# 9. Castling

A player castles by moving their king two squares to either side, with the rook moving to the square the king jumped over. Castling is only allowed when
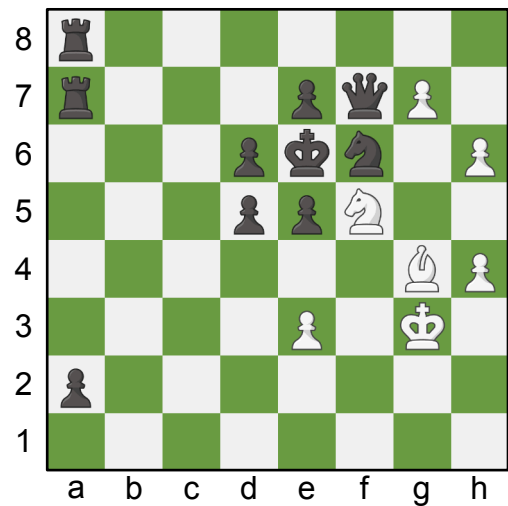
- Neither the king nor the rook has previously moved.

- There are no pieces between the king and the rook.

- The king is not currently in check.

- The king does not pass through or finish on a square that is attacked by an enemy piece.
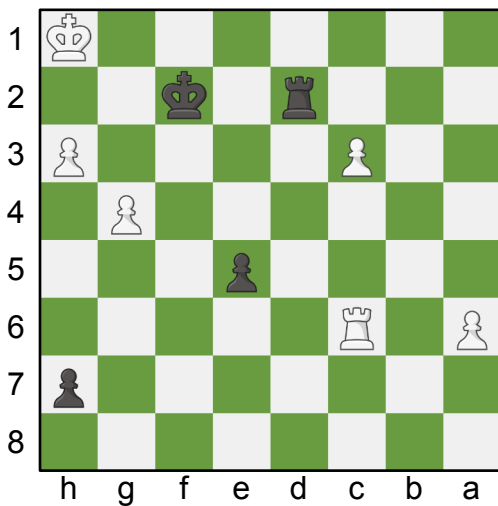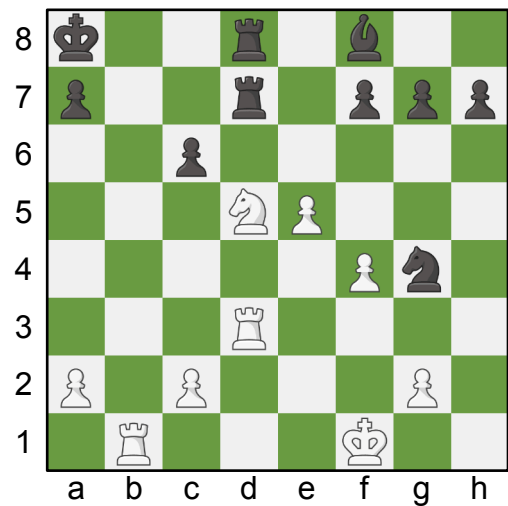
Challenge Puzzles

① Black to play - mate in 1.
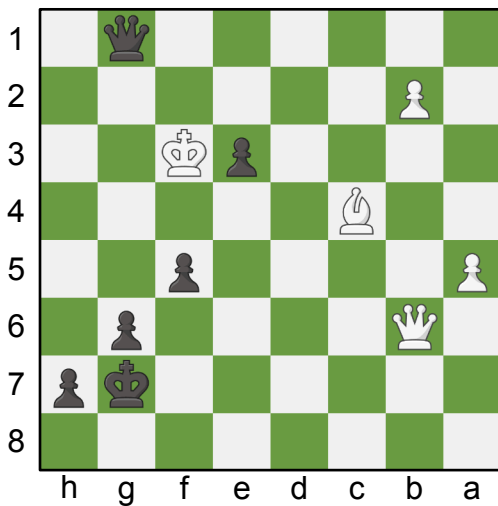
② White to play - mate in 1.

③ Black to play - mate in 3.

④ White to play - mate in 3.

Hints.

① Only one piece can put the white king in check.

② Use the knight.

③ Start with a king move.

④ Start with the knight.

Answers.

① 1. ♛f2# 0-1

② 1. ♘d4# 1-0

③ 1. … ♚g3 2. ♖f6 ♜d1+ 3.♖f1 ♜xf1# 0-1

④ 1. ♘c7+ ♜xc7 2. ♖xd8+ ♜c8 3. ♖xc8# 1-0

♔♕♖♗♘♙ ♚♛♜♝♞♟