



Chess worksheet: Queen, bishop and knight endgames

12 puzzles · Levels 4, 5, 6 · answers and explanations at the end

Name _____

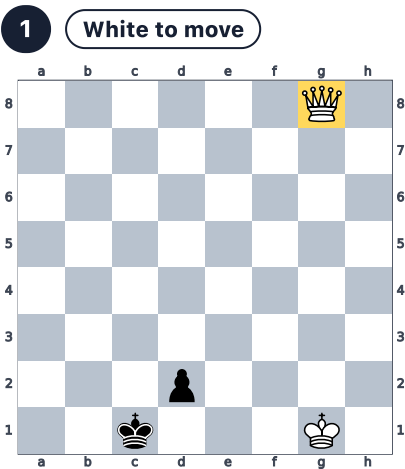
Date _____



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

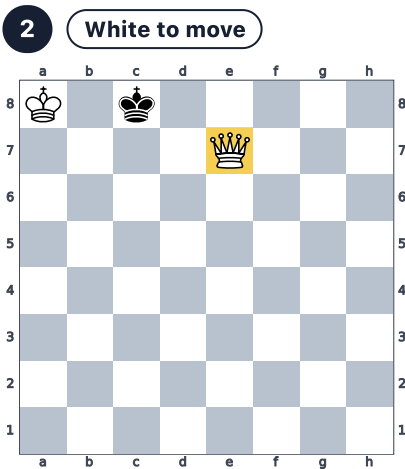
Write the move (for example Qf3 or Nf3) or draw an arrow on the board. The board always faces the side to move.
Yellow square: the piece to move (the "glowing piece" in the question). · Stars: squares you could move to; only one is right. · Letters A, B, C on squares: the options to choose from. · Arrow: the last move, or a move the question gives you. · Red square: a piece under attack. · Blue square: a piece or square to watch.

Level 4



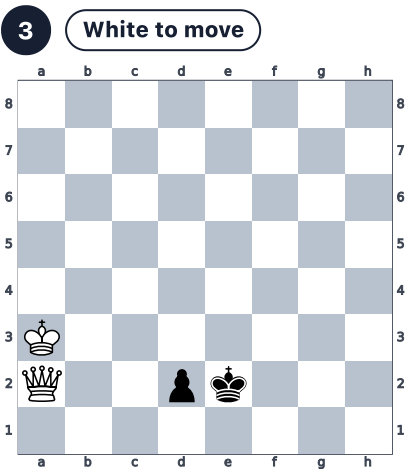
The glowing piece is the queen. Use checks to force the black king in front of its pawn, and keep playing until you win!

Move: _____



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

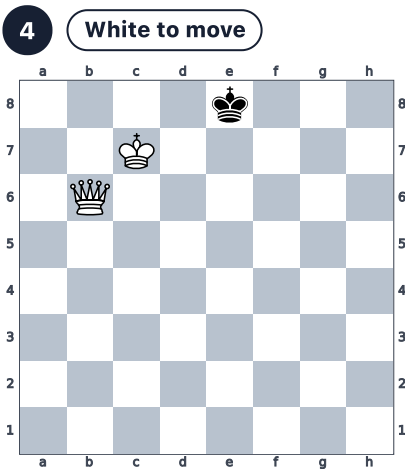
Move: _____



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 _____

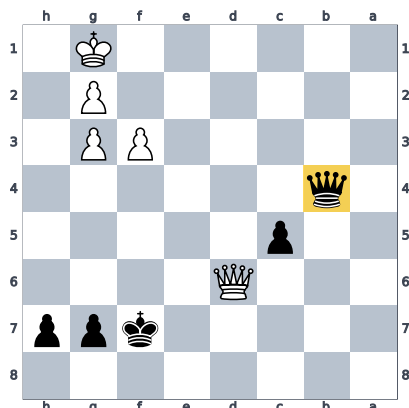


White to move. Find the best move!

Move: _____

Level 5

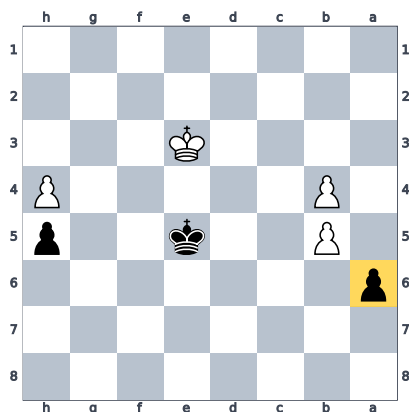
5 Black to move



The glowing queen moves first. Force the queen trade!

Move: _____

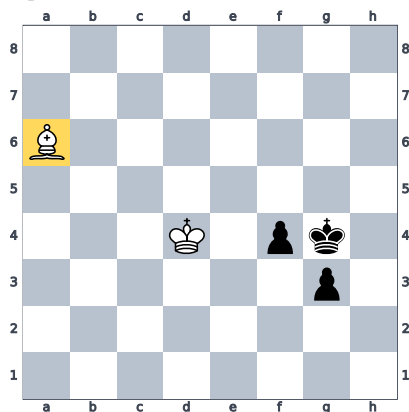
7 Black to move



The glowing pawn moves first. Think ahead!

Move: _____

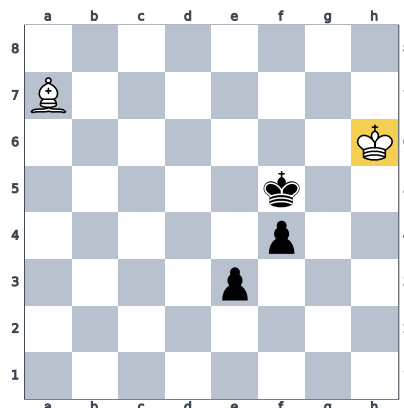
9 White to move



The glowing piece moves first. The bishop guards the square in front of the pawn!

Move: _____

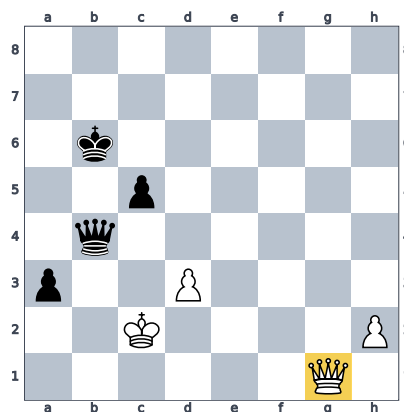
6 White to move



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

Move: _____

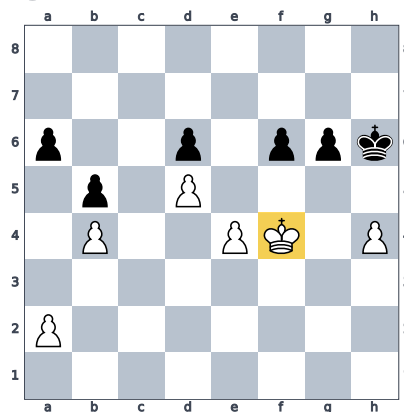
8 White to move



The glowing queen moves first. Find a way to trade queens!

Move: _____

10 White to move

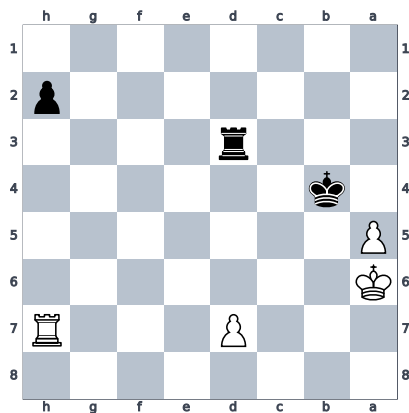


The glowing king moves first. Take a square, then push the pawn!

Move: _____

Level 6

11 Black to move

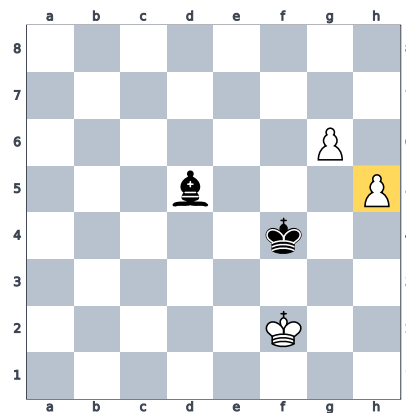


White's pawn on d7 is about to become a queen. Of the three moves, which keeps the winning position?

- ☐ A ♖xd7
 ☐ B ♖d6+
 ☐ C ♖f3

Circle: A B C

12 White to move



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

Move: _____

Answers and explanations: Queen, bishop and knight endgames

1. 1. ♖c4+ ♕b2 2. ♜d3 ♕c1 3. ♖c3+ · Level 4

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.

2. 1. ♜g7 ♕d8 2. ♕b7 ♕e8 3. ♕c6 · Level 4

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.

3. A (White wins) · 1. ♕b3 ♕e1 2. ♜a5 ♕e2 3. ♜b5+ ♕e3 · Level 4

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.

4. 1. ♜f2 ♕e7 2. ♜f5 ♕e8 3. ♕d6 ♕d8 4. ♜d7# · Level 4

Why: The queen traps the black king on the last rank but still leaves it a square, the white king comes to d6, and the queen checkmates on d7.

5. 1... ♜d4+ 2. ♜xd4 cxd4 · Level 5

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.

6. 1. ♕h5 e2 2. ♜f2 e1=♜ 3. ♜xe1 f3 4. ♜f2 · Level 5

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.

7. 1... axb5 2. ♕f3 ♕f5 · Level 5

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.

8. 1. ♜b1 ♜xb1+ 2. ♕xb1 · Level 5

Why: The queen goes back to b1 to stop the a-pawn and force the queen trade. In the pawn endgame that's left, White doesn't lose.

9. 1. ♜b7 g2 2. ♜xg2 f3 3. ♜xf3+ · Level 5

Why: The bishop goes up to b7 and guards the long diagonal to g2 and f3. Whatever square a black pawn moves to, the bishop takes it: a draw!

10. 1. ♕g4 ♕h7 2. h5 · Level 5

Why: The king goes to g4 to guard the square h5, then the pawn on h5 moves up. Black runs out of good moves.

11. B (♜d6+) · 1... ♜d6+ 2. ♕a7 ♜xd7+ 3. ♜xd7 h1=♜ · Level 6

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.

12. 1. h6 ♜a2 2. h7 ♜b1 3. h8=♜ · Level 6

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