

9. Checkmate

The most important factor in the game of Chess is to defeat the enemy King. Whenever an enemy chessman attacks a King, the King is said to be under **CHECK**.

The player should get his King out of check anyhow and there are only 3 ways to do it.

1. Capture the enemy chessman that has given check or
2. Bring one of your chessmen in between the line of check or
3. Move the King to a safe square where it is not under attack.

When a player has no chance to get his King out of check from the above three 3 options, then his King is said to be **checkmated**. The player who delivers the checkmate wins the game. Therefore, it is end of the game.

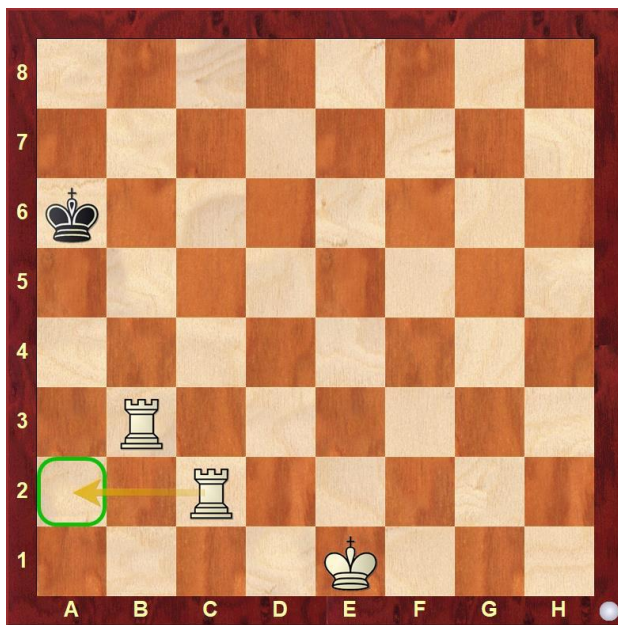


Diagram 9.1

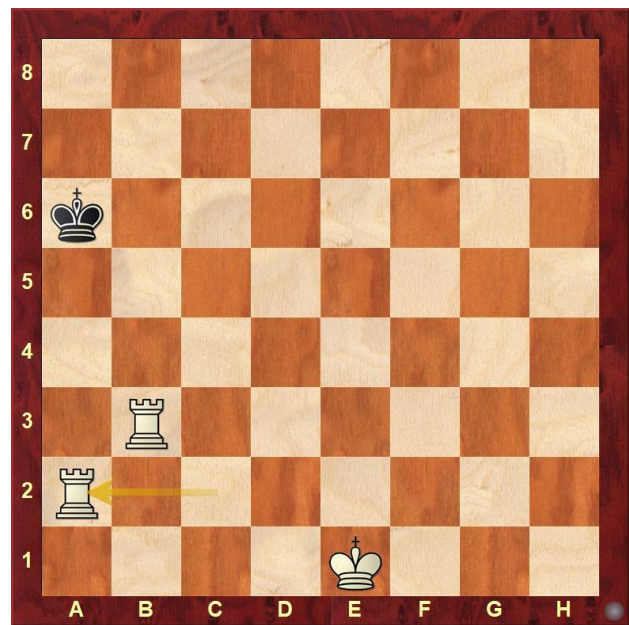


Diagram 9.2

In the diagram 9.1, we can observe that white Rook on b3 is controlling the entire 'b' file and in diagram 9.2, the White Rook at c2 moved to a2 for giving a checkmate as the black King has no safe square left.

BEGINNER LEVEL

9. Checkmate

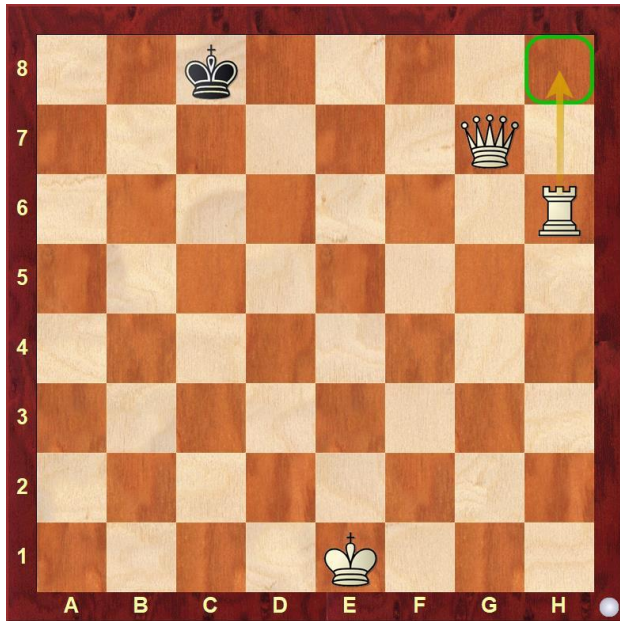


Diagram 9.3

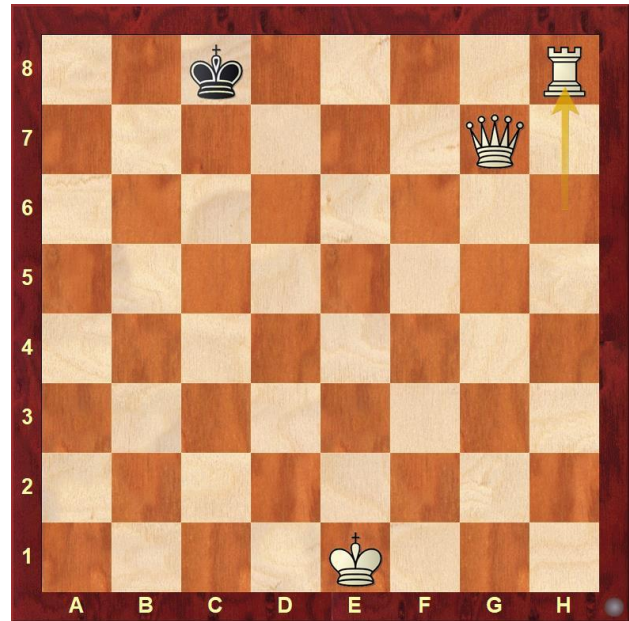


Diagram 9.4

In the diagram 9.3, we can observe that white Queen on g7 is controlling the entire '7th' Rank. In diagram 9.4, the White Rook at h6 moved to h8 for giving a checkmate as the black King has no safe square left.

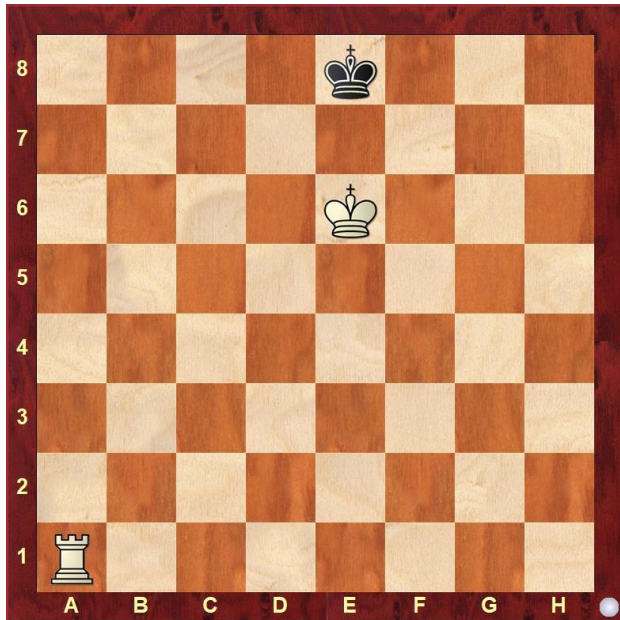
Note:

1. King cannot enter the danger square.
2. King cannot capture the protected piece.
3. There must always be at least one square between two kings.

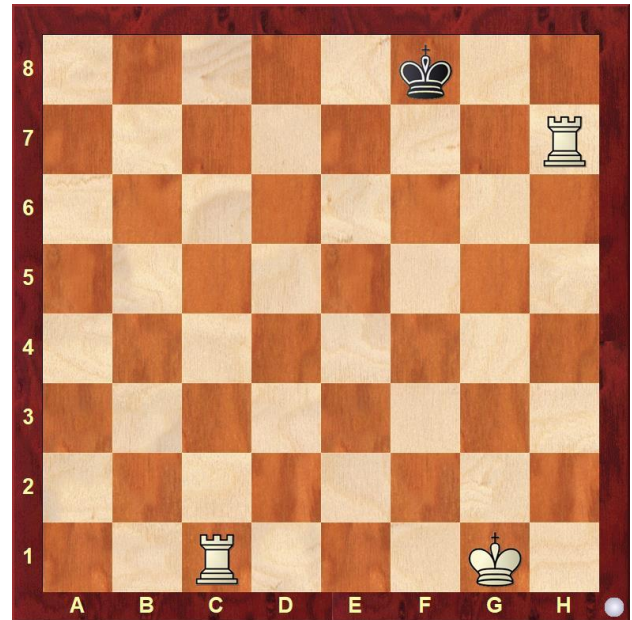
BEGINNER LEVEL

9. Checkmate (Homework)

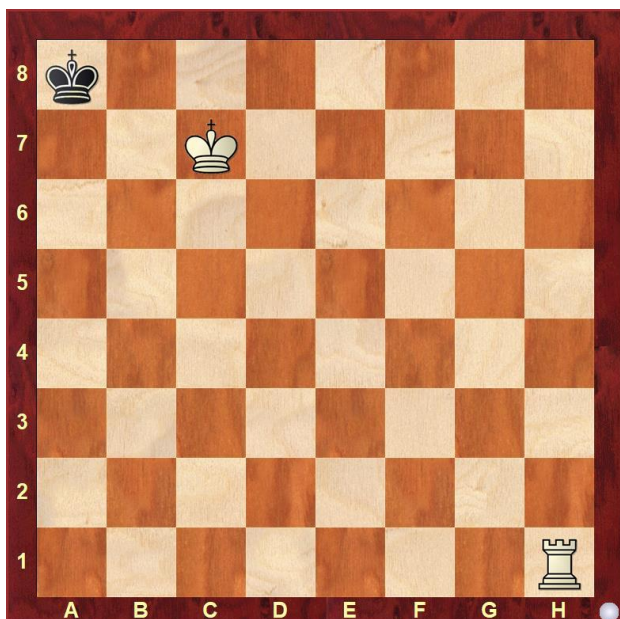
1. White to play and checkmate the black king.



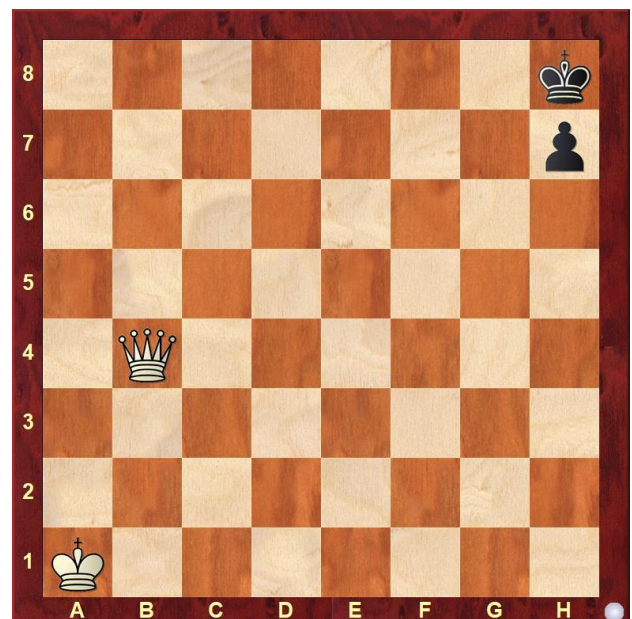
2. White to play and checkmate the black king.



3. White to play and checkmate the black king.



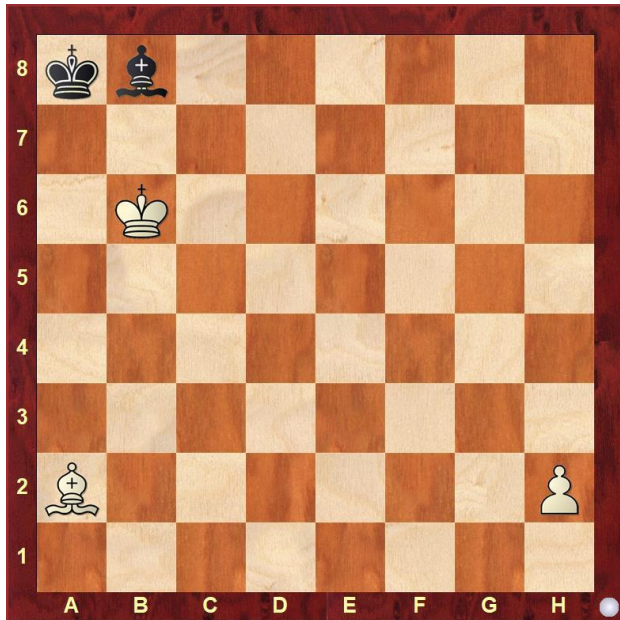
4. White to play and checkmate the black king.



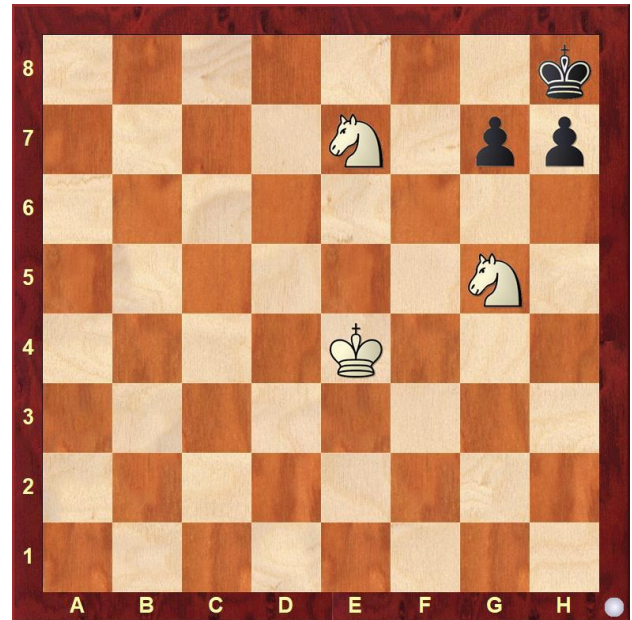
BEGINNER LEVEL

9. Checkmate (Homework)

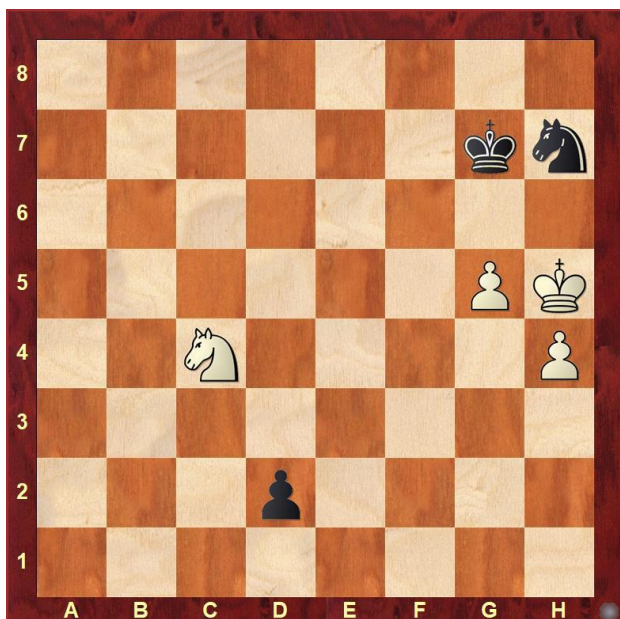
5. White to play and checkmate the black King.



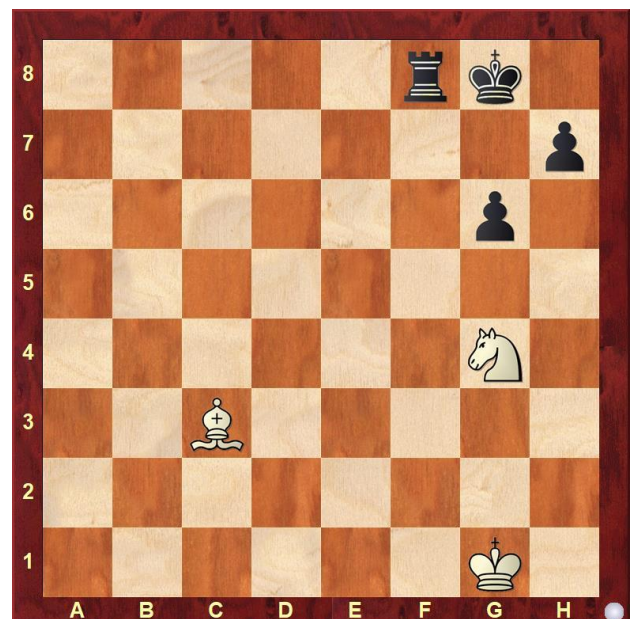
6. White to play and checkmate the black king.



7. Black to play and checkmate the white king.



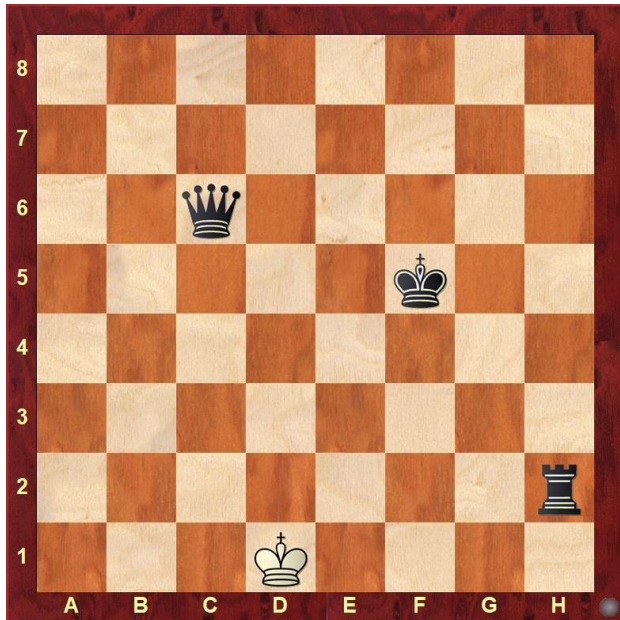
8. White to play and checkmate the black king.



BEGINNER LEVEL

9. Checkmate (Homework)

9. Black to play and checkmate the white king.



10. White to play and checkmate the black king.

