



Basic checkmate by two rooks

How to win the game?

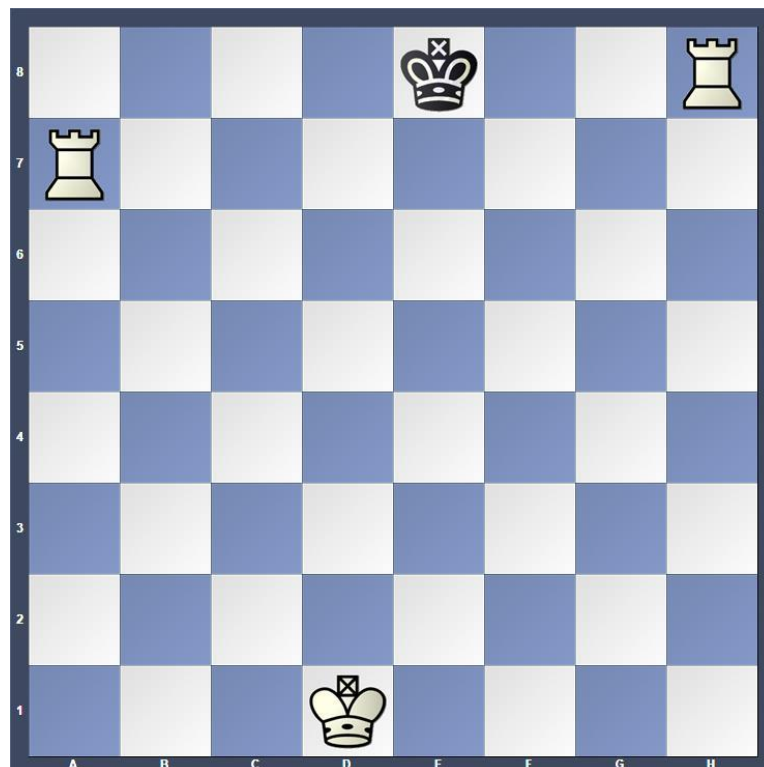
Checkmate is a game position in chess in which a player's king is in check (threatened with *capture*) and there is no way to remove the threat.

Checkmating the opponent wins the game.

Two rooks checkmate is the basic concept for beginners, how to use your forces to target your opponent.

- One rook attacks the king
- The other rook controls the possible escaping squares of the king

Example:

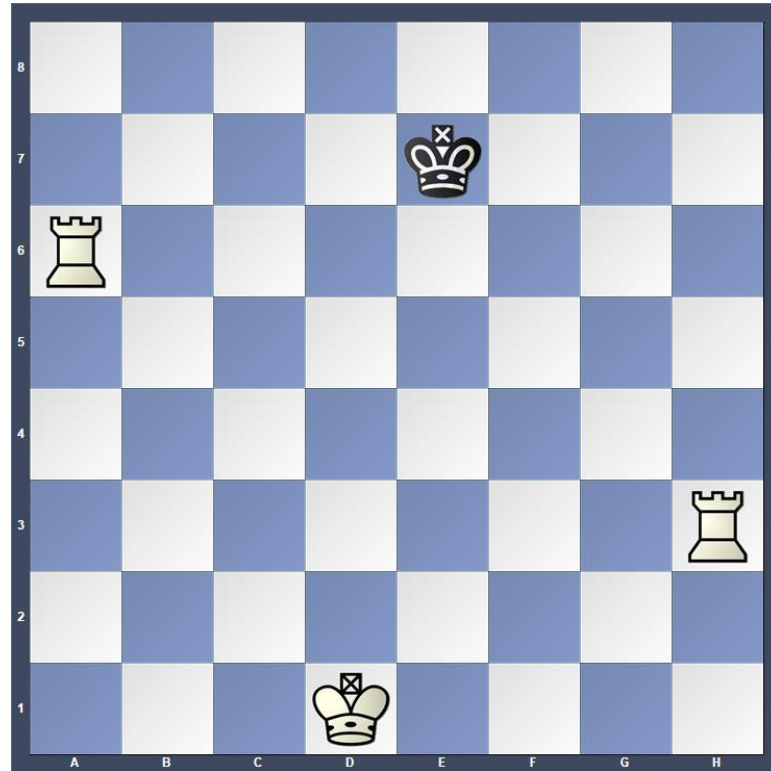


The black king is under attack, and there's no way for him to escape.

White won.



Exercise



Try to find out, how can white wins in two moves?

Remember, the concept of controlling the possible escaping squares of the king is always important.