

100 Chess Opening Traps by MICOS™ Vol. II

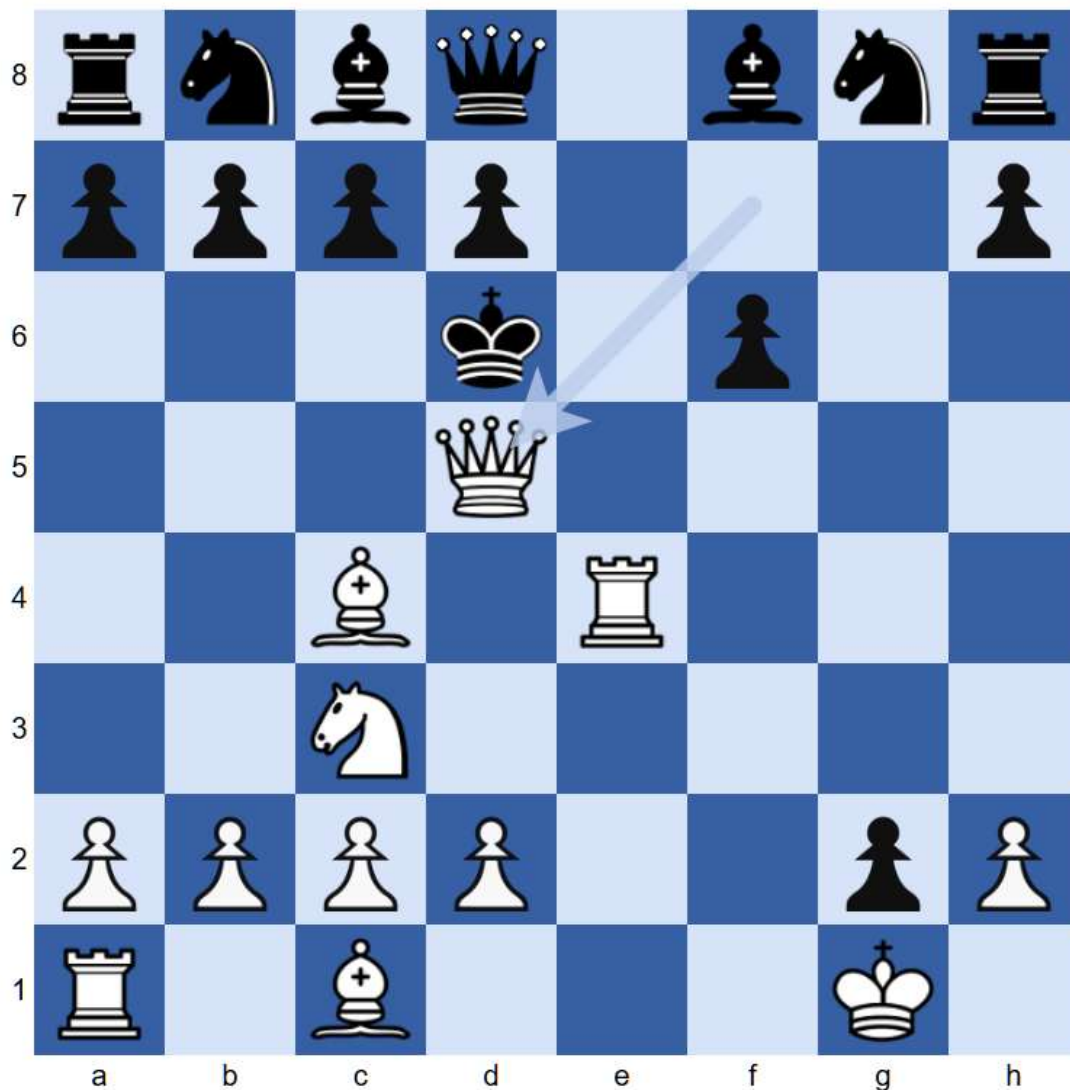
Limited Edition



Tactical Ambushes for Practical Players

Deadly Opening Tactics from MasterInChess Openings System (MICOS™)

Example from the Book: **The Center King Execution**



Chess Moves:

1.e4 e5 2.f4 exf4 3.Nf3 g5 4.Bc4 g4 5.Nc3 gxf3 6.O-O fxg2 7.Rxf4 f6 8.Qh5+ Ke7 9.Qf7+ Kd6
10.e5+ Kxe5 11.Re4+ Kd6 12.Qd5# 1-0

🔥 Train and survive opening traps

If your opponent falls into the trap

Play the strongest continuation and convert the advantage with precise moves.

If you fall into the trap yourself

Find the best defensive moves to reduce the damage and fight back.

📖 Train both sides in MICOS CAP to understand the opening — not just memorize the trap.

Train these traps →

Play against the computer (4 levels) or download a trap below and load it here to continue training 🔥

Choose File

Opening Trap.pgn

Load PGN

Paste MICOS opening, PGN moves or type chess notation

Load PGN

Opening Group: King's Gambit Accepted

Opening Name: McDonnell Gambit

MICOS Code: C04.085.KA



Beginner

Club Player

Master Player

Grandmaster

Evaluation: Mate in 5

Best Move: Qh5+

Practical Opening Traps with Checkmate in the Opening

by MasterInChess Openings System (MICOS™)

Welcome to a curated collection of 100 practical chess opening traps, all organized using the MICOS™ – MasterInChess Openings System. Every trap is sorted into its correct MICOS Opening Group, making it easy to study key openings *and* sharpen your tactical awareness at the same time. All 100 traps in this book end with checkmate — no theory, no drawn-out endings, just pure tactical victories.

Whether you're a beginner looking to avoid early mistakes or a seasoned player hunting for surprise weapons, these traps deliver real-world positions you can use — both over-the-board and online. You'll also encounter checkmate patterns that can stay with you for life.

Each trap includes:

- A name and official MICOS™ classification
- Full PGN-notation
- A clean checkmate
- A link to replay and study the trap online

These aren't theoretical novelties. Every trap ends in checkmate. Even titled players — including Grandmasters — have walked into these lines in real games.

The traps in this book vary in style and complexity. Some demonstrate immediate tactical punishments, while others require deeper calculation and a greater understanding of attacking patterns. Study not only the final combination, but also the mistakes that made it possible. The lessons learned from these traps can help you recognize similar opportunities in your own games.

These traps don't just win games — they train your:

- Tactical intuition
 - Pattern recognition
 - Confidence to strike when the opportunity appears
-



Imagine winning your game before many players have even completed their opening preparation.

Your opponent resigns, the score sheet is signed, and you can walk around the tournament hall with a smile while the remaining games are still being fought.

Keep reading. The deeper you go, the more beautiful the checkmates become.

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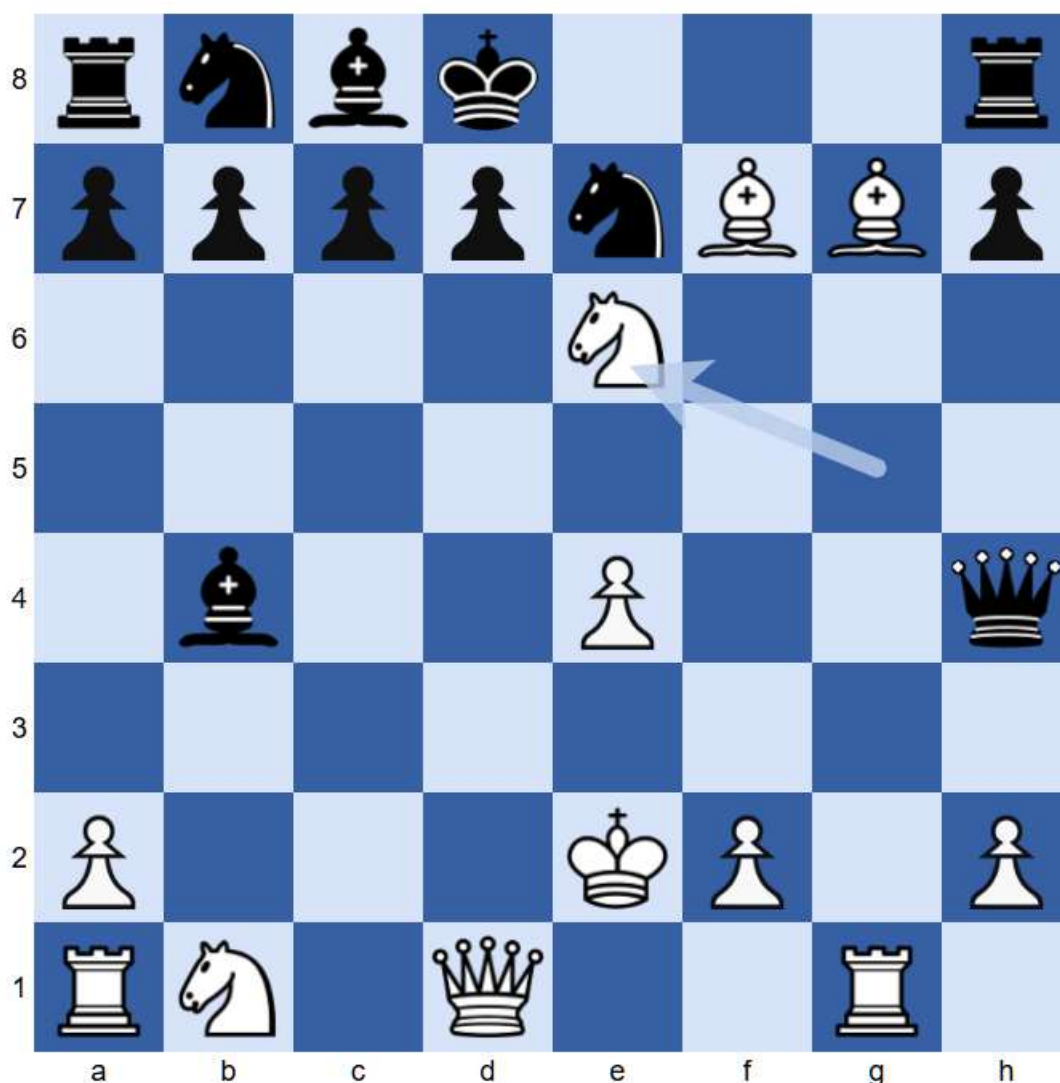
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Trap #1: The Knight Mate Shock (Center Game)

MICOS CODE: C02.007.CG - Danish Gambit Accepted: 5.Bxb2



Chess Moves:

1.e4 e5 2.d4 exd4 3.c3 dxc3 4.Bc4 cxb2 5.Bxb2 Qg5 6.Nf3 Qxg2 7.Rg1 Bb4+ 8.Ke2 Qh3 9.Bxf7+ Kd8 10.Bxg7 Ne7 11.Ng5 Qh4 12.Ne6# 1-0

Trap Insight:

Black's queen appears to win material early, but the adventure quickly turns into a nightmare. By neglecting development and king safety, Black allows White to launch a powerful initiative with Bxf7+! and rapid piece activity against the exposed king.

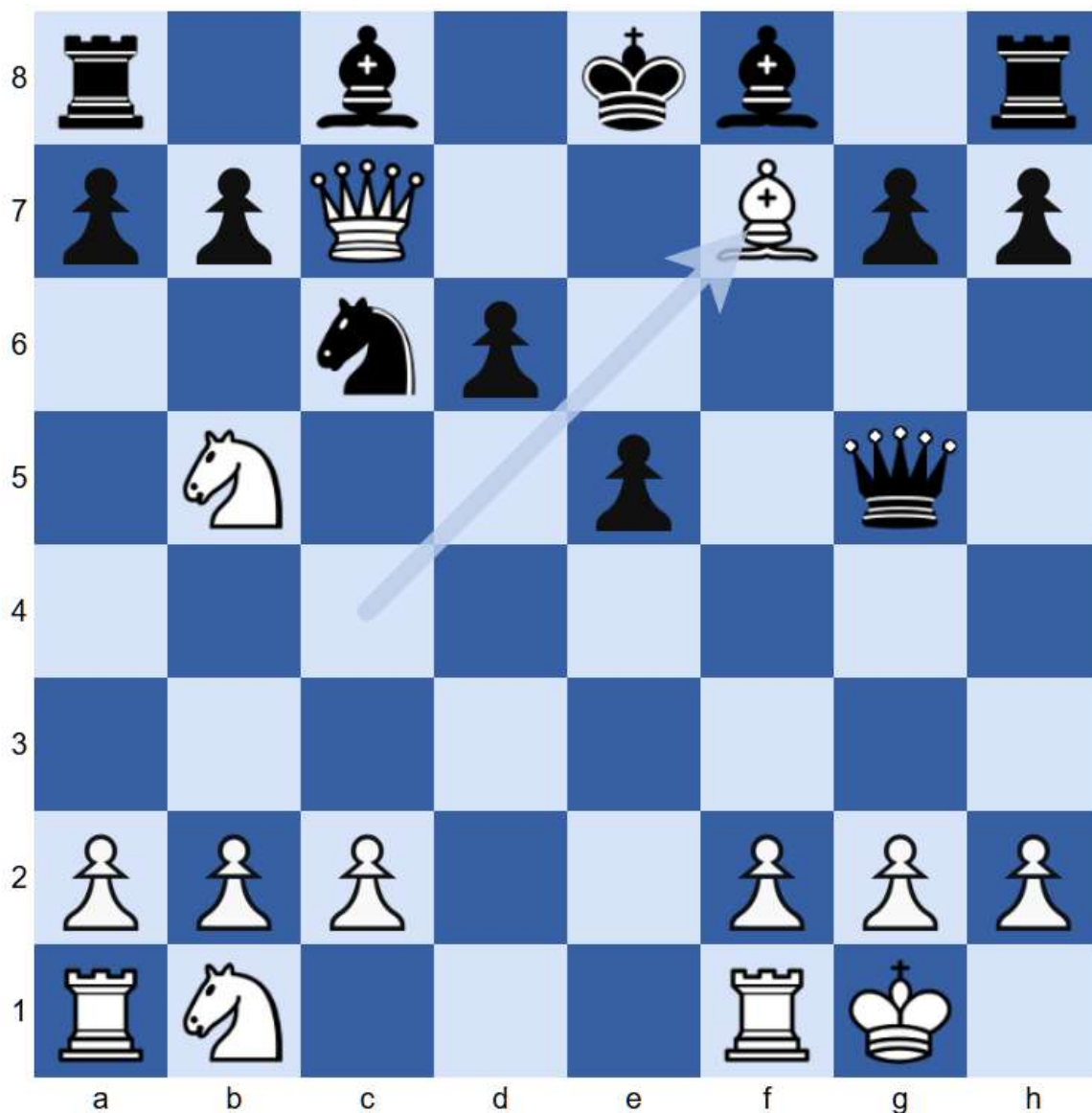
The attack reaches its climax with the stunning knight checkmate 12.Ne6#, proving that development and king safety are often worth far more than extra pawns.

💡 Click the link below each trap to study the trap online at MasterInChess.com

→ [Learn and Memorize the Deadly Opening Trap #1 Online](#)

Trap #2: The Sicilian Bishop Sting

Sicilian Defence MICOS CODE: B01.356.SI - Open Sicilian: Kalashnikov Defence



Chess Moves:

1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 e5 5.Nb5 d6 6.Bc4 Nf6 7.O-O Nxe4 8.Qd5 Ng5 9.Bxg5 Qxg5 10.Qxf7+ Kd8 11.Qc7+ Ke8 12.Bf7# 1-0

Trap Insight:

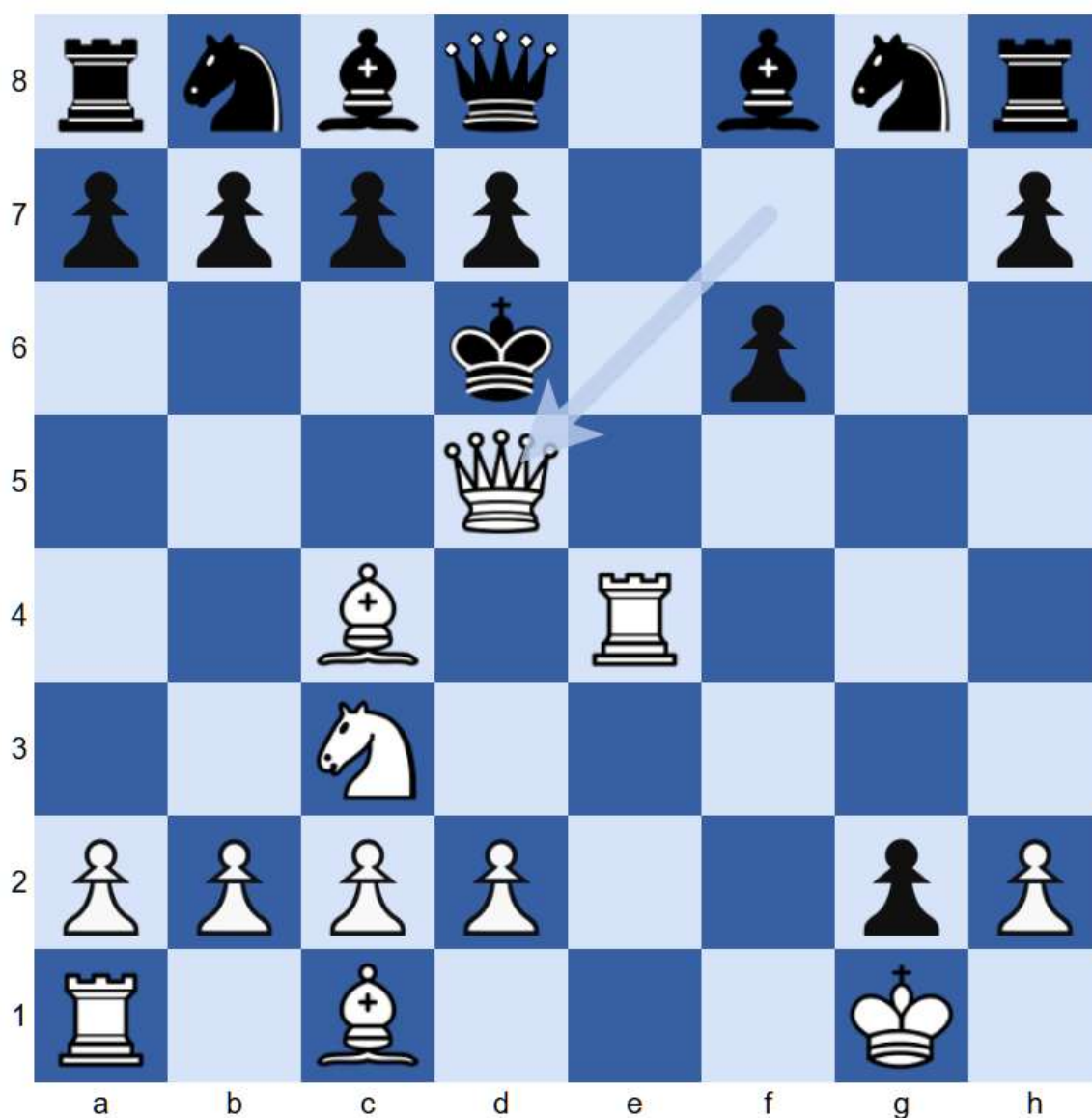
Black appears to win a central pawn with 7...Nxe4?, but the capture allows White to seize the initiative with a powerful attack against the king.

White's queen quickly penetrates the position and forces the black king into the center. The attack reaches its climax with the elegant move 12.Bf7#, where the bishop delivers checkmate while Black's pieces are unable to provide adequate defence.

[**→ Learn and Memorize the Deadly Opening Trap #2 Online**](#)

Trap #3: The Center King Execution

King's Gambit Accepted MICOS CODE: C04.085.KA - McDonnell Gambit



Chess Moves:

1.e4 e5 2.f4 exf4 3.Nf3 g5 4.Bc4 g4 5.Nc3 gxf3 6.O-O fxg2 7.Rxf4 f6 8.Qh5+ Ke7 9.Qf7+ Kd6
10.e5+ Kxe5 11.Re4+ Kd6 12.Qd5# 1-0

Trap Insight:

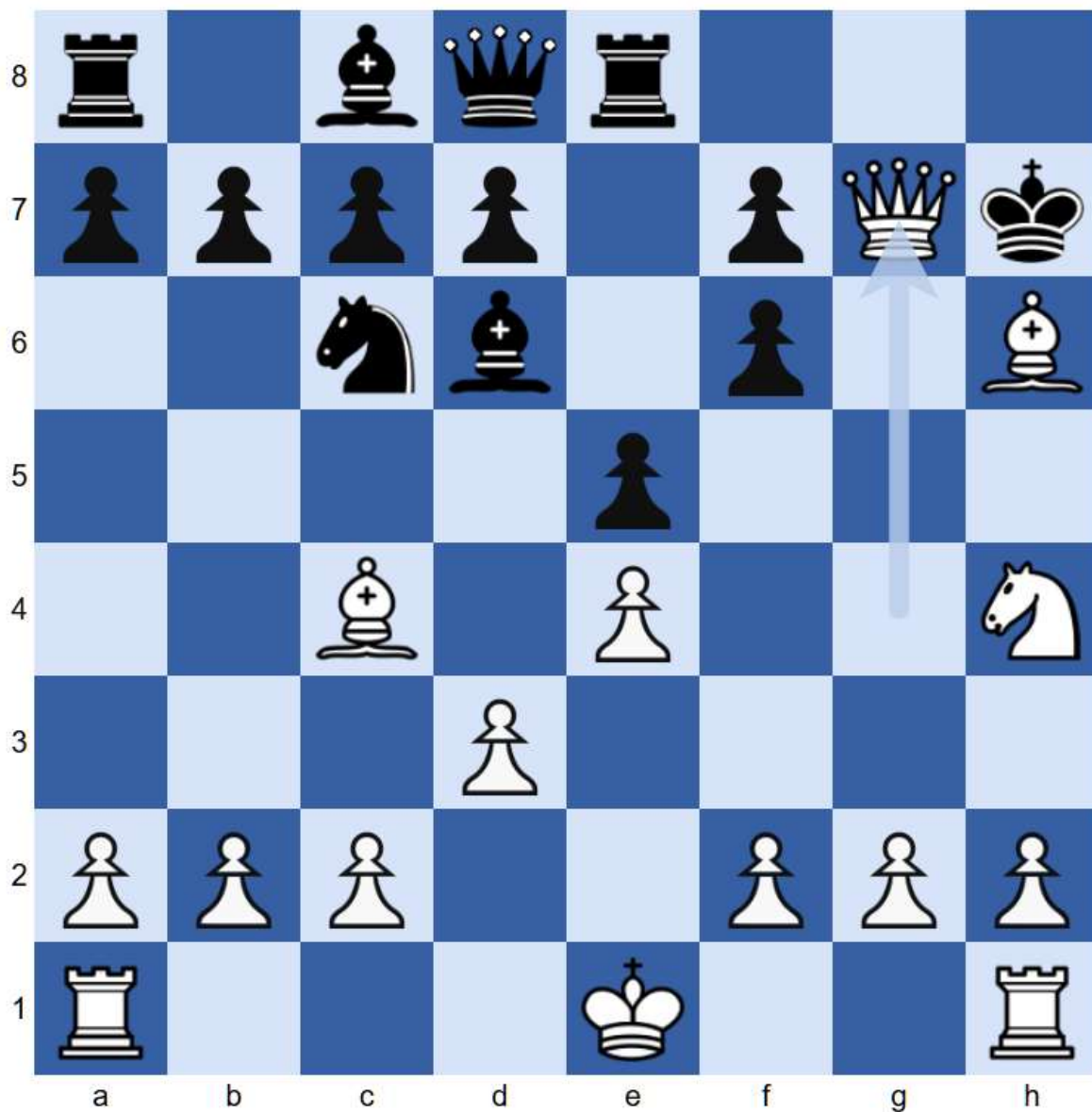
Black's aggressive kingside attack appears dangerous at first, but the natural-looking defence move 7...f6? fatally weakens the king's position and opens deadly attacking lines for White.

The powerful queen and rook coordination quickly drives the black king into the center, where precise attacking moves lead to a forced checkmate with 12.Qd5#.

[→ Learn and Memorize the Deadly Opening Trap #3 Online](#)

Trap #4: The Kingside Collapse

King's Knight Opening MICOS CODE: C06.001.KN - King's Knight Opening



Chess Moves:

1.e4 e5 2.Nf3 Bd6 3.Bc4 Nf6 4.Nc3 O-O 5.d3 Qe7 6.Bg5 h6 7.Nd5 Qd8 8.Nxf6+ gxf6 9.Bxh6 Re8 10.Nh4 Nc6 11.Qg4+ Kh7 12.Qg7# 1-0

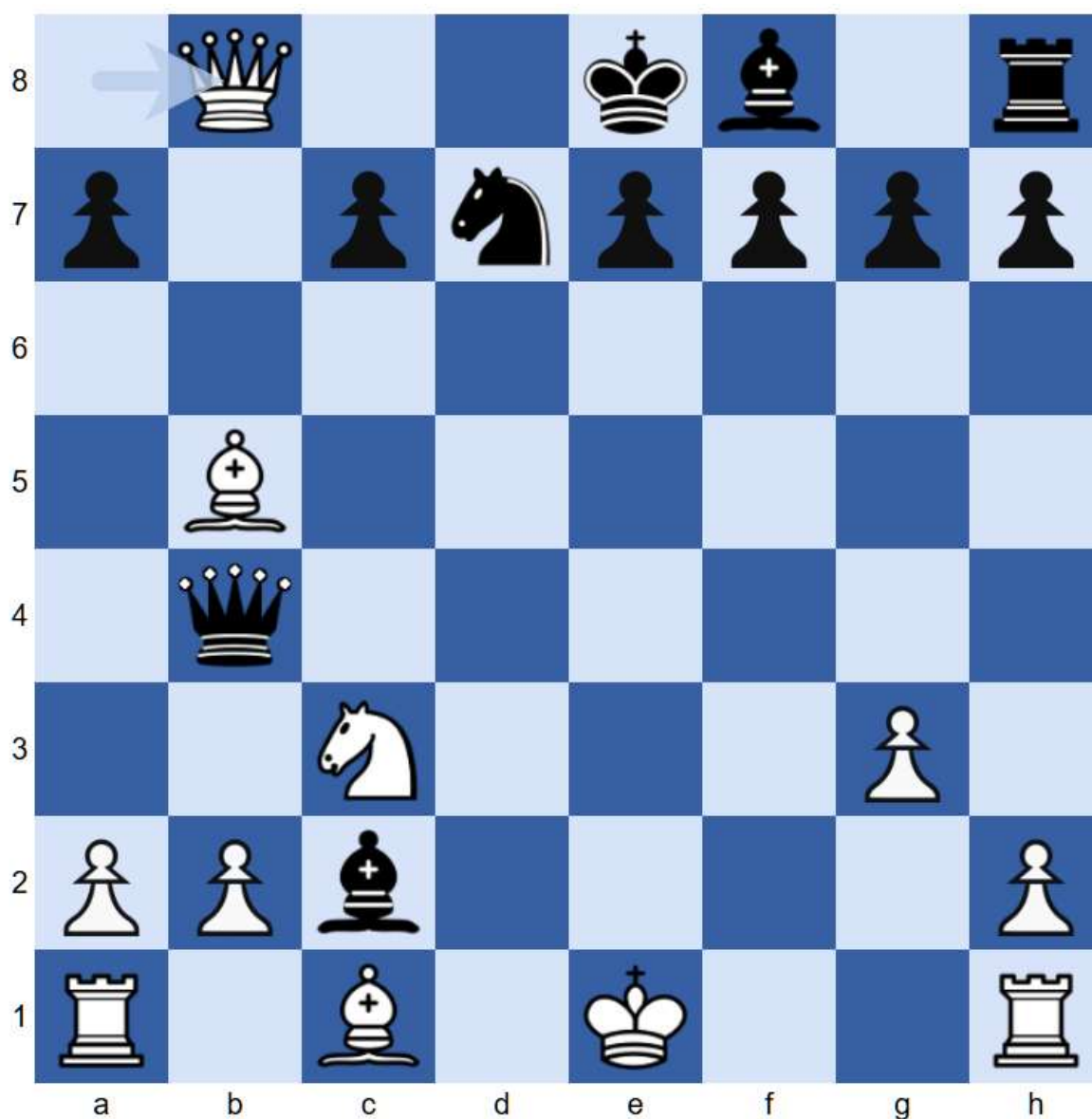
Trap Insight:

Black's unusual opening setup allows White to build a powerful attacking position against the castled king. The critical mistake comes after 8...gxf6, which severely weakens the dark squares and opens dangerous attacking lines around the king. White immediately exploits the exposed kingside with precise queen and knight coordination, finishing the attack with the elegant checkmate 12.Qg7#.

→ [Learn and Memorize the Deadly Opening Trap #4 Online](#)

Trap #5: The Back-Rank Ambush

Blackmar-Diemer Gambit MICOS CODE: D04.041.BL - Tartakower Defence



Chess Moves:

1.d4 d5 2.e4 dxe4 3.Nc3 Nf6 4.f3 exf3 5.Nxf3 Bf5 6.Nh4 Qd7 7.Qf3 Bxc2 8.Qxb7 Qxd4 9.Qxa8 Qxh4+ 10.g3 Qb4 11.Bb5+ Nd7 12.Qxb8# 1-0

Trap Insight:

Both sides launch aggressive queen attacks in this sharp tactical battle, but Black becomes too focused on material and threats against White's king. After grabbing pawns and launching checks, Black overlooks the danger building on the queenside.

White calmly coordinates the attack and exploits Black's undeveloped position with the surprising checkmate 12.Qxb8#.

→ [Learn and Memorize the Deadly Opening Trap #5 Online](#)

Trap #6: The Queen Sacrifice Threat

King's Gambit Declined MICOS CODE: C03.001.KD - King's Gambit: 1.e4 e5 2.f4



Chess Moves:

1.e4 e5 2.f4 d6 3.d3 f5 4.Nc3 fx4 5.dxe4 a6 6.fx5 dxe5 7.Nf3 Bb4 8.Bg5 Qd6 9.Rc1 Qg6
10.Qd8+ Kf7 11.Bc4+ Be6 12.Nxe5# 1-0

Trap Insight:

Black appears to hold a solid central position, but the careless move 7...f6? creates dangerous weaknesses around the king and blocks natural defensive coordination. White immediately seizes the initiative with the powerful queen invasion 10.Qd8+!, forcing the black king into an exposed position. The attack continues with precise tactical pressure and concludes with the elegant knight checkmate 12.Nxe5#.

[→ Learn and Memorize the Deadly Opening Trap #6 Online](#)

Trap #7: The Poisoned Kingside (Caro-Kann Defence)

MICOS CODE: B02.017.CK - Caro-Kann Defence: 2.d4



Chess Moves:

1.e4 c6 2.d4 d6 3.Nc3 Nd7 4.f4 e6 5.Nf3 Be7 6.Bd3 f6 7.O-O Nh6 8.f5 g5 9.Nxg5 fxg5 10.Qh5+ Nf7 11.fxe6 Nf6 12.Qxf7# 1-0

Trap Insight:

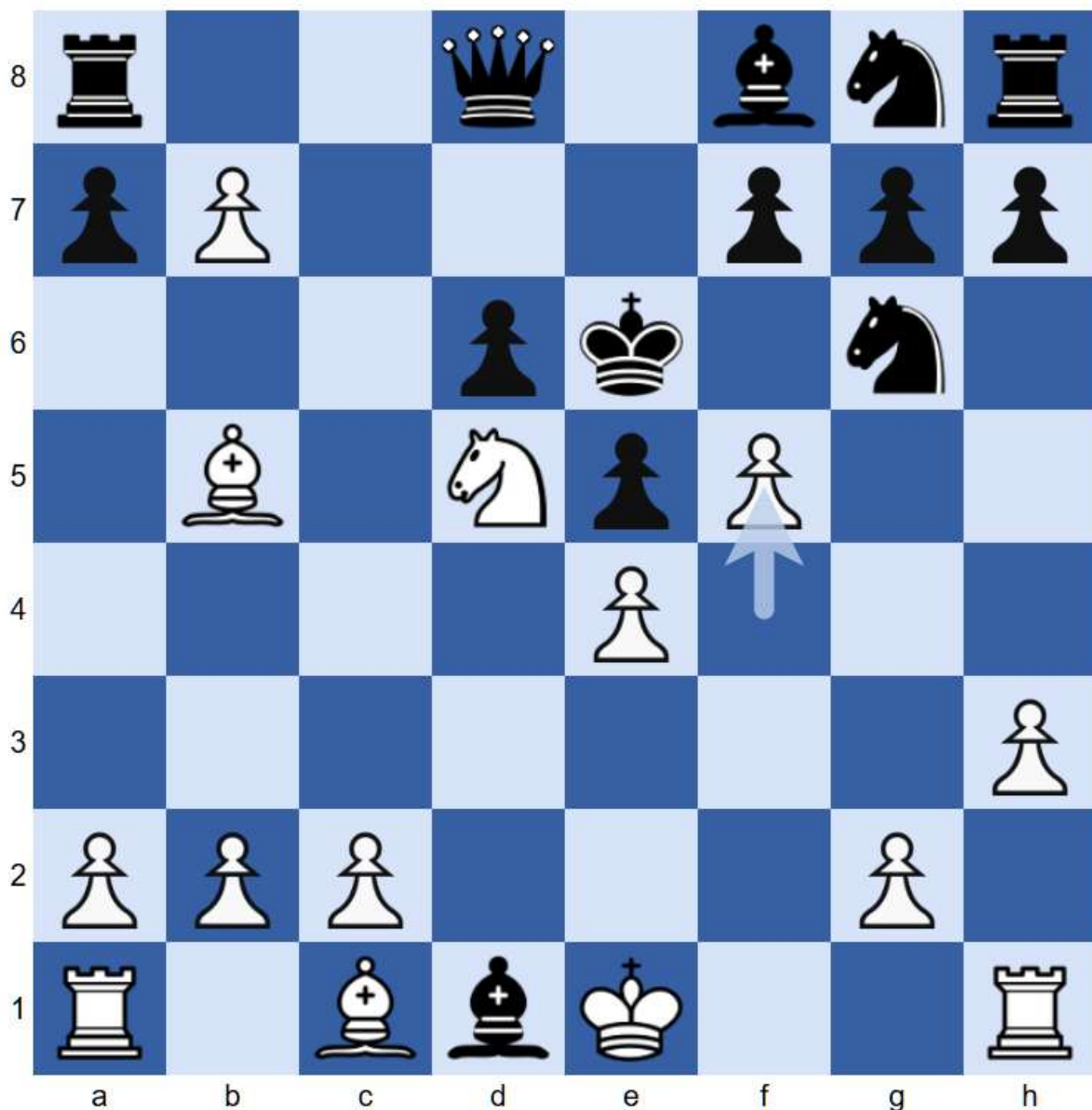
Black launches an ambitious kingside expansion, but the advancing pawns create weaknesses that White is quick to exploit. The bold knight sacrifice 10.Nxg5! tears open the defensive structure and forces Black into a difficult position.

White's attack gains momentum with the powerful advance 11.fxe6, creating new threats against the exposed king. The pressure becomes overwhelming, and the game concludes with the decisive checkmate 12.Qxf7#.

[→ Learn and Memorize the Deadly Opening Trap #7 Online](#)

Trap #8 The Deadly Pawn Checkmate (Nimzowitsch Defence)

MICOS CODE: B08.023.ND - Kennedy Defence: Linksspringer Attack



Chess Moves:

1.e4 Nc6 2.d4 e5 3.d5 Nce7 4.f4 d6 5.Nf3 Bg4 6.Nc3 Ng6 7.h3 Bxf3 8.Bb5+ c6 9.dxc6 Bxd1
10.cxb7+ Ke7 11.Nd5+ Ke6 12.f5# 1-0

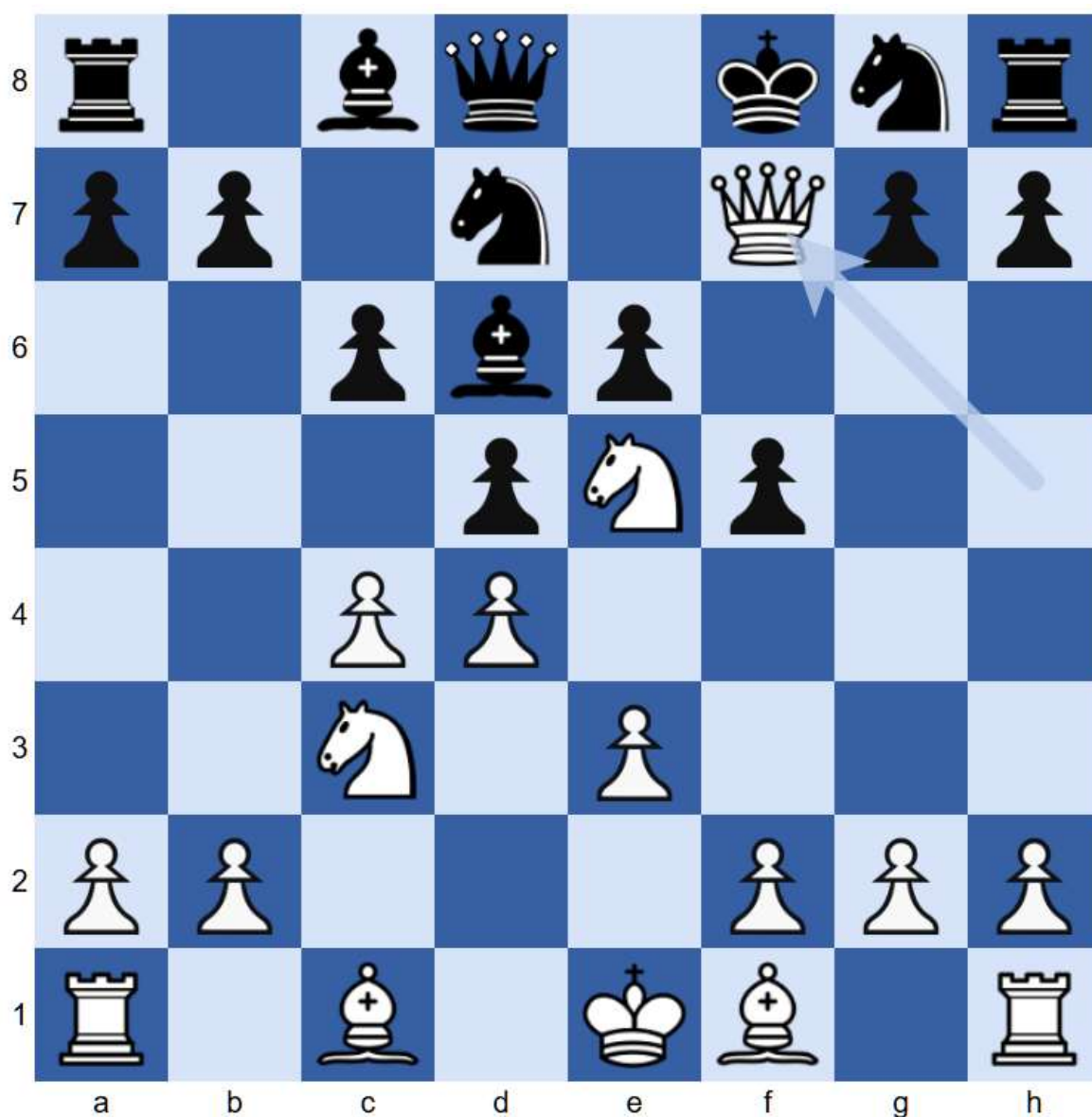
Trap Insight:

Black appears to gain a decisive material advantage by capturing White's queen with 9...Bxd1, but the exposed king is already caught in a dangerous tactical net. White continues the attack with forcing checks and rapid piece activity, driving the king deeper into the center. The stunning pawn checkmate 12.f5# ends the game in unexpected fashion.

A sharp reminder that king safety is often far more important than material in open tactical positions. → [Learn and Memorize the Deadly Opening Trap #8 Online](#)

Trap #9: The Kingside Breakthrough

Pirc Defence MICOS CODE: B04.001.PI - Pirc Defence



Chess Moves:

1.e4 d6 2.d4 e6 3.f4 Bd7 4.Nf3 Nc6 5.c3 Nh6 6.Bd3 f6 7.O-O Na5 8.e5 g5 9.fxg5 fxg5 10.Nxg5 Be7 11.Qh5+ Nf7 12.Qxf7# 1-0

Trap Insight:

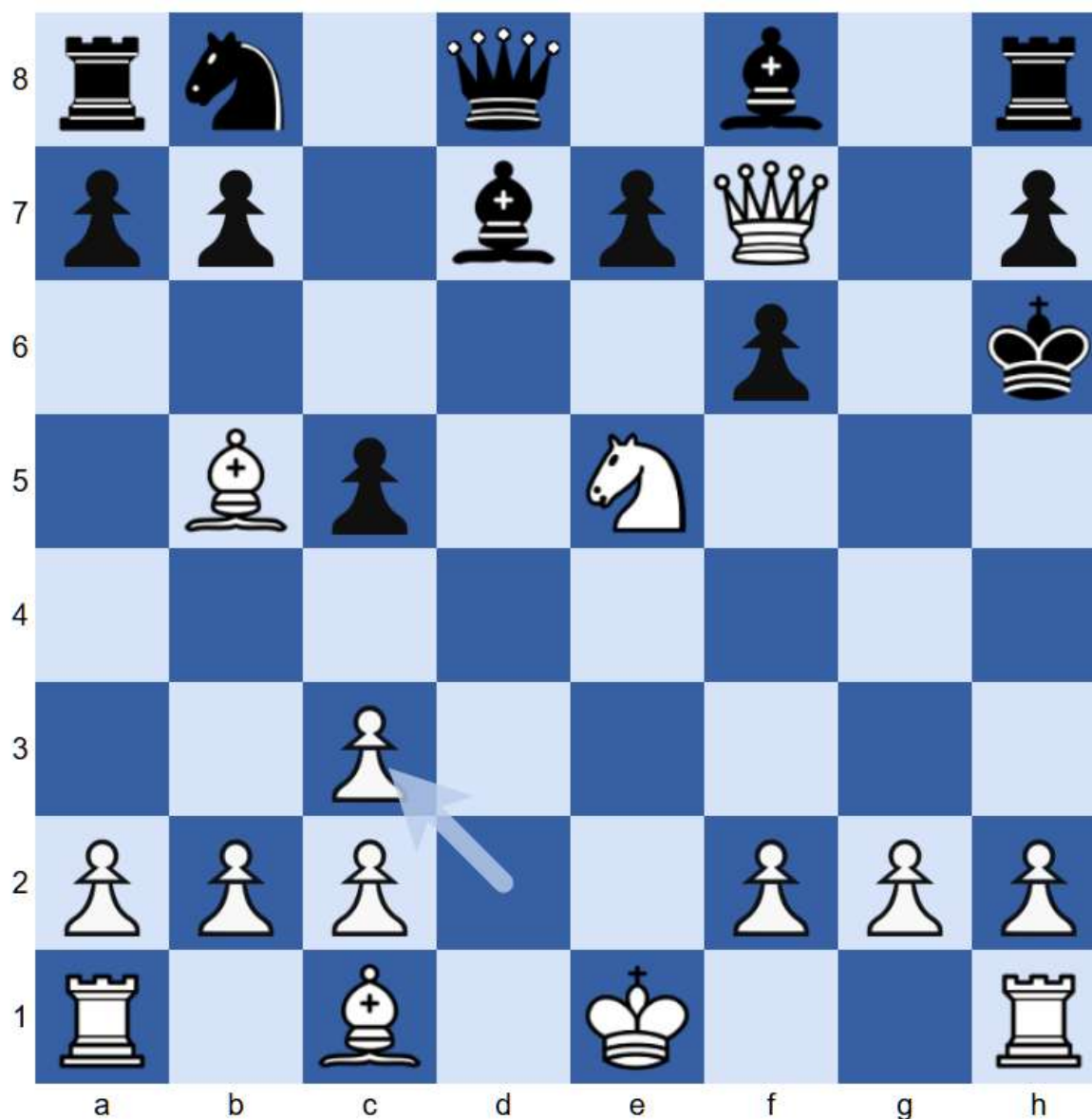
Black launches an ambitious kingside expansion, but the aggressive pawn advances leave critical weaknesses around the king. White reacts energetically with tactical pressure against the exposed dark squares and rapidly opens attacking lines.

The powerful knight sacrifice 10.Nxg5! accelerates the attack and leaves Black without adequate defensive coordination. The game ends abruptly with the decisive checkmate 12.Qxf7#.

[**→ Learn and Memorize the Deadly Opening Trap #9 Online**](#)

Trap #10: The Silent Pawn Mate

Sicilian Defence MICOS CODE: B01.387.SI - Nimzowitsch Defence: Closed Attack



Chess Moves:

1.e4 c5 2.Nf3 Nf6 3.Nc3 d5 4.exd5 Nxd5 5.Bb5+ Bd7 6.Ne5 Nxc3 7.Qf3 f6 8.Qh5+ g6 9.Nxg6 Kf7 10.Ne5+ Kg7 11.Qf7+ Kh6 12.dxc3# 1-0

Trap Insight:

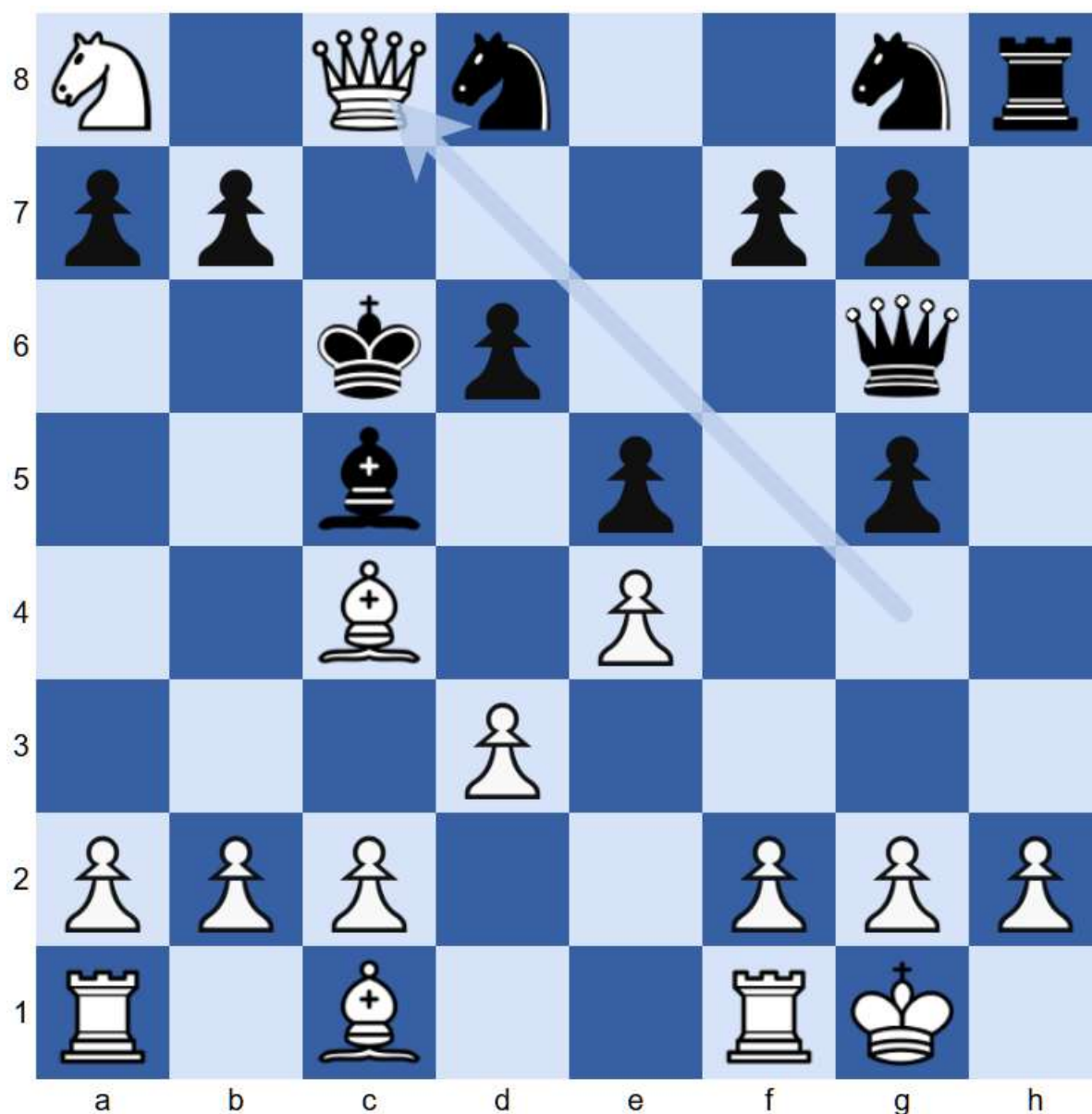
Black's kingside defence quickly collapses after the weakening move 7...f6?, allowing White to launch a dangerous attack against the exposed king. The tactical sequence forces the black king into the open, where White's queen and knight create relentless pressure.

After a series of forcing checks, the game ends unexpectedly with the quiet pawn move 12.dxc3#, leaving the black king with no escape squares.

[→ Learn and Memorize the Deadly Opening Trap #10 Online](#)

Trap #11: The Wandering Knight Trap

Giuoco Piano Game MICOS CODE: C10.047.GI - Giuoco Pianissimo Attack: 4.d3



Chess Moves: 1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. d3 d6 5. Ng5 Qf6 6. O-O Nd8 7. Nc3 h6 8. Nd5 Qg6 9. Nxc7+ Kd7 10. Nxa8 hxg5 11. Qg4+ Kc6 12. Qxc8# 1-0

Trap Insight:

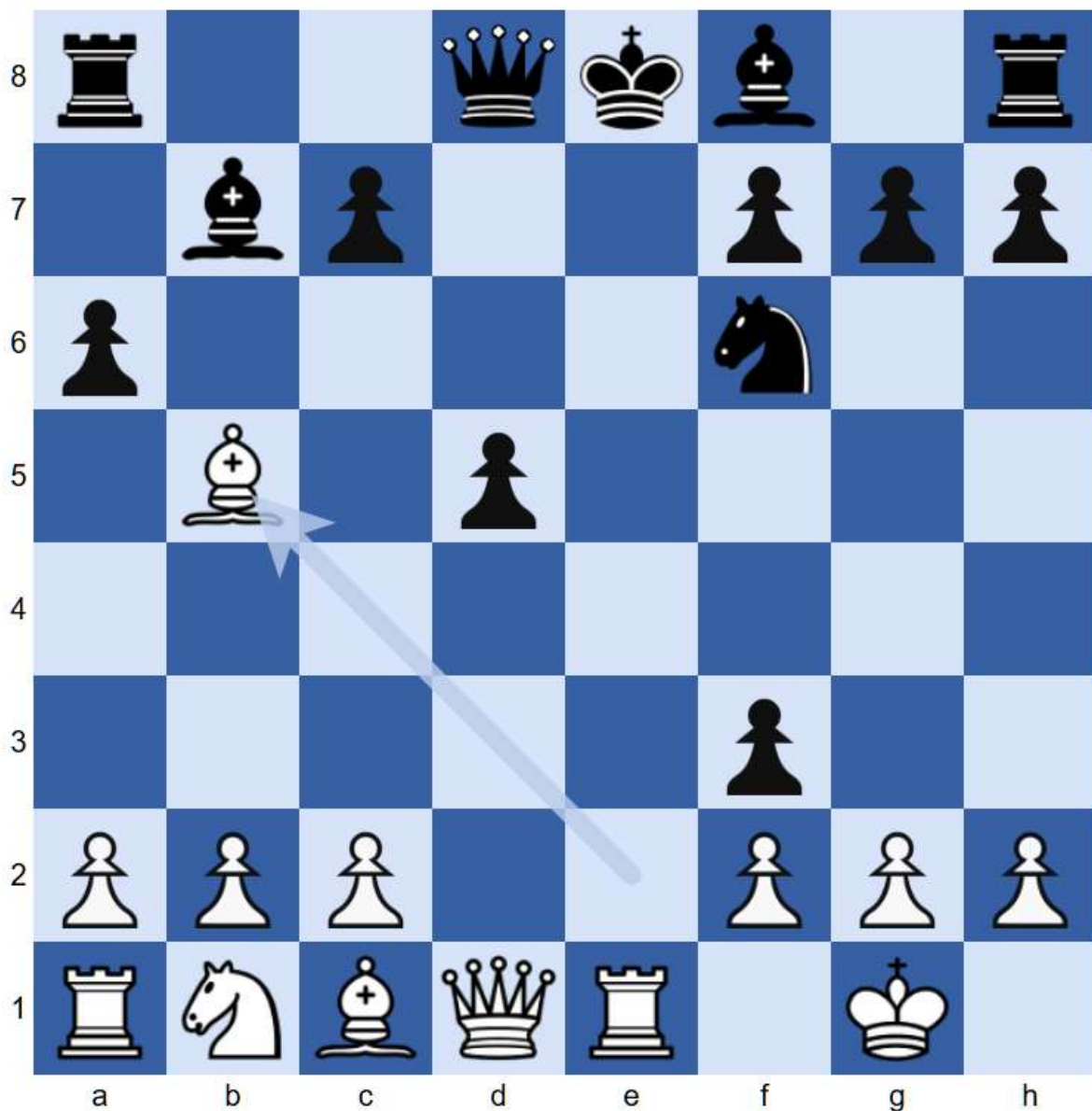
White's knight embarks on an extraordinary journey deep into enemy territory, capturing material and drawing Black's attention away from the growing danger around the king.

While Black focuses on the wandering knight, White quietly develops a powerful attack against the exposed king. The tactical sequence culminates in the surprising checkmate 12.Qxc8#, ending the game before Black can exploit White's material adventure.

In the [Official MICOS™ Book on Amazon](#), every opening trap includes a direct link to replay, learn and analyse the trap online using MICOS CAP.

Trap #12: The Unexpected Diagonal ([Ruy Lopez Opening](#))

MICOS CODE: C08.213.RL - Berlin Defence: Improved Steinitz Defence



Chess Moves:

1.e4 e5 2.Nf3 Nc6 3.Bb5 Nf6 4.O-O d6 5.d4 Nxe4 6.d5 a6 7.Bd3 Nf6 8.dxc6 e4 9.Re1 d5 10.Be2 exf3 11.cxb7 Bxb7 12.Bb5# 1-0

Trap Insight:

Black appears to emerge from the opening with a healthy position and extra material, but a hidden tactical weakness remains around the king. After 11...Bxb7, Black overlooks a simple yet decisive mating pattern. White's final move 12.Bb5# ends the game instantly, with the bishop and rook working together to seal every escape square. The checkmate is remarkably elegant because it arrives from a seemingly quiet position.

In the [Official MICOS™ Book on Amazon](#), every opening trap includes a direct link to replay, learn and analyse the trap online using MICOS CAP.

Trap #13: The Fatal King Walk (Center Game)

MICOS CODE: C02.007.CG - Danish Gambit Accepted: 5.Bxb2



Chess Moves:

1.e4 Nc6 2.d4 d5 3.e5 e6 4.Nf3 Bb4+ 5.c3 Ba5 6.Bd3 Nge7 7.O-O O-O 8.Bxh7+ Kxh7 9.Ng5+ Kh6 10.Qg4 f5 11.Qh4+ Kg6 12.Qh7# 1-0

Trap Insight:

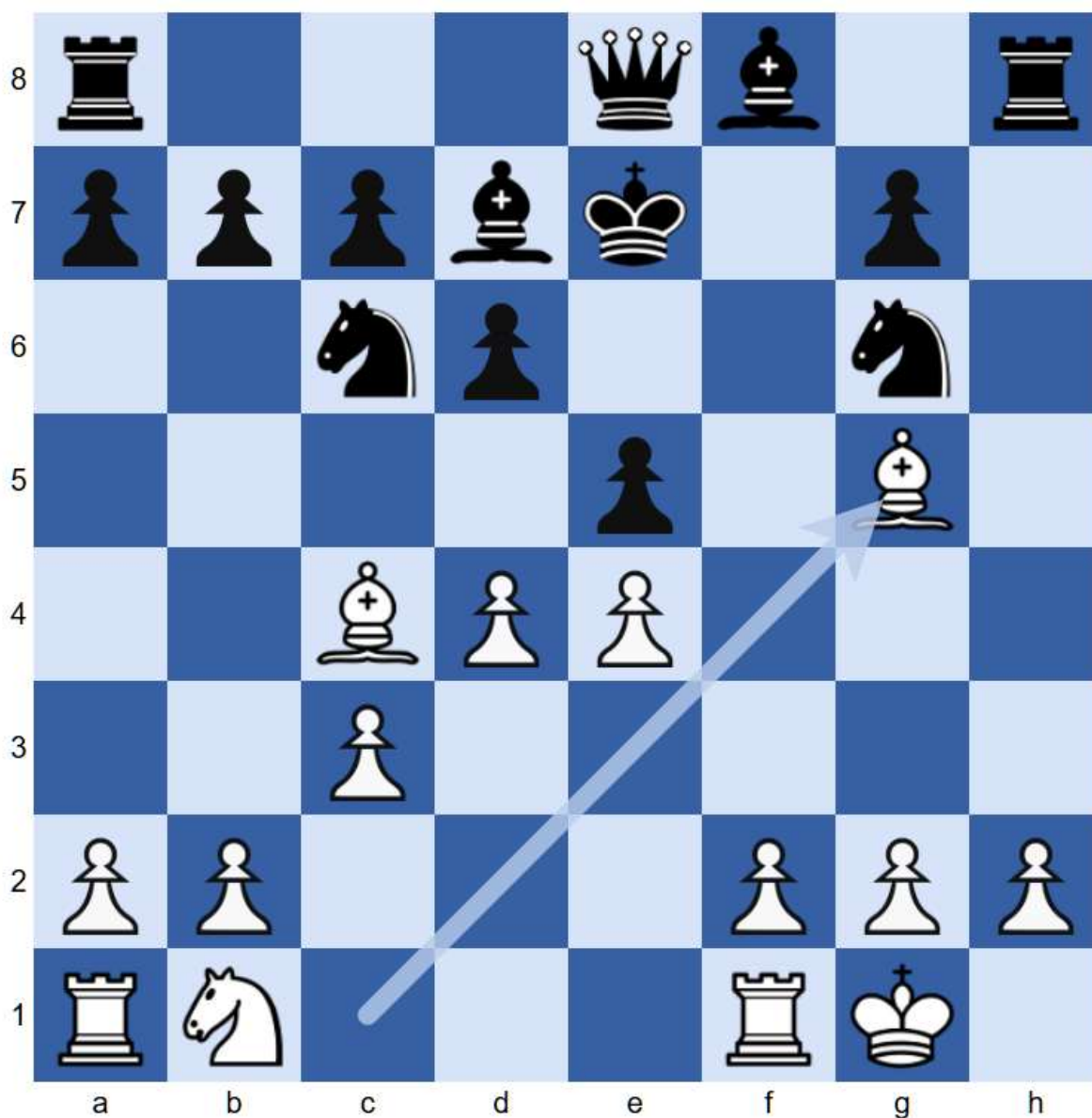
This attacking trap demonstrates how a single king move can decide the entire game. After White's aggressive bishop sacrifice 8.Bxh7+!, Black chooses the natural-looking defence move 9...Kh6?, but the king is suddenly trapped in a deadly mating net. The precise queen maneuver Qg4–h4–h7# finishes the attack in brilliant fashion. Had Black instead chosen 9...Kg6!, the king could have escaped the immediate danger.

A powerful reminder that king safety and accurate defensive squares are critical in sharp opening positions.

In the [Official MICOS™ Book on Amazon](#), every opening trap includes a direct link to replay, learn and analyse the trap online using MICOS CAP.

Trap #14: The Queen Decoy Mate

Ruy Lopez Opening MICOS CODE: C08.246.RL - Cozio Defence



Chess Moves:

1.e4 e5 2.Nf3 Nc6 3.Bb5 Nge7 4.c3 d6 5.d4 Bd7 6.O-O Ng6 7.Ng5 h6 8.Nxf7 Kxf7 9.Bc4+ Ke7
10.Qh5 Qe8 11.Qg5+ hxg5 12.Bxg5# 1-0

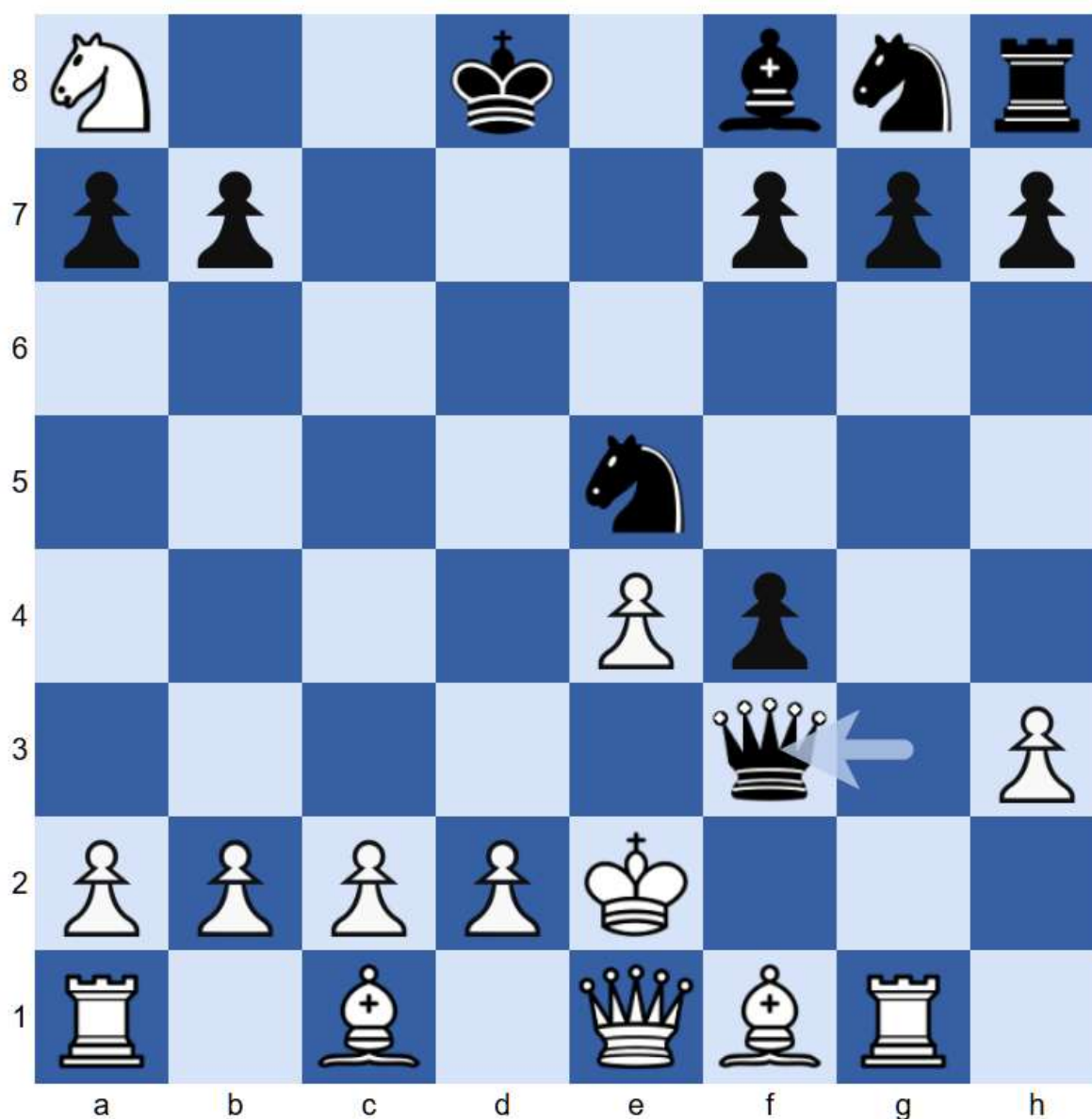
Trap Insight:

White launches a daring attack by sacrificing a knight on f7, forcing the black king into the center. The pressure continues to build as White's pieces coordinate around the exposed monarch. The brilliant point comes with 11.Qg5+!, where White offers the queen as a decoy. After Black accepts the sacrifice with 11...hxg5, the hidden idea is revealed: 12.Bxg5# delivers a beautiful checkmate.

In the [Official MICOS™ Book on Amazon](#), every opening trap includes a direct link to replay, learn and analyse the trap online using MICOS CAP.

Trap #15: The Greedy Knight Trap

King's Gambit Accepted MICOS CODE: C04.043.KA - Requena Gambit



Chess Moves:

1.e4 e5 2.f4 exf4 3.Nc3 Qh4+ 4.Ke2 d5 5.Nxd5 Bg4+ 6.Nf3 Nc6 7.Nxc7+ Kd8 8.Nxa8 Ne5 9.h3 Bh5 10.Rg1 Qg3 11.Qe1 Bxf3+ 12.gxf3 Qxf3# 0-1

Trap Insight:

White appears to win significant material by sending the knight deep into Black's position with 7.Nxc7+ and 8.Nxa8, capturing a rook. However, the ambitious raid leaves White far behind in development and with an exposed king. Black responds energetically by bringing more pieces into the attack and exploiting the vulnerable position of the white king. The pressure quickly becomes overwhelming, culminating in the decisive checkmate 12...Qxf3#.

In the [Official MICOS™ Book on Amazon](#), every opening trap includes a direct link to replay, learn and analyse the trap online using MICOS CAP.

Vienna Game MICOS CODE: C05.012.VI - Vienna Gambit: 2...Nc6 3.f4



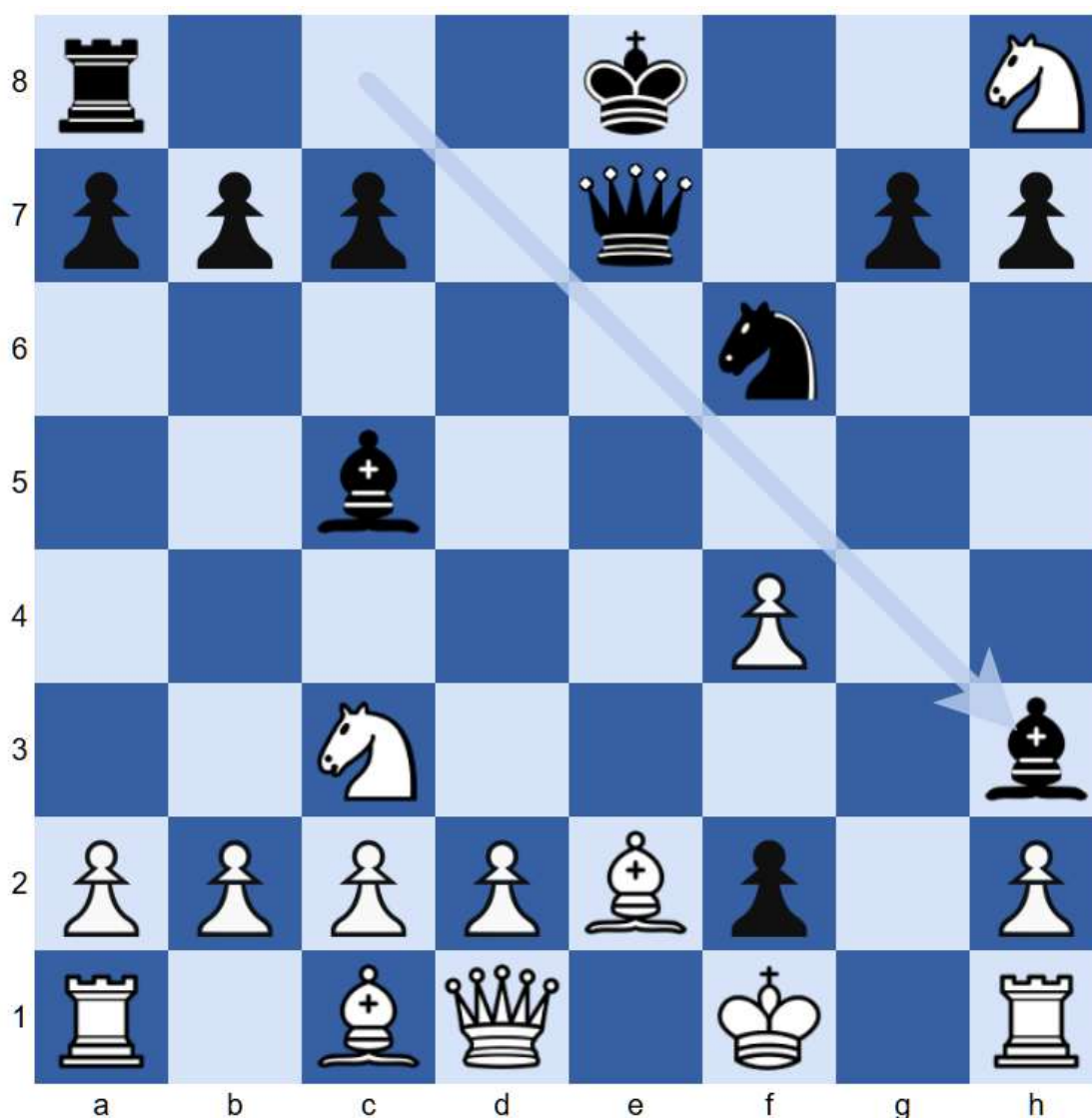
Trap Insight: 🏰 **White:** I won two rooks! 🏰 **Black:** I won the game..Checkmate 😁

In the [Official MICOS™ Book on Amazon](#), every opening trap includes a direct link to replay, learn and analyse the trap online using MICOS CAP.

Trap #17: The Fatal Rook Hunt

King's Gambit Declined

MICOS CODE: C03.037.KD - Falkbeer Counter-Gambit: Blackburne Attack



Chess Moves:

1.e4 e5 2.f4 d5 3.Nf3 dxe4 4.Nxe5 Bc5 5.Nc3 Nf6 6.Qe2 Nc6 7.Nxf7 Qe7 8.Nxh8 Nd4 9.Qd1 Nf3+ 10.gxf3 exf3+ 11.Be2 f2+ 12.Kf1 Bh3# 0-1

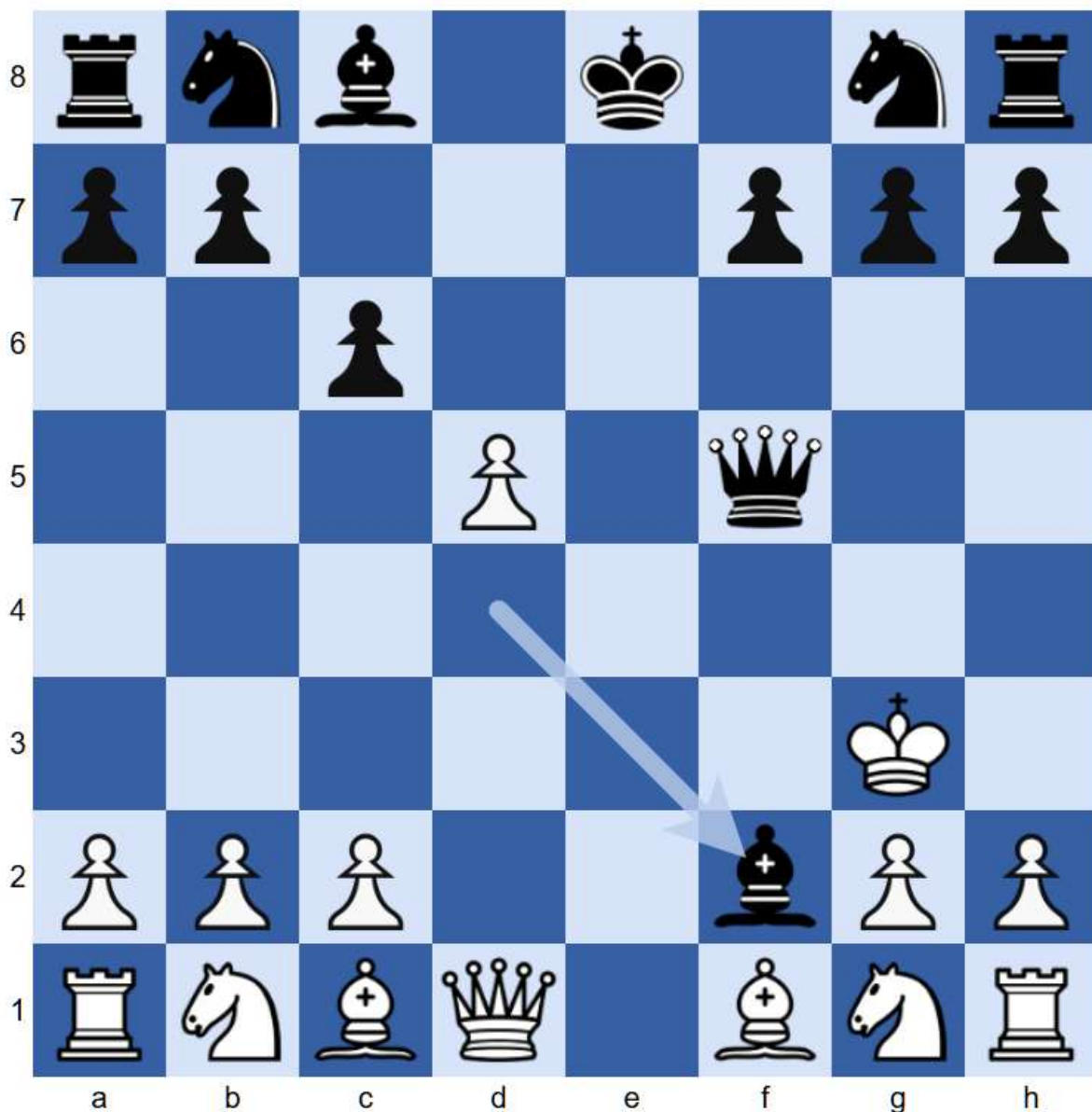
Trap Insight:

White appears to win a valuable rook with 8.Nxh8, but the material gain comes at a heavy cost. While White's knight is stranded in the corner, Black rapidly develops pieces and launches a dangerous attack against the king. The pressure increases with a series of forcing moves, driving the white king into a helpless position. The attack concludes with the elegant checkmate 12...Bh3#, where Black's pieces work together perfectly to seal every escape route.

In the [Official MICOS™ Book on Amazon](#), every opening trap includes a direct link to replay, learn and analyse the trap online using MICOS CAP.

Trap #18: The Long King Hunt (King's Gambit Declined)

MICOS CODE: C03.019.KD - Falkbeer Counter-Gambit: Marshall Counter-Gambit



Chess Moves:

1.e4 e5 2.f4 d5 3.exd5 c6 4.fxe5 Qh4+ 5.Ke2 Qe4+ 6.Kf2 Bc5+ 7.d4 Bxd4+ 8.Kg3 Bxe5+ 9.Kf2 Bd4+ 10.Kg3 Qg6+ 11.Kf4 Qf5+ 12.Kg3 Bf2# 0-1

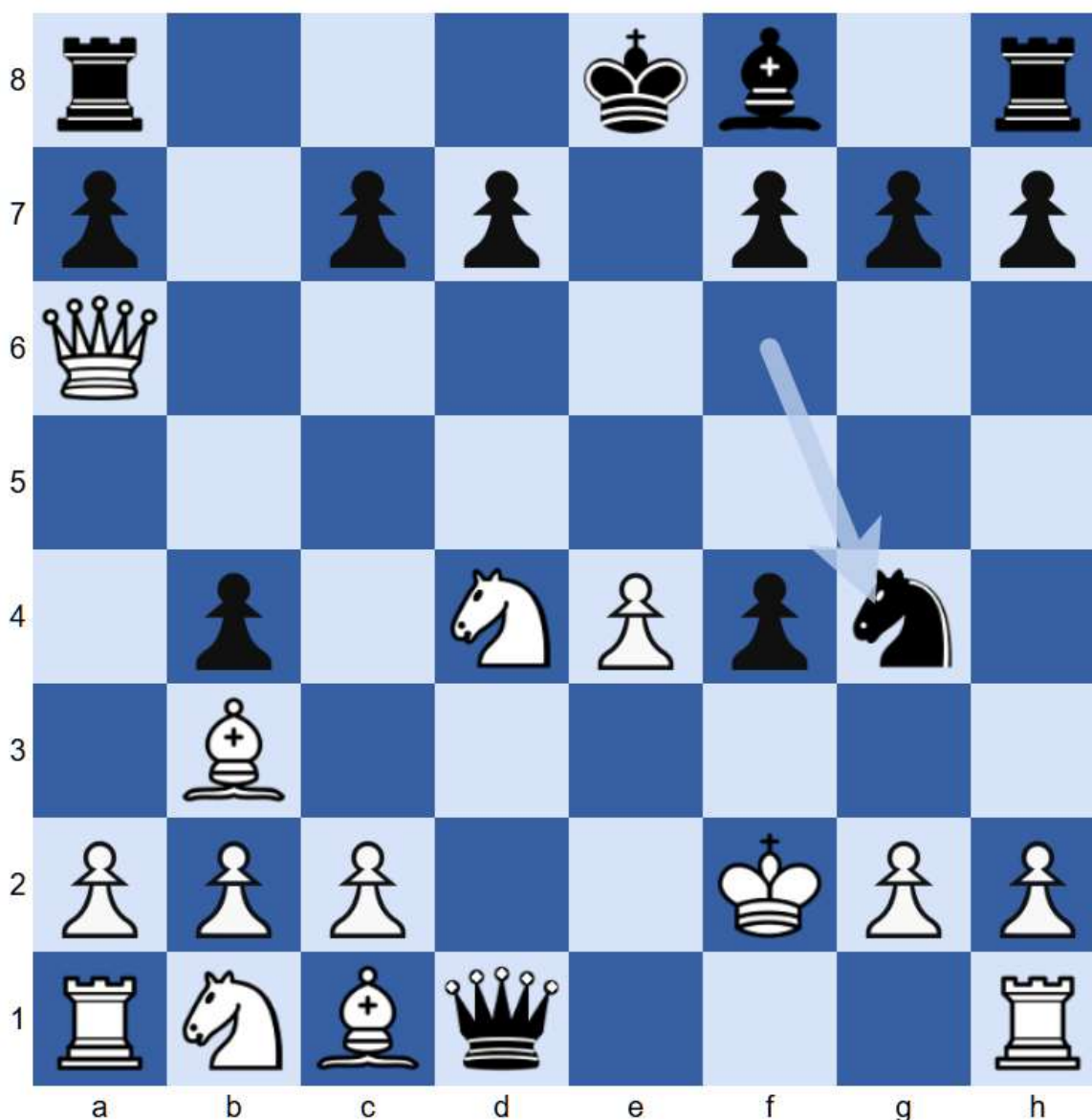
Trap Insight:

White wins a pawn and appears to gain attacking chances, but Black immediately seizes the initiative with a series of forcing checks. The white king is driven across the board in a desperate attempt to escape the attack. With every move, Black's pieces become more active while White falls further behind in development. The relentless pursuit finally ends with the elegant move 12...Bf2#, where the bishop delivers checkmate after a remarkable king hunt.

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Trap #19: The Poisoned Bishop Trap (King's Gambit Accepted)

MICOS CODE: C04.020.KA - Bishop's Gambit: Bryan Counter-Gambit



Chess Moves:

1.e4 e5 2.f4 exf4 3.Bc4 Qh4+ 4.Kf1 b5 5.Bd5 Nc6 6.Nf3 Qh5 7.d4 Nf6 8.Bb3 Ba6 9.Qe2 Nxd4 10.Nxd4 b4 11.Qxa6 Qd1+ 12.Kf2 Ng4# 0-1

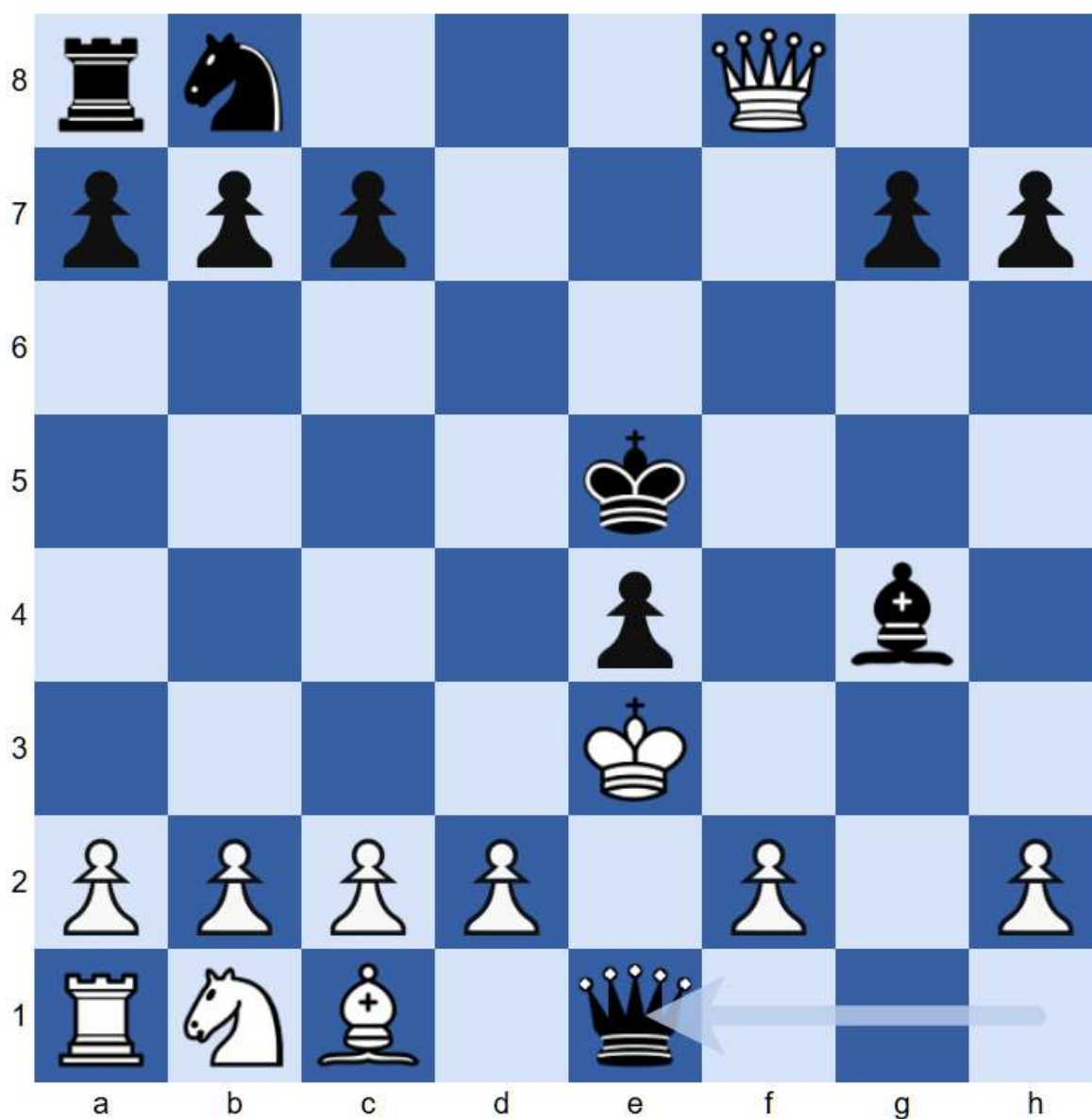
Trap Insight:

White appears to win a bishop with 11.Qxa6, gaining material and seemingly emerging from the opening with the advantage. However, the capture distracts White from the real danger surrounding the king. Black immediately exploits the exposed position with the powerful move 11...Qd1+!, forcing the king into a vulnerable square. The attack concludes with the elegant checkmate 12...Ng4#, where the queen and knight combine perfectly to trap the king.

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Trap #20: The Material Mirage

King's Knight Opening MICOS CODE: C06.009.KN - Elephant Gambit: Wasp Defence



Chess Moves:

1.e4 e5 2.Nf3 d5 3.Nxe5 dxe4 4.Bc4 Qg5 5.Bxf7+ Ke7 6.Qh5 Qxg2 7.Bxg8 Qxh1+ 8.Ke2 Rxc8
9.Qf7+ Kd6 10.Qxg8 Kxe5 11.Qxf8 Bg4+ 12.Ke3 Qe1# 0-1

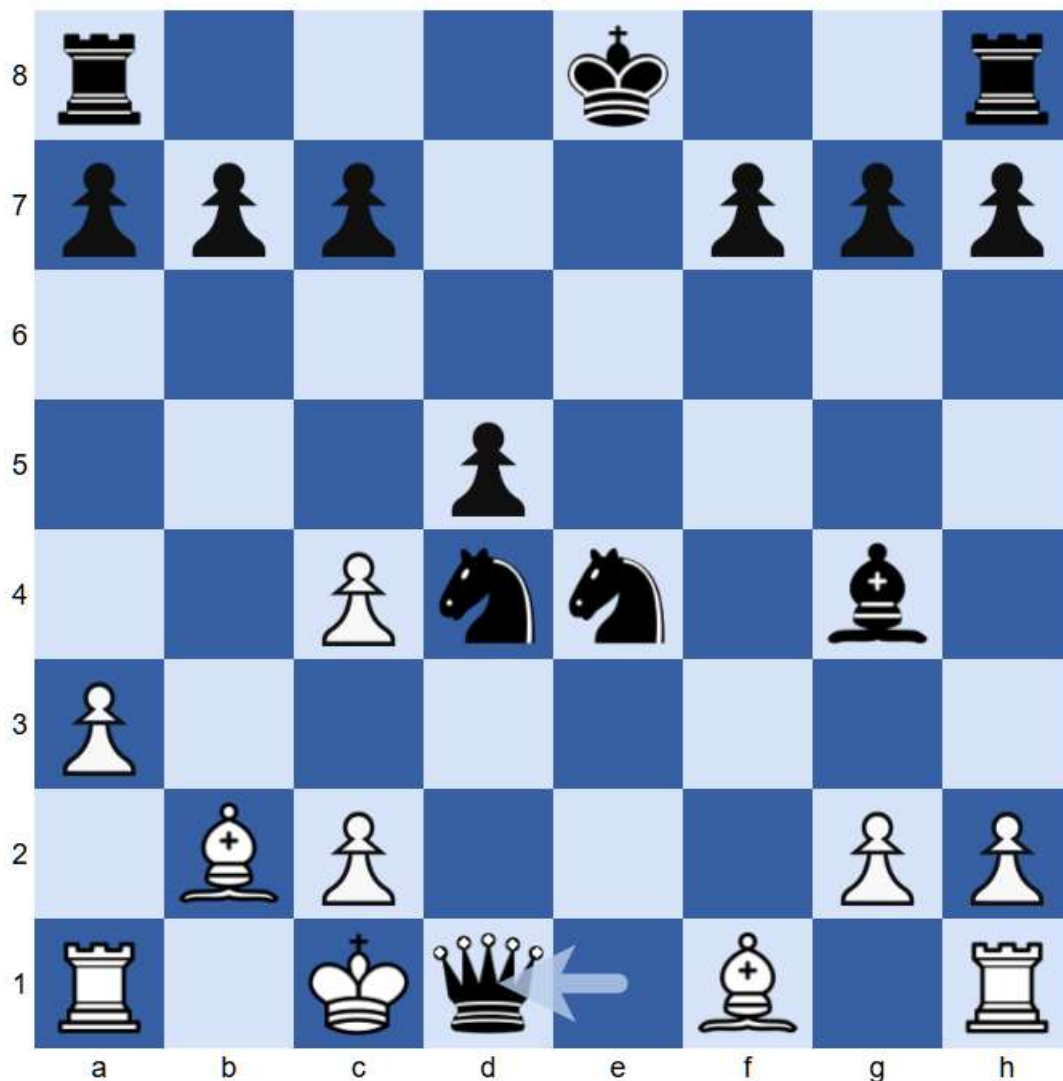
Trap Insight:

White wins material throughout the opening, collecting pawns, a rook and even Black's queen. From a purely material perspective, the position appears completely winning. However, while White focuses on grabbing pieces, Black concentrates on activity and king safety. The exposed white king becomes the target of a powerful attack, and the accumulated material advantage proves meaningless when Black's pieces spring into action.

In the [Official MICOS™ Book on Amazon](#), every opening trap includes a direct link to replay, learn and analyse the trap online using MICOS CAP.

Trap #100: The Decoy Queen Mate

Russian Game MICOS CODE: C17.016.RU - Four Knights Game



Chess Moves:

1.e4 e5 2.Nf3 Nf6 3.Nc3 Nc6 4.d4 exd4 5.Nxd4 Bb4 6.a3 Bxc3+ 7.bxc3 Nxe4 8.Qf3 d5 9.c4 Nxd4 10.Qd3 Qf6 11.Bb2 Qxf2+ 12.Kd1 Bg4+ 13.Kc1 Qe1+ 14.Qd1 Qxd1# 0-1

Trap Insight:

White gains space in the center and appears to hold a solid position. After 11...Qxf2+, Black's queen penetrates deep into White's position and forces the king into the open.

The surprising move 12...Bg4+ suddenly brings a dormant bishop into the attack. White's king is driven across the board while Black's queen and bishop work together to restrict every escape route. After 13...Qe1+, White's queen is forced into a passive defensive role. The attack concludes with 14...Qxd1#, a precise queen checkmate that leaves the king without protection.

[**→ Learn and Memorize the Deadly Opening Trap #100 Online**](#)

Final Word

Thank you for exploring **100 Chess Opening Traps** — brought to you by the **MasterInChess Openings System (MICOS™)**.

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See you in Vol. III. 

Claus Gamborg

Founder of MasterInChess.com and creator of MICOS™



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- MICOS™ code and opening classification
- PGN move list and board diagram
- A link to replay the opening trap online

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