



Chess worksheet: Mixed puzzles with no hints

12 puzzles · Levels 1, 2, 6 · answers and explanations at the end

Name _____

Date _____



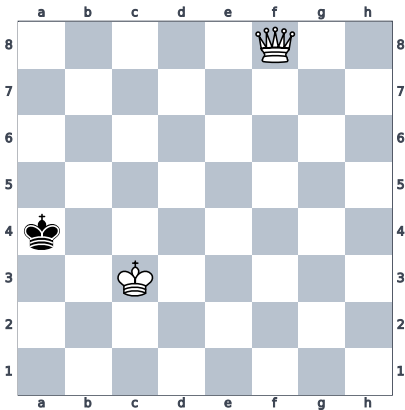
More practice in the Karotto app, with a voice guide and hints. Scan the code or visit playkarotto.com

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 1

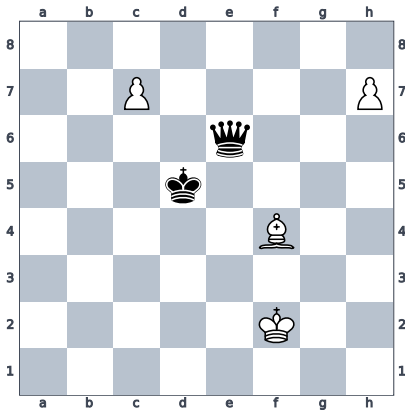
1 White to move



White to move. Find the best move!

Move: _____

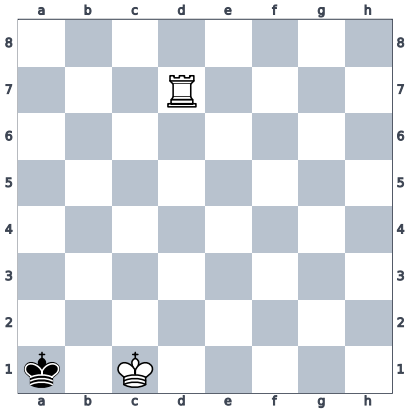
2 White to move



White to move. Find the best move!

Move: _____

3 White to move

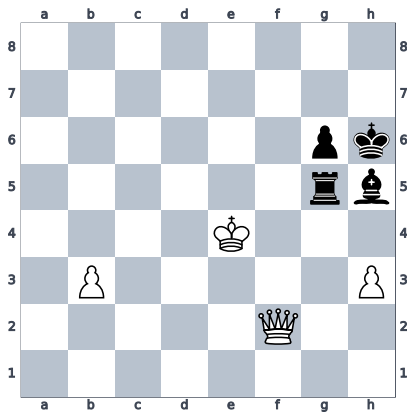


White to move. Find the best move!

Move: _____

Level 2

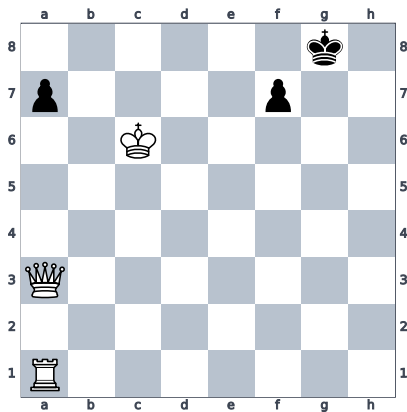
4 White to move



White to move. Find the best move!

Move: _____

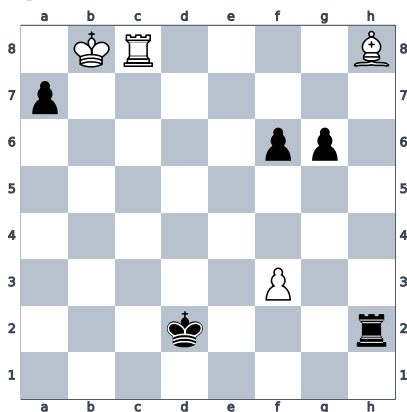
6 White to move



White to move. Find the best move!

Move: _____

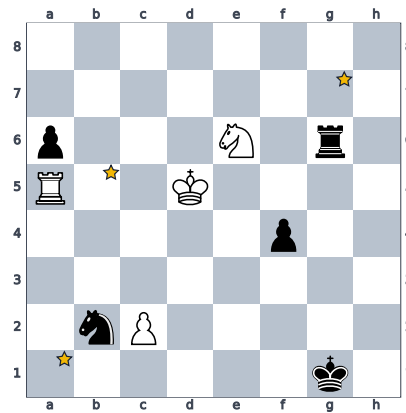
8 White to move



White to move. Find the best move!

Move: _____

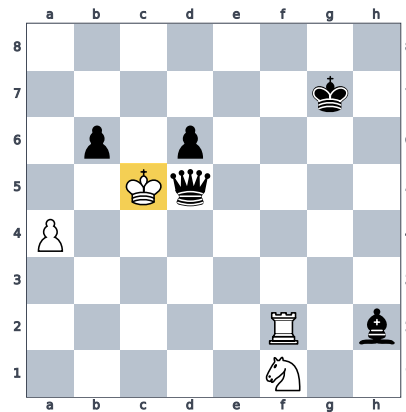
5 White to move



There are three stars; one captures but then gets captured back. Pick the best capture!

Move: _____

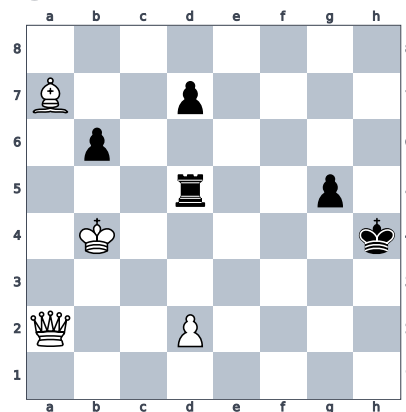
7 White to move



The glowing piece can capture several black pieces. Which capture is best?

Move: _____

9 White to move

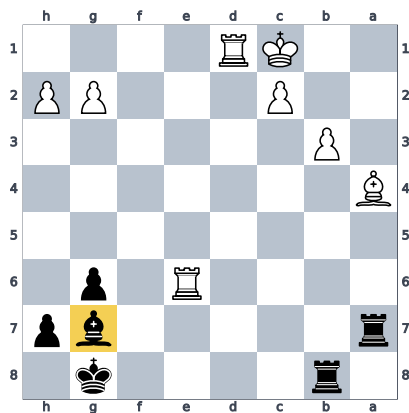


White to move. Compare the points, then pick the best capture!

Move: _____

Level 6

10 Black to move

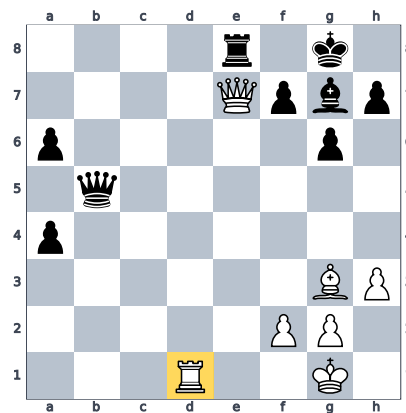


The glowing piece strikes first. Find the right move!

Move: _____

11 White to move

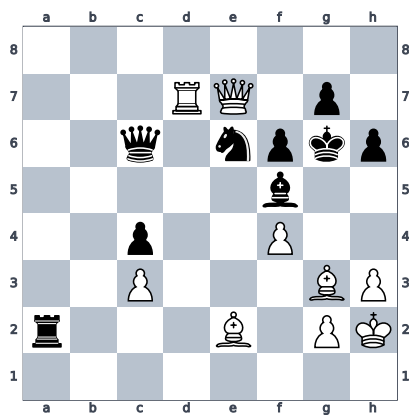
11 White to move



The glowing piece strikes first. Find the right move!

Move: _____

12 White to move



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

Move: _____

Answers and explanations: Mixed puzzles with no hints

1. ♚b4# · Level 1

Why: The white queen wins the game instead of letting it be a draw.

2. h8=♚ · Level 1

Why: The pawn becomes a new queen that can't be captured.

3. ♖a7# · Level 1

Why: The white rook wins the game instead of letting it be a draw.

4. ♚d2 · Level 2

Why: The queen goes to d2, and a few moves later you win material.

5. ♖a1+ · Level 2

Why: You picked the most valuable piece without losing anything.

6. ♖g1+ · Level 2

Why: The rook checks on g1, and the black king has only losing moves: next move you checkmate.

7. ♕xd5 · Level 2

Why: You picked the most valuable piece without losing anything.

8. ♖xf6 · Level 2

Why: You take the pawn and Black can't take back.

9. ♚xd5 · Level 2

Why: You picked the most valuable piece without losing anything.

10. 1...♗h6+ 2. ♕b2 ♖xa4 3. ♖e8+ ♖xe8 · Level 6

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.

11. 1. ♖d8 h5 2. ♖xe8+ ♕h7 3. ♚xf7 · Level 6

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.

12. 1. ♚e8+ ♕h7 2. ♖xg7+ ♗xg7 3. ♚xc6 · Level 6

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.
