



Chess Workbook Level 2 with Answers

50 puzzles · Level 2 · One-move tactics · 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

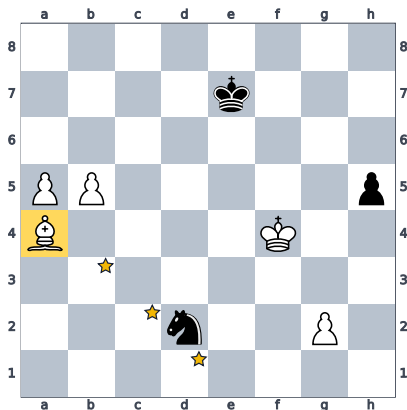
Write the move (for example Qf3 or Nf3) or draw an arrow on the board. The board always faces the side to move.

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.

Active pieces and targets

1

White to move

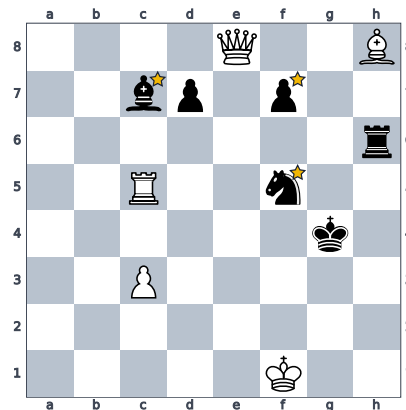


There are three stars. One square is very open but can be captured by Black. Pick a square that's both open and safe!

Move: _____

2

White to move

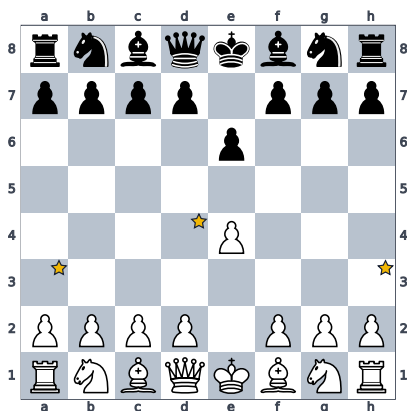


There are three stars. After capturing, check which of your pieces can be taken. Only one star is safe.

Move: _____

3

White to move

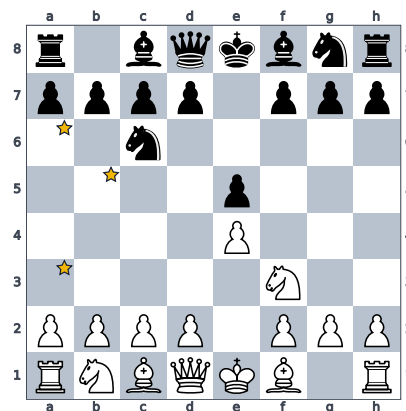


The pawn on e4 is already in the center. Only one star brings another pawn to the middle. Pick it!

Move: _____

4

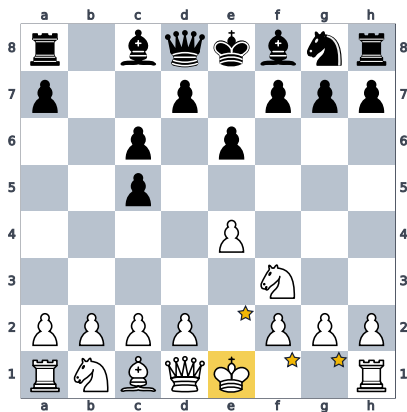
White to move



There are three stars; only one brings the bishop out to a good square without being captured. Pick it!

Move: _____

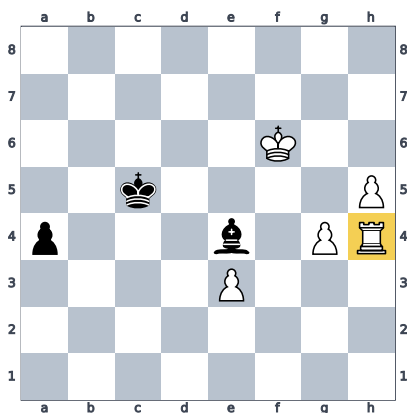
5 White to move



Don't send the king for a walk. Only one star takes the king to safety. Pick it!

Move: _____

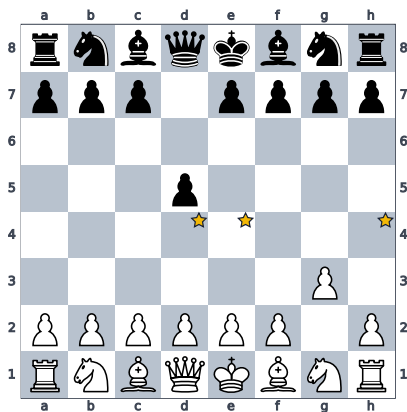
7 White to move



The glowing piece is stuck. Move it to the most open square where it can't be captured!

Move: _____

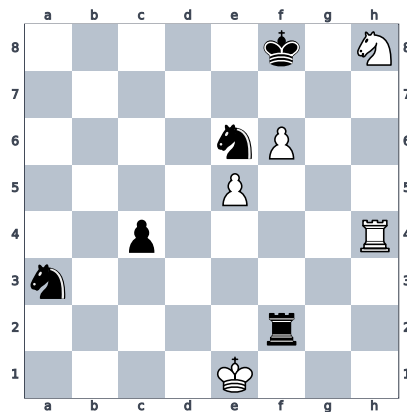
9 White to move



Two stars are in the center, but on one of them the pawn gets captured. Pick the safe star!

Move: _____

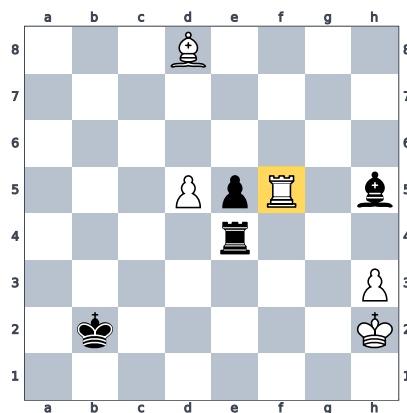
6 White to move



White to move. Find the best move!

Move: _____

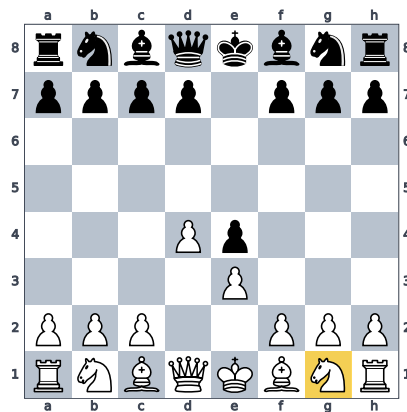
8 White to move



The glowing piece can capture more than one black piece. Which one is unguarded? Take it!

Move: _____

10 White to move

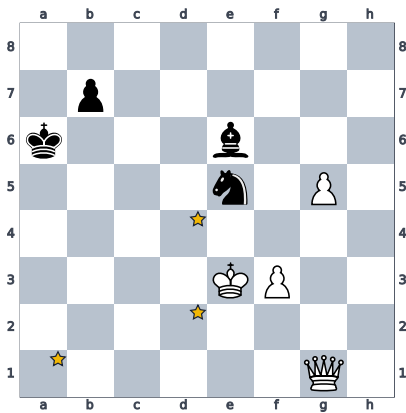


Bring the glowing knight into play. Find a square that isn't on the edge and can't be captured.

Move: _____

Double attacks

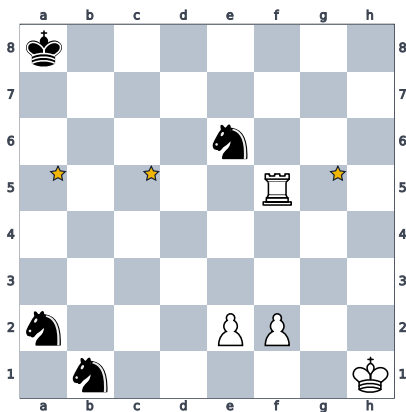
11 White to move



There are three stars, and one star is a TRAP: stand there and your piece gets captured. Pick the double attack that's safe!

Move: _____

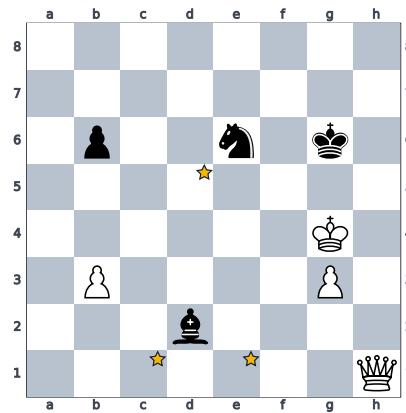
13 White to move



There are three stars, and one star is a TRAP: stand there and your piece gets captured. Pick the double attack that's safe!

Move: _____

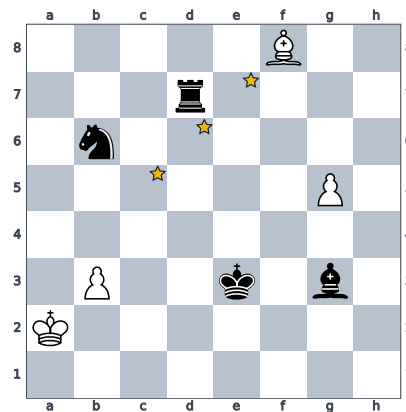
12 White to move



There are three stars, and one star is a TRAP: stand there and your piece gets captured. Pick the double attack that's safe!

Move: _____

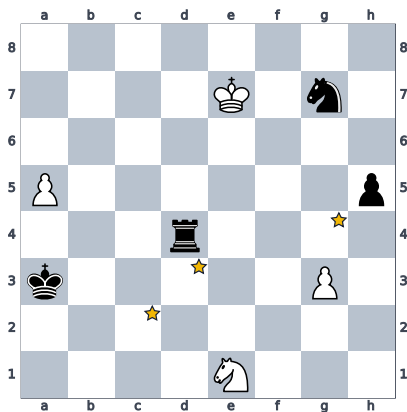
14 White to move



There are three stars, and one star is a TRAP: stand there and your piece gets captured. Pick the double attack that's safe!

Move: _____

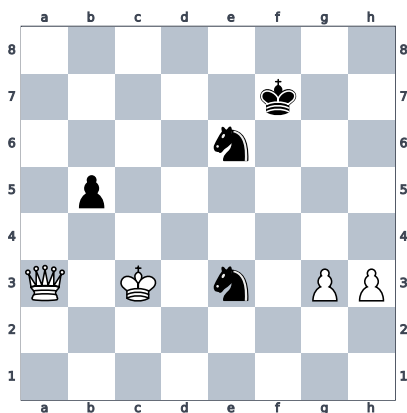
15 White to move



There are three stars, and one star is a TRAP: stand there and your piece gets captured. Pick the double attack that's safe!

Move: _____

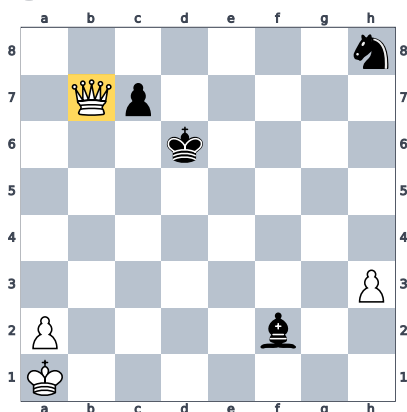
17 White to move



White to move. Find the best move!

Move: _____

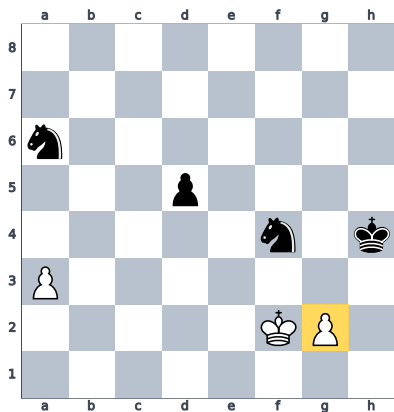
19 White to move



The queen is glowing. Find a square where it aims at two black pieces at once!

Move: _____

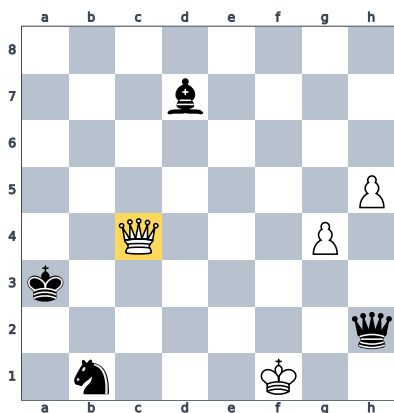
16 White to move



The glowing pawn steps forward one square and attacks two black pieces. Try it!

Move: _____

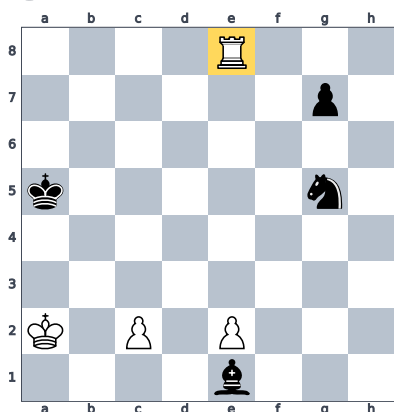
18 White to move



The queen is glowing. Find a square where it checks the black king and attacks another piece!

Move: _____

20 White to move

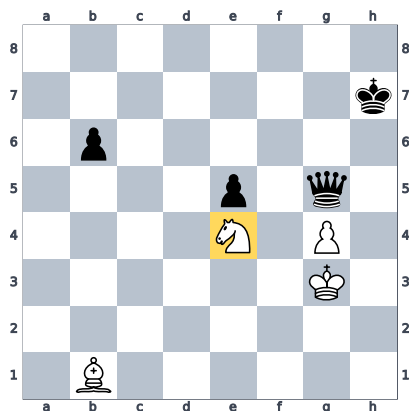


The rook is glowing. Find a square where it aims at two black pieces at once!

Move: _____

Pins and removing the defender

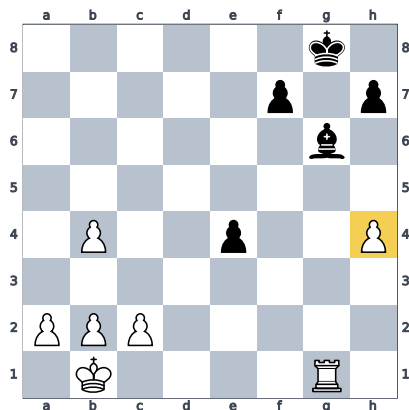
21 White to move



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

Move: _____

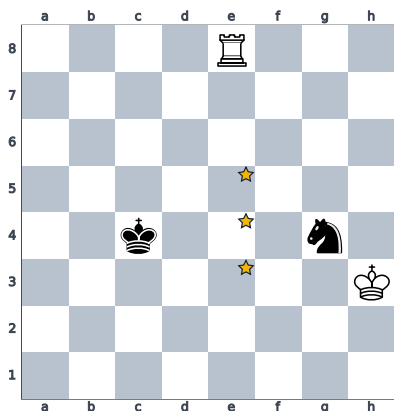
23 White to move



The pinned black piece can't move. The glowing pawn steps up to threaten it, then you take it!

Move: _____

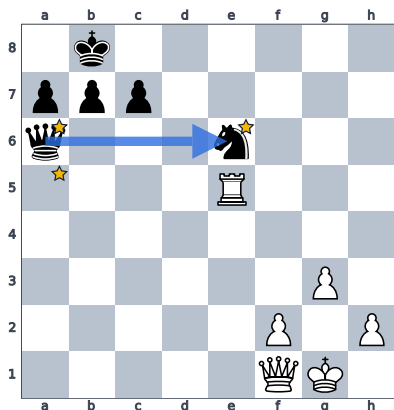
22 White to move



There are three stars: one captures right away, one is an in-between check, and one is a trap. Pick the most profitable move!

Move: _____

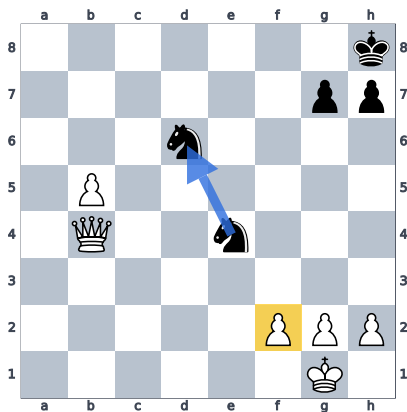
24 White to move



The arrow points to the guard. Capture straight away and you get taken back! There are three stars: pick the one that **TAKES THE GUARD**, then capture again.

Move: _____

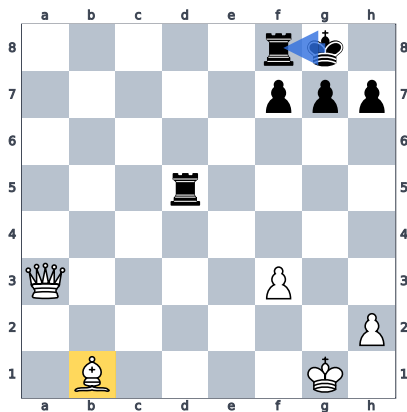
25 White to move



The arrow points to the guard. Push the glowing pawn up to threaten it, then take the piece that's lost its guard!

Move: _____

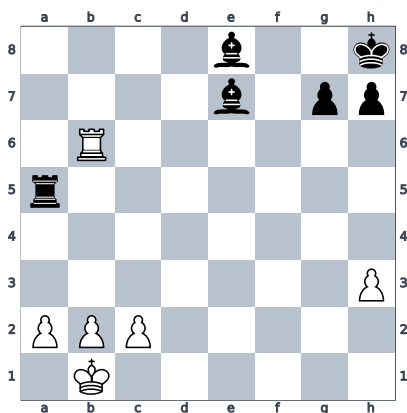
26 White to move



The glowing piece is the bait: move it where the king can take it. When the king takes the bait, it leaves its post, and you capture the other piece.

Move: _____

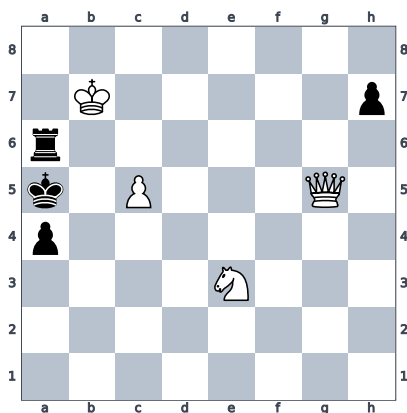
27 White to move



White to move. Find the best move!

Move: _____

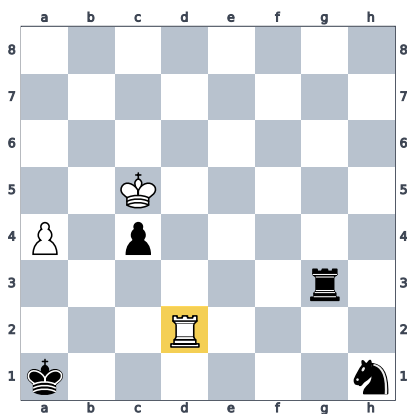
28 White to move



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

Move: _____

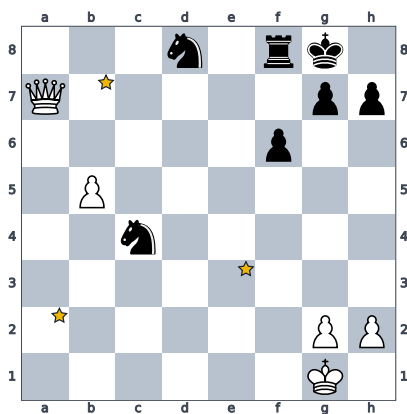
29 White to move



The glowing piece can take a small piece right away. But it has a more profitable CHECK too; find it!

Move: _____

30 White to move

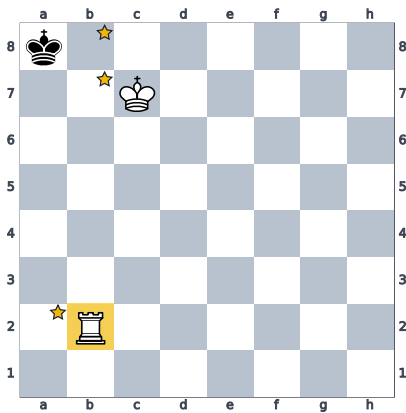


There are three stars. On which star does your piece PIN a black piece? Pin it, then take it!

Move: _____

Checkmate and defense

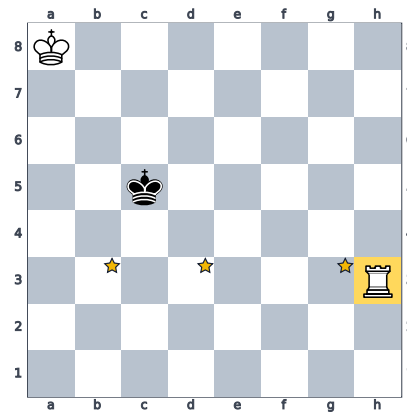
31 White to move



There are three stars. Remember: the black king must be IN CHECK with nowhere to run, or else it's a draw. Pick one!

Move: _____

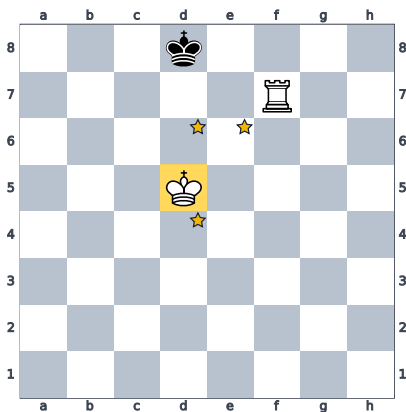
32 White to move



There are three stars, and on one of them the black king can take the rook. Pick the square that traps it tightly and safely!

Move: _____

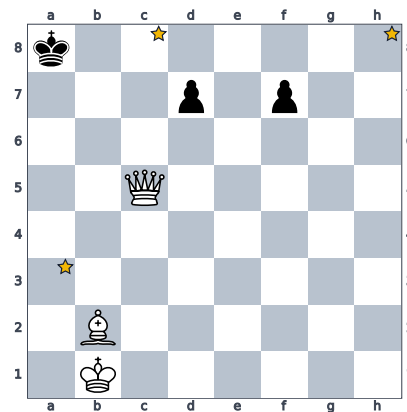
33 White to move



There are three stars. Remember: same column as the black king, exactly one square apart. Pick one!

Move: _____

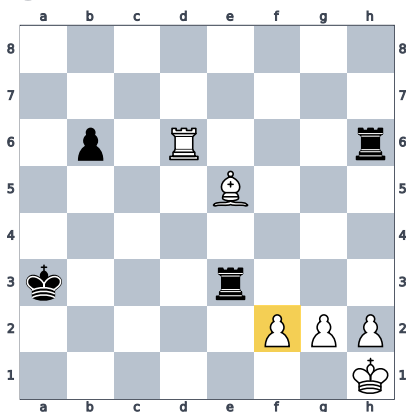
34 White to move



There are three stars: one check lets the black king run away. Pick the right check!

Move: _____

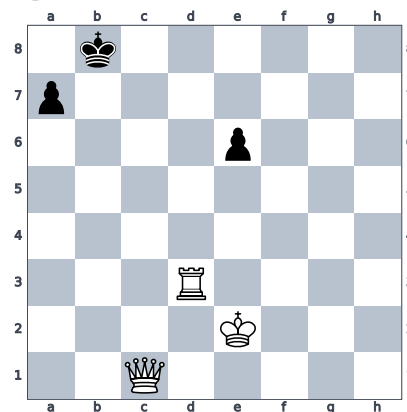
35 White to move



Black threatens checkmate. The glowing piece can stop it. Find the square!

Move: _____

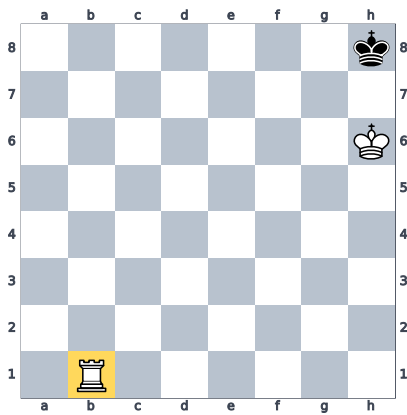
36 White to move



White to move. Find the best move!

Move: _____

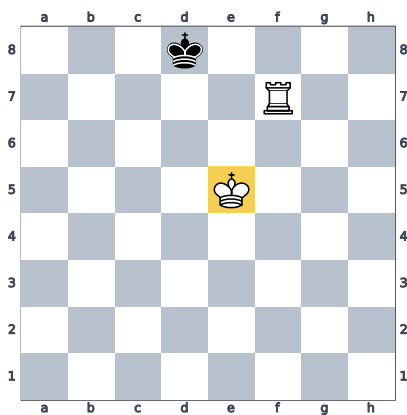
37 White to move



The glowing rook can checkmate. Check whether the black king is in check!

Move: _____

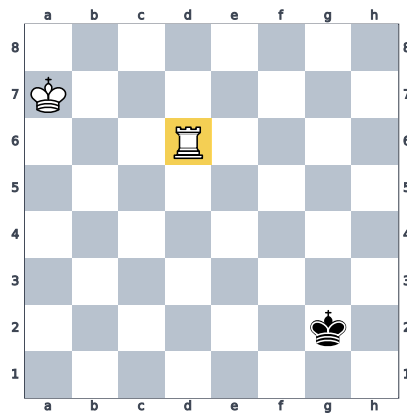
39 White to move



Move the glowing king up to face the black king!

Move: _____

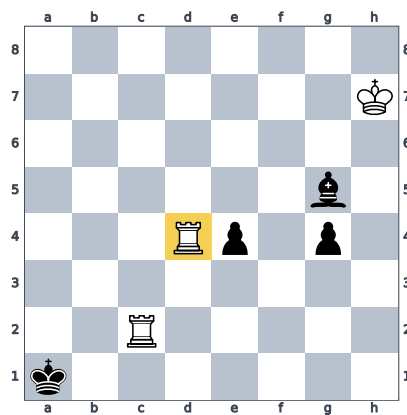
38 White to move



The glowing rook makes a fence. Find the square that traps the black king most tightly!

Move: _____

40 White to move

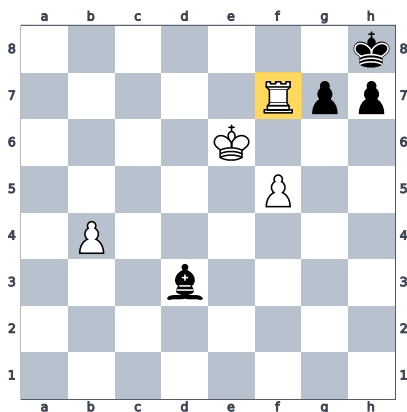


The glowing piece checks first. Find the checking square so the next move is checkmate!

Move: _____

Level 2 extra practice and thinking ahead

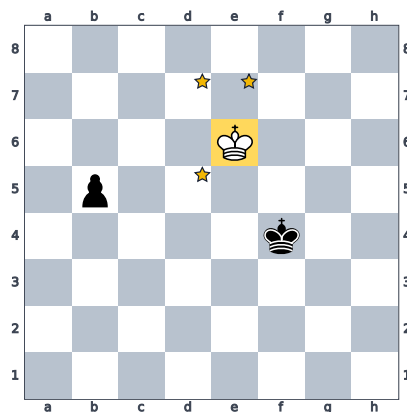
41 White to move



The glowing piece can go to the back row and checkmate. Find the square!

Move: _____

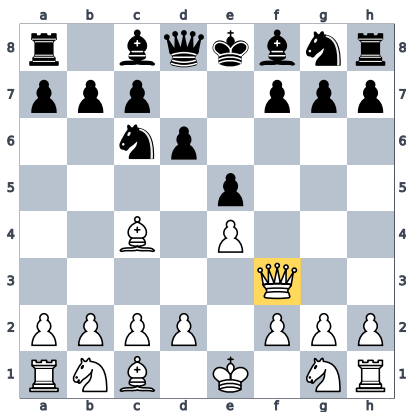
42 White to move



There are three stars, and only one is in time. Count the pawn's steps and the king's steps!

Move: _____

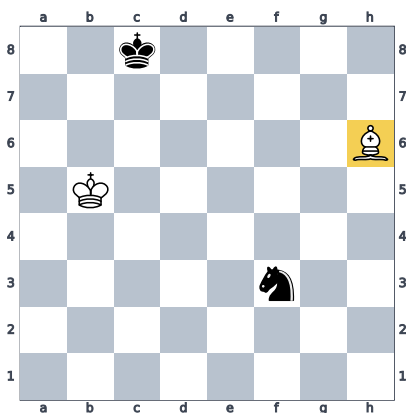
43 White to move



The glowing queen and the bishop both aim at f7. Find the checkmate!

Move: _____

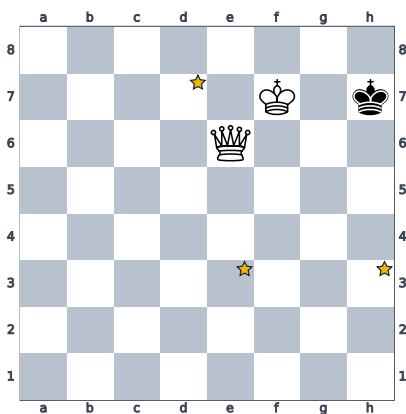
45 White to move



The glowing bishop wants to reach h2. Play the first move of the shortest path!

Move: _____

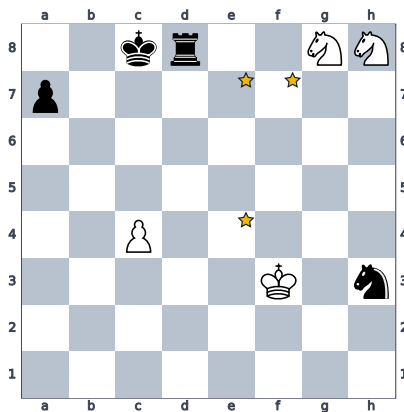
47 White to move



There are three stars. Look carefully: is the black king in check? Pick one!

Move: _____

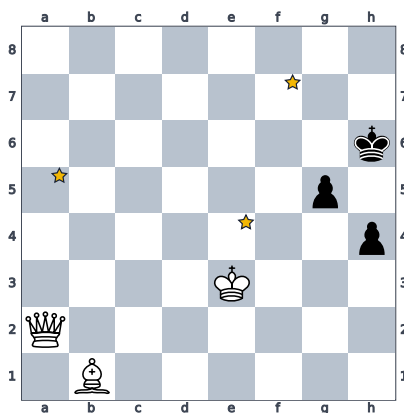
44 White to move



There are three stars, and one runs onto a square that's under attack. Pick the safe way to save it!

Move: _____

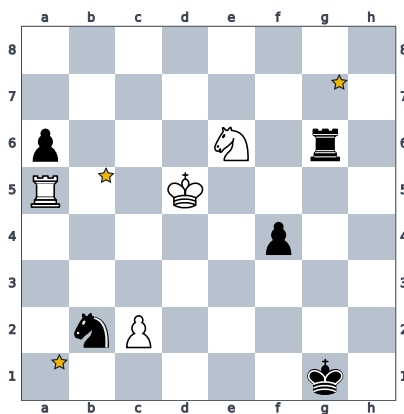
46 White to move



There are three stars; one gives check right away, but the black king escapes. Pick the right quiet move!

Move: _____

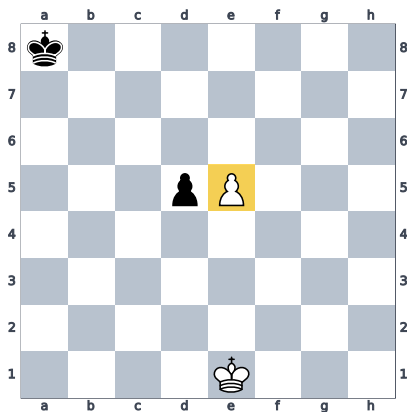
48 White to move



There are three stars; one captures but then gets captured back. Pick the best capture!

Move: _____

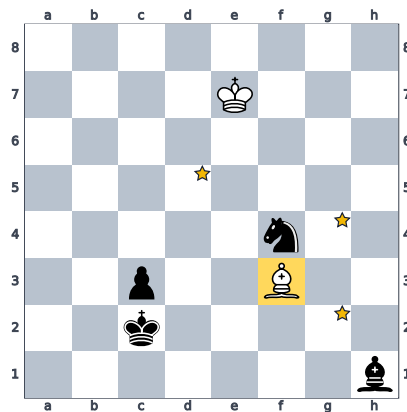
49 White to move



The black pawn just moved two squares from d7 to d5. Use the glowing pawn to capture en passant!

Move: _____

50 White to move



Before touching, picture it in your head: on which star is the glowing piece safe from capture? Only one star is safe.

Move: _____

Answers and explanations

1. ♖c2 · Active pieces and targets

Why: There the bishop reaches 9 squares without being captured.

2. ♜xc7 · Active pieces and targets

Why: That piece was unguarded, so you take it without losing anything.

3. d4 · Active pieces and targets

Why: Two white pawns both aim at the center.

4. ♖b5 · Active pieces and targets

Why: The bishop is out, aiming at the black knight.

5. O-O · Active pieces and targets

Why: The king is safe in the corner, and the rook is ready to fight.

6. ♕xf2 · Active pieces and targets

Why: That piece was unguarded, so you take it without losing anything.

7. ♜h2 · Active pieces and targets

Why: There the rook reaches 10 squares without being captured.

8. ♜xh5 · Active pieces and targets

Why: That piece was unguarded, so you take it without losing anything.

9. d4 · Active pieces and targets

Why: The pawn on d4 is in the center and can't be captured.

10. ♖e2 · Active pieces and targets

Why: On f3 the knight would be taken by a black pawn; e2 is safe.

11. ♕a1+ · Double attacks

Why: The queen aims at the black knight and the black king at the same time. Black can save only one.

12. ♕d5 · Double attacks

Why: The queen aims at the black bishop and the black knight at the same time. Black can save only one.

13. ♜a5+ · Double attacks

Why: The rook aims at the black knight and the black king at the same time. Black can save only one.

14. ♖c5+ · Double attacks

Why: The bishop aims at the black king and the black knight at the same time. Black can save only one.

15. ♖c2+ · Double attacks

Why: The knight aims at the black king and the black rook at the same time. Black can save only one.

16. g3+ · Double attacks

Why: The pawn aims at the black knight and the black king at the same time. Black can save only one.

17. ♕a7+ · Double attacks

Why: The queen on a7 checks the king and attacks the knight at once: Black must save the king, so you win a piece.

18. ♕d3+ · Double attacks

Why: The queen aims at the black knight and the black king at the same time. Black can save only one.

19. ♕b2 · Double attacks

Why: The queen aims at the black bishop and the black knight at the same time. Black can save only one.

20. ♜e5+ · Double attacks

Why: The rook aims at the black king and the black knight at the same time. Black can save only one.

21. ♖xg5+ · Pins and removing the defender

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

22. ♜e4+ · Pins and removing the defender

Why: Check first, the black king has to run, and then you capture a bigger piece.

23. 1.h5 e3 2.hxg6 · Pins and removing the defender

Why: The black bishop is pinned and can't move, so you can take it.

24. 1.♕xa6 bxa6 2.♜xe6 · Pins and removing the defender

Why: You take the guard first, the black knight is left alone, and you win it: 3 points ahead.

25. 1.f3 ♖f6 2.♕xd6 · Pins and removing the defender

Why: The pawn chases the guard away, and you win the knight: 3 points ahead.

26. 1.♖xh7+ ♕xh7 2.♕xf8 · Pins and removing the defender

Why: You lose a bishop worth 3 points and win a rook worth 5: you gain 2 points.

27. 1.♜b8 ♜f5 2.♜xe8+ · Pins and removing the defender

Why: The rook to b8 starts the combination. Then you win the bishop.

28. c6+ · Pins and removing the defender

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

29. ♜d1+ · Pins and removing the defender

Why: Check first, the black king has to run, and then you capture a bigger piece.

30. 1. ♖a2 ♜b7 2. ♖xc4+ · Pins and removing the defender

Why: The pinned black knight can't move, so you can take it.

31. ♔a2# · Checkmate and defense

Why: The white king blocks the front, and the rook checks along the back row.

32. ♔d3 · Checkmate and defense

Why: The rook makes a fence, and the black king is trapped in the smallest box.

33. ♕d6 · Checkmate and defense

Why: The two kings face each other, and next move the rook check leaves no escape.

34. ♖c8+ · Checkmate and defense

Why: Wherever the black king runs, it gets checkmated.

35. fxe3 · Checkmate and defense

Why: Black can't checkmate anymore.

36. ♔b3+ · Checkmate and defense

Why: The rook checks on b3, and the black king has only losing moves: next move you checkmate.

37. ♔b8# · Checkmate and defense

Why: The white king blocks the front, and the rook checks along the back row.

38. ♔d3 · Checkmate and defense

Why: The rook makes a fence, and the black king is trapped in the smallest box.

39. ♕d6 · Checkmate and defense

Why: The two kings face each other, and next move the rook check leaves no escape.

40. ♔d1+ · Checkmate and defense

Why: Wherever the black king runs, it gets checkmated.

41. ♔f8# · Level 2 extra practice and thinking ahead

Why: The black king has nowhere to run.

42. ♕d5 · Level 2 extra practice and thinking ahead

Why: The king is inside the pawn's square and catches it in time.

43. ♖xf7# · Level 2 extra practice and thinking ahead

Why: Square f7 was guarded only by the king, and the queen is backed up by the bishop, so the king can't take it.

44. ♕e7+ · Level 2 extra practice and thinking ahead

Why: Your piece is safe, and you lost nothing.

45. ♕f4 · Level 2 extra practice and thinking ahead

Why: That's the first step of the shortest path to h2.

46. ♖f7 · Level 2 extra practice and thinking ahead

Why: Wherever the black king runs, it gets checkmated.

47. ♖h3# · Level 2 extra practice and thinking ahead

Why: You won without letting it be a draw.

48. ♔a1+ · Level 2 extra practice and thinking ahead

Why: You picked the most valuable piece without losing anything.

49. exd6 · Level 2 extra practice and thinking ahead

Why: You can only do it right after the black pawn has moved two squares.

50. ♕g4 · Level 2 extra practice and thinking ahead

Why: You saw it ahead of time: no black piece can capture there.
