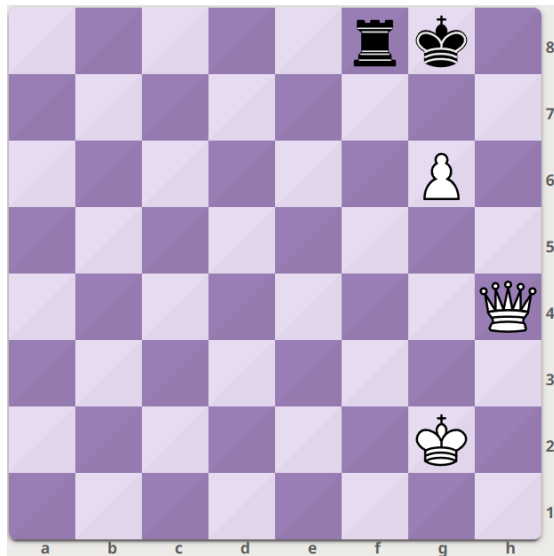




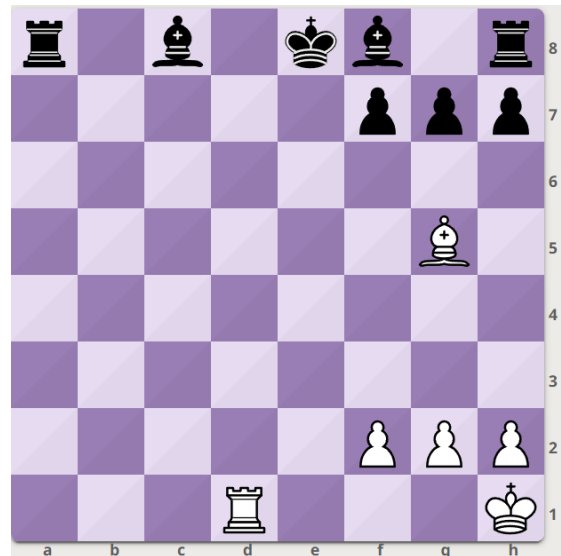
Attacking the Enemy King: Level One

A nice warm-up to begin with: these four puzzles are all **White to move and checkmate in one move**. Good luck!

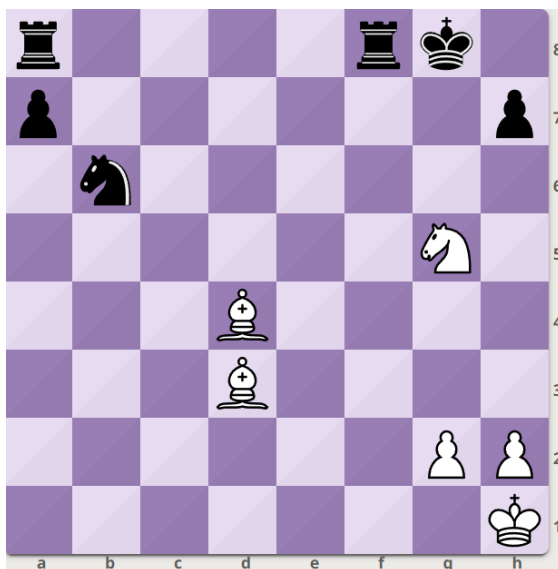
A – White to move and mate in 1



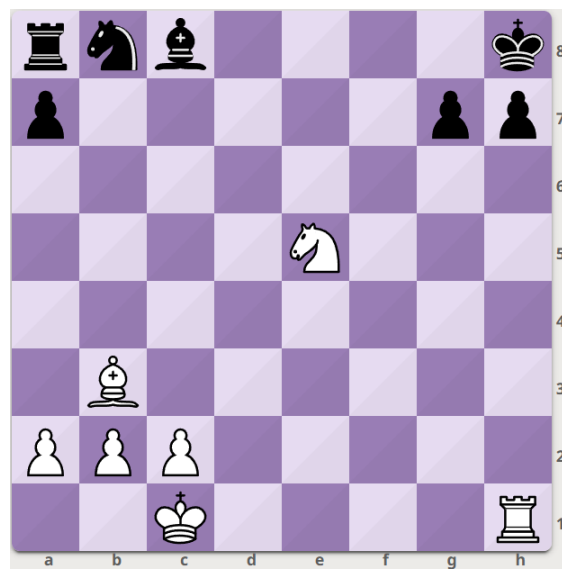
B – White to move and mate in 1

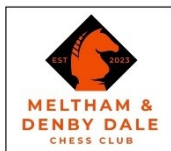


C – White to move and mate in 1



D – White to move and mate in 1

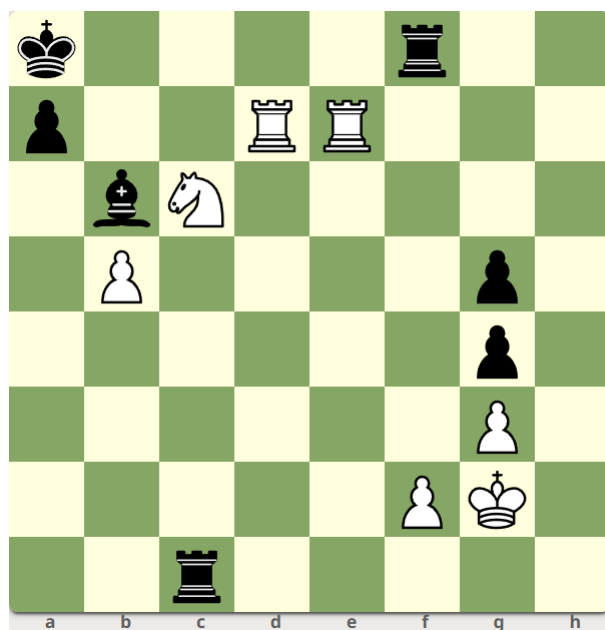




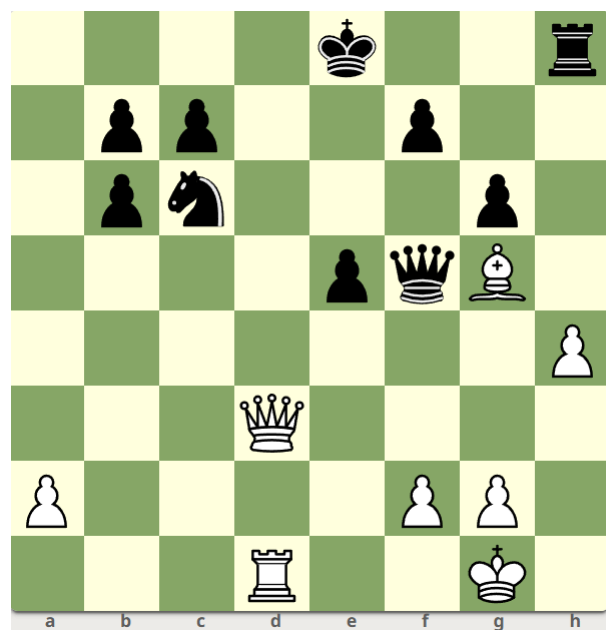
Attacking the Enemy King: Level Two

These four puzzles are all **White to move and checkmate in two moves**

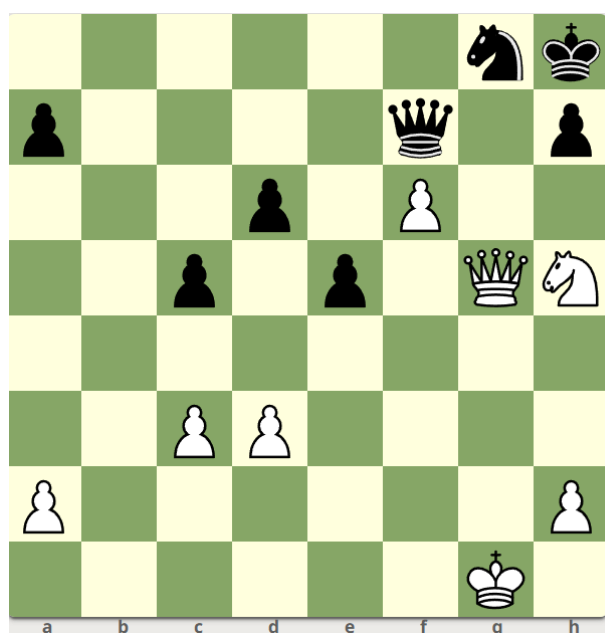
A – White to move and mate in two



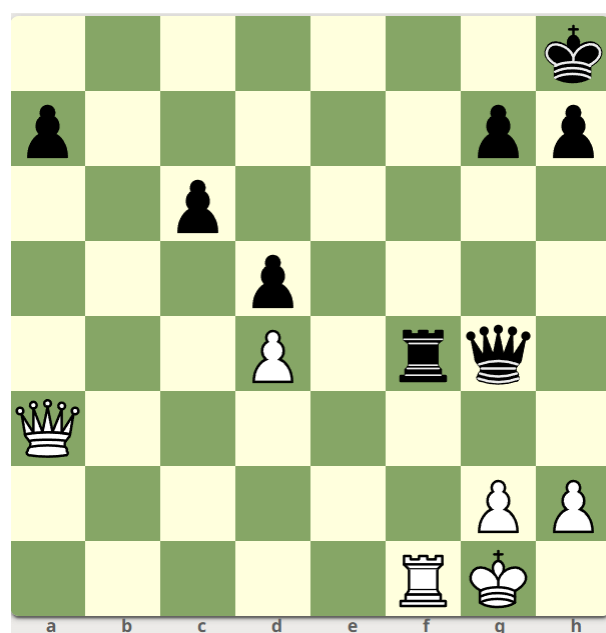
B – White to move and mate in two



C – White to move and mate in two



D – White to move and mate in two

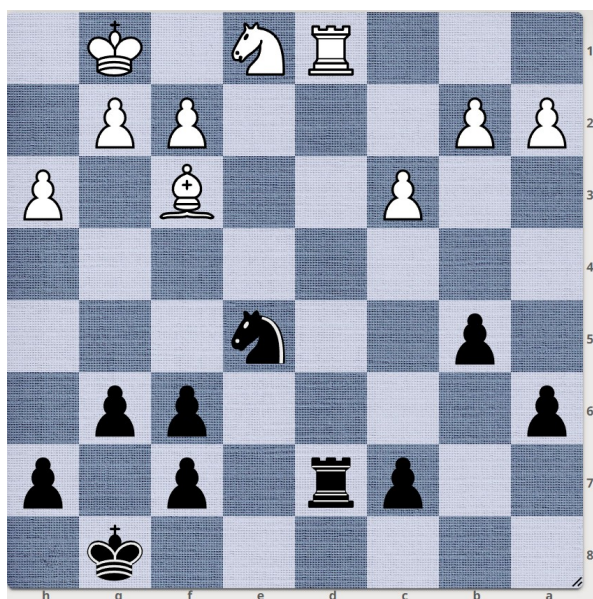




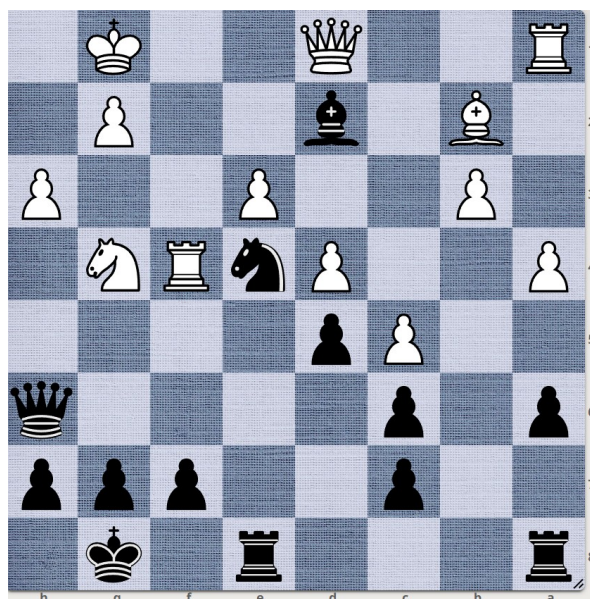
Attacking the Enemy King: Level Three

Each of these puzzles involves attacking pieces around the enemy king. We will tell you which side it is to move, and give you two choices of move. Your job is to work out which is the better move to make.

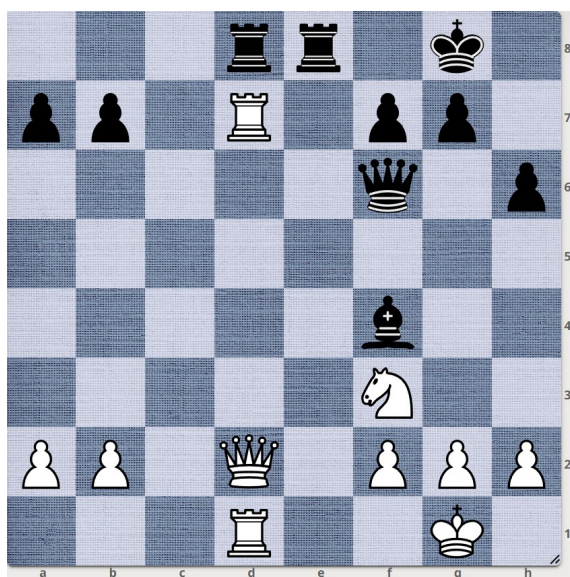
A – Black to move: 1...Rxd1 or 1...Nxf3+



B – Black to move: 1...Bxe3+ or 1...Qg6



C – White to move: 1.Rxd8 or 1.Qxf4



D – White to move: 1.Rxh7 or 1.Bxh7+

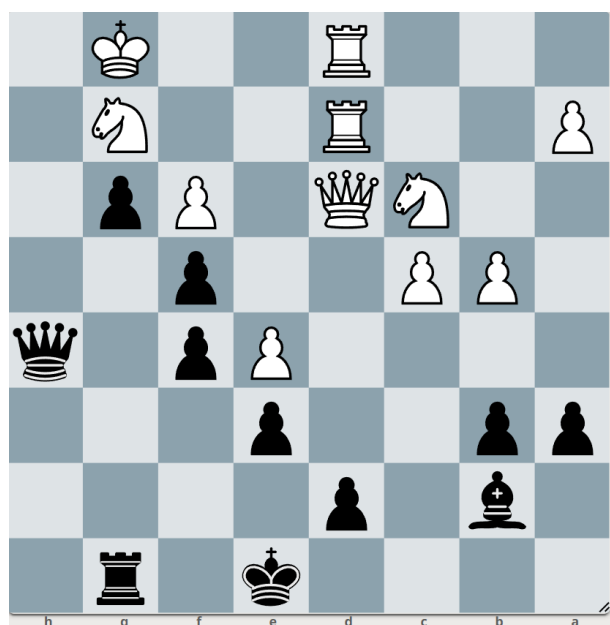




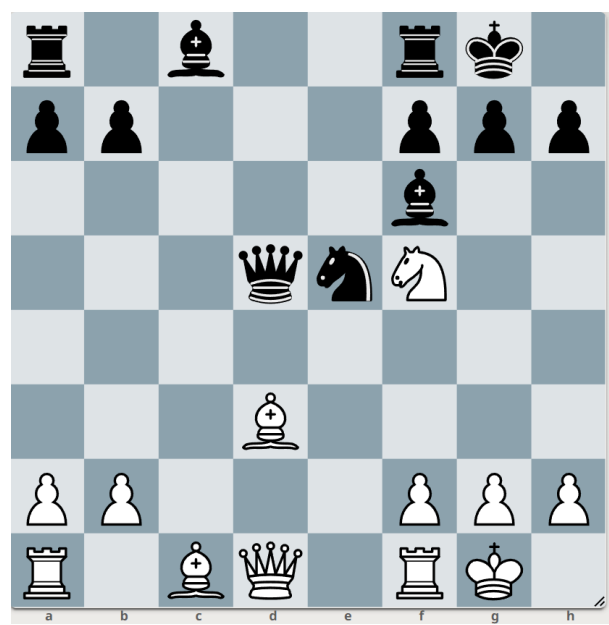
Attacking the Enemy King: Level Four

In these positions, your job is to plan out the next three moves. Some of them will win material and some will lead to checkmate, but they all involve attacking the enemy king

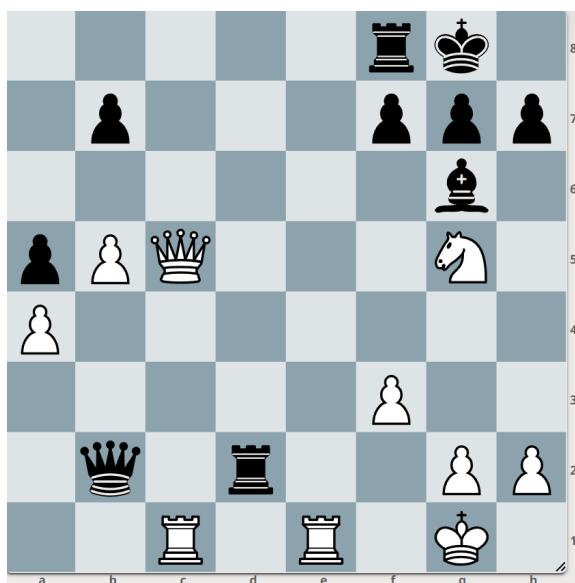
A – Black to move:



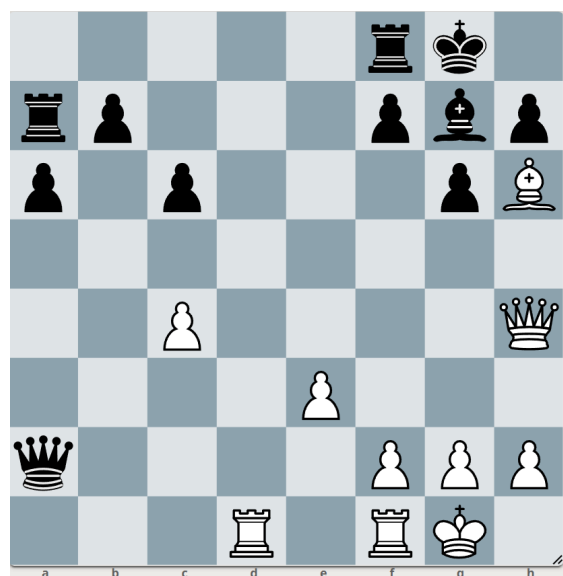
B – White to move

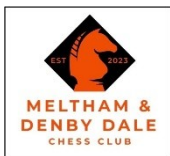


C – White to move



D – White to move





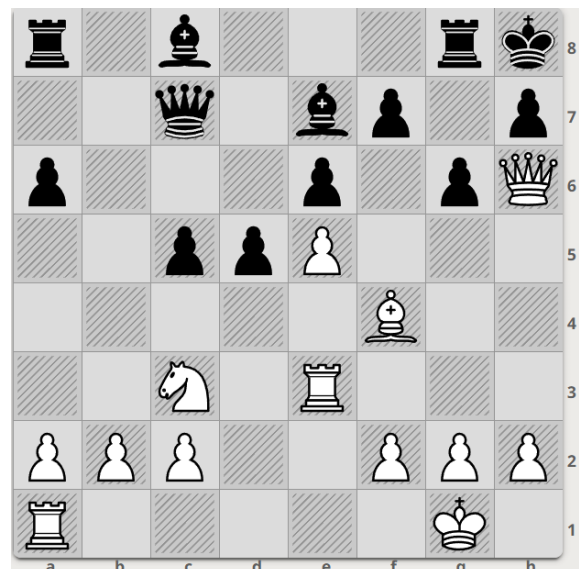
Attacking the Enemy King: Level Five

"Attacking the king after they've castled" is the theme of these four puzzles. All are rated 1500-1800 – good luck!

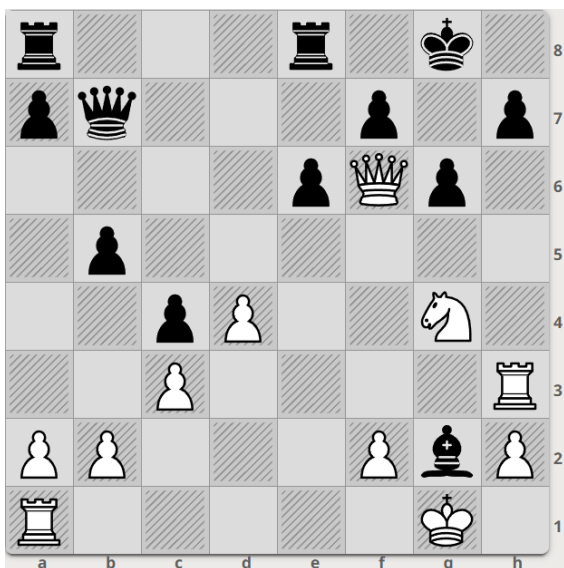
A – White to move: find the mating attack



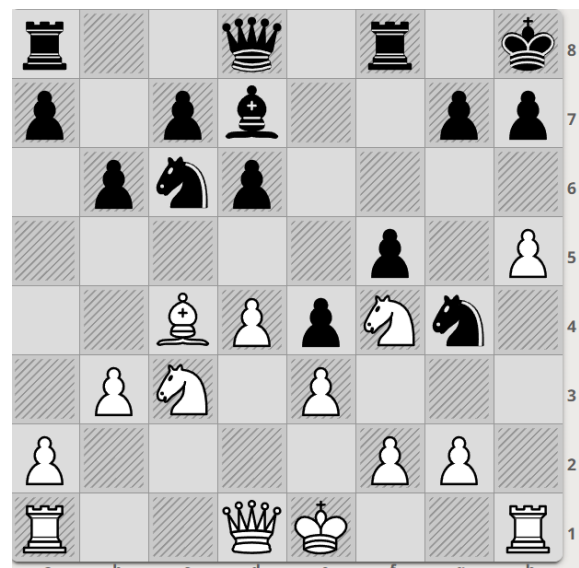
B – White to move: find the mating attack



C – White to move: find the mating attack



D – White to move: strongest first move?

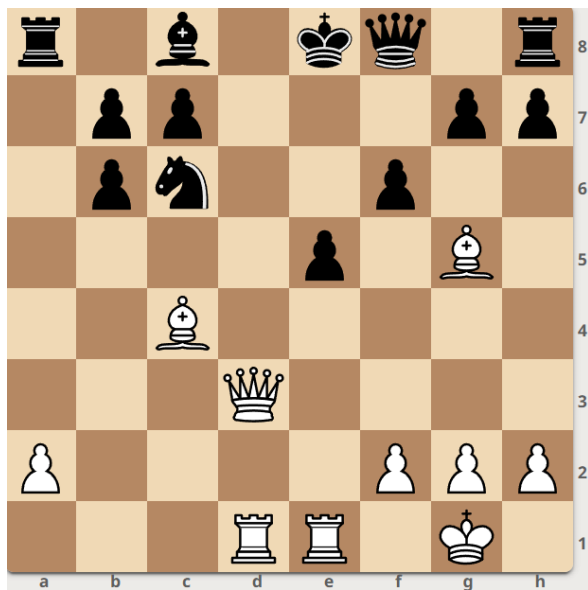




Attacking the Enemy King: Level Six

These four puzzles all involve attacking the king before it's had chance to castle. Some of them lead to mate, and some lead to winning material.

A – White to move: find the best move



B – White to move: find the best move



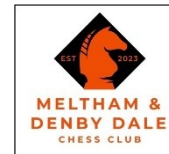
C – White to move: find the best move



D – White to move: find the best move



Attacking the Enemy King – Answers



Level One

- 1 1.Qh7#
- 2 1.Rd8#
- 3 1.Bxh7#
- 4 1.Ng6#

Level Two

- 1 1.Rxa7+ Bxa7 2.Rxa7#
- 2 1.Qd8+ Nxd8 2.Rxd8#
- 3 1.Qg7+ Qxg7+ 2.fxg7#
- 4 1.Qf8+ Rxf8 2.Rxf8#

Level Three

- 1 1...Nxf3+ means we win the rook for free on the next move (remove the defender)
- 2 1...Bxe3+ means we win a free rook again (remove the defender)
- 3 1.Rxd8 is strongest - even though we lose a queen, we win both rooks and a bishop:
1.Rxd8 Bxd2 2.Rxe8+ Kh7 3.Rxd2
- 4 1.Bxh7+ is strongest as it's the start of a mate in 6: 1...Kh8 2.Bg6+ Qh4 3.Rxh4+ Kg8
4.Rh8+ Kxh8 5.Qh5+ Kg8 6.Qh7#

Level Four

- 1 1...Qh2+ 2.Kf1 Qh1+ 3.Ke2 Qxg2 (wins a knight)
- 2 1.Ne7+ and 2.Bxh7+ means two sacrifices for a free queen (discovered attack)
- 3 1.Qxf8+ sacrifices the queen but attracts the king to a deadly square: 1...Kxf8 2.Rc8+
Rd8 3.Rxd8# (checkmate in 3)
- 4 1.Bxg7 Kxg7 2.Qd4+ (any) 3.Qxa7 (queen fork wins the rook)

Level Five

- 1 Mate in 4 after 1.Qxh7+ (Black can never take with his rook due to Rg8#) 1...Nxb7
2.Rxh7+ Kxh7 3.Rh3+ Bh4 4.Rxh4#
- 2 1.Qxh7+ begins a checkmating attack after 1...Kxh7 2.Rh3+ Kg7 3.Bh6+ Kh8 4.Bf8+
Bh4 5.Rxh4#
- 3 1.Nh6+ Kf8 2.Nf5 – whichever pawn recaptures, we play 3.Rxh7 and mate is inevitable
- 4 Black's knight is well placed, so the strongest move is 1.Qxg4, getting rid of it with the
aim of mating attacks with 2.Ng6+. Even if Black doesn't recapture the queen, the
attacks down the h-file are still potent

Level Six

- 1 1.Rxe5+ is the best move. The knight can't recapture due to Qd8#, and if the pawn
recaptures, we have mate in 2 with 2.Qd8+ Nxd8 3.Rxd8#. All Black can do is block with
the queen, which still leads to mate in a few moves (1...Qe7 2.Rxe7+ Kxe7 3.Qe4+ ...)
- 2 1.Rxf5 is the move, winning a free knight (as 1...exf5 leads to deadly discovered attacks)
- 3 1.Qxd6 is the killer blow: Black cannot recapture as 2.Nxd6# is mate. As the d7 knight is
pinned, White can also hoover up the e5 pawn
- 4 1.Nd5 is best, threatening 2.Nc7+
 - a. 1...Rc8 2.Nc7 (2.Rc1 is another strong move here)
 - b. 1...Qc8 2.Nc7+
 - c. 1...Qd7 2.Nc7+