.
Yellow square: the piece to move (the "glowing piece" in the question). · Stars: squares you could move to; only one is right. · Letters A, B, C on squares: the options to choose from. · Arrow: the last move, or a move the question gives you. · Red square: a piece under attack. · Blue square: a piece or square to watch.

Level 2

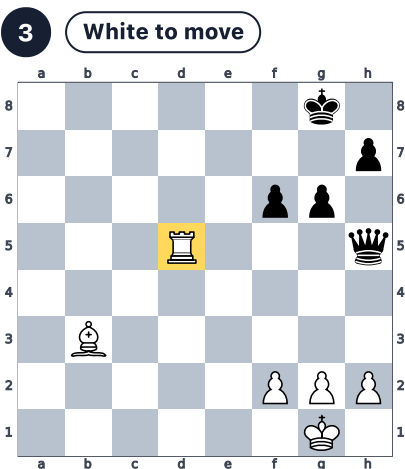


Moving the glowing piece gives a **DISCOVERED CHECK**.
Pick the square where it can capture a black piece!
Move: _____

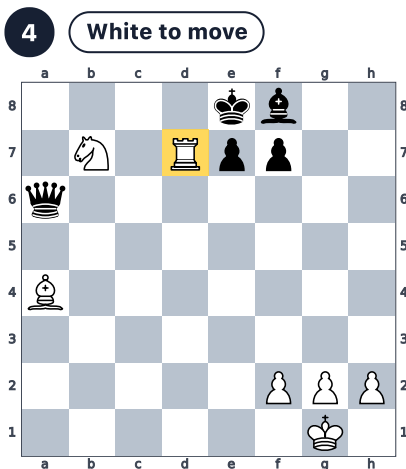


White to move. Find a discovered check that wins material!
Move: _____

Level 3



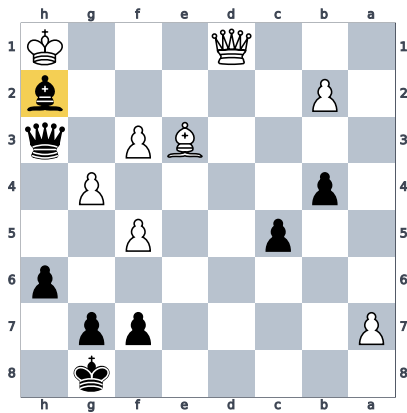
The glowing rook is standing in front of the bishop. Where should the rook go to win the most?
Move: _____



The glowing rook is standing in front of the bishop. If a checking piece stands next to the king with no guard, the king can take it. Put the rook on a square guarded by a white piece!
Move: _____

Level 5

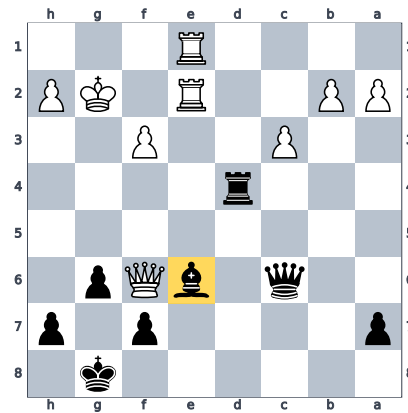
11 Black to move



The glowing bishop is blocking the queen's path. Where is the best square for the bishop?

Move: _____

12 Black to move



The glowing bishop is blocking the queen's path. Let the bishop step out with check!

Move: _____

Answers and explanations: Discovered attacks and double check

1. ♖xg5+ · Level 2

Why: The piece behind checks the king, and the piece that moved is free to capture.

2. c6+ · Level 2

Why: The piece behind checks the king, and the piece that moved is free to capture.

3. ♖xh5+ · Level 3

Why: The rook takes the queen with a discovered check. The black pawn has no time to take back the rook.

4. ♖d8# · Level 3

Why: The white knight guards the rook, so the king can't take it.

5. 1... ♖xe8 2. ♖b8 ♖d8+ · Level 3

Why: The front piece steps out and attacks one more piece, and the piece behind strikes.

6. ♖xc5+ · Level 3

Why: The rook checks the king, and Black has to save the king, so there's no time to take back the knight. You win a whole queen.

7. ♖d8# · Level 3

Why: The rook and bishop give check together, and the black king has nowhere to go.

8. 1. ♖xb7 ♖xb7 2. ♖xd8 · Level 3

Why: The front piece steps out and attacks one more piece, and the piece behind strikes.

9. 1... ♖h3+ 2. gxf3 ♖xf1# · Level 4

Why: The knight checks on h3 and opens the f-file for the queen. The pawn takes the knight, and the queen takes the rook on f1: checkmate!

10. 1. ♖a7+ ♖b8 2. ♖a8# · Level 4

Why: The rook leaves b7 and checks on a7, opening the diagonal for the bishop on f3. The black king steps back to b8, and the rook goes to a8 for checkmate: the bishop guards b7, and the pawn on b6 guards a7 and c7.

11. 1... ♖f4+ 2. ♖g1 ♖xe3# · Level 5

Why: The bishop steps out, and the black queen on the h-file gives a discovered check. The white king must go to g1, then the bishop takes on e3: checkmate!

12. 1... ♖h3+ 2. ♖g3 ♖xf6 · Level 5

Why: The bishop steps out with check on h3, opening the way for the black queen to aim at the white queen along the row. The king runs, and the black queen takes the white queen.
