

11. Mate in 2

Mate in two moves is a position when a player forces the opponent to make a certain move which allows him to do checkmate in the next move. It is more important to find a lot of options in the first few moves rather than calculating the long variations. Forced moves (check, capture or threat) can be something very helpful to do checkmate to the opponent king.

The following example will give a better explanation.

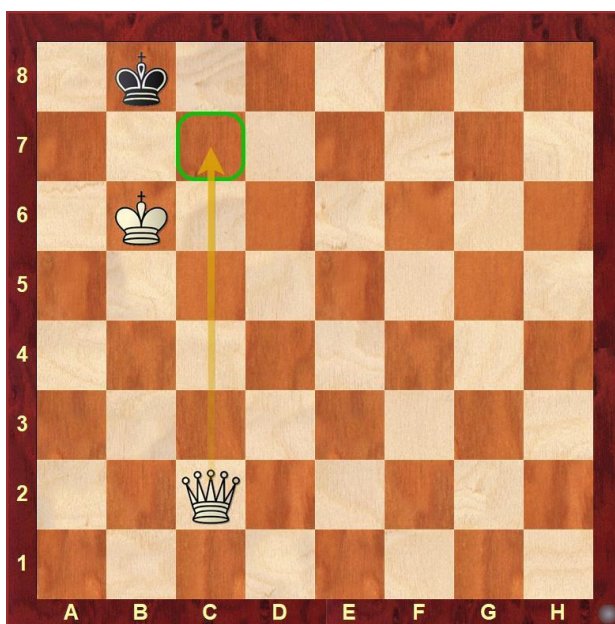


Diagram 11.1

In diagram 11.1, we can observe that the white king at b6 is blocking the maximum square of the black king at b8. Later, white continues by playing 1. Qc7+, giving check to the king in such a way that the opponent is forced to play Ka8. Therefore, white plays 2. Qa7# since the king cannot capture the supported pieces.

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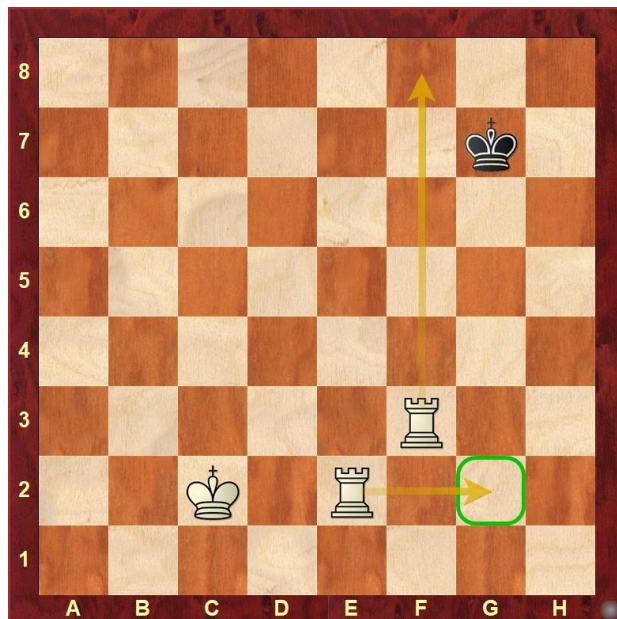


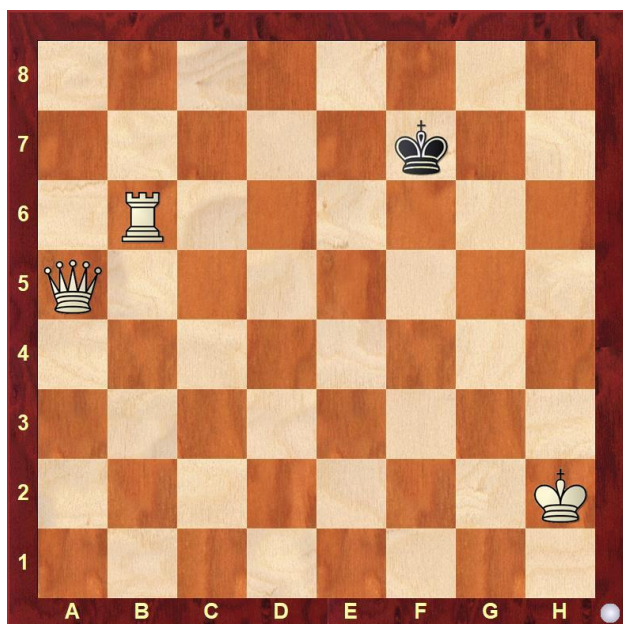
Diagram 11.2

In the diagram 11.2, we can observe that the white rook at f3 is blocking the entire 'f' file. Later, white continues by playing 1. Rg2+, giving check to the king in such a way that the opponent is forced to move the king to 'h' file. Therefore, white plays 2. Rh3# since the king cannot enter the danger square.

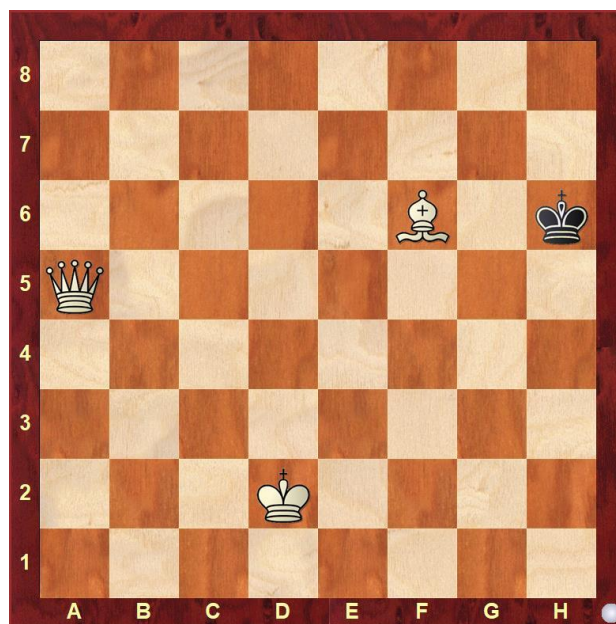
ADVANCED BEGINNER LEVEL

11. Mate in 2 (Homework)

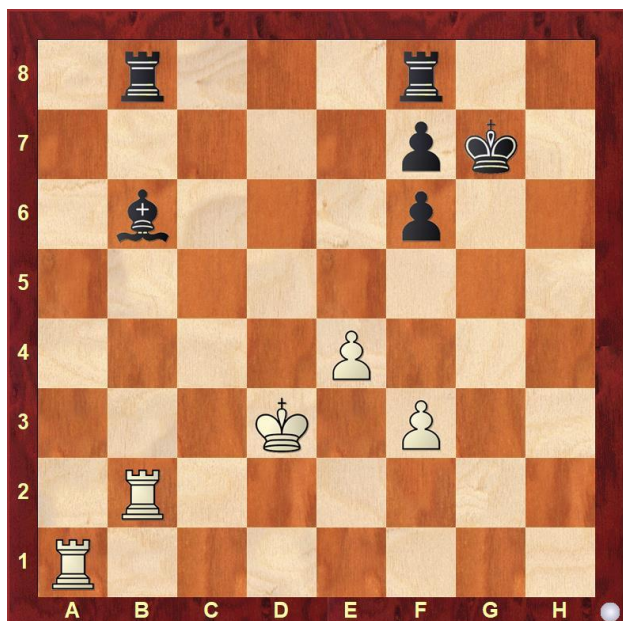
1. White to play and mate in two



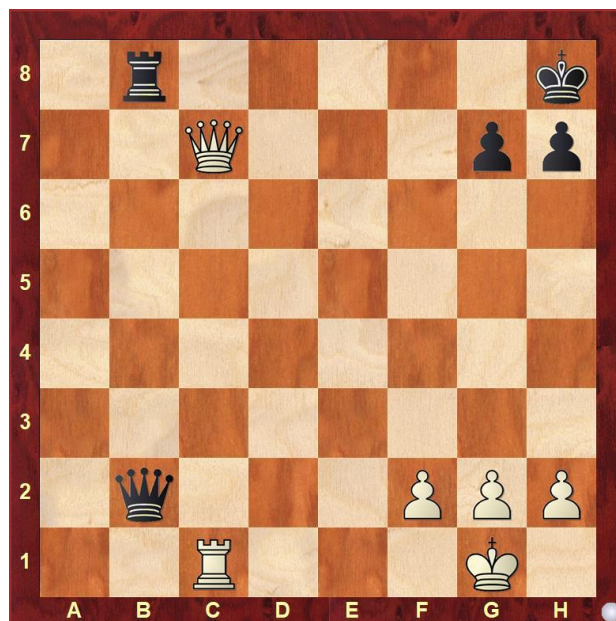
2. White to play and mate in two



3. White to play and mate in two



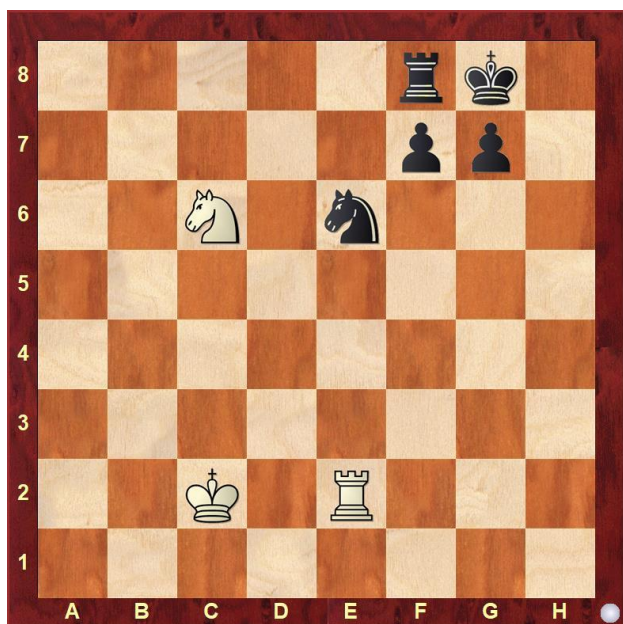
4. White to play and mate in two



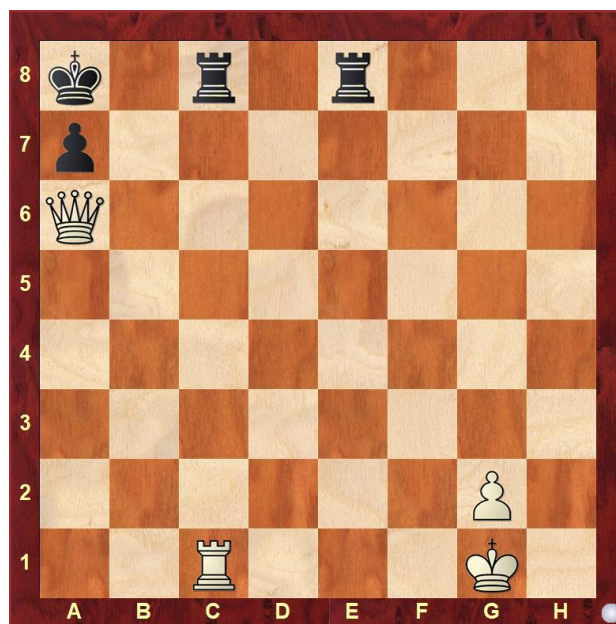
ADVANCED BEGINNER LEVEL

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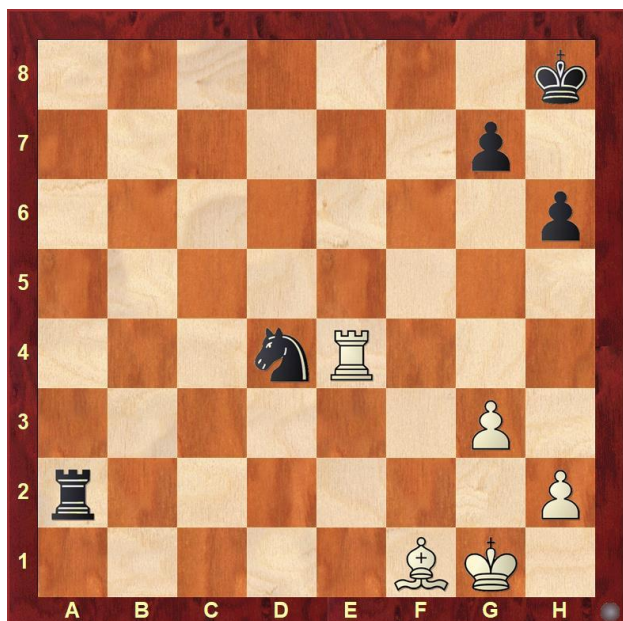
5. White to play and mate in two



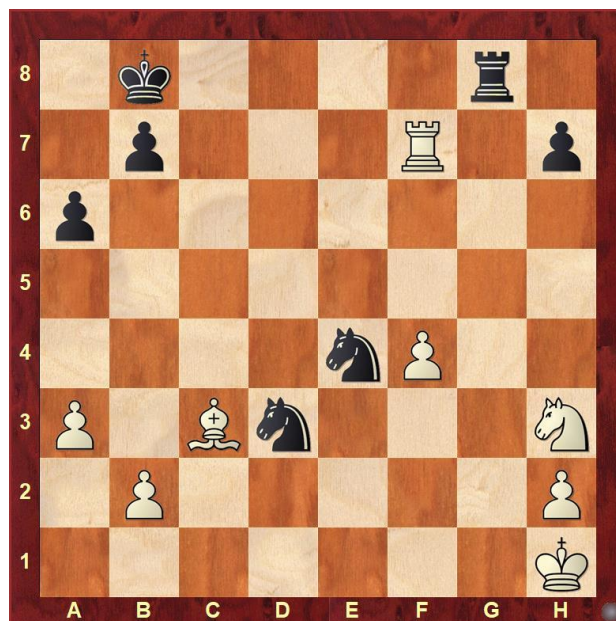
6. White to play and mate in two



7. Black to play and mate in two

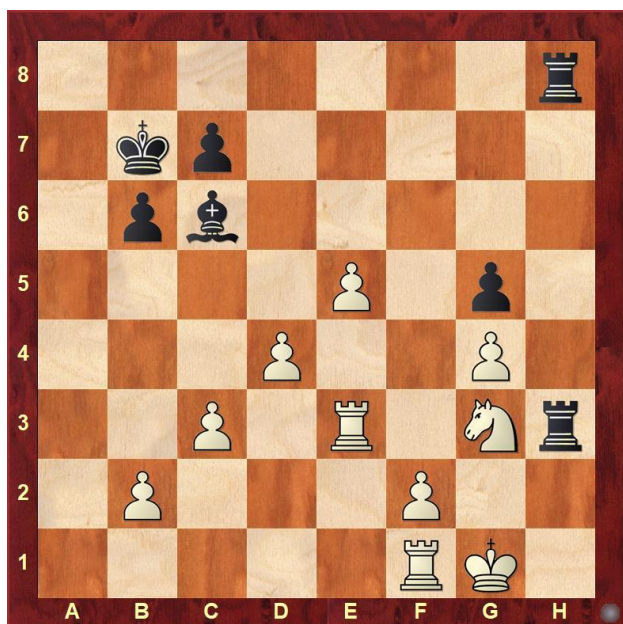


8. Black to play and mate in two



11. Mate in 2 (Homework)

9. Black to play and mate in two



10. White to play and mate in two

