



Chess worksheet: Trapping pieces

12 puzzles · Levels 3, 4 · answers and explanations at the end

Name _____

Date _____



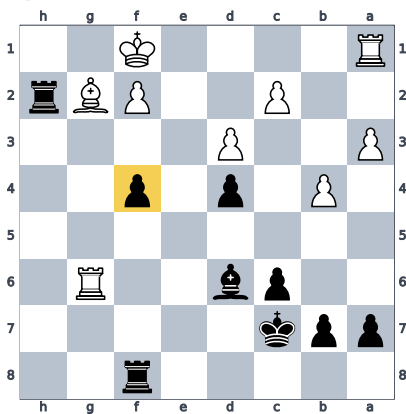
More practice in the Karotto app, with a voice guide and hints. Scan the code or visit playkarotto.com

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 3

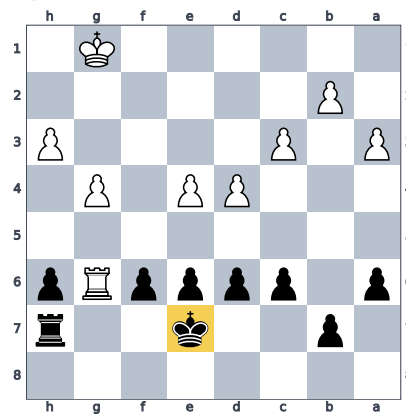
1 Black to move



The glowing piece will trap an enemy piece. Your move!

Move: _____

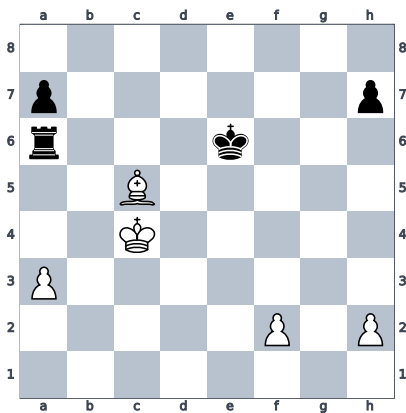
2 Black to move



The glowing piece strikes. Wherever the enemy piece runs, it gets captured. Your move!

Move: _____

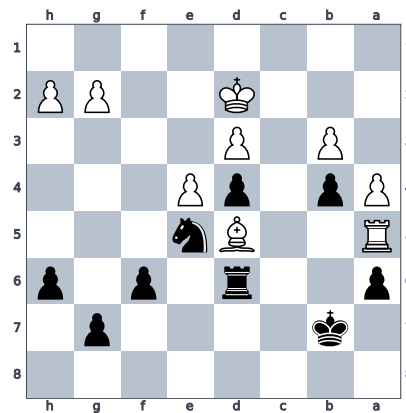
3 White to move



Find the trapped enemy piece and capture it!

Move: _____

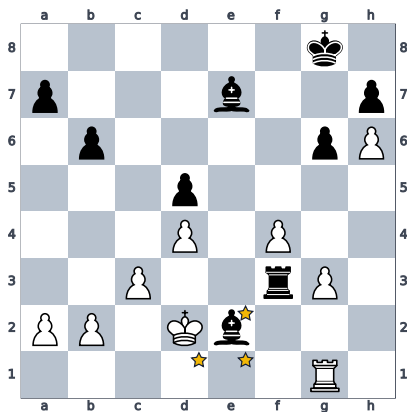
4 Black to move



Black to move. Find the best move!

Move: _____

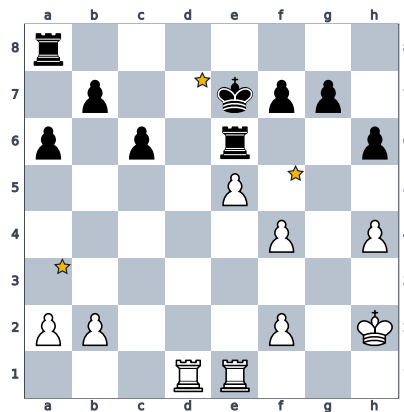
5 White to move



There are three stars. One enemy piece is about to run out of squares. Pick the star that traps it!

Move: _____

6 White to move

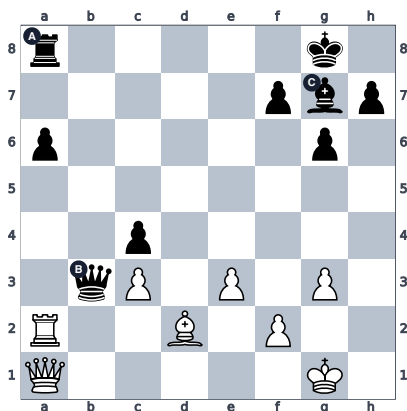


There are three stars. Find the enemy piece that has no squares left!

Move: _____

Level 4

7 White to move

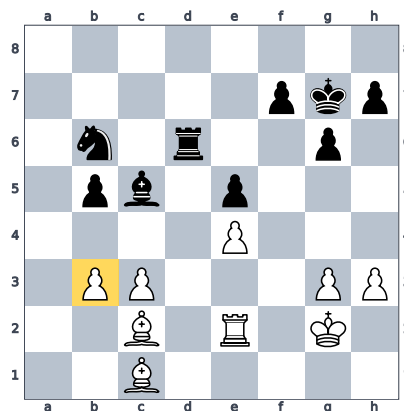


White to move. One black piece is about to be trapped. Tap that piece.

(A) a8 (B) b3 (C) g7

Circle: A B C _____

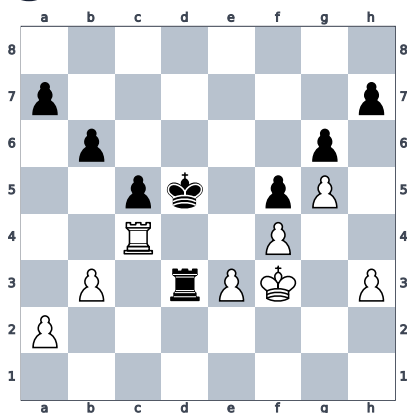
8 White to move



The glowing piece is the pawn. Use the pawn to chase the black bishop!

Move: _____

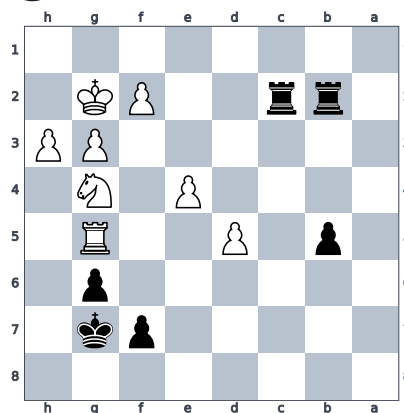
9 White to move



The black rook wandered into the middle of the white pieces. Cut off its way and catch it!

Move: _____

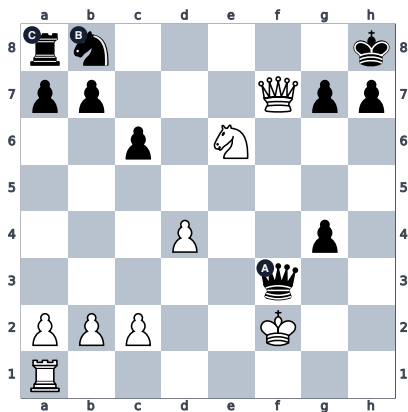
10 Black to move



Black to move. Find the best move!

Move: _____

11 White to move

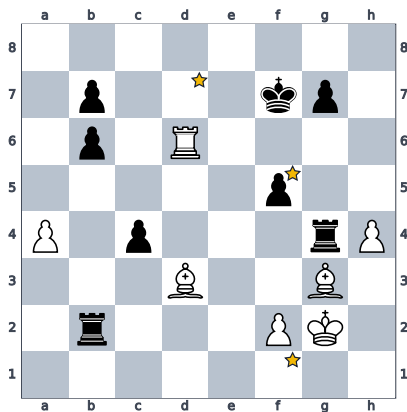


White to move. A black piece is being blocked by its own pieces and is about to be trapped. Tap that piece.

- (A) f3 (B) b8 (C) a8

Circle: A B C _____

12 White to move



There are three stars; one is a hasty check. The black rook on g4 has almost nowhere to run. Block its last square and attack it!

Move: _____

Answers and explanations: Trapping pieces

1. 1...f3 2. ♖xf3 ♗xf3 · Level 3

Why: The enemy piece had nowhere to run, and you captured it.

2. 1...♕f7 2. ♗xf6+ ♕xf6 · Level 3

Why: The enemy piece had nowhere to run, and you captured it.

3. 1.♕b5 ♗xa3 2. ♖xa3 · Level 3

Why: The enemy piece had nowhere to run, and you captured it.

4. 1...♕b6 2. ♗xa6+ ♕xa6 · Level 3

Why: The enemy piece had nowhere to run, and you captured it.

5. 1.♕xe2 ♗xc3 2.bxc3 · Level 3

Why: The enemy piece had nowhere to run, and you captured it.

6. 1.f5 ♗xe5 2. ♗xe5+ · Level 3

Why: The enemy piece had nowhere to run, and you captured it.

7. B (b3) · 1. ♗b2 ♗d8 2. ♗xb3 · Level 4

Why: The black queen on b3 has almost no squares to run to. The white rook goes to b2 to block the last one, and the queen is caught.

8. 1.b4 ♗c6 2.bxc5 · Level 4

Why: The pawn moves to b4 and threatens the bishop on c5. The bishop has no safe square left, so the pawn can take it.

9. 1.♕e2 b5 2.♕xd3 · Level 4

Why: The king goes to e2 and threatens the rook on d3. The rook has no squares left, and the white king takes it.

10. 1...f6 2. ♗xg6+ ♕xg6 · Level 4

Why: The pawn moves to f6 and threatens the rook on g5. The white rook has nowhere to run, so it takes the pawn on g6 and gets taken by the king: you win a rook.

11. C (a8) · 1. ♗xf3 gxf3 2. ♖c7 ♖d7 3. ♖xa8 · Level 4

Why: The rook on a8 is blocked by its own knight and pawn. After the queens are traded, the white knight goes to c7 and then takes the rook on a8.

12. 1. ♖xf5 ♗xg3+ 2. ♕xg3 · Level 4

Why: The bishop takes the pawn on f5 and attacks the rook on g4. The black rook has nowhere to run and has to trade itself for the bishop on g3: you win material.
