



# Chess Puzzles

Volume 2

Easy



**400 Puzzles + 50 Bonus Puzzles**

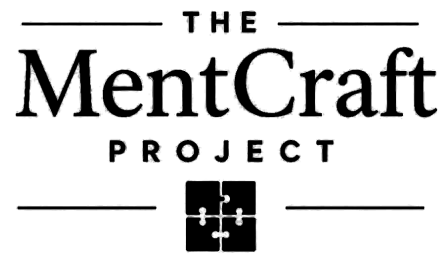
Find the Best Move - Complete Answer Key

Legal Positions - Carefully Graded

GREAT FOR ALL AGES

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# Chess Puzzles

Easy - Volume 2

Find the Best Move

**450 Puzzles Including 50 Bonus Puzzles**

## For David

My son, you have a wonderful mind.  
Always remain curious and never assume you know everything.

## How to Get the Most Out of This Book

Every MentCraft collection starts from a simple idea: different minds grow stronger in different ways. Chess has a special place in that family. A single position can ask you to notice a hidden threat, compare tempting ideas, calculate a few moves ahead, and then trust the line that survives your own questions. It brings together pattern recognition, calculation, imagination, and the quiet satisfaction of seeing a position clearly.

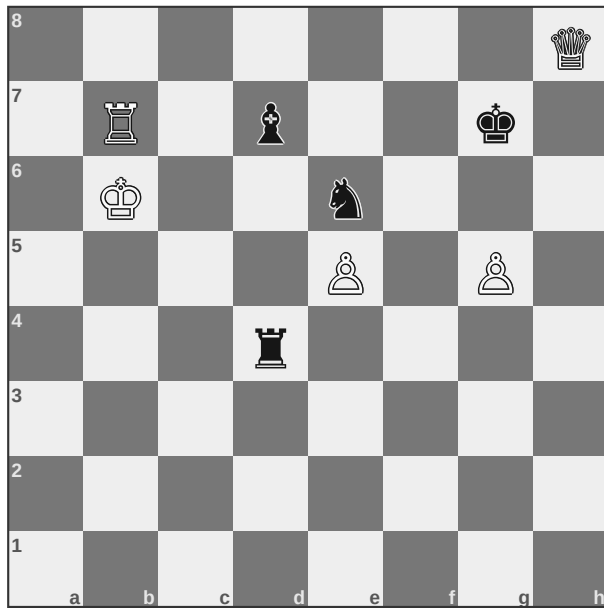
Each puzzle in this book asks one simple question: What is the best move? White is always shown at the bottom of the board, and the label beneath the diagram tells you whose turn it is. Before you turn to the solutions, give the position a little time. Look for checks, captures, threats, loose pieces, vulnerable kings, and tactical patterns - but don't stop at the first move that looks good. Ask what your opponent would play next.

This Easy volume is designed to build confidence without turning chess into a race. Some ideas will appear quickly; others will reward a second look. The aim is not only to solve more puzzles, but to become more observant, more disciplined in your calculation, and more comfortable spotting possibilities that might once have escaped you. If a puzzle makes you pause, that pause is part of the training.

You'll find 400 main puzzles and 50 bonus puzzles, followed by complete solutions in standard algebraic notation. In the solutions, x marks a capture, + a check, # checkmate, and O-O / O-O-O castling. Every published position is carefully checked for legality and a clear best move. Use the My Notes line whenever it helps you compare ideas, remember a pattern, or capture the reason a move works. Take your time, enjoy the process, and let every position make the next one a little easier to see.

## Puzzle 001

EASY

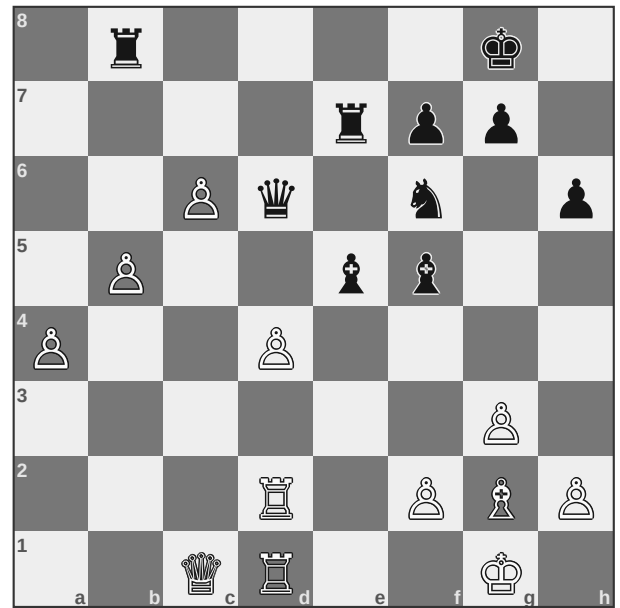
**BLACK TO MOVE**

Find the best move.

My Notes: \_\_\_\_\_

## Puzzle 002

EASY

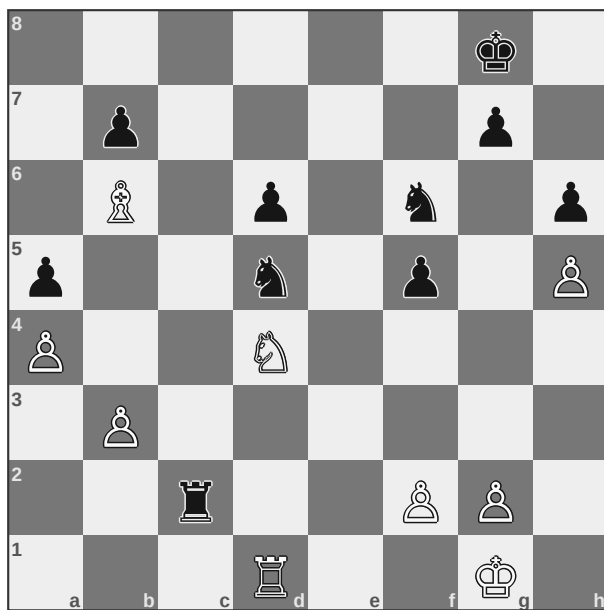
**WHITE TO MOVE**

Find the best move.

My Notes: \_\_\_\_\_

## Puzzle 003

EASY

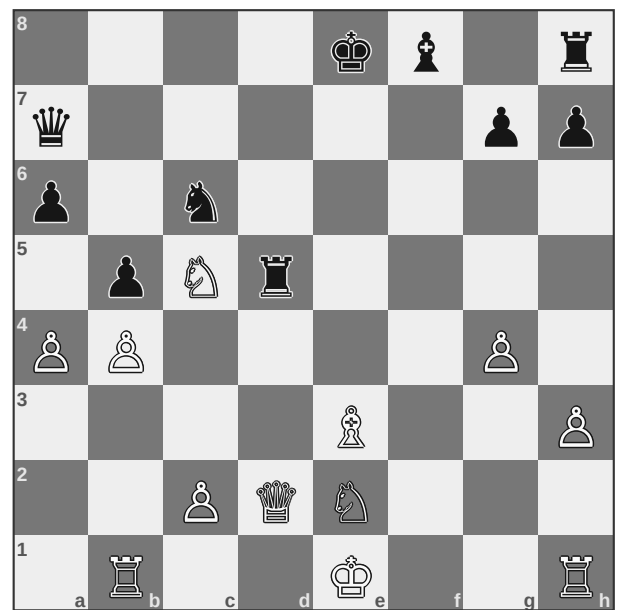
**WHITE TO MOVE**

Find the best move.

My Notes: \_\_\_\_\_

## Puzzle 004

EASY

**BLACK TO MOVE**

Find the best move.

My Notes: \_\_\_\_\_

## EASY



## EASY



## EASY



## EASY



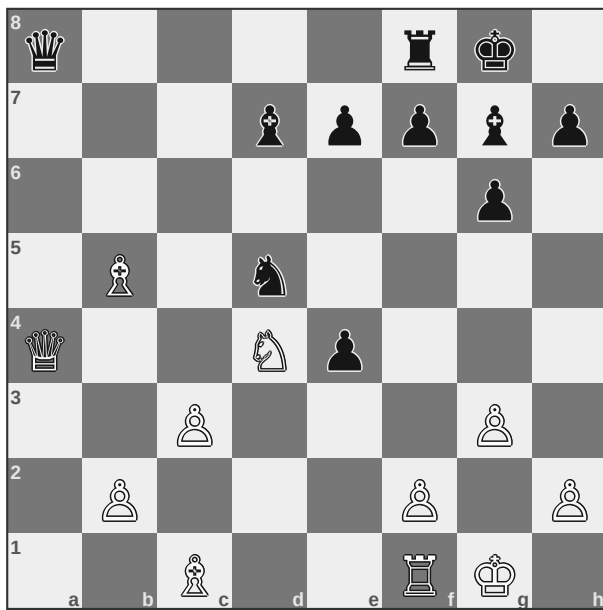
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## BONUS PUZZLES

Our gift to you for choosing this book.  
50 extra Easy positions to keep your momentum going.

## Puzzle 401

EASY

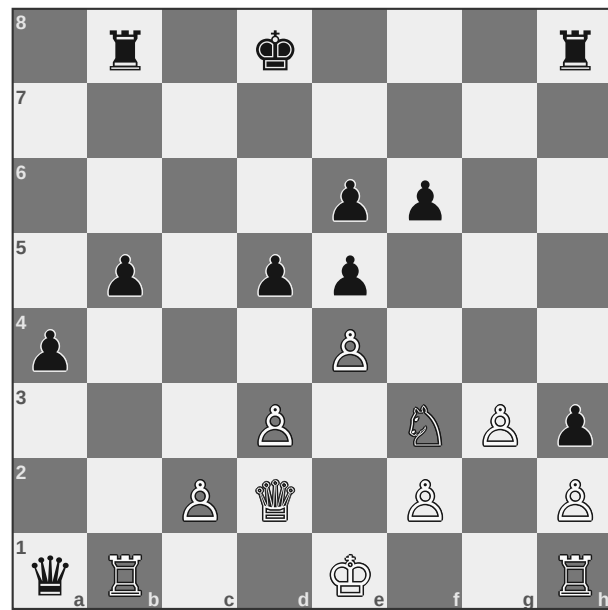
**BLACK TO MOVE**

Find the best move.

My Notes: \_\_\_\_\_

## Puzzle 402

EASY

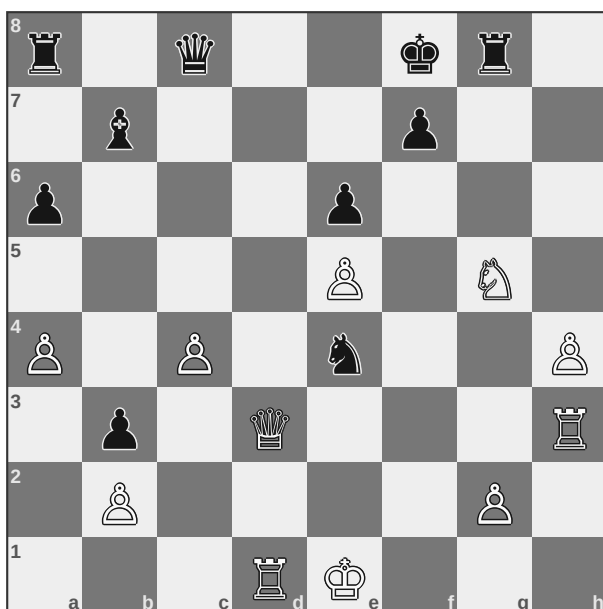
**BLACK TO MOVE**

Find the best move.

My Notes: \_\_\_\_\_

## Puzzle 403

EASY

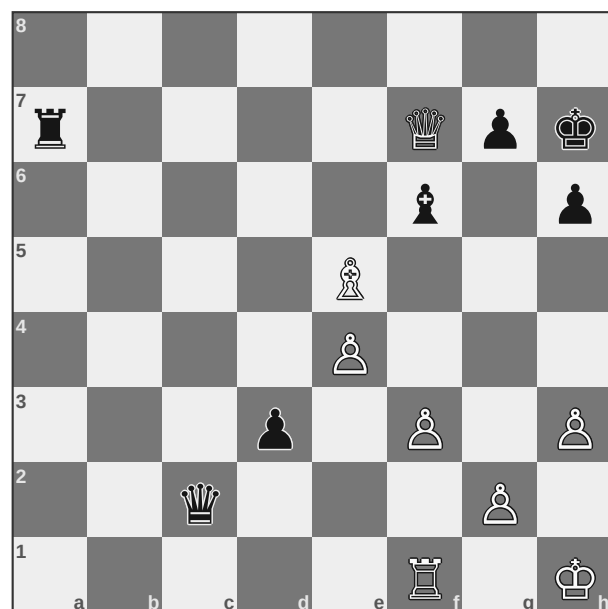
**WHITE TO MOVE**

Find the best move.

My Notes: \_\_\_\_\_

## Puzzle 404

EASY

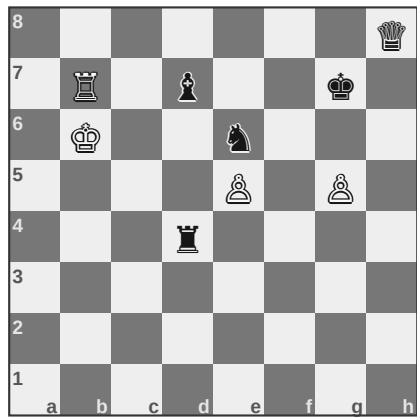
**WHITE TO MOVE**

Find the best move.

My Notes: \_\_\_\_\_

Puzzle 001

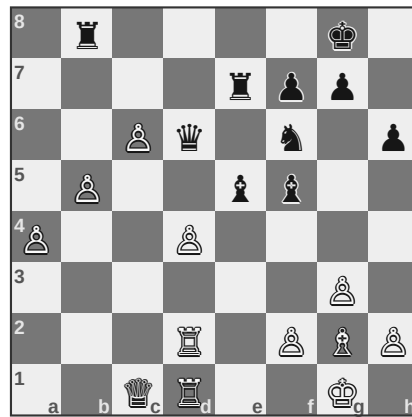
E



54... Kxh8 55. Ka5 Kg7 56. Rb3

Puzzle 002

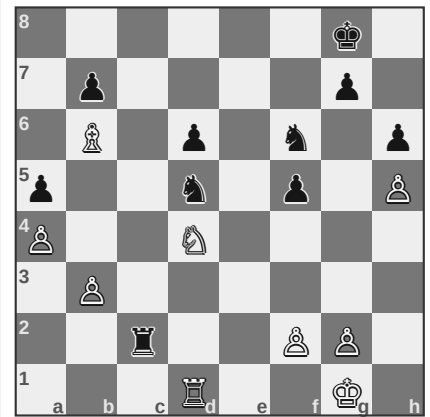
E



29. dxe5 Qxe5 30. h3 Kh7

Puzzle 003

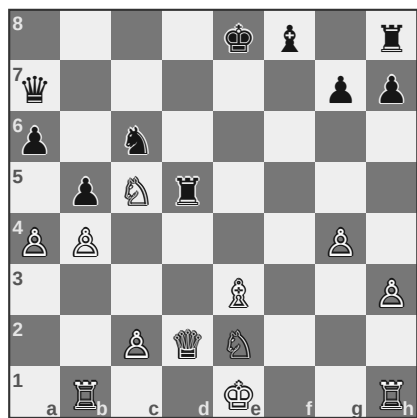
E



31. Nxc2 Nxb6 32. Rxd6 Nbd7

Puzzle 004

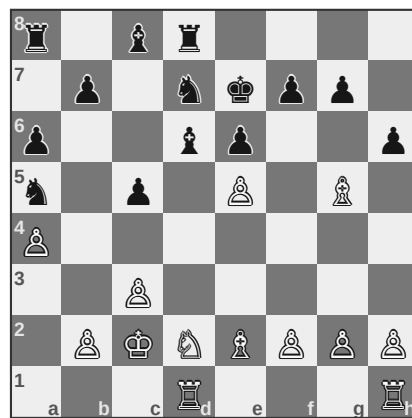
E



24... Rxd2 25. Kxd2 Ne5 26. Bd4

Puzzle 005

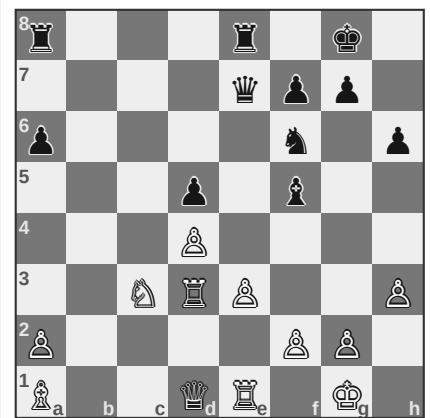
E



17... hxg5 18. exd6+ Kf8 19. g4

Puzzle 006

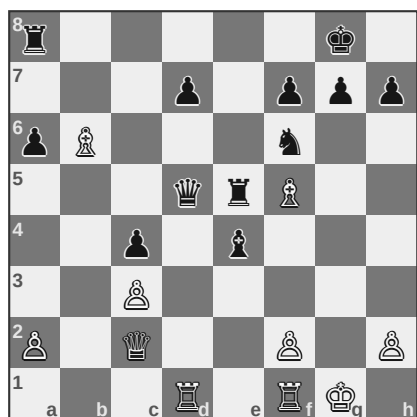
E



21... Bxd3 22. Qxd3 Qb4 23. f3

Puzzle 007

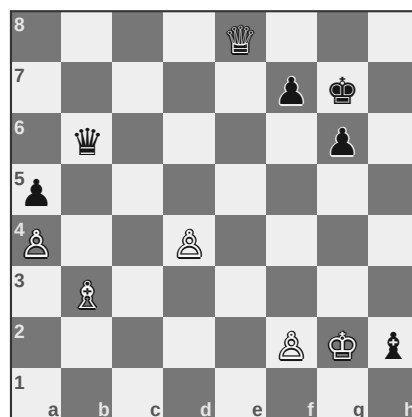
E



23. Rxd5 Rxf5 24. Qxe4 Rxd5

Puzzle 008

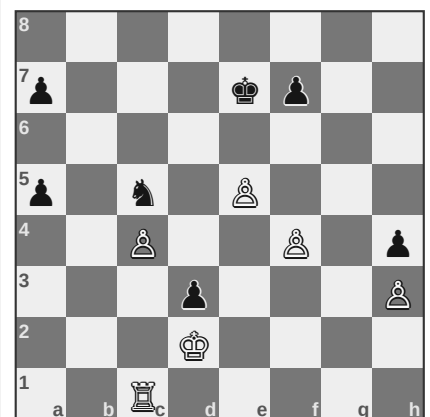
E



55. Qxf7+ Kh6 56. Kxh2 Qxd4

Puzzle 009

E

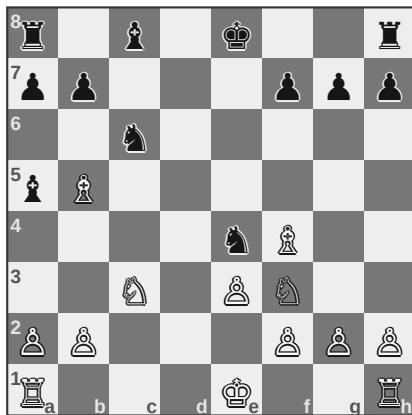


42... Nb3+ 43. Kxd3 Nxc1+ 44. Kd2



Puzzle 442

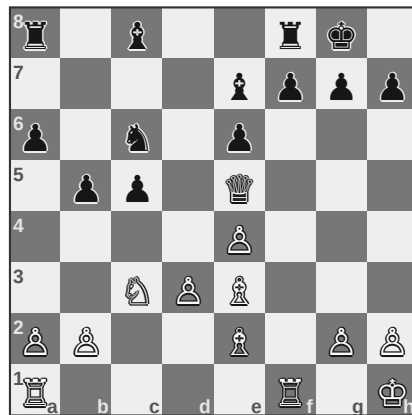
E



12... Nxc3 13. bxc3 Bxc3+ 14. Ke2

Puzzle 443

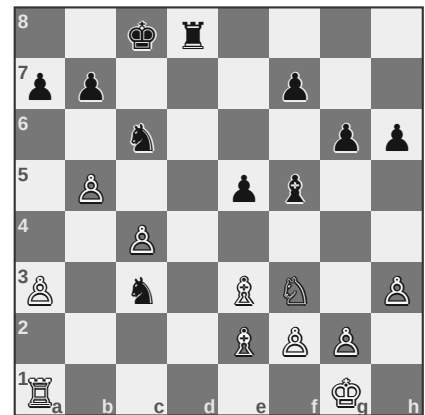
E



17... Nxe5 18. a4 b4 19. Nd1

Puzzle 444

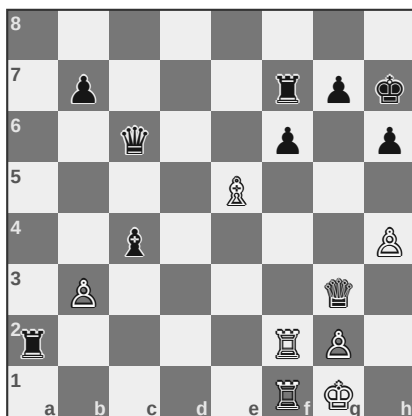
E



26... Nxe2+ 27. Kh2 e4 28. Ng1

Puzzle 445

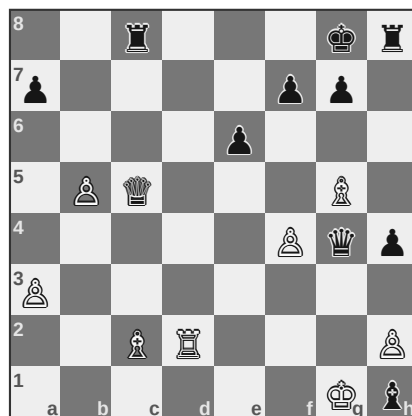
E



28. bxc4 Qxc4 29. Rxa2 Qxa2

Puzzle 446

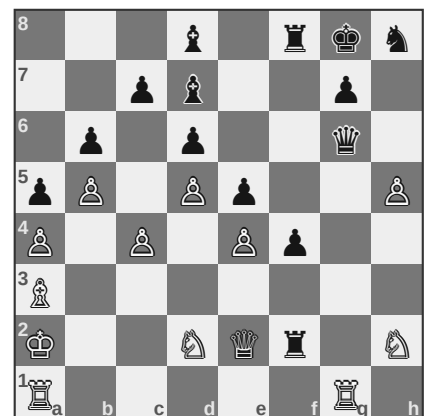
E



39. Kxh1 e5 40. Qd5 e4

Puzzle 447

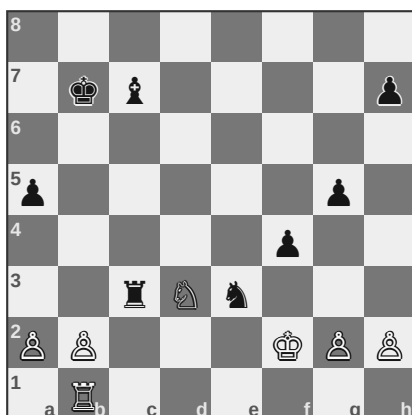
E



37. Qxf2 Qxh5 38. Rh1 g5

Puzzle 448

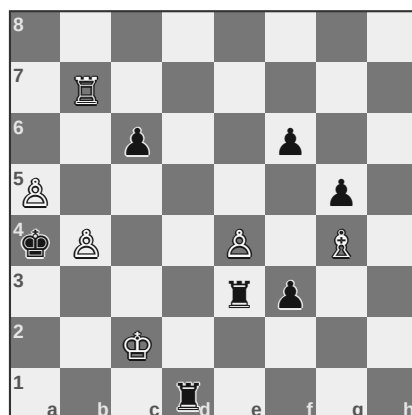
E



44. bxc3+ Kc6 45. h3 Nc4

Puzzle 449

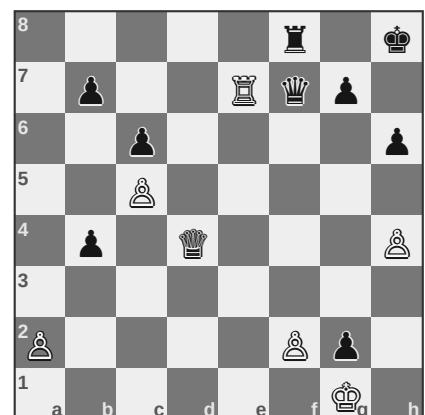
E



39. Kxd1 f2 40. Be2 Ra3

Puzzle 450

E



36. Rxf7 Rxf7 37. Qe3 Kh7

The MentCraft Project starts from a simple idea: a mind that's exercised regularly stays sharper, more curious, and more capable — but not every mind sharpens the same way. Some people think best in words, others in numbers, others in shapes and spatial patterns, others in sequences of logical steps. That's why MentCraft builds puzzle collections across many different formats, each one training a different kind of mental muscle.

Chess rewards the player who can pause, notice what matters, and calculate one move further. This Easy volume is designed to build that habit one position at a time.

Each puzzle asks one simple question: What is the best move? Look for checks, captures, threats, loose pieces, vulnerable kings, and tactical patterns - then test your idea against your opponent's best reply.

Inside you'll find 400 main puzzles, 50 bonus positions, and complete solutions in standard algebraic notation. Every published position is carefully checked for legality and a clear best move.

