

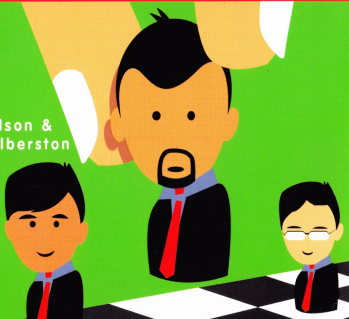
606

PUZZLES for CHESS NUTS



Official MENSAs
Puzzle Book

Fred Wilson &
Bruce Alberston



PLAY LIKE AN EXPERT!

How do you triumph in chess? By developing the tactical mastery and mental agility that only comes with experience in different gameplay situations. Prepare for your dominant conquests by solving 606 puzzles created to develop the skills of chess nuts by two highly regarded pros in the field. Each problem shows an endgame position, and it's up to you to spot the checkmate. Become proficient at the pin, the fork, the skewer, simplification, removing the guard, and more. Ranked in three levels of difficulty—beginner, intermediate, and tournament—these puzzles will help build the strategic savvy the game demands, while you enjoy hours of fun challenges.



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319

INTRODUCTION

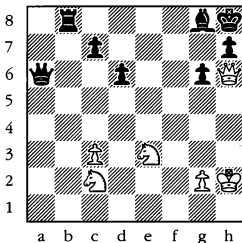
Chess is the gymnasium of the mind.
—Adolf Anderssen

Almost all games between inexperienced players are decided by a tactical blunder, usually the loss of at least a full piece.
—Bruce Alberston

We want you to make *606 Puzzles for Chess Nuts* your chess workout book. Whenever you have the time, or need to do some mental stretching before a serious game, we want you to enter our tactical chess “gym” here, and solve and solve until you really feel good and sharp. We have, between us, fifty years of practical chess teaching experience and if there is one thing we have learned for sure it is that *the only way for the advanced beginner or intermediate player to improve to the next level is to consistently study tactics.*

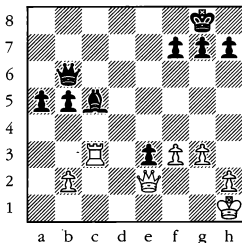
You don’t believe us? Consider the following two positions, which we consider to be sort of tactical “litmus tests.” In both cases it is White to move and win quickly, and if you can’t solve each of them in under thirty seconds, then you really do need this book!

In our first example, Black seems to be doing quite well, and is even ahead in material (i.e., he is up two pawns and “the exchange”) but ...



Well, what do you think is the most salient characteristic about Black's position? Did you notice Black's king has no escape squares, so that if you can put it in check it is certainly in trouble? Incidentally, Fred remembers showing this diagram to a lawyer browsing at his bookshop, who described himself as a "solid, intermediate player, and good at tactics," who, after a couple of minutes' thought, finally said, "One thing for sure, it is certainly not a knight move"(!).

Okay, okay, what you have here is a classic mating attack position where with 1 Nf5! , sacrificing the knight, White either mates at g7 with the queen, or, if $1 \dots \text{gxf5}$ 2 Qf6\# . Let's try one more "easy one":



Hmm ... seems as if Black's not doing too badly here, what with having a bishop and two pawns for a rook. We have heard many advanced beginners, and even quite a few intermediate players, admit concern over Black's "dangerous" passed pawn on e3, and express relief that it was, at least, "securely blockaded." How about it—were you thinking defensively or offensively after your first glance at the above diagram? A tactically alert player would immediately notice Black's unprotected eighth rank, and then easily spot 1 **Qxe3!**, winning the bishop. Curiously, the bishop is pinned against the unprotected black queen and is attacked twice. Black can't play 1 ... **Bxe3??** because 2 **Rc8+** and it is mate next move. If you don't find stuff like this fast, then you really do have a lot of work to do!

We believe that in *606 Puzzles for Chess Nuts* we have made this necessary work easier to accomplish than many other, similar books. As in our earlier tactics collections, we use large, clear diagrams, and put only two on each page, so when you have to think long and hard, especially over the positions in Chapter Three, you won't get eyestrain!

Additionally, we have added a hint in parentheses above each example telling you what tactic (or tactics) you should be looking for in order to solve the position. When you go through this book a second time, as we believe you should, you may want to use an index card to cover up these hints and try solving the positions “cold.” We have grouped the positions generally by order of difficulty, rather than the type of tactic involved. Excepting most mating attacks and all stalemates, all the tactics in this book are being used to create a winning material advantage. Also, about one-third of the positions in this book are “Black to move,” since we believe it is very important to study chess diagrams from Black’s perspective.

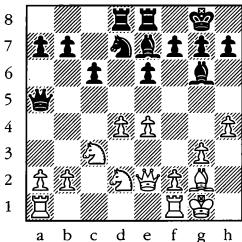
Finally, Bruce Alberston has devised a simple, easy-to-use scoring system to rate your current chess strength. It is described in more detail in the introductions to Chapters One, Two, and Three. We urge you to use it the first time you work through our book. And then, if you really want to improve a lot, go through the book at least two more times, continuing to score yourself. We’ll bet that you see a significant increase in your overall score each time, along with a commensurate improvement in your tactical awareness during over-the-board play.

We have addressed the three largest categories of players: advanced beginner, intermediate player, and tournament player. We suggest advanced beginners work through the 404 positions in Chapters One and Two twice before tackling Chapter Three. We will remind intermediate and tournament players not to be too disdainful of the 202 positions in Chapter One—they will serve as a good warm-up for the much tougher material ahead!

Finally, we are not going to waste your time and our paper defining common tactics such as pin, fork, skewer, discovery, etc. You already know what these are and just need to learn to implement them better. Most of you just

have not studied tactics enough and yet still wonder why you missed that neat, winning deflection or cool double attack.

We will, however, discuss two tactics, trapping and driving off, which, in our experience, need to be clearly defined to amateurs as independent maneuvers. Since these two tactics generally do not involve making a combination (a tactical maneuver in which you sacrifice material to obtain an advantage or, at least, to improve your position) but rather finding a clever series of moves leading to material gain, we give an illustration of each.

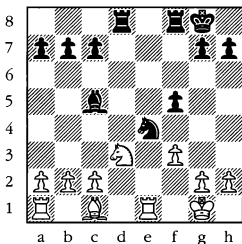


In the above position, from the game V. Akopian–E. Bareev, FIDE World Championship, Las Vegas, 1999, White's 15th move was the innocuous-looking but very clever 15 h4(!), to which Black, missing the point entirely, replied 15 ... Rad8?? Do you see what Black overlooked?

With 16 Nb3! Qh5 17 Bf3 Qh6 18 h5, Black's bishop will be lost for one pawn, so Bareev resigned. An elegant example of trapping.

In the famous game S. Tarrasch–G. Marco, Dresden,

1892, after the moves 1 e4 e5 2 Nf3 Nc6 3 Bb5 d6 4 0-0 Bd7 5 d4 Nf6 6 Nc3 Be7 7 Re1 0-0? (7 ... exd4 must be played) Tarrasch demonstrated Black's last move to be a decisive blunder with the following intricate, nearly forced, brilliant sequence leading to a beautiful example of driving off: 8 Bxc6! Bxc6 9 dxe5 dxe5 10 Qxd8 Raxd8 11 Nxe5 Bxe4 (the only attempt to avoid losing a pawn for nothing) 12 Nxe4 Nxe4 13 Nd3 (it looks as though White's rook on the e-file will pocket a piece, but Black still has resources) 13 ... f5! (the only chance) 14 f3! Bc5+, and can you find how White now forced a decisive win of material? (See diagram below.)



15 Nxc5! (not 15 Kf1? Bb6! and if 16 fxe4 fxe4+ wins back the piece) Nxc5 16 Bg5! Rd5 17 Be7 Re8 18 c4! Either driving off the knight's defender or forcing Black to play 18 ... Rxe7, losing the exchange for no compensation. Therefore Marco resigned. At the grandmaster level, this endgame is hopelessly lost. Curiously enough, this game is one of the earliest and best examples of prepared analysis, for Tarrasch had published this entire variation in an article on the Steinitz Defense to the Ruy Lopez in *Deutsche*

Schachzeitung about 18 months earlier!

While chess is clearly a strategic game, 99% of the time your success or failure will be determined by your skill at tactics. So it's simple: You've got to study tactics assiduously or you'll never get any better.

Get going!

—Fred Wilson & Bruce Alberston

CHAPTER ONE

202 POSITIONS FOR THE ADVANCED BEGINNER

The Advanced Beginner: Just who is the advanced beginner? Well, he (or she) happens to be your average chessplayer. He's thoroughly conversant with the moves and rules, and he's had some limited exposure to the basic concepts of the opening, middlegame, and ending. What he lacks is the experience to put everything together into a coherent whole. What he also lacks is the tactical ability to lift his game to a higher plane. Hopefully, our book will help remedy this particular deficiency.

Anyway, the problems in this chapter are geared to the level of our hypothetical average advanced beginner. He's expected to solve the majority of the positions (over 50%), but we also expect him to do some stretching. The stretching is important if you want to move up a class in strength.

Scoring: Scoring is optional, but if you want to keep track, here's how to do it. There are 202 positions in the chapter, each one worth one point. Give yourself full credit if you worked out the main line of the solution. And if you found only the first move, you can still give yourself a half-point part credit.

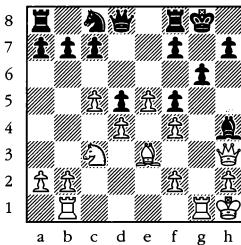
We would also like to see intermediate and tournament players trying their hand at this chapter. The chart below shows the average expected score for each category of player.

Player Category	Average number of positions correctly solved, out of 202	Average number of positions incorrectly solved, out of 202
Advanced Beginner	129	73
Intermediate Player	153	49
Tournament Player	185	17

1.

White to move

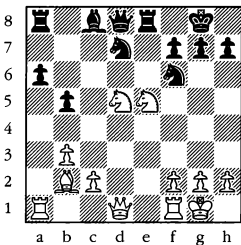
(Pin)



2.

White to move

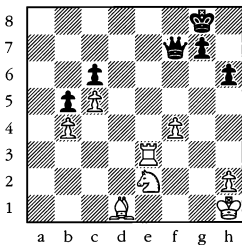
(Trapping)



3.

White to move

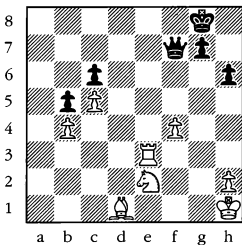
(Pin)



4.

Black to move

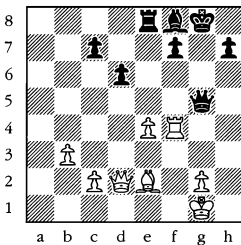
(Queen fork)



5.

White to move

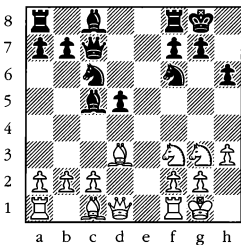
(Pin)



6.

Black to move

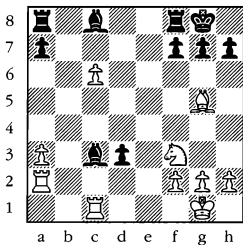
(Pin)



7.

Black to move

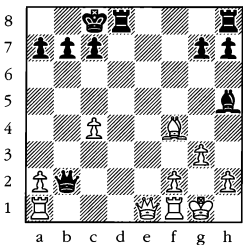
(Trapping)



8.

White to move

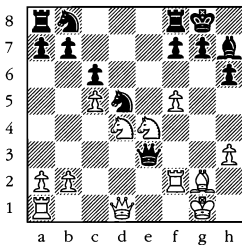
(Double threat)



9.

White to move

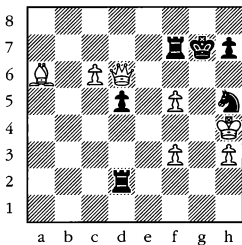
(Trapping)



10.

Black to move

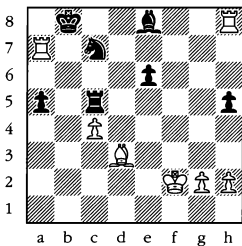
(Double threat)



11.

White to move

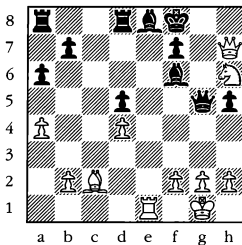
(Removing the guard)



12.

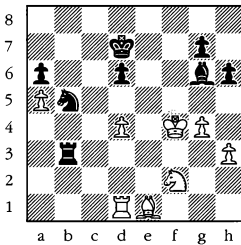
White to move

(Removing the guard)



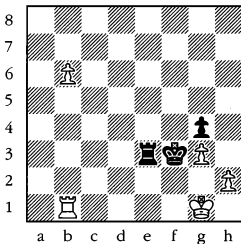
13.

Black to move
(Double threat)



14.

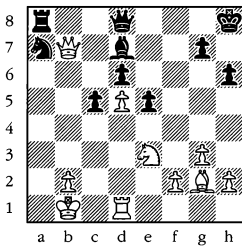
Black to move
(Stalemate)



15.

Black to move

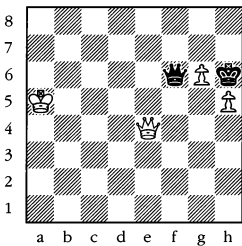
(Trapping)



16.

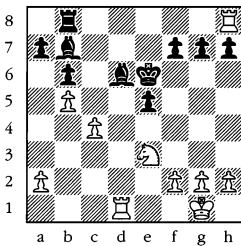
Black to move

(Stalemate)



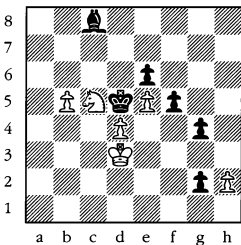
17.

White to move
 (Removing the guard)



18.

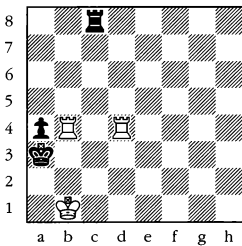
White to move
 (Mating attack)



19.

Black to move

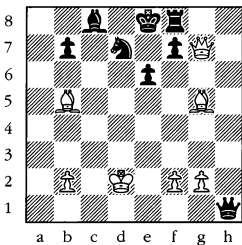
(Stalemate)



20.

White to move

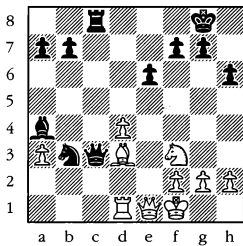
(Pin)



21.

Black to move

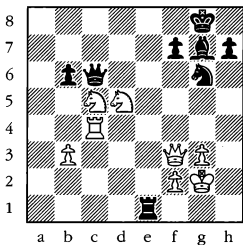
(Discovery)



22.

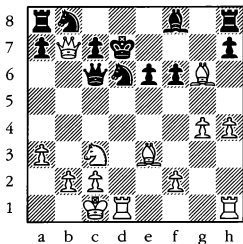
White to move

(Discovery)



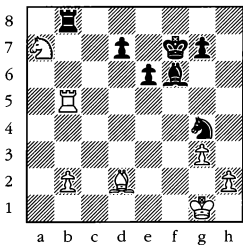
23.

White to move
 (Removing the guard)



24.

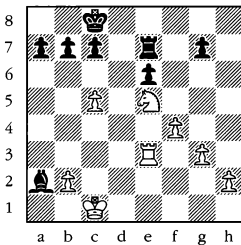
Black to move
 (Bishop fork)



25.

White to move

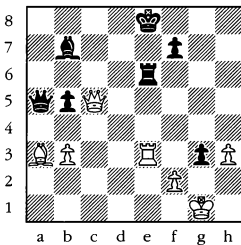
(Trapping)



26.

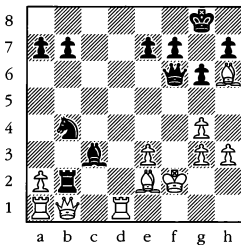
White to move

(Removing the guard)



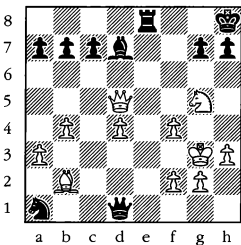
27.

White to move
(Simplification)



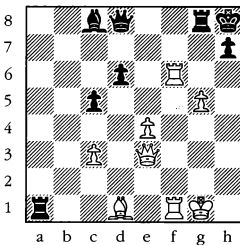
28.

Black to move
(Simplification)



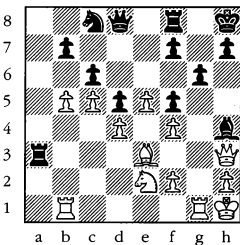
29.

Black to move
(Deflection)



30.

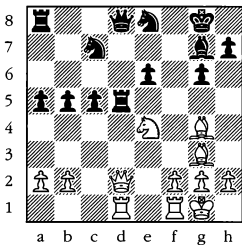
Black to move
(Pin)



31.

White to move

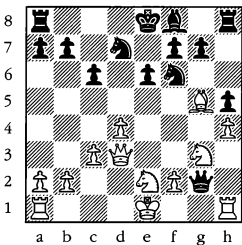
(Overload)



32.

White to move

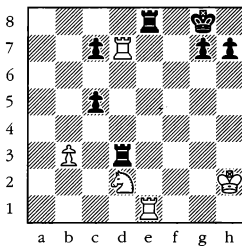
(Trapping)



33.

Black to move

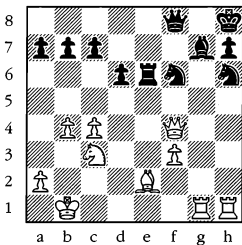
(Desperado)



34.

White to move

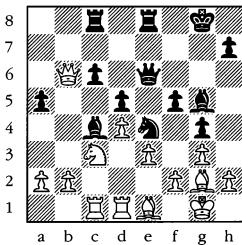
(Removing the guard)



35.

Black to move

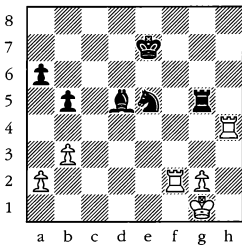
(Trapping)



36.

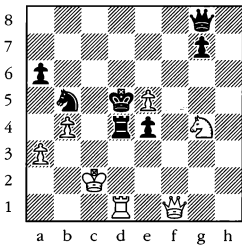
Black to move

(Knight fork)



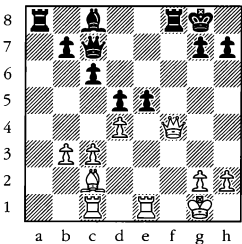
37.

White to move
(Mating attack)



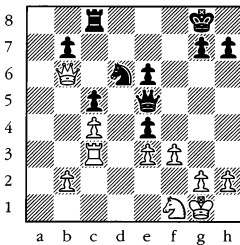
38.

White to move
(Overload)



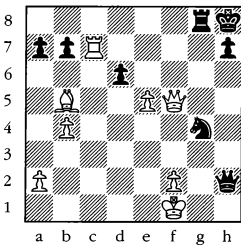
39.

White to move
(Driving off)



40.

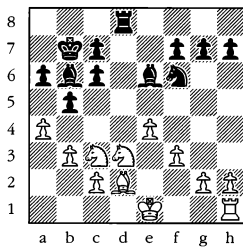
Black to move
(Knight fork)



41.

Black to move

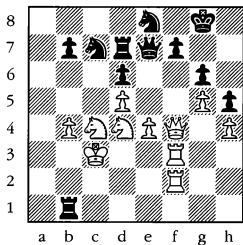
(Overload)



42.

White to move

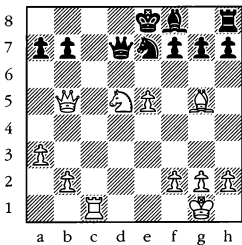
(Driving off)



43.

White to move

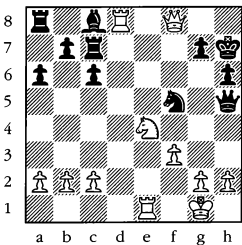
(Pin)



44.

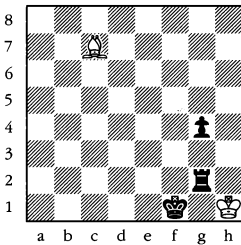
White to move

(Knight fork)



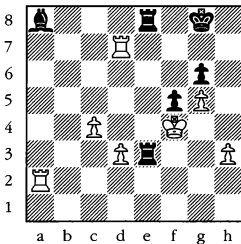
45.

Black to move
(Mating attack)



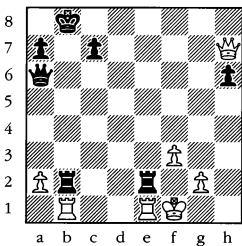
46.

White to move
(Overload)



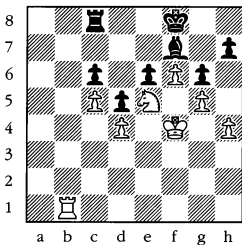
47.

Black to move
(Double check)



48.

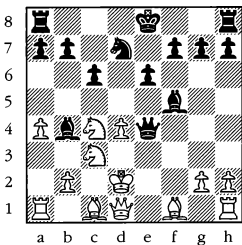
White to move
(Trapping)



49.

White to move

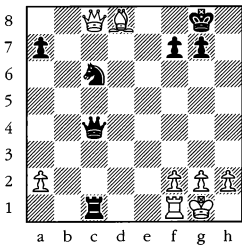
(Knight fork)



50.

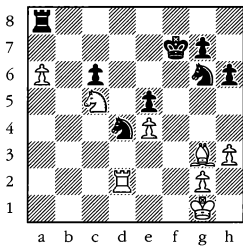
White to move

(Discovery)



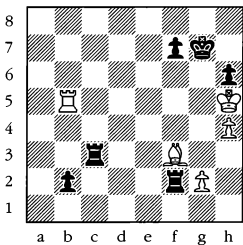
51.

White to move
(Removing the guard)



52.

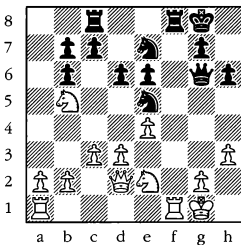
Black to move
(Deflection)



53.

Black to move

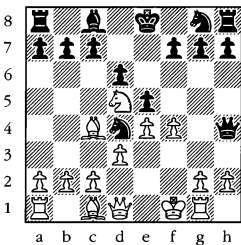
(Knight fork)



54.

Black to move

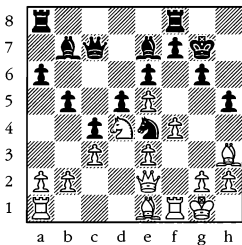
(Mating attack)



55.

White to move

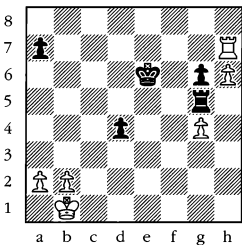
(Knight fork)



56.

White to move

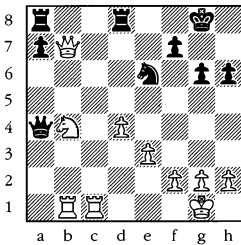
(Promotion)



57.

White to move

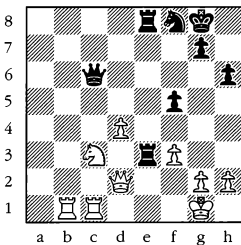
(Trapping)



58.

White to move

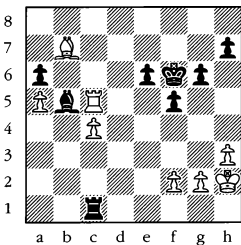
(Discovery)



59.

White to move

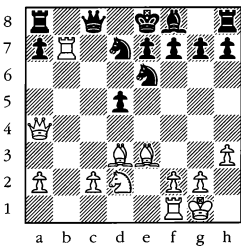
(Promotion)



60.

White to move

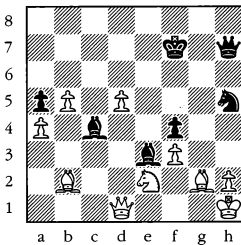
(Pin)



61.

Black to move

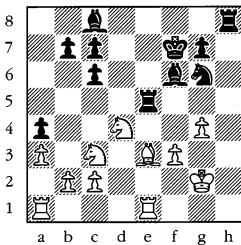
(Removing the guard)



62.

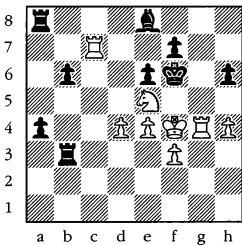
Black to move

(Removing the guard)



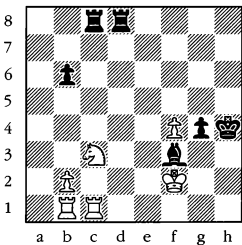
63.

White to move
(Mating attack)



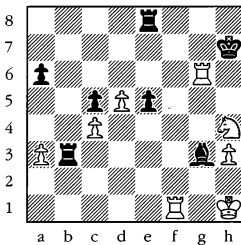
64.

White to move
(Mating attack)



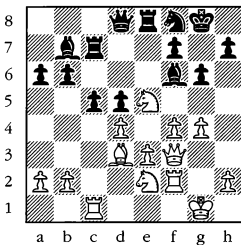
65.

White to move
(Mating attack)



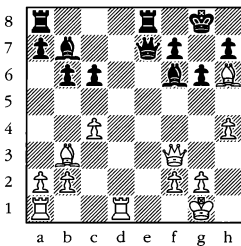
66.

Black to move
(Trapping)



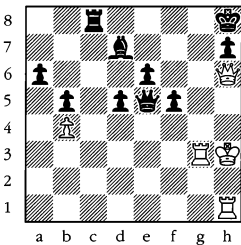
67.

White to move
(Deflection)



68.

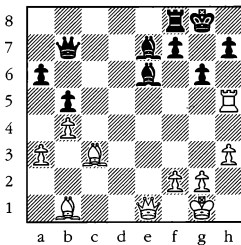
White to move
(Mating attack)



69.

White to move

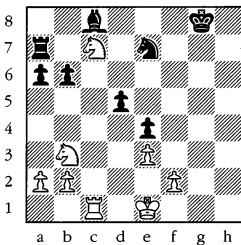
(Overload)



70.

White to move

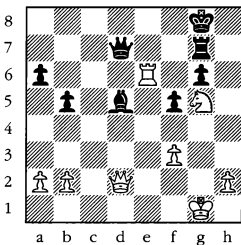
(Discovery)



71.

White to move

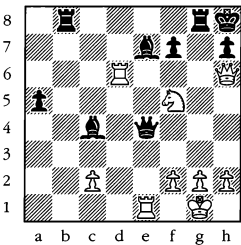
(Deflection)



72.

White to move

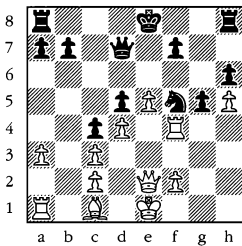
(Removing the guard)



73.

White to move

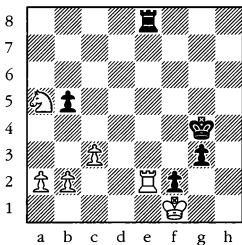
(Pin)



74.

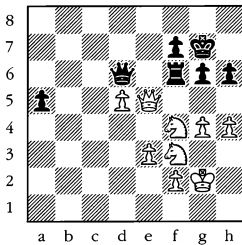
Black to move

(Mating attack)



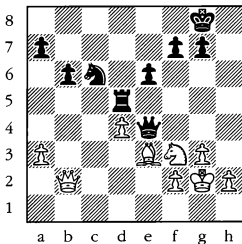
75.

White to move
(Interference)



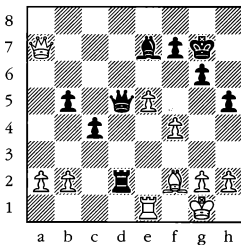
76.

Black to move
(Pin)



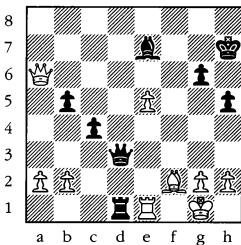
77.

Black to move
 (Removing the guard)



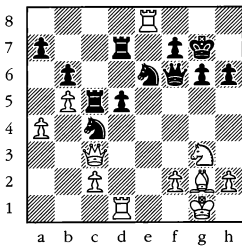
78.

Black to move
 (Pin)



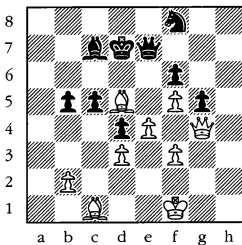
79.

White to move
(Deflection)



80.

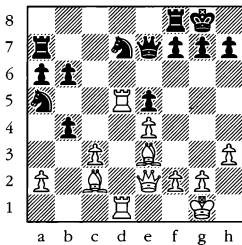
White to move
(Discovery)



81.

White to move

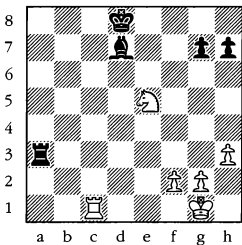
(Pin)



82.

White to move

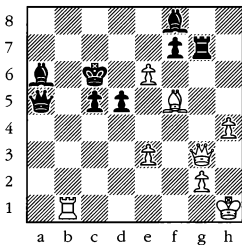
(Pin)



83.

White to move

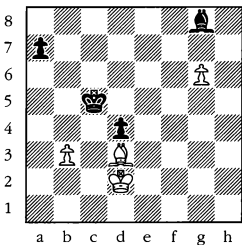
(Deflection)



84.

White to move

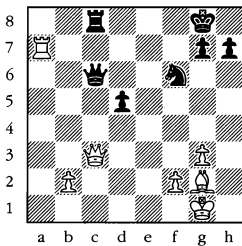
(Removing the guard)



85.

White to move

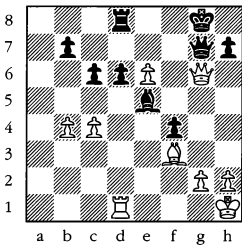
(Pin)



86.

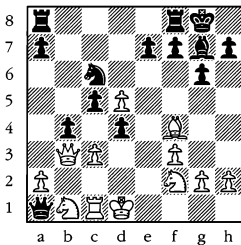
White to move

(Promotion)



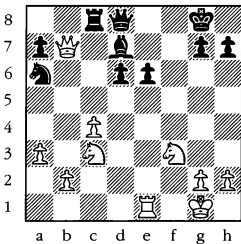
87.

Black to move
(Deflection)



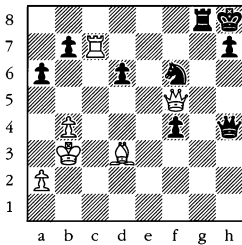
88.

Black to move
(Trapping)



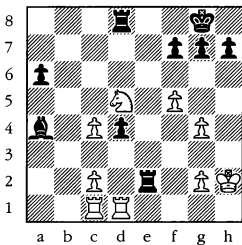
89.

White to move
 (Removing the guard)



90.

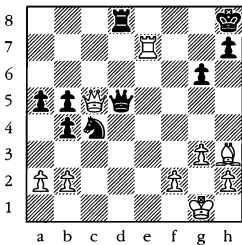
White to move
 (Knight fork)



91.

White to move

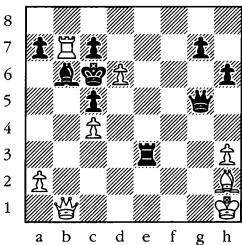
(Deflection)



92.

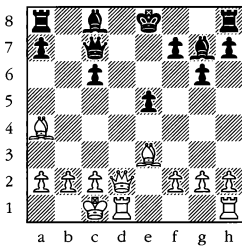
White to move

(Mating attack)



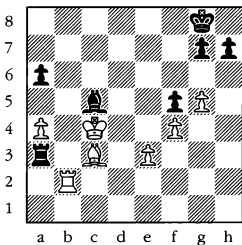
93.

White to move
(Deflection)



94.

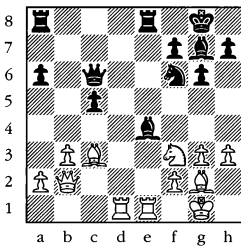
White to move
(Double threat)



95.

White to move

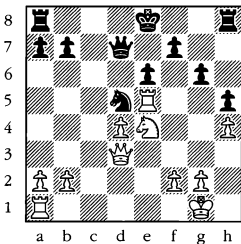
(Pin)



96.

White to move

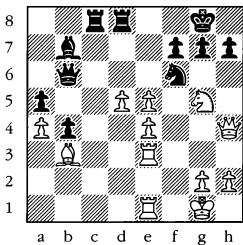
(Removing the guard)



97.

Black to move

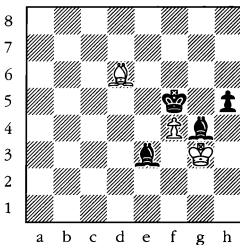
(Pin)



98.

Black to move

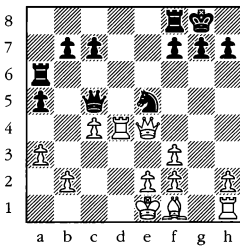
(Driving off)



99.

Black to move

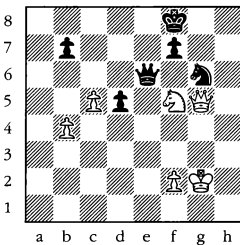
(Pin)



100.

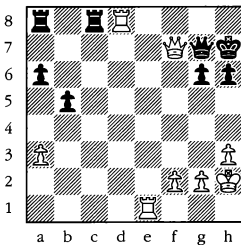
Black to move

(Knight fork)



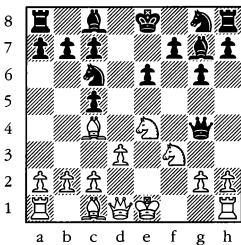
101.

White to move
(Mating attack)



102.

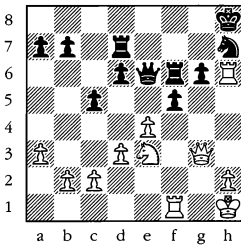
White to move
(Trapping)



103.

White to move

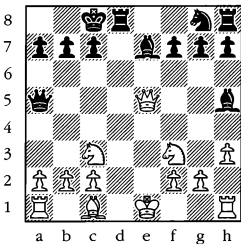
(Driving off)



104.

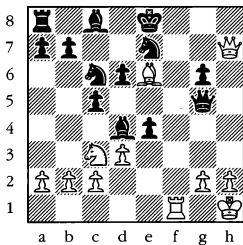
Black to move

(Pin)



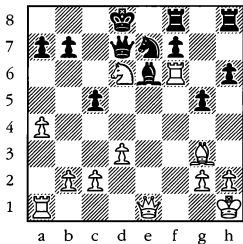
105.

White to move
(Mating attack)



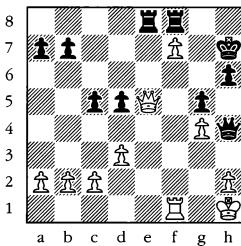
106.

White to move
(Removing the guard)



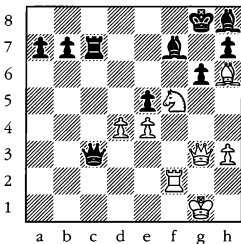
107.

White to move
(Zwischenschach)



108.

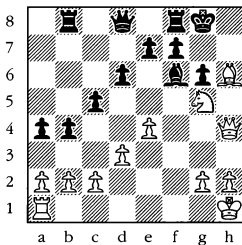
White to move
(Overload)



109.

White to move

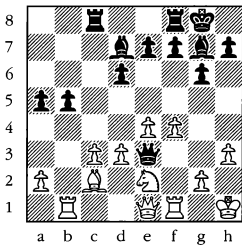
(Clearance/mating attack)



110.

White to move

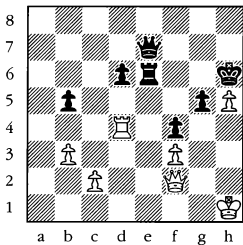
(Trapping)



111.

Black to move

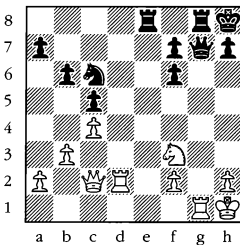
(Pin)



112.

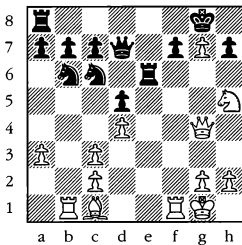
Black to move

(Pin/mating attack)



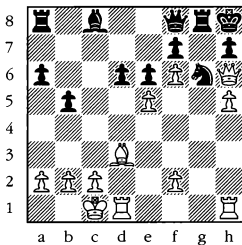
113.

White to move
(Removing the guard)



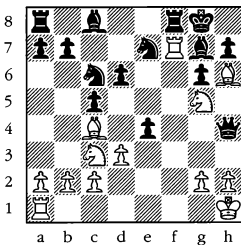
114.

White to move
(Discovery/mating attack)



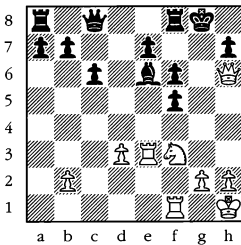
115.

White to move
(Double check)



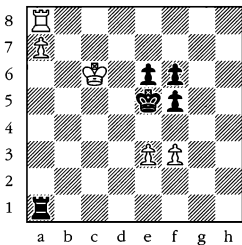
116.

White to move
(Pin)



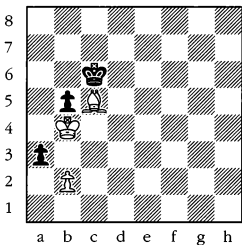
121.

White to move
(Double threat)



122.

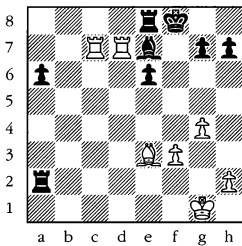
White to move
(Promotion)



123.

White to move

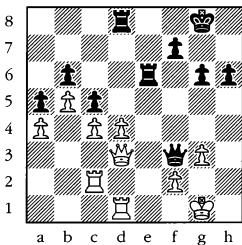
(Pin)



124.

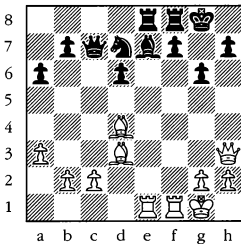
Black to move

(Deflection)



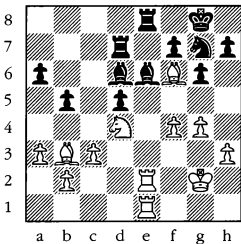
125.

White to move
(Mating attack)



126.

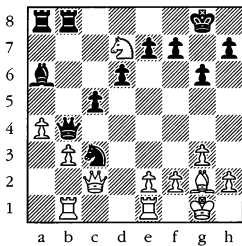
White to move
(Pin)



127.

White to move

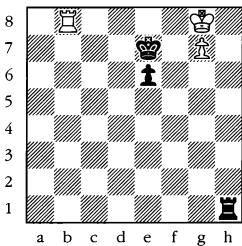
(En prise)



128.

Black to move

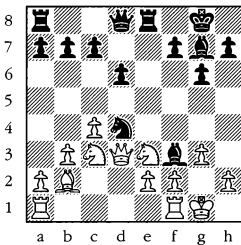
(Trapping)



129.

Black to move

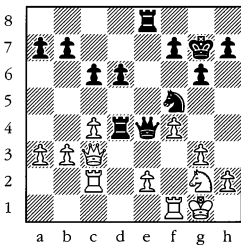
(Pin)



130.

White to move

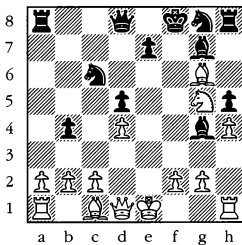
(Pin)



131.

White to move

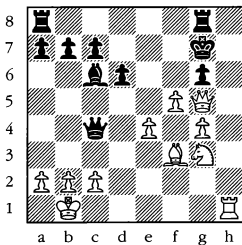
(Removing the guard)



132.

White to move

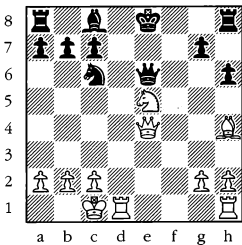
(Mating attack)



133.

White to move

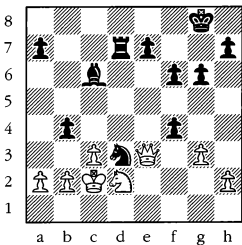
(Removing the guard/mating attack)



134.

White to move

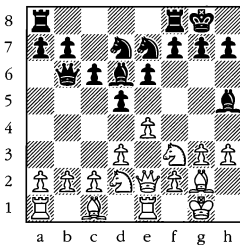
(Fork)



135.

Black to move

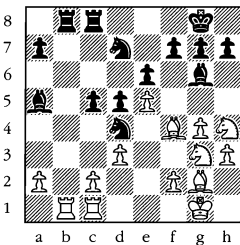
(Pin)



136.

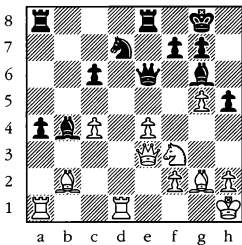
Black to move

(Overload)



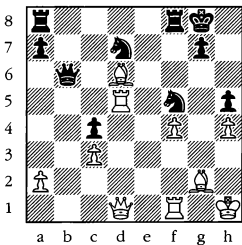
137.

White to move
(Double threat)



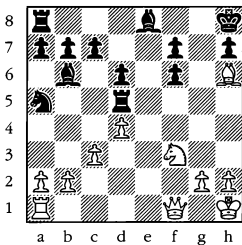
138.

White to move
(Discovery)



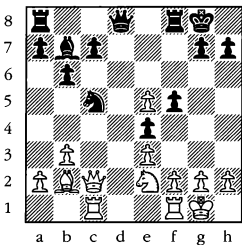
139.

White to move
(Interference)



140.

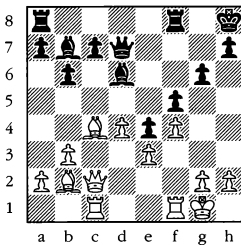
White to move
(Pin)



141.

White to move

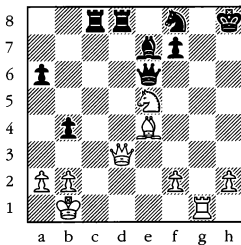
(Discovery)



142.

White to move

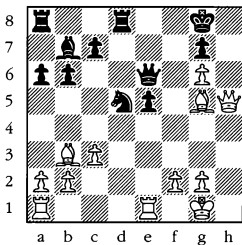
(Deflection/mating attack)



143.

White to move

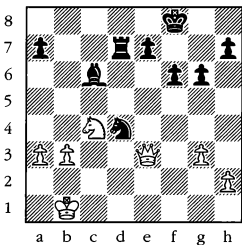
(Deflection/mating attack)



144.

Black to move

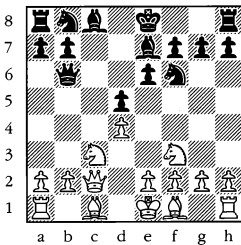
(Pin)



145.

White to move

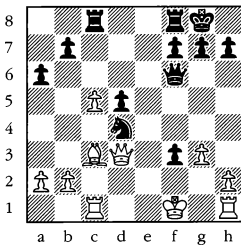
(Discovery)



146.

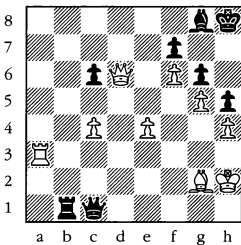
Black to move

(Unpin)



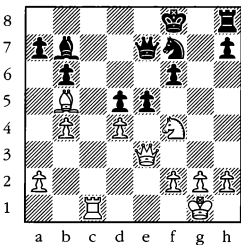
147.

White to move
(Mating attack)



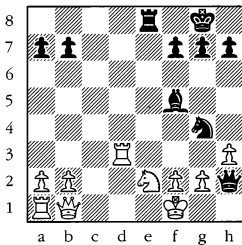
148.

White to move
(Fork)



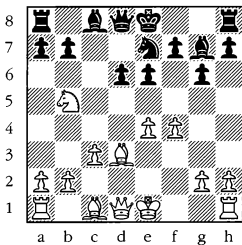
149.

Black to move
(Mating attack)



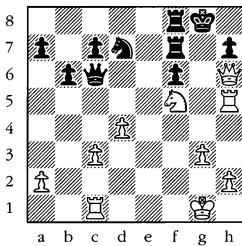
150.

White to move
(Discovery)



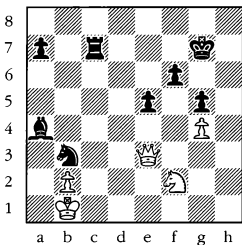
151.

White to move
(Mating attack)



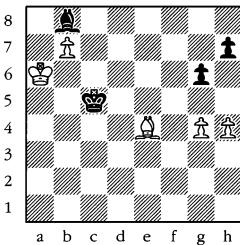
152.

Black to move
(Simplification)



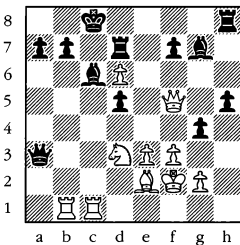
153.

White to move
(Promotion)



154.

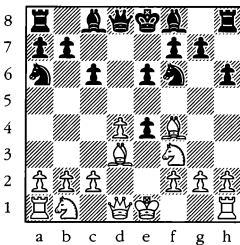
White to move
(Removing the guard)



155.

White to move

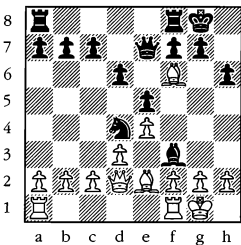
(Fork)



156.

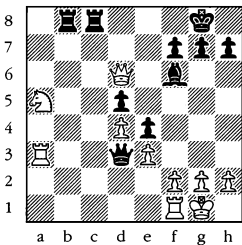
Black to move

(En prise)



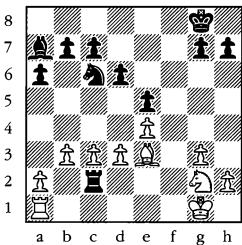
157.

Black to move
(Mating attack)



158.

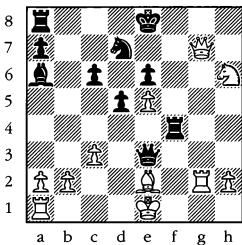
Black to move
(Removing the guard)



159.

Black to move

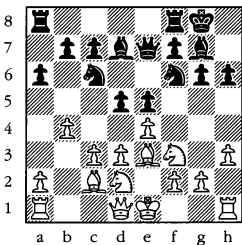
(En prise)



160.

White to move

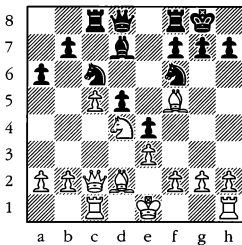
(Skewer)



161.

Black to move

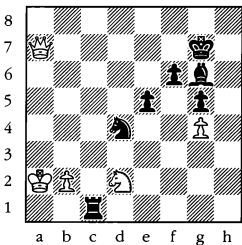
(Removing the guard)



162.

Black to move

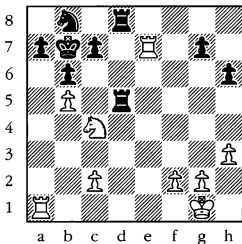
(Fork)



163.

White to move

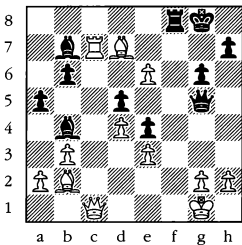
(Deflection/Mating attack)



164.

Black to move

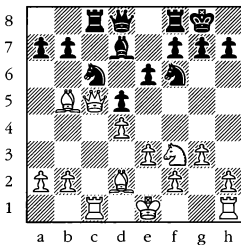
(Fork)



165.

Black to move

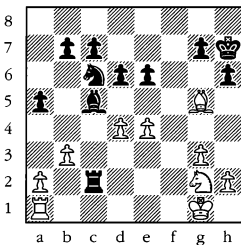
(Discovery)



166.

Black to move

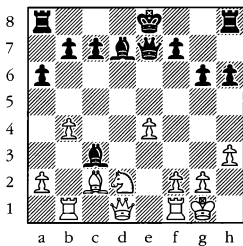
(En prise)



167.

Black to move

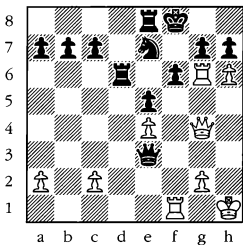
(Pin)



168.

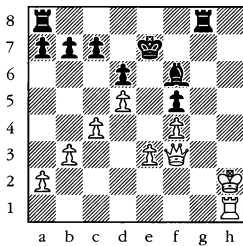
White to move

(Mating attack)



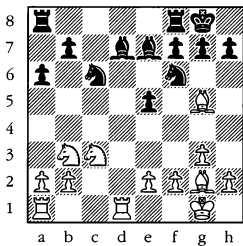
169.

Black to move
(Mating attack)



170.

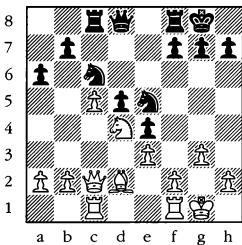
White to move
(Removing the guard)



171.

Black to move

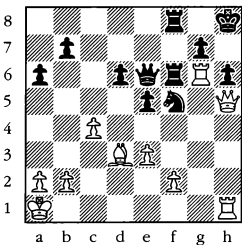
(Fork)



172.

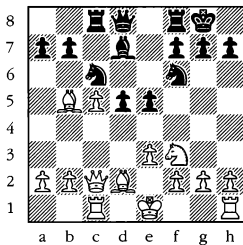
White to move

(Removing the guard)



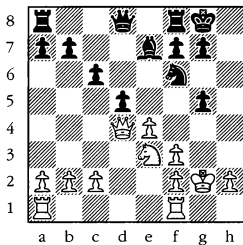
173.

White to move
 (Removing the guard)



174.

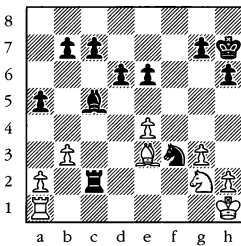
Black to move
 (Discovery)



175.

Black to move

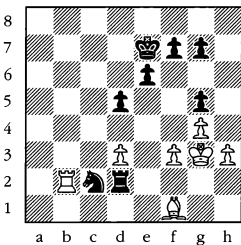
(Pin)



176.

Black to move

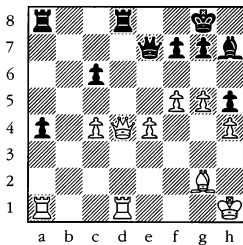
(Unpin)



177.

White to move

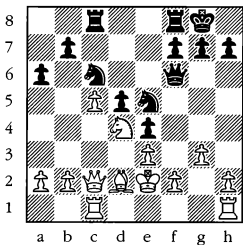
(Overload)



178.

Black to move

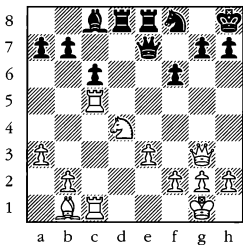
(Removing the guard)



179.

Black to move

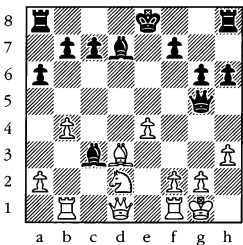
(Pin)



180.

Black to move

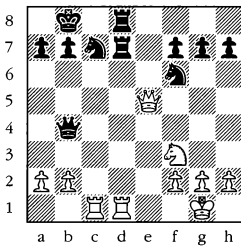
(En prise)



181.

White to move

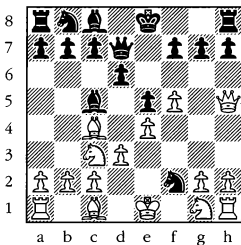
(Deflection)



182.

White to move

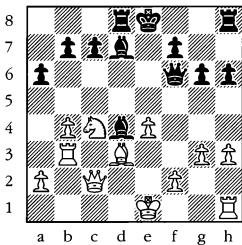
(Pin)



183.

Black to move

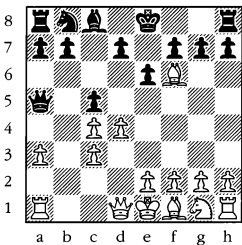
(Skewer)



184.

Black to move

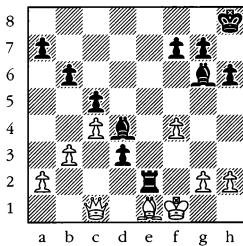
(Zwischenschach)



185.

Black to move

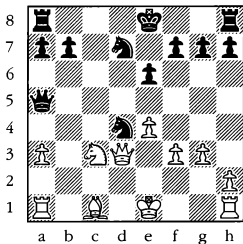
(Discovery)



186.

Black to move

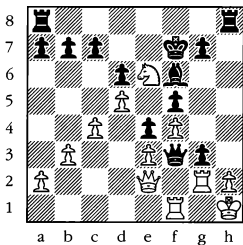
(Driving off)



187.

Black to move

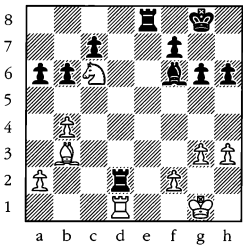
(X-ray)



188.

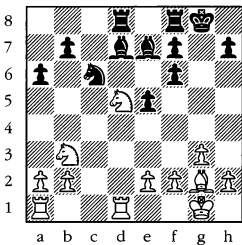
Black to move

(Fork)



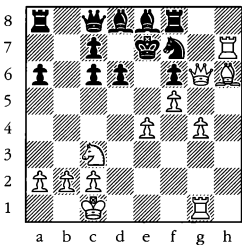
189.

White to move
 (Removing the guard)



190.

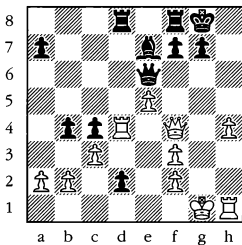
White to move
 (En prise)



191.

Black to move

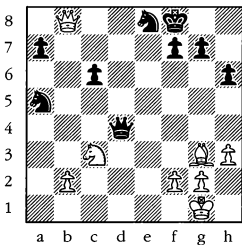
(Promotion)



192.

White to move

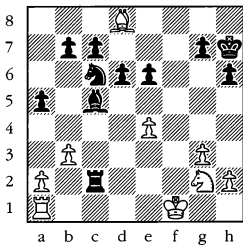
(Driving off/double attack)



193.

Black to move

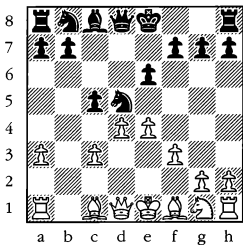
(En prise)



194.

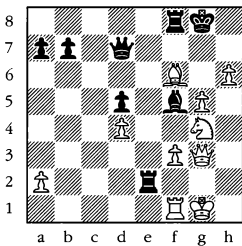
Black to move

(En prise)



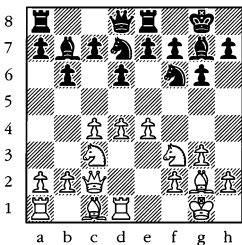
195.

White to move
(Discovery/fork)



196.

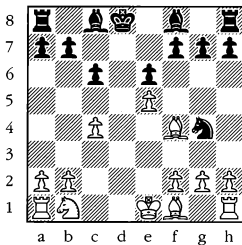
White to move
(Trapping)



197.

Black to move

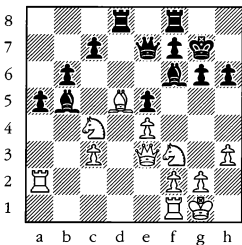
(Fork)



198.

Black to move

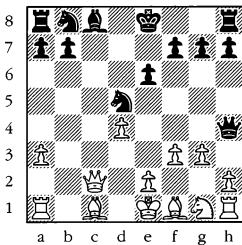
(Removing the guard)



199.

Black to move

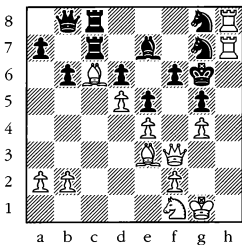
(En prise)



200.

White to move

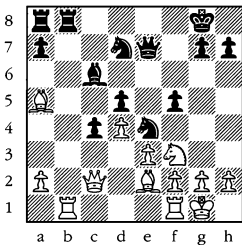
(Mating attack)



201

White to move

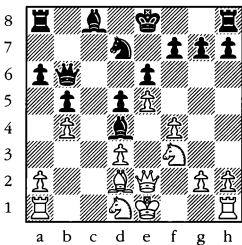
(Fork)



202

White to move

(Trapping)



CHAPTER TWO

202 POSITIONS FOR THE INTERMEDIATE PLAYER

The Intermediate Player: The intermediate player is a cut above the national average. He's advanced to the level where he can now crush the random player on the block. He's read several chess books and he's been exposed to some of the more advanced concepts of the game. If he has a computer, he's likely played some games on the Internet. Also probable is that he's competed in a couple of tournaments, but is not yet a full-fledged tournament player.

Intermediate is a decent player who doesn't often beat himself. Nevertheless, something is lacking in the play. And what seems to be missing is consistency throughout the course of the entire game. Sometimes it's there, sometimes it's not. When it's not, the culprit is usually some tactical trick that's escaped his line of sight. It is one of those ornery gaps in tactical technique that has yet to become second nature. When it gets down to the fingertips, and you don't have to think about it, that's when consistency improves.

Scoring: Keeping score of your results is not required. But if you want to maintain a record, there is a way we suggest you go about it. Award yourself one full point for a problem correctly solved, right through to the end of the main line. If you got just the first two moves of the solution, take a half-point part credit.

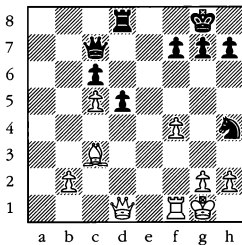
The positions in this chapter are laid out largely for the intermediate level player. But we hope they will also be used by the advanced beginner and the tournament-level player. The average expected score by each class of player is shown in the chart below.

Player Category	Average number of positions correctly solved, out of 202	Average number of positions incorrectly solved, out of 202
Advanced Beginner	73	129
Intermediate Player	129	73
Tournament Player	171	31

203.

White to move

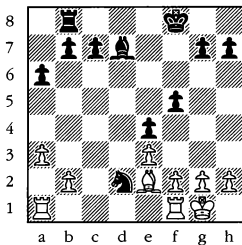
(Skewer)



204.

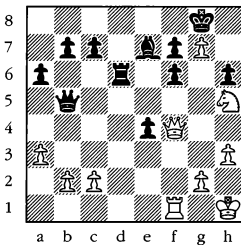
White to move

(Skewer)



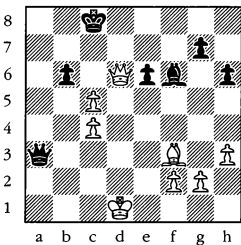
205.

White to move
(Mating attack)



206.

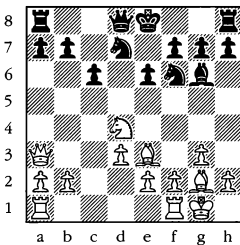
White to move
(Discovery)



207.

White to move

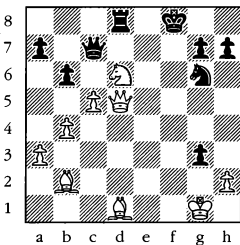
(Driving off)



208.

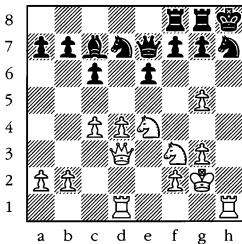
White to move

(Mating attack)



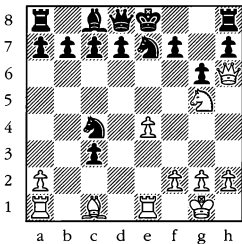
209.

White to move
(Double check)



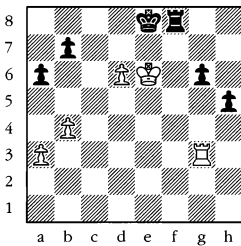
210.

White to move
(Mating attack)



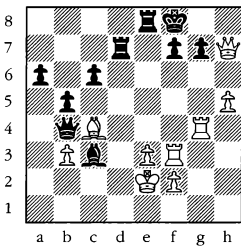
211.

White to move
(Mating attack)



212.

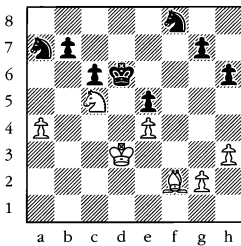
White to move
(Skewer)



213.

White to move

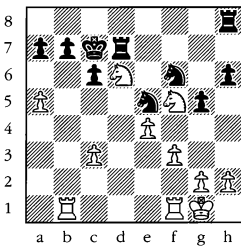
(Skewer)



214.

White to move

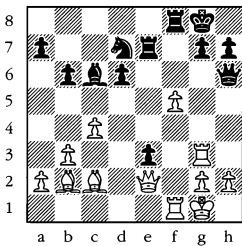
(Skewer)



215.

White to move

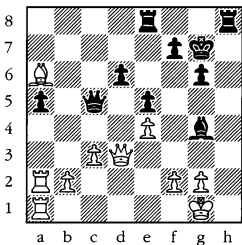
(Trapping)



216.

Black to move

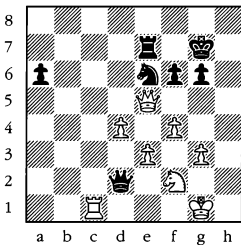
(Mating attack)



217.

White to move

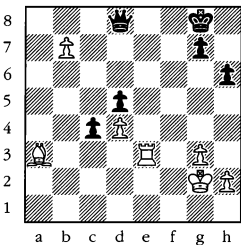
(Knight fork)



218.

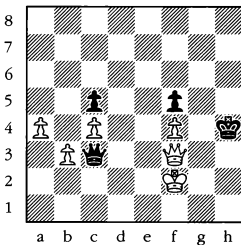
White to move

(Promotion)



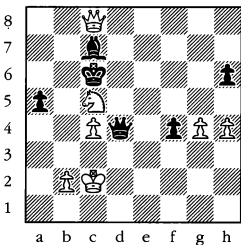
219.

Black to move
(Stalemate)



220.

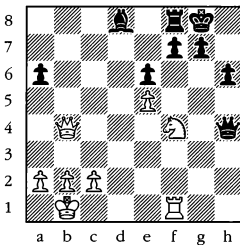
White to move
(Knight fork)



221.

White to move

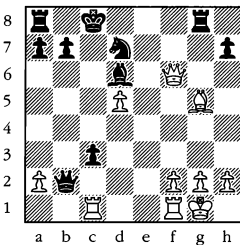
(Pin)



222.

White to move

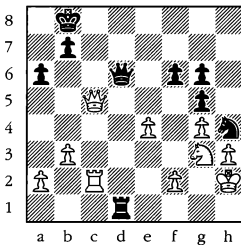
(Discovery)



223.

Black to move

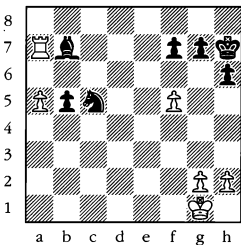
(Knight fork)



224.

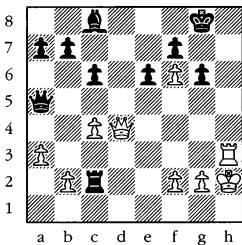
White to move

(Promotion)



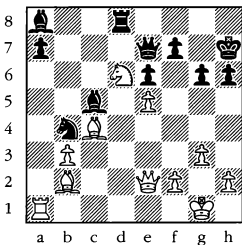
225.

White to move
(Mating attack)



226.

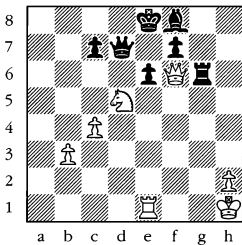
Black to move
(Removing the guard)



227.

White to move

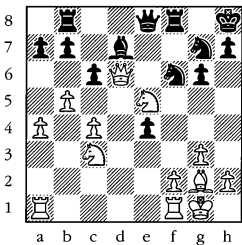
(Knight fork)



228.

Black to move

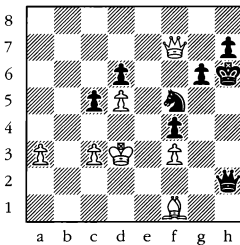
(Driving off)



229.

Black to move

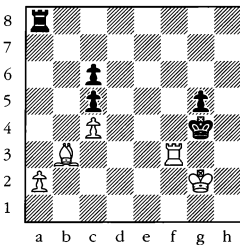
(Trapping)



230.

White to move

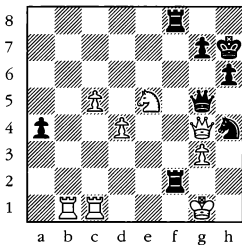
(Discovery)



231.

Black to move

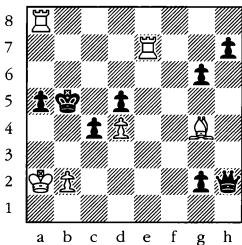
(Discovery)



232.

White to move

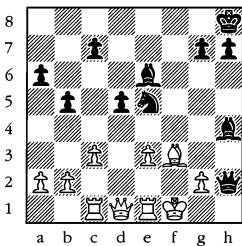
(Mating attack)



233.

Black to move

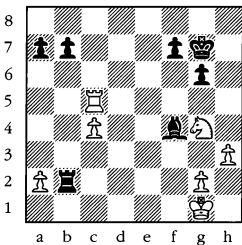
(Pin)



234.

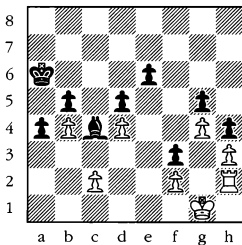
Black to move

(Trapping)



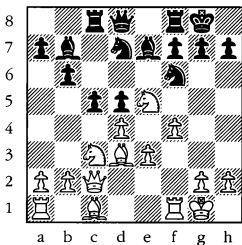
235.

Black to move
(Interference)



236.

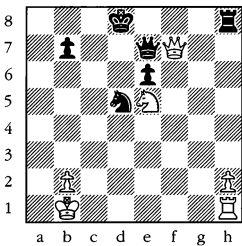
White to move
(Skewer)



237.

White to move

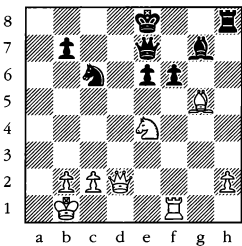
(Knight fork)



238.

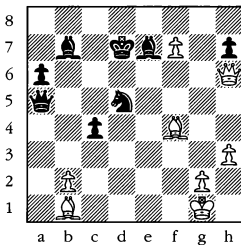
White to move

(Bishop fork)



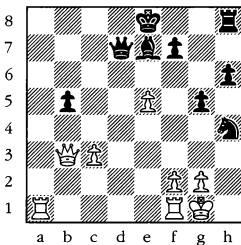
239.

White to move
(Mating attack)



240.

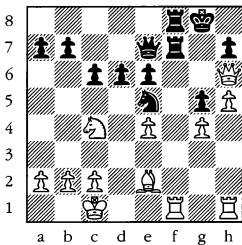
White to move
(Skewer)



241.

Black to move

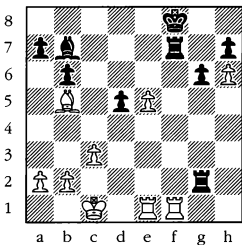
(Trapping)



242.

White to move

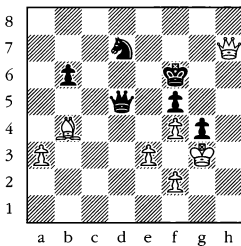
(Driving off)



243.

White to move

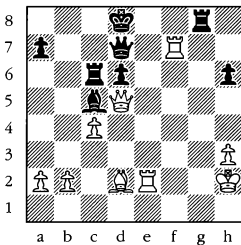
(Skewer)



244.

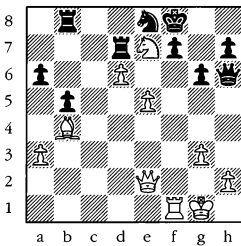
Black to move

(Mating attack)



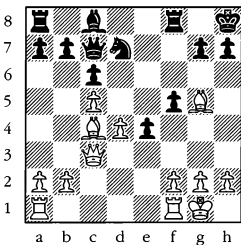
245.

White to move
(Mating attack)



246.

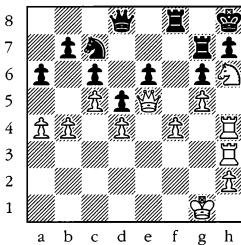
White to move
(Trapping)



247.

White to move

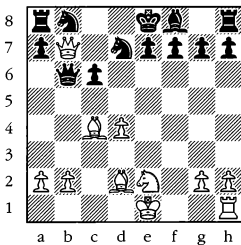
(Knight fork)



248.

White to move

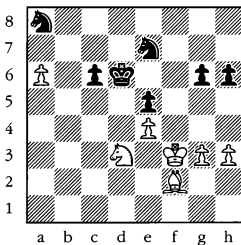
(Deflection)



249.

White to move

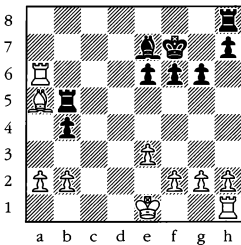
(Overload)



250.

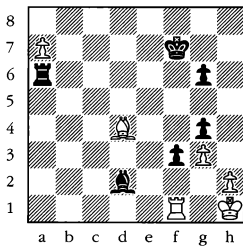
Black to move

(Trapping)



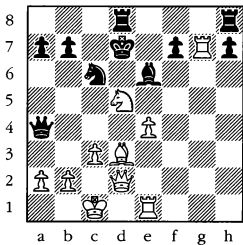
251.

White to move
(Promotion/pin)



252.

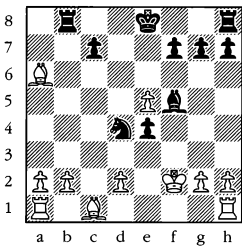
White to move
(Discovery)



253.

Black to move

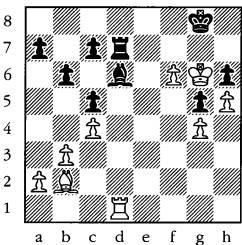
(Discovery)



254.

White to move

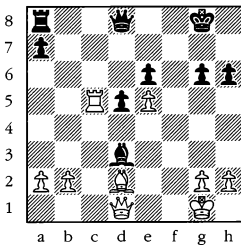
(Discovery foiled)



255.

White to move

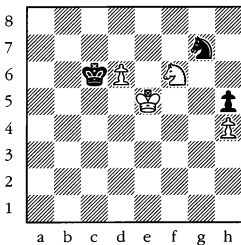
(Discovery)



256.

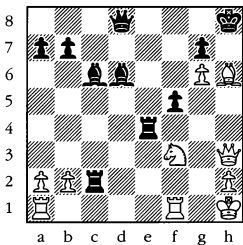
White to move

(Knight fork)



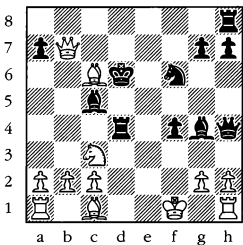
257.

Black to move
(Mating attack)



258.

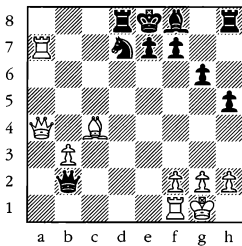
Black to move
(Discovery)



259.

White to move

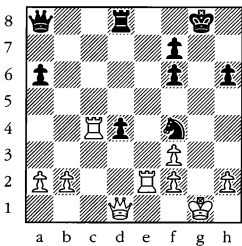
(Pin)



260.

Black to move

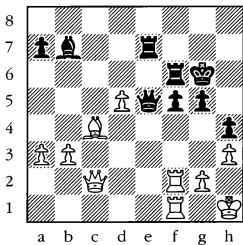
(Mating attack)



261.

White to move

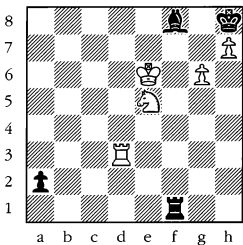
(Pin)



262.

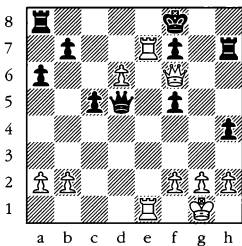
White to move

(Promotion)



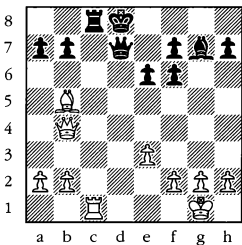
263.

White to move
(Mating attack)



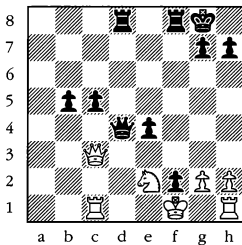
264.

White to move
(Mating attack)



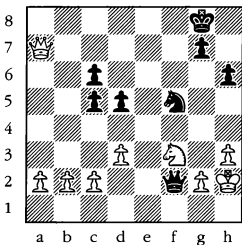
265.

Black to move
(Mating attack)



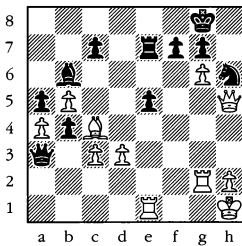
266.

White to move
(Discovery)



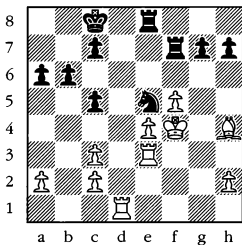
267.

White to move
(Double check)



268.

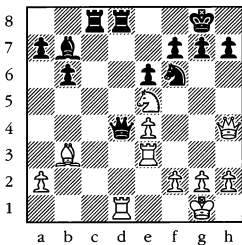
Black to move
(Pin)



269.

White to move

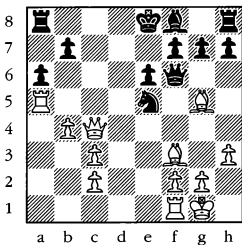
(Skewer)



270.

White to move

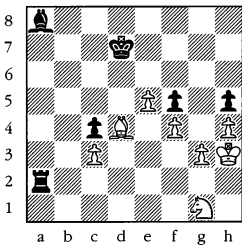
(Removing the guard)



271.

Black to move

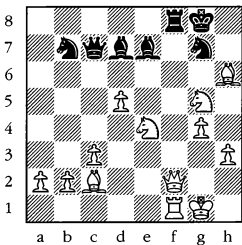
(Discovery)



272.

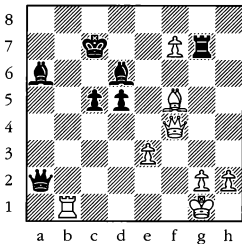
White to move

(Removing the guard)



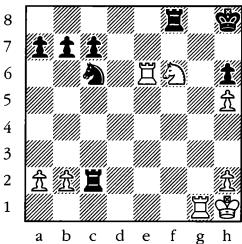
273.

White to move
(Removing the guard)



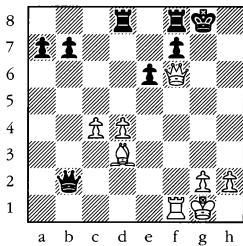
274.

White to move
(Mating attack)



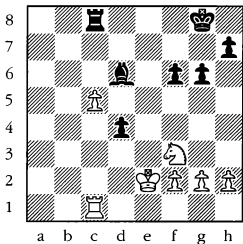
275.

White to move
(Mating attack)



276.

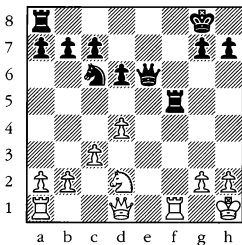
White to move
(Promotion)



277.

White to move

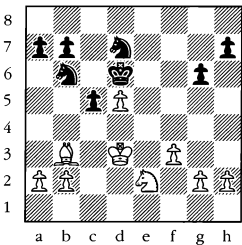
(Queen fork)



278.

Black to move

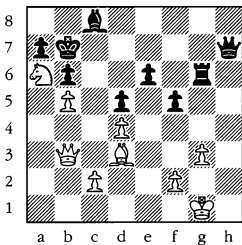
(Fork)



279.

White to move

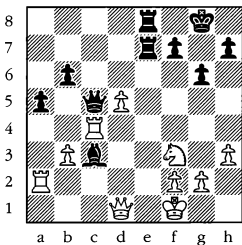
(Overload)



280.

Black to move

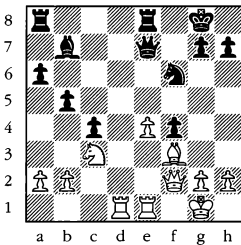
(Deflection)



281.

White to move

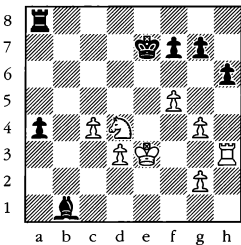
(Trapping)



282.

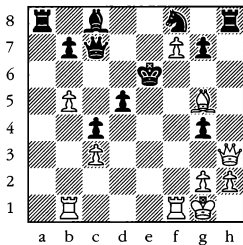
White to move

(Trapping)



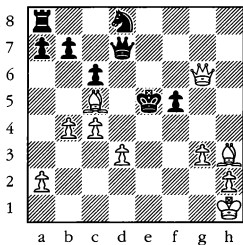
283.

White to move
(Mating attack)



284.

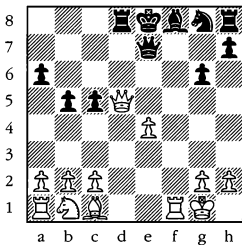
White to move
(Deflection)



285.

White to move

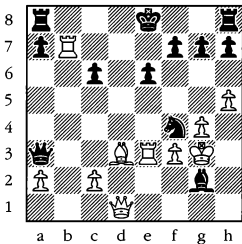
(Skewer)



286.

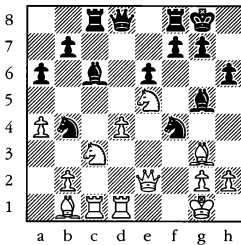
White to move

(Discovery)



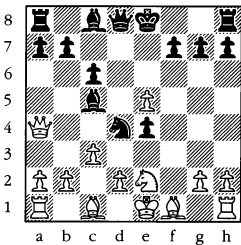
287.

White to move
(Double threat)



288.

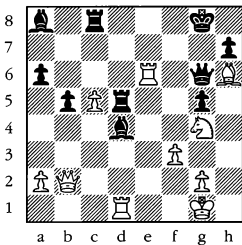
Black to move
(Trapping)



289.

White to move

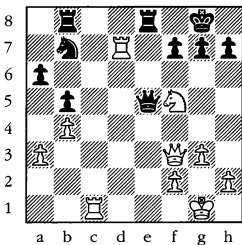
(Removing the guard)



290.

White to move

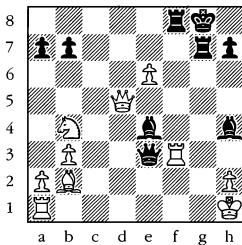
(Mating attack)



291.

White to move

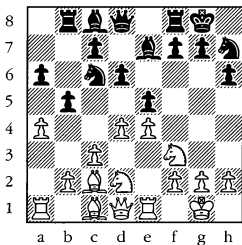
(Discovery)



292.

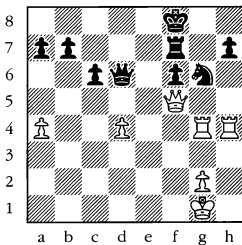
White to move

(Trapping)



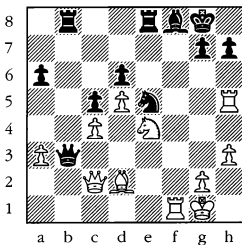
293.

White to move
(Mating attack)



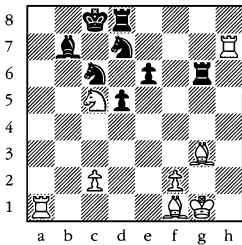
294.

White to move
(Mating attack)



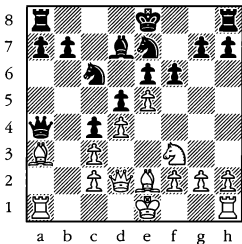
295.

White to move
(Mating attack)



296.

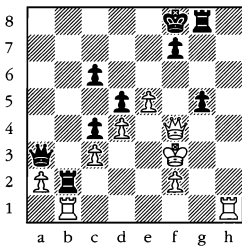
White to move
(Trapping)



297.

White to move

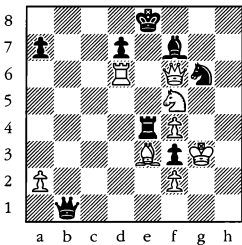
(Skewer)



298.

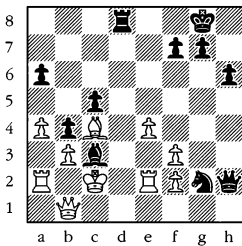
White to move

(Mating attack)



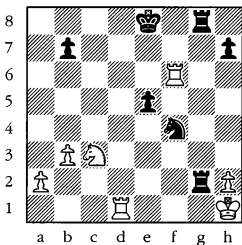
299.

Black to move
(Mating attack)



300.

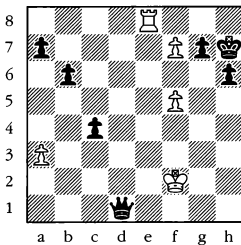
Black to move
(Mating attack)



301.

White to move

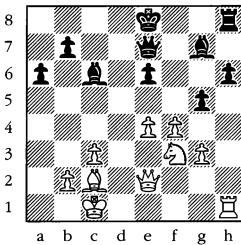
(Mating net)



302.

White to move

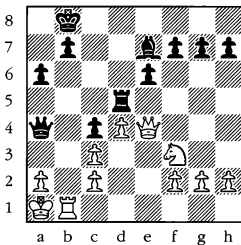
(Queen fork)



303.

Black to move

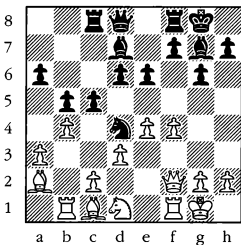
(Discovery/mating attack)



304.

White to move

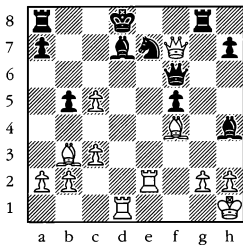
(Driving off)



305.

White to move

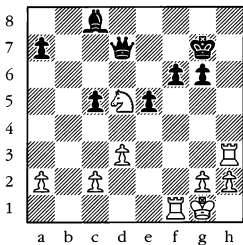
(Pin)



306.

White to move

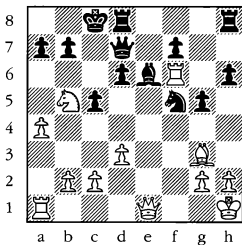
(Skewer/Fork)



307.

White to move

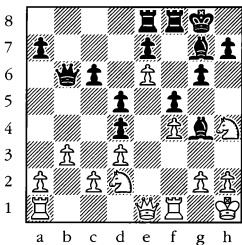
(Removing the guard/discovery)



308.

White to move

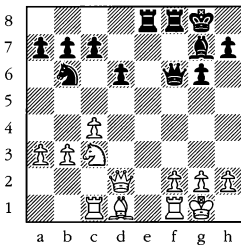
(Trapping)



309.

Black to move

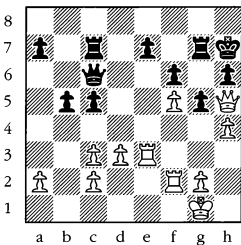
(Removing the guard)



310.

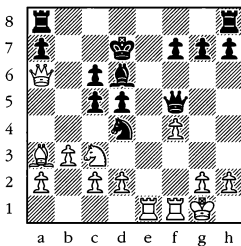
White to move

(Line opening/closing)



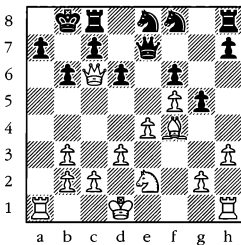
311.

White to move
(Deflection)



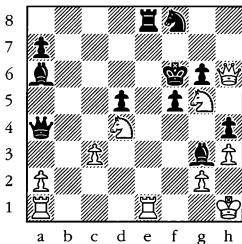
312.

White to move
(Mating attack)



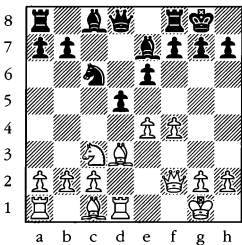
313.

White to move
(Mating attack)



314.

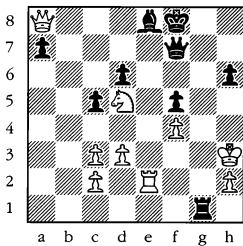
White to move
(Discovery)



315.

White to move

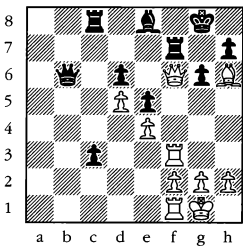
(Pin)



316.

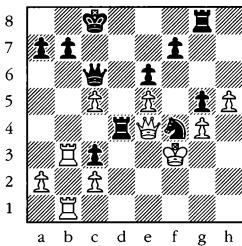
White to move

(Mating attack)



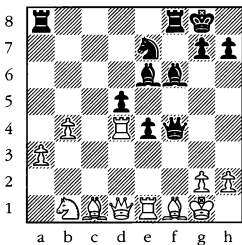
317.

White to move
(Mating attack)



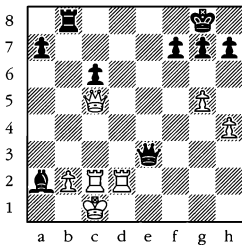
318.

Black to move
(Attraction/mating attack)



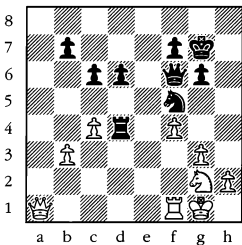
319.

Black to move
(Deflection)



320.

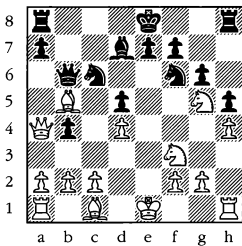
White to move
(Driving off)



321.

White to move

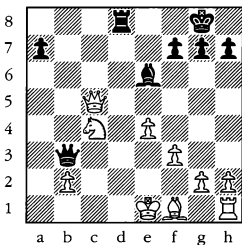
(Fork)



322.

Black to move

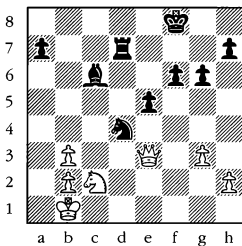
(Skewer)



323.

Black to move

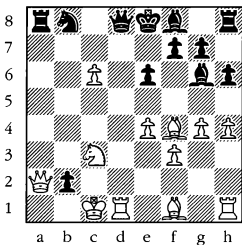
(Pin)



324.

White to move

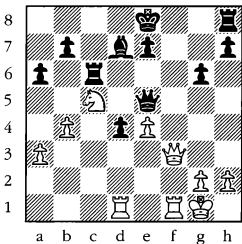
(Promotion)



325.

White to move

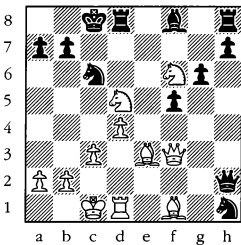
(Fork)



326.

White to move

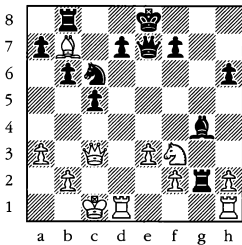
(Mating attack)



327.

White to move

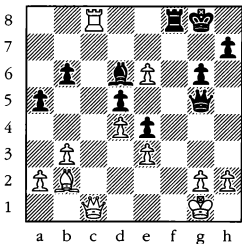
(Removing the guard/fork)



328.

Black to move

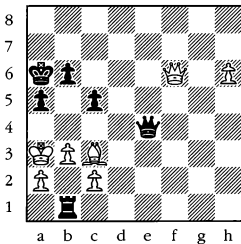
(Removing the guard)



329.

Black to move

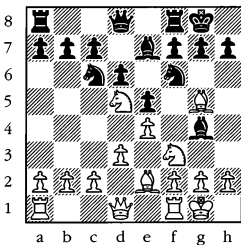
(Deflection/mating attack)



330.

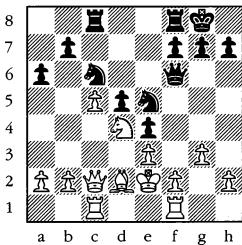
Black to move

(Discovery)



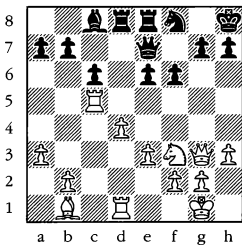
331.

Black to move
(Mating attack)



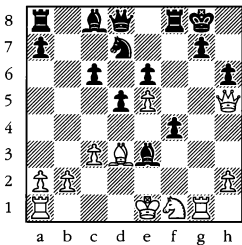
332.

Black to move
(Pin)



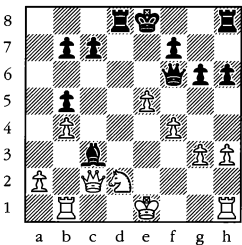
333.

White to move
(Mating attack)



334.

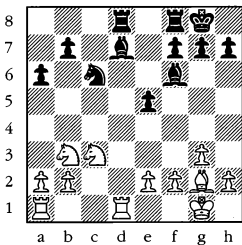
Black to move
(Removing the guard)



335.

White to move

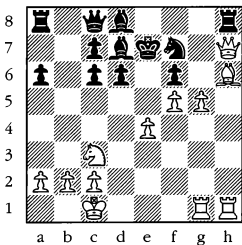
(Overload)



336.

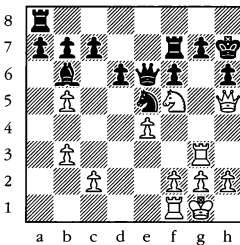
White to move

(Mating attack)



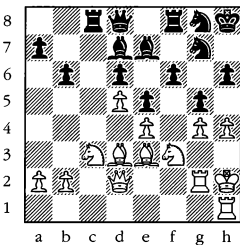
337.

White to move
(Removing the guard)



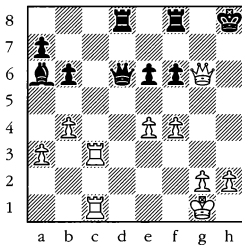
338.

White to move
(Discovery)



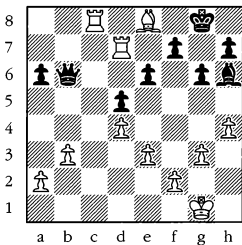
339.

Black to move
(Mating attack)



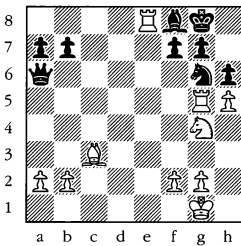
340.

White to move
(Mating attack)



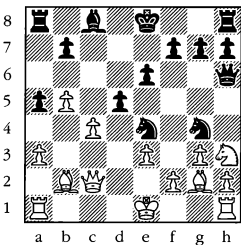
341.

White to move
(Mating attack)



342.

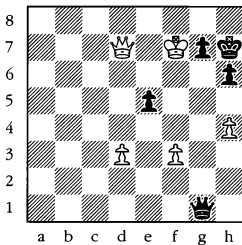
Black to move
(Fork)



343.

White to move

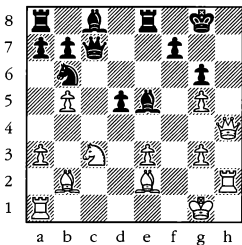
(Discovery)



344.

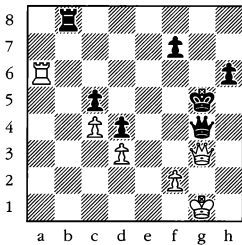
White to move

(Double threat)



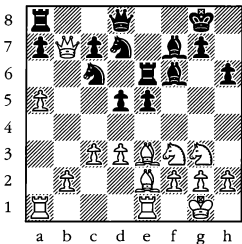
345.

White to move
(Deflection)



346.

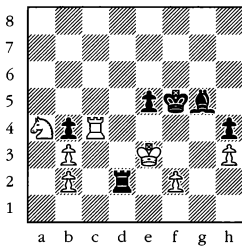
Black to move
(Trapping)



347.

White to move

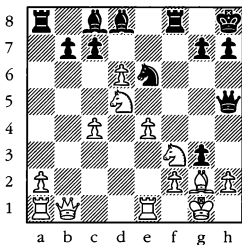
(Removing the guard)



348.

Black to move

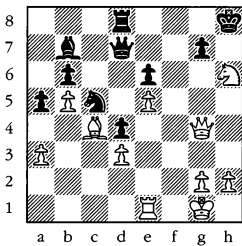
(Removing the guard)



349.

White to move

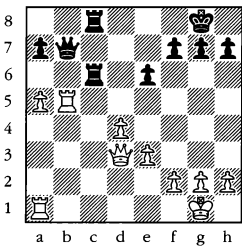
(Fork)



350.

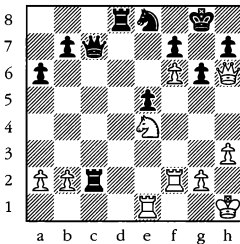
Black to move

(Back rank)



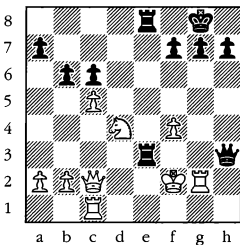
351.

White to move
(Mating attack)



352.

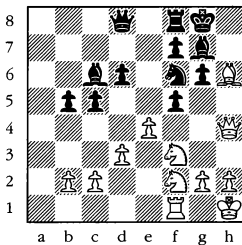
Black to move
(Mating attack)



353.

Black to move

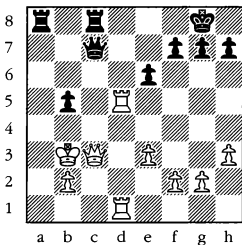
(Removing the guard)



354.

Black to move

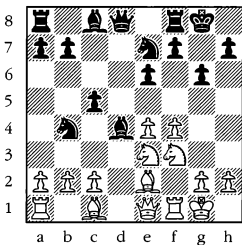
(Removing the guard/mating attack)



355.

White to move

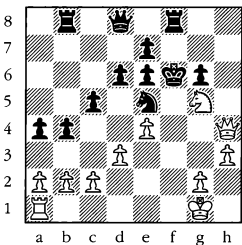
(Overload)



356.

White to move

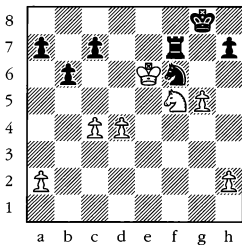
(Mating attack)



357.

White to move

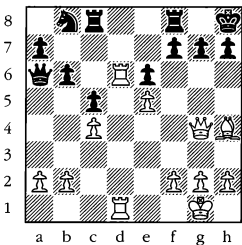
(Trapping)



358.

White to move

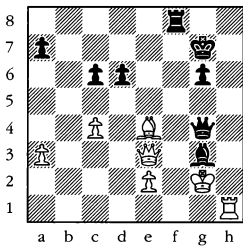
(Pin/mating attack)



359.

White to move

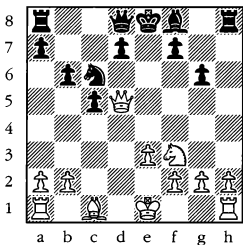
(Trapping)



360.

White to move

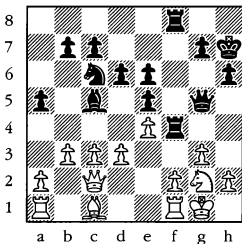
(Fork)



361.

Black to move

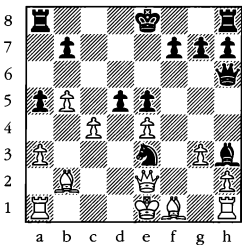
(Unpin)



362.

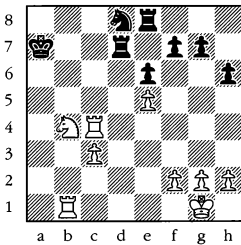
White to move

(Overload)



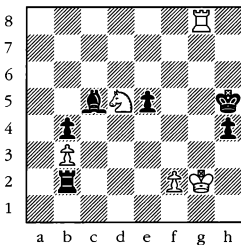
363.

White to move
(Mating attack)



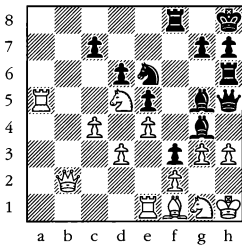
364.

White to move
(Draw)



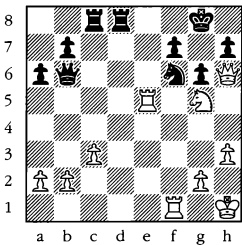
365.

Black to move
(Double threat)



366.

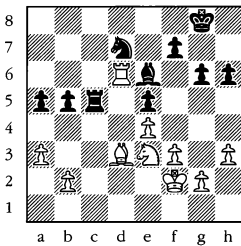
White to move
(Mating attack)



367.

White to move

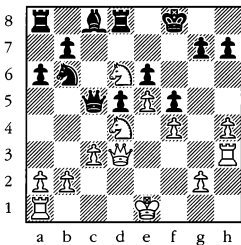
(Driving off)



368.

White to move

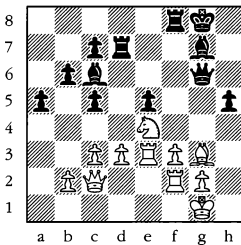
(Fork)



369.

Black to move

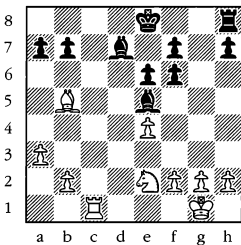
(Driving off)



370.

Black to move

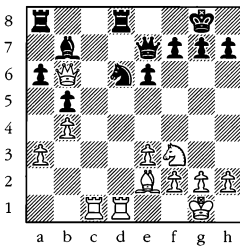
(En prise)



371.

White to move

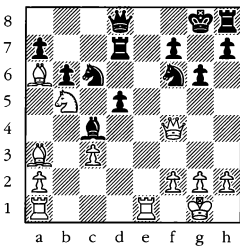
(Fork)



372.

Black to move

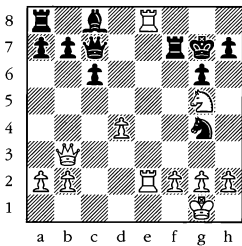
(Trapping)



373.

White to move

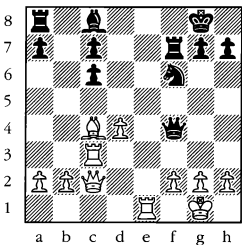
(Fork)



374.

White to move

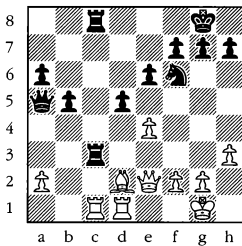
(Pin)



375.

Black to move

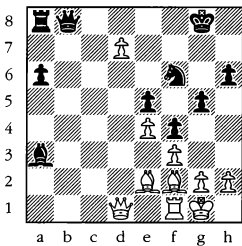
(Pin)



376.

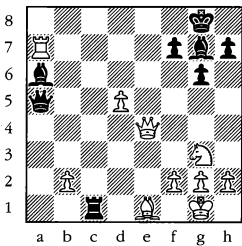
White to move

(Deflection)



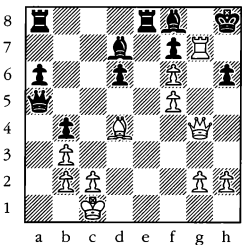
377.

White to move
(Mating attack)



378.

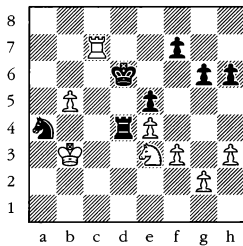
White to move
(Mating attack)



379.

White to move

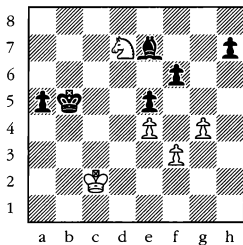
(Driving off)



380.

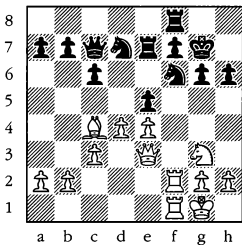
Black to move

(Trapping)



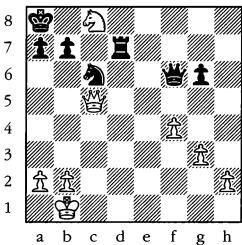
381.

White to move
(Mating attack)



382.

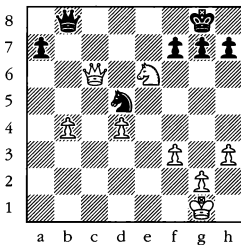
White to move
(Fork)



383.

Black to move

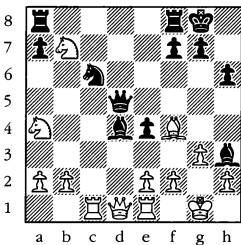
(En prise)



384.

Black to move

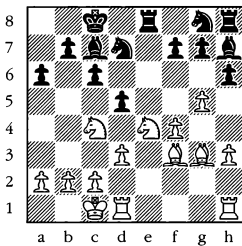
(Mating attack)



385.

White to move

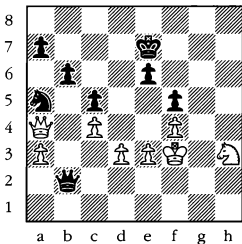
(Fork)



386.

Black to move

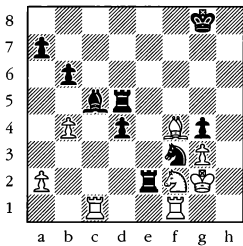
(Driving off)



387.

Black to move

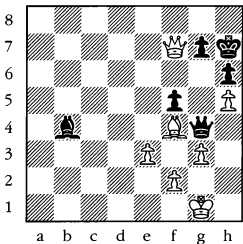
(En prise)



388.

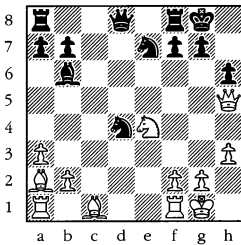
White to move

(Driving off)



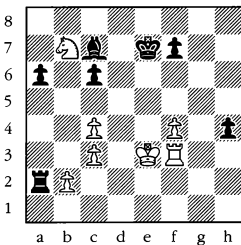
389.

White to move
(Mating attack)



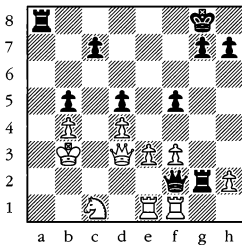
390.

Black to move
(Trapping)



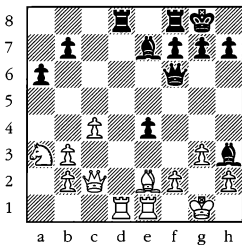
391.

Black to move
(Mating attack)



392.

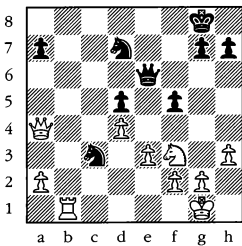
Black to move
(Mating attack)



393.

White to move

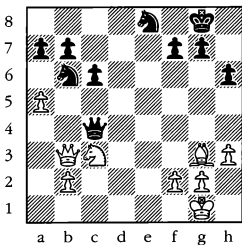
(Fork)



394.

White to move

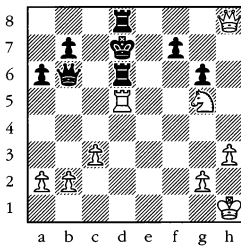
(Promotion)



395.

White to move

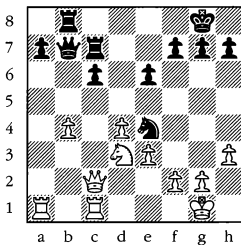
(Fork)



396.

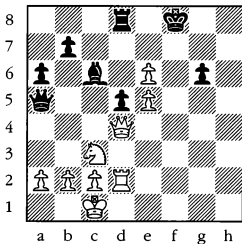
White to move

(Fork)



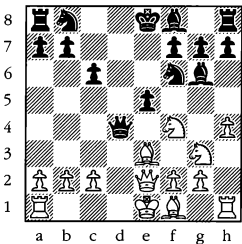
397.

White to move
(Mating attack)



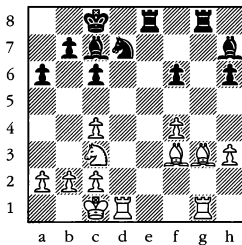
398.

Black to move
(Fork)



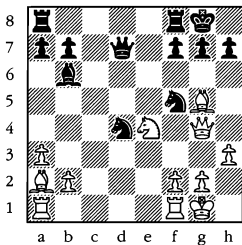
399.

Black to move
 (Removing the guard)



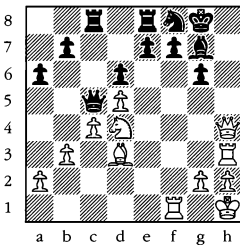
400.

White to move
 (Fork)



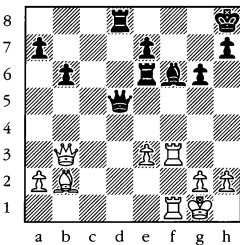
401.

White to move
(Mating attack)



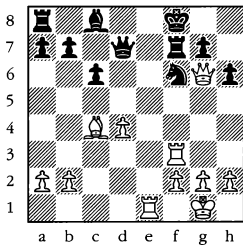
402.

White to move
(Pin)



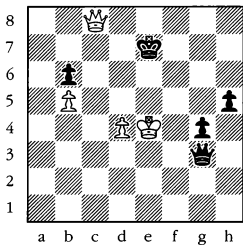
403.

White to move
(Mating attack)



404.

Black to move
(Simplification)



CHAPTER THREE

202 POSITIONS FOR THE TOURNAMENT PLAYER

The Tournament Player: When we come to the tournament player we move into the arena of competitive chess. We're no longer referring to the casual amateur who uses chess as a form of recreation. Our tournament competitor is a different breed altogether. He's the serious chess player who is out to test himself and is looking to improve even more. Acquiring knowledge and experience through reading books, taking private lessons, and engaging in practical play, our tournament player has achieved a level of chess culture and technique that enables him to compete in over-the-board play with others of his own kind.

If he has talent and ability above the ordinary, then he also has aspirations of moving up to expert or master class. And if that happens, it will be accompanied by a commensurate increase in tactical acumen. That's how you get there, and this chapter will help.

Scoring: If you intend to measure your results, take one point full credit for each correct solution. If you can't work out the main line in its entirety, you can still take a half-point part credit for getting the first three moves of the solution.

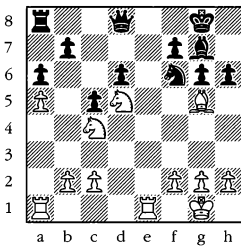
Intermediate players are encouraged to try their hand at Chapter Three, but we have some reservations with respect to the beginners. Even an advanced beginner is likely to find his results disappointing. However, anyone willing to try this chapter is free to do so. We're certainly not going to stop you. The chart below indicates the average expected score for each level of player.

Player Category	Average number of positions correctly solved, out of 202	Average number of positions incorrectly solved, out of 202
Advanced Beginner	31	171
Intermediate Player	73	129
Tournament Player	129	73

405.

White to move

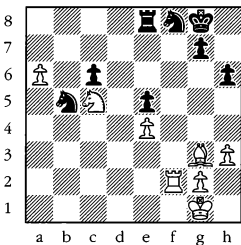
(Knight fork)



406.

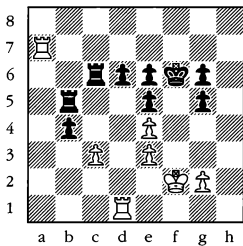
White to move

(Knight fork)



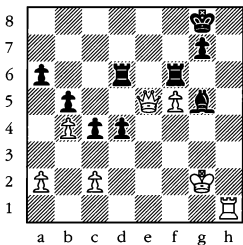
407.

White to move
(Mating attack)



408.

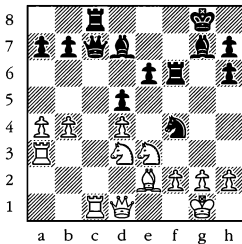
White to move
(Deflection)



409.

Black to move

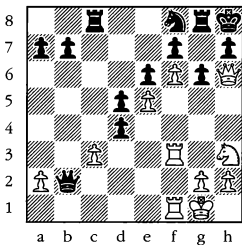
(Knight fork)



410.

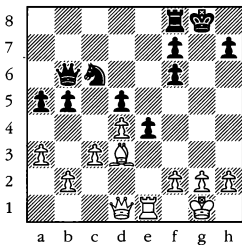
White to move

(Mating attack)



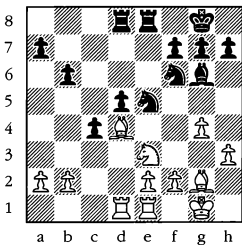
411.

White to move
(Mating attack)



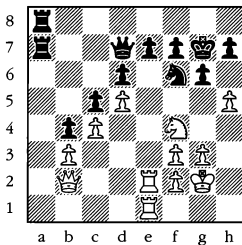
412.

White to move
(Removing the guard)



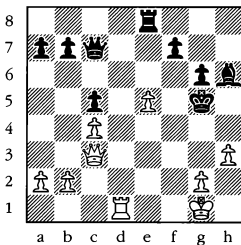
413.

White to move
 (Removing the guard)



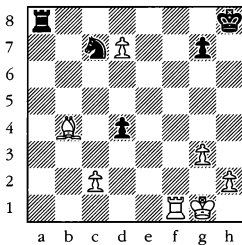
414.

White to move
 (Skewer)



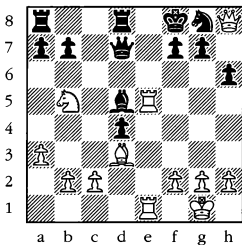
415.

White to move
 (Removing the guard)



416.

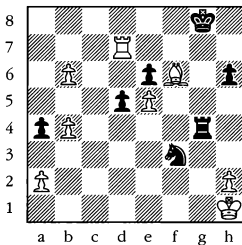
White to move
 (Removing the guard)



417.

White to move

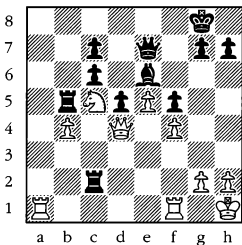
(Promotion)



418.

White to move

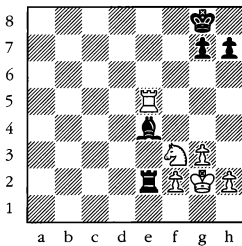
(Double threat)



419.

White to move

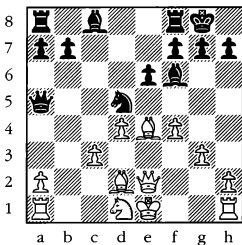
(Knight fork)



420.

White to move

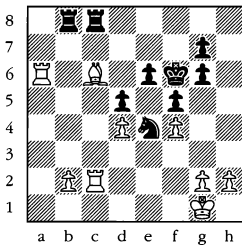
(Pin)



421.

White to move

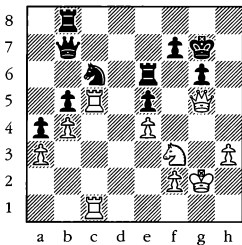
(Discovery)



422.

White to move

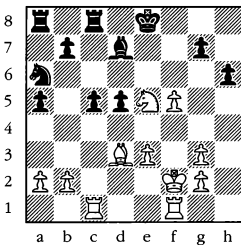
(Removing the guard)



423.

White to move

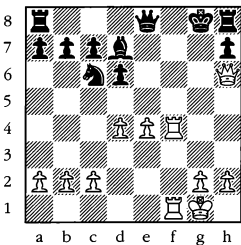
(Skewer)



424.

White to move

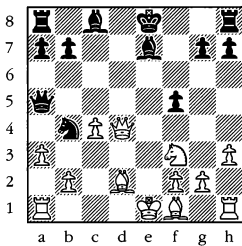
(Mating net)



425.

Black to move

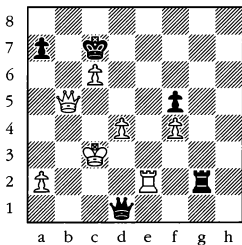
(Knight fork)



426.

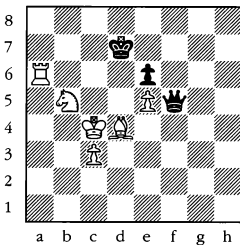
Black to move

(Removing the guard)



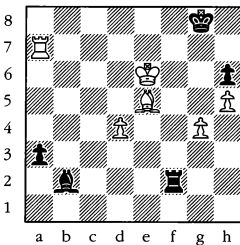
427.

White to move
(Knight fork)



428.

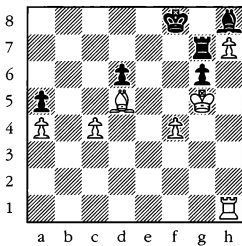
White to move
(Mating attack)



429.

White to move

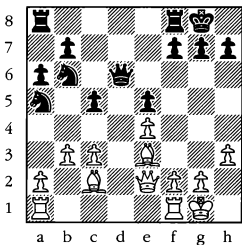
(Skewer)



430.

White to move

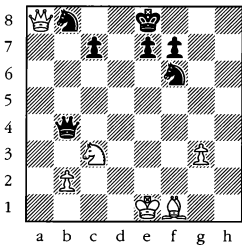
(Skewer)



431.

White to move

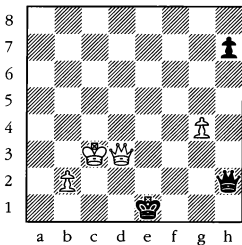
(Discovery)



432.

White to move

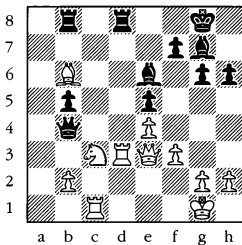
(Simplification)



433.

Black to move

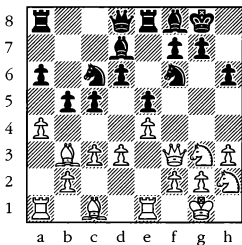
(Overload)



434.

White to move

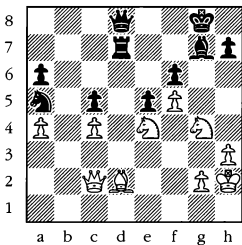
(Removing the guard)



435.

White to move

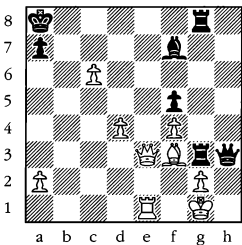
(Overload)



436.

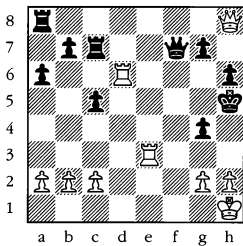
White to move

(Mating attack)



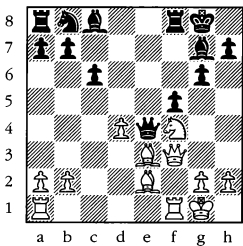
437.

White to move
(Mating attack)



438.

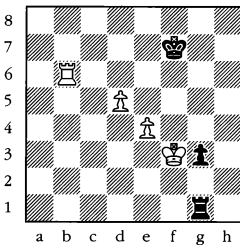
White to move
(Mating attack)



439.

White to move

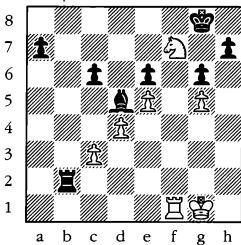
(Zugzwang)



440.

White to move

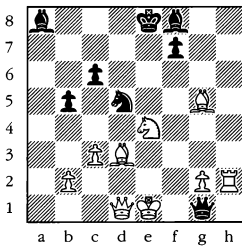
(Mating attack)



441.

White to move

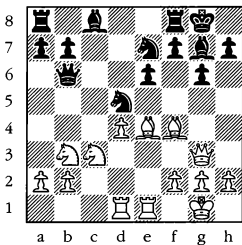
(Overload)



442.

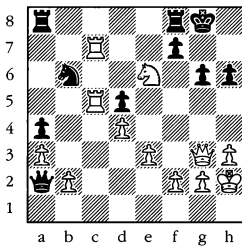
White to move

(Bishop fork)



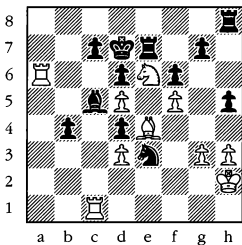
443.

White to move
(Mating attack)



444.

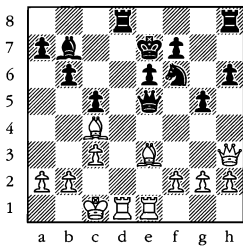
White to move
(Skewer)



445.

White to move

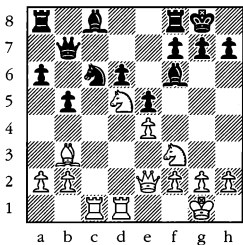
(Discovery)



446.

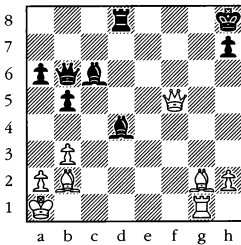
White to move

(Skewer)



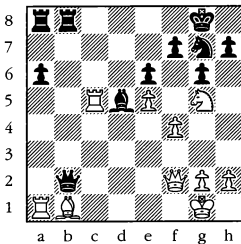
447.

White to move
(Double check)



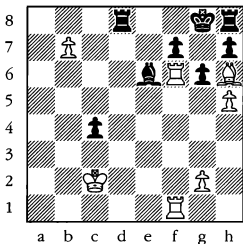
448.

White to move
(Deflection)



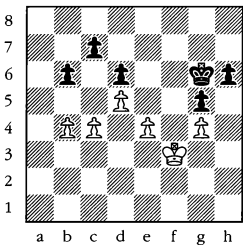
449.

White to move
(Removing the guard)



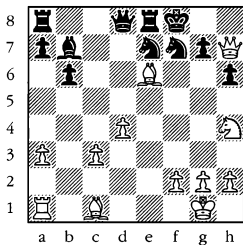
450.

White to move
(Promotion)



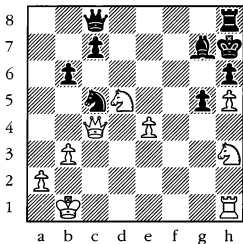
451.

White to move
(Removing the guard)



452.

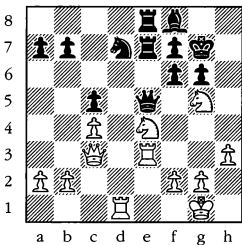
White to move
(Mating attack)



453.

White to move

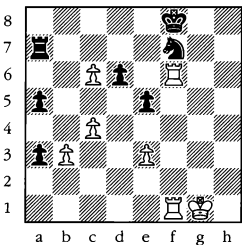
(Discovery)



454.

White to move

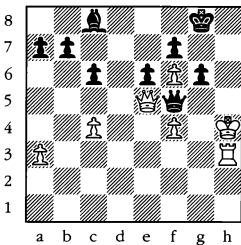
(Promotion)



455.

Black to move

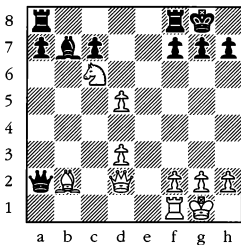
(Discovery)



456.

White to move

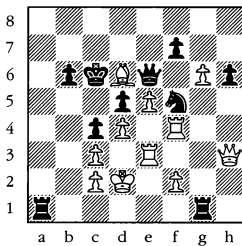
(Mating attack)



457.

Black to move

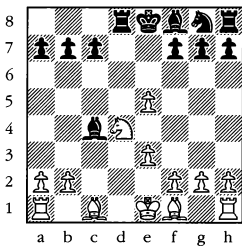
(Discovery)



458.

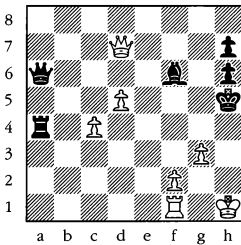
Black to move

(Pin)



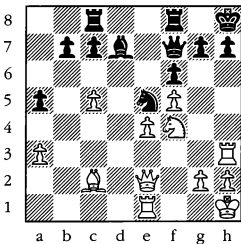
459.

White to move
(Mating attack)



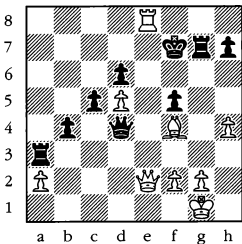
460.

White to move
(Mating attack)



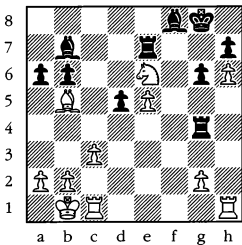
461.

Black to move
(Mating attack)



462.

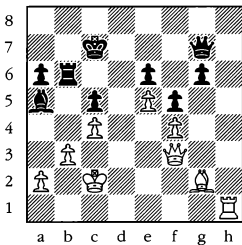
White to move
(Skewer)



463.

White to move

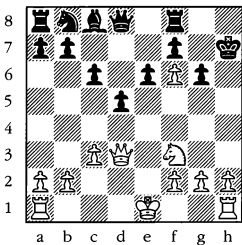
(Skewer)



464.

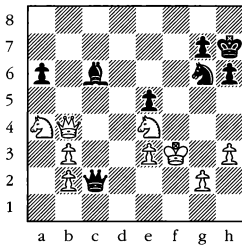
White to move

(Mating attack)



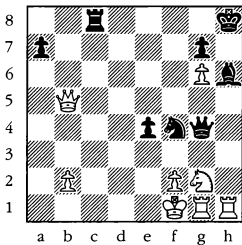
465.

Black to move
(Mating attack)



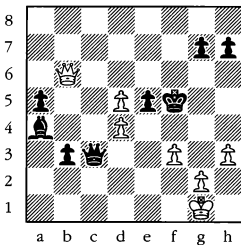
466.

Black to move
(Mating attack)



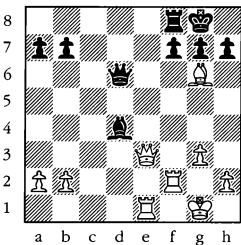
467.

White to move
(Mating attack)



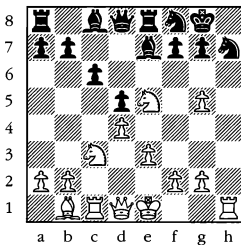
468.

White to move
(Mating attack)



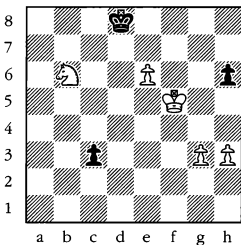
469.

White to move
(Mating attack)



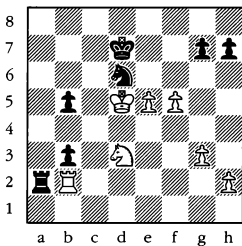
470.

White to move
(Promotion)



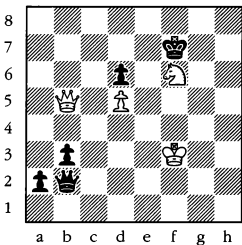
471.

Black to move
(Promotion)



472.

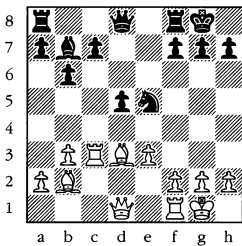
White to move
(Skewer)



473.

White to move

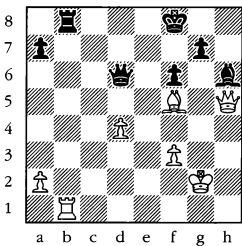
(Queen fork)



474.

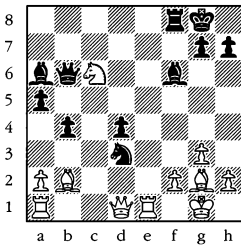
White to move

(Deflection)



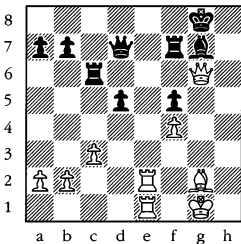
475.

White to move
(Mating attack)



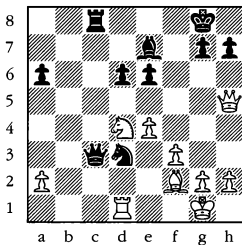
476.

White to move
(Mating attack)



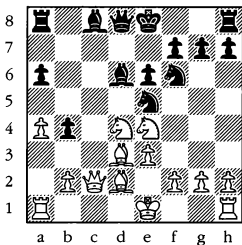
477.

Black to move
(Double threat)



478.

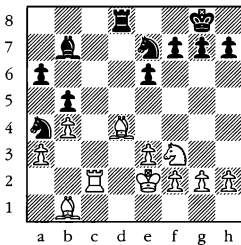
White to move
(Removing the guard)



479.

Black to move

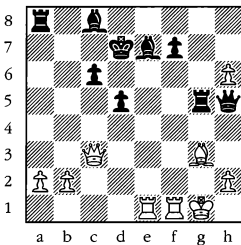
(Knight fork)



480.

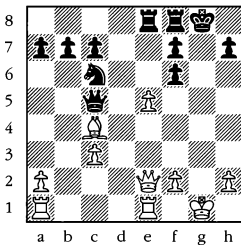
White to move

(Removing the guard)



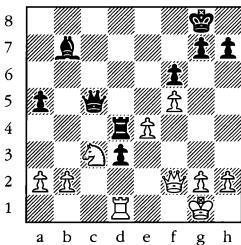
481.

White to move
(Mating attack)



482.

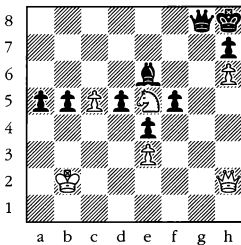
White to move
(Rook fork)



483.

White to move

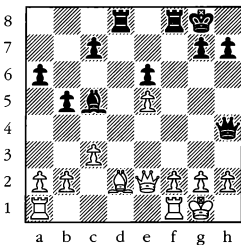
(Promotion)



484.

Black to move

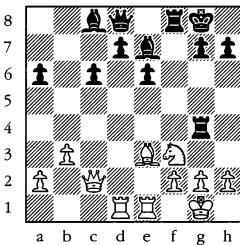
(Overload)



485.

White to move

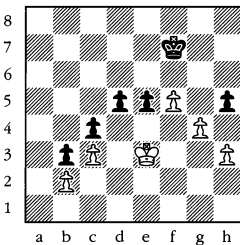
(Skewer)



486.

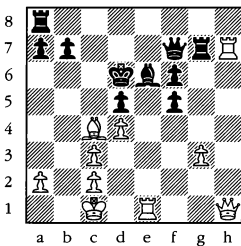
Black to move

(Promotion)



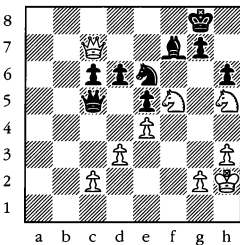
487.

White to move
 (Removing the guard)



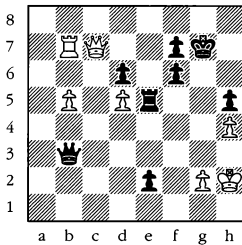
488.

White to move
 (Queen fork)



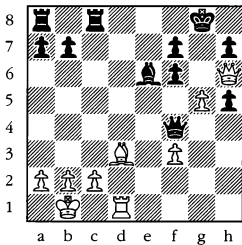
489.

Black to move
(Mating attack)



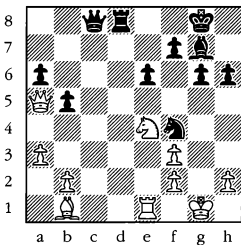
490.

White to move
(Mating attack)



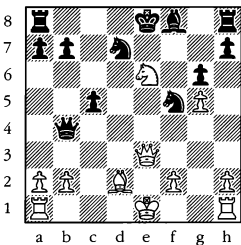
491.

Black to move
(Mating attack)



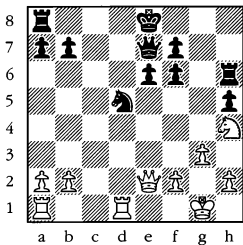
492.

White to move
(Discovery)



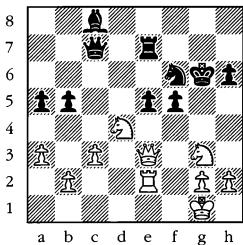
493.

White to move
(Double threat)



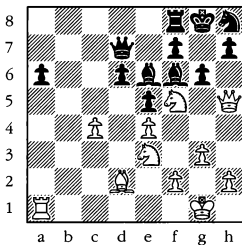
494.

Black to move
(Driving off)



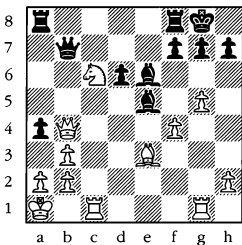
495.

White to move
(Mating attack)



496.

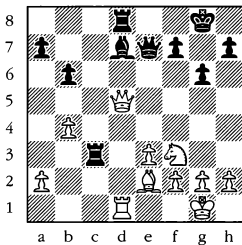
Black to move
(Mating attack)



497.

Black to move

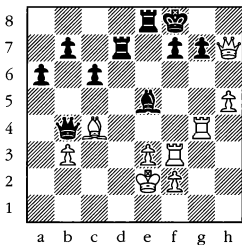
(Unpin)



498.

White to move

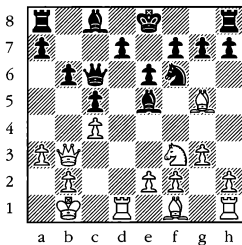
(Discovery)



499.

White to move

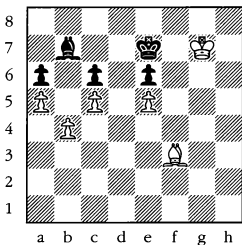
(Trapping)



500.

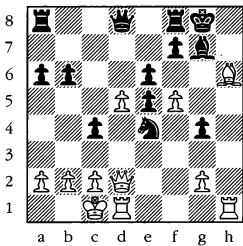
White to move

(Zugzwang)



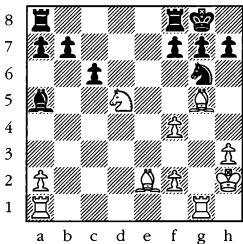
501.

White to move
(Mating attack)



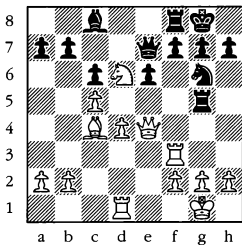
502.

White to move
(Skewer)



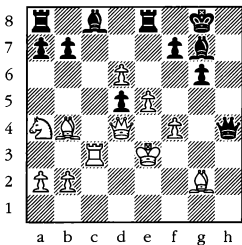
503.

White to move
(Overload)



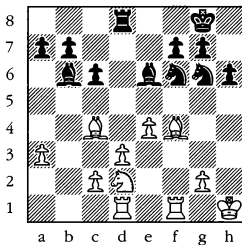
504.

Black to move
(Driving off)



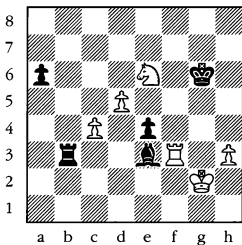
505.

Black to move
(Pin/knight fork)



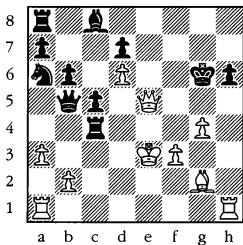
506.

White to move
(Promotion)



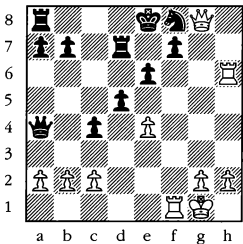
507.

White to move
(Mating attack)



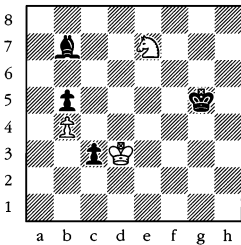
508.

White to move
(Pin)



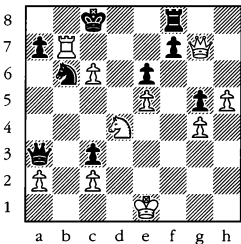
509.

Black to move
(Promotion/fork)



510.

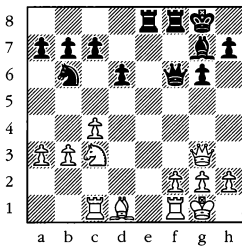
White to move
(Promotion)



511.

Black to move

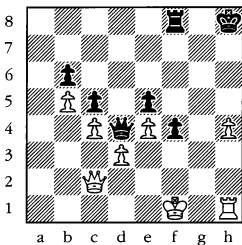
(Pin)



512.

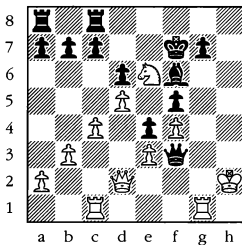
Black to move

(Promotion)



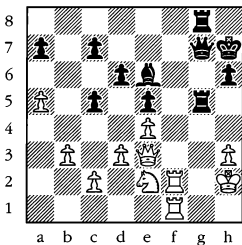
513.

White to move
(Mating attack)



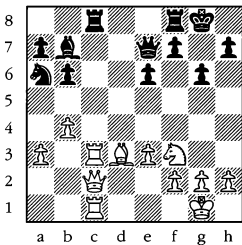
514.

Black to move
(Mating attack)



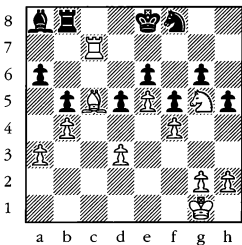
515.

White to move
(Removing the guard)



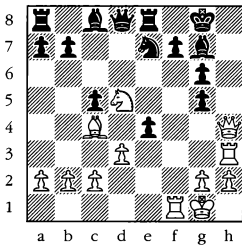
516.

White to move
(Driving off)



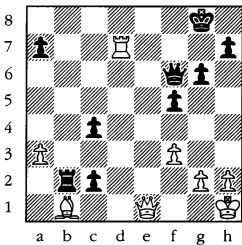
517.

White to move
(Mating attack)



518.

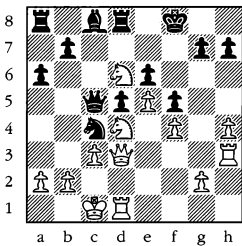
White to move
(Fork)



519.

White to move

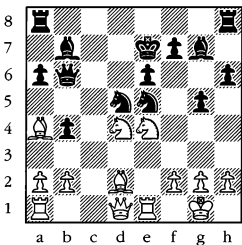
(Pin)



520.

Black to move

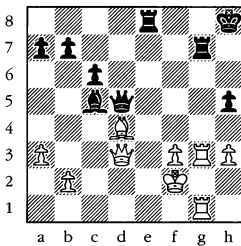
(En prise)



521.

White to move

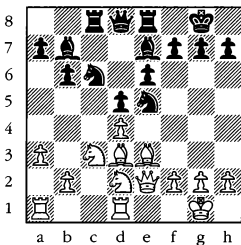
(Skewer)



522.

White to move

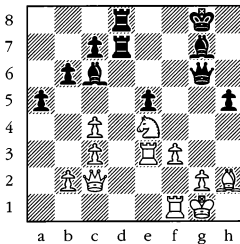
(En prise)



523.

Black to move

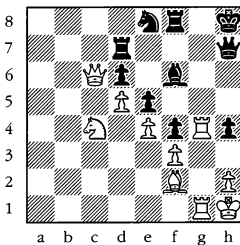
(Fork)



524.

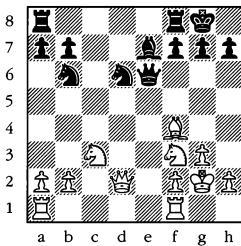
White to move

(Overload)



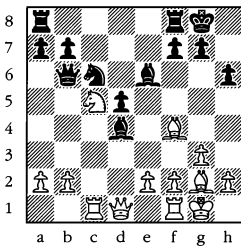
525.

White to move
 (Removing the guard)



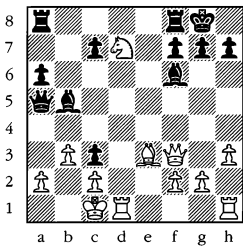
526.

White to move
 (Removing the guard)



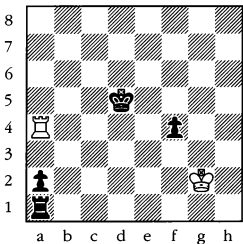
527.

White to move
(Mating attack)



528.

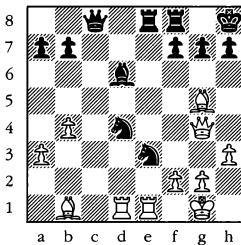
Black to move
(Skewer)



529.

White to move

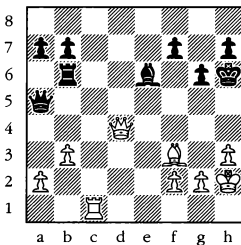
(En prise)



530.

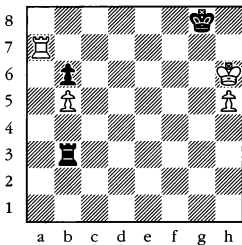
White to move

(Mating attack)



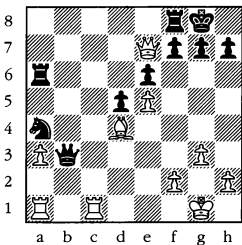
531.

White to move
(Promotion)



532.

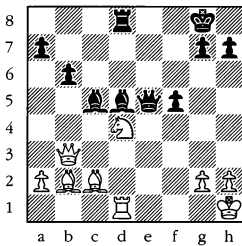
White to move
(Back rank)



533.

White to move

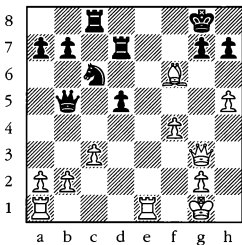
(Fork)



534.

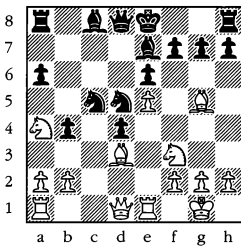
White to move

(Skewer)



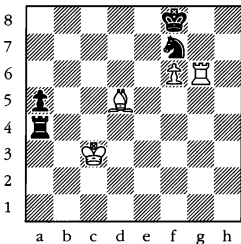
535.

White to move
(Infiltration)



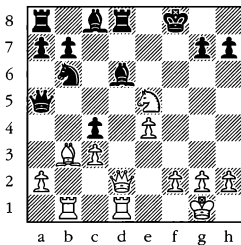
536.

White to move
(Driving off)



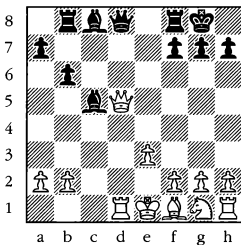
537.

White to move
 (Removing the guard)



538.

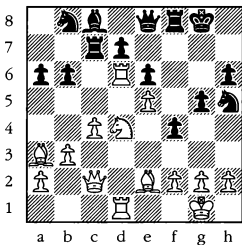
Black to move
 (Skewer)



539.

White to move

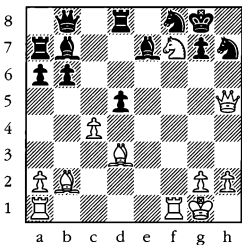
(Driving off)



540.

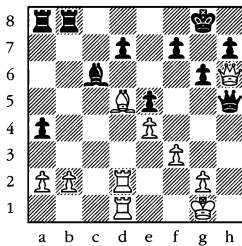
White to move

(Mating attack)



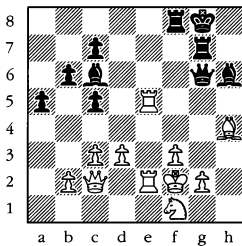
541.

White to move
(Mating attack)



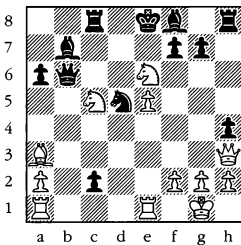
542.

Black to move
(Removing the guard)



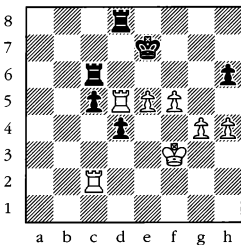
543.

White to move
(Mating attack)



544.

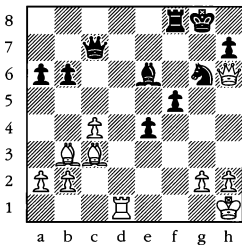
White to move
(Driving off)



545.

White to move

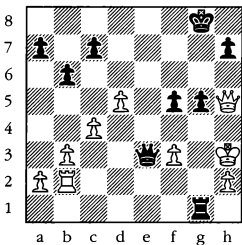
(Pin)



546.

Black to move

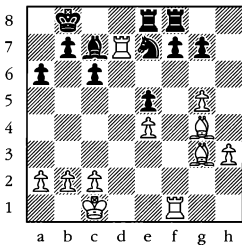
(Mating attack)



547.

White to move

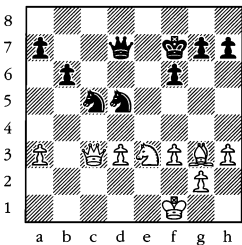
(Removing the guard)



548.

White to move

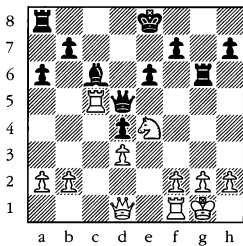
(Removing the guard)



549.

Black to move

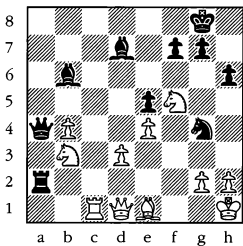
(Discovery)



550.

Black to move

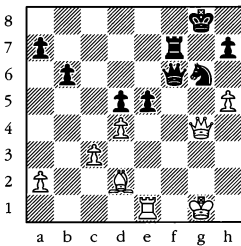
(Removing the guard)



551.

White to move

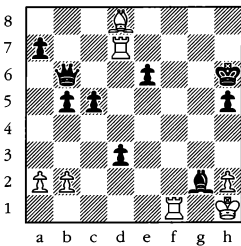
(En prise)



552.

White to move

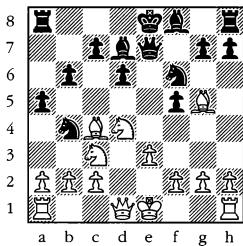
(Get out of check)



553.

White to move

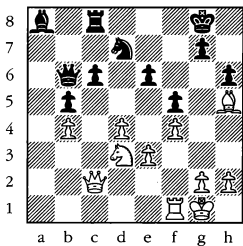
(Driving off)



554.

White to move

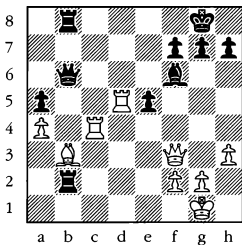
(Overload)



555.

White to move

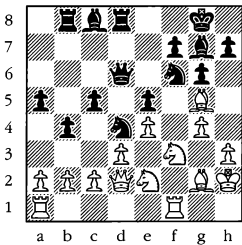
(Back rank)



556.

Black to move

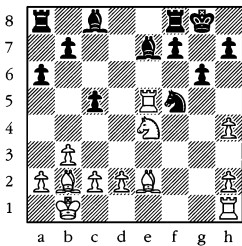
(Pin/fork)



557.

White to move

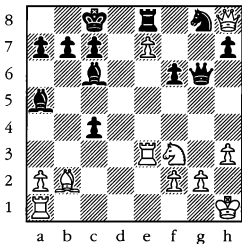
(Discovery)



558.

Black to move

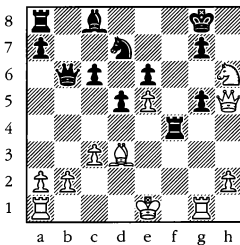
(Trapping)



559.

Black to move

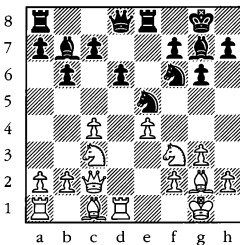
(En prise)



560.

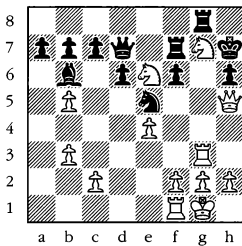
White to move

(Discovery)



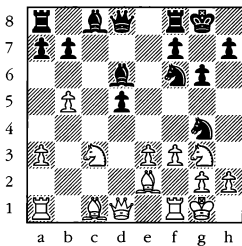
561.

White to move
(Mating attack)



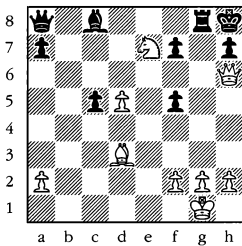
562.

Black to move
(Mating attack)



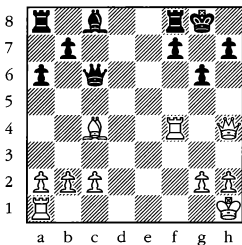
563.

White to move
(Mating attack)



564.

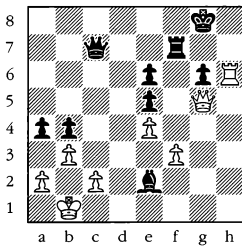
White to move
(Mating attack)



565.

White to move

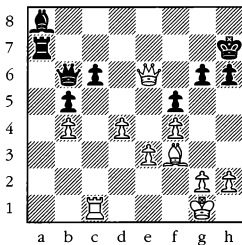
(Skewer)



566.

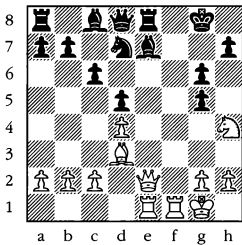
White to move

(Mating attack)



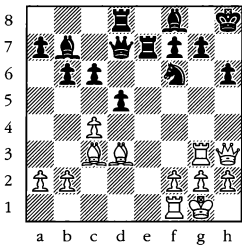
567.

White to move
(Mating attack)



568.

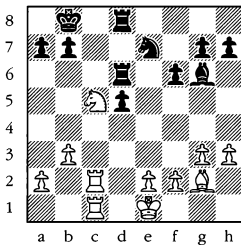
White to move
(Mating attack)



569.

White to move

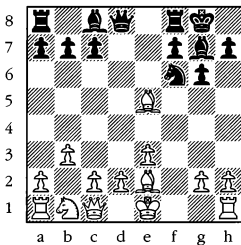
(Fork)



570.

Black to move

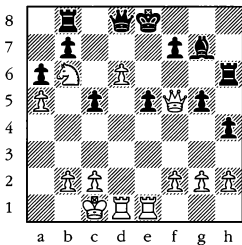
(Discovery)



571.

White to move

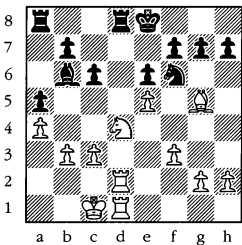
(Promotion)



572.

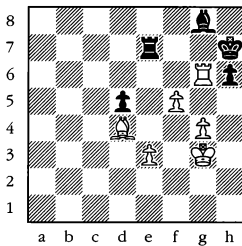
Black to move

(Unpin)



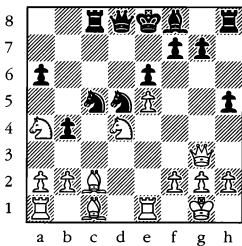
573.

White to move
(Mating attack)



574.

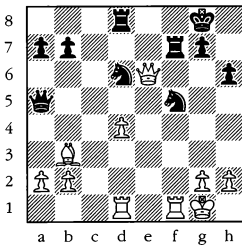
White to move
(Removing the guard)



575.

White to move

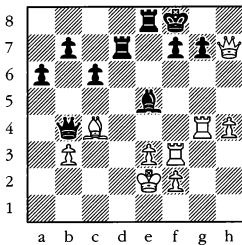
(Pin)



576.

White to move

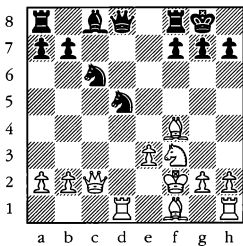
(Discovery)



577.

White to move

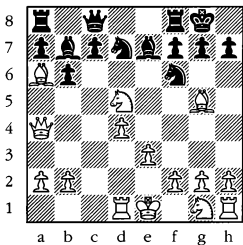
(Pin)



578.

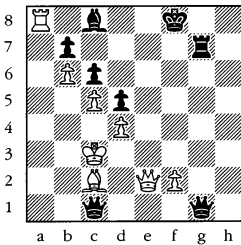
Black to move

(En prise)



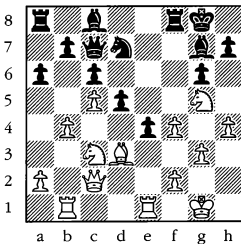
579.

White to move
(Mating attack)



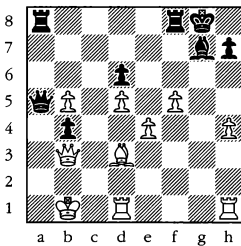
580.

White to move
(Removing the guard)



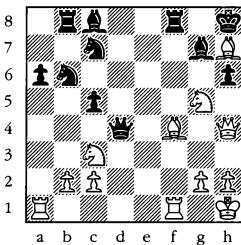
581.

Black to move
(Mating attack)



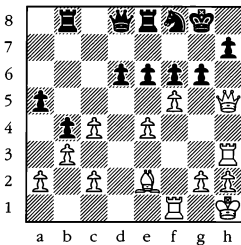
582.

White to move
(Mating attack)



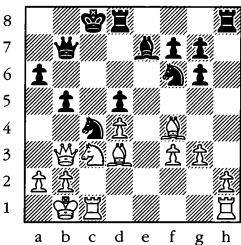
583.

White to move
(Mating attack)



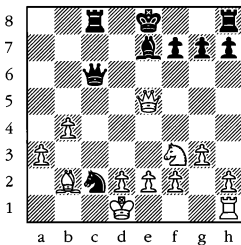
584.

White to move
(Removing the guard)



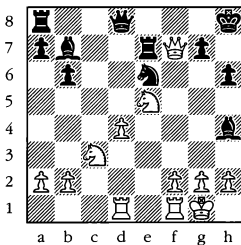
585.

Black to move
(Interference)



586.

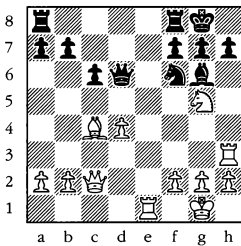
White to move
(Skewer)



587.

White to move

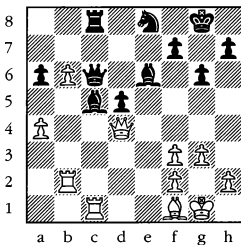
(Fork)



588.

White to move

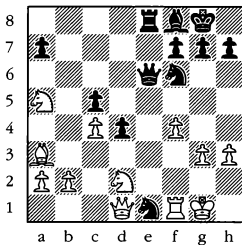
(Promotion)



589.

Black to move

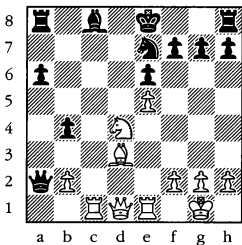
(En prise)



590.

White to move

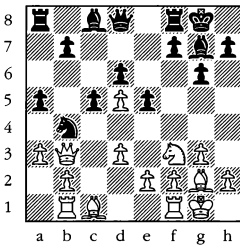
(Trapping)



591.

Black to move

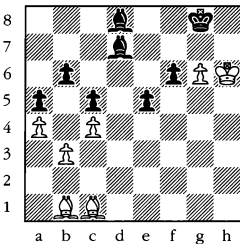
(Discovery)



592.

White to move

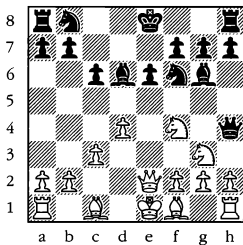
(Promotion)



593.

White to move

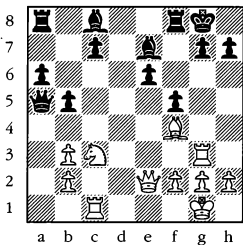
(Fork)



594.

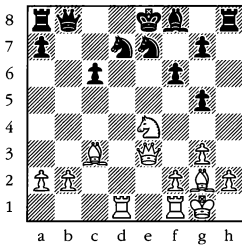
White to move

(Trapping)



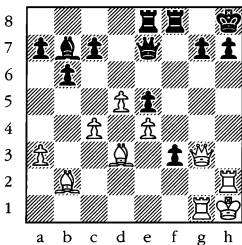
595.

White to move
(Mating attack)



596.

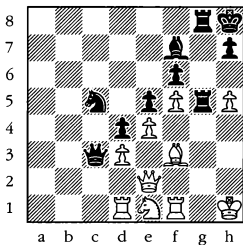
White to move
(Mating attack)



597.

Black to move

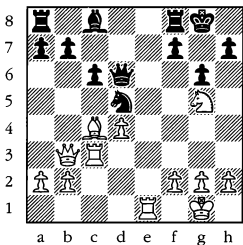
(Overload)



598.

White to move

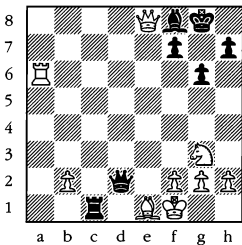
(Fork)



599.

Black to move

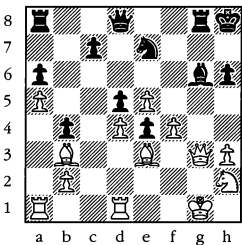
(Fork)



600.

Black to move

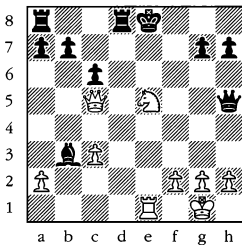
(Pin)



601.

White to move

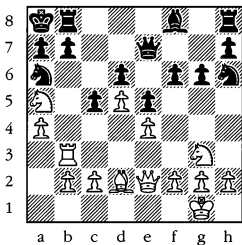
(Discovery)



602.

White to move

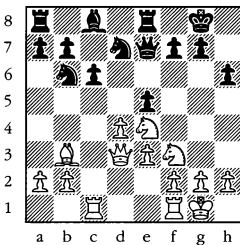
(Removing the guard)



603.

White to move

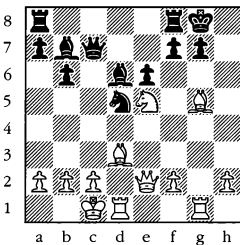
(Driving off)



604.

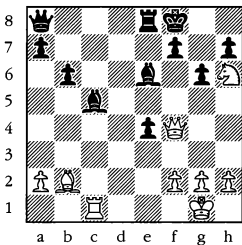
White to move

(Mating attack)



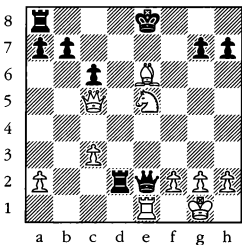
605.

White to move
 (Removing the guard)



606.

White to move
 (Mating attack)



ANSWERS

1.

1 Qxf5 clips a pawn. The g6-pawn is pinned.

2.

After 1 Nc6 the black queen has no place to go.

3.

1 Bb3 pins and wins the black queen.

4.

1 ... Qd5+ 2 Kg1 Qxd1+ picks off the loose bishop.

5.

1 Rg4 wins the queen.

6.

1 ... Qxg3 wins a knight as the f2-pawn is pinned. White's last move was the careless 1 h3?.

7.

1 ... Be6 wins the exchange.

8.

1 Qa5 threatens 2 Qxc7# and 2 Qxh5. There's no defense to both.

9.

1 Nc2 catches the queen.

10.

1 ... Rd4+ 2 Kg5 (not 2 Kxh5 Rxf5#) 2 ... Nf6! (threatens 3 ... h6#) 3 f4 Ne4+ forking king and queen.

11.

1 Rxc7 followed by 2 Rxe8 leaves White a full piece up.

12.

1 Rxe8+ and 2 Qxf7#.

13.

1 ... Bc2 sets up two threats: 2 ... Bxd1 and mostly 2 ... g5#. There's no defense.

14.

The only way to stop the b-pawn is to stop the game. 1 ... Re1+ 2 Rxe1 stalemate stops the game.

15.

1 ... Nb5 cuts the queen's line of retreat. And 2 ... Ra7 snares the queen. White can not prevent it.

16.

1 ... Qe5+ 2 Qxe5 is stalemate.

17.

1 Rxd6+ along with 2 Rxb8 wins a full rook.

18.

White completes the mating net with 1 Na4 and 2 Nc3# (or 2 Nb6#).

19.

A rook down, Black escapes defeat by 1 ... Rb8 2 Rxb8 stalemate.

20.

1 Qf6 and queen mates at e7 or d8.

21.

1 ... Nc1 wins either the exchange or the d3-bishop.

22.

1 Nd3 wins the exchange.

23.

1 Be4 and Black loses his rook in the corner after 1 ... Qxb7 2 Bxb7.

24.

While 1 ... Rxb5 2 Nxc5 Bxb2 wins a pawn, 1 ... Bd4+! followed by 2 ... Bxa7 wins a full piece!

25.

Black loses his bishop after 1 b3 and 2 Kb2.

26.

1 Rxe6+ fxe6 2 Qe7#.

27.

White has an extra rook. Black has a check and the attack. 1 Qf5! puts an end to both 1 ... gxf5 2 Rd8#.

28.

Black to play forces the exchange of queens by 1 ... Qb3+. This kills White's attack and leaves Black a rook up.

29.

1 ... Rxd1 2 Rxd1 Qxf6 wins a piece.

30.

1 ... Bxf2 wins at least the exchange, 2 Rg3 Bxg3. If 2 Bxf2 Rxh3.

31.

1 Bxe6+ picks up the exchange after 1 ... Nxe6 2 Qxd5.

32.

1 Nf4 traps the queen.

33.

1 ... Rxd2+ 2 Rxd2 Rxe1 and Black should win the rook and pawn ending.

34.

1 Rxc7 Qxc7 2 Qxh6 wins a piece.

35.

1 ... Bd8 2 Qa7 Re7 and the queen is lost.

36.

1 ... Nf3+ 2 Rxf3 (else 2 ... Nxe4) 2 ... Bxf3 leaves Black ahead a piece for a pawn.

37.

1 Qc4+ Kxc4 2 Ne3#.

38.

1 Bxe7+ Kxe7 2 Qxf8.

39.

1 f4 Q-moves 2 Qxd6.

40.

1 ... Ne3+ wins the queen. If 2 fxe3 Rg1#.

41.

1 ... Bxb3 2 cxb3 Rxd3 wins a pawn.

42.

1 Nb6 Rd8 2 Qxf7+ winning a pawn and breaking in.

43.

1 Rc8+ Nxc8 2 Nc7#.

44.

1 Nf6+ wins the queen since 1 ... gxf6 2 Qg8#.

45.

1 ... g3 2 Bxg3 (else 2 ... Rh2#) 2 ... Rxc3 and mate in two more moves: 3 Kh2 Kf2 4 Kh1 Rh3#.

46.

1 Rxa8 and if 1 ... Rxa8 2 Kxe3.

47.

1 ... Rxe1+ 2 Kxe1 Qe2#.

48.

1 Rb7 Be8 (or 1 ... Bg8) 2 f7 wins the bishop.

49.

1 Nd6+ Bxd6 2 Nxe4 wins the queen.

50.

1 Bg5+ Kh7 2 Rxc1.

51.

1 Bxe5 Nxe5 2 Rxd4 gains a pawn.

52.

1 ... Rc5+ 2 Rxc5 b1/Q.

53.

1 ... Nf3+ and White must yield the exchange: 2 Rxf3 Rxf3.

54.

1 ... Bg4 2 Qd2 Be2+ and White must give up the queen to save the king.

55.

1 Bxe6 wins a pawn. If 1 ... fxe6? 2 Nxe6+ forks king and queen.

56.

1 Re7+ Kxe7 2 h7 and promotes.

57.

1 Nc6 Rf8 2 Ra1 traps the queen.

58.

1 Ne4 Q-moves 2 Qxe3 wins the exchange.

59.

1 Rxb5 axb5 2 cxb5 and the pawns are unstoppable.

60.

1 Rxd7 Qxd7 2 Bb5 gains the queen.

61.

1 ... Bxe2 2 Qxe2 Ng3#.

62.

1 ... Rxe3 2 Rxe3 Bxd4 getting two pieces for the rook.

63.

1 Rg6+ fxg6 2 Ng4#.

64.

1 Rh1+ Bxh1 2 Rxh1#.

65.

1 Rf7+ Kh8 2 Rf5 with Rh5# coming up.

66.

1 ... Bh4 2 g5 Bxf2+ wins the exchange. If White tries to save the rook, 2 Rg2, he loses his knight to 2 ... f6.

67.

1 Rd7 wins the b7-bishop since 1 ... Qxd7 runs into 2 Qxf6 and mate on g7.

68.

1 Qxh7+ Kxh7 2 Kg2#.

69.

Simplest is 1 Qe5 f6 2 Qxe6+.
Also, 1 Bxg6 works: 1 ... fxg6
(1 ... hxg6? 2 Rh8#) 2 Qxe6+
Rf7 3 Rxx7 or 3 Qxg6+ and
White is winning.

70.

1 Nxd5 Nxd5 2 Rxc8+ wins a
pawn.

71.

1 Qxd5 Qxd5 2 Re8#.

72.

1 Qxh7+ Kxh7 2 Rh6#.

73.

1 e6 fxe6 (or 1 ... Qxe6) 2
Rxf5 wins a piece.

74.

1 ... Kf3 2 Rxe8 (what else?) 2
... g2#.

75.

1 Ne6+ wins the queen.

76.

1 ... Rf5 2 Qe2 Nxd4.

77.

1 ... Rxf2 threatens 2 ...
Qxg2#. If 2 Qxf2 (or 2 Kxf2)
then 2 ... Bc5(+) pins or forks.

78.

1 ... Rxe1+ 2 Bxe1 Bc5+ 3 Bf2
Qd1#

79.

1 Rg8+ Kxg8 2 Qxf6.

80.

1 Bxg5 wins a pawn. If 1 ...
gxf5? then 2 f6+ discovers on
the queen.

81.

1 Rxa5 bxa5 2 Bxa7 wins a
piece.

82.

1 Rd1 and if Black tries to save
his pinned bishop with 1 ...
Ra7? he runs into a knight
fork, 2 Nc6+ and 3 Nxa7.

83.

1 Qxg7 Bxg7 2 e7 and
promotes.

84.

1 Bc4 Bxc4 2 bxc4 Kxc4 3 g7
and promotes.

85.

1 Bxd5+ (A) 1 ... Nxd5 2 Qxg7# (B) 1 ... Qxd5 2 Qxc8+ and mates in two.

86.

1 e7 wins on the spot. If 1 ... Qxg6 2 exd8/Q+ and if the rook moves, then 2 e8/Q+.

87.

White is one move away from trapping Black's queen with 1 Nd2. Black to play, untraps by 1 ... c4! (A) 2 Qxc4 Qb2 or (B) 2 Qa4 b3.

88.

1 ... Nc5 (A) 2 Qxa7 Ra8 (B) 2 Qb4 a5.

89.

1 Qxf6+ Rg7 2 Qxg7#. Or 1 ... Qxf6 2 Rxf7#.

90.

1 Nc3 dxc3 2 Rxd8+ wins the exchange. If 1 ... Rxc2 then 2 Nxa4 wins a piece.

91.

1 Re8+ (A) 1 ... Rxe8 2 Qxd5 (B) 1 ... Kg7 2 Qf8#.

92.

1 Rxc7+ Bxc7 2 Qb5# White can also start with 1 Qxb6+ but it takes a bit longer.

93.

1 Bxc6+ Ke7 (1 ... Qxc6 2 Qd8#) 2 Bxa8.

94.

1 Rb8+ Kf7 (1 ... Bf8 2 Bb4) 2 Bb2 wins the exchange.

95.

1 Rxe4 Rxe4 (1 ... Nxe4 2 Bxg7 or 1 ... Qxe4 2 Bxf6) 2 Ng5 wins material. There are too many pins and too many black pieces attacked.

96.

1 Rxd5 exd5 (or 1 ... Qxd5) 2 Nf6+ forks king and queen.

97.

1 ... Rc1 (threatens 2 ... Qxe3+) 2 Qf2 (2 Rxc1 Qxe3+ and 3 ... Qxc1+) 2 ... Ng4 wins.

98.

1 ... h4+ 2 Kg2 (2 Kxh4 Bf2#) 2 ... Bxf4 and wins the ending.

99.

1 ... Nxf3+ 2 exf3 (2 Qxf3 Qxd4) 2 ... Re6 pins and wins the queen for rook and minor piece.

100.

1 ... Qxf5 2 Qxf5 Nh4+ and 3 ... Nxf5 winning a piece.

101.

1 Re7 with unstoppable mate.

102.

1 h3 Qxg2 2 Rh2 or 1 ... Qf5(h5) 2 g4.

103.

1 Nd5 Rf8 2 Nf4 overpowering g6.

104.

1 ... Rd1+ 2 Kxd1 Qxe5.

105.

1 Rf8+ Kxf8 2 Qf7#.

106.

1 Nxf7+ (a) 1 ... Rxf7 2 Rxe6 (b) 2 ... Bxf7 3 Rd6 pins the queen.

107.

1 Successful promotion turns on an in-between-check 1 Qf5+ (a) 1 ... Kg7 2 fxe8/N+ (b) 1 ... Kh8 2 fxe8/Q.

108.

1 Qxc3 Rxc3 2 Ne7#.

109.

1 Bg7 and queen mates at h7 or h8.

110.

1 d4 threatens 2 Rf3 to catch the enemy queen. So Black will give a piece by 1 ... Bxd4 2 Nxd4 Qxc3 etc.

111.

1 ... Re1+ 2 Kg2 Re2 gets the nod over 1 ... Re2 2 Re4 as 2 ... Rxe4 3 fxe4 Qxe4+ wins only a pawn or two.

112.

1 ... Re1 wins against any White reply.

113.

1 Rxb6 axb6 2 Nf6+ wins the black queen.

114.

1 Qxh7+ Kxh7 2 hxg6#.

115.

1 Rxc7+ Kh8 2 Rxc7#.

116.

1 Rxe6 gains the bishop for if 1 ... Qxe6 2 Ng5 mates or wins the queen.

117.

1 Qh8+ Kxh8 2 Rxf8#.

118.

1 b5 drives the knight from defense of a7.

119.

1 Nh6 discovers on the bishop and the e5-pawn. There's no defense.

120.

1 Qa2+ and if 1 ... Kf8 2 Nh7# or 2 Qf7#.

121.

1 Rb8 and promotes or else 1 ... Rxa7 2 Rb5 mates.

122.

1 Kxa3? Kxc5 and 1 bxa3? leaves White with the wrong colored rook's pawn. So by elimination, 1 b3 Kd5 2 Bf8 and wins the endgame.

123.

1 Rxe7 Rxe7 2 Bc5 wins a piece.

124.

1 ... Re1+ 2 Rxe1 (2 Kh2 Qh1#) 2 ... Qxd3.

125.

1 Bxg6 and Black's game is resignable. (a) 1 ... hxc6 2 Qh8# (b) 1 ... fxc6 2 Qe6+ Rf7 3 Qxf7#.

126.

1 Bxg7 Kxc7 2 f5 wins the light squared bishop.

127.

1 Rbc1 when Black loses at least a piece. He has too many guys en prise.

128.

Black draws by keeping the enemy king confined to g8. 1 ... Rh2 temporizing. If 2 Rb7+ Ke8 3 Rf7 Rh1 etc. White is unable to make any progress. There may be other ways to draw but this is by far the simplest.

129.

1 ... Nxe2+ 2 Nxe2 Bxb2.

130.

1 e3 Nxe3 2 Re1 wins something. Two pins is too much.

131.

1 Qxg4 hxg4 2 Ne6#.

132.

1 Qe7+ Qf7 2 f6#.

133.

1 Qxc6+ wins at least a piece for if 1 ... bxc6 or 1 ... Qxc6 2 Rd8#.

134.

1 Qe6+ and 2 Qxc6.

135.

1 ... Bxg3 picks off a free pawn.

136.

1 ... Rxb1 2 Rxb1 Nxc2 pilfers a pawn.

137.

1 Qd4 mates on g7 or else wins the knight.

138.

1 Rxf5 Rxf5 2 Bxa8 makes off with a knight.

139.

1 Ne5 and nothing can prevent a quick mate when White's queen gets to f6.

140.

After 1 Ba3 threatening Bxc5 Black cannot escape material loss. If 1 ... Nd3 2 Bxf8 is sufficient.

141.

1 Be6 Qe7 2 d5+ wins the exchange after 2 ... Rf6.

142.

1 Qh3+ forces resignation. Our fellow teacher Jonathan Phanstiel's coolest mate in 2003.

143.

1 Be7 wins on the spot as 1 ... Nxe7 allows 2 Bxe6+ and if 1 ... Qxe7 2 Qh7+ Kf8 3 Qh8#. Black's queen has been deflected into blocking her king's escape square.

144.

1 ... Nxb3 wins a pawn;
2 Qxb3? Rb7 gets the queen.

145.

1 Nxd5 threatens 2 Nxb6 or 2 Qxc8+ and comes away with a pawn.

146.

1 ... Qh6 with threats of 2 ... Qxc1+ or 2 ... Qh3+ gets the Black queen out of pin.

147.

1 Rg3 to stop ... Qf4+. Then nothing stops Qf8 along with Qg7#.

148.

1 Rc7 Qd6 (1 ... Qxc7 2 Ne6+) 2 Rxb7 and if 2 ... exf4 3 Qe8+ etc.

149.

1 ... Qh1 2 Ng1 Nh2#.

150.

1 Nxd6+ wins a pawn as 1 ... Qxd6? drops the queen to 2 Bb5+.

151.

1 Rg5+ Kh8 (1 ... fxg5 2 Qxc6) 2 Rg7 forces mate.

152.

1 ... Rc1+ 2 Qxc1 (2 Ka2 Ra1#) 2 ... Nxc1 3 Kxc1 leaves Black two pawns up in the endgame.

153.

1 Bxg6 hxg6 2 h5 and Black can't stop both the b and h pawns. The same goes for 1 ... h6 2 g5 hxg5 3 h5. One way or another a pawn breaks through.

154.

1 Rxc6+ bxc6 2 Nc5 Qxc5 (2 ... Rd8 3 Ba6+) 3 Ba6+ Kd8 4 Rb8#

155.

Already a pawn down White faces loss of a piece (enemy pawn fork at e4). He can just escape by 1 Bxa6 and if 1 ... dxf3 2 Bf1.

156.

1 ... Nxe2+ 2 Qxe2 is satisfactory for White. So 1 ... Qxf6 2 gxf3 Qxf3 and Black comes out ahead.

157.

1 ... Qxf1+ 2 Kxf1 Rc1+ 3 Ke2 Rb2#

158.

1 ... Rxc2+ 2 Kxc2 Bxc3. Two pieces are normally better than a rook.

159.

1 ... Nxe5 gains a pawn and introduces another Black attacker into the frame. The threat is 2 ... Nf3+ 3 Kf1 Nd2+ 4 Ke1 Rf1#.

160.

1 Bc5 Q-moves 2. Bxf8 nabs the exchange.

161.

1 ... Nxd4 2 exd4 Bxf5 puts Black a full piece ahead.

162.

1 ... Bf7+ (a) Nc4 Rxc4 (b) 2 b3 Rc2+ (c) 2 Ka3 Ra1+ or 2 ... Nb5+.

163.

1 Rxa7+ Kxa7 2 Rxc7+ Ka8 3 Nxb6#.

164.

1 ... Ba6 saves the bishop and threatens 2 ... Rf1+. White could try 2 Rc8 Bxc8 3 Bxc8 but after 3 ... Qf5, he's still losing.

165.

1 ... Nxd4 wins a pawn, but 1 ... Ne5 is even better.

166.

1 ... Bxd4+ and 2 ... Bxa1 looks to be the cleanest. If 2 Ne3 then 2 ... hxg5.

167.

1 ... Bb5 2 Re1 Rd8 and the knight falls.

168.

1 Rgxf6+ Rxf6 2 Qxg7#.

169.

1 ... Rg6 along with 2 ... Rh8 (mate threat) wins the queen. So does 1 ... Rg4 but things get a bit sticky after 2 Qxg4 fxg4 3 Kg3 Rg8 4 Rh7+ etc.

170.

1 Bxf6 Bxf6 2 Rxd7.

171.

1 ... Nxd4 2 exd4 Nf3+ and 3 ... Nxd4 gains a pawn.

172.

1 Bxf5 Qxf5 2 Qxh6+ gxh6 3 Rhxh6#.

173.

1 Bxc6 and 2 Nxe5 wins a pawn.

174.

1 ... dxe4 gains another pawn owing to the attack on the queen; 2 fxe4? Qxd4. And if 2 Qxd8 Raxd8 3 fxe4 Nxe4.

175.

1 ... Bxe3 2 Nxe3 Rxf2#. The knight is pinned against the h2-square.

176.

1 ... Ne3 2 Rxd2 Nxf1+ and 3 ... Nxd2. If 2 Rb1 Nxf1+ 3 Rxf1 Rxd3 and White is two pawns down.

177.

1 Rxa4 wins a pawn as Black cannot afford to take. If 1 ... Rxa4 2 Qxd8+; and if 1 ... Rxd4 2 Rxa8+.

178.

1 ... Nxd4+ 2 exd4 Qf3+ etc.

179.

1 ... Rxd4 wins a knight for if 2 exd4 Qe1+ forces mate.

180.

1 ... Qxd2 but not 1 ... Bxd2 2 h4 Qf4 3 g3 pushing the queen away from the bishop.

181.

1 Qxc7+ forces mate.

182.

1 Be6 wins the house, e.g., if 1 ... Nxf1 2 Bxd7+ Bxd7 3 Nh3 and Black's knight can't escape.

183.

1 ... Ba4 wins the exchange.

184.

Leave the bishop sit on f6 in favor of 1 ... Qxc3+ 2 Qd2 Qxa1+ followed by trading queens and then ... gxf6, emerging a rook ahead.

185.

1 ... d2 2 Bxd2 Bd3 and the upcoming discovered check wins at least the queen for a rook.

186.

1 ... Ne5 forces the queen away from the c3-knight. (a) 2 Qxd4 (or Qd2) 2 ... Nxf3+ (b) 2 Qe3 Nc2+.

187.

1 ... R_xh2+ 2 K_g1 Q_xe2 striking through the body of the g2-rook. Also 2 ... R_ah8 is strong.

188.

1 ... R_xd1+ 2 B_xd1 R_e1+ and 3 ... R_xd1.

189.

1 N_xe7+ N_xe7 2 B_xb7.

190.

1 Q_g7 picks up the f8-rook.

191.

1 ... d1/Q+ is good enough. Also 1 ... R_xd4 2 Q_xd4 R_d8 with promotion shortly. In any case Black wins at least a rook for the d-pawn.

192.

1 B_e5 Q_d7 (Black's queen must stay on the d-file to prevent 2 B_d6+, winning the knight on e8) 2 Q_b4+ Q_e7 3 Q_xa5.

193.

Black could take the bishop (1 ... N_xd8) but there's more to be had. 1 ... R_f2+ (a) 2 K_g1 R_xa2+ (b) 2 K_e1 R_xg2 with 3 ... R_g1+ and 3 ... N_xd8 on tap.

194.

1 ... N_xc3 2 Q_c2 cxd4 supports the knight and gains two pawns.

195.

1 h7+ K_xh7 (if 1 ... Q_xh7 2 N_h6+ and 1 ... B_xh7 2 N_h6#) 2 g6+ K_xg6 3 N_e5+. Or 2 ... B_xg6 3 Q_h3+ K_g8 4 N_h6+.

196.

1 e5 N_h5 2 g4 snares the knight. Exchanging 1 ... d_xe5 2 d_xe5 B_xf3 3 B_xf3 N_h5 doesn't help Black's cause. Apart from g4, White also has 4 B_xa8 and 4 B_c6.

197.

1 ... B_c5 2 B_g3 B_d4 forks b2 and e5. If 2 f3 then 2 ... N_f2 3 R_g1 N_d3+ wins the exchange.

198.

1 ... R_xd5 2 exd5 B_xc4 and 3 ... B_xa2 or B_xf1.

199.

1 ... Qxd4? 2 Bb2 with 3 Qxc8+ in reserve. So Black should retreat 1 ... Qd8.

200.

1 Qf5+ Kf7 (1 ... Nxf5 2 exf5#) 2 Rxc7+ Kxc7 3 Qh7+ and mate at g8. The queen also works her way to h7 after 1 Rxc7+ Kxc7 2 Qh3 etc.

201.

1 Bxc4 dxc4 2 Qxc4+ and 3 Qxc6.

202.

1 Rb1 threatening 2 Nxd4 Qxd4? 3 Be3. Black can't avoid loss of the bishop.

203.

1 Qe1 Nf5 2 Ba5 Q-moves 3 Bxd8 wins the exchange.

204.

1 Rad1 (better than 1 Rfd1 Nb3) 1 ... Nxf1 2 Rxd7 followed by taking the knight.

205.

1 Qxh6 Qxf1+ 2 Kh2 and Qh8# is unstoppable.

206.

1 Bb7+ Kxb7 2 c6+ and 3 Qxa3.

207.

1 Bxc6 wins at least a pawn. If 1 ... bxc6? 2 Nxc6 Q-moves 3 Qe7#.

208.

1 Bb3 gxh2+ 2 Kh1 and there's no defense against 3 Qg8+ Ke7 4 Qf7#.

209.

1 Rxh7+ Kxh7 2 Nf6+ and 3 Qh7#.

210.

1 Qg7 Rf8 2 Nxf7 with either 3 Qxf8# or 3 Nf6#.

211.

1 d7+ Kd8 2 Rc3 threatening 3 Rc8#.

212.

1 Qh8+ Ke7 2 Re4+ wins the exchange.

213.

1 Nb3 Nc8 2 Bc5+ and 3 Bxf8.

214.

1 Rxb7+ Kd8 2 Rb8+ and 3 Rxb8.

215.

1 Rh3 Qg5 2 Rh5 and Black must give a piece by 2 ... Qxg2+ 3 Qxg2 Bxg2 4 Kxg2.

216.

1 ... Rh1+ 2 Kxh1 Qxf2 and 3 ... Rh8+ is decisive.

217.

1 Qxf6+ Kxf6 2 Ne4+ and 3 Nxd2.

218.

1 Bd6 Qxd6 2 Re8+ and 3 b8/Q.

219.

1 ... Qe1+ 2 Kg2 Qg1+ 3 Kxg1 stalemate.

220.

1 Qxc7+ Kxc7 2 Ne6+ and 3 Nxd4.

221.

1 Qxf8+ Kxf8 2 Ng6+ and 3 Nxh4.

222.

1 Rxc3+ Nc5 (1 ... Kb8 2 Qxd6#) 2 Rxc5+ Bxc5 3 Qxb2 and if 3 ... Rxc5 4 Qh8+

223.

1 ... Nf3+ 2 Kg2 Ne1+ and 3 ... Nxc2 wins the exchange. Another way is 2 ... Rg1+ 3 Kxf3 Qd3+ 4 Qe3 Qxc2.

224.

1 Rxb7 Nxb7 2 a6 and the knight can't stop the pawn.

225.

1 Qd6 threatens 2 Qf8+ Kxf8 2 Rh8#. Black can stop it by 1 ... Qh5 but it loses the queen.

226.

1 ... Rxd6 2 exd6 Qb7 with mate at h1 unless White tosses up his queen.

227.

1 Qxg6 fxg6 2 Nf6+ and 3 Nxd7 wins the exchange.

228.

1 ... Nf5 pushes the queen away from the e5-knight: (A) 2 Qc7 Rc8 (B) 2 Qc5 b6 and the knight is lost to ... Qxe5.

229.

1 ... Qf2 2 Be2 (2 Bh3 Qxf3+)
2 ... Qe3+ and 3 ... Qxe2+.

230.

1 Bd1 threatens 2 Ra3+ or 2
Rf8+ winning the rook. (A) 1
... Kh4 2 Rh3# (B) 1 ... Rd8 2
Rd3+ and 3 Rxd8 (C) 1 ...
Rxa2+ 2 Rf2+ and 3 Rxa2.

231.

1 ... Nf3+ 2 Kxf2 (2 Nxf3
Qxg4) 2 ... Nxe5+ 3 Qf4
Rxf4+ gains the queen and
knight for two rooks. Also
strong is the move 1 ... Qe3
threatening a different
discovery, 2 ... Rf1+ playing for
mate. On 2 Kh1 there's 2 ...
Rh2+ 3 Kxh2 Qf2+ and mate
will soon be forced.

232.

1 Rb7+ Kc6 (1 ... Ka4 2 Bd7#)
2 Bc8 and 3 Ra6 should be
mate. Yes, Black can dump the
queen with 2 ... Qc7 and 3 ...
Qb6, but it's still mate.

233.

1 ... Bg4 threatens 2 ... Qh1+
3 Ke2 Qxg2#. There's no real
defense: (A) 2 e4 Qh1+ 3 Ke2
Qxg2+ 4 Ke3 Qf2+ 5 Kf4 Bg3+
6 Kg5 h6# (B) 2 Qxd5 Qh1+ 3
Ke2 Qxg2+ 4 Kd1 Bxf3+ 5
Qxf3 Nxf3 etc.

234.

1 ... f5 2 g3 (2 Nf2 Be3) 2 ...
Bxg3 and the knight still can't
move because of ... Bf2+
forking something.

235.

1 ... Bf1 (prevents the
regrouping 2 Rh1 and 3 Kh2) 2
Kxf1 (or 2 Rh1 Bg2) 2 ... a3
and the pawn marches in for a
queen.

236.

1 Nxd7 Qxd7 (1 ... Nxd7 2
Bxh7+) 2 Bf5 Q-moves 3 Bxc8.

237.

1 Qxe7+ Kxe7 (1 ... Nxe7 2
Nf7+ and 3 Nxh8) 2 Ng6+ and
3 Nxh8.

238.

1 Nxf6+ Bxf6 (1 ... Kf7 2 Nd5+ wins the queen) 2 Bxf6 Qh7 3 Bxh8 wins the exchange.

239.

1 Bf5+ Kd8 2 f8/Q+ Bxf8 3 Qxf8#.

240.

1 Ra8+ Bd8 2 Rd1 Qg4 3 R8xd8+ wins.

241.

1 ... Rxf1+ 2 Rxf1 Rxf1+ 3 Bxf1 Nxf4 (or 3 ... Nf7) snares the queen.

242.

1 e6 Rxf1 2 e7+ Kg8 3 Rxf1 and mates shortly.

243.

1 Be7+ Ke6 2 Qg8+ Kxe7 3 Qxd5.

244.

1 ... Bg1+ 2 Kh1 Qxh3+ 3 Rh2 Qxh2#.

245.

1 Rxf7+ Kxf7 2 Qa2+ Kg7 3 Qg8#.

246.

1 Be7 Re8 2 Bd6 Qd8 3 Bf7 wins the exchange.

247.

1 Nf7+ wins the queen or else mates after 1 ... Rxf7 2 Rxf7+ Kg8 3 Rh8#.

248.

1 Qc8+ Qd8 2 Bxf7+ Kxf7 3 Qxd8.

249.

1 Bc5+ Ke6 2 Bxe7 Kxe7 3 Nxe5 followed by Nxf6 or Nxc6 winning two pawns.

250.

1 ... Rc8 2 0-0 (else 2 ... Rc1+) 2 ... Rcc5 3 Bb6 Rc6 pinning and winning the bishop.

251.

1 Ra1 Ba5 3 Bb6! wins, e.g., if 2 ... Rxb6 3 b8/Q or 2 ... Ke6 3 Rxa5 Rxb6 4 Ra1! (not 4 a8/Q?? Rb1#).

252.

1 Nb6+ axb6 2 Bb5+ Kc7 3 Bxa4 (or first 3 Qxd8+) wins the exchange.

253.

1 ... e3+ (or 1 ... Nc2 first) 2 dxe3 Nc2 3 Rb1 Nb4 wins rook or bishop.

254.

1 Kxh6 Bf8+ 2 Kg6 Rxd1 3 f7#.

255.

1 Ba5 Qe7 2 Rc7 Q-moves 3 Qxd3 wins a bishop.

256.

1 d7 Kc7 2 Ne8+ Kxd7 3 Nxc7.

257.

1 ... Rh4 2 Qxf5 Rhxh2+ 3 Kg1 Rg2#.

258.

1 ... Qf2+ 2 Kxf2 Rd1+ 3 Be3 Bxe3#.

259.

1 Qxd7+ Rxd7 2 Ra8+ Rd8 3 Bb5#.

260.

1 ... Qxf3 2 Re8+ Rxe8 3 Qxf3 Re1#.

261.

1 Rxf5 Rxf5 2 Rxf5 Qxf5 3 Bd3 gains the queen for rook and minor piece.

262.

1 Rd1 Rxd1 2 Nf7+ Kg7 3 h8/Q+ and mates in a few more moves.

263.

1 Re8+ Rxe8 2 Rxe8+ Kxe8 3 Qe7#.

264.

1 Rxc8+ Qxc8 2 Qd6+ Qd7 3 Qxd7#.

265.

1 ... Qd1+ 2 Rxd1 Rxd1+ 3 Qe1 Rxe1# or ... fxe1/Q#.

266.

1 Qb8+ Kh7 2 Qf4 threatens the knight directly, and the queen indirectly, with 3 Ng5+. There's no way to save both pieces. And if 1 ... Kf7, 2 Qf4 comes to pretty much the same thing.

267.

1 Qxh6 gxh6 2 gxf7+ Kh7 (2 ... Kf8 3 Rg8#) 3 f8/N+ Kh8 4 Rg8#.

268.

1 ... Ng6+ 2 Kg3 Nxh4 3 Kxh4 Rxf5 wins a pawn.

269.

1 Red3 Qxe5 2 Rxd8+ Ne8 3 Qe7 wins.

270.

1 Rxe5 Qxe5 2 Qc6+ bxc6 3 Bxc6#.

271.

1 ... Bg2+ 2 Kh2 Bf3+ 3 Kh3 Bg4#.

272.

1 Qxf8+ Bxf8 2 Nf6+ Kh8 3 Nf7#.

273.

1 Qxd6+ Kxd6 2 f8/Q+ Re7 3 Qf6+ winning the rook and mating shortly.

274.

1 Ng8 (threatens 2 Rxh6#) 1 ... Rf7 2 Rxh6+ Rh7 3 Nf6 and rook mates at g8 or h7. Black has an ingenious escape with 1 ... Rg2! but it costs him the exchange.

275.

1 Qg5+ Kh8 2 Qh6+ Kg8 3 Qh7#.

276.

1 cxd6 Rxc1 2 d7 d3+ 3 Kd2! (not 3 Kxd3 Rd1+) and the white d-pawn promotes.

277.

1 Rxf5 Qxf5 2 Qb3+ Kh8 3 Qxb7 Rf8 4 Qxc6 wins a piece.

278.

1 ... c4+ wins the bishop. If 2 Bxc4 then 2 ... Ne5+ 3 Kc3 Nexc4.

279.

1 Bxf5 (A) 1 ... exf5 2 Qxd5+ Rc6 3 Qxc6# (B) 1 ... Rxc3+ 2 Qxc3 Qxf5 3 Qb8# (C) 1 ... Qg7 2 Bxc6 Qxc6 3 Qc3 and the entry of the queen at c6 or c7 decides.

280.

1 ... Qxd5 wins a pawn for a start since 2 Qxd5 Re1+ 3 Nxe1 Rxe1 is mate. If 2 Qc1 (or 2 Qb1) then 2 ... Qd3+! 3 Kg1 Re1+ wins the queen.

281.

1 e5 and the attacked knight has no safe place to go. If 1 ... Nd7 2 Bxb7. And if 1 ... Bxf3 2 exf6 Qxf6 3 Qxf3 wins a piece.

282.

1 Rh1 Ba2 2 Ra1 catches the bishop. For if 2 ... Bb3 3 Nxb3 axb3 4 Rxa8.

283.

1 Qe3+ (A) 1 ... Kd7 2 Qe7# (B) 1 ... Kd6 2 Bf4+ Kd7 3 Qe8# (C) 1 ... Qe5 2 Qb6+ Kd7 3 Qd8+ Ke6 4 Qe7# (D) 1 ... Qe5 2 Qb6+ Qd6 3 Rbe1+ Kd7 4 Qd8#.

284.

1 Bxf5 Ne6 (1 ... Qxf5 2 Qd6#) 2 Bxe6 Qxe6 3 d4#.

285.

1 Bg5 Rxd5 2 Bxe7 Bxe7 (2 ... R-moves 3 Bxf8) 3 exd5 wins the exchange.

286.

1 Be4 (or 1 Bb5) Qxe3 (1 ... Rd8 2 Bxc6+) 2 Qd7+ Kf8 3 Qxf7#.

287.

1 Bxf4 Bxf4 2 Nxc6 Rxc6 (2 ... Qh4 3 g3 Bxg3 4 Nxb4) 3 Qe4 with mate at h7 or win of the bishop.

288.

1 ... b5 2 Qd1 Qh4+ 3 Ng3 (3 g3 Nf3#) 3 ... Bg4 and the white queen is lost.

289.

Not 1 Rxd4? Qxe6 2 Rxd5 Qe1+ 3 Kh2 Qh4+ with perpetual check. Correct is 1 Qxd4! (removing one of the guards of g7) Rxd4 (1 ... Qxe6 2 Qg7#) 2 Rxc6+ hxc6 3 Rxd4 winning.

290.

1 Nh6+ gxh6 (1 ... Kf8 2 Rxf7# or 1 ... Kh8 2 Nxf7+) 2 Qxf7+ Kh8 3 Qxh7#.

291.

1 e7+ (A) 1 ... Bxd5 2 exf8/Q# (B) 1 ... Rff7 2 e8/Q# (C) 1 ... Rgf7 2 exf8/Q+ Kxf8 3 Qxf7#.

292.

1 axb5 (A) 1 ... axb5 2 d5 and the knight has no where to go. (B) 1 ... Rxb5 2 Ba4 Rb6 3 Nc4 wins the exchange.

293.

1 Rxc6 hxc6 2 Qc8+ Ke7 (2 ... Kg7 3 Qh8#) 3 Re4+ wins the queen.

294.

1 Nf6+ (A) 1 ... gxf6 2 Qxh7# (B) 1 ... Kf7 2 Ng8+ Nf3+ (2 ... Kxg8 3 Qxh7#) 3 Rxf3+ wins the queen.

295.

1 Ra8+ (A) 1 ... Bxa8 2 Ba6+ Bb7 3 Bxb7# (B) 1 ... Ncb8 2 Rxb8+ Nxb8 3 Rc7#.

296.

1 0-0 (threatens 2 Bxe7) 1 ... Ng6 2 Bc5 Qb5 3 Rfb1 winning the queen.

297.

1 Qc1 Rxa2 2 Rb8+ wins a full rook after 2 ... Ke7 (2 ... Kg7 3 Qxc5#) 3 Rxc8.

298.

1 Rd1 Qxd1 2 Nd6+ Qxd6 (2 ... Kf8 3 Qxf7#) 3 Qxd6 and White should be winning.

299.

1 ... Ne3+ 2 fxe3 (2 Kc1 Rd1# or 2 Rxe3 Qxf2+) 2 ... Rd2+ 3 Kc1 (3 Rxd2 Qxd2#) 3 ... Qh1+ 4 Re1 Qxe1#.

300.

1 ... Nh3 (threatens 2 ... Rg1+ 3 Rxc1 Rxc1#) 2 Rff1 Rg1+ 3 Rxc1 Nf2#.

301.

1 f8/N+ Kg8 2 Ng6+ Kf7 (2 ... Kh7 3 Rh8#) 3 Rf8#.

302.

1 Nxc5 hxc5 2 Rxd8+ Bxd8 3 Qh5+ and 4 Qxh8.

303.

1 ... Qxa2+ 2 Kxa2 Ra5+ 3 Kb2 Ba3+ 4 Ka1 Bc1#.

304.

1 Be3! along with 2 c3 Nc6 3 bxc5 picks off a pawn. Less convincing is the immediate 1 c3 Nc6 2 bxc5 dxc5 3 Qxc5 Nd4.

305.

1 Rxe7 Qxf7 (1 ... Qxe7 2 Qxg8+) 2 Rxf7 Be7 3 c6 and 4 Rxd7(+).

306.

1 Rh7+ Kxh7 2 Nxf6+ Kg7 3 Nxd7.

307.

1 Rxf5 Bxf5 2 Nxd6+ Kb8 3 Nxf5+.

308.

1 h3 Bh5 2 Rg1 g5 (else the bishop gets trapped by g2-g4) 3 fxg5 gains White a pawn.

309.

1 ... Bh6 wins the exchange as 2 Qxh6 Qxf2+ forces mate in two.

310.

1 Rh3 threatens 2 hxg5 fxg5 3 f6 busting in. The best Black can do is drop a pawn after 1 ... g4 2 Rg3 and 3 Rxg4.

311.

If 1 Qb7+ Bc7 so 1 Bxc5 Bxc5 2 Qb7+ Kd8 (2 ... Kd6 3 Qe7#) 3 Qxa8+ etc.

312.

1 Rxa7 Kxa7 2 Kd2 and nothing can prevent 3 Ra1+ followed by mate.

313.

1 Qh8+ Kxg5 2 Nf3+ Kf4 3 Qh6+ g5 4 Qxg5#.

314.

1 exd5 exd5 2 Nxd5 wins a pawn: if 2 ... Qxd5? 3 Bxh7+ and 4 Rxd5.

315.

1 Nf6 Qxf6 2 Qxe8+ Kg7 3 Re7+ etc.

316.

1 Qe7 (if 1 ... Rxe7 2 Rf8#) 1 ... Qc7 2 Qf8+ Rxf8 3 Rxf8#.

317.

1 Qxc6+ bxc6 2 Rb8+ Kd7 3 R1b7#.

318.

1 ... Qf2+ wins the d4-rook for if 2 Kxf2 Bd4+ 3. Kg3 (3 Ke2 Rf2#) 3 ... Bf2#!

319.

1 ... Rxb2 2 Rxb2 Qxc5+ with a winning endgame. If 2 Qxe3 Rb1# or 2 Kxb2 Qb3+ 3 Kc1 (or a1) Qb1#. A trap prepared for Kasparov by X3D Fritz during their match in November 2003, which Gary did not fall into!

320.

1 g4 N-moves 2 g5 Q-moves 3 Qxd4+.

321.

1 Nxf7 Kxf7 2 Bxc6 Bxc6 3 Qxc6 Qxc6 4 Ne5+ and 5 Nxc6.

322.

1 ... Qc2 (threatens mate by 2 ... Rd1) 2 Be2 Qc1+ 3 Kf2 Qxh1, and Black is the exchange up.

323.

1 ... Nxb3 gains a pawn as 2 Qxb3? Rd1+ 3 Ka2 Bd5 drops the queen.

324.

1 Kb1 Qxd1+ 2 Nxd1 Rxa2 3 c7 and promotes. There may (or may not) be other ways but this is certainly the cleanest.

325.

1 Qf8+ Rxf8 2 Rxf8+ Kxf8 3 Nxd7+ followed by 4 Nxd5 winning a piece.

326.

1 Bf4 Qf2 (or 1 ... Qh4) 2 Nb6+ axb6 3 Qxc6+ bxc6 4 Ba6#.

327.

1 Bxc6 dxc6 2 Qh8+ Qf8 3 Qe5+ and 4 Qxb8.

328.

1 ... Bxh2+ 2 Kxh2 Qh4+ 3 Kg1 Qf2+, and keeps on checking. Black is behind and correctly makes for the draw.

329.

1 ... Qb4+ 2 Bxb4 a(c)xb4+ 3 Ka4 Ra1 forces a quick mate (if 4 Qxa1 b5#).

330.

1 ... Nxd5 2 exd5 (2 Bxe7 Ndx7) 2 ... Bxg5 3 dxc6 bxc6 wins a pawn for Black.

331.

1 ... Nxd4+ 2 exd4 Qf3+ 3 Ke1 Nd3+ 4 Qxd3 exd3 and 5 ... Qe2#.

332.

1 ... Qxc5 2 dxc5 Rxd1+ 3 Kh2 Rxb1 with two rooks and a bishop for the queen.

333.

1 Rxc7+ Kxc7 2 Qg6+ Kh8 3 Qh7#.

334.

Black gets control of e4 by 1 ... Bxd2+ 2 Qxd2 Qc6 3 Qh2 and now 4 ... Qe4+.

335.

1 Nc5 Bc8 2 Nxa6 bxa6 3 Bxc6.

336.

1 gxf6+ (a) 1 ... Kxf6 2 Qg7+ Ke7 3 Bg5+ Ke8 4 Rxf8+ Nxf8 5 Qg8# (b) 1 ... Ke8 2 Rg8+ Rxf8 3 Qxf8#.

337.

1 Rxc7+ Rxc7 2 Qxh6+ Kg8 3 Qxg7#.

338.

1 hxg5 fxg5 2 Nxc5 Bxc5 3 Bxc5 Qxc5 4 Qxc5 hxg5 5 Kg3+ recovers the piece and wins a pawn. (a) 5 ... Nh6 6 Rxf6+ Kg8 7 Rxd6 (b) 5 ... Nh5 6 Rxf6+ Kg7 7 Rxc6+.

339.

1 ... Qd4+ 2 Kh1 Qd1+ 3 Rxd1 Rd1#.

340.

1 Bxf7+ Kg7 2 Bg8+ Kf6 (or 2 ... Kh8 3 Rxf7#) 3. Rf7#.

341.

1 hxg6 hxg5 2 Nh6+ gxh6 3 g7 decides.

342.

1 ... Nxf2 2 Nxf2 Nxe3 3 Q-moves Nxc2+.

343.

1 Qf5+ g6 (1 ... Kh8 2 Qc8+ and 3 Qg8#) 2 Qd7 with the threat of 3 Kf6(f8)+ and 4 Qg7#.

344.

1 Nxd5 Nxd5 2 Qh8+ Bxh8 3 Rxf8#.

345.

1 f4+ Kf5 (1 ... Kh5 2 Rxf6+ Kxf6 3 Qxf6) 2 Rf6+ Kxf6 3 Qxf6 with a winning endgame.

346.

1 ... Rb8 2 Qa6 Nb4 3 Qxa7 Ra6 catches the queen.

347.

1 f4 Bxf4+ 2 Rxf4+ exf4+ 3
Kxd2.

348.

1 ... Rxf3 and if 2 Bxf3 Qxh2+
3 Kf1 Qxf2#.

349.

1 Nf7+ Qxf7 2 Qh4+ Kg8 3
Qxd8. The knight fork sets up
the queen fork. Or one good
fork deserves another.

350.

1 ... Rc1+ 2 Rxc1 Rxc1+ 3 Qf1
Rxf1+ 4 Kxf1 Qxb5+.

351.

1 Ng5 Rxf2 2 Qxh7+ Kf8 3
Qh8#. If 1 ... Nxf6 2 Rxf6 and
Black still loses.

352.

1 ... Qh4+ 2 Kf1 Re1+ 3 Rxe1
Q(R)xe1#.

353.

1 ... Nxe4 (a) 2 Qxd8 Nxf2+ 3
Rxf2 Rxd8 (b) 2 Nxe4 (or
dxe4) ... Qxh4 3 Nxb4 Bxb6
(c) 2 Bg5 Nxf2+ etc.

354.

1 ... Ra3+ (if 1 ... Qa7 2
Qxc8+ and Black gets mated!)
wins White's queen for if 2
Kxa3 Qa7+ is mate in two.

355.

1 Nxd4 cxd4 (1 ... Qxd4 2 c3)
2 Qxb4 dxe3 3 Bxe3 wins a
pawn.

356.

1 Rf1+ Nf3 (1 ... Kg7 2 Qh7#)
2 Rxf3+ Ke5 3 Qg3+ Kd4 4
Nxe6#.

357.

1 gxf6 Rf8 2 f7+ Kh8 (2 ...
Rxf7 3 Nh6+) 3 Ke7 Ra8 4
f8/Q+.

358.

1 Bf6 gxf6 2 exf6 Rg8 3 Rd8
mates in two.

359.

1 Qh6+ Kf7 2 Bf3 Qf4 (2 ...
Qxc4 3 Kxg3) 3 Qh3 and the
bishop has no escape.

360.

1 Ne5 menaces mate forcing the win of material: (a) 1 ... Nxe5 2 Qxe5+ and 3 Qxh8 (b) 1 ... Qe7 2 Nxc6 and if 2 ... dxc6 3 Qxc6+ with 4 Qxa8+.

361.

1 ... Rxf2 (a) 2 Bxg5 Rxf1# (b) 2 Rxf2 Rxf2 3 Bxg5 (3 Qxf2 Bxf2 check!) 3 ... Rxc2+ and Black emerges on top.

362.

1 Bxh3 Qxh3 2 Qxe3 Qg2 3 0-0-0 with an extra piece.

363.

1 Nc6+ Nxc6 2 Ra4+ Na5 3 Rxa5#.

364.

When behind, don't fool around. Just make a draw: 1 Nf6+ Kh6 2 Ng4+ Kh7 3 Nf6+ with perpetual check.

365.

1 ... Bd8 2 Ne3 (avoiding ... c6) 2 ... Bxh3 3 Nxh3 Ng5 smashing in on the h-file.

366.

1 Nxf7 Kxf7 2 Qxh7+ Kf8 3 Re7 with mate coming up. There's also 1 Nxh7 Nxh7 2 Rh5 gxh5 3 Qxb6.

367.

1 b4 axb4 2 axb4 Rc1 3 Bxb5 wins a pawn.

368.

1 Nxb7 gathers up the exchange, for if 1 ... Bxb7 2 Nxe6+ wins the queen.

369.

1 ... Bh6 2 Re1 Bxe4 3 (R)xe4 Qxg3.

370.

1 ... Bxb5 2 Rc8+ Ke7 3 Rxb5 Bxe2 with material advantage of two bishops for a rook.

371.

1 Rc7 Qf8 (1 ... Rd7 2 Rxd7 Qxd7 3 Rxd6) 2 Rxd6 Rxd6 3 Qxb7 with two minors for the rook.

372.

1 ... Nb8 in conjunction with 2 ... Nxa6. 2 Bc8 is insufficient in view of 2 ... Qxc8 3 Qxf6 Bxb5, but it's a bit sticky.

373.

1 g3 stops 2 ... Qxh2+ 3 Kf1 Qh1# and threatens 2 Nxf7 Qxf7 3 Re7. There's no defense. If 1 ... Rd7 2 Ne6+ and 1 ... Nh6 2 Nxf7 Nxf7 still loses to 3 Re7.

374.

1 Qb3 Nd5 (1 ... Ng4 2 Re8#) 2 Rf3 Qd6 3 Re8+ crush.

375.

1 ... Qxa2 2 Rxc3 (2 Ra1 Qc4) 2 ... Rxc3, and Black keeps his three extra pawns since 3 Bxc3? fails to 3 ... Qxc2.

376.

1 d8/Q+ Qxd8 2 Qb3+ Kg7 3 Qxa3.

377.

1 Qe8+ Bf8 2 Qxf7+ Kh8 3 Qxh7# (Qxf8#).

378.

1 Rg8+ Kh7 2 Qg6+ fxc6 3 fxc6+ Kxg8 4 f7#.

379.

1 Rc6+ Kd7 2 Nc2 Rd2 3 Kxa4.

380.

1 ... Kc6 2 Nb8+ Kb7 3 Nd7 Kc7 wins the knight.

381.

1 Rxf6 Nxf6 2 Rxf6 Kxf6 3 Nh5+ gxh5 4 Qxh6#.

382.

1 Qxa7+ Nxa7 2 Nb6+ Kb8 3 Nxd7+ Kc7 4 Nxf6 with a winning endgame.

383.

1 ... Nxb4 2 Qc7 Qxc7 3 Nxc7 a5, and Black is for choice.

384.

1 ... Bxf2+ (a) 2 Kxf2 e3+ 3 Kxe3 Rfe8+ leads to mate and (b) 2 Kh1 Nd4 with multiple threats: 3 ... e3# 3 ... Qxb7 3 ... Bxe1.

385.

1 Ned6+ Bxd6 2 Nxd6+ Kd8 3 Nxe8 wins the exchange.

386.

1 ... Qd2? 2 Nf2 holds. 1 ... Qh2 (a) 2 Ng5 Qd2 (b) 2 Nf2 Qh5+ 3 Kg2 Qe2.

387.

If 1 ... Bxb4 2 Rc8+ gives annoying counterplay. So cleanest is 1 ... Rh5 2 Rh1 (else 2 ... Rh2#) 2 ... Rxh1 3 Rch1 and now 3 ... Bxb4.

388.

1 Kg2 threatening 2 f3 pushes the queen away 1 ... Qd1 after which White pursues the king 2 Bxh6 Bc3 3 Qxf5+ and White is three pawns up.

389.

1 Bxh6 gxh6 2 Qxh6 threatening 3 Nf6#. Black will have to give up the queen to stop mate. Note 2 ... Ng6 3 Qxg6+.

390.

1 ... Rxb2 2 Nc5 Bb6, and the knight is lost. E.g. 3 Kd4 Kd6 or 3 ... Rd2+ 4 Ke3 Rd8 etc.

391.

1 ... Qa2+ 2 Nxa2 (2 Kc3 Qb2#) Rgxa2 and nothing can prevent 3 ... R8a3#.

392.

1 ... Qxf2+ 2 Kxf2 Bc5+ 3 Rd4 Bxd4#.

393.

1 Qxd7 Qxd7 2 Rb8+ Kf7 3 Ne5+ and 4 Nxd7.

394.

1 axb6 Qxb3 2 bxa7 Qxb2 3 a8/Q Qxc3 4 Qxe8+ Kh7 5 Qxf7 and White, exercising care, will win this endgame with his extra bishop.

395.

1 Rxd6+ Qxd6 2 Qxd8+ Kxd8 3 Nxf7+ and 4 Nxd6. 1 Qxd8+ also works. In any case White has two extra pawns for the ending.

396.

1 f3 Nf6 2 Nc5 Qxb4 3 Na6 and 4 Nxb8 or Nxc7.

397.

1 Qf4+ Kg7 2 Qf6+ Kg8 3 Rh2 and 4 Rh8#.

398.

1 ... Bb4+ 2 c3 Bxc3+ 3 bxc3 Qxd2+ and 4 ... Qxa1+. If 2 Bd2 Qxd2+ 3 Qxd2 Bxd2+ 4 Kxd2 exf4.

399.

1 ... Rxc3 2 Rxc3 Bxf4+ 3 Kb1 Bxc3.

400.

1 Nf6+ gxf6 2 Bxf6+ Ng7 3 Qxg7#.

401.

1 Ne6 (if 1 ... fxe6 2 Bxg6 with a quick mate) 1 ... Nxe6 2 Qh7+ Kf8 3 Rxf7+ Kxf7 4 Rf3+ and mate next move.

402.

1 Rxf6 exf6 2 Rxf6 Rxf6 (2 ... Qxb3 3 Rf8#) 3 Bxf6+ Kg8 4 Bxd8 wins a piece; the queen is pinned.

403.

1 Rxf6 (a) 1 ... Rxf6 2 Qh7 with 3 Qh8 (g8)+ (b) 1 ... gxf6 2 Qxh6+ Kg8 (3 ... Rg7 4 Qh8+) 3 Re3 and then 4 Rg3+decides.

404.

Black forces off the queens by 1 ... Qf3+ 2 Ke5 Qf6+ 3 Kd5 Qd6+ 4 Kc4(e4) Qe6+. After that it's an easy win.

405.

1 Bxf6 Bxf6 2 Re8+ Qxe8 3 Nxf6+ and 4 Nxe8 leaves White a knight ahead.

406.

1 Bxe5 wins a pawn. If 1 ... Rxe5 2 Rxf8+ Kxf8 3 Nd7+ and 4 Nxe5. If 2 ... Kh7 then 3 Rf5 keeps the pawn.

407.

1 Kg3 g4 2 Kh4 g5+ 3 Kh5 and Rf1 mates.

408.

1 Qe8+ Rf8 2 Rh8+ Kxh8 3 Qxf8+ Kh7 4 Qxd6.

409.

1 ... Qxc1 2 Nxc1 Rxc1 3 Qxc1 Nxe2+ 4 Kf1 Nxc1.

410.

1 Ng5 Rc7 2 Rh3 along with 3 Qxh7+ Nxh7 4 Rch7#.

411.

1 Rxe4 dxe4 2 Qg4+ Kh8 3 Qxe4 and mates at h7.

412.

1 f4 Nc6 2 Bxf6 gxf6 3 Nxd5 followed by 4 Nxf6+ or 4 f5. Also, 1 Bxe5 Rxe5 2 Nxc4.

413.

1 Rxe7 Qxe7 2 Rxe7 Rxe7 3 h6+ and 4 Qxf6.

414.

1 Qg3+ Kf5 2 Qg4+ Kxe5 3 Re1+ and 4 Rxe8.

415.

1 Rf8+ Rxf8 2 Bxf8 Ne6 3 Be7 and 4 d8/Q wins the black knight.

416.

1 Rxd5 Qxd5 2 Nc7 Qd7 3 Bh7 mates or wins the queen If 2 ... Qa2 then 3 Bh7 f6 4 Ne6+ gives a winning attack.

417.

1 Rg7+ Rgx7 2 Bxg7 Nd4 3 b5 and the b6 pawn goes in.

418.

1 Ra8+ Kf7 2 Qd1 Rc2-moves 3 Qh5+ g6 4 Qxh7#.

419.

1 Re8+ Kf7 2 Rxe4 and if 2 ... Rxe4 3 Ng5+ and 4 Nxe4.

420.

1 c4 Nb4 2 a3 Be7 3 Ra2 followed by 4 Bxb4 winning a piece.

421.

1 Bxd5 Rxc2 2 Rxe6+ Kf7 3 Rc6+ and 4 Rxc2.

422.

1 Rxc6 Rxc6 2 Rxc6 Qxc6 3 Qxe5+ and 4 Qxb8.

423.

1 f6 gxf6 2 Nxd7 Kxd7 3 Bf5+ Kd6 4 Bxc8 wins the exchange.

424.

1 Rf8+ Qxf8 2 Qg5+ Qg7 3 Qd5+ Be6 4 Qxe6+ Qf7 5 Qxf7#.

425.

1 ... Nc2+ 2 Kd1 Nxd4 3 Bxa5 Nb3 picking up rook or bishop.

426.

White threatens Qb7+ and Qd7# so Black has to operate carefully. 1 ... Qc1+ 2 Kb3 (2 Kd3 Rg3+) 2 ... Qb1+ 3 Ka4 Qxb5+ and 4 ... Rxe2.

427.

1 Ra7+ Kd8 (1 ... Kc6 2 Rc7#) 2 Bb6+ Ke8 3 Nd6+ and 4 Nxf5 winning the queen.

428.

1 Rg7+ (A) 1 ... Kf8 2 Rh7 Ke8 3 Ra7 and a back row mate coming up (B) 1 ... Kh8 2 Rf7+ Kg8 3 Rxf2 a2 4 Rxb2 a1/Q5 Rb8+ Kh7 6 Rh8#.

429.

1 Rb1 Rxh7 (1 ... Re7 2 Kxg6)
2 Rb8+ Ke7 (or 2 ... Kg7 3
Rg8#) 3 Rb7+ and 4 Rxh7.

430.

1 b4 cxb4 2 cxb4 Qxb4 (2 ...
Nac4 3 Bc5) 3 Rab1 Q-moves
4 Bxb6. A double skewer: one
on the a3-f8 diagonal, another
on the b-file.

431.

1 Bb5+ c6 (1 ... Nd7 2 Qxb8#)
2 Qxb8+ Kd7 3 Bxc6+ Kxc6 4
Qxb4.

432.

1 Qb1+ Kf2 2 Qc2+ Kg3 3
Qxh2+ Kxh2 4 b4 and
promotes.

433.

1 ... Rxd3 2 Qxd3 Rxb6 and if
3 Qd8+ Bf8 4 Qxb6 Bc5+ wins
the queen.

434.

1 axb5 axb5 2 Rxa8 Qxa8 3
Bxb6 and if 3 ... gxb6 4 Qxf6.

435.

1 Bxa5 Qxa5 2 Ngxf6+ Bxf6 3
Nxf6+ Kf7 4 Nxd7.

436.

1 Qe8+ Rxe8 2 Rxe8+ Bxe8 3
c7+ Rxf3 4 c8/Q#.

437.

1 Re5+ Kh4 2 Rxh6+ gxh6 3
Qxh6+ Qh5 4 Qxh5#.

438.

1 Bc4+ (A) 1 ... Kh8 2 Nxb6+
hxb6 3 Qh3+ Bh6 4 Qxh6# (B)
1 ... Rf7 2 Bxf7+ Kxf7 3 Qxe4
fxe4 4 Nd5+ followed by 5 Nc7
and 6 Nxa8.

439.

1 Re6! if Black moves his rook
off the g-file, then 2 Kxg3. If
the pawn advances 1 ... g2
then 2 Kf2. So Black has to
move his king: 1 ... Kf8 2 d6
Kf7 3 Re7+ Kf8 4 e5 and again
Black is in zugzwang and has
to move his king. So 4 ... Kg8
5 d7 and the pawn promotes.

440.

1 Nh6+ Kg7 2 Rf7+ Kh8 3
Rf8+ Kg7 4 Rg8#.

441.

1 Bf1 Qxh2 2 Qxd5 and if 2 ...
cxd5? 3 Bxb5+ Bc6 4 Bxc6#.

442.

1 Bxd5 Nxd5 2 Nxd5 exd5 3
Bd6 Rd8 4 Bc7 wins the
exchange.

443.

1 Qxg6+ fxg6 2 Rg7+ Kh8 3
Rcc7 with 4 Rh7+ Kg8 5
Rcg7#. Black can delay but he
can't stop it.

444.

1 Rxc5 dxc5 2 Nxc5+ Ke8 3
Ra8+ Kf7 4 Rxh8.

445.

1 Bxc5+ Qxc5 2 Rxe6+ fxe6 (or
2 ... Kf8 3 Rxd8+ etc.) 3
Qxe6+ Kf8 4 Qf7#.

446.

1 Nxf6+ gxf6 2 Rxc6 Qxc6 3
Bd5 Q-moves 4 Bxa8.

447.

1 Qf6+ Bxf6 2 Bxf6+ Kg8 3
Bd5+ Kf8 4 Rg8#.

448.

1 Rxc8+ Ne8 2 Rxe8+ Kg7 3
Qxb2 Rxb2 4 Rxa8 Rxc2+ 5
Kf1 Bxa8 6 Rxa6 and White is
a piece ahead.

449.

1 Rxe6 fxe6 2 Rf8+ Rxf8 3
Bxf8 Kxf8 4 b8/Q+.

450.

1 e5 dxe5 2 c5 bxc5 3 d6 cxd6
4 b5 and promotes.

451.

1 Bxh6 Nxb6 2 Qh8+ Nhg8 3
Qxg8+ Nxg8 4 Ng6#.

452.

1 Nf6+ Bxf6 2 Qf7+ Bg7 3
Nxc5+ hxc5 4 h6 and mate
coming up.

453.

1 Nd6 Qxc3 2 Nxe8+ Rxe8 3
Rxc3 fxg5 4 Rxd7 and White
wins the exchange.

454.

1 Rxf7+ Rxf7 2 c7! Rxf1+ 3
Kxf1 a2 4 c8/Q+. The queen
has various ways to check,
come back, and stop the
a-pawn.

455.

1 ... g5+ 2 Kg3 gxf4+ 3 Qxf4
Qxh3+ 4 Kxh3 e5+ regains the
queen with interest.

456.

1 Ne7+ Kh8 2 Bxg7+ Kxg7 3 Qg5+ (better than 3 Qxa2, which is also good enough) 3 ... Kh8 4 Qf6#.

457.

1 ... Rad1+ 2 Ke2 Nxd4+ 3 Rxd4 Rge1+ 4 Kf3 Qxh3+.

458.

1 ... Bb4+ 2 Bd2 Bxd2+ 3 Kxd2 Bxf1 4 Rhxf1 c5 wins the pinned knight.

459.

1 Qf5+ Bg5 2 Kg2 (threat 3 Rh1#) 2 ... Ra1 3 Qf7+ and 4 Qf3#.

460.

1 Bb3 Qe8 2 Ng6+ Nxb6 3 Rxb6+ Kxb6 4 Qh5#.

461.

1 ... Qa1+ 2 Kh2 Rh3+ (A) 3 g3 Qg1# (B) 3 Kxh3 Qh1+ 4 Bh2 Qxg2#.

462.

1 Rcf1 Rxe6 2 Bd7 wins the exchange. Or 1 ... Rf7 2 Bd7! and White wins a piece after 2 ... Rxf1+ 3 Rxf1 Bxh6 4 Nd8.

463.

1 Qa8 Qd7 (else 2 Qa7+ skewers the queen) 2 Qa7+ Kd8 3 Rh8+ Ke7 4 Rh7+ and the queen falls to a rook skewer.

464.

1 Ng5+ Kh6 (1 ... Kg8 2 Qh3) 2 Qg3! Qxf6 3 Qh4+ Kg7 4 Qh7#.

465.

1 ... Nh4+ 2 Kg4 Qxg2+ (A) 3 Ng3 Qf3+ 4 Kxh4 g5# (B) 3 Kxh4 g5+ 4 Kh5 Qf3#.

466.

1 ... Qxg2+ 2 Ke1 (2 Rxb2 Rc1#) 2 ... Rc1+ 3 Kd2 Nh3+ 4 Qg5 Bxg5+ 5 Ke2 Qf3#.

467.

1 Qe6+ Kg5 (1 ... Kf4 2 Qxe5#) 2 h4+ Kh5 (2 ... Kxh4 3 Qg4#) 3 Qg4+ Kh6 4 Qg5#.

468.

1 Bxf7+ Rxf7 (1 ... Kh8 2 Qf3 keeps the extra piece) 2 Qxd4 Qxd4 3 Re8+ Rf8 4 Rxf8#.

469.

1 Bxh7+ Nxh7 2 Qh5 Bf5 (2 ... Nf8 3 Qh8#) 3 Qxf7+ Kh8 4 Qxf5.

470.

1 e7+ Ke8 (1 ... Kxe7 2 Nd5+ and 3 Nxc3) 2 Ke6 c2 3 Nd5 c1/Q 4 Nf6#.

471.

1 ... Rxb2 2 Nxb2 Nc4 (A) 3 Nxc4 bxc4 4 Kxc4 b2 (B) 3 Nd1 Ne3+ 4 Nxe3 b2 (C) 3 Nd3 b2 4 Nxb2 Nxb2 and the extra piece should win the ending.

472.

1 Qe8+ Kg7 (1 ... Kxf6 2 Qh8+ and 3 Qxb2) 2 Qg8+ Kh6 3 Qh7+ Kg5 4 Ne4#. It was either mate or loss of the queen.

473.

1 Bxh7+ Kxh7 2 Qh5+ Kg8 3 Qxe5 f6 (3 ... Rc8 4 Rxc7 threatens 5 Qxg7#) 4 Qxc7 wins a pawn.

474.

1 Be6 Ke7 (1 ... Qxe6 2 Rxb8+) 2 Qf7+ Kd8 3 Rxb8+ Qxb8 4 Qd7#.

475.

1 Qb3+ Kh8 2 Qf7 Rg8 (2 ... Rxf7 3 Re8+ Rf8 4 Rxf8#) 3 Re8 and White forces mate.

476.

1 Re8+ Rf8 2 Bxd5+ Kh8 (or 2 ... Qxd5 3 Rxf8+ Kxf8 4 Re8#) 3 Rxf8+ Bxf8 4 Qg8#.

477.

1 ... Qd2 2 Qe8+ (2 Rxd2 Rc1+) 2 ... Bf8! 3 Qxe6+ Kh8 4 Rf1 Rc1 and wins.

478.

1 Nc6 Qc7 (1 ... Nxd3+ 2 Qxd3 and the d6-bishop is lost. Also 1 ... Nxc6 2 Qxc6+ helps White to work his queen to c6, which is his main idea.) 2 Nxd6+ Qxd6 3 Nxe5 wins a piece, since 3 ... Qxe5 allows the fatal 4 Qc6+.

479.

1 ... Be4 2 Rc1 Bxb1 3 Rxb1 Rxd4 4 Nxd4 Nc3+ and 5 ... Nxb1.

480.

1 Rxe7+ Kxe7 2 Qf6+ Kd7 (2 ... Kf8 3 Qd8#) 3 Qd6+ Ke8 4 Qxc6+ and 5 Qxa8.

481.

1 Qg4+ Kh8 2 exf6 Rxe1+ 3 Rxe1 Rg8 4 Re8 and mate shortly at g7.

482.

1 Rxd3 Rc4 2 Qxc5 Rxc5 3 Rd8+ Kf7 4 Rd7+ and 5 Rxb7 winning a bishop.

483.

1 Nf7+ Qxf7 (1 ... Bxf7 2 Qe5+) 2 Qb8+ Bc8 (2 ... Qg8 3 Qe5+) 3 Qxc8+ Qg8 4 Qxg8+ Kxg8 5 c6 and promotes in two moves.

484.

1 ... Rxf2 2 Rxf2 Qxf2+ 3 Qxf2 Bxf2+ 4 Kxf2 Rxd2+ 5 Kf3 Rxb2 wins a pawn.

485.

1 Ne5 Rh4 2 Nxc6 Qe8 3 Nxe7+ Qxe7 4 Bc5 Qe8 5 Bxf8 wins the exchange.

486.

1 ... d4+! (if 2 cxd4 c3! wins) 2 Kd2 e4 3 cxd4 e3+ 4 Kxe3 c3 5 bxc3 b2 and promotes.

487.

1 Rxg7 Qxg7 2 Rxe6+ Kxe6 3 Qxd5+ Ke7 4 Qxb7+ Kf8 5 Qxa8+ with more to come.

488.

1 Nf6+ gxf6 2 Nxh6+ Kg7 3 Qxf7+ Kxh6 4 Qxf6+ Kh7 5 Qxe6.

489.

1 ... Qg3+ 2 Kxg3 e1/Q+ 3 Kh3 Re3+ 4 Kh2 Qxh4+ 5 Kg1 Re1#.

490.

1 Bxh7+ Kh8 2 Bf5+! Kg8 3 Qh7+ Kf8 4 Qh8+ Ke7 5 gxf6#.

491.

1 ... e5 2 Kh1 Qh3 3 Qxd8+ Kh7 and mate is inevitable. For example: 4 Ng5+ hxg5 5 Qxg5 Qxf3+ 6 Kg1 Nh3+ 7 Kf1 Qxf2#.

492.

1 Ng7+ Kd8 (1 ... Kf7 2 Qe6+) 2 Qe8+ Kc7 3 Bxb4 Rxe8 4 Nxe8+ Kd8 5 Bc3 Rg8 6 Nf6 and White is the exchange up.

493.

1 Rxd5 exd5 2 Qd2 threatens 3 Qxh6 and 3 Re1. Less convincing is 2 Qxe7+ Kxe7 3 Nf5+ Ke6 4 Nxh6 because of 4 ... f5 and the knight is trapped. After 2 Qd2 Black can try 2 ... Qf8 3 Nf5 Rg6 but then comes 4 Re1+ Kd7 5 Qxd5+ and it looks like it should be mate shortly.

494.

1 ... Ng4 2 Nxb5 Qd7 3 Qc5 (3 Qb6+ Re6) 3 ... Qd1+ 4 Nf1 Qxe2 wins. If 5 h3 then 5 ... Nf6 6 Qxe7 Qxb5 is sufficient.

495.

1 Ng4 (threatens 2 Nxf6# and 2 Nh6#) (A) 1 ... gxf5 2 Nxf6+ Kg7 3 Qh6# (B) 1 ... Bg7 2 Nh6+ Bxh6 3 Nf6+ Kg7 4 Qxh6+ Kxf6 5 Bg5# (C) 1 ... Bxf5 2 Nxf6+ Kg7 3 Qh6+ Kxf6 4 Bg5+ Ke6 5 exf5+ Kxf5 6 Qh3+ and 7 Qxd7.

496.

1 ... axb3 (A) 2 Qxb7 Rxa2+ 3 Kb1 Rxb2+ 4 Ka1 Ra2+ 5 Kb1 Ra1# (B) 2 fxe5 Rxa2+ 3 Kb1 and now 3 ... Qa6 looks to be the quickest and most convincing (C) 2 a3 Qxb4 3 Nxb4 Rxa3+ 4 Kb1 Bf5+ and Black wins at least a rook.

497.

White has a pawn for the exchange and threatens 1 Ne5 Rc7 2 Bb5 piling up on the pinned d7-bishop. 1 ... Rcc8! unpins the bishop by guarding the d8-rook. In this way Black is able to keep his advantage. For example: 1 ... Rcc8 2 Qb7 Qe8 3 Qxa7 Bb5 4 Rxd8 Rxd8 5 Bxb5 Qxb5 6 h3 Qxb4.

498.

1 Qh8+ Ke7 2 Rxf7+ Kd8 3 Rxd7+ Kxd7 4 Qxe8+ Kxe8 5 Bf7+ Kxf7 6 Rxb4 wins.

499.

1 Nxe5 Qxh1 2 Nf3 Bb7 3 Bh3 Bxf3 4 Rxh1 Bxh1 5 f3 along with 6 Qd1 and 7 Qxh1.

500.

1 Be4 Ba8 2 b5 axb5 3 a6 b4 4 Bc2 Ke8 5 Kf6 Kd7 6 Bb3 winning the e-pawn and the game.

501.

The main idea is revealed by 1 Bxg7 Nxd2 2 f6 and mate by Rh8 coming up. Black has lots of other moves, but they don't seem to work: (A) 1 ... Kxg7 2 Qh6+ Kg8 3 Qh7# (B) 1 ... Re8 2 Rh8+ Kxg7 3 Qh6# (C) 1 ... Qg5 2 Qxg5 Nxc5 3 Bf6 Nh7 4 Rxc7 Kxc7 5 Rh1+ Kg8 6 Rh8# (D) 1 ... f6 2 Rh8+ Kxg7 3 Qh6+ Kf7 4 dxe6+ Ke7 5 Qg7+ Ke8 6 Qf7# (E) 1 ... f6 2 Rh8+ Kf7 3 dxe6+ Ke7 4 Qd7+ Qxd7 5 Rxd7+ Ke8 6 Rxf8#.

502.

1 Ne7+ Nxe7 2 Bxe7 Rfe8 3 Bf6 Rxe2 (3 ... g6 4 Bf3 preserves the extra piece) 4 Rxc7+ Kf8 5 Rxc7 mating or else skewering the a8-rook.

503.

1 Rxf7 Rxf7 2 Nxc8 Qf6 3 Bxe6 Qxf2+ 4 Kh1 Rgf5 5 Qxf5 Qxf5 6 Bxf5 Rxf5 7 Kg1 and White comes out with an extra pawn for the endgame.

504.

1 ... Rxe5+ 2 fxe5 Bh6+ 3 Kd3 Bf5+ 4 Be4 Bxe4+ 5 Ke2 Bf3+ 6 Kd3 Be2+ and at last Black is able to win the d4-queen.

505.

1 ... Nxf4 2 Rxf4 Be3 (A) 3 Rf3 Bg4 (B) 3 Rh4 Bg5 4 Rh2 Bxd2 5 Bxe6 (5 Rxd2 Bxc4) 5 ... fxe6 (better than 5 ... Bf4 6 Bxf7+) 6 Rxd2 Nxe4 and the d2-rook has no escape from the knight forks at f2 and g3 (C) 3 Rff1 Bxd2 4 Bxe6 (again 4 Rxd2 Bxc4) 4 ... fxe6 5 Rxd2 Nxe4 and again Black regains the exchange thanks to the g3 knight fork.

506.

1 Rxe3 Rxe3 2 d6 (A) 2 ...
Rd3 3 Nf4+ Kf6 4 Nxd3 exd3
5 Kf3 (B) 2 ... Re2+ 3 Kf1
Rd2 4 d7 Rxd7 5 Nf8+ and 6
Nxd7 (C) 2 ... Re2+ 3 Kf1
Rd2 4 d7 a5 5 d8/Q Rxd8 6
Nxd8 a4 7 Nc6 a3 8 Nb4 and
wins.

507.

1 Rxb6+ Kxb6 2 Qf6+ Kh7 3
Rh1+ Kg8 4 Rh8#.

508.

1 Rxe6+ (a) 1 ... fxe6 2 Qxf8#
(b) 1 ... Re7 2 Qxf7+ (c) 1 ...
Kd8 2 Qxf8+ Kc7 3 Qc5+ Kd8
4 Rh6 etc.

509.

1 ... Kf6 2 Ng8+ Kg7 3 Ne7
Kf7 4 Nf5 Be4+ winning the
knight, for if 5 Kxe4 c2 and the
pawn queens.

510.

1 Qxf8+ Qxf8 2 Nb5 Qc5 3
Nd6+ Kd8 4 c7+ Qxc7 5 Rxc7
Kxc7 6 h6 etc.

511.

1 ... Bh6 2 Rc2 Re3 3 Bf3
Rxc3 4 Rxc3 Qxc3 winning a
piece, for if 5 Bd5+ Nxd5
protects Black's queen.

512.

1 ... Qa1+ 2 Kg2 f3+ 3 Kh2
Qxh1+ 4 Kxh1 f2 and
promotes, unless White cedes
the queen.

513.

1 Rxb7+ (a) 1 ... Bxb7 2 Ng5+
and 3 Nxf3 (b) 1 ... Ke8 2
Nxc7+ Kf8 3 Ne6+ Ke8 4 Rh7.

514.

1 ... Qg6 along with 2 ...
Bxb3 and 3 ... Rh5. If 2 Rf6
then 2 ... Rg2+ 3 Kh1 Rh2+
and mate next at g2.

515.

1 Rxc8 Rxc8 2 Qxc8+ Bxc8 3
Rxc8+ Kg7 4 Bxa6 gives White
rook and two minors for the
queen.

516.

Push the king away 1 Re7+
Kd8 2 Nf7+ Kc8 3 Re8+ Kb7
then take the knight 4 Rxf8.

517.

1 Nf6+ (a) 1 ... Bxf6 2 Qh7+
Kf8 3 Qxf7# (b) 1 ... Kf8 2
Nd7+ Bxd7 3 Rxf7+ Kg8 4
Qh7#.

518.

1 Qe8+ Qf8 2 Qe6+ Kh8 3
Qe5+ Kg8 4 Qxb2.

519.

1 Nb3 Qc6 2 Nxc4 Qxc4 3
Qxc4 dxc4 4 Rxd8+ wins: 4 ...
Ke7 5 Rxc8 cxb3 6 Rc7+ Kd8 7
Rc4 bxa2 (7 ... b5 8 Rd4+) 8
Ra4 etc.

520.

1 ... Qxd4 wins a piece, for if 2
Bxg5+ hxg5 3 Qxd4 Nf3+ 4
gxf3 Bxd4.

521.

1 Black's last move (... Bc5)
was meant to create a nasty
cross-pin. Still it fails to 1
Qh7+ Kxh7 2 Rxc7+ Kh8 3
Rg8+ Kh7 4 R1g7+ Kh6 5
Rg6+ Kh7 6 R8g7+ Kh8 7
Rh6#

522.

The knight can safely be taken
1. dxe5 as 1 ... d4 is met by 2
Nf3 g6 (2 ... dxe3 3 Bxh7+
and 4 Rxd8) 3 Bb5 and White
picks off the d-pawn.

523.

1 ... Bh6 2 Re2 Rd2 3 Rxd2
Rxd2. The rook attacks c2 and
g2 forcing White to give up the
queen 4 Qxd2 Bxd2. The e4-
knight was neutralized by the
diagonal pin, g6-c2.

524.

1 Bxh4 Bxh4 2 Qxd7 Qxd7 3
Rxb4+ Qh7 4 Rxb7+ gains a
pawn.

525.

1 Rfe1 Qd7 2 Rxe7 Qxe7 3
Bxd6 Q-moves 4 Bxf8.

526.

1 Na4 Qb4 2 a3 Qb5 3 Rxc6
bxc6 4 Qxd4.

527.

1 Nxf6+ gxf6 2 Kb1 Kg7 (if 2
... Qa3 3 Bc1 Qc5 4 Bh6
wins) 3 Qg4+ Kh8 4 Qf5 Kg7
5 Bh6+ mates in two.

528.

1 ... f3+ (a) 2 Kxf3 Rf1+ and 3 ... a1/Q (b) 2 Kh2 f2 (c) 2 Kf2 Rh1 3 Rxa2 Rh2+ 4 Kxf3 Rxa2.

529.

1 Qxc8 Rxc8 2 Rxd4 and White emerges with two pieces for a rook after say 2 ... Be5 3 Bxe3 Bxd4 4 Bxd4.

530.

1 Rc5 (a) 1 ... Qe1 2 Rh5+ gxh5 3 Qf6# (b) 1 ... Rb5 2 Qe3+ Kg7 3 Qe5+ f6 4 Rxb5.

531.

1 Rb7 threatens Rxb6 forcing 1 ... Rxb5. But on the 5th rank the rook has no effective check and White has time to promote the h-pawn: 2 Kg6 Kf8 3 h6 with 4 Rb8+ 5. h7 etc.

532.

1 Rab1 Qd3 2 Qxf8+ Kxf8 3 Rb8+ Ke7 4 Rc7#.

533.

1 Nc6 (a) 1 ... Qe6 2 Nxd8 (b) 1 ... Qd6 2 Rxd5 Qxd5 3 Nxd8. (c) 1 ... Bxb3 2 Rxd8+ Kf7 3 Bxb3+ Kf6 4 Nxe5.

534.

1 Qg4 (a) 1 ... Rdc7 (or 1 ... Nb8) 2 Bxg7 (b) 1 ... Rcc7 2 Re8+ Kf7 3 Qxg7+ Kxe8 4 Qg8#.

535.

1 Nxc5 Bxg5 2 Qa4+ Kf8 3 Nxc5 Qxg5 4 Qc6 infiltrates and wins. If 4 ... Rb8 5 Qd6+.

536.

1 Rg7 Nh6 2 Rh7 Ng8 3 Rh8 Rg4 4 f7.

537.

1 Qf4+ Kg8 2 Qf7+ Kh8 3 Rxd6 (a) 3 ... Rxd6 4 Qf8# (b) 3 ... Rg8 4 Qxg8+ Kxg8 5 Rd8# (c) other third moves also leave White ahead.

538.

1 ... Bb4+ 2 Ke2 Ba6+ 3 Kf3 Qxd5+ 4 Rxd5 Bxf1.

539.

1 Bd3 Ng7 2 Bg6 Qd8 (2 ... Qe7 3 Rc6) 3 Bh7+ Kh8 4 Qg6 and White has broken into Black's camp. The main threat is 5 Qxh6 along with 6 Bg6+ and 7 Qh7#.

540.

1 Nh6+ Kh8 2 Qf7 Nf6 3
Qg8+ Nxg8 4 Nf7#.

541.

1 Bxf7+ Kxf7 (1 ... Kh8 lasts
longer but leads to a lost
endgame after 2 Qxh5 gxh5 3
Bxh5) 2 Rxd7+ Bxd7 3 Rxd7+
Ke8 4 Qg7 forces mate.

542.

1 ... Bxf3 2 Kg1 Bxe2 wins the
exchange. If 2 gxf3 Rxf3+
yields a mating attack: (a) 3
Ke1 Rxf1+ 4 Kxf1 Qg1# (b) 3
Kxf3 Rf7+ 4 Bf6 Rxf6+ 5 Rf5
Rxf5+ 6 Ke4 Qe6(g4)#.

543.

1 Nxf8 (threat 2 Qd7+ Kxf8 3
Na4+) 1 ... Rxc5 2 Qd7+ Kxf8
3 Bxc5+ Qxc5 4 Qd8#.

544.

1 f6+ Ke8 2 f7+ Ke7 3 Rxd8
Kxd8 4 f8/Q+.

545.

1 Rd6 (a) 1 ... Qxd6 or 1 ...
Bf7 2 Qg7# (b) 1 ... Bc8 2 c5+
(c) 1 ... Re8 2 Rxe6 Rxe6 3 c5
Nf8 4 Bxe6+ winning a piece.

546.

1 ... Rg4 mates or wins the
queen. (a) 2 Rf2 Rh4+ (but not
2 ... Qxf2? 3 Qe8+ etc.) (b) 2
Rg2 Qxf3+ 3 Rg3 Rxg3+ (also
3 ... Qf1+) 4 hxg3 Qh1#.

547.

1 Rxc7 Kxc7 2 Bxe5+ Kb6 3
Bxg7 Rg8 4 Rxf7 with three
pawns for the exchange.

548.

1 Qc4 Ke6 2 Qg4+ Kf7 3
Qxd7+ Nxd7 4 Nxd5 leaves
White a piece up.

549.

1 ... Qxc5 2 Nxc5 Bxg2. The
threat 3 ... Bf3# forces White
to return the queen: 3 Qh5
Bd5+ 4 Qxg6 hxg6 and Black
emerges with an extra pawn.

550.

1 ... Bxf5 2 exf5 Rxg2 breaking
in: (a) 3 Kxg2 Ne3+ (b) 3 Bg3
Rxg3 4 hxg3 Nf2+ (c) 3 d4
Rhx2+ 4 Kg1 Qa8 etc. (d) 3
Rc8+ Kh7 4 d4 Rxh2+ 5 Kg1
Bxd4+.

551.

1 hxg6? Qf2+ 2 Kh1 hxg6 3 Qxg6+ Kh8 threatening 4 ... Rh7+ is dangerous only for White. The safe way is 1 Qg2 Rg7 2 h6 Rf7 3 Rxe5 and d5 falls shortly.

552.

Not 1 Kxg2? Qc6+. But 1 Kg1 wins quickly enough. E.g. 1 ... Qc6 2 Rf6+ Kg5 3 Rg7+ Kh4 4 Rf3#.

553.

1 a3 Na6(Nc6) 2 Nd5 (a) 2 ... Qd8 3 Bxf6 gxf6 4 Qh5# (b) 2 ... Qf7 3 Nxf6+ and 4 Bxf7 (c) 2 ... Qe4 3 f3 Qe5 4 Bf4 traps the queen.

554.

1 Qa2 Nf8 2 Nc5 wins the e6-pawn. If 2 ... g6 3 Bxg6 Nxg6 4 Qxe6+ and 5 Qxc8.

555.

1 Rb5 Qd8 2 Rxb8+ Qxb8 3 Qf5 (threat Rc8+) 3 ... g6 (3 ... Rb1+ 4 Kh2 e4+ 5 g3 changes nothing) 4 Rc8+ Kg7 Qxf6+ and 6 Rxb8.

556.

1 ... Nxe4 2 Qd1 (2 dxe4 Nxf3+ 3 Bxf3 Qxd2 4 Bxd2 Rxd2 is also a lost ending) 2 ... Nxf3+ 3 B(R)xf3 Nxg5 wins a piece.

557.

1 Rxe7 Nxe7 2 Nf6+ Kg7 3 Nd5+ f6 4 Nxe7 Re8 5 Rf1 etc.

558.

1 ... Nxe7? lets the queen escape 2 Qxf6. So 1 ... c3 (a) 2 Bxc3 Bxc3 3 Rxc3 Nxe7 (b) 2 Ba3 Nxe7 (not 2 ... Nh6 3 Qf8 and things are still messy) 3 Qxe8+ Bxe8 4 Rxe7 Bc6 and Black should win by virtue of his larger force.

559.

Best to take the knight removing an attacker, and then run with the king: 1 ... gxf6 2 Qg6+ Kf8 3 Qxh6+ Ke8 4 Bg6+ Kd8 5 Qxg5+ Kc7 and Black is safe, for if 6 Qxf4 Qxg1+. In the game. Black allowed himself to be bluffed and played 1 ... Kf8.

560.

1 Nxe5 Rxe5 2 Bf4 Re8 3 e5
Bxg2 (if N-moves 4 Bxb7) 4
exf6 and both Black bishops are
en prise.

561.

1 Qxh6+ Kxh6 2 Nf5+ Kh7 (2
... Kh5 3 Nf4#) 3 Rh3+ Kg6 4
Rh6#.

562.

1 ... Nxb2 2 Kxh2 Ng4+ 3
fxg4 Qh4+ 4 Kg1 Bxg3 and
mate shortly.

563.

1 Bxf5 Bxf5 (1 ... Rg7 2 Bxh7)
2 Qf6+ Rg7 3 Nxf5 Qf8 4 d6
and wins. White exchanges
twice on g7 then promotes the
d-pawn.

564.

1 Bxf7+ clips a pawn, for if 1
... Rxf7 2 Qd8+ Kg7 3 Rxf7+
Kxf7 4 Rf1+ Bf5 5 Qxa8
gaining the exchange.
Therefore 1 ... Kh8 is forced
with a technically lost position.

565.

1 Rxc6+ Rg7 so 1 Qxc6+ Kf8
(now on 1 ... Rg7 2 Qe8#) 2
Rh8+ Ke7 3 Qxf7+ Kxf7 4
Rh7+ and 5 Rxc7.

566.

1 g4 opens the sluice gates. 1
... fxg4 2 Be4 Rg7 3 f5 gxf5 4
Bxf5+ Kh8 5 Qxh6+ Kg8 6
Be6+ etc.

567.

1 Qe6+ Kh8 (1 ... Kg7 2 Rf7+
Kh6 3 Rxh7+) 2 Nxc6+ hxg6 3
Qxc6 Nf6 4 Rxf6 and Qh7#.

568.

1 Qxh6+ gxh6 (1 ... Kg8 2
Bxf6) 2 Bxf6+ Bg7 3 Bxg7+
Kg8 4 Bf6+ Kf8 5 Bh7 and
Rg8#.

569.

1 Nxb7 Kxb7 2 Rc7+ and 3
Rxe7 gets things rolling. But
you also have to examine 1 ...
Bxc2 2 Nxd6 Bxb3 3 Nf7 Rf8
4 axb3 Rxf7 and now 5 Rc5
is very much in White's favor.
Apart from taking the d-pawn
(Bxd5), there's also the
maneuver 6 Rb5+ and 7 Rb7
placing Black in a bind.

570.

1 ... Ne4 (a) 2 Bxg7 Qh4+ 3 Kd1 (3 g3 Nxg3) 3 ... Nf2+ 4 Ke1 Nd3+ 5 Kd1 Qe1+ 6 Rxe1 Nf2# (b) 2 Qb2 Qh4+ 3 g3 Nxg3 4 Bxg3 Qxg3+ and 5 ... Bxb2 (c) 2 d4 Bxe5 3 dxe5 Qh4+ 4 Kd1 Rd8+ 5 Bd3 Bg4#.

571.

1 Rxe5+ (a) 1 ... Re6 2 Rxe6+ fxe6 3 Qxe6+ Kf8 4 Nd7+ (b) 1 ... Kf8 2 Re7 Rf6 (2 ... f6 3 Qe6) 3 Nd7+ (c) 1 ... Bxe5 2 Qxe5+ Kf8 (2 ... Re6 3 Qh8#) 3 d7 readying 4 Qxb8 Qxb8 5 d8/Q+.

572.

Black stays afloat with 1 ... Bxd4 (a) 2 cxd4 Rd5 3 Bxf6 gxf6 4 exf6 Rf5 and 5 ... Rxf6 (b) 2 Rxd4 Rxd4 3 Rxd4 Nd7.

573.

1 Kh4 and Black is stuck for moves. (a) 1 ... Rf7 2 Kh5 and 3 Rxh6# (b) 1 ... Re4 2 Rg7+ Kh8 3 Re7+ (c) 1 ... Rd7 2 g5 hxg5 3 Kxg5 Bf7 4 Rh6+ Kg8 5 Rh8#.

574.

1 Nxc5 Rxc5 (1 ... Bxc5 2 Qxg7) 2 Ba4+ Ke7 3 Bg5+ f6 4 exf6+ gxf6 5 Nxe6.

575.

Not 1 g4 Kh8 2 gxf5 Rxf5 with equality but 1 Qe5 Qxe5 (1 ... b6 2 Bxf7+ Kxf7 3 Qxa5 bxa5 4 g4) 2 dxe5 Ne3 3 Rxd6 Rxd6 4 exd6 Nxf1 5 d7 and promotes.

576.

1 Qh8+ Ke7 2 Rxf7+ Kd8 3 Rxd7+ Kxd7 4 Qxe8+ Kxe8 5 Bf7+ Kxf7 6 Rxb4.

577.

1 Qc5 (not 1 e4? Qb6+) 1 ... Be6 (1 ... Qf6 2 Bg5; 1 ... Nce7 2 e4 Qb6 3 Bd6) 2 e4 Nc3 3 Rxd8 Nxe4+ 4 Kg1 Nxc5 5 Rxf8+ Rxf8 6 Bd6 gains the exchange.

578.

1 ... Nxd5 (a) 2 Bxe7 Nxe7 (also 2 ... Bxa6) 3 Bxb7 Qxb7 4 Qxd7 Qxg2 5 Qxe7 Qxh1 (b) 2 Bxb7 Qxb7 3 Bxe7 (3 Qxd7 Bxg5) 3 ... b5 4 Qa3 b4 5 Qa4 N7b6 and 6 ... Nxe7 wins a piece.

579.

1 Rxc8+ Kf7 2 Qe8+ (2 Qf3+ also works) 2 ... Kf6 3 Qe5+ Kf7 4 Qf5+ Ke7 5 Rc7+ and 6 Qc8#.

580.

1 Ncxe4 dxe4 2 Qc4+ Kh8 3 Nf7+ Rxf7 (3 ... Kg8 4 Nh6+ Kg8 5 Qg8+ with smothered mate) 4 Qxf7 and White is winning. If 4 ... exd3 5 Re8+ etc.

581.

1 ... Rfc8 2 Bc4 Rxc4 3 Qxc4 Qa1+ 4 Kc2 Qxb2+ 5 Kd3 Ra3+ and mate next.

582.

1 Be5 Rxf1+ 2 Rxf1 (a) 2 ... Qxh4 (or 2 ... hxg5) 3 Rf8# (b) 2 ... Bxe5 3 Qxh6 and mate at f8 or f7 (c) 2 ... Qxe5 3 Nf7+ Kxh7 4 Nxe5 Bxe5 5 Qe7+ etc.

583.

1 fxc6 hxg6 2 Qh8+ Kf7 3 Rh7+ Nxh7 4 Qxh7+ Kf8 5 Qxg6 and White has a winning attack. The threat is 6 Rxf6+.

584.

1 Nxd5 Qxd5 (1 ... R(N)xd5 2 Bxc4 bxc4 3 Rxc4+) 2 Rxc4 bxc4 3 Bxc4 Qb7 4 Be6+ fxe6 5 Rc1+.

585.

Although 1 ... f6 should win in the long run 1 ... Nd4 is certainly the most elegant solution. If 2. Nxd4 Qxh1# or 2 Bxd4 Qc1# and if 2 Qxd4 Qc2+ and mate in two.

586.

1 Ng6+ Kh7 2 Nxe7 Qxe7 3 Qxe7 Bxe7 4 Rfe1 Bc8 5 d5 emerging the exchange ahead.

587.

1 Qxg6 hxg6 2 Bxf7+ Rxf7 3 Rh8+ Kxh8 4 Nxf7+ and 5 Nxd6.

588.

1 Rxc5 Qxc5 2 Qxc5 Rxc5 3 b7 Rc1 4 b8/Q Bh3 5 Rb1 and wins.

589.

1 ... Qxh3 2 Rxe1 Qxg3+ 3 Kf1 Ng4 4 Re2 Ne3+ 5 Rxe3 dxe3 and wins.

590.

1 Ra1 Qxb2 (1 ... Qd5 2 Be4)
2 Re2 Qc3 3 Rc2 Qxd4 4
Bb5+ axb5 5 Qxd4 Rxa1+ 6
Qxa1 and White is up a queen
for two minor pieces and two
weak pawns.

591.

1 ... a4 2 Qc4 (if 2 Qc3 e4
wins a piece) b5 3 Qxb5 Ba6 4
Qxa4 Bxd3.

592.

1 Bg5 Bc7 (1 ... fxg5 2 g7 and
Black cannot prevent 3 Bh7+) 2
Bxf6 e4 3 Bxe4 Bf4+ 4 Kh5
Be6 (forced) 5 Bd5 and the
passed pawns win easily.

593.

1 Nxe6 fxe6 2 Qxe6+ Be7 3
Qc8+ Bd8 4 Qxb7 with 5
Qxa8. Black can try 4 ... Ne4
hoping for 5 Qxa8 Nxg3 6
hxg3 Qxh1 7 Qxb8 Bd3. But
White still emerges on top with
5 Nxe4 Qxe4+ 6 Be3 (not 6
Be2 c5) 6 ... c5 7 Qxg7 Rf8 8
Bb5+ Nc6 9 Qb7 etc.

594.

1 Nd5 Bh4 (if 1 ... exd5 2
Qxe7 Rf7 3 Qd8+ Rf8 4
Qxd5+ winning a Rook) 2
Bxc7 Qa2 3 Nb4 winning
Black's queen.

595.

1 Rxd7 Kxd7 2 Nc5+ Ke8 3
Bxc6+ Kf7 4 Qe6+ Kg6 5 Be4+
Kh6 6 Qh3#.

596.

1 Qg6 h6 2 Rxh6+ gxh6 3
Bxe5+ Rf6 4 Qxh6+ Qh7 5
Bxf6#.

597.

1 ... Bxh5 wins a pawn. If
2 Bxh5 then 2 ... Nxe4
threatening 3 ... Ng3+. The
knight may not be taken: (a) 3
Qxe4 Rxh5+ 4 Qh4 Rxh4# (b)
3 dxe4 Qh3+ 4 Qh2 Qxh2+ 5
Kxh2 Rxh5#.

598.

1 Ne4 Qd8 2 Bxd5 cxd5 3
Qxd5 Qxd5 4 Nf6+ and 5
Nxd5 picks up a pawn.

599.

1 ... Qd3+ 2 Qe2 (otherwise ... Qxa6) 2 ... Rxe1+ 3 Kxe1 Bb4+ 4 Kf1 Qb1+ 5 Qe1 Qxe1#.

600.

1 ... Bh5 2 Ng4 Nf5 3 Qf2 Bxg4 4 hxg4 Rxg4+ 5 Kf1 Rg3 with 6 ... Rxe3 or 6 ... Rf3 or 6 ... Rxb3.

601.

Every knight move wins the queen, but the best is 1 Nxc6+. That's because you may not want to take the queen: 1 ... Kd7 (on 1 ... Kf7 you take 2 Qxh5+) 2 Re7+ Kc8 3 Nxa7+ Kb8 4 Qc7+ Kxa7 5 Qxb7#.

602.

1 Qxa6 bxa6 2 Rxb8+ Kxb8 3 Nc6+ Kc7 4 Nxe7 Bxe7 5 Bxh6.

603.

1 dxe5 Nxe5 2 Nxe5 Qxe5 3 Nd6 Rf8 (3 ... Rd8 4 Nxf7) 4 Nxf7 Rxf7 5 Qd8+ Kh7 6 Bxf7.

604.

1 Bf6 Nxf6 2 Rxg7+ Kxg7 3 Rg1+ Kh8 4 Qe3 Nh7 5 Qh6 f5 6 Ng6+ Kg8 7 Nxf8+ Kh8 (if 7 ... Kf7 8 Qxe6+ Kxf8 9 Rg8#) 8 Ng6+ Kg8 9 Ne7+ Kf7 10 Qxh7+ Ke8 11 Rg8+ Kd7 12 Bb5+.

605.

1 Rxc5 bxc5 2 Qd6+ Re7 3 Qe5 Re8 4 Qxc5+ Re7 5 Qe5 Rd7 (5 ... Re8 6 Ba3+) 6 Qh8+ Ke7 7 Bf6+ Kd6 8 Qxa8.

606.

1 Qe3 is good enough but not 1 Rxe2? Rd1+ and mate next. Best is 1 Bf7+ Kd8 2 Qf8+ Kc7 3 Qe7+ Kc8 (3 ... Kb6{b8} 4 Nd7+ wins the queen) 4 Be6+ Kb8 5 Nd7+ Kc7 (5 ... Rxd7 6 Qe8+ Kc7 7 Qxd7+ and 8 Rxe2) 6 Nc5+ Kb6 7 Qxb7+ Kxc5 8 Qb4#.

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