



Chess Workbook Level 1 with Answers

48 puzzles · Level 1 · Basics and rules · answers and explanations at the end

Name _____

Date _____



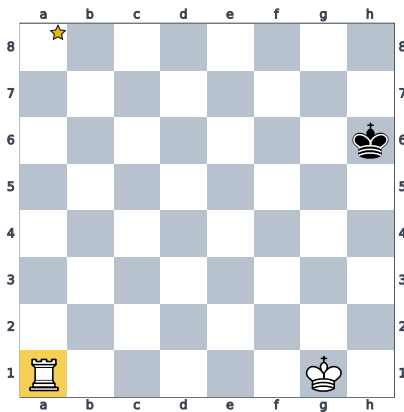
More practice in the Karotto app, with a voice guide and hints. Scan the code or visit playkarotto.com

Write the move (for example ♘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.

Meet the board and move the pieces

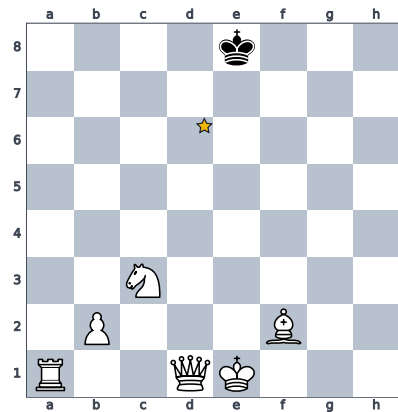
1 White to move



The star is on a8: file a, rank 8. Move the white rook from a1 up to the star!

Move: _____

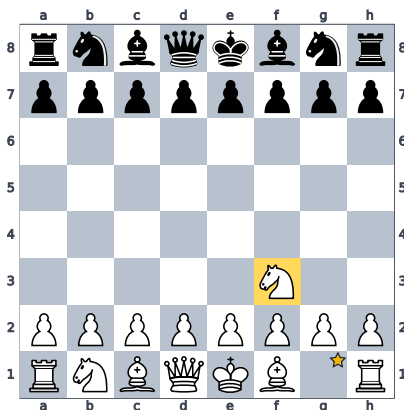
2 White to move



Find the white queen, then move it to the star!

Move: _____

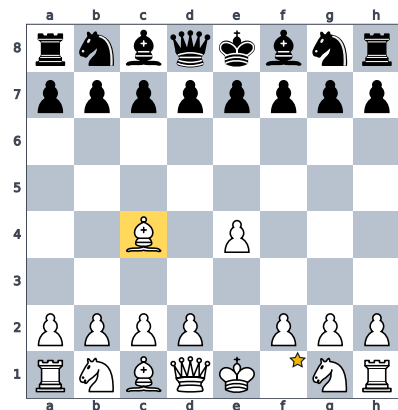
3 White to move



The white knight wandered off to f3. Bring it back to the star on g1!

Move: _____

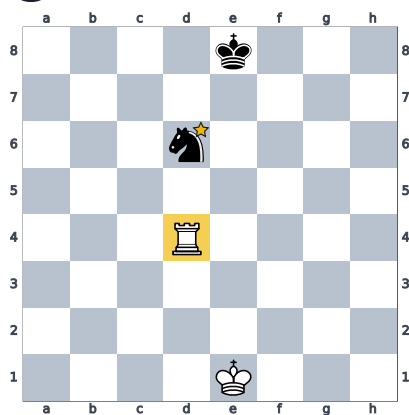
4 White to move



The white bishop wandered off to c4. Bring it back to the star on f1!

Move: _____

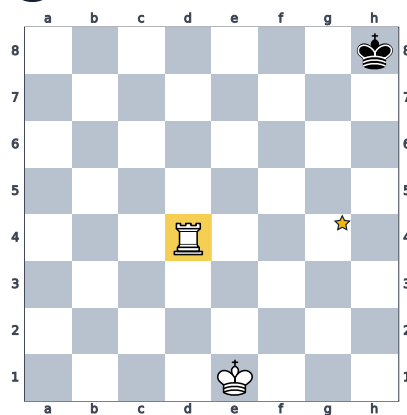
5 White to move



Let the white rook capture the black knight!

Move: _____

6 White to move

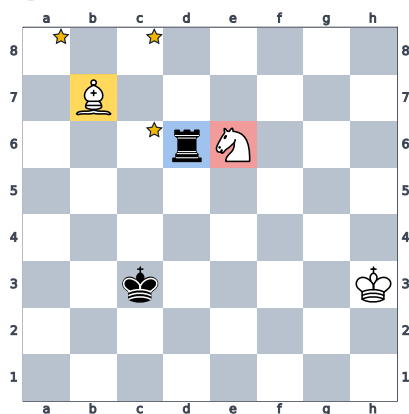


Move the white rook from d4 to the star on g4.

Move: _____

Protecting pieces

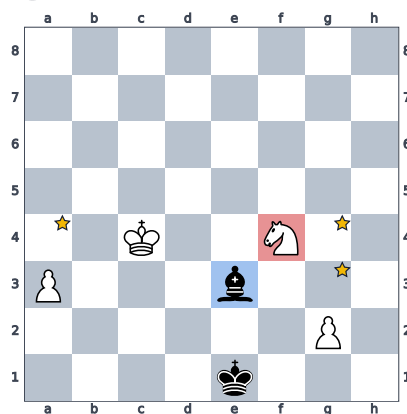
7 White to move



A white piece is under attack. Only one star can guard it. Pick it!

Move: _____

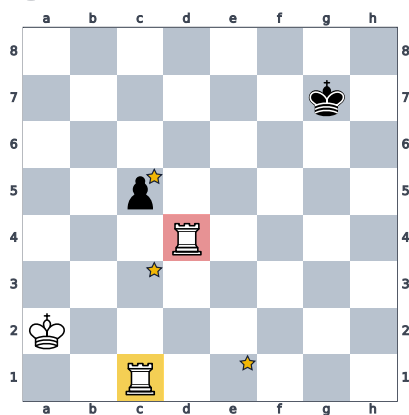
8 White to move



A white piece is under attack. Only one star can guard it. Pick it!

Move: _____

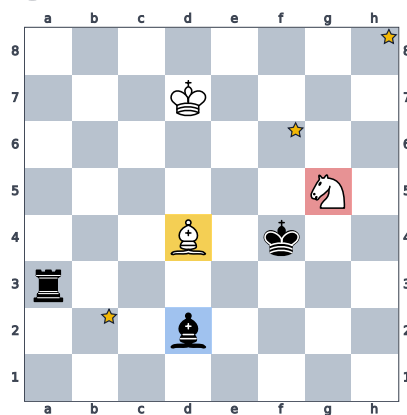
9 White to move



A black piece is attacking a white piece. Only one star captures it safely. Pick it!

Move: _____

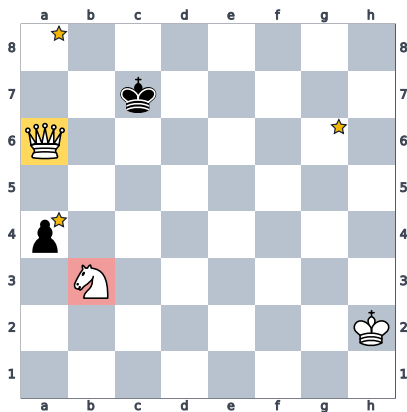
10 White to move



A white piece is under attack. Only one star can guard it. Pick it!

Move: _____

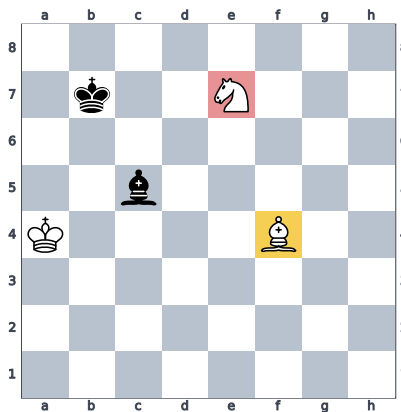
11 White to move



A black piece is attacking a white piece. Only one star captures it safely. Pick it!

Move: _____

12 White to move

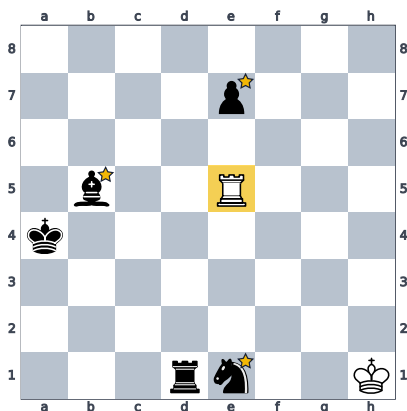


A white piece is under attack. Send the glowing piece to guard it.

Move: _____

Captures that don't get taken back

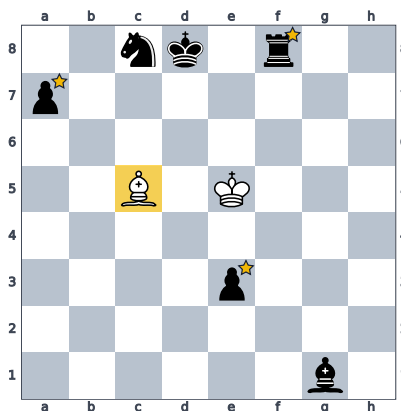
13 White to move



Some black pieces stand alone, some are guarded. Only one star is a safe capture. Pick it!

Move: _____

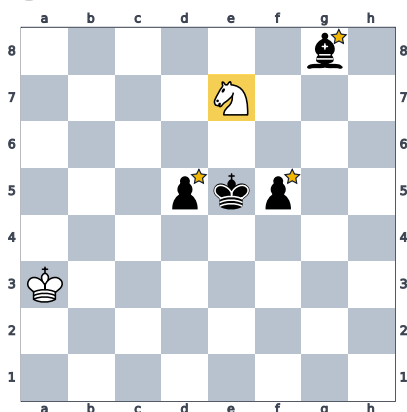
14 White to move



Some black pieces stand alone, some are guarded. Only one star is a safe capture. Pick it!

Move: _____

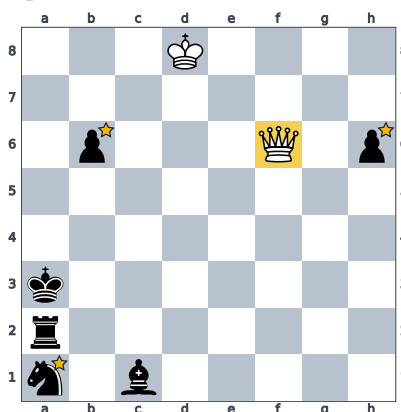
15 White to move



Some black pieces stand alone, some are guarded. Only one star is a safe capture. Pick it!

Move: _____

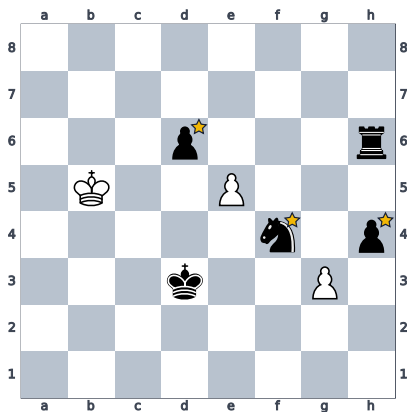
16 White to move



Some black pieces stand alone, some are guarded. Only one star is a safe capture. Pick it!

Move: _____

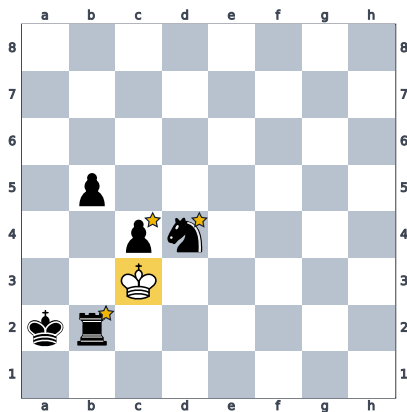
17 White to move



Some black pieces stand alone, some are guarded. Only one star is a safe capture. Pick it!

Move: _____

18 White to move

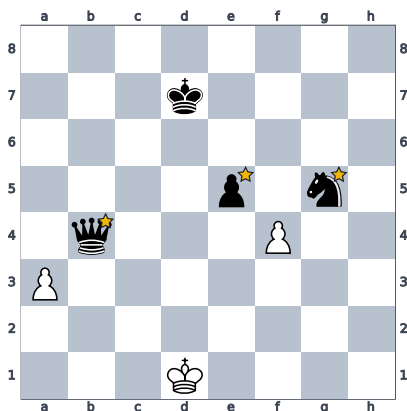


Some black pieces stand alone, some are guarded. Only one star is a safe capture. Pick it!

Move: _____

Which capture wins more?

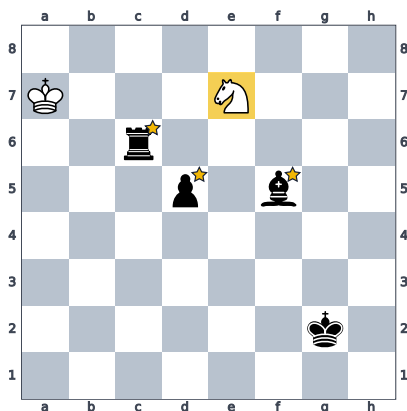
19 White to move



All three black pieces stand alone. Only one star is the piece worth the most. Pick it!

Move: _____

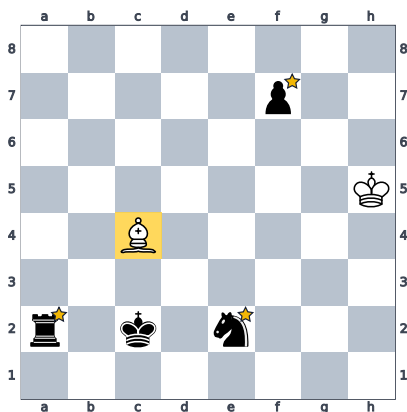
20 White to move



All three black pieces stand alone. Only one star is the piece worth the most. Pick it!

Move: _____

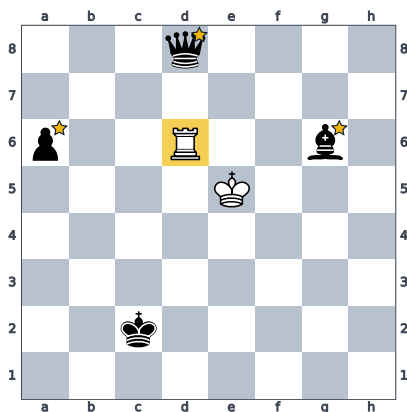
21 White to move



All three black pieces stand alone. Only one star is the piece worth the most. Pick it!

Move: _____

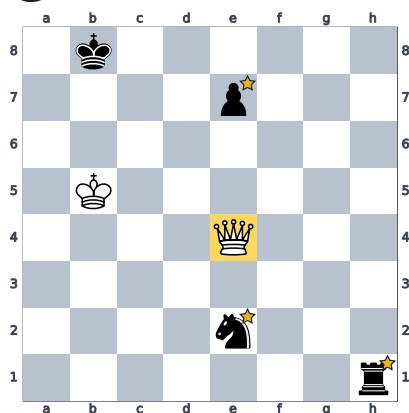
22 White to move



All three black pieces stand alone. Only one star is the piece worth the most. Pick it!

Move: _____

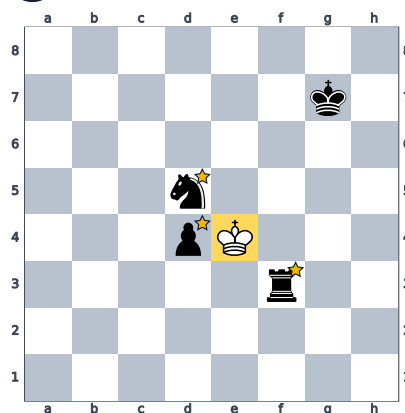
23 White to move



All three black pieces stand alone. Only one star is the piece worth the most. Pick it!

Move: _____

24 White to move

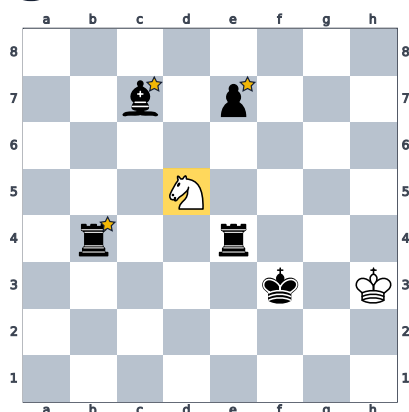


All three black pieces stand alone. Only one star is the piece worth the most. Pick it!

Move: _____

Winning material without losing any

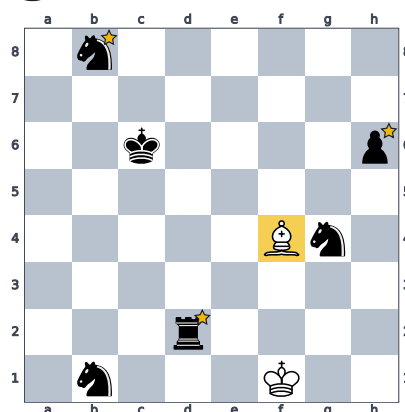
25 White to move



Some black pieces stand alone, some are guarded. Only one star wins the most without losing out. Pick it!

Move: _____

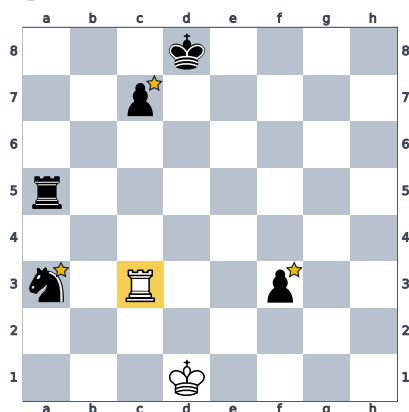
26 White to move



Some black pieces stand alone, some are guarded. Only one star wins the most without losing out. Pick it!

Move: _____

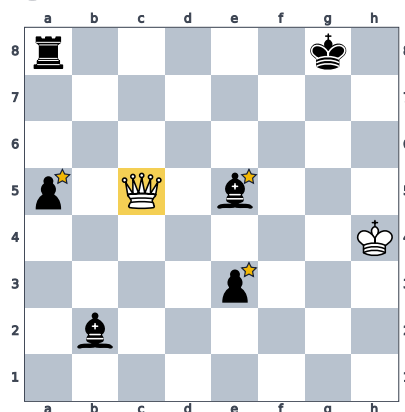
27 White to move



Some black pieces stand alone, some are guarded. Only one star wins the most without losing out. Pick it!

Move: _____

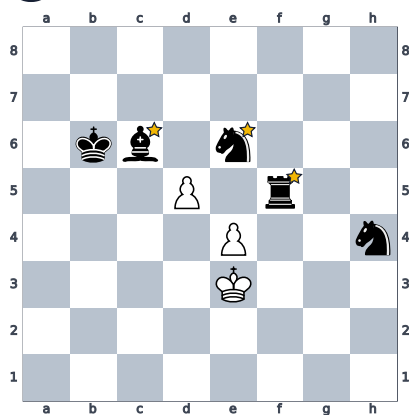
28 White to move



Some black pieces stand alone, some are guarded. Only one star wins the most without losing out. Pick it!

Move: _____

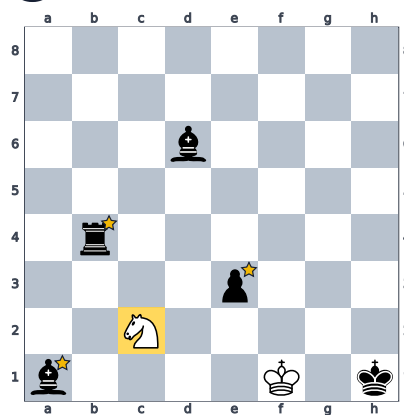
29 White to move



Some black pieces stand alone, some are guarded. Only one star wins the most without losing out. Pick it!

Move: _____

30 White to move

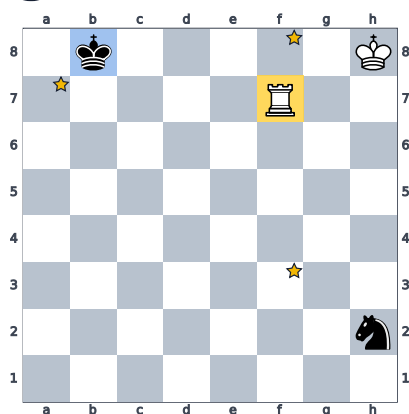


Some black pieces stand alone, some are guarded. Only one star wins the most without losing out. Pick it!

Move: _____

Check and escaping check

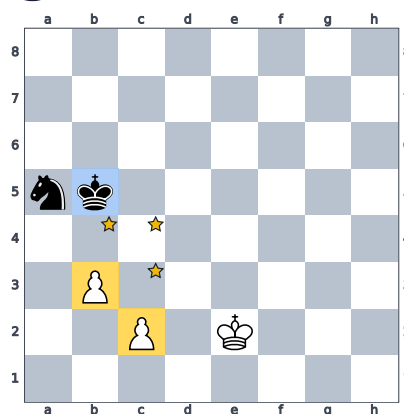
31 White to move



Only one star checks the black king without being captured. Pick it!

Move: _____

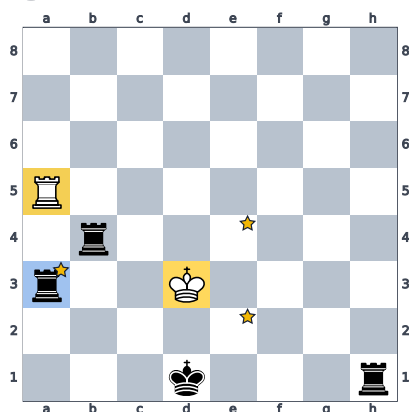
32 White to move



Only one star checks the black king without being captured. Pick it!

Move: _____

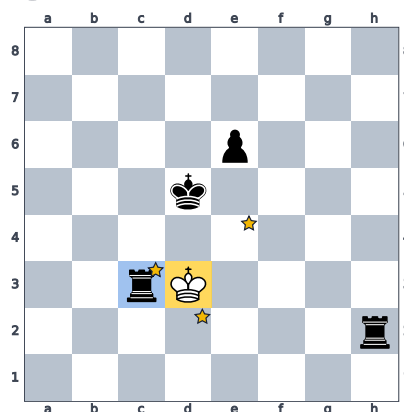
33 White to move



The white king is in check! Only one star saves the king. Pick it!

Move: _____

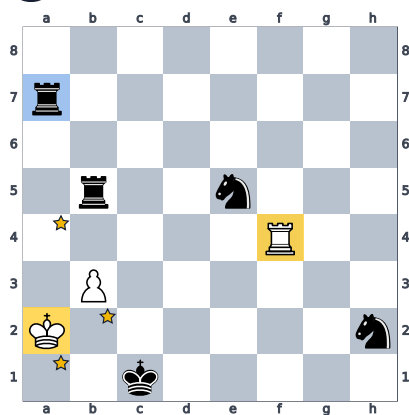
34 White to move



The white king is in check! Only one star saves the king. Pick it!

Move: _____

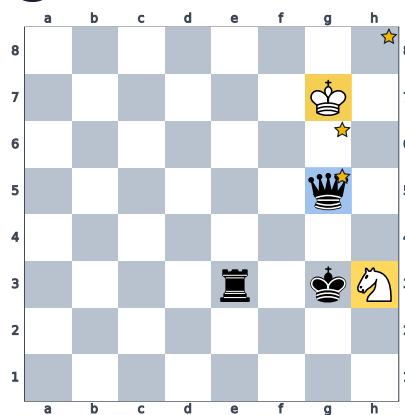
35 White to move



The white king is in check! Only one star blocks the check. Pick it!

Move: _____

36 White to move

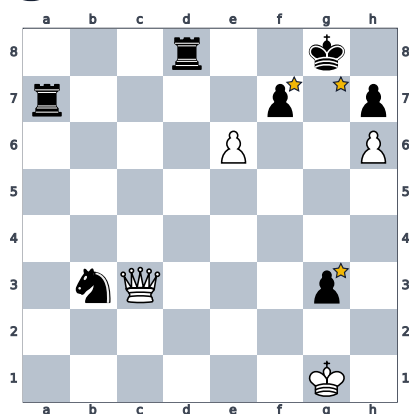


The white king is in check! Only one star saves the king. Pick it!

Move: _____

Checkmate and special rules

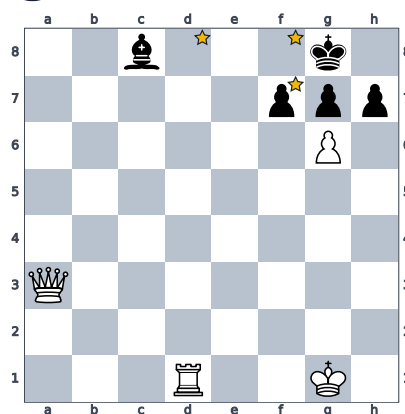
37 White to move



There are three stars; only one is checkmate. A queen next to the black king needs a friend protecting her.

Move: _____

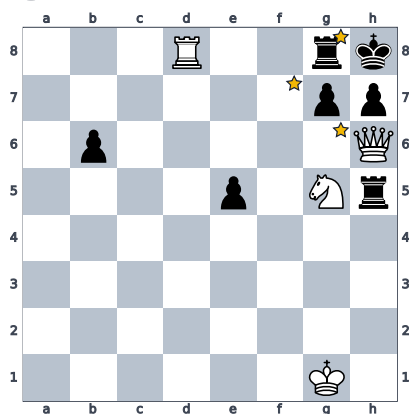
38 White to move



There are three stars; only one is checkmate. The black king is blocked by its own pawns.

Move: _____

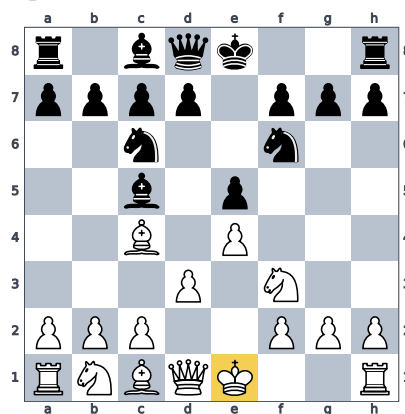
39 White to move



There are three stars; only one is checkmate. The black king is boxed in the corner by its own pieces.

Move: _____

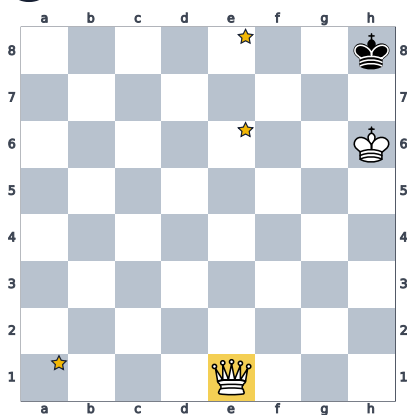
40 White to move



The king and the rook on h1 haven't moved, and the squares between them are empty. Castle!

Move: _____

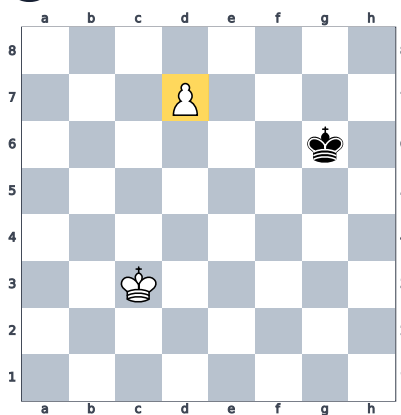
41 White to move



There are three stars: one star is checkmate, two give stalemate. Pick the checkmate star!

Move: _____

42 White to move

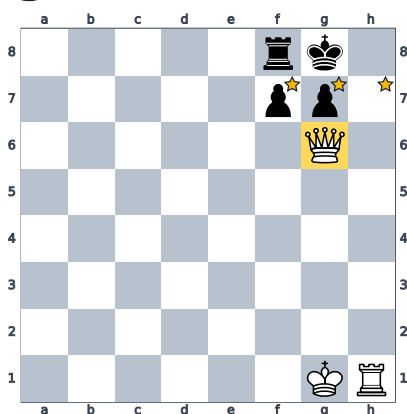


Promote the glowing pawn to a queen!

Move: _____

Level 1 extra practice

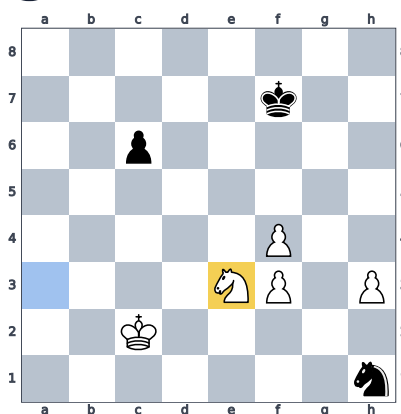
43 White to move



There are three stars; only one is checkmate. The white rook on the h-file is ready to protect the queen.

Move: _____

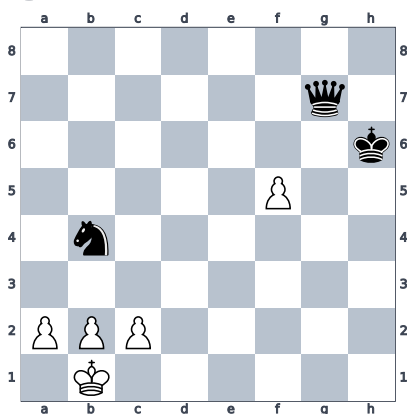
44 White to move



The glowing knight needs to reach a3 in as few moves as possible. Where does your first move go?

Move: _____

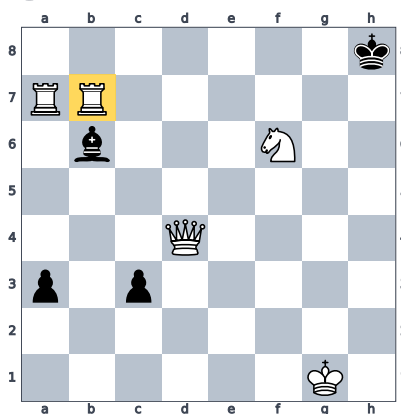
45 White to move



White to move. Black threatens checkmate next move. Stop it!

Move: _____

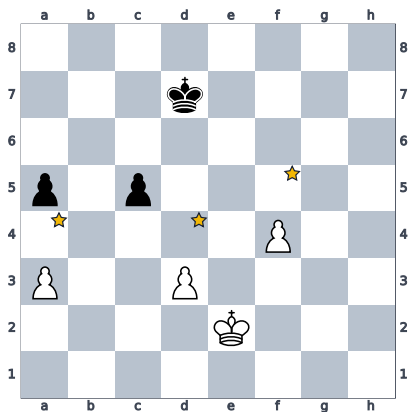
46 White to move



Let the glowing piece checkmate the black king!

Move: _____

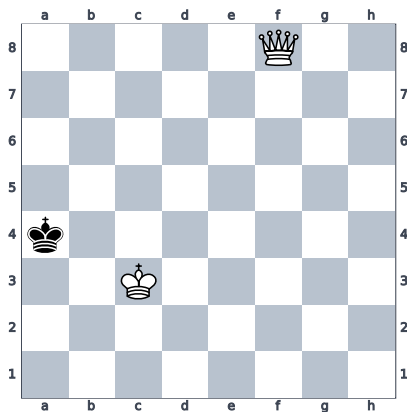
47 White to move



There are three white pawns; only one is passed. Push the passed pawn one square!

Move: _____

48 White to move



White to move. Find the best move!

Move: _____

Answers and explanations

1. ♖a8 · Meet the board and move the pieces

Why: The white rook reached a8.

2. ♕d6 · Meet the board and move the pieces

Why: That's the white queen.

3. ♘g1 · Meet the board and move the pieces

Why: The white knight is back home on g1.

4. ♗f1 · Meet the board and move the pieces

Why: The white bishop is back home on f1.

5. ♖xd6 · Meet the board and move the pieces

Why: The white rook captured the black knight.

6. ♖g4 · Meet the board and move the pieces

Why: The white rook reached g4.

7. ♘c8 · Protecting pieces

Why: The white knight now has a guard.

8. g3 · Protecting pieces

Why: The white knight now has a guard.

9. ♖xc5 · Protecting pieces

Why: You captured the black pawn.

10. ♘f6 · Protecting pieces

Why: The white knight now has a guard.

11. ♕xa4 · Protecting pieces

Why: You captured the black pawn.

12. ♘g5 · Protecting pieces

Why: The white knight now has a guard.

13. ♖xe7 · Captures that don't get taken back

Why: The black pawn was all alone, so taking it was perfectly safe.

14. ♘xf8 · Captures that don't get taken back

Why: The black rook was all alone, so taking it was perfectly safe.

15. ♘g8 · Captures that don't get taken back

Why: The black bishop was all alone, so taking it was perfectly safe.

16. ♗xb6 · Captures that don't get taken back

Why: The black pawn was all alone, so taking it was perfectly safe.

17. gxf4 · Captures that don't get taken back

Why: The black knight was all alone, so taking it was perfectly safe.

18. ♕xd4 · Captures that don't get taken back

Why: The black knight was all alone, so taking it was perfectly safe.

19. axb4 · Which capture wins more?

Why: The black queen is worth the most points.

20. ♘xc6 · Which capture wins more?

Why: The black rook is worth the most points.

21. ♗xa2 · Which capture wins more?

Why: The black rook is worth the most points.

22. ♖xd8 · Which capture wins more?

Why: The black queen is worth the most points.

23. ♗xh1 · Which capture wins more?

Why: The black rook is worth the most points.

24. ♕xf3 · Which capture wins more?

Why: The black rook is worth the most points.

25. ♘xc7 · Winning material without losing any

Why: Taking the black bishop wins the most.

26. ♗xb8 · Winning material without losing any

Why: Taking the black knight wins the most.

27. ♖xf3 · Winning material without losing any

Why: Taking the black pawn wins the most.

28. ♗xe3 · Winning material without losing any

Why: Taking the black pawn wins the most.

29. exf5 · Winning material without losing any

Why: Taking the black rook wins the most.

30. ♘xa1 · Winning material without losing any

Why: Taking the black bishop wins the most.

31. ♖f8+ · Check and escaping check

Why: The white rook put the black king in check.

32. c4+ · Check and escaping check

Why: The white pawn put the black king in check.

33. ♖xa3 · Check and escaping check

Why: You captured the checking piece.

34. ♕xc3 · Check and escaping check

Why: You captured the checking piece.

35. ♖a4 · Check and escaping check

Why: The white rook blocked the check.

36. ♘g5 · Check and escaping check

Why: The white king got out of check.

37. ♕g7# · Checkmate and special rules

Why: That's the queen's kiss pattern.

38. ♖d8# · Checkmate and special rules

Why: That's the back-rank mate.

39. ♘f7# · Checkmate and special rules

Why: That's the smothered mate.

40. O-O · Checkmate and special rules

Why: Castled on the king's side! The king hides in the corner and the rook comes to the center.

41. ♕e8# · Checkmate and special rules

Why: The white queen wins the game instead of letting it be a draw.

42. d8=♕ · Checkmate and special rules

Why: The pawn becomes a new queen that can't be captured.

43. ♕h7# · Level 1 extra practice

Why: That's the pattern: queen up close, backed by the rook.

44. ♘c4 · Level 1 extra practice

Why: From c4, the knight is just 1 move away from a3.

45. b3 · Level 1 extra practice

Why: Before every move, remember to check what your opponent is threatening.

46. ♖h7# · Level 1 extra practice

Why: That's the Arabian pattern.

47. f5 · Level 1 extra practice

Why: Nothing stops a passed pawn: it runs to rank 8 to promote.

48. ♕b4# · Level 1 extra practice

Why: The white queen wins the game instead of letting it be a draw.
