



Chess Puzzles

Volume 3

Easy



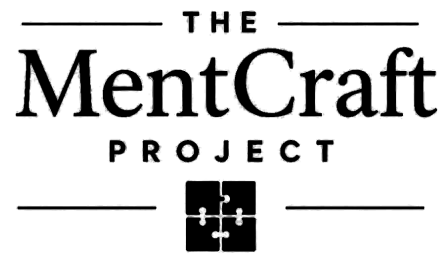
400 Puzzles + 50 Bonus Puzzles

Find the Best Move - Complete Answer Key

Legal Positions - Carefully Graded

GREAT FOR ALL AGES

Visit us at www.mentcraft.com



Chess Puzzles

Easy - Volume 3

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.

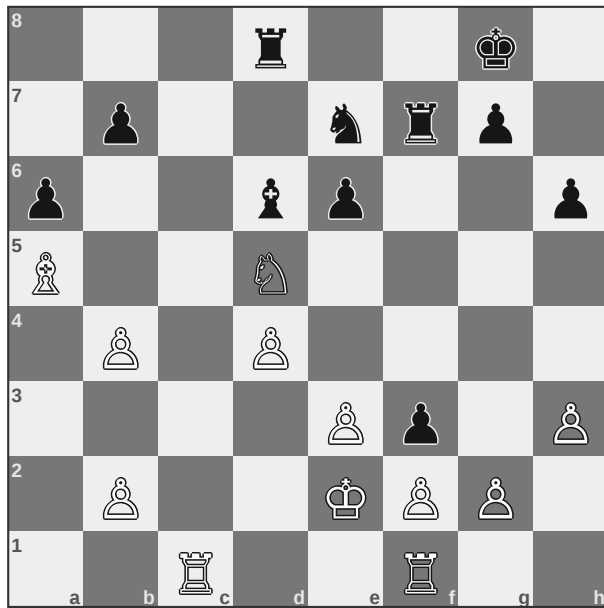
Each puzzle in this book asks one simple question: What is the best move? White is always shown at the bottom of the board, and the label beneath the diagram tells you whose turn it is. Before you turn to the solutions, give the position a little time. Look for checks, captures, threats, loose pieces, 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

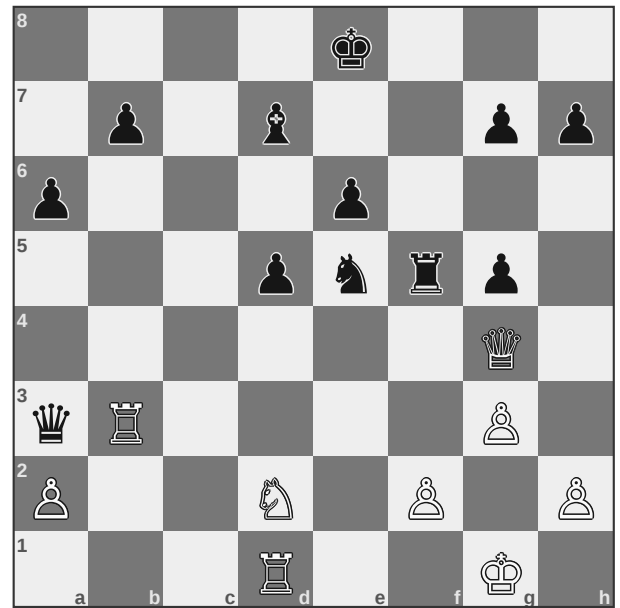
**WHITE TO MOVE**

Find the best move.

My Notes: _____

Puzzle 002

EASY

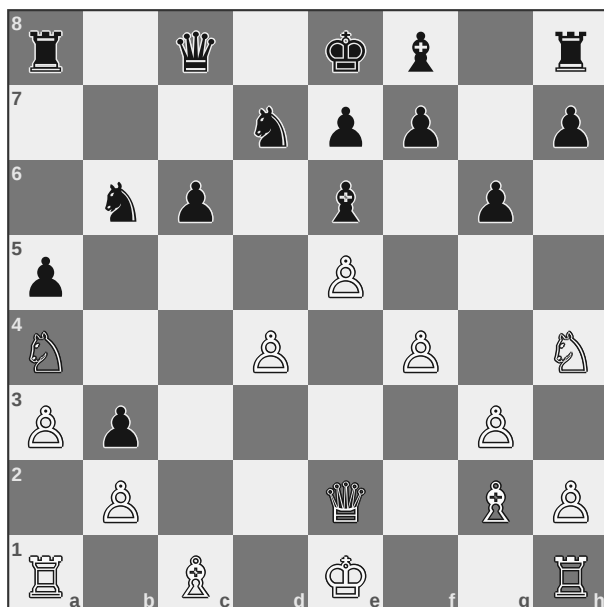
**WHITE TO MOVE**

Find the best move.

My Notes: _____

Puzzle 003

EASY

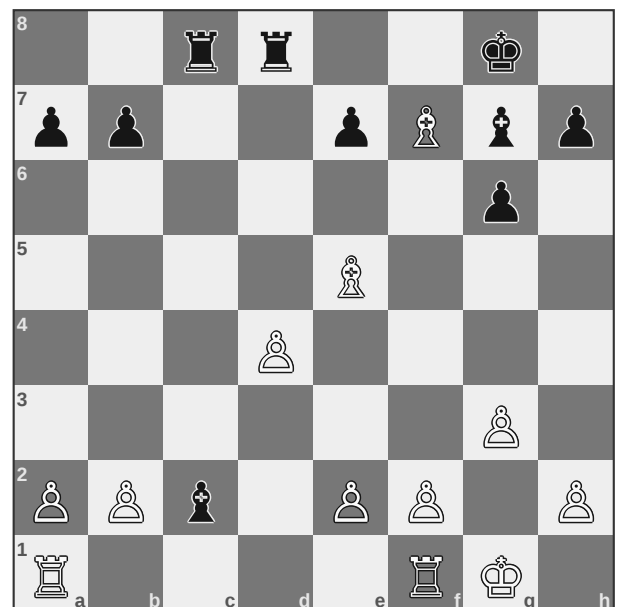
**BLACK TO MOVE**

Find the best move.

My Notes: _____

Puzzle 004

EASY

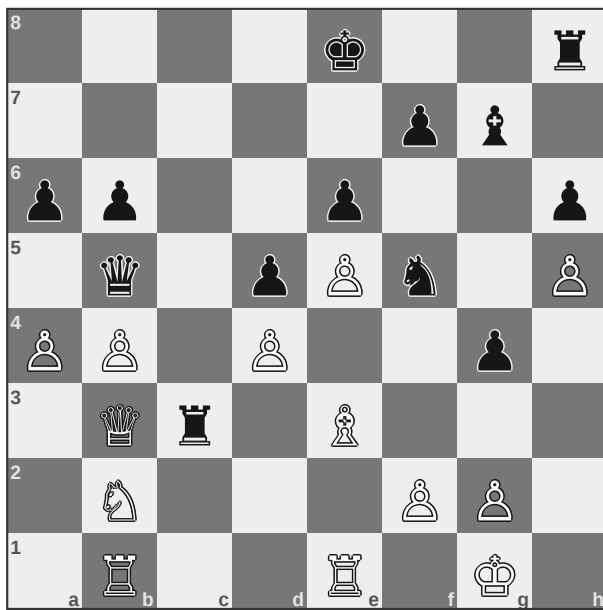
**BLACK TO MOVE**

Find the best move.

My Notes: _____

Puzzle 005

EASY

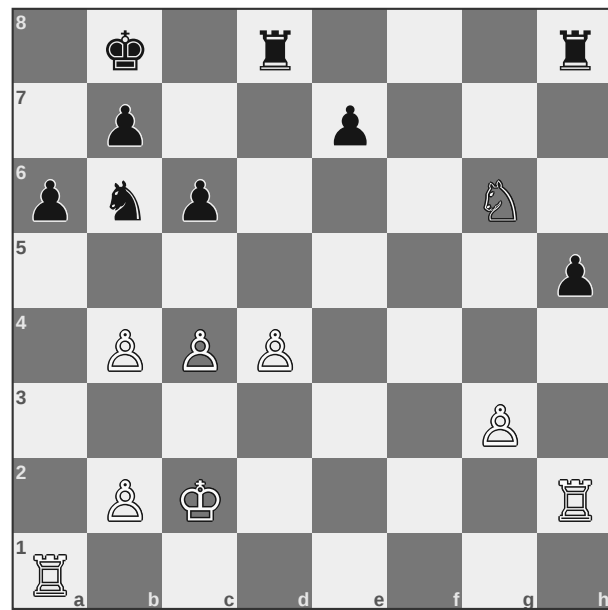
**WHITE TO MOVE**

Find the best move.

My Notes: _____

Puzzle 006

EASY

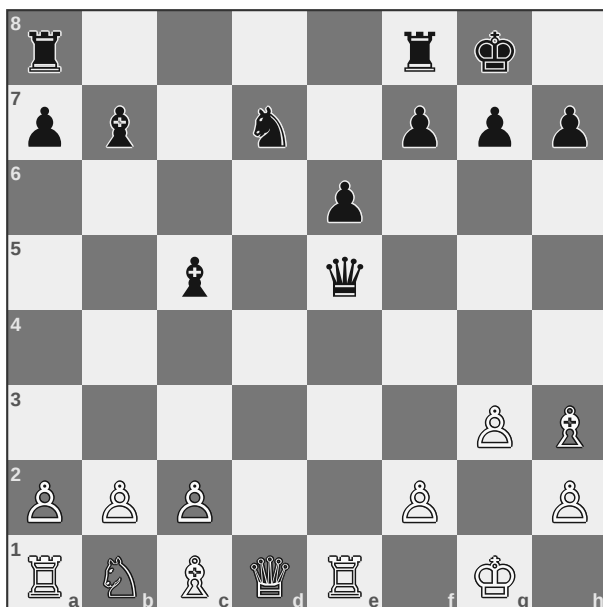
**WHITE TO MOVE**

Find the best move.

My Notes: _____

Puzzle 007

EASY

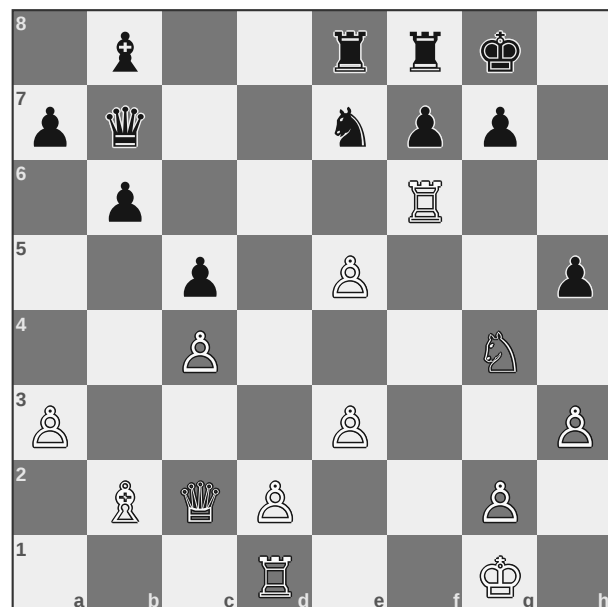
**WHITE TO MOVE**

Find the best move.

My Notes: _____

Puzzle 008

EASY

**BLACK TO MOVE**

Find the best move.

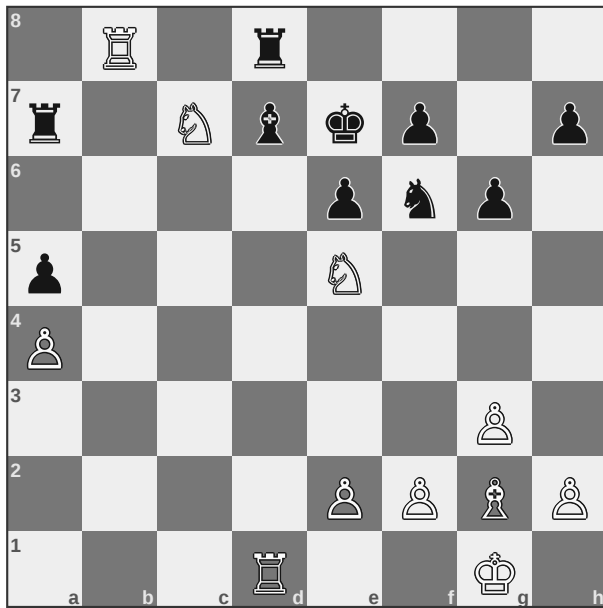
My Notes: _____

BONUS PUZZLES

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

Puzzle 401

EASY

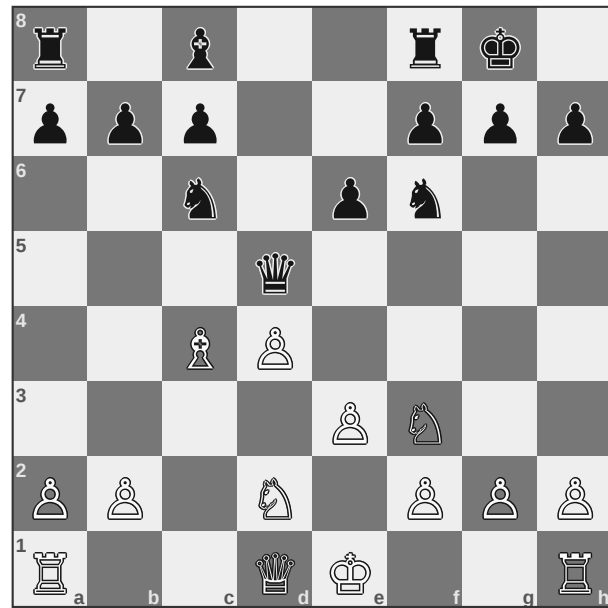
**BLACK TO MOVE**

Find the best move.

My Notes: _____

Puzzle 402

EASY

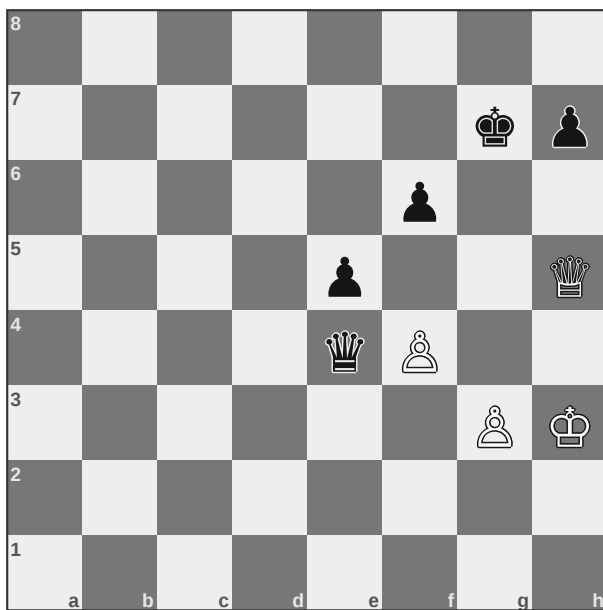
**WHITE TO MOVE**

Find the best move.

My Notes: _____

Puzzle 403

EASY

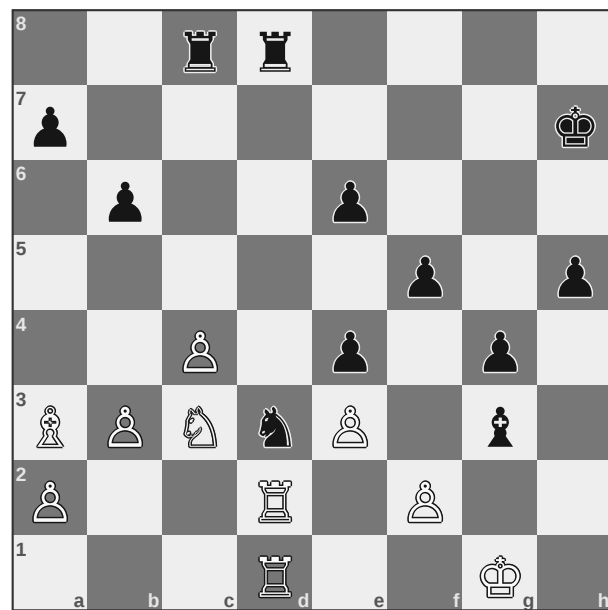
**BLACK TO MOVE**

Find the best move.

My Notes: _____

Puzzle 404

EASY

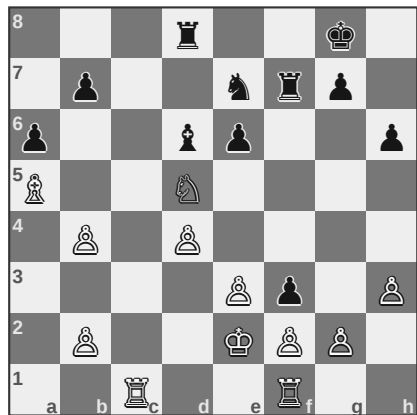
**WHITE TO MOVE**

Find the best move.

My Notes: _____

Puzzle 001

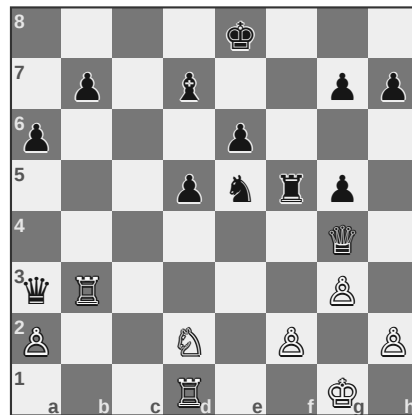
E



24. gxf3 Rb8 25. Nxe7+ Rxe7

Puzzle 002

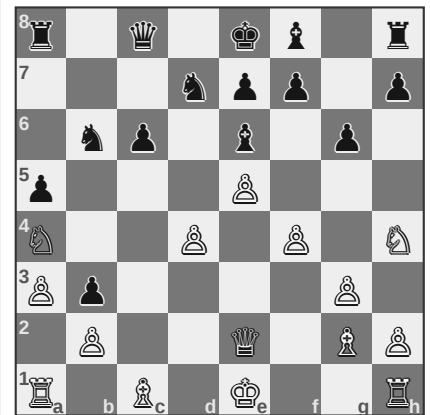
E



25. Qxf5 Qxb3 26. Nxb3 exf5

Puzzle 003

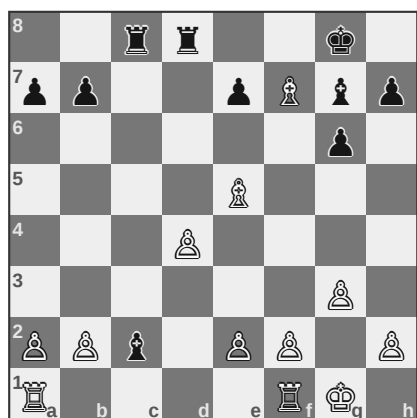
E



16... Nxa4 17. f5 gxf5 18. O-O

Puzzle 004

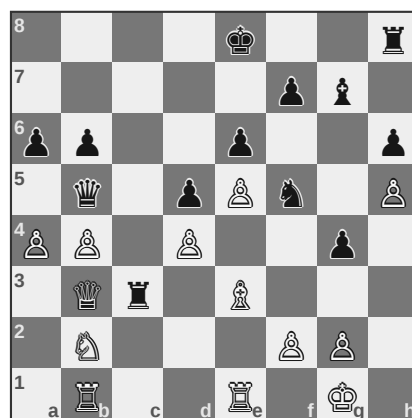
E



18... Kxf7 19. Bxg7 Kxg7 20. e3

Puzzle 005

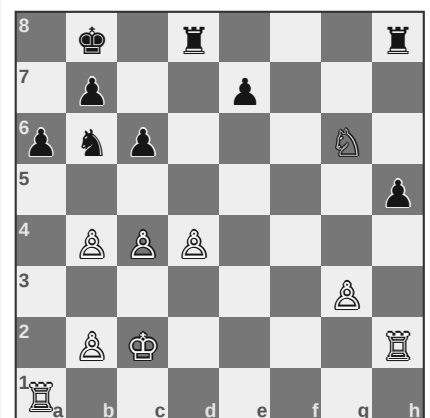
E



32. Qxc3 Qd7 33. Rbc1 Bf8

Puzzle 006

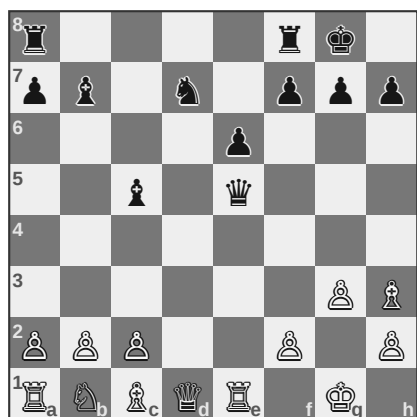
E



30. Nxh8 Rxh8 31. b3 Rg8

Puzzle 007

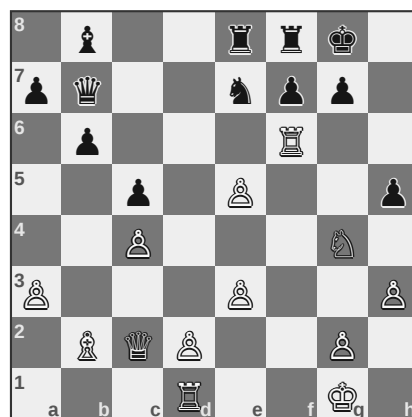
E



13. Rxe5 Nxe5 14. Bg2 Rfd8

Puzzle 008

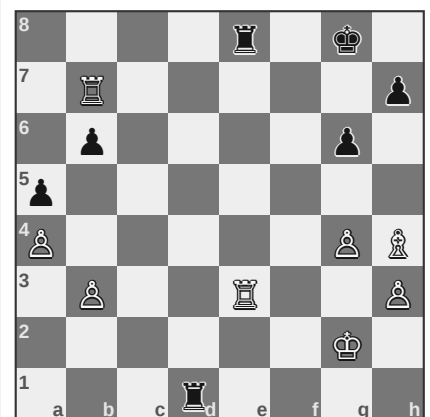
E



23... hxg4 24. Rf2 Ng6 25. d4

Puzzle 009

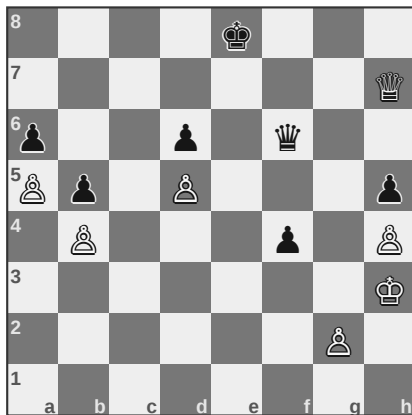
E



37... Rxe3 38. Rb8+ Kf7 39. Rb7+

Puzzle 442

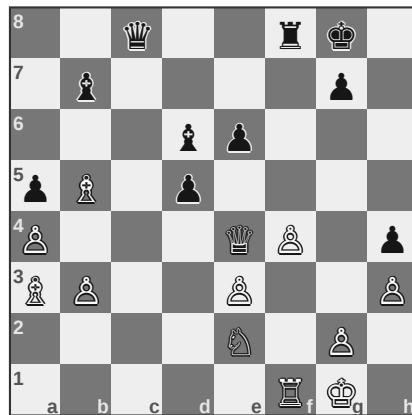
E



49. Qxh5+ Kf8 50. Kg4 f3

Puzzle 443

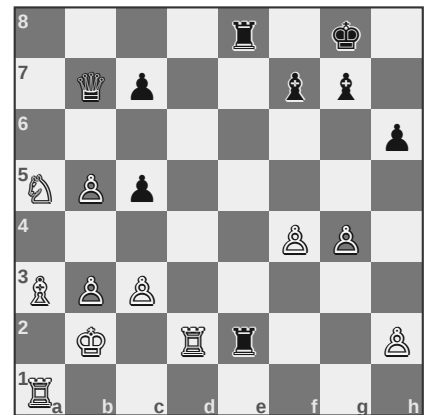
E



26... dxe4 27. Bxd6 Rd8 28. Be7

Puzzle 444

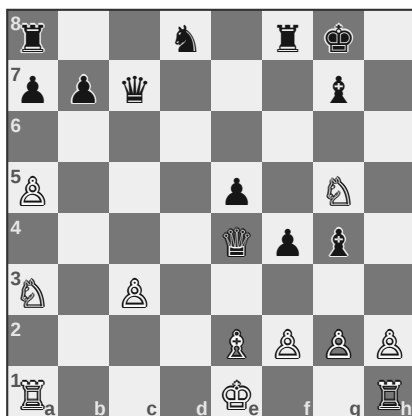
E



36... Rxd2+ 37. Kc1 Bxc3 38. Qh1

Puzzle 445

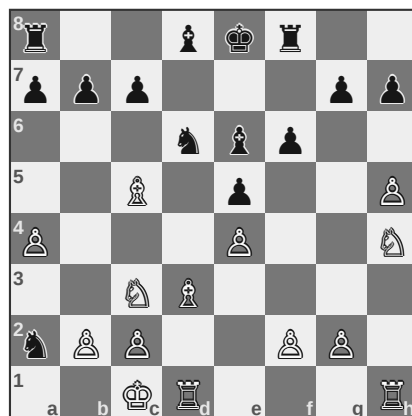
E



22... Qxc3+ 23. Kd1 Qxa1+ 24. Kc2

Puzzle 446

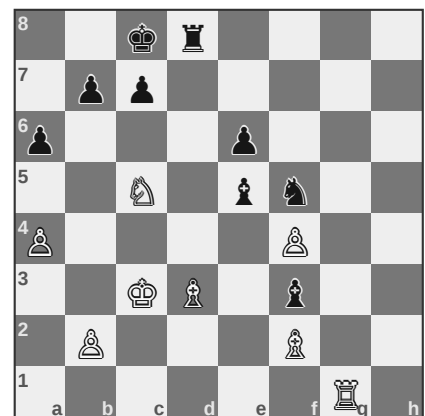
E



15. Nxa2 Bxa2 16. Bxd6 cxd6

Puzzle 447

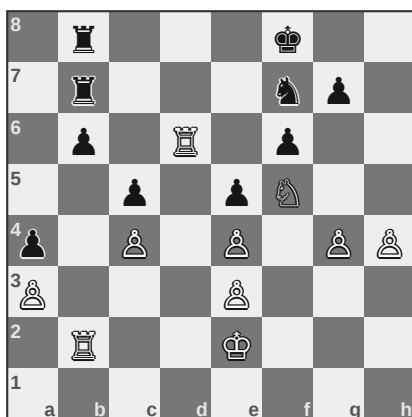
E



27. fxe5 Bd5 28. Bxf5 exf5

Puzzle 448

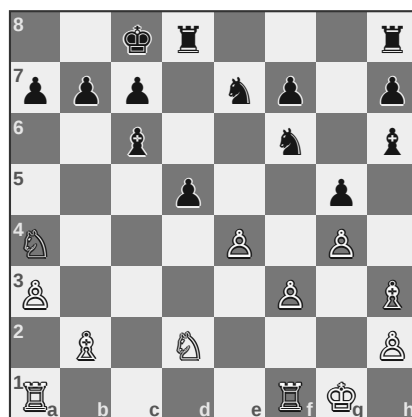
E



44... Nxd6 45. Nxd6 Rd7 46. Nb5

Puzzle 449

E



21. Bxf6 Rhe8 22. Nc3 d4

Puzzle 450

E



23... Qxa5 24. Nc4 Qa4 25. g4

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.

