



Chess Workbook Level 4 with Answers

48 puzzles · Level 4 · Preparing moves and first strategy · answers and explanations at the end

Name _____

Date _____

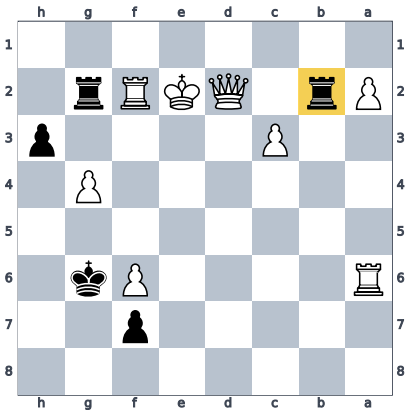


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Write the move (for example ♖f3 or Nf3) or draw an arrow on the board. The board always faces the side to move.
Yellow square: the piece to move (the "glowing piece" in the question). · Stars: squares you could move to; only one is right. · Letters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

Preparing the blow

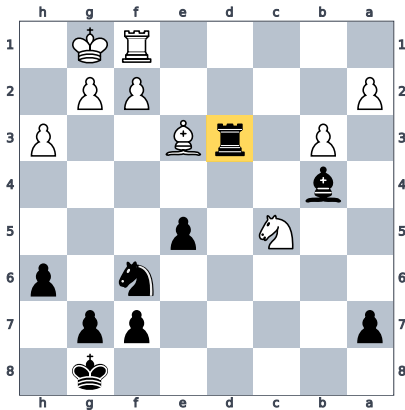
1 Black to move



The glowing piece is the rook on b2. Sacrifice it to pull the white king away!

Move: _____

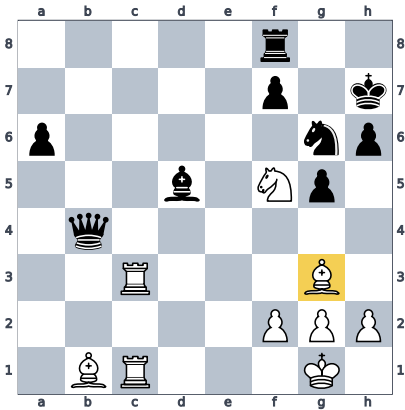
2 Black to move



The glowing piece is the rook. Take the piece that guards the white knight!

Move: _____

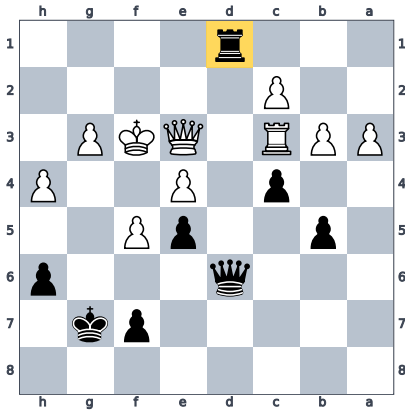
3 White to move



The glowing piece is the bishop. Chase the black queen with a bishop move!

Move: _____

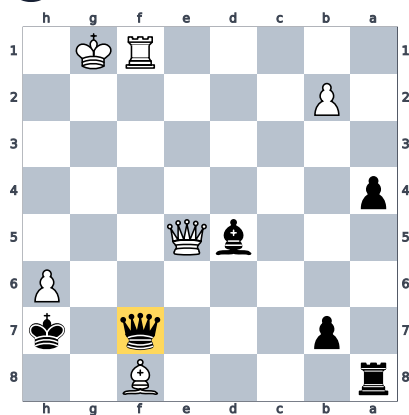
4 Black to move



The glowing piece is the rook on d1. Move it somewhere with check to make way for the queen!

Move: _____

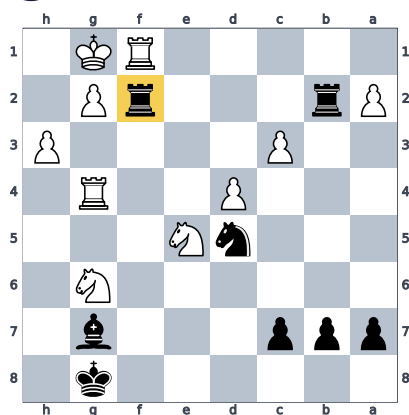
5 Black to move



The glowing piece is the queen. First move it off the f-file with check!

Move: _____

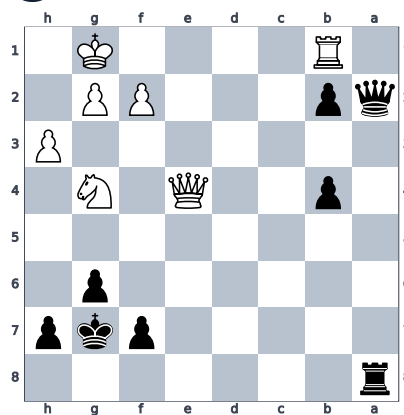
7 Black to move



The glowing piece is the rook on f2. Trade the rook to pull the white king to f1!

Move: _____

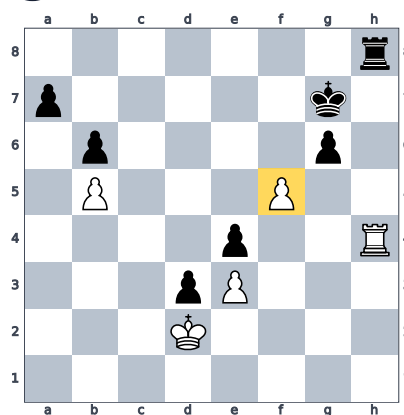
6 Black to move



Black to move. Find the best move!

Move: _____

8 White to move

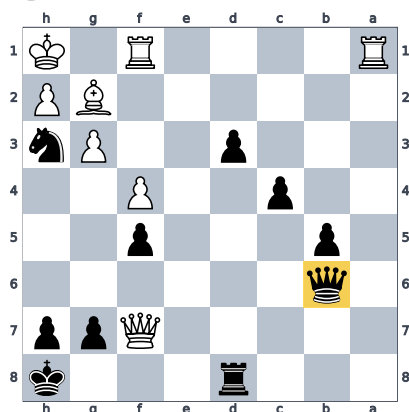


The glowing piece is a pawn. Use it to pull the black king away from guarding the rook!

Move: _____

Attacking the king

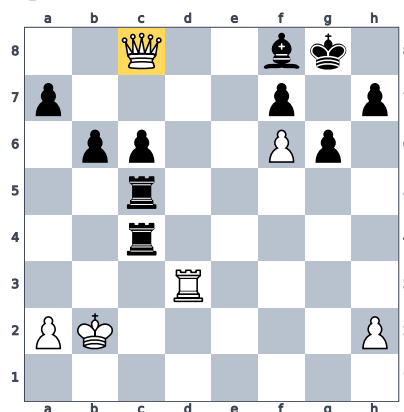
9 Black to move



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

Move: _____

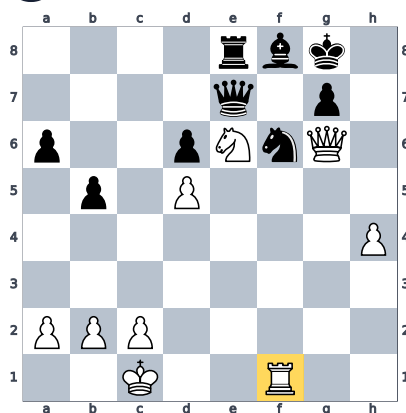
10 White to move



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

Move: _____

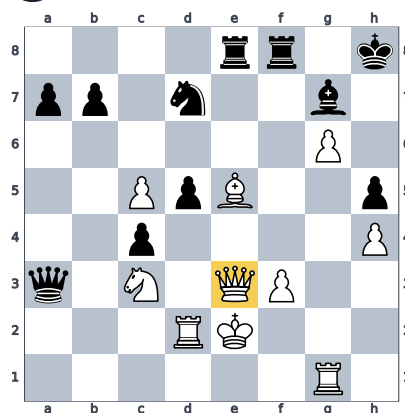
11 White to move



The glowing piece is the rook. Take the knight to pull the black queen away from its guarding spot!

Move: _____

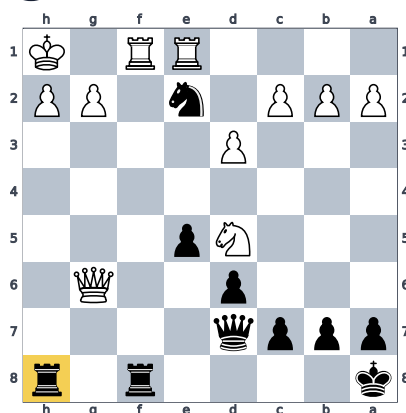
12 White to move



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

Move: _____

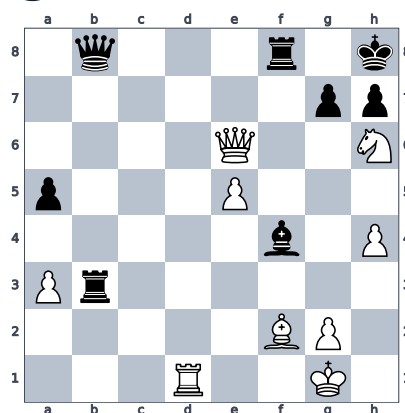
13 Black to move



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

Move: _____

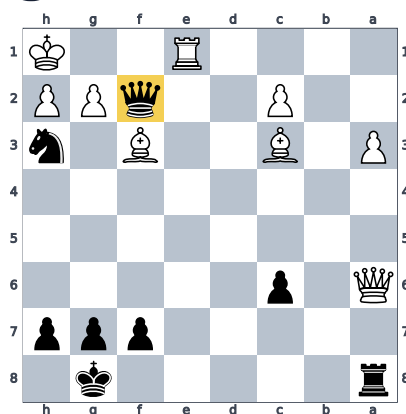
14 White to move



White to move. Find the best move!

Move: _____

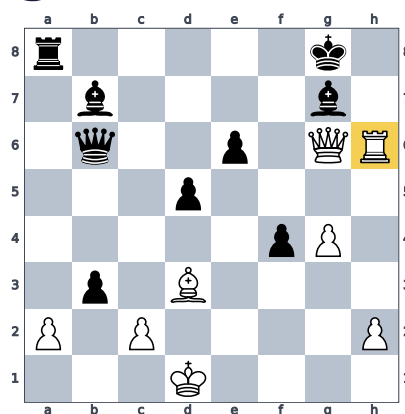
15 Black to move



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

Move: _____

16 White to move

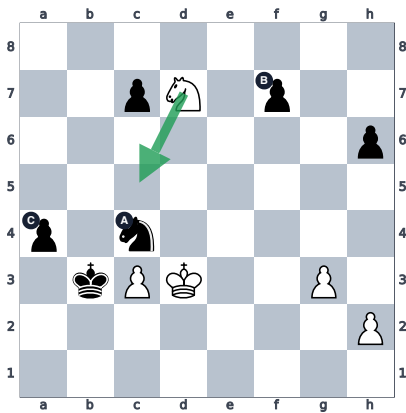


The glowing piece is the rook. Sacrifice the rook to pull the black king into the corner!

Move: _____

Thinking ahead

17 White to move

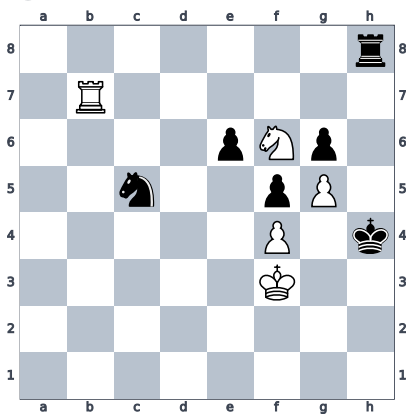


Follow the green arrow: the knight checks. The black king must move. Then on which square do you capture a piece? Tap that square.

- ☐ A c4 ☐ B f7 ☐ C a4

Circle: A B C

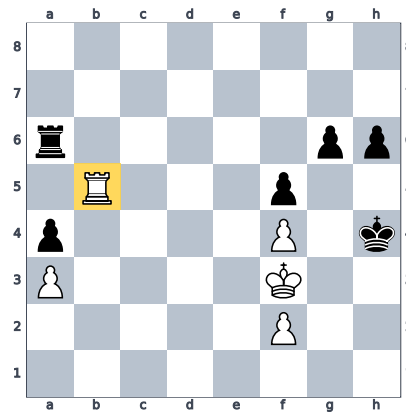
19 White to move



White to move. Find the best move!

Move: _____

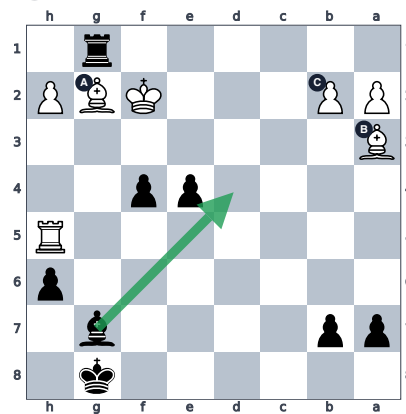
18 White to move



The glowing piece is the rook. Make a quiet move so the rook can checkmate on the next move!

Move: _____

20 Black to move

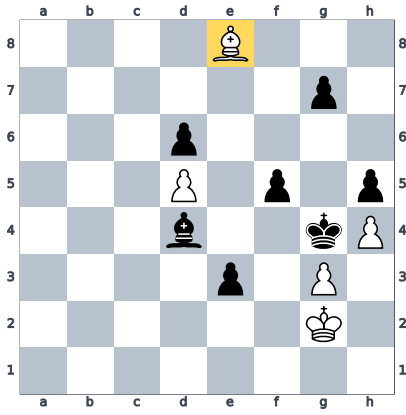


Follow the green arrow: the black bishop checks. The white king must move. Then on which square do you capture a piece? Tap that square.

- ☐ A g2 ☐ B a3 ☐ C b2

Circle: A B C

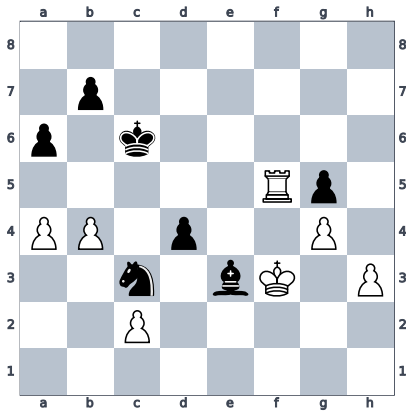
21 White to move



The glowing piece is the bishop. Make a quiet move, and don't grab the pawn too soon!

Move: _____

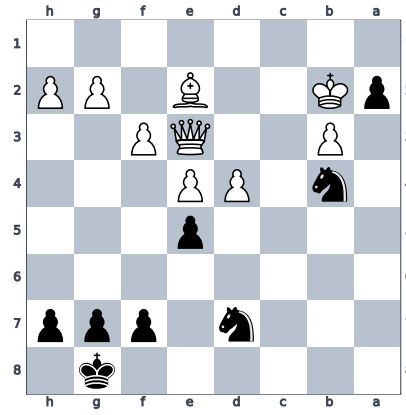
23 White to move



Work out the whole three-move chain in your head before you move. The rook checks first, then see which black piece loses its guard.

Move: _____

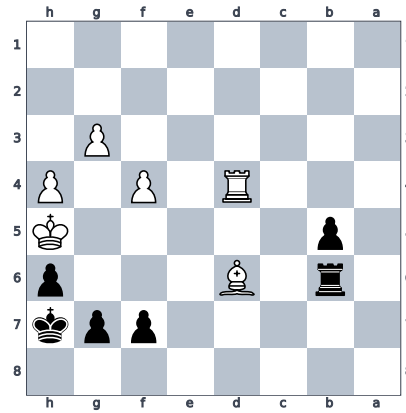
22 Black to move



Black to move. Find the best move!

Move: _____

24 Black to move

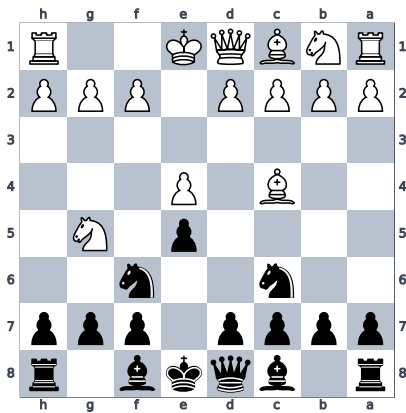


Checkmate in two moves. The first move is not a check: lock the white king's escape square first!

Move: _____

Pawns and advantages

25 Black to move

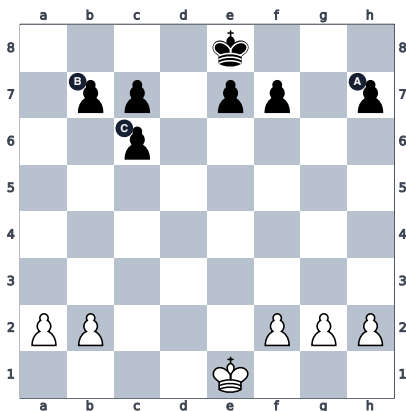


Black to move. The white knight is eyeing f7. Pick the best move!

- (A) ♖xe4 (B) d5 (C) ♗c5

Circle: A B C

27 White to move

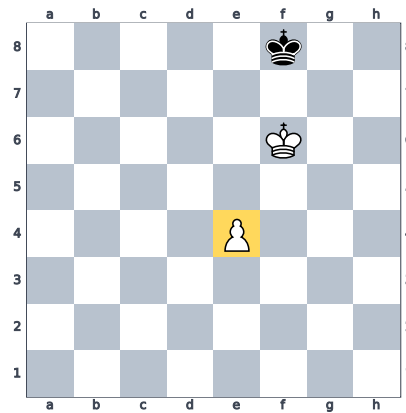


Which black pawn is the weak one, standing all alone? Tap it!

- (A) h7 (B) b7 (C) c6

Circle: A B C

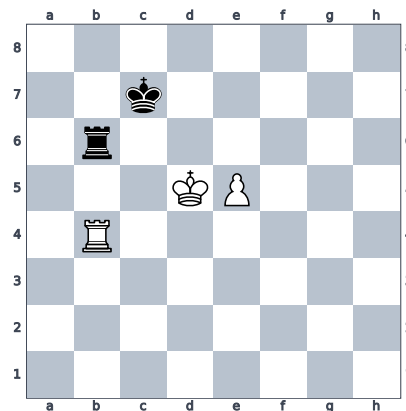
26 White to move



The glowing piece is the pawn. Push the pawn up to become a queen, with the king walking beside it to protect it!

Move: _____

28 White to move

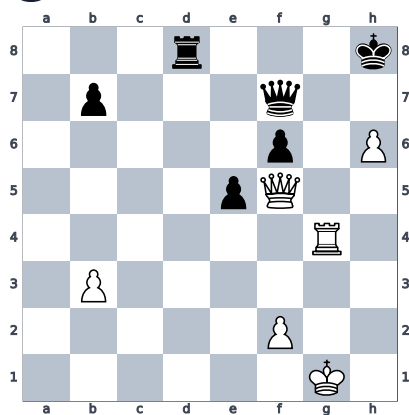


White is a pawn ahead. Trade rooks or keep your rook? You choose!

- (A) ♖f4 (B) ♖xb6 (C) e6

Circle: A B C

29 White to move

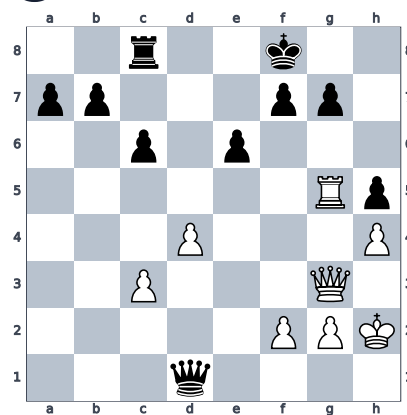


White to move. Where should the rook go? You choose!

- (A) ♖g8+ (B) ♖g7 (C) ♖f4

Circle: A B C _____

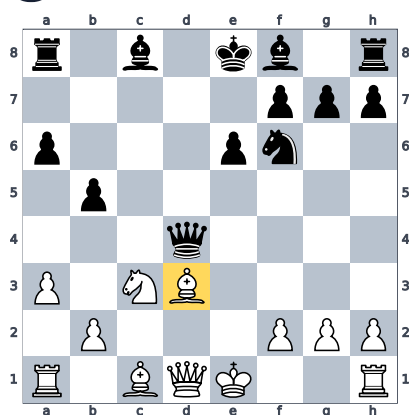
30 White to move



White to move. Find the best move!

Move: _____

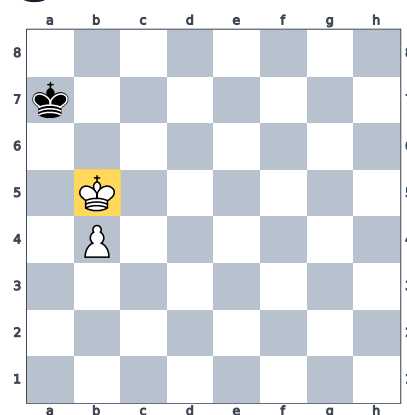
31 White to move



The glowing piece is the bishop on d3. The bishop is standing in the way between the white queen and the black queen.

Move: _____

32 White to move

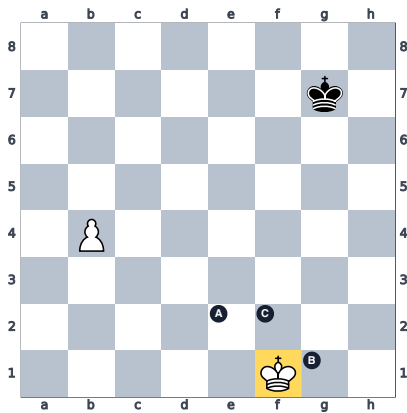


The glowing piece is the king. Let the king walk in front to lead the b-pawn!

Move: _____

Endgames

33 White to move

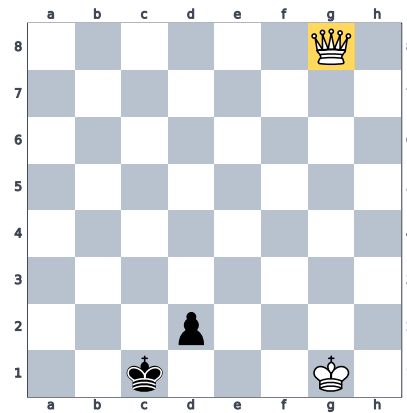


Which square should the white king go to, to rush back and help the pawn on b4? Tap that square.

- (A) e2 (B) g1 (C) f2

Circle: A B C

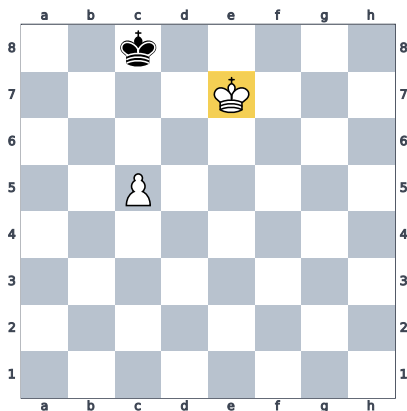
34 White to move



The glowing piece is the queen. Use checks to force the black king in front of its pawn, and keep playing until you win!

Move: _____

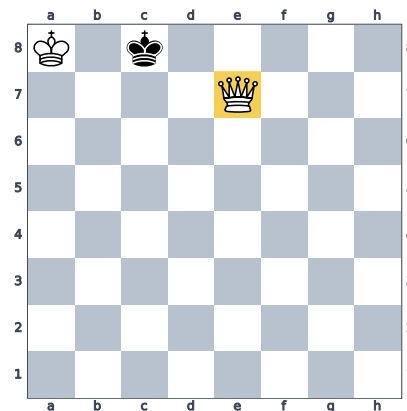
35 White to move



The glowing piece is the king. Bring the king up to lead the way for the pawn!

Move: _____

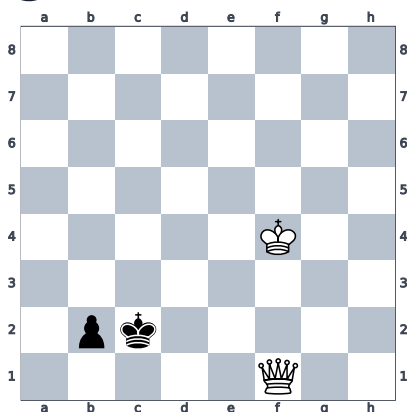
36 White to move



The glowing piece is the queen. Trap the black king but leave it one square, so it's not STALEMATE!

Move: _____

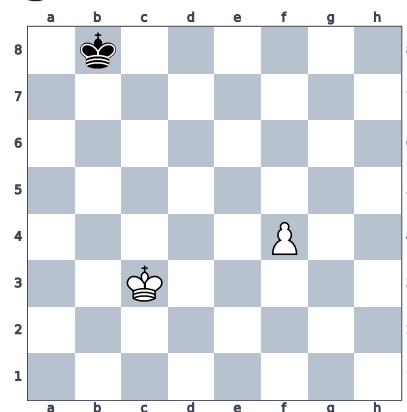
37 White to move



White to move. Find the best move!

Move: _____

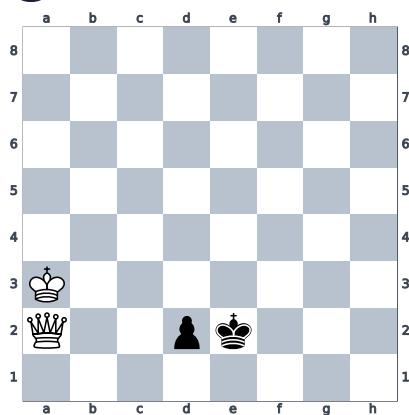
38 White to move



Your king joins the battle: walk in front of the pawn to lead the way!

Move: _____

39 White to move

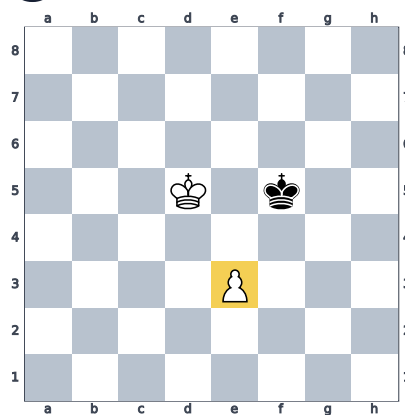


White moves first. This time the black pawn is on the d-file. What's the result?

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

Circle: A B C _____

40 White to move

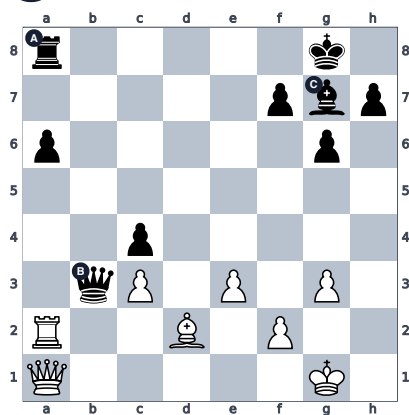


The glowing piece is the pawn. Push the pawn with check to chase the black king away!

Move: _____

More tactics

41 White to move

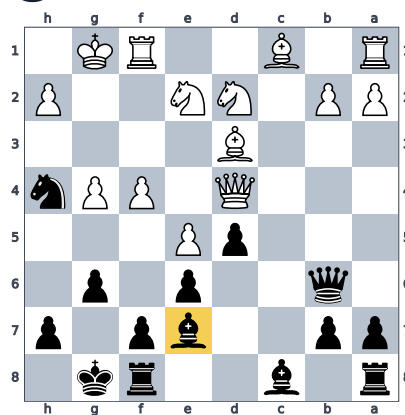


White to move. One black piece is about to be trapped. Tap that piece.

- ☐ A a8 ☐ B b3 ☐ C g7

Circle: A B C _____

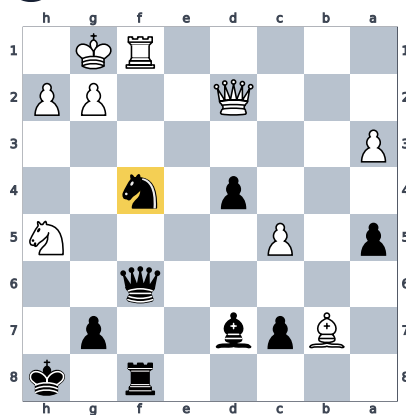
42 Black to move



The glowing piece is the bishop. Pin the white queen to its king!

Move: _____

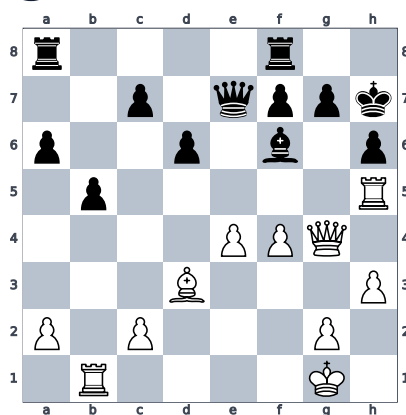
43 Black to move



The glowing piece is the knight. It's blocking the queen's path to the rook on f1. Move the knight with check!

Move: _____

45 White to move

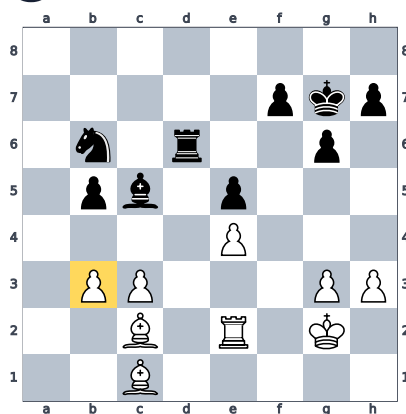


White to move. The pawn on e4 is blocking the bishop on d3 from reaching the black king. Pick the best move!

(A) ♖xg7+ (B) ♖xh6+ (C) e5+

Circle: A B C _____

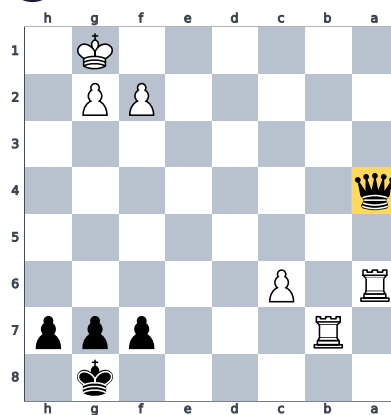
47 White to move



The glowing piece is the pawn. Use the pawn to chase the black bishop!

Move: _____

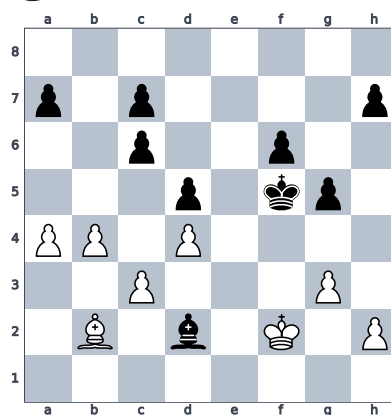
44 Black to move



The glowing piece is the queen. Keep checking and don't let the white king rest!

Move: _____

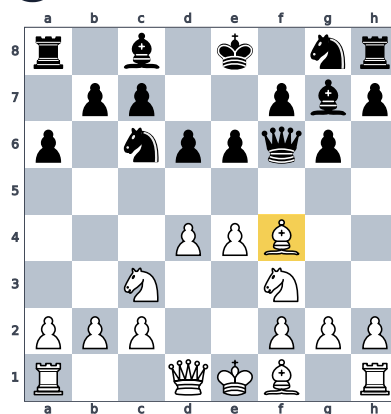
46 White to move



White to move. Find the best move!

Move: _____

48 White to move



The glowing piece is the bishop. Threaten the black queen so it has no good square left!

Move: _____

Answers and explanations

1. 1... ♖xd2+ 2. ♕xd2 ♖xf2+ · Preparing the blow

Why: The rook takes the queen with check, and the white king takes back, leaving e2. The white rook on f2 loses its guard: the black rook takes it, with check too.

2. 1... ♖xe3 2. fxe3 ♗xc5 · Preparing the blow

Why: The rook takes the bishop on e3, the piece guarding the knight on c5. A pawn takes the rook back, and the black bishop takes the unguarded knight: you traded one rook for two minor pieces.

3. 1. ♗d6 ♜xc3 2. ♖xc3 · Preparing the blow

Why: The bishop goes to d6, attacking the queen and aiming at the rook on f8. The black queen has no good square, so it gives itself up for the rook: you win the queen.

4. 1... ♖f1+ 2. ♕g2 ♜d1 · Preparing the blow

Why: The rook leaves the d-file with check, leaving d1 for the queen. The queen goes to d1 and, with the rook, closes in on the white king, threatening checkmate.

5. 1... ♜g6+ 2. ♕f2 ♖xf8+ · Preparing the blow

Why: The queen leaves the f-file with check, and the white king must move. Now the black rook takes the bishop on f8, and the white rook can no longer take the queen.

6. 1... ♜xb1+ 2. ♜xb1 ♖a1 3. ♕h2 ♖xb1 · Preparing the blow

Why: Trade queens, then the rook goes to a1 and attacks the white queen: if the queen runs, the pawn on b2 becomes a queen; if it stays, the rook takes it.

7. 1... ♖xf1+ 2. ♕xf1 ♖e3+ · Preparing the blow

Why: The rook trade pulls the white king to f1, then the knight checks on e3, forking the king and the rook on g4: you'll win the rook.

8. 1.f6+ ♕xf6 2. ♖xh8 · Preparing the blow

Why: The pawn checks, the black king takes the pawn and leaves g7. The rook on h8 loses its guard: the white rook takes it.

9. 1... ♜g1+ 2. ♖xg1 ♖f2# · Attacking the king

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

10. 1. ♜xf8+ ♕xf8 2. ♖d8# · Attacking the king

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.

11. 1. ♖xf6 ♜xf6 2. ♜xe8 · Attacking the king

Why: The rook takes the knight on f6, the black queen takes back and leaves the e-file. The white queen takes the rook on e8, and the bishop on f8 is pinned to the king.

12. 1. ♜h6+ ♕g8 2. ♜xg7# · Attacking the king

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!

13. 1... ♖xh2+ 2. ♕xh2 ♖h8+ 3. ♜h5 ♖xh5# · Attacking the king

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.

14. 1. ♜g8+ ♖xg8 2. ♖f7# · Attacking the king

Why: The queen sacrifices itself on g8, the black rook takes and blocks the escape square itself. The knight checks on f7: checkmate!

15. 1... ♜g1+ 2. ♖xg1 ♖f2# · Attacking the king

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.

16. 1. ♖h8+ ♕xh8 2. ♜h7# · Attacking the king

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

17. A (c4) · 1. ♖c5+ ♕a2 2. ♕xc4 · Thinking ahead

Why: The knight check chases the black king away, and the black knight on c4 has no king guarding it: the white king takes it.

18. 1. ♖b1 g5 2. ♖h1# · Thinking ahead

Why: The rook goes back to the first rank and waits. The black king is boxed in by the pawns and the white king, so whatever Black plays, the rook goes to h1 for checkmate.

19. 1. ♖b1 ♖d8 2. ♖h1# · Thinking ahead

Why: The rook quietly goes back to the first rank and waits. The black king is boxed in by the knight and pawns, so whatever Black plays, the rook goes to h1 for checkmate.

20. A (g2) · 1... ♗d4+ 2. ♕e2 ♖xg2+ · Thinking ahead

Why: The bishop checks, the white king must leave f2, and the white bishop on g2 has no guard left: the black rook takes it, with check too.

21. 1. ♗b5 ♗e5 2. ♗e2# · Thinking ahead

Why: The bishop goes back to b5 and waits. The black king is completely boxed in, so whatever Black plays, the bishop goes to e2 for checkmate.

22. 1... a1=♚+ 2. ♕xa1 ♖c2+ 3. ♕b1 ♖xe3 · Thinking ahead

Why: You promote to a queen with check to pull the white king to a1, then the knight checks on c2, forking the king and queen: you take the white queen.

23. 1.♖c5+ ♕d6 2.♖xc3 dxc3 3.♕xe3 · Thinking ahead

Why: The rook checks to chase the black king, then trades itself for the knight. When the black pawn takes back, the bishop on e3 loses its guard: the white king takes the bishop, and you get two minor pieces for a rook.

24. 1...f5 2.♗f8 g6# · Thinking ahead

Why: The pawn moves to f5 and takes away the white king's square g4. Whatever White plays, the pawn on g6 gives checkmate.

25. B (d5) · 1...d5 2.exd5 ♖a5 3.♗b5+ · Pawns and advantages

Why: The pawn moves to d5, blocking the bishop on c4 from reaching f7, and grabs the center.

26. 1.e5 ♕e8 2.♕e6 ♖d8 3.♕f7 · Pawns and advantages

Why: The pawn moves up to e5, and the white king stands beside it to guard its path. The black king can't stop it, and the pawn becomes a queen.

27. A (h7) · Pawns and advantages

Why: The pawn on h7 has no black pawn on the g-file. It stands all alone: it's a weak pawn.

28. B (♖xb6) · 1.♖xb6 ♕xb6 2.♕d6 ♖a5 3.e6 ♖a4 · Pawns and advantages

Why: Trade rooks: the black king has to take back on b6, far from the pawn. The white king leads the e-pawn to the end.

29. B (♖g7) · 1.♖g7 ♗xg7+ 2.hxg7+ · Pawns and advantages

Why: The rook goes to the seventh rank on g7, threatening the queen and threatening checkmate. The black queen has to take the rook, and the pawn on h6 takes back with check and is about to promote.

30. 1.♖xg7 ♗g4 2.♖xg4 · Pawns and advantages

Why: The rook takes the pawn on g7 and threatens checkmate. If the black queen goes to g4 to block, the rook takes the queen.

31. 1.♗xb5+ axb5 2.♗xd4 · Pawns and advantages

Why: The bishop takes the pawn on b5 with check and opens the d-file. Black has to deal with the king, and the white queen takes the black queen.

32. 1.♕c6 ♖a6 2.b5+ ♖a7 3.♕c7 ♖a8 4.♕b6 · Pawns and advantages

Why: The king walks in front of the pawn and takes the squares ahead. The pawn gives check, the black king steps back, and the pawn marches up to become a queen.

33. A (e2) · 1.♕e2 ♕f6 2.♕d3 ♕e5 3.♕c4 ♕d6 · Endgames

Why: The king goes to e2, then d3 and c4: the king runs straight toward the pawn to lead the way.

34. 1.♗c4+ ♕b2 2.♗d3 ♕c1 3.♗c3+ · Endgames

Why: The queen's checks force the black king to block in front of its pawn, then the queen and the white king close in and checkmate.

35. 1.♕d6 ♕b7 2.c6+ ♕b8 3.♕d7 · Endgames

Why: The white king goes to d6 and then d7, guarding the squares in front of the pawn. The pawn marches straight up to become a queen.

36. 1.♗g7 ♕d8 2.♕b7 ♕e8 3.♕c6 · Endgames

Why: The queen traps the black king on the last rank, the white king comes closer, and the queen drops to d7 for checkmate with the king guarding it.

37. 1.♗c4+ ♕d2 2.♗a2 ♕c2 3.♕e3 ♕c1 4.♕e2 · Endgames

Why: The queen checks and cuts off the way, the black king gets stuck in front of its pawn, the white king walks up, and the queen gives checkmate.

38. 1.♕d4 ♕c7 2.♕e5 ♕d7 3.♕f6 ♕c6 4.f5 · Endgames

Why: The white king runs up to d4, e5, f6 in front of the pawn. The black king arrives too late, and the pawn marches up to become a queen.

39. A (White wins) · 1.♕b3 ♕e1 2.♗a5 ♕e2 3.♗b5+ ♕e3 · Endgames

Why: A d-pawn has no STALEMATE trick: the queen forces the black king in front of its pawn, and the white king walks up and takes the pawn.

40. 1.e4+ ♕f6 2.♕d6 ♕f7 3.e5 · Endgames

Why: The pawn moves to e4 with check, and the black king has to step back. The white king moves up in front of the pawn, takes the key square, and the pawn promotes.

41. B (b3) · 1.♖b2 ♖d8 2.♖xb3 · More tactics

Why: The black queen on b3 has almost no squares to run to. The white rook goes to b2 to block the last one, and the queen is caught.

42. 1...♗c5 2.♖b3 ♗xd4+ · More tactics

Why: The bishop goes to c5 and pins the white queen to the king. The queen can't move away: the bishop takes the queen with check.

43. 1...♖h3+ 2.gxh3 ♗xf1# · More tactics

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!

44. 1...♗d1+ 2.♕h2 ♗h5+ · More tactics

Why: The queen checks on d1, then h5; the white king runs back and forth but can't escape: draw.

45. C (e5+) · 1.e5+ g6 2.exf6 · More tactics

Why: The pawn goes to e5, opening the way for the bishop on d3: check! The pawn also attacks the bishop on f6; after Black blocks the check, the pawn takes the bishop.

46. 1.♔e2 ♖xc3 2.♖xc3 · More tactics

Why: The king goes to e2 and attacks the bishop on d2. The bishop has no way back, so it takes the pawn on c3 and then gets taken by the white bishop: you win material.

47. 1.b4 ♗c6 2.bxc5 · More tactics

Why: The pawn moves to b4 and threatens the bishop on c5. The bishop has no safe square left, so the pawn can take it.

48. 1.♗g5 ♜xg5 2.♞xg5 · More tactics

Why: The bishop goes to g5 and threatens the black queen. The queen has no safe square, so it takes the bishop, and the knight takes back the queen: a big win for you.
