

Gambittales — Tactics Puzzle Workbook

A Spark & Anvil printable puzzle book. Every puzzle is a real chess position with a hidden tactic — find the winning move, then check your answer in the back.

About this book

This workbook collects **150 chess-tactics puzzles** across **6 tactical patterns**. Each pattern gets its own chapter, hosted by a friend from the world of *Gambittales*. Work through a chapter, then flip to **Solutions** at the back to check your answers and learn *why* each move works.

Every position and every solution has been **checked by a chess engine**, so the answers are exact.

How to solve: read who is to move (it says *White to move* or *Black to move* under each board). Then find the single best move for that side. Take your time — later puzzles in each chapter are harder than the first ones.

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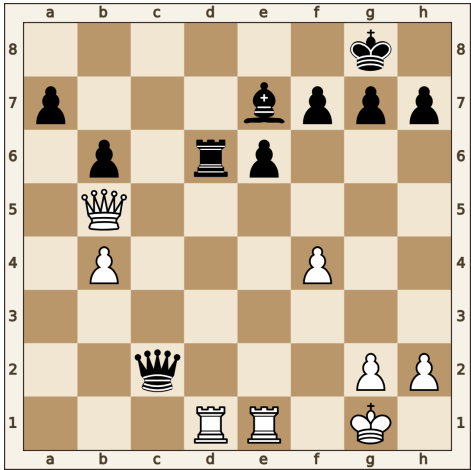
Pin

Hosted by **Sir Pinwell**.

The pattern: A piece can't move because moving would expose a more valuable piece behind it.

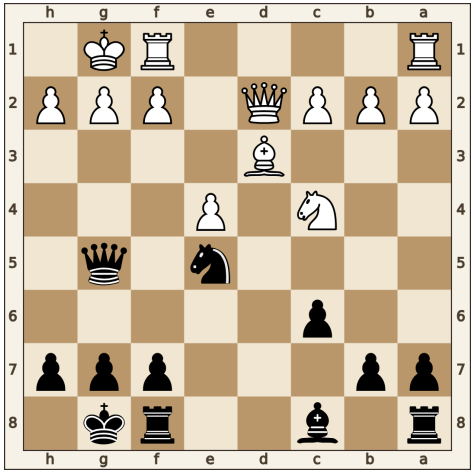
What to look for: Look for an enemy piece that **CAN'T** move — because moving it would expose a bigger piece (often the king) sitting right behind it on the same line.

25 puzzles — *find the pin for the side to move.*



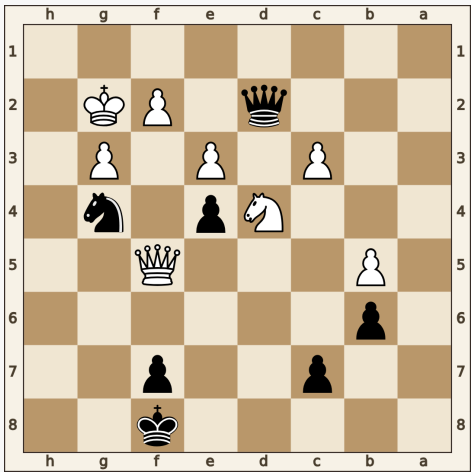
Puzzle 1

White to move



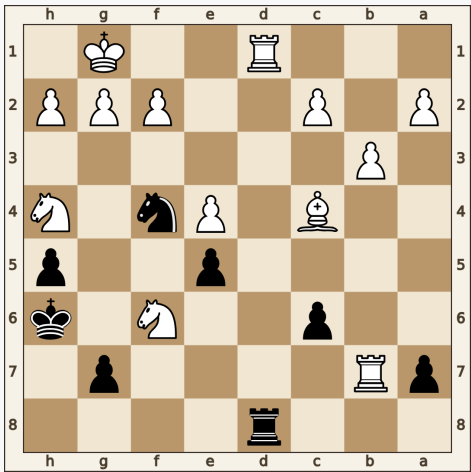
Puzzle 2

Black to move



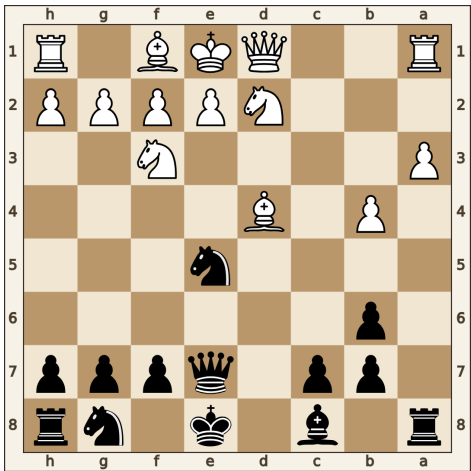
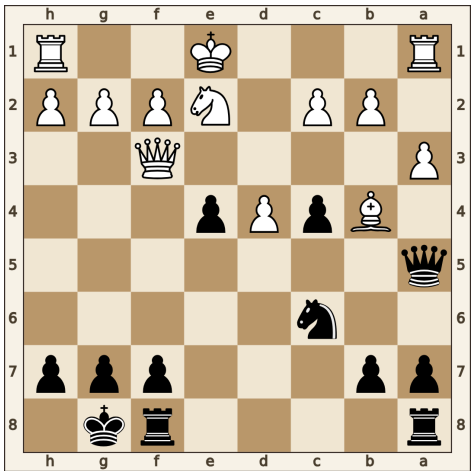
Puzzle 3

Black to move



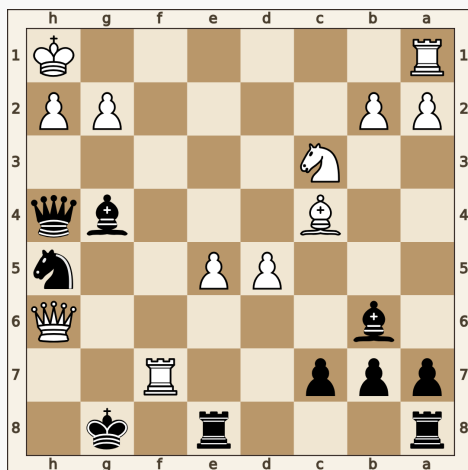
Puzzle 4

Black to move



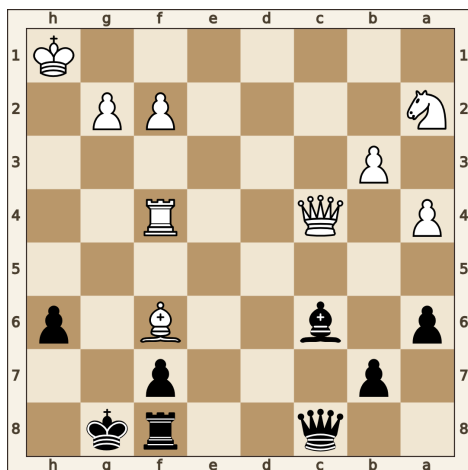
Puzzle 5

Black to move



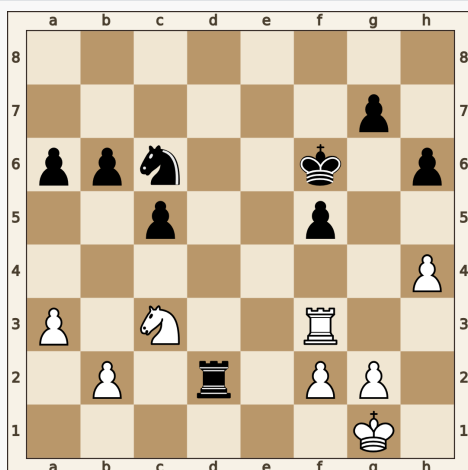
Puzzle 7

Black to move



Puzzle 9

Black to move

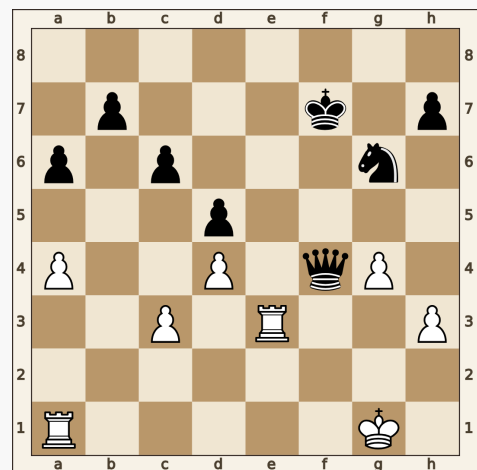


Puzzle 11

White to move

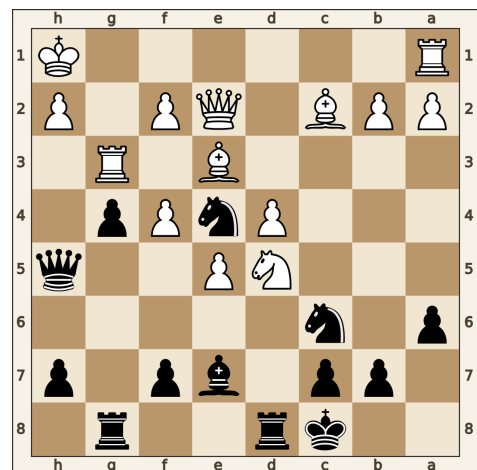
Puzzle 6

Black to move



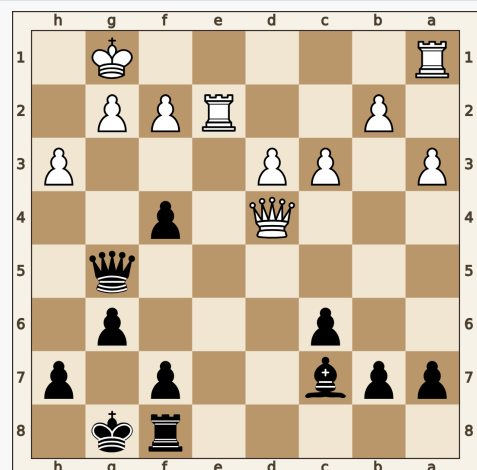
Puzzle 8

White to move



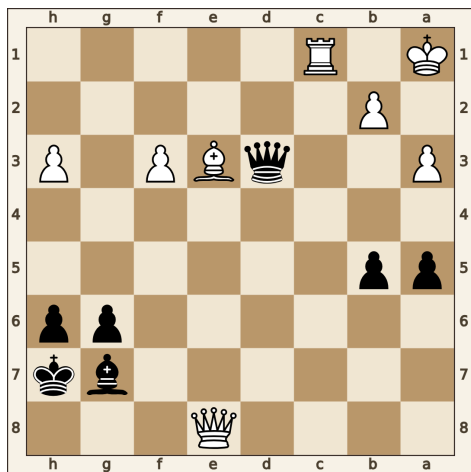
Puzzle 10

Black to move



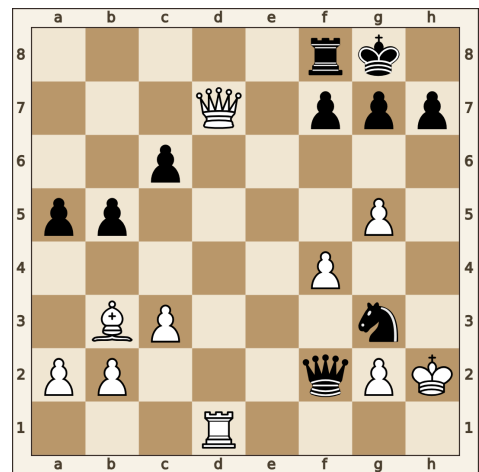
Puzzle 12

Black to move



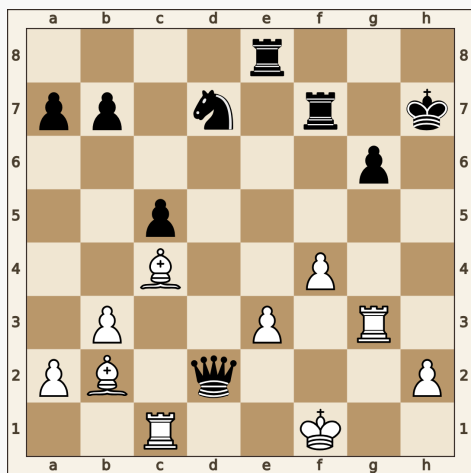
Puzzle 13

Black to move



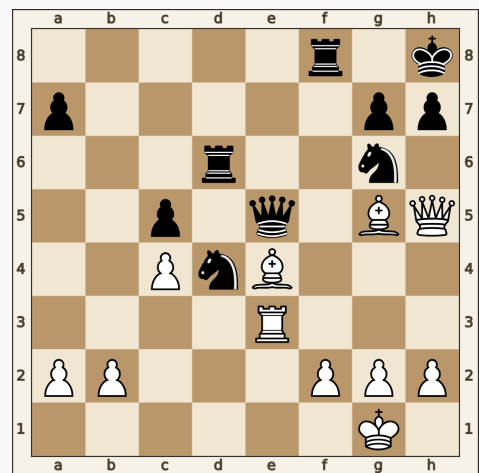
Puzzle 14

White to move



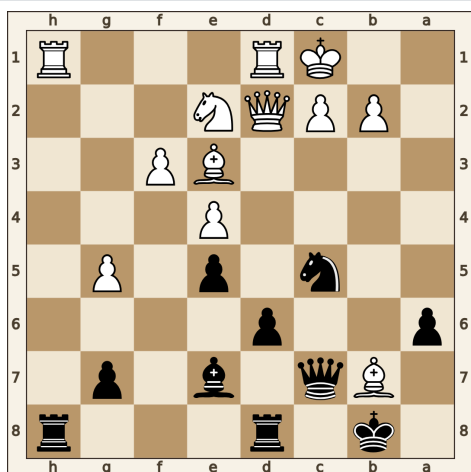
Puzzle 15

White to move



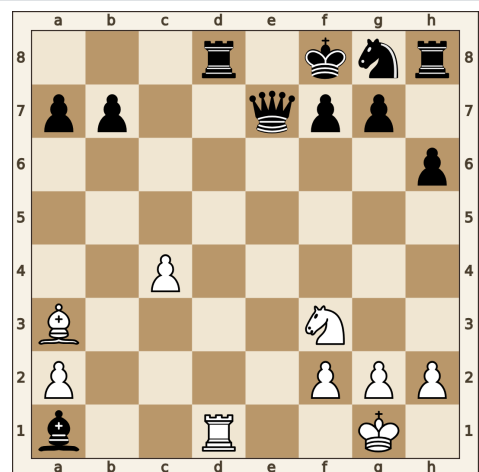
Puzzle 16

White to move



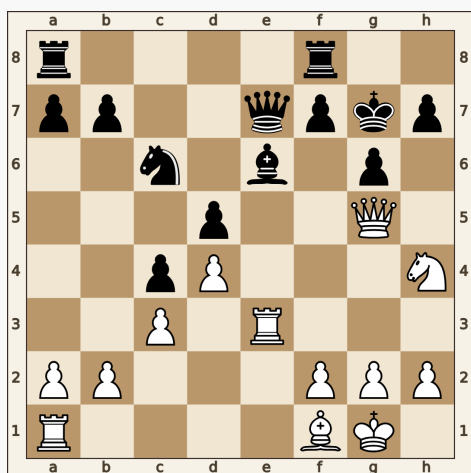
Puzzle 17

Black to move



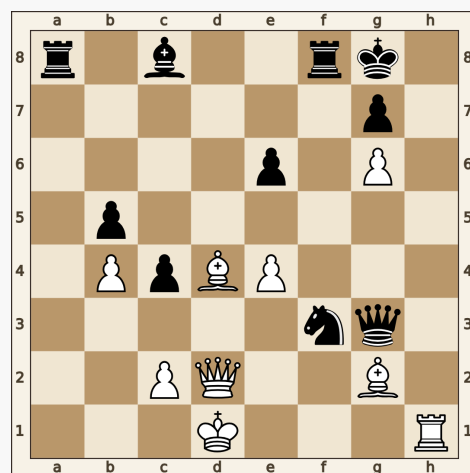
Puzzle 18

White to move



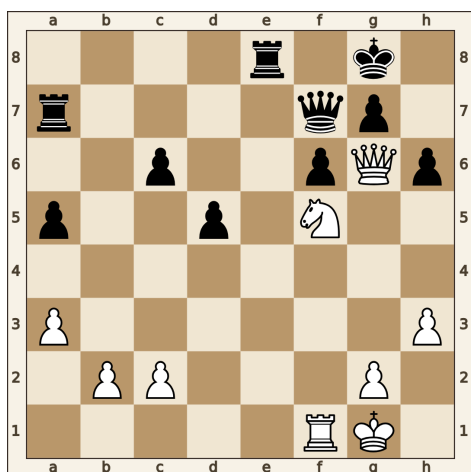
Puzzle 19

White to move



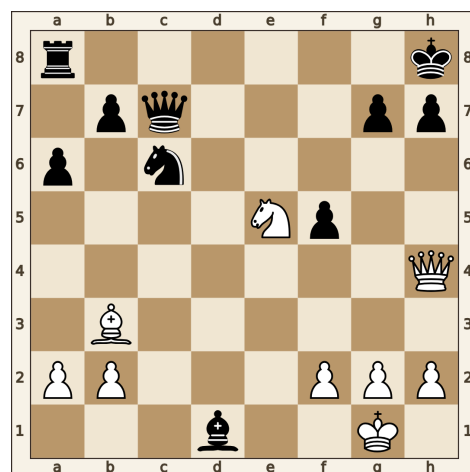
Puzzle 20

White to move



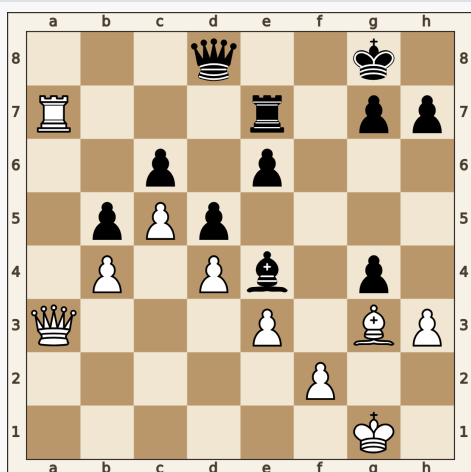
Puzzle 21

White to move



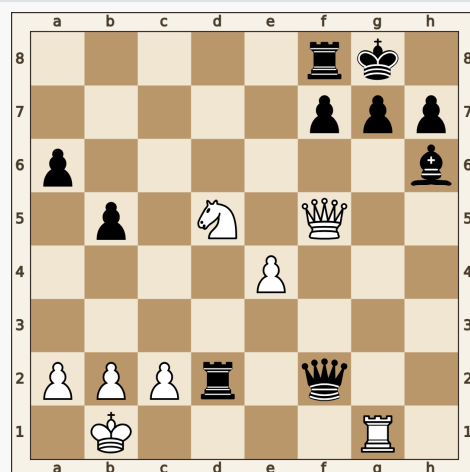
Puzzle 22

White to move



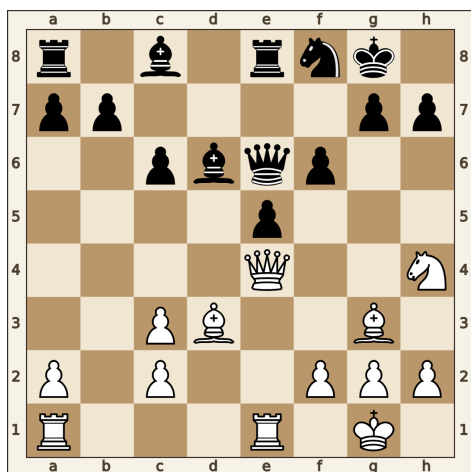
Puzzle 23

White to move



Puzzle 24

White to move



Puzzle 25

White to move

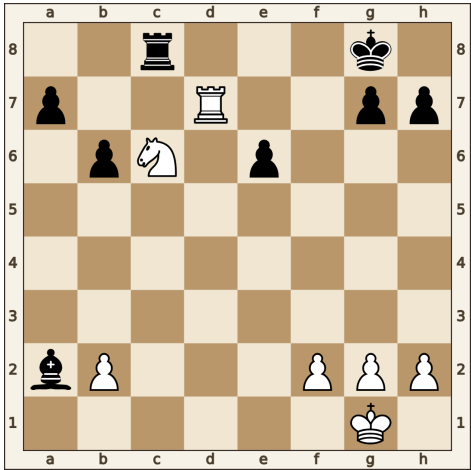
Fork

Hosted by *Twin Knights of Fork Hill*.

The pattern: A single piece attacks two enemies at once.

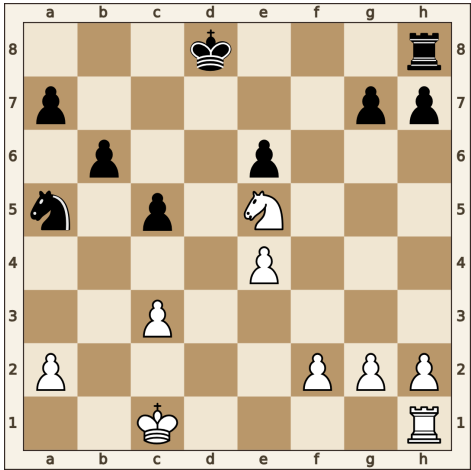
What to look for: Look for one of your pieces (a knight loves this) that could attack TWO enemy pieces at the same time from a single square.

25 puzzles — find the fork for the side to move.



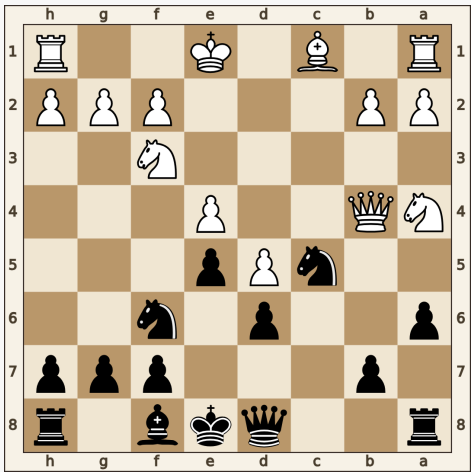
Puzzle 26

White to move



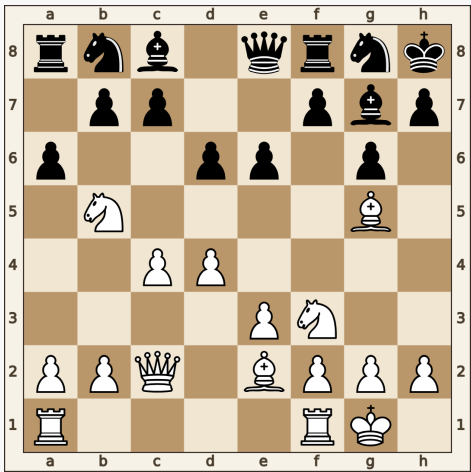
Puzzle 27

White to move



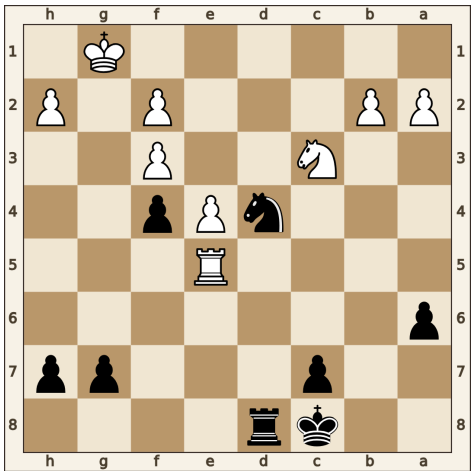
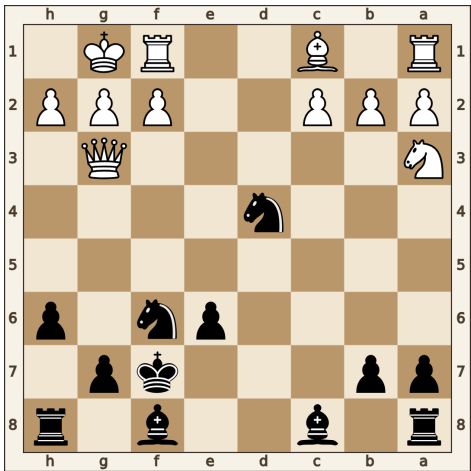
Puzzle 28

Black to move



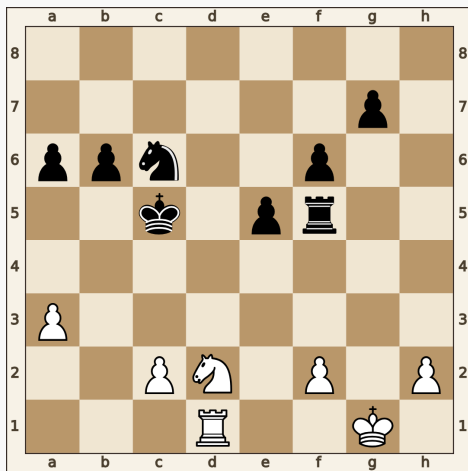
Puzzle 29

White to move



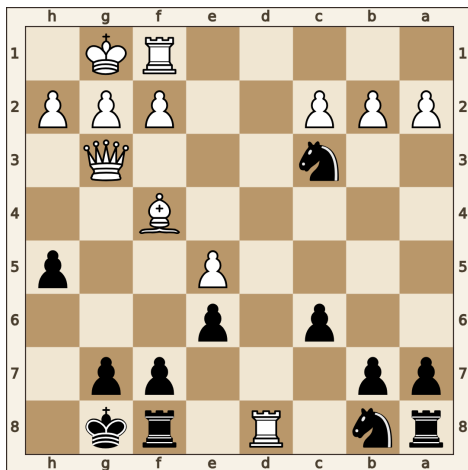
Puzzle 30

Black to move



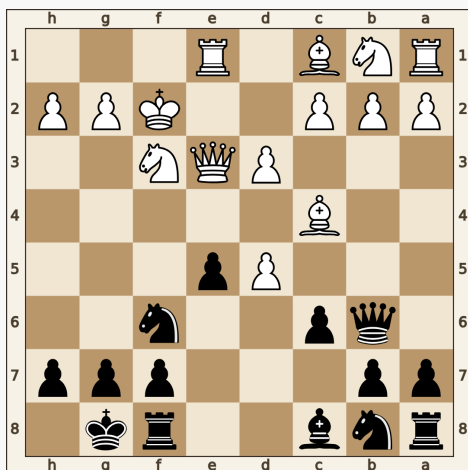
Puzzle 32

White to move



Puzzle 34

Black to move

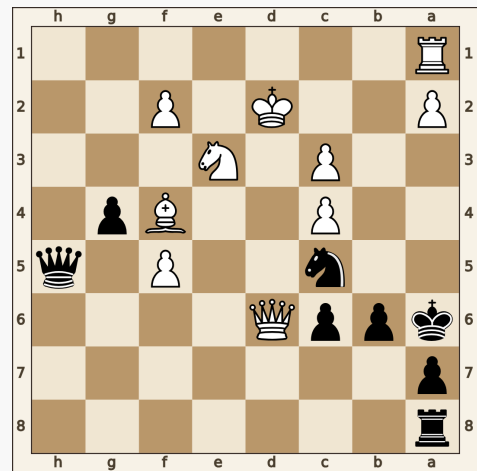


Puzzle 36

Black to move

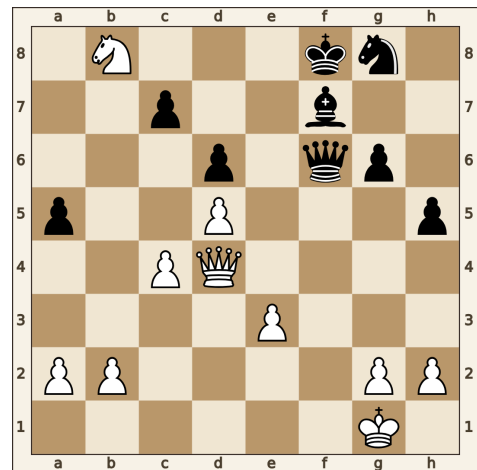
Puzzle 31

Black to move



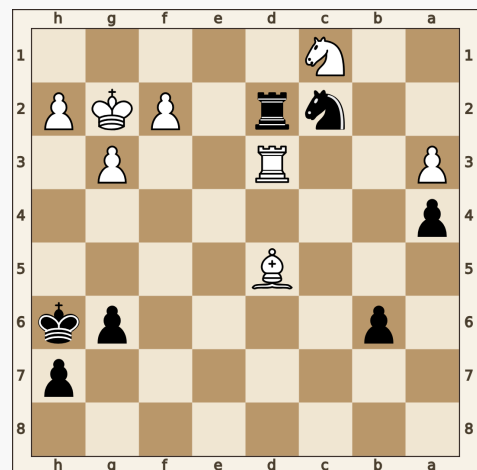
Puzzle 33

Black to move



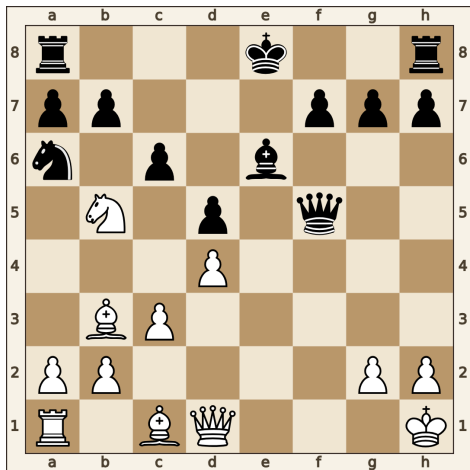
Puzzle 35

White to move



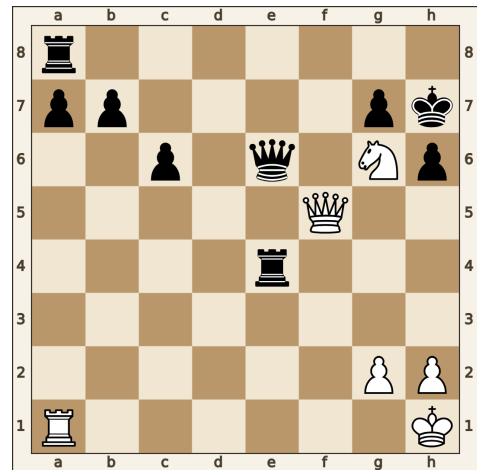
Puzzle 37

Black to move



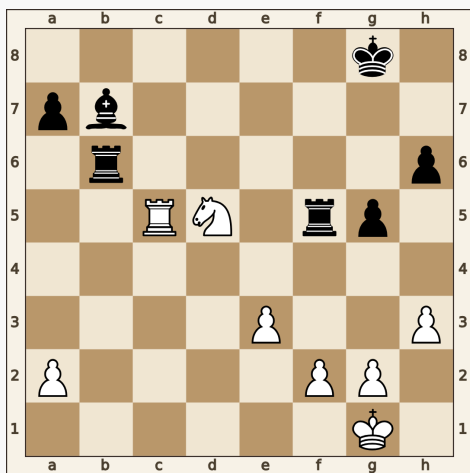
Puzzle 38

White to move



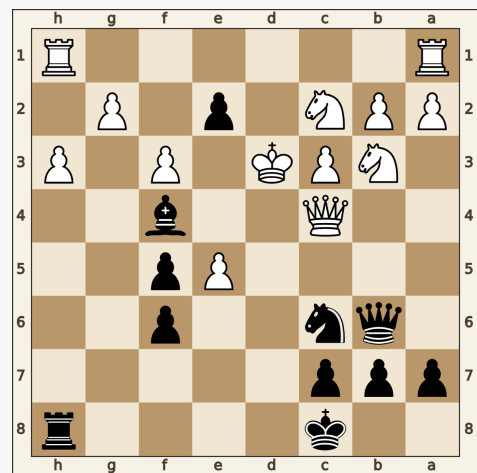
Puzzle 39

White to move



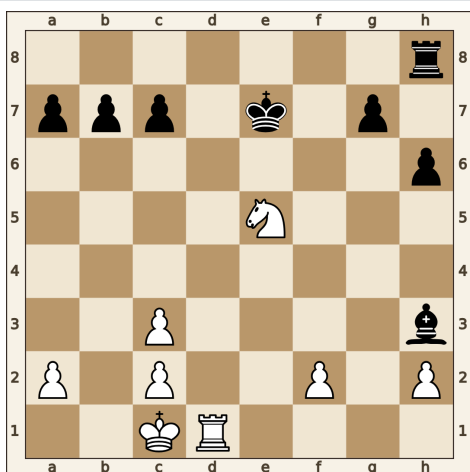
Puzzle 40

White to move



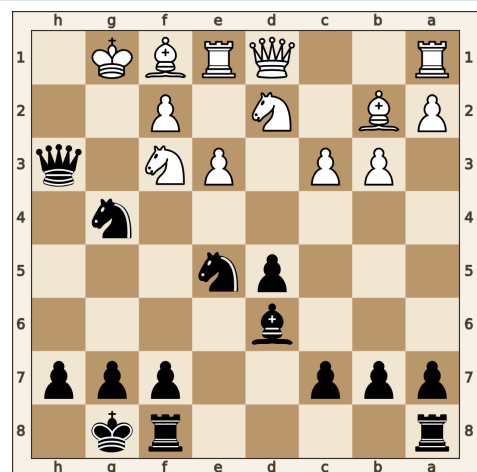
Puzzle 41

Black to move



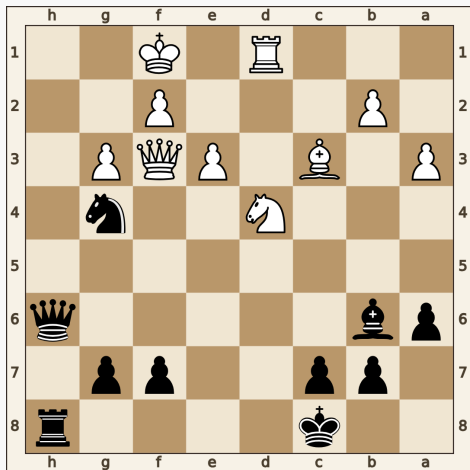
Puzzle 42

White to move



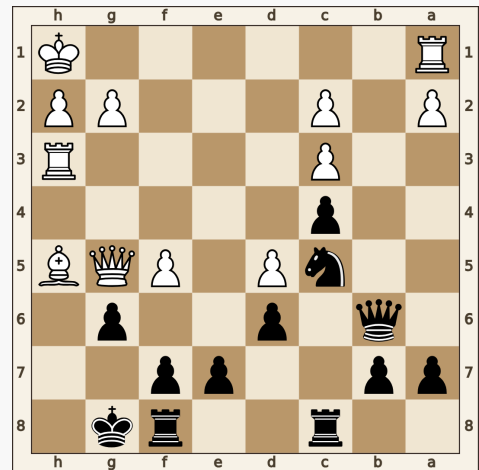
Puzzle 43

Black to move



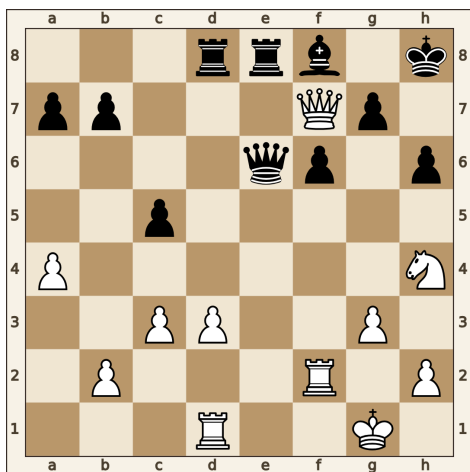
Puzzle 44

Black to move



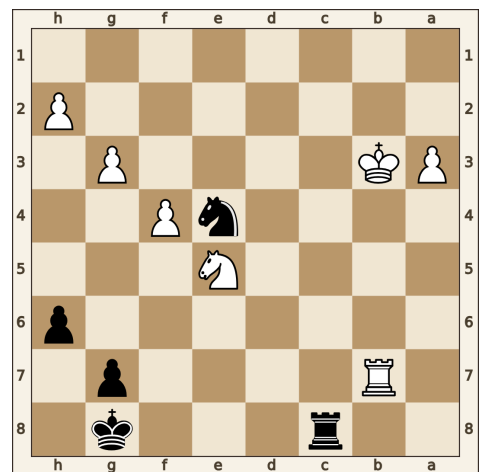
Puzzle 45

Black to move



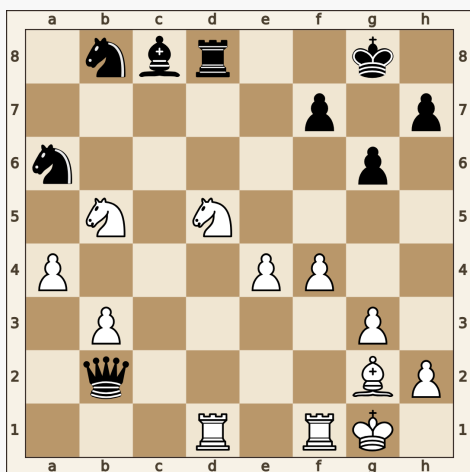
Puzzle 46

White to move



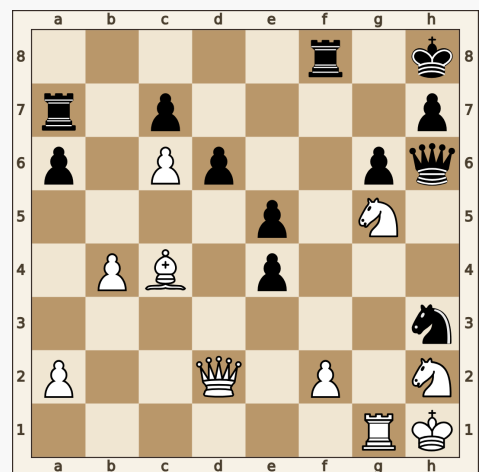
Puzzle 47

Black to move



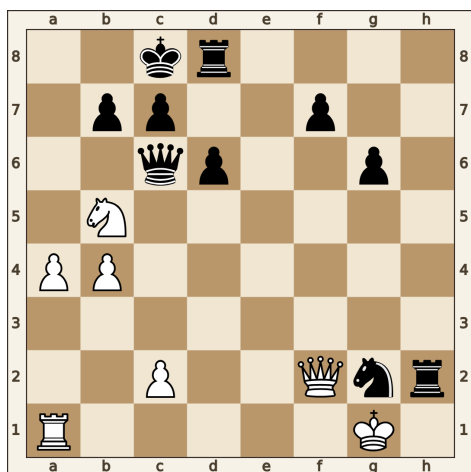
Puzzle 48

White to move



Puzzle 49

White to move



Puzzle 50

White to move

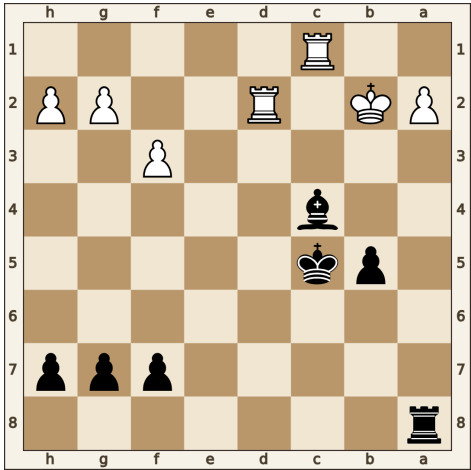
Skewer

Hosted by *Lady Skewer*.

The pattern: A valuable piece is forced to move, exposing a less valuable piece behind it.

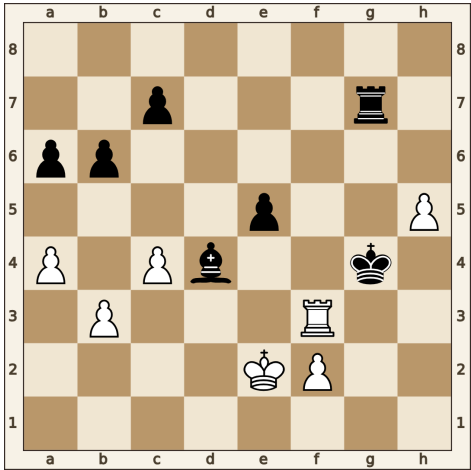
What to look for: Look for a valuable enemy piece (like the king or queen) on a line — attack it so it **MUST** move, and grab the piece hiding behind it.

25 puzzles — find the skewer for the side to move.



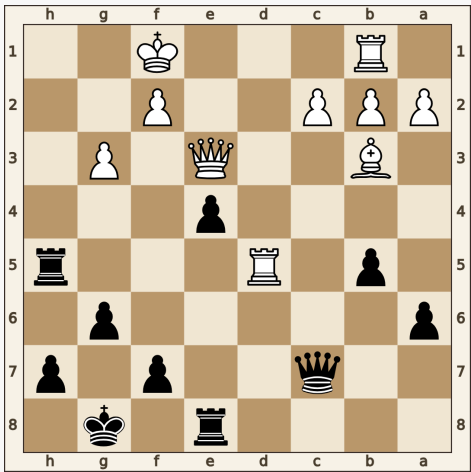
Puzzle 51

Black to move



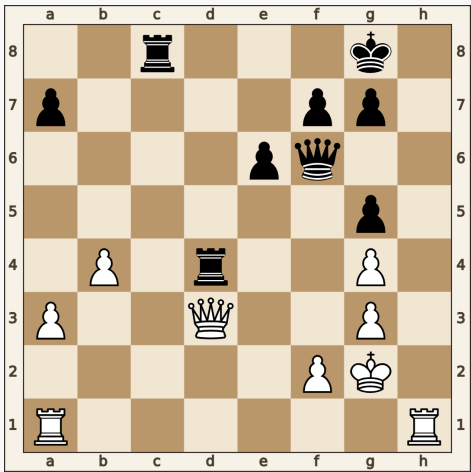
Puzzle 52

White to move



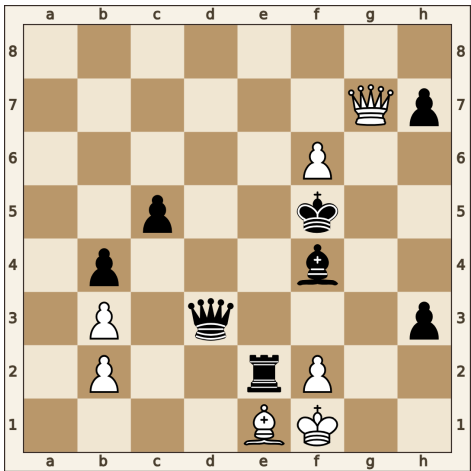
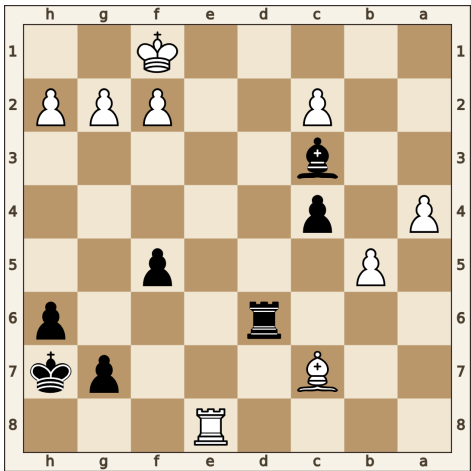
Puzzle 53

Black to move



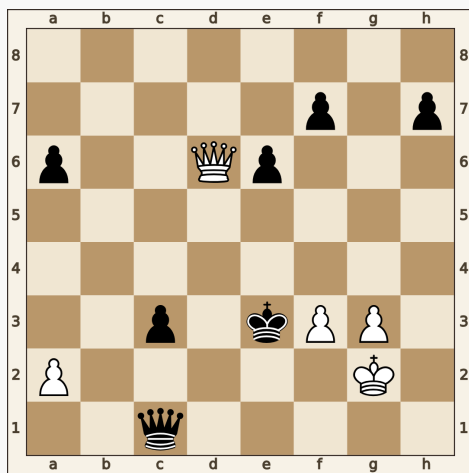
Puzzle 54

White to move



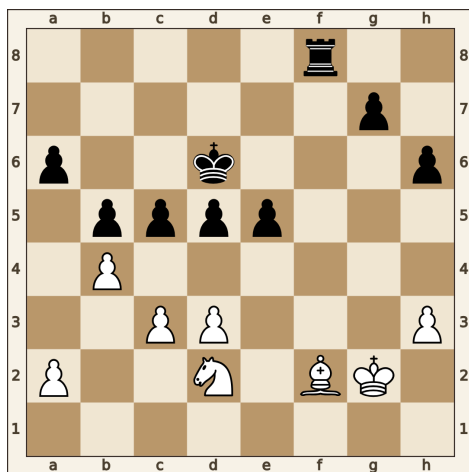
Puzzle 55

Black to move



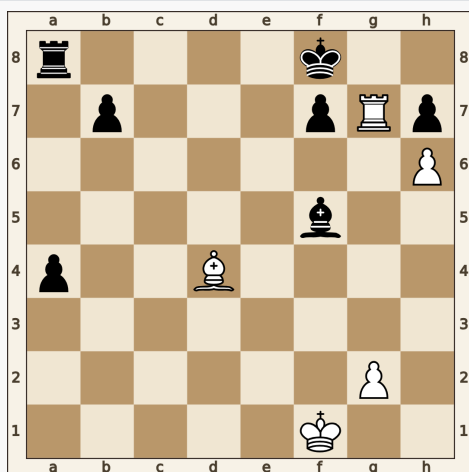
Puzzle 57

White to move



Puzzle 59

White to move

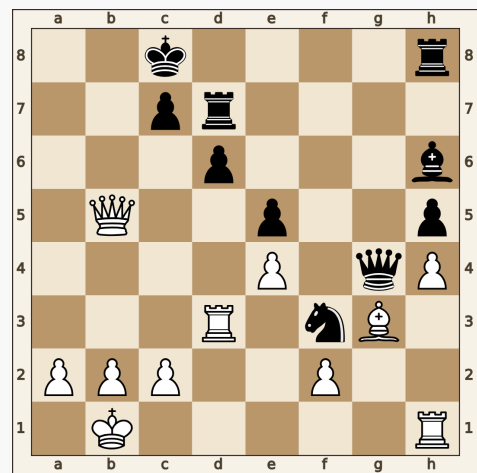


Puzzle 61

White to move

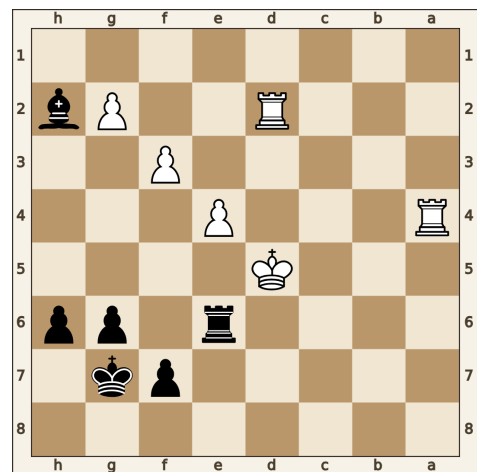
Puzzle 56

White to move



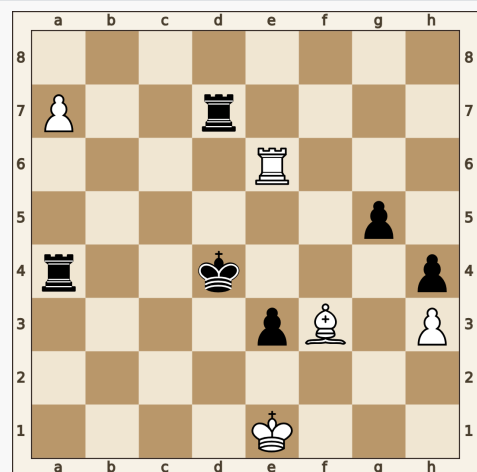
Puzzle 58

White to move



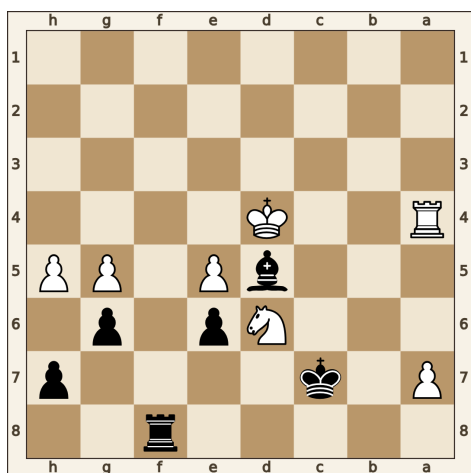
Puzzle 60

Black to move



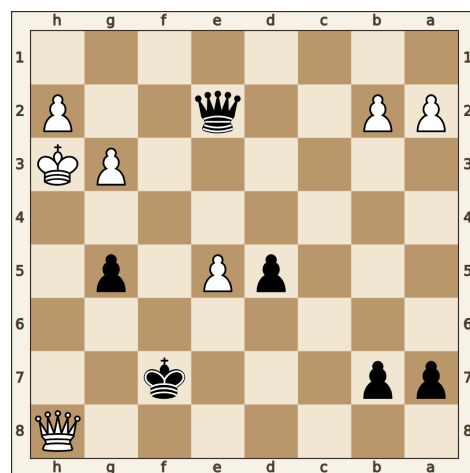
Puzzle 62

White to move



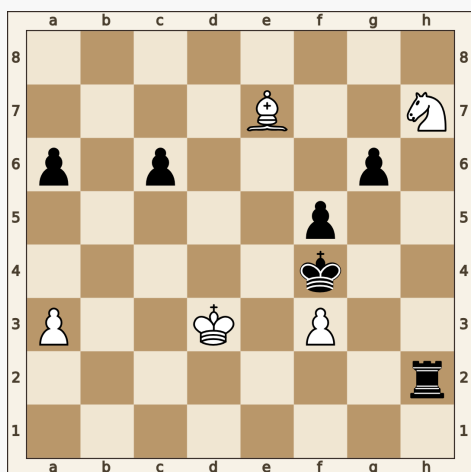
Puzzle 63

Black to move



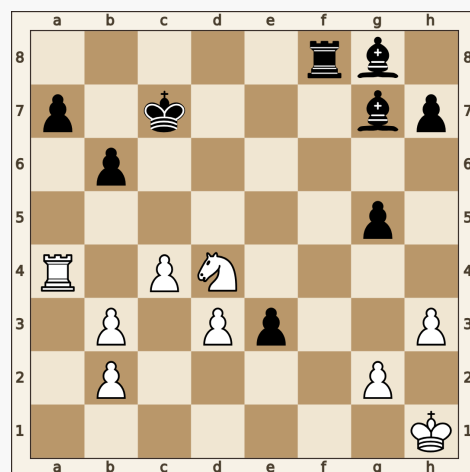
Puzzle 64

Black to move



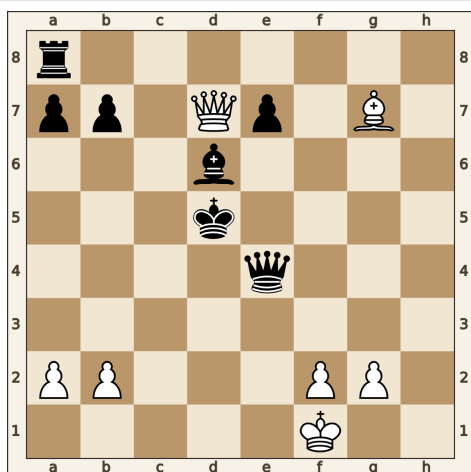
Puzzle 65

White to move



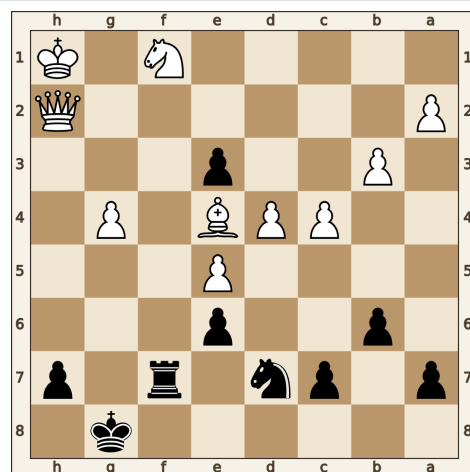
Puzzle 66

White to move



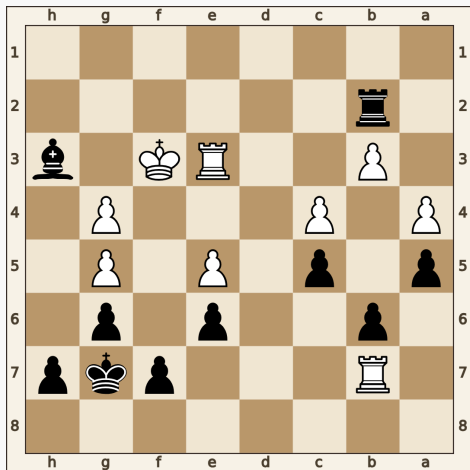
Puzzle 67

White to move



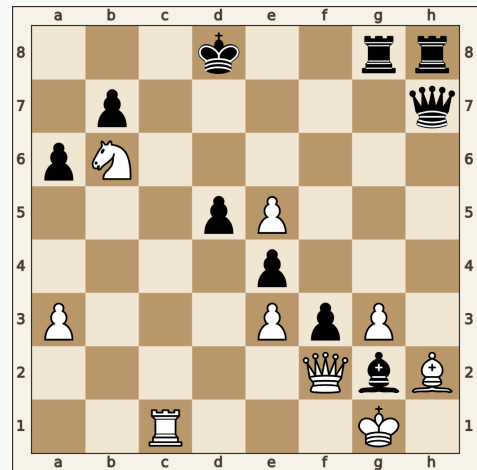
Puzzle 68

Black to move



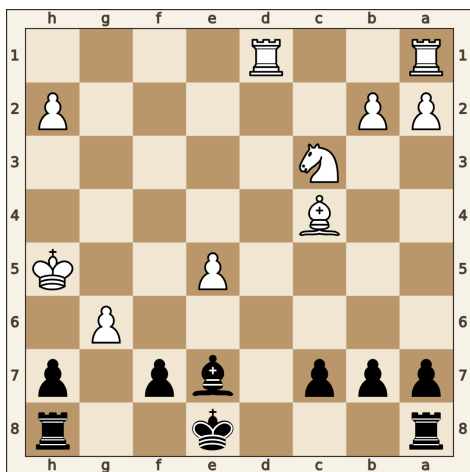
Puzzle 69

Black to move



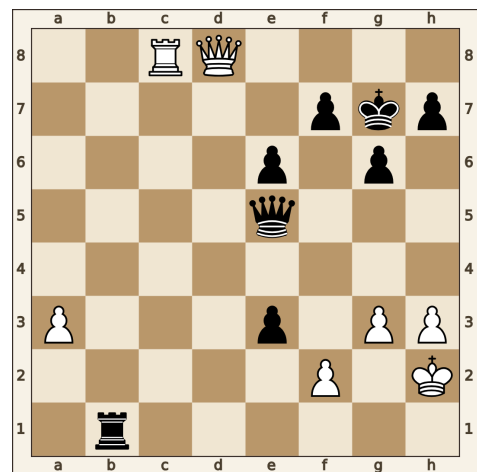
Puzzle 70

White to move



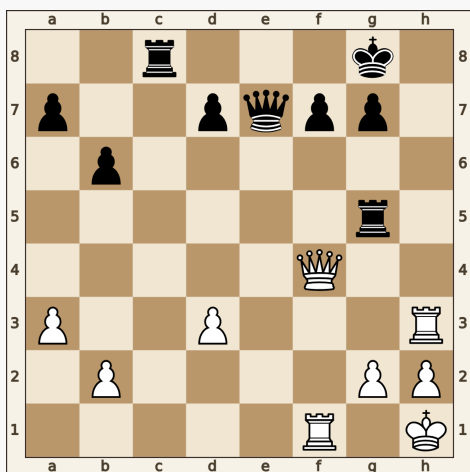
Puzzle 71

Black to move



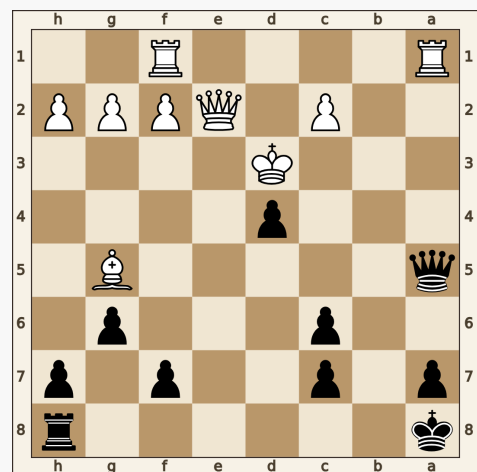
Puzzle 72

White to move



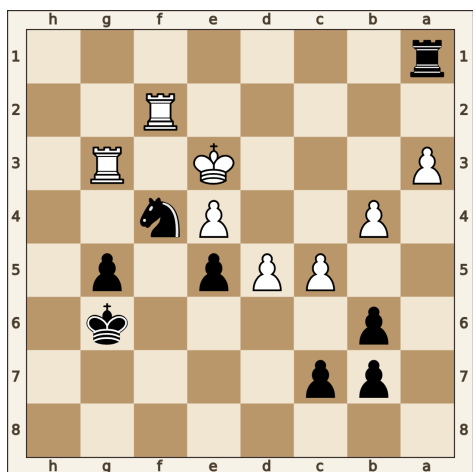
Puzzle 73

White to move



Puzzle 74

Black to move



Puzzle 75

Black to move

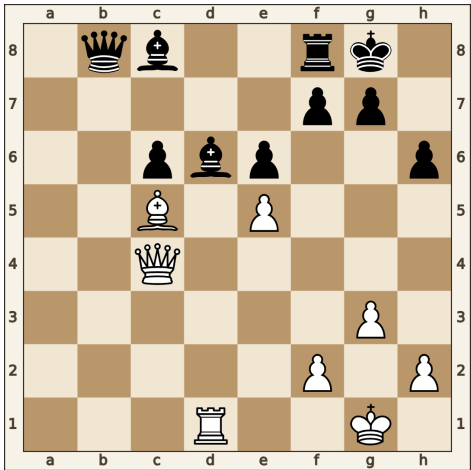
Double Attack

Hosted by **The Glass Lantern**.

The pattern: A single move creates two threats at the same time.

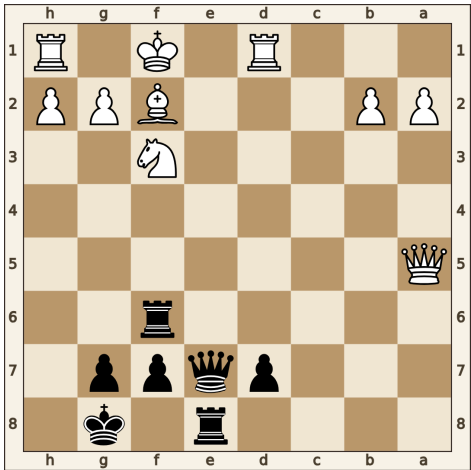
What to look for: Look for one move that makes TWO threats at once. The enemy can only answer one.

25 puzzles — find the double attack for the side to move.



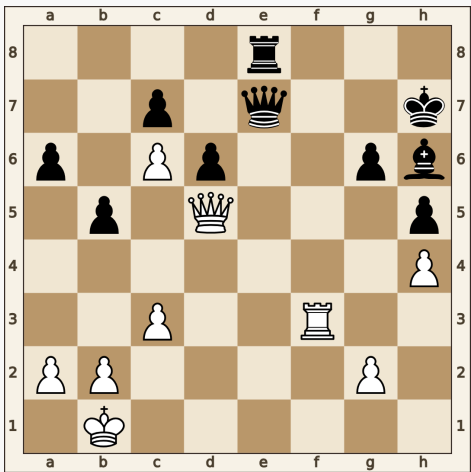
Puzzle 76

White to move



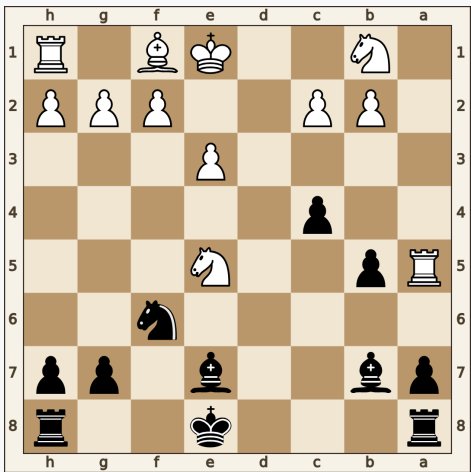
Puzzle 77

Black to move



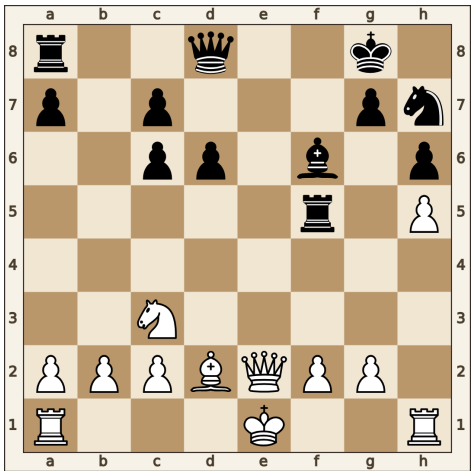
Puzzle 78

White to move

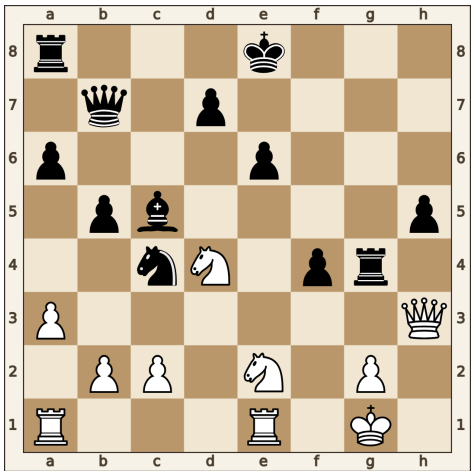


Puzzle 79

Black to move

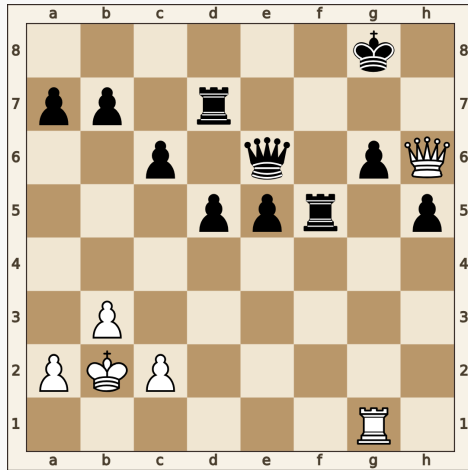


Puzzle 80



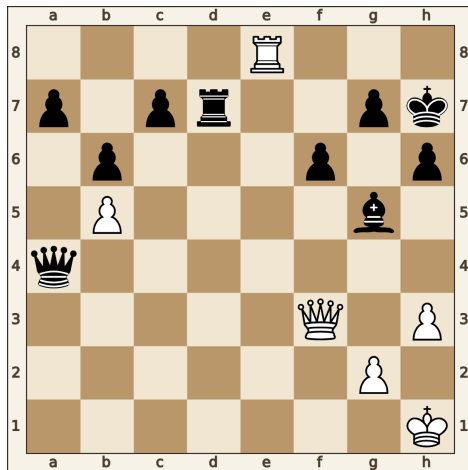
Puzzle 81

White to move



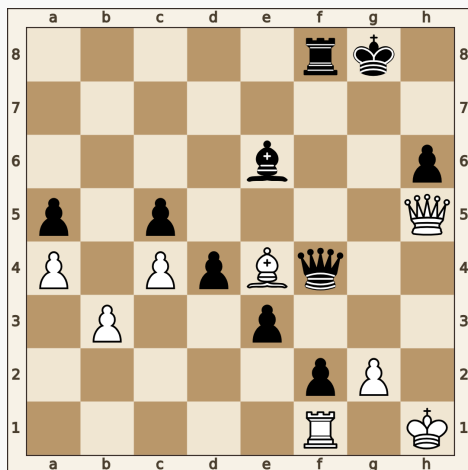
Puzzle 82

White to move



Puzzle 84

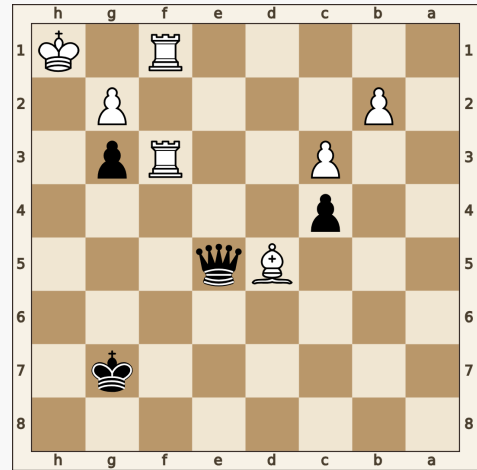
White to move



Puzzle 86

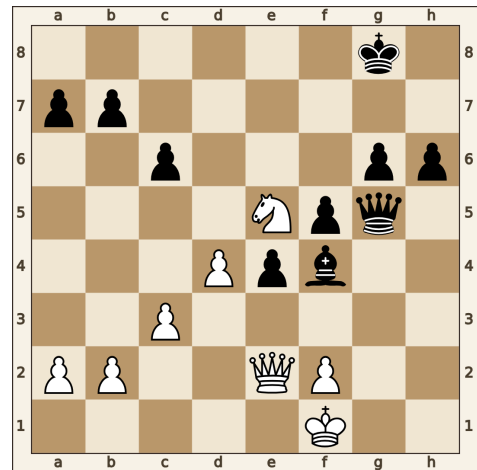
White to move

White to move



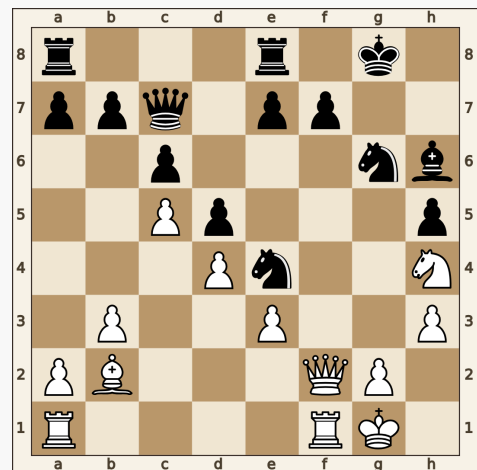
Puzzle 83

Black to move



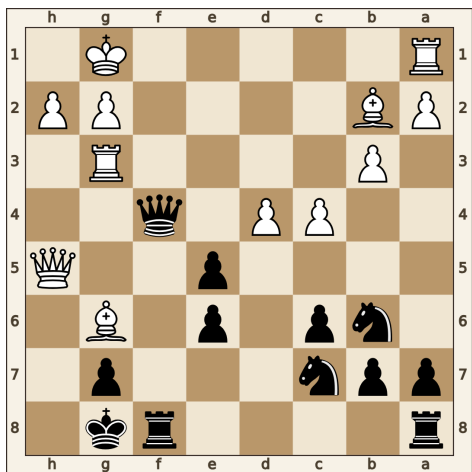
Puzzle 85

White to move



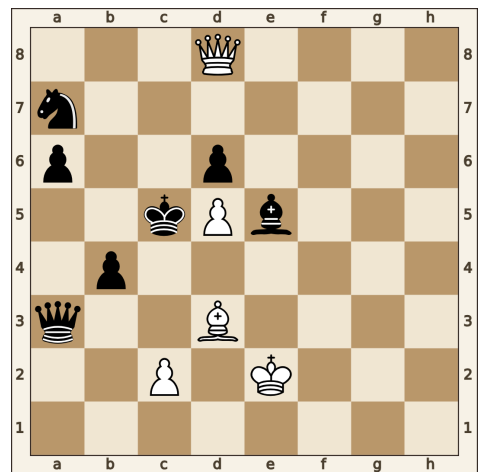
Puzzle 87

White to move



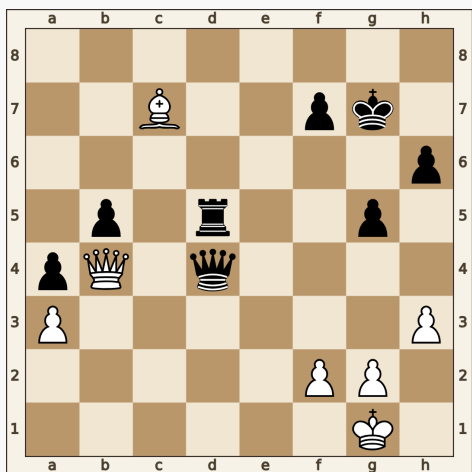
Puzzle 88

Black to move



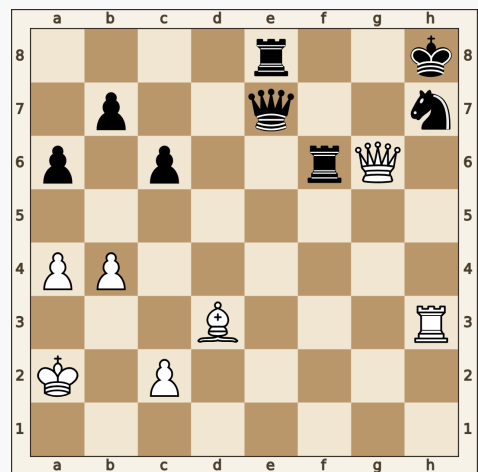
Puzzle 89

White to move



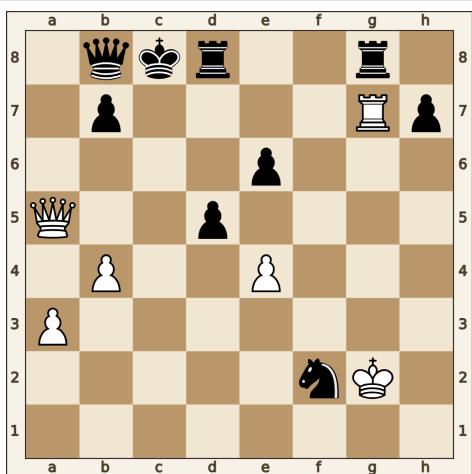
Puzzle 90

White to move



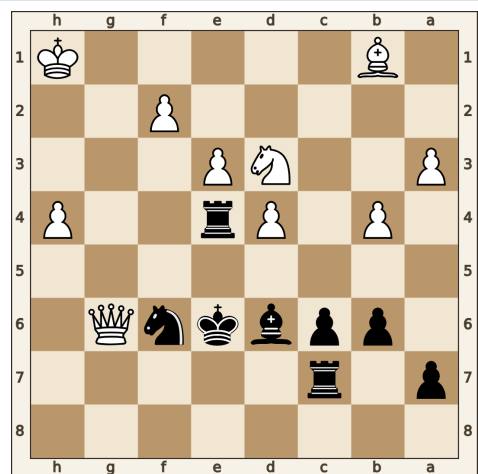
Puzzle 91

White to move



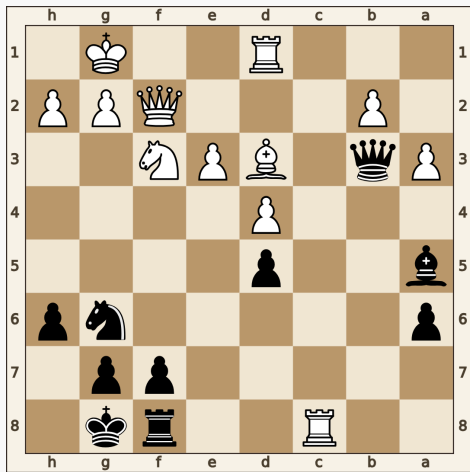
Puzzle 92

White to move



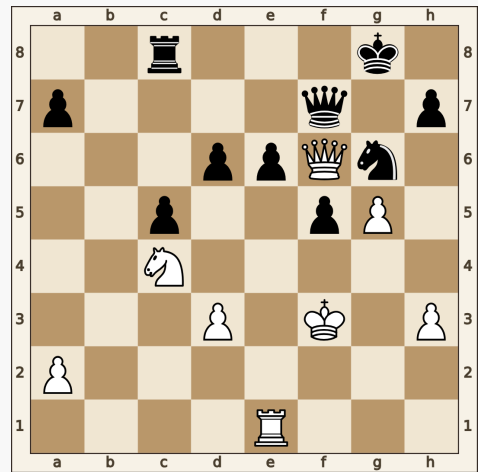
Puzzle 93

Black to move



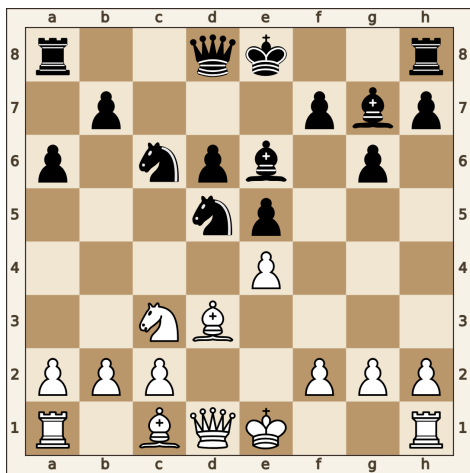
Puzzle 94

Black to move



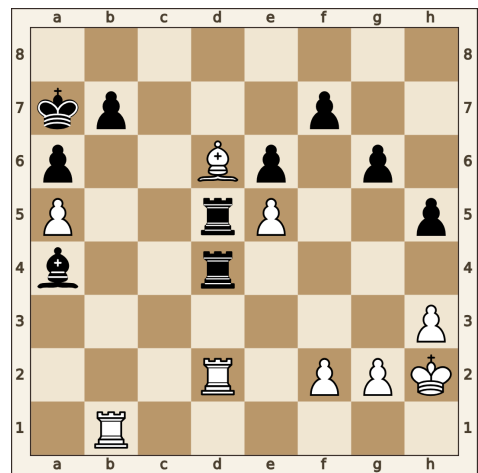
Puzzle 95

White to move



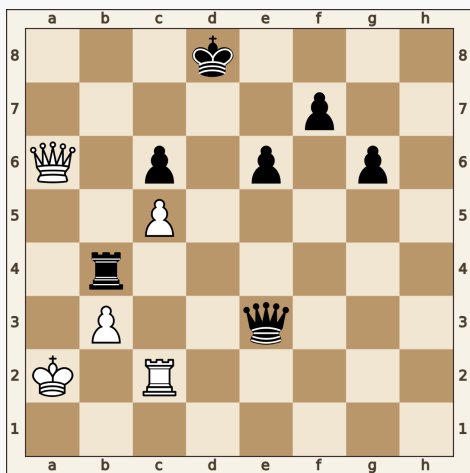
Puzzle 96

White to move



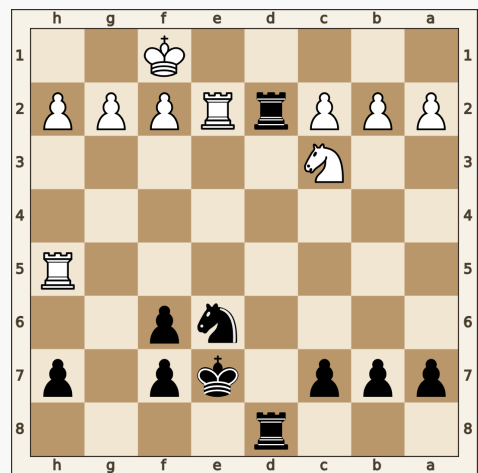
Puzzle 97

White to move



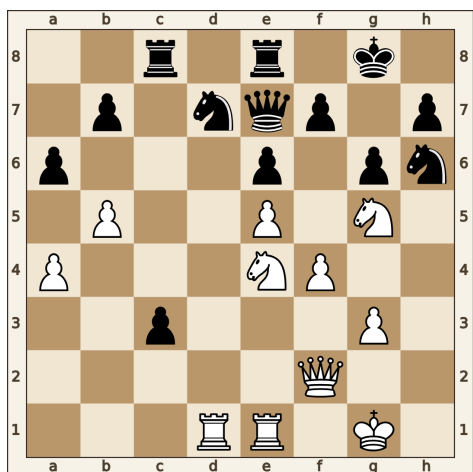
Puzzle 98

White to move



Puzzle 99

Black to move



Puzzle 100

White to move

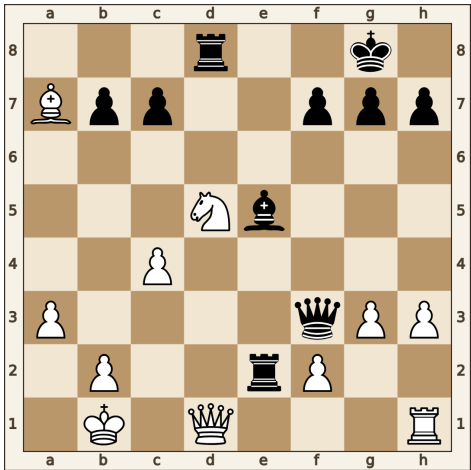
Discovered Attack

Hosted by **Captain Crossfire**.

The pattern: Moving one piece reveals an attack from another piece behind it.

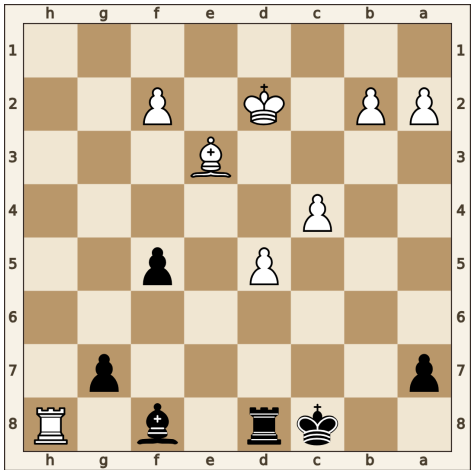
What to look for: Look for a piece of yours that, if it stepped aside, would UNCOVER an attack from a piece behind it.

25 puzzles — find the discovered attack for the side to move.



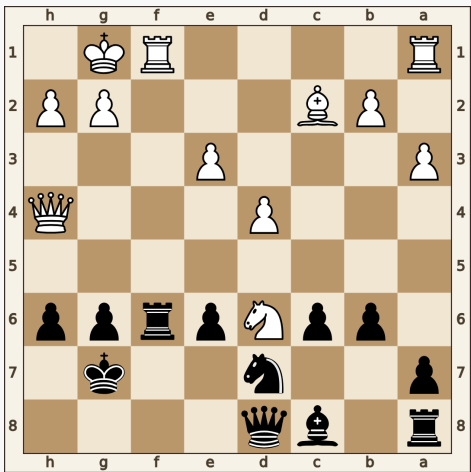
Puzzle 101

White to move



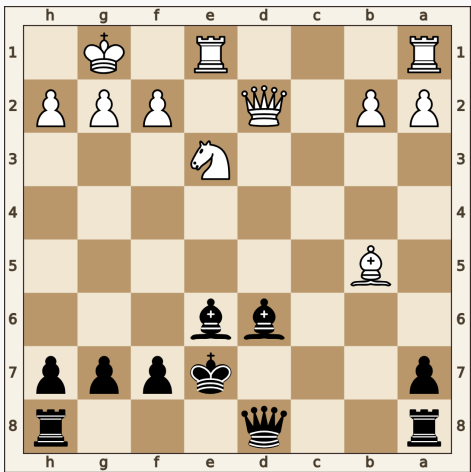
Puzzle 102

Black to move



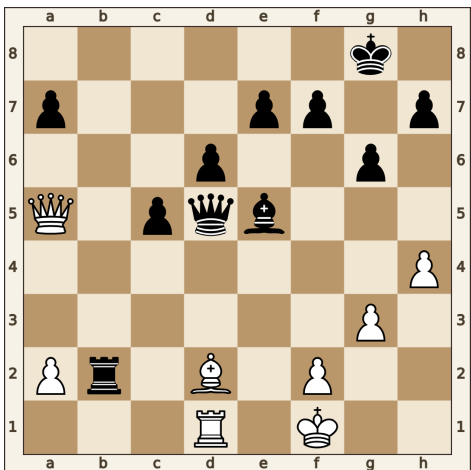
Puzzle 103

Black to move

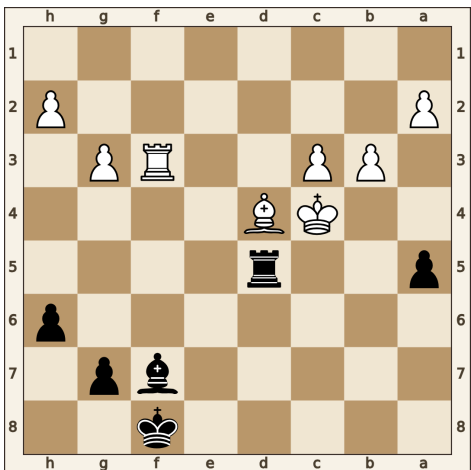


Puzzle 104

Black to move

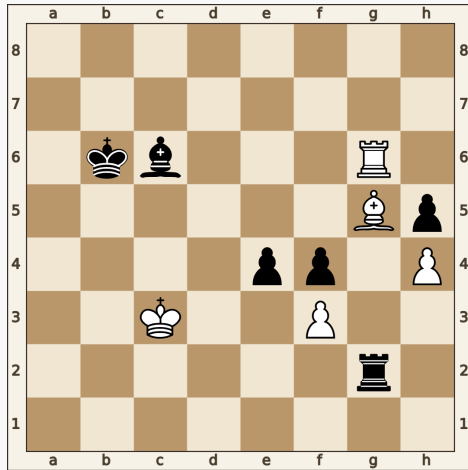


Puzzle 105



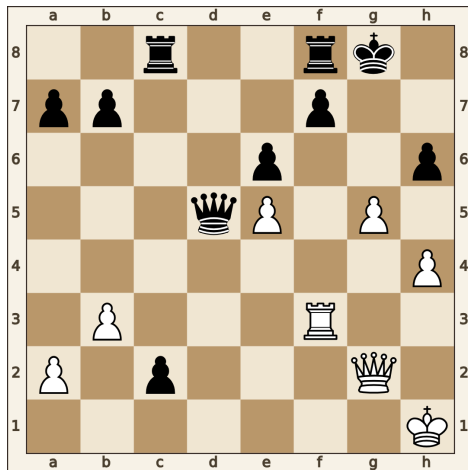
Puzzle 106

White to move



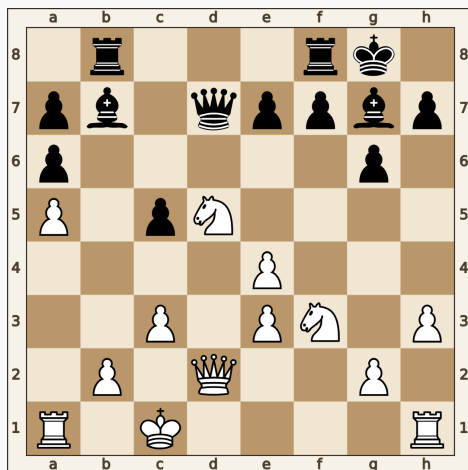
Puzzle 107

White to move



Puzzle 109

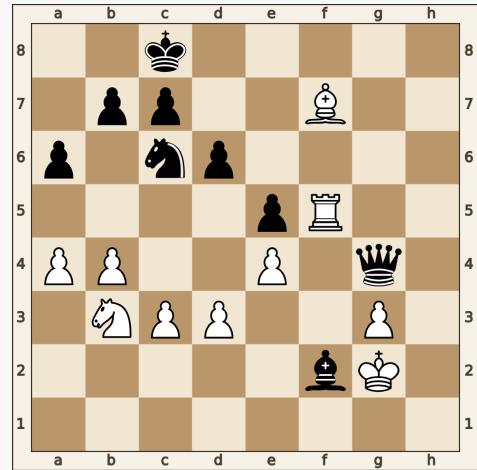
White to move



Puzzle 111

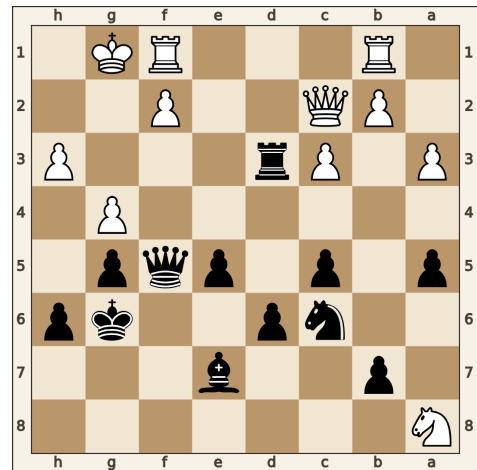
White to move

Black to move



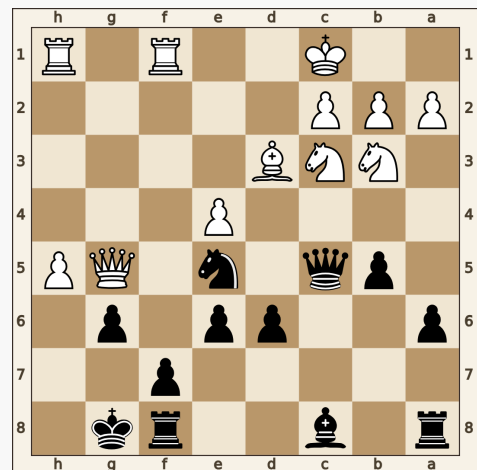
Puzzle 108

White to move



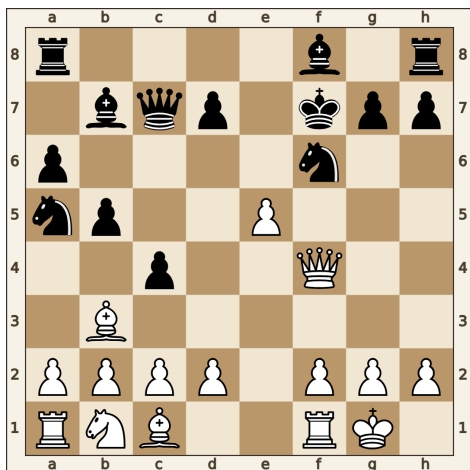
Puzzle 110

Black to move



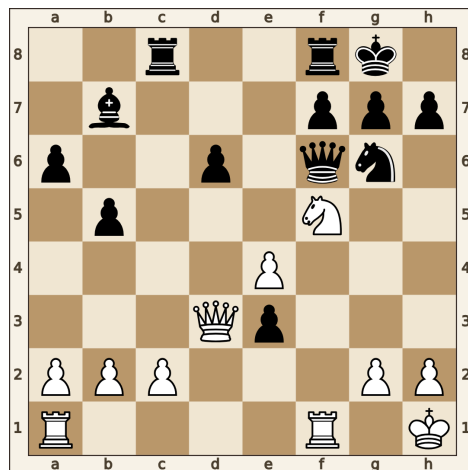
Puzzle 112

Black to move



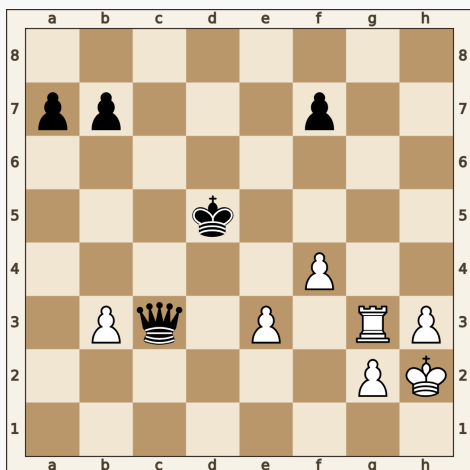
Puzzle 113

White to move



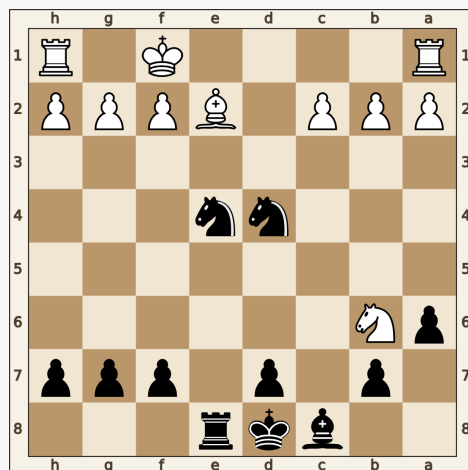
Puzzle 114

White to move



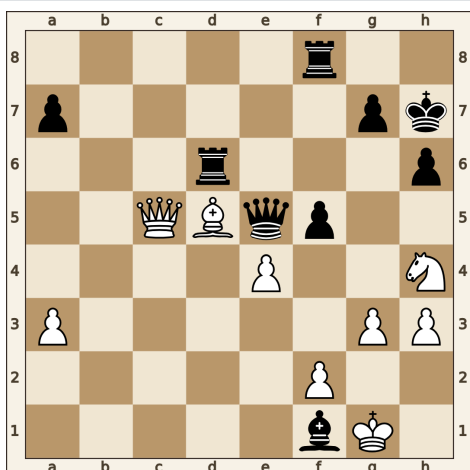
Puzzle 115

White to move



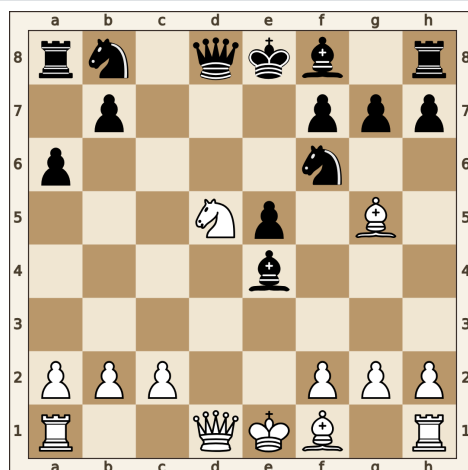
Puzzle 116

Black to move



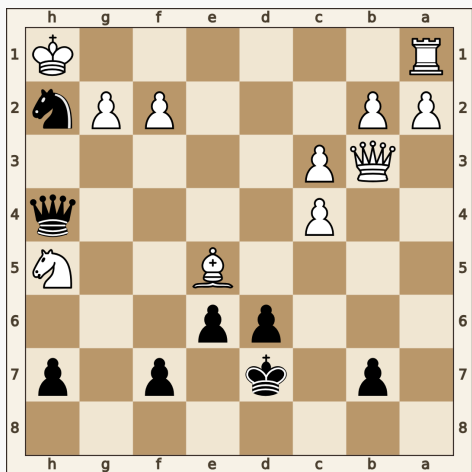
Puzzle 117

White to move



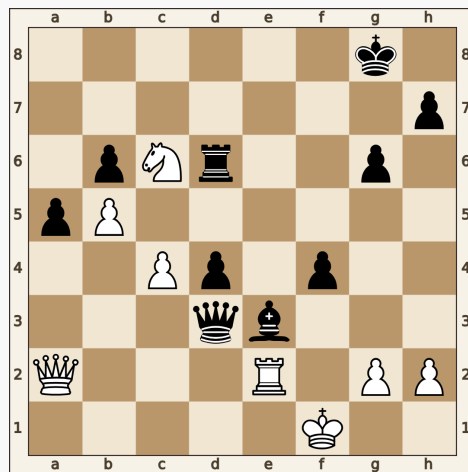
Puzzle 118

White to move



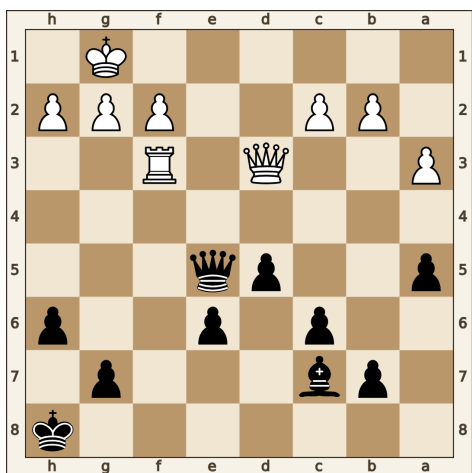
Puzzle 119

Black to move



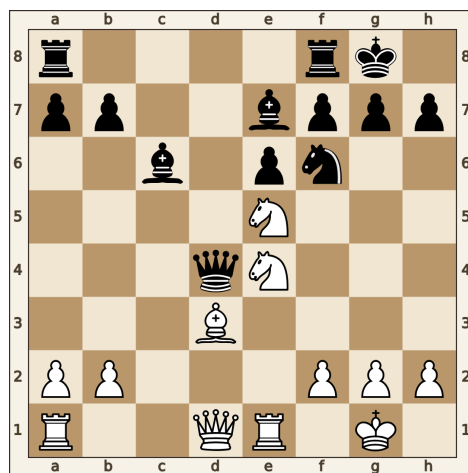
Puzzle 120

White to move



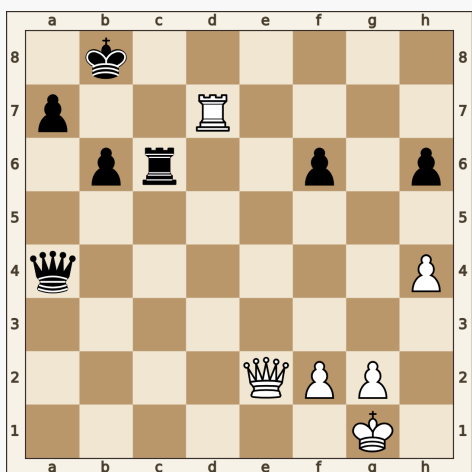
Puzzle 121

Black to move



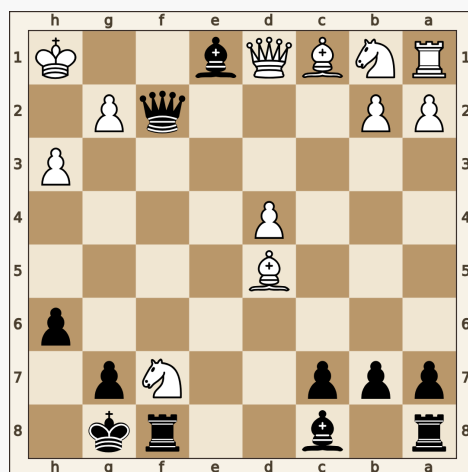
Puzzle 122

White to move



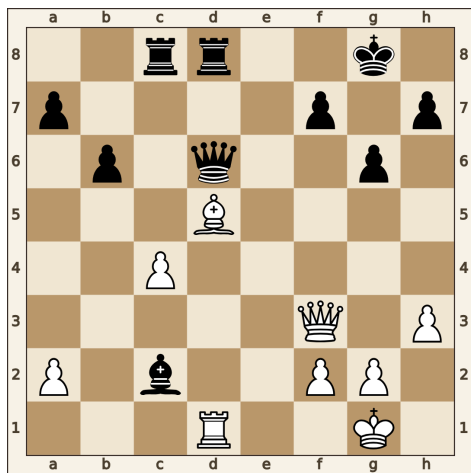
Puzzle 123

White to move



Puzzle 124

Black to move



Puzzle 125

White to move

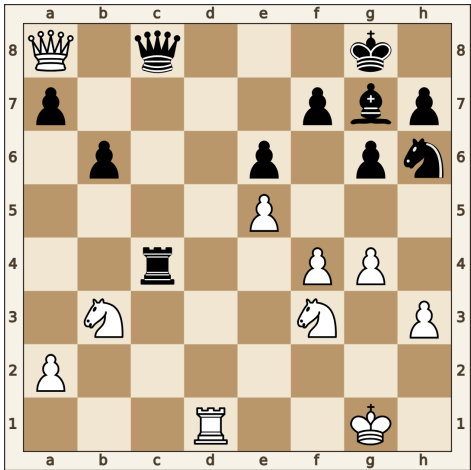
X-Ray

Hosted by **Veil & Vow**.

The pattern: An attack passes through a defender to threaten the piece behind it.

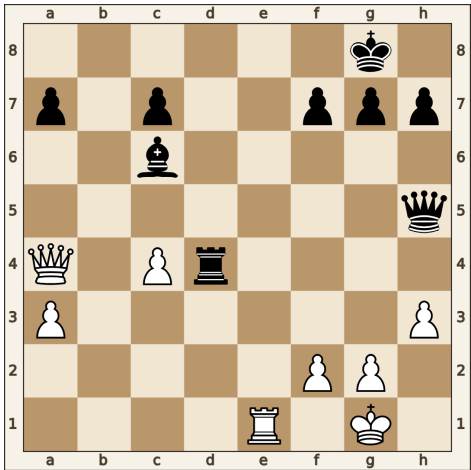
What to look for: Look for an attack that shines THROUGH one piece to reach the piece behind it — like an X-ray.

25 puzzles — find the x-ray for the side to move.



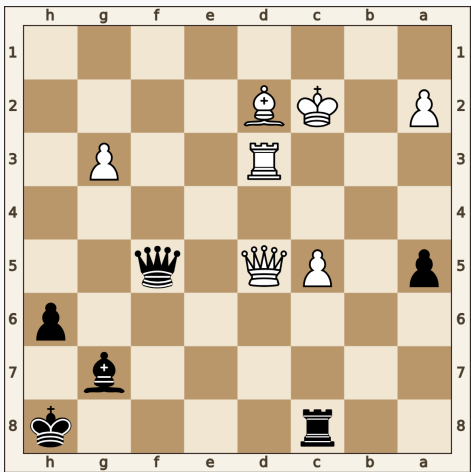
Puzzle 126

White to move



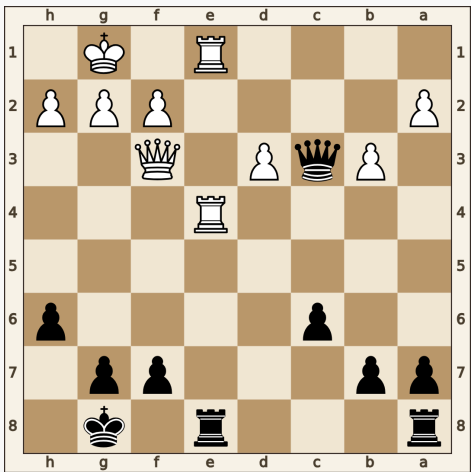
Puzzle 127

White to move



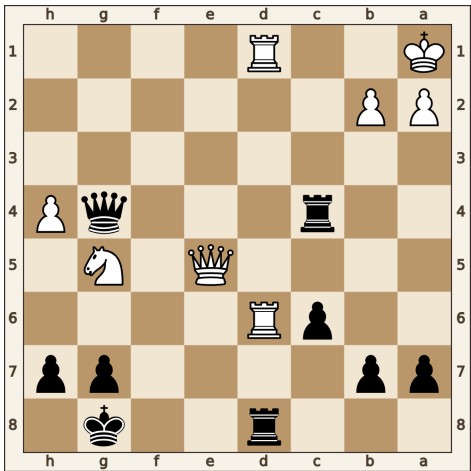
Puzzle 128

Black to move

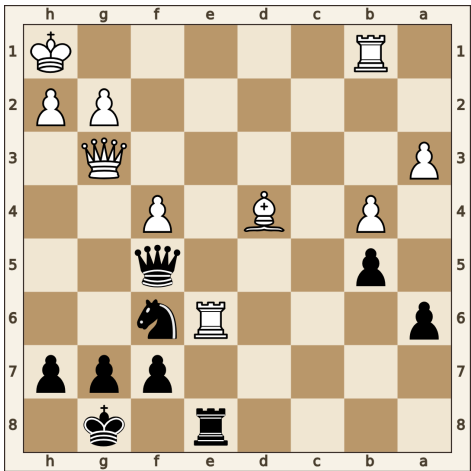


Puzzle 129

Black to move

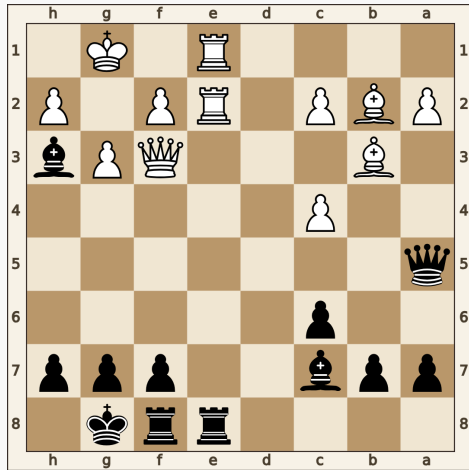


Puzzle 130



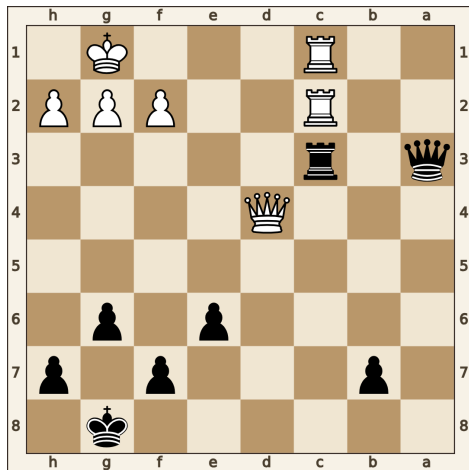
Puzzle 131

Black to move



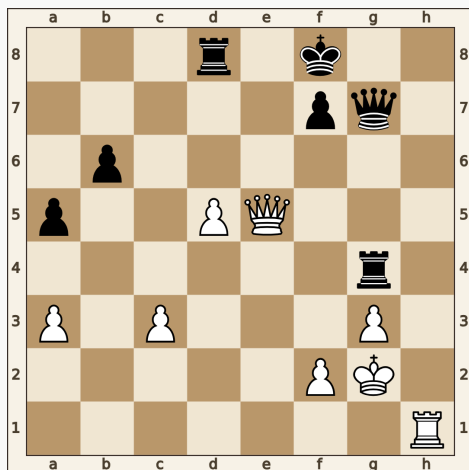
Puzzle 132

Black to move



Puzzle 134

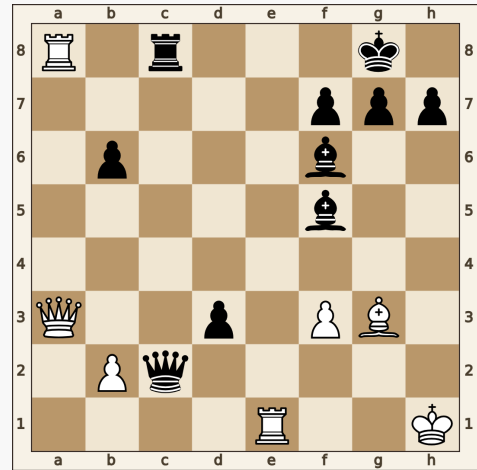
Black to move



Puzzle 136

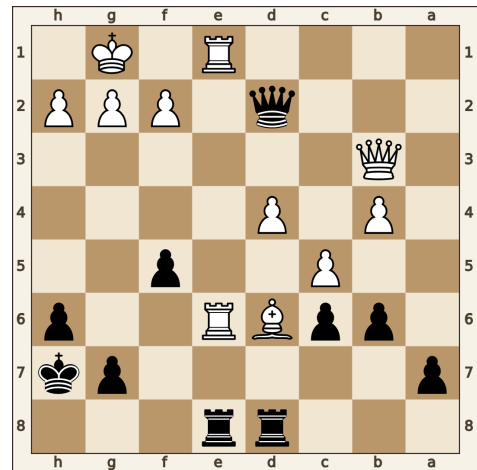
White to move

Black to move



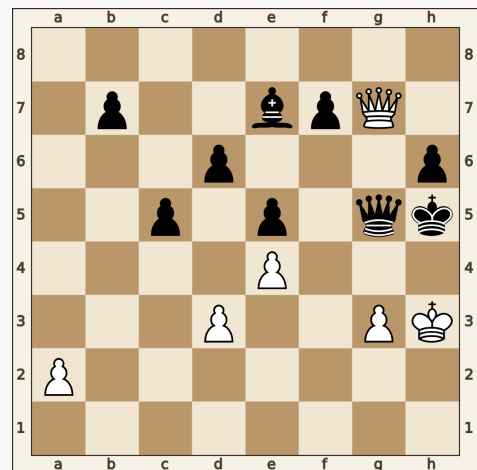
Puzzle 133

White to move



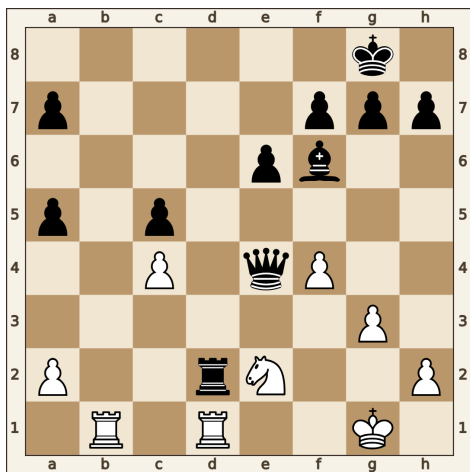
Puzzle 135

Black to move



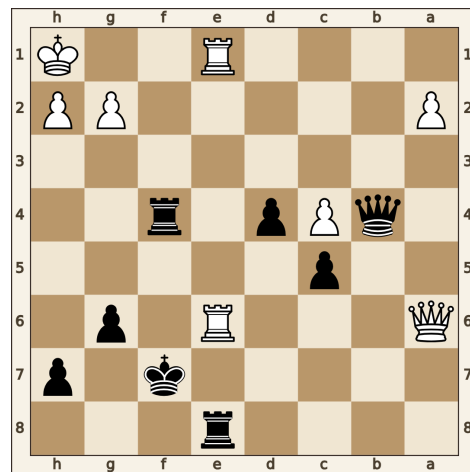
Puzzle 137

White to move



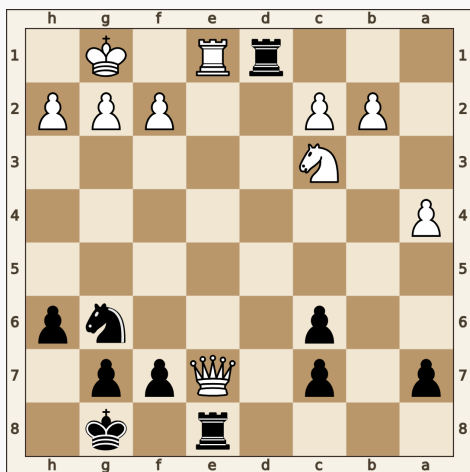
Puzzle 138

White to move



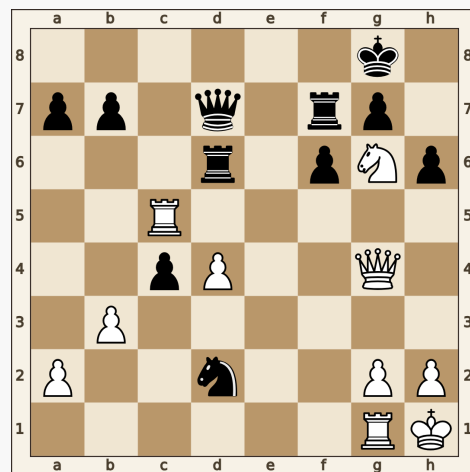
Puzzle 139

Black to move



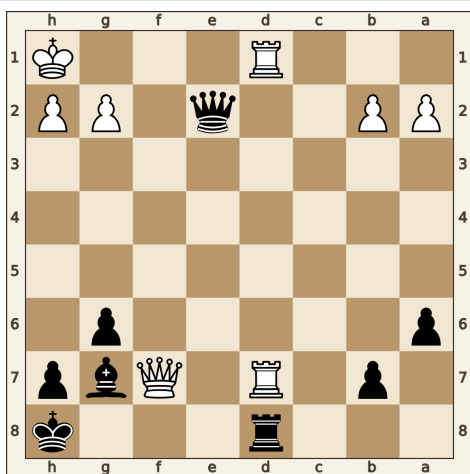
Puzzle 140

Black to move



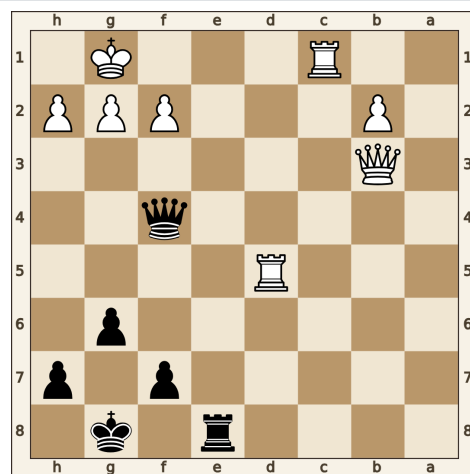
Puzzle 141

White to move



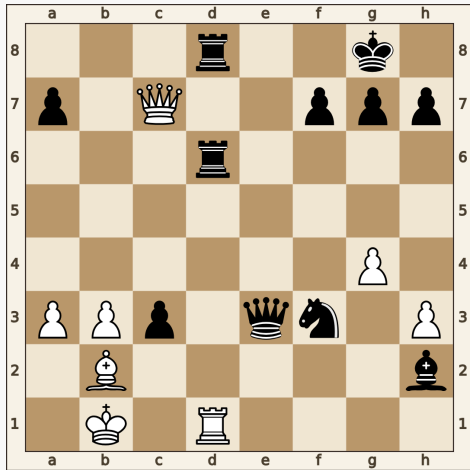
Puzzle 142

Black to move



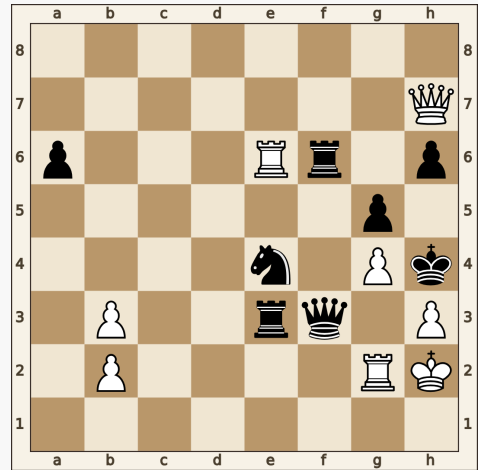
Puzzle 143

Black to move



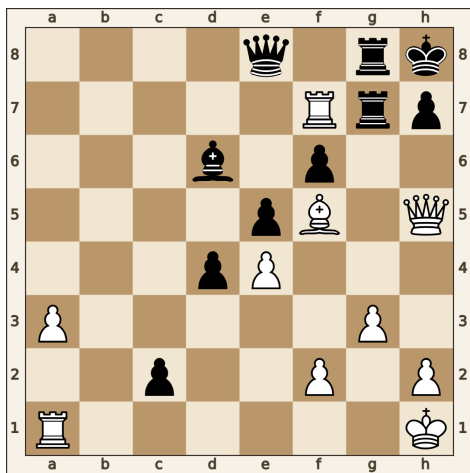
Puzzle 144

White to move



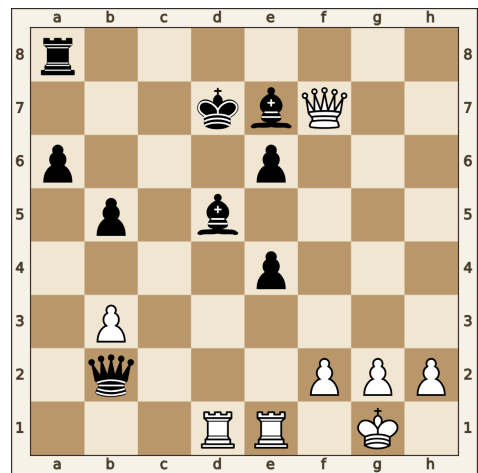
Puzzle 145

White to move



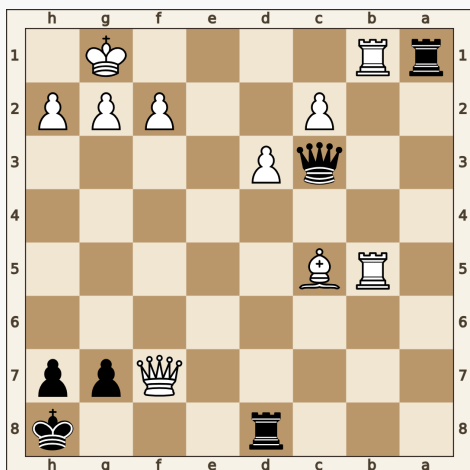
Puzzle 146

White to move



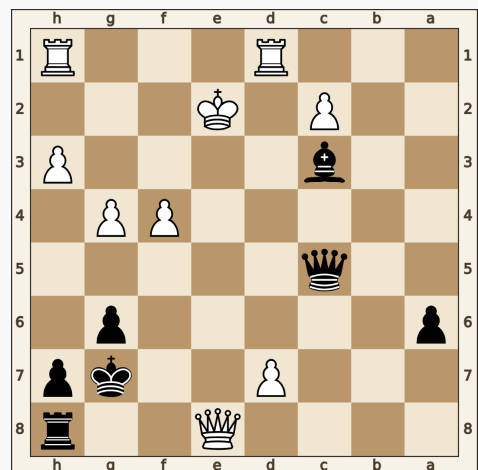
Puzzle 147

White to move



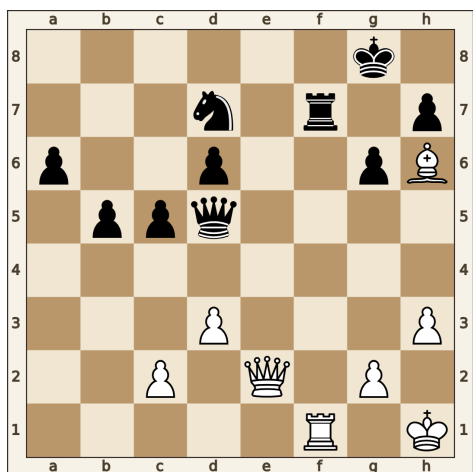
Puzzle 148

Black to move



Puzzle 149

Black to move

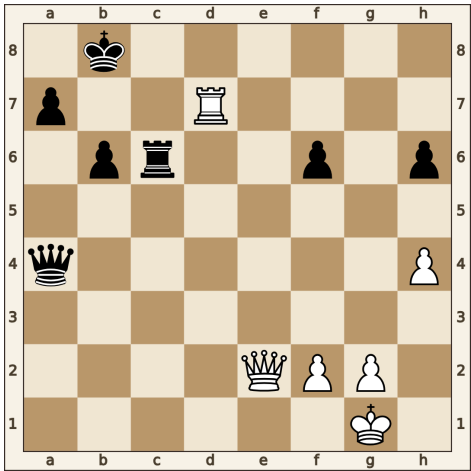


Puzzle 150

White to move

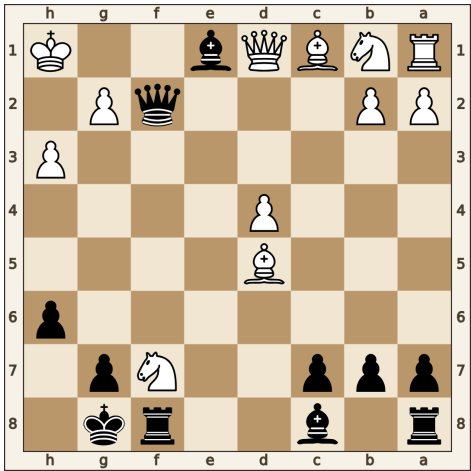
Chess Detective — Mixed Test

No labels this time. For each position, work out **which tactic** is hiding — a pin? a fork? a skewer? — and then find the winning move. These are the toughest puzzles in the book. Good luck, detective!



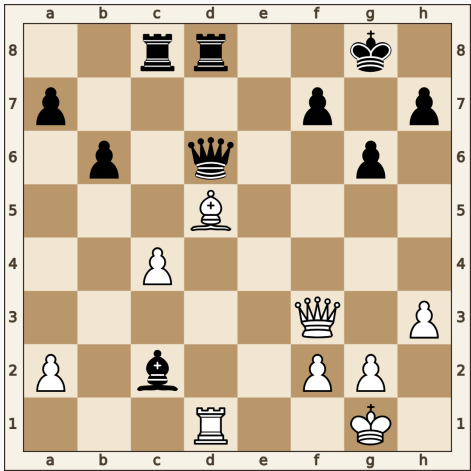
Case 1

White to move



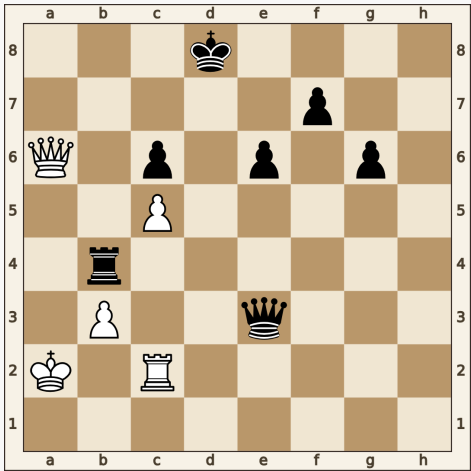
Case 2

Black to move



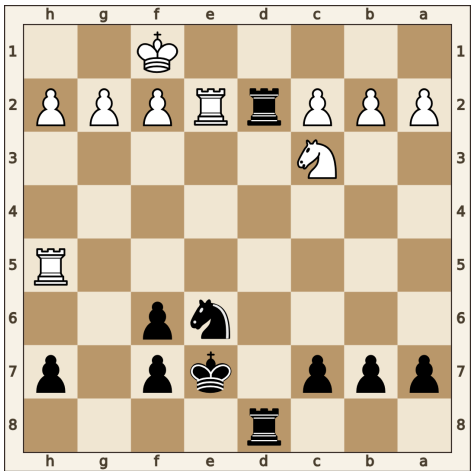
Case 3

White to move



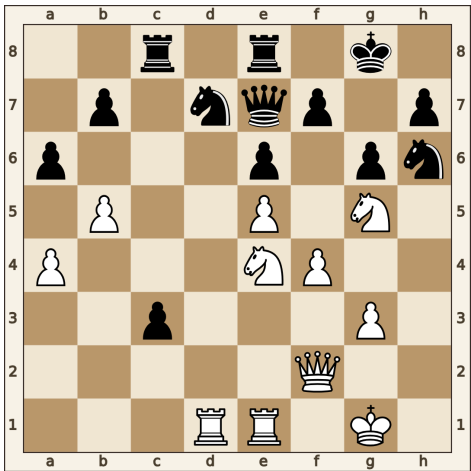
Case 4

White to move



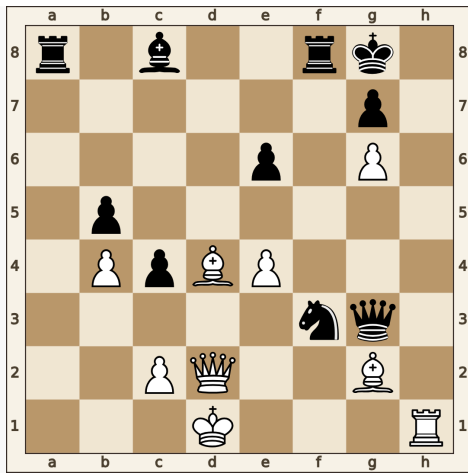
Case 5

Black to move



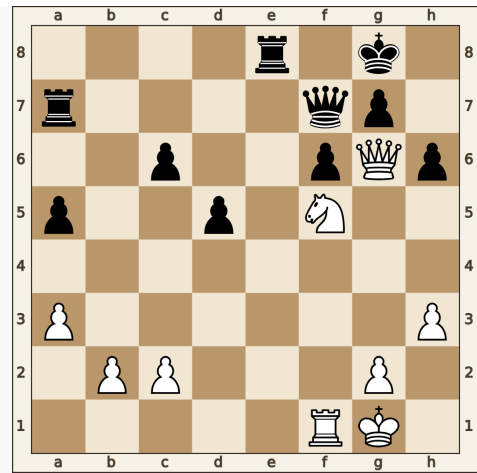
Case 6

White to move



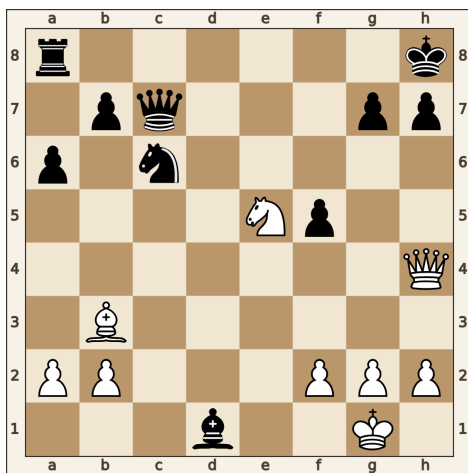
Case 7

White to move



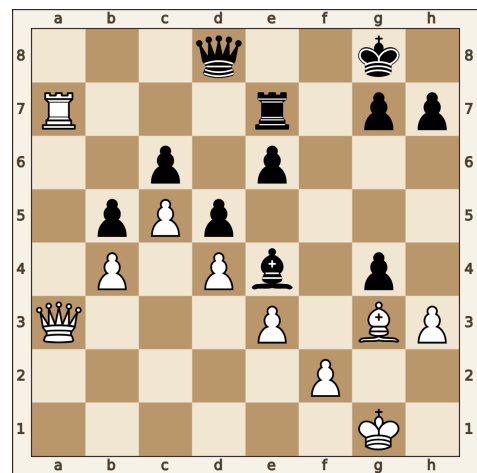
Case 8

White to move



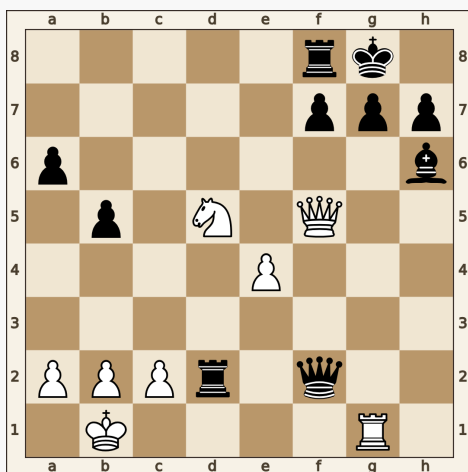
Case 9

White to move



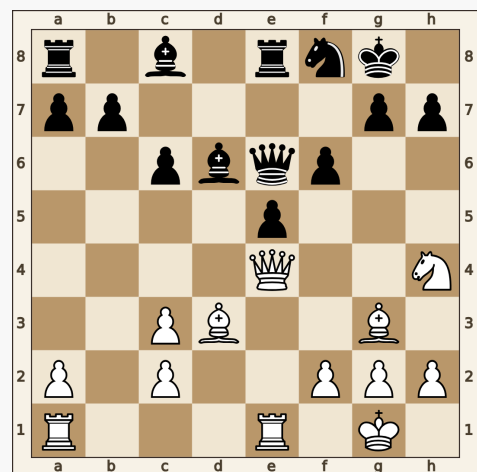
Case 10

White to move



Case 11

White to move



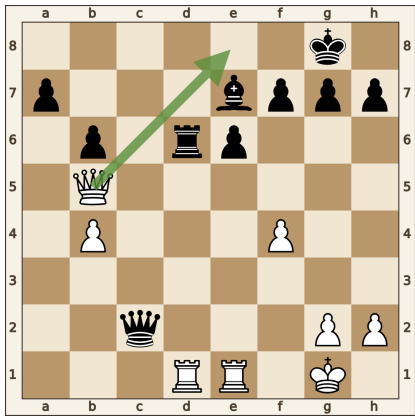
Case 12

White to move

Solutions

The winning move is in **bold**. The board is repeated with a green arrow showing the answer.

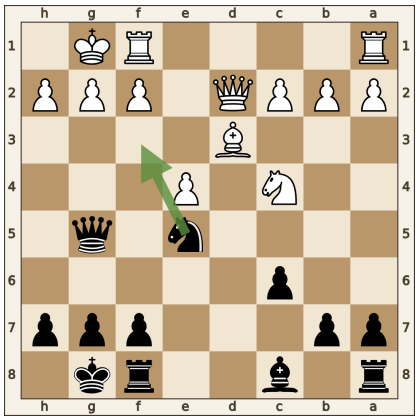
Pin



Puzzle 1: Qe8+

White to move — because it gives **check**.

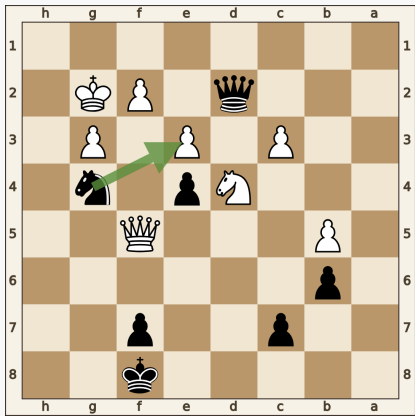
Stuck? Find the piece you can freeze in place — it can't move without giving up something bigger behind it.



Puzzle 2: Nf3+

Black to move — because it gives **check**.

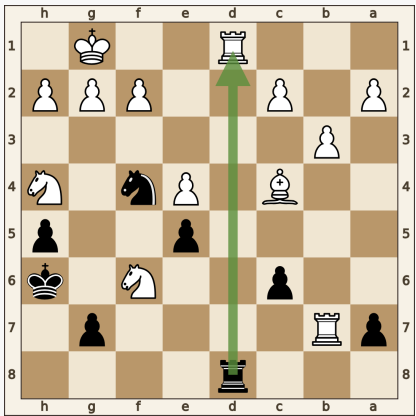
Stuck? Line your piece up so theirs is stuck guarding a more valuable piece. Then it can't run.



Puzzle 3: Nxe3+

Black to move — because it gives **check** and it wins the pawn.

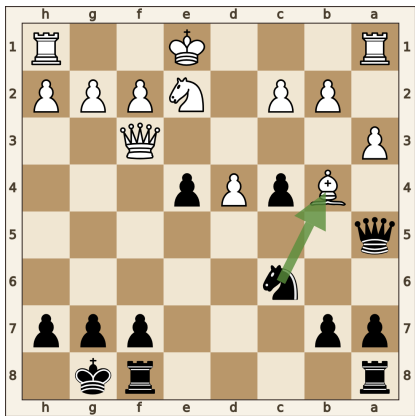
Stuck? Pin a defender to something it must protect, and the attack is yours.



Puzzle 4: Rxd1+

Black to move — because it gives **check** and it wins the rook.

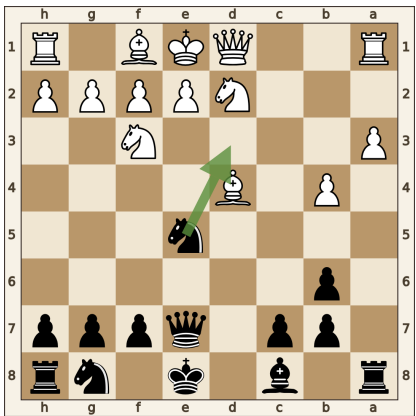
Stuck? Find the piece you can freeze in place — it can't move without giving up something bigger behind it.



Puzzle 5: Nxb4

Black to move — because it wins the bishop.

Stuck? Line your piece up so theirs is stuck guarding a more valuable

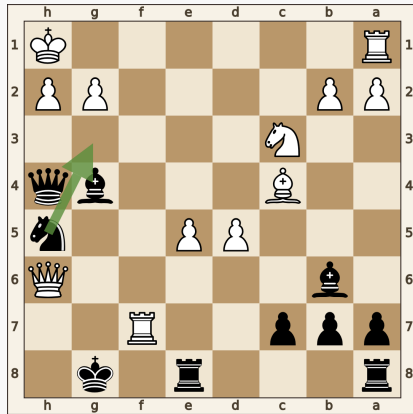


Puzzle 6: Nd3#

Black to move — because it is **checkmate**.

Stuck? Pin a defender to something it must protect, and the attack is

piece. Then it can't run.

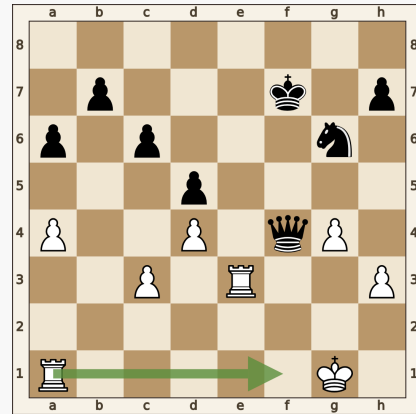


Puzzle 7: Ng3#

Black to move — because it is **checkmate**.

Stuck? Find the piece you can freeze in place — it can't move without giving up something bigger behind it.

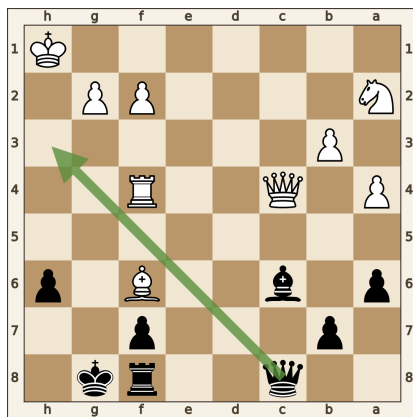
yours.



Puzzle 8: Rf1

White to move — because it wins material on the next move.

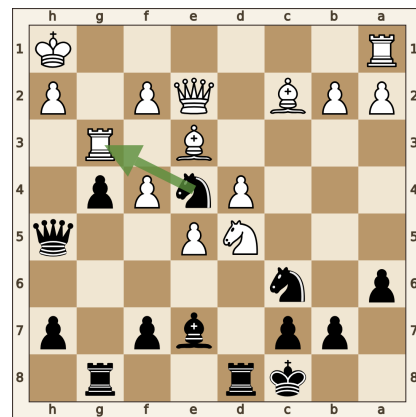
Stuck? Line your piece up so theirs is stuck guarding a more valuable piece. Then it can't run.



Puzzle 9: Qh3+

Black to move — because it gives **check**.

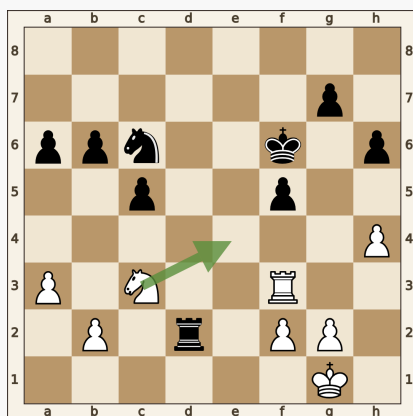
Stuck? Pin a defender to something it must protect, and the attack is yours.



Puzzle 10: Nxg3+

Black to move — because it gives **check** and it wins the rook.

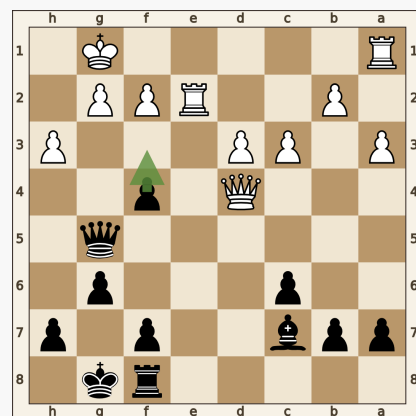
Stuck? Find the piece you can freeze in place — it can't move without giving up something bigger behind it.



Puzzle 11: Ne4+

White to move — because it gives **check**.

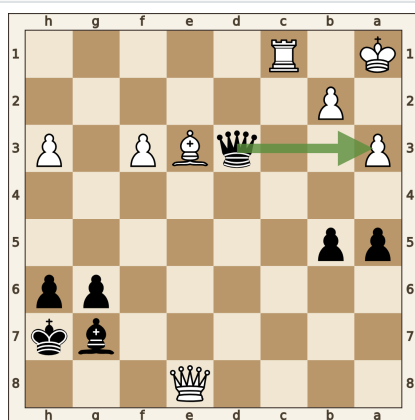
Stuck? Line your piece up so theirs is stuck guarding a more valuable piece. Then it can't run.



Puzzle 12: f3

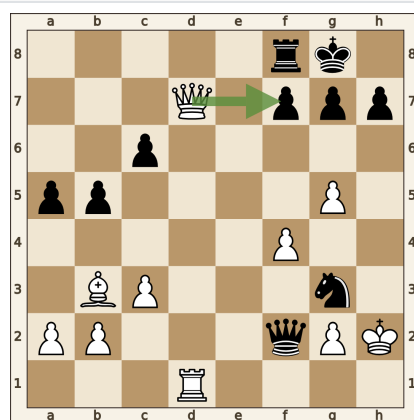
Black to move — because it wins material on the next move.

Stuck? Pin a defender to something it must protect, and the attack is yours.



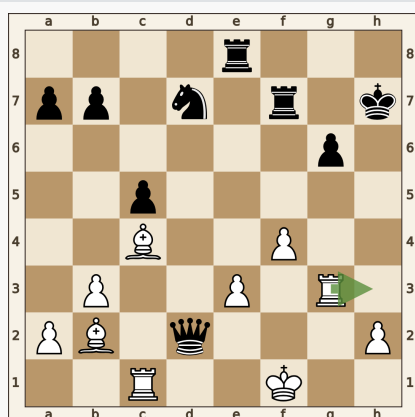
Puzzle 13: Qxa3+

Black to move — because it gives **check** and it wins the pawn.
Stuck? Find the piece you can freeze in place — it can't move without giving up something bigger behind it.



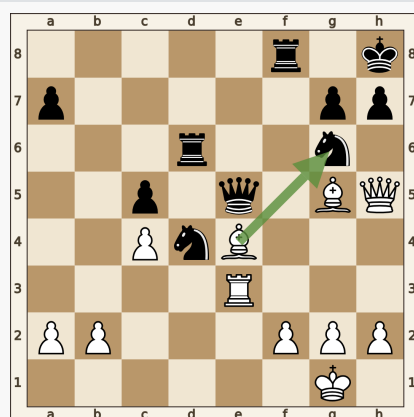
Puzzle 14: Qxf7+

White to move — because it gives **check** and it wins the pawn.
Stuck? Line your piece up so theirs is stuck guarding a more valuable piece. Then it can't run.



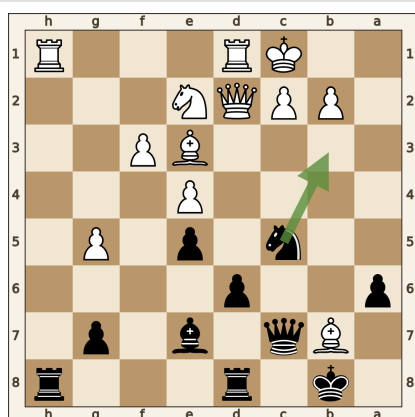
Puzzle 15: Rh3+

White to move — because it gives **check**.
Stuck? Pin a defender to something it must protect, and the attack is yours.



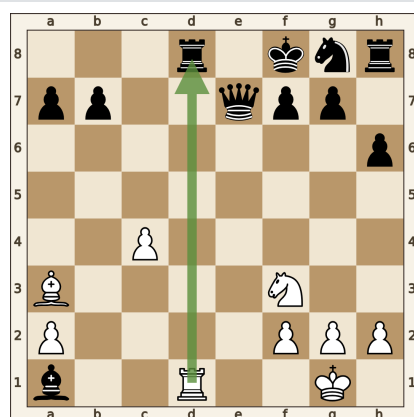
Puzzle 16: Bxg6

White to move — because it wins the knight.
Stuck? Find the piece you can freeze in place — it can't move without giving up something bigger behind it.



Puzzle 17: Nb3+

Black to move — because it gives **check**.
Stuck? Line your piece up so theirs is stuck guarding a more valuable

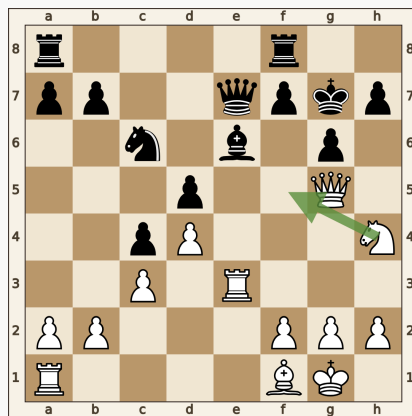


Puzzle 18: Rxd8#

White to move — because it is **checkmate** and it wins the rook.
Stuck? Pin a defender to something it must protect, and the attack is

piece. Then it can't run.

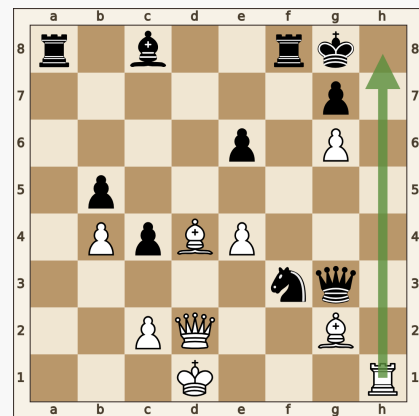
yours.



Puzzle 19: Nf5+

White to move — because it gives **check**.

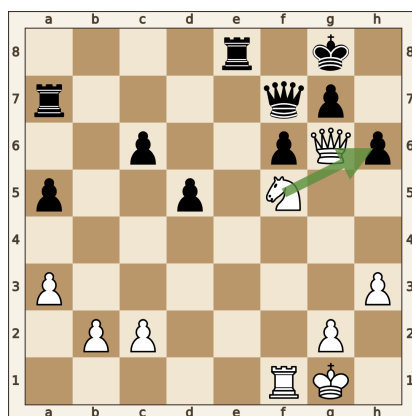
Stuck? Find the piece you can freeze in place — it can't move without giving up something bigger behind it.



Puzzle 20: Rh8+

White to move — because it gives **check**.

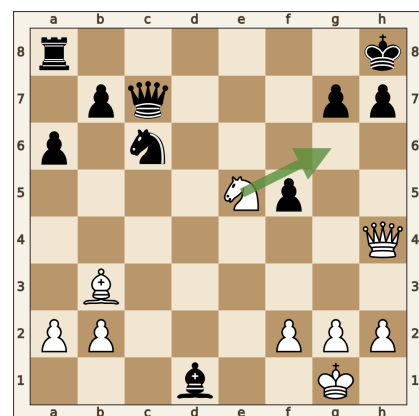
Stuck? Line your piece up so theirs is stuck guarding a more valuable piece. Then it can't run.



Puzzle 21: Nxh6+

White to move — because it gives **check** and it wins the pawn.

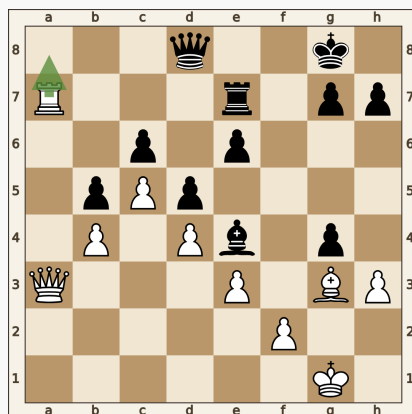
Stuck? Pin a defender to something it must protect, and the attack is yours.



Puzzle 22: Ng6#

White to move — because it is **checkmate**.

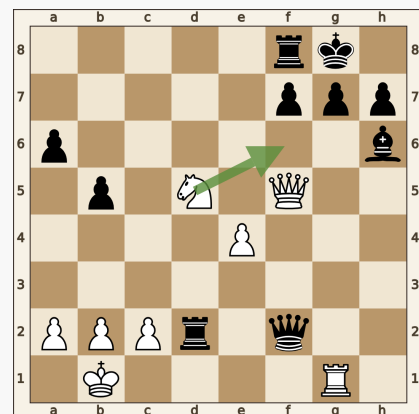
Stuck? Find the piece you can freeze in place — it can't move without giving up something bigger behind it.



Puzzle 23: Ra8

White to move — because it wins material on the next move.

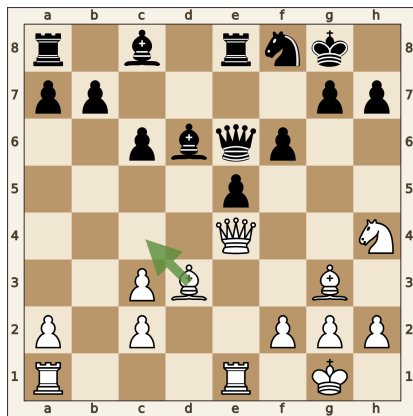
Stuck? Line your piece up so theirs is stuck guarding a more valuable piece. Then it can't run.



Puzzle 24: Nf6+

White to move — because it gives **check**.

Stuck? Pin a defender to something it must protect, and the attack is yours.

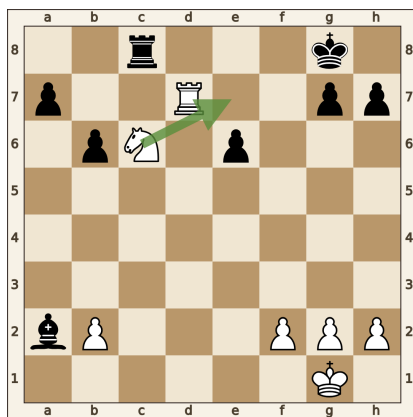


Puzzle 25: Bc4

White to move — because it wins material on the next move.

Stuck? Find the piece you can freeze in place — it can't move without giving up something bigger behind it.

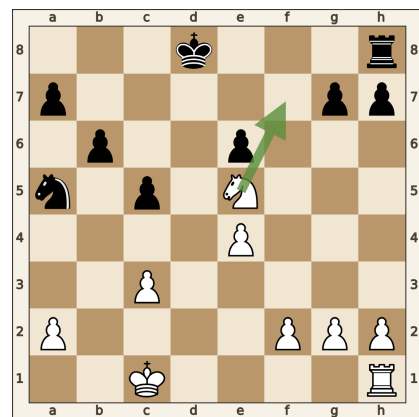
Fork



Puzzle 26: Ne7+

White to move — because it gives **check**.

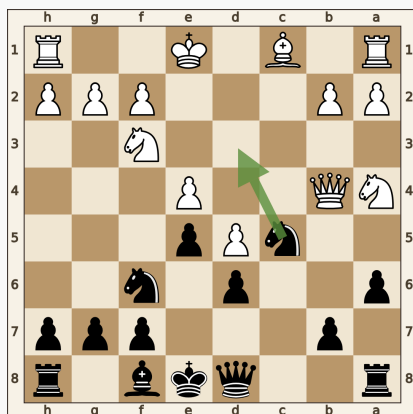
Stuck? Land one piece where it attacks two of theirs at the same time — they can only save one.



Puzzle 27: Nf7+

White to move — because it gives **check**.

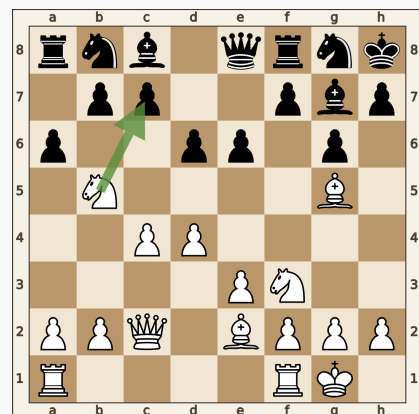
Stuck? Look for a single move that threatens two targets at once. They can't rescue both.



Puzzle 28: Nd3+

Black to move — because it gives **check**.

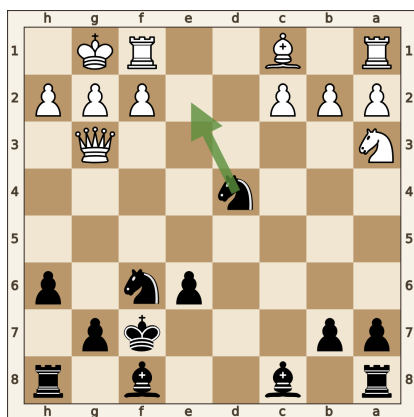
Stuck? Jump in so your piece hits two enemies together — one of them is coming home with you.



Puzzle 29: Nxc7

White to move — because it wins the pawn.

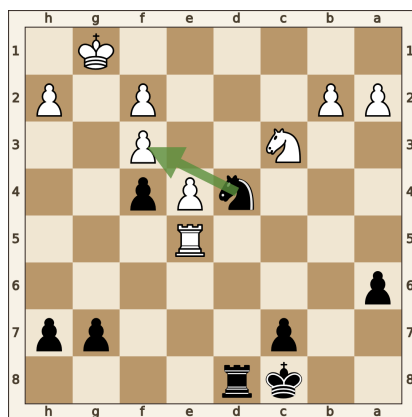
Stuck? Land one piece where it attacks two of theirs at the same time — they can only save one.



Puzzle 30: Ne2+

Black to move — because it gives **check**.

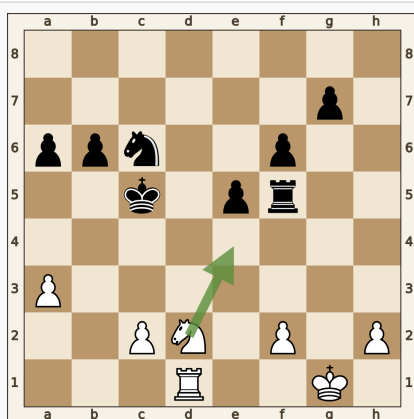
Stuck? Look for a single move that threatens two targets at once. They can't rescue both.



Puzzle 31: Nxf3+

Black to move — because it gives **check** and it wins the pawn.

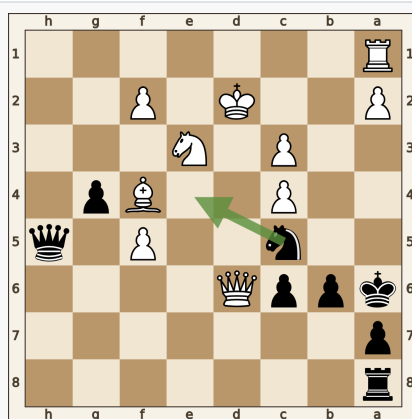
Stuck? Jump in so your piece hits two enemies together — one of them is coming home with you.



Puzzle 32: Ne4+

White to move — because it gives **check**.

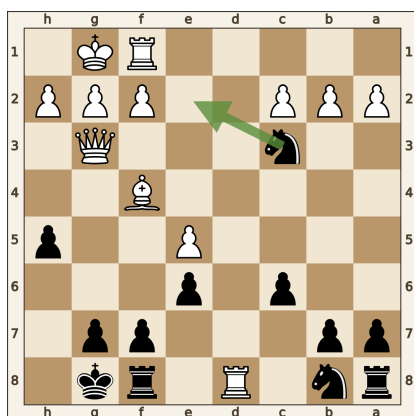
Stuck? Land one piece where it attacks two of theirs at the same time — they can only save one.



Puzzle 33: Ne4+

Black to move — because it gives **check**.

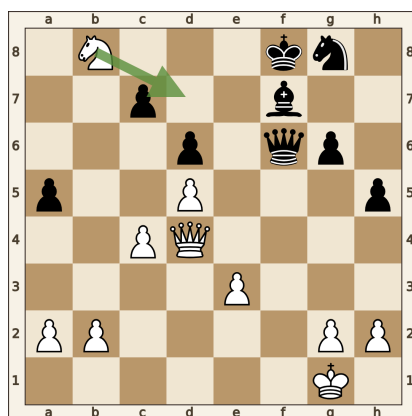
Stuck? Look for a single move that threatens two targets at once. They can't rescue both.



Puzzle 34: Ne2+

Black to move — because it gives **check**.

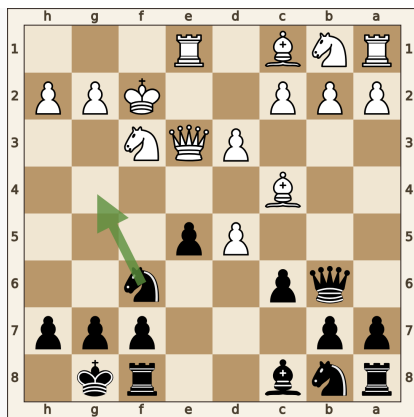
Stuck? Jump in so your piece hits two enemies together — one of them is coming home with you.



Puzzle 35: Nd7+

White to move — because it gives **check**.

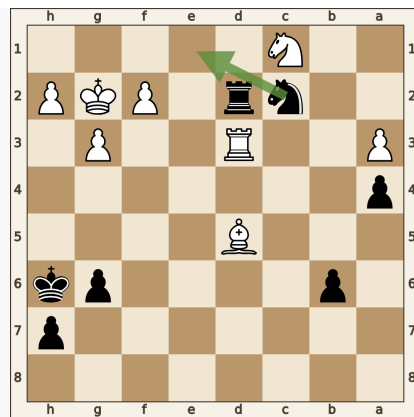
Stuck? Land one piece where it attacks two of theirs at the same time — they can only save one.



Puzzle 36: Ng4+

Black to move — because it gives **check**.

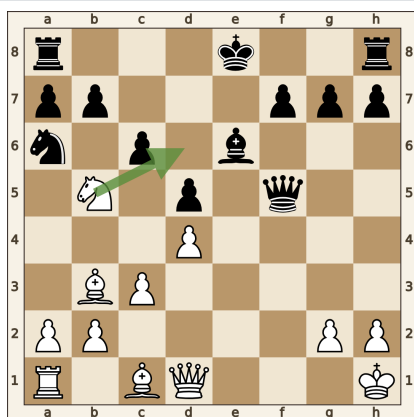
Stuck? Look for a single move that threatens two targets at once. They can't rescue both.



Puzzle 37: Ne1+

Black to move — because it gives **check**.

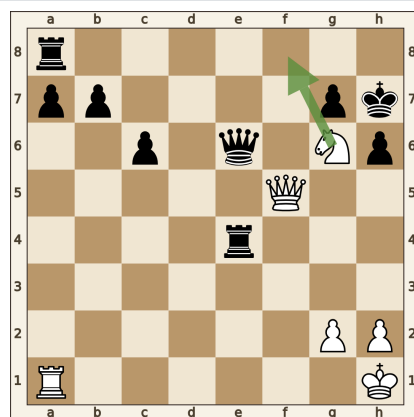
Stuck? Jump in so your piece hits two enemies together — one of them is coming home with you.



Puzzle 38: Nd6+

White to move — because it gives **check**.

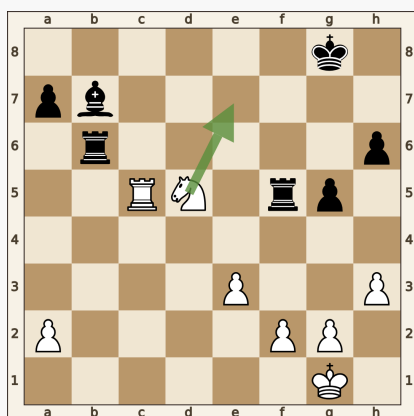
Stuck? Land one piece where it attacks two of theirs at the same time — they can only save one.



Puzzle 39: Nf8+

White to move — because it gives **check**.

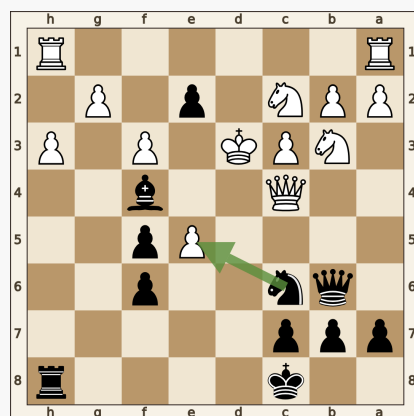
Stuck? Look for a single move that threatens two targets at once. They can't rescue both.



Puzzle 40: Ne7+

White to move — because it gives **check**.

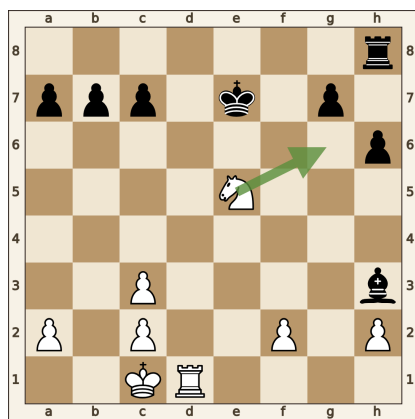
Stuck? Jump in so your piece hits two enemies together — one of them is coming home with you.



Puzzle 41: Nxe5+

Black to move — because it gives **check** and it wins the pawn.

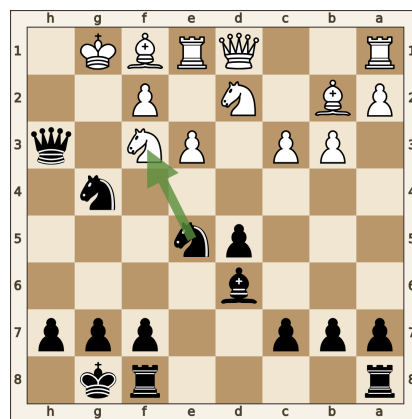
Stuck? Land one piece where it attacks two of theirs at the same time — they can only save one.



Puzzle 42: Ng6+

White to move — because it gives **check**.

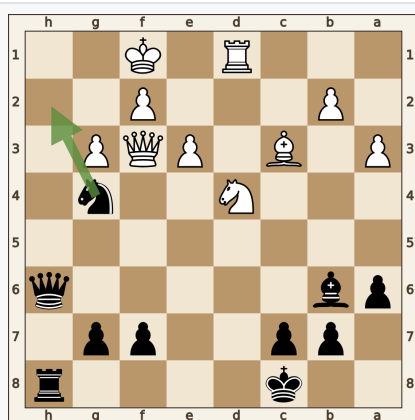
Stuck? Look for a single move that threatens two targets at once. They can't rescue both.



Puzzle 43: Nxf3+

Black to move — because it gives **check** and it wins the knight.

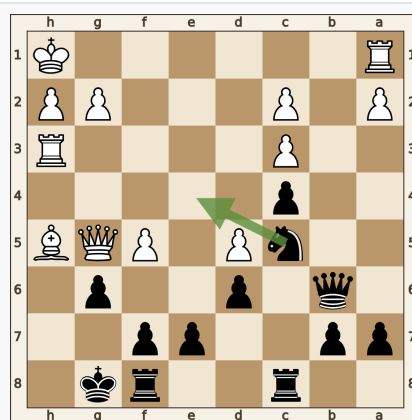
Stuck? Jump in so your piece hits two enemies together — one of them is coming home with you.



Puzzle 44: Nh2+

Black to move — because it gives **check**.

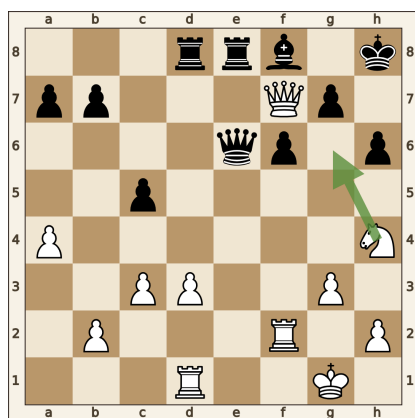
Stuck? Land one piece where it attacks two of theirs at the same time — they can only save one.



Puzzle 45: Ne4

Black to move — because it wins material on the next move.

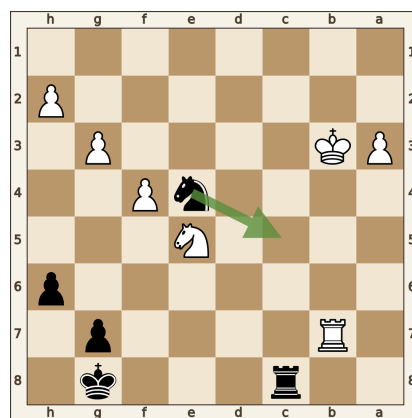
Stuck? Look for a single move that threatens two targets at once. They can't rescue both.



Puzzle 46: Ng6+

White to move — because it gives **check**.

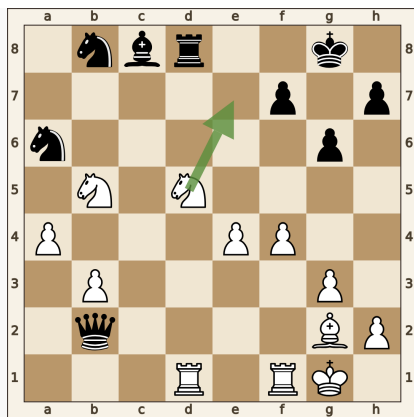
Stuck? Jump in so your piece hits two enemies together — one of them is coming home with you.



Puzzle 47: Nc5+

Black to move — because it gives **check**.

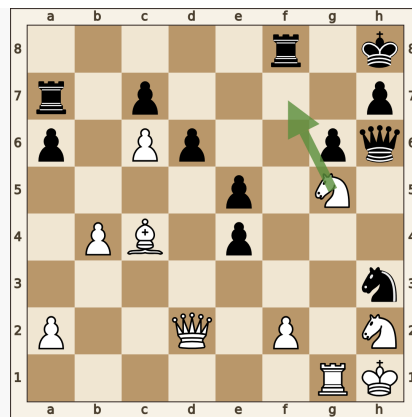
Stuck? Land one piece where it attacks two of theirs at the same time — they can only save one.



Puzzle 48: Ne7+

White to move — because it gives **check**.

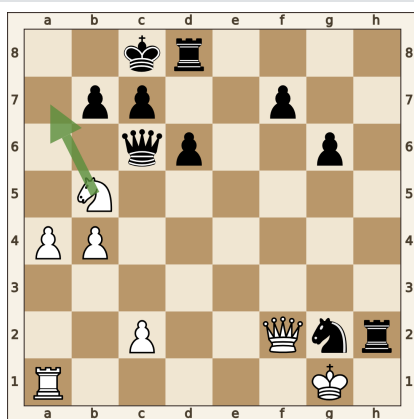
Stuck? Look for a single move that threatens two targets at once. They can't rescue both.



Puzzle 49: Nf7+

White to move — because it gives **check**.

Stuck? Jump in so your piece hits two enemies together — one of them is coming home with you.

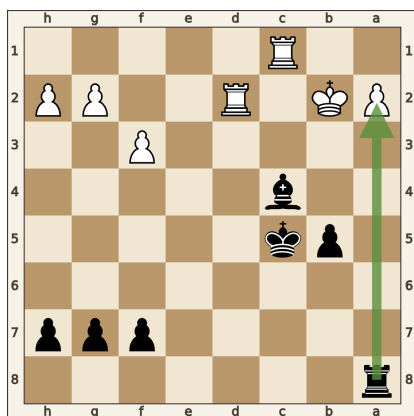


Puzzle 50: Na7+

White to move — because it gives **check**.

Stuck? Land one piece where it attacks two of theirs at the same time — they can only save one.

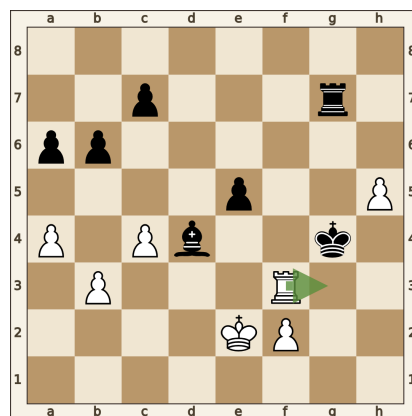
Skewer



Puzzle 51: Rxa2+

Black to move — because it gives **check** and it wins the pawn.

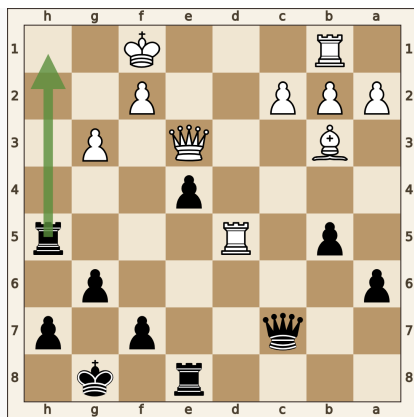
Stuck? Attack the valuable piece in front. When it steps aside, grab the one hiding behind it.



Puzzle 52: Rg3+

White to move — because it gives **check**.

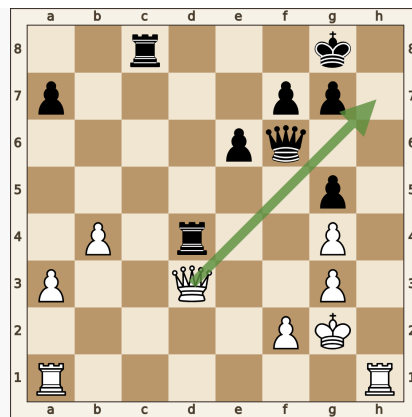
Stuck? Line up their two pieces, big one in front. Force it to move and win what's behind.



Puzzle 53: Rh1+

Black to move — because it gives **check**.

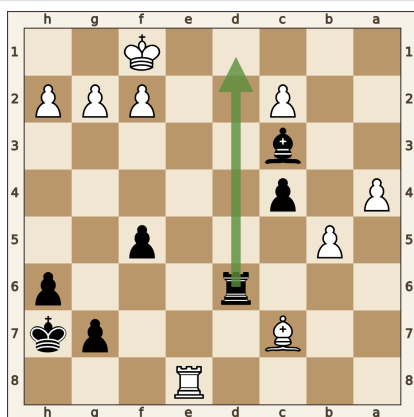
Stuck? Shoo the front piece off the line and collect the piece it was shielding.



Puzzle 54: Qh7+

White to move — because it gives **check**.

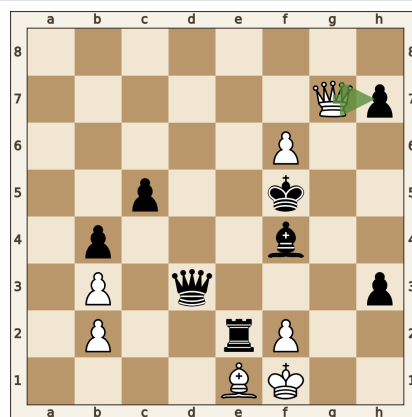
Stuck? Attack the valuable piece in front. When it steps aside, grab the one hiding behind it.



Puzzle 55: Rd1+

Black to move — because it gives **check**.

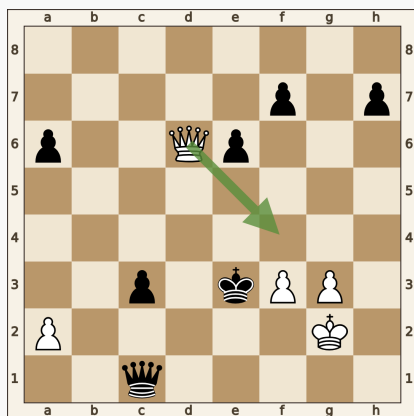
Stuck? Line up their two pieces, big one in front. Force it to move and win what's behind.



Puzzle 56: Qxh7+

White to move — because it gives **check** and it wins the pawn.

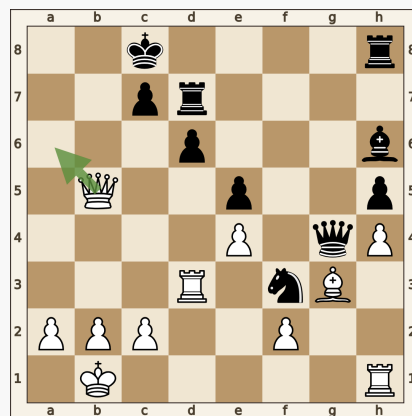
Stuck? Shoo the front piece off the line and collect the piece it was shielding.



Puzzle 57: Qf4+

White to move — because it gives **check**.

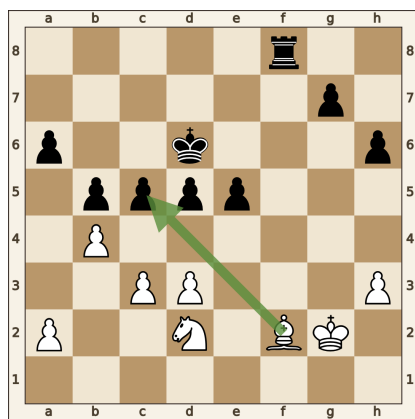
Stuck? Attack the valuable piece in front. When it steps aside, grab the one hiding behind it.



Puzzle 58: Qa6+

White to move — because it gives **check**.

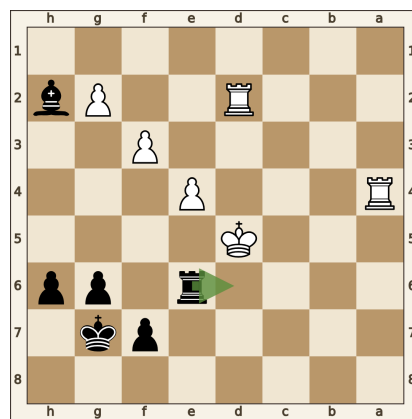
Stuck? Line up their two pieces, big one in front. Force it to move and win what's behind.



Puzzle 59: Bxc5+

White to move — because it gives **check** and it wins the pawn.

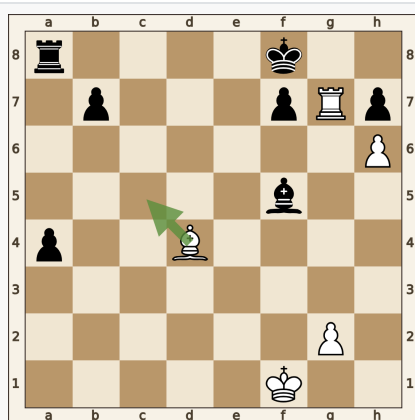
Stuck? Shoo the front piece off the line and collect the piece it was shielding.



Puzzle 60: Rd6+

Black to move — because it gives **check**.

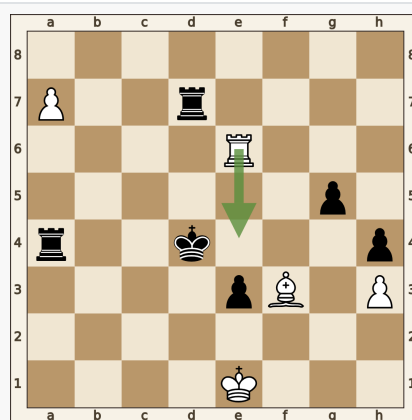
Stuck? Attack the valuable piece in front. When it steps aside, grab the one hiding behind it.



Puzzle 61: Bc5+

White to move — because it gives **check**.

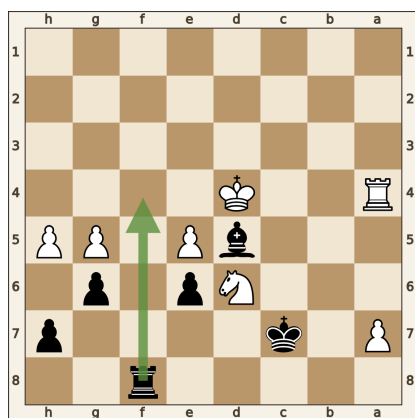
Stuck? Line up their two pieces, big one in front. Force it to move and win what's behind.



Puzzle 62: Re4+

White to move — because it gives **check**.

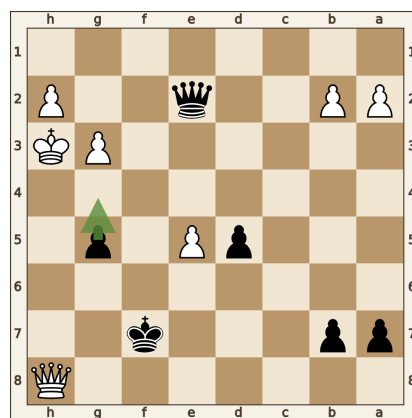
Stuck? Shoo the front piece off the line and collect the piece it was shielding.



Puzzle 63: Rf4+

Black to move — because it gives **check**.

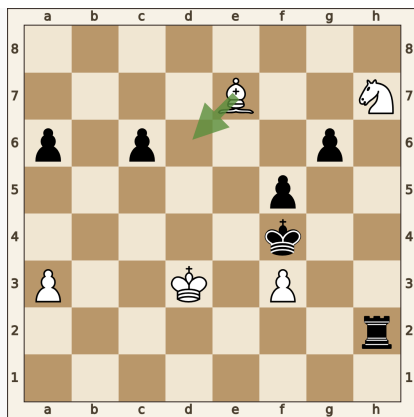
Stuck? Attack the valuable piece in front. When it steps aside, grab the one hiding behind it.



Puzzle 64: g4+

Black to move — because it gives **check**.

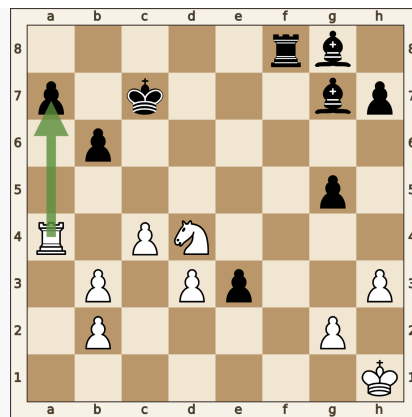
Stuck? Line up their two pieces, big one in front. Force it to move and win what's behind.



Puzzle 65: Bd6+

White to move — because it gives **check**.

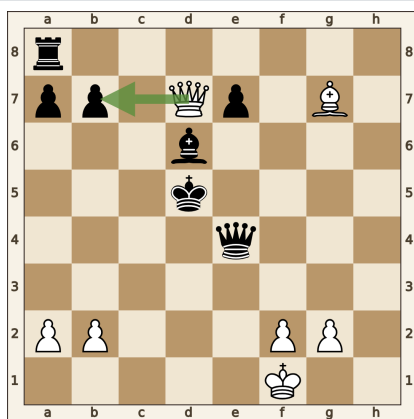
Stuck? Shoo the front piece off the line and collect the piece it was shielding.



Puzzle 66: Rxa7+

White to move — because it gives **check** and it wins the pawn.

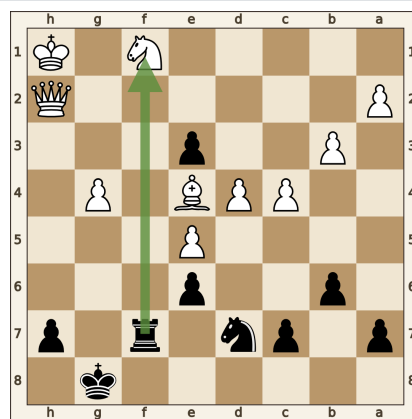
Stuck? Attack the valuable piece in front. When it steps aside, grab the one hiding behind it.



Puzzle 67: Qxb7+

White to move — because it gives **check** and it wins the pawn.

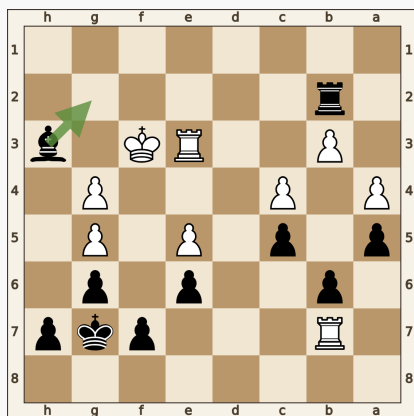
Stuck? Line up their two pieces, big one in front. Force it to move and win what's behind.



Puzzle 68: Rxf1+

Black to move — because it gives **check** and it wins the knight.

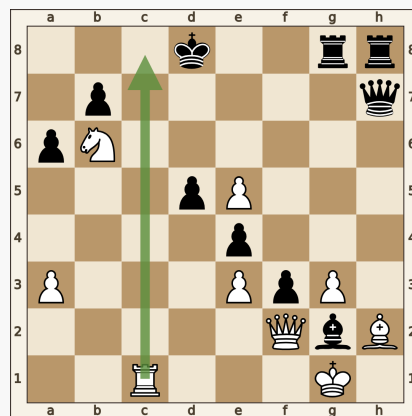
Stuck? Shoo the front piece off the line and collect the piece it was shielding.



Puzzle 69: Bg2+

Black to move — because it gives **check**.

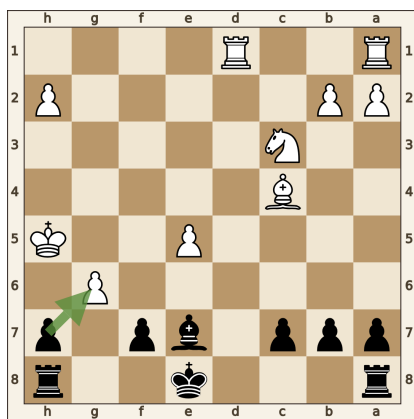
Stuck? Attack the valuable piece in front. When it steps aside, grab the one hiding behind it.



Puzzle 70: Rc8+

White to move — because it gives **check**.

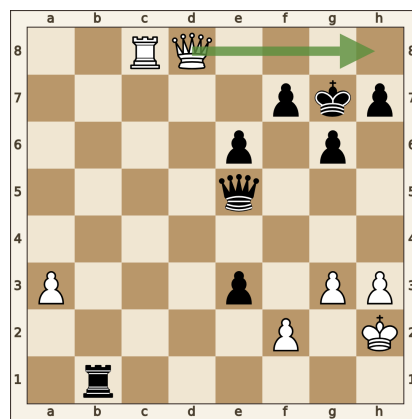
Stuck? Line up their two pieces, big one in front. Force it to move and win what's behind.



Puzzle 71: hxg6+

Black to move — because it gives **check** and it wins the pawn.

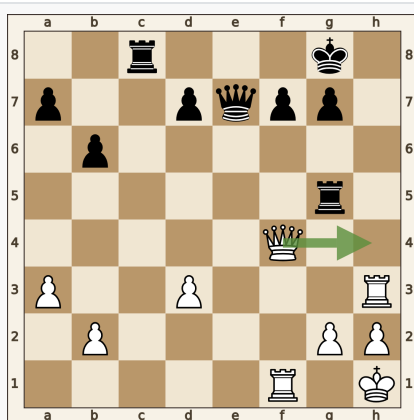
Stuck? Shoo the front piece off the line and collect the piece it was shielding.



Puzzle 72: Qh8+

White to move — because it gives **check**.

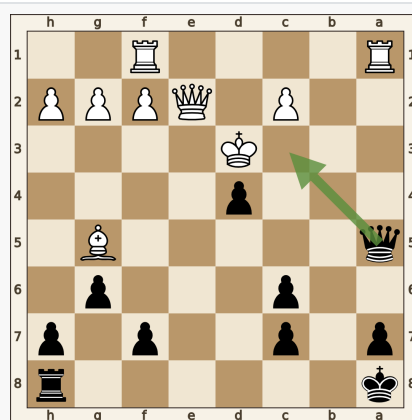
Stuck? Attack the valuable piece in front. When it steps aside, grab the one hiding behind it.



Puzzle 73: Qh4

White to move — because it wins material on the next move.

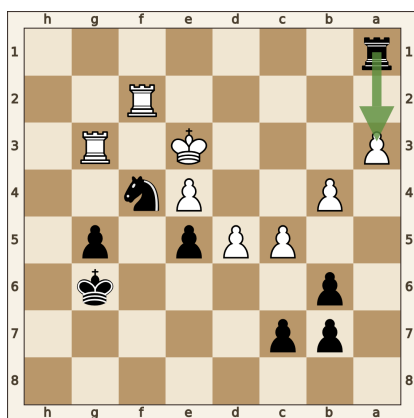
Stuck? Line up their two pieces, big one in front. Force it to move and win what's behind.



Puzzle 74: Qc3+

Black to move — because it gives **check**.

Stuck? Shoo the front piece off the line and collect the piece it was shielding.

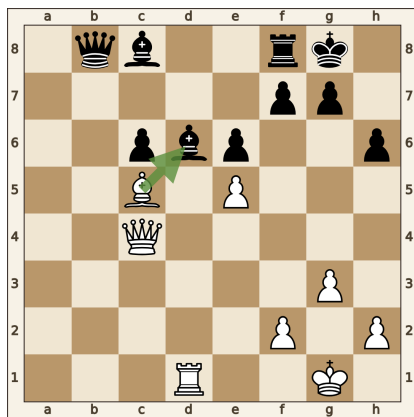


Puzzle 75: Rxa3+

Black to move — because it gives **check** and it wins the pawn.

Stuck? Attack the valuable piece in front. When it steps aside, grab the one hiding behind it.

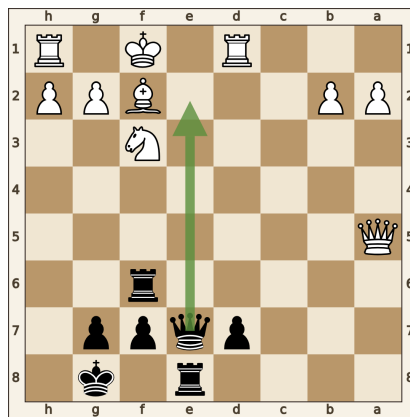
Double Attack



Puzzle 76: Bxd6

White to move — because it wins the bishop.

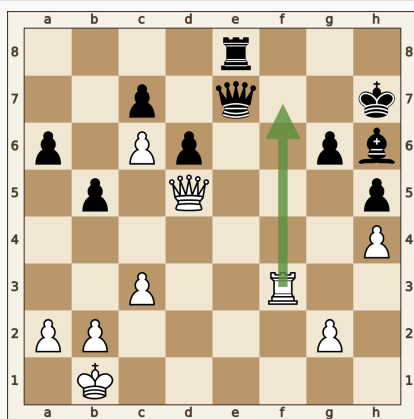
Stuck? Find the move that points at two of their pieces at the same time.



Puzzle 77: Qe2+

Black to move — because it gives **check**.

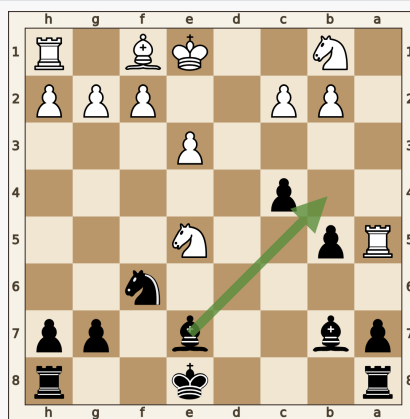
Stuck? Make one threat that hits two targets — they can only answer one.



Puzzle 78: Rf7+

White to move — because it gives **check**.

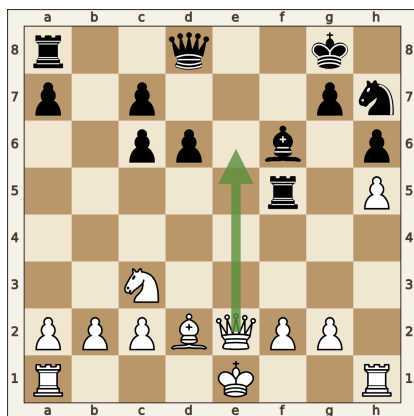
Stuck? Aim a single move at two weak spots at once and win one of them.



Puzzle 79: Bb4+

Black to move — because it gives **check**.

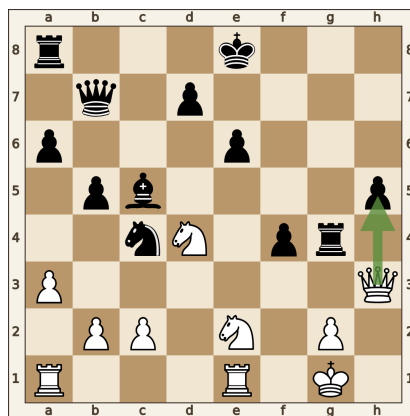
Stuck? Find the move that points at two of their pieces at the same time.



Puzzle 80: Qe6+

White to move — because it gives **check**.

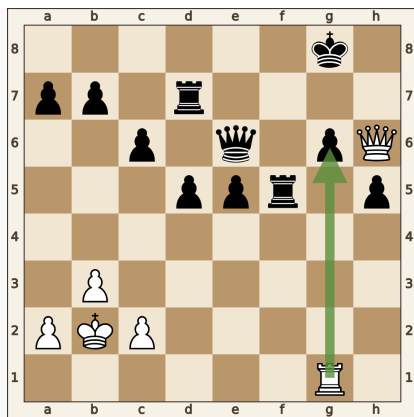
Stuck? Make one threat that hits two targets — they can only answer one.



Puzzle 81: Qxh5+

White to move — because it gives **check** and it wins the pawn.

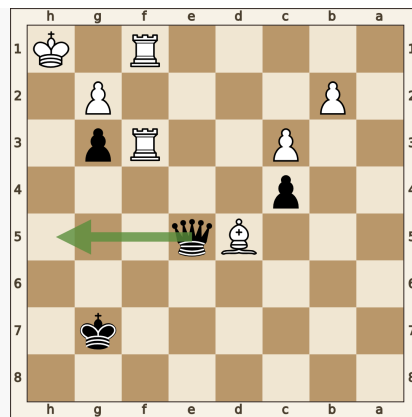
Stuck? Aim a single move at two weak spots at once and win one of them.



Puzzle 82: Rxc6+

White to move — because it gives **check** and it wins the pawn.

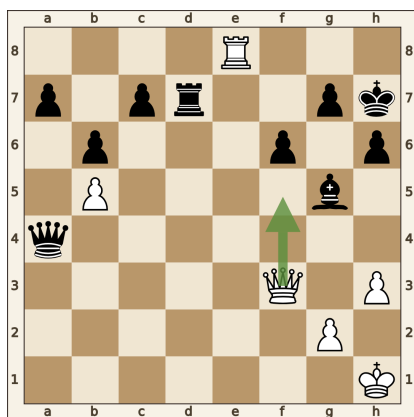
Stuck? Find the move that points at two of their pieces at the same time.



Puzzle 83: Qh5+

Black to move — because it gives **check**.

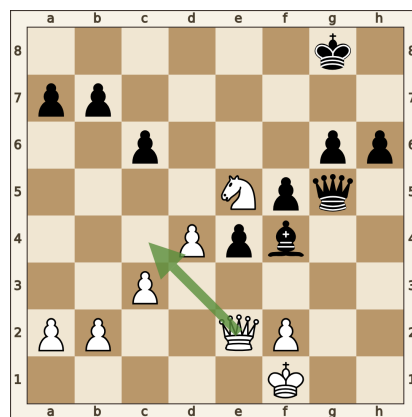
Stuck? Make one threat that hits two targets — they can only answer one.



Puzzle 84: Qf5+

White to move — because it gives **check**.

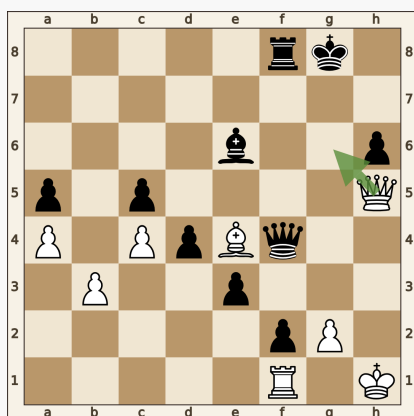
Stuck? Aim a single move at two weak spots at once and win one of them.



Puzzle 85: Qc4+

White to move — because it gives **check**.

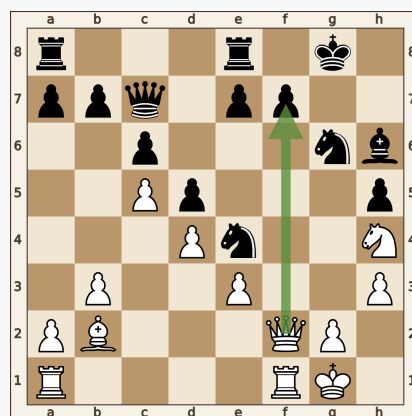
Stuck? Find the move that points at two of their pieces at the same time.



Puzzle 86: Qxg6+

White to move — because it gives **check**.

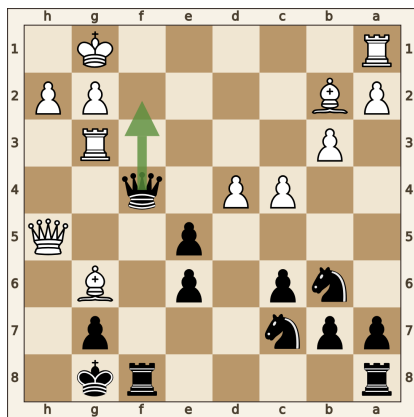
Stuck? Make one threat that hits two targets — they can only answer one.



Puzzle 87: Qxf7+

White to move — because it gives **check** and it wins the pawn.

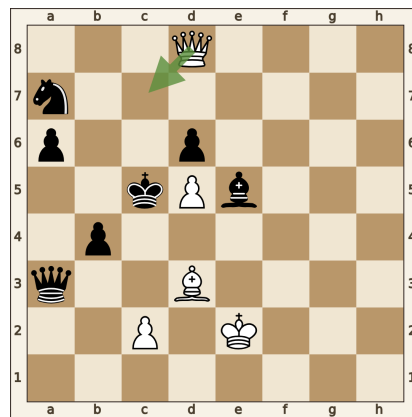
Stuck? Aim a single move at two weak spots at once and win one of them.



Puzzle 88: Qf2+

Black to move — because it gives **check**.

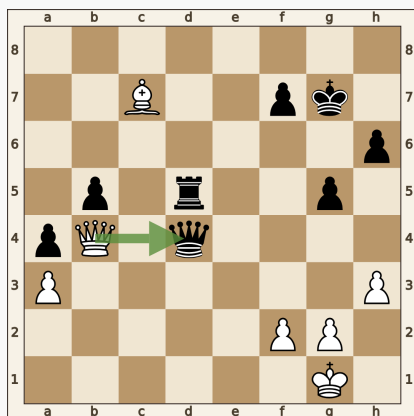
Stuck? Find the move that points at two of their pieces at the same time.



Puzzle 89: Qc7+

White to move — because it gives **check**.

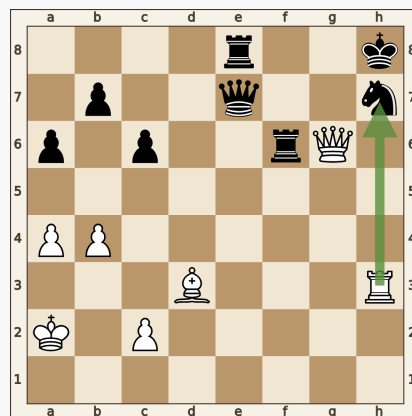
Stuck? Make one threat that hits two targets — they can only answer one.



Puzzle 90: Qxd4+

White to move — because it gives **check** and it wins the queen.

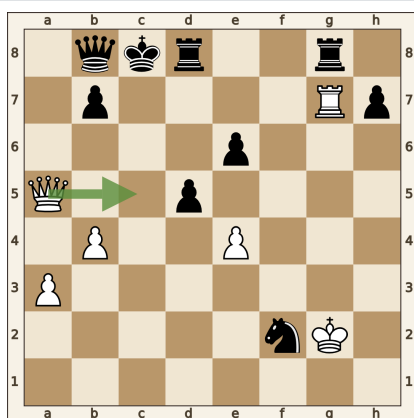
Stuck? Aim a single move at two weak spots at once and win one of them.



Puzzle 91: Rxh7+

White to move — because it gives **check** and it wins the knight.

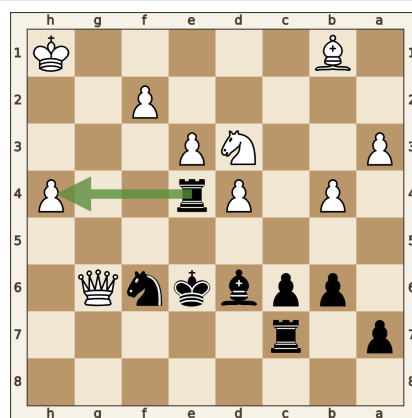
Stuck? Find the move that points at two of their pieces at the same time.



Puzzle 92: Qc5+

White to move — because it gives **check**.

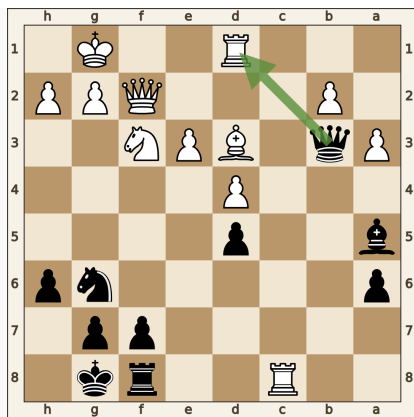
Stuck? Make one threat that hits two targets — they can only answer one.



Puzzle 93: Rxh4+

Black to move — because it gives **check** and it wins the pawn.

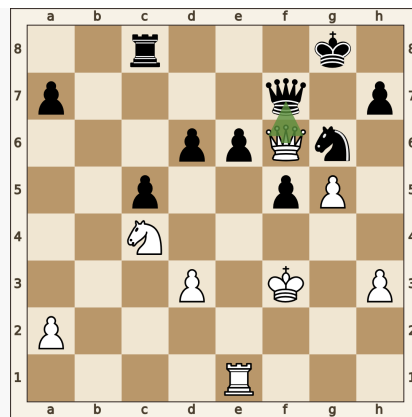
Stuck? Aim a single move at two weak spots at once and win one of them.



Puzzle 94: Qxd1+

Black to move — because it gives **check** and it wins the rook.

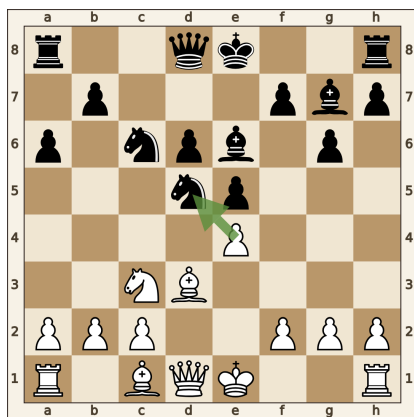
Stuck? Find the move that points at two of their pieces at the same time.



Puzzle 95: Qxf7+

White to move — because it gives **check** and it wins the queen.

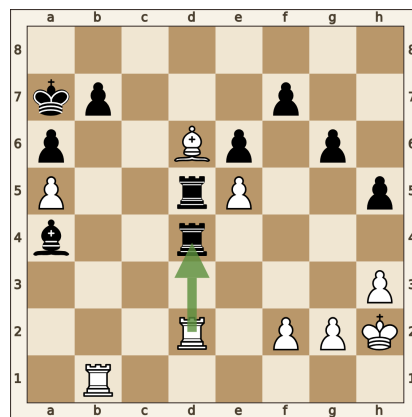
Stuck? Make one threat that hits two targets — they can only answer one.



Puzzle 96: exd5

White to move — because it wins the knight.

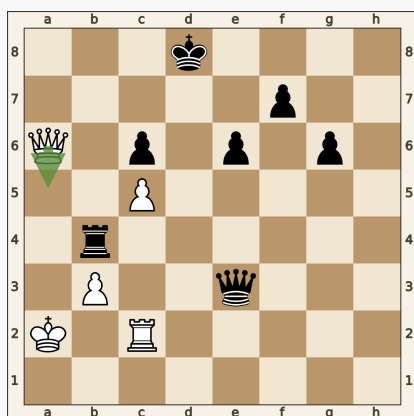
Stuck? Aim a single move at two weak spots at once and win one of them.



Puzzle 97: Rxd4

White to move — because it wins the rook.

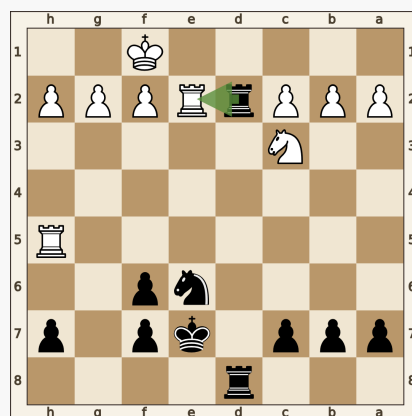
Stuck? Find the move that points at two of their pieces at the same time.



Puzzle 98: Qa5+

White to move — because it gives **check**.

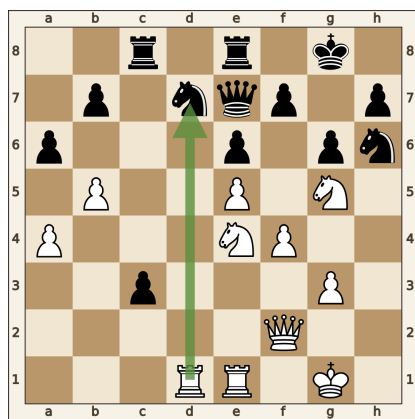
Stuck? Make one threat that hits two targets — they can only answer one.



Puzzle 99: Rxe2

Black to move — because it wins the rook.

Stuck? Aim a single move at two weak spots at once and win one of them.

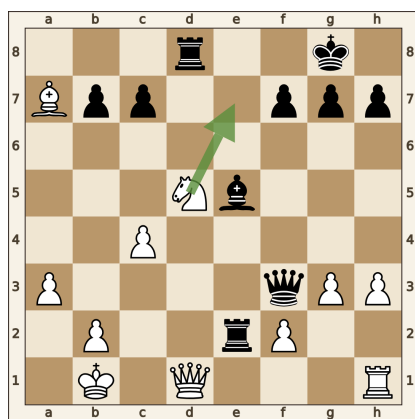


Puzzle 100: Rxd7

White to move — because it wins the knight.

Stuck? Find the move that points at two of their pieces at the same time.

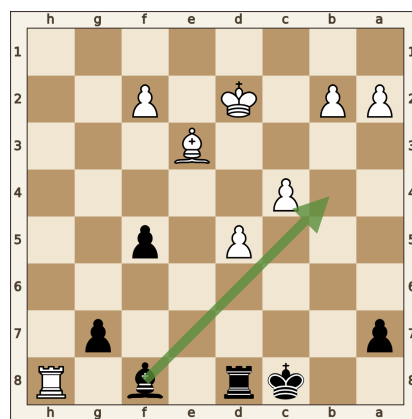
Discovered Attack



Puzzle 101: Ne7+

White to move — because it gives **check**.

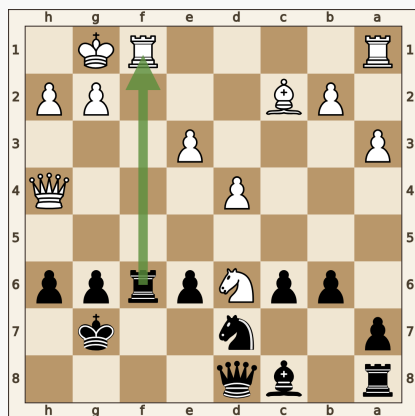
Stuck? Move one piece out of the way so the piece behind it does the attacking.



Puzzle 102: Bb4+

Black to move — because it gives **check**.

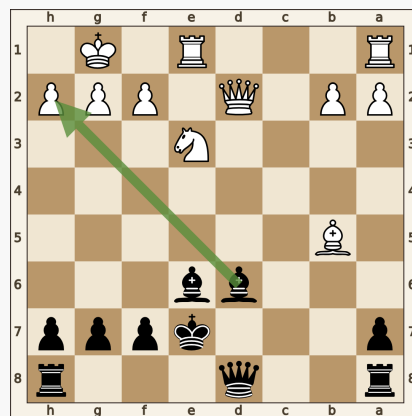
Stuck? Slide the front piece aside — and give check as you go if you can — to unleash the piece behind.



Puzzle 103: Rxf1+

Black to move — because it gives **check** and it wins the rook.

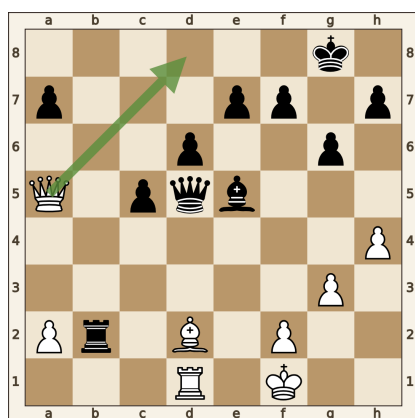
Stuck? Step your piece off the line to reveal a hidden attacker aimed right at their piece.



Puzzle 104: Bxh2+

Black to move — because it gives **check** and it wins the pawn.

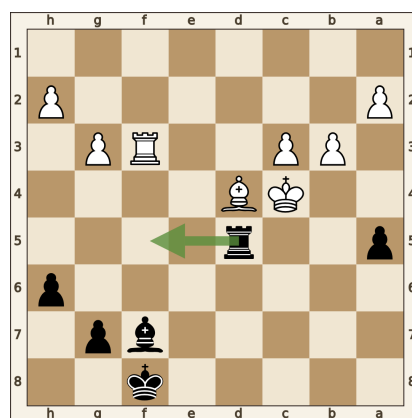
Stuck? Move one piece out of the way so the piece behind it does the attacking.



Puzzle 105: Qd8+

White to move — because it gives **check**.

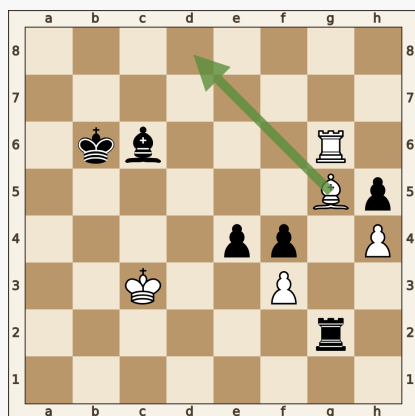
Stuck? Slide the front piece aside — and give check as you go if you can — to unleash the piece behind.



Puzzle 106: Rf5+

Black to move — because it gives **check**.

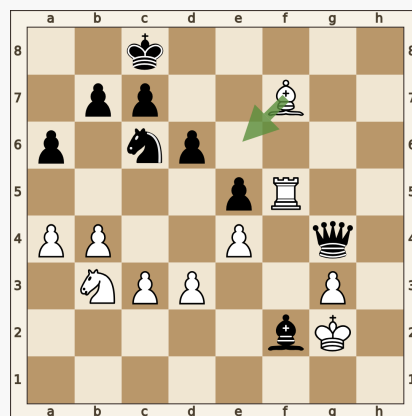
Stuck? Step your piece off the line to reveal a hidden attacker aimed right at their piece.



Puzzle 107: Bd8+

White to move — because it gives **check**.

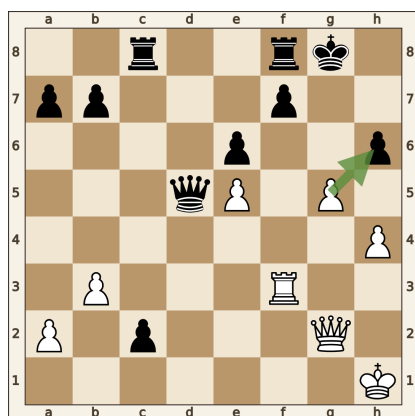
Stuck? Move one piece out of the way so the piece behind it does the attacking.



Puzzle 108: Be6+

White to move — because it gives **check**.

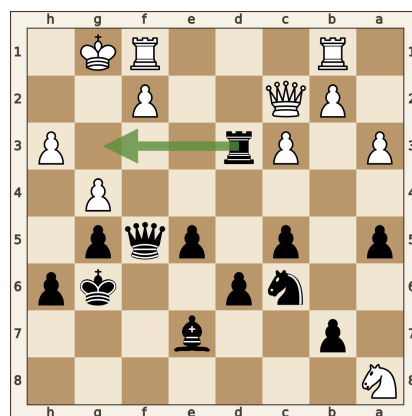
Stuck? Slide the front piece aside — and give check as you go if you can — to unleash the piece behind.



Puzzle 109: gxh6+

White to move — because it gives **check** and it wins the pawn.

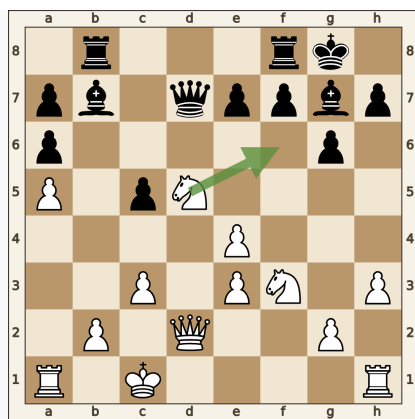
Stuck? Step your piece off the line to reveal a hidden attacker aimed right at their piece.



Puzzle 110: Rg3+

Black to move — because it gives **check**.

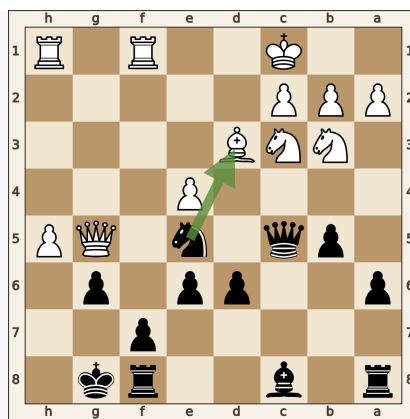
Stuck? Move one piece out of the way so the piece behind it does the attacking.



Puzzle 111: Nf6+

White to move — because it gives **check**.

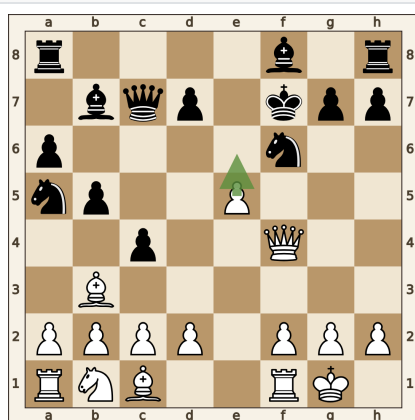
Stuck? Slide the front piece aside — and give check as you go if you can — to unleash the piece behind.



Puzzle 112: Nxh3+

Black to move — because it gives **check** and it wins the bishop.

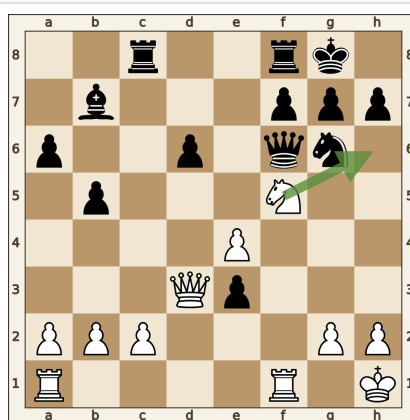
Stuck? Step your piece off the line to reveal a hidden attacker aimed right at their piece.



Puzzle 113: e6+

White to move — because it gives **check**.

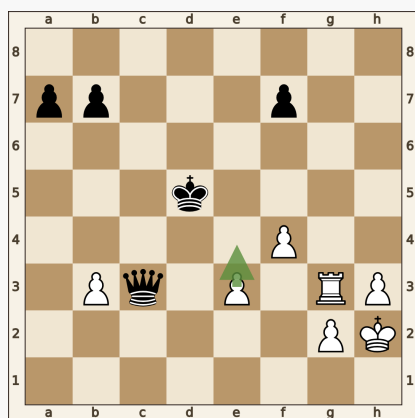
Stuck? Move one piece out of the way so the piece behind it does the attacking.



Puzzle 114: Nh6+

White to move — because it gives **check**.

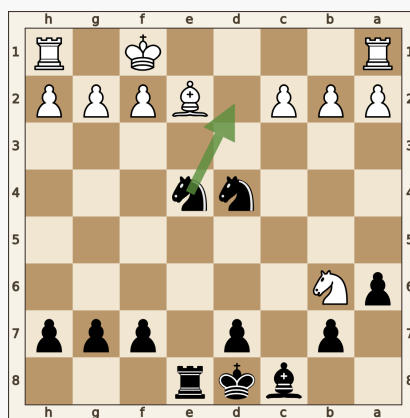
Stuck? Slide the front piece aside — and give check as you go if you can — to unleash the piece behind.



Puzzle 115: e4+

White to move — because it gives **check**.

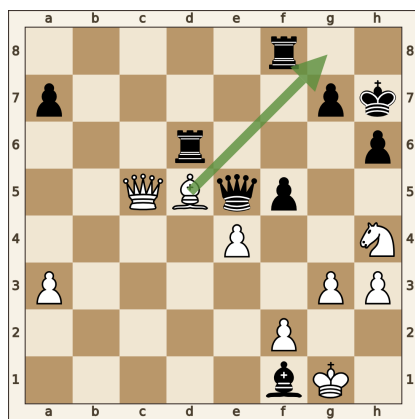
Stuck? Step your piece off the line to reveal a hidden attacker aimed right at their piece.



Puzzle 116: Nd2+

Black to move — because it gives **check**.

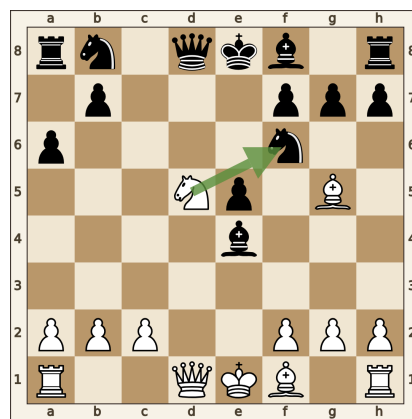
Stuck? Move one piece out of the way so the piece behind it does the attacking.



Puzzle 117: Bg8+

White to move — because it gives **check**.

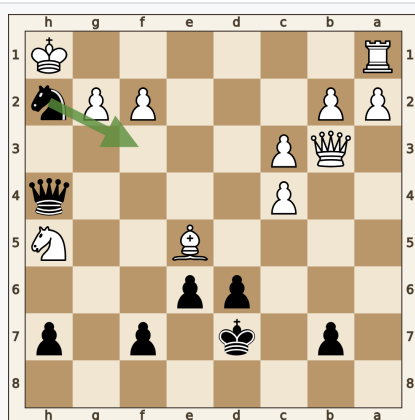
Stuck? Slide the front piece aside — and give check as you go if you can — to unleash the piece behind.



Puzzle 118: Nxf6+

White to move — because it gives **check** and it wins the knight.

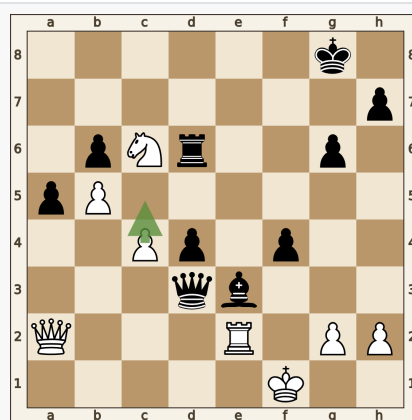
Stuck? Step your piece off the line to reveal a hidden attacker aimed right at their piece.



Puzzle 119: Nf3+

Black to move — because it gives **check**.

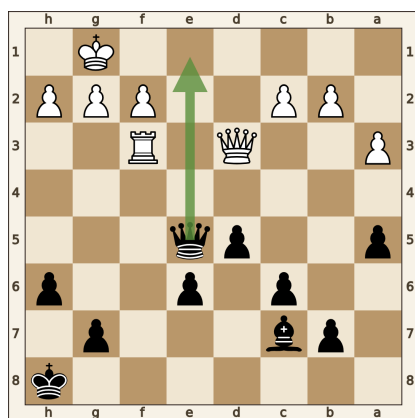
Stuck? Move one piece out of the way so the piece behind it does the attacking.



Puzzle 120: c5+

White to move — because it gives **check**.

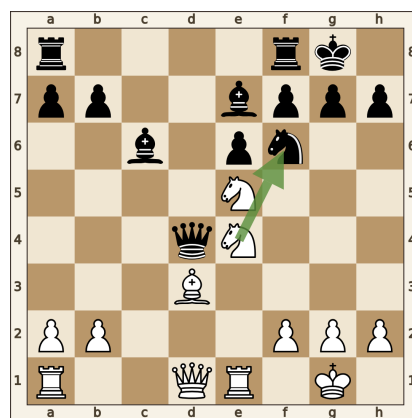
Stuck? Slide the front piece aside — and give check as you go if you can — to unleash the piece behind.



Puzzle 121: Qe1+

Black to move — because it gives **check**.

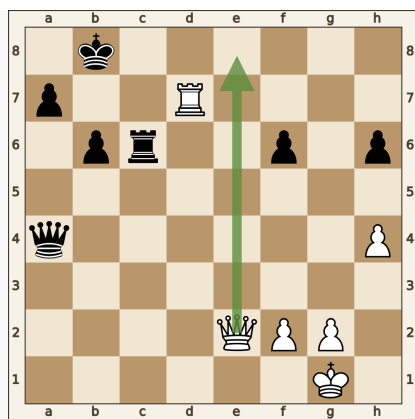
Stuck? Step your piece off the line to reveal a hidden attacker aimed right at their piece.



Puzzle 122: Nxf6+

White to move — because it gives **check** and it wins the knight.

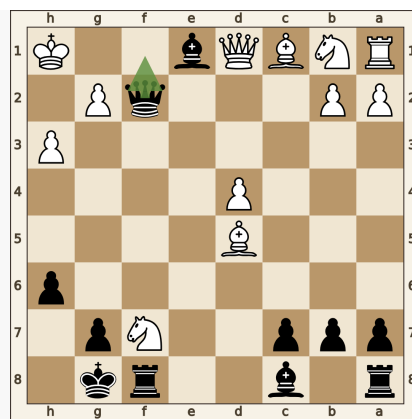
Stuck? Move one piece out of the way so the piece behind it does the attacking.



Puzzle 123: Qe8+

White to move — because it gives **check**.

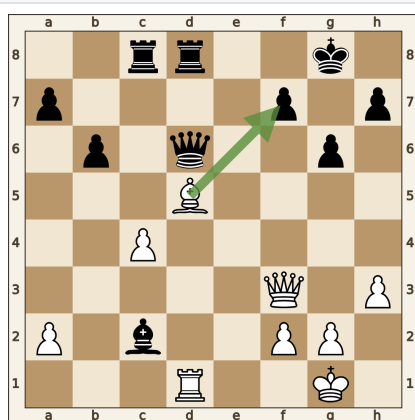
Stuck? Slide the front piece aside — and give check as you go if you can — to unleash the piece behind.



Puzzle 124: Qf1+

Black to move — because it gives **check**.

Stuck? Step your piece off the line to reveal a hidden attacker aimed right at their piece.

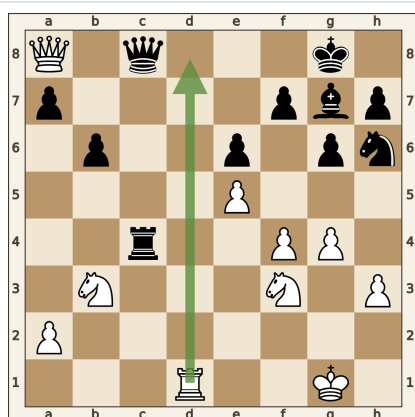


Puzzle 125: Bxf7+

White to move — because it gives **check** and it wins the pawn.

Stuck? Move one piece out of the way so the piece behind it does the attacking.

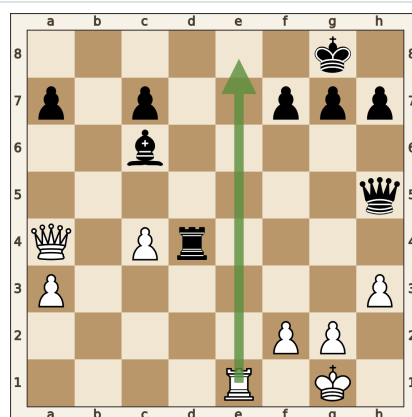
X-Ray



Puzzle 126: Rd8+

White to move — because it gives **check**.

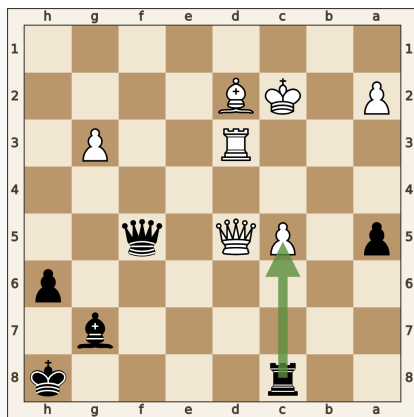
Stuck? Your piece sees straight through theirs to the target behind. Line it up and strike.



Puzzle 127: Re8+

White to move — because it gives **check**.

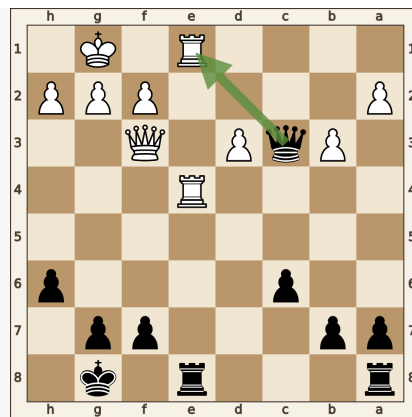
Stuck? Look right down the line — attack past the front piece to the one behind it.



Puzzle 128: Rxc5+

Black to move — because it gives **check** and it wins the pawn.

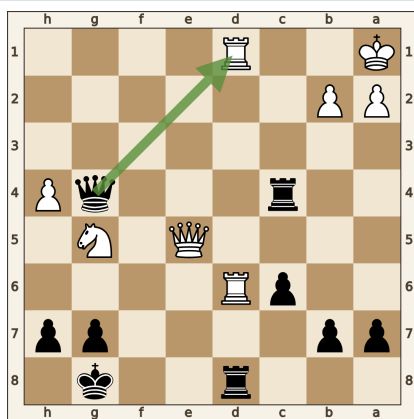
Stuck? Use your long-range piece to reach through and threaten what's hiding behind.



Puzzle 129: Qxe1+

Black to move — because it gives **check** and it wins the rook.

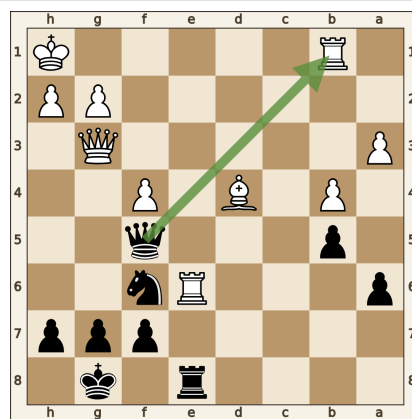
Stuck? Your piece sees straight through theirs to the target behind. Line it up and strike.



Puzzle 130: Qxd1+

Black to move — because it gives **check** and it wins the rook.

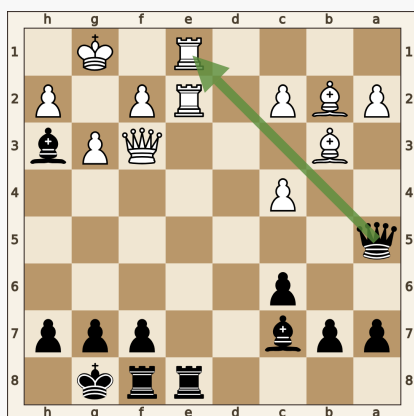
Stuck? Look right down the line — attack past the front piece to the one behind it.



Puzzle 131: Qxb1+

Black to move — because it gives **check** and it wins the rook.

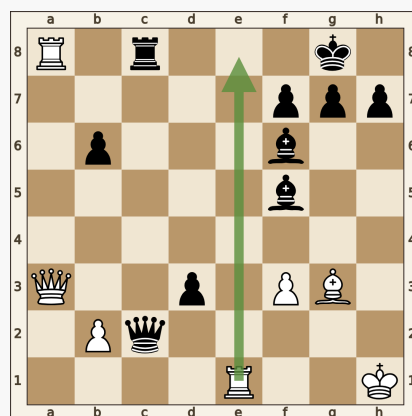
Stuck? Use your long-range piece to reach through and threaten what's hiding behind.



Puzzle 132: Qxe1+

Black to move — because it gives **check** and it wins the rook.

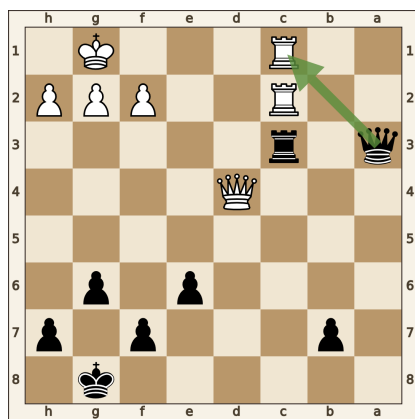
Stuck? Your piece sees straight through theirs to the target behind. Line it up and strike.



Puzzle 133: Re8+

White to move — because it gives **check**.

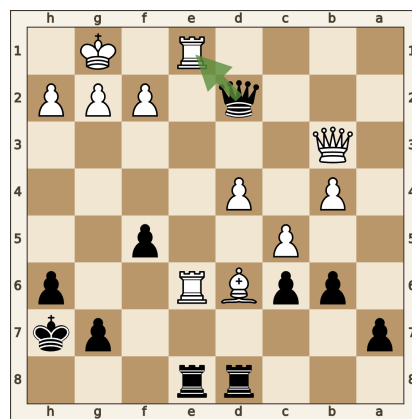
Stuck? Look right down the line — attack past the front piece to the one behind it.



Puzzle 134: Qxc1+

Black to move — because it gives **check** and it wins the rook.

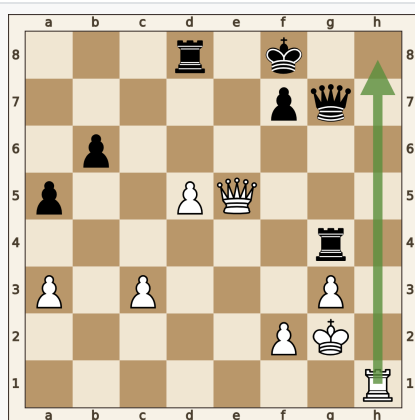
Stuck? Use your long-range piece to reach through and threaten what's hiding behind.



Puzzle 135: Qxe1+

Black to move — because it gives **check** and it wins the rook.

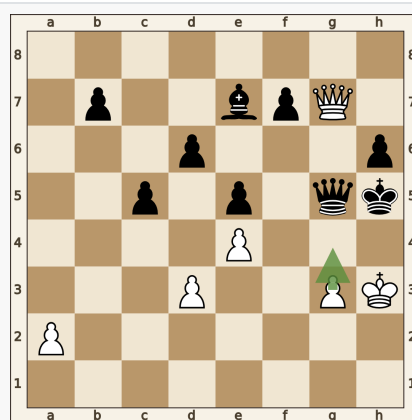
Stuck? Your piece sees straight through theirs to the target behind. Line it up and strike.



Puzzle 136: Rh8+

White to move — because it gives **check**.

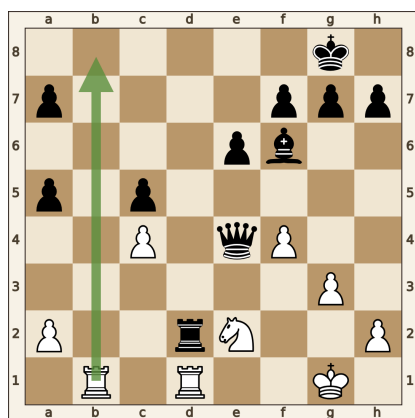
Stuck? Look right down the line — attack past the front piece to the one behind it.



Puzzle 137: g4+

White to move — because it gives **check**.

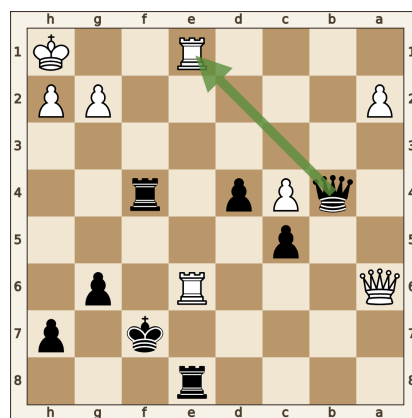
Stuck? Use your long-range piece to reach through and threaten what's hiding behind.



Puzzle 138: Rb8+

White to move — because it gives **check**.

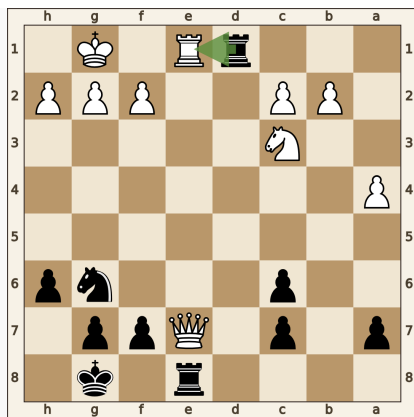
Stuck? Your piece sees straight through theirs to the target behind. Line it up and strike.



Puzzle 139: Qxe1+

Black to move — because it gives **check** and it wins the rook.

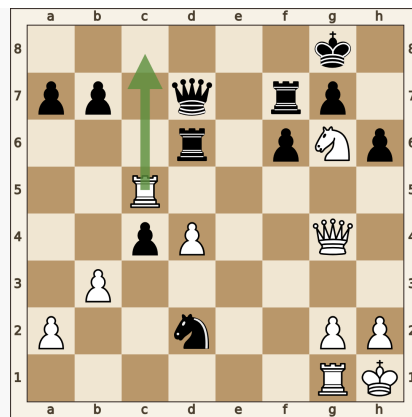
Stuck? Look right down the line — attack past the front piece to the one behind it.



Puzzle 140: Rxe1+

Black to move — because it gives **check** and it wins the rook.

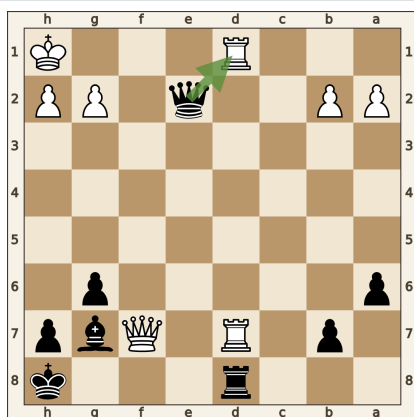
Stuck? Use your long-range piece to reach through and threaten what's hiding behind.



Puzzle 141: Rc8+

White to move — because it gives **check**.

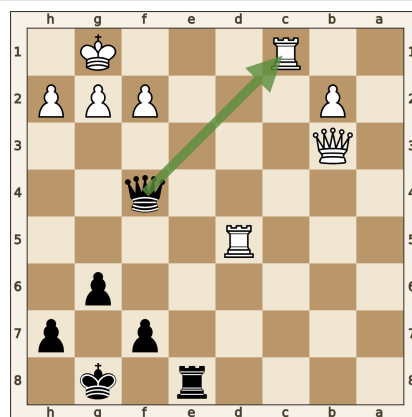
Stuck? Your piece sees straight through theirs to the target behind. Line it up and strike.



Puzzle 142: Qxd1+

Black to move — because it gives **check** and it wins the rook.

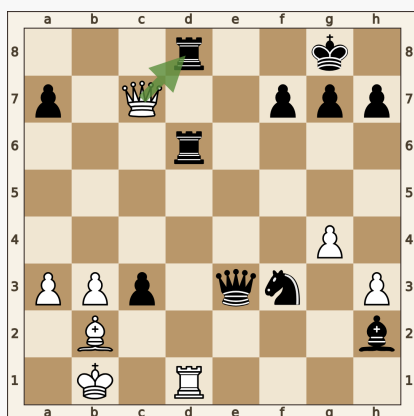
Stuck? Look right down the line — attack past the front piece to the one behind it.



Puzzle 143: Qxc1+

Black to move — because it gives **check** and it wins the rook.

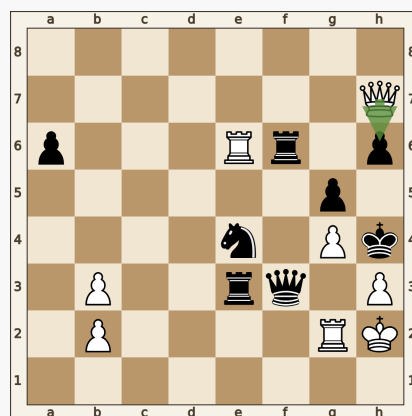
Stuck? Use your long-range piece to reach through and threaten what's hiding behind.



Puzzle 144: Qxd8+

White to move — because it gives **check** and it wins the rook.

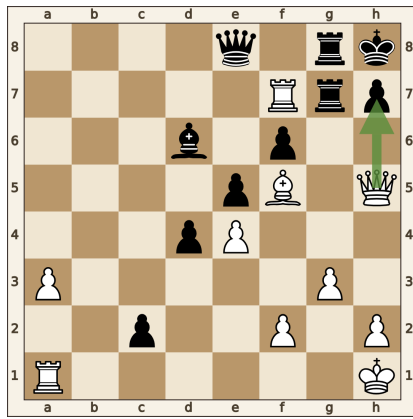
Stuck? Your piece sees straight through theirs to the target behind. Line it up and strike.



Puzzle 145: Qxh6+

White to move — because it gives **check** and it wins the pawn.

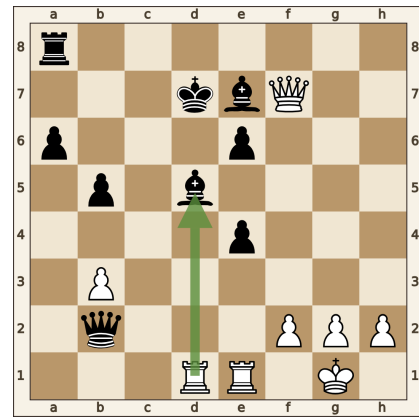
Stuck? Look right down the line — attack past the front piece to the one behind it.



Puzzle 146: Qxh7+

White to move — because it gives **check** and it wins the pawn.

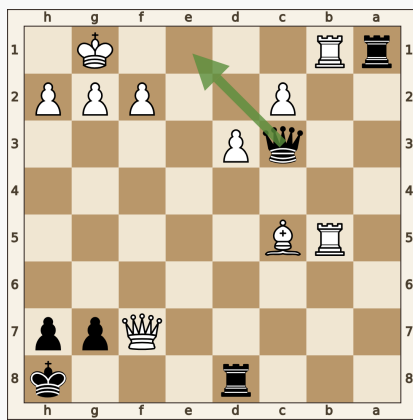
Stuck? Use your long-range piece to reach through and threaten what's hiding behind.



Puzzle 147: Rxd5+

White to move — because it gives **check** and it wins the bishop.

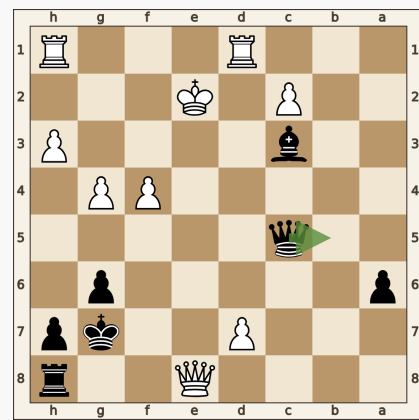
Stuck? Your piece sees straight through theirs to the target behind. Line it up and strike.



Puzzle 148: Qe1+

Black to move — because it gives **check**.

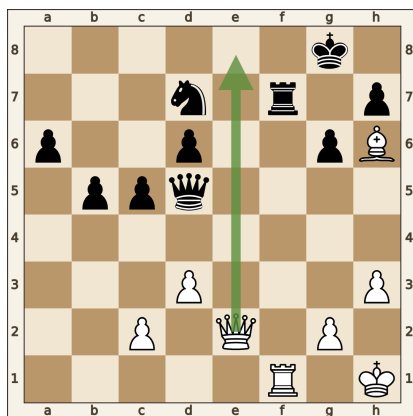
Stuck? Look right down the line — attack past the front piece to the one behind it.



Puzzle 149: Qb5+

Black to move — because it gives **check**.

Stuck? Use your long-range piece to reach through and threaten what's hiding behind.



Puzzle 150: Qe8+

White to move — because it gives **check**.

Stuck? Your piece sees straight through theirs to the target behind. Line it up and strike.

Chess Detective — answers

- **Case 1:** it's a **Discovered Attack** — Qe8+
- **Case 2:** it's a **Discovered Attack** — Qf1+

- **Case 3:** it's a **Discovered Attack** — Bxf7+
- **Case 4:** it's a **Double Attack** — Qa5+
- **Case 5:** it's a **Double Attack** — Rxe2
- **Case 6:** it's a **Double Attack** — Rxd7
- **Case 7:** it's a **Pin** — Rh8+
- **Case 8:** it's a **Pin** — Nxb6+
- **Case 9:** it's a **Pin** — Ng6#
- **Case 10:** it's a **Pin** — Ra8
- **Case 11:** it's a **Pin** — Nf6+
- **Case 12:** it's a **Pin** — Bc4

Well done!

You worked through **150 puzzles** and met the whole cast. Every tactic you spotted here you'll spot again in your own games — that's how chess players get strong: one pattern at a time.

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