

King Hunt



This game was played between two Russian Grandmasters, Peter Svidler and Dmitry Andreikin in 2018. Black sacrificed his queen to lure the White king up the board into danger. Why not set up a board and play through the moves?

First, Black captured the pawn on h2 with his queen. It's check, so White recaptured the queen with his king. Next Black used his rook on h6 to capture the pawn on h5, another check. White could not retreat or the Black rook would move

to h1—checkmate; White moved his king to g3. Black checked on h3 with the rook and White's king was forced further into the danger zone (f4). Black's rook gave one more check on f3 and the White king was driven to e5.

We've reached the position on the right. Andreikin now played a quiet move: the Black rook went to g6. This threatens two checkmates: pawn on d7 to d6, or rook on g6 to e6. Whatever White does, he cannot prevent both checkmates at the same time. White resigned.



Gently does it

In the game above, Svidler wasn't forced to capture the queen on h2. He could have declined the sacrifice, moving his king to f1. Can you find the quiet move for Black that forces checkmate in a couple more moves?

Grandmaster Test



This is the conclusion to another famous king hunt, played over 100 years ago. The Black king has been drawn down the board to g1. Can you find TWO different ways White can

give checkmate with their next move?