

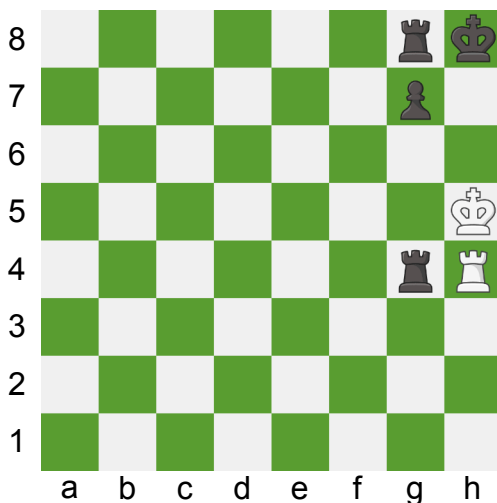
1. Rook and King Checkmate

Principles for mating a king with a rook and a king

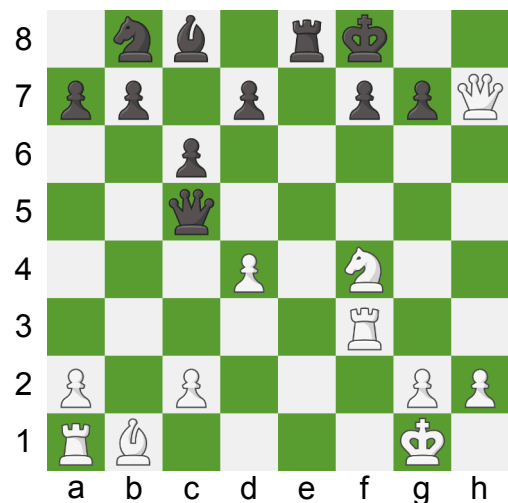
- Chase the opponent's king with your king until your king opposes their king. Waste a move with the rook if needed.
- Then, move your rook to the same rank or file as their king to force it to move backward.
- Repeat by chasing with your king except to protect your rook or to waste a move. Eventually, you will pin the opponent's king against the edge.

Challenge Puzzles

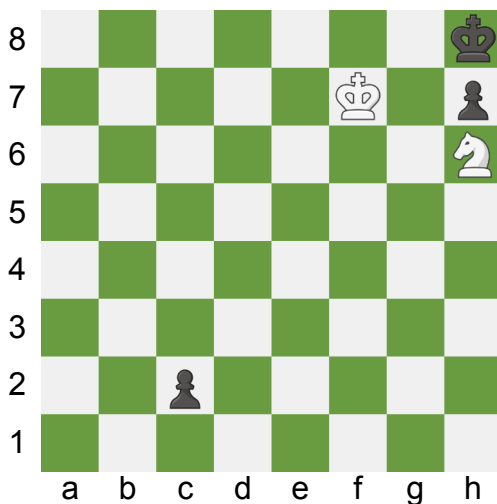
① White to play - mate in 1.



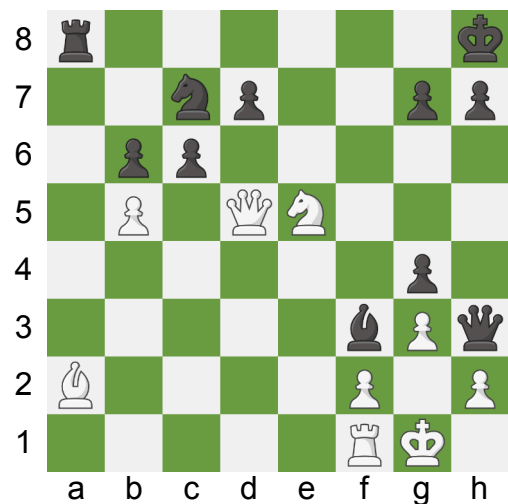
② White to play - mate in 1.



③ White to play - mate in 2.












④ White to play - mate in 2.



Hints.

- ① Move the king.
- ② Move the knight.
- ③ First move is with the king.
- ④ First move is with the queen.

Answers.

- ① 1. xg4# 1-0 (King takes on g4.)
- ② 1. g6# 1-0 (Knight jumps to g6.)
- ③ 1. f8 c1= 2. f7# 1-0
- ④ 1. g8+ xg8 2. f7# 1-0 (a smothered mate)

