



Chess worksheet: Attacking the king

12 puzzles · Levels 4, 5, 6 · 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

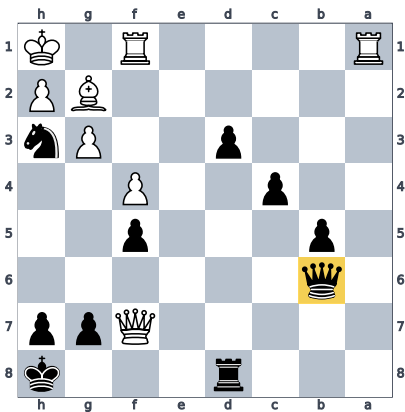
Write the move (for example Qf3 or Nf3) or draw an arrow on the board. The board always faces the side to move.

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 4

1

Black to move

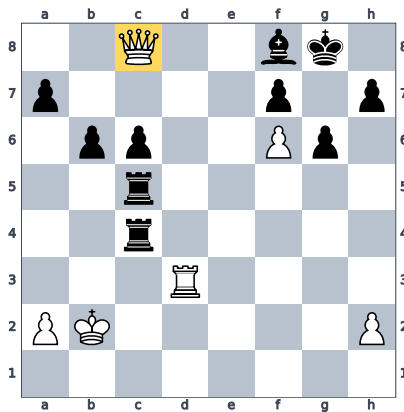


The glowing piece is the queen. Sacrifice it so the white king's way gets blocked!

Move: _____

2

White to move

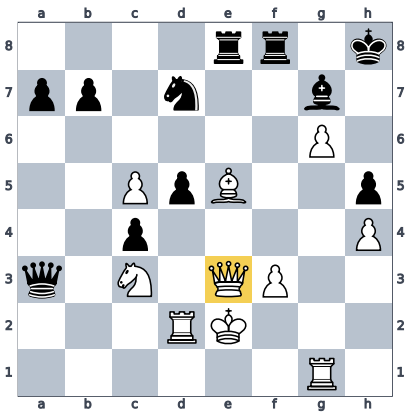


The glowing piece is the queen. Sacrifice the queen to pull the black king to f8!

Move: _____

3

White to move

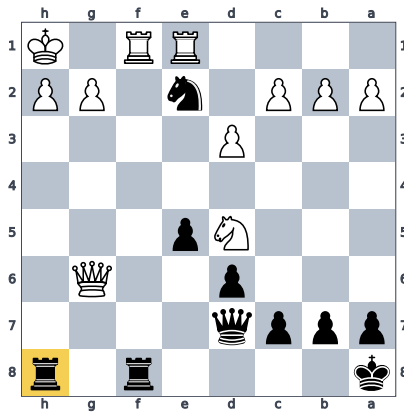


The glowing piece is the queen. Give check to bring the queen right next to the black king!

Move: _____

4

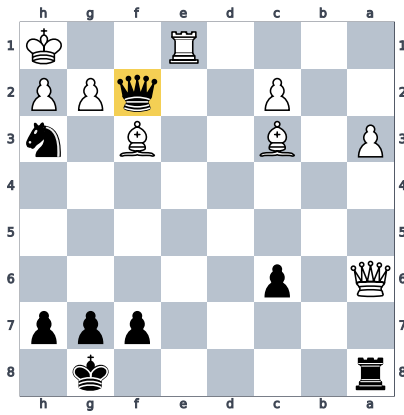
Black to move



The glowing piece is the rook. Sacrifice it to smash the pawn on h2!

Move: _____

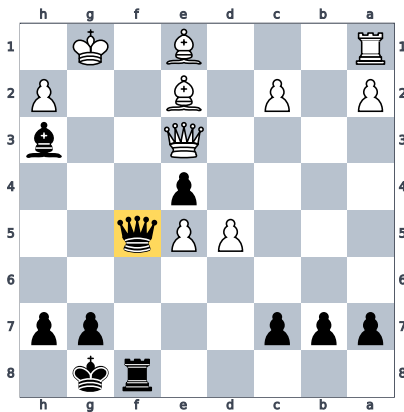
5 Black to move



The glowing piece is the queen. Sacrifice the queen with check to fill the king's escape square!

Move: _____

7 Black to move

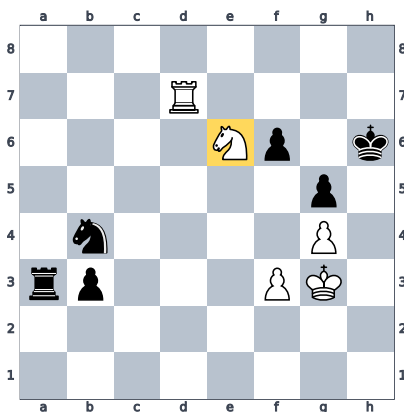


The glowing piece is the queen. Sacrifice the queen to open the way for the rook!

Move: _____

Level 5

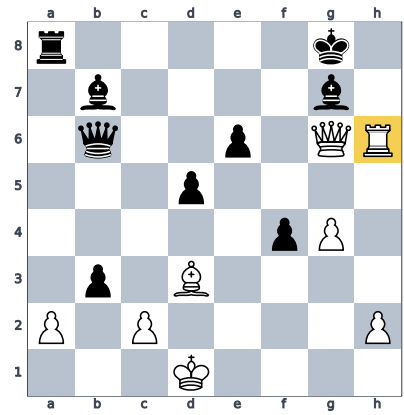
8 White to move



The glowing knight moves first. Block the black king's escape squares!

Move: _____

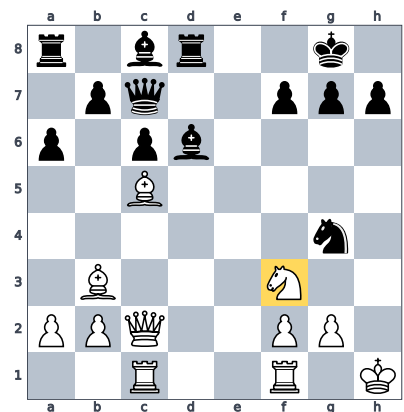
6 White to move



The glowing piece is the rook. Sacrifice the rook to pull the black king into the corner!

Move: _____

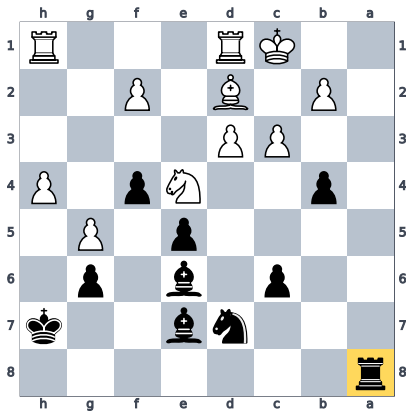
9 White to move



The glowing knight jumps in. Keep calculating!

Move: _____

10 Black to move

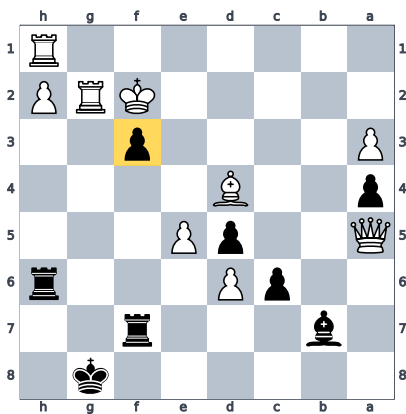


The glowing rook moves first. The white king hasn't castled, so give check!

Move: _____

Level 6

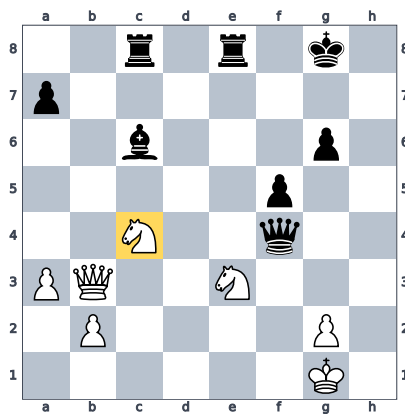
11 Black to move



The glowing piece will open a path to the king stuck in the center. Make the first move!

Move: _____

12 White to move



The glowing piece starts the attack. Think through the whole chain before you move!

Move: _____

Answers and explanations: Attacking the king

1. 1... ♖g1+ 2. ♗xg1 ♕f2# · Level 4

Why: The queen sacrifices itself on g1, the white rook takes and blocks the escape square itself. The knight drops to f2: checkmate.

2. 1. ♖xf8+ ♕xf8 2. ♖d8# · Level 4

Why: The queen takes the bishop on f8 with check, the black king must take and gets pulled to f8. The rook drops to d8: checkmate, because the pawn on f6 guards e7 and g7.

3. 1. ♖h6+ ♕g8 2. ♖xg7# · Level 4

Why: The queen checks on h6, and the black king must step back to g8. The queen takes the bishop on g7, guarded by the bishop on e5: checkmate!

4. 1... ♖xh2+ 2. ♕xh2 ♖h8+ 3. ♖h5 ♖xh5# · Level 4

Why: The rook takes the pawn on h2 with check, the white king takes and gets pulled out. The rook on f8 goes to h8 with check, and even blocking with the queen doesn't help: the rook takes the queen, checkmate.

5. 1... ♖g1+ 2. ♗xg1 ♕f2# · Level 4

Why: The queen sacrifices itself with check on g1, the rook on e1 must take and fills the last escape square. The knight checks on f2: the white king has nowhere to run.

6. 1. ♖h8+ ♕xh8 2. ♖h7# · Level 4

Why: The rook checks on h8, the black king must take and gets pulled into the corner. The queen drops to h7: checkmate.

7. 1... ♖f1+ 2. ♕xf1 ♖xf1# · Level 4

Why: The queen sacrifices itself with check on f1, and the white bishop must take. The rook takes back on f1: checkmate, because the bishop on h3 guards g2.

8. 1. ♕f8 ♖a7 2. ♖xa7 b2 3. ♖h7# · Level 5

Why: The knight goes to f8, guarding the squares around the black king and threatening rook checkmate on h7. If Black blocks with the rook, your rook takes it, and then it's checkmate.

9. 1. ♕g5 ♕f6 2. ♕xf7 · Level 5

Why: The knight jumps to g5 and threatens checkmate on h7. Black has to defend, and the knight takes the pawn on f7, attacking the black rook and queen.

10. 1... ♖a1+ 2. ♕c2 b3# · Level 5

Why: The rook checks on a1, the white king has to go to c2, and then the pawn on b3 gives checkmate.

11. 1... fxcg2+ 2. ♕g1 ♖g6 · Level 6

Why: The pawn takes the rook on g2 with check. Then the black rook swings to the g-file to help the pawn, and the white king is pushed into the corner.

12. 1. ♕e5+ ♕h8 2. ♕xg6+ ♕g7 3. ♕xf4 · Level 6

Why: The knight leaves c4, opening the way for the queen to check the king. The knight takes the pawn on g6 with check, then takes the queen on f4.
