

A FREE GUIDE

7 OPENING TRAPS THAT WIN FAST

@chessomelette

7 TRAPS

CONTENTS

		YOU PLAY
I	Scholar's Mate	WHITE
II	Caro-Kann Smothered Mate	WHITE
III	Légal Trap	WHITE
IV	Queen's Gambit Accepted Trap	WHITE
V	Blackburne Shilling Gambit	BLACK
VI	Stafford Gambit Trap	BLACK
VII	Englund Gambit Trap	BLACK

BEFORE YOU START

HOW TO READ

Your knight to f3, Black's to c6.

Each step is one or two moves: a white pawn for White's move, a black pawn for Black's.

?? The blunder that springs the trap.

! The move that punishes it.



Highlighted squares show the move just played.

PLAY IT MOVE BY MOVE

Opens the whole line on a free online board, to play through move by move.

TRAP I · YOU PLAY WHITE

Scholar's Mate

Two pieces aim at f7, and only the king guards it.

In about 1 in 13 games, Black takes the bait.

I · SCHOLAR'S MATE

THE LINE



Both king's pawns go two squares.

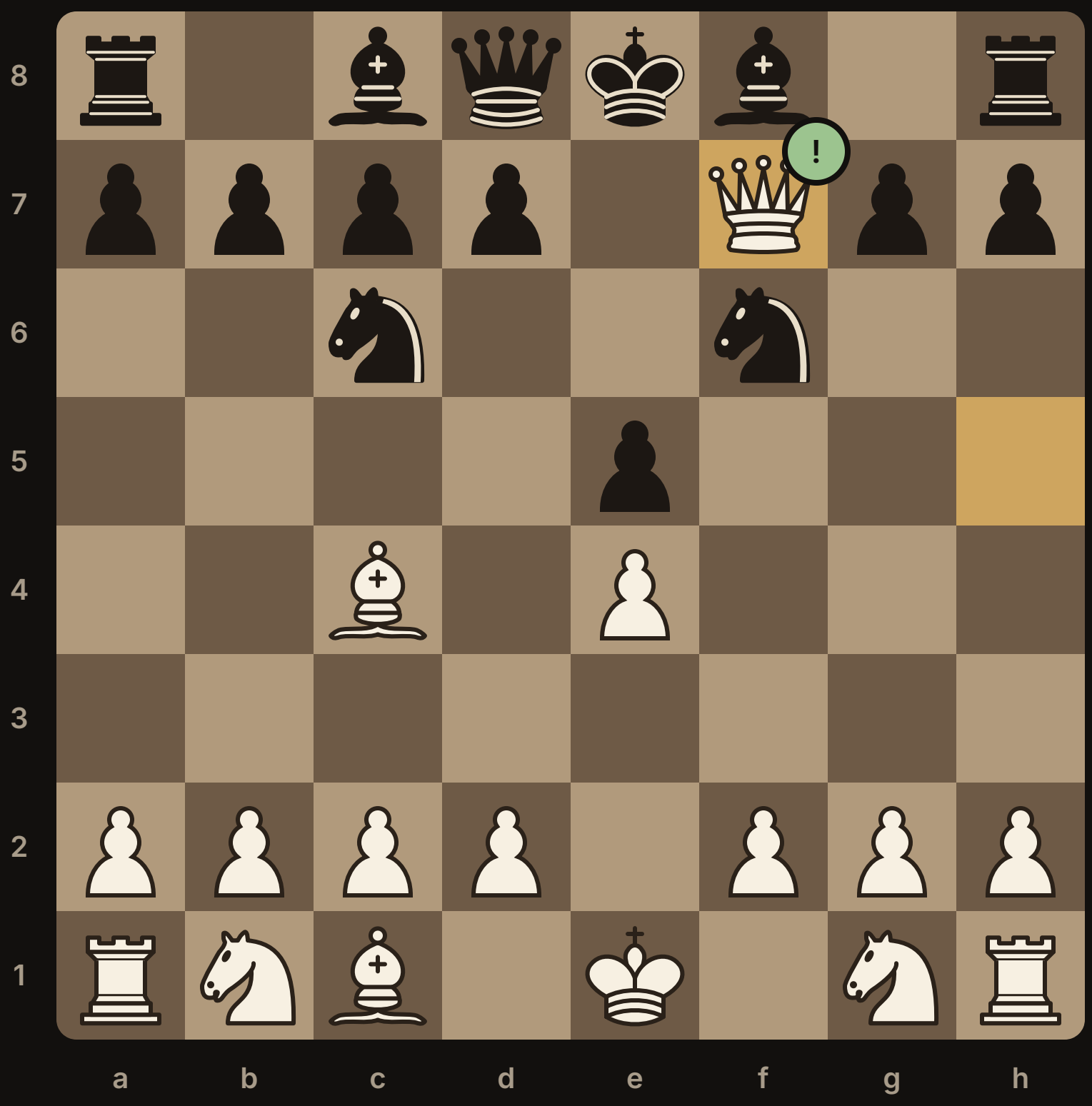
Your bishop to c4, Black's knight to c6.

Your queen jumps out to h5.

Black's other knight goes to f6. **Nf6??**

I · SCHOLAR'S MATE

THE PUNISH



Your queen takes f7. Checkmate. **Qxf7#**

The bishop on c4 guards her.

DON'T FALL FOR IT

Pawn to g6 shuts the queen out.

PLAY IT MOVE BY MOVE

TRAP II · YOU PLAY WHITE

Caro-Kann Smothered Mate

One quiet queen move, and
Black's own pieces box the king in.

In about 1 in 10 games, Black takes the bait.

II · CARO-KANN SMOTHERED MATE

THE LINE



Your pawn to e4, Black's to c6.

Your pawn to d4, Black's to d5.

Your knight to c3. Black takes on e4.

You take back. Black's knight to d7.

Your queen goes to e2.

Black's other knight goes to f6. **Ngf6??**

II · CARO-KANN SMOTHERED MATE

THE PUNISH



Your knight jumps to d6. Checkmate. **Nd6#**

The pinned e7 pawn can't take it.

DON'T FALL FOR IT

Move the d7 knight to f6 instead.

PLAY IT MOVE BY MOVE

TRAP III · YOU PLAY WHITE

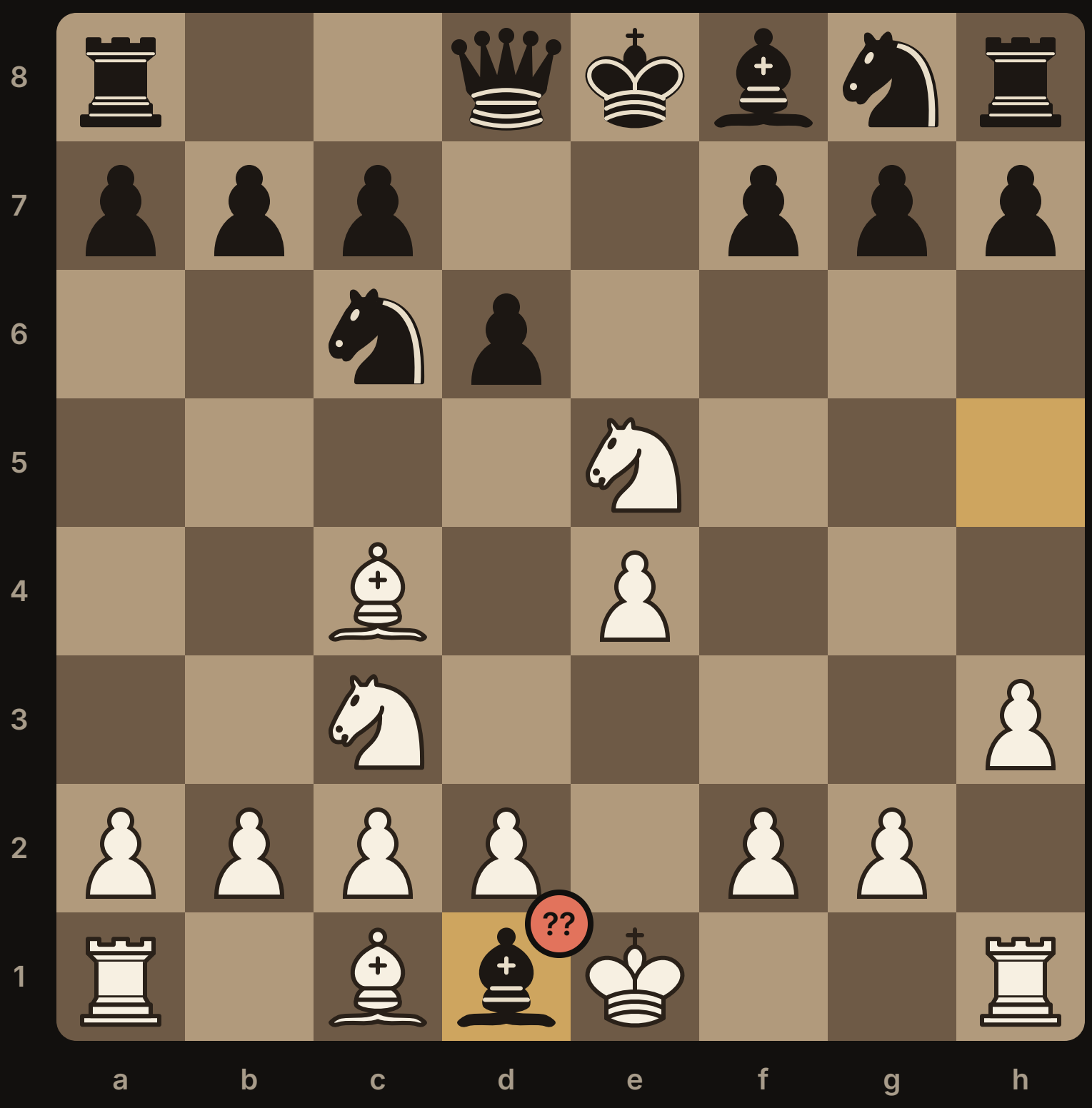
Légal Trap

Give Black your queen, then mate with the pieces you have left.

In about 3 in 10 games, Black takes the bait.

III · LÉGAL TRAP

THE LINE



Both king's pawns go two squares.

Your knight to f3, Black's to c6.

Your bishop to c4, Black's pawn to d6.

Your knight to c3, Black's bishop to g4.

Your pawn to h3, the bishop back to h5.

Your knight takes e5. Your queen hangs.

The bishop takes your queen. **Bxd1??**

III · LÉGAL TRAP

THE PUNISH



Your bishop takes f7, with check. **Bxf7+!**

Black's king must step to e7.

Your knight jumps to d5. Checkmate.

DON'T FALL FOR IT

Take the knight on e5, not the queen.

PLAY IT MOVE BY MOVE

TRAP IV · YOU PLAY WHITE

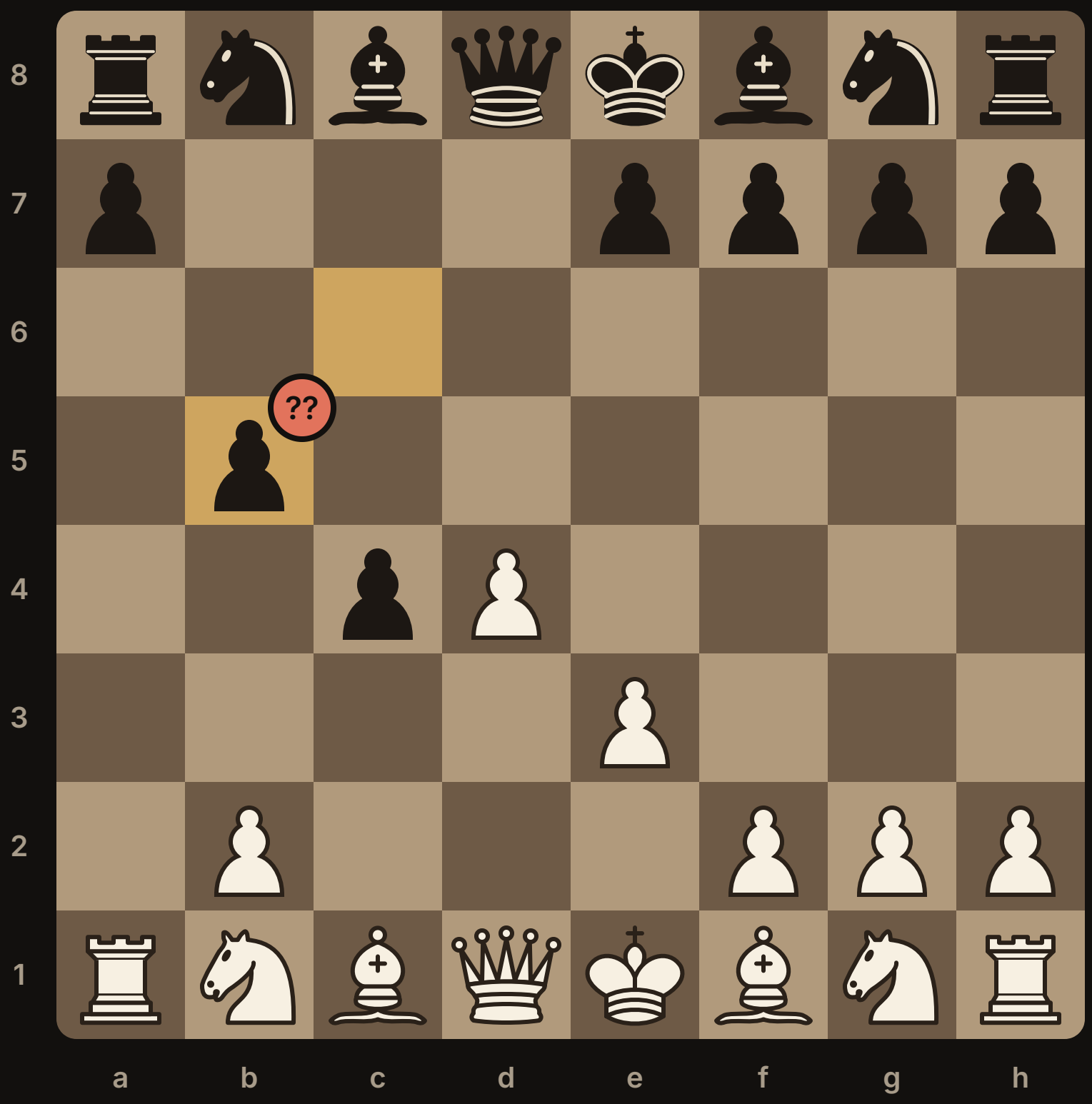
Queen's Gambit Accepted Trap

One natural recapture opens the long diagonal to Black's rook.

In over 9 in 10 games, Black takes the bait.

IV · QUEEN'S GAMBIT ACCEPTED TRAP

THE LINE



Both queen's pawns go two squares.

Your pawn to c4, and Black takes it.

Your pawn to e3, Black's to b5.

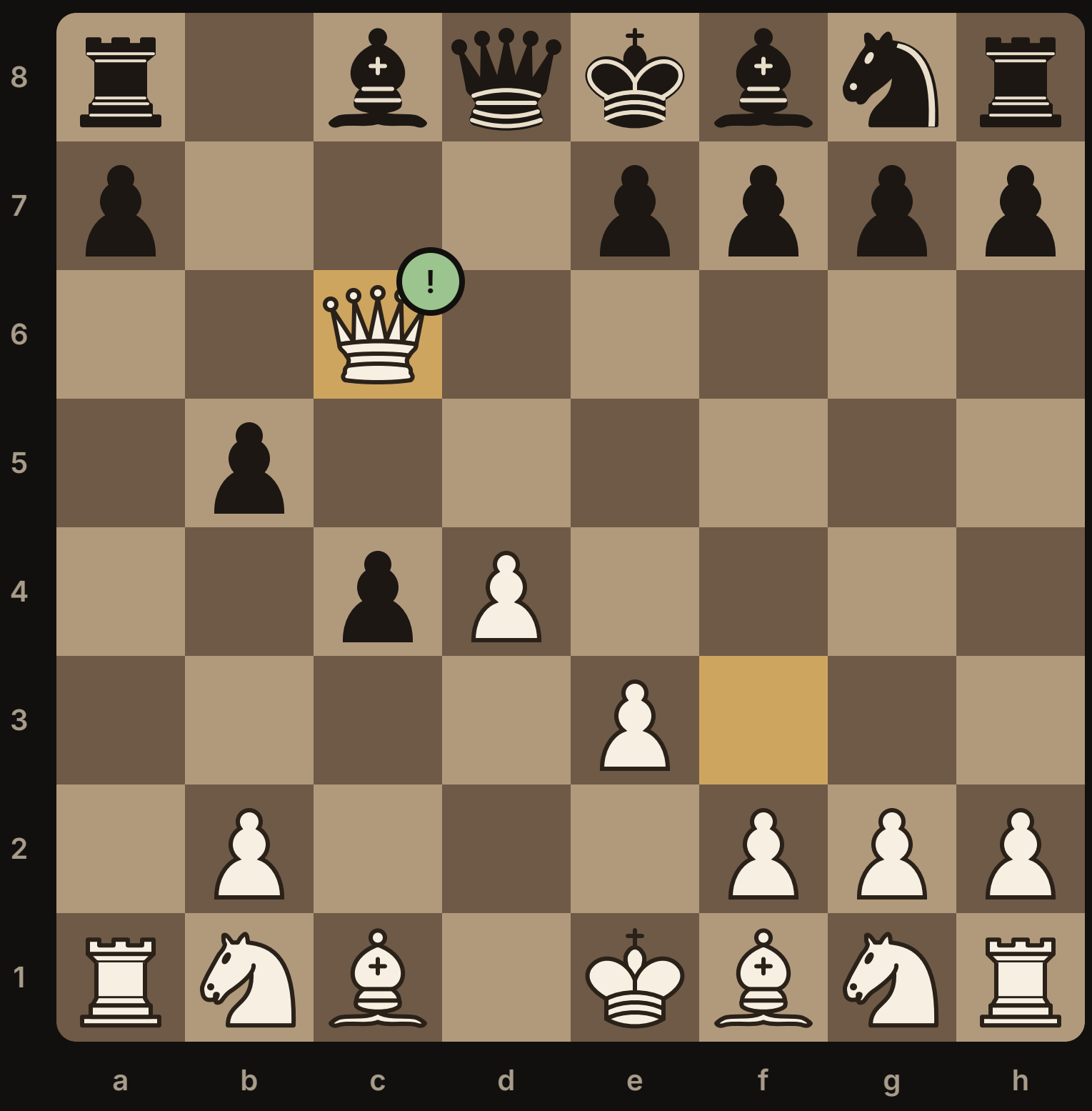
Your pawn to a4, Black's to c6.

Your pawn takes b5.

Black's pawn takes back. **cxb5??**

IV · QUEEN'S GAMBIT ACCEPTED TRAP

THE PUNISH



Your queen hits the rook from f3. **Qf3!**

If the knight blocks on c6,

your queen takes it, with check.

You win a piece.

DON'T FALL FOR IT

Don't take on b5. Play pawn to e6.

PLAY IT MOVE BY MOVE

TRAP V · YOU PLAY BLACK

Blackburne Shilling Gambit

Let White fork your queen and rook, and go for the king instead.

In about 3 in 10 games, White takes the bait.

V · BLACKBURNE SHILLING GAMBIT

THE LINE



Both king's pawns go two squares.

White's knight to f3, yours to c6.

White's bishop to c4, your knight to d4.

White's knight takes e5. Your queen to g5.

The knight takes f7: a fork. **Nxf7??**

V · BLACKBURNE SHILLING GAMBIT

THE PUNISH



Your queen takes g2 and hits the rook. **Qxg2!**

If the rook steps to f1,

your queen takes e4, with check.

If the bishop blocks on e2,

your knight jumps to f3. Checkmate.

DON'T FALL FOR IT

Castle instead of taking f7.

PLAY IT MOVE BY MOVE

TRAP VI · YOU PLAY BLACK

Stafford Gambit Trap

Let White pin your knight,
then let them take your queen.

In about 1 in 10 games, White takes the bait.

VI · STAFFORD GAMBIT TRAP

THE LINE



Both king's pawns go two squares.

White's knight to f3, yours to f6.

White's knight takes e5. Yours to c6.

White takes it. Your d-pawn takes back.

White's pawn to d3, your bishop to c5.

The bishop pins your knight from g5. **Bg5??**

VI · STAFFORD GAMBIT TRAP

THE PUNISH



Ignore the pin: knight takes e4. **Nxe4!**

If White takes your queen,

your bishop takes f2, with check.

The king must go to e2.

Your other bishop to g4. Checkmate.

DON'T FALL FOR IT

Develop the bishop to e2 instead.

PLAY IT MOVE BY MOVE

TRAP VII · YOU PLAY BLACK

Englund Gambit Trap

Your queen raids b2, and White's natural reply walks into a pin.

In about 2 in 10 games, White takes the bait.

VII · ENGLUND GAMBIT TRAP

THE LINE



♙♟ White's pawn to d4, yours to e5.

♙♟ White takes it. Your knight to c6.

♙♟ White's knight to f3, your queen to e7.

♙♟ Bishop to f4. Your queen checks from b4.

♙♟ Bishop blocks on d2. Your queen takes b2.

♙ The bishop hits your queen from c3. **Bc3??**

VII · ENGLUND GAMBIT TRAP

THE PUNISH



Your bishop pins it from b4. **Bb4!**

It can't take your queen now.

If the bishop steps back to d2,

---

your queen takes the rook on a1.

You win the rook.

DON'T FALL FOR IT

Develop the knight to c3 instead.

PLAY IT MOVE BY MOVE

7 TRAPS

YOUR TRAPS

Try each one in your next games. Tick it when you try it, and again when it wins.

		TRIED	WON
I	Scholar's Mate	○	○
II	Caro-Kann Smothered Mate	○	○
III	Légal Trap	○	○
IV	Queen's Gambit Accepted Trap	○	○
V	Blackburne Shilling Gambit	○	○
VI	Stafford Gambit Trap	○	○
VII	Englund Gambit Trap	○	○

Won with one? Tag @chessomelette.

LIKED IT?

Follow and support us. A new chess puzzle every day.

Instagram

YouTube

@chessomelette

NOTICES

Game shares: the lichess.org opening explorer, rated games, read on 10 Nov 2026.

Pieces: Colin M.L. Burnett (BSD).

Chess pieces: the cburnett set by Colin M.L. Burnett, used under the BSD licence.

Copyright (c) Colin M.L. Burnett

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
3. Neither the name of The author nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

This software is provided by The author and contributors "as is" and any express or implied warranties, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose are disclaimed. In no event shall The author and contributors be liable for any direct, indirect, incidental, special, exemplary, or consequential damages (including, but not limited to, procurement of substitute goods or services; loss of use, data, or profits; or business interruption) however caused and on any theory of liability, whether in contract, strict liability, or tort (including negligence or otherwise) arising in any way out of the use of this software, even if advised of the possibility of such damage.

© 2026 Chess Omelette

@chessomelette