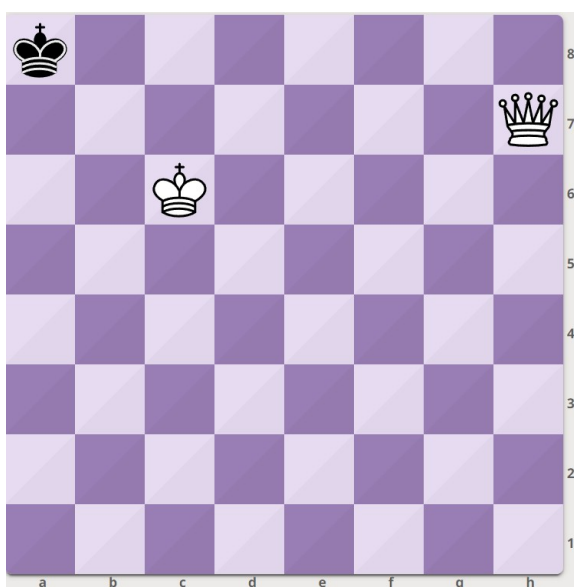


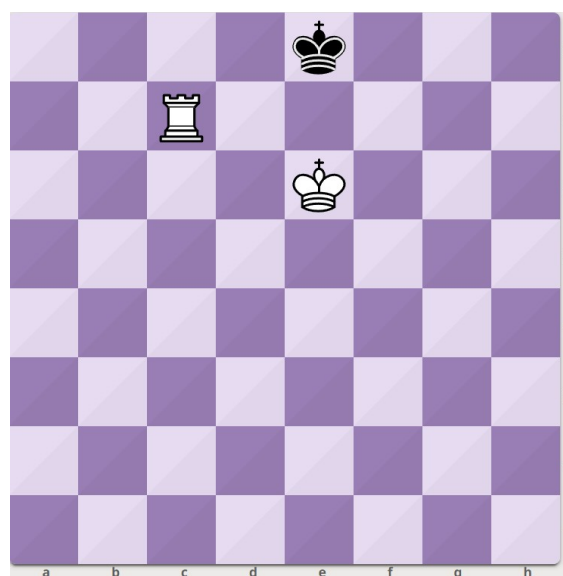
Level One: Warm-Up Checkmates

Some of these checkmates are in one move, and some are in two moves... good luck!

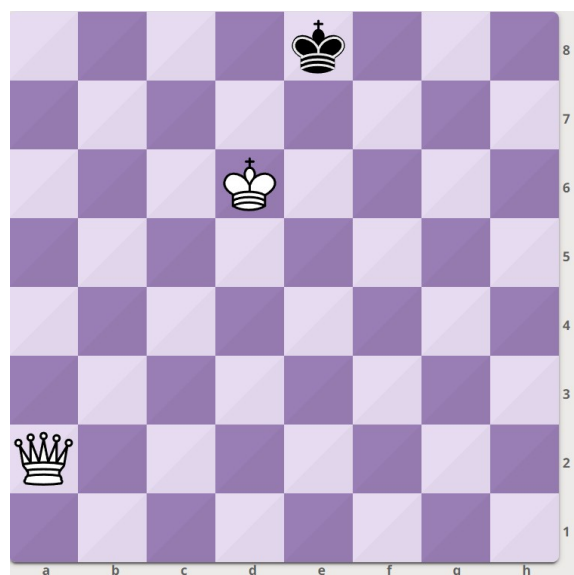
A – White to move and checkmate in 1 move



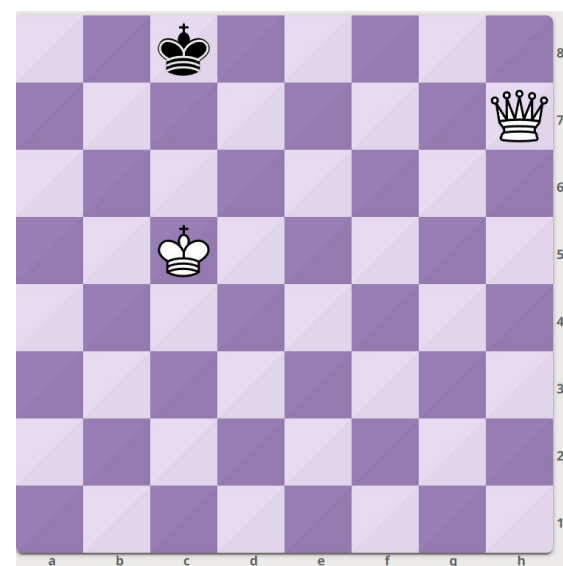
B – White to move and checkmate in 1 move

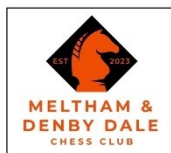


C – White to move and checkmate in 1 move



D – White to move and mate in 2 moves

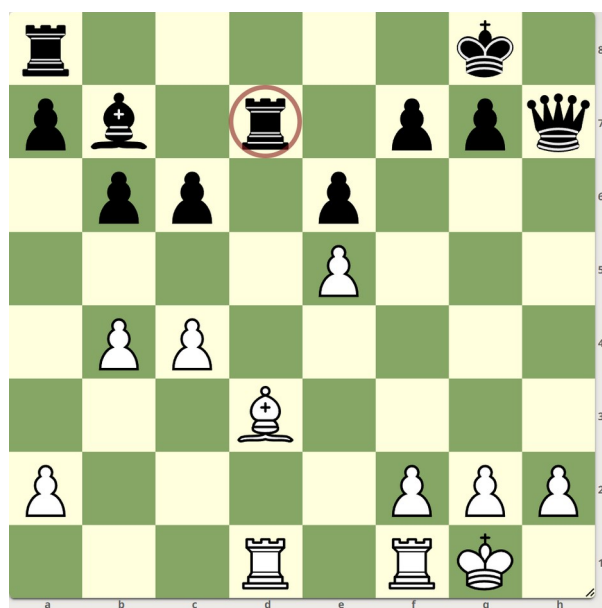




Discovered Attacks: Level Two

On Level Two, your mission will to capture the enemy piece with a **red circle** around it on your **second move**. Good luck!

A – White to move



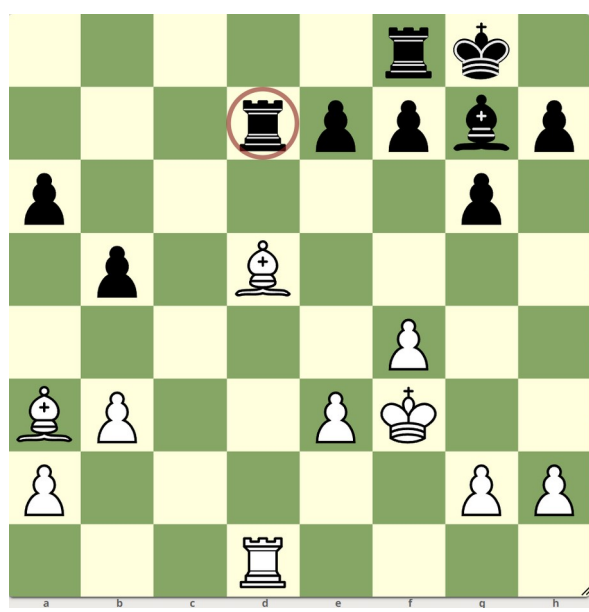
B – White to move

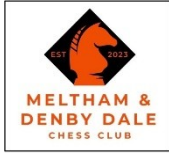


C – White to move



D – White to move





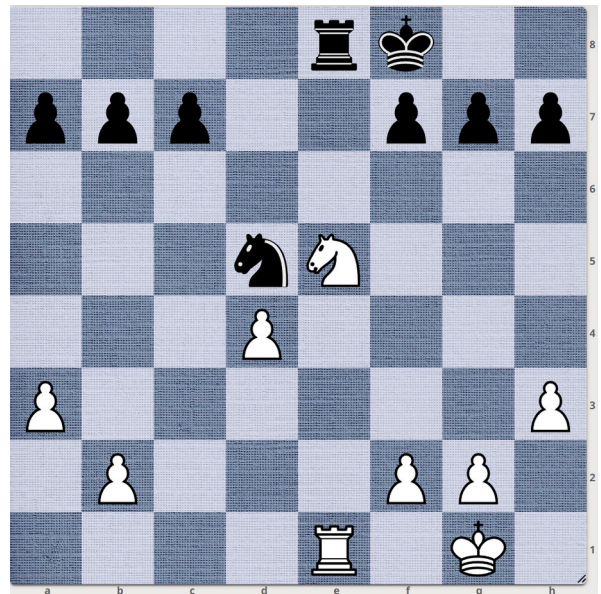
Discovered Attacks: Level Three

Discovered attack puzzles can also be checkmate puzzles. In these puzzles, start with a discovered attack on the first move and deliver checkmate on the second move. Good luck!

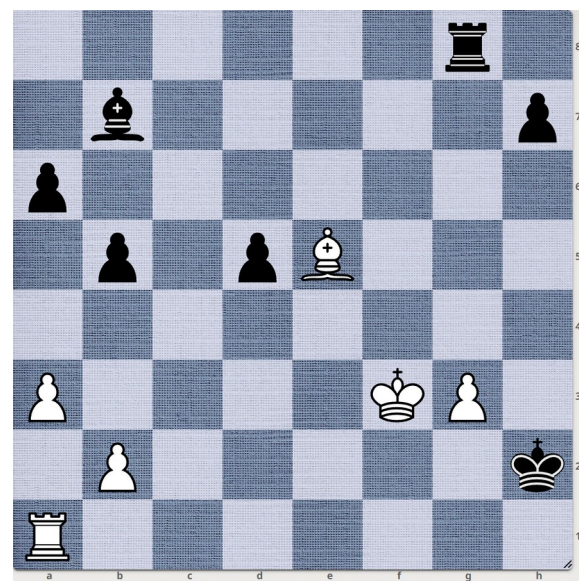
A – White to move and mate in 2



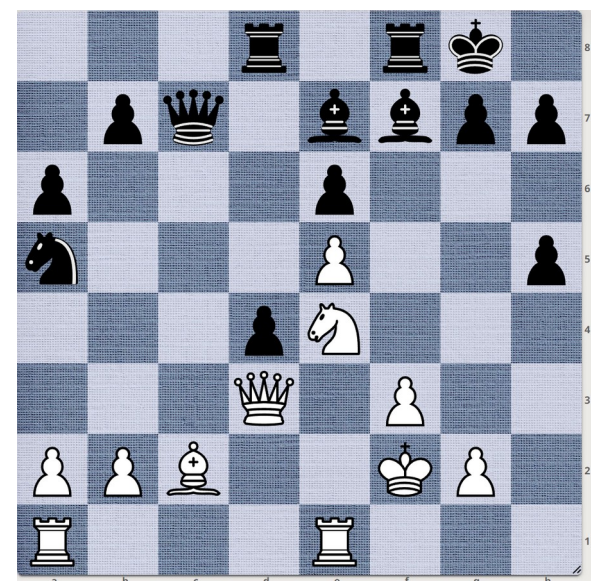
B – White to move and mate in 2

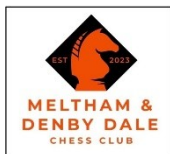


C – White to move and mate in 2



D – White to move and mate in 2

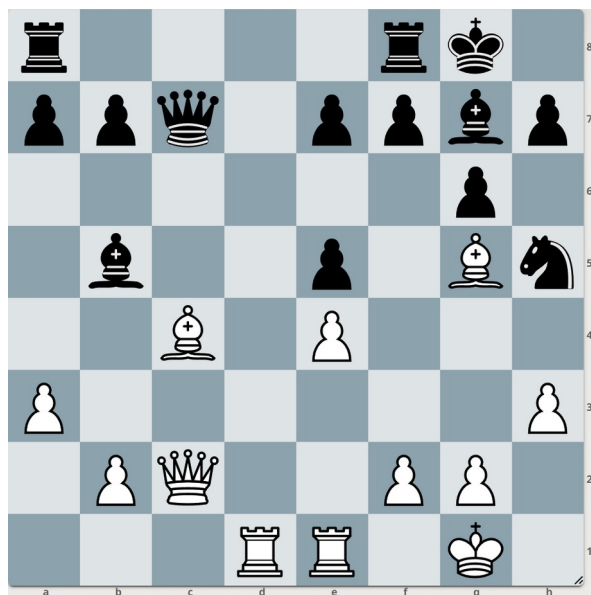




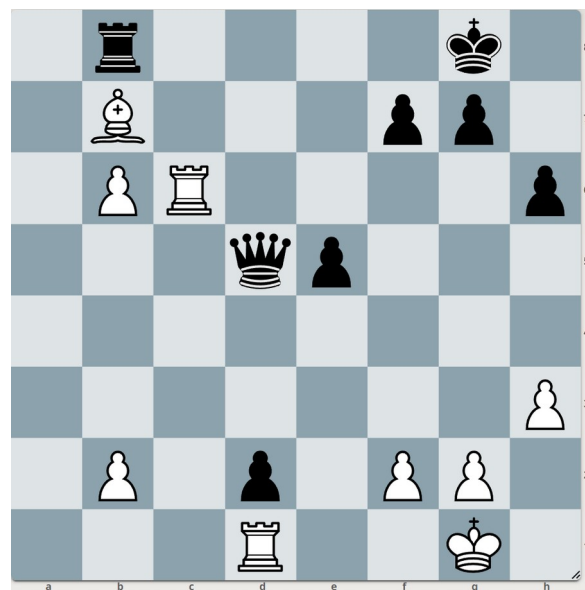
Discovered Attacks: Level Four

Your job is to identify which piece you can capture on the second move, by launching a discovered attack on the first move. Good luck!

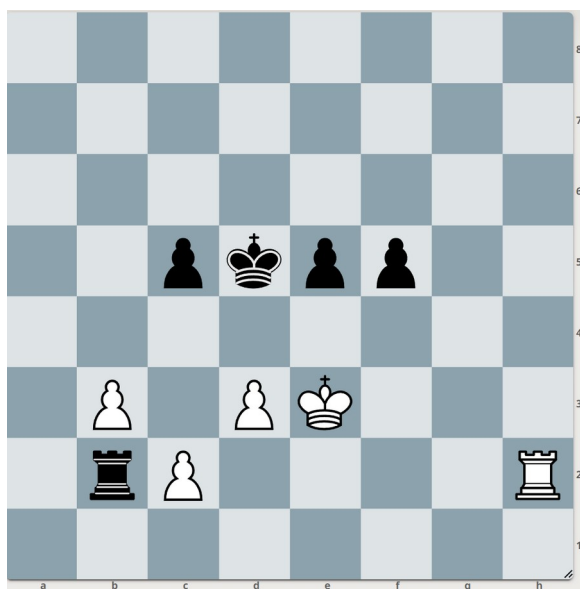
A – White to move



B – White to move

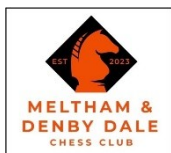


C – White to move



D – White to move

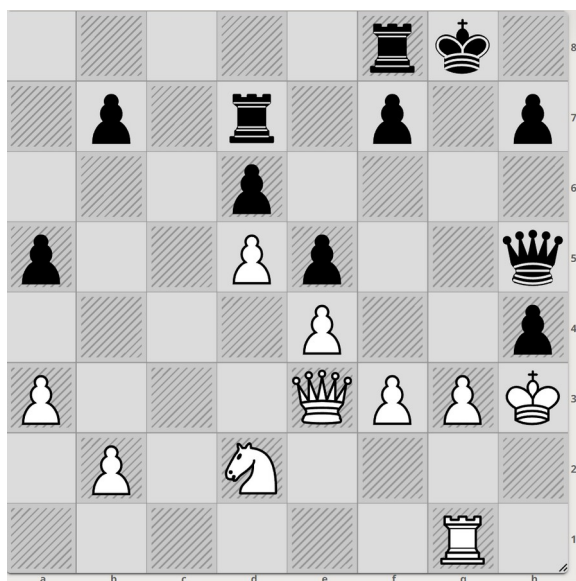




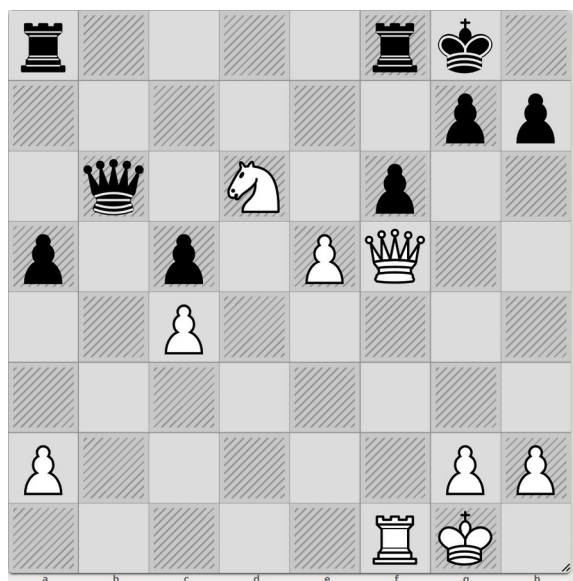
Discovered Attacks: Level Five

Each of these puzzles are rated over 1500, so require a bit more analysis. To solve these puzzles, summarise what your next 3-4 moves would be to win material or mate the king

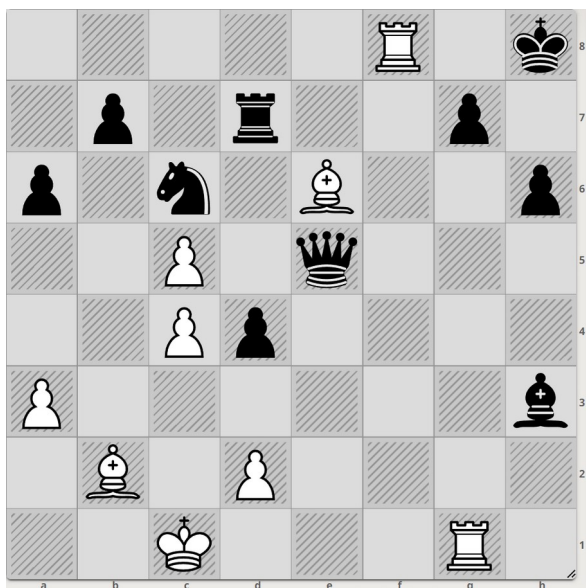
A – White to move



B – White to move

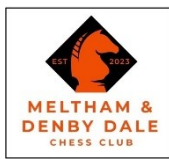


C – White to move



D – White to move

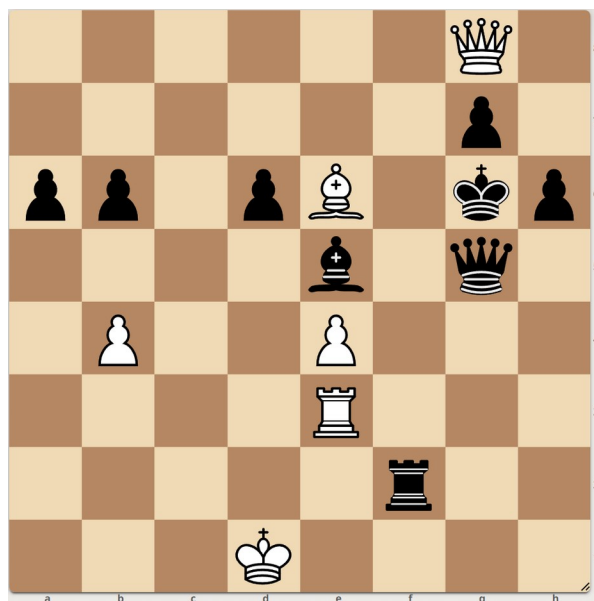




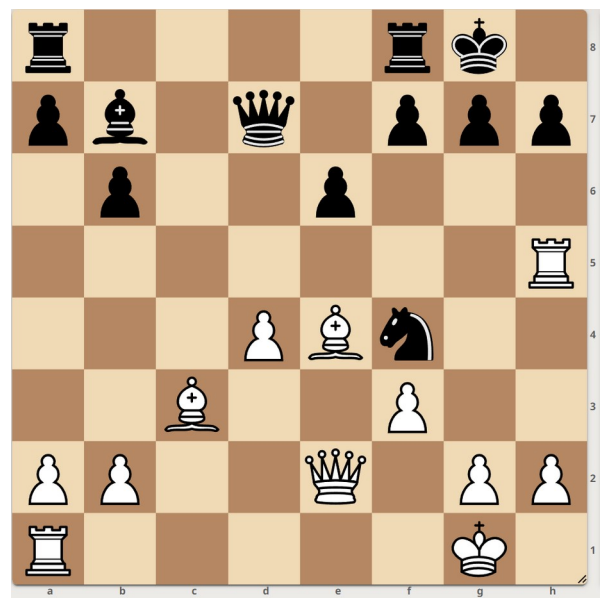
Discovered Attacks: Level Six

Level Six is where things toughen up. Each of these puzzles will include a discovered attack as part of the winning plan – it may be to win material, trap a piece or deliver checkmate...

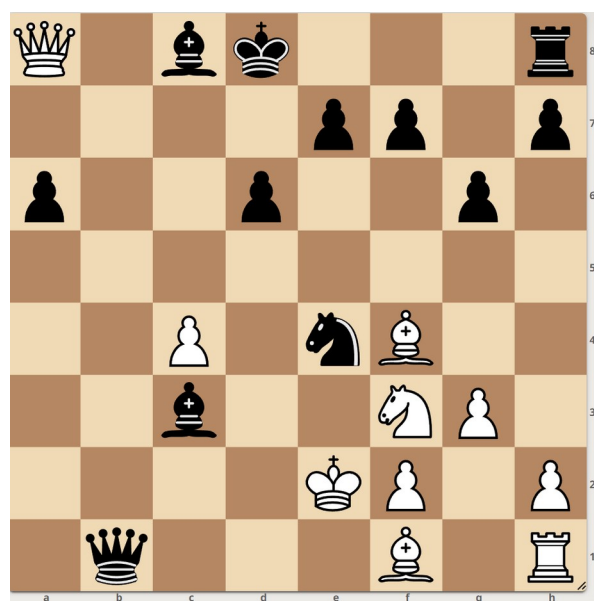
A – White to move



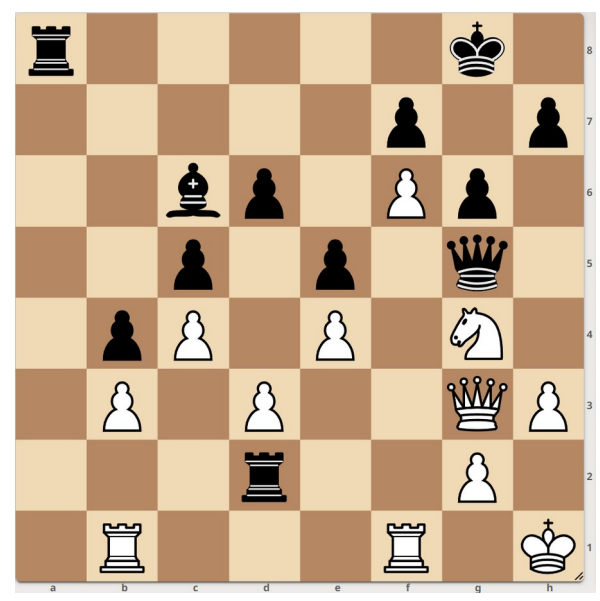
B – White to move



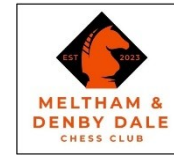
C – White to move



D – White to move



Discovered Attacks – Answers



Level One

- 1 1.Qb7#
- 2 1.Rc8#
- 3 1.Qg8#
- 4 1.Kc6 and White will checkmate with 2.Qd7# or 2.Qb7#

Level Two

- 1 1.Bxh7+
- 2 1.Rc8+
- 3 1.Bxb5+
- 4 Bxf7+

Level Three

- 1 1.e6+ is discovered check – 2.QxQ will be mate
- 2 1.Nd7+ deflects the king to g8. 2.Rxe8# is mate
- 3 1.g4+ is discovered check from the bishop. 1...Kh3 2.Rh1#
- 4 1.Nf6+ uncovers 2.Qxh7#

Level Four

- 1 1.Bxf7+ and we win the queen on the second move
- 2 1.Rc8+ and we win the queen on the second move
- 3 1.c4+ and we win the rook on the second move
- 4 1.Nxf6+ and we win the bishop on the second move

Level Five

- 1 Start with a discovered check: 1.gxh4+. Black will move his king to h8. We then play 2.Rg5 to push the queen to h6. 3.Rg8+ then wins the queen on move 4
- 2 1.Qe6+ Kh8 and then 2.Nf7+ launches a discovered attack on Black's queen: 3.Qxb6
- 3 We have mate in 3 here: 1.Bg8+ forces 1...Kh8. 2.Bg7 then forces 2...Kh7 3.Bg6#
- 4 Mate in 4 after 1.Rb8+
 - If 1...Kd7 then 2.Bb5+ Kd7 3.Bd8+ Kf8 4.Bf6#
 - If 1...Ke7 then 2.Bd8+ Ke8 (2...Kf8 and 2...Kd7 is mate in 1) 3.Bb5+ Kf8 4.Bf6#

Level Six

- 1 Mate in 4: Start with 1.Qe8+ to force 1...Kh7 (1...Kf6 2.Qf7# and 1...Rf7 2.Bxf7+ Kh7 3.Qg8#).
- 2 1.Bxh7+ Kh8 prepares the discovered attack, but 2.Qe5 is crucial:
 - a. 2...Nxh5 3.Qxh5
 - b. 2...Qd5 3.Be4+
 - c. 2...Qd6 3.Bishop anywhere and 4.Qxh5
- 3 1.Qxc8+ Kxc8 2.Bh3+ and we win the queen on move 3
- 4 1.Rf5 is the winning move. Black's best shot is a counterattack with 1.Rxd3 – we capture each other's queens and then 3.Nh6+ opens up a discovered attack on the rook