



Chess Workbook Level 5 with Answers

48 puzzles · Level 5 · Plans, structure and defense · answers and explanations at the end

Name _____

Date _____

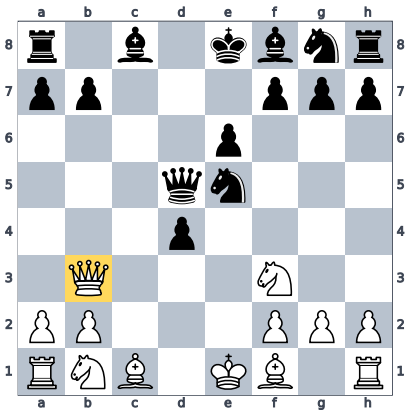


More practice in the Karotto app, with a voice guide and hints. Scan the code or visit playkarotto.com

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.

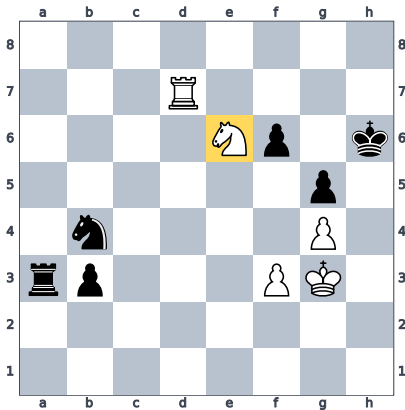
Time and tactics

1 White to move



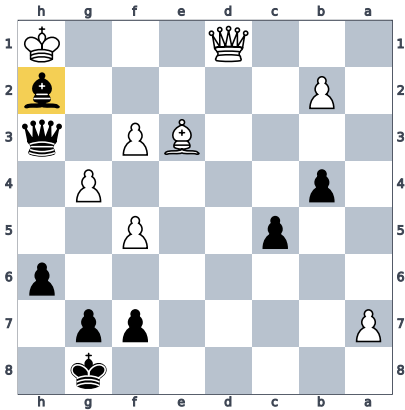
The glowing queen moves first. Trade pieces in the right order!
Move: _____

2 White to move



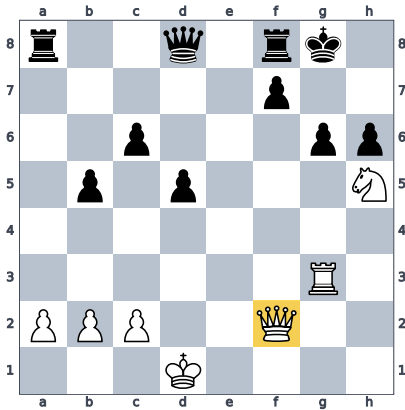
The glowing knight moves first. Block the black king's escape squares!
Move: _____

3 Black to move



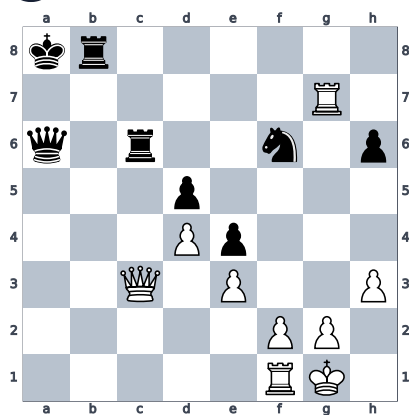
The glowing bishop is blocking the queen's path. Where is the best square for the bishop?
Move: _____

4 White to move



There are three moves. Choose the strongest attacking move!
A ♕xf7+ **B** ♕d4 **C** ♖xg6+
Circle: A B C _____

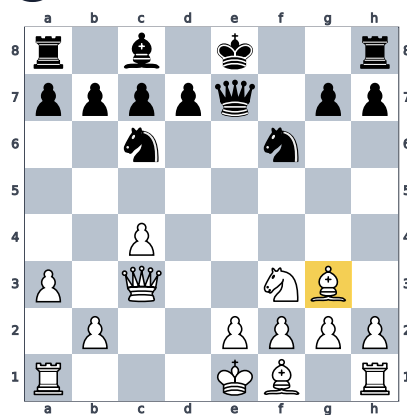
5 White to move



White to move. Find the best move!

Move: _____

6 White to move

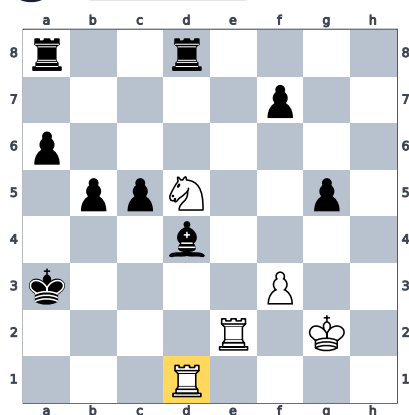


The glowing piece has three moves. Capture, or save time? You choose!

- (A) c5 (B) ♖xf6 (C) ♔xc7

Circle: A B C _____

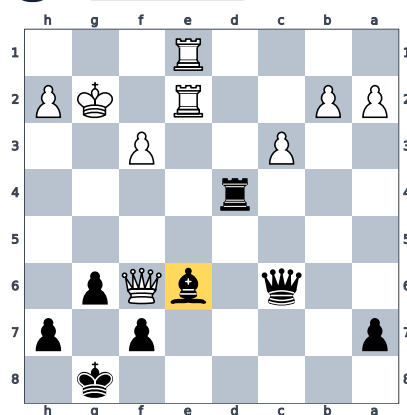
7 White to move



The glowing rook checks first. Think ahead all the way to checkmate!

Move: _____

8 Black to move

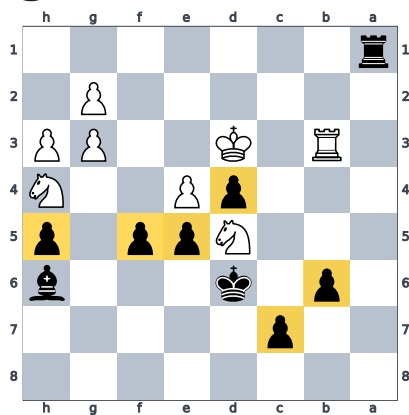


The glowing bishop is blocking the queen's path. Let the bishop step out with check!

Move: _____

Pawn

9 Black to move

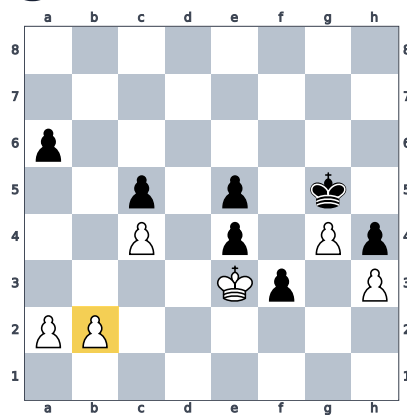


The glowing pawn has three moves. Choose the best one!

- (A) fxe4+ (B) f4 (C) c5

Circle: A B C _____

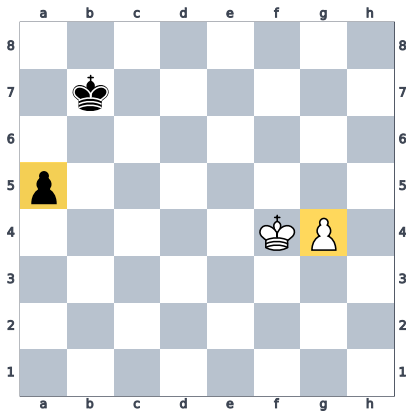
10 White to move



The glowing pawn sacrifices itself first. Break through!

Move: _____

11 White to move

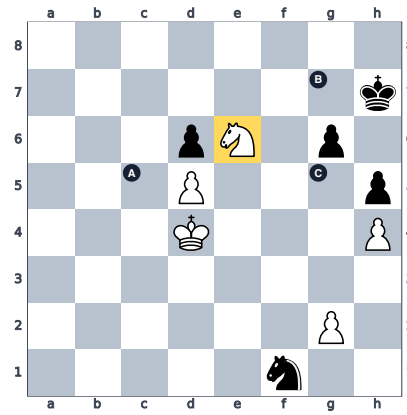


White to move. Two pawns are racing. Who wins? Count the moves!

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

Circle: A B C _____

12 White to move

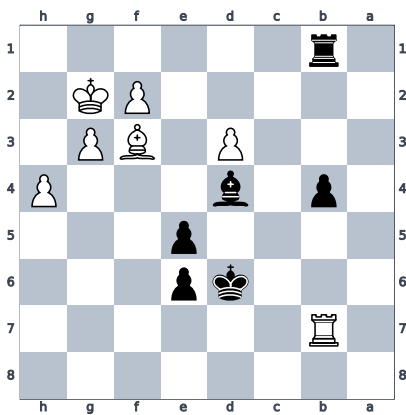


Where should the glowing knight jump? Tap a square!

- ☐ A c5 ☐ B g7 ☐ C g5

Circle: A B C _____

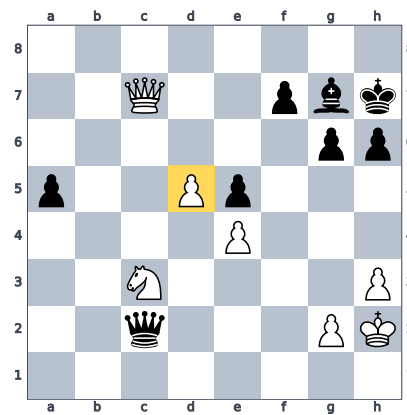
13 Black to move



Black to move. Find the best move!

Move: _____

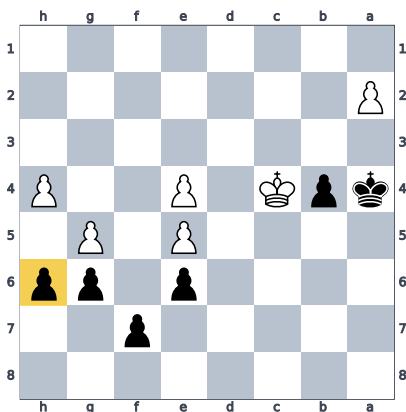
14 White to move



The glowing pawn moves first. Use your pawn!

Move: _____

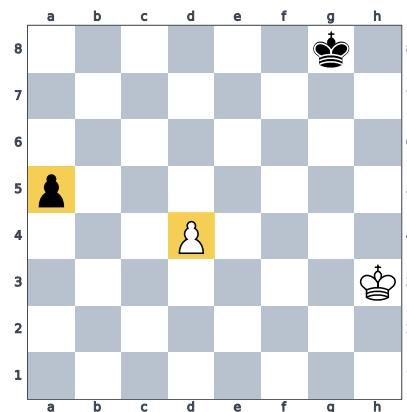
15 Black to move



The glowing pawn moves first. Trade pawns, then let the king go in and eat pawns!

Move: _____

16 White to move



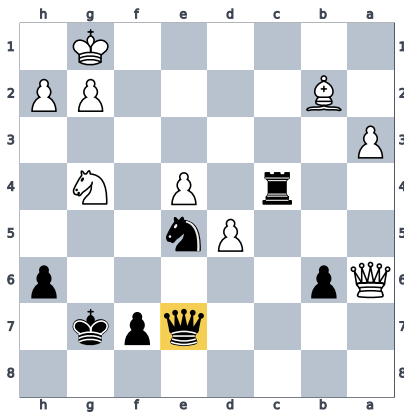
White to move. Who wins this race? Look at both kings too!

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

Circle: A B C _____

Rooks and open files

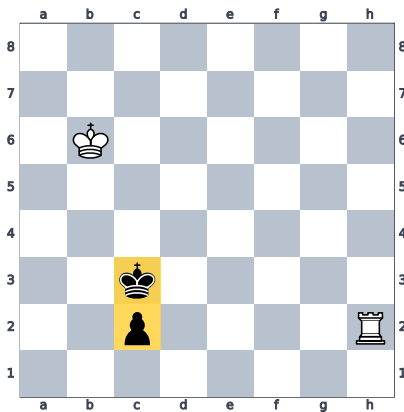
17 Black to move



The glowing queen checks first, then the rook goes down the open c-file to the back row. Go!

Move: _____

19 White to move

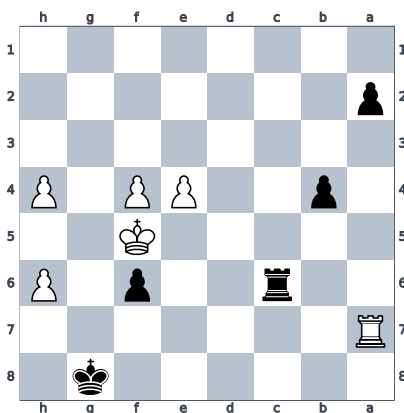


White moves first. The black pawn is about to become a queen, and the black king stands right next to it. Does White win or is it a draw?

(A) White wins (B) Draw (C) Black wins

Circle: A B C _____

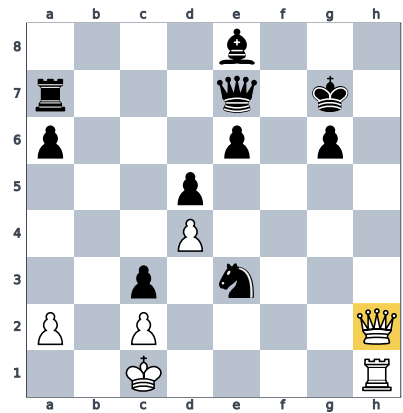
21 Black to move



Black to move. Find the best move!

Move: _____

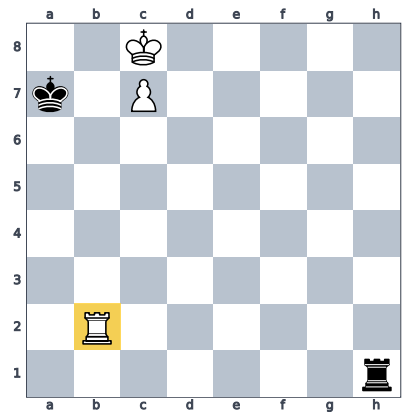
18 White to move



The glowing queen moves first, then the rook goes to the seventh row. Go!

Move: _____

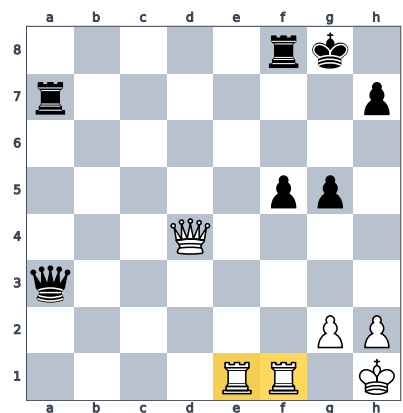
20 White to move



The glowing rook moves first. Help the pawn become a queen!

Move: _____

22 White to move

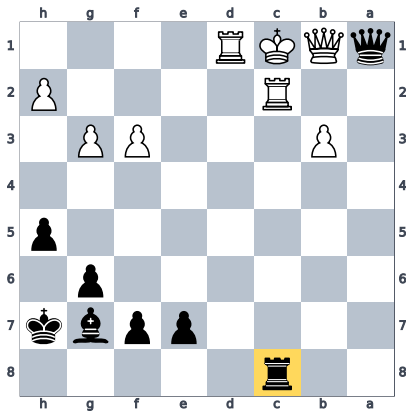


Two rooks are glowing. Choose the best rook move!

(A) ♖d1 (B) ♖b1 (C) ♖a1

Circle: A B C _____

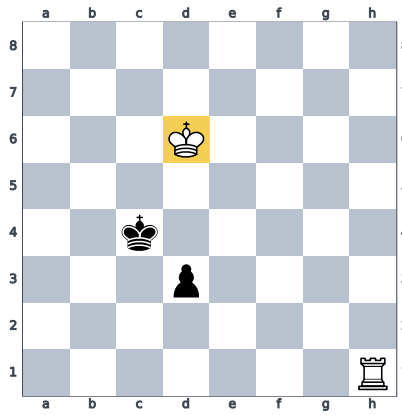
23 Black to move



The glowing rook captures its way into white's second row. Think ahead!

Move: _____

24 White to move

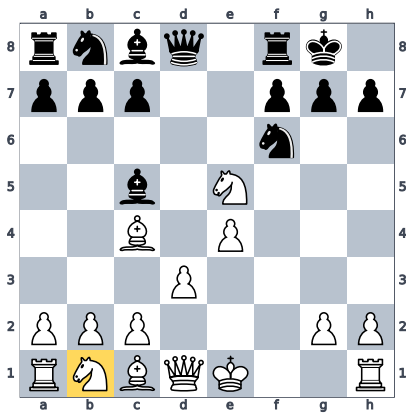


The white king is glowing. Bring the king back to stop the black pawn!

Move: _____

Attack, defense and draws

25 White to move

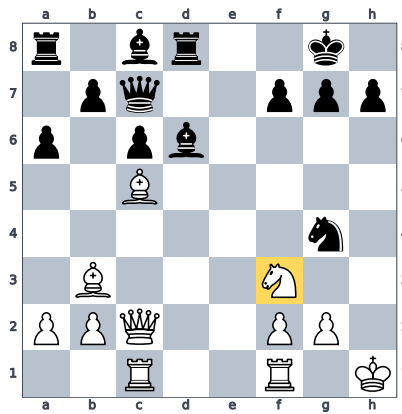


The glowing piece needs to be careful. Which of your pieces is being threatened?

- (A) ♖e2 (B) ♘c3 (C) ♙xf7+

Circle: A B C _____

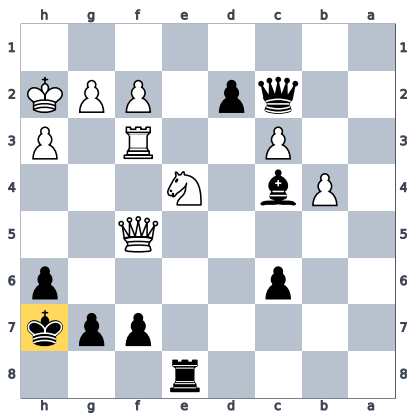
26 White to move



The glowing knight jumps in. Keep calculating!

Move: _____

27 Black to move

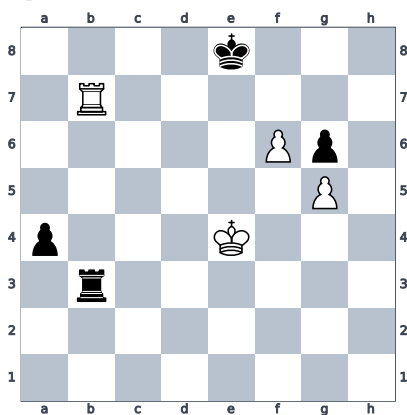


The black king is glowing. The white knight is about to give a forking check. Choose a move that holds your position!

- (A) ♖h8 (B) g6 (C) ♕g8

Circle: A B C _____

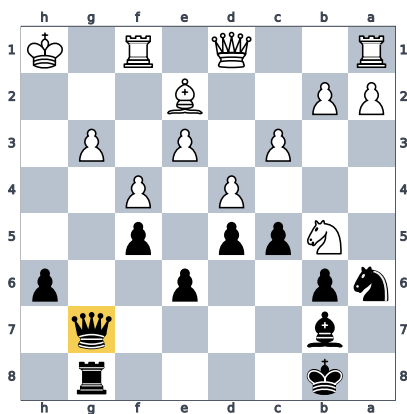
29 White to move



White to move. Find the best move!

Move: _____

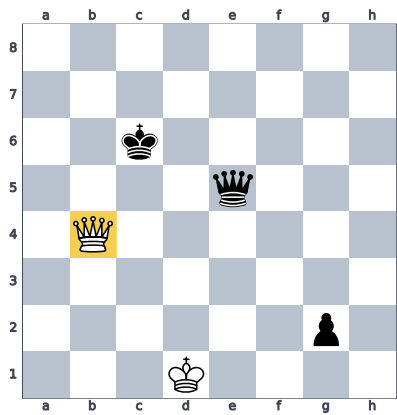
31 Black to move



The glowing queen breaks the pawn wall in front of the king. Keep calculating!

Move: _____

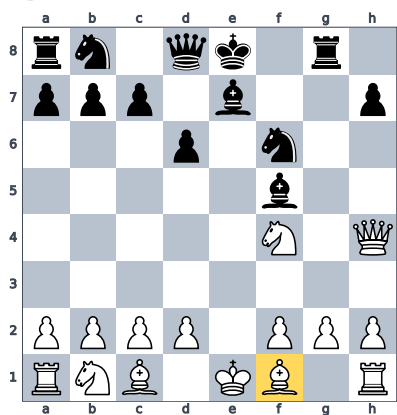
28 White to move



The glowing queen keeps checking. Hold the draw!

Move: _____

30 White to move

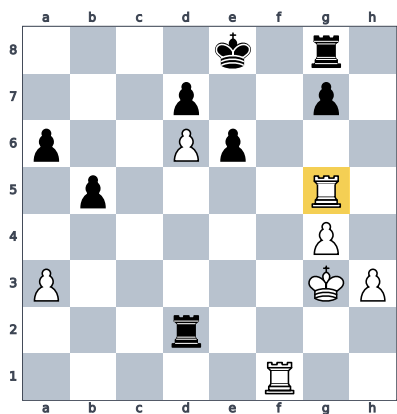


The glowing piece has a clever move. Choose the best move!

- (A) ♖xh7 (B) ♖c4 (C) f3

Circle: A B C _____

32 White to move

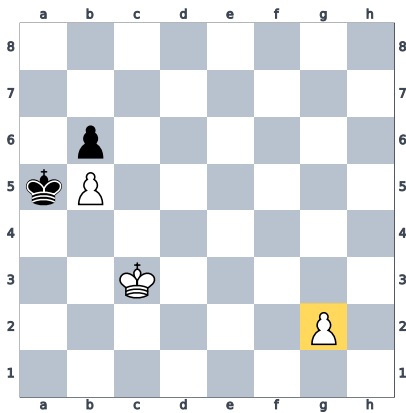


The glowing rook moves first. Protect the pawn and take control of the file!

Move: _____

More endgames

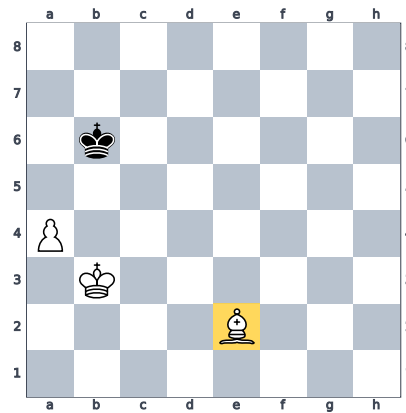
33 White to move



The glowing pawn is a far-away passed pawn. Push it two squares!

Move: _____

34 White to move

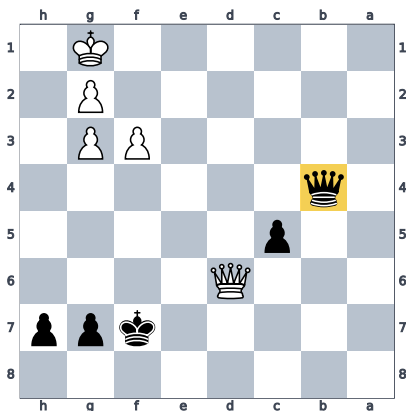


White moves first. Win or draw this time? Look at the bishop's color!

☐ A White wins ☐ B Draw ☐ C Black wins

Circle: A B C _____

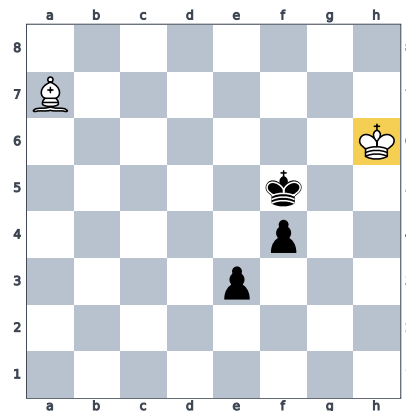
35 Black to move



The glowing queen moves first. Force the queen trade!

Move: _____

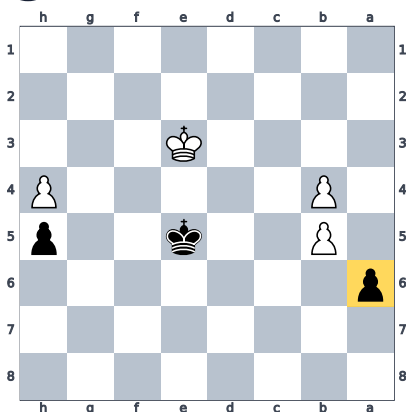
36 White to move



The glowing king moves first. The bishop is already on guard!

Move: _____

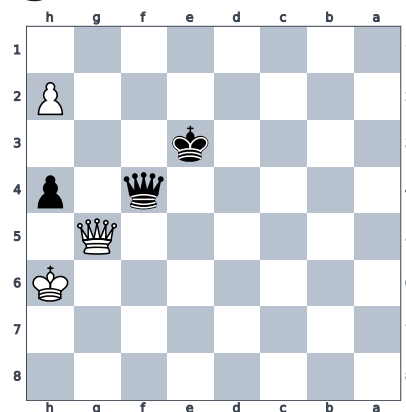
37 Black to move



The glowing pawn moves first. Think ahead!

Move: _____

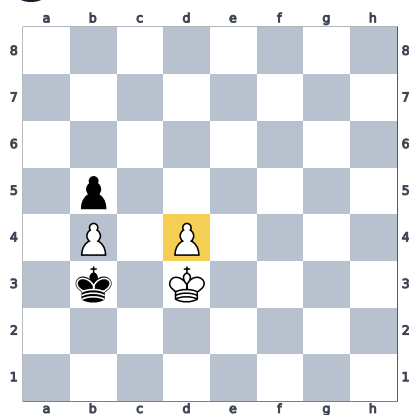
38 Black to move



Black to move. Find the best move!

Move: _____

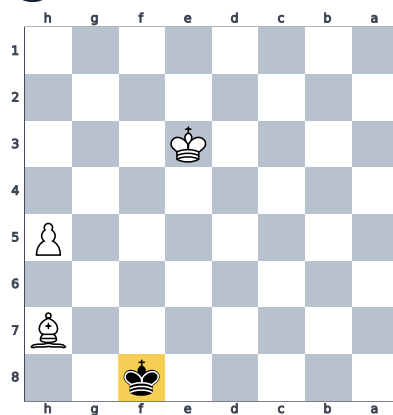
39 White to move



The glowing pawn can run. Count the moves, then push!

Move: _____

40 Black to move

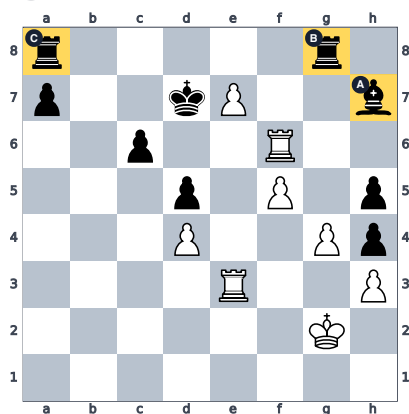


The black king is glowing. Hold the draw in the corner!

Move: _____

More strategy

41 White to move

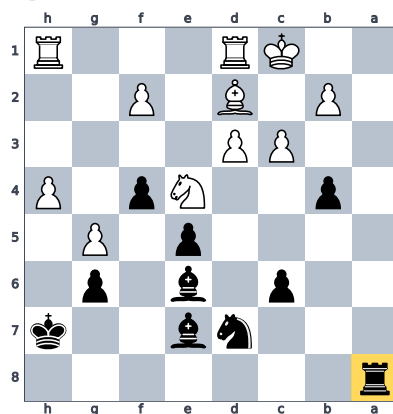


Which black piece is trapped with no squares to run to?
Tap that piece!

(A) h7 (B) g8 (C) a8

Circle: A B C _____

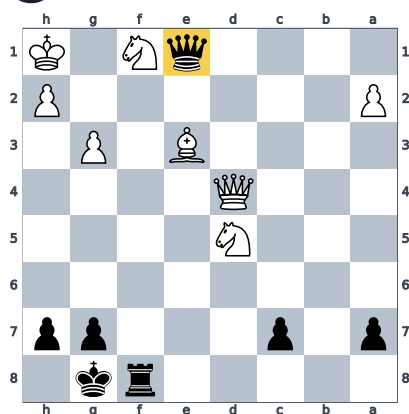
42 Black to move



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

Move: _____

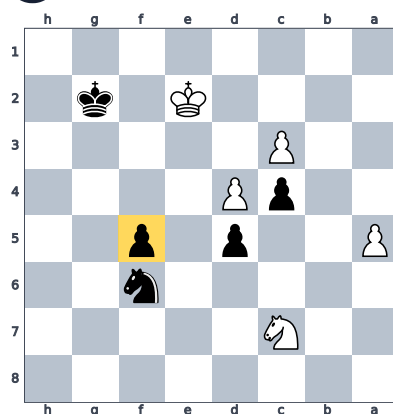
43 Black to move



The glowing queen moves first. White's back row has a weak spot. Find it!

Move: _____

44 Black to move

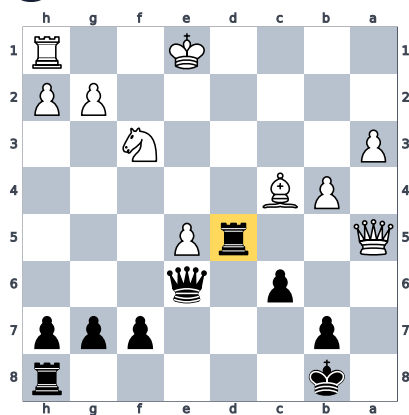


The glowing piece has a very strong move. Pick it!

(A) ♖g1 (B) f4 (C) ♞e4

Circle: A B C _____

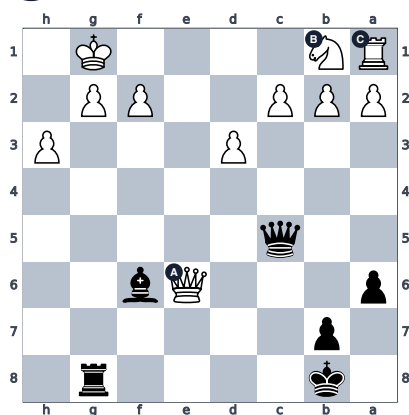
45 Black to move



The glowing rook moves first. The white king is still in the center, so think carefully!

Move: _____

47 Black to move

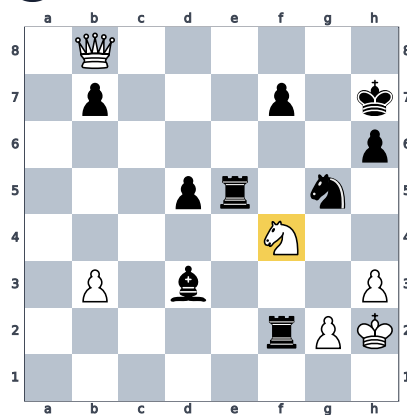


Which white piece is trapped? Tap that piece!

(A) e6 (B) b1 (C) a1

Circle: A B C _____

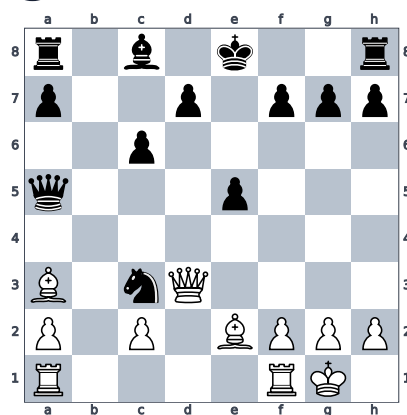
46 White to move



The glowing knight moves first. Which black piece isn't guarded?

Move: _____

48 White to move



Your opponent's king hasn't castled. Attack!

Move: _____

Answers and explanations

1. 1.♟xd5 exd5 2.♘xe5 · Time and tactics

Why: Trade queens first so the black queen can't take back, then the knight takes the knight on e5: you're a knight up.

2. 1.♘f8 ♔a7 2.♖xa7 b2 3.♗h7# · Time and tactics

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.

3. 1...♙f4+ 2.♕g1 ♚xe3# · Time and tactics

Why: The bishop steps out, and the black queen on the h-file gives a discovered check. The white king must go to g1, then the bishop takes on e3: checkmate!

4. B (♟d4) · 1.♟d4 f6 2.♖xg6+ · Time and tactics

Why: The queen goes to d4 and threatens checkmate on g7. The f-pawn must move up to block, so now the pawn on g6 is open and the rook takes on g6 with check.

5. 1.♟xc6+ ♟xc6 2.♖a1+ ♟a6 3.♖xa6# · Time and tactics

Why: The queen trade on c6 drags the black queen away, then the rook checks along the a-file, the black queen blocks, and the rook takes the queen: checkmate!

6. A (c5) · 1.c5 ♘e4 2.♟c2 b6 · Time and tactics

Why: The pawn goes to c5 to hold space instead of grabbing the pawn on c7. Black still hasn't developed the bishop or castled, so you're ahead in time.

7. 1.♖d3+ ♚c3 2.♖xc3+ ♘a4 3.♖a2# · Time and tactics

Why: The rook checks on d3, the black bishop must block, the rook takes the bishop with another check, and then the other rook checkmates on a2.

8. 1...♙h3+ 2.♕g3 ♟xf6 · Time and tactics

Why: The bishop steps out with check on h3, opening the way for the black queen to aim at the white queen along the row. The king runs, and the black queen takes the white queen.

9. A (fxe4+) · 1...fxe4+ 2.♕xe4 ♖e1+ · Pawn

Why: The pawn takes on e4 with check. If the white king takes back, the black rook checks on e1, and black attacks first.

10. 1.b4 cxb4 2.c5 · Pawn

Why: Sacrifice the pawn on b4, black takes it, then the pawn on c5 runs free: no black pawn can block it anymore.

11. B (Draw) · 1.g5 a4 2.g6 a3 3.g7 a2 · Pawn

Why: The white pawn needs four moves, and the black pawn needs four too. Both make a queen, and queen against queen is a draw.

12. C (g5) · 1.♘g5+ ♕g7 2.♘e4 ♕f8 3.♘d6 · Pawn

Why: The knight checks on g5, where black pawns can't chase it, then circles over to e4 and takes the pawn on d6.

13. 1...b3 2.h5 b2 · Pawn

Why: The b-pawn runs up to b2, the black rook stands behind to support it, and white has to give up a piece to stop it.

14. 1.d6 ♟f2 2.♘d5 · Pawn

Why: The pawn on d6 moves close to the promotion row, then the knight goes to d5 to guard it. A passed pawn gets stronger the farther it goes.

15. 1...hxcg5 2.hxcg5 ♕a3 · Pawn

Why: Trade the h-pawn first so the white pawn can't run away, then the black king goes to a3 and takes the pawn on a2.

16. C (Black wins) · 1.♕g2 a4 2.♕f3 a3 3.♕e4 a2 · Pawn

Why: The black king is close and catches the white d-pawn. But the white king is far away and can't catch the black a-pawn.

17. 1...♟c5+ 2.♕f1 ♖c1+ · Rooks and open files

Why: The queen checks so the white king runs to f1, then the rook goes down the open c-file to the back row and checks again. If the bishop takes the rook, the queen takes back, and the white king is trapped.

18. 1.♟h8+ ♕f7 2.♖h7# · Rooks and open files

Why: The queen checks on h8, the black king is forced up to f7, then the rook goes to the seventh row on h7: checkmate!

19. B (Draw) · 1.♖xc2+ ♕xc2 · Rooks and open files

Why: The rook can only trade itself for the pawn: if the rook takes the pawn, the black king takes the rook. The white king is too far away to help.

20. 1.♖a2+ ♕b6 2.♕b8 ♖h8+ 3.c8=♟ · Rooks and open files

Why: The rook checks to push the black king away, the white king steps to b8, and then the pawn becomes a queen, blocking the check too.

21. 1...b3 2.♕g6 f5+ · Rooks and open files

Why: The b-pawn moves up, and the white rook can't stop both black pawns. If the white king rushes forward, the f-pawn checks and blocks its way.

22. C (♖a1) · 1.♖a1 ♟xa1 2.♖xa1 ♖xa1+ 3.♟xa1 · Rooks and open files

Why: The rook moves to the open a-file and attacks the black queen directly. The queen can't hide safely, so black has to give the queen for the rook.

23. 1...♖xc2+ 2.♕xc2 ♟c3# · Rooks and open files

Why: The rook takes the rook on c2 with check, the white king is forced to take back, then the queen comes down to c3: checkmate!

24. 1.♟e5 ♟c3 2.♟e4 ♟c2 3.♞h2+ ♟c3 4.♞h3 ♟b4 5.♞xd3 · Rooks and open files

Why: The white king comes back to e4 to block the pawn's path, the rook checks to push the black king away, and then the rook takes the pawn.

25. A (♟e2) · 1.♟e2 ♟e7 2.♟f3 ♟c6 · Attack, defense and draws

Why: The queen moves up to e2 to guard the knight on e5 and shield the king. Developing pieces is good, but first you must look at which piece is being threatened.

26. 1.♟g5 ♟f6 2.♟xf7 · Attack, defense and draws

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.

27. A (♟h8) · 1...♟h8 2.♟xd2 ♟xd2 · Attack, defense and draws

Why: The king goes to h8, dodging the knight's forking check. Now Black still has the pawn on d2, which is about to become a queen.

28. 1.♟a4+ ♟c5 2.♟c2+ ♟b4 3.♟xg2 ♟a1+ 4.♟e2 · Attack, defense and draws

Why: The queen keeps checking until it can take the pawn on g2. Queen against queen: a draw!

29. 1.♞xb3 axb3 2.♟d3 · Attack, defense and draws

Why: Trade rooks, then the white king runs back to take the pawn on b3. White's f- and g-pawns are stronger, so White wins the pawn endgame.

30. C (f3) · 1.f3 ♟d7 2.d4 ♟c6 · Attack, defense and draws

Why: The pawn on f3 blocks the path of the black bishop and rook, so the white queen won't be chased anymore. Right now, staying safe matters more than developing pieces.

31. 1...♟xg3 2.♞f2 ♟xf2 3.♟g1 ♞xg1+ · Attack, defense and draws

Why: The queen takes the pawn on g3 to break the king's shield, then takes the rook on f2, and finally trades queens: you're ahead by a lot of material.

32. 1.♞c5 ♟d8 2.♞fc1 · Attack, defense and draws

Why: The rook moves to the c-file and threatens to come in on c8, so Black has to worry about the king. The other rook also moves to the c-file, and White attacks first.

33. 1.g4 ♟xb5 2.g5 ♟c5 3.g6 ♟d5 4.g7 ♟e4 5.g8=♟ · More endgames

Why: The g-pawn moves two squares right from the start. The black king is busy taking the b-pawn, so it can't catch the g-pawn.

34. A (White wins) · 1.♟b4 ♟c6 2.a5 ♟d5 3.♞b5 ♟d4 · More endgames

Why: The a-pawn promotes on the light square a8, and the white bishop moves on light squares too: it guards the corner square, and the black king can't hold on.

35. 1...♟d4+ 2.♟xd4 cxd4 · More endgames

Why: The queen checks on d4, the white queen has to take, the c-pawn takes back and becomes a passed pawn on d4. Black wins the pawn endgame.

36. 1.♟h5 e2 2.♞f2 e1=♟ 3.♞xe1 f3 4.♞f2 · More endgames

Why: The king makes a waiting move while the bishop sits on the diagonal guarding e1 and f2. If a black pawn moves up, the bishop takes it.

37. 1...axb5 2.♟f3 ♟f5 · More endgames

Why: Take the pawn on b5, then the black king goes to f5. The white king has to step back, and the black king comes in to take the pawn on h4.

38. 1...h3 2.♟xf4+ ♟xf4 · More endgames

Why: The pawn on h3 moves up. If the white queen takes the queen, the black king takes back and the h-pawn runs up to become a queen.

39. 1.d5 ♟xb4 2.d6 ♟c5 3.d7 ♟d5 4.d8=♟+ · More endgames

Why: The d-pawn runs right away. The black king is busy taking the pawn on b4, so it can't get back: the pawn becomes a queen with check.

40. 1...♟g7 2.h6+ ♟xh6 · More endgames

Why: The black king heads to the corner and takes the h-pawn. With no pawns left, it's a draw!

41. A (h7) · 1.♞f7 ♞ae8 2.♞xh7 · More strategy

Why: The bishop on h7 is blocked in by the pawn on f5 and Black's own pawn on h5. The white rook goes to f7 to attack the bishop, and Black can't save it.

42. 1...♞a1+ 2.♟c2 b3# · More strategy

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

43. 1...♟xf1+ 2.♞g1 ♟f3# · More strategy

Why: The queen takes the knight on f1 with check, the bishop has to block on g1, then the queen goes to f3 for checkmate. The white king has no room to breathe.

44. B (f4) · 1...f4 2.a6 f3+ · More strategy

Why: Pawn to f4, then f3 with check: the f-pawn runs straight up, and the faraway white knight can't get back in time.

45. 1...♞xa5 2.♞xe6 ♞xa3 · More strategy

Why: The rook takes the queen on a5, the bishop takes the black queen, then the rook takes the pawn on a3: Black is ahead in pieces, and the white king still hasn't castled.

46. 1.♞xd3 ♖ee2 2.♞xf2 · More strategy

Why: The knight takes the unguarded bishop on d3. If the black rook goes to e2, the knight takes the rook on f2 too.

47. C (a1) · 1...♞g5 2.g4 ♟xb2 3.♞d2 ♟xa1 · More strategy

Why: The rook on a1 is still stuck in the corner because the knight on b1 and the pawns haven't moved. The black queen threatens checkmate, then the bishop takes the pawn on b2 and also takes the rook on a1.

48. 1.♞d6 ♞xe2+ 2.♚h1 ♞xa3 3.♞xa3 · More strategy

Why: The queen goes to d6 so the black king can't castle, and threatens checkmate. If the knight takes the bishop with check, the king steps aside, then the queen takes the black queen.
