Grown-up vs Child

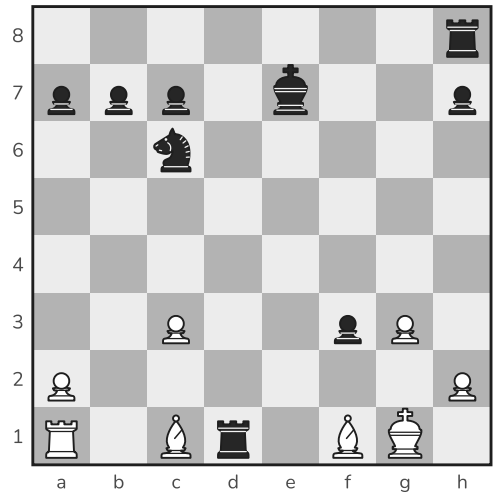
Discovered attacks: five puzzles from RankUp Chess, from level 1 up to level 4.
Race to find each one, then tick who found it first.

Grown-up _____

Child _____

1 White to play — Win material

Hidden-Attack Hills · Level 1



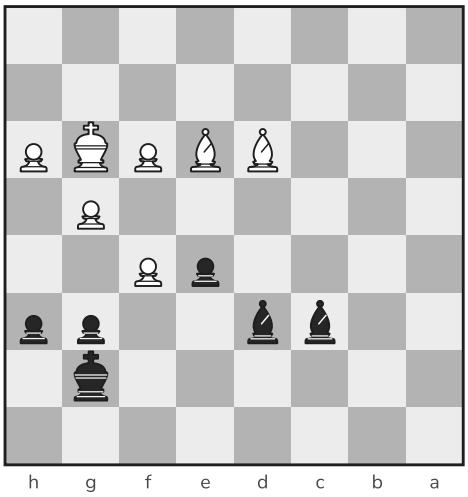
Who found it first?

☐ Grown-up
☐ Child

First move: _____

2 Black to play — Win a piece

Hidden-Attack Hills · Level 2



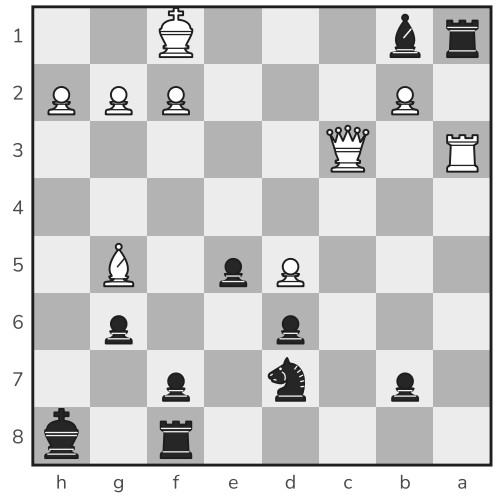
Who found it first?

☐ Grown-up
☐ Child

First move: _____

3 Black to play — Find the checkmate

Double-Check Dunes · Level 2



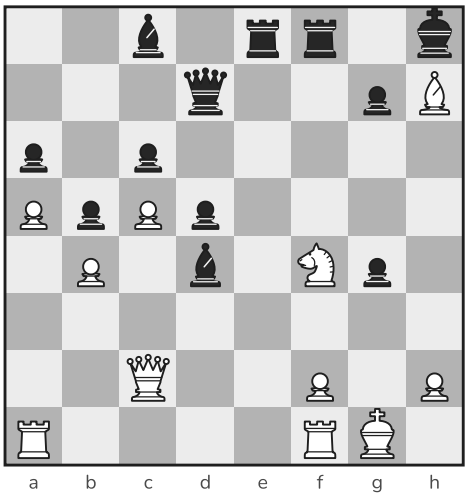
Who found it first?

☐ Grown-up
☐ Child

First move: _____

4 White to play — Win the queen

Double-Check Dunes · Level 3



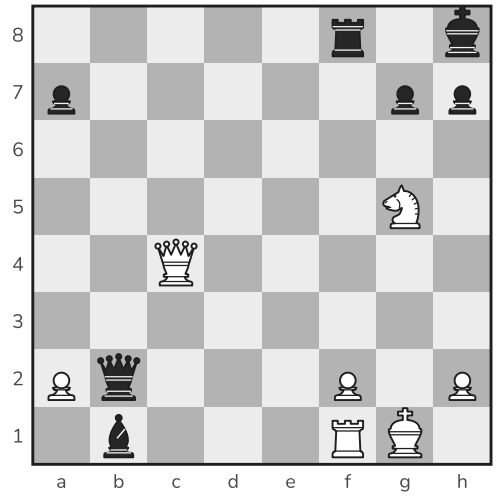
Who found it first?

☐ Grown-up
☐ Child

First move: _____

5 White to play — Find the checkmate

Double-Check Dunes · Level 4



Who found it first?

☐ Grown-up
☐ Child

First move: _____

Final score

Grown-up _____ **/ 5**

Child _____ **/ 5**

Move one piece, and another one attacks. Look for the piece standing in the way.

Stuck? Ask together: which piece is standing in the way?

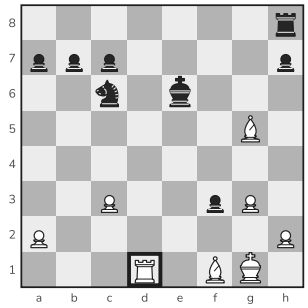
The answers, and why each one works, are on page 2.

From the puzzle packs in RankUp Chess, an offline chess app for children. The app is free to play; the packs are part of its one-time upgrade.
stillwareltd.com/rankupchess

Puzzles from the Lichess open puzzle database (CC0).

Answers

Read these once you've both had a go. Each ends with a one-line lesson.

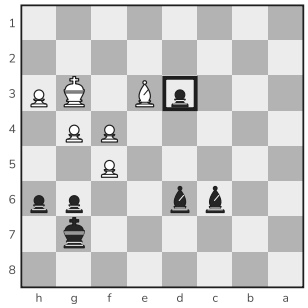


After Bg5+ Ke6 Rxd1

1 Bishop to g5, check. Nothing can block it, so the king moves, and your rook takes the rook on d1.

The tempting move that fails. Bishop to a3 is check too, but the rook blocks on d6.

> **A hidden attack: the piece that moves makes its own threat, so both can't be met.**

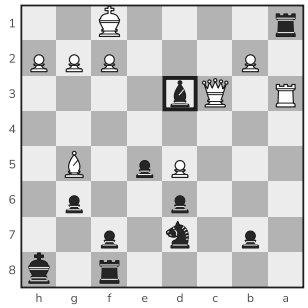


After e4+ f4 exd3

2 Pawn to e4, check. The bishop on d6 now checks the king, and the pawn attacks the bishop on d3.

The tempting move that fails. Taking back on f5 with the g-pawn: the bishop takes again.

> **A discovered check can't be ignored.**

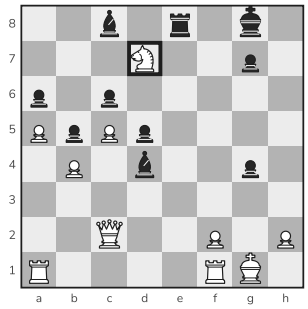


After Bd3#

3 Bishop to d3, checkmate. The bishop and the rook both give check; one move can't answer two.

The tempting moves that fail. The other four bishop checks: the rook on a1 is taken, or the king steps to e2.

> **A double check: only the king can move, and here it can't.**

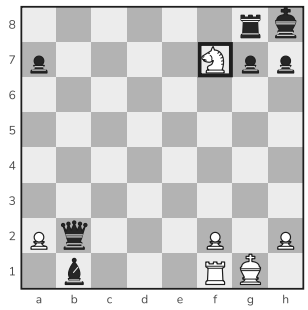


After Ng6+ Kxh7 Nxf8+ Kg8 Nxd7

4 Knight to g6, check, and the king takes the bishop on h7. Knight takes the rook on f8 is double check with your queen; then the knight takes the queen on d7.

The tempting move that fails. Saving the rook, or taking the pawn on d5, which loses the rook.

> **Give a piece to set up a double check.**



After Nf7+ Kg8 Nh6+ Kh8 Qg8+ Rxg8 Nf7#

5 Knight to f7, check; knight to h6, double check; queen to g8, check, and the rook must take; knight to f7, mate. If the rook takes on f7 first, queen to c8 mates in two.

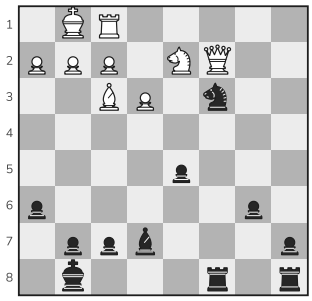
The tempting move that fails. Queen to g8 at once: the king takes her.

> **A smothered mate: the king boxed in by its own pieces.**

Puzzles from the Lichess open puzzle database (CC0).

Ten more

From levels 1 and 2 of the same packs, easiest first. Answers upside down at the bottom.



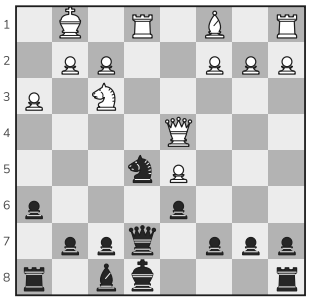
6

Black to play

Win material

Hidden-Attack Hills
Level 1

First move:



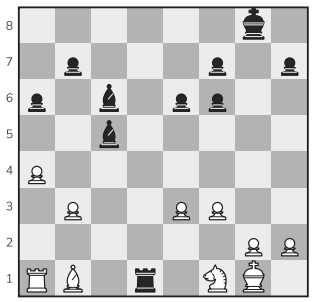
7

Black to play

Win material

Hidden-Attack Hills
Level 1

First move:



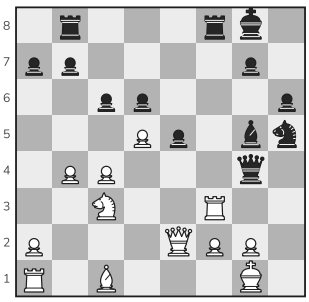
8

White to play

Win material

Hidden-Attack Hills
Level 1

First move:



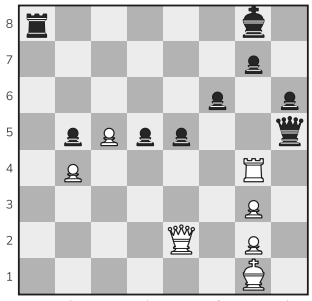
9

White to play

Win material

Hidden-Attack Hills
Level 1

First move:



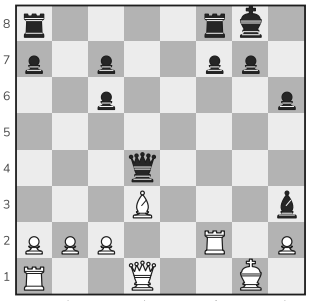
10

White to play

Win material

Hidden-Attack Hills
Level 1

First move:



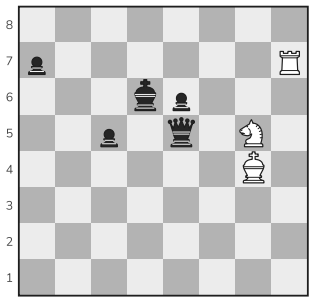
11

White to play

Win material

Hidden-Attack Hills
Level 1

First move:



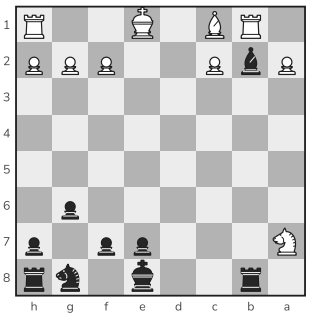
12

White to play

Win the queen

Double-Check Dunes
Level 2

First move:



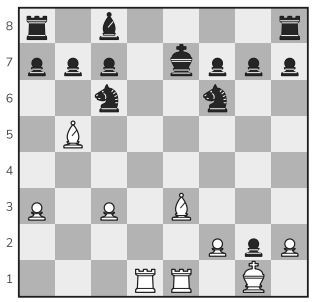
13

Black to play

Win material

Hidden-Attack Hills
Level 2

First move:



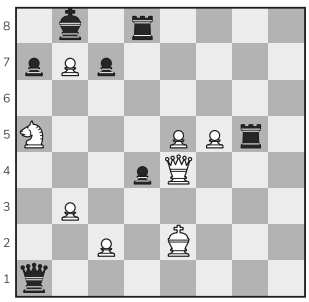
14

White to play

Find the checkmate

Double-Check Dunes
Level 2

First move:



15

White to play

Win material

Double-Check Dunes
Level 2

First move:

Answers

6 Knight to e2, check. The bishop takes e2. Rook takes c2. Ne2+ Bxe2 Rxc2
7 Knight takes f3, check. The pawn takes f3. Queen takes e1, check. Nxf3+ gxf3 Qxe1+
8 Bishop takes h7, check. The king takes h7. Rook takes d1. Bxh7+ Kxh7 Rxd1
9 Rook takes f8, check. The rook takes f8. Queen takes g4. Rxf8+ Rxf8 Qxg4 **10** Rook takes g7, check. The king takes g7. Queen takes h5. Rxg7+ Kxg7 Qxh5
11 Bishop to h7, check. The king takes h7. Queen takes d4. Bh7+ Kxh7 Qxd4 **12** Knight to f7, check. The king goes to d7. Knight takes e5, check. Nf7+ Kd7 Nxe5+
13 Bishop to c3, check. The king goes to e2. Rook takes b1. Bc3+ Ke2 Rxb1 **14** Bishop to c5, checkmate. Bc5#
15 Knight to c6, check. The king takes b7. Knight takes d8, check. Nc6+ Kxb7 Nxd8+

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