

for Beginners

Franco Masetti & Roberto Messa

Franco Masetti and Roberto Messa

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c h e s s
e x e r c i s e s
f o r
b e g i n n e r s

**The tactics workbook that explains
the basic concepts, too**

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1001 Chess Exercises for Beginners

Translated from 1001 Esercizi per Principianti

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Introduction

Chess is 99% tactics!

If this celebrated observation is true for the master, how much more so for the beginner and club player.

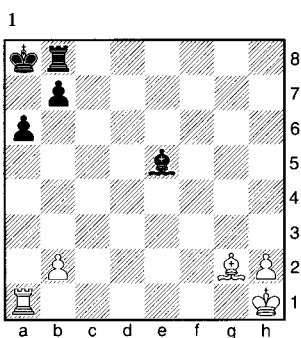
By far and away, the quickest and most effective way to improve your chess performance is to increase your tactical skill so that at a glance you are able to see the typical mating patterns and material-winning tactical motifs that so often decide a game. There is no doubt that the best way to acquire good tactical vision is to do exercises that teach you to recognise the tactical building blocks that make up every combination. This book focuses on the crucial positions that every chess player must know. It cannot be stressed enough that a knowledge of strategy is of little use if you have not first mastered the fundamentals of tactics.

This book starts with hundreds of essential mating positions that train that brilliant player.

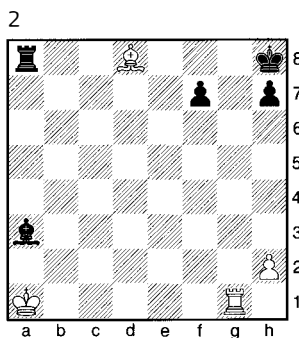
Mate in one

White to move and mate in one

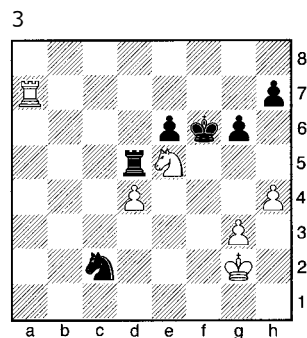
Solutions on page 125



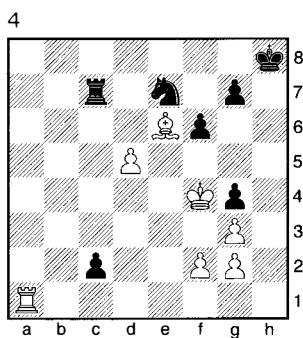
The pin is mightier than the sword



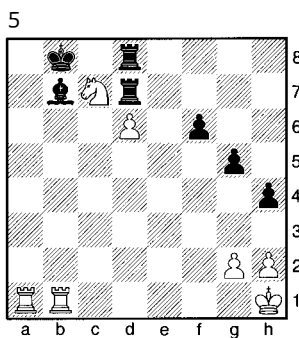
i and E make a winning team



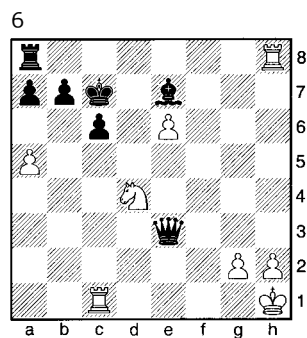
I and E in partnership



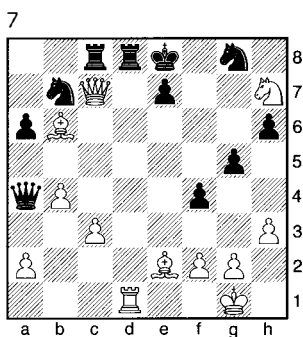
Nice and simple



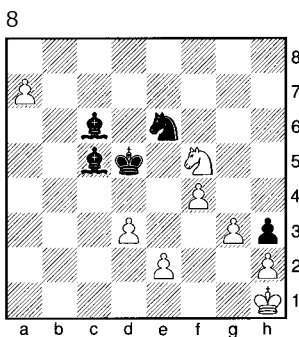
Another lethal pin



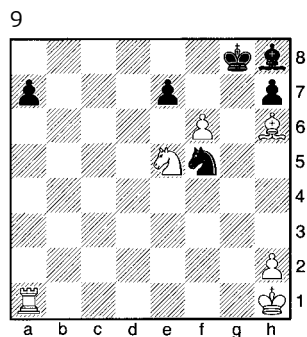
Also here



Only one of several checks is mate



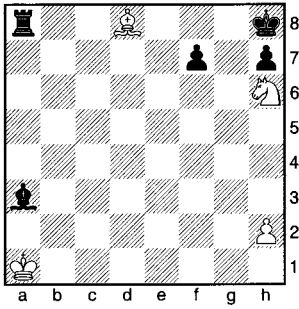
Softly, softly



Pawn power

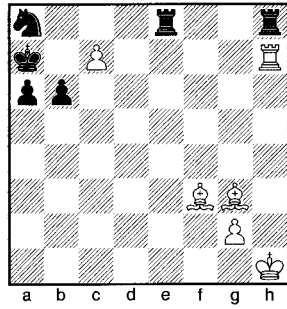
Mate in one

10



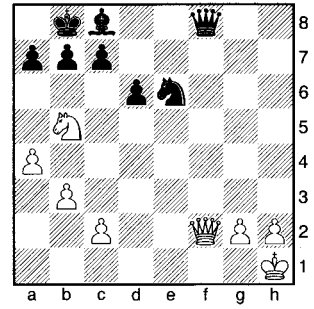
The bishop and knight team up

11



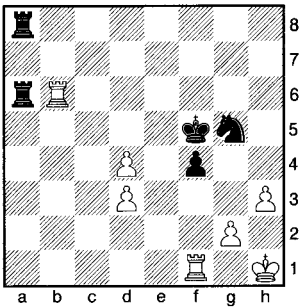
Less is more

12



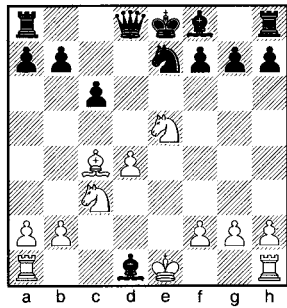
Nothing fancy

13



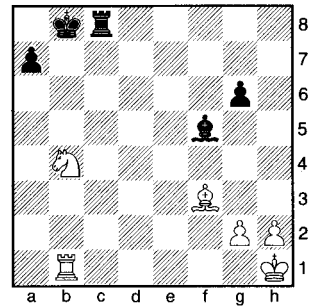
No en passant

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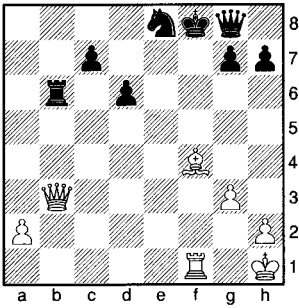
Sacrificing the queen for mate

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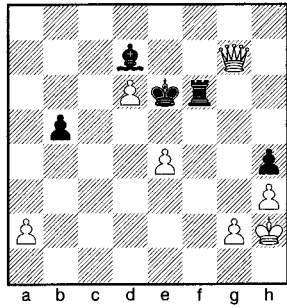
Double check

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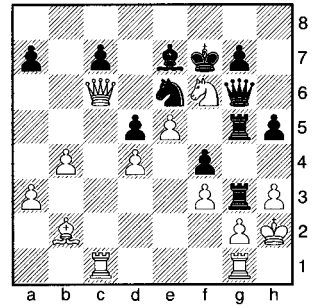
One check is bad enough

17



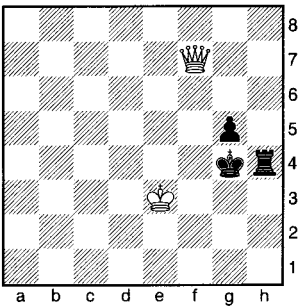
Her Majesty checkmates

18



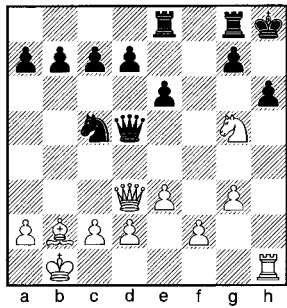
A mate from the past

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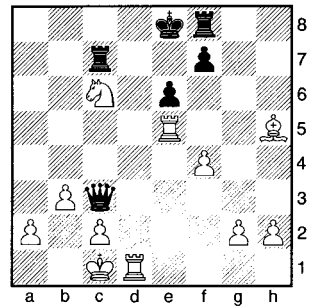
This is more recent

20



Three ways to mate

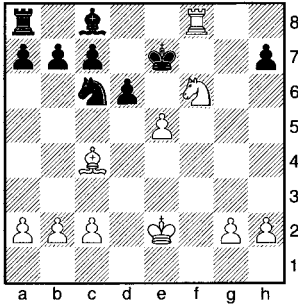
21



The historic Arabian mate

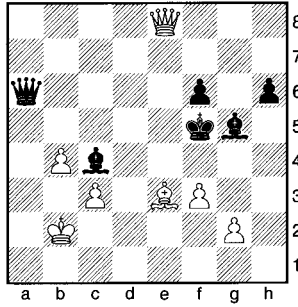
Mate in one

22



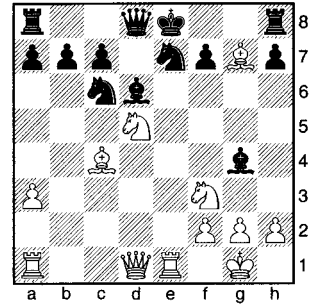
A mate by... Anderssen

23



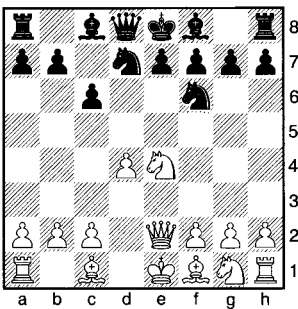
Two ways to mate

24



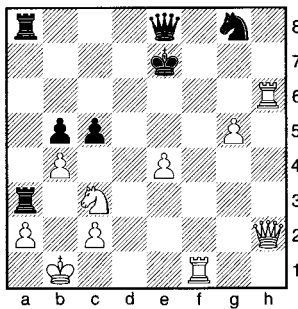
Castle early, castle often

25



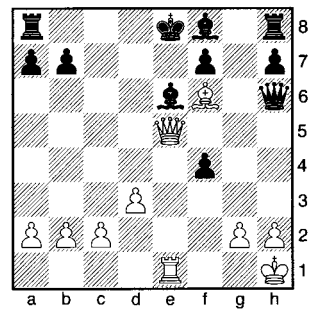
An opening tactic

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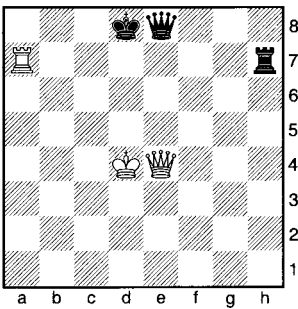
Power along the rank

27



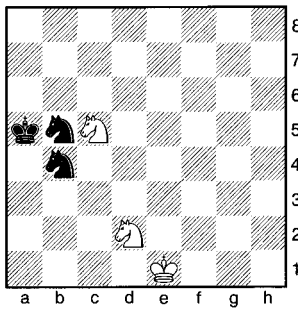
Black regrets not castling

28



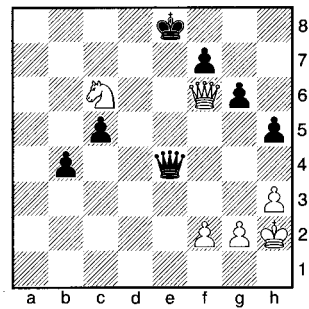
Ruling the ranks

29



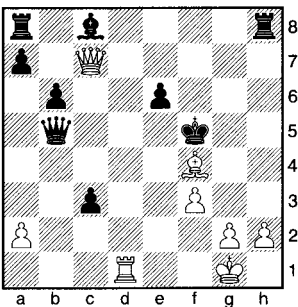
By no means a draw

30



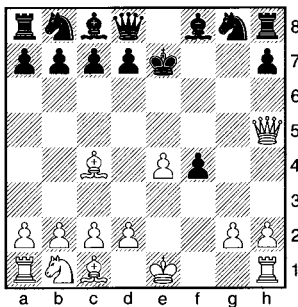
The queen and knight unite

31



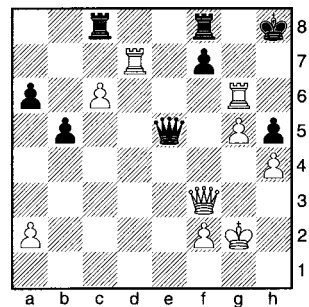
The king has strayed too far

32



Black didn't develop

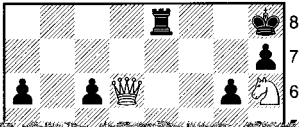
33



GMs get mated too

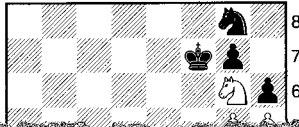
Mate in one

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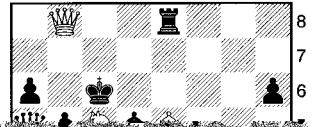
A 2006 mate

35



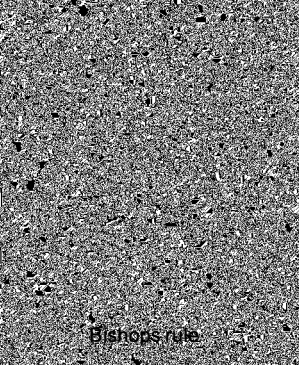
The right piece for the job?

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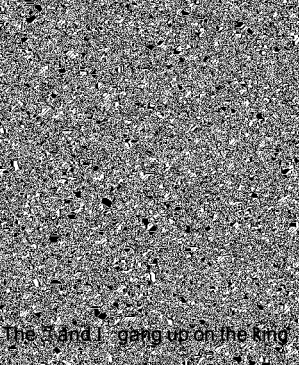
White's pieces are more active

37



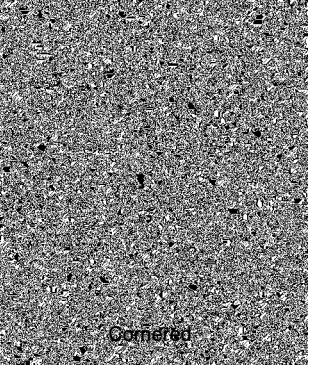
Bishops rule

38



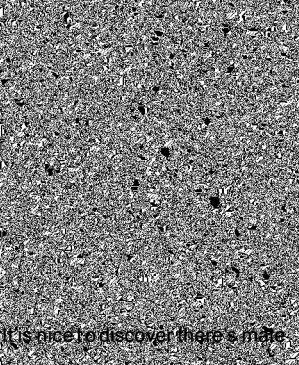
The 3 and 1 gang up on the king

39



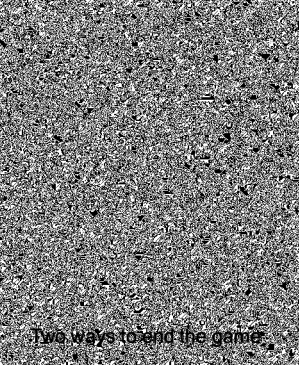
Cornered

40



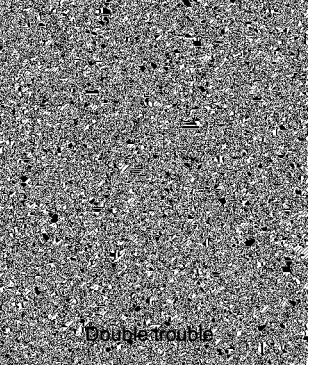
It's nice to discover there's mate

41



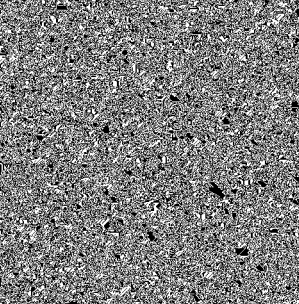
Two ways to end the game

42



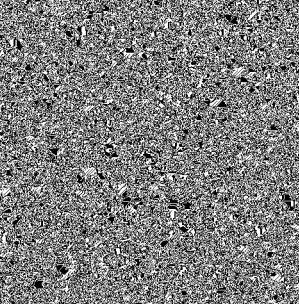
Double trouble

43



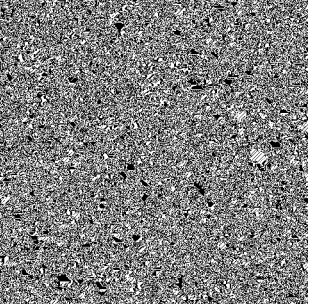
A deadly pin

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Once again the king is exposed

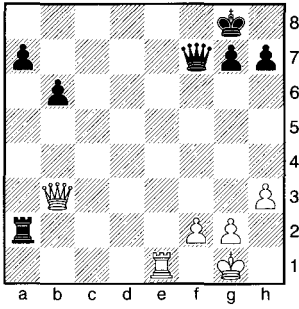
45



An enterprising pawn

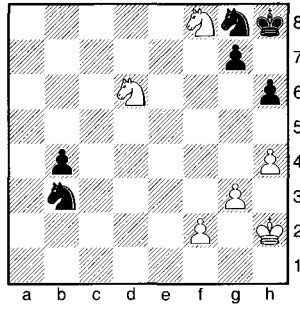
Mate in one

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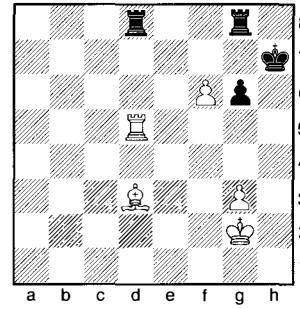
Easier than you would imagine

47



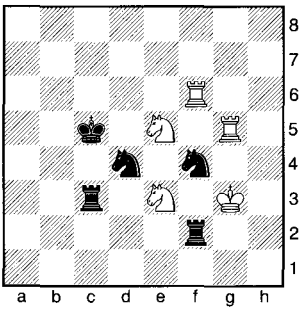
Mighty knights

48



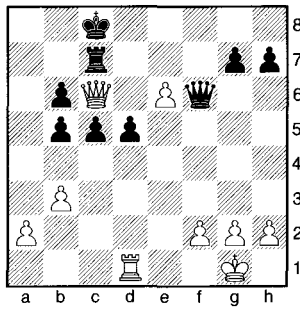
Better not to exchange

49



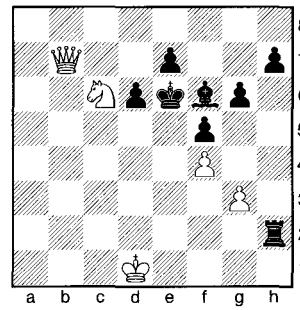
A devastating discovered attack

50



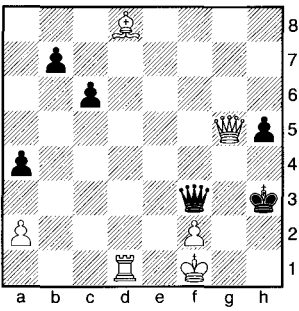
The attacker wins

51



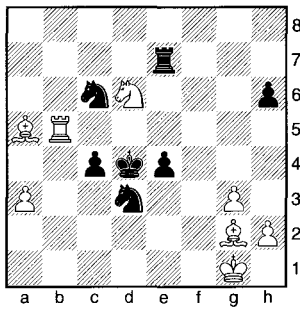
Another king stuck in the centre

52



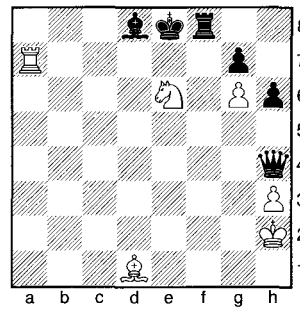
Diagonal domination

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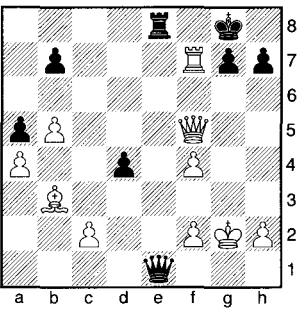
A king in the centre succumbs

54



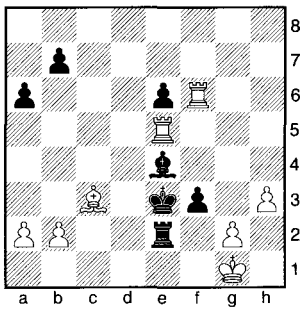
The king is too closely guarded

55



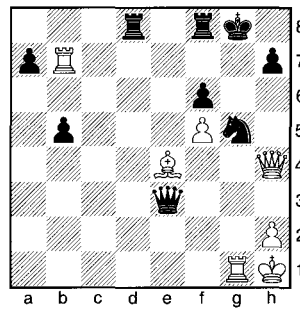
Another deadly discovery

56



A tactical motif decides the day

57



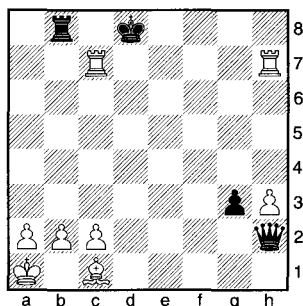
Here too

Mate in two

White to move and mate in two

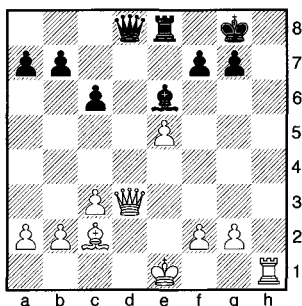
Solutions on page 125

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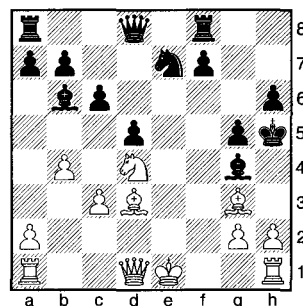
Back rank basics

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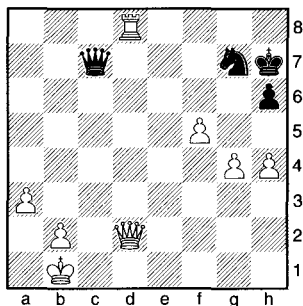
The open file is a fatal weakness

60



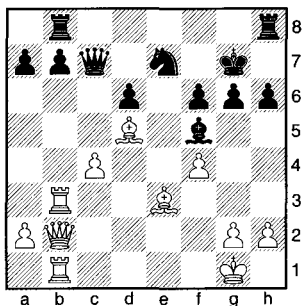
Getting the king where you want it

61



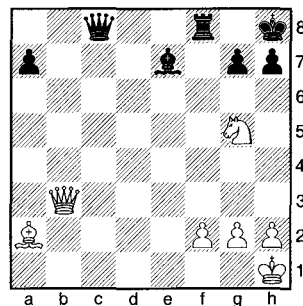
Yet again

62



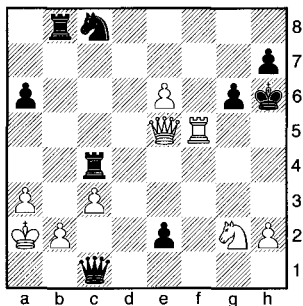
Deadly diagonal

63



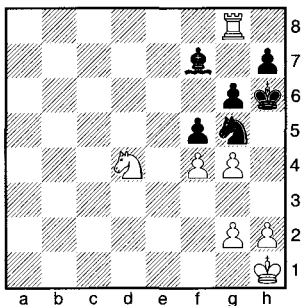
Smothered mate

64



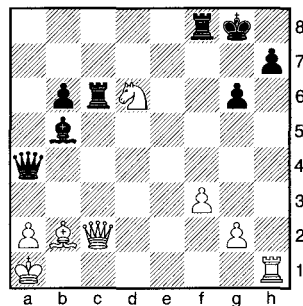
Opening lines: a rank

65



Opening lines: a file

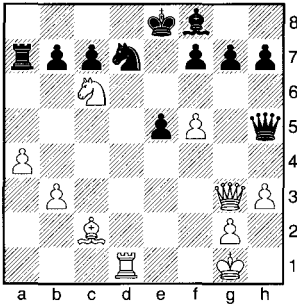
66



Opening lines: a file

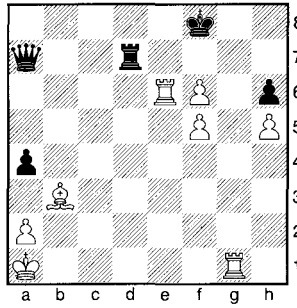
Mate in two

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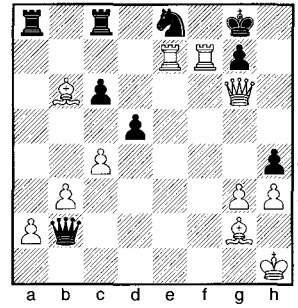
Opening lines: a file

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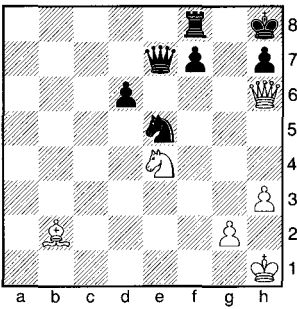
Fatal attraction

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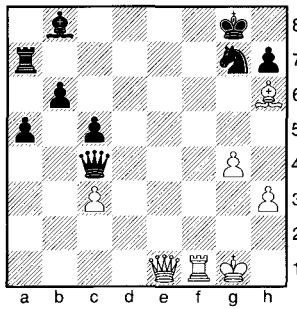
g7 or elsewhere?

70



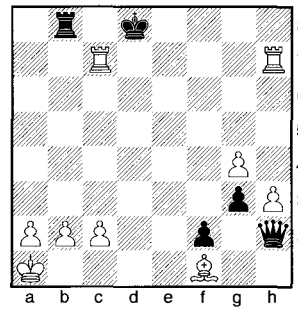
Watch your back... rank

71



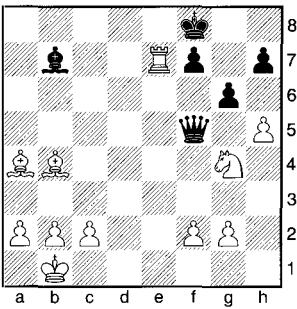
Here too

72



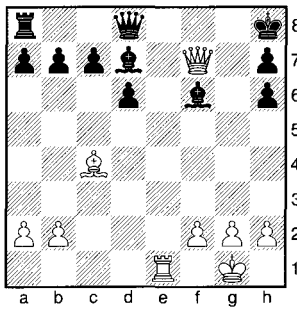
Two cannons on the ranks

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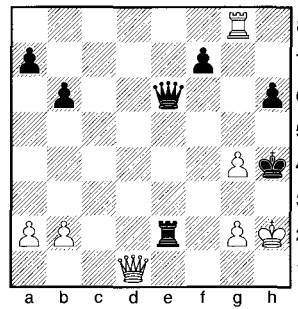
A discovery for starters

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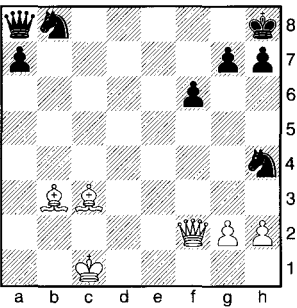
Deflection or closing a line?

75



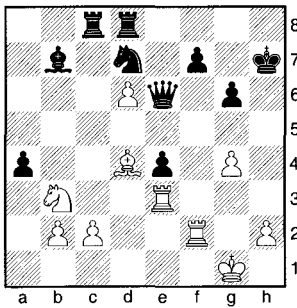
Deflection unpins

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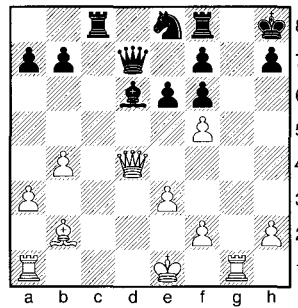
The diagonals are the key

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Domination of diagonal and file

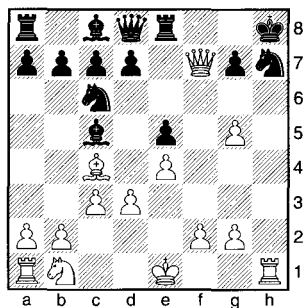
78



Also here

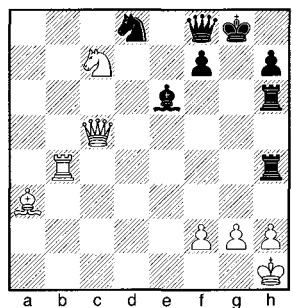
Mate in two

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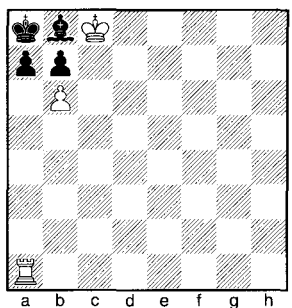
The king has only one protector

80



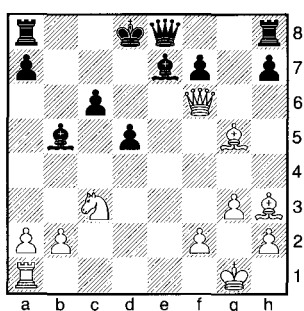
Two ways to do it

81



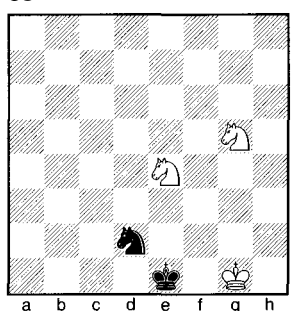
All comes to he who waits

82



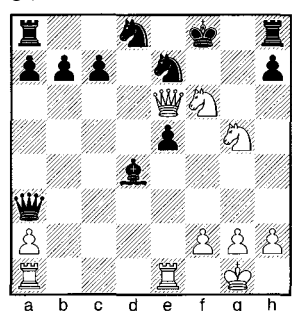
Deadly pin

83



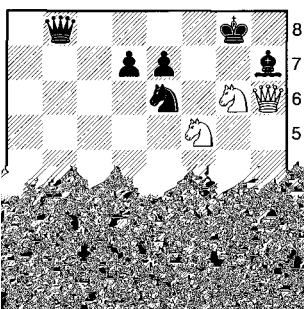
Black must move

84



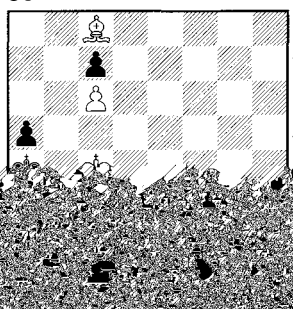
Heroic knights

85



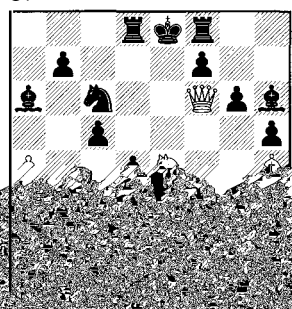
And two fearsome knights

86



Zig-zag

87



Good knight kills the king

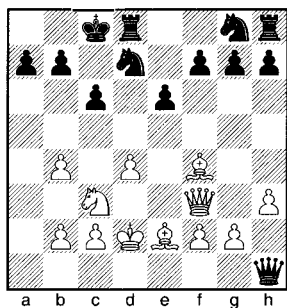
Arabian mate

Greco's mate

The rook will mate

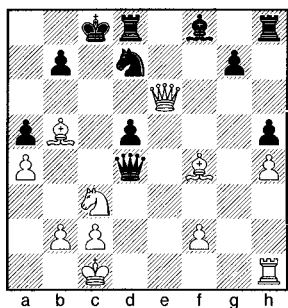
Mate in two

91



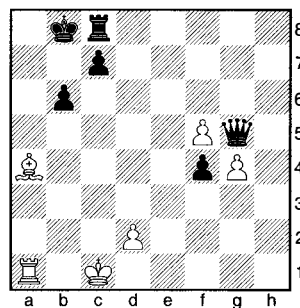
Boden's mate

92



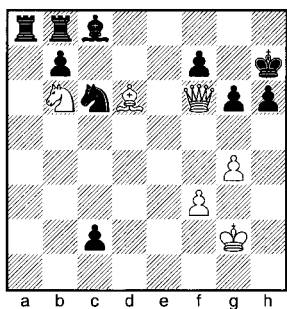
Another Boden's

93



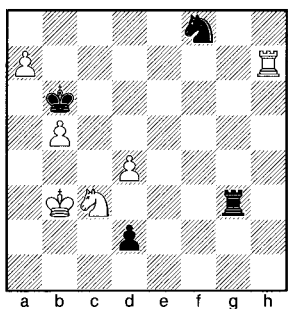
Setting up mate

94



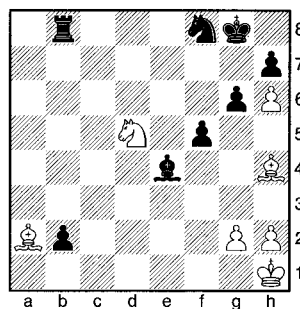
No defence

95



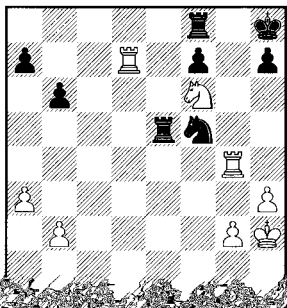
How to promote?

96



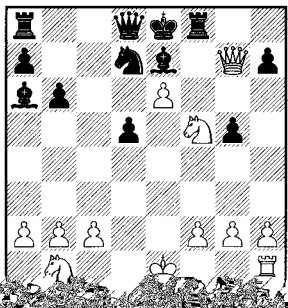
Double check to start things off

97



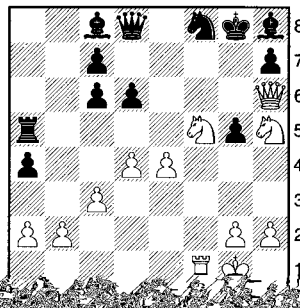
Removing the defender

98

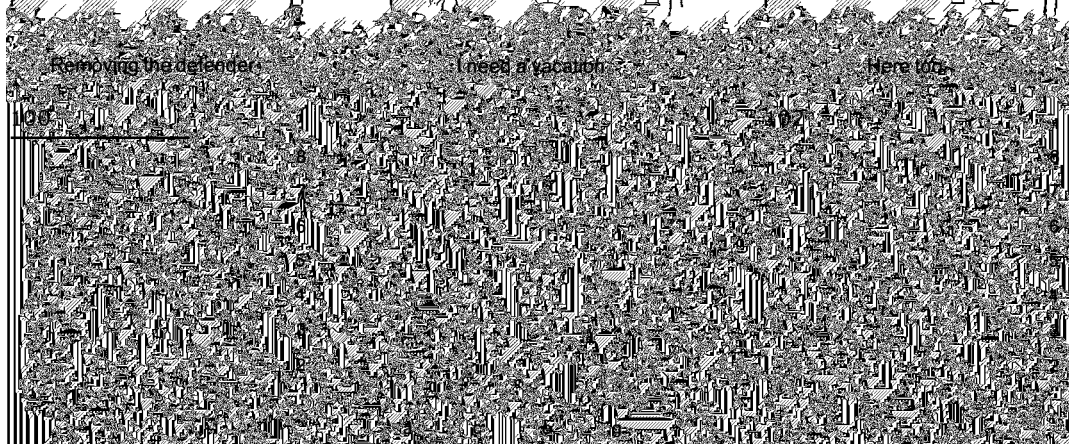


I need a vacation

99



Here I go



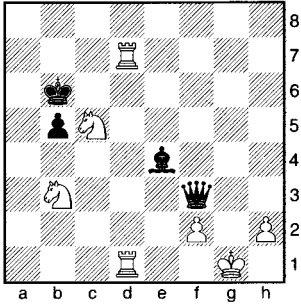
Overloaded

A quiet move

What's preventing me?

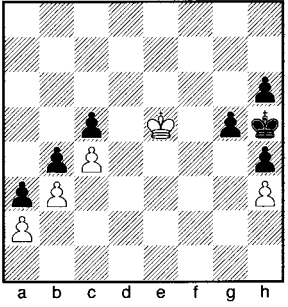
Mate in two

103



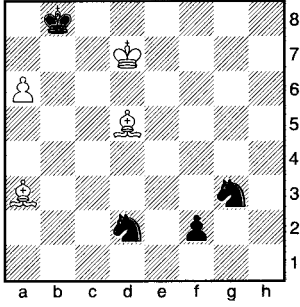
One... two... KO

104



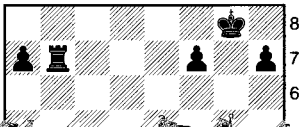
A king and a commoner

105



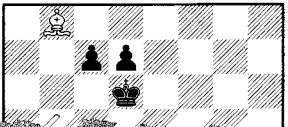
Two bishops vs two knights

106



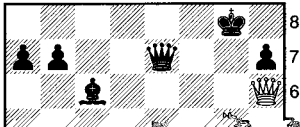
A novel maneuver

107



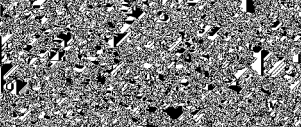
Not a quiet one

108



Deflection

109



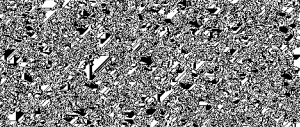
Also here

110



Removing the defender

111



Opening lines a file

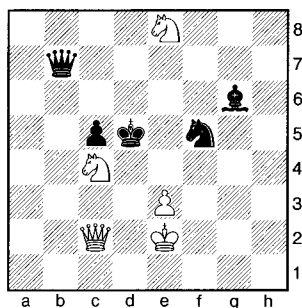
Opening lines: a file

Opening lines: a rank

Decoy sacrifice

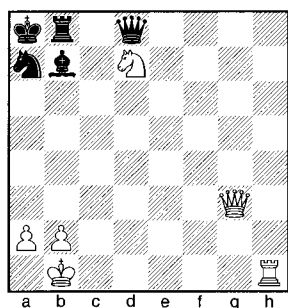
Mate in two

115



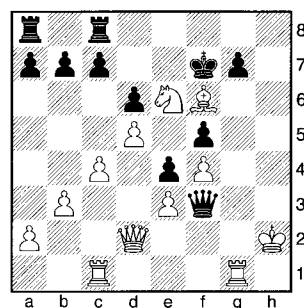
Once again a decoy

116



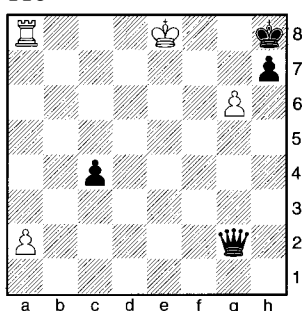
Smothered mate

117



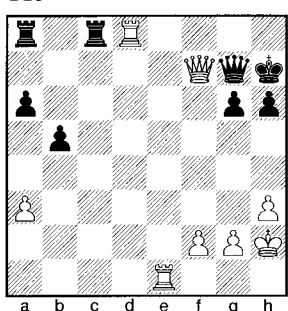
Check then mate

118



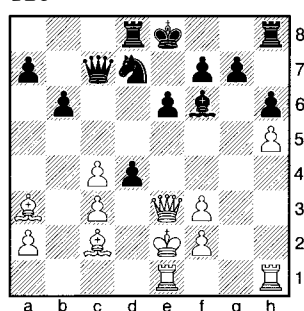
A marvelous manoeuvre

119



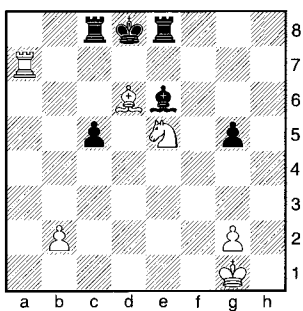
Invite everyone to the party

120



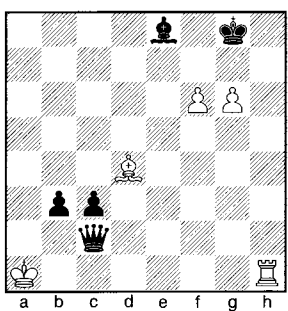
Opening lines: diagonals

121



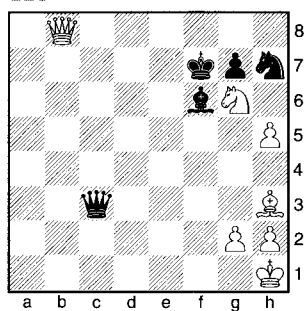
The king is cramped

122



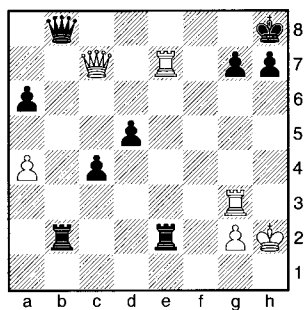
Decoy sac and discovered attack

123



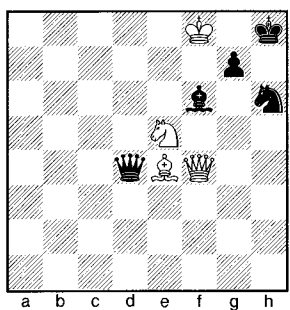
The queen does its duty

124



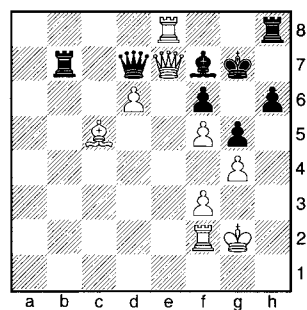
Clearing a path

125



Have a nice knight

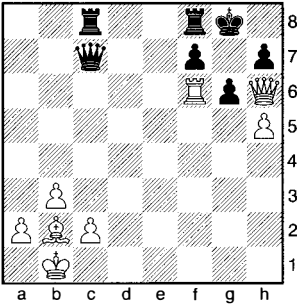
126



One more decoy sacrifice

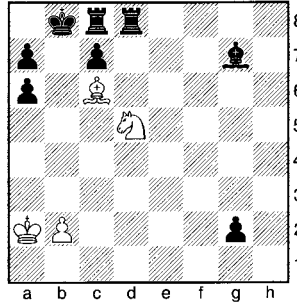
Mate in two

127



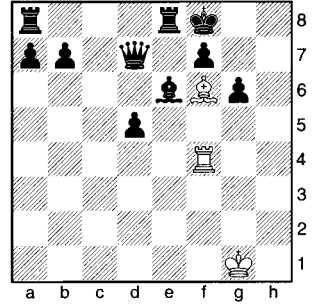
Decoy and double check

128



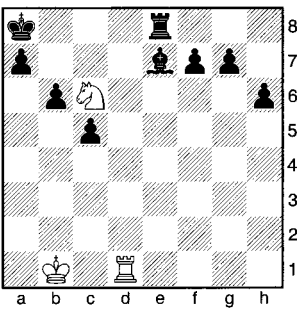
White is more active

129



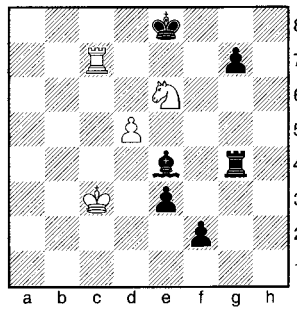
A king with nowhere to go

130



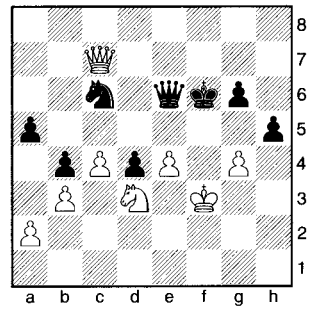
An Arabian mate looms

131



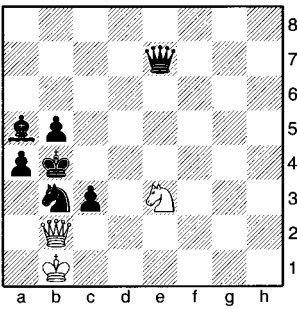
With a little support

132



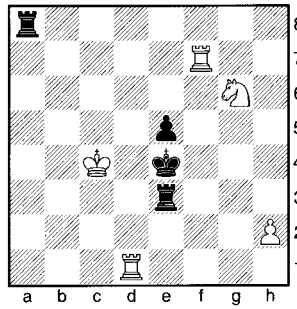
Step this way please

133



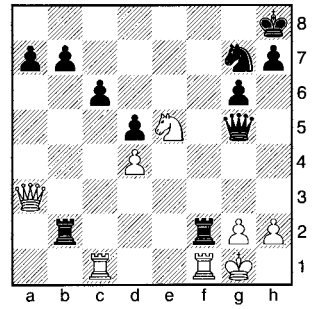
Just a little bit closer

134



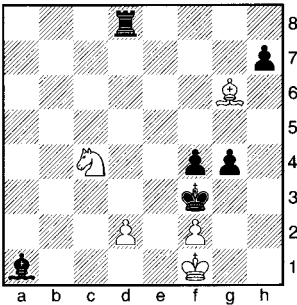
The second check will be mate

135



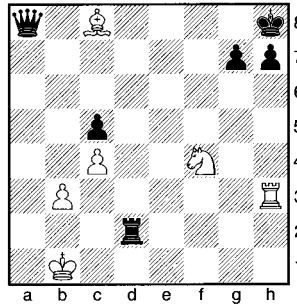
Back rank weakness

136



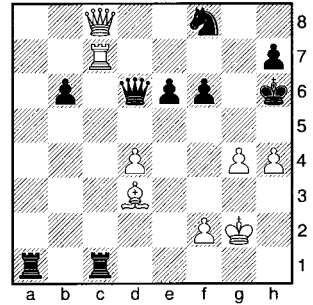
d2 or e5?

137



Two checks do the trick

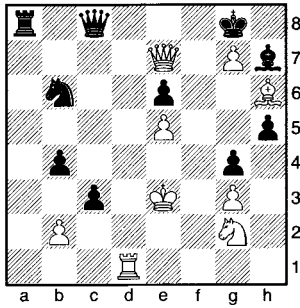
138



Removing the defender

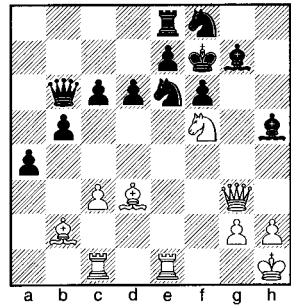
Mate in two

139



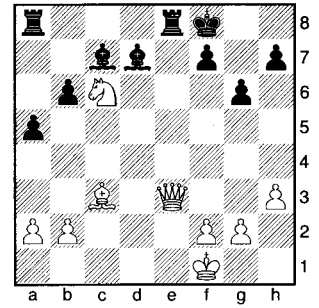
Deflecting the defender

140



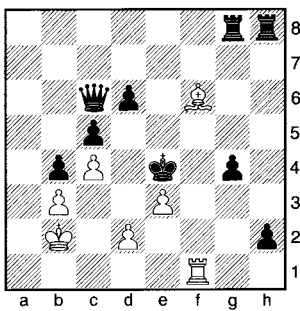
The knight mates

141



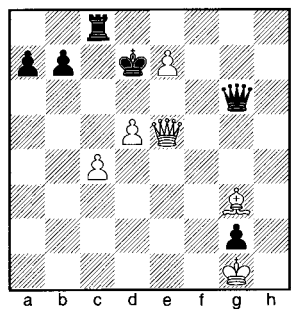
Nothing could be simpler

142



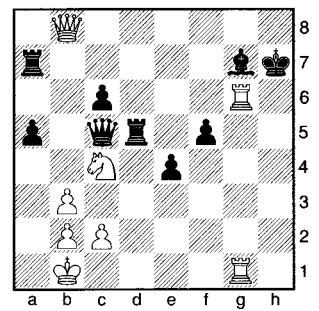
A wily waiting move

143



Decisions! Decisions! d6 or c7?

144

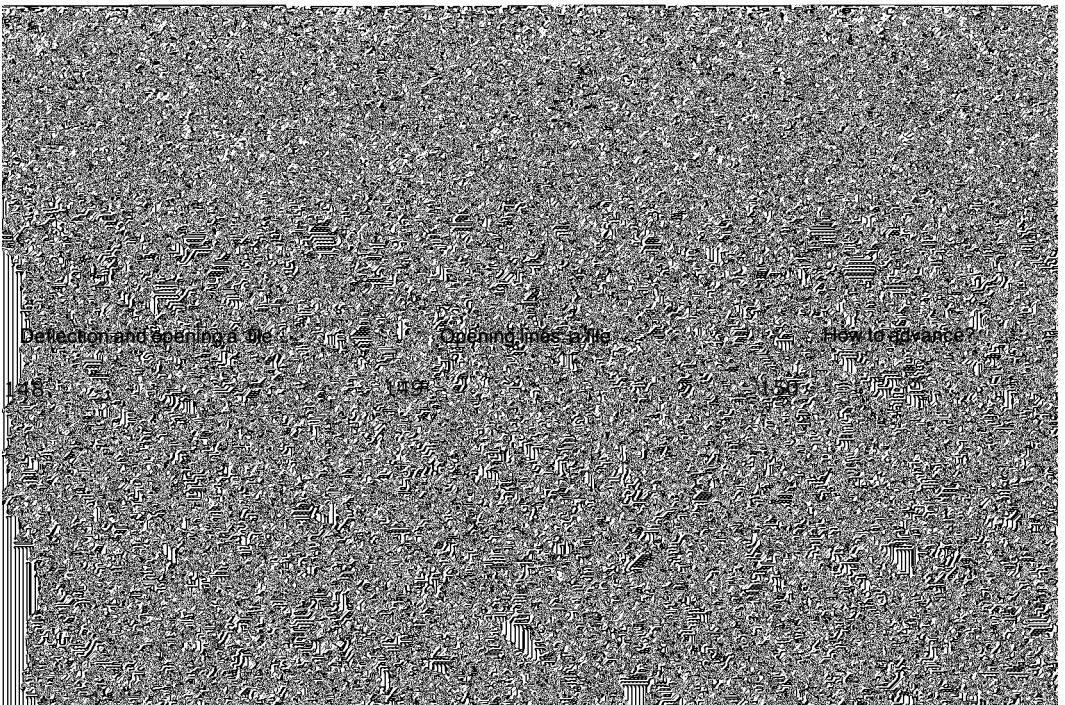


From g8 or h2?

145

146

147



Deflection and opening a file

Opening lines a file

How to advance

148

149

150

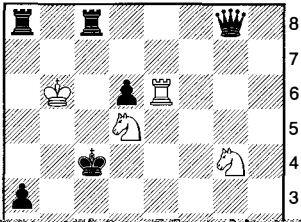
The queen will dominate

Mate on the eighth

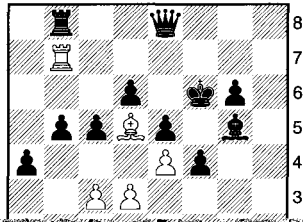
Making way

Mate in two

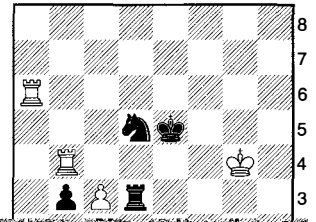
151



152



153



The black king has strayed

The defender abandons his post

One rook is sufficient

154

155

156

Knight strike

A recurring motif: a decoy sacrifice

How to unpin the rook?

157

158

159

Removing an escape square

Decoy and discovered attack

Double check creates a pathway

160

161

162

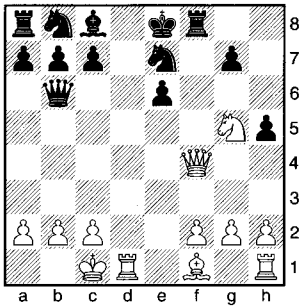
Vacating a square

Discovered attack clears the way

Discovered attack and decoy

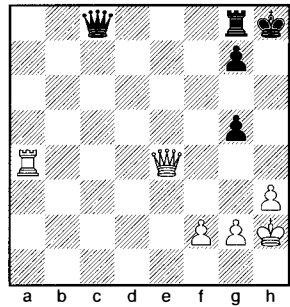
Mate in two

163



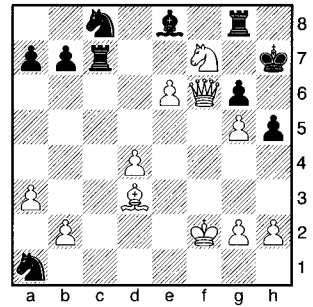
Decoy sacrifice

164



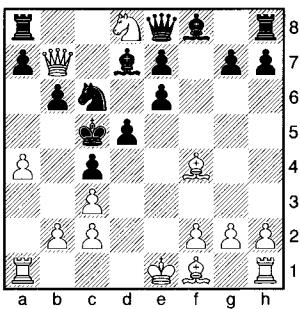
Anything for mate

165



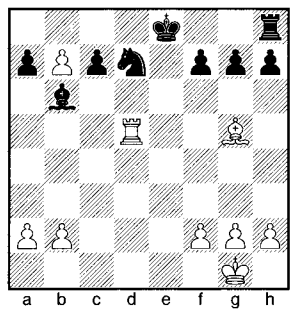
Deflection

166



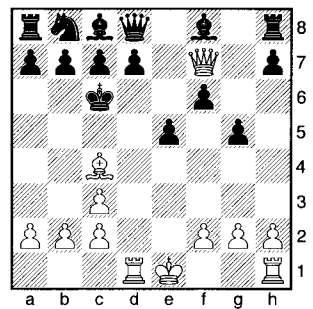
Also here

167



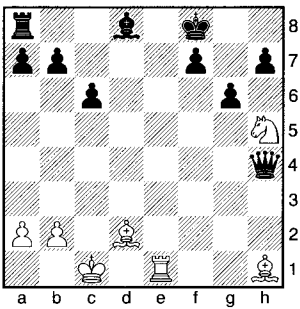
A short reign for the queen

168



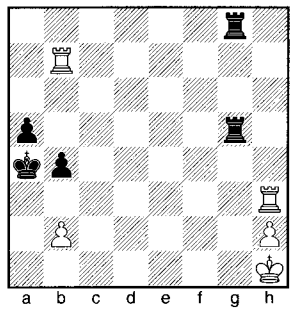
No need for anything flashy

169



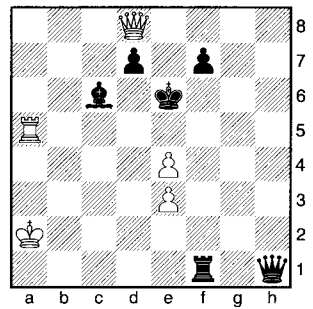
Bishop and rook

170



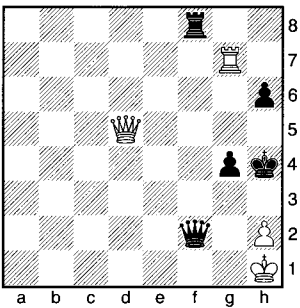
No escape

171



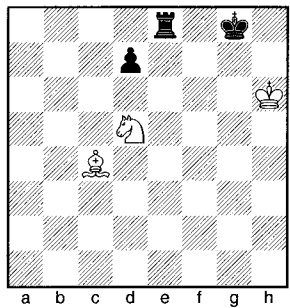
A fatal file

172



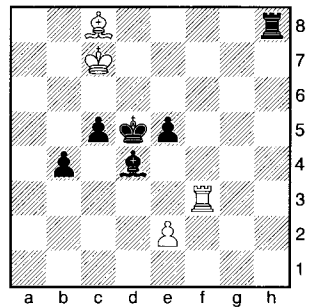
Clearing a file

173



First a double check

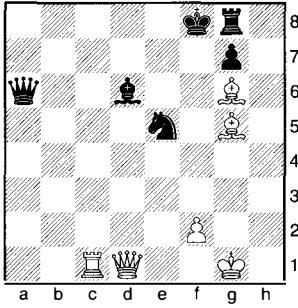
174



Lord of the diagonal

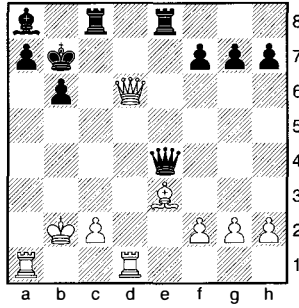
Mate in two

175



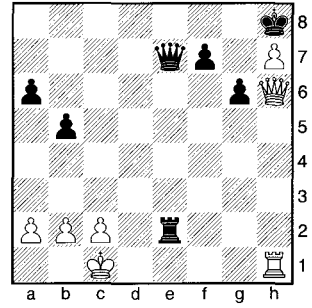
Deflection

176



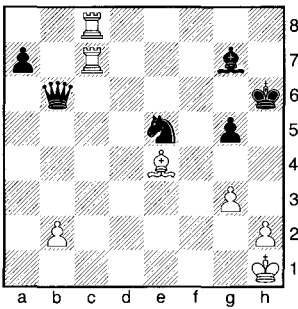
b6 is the weak point

177



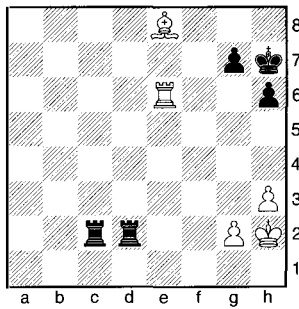
Promotion!

178



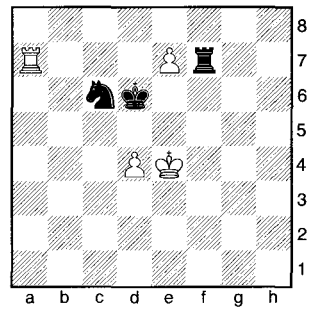
Clearing the rank

179



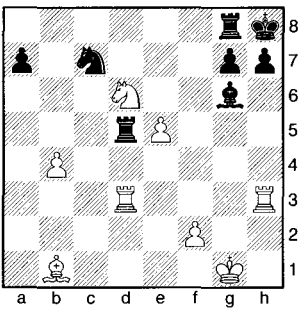
Mate on the eighth

180



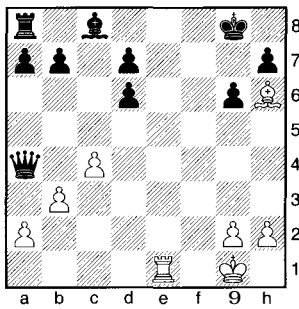
Correct promotion

181



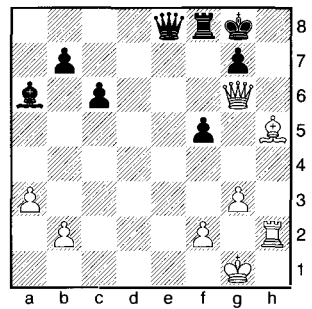
Three motifs

182



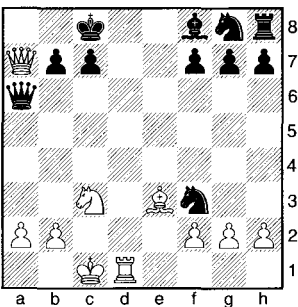
The king is trapped

183



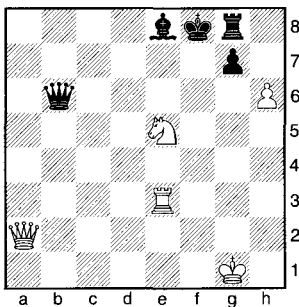
Getting the king where you want it

184



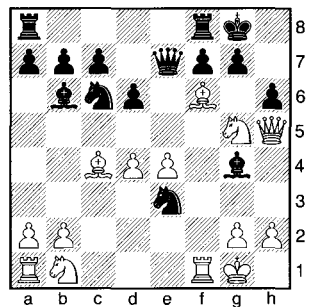
Mate on the back rank

185



The knight delivers

186



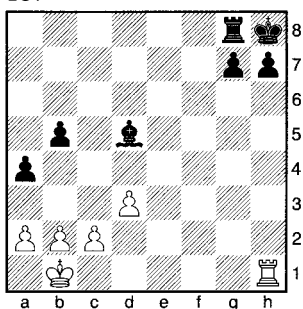
No defence

The missing piece!

In these valuable exercises you have to place a piece on the board so as to create checkmate or a winning position. These exercises are more than just good fun; they improve pattern recognition, visualisation and creativity as well.

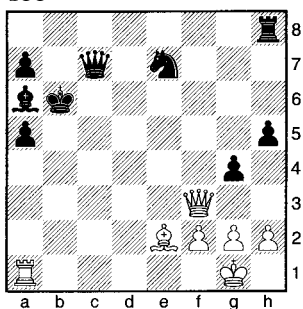
Solutions on page 127

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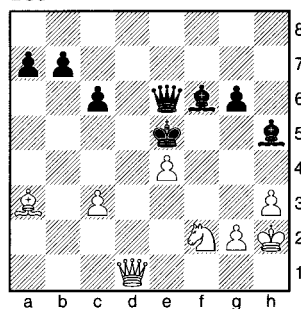
Add a knight and it's mate

188



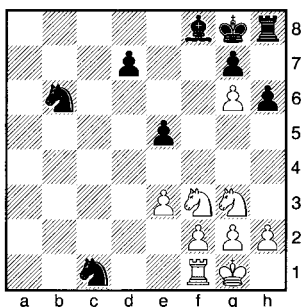
Add a knight and it's mate

189



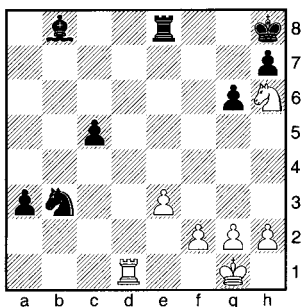
Add a knight and it's mate

190



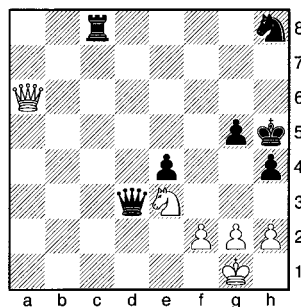
Add a bishop and it's mate

191



Add a bishop and it's mate

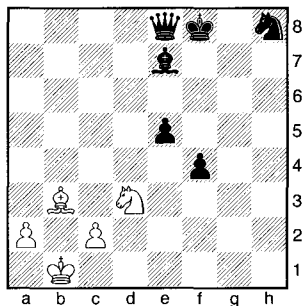
192



Add a bishop and it's mate

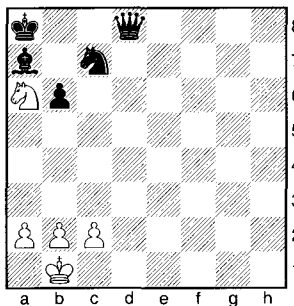
The missing piece

193



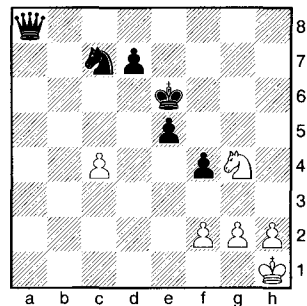
Add a bishop and it's mate

194



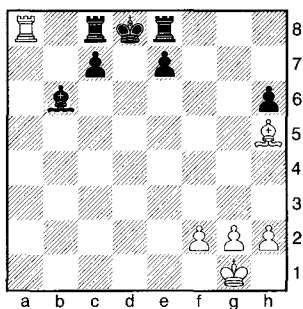
Add a bishop and it's mate

195



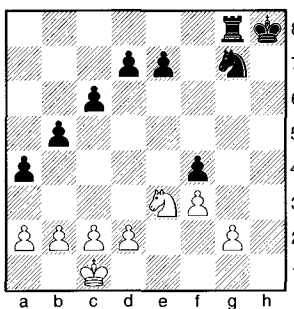
Add a queen and it's mate

196



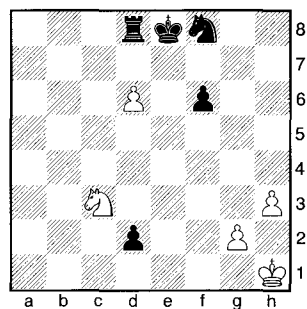
Add a rook and it's mate

197



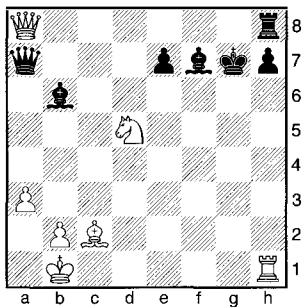
Add a rook and it's mate

198



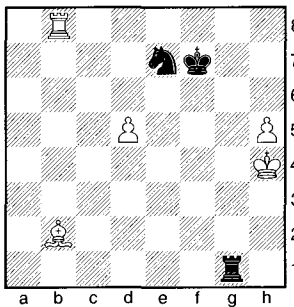
Add a rook and it's mate

199



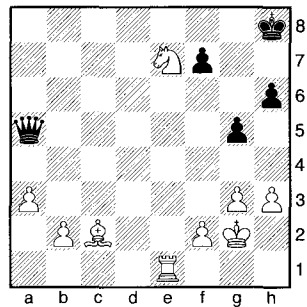
Add a pawn and it's mate

200



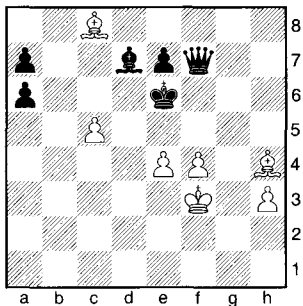
Add a pawn and it's mate

201



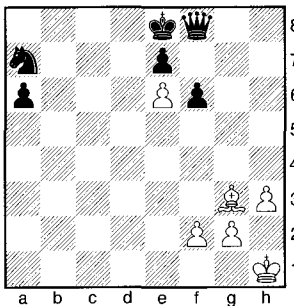
Add a bishop and it's mate

202



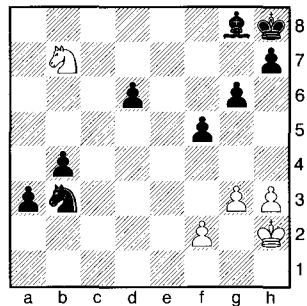
Add a rook and it's mate

203



Add a queen and it's mate

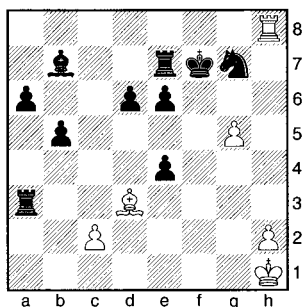
204



Add a bishop and it's mate

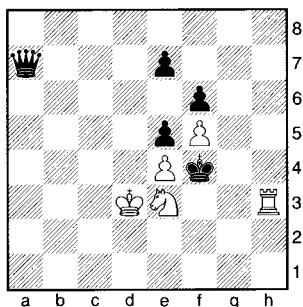
The missing piece

205



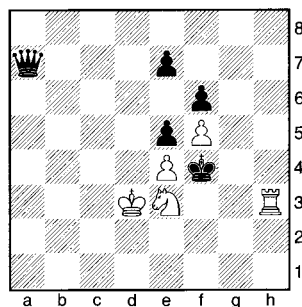
Add a rook and it's mate

206



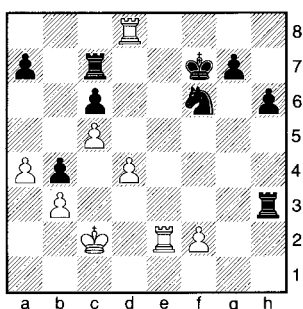
Add a bishop and it's mate

207



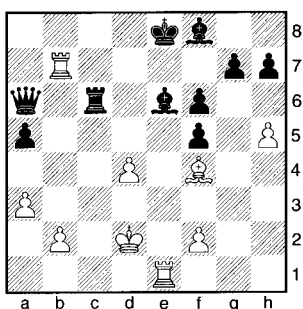
Add a rook and it's mate

208



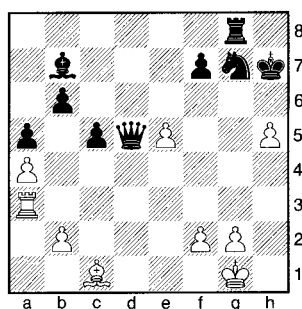
Add a knight and it's mate

209



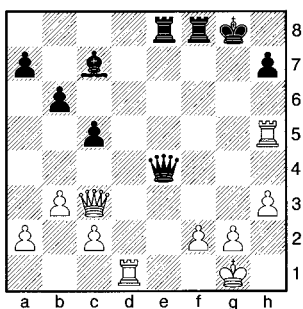
Add a queen and it's mate

210



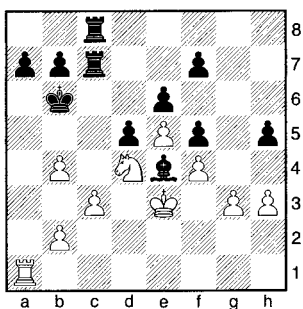
Add a rook and it's mate

211



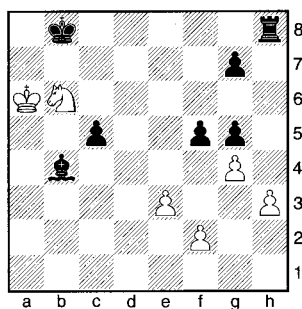
Add a knight and it's mate

212



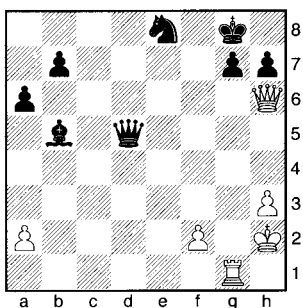
Add a rook and it's mate

213



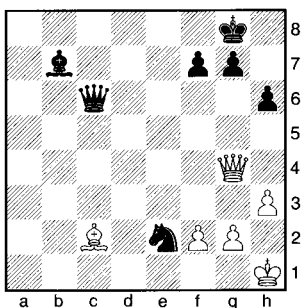
Add a rook and it's mate

214



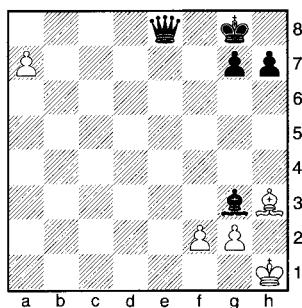
Add a bishop and win

215



Add a knight and win

216



Add a rook and win

Double attack

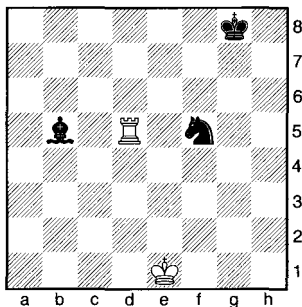
White to move

Solutions on page 127

So far we have looked at lots and lots of mating positions. This is clearly logical as delivering checkmate is the objective of the game. However, checkmate is much easier to achieve when we have an advantage in material, namely more pieces.

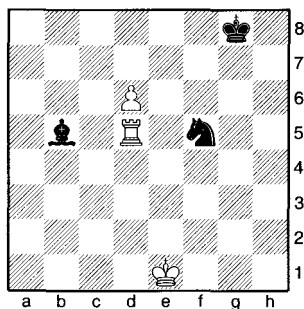
Combinations of tactical motifs that force a gain in material occur in virtually every game, and the most important of these motifs are based on some kind of double attack .

However, double attack is most commonly used to describe a position in which one piece attacks two undefended pieces simultaneously and only one of those threatened pieces is able to save itself. It goes without saying that it is rare that in a single move one's opponent can save or protect two attacked pieces. Let's look at an example.



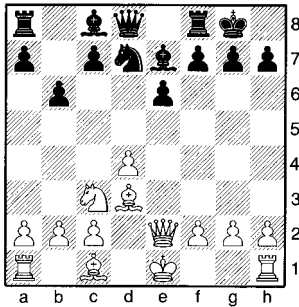
White has just played 1. ♖d5, creating a double attack on the bishop and knight. One of the two pieces will be captured on the next move.

We have already noted that a double attack is very often impossible to meet. However, this is not always the case; in certain positions a fleeing piece can protect another.



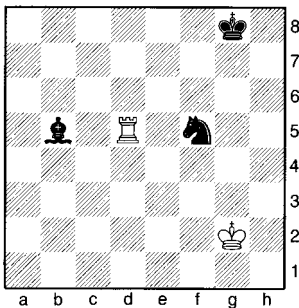
In this position, which is almost identical to the preceding one, Black can save both pieces with the simple move 1... ♙d7.

There is also the 'double threat' motif, which arises when at least one of our attacks does not involve the threat of material gain, but instead another type of threat such as checkmate.



In this position White plays 1. ♔e4!, simultaneously threatening checkmate with 2. ♔xh7 and the capture of the rook on a8. Black has no choice but to defend his king, leaving the poor rook to its fate.

In the following example the position of the white king allows a most unpleasant surprise! Black has the luxury of choosing between two moves that not only save both his threatened pieces, but which also win the white rook.

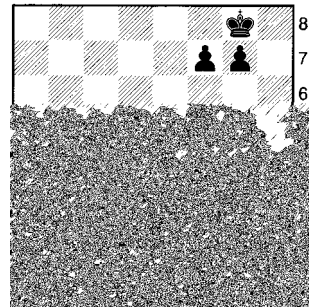


In reply to White's double attack, Black can play either 1... ♕c6, 'pinning' the rook to the king, or launch his own double attack with 1... ♖e3+!

This example teaches us that before making a double attack we have to make sure that our opponent does not have tactical resources of his own.

All the pieces can create a double attack, including the king and the pawn. Perhaps the most dangerous is the knight; its unusual way of moving allows it to attack two pieces without being attacked itself and renders its movements more visually difficult to anticipate!

A double attack by a pawn or a knight is usually called a 'fork'.



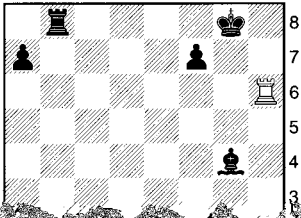
In this position White will win one of the two rooks by playing 1. e4.

A classic pawn fork!

As mentioned before, a double attack in the broadest sense is central to most of the tactical motifs discussed in the following chapters; for example, a discovery is no more than a sophisticated form of double attack.

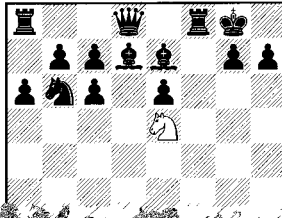
Double attack

217



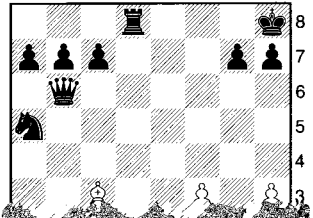
Nasty pin

218



This won't take you long

219



A simple double threat

Loose pieces drop off

Black was a World Champion

Two more loose pieces

One move with two objectives

The same idea

A pawn provides the answer

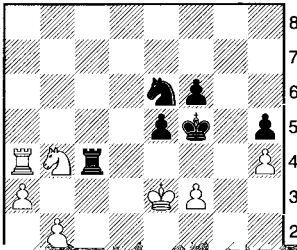
Simple chess

Check then a double attack

This is trickier

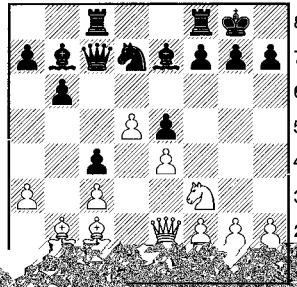
Double attack

229



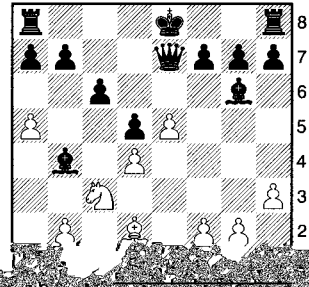
Objective: undefended pieces

230



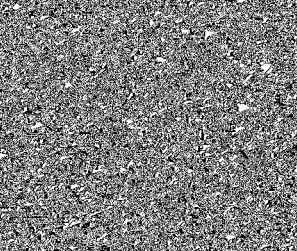
A pawn for a piece

231



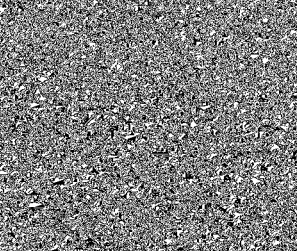
A pawn is a pawn

232



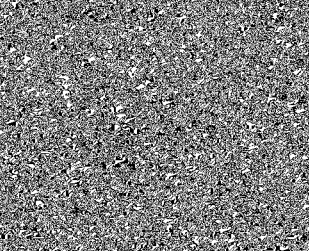
Temporary sacrifice

233



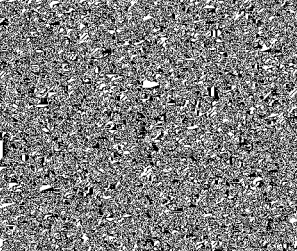
An unpleasant choice to make

234



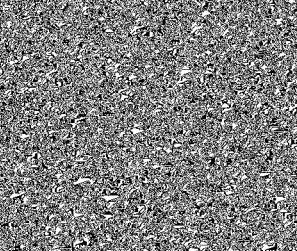
Protectors in close proximity

235



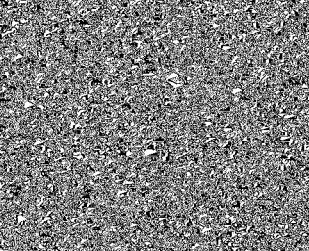
The eighth

236



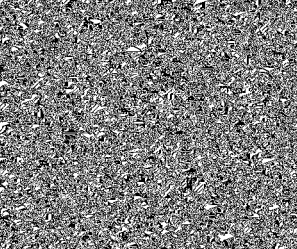
Look out for loose pieces

237



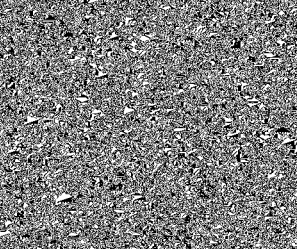
His or Her Majesty?

238



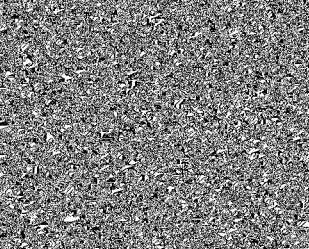
Make mine a double

239



The knight on the rim is grim

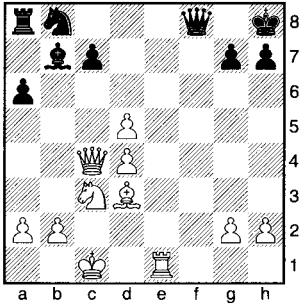
240



Sweet and simple

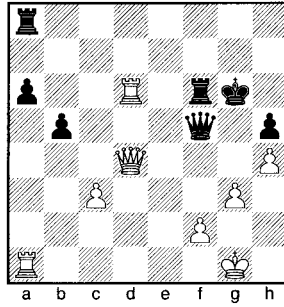
Double attack

241



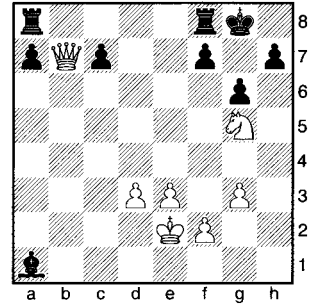
The back rank is the key

242



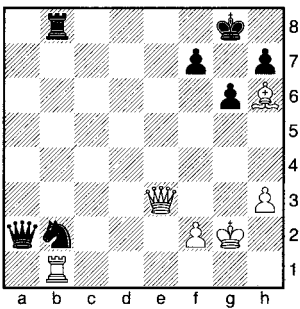
You gain a rook

243



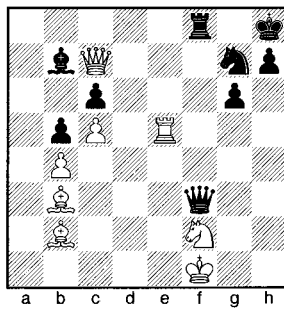
A long move

244



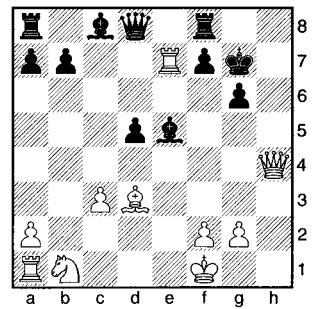
Nice and simple

245



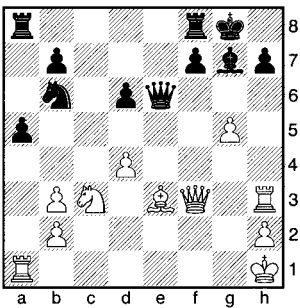
A winning discovery

246



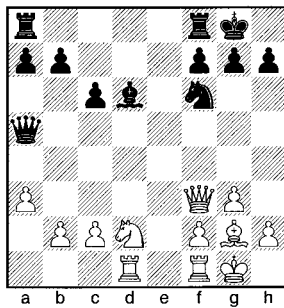
Something unexpected

247



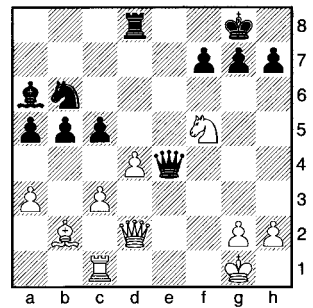
Two targets

248



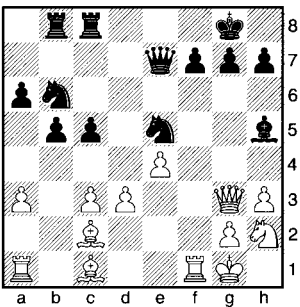
Discovery and double attack

249



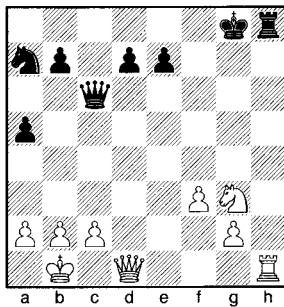
All the ingredients are there

250



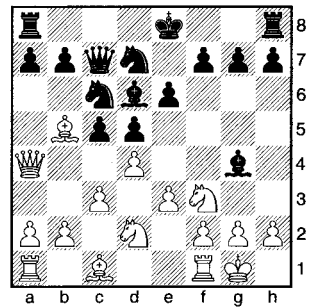
Fifth rank

251



If only the king were...

252



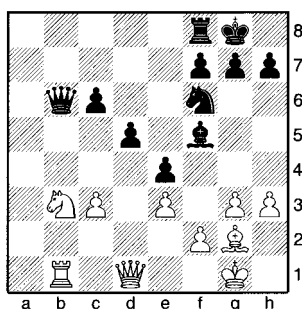
Two bishops in danger

Discovered attack

White to move

Solutions on page 128

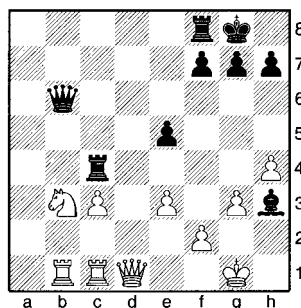
A discovered attack is a form of double attack where one piece moves to attack another, unmasking an attack by a second piece.






In the above position, the knight can jump to d4, unleashing an attack on the black queen. Black is forced to choose the lesser of two evils, and accept the loss of the bishop on f5.

As always, things do not necessarily work out as we plan, and we must always check carefully that our

opponent does not surprise us with an 'acrobatic' defence.

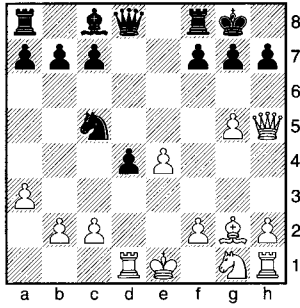


In the example above White can play 1. d2, with a discovered attack that threatens both queen and rook. However, the strong reply of 1... c6! solves Black's problems; thanks to the threat of mate on g2, Black has sufficient time to save the rook, for example: 2. e4 xc3.

Yet another example of how time and geometry are the fundamental building blocks of chess tactics.

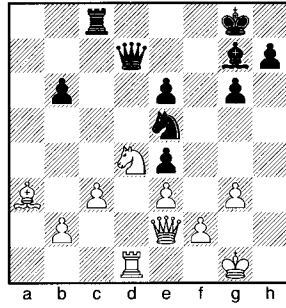
Discovered attack

253



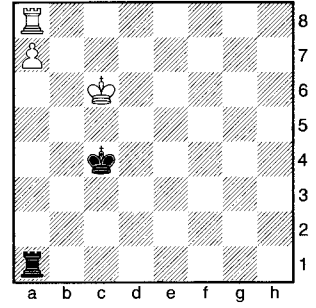
One small step

254



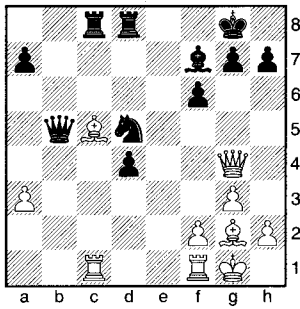
Discovery then double attack

255



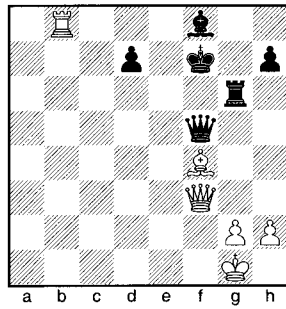
How to advance the pawn?

256



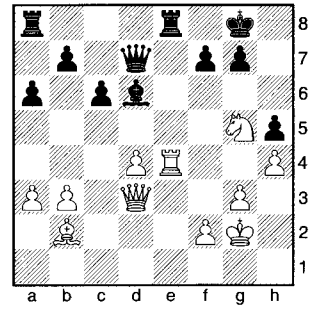
Discovery then double attack

257



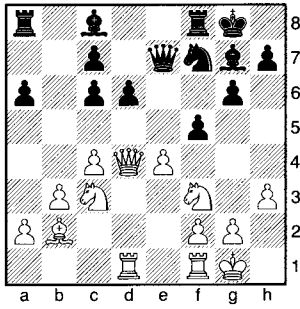
A couple of checks

258



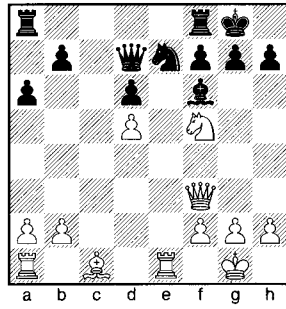
Freeing the diagonal

259



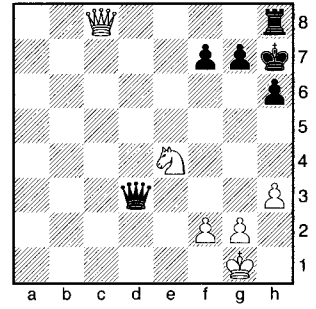
The long diagonal is weak

260



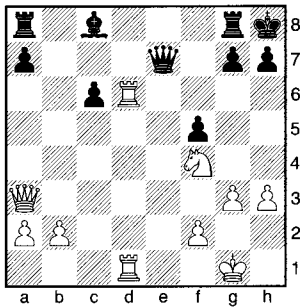
This is a classic

261



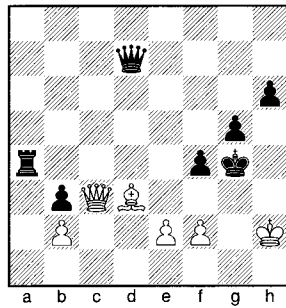
The queen is a goner

262



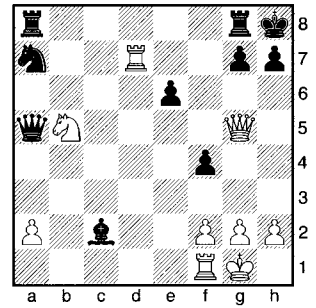
A most unpleasant choice

263



Double trouble

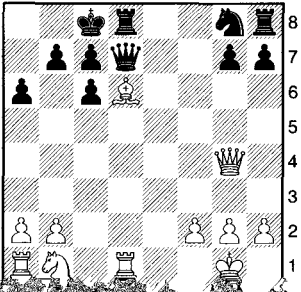
264



The queen or smothered mate

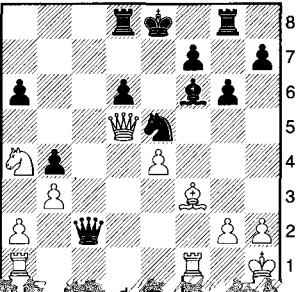
Discovered attack

265



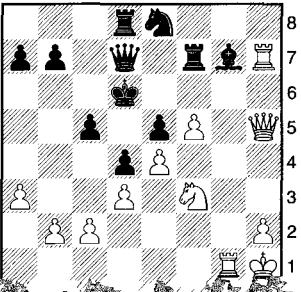
Discovery and pin

266



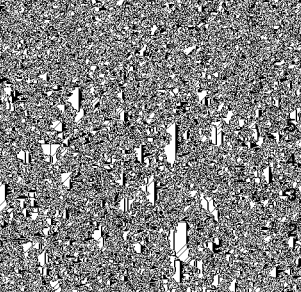
White's on top

267



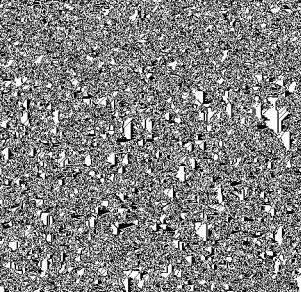
The king looks vulnerable

268



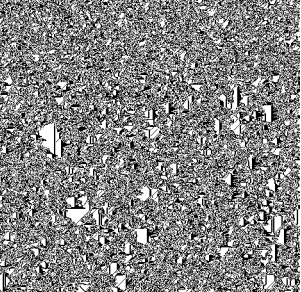
Winning attack

269



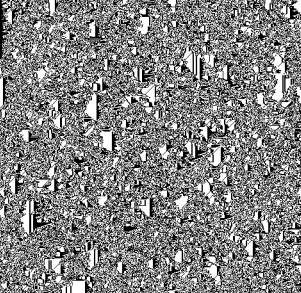
Won endgame

270



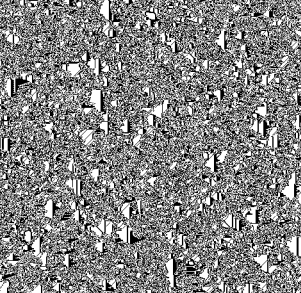
Discovery on the queen

271



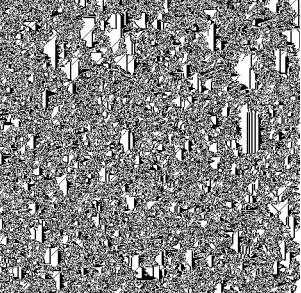
Immediate victory

272



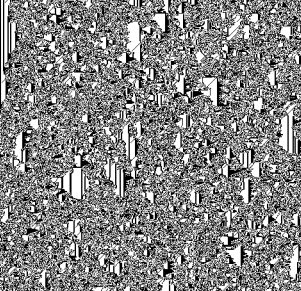
An intermediate exercise

273



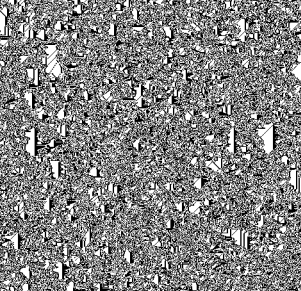
The back rank

274



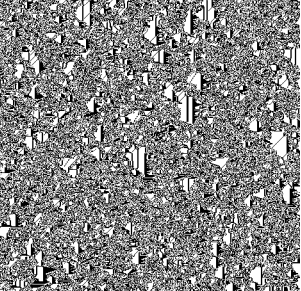
Black's pieces are badly placed

275



An elegant double threat

276



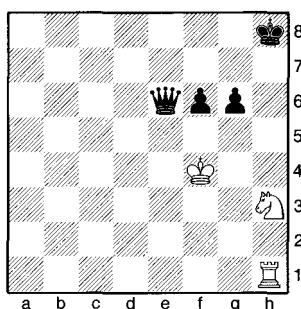
Mating attack

Discovered check

White to move

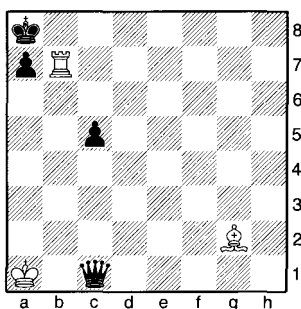
Solutions on page 128

A discovered check occurs when the target of the unmasked piece in a discovered attack is none other than His Majesty himself. As a result they are particularly dangerous.



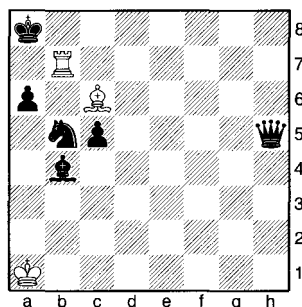
White plays 1. ♖g5+ with a discovered check, picking up the queen on the next move.

The following examples will give you a even better idea of the devastating power of a discovered check .



In defending his king, White unleashes a discovered check: 1. ♖b1! ... which is indeed checkmate!

The last example is as instructive as it is entertaining.



1. ♖xb5+ ♔a7 2. ♖b7+ ♔a8

The poor black king is forced back to the critical square.

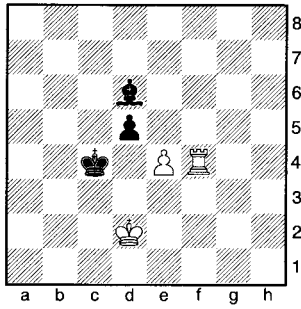
3. ♖xb4+ ♔a7 4. ♖b7+ ♔a8 5. ♖h7+ ♔b8 6. ♖xh5

This series of discovered checks concludes with the capture of a good three pieces.

This nightmare form of déjà vu is called a 'windmill'. Though infrequent, it is one of the most delightful of all tactical motifs.

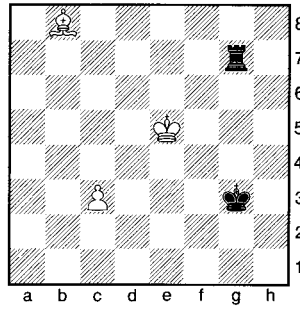
Discovered check

277



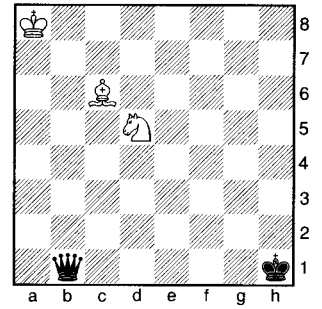
Simple does it

278



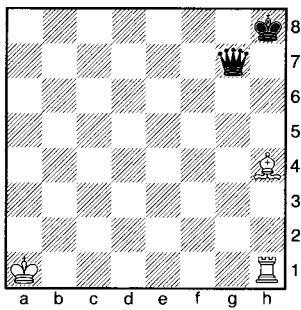
Also here

279



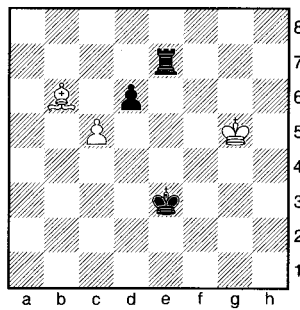
One little check

280



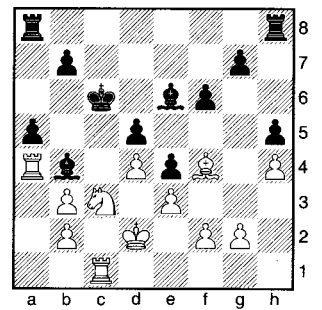
I can check too

281



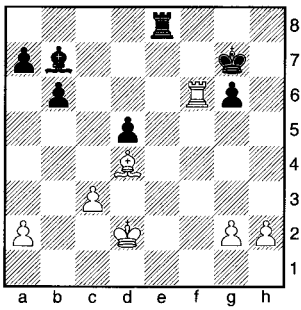
Winning the rook

282



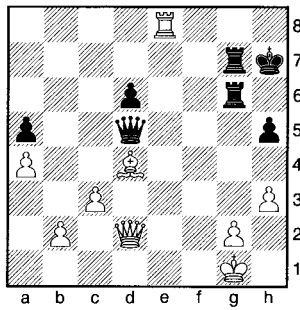
Unpin to win

283



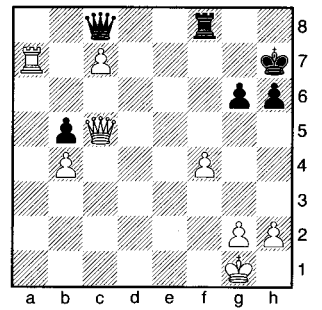
Not so hard

284



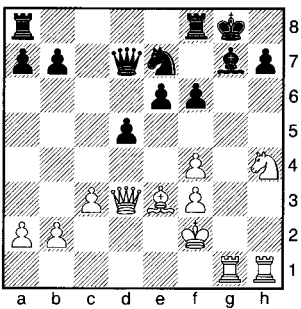
White to move and win

285



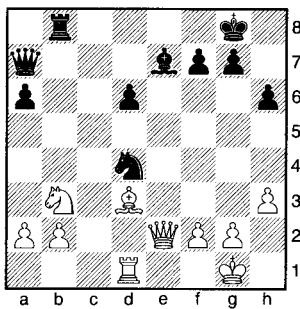
Deflection and discovered check

286



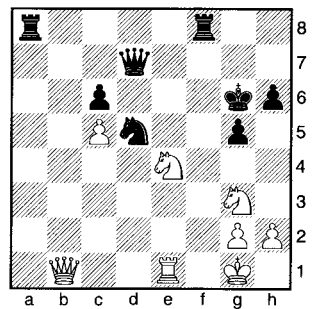
Decoy and discovered check

287



Surprisingly frequent

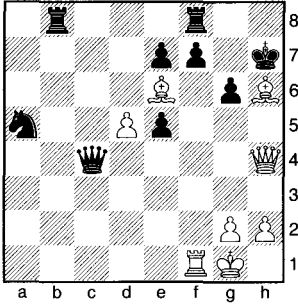
288



Clearing the diagonal

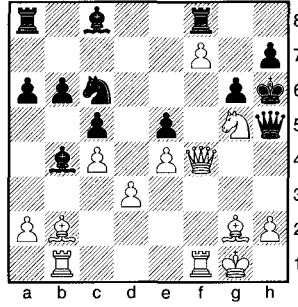
Discovered check

289



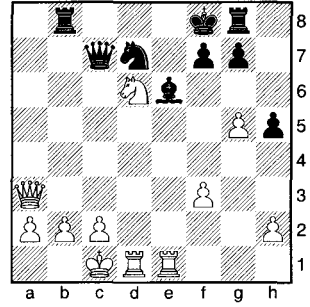
A beautiful combination

290



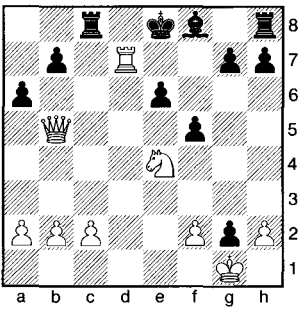
A stylish mate

291



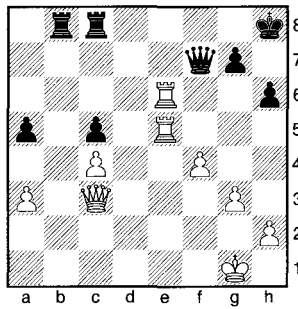
Nice and quick

292



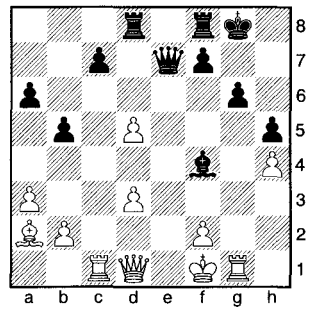
Out of the blue

293



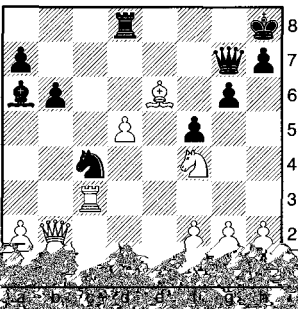
First you have to prepare

294



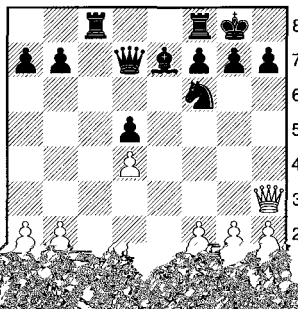
Two shattering checks

295



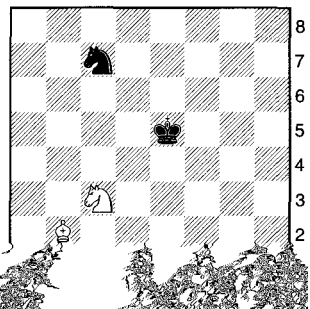
Deflection and discovered check

296



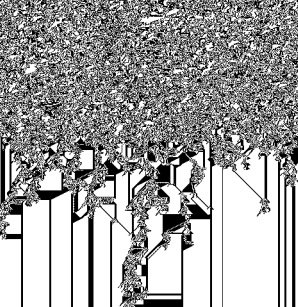
An overloaded knight

297



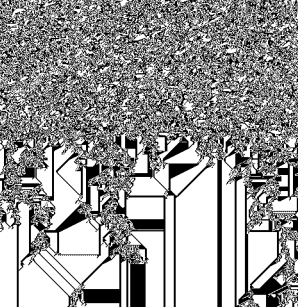
Gaining a knight

298



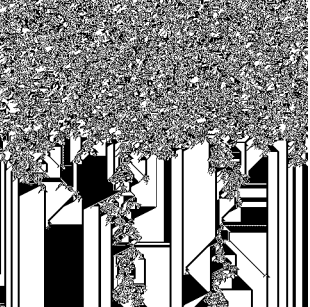
How to prevent mate?

299



Turning the corner

300



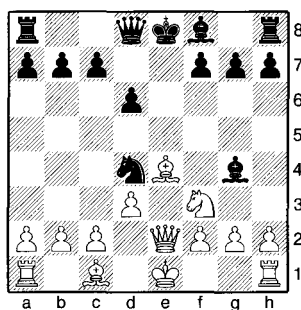
Mate in 3 to finish things off

Double check

White to move

Solutions on page 129

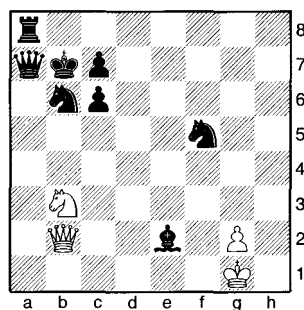
Double check is a type of discovered check where one piece moves to give check and uncovers another piece that also attacks the king. Needless to say this is a bombshell and two out of the three possible ways of defending the king no longer apply: it is not possible to interpose with a piece, as check arrives from two directions; you cannot capture the checking piece because there are two of them. The only remaining hope is to move the king to a safe square, presuming there is one ...



In the above position White ends the game with the killing 1. ♖c6#. The king's two escape squares are

controlled by the two attacking pieces. It is amusing to note that both the checking pieces are hanging, but because of the power of a double check they are immune from capture.

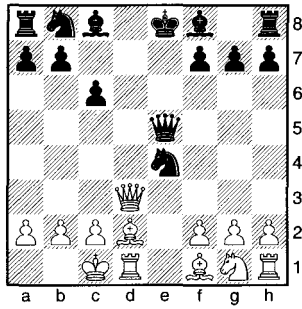
The following diagram shows the superiority of a double check compared to a normal discovered check.



Black, with an enormous material advantage, hopes to finish things off immediately with 1... ♖c4+?. This would be a grave error, as White can reply with a double check: 2. ♖c5+ ♕c8 (Black cannot capture either the queen on b2 or the knight on c5 due to the double check) 3. ♖h8#

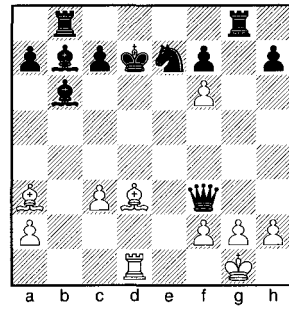
Double check

301



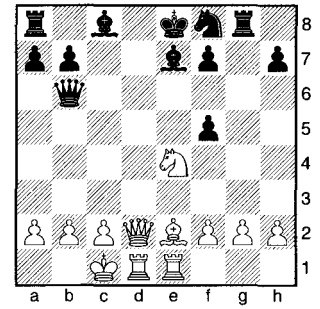
A famous mate in three

302



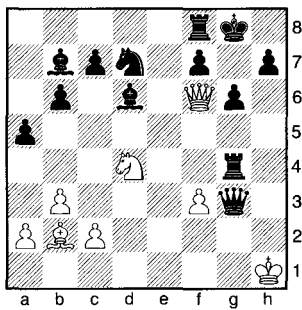
The end of the Evergreen Game

303



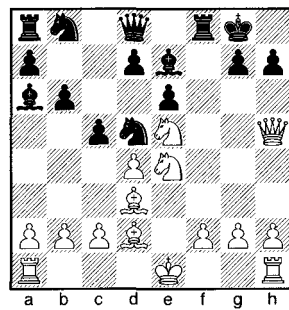
A king stuck in the middle...

304



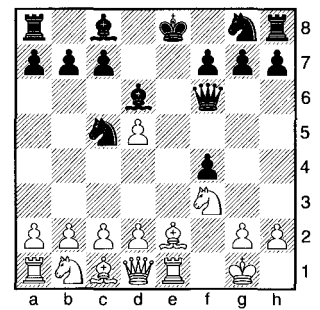
A nicely composed mate

305



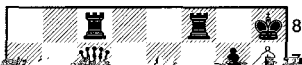
A devastating double check

306



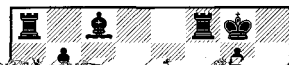
Double check and mate

307



The bishop for a double check

308



A winning attack

309



A rook for a bishop

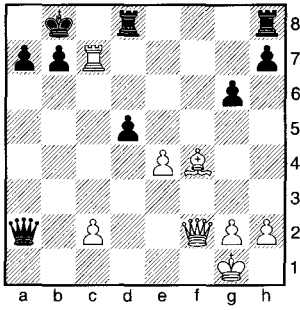
Decoy and double check

Just a few more moves

From all directions

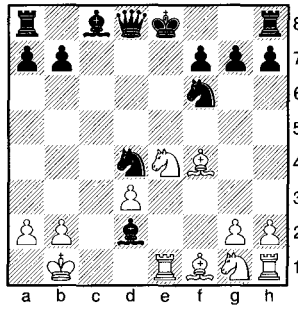
Double check

313



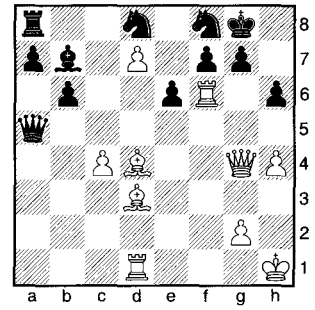
A smooth mate in five

314



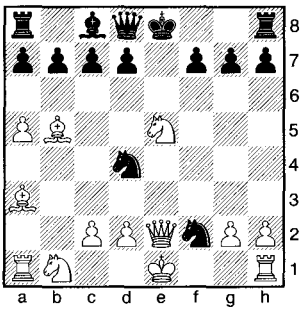
Check, check, mate

315



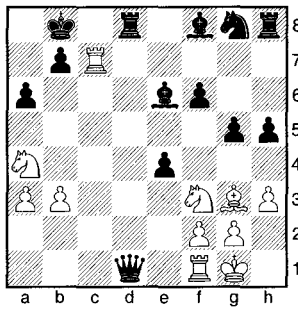
Rampaging rook

316



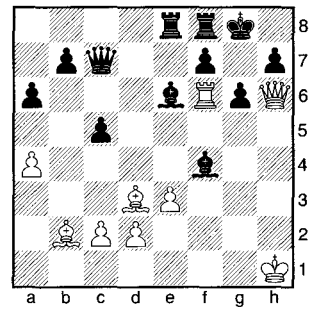
Mate in two

317



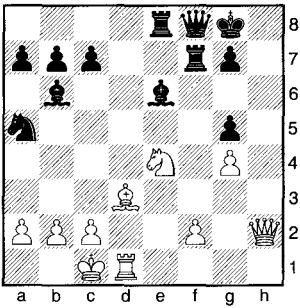
The knight is the star

318



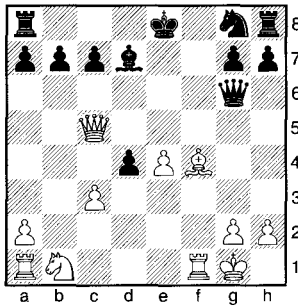
Ouch!

319



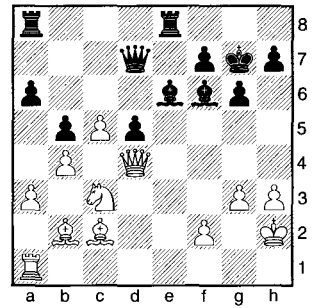
Mate in three

320



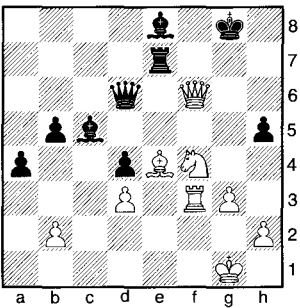
Decoy sacrifice

321



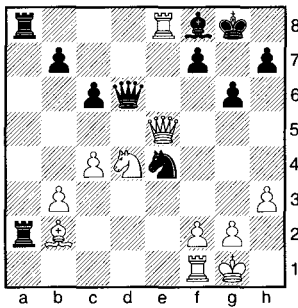
Black didn't expect this

322



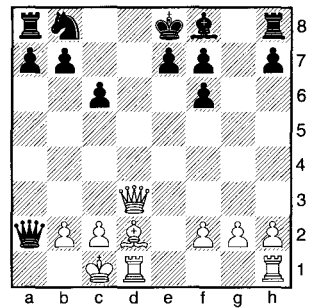
F-file

323



Seen before...but improved

324



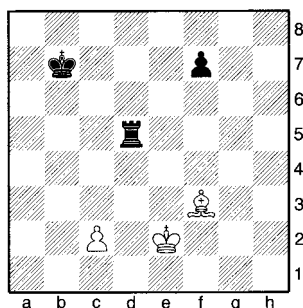
Black threatens mate on a1

Pin

White to move

Solutions on page 129

When a piece is on the same line of attack as its king, it cannot move. It is 'pinned'. In the following position the black rook is pinned by the white bishop and cannot avoid capture.

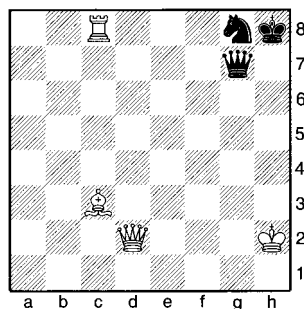


Black can try to limit the loss of material by playing 1... ♖c6, after which White should not be hasty: if he contents himself with winning the exchange with 2. ♗xd5+? ♔xd5 he will achieve no more than a draw; whereas if he piles on the pressure with 2. c4!, he will win the rook for nothing on the following move. The rook cannot escape because of the paralyzing pin.

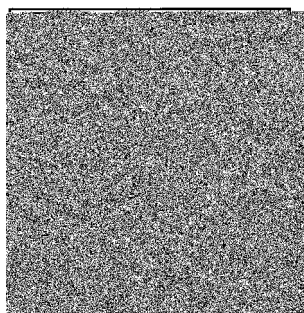
The pin is a very common tactical motif that can often lead to a gain in material or mate itself.

In the following position the 'protection' of the king by Black's

pieces is an optical illusion.



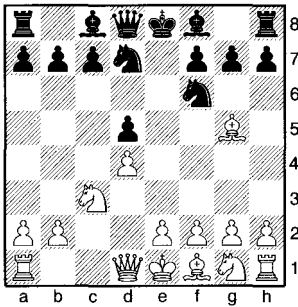
However, their presence makes seeing the mating move 1. ♔h6# much more difficult to see.



As with all tactical ideas it is always necessary to anticipate your opponent's reply. In the example above, White has just played 1. ♖g4, taking advantage of the pin to win the knight, but after 1. ♗h5, White's smile will become a frown as he

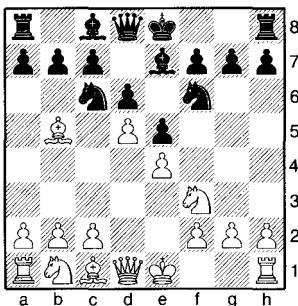
realises his rook is now itself pinned, with a won game for Black!

When a piece is pinned to the king, we have an absolute pin. If the piece is pinned to any other piece, this is called a relative pin, as it is always possible that it may be opportune for the pinned piece to move and leave the formerly shielded piece to its fate.



In this well known opening variation, it would appear that White can win the d pawn, exploiting the fact that the knight on f6 is pinned to the queen. In fact, 1. ♖xd5? is a blunder, as Black can reply 1... ♗xd5!; and after 2. ♕xd8 ♙b4+! 3. ♔d2 ♕xd2+ 4. ♖xd2 ♔xd8, White finds himself down a piece.

Even with an absolute pin, there are times when the defender can free himself from what appears to be a devastating pin.



In the above position the knight on c6 is pinned to the king by the white bishop and at the same time it is attacked by the pawn on d5.

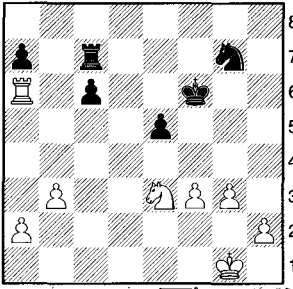
At first glance the knight looks doomed. However, Black has a typical unpinning manoeuvre at this disposal: 1... a6! 2. ♕a4 (the only move that maintains White's threat; the alternatives 2. ♕xc6+ bxc6 and 2. dxc6 axb5 gain nothing) 2... b5!.

By continuing to harass the white bishop, Black has neutralised the pin; after 3. dxc6 bxa4 or 3. ♙b3 ♗a5 etc, the position remains balanced.

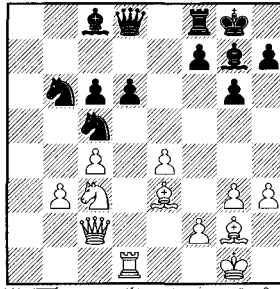
This example teaches us that in the opening a pinned knight on c6 or f6 (c3 or f3 for White) is not something to be overly afraid of. It is only in some cases that it is advisable to prevent the pin with h6 or a6; in many others the prophylactic pawn move is a useless waste of time that creates a potential target.

Often, Black can safely respond to the pinning move ♕g5 by playing ♕e7; otherwise, but only after the arrival of the bishop, Black may choose to 'put the question' to White's bishop with h6.

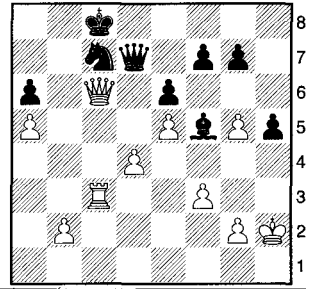
325



326



327



Let's get started

This won't take you long

In one

328

329

330

Forget about en passant

Apparent defence

Time to get close

331

332

333

A pawn for a piece

White's pinned queen looks a goner

A piece up for grabs

334

335

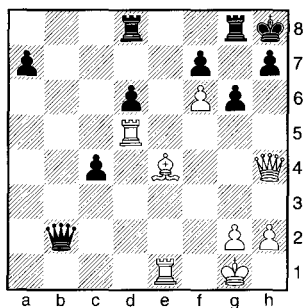
336

The pin provides a fork

Loose pieces...

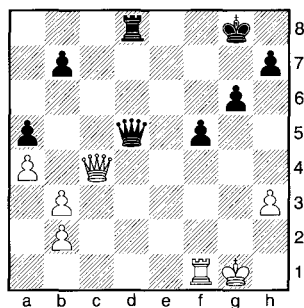
Absolute and relative

337



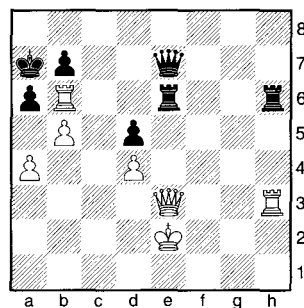
This is a classic

338



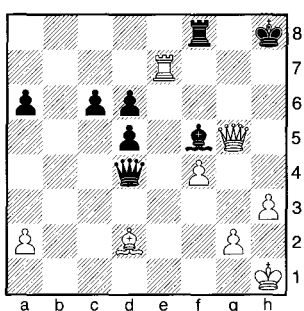
A pin and something in between

339



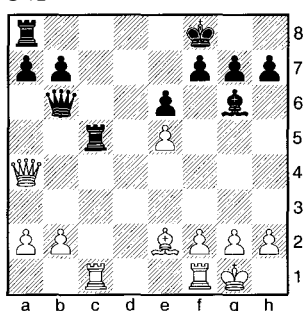
He who pins last...

340



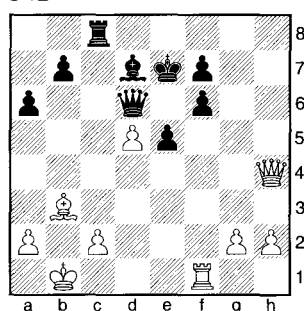
Let's go back a little

341



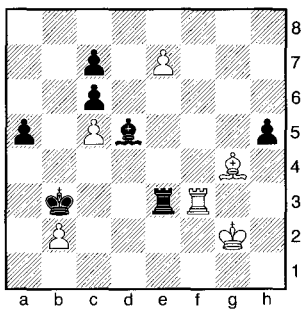
We've seen this one before

342



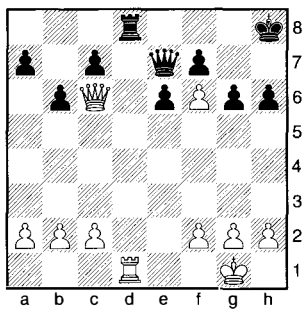
Opening lines

343



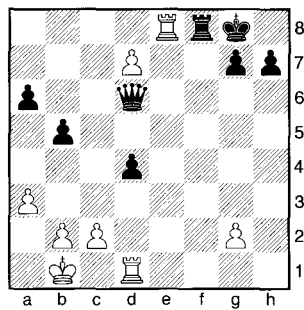
Who's pinning whom?

344



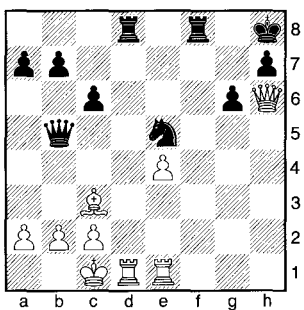
A pin and deflection

345



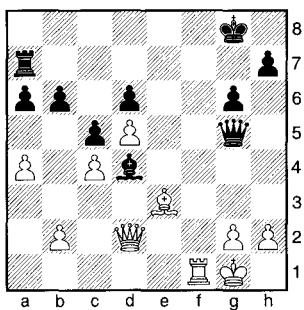
Immediate victory

346



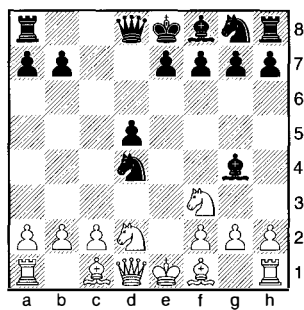
Pinned protector

347



No more pin

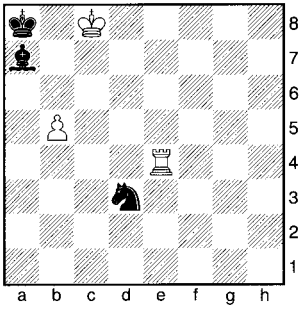
348



Did you read the intro?

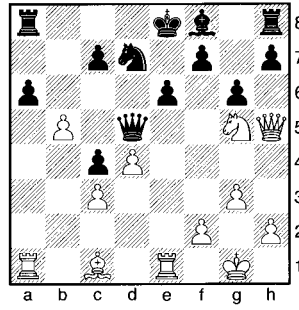
Pin

349



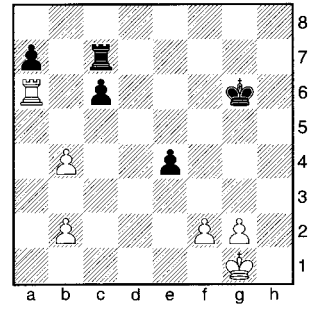
This is pretty

350



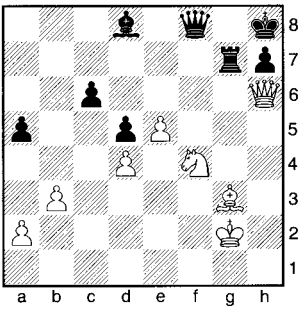
The e-file is the key

351



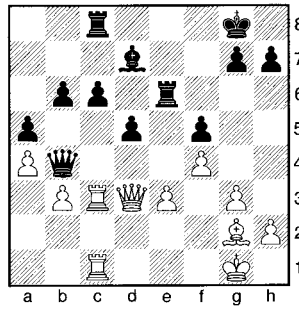
Winning endgame

352



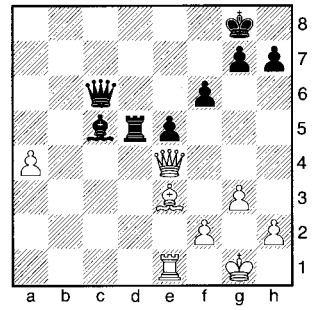
Two pins

353



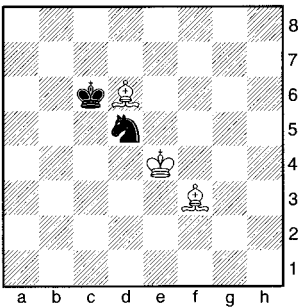
A pinned pawn

354



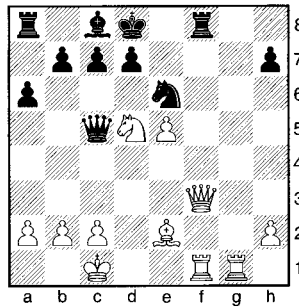
A paralysing move

355



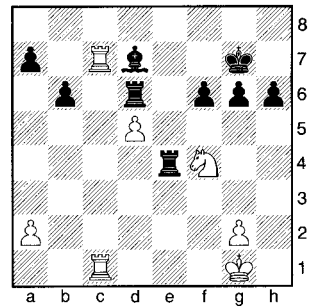
Two ♔'s will mate a lone king

356



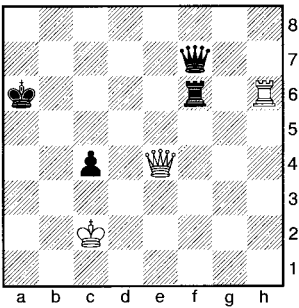
A pin and deflection

357



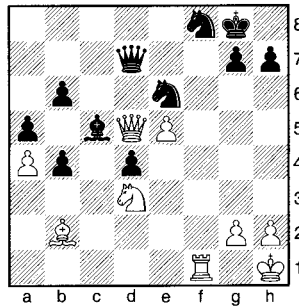
A poisonous pin

358



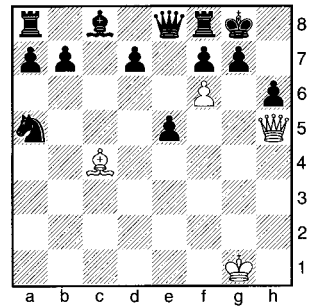
Killer cross pin

359



An undefended queen

360



A composed pin

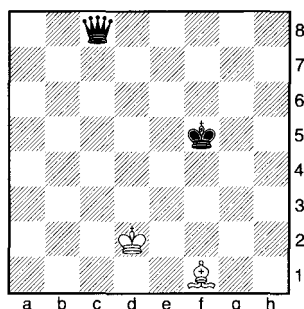
Skewer

White to move

Solutions on page 130

On closer examination a skewer is also a double attack. This is due its x-ray nature; when a more valuable piece moves out of the way of an attack, the attack continues through to a less valuable one. Only long-range pieces can skewer, namely the queen, rook and bishop. King and knight skewers do not exist.

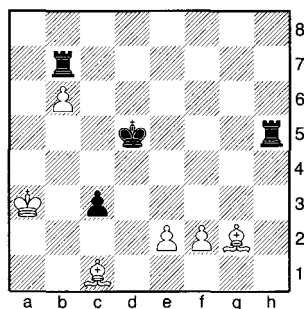
As always, a diagram is worth a thousand words.



By playing 1. ♕h3+, White wins the queen.

As mentioned before, our enthusiasm for a possible tactical opportunity can blind us to a possible defence by our adversary.

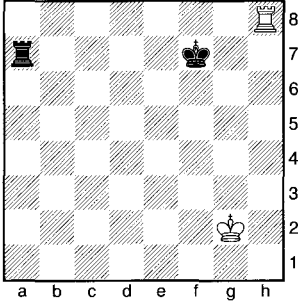
The skewer is no exception.



White skewers the king with 1. ♔g2+, but if Black were to play the prudent defence 1... ♖c4, capturing the rook on b7 would be a fatal error. Instead, White must make a move to parry the threat of 2... ♖a5#. This gives Black time to save the rook, with a winning material and positional advantage. Never underestimate your opponent's defensive resources!

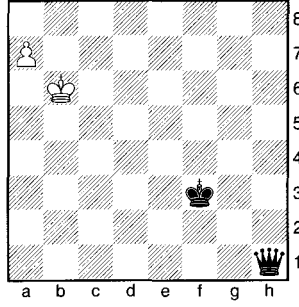
Skewer

361



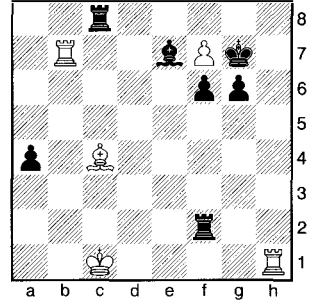
Straightforward

362



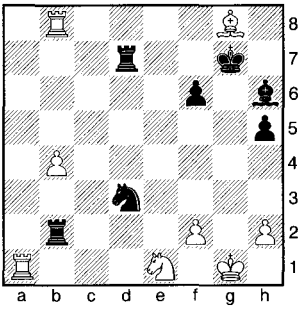
Arriving first but...

363



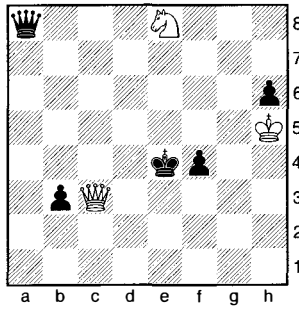
This idea is worth promoting

364



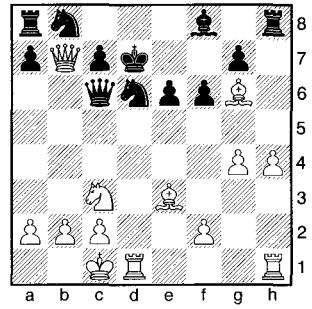
Forced rearrangement

365



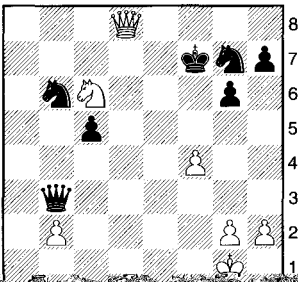
King and queen alignment

366



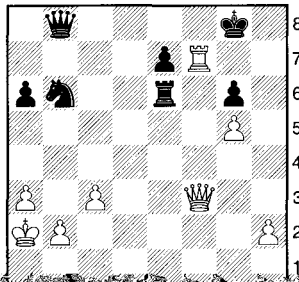
Profit from a pin

367



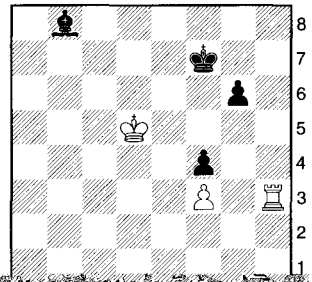
Reducing Black's options

368

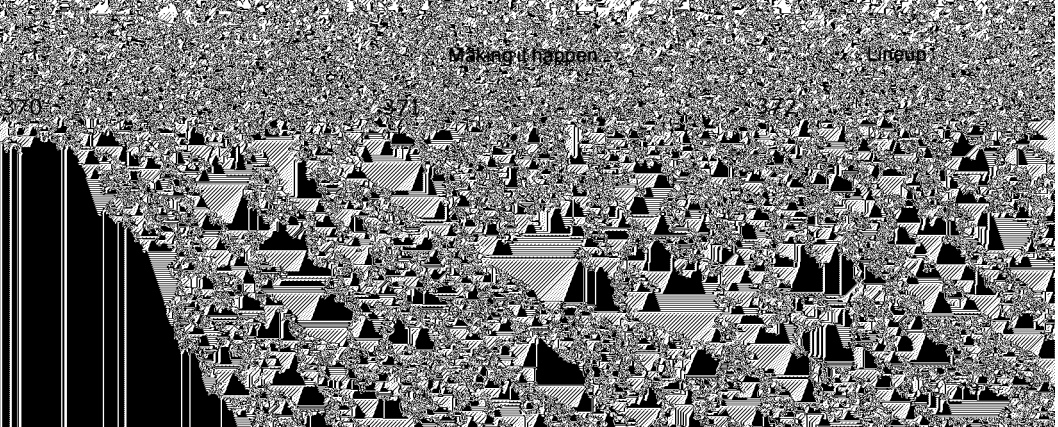


Exploiting a square

369



White's pawn is pinned

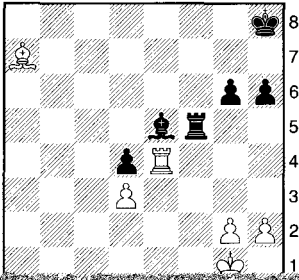


Making it happen

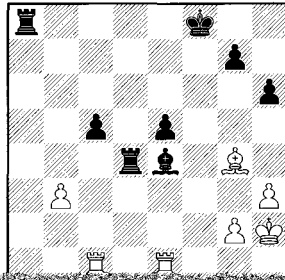
Lineup

Skewer

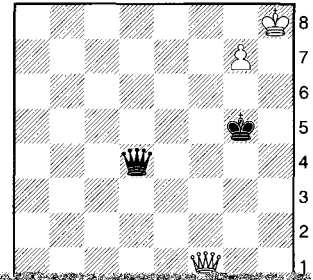
373



374



375



a b c d e f g h

Immediate return on investment

Another decoy and skewer

376

377

378

One small step

A draw?

379

380

381

Decoy and skewer

First and foremost

382

383

384

Loose pieces

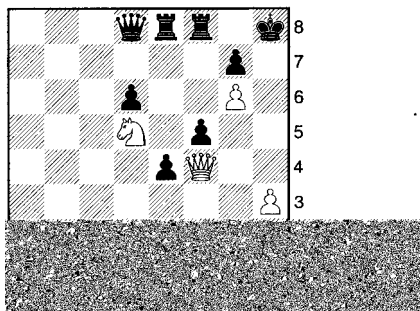
Materially minded

Deflection

White to move

Solutions on page 131

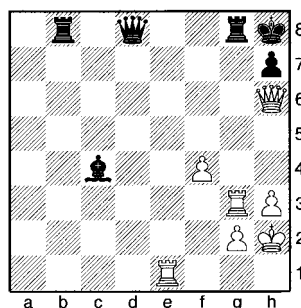
Deflection is a tactical motif whose objective is to force a piece away from the defence of another piece or a key square.



The black queen guards the h4 square, which is a role of vital importance as from this square the white queen can force checkmate. By making a deflection sacrifice, White can put his queen on this key square:

1. ♖c8! ♕xc8 (the black queen cannot continue to guard h4, as the squares e7, f6 and g5 are all under White's control)
2. ♕h4+ ♔g8
3. ♕h7#

Deflection, like all tactical motifs, can be combined with other elements, as illustrated in the following position.



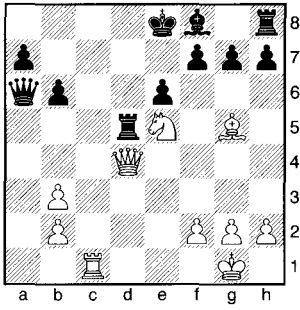
With the spectacular 1. ♖e8!!, White initiates a combination that includes deflection and a pin; Black has no choice but to part with his rook to avoid checkmate.

The plight of the black queen is miserable: if 1... ♕b6, there is 2. ♕g7# (the g8 ♖ is pinned); 1... ♕c7 will be met by 2. ♕f6+ followed by mate; after 1... ♕d4 (the only move that parries all the mating threats, but leaves the b8♖ undefended), there is 2. ♖3xg8+ ♔xg8 3. ♖xb8 and White has a decisive advantage: the double attack 3... ♕e5+ fails because of 4. f4 (4... ♕xb8 is answered by 5. ♕f6#).

The chess term for describing a piece that has more defensive tasks than it can cope with is 'overloaded'.

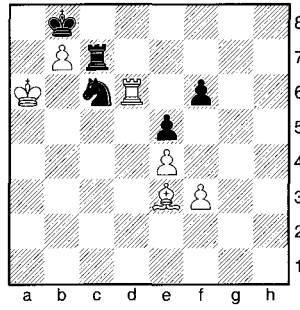
Deflection

385



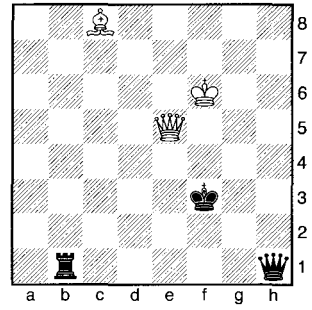
Keep it simple

386



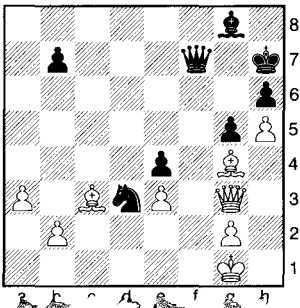
A quick mate

387



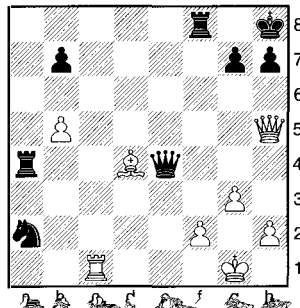
Deflection and skewer

388



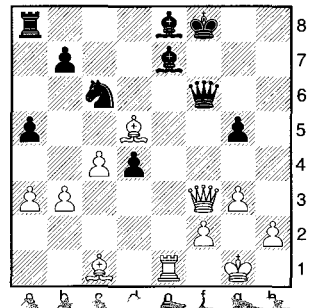
f5 is the key

389



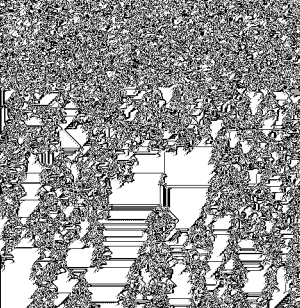
The knight rook

390



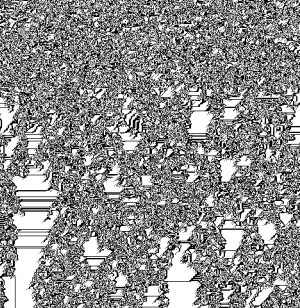
Elegant and effective

391



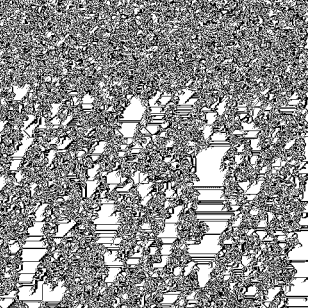
The objective f8

392



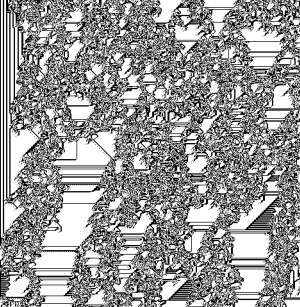
The h-file

393



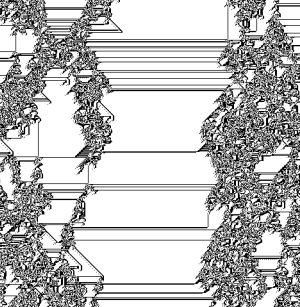
Exchange sacrifice and deflection

394



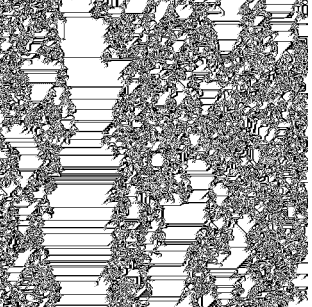
Weakness on c6

395



The h-file

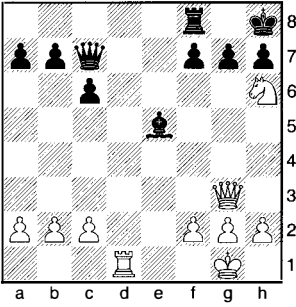
396



Weakness on c6

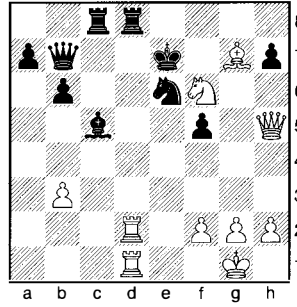
Deflection

397



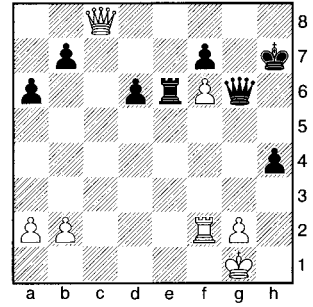
Double deflection & back rank mate

398



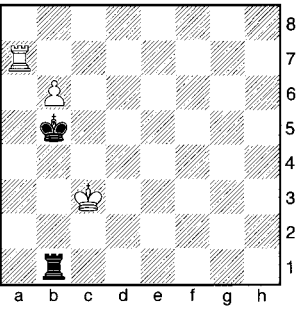
Mate in 3

399



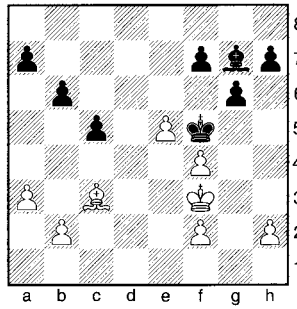
Let the man through

400



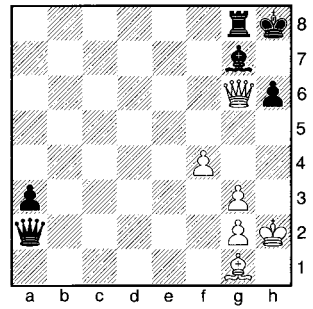
Composed deflection

401



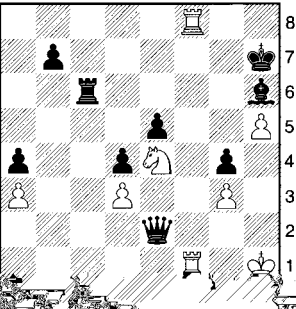
One step forward

402

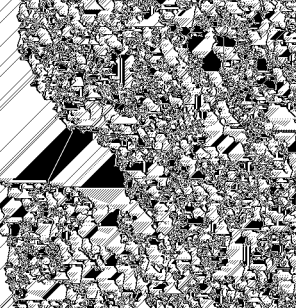


Surprisingly effective

403

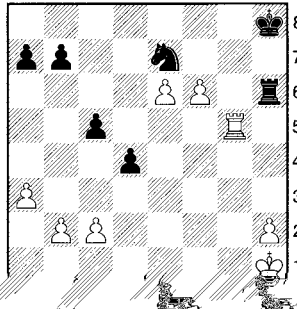


406

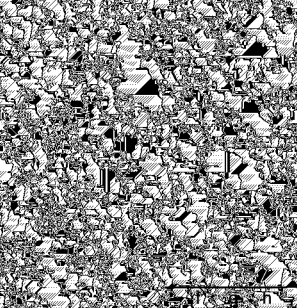


A king has walked into danger

404

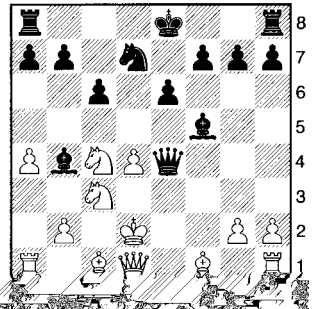


407

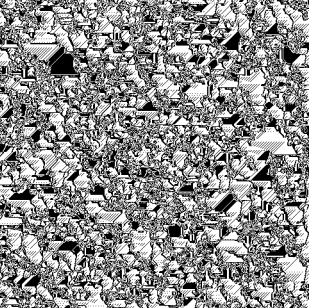


The black queen is overloaded

405



408



h4 holds the answer

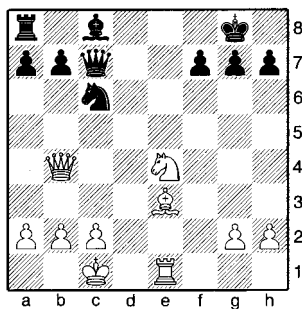
Decoy sacrifice

White to play

Solutions on page 131

We should always be on the lookout for a sacrifice that draws an opponent's piece onto a critical square. A decoy sacrifice's objective could be to deliver checkmate or to win material.

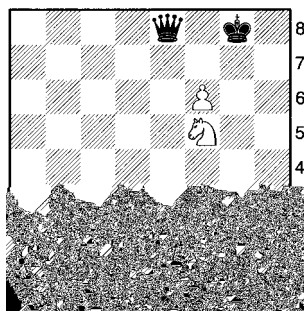
Let's look at a combination that finishes with mate; the first step is an initial sacrifice to clear the g6 square; then a decoy sacrifice to drag the black king onto f8 and then the bishop and rook quickly finish off the defenceless king.



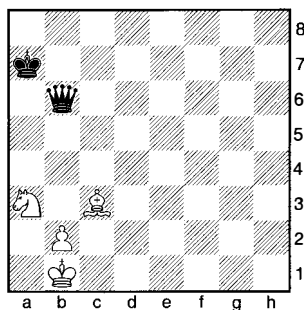
1. ♖f6+! gxf6 (not accepting the sacrifice leads to immediate mate) 2. ♔f8+! (the decoy sacrifice) 2... ♕xf8 3. ♙h6+ ♕g8 4. ♖e8#

In the following positions the decoy sacrifices result in a gain in material; As always, in the following two examples the decoy sacrifice is followed by

another tactical motif; in our first example it is a fork, in the second a pin.



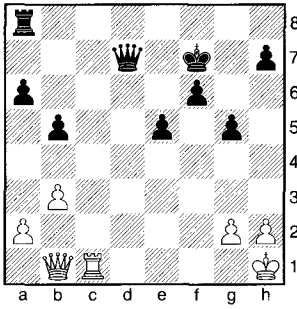
1. f7+! (a pawn fork that forces either the king or queen onto f7, allowing a devastating knight fork) 1... ♔xf7 2. ♞h6+; otherwise 1... ♕xf7 2. ♞d6+ and White wins easily.



1. ♞d4 ♔xd4 (the pinned queen cannot escape its fate) 2. ♞b5+ and White wins.

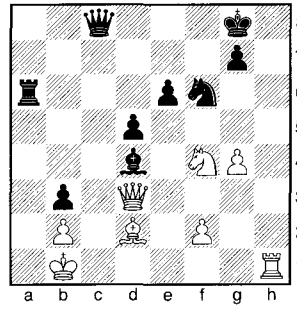
Decoy sacrifice

409



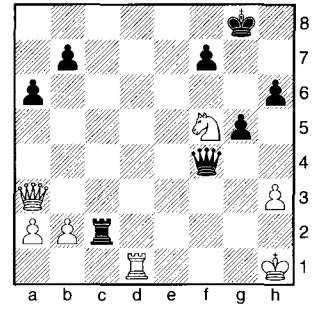
Please come this way

410



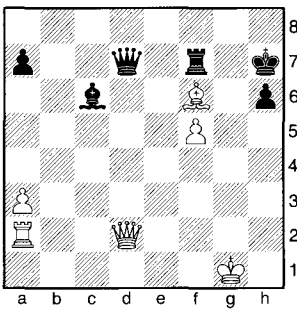
Decoy and fork

411



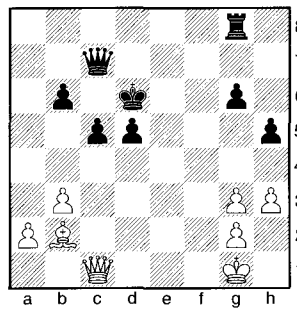
Mate in 2

412



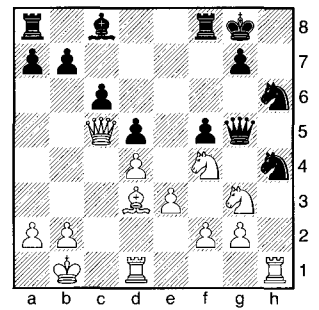
Also in 2

413



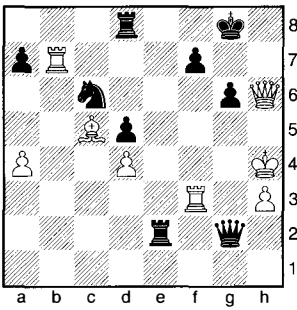
Decoy and skewer

414



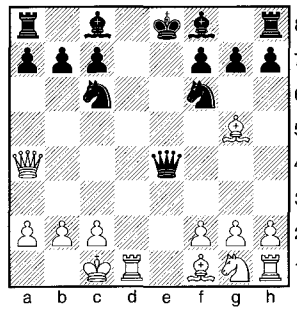
Double decoy

415



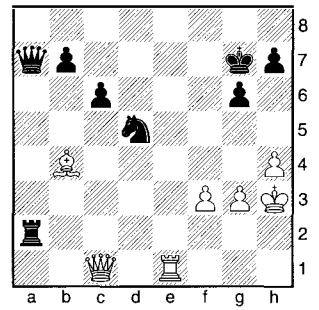
Mate in 5

416



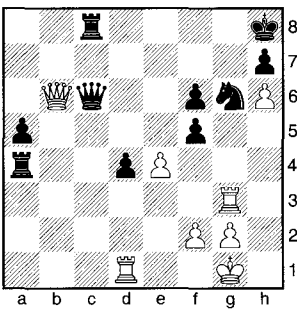
Two pinned knights

417



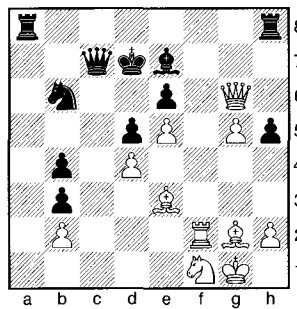
Sweet

418



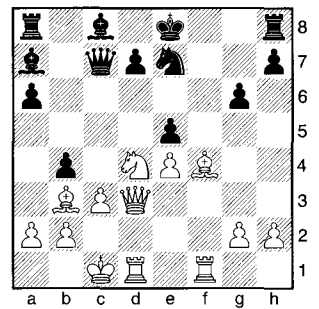
This may take you a while

419



Out of the blue

420



Better development

Decoy sacrifice

421



422



Prepare to reposition your rook

424

425

Little big man

427

428

Black looks solid

Gaining a tempo

430

431

a b c d e f g h 1 2 3 4 5 6 7 8

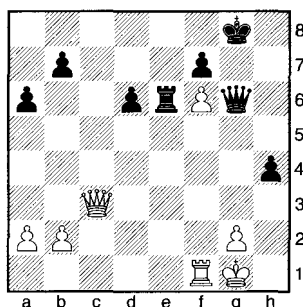
The most famous decoy sacrifice

Promotion

White to move

Solutions on page 132

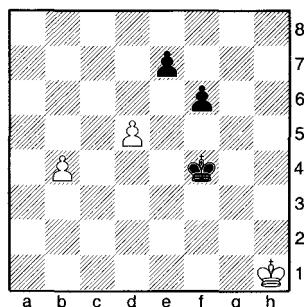
The march a pawn makes to promote, either to become a queen or another piece, involves a wide variety of positions of tactical interest. These usually occur in the endgame, when the fewer pieces on the board often have difficulty stopping the progress of an ambitious pawn; however, promotion related tactics can also occur much earlier in the game.



In this position White can play a combination so that his advanced pawn can promote: 1. ♔c8+ ♕h7 2. ♕xe6! fxe6 3. f7 h3 (Black plays his last card; indeed, if White now continues with 4. f8=♕??, there is mate from h2); instead, 4.f8=♖+! ♕g7 5. ♖xg6 ♕xg6 and White wins.

Though promoting to a knight is rare, it occurs more than one would imagine.

In the endgame, tactics related to promotion many times involve a pawn being 'outside the square', thus beyond the king's reach.

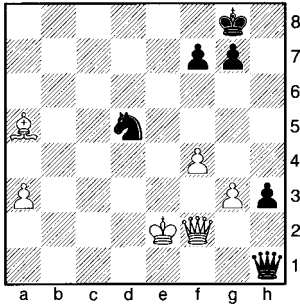


In the above position, for example, the king is still in the square of the b4 pawn (i.e. the square whose corners are b4, b8,f4 and f8). However, White can create an obstacle on the black king's path: 1. d6! exd6 2. b5 ♖e5 3. b6 and no matter what Black plays 4. b7 is unstoppable and White wins.

White's pawn sacrifice blocks the f4-b8 diagonal and the black king was unable to remain within the square of the passed pawn as it marched towards promotion.

Even when there are still pieces in play, the rule of the square may create surprises, as with the following game,

in which former World Champion Mikhail Tal was characteristically quick to exploit a tactical opportunity.



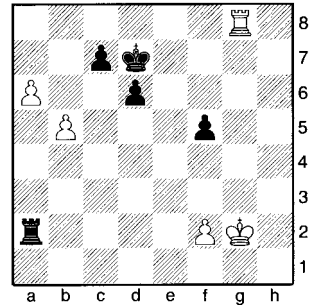
White had to deal with the threat of 1... h2 followed by 2... ♖e4+ and then promotion on h1. He thus played 1. ♖f3?, thinking that after an exchange of queens his king would still be within the square of the h3 pawn.

However, Tal saw deeper than that and played 1... ♖xf3+!; and after 2. ♔xf3 ♘e3!, White had no choice but to resign, as the knight move makes the prevention of 3... h2 and subsequent promotion impossible.

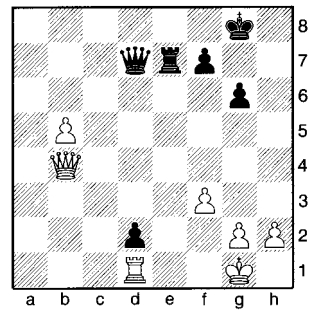
Pawn promotion can involve many different tactical motifs. In the following position White uses the threat of promotion to win a rook by means of a skewer.

Things get started with a sacrifice: 1. b6! cxb6 (forced; otherwise White

wins with 2. b7) 2. a7! ♖xa7 (again necessary to prevent 3. a8=♔) 3. ♙g7+ followed by 4. ♖xa7.



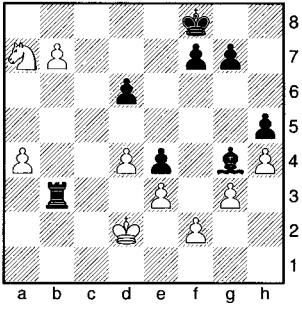
The last example shows the themes of pawn promotion and deflection in tandem.



The promotion of Black's passed pawn seems to have been successfully prevented by White. Then came the rude shock of 1... ♖e1+! 2. ♖xe1 ♙d4+! (deflecting the queen from the b4-e1 diagonal) 3. ♙xd4 dxex1=♔#

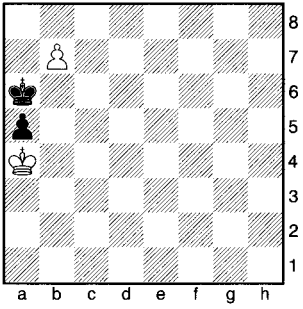
Promotion

433



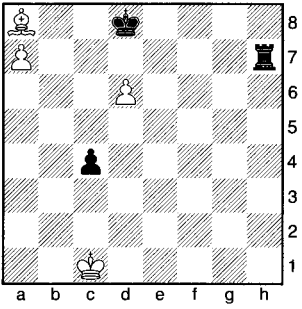
Keep it simple

434



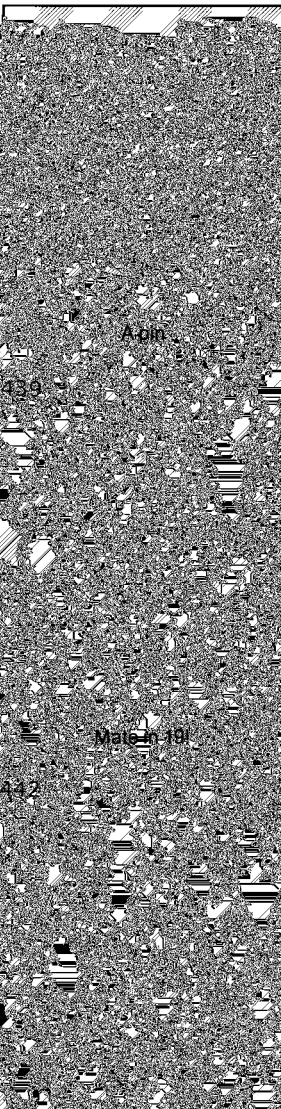
Nothing automatic

435



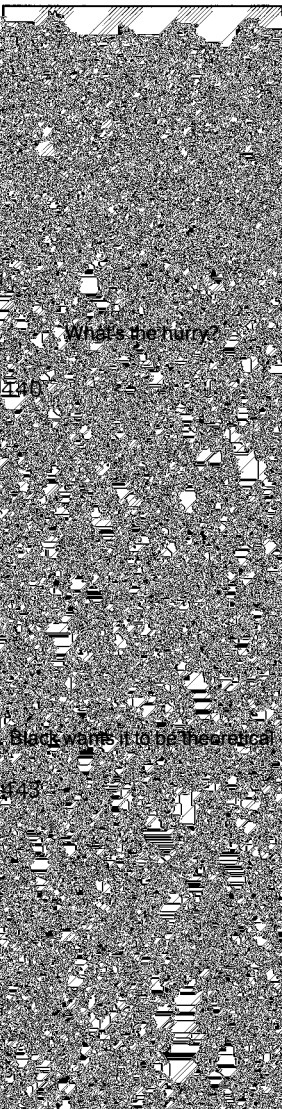
Counter-instinctive

436



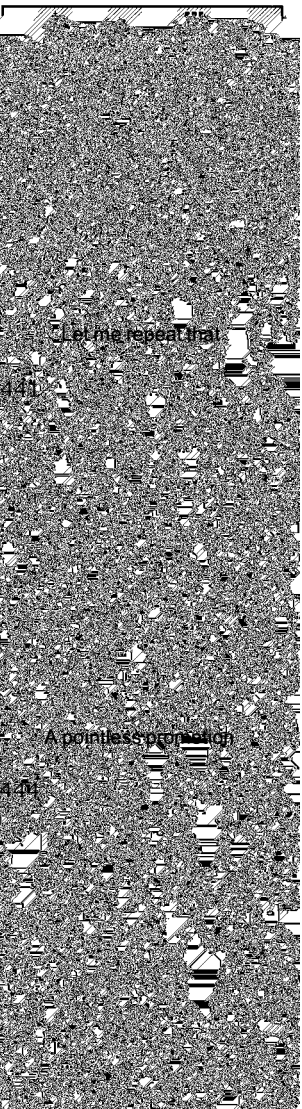
Getting ahead

437



Mate in 4

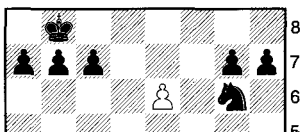
438



Plan B

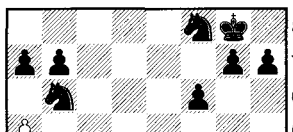
Promotion

445



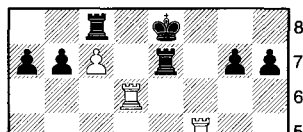
e8 or f8!

446



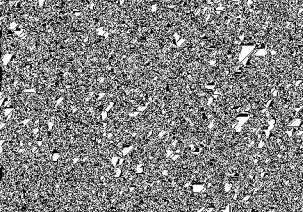
Pawnbroker

447



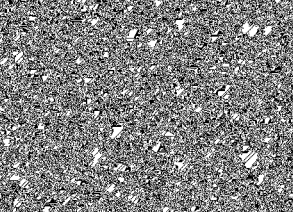
An easy win

448



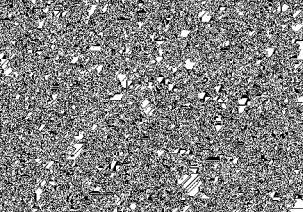
Choose wisely

449



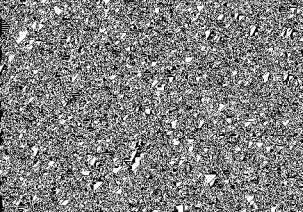
Promotion time

450



Mr Tal does it again

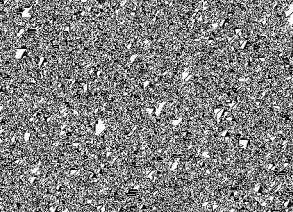
451



a b c d e f g h

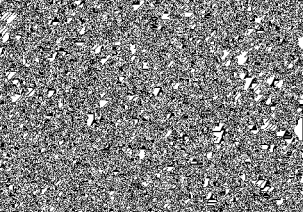
Unassisted

452



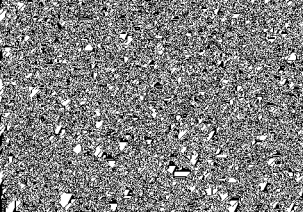
Black wasn't expecting this

453



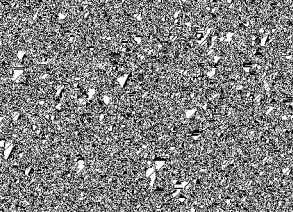
How to prevent promotion?

454



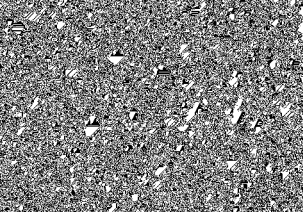
Worth remembering

455



White's queen is threatened

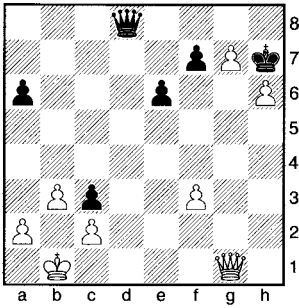
456



Target a8

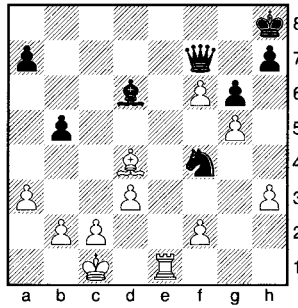
Promotion

457



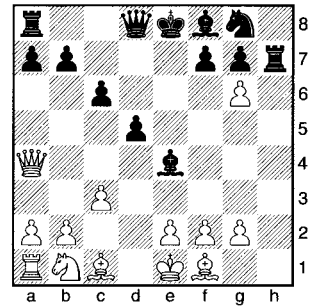
Distant passed pawns

458



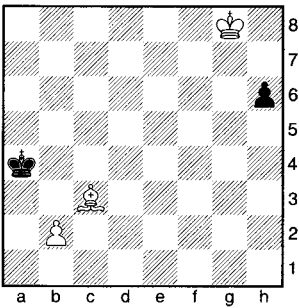
Mate in 4

459



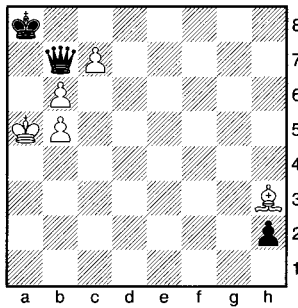
Which is the problem piece?

460



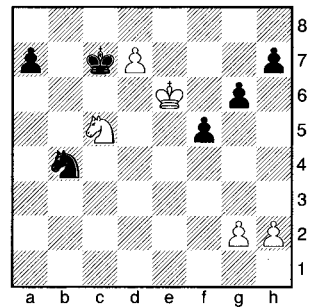
Out of the square?

461



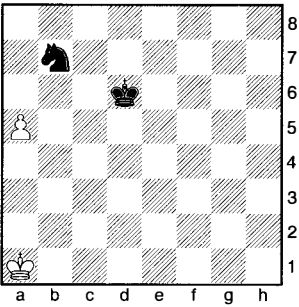
Pin and mate

462



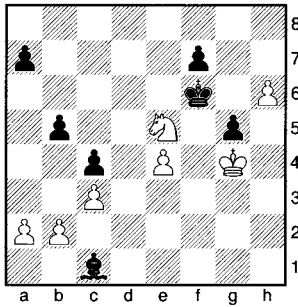
Deflection

463



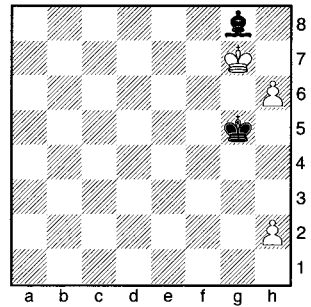
This is weird!

464



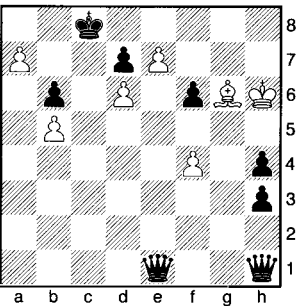
An active king

465



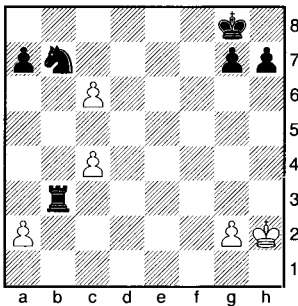
An endgame study

466



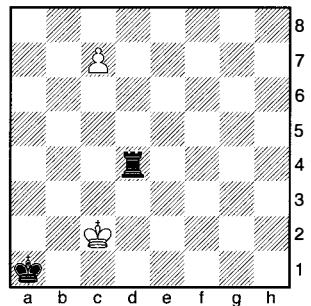
A famous theme

467



A round of applause if you get this!

468



The most famous study of them all

Drawing tactics

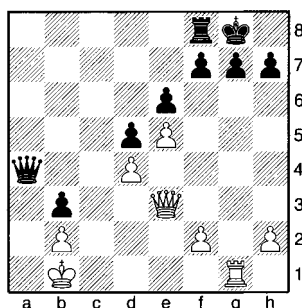
White to move

Solutions on page 133

Tactics are not only for winning material or delivering checkmate.

Sometimes the purpose of the most spectacular combinations is to salvage a draw in what at first sight appears to be a lost position. A startling tactical blow that secures a draw by perpetual check or stalemate is just as rewarding as a brilliant checkmate. Few things are as satisfying as 'swindling' our opponent out of what appeared to be certain victory. Remember, the ability to tenaciously defend is as important as the ability to attack!

The most frequent opportunities to give perpetual check are based on sacrifices that smash open the protection of the castled king.

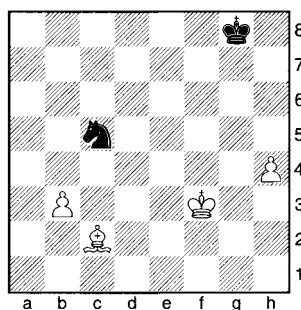


White's position is critical: Black's threat is the devastating 1... ♖a2+.

However, salvation is at hand with:

1. ♖xg7+! ♔xg7 2. ♜g5+ ♔h8 3. ♜f6+ ♔g8 4. ♜g5+ and perpetual check. If Black tries 1... ♔h8, White has 2. ♖xh7+! ♔xh7 3. ♜h3+ ♔g6 4. ♜g4+ ♔h7 3. ♜h5+ etc.

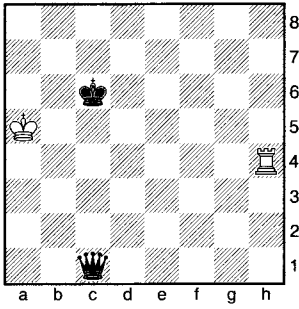
Stalemate and perpetual check are n't the only means for securing the draw. There is also the liquidation sacrifices, where the objective is to simplify to a theoretically drawn endgame position. It should be noted that tactics are as important in the endgame as in the opening and middlegame.



Notwithstanding that White has a two pawn to zero advantage, Black immediately draws by eliminating the only dangerous pawn: 1... ♖xb3! 2. ♖xb3+ ♔h8. Black knows his endgame theory; if the white bishop does not control the queening square, it's a draw.

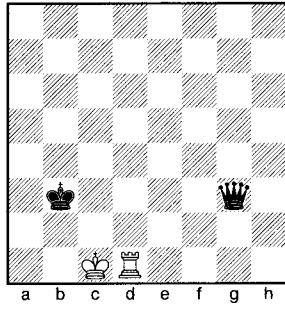
Drawing tactics

469



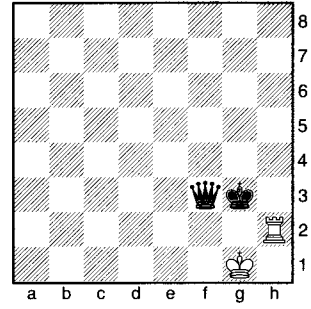
A decoy draws

470



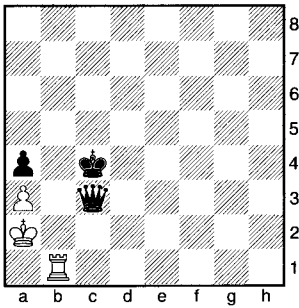
Also here

471



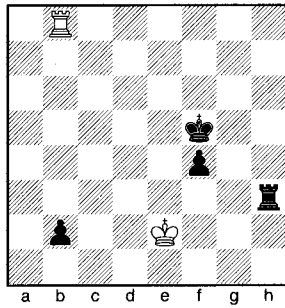
Now let me think...

472



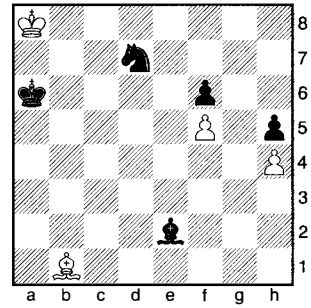
Another type of mate

473



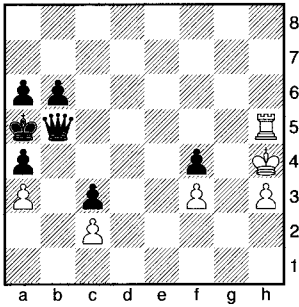
Who would have thought?

474



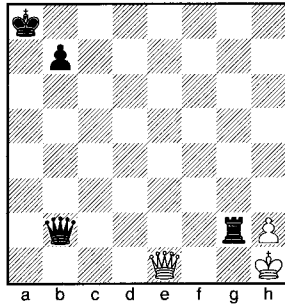
Minor piece stalemate

475



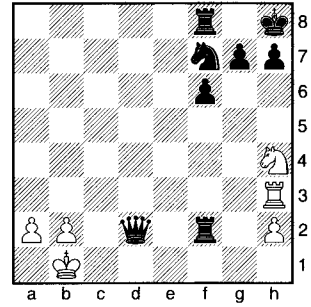
Composed draw

476



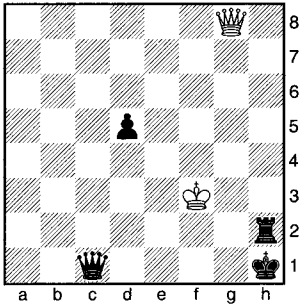
Never surrender

477



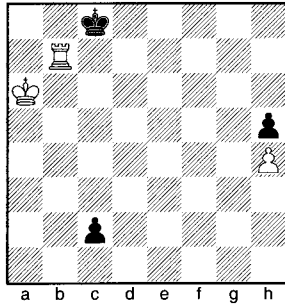
Back and forth

478



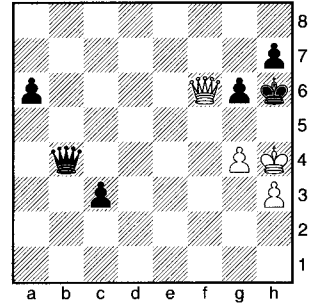
Into the heart of darkness

479



All is not lost

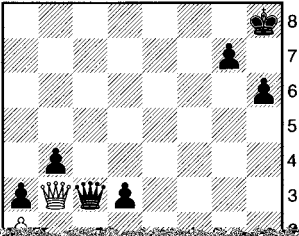
480



Drawing geometry

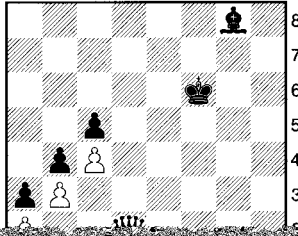
Drawing tactics

481



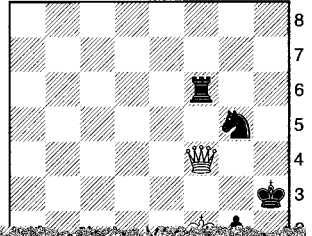
Only one piece can move

482



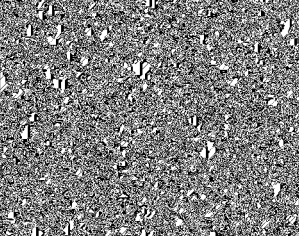
Just where I want you

483



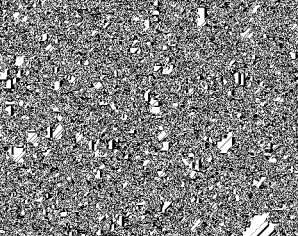
Slay calm

484



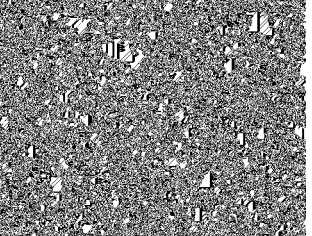
And after I promote

485



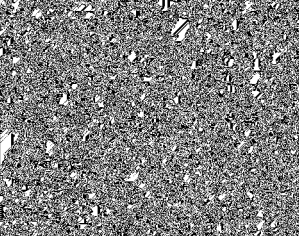
Pay any price

486



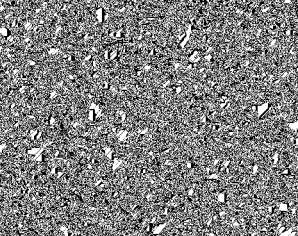
Black was hoping for more

487



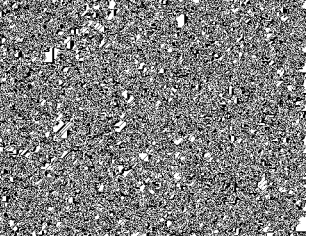
Royal encounter

488



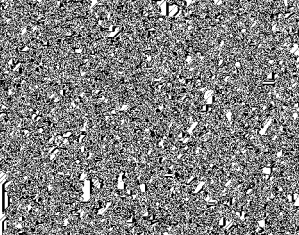
The queen or perpetual?

489



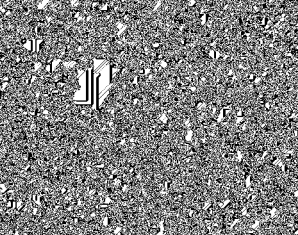
Draw study

490



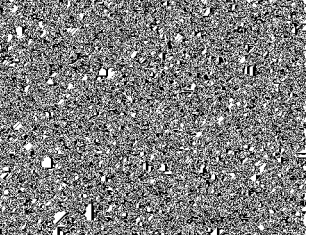
Little choice

491



Do what you must!

492



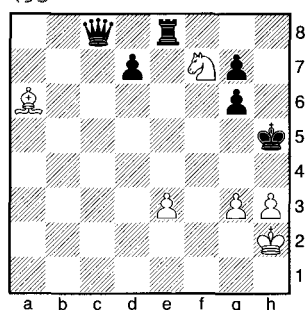
How to stop mate?

Mixed motifs: White

In the following exercises a variety of motifs are employed. White moves and wins, often using a combination of different tactical elements. Over the board, individual tactical motifs are often hidden in the complexity of the position, and a player must train his eye to recognise how a combination of tactical themes can be put together to achieve his objective, be it mate or winning material.

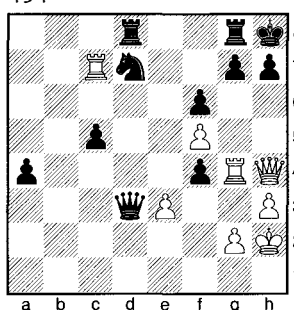
Solutions on page 133

493



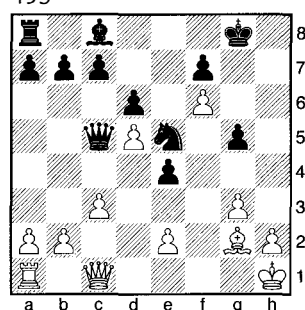
White has options

494



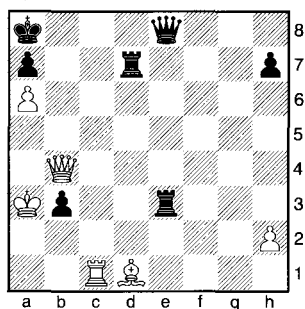
Surprisingly simple

495



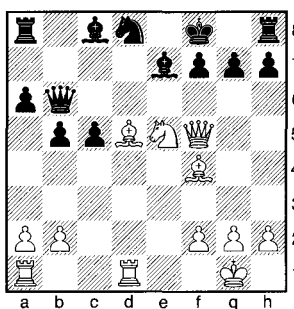
Forced mate

496



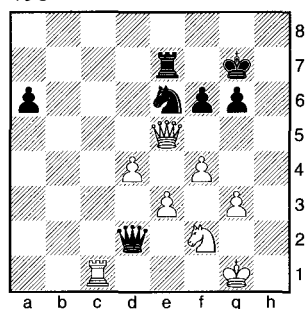
Double deflection

497



The defender must go

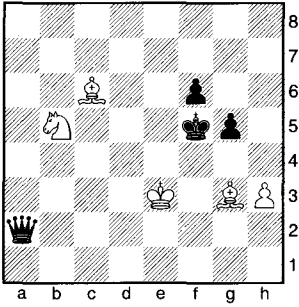
498



How to defend 2 hanging pieces?

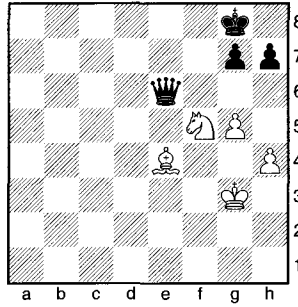
Mixed motifs: White

499



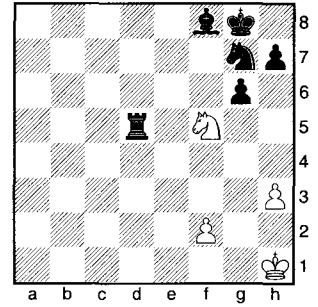
To c7 or c3 ?

500



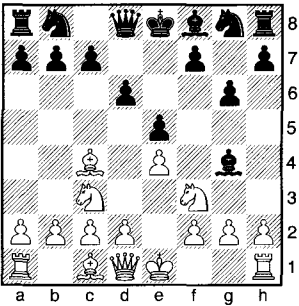
Two David's take on a Goliath

501



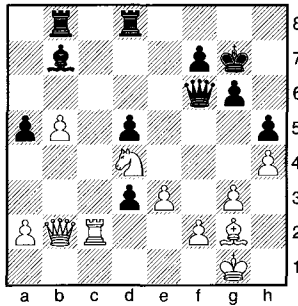
Black dominates, but White draws

502



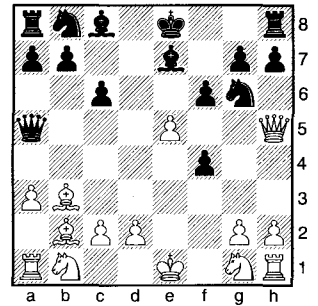
The famous Legal's mate

503



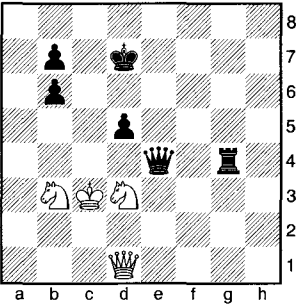
Many motifs

504



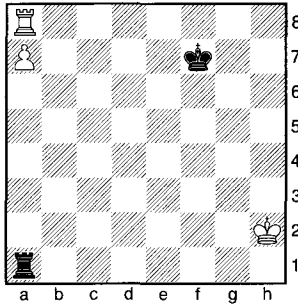
Give me your knight or your queen

505



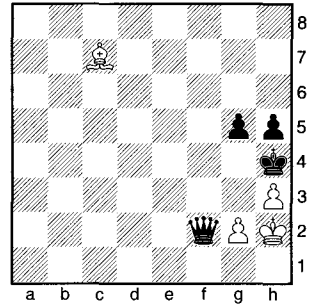
Knightmare

506



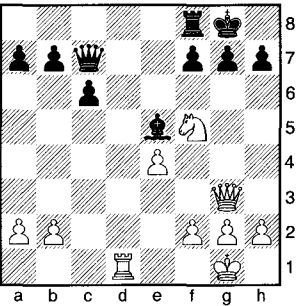
A frequent tactical trick

507



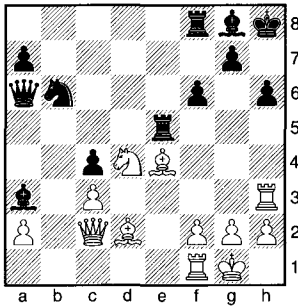
Putting Black in a fix

508



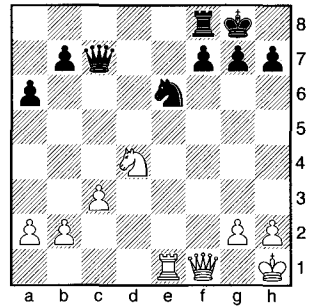
A cunning combo

509



It's either the king or the queen

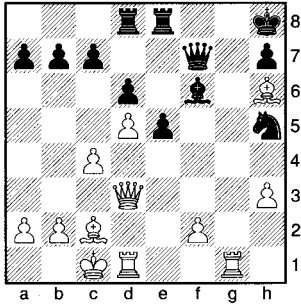
510



Good knight

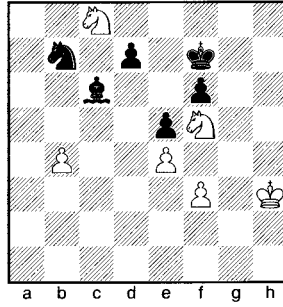
Mixed motifs: White

511

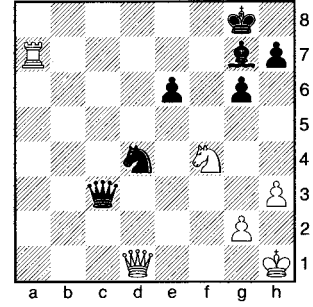


Unwelcome interference

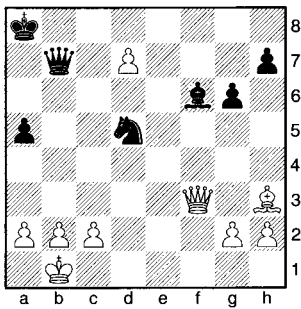
512



Once more with feeling

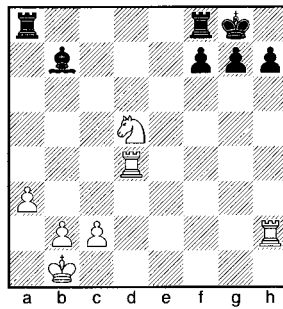


514

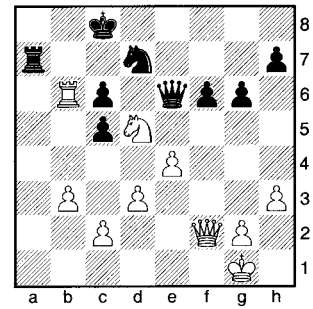


Removing the defender

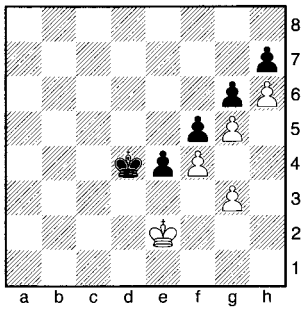
515



Anastasia's mate

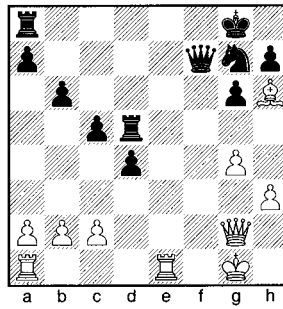


517



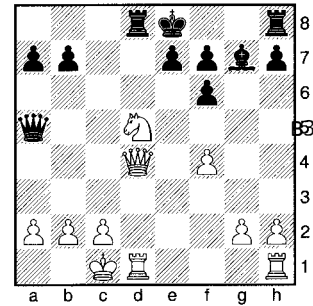
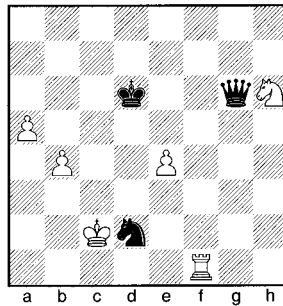
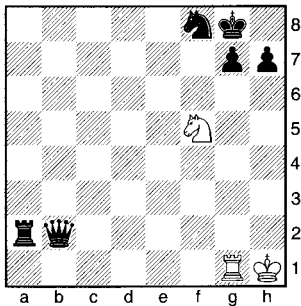
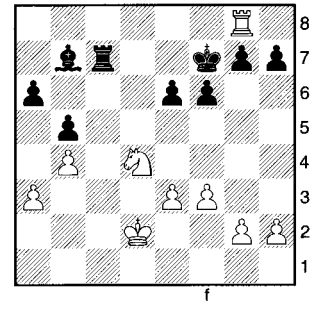
The way ahead

518



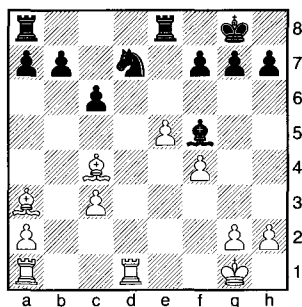
Two rooks er ce

519



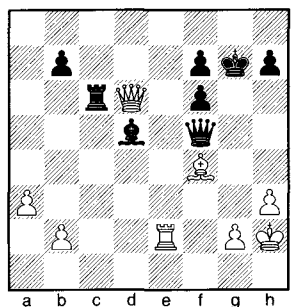
Mixed motifs: White

523



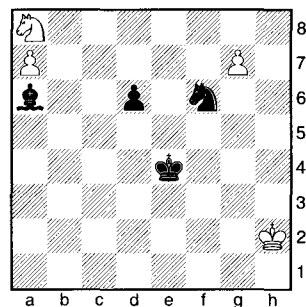
Precarious defence

524



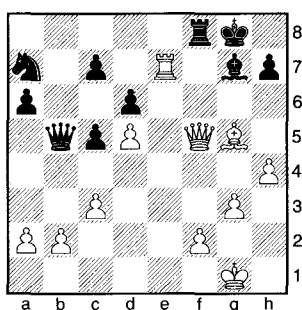
Decoy, check, mate

525



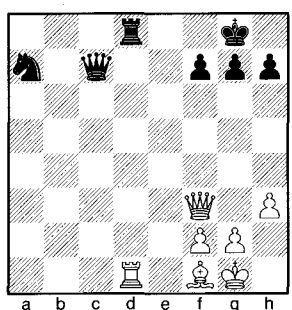
One of them will make it

526



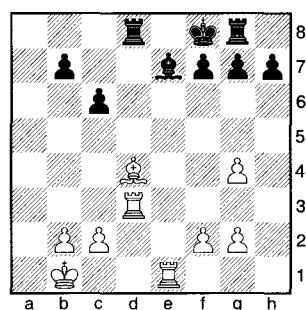
Wham... bam... mate

527



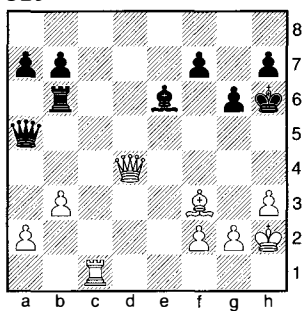
Back rank weakness

528



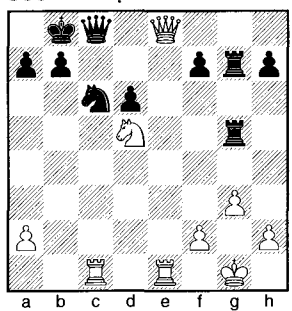
Black's passivity is punished

529



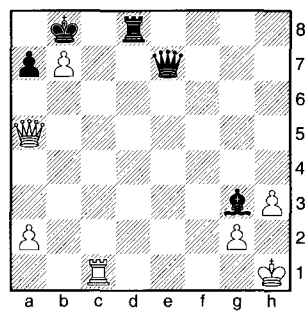
Seizing the rank

530



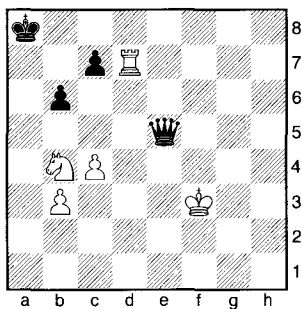
b-file blues

531



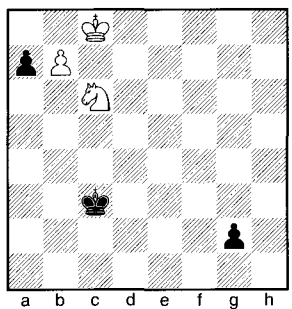
Unexpected double attack

532



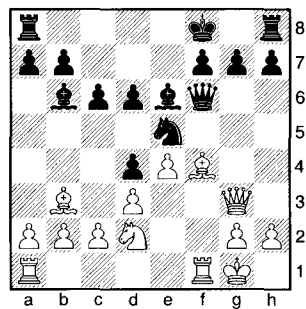
Knight fork

533



This is clever

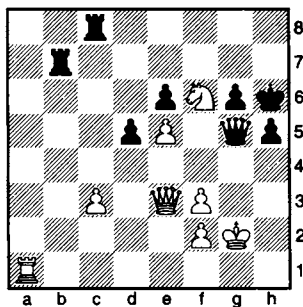
534



Opening a file

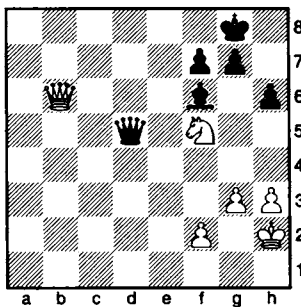
Mixed motifs: White

535



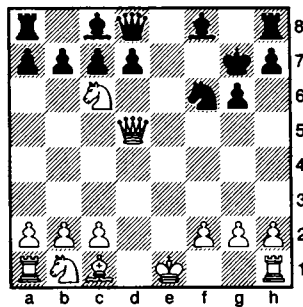
H-bomb

536



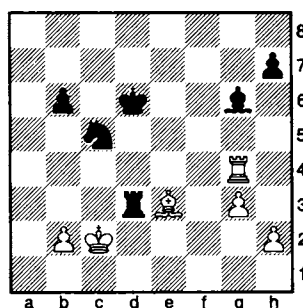
One thing prevents it

537



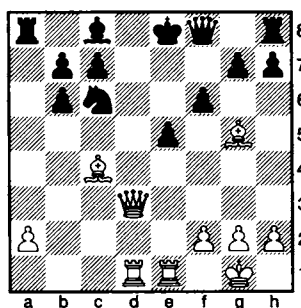
Gain some time and gain the ♖

538



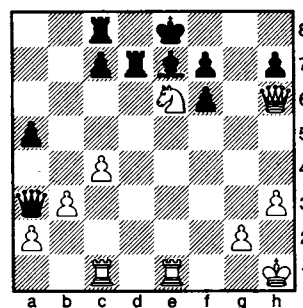
Which defender first?

539



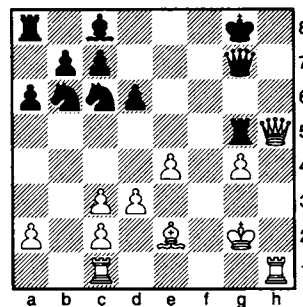
Opening lines: diagonals

540



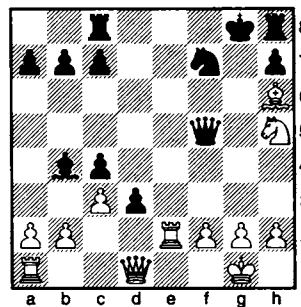
Decoy and double check

541



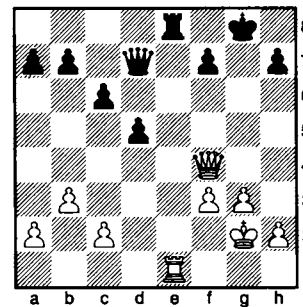
9 for the price of 5

542



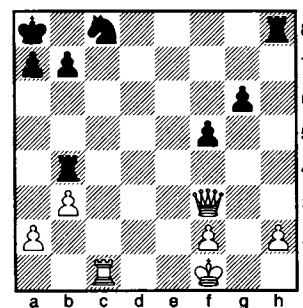
Deflection

543



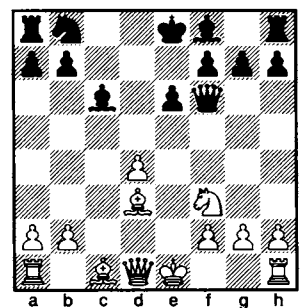
Intermediate check

544



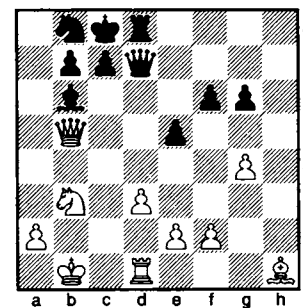
Double threat

545



Easier than you would think

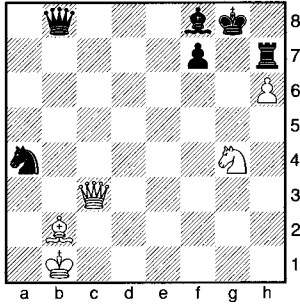
546



A pin makes it possible

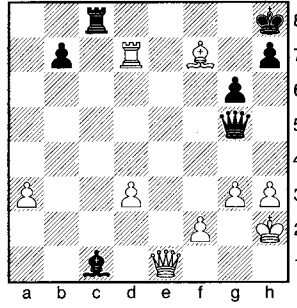
Mixed motifs: White

547



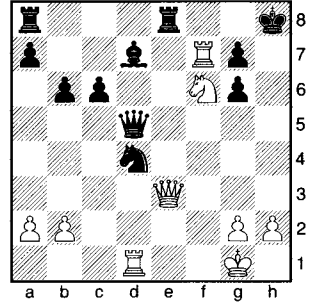
Take away an escape square

548



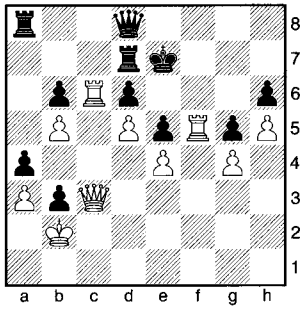
Deflection

549



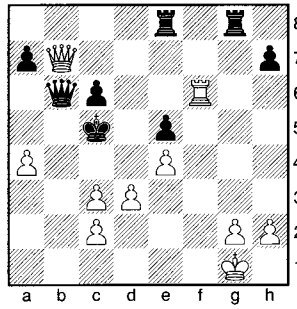
Arabian mate in arrival

550



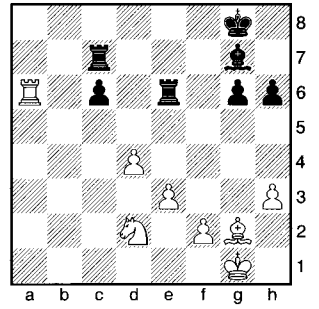
It's worth the sacrifice

551



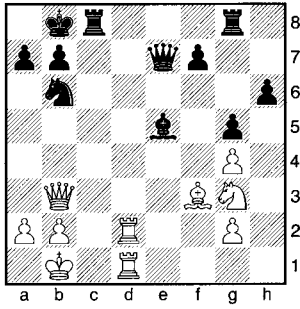
Quick mate

552



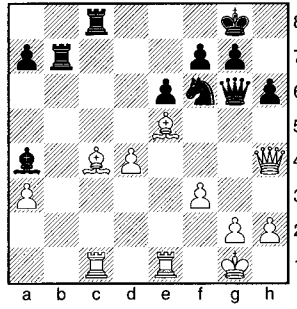
Winning back the exchange

553



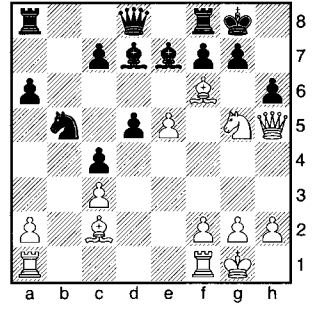
Operation b7

554



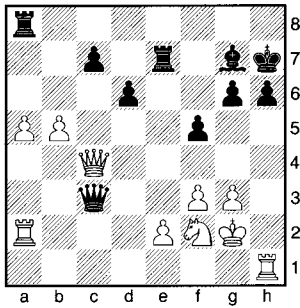
Double attack

555



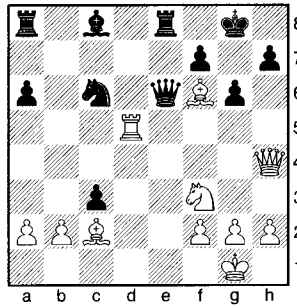
Winning attack

556



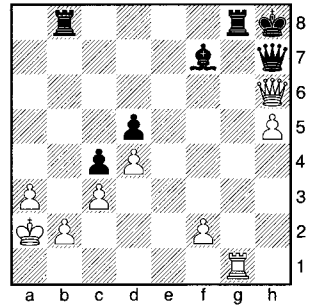
Overloaded

557



A spectacular mate

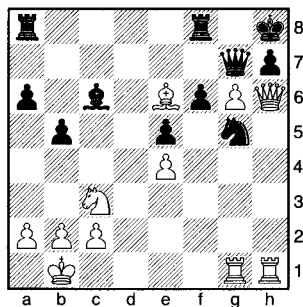
558



Elegant execution

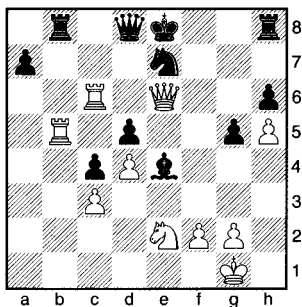
Mixed motifs: White

559



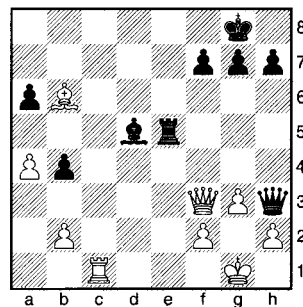
Removing the defender

560



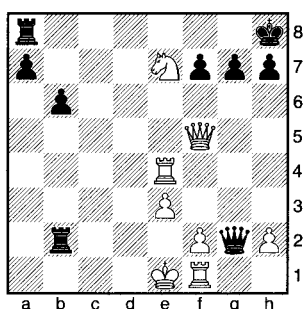
First a double attack

561



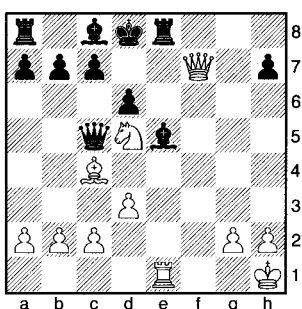
Strangely effective

562



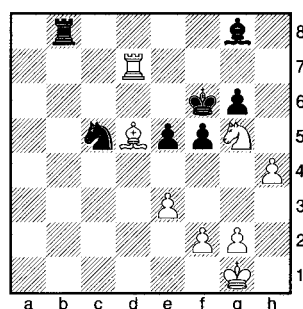
A classic mate

563



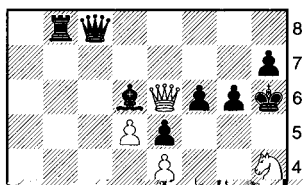
Black did not expect this

564



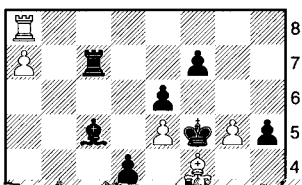
The end is near

565



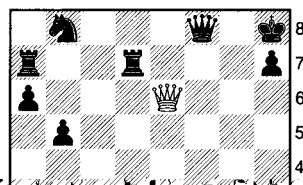
Deadly simple

566



Deflection

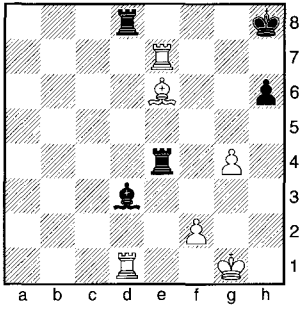
567



This is where I want you

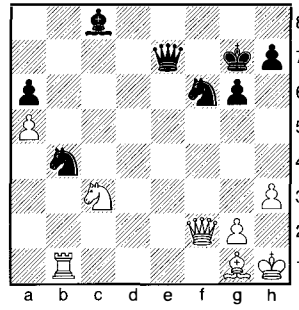
Mixed motifs: White

571



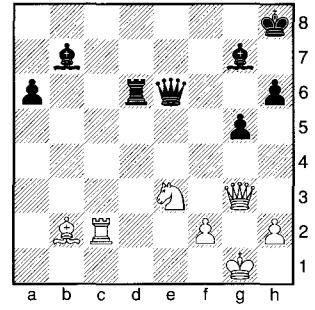
3 motifs

572



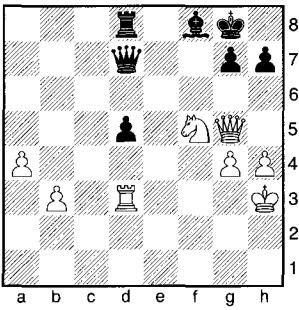
Knight targets

573



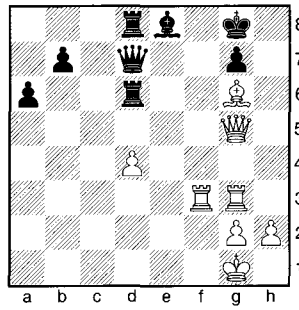
Black loses material

574



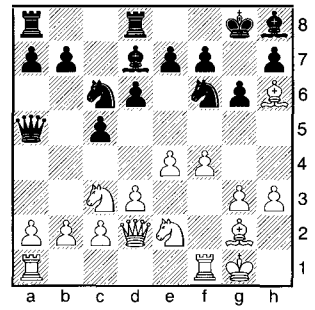
The queen and knight strike

575



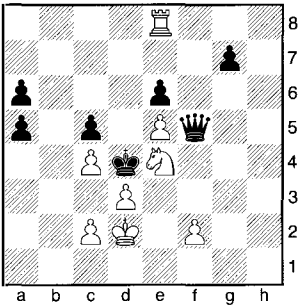
Rank interference

576



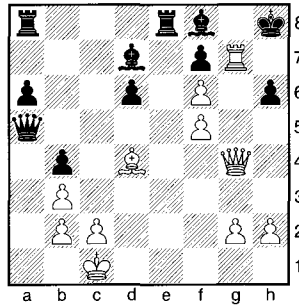
Removing the defender

577



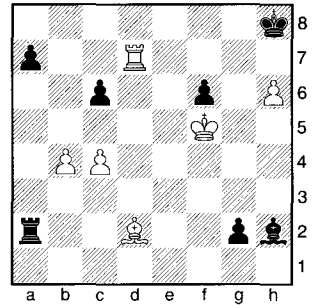
A difficult study

578



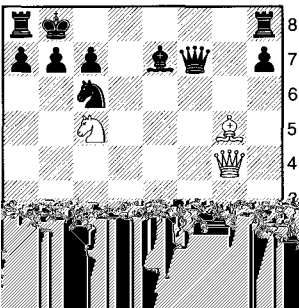
Pawns victorious

579



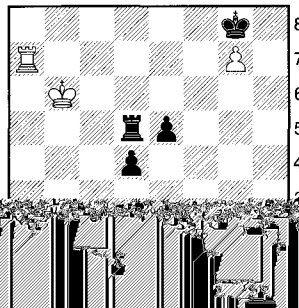
Closing a file

580



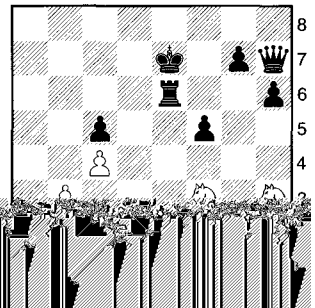
The mechanics of smothered mate

581



A study by Troitzky

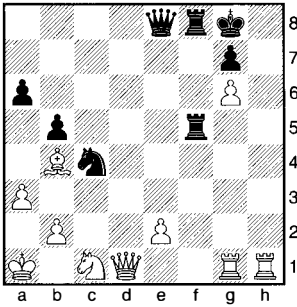
582



Worth repeating

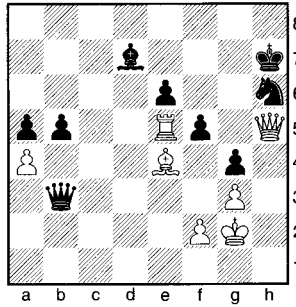
Mixed motifs: White

583



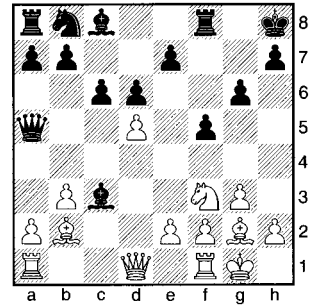
A mate in 6 from the 16th century

584



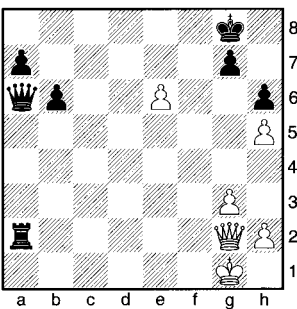
Concluding the attack

585



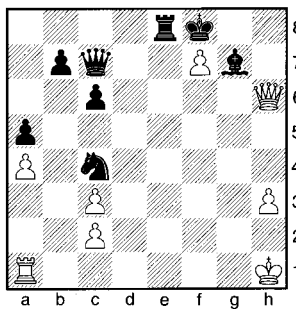
The king or the queen

586



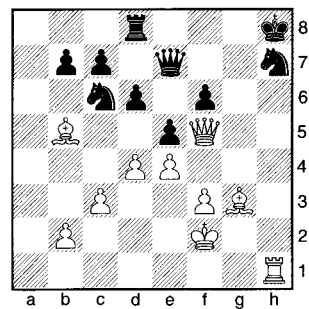
Perpetual check saves the day

587



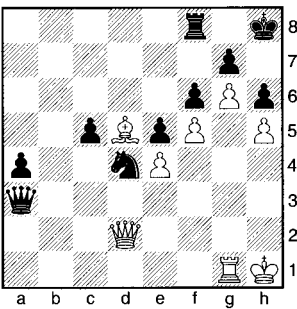
A minor promotion

588



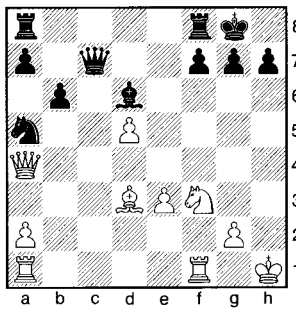
Black's pieces are overloaded

589



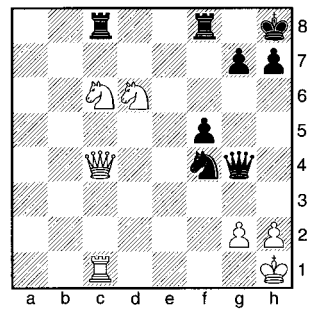
Sacrifice, promotion and mate

590



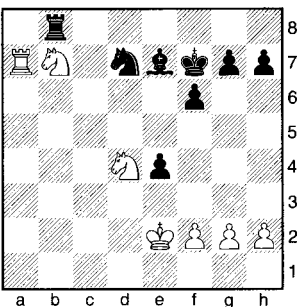
When there is no knight on f6...

591



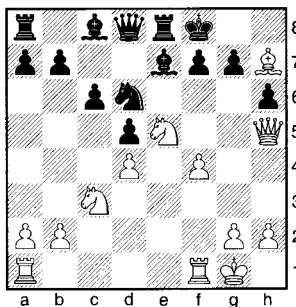
Del Rio 1750!

592



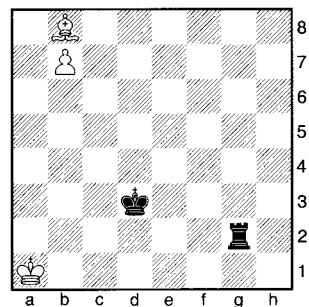
Finishes with a fork

593



Surrounded by friend and foe

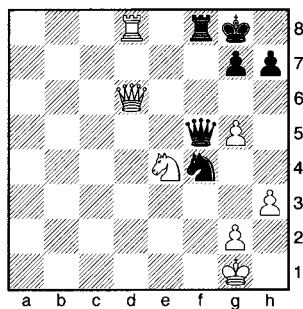
594



Crafty bishop

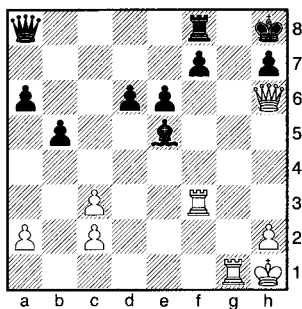
Mixed motifs: White

595



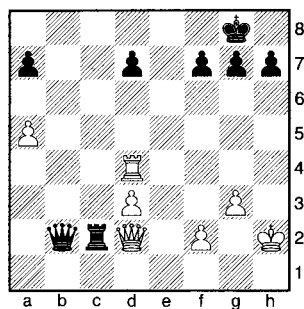
Closing a line

596



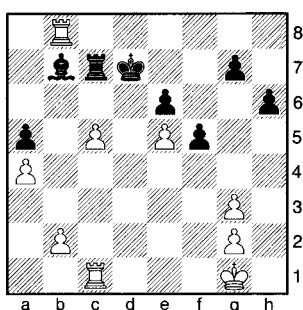
Pointless pin

597



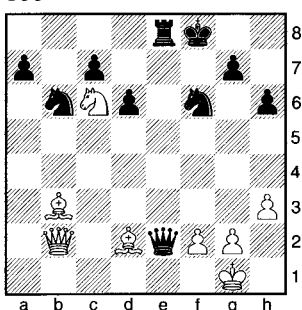
Pin it to win it

598



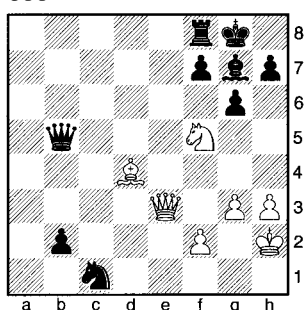
Evident

599



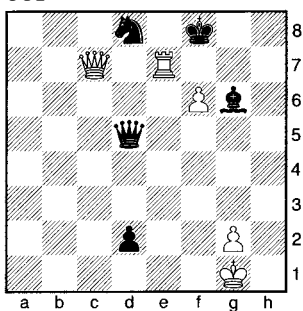
Swift mate

600



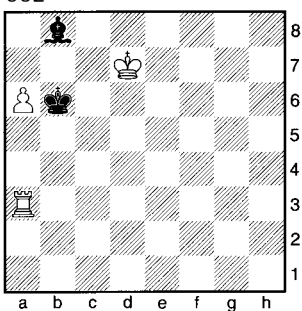
Just a few moves to mate

601



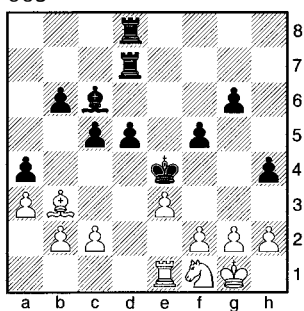
Mate in 2

602



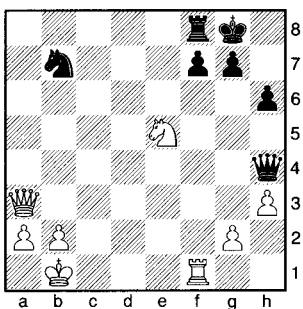
Zugzwang

603



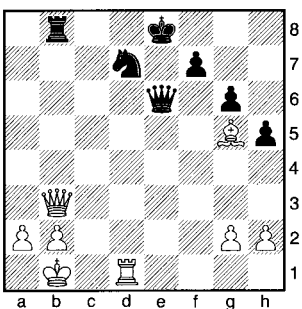
Cutting off the king

604



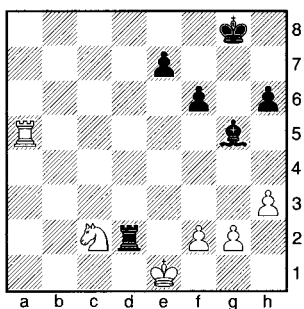
A fork in hiding

605



Morphy mate

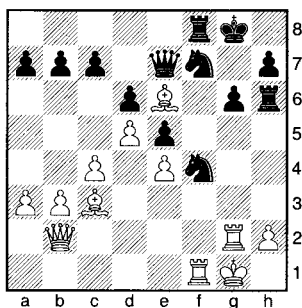
606



No defence

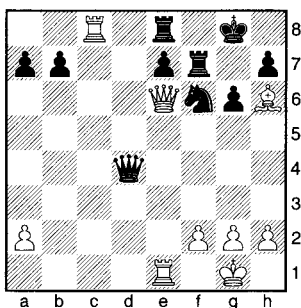
Mixed motifs: White

607



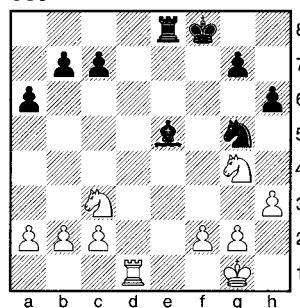
The long diagonal

608



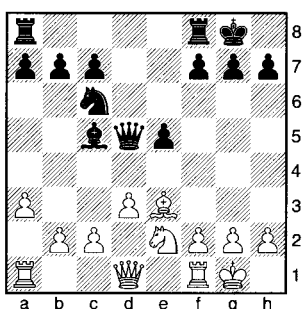
A crucial defender goes

609



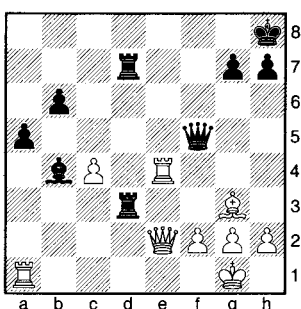
White sees something simple

610



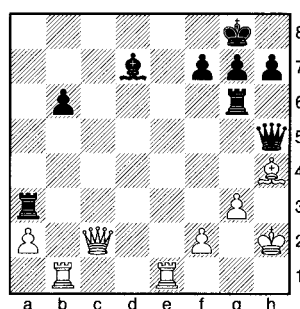
Material gain

611



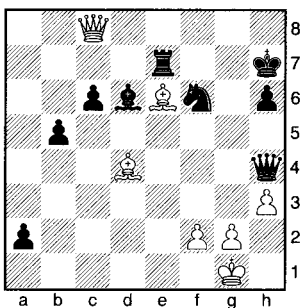
Closing a diagonal

612



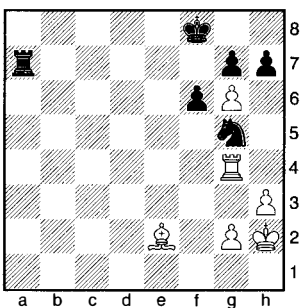
A basic back rank mate

613



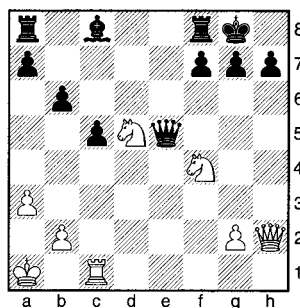
One square less for the king

614



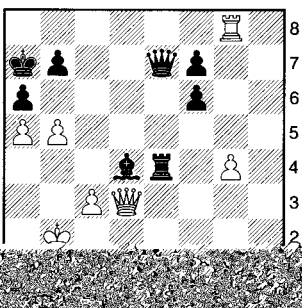
Get rid of the defender

615



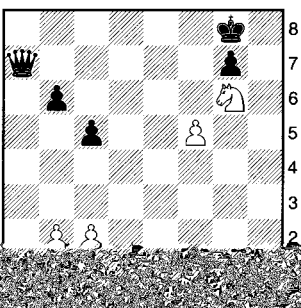
Out of the blue

616



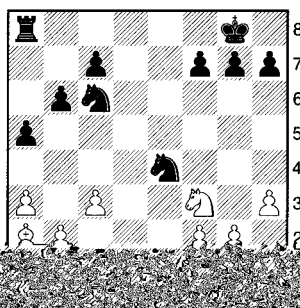
The problem is eliminated

617



Mate is on the way

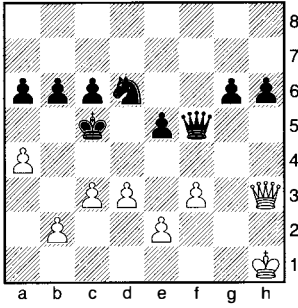
618



Double on the diagonal

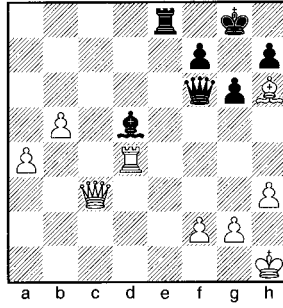
Mixed motifs: White

619



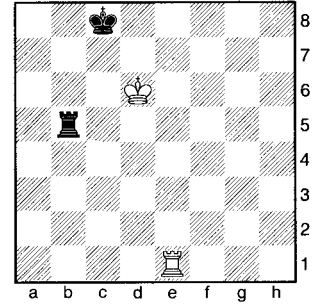
Fantastic fork

620



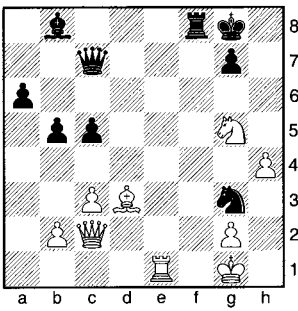
Discovery

621



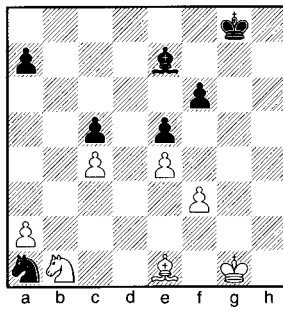
Double threat

622



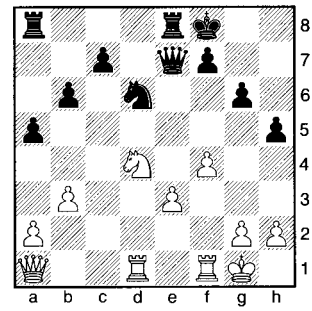
One very effective move

623



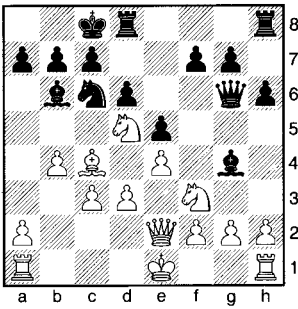
Looks drawish?

624



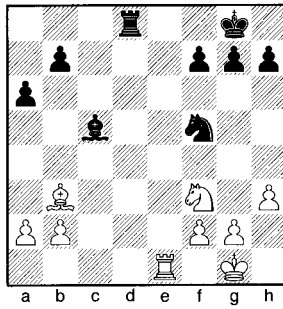
White has two things in mind

625



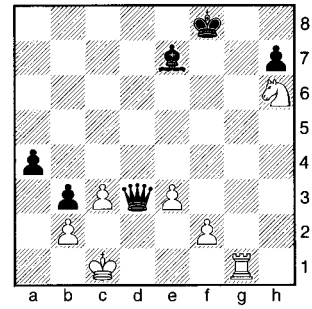
A little nudge

626



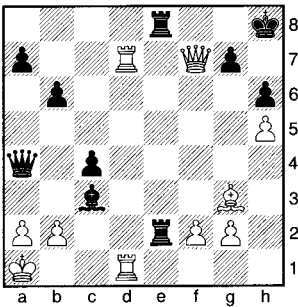
First look left, then look right

627



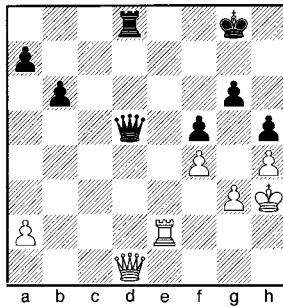
Almost Arabian

628



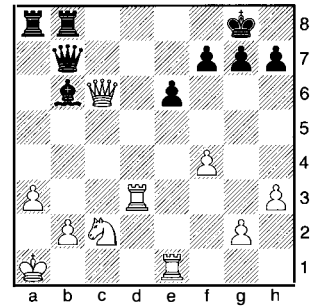
A lot of interference

629



Deflection perfection

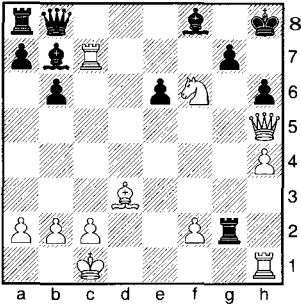
630



One more time

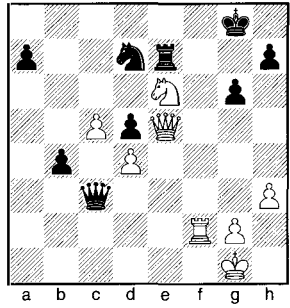
Mixed motifs: White

631



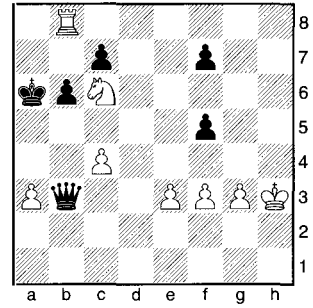
Arabian mate

632



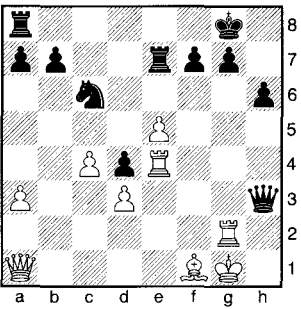
Deflection

633



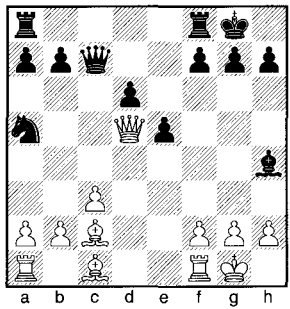
This unexpected move wins

634



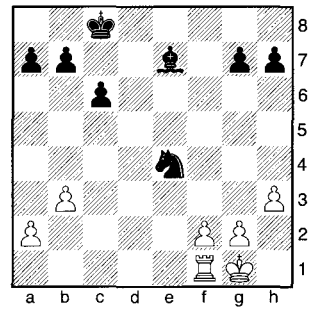
Pay 5, get 9

635



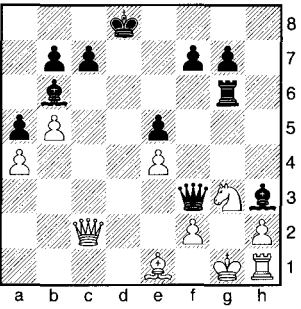
Double threat puts Black in a fix

636



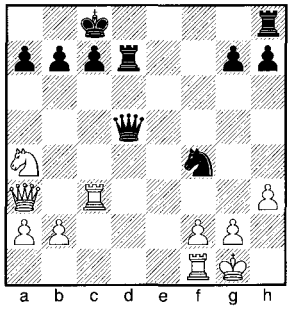
Linear

637



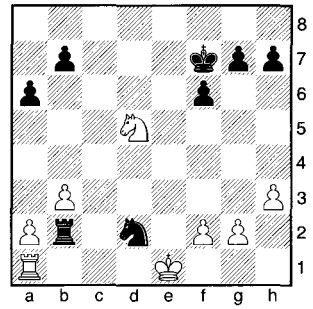
Surprising stalemate

638



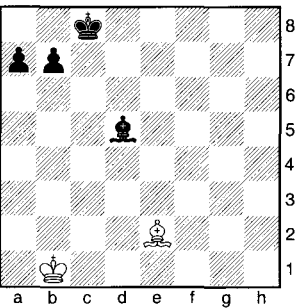
Pins can be lethal

639



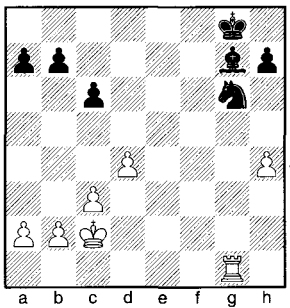
A very odd move

640



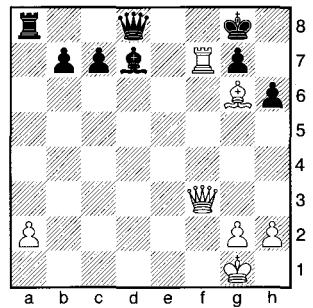
Surely White has lost

641



A nasty pawn

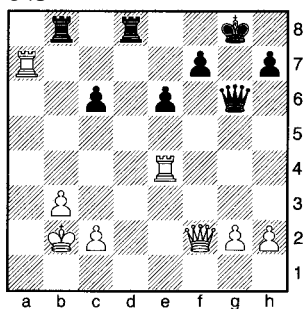
642



Vacating a square

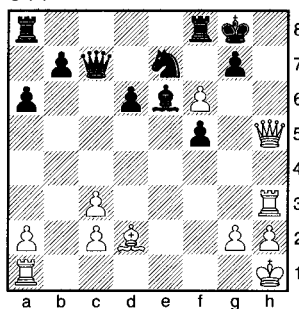
Mixed motifs: White

643



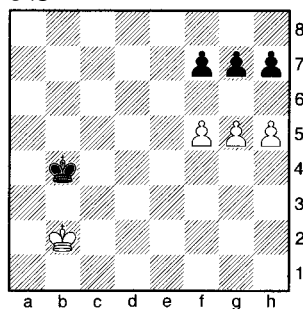
Identity crisis: pin or deflection?

644



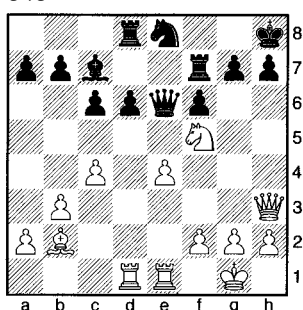
One less escape square

645



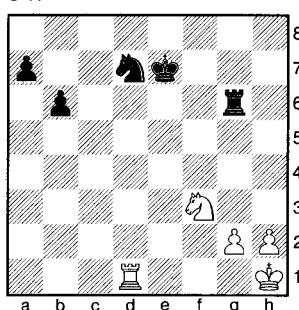
Essential endgame knowledge

646



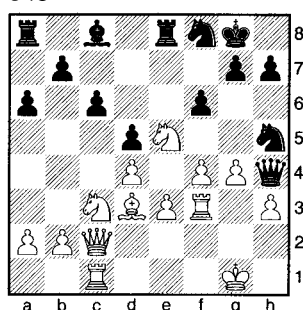
Winning the exchange

647



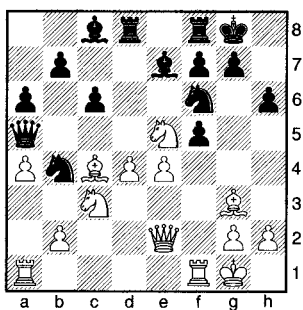
Keep it simple

648



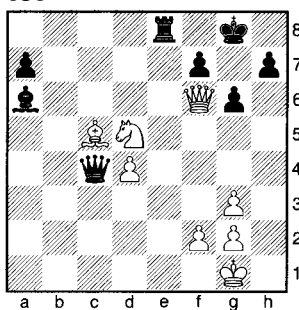
Queen hunt

649



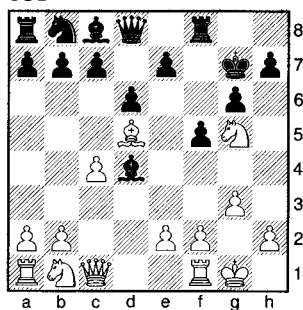
Another trapped queen

650



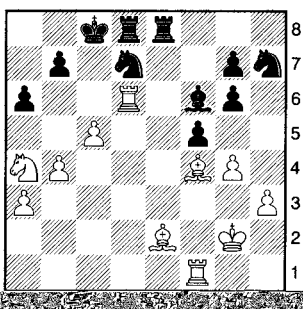
This is original

651



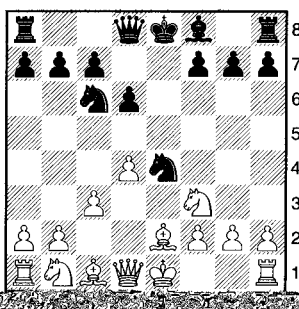
Simple but crushing

652



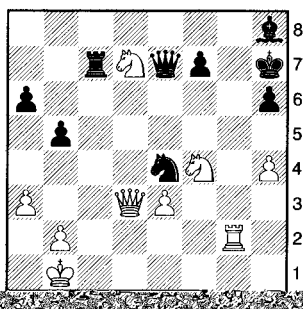
A Boden's mate in the making

653



Diagonal and rank

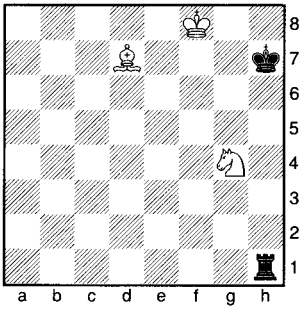
654



Closing a file

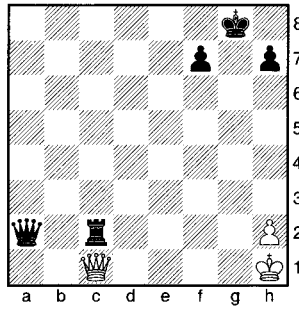
Mixed motifs: White

655



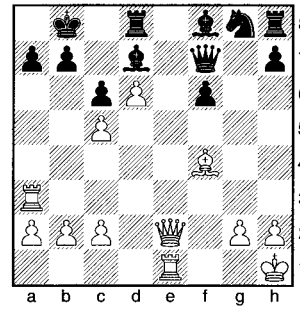
The rook is a bystander

656



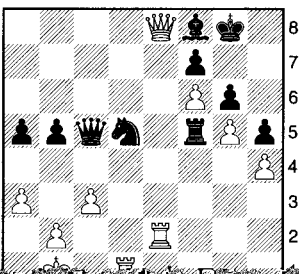
Perpetual motion

657



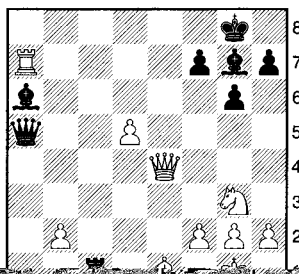
Where to attack?

658



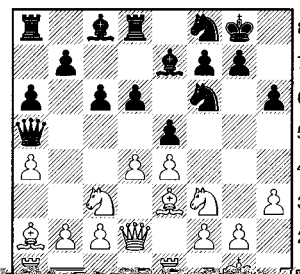
f1 is weak

659



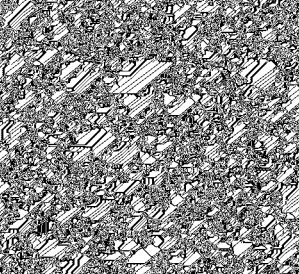
Vulnerable back rank

660



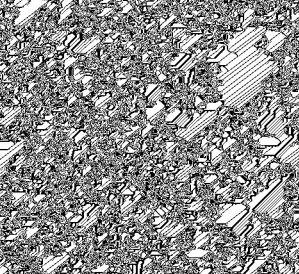
Another loose piece drops off

661



The back rank beckons

662



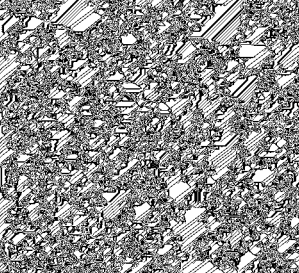
Closing a file

663



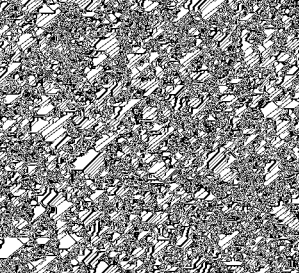
Smothered mate refresher

664



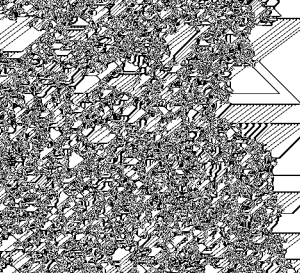
Keep your eye on g6

665



Crashing through

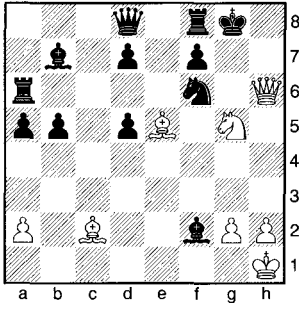
666



Opening a diagonal

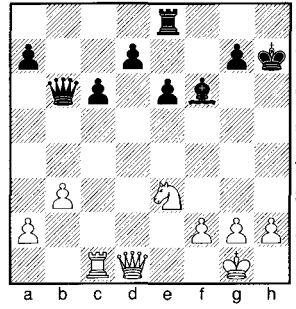
Mixed motifs: White

667



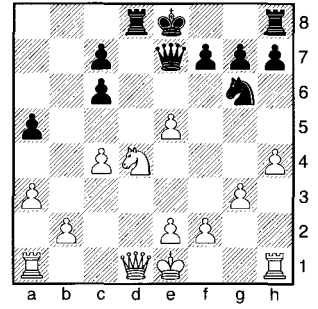
Removing an obstacle

668



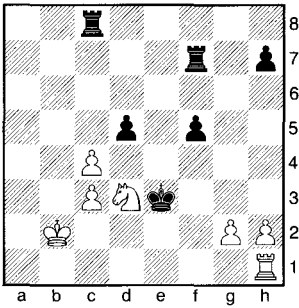
Double attack

669



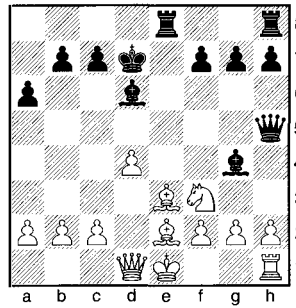
Losing material for a moment

670



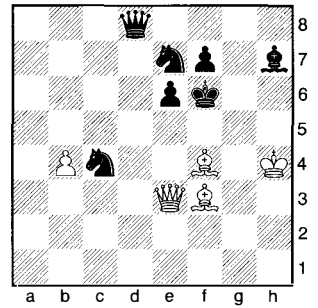
Mating net

671



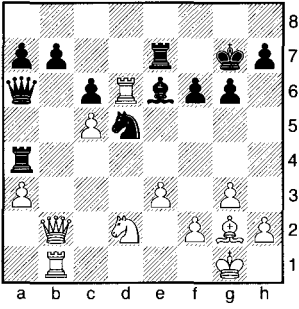
Check and discovered attack

672



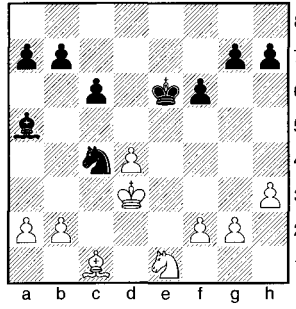
Unobstructed diagonal

673



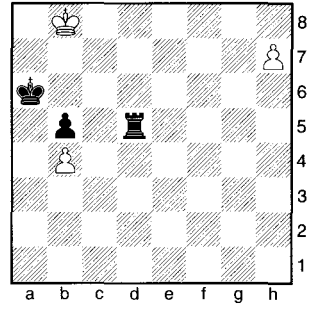
Opportunities on a rank

674



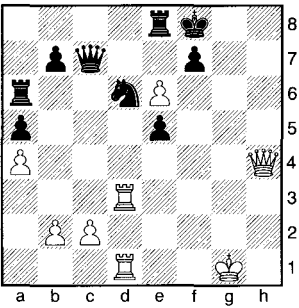
Just a little bit nearer

675



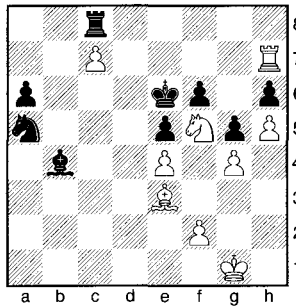
The right promotion

676



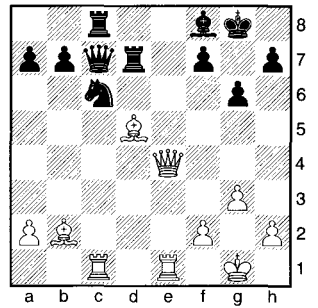
Beautifully simple

677



Bishop standoff

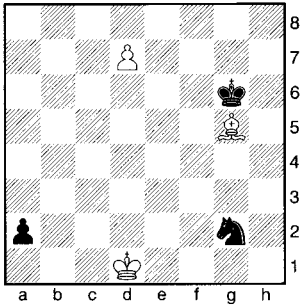
678



Exploiting the long diagonal

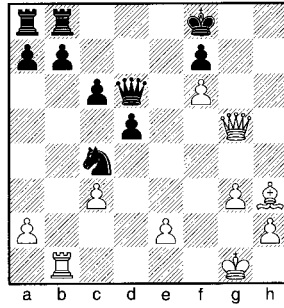
Mixed motifs: White

679



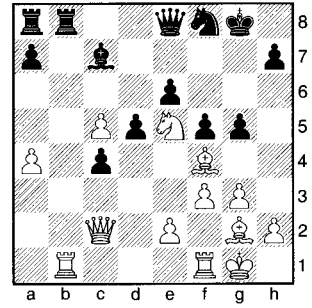
One step ahead

680



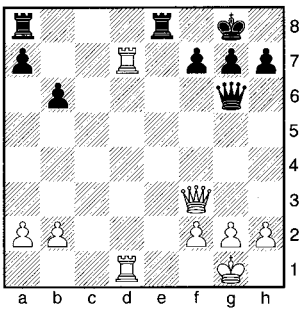
Removing an escape square

681



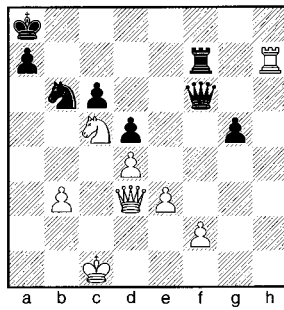
Keeping the extra piece

682



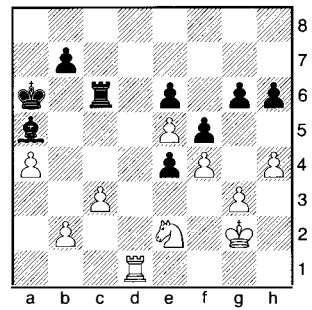
Fatal weakness on the back rank

683



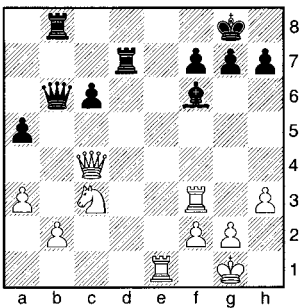
Black's pieces lack coordination

684



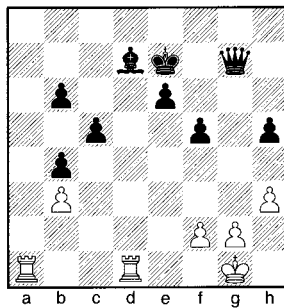
Nothing could be simpler

685



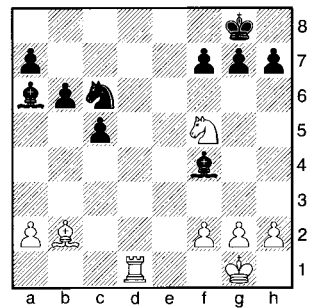
LPDO

686



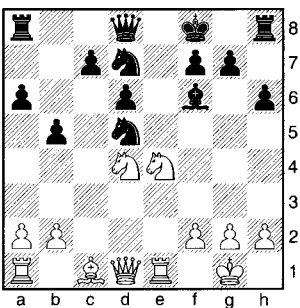
Decoy sacrifice and skewer

687



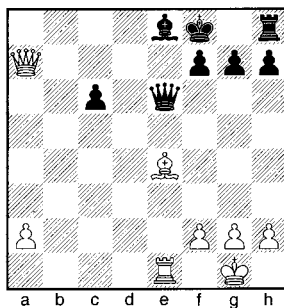
Removing the defender

688



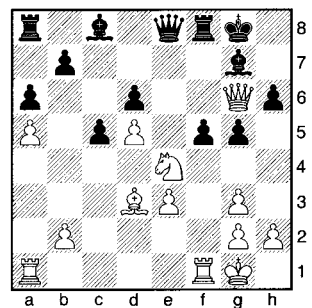
What was that about loose pieces?

689



Discovery

690



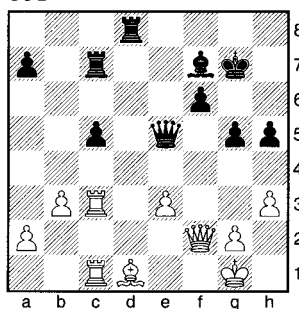
Overload

Mixed motifs: Black

As with the previous chapter, a variety of motifs are presented - often with several tactical themes in the one position. However, in these exercises it is Black to move and White to suffer.

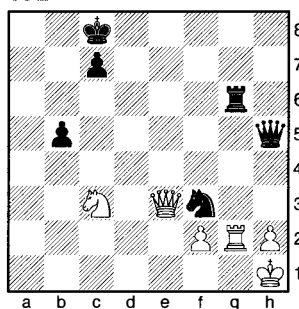
Solutions on page 137

691



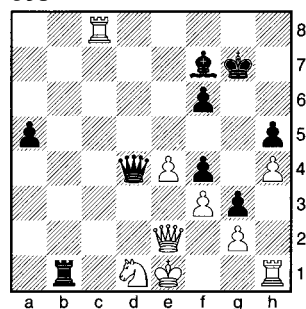
First a warm up!

692



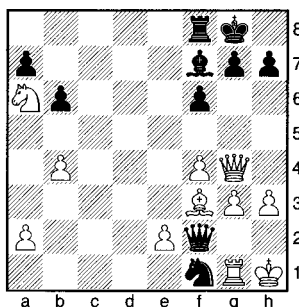
Now that your motor is running

693



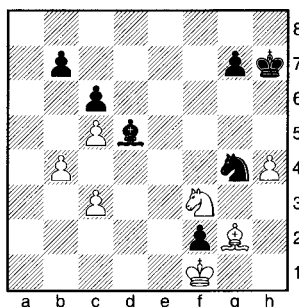
Elementary, my dear Watson

694



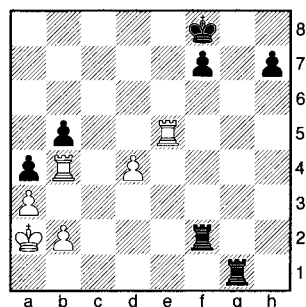
In one

695



Equally quick

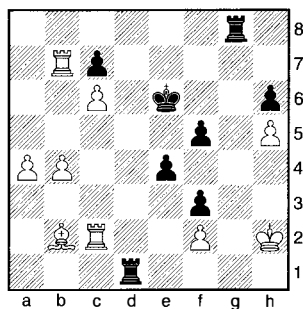
696



Tightening the noose

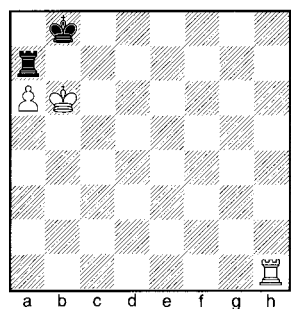
Mixed motifs: Black

697



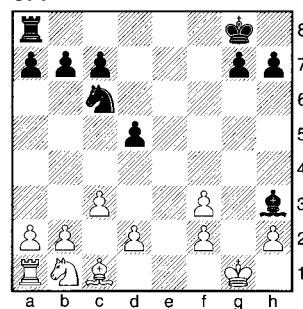
A cornered king

698



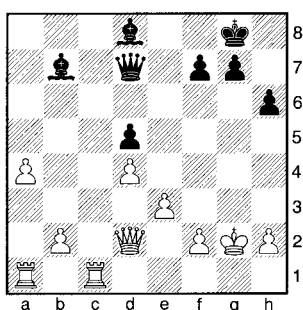
Worth remembering

699



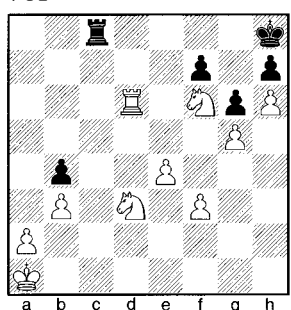
Behind in development

700



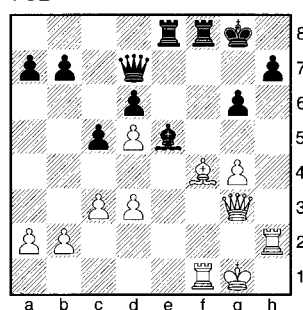
Black wants to repeat

701



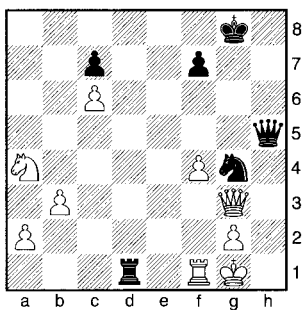
Black's king is in a tight spot

702



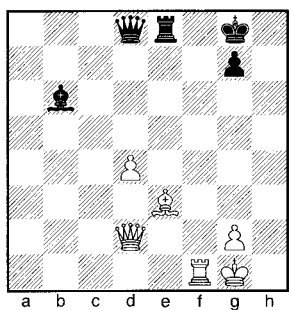
Material gain

703



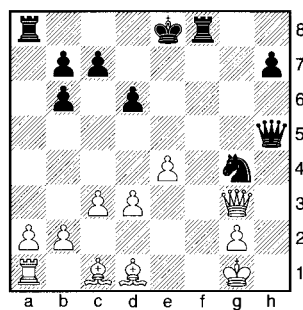
Elegant in its simplicity

704



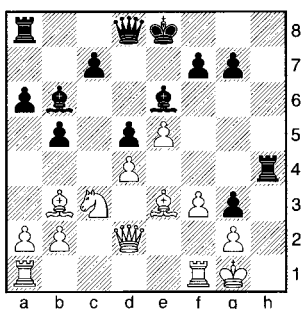
Quite a lineup

705



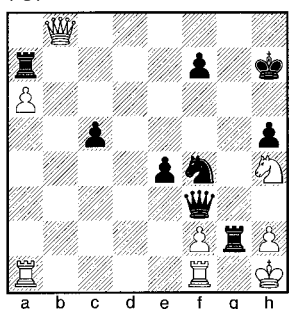
No price is too high for victory

706



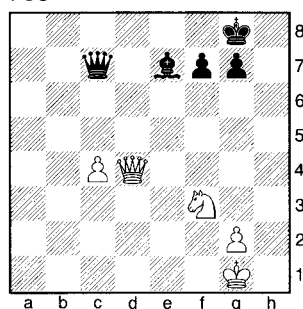
Making way

707



Two moves to go

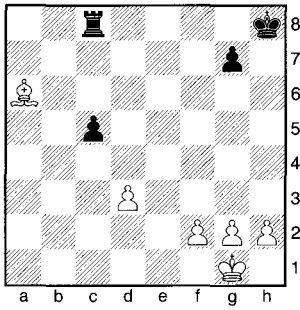
708



No comment

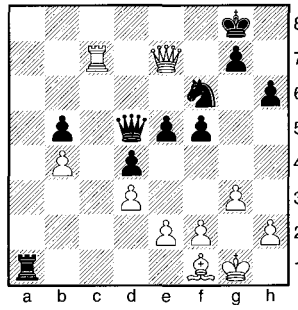
Mixed motifs: Black

709



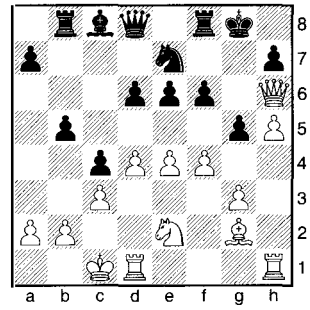
A painful pin

710



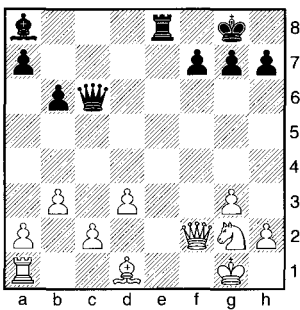
Straightforward mate in 2

711



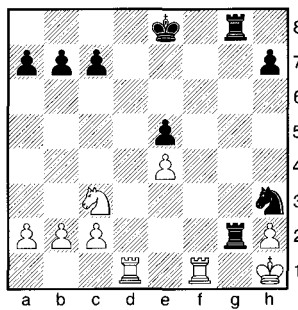
God save the Queen

712



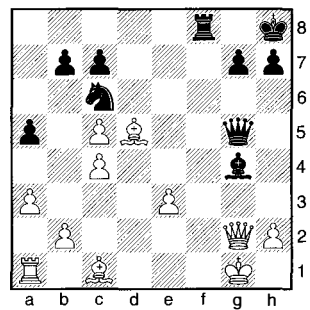
From g2 or h1!

713



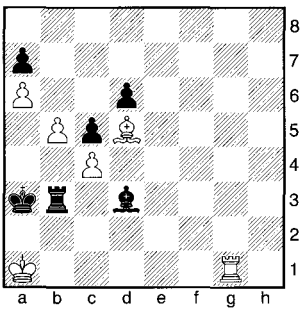
Easy deflection

714



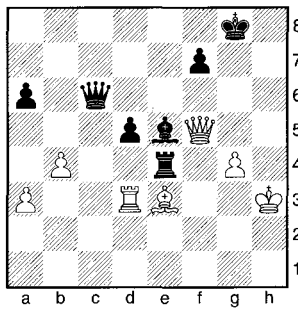
Mate on the back rank

715



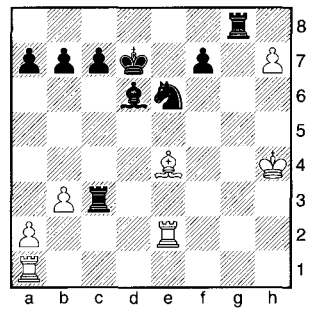
Mate in 2

716



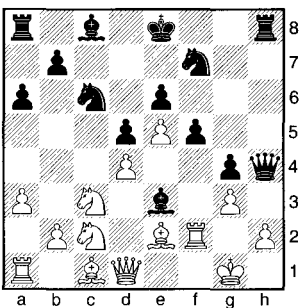
An elementary tactic

717



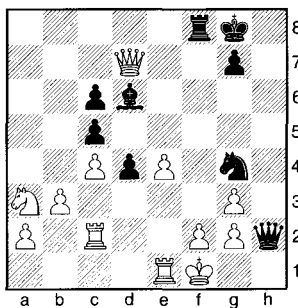
White's attack backfires

718



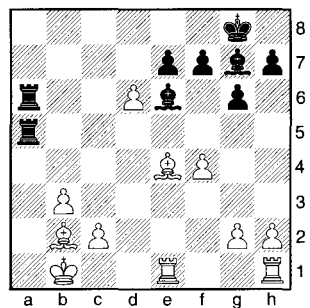
Paralysing pin

719



Cutting off the king

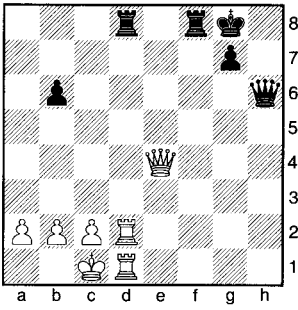
720



Deadly two-step

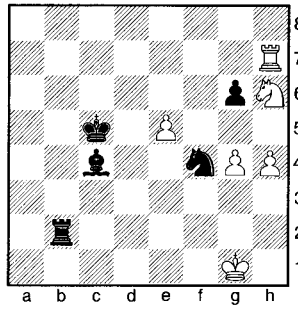
Mixed motifs: Black

721



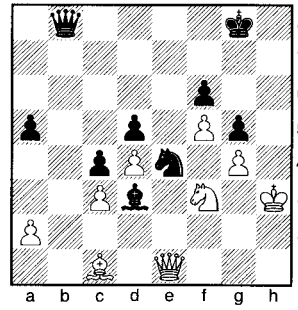
4 moves and it's mate

722



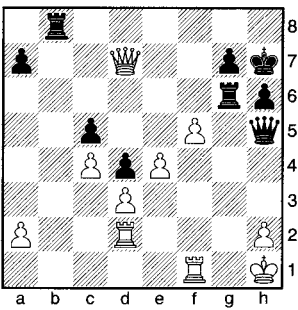
Here mate in 2

723



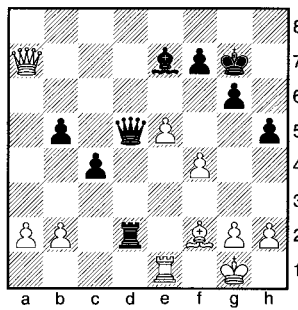
Also in 2

724



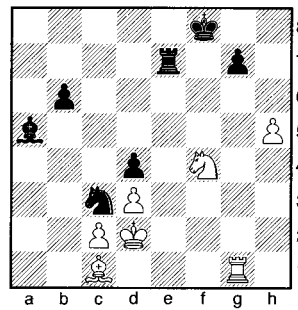
Something's got to give

725



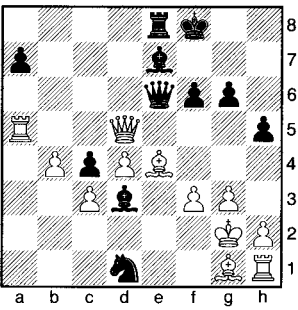
Weak diagonal

726



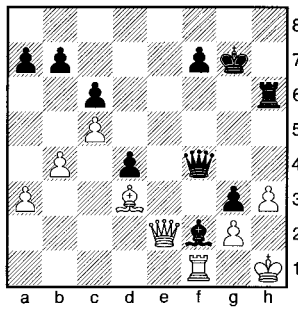
Pretty as a picture

727



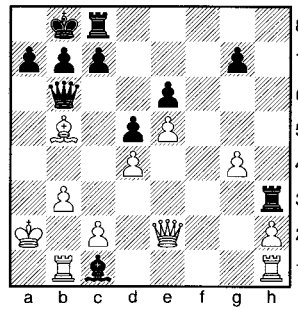
A round of applause

728



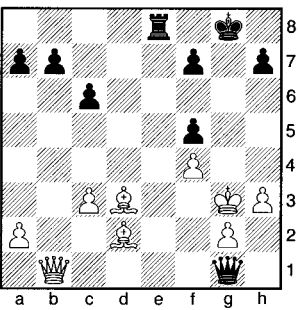
Forcing mate

729



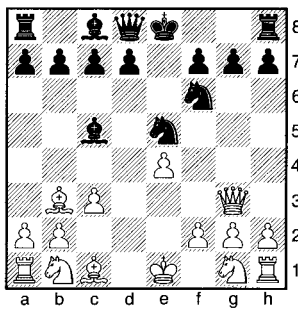
Third rank

730



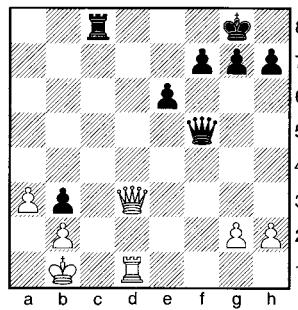
Bishop bonanza

731



What double attack?

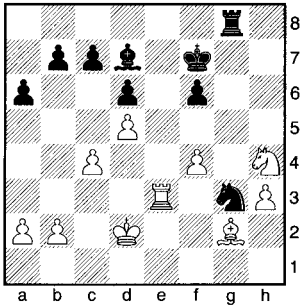
732



What back rank mate?

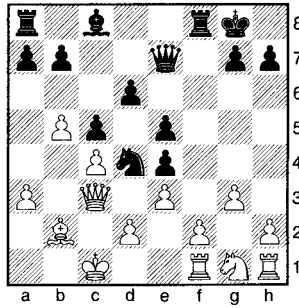
Mixed motifs: Black

733



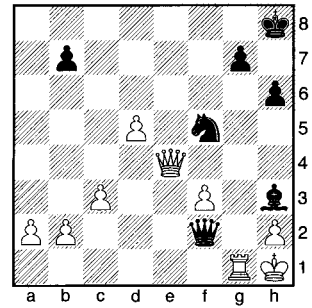
Black picks up a piece!

734



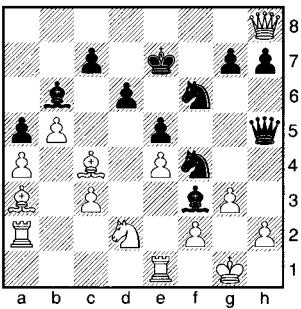
Weak on the light squares

735



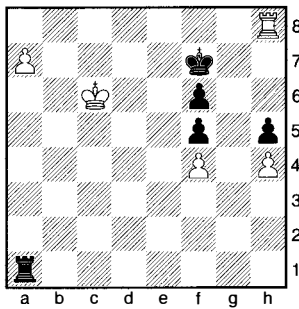
A round of applause for this one!

736



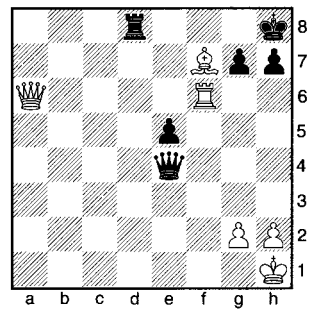
A pretty mate in 4

737



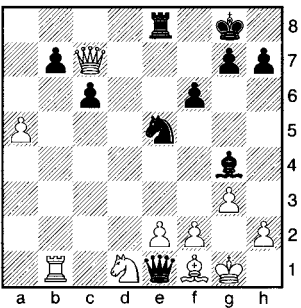
A welcome skewer

738



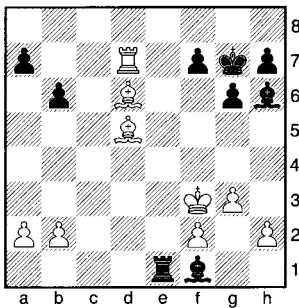
Tactical retreat

739



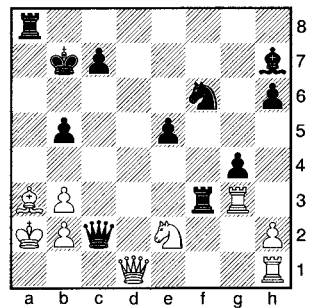
We've seen this before

740



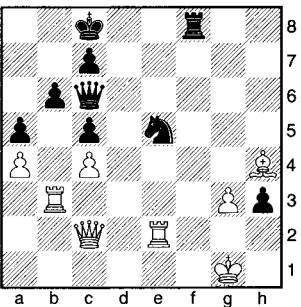
Stylish perpetual

741



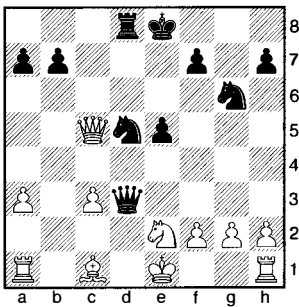
A-bomb

742



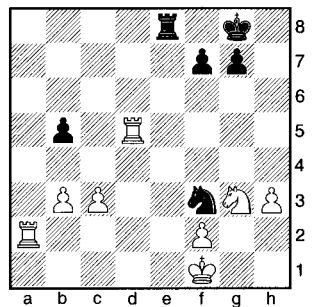
Made in Italy

743



Double check dynamite

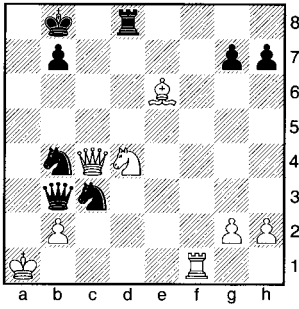
744



I would like to repeat that

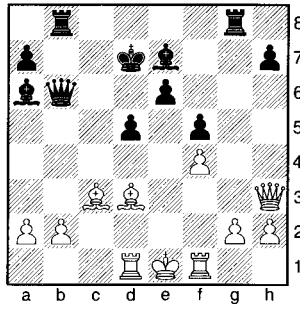
Mixed motifs: Black

745



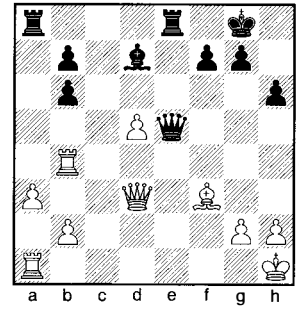
One two three

746



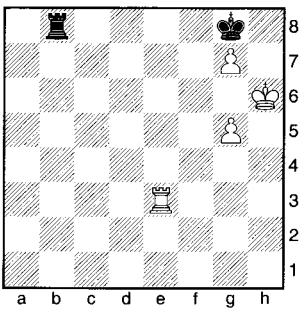
e3 is the key

747



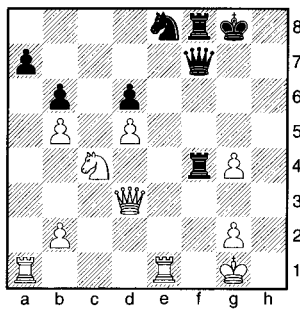
A surprise for White

748



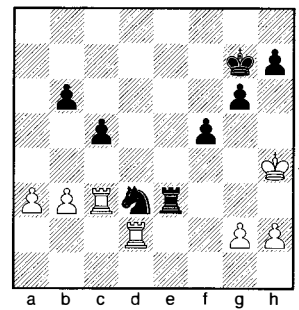
The 2 pawns are not enough

749



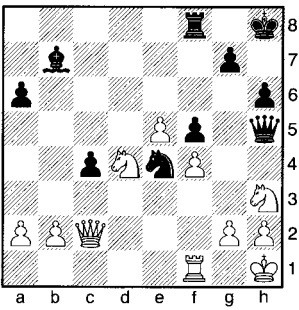
Clearing a file to draw

750



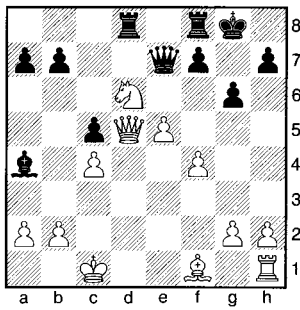
A knight for mate!

751



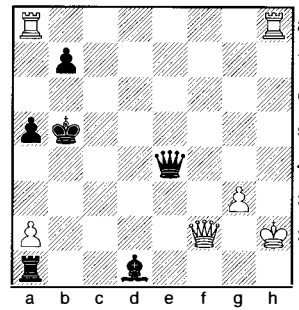
Sacrifice and double check

752



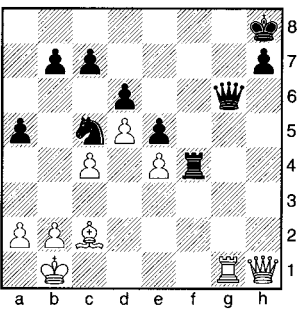
Back rank problems

753



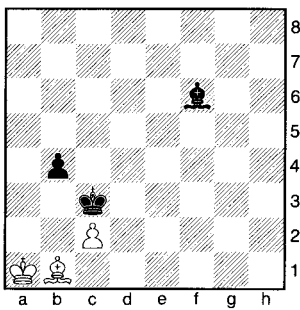
A cornered king gets mated

754



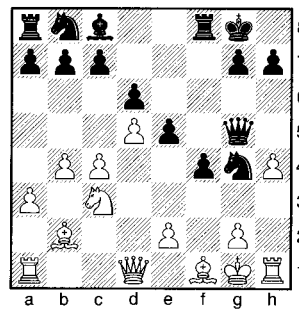
The back rank yet again

755



Fighting to the last man

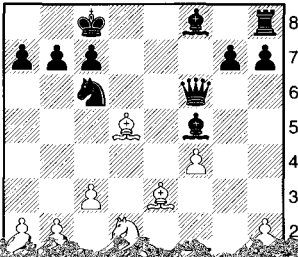
756



Death on the dark squares

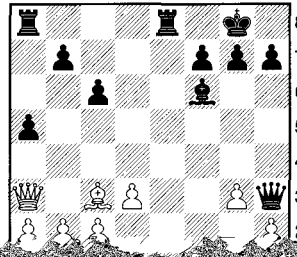
Mixed motifs: Black

757

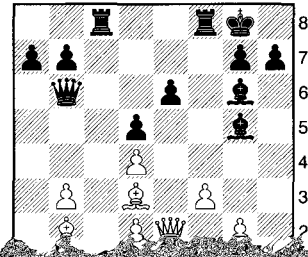


The original Boden's mate

758

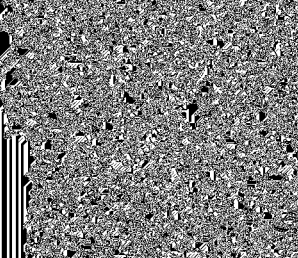


759



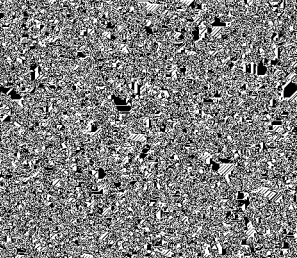
Cross-pins are nasty

760



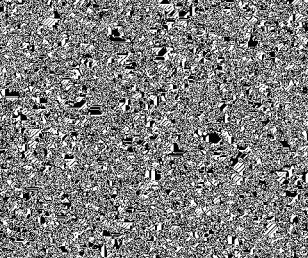
A surprise win for Black!

761



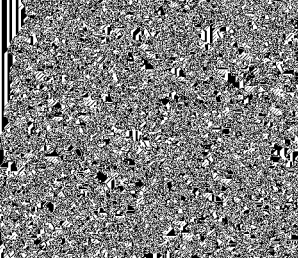
Deadly two-step

762



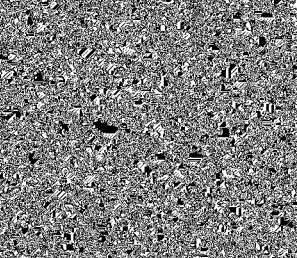
Pinned pieces

763



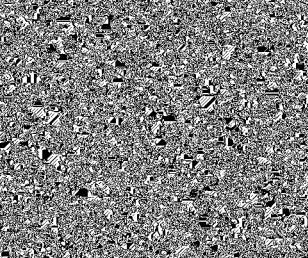
Also here

764



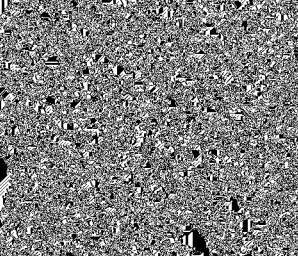
A barrier in the works

765



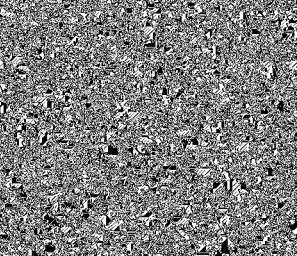
Checkmate in 2

766



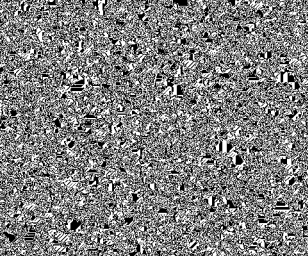
It's all over for White

767



Blockade the f-pawn

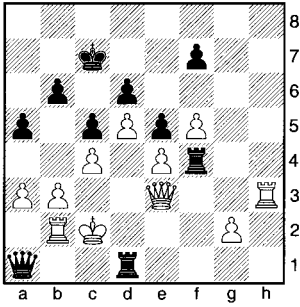
768



Think back rank

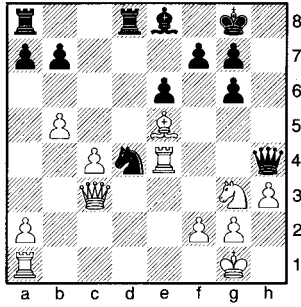
Mixed motifs: Black

769



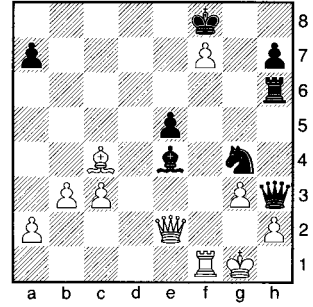
Imminent mate

770



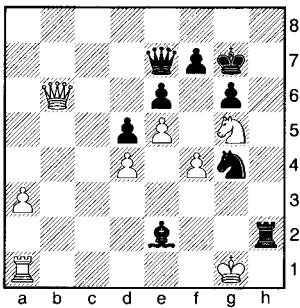
Overload

771



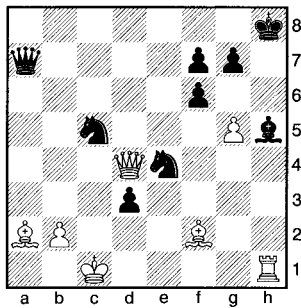
Fast mate

772



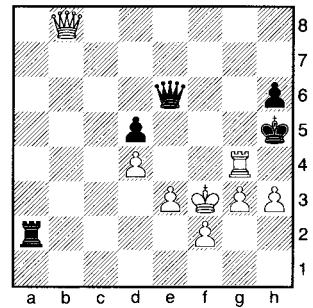
Closing in on the king

773



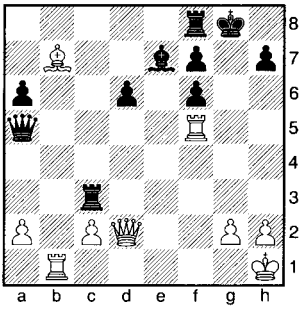
Fork then mate

774



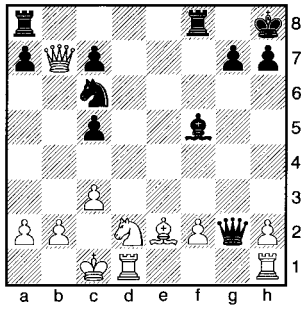
Black manages to save himself

775



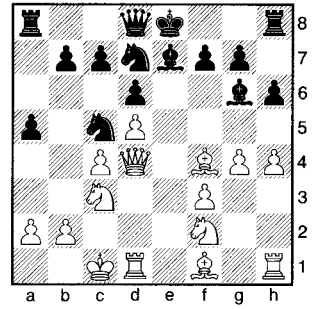
Rank and file

776



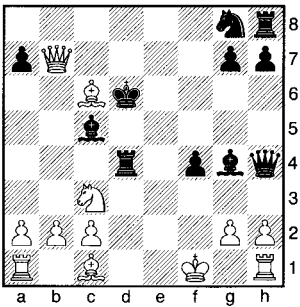
Royal dilemma

777



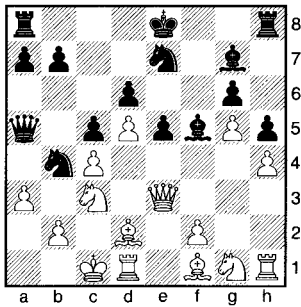
Almost equal ?

778



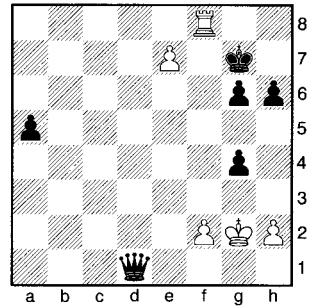
Another important discovery

779



A brutal threat

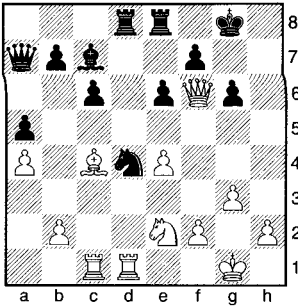
780



Keep it simple

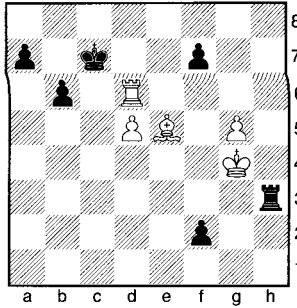
Mixed motifs: Black

781



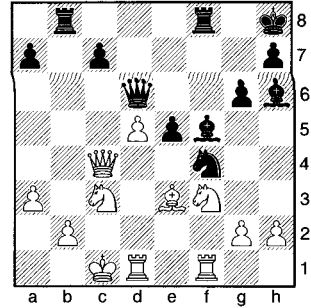
Most effective

782



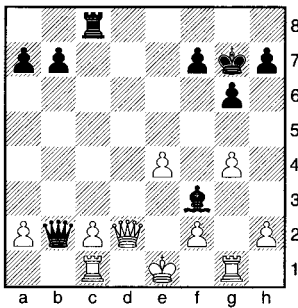
Precise play is needed

783



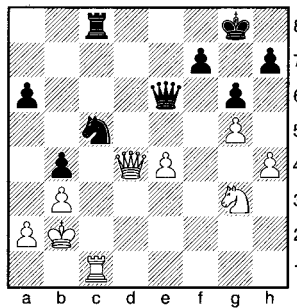
Deflection and discovery

784



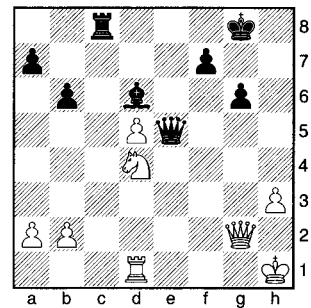
A king that should have castled

785



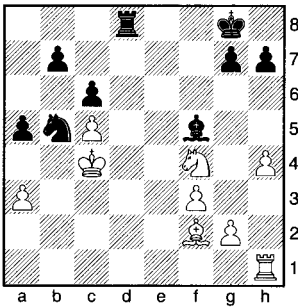
Black wins a piece

786



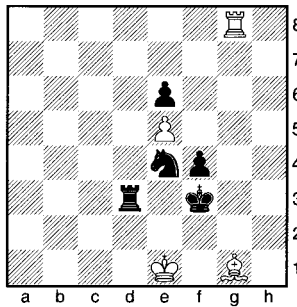
Logical and linear

787



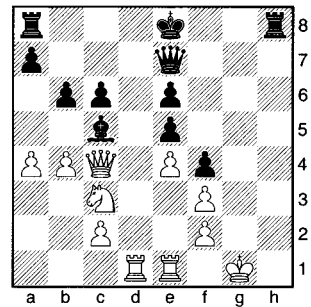
2 moves to mate

788



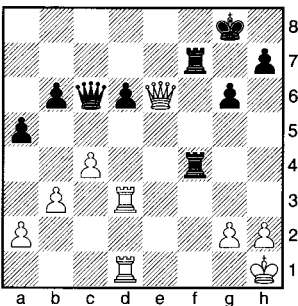
Unstoppable

789



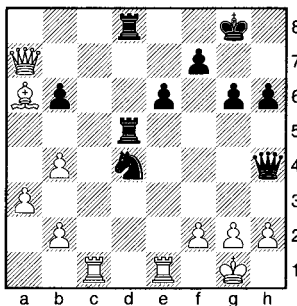
Winning attack

790



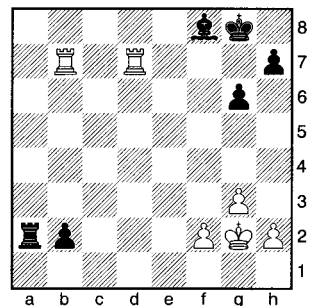
Unpinning the rook

791



Opening lines

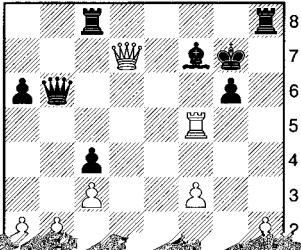
792



Balletic

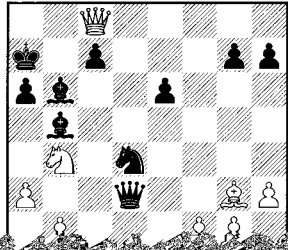
Mixed motifs: Black

793



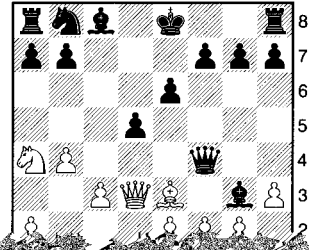
A cannon blast

794



A discovery does it

795



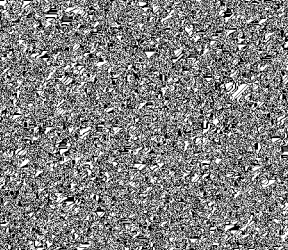
How to save the bishop?

796



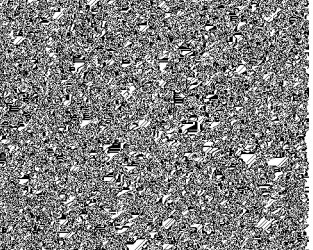
Fireworks

797



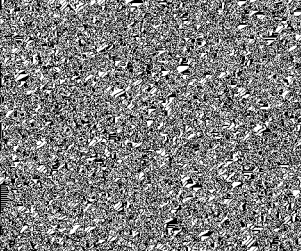
The f2 square

798



Mate in 3

799



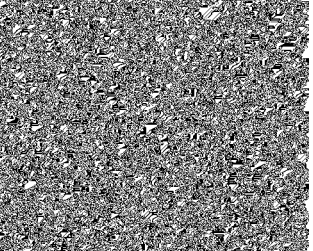
I could do this forever

800

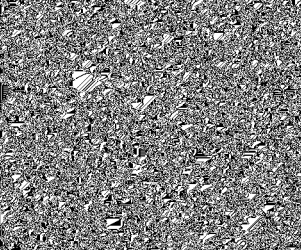


Sacrifice and mate

801



802



Greed is good

803



Checkmate in 3

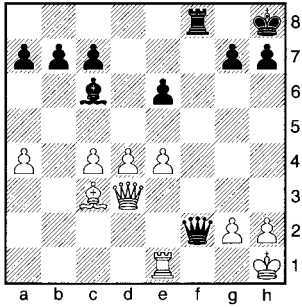
804



Knight shift

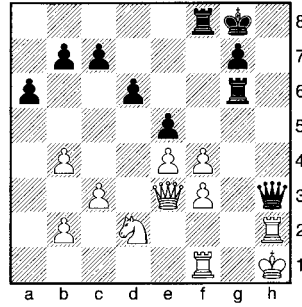
Mixed motifs:Black

805



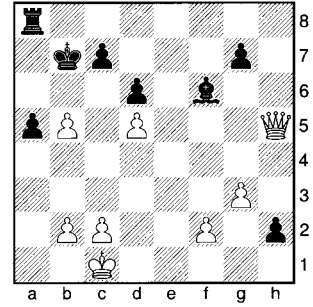
Reflect and deflect

806



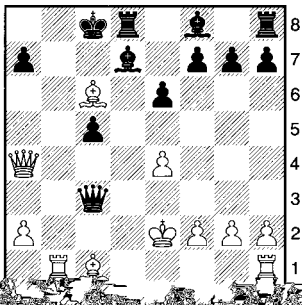
Kingside collapse

807



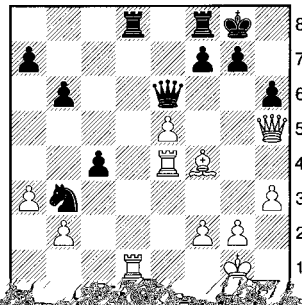
Pleasing to the eye

808



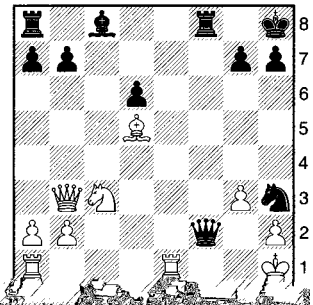
Decoy and discovery

809



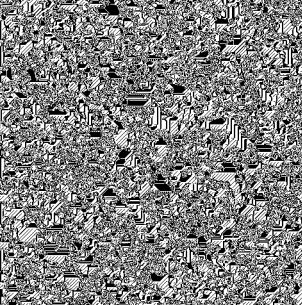
Overload

810



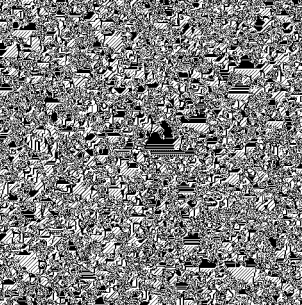
Pretty mate in 3.

811



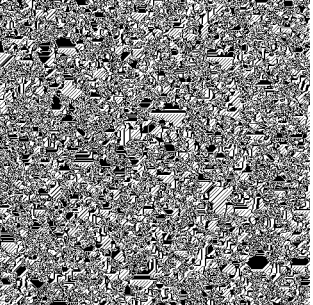
A pawd mates

812

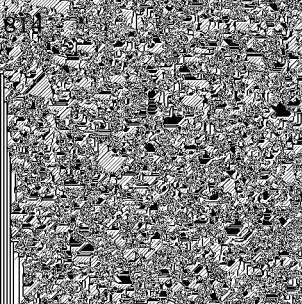


This is a classic

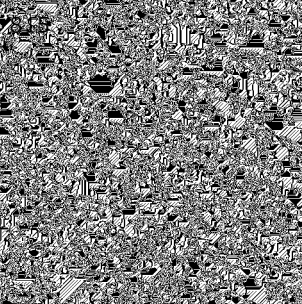
873



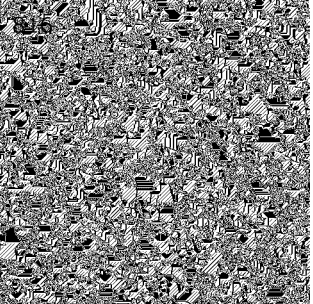
Double check devastation



3 more moves to go



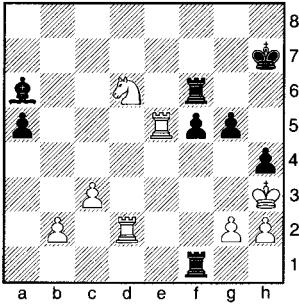
World Championship tactics



Magical rearrangement

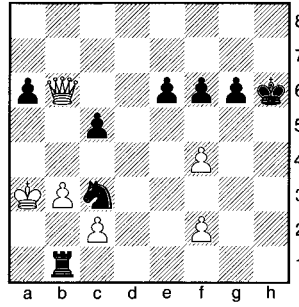
Mixed motifs: Black

817



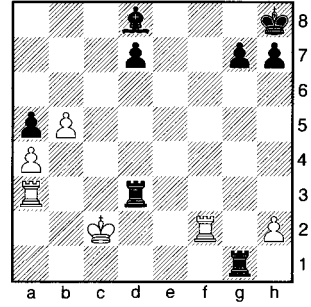
Mate follows deflection

818



Better to win than to draw!

819



White threatens both the 1 and mate

820



A brutal move

821



Does two things at once

822



A type of epaulette mate

823



Deflection

824



It's actually quite simple

825



A king without a future

826



The f3 square...

827



Brutally effective

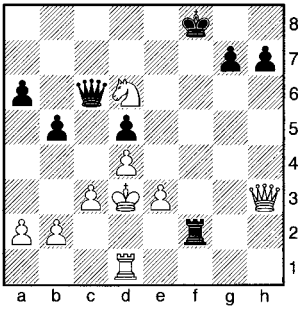
828



Intermediate check!

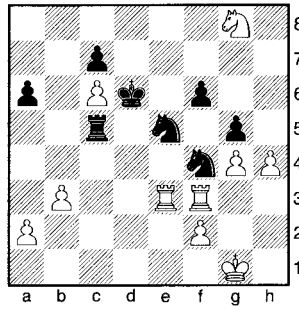
Mixed motifs: Black

829



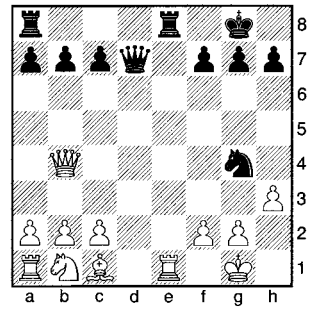
Boxed-in king

830



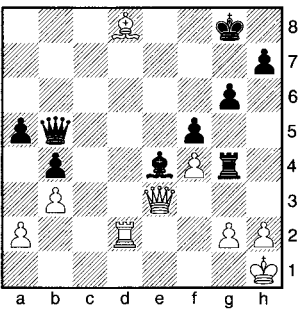
Graceful mate

831



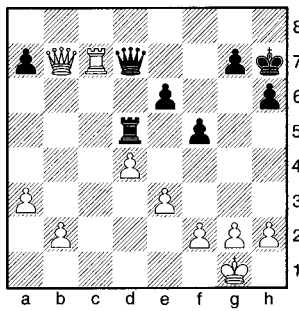
Attack and defence

832



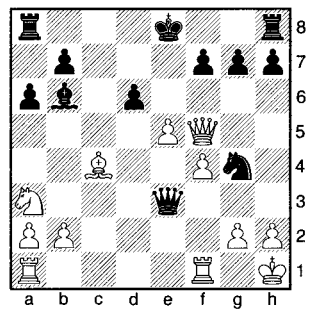
Postponing check

833



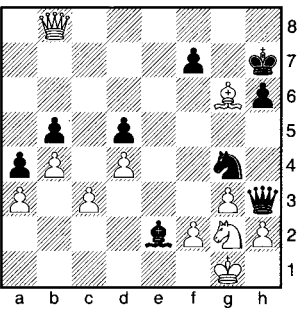
Back rank and pin

834



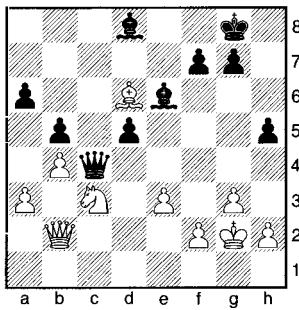
Another look at a classic

835



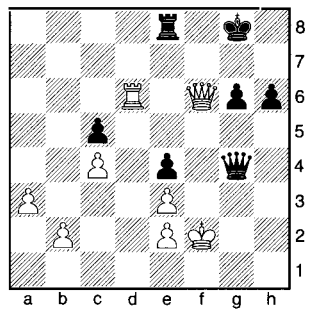
In cold blood

836



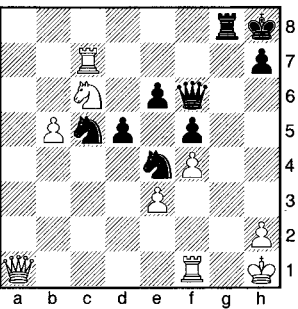
Light squares...

837



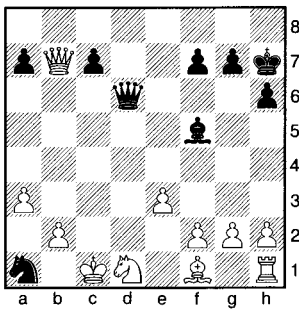
Pin and counter-pin

838



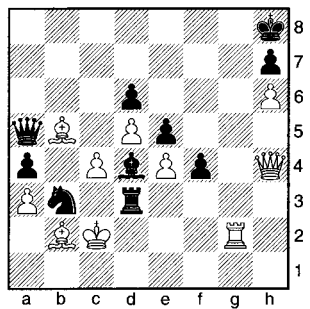
Linear mate

839



Out of the chaos

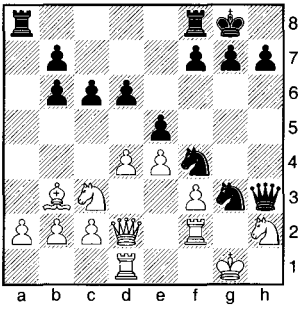
840



b2 is pivotal

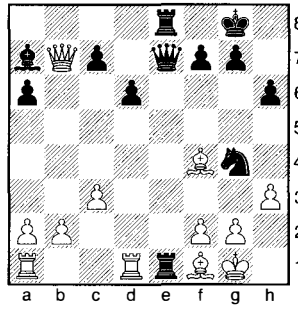
Mixed motifs: Black

841



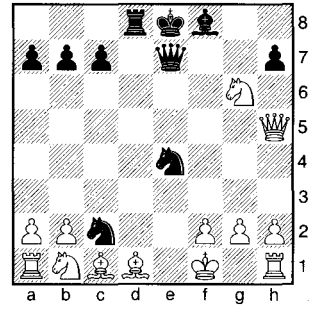
The knights mate

842



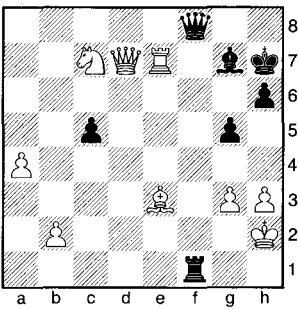
A surprise mate

843



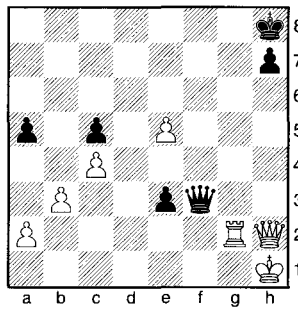
Checkmate in 2

844



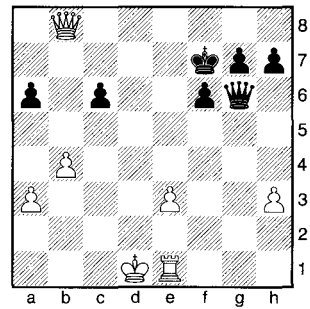
Turning the tables

845



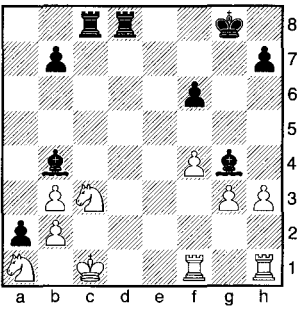
This is worth a re-run

846



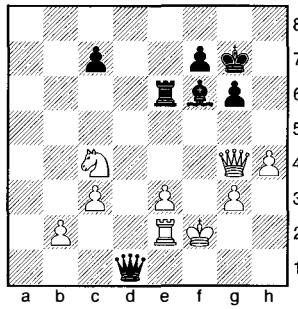
The correct check

847



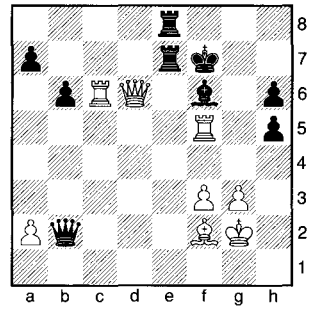
Brilliant bishops

848



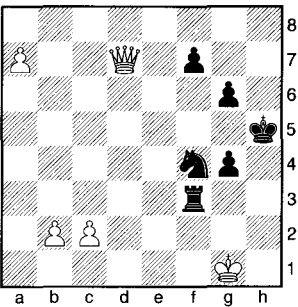
Vacating a square draws

849



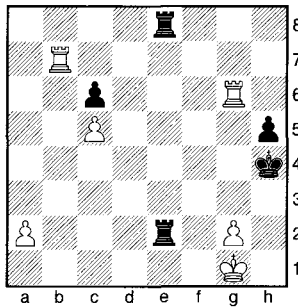
Unexpected mating attack

850



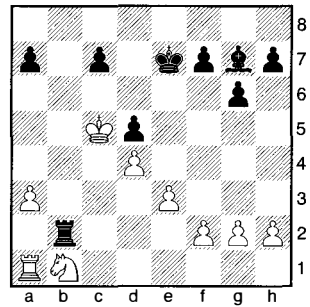
Perpetual check saves the day

851



A double sacrifice draws

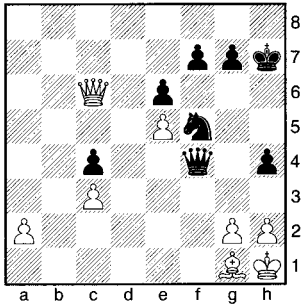
852



White's king is too active

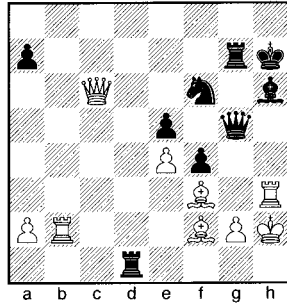
Mixed motifs: Black

853



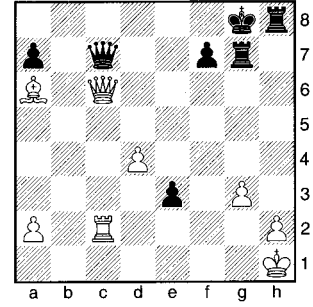
A sudden attack

854



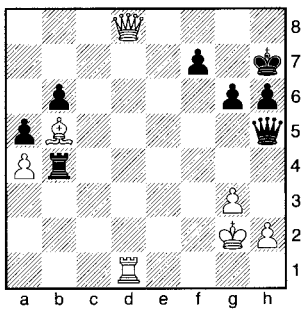
Sublimely simple

855



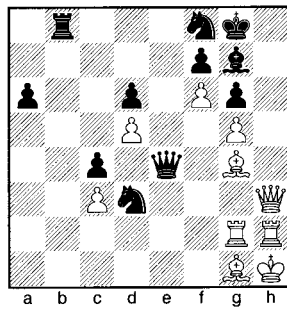
Kingside crisis

856



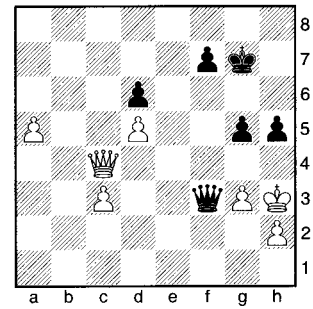
Killer cross-pin

857



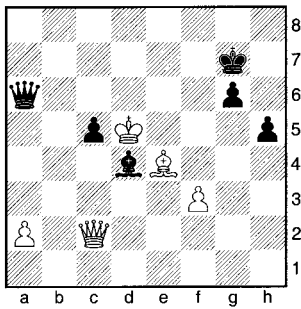
Winning counter-attack

858



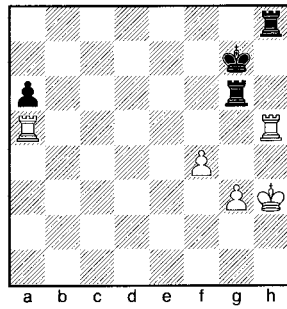
One small step

859



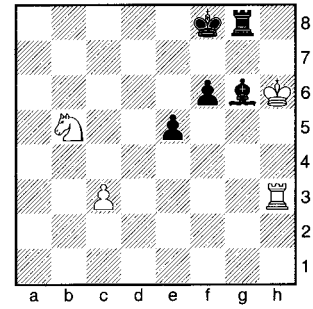
Majestic march

860



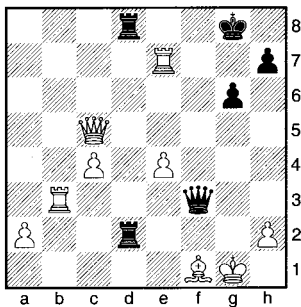
Out of the square

861



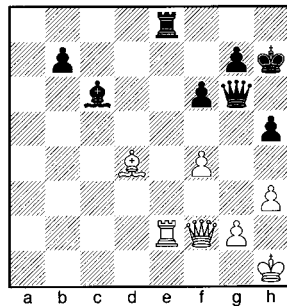
The king has advanced too far

862



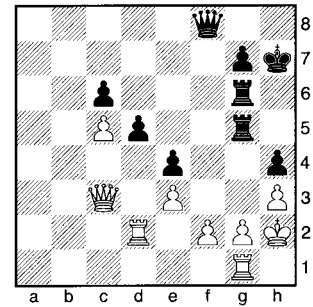
Mixed motifs mate

863



It's easy when you know how

864



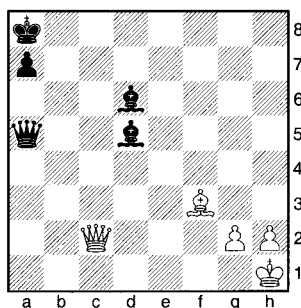
Firepower on the kingside

Mate in three

White to move and mate in three. The exercises progress from the comparatively easy to the delightfully difficult. Tactical puzzles to test your strength!

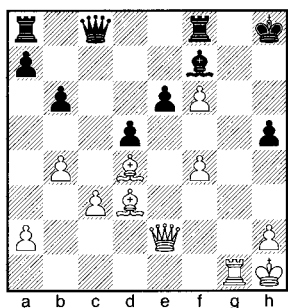
Solutions on page 140

865



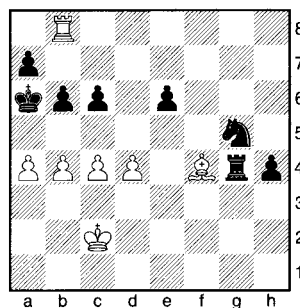
Smooth as silk

866



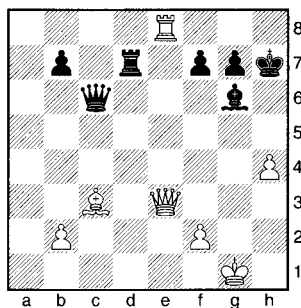
Linear logic

867



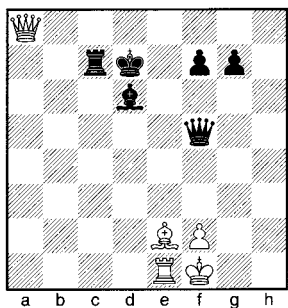
A solid move...

868



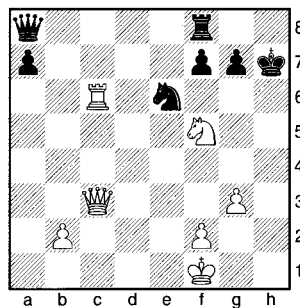
A pin on g7

869



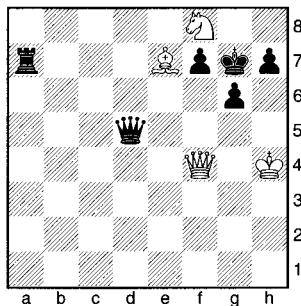
The power of a double check

870



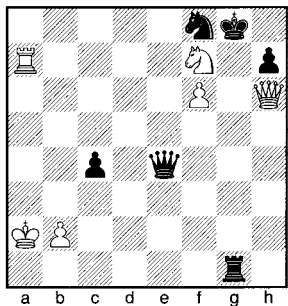
Like clockwork

871



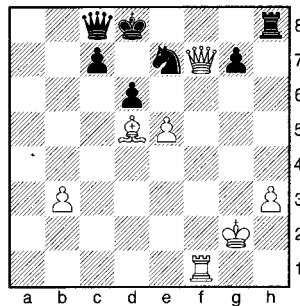
A problem from the 18th century!

872



The pawn delivers checkmate

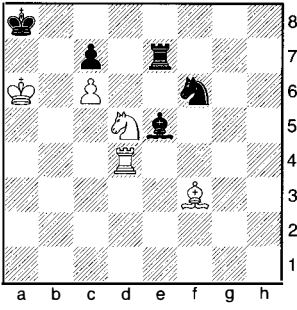
873



Another pawn triumphs

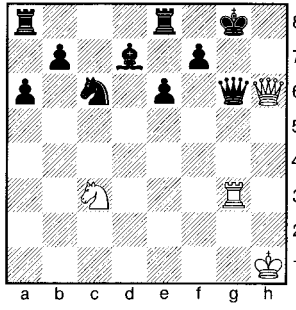
Mate in 3

874



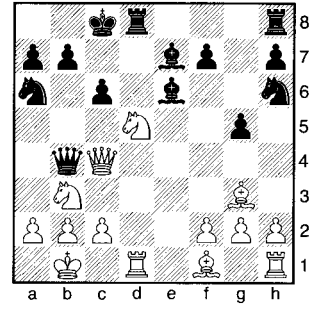
Discovery

875



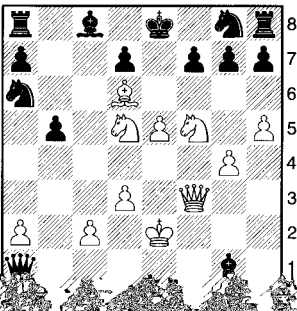
Not what you would imagine

876



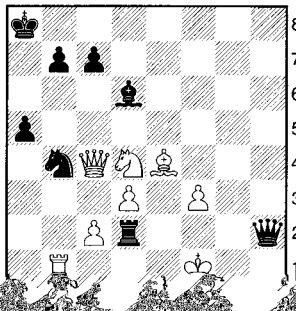
Boden's looms

877



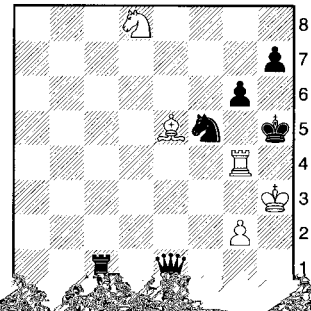
The Immortal Game

878



Another 18th century problem

879



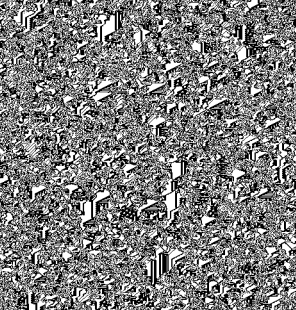
Also by Slamma

880



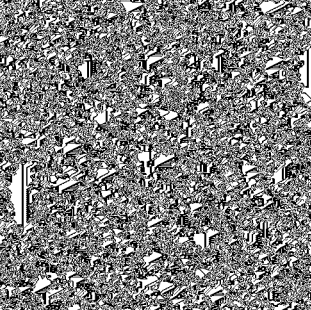
9th century Arabian puzzle

881



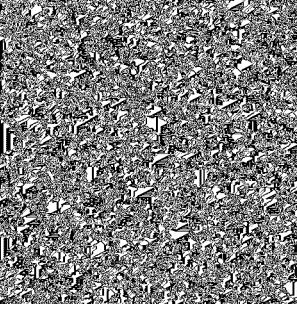
Plachstein

882



King's squeeze

883



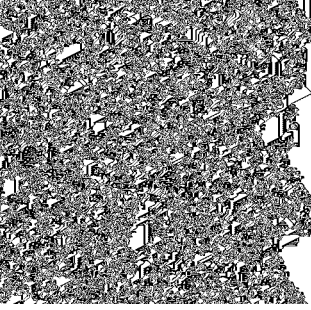
The tricky Novotny theme

884



Opening a file

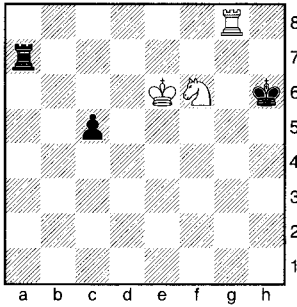
885



Spectacular

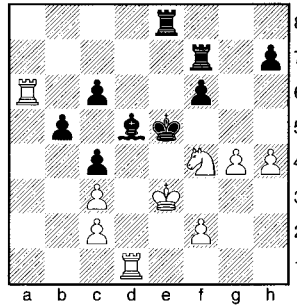
Mate in 3

886



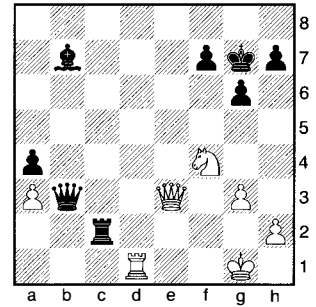
The pawn condemns Black

887



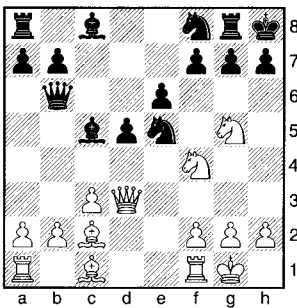
A reckless king

888



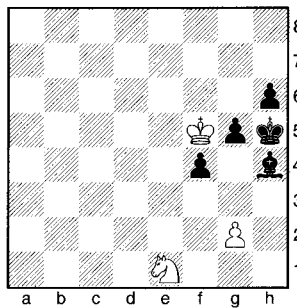
Opening a line

889



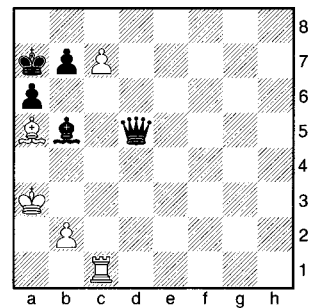
Remember how it's done?

890



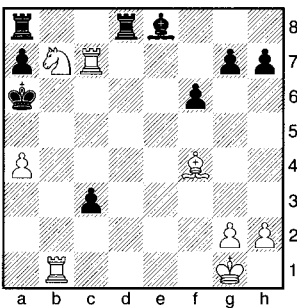
A study from the 30's

891



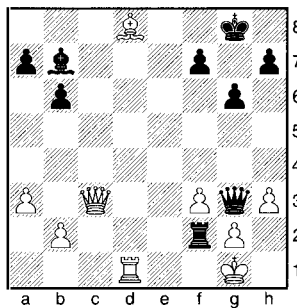
A problem by Lolli

892



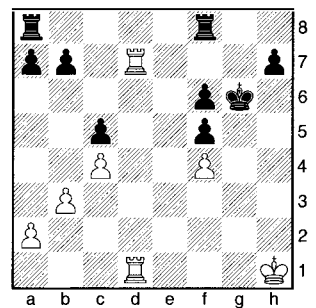
Sitting duck

893



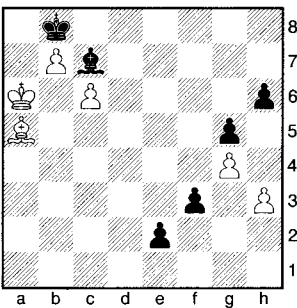
Decoy

894



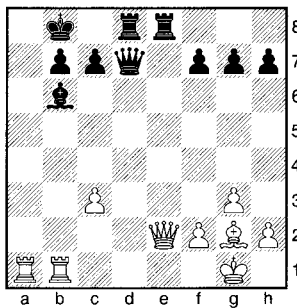
A common motif

895



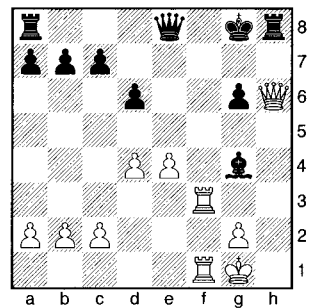
A surprising victory

896



Fast approaching queen

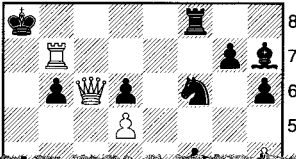
897



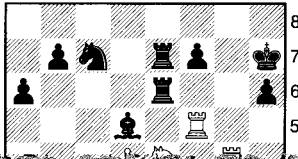
Epaulette mate

Mate in 3

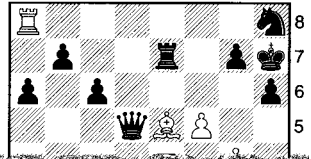
898



899



900



Just a little calculation

Step 1: opening a line of attack

Decoy sacrifice

The black knight's badly placed

A brilliant move

Sacrifice, check and mate

Back rank attack

King hunt

3 more moves

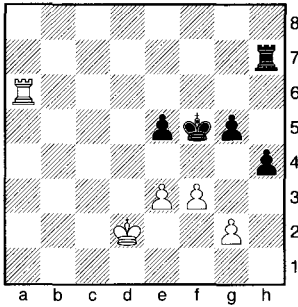
Opening a rank

Check, check, checkmate

The bishop delivers

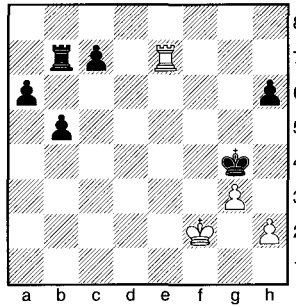
Mate in 3

910



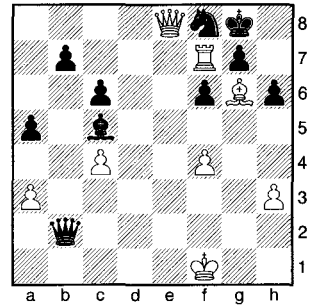
Mate in the endgame

911



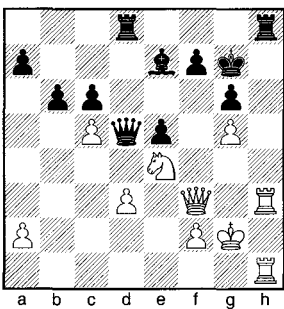
Forced mate

912



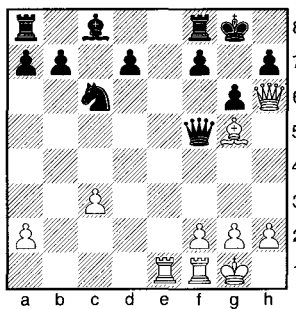
At close quarters

913



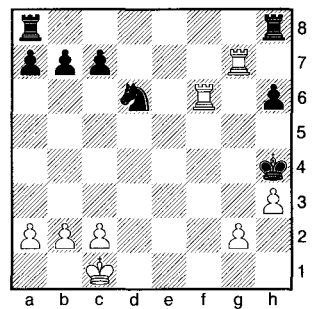
The problem is the rook on h8

914



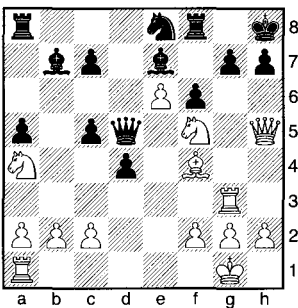
Decoy sacrifice and mate

915



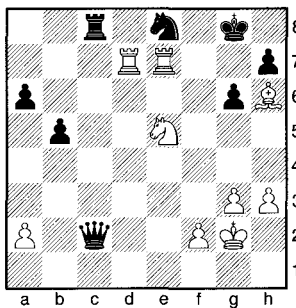
The extra piece means nothing

916



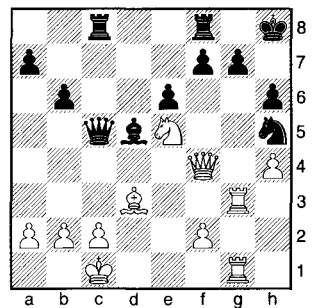
Keep your eye on e7

917



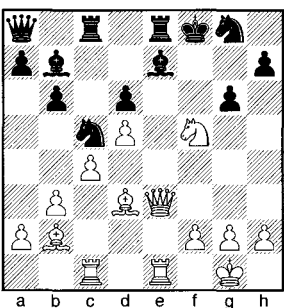
Removing the guard

918



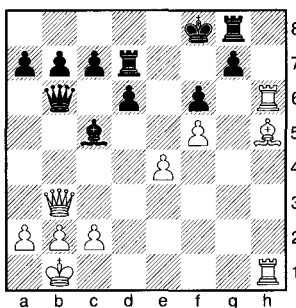
f is the critical square

919



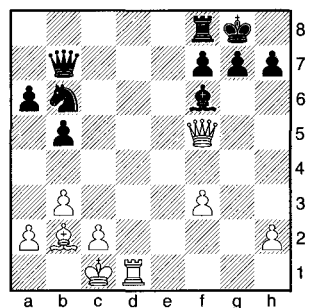
Check, sacrifice and mate

920



The h-file

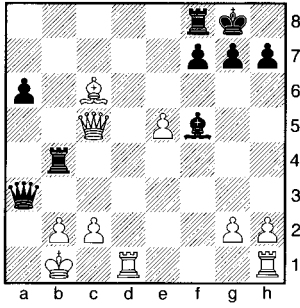
921



Now the g-file

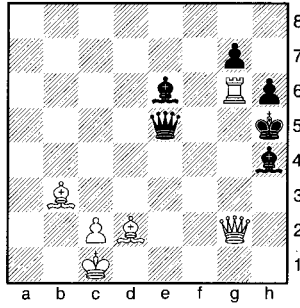
Mate in 3

922



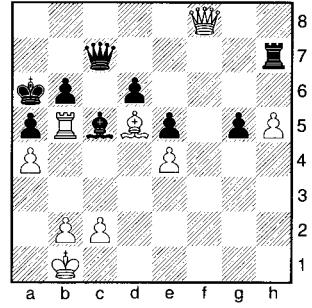
2 checks then mate

923



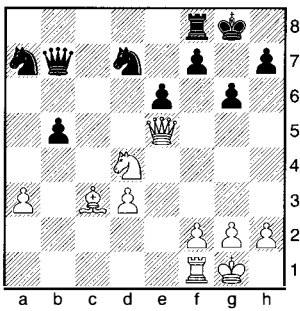
A difficult problem

924



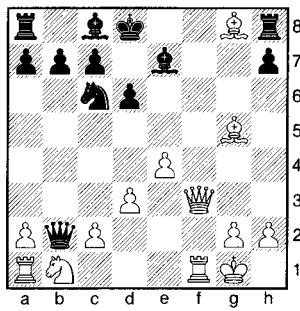
Weak light square complex

925



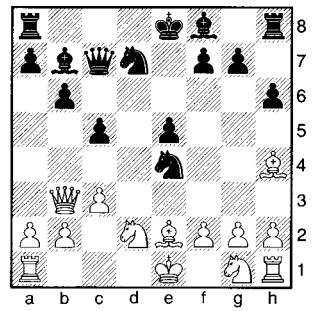
Sacrifice, double check and mate

926



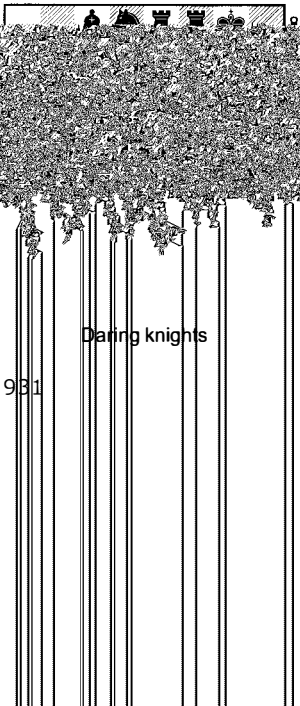
The queen checkmates

927



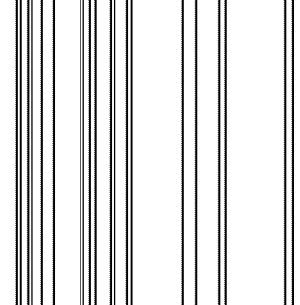
Stuck in the middle

928



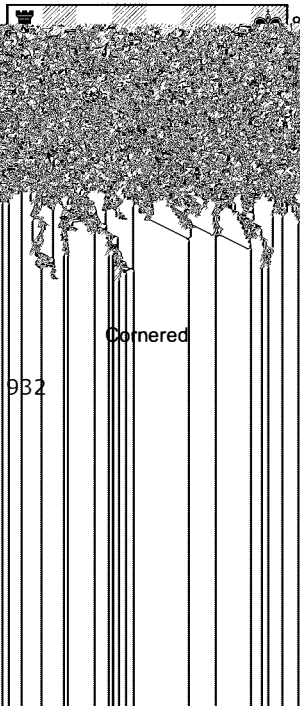
Daring knights

931



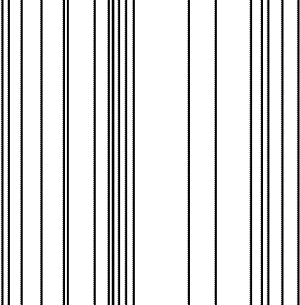
Sacrifice and waiting move

929



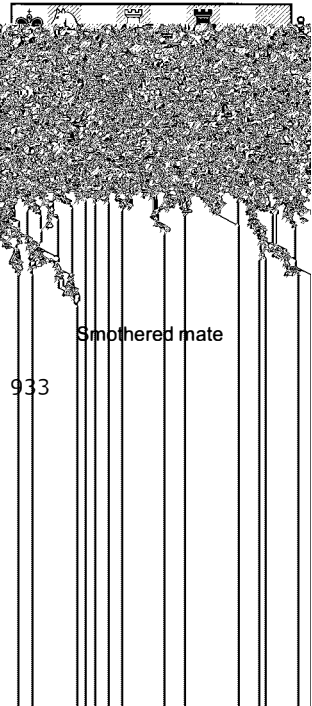
Cornered

932



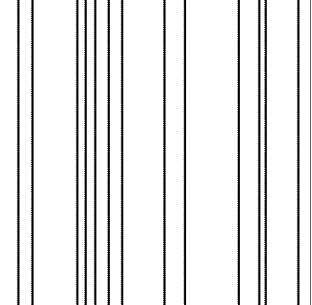
Rank and file

930



Smothered mate

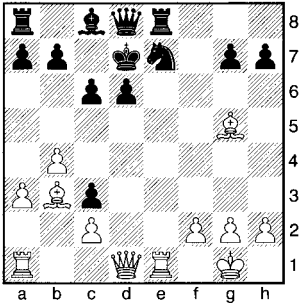
933



Back rank mate

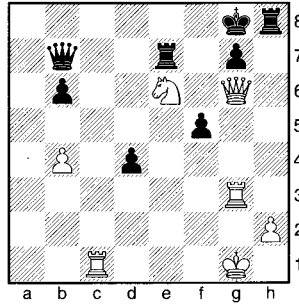
Mate in 3

934



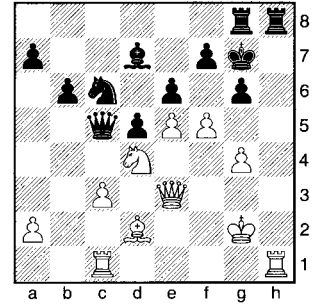
Two raking bishops

935



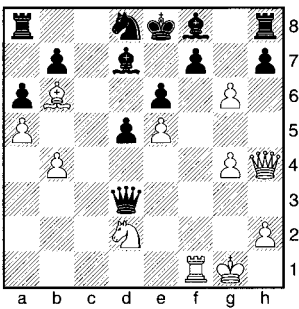
Deflection brings defeat

936



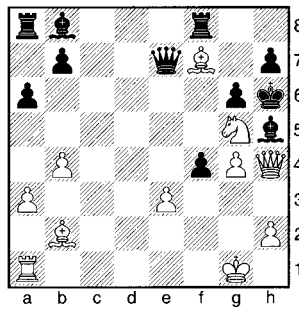
Deadly dark squares

937



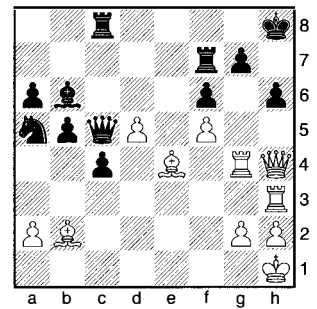
Imprisoned king

938



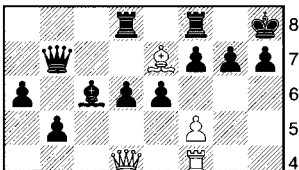
Vacating a square

939



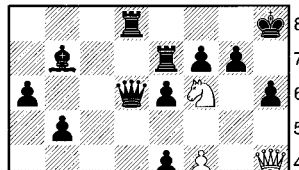
Opening a diagonal

940



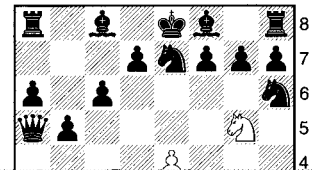
Here two lines are opened

941

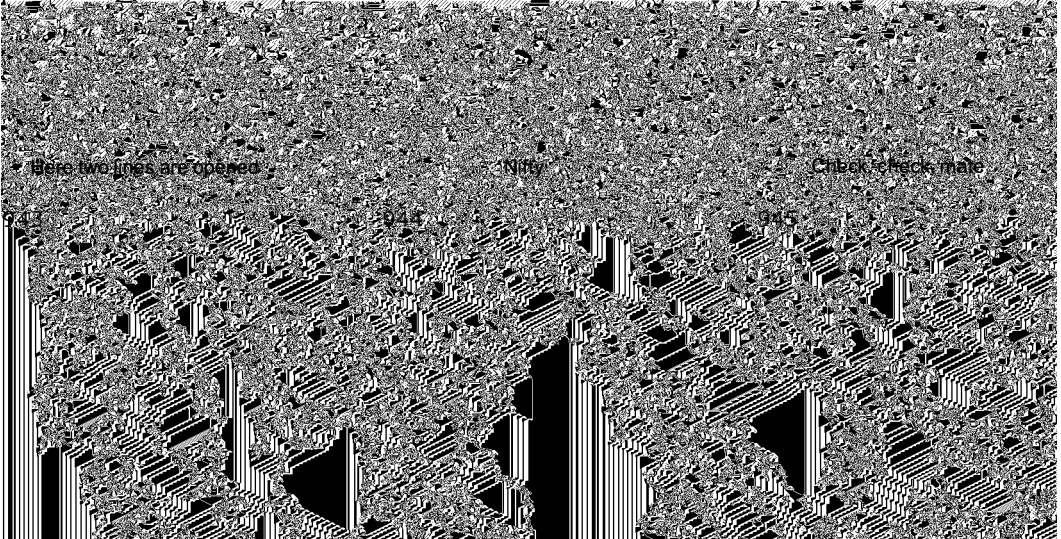


Nifty

942



Check-check-mate



h-file

Knight attack

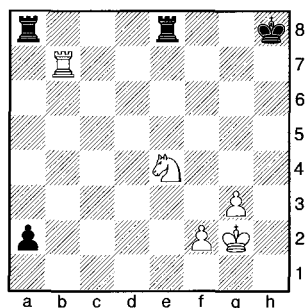
Discoveries are dangerous

Mate in four

White to move and mate in four moves. Here too the exercises become progressively more difficult; if you finish these, you deserve a diploma!

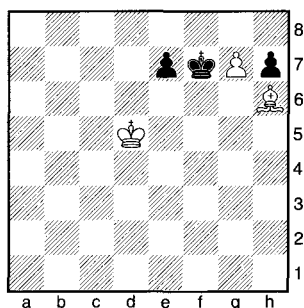
Solutions on page 142

946



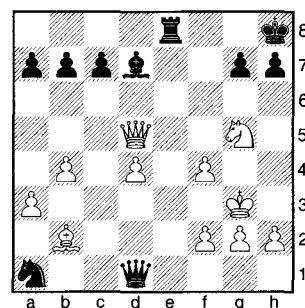
Another Arabian

947



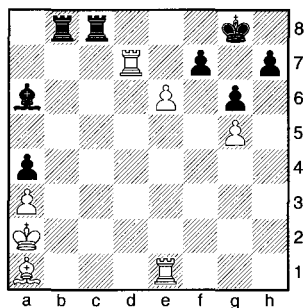
Just enough to win

948



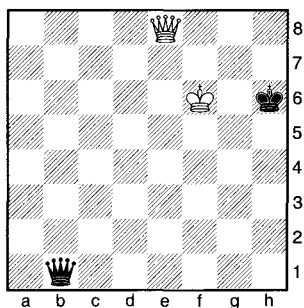
Looks familiar?

949



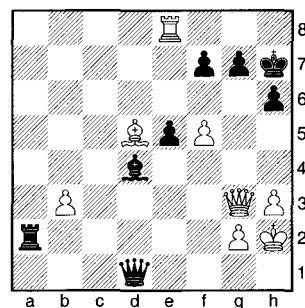
Forced

950



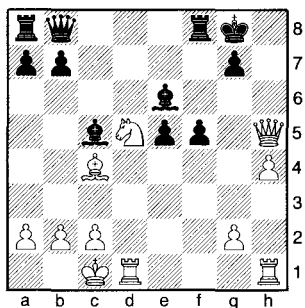
Material equality but not a draw

951



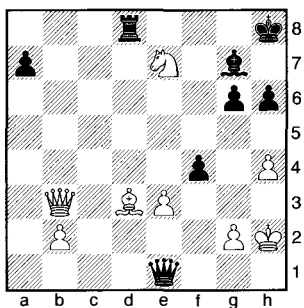
Opening a diagonal

952



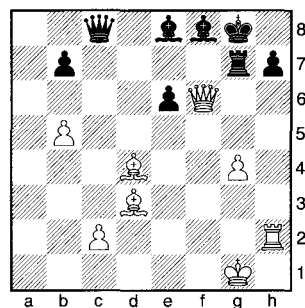
Smooth sequence

953



Opening a diagonal

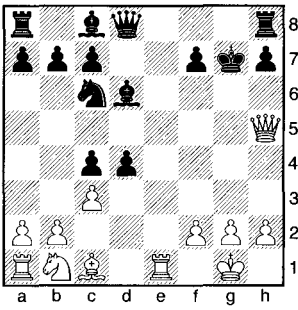
954



Poorly protected king

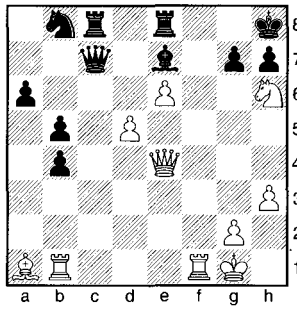
Mate in 4

955



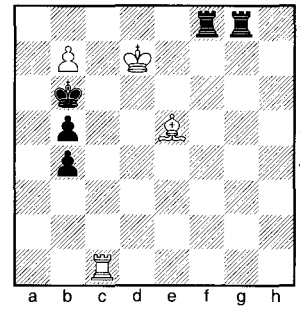
Queen for a king

956



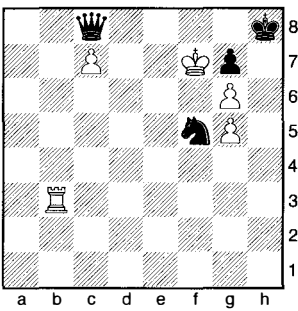
A flimsy wall

957



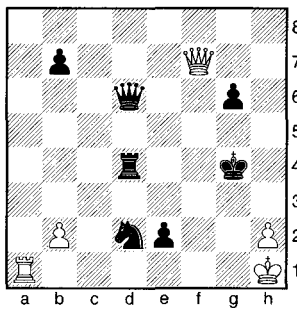
Less is more

958



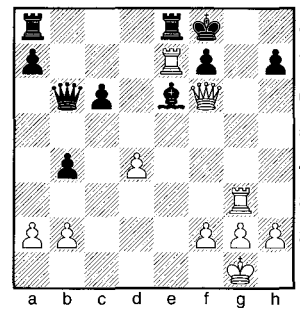
Forced mate

959



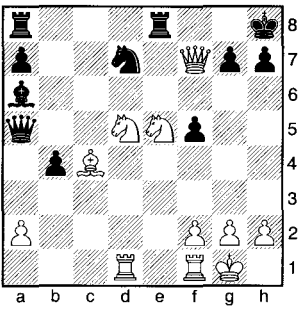
A king in peril

960



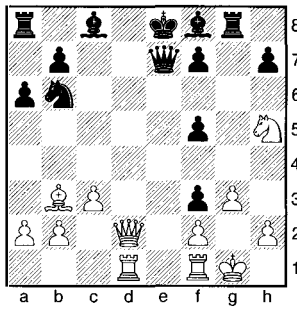
The first move is the hardest

961



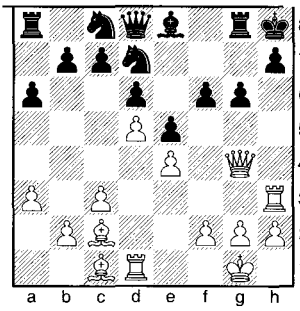
A few pieces mate

962



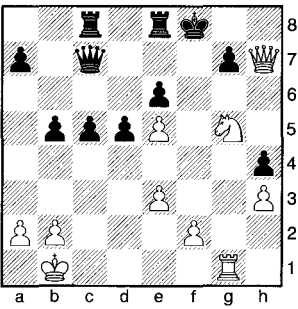
Ready, aim, fire!

963



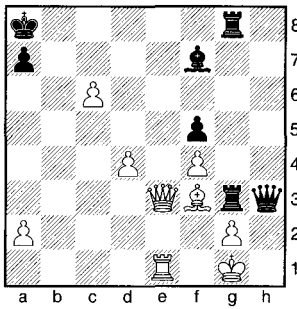
Nothing too difficult

964



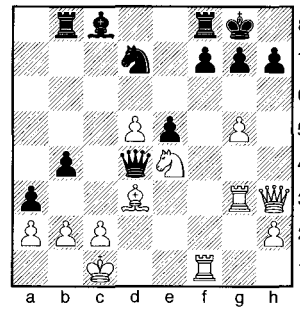
Mate in the middle

965

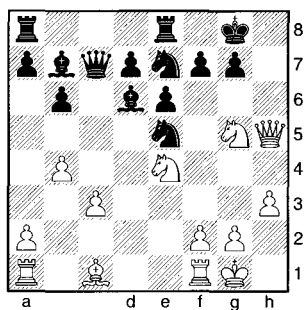


Discovered check is the key

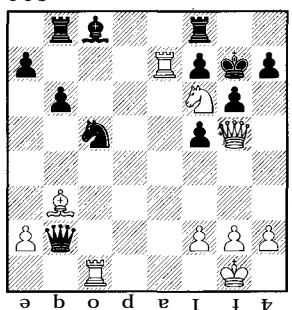
966



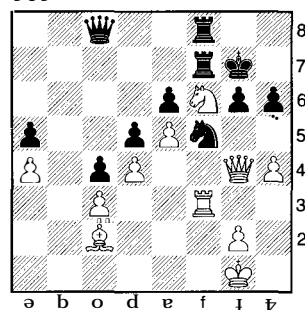
Straightforward



968

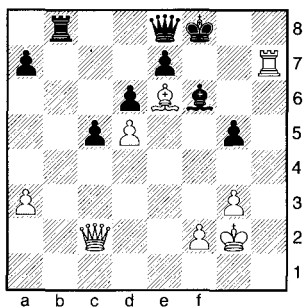


969

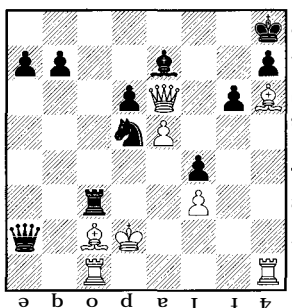


Back rank opportunities

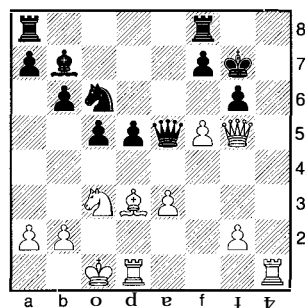
White's aggression pays off



971

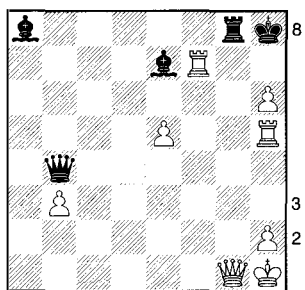


972

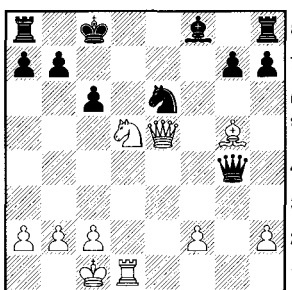


The first move is the key

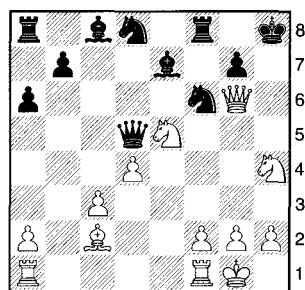
Marshall mate



974

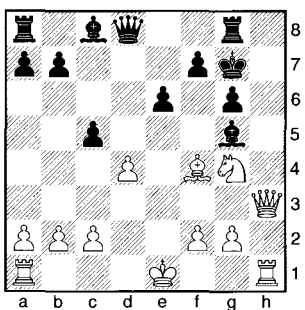


975

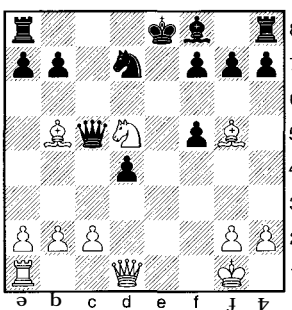


Maximum piece coordination

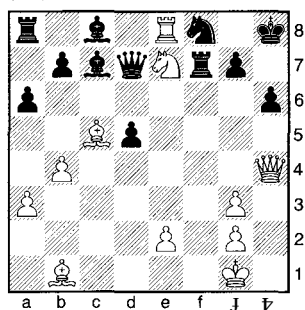
Noble knights



977



978



Not so hard really

2 bishops are sufficient

Curiosities

Unless indicated, White to move
Solutions on page 142

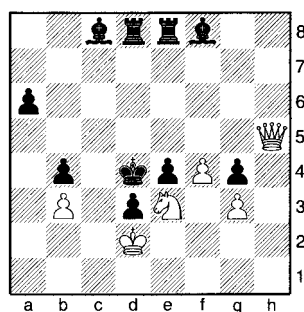
We conclude with a variety of positions that range from tragicomic resignation with a won position to tactics so exquisite they approach art. Not all our readers will be able to solve these, but this does not prevent us from delighting in the whimsical beauty of tactical opportunities both missed or brilliantly found.

The fact that so many of these positions are from actual games proves that fact is stranger than fiction. However, as elsewhere in the book, some of the following positions are the fruit of a composer's imagination.

Such positions are called 'studies' or 'problems', and though composed, they can be of great value in developing our tactical skills. The first type involves realistic looking positions where the challenge is to find a move sequence that leads to victory, a winning material advantage or a theoretical draw.

In the second type the objective is to find mate in a certain number of moves; in these problems it is of no importance if White has such a decisive advantage that he could win with inaccurate play; the solver must indicate the only solution that leads to checkmate in two, three or more moves.

To whet your appetite here is a celebrated problem created by Sam Loyd in 1859.

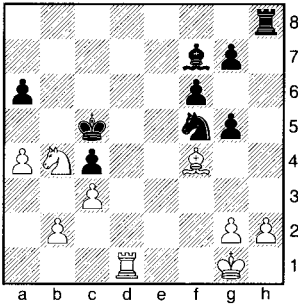


White to move and mate in two. The solution is 1. ♔a5!!; each reply by Black results in a different way to checkmate: if 1... ♕c5 2. ♔a1#, if 1... ♕e7 2. ♔e5#, if 1... ♖d7 2. ♘f5#, if 1... ♖e7 2. ♔xb4# and so on. You may enjoy finding the remaining ways to deliver mate!

We will finish with a word of warning: being a good tactician does not mean that we have to make startling sacrifices and tactical skirmishes at all costs. Tactics are not an end in themselves, but rather a tool that must bring concrete advantages or make it possible to execute our plans. The use of tactics requires not only creativity and courage, but also prudent

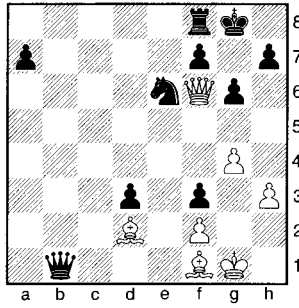
Curiosities

979



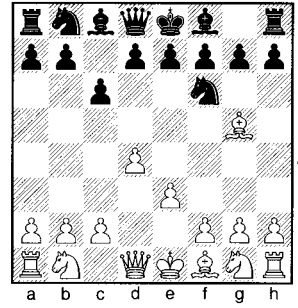
Mate in 2

980



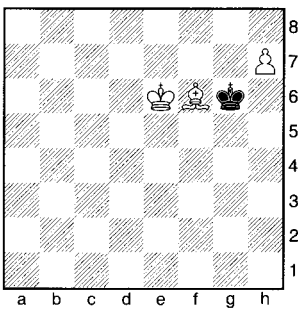
Chess can be cruel

981



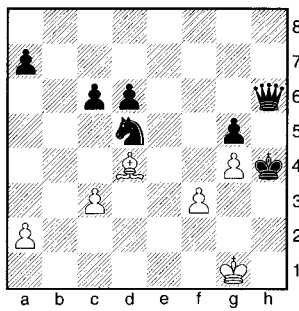
Master or beginner? Black to move

982



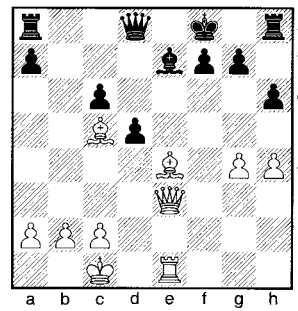
No quick mate here !

983



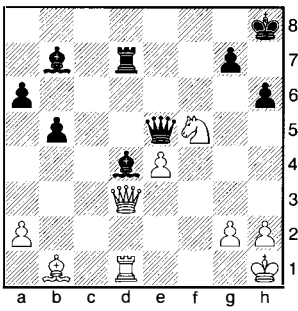
Seems a study!

984



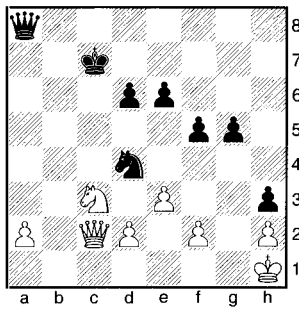
g8: off limits!

985



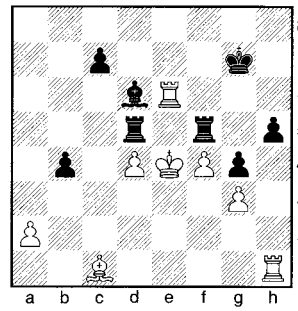
Black to move and win

986



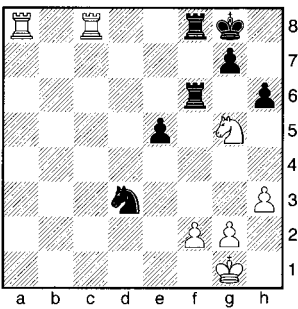
That's it! But how?

987



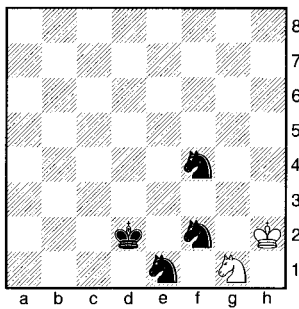
Enterprising king

988



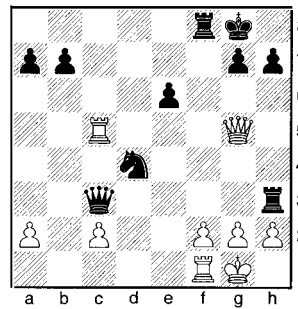
Odd fork

989



Knight fight

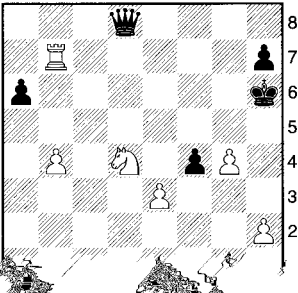
990



Black's move became legend

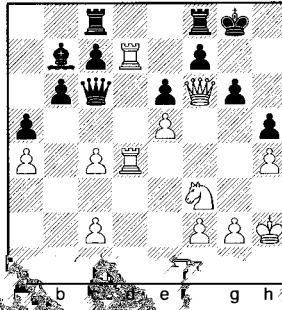
Curiosities

991



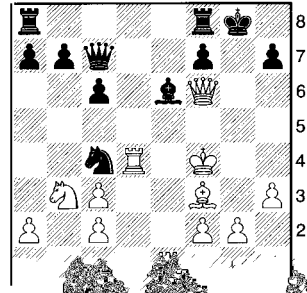
White accepted a draw offer

992



Who would have thought?

993



996

This is nice

Here Black resigned!

Another premature resignation

997

999

Also here White threw in the towel

White quit instead of winning

White regretted resigning

1000

1003

the end!

A clever king !

Megafork

Solutions

Mate in one: page 7

- 1 - 1.' xa6#
- 2 - 1. J6#
- 3 - 1.' f7#
- 4 - 1.' h1#
- 5 - 1.' a8#
- 6 - 1.' b5#
- 7 - 1. h5#
- 8 - 1.e4#
- 9 - 1.f7#
- 10 - 1. fq #
- 11 - 1.c8' #
- 12 - 1.' xa7#
- 13 - 1.g4#
- 14 - 1. xf7#
- 15 - 1.' a6#
- 16 - 1. xd6#
- 17 - 1.' e7# Anderssen- Staunton 1851
- 18 - 1.' e8# Staunton- Anderssen 1851
- 19 - 1.' f3# Kovacic- Tasic 2006
- 20 - 1.' xh6# 1.' h7# 1.' f7#
- 21 - 1.' d8#
- 22 - 1.' e8# Anderssen- Mayet 1855
- 23 - 1.g4# 1.' e4#
- 24 - 1.' f6# Staunton- Brodie 1851
- 25 - 1.' d6#
- 26 - 1.' d6#
- 27 - 1.' b5# Zukertort- Anderssen 1865
- 28 - 1.' a8#
- 29 - 1.' c4#
- 30 - 1.' d8# Adams- Leko 2005
- 31 - 1.' f7# Lange- Anderssen 1859
- 32 - 1.' e5# Greco- NN 1620
- 33 - 1.' xh5# Petrosian- Kortchnoi 1977
- 34 - 1.' f6# Nadig- Vinas 2006
- 35 - 1. e8#
- 36 - 1.' d6# Nepomniachtchi- Sharma 2006
- 37 - 1. g6#

- 38 - 1.' g8# Kortchnoi- Padevsky 1972

- 39 - 1.' f7#
- 40 - 1.' xf6#
- 41 - 1.' c6# 1.' ed7#
- 42 - 1.' g5#
- 43 - 1. xd7#
- 44 - 1. g5#
- 45 - 1.gxh8' #
- 46 - 1.' e8#
- 47 - 1.' f7#
- 48 - 1.' h5#
- 49 - 1.' d3#
- 50 - 1.' a8# Shaw- Tcharotchkin 2006
- 51 - 1.' d8# Bets- Melnikov 2005
- 52 - 1.' h4# Marshall- Mason 1902
- 53 - 1.' f5# Gurevich- Markowski 2005
- 54 - 1.' xg7#
- 55 - 1.' f8# Anderssen- Mieses 1867
- 56 - 1.' xf3# Wells- Gonzalez 1995
- 57 - 1.' xh7# Bakker- Ocana 2006

Mate in two: page 13

- 58 - 1. g5+ @ e8 2.' h8#
- 59 - 1.' h8+! (decoy sacrifice) 1...@ xh8 2.' h7#
- 60 - 1.' xg4+! @ xg4 2. e2#
- 61 - 1.' xh6+ @ xh6 2.' h8#
- 62 - 1.' xf6+! @ xf6 2. d4#
- 63 - 1.' g8+! ' xg8 2.' f7#
- 64 - 1.' h5+! gxh5 2.' f6#
- 65 - 1.' xf5+! gxf5 2.fxg5#
- 66 - 1.' xg6+! hxg6 2.' h8#
- 67 - 1.' xe5+! ' xe5 2.' d8#
- 68 - 1.' e8+!! @ xe8 2.' g8#
- 69 - 1.' f8+! (decoy sacrifice) 1...@ xf8 2.' f7#
- 70 - 1.' f6 Wxf6 [1...' g8 2.' xh7#] 2.' xf8#
- 71 - 1.' e8+! ' xe8 2.' f8#
- 72 - 1.' cg7 g2 2.' g8# the same mate follows other moves

73 - 1.l e8+ double check 1...@g7 2.h6#

74 - 1.l e8+ " xe8 deflection [1... xe8 inter-
ference 2." g8#] 2." xf6#

75 - 1." e1+!l xe1 2.g3#

76 - 1." xf6! gxf6 2. xf6#

77 - 1.l h3+ @g8 2.l h8#

78 - 1." xf6+!t g7 [1...t xf6 2. xf6#] 2." xg?#

79 - 1.l xh7+! @xh7 2." h5#

80- 1." xf8+ [1.l g4+ l xg4 (1... xg4 2." xf8#)
2." xf8#] 1...@xf8 2.l g4#

81 - 1.l a6!! bxa6 2.b7# a problem by Morphy

82 - 1." d6+ a pin 1..." d? only move 2." xd7#

83 - 1.t c3!t b1 (1...t c4 2.t f3#] 2.t f3#

84 - 1." f7+!!t xf7 2.t e6#

85 - 1." g?+!!t xg7 2.' h6#

86 - 1. a6! e1" 2. b5#

87 - 1." e7+ t xe7 2.' f6#

88 - 1.' f6 t c6 a1 move does not stop mate
either 2.l h7#

89 - 1.' g6+! hxg6 2.l h1#

90 - 1." xc6+!! bxc6 2.l b8#

91 - 1." xc6+!! bxc6 2. a6#

92 - 1." c6+!! bxc6 2. a6#

93 - 1. c6!f3 no other move by Black can
prevent 2.l a8#

94 - 1. f8 c1" no alternative move by Black
can stop 2." g?#

95 - 1.a8t +!@a5 2.l a7#

96 - 1.t e7+ i h8 2. f6# l g8o 2. 6i

97 - 1.l xf7!! l xf7 2.l g8#

98 - 1." g6+! hxg6 (1...l f7 2." xf7#] 2.t g7#

99 - 1." e6+! xe6 [1... 7l1 6i 2.

)S-'k ò t- n

m'#/Ô ∈ ĆĖá #' P Ø-SØy xÃĩ & \$ u ð 4w SÝ Ç(

' " ∈ p•

156 - 1.l d6+ l xd6 2.l f7#
 157 - 1.l f5+ l xf5 2.t e6#
 158 - 1.l f5+ i kf5 2.d4#
 159 - 1.A g7+ i kg7 2.' h?#
 160 - 1.l f5+ Axf5 2.t f4#
 161 - 1.Af8+ gxf5 2.l h6#
 162 - 1.l f5+ i kf5 2.A h3#
 163 - 1.' xf8+ i kf8 2.l d8#
 164 - 1.' h4+ gxf4 2.l xh4#
 165 - 1.Axg6+ l xg6 2.l h8#
 166 - 1.' xc6+ Axc6 2.t xe6#
 167 - 1.b8' + t xb8 2.l d8#
 168 - 1.' d5+ i b6 2.' b5#
 169 - 1.A h6+ i lg8 2.l e8#
 170 - 1.l a3+ bxa3 2.b3#
 171 - 1.l e5+ i ke5 [1...i H6 2.' b8#] 2.' e7#
 172 - 1.' g5+ hxg5 [1...i h3 2.' xg4#] 2.l h7#
 173 - 1.t e7+ i f8 [1...i h8 2.t g6#] 2.t g6#
 174 - 1.e4+ i ke4 [1...i b4 2.Aa6#] 2.A b7#
 175 - 1.l c8+ ' xc8 2.' xd6#
 176 - 1.l xa7+ i ka7 2.l xb6#
 177 - 1.' g7+ i kg7 2.h8i #
 178 - 1.l h8+ Axf8 2.l h7#
 179 - 1.A g6+ i lg8 [1...i h8 2.l e8#] 2.l e8#
 180 - 1.e8t + i e6 2.d5#
 181 - 1.l xh7+ i kh7 [1...Axf7 2.t f7#] 2.l h3#
 182 - 1.l f1 mate with 2.l f8 is unstoppable
 183 - 1.' h?+ i kh7 2.Af7#
 184 - 1.l b8+ i kb8 2.l d8#
 185 - 1.' f?+ Axf7 2.t d7#
 186 - 1.' g6 1 xf6 2.' h?#

The missing piece page 25

187 - 1.t g6#
 188 - 1.t a4#
 189 - 1.t d3#
 190 - 1.Af7#
 191 - 1.Af6#
 192 - 1.A g4#
 193 - 1.A h6#
 194 - 1.A c6#
 195 - 1.l f6#
 196 - 1.l d5#
 197 - 1.l h6#
 198 - 1.l e7#
 199 - 1.h6#
 200 - 1.e6#
 201 - 1.Af6#

202 - 1.l c6#
 203 - 1.' d?#
 204 - 1.Af6#
 205 - 1.l f6#
 206 - 1.A h6#
 207 - 1.l g4#
 208 - 1.t h8#
 209 - 1.' d?#
 210 - 1.l h6#
 211 - 1.t h6#
 212 - 1.l b5#
 213 - 1.l b7#
 214 - 1.A e6+
 215 - 1.t e7+
 216 - 1.l c8

Double attack page 29

217 - 1.l g6+ i f8 2.l xg4
 218 - 1.t xd7 t xd7 2.l xe6+ e 3.l xd7
 219 - 1.' g5 threatening both mate on g7 and the : 1...l g8 [1...l d7 2.l f5! threatening both mate on h7 and the l on d7] 2.' h4 h6 3.' e4
 220 - 1.' g4 attacking both the t and the A
 221 - 1.l d1 attacking both the t and the A on d6. Christiansen- Karpov 1993 1- 0
 222 - 1.l c2 attacking both the l and the A
 223 - 1.' e4 threatening mate on h7 and the A
 224 - 1.' e4! threatening mate on h7 and the A
 225 - 1.e7+!! i ke7 2.t c6+ with an easy win
 226 - 1.l xe2 Axe2 2.l c2 threatening mate and the A on e2 Wojtkiewicz- Privman 2003 1- 0
 227 - 1.' e5+ i lg8 2.l d5 attacking both l s
 228 - 1.l e8+ i h7 [1...Axf8 2.l xf8+!! i kf8 3.t f5+ i lg8 4.l f8+!! i kf8 5.l d8# Vidmar-Euwe 1929] 2.' d3+ with the capture of the l
 229 - 1.t d5!! l c7 forced [1...l xa4 2.t e7#] 2.t xc7 t xc7 3.l c4 with a decisive advantage
 230 - 1.d6! Axd6 2.' d2! threatening to win the A or the t if the A moves
 231 - 1.t xd5! a temporary sacrifice 1...cxd5 2.' a4+ capturing the A with an extra !
 232 - 1.Ac7! decoy sacrifice 1...l xc7 2.' e5! threatening mate on g7 or to capture on c7, thus winning the exchange
 233 - 1.A g8!! threatening mate on h7 and if 1...' xg8, 2.l xd8 with a winning position
 234 - 1.l f5!! threatening mate on h7 and if 1...l xf5 [1...fxg5 2.' xd?], 2.t f7#

235 - 1.' b4! threatening both the E and a winning check with ' b8+

236 - 1.' a4 attacking the E on e8 and the

237 - 1.' g4! Black can't parry the two threats ' xg7 and 2.c h6+ with the capture of the '

238 - 1.Ee6!! threatening the ' and ' e? mate

239 - 1.' b4!! (attacking the ' and the c) 1...' xb4 2.cxb4 and the c cannot escape capture Maric- Bukal 1973

240 - 1.' e1! attacking both the E and the

241 - 1.' b4!! (attacking both the ' and the . Morphy- Mongredien 1859) 1...' c8 [1...' xb4 2.Ee8+] 2.' xb7 and wins

242 - 1.Exf6+ ' xf6 2.' e4+ winning the E on a8

243 - 1.' h1 threatening mate on h7 and the

244 - 1.' e5! threatening mate on g7 and the E

245 - 1.Ef5!! threatening mate on g7 and the capture of the ' , Plachetka- Peev 1970

246 - 1.' g5! the e5 is now attacked twice with the second threat of ' xg6 with an easy win

247 - 1.d5! the attack on the ' reveals another on the c

248 - 1.c c4! a fork on the ' and the

249 - 1.' g5! threatening mate on g? and the E

250 - 1.Ef5 simultaneous attack on the c and

251 - 1.Exh8+! allows for a double attack 1...c xh8 2.' d4+ winning the C

252 - 1.dxc5 and both s are attacked 1... xf3 [1...c xc5 11.' xg4] 2.cxd6 ' xd6 3.l xf3

Discovered attack page 35

253 - 1.g6 (threatening mate and the c) 1... hxc6 [1...c e6 3.' xh7#] 2.' xc5 and wins

254 - 1.l f5 threatening the ' and a fork on e? 1...' e8 2.c e7+ c f7 3.c xc8 and wins

255 - 1.Ec8! Exa7 [1...c b4 2.a8'] 2.c b6

256 - 1. f8!! Exf8 [1...Exc1 2.' xg7#] 2.Exc8 White has won the exchange

257 - 1.Exf8+! c xf8 2. d6+ Exd6 3.' xf5+

258 - 1.Ee7! Exe7 [1...g6 2.Exd7+ -] 2.' h7+ c f8 3.' h8#

259 - 1.c d5!! xd4 2.c xe7+ with an extra piece

260 - 1.Exe7 xe7 2.' g4 (threatening mate and check on h6) 2...g6 [2... f6 3.c h6+] 3.c h6+

261 - 1.' f5+ c g8 [1...g6 2.' xf7#] 2.l f6+ gxf6 3.' xd3

262 - 1.Eh6!! Dlugy- Stojko 1991 1- 0 1...' g5 [1...' xa3 2.c g6#] 2.c g6+ ' xg6 3.Exg6 hxc6 4.' e7 the threat' h4 can not be stopped

263 - 1. b5' xb5 2.' h3#

264 - 1.c d6' xg5 [1... g6 2.' xa5] 2.c f7#

265 - 1. e7! and the piece is saved Volchov- Kreslavsky 1970 1- 0 1...c f6 [1...' xg4 2.Exd8#] 2.Exd7 c xg4 3.Exd8+ Exd8 4. xd8 c xd8

266 - 1. d1 double attack 1...' d3 2.Exf6

267 - 1.f6! c xf6 [1... xf6 2.Exf7] 2.' xe5+ c c6 3.Ehxc7 and wins, Smyslov- Kotov 1943

268 - 1.Exg7! a possible discovered attack on the ' makes this move possible 1...c xg7 2.Eg3+! c h? [2...c f8 3. xh6#] 3.' c2+ c h8 4.c xf7+ Exf7 5. xc7, and wins, Nikolenko-Ivanov 1999

269 - 1.Exf8+! [1. h6?! uncertain after 1...Exd1+ 2.c e2 c g? 3.c xd1 e5] 1...c xf8 2. h6+! c e8 [2...Eg7 3.g4 and wins] 3.Exd7 c xd7 4.g4 and the c has no squares

270 - 1.' xc6!! bxc6 [1...' xd4 2.dxc7+ Exc? 3.' e8+ Ec8 4.' xc8+ c xc8 5. xd4 and wins] 2.Eb4+ winning a piece

271 - 1.c g5! uncovers the action of the on g2 and threatens mate on h7 1...fxg5 [1... xg2 2.' xh7#] 2. xd5+ winning the '

272 - 1.c xd5 Exc1 2.c xe7+ intermediate check 2...c f8 3.c g6+! fxc6 4.c xc1 with a decisive advantage

273 - 1.' xb8+! c xb8 2. a3 xb1 [2...' xa3 3.Exb8+ ' f8 4.Exf8+ and wins] 3. xc5 and wins

274 - 1.c e4! dxe4 2.Exc6' d5 3.Exc7

275 - 1.c e6! ' xf3 (1...' xe6 2.Eh3#; 1...' xe5 2.Eh3+ ' h5 3.g5#] 2.' g7# 1

276 - 1.c g5! Prasad- Aaron 1982 1- 0 [simpler than 1. h7+ c xh7 2.c g5+ c g8 3.c xh3, which also wins] 1...' xe3 [1...hxc5 2.' xh3] 2. h7+ c h8 [2...c f8 3.c d7#] 3.c exf7#

Discovered check page 39

277 - 1.e5+! picking up the 1...c c5 2.exd6 c xd6 3.c d3 and wins

278 - 1.c f6+

279 - 1.c c3+ winning the '

Solutions

280 - 1.i ~~H~~6+ winning '

281 - 1.cxd6+ < d3 2.dxe7

282 - 1.Exb4! axb4 2.l xd5+ < d7
[2...Wxd5 3.Ec5#] 3.l b6+ We? 4.

338 - 1.l d1! winning a l 1...i xc4 2.l xd8+ check! 2...c f7 3.bxc4

339 - 1.l xe6! l xe6 2.b6+! c xb6 [2...c b8 3.l h8+] 3.l h6!

340 - 1.i h4+! c g8 2.i g3+ c h8 3.i c3

341 - 1.i a3 l ac8 2.l xc5 i xc5 [2...l xc5 4.l c1] 3.l c1! i xa3 4.l xc8+ c e7 5.bxa3

342 - 1.l xf6! i xf6 2.d6+ (the pinned i cannot capture on d6) 2...c xd6 3.i xf6+

343 - 1.i e6! both pieces are pinned! 1...i xf3+ is now impossible and e8-i is unstoppable

344 - The threat of mate on d1 appears to save Black, but there is ... 1.i a8!! l xa8 2.fxe7 with the lethal threat of l d8

345 - 1.l f1!

346 - 1.l d7! and mate cannot be stopped

347 - 1.i xd4! now it seems simple; White wins a piece, Toran- Kuypers 1965 1- 0

348 - Black has captured on d4 exploiting the pinned l on f3, but after ... 1.l xd4!! xd1 2.i b5+ i d7 3.i xd7+ c xd7 4.c xd1, White has an extra piece

349 - 1.l a4 l c5 2.b6! l xa4 3.b7#

350 - 1.l xe6!! threatening the i and mate, Bareev- Yakovich 1986 1- 0 1...fxe6 [1...i xh5 2.l g7+ c d8 3.l e8#] 2.i xd5 the ! is pinned

351 - 1.b5 wins the pinned / on c6, with a decisive advantage

352 - 1.l g6+! both the ! and the l are pinned Bocharov- Babi 2004 1- 0 1...l xg6 [1...c g8 2.l xf8] 2.i xf8+

353 - 1.i xd5 cxd5 2.l xc8+ i xc8 3.l xc8+ c f7 4.i xf5+ and wins

354 - 1.i c4! a double pin 1...i d6 the lesser of two evils [1...c f8 2.l c1] 2J d1! d4 3.! xd4 c f8 4.a5 exd4 5.a6 with a decisive advantage

355 - 1.c e5 defends the i and wins the l

356 - 1.l g8!! l xg8 2.i f6+ c e8 3.i f7+ c d8 4.i xg8+ l f8 5.l xf8+ i xf8 6.i xf8# Schlechter- Teichmann 1908

357 - 1.l 1c6!! l xc6 [1...l xf4 2.l xd6] 2.dxc6 Wijgerden- Donner 1976 1- 0 2...l xf4 3.cxd7 the promotion will be followed by discovered check

358 - 1.i f5! it's the c or the i 1...l xh6 2.i xf7 l c6 3.c c3 and a theoretically won endgame

359 - 1.l xf8+! Kortchnoi- Golod 2004 1- 0 1...c xf8 the l is pinned 2.i xd7

360 - 1.i g6 with the black pawns on f7 and g7

pinned there will be immediate mate 1...l xc4 2.i xg7#

Skewer page 53

361 - 1.l h7+ c e6 2.l xa7

362 - 1.a8i + c e3 2.i xhpawxf8 ... c xff7 2.c 1 gEb1

Deflection page 57

- 385** - 1. a4+! xa4 2.Ec8+ Ed8 3.Exd8# Tai-Petrosian 1975
- 386** - 1.Ed8+!! xd8 2. a7#
- 387** - 1. b7+! Exb7 2. d5+! f2 3. xh1 and wins
- 388** - 1. c7! xc7 2. f5#
- 389** - 1. f7! Eg8 [1...Exf7 2.Ec8+ and mate] 2. xg7+ Exg7 3.Ec8+ e8 4.Exe8#
- 390** - 1. xg5! xf3 2. h6#
- 391** - 1. e6!! dxe6 [1... h5 2. xd7+ 1 xd? 3.1 f8] 2.d7+ 1 xd? 3.1 f8 and promotes
- 392** - 1.Ef4+! [1.Eh4+?? gxh4 2.Ef4+ 1 h5] 1... gxf4 2.Eh4#
- 393** - 1.Exd5! cxd5 2. b5 e? [2... xb5 3. xg7#] 3. xa4 and wins
- 394** - 1.Eg8+!! Exg8 [1... xg8 2. xd4+ with mate to follow] 2. xd4+! xd4 3.1 f7#
- 395** - 1.Eb6! xb6 2. h8+ 1 g6 3. h5# Mariotti- Panchenko 1978
- 396** - 1. xe5! Smyslov- Euwe 1953 1- 0 1... xe5 2. xc6+ 1 b8 3.Eb7+ 1 a8 4.Eb5#
- 397** - 1. xe5!! xe5 2.1 xf7+ Exf7 3.Ed8+ and mate follows, Capablanca- Fonarov 1918
- 398** - 1. e8+!! Exe8 2.Ed7+ xd? 3.Exd7#
- 399** - 1. xe6 Spassky- Larsen 1969 1- 0 1... fxe6 2.f7 b1+ 4.1 h2 and wins
- 400** - 1.Ea1!! [1.b7 1 c6 =] 1...Eb4 [1...Exa1 2.b7 and wins] 2.b7 1 c5 3.Ea5+ 1 c6 4.1 xb4
- 401** - 1.e6 f8 [1... xc3 2.e7 and promotes] 2. g7! 1 xe6! 2... xg7 3.e7] 3. xf8 and wins
- 402** - 1. d4! 2. xh6 and mate cannot be parried with dignity 1... b1 [1... xd4 2. xh6#] 2. xg7+! Exg7 3. xb1 and wins
- 403** - 1.1 g5+ xg5 2.E f7+ 1 h6 3.Eh8#
- 404** - 1.Eh5!! Skuratov- Svedchikov 1972 1- 0 [1.fxe7? Exe6] 1...Exh5 [1...1 g8 2.Exh6+ 4 xh6 3.e7] 2.fxe7 and promotes
- 405** - 1.4 d6+! xd6 2.1 xe4
- 406** - 1.Ee6+ Karpov- Tajjan 1976 1- 0 1...fxe6 [1...g6 2.Exg6+ 1 h? 3. xf7+] 2. g6#
- 407** - 1. a4! threatening the and mate on d? 1... xa4 2.Ec8#
- 408** - 1.Eb8! xb8 2. xh4 and mate is unstoppable Botvinnik- Keres 1966

Decoy sacrifice page 61

- 409** - 1.Ec7 xc7 2. xh7+ 1 e6 3. xc7

- 410** - 1.Eh8+ 1 xh8 2.1 g6+ 1 g8 [2...1 h? 3.4 e7+] 3.1 e7+ winning the queen
- 411** - 1. f8+ 1 xf8 2.Ed8# Vidmar- Euwe 1929
- 412** - 1. xh6+ 1 xh6 [1...1 g8 2. h8#] 2.Eh2#
- 413** - 1. e5+!! xe5 2. f4+ 1 e6 3. xc7
- 414** - 1.Exh4 xh4 2. xf8+ 1 xf8 3.1 g6+ f? 4.1 xh4 and wins
- 415** - 1. g7+! or 1. xh7+ with the same sequence 1...1 xg? 2.Efxf7+ 1 g8 3.Eg7+ 1 h8 4.Eh7+ 1 g8 5.Ebg7# PolgarJ.- Hansen 1989
- 416** - 1.Ed8+!! 1 xd8 2. xe4
- 417** - 1. h6+!! 1 xh6 [1...1 f? 2. f8#] 2. f8+ 1 h5 3.g4#
- 418** - 1.Ec3!! dxc3 [1... xb6 2.Exc8+ and mate in 2; 1...1 e7 2.Exc6 4 xc6 3. b7 and wins] 2. xc6 Exc6 3.Ed8+ followed by mate
- 419** - 1. xe6+ 1 xe6 [1...1 e8 2.g6] 2. h3#
- 420** - 1. f7+! the most effective, Ni Hua- Wang Zili 2003 1- 0 1...1 xf? [1...1 d8 2.1 e6#] 2. xe5+ 1 e8 3. xc7
- 421** - 1.Eh8+!! 1 xh8 2. xf7 and there is no power on earth that can prevent Eh1 and mate
- 422** - 1. f8+!! an elegant deflection of the E from the d file 1...Exf8 2.Ed3! with mate on h3 to come, Polugaevsky- Szilazy 1960
- 423** - 1. xe8+ xe8 2.Exc8 xc8 3.4 e7+
- 424** - 1. xc8!! xc8 2.Exc6 e8 [2... xc6 3.1 e7+] 3.Ec8 xc8 4.1 e7+ 1 f8 5.1 xc8
- 425** - 1.d5+!! 1 e5 [1...1 xd5 2.1 c3+; 1...1 f5 2.1 g3+] 2. e7+ followed by a 1 fork
- 426** - 1.4 xg7!! 1 xg? 2. xf6+ 1 xf6 3.4 xd5+ 1 g6 4.1 xc7 and wins
- 427** - 1. xe6+! a thunderbolt out of the blue 4... xe6 2. f8+ 1 xf8 3.1 xe6+ 1 e? 4.1 xc7 1 d6 5.1 e8+ Seirawan- Kogan 1986 1- 0
- 428** - 1.a4! xa4 2. a3 b5 3.Exb5 the black is hanging 3... xa3 4.Eb7+ intermediate check 4...1 g8 5.bxa3 and White has an extra piece
- 429** - 1. xf7+! 1 xf? 2.1 e6! threatening the 2...1 xe6 3. d5+ 1 f6 4. f5#
- 430** - 1. xh7+!! 1 xh? 2.1 xf6+ 1 h6 [2...1 h8?? 3.1 g6#] 3.1 eg4+ 1 g5 4.h4+ 1 t4 5.g3+ 1 t3 6. e2+ [6.0- 0 xf6 7. e2+] 6...1 g2 7.Eh2+ 1 g1 8.0- 0# Lasker Ed.- Thomas 1912
- 431** - 1. xg7+ 1 xg? 2.1 xd7+ Keres- Spassky 1955 1- 0 2...1 g8 3.4 f6+ f? 4.1 d5+
- 432** - 1.1 f7! (a pleasing decoy sacrifice)

1...1 xf7 [1... f6 2.fxg5 and wins] 2.fxg5+ and Black loses the

Promotion page 65

433 - 1.c b5 and the ! promotes

434 - 1.b8=: ! [1.b8= ?? stalemate]

435 - 1.i b7 the i sacrifices itself so the ! can promote on the next move

436 - 1.f7 i c5 2.i d4! pinning the i so the ! can promote 2...i xd4 [2...1 b7 3.i xc5] 3.f8=

437 - 1.c d7! denying access to b6 [1.a7?? 1 b7 2.c c6 l a8 theoretical draw: when the White I approaches it is stalemate] 1...1 c6 [1...1 xd7 2.a7] 2.1 b2 l c7 3.1 c3 l c6 4.1 d4 l c7 5.1 d5 l c8 6.1 d6 and mate in 4

438 - 1.: c8+!: xc8 2.: xc8+ l xc8 3.bxa7

439 - 1.: xb6! axb6 2.a7 and promotes

440 - 1.i h7! if the i does not control the queening square, if the I can reach the corner it is a draw 1...1 f8 2.l g4 @f7 3.l f5 l f8 5.l f6 l e8 6.i f5 l f8 7.h7 mate next move

441 - 1.1 e8! g2 2.1 d8 g1 3.i xc7#

442 - 1.c7: xe6 [1...1 d7 2.: xe7+] 2.c8= +

443 - 1. h8+!! making way for the ! 1...1 xh8 2.g7+ l g8 3.i h7+ l l xh7 4.g8= #

444 - 1.: b5!! closing the file to protect the ! 1... axb5 [1...cxb5 2.b7] 2.b7: xa5 3.b8= + l d7 4. b7+ and wins

445 - 1.: f8+! c xf8 2.e7a typical endgame tactic: the ! attacks the t and then promotes

446 - 1.axb6! xb3 2.bxa7 xb2 3.a8 xc3 4.i d6 and wins

447 - 1.: d8+: xd8 2.: f8+ l xf8 3.cxd8 +

448 - 1.g8=i ! a promotion to or: is immediate stalemate 1...1 g1 2.c e2+ l g2 3.i d5#

449 - 1.: xg7+!! the quickest and most elegant 1...c xg7 2.h6 and the ! promotes 2...: g4 3.h7

450 - 1.c e6! controlling g7 and promotion is guaranteed 2...i b3 [2...1 xe6 3.h7] 3.h7

451 - 1.e7 c xe7 2.d6 l f8 [2...c d5 3.d7; 2...f5 3.d7] 3.d7 and wins: the ! on c6 prevents c c6 and the t on e7 keeps the @ at bay

452 - 1.c f7 does the trick: threatening mate 1...: xf7 2.: h8+!! the point of the exercise! [2.gxf7+? l xf7 and Black wins] 2...1 xh8 3.gxf7 the ! promotes and White wins

453 - 1.: f5!! the idea is the advance to g4 vacating the g2 square 1...1 xf5 2.g4+ l xg4 3.l g2 the

endgame with 3! s to 2 is winning for White

454 - 1.g5 l xf5 [1...fxg5 2.f6] 2.gxh6 and the I cannot approach: if there were not a ! on f6, the I could move to f6 with a draw 2...c2 3.1 d2 l g5 4.h7

455 - 1.exf6! : xg7 2.fxg7 and promotes

456 - 1. xa7! ...: xa7 2.bxa7 and the ! with a decisive advantage 2...c c2+ 3.1 d2 c xa 1 4.: xa1 0- 0 5.a8

457 - 1.g8= +! the simplest: the resulting pawn endgame is winning for White 1... xg8 2. xg8+ l xg8 3.b4 Svidler- Dreev 2004 1- 0 3...1 h7 4.a4 l xh6 5.b5

458 - 1.: e8+ xe8 [1...i f8 2.: xf8+! xf8 3.f7+ g7 4.f8: #] 2.f7+ e5 3.i xe5+ i xe5 4.f8= #

459 - 1. xe4+! [1.gxh7? i xh7 and Black is better] 1...dxe4 2.gxh7 and wins

460 - 1.l f7 threatening to capture the ! 1...h5 2.1 e6 h4 3.l d5 h3 [3...1 b3 4.1 e4] 4.l c4 h2 5.i b4! h1 6.b3# study by Fritz 1939

461 - 1.i g2! h1 [1... xg2 2.c8 #:] 2.c8 #

462 - 1.c a6+! a rare I + t fork! (the immediate 1.1 e7? is a blunder: after 1...c c6+ the queening square is controlled) 1...c a6 2.1 e7 and now that the black t has been deflected to a6, promotion is inevitable

463 - 1.a6 the I can enter the square and Black has a c, but still the ! promotes ! 1...1 c7 [1...c c5 2.a7] 2.a7 it is the very presence of the t that prevents the I from approaching !

464 - 1.l h5! controls g6 and threatens c g4+ and h7 1...1 xe5 2.h7 with promotion

465 - 4.h3!! mate in 16! [4.h4+? l h5 zugzwang] 4...1 h5 5.h4 zugzwang [5.l xg8?? l xh6 draw] 5...1 xh4 [5...i b3 6.h7] 6.1 xg8

466 - 1.i e4!! again the Novotny theme: Black cannot maintain control of both a8 and e8 1... exe4 [1... hxe4 2.e8 + xe8 (2...1 b7 3.a8 #:) 3.a8 #:] 3.a8 + xa8 5.e8 + l b7 6. xd7+ l b8 7. c7#

467 - 1.c5!! not at all easy to find: by not advancing to the 7th rank White gains the t or the : Stopping c d6 threatens c7 [1.c7? c d6 2.c5 c c8 3.axb3 l f7 and Black wins; 1.axb3? c d6] 1...: b5 [1...c xc5 2.c7 and promotes; 1...: e3 2.cxb7: e8 3.c6] 2.a4!! taking the : away from the key b5 square 2...: xc5 [2...c xc5 3.c7] 3.cxb7 and b5 is controlled

468 - The final part of the celebrated study by Saavedra of 1895 1.c8! !! threatening mate on a8 [1.c8 ?! c4+! 2. xc4 stalemate] 1...l a4 forced 2.c b3 threatening the l and mate on c1

Drawing tactics page 71

- 469** - 1.l c4+! xc4 stalemate
470 - 1.l d3+! xd3 stalemate
471 - 1.l h3+!! c xh3 stalemate
472 - 1.l c1! xc1 stalemate
473 - 1.l xb2! l h2+ 2.c f3 l xb2 stalemate [2...l h3+ draw] Bernstein- Smyslov 1946
474 - 1. d3+! xd3 stalemate
475 - 1.l f5!! [1.l xb5+? axb5! 2.c g5 b4 and Black wins] 1... xf5 stalemate[1... c5? 2.l xc5+ bxc5 3.c g5 White wins]
476 - 1. a5+ c b8 2. d8+ c a7 3. a5+ draw by perpetual check
477 - 1.t g6+ c g8 2.t e7+ c h8 3.t g6+ draw by perpetual check
478 - 1. g2+!! l xg2 stalemate; a study by Kubbel
479 - 1.l b5!! c1 2.l c5+ xc5 draw
480 - 1. f4+!! xf4 stalemate
481 - 1. g8+!! c xg8 stalemate
482 - 1. f2+ xf2 stalemate
483 - 1.c g1!! [1. xf6?? t e4+] 1...t f3+ [1...l xf4 stalemate] 2. xf3+ l xf3 stalemate
484 - 1.h8 + c e4 2. h1+!! xh1 stalemate
485 - 1. g5+!! c xg5 stalemate
486 - 1. f2+!! xf2 stalemate; a study by Stromberg
487 - 1. g3+!! c xg3 stalemate; a study by Mikhailap
488 - 1. d5+ c h7 2. e4+ c g8 3. d5+ perpetual check
489 - 1. f3!! [1. xa8 c xa8 2.c f2 c b8 3.c e3 c c7 and a winning pawn endgame for Black] 1... xf3 stalemate; a study by Dawson
490 - 1.g5 it is hard to get this wrong; it is the only legal move! 1...hxg5 stalemate [1... xg5 theoretical draw]
491 - 1.g7 only legal move 1...l xg7 stalemate
492 - 1. f1+! l xf1 stalemate

Mixed motifs: White page 75

- 493** - 1. e2#
494 - 1. xh7+ c xh7 2.l h4#

- 495** - 1. xg5+ c f8 [1...t g6 2. h6] 2. g7+ c e8 3. g8+ c d7 4. h3+ and mate
496 - 1. f3+!! l xf3 2. e4+! xe4 3.l c8#
497 - 1. xc8! l xc8 2.C d7+ c e8 3.t xb6 with a decisive advantage
498 - 1. xf6+!! wins for White! 1...c xf6 2.t e4+ c f5 3.t xd2
499 - 1. e4+ c e6 2. d5+! c xd5 [2... xd5 3.t c7+] 3.t c3+
500 - 1. d5! skewer and decoy 1... xd5 2.t e7+ c t7 3.t xd5
501 - 1.C h6+ c h8 2.C f7+ c g8 3.t h6+ perpetual check
502 - 1.t xe5!! xd1 [1...dxe5 2. xg4 with a decisive advantage] 2. xf7+ c e7 3.t d5#
503 - 1.t e6+ fxe6 [1...c h6 2. xf6 fxe6 3.l c7] 2.l c7+ c h6 3. xf6 with mate to follow
504 - 1. f7+ c xt? [1...c f8 2. xg6] 2.e6+ xe6 3. xa5
505 - 1.t bc5+! bxc5 2.t xc5+ c c6 3.t xe4
506 - 1.l h8! threatens to promote, creating a lethal skewer 1...l xa7 2.l h7+ c e6 3.l xa7
507 - 1. d6!! with an eye on e7 1... e1 the threatens a double attack or mate on g3; Black has no good moves and can no longer maintain the pin on the f on g2 . [1...g4 2. e7+ f6 3. xf6#] 2.g3+ xg3+ 3. xg3#
508 - 1.t h6+ c h8 2. xe5! xe5 3.t xf7+ l xf7 [3...c g8 4.t xe5 with a decisive advantage] 4.l d8+ with mate in 2
509 - 1. xh6! gxh6 2.l xh6+ c g7 3. b7!! freeing the diagonal 3...c xh6 [3... xb7 4. g6#] 4. xa6 and wins
510 - 1.l xe6!! fxe6 2. xf8+!! decoy sacrifice 2...c xf8 3.t xe6+ c e7 4.t xc7 and wins
511 - 1. g7+! more effective than 1.l g7 1... xg7 [1...t xg7 2. xh7#] 2.l xg7 and wins
512 - 1.b5 xb5 2.t cd6+ t xd6 3.t xd6+ c e6 4.t xb5 and wins
513 - 1.l xg7+!! c xg7 2. xd4+! xd4 3.t xe6+ c f6 4.t xd4 with a decisive advantage
514 - 1. xf6! t xf6 2.d8 + c a7 3. xf6 with a decisive advantage
515 - 1.t e7+ c h8 2.l xh7+!! c xh7 3.l h4#
516 - 1.l xc6+! decoy sacrifice 1... xc6 2.t e7+ c c7 3.t xc6 c xc6 White wins
517 - 1.g4!...fxg4 2.f5 gxf5 [2...c e5 3.fxg6] 3.g6 hxg6 4.h7 and wins!

- 518** - 1." e7+ xe? 2.1 xd5+ ' e6 3.1 xa8+
519 - 1." xg7+! < xg7 2.' xe6+ < f7 3.' xc7
520 - 1.' h6+ < h8 2.' f7+ @g8 3.' h6+ draw
521 - 1." f6+!! ' xf6 2.e5+ < xe5 [2...1 xe5
 3.' f7+] 3.' g4+ and wins
522 - 1.1 a4+!! ' xa4 2.' c7+ < f8 3." xd8+
523 - 1.e6! threatens the fork on f7 and the t
 on d7 1...i xe6 2.i xe6 " xe6 3." xd7
524 - 1.1 f8+! < xf8 2.i h6+ < g8 3." e8#
525 - 1.' c7i b? 2.' e8!! ' g8 3.' xd6+
526 - 1." xg7+! < xg7 2.i h6+! < xh6 3.1 g5#
527 - 1.1 b7!! ' c8 [1...1 xb7 2." xd8#] 2." xd8+
 ' xd8 3.1 xa7 with a winning position
528 - 1.i c5! " xd3 [1...i xc5 2." xd8#] 2.i xe7+
 < e8 3.cxd3 and wins
529 - 1." c5! ' a3 [1... b5 2.1 e3+ < g? 3.1 e5+
 f6 4." xb5] 2." h5+!! gxh5 3.1 f6#
530 - 1." xc6! bxc6 2." b1+ < a8 3.1 xc8#
531 - 1." c8+! " xc8 2.1 xa7+!! < xa7 3.bxc8' +!
 and with three extra , s White wins
532 - 1." d8+ < b? 2." b8+! < xb8 3.' c6+
533 - 1.' d4!! < xd4 [1...g11 2.' e2+] 2.b81
 g11 3.1 xa7+
534 - 1.i xe5!...1 xe5 2.1 xe5 dxe5 3.i xe6 the
 [on f7 is pinned
535 - 1.' g4+!! hxg4 [1...< g7 2.1 xg5] 2." h1+
 < g? 3.1 xg5
536 - 1.1 xf6! gxf6 2.' e7+ < g? 3.' xd5
537 - 1.i h6+! < xh6 2.1 d2+ < g? 3.' xd8
538 - 1." xg6+! [1.i xc5+? < xc5 2." xg6 " f3] 1...
 hxg6 2.i xc5+ < xc5 3.< xd3
539 - 1." xe5+!! fxe5 [1...' xe5 2.1 d8#] 2.1 d8+
 ' xd8 3." xd8#
540 - 1.1 f8+! deflection 1...i xf8 2.' g7+ dou-
 ble check 2...< d8 3." e8#
541 - 1.1 e8+ ' f8 2." h8+ < xh8 3.1 xf8+
542 - 1." e8+!! " xe8 2.1 g4+! ' g5 [2...1 xg4
 3.' f6#] 3.1 xf5 and wins
543 - 1.1 g4+! ' xg4 2." xe8+ @g? 3.fxg4
544 - 1.1 c3! and both " s are attacked; if
 1..." bh4 2.1 xc8+ " xc8 3." xc8#
545 - 1.i g5!! i xf3! 2.1 c1!! [2.1 d2 i b4!]
 2...1 xd4 3.1 c8+ ' d8 4.1 xd8#
546 - 24.i xb7+! winning the ' 24...< xb7
 25.' c5+
547 - 1.1 h8+ " xh8 2.' f6#
548 - 1." d8+!! " xd8 [1...< g7 2." xc8; 1...1 xd8
 2.1 e5+] 2.1 c3+ with mate to follow
549 - 1.1 h6+ gxh6 2." h7#
550 - 1.1 xe5+!! dxe5 2." e6#
551 - 1." xc6+! ' xc6 2.1 b4#
552 - 1.i d5! cxd5 2." xe6
553 - 1." d7!! Tiviakov- Nyback 2005 1- 0
 1...1 xd7 [1...' xd7 2.1 xb7#] 2." xd7 and wins
554 - 1.i d3! with attacks on the ' and the "
 on c8 1...1 xd3 [1..." xc1 2.i xg6 " xe1+ 3.1 xe1
 fxg6 4.i xf6 and wins.] 2." xc8+ with a decisive
 advantage
555 - 1.1 xh6! gxh6 2.i h7#
556 - 1." xh6+!! i xh6 [1...< xh6 2.1 h4#]
 2.1 xc3
557 - 1.1 xh7+! < xh7 2." h5+ < g8 3." h8#
558 - 1.1 f6+ " g? 2.h6 " bg8 3." h1!
559 - 1." xg5 fxg5 2.1 xh7+ ' xh7 3." xh7#
560 - 1.1 e5! attacking both black " s 1..." xb5
 [1...< f7 32." f6+] 2.1 xh8+ < d? 3." d6+ < xd6
 4.1 xd8+ and wins
561 - 1.g4 unleashing an attack on the ' with
 the threat of mate on c8. Luchowski- Gridnev
 Moscow 1992 1...i xf3 [1...h5 2.1 xh3] 2." c8+
 " e8 3." xe8#
562 - 1.1 xh7+ < xh7 2." h4#
563 - 1.i b5 MacDonneii- Bird London 1872 1...
 c6 [1..." h8 2.1 e7#] 2.1 c7#
564 - 1.' h7+ i xh7 2." f7#
565 - 1.' f5+! < g5 [1...gxf5 2.1 xf6+ < h5
 3.i e2#] 2.' xd6' xe6+ 3.dxe6 and wins
566 - 1.g6! threatening g? and freeing the " 1...
 fxg6 [1...i xa7 2.g7; 1...< xg6 2." g8+; 1..." xa7
 2." xa7 i xa7 3.g7] 2." f8+ i xf8 3.a81
567 - 1.1 f6+! Topalov- Naiditsch 2005 1- 0
 1...1 xf6 2." e8+ ' f8 3." xf8#
568 - 1.1 b7 making way for the , 11...< e6 2.c7
569 - 1.1 b3+! ' xb3 [1...< h8 2." xh7#] 2." g7+
 < h8 3." xh7+ @g8 4." ag7#
570 - 1." g8+! decoy sacrifice 1...< xg8 2.' e7+
 @g? 3.' xf5+ " xf5 4.1 xb7 and wins
571 - 1." h7+!! < xh7 2.i f5+ @g? 3.i xe4 i xe4
 4." xd8
572 - 1." xb4!! ' xb4 2.1 xf6+! < xf6 3.' d5+
 < e5 4.' xb4 with a decisive advantage
573 - 1.i xg7+ < xg7 2.1 xd6!! ' xd6 3.' f5+
 < f6 4.' xd6
574 - 1.' h6+ < h8 2.1 xd8' xd8 3.' f7+ < g8
 4.' xd8 with a decisive advantage
575 - 1.i f7+ interfering with the defence of the

- / on g? 1...Wkf7 [1...1 xf7 2.Wxg7#] 2.1 xf7 < xf7
3.Wxg7+ \ e6 4.1 e3+ and mate follows
- 576** - 1.e5! dxe5 2.1 xc6 1 xc6 3.C d5 1 xd5
[3...Wxd2 4.1 xe7#] 4.Wxa5
- 577** - 1.1 f8!! Wxf8 [1...Wxe5 2.c3#; 1...Wh3
2.c3+ < xe5 3.f4#] 2.1 f6!! gxf6 [2...Wa8 3.1 d7
Wf3 4.c3#; 2...Wc8 3.f4 gxf6 4.c3#; 2...Wb8
3.c3+ < xe5 4.1 d7+ < d6 5.1 xb8 < c? 6.1 xa6+
< b6 7.1 xc5 < xc5 8.< c2 e5 9.\ b3 and wins]
3.f4!! fxe5 4.c3#
- 578** - 1.1 g8+! < h? 2.Wg6+!! fxc6 3.fxc6+ \ xg8
4.f7#
- 579** - 1.1 g5!! [1.\ g6?? g1W+] 1...g1W [1...fxg5
2.\ g6 the / on g5 shields White's <] 2.1 xf6+
Wg? 3.1 xg7+ \ g8 4.1 d4 and mate
- 580** - 1.1 d7+ < c8 2.1 b6+ < b8 3.Wc8+ 1xc8
4.1 d7#
- 581** - 1.1 a8+!! \ xg? 2.< c6 the black 1 has no
escape square! 2...1 b5 3.\ xb5 d3 4.1 d8 e4
5.< c4 < f6 6.< d4 < f5 7.\ e3 and wins
- 582** - 1.1 xe6+ < xe6 2.1 hg5+! hxc5 3.1 xg5+
< f6 4.C xh7+ \ g6 5.1 f8+ < f7 6.1 d7 and wins
- 583** - 1.1 h8+ the historic Damiano's mate
1...< xh8 2.1 h1+ \ g8 3.1 h8+ < xh8 4.Wh1+
1 h5 5.Wxh5+ \ g8 6.Wh7#
- 584** - 1.1 xf5+! exf5 [1...\ g? 2.Wg6+] 2.1 e7+
with mate to follow. Arik- Van Wely 2005 1- 0
- 585** - 1.Wd2!! a nice cross pin: Robach- Jansa
Sochi 1974 1- 0 [also 1.We 1! with the same idea
is winning]
- 586** - 1.Wa8+ < h? 2.We4+ < h8 3.Wa8+ < h?
4.We4+ g6 5.Wxg6+ < h8 6.Wxh6+ < g8 7.Wg6+
< h8 draw
- 587** - 1.Wxg7+! the most effective 1...\ xg?
2.fxe8! +! safer than a Wpromotion, though this
is still winning 2...\ f8 3.1 xc7 < e? 4.1 d1 with
an extra 1
- 588** - 1.1 xc6 bxc6 2.1 xh7+ Wxh? 3.Wxf6+ Wg?
4.Wxd8+
- 589** - 1.Wxh6+! gxh6 2.g7+ < h? 3.gxf8! +!
< h8 4.1 g8#
- 590** - 1.1 xh7+ < xh? 2.Wh4+ [2.1 g5+? \ g6]
2...\ g8 [2...\ g6 3.Wg5+] 3.1 g5 1 fe8 4.\ h?+
< f8 5.Wh8+ < e? 6.1 xf7+
- 591** - 1.Wg8+!! < xg8 [1...1 xg8 2.1 f7#] 2.1 e7+
< h8 3.1 f7+ 1xf7 4.1 xc8+ 1f8 5.1 xf8#
- 592** - 1.1 d6+ 1xd6 2.1 xd7+ 1e7 3.1 xe7+
< xe? 4.1 c6+ < d6 5.1 xb8 and wins
- 593** - 1.Wxf7+!! xf7 2.1 g6#
- 594** - 1.1 g3! 1xg3 2.b8W and wins
- 595** - 1.1 f6+! interfering with the defence of f8
1...Wxf6 [1...gxf6 2.Wxf8#] 2.gxf6
- 596** - 1.1 g2!! breaking the pin. 1...Wxf3 [1...Wc8
2.1 h3 with mate on h?; 1...1 g8 2.\ xh?+ < xh?
3.1 h3#] 2.Wxf8# Sultanbeev- Colle 1928
- 597** - 1.1 c4!! 1xc4 [1...1xd2 2.1 c8#] 2.Wxb2
with a winning position
- 598** - 1.1 xb7 1xb7 2.c6+
- 599** - 1.Wxf6+! gxf6 2.1 xh6#
- 600** - 1.Wh6! 1 xh6 [1...1 xd4 2.1 e7+ < h8
3.Wxf8#] 2.1 xh6#
- 601** - 1.1 e8+! < xe8 [1...1 xe8 2.Wg7#] 2.We7#
- 602** - 1.a7 1 xa7 2.\ c8 winning the 1 Larsen-
Miles 1- 0
- 603** - 1.f4! axb3 [1...d4 2.1 d2#] 2.1 d2#
- 604** - 1.Wxf8+!! decoy sacrifice 1...< xf8
2.1 g6+ a pin and 1 fork
- 605** - 1.Wxb8+!! 1 xb8 2.1 d8#
- 606** - 1.1 xg5+ hxc5 2.< xd2
- 607** - 1.1 xf4! exf4 2.1 h8! and mate on g?
- 608** - 1.Wxf6 1xc8 [1...Wxf6 2.Exe8+ 1f8
3.1 xf8+] 2.Wxd4
- 609** - 1.1 xe5 1xe5 2.f4
- 610** - 1.1 c3 Wd6 2.1 e4
- 611** - 1.1 d6!! annulling the protection of f8
1...1 xd6 [1...1 7xd6 2.1 e8+ Wf8 3.1 xf8#]
2.Wxd3 with a winning position
- 612** - 1.Wc8+! 1 xc8 2.1 e8#
- 613** - 1.Wg8+!! 1 xg8 2.1 f5#
- 614** - 1.1 xg5 fxc5 2.gxh7 and promotes
- 615** - 1.1 g6!! Black is up the exchange and
has a 3 / plus, but now both the W and mate
are threatened 1...Wxh2 [1...fxg6 2.Wxe5 with a
decisive advantage] 2.1 de7#
- 616** - 1.Wxd4+ 1xd4 2.b6#
- 617** - 1.1 d8+ < f7 [1...\ h? 2.1 h8#] 2.1 f8#
- 618** - 1.1 d5 with a double attack on the 2 1 s
- 619** - 1.b4+ \ d5 2.e4+
- 620** - 1.1 e4!! threatening 2.1 xe8# or 2.Wxf6#
- 621** - 1.\ c6! threatening the 1 and mate on e8
- 622** - 1.1 c4+!! clearing the diagonal: 2.\ h?#
follows
- 623** - 1.1 a3 and after 2.1 c3 the 1 is doomed
- 624** - 1.1 f5! threatening the W and mate on h8
- 625** - 1.b5! if the 1 flees there will be a fork
on e?

- 626** - 1.e5 with a double attack on i and t
627 - 1.g8#
628 - 1.e5!! Miles- Pritchett 1982, 1-0. both g7 and e8 cannot be defended
629 - 1.e8+! \ g7 [1...1xe8 2.\ xd5+] 2.1xd8
630 - 1.1d8+!! 1xd8 [1...i xd8 2.\ e8#] 2.\ xb?
631 - 1.\ xh6+ gxh6 2.1h?#
632 - 1.\ b8+! t xb8 2.1fB#
633 - 1.t a5!! there is the threat of mate and the i is attacked 1...bxa5 [1...\ xa5 2.1a8#] 2.1xb3
634 - 1.1xg?+ \ xg7 2.i xh3
635 - 1.\ e4 threatening mate on h7 and the i
636 - 1.e1! and either the t or i is lost
637 - 1.\ d1+!! \ xd1 and White is without a move!
638 - 1.c b6+ \ b8 [1...axb6 2.\ a8#] 2.1 xd5
639 - 1.0- 0- 0!! winning a piece
640 - 1.i a6!! stops the ! from advancing 1... bxa6 with a rook's ! and i of the wrong colour it is a draw: the White \ goes back and forth in the promotion corner and when the ! arrives on a2 there is stalemate [1...\ c? 2.i xb7 is a theoretical draw]
641 - 1.h5 c h4 2.h6 winning the i
642 - 1.1xg?+! \ xg7 2.\ f?+ \ h8 3.\ h?#
643 - 1.1g4! \ xg4 all other moves lose the i 2.\ xf?+ \ h8 3.\ xh?#
644 - 1.f7+ i xf7 2.\ h?#
645 - 1.g6!! the space advantage allows a forced promotion 1...fxg6 [1...fxg6 2.h6 gxh6 3.f6] 2.f6! gxf6 3.h6
646 - 1.c h6! \ xh3 [1...gxh6 2.\ xe6; 1...1e? 2.\ xe6 1xe6 3.c f7+ \ g8 4.t xd8] 2.t xf7+ intermediate check 2...\ g8 3.gxh3 with a decisive advantage
647 - 1.1xd?+! decoy sacrifice! 1...\ xd? 2.t e5+ \ e6 3.t xg6
648 - 1.i xh7+! t xh7 2.t g6 the black i is trapped
649 - 1.i xf7+! vacating a square 1...1xf? 2.t c4 with the capture of the i
650 - 1.i f8!! 1xf8 [1...\ xd5 2.\ g?#; 1...\ c1+ 2.\ h2 changes nothing] 2.t e7#
651 - 1.i xb7!! i xb7 2.t e6+
652 - 1.1c6+!! bxc6 2.i xa6#
653 - 1.d5! t e5 2.\ a4+ winning the t on e4
654 - 1.t e6! threatening mate on f8 and the t on e4 1...1xd? [1...\ xe6 2.t f8#] 2.\ xe4+ f5 3.\ xf5#
655 - 5.i f5+ \ h8 6.t e5 threatening mate on f7 6...1h? 7.t g6#
656 - 1.\ g5+ \ f8 2.\ d8+ \ g7 3.\ g5+ perpetual check
657 - 1.\ e?!! Axe? 2.dxe7+ \ c8 3.1xa?
658 - 1.1e?!! t xe7 [1..." xe? 2.fxe7 t xe7 3.1d8 and wins.] 2.\ xf8+ \ xf8 3.1d8#
659 - 1.\ e8+ i f8 2.\ xf?+ \ h8 3.\ xh?# [3.\ xf8#]
660 - 1.c d5! attacking the i 1...\ xd2 2.t xe7+ check! 2...\ h8 3.t xd2 with an extra piece
661 - 1.\ a?!! [1.\ c5? 1xd5!] 1...1xa7 [1...1xd5 2.\ xab+ i d8 3.\ xd8+ 1xd8 4.1xd8#] 2.1xd8+ \ xd8 3.1xd8#
662 - 1.t e4!! and both the i and 1 are hanging [1.\ f8+?? 1xf8 the 1 on f1 is pinned] 1...\ xe4 [1...1xe4 2.\ f8#] 2.\ f8+ 1xf8 3.1xf8#
663 - 1.c h6+ \ h8 2.\ g8+ 1xg8 3.c f7#
664 - 1.i xf7!! 1xf? [1...\ xd4 2.t g6#] 2.c g6+ \ g8 3.t xe5
665 - 1.\ xh5 opening the diagonal 1...gxh5 [1...f6 2.\ xg6+ \ g7 3.t xe6] 2.i h7#
666 - 1.1xg5! fxg5 2.i e5
667 - 1.\ h?+! t xh7 2.i xh7#
668 - 1.\ h5+ \ g8 2.\ xe8+
669 - 1.t xc6 1xd1+ 2.1xd1 winning back the i the exchange up
670 - 1.\ c2 1xc4 2.1e1#
671 - 1.t e5+ winning a piece 1...i xe5 2.i xg4+
672 - 1.i e5+!! t xe5 2.\ g5#
673 - 1.i xd5 i xd5 [1...cxd5 2.1xa6] 2.\ xf6+
674 - 1.b4!! decoy sacrifice 1...i xb4 2.t c2 threatening both the i and the t
675 - 1.h8 1 with the threat of mate to follow on h6 [1.h8\ ?? 1d8+ 2.\ xd8 stalemate] 1...1d6 [1...1d? 2.1h6+ 1d6 3.1xd6#] 2.\ c7 either Black loses the rook or it's mate. 1924 study by Troitzky
676 - 1.e7+ \ xe7 [1...1xe? 2.\ h8#] 2.\ h8#
677 - 1.i d2!! i c5 [1...i xd2 2.1e7#] 2.i xa5
678 - 1.1xc6 bxc6 2.\ d4 with mate to follow
679 - 1.i f6!! \ xf6 2.d8\ +
680 - 1.i d7!! \ xd7 2.\ h6+ [2.\ g?+ \ ea 3.\ g8#]
681 - 1.t g4! fxg4 [1...gxf4 2.c f6+] 2.i xc7
682 - 1.\ xa8! 1f8 [1...1xa8 2.1d8+ 1xd8

3.l xd8#] 2.l d8 with a winning position

683 - 1.' g6! ' xg6 [1...l xh7 2.' e8+] 2.l h8+ with mate to follow

684 - 1.b4 i c7 2.b5+ winning the l

685 - 1.l xf6! gxf6 2.' g4+ l f8 3.' xd7 with a decisive advantage

686 - 1.l xd7+! decoy sacrifice 1...\ xd7 2.l a7+ winning the l

687 - 1.t e7+! t xe7 [1...\ f8 2.t xc6] 2.l d8#

688 - 1.t c6\ eB2.' xd5

689 - 1.' a3+ \ g8 [1...' e7 2.i xc6! ' xa3

3.l xe8#] 2.i xh7+ winning the l

690 - 1.t f6+ l xf6 [1...\ h8 2.' h7#] 2.l xe8+

Mixed motifs: Black page 93

691 - 1...l xd1+! 2.l xd1 l xc3 winning a piece

692 - 1...' xh2+ 2.l xh2 l g1#

693 - 1...l xd1+ removing the defender 2.' xd1 l f2#

694 - 1...' h2#

695 - 1...i c4#

696 - 1...l ff1 2.b3 l g2+

697 - 1...l g2+ 2.l h3 l h1#

698 - 1...l b7+! the only way to prevent mate 2.axb7 stalemate [2.\ a5 l b2 theoretical draw]

699 - 1...l e8 and mate on e1 the next move

700 - 1...' g4+ 2.l h1' f3+ 3.\ g1' g4+

701 - 1...l c1+ 2.l b2 l c2+ 3.\ b1 l c1+

4.\ xc1 stalemate

702 - 1...l xf4! 2.l xf4 g5 with an extra piece

703 - 1...l h1+ 2.l xh1 l xf1#

704 - 1...l xe3! 2.l xe3 i xd4 winning the l

705 - 1...' h1+! 2.l xh1 l f1#

706 - 1...l h1+ 2.\ xh1' h4+ 3.\ g1 l h2#

707 - 1...l g1+ 2.l xg1 t h3#

708 - 1...i c5 winning the l

709 - 1...l a8 the i is pinned, and if it moves, White will be checkmated

710 - 1...l xf1+ 2.mxf1 l h1#

711 - 1...\ h8! 2.fxg5 t g8 winning the l

712 - 1...l e1+ 2.l xe1 [2.t xe1 l h1#] 2...' xg2#

713 - 1...l g1+ 2.l xg1 t f2# Cochrane- Staunton 1841 0- 1

714 - 1...i h3! 2.' xg5 l f1#

715 - 1...l b2 with 2...l a2# to follow, Shabalov- Granda Zuniga 2005 0- 1

716 - 1...l xe3+ 2.l xe3' h6+ winning the l

717 - 1...i e7+ 2.\ h5 l h3# McDonnei- De Labourdonnais 1834 0- 1

718 - 1...' xh2+! 2.l f1 l xf2#

719 - 1...d3 controlling e2 with' h1 mate to follow

720 - 1...l a1+! 2.i xa1 l xa1#

721 - 1...l xd2+ 2.l xd2 l f1+ 3.l e1 l xe1+ 4.l d1 l dxd1#

722 - 1...t h3+ 2.l h1 i d5#

723 - 1...i f1+! 2.l xf1' g3#

724 - 1...l f3+ 2.l xf3 l b1+ and checkmate follows

725 - 1...l xf2! 2.l xf2 [2.l xf2 i c5] 2...i c5+

726 - 1...l e2+!! 2.t xe2 t e4+ 3.l d1 t f2#

727 - 1...' h3+! 2.l xh3 i f1+ 3.l h4 f5#

728 - 1...l xh3+! 2.gxh3 g2+ 3.\ xg2 l g3+ 4.\ h1 l xh3# Leko- Biatny 1991

729 - 1...' a5+ 2.i a4' xa4+ 3.bxa4 l a3#

730 - 1...' xb1! 2.i xb1 l e2 Gudmundsson- Fischer 1960 0- 1 3.i c1 l e1 winning the i , with a decisive advantage

731 - 1...i xf2+ 2.l xf2 [2.l xf2 t xe4+] 2...t d3+ and wins

732 - 1...l d8! the white l can not leave the diagonai 2.l xf5 l xd1#

733 - 1...t f5! simple... once you've seen it! 2.t xf5 l xg2+ 'intermediate check 3.\ c3: kf5

734 - 1...i h3! 2.l e1 [2.t xh3 t e2+] 2...i g2 3.exd4 exd4 4.' c2 i xh1 Black wins

735 - 1...i g2+ 2.l xg2 l f1+ 3.l g1 t g3+ 4.hxg3 l h3#

736 - 1...' xh2+ 2.\ xh2 t g4+ 3.\ g1 c h3+ 4.l f1 t h2# Maczinsky- Pratten 1948

737 - 1...l xa7! it can be captured! 2.l h7+ l e6 3.l xa7 Stalemate, Anand- Ivanchuk 2004

738 - 1...' c6!! [1...l d1+? 2.l f1] 2.l xc6 l d1+ 3.l f1 l xf1#

739 - 1...t f3+ 2.exf3' xf1+ Torre- Timman 1982 0- 1 3.\ xf1 i h3+ 4.\ g1 l e1#

740 - 1...i e2+ 2.l g2 [2.\ e4?? i g4+ 3.\ d4 i xd7] 2...i f1+ 3.l f3 [3.\ g1?? i h3#] 3...i e2+ draw, Chuchelov- Kritz 2003

741 - 1...l xa3+! 2.\ xa3' c5+! 3.l a2' a7#

742 - 1...l f1+ 2.l xf1 [2.l h2' h1#] 2...' h1+ 3.mf2 t g4# Bogoljubow- Monticelli 1930

743 - 1...' d1+! 2.l xd1 t e3+ 3.l e1 l d1# Chistiakov- Kogan 1933

744 - 1...l e1+ 2.l g2 t h4+ 3.\ h2 t f3+ draw, Erenburg- Golod 2005

745 - 1...1 d1+!! 2.l xd1 t c2+ 3.t xc2 l xd1#

746 - 1...1 g3!! Reggio- Mises 1903 2.1 xg3 [2.hxg3 1 e3+ 3. e2 1 xe2#] 2... h4! this is the idea: to deflect the 1 from the third rank 3. xa6 [3.1 xh4 1 e3+ 4. e2 1 xe2#] 3... xg3+ 4.hxg3 1 xa6, with a decisive advantage for Black

747 - 1...1 xa3!! The back rank! Mikenas- Bronstein 1965 0- 1 [1...1 e1+? 2.1 f1] 2.1 xa3 [2.bxa3 1 xa1+ 3.1 b1 l e1+ 4.1 xe1 l xe1+ 5.1 f1 1 xf1#; 2.1 d1 l xa1 3.1 xa1 l e1+; 2.1 xa3 1 e1+ 3.1 f1 1 xf1#] 2...1 e1+ 3.1 xe1 l xe1#

748 - 1...1 b6+ 2.g6 l xg6+! 3. xg6 stalemate, Kramnik- Grischuk 2005

749 - 1...1 xc4! 2.1 xc4 1 f2+ 3. h2 1 h4+ perpetual check, Leko- Kramnik 2004

750 - 1... h6! and mate is inevitable! 2.g3 [2.1 cxd3 g5#] 2...g5+ 3. h3 t f4# Rodgaard- Nunn 1988

751 - 1...1 xh3! 2.gxh3 t f2+ 3. g1 t xh3# Torres- Aiekhine 1922

752 - 1...1 xd6! 2.1 xd6 [2.exd6 1 e1+] 2...1 d8! 3.1 xe7 l d1#

753 - 1...1 h1+!! 2. xh1 f3+ 3. h2 l h1# Thierring- Schlechter 1900

754 - 1...1 h4! Aaron- Giigoric 1962 0- 1 2.1 g2 [2.1 xh4 1 xg1+ 3. d1 1 xd1#] 2...1 xg2 3.1 xg2 l h1+ and wins

755 - 1...b3 2.cxb3 xb3#

756 - 1...f3!! with two threats 2.hxg5 [2.exf3 1 e3#] 2...f2#

757 - 1...1 xc3+! 2.bxc3 a3# Macdonell- Boden 1869

758 - 1...1 e2!! simple and elegant: threatening mate on h2. Znosko- Borovsky- Duras 1909 2.1 xe2 1 xf1#

759 - 1...1 a6! [1...1 b5? 2.1 xe6+ h8 3.1 xg6 White wins] 2. xg6 1 xe2 and wins

760 - 1...1 h1+!! 2. xh1 g3 and mate on e1 is unstoppable! Donner- Spanjard 1961 0- 1

761 - 1...1 d1+ 2.t xd1 [2. e2 t d4#] 2...1 c4#

762 - 1...1 g2+!! 2.1 xg2 [2.1 xg2 t h3#] 2...t e2#

763 - 1...1 e3! 2.C xe3 1 xd3+ Tukmakov- Gufeld 1972 0- 1

764 - 1...1 f5+! Beliavsky- Babula 2005 1/2! 1/2 [1...1 e4+?? 2. f5 and after 2l e5+ the king reach d8 via g6- h7- g8- f7- e6- d7- e8, and

after 1 d8+ White retakes the pawn with check] 2. e3 l e5+ 3. d4 l d5+ 4. e3 l e5+ 5. f2 l f5+ 6. g1 l f1+ 7. h2 l h1+ 68. xh1 stalemate

765 - 1...1 xf1+ 2. xf1 [2.1 xf1 1 xh2#] 2...1 f2#

766 - 1...t b3 2.1 h1 l a1#

767 - 1... f3+ 2. xf3 e5! and mate on h2

768 - 1...1 xc3 Aaron- Fischer 1962 0- 1 2.bxc3 1 b1+ and checkmate follows

769 - 1...1 f2+ 2.1 xf2 1 c1#

770 - 1...1 xe4! saving the t on d4 and winning the exchange: the t on g3 is overloaded with the twin duties of defending e4 and preventing the fork on e2 2.t xe4 [2. xd4 1 xd4] 2...t e2+ 3. h2 t xc3 with a decisive advantage

771 - 1...1 xg3+ 2.hxg3 l h1#

772 - 1...1 xg5!! 2.fxg5 f3 and mate cannot be prevented on h1

773 - 1...t b3+ 2. xb3 [2. b1 t ed2#] 2...1 a1#

774 - 1...1 xf2+! 2. xf2 1 xe3+ 3. f1 [3. xe3 stalemate] 3...1 c1+ 4. g2 1 d2+ 5. f3 1 e3+ perpetual check

775 - 1...1 b3!! Maric- Giigoric 1962 0- 1 2.axb3 [2.1 xa5 l xb1+ and mate to follow; 2.1 d1 l xb1 3.1 xb1 1 xf5 winning] 2...1 xd2

776 - 1...t b4! 2.cxb4 [2.1 xg2 t xa2#] 2...1 xb7

777 - 1...t b3+!! (to deflect the ! on a2) 2.axb3 t c5 the b3 square cannot be defended, and - surprisingly - White can't parry the double threat of mate and the capture of 1 , Magalotti- Pantaleoni 1981 0- 1 2.1 xg7 [2.t fe4 t xb3+ 3. c2 t xd4+] 2...t xb3#

778 - 1...1 f2+! 2. xf2 l d1+ [2...1 d2+?? 3. e1] 3. e3 xe3#

779 - 1...1 a4! 2. d3 [2.axb4 1 c2#] 2... xd3

780 - 1...1 f3+! 2.1 xf3 gxf3+ 3. xf3 f7 4. e4 xe7 and Black wins

781 - 1... e5 the White 1 has no squares available 2.1 xe5 [2.1 h4 t f3+] 2...t f3+

782 - 1...f5+! [1...f11 2.1 f6+] 2. xh3 [2. xf5 f11 +; 2.gxf6 f11] 2...f11 + 3. h4 1 h1+ 4. g3 1 e1+ 5. f4 1 f2#

783 - 1...1 b6!! attacking b2 and e3 2. xb6 t e2#

784 - 1...1 d8! 2.1 e3 1 xc2! and the threat of l d1 is decisive Barcza- Tal 1971 0- 1

785 - 1...1 e5!! attacking the 1 , the t and

threatening a fork on d3! 2.Ed1 [2.Wxe5 c d3+ 3.i b1 Exc1#; 2.Ec4 c d3+ 3.i b1 Wxd4 4.Exd4 Ec1#] 2...Wxg3 and wins

786 - 1...Wxd4! 2.Exd4 Ec1+ 3.Wg1 Exg1+ 4.i kg1 c5 and wins

787 - 1...Ed3! threatening mate 2.4 xd3 e6#

788 - 1...4 c3 with mate on the way on d1 Agrest- Kharlov 1993 0- 1

789 - 1...Eh1+ 2.i kh1 Wh4+ 3.i g2 Wxf2+ 4.i h1 [4.i h3 Wg3#] 4...Wh4+ 5.i g2 Wg3+ 6.i h1 Wh3#

790 - 1...We4! [1...d5 2.We1!] 2.Wc8+ [2.Wxe4 Ef1+ 3.Exf1 Exf1#] 2... g7 3.h3 Ef1+ 4.Exf1 Exf1+ 5.i h2 Wxd3 and wins

791- 1...4 f3+ 2.gxf3 Eg5+ 3.i h1 [3.i f1 Wh3+ 4.i b2 Ee5#] 3...Wxf2 4.Eg1 Wxf3+ 5.Eg2 Wxg2#

792 - 1...Ea7!! the 2 on b7 is pinned! [1... g5 2.Eb8 g4 3.Edb7 and White wins] 2.Ef7 [2.Exh7?! b1" :] 2... h6! Reshevsky- Bole-slavsky 1953 Y - Y [2...b1" ?] 3.Exf8+ mxf8 4.Exb1 with correct play, a draw; however, Black must still suffer] 3.Efe7 f8 [3...b1" ?? 4.Ee8+ breaking the pin on the other 2 4... f8 5.Exb1] 4.Ef7 h6 5.Efd7 f8! draw

793 - 1...Exh2+! 2. xh2 Wf2+ 3.Eg2 Eh8+ 4.Eh5 Exh5+ and wins

794 - 1...Wxg3! 2.4 c6+ [2.fxg3 l f3#] 2... xc6 3.fxg3 l f3+ 4. f1 b5#

795 - 1... xf2+! White probably thought he was winning, but the undefended 2 puts that idea to rest 2. d2 [2. xf2 Wxc1+] 2... xe3+ 3.Wxe3 Wxe3+ 4. xe3 4 c6 and Black wins

796 - 1...Wg1+ 2. xg1 [2.Exg1 l f2#] 2...Ebxg2+ more elegant than the alternative mate [2...Egxf2+ 3. h1 Exh2+ 4. g1 Ebg2#] 3.i h1 Eg1+ 4.Exg1 t f2#

797 - 1...Wxh4! Faarbod- Panno 1962 0- 1 2.i g2 [2.4 xh4 Exf2#; 2.4 e4 dxe4] 2...t f4+ 3.i f1 Wh1+ 4.t g1 Wg2#

798 - 1...4 xg3+ 2.hxg3 Wh6+ 3. h3 Wxh3#

799 - 1...Eh1+ 2. g3 Eg1+ 3. h2 Eh1+ draw

800 - 1...Wg2+ 2. xg2 t f4+ 3. g1 c h3#

801 - 1...Wf6! breaking the pin on the t , with threats to the 2 and " , Zhu Chen- Kortchnoi 2000 0- 1 2.Eh3 t f3+ 3.Exf3 Wxb2 and wins

802 - 1...4 c7! and both and I are threatened

803 - 1...Wa1+ 2. xa1 d4+ 3. b1 Ea1#

804 - 1...4 e3 2.fxe3 Wh4+ 3.g3 Wxg3#

805 - 1... xe4! 2.Wxe4 [2.Exe4 Wf1+ 3.Wxf1 Exf1#; 2.Wd1 xg2#] 2...Wf1+ 3.Exf1 Exf1#

806 - 1...Wxh2+! 2. xh2 i f7! Neiksans-Stefansson 2004 0- 1, 3 ...Eh8 is inevitable, with mate to follow

807 - 1...Eh8!! Mackroth- Fiear 0- 1 2.Wxh8 g5+ Black can invert the two moves 3.f4 h6; the pawn on h2 will promote

808 - 1...Wd3+!! 2. xd3 xc6+ 3.i b2 xa4 with an extra piece

809 - 1...Wg6! the " must protect e4, d1 and itself, Xhu Chen- Spassky 1999 0- 1 2.Wxg6 Exd1+ intermediate check 3.i h2 fxg6

810 - 1...Wg1+!! 2.Exg1 c f2+ 3. g2 h3#

811 - 1...4 e3+! 2.fxe3 [2. xe3 f3#] 2...Wf5+! 3. xf5 exf5#

812 - 1...Eb1+ 2.Exb1 l c2#

813 - 1...Wxg2+!! 2.i kg2 Eg6+ 3. f3 [3. h1 t xf2#] 3...4 d2#

814 - 1...Wxc2+ 2. xc2 xe4+ 3. d2 [3. b3 c2#] 3...Ec2#

815 - 1...4 f3+! Kortchnoi- Karpov 1978 0- 1 2.gxf3 [2. h1 c f2#] 2...Eg6+ 3. h1 c f2#

816 - 1... d8! 2.Ed7 Exd4! 3.Exd4 b6 and wins Szabo- Karsa 1978

817 - 1...Exd6!! [1...Ef3+? 2.gxf3 f1+ 3.Eg2] 2.Exd6 Ef3+! 3.gxf3 f1#

818 - 1...4 a4!! White may have been expecting perpetual check with c b5- c3, but this lovely move, which controls b2 and attacks the W, wins immediately 2. a2 [2. xa4 Ea1#; 2.Wxa6 Ea1#; 2.bxa4 Exb6] 2...4 xb6 3. xb1 and Black wins

819 - 1...Eg2!! deflection and a pin Levy- Garcia 1971 0- 1 [1...h6? 2.Exd3] 2.Exg2 [2.Exd3 Exf2+] 2...Exa3 and Black wins

820 - 1...We2!! 2.Exe2 [2. xf2 Wxf2+ 3.i h1 Wxe1#; 2.Wc1 Exg2+ 3.i h1 Exh2+ 4. g1 Wg2#] 2...Ef1#

821 - 1...1 c4! preventing escape on d2 with mate to follow on a1 or b2

822 - 1...Exc2+ 2. xc2 Wc3#

823 - 1... h4 2.Wxh4 [2.Wf3 c f2+] 2...4 xe3#

824 - 1...Wh3! 2.Exe2 Wxf1#

825 - 1...Wg3+!! 2. xg3 hxg3# [or 2... xg3#]

826 - 1...1 h4! with mate on the way Vera-

Nataf 2003 0- 1 37.l f2 l 8g2+ 38.l xg2 t f3#

827 - 1... ' xh2+ 2.c h2 hxg3#

828 - 1...l e2!! Bagirov- Kholmov 1961 0- 1 attacking c3 and f2 2.l xe2 [2." xf6 l xe1+ check and then capture on f6] 2..." xc3 and wins

829 . 1..." c4+! 2.t xc4 bxc4#

830 - 1...l c1+ 2.1 h2 t xg4+ 3.l g3 l g1#

831 - 1..." d6! deflecting the " from the defence of the e1 square 2.hxg4 [2." xd6 l xe1#; 2.l xe8+ l xe8 3. d2 " h2+ 4.1 f1 " h1#] 2..." xb4 and wins

832 - 1...l xg2 [1..." f1+? 2." g1 l xg2 3." xf1] 2.l xg2 " f1+ 3." g1 xg2#

833 - 1...l c5!! 2.l xc5 [2.dxc5 " d1#; 2.l xd7 l c1#] 2..." xb7 and wins

834 - 1..." g1+ 2.l xg1 t f2#

835 - 1...l g7! and mate is inevitable, Macieja-Fontaine 2003 0- 1 [35...l xg6?? 36.t f4+ and wins; 35...fxg6 36." c7+ perpetual check]

836 - 1... h3+ 2.1 xh3 [2.1 f3 " g4#; 2.l g1 " f1#] 2..." f1#

837 - 1...l f8 2.l d8 " h4+ capturing the pinned " f6, Makogonov- Chekhover 1937 0- 1

838 - 1...t f2+ 2.l xf2 " xa1+ 3.l f1 " xf1#

839 - 1..." c6+! 2." xc6 [2.t c3 " xb7] 2...t b3#

840 - 1..." d2+! 2.l b1 [2.l xd2 l xd2+ 3.1 b1 l xb2#] 2..." xb2+ 3.l xb2 l d1+ 4.1 c2 l d2+ 5.1 b1 l xb2#

841 - 1..." g2+ 2.l xg2 t h3#

842 - 1..." e2! Shkuran- Ivanchuk 2004 0- 1 [1... xf2+? 2.1 h1 is less effective] 2.l xe1 " xf2+ 3.1 h1 " g1#

843 - 1...t g3+ 2.fxg3 " e1#

844 - 1...l f2+ 2. xf2 [2.1 g1 l f1+ 3.l g2?? " f3+ 4.1 h2 l h1#] 2..." xf2+ 3.1 h1 " f1+

845 - 1..." d1+! [1..." f1+?? 2." g1 and wins] 2." g1 " h5+ 3.l h2 " f3+ 4." g2 " d1+ with perpetual check, Topalov- Motylev 2003

846 - 1..." d3+! [1..." b1+?? 2.1 e2 " c2+ 3.1 f1 " f5+ 4.1 g1 " g6+ 5.1 f2 " f5+ 6." f4] 2.1 c1 " c3+ 3.1 d1 " d3+ draw

847 - 1...l xc3+ 2.bxc3 a3+ 3.1 c2 f5#

848 . 1... xc3! 2.bxc3 l f6+ 3.l g2 " f1+ 4.1 h2 l f2+ 5.1 xf2 " xf2+ 6.1 h3 " f1+ draw

849 - 1..." xf2+!! 2.1 xf2 [2.1 h3 " f1+ 3.1 h2 l e2#] 2...l e2+ 3.1 g1 l e1+ 4.1 h2 l 8e2+ 5.1 h3 l h1#

850 - 1...t h3+ 2.l g2 l f2+ 3.l g3 l f3+ 4.1 g2

l f2+ 5.1 h1 l f1+ draw

851 - 1...l e1+ 2.1 h2 l h1+! 3.1 xh1 l e1+

4.1 h2 l h1+! 5.1 xh1 stalemate, Kuzubov- Graf 2005

852 - 1...l e6! a mating net forms: the I protects d5 and prepares for f8 2.t c3 f8+ 3.1 c6 l b6+ 4.1 xc7 d6+ 5.1 c8 l b8#

853 - 1...t g3+ Shaoteng- Wenjin 2003 0- 1 2.hxg3 hxg3 strangely, White can do nothing about the checks on h6/h4 or c1 if the moves. 3. d4 " h6+ 4.1 g1 " c1#

854 - 1..." xg2+ 2. xg2 t g4# Donaldson- Wang 2002

855 - 1...l xh2+! 2.1 xh2 [2.l xh2 " xc6+] 2..." xg3+ 3.1 h1 " g1#

856 - 1...l b2+ 2.l d2 [2.1 f1 " f3+ 3.1 g1 " g2#] 2..." d1!! 3.1 xb2 " xd8 and wins

857 - 1...t f2+!! 2. xf2 l b1+ 3. g1 l xg1+! Cerda- Fiorito 2003 0- 1 4.1 xg1 " e1#

858 - 1...l h6! protecting h5 with the threat of g4+ and " f6 # (Lujan- Morovic 2003 0- 1) 2." d4 " f1 #

859 - 1...l f6! and " e6 mate is inevitable 2. f5 gxf5

860 - 1...l xh5+! 2.1 xh5 l h6! 3.1 xh6 l xh6 with the I so far away the will promote

861 - 1... f5! e 2...l h8 mate cannot be avoided

862 - 1...l g2+ Diu- Akopian 2002 0- 1 2. xg2 l d1+ 3. f1 l xf1#

863 - 1..." xg2+! 2." xg2 l xe2 the " is pinned and Black remains the exchange up

864 - 1..." f3!! 2.gxf3 l xg1 and mate on g2, Schneider- Roiz 2005 0- 1

Mate in three page 109

865 - 1." c8+ b8 2." c6+!! xc6 3. xc6#

866 - 1." xh5+!! xh5 2.f7+ discovered check 2...e5 3. xe5#

867 - 1. d2! controlling a5 1...l xd4 [1...b5 2.axb5+ cxb5 3.cxb5#] 2.b5+ cxb5 3.axb5#

868 - 1.l h8+! l xh8 2." h6+ and we see the idea 2...l g8 3." xg7#

869 - 1." e8+! l xe8 2. b5+ l d8 [2...l f8 3.1 e8#] 3.1 e8#

870 - 1." xg7+!! t xg7 2.l h6+ l g8 3.t e7#

871 - 1.t e6+!! " xe6 [1..fxe6 2." f8#; 1...l g8 2." b8+ " d8 3." xd8#] 2." h6+! l xh6 [2...l g8 3." f8#] 3. f8#

- 872** - 1. g7+!! xg7 2.1 h6+ 1 h8 3.fxg7#
- 873** - 1. f8+! xf8 2. xf8+ 1 d7 3.e6#
- 874** - 1.1 b6+! cxb6 [1...1 bB 2. d8#] 2.c7+ 1 d5 3.1 xd5#
- 875** - 1.1 e4! the threat of 1 f6 is lethal 1...f5 [1...Wxg3 2.c f6#] 2. xg6+ 1 f7 3.Wg7#
- 876** - 1.Wxc6+! bxc6 2.1 xa6+ Wb7 3.1 xe7#
- 877** - 1.1 xg7+ 1 d8 2.Wf6+!1 xf6 3.1 e7#
Anderssen- Kieseritsky London 1851
- 878** - 1.Wa6+! problem by Stamma 1...t xa6 [1...1 b8 2.Wxb7#] 2.1 xb7+ 1 b8 3.1 c6#
- 879** - 1. g5+!1 xg5 [1...1 h6 2.1 f7#] 2.1 f7+ 1 h5 3.g4#
- 880** - 1.c h5+!! xh5 2. xg6+!1 xg6 3. e6#
study by Abu Nair , from around the year 800!
- 881** 1.1 g4+!! a problem by Stamma from the 18th century... perhaps too similar to the previous study by Abu Nair ! 1... xg4 2. f5+ 1 xf5 3. d5#
- 882** - 1.c h6! ms 2. g8+ xg8 3.1 xf7#
- 883** - 1.We6!! The on a6 and the 1 on c8 control h6 and h3 respectively. No matter how Black recaptures on e6 the capturing piece will interfere with the action of its companion. 1...1 xe6 [1... xe6 2.1 hg6+ 1 g8 3. h8#] 2.1 f5+ 1 g8 3.1 e7#
- 884** - 1.Wg6+!! 1 xg6 2.1 g5+! hxg5 3.hxg6#
discovered and double check
- 885** - 1.Wh6! 1 xf6 [1...1 xh6 2.1 e7#] 2.1 xf6+ 1 h8 3.Wxh7#
- 886** - 1.1 f5 threatening mate on g6. Without the presence of the !, it would be a theoretical draw 1... g7 2. h8+ h7 3. xh7#
- 887** - 1. xd5+ cxd5 2.1 g6+ hxg6 3.f4#
- 888** - 1.1 h5+ gxx5 2.Wg5+ 1 f8 3. d8#
- 889** - 1.Wxh7+! [the same mate follows 1.1 xf7+ 1 xf7 2.Wxh7+! 1 xh7 3.1 g6#] 1...1 xh7 2.1 xf7+!1 xf7 3.1 g6#
- 890** - 1.g4+!fxg3 2.1 g2! g4 3.1 f4#
- 891** - 1.1 b6+!! 1 xb6 2.c8! + 1 a5 3.b4# Lolli 18th century
- 892** - 1. c6+!! 1 xc6 2.1 c5+ 1 a5 3.1 c7#
- 893** - 1.Wh8+!! elegant and strong 1...1 xhB 2.1 f6+ 1 g8 3. d8#
- 894** - 1. g1+ 1 h6 2. d2 [otherwise 2. d3] 2... ad8 3. h2#
- 895** - 1.1 b6!! 1 f4 [1...1 xb6 2.1 xb6 e 1=W 3.c7#] 2.c7+ 1 xc7 3.1 a7#
- 896** - 1. a8+!1 xa8 2.Wa6+ 1 b8 3.Wxb7#
- 897** - 1. f8+! Wxf8 2. xf8+ xf8 3.Wxg6#
- 898** - 1. xb6+! Wxc6 2. xa2+
- 899** - 1. xf7+! xf7 2.c f6+ 1 h8 3. g8#
- 900** - 1.Wxh6+!!1 xh6 [1...gxh6 2. xh8#] 2. xh8+ 1 g5 3. h5#
- 901** - 1. h8+ 1 f7 2.Wxg7+!1 xg7 3. 1h7#
- 902** - 1.Wc6!! threatens mate and pins the 1 1...1 xc6 [1...bxa5 2. d8+ WeB 3. xc8#; 1... g7 2. d8+ WeB 3. xc8#] 2. d8+ WeB 3. xc8#
- 903** - 1.Wxd8+!!1 xd8 2.1 f6+ 1 e8 3. c8#
- 904** - 1.Wxh8+!!1 xh8 2.1 f6+ 1 g8 3. e8#
- 905** - 1.1 g7+!1 g8 [1...1 xg7 2. xe8+ 1 f8 3. xf8#] 2.1 d5+ e6 3.1 xe6#
- 906** - 1.Wa8+ 1 h7 2.Wh8+!1 xh8 3. g7#
- 907** - 1.Wxc5+! Stamma 1...dxc5 [1...1 b5 2.1 c4#] 2.1 c4+ 1 b5 3. b6#
- 908** - 1.1 g7+! xg7 2.Wh6+ h7 3.Wxh7#
- 909** - 1.h4+ 1 h5 2. f5+! gxf5 3.1 f7#
- 910** 1.g4+! hxg3 2.e4+ 1 f4 3. f6#
- 911** - 1. e5! b4 [1...1 h3 2. e4 1 xh2 3. h4#] 2.1 g2 b3 3.h3#
- 912** - 1. xf8+!1 xf8 2.Wf7+ 1 h8 3.Wxf8#
- 913** - 1.Wf6+! 1 xf6 2.gxf6+ 1 f8 3. xh8#
- 914** - 1.Wxf8+ 1 xf8 2.1 h6+ 1 g8 3. e8#
- 915** - 1. f4+ 1 h5 2.g3! hf8 3. h4#
- 916** - 1.Wxh7+!1 xh7 2. h3+ 1 g8 3.1 xe7#
- 917** 1. xe8+! xe8 2. g7+ 1 f8 [2...1 hB 3.1 f7#] 3.c d7#
- 918** - 1.Wxh6+! gxh6 2. g8+ xg8 3.1 xf7#
- 919** - 1.1 g7+!1 f7 2.We6+!1 xe6 3.dxe6#
- 920** - 1.Wxg8+!!1 xg8 [1...1 e? 2.We8#] 2. h8+!1 xh8 3.1 f7#
- 921** - 1.Wxf6! gxf6 2. g1+ 1 h8 3.1 xf6#
- 922** - 1.Wxf8+!1 xf8 2. d8+ 1 e7 3. e8#
- 923** - 1.Wg4+!!1 xg4 2. xh6+ gxh6 3.1 f7#
- 924** - 1.Wa8+ Wa7 2. xb6+!! 1 xb6 [2...1 xb6 3.Wc6#] 3.1 c4#
- 925** - 1.Wg7+!!1 xg7 2.1 f5+ 1 g8 3.1 h6#
- 926** 1.Wf8+ 1 d7 2.1 e6+!1 xe6 3.Wf5#
- 927** - 1.We6+!! fxe6 2.1 h5+ g6 3.1 xg6#
- 928** - 1.Wxh7+!!1 xh7 2.1 xh7+ 1 h8 3.1 g6#
- 929** - 1. g8+!!1 xg8 [1... xg8 2.1 f6+ g7 3. d8#] 2. g1+ 1 h8 3.1 f6#
- 930** - 1.1 a6+!! xd8 2.Wb8+! xb8 3.1 c7#
- 931** - 1. a8+!1 xa8 2.1 d7!! e7 3. a4#
- 932** - 1.Wg8+!! xg8 2.1 xg6+ hxg6 3. h4#
- 933** - 1.1 c7+ 1 f8 2.Wd8+!1 xd8 3. e8#
- 934** - 1.Wxd6+!!1 xd6 2.1 f4+ 1 d7 3.1 e6#

935 - 1.l 8+!! xc8 2." xg7+ l xg7 3.l xg7#
936 - 1." h6+!! l xh6 2. ♗ xh6+ l h7 3.i f8#
937 - 1." xd8+!! l xd8 2.gxf7+ l e7 3.i c5#
938 - 1.' e6!! l xf7 [1..." xh4 2.i g7#] 2.g5+
 " xg5+ 3." xg5#
939 - 1." xh6+ gxh6 2.l xh6+ l h7 3.i xf6#
940 - 1." xg7+!! l xg7 2.l g4+ l h8 3.i f6#
941 - 1." g5!! l g8 2." xh6+ gxh6 3.l xg8#
942 - 1." xf7+ t xf7 2.i xf7+ l d8 3.' e6#
943 - 1.' e7+! [1." xh7+? l xh7 2.l h1+ l g6!]
 1...\ h8 2." xh7+!! l xh7 3.l h1#
944 - 1.' f6+! gxf6 [1...\ h8 2.' f7#] 2." f7+
 l h8 3." h7#
945 - 1." h7+!! l xh7 2.' f6+ l h8 3.' g6#

Mate in four page 117

946 - 1.' f6 l e7 2.l xe7 l a7 3.l xa7 a1" 4.l h7#
947 - 1.g8" + l xg8 [1...\ f6 2." e6#] 2.l e6
 zugzwang 2...\ h8 3.\ f7 e5 4.i g7# A famous
 1895 study by Troitzky
948 - 1.' f7+ l g8 2.' h6+ l h8 3." g8+ l xg8
 4.' f7# smothered mate
949 - 1.exf7+ l f8 2.l e8+ l xe8 3.i g7+ l xg7
 4.fxe8" #
950 - 1." e3+ l h7 2." a7+ l h6 [2...\ h8
 3." g7#] 3." g7+ l h5 4." g5# Martens-
 Grabchevsky 1968
951 - 1." g6+ fxg6 2.i g8+ l h8 3.i f7+ l h7
 4.fxg6# [4.i xg6#]
952 - 1.' e7+ i xe7 2.i xe6+ l f7 3." xf7+ l h8
 4." h5#
953 - 1." g8+ l xg8 2.' xg6+ l h7 3.' e5+ l h8
 4.' f7#
954 - 1.i xh7+ l xh7 2.l xh7 threatening " h8
 mate 2...\ xh7 3." h8+ l g6 4." h5#
955 - 1.i h6+ l g8 2." g5+!! deflection 2..." xg5
 3.l e8+ i f8 4.l xf8#
956 - 1.i xg7+ l xg7 2.l f7+ l xh6 3." xh7+
 l g5 4.l f5#
957 - 1.b8" + l xb8 2.i d4+ l b7 [2...\ a6
 3.l a1+ l b7 4.l a7#] 3.l c7+ l a6 4.l a7#
958 - 1.l h3+ ' h6+ 2.l xh6+ gxh6 3.g7+ h7 4.g6#
959 - 1.l g1+ l h3 2." h7+ l h4 3." d7+!!
 deflection 3..." xd7 [3...l g4 4." xg4#] 4.l g3#
960 - 1.l d7!! threatening 2." h6 mate 1...i xd7
 2." d6+ l e7 3." h6+ l e8 4.l g8#
961 - 1." g8+ decoy sacrifice 1...\ xg8
 [1...l xg8 2.' f7#] 2.' e7+ discovered check

2...l f8 3.' 5g6+ hxg6 4.' xg6#
962 - 1.' f6+ " xf6 2.l fe1+ i e6 [2...i e7
 3." d8#] 3.i a4+! t xa4 4." d7#
963 - 1.l xh7+ l xh7 2." h3+ l g7 3.i h6+ l h7
 [3...\ f? 4." e6#] 4.i f8#
964 - 1.' xe6+ l e7 [1...l xe6 2." h8+ l t7
 3.l xg7#] 2.l xg7+ l xe6 3." g6+ l xe5 4.f4#
 Miles- Jakobsen 1984
965 - 1." e8+! l xe8 [1...i xe8 interfering with
 the l 's control of the c8 square 2.c7+ l xf3
 3.c8" #] 2.l xe8+ i xe8 3.c7+ l xf3 4.c8" #
 Mieses- Von Bardeleben 1905
966 - 1." xh7+ l xh7 2.' f6+ double check
 2...\ h8 3.l h3+ " h4 4.l xh4#
967 - 1.' f6+ gxf6 2." h7+ l f8 3.' xe6+ fxe6
 4.i h6# Medrutchi- Freytag 1935
968 - 1.l xf7+ l xf7 2.' h5+ l h8 [2...\ g8
 3." d8#] 3." d8+ l f8 4." xf8#
969 - 1." xg6+!! l h8 [1...\ xg6 2.l g3#] 2.i xf5
 removing the defender 2...exf5 [2...l xf6
 3." h7#] 3." xh6+ l h7 4." xh7#
970 - 1.l h8+ i xh8 2." h7 threatening mate on
 g8 2..." g6 3." xh8+ " g8 4." xg8# Martinez-
 Vaganian Moscow 1975
971 - 1.i g7+!! decoys and opens a line
 1...\ xg7 2.l xh7+!! l xh7 3." xg6+ l h8 4." h7#
972 - 1.f6+ \ g8 [1..." xf6 2." h6+ l g8 3." h7#]
 2.l h8+ l xh8 3." h6+ l g8 4." g7# Marshall-
 Marco 1900
973 - 1." g7+!! l xg7 2.hxg7+ \ g8 3.l h8+
 l xf7 4.g8" #

974 - 1." c7+! taking away an escape square!
 1...' xc7 2.' b6+!! l b8 [2...axb6 3.l d8#]
 3.l d8+ " c8 4.l xc8# Manka- Braga 1992
975 - 1." h7+ t xh7 2.' hg6+ l g8 3.' xe7+
 l h8 4.' 5g6# Majewskaja- Kijenko 1974
976 - 1." h6+! i xh6 2.i xh6+ l h7 3.i f8+ " h4
 4.l xh4#
977 - 1.' c7+ " xc7 2." e2+ " e5 3." xe5+ i e7
 4." xe7#
978 - 1." xh6+! gxh6 2.i d4+ i e5 3.i xe5+ l f6
 4.i xf6#

Curiosities page 121

979 - This seems a study, but it is actually
 from a real game (Kopylov- Karlson 1961, with
 colours reversed). 1.l d6!! 1...' xd6 2.i e3#, or
 1...gxf6 2.l c6#, or 1...l c8 2.' xa6#

980 – Black, with a completely won position, played...d4?? L c3 and mate on h8 cannot be prevented! Garcia- Ivkov 1965 1- 0. Had Ivkov not made this blunder, he would have won the tournament ahead of Smyslov (the tournament winner), Fischer and Geller!

981 – 1...Wa5+ and Black wins the i on g5, Djordjevic- Kovacevic 1984 0- 1. In subsequent years, other master strength players have made this error eight times ... but on two occasions managing to salvage a draw!

982 – 1.h8t +! a W or E promotion creates stalemate, whereas a i promotion creates a theoretical draw. Now it is mate in 14 moves with best play!

983 – 1.< h2! Schlechter- Meitner 1899 1- 0, the threat of i f2 cannot be met

984 – 1. c 1.i h7! as odd looking as it is effective! The idea is to control g8. Hommes- Skoblikov 1992 1- 0. 1...Exh7 [1...i xc5 23.Wxc5+ and mate; 1...i d6 2.We8+! Wxe8 34.i xd6+ We7 4.i xe7+ c e8 5.i f5 and wins] 2.i xe7+ c g8 3.i xd8 Exd8 4.We8+ Exe8 5.Exe8#

985 – The famous encounter Von Popiel- Marco 1902. Here Black - not seeing any way to save the pinned i - resigned. In fact, he could have won with 1...i g1!! threatening mate on h2 2.< xg1 [2.Wxd7 Wxh2#] 2...Exd3 3.i xd3 i xe4

986 – Black threatens the W and the < ; it is impossible to save both! 1.t d5+ the power of double check 1...< d8 [1...c b7 2.Wc7+ < a6 3.Wb6#; 1...c b8 2.Wc7#] 2.Wc7+ c e8 3.We7#

987 – 1.I e5!! strange but true: White wins a piece 1...i xe5 [1...Edxe5+ 2.dxe5 Black has two pieces hanging] 2.dxe5 The < will win one of the Es

988 – 1.t h7!! Razuvaev- Mestrovic 1981 1- 0 1...Exc8 [1...< xh7 2.Exf8] 2.t xf6+ intermediate check 2...gxf6 3.Exc8+ and wins

989 – Black has just promoted to a l in order to prevent the fork on f3, remember that 2 t s vs. m is a theoretical draw. Now White doesn't seem to have a move, but there is... 1.t f3+!! t xf3+ 2.< g3 attacking all three t s 2...c e3 the only chance, but now it stalemate! A 1937 study by Kubbel

990 – 1...Wg3!! Other less spectacular moves win too. Wrongly or rightly, many consider this to be the most spectacular tactical move of all time: Levitzky- Marshall 1912. 2.Wxg3 [2.hxg3

t e2#; 3.fxg3 t e2+ 4.< h1 Exf1#] 2...t e2+ 3.< h1 t xg3+ 4.fxg3 Exf1#

991 – Here White accepted a draw of er, but... 1.Eg7!! would have won the game; it threatens t f5 mate 1...c xg7 [1...Wc8 2.t f5+ Wxf5 3.gxf5 c xg7 4.e4 and wins] 2.t e6+ c t? 3.t xd8+ with victory

992 – 1.c g3!! The < is heading to h6 with mate on g7 and there is nothing Black can do about it! 1...Ece8 2.< f4 i c8 3.c g5 Short- Timman 1991 1- 0

993 – 1.< g5!! i d5 2.< h6! Weenink- Gans 1936 1- 0, and mate g7 is on the way

994 – 1.Wa8! winning a piece: Panczyk- Schurade 1978 1- 0 1...Exa8 [1...Eb7 2.Wxb8 Exb8 3.t xe7+] 2.t xe7+ < h7 3.t xc8

995 – White has just sacrificed the W on f6 and Black resigned! BUT... 1...Wg4! would have won the game [1...gxf6? 2.Eg3+ < h8 3.i xf6#] 2.hxg4 gxf6 and the g file is not accessible for White, who is simply a E down

996 – Seeing mate on f1 or e1, White threw in the towel, Jonasson- Angantysson 0- 1, BUT 1.t e3! results in f1 being protected by the W [1.< h1?? exf1W#] 1...i xe3+ 2.c h1 exf1W+ 3.Wxf1 with a decisive advantage

997 – Faced with the threat of Wxh3+, White resigned; however, he could have won the game with 1.Ee8+ [U1 xd4? Wxe1+] 1...c d7 2.Ee3!! Wf4 3.Exd4+! Wxd4 4.Ed3 Wxd3 5.t e5+

998 – Black has just captured on e1, and White resigned because of 1.< xe1 Ee3+ 2.< d2 Exe5, but the intermediate move 1.g6! would have saved the day: the check on g7 is fatal

999 – White resigned at his point in the game Torre- NN played in a simultaneous exhibition in 1924. In fact, Torre could have won by playing 1.Ed6!! [1.f7?? Ec1+ 2.< e2 d1W+] 1...Exd6 [1...cxd6 now the f on d2 is no longer a threat 2.f7 and wins] 2.g8W+ c d7 [2...J d8 3.Wxd8+ c xd8 4.f7] 3.Wxh7+ c c6 4.We4+ c b6 5.Wb4+ < c6 6.Wxc5+ < xc5 7.f7 and wins

1000 – 1.< a7!! with the threat of i b6 mate. Steei- NN 1886 1- 0

1001 – 1.e4! From a 1935 study by Kasparian. The f not only forks the two Es, but also threatens mate on the following move! 1...Ec5 [1...Eg5 2.exd5#] 2.exf5#

Glossary

Tactics

closing lines (a.k.a. interference or obstruction) a tactic that results in the obstruction of a file, rank or diagonal, with short term tactical consequences for the opponent

combination a combination

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