

**BRILLIANT**  
**CHESS**  
**SACRIFICES AND**  
**COMBINATIONS**

**By FRED REINFELD**

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**1001**

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# CHESSE NOTATION

As indicated in the following diagram, all the squares on the chessboard are *numbered* from both sides of the board; White's KR1, for example, is Black's KRB. Each square is also *named* for the piece occupying the file. Below the diagram is a list of the chief abbreviations used in chess notation.

BLACK							
180 QR8	1N0 QN8	1B0 QB8	10 Q8	1K K8	1B1 KB8	1N1 KN8	1R1 KR8
280 QR7	2N0 QN7	2B0 QB7	20 Q7	2K K7	2B1 KB7	2N1 KN7	2R1 KR7
380 QR6	3N0 QN6	3B0 QB6	30 Q6	3K K6	3B1 KB6	3N1 KN6	3R1 KR6
480 QR5	4N0 QN5	4B0 QB5	40 Q5	4K K5	4B1 KB5	4N1 KN5	4R1 KR5
580 QR4	5N0 QN4	5B0 QB4	50 Q4	5K K4	5B1 KB4	5N1 KN4	5R1 KR4
680 QR3	6N0 QN3	6B0 QB3	60 Q3	6K K3	6B1 KB3	6N1 KN3	6R1 KR3
780 QR2	7N0 QN2	7B0 QB2	70 Q2	7K K2	7B1 KB2	7N1 KN2	7R1 KR2
880 QR1	8N0 QN1	8B0 QB1	80 Q1	8K K1	8B1 KB1	8N1 KN1	8R1 KR1

WHITE

King	—	K	check	—	ch
Queen	—	Q	discovered check	—	dis ch
Rook	—	R	double check	—	db! ch
Bishop	—	B	en passant	—	e.p.
Knight	—	N	good move	—	!
Pawn	—	P	very good move	—	!!
captures	—	x	outstanding move	—	!!!
to	—	—	bad move	—	.

# Sacrifices and Combinations

The man who wrote, "Tactics is 99 per cent of chess," might well have added- "and 99 per cent of the fun, too!"

Brilliant sacrifices and combinations, either calculated in advance or played on the spur of the moment, give us thrills that cannot be equalled.

# I. Pinning

The pin is by far the most frequently used tactical theme. It may be defined as *an attack on a piece which screens a second piece from attack*. The unit attacked in this way is said to be pinned. If attacked with enough force and ingenuity, it can often be won or completely disabled. Some examples:

In Diagram 2 Black's Knight is subject to an "absolute" pin. (This is the term we use when the King is the screened piece.) Worse yet, the Knight is pinned in two ways, by the White Queen and Bishop. And still worse, the Knight is not protected by a Pawn, which is the best- and cheapest- defense for a pinned piece. All these weaknesses combine to make possible White's brilliant demolition of Black's position.

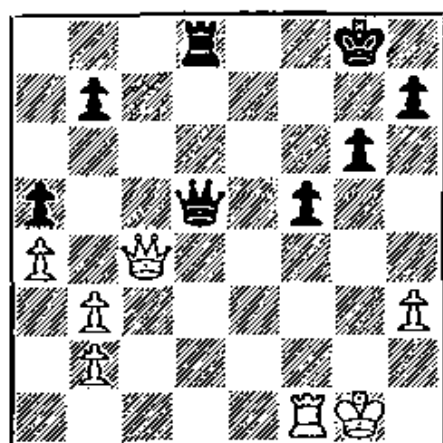
In Diagram 5 we see again the fatal effect of an "absolute" pin. Once we're familiar with the pinning motif, we become used to the idea of *creating* pins- as for example in Diagram 16, where White first sacrifices in order to win Black's Queen by means of a pin.

Sometimes a pin defeats an already existing pin. Diagram 11 is a thrilling example of this.

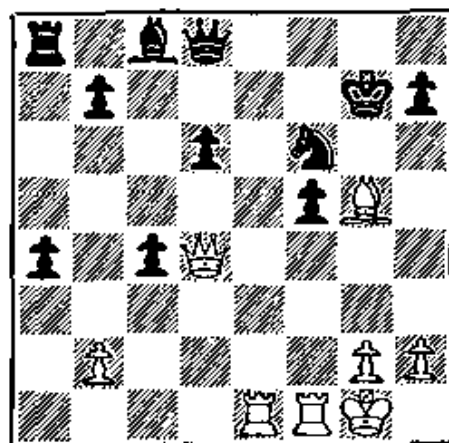
A frequent use of the pin is to "pile up" on the pinned piece with an effective Pawn advance, as in Diagram 17. The piling-up may also be performed by pieces- sometimes with startling effect, as in Diagram 1.



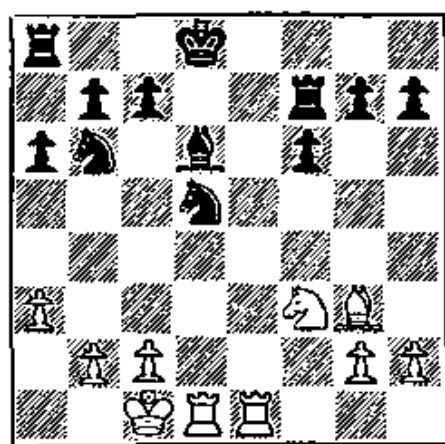
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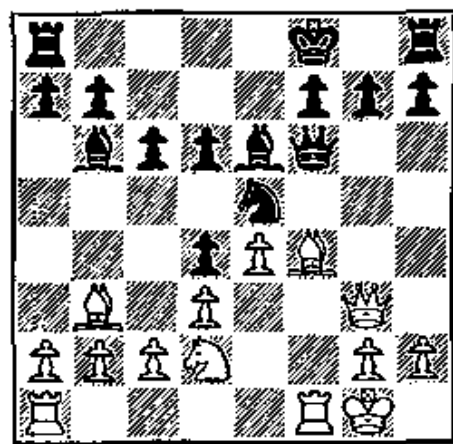
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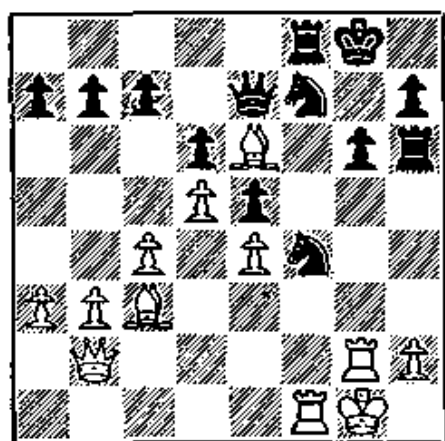
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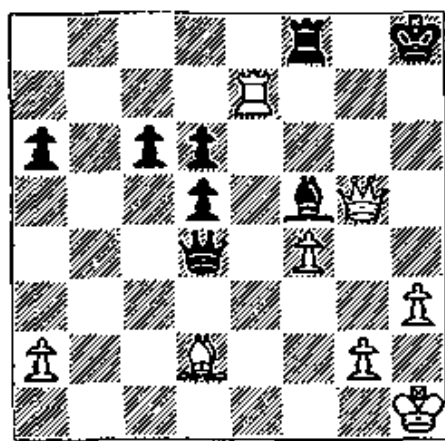
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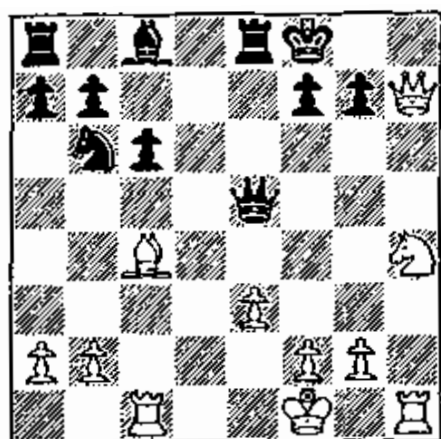


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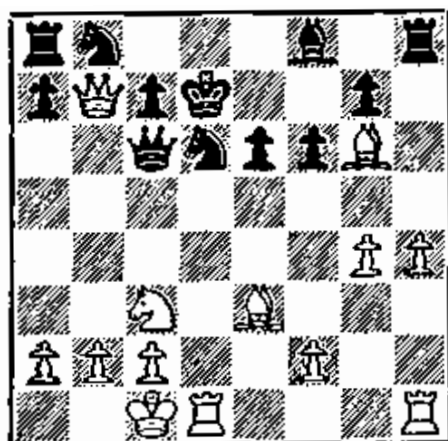


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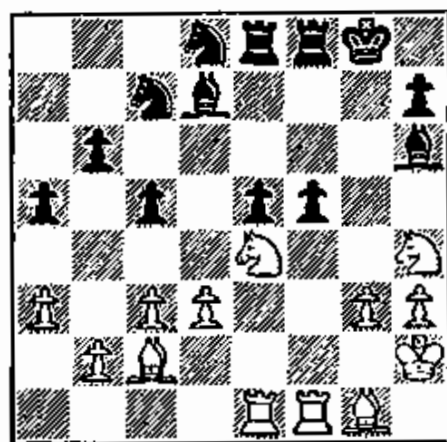
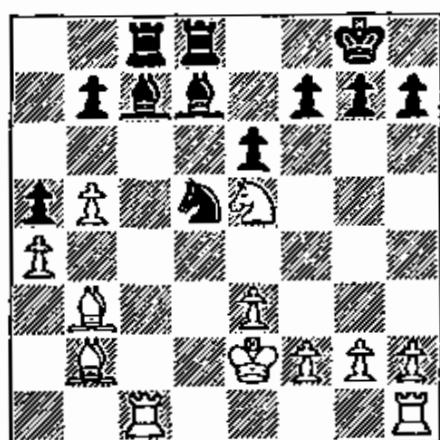
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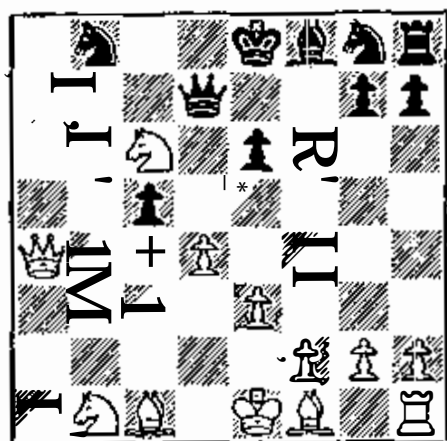
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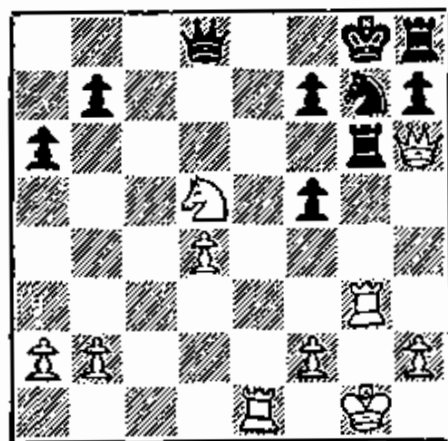
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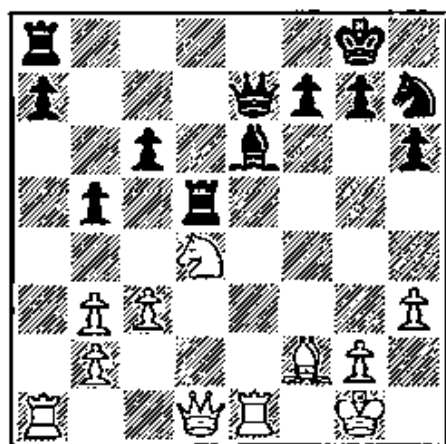


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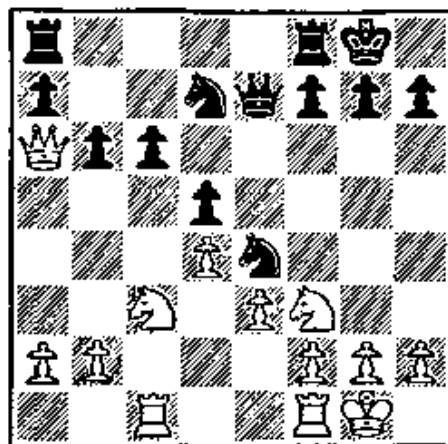


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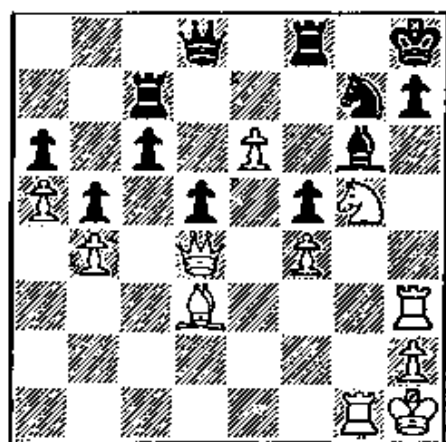
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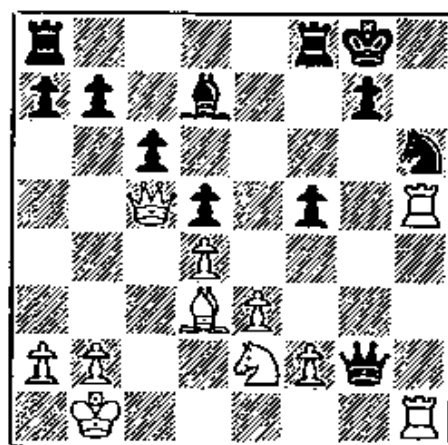
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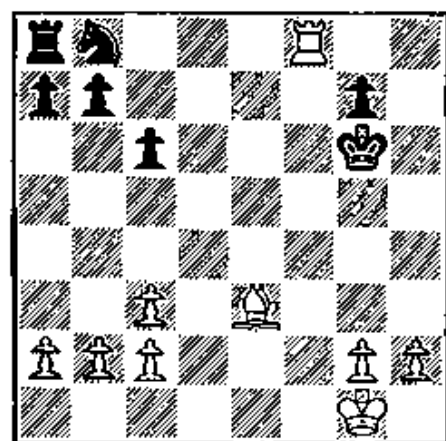
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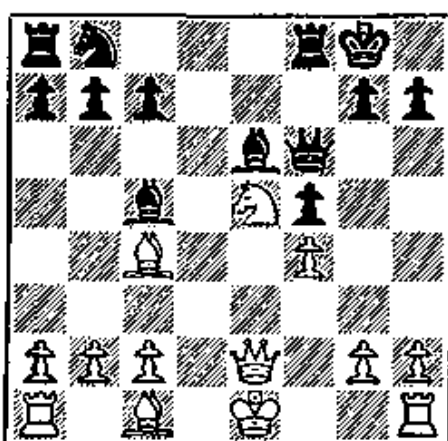
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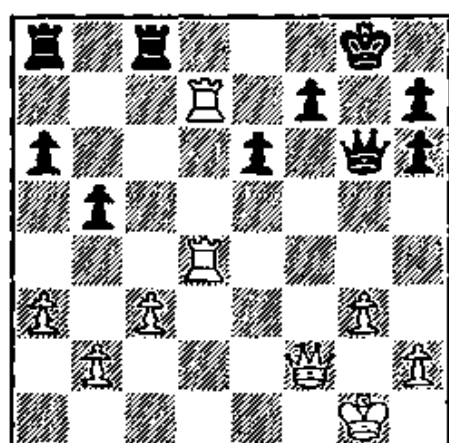


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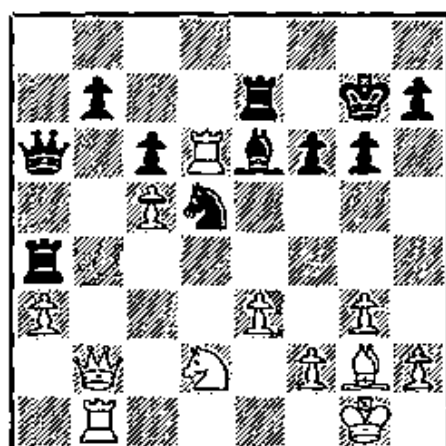


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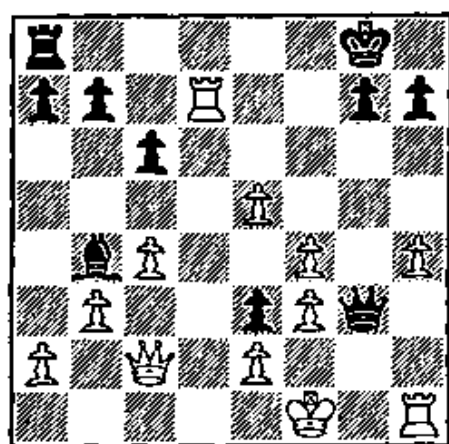
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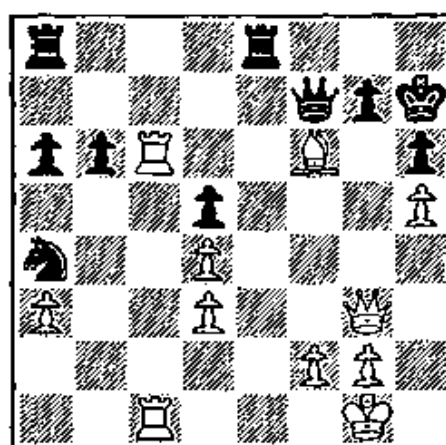
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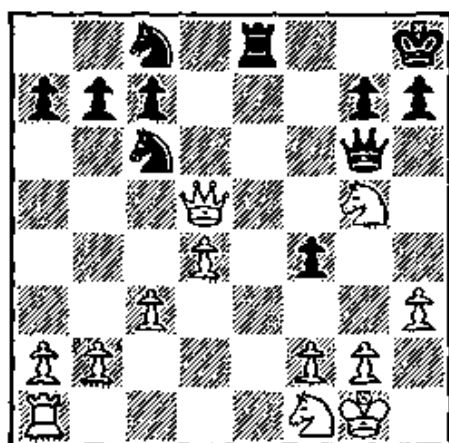
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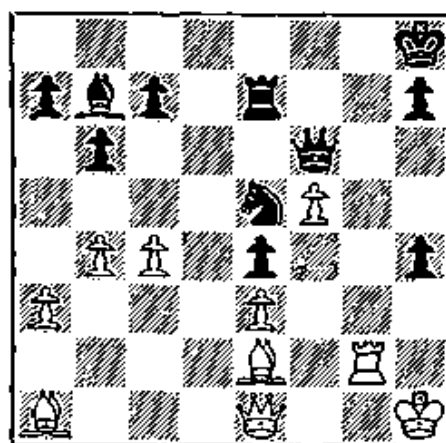
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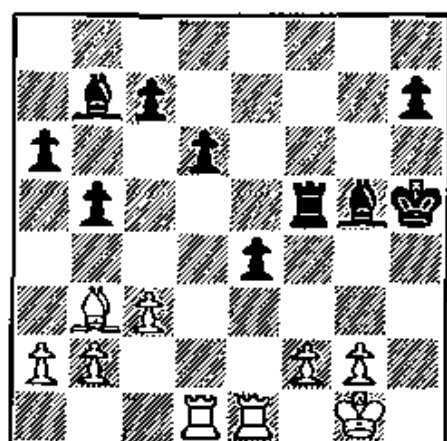


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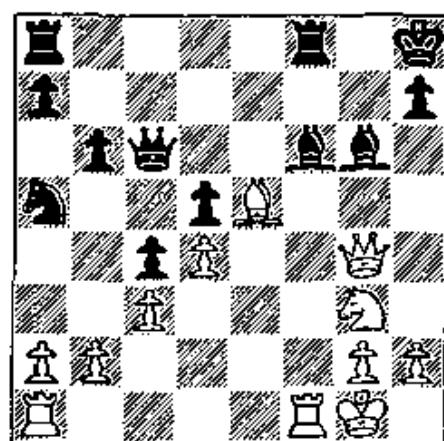


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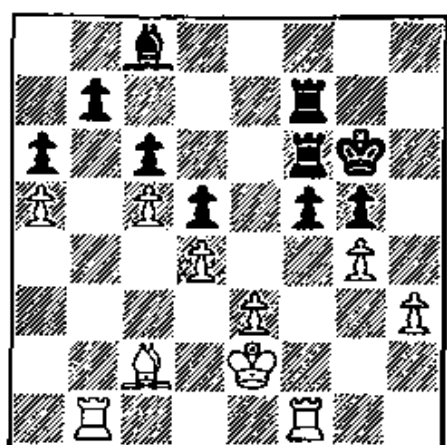
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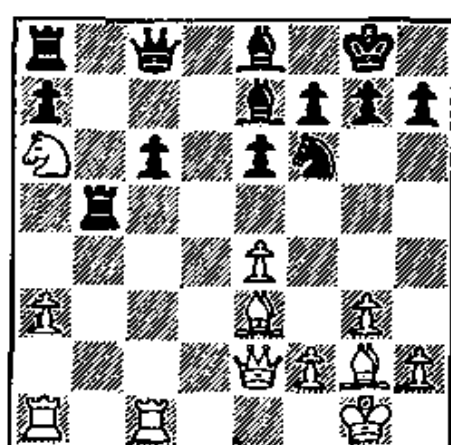
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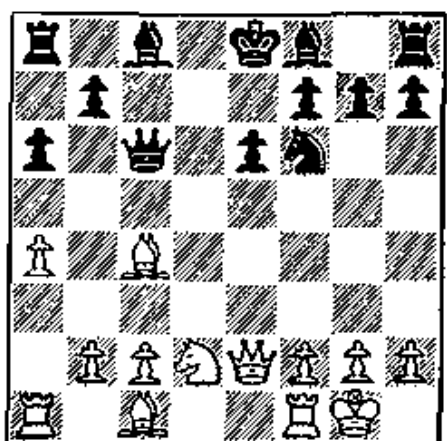
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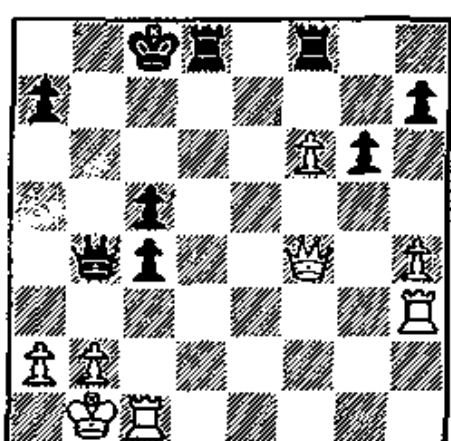
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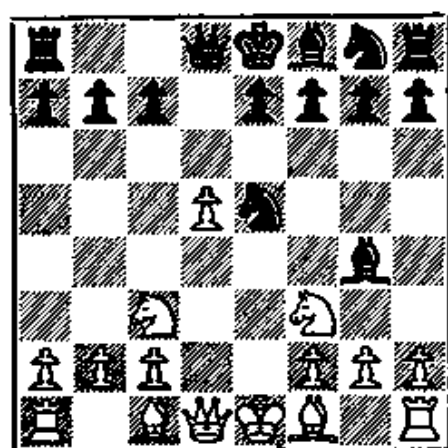


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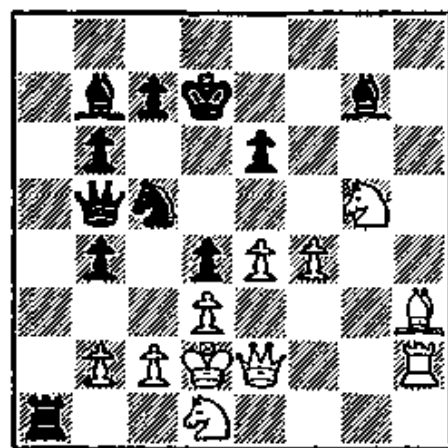


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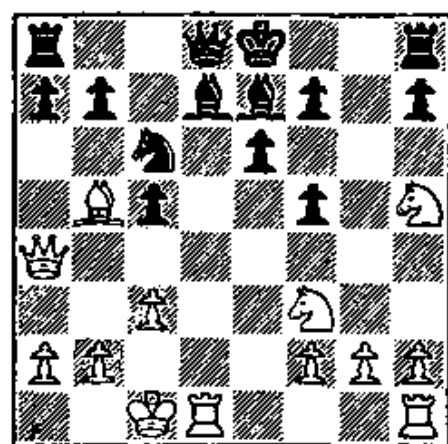
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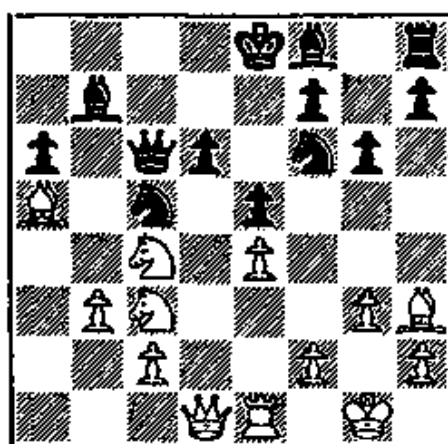
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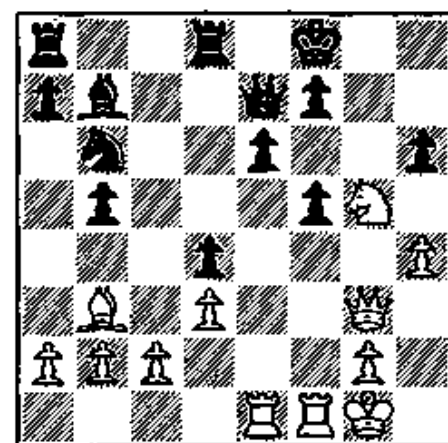
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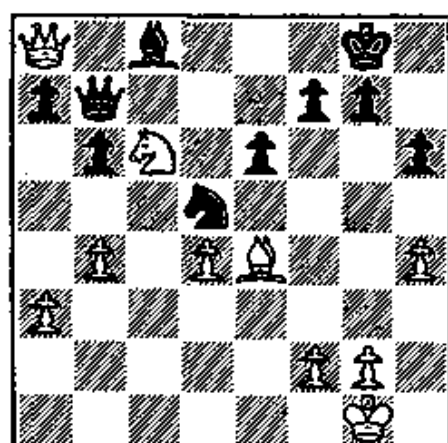
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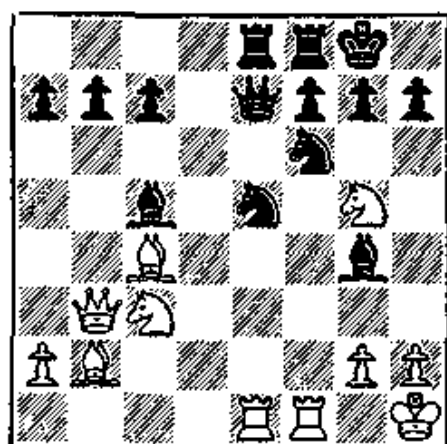


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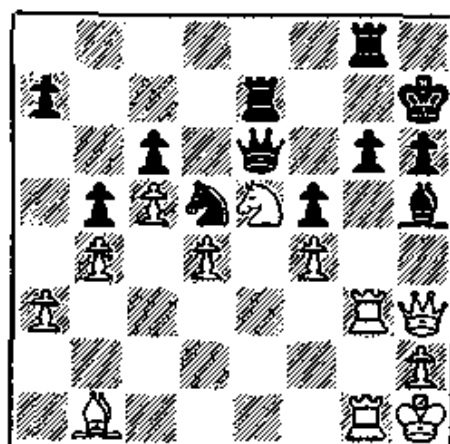


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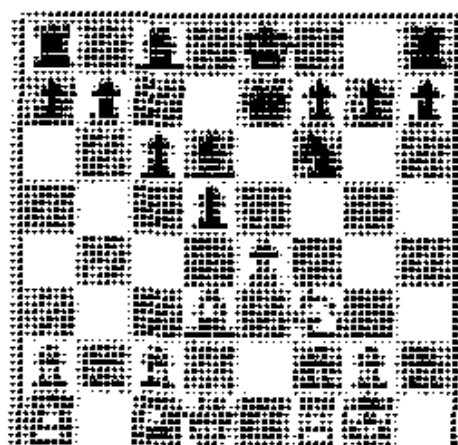
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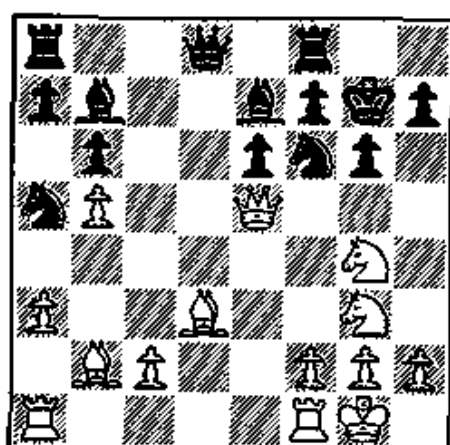
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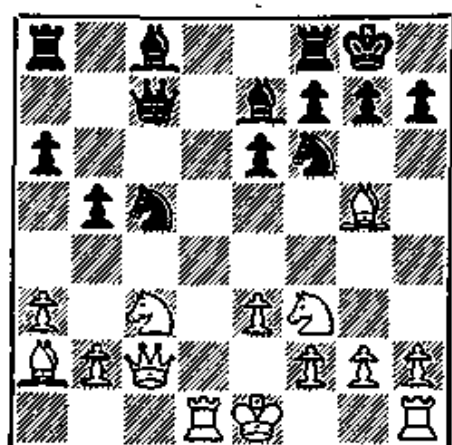
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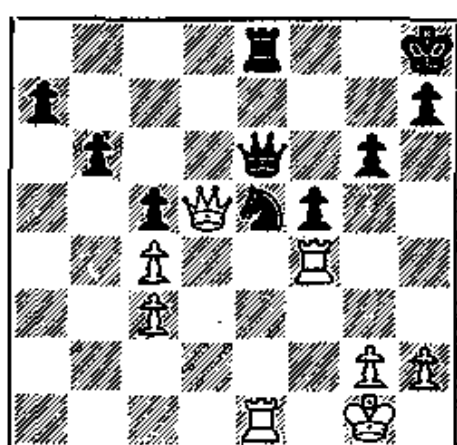
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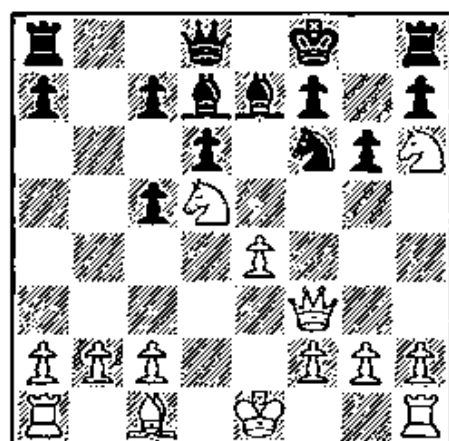
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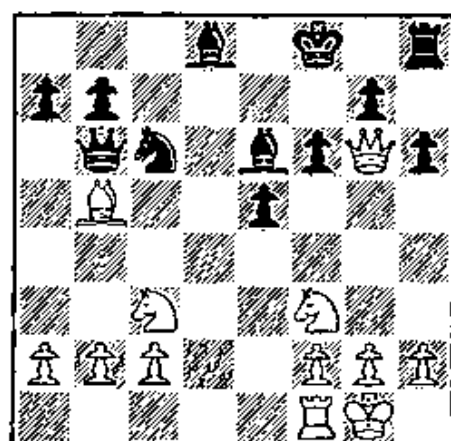
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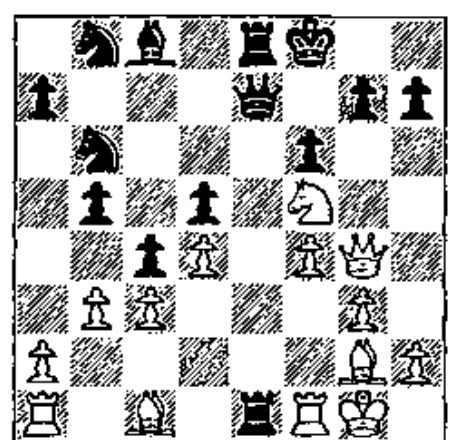
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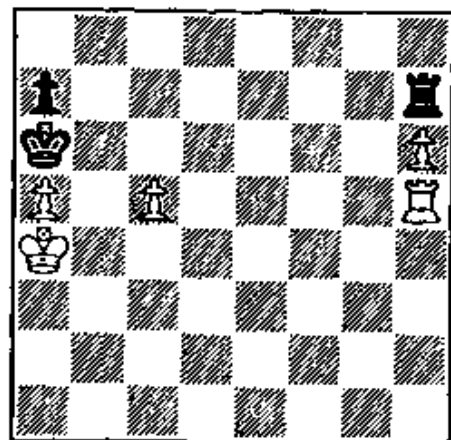
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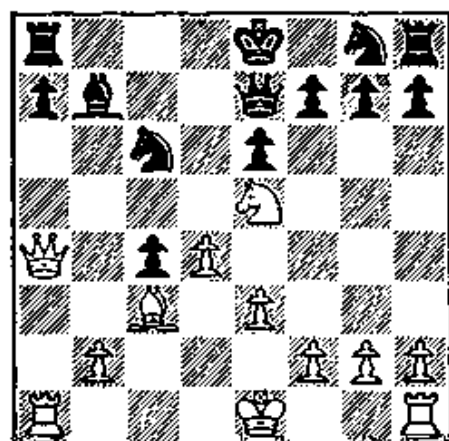
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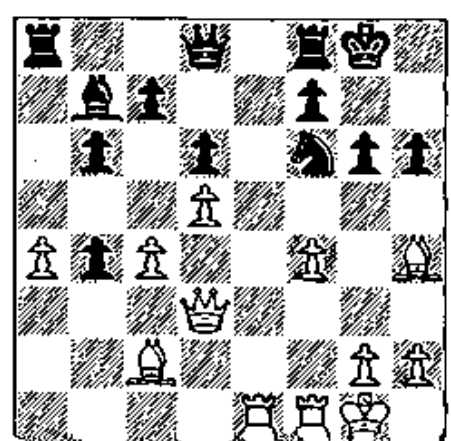
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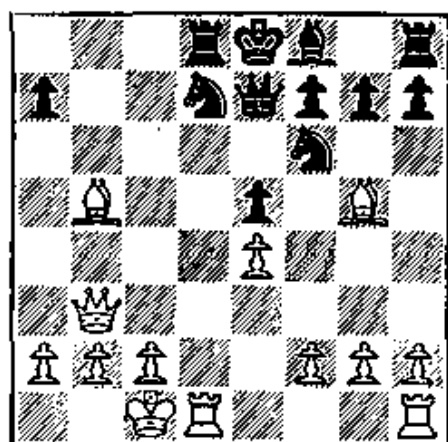
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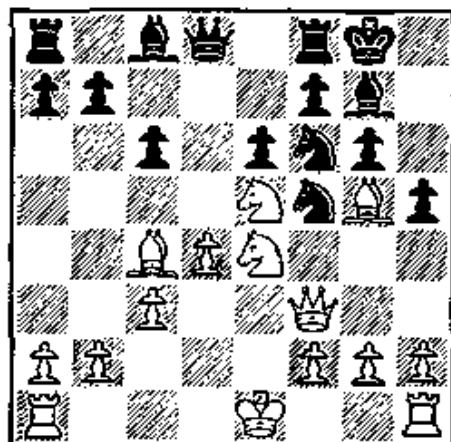
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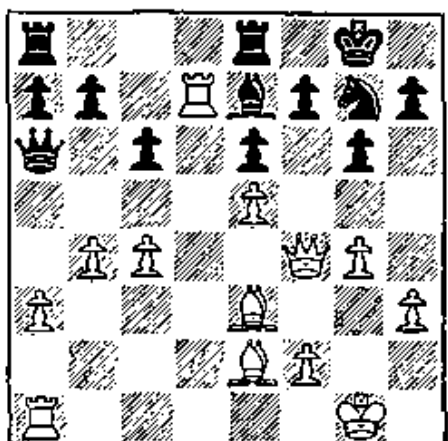
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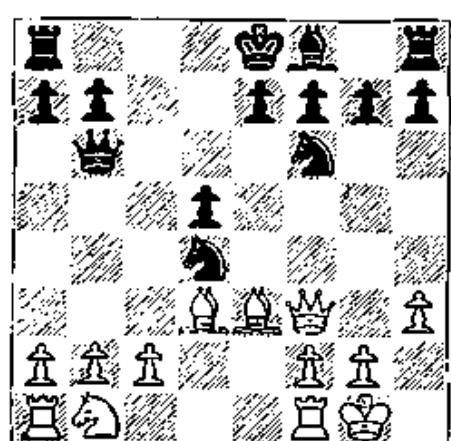
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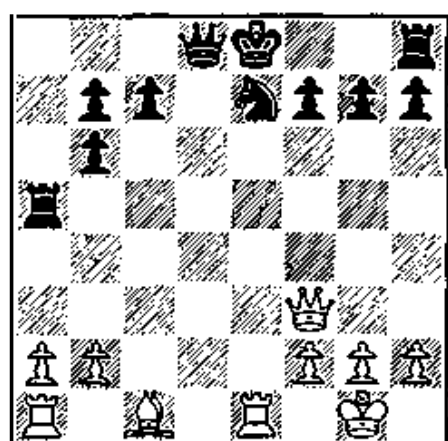
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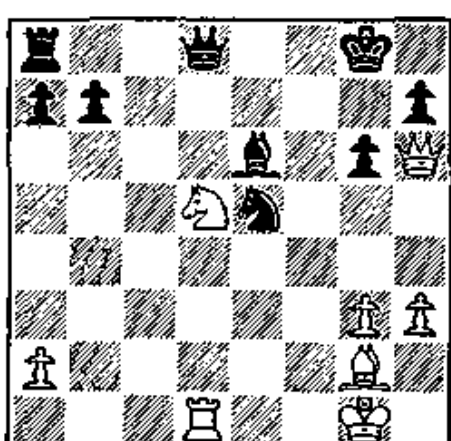
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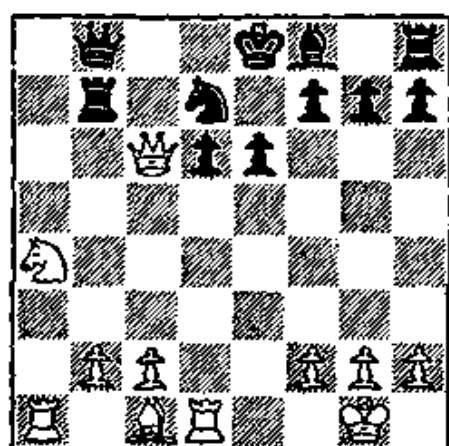


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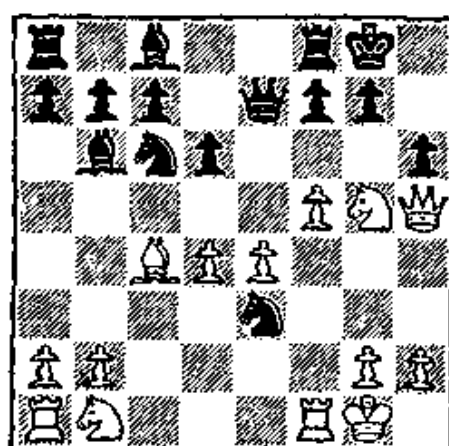


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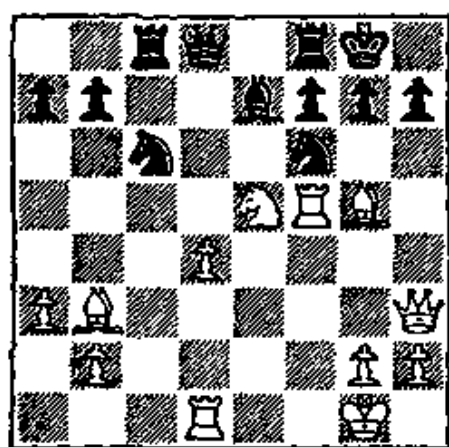
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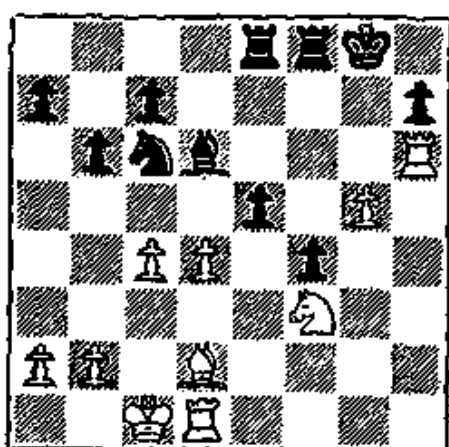
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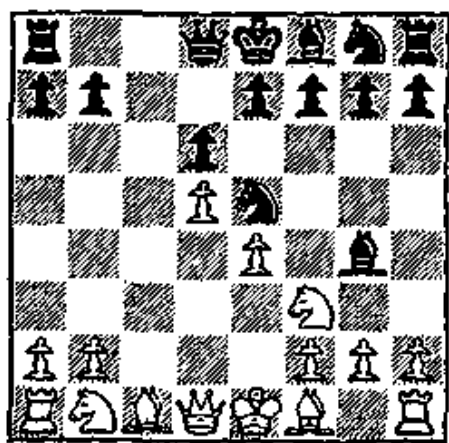
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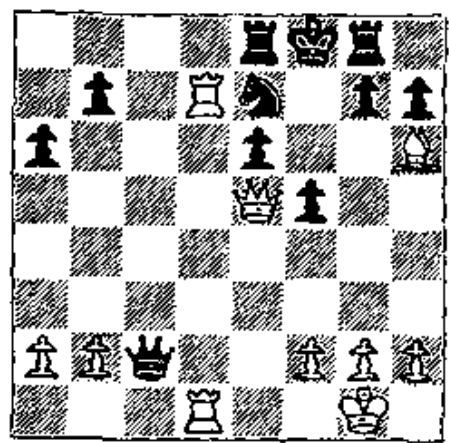
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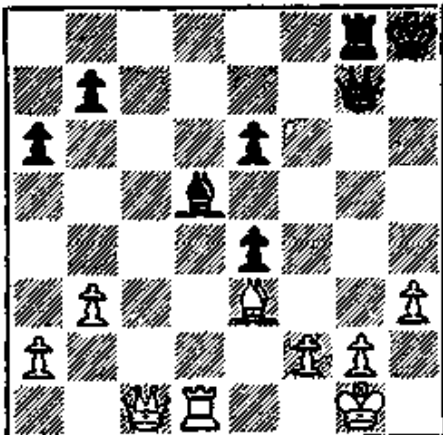


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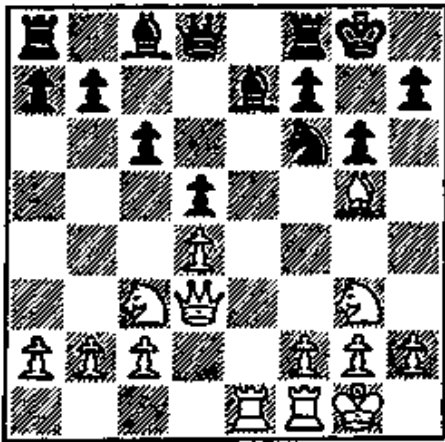


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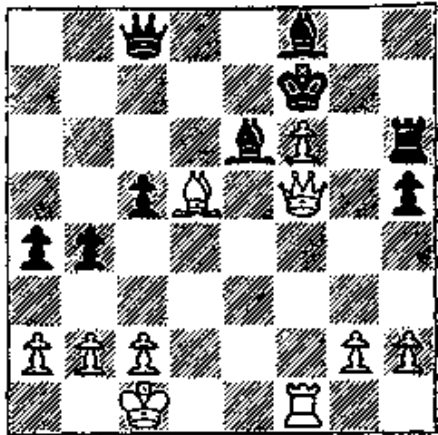
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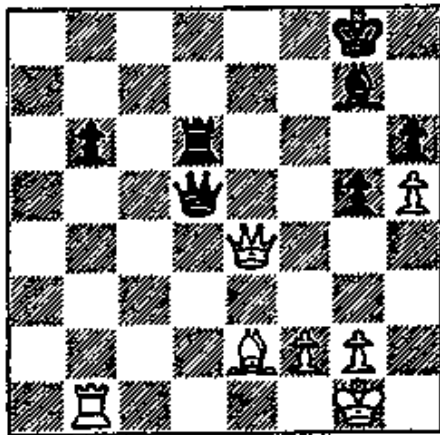
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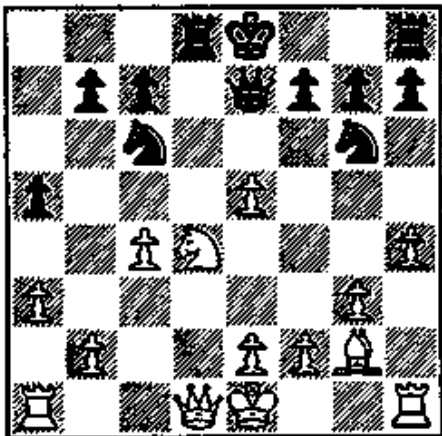
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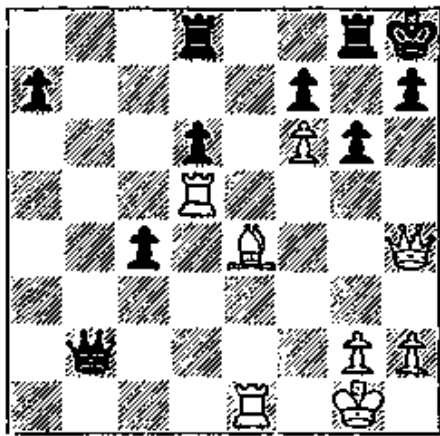
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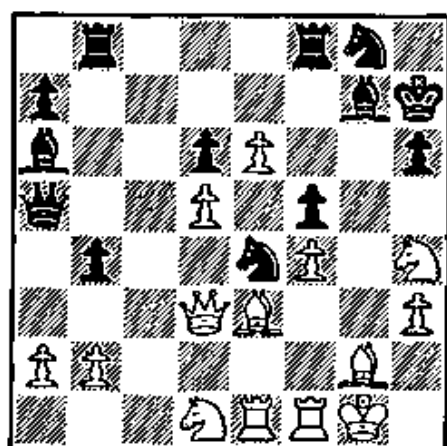


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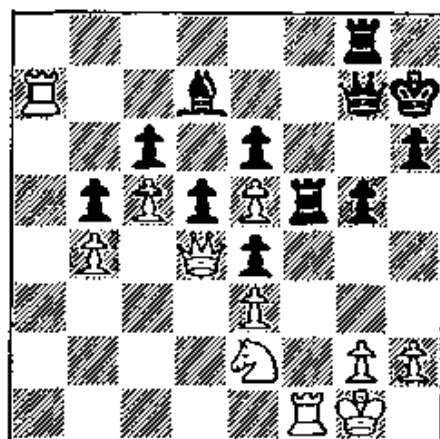


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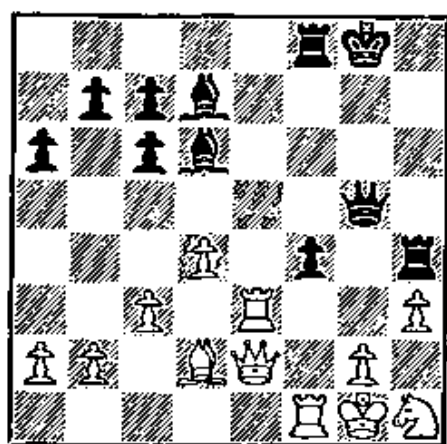
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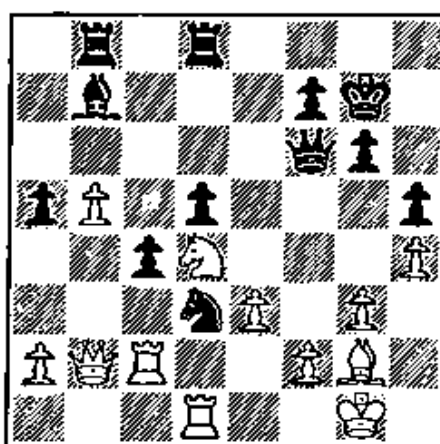
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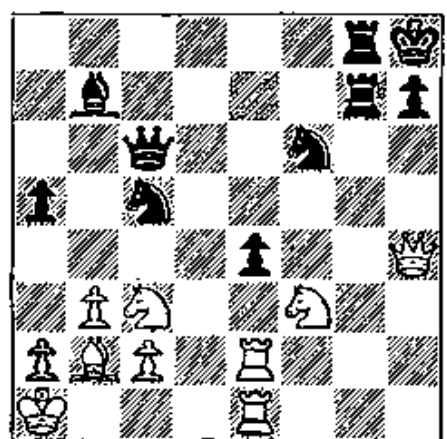
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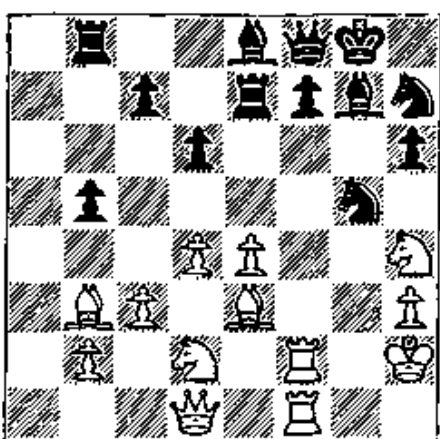
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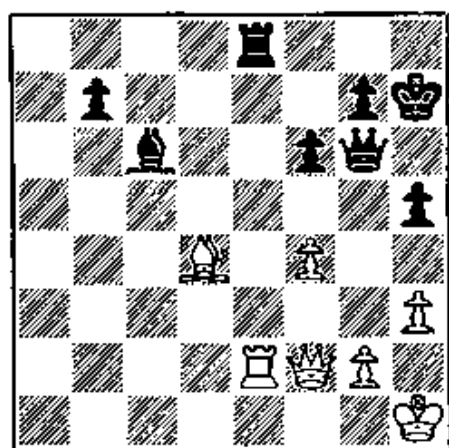


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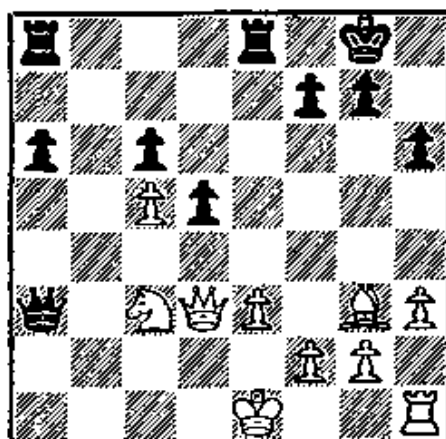


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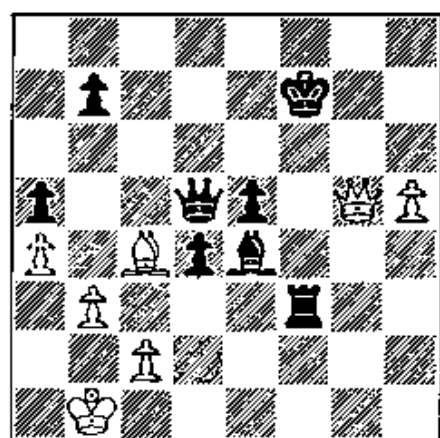
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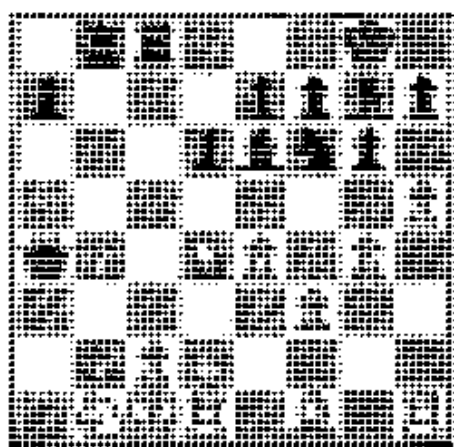
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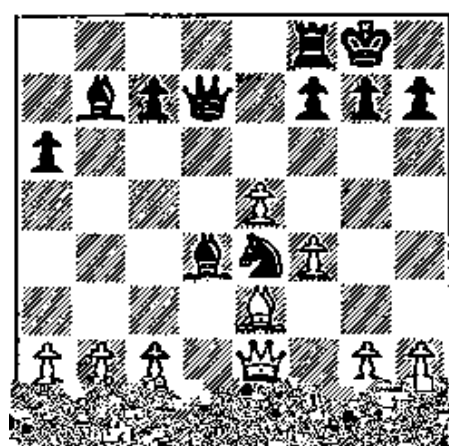
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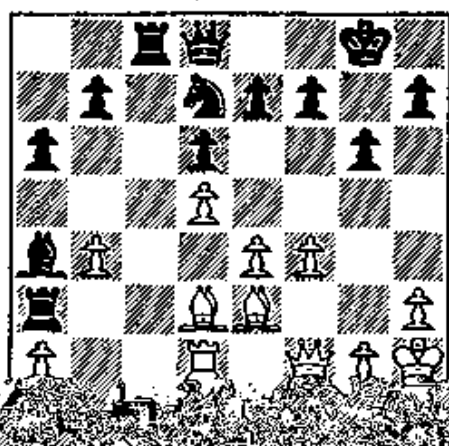
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**BLACK MOVES FIRST**



**79**

**80**

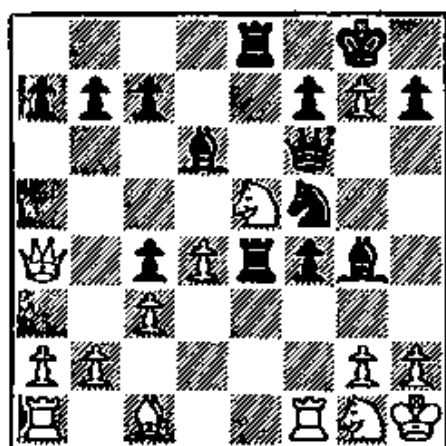
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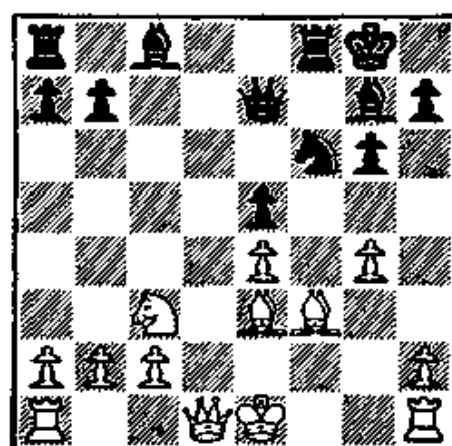
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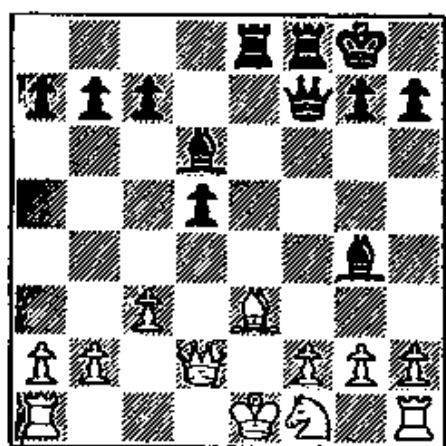
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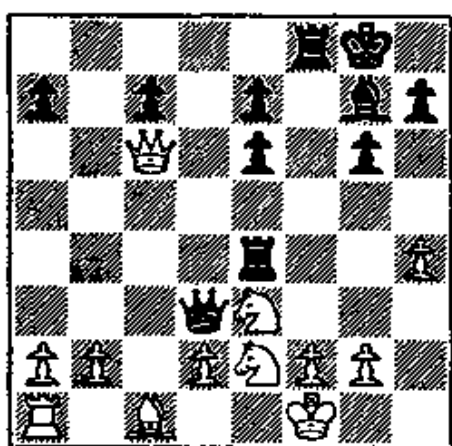
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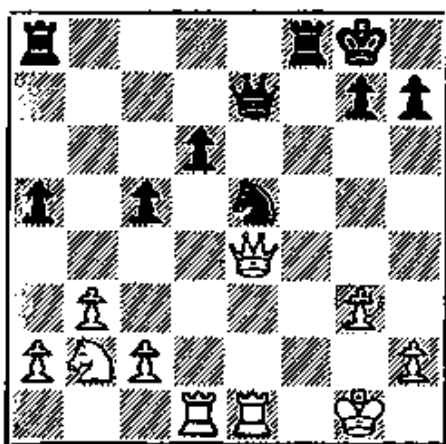
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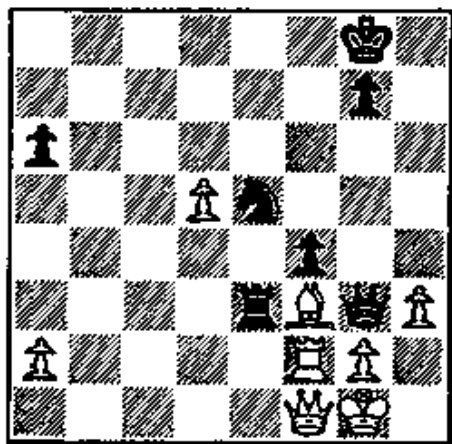
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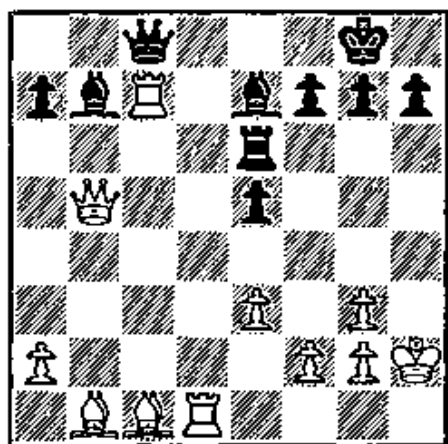


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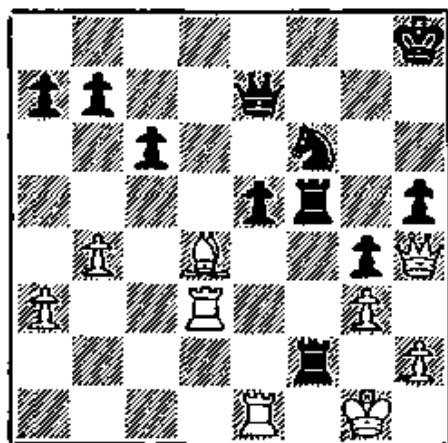


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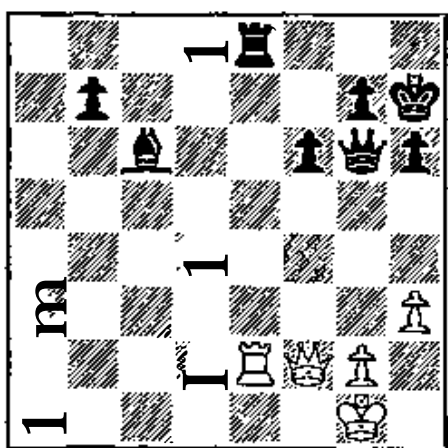
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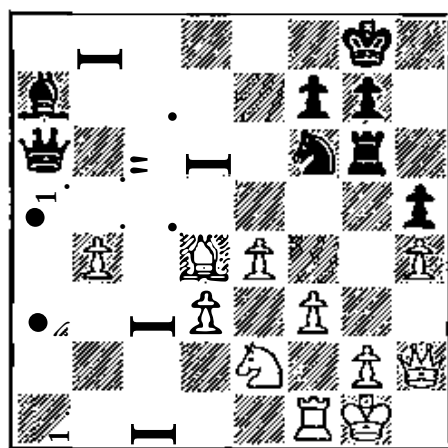
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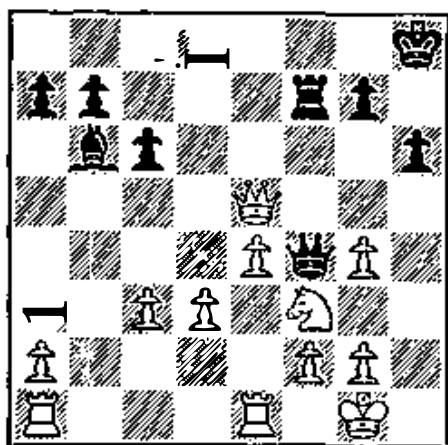
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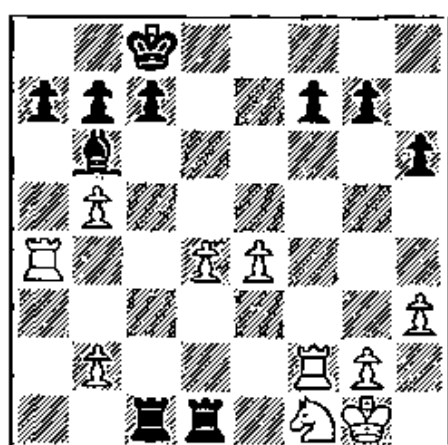
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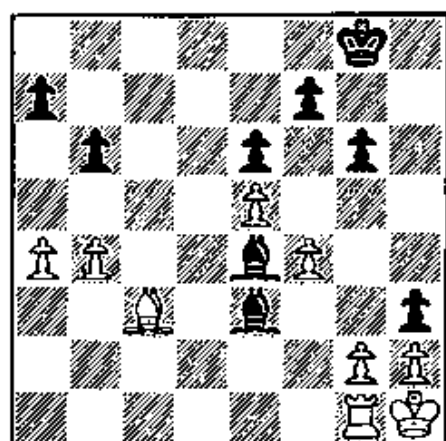


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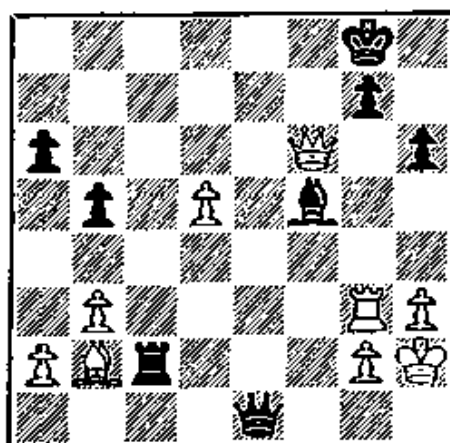
20 • **1<sup>ST</sup> INNING** •



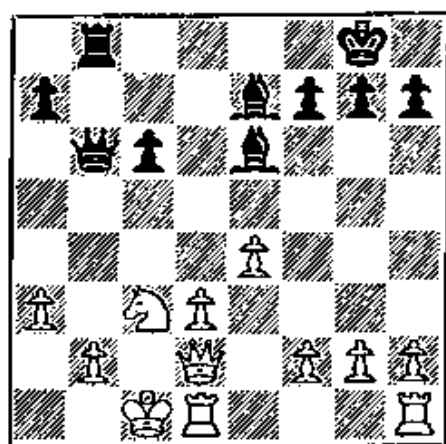
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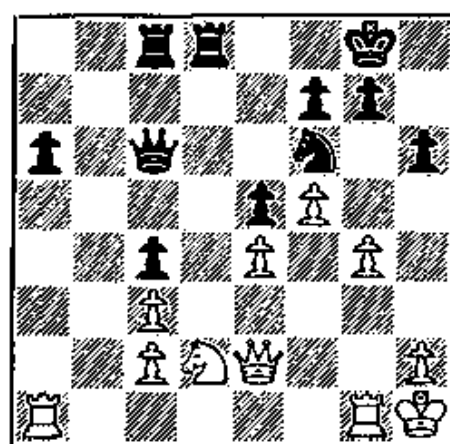
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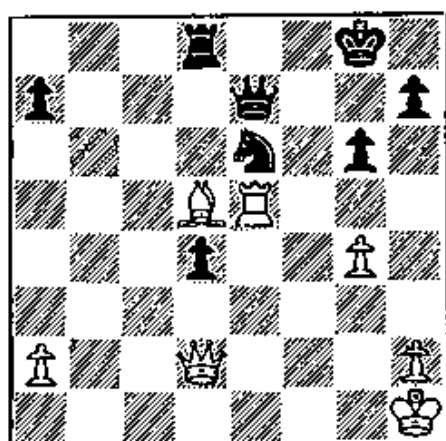
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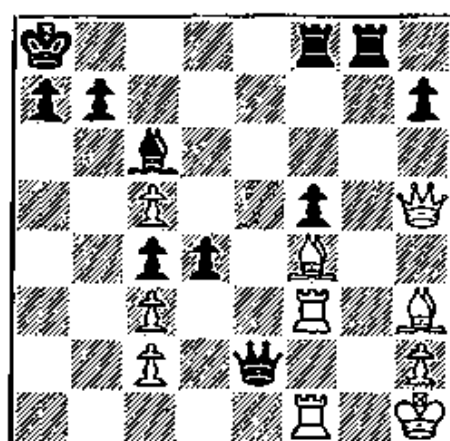
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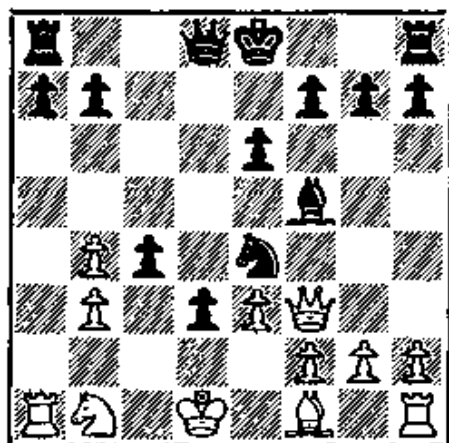


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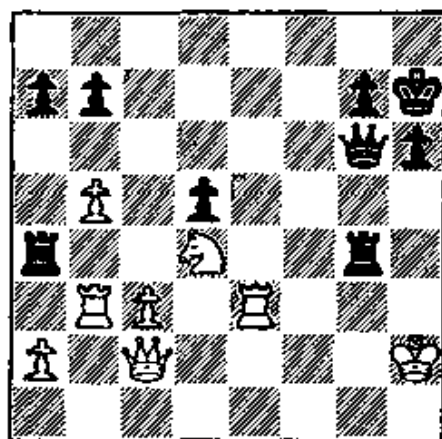


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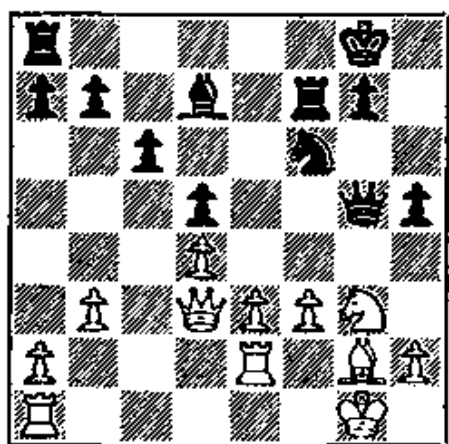
## BLACK MOVES FIRST



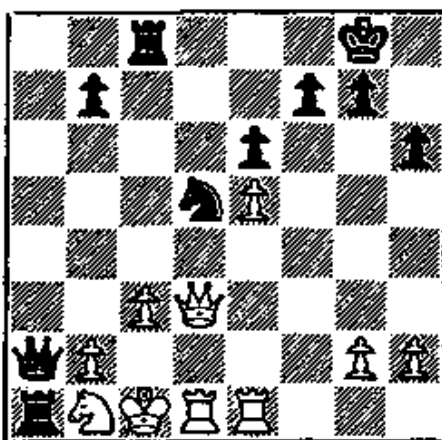
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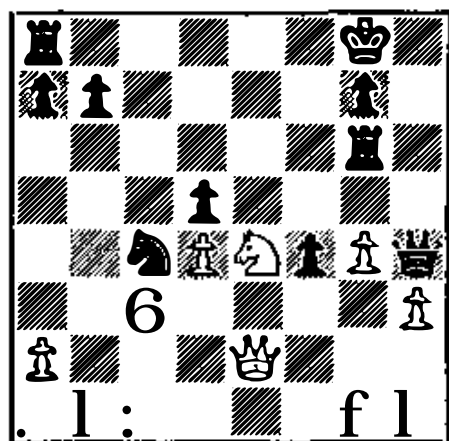
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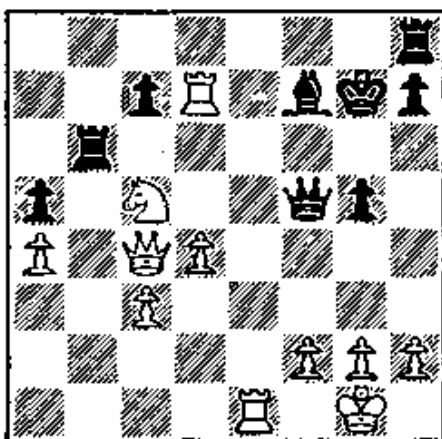
105



106



107



108

## 2. Knight Forks

The Knight fork is the most popular tactical theme aside from the pin. Actually, the Knight fork is a special case of the double attack- an *attack on two units by a single unit*. But the Knight fork is particularly effective, and particularly dreaded, especially by inexperienced players.

Sometimes the Knight fork appears in a fairly simple setting, as in Diagram 112, where it is merely necessary to give a Knight check as a preliminary to the winning fork.

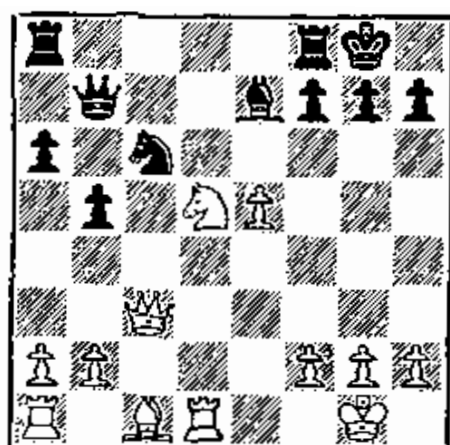
In some cases a more or less subtle preliminary is needed to set the stage for the fork. Diagram 117 is a good example; Diagram 118 shows the same principle, but in a more elaborate form.

A Knight fork is often deadly in combination with a pin - as in Diagram 126.

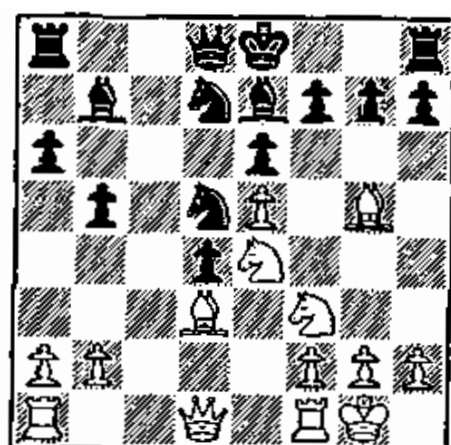
Generally speaking, the most effective Knight forks are checks. Diagram 131 is a fine example: White attacks King and Queen; the King must move; the Queen is lost.

Finally, a Knight fork may often come at the very end of a combination, with an effect which is all the more powerful. See the sequence in Diagram 138, where White's weird-looking preliminary moves take on portentous meaning with the concluding Knight fork.

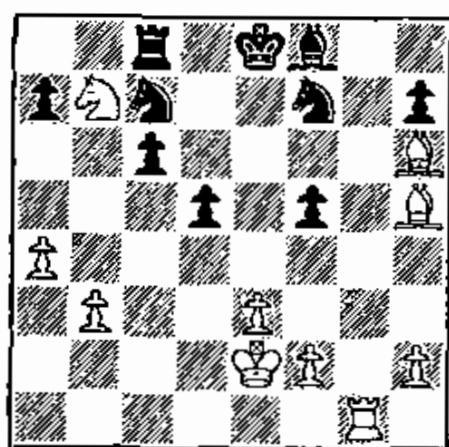
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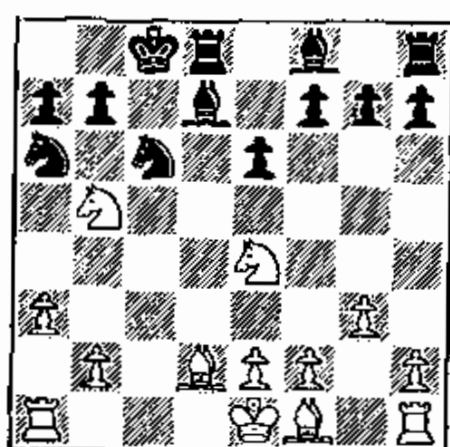
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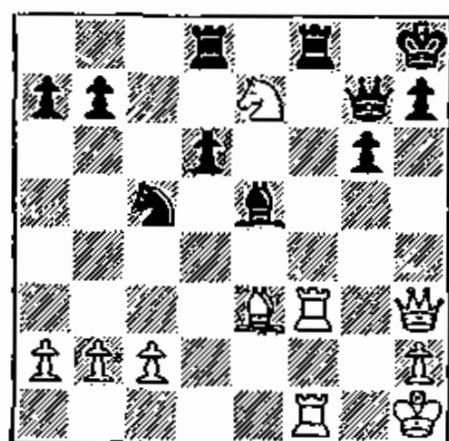
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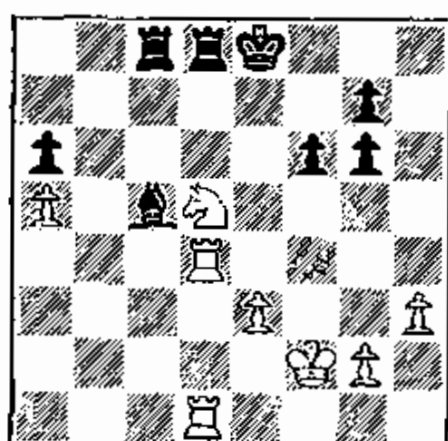
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112

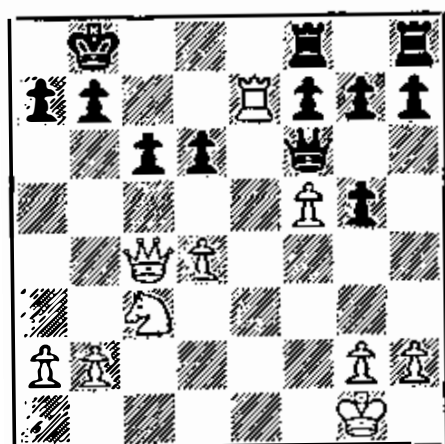


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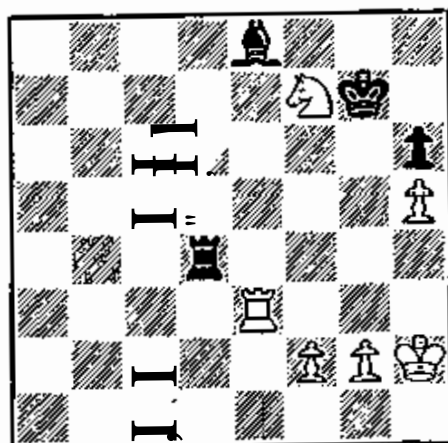


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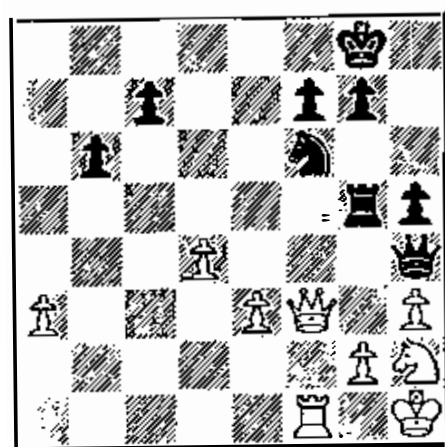
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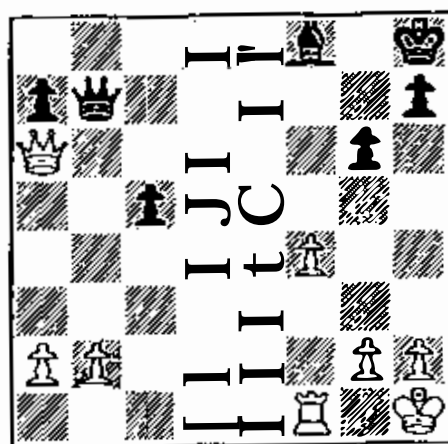
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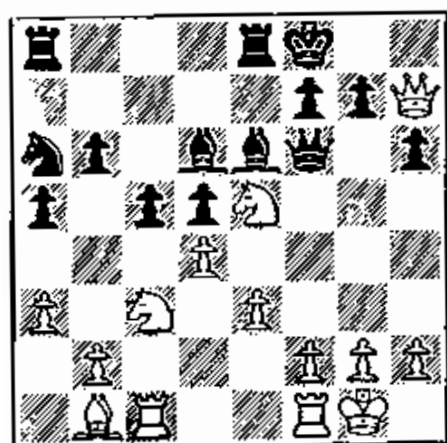
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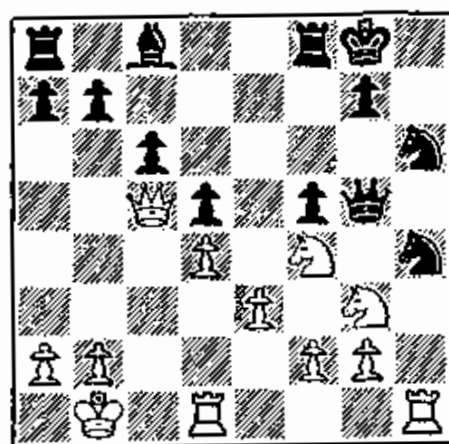
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118

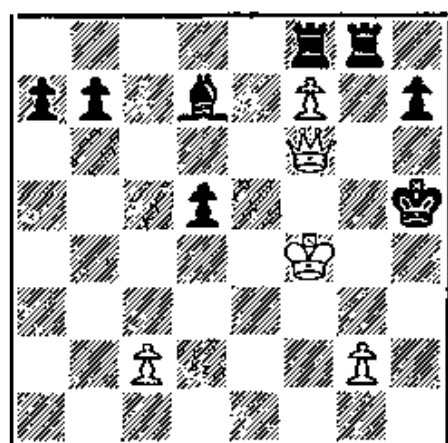


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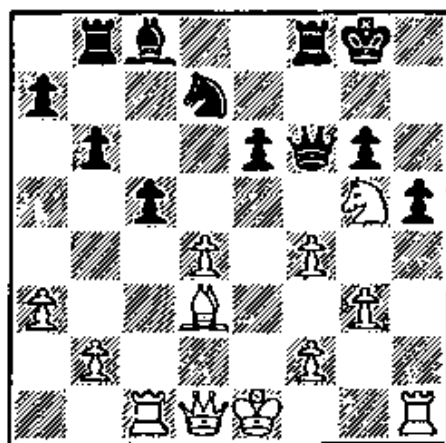


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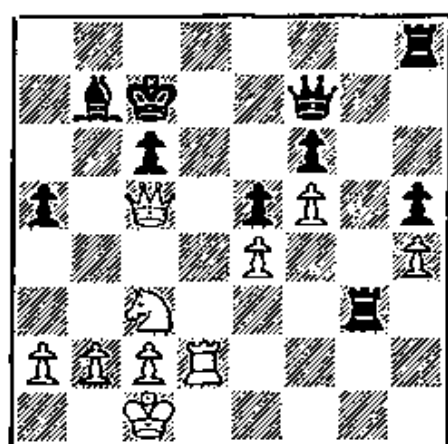
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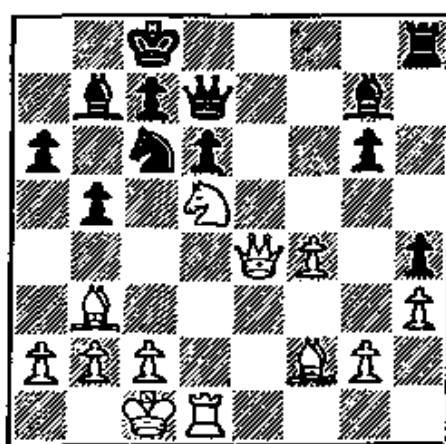
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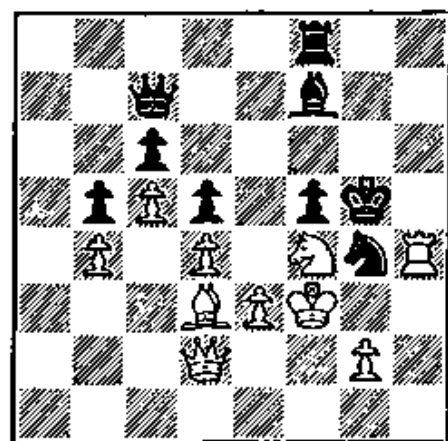
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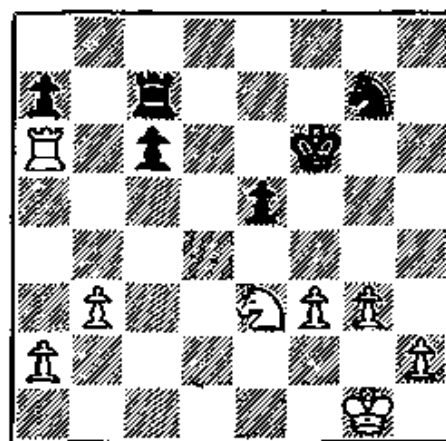
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124



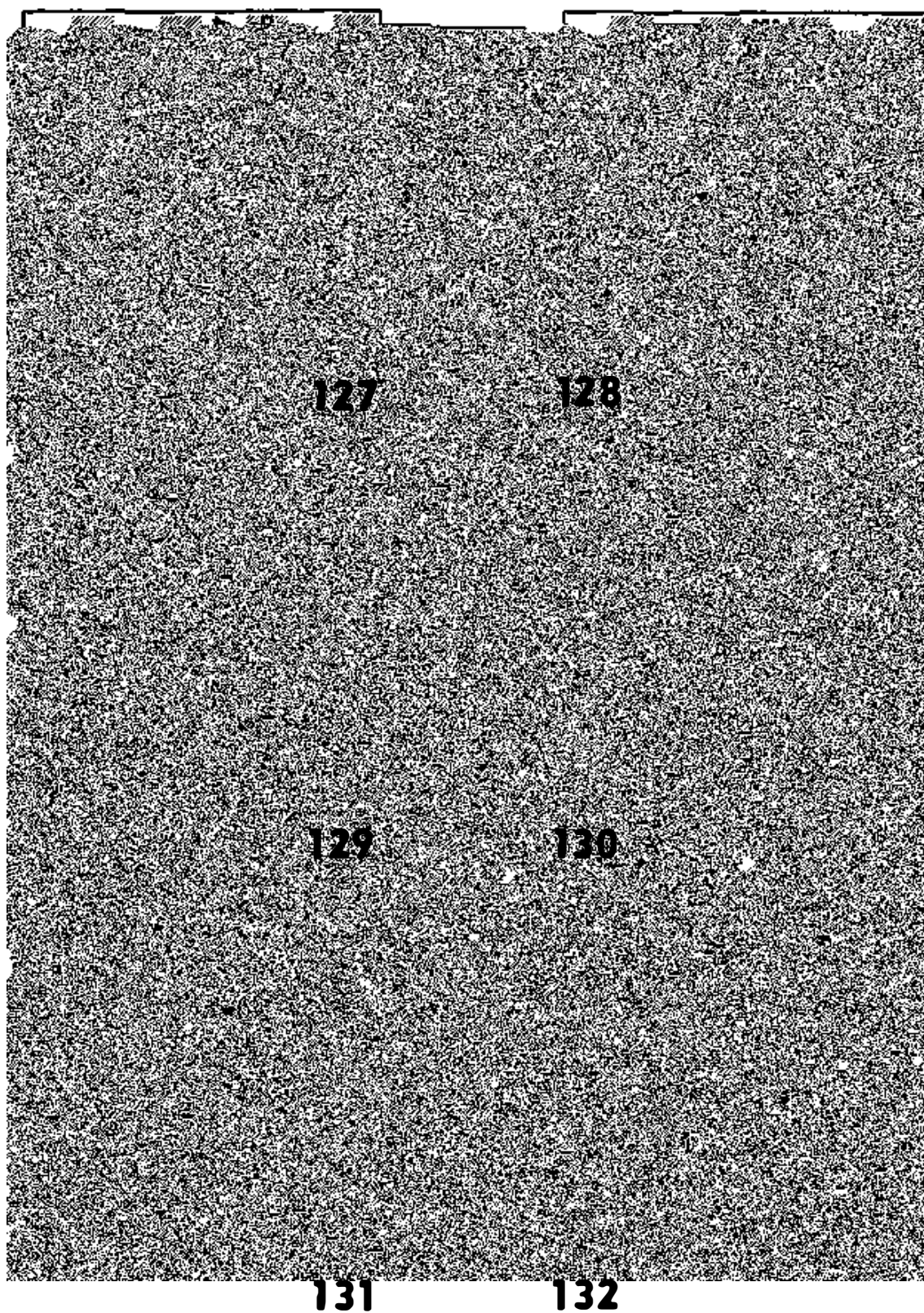
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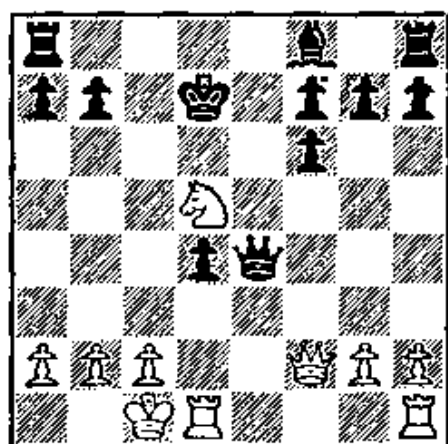
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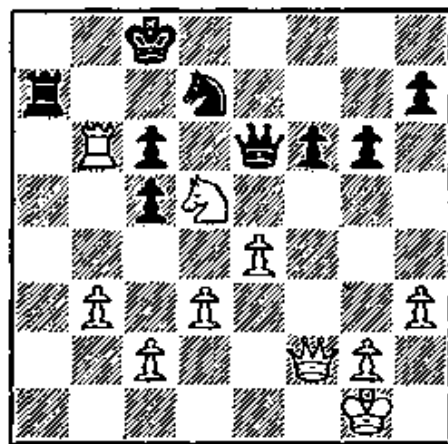
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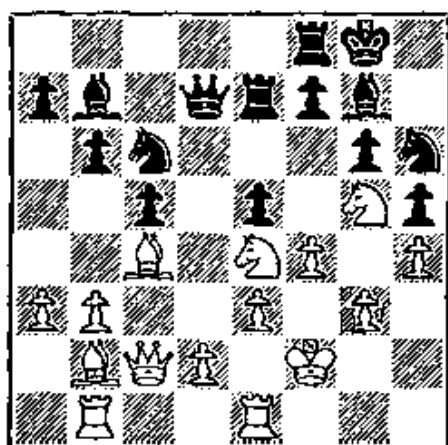
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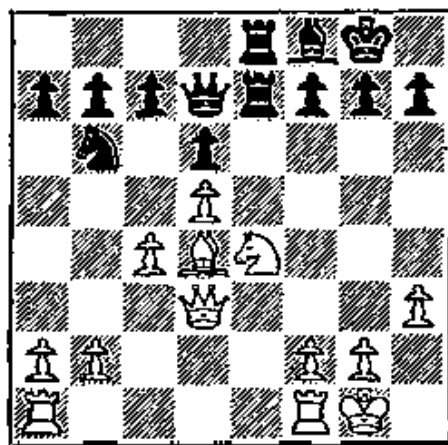
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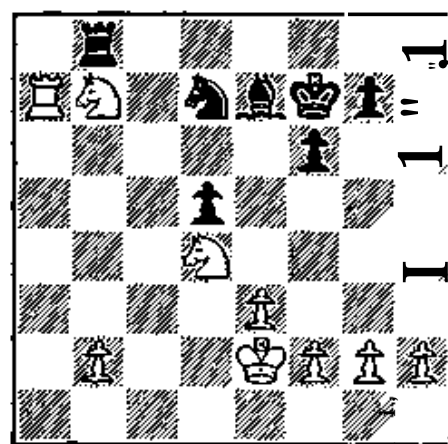
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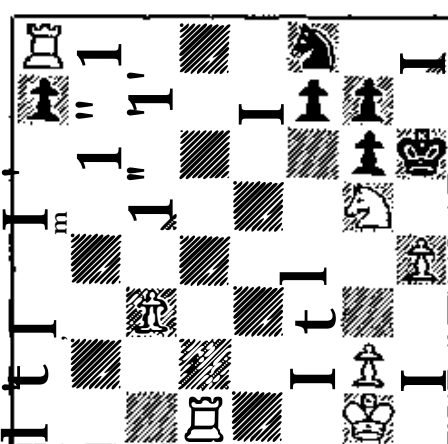
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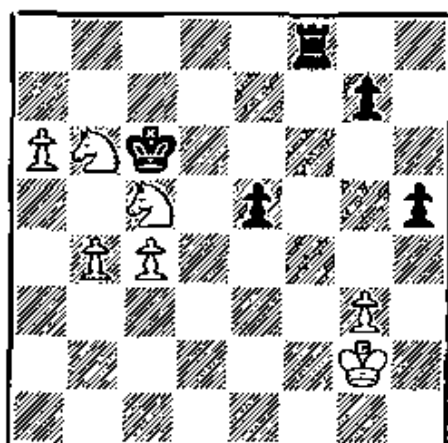


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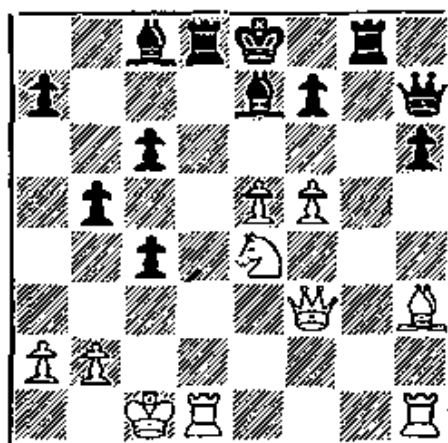
• KNIGHT WORKS •



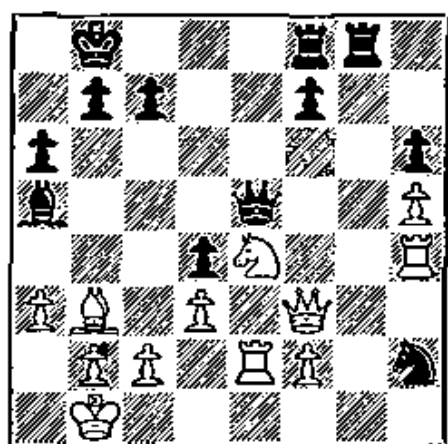
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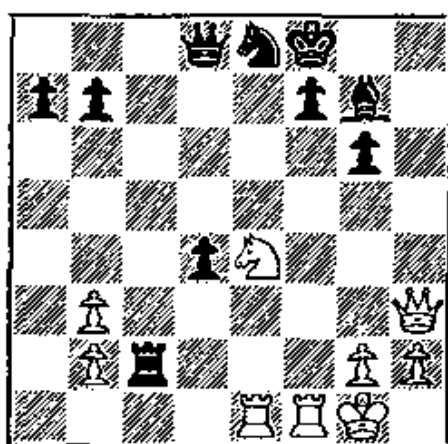
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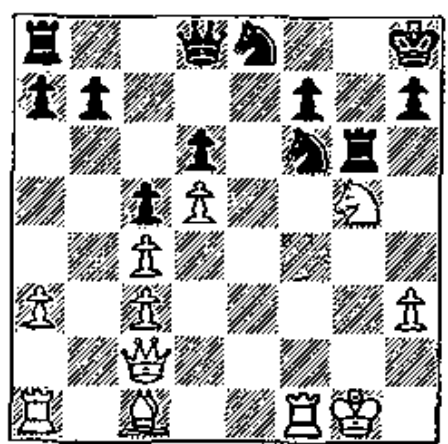
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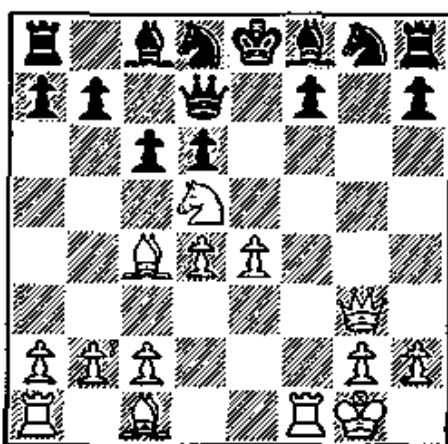
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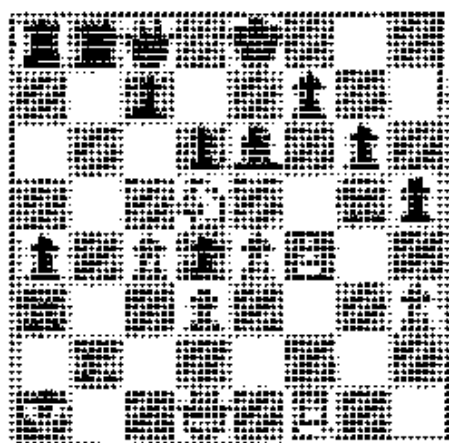


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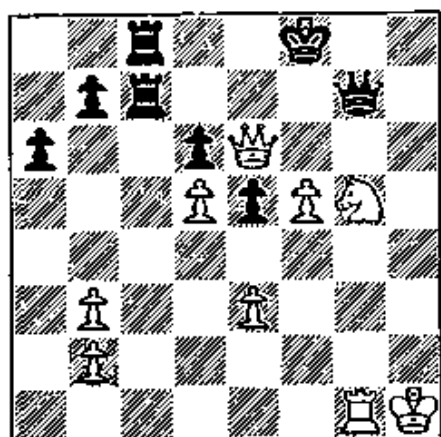


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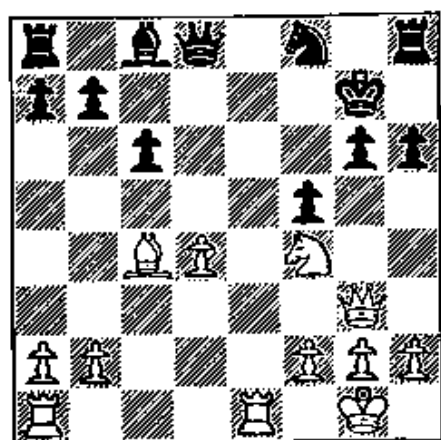
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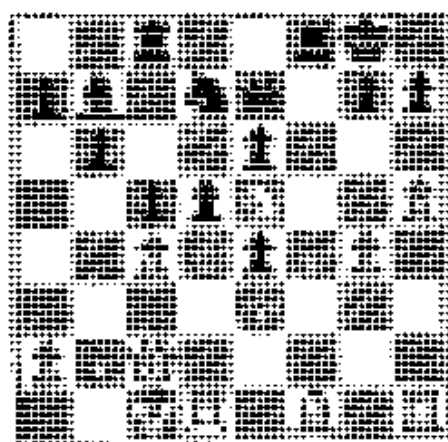
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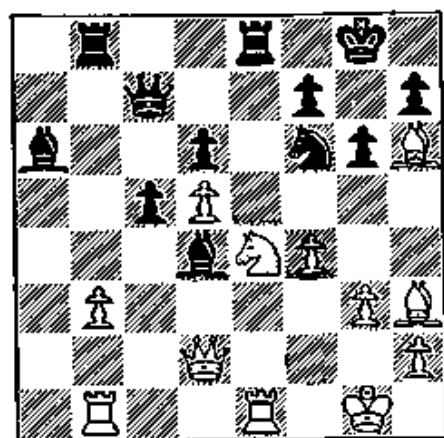
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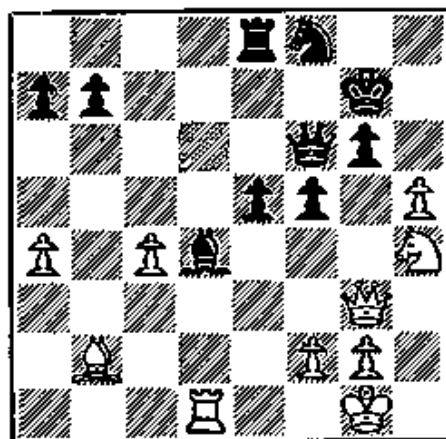
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148

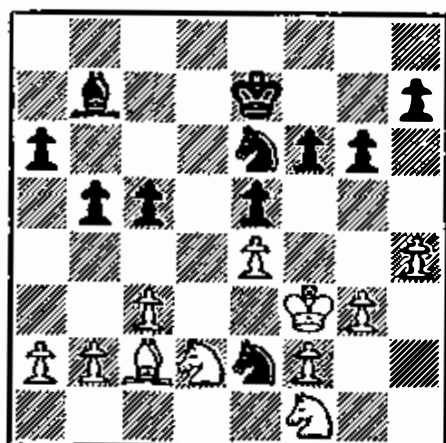


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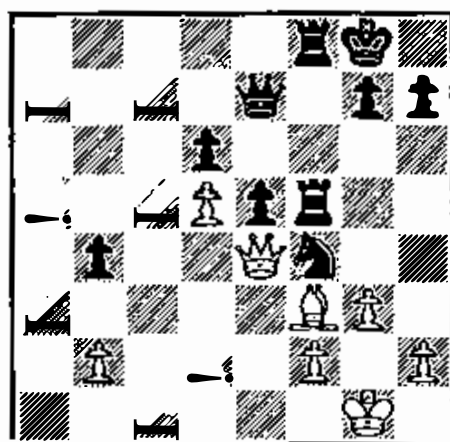


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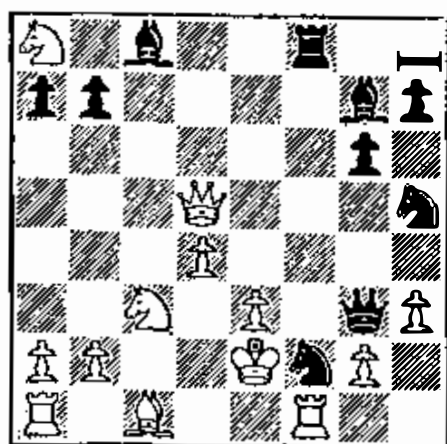
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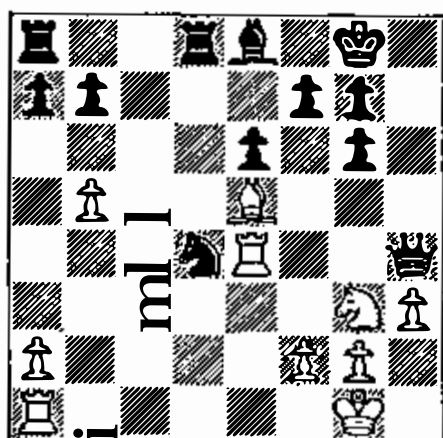
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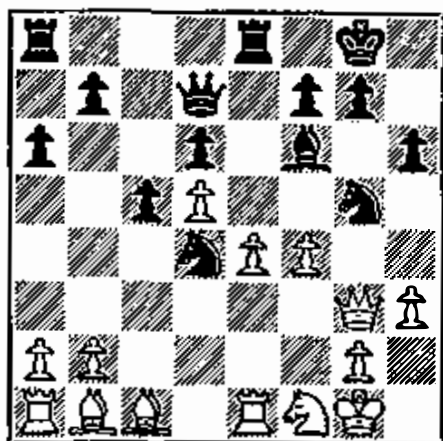
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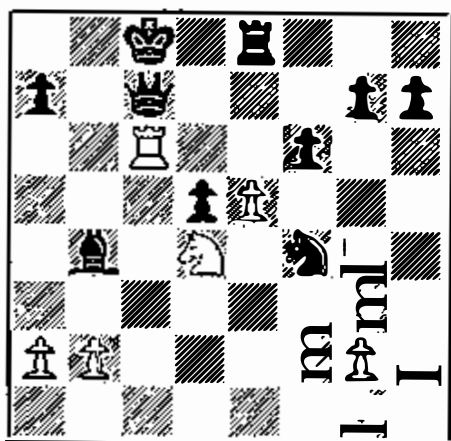
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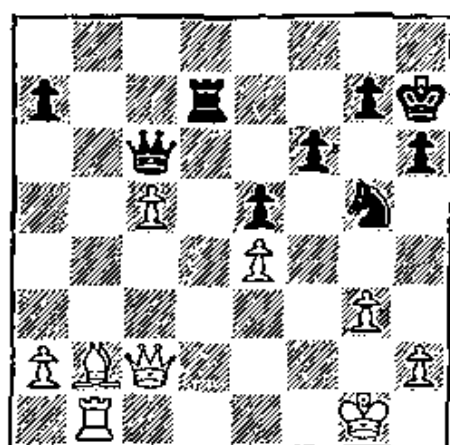
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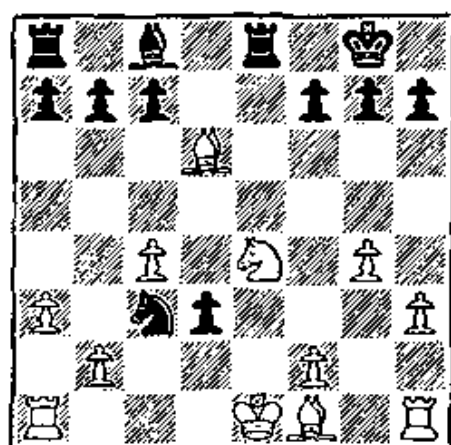
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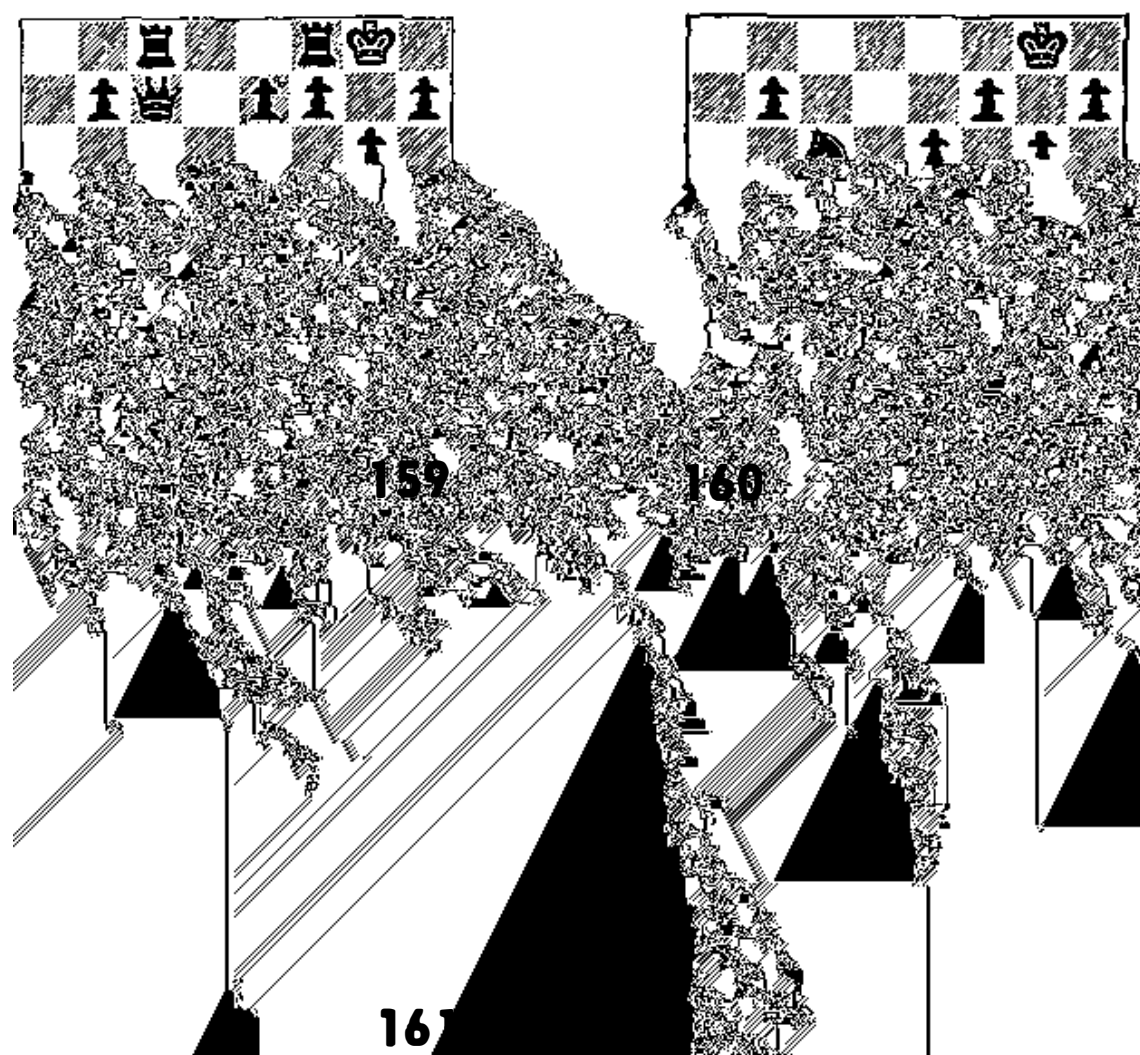
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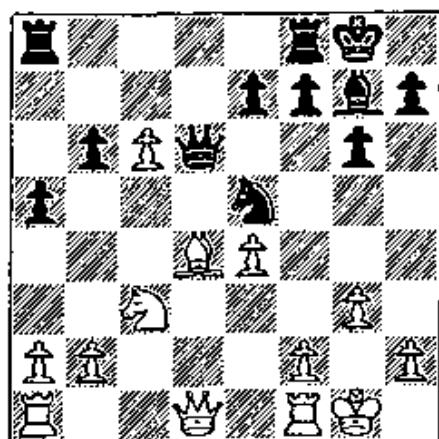
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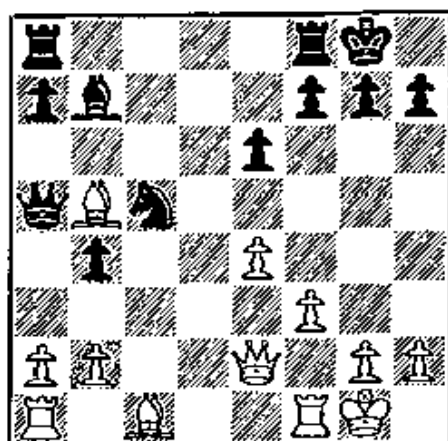
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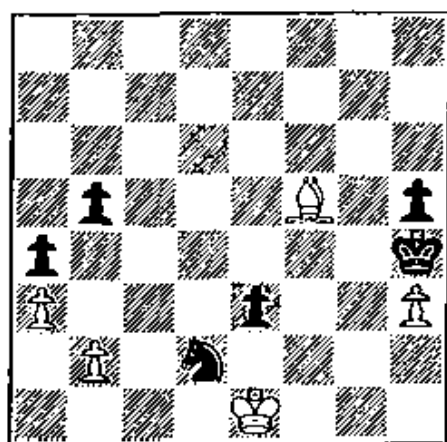
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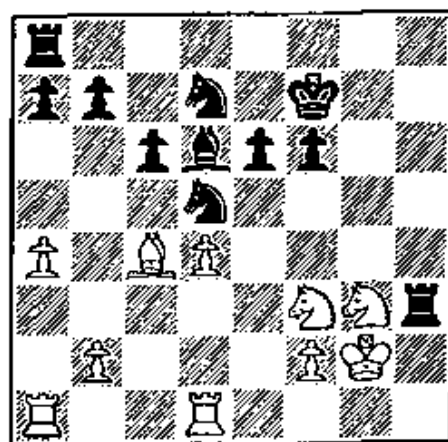
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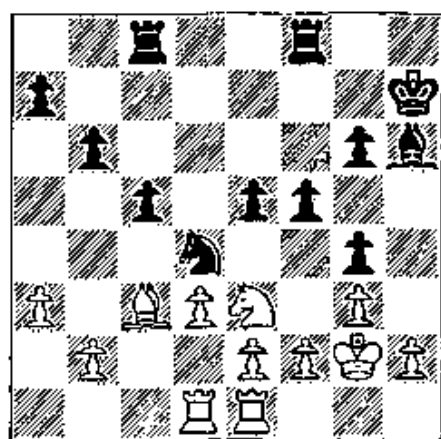
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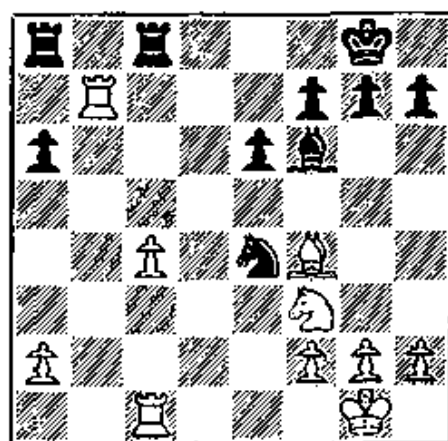
165



166

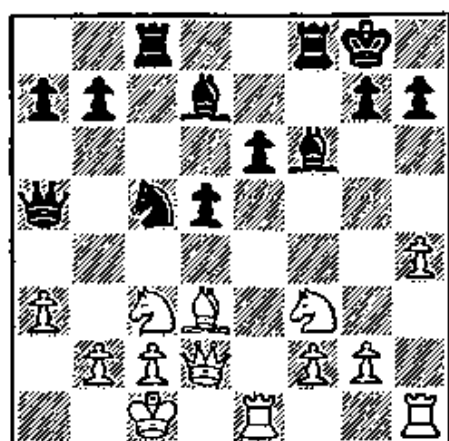


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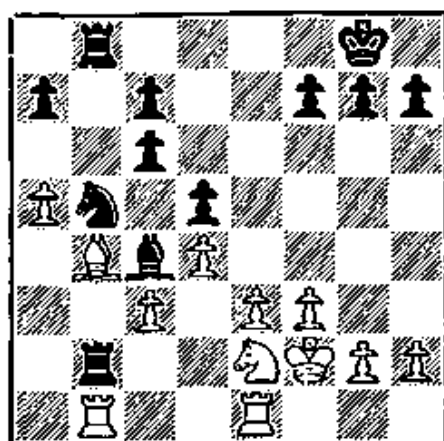


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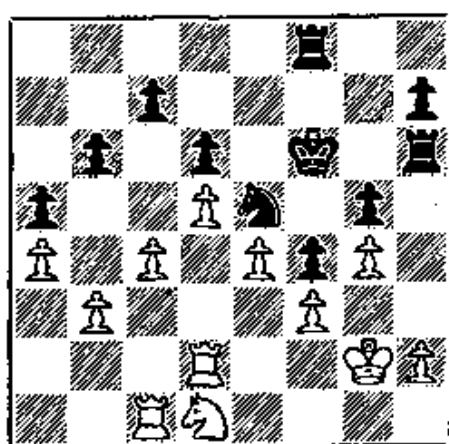
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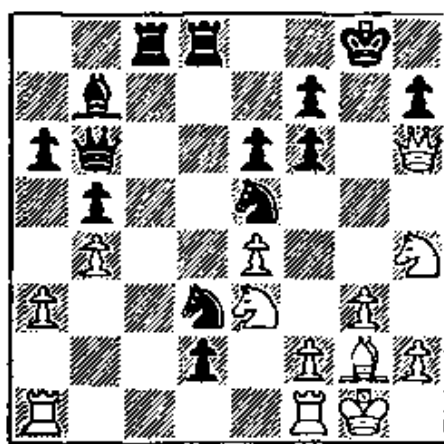
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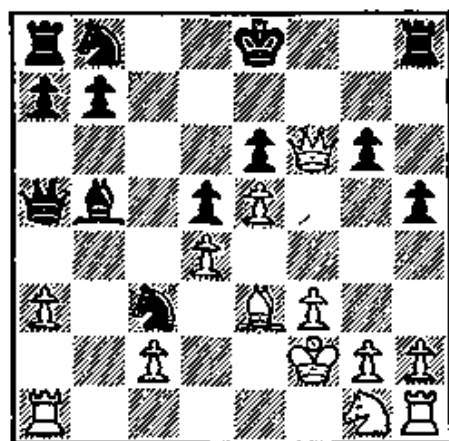
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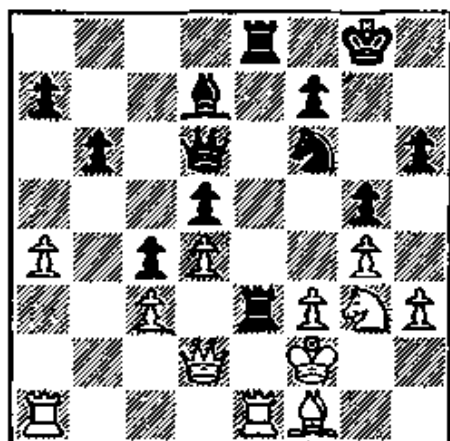
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172

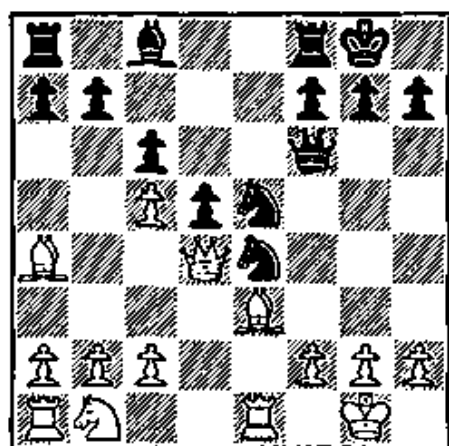


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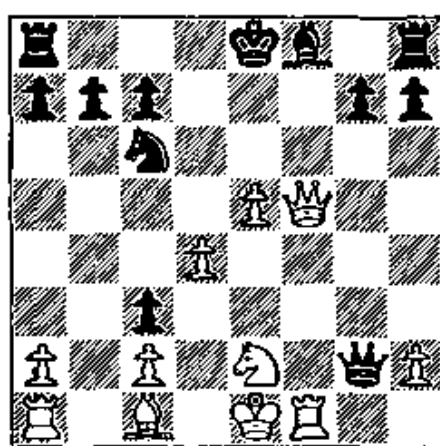


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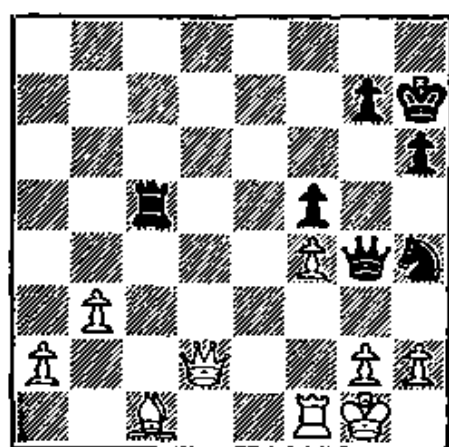
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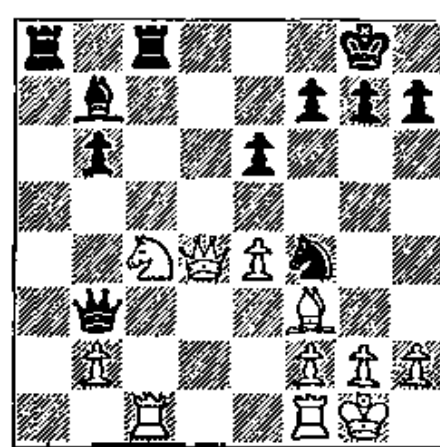
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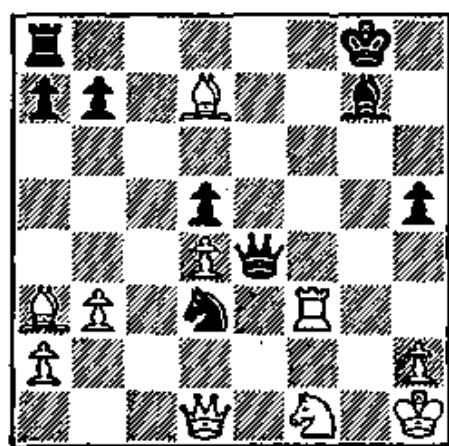
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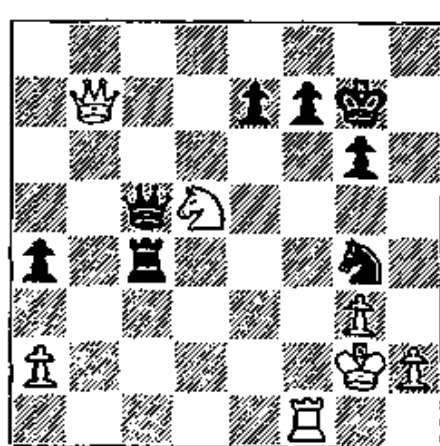
177



178



179



180



### 3. Double Attack

This type of attack—*simultaneous attack by a single unit on two hostile units*—is the very essence of chess. This attack is economical and profitable. It appeals to the player who knows how to get the maximum effect from his pieces.

The Queen, with its wide cruising range and ability to **attack** in several directions by vertical, lateral, and diagonal moves, is the ideal piece for the double attack.

In Diagram 181, for example, the Queen threatens mate in one direction and menaces an unguarded Knight in another direction. Result: White wins a Knight by force.

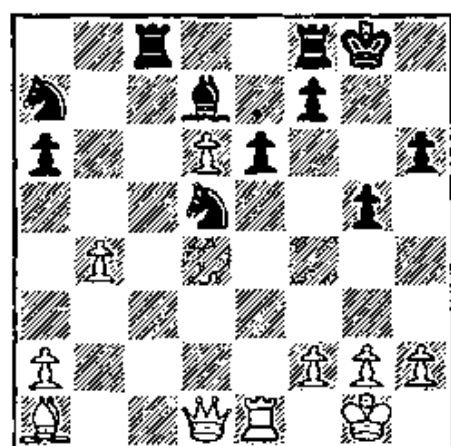
The same theme is neatly illustrated in Diagram 187, where White first maneuvers the Queen in order to set up the decisive double attack.

But even the lowly Pawn can engineer a double attack—see Diagram 225. As a matter of fact, the Pawn fork is particularly dangerous precisely *because* the Pawn has the least value of any chess unit. Diagram 253 is another splendid illustration of this theme.

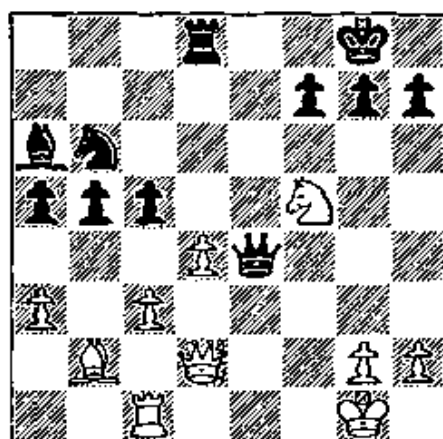
The Rook (Diagram 291) and the Bishop (Diagram 277) are also effective in carrying out double attacks.



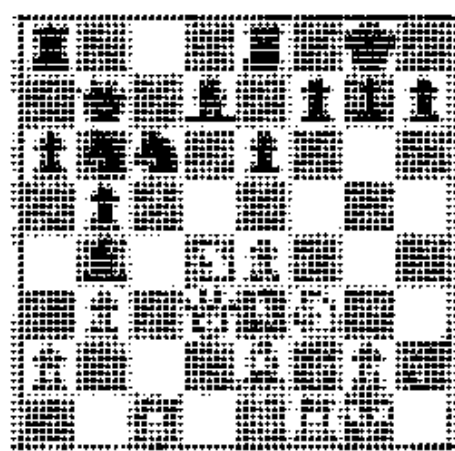
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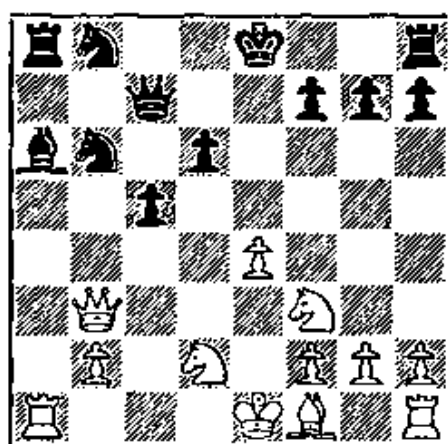
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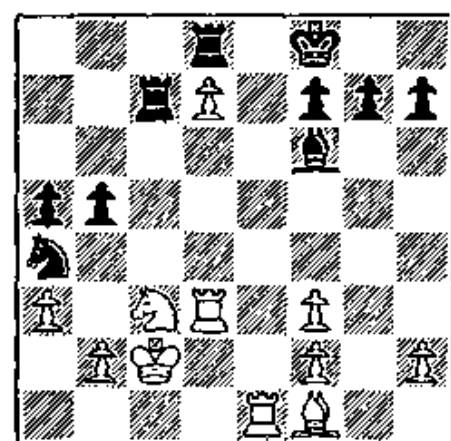
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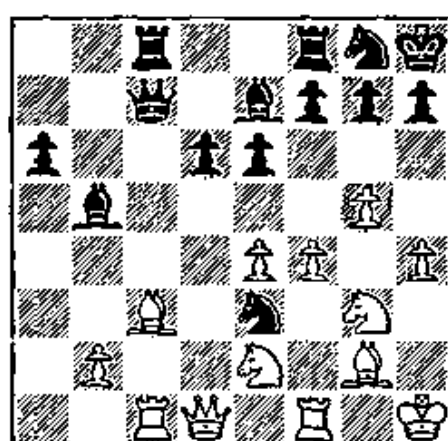
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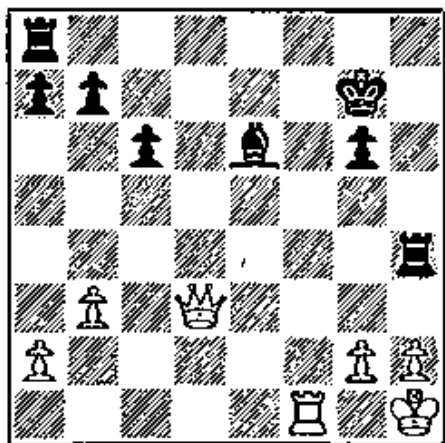


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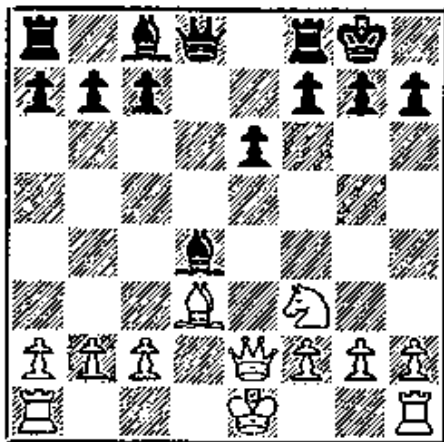


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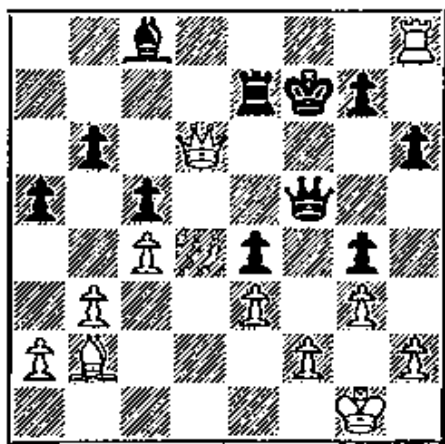
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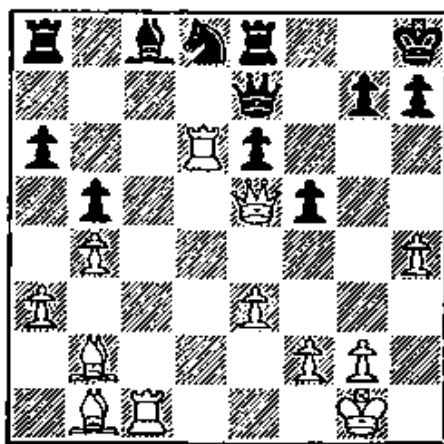
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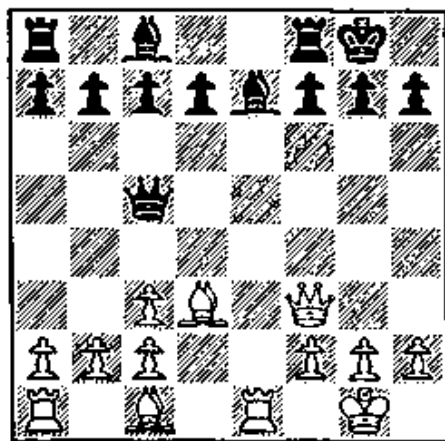
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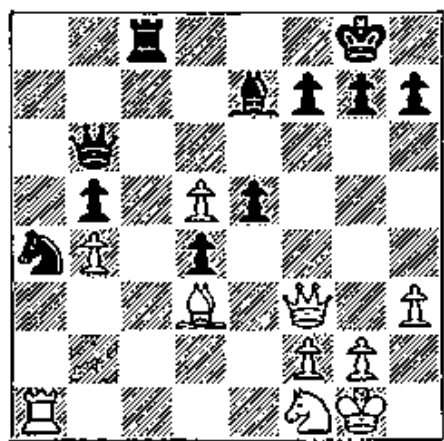
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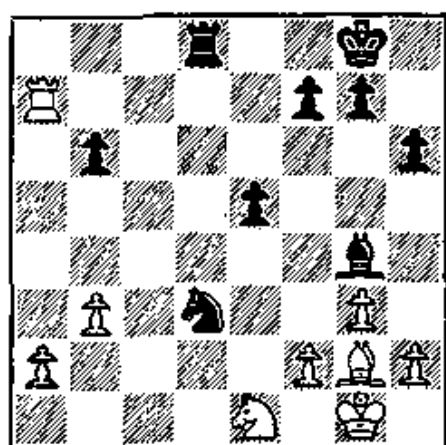


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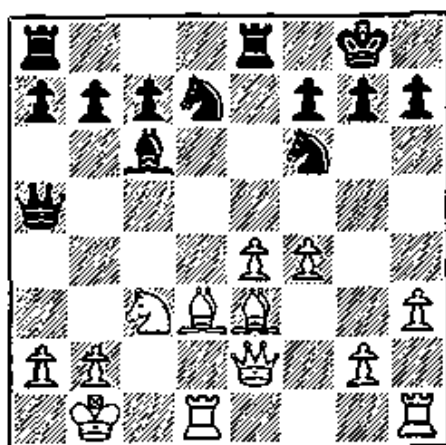


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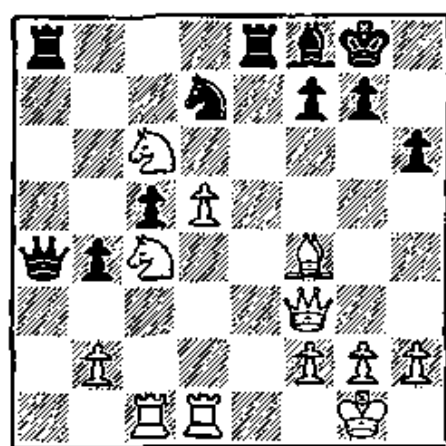
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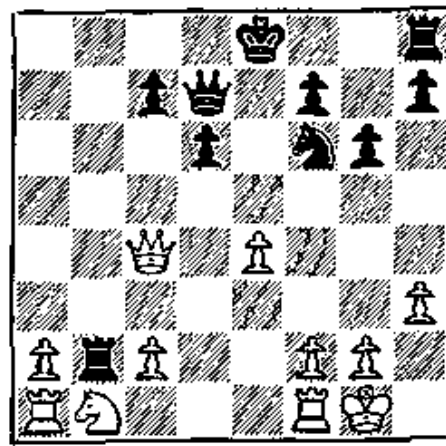
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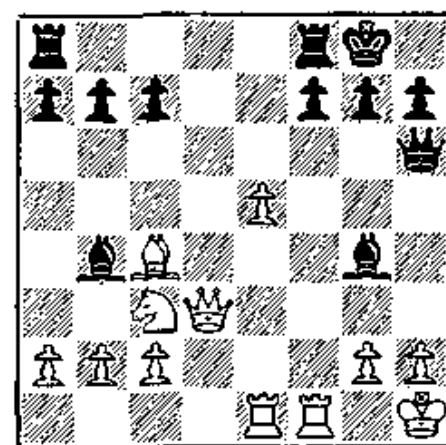
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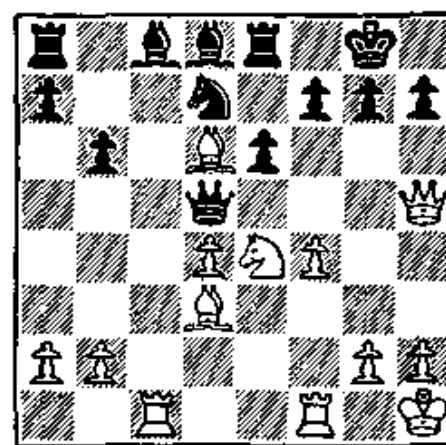
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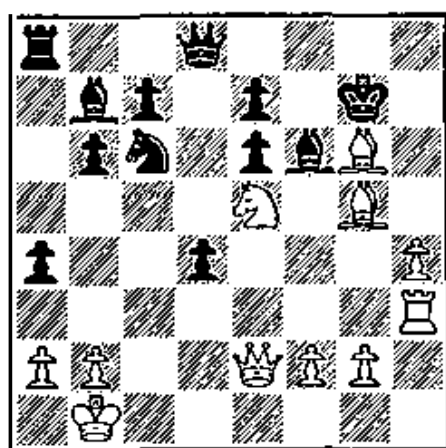


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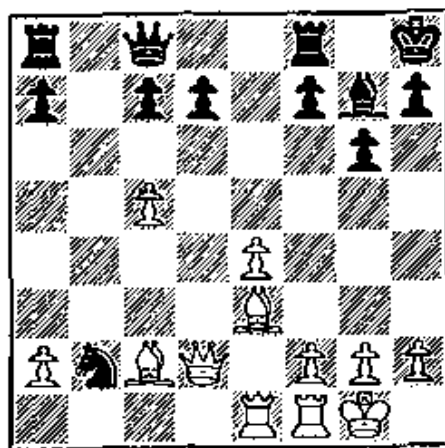


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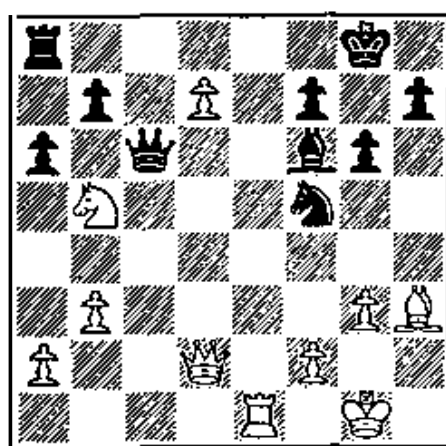
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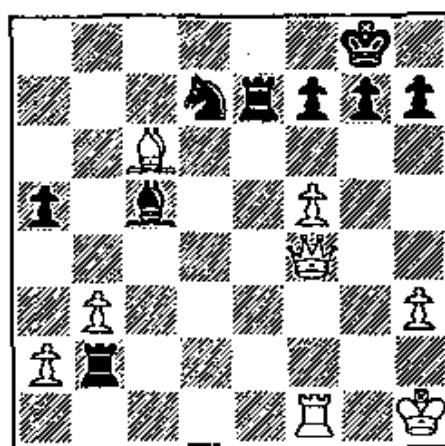
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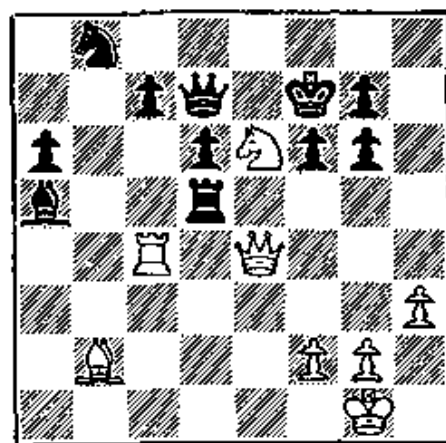
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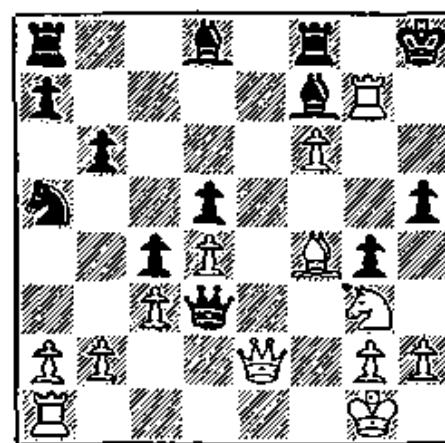
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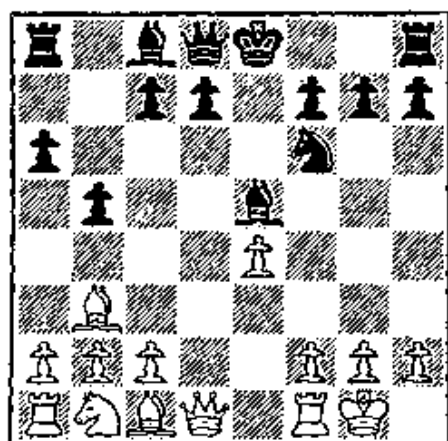


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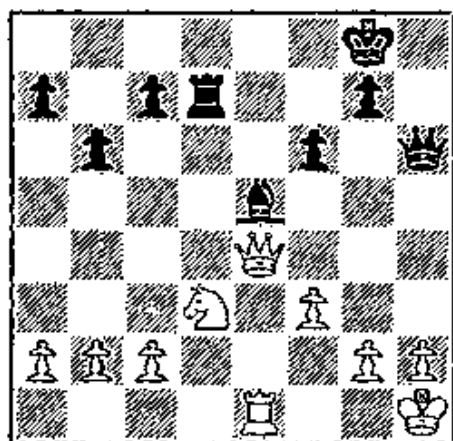


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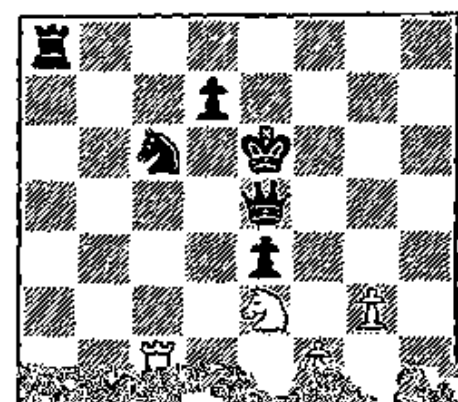
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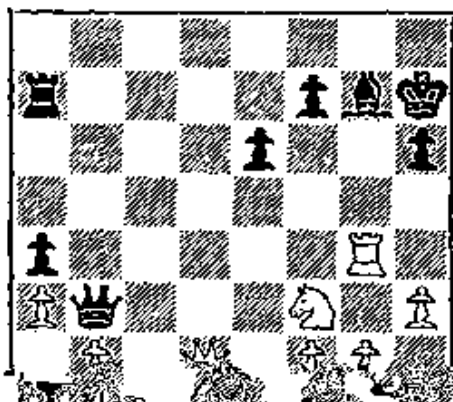
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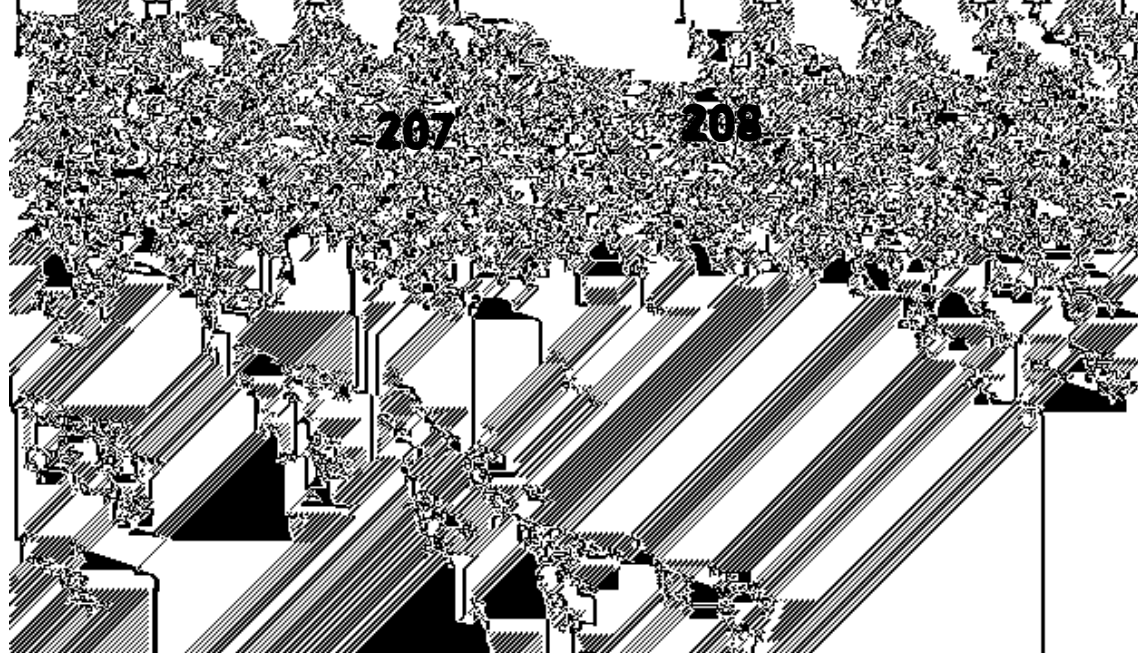
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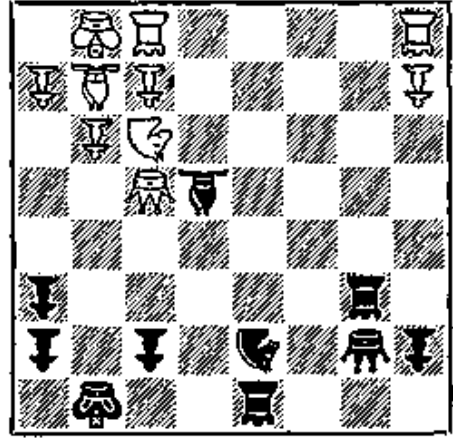
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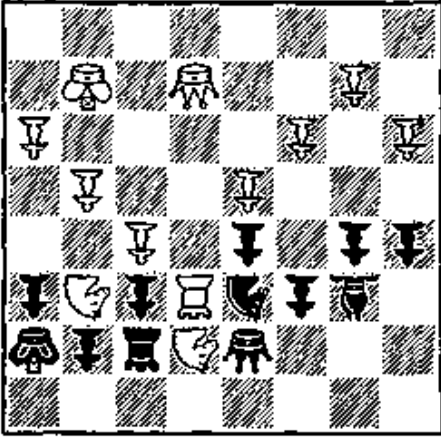
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# 50 • DOUBLE ATTACK •

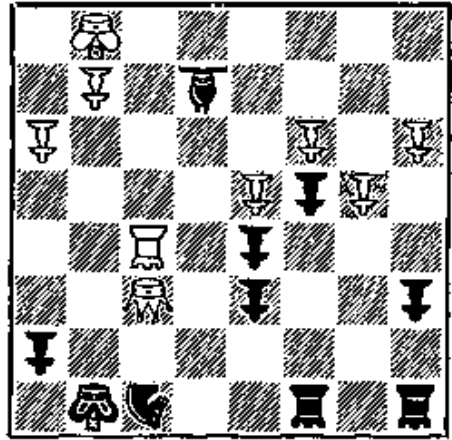
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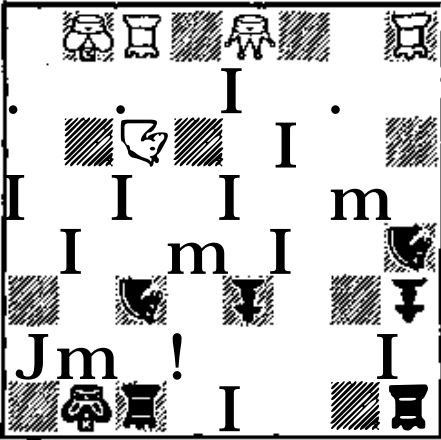
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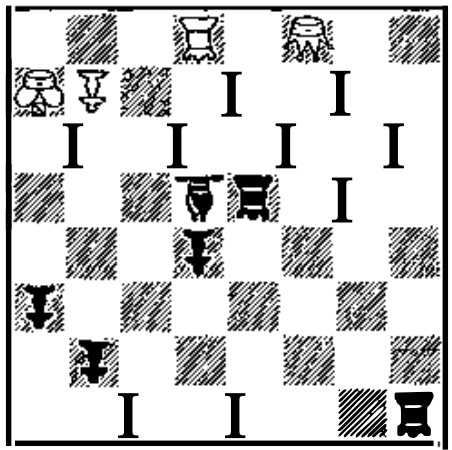
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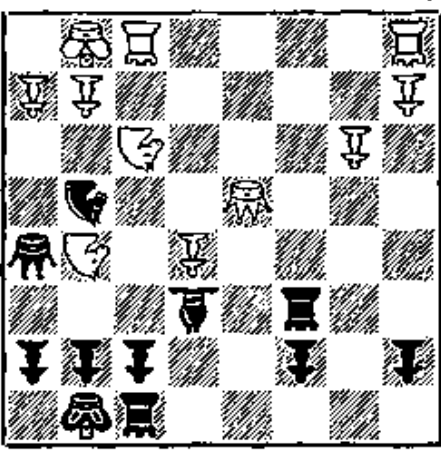
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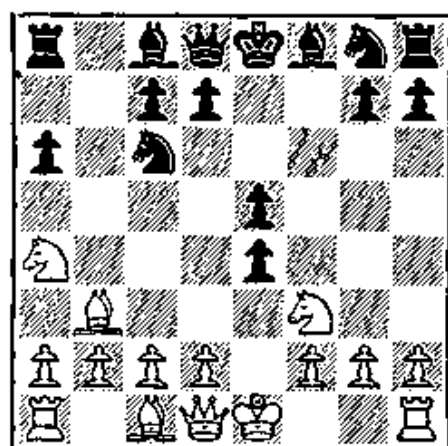


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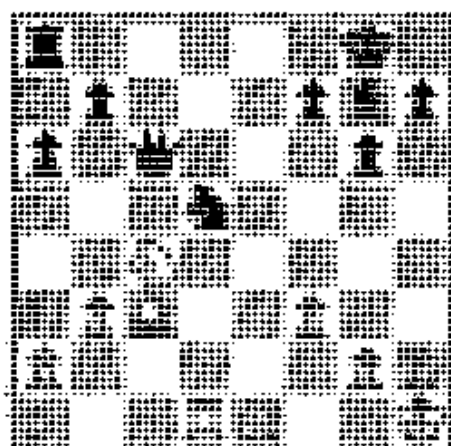


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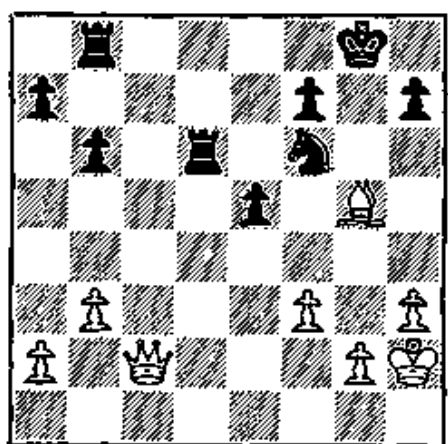
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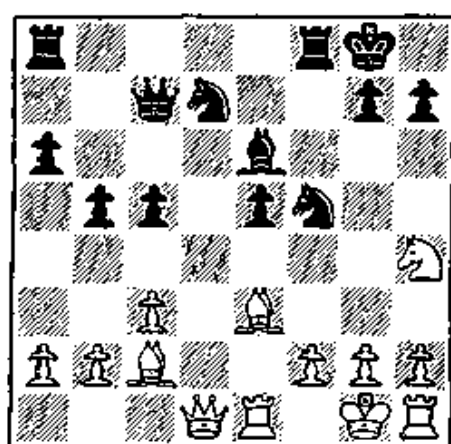
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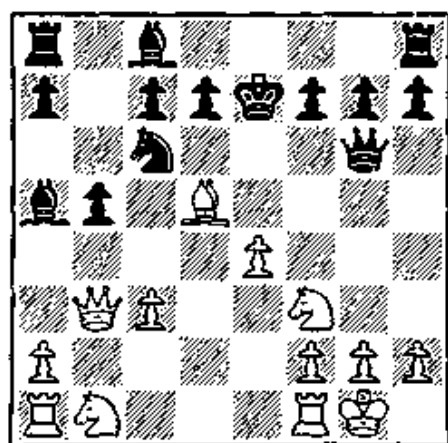
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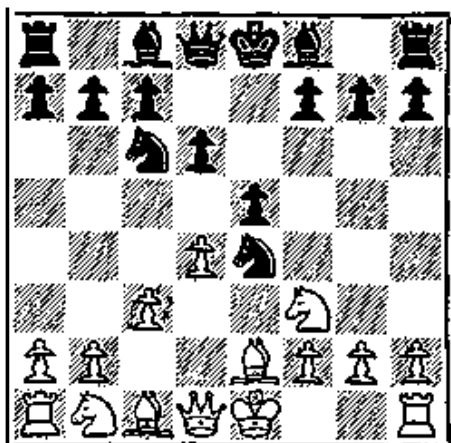
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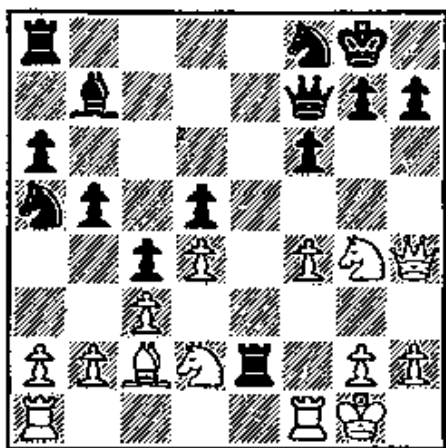
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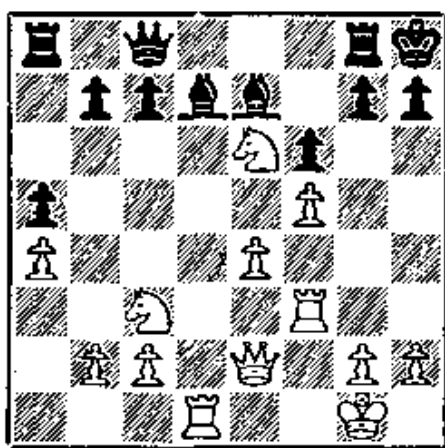
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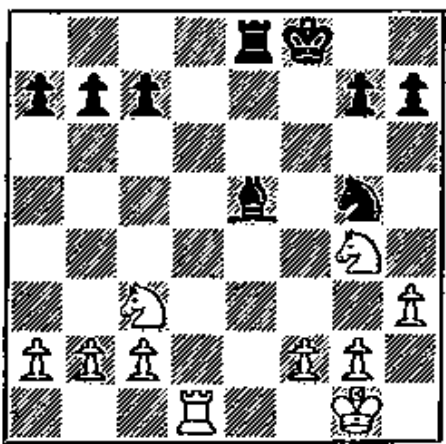
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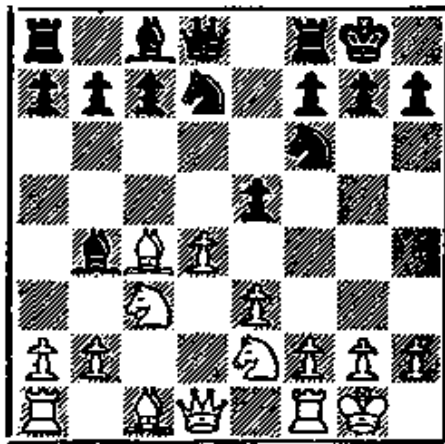
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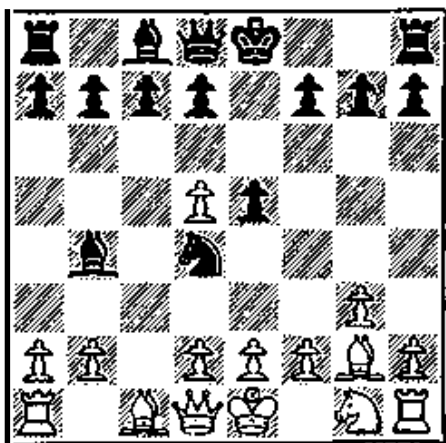
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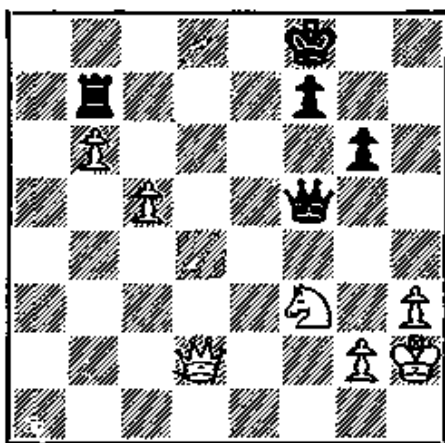
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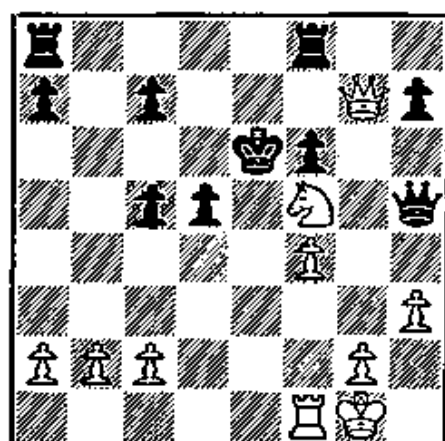
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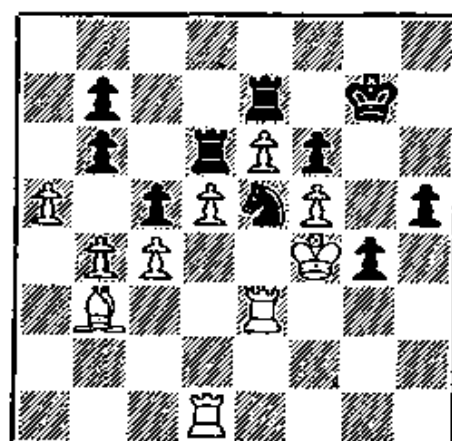
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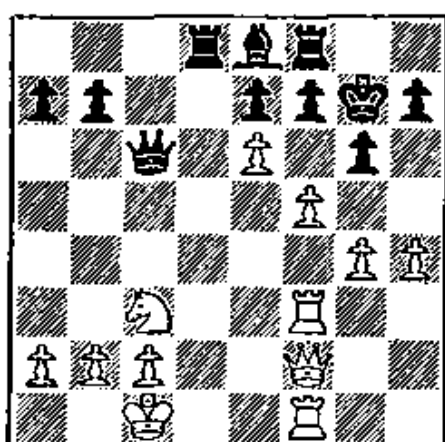
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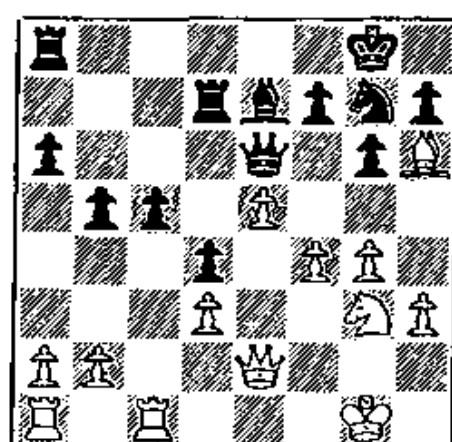
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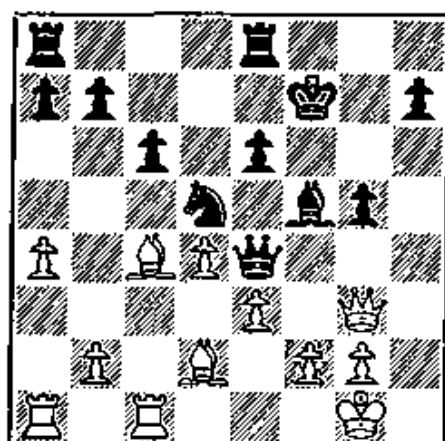
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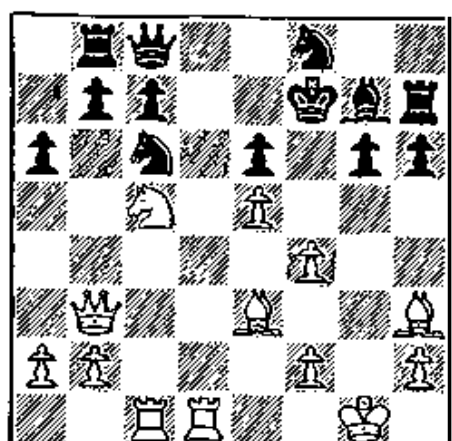
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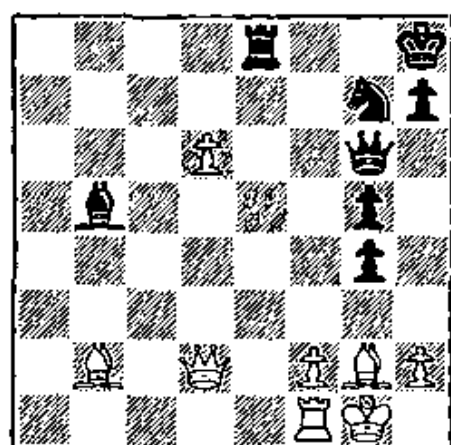


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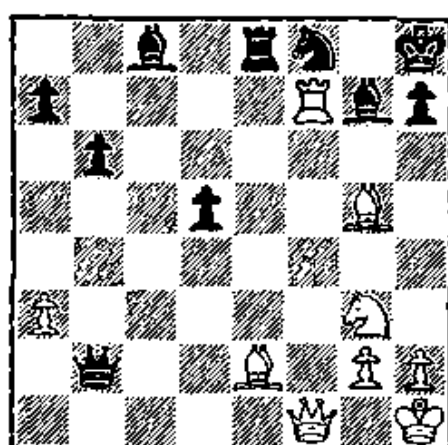


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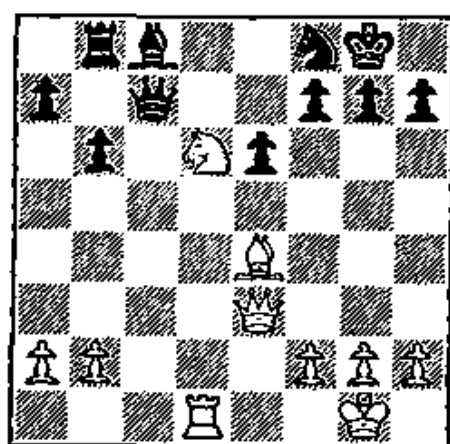
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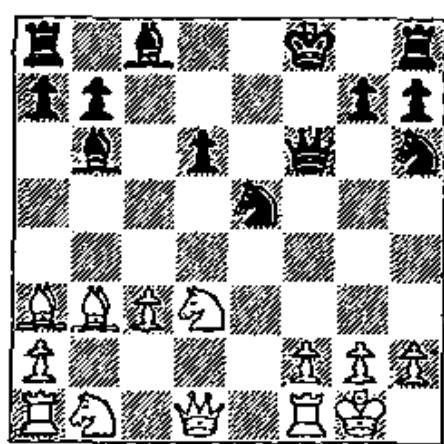
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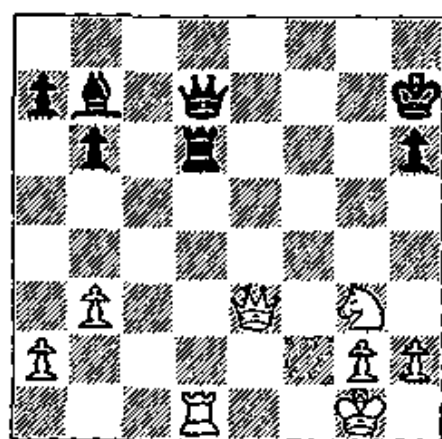
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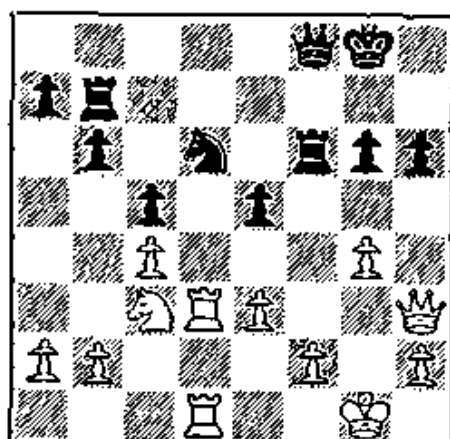
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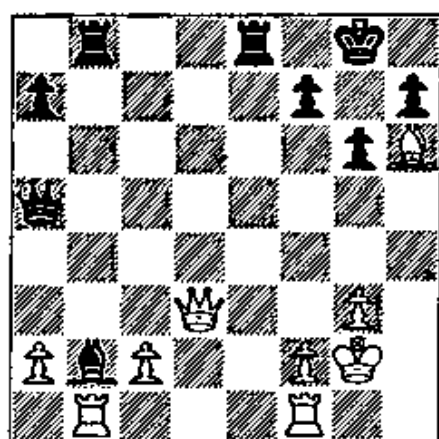


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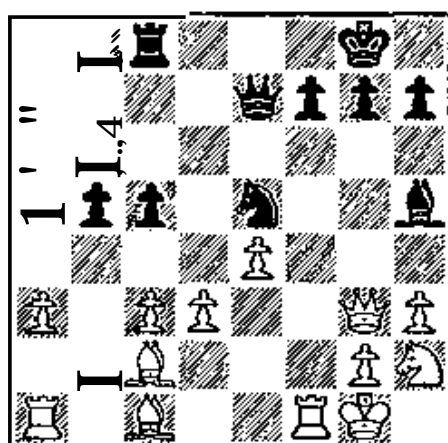


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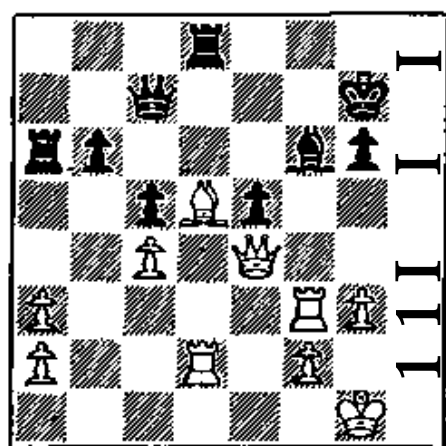
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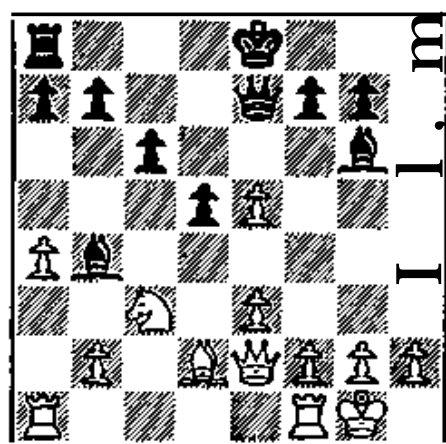
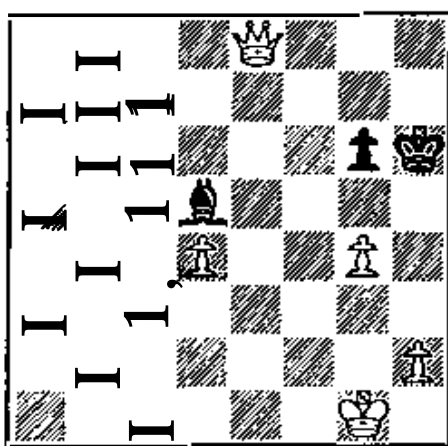
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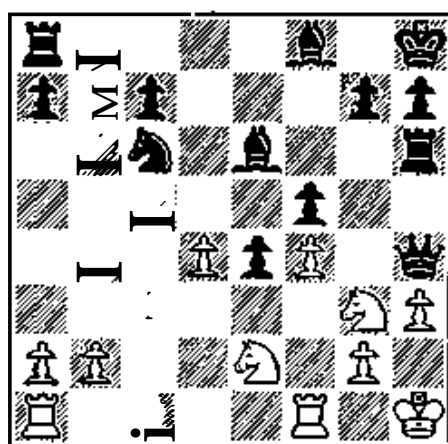
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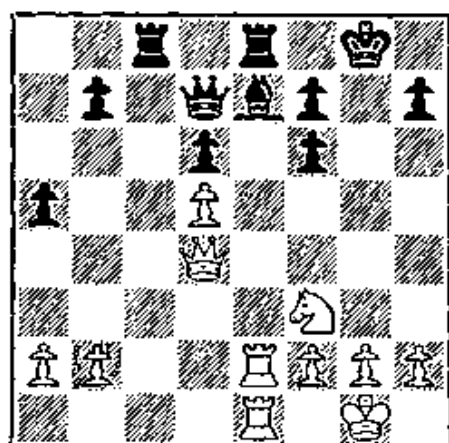
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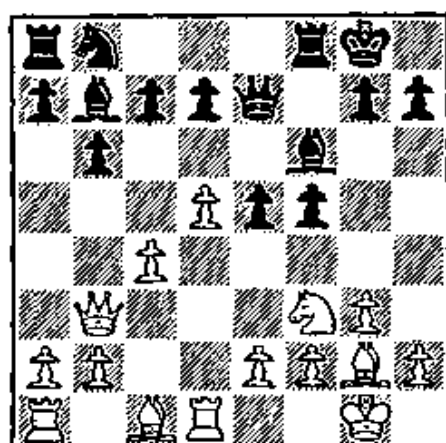
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• DOUBLE A •

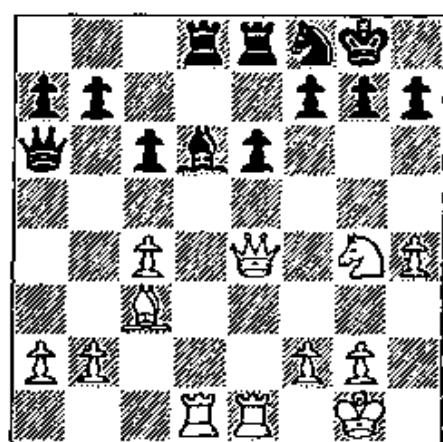
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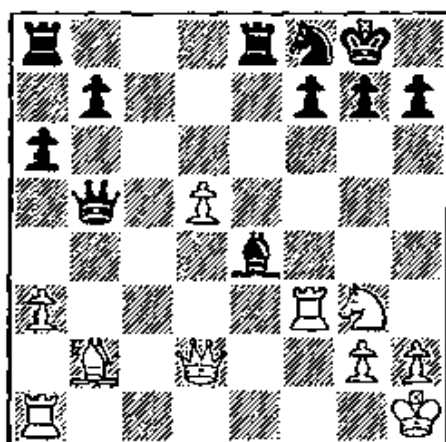
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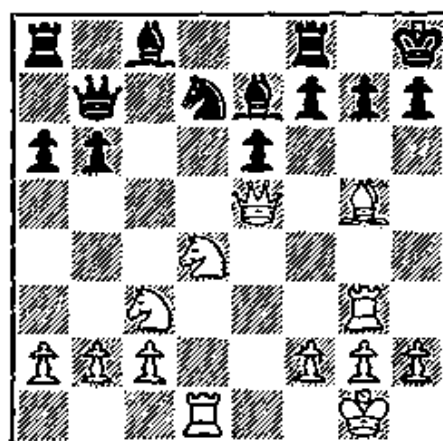
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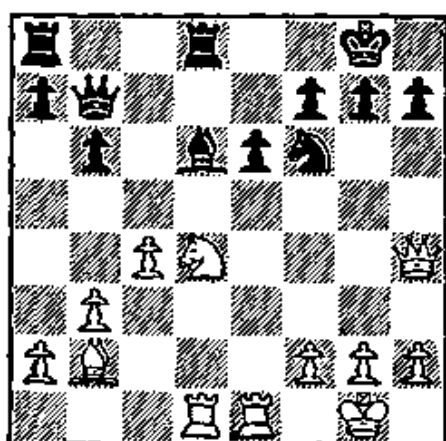
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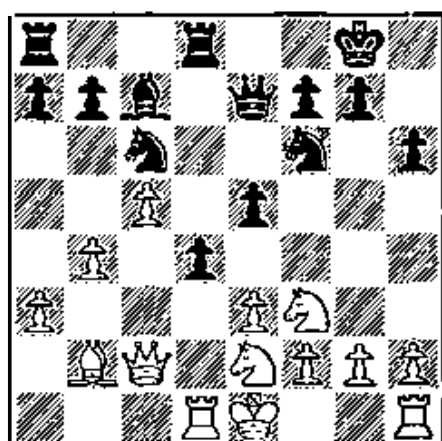


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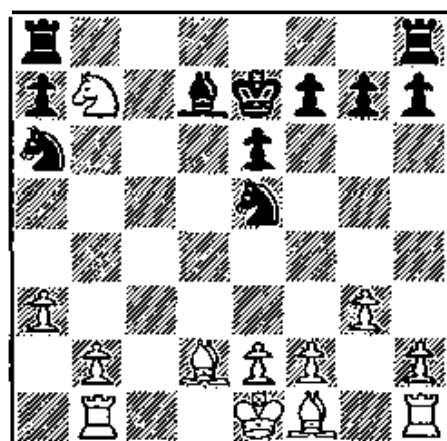


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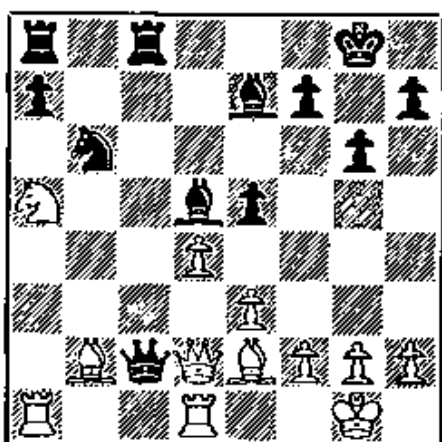
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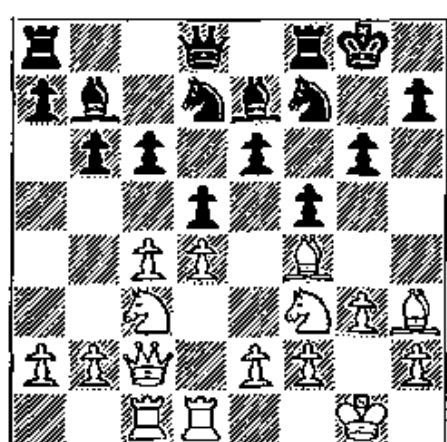
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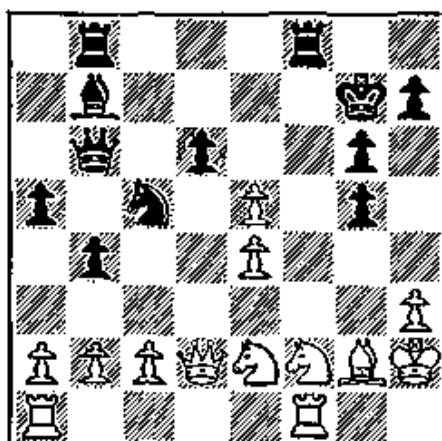
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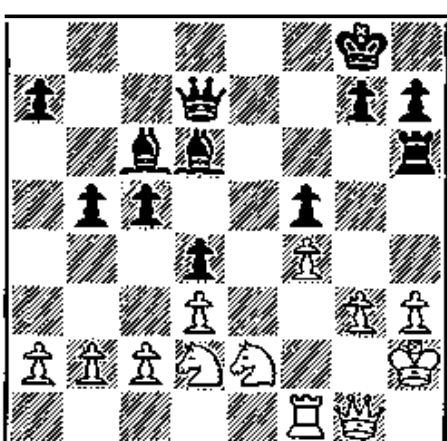
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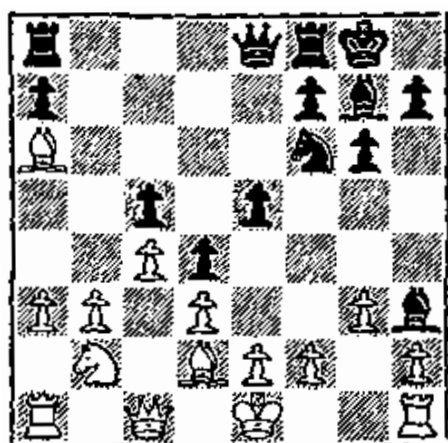


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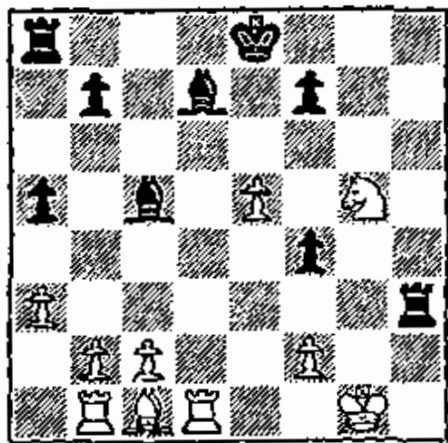


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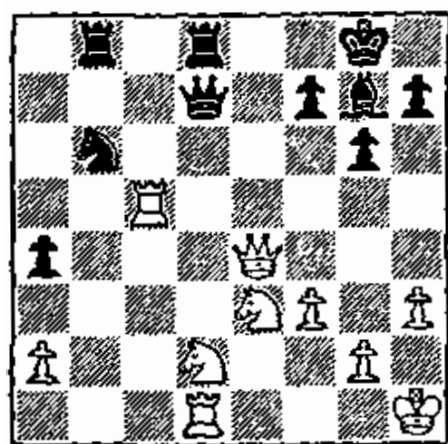
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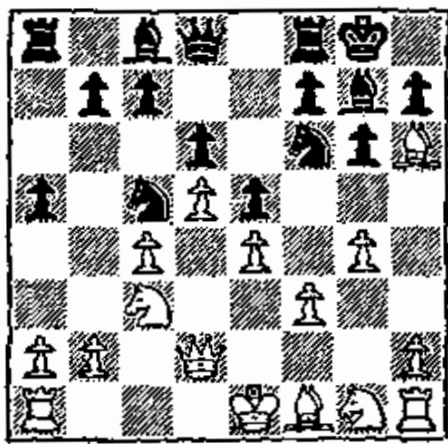
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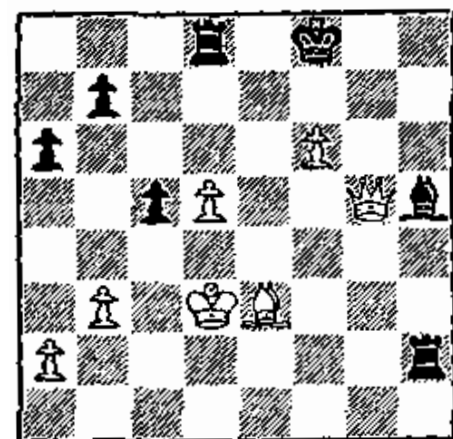
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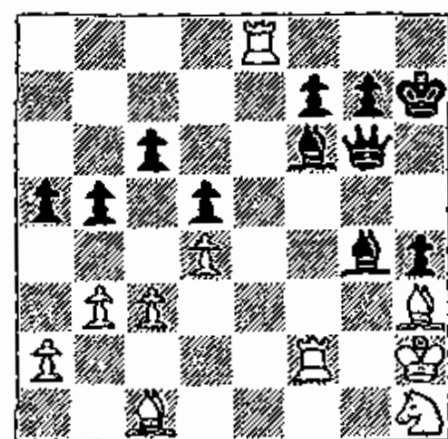
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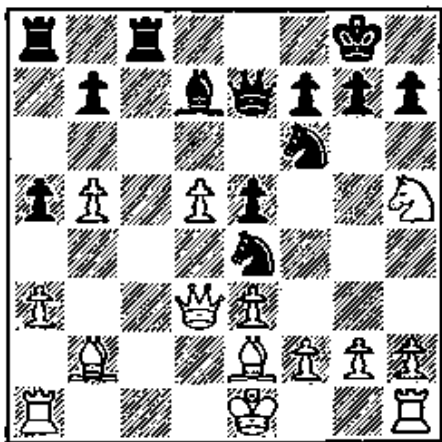


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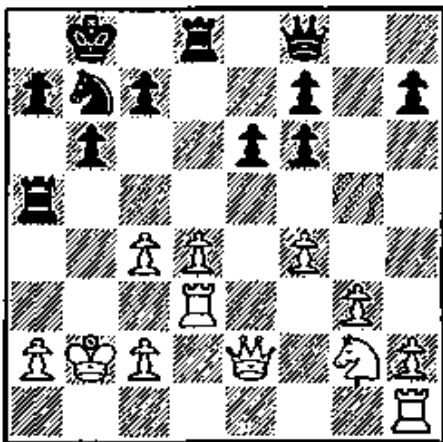


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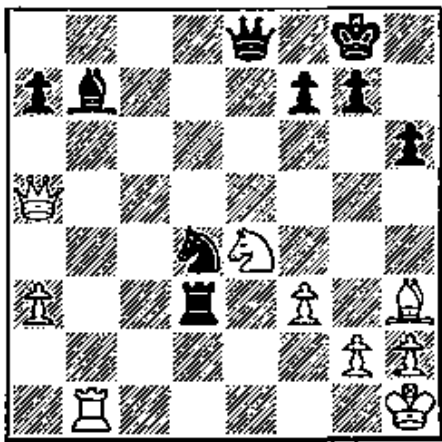
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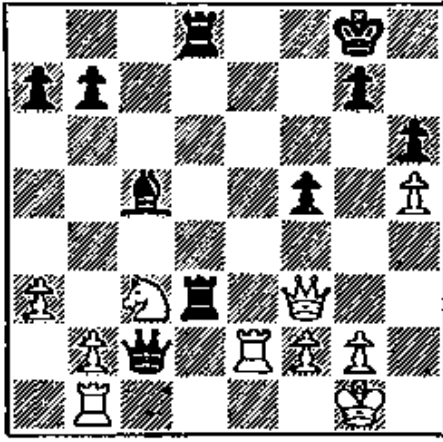
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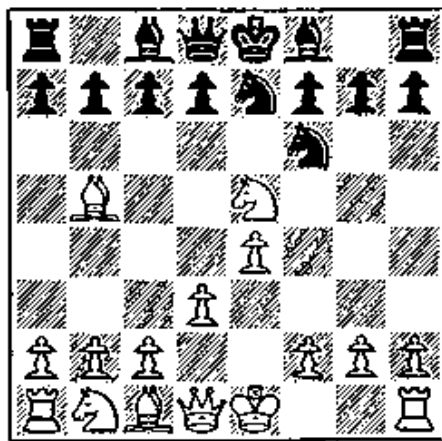
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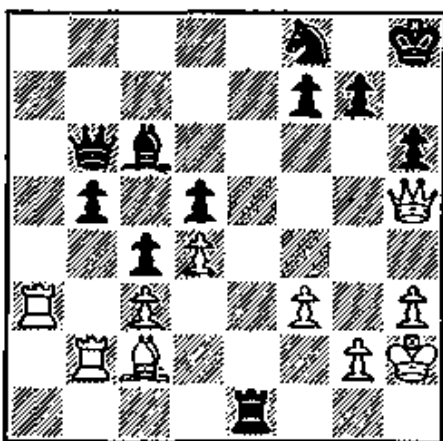
**267**



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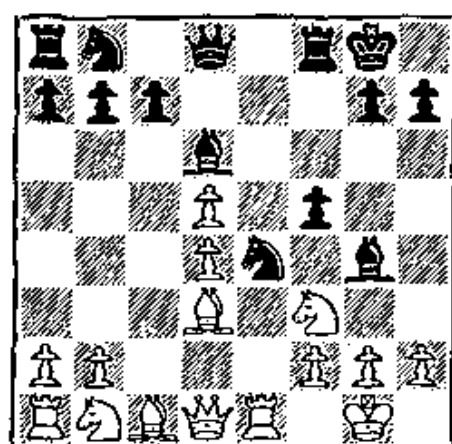
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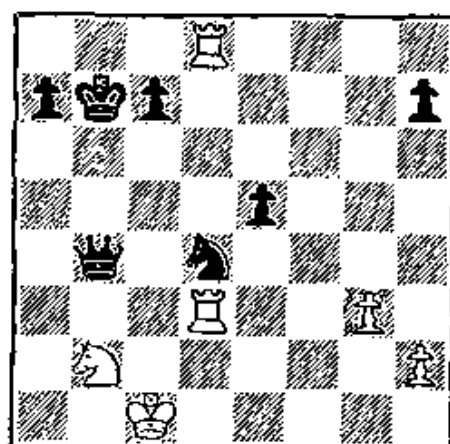
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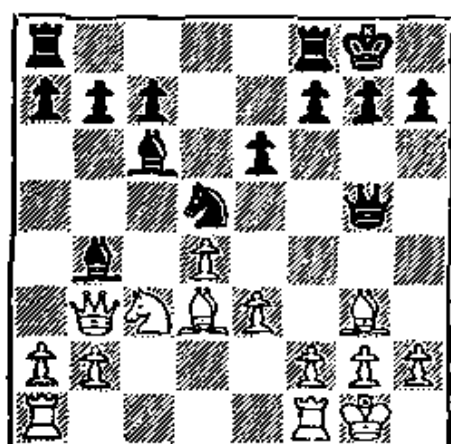
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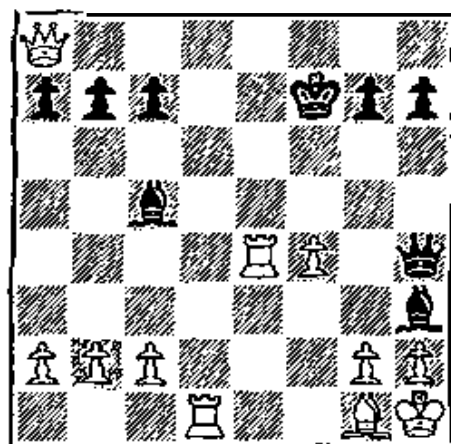
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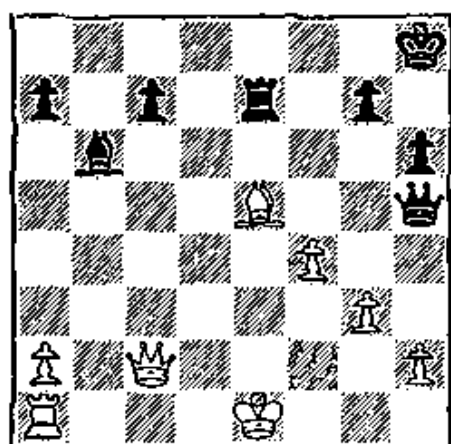
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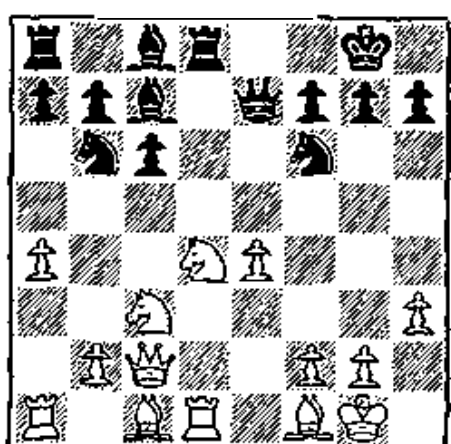
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274



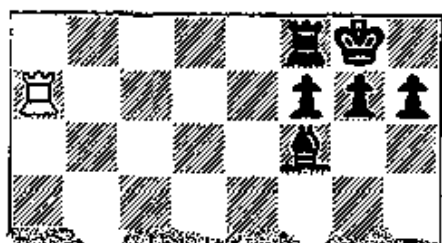
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276



## BLACK MOVES FIRST



277



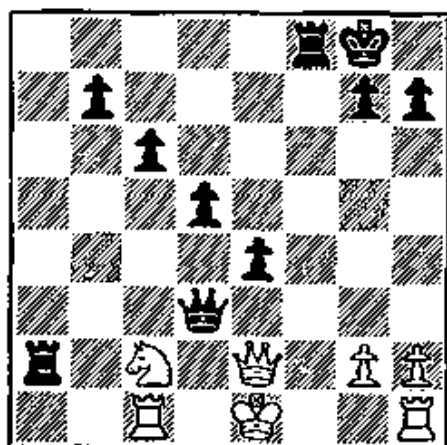
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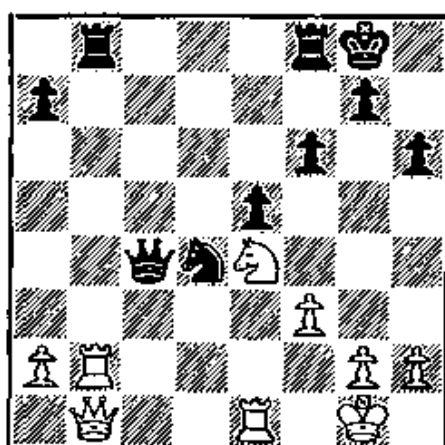
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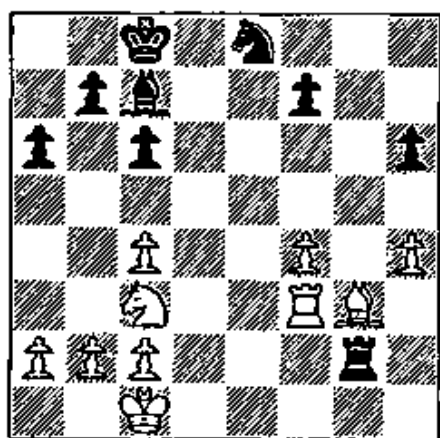
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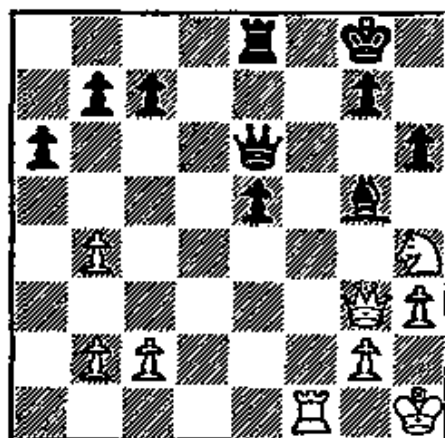
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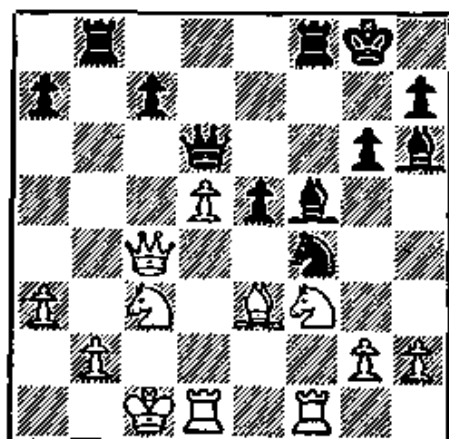
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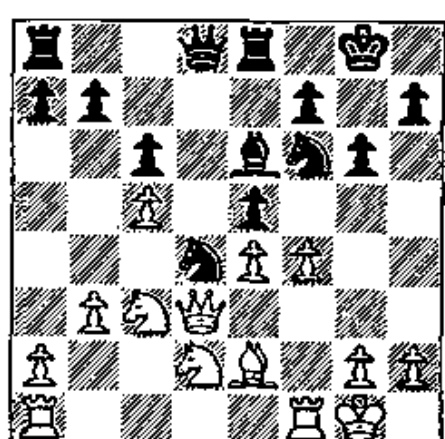
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286

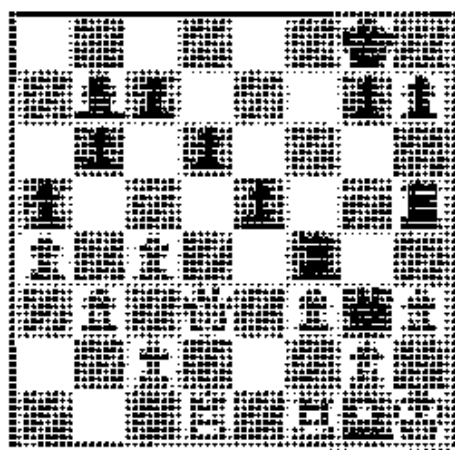


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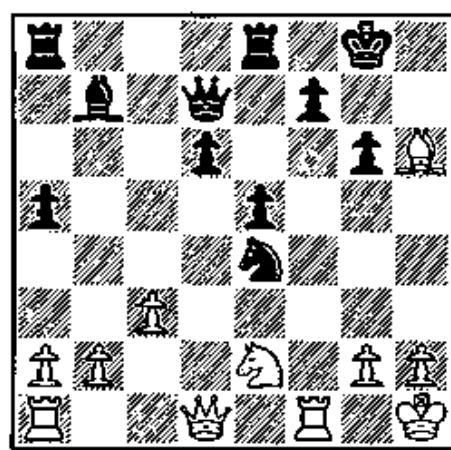


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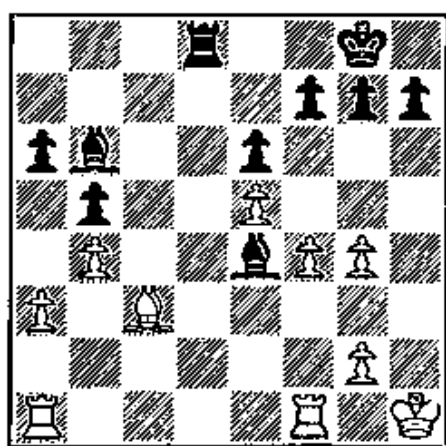
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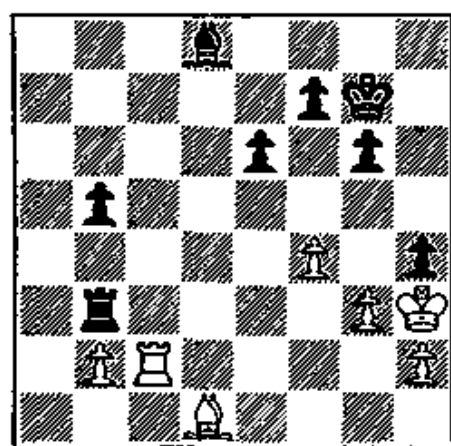
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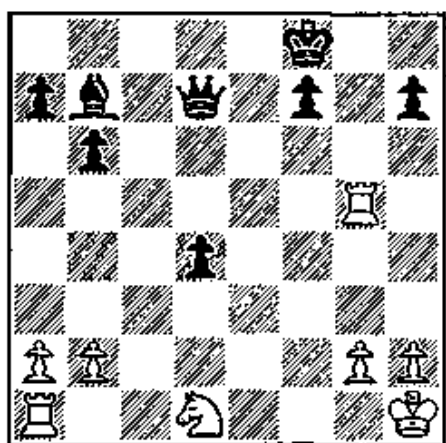
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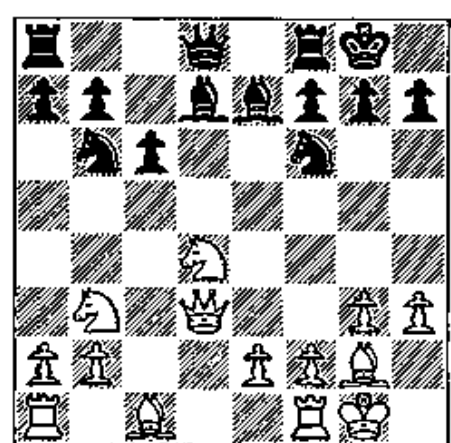
291



292



293



294

## 4. Discovered Attack

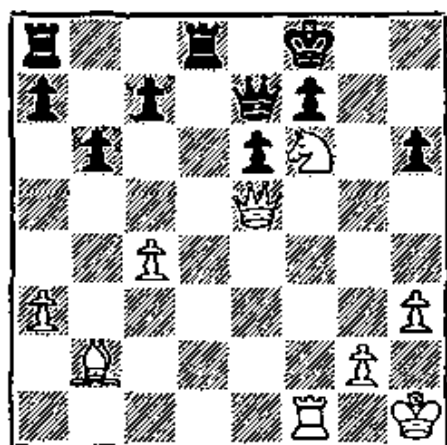
The discovered attack is an unusually elegant- and powerful- form of double attack. What happens in this case is that *a unit moves off a line in order to “discover”* (actually uncover) *an attack by one of its colleagues*. What usually happens is that the “discovering” piece simultaneously unleashes a secondary threat of its own. Very often it is impossible to parry both threats.

Diagram 295 is a fine example. White's opening Knight move threatens a mate by White's Queen. But at the same time White's Knight menaces Black's Queen, which cannot be saved. The same effect is achieved by White in Diagram 314.

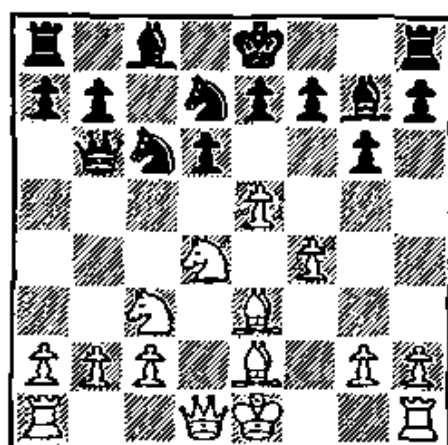
In certain rare instances, as in Diagram 321, we get enchanting effects when multiple threats are opened up. The inexorable beauty of these situations is that the defender has all sorts of resources- but each one fails!

Discovered attacks are particularly nasty when they arise from a plausible series of preliminary moves. When they are concealed in this way, as in Diagrams 325 and 327, the defender is virtually paralyzed.

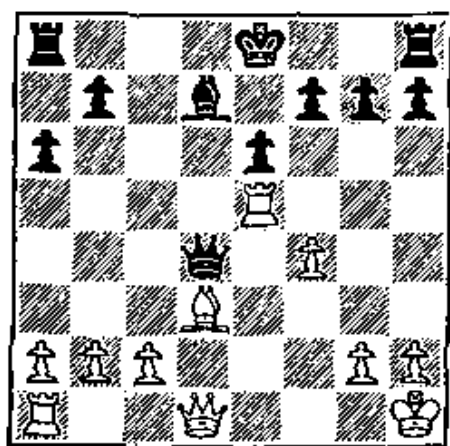
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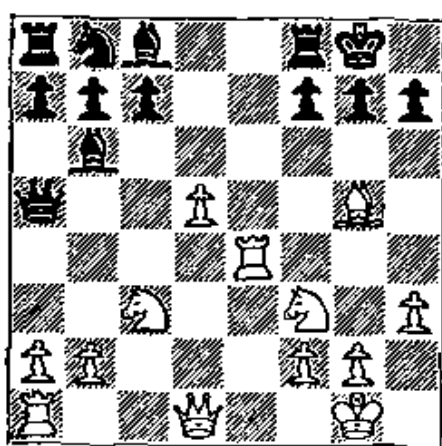
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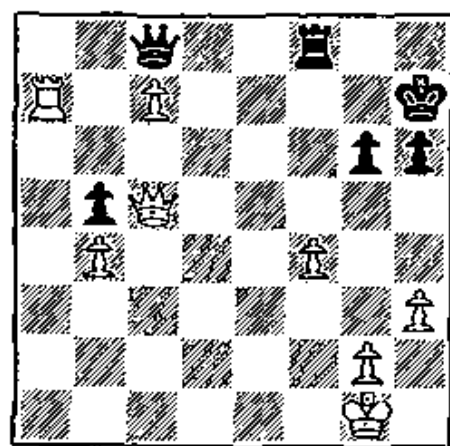
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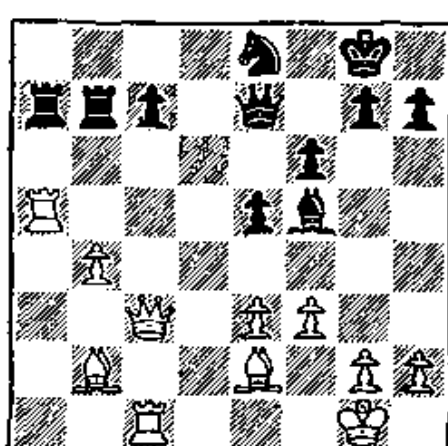
297



298



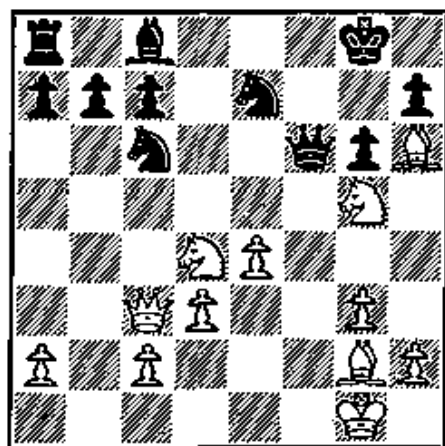
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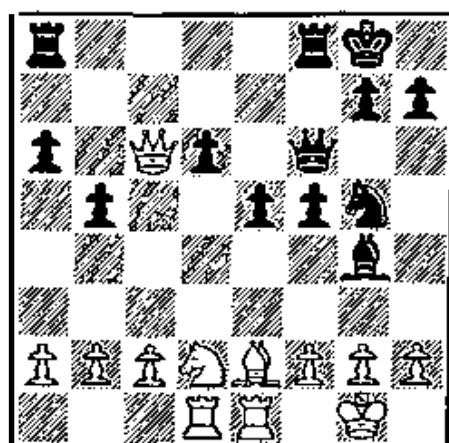
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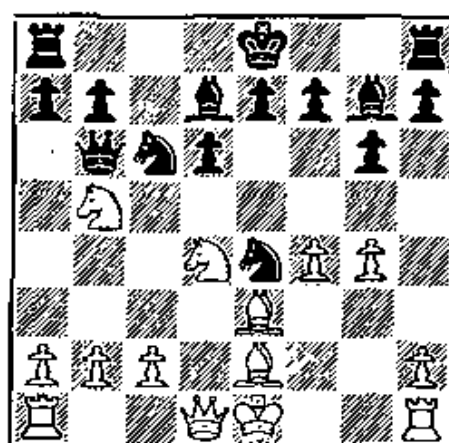
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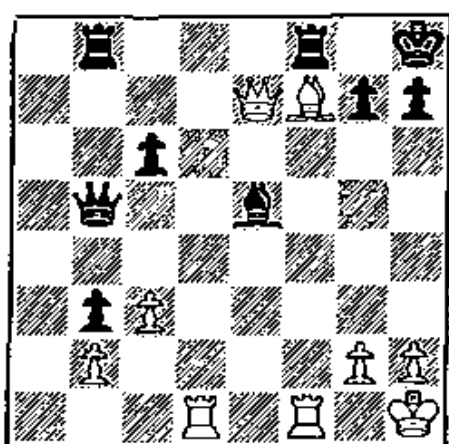
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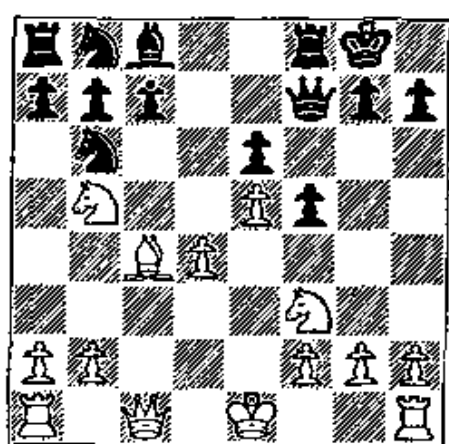
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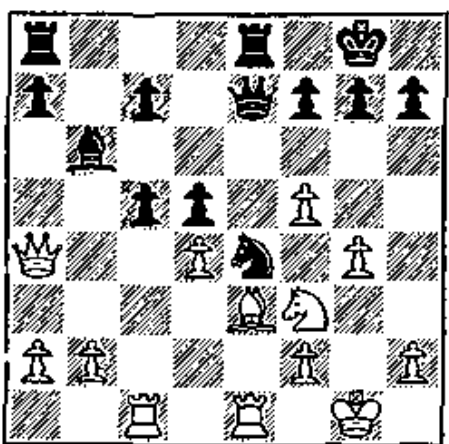
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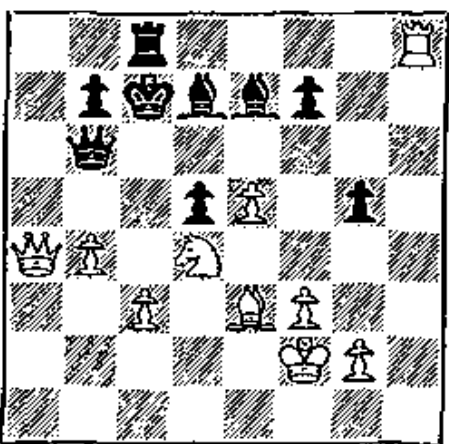
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310

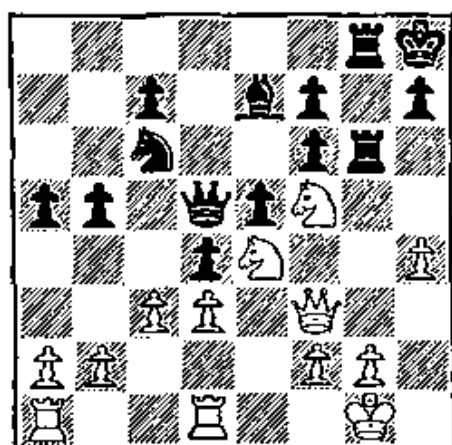


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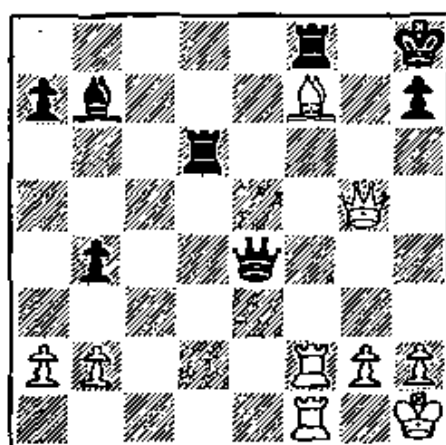


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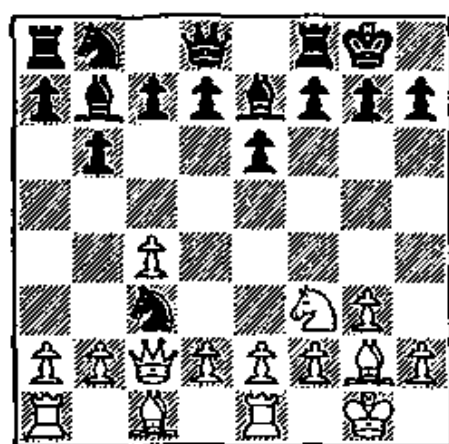
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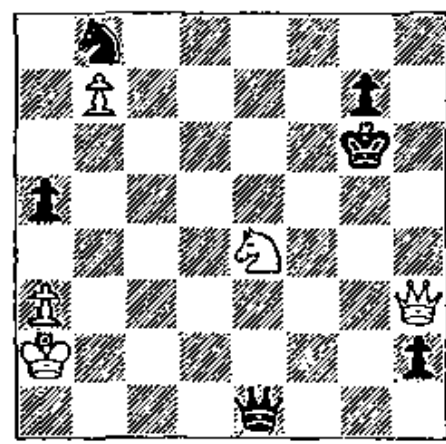
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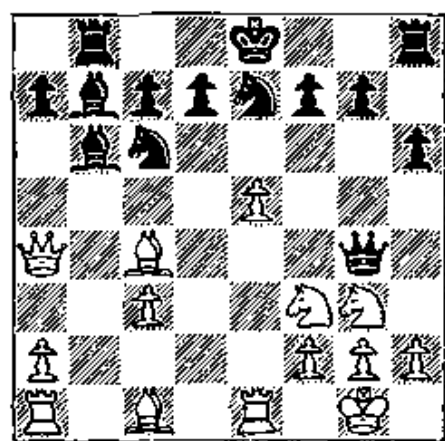
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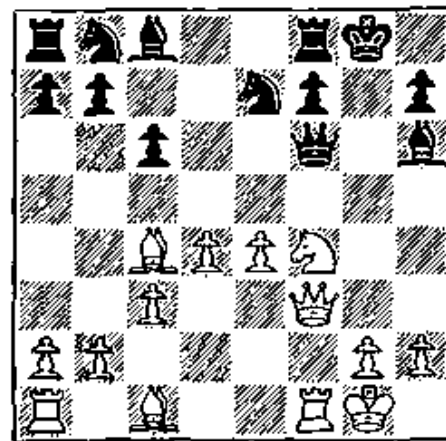
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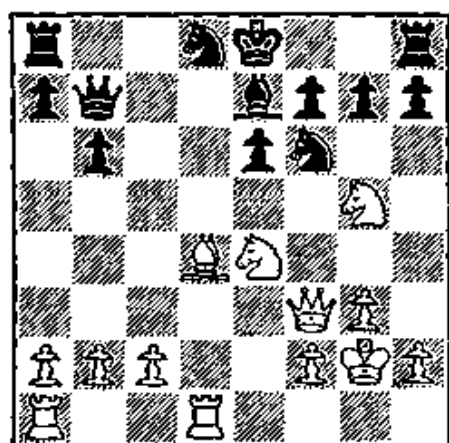
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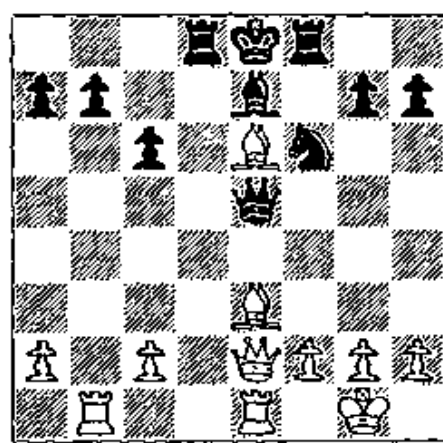
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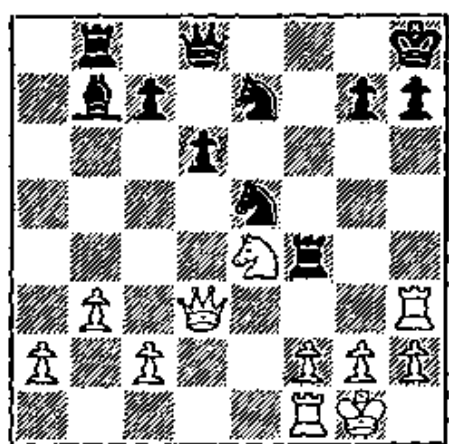
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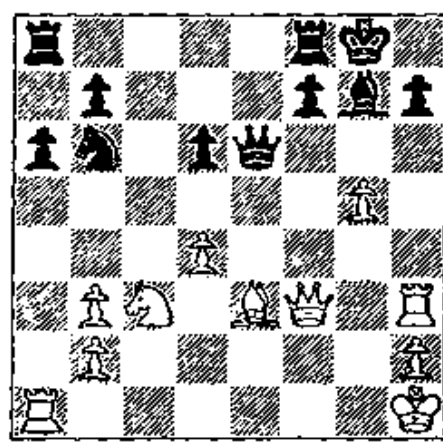
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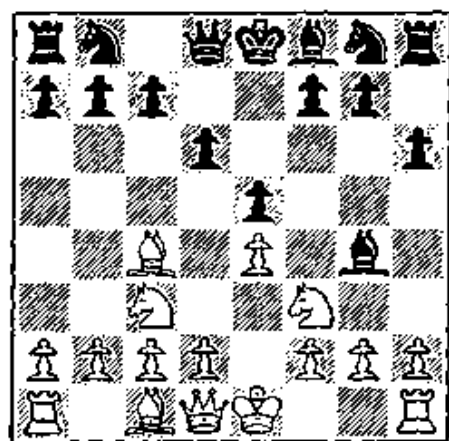
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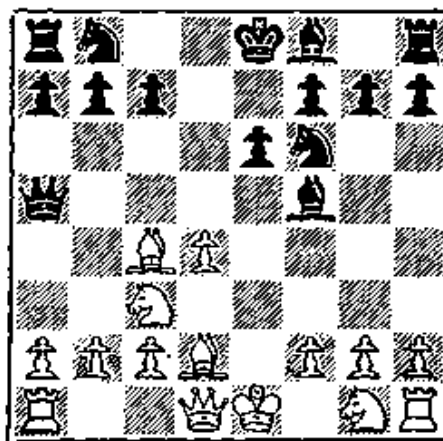
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322

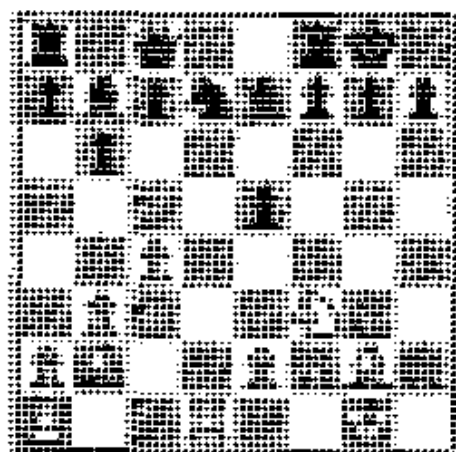


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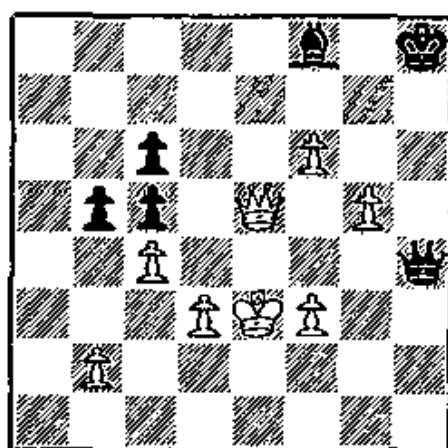


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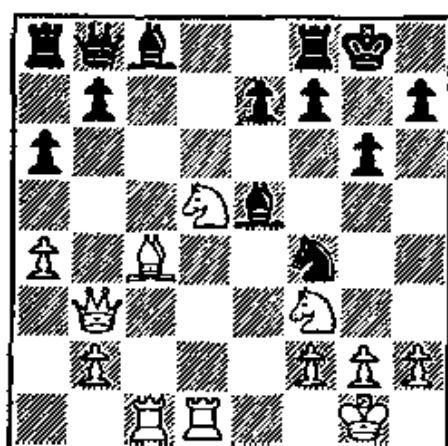
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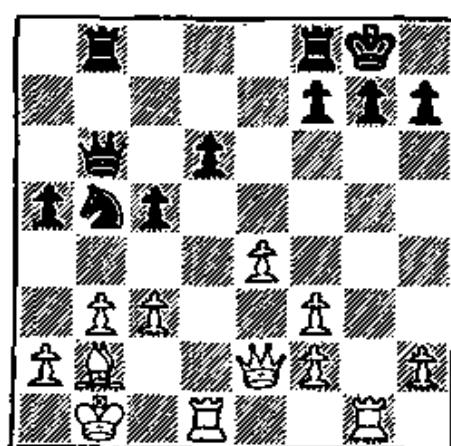
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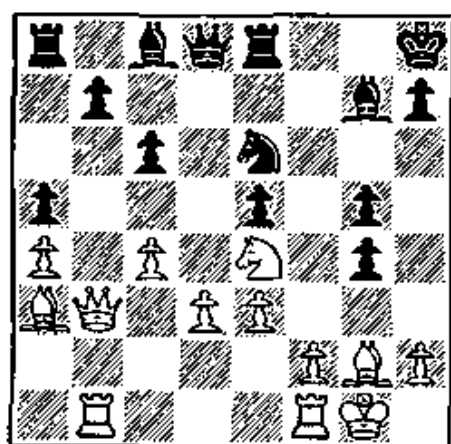
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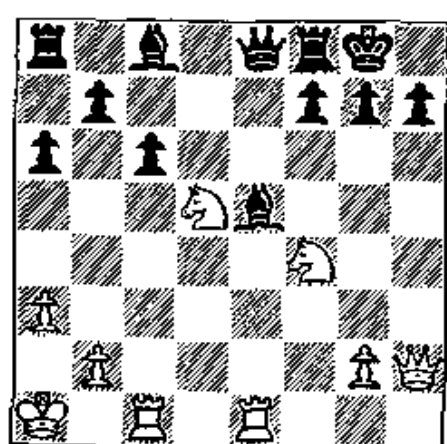
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328

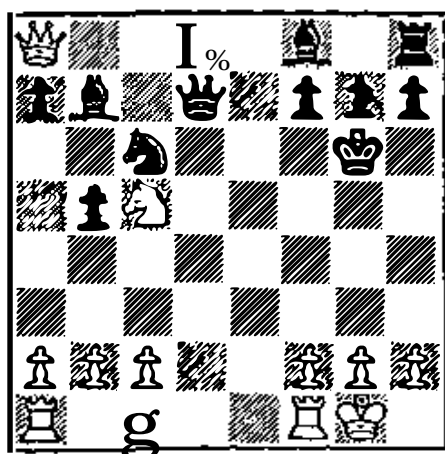


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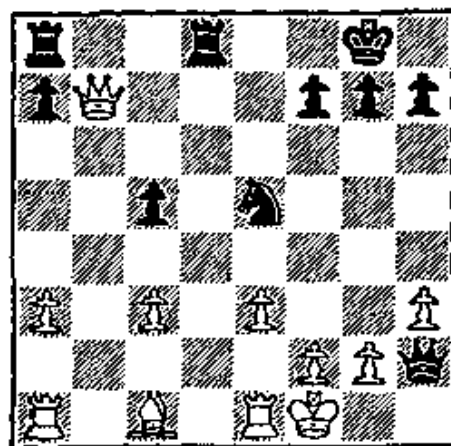


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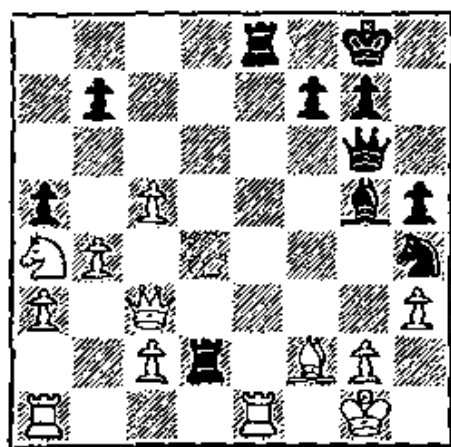
## BLACK MOVES FIRST



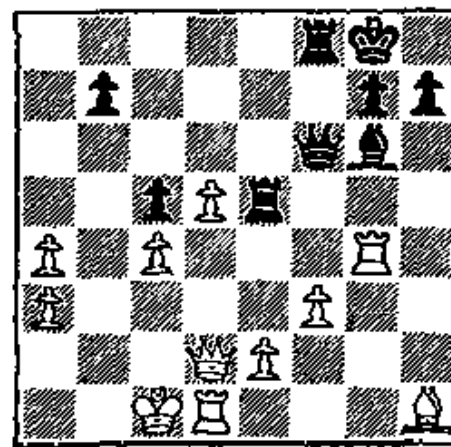
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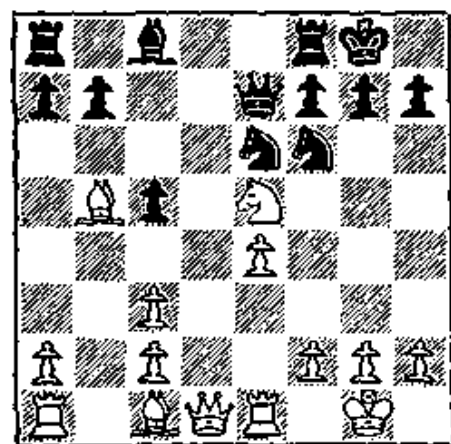
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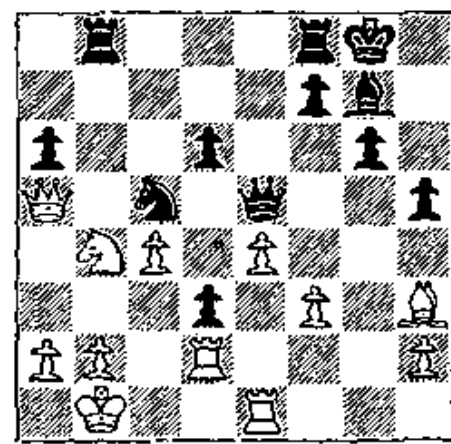
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334



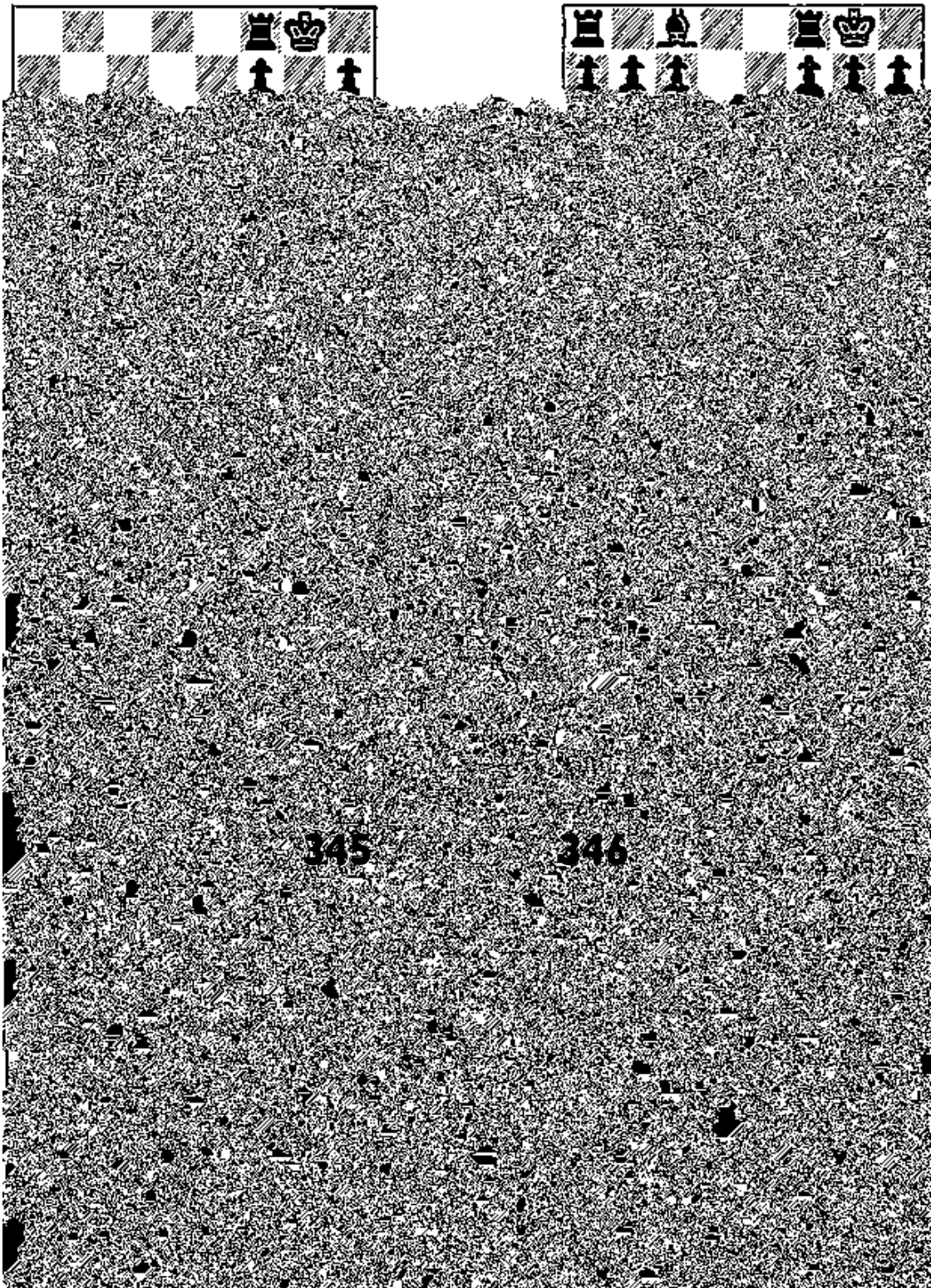
335



336



**BLACK MOVES FIRST**



**347**

**348**

## 5. Discovered Check

Discovered check is really a kind of discovered attack, with this important difference: *the “discovering” piece moves away to allow its colleague to give check along the vacated line.*

Because of the principle of the priority of check, the hostile King must get out of check. Consequently valuable material may be lost. For example:

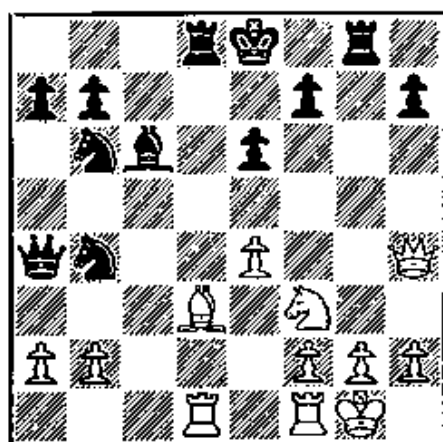
In Diagram 366 White moves his Knight from King 4 to give a discovered check with his Rook which is at King 1. The Knight has several **possible ways of giving discovered check**, but the right move will win Black's Queen.

In Diagram 357 White's first move is so strong that his Rook- the "discovering" piece- cannot be prevented from winning Black's Queen.

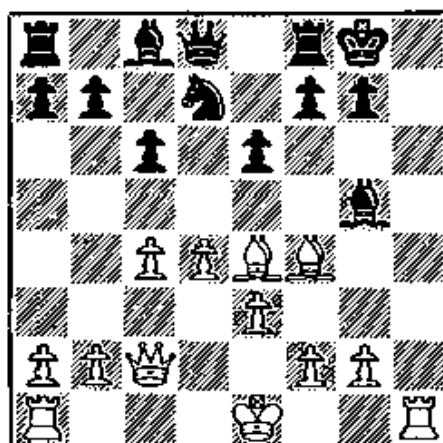
Because of this power of the "discovering" piece, it is often possible to make surprising preliminary sacrifices, relying on the power of the coming discovered check to win back much more than the sacrificed material. Diagram 349 illustrates this point very effectively.



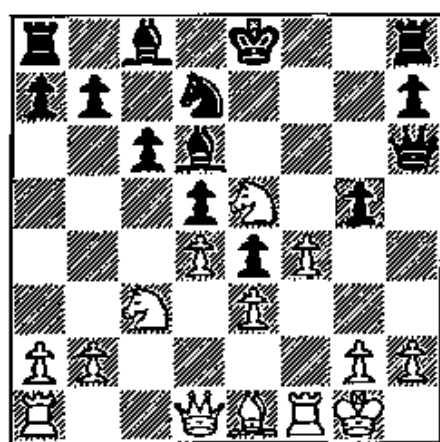
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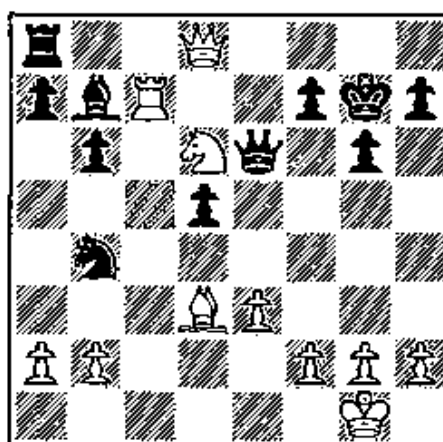
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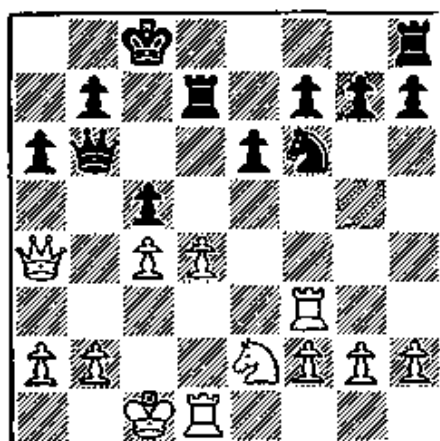
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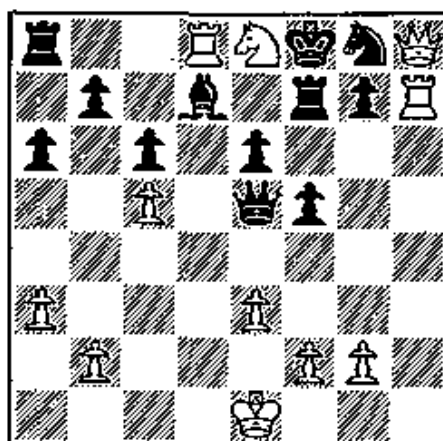
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352

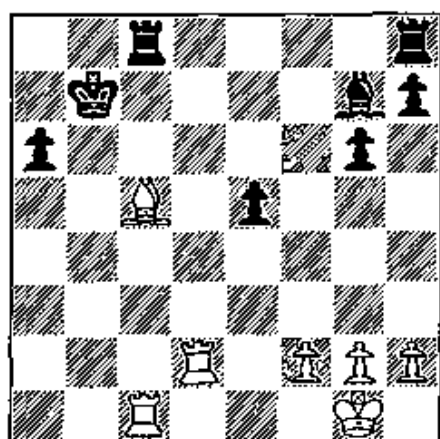


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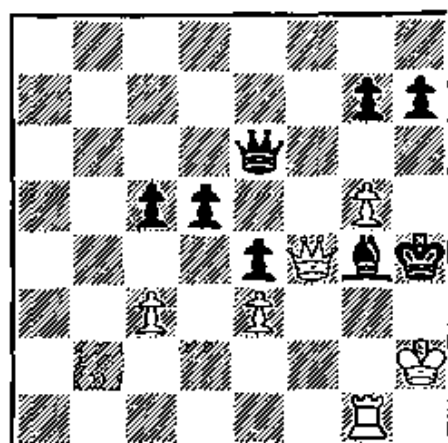


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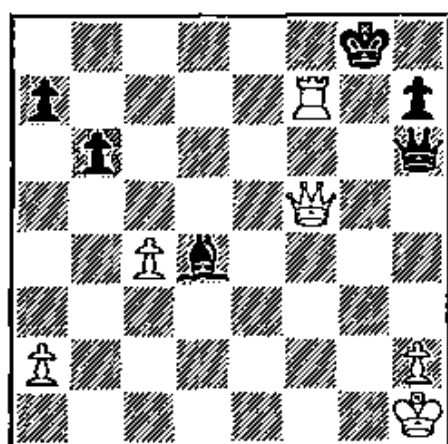
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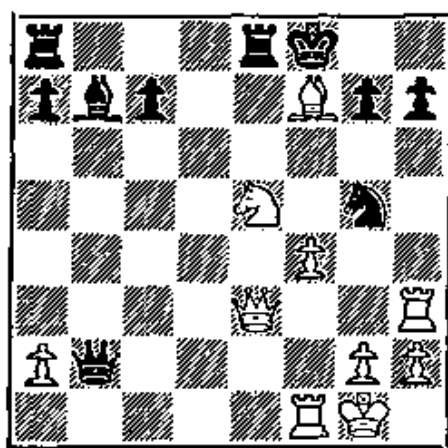
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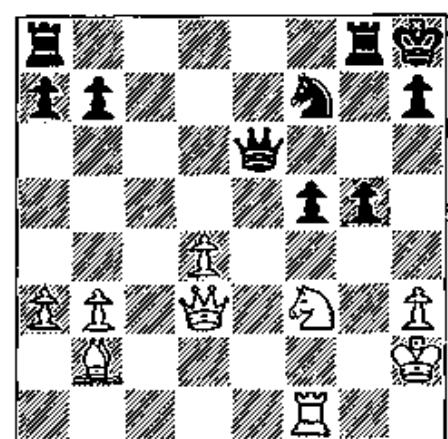
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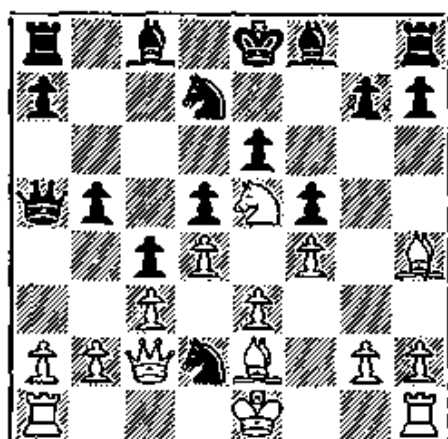
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358



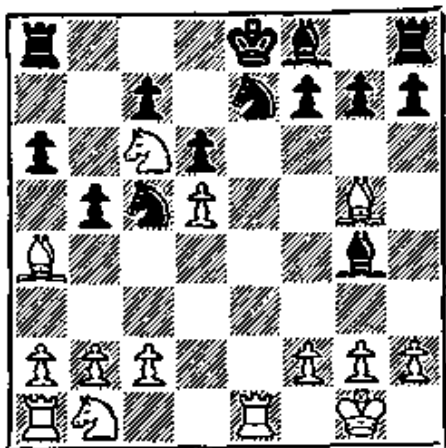
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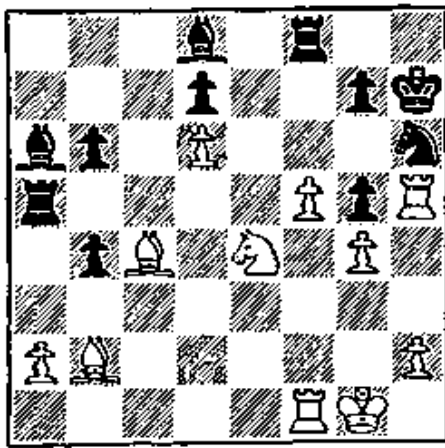
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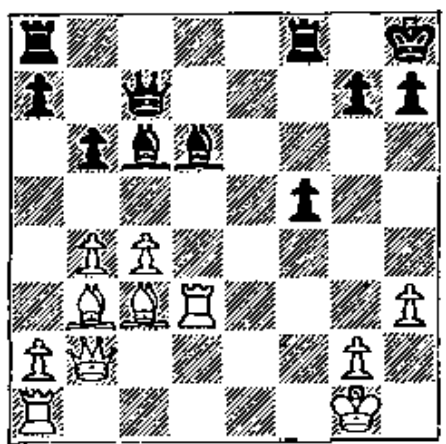
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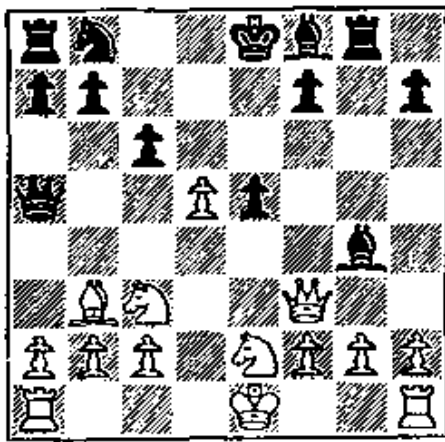
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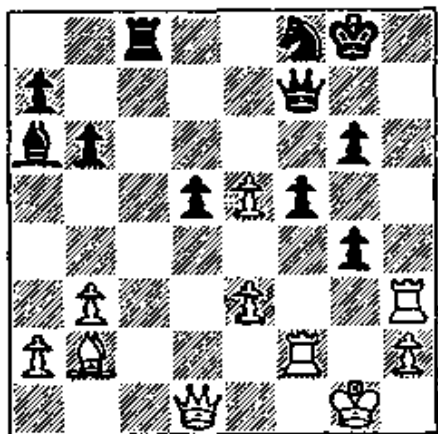
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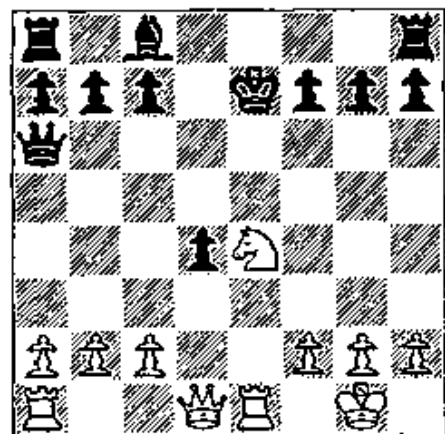
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364

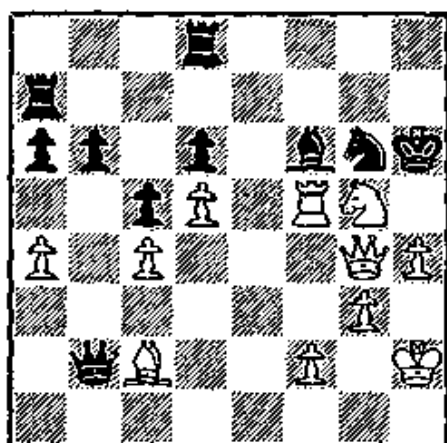


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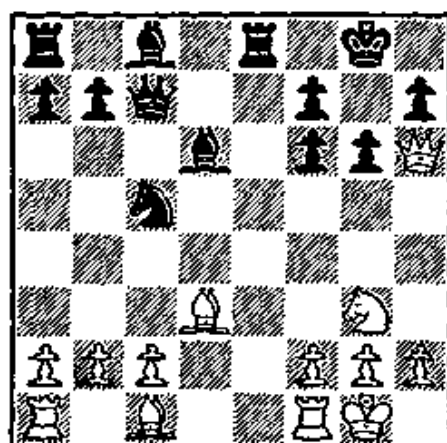


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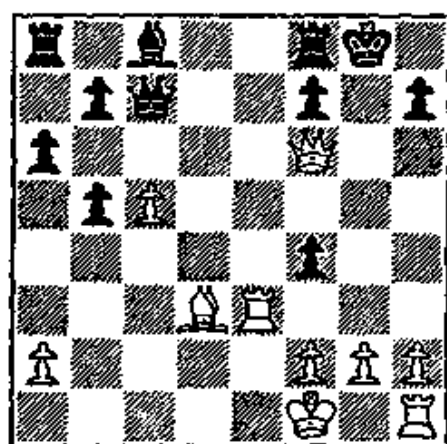
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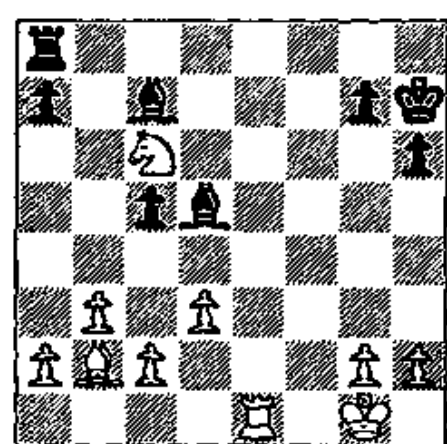
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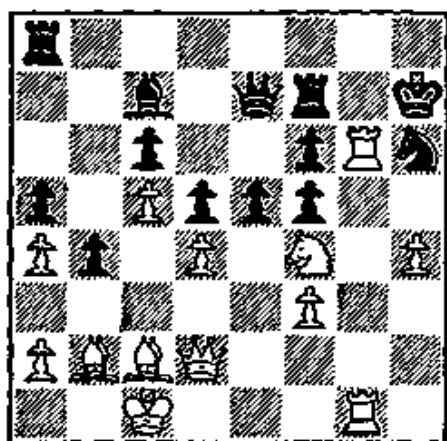
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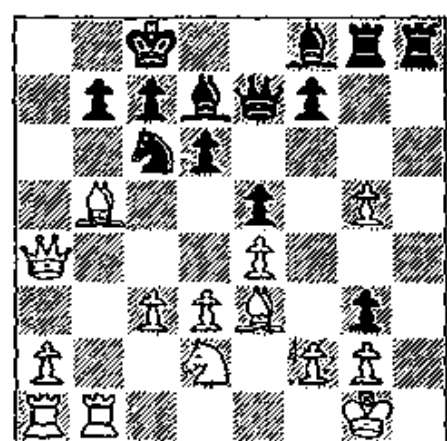
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**370**

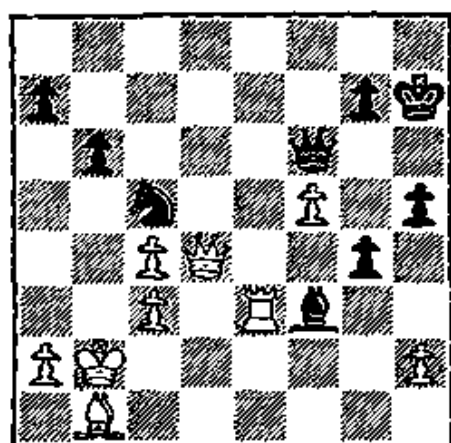


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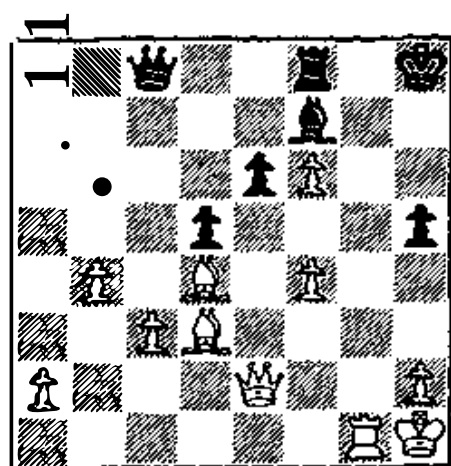


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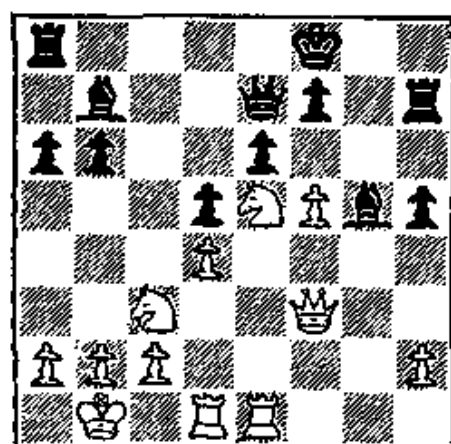
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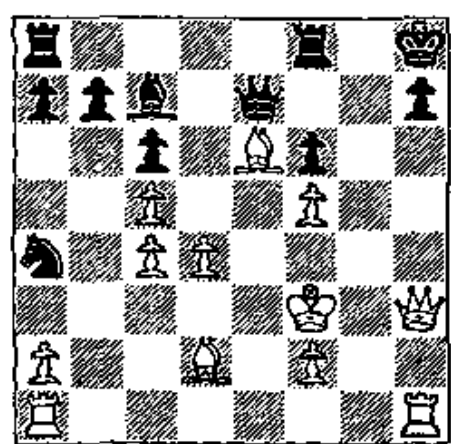
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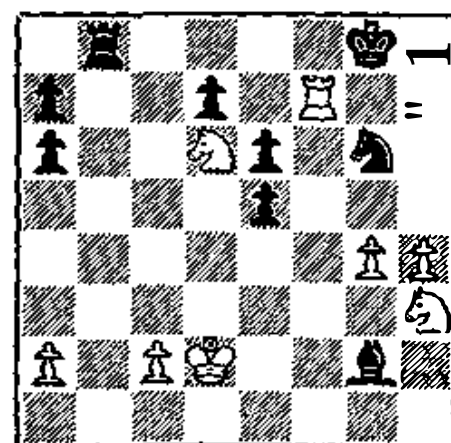
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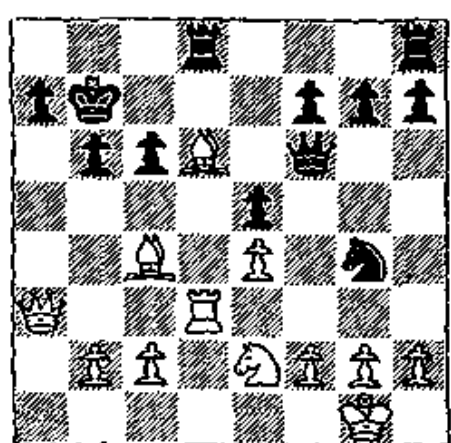
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376



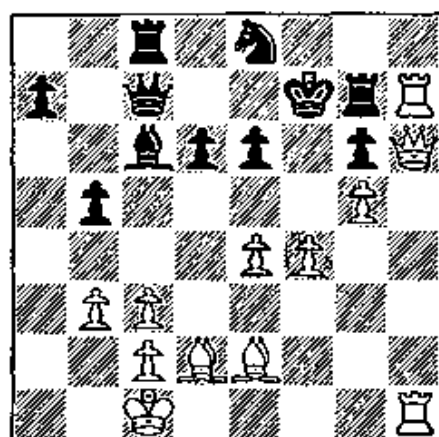
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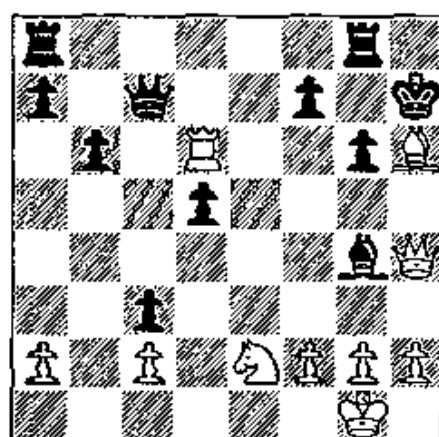
378

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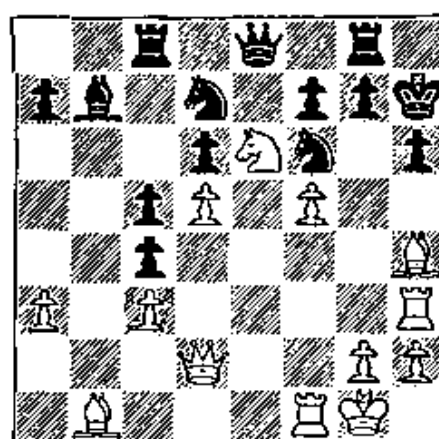
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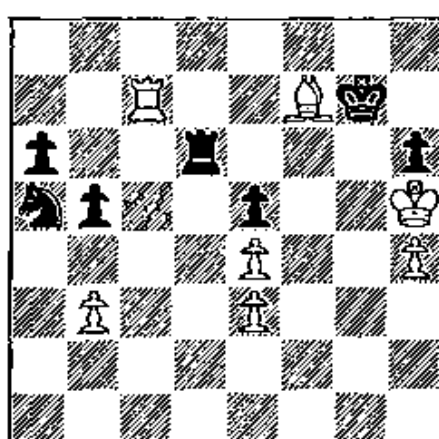
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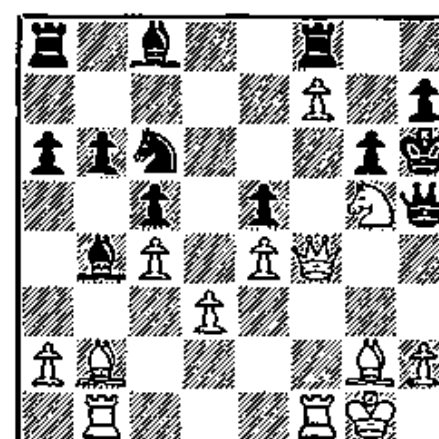
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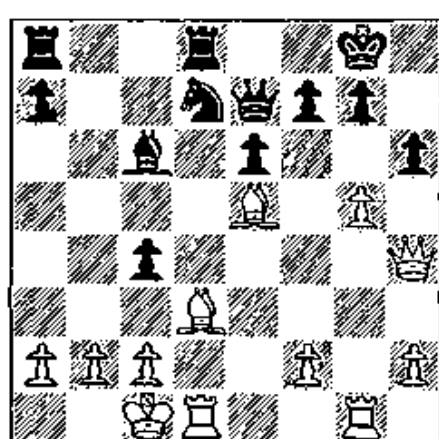
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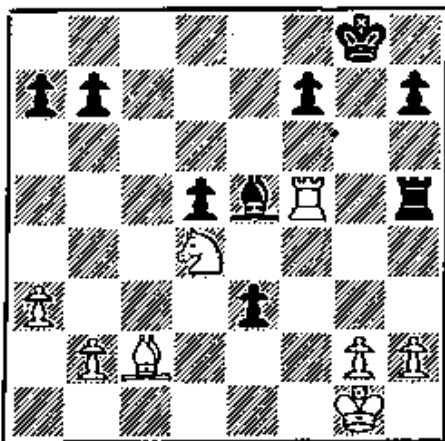


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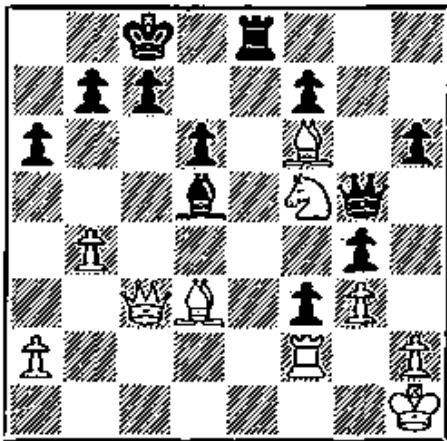


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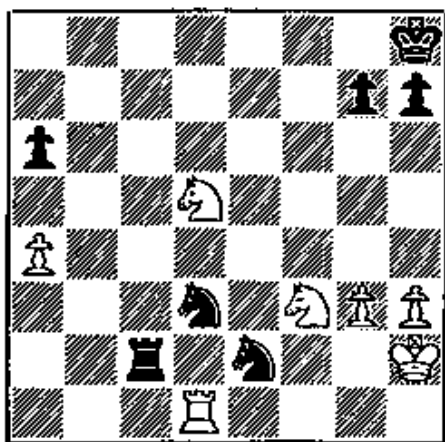
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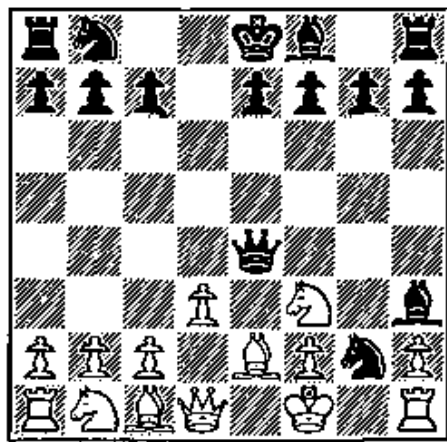
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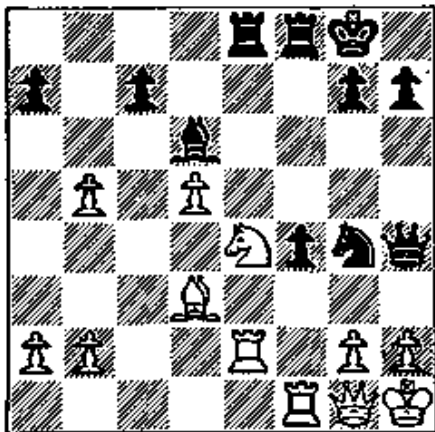
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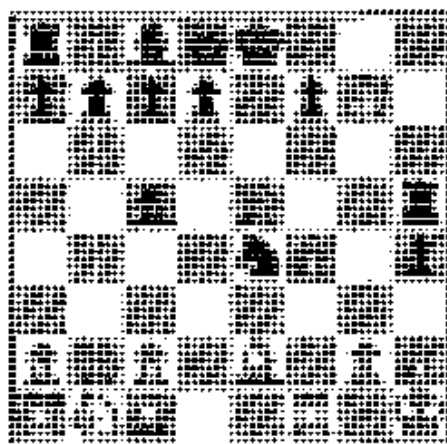
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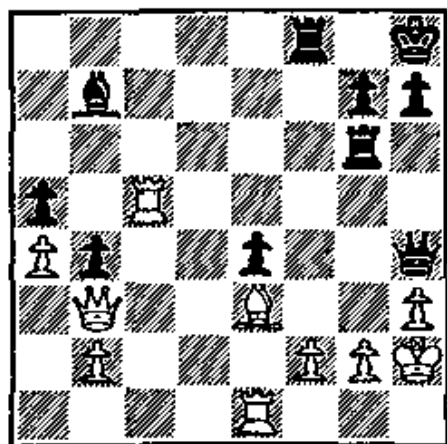


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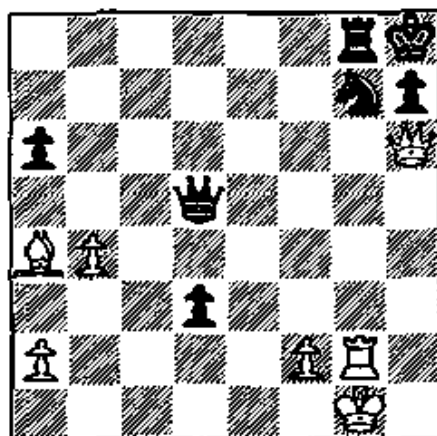


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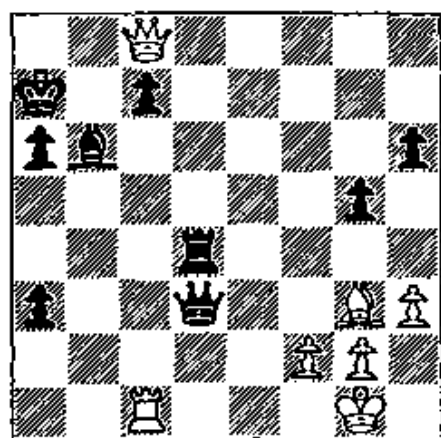
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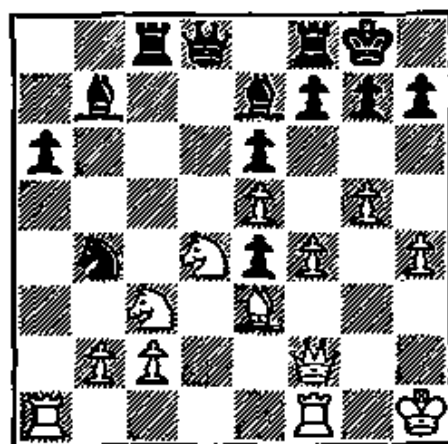
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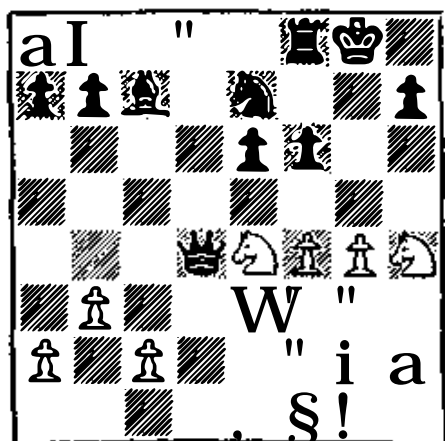
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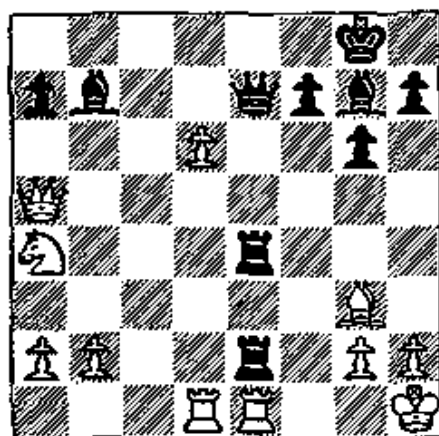
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## 6. Double Check

Of all the different kinds of discovered check, the double check is the most dangerous and the most menacing. *For here the “discovering” piece not only uncovers a check; by moving, it gives a direct check.*

This is the most drastic situation that ever confronts a King; for in the case of double check, capture or interposition is impossible. The only way to answer a double check is by moving the King.

Because of its formidable power, the double check has made possible some of the most glamorous combinations in the whole range of chess literature. Diagram 399 is a characteristic example. First comes a completely unexpected Queen sacrifice, followed by a double check with Rook and Bishop, and checkmate next move.

Queen sacrifices are quite common in this section, for the mighty double check easily makes up for the sacrificed material. There are other artistic possibilities as well, the most beautiful of all appearing in Diagram 407.

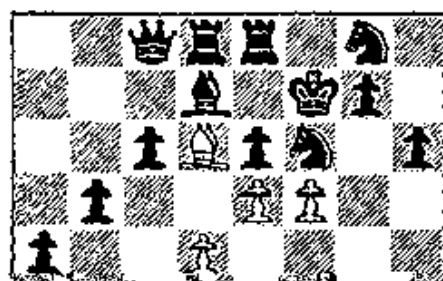
Very often the double check brusquely triumphs over hostile attacks, as in the startling finish in Diagram 417. Never underestimate the power of a double check!



## WHITE MOVES FIRST



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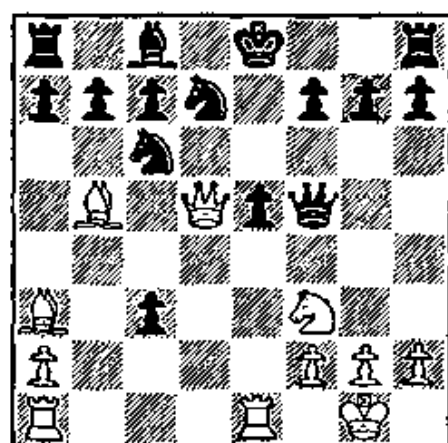
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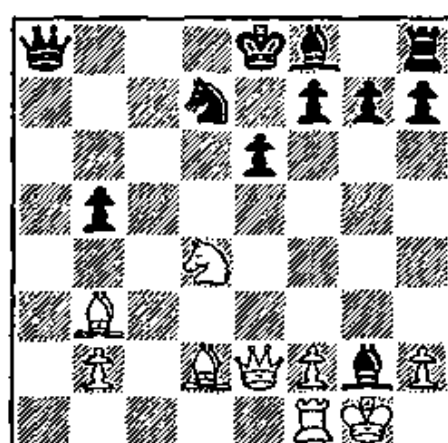
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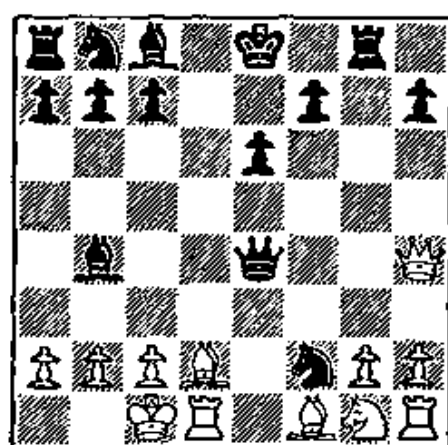
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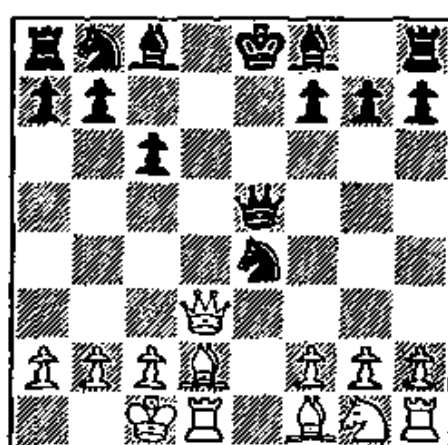
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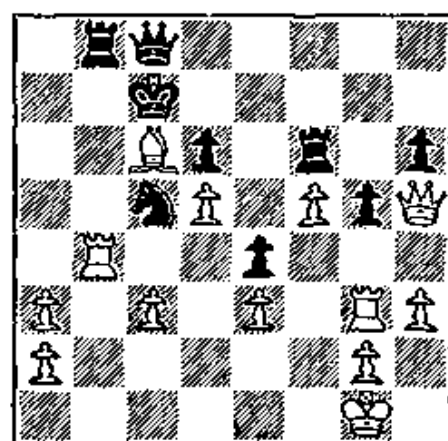
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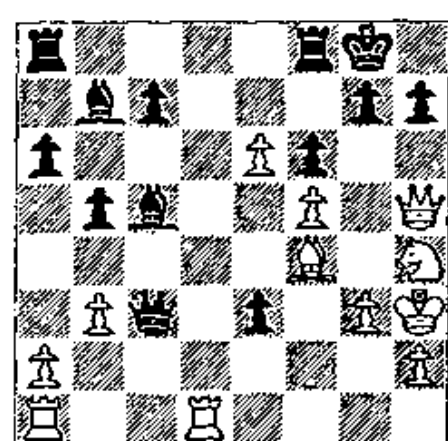
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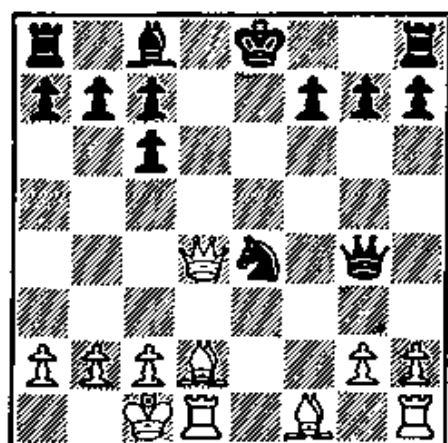


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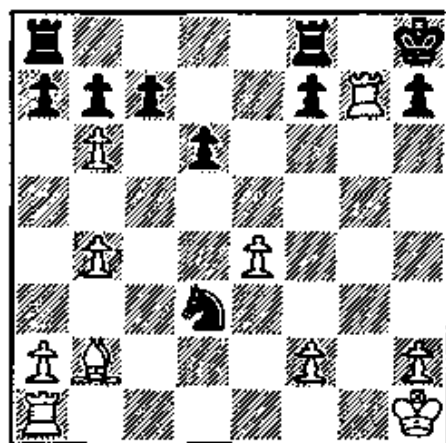


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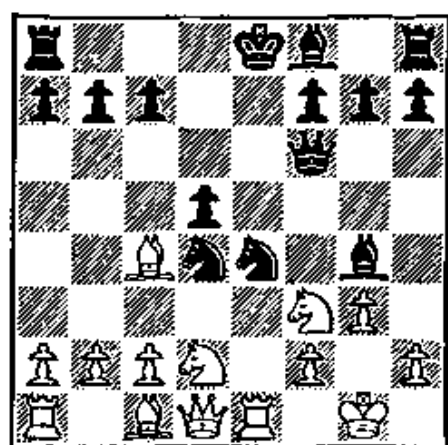
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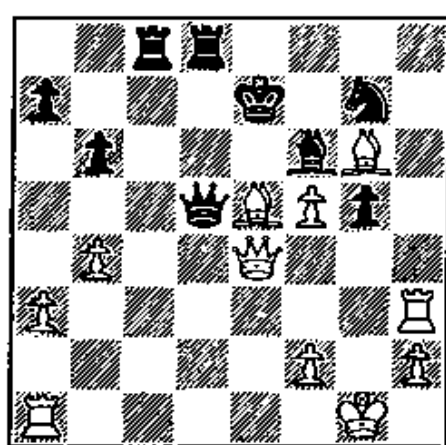
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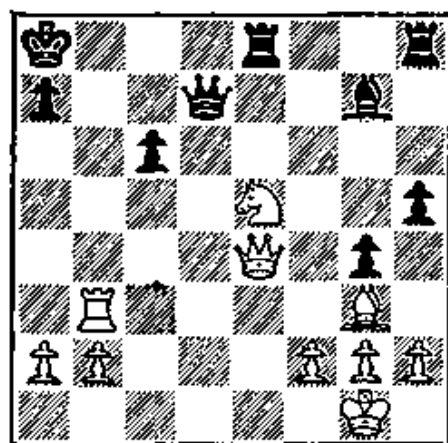
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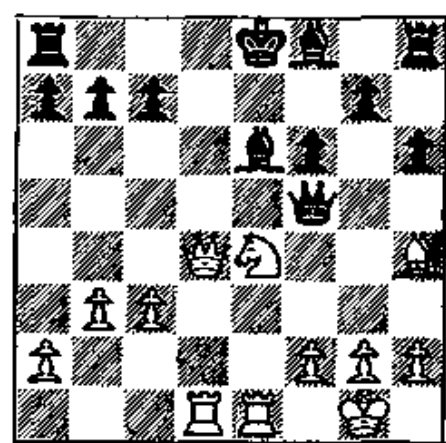
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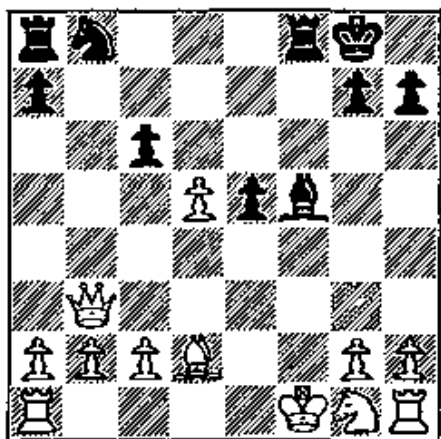


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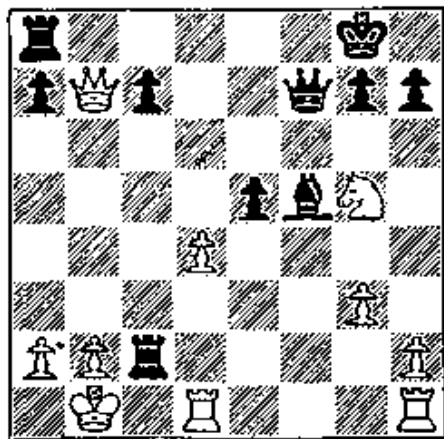


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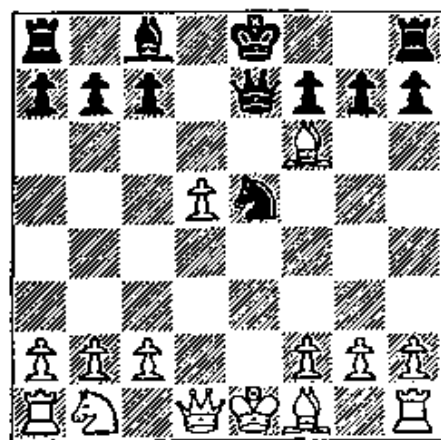
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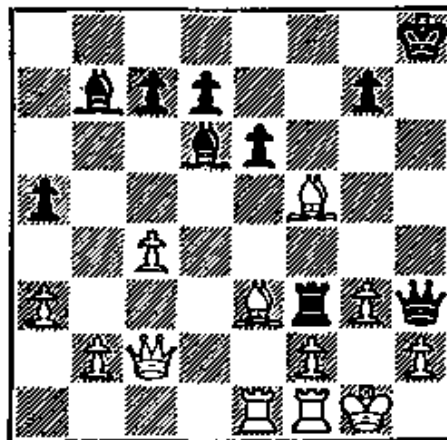
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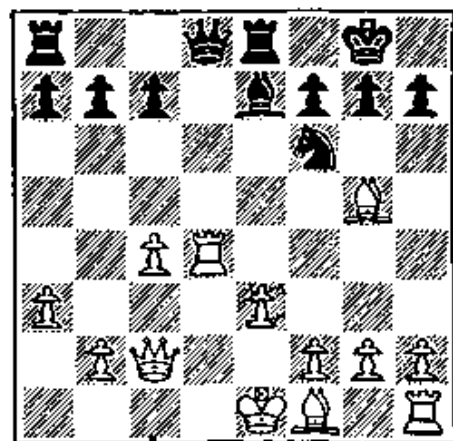
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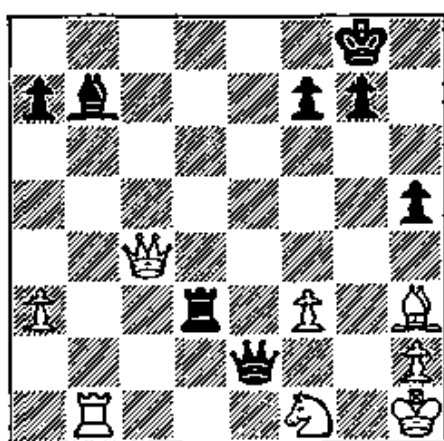
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## 7. The Overworked Piece

No man can serve two masters. And in chess, *no piece can simultaneously guard two pieces without becoming a target of attack*. The principle is clear and simple: a piece which is performing more than one function is especially vulnerable to hostile attack.

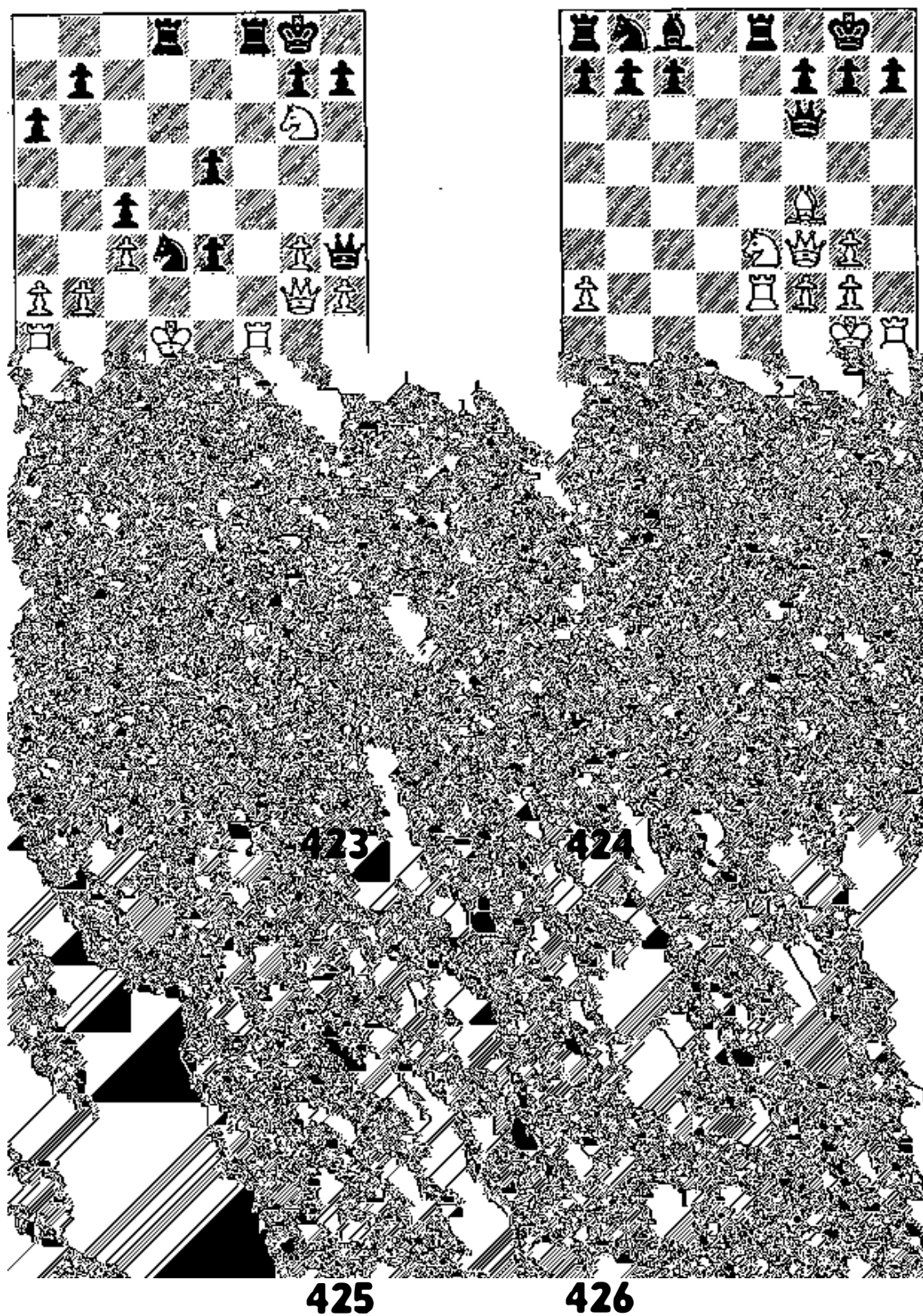
Diagram 422 is a good example of this. The Black Queen plays a vital protective role. Consequently White can win by constantly harrying the Black Queen until it is forced to give up its protective function.

Again, in Diagram 430, Black's Bishop at King Knight 2 is given the unwelcome choice of capturing White's Queen or Bishop, allowing checkmate in either case. In other words, Black's Bishop is overworked.

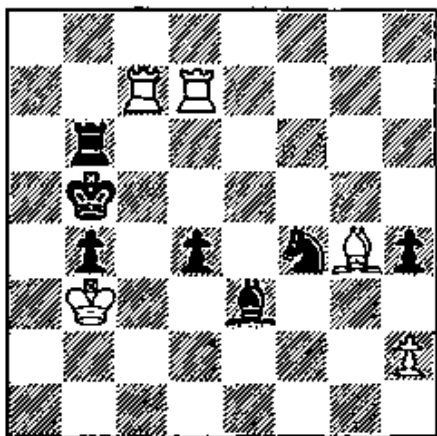
In Diagram 437 Black's Knight is overworked, being unable to capture White's checking Rook because of its primary duty of guarding the Black Queen. And in Diagram 440 Black's Queen is an overworked piece with an impossible choice of duties!



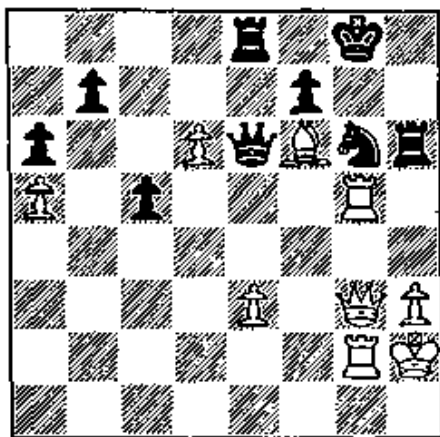
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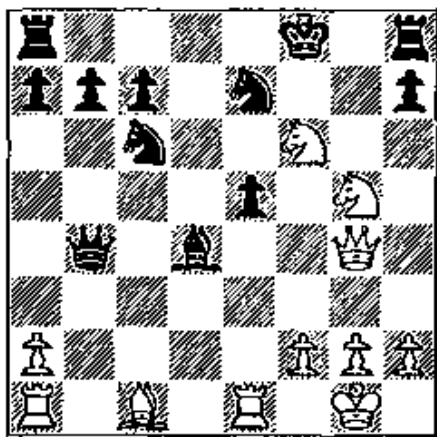
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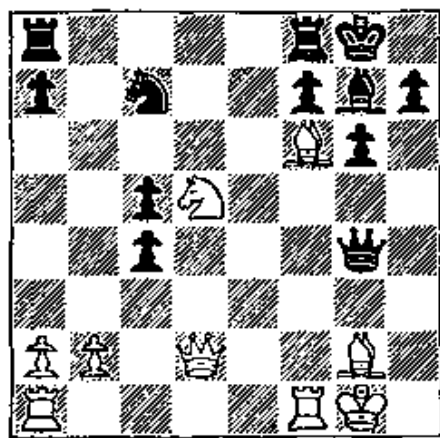
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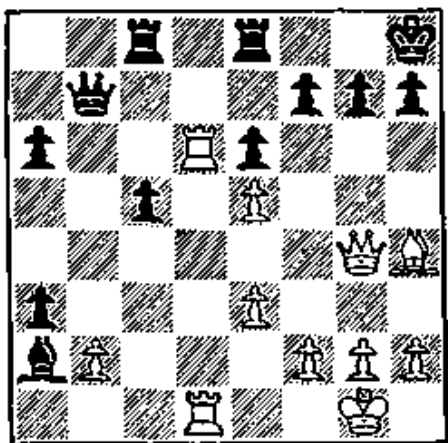
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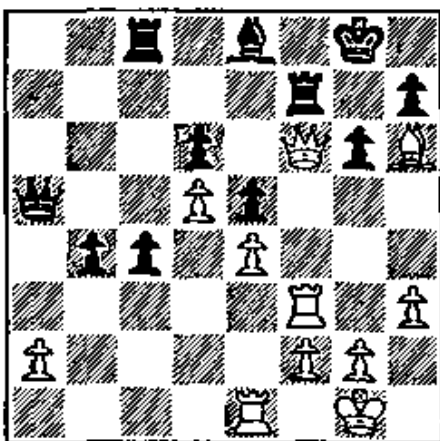
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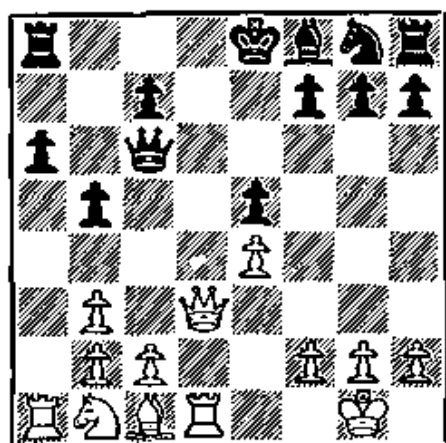
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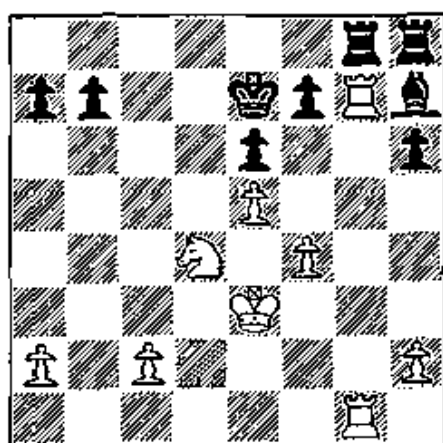
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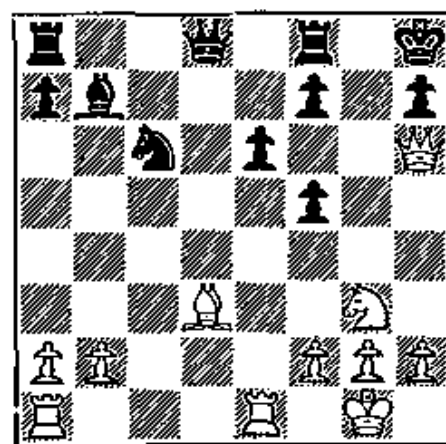
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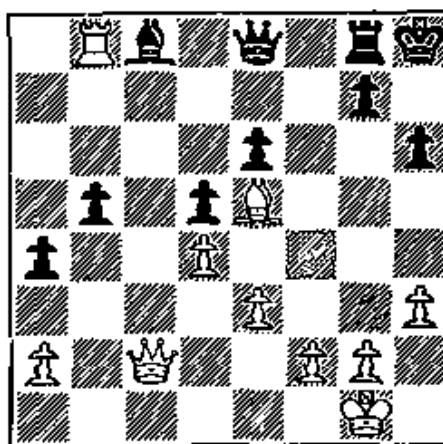
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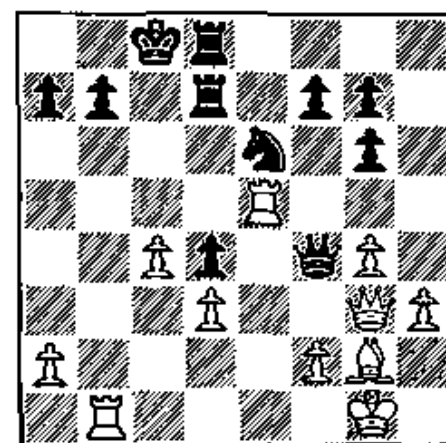
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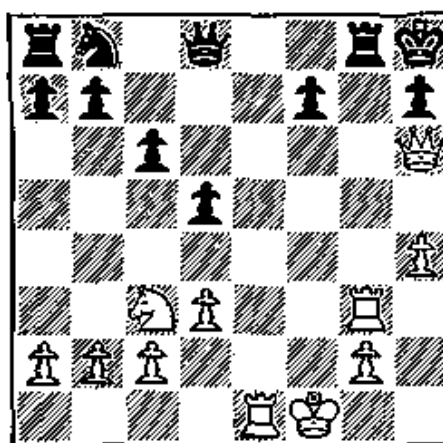
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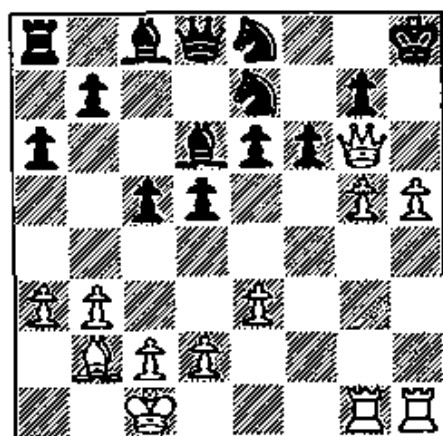


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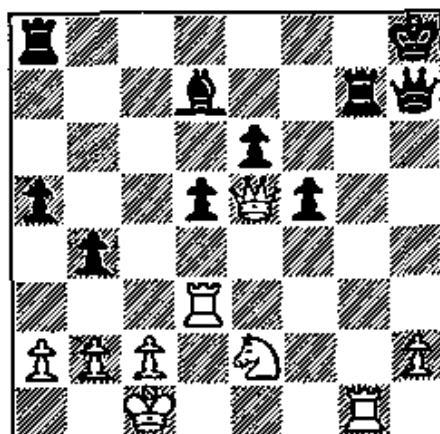


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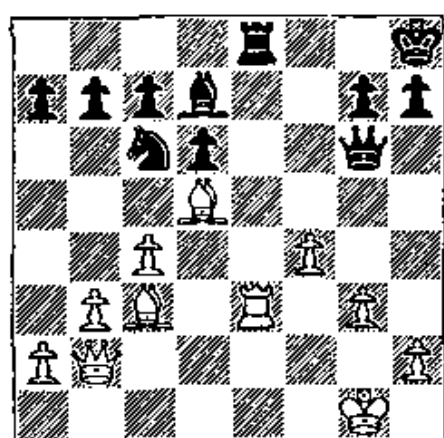
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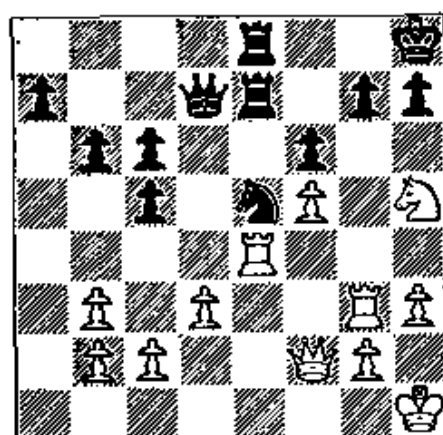
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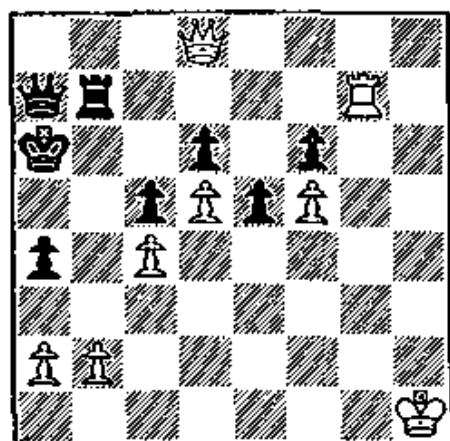
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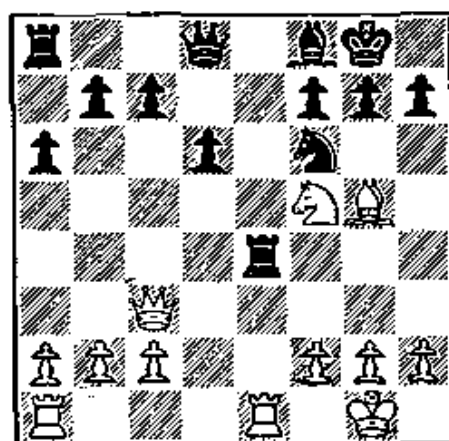
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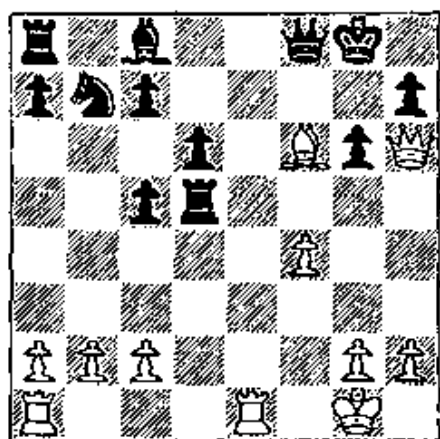


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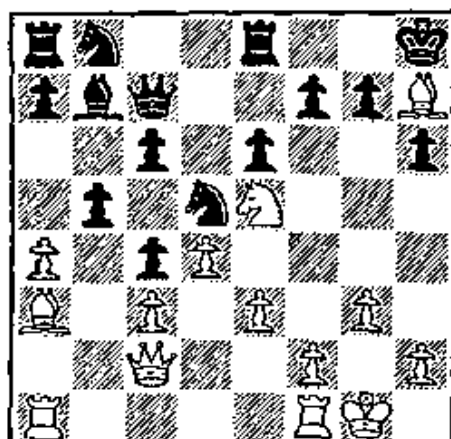


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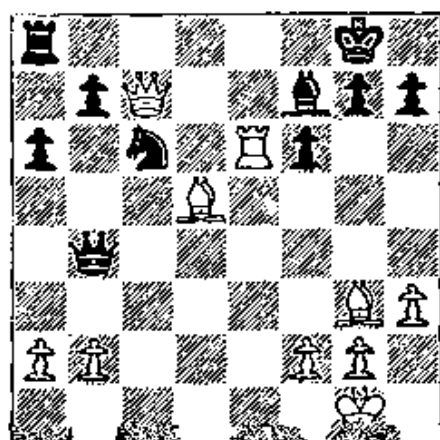
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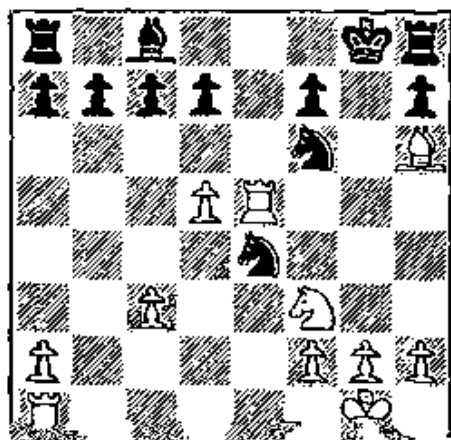
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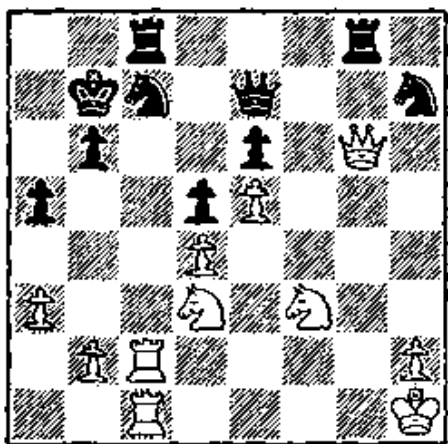


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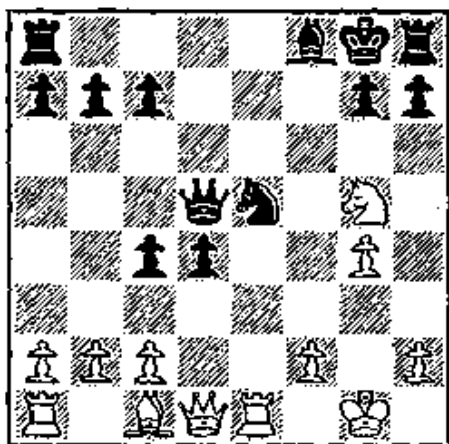


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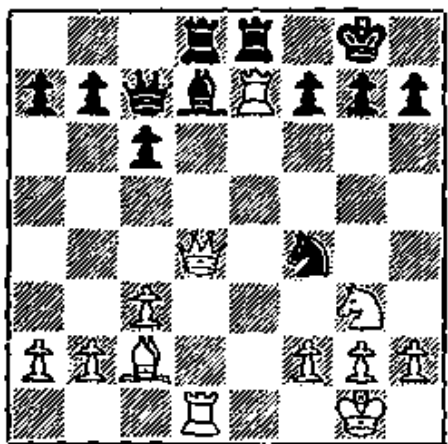
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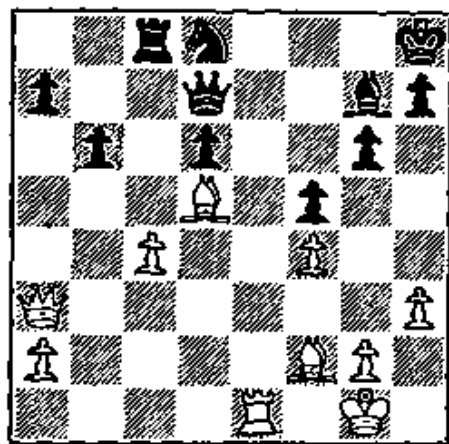
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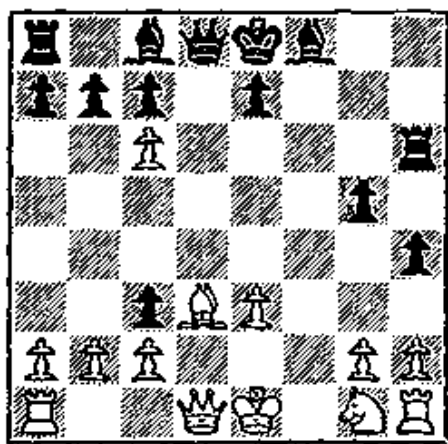
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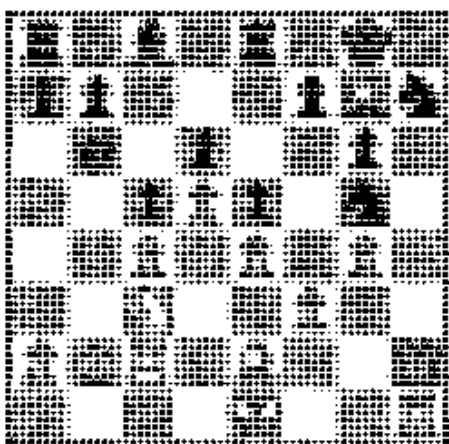
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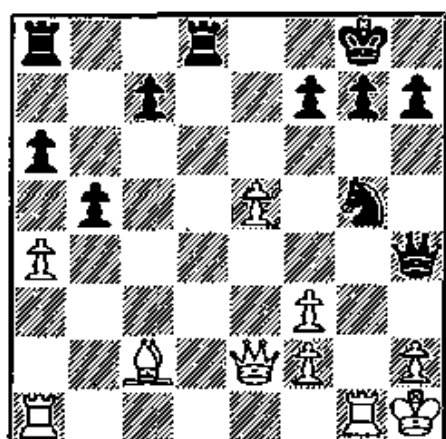


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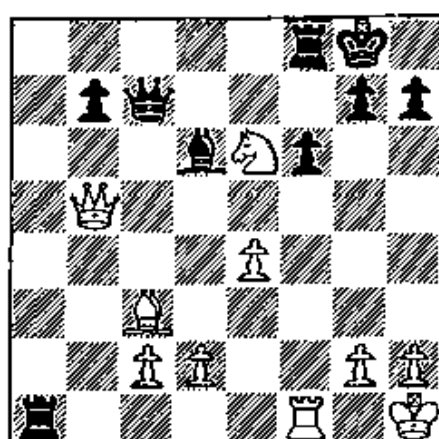


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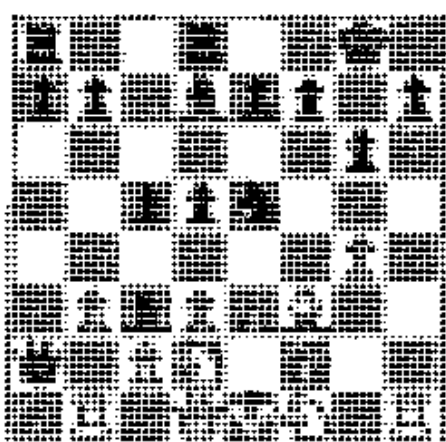
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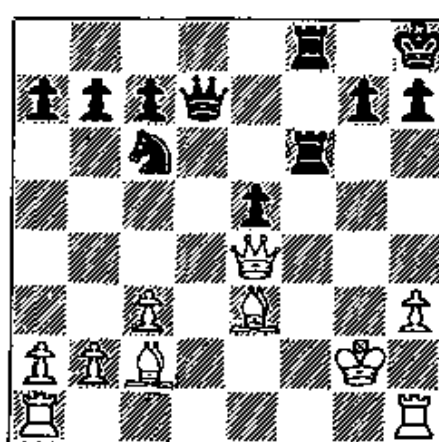
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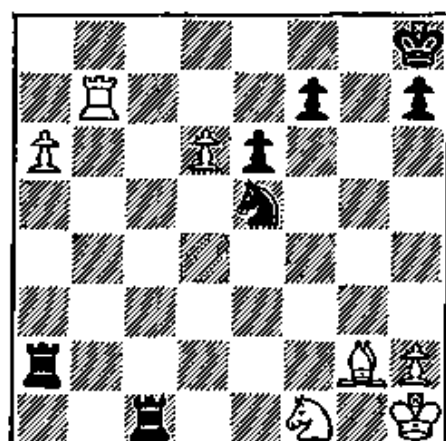
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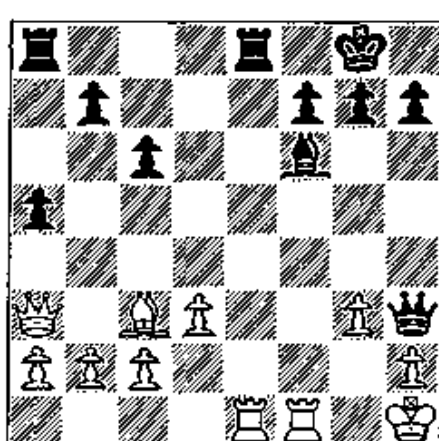
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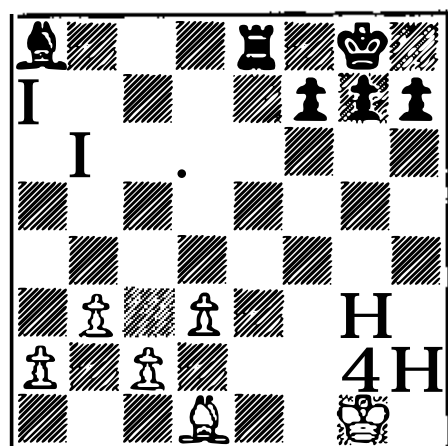


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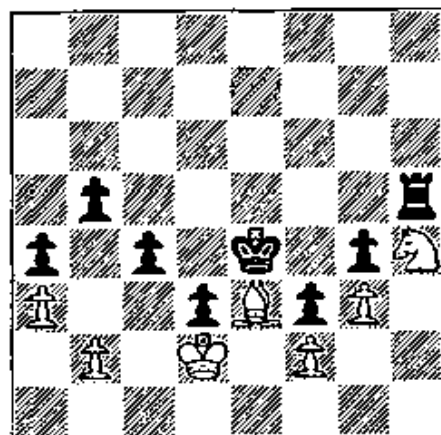


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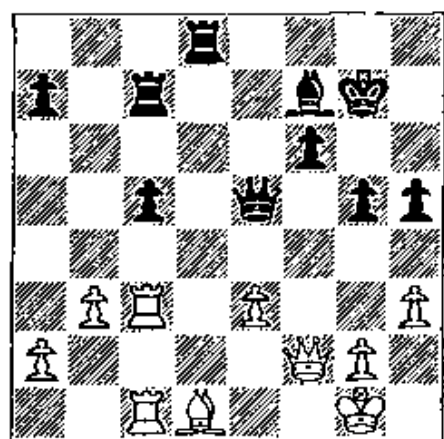
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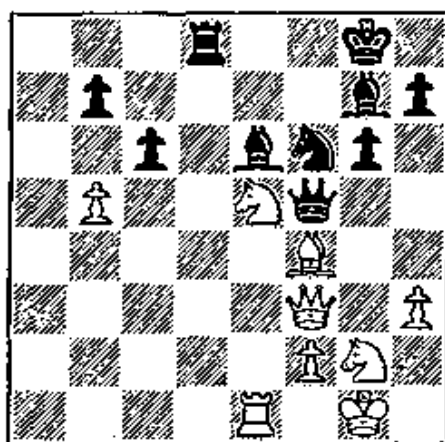
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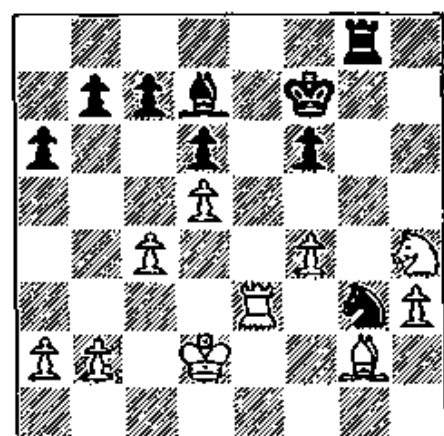
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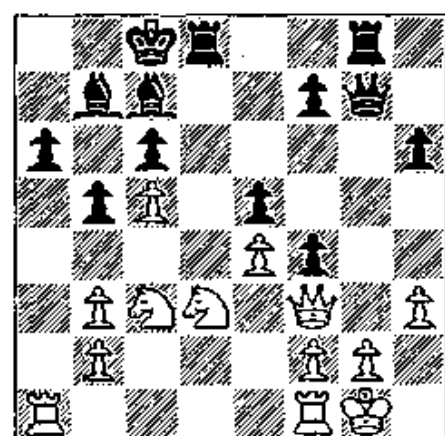
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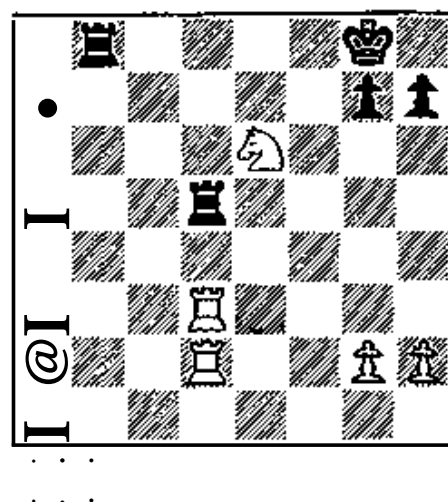
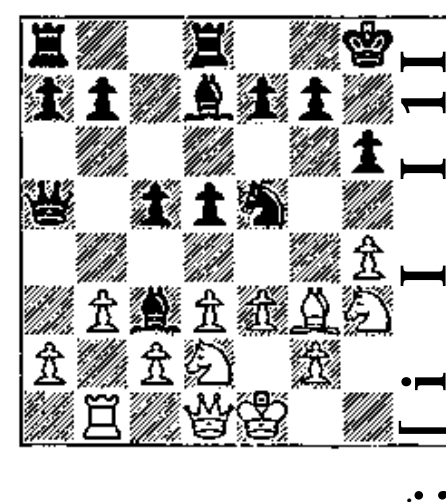
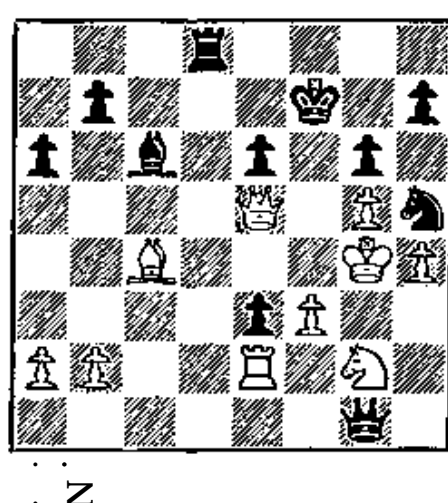
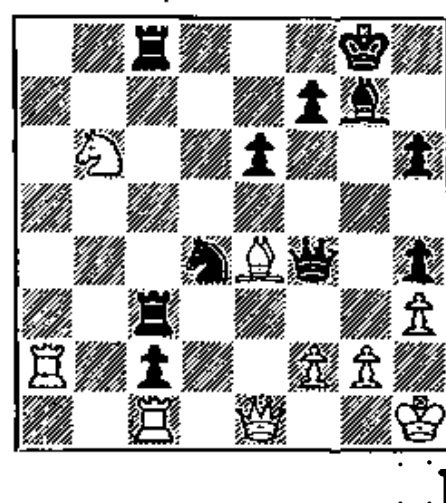
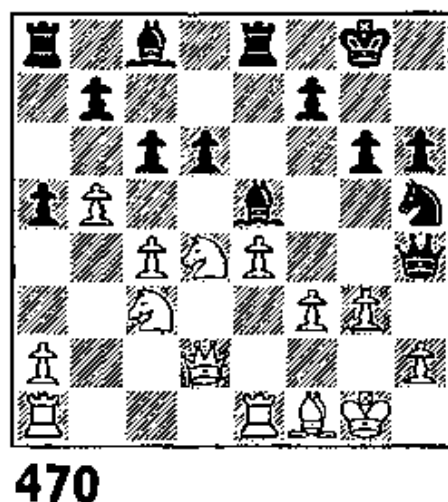
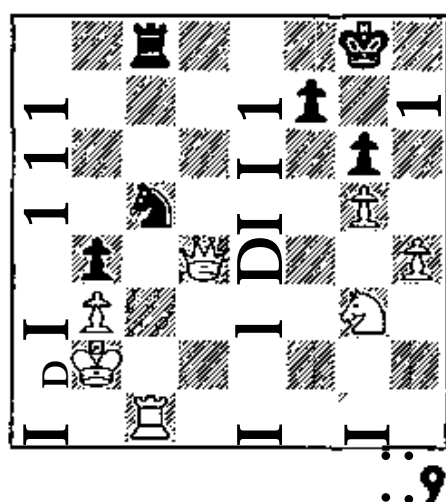


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# CK MOVES I



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## 8. Removing the Guard

The principle underlying this theme is the very essence of chess logic. 1/ *Piece A guards Piece B, attack Piece A and you win one or the other.*

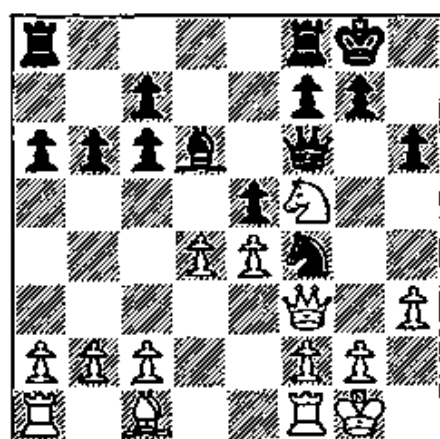
In Diagram 477, for example, Black's Knight at King 5 is attacked by Queen and Bishop and defended by Queen and Bishop. White knocks out the protective Bishop and thus succeeds in winning the vulnerable Knight.

And in Diagram 484, Black's Rook protects Black's Queen. But not for long, for White immediately removes the guardian Rook.

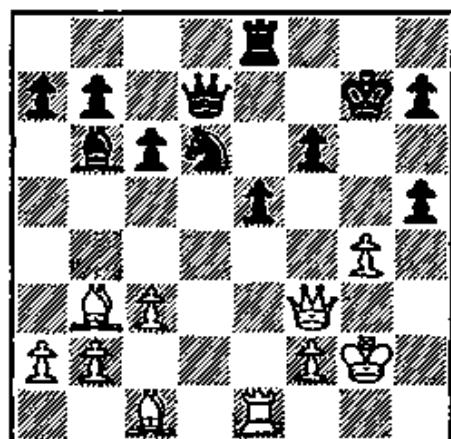
Note also in Diagram 486 how Black's guardian Queen is removed, forcing the win of Black's unguarded Rook.

Removing the guard is one of the most useful of all the tactical themes. In chess, there is no surer winning method than concentrating on hostile units that are tied down to some vital task. Deprived of mobility, these units are helpless against a determined, well directed attack.

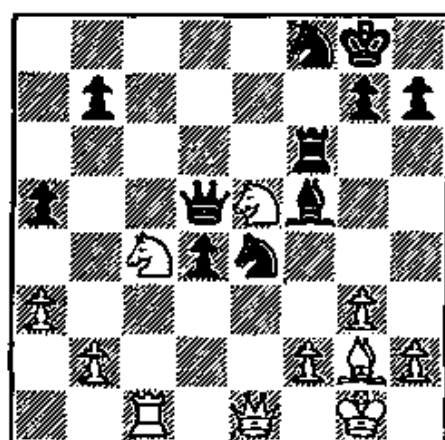
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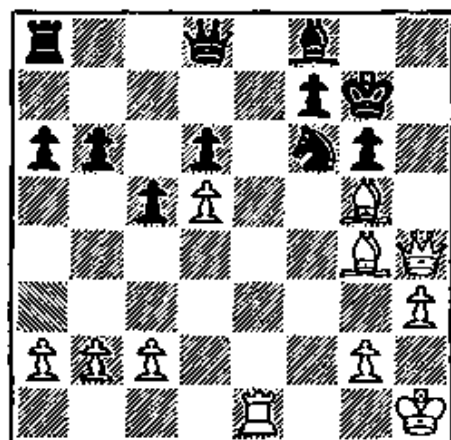
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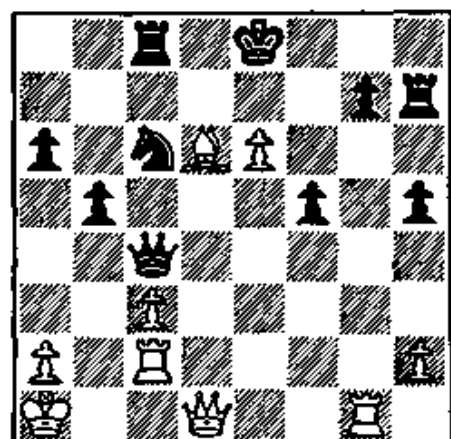
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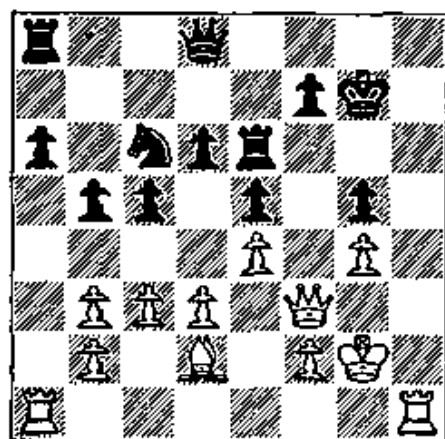
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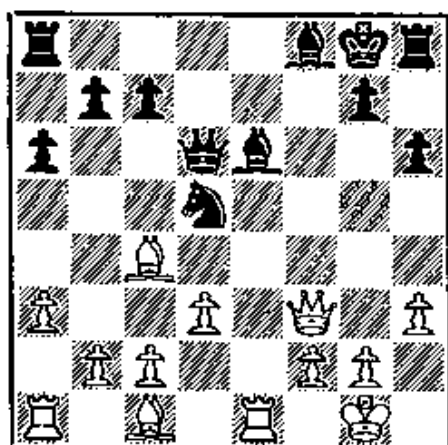


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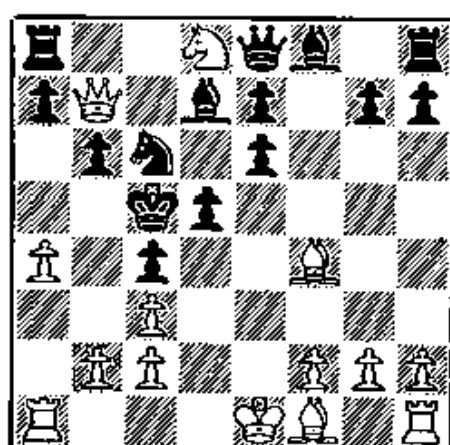


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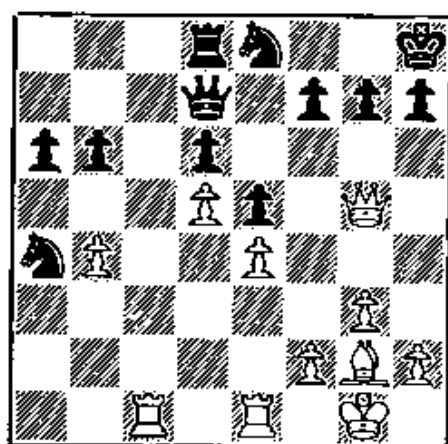
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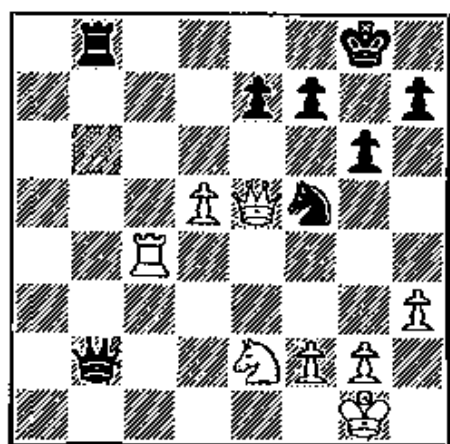
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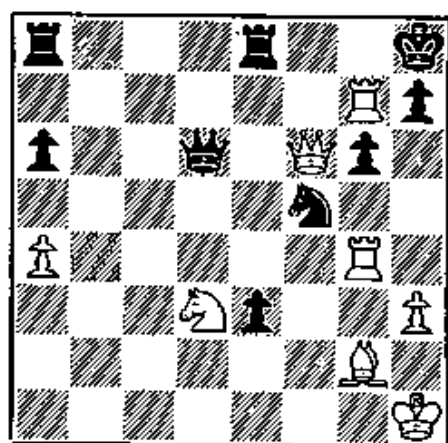
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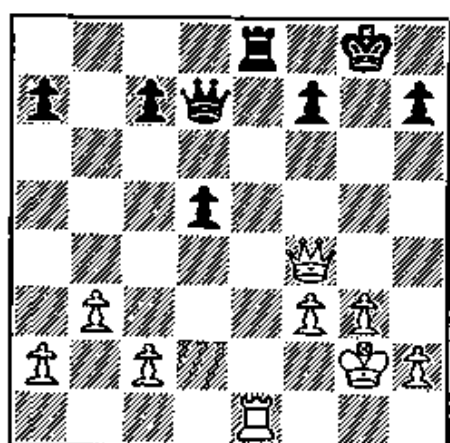
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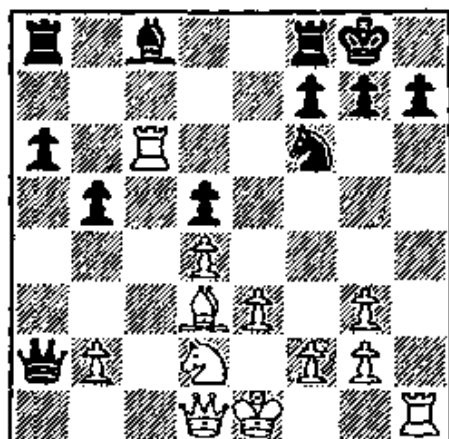


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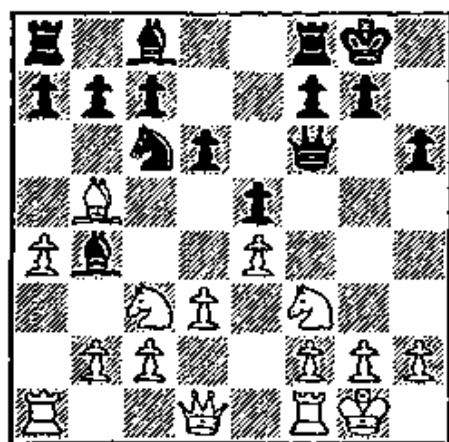


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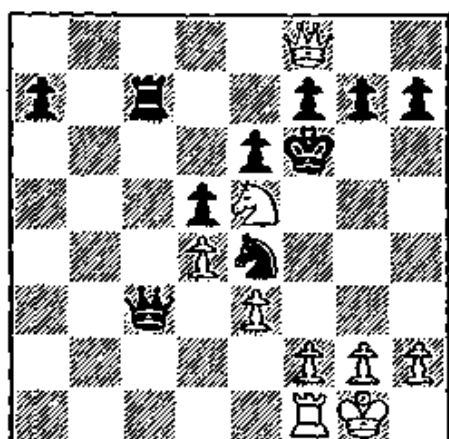
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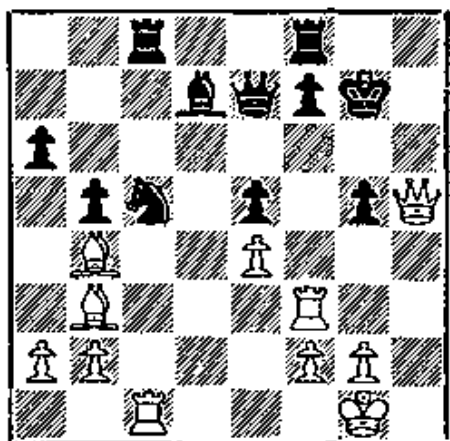


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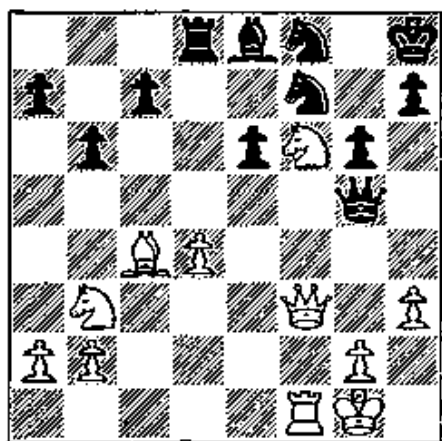


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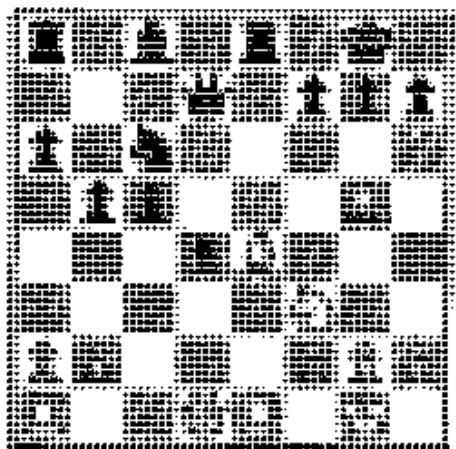
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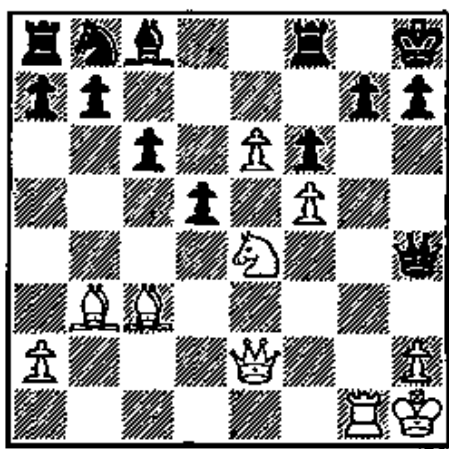
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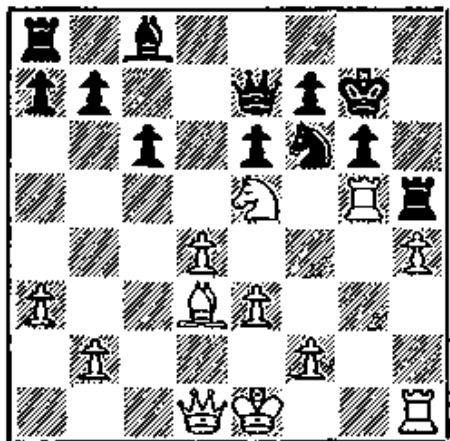
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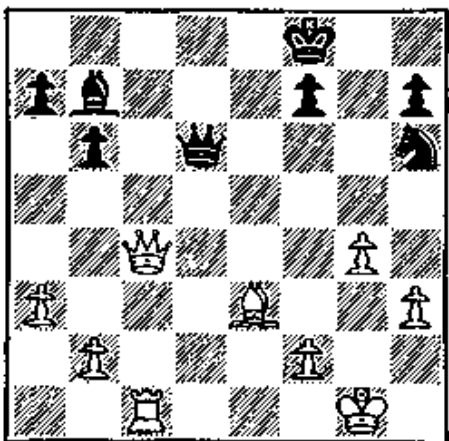
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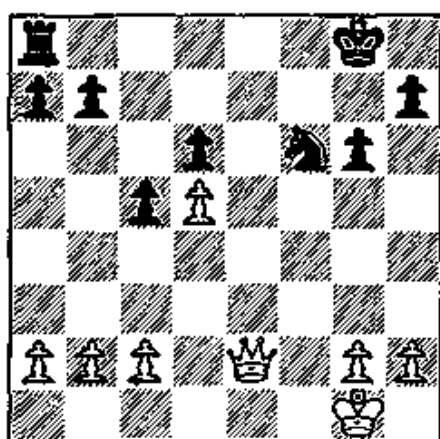


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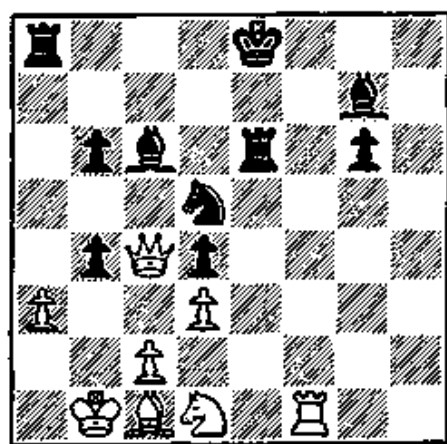


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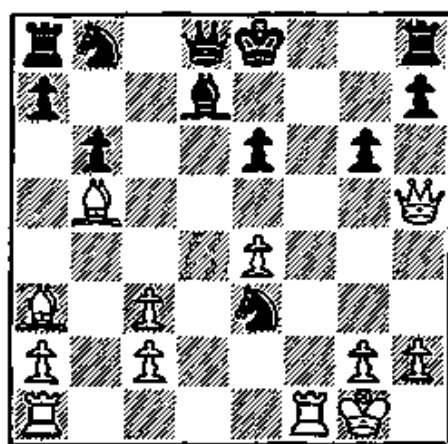
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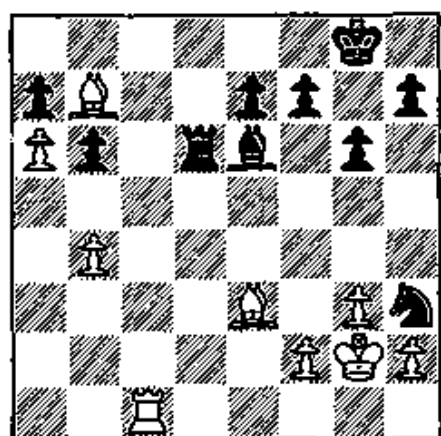
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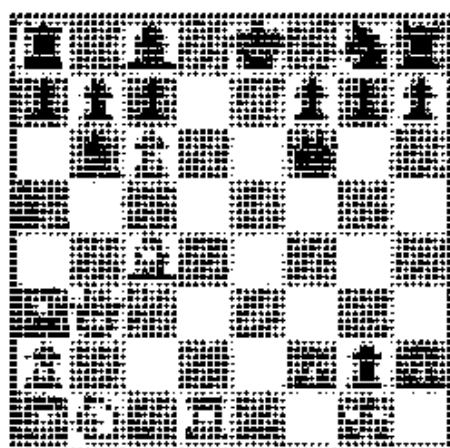
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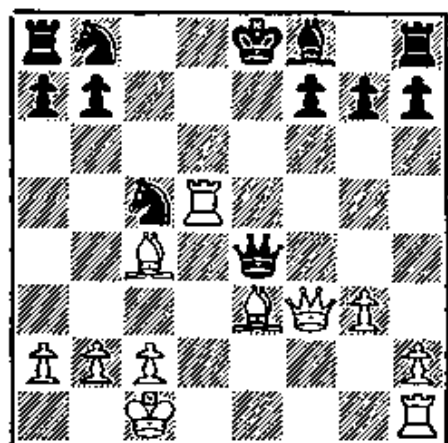


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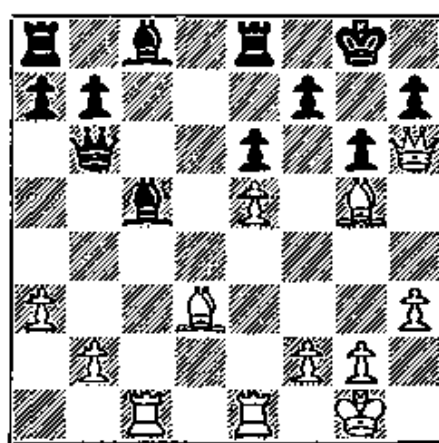


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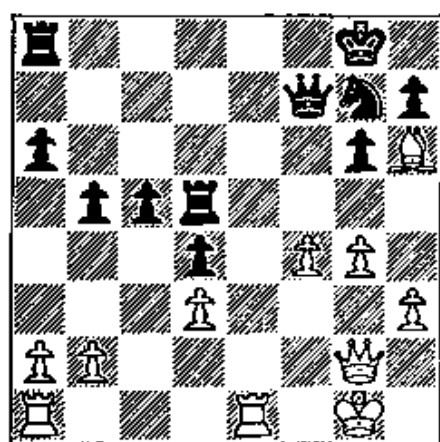
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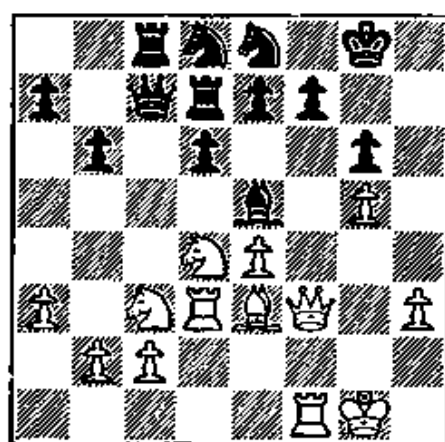
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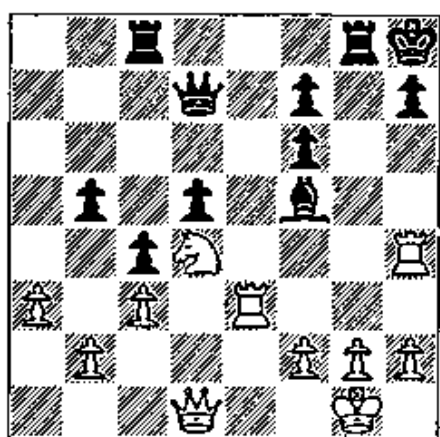
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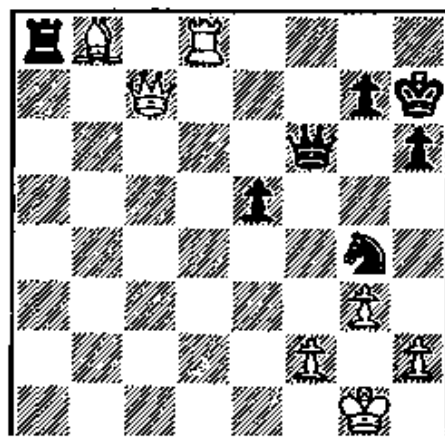
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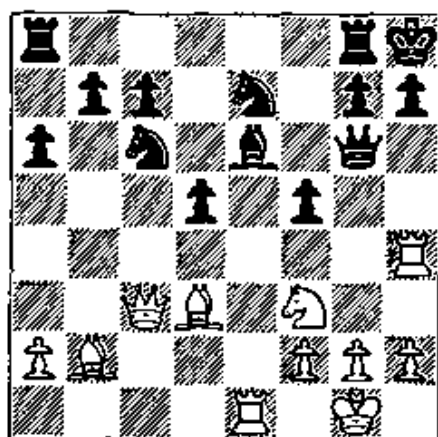
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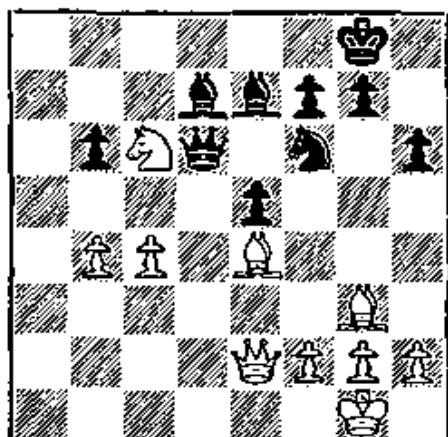
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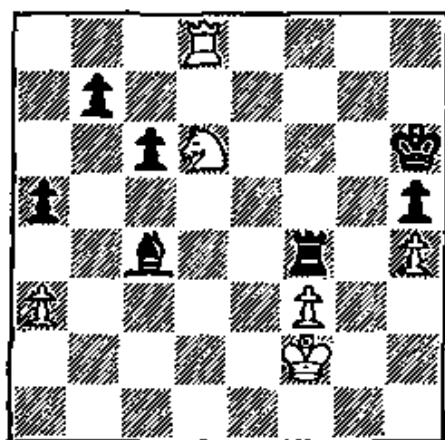
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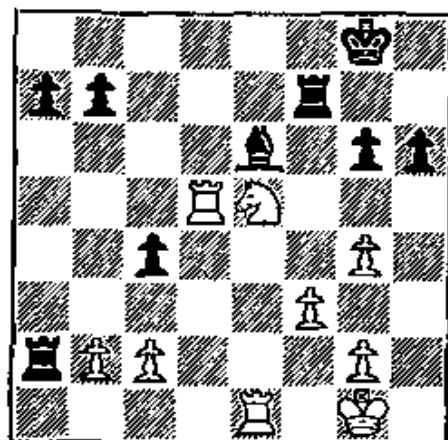
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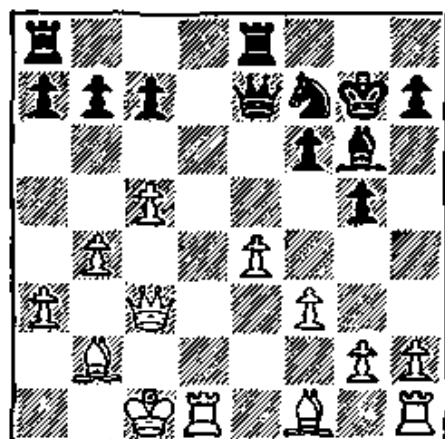
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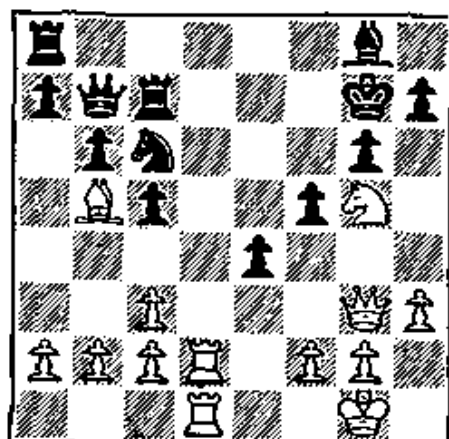
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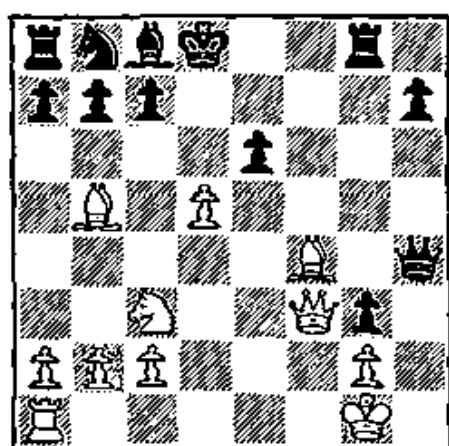


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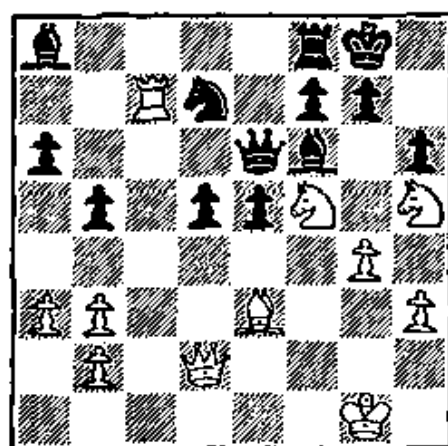


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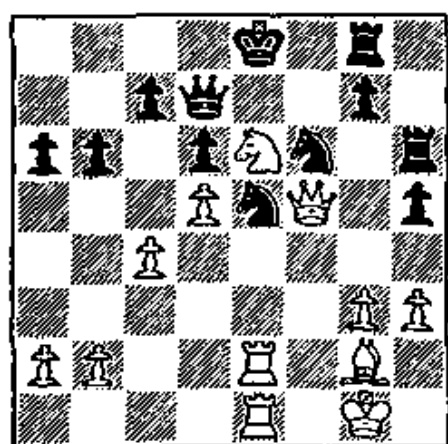
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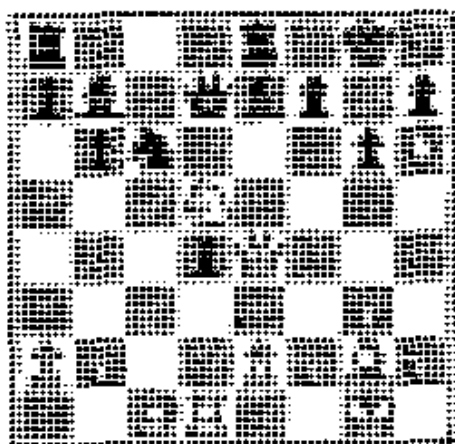
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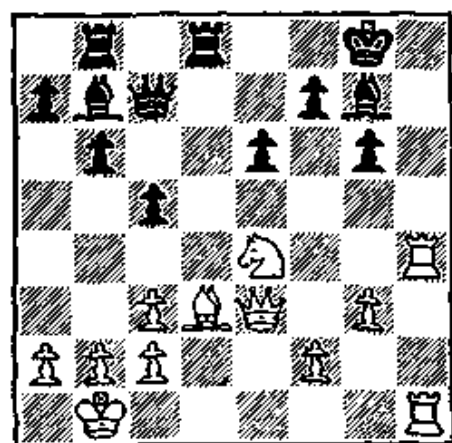
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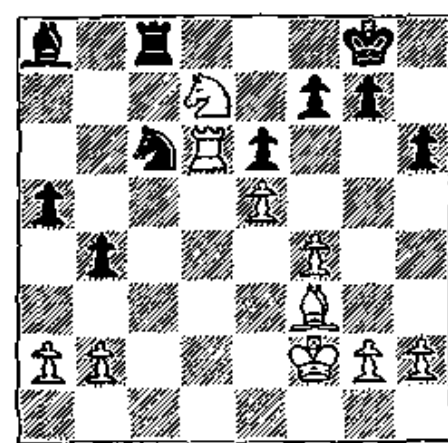
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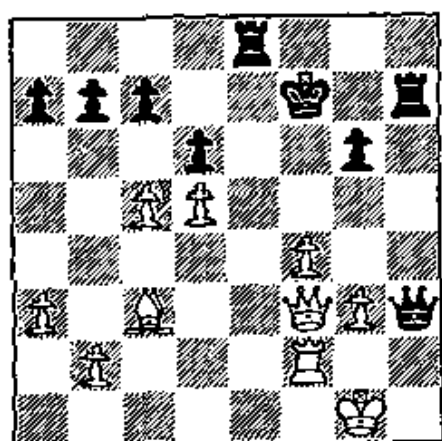


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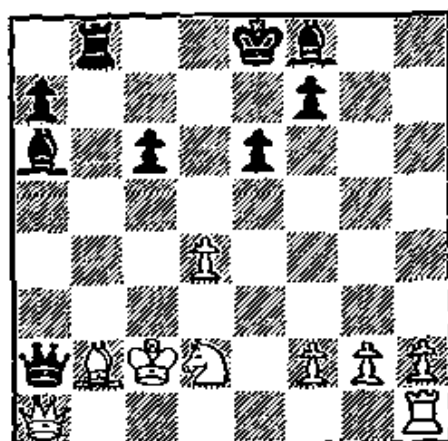


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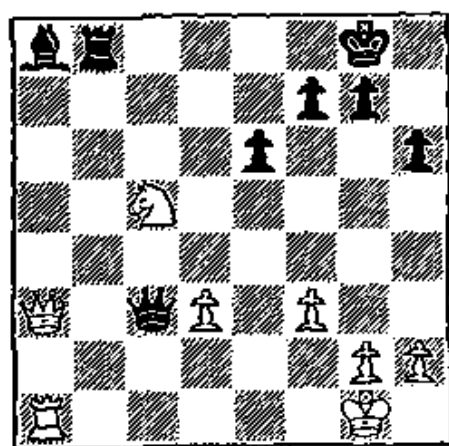
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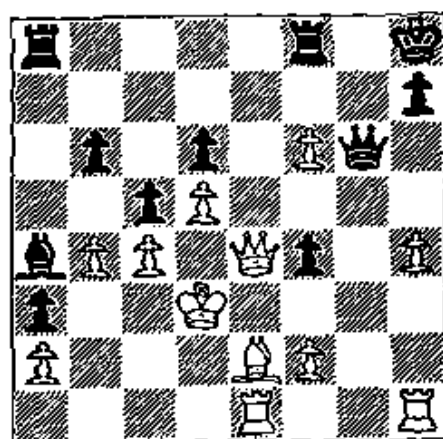
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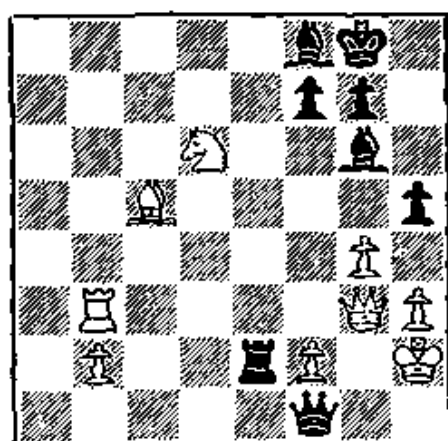
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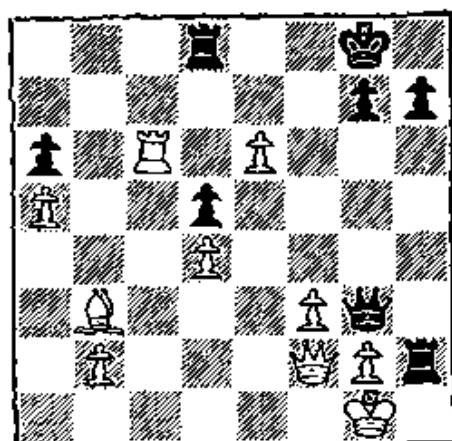
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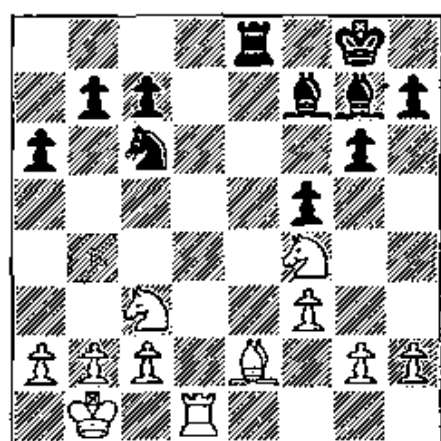


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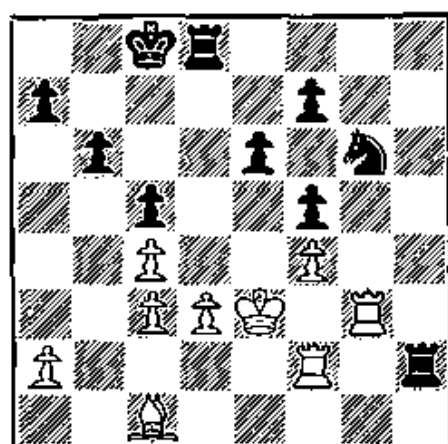


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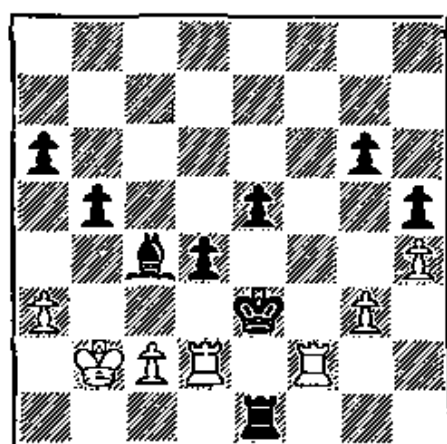
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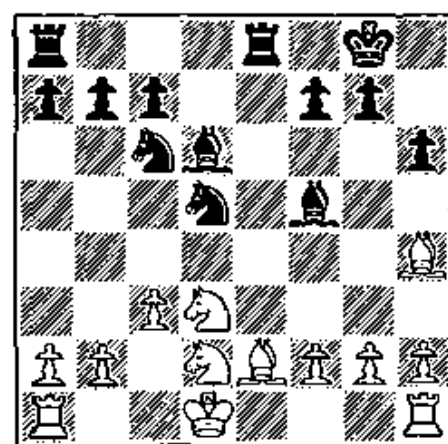
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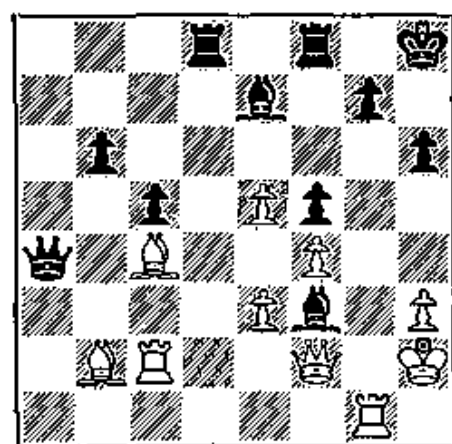
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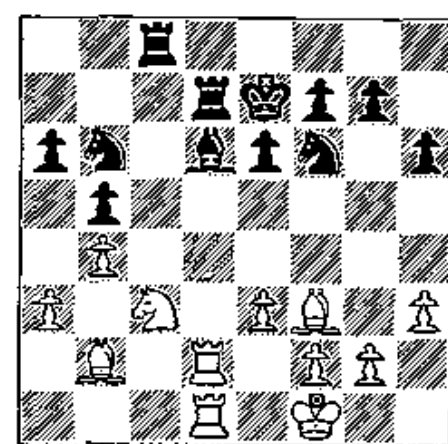
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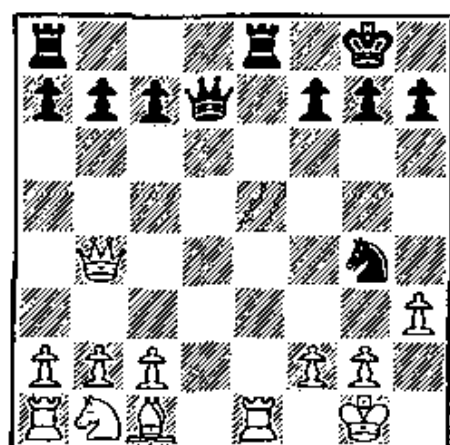


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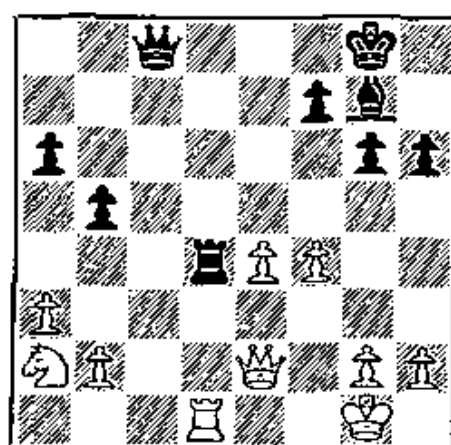


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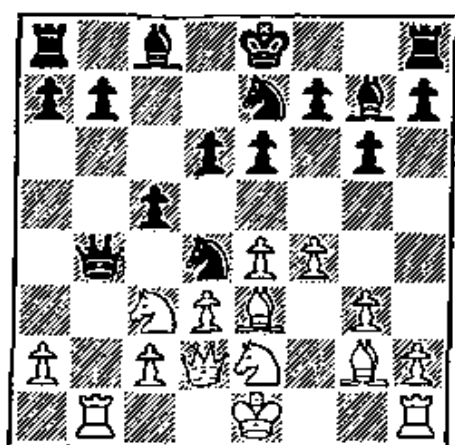
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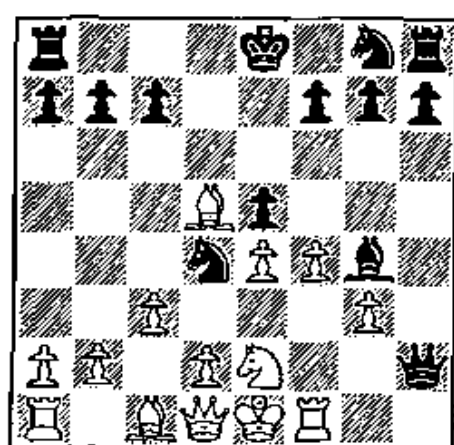
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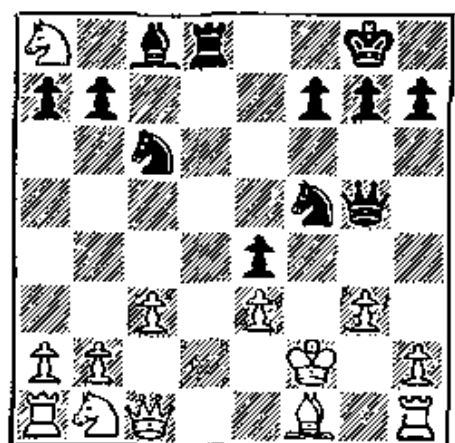
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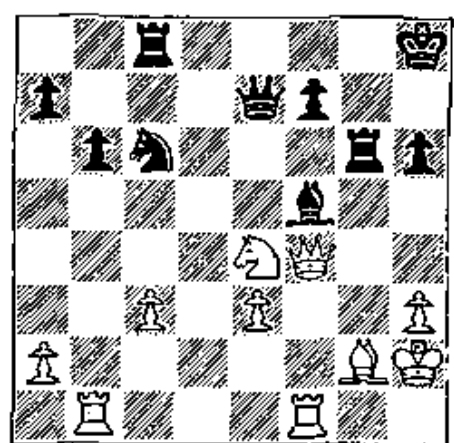
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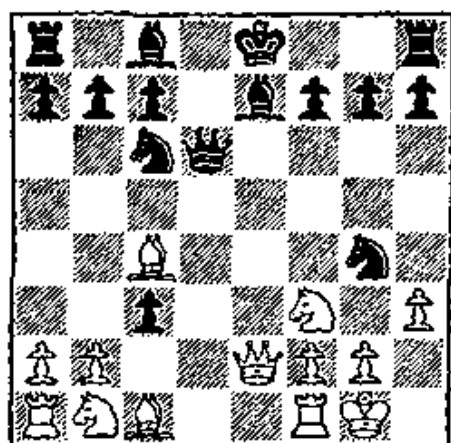


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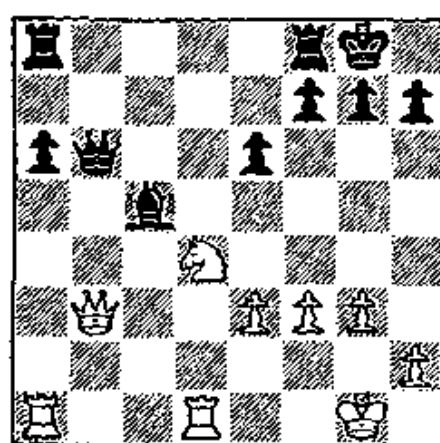


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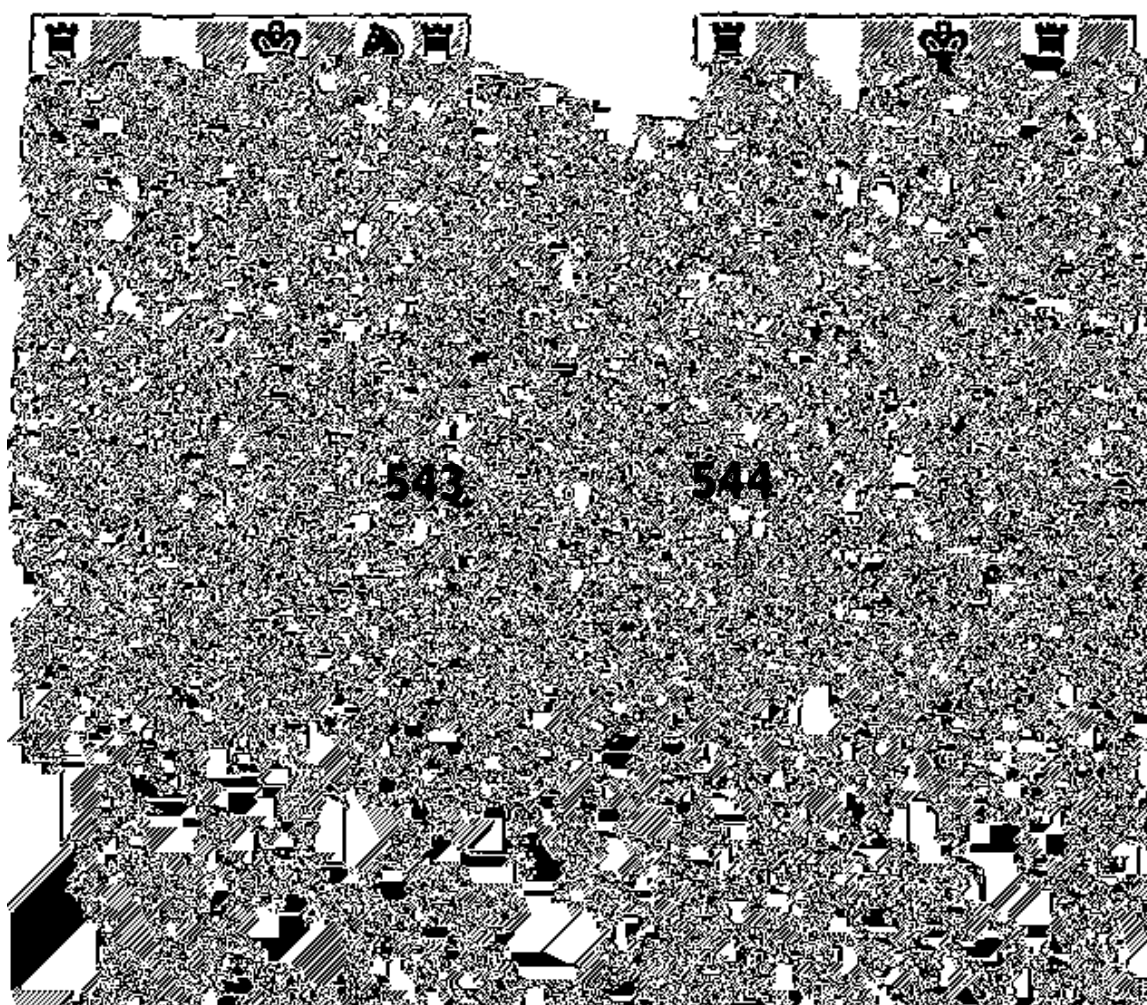
## BLACK MOVES FIRST



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## 9. Clearance

Clearance is the term we use to describe *the removal of a piece from a square in order to make that square available to another unit*. Often this occupation by the new piece involves a decisive attack, hence we clear the square even if it involves a spectacular sacrifice of material.

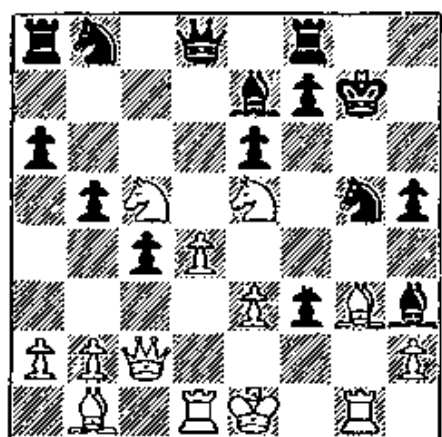
In Diagram 547, for example, White clears the square King 5 by sacrificing his Knight. But the Knight move looks senseless, and it is followed by a Queen sacrifice that looks more spectacular and even more senseless. However, there follows a terrific double check and Black cannot escape check-mate! Then all the moves of the combination appear in their proper perspective, and we see that the initial clearance move was really a stroke of genius. Observe, by the way, that this clearance move involved an attack on Black's Queen and thus left him no time to rearrange his forces for adequate defense.

In Diagram 549 White's clearance maneuver depends on a check, which, because of its imperious nature, allows Black no time to prevent White's Pawn from queening.

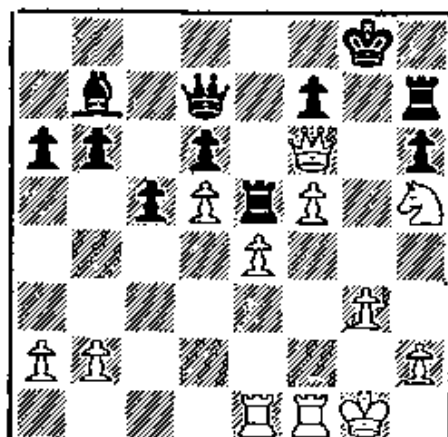
In general, you will note that a good clearance move is apt to be peremptory. The point is that the defender is given no time to parry the threat that is the real point of the clearance move.



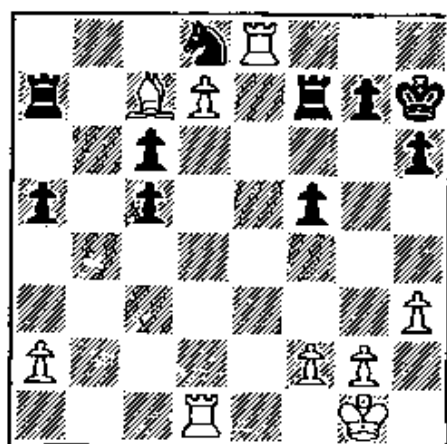
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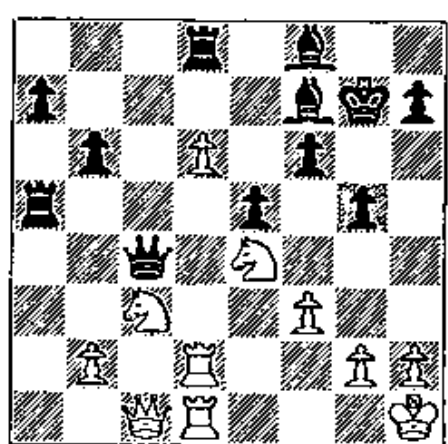
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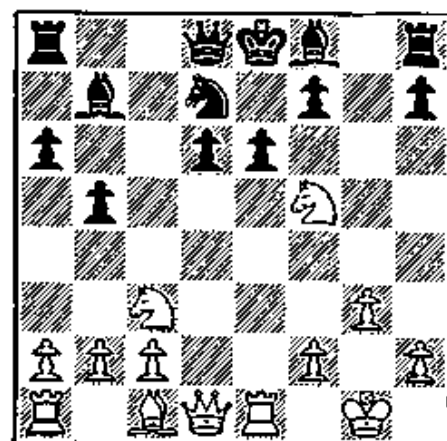
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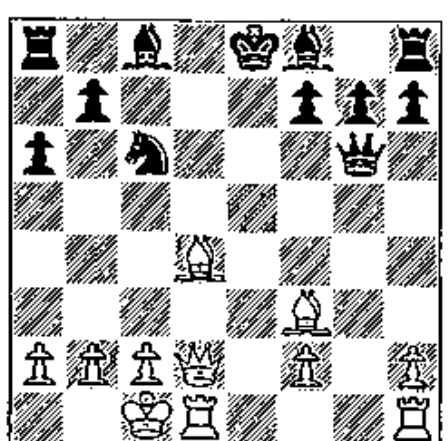
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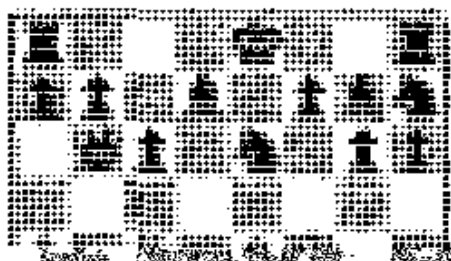


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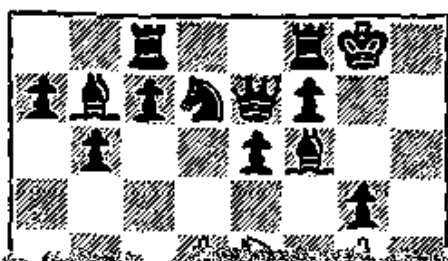


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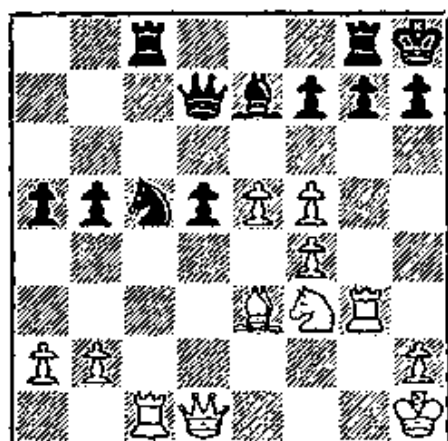
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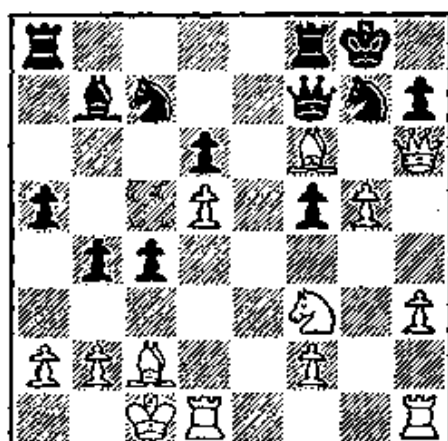
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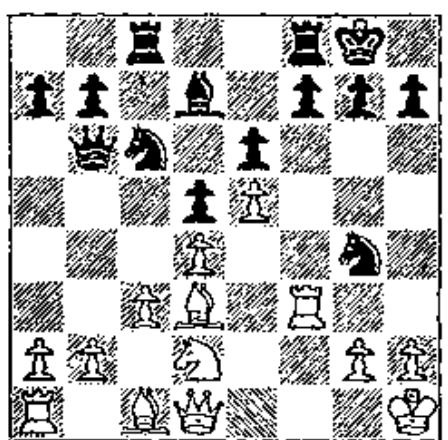
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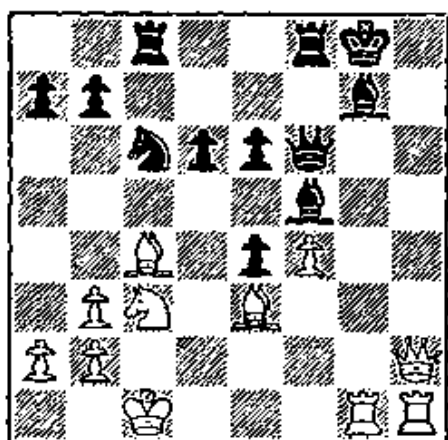
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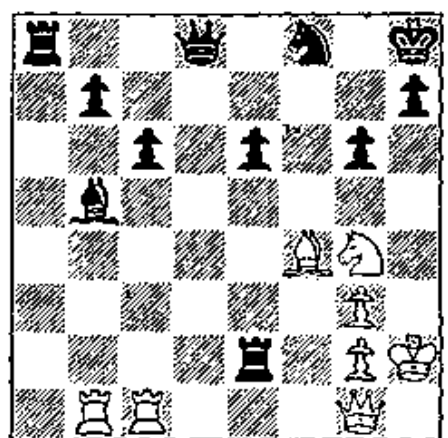
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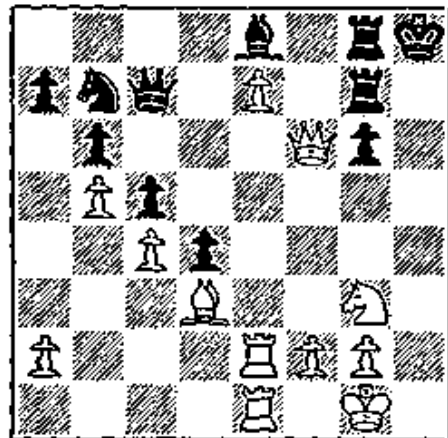
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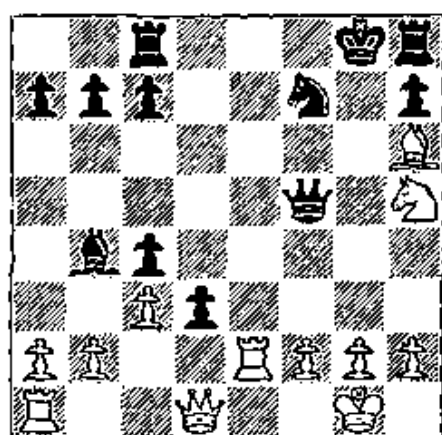


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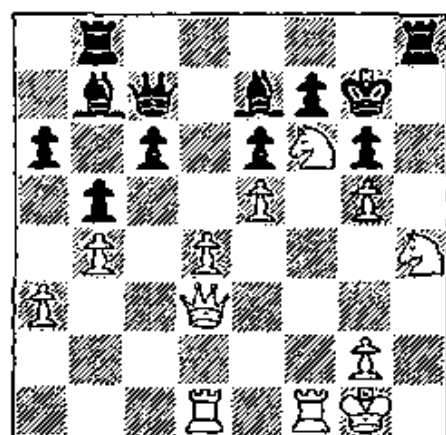


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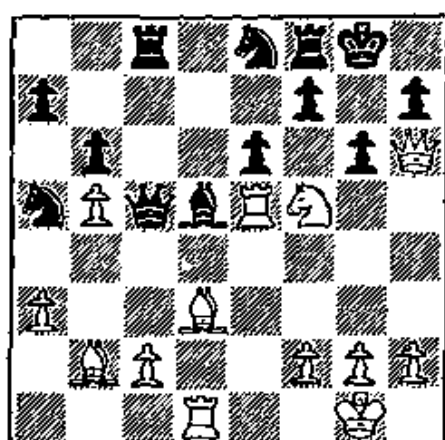
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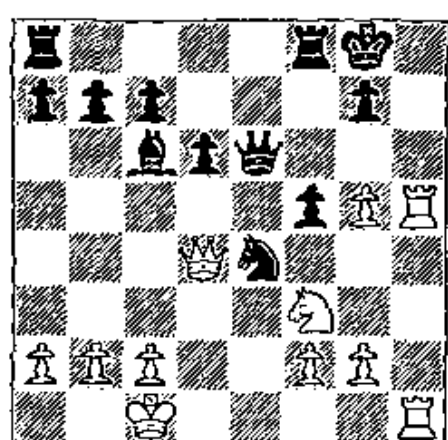
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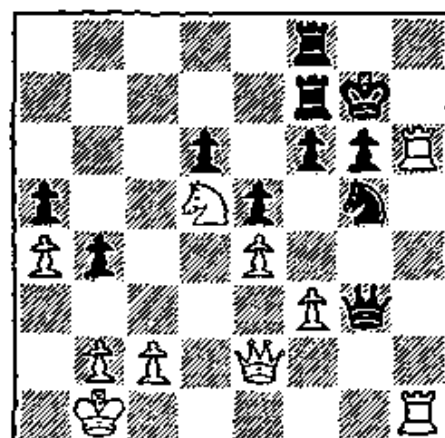
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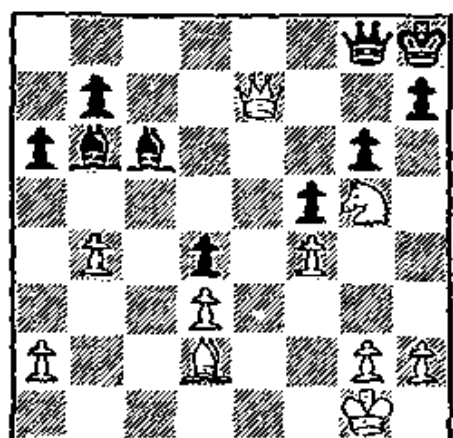
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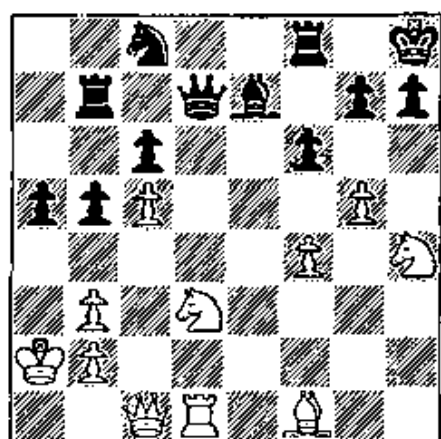


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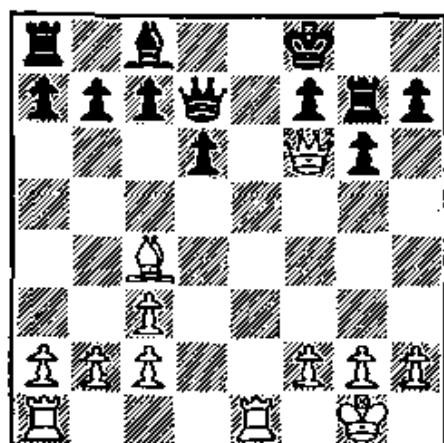


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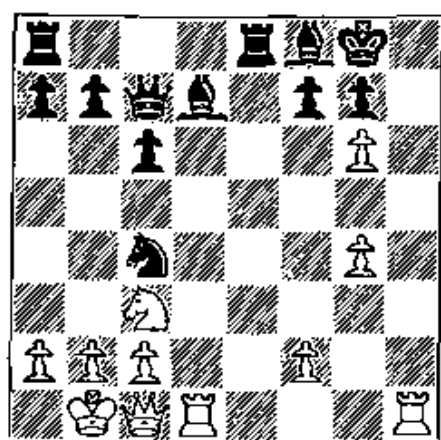
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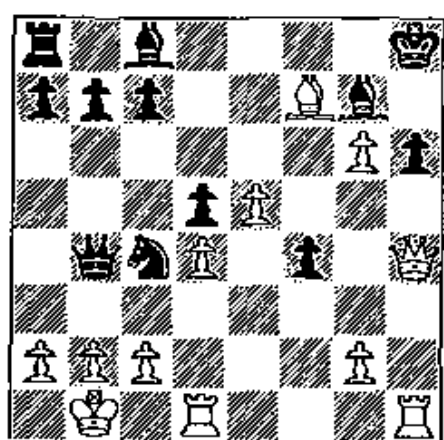
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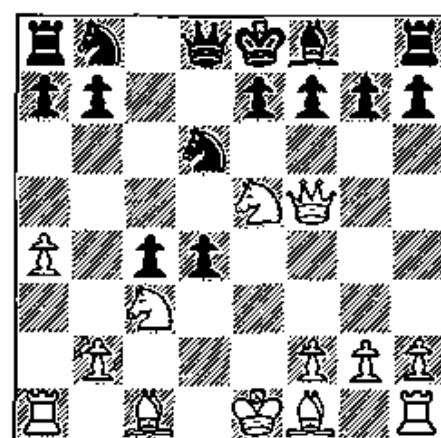
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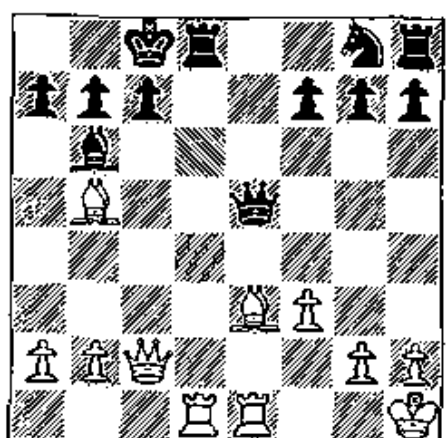
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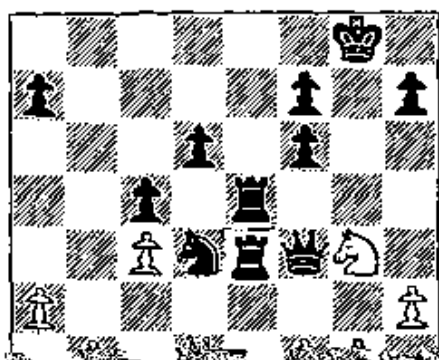
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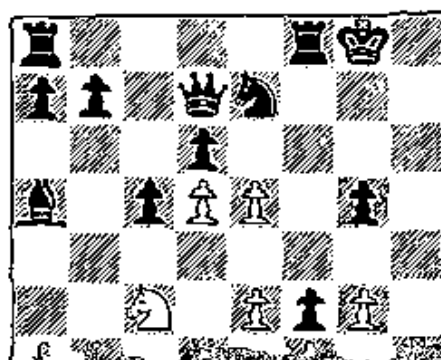
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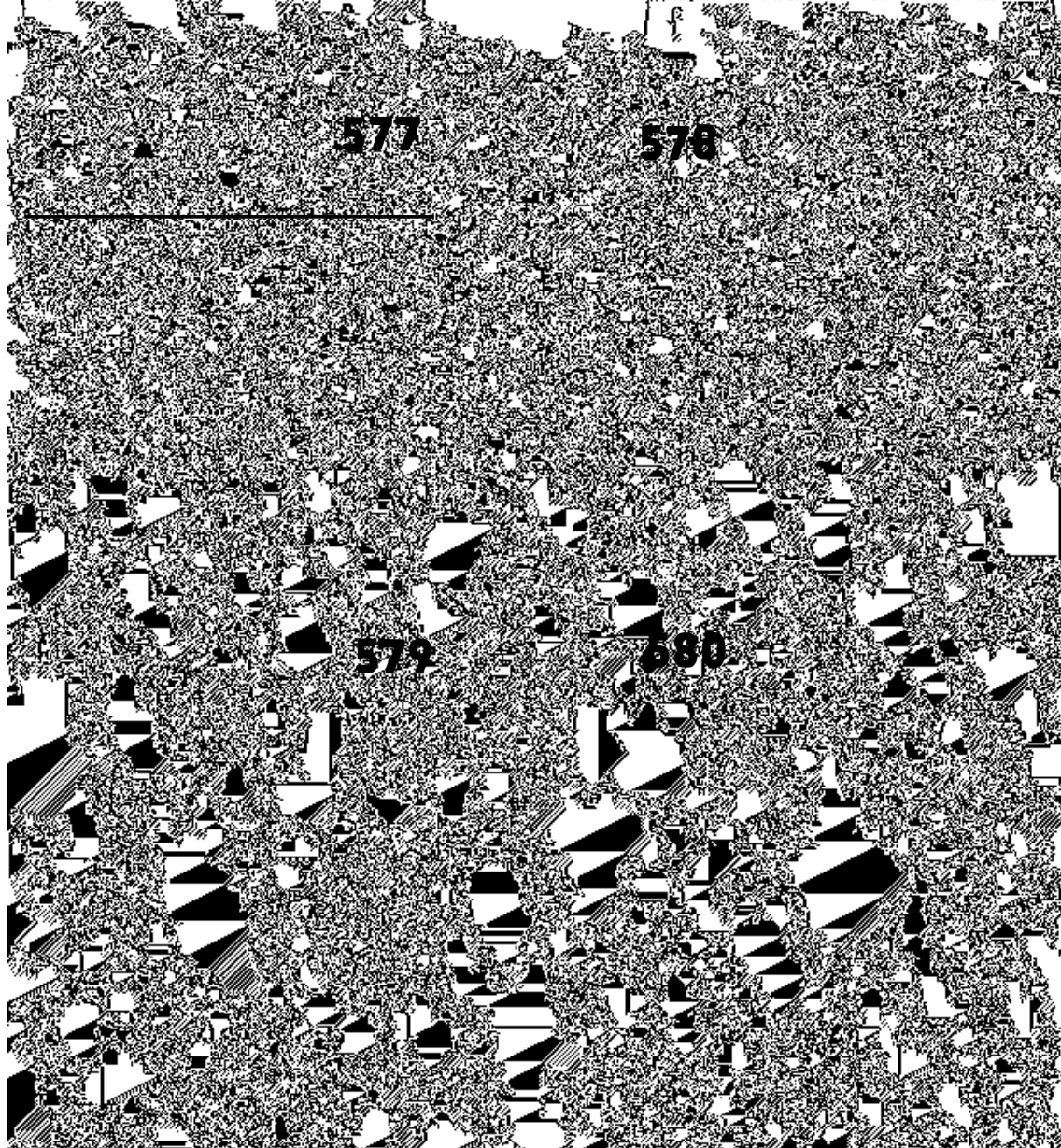
## BLACK MOVES FIRST



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# 10. Interference

Interference, as the term indicates, occurs where *the defender is forced to block himself*. He has a choice of moving two pieces to a critical square. Whichever piece he moves, he blocks the operations of the other piece and is thus left helpless against his opponent's threats.

In Diagram 583, for example, White's first move presents Black with a cruel dilemma. If he captures the obnoxious Rook with his King Pawn, he allows himself to be mated. And if he captures with his Queen, the result is the same.

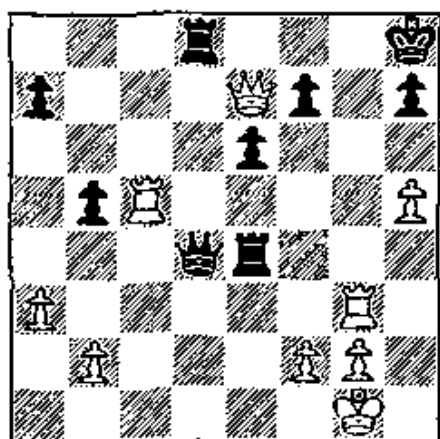
Even more artistic is the setting of Diagram 604, where the defender is presented with a number of choices, each leading to a pretty checkmate.

In Diagram 606 While's use of the interference theme is especially subtle, the idea being to create a block on White's King 5 square so that Black cannot save himself by playing . . . Q- B4ch.

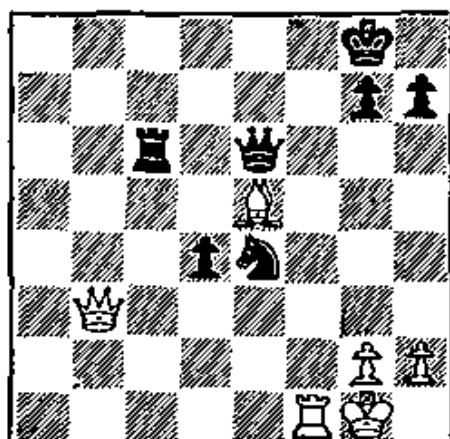
In general, the interference theme produces a large proportion of artistic conclusions. This is due to the finesse involved in forcing the defender's pieces to destroy each other's working ability.



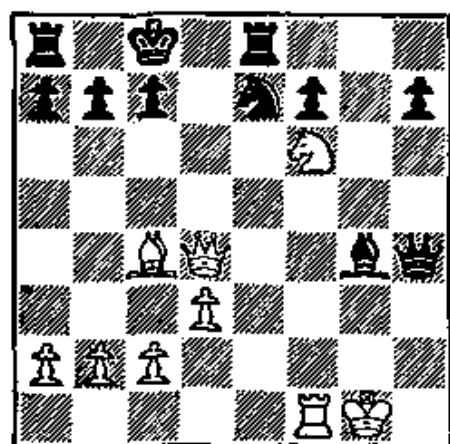
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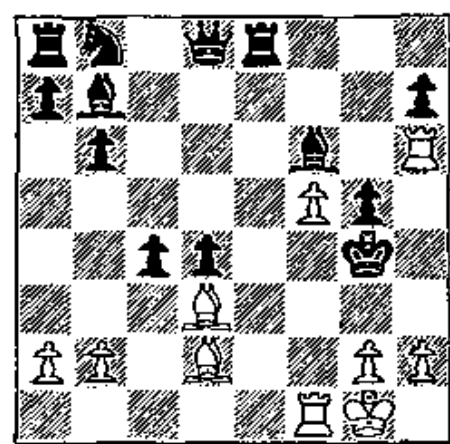
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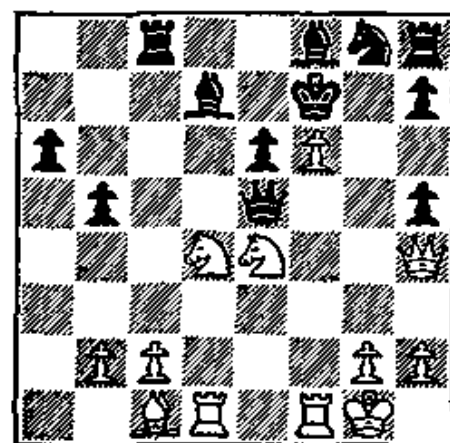
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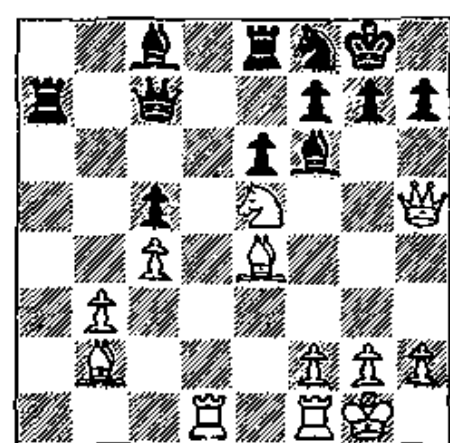
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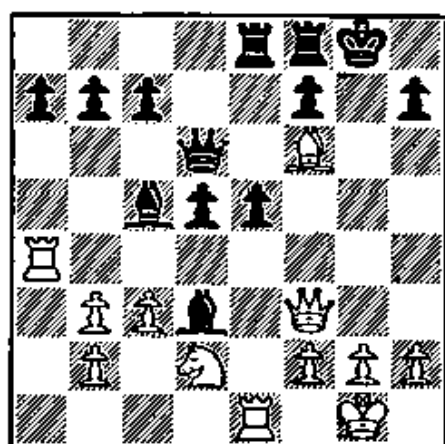


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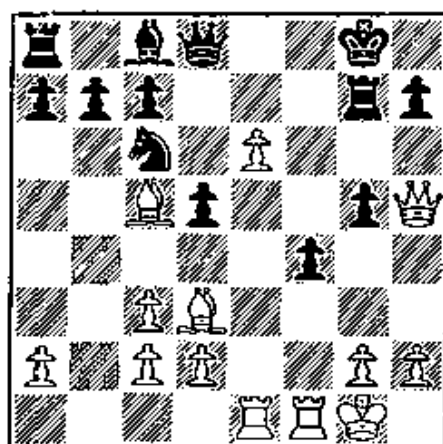


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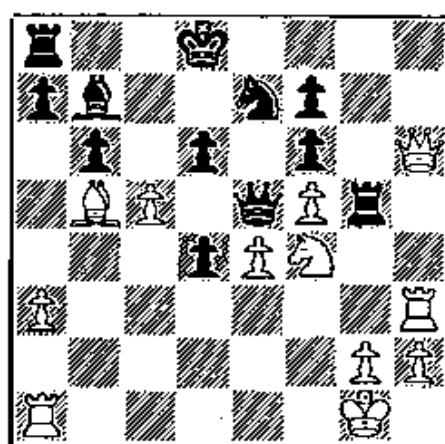
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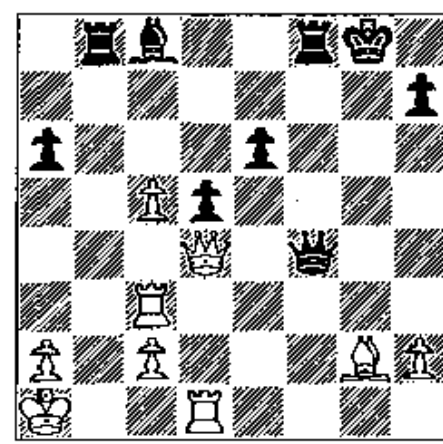
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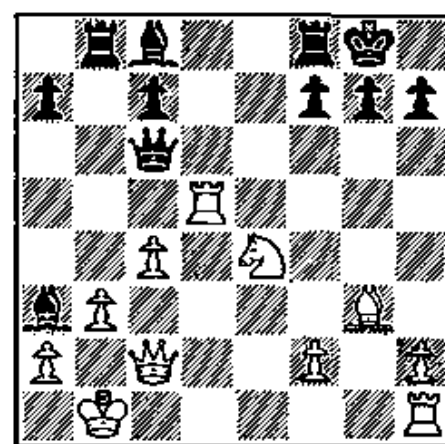
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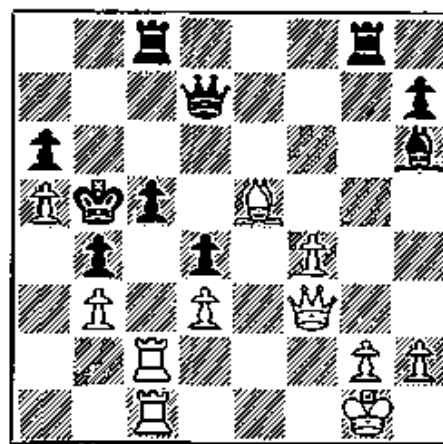
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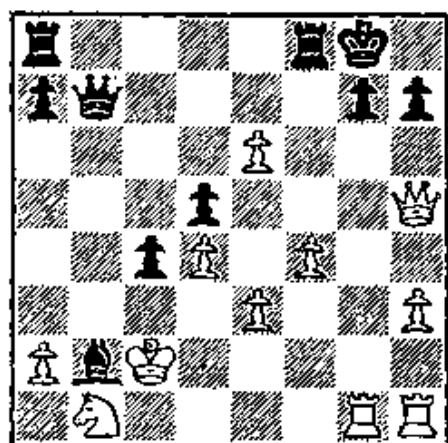


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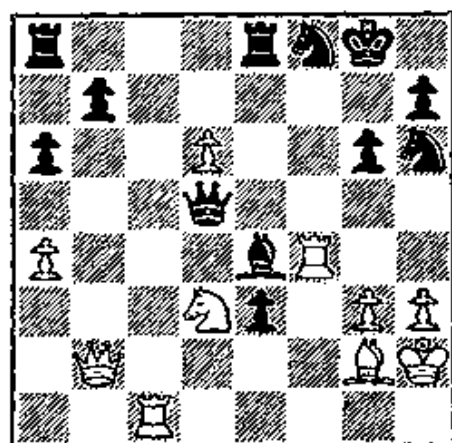


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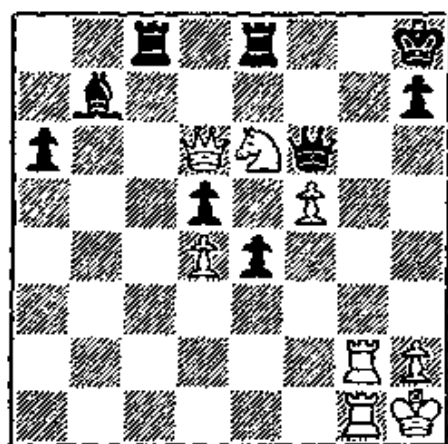
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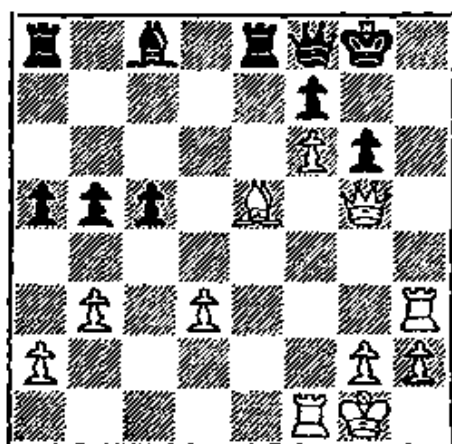
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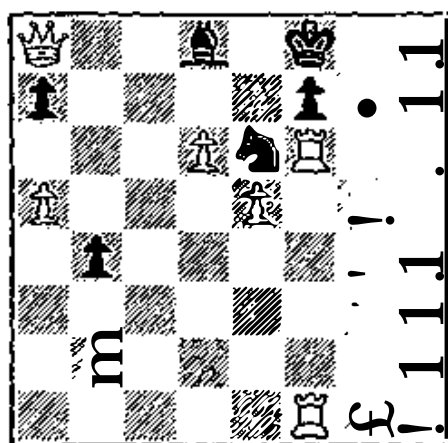
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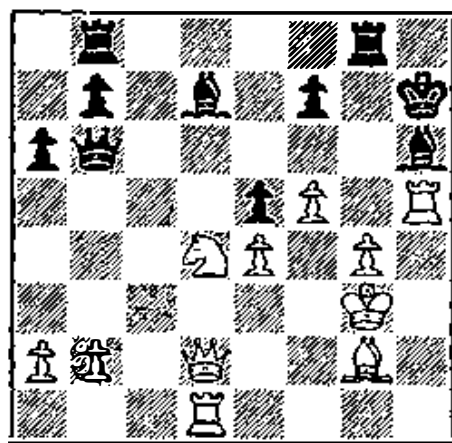
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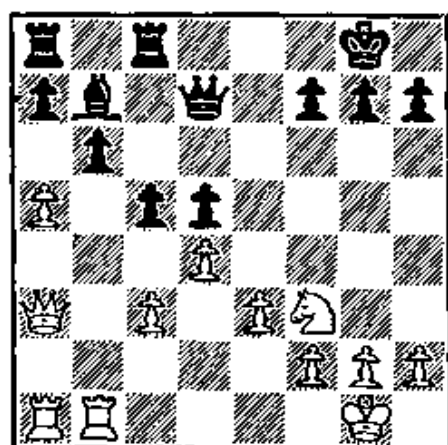
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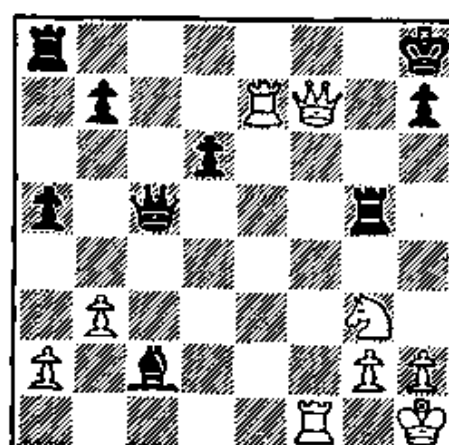
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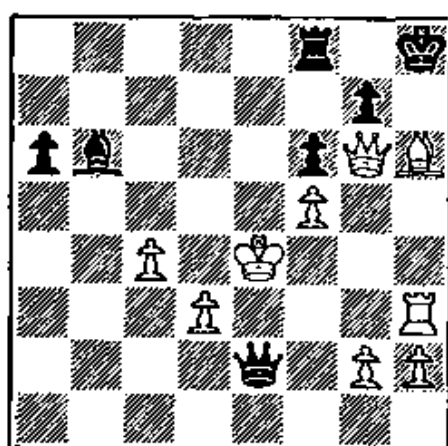
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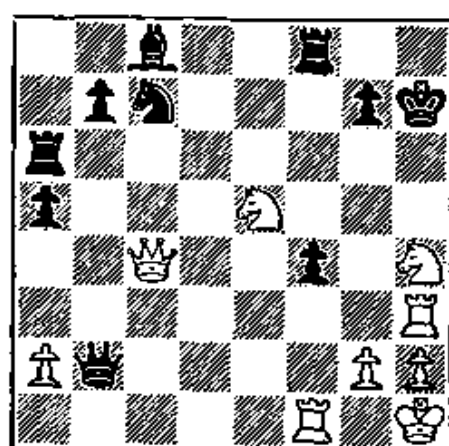
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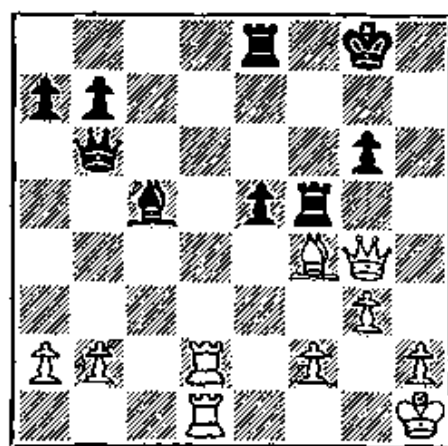
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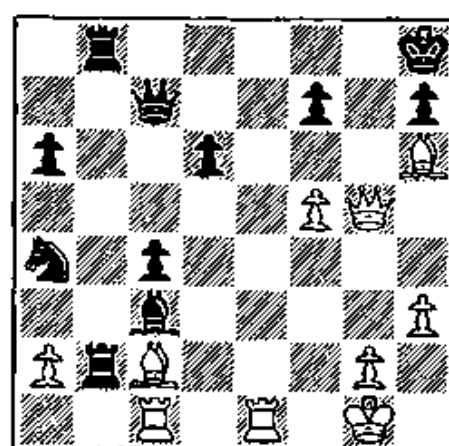
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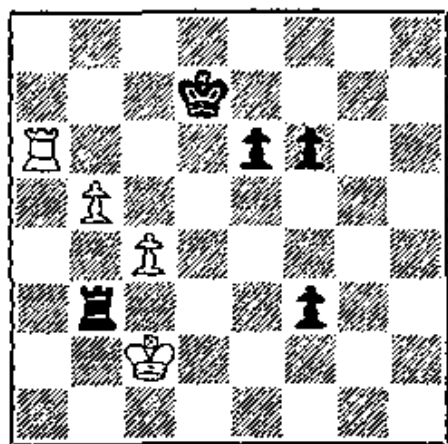


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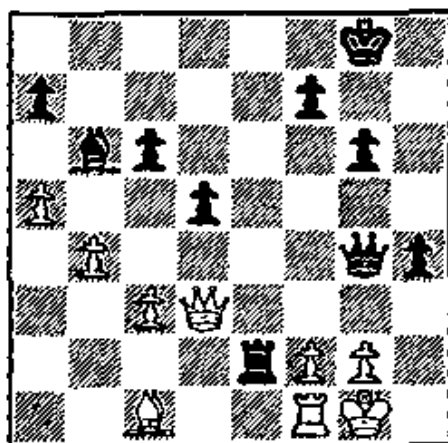


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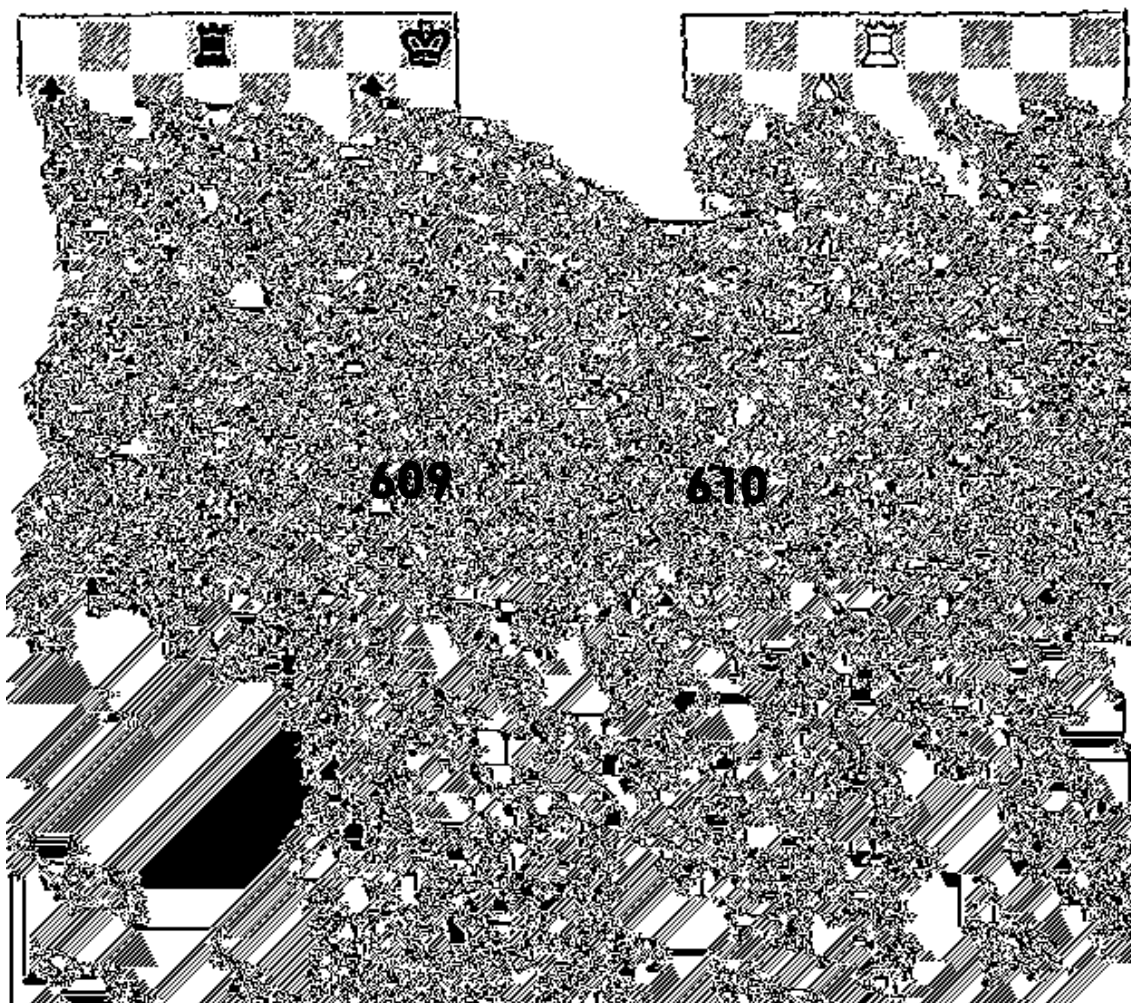
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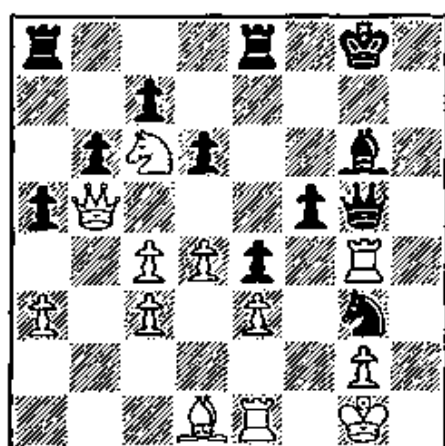
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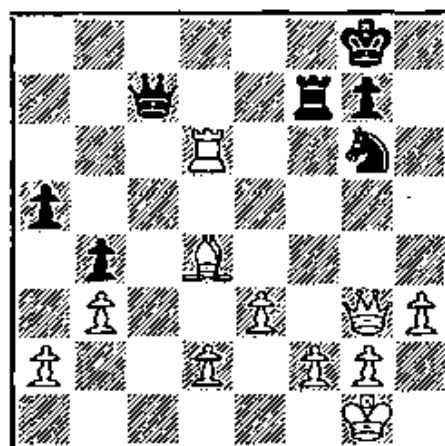
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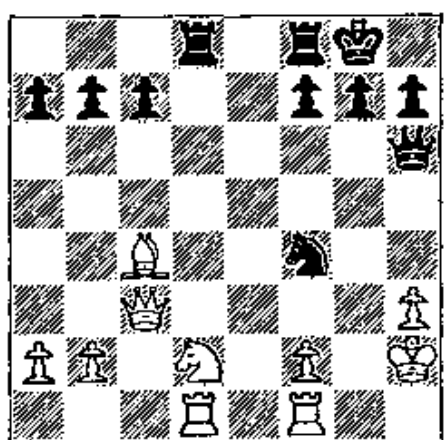
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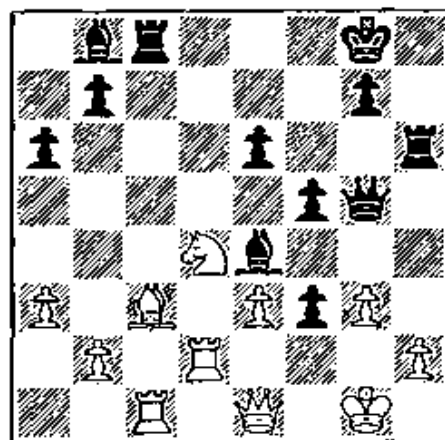
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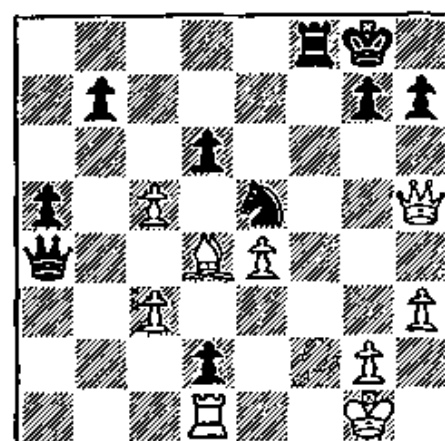
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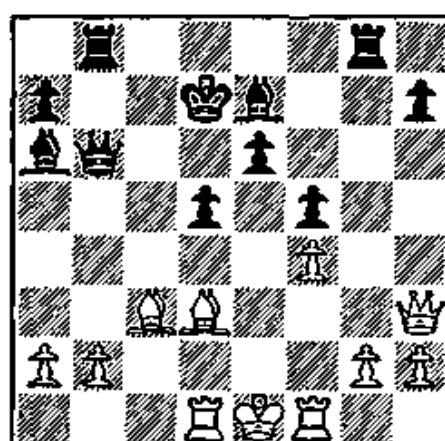
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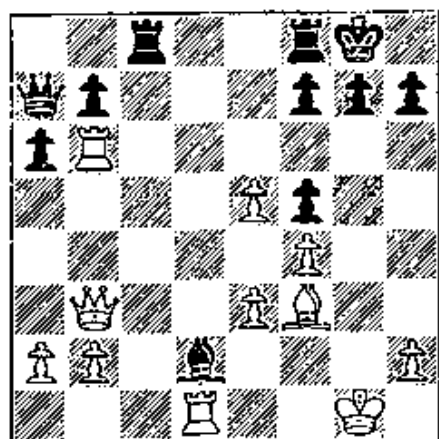
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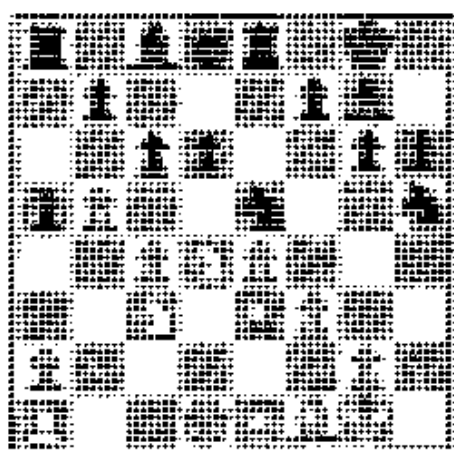
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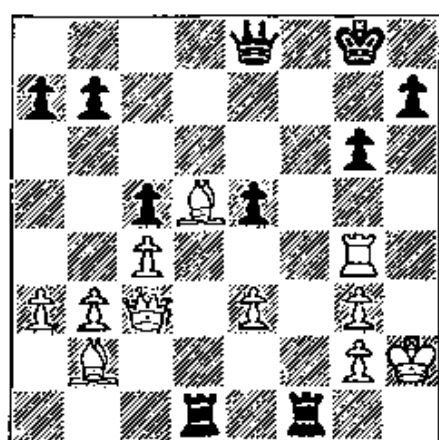
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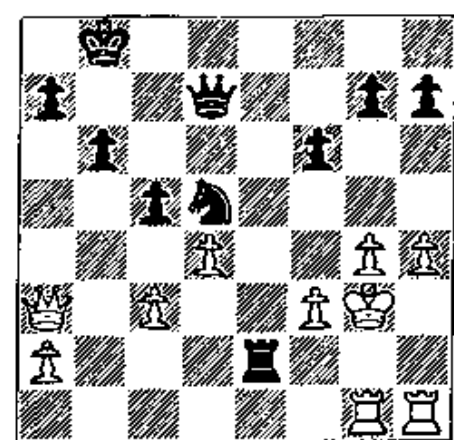
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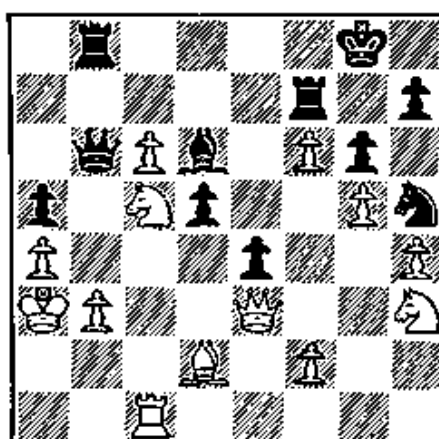
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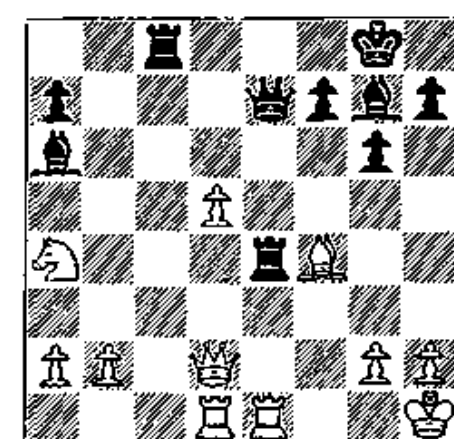
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## II. Queening Combinations

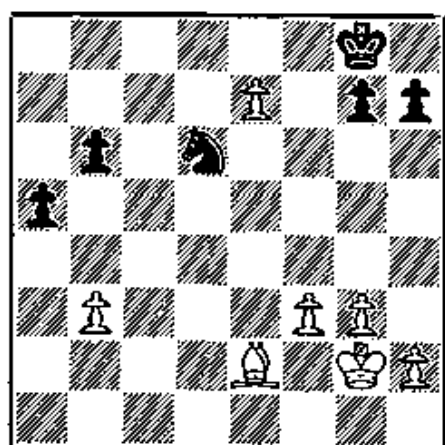
This is one of the most important of all the tactical themes, for successful queening of a Pawn is equivalent to being a Queen ahead. And even if your opponent loses "only" a piece in getting rid of the new Queen, he has suffered a disastrous material loss.

Since successful Pawn promotion is so valuable a resource, it offers considerable scope for striking sacrifices of material. Thus, it is well worth while to sacrifice one's Queen in order to promote to a new Queen which gives checkmate in the act of queening. This is what happens, for example, in Diagram 645.

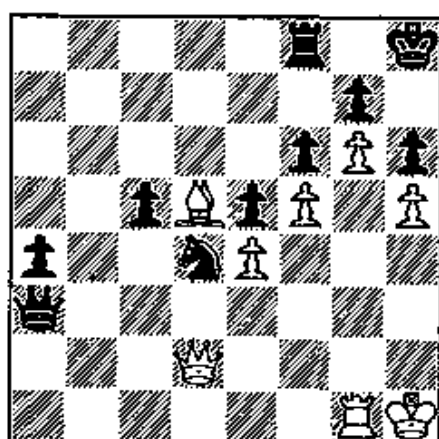
Diagram 631 is one of the many examples which show how the queening of a Pawn may lead to a decisive gain of material. Diagram 625 illustrates the same motif.

Diagram 648 is interesting as showing how the potential queening possibility can inspire a player to create a whole series of pretty tactical strokes. Given a *clue* to the situation - in this case the location of a Pawn on the seventh rank - a player can think up one resourceful move after another. But the initial impetus is most important of all, and that is why it is of great value to be well aware of the enormous power of Pawn promotion.

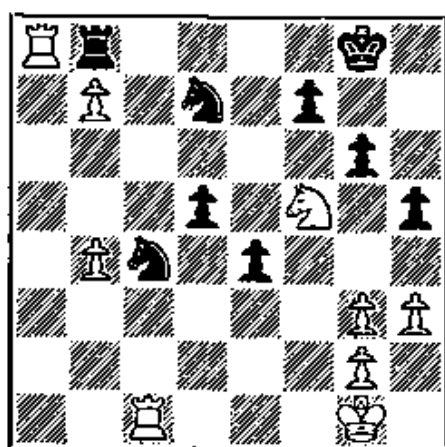
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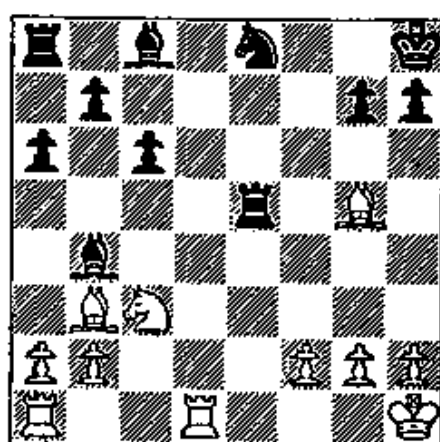
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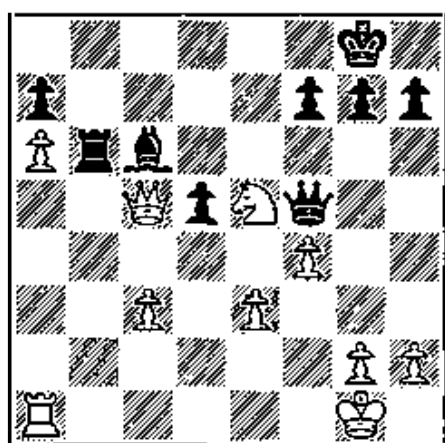
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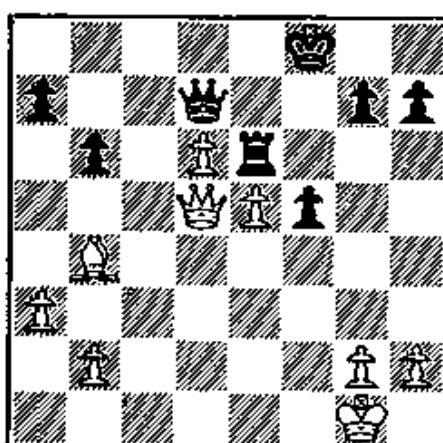
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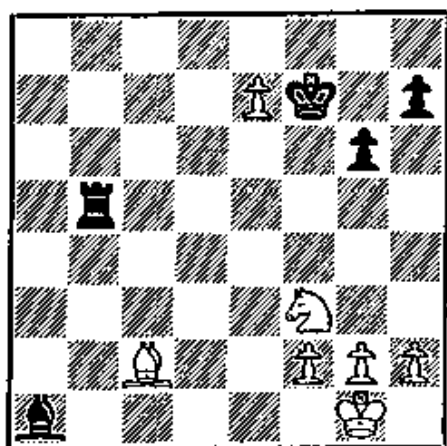


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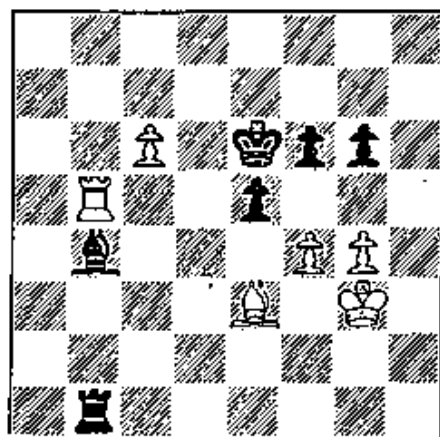


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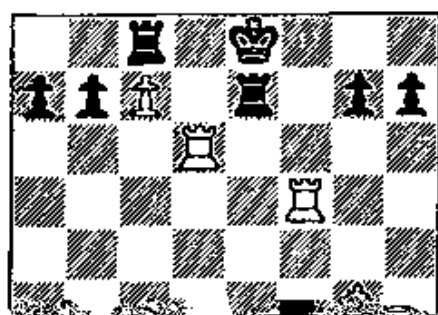
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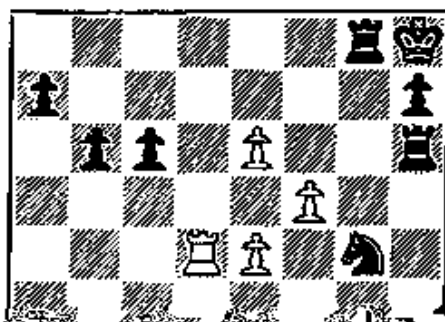
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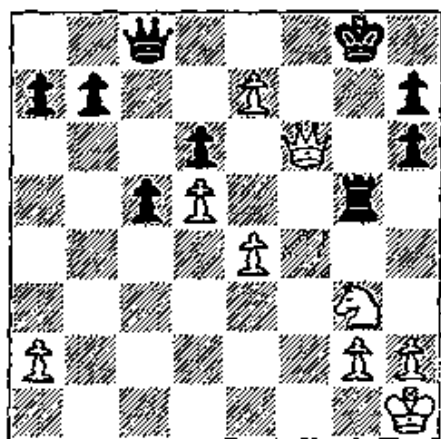
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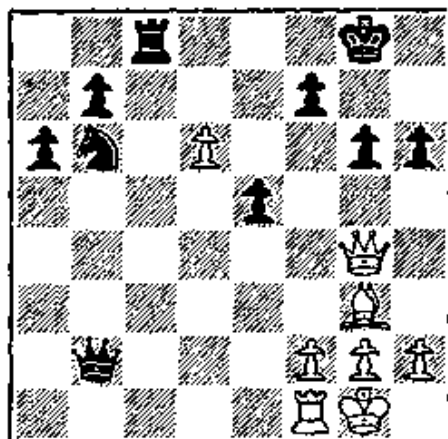
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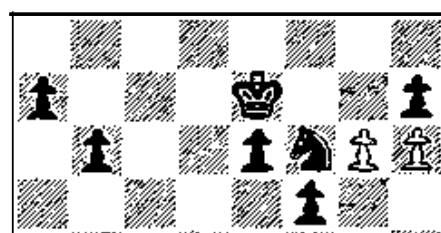
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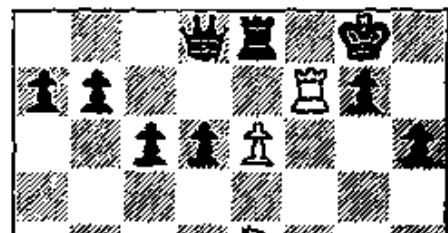
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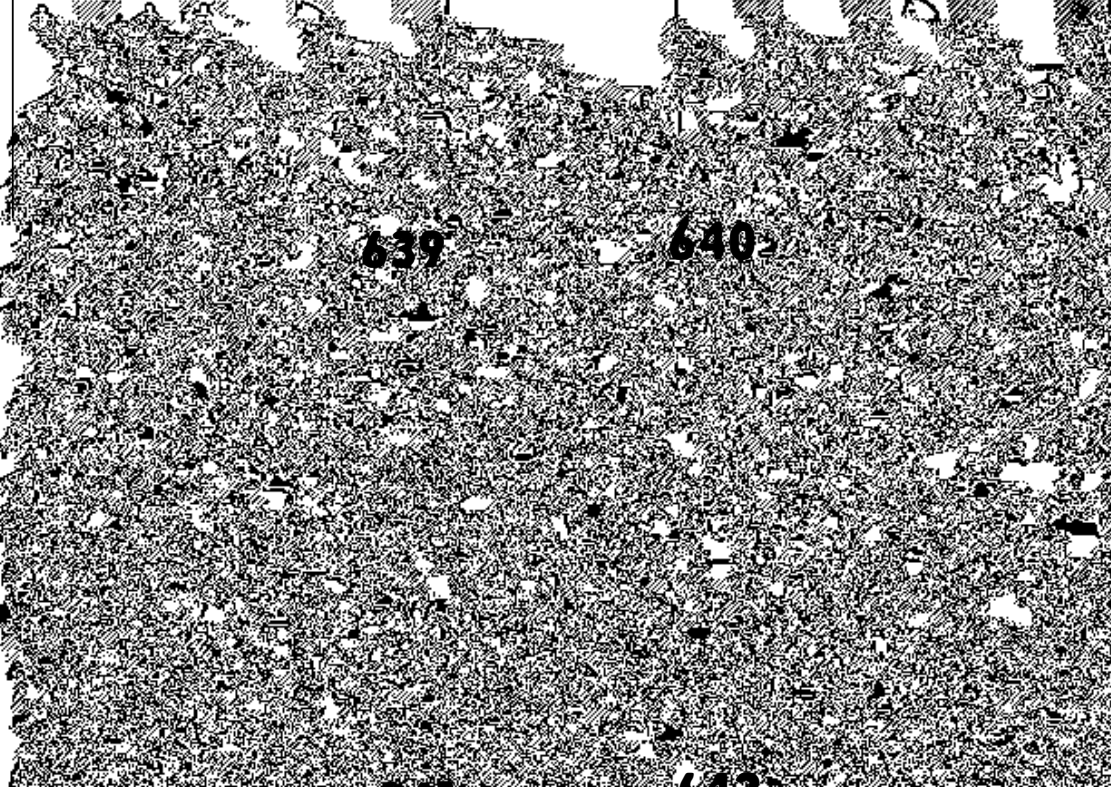
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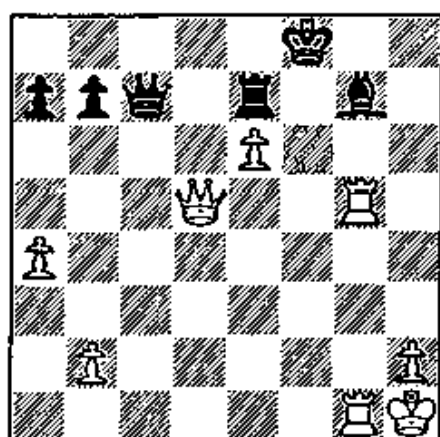
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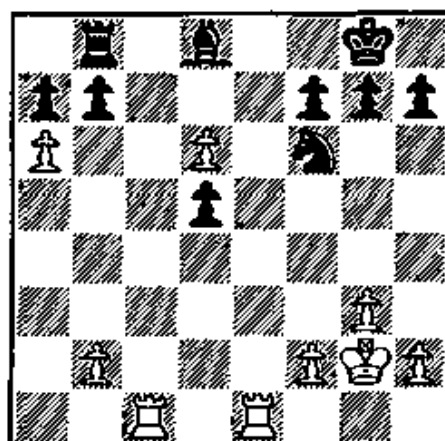
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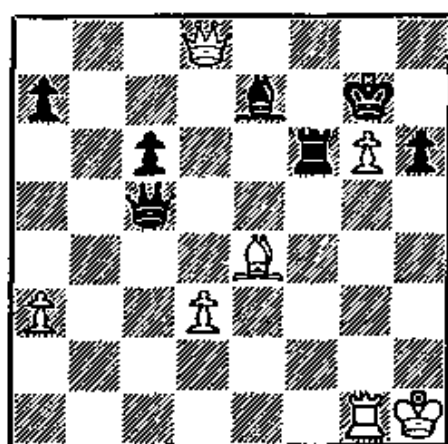
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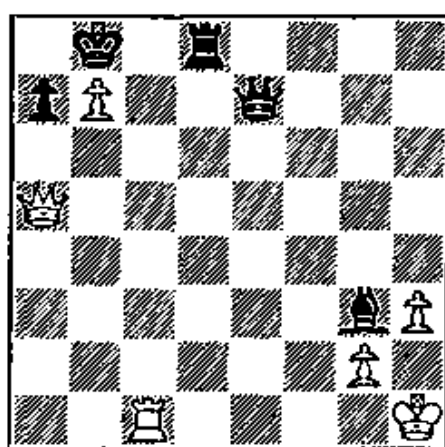
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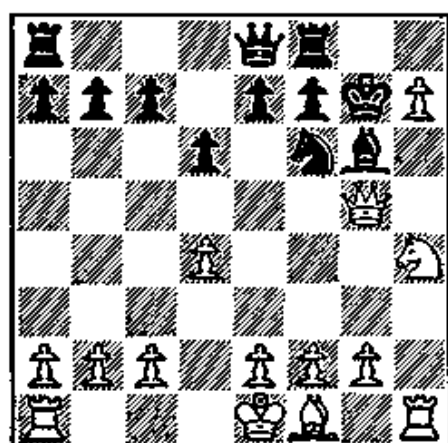
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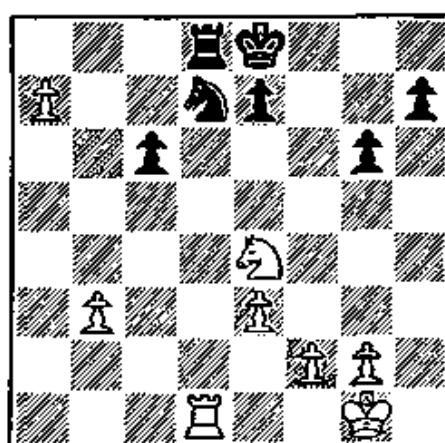
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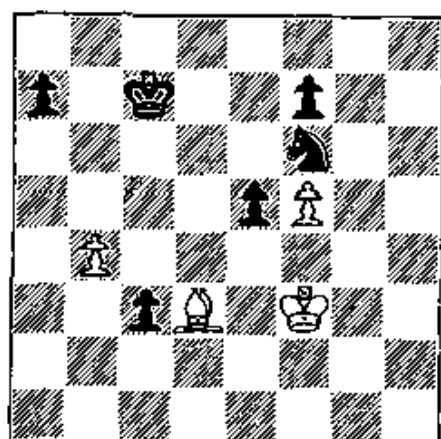


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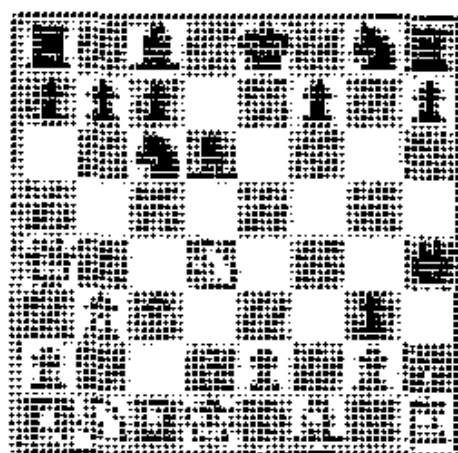


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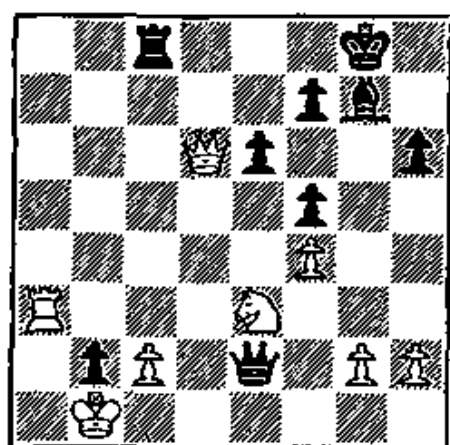
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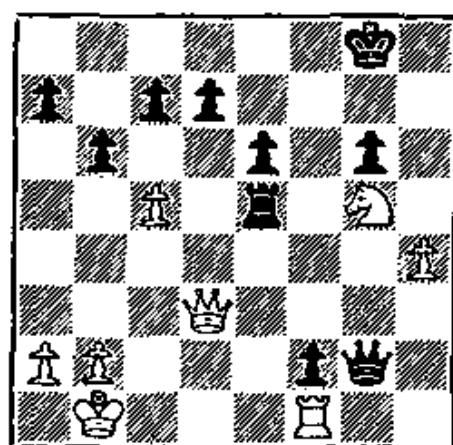
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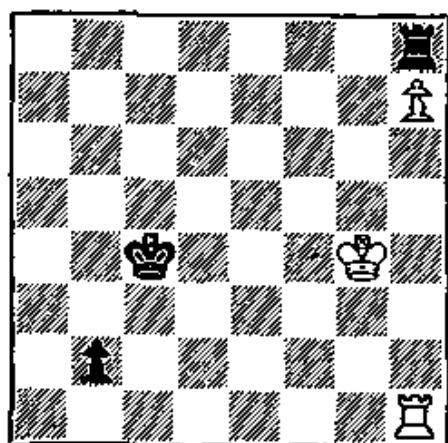
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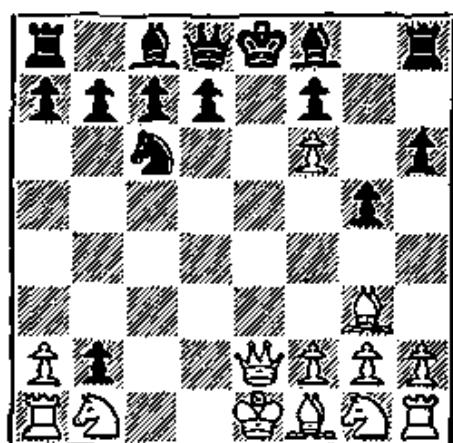
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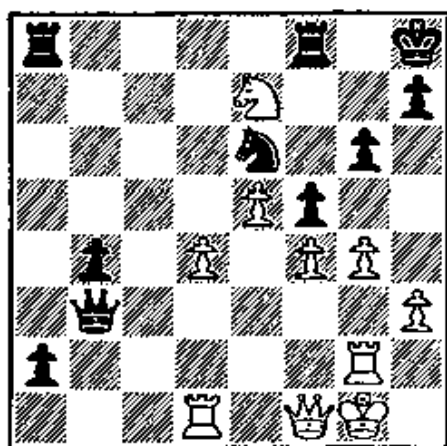
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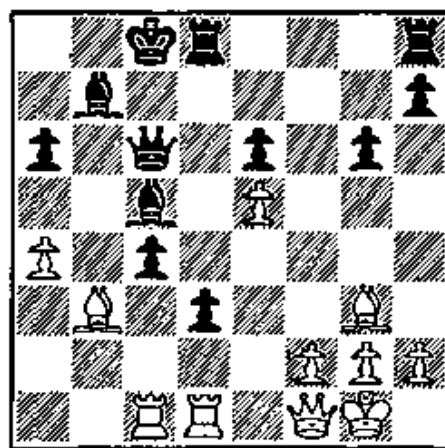
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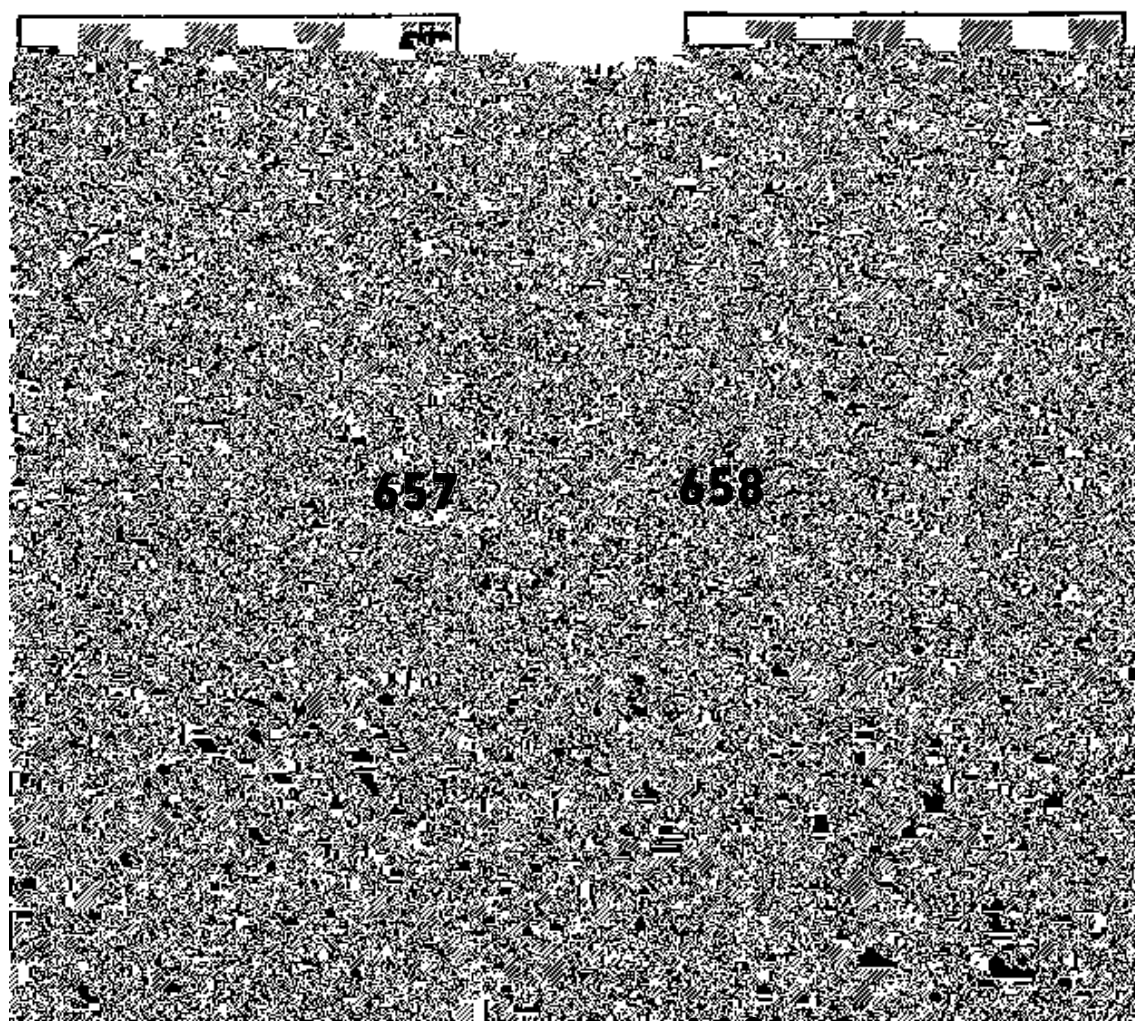
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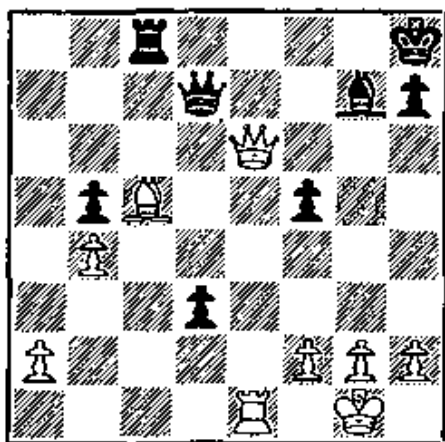
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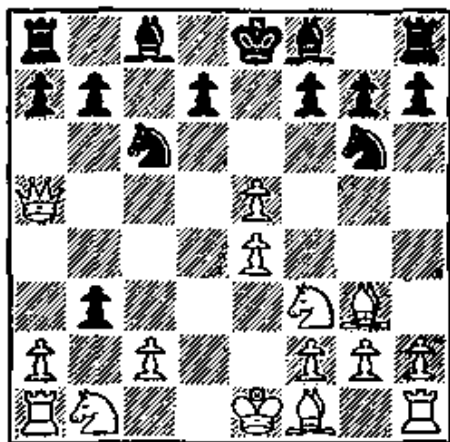
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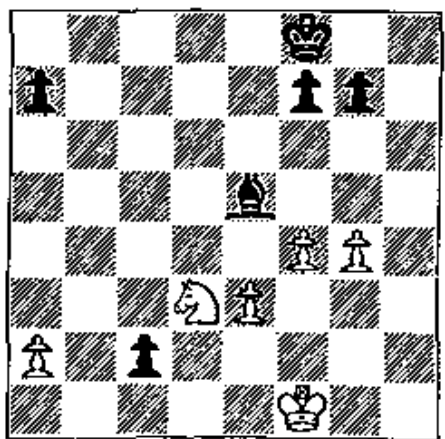
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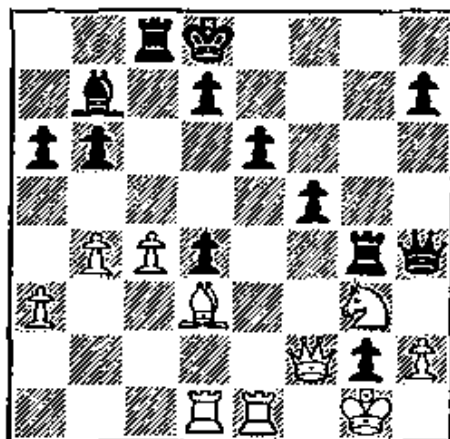
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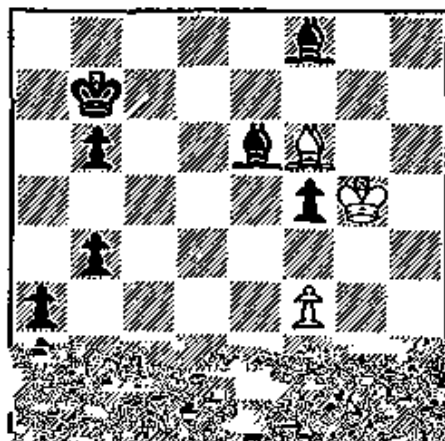
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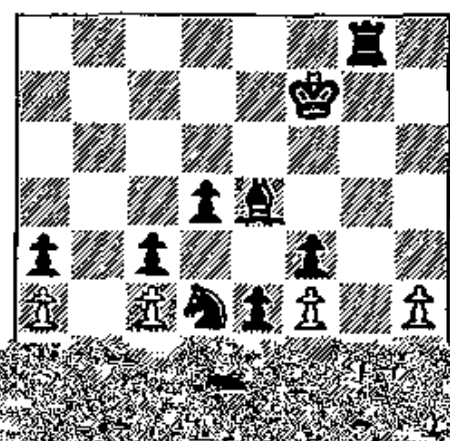
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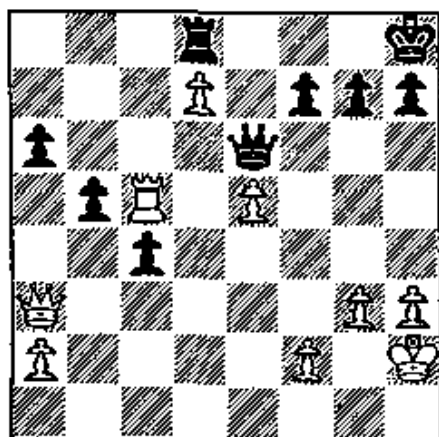
# 12. The Vulnerable First Rank

Some of the most brilliant combinations ever made have come about through exploiting the vulnerable first rank. This happens when the castled King is hemmed in by the Pawns in front of him, and his first rank is unprotected by a Queen or Rook.

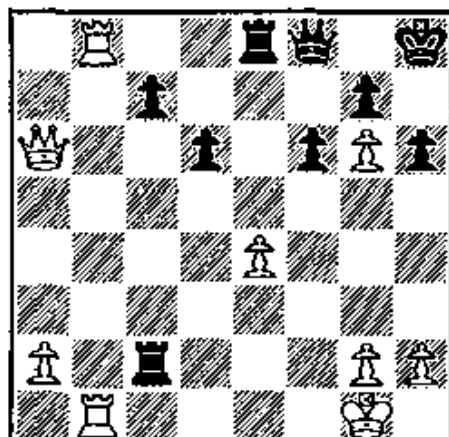
Diagram 676 is a perfect example. Here White can offer his Queen and Rook, relying on the weakness of Black's unprotected first rank. Such sacrifices look startling, but they become quite obvious once you are familiar with the weakness which they exploit.

This is effectively illustrated in Diagram 679, perhaps the most famous of all combinations devoted to this theme. One sensational move follows another as White relies on his crushing pressure against White's first rank. In all such cases the hostile King's blocked position tenses the story.

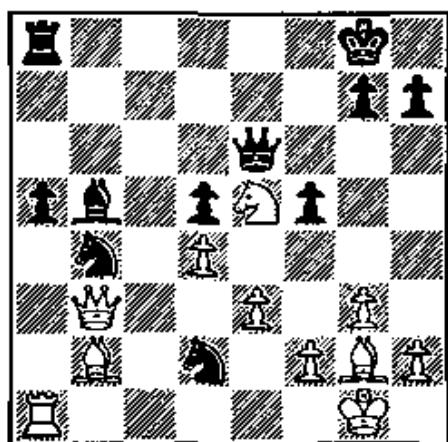
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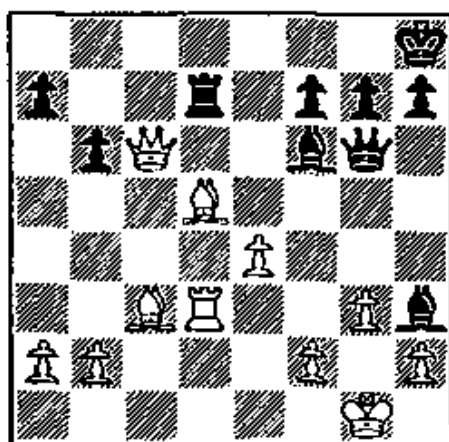
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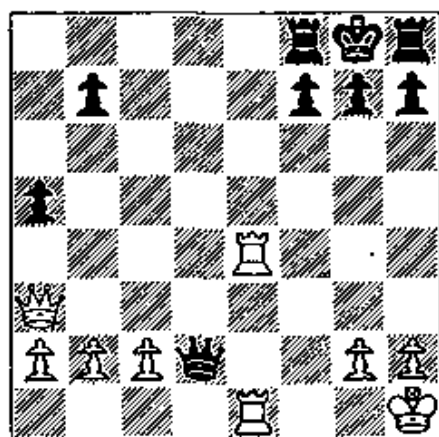
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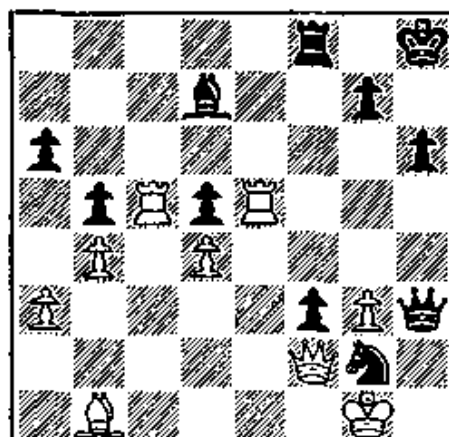
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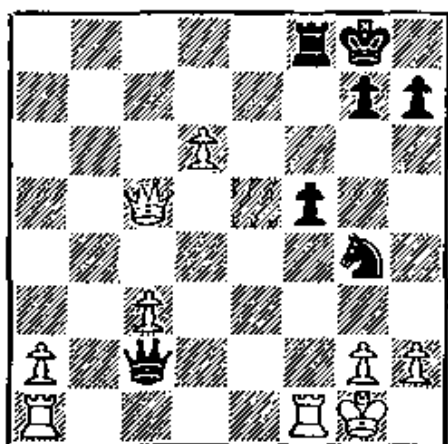


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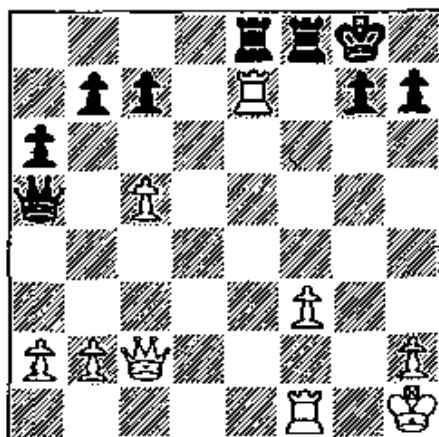


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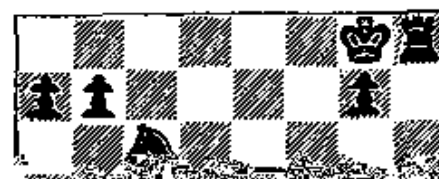
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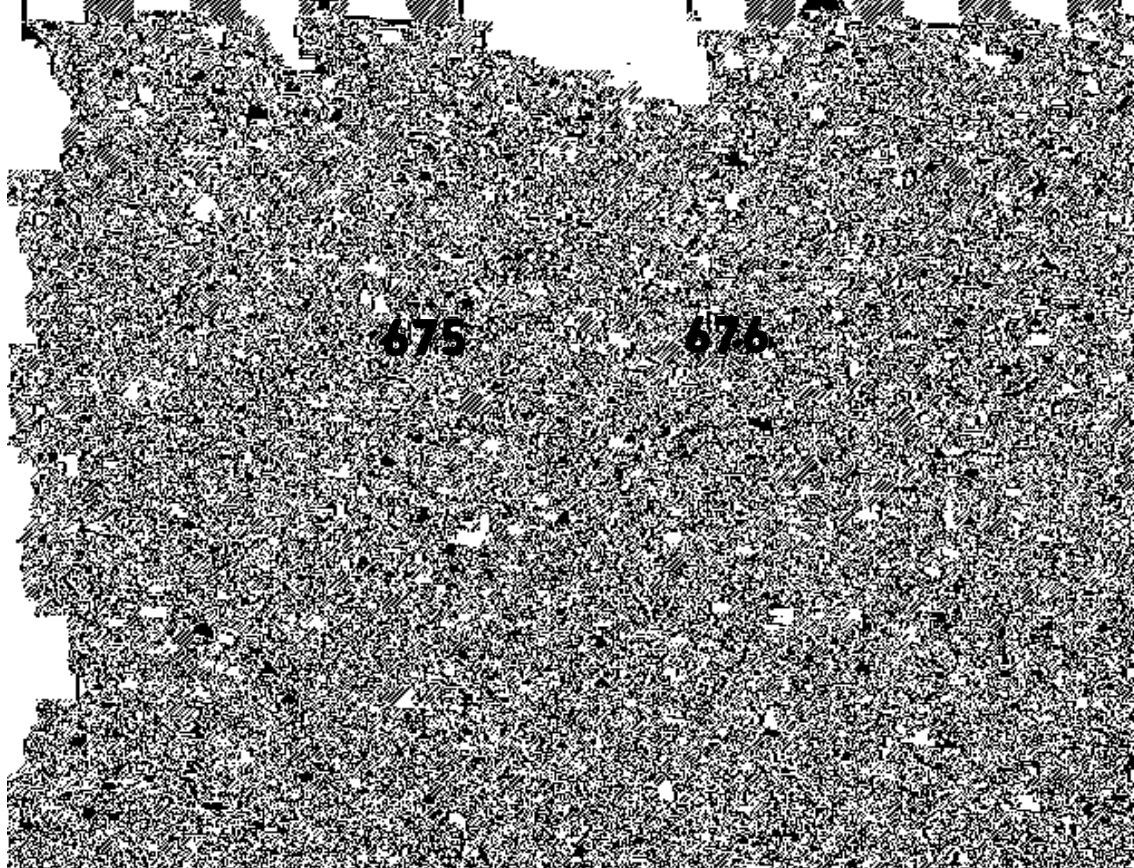
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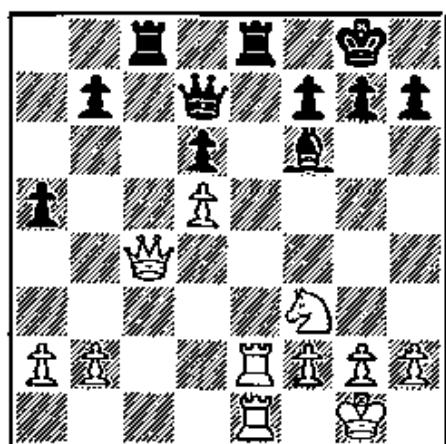
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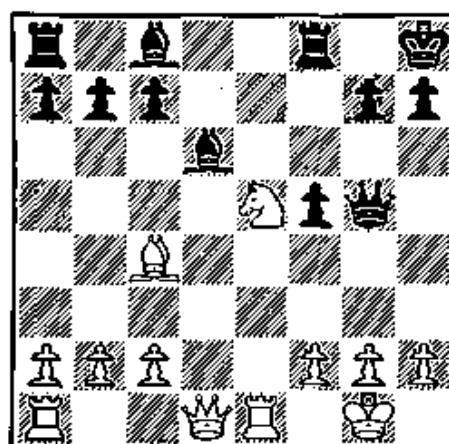
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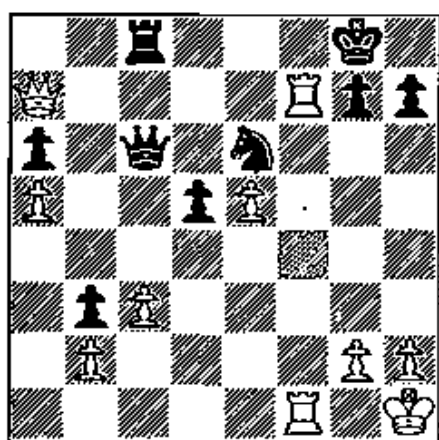
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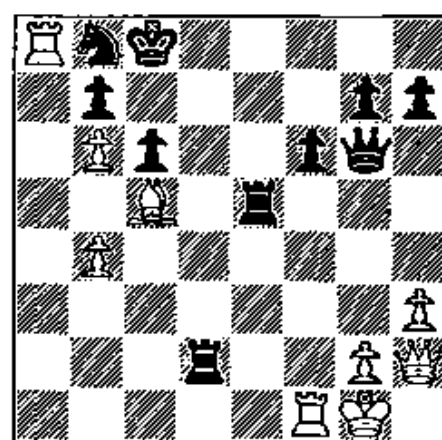
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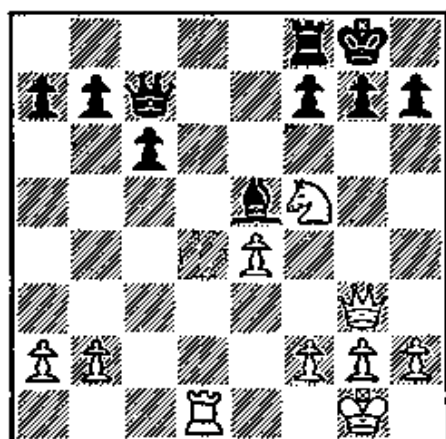
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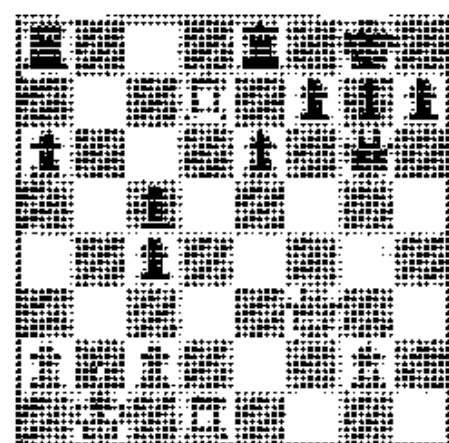
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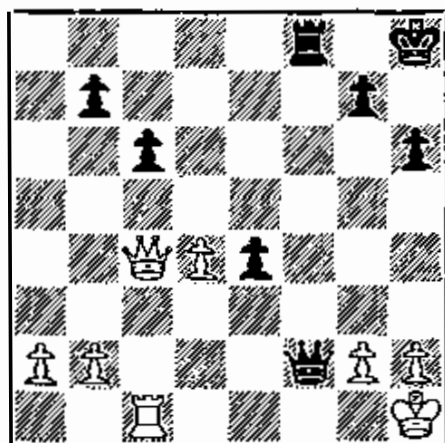


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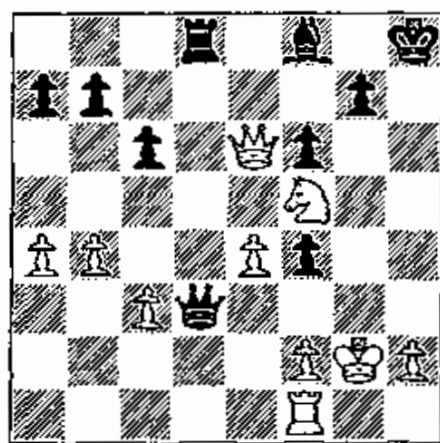


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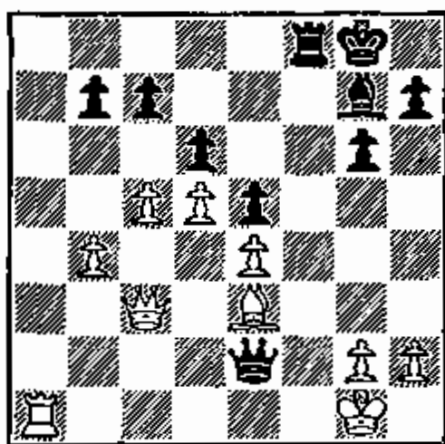
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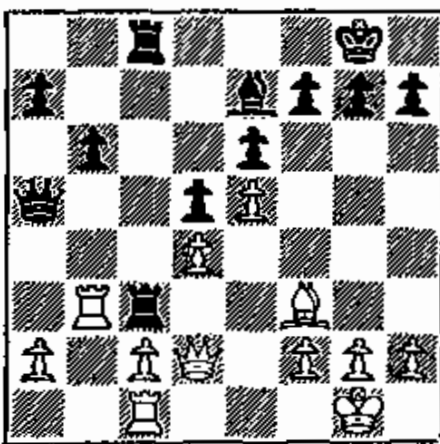
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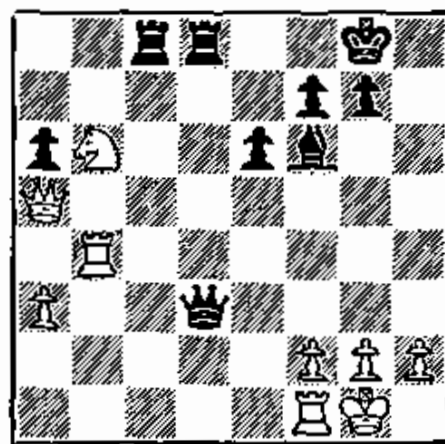
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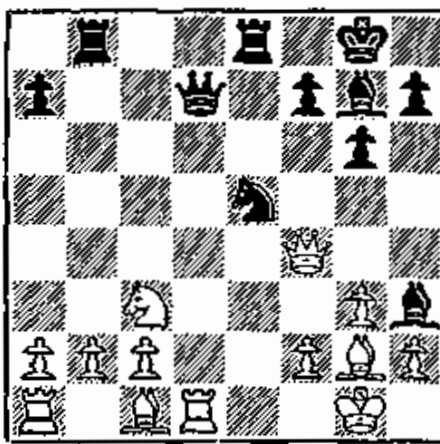
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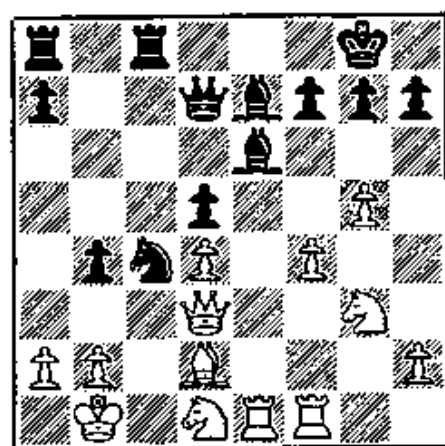


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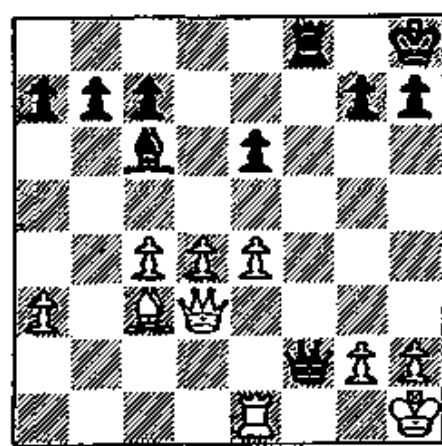


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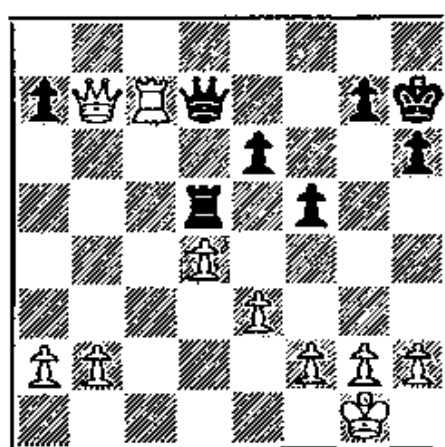
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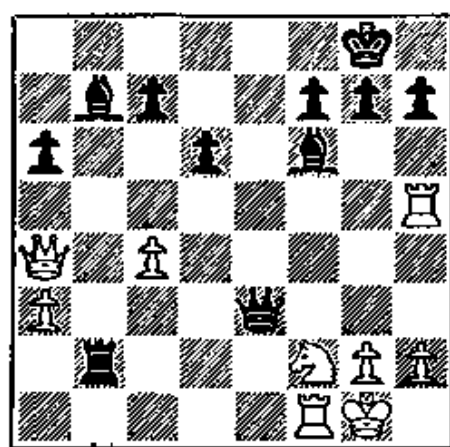
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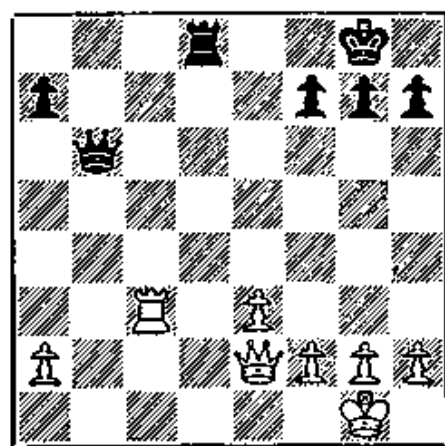
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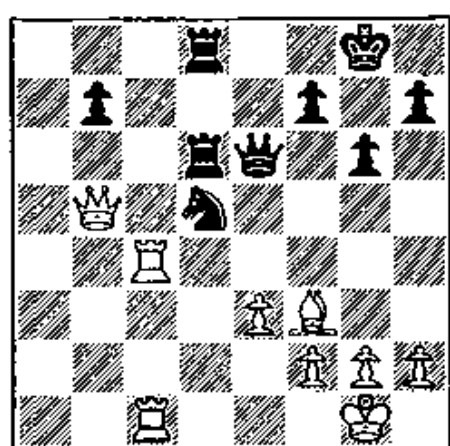
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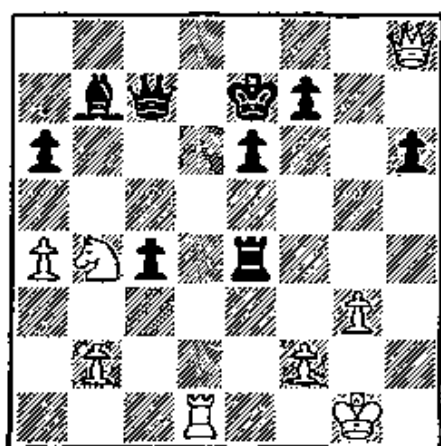
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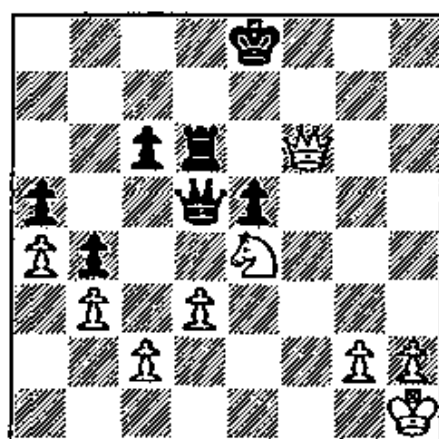
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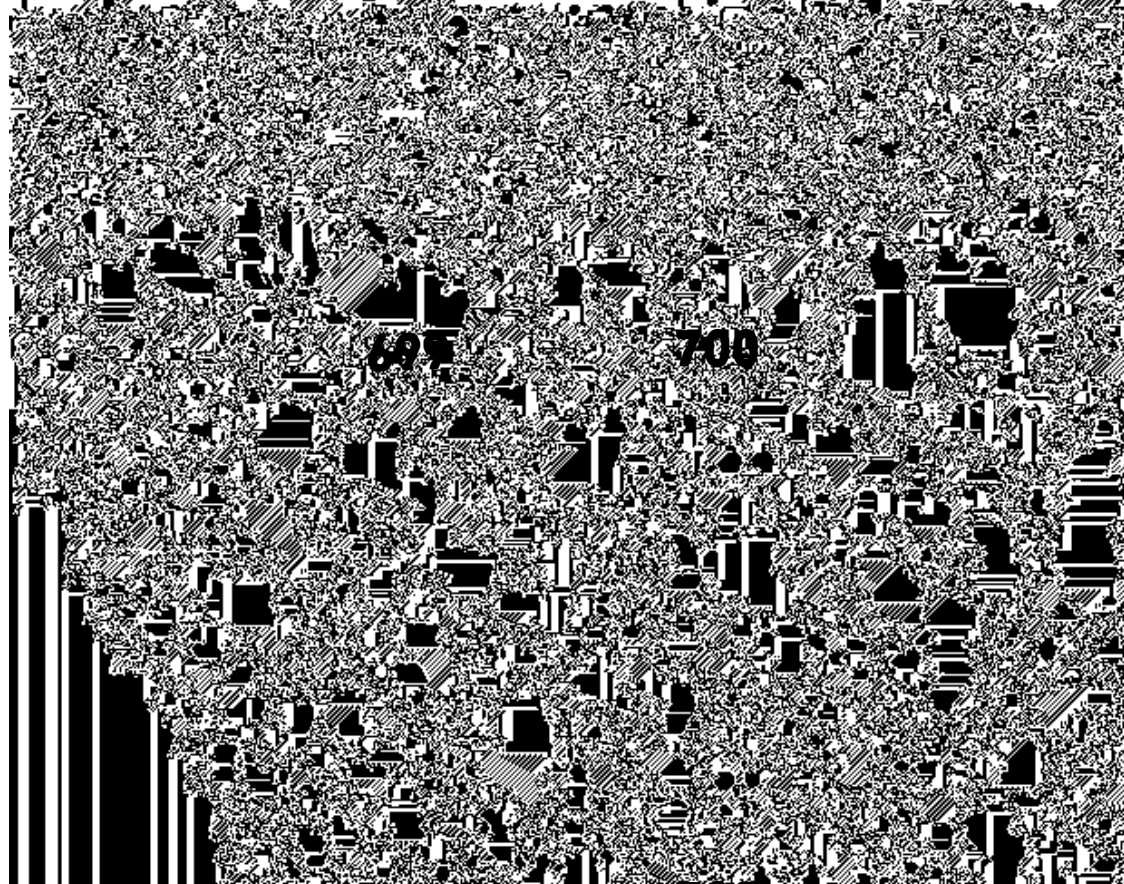
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# 13. Queen Sacrifices

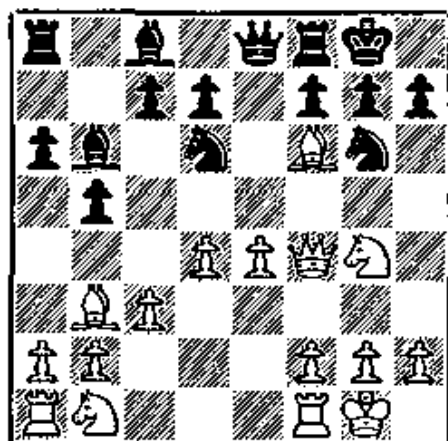
No matter how experienced and sophisticated a chessplayer may be, he is always thrilled by a Queen sacrifice. This is understandable, for the Queen is far and away the strongest of all the chess forces.

Precisely because the Queen is so powerful, the sacrifice of this piece must necessarily bring in substantial returns. Mate is usually the sequel, as for example in Diagram 703, where White offers the Queen in a manner which is surprising but hardly generous. He threatens mate, and when the Queen is captured, he mates just the same. Still, such a sacrifice deserves our praise, for it takes real imagination to see the possibilities in such a position.

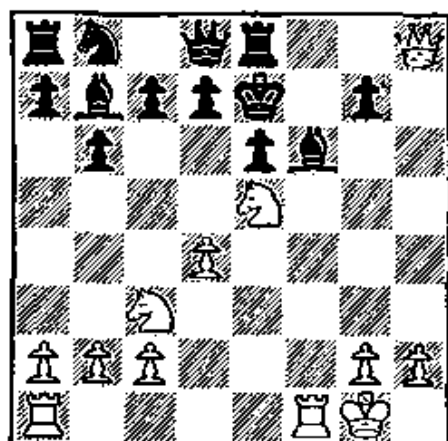
What is even more admirable is a Queen sacrifice which leads to a fairly long-winded mate. In Diagram 708, for example, White's Queen sacrifice looks like a typographical error. Who would dream that after the Queen sacrifice White has a forced mate in five moves, making use of Rooks and minor pieces — and even a "lowly" Pawn that draws the Black King into a mating net.

Perhaps even more striking are those Queen sacrifices which are followed up by a series of inspired moves; all with the purpose of winning a . . . mere Pawn! Diagram 734 shows such a combination, which was rightly awarded a First Brilliancy Prize.

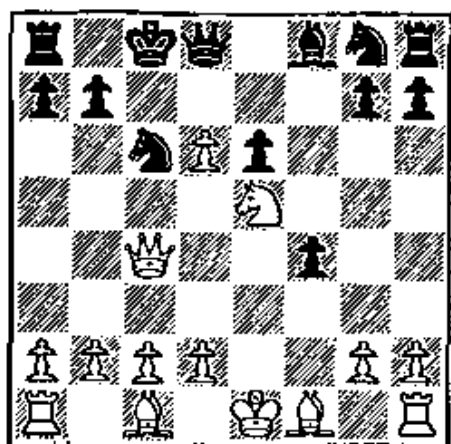
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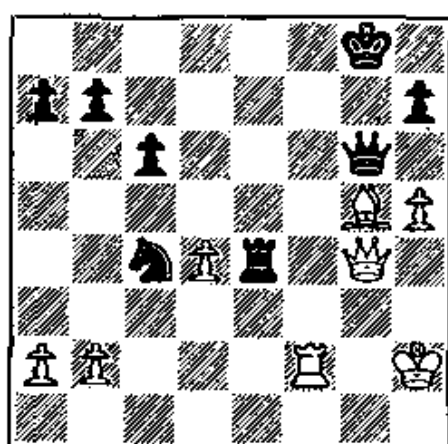
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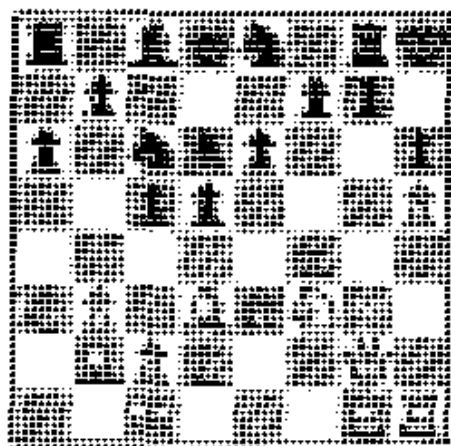
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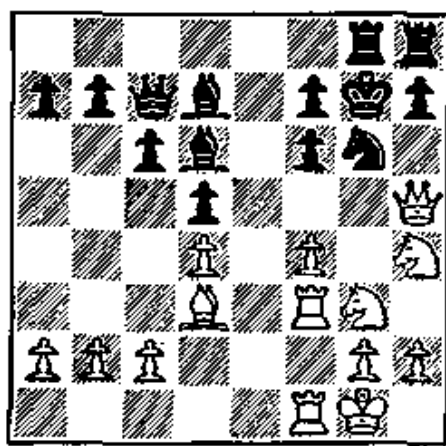
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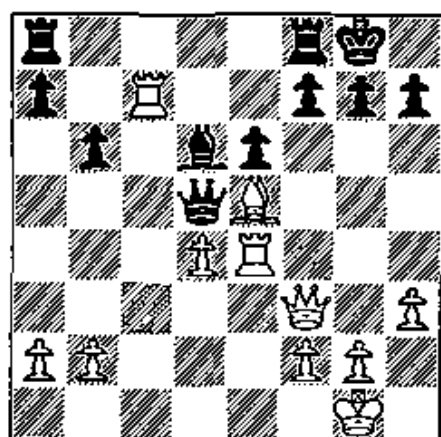


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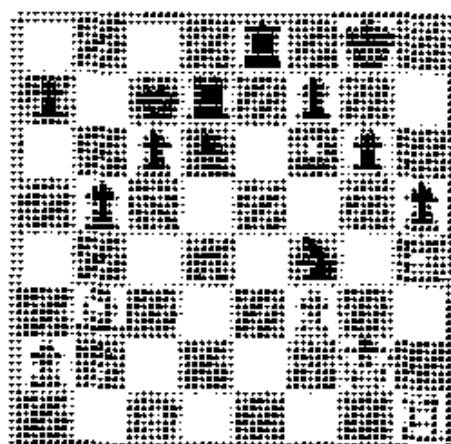


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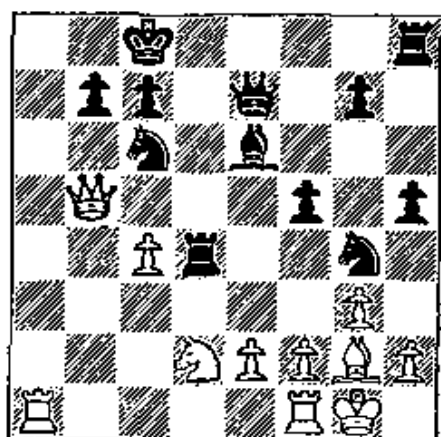
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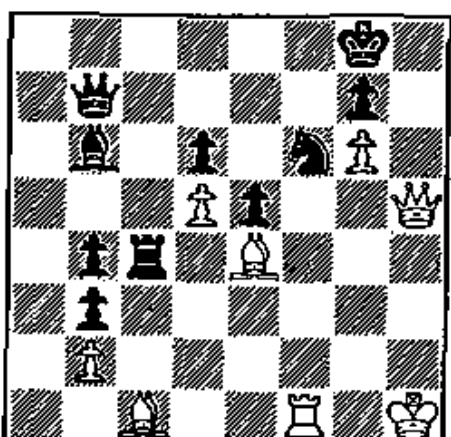
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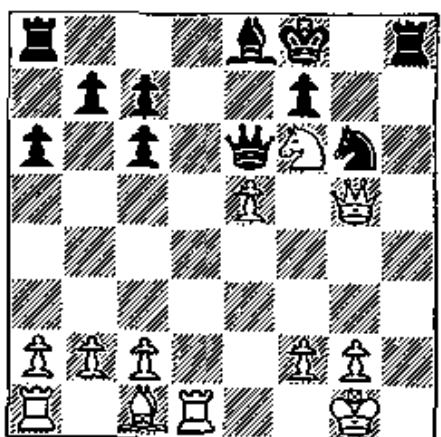
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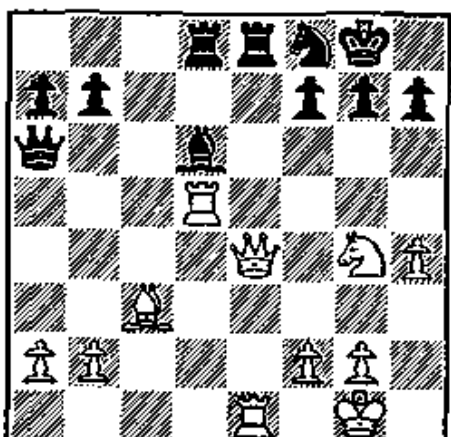
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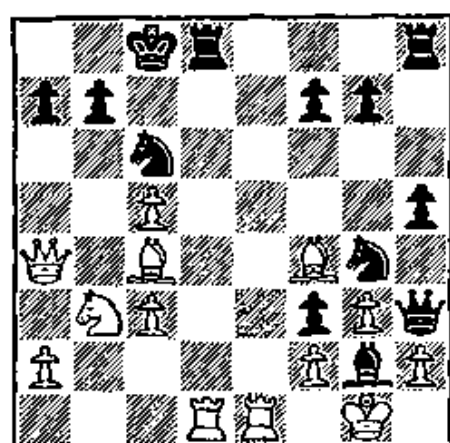


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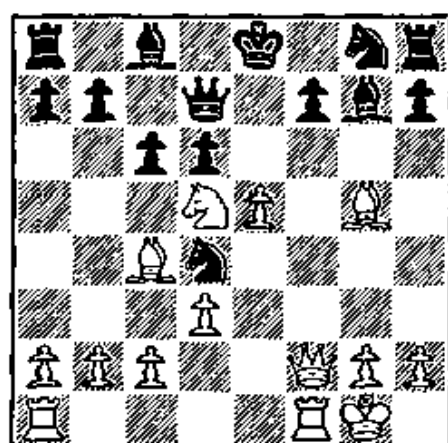


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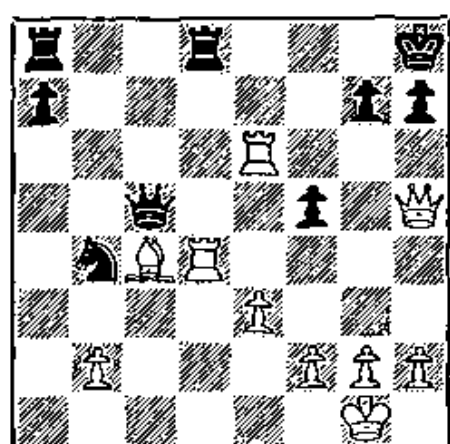
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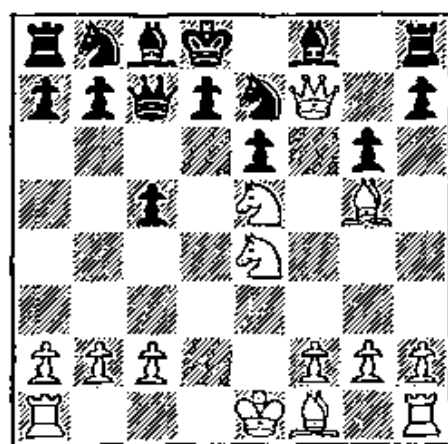
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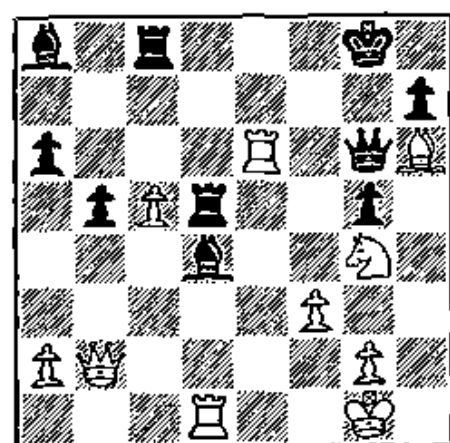
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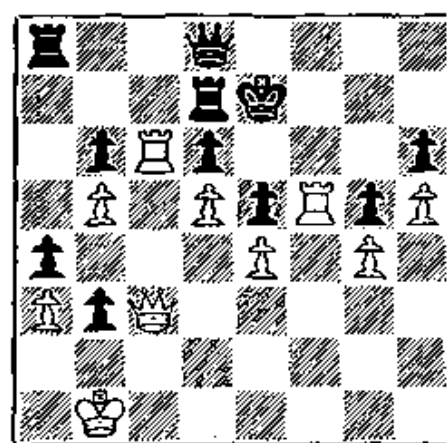
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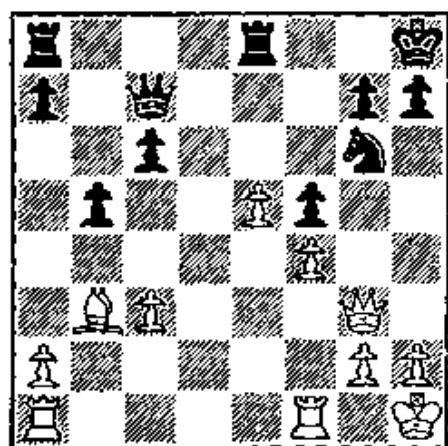


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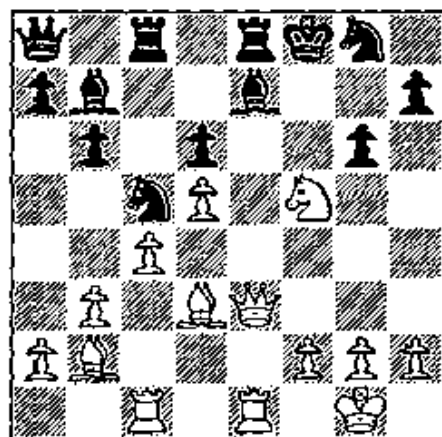


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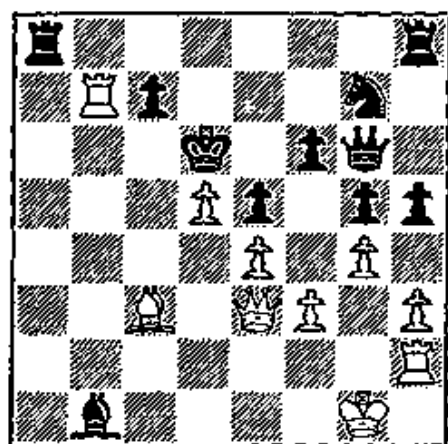
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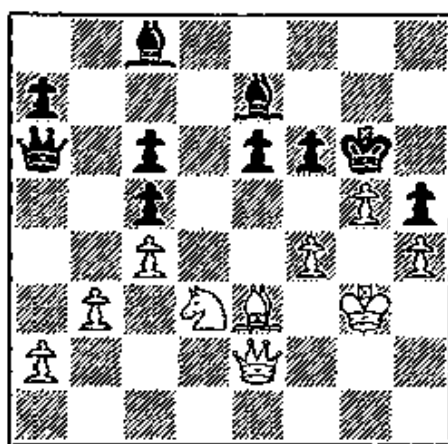
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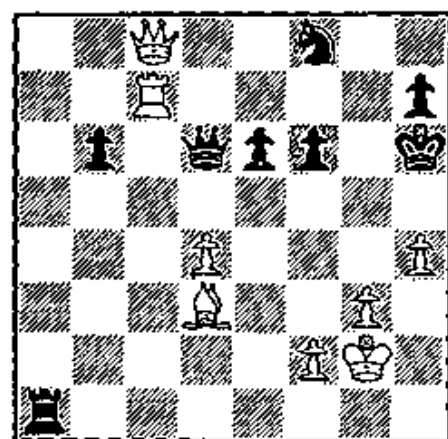
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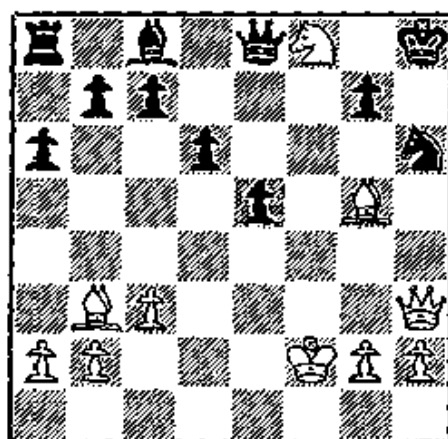
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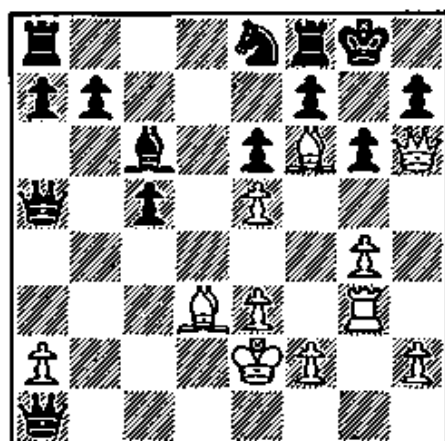


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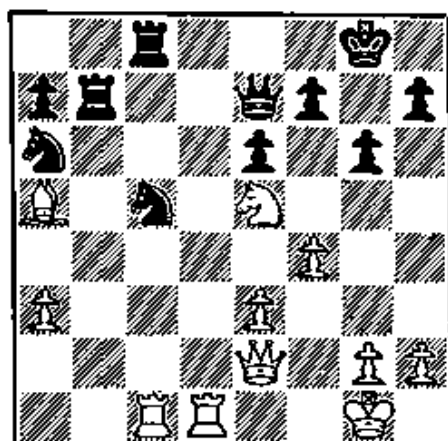


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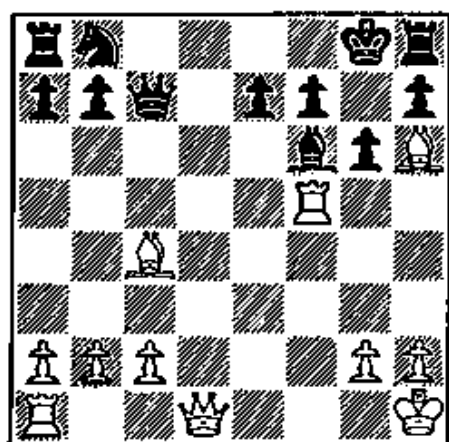
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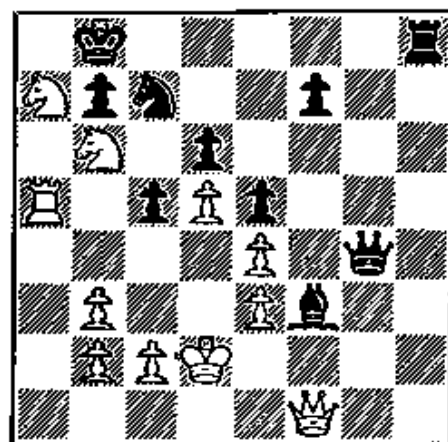
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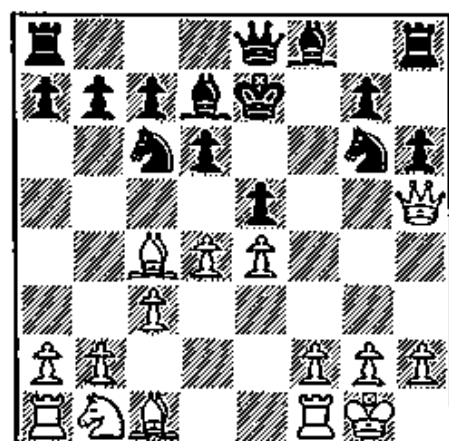
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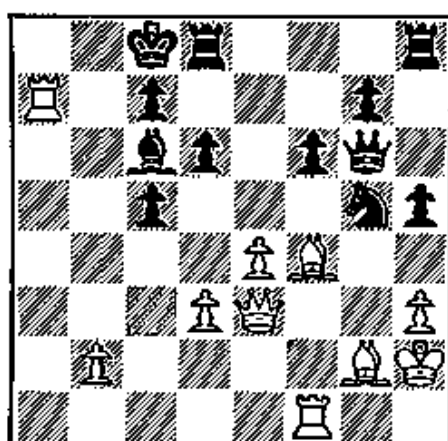
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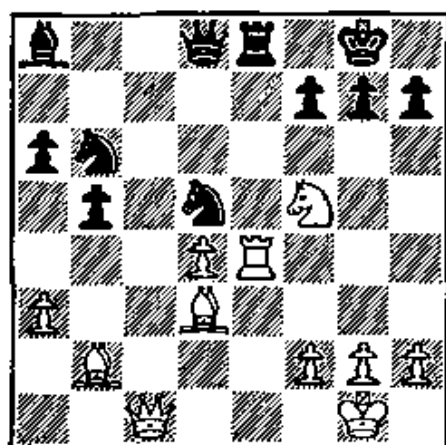
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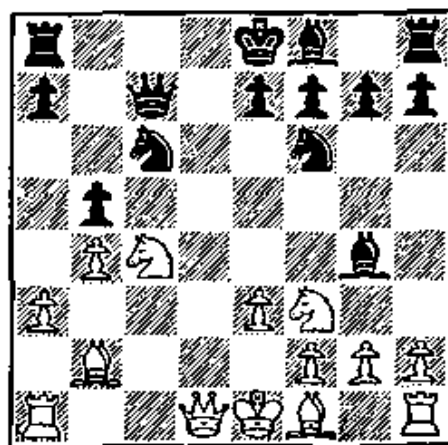
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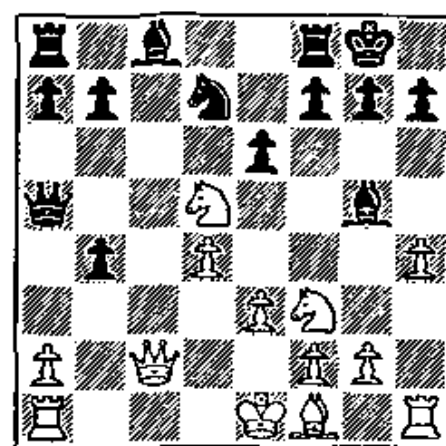
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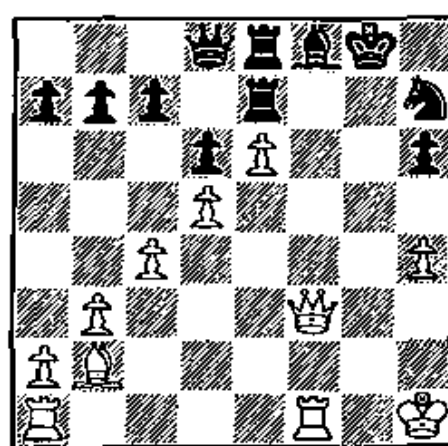
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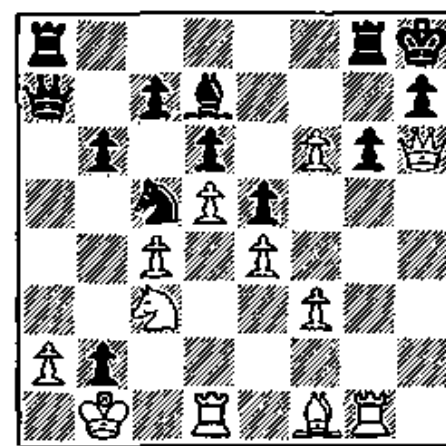
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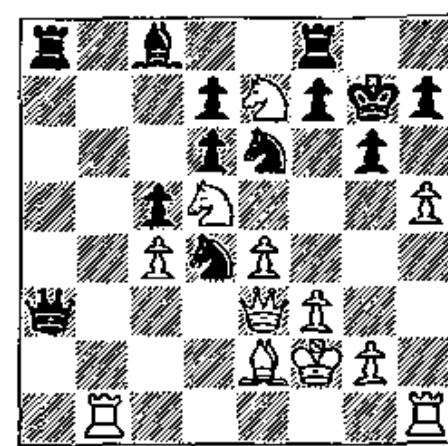
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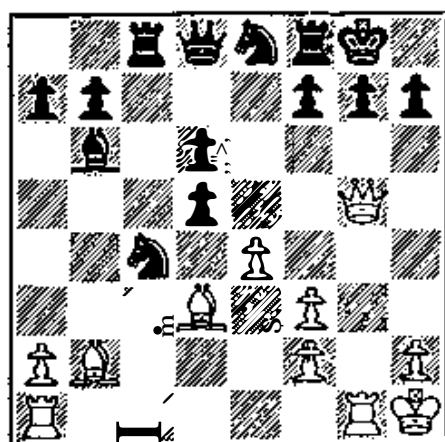


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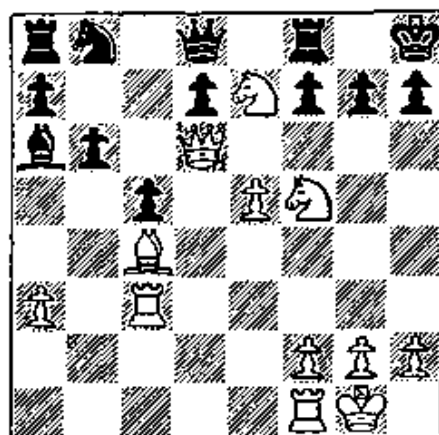


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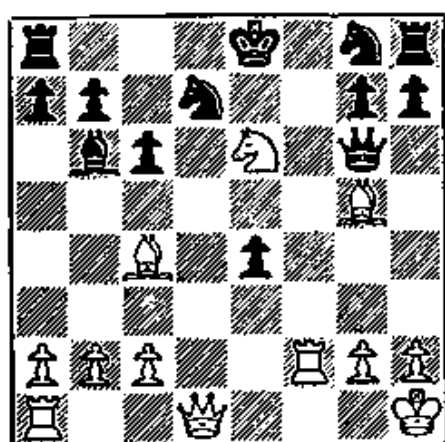
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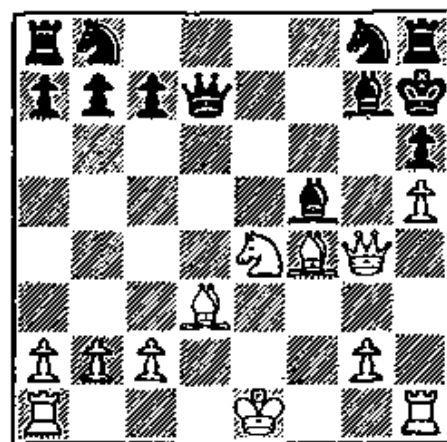
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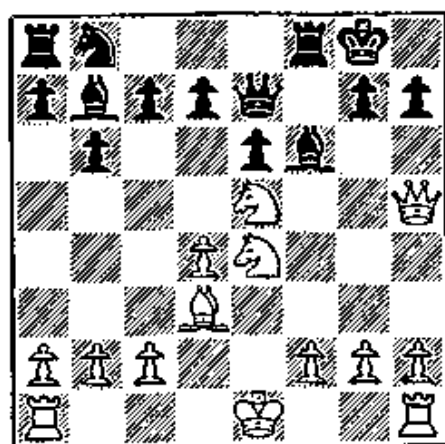
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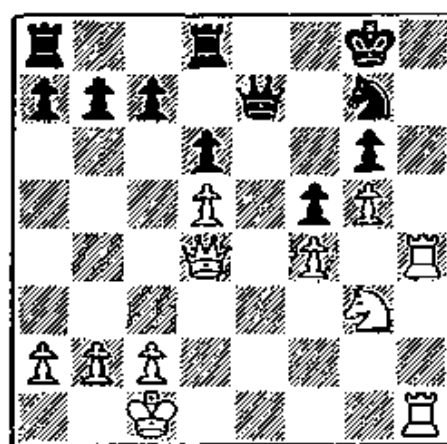
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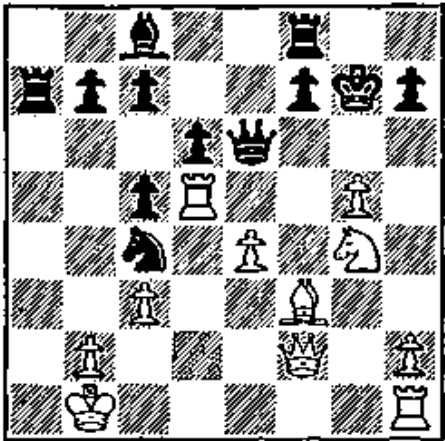
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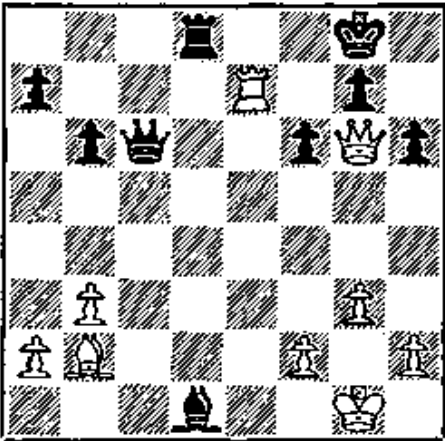
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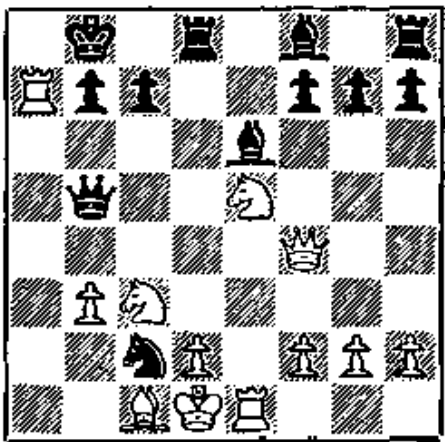
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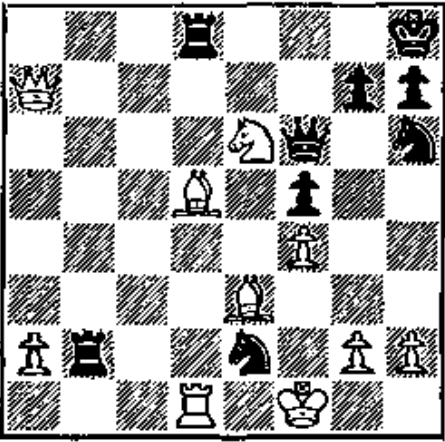
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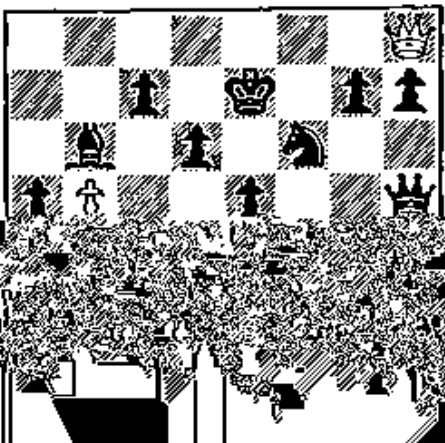
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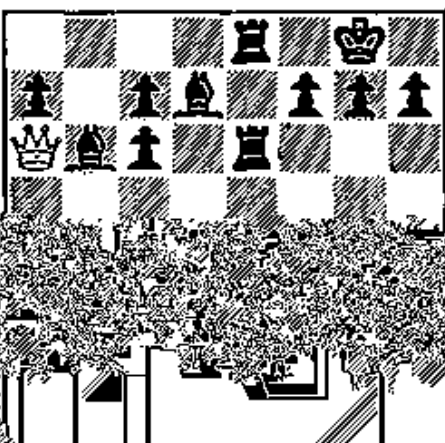
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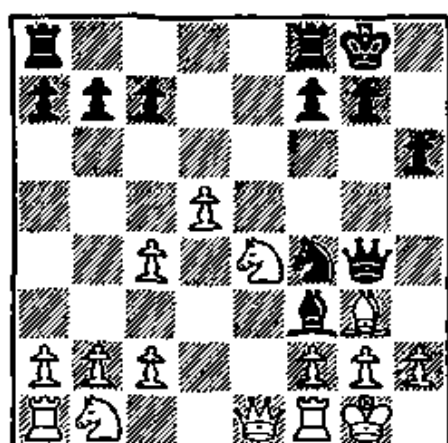


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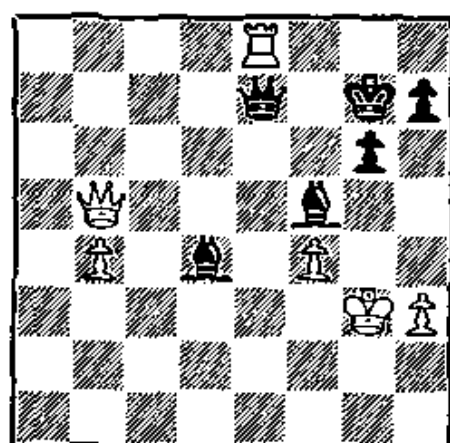


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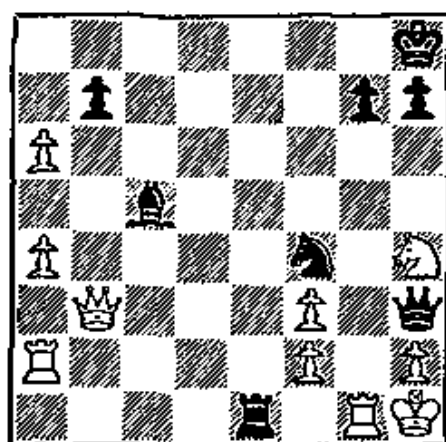
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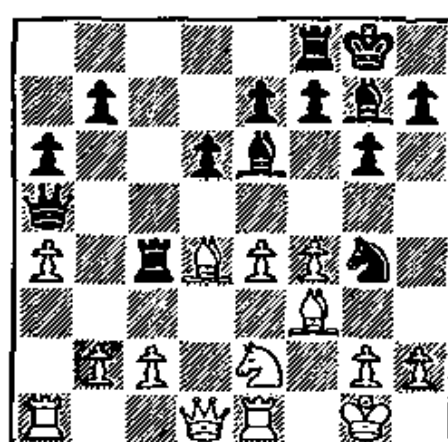
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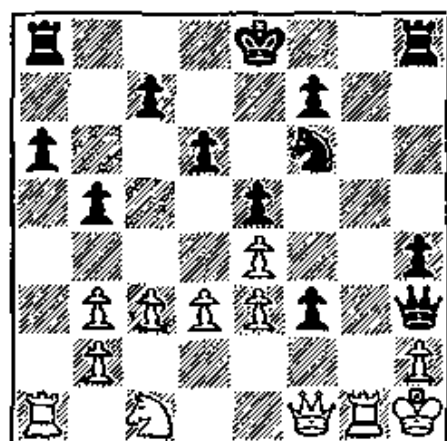
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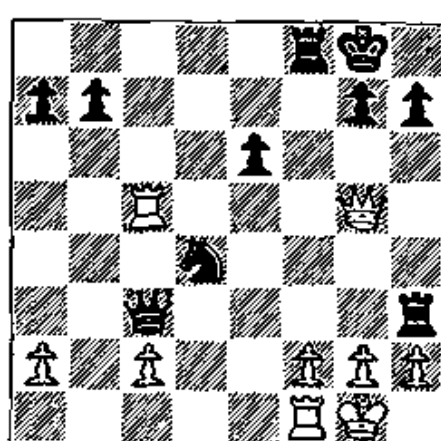
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# 14. X-Ray Attack

The X-ray attack, or skewer attack is the opposite of the pin. In the X-ray attack, a *piece* attacks a *hostile piece which is situated on a line with another piece of lesser value*. When the attacked piece moves off the line, it exposes the second piece to capture.

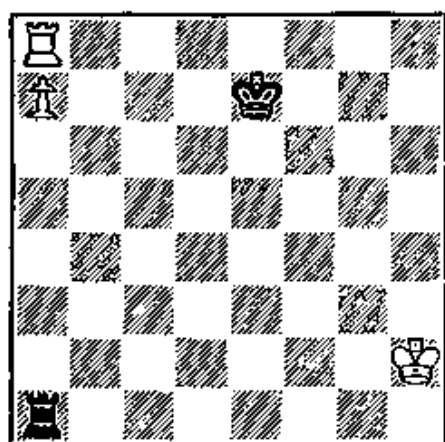
This concept may sound complicated, but an example will show its simplicity- and deadly effectiveness. In Diagram 757 White's Rook maneuvers the Black forces into an X-ray position. Thereupon White's Rook X-rays the Black King, and thus wins the Black Rook.

In Diagram 759 White sets up an X-ray position by sacrificing the Exchange as a preliminary to X-raying the Black King and thereby winning the Black Queen.

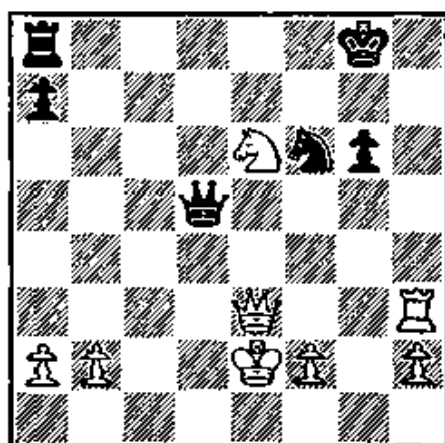
Diagram 769 illustrates what is perhaps the most beautiful of all X-ray combinations\_ Here White sacrifices both Rooks in order to carry out a series of X-ray threats which wind up with the win of Black's Queen. And this comes just in the nick of time, as Black is on the point of administering checkmate!

As explained in the first paragraph, the piece initially menaced by the X-ray is the more important piece. Usually, therefore, the X-ray move is a check (an attack on the King). However, the X-ray may menace other pieces as well. In Diagram 773, for example, White X-rays the Queen in order to win a Rook.

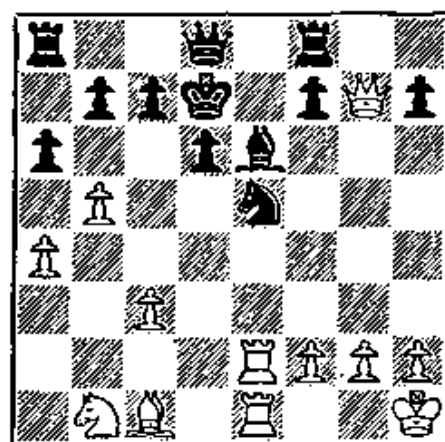
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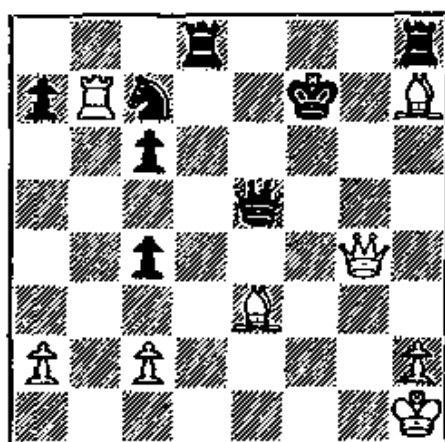
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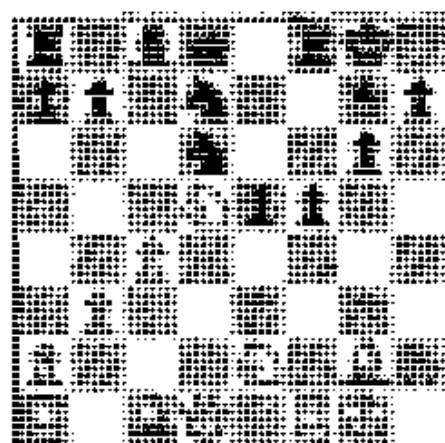
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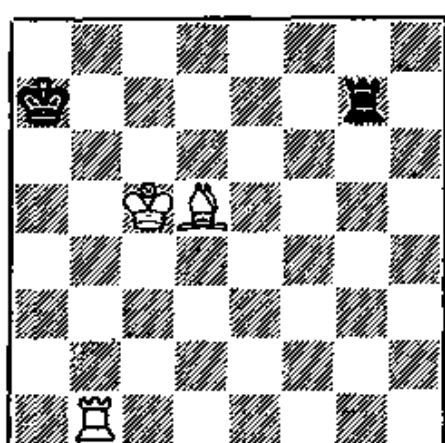
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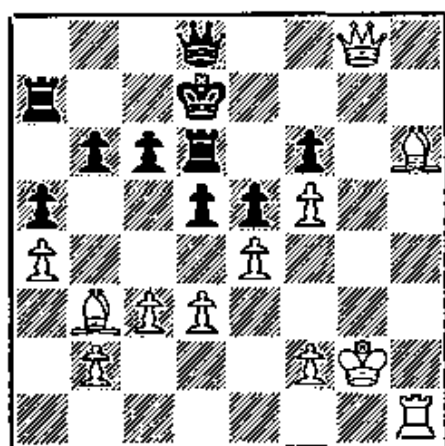


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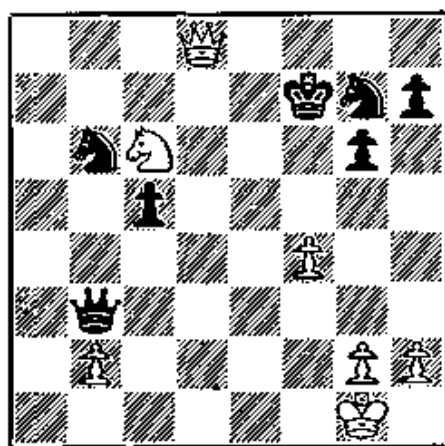


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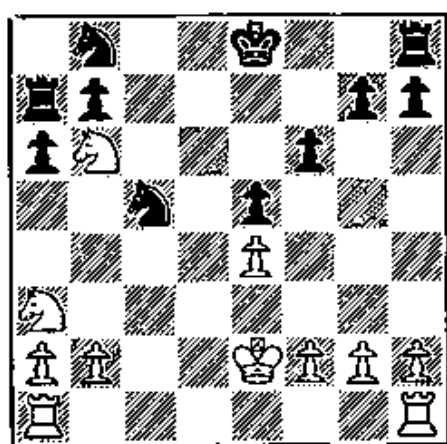
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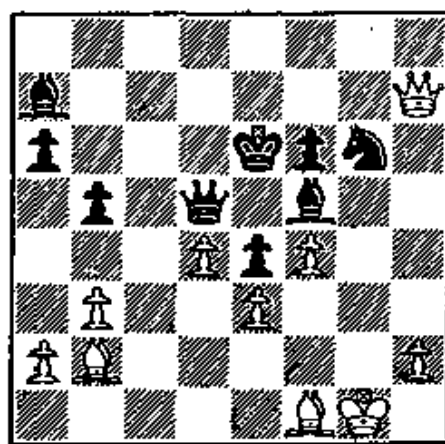
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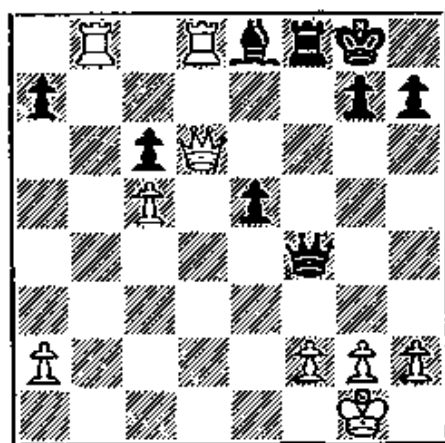
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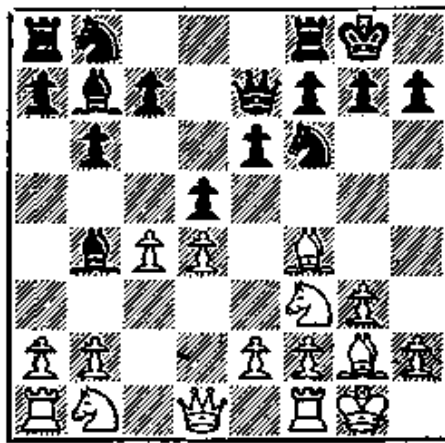
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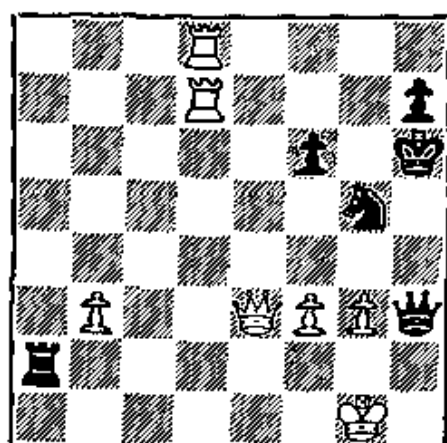
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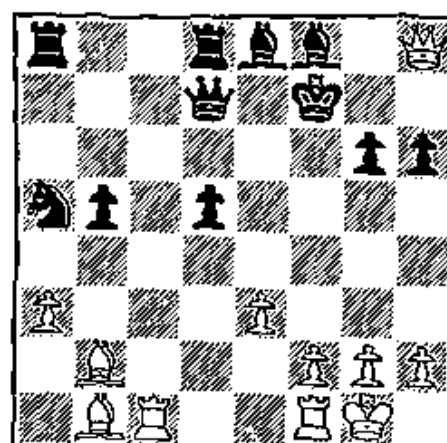
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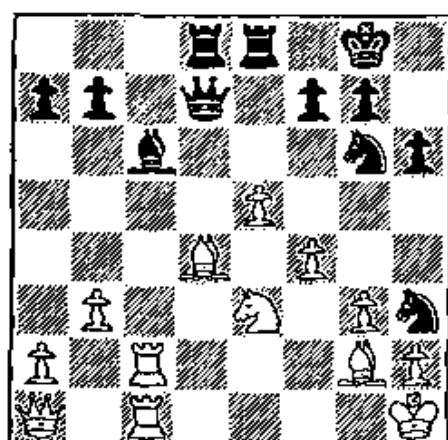
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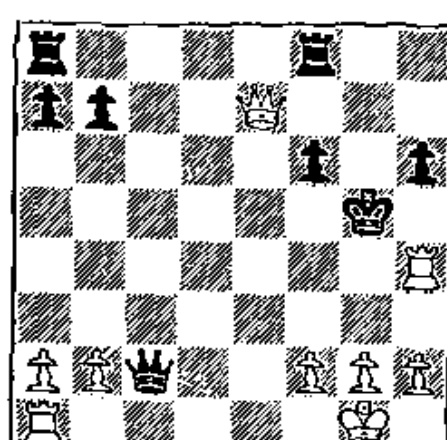
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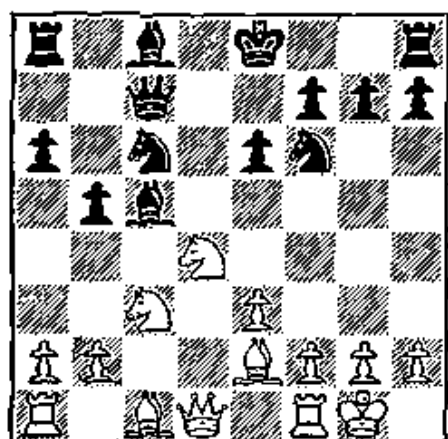
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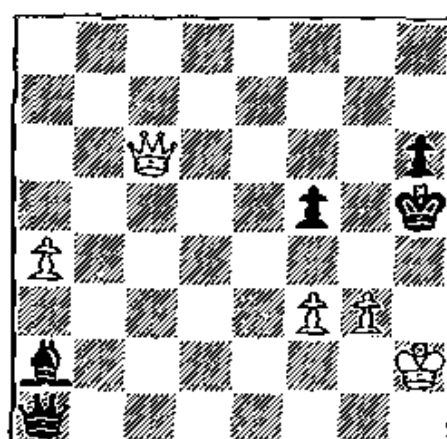
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772

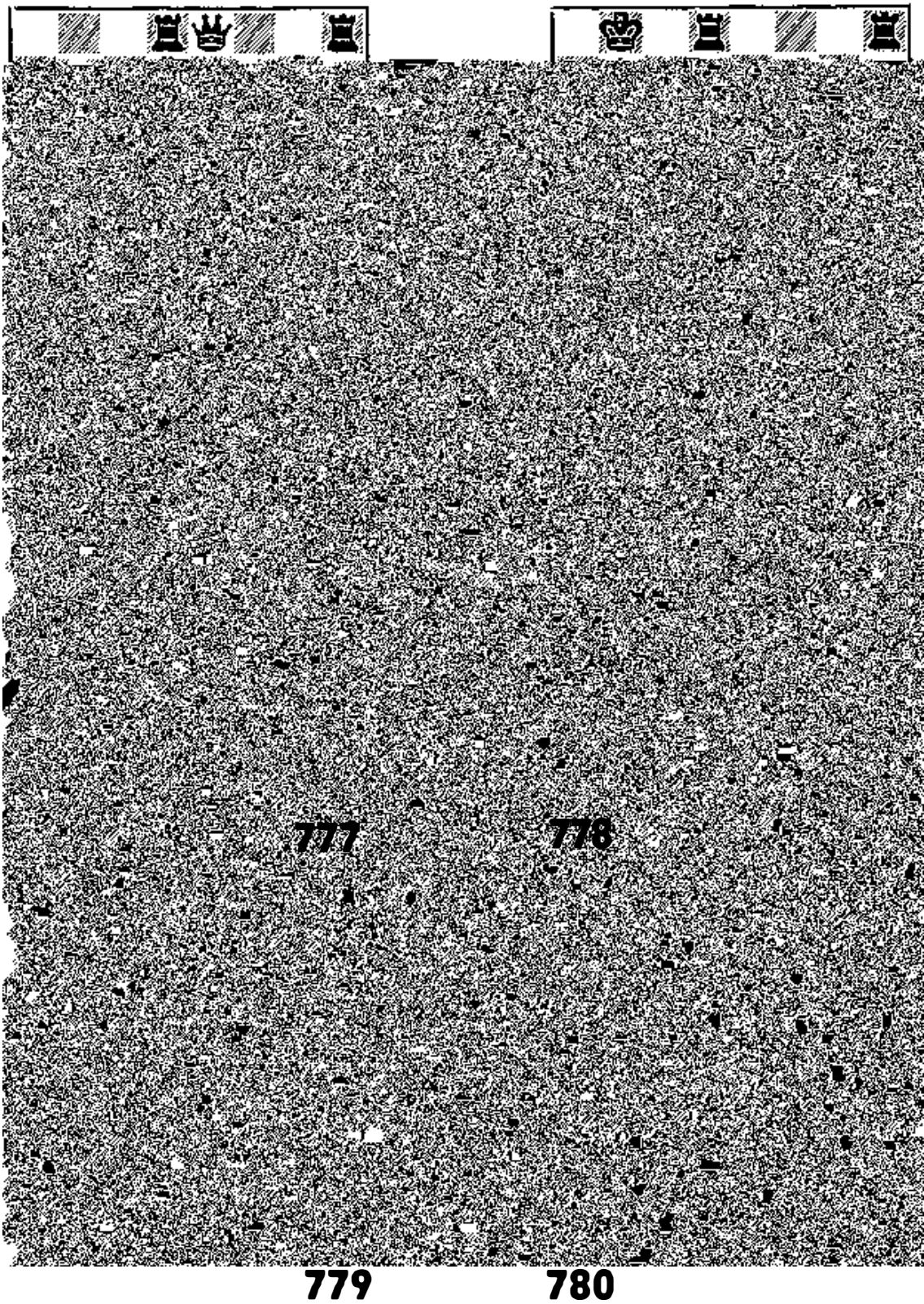


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# 15. Surprise Moves

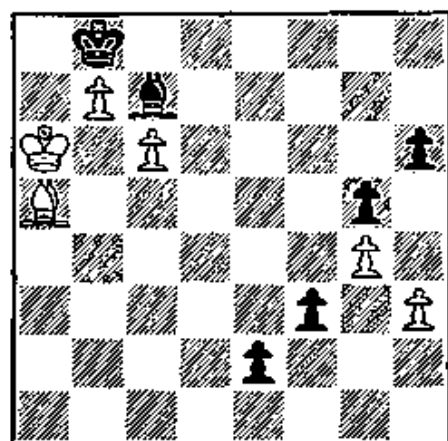
Occasionally we see moves that are so remarkable they do not fit into any systematic classification. Or even if they do, they are so astounding that their surprise value is the most impressive thing about them. Still other surprise moves are notable because they violate a standard rule!

To consider the last group first, examine Diagram 787. It is well known that a Rook is helpless against far-advanced passed Pawns, and our first impulse would be to dismiss this position as a perfect case in point. Yet White does not resign; he allows Black to queen, and then sacrifices his Rook! Suddenly it turns out that White has a mate in three! Instead of being dismayed at this violation of general principles, we are of course delighted.

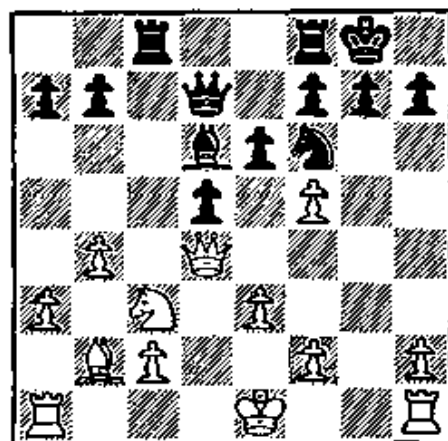
In Diagram 789 we see the value of an alert and imaginative approach to the game. White is threatened with mate, and his first thought is to find a defense. But then comes the inspired N- N6ch!- a check rather than defense!- and Black can resign.

Perhaps the most surprising of surprise moves are those which come in the ending. Here the position has been so simplified that the scope for surprise seems altogether too thin. And yet masters can think up such pleasantries as the opening move in Diagram 817 which leaves Black a Rook down- with a won game! And the moral? A surprise move may be possible in any position.

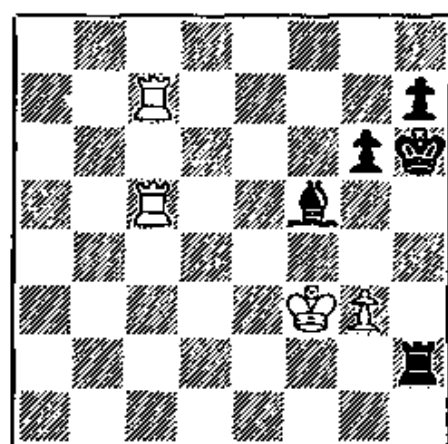
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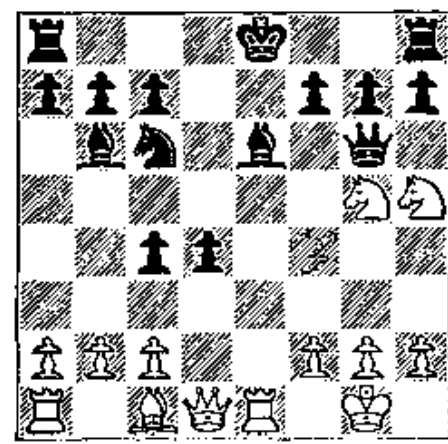
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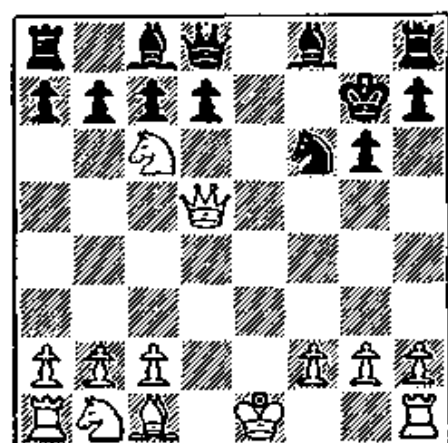
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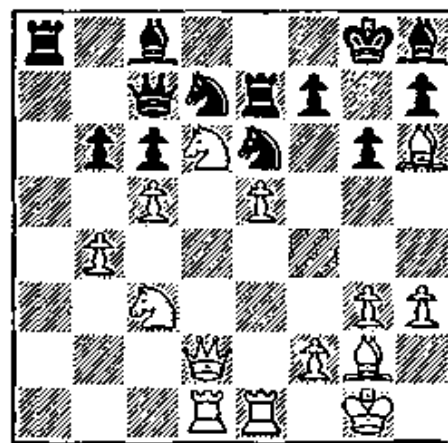
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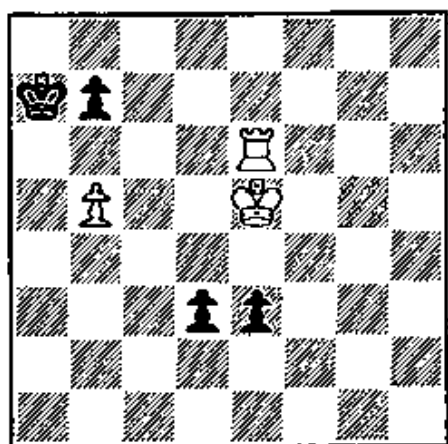


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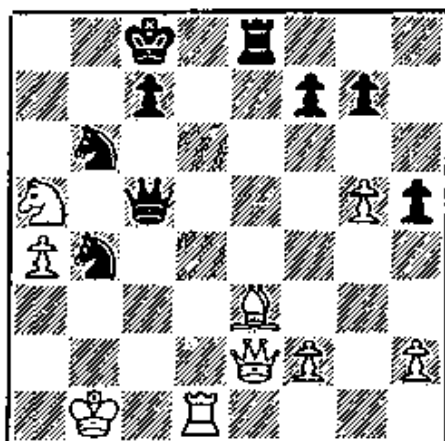


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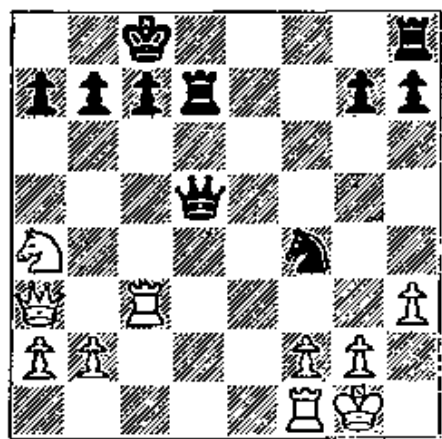
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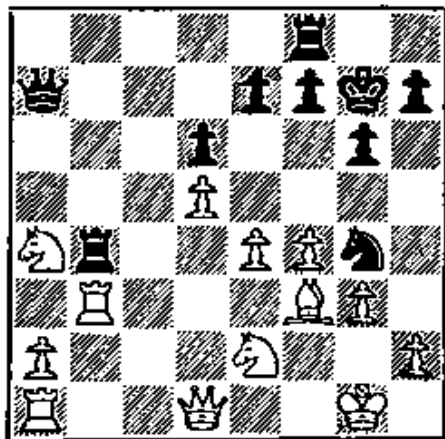
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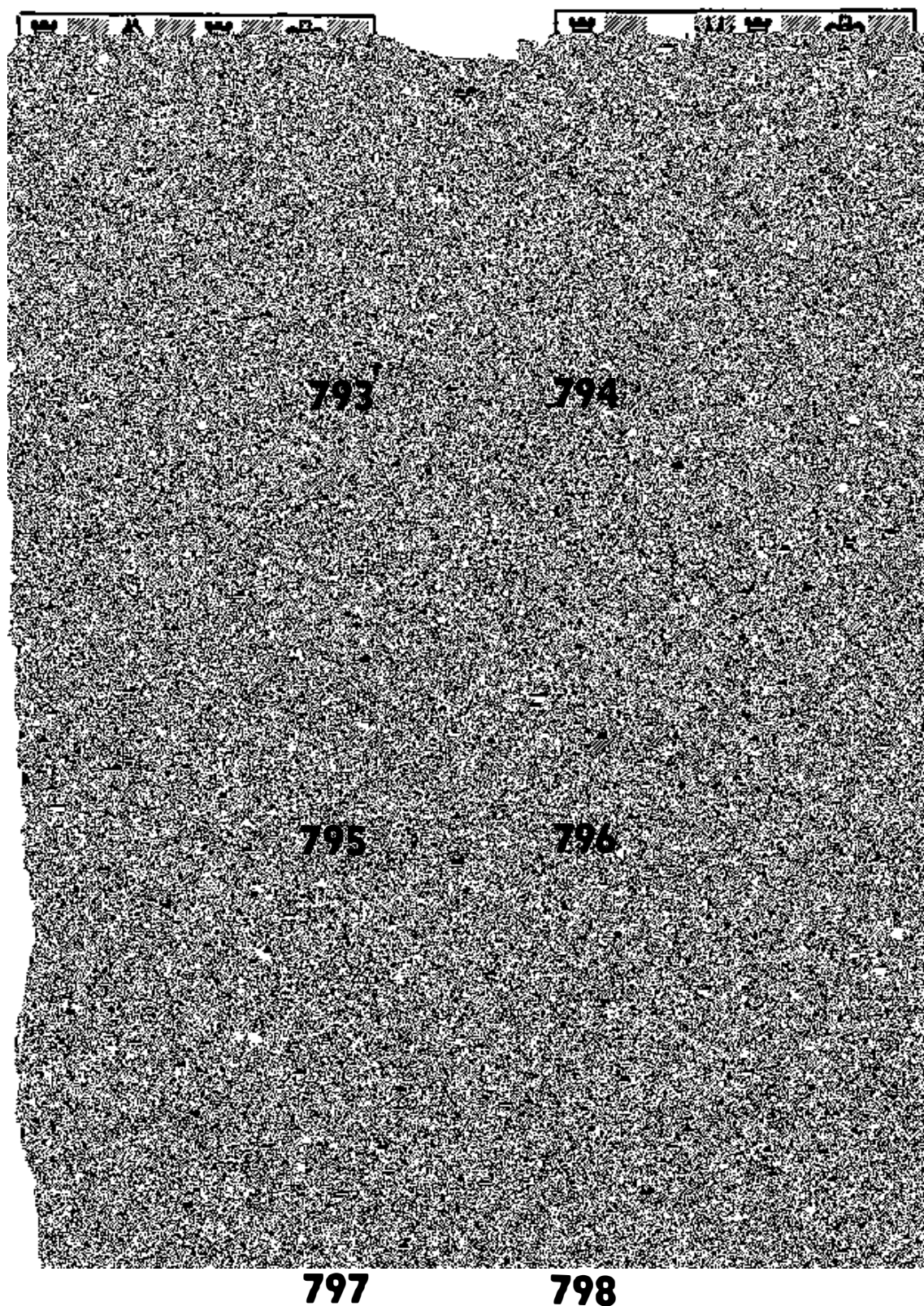


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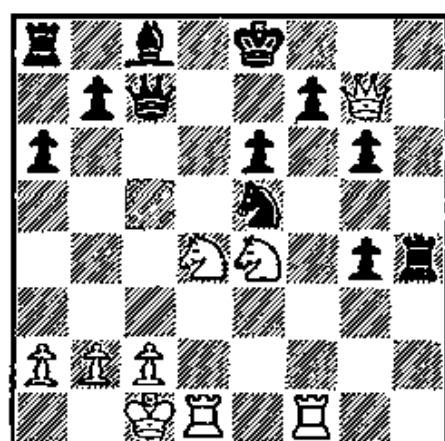
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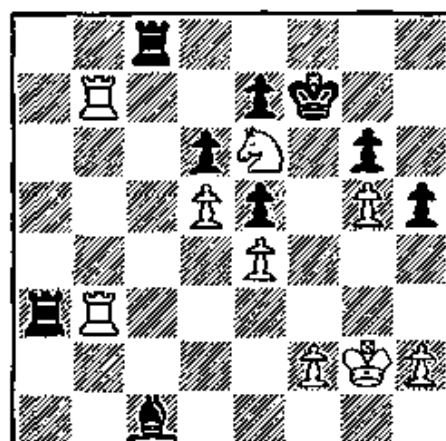
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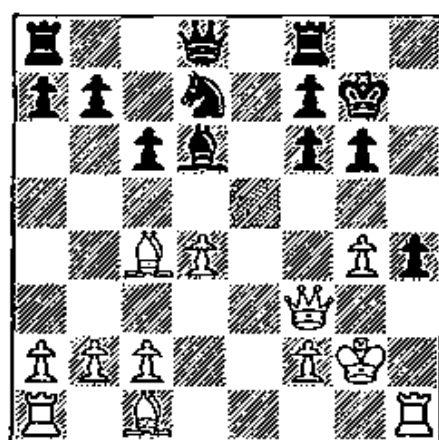
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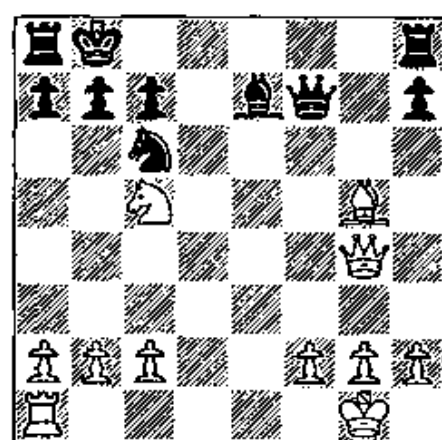
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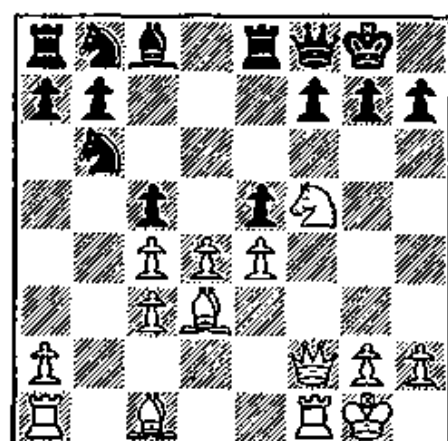
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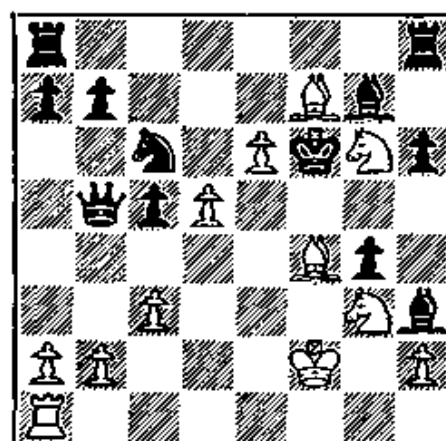
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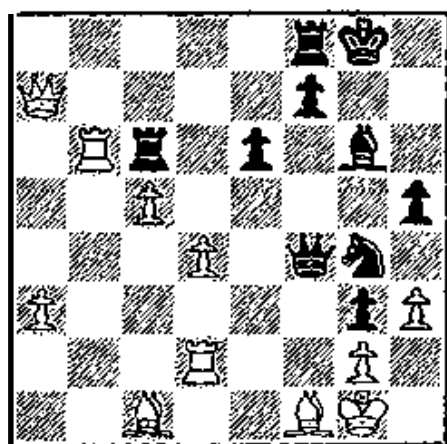
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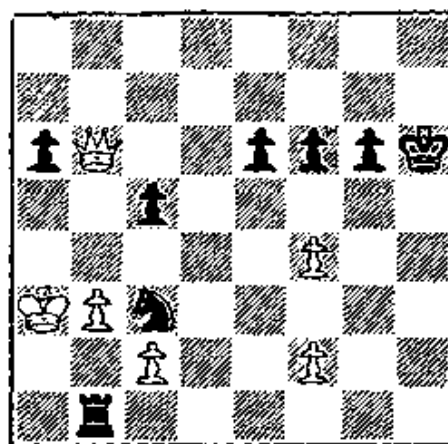
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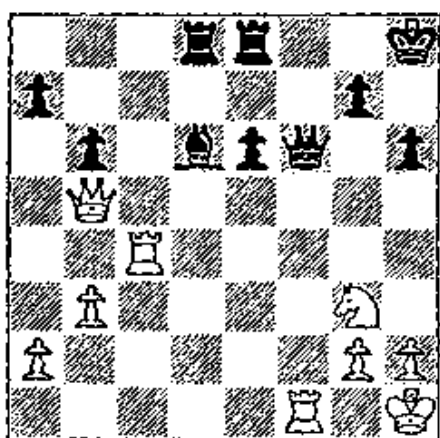
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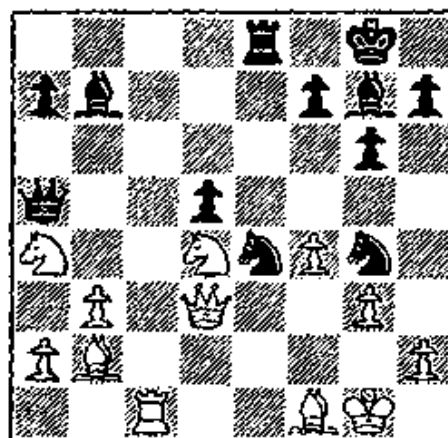
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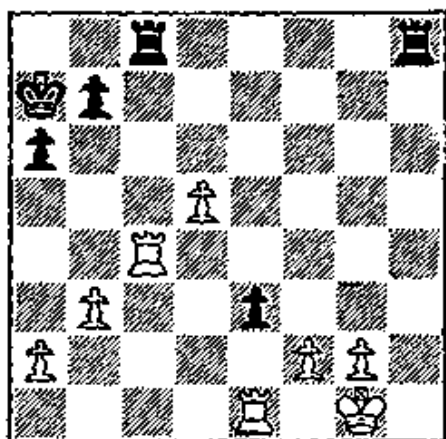
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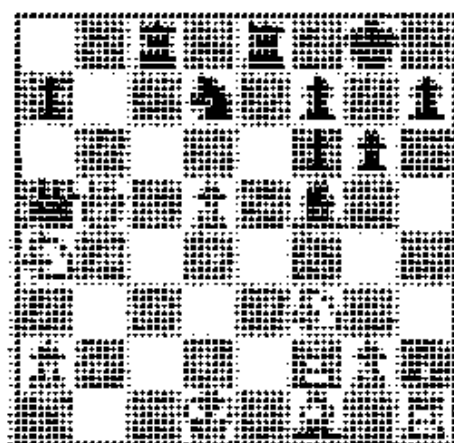
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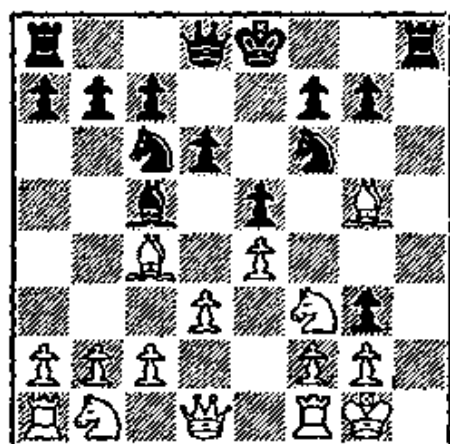


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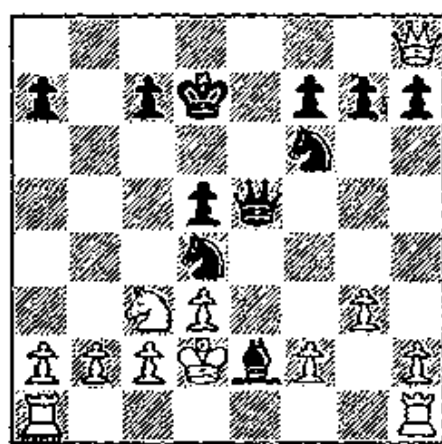


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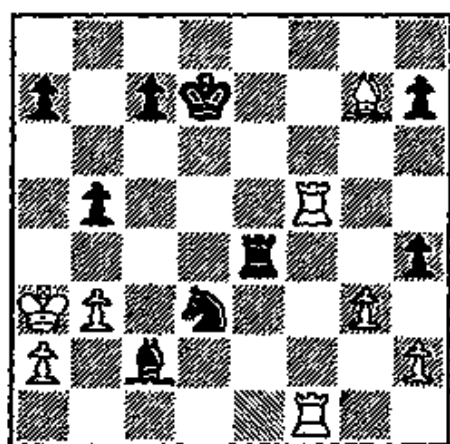
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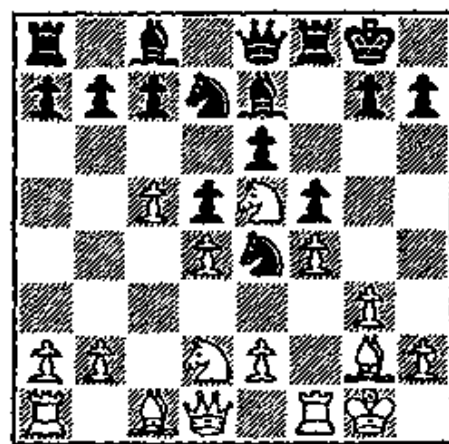
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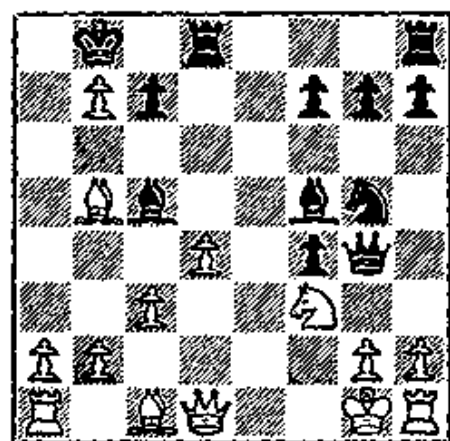
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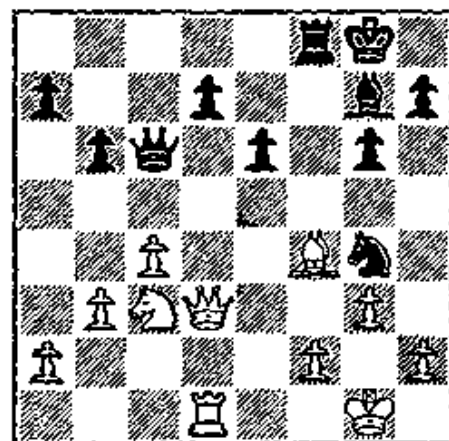
813



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815



816

# 16. Defensive Combinations

This may seem a surprising subject for a book on tactical motifs. But defense is not merely passive, and in fact the best defense is never merely passive. Resourceful defense often calls for a thorough mastery of tactics. Without such mastery many a desperate position would utterly collapse.

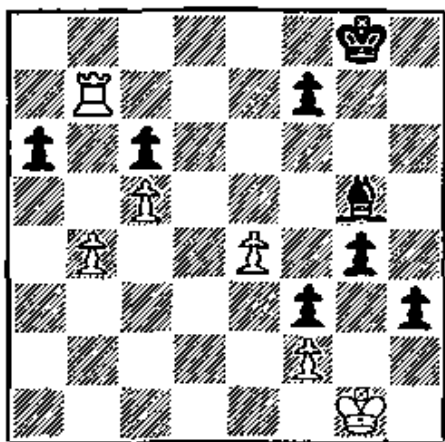
In Diagram 824, for example, White, who is just about to lose his Queen, seems on the point of resigning. Yet he evolves a neat plan for winning Black's Queen in return. And in the last analysis this plan depends on a Knight fork.

No less ingenious is White's procedure in Diagram 827. Menaced with a mating attack, he gives up his Queen and soon demonstrates that it is Black's King, and not his own, that is fatally menaced.

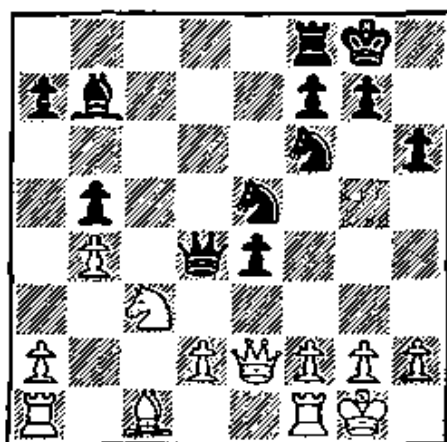
In Diagram 830, too, White is threatened with mate. Yet he fights out his way out in such an ingenious manner that it is Black who gets mated.

Such examples show us the power of active, ingenious defense — really counterattack. It has been well said that counterattack is the best defense.

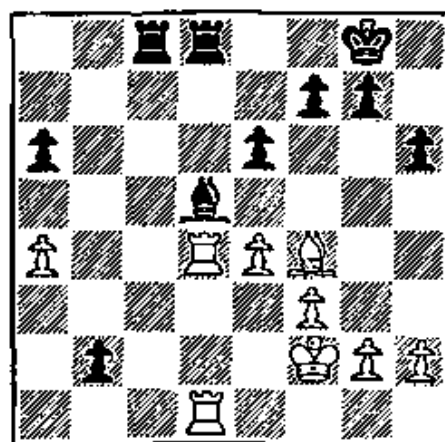
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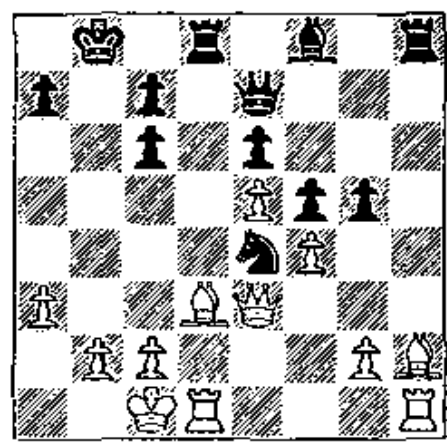
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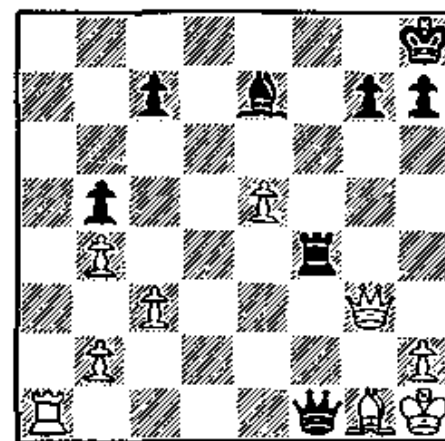
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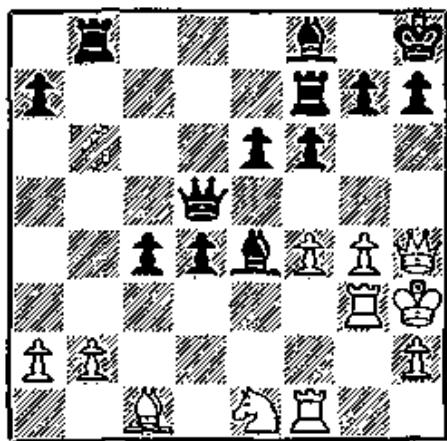
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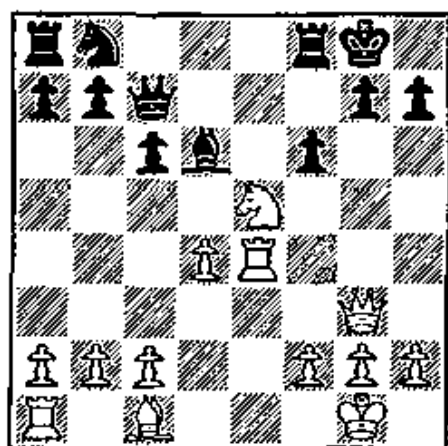


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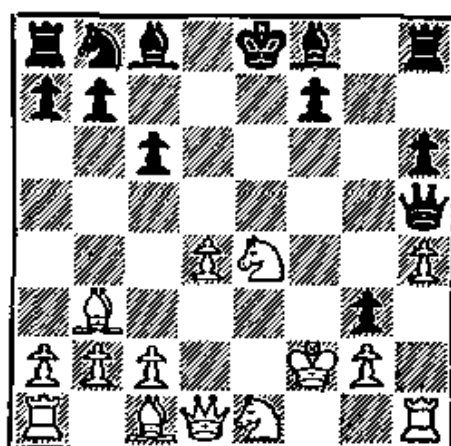


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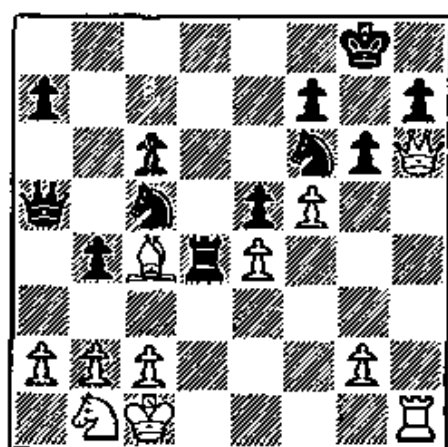
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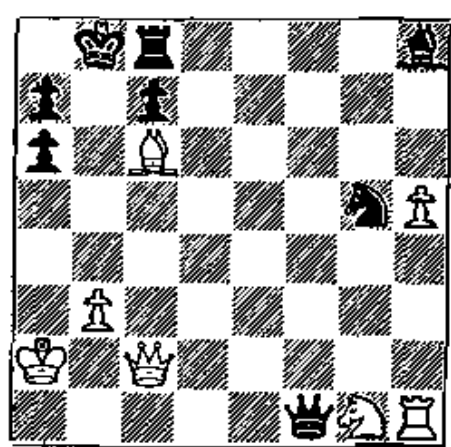
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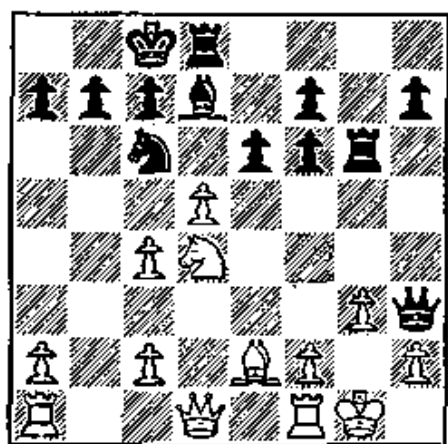
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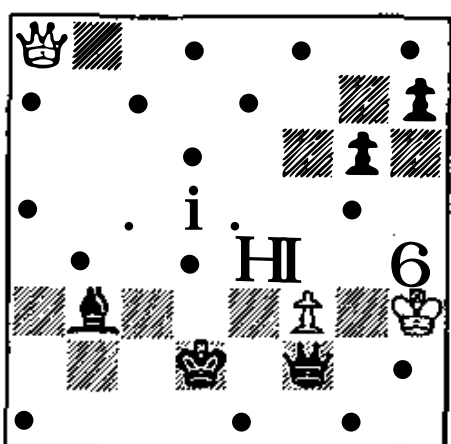
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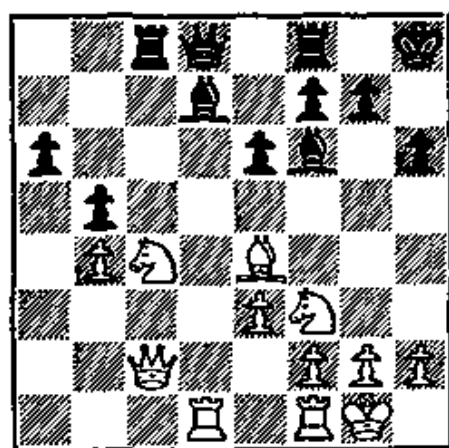


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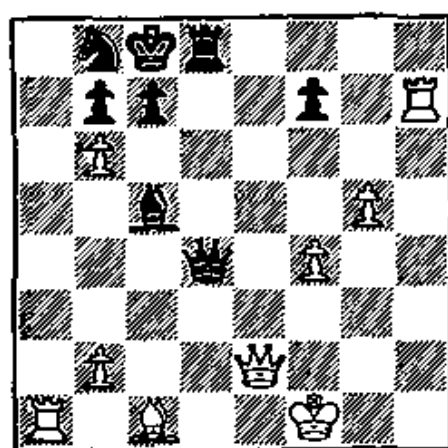


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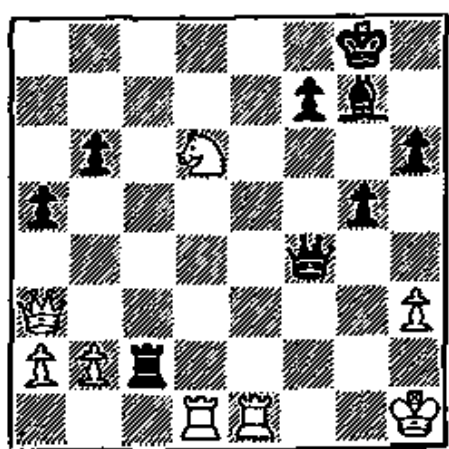
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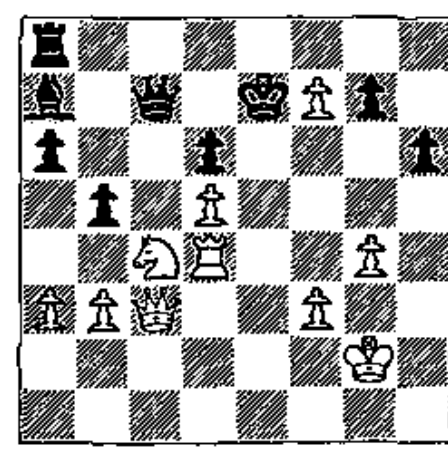
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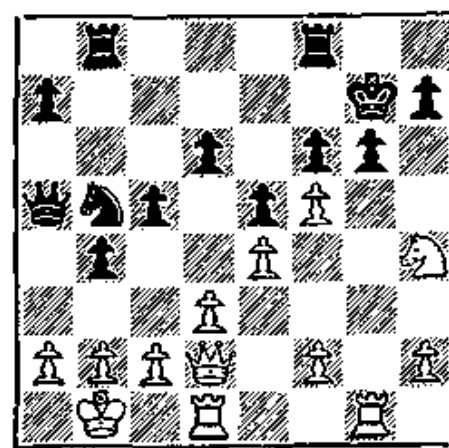
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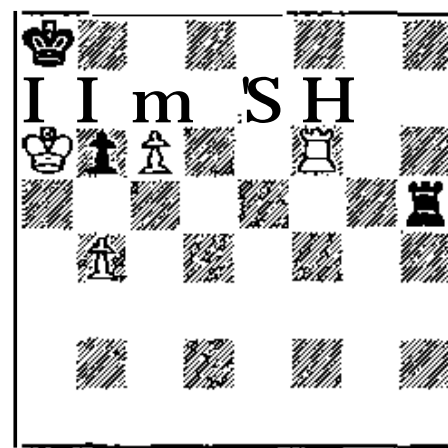
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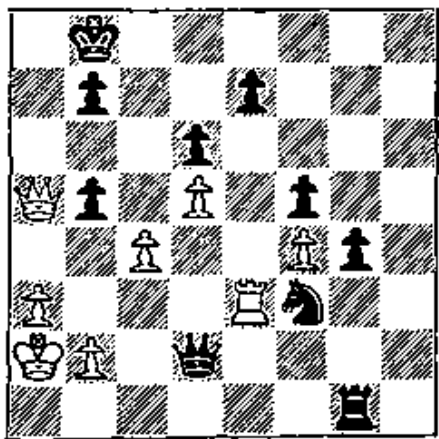
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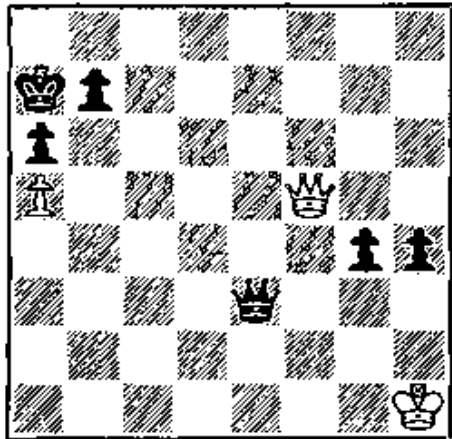
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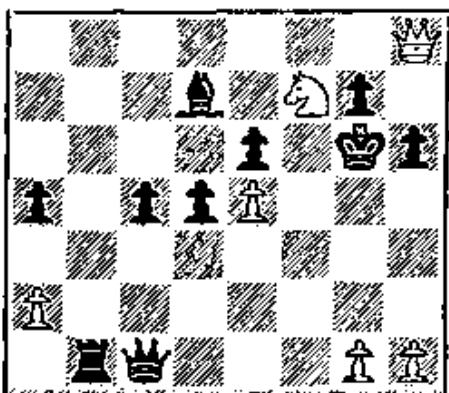
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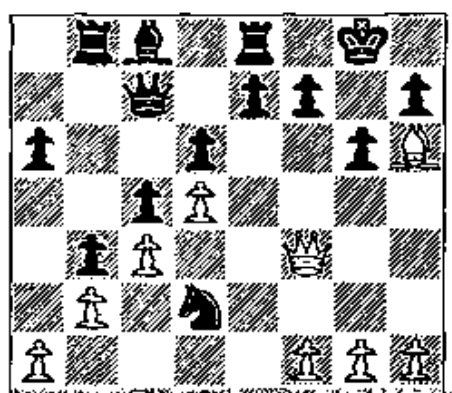
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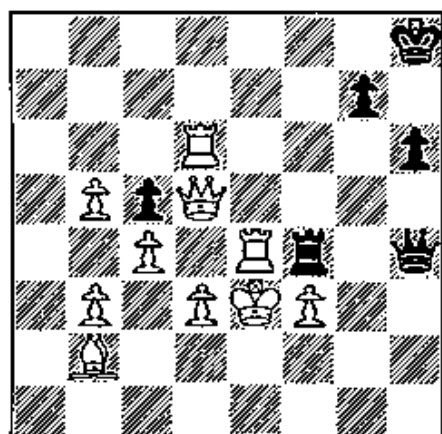


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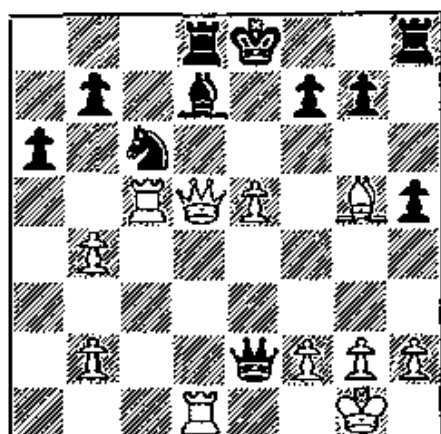
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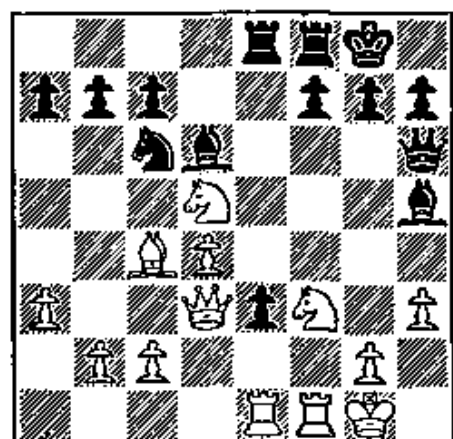
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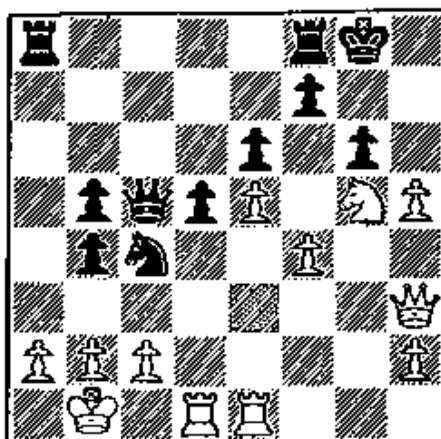
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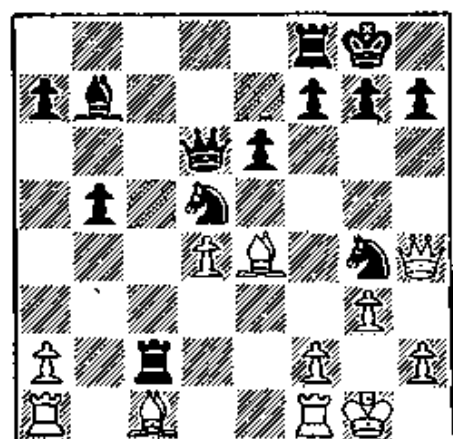
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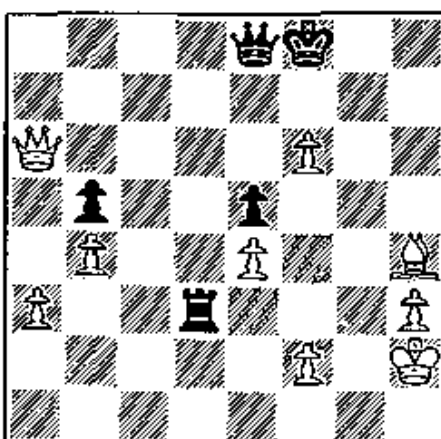
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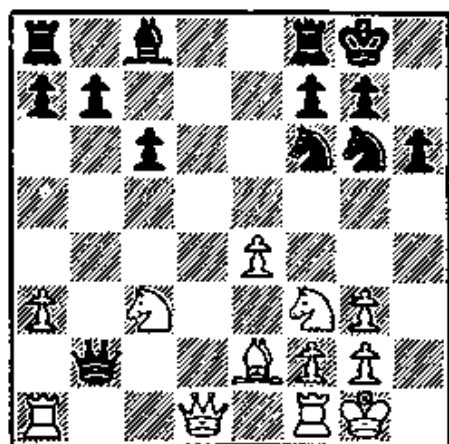
# 17. Trapped Man

The most common example of this theme is the trapping of a Bishop in a net of Pawns, as shown in Diagram 854. (This opening trap is so old that it is called "the Noah's Ark Trap.")

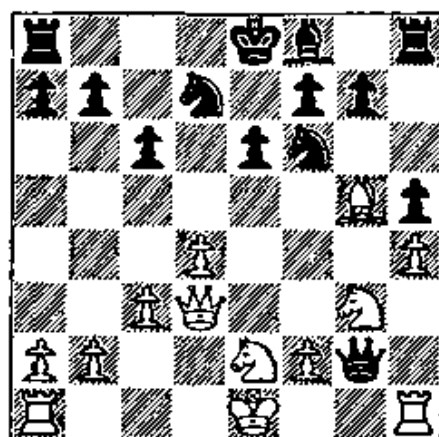
But other units can be trapped, too, and strangely enough the Queen, the mightiest of all the pieces, is particularly vulnerable to a pincer movement executed by pieces of lesser value.

That is what happens, for example, in Diagrams 847, 849, and 851. The moral is that the Queen is too valuable to be squandered on aimless expeditions without adequate support.

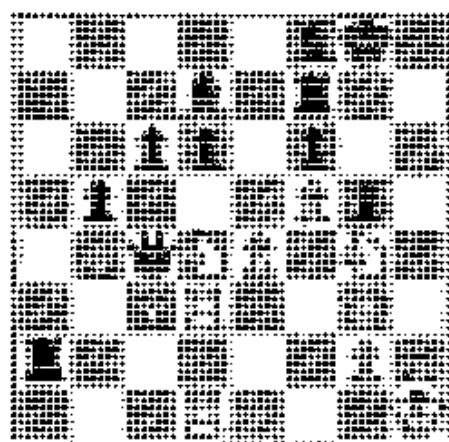
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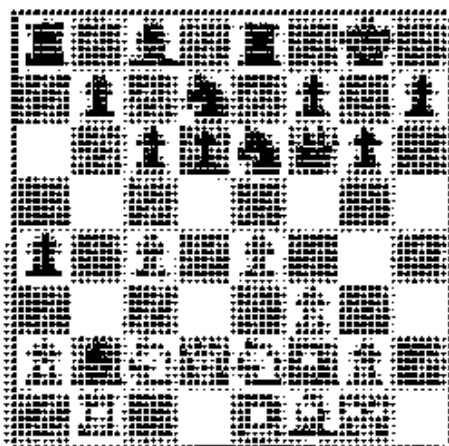
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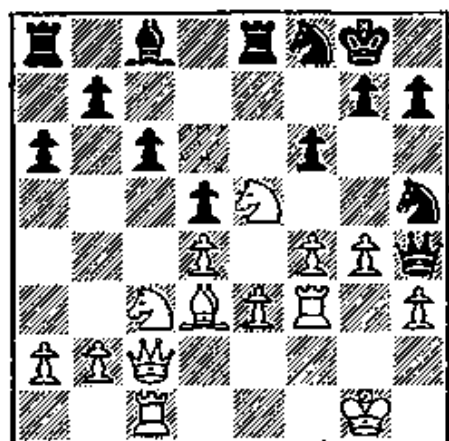
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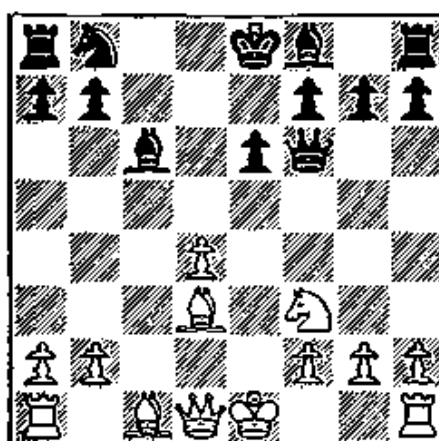
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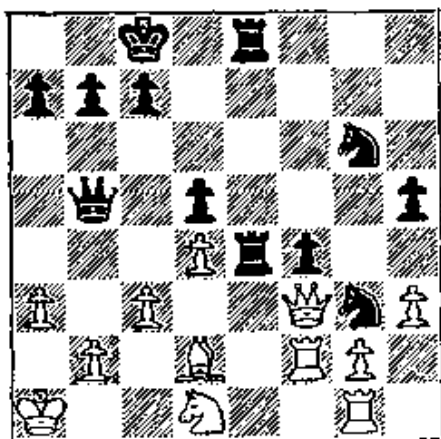


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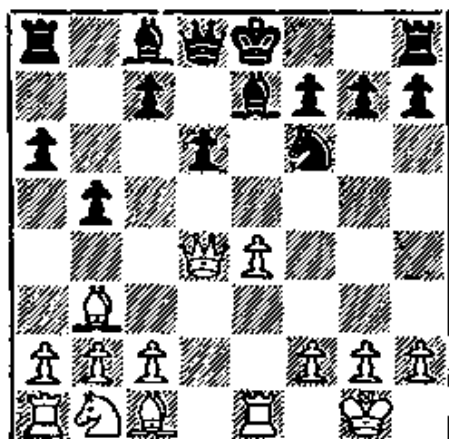


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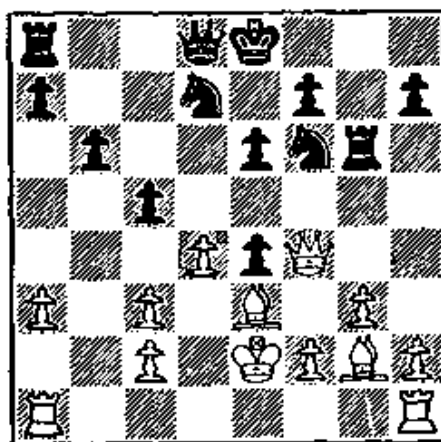
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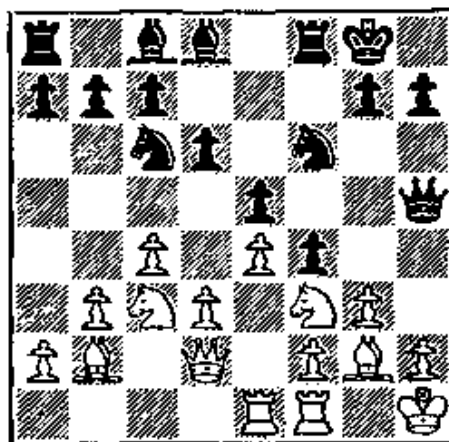
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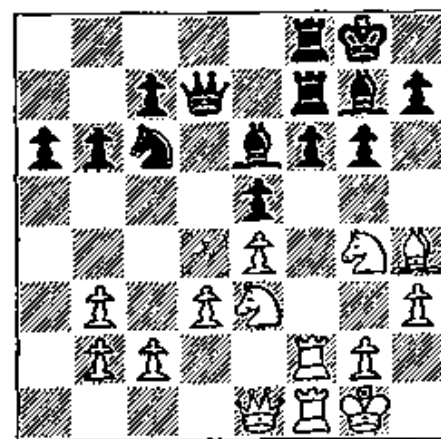
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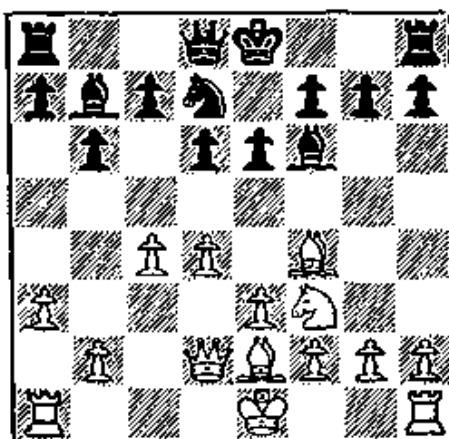
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# 18. Zugzwang

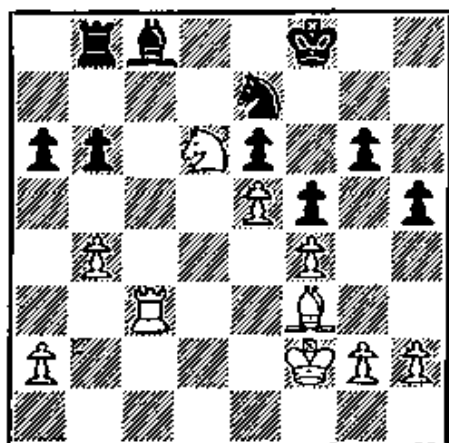
This is a German word, not easy to translate into English; the best rendering is perhaps "compelled to move." It refers to *a position in which a player is not menaced, but which results in loss for him as soon as he makes a move.*

This is not a difficult concept, but is best explained by example. Thus, in Diagram 859, White's first move still leaves Black with a position that is perfectly secure. However, a glance at the position shows that any move of a Black *piece* will lose material. Hence Black is restricted to Pawn moves. Once Black has made all the available Pawn moves, he will have to move a piece and lose material.

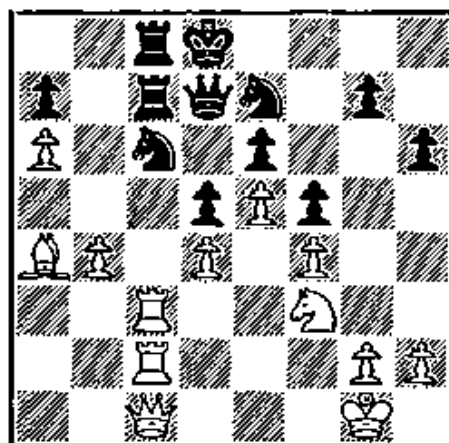
In Diagram 860 we see the same picture. Some of Black's pieces are immobilized, and a move by the remaining pieces will lose material. So White simply plays 1 P-R4! and waits until Black's Pawn moves are exhausted.

This, then, is the basic underlying idea or *Zugzwang*: having to move, which is supposed to be an asset and a blessing, becomes a liability and a curse.

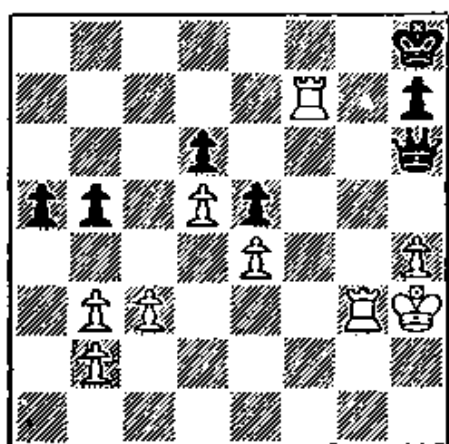
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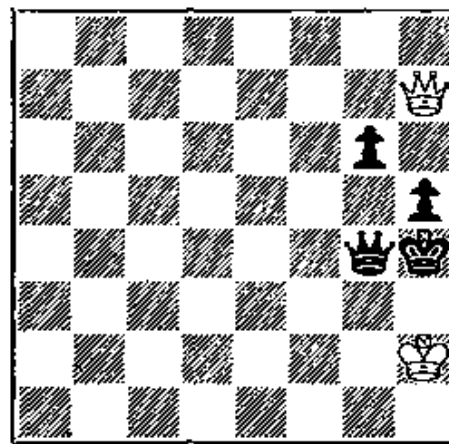
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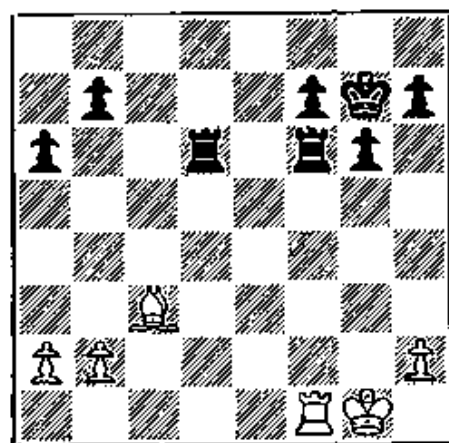
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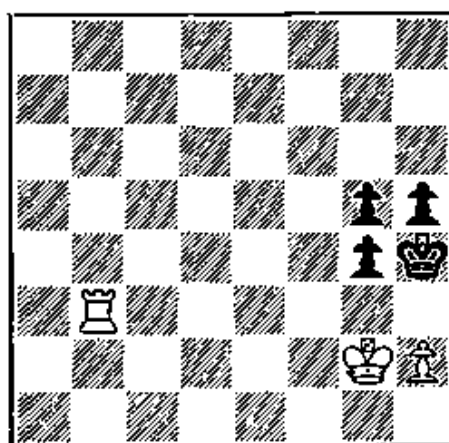
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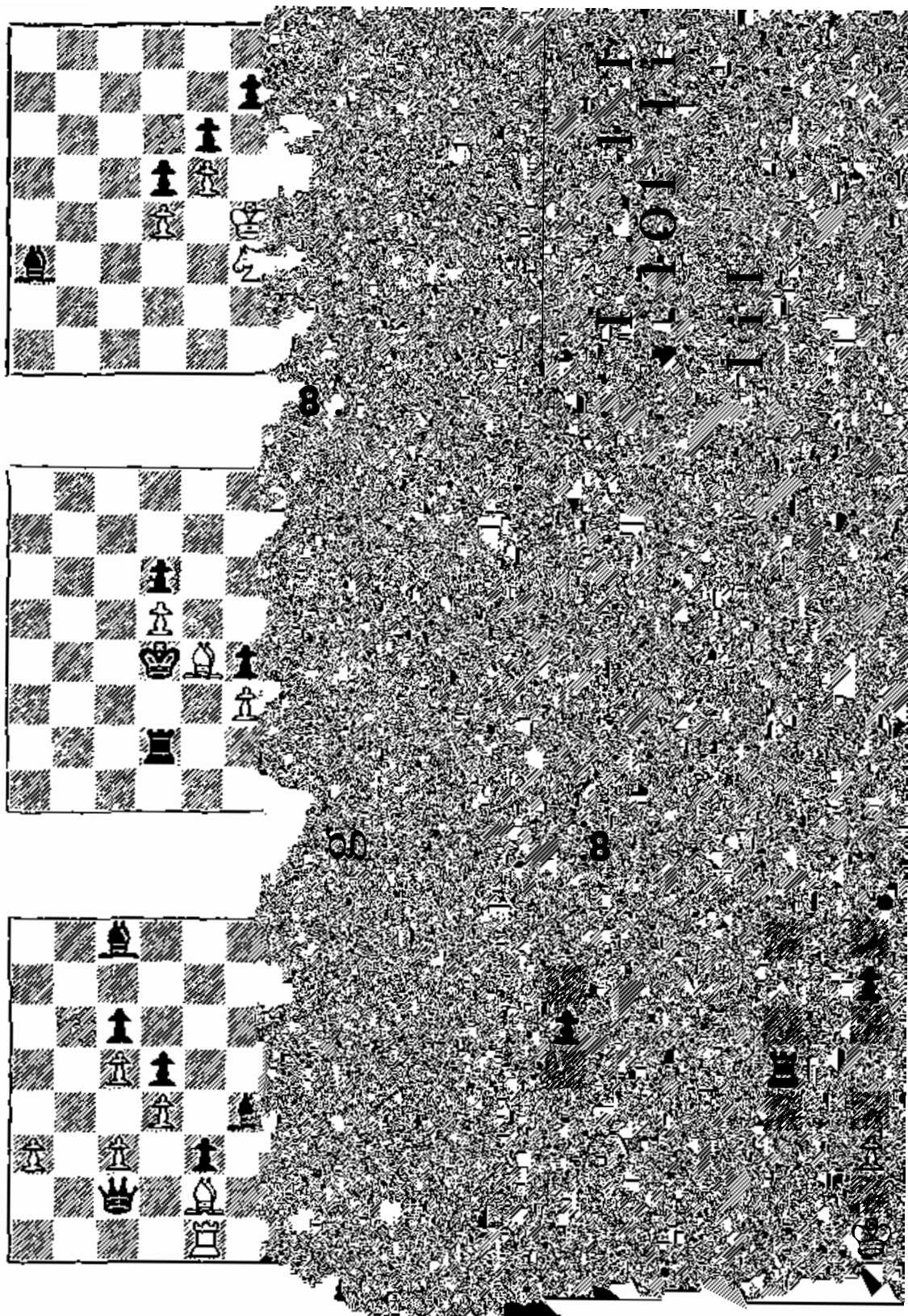


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864

# CK MOVES FI



1 . ZUGZ .. NG .



# 19. The Helpless King

When you are subjecting your opponent's King to a very powerful attack and he lacks adequate support by his pieces, you can make all sorts of brilliant sacrifices.

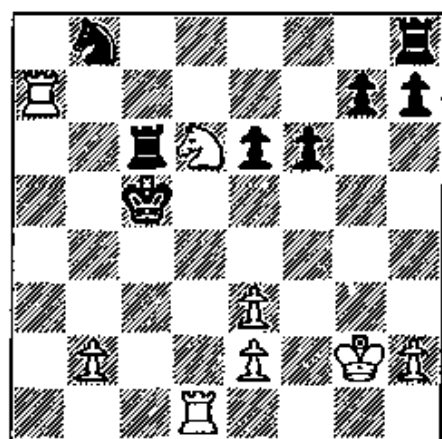
In Diagram 873, for example, Black runs into one of the most curious checkmates ever performed on the chessboard. His King is driven right down the board and mated by a castling move! Such extraordinary happenings are to be expected when a King has already been harried toward the center of the board.

In Diagram 879 the conclusion is even more picturesque. But what can Black expect with his Queen buried at Queen Rook 1, far from the scene of action? Incidentally, the absence of the defending Queen from the critical zone of attack is often the key to a brilliant combination. Diagram 885 is another case in point, and so is Diagram 889.

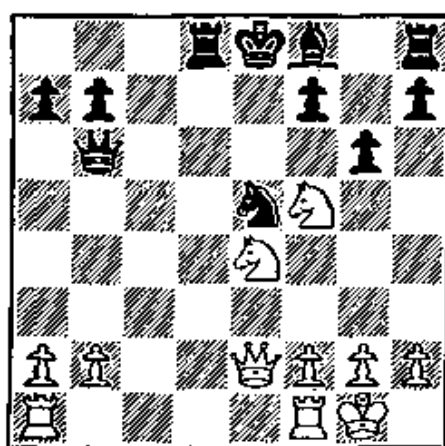
Even in the endgame stage, with material greatly simplified, the King may be exposed to serious tactical dangers. Thus, in Diagram 871 White drives the Black King into a mating net, while in Diagram 899 Black's King succumbs to a strikingly artistic finish.

All the examples in this section prove this point: the helpless King is a target for brilliant sacrifices and combinations.

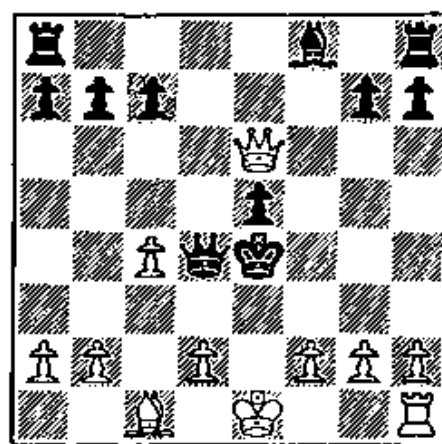
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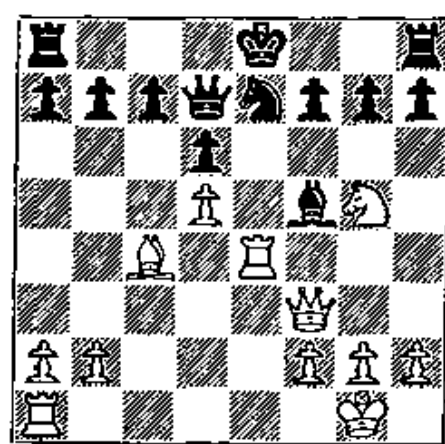
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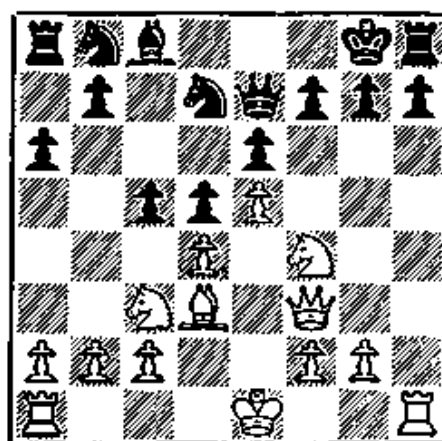
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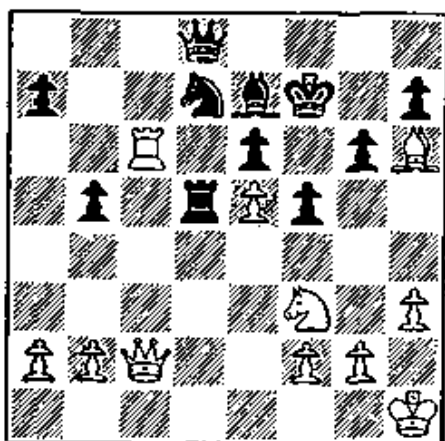
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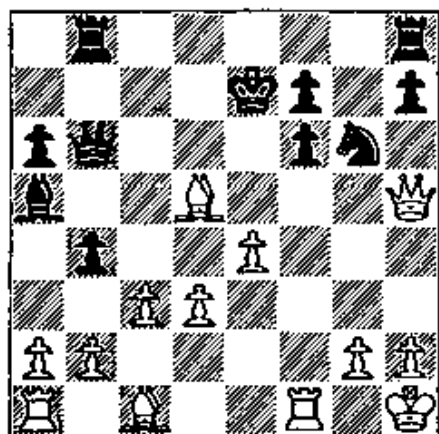


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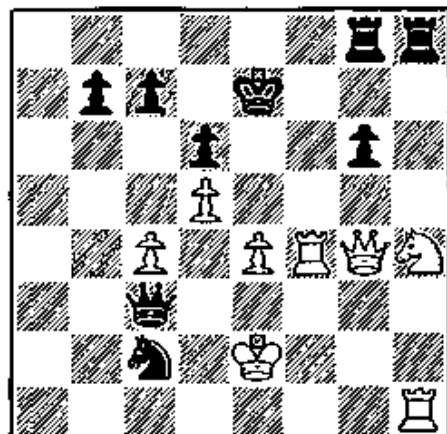


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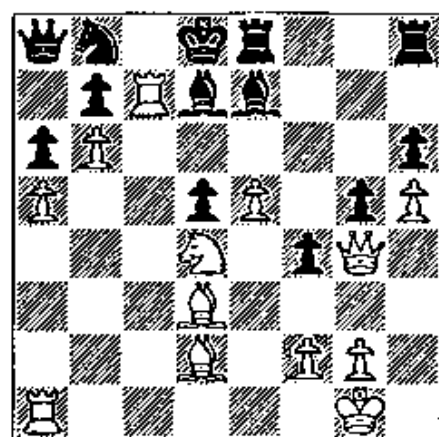
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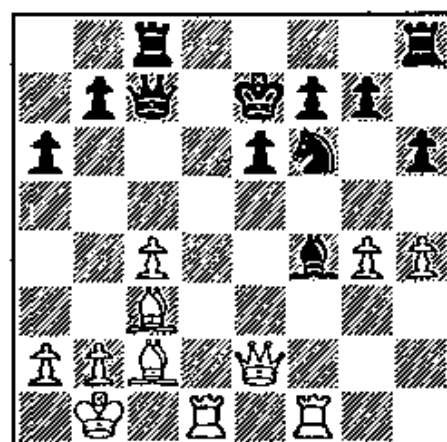
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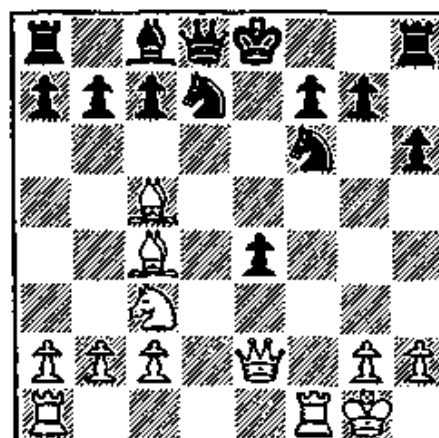
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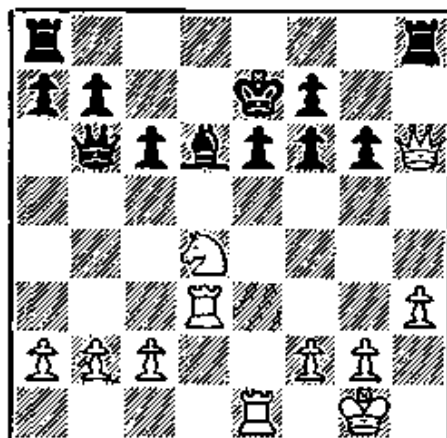
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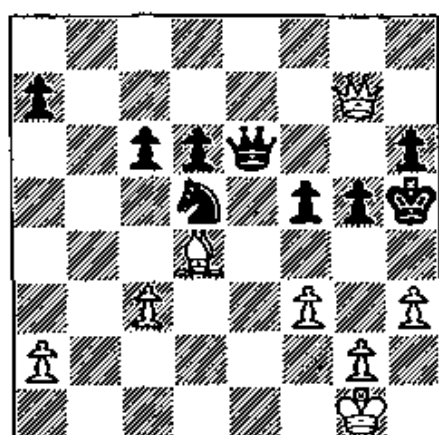


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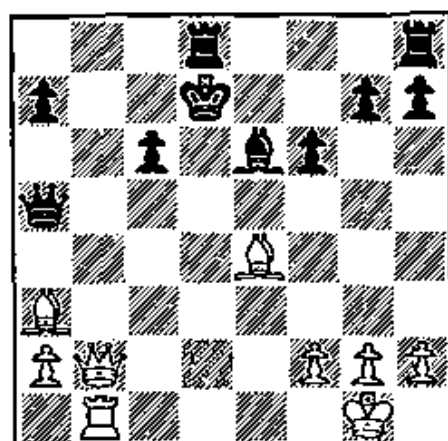


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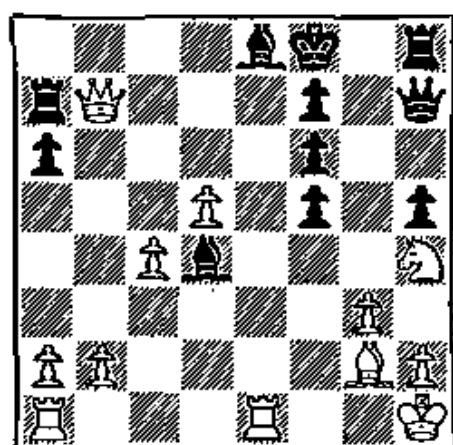
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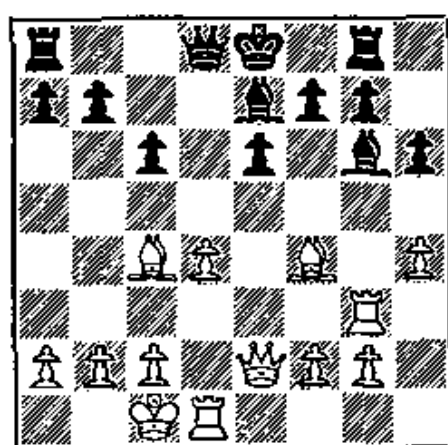
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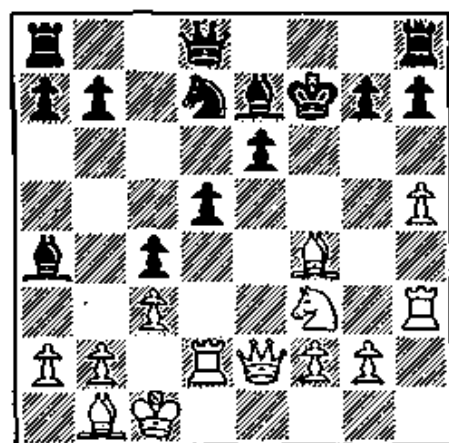
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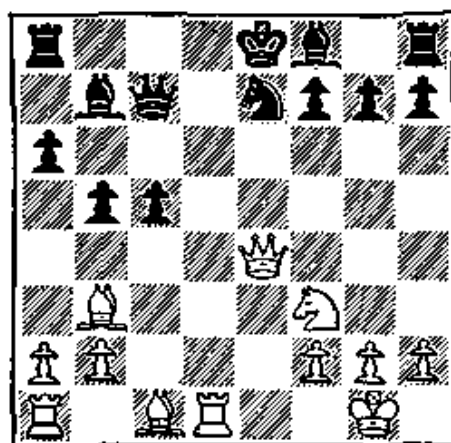
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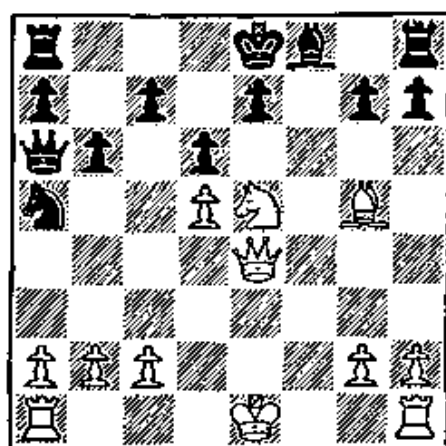


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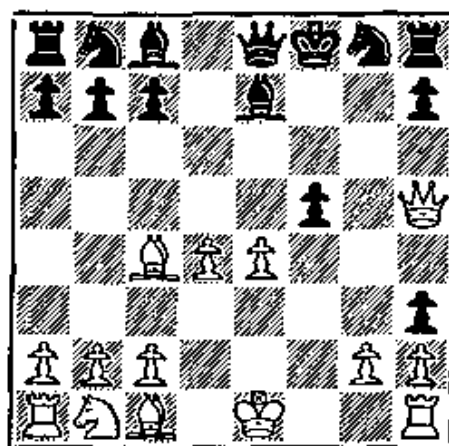


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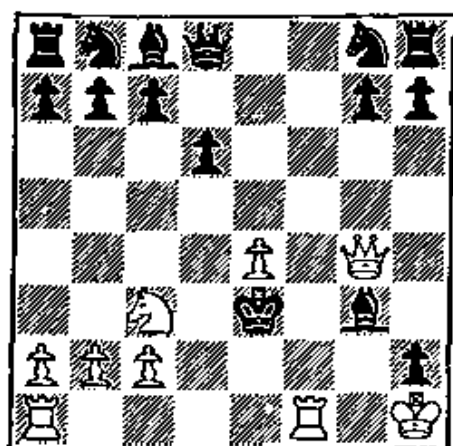
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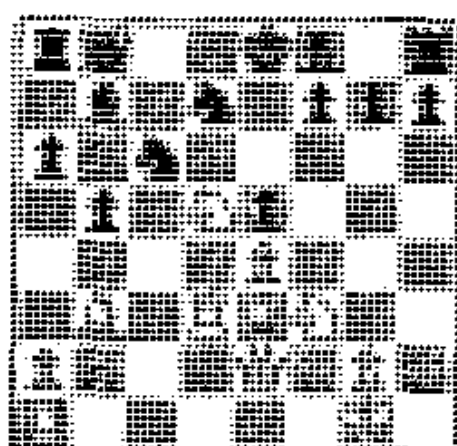
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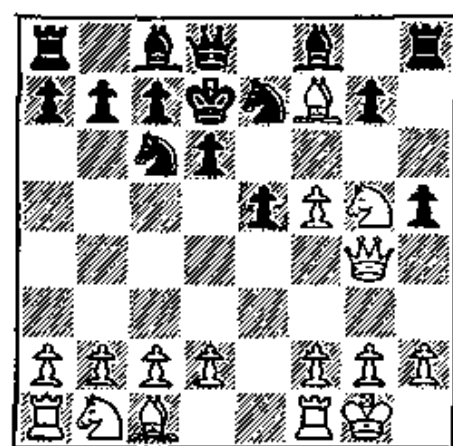
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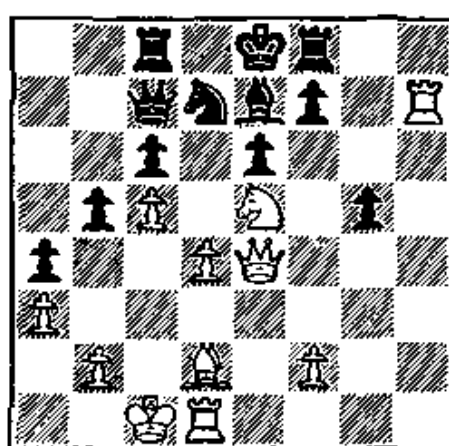
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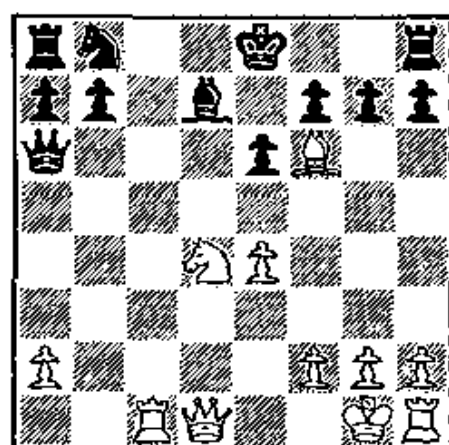


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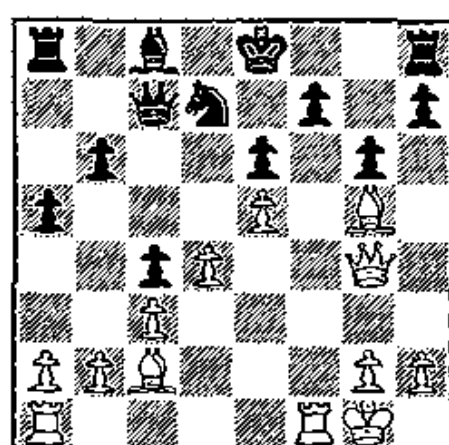


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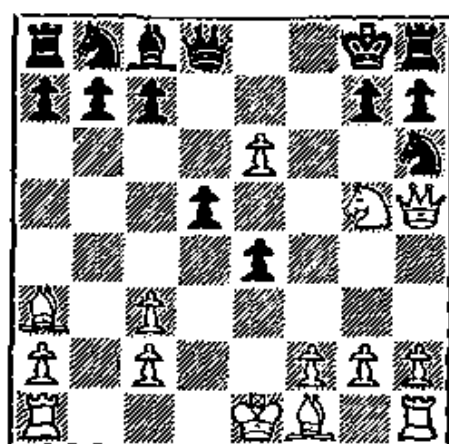
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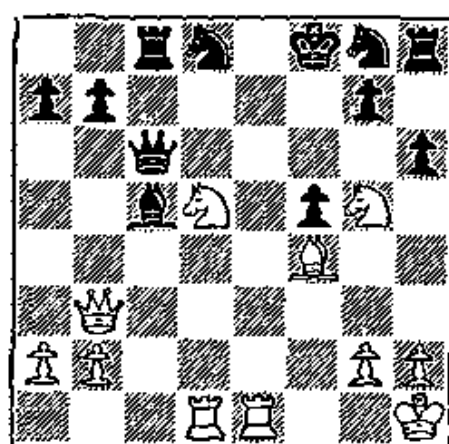
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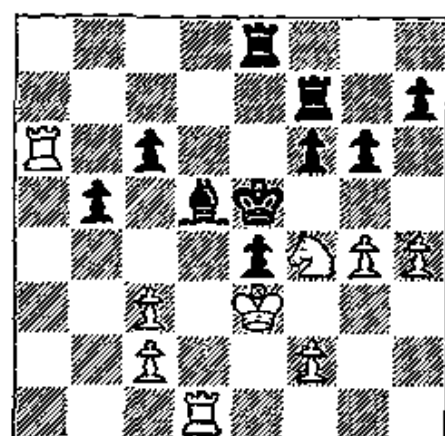
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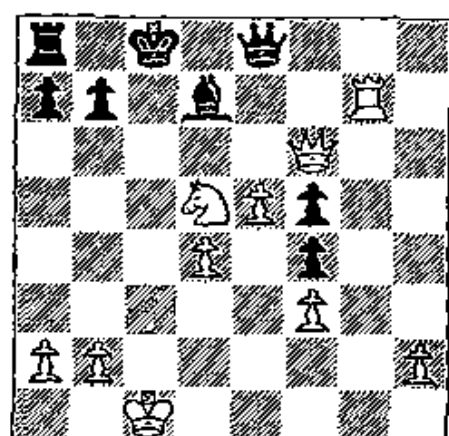
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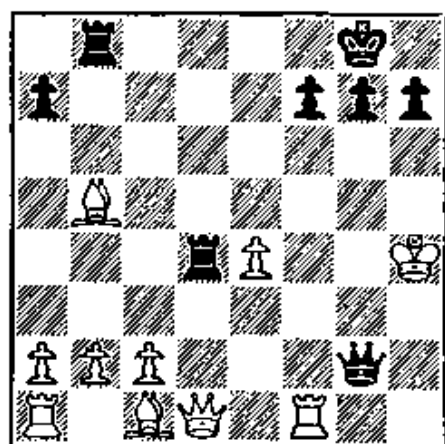


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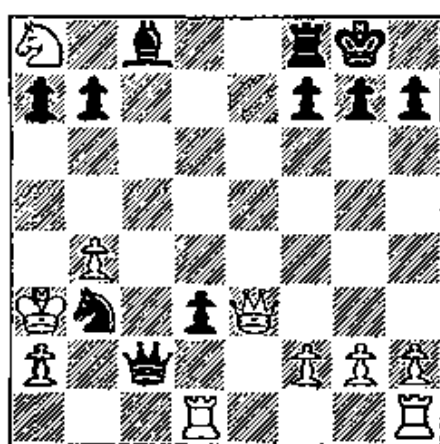


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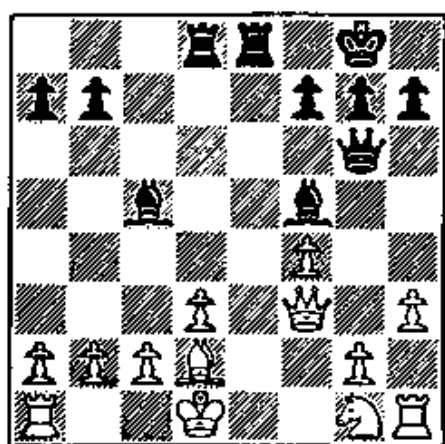
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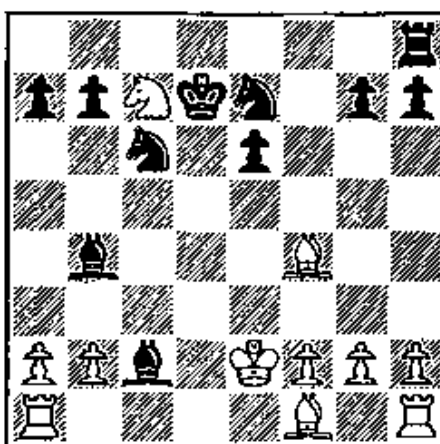
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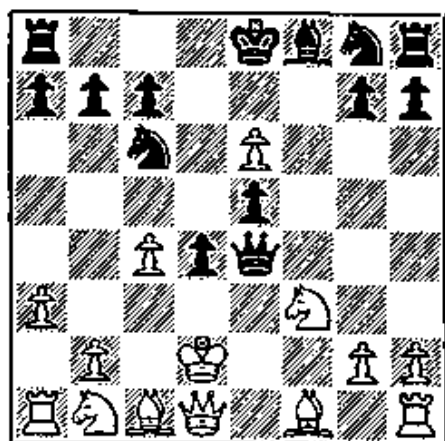
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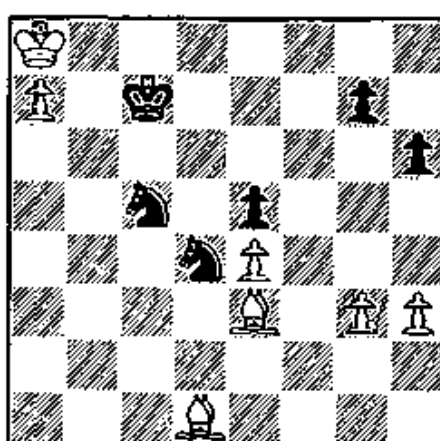
903



904



905



906



## 20. The Weakened Castled Position

In the previous section you've seen how the unprotected, uncastled King becomes the target of many kinds of brilliant attack. By castling, the King acquires a certain immunity against attack; but it is a mistake to assume that castling makes the King absolutely safe.

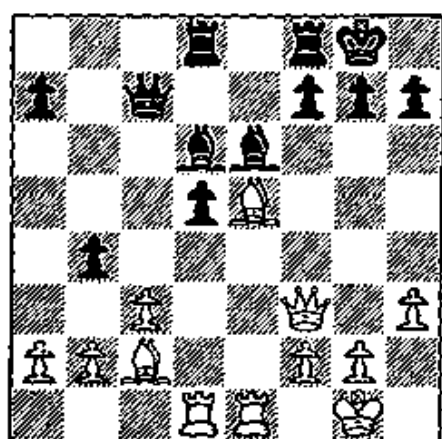
For example, a gap in the castled Pawn position (as in Diagrams 911 and 917) exposes the castled King to attack, and often brings on a devastating finish.

Likewise, the advance of one or more of the Pawns in the castled position (as in Diagrams 908, 912, and 924) creates targets for hostile attack. Brilliant sacrifices are the order of the day, and while they dazzle us, we must not forget that the positional weakness is the source of the attacker's inspiration.

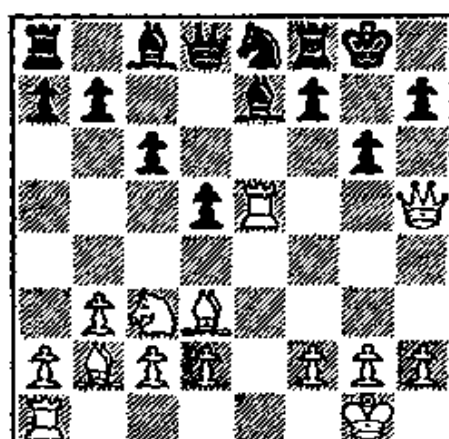
As previously pointed out, the absence of the defender's Queen from the scene of action may prove costly to him. This is made clear in Diagrams 925 and 926, among others.

Note also that many attacks are brilliantly successful when they make use of open lines leading to the hostile King. Diagrams 928, 929, 932, and 941 are among the many valuable examples of this instructive theme.

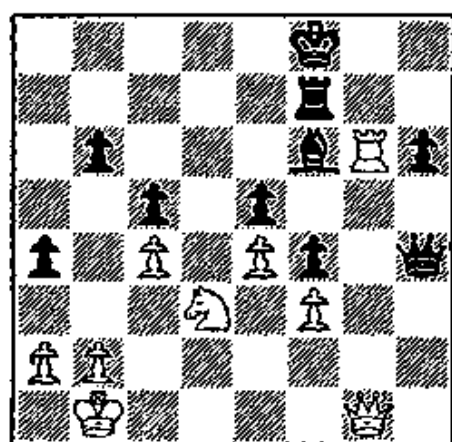
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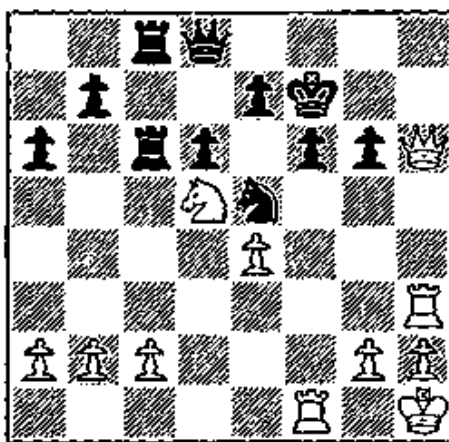
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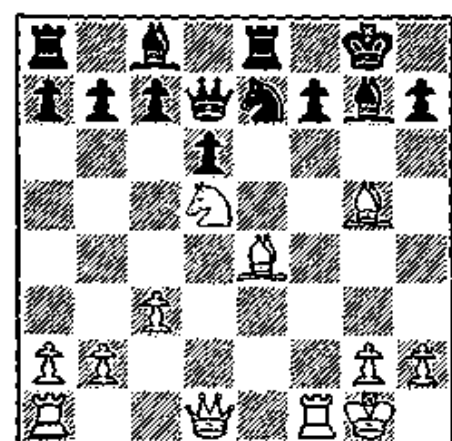
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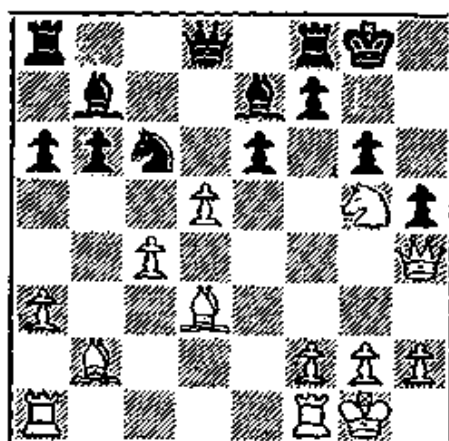
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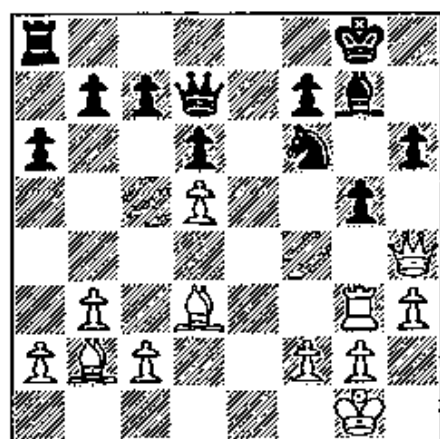


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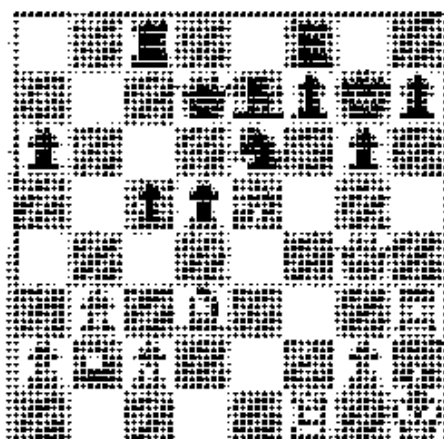


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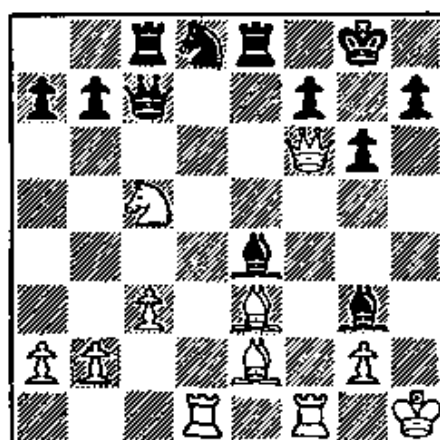
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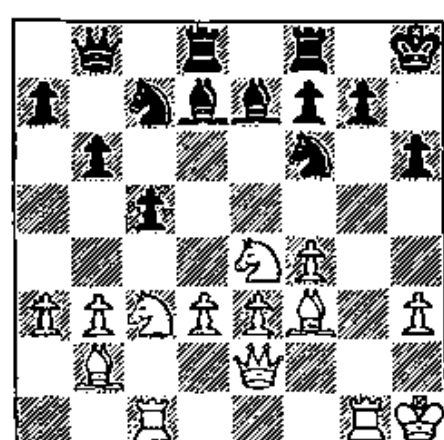
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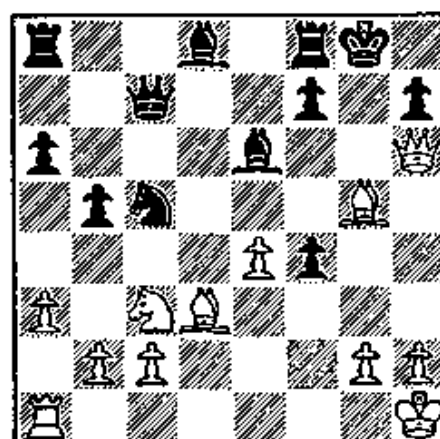
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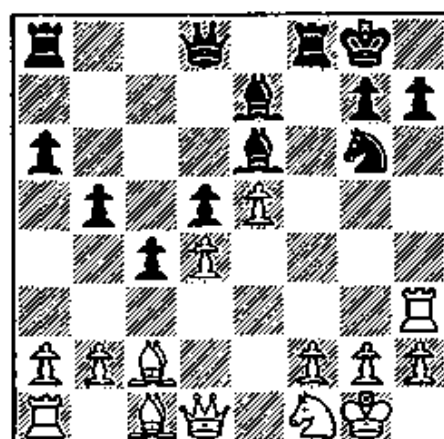
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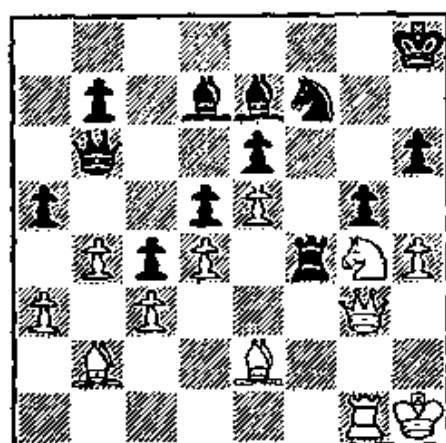


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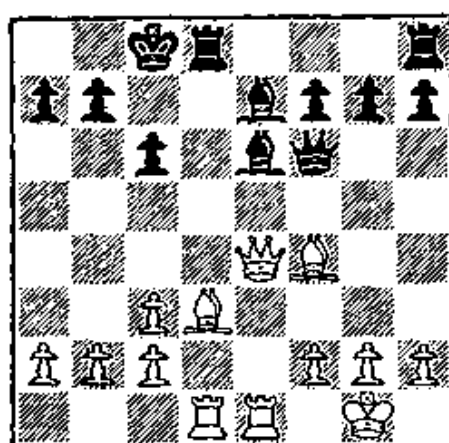


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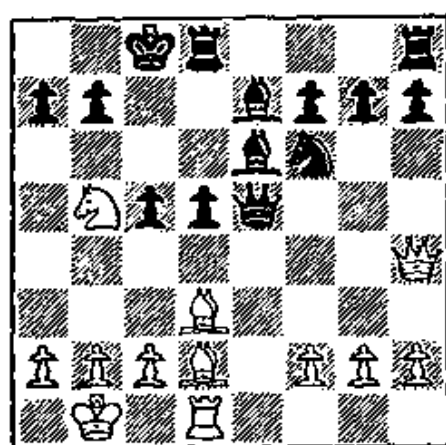
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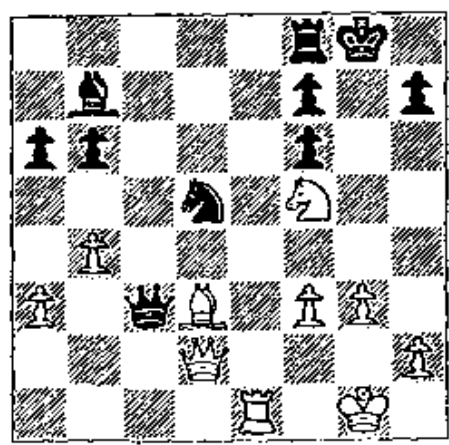
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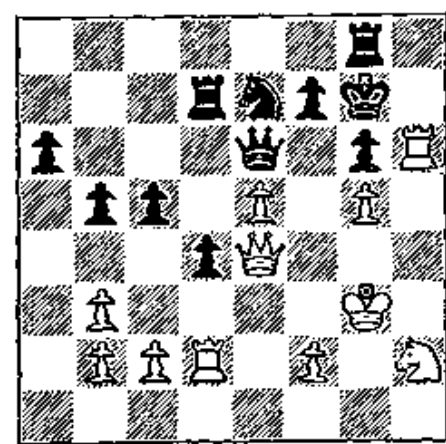
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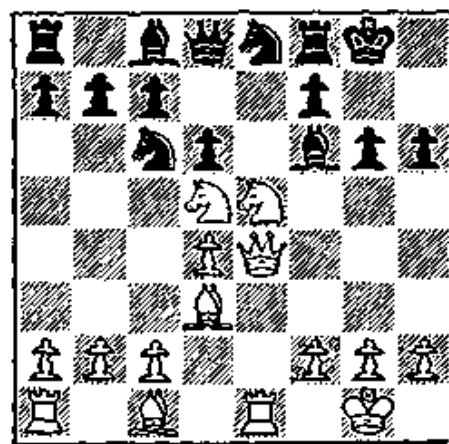
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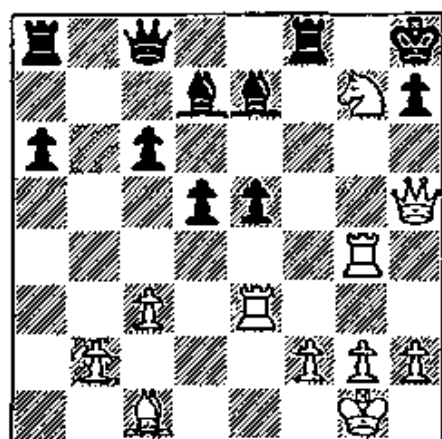


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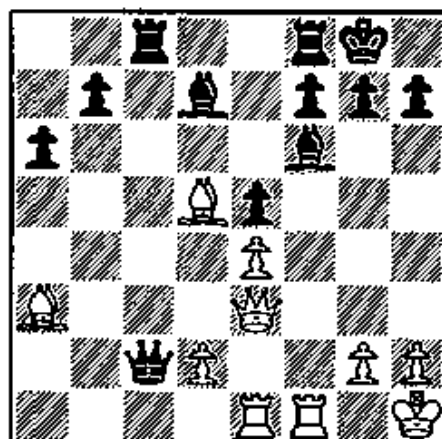


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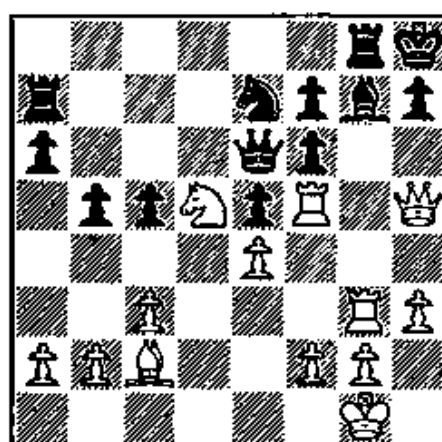
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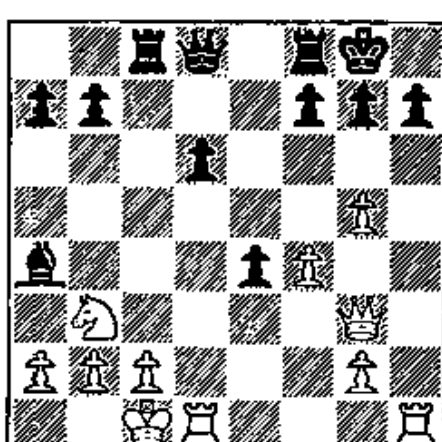
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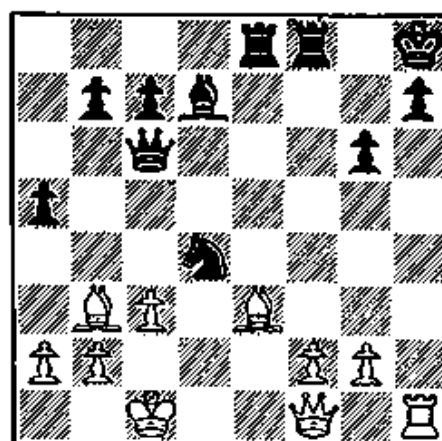
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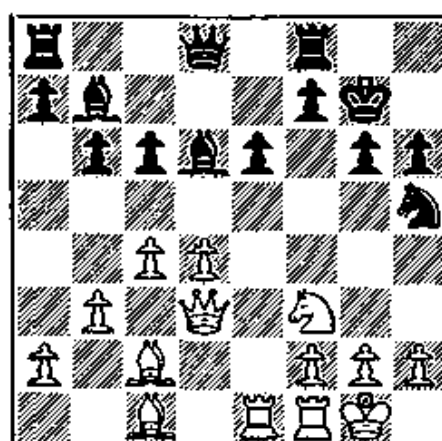
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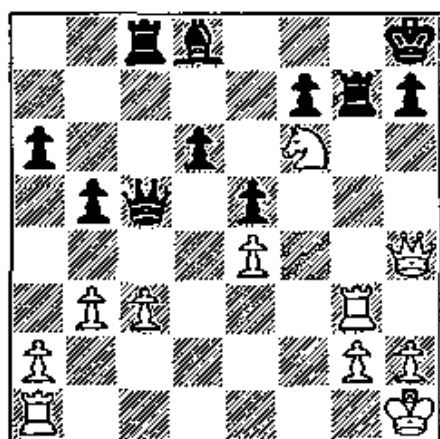


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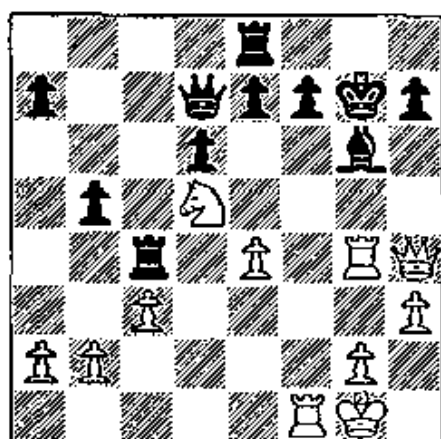


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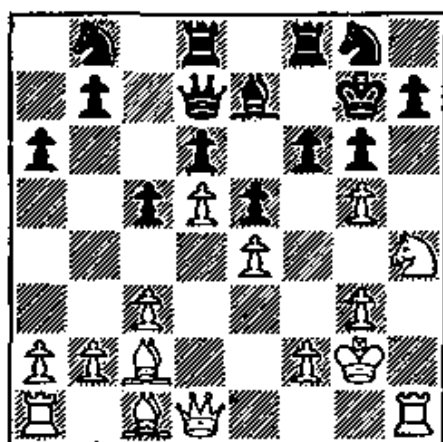
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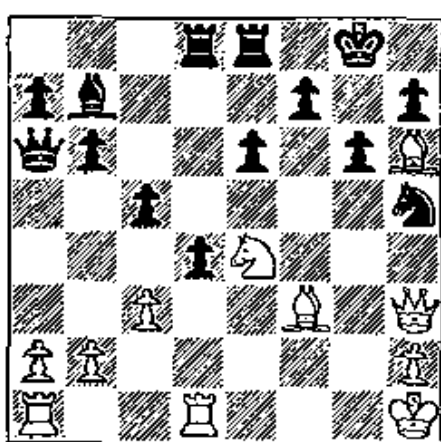
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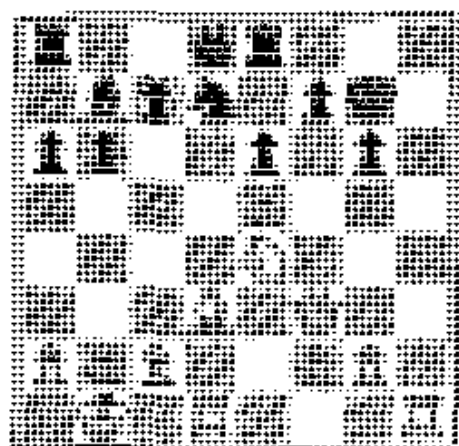
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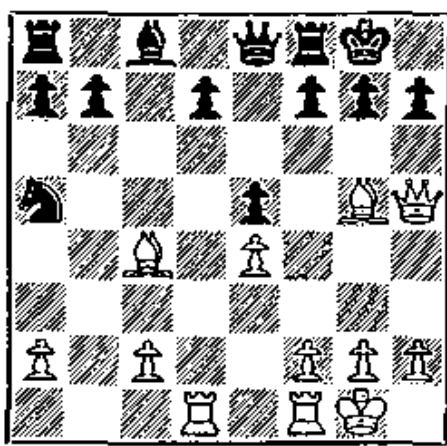
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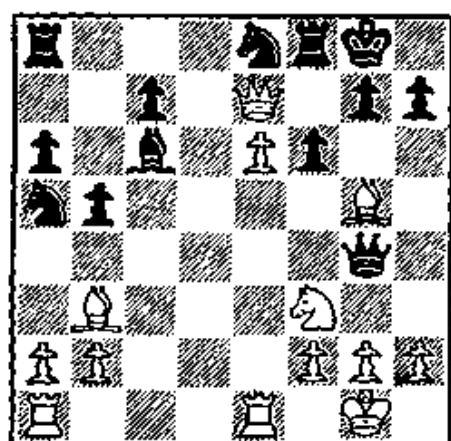


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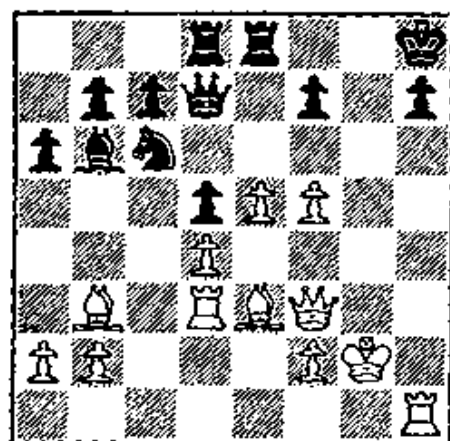


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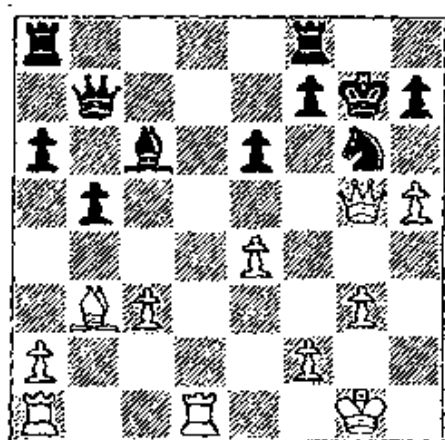
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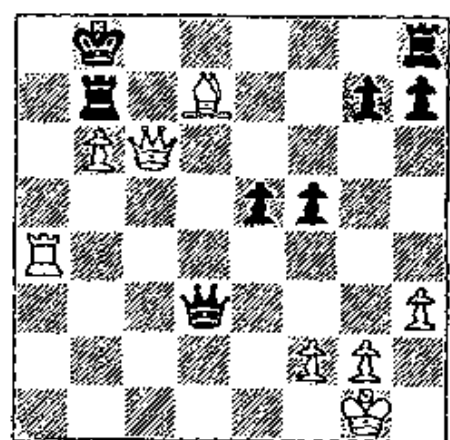
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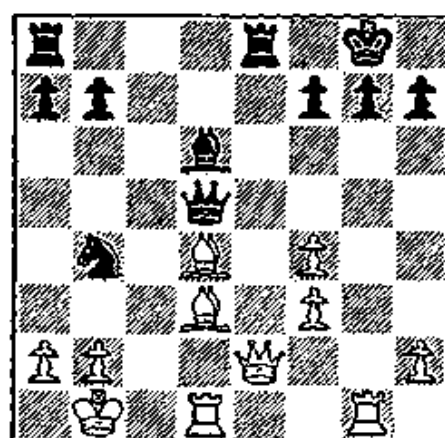
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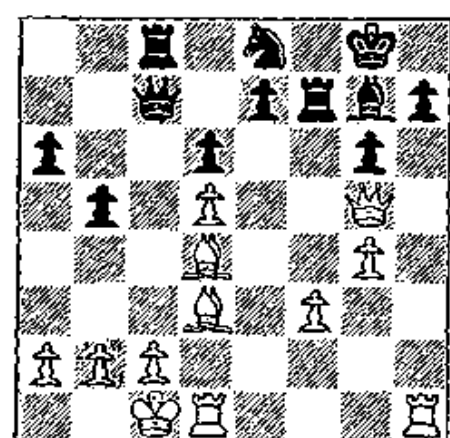
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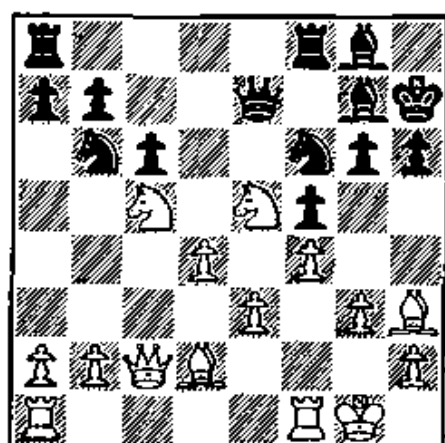
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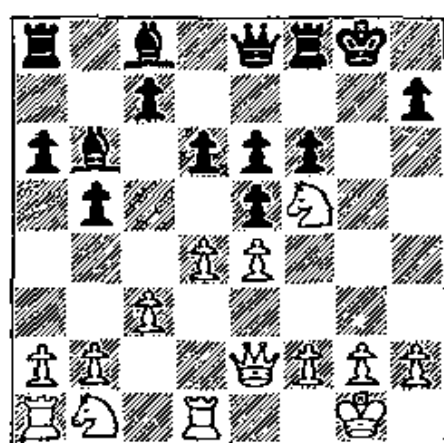
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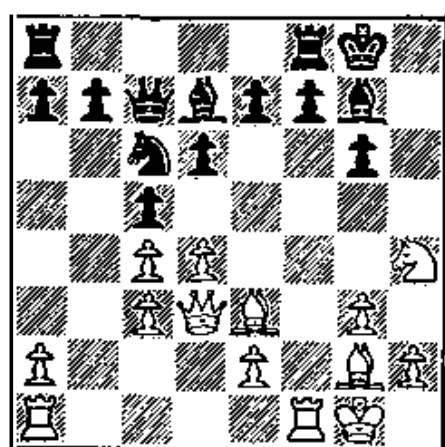
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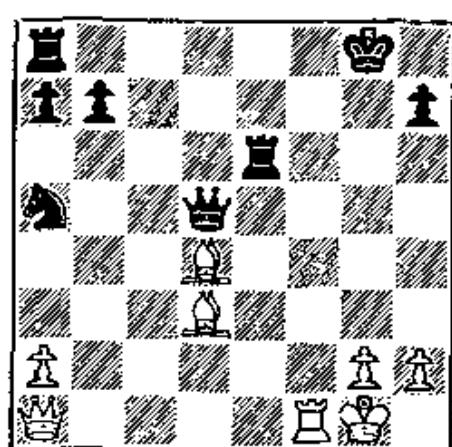
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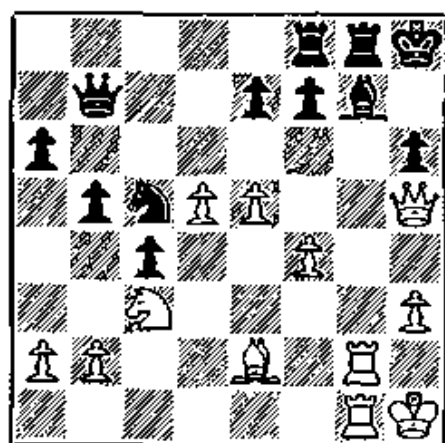
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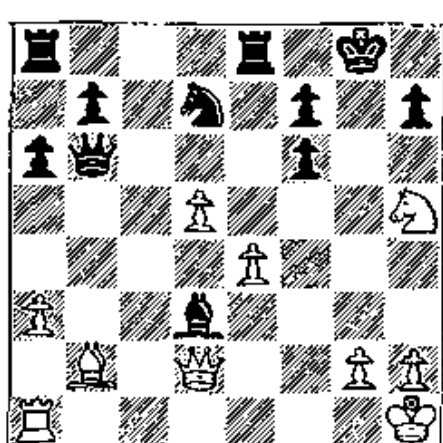
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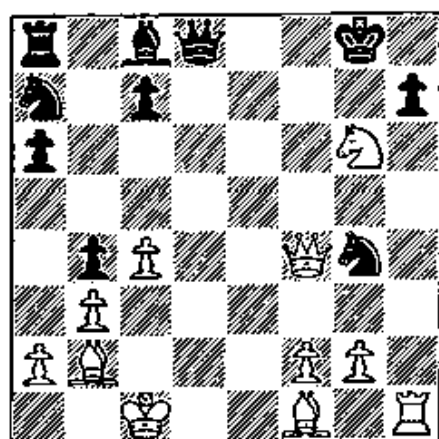


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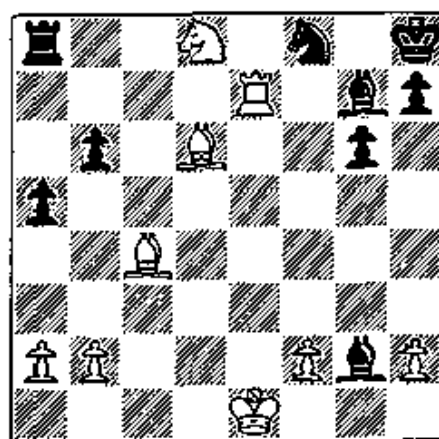


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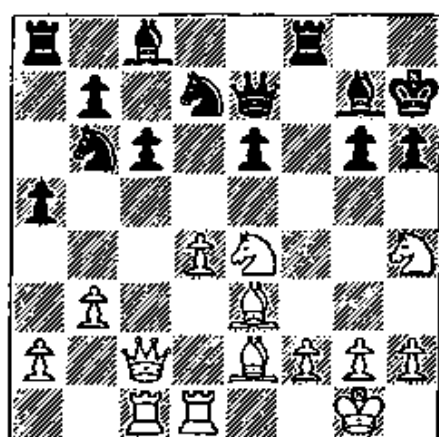
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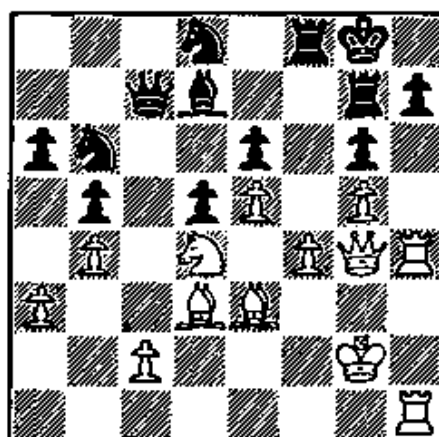
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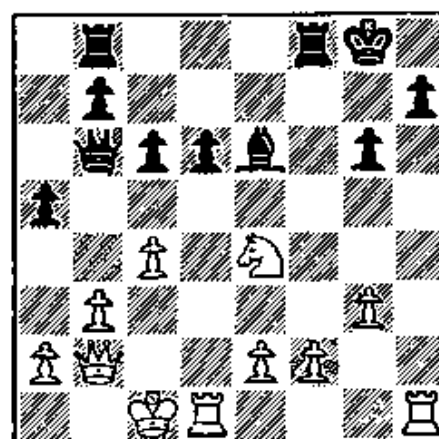
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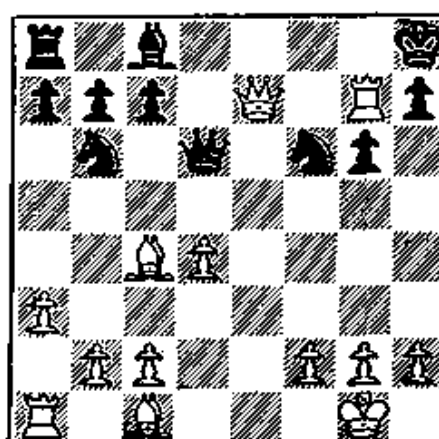
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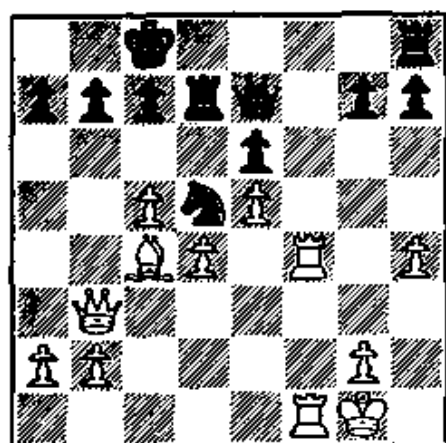


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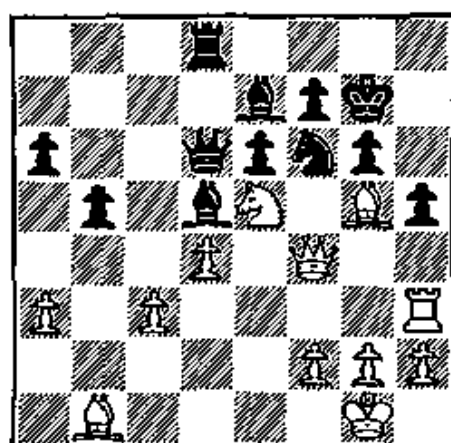


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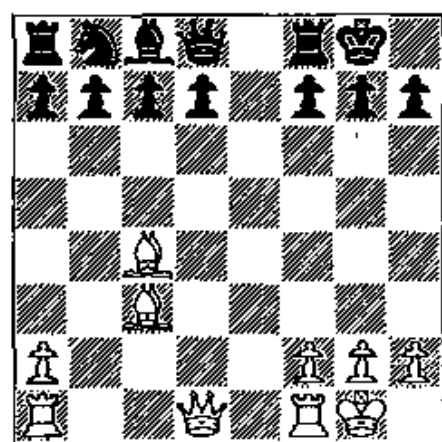
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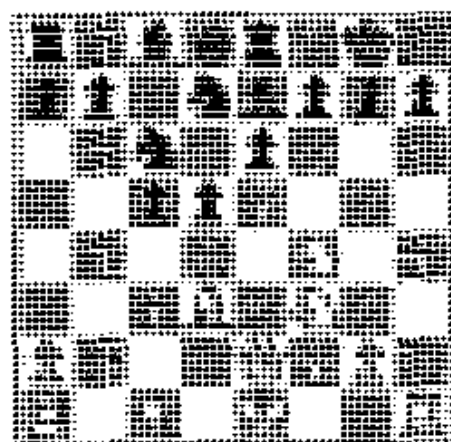
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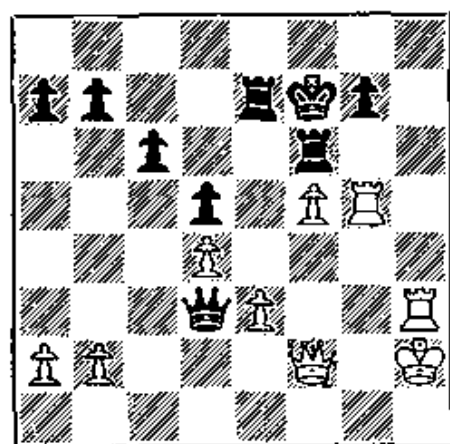
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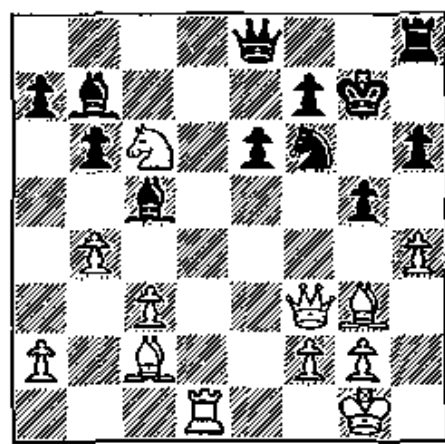
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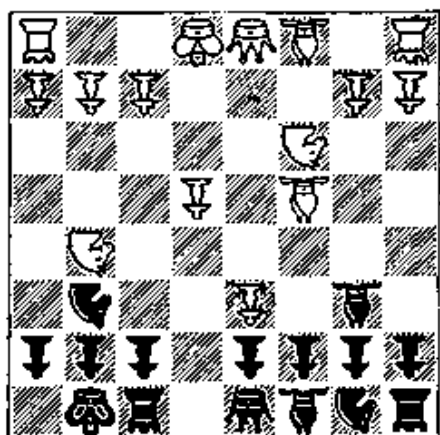
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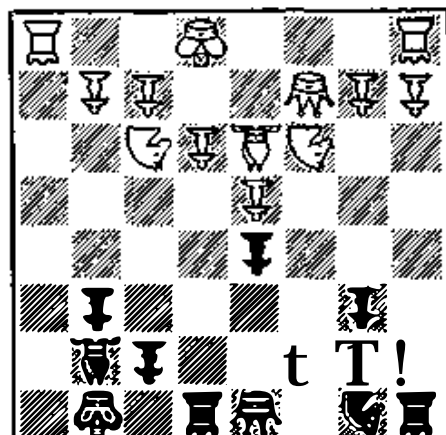
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# 192 • The WEAKENED CASTLED POSITION •

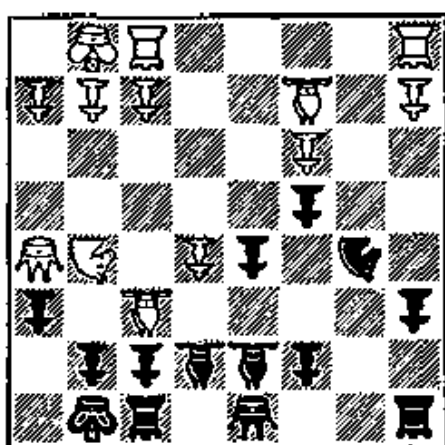
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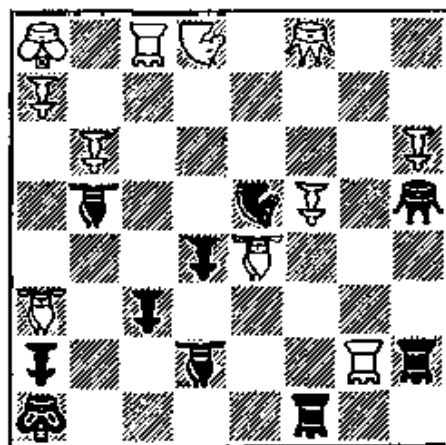
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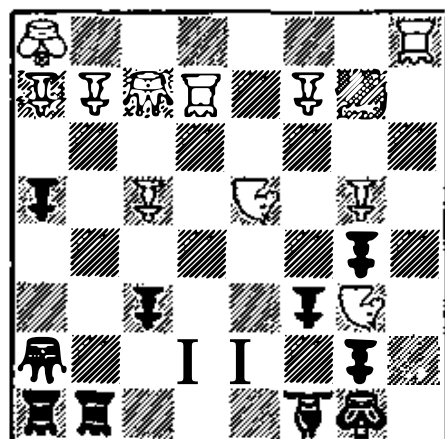
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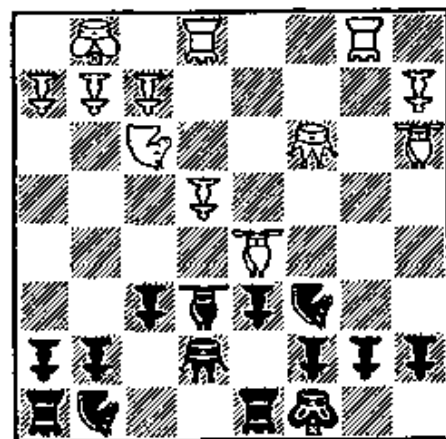
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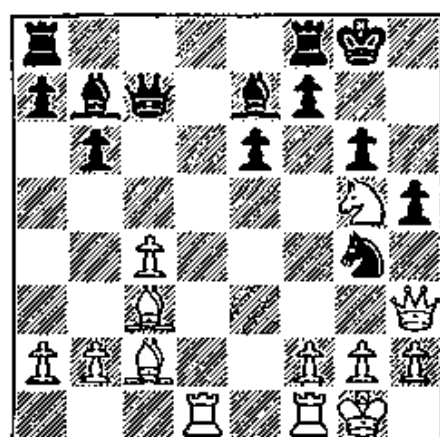


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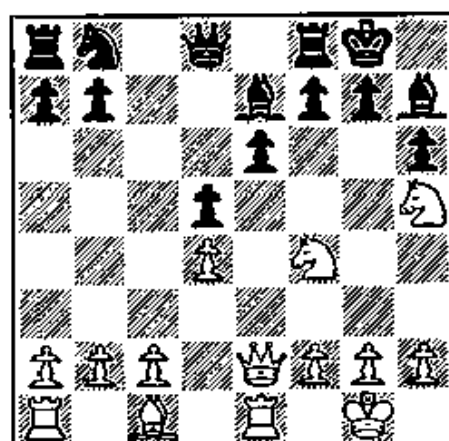


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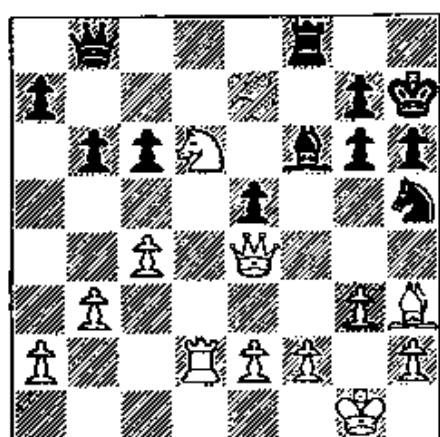
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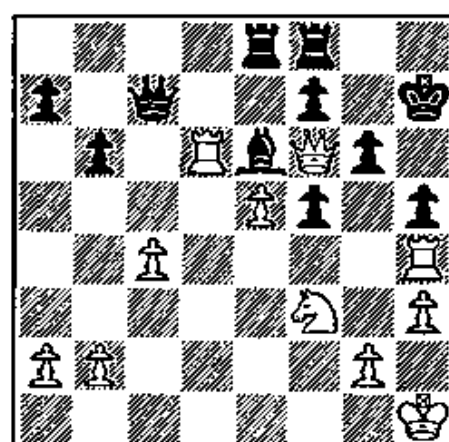
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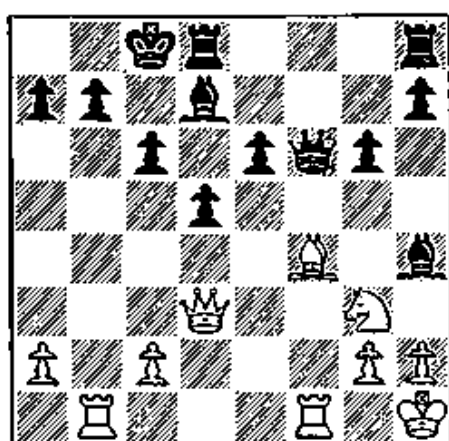
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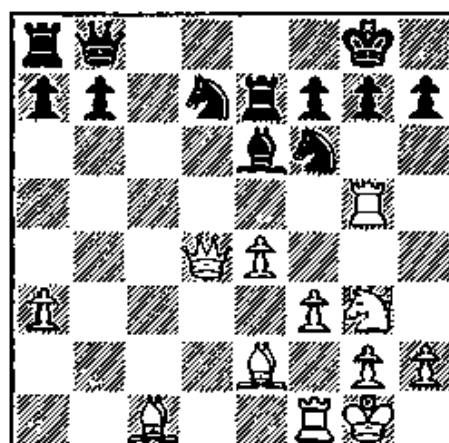
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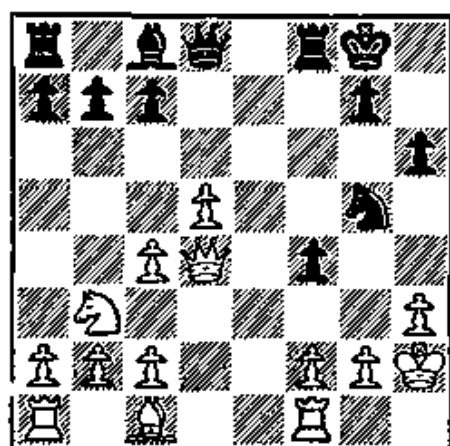
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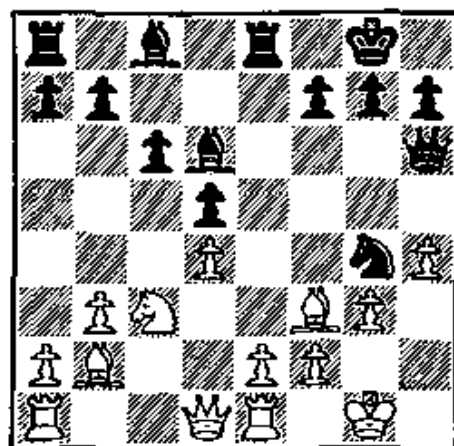
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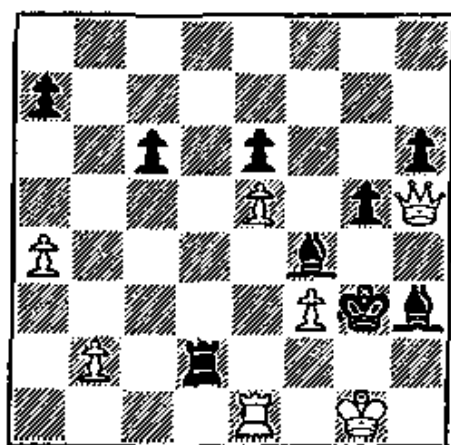
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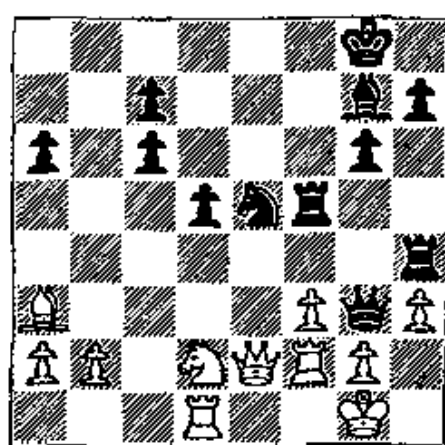
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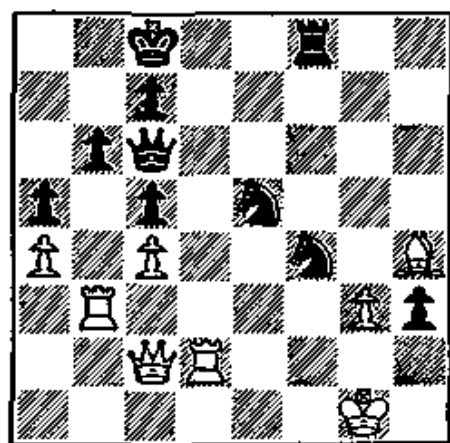
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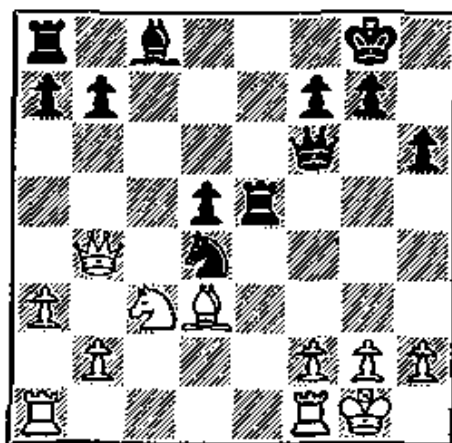
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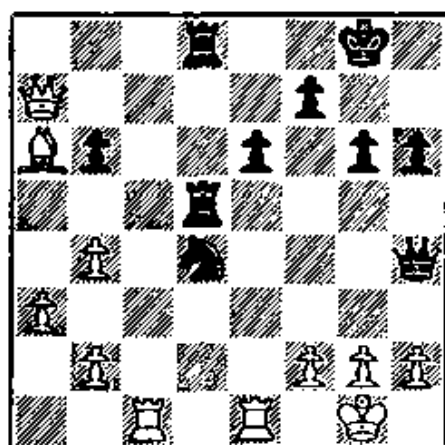
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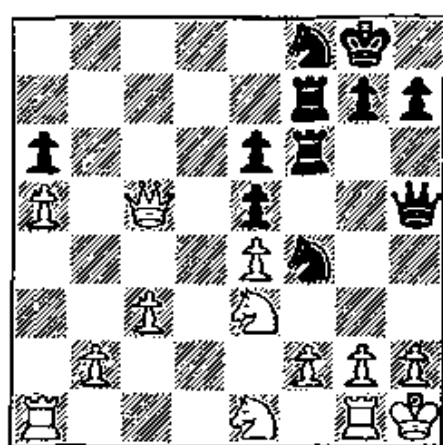
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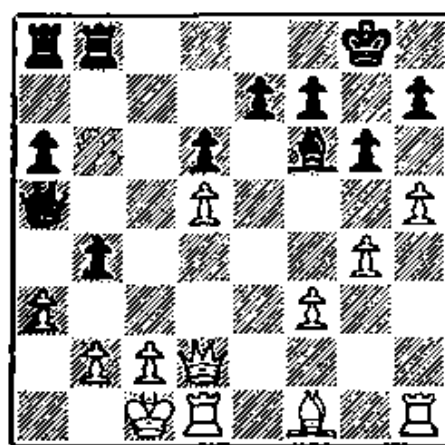
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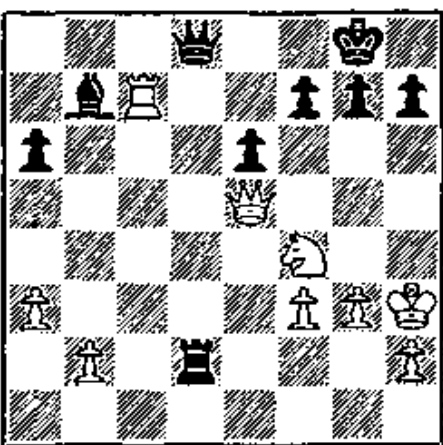
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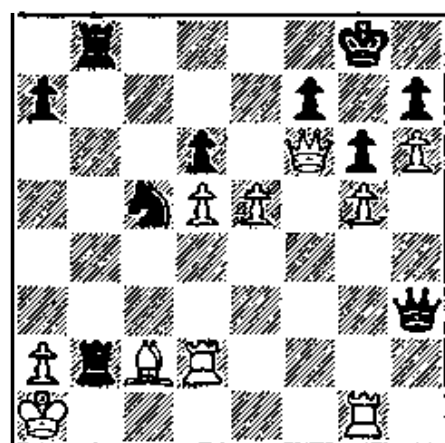
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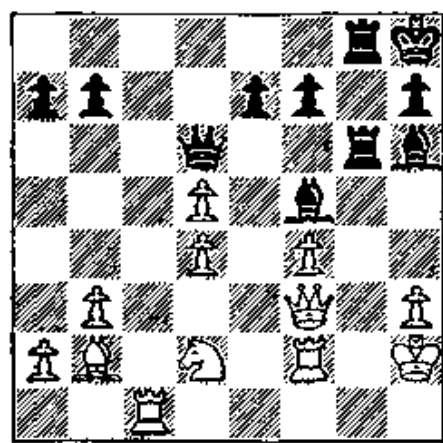
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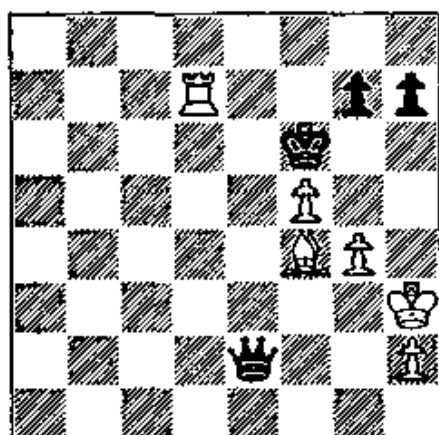


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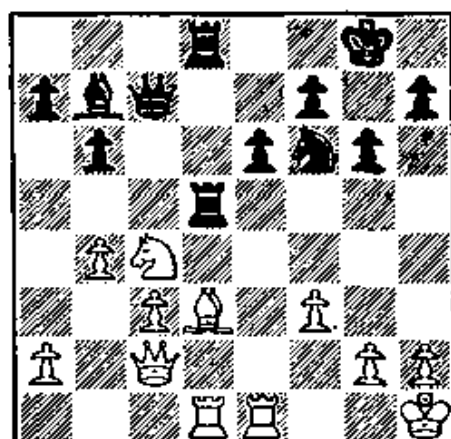


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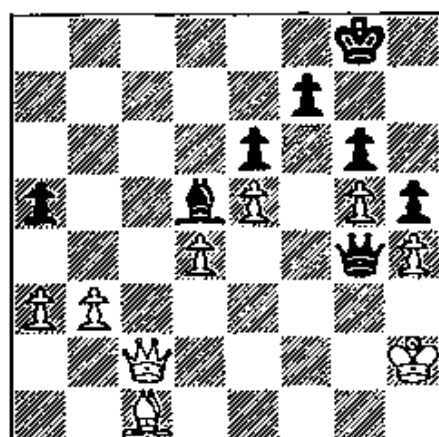
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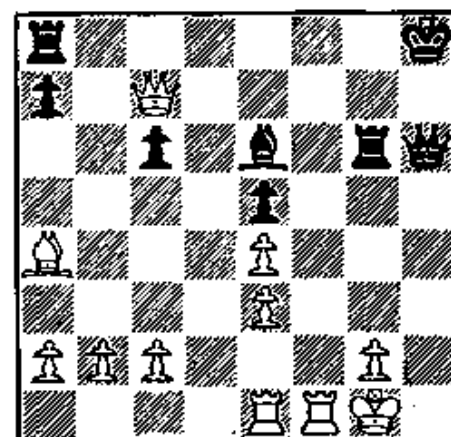
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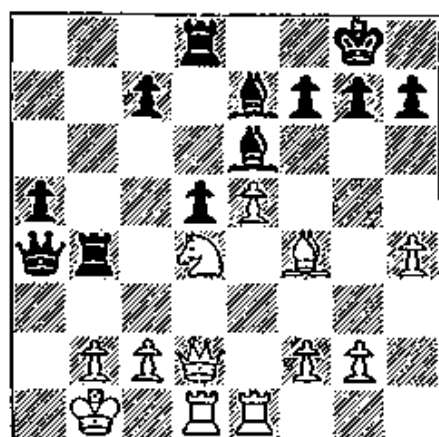
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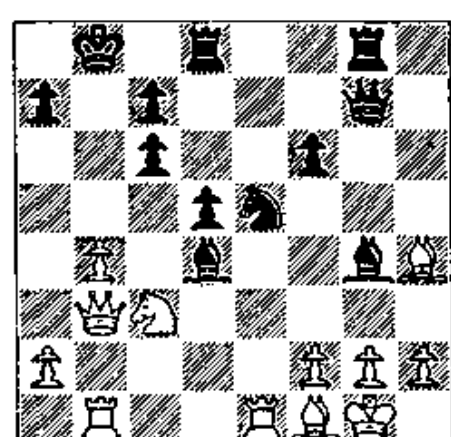
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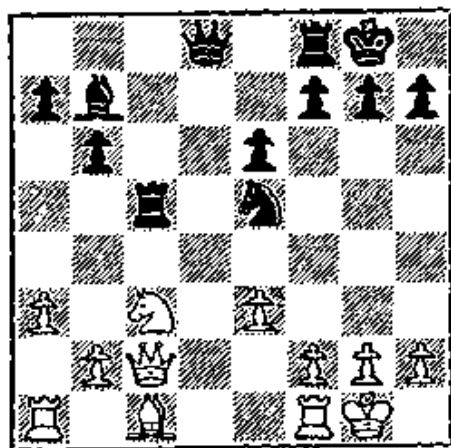


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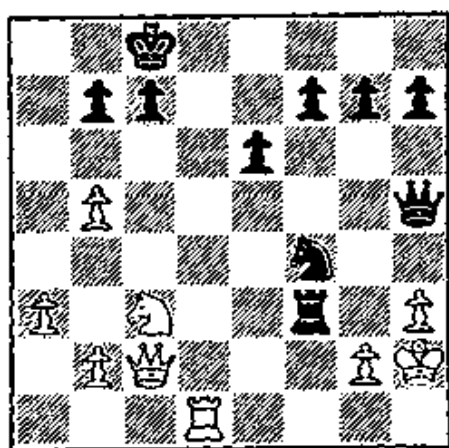


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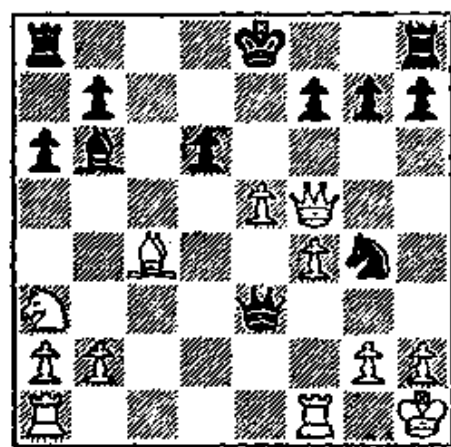
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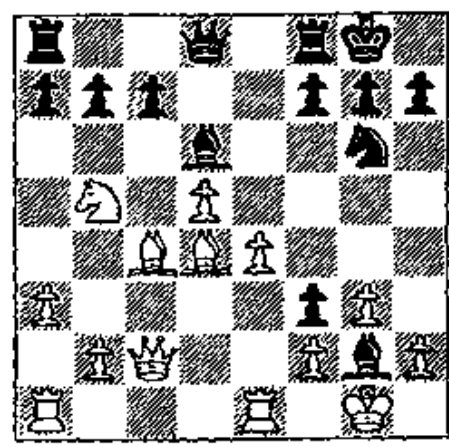
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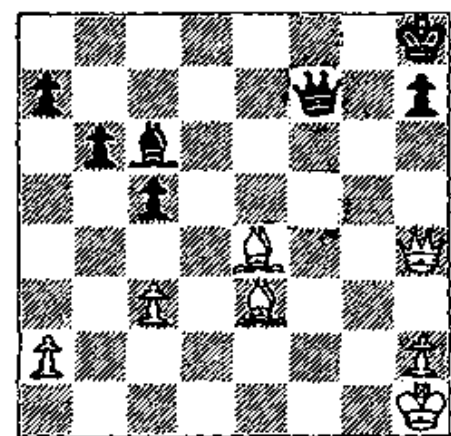
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**1000**



1001

# Solutions

1 White piles up on the pinned piece:

1 R—Q1! QxQ  
2 RxRch K moves  
a PxQ Resigns

2 1 R—K8!! QxR  
2 QxNch K—N1  
B—R6 Q—B2  
4 Q—Q8ch Q—B1  
5 QxQ mate

3 1 P—B4! N—K2  
If 1... NxP; 2 RxN.  
2 P—B5 ....  
Winning the pinned piece.

4 White wins a piece:  
1 BxN! QxR  
2 QxQ PxQ  
3 BxB etc.

5 1 RxN! PxR  
2 B—R8! Resigns  
Black is helpless against the coming Q—N7 mate.

6 1 Q—R4ch! K—N1  
2 Q—N3ch! K—R1  
3 I—Ri ....  
White wins the Queen.

7 1 Q—N8ch!! K—K2  
If 1... KxQ; 2 N—N6! followed by R—R8 mate!  
2 QxBPch K—Q1  
3 N—N6 QxNP  
4 R—Q1ch B—Q2  
5 QxRch! Resigns  
For if 5... KxQ; 6 R—R8 mate.

8 White wins a Rook:  
1 R—K4! QxQ  
2 BxQ etc.

9 1 NxB RxN  
2 BxN! RxB  
3 P—N6 ....  
White wins a piece.

10 1 N—Q6! R—K2  
2 N/R4xP BxN  
3 NxB R—K3  
4 B—N3 and wins

11 White keeps the extra piece, a counter-pin:

1 Q—R8! Resigns

12 1 N—K7ch! QxN  
2 RxQ etc.  
If 2... RxQ; 3 R... KB mate.

13 1 NxBP Q—Q2  
2 N—K7ch! QxN  
3 QxR etc.  
White has won the Exchange.

14 1 Q—N7! KR—B1  
If 1... Q—Q3; 2 NxN, PxN; 3 RxP etc.  
2 NxP! Q—Q3  
If 2... PxN; 3 RxR etc.  
3 RxP!! Resigns  
If 3... RxR; 4 QxQRch winning more material.

15 1 N—B7ch! R/B2xN  
Not 1... BxN?; 2 QxN mate.  
2 PxR and wins  
Black has no defense to the coming RxR, as his King Rook Pawn is pinned.

16 1 RxN! PxR  
2 R—KN1 and wins

17 White "piles up" on the pinned Knight and wins it:  
1 B—B4 etc.

18 1 N—Q7!! NxN  
2 QxBch QxQ  
3 BxQch R—B2  
4 BxRch and wins

19 1 R—KN4! Resigns  
If 1... QxR; 2 QxPch and 3 QxP malo.

20 1 BxN! Resigns  
If 1... PxB; 2 RxQ; or 1... BxB; 2 QxBPch winning.

21 1 RxPeh!! KxR  
2 R—N1 and Wins

22 1 BxP! QxB  
R—B7 R—K2  
3 RxR QxR  
4 R—B7 Resigns

**23** 1 N- B7eh K- : H  
2 N- Qf dis eh Q- K1  
3 R- K1!! and wins  
If 3 . . . QxQ; 4 RxR mate.

**24** 1 O- KNI! R- K1  
White thrl atencd mate.  
2 D- HS! R- Q1  
3 Q- R2 Re igns  
The Knight is lost.

**25** 1 P- N4ch! KxP  
2 B- K6 and win

**26** 1 RxB! R. n  
2 R- KB1 QR- KAI  
3 Q- N5 K- : 2  
4 RxR RxR  
5 BxRth QxB  
6 N—R5ch . . .  
Whit: wins the Queen.

**27** 1 JxPeh [ xI'  
2 RxI! HxR  
3 R- KBI R- 81  
4 R- B3! -R/BI- B3  
5 K- I2! and win  
White wins the pinned piet' by 6  
K- N3 and 7 K- N4.

**28** 1 N- B7! QxN  
2 QxR . . .  
Whit" has wnn the Exeh"nge.

**29** 1 B- N5! PxB  
2 PxP . . .  
Black must Have his Queen, allow-  
ing White's 3 RxR.

3 1 R- QN3! PxR  
If Black's Queen retreats. White  
has a winning attack.  
2 Q"Q am wins  
Black's Bishop Pawn is pinned!

**31** 1 ! hr ! BxQ  
2 B- N5d. P- QB.1  
. PxP am wins  
The doulde threat of 4 p p di eh  
and 4 1- 87 fiis eh is de"i ive.

**32** 1 N. P! NxN  
2 Q- N4! alld wins  
The double threat of 3 OxNeh  
and 3 QxBch is too stron/.

**33** 1 BxN! Ih B  
Or 1 . . . PxD: 2 1- KS with a  
winninl pin on Ih" optll fle.  
2 R>Qch and . ius

**34** 1 NxKP! Resigns  
Whi\(\ wins the Queen, as 1 . . .  
Px allows 2 Q- Q8 mute.

**35** 1 NxKPeh! PxN  
2 RxPch! Resigns  
If 2 . . . PxR; 3 Q- NII mate. II  
2 . . . K- K1; 3 RxP wins easily.

**36** 1 N- K7ch! Re. igns  
If 1 . . . QxN; 2 QxBch, Q- BI;  
3 B- R7ch wins Ihe Queen,

**37** 1 BxPeh! RxE  
2 RxN/K 4! QxR  
3 QxRch K- RI  
4 N/B3—K4! . . .  
If now 4 . . . BxQ5; 5 BxS, QxB;  
t QxRch! forces mate. And if 4 . . .  
Q- K2; 5 RxN! etc.

4 . . . QxB  
5 NxN Q—K7  
6 Q- NBch! RxQ  
7 N- B7 mate

**38** 1 NxNP!! BxN  
2 RxB! RxR  
3 BxP NxBP  
< RxR! QxR  
If 4 . . . NxQ; 5 RxQ diS eh,  
K- RI; 6 RxR and wins.  
5 BxQch KxB  
6 Q- NIch Resigns

**39** 1 P- K5! BxP  
2 NxB QxN  
3 R- K1 N- KS  
4 P- KB3 and wins

**40** 1 NxN BxN  
2 N- R5ch! PxN  
3 Q- N5ch! K- RI  
4 BxBch . . .  
White wins the Queen.

**41** 1 B- NI! . . .  
Threatens 2 BxN and 3 QxP male.  
1 . . . P- N3  
2 AxN! [ xB  
3 N- K4! Resij no  
""or after 3 . . . R- K2; 4 P-  
QN4 win the pinned Knight.

**42** Blad , Ithreatens to "r(ak out of  
the pin with . . . N- B6ch. But  
White i alert:  
1 K- I1! K- N2  
2 R- B2 K- B3  
3 R/B2- K2 P- KR1  
4 Rx: Rcsi ns

- 43** 1 P- KS! PxP  
2 NxB K, N  
3 B- NS B- B4  
4 NxBch PxN  
5 QxP Q-Q3  
6 R- Q1! Q-K3  
7 BxNeh Resigns  
If 1... QxB; B R- Q7ch wins.
- 4 1 NxP! B- QB2  
If 1... NxN??; 2 Q- K8 mate;  
and on 1... PxN; 2 QxB wins.  
2 N- QS! Resigns  
If 2... BxN; 3 N- Q7eh wins  
the Queen. If 2... QxB; 3 NxB  
attacks the Queen and threatens 4  
Q- K8 mate.
- 45** White has a slow win with 1  
NxQ, RxRch; 2 KxR, BxQ; . NxP  
etc. Much faster is:  
1 B-QR3! BxN  
Or 1... QxB; 2 QxP mate.  
2 BxQch and wins
- 46** 1 P- B6! RxP!  
If not 2 RxR? Black is stale-  
mated!  
2 P- B7! R- QB3  
. R- R6! Resigns  
If . . . RxR; 4 P-B8/Q mate.
- 47** 1 P-Q5!! PxP  
2 NxN Q- Q2  
If 2... BxN; 3 QxBch wins.  
3 N- R5! Resigns  
The double threat of 4 NxB and  
4 BxP decides.
- 4 1 R- K6! Resigns  
If 1... PxR; 2 QxPch, K- R1;  
3 BxN:h and 4 Q- R7 mate.
- 49** 1 RxN! RxR  
2 R- Q1 Q-K3  
. RxRch NxB  
4 Q- NRch! NxQ  
5 R- Q8 mate
- 50** 1 P- KN4! Resigns  
If Black moves the attacked  
Kni/ht, he loses the other Kni ht.  
And if 1... PxP; 2 NxP/N4 win-  
ning the pinned Knight.
- 51** 1 A- H5! K- H1  
2 Q- D6! Resigns  
Whilst winning the mighty Bishop.

- 52** 1 Q- B4! N- K3  
2 Q- QR4ch! Q- B3  
3 B- QN5 ....  
White wins the Queen.
- 53** 1 B- N5!! RxB  
2 QR- Q1 Q- B1  
! Q- K3! and wins  
White's mating threat forces 3...  
Castles, and after 4 QxR White is  
the **Exchange** ahead.
- 54** 1 Q- K3! Q- N1  
If 1... Q- Q3; 2 N- B6ch wins  
Black's Queen. If 1... BxN; 2 RxS.  
N-Q2; 3 Q- Q4 wins the pinned  
Knight.  
2 R- K1 BxN  
3 HxBch N- B2  
4 R- KBI Resigns  
White wins the pinned Knight.
- 55** 1 N- B5!! PxN  
2 B- B4!! 8- Q3  
If 2... QxB; 3 Q-B8ch, K- K2;  
4 QxR wins. If 2... Q- Q1; 3  
QxR etc. wins.  
3 BxB R- N3  
4 QxNch! Resigns  
White comes out a piece up.
- 56** 1 P- B6! B- N5  
If 1... PxP; 2 Q- N6th fol-  
lowed by 3 Q- R7 mate.  
2 Q- N6! Resigns  
White forces . QxNP mate or 3  
Q- R7 mate.
- 57** 1 B1N! BxB  
Or 1... PxB; 2 Q- N4ch, K-  
R1; 3 NxPch winning the **Exchange**.  
2 QxPch!! KxQ  
3 R-R5ch K- N1  
4 N-N6! Resigns  
For 5 R- R8 mate follows.
- 58** 1 P- B5! P- KS  
The Bishop is helpless.  
2 PxB! PxN  
3 P- Q7! Resigns  
White attacks Knight and Rook.
- 59** 1 NxN!! Q- R4 h  
Or 1... BxQ; 2 B- N5ch, Q-  
Q2; 3 BxQch, K-Q1; 4 NxPch,  
Kx8; 5 KxB and White has won too  
much material.  
2 B- Q2 BxQ  
3 FxQ PxN  
4 8- NS mate!

- 60** 1 Q- B6 mate
- 61** 1 B- Q4! P-K4  
2 BxP! QxB  
3 Q- R6 mate
- 62** 1 RxB! QxR  
2 Q- B3 K- N2  
H 2... B- 84; 3 NxB, PxN: 4  
Q- N3!, K- N2; S BxN dbl eh,  
KxB; 6 Q- R4chl, K- K3; 7 R-  
Kich lining.  
3 Nj D3 K 4!! PxN  
4 Nxr Q- KS  
Or 4... QxN; S QxNch K- N1;  
6 B- R6 followed by mate.  
S BxNch K- N1  
6 Q- D4 Resigns  
For 7 Q- R6 wins.
- 63** 1 R- KIII RxP  
If 1... BxB; 2 QxQ wins.  
2 BxBch QxB  
3 Q- R7ch 8- N2  
4 QxPch Resigns  
White wins on maieTial.
- 64** 1 B- B4 Resigns
- 65** 1 BxNch TxB  
2 NxP!! Resigns  
If 2... RxQch; 3 RxR and  
Black's Queen is trapped because of  
the mate threat (3... Q- K3??;  
4 R- QB mate). After 3... Q- Q2;  
4 RxQ, KxR; 5 NxP White wins  
easily.
- 66** 1 Q: Pch!! KxQ  
2 R- KRS mate
- 67** 1 Q: N!! PxQ  
Or 1... BxR; 2 RxB! with ma-  
terial plus.  
2 BxPch K- R1  
3 N- N6ch K- R2  
4 NxR dbl ch K- R1  
S N- N6d K- R2  
6 N- KSdisch! K- R1  
7 N- 87 mate
- 6 1 R1 R PxR  
2 P- K6! QxQ  
3 NxQ ....  
White win Ih( Bishop.
- 69** 1 R- N3! PxR  
2 BxQ and wins

- 70** 1 RxN!! PxR  
2 N- K6ch!! PxN  
3 R- B7ch Resigns  
White continue 4 QxQ.
- 71** 1 NxP! QNxN  
2 RxN! NxR  
3 RxN! QxR  
...N- NS!! Q- N3  
If 4... QxQ; S N- B7 mate!  
5 QxPch!! QxQ  
6 N- B7 mate
- 72** 1 N- N6! Resigns  
White wins the Queen!
- 73** 1 .... QxPch!  
2 QxQ RxR  
Resigns
- 74** 1 .... P- QS!!  
2 QxP Q- RBch  
Thi" wins White's Knight 1 after  
3 Q- Q1 etc.) as 3 N- Q1?? allows  
3... QxQ.
- 75** 1 .... R"Pch!!  
2 8xR QxEch ele.  
Black's cQ Inter-pin wins for him!
- 76** 1 .... B- R3!!  
2 P- KNS BxP!  
P- B4 Oxp!  
4 B- K3 D, B  
5 QxB Qx8P mate
- 77** 1 .... N- N6ch!  
2 PxN Q- R6ch  
3 K- N1 OxBch  
Resigns  
If 4 QxB or 4 R- E2 Black has  
... QxP/N7 mate.
- 78** 1 .... R/BI- B6!  
2 Q- K2 8- N4!  
If now 3 BxB, RxB wins a piece  
for Black.  
3 R/BI- Q1 Q- B2!  
...B- Q4 RxB!  
5 RxR Q- BS!  
Resigns  
Black comes out a piece to the  
good.
- 79** 1 .... Q- N3!  
If now 2 N/E3- K2, Black wins a  
piece Ly 2... P- K4.  
2 B- K3 P- K4  
3 N- R4 Q- R2!  
Black must win a piece.



8 1 .... N- K5!!  
 If now 2 BxQ, BxP mate!  
 2 B- K3 BxB  
 3 PxB Q- R5ch  
 4 P- KN3 NxNP  
 Black has a winning game

81 1 .... Q- B4!!  
 2 N- B3 KR- K1!  
 3 R- K1 RxB!  
 4 NxR R- K1  
 5 P- KN4 RxN11  
 Resigns  
 If 6 PxQ, RxR mate.

82 1 .... N- B6  
 White has nothing better than 2  
 NxN, RxR leaving him with a lost  
 game.

83 1 .... RxPch!  
 2 K- Q1 RxBch!  
 Resigns  
 For after 3 KxR Black exploits  
 the new pin decisively with 3...  
 N- K5! etc.

84 1 .... N/BSxQP  
 2 PxN NxQP  
 3 R- B4 8- N4!  
 By winning the Rook, Black un-  
 dermines White's advanced Bishop  
 4 Q- K4 I hR  
 5 RxB RxE  
 and wins

85 1 .... R/K1xN!  
 2 rIR Q- RS  
 3 RxP R, B  
 " N- K2 n xN  
 5 RxR N- Ntrh!  
 6 K- N1 B- S4ch  
 7 R- B2 Q- R5  
 Resigns

86 1 .... NxNP!  
 If 2 I hN, Q- RSch etc.  
 2 Q- K2 Q- RSch  
 Resigns  
 For if 3 8- 82, Ni B; " QxN,  
 QxQ(h, 5 KxQ B- NS and the pin  
 wins a piece. Or 3 K- Q1, N1 Bch  
 " QxN, RxB!; 5 QxR, B- NS with  
 an even more disastrous pin

87 1 .... P- s!  
 If now: QxP, QxBP mate!  
 2 r xp 8- N5!  
 This' Ins the Queen for if 3 QxB,  
 Q1BP mate!

88 1 .... RxN!  
 Resigns  
 If 2 QPxR, Q- QR mate

89 1 .... N- B6ch!  
 2 QxN ....  
 If 2 K- N2 NxRrh wins Ih Ex  
 change, while if 2 K- R1, Nxa ; 1  
 QxQ! R- SB mate!  
 2 .... Q' Rch  
 Black comes out the Exchange  
 ahead

90 1 .... R- K!!  
 2 QxR NxBch  
 And Black wins the Queen

91 1 .... R- R1ch!  
 2 K- N1 R- R1ch!  
 3 KxR Q- R6th  
 4 K- N1 Q' P/N7 mate

92 1 .... r xB!  
 2 RxQ R- B8ch  
 3 K- N2 R/B4 B7 mate

93 1 .... BxP!  
 2 RIR ....  
 Even better for Black is 2 QxB,  
 RIR etc.  
 2 .... B- B. disch!  
 and wins

94 1 .... RxBch  
 2 NxB Q- N3!  
 3 Q1P NxP!  
 This wins, for after 4 Q- Q7, N-  
 Q'! or 4 Q- K5 R- K1! the White  
 Knight is lost

95 1 .... BxPch!  
 If now 2 K1B?, QxQ wins  
 2 K- B1 BxR and wins

96 1 .... RxP!  
 If now 2 R- R, RJS Q8 win  
 the Knight "to be" in with"  
 2 RIR BxR  
 While is h. J. el's ul ainst 3...  
 R- B7 winning the Rook

97 1 .... K- R2!  
 2 R- K1 K- R3!  
 3 B- R3 K- R<!  
 4 B- K1 K- N5!  
 5 B- B' Pxl'rh  
 6 RxPch K- R6!  
 7 ury BxR mate

- 98** 1 I . . . . QxRch!  
2 KxQ PxQ  
Resigns
- 99** 1 . . . . B- N4!  
2 P-B4 BxP!  
3 QxB QxP mate
- 100** 1 I . . . . RxN!  
2 Qx: NxKP  
Threaten . . . I - No mate or . . .  
N- B7 mate, a side from attacking  
White's Queen So  
3 Q- N2 N- B7 mate!
- 101** 1 I . . . . Rx8!  
2 RxR Q QN2!  
3 Q- KN2 Q- N8ch!  
But not 3 . . . N- BS?; 4 R-  
QBch!  
4 Q-N1 Q KS" h!  
5 Q- N2 QxQch  
6 KxQ N- Bsth  
Black wins the Rook and remains  
a piece ahead
- 102** 1 I . . . . R- NS!!  
Resigns  
For if 2 RxR, QxR/BB mate!
- 103** 1 I . . . . 8- NS!  
2 QxR NxP" h  
Winning White's Queen
- 104** 1 I . . . . RX"!!  
2 QxR Q-R4ch!  
3 R- R3 Q-K4ch  
4 K- R1 Q- K8ch  
5 K- R2 Q- KN8 mate
- 105** 1 I . . . . P- RS!  
2 N-B1 P- R6!  
Black wins the Bishop
- 106** 1 I . . . . NxP!  
2 PxN RxPch!!  
3 Qx: RxN mate
- 107** Black sets nowhere with . . .  
PxN. Instead, by playing 1 . . . O-  
K2 he pins and wins the Knight.  
Another way is 1 . . . R-K3 and if  
2 Q-KB2, Q-K2; 3 N-Q2 R-  
K7 etc.
- 108** 1 I . . . . QxR!  
2 NxQ RxQ  
Resigns

- 109** 1 QxN Q" Q  
2 NxBch K- R1  
3 NxQ and wins
- 110** 1 N- Q6 h K- B1  
Black loses his Queen after 1 . . .  
BxN?  
2 NxB and wins
- 111** 1 BxB K, B  
2 BxN K, S  
3 N- Q6 h and wins  
After < NxR White is a Rook  
ahead
- 112** 1 N Q6 h B, N  
2 NxB h K moves  
3 NxBP" and wins  
White will be the Exchange, a,  
Pawn ahead
- 113** White will take the Queen  
1 RxR" h i h1(  
2 I bRrh l hH  
NxP h Rc igns
- 114** 1 N- B7ch! K-K2  
If 1 . . . RxN; 2 RxRch with the  
Exchange ahead  
2 RxR RxR  
3 RxR KxR  
< N- K1 h and wins  
White, next is 5 NxB.
- 115** 1 N- Q5! Qxi P  
If 1 . . . PxN; 2 Q- B7ch and 3  
OxN mate. If 1 . . . Q-K3: 2  
Q- 1, P-QN3; 3 NxR and wins  
(or 2 . . . P- Nc; 3 Q- RS and  
wins).  
2 RxNP" h! K R  
3 Q- N4ch K-B1  
Or 3 . . . K- R1; 4 N-R7 mate.  
4 N- K7ch . . .  
The mark win the Queen
- 116** 1 - 6 B- Q2  
White threatened N- R5ch as  
well as NxB.  
2 R- K7ch K n3  
3 h B K-K!  
4 R-Q8 K-K2  
5 N- B5ch and win
- 117** 1 Q-R8ch! K- R2  
2 N-B3 and wins  
White wins the Exchange.

- 118** 1 QxQ i hQ  
2 RxR R" R  
3 N- B7ch and wins
- 119** 1 NxQP! BxN  
While was threatening NxQ In addition to Q- R3 male.  
2 N- Q7ch and wins  
White wins the Queen. (1 N- Q7ch al' wins, uut less simply.)
- 120** 1 RxN! QxR  
2 QxRch! KxQ  
3 N- N6ch and wins  
White will be a piece ahead.
- 121** After 1 I"R Q. RxQch Black can still lght On. 50;  
1 PxR/N! RxQch  
2 NxRch K moves  
3 NxB and wins
- 122** 1 N—R7! ....  
Black must move his Queen, allowing 2 NxR. If instead 1 . . . KxN; 2 QxPch and 3 Q- R7 mate.
- 123** 1 N- N5ch K- N1  
2 Q- R7ch K- B1  
3 N- Q6ch ....  
White wins the Queen.
- 124** 1 N—N6ch! PxN  
2 B- K6 ....  
White wins the Queen.
- 125** 1 R—R5ch! K- B3  
If 1 . . . BxH; 2 N- K6ch wins the Queen.  
2 RxPch ....  
White wins the Knight.
- 126** 1 N- Q5ch Resigns  
White wins the Rook.
- 127** 1 N"KP! Resigns  
If 1 . . . BxN; 2 R—N8 mate. If 1 . . . Px>; 2 RxQ wins. If the Knight is nQ captured, White wins a Rook.
- 128** 1 N- Q8ch! RxN  
2 QxKPch Resigns  
Black is lost after 3 QxRch.
- 129** 1 QxB! RxQ  
2 N- 7ch K moves  
3 NxQ ....  
White has won a piece.

- 130** 1 NxBP! BxN  
2 N—K7ch K moves  
3 Nxll and win  
White will be the Exchange and a Pawn ahead.
- 131** 1 P- N4! B—N3  
2 P—N5 N- n4  
3 N—K7ch ....  
White wins the Queen.
- 132** The immediate QxR \dll not do because of . . . QxRch. Therefore:  
1 N—B7ch! K—N1  
If 1 . . . RxN; 2 Q- BB(h leads to mate.  
2 N- R6ch K- R1  
3 QxPch!l KxQ  
4 NxRch and Wins
- 133** 1 NxPch! PxN  
2 RxPch Resigns
- 134** 1 RxPch! QxR  
2 N- K7ch Ht signs  
While wins the Queen.
- 135** 1 N- B6:h! BxN  
2 QxPch any  
3 Q- R7 mate
- 136** 1 N- B6ch! P, N  
2 Q- KN.k h Resigns  
If 2 . . . B- N2; 3 BxP etc.
- 137** 1 N- Q6ch! B, N  
2 RxN(h D- K2  
3 RxBch! KxR  
4 N—B6ch Resigns  
After 5 NxR White will be a piece ahead.
- 138** 1 RxN! QxR  
2 R- QB! QxH  
On 2 . . . Q- K2 or the like, White has 3 R—KR8 mate.  
1 NxPrh K moves  
4 NxQ and wins
- 139** 1 P- Nx h! Re'ligns  
If Black takes either Knight, 2 N—Q7ch wins the Hook. If 1 . . . K- B2; 2 N- K6ch with the same result.
- 140** 1 N- B6ch llxN  
2 PxB Re'ign!  
The coming check on the King file leaves Black helpless.

**141** 1 Q- B6! QxQ  
 2 NxQ ....  
 White threatens RxN and also  
 NxR and N- Q7ch  
 2 .... N- B6  
 3 R- B4 N- Q7ch  
 4 K- R2 NxB  
 5 KxN! R- R1  
 6 N-Q7ch and win  
 With the Exchange ahead, White  
 will have an easy win

**142** 1 RxPch!! K- N1  
 If 1... KxR; 2 N- NSch! QxN;  
 3 Q- K6ch K- B1; 4 QxN mate or  
 2... K- N1; 3 Q- K6ch K- R1;  
 4 N- B7ch winning the Queen  
 2 N- NS! N- B3  
 If 2... QxN; 3 RxNch KxR;  
 4 Q- K6 mate.  
 3 RxBch Resigns  
 If 3... KxR; 4 N- K6ch Wins  
 the Queen

**143** 1 QxR! BPxQ  
 2 N- 87ch and wins  
 After 3 N)R White will be the  
 Exchange ahead

**144** 1 QxN! RxQ  
 2 N- B6ch K- K2  
 3 NxH'h! K- K1  
 4 N- B6ch K- K2  
 5 NxQ and wins  
 White is the Exchange ahead

**145** 1 RxP! BxR  
 2 Q- B3!!  
 While threatens 3 QxBch and 4  
 Q- K7 mate. If now 2... Q- K3  
 3 NxPrh or if 2... Q- 2; 3  
 N- B6ch winning the Queen. Also  
 if 2... B- N1; 3 Q- B8ch K- Q2;  
 4 Q- N7ch K- B3 5 N- K7ch  
 with the same result.  
 2 .... RxN  
 3 BP1 B! Resigns  
 White's mate threat decides.

**146** 1 Q1 Rch! R. Q  
 2 N-K6ch and wins  
 After 3 N1 Q White is a piece  
 ahead.

**147** 1 R- K8!! Q- N4  
 If 1... QxR: 2 N- R5ch K-  
 R2: 3 N- B6(h wins.  
 2 Q- K3 ....

Threatens 3 R- K7ch K- B3: 4  
 Q- KS mate.  
 2 .... P- KR4  
 3 Q- K&h Re igns  
 If 3... Q- B3; 4 R- K7ch " inS  
 the Queen

**148** 1 N- N6!! PxN  
 2 J- P R- B3  
 If 2... N- B3; 3 Q- R2 forces  
 mate.  
 3 R- RS" h! Resign  
 If 3... K1 R; 4 Q- R2ch K-  
 N1; 5 Q- R7ch K- B1: 6 Q- R8  
 mate.

**149** 1 Q F!! PxQ  
 : NxNch K- R1  
 3 RxRch RxR  
 4 8- N7ch! KxB  
 5 NxR(h K moves  
 6 NxQ and wins  
 White is a piece ahead.

**150** 1 RxB! PxR  
 2 BxP! QxB  
 . NxBPch! Resigns  
 White wins the Queen

**151** 1 .... N/K7- Q5ch!  
 2 PxN NxPch  
 3 K moves NxB etc.

**152** 1 .... N- R6 h  
 2 K- N2 N- N4  
 Re igns  
 Black wins a piece.

**153** 1 .... N- BSch!  
 2 P"N R- K1ch  
 Re signs  
 If 3 K- Q2 Q- Q6 mate. Or 3  
 N- K4, RxNch winning the Queen

**154** 1 .... Q R!  
 2 NxQ N- K7ch  
 Followed by 3 ... NxQ and  
 Black has won the Exchange.

**155** 1 .... N/N4 B6ch!  
 2 PxN B- R5!  
 3 Q- N2 BxR  
 Black has . on the Exchange.

**156** 1 .... Q1 R!  
 2 N"Q N- t 7ch  
 Re igns  
 Bla('k comes out a Rook ahead

**157** 1 .... R- Q7!  
 If now 2 QxR, N- B6ch wins the Queen.  
 2 Q- B1 N- B6 h  
 If now 3 K- R1, RxP mate.  
 3 K- B1 Q- N4ch  
 Or 3 . . . Q- R3ch with the same effect. Black mates next move.

**158** 1 .... P- Q7ch!  
 2 KxP NxN h  
 3 K moves NxB  
 Black wins easily.

159 1 .... NxR!  
 2 NxQ N- K7ch  
 3 K- R1 NxQ  
 Black is a Rook ahead.

**160** 1 .... P- QN4!  
 If now 2 B- N3, P- RS wins the Bishop.  
 2 RxNP N- Q5ch  
 3 NxN NxNch  
 Followed by . . . NxB and

**161** 1 .... R- N1! s w 3 3-n3n LB n  
 2 B-R

Resigns  
 KxQ,

- 6 Q- Q1                      Q- R6  
Resigns  
White must give up his Queen to stop mate.
- 176** 1 ....                      QxNch!  
2 KxQ                      NxQPch  
3 K moves                      NxQ  
Black has won a second Pawn.
- 177** 1 ....                      RxB!  
For 2 QxR allows mate, and if  
2 RxR, N- B6ch wins.  
2 P- KR3                      N- H6ch!  
3 K- B2                      RxRch  
Resigns
- 178** 1 ....                      QxB!  
2 PxQ                      N- K7ch  
3 K moves                      NxQ  
Black has won a piece.
- 179** 1 ....                      N- B7:h  
Black wins the Queen.
- 180** 1 ....                      QxNch!  
2 QxQ                      N- K6ch  
3 K moves                      NxQ  
Black has won a piece.
- 181** White's first move threatens mate, winning the Knight at Queen Rook 7:  
1 Q- Q4!                      Resigns
- 182** Here too White wins at once with a double threat:  
1 Q- N5!                      Rhigns
- 183** 1 NxN                      BxN  
2 Q- Q4!                      R- R4  
3 P- Q4                      KR- Q1  
4 Q- B5 and Wins  
White wins a piece.
- 184** 1 HxR                      RxR  
2 RxR                      NxR  
3 Q- N5ch and winR  
White win a piece.
- 185** 1 R- K5ch!                      RxR  
2 PxR lQch                      KxQ  
3 R- K3ch! and win  
If Black interposes, 4 HxPch wins the Knight. If 3 ... K- Q1 or ... K- R1: 4 HxP ... in the Knight; hit because of the threat 5 R- K5 mate.

- 186** 1 Q- Q4! and wins  
Black must stop the mate, thereby losing his Knight.
- 187** 1 Q- B3h                      K moves  
2 Q- K1! and wins  
White wins the Rook or Bishop.
- 188** White's mate threat wins the Bishop:  
1 Q- K4 and wins
- 189** 1 Q- Q8! and wins  
White threatens QxB as well as R- B5:h
- 190** 1 R- B7!!                      QxR/R2  
2 RxN!                      Resigns  
If 2 ... QxR; 3 QxNP mate Or  
2 ... QxQ; 3 RxR mate.
- 191** 1 Q- K4 and wins  
Protecting himself against the mate, Black succumbs to QxB.
- 192** 1 Q- B5 and wins  
Black can parry the mating threat only at the cost of giving up his Rook.
- 193** 1 NxN                      RxN  
2 R- R5h                      K- R2  
3 B- K4:h                      Resigns  
White wins the Rook.
- 194** 1 P- K5                      N- Q4  
2 HxPeh                      KxH  
3 Nx                      BxN  
4 Q- Q3ch                      ....  
White wins the Bishop.
- 195** 1 RhP!                      PxB  
2 Q- N4ch and wins  
White forks King and Knight.
- 196** 1 Q- D3!                      Resigns  
White wins a piece.
- 197** 1 R P!                      RxR  
2 Hh\ch                      KxH  
3 Q- B4h and wins  
White forks King and Bishop.
- 198** 1 N- N5!                      N- B3  
If 1 ... BxN; 2 OxxP mate. If  
1 ... QxB; 2 HxPeh, K- H1; 3  
NxBP mate.  
2 I "Prh                      K-R1  
3 NxBP mate

**199** 1 B- R6ch! K- N1  
If 1 . . . KxB; 2 Q- RSch force  
mate. If 1 . . . K- R1; 2 N-Bi ch  
wins the Queen.

2 NxN BxN  
3 QxPch and wins  
White continues 4 QxQB.

**200** 1 B- Q4! R- KNI  
If 1 . . . BxB; 2 QxBch wins the  
Knight. If 1 . . . N-B5; 2 BxBch,  
KxB; 3 Q- Q4ch forks King and  
Knight.

2 BxBch RxB  
3 Q-Q4 R- QNI  
4 R-N1 Q- 2  
5 B- :! and wins  
White has trapped the Knight.

**201** 1 N-R7! RxN  
If 1 . . . Q- R2; 2 R- KBch win .  
2 P- QR/Qch BxQ  
3 QxBch K-N2  
4 I hN PxB  
5 Q- Q4ch . . . .  
White wins the Rook.

**202** 1 P- 8o! PxP  
If 1 . . . NxP; 2 Q- N1 ch etc.  
2 BxN RxB  
3 Q- N4ch and wins  
White wins a Rook.

**203** 1 N- QBch! . . . .  
Not 1 QxR, QxN; 2 QxB, QxR.  
1 . . . QxN  
2 QxHch K-B1  
3 QxS and wins

**204** 1 RxB! RxR  
If 1 . . . QxQ; 2 RxRch!  
2 Q- K1 ch and wins  
White forces mate.

**205** 1 P-KB4 B- Q"  
2 P-K5 B-B4ch  
3 K-R1 N- N1  
4 Q- S and win  
This "triple attack" wins because  
of the mate threat.

**206** 1 P-KB4 B-Q3  
2 Q-K8ch . . . .  
White wins the Rook.

**207** 1 RxNch PxR  
2 QxPch . . . .  
White wins the Rook.

**208** 1 RxBch KxR  
2 Q Q4'h . . . .  
White wins the Rook.

**209** 1 BxR RxB  
2 Q- Q" . . . .  
White wins a piece.

**210** 1 RxB NxR  
2 Q- H4ch and . jn  
After 3 QxN White has two pieces  
for a Rook.

**211** 1 Rx8 RxR  
2 Q- D6 . . . .  
White wins a Rook.

**212** 1 P- KR3! N- R3  
2 Q- K4 . . . .  
Wins the Rook: Black must guard  
against QxP mate.

**213** 1 R- N5ch! N-N"  
2 Q- Koch . . . .  
White wins the Bishop.

**214** 1 RxN QxB  
2 Q-QS'h . . . .  
White wins the Knight.

**215** 1 N-N5! PxN  
If 1 . . . R- KB3; 2 QxB, QxQ;  
3 NxQ wins a piece.  
2 QxNP'h and win  
After 3 QxRch White is the Ex-  
change ahead.

**216** 1 NxQP! PxN  
2 RxN! QxR  
3 Q- KH . . . .  
Threatens 4 Q- KRB mate.  
1 . . . R-B1  
4 N" Rch QxN  
Else White mates.  
5 QxQ Resigns

**217** 1 NxP! NxN  
2 Q- R5ch N-N3  
3 Q- o5 and wins  
White's mate threat enables him  
to kill the Rook.

**218** 1 Bd1 KxR  
Or 1 . . . R- K1; 2 B-K5, P-  
B": 3 Q-K4! remaining a piece  
ahead.  
2 Q-K5ch N- B3  
3 R- Q1! . . . .  
White wins the Knight.



- 219** 1 Q-B7! R/N1-Q1  
2 BxN and wins  
Black cannot recapture.
- 220** 1 NxN BxN  
2 BxB RxB  
3 Q-Q5ch ....  
White wins the Queen Rook.
- 221** 1 BxN PxB  
No better is 1... QxB.  
2 Q-R3ch ....  
White wins the Bishop.
- 222** 1 P-Q5 N-K2  
2 Q-R4ch and W ♠
- 223** 1 N-R6ch! PxN  
2 Q-N4ch and win  
While's next is 3 QxR.
- 224** 1 R-R3! P-R3  
While threatened 2 RxP(h!, KxR;  
3 Q-R5 mate. If 1... P-KN3;  
2 PxP!, RxP; 3 RxPch!, KxR; 4  
Q-R5ch, R-R3; 5 Q-B7ch fol-  
lowed by mate.  
2 Q-2! and wins  
White threatens 3 QxB as well as  
3 QxPch! (or 3 RxPch!), PxQ; 4  
RxP mate.
- 225** 1 NxB RxN  
2 P-B4 and wins
- 226** 1 BxP" h! RxB  
If 1... KxB; 2 Q-N3ch Wins  
the Bis op.  
2 PxP N-N5  
Black dare not play ... NxP??  
losing his Queen.  
3 P-K6 ....  
The double attack wins back a  
piece.
- 227** 1 P-K3 N-B4  
Or 1... N-N4; 2 Q-R4  
2 Q-N4 and wins
- 228** 1 P-B6 RxP  
If 1... R-N1; 2 Q-Q6ch wins.  
2 Q-Q8ch Resigns  
White wins the Rook.
- 229** 1 Q-K7ch KxN  
2 P-KN4ch Resigns
- 230** 1 RxN PxRch  
2 KxP Resigns  
White threatens KxR and also  
P-B6ch.

- 231** 1 P-B6ch KPxB  
2 P-K7 Resigns
- 232** 1 BxN K, B  
2 P-B5 PxP  
; PxP Q-B3  
4 P-B6ch and wins
- 233** 1 P-B3 Q-RS  
2 QxQ P, Q  
3 P-K4 and W ♠
- 234** 1 BxP" h! NxR  
2 R-Q7ch K-B1  
3 NxNch K-N1  
4 N-B8 disch ....  
White mates next move.
- 235** 1 P-7 R-I  
2 Q-R5 and wins  
White wins a piece.
- 236** 1 RxB! KxR  
If 1... QxR; 2 8-B6 " ins the  
Queen.  
2 B-B6eh! QxB  
3 N-R5ch Resigns  
White wins the Queen.
- 237** 1 N-K8! Q-K2  
2 Q-KN3 QxN  
White threatened mate.  
3 QxR and wills
- 238** 1 NxN QxN  
2 B-P" h Resigns  
While wins the Queen.
- 239** 1 QxPch!! KxQ  
Or 1... RxQ; 2 RxQch and 3  
RxB.  
: RxRch QxR  
3 N-B5ch and W ♠  
Whit. is a piete up after 4 N" R.
- 240** 1 P-N5! PxP  
Forced  
2 RxN! RxR  
3 RxR QxR  
4 Q-Bf rh and W ♠  
White wins the Rook.
- 241** 1 RxB! RxR  
2 Q-Q4 Q-K4  
3 R-K1! Resign  
If 3... QxQ; < RxR mate. If 3  
... QxR; 4 Q-N7 matt.
- 242** 1 R-B5 ....  
White wins a piece.

## 210 • SOLUTIONS •

**243** 1 B- B71: KxB  
 If 1 . . . QxB; 2 RxR winning  
 the Exchange as Black's Bishop is  
 pinned, If 1 . . . RxR; 2 Q1NPch,  
 K- B1; 3 Q- N8ch, K- K2; 4 Q-  
 K8ch, K- Q3; 5 Q- K6 mate.

2 R1R QxR  
 3 Q- N7<h . . .

White wins the RQ k.

**244** 1 Q- KR8,h K- N4  
 2 Q- K5ch and wins  
 (2 Q- Q8ch als wins the Bi-  
 shop.)

**245** 1 NxP! PxN  
 2 Q- N5 h . . .

White wins back the sacrificed  
 material and remain a Pawn ahead.

**246** 1 P- Q51 HxP  
 2 NxBP . . .  
 White wins the Exchange.

**247** 1 Rx1! RxR  
 2 RxR QxR  
 3 Q- KN4ch . . .  
 White wins the Rook.

**248** 1 N- R4! BxN  
 2 P- Q6! . . .  
 This secondary threat explains the  
 previous move.

2 . . . PxP  
 3 BdJ - B3  
 4 HxR RxB  
 5 PxH . . .

White has won the Exchange.

**249** 1 RxB1 RxR  
 2 Q- K5 . . .

The threat of 3 QxNP mate wins  
 the Rook.

**250** 1 Q- Q4 P-B3  
 2 NxB RxN  
 3 QxR QxB  
 4 R- K1 . . .

White has won the Exchange.

**251** 1 H- R6 NxQ  
 2 HxPch K-N1  
 3 BxN disch B-N4  
 4 RxB mate

**252** 1 NxP! PxN  
 2 HxN PxR  
 3 R-B! RxR  
 4 Q- N3ch . . .

This is the point. White continues  
 5 QxR with a Pawn ahead.

**253** 1 . . . P- - 6!  
 2 RxP RxR  
 3 QxR P- K5  
 4 I hN PxB

Black wins a piece.

**254** 1 . . . B- 81  
 B1Jck win a piece.

**255** 1 . . . Q. Q  
 2 R. Q B- N5  
 3 R- Q1 R- B7  
 Black wins a piece.

**256** 1 . . . P- ,KN4  
 2 B- K3 P- NS  
 Black wins a piece.

**257** 1 . . . RxN1  
 2 RxR NxP!  
 Resigns

For if 3 BxN, QxRch and Black  
 mates next move.

**258** 1 . . . Q- K3!  
 2 Q- B2 RxPch!  
 3 KxR Q-R3 mate

**259** 1 . . . Q- B3 and wins

**260** 1 . . . R- KN6rh 9nd wins

**261** 1 . . . R- K11  
 2 Q- KB4 Q- 51  
 Black wins a piece.

**262** 1 . . . KNxKP!  
 2 NxN Q- R5ch and wins  
 After 3 . . . QxB or 3 . . . BxB,  
 depending on White's reply, Black  
 is a pawn ahead.

**263** 1 . . . R"rch!!  
 2 QxR B- ..N. ch  
 3 Q- K4 . . .  
 If 3 K- B3 or 3 K- B4, R- B7  
 mate.

3 . . . BxQch

Black is the Exchange ahead.

**264** 1 . . . B. R  
 2 KxB Q- KN6  
 Black wins a piece.

**265** 1 . . . NxBP!  
 2 KxN NxN  
 3 BxN Q- RSch  
 Black continues 4 . . . QxB.

**266** 1 .... RxQP!  
 2 RxR Q- R6ch  
 3 K- N1 QxRPch  
 4 K- B1 Q- R8-h  
 Followed by : . . . QxR/QS and  
 . dns.

**267** 1 .... B, N  
 2 PxR RxB!  
 3 PxR QxPch  
 Black wins the Rook.

**268** 1 .... QxR h!  
 2 NxQ RxQ  
 3 PxR R- Q8ch  
 Black wins the Knight.

**269** 1 .... P- B3  
 2 8- 84 Q- R4ch  
 Black wins the Knight.

**270** 1 .... O- B2rh!  
 2 P- N3 O- K2!  
 Black wins the Rook uecaul of  
 the simultaneous threat of . . . Q-  
 K7 mate.

**271** 1 .... BxPch!  
 2 KxB N, P  
 3 Q- K2 N, B  
 4 QxN RxN  
 5 QxB Q- R5ch  
 Black wins the RQk.

**272** 1 .... Q- KBch  
 2 R- Q1 Q- K5!  
 Threatens mate.  
 3 R- 3 Q- RBch!  
 4 R- Q1 QxP 1nd wins  
 Black still threatens mate and  
 thus gains time tQ pick up the reo  
 maining White Pawn.

**273** 1 .... BxN  
 2 PxR NxKP!  
 3 PxN QxPch and wins  
 Black C ntinues 4 . . . QxB/Q6.

**274** 1 .... BxPch!  
 2 KxB Q- NSch  
 If now 3 K- R1. Q- B6 mate.  
 3 K- B1 QxRch  
 If now 4 R- K1, Q- R6ch forcing  
 che dmate.  
 4 K- N2 Q- NSch  
 5 K- B1 O- B6ch  
 6 K- K1 QxRch  
 Black wins the Bishop to .

**275** 1 .... RxBch!  
 2 PxR QxKPch  
 Blaek wins the RQk.

**276** If Bla k tries tQ win a piece by  
 the dQulle attack 1 . . . O- K4? he  
 fails after 2 N- B3! The right way  
 IS:

1 .... RxN!  
 2 RxR Q- K4!

Black wins the Rook hecaus of  
 the threat . . . Q- R7 mate.

**277** 1 .... RxN!  
 2 PxR B- QSch  
 Blark wins the RQk.

**278** 1 .... NxQP!  
 2 PxN Q- RSch  
 Black continues . . . QxB.

**279** 1 .... R- - 4!  
 2 B- 84 . . .  
 Afte. 2 B- KA Black has the s me  
 winning move.  
 2 .... P- QN4 and wins

**280** 1 .... P- K6!  
 Th. eatens . . . P- K7.  
 2 R- K1 PxP  
 Black wins a piece.

**281** 1 .... P- N3!  
 2 Q- R4 BxKBPch!  
 3 KxB P- N4ch  
 Black wins the Queen and comes  
 out a Ro k ahead.

**282** 1 .... P- KN4!  
 2 B- N3 P- NS  
 If the attacked Knight mQves, 3  
 . . . N- KS wins a piece.  
 3 P- QRJ PxN!  
 4 PxR PxP  
 The double attack wins a piece.

**283** 1 .... P- QS!  
 Threatens 2 . . . QxQch! 3 KxQ.  
 P- Q6ch winning a piece.  
 : QxQ PxQ  
 Bla-k wins a piece. for if 3 N  
 moves . P- Q7(h wins the Rook.

**284** 1 .... NxPch!  
 2 PxN Q- Sch  
 3 K- R1 RxR and wins

**285** 1 .... RxR  
 2 RxR BxPch  
 Blaek continues 3 . . . BxR.

**286** 1 .... Q- B51

This wins a piece, as White cannot guard both Rook and Knight.

**287** 1 .... Q- N3!!

Threatening ... QxP mate and also attacking White's Bishop. White can stop the mate only by losing his Bishop. Instead this follows:

2 BxO N- K1 mate!

**288** 1 .... NxB(h

Forcing White's reply.

2 QxN Q-Q5ch and wins

Black continues 3 ... QxN/B6.

**2893se**

BxB  
R-K1  
PxN  
B-B

If 2 . . . BxB; 3 PxN or 2 . . . PxP; 3 BxB. White wins a piece in either event.

**308** 1 N- K6! Q- R4ch  
If 1 . . . QxB; 2 N/NS- B7 mate.  
2 B- - 2 QxBch  
3 QxQ NxQ  
4 N/NS- B7 mate

**309** 1 B- B4! RxRch  
If 1 . . . QxB; 2 RxRch etc.  
2 BxR! Q-R4  
3 R-K1! Resigns  
If the Bishop moves, < Q- K8ch! decides.

**310** 1 NxBP! QxN  
Els his Rook goes lost.  
2 BxPch Resigns  
Whit. wins the Queen.

**311** 1 PxP BxP  
Or 1 . . . NxQBP; 2 BxN winning a piece.  
2 BxB NxB  
3 RxN! Resigns  
If 3 . . . QxR/B4; 4 RxRch etc.

**312** 1 N- K6ch! QxN  
2 Q RSch K- N1  
If 2 . . . K- R3; 3 P- NS mate.  
Or 2 . . . P- N3; 3 Q- R7ch, K- B3; 4 QxP mate.  
3 B-R7ch K- R1  
< B- N6 disch K- N1  
S Q-R7 mate

**313** 1 N- N5! R-Q1  
If 1 . . . QxQ; 2 NxP/B7 mate!  
2 QxQ RxQ  
3 NxP/B7ch K- N1  
4 P-R5 Resigns  
The Rook is trapped, leaving Black with a lost ending.

**314** 1 B- Q5! Resigns  
If 1 . . . RxR; 2 Q- N8 mate. If 1 . . . RxB; 2 RxR mate or 1 . . . QxB; 2 RxRch followed by mate.

**315** 1 N- NS! B. N  
2 BxB NxPch  
3 RxN . . .  
White continues < BxR.

**316** 1 Q-K6ch! K- R2  
No better is 1 . . . K- R4  
2 N- B6ch PxN  
3 QxQ Resigns

**317** 1 BxPch! K, B  
2 QxQ Resigns

**318** 1 N- - 5! NxN  
If 1 . . . QxQ; 2 NxNch wins a piece.  
2 QxQ NxQ  
3 RxB! QN- Q2  
4 RxR KxB  
5 P- K5 N- Q4  
6 BxN PxB  
P- K6 and wins

**319** 1 BxN! PxB  
2 NxP/B6ch! B: N  
3 RxNch! Resigns  
White continues 4 QxQ.

**320** 1 RxP! QxKB  
2 8-B5! QxQ  
Expecting , RxQ??, R- 8ch and Black forces mate.  
3 RxRch! QxR  
4 RxQ mate

**321** 1 N- B6!! Resigns  
No matter how Black plays he is checkmated. For example: 1 . . . NxQ; 2 R"P mate. Or 1 . . . PxN; 2 QxRP mate. Or 1 . . . P- R3; 2 Q-R7 mate.

**322** 1 P-Q5! Resigns  
In saving his Queen, Black loses his Knight.

**323** 1 NxP! BxQ  
"Best" is 1 . . . PxN; 2 QxB and White will easily.  
2 BxPch K- K2  
3 N- Q5 mate

**324** 1 N- 5! Q- R5  
2 B- NSch! QxB  
3 NxPcb Resigns  
Black loses his Queen.

**325** 1 RxN! Q. R  
2 NxP Q- B1  
3 BxB Q, B  
4 N- N6! B-B3  
5 N- K7ch! K- R1  
6 QxB! P, Q  
7 BxP mate

**326** 1 P- B7dis ch K R2  
On 1 . . . B- N2 White makes a new Queen.  
2 Q- B5ch K- R1  
3 Q- B6ch K- R2

- 4 P- N6ch Resigns  
Black loses his Queen.
- 327** 1 N- N6! R- R2  
2 N/B3xB QxN  
3 NxB RxN  
4 BxPch Resigns  
White win a whole Rook.
- 328** 1 QxN!! QxQ  
2 P- QB4 Q- - 2  
3 RxB K- R1  
4 R- NB dbl ch KxR  
5 R- N1ch Q- NS  
6 RxQ mate '
- 329** 1 N- Q6 R- K2  
If 1 . . . R- B1 White wins the  
Exchange in the same way. But if  
1 . . . k- KNI ?; 2 N- B7 mate!  
2 NxB . . .  
White wins the Exchange uy 3  
BxR etc.
- 330** 1 RxB! QxR  
2 N- KN6! Resigns  
If 2 . . . QxQ; 3 N/QS K7 mate.
- 331** 1 . . . B.N!  
2 QxR N- K4  
Threatens . . . Q- NS.  
3 K- R1 BxNPch!  
4 KxB Q- NSch  
5 K- R1 Q- KSch  
6 K- N1 N- B6ch  
7 K- N2 N- RS dbl ch  
8 K- N3 Q- N7ch  
9 KxN B- K2ch  
And Black mates llex! move,
- 332** 1 . . . N- - !  
2 R- Q1 Q- R8ch  
3 K- K2 N- BSch!  
Resigns  
If 4 PxN, QxRch; 5 K- K3, Q  
Q6 mate. If 4 K- B3, QxNPch wins  
the Queen.
- 333** 1 . . . B- K6!  
Resigns  
Black threatens mate as well as  
. . . BxBch.
- 334** 1 . . . RxKP!  
2 QxR Q- B6ch  
3 Q- B2 QxQ mate
- 335** 1 . . . N- B2  
Resigns  
White must los the Knight or the  
Bishop.

- 136** 1 . . . NxP!  
2 QxQ NxRch  
3 K- B1 BxQ  
4 KxN RxN  
Resigns
- 337** 1 . . . NxN  
2 QxN N- NSch!  
Resigns  
Wh te lo es his Queen.
- 338** 1 . . . NxP!  
If now 2 BxB, N- Q6ch followed  
by . . . QxB. If 2 PxN, BxB etc.
- 339** 1 . . . QxR!  
2 RxQ R, N  
3 RxR R, R  
4 Q- R3 . . .  
After 4 Q- R1 Black wins the  
Queen the s me way.  
4 . . . RxPch  
5 K- R1 RxPdisch  
Res ns  
White loses his Queen.
- 340** 1 . . . N- K6  
Forcing White's reply,  
2 R- K1 N- BSch!  
3 BxN RxR and wins
- 341** 1 . . . BxQP!  
2 QxB BxPch!  
3 NxB R, Q  
Resigns
- 342** 1 . . . NxBP!  
2 KxN BxNPch  
Resigns  
White loses his Queen,
- 343** 1 . . . Q- BBch  
2 K- R2 Q- B5ch  
If now 3 K- N1, N- B6ch willS  
White's Queen.  
3 K- R1 Q- KBBch  
4 K- R2 QxR and wins
- 344** 1 . . . P- Q6!  
If now 2 QxP, QxB etc.  
2 BxQ P"Q and wins  
White lo s his Rook or Bishop.
- 345** 1 . . . B- KR6!  
2 QxR B- QB4ch  
If fOW 3 R/K4 Q4, BxRch: 5  
RxB, Q- K8 mate.  
3 K- R1 BxPch!  
4 KxB Q- NSch

- If now 5 K- RI, Q- H6 mate.  
 5 K- BI Q- B6ch  
 6 K- KI Q- B7 mate
- 346** 1 .... N- KB6ch!  
 If now 2 K- RI, NxR wins.  
 2 PxN Q- N3ch  
 3 K- RI N- N6ch!  
 4 RPxN QxQ  
 Resigns
- 347** 1 .... RxBch!  
 2 KxR B- Q6ch!  
 Resign  
 White takes his Queen.
- 348** 1 .... N- KN6!  
 2 QxQ N/Q5 K7 mate
- 349** 1 QxHch! KxQ  
 2 B- 12 dis ch! and wins  
 White continues 3 BxQ.
- 350** 1 B- H7ch K- RI  
 2 B- N8 dis rh! KxB  
 Or 2 ... B- R3; 3 Q- R7 mate.  
 3 Q- R7 mate
- 351** 1 N- B7!! Q- R3  
 If 1 ... KxN; 2 PxP dis ch wins  
 Black's Queen.  
 2 PxP and wins  
 Black cannot save his Queen,  
 Rook, and Bishop.
- 352** 1 NxP! RxQ  
 If 1 ... NxB; 2 N- NS di ch,  
 K- RS: 3 RxP male.  
 2 NxH dis ch K- B3  
 3 NxQ and wins  
 While comes out the E fange  
 ahead.
- 353** 1 RxN! PxR  
 2 QxR(h! KxQ  
 3 PxPdisch and wins  
 White continues 4 PxQ.
- 354** 1 QxNch! K- K2  
 If 1 ... KxN: 2 N- B6 dis ch  
 and mate.  
 2 N- Q6 Resigns
- 355** 1 R- Q7ch R- 82  
 2 RxRrh KxR  
 3 B- 88disch ....  
 White continues 4 BxB.
- 356** 1 R- KRI ....  
 Threatens 2 K- N2 dis ch and  
 mate.

- 1 .... K- R4  
 2 K- N. dis ch ....  
 White wins the Bishop.
- 357** 1 Q- QS ....  
 Threatening a discovered check-  
 such as H- B6 dis rho  
 1 .... Q- BSch  
 If 1 ... K- RI; 2 Q- Sch and  
 male next move.  
 2 R- BI dis ch Resigns
- 358** 1 Q- BS" h R- K2  
 2 N- N6ch! KxB  
 If 2 ... PxN; 3 R- H8ch, KxB;  
 4 PxN dis "h, K- K3; 5 R- K1ch  
 and White mates soon.  
 3 PxN th, ch K- NI  
 If 3 ... KxN; 4 Q- BS male.  
 4 NxRfh K- R1  
 5 N- N6rh K- N1  
 6 Q- BSrh! RxQ  
 7 RxR mate
- 359** : P- Q5 dis eh Resigns
- 360** 1 B- RSch! P- N3  
 2 NxNP! N- N3  
 If 2 ... PxN; 3 BxP male.  
 3 N- K5 mate
- 361** 1 I hN N, B  
 2 ! hP dis eh K- Q2  
 3 B" B Resigns  
 If 3 ... RxB; 4 N- KSch Wins  
 the Bishop.
- 362** 1 NxPch! BxN  
 2 RxB BxB  
 3 RxPch K- R1  
 4 RxP diH h K- NI  
 5 R- KN7ch K- RI  
 6 R- QB7disch K- NI  
 7 RxB Resigns
- 363** 1 RxB! QxR  
 2 I xPch K- NI  
 : P- BS dis ch ....  
 While continues 4 PxQ.
- 364** 1 QxPrhr KxO  
 2 PxP dis eh K- Nj  
 3 PxP ....  
 White plays 4 PxR/Q, leaving  
 him a whole Rook ahead.
- 365** 1 R- RS:h! KxR  
 2 P- K6 dis eh Q- N2  
 3 BxQrh Resigns  
 Black has only two pieces for  
 the Queen.



**3..** White wins the Queen:  
1 N- B5dis (h Resigns

**367** 1 Q- RSch! K- N2  
If j . . . KxQ; 2 N- H7 dis (h  
B- N. : 3 RxB mute.  
2 Q—R7ch K- 81  
3 QxR N- K2  
4 RxBch Q, R  
5 N- R7ch Resigns  
White wins th Queen

**368** 1 N- R5 P, N  
2 BxPeh K- R1  
3 B- N6dis eh K- N1  
4 Q- R7ch K- B1  
5 B- R6ch K- K2  
6 QxPch K- Q1  
7 QxR male

**369** j R- K1ch! P, R  
2 BxPch! K" B  
3 RP xPdisch K- N1  
4 R- H8 male

**370** 1 R- K7! BxN  
2 RxPch K- R1  
3 RxB dis eh K- N1  
4 RxB Resil ns

**371** 1 RxNch K, R  
2 NxP dis ch and wins

**372** 1 Q- RRch N- N1  
2 QxPch! K, Q  
3 BxB dis (h K- R1  
4 RxN h! K, R  
5 R- N1th K- R1  
6 B- B6 mate

**373** 1 R- K7! K- N1  
II 1 . . . OxR; 2 I'- B6 dis eh  
wins the Queen.  
2 RxRP and wins

**374** 1 QxRPeh! BxQ  
2 P- D7 dis eh P- K4  
. B1P mate

**375** 1 N- N6eh! PxN  
2 PxNP disth and wins

**376** 1 QxPch! Q, Q  
2 RxQch K, R  
3 R—R1ch B- R7  
4 RxB" h K- N2  
5 B- R6 h K- R2  
6 BxR mate

**377** 1 R- N7th K- B1  
2 RxQP dis eh K- N1  
. 1 R- KN7ch K- I H  
, H- N7dis..h K- N1  
5 RxR" h N- V H  
t RxN mate

**378** 1 QxP" h! K, Q  
2 R- QR3rh K- N2  
. H- H ch K- R1  
4 B—H8 m31

**379** 1 QxPch! KxO  
2 f- RSch! K, R  
3 B- H7 mate

**380** r R- D8 dis eh B—R4  
2 QxHt.h! P, Q  
3 R- Rb mate

**381** j Nx;' P! K, N  
2 QxPch! KxQ  
3 BxN mate

**382** 1 P- N4! N- BS  
If I . . . N- B3; 2 R- QS dis eh  
wins the Knight.  
2 BxN dis eh and wins

**383** 1 N- K6 dis eh! P, Q  
2 B- N7 mate

**384** 1 QxRP! P, Q  
2 PxP dis" h K- B1  
. R- N1kh! KxR  
4 P- R7ch K- B1  
5 P- RK/Q mate

**385** j . . . BxN!  
2 RxR P- K7 disch  
3 K- R1 P- K8/Q mate

**386** 1 . . . QxB!  
So that if 2 QxQ, R- K8ch, 3  
f- B1, RxBch!: 4 RxR, P- B7  
malt.

2 Q- I H Q- N7!  
3 Q- B1 QxR!  
" QxQ R- K1kh!  
5 QxR P- B7dis ch  
Bb (k mates in two moves.

**387** 1 . . . N- Q5disch!  
2 N- Q2 RxN(h  
3 RxR N- E6ch  
Fold>wed by 4 . . . NxR.

**388** 1 . . . N- RS dis ch  
If now 2 K- N1, O- KN5 mate.  
2 K- K1 NxN mate

**389** 1 .... NxP!  
 2 QxN QxQch  
 3 KxQ P—B6 disch  
 4 NxB PxR! and wins

**390** 1 .... N—N6ch!  
 2 PxN PxP dis ch  
 3 BxR Q—R5 mate

**391** 1 .... RxNPch!  
 2 K: H RxPch!  
 3 BxR P—K6 dis ch  
 Resigns

If 4 R—Q5 (if ...!), QxBch; 5 K—R1, QxRch; 6 K—N2, Q—B7ch; 7 K—R1, P—K7 and wins.

**392** 1 .... QxRch!  
 2 KxQ N—B4 dis en  
 Followed by 3 ... NxQ.

**393** 1 .... QxB!  
 2 PxQ R—Q1 dis "I  
 Followed by 3 ... RxQ.

**394** 1 .... QxN!  
 2 BxQ P—K6 dis ch  
 3 Q—N2  
 If 3 Q—B3, BxQch; 4 RxB, NxP; 5 R—Q1, NxB; 6 RxN, B—B4 with a winning endgame.

3 ... BxQch  
 4 KxB NxP  
 5 R—R4

If 5 R—Q1, RxN!; 6 BxR, P—K7 and wins.

5 ... KR—Q1  
 6 B—N6 R—Q7ch  
 7 K: H3 RxN1  
 B PxR P—K7 and wins

**395** 1 .... P—K7 dis ch  
 Black wins, for if 2 R—B2, QxRch etc.

**396** 1 .... RxKNP!  
 2 PxQ RxRch  
 3 BxR R—Q7 dis ch  
 4 K: N1 B—Q5ch  
 5 B—B2 RxRch  
 6 Q—K1 RxQ mate

**397** 1 QxPch! KxQ  
 2 BxP dbl ch K—N3  
 If 2 ... K—K2; 3 R—B7 mate.  
 3 B—D7ch KxP  
 4 B—B1ch K: N5  
 5 R—B4ch K: N4  
 6 P—R4ch K—R3  
 7 R—B6 mate

**398** 1 Q—R5ch! NxQ  
 2 PxP dbl ch K—N3  
 3 B—B2ch K: N4  
 4 R—B5ch K—N3

If 4 ... K—N5; 5 P—R3ch leads to quick mate. Likewise if 4 ... K—R5; 5 R—K4ch etc.

5 R—B6 dbl ch K: N4  
 6 R—N6ch K—R5  
 7 R—K4ch N—B5  
 3 RxNch K—R4  
 9 P—N3!

Followed by 10 R—R4 mate.

**399** 1 Q—Q8ch! KxQ  
 2 B—R5 dbl ch K—K1  
 3 R—Q8 mate

**400** 1 NxBP! PxN  
 2 N—B6ch! QxN  
 3 Q—Q8ch! BxQ  
 4 B—N5 mate

**401** 1 Q—Q7ch! BxQ  
 2 N—Q6 dbl ch K—Q1  
 3 N—B7ch K—B1  
 4 R—K8ch! BxR  
 5 R—Q8 mate

**402** 1 N—K7 dbl ch K—R1  
 2 N—N6ch! PxN  
 3 R PxN disch Q—R5  
 4 RxQ mate

**403** 1 NxP! N—K2  
 If 1 ... either NxN; 2 RxNch is deadly.  
 2 NxN! QxQ  
 3 N: B6 dbl ch K—B1  
 4 B: N mate

**404** 1 BxP! BxR  
 2 BxP dbl ch! Resigns  
 If 2 ... KxB; 3 Q—K6 mate.  
 Or 2 ... K—Q1; 3 Q—K8ch winning Black's Queen.

**405** 1 Q—Q8ch! KxQ  
 2 B—KN5dblch K: K1  
 3 R—Q8 mate

**406** 1 Q—Q8ch! KxQ  
 2 B: KN5dblch K: K1  
 Or 2 ... K: B2; 3 B: 8 mate.  
 3 R—Q8 mate

**407** 1 RxNP! PxR  
 2 Q—R7ch N—Q2

If 2 . . . K—Q1; 3 Q—R8ch is decisive.

3 BxN! Q—N1

If . . . QxB; 4 QxQch, KxQ; 5 RxR and White wins easily.

4 R—N7ch! KxR

If 4 . . . RxR; 5 QxQ and wins. Or 4 . . . K—Q1; 5 QxQch and wins.

5 B—B8 dbl ch! and wins

The most beautiful double check ever played. After 5 . . . KxB; 6 QxQch White wins a Rook.

408 1 R—Q7 QxR  
2 RxNPch! KxR  
3 B—R6ch K—R1  
4 N—N ch! rxN  
5 PxP Q—B8ch  
6 K—R4 Q—B6  
7 B—N7 dbl ch KxB  
8 Q—R7 mate

409 1 Q—Q8ch! KxQ  
2 B—KN5dblch K—K1  
3 R—Q8 mate

410 1 R—N8 dhl ch 1 KxR  
2 R—KN1 mate

411 1 N/Q2xN! NxNch  
2 QxN! QxQ  
3 N—B6 dbl ch K—Q1  
4 R—K8 mate

412 1 B—Q6dblch! KxB  
2 R—Q3 . . .  
White wins the Queen.

413 1 R—N8ch! KxR  
Or 1 . . . RxR; 2 NxQ etc.  
2 NxQ dbl ch Resigns  
White wins the Black Queen without losing his own.

414 1 Q—Q7ch! BxQ  
2 N—Q6 dblch K—Q1  
3 N—B7ch K—B1  
4 R—K8ch! BxR  
5 R—Q8 mate

415 1 . . . B—Q6 dbl ch  
2 K—K1 R—B8 mate

416 1 . . . R—B8 dbleh!  
2 KxR Q—B5ch  
3 K—Q2 Q—Q6ch  
4 K—K1 Q—K6ch  
5 K—B1 R—KB1  
Resigns

White is helpless: for example 6 Q—B3, B—R6ch etc.

411 1 . . . N—B6 mate!

418 1 . . . Q—N7ch!  
2 KxQ RxNP mate

419 1 . . . QxR!  
2 PxQ B—N5dblch  
3 K—Q1 R—K8 mate

420 1 . . . RxBP!  
2 QxQ RxN mate

421 1 Q—Q5ch! Resigns  
If 1 . . . RxQ; 2 RxR mate.  
(If White plays 1 QxQ in the diagram position, Black can make a fight of it with 1 . . . N—B7 dhl ch or . . . N—B5 dis ch.)

422 1 N—Q5 Q—Q1  
2 BxP Q—Q2  
3 Q—N4! R—K3  
If 3 . . . QxQ; 4 RxR mate.

4 RxR QxR

If 4 . . . PxR; 5 N—B6ch.

5 N—B6ch K—B1

If 5 . . . QxN; 6 QxBch and mate follows.

6 B—Q6ch! QxB

7 QxBch K—K2

1 N—N8 mate

423 1 Q—B4! Resigns  
White threatens 2 Q—N8 mate, and if 1 . . . RxQ; 2 RxN mate.

424 1 R—Q7! QxR  
If 1 . . . NxR; 2 Q—KN4ch, K—R3; 3 R—B5 wins.  
2 QxNch K—N3  
3 R—B5 Resigns  
Black's King cannot escape.

425 1 RxPch! QxR  
If 1 . . . KxR; 2 BxN, QxB; 3 R—KN1ch forcing mate.  
3 BxNch R—B2  
4 R—KN1! QxR  
5 QxRch K—R1  
6 Q—R5ch K—N2  
6 Q—R6 mate

426 1 R—BBch! QxR  
2 QxPch! RxQ  
3 RxR mate

**427** 1 R- Q5ch! NxR  
If 1 . . . K- R3: 2 B- B8ch  
wins.

2 B K c K- R4  
3 R- QR7ch R- R3  
4 RxR male

**428** 1 R- KS Q—Q2  
2 RxRch QxR  
3 P- Q7! QxP  
" Q- N8ch K—R2  
5 Q- RBch! NxQ  
6 R- N7 mate

**429** 1 B- R3! QxB  
2 Q- K6! N—Q1  
3 Q- B7ch! NxQ  
4 N- K6 mate

**430** 1 Q- R6! Resigns  
If 1 . . . BxQ; 2 N- K7 mate.

**431** 1 8- B6! PxB  
Or 1 . . . R- KNI: 2 QxNPch!,  
RxQ: 3 R- QBch and mate follows.  
2 KPXP R- KNI  
3 R- Q8! QRxR  
4 RxR Resigns  
White threatens mate, and if '  
. . . RxR; 5 Q- N7 mate.

**432** 1 Q- K7! Q- B2  
If 1 . . . RxQ: 2 R- B8 mate.  
H I . . . RxR: 2 Q- N7 mate.  
2 Q- BBch! RxQ  
3 RxR mate

**433** 1 RxP! Resigns  
If 1 . . . RxR; 2 Q- - 8 male:  
if 1 . . . QxR: 2 Q- Q1 male.

**434** 1 RxB! Resigns  
If 1 . . . R/NixR: 2 RxR. Or 1  
. . . RJRlxR: 2 RxR. In either case  
White has won a piece.

**435** 1 BxP! PxB  
2 NxP R- KNI  
3 R- KB! Resigns  
If 3 . . . RxR: ' Q- N7 mate. If  
3 . . . QxR; 4 Q- B6ch and mate  
next move.

**436** 1 RxB! QxR  
2 Q- N6 Resigns  
There is no defense to the e ming  
3 QxRr mate.

**437** 1 R- QB5ch! K- NI  
If 1 . . . N- B2?: 2 QxQ. If 1  
. . . R- B2; 2 RxRch, KxR; 3  
RxPch with an easy win.

2 BxP! RxB  
If 2 . . . QxQch; 3 B- N2 dis ch!  
and wins-

3 RxRch K, R  
< Q- N2ch K- NI  
5 R- N5ch K- B2  
6 Q- N7ch K- Q3  
7 R- Q5 mate

**438** 1 R- KB! QxR  
Or 1 . . . RxR; 2 Q- N7 mate.  
2 Q- B6ch R- N2  
3 QxR mate

**439** 1 PxP! NxQ  
2 PxN dis ch K- NI  
3 R- RBch! KxR  
4 P—B7! B- K2  
If " . . . Q- R5; 5 PxN/Qch and  
mate next move  
s R- R1ch B- R5  
6 P- B8/Q mate

4 1 R- KR3! QxR  
2 QxR mate

**441** 1 P- KB5! Q- N'  
If 1 . . . QxP: 2 BxP mate. If 1  
. . . BxP; 2 BxPch, QxB: 3 RxR  
male.  
2 BxPch! QxB  
3 p- B6 Q- N3  
4 P- B7 dis ch N- K4  
5 RxN! PxR  
6 QxPch! Resign  
If 6 . . . RxQ; 7 P- BB/Qch and  
mate next move. If 6 . . . Q- N2:  
7 QxRch, BxQ; 8 PxB/Qch, Q-  
N1; 9 Q"Q mate.

**442** 1 BxP! RxR  
2 NxP Q—K2  
3 N"R QxN  
4 Q- B4! R—K2  
5 P- B6! ....  
If no . 5 . . . R- K3; 6 RxN!,  
RxR; 7 P- B7 threatening 6 Q- B6  
mate or 8 PxQ/Qch or 6 QxRch,  
Q"Q; 9 P- B8/Q mate.  
5 . . . N- N3  
6 RxR N"R  
7 P- B7! Resigns  
If 7 . . . Q- KB1; 8 Q- B6ch,  
Q- N2; 9 P- B6/Qch and mate  
next move.

**443** 1 Q—K8! K—R4  
If 1 . . . RxR; 2 Q—N5 mate.  
2 Q—B6! Resigns  
White wins the Black Rook, which cannot move.

**444** 1 N—R6ch! PxN  
If 1 . . . K—R1; 2 NxPch wins the Queen.  
2 BxN Resigns  
Black is helpless against the coming Q—KN3ch.

**445** 1 R—K8! Resigns  
If 1 . . . QxR; 2 Q—N7 mate.  
Meanwhile Black is helpless against a triple mate threat.

**446** 1 B—Q6! Resigns  
If 1 . . . QxB; 2 NxKBP mate.

**447** 1 R—K8ch! RxR  
If 1 . . . Q—B1; 2 QxBch leads to mate.  
2 QxBch K—R1  
3 QxRch Q—B1  
4 QxQ mate

**448** 1 N—Q2! P—Q3  
If 1 . . . NxN; 2 R—N5 mate.  
2 NxN! PxR  
If 2 . . . NxN; 3 R—K8 mate.  
3 NxN mate

**449** 1 Q—K5! Resigns  
Black must lose the Queen, as White threatens QxNP mate, and if 1 . . . QxQ; 2 RxR mate.

**450** 1 N—R5! PxN  
If 1 . . . NxN; 2 QxRPch, K—B1; 3 QxBP mate.  
2 R—KN3 Resigns  
There is no good move. If 2 . . . P—R5; 3 N—K6 dis ch, PxR; 4 Q—N7 mate.  
If 2 . . . B—KB1; 3 NxRP dis ch, N—N5; 4 N—B6 mate.

**451** 1 RxNch Resigns  
If 1 . . . RxR; 2 RxRch followed by 3 QxR with a piece ahead.  
If 1 . . . QxR; 2 RxQch, KxR; 3 QxNch and wins.

**452** 1 RxN! QxR  
2 Q—B3 Resigns  
If 2 . . . Q—B3 or 2 . . . Q—K2 (to stop the threatened 3 Q—B7 mate), then 3 Q—Q5ch forces mate.

**453** Black's Rooks are overworked. He depends on the trap 1 RxB?, RxR; 2 QxR, QxQ; 3 RxQ, R—K8ch; 4 N—B1, N—K7ch; 5 K—R1, RxN mate; but White is too wily for him:

1 QxB! Resigns

Black loses at least a piece and may get mated, for example 1 . . . RxQ; 2 RxR mate. If 1 . . . QxQ; 2 R/Q1xQ! and if Black captures either Rook, White mates.

**454** 1 QxRP! QxQ  
If 1 . . . R—H2; 2 QxR! winning as in the main line.

2 R—K8ch B—B1  
2 B—Q4ch Q—KN2  
4 RxB mate

**455** 1 Q—R5ch! RxQ  
2 B—N6 mate

**456** 1 B—B6! Resigns  
White threatens 2 Q—R6 and 3 Q—N7 mate. Black cannot play 1 . . . NxB because of 2 Q—R8 mate.

**457** 1 . . . R—Q7!  
2 QxR NxP  
Resigns  
Black attacks the Queen and also threatens . . . QxRP mate.

**458** White expects to recover the Exchange after 1 . . . RxRch; 2 QxR etc. But . . .

1 . . . Q—Q2!

Resigns

If 2 QxQ, RxR mate. If 2 Q—B4, RxRch; 3 QxR, QxN and Black is a Rook ahead.

**459** 1 . . . NxBch

Resigns

White's Queen Knight is pinned, so that after 2 QxN there follows 2 . . . QxRch.

4 1 . . . R—N3ch  
2 K—R2 Q—Q7ch!  
3 BxQ R—B7ch  
4 Q—N2 RxQ mate

**461** 1 . . . N—B6!

Resigns

If 2 BxN, RxN mate. On other moves there follows 2 . . . RxNch!; 3 BxR, RxKRP mate.

**462** 1 .... R—K7!  
Resigns  
Black threatens 2 . . . QxRP  
mate or 2 . . . Q—N7 mate. If 2  
RxR, QxR mate.

**463** 1 .... R- K8ch!  
Resigns  
If 2 QxR, QxN mate. If 2 NxR,  
Q—R8 mate.

**464** 1 .... P—N5!  
2 PxP RxN!  
3 PxR P—N6!  
Threatens . . . P—N7 etc.  
4 PxP P—B6ch!  
If now 5 KxP, KxB wins.  
5 PxP P—R6!  
Resigns  
If 6 K—B1, KxB wins.

**465** 1 .... RxBch  
2 RxR QxR  
Black has won a piece.

**466** 1 .... B—Q4!  
2 Q—Q3  
If 2 N—K3, QxN wins a piece.  
If 2 Q—K3, BxN; 3 KxB, N—Q4  
with the same result.  
Or 2 Q—KN3, BxN; 3 KxB, N—  
R4 again winning a piece.  
2 .... QxQ  
3 NxQ BxN  
4 KxB RxN  
Resigns  
Black has won a piece.

**467** 1 .... N—B4!  
2 NxN RxBch  
Followed by 3 . . . BxN and  
Black has won a piece.

**468** 1 .... RxN!  
Winning a piece, for if 2 QxR,  
QxP mate.

**469** 1 .... Q—K4!  
If now 2 QxQ, N—Q6ch and 3  
. . . RxR mate.  
2 R—B4 N—Q6ch!  
3 K—N1  
Or 3 K—B2, QxQ etc.  
3 .... QxQ  
4 RxQ R—B8 mate

**470** 1 .... NxP!  
2 PxN QxNPch  
If now 3 Q—KN2, BxNch wins.

3 B—N2 B—R6  
Resigns  
Black threatens 4 . . . BxNch,  
and also . . . Q—R7ch. If 4 R—K2,  
Q—R7ch; 5 K—B1, Q—R8ch is  
murderous.

**471** 1 .... N—K7!  
If now 2 NxR Black wins as in  
the main line. If 2 QxN, QxRch  
wins.

2 R/B1xP RxPch!  
3 PxR QxBch  
4 P—B3 QxPch  
5 K- R2 B—K4 mate

**472** 1 .... R—Q5ch!  
2 QxR Q—R7!  
Resigns  
White has no satisfactory defense  
against the threat of . . . Q—R7  
mate.

**473** 1 .... NxBch  
2 QxN  
White's Knight at Queen 2 is  
pinned.  
2 .... BxNch  
Black has won a piece.

**474** 1 .... B—N6ch!  
2 RxB  
If 2 K—R1 or K—R3, R—QR4ch  
wins. If 2 K—N2 or K—N1, RxR  
followed by . . . BxN dis ch wins.  
2 .... R/Q4xRch  
With the Exchange ahead, Black  
has an easy win.

**475** 1 PxP QxP  
If 1 . . . BxP; 2 BxN wins a  
piece.  
2 NxB QxN  
3 BxN and wins  
White has won a piece.

**476** 1 B—R6ch KxB  
Or 1 . . . K—N3; 2 PxPch etc.  
2 QxKBP mate

**477** 1 P—KN4! B—N3  
2 NxB and wins  
White continues 3 QxN with a  
piece ahead.

**478** 1 R—K8! QxR  
2 BxNch K—N1  
3 Q—R8 mate

**479** 1 RxP! R—KR1  
If 1 . . . RxR; 2 QxPch leads to mate.

2 QxPch! RxQ  
3 R—N8 male

**480** 1 R—R7ch! KxR  
2 QxPch Resigns  
White's R—KR1ch forces mate.

**481** 1 RxB! QxR  
2 BxN and wins  
White wins the Queen.

**482** 1 QxNch! BxQ  
2 NxP mate

**483** 1 B—R3! P—B3  
Or 1 . . . QxB; 2 QxR etc.  
2 BxQ PxQ  
3 BxN/R4 and wins  
White is a Rook ahead.

**484** 1 R—B8ch! RxR  
Forced.  
2 QxQ . . .  
White has won the Queen for a Rook.

**485** 1 R—R4 NxR/R5  
If 1 . . . QxQ; 2 R/R5xP mate.  
Or 1 . . . P—KR4; 2 RxNP dis ch,  
QxQ; 3 RxPch, N—R3; 4 R/R5xN  
mate.  
2 QxQ and wins

**486** 1 Q—KN4ch! Resigns  
After 1 . . . QxQ; 2 RxRch and  
3 PxQ White is a Rook ahead,

**487** 1 RxNch! KxR  
If 1 . . . QxR or . . . RxR; 2  
QxP mate.  
2 N—N6ch! PxN  
3 Q—R8ch K—B2  
4 QxP mate.

**488** 1 RxN! PxR  
2 BxPch K—N2  
3 Q—R5 Resigns  
There is no good defense to the  
threat of < Q—R6ch, K—R1; 5  
B—N6 dis ch, K—N1; 6 Q—R7  
mate or 6 Q—R8 mate,

**489** 1 R—R7ch K—R3  
2 RxNch KxR  
3 QxR . . .  
White has won a piece.

**490** 1 N—Q5 Q—Q1  
2 BxN PxB  
3 NxB . . .  
White has won a piece.

**491** 1 QxPch K—B4  
2 R—B6ch Resigns  
White wins the Queen.

**492** 1 Q—Q8ch R—K2  
If 1 . . . K—B4; 2 P—N4 mate.  
2 N—Q7ch Resigns  
White wins the Rook.

**493** 1 RxN . . .  
Or 1 BxN etc.  
1 . . . RxR  
2 BxR QxB  
3 QxNPch K—R2  
4 Q—R5ch K—N2  
5 R—N3ch K—B3  
6 Q—N5 mate

**494** 1 NxB RxN  
2 QxN Resigns  
White has won a piece.

**495** 1 B—B5 RxRch  
2 QxR Q—Q3  
If 2 . . . QxB; 3 Q—K8 mate.  
3 Q—K8ch Q—B1  
4 BxPch Resigns  
White wins the Queen.

**496** 1 NxP! PxN  
2 P—K7 R—K1  
3 Q—K1! Q—R3  
If 3 . . . QxQ; 4 BxBP mate.  
4 Q—K3! Q—R5  
5 Q—B4! Resigns

**497** 1 NxNP! PxN  
2 RxPch K—B2  
3 RxNch KxR  
4 QxR . . .  
With two Pawns ahead plus the  
attack, White wins easily.

**498** 1 Q—B7! Resigns  
If 1 . . . QxQ; 2 BxNch wins a  
piece. If 1 . . . Q—N3; 2 QxB etc.

**499** 1 Q—R3! Q—KB2  
If 1 . . . QxQ; 2 BxBch wins a  
piece.  
2 BxBch QxB  
3 QxP . . .  
White has won a Pawn and has  
a winning attack.



**500** 1 Q- K6ch K- N2  
2 Q- K7ch Resigns  
While win the Knight.

**501** 1 R- K1! Rrsif ns  
. lack {annol defend himself. If  
I . . . RxR: 2 QxBch. K- K2; 3  
QxR and wins. If 1 . . . K- Q2; 2  
RxR wills al once.

**502** 1 QxRP! Resigns  
If 1 . . . RxQ; 2 R- RH mate.  
Slack "annot m"e! the threats of  
2 QxR mat" or 2 QxP mate Qr 2  
Q= B7 mate.

**503** 1 B- B1! BxB  
2 RxB,h K- N2  
3 KxN Resigns  
White has won a rlece.

**504** 1 BxP<h! Q, B  
2 R- QB" h K, R  
3 QxQ Re igns  
White has all the play.

**505** 1 BxN! Q, Q  
2 R- Kleh R- K2  
3 RxB<h K- S1  
4 R- 8 mate

SO 1 RxB! Q, R  
2 B- NS! Q- BI  
If 2 . . . QxB; 2 8- B6 forces  
mate.

3 HxR QxS  
4 B- B6 Q- BI  
S QxQch K"Q  
6 R- QI Resigns  
Only 6 . . . B- Q2 stops mate,  
bU Ih.n 7 RxB leaves White a  
piece ahead.

**507** 1 R- K7! Q, R  
2 QxR h R.,il n  
White wins the other Rook as  
. eL

**508** 1 N- K6! N, "  
If I . . . P xN; 2 Q- BHh. K-  
n2; 3 Q- R6ch, K- N1; 4 R---HH  
mate.  
2 Q"Pch K- R1  
3 QxN/K6 Resigns  
White can . in as he plea es.

**509** 1 R- K7! QxR  
2 NxB Q-B1  
3 RxPch! KxR

4 Q- RSch Q- R3  
5 QxQ mate

**510** 1 Q- B2<h Q- N3  
If I . . . P- N3: 2 R- Q7ch,  
K- N1; 3 Q- B4ch ford n/ male.  
2 R- R1ch KxR  
3 QxQ Resigns

**511** 1 RxR! QxR  
: N- NS  
Another "way i 2 RxPch, KxR;  
3 N- 1\5eh and 4 NxQ.  
2 . . . Q N.  
: RxPch QxR  
4 N- B7 male

**512** 1 BxP Q- K3  
2 R- QS Q- NS  
H 2 . . . Nx1l; 3 PxN, Q- -N1  
(or 3 . . . Q- B4 or : . . . QxP  
with the ,ar e (e5ull); 4 NxBch  
Winning the Queen.  
:1 QxQ NxQ  
4 NxBch and win

**513** 1 K--N3 R- QS  
If the Rook mows on the fle, 2  
Nxn ...ins a piece.  
2 N- 1 S,h Re igns  
White wins the Rook.

**514** 1 R- Q6 R- 1 B  
Or 1 . . . R- K2; 2 NxNP and  
willS.  
2 N- Q7 . . .  
Wh,te wins the Exchange.

**515** 1 R- Q7! Q, R  
2 Qxr h K- R1  
" Q- N7ch K- R4  
4 P- -l'<4,h K- RS  
5 S- Q4 Re5il n  
White intends 6 R- B2 mate.

**516** 1 QxRch! Q, Q  
2 R-- Q7ch QxR  
. RxQ h . . .  
And 4 f hN win a pierl.

**517** 1 Bx: l'! Q- 1 o  
If I . . . RxB: 2 Q B8 mate.  
If 1 . . . QxB; 2 Q- B6 male.  
2 Q- -B7! P- K4  
White thrFatened ! Bx!' male or  
3 QxBI' mJte.  
3 Q"l\ch! Q, Q  
4 B- KR4ch Q- N4  
5 B"Q mate

**518** 1 RxN! QxR  
 2 NxRch PxN  
 3 B-B5! Resigns  
 Black has no adequate defense against the coming < QxRP and 5 Q-N7 mate.

**519** 1 RxN! PxR  
 2 RxP  
 Threatens 3 N-B5 dis ro  
 2 ... K-D2  
 3 N-N5ch K-B1  
 4 R-K6!  
 Threatens 5 RxNch.  
 4 ... Q-B5  
 5 P-N3! QxRP  
 6 R-K8ch! Resigns  
 If 6 ... KxR; 7 Q-K6ch forcing mate.

**520** 1 QxR! RxQ  
 Or 1 ... QxQ; 2 NxQch, RxN;  
 3 BxN winning a piece.  
 2 N-B6ch K-R1  
 3 NxQ R-;  
 4 BxN and wins

**521** 1 R-R8ch! RxR  
 2 RxRch KxR  
 3 Q-H6ch K-N1  
 4 N-B6 mate

**522** 1 N-N6 R-N1  
 2 NxR RxN  
 3 BxN Resigns  
 White has won a piece.

**523** 1 ... R-K6!  
 If now 2 QxR, Q-H6 mate.  
 3 (-N2 RxP and wins

**524** 1 ... RxBeh!  
 2 QxR B-Q6ch!  
 If now 3 K-B1, B-R6 wins,  
 3 K-B3 B-N5ch!  
 Resigns  
 If 4 QxR, Q-B7 mate.

**525** 1 ... R-N8ch!  
 If now 2 K-R2, Q-K8 mate.  
 2 RxR QxQ  
 Resigns

**526** 1 ... B-B7ch!  
 Resigns

**527** 1 ... I hN  
 2 QxB R-Pch  
 3 BxR Qx1 ch  
 4 K-R1 B-K5ch  
 Black mates next move.

**528** 1 ... R-R8ch  
 Resigns

**529** 1 ... BxN  
 2 h B P-KN4  
 Hk" k I i's a piece.

**530** 1 ... RxPch!  
 2 K-R RxR  
 Black is two Pawns ahead, and will win a third.

**531** 1 ... B-K7!  
 This wins back the Exd, an r, leaving White in a hopeless situation "j0, two P's down.

**532** 1 ... RxB  
 2 KxR R-K1ch  
 After 3 K-Q1 (or 3 K-B1), BxN Black has a winning game.

**533** 1 ... B-R5!  
 Whichever Bishop White takes, Black replies 2 ... QxRch and 3 ... Qx1, with a Rook ahead.

**534** 1 ... N-S  
 2 R-B2 NxB  
 3 RxN RxN  
 Resigns

**535** 1 ... Q-Q3!  
 Threatening ... QxQ as w/1 the mate that actually occurs. If 2 QxQ, Rx1 mate.  
 2 Q-R3 Q-R7h  
 3 K-B1 Q-R8 mate

**536** 1 ... R5  
 If now 2 N-R3, QxQ wins a Rook. If 2 K-B2, RxR; 3 QxR, QxN etc.  
 2 QxQ Rx1ch  
 3 Q-B1 B-Q5ch  
 4 K-R1 RxQ mate

**537** 1 ... NxN!  
 If no. 2 NxN, QxRch or 2 KxN, QxN.  
 2 RxQ BxN  
 Black comes out a piece ahead.

**538** 1 ... N-B7ch  
 Resigns  
 If 2 QxN, QxN mate.

**539** 1 ... R-Q8!  
 2 QxR QxKPch  
 3 K-N2 N-R5ch!  
 4 PxN R-R6 mate

- 540 1 .... RxBch  
2 KxR QxNch  
Resigns
- 541 1 .... N—Q5!  
2 NxN ....  
If the Queen moves, Black wins  
with ... NxNch.  
2 .... Q—R7 mate
- 542 1 .... BxN  
2 QxQ BxQ  
Resigns
- 543 1 .... N—B6ch!  
2 K—R1 ....  
If 2 NxN, QxQ. If 2 PxN, BxNch  
wins the Queen.  
2 .... NxN  
3 QxQch NxQ  
Resigns
- 544 1 .... QxN!  
2 BxQ N—B6ch  
3 K—B1 B—N4ch  
4 Q—QB4 RxQ mate
- 545 1 .... QxPch!  
2 NxQ NxBP mate
- 546 1 .... R—N8ch  
2 KxR QxQ  
Resigns
- 547 1 N—B6! NxN  
2 Q—R7ch! NxQ  
3 B—K5 dbl ch K—R3  
4 B—N7 mate
- 548 1 QxR! PxQ  
2 N—B6ch Resigns  
After 3 NxQ White is a Rook  
ahead.
- 549 1 RxN! ....  
Not 1 BxN allowing ... RxP  
with some chances.  
1 .... RxB  
2 R—KR8ch! ....  
White continues 3 P—Q8/Q.
- 550 1 NxBP! KxN  
2 N—K4ch K—N2  
3 R—QB2! Q—R5  
4 QxPeh B—N3  
Or 4 ... K—R1; 5 QxR, QxR;  
6 QxBch, B—N1; 7 Q—B6 mate.  
5 R—B7ch K—N1  
If 5 ... R—Q2; 6 N—B3 wins.  
6 QxBch! PxQ

- 7 N—B6ch K—R1  
8 R—R7 mate
- 551 1 RxPch! PxR  
2 Q—R5 mate
- 552 1 B—R6! QxB  
2 KR—K1ch B—K2  
If 2 ... B—K3; 3 Q—Q7 mate.  
3 BxNch K—B1  
4 Q—Q8ch! BxQ  
: R—KB mate
- 553 1 RxB! KxR  
2 B—K3! Resigns  
If 2 ... QxB; 3 RxPch, K—Q1;  
4 QxN and mate follows.
- 554 1 B—R6! BxB  
2 N/K4xP KR—Q1  
The threat was 3 Q—R7 mate.  
3 R—R8ch! BxR  
4 Q—R7ch K—B1  
5 QxB mate
- 555 1 R—K5! ....  
Threatens 2 Q—R5ch, K—N1;  
3 N—K7ch!, RxN; 4 Q—B7ch and  
5 R—R5 mate.  
1 .... R—KB1  
If 1 ... BxR? 2 Q—R5ch, K—  
N1; 3 N—K7ch and mate next  
move.  
2 N—K7! Resigns  
If 2 ... RxQ; 3 R—R5 mate.
- 556 1 P—Q7 Q—Q1  
Else the Pawn queens.  
2 Q—Q6ch Resigns  
White wins a Rook.
- 557 1 N—K7ch! QxN  
2 R—R8ch! KxR  
If 2 ... K—B2; 3 Q—R5ch,  
P—N3; 4 QxNP mate.  
3 Q—R5ch K—N1  
4 Q—R7ch K—B2  
5 B—N6 mate
- 558 1 N—N5! PxN  
White threatened 2 Q—R7 mate.  
2 Q—K6ch ....  
White continues 3 QxR with the  
Exchange ahead.
- 559 1 P—K6! PxP  
2 N—K5 Q—K1  
3 N—N6ch! Resigns  
If 3 ... PxN; 4 R—R3ch forces  
mate.

- 560** 1 P—N6! QxNP  
If 1 . . . QxB; 2 QxP mate. If  
1 . . . PxP! 2 N—N5 wins.  
2 BxN! Resigns  
If 2 . . . QxB; 3 R—N1 wins  
Black's Queen.
- 561** 1 B—Pch! KxB  
2 R—R3ch N—R3  
3 N—N5! PxN  
4 RxN PxB  
5 Q—R5 Resigns  
Black has no defense.
- 562** 1 N—Q5! PxN  
If 1 . . . Q—B2; 2 Q—R8 mate.  
2 BxQPch B—K3  
3 BxBch QxB  
4 RxBch! KxR  
5 Q—R7ch K—B3  
6 R—R6 mate
- 563** 1 RxR! PxR  
2 R—B8! Q—Q4  
If 2 . . . RxR; 3 Q—QRch win;  
likewise after 2 . . . QxR; 3 Q—  
Q4ch etc.  
3 Q—QRch! P—K4  
If 3 . . . RxQ; 4 RxNch forces  
mate.  
4 Bxh QxB  
5 RxN! K—N2  
6 R—B7ch! Resigns  
If 6 . . . KxR; 7 NxQch or 6  
. . . K—N1; 7 QxRch wins.
- 564** 1 R—K4! P—N4  
2 R—R4ch! PxR  
3 Q—R6h Resigns  
White mates next move.
- 565** 1 R—K8ch! RxR  
2 Q—N4ch! QxQ  
3 N—B6 mate
- 566** 1 N—Q5! KPxN  
2 RxPch! KxR  
3 QxKNPch K—B1  
4 —KB1ch Resigns  
White mates soon.
- 567** 1 N—K7ch! QxN  
2 QxRPch! KxQ  
3 R—Rch K—N1  
4 R—RR mate
- 568** If 1 P—N6, QxNP; 2 Q—  
B4ch, —Q4 and Black has a de-  
fense. White therefore uses a clear

ance move to control the important  
diagonal

- 1 N—K5! PxN  
White threatened R—R8 mate.  
If 1 . . . QxN; 2 QxQ, PxQ; 3  
P—N6 followed by mate.

- 2 P—N6! QxNP  
3 Q—B4ch Resigns  
Interposition at King Bishop 2  
allows 4 R—R8 mate.

- 569** 1 P—KB4! P: P  
2 RxPch! KxR  
3 Q—R5ch K—N2  
4 Q—R6ch K—H  
5 Q—R mate

- 570** 1 P—N5! xQN  
2 N—K6! P—KR4  
White threatened mate in two  
3 Q—B6ch etc.  
3 Q—B6ch K—R2  
4 B—N4 Resigns  
or White plays 5 N—N5c,  
K—R3; ( BxBch followed by  
mate.

- 571** 1 N—K5! Q—K  
2 R—K1; 2 N/R4—N6ch,  
PxN; 3 B—B4!, PxB; 4 R—R1ch,  
K—N1; 5 QxPch, R—B2; 6 NxNP  
and 7 R—RR mate.

- 2 B—B4! PxB  
3 P—B5! QxN  
4 N—6ch! PxN  
BPxP QxKNP  
6 H—R1ch K—N1  
7 QxPch Q—Q4  
8 R—R8cht KxR  
9 Q—R4ch K—N1  
10 Q—R7 mate

- 572** 1 BxP! RxB  
Or 1 . . . QxB; 2 Q—Q8ch and  
mate next move.  
2 Q—R8 mate

- 573** 1 R—R8ch! KxR  
2 R—Rch K—N1  
3 R—R8ch! KxR  
4 Q—R1ch K—N1  
5 Q—R7 mate

- 574** 1 Q—Q8ch Q—B1  
2 RxPch! BxR  
3 Q—6ch Q—N2  
If 3 . . . B—N2; 4 R—R1 mate.  
4 R—R1! QxQ  
5 PxQ . . .  
White mates next move.

**575** 1 BxP! P K3  
 If 1... NxQ; 2 BxP male.  
 2 B N5ch K K2  
 If 2... N Q2; 3 BxNch, QxB;  
 4 Q B4 with a piece ahead.  
 3 N N6ch! RPxN  
 4 N Q5ch! PxN  
 5 Q K5 mate

**576** 1 B N5! QxQB  
 2 Q KB5rh! QxQ  
 3 RxRch KxR  
 4 R K8 mate  
 (Another way is 1 RxRrh, KxR;  
 2 B- N5eh etc.)

**577** 1.... N -K7ch  
 2 K- R1 - QxN!  
 3 PxQ R- R4ch!  
 4 PxR R- R5 mate

**578** 1.... K- N2  
 Threatens 2... R- R1ch and  
 3... Q R6 (or 3... R- Rfch!J.  
 2 P- K6 R...Rk h  
 3 K- N1 Q- K1  
 4 P- KN4 R-R8ch!  
 5 KxR Q- R1eh  
 1 K- N1 Q- R6  
 And Black checkmates.

**579** 1.... Q. R  
 2 RxQ N- Q6ch  
 After 3... NxQ Black will be  
 a Rook ahead.

**580** 1.... Q N1!  
 2 PxP 8- R6!  
 3 PxPch K- Q2!  
 4 QxB R- R1ch  
 5 K- N1 R- Rfch!  
 6 KxR R- R1ch  
 7 K- N1 R- Rtch!  
 8 KxR Q -KR1ch  
 9 K- N1 Q- R7rh  
 10 KxN Q- Rt mate

**581** 1.... P -K6!  
 2 PxP PxP  
 3 NxP N- Q1ch!  
 4 PxN QxPch  
 5 K- K2 N- Q5 mate

**582** 1.... B- N4!  
 2 PxB N/R4- N6..h  
 3 NxN NxNch  
 4 PxN PxP disch  
 5 K- N1 R- R8ch!  
 1 KxR R- R1ch

7 K- N1 B- B4ch!  
 B NxB R- R8ch!  
 9 KxR Q- R1ch  
 10 K- N1 Q R7 mate

**583** 1 R-Q5! Resigns  
 If 1... PxR; 2 QxR<h and mate  
 next move. If 1... QxR; 2 Q- -B6  
 mate.

**584** 1 B- Q6! Resigns  
 If 1... QxQ 2 R-B8 mate. If  
 1... RxE; 2 Q- N1ch and mate  
 follows.

**585** 1 B- K1ch! K- N1  
 If 1... PxB; 2 Q- Q7ch forces  
 mate.  
 2 N- Q1ch K- B1  
 3 N- BS d15ch K- N1  
 4 N- R1ch! P, N  
 5 Q- N4 mate

**586** 1 B- K4! BxB  
 If 1... R B; 2 P- R3(h. K-  
 N6; 3 R- BJ mate.  
 3 P- R'rh K- N6  
 3 B- K1 mate

**587** 1 R- 851 PxH  
 2 QxP mate

**588** 1 &- Q7! B, '  
 2 BxPch! N, B  
 If 2... K- H1; 3 NxP mate.  
 3 QxPch K-R1  
 4 N- N6 mate

**589** 1 N- K4! BxN  
 2 RxB Resigns  
 If 2... PxR; 3 Q- N3 mate.

**590** 1 P- K1! Nxr  
 2 BxN RxB  
 3 QxNPch K- B1  
 4 RxPch Red n  
 White wins after 4... K-K1;  
 5 Q- N1ch, K- Q2; 6 B- B5ch  
 etc.

**591** 1 N- Koch! PxN  
 2 Q B8d1 K- B2  
 3 QxNch K- N1  
 4 R- R1ch B- B1  
 5 RxBch KxR  
 6 B-R6ch ....  
 White mates next move.

**592** 1 R- KN3ch K- B2  
 2 QxQd1 Resigns

- 593 1 B—6! BxB  
2 N—B6 h! PxN  
3 R—N1ch K—R  
4 QxPch! KxQ  
5 R—KR5 mate
- 594 1 B—B! Qx  
If 1... Rx...; 2 Q—N7ch!, RxQ;  
3 RxP mate.  
2 RxP h! QxR  
3 Q—N7ch KxP  
4 K—R1 mate
- 595 1 P—K7! R—B2  
If 1... QxP; 2 QxQPch K—R1  
1 KxB and wins.  
If 1... R—B3; 2 P—K8/Q  
innin.  
If 1... KR—K1; 2 KxP h!  
K R; 3 R—N4ch forcing mate.  
2 RxPch! KxR  
If 2... RxR; 3 P—K8/Qch  
in.  
3 R—N ch ....  
White forces mate.
- 596 1 R—QB7! N—K3  
White threatened 2 Qx N7 mate.  
2 RxP and wins
- 597 1 N—Bf! RxN  
If 1... QxQ; 2 R—Nf mate.  
If ... QxN 2 R—NH h, QxR;  
3 Q—KB ch and mate follows.  
2 —N ch! RxR  
3 QxQ h! R—N2  
QxR mate
- 598 1 Qx h! x  
2 P—B ch! QxP  
3 —R8 mate
- 599 1 xN Q—R  
2 R—B2 RxN  
3 R—Kj! Resigns  
here is no good defense to the  
coming Rch.
- 600 1 N—K! Resigns  
Black is helpless against 2 QxB  
mate.
- 601 1 I—R6! D—B3  
2 Px PxP  
3 QxP and wins
- 602 1 N—B! ....  
Threatens 2 QxP mate  
1 ... BxN  
2 Q—B6ch K—N1

- 1 QxRch B—N3  
4 Q—D6 Resigns  
White force mate.
- 603 1 R—K3! Resigns  
If 1... BxR; 2 QxNP mate
- 604 1 Q—K6!! BxQ  
If 1... RxQ; 2 N/R—N6 dis  
ch K—N1; 3 R—R8 mate.  
If 1... N4 2 N/R—N6 dis  
ch also leads to mate  
2 N—B5 dis h K—N1  
3 N—K te
- 605 1 R—O6! BxR  
2 QxP h K—R1  
Or 2... K—B1; 3 QxRxB ch  
etc.  
Qx K8ch R—B  
4 BxPch! Resigns  
If 4... BxB; 5 QxRch etc.
- 6 If 1 P—B, apparently win-  
ning. Black has the ... I ...  
Q—B ch. White locks off this de-  
fense by:  
1 R—K QxR  
If ... PxR; 2 O—N7 mat.  
2 P—B6 Resigns  
If 2... BxP; 3 QxBch and  
mate next move.
- 607 1 .... R—N5!  
2 KxR P—B7  
Resigns  
White cannot stop the Pawn  
from queening.
- 608 1 .... B—K6!  
If now 2 tx, P—R6! 3 —N3,  
Q—R6 forcing mate. If 2 PxR,  
QxKxP mate.  
2 QxB RxQ  
3 PxR 1 R6  
4 R—B2 Q—Q8ch  
5 R—B1 P—7 h  
Resigns
- 609 1 ... P—KN4!  
Threatens ... Q—R mate.  
2 PxP e.p. BxB  
Black wins easily, as White's  
thaw is gone.
- 610 1 ... B !  
2 Rx ....  
If 2 BxB, P—Q8/Q.  
2 .... —R7  
Answer Black wins, as one of his  
Pawns must queen.

**611** 1 .... R—K6!  
If now 2 QxR, QxRch and mate next move.

2 PxR Q—K7  
3 QxP ....  
If 3 R—Q2, Q—B8 mate.  
3 .... QxRch  
4 K—B2 Q—B8 mate

**612** 1 .... B—Q6ch!  
2 QxB ....  
If 2 K—N2?, QxN mate.  
2 .... QxRch  
Black has won the Exchange.

**613** Unable to play ... QxR or ... PxR, Black nevertheless finds a clever interference device:

1 .... N—K7ch!  
2 BxN ....  
If 2 RxN, QxR.  
2 .... QxPch  
Followed by 3 ... PxR and Black has won the Exchange.

**614** 1 .... N—B5!  
Threatens ... N—K7ch winning the Queen.  
2 PxN QxR and win

**615** 1 .... R—Q6!  
2 QxR  
If 2 BxR, QxPch; 3 K—N1, Q—N7 mate.  
2 .... NxQ  
3 BxN Q—Q3ch  
Followed by 4 ... QxB with an easy Win

**616** 1 .... P—B7ch!  
If now 2 RxP, BxP!; 3 PxR, R—R8 mate.  
2 QxP RxP!  
3 QxR BxP  
4 Q—K2 ....  
If 4 Q—R3, QxPch; 5 K—B1, RxB! wins.  
4 .... B—B5 dis cb  
5 K—B1 BxP  
6 Q—R2 ....  
If 6 K—K1, Q—N6ch wins.  
6 .... BxN and wins  
The double pin cripples White.

**617** 1 .... N—B6ch!  
2 PxN QxPch  
Black has won the Exchange and will queen his passed Pawn.

**618** 1 .... R—N6!  
If now 2 PxR, Q—K6ch and mate next move.

2 R B—R5!  
3 xB Q—K6ch  
Black mates next move.

**619** 1 .... R—B6!  
2 PxR BxPch  
Followed by ... BxR and Black is a Pawn ahead.

**620** 1 .... P—Q4!  
If now 2 N—N3 or N—B2, Black plays 2 ... NxPch and 3 ... BxN winning the Exchange.  
2 N/Q4—K2 NxQBP  
Black has won a Pawn.

**621** White, who is ahead in material, expects 1 ... K—B1 when he wins with 2 R—B4ch!, for if 2 ... PxR; 3 Q—N7 mate. But Black has a beautiful blocking move:

1 .... Q—B2!  
2 BxQch K—B1!  
Resigns

White cannot stop ... R—KR8 mate!

**622** 1 .... Q—Q3ch  
2 K—R3 N—B5ch  
3 K—N3 N—R4 dbl ch  
4 K—R3 Q—N6ch!  
5 RxQ N—B5 mate

**623** 1 .... P—Q5!  
2 QxQP QxNP mate

**624** 1 .... R—B7!  
If now 2 QxR, RxRch and mate next move.  
2 Q—R5 B—B6!  
3 RxR QxR  
4 Q—Q8ch K—N2  
5 R—KN1 B—Q5  
6 B—Q6 QxNPch!  
7 RxQ R—B8ch  
8 R—N1 RxR mate

**625** 1 B—B4ch! ....  
Not 1 B—N5?, K—B2.  
1 .... K—R1  
If 1 ... NxB? the Pawn queens.  
2 B—N5! Resigns  
2 B—B7! also wins.



- 626 1 QxP h! P Q  
2 P-Nch K-R2  
3 PxR/Nch K-R1  
R N8 mate
- 627 1 N K! N-Q3  
If 1... NxN; R-Bch win.  
2 R Bch Resigns  
If 2... N/Q3xR; 3 RxR! wins.
- 628 1 P-! R-K6  
2 -B! R-K4  
3 R 8! B-R  
4 P-B6! RxR  
If 4... PxP; 5 x mate.  
5 P-B! Resigns  
Black cannot prevent the Pawn  
from queenin
- 629 White cannot in by 1 NxB be-  
cause of 1... R-N ch!; 2 R R  
QxRch; 3 K-B, Q-R7ch; K-  
N3, Q-N3ch.  
1 QxR! PxQ  
2 NxB Resigns  
Black is helpless a inst P-R7  
and P-R8/Qch.
- 630 1 QxR! QxQ  
2 P-Q disch Resigns  
White continues 3 P-Q /Q.
- 631 1 P K8/Q h! KxQ  
B-R4 Resigns
- 632 1 P-B5ch! PxP  
2 I'xPch K-Q3  
or ed. Now White can win with  
3 2 but he chooses an even  
prettier wa  
Rx! RxR  
4 B-BSch! Resigns  
If 4... KxB; 5 P-B7 wins.
- 633 1 R-Q8cb! R R  
2 R-B8ch! KxR  
3 Px /Q h Resigns
- 634 1 RxN! RxR  
2 P-K R N1  
3 R-Q8 Resigns  
here follows 4 Rxl c KxR;  
S K /Qch.
- 635 1 Q-N! QxQ  
2 P-B8/Qch K-B  
3 QxNch! KxQ  
4 N-Bch and wins  
White continues 5 NxQ.

- 636 1 R 6ch! RxR  
2 P-N8/Q Resigns
- 637 1 Q-K6ch! QxQ  
PxQ Resigns  
Black cannot stop the Pawn.
- 638 1 QxRch! NxQ  
2 P-Q7 Resigns  
White twofold threat of: Px  
Neh or, P Q ch is decisive.
- 639 1 N-R! PxP  
If 1... NxN; PxP wins.  
2 xN KxN  
-R K-N  
4 P-B! Resigns  
Black is helpless against the  
Pawns.
- 640 1 R-R8ch! K R2  
If 1... KxR; 2 R B1 h, K  
N1 P K7 disch in.  
2 I'-K7! QxP  
3 RxR Resigns  
If... QxR N-B ch! KIfc.

KxQ  
K-N1  
KxB

- 647** 1 P- RB/Och RxQ  
2 N-B5ch K-N1  
3 RxRch KxR  
4 Q- R6ch K-N1  
5 Q-N7 mate
- 648** 1 R, : ! KxR  
ron'cd.  
2 N-B5ch K-K1  
If : . . . K- B2; 1 - K6ch  
wins the Rook; likewise after 3  
. . . K-Q3; 4 N- N7d1.  
3 N-K6! R-Q8ch  
If 3 . . . R- H1; 4 N- B7ch wins.  
4 K-R2 R- ORB  
5 p- J1/Qch RxO  
6 ; - B7ch R' "115  
U'hit wins the Rook.
- 649** 1 . . . . P- KSrh!  
2 BxP : xB  
1 KxN P- B7  
The Pawn quee";,
- 650** 1 . . . . QxP!  
2 RxQ P'xR  
Resigns  
White can"o\ top the Pawn  
from queering.
- 651** 1 . . . . RxP!  
2 NxR O-B1ch  
. K- R2 P- f II/Q mate
- 652** 1 . . . . OxHt'h!  
2 OxQ R- K8-h  
Re igns
- 653** 1 . . . . RxP!  
If now 2 RxR, P- l'HYQ.  
2 R-QN1 K-B6  
Hesllls  
Black win a Rook with 3 . . .  
K-B7 etc.
- 654** 1 . . . . Q- K2!  
2 P'xQ B-N2  
Resigns  
After 3 QxP, RxQ Black will win  
the Rook, remaining th Exchange  
and veral Pawns ahead.
- 655** 1 . . . . QxR!  
2 QxQ P-R1vQ  
Re jgs  
Black has won a Rook.
- 656** 1 . . . . r dP  
2 Rxa QxR

- s R-B1 Q-B7!  
Resigns  
If 4 RxQ, QPxR f(ollowed by 5  
. . . R-Q8 and wins.
- 657** White threatens H- Ki\8 mate.  
If Black tries 1 . . . RxN? then 2  
R-QN8ch lead to ma\(:. But Bla'k  
unltpromotes to win:  
1 . . . . P-B8/Nch!  
2 K-N1 N- ; o dis ch  
3 RxR RxRth  
4 K-R2 N-B8ch  
5 K-R1 N-K6 disj'h  
6 K-N1 R, Rt'h  
7 KxR NxP  
H il ns
- 658** 1 . . . . R-R6ch  
2 K- B2 RxB!  
1 P'xR P-R6  
I\signs  
The Pawn mll t queen.
- 659** . . . . N-N6ch!  
2 P'xN P, P dis ch  
3 K-N1 N-B7  
Threatens mate.  
4 RxN R-R8ch!  
5 KxR P'xR  
Resigns  
The Paw', queens.
- 6 1 . . . . R-K8!  
2 RxR NxR  
Resigns  
The Pawn mH queen
- 661** 1 . . . . P- Q7!  
Resigns  
If : QxQ, PxR/Q mau. If 2  
R- Q1. QxQ wins.
- 662** White has ju t played QxQ.  
Instead of r plyin! . . . NxQ, Black  
non'hallantly advanc to queen:  
1 . . . . P- N7!  
2 Q-B3 B-N5!  
3 QxB NxQ  
Resigns  
The Pawn mu t queen
- 663** 1 . . . . B- N7  
Resigns  
Black will come out a picce  
ahead.
- 664** 1 . . . . QxPch!  
2 KxQ R- H5'h  
3 K-N1 R- R1 kh!  
. NxR P'x' l/Q mate

665 1 .... I h1!  
 ; NxB P-N6  
 J N-B3  
 If 3 N-B1, P-N7 wins.  
 3 .... P-N7  
 Followed by 4 ... P-R7 and  
 Black queens a Pawn.

666 1 .... J h1 (I!  
 2 KxR P-K7  
 3 H-HI PxR/Qch  
 KxQ NxR  
 Resigns

667 1 R-B8! RxR  
 If 1 ... QxP; 2 O-18ch!  
 forces mate.  
 2 Q-K1! P-R3  
 If : ... ( O: 1 PxR/Qch and  
 mate next move.  
 1 QxQ PxQ  
 4 PxR/Qch Resigns

668 1 Rxf1 QxR  
 2 Q-R4! Resigns  
 Black loses his Rook as he can-  
 not !f in for 2 ... QxQ; 3 R-  
 N8ch forcing mate.

669 1 QxN! PxQ  
 2 RxRch B-K1  
 3 BxP! QxB  
 4 RxR mate

670 1 B-K6! PxR  
 If 1 ... RxR; 2 Q-K8 mate.  
 If 1 ... BxB; 2 Q-B8ch or Q-  
 R8ch leads to mate.  
 2 Q-B8ch  
 2 Q-R8ch leads to the same re-  
 sult.  
 2 .... B-Q1  
 3 QxBch!  
 White forces mate.

671 1 QxRch! KxQ  
 2 R-K1 mate

672 1 QxP! RxQ  
 2 R-B8ch! BxR  
 3 R-K8ch R-B1  
 4 RxR mate

673 1 Q-B4ch K-H1  
 Or 1 ... R-B2; 2 P-Q7, Q-  
 O7; 1 Q-R-Q1 and wins.  
 2 QxN! Resigns  
 If 2 ... RxQ; 3 RxR mate.

674 1 Q-N3ch ....  
 Or 1 Q-B4ch with the same  
 effect.

1 .... K-R1  
 2 Q-F7! Resigns  
 If 2 ... RxR; 3 QxR mate. If  
 : ... RxQ; 3 RxRch Ifad 10  
 mate. Meanwhile White threatens  
 3 QxP mate.

675 1 Q-1! Q-B4  
 If 1 ... QxQ; 2 RxR mate.  
 2 RxRch QxR  
 3 QxR Resigns

676 1 RxP! NxR  
 Or 1 ... QxQ; 2 R-K8 mate.  
 2 Q-B8ch  
 White mates next move.

677 1 N-B5! R-Q2  
 If 1 ... PxN; 2 R-Q8ch leads  
 to mate.  
 2 BxR and wins

678 1 Qxeh! RxQ  
 2 R-Q8ch H-B1  
 : RxR mate

679 1 Q-B7! Q-N4  
 If 1 ... (hQ or ... RxQ; 2  
 RxRch forces mate.  
 2 P-QR4! QxRP  
 3 R-K4! Q-N4  
 If 1 ... QxR; 4 RxQ wins. If  
 : ... RxR; 1 QxRch forces mate.  
 If 3 ... RxQ; 4 Rx d, forces  
 mate.  
 4 QxNP! Resigns  
 If 4 ... QxQ; 5 RxRch and  
 mate next move. Black has no good  
 move.

680 1 QxB! PxQ  
 2 N-B7ch K-N1  
 If 2 ... RxN; 3 H-K8ch forc-  
 ing mate.  
 3 NxQ and wins

681 1 RxPch! NxR  
 2 Q-KB7ch K-R1  
 - Hch RxQ  
 4 xR mate

682 1 1 ; eh! KxR  
 2 QxRch! Resigns  
 If 2 ... PxQ; 3 R-B8ch and  
 mate in two more moves.

**683** 1 N—R6ch K—R1  
 2 QxB! ♙x♙  
 : NxPch! K—N1  
 If 3 . . . RxN; 4 R—Q8ch leads  
 to mate.  
 4 Nx♙ and wins

**684** 1 QxR! RxQ  
 2 R—♙8ch RxR  
 : RxR mate

**6 5** 1 . . . . P—QN4!  
 2 QxBP  
 No matter where the Queen  
 plays, White can no longer prevent  
 Black's next move.  
 2 . . . . Q—B8ch!  
 3 RxQ RxR mate

**686** 1 . . . . P—B6ch!  
 2 K—N1 QxRch!  
 3 KxQ R—♙8 mate

**687** 1 . . . . B—R3!  
 If now 2 BxB, Q—KB7ch; 3  
 K—R1, Q—B8ch forcing mate.  
 2 R—K1 BxBch  
 3 QxB R—B8ch!  
 4 RxR ♙xRch and wins

**688** 1 . . . . RxP!  
 If now 2 QxQ, RxRch with mate  
 to follow.  
 2 RxR RxR!  
 For if 3 QxR, Q—K8 mate.  
 3 ♙—Q1 QxP and wins

**689** 1 . . . . R—B8!  
 2 RxR Q—Q8ch!  
 3 Rx♙ RxR mate

**690** 1 . . . . QxRch!  
 2 NxR N—B6ch!  
 3 ♙xN R—K8ch  
 4 B—B1 RxB mate

**691** 1 . . . . B—KB4!  
 If now 2 QxB, ♙xQ; 3 Nx♙,  
 NxBch and mate follows.  
 2 NxB ♙xN!  
 3 QxQ NxBch  
 4 K—R1 R—B8ch  
 5 Q—N1 RxQ mate

**692** 1 . . . . BxP!  
 If now 2 ♙xB or RxB, then 2  
 . . . Q—B8ch leads to mate.  
 2 Q—N3 ♙—B8ch  
 3 RxQ RxR mate

**693** 1 . . . . R—B4!  
 2 RxR  
 If 2 RxQ, R—B8 mate. If 2  
 PxR, Q—Q8 mate.  
 2 . . . . QxQ and wins

**694** 1 . . . . ♙xNch!  
 2 Rx♙ R—N8ch  
 3 ♙—♙1 RxQch  
 4 R—B1 B—Q5ch  
 5 K—R1 RxR mate

**695** 1 . . . . Q—N7!  
 If now 2 QxQ, R—Q8 mate. If 2  
 Q—Q3, Q—R8ch! wins.  
 2 R—Q3 Q—N8ch!  
 Resigns

**696** 1 . . . . NxP!  
 If now 2 PxN, QxPch; 3 K—R1,  
 R—Q8ch! forces mate; while if 3  
 K—B1, R—Q7; 4 Q—QB5, R—  
 B7ch; 5 K—N1, RxB dis ch wins.  
 2 R—K4 QxR!

So that if 1 BxQ, R—♙8ch forces  
 mate.

3 Q—K2 QxB!  
 Resigns

If 4 PxQ, R—Q8ch; 5 RxR, Rx  
 Reh; 6 QxR, NxQ leaving Black a  
 piece ahead.

**697** 1 . . . . ♙—Q3!  
 Attacking Rook and Knight.  
 2 RxQ R—K8ch  
 3 K—R2 R—KR8 mate

**698** White hopes for 1 . . . RxQ?;  
 2 NxRch, K moves; 3 NxQ win-  
 ning the King and Pawn ending.  
 1 . . . . ♙xN!

Resigns

If 2 ♙xR, Q—K8 mate. If 2 PxQ,  
 R—Q8ch and mate next move.

**699** 1 . . . . Q—K5!  
 Resigns  
 If 2 QxQ, RxRch followed by  
 mate. If 2 Q—K2, Qx♙; 3 Rx♙,  
 RxRch and mate follows.

**700** 1 . . . . N—K5!  
 Resigns  
 If 2 QxQ, RxR mate. Or 2 PxN,  
 RxR mate.

**701** 1 . . . . Q—♙7!  
 Resigns  
 If 2 Qx♙, R—B8 mate. Or other

Queen moves Black can play . . .  
QxR.

- 702** 1 . . . . N—N5!  
2 QxQ R—B8 mate
- 703** 1 Q—R6! PxQ  
2 NxP mate
- 704** 1 QxPch! BxQ  
2 1—B7ch K—Q3  
3 N—N5ch K—Q4  
4 P—B7ch K—K5  
5 R—K1 mate
- 705** 1 Qx ch! PxQ  
Or 1 . . . K—N1; 2 N—Q7ch  
winning.  
2 B—R6ch K—N1  
3 NxP mate
- 706** 1 B—R6! Resigns  
If 1 . . . QxQ or . . . RxQ; 2  
R—B8 mate.
- 707** 1 R—R7 KxB  
2 Q—N6ch! PxQ  
If 2 . . . K—R1; 3 QxRP mate.  
4 Px1ch K—R1  
5 RxP mate
- 708** 1 Q—R6ch! KxQ  
2 N/R4—B5ch BxN  
3 Nx1ch K—R1  
4 P—K5ch K—P  
5 R— . ch K—R4  
6 R—K2 mate
- 709** 1 R—Q7! QR—Q1  
2 RxB! RxR  
3 Q—B6! Resigns  
If 3 . . . PxQ; 4 R—N7ch, K—  
R1; 5 Bx1 mate.
- 710** 1 QxN BxQ  
2 RxP! PxR  
3 RxP . . .  
White forces mate.
- 711** 1 QxNPch! KxQ  
2 KR—N1ch K—B1  
3 BxN Q—R6  
4 R—N8ch! KxR  
5 RxQ . . .  
Followed by 6 R—R8 mate.
- 712** 1 Q—R7ch! K—P1  
If 1 . . . NxQ; 2 PxN ch, K—R1;  
3 R—B8 mate.

2 Q—R8ch K—K2  
3 QxP ch Resigns  
White wins the Queen.

- 713** 1 Q—R6ch! K—K2  
If 1 . . . RxQ 2 BxRch, K—K2;  
3 N—N8 mate!  
2 N—N8ch! RxN  
2 B—N5ch P—B3  
3 PxP ch K—B2  
5 Q—R7ch K—B1  
B—R6 ch . . .  
And White mates.
- 714** 1 R—KN5! RxQ  
U 1 . . . P—N3; 2 N—R6 mate.  
If 1 . . . N—N3; 2 QxRch, RxQ;  
3 RxRch, P—B1; 4 1—R1, N—R1;  
5 RxP mate.  
2 N—R6ch K—R1  
3 1hP mate
- 715** 1 QxNch! PxQ  
2 B—QR6 mate
- 716** 1 N—B7ch! QxN  
If 1 . . . K—Q2; 2 1—K, QxN;  
3 P—K7ch! and wins.  
2 BxP ch K—Q2  
Q—B5ch! NxQ  
P—K6 mate
- 717** 1 QxRPch! KxQ  
2 R—R8ch K—N1  
3 R—K8 mate
- 718** 1 Q—K8ch! KxQ  
2 N—B6ch K—Q1  
3 N—B7 mate
- 719** 1 QxB! RxQ  
Or 1 . . . QxR; 2 Q—N7 mate.  
2 RxQch PxR  
3 Rx and wins  
White gets a Rook ahead.
- 720** 1 QxKPch! PxQ  
2 R—K6 mate
- 721** 1 QxN PxQ  
2 R—B3 . . .  
Followed by 3 R—R3 mate.
- 722** 1 B—N7ch K—Q2  
2 Q—K6ch! NxQ  
3 PxN mate
- 723** 1 Q—N6ch! K—K2  
If 1 . . . PxQ; 2 B—N4 mate.  
2 P—Q7ch K—P1  
their moves are even worse.

3 PxP and wins  
Black has no good defense.

**724** 1 P- BSch! PxP  
Or 1 . . . KxP; 2 Q- B3ch and  
White wins a in the main line.  
2 QIP(h! K- N2  
If 2 . . . KxQ: 3 N- I 4 mate.  
3 P- N6 Resigns  
Black is h lplc! al ainst thf com-  
ing Q- R7'h and Q- B7 mate.

**725** 1 Q :- ch QxQ  
2 Rd ' mate

**726** 1 QxNrh! PxQ  
2 3-- 86 male

**727** 1 QxRPch! KxQ  
2 R- R3ch K- NI  
3 R- - RB mate

**728** 1 QxN! N, Q  
2 RxR<h K—N2  
3 N- N4 Q, P  
4 B- B3ch P- B)  
5 RxPch K- B2  
6 R- KRB Q NS  
Or 6 . . . P- Kt; 7 RxPch with  
a mating attack.  
7 RxPch K- NI  
B R- QBch KxR  
9 R- RB mate

7•• 1 Q- Q5 1 P- K3  
White threatened 2 QxBP mate.  
2 QxKP 1 P, Q  
3 BxPch Q- B2  
4 RxS! Q, B  
5 R- DB mate

**730** 1 QxB1 Q' Q  
2 N- Q7ch K- RI  
3 N- QB6disch N- R3  
4 N—N6 mate

**731** 1 Q- NSrh1 PxQ  
2 BxP mate  
(White has a le s showy mate  
with I F- KN5rh, etc)

**732** 1 QxP! PxQ  
II 1 . . . Q- KI; 2 O- RS. N—  
K3; 3 KR- FI White wins qui<kly.  
2 1 hPrh K- N1  
3 RxP di {h K- BI  
4 RxQ and wins  
Whit. i a Pawn ah.ad, and  
threatens to win a piece with 5  
BxN.

**733** 1 Q- NS! P- N3  
Jf 1 . . . QxQ; 2 RxR mate.  
2 o- R6! PxN  
3 R- N4ch! PxR  
4 BxPch K- R1  
S B- N6disdi K- NI  
6 Q- R7ch K- BI  
7 QxP mate

**734** 1 N/F+- K5 1 NxN  
2 NxN! BxQ  
3 B Pch N- Qi  
If 3 . . . K- QI; 4 RxBch, K-  
8 1: 5 B- R6th, K- NI; 6 N-  
86lh, Qx: l; 7 B- KSch, Q- Q3;  
8 R- BI1 forcing male.  
4 BxNch QxB  
If 4 . . . K- QI; 5 RxB and  
Blark is helpless.  
5 NxQ and wins  
White has won a Pawn!

**735** 1 QxPch! K, Q  
2 PxB dis ch K- N3  
3 N- B4 male

**736** 1 Q Bi ch! R. Q  
2 PxR male

**737** 1 QxRPch! K, Q  
2 R- R1ch B- R6  
3 HxB male

**738** 1 O- R1 kh 1 KxQ  
If 1 . . . K- RI; 2 QxRPch!,  
KxQ; 3 PxP dbl eh. K- N2;  
R- R7 mate.  
2 r xp dis eh K--N4  
. R- R5ch! K, R  
4 P- 84dis ch N, B  
5 N- B6ch K- R3  
6 R- RI h K- N2  
7 N- KHchl nx  
f RxPch K- B3  
9 RxP mate

**739** 1 Qx'lP<h! N10  
2 Rx hh K- R1  
3 R- NBdhlch! KxR  
o R- KNlch Q N4  
: RxQ male

**740** 1 Q- N6! BPxQ  
If 1 . . . RPxQ: 2 R- R3 mate.  
H I . . . R- NI; 2 QxRPch, KxQ;  
3 R- 13 mate.  
2 Ni K7xh h PxN  
3 R- R3 mate

- 741 1 QxNch! KxQ  
2 R-Q1ch K-B1  
3 R-B8ch Q-K1  
4 RxQch B-Q1  
5 RxB mate
- 742 1 Q-N6ch! BxQ  
2 N-N5ch! PxN  
3 PxB mate
- 743 1 QxPch! KxQ  
2 NxB dbl ch K-R3  
If 2 ... K-R1; 3 N-N6 mate  
3 N/K5-N4ch K-R1  
4 P-KR4ch K-B5  
5 P-KN3ch K-R6  
6 B-K2ch K-N7  
7 R-R2ch K-N8  
1 K-Q2 mate
- 744 1 R-R1ch K-B2  
2 QxNch! KxQ  
3 R-R1 mate
- 745 1 ... QxR!  
2 PxQ R-Rch  
3 Q-B2 R-Rch!  
4 KxR R-Q mate  
No matter what White does, there follows ... R-Q mate.
- 746 1 ... Q-R8ch!  
2 KxQ B-R6ch  
3 K-N1 R-Q8 mate
- 747 1 ... RxP!  
If now 2 NxQ, N-Q5 mate!  
2 R-N2 N-N5 disch  
3 K-B1 QxN! and win  
Black wins a piece because of the threat of ... N-Q6ch.
- 748 1 ... QxN!  
2 RxQ RxRch  
3 K-B2 N-N5ch  
4 K-B3 NxPch  
5 K-B2 R-KB8 mate
- 749 1 ... QxPch!  
2 KxQ N-N5ch  
3 K-N1 N-R6ch  
4 K-B1 N-R7 mate
- 750 1 ... QxR!  
2 PxQ R-N3ch  
3 K-R1 R-R6  
If now 4 R-N1, RxRch; 5 KxR; R-KBch and mate next move. Or 4 Q-Q3, P-K4! 5 Q-QBh, K-R1! and wins.

- 4 R-Q1 B-N7ch  
5 K-N1 B/N7xP disch  
6 K-R1 R-N7!  
If now 7 QxB, RxR leads to mate; or 7 Q-K2, RxQ; 8 P-Q6, RxR forcing mate.  
7 Q-Q3 RxBPch  
8 K-N1 R-N7 dbl ch  
9 K moves R-R8 mate
- 751 1 ... Q-R!  
2 PxQ NxP mate
- 752 1 ... Q-R5ch!  
2 KxQ B-R7ch  
4 K-N5 P-R3 mate
- 753 1 ... Q-R!  
2 RxQ RxR mate
- 754 1 ... RxB!  
2 NxR QxRch!  
3 QxQ BxNch  
If now 4 K-R1, B-R5 5 B-K2, NxP mate.  
4 K-R1 N-R7ch  
Resigns  
For after 5 K-N1, N-Q6 is h and 0 ... NxQ Black remains a piece ahead.
- 755 1 ... N-N5!  
Resigns  
Black threatens ... QxP mate.  
If 2 QxQ, N-B7 mate
- 756 1 ... Q-KN6!  
Threatens 2 ... QxR mate.  
2 QxQ  
H 2 RfxQ, N-K7 mate. If 2 BxQ, N-K7ch 3 K-R1, RxR mate.  
2 ... N-K7ch  
3 K-R1 NxQch  
4 K-N1 N-K7ch  
Black is a piece ahead.
- 757 1 R-R8! RxP  
2 R-Rch ...  
White wins the Rook.  
(1 R-KN8 also wins.)
- 758 1 R-R8ch! K-B2  
If 1 ... KxR; 2 Q-R6 h and mate next move.  
2 RxR QxN  
3 R-Rch Resigns  
There might follow 3 ... N-Q2; QxQch, KxQ; 5 RxN etc.



- 759 1 RxN! PxR  
2 R—Q1ch ....  
White wins the Queen
- 760 1 Q—N6 h K—K2  
2 xNch! QxR  
3 Q—N7 h K—Q3  
Other King moves lose the Queen  
or run into mate.  
4 B—B4ch Resigns
- 761 1 B—QR —B  
2 N—K ch! QxN  
3 Bx and wins
- 762 1 R—QR1ch K—N1  
2 R—R K—B2  
3 R—R7ch ....  
White wins the Rook.
- 763 1 Q—R7ch Q K2  
2 B— Q Q  
3 RxQ h ....  
White will be a piece ahead.
- 764 1 N—K h K—K.  
2 Q—K8ch Resigns  
White wins the Queen.
- 765 1 QR—QB1! N/B 2  
If 1 . . . N/N1 Q2 2 NxN,  
NxN; 3 R—B8 h winning a Rook;  
or 2 . . . KxN; 3 RxN winning a  
piece.  
2 R—B ch K—B2  
RxR and wins  
White has won the exchange.
- 766 1 Q—N8ch K—Q3  
2 —R h —B  
3 Q—QR8ch Resigns  
White wins the Queen.
- 767 1 QxR h! KxQ  
Or 1 . . . QxQ; 2 RxB and  
White will be a Rook ahead.  
2 RxBch K—2  
3 R—B8ch K—N3  
4 RxQ a wins
- 768 1 P—B5! ....  
Threatens 2 P—QR3, B—R4; 3  
P—QN4 winning a piece.  
1 . . . P—P  
2 P—QR3 B—R  
3 PxP ....  
If now 3 . . . QxP; P—Q  
wins a piece.  
3 . . . P—B3  
4 B—Q6 an wins  
White wins the exchange.

- 769 1 RxPch! KxR  
2 Q—K7ch K—N  
If 2 . . . K—R3; 3 R—KR8ch.  
3 R—N8ch K—B  
RxNch! Kx  
If 4 . . . PxR; 5 Q—Q7ch.  
5 Q—KN ch K—B4  
If 5 . . . K— 6 Q—KR7ch.  
Q—Q7ch Resigns  
At last White wins the Queen.
- 770 1 B7 x  
2 Q—R7 h Resigns  
White wins the Queen.
- 771 1 xB! PxR  
2 BxB1! Qx /Q5  
QxQ RxQ  
BxR and wins  
White is a Pawn ahead.
- 772 1 Q—N ch! KxR  
If 1 . . . Q—N3; 2 R—K ch  
wins the Queen.  
2 QxRPch K—N  
4 —KR3ch K—t 4  
4 Q—7ch and wins  
White wins the Queen.
- 773 1 NxN QxN  
2 B—B3 N—Q4  
3 NxN PxN  
4 Bx . . .  
White wins the Rook.
- 774 1 QxK8ch K—N  
2 P— ch K—3  
If 2 . . . —N; 3 Q—K2 mate.  
3 QxKRch ....  
White wins the Queen.
- 775 1 . . . KN5  
White cannot lay 2 P—B3.  
2 Q—Q2 BxR  
Black has won the exchange.
- 776 1 . . . QxQch  
2 KxQ R—Q h  
K K2 R—K ch  
Black wins the Rook.
- 777 1 . . . NxB  
2 QxN B—K3  
Black wins the exchange
- 778 1 . . . R—K h  
If now 2 K—B6 B—Q2 mate.  
2 K—B B—K7ch  
Black wins the Knight.

**779** 1 .... NxB!  
 2 NxN BxN  
 3 RxB Rx  
 threatens ... R—N8ch d  
 mate-ex-mo-e.  
 4 N Q2 RxP  
 threaten 5 ... R R ch and  
 6 ... R N7 mate.  
 5 NxP R—R ch  
 followe y ... RxR and P as  
 has won the xchange.

**780** 1 ... Q R7!  
 threaten ... Qx R8 mate.  
 2 P—B3 B—B6  
 Black wins the xchange.

**781** 1 ... 6! xB  
 If 1 ... P—K8/Q; 2 B—R7  
 mate.  
 2 KxB K8/Q  
 3 P B7 mate

**782** 1 NxP! N—K1  
 If 1 ... PxN; 2 Q—N xQ 3  
 R—KN1ch, K—R1; 4 BxP mat.  
 2 N—B6ch! PxN  
 3 R KN1ch K—R1  
 4 QxPch! NxQ  
 5 Bx mate

**783** 1 P—N4! R—R6ch  
 2 K—B R—R  
 3 RxB! PxR  
 4 KxP Resigns  
 Black is helpless a ai st 5 P—  
 N5ch and 6 RxP mate.

**784** 1 NxB PxN  
 2 RxPch! QxR  
 3 NxPch ....  
 White wins the Queen.

**785** 1 B—6ch! KxB  
 2 Q—Q2c R signs  
 White wins Black's Queen

**786** 1 BxP! QxB  
 If 1 ... R—N1 White replies as  
 in the main line.  
 2 N—5 ....  
 hr a en 3 NxR mate. Black  
 has no good defense.

**787** 1 K—Q6! —Q7  
 2 —B7 P Q Q  
 3 R—QR6ch! Px  
 4 P—N6ch K—  
 5 P—N ch —R2  
 6 P—N8/Q mate

**788** 1 R—Q8ch! Resigns  
 If 1 ... RxR; 2 BxQ. If 1 ...  
 KxR, 2 N—N7 h and 3 NxQ

**789** 1 —N6ch! Resigns  
 1 1 ... R<sup>p</sup>x; 2 Q R8 mate.  
 King moves by Black allow 2 NxQ.

**790** Black though two pieces down,  
 seems to have things all his way  
 a ... 1 K—P., Q—B mate. If  
 1 K—N2, Q—B7 h; 2 K—R3, Qx  
 RPch; 3 Kx, Q—R4 mate. If  
 1 N—Q4 Rx with a devastating  
 discovered check to come. But  
 1 ... N6 Qx rh  
 2 Q—Q ch! RxQ  
 Or 2 ... QxQch; 3 Q, RxN;  
 and White gains a piece  
 a ea ... RxQ Resigns  
 White wins another piece.

**791** 1 NxRP! KxN  
 2 BxN P—3  
 xPch! xQ  
 x mat

**792** 1 R A6! PxR  
 2 RPxPch R\*P  
 3 P4Rch and wins  
 White has a mating attack.

**793** 1 N P! PxN  
 2 BxB KxB  
 3 QxBP N—B2  
 o ed 1 R—K2  
 5 R—B5 Q N3  
 Or 5 ... Q—N5; 6 Q—Q6 R—  
 2 7 Q—K ch P B3; 3 QxN!  
 White gets a decisive material ad  
 vantage.

QxQ PxQ  
 7 RxN! RxR  
 K BxR and wins  
 White is a Pawn ahead.

**794** 1 N—B7! KxN  
 2 Q Pch K—N3  
 If 2 ... KxQ; 3 —N5 mate  
 3 P—KN4! B K5  
 N—R mate

**795** 1 B—N5! Q B  
 2 RxPch! KxR  
 3 Q—R5ch B—R3  
 QxB mate

**796** 1 P—K4! BxN  
If 1 . . . QxP; 2 B—R6!, QxN/K4; 3 Q—R8 mate. Thus White's first move serves to develop White's Bishop.

2 B—R6ch K—K1  
PxB Qx1?  
4 Q—N8ch K—Q2  
5 R—Q1ch Resigns

**797** 1 BxPch! KxB  
2 N—K6! N/Q2—K4  
If 2 . . . KxN; 3 ♚—Q5ch, K—B3; 4 Q—K85 mate.  
3 NxQ Resigns

**798** Black is threatening . . . Q—B8ch followed by mate.

1 R—B8ch! BxR  
If 1 . . . K—B2; 2 Q—B7ch leads to mate.  
2 Q—K8ch R—B1  
3 RxPch! KxR  
If 3 . . . K—R1; 4 R—R7ch, K—r1; 5 Q— ; 6 mate.  
4 Q—N6ch K—R1  
5 Q—R7 mate

**799** 1 N—Q5! PxN  
2 N—♚6ch QxN  
If 2 . . . K—K2; 3 RxPch!, NxR;  
4 QxNch, K—Q1; 5 Q—K8 mate.  
3 RxQ Resigns

**800** 1 H—B7! R/R6—R1  
If 1 . . . H/Rh R; 2 R— : B followed by R—KB8 mate. If 1 . . . H/H6xH; 2 RxR with the same result.

If 1 . . . R—K1; 2 R—N6! followed by 3 RxQP after Black saves his Bishop.

2 R/N3—QB3! RxR  
3 NxR H—R8  
< N—K6 Resigns

He is helpless against 5 R—B8 and 6 R—B8 mate.

**801** 1 B—KR6ch! KxB  
2 RxPch K—N2  
3 QR—R1 R—R1  
Despair. He had no good line against the mating threat 4 K—R7ch etc.

4 RxR QxR  
5 RxQ RxR  
6 Q—QN3

White has a winning material advantage.

**802** 1 N—Q7ch K—B1  
2 N—N6 dbl ch K—N1  
3 Q—B8ch! RxQ  
4 N—Q7 mate

**803** 1 N—R6ch! K—R1  
If 1 . . . PxN; 2 BxP!, QxB; 3 QxPch, K—R1; 4 QxRch wins.  
2 NxPch K—N1  
3 Q—N3! Q—K2  
4 N—R6ch K—R1  
5 R—B7 Resigns

**804** 1 K—K3! Resigns  
If 1 . . . P—KR4; 2 N—K4ch, K—B4, . . . f—H4 mate.

**805** 1 . . . B—Q6!  
2 BxB  
If 2 R—Q1, Q—B7ch; 3 K—R1, BxB wins.  
2 . . . Q—K6ch  
3 K—R1  
If 3 K—B1, N—R7 mate.  
1 . . . Q—K8ch  
And mate follows.

**806** 1 . . . N—R5!  
2 PxN  
If 2 KxJ, R—QR8 mate.  
2 . . . Rx♚  
Resigns

**807** 1 . . . BxN!  
If now 2 RxQ, R—Q8ch leads to mate.  
2 QxRch  
So that if 2 . . . RxQ; 3 RxQ, PxR; 4 PxB with drawing chances.  
2 . . . K—R2!  
Resigns  
White's Queen is lost: if 3 R/R4 1, Q—R5; 4 P—KR3, RxQ, etc.

**808** 1 . . . B—QH3!  
2 QxB Q—Q7  
Threatens . . . QxP mate, and also . . . BxNch.  
3 N—K2 Q—K6ch  
4 K—R1 Q—B6ch  
5 B—N2 N/K5—B7ch  
6 K—N1 N—R6ch  
7 BxN Q—B1ch  
8 K—R1 QxP mate

**809** 1 . . . R—R8ch!  
KxR PxP  
Resigns  
nJack threatens D mate with . . .

R- KR1ch alld  
... PxR/Qch

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P-N4!

....

....

....

Now Black must give back his Queen, for if 2 . . . Q—R<sub>6</sub>; 3 N—B6 h wins. White will win the weak King Knight Pawn, with a Pawn to the good.

**825** 1 P×P! Rx  
2 P×RPch NxRP  
3 Q×N h K—B1  
4 Q—R8ch K—K2  
5 Q×Pch K—Q2  
R—1 h K—B1  
7 Q—K8ch K—N  
8 Q×KBP h Resigns  
White wins the Rook.

**826** 1 N—K3! Q×R  
2 N—K5! . . .

This move stops the renewed threat of mate, attacks Black's Queen, and also threatens 3 N—Q7 mate.

2 . . . Q, B  
3 NxQch Resigns

**827** Despite Black's threat to win rapidly with . . . R—R3, White plays

1 P×N! B P  
If 1 . . . R—R3; 2 P×Pch!, K N1; 3 N—B6d! Kx; 4 NxRch, K—B1; 5 Q×Bch!, KxQ; 6 KR Q1 h followed by 7 —K3 and the White King escapes.

2 NxB! RxQ  
3 KR×R! P×N  
4 P—S! R N1  
QR—N1! Resigns

Use 6 B R mate

**828** 1 Q—R2ch! B, Q  
2 R—N2ch! K R  
3 RxQ Resigns

**829** 1 RxB! Q×R  
2 N—N6! Resigns

If 2 . . . RxQ; 3 NxQ and both Rooks are en prise.

**830** Black threatens . . . Q—N8 mate.

1 B—K3! QxB

On such moves as . . . Q—N5 or . . . Q—Q3 White wins with Q N ch.

2 Q—N4ch K3

If 2 . . . N—Q2 3 R—QR8 mate. If 2 . . . R—Q2; 3 R—KR ch and mate follows.

3 Q×Qch P Q  
RxP mate

**831** 1 R—K8ch B B1  
If 1 . . . K R2; 2 Q—Q3 wins

2 RxBc! KxR  
3 N—B5disch K—N1  
4 B h! Resigns  
If 4 . . . KxQ; 5 R—Q8 mate.

**832** 1 R—K4 h! K—B1  
If 1 . . . KxP; 2 N—K5 h wins.  
If . . . K—2; 2 Q×P wins.

2 NxP! Q×N  
If . . . QxQ; 3 R—K ch, RxR  
4 P×R/Q mate.

R—K ch! RxR

4 Q×Pch KxQ

If 4 . . . K—K2; 5 P—BR/Q dbl ch and mate follows.

5 P×R/Nch K—B1  
6 NxQ Resigns

**833** In the face of Black's crushing threat of . . . N—B6ch, White finds a clever resource

1 P×P! N—B6ch  
2 Q×N! P×Q  
3 N—B5ch K—N1!

1 3 . . . K—R1 P—N7ch, K—N1; 5 N—R6 mate.

N—K7ch K—N2  
5 N—B5ch K—N1  
rawn by perpetual check.

**834** 1 R—R! RxR  
2 P—R/Qch RxQ  
3 P—N5 Drawn

Black cannot relieve the stalemate position.

**835** With a piece down White manages to find a perpetual check

1 Q—Q8ch K—R2  
2 R—Q3! Q—K8

If 2 . . . Q×R White has a covert perpetual check by 3 Q—R5 h etc.

3 R—Q1! Q×R  
4 Q—R5ch Drawn

Black cannot escape from the perpetual check.

**836** 1 Q—KB2! Drawn  
After 1 . . . Q×Q White is stalemated.

**837** Black is just a fool to check mate.

1 R- B6ch! P x R  
 2 Q x B P ch K- R2  
 3 Q- R6ch Drawn  
 White has a perpetual check.

838 1 Q- D6! P x Q  
 2 R x R mate

839 White is the Exchange down and he cannot play 1 Q Q because of . . . Q- B4ch and mate next move. Yet he draws:

1 Q- KN8ch! K x Q  
 2 Q- KHh! K- R2  
 3 Q- KNHh! K- R3  
 4 Q- R1ch! K- N<  
 5 Q- R6ch! Drawn

After 5 . . . K x Q White is stalemated.

840 White's Queen is apparently lost, for if the Queen moves, Black checkmates.

1 R- N5! . . .  
 If now 1 . . . Q x R; 2 Q x R ch and wins. And if 1 . . . Q- K3 or . . . Q-B5; 2 Q- :H mate.

1 . . . R-K1!  
 If now 2 R x Q, R- K8 mate.  
 2 R- N1! R- KN1!

Black's best, as he is a piece down.

1 R- N5! R- K1!  
 Drawn by repetition.

841 1 . . . Q- KR" h!  
 2 K x R Q- R5ch  
 3 K-B5 Q- R4ch  
 4 K- K6 Q- K1ch  
 Drawn

White cannot escape the perpetual check.

842 Though Black is a piece ahead, the pressure is troublesome. The simplest way out is:

1 . . . Q x R ch!  
 2 Q x Q R- NS! and wins

White must either play 3 Q x R j; h or else give up his Queen after . . . R-Q8ch. In either case, Black remains a piece ahead.

843 1 . . . P- K7!  
 2 R x P . . .  
 If 2 R- B2, B-N6 wins the Exchange.

2 . . . R x R  
 3 Q x R N x P and wins

After White's Queen moves, Black plays . . . N x N ch with a Pawn up and much the better position.

844 . . . R x P!  
 If now 2 K x R, Q- R2ch; 3 K- N1, R-R1; 4 1- B3, P- N6' forcing mate.

2 P x P R x P ch  
 J K- B1 R x P ch!

If now 4 K-N1, R-N7ch; 5 K- B1, N- K6 dis ch and mate follows.

4 K x R Q-B7ch  
 5 K- 3 N- N7 mate

845 White threatens B x R or Q x N in addition to Q x P mate.

1 . . . N/Q4- B. !  
 2 R x B . . .

If 2 B x R, Q- Q4; 3 P- B3, Q x Q J ch and wins.

2 . . . R x B P!  
 Resigns

Black is well ahead in material, and if 3 R x R, Q x Q P is crushing.

846 1 . . . R x K R P ch!  
 2 K x R Q- K3ch!  
 . Q x Q Drawn  
 Black is stalemated.

847 1 N- R4 Resigns

848 1 N-B4 Resigns

849 1 i- K3 Resigns

850 1 R x B! Q x R  
 2 N- B3 Resigns  
 There is nothing to be done against 3 R-N1.

851 1 B x P ch N x B  
 2 N- N6 Resigns

852 1 B- KN5! B x N  
 2 Q- 2! Q, P  
 3 B-N5ch Resigns

853 1 . . . N- R5!  
 Resigns

854 1 . . . P-B4  
 2 Q- K3 P- B5  
 Resigns

855 1 . . . N Q4  
 If now 2 Q x K P, N x P ch.

- 2 : 1  
3 —●2 NxPch  
H6 igns P- K4!
- 856 1 .... B- !\n  
H jplls  
If 2 N- KN1, P- B6 traps the Bishop.
- 857 1 .... P- KJ4  
2 B—N3 P- KR4  
1 N—R2 P- H5  
Re ign"s
- 858 1 .... P—KN4!  
2 B- N3 P- 5  
1 N- N\ BxP  
Resigns
- 859 1 R—B7! Resigns  
After Black's Pawn moves are exhausted, Hl must move a piece, losing a piece.
- 860 1 P—R4! Resigns  
After Black's Paw" moves are exhausted, hl must play ... Q- K1 or ... K- K1. In either event P- N5 thereupon wins a piece.
- 861 1 R—N5! Resigns  
After Black's Pawn moves are "hau,ted, he loses his Queen.
862. 1 Q- K7ch1 Q- N4  
If J ... P- N4; 2 Q- K1ch and mate follows.  
2 Q- K1eh! Q- NS  
3 Q- K3! Re igns  
Black cannot avoid mate. Thus, if 3 ... Q- N4; 4 Q- KR1 mate. Or if ) ... P—N4; 4 Q- K1ch forcing mate. And if 3 ... Q- B4; 4 Q- KN3 mate.
- 863 1 R x R! RxR  
2 P- KR4! P- R3  
3 K- N2 P- KN4  
Hoping to play ... K- N3  
4 P- R5! Re ign.  
Sooner or later the Black King will have to give up protection of the Rook.
- 86 1 R—R3ch! PxRch  
2 K- II{ P—N5ch  
3 K—B4 P- ! 6  
4 P x P mate

- 865 1 .... B- BBch  
2 K- ? H I'- R4,h  
4 K- R4 B- K61  
Resigns  
If 4 P—N4, B- 17 mate. If White' Knight moves, Ih"n ... B—N4 mat..
- 8M 1 .... B—B5!  
! ow Black can win in many ways, for example:  
2 K- 1\4 K- Q4  
3 K- R4 K- B4  
Hesigns  
Illa. k win the Queen Knight Pawn.
- 867 1 .... K- K6!  
White is powerless against the following mate pattern.  
2 R x P R- QHch  
3 H- " I K—B7!  
4 R x R B—N7 mate
- 868 1 .... R—KN1!  
2 H- K I ....  
If 2 P- B6 the Bishop is lost. If the Huok moves anywhere else along the rank, 2 ... ● x BP win. If 2 R- B2, Q- Rf mate. If 2 B x P, R- N1d1 leads to mate.  
2 .... R x B!  
3 ● x R Q- Q3ch  
Resigns  
Black comes out a piece ahead.
- 869 1 .... H- R3!  
If now 2 B x B, Q- B7; 3 R- KNI, Q- R5" h: 4 K—N2, ●—N6ch! 5 K—B1, Q- B7 mate.  
2 Q—B3 B- Q6!  
3 P- R4 B- K5!  
4 Q- H1 Q—N7!  
Resigns  
White can do nothing against the maneuver 5 ... Q- : 2 alld 6 ... Q- KR2 mate.
- 870 1 .... P—R3!  
Resi"n  
If 1 K—R2, R/B4 -B6 wins the Queen. If 1 P- KN4, R/B4 Bt ; 2 B x H, R- Ri mate. If 1 B- H1, B x N wins. If 1 R- Q1, H- K7 wins.
- 871 1 P—N4ch! K x P  
If 1 ... K—N3; 2 R- N7ch, K- R. : 3 R- R1 mal".  
2 R- N7;h K- B6



If 2 . . . K-B4; 3 R-N5 mate,  
 . ! - Kk h K-B7  
 If 3 . . . K- B5; 4 H- Q4 mate.  
 4 R/N7- 1 ! Rpsighs  
 There follows 5 R/Q1-B1 mate.

**872** 1 Q-N5ch! N-Q2  
 If 1 . . . QxQ or 1 . . . N-B3;  
 2 N-B6 .oak.  
 2 KR- KI! . . .  
 Threatens -B6 mate or N-Q6 I  
 mat".  
 2 . . . B- ;'S  
 . N- B1 db! d. K- B1  
 4 !NxNch Rx!  
 5 ●-K5! Resigns. h â B  
 LL ç ç G )S ç @X ĩ è #V EP\$ M Í Đ P÷ Ò Õ@ L  
 He caonot m e

- PxP Resigns  
Black cannot meet the double  
matin threat.
- 888 1 BxPch! KxB  
2 N—N5ch K—K1  
If 2 . . . K— 3; 3 Q—K6 mate.  
3 Q—K6 Resigns  
ate is forced.
- 889 1 N—B7! KxN  
2 R—KB1ch K—K1  
J RxP h! Resign  
ate is forced.
- 890 1 Q—R6ch! NxQ  
2 xN mate  
ore reason than 1 B—KR6ch  
etc.
- 891 1 QR—Q1! BxQ  
2 R—Q3 mate
- 892 1 N—N5! N—R4  
White threatened 2 NxBP KxN;  
3 N—N6 dis ch.  
2 Q—R5! P—N3  
3 N—B6ch! N N  
4 BxPch K—K2  
5 B—B5ch Resigns
- 893 1 Px—B6 dis ch! PxQ  
2 B—K6ch K—K1  
3 P—B7 mate
- 894 1 NxKBP! N—B3  
If 1 . . . RxN; 2 Q—N6.  
2 QxKP! NxR  
3 Nx—Q6ch K—Q1  
4 B—R5! Resigns  
If 4 . . . QxB; 5 QxR mate.
- 895 1 NxP! PxN  
If 1 . . . BxN; 2 Q—Q8 mate.  
If 1 . . . QxN; 2 R—B8ch! for es  
mate.  
2 R—B h! K—B2  
If 2 . . . BxR; 3 Qx—Q ch leads  
to mate.  
1 RxR P—B  
r 3 . . . KxB; 4 Q—R h wins.  
Q—R5 h K—K2  
5 Q—QB5ch K—B2  
6 Rx h K—N1  
7 Q—K7 Resigns
- 896 1 RxP! KxR  
2 R—K1ch K—N2  
3 —R6ch KxB  
4 R—B7 Q—Q1

- 5 RxPch! KxR  
( QxNP mate
- 897 1 Q—B7ch! NxQ  
P N mate
- 898 1 N—K7 . . .  
If the Knight is captured,  
RxNd! leads to mate.  
1 . . . Q—B3  
2 N—R7 h! Resigns  
2 . . . RxN; 3 Qx mate.
- 899 1 RxB h! PxR  
N—Q3ch! PxN  
3 P—KB4 mate
- 900 1 Q—Q6 Q—Q1  
2 R—N8 B—K1  
RxB! Resigns  
If 3 . . . QxB; 4 Q—B7 mate.
- 901 1 . . . RxB!  
2 Qx R—R4ch!  
3 KxR Q—R6ch  
4 K—N5 P—R3ch  
5 K—B4 P—N4ch  
6 K—K5 Q—K3 mate
- 902 1 . . . N—R4!  
Threaten . . . N—B5 mate.  
2 PxN B6ch  
K—R4 B—Q2 mate
- 903 1 . . . BxQP!  
2 P—B RxP  
3 Q—N4 RxBch  
KxR B—N5ch  
5 K—B1 R—K h  
f Q—Q1 Q—QB3ch  
And mate next move.
- 904 1 . . . N—QSch  
2 K—K N—K2—B4 mate
- 905 1 . . . B—5ch  
Px Q—K6 h  
3 K—B2 P mate
- 906 1 . . . N—Q2  
2 BxN P—B  
ny N—N3 mate
- 907 1 BxRPch! KxB  
2 Q—R5ch K—N1  
3 Bx! KxB  
4 Q—5 h K—R  
5 R—Q Resigns  
e has no good defense to the  
threat of R—R4ch.

**908** N x P! Q x N  
 If 1 . . . P x Q; N x B ch. K—R1  
 3 R x P ch, P—B3; 4 R x P mate.  
 If . . . P x N; 2 Q R P ch! leads  
 to mate.

2 Q—R6! B—Q1  
 3 R x N! Resigns  
 White forces mate.

**909** 1 N x Q B P! P x N  
 2 R—N ch! K—R  
 3 Q x B —Q  
 4 Q—B ch Resigns  
 White mates in two more moves.

**910** 1 Q x P ch! K x K1  
 Surprising; but if 1 . . . P x R 2  
 Q—R7 ch, K—B1 or 2 . . . K ;  
 3 N—B4 mate ; 3 Q—R8 ch K  
 K2; 4 R—R7 ch and White mates  
 in three more moves.  
 2 R—B ch Resigns

**911** 1 B x P ch! x B  
 2 Q—R5 ch K—N  
 3 Q x P h K—R1  
 4 N—B6! Resigns

**912** 1 Q x P! Resigns  
 If 1 . . . P x Q; 2 B—R7 mate.

**913** 1 B x N! P x Q  
 If 1 . . . B B; 2 Q x R P wins  
 easily without sacrifices.  
 2 R x B ch —B  
 If 2 . . . K—R1 White mates on  
 the move.  
 3 R—7! Resigns  
 White has 4 R x R8 mate.

**914** 1 R x R P ch! K x R  
 2 R x P ch! R x  
 3 Q x P ch K—R1  
 4 Q x R Resigns  
 If 4 . . . N—N2 5 P—K6.

**915** 1 B—K R6! B—K4  
 2 N x B! B x Q  
 3 N x B ch K—R1  
 4 B—N7 ch! K x B  
 5 N x R ch Resigns

**916** 1 R x P! K x R  
 2 R—K N1 ch K—R2  
 Or 2 . . . K—R ; 3 N x N, B x N  
 4 N—K4!, B x B; 5 Q x B ch, P—B3;  
 6 N x K B P winning.  
 3 N x N ch B x  
 4 B—K4 h K—R1

5 Q—R5 B—N2  
 6 R x B! R signs  
 6 . . . K x R 7 N—Q dis ch  
 leads 10 mate,

**917** 1 B—B6! B B  
 P—K5 . . .  
 threatens 3 Q x R P mate.  
 2 . . . N x B  
 3 P x B R signs  
 He is helped against Q—N7  
 mate.

**918** 1 R x P! K x R  
 2 Q—R5 ch K—N1  
 B x N Resigns  
 Black has no counter to the  
 threat of 4 Q—R7 mate.

**919** 1 N x P! R x P ch  
 If 1 . . . N x N 2 R P P wins  
 easily.  
 2 Q x P! P x Q  
 N x N ch K—R2  
 B—Q! Resigns  
 or B—2 mate follows.

**920** 1 Q x R P ch! P x Q  
 2 B—Q R6 mate

**921** 1 B—K B4! Q—R4  
 2 N x P ch K—Q2  
 3 B—Q N5 mate

**922** 1 Q—R6! Q x R ch  
 2 B— Resigns  
 Slack must give up his Queen to  
 stop Q—N7 mate.

**923** 1 R—R7 ch! K—B  
 If 1 . . . K x R; 2 Q—R4 ch, K—  
 N2; 3 Q—R6 mate.  
 2 Q— ch! N—B1  
 Q x N ch R signs

**924** 1 N x K B P! R x N  
 2 Q x P ch K—A1  
 3 B x P h B—N2  
 4 Q—R7! . . .  
 Threatens 5 Q—R mate.  
 5 Q—R ch N—K2  
 6 B—R7 Resigns

**925** 1 N—K6! R x N  
 2 Q x P ch! K x Q  
 3 R—R3 ch Resigns  
 It is mate next move.

**926** 1 RxB! P, R  
 2 Q- N3ch K- RI  
 3 B- K7! Resigns  
 He is helpless against Ql hP  
 mate.

**927** 1 i xP! P- R:  
 Or 1 . . . BxN; 2 QxHPch!, KxQ;  
 3 R- R5 mate.  
 2 Q- RPch! BxQ  
 3 R"R mate

**928** 1 R xP! KxR  
 2 R- R1ch K- N:\  
 3 Q- N4 B- Q2  
 Or 3 . . . P- 83; 4 Q- R5ch  
 K- I ; 5 N- Q4rh with a mating  
 attack.  
 4 P- B5ch! BxP  
 5 Q- R5 mate

**929** 1 RxP..h! K, R  
 2 Q- RI{h K- ' 2  
 3 R-Rf rh K- B3  
 4 Q- R4ch K- K4  
 5 QxNch K- B4  
 6 Q- IU mat

**930** 1 R xP! I- R.1  
 If 1 . . . PxH, 2 QxPch and male  
 next move.  
 2 N- K5 P- B4  
 3 BxPch! KxB  
 4 Nxl',h! Re i/rs  
 If 4 . . . RxN; 5 Q. P mate.

**931** 1 QxP rh! RxQ  
 2 R- N8 mate

**932** 1 RxBch! BPxR  
 2 ~~Q~~-B7ch! KxR  
 3 QxRPch K- K.1  
 If 3 . . . K- BI; 4 N- B4 with  
 mate to follow.  
 4 QxNPrh K- K4  
 5 Q- N7ch KxP  
 Or 5 . . . K- K3; f N- B4 mate.  
 6 N- Bf rh Resigns  
 While wins the Queen.

**933** 1 N- B5,h! PxN  
 If 1 . . . K-R 2 RxPch!,  
 KxR; 3 Q- IUch wins.  
 2 RxP h! KxR  
 3 Q- RSch N- R:  
 If 3 . . . K- N2; 4 P- N6 forces  
 male.  
 4 QxNch K- NI  
 5 Q- N&h K- RI

6 B- K3 . . .  
 Followed by 7 R- RI male.

**934** White opens the King Knight  
 file with tellin' effect:  
 , QxN! RxN  
 2 RxB! PxQ  
 3 R- K: k h K- RI  
 4 I- KN7dl K- NI  
 5 B--KB6dis(h K- F1  
 6 R- 12! R- K2  
 7 QR- KNI K- KI  
 8 F- H6 h! Resigns  
 White mates next move.

**935** 1 H- R7ch! KxR  
 2 Q"P'h K- -RI  
 3 R- R1ch Re i/rs  
 White mate next move.

**936** ' f- R6! P- KR3  
 If 1 . . . PxB; 2 R- Q3!, NxR;  
 3 R- KR3 for <s mate. If 1 . . .  
 NxR; 2 Q- 5, P- K 3; 3 Q- R6  
 with th' Samf re lft.  
 2 Q- ' . . .  
 Foil- wfd hy 3 QxNP mate.

**937** 1 QxR, hT KxQ  
 2 P- K7 mate

**938** 1 RxPrh! KxR  
 2 Q- R5ch K- NI  
 3 R- R6 . . .  
 Threatening 4 Q- NSch and mate  
 next move.

3 . . . N-K2  
 " P- K6! NxP  
 5 R- N3ch! Resigns

If 5 . . . N R; 6 Q- NSch and  
 7 Q- r 1 mate.

**939** 1 P- R6ch! K- NI  
 2 Q- HB . . .  
 And 3 Q- N7 male.

**940** 1 R- B8! R, R  
 2 R- R8ch! K, R  
 3 QxR/RRch R- NI  
 4 Q- f6,h! R- N2  
 5 Q- H4ch! K- NI  
 f Q- K8ch . . .  
 White r at"s next move!

**941** 1 RxP" h K- f1  
 If 1 . . . K- R1; 2 RxRP dbl ch,  
 K- NI; : R- R8 mate.  
 2 R N8:h! KxR  
 3 R- N1ch K- 81  
 < B- N7ch! K- NI

1- 16disch K- B1  
6 R- NBch! KxR  
7 Q mth K- D1  
B Q N7 mate

**942** 1 RxP! .....  
If M W I . . . Qd1; 2 QxPch,  
B-N2; 3 R- Hch!, KxR; 4 Q-  
R7 mate. Or 2 . . . R-N2; 3 Q-  
K6ch forcing mate.

1 . . . KxR  
2 QJPth K-N1  
3 R- H1! Resigns  
Because of 4 R- R kh!

**943** 1 RxP! B- B2  
If I . . . PxB; 2 QxPch, K-R1;  
J N h winning the Q in  
2 BxPch Resigns  
If 2 . . . Bx1; ! NxR! winning  
the Rook with a discovered ched.

**944** 1 Q- N4h Q- N  
If I . . . K-R1; 2 Q- :i7 mate  
2 N- K7ch Resigns  
White wins the Queen

**945** 1 NxP! rxN  
: QxP  
If now 2 . . . R- K1; J B- Qx h  
wins. Or 2 . . . R-B3; J RxR,  
P-R: 4 B- QSch att.  
2 . . . P- K  
3 B- K4! R- H4  
4 RxR! PxR  
5 B- QSch Resigns

**946** 1 BxPch! KxB  
2 R-B7ch K-R3  
If 2 . . . K- N1; 3 R-N7, K-  
B1; 4 Q- KB1ch K- K1; S Q-  
B7ch followed by mate.  
! B- K3ch! RxB  
If 3 . . . K- R4; 4 P- N4ch wins  
easily.  
4 Q- B1ch Resigns  
White mates quickly.

**947** 1 RxB! RxR  
2 QxRPch R- RZ  
3 QxR mate

**948** 1 Q- R6 Resigns  
He is helpless against : Q-N7  
mate.

**949** 1 RxP! K, R  
2 Q-B7ch K- R3  
3 B-N7ch K- N4  
4 P- B4ch K- R4  
S P-N3 N- R3

6 N- KS disch! NxQ  
7 B-K2ch B-N5  
i BxB mate

**950** 1 HxJ! KxR  
1 B-K5ch K- R3  
: N-B7ch K- R4  
4 B-K2ch K-R5  
5 B-N3ch K-R6  
6 N--N5 mate

**951** 1 [xP! K)N  
2 B- R5-h! KxB  
N- N3ch K-R5  
4 Q- K4ch . . .

White mates next move.

**952** 1 R"P! R, R  
2 RxR R-B2  
If 2 . . . KxR; 3 Q-R5ch and  
mate in two more moves.  
3 R--R6 N- B5  
4 RxPch Resigns  
White has won two Pawns and  
maintains the attack.

**953** 1 RxRP! KxR  
2 R- R1ch K--N1  
3 R- Rfch K-B2  
4 Q- B6"ch K-K1  
5 RxRch K-Q2  
6 Q--N7ch B- F:  
7 Qx1 mate

**954** 1 Q- KBch! KxR  
If 1 . . . NxQ; 2 R- N8 mate.  
2 Q-H7ch K-R1  
3 R-KR6 Resigns  
Black is helpless against Q-N7  
mate.

**955** 1 P- B6! PxP  
If 1 . . . R/Q2- Q1; 2 QxP mate.  
2 B- R6ch K--Q1  
3 Q--N8 mate

**956** 1 RxP! R- Q2  
If 1 . . . PxR; 2 B-R6ch, K-  
R1; 1 Q-N5 forces mate. If 1 . . .  
NxR; 2 QxPch and mate next  
move.  
2 R- R1! Resigns  
If 2 . . . KxR; 3 NxBPch wins  
the Queen. Meanwhile White threat-  
ens 3 H- R6rh! or 3 Q- R4 with  
decisive ef ct.

**957** 1 Q-N4! . . .  
Not 1 Q- Q4 Q- N4

- 1 .... P- KN3  
2 Q- Q4 Resigns  
Black cannot SlQp male. as 2 . . .  
P- KB3 is impos sible.
- 958** 1 BxPch! KxB  
2 N- N5ch K- NI  
If 2 . . . BxN; 3 Px B dis ch wins quickly.  
3 Q- R5 BxN  
4 Px B K-B1  
5 Q- RBch K-K2  
6 N- N6 h! PxN  
7 QxP male
- 959** 1 RxPch! KxR  
After 1 . . . K- B1; 2 R- N5  
Black cannot hold out very long.  
2 Q- N3ch K- B2  
3 R- R7ch K- KI  
4 Q- QN&h K- Q2  
5 QxNPch K- QI  
6 QxRch K- BI  
7 Q- B7 male
- 960** 1 QxNch! K' Q  
2 B- K5 mate
- 961** 1 RxP! K, R  
2 QxNch K- BI  
3 Q- R6ch K 2  
4 B- B6 mate
- 962** 1 NxNP! PxN  
While threathene : 2 R- R8 mate.  
2 Q- B5 N- B3  
3 Q- Q ch Q- B2  
4 R- R8 mate
- 9 3 1 RxP! BxR  
If 1 . . . RxR: 2 Q- N5!, B- QB4: 3 B- B8! and While forces mate.  
2 Q- N5! B- B6ch  
If 2 . . . BxQ: 3 B- N7 mate.  
3 K- NI! RxR  
4 QxBch ....
- 964** 1 QxRP! Re igns  
If 1 . . . PxQ: 2 B- R7 mate.
- 965** 1 BxP! P, B  
2 QxP N- Q2  
3 N- KNS Q- B3  
4 R- R8cb! K, R  
5 Q- R7 mate
- 966** 1 Q- R5 P- KRS  
2 QxN P, N  
3 BxNP Q- KI

- 4 B- B6 ....  
Followed by 5 QxNP mate.
- 967** 1 R- Q7! QxR  
2 QxP! ....  
Without White's first move, Black could now s ve himself with . . . QxRPch!  
2 .... PxQ  
3 B- R7 mate
- 96 1 NxNP! KxN  
2 Q- K5ch ....  
rr row 2 . . . P- B3; 3 NxPch, K- R1; 4 Q- N3 winning Black's Queen be ause of the male threat. Or 2 . . . B-B3; 3 N- R5ch, K- N3; 4 NxB, QxN; 5 Q- N3ch, K- R4; 6 Q- RS,h, Q- R5: 7 P- KN4ch winning the Queen.  
2 .... K- NI  
3 N- RS Resigns  
If 3 . . . P- B ; 4 Q- N3ch wins.
- 969** 1 QxNPch! KxQ  
Or 1 . . . K- NI: 2 8- B5 and wins.  
2 B- BSch K- N4  
3 P- KR4 mate
- 970** 1 RxRPch! PxR  
2 N- N5ch K- NI  
3 Q- R6 P- B3  
4 NxB Q- R2  
5 QxQch KxQ  
6 NxRrh RxN  
7 RxBP Re igns  
White has two extra Pawns with an easy win.
- 971** 1 Q- R61 PxQ  
2 R- NB mate
- 972** 1 RxPrh! KxR  
2 N- R5ch K- BI  
If 2 . . . K- N3; 3 Q- K3! forces a quick mate.  
If 2 . . . K- RI; 3 NxN, Q- K4; 4 B- N2! is decisive.  
3 NxN NxN  
4 QxN K- KI  
5 B- N5ch Resigns  
If 5 . . . K- Q1; 6 Q- R8ch, K- B2; 7 B- KB4ch wins; or 5 . . . R- Q2: 6 Q- R8ch, K- K2; 7 B- N5rh, K- Q3: B R- KB4ch
- 973** 1 Q- RB:h! KxR  
2 R- K1ch K- Q3  
3 Q- K5 mate

**974** 1 Q—KR4! R—K1  
 If 1 . . . PxB; 2 NxP with a mating attack.  
 2 BxRP! PxB  
 3 QxP N—N3  
 4 N—N5 N—B1  
 5 R—K1! P—Q4  
 If 5 . . . N—K3; 6 N—K4! wins.  
 6 BxR QxB  
 7 R—K3 B—K3  
 1 N—R7! Resigns  
 There is no defense to the coming R—N3ch.

**975** 1 QxN! PxQ  
 2 RxRch KxR  
 3 N—B6ch K—B2  
 4 NxQ Resigns  
 White remains a piece ahead, for if 4 . . . BxN; 5 BxN.

**976** 1 BxP! KxR  
 2 QxPch K—K1  
 3 N—N5 Resigns  
 White threatens 4 QxB mate, and 3 . . . BxB is impossible because of 4 BxP mate.  
 If 3 . . . Q—B2; 4 BxPch, K—Q2; 5 QxBch, K—B1; 6 B—B5ch winning the Rook.

**977** 1 NxP! BxP  
 If 1 . . . PxN; 2 RxPch wins the Queen.  
 2 Q—B3ch! R/B1—B3  
 If 2 . . . B—K4; 3 N—B3 disch and wins.  
 3 N—K4 disch! BxR  
 4 RxBch K—R1  
 If 4 . . . K—B1; 5 Q—N4ch wins.  
 5 QxRch! RxQ  
 6 R—NBch! KxR  
 7 NxRch K—B1  
 6 NxQ Resigns

**978** 1 RxPch! PxR  
 2 QxBPch K—N1  
 3 QxN Q—B1  
 4 N—K5! Resigns  
 White has too many threats.

**979** 1 . . . N—B6ch!  
 2 PxN Q—R5  
 3 R—R1 BxP!  
 4 B—Q2 R—B3  
 Resigns  
 White is helpless against 5 . . . R—N3. If 5 KR—N1, B—B8 mate.

**980** 1 . . . BxP!  
 If now 2 PxB, Q—K6ch wins the Queen.  
 2 BxN BxBPch  
 3 KxB QxPch  
 4 K—B1 BxB  
 Resigns

**981** 1 . . . B—K6ch!  
 If now 2 K—R1, R—R7 mate or . . . B—N7 mate.  
 2 RxB R—Q8ch  
 3 R—K1 RxR mate

**982** 1 . . . RxRP!  
 2 N—B1 R—R8ch!  
 3 KxR R—R4ch  
 4 K—N1 Q—R5  
 5 N—N3 Q—R7ch  
 6 K—B1 Q—R8ch!  
 7 NxQ RxN mate

**983** 1 . . . N—K7ch!  
 2 RxN R—B8ch!  
 3 KxR Q—R8ch  
 4 K—B2 N—N5 mate

**984** 1 . . . N—B6ch!  
 If now 2 K—R1, R—R4; 3 P—R3, BxP and wins.  
 2 PxN R—N4ch  
 3 K—R1 QxP mate

**985** 1 . . . N—B6ch!  
 2 PxN . . .  
 On 2 K—B1, the most effective is 2 . . . NxPch!  
 2 . . . R—N4ch  
 If now 3 K—R1, QxBP leads to mate.  
 3 K—B1 Q—R6ch  
 4 K—K2 R—K4 mate

**986** 1 . . . QxPch!  
 2 KxQ R—R3ch  
 3 K—N3 N—K7ch  
 4 K—N4 R—B5ch  
 5 K—N5 R—B7!  
 Threatens . . . P—R3 mate.  
 6 QxNch KxQ  
 7 N—KB3 P—R3ch  
 8 K—N6 K—N1!  
 Threatens . . . R—B3 mate.  
 9 NxR R—B4!  
 If now 10 P—KN3, R—N4 mate.  
 10 PxR N—B5 mate

**987** 1 . . . BxPch!  
 2 KxB QxRPch  
 3 K—N1 P—N6!

- 4 P- B3 P- N7  
5 K- B2 P- NS/Qch  
6 RxQ Q- R7ch  
R signs  
Black wins the Rook.
- 988** 1 .... f xP!  
If now 2 NxP. RxP"hl; 3 Kx} ,  
Q- Q7ch; 4 K- R3 Q- R3ch fol-  
lowed by mate.  
2 Q- 111 P-- N4!  
If no'" 3 R- FB, P- N5 mate.  
3 P- -KN4 PxN!  
If now 4 R- BB, D-, N7 malt,  
4 P-- N5 D-- N2!  
5 K- N4 Q- Q4  
R signs
- 989** 1 .... R- NBch!  
2 RxR Q- QB6ch  
And mate next move.
- 990** 1 .... RxPch!  
2 Qxll R- M!  
3 Qxfl ....  
If 3 QxQ, RxRP mat",  
3 .... R- N7dlleh  
And mate "ext move.
- 991** 1 .... Q- Bo h  
2 D- N3 P- N4!  
Threat!n . . . Q- nll male. If  
now 3 R- Q2, Q- R8ch; 4 R- N2,  
1- 114; 5 PxP, QxP male.  
3 PxPe. l'. K- N4!  
Again threatening . . . Q- BB  
male.  
4 R- Q2 P- R4!  
5 PxP Q- 11lch  
6 R- N2 Q- B4 male
- 992** 1 .... R- KR4!  
If now 2 P- N3, QxP, 3 B- K4  
RxR; - RxR, NxB; 5 PxN, DxP h  
etc.  
2 P- KR3 N- NS!  
3 BP N RxPch  
4 K- N1 Q- H7ch  
5 K- B1 Q- RHch  
r ollowed by 6 QxP matt.
- 993** 1 .... QxRPch  
2 K- N1 (- -Hlleh  
3 K- B2 Q- H7eh  
Black wins the Queen
- 994** 1 .... RxPch!  
2 KxR Q- Rfeh  
3 K- D2 Q- R7(h  
4 K- B' H- KUlch  
5 Q- B7 RxQ mate

- 995** 1 .... RxPch!  
2 KxR Q- Rt ch  
3 K- N1 R- Nlch  
4 N- N3 RxNch!  
5 PxR B- KB4ch  
And Black wins the Queen.
- 996** 1 .... N- B6ch!  
2 PxN D/NSxP dis eh  
3 B- N3 QxBt;h!  
4 PxQ RxP(h  
5 K- R2 ....  
Or 5 B- N2, RxB" h follo d by  
. . . R- -R7 and . . . R- R8 mate.  
5 .... BxP  
6 B- R3 RxBch!  
7 KxR R- -R1 male
- 997** 1 .... N- Doch!  
If llow 2 PxN, Q- N<kh or . . .  
R- N4ch leads to mate.  
2 K- R1 Q- R5  
3 }'- R3 N- K!!  
R!'signs  
Fia" k attacks tb" Queen and aJo  
threatens 4 . . . Q RPch followed  
by . . . QxP mal. .
- 998** 1 .... NxRP!  
If n<" 12 PxN, Qxl'cb; 3 K- N1,  
R- N6ch and mate in two more  
moves.  
2 PxR N B7 dis ch  
3 K- N3 Q- R6ch!  
If now 4 KxN, Q- R7ch wins  
the Qu. en.  
4 K- M Q- R7ch  
5 K- K3 N- N5ch!  
Reslgn5  
If 6 K- Q3 N- K4ch wins the  
Queen. nd if 6 PxN. QxQ wins.
- 999** 1 .... Q- N! ch!  
2 RxQ N- B7 mpt!
- 1000** 1 .... N- RS!  
Thr! al m 2 . . . N- R6 mate. If  
2 PxN, BxBP, 3 R- K3, BxP..b!  
forcing mate.  
2 P- KR4 QxP!  
Re ign5  
If . PxQ, N- R6 mat".
- 1001** 1 .... Q- ERch!  
2 B- !1 Q- Bf ch!  
3 RxQ DxB mate  
This very beautiful combinilion,  
played in a lindfold exhi i i n of  
22 games by the great Pill bur).  
worthily concludes our coUeetion.



