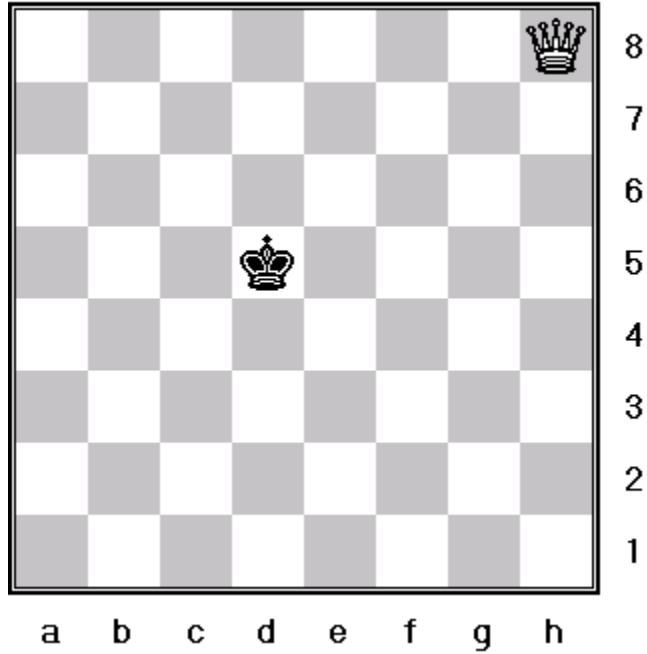


Check And Checkmate

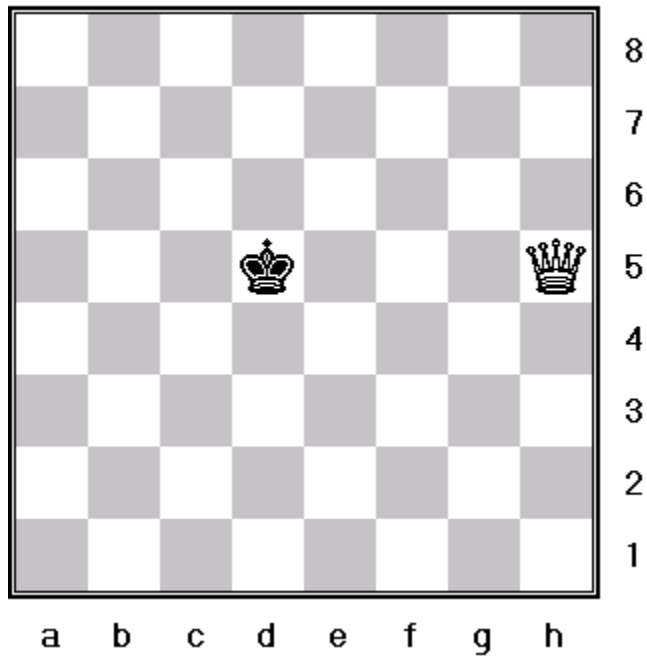
Check

Check is when the square the king occupies is attacked by one or more of your opponent's pieces as seen in the diagram below.

White To Move



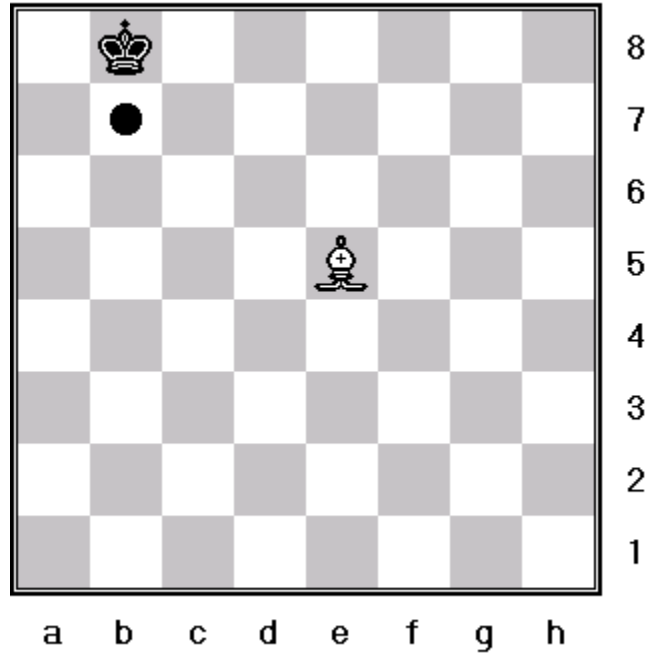
Black Is Now In Check.



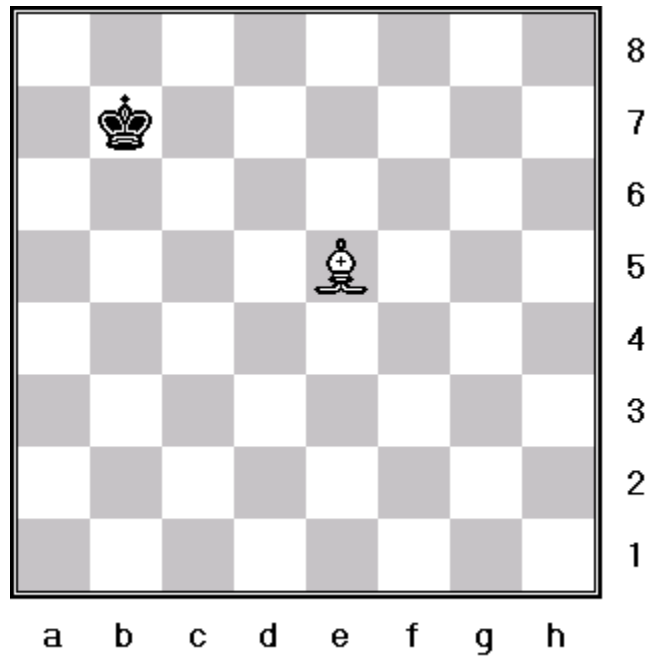
When your king is in check there can be as many as 3 things you can do to get out of check. You can:

1. Capture the piece putting your king in check;
2. Block the check by placing 1 of your pieces in the way;
3. Move your king to a safe square where it cannot be captured.

Black Is In Check.

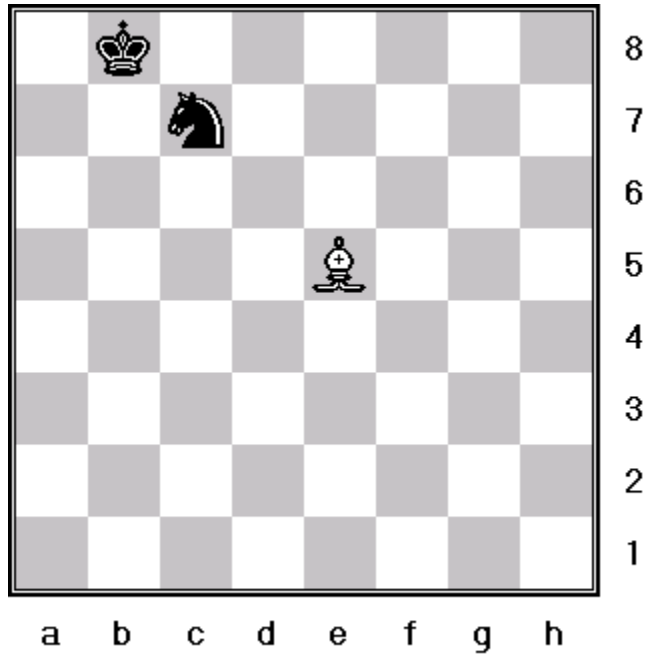
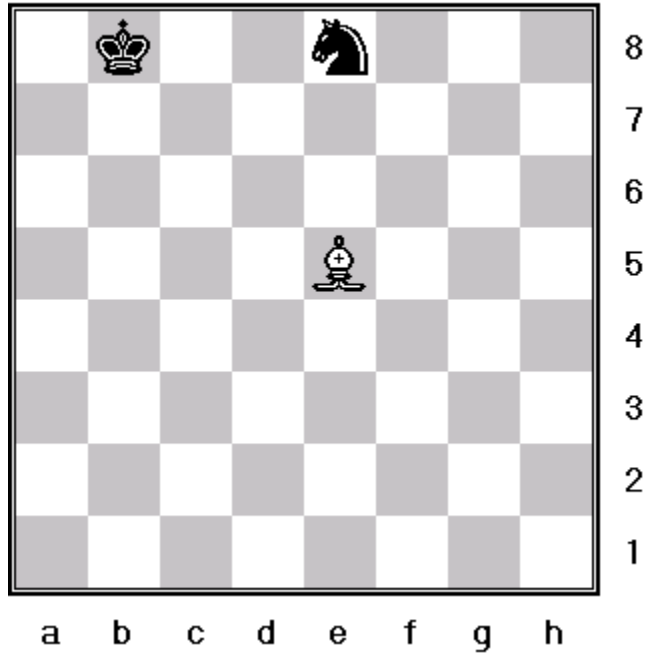


But Can Move Out Of Check



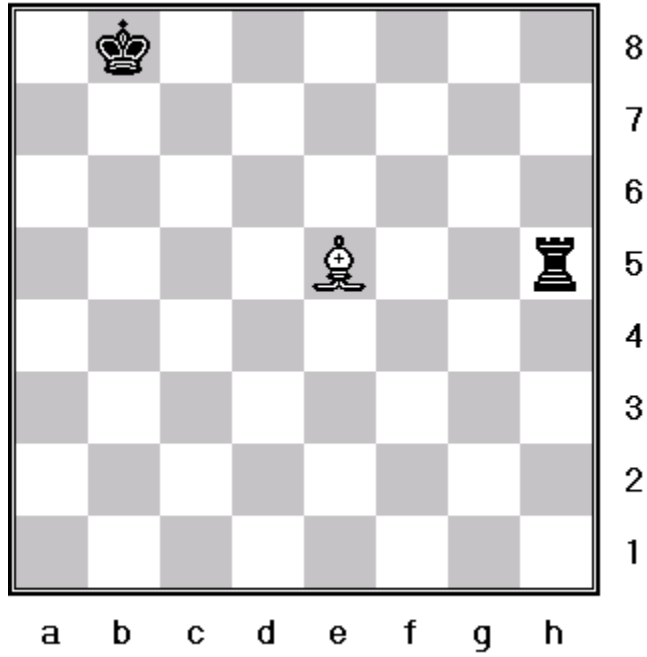
Black Is Now Out Of Check.

Black Can Block Check

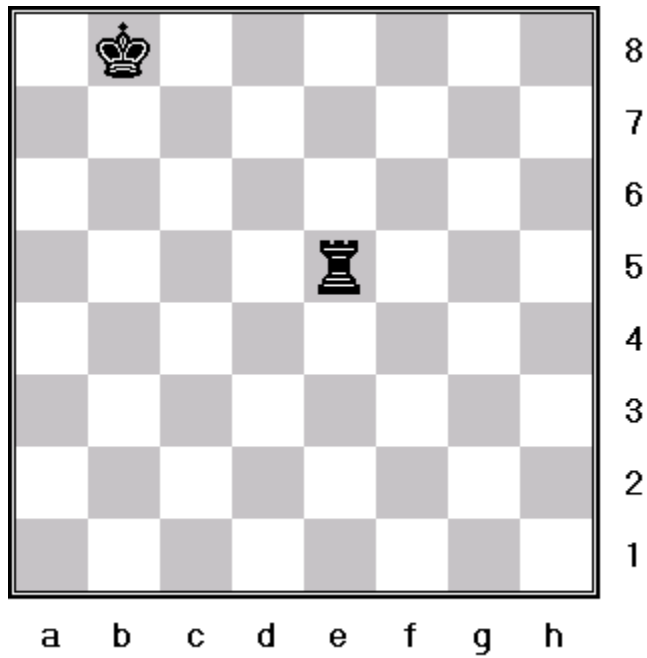


Check Is Cancelled

Black Is In Check.



But Can Capture The Checking Piece.

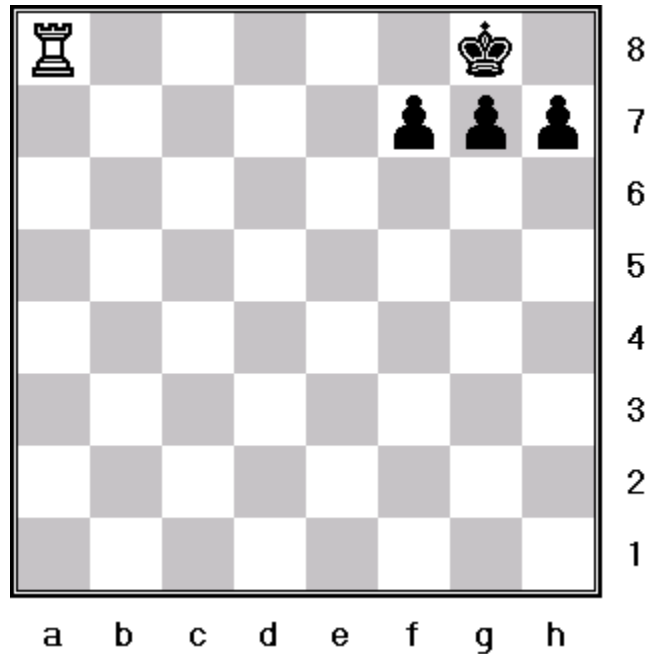


Check Is Cancelled.

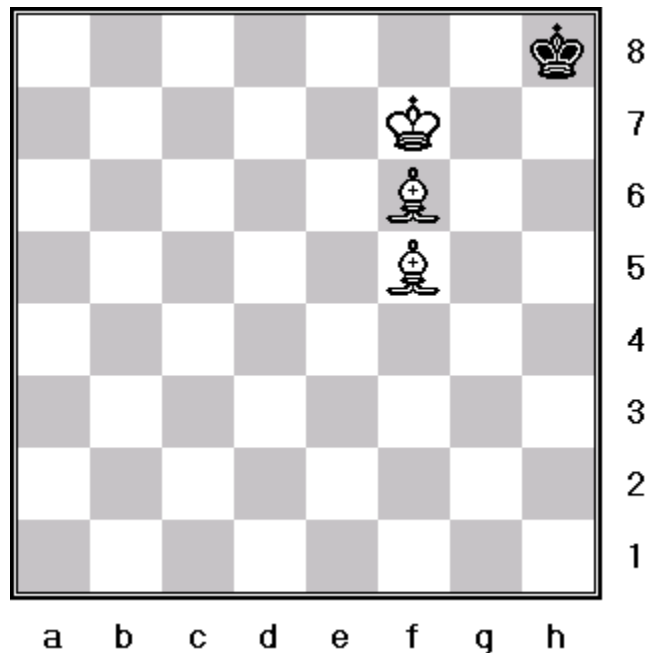
Checkmate

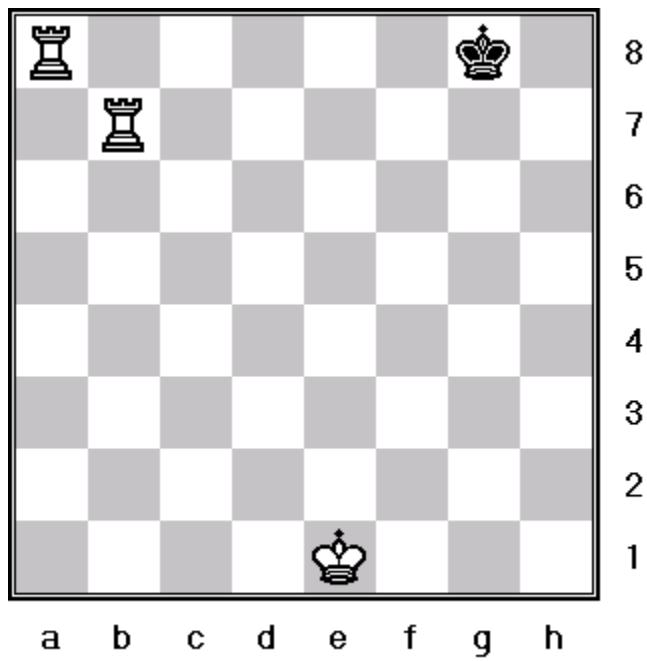
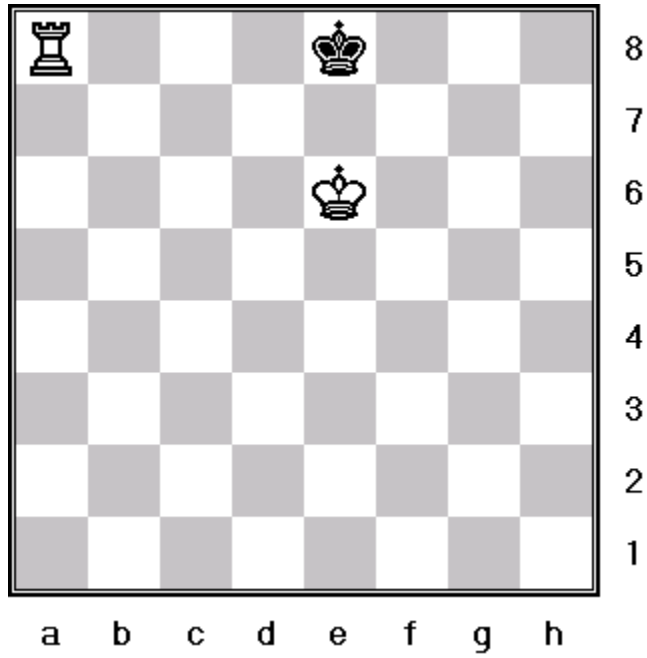
The object of each player in the game of chess is to win the game by checkmating their opponent's king. A king is checkmated when the square it occupies is attacked by 1 or more of the opponent's pieces and the king is unable to capture, block, or move out of check.

In the following diagram black's king is in check, but is unable to capture, block, or move out of check. Therefore black is checkmated. White wins!



In chess the king's cannot put each other in check. They must always remain 1 square away from each other as in the following diagrams (in which black is checkmated in both.).





Black's King Is Checkmated!