



Chess Workbook Level 6 with Answers

40 puzzles · Level 6 · Independent study and advanced play · answers and explanations at the end

Name _____

Date _____

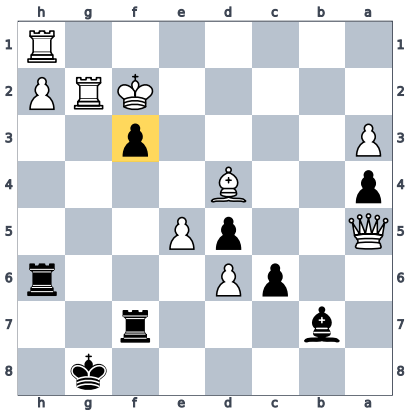


More practice in the Karrotto app, with a voice guide and hints. Scan the code or visit playkarotto.com

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.

Attack

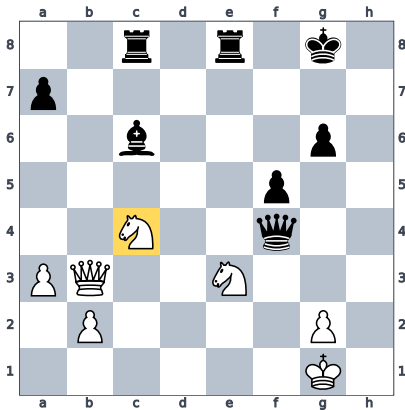
1 Black to move



The glowing piece will open a path to the king stuck in the center. Make the first move!

Move: _____

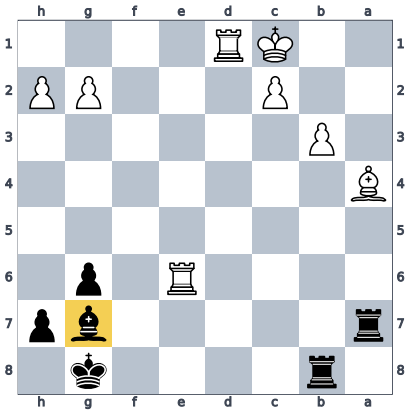
2 White to move



The glowing piece starts the attack. Think through the whole chain before you move!

Move: _____

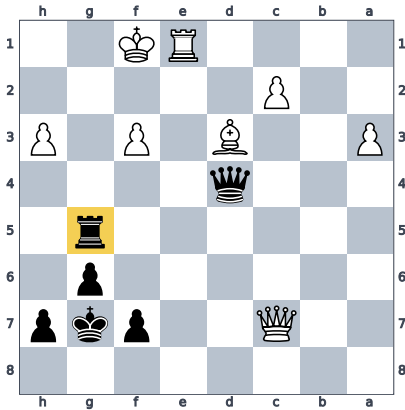
3 Black to move



The glowing piece strikes first. Find the right move!

Move: _____

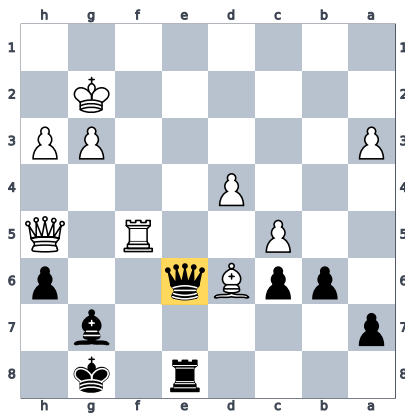
4 Black to move



The glowing piece will open a path to the king stuck in the center. Make the first move!

Move: _____

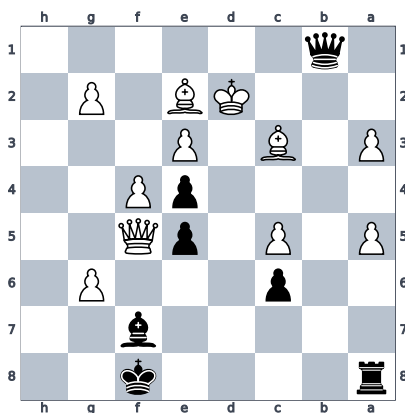
5 Black to move



The glowing piece starts the attack. Think through the whole chain before you move!

Move: _____

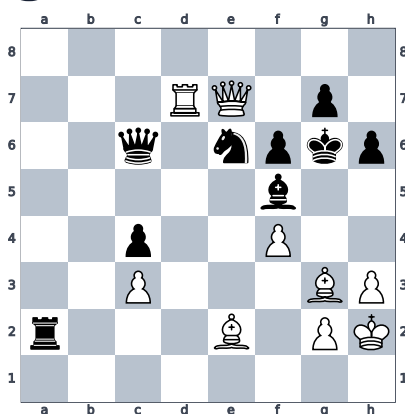
7 Black to move



The opponent's king hasn't castled. Attack right away while the king is still in the center!

Move: _____

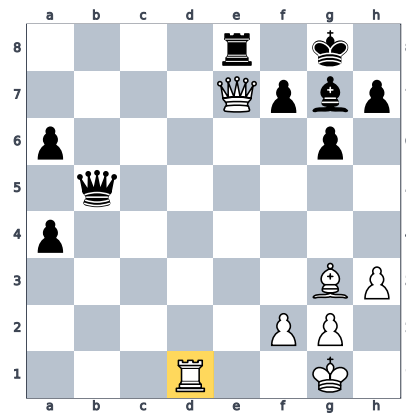
9 White to move



There's a tactic here. Find out by yourself what it is!

Move: _____

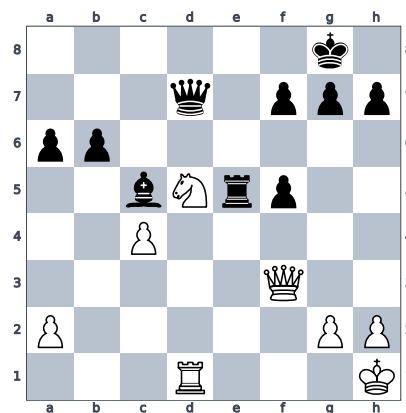
6 White to move



The glowing piece strikes first. Find the right move!

Move: _____

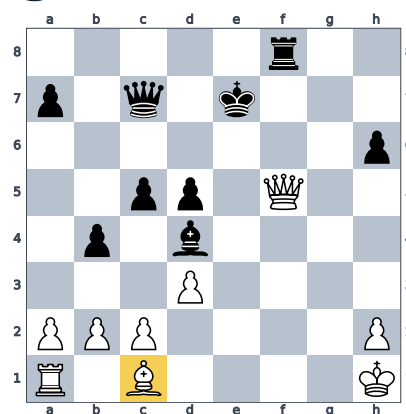
8 White to move



You're attacking a castled king. Work out the whole chain in your head first!

Move: _____

10 White to move

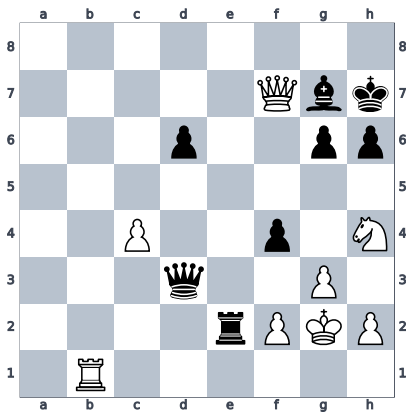


The glowing piece will open a path to the king stuck in the center. Make the first move!

Move: _____

Strategy

11 White to move

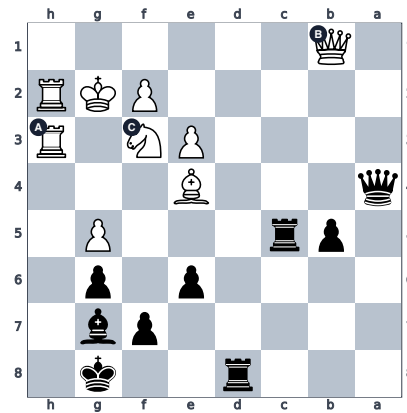


The white queen is already on f7, right next to the black king. Of the three moves, which is the best plan?

- (A) ♖b7 (B) ♕xg6+ (C) ♕xg7+

Circle: A B C _____

12 Black to move

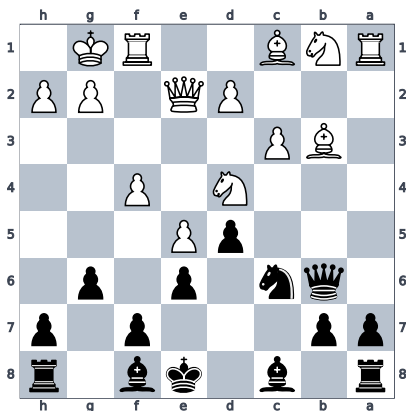


Which enemy piece has nowhere to run? Tap that piece.

- (A) h3 (B) b1 (C) f3

Circle: A B C _____

13 Black to move

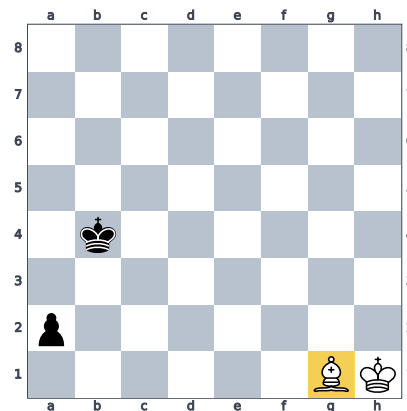


The white knight on d4 is blocking the black queen's path. Of the three moves, which is best?

- (A) ♘xe5 (B) ♘xd4 (C) ♕xd4+

Circle: A B C _____

14 White to move

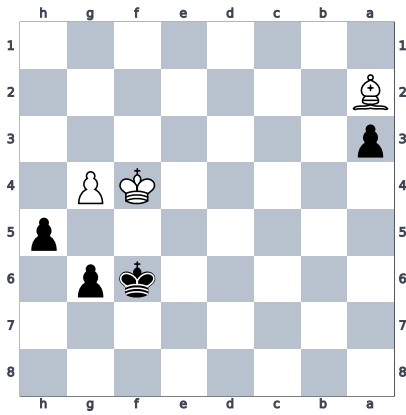


White moves first. Can the bishop stop the black pawn in time? What is the result of this game?

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

Circle: A B C _____

15 Black to move

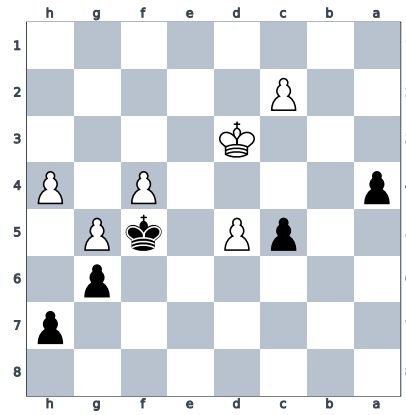


A bishop endgame. Black has only pawns against the bishop. Of the three moves, which keeps the winning position?

- (A) h4 (B) hxg4 (C) g5+

Circle: A B C _____

16 Black to move

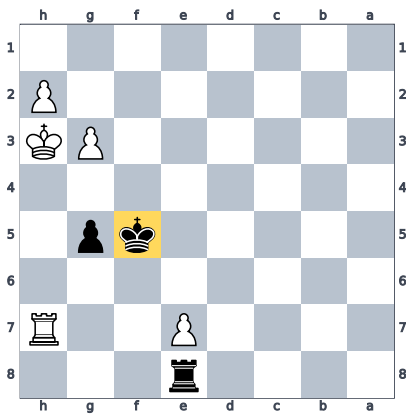


Black has two pawns on the queenside; the white king has only one king to stop them. Of the three moves, which is the best plan?

- (A) c4+ (B) ♖xf4 (C) a3

Circle: A B C _____

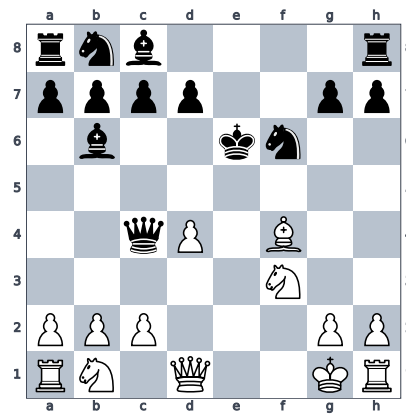
17 Black to move



The glowing piece will trap an enemy piece. Play the right move!

Move: _____

18 White to move

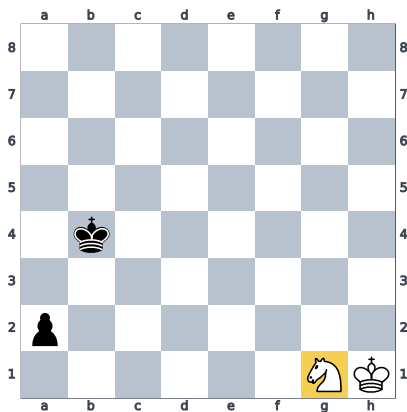


The black king is in the middle of the board, and the black queen is on c4. Of the three moves, which is best?

- (A) ♖e2+ (B) ♖e1+ (C) ♖d3

Circle: A B C _____

19 White to move

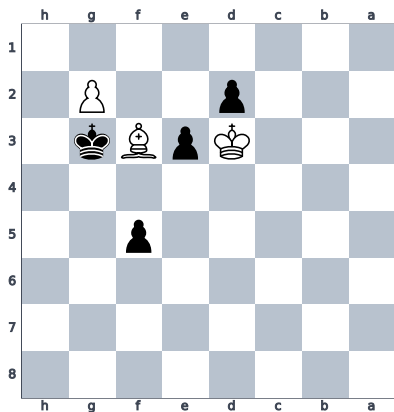


Now swap the bishop for a knight. White moves first. What is the result of this game?

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

Circle: A B C _____

20 Black to move



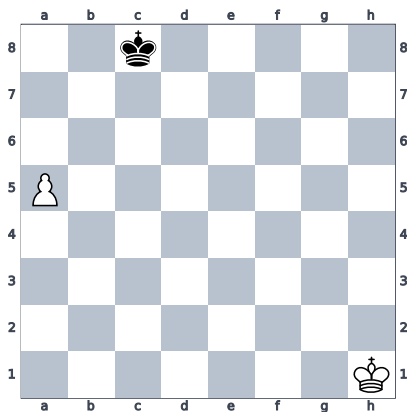
A bishop endgame. The pawn on d2 is about to promote. Of the three moves, which keeps the winning position?

- (A) ♖f2 (B) d1=♖+ (C) d1=♗+

Circle: A B C _____

Minor-piece endgames

21 White to move

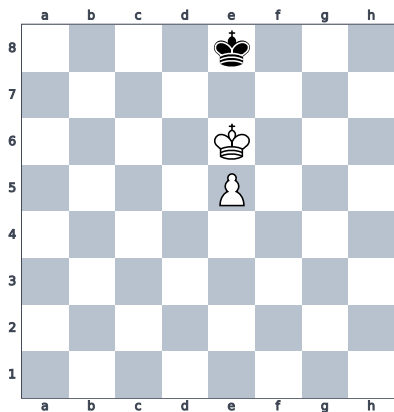


White moves first. Can the edge pawn become a queen? What is the result of this game?

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

Circle: A B C _____

22 White to move

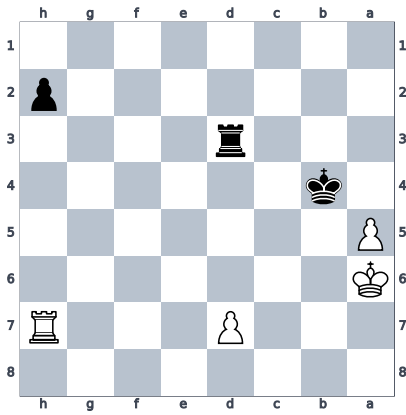


White is a pawn up and moves first. The white king is already standing right in front of the pawn. What is the result of this game?

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

Circle: A B C _____

23 Black to move

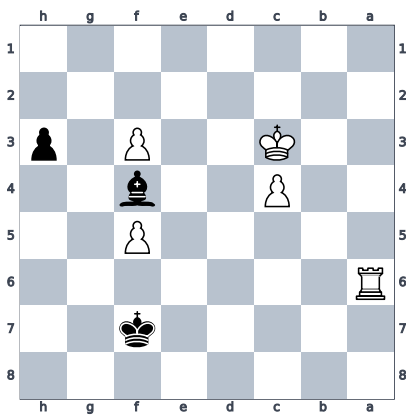


White's pawn on d7 is about to become a queen. Of the three moves, which keeps the winning position?

- (A) Rxd7 (B) Rd6+ (C) Rf3

Circle: A B C

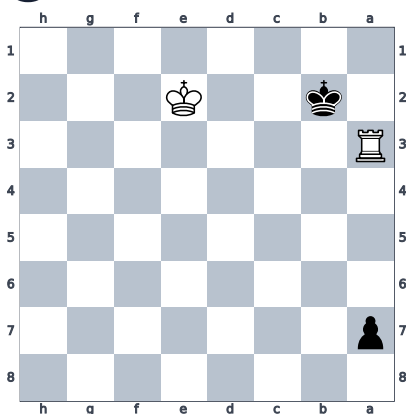
25 Black to move



Bring your passed pawn up to become a queen safely!

Move: _____

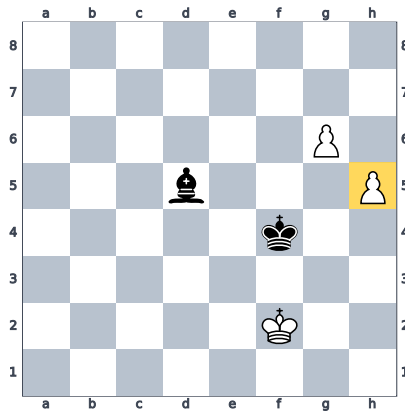
27 Black to move



You're ahead. Play it safe until you win!

Move: _____

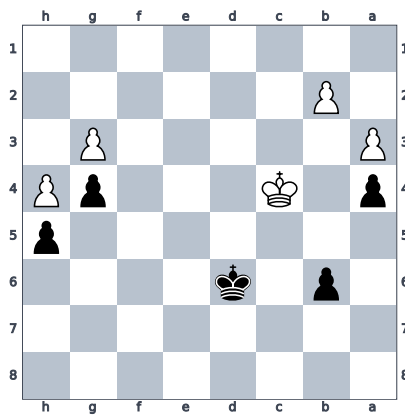
24 White to move



The glowing bishop guards two promotion squares. Keep playing until you promote to a queen!

Move: _____

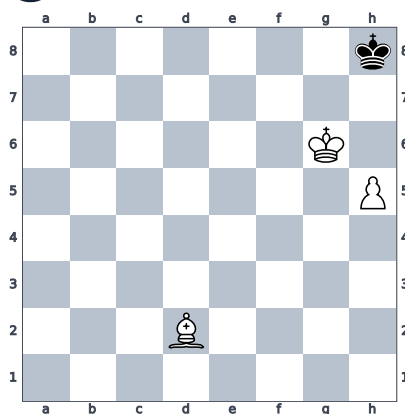
26 Black to move



Pawn endgame: king first, pawn after. Play until you promote to a queen!

Move: _____

28 White to move

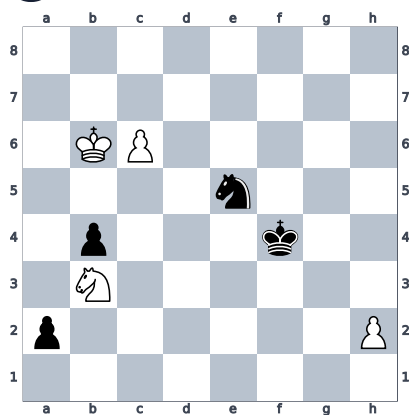


White moves first. The white bishop is the same color as the promotion square in the corner. What is the result of this game?

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

Circle: A B C

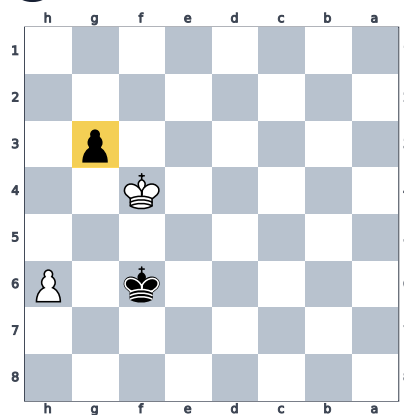
29 White to move



White to move. Find the best move!

Move: _____

30 Black to move

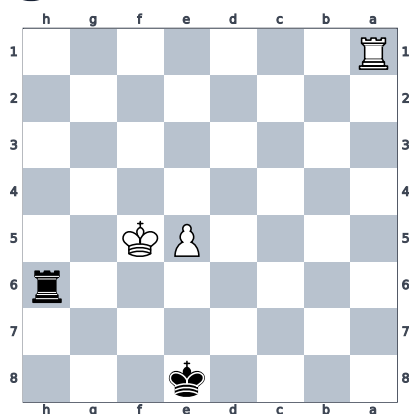


The glowing piece moves first. Keep playing until you promote to a queen!

Move: _____

Rook endgames and defense

31 Black to move

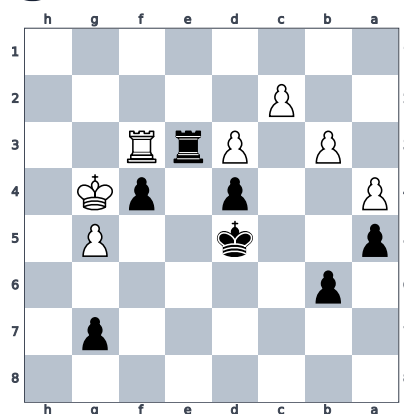


Black to move. The black rook holds the sixth rank, and the black king is in front of the pawn. What is the result of this game?

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

Circle: A B C _____

32 Black to move

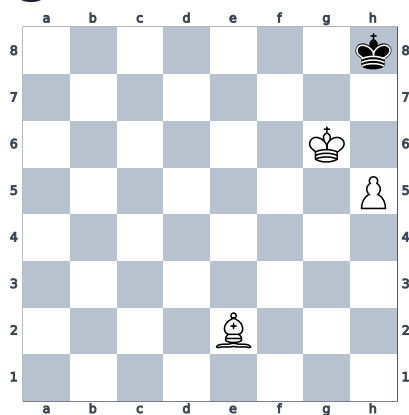


The white rook on f3 is attacking the pawn on f4. Of the three moves, which defends best?

- ☐ A Re1 ☐ B Rxd3 ☐ C Rxf3

Circle: A B C _____

33 White to move

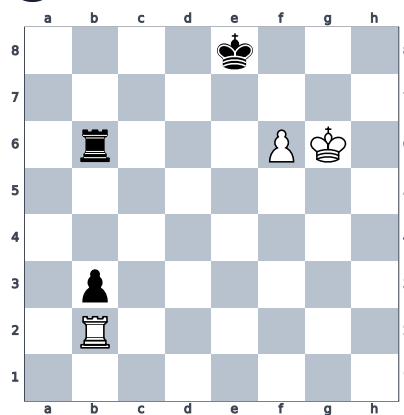


White is a bishop and a pawn ahead. White to move. What is the result of this game?

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

Circle: A B C _____

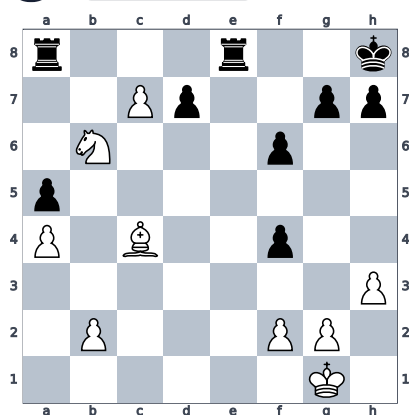
34 White to move



Rook endgame: active rook, king moves up. Keep playing!

Move: _____

35 White to move

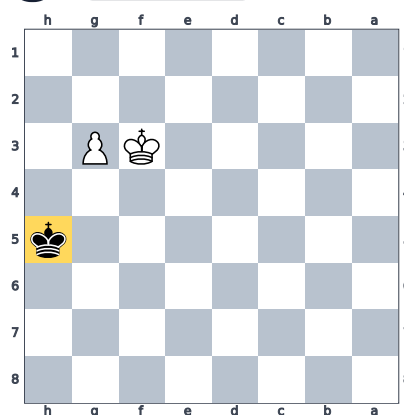


White's pawn on c7 is about to promote. Of the three moves, which is best?

- ☐ A ♖xa8 ☐ B ♖xd7 ☐ C ♖c8

Circle: A B C _____

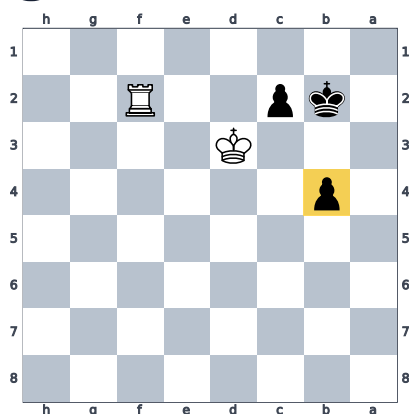
36 Black to move



The glowing piece is the one that needs to move. Hold the draw, don't lose!

Move: _____

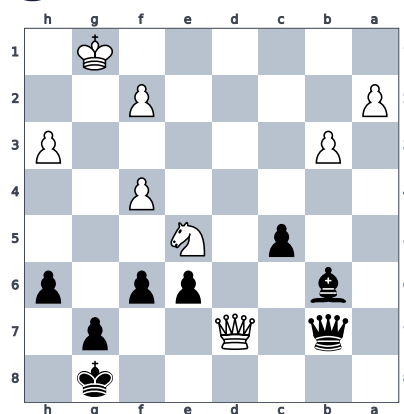
37 Black to move



The glowing piece moves first. Keep playing to the goal!

Move: _____

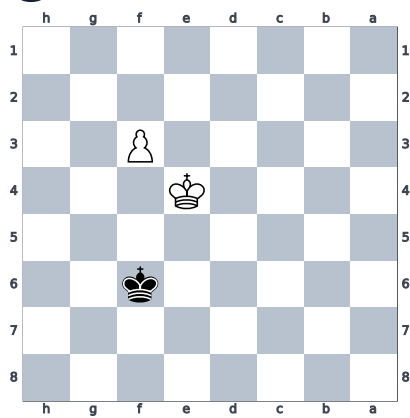
38 Black to move



You're under attack. Find the best defending move!

Move: _____

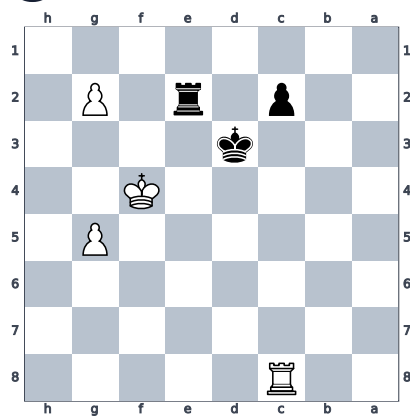
39 Black to move



Black to move. Hold the draw, don't lose!

Move: _____

40 Black to move



Black to move. Find the best move!

Move: _____

Answers and explanations

1. 1...fxg2+ 2. ♖g1 ♗g6 · Attack

Why: The pawn takes the rook on g2 with check. Then the black rook swings to the g-file to help the pawn, and the white king is pushed into the corner.

2. 1. ♖e5+ ♖h8 2. ♖xg6+ ♖g7 3. ♖xf4 · Attack

Why: The knight leaves c4, opening the way for the queen to check the king. The knight takes the pawn on g6 with check, then takes the queen on f4.

3. 1...♗h6+ 2. ♖b2 ♗xa4 3. ♗e8+ ♗xe8 · Attack

Why: The bishop checks first to chase the white king to b2. Then the rook takes the bishop on a4, and Black is ahead in pieces.

4. 1...♗g1+ 2. ♖e2 ♗g2+ 3. ♖d1 ♖a1# · Attack

Why: The rook checks twice to chase the white king into the center, then the queen checkmates on a1.

5. 1...♖e4+ 2. ♖f3 ♖c2+ 3. ♖f2 ♗e2 · Attack

Why: The queen checks twice and drives the white queen to f2. The rook goes down to e2 and pins the white queen to the king.

6. 1. ♗d8 h5 2. ♗xe8+ ♖h7 3. ♖xf7 · Attack

Why: The rook goes down to d8 and attacks the rook on e8. Black can't hold the back rank: White takes the rook, then the pawn on f7.

7. 1...♗d8+ 2. ♗d4 ♗xd4+ 3. exd4 e3+ · Attack

Why: The rook sacrifices itself to pull the white bishop away. Then the pawn on e3 checks the king and opens the way for the black queen to attack the queen on f5.

8. 1. ♖f6+ gxf6 2. ♖g3+ ♖f8 3. ♗xd7 · Attack

Why: The knight checks on f6 and leaves d5, so the rook on d1 looks straight at the queen on d7. Black takes the knight, the queen checks on g3, making the king run and also guarding e1. The rook takes the queen.

9. 1. ♖e8+ ♖h7 2. ♗xg7+ ♖xg7 3. ♖xc6 · Attack

Why: The queen checks from e8. The rook sacrifices itself on g7 with check, the diagonal opens up, and the white queen takes the queen on c6.

10. 1. ♗g5+ hxg5 2. ♗e1+ · Attack

Why: The bishop checks on g5 and leaves c1, opening the way for the rook on a1. If Black takes the bishop, the rook goes to e1 and checks down the open e-file. Black must block with the bishop, the rook takes the bishop, then the white queen takes the black queen.

11. A (♗b7) · 1. ♗b7 ♖e4+ 2. ♖f3 ♖xb7 3. ♖xb7 · Strategy

Why: The rook goes to the seventh rank, behind the queen. Now White threatens queen takes the bishop on g7, checkmate, because the rook guards g7.

12. B (b1) · 1...♗d1 2. ♗xg6 ♗xb1 · Strategy

Why: The white queen on b1 has all its escape squares blocked by black pieces. The black rook goes to d1 and attacks the queen, and the queen can't get away.

13. B (♖xd4) · 1...♖xd4 2. cxd4 ♖xd4+ 3. ♖h1 ♖xa1 · Strategy

Why: Trade knights first. Then the queen takes the pawn on d4 with check and takes the rook on a1 too.

14. B (Draw) · 1. ♗d4 ♖c4 2. ♗a1 · Strategy

Why: The bishop needs just one move to guard the promotion square in the corner. The black pawn can't go any further.

15. C (g5+) · 1...g5+ 2. ♖e3 h4 3. ♗b1 ♖e5 · Strategy

Why: The pawn on g5 gives check, and the white king must step back. The h-pawn survives, and together with the a-pawn it's too much for the white bishop to stop.

16. C (a3) · 1...a3 2. ♖c3 c4 3. ♖b4 a2 · Strategy

Why: The a-pawn runs first, so the white king must chase it. Then the c-pawn runs too: one king can't stop two pawns far apart.

17. 1...♖g6 2. ♖g4 ♖xh7 · Strategy

Why: The black king goes to g6 and attacks the rook on h7. Wherever the white rook runs, it gets captured, so the black king wins the rook.

18. B (♖e1+) · 1. ♖e1+ ♖f7 2. ♖e5+ ♖g8 3. ♖xc4 · Strategy

Why: The queen checks from e1. When the black king runs, the knight jumps to e5 with check and a fork, winning the queen on c4.

19. C (Black wins) · 1. ♖e2 a1=♖+ 2. ♖h2 · Strategy

Why: The knight is slow; before it can get there to guard the promotion square, the black pawn has already become a queen.

20. A (♖f2) · 1...♖f2 2. ♗d1 f4 3. ♗f3 ♖e1 · Strategy

Why: The black king moves up to f2 first. The white bishop has to guard d1, while the black king clears the way for both the e-pawn and the f-pawn.

21. B (Draw) · 1. a6 ♖b8 2. a7+ ♖a8 · Minor-piece endgames

Why: The black king gets into the corner in front of the pawn in time. When the enemy king is already in the corner, an edge pawn can't become a queen.

22. A (White wins) · 1. ♖d6 ♖f7 2. e6+ ♖f8 3. ♖d7 ♖g7 · Minor-piece endgames

Why: The white king is standing right in front of the pawn on the sixth rank. In this position, White always wins.

23. B (♖d6+) · 1...♖d6+ 2.♟a7 ♖xd7+ 3.♖xd7 h1=♚ · Minor-piece endgames

Why: The rook gives check first, and the white king must run. Then the rook takes the pawn on d7 with check, the white rook has to trade, and Black's h-pawn becomes a queen.

24. 1.h6 ♖a2 2.h7 ♖b1 3.h8=♚ · Minor-piece endgames

Why: Push the h-pawn first. The black bishop can't guard two promotion squares at the same time.

25. 1...h2 2.♖a7+ ♕g8 · Minor-piece endgames

Why: The pawn goes to h2, and the black bishop guards it, so the white rook can't take it. The rook can only give one check; once the king steps out of check, the pawn becomes a queen.

26. 1...♟e5 2.♟d3 ♟d5 · Minor-piece endgames

Why: The black king stands facing the white king, and the white king must step back. The black king will march in and take a pawn.

27. 1...♟xa3 2.♟d3 ♟b3 3.♟d2 ♟b2 4.♟d1 a5 5.♟e1 a4 ... · Minor-piece endgames

Why: The black king takes the rook right away. The white king is too far away, and the a-pawn runs up to become a queen.

28. A (White wins) · 1.h6 ♕g8 2.♖b4 ♕h8 3.♖a3 ♕g8 · Minor-piece endgames

Why: The bishop moves on squares of the same color as the promotion square, so it can chase the black king out of the corner.

29. 1.c7 ♖c4+ 2.♟c5 · Minor-piece endgames

Why: The pawn goes to c7 right away. The black knight can give only one check; once the white king steps out of it, the pawn becomes a queen.

30. 1...g2 2.h7 ♕g7 3.♟e3 g1=♚+ · Minor-piece endgames

Why: The g-pawn runs straight to g2. If White pushes the h-pawn, the black king goes back to g7 and stops the h-pawn too. The white king can't get out in time to stop the g-pawn, and Black promotes to a queen with check.

31. B (Draw) · 1...♖h2 2.e6 ♖b2 3.e7 ♟xe7 4.♖c1 · Rook endgames and defense

Why: The black rook holds the sixth rank, so the white king can't move up. When the pawn reaches the sixth rank, the black rook drops down to check from behind.

32. C (♖xf3) · 1...♖xf3 2.♟xf3 ♟e5 3.♟g4 g6 · Rook endgames and defense

Why: Trade rooks right away. In the pawn endgame that's left, the black king is in the center and the pawn on f4 is very strong: Black is much better.

33. B (Draw) · ♖c4 · Rook endgames and defense

Why: The white bishop is a different color from the promotion square in the corner, so it can't drive the black king out. That's a fortress.

34. 1.♟g7 ♖b7+ 2.♟g8 · Rook endgames and defense

Why: The white king steps up to g7 to shield the f-pawn. If the black rook checks, the king hides on g8, and the f-pawn will move forward.

35. A (♟xa8) · 1.♟xa8 ♖xa8 2.♖a6 · Rook endgames and defense

Why: The knight takes the rook on a8. The black rook takes the knight back, then the bishop goes to a6 to help the c-pawn promote.

36. 1...♟g5 2.g4 ♟f6 3.g5+ ♟xg5 · Rook endgames and defense

Why: The black king goes to g5 to block the g-pawn. When the pawn moves to g4, the king steps back to f6, still holding the square in front of the pawn. When the pawn goes on to g5, the king takes it: a draw.

37. 1...b3 2.♖e2 ♟b1 3.♖e1+ c1=♚ · Rook endgames and defense

Why: The b-pawn moves to b3 to support the pawn on c2. The black king goes to b1; if the rook checks, the c-pawn promotes to a queen and blocks the check. The white rook has to give itself up for the new queen, and then the b-pawn runs up to become a queen.

38. 1...♚xd7 2.♟xd7 ♖a7 · Rook endgames and defense

Why: Trade queens first to end the danger, then the bishop steps back to a7 to get away from the knight.

39. 1...♟e6 2.f4 ♟f6 3.f5 ♟e7 4.f6+ ♟xf6 · Rook endgames and defense

Why: The black king faces the white king and doesn't let it get in front of the pawn. When the pawn moves up, the black king takes it: a draw.

40. 1...♖e4+ 2.♟f5 ♖c4 · Rook endgames and defense

Why: The rook checks first, then goes back to c4 to block the white rook. Black's c-pawn will become a queen.