



Hard chess puzzle # 0001

By

G Bud Games  
<https://gbud.in>

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# Chapter 1

## Hard chess puzzle - # 0001 - Gain a piece or check mate

Solve this hard chess puzzle and improve your chess games through improvement of your chess strategies and chess tactics.

Puzzle No : 0001

Difficulty level : hard

Description : Gain a piece or check mate

Next Move : Black

Player level : Advanced

## 1.1 Hard chess puzzle 0001



Figure 1.1: Solve this hard chess puzzle 0001. Gain a piece @ <https://gbud.in/g4jv8q3>



Figure 1.2: Solve this hard chess puzzle online with solution @ <https://gbud.in/g4jv8q3>

## 1.2 Solution to hard chess puzzle 0001

At this puzzle, next **move** is by **black**. The objective of the puzzle is to gain a **piece** or **checkmate**. The **white king** is at **e1**. The pieces that are capable to give **check** are the black **queen** at a5 and black **knight** at d4.

The **pawn** at c2 is not supported and the same can be attacked by the knight. This **move** will also result in **check** to the king.



Figure 1.3: Knight captures pawn

Since the king is now in check, he has two options. Either he can move to the square d2 intending to capture the knight at c2 or he can move to f1 to escape the attack. In the former case you can capture the **rook** and in the latter case you can **checkmate**. The king can not move to d1 or e2 since these squares are attacked by the **bishop** at h5. Both options are discussed here.

### 1.2.1 Gaining the rook

If the king moves to the square d2, the knight can capture the rook at d4.



Figure 1.4: King moves to d2

Capturing of rook is done without losing the knight since the rook is supported only by the pawn at c3. This pawn cannot capture the knight at d4 since the pawn is pinned to the king.



Figure 1.5: Rook is captured by knight

Now the king may move to **d3** or **e3** intending to capture the knight.



Figure 1.6: King may move to d3



Figure 1.7: King may move to e3

In either case, your white knight can move to e6 and safely escape from the king.



Figure 1.8: Knight moves to e6

This is one of the solution. You gave a check to the king by knight and captured the rook through [fork](#).

## 1.2.2 Checkmate

If the [king moves to f1](#), the queen can [capture the pawn at d2](#).



Figure 1.9: King moves to f1



Figure 1.10: Queen captures pawn at c3

Now the White moves the pawn from g2 to g3 to prevent [checkmate](#) in the next move. You can move your [bishop](#) to f3 to stop king moving to g2 in the next move.



Figure 1.11: Pawn moves to g3



Figure 1.12: Bishop moves to f3

Next move is obviously check mate. With a tentative move of white pawn from e5 to d6, the queen can move to e1 and **checkmate**. The king can not capture queen since the queen is supported by the knight at c2.

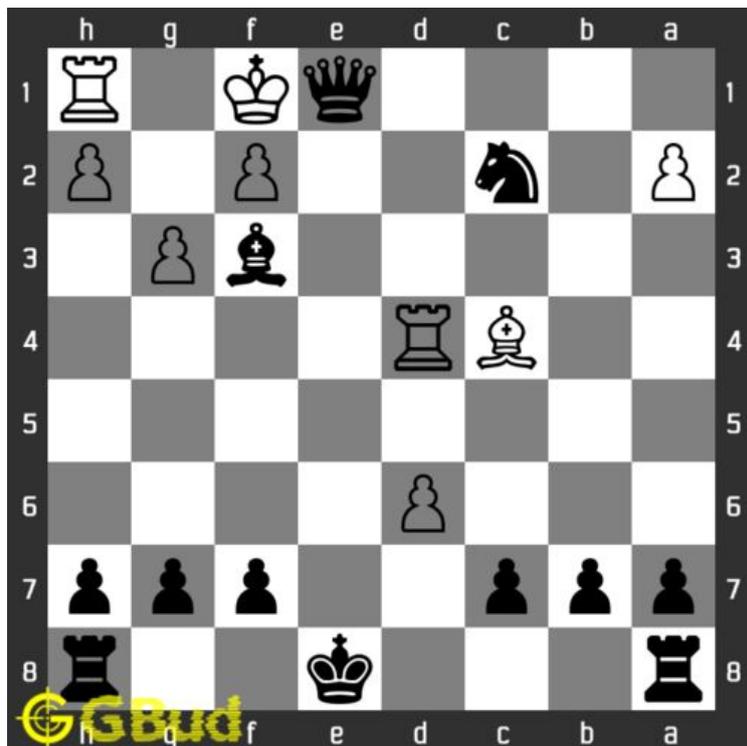


Figure 1.13: Checkmate by queen

This is the other solution.



Figure 1.14: Solve more hard puzzles @ <https://gbud.in/chshdpz>



Figure 1.15: Solve other puzzles @ <https://gbud.in/chsgppz>

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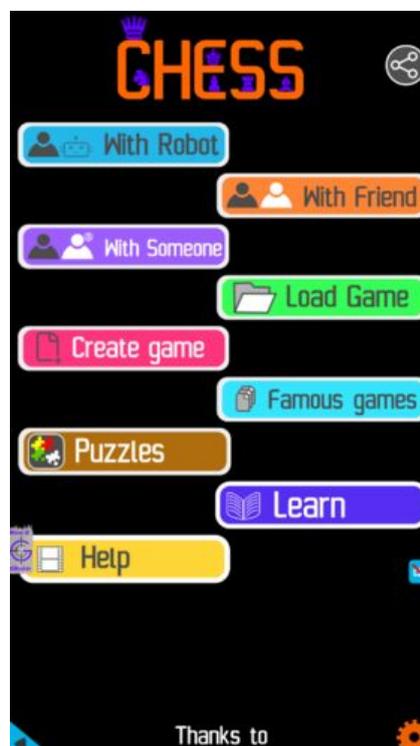


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