



Chess worksheet: Avoiding stalemate

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

Name _____

Date _____



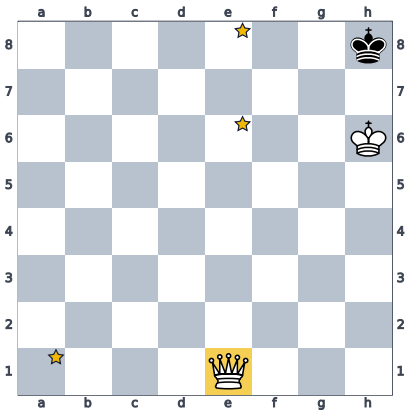
More practice in the Karotto app, with a voice guide and hints. Scan the code or visit playkarotto.com

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.

Level 1

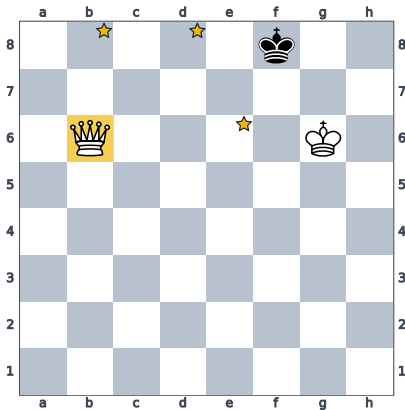
1 White to move



There are three stars: one star is checkmate, two give stalemate. Pick the checkmate star!

Move: _____

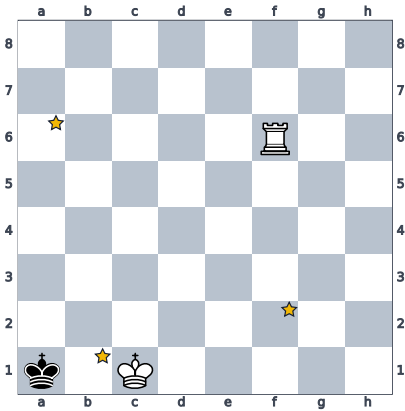
2 White to move



There are three stars: one star is checkmate, two give stalemate. Pick the checkmate star!

Move: _____

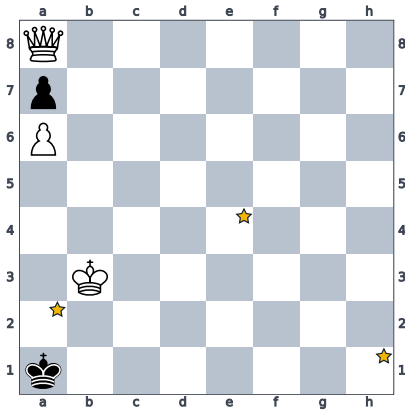
3 White to move



There are three stars: one star is checkmate, two give stalemate. Pick the checkmate star!

Move: _____

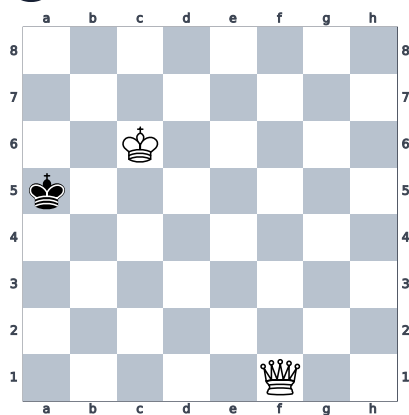
4 White to move



There are three stars: one star is checkmate, two give stalemate. Pick the checkmate star!

Move: _____

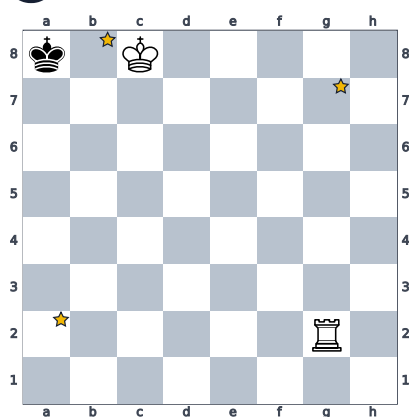
5 White to move



White to move. Checkmate the black king. Careful not to stalemate!

Move: _____

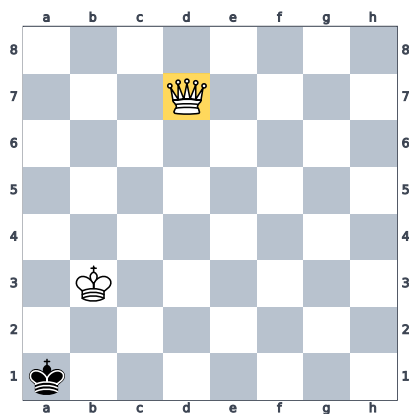
7 White to move



There are three stars: one star is checkmate, two give stalemate. Pick the checkmate star!

Move: _____

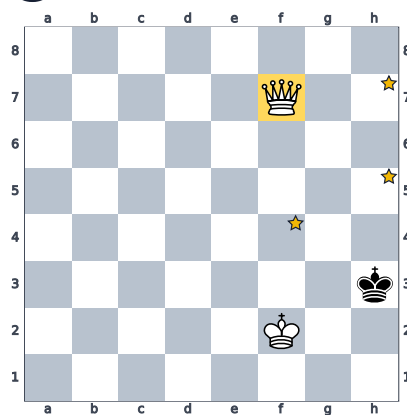
9 White to move



Let the glowing piece checkmate the black king, without stalemate!

Move: _____

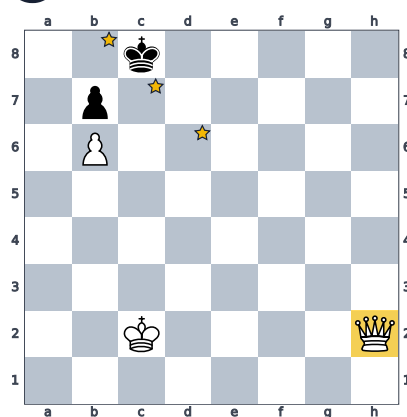
6 White to move



There are three stars: one star is checkmate, two give stalemate. Pick the checkmate star!

Move: _____

8 White to move

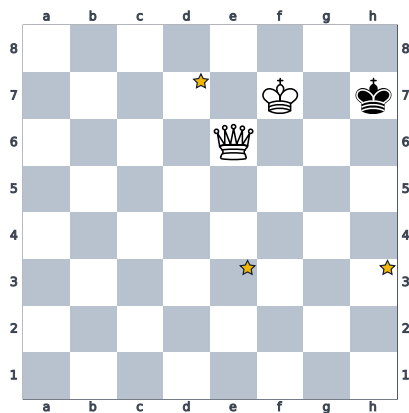


There are three stars: one star is checkmate, two give stalemate. Pick the checkmate star!

Move: _____

Level 2

10 White to move

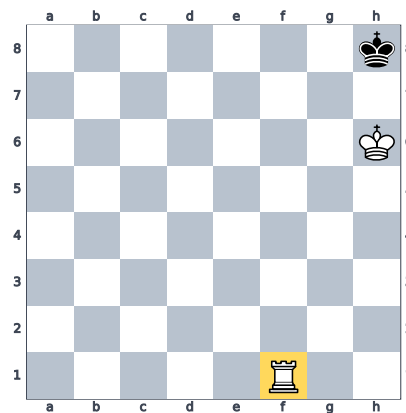


There are three stars. Look carefully: is the black king in check? Pick one!

Move: _____

11 White to move

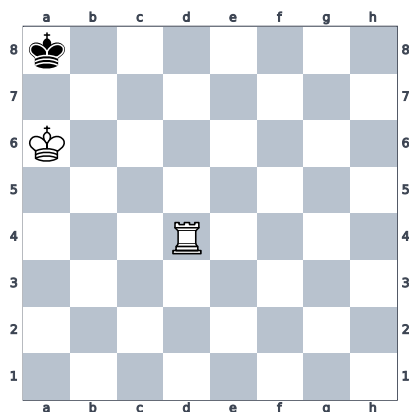
11 White to move



The glowing rook can checkmate. Don't leave the black king with no moves while not in check!

Move: _____

12 White to move



White to move. Checkmate, and be careful not to stalemate!

Move: _____

Answers and explanations: Avoiding stalemate

1. ♖e8# · Level 1

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

2. ♖d8# · Level 1

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

3. ♖a6# · Level 1

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

4. ♖h1# · Level 1

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

5. ♖b5# · Level 1

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

6. ♖h5# · Level 1

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

7. ♖a2# · Level 1

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

8. ♖c7# · Level 1

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

9. ♖d1# · Level 1

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

10. ♖h3# · Level 2

Why: You won without letting it be a draw.

11. ♖f8# · Level 2

Why: You won without letting it be a draw.

12. ♖d8# · Level 2

Why: You won without letting it be a draw.
