



Chess Workbook Level 3 with Answers

48 puzzles · Level 3 · Calculation and combined tactics · answers and explanations at the end

Name _____

Date _____

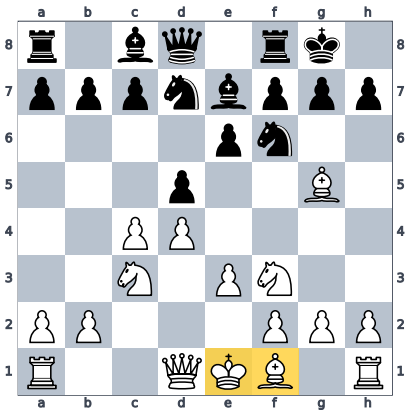


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Write the move (for example ♘f3 or Nf3) or draw an arrow on the board. The board always faces the side to move.
Yellow square: the piece to move (the "glowing piece" in the question). · Stars: squares you could move to; only one is right. · Letters 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.

Openings and threats

1 White to move

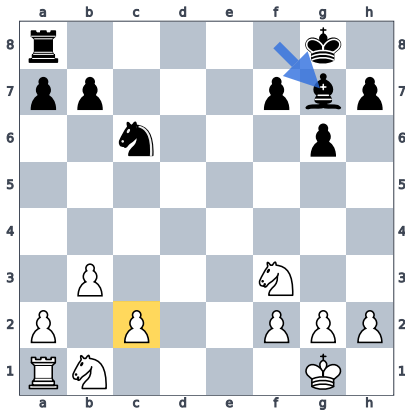


The glowing pieces are still at home. Pick the best move!

- (A) ♖c1 (B) ♔d2 (C) b4

Circle: A B C _____

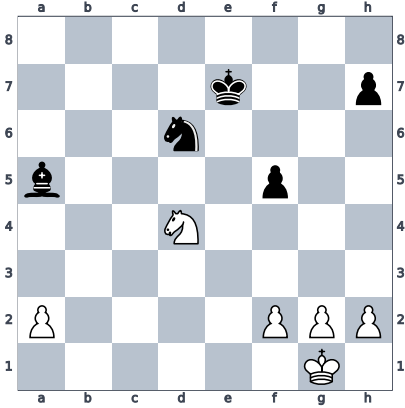
2 White to move



The black bishop just threatened the rook along the long diagonal. The rook can't run. The glowing piece can block that path, so move it!

Move: _____

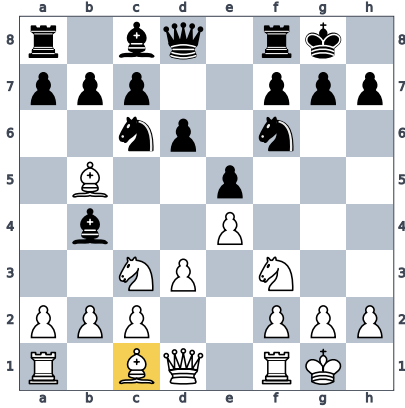
3 White to move



White to move. Find the best move!

Move: _____

4 White to move



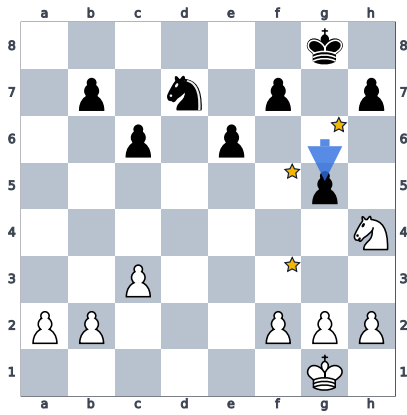
The glowing pieces aren't doing anything yet. Pick a developing move!

- (A) ♘g5 (B) ♘h4 (C) ♔d2

Circle: A B C _____

5

White to move

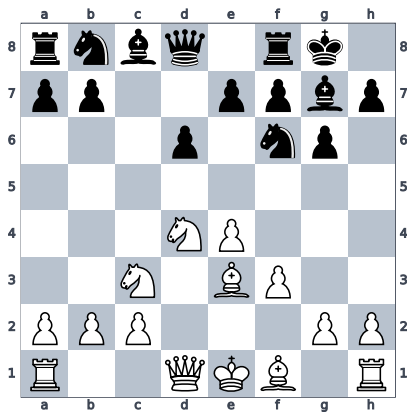


The black pawn just moved up to threaten the knight.
There are three stars; move the knight to the safe star!

Move: _____

7

White to move



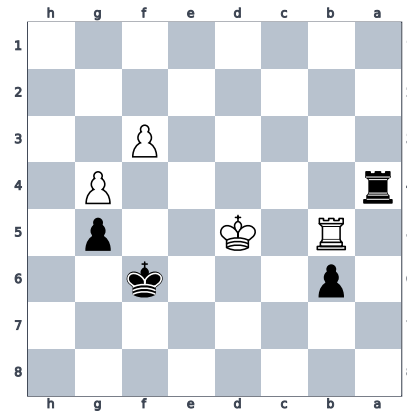
See which pieces aren't in the game yet, then pick the best move!

(A) ♖f5 (B) b4 (C) ♔d2

Circle: A B C _____

6

Black to move

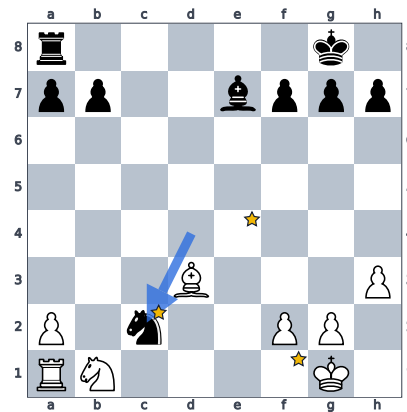


Black to move. Find the best move!

Move: _____

8

White to move

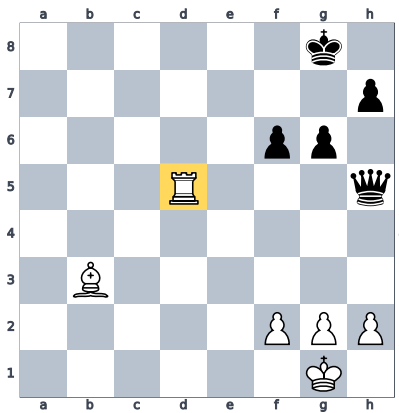


The black knight just jumped in to threaten the rook. The rook is stuck in the corner and can't run. Pick the star that saves the rook!

Move: _____

Checks and open lines

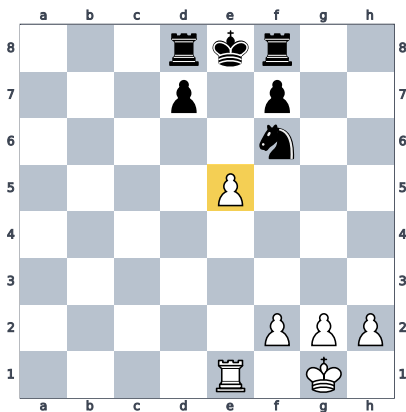
9 White to move



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

Move: _____

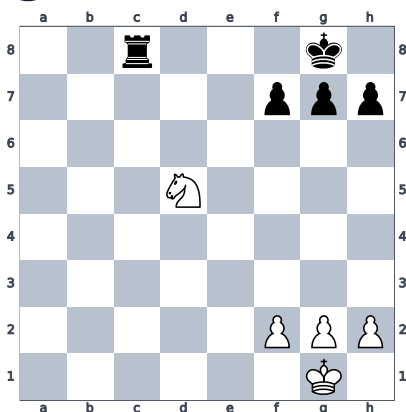
11 White to move



The glowing pawn is blocking the rook's path. How should the pawn move so the rook gives checkmate?

Move: _____

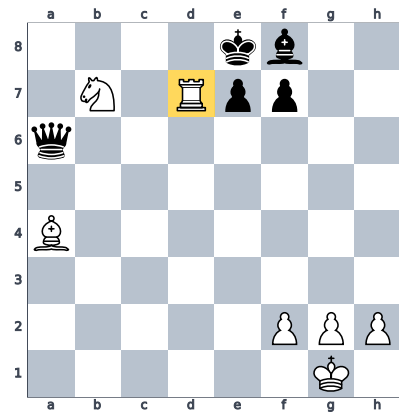
13 White to move



White to move. Find the best move!

Move: _____

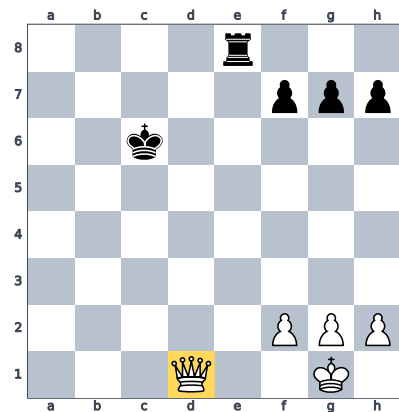
10 White to move



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: _____

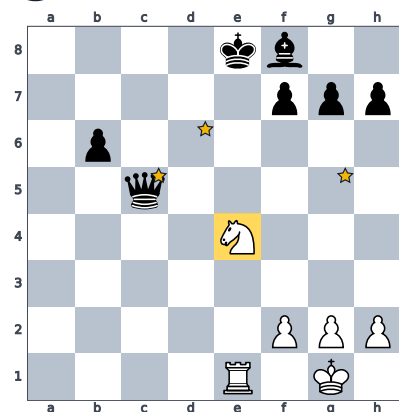
12 White to move



The queen is glowing. Where should the queen give check so it goes through the king to the black rook?

Move: _____

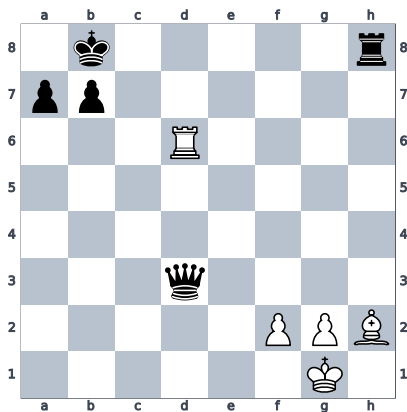
14 White to move



The knight stands in front of the rook. All three stars give check, but only one star gives check AND wins a big piece.

Move: _____

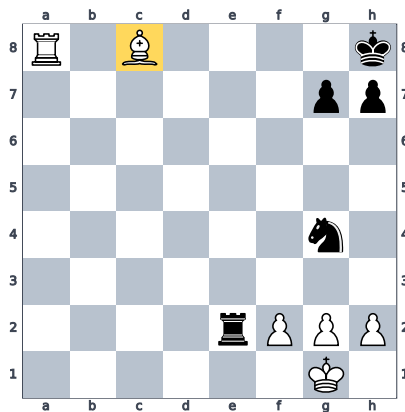
15 White to move



Find a double check that checkmates right away!

Move: _____

16 White to move

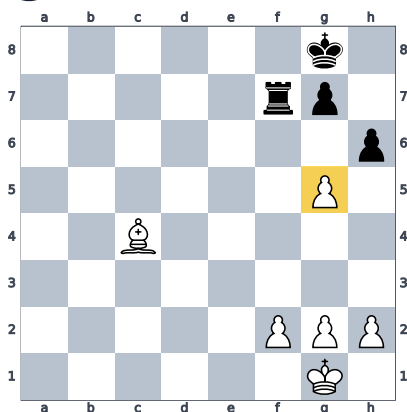


The glowing bishop is blocking the rook's path. When the bishop moves, the rook gives check, but the black rook will come up to block. Where should the bishop stand to block the black rook's path?

Move: _____

Pins and protection

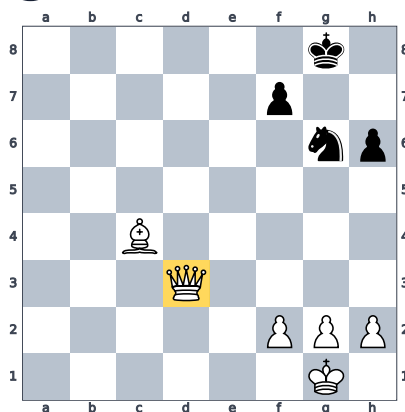
17 White to move



The black rook is pinned to the king by the bishop. How should the glowing pawn move to win the rook?

Move: _____

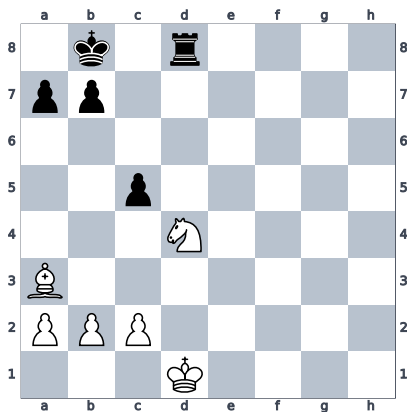
18 White to move



The black pawn is pinned to the king. Which black piece can the glowing queen take without being taken back?

Move: _____

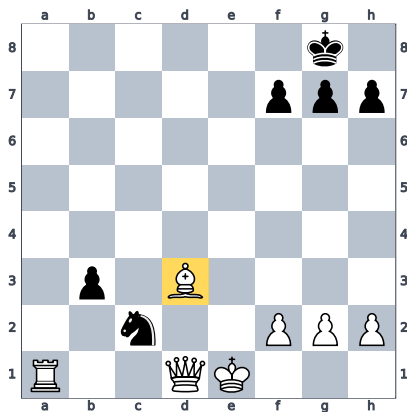
19 White to move



Your piece is pinned and under attack. Save it!

Move: _____

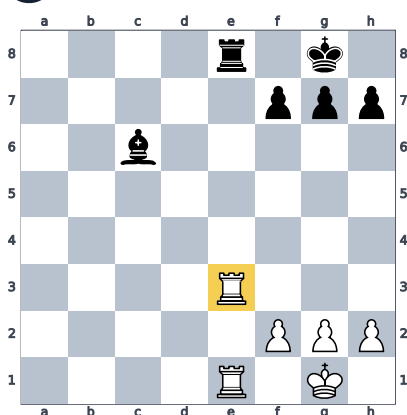
20 White to move



Your king is in check, and the black knight is also attacking your rook. What should the glowing bishop do?

Move: _____

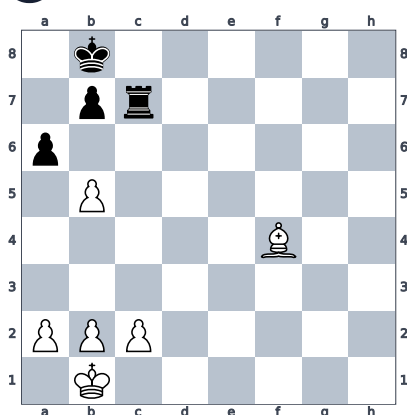
21 White to move



The black bishop guards the back row. What should the glowing rook do?

Move: _____

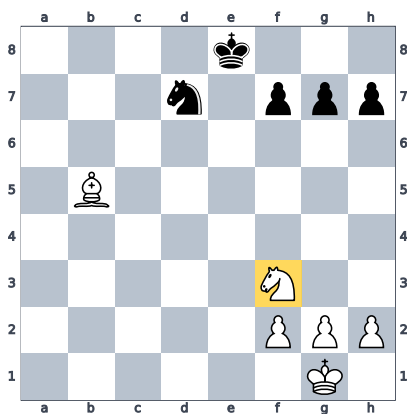
22 White to move



White to move. Find the best move!

Move: _____

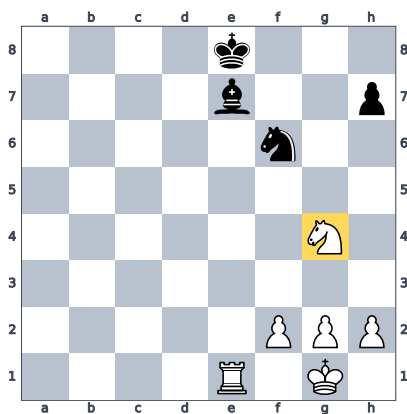
23 White to move



The black knight is pinned and only the king guards it. Where should the glowing white knight jump to attack the black knight one more time?

Move: _____

24 White to move

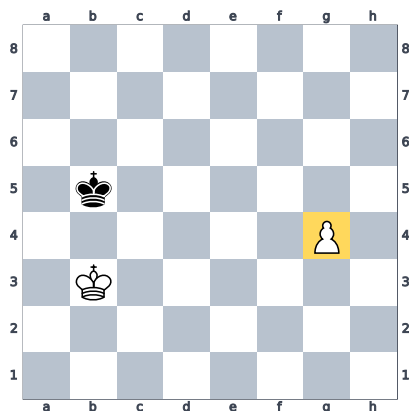


The black bishop is pinned to the king by the rook. Which piece can the glowing knight take safely?

Move: _____

Pawn endgames

25 White to move

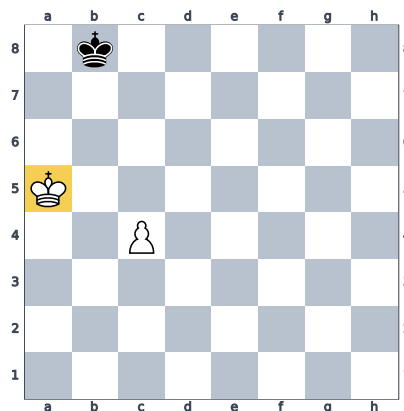


White to move. Can the black king catch the pawn? Pick the result!

- ☐ A White wins ☐ B Draw ☐ C Black wins

Circle: A B C

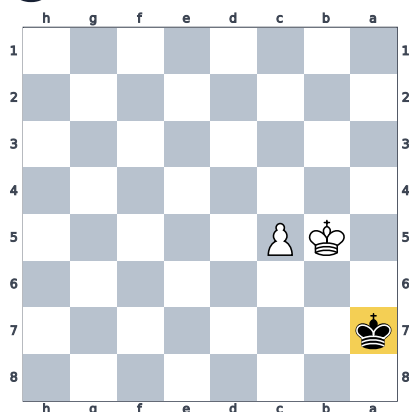
26 White to move



The glowing king takes the key square. Keep playing!

Move: _____

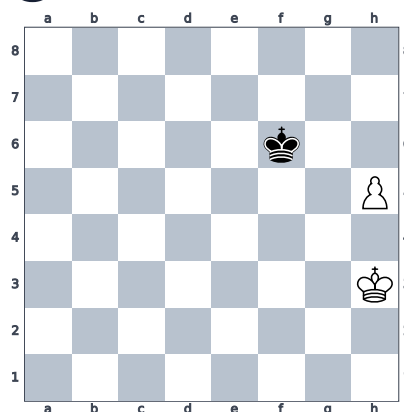
27 Black to move



You play Black. The glowing king keeps the opposition!

Move: _____

28 White to move

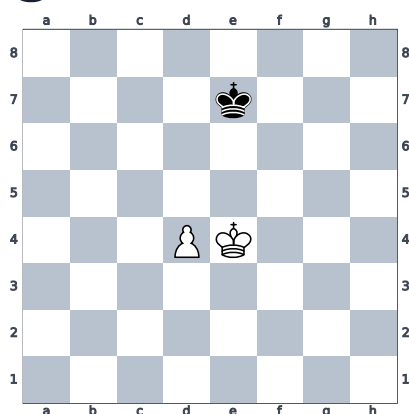


Rook pawn: can White win? Pick the result!

- ☐ A White wins ☐ B Draw ☐ C Black wins

Circle: A B C

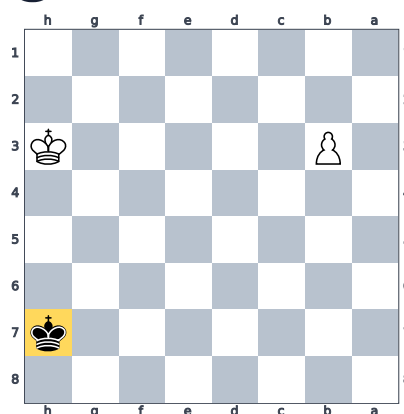
29 White to move



White to move. Find the best move!

Move: _____

30 Black to move

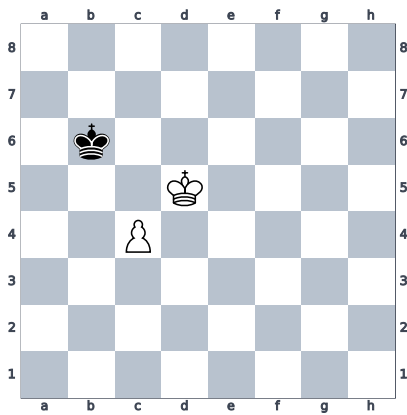


You play Black. The glowing king must chase the pawn.

Your move!

Move: _____

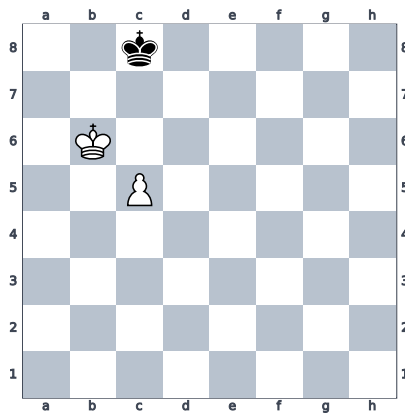
31 White to move



White to move. Find the best move!

Move: _____

32 White to move

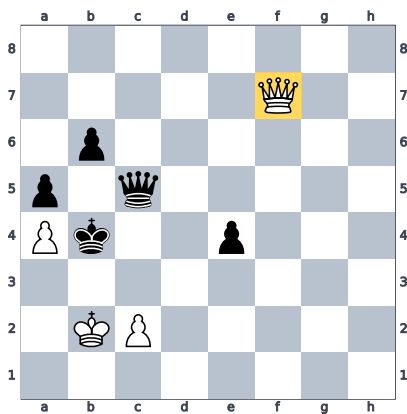


Use the opposition to win!

Move: _____

Advanced tactics

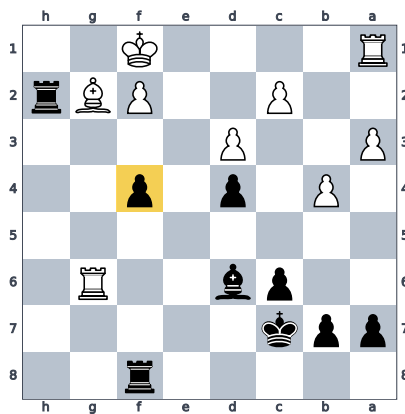
33 White to move



The queen is glowing. Where should the queen go to checkmate right away?

Move: _____

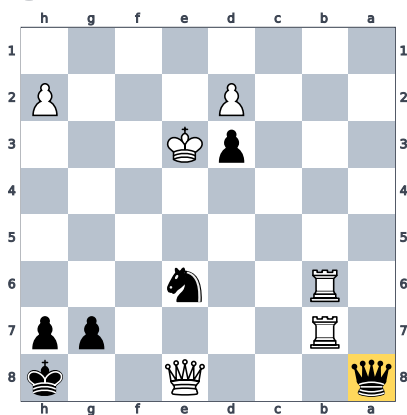
34 Black to move



The glowing piece will trap an enemy piece. Your move!

Move: _____

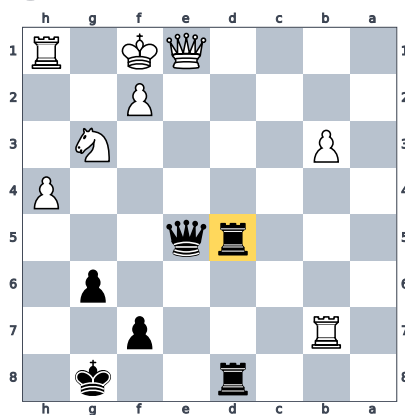
35 Black to move



The glowing piece is blocking the line. Where can it go to attack one more piece?

Move: _____

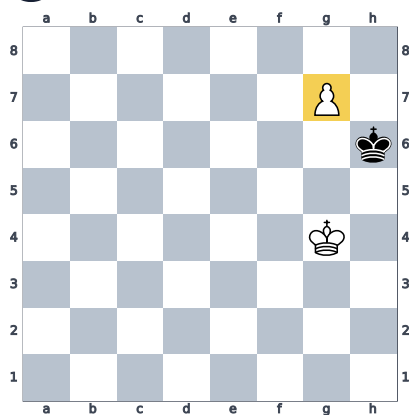
36 Black to move



The glowing piece starts the pin. Your move!

Move: _____

37 White to move

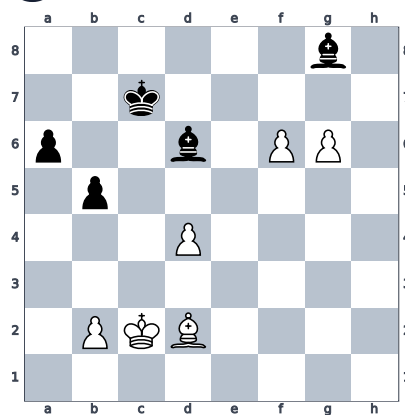


The glowing pawn promotes. Check whether the black king still has moves, then choose!

- (A) Queen (B) Rook (C) Bishop (D) Knight

Circle: A B C _____

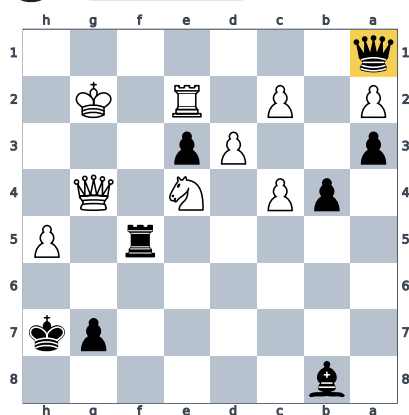
38 White to move



White to move. Find the best move!

Move: _____

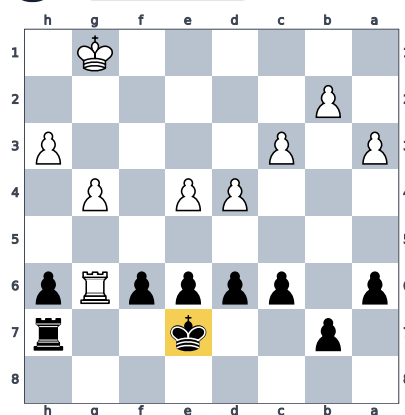
39 Black to move



The glowing queen gives checkmate. Remember: the queen needs a supporter!

Move: _____

40 Black to move

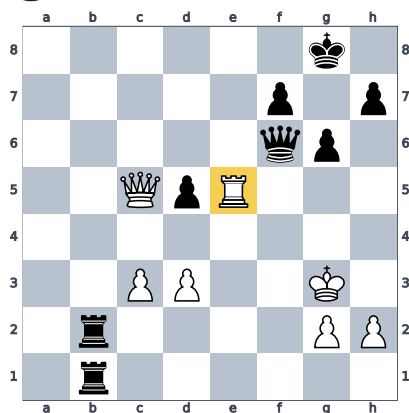


The glowing piece strikes. Wherever the enemy piece runs, it gets captured. Your move!

Move: _____

Planning and calculation

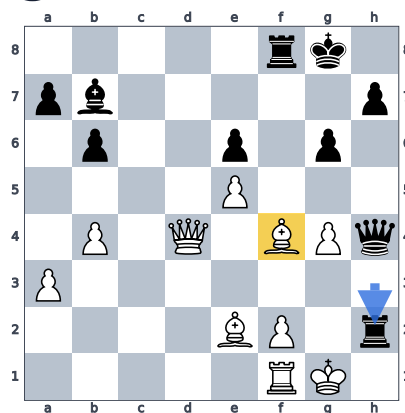
41 White to move



The glowing piece starts the two-move combo. Your move!

Move: _____

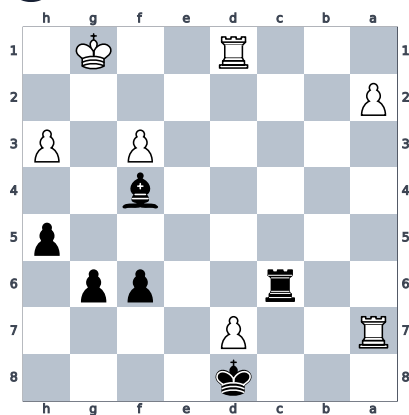
42 White to move



The glowing piece can stop the checkmate. Your move!

Move: _____

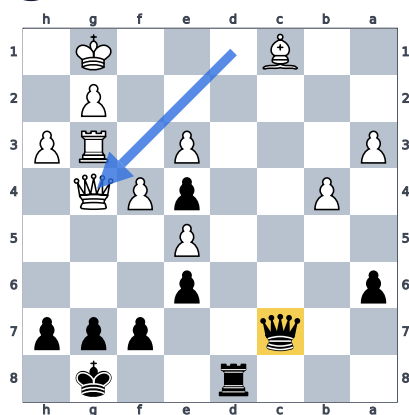
43 Black to move



Black to move. Find the best move!

Move: _____

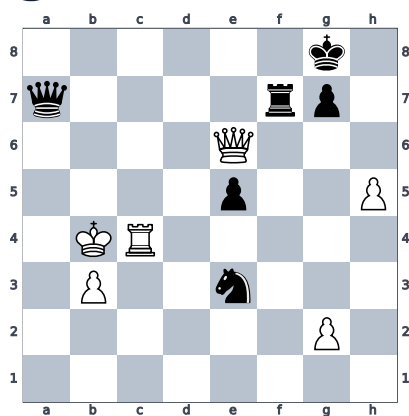
45 Black to move



Your opponent threatens checkmate. The glowing piece can save you. Your move!

Move: _____

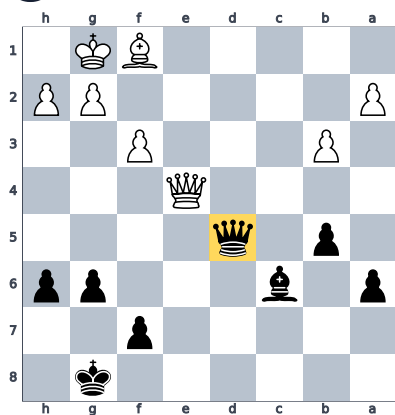
47 White to move



Think two moves ahead before you move!

Move: _____

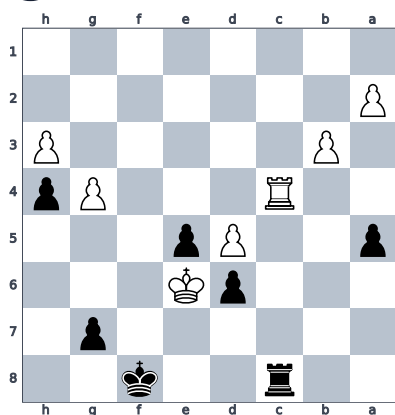
44 Black to move



The glowing piece goes first. Think ahead to the second move!

Move: _____

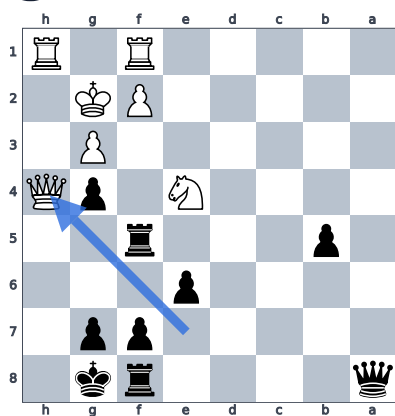
46 Black to move



Black to move. Find the best move!

Move: _____

48 Black to move



Your opponent is threatening checkmate. Stop it first!

Move: _____

Answers and explanations

1. A (♖c1) · 1.♖c1 h6 2.♗h4 c5 · Openings and threats

Why: Your pieces are coming into the game quickly and safely.

2. c3 · Openings and threats

Why: The pawn blocks the diagonal, and the black bishop can't see the rook anymore.

3. 1.♗c6+ ♕e6 2.♗xa5 · Openings and threats

Why: One piece threatens two pieces at once.

4. A (♗g5) · 1.♗g5 ♗xc3 2.bxc3 a6 · Openings and threats

Why: Your pieces are coming into the game quickly and safely.

5. ♗f3 · Openings and threats

Why: The knight goes back to f3, where no black piece can take it.

6. 1...♗a5 2.♕c6 ♗xb5 · Openings and threats

Why: The pinned piece can't run away.

7. C (♖d2) · 1.♖d2 ♗c6 2.g4 ♗e6 · Openings and threats

Why: Your pieces are coming into the game quickly and safely.

8. ♗xc2 · Openings and threats

Why: The bishop takes the threatening knight, and the rook is safe.

9. ♗xh5+ · Checks and open lines

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

10. ♗d8# · Checks and open lines

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

11. exf6# · Checks and open lines

Why: The pawn captures diagonally, the rook gives check, and the pawn also guards the square in front of the king.

12. ♖a4+ · Checks and open lines

Why: The king moves away, and the queen takes the rook.

13. ♗e7+ · Checks and open lines

Why: The knight checks the king and attacks the rook at the same time.

14. ♗xc5+ · Checks and open lines

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.

15. ♗d8# · Checks and open lines

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

16. ♗e6# · Checks and open lines

Why: The bishop is in the way, so the black rook can't come up to block.

17. g6 · Pins and protection

Why: The rook is pinned, so it's stuck, and the pawn takes it.

18. ♖xg6+ · Pins and protection

Why: The pinned pawn can't take back the queen.

19. ♗xc5 · Pins and protection

Why: Take the attacking piece, and the pinned piece is safe.

20. ♗xc2 · Pins and protection

Why: Take the attacking knight. If the black pawn takes back, it's just a trade.

21. 1.♗xe8+ ♗xe8 2.♗xe8# · Pins and protection

Why: If the bishop takes back, the other rook delivers checkmate.

22. b6 · Pins and protection

Why: The rook is pinned, and the pawn attacks the rook.

23. ♗e5 · Pins and protection

Why: Two white pieces attack and only one black piece guards. The black knight will be lost.

24. ♗xf6+ · Pins and protection

Why: The bishop is pinned, so it can't take back the knight.

25. A (White wins) · 1.g5 ♕c5 2.g6 ♕d4 3.g7 ♕e3 · Pawn endgames

Why: You used the square of the pawn.

26. 1.♕b6 ♕c8 2.c5 ♕d7 3.c6+ ♕d8 4.♕b7 ♕e7 5.c7 ... · Pawn endgames

Why: The white king stands on a key square in front of the pawn, and the pawn becomes a queen.

27. 1...♕b7 2.c6+ ♕c7 3.♕a4 ♕xc6 · Pawn endgames

Why: The black king keeps the opposition, and White can't get through.

28. B (Draw) · 1.h6 ♕g6 2.h7 ♕xh7 · Pawn endgames

Why: The black king holds the corner.

29. 1.♕e5 ♕d7 2.♕d5 ♕e7 3.♕c6 ♕e8 4.d5 ♕d8 5.♕d6 ... · Pawn endgames

Why: You took the opposition, and the black king has to give way.

30. 1...♕g7 2.b4 ♕f6 3.b5 ♕e5 · Pawn endgames

Why: The black king steps into the square and catches the pawn.

31. 1.♟d6 ♟b7 2.c5 ♟c8 3.♟c6 ♟d8 4.♟b7 ♟d7 5.c6+ ... · Pawn endgames

Why: The white king stands on a key square in front of the pawn, and the pawn becomes a queen.

32. 1.♟c6 ♟d8 2.♟b7 ♟d7 3.c6+ ♟d6 4.c7 ♟c5 5.c8=♞+ · Pawn endgames

Why: You took the opposition, and the black king has to give way.

33. ♞b3# · Advanced tactics

Why: The queen stands next to the king with support, so the king can't take it.

34. 1...f3 2.♞xf3 ♞xf3 · Advanced tactics

Why: The enemy piece had nowhere to run, and you captured it.

35. 1...♞xe8 2.♞b8 ♞d8+ · Advanced tactics

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

36. 1...♞d1 2.♞xd1 ♞xd1+ · Advanced tactics

Why: You pinned a piece and then attacked it again.

37. B (Rook) · 1.g8=♞ ♟h7 2.♞g5 ♟h8 · Advanced tactics

Why: Promoting to a rook avoids stalemate, and White still wins.

38. 1.f7 ♞xf7 2.gxf7 · Advanced tactics

Why: The enemy piece has nowhere to run.

39. ♞f1# · Advanced tactics

Why: The queen stands next to the king with support, so the king can't take it.

40. 1...♟f7 2.♞xf6+ ♟xf6 · Advanced tactics

Why: The enemy piece had nowhere to run, and you captured it.

41. 1.♞e8+ ♟g7 2.♞f8# · Planning and calculation

Why: The rook checks on e8, and the black king has only losing moves. Then you checkmate.

42. 1.♞xh2 ♞h3 2.f3 · Planning and calculation

Why: You take the rook; even if Black takes back, you're still ahead. Then you win the rook.

43. 1...♞e3+ 2.♟f1 ♞xa7 · Planning and calculation

Why: You thought two moves ahead.

44. 1...♞c5+ 2.♟h1 ♞xe4 · Planning and calculation

Why: The queen to c5 starts the combination. Then you win the queen.

45. 1...♞xc1+ 2.♟h2 g6 · Planning and calculation

Why: The queen on c1 checks the king and attacks a pawn at the same time: White must save the king, so you win material. Then you can take the bishop.

46. 1...♞xc4 2.♟xd6 e4 · Planning and calculation

Why: Stop the checkmate first.

47. 1.♞c8+ ♟h7 2.♞g6# · Planning and calculation

Why: The rook checks on c8, and the black king has only losing moves. Then you checkmate.

48. 1...♞xe4+ 2.♟g1 f6 · Planning and calculation

Why: You take the knight and White can't take back. Then you win another knight.