András Mészáros

Tactical Training

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Eger, 2013

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Tactical Training

(A coursebook to develop your chess skills)

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Foreword

This book is one part of a tactical series. Besides enabling self-education, it helps trainers and school chess instructors to make their pupils acquire and practice a combinational and tactical approach to chess.
Compiling the tasks I used the best works available in the topic. My experience collected in my own praxis also aided me in gathering the examples. I have tried to collect the most important and frequent tactical types. Although this book only deals with the fundamentals of tactics, there will be a sequel to it, so you'll be able to learn the science of chess magic.

A word about myself:
I am an international master, and have been working as a trainer in Hungarian junior chess life for a long time.
The best-known of my pupils are Ildikó Mádl, Judit and Sophie Polgár, the members of the two-time Olympic gold medallist team; Gledura Benjamin, age group European Champion etc.

Have a good time studying my book!

András Mészáros

Symbols

x :	capture
+ :	check
# :	mate
0-0:	castles kingside
0-0-0 :	castles queenside
! :	a strong move
!! :	a brilliant move
? :	a weak move
?? :	a blunder
?! :	a dubious move
!? :	an interesting move
= :	the position is equal
+=	white is better
± :	white has a decisive advantage
+- :	white is winning
=+ :	black is better
∓ :	black has a decisive advantage
-+ :	black is winning
∞ :	the position is unclear

Symbols for the results

1:0 :	white wins
0:1:	black wins
½:½ :	draw

TACTICS

An important feature of good chess players is the ability to recognise tactical possibilities. A good chess player can find unexpected moves, sequences of moves, sacrifices with the help of which he can exploit the weaknesses of the position.
Tactics and combinations are great weapons in chess.

**Tactics are actually forced continuations,
which may include one-two or even more moves.**

The recognition and learning of tactical motifs depend mainly on the diligence of the chess player, that is, how much time he invests in practising the material he learnt on the training (e.g.: how many exercises he solves).

Why should you master or practice the tactical motifs?

1. Because you should recognise the opponent's mistakes on the board and create tactical threats from them, if possible.
2. You must not make your opponent's life easier by making mistakes.

"Studying combinations is a must for every beginner, but if they do not so, they will pay a stiff price for it during their later games.
Having a poor tactical arsenal characterises many lower-rated players. Some of them may know the fashionable variations quite well, but due to the fatal combinational blunders, they constantly lose even in better positions!
How did this good position go wrong? – asking the teammates. – Ah! I blundered! – is the common answer." Béla Molnár, chess trainer

Tactics are always **based on the position.**
You must not forget that tactics, the possibility to realize a combination, always depend on the given position, since tactics mean the realization of the well-placed pieces' positional advantage or the exploiting of the opponent's badly positioned pieces.
Every plan must be based on the right evaluation of the given position.

"Tactics, however miraculous they might seem on the 64 squares, can only succeed, if they are based on a positional idea. You cannot be successful in the long run with two-three-move traps and tricks and waiting for your opponent to make a mistake."

András Ozsváth: Harcászat 64 mezőn

Through studying tactics you can develop your following skills:

1. Recognition of tactical possibilities.
2. Recognition of tactical themes and motifs.
3. Calculation.

Recognizing tactics

What factors can lead to the application of tactics?

1. A bad, insecure, weakened king position or a king position that can be weakened
2. Unprotected pieces
3. Weakly protected pieces
4. Badly positioned pieces
5. Dominance of the attacking pieces
6. Controlling open files or files becoming open
7. Controlling open diagonals or diagonals becoming open
8. Central dominance
9. Piece(s) in the centre

Tactical motifs:

Mating combinations
Combinations to achieve stalemate
Tactics to win material

Lower-rated players win the majority of their games through using the following tactics:

1. Double attack (double threat)
2. Pin
3. Discovered attack (discovery)
4. Trapping
5. Destroying the Defence
6. Blocking the Defence
7. X-Ray Attack

Major tactical ideas:

Deflection: you deflect an enemy piece from defence, attack or other important activity.

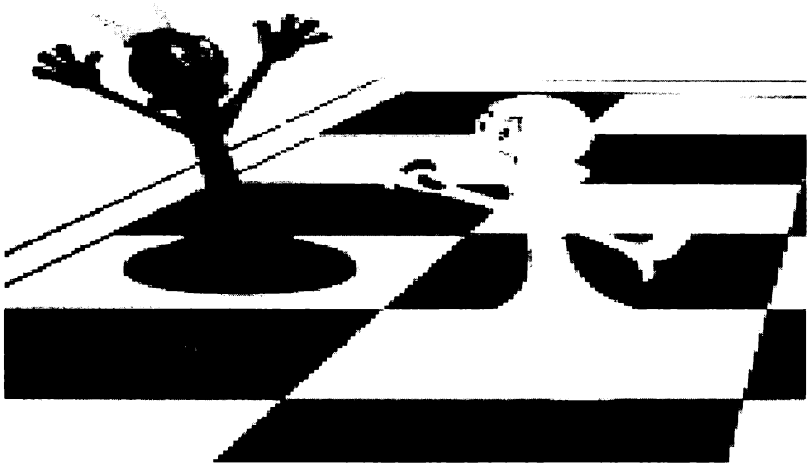
Attraction: you attract an enemy piece to a square, which is bad for him, but favourable for you.

Opening lines (clearance): you sacrifice a piece or a pawn to open a rank, a file or a diagonal and through this an important attacking piece can join the attack.

Closing lines: it is the opposite of clearance, since the main idea is to sacrifice a piece or a pawn to close (obstruct) a rank, file or a diagonal. Due to the created obstruction you can cut the enemy pieces off from each other or can cut an enemy piece off from a given action.

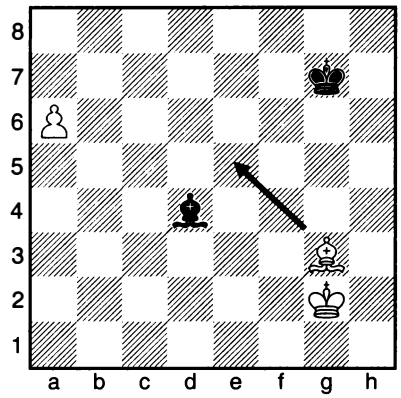
Blockade: similar to closing lines, but the blockade means taking a square from which you can blockade the movement of an enemy piece.

In-between move: you do not play a defensive move first, but a move which is as strong as the opponent's last move or even more dangerous.



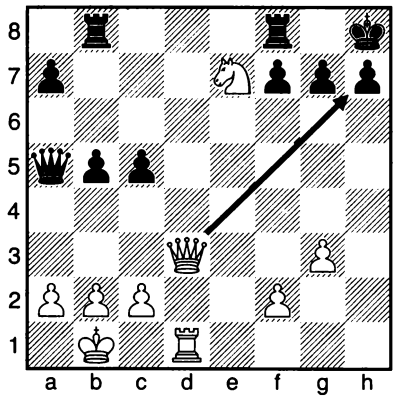
Major tactical ideas:

(1) Deflection



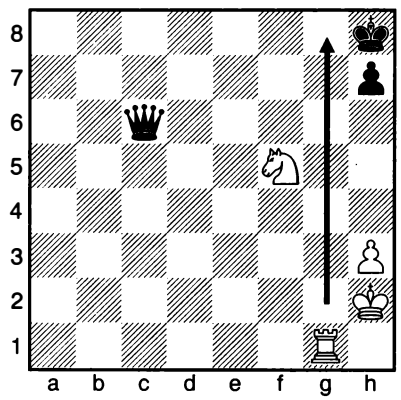
1.♗e5+ 1-0

(2) Opening lines (clearance)



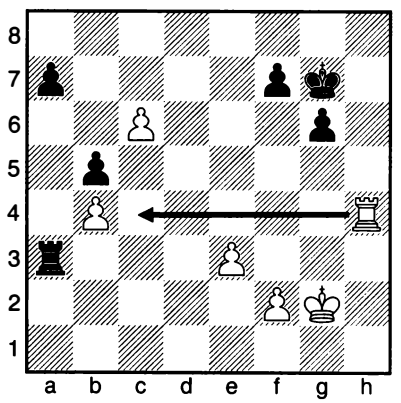
Mate. **1-0**

(3) Attraction



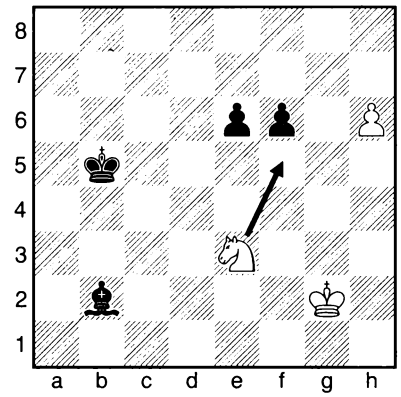
1.♖g8+ ♔xg8 2.♘e7+ 1-0

(4) Closing lines



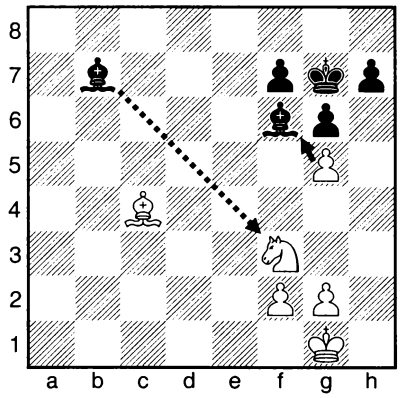
1.♖c4 bxc4 2.c7 c3 3.c8♕ 1-0

(5) Blockade

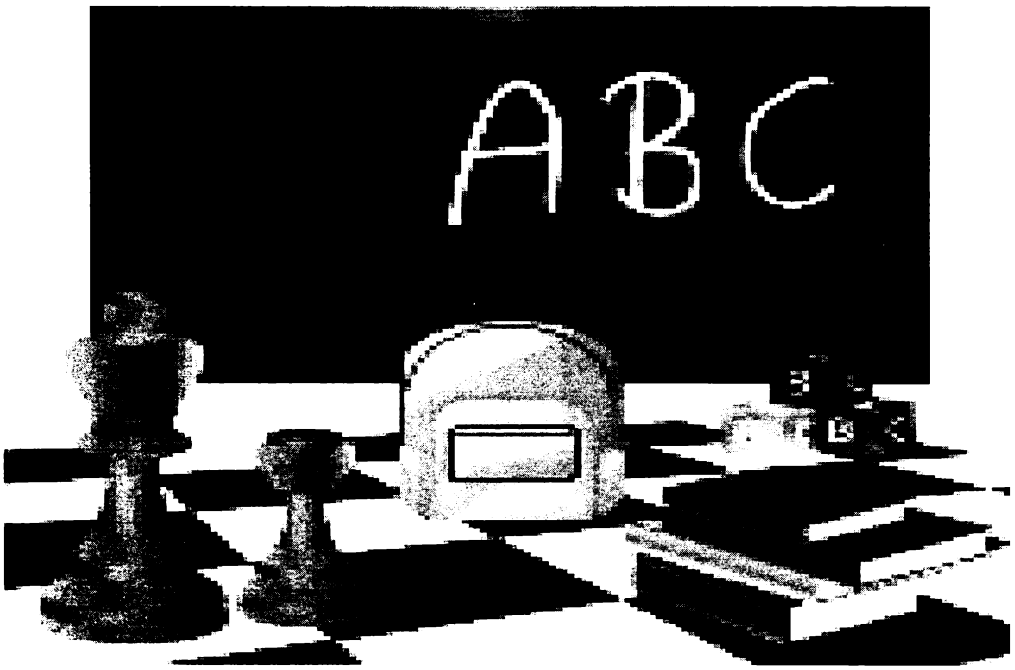


1.♘f5 exf5 2.h7 1-0

(6) In-between move

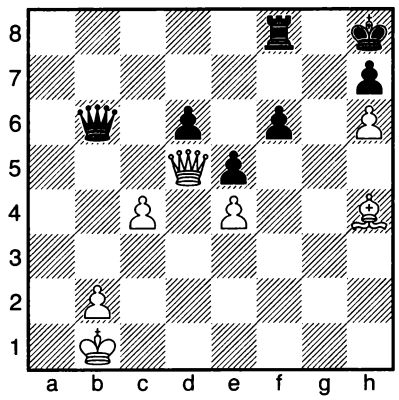


1...♗xf3? 2.gxf6+ ♔xf6 3.gxf3 1-0



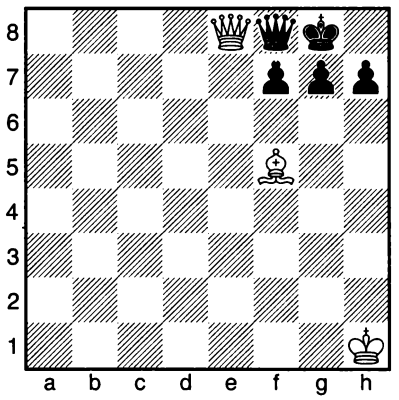
Major tactical ideas:

(7) Deflection, white to move



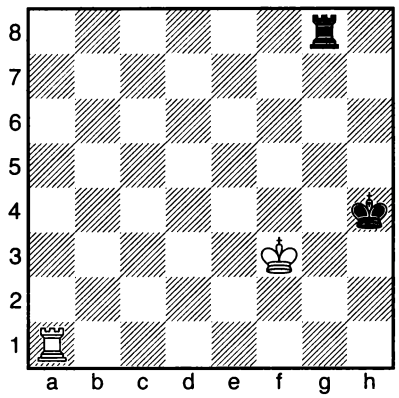
7.....

(8) Deflection, white to move



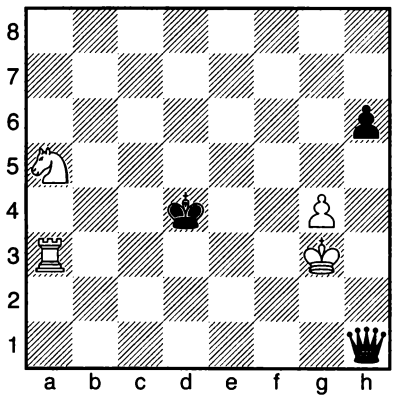
8.....

(9) Attraction, white to move



9.....

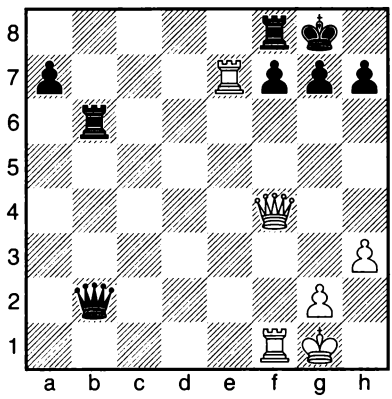
(10) Attraction, white to move



10.....

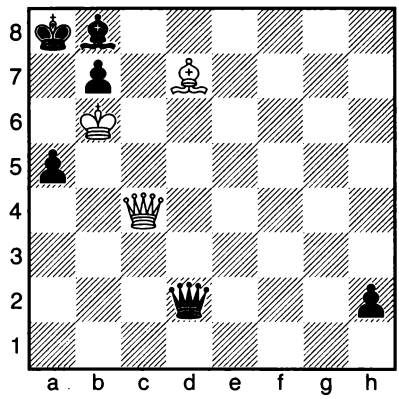
Major tactical ideas:

(11) Opening a file, white to move



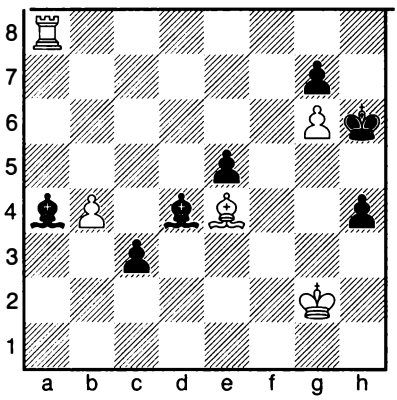
11.....

(12) Opening a diagonal, white to move



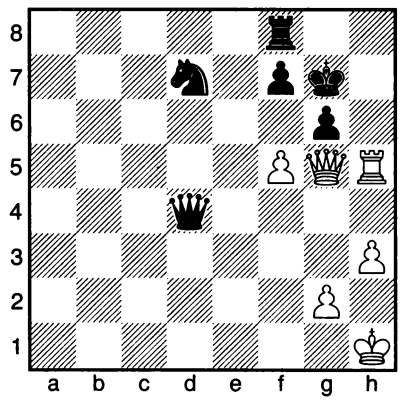
12.....

(13) Closing lines, black to move



13.....

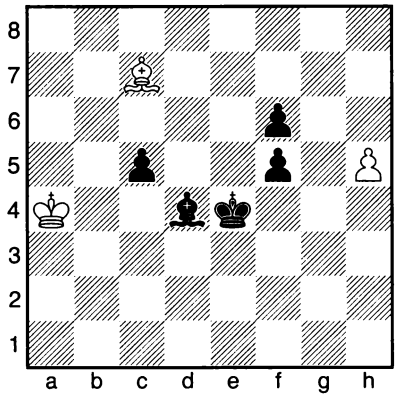
(14) Closing lines, white to move



14.....

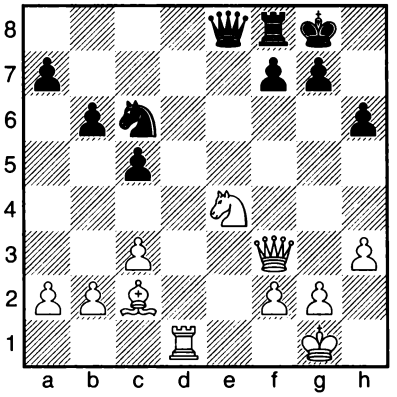
Major tactical ideas:

(15) Blockade, white to move



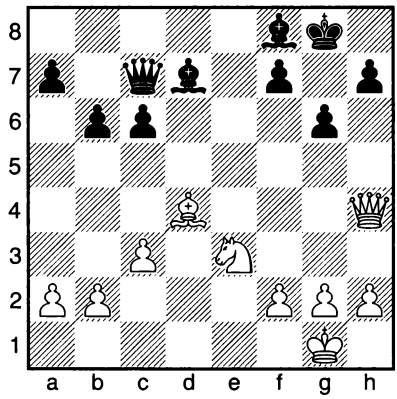
15.....

(16) Blockade, white to move



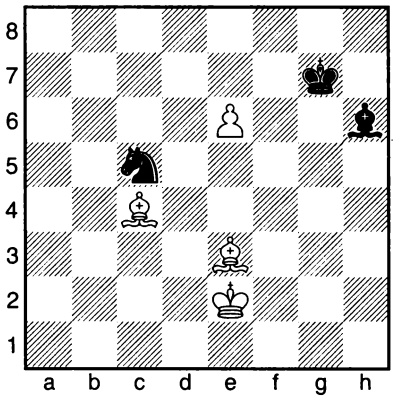
16.....

(17) In-between move, **1...c5?** white to move



17.....

(18) In-between move, **1...♗xe3?** white to move



18.....

Double attack

(double threat)

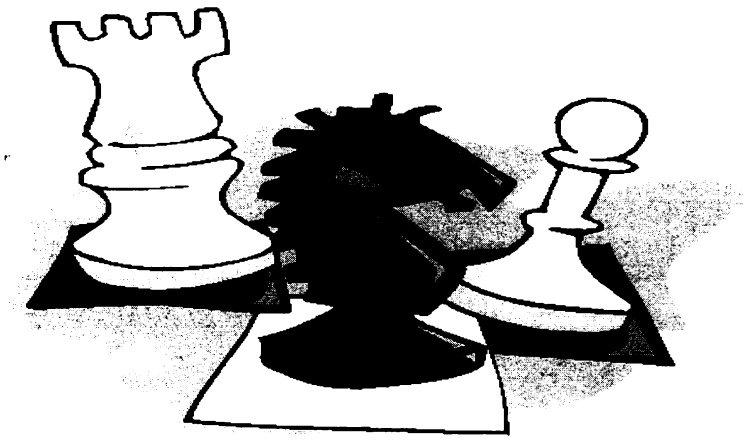
Unprotected or weakly protected pieces or a vulnerable king position can always serve as the targets of tactics. You should always evaluate the position and find the weaknesses in order to build a successful, tactical attack, because there is a fundamental strategical principle:

THE TARGETS OF ATTACKS ARE ALWAYS WEAKNESSES!

The main idea of double attacks is attacking two points by one move. Both points are attacked by the same piece.
A double attack carried out by a knight or a pawn is called "fork".
A double attack (double threat) can be arranged in two ways.

I. Our piece is attacking two enemy pieces at the same time and one of them will be captured. Any chess piece is able to perform double attacks. Mostly the queen is used for double attacks in practice.
One of the two attacked (threatened) pieces may be even the king.

II. Our piece is attacking an unprotected or a weakly protected piece and a weakly protected square at the same time (e.g.: a mating threat).

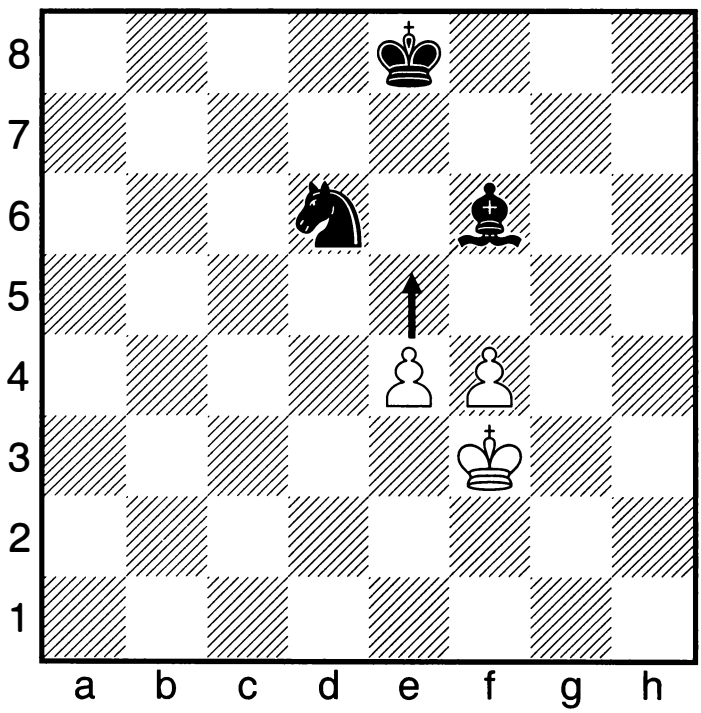


Pawn Fork

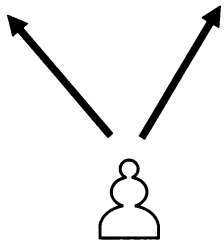
The pawn is the least valuable and the smallest member – as regards its size – of our chess army.
The cause of its low value, however, is not its size, but its slow movement.
Pawns can move only forward and **can capture diagonally**.
However, you must not forget that a small pawn can do miraculous things; now you must be thinking of promotion, but it is not what I meant, because despite of its slow movement, a pawn can capture much stronger and faster pieces and win material. This can be achieved by a very common tactical motif, the **pawn fork**.

The "pawn fork" is the simplest double attack.

(19)

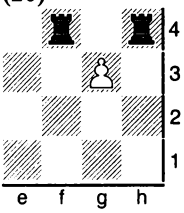


Pawn Fork



The pawn fork is one of the simplest double attacks and the huge tactical potential of pawns at the same time.

(20)



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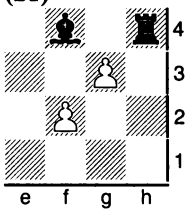

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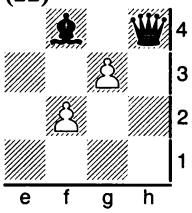

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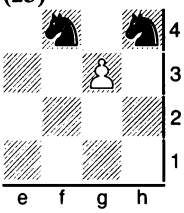

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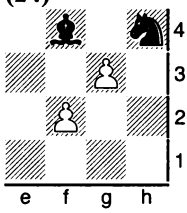

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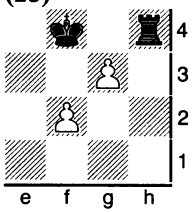
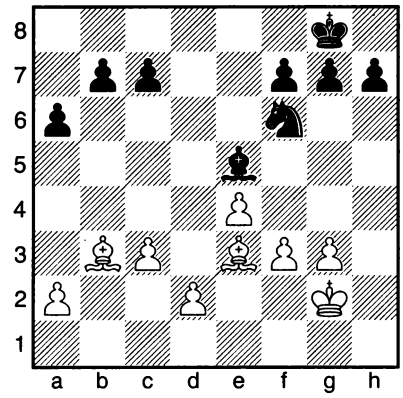


Pawn Fork

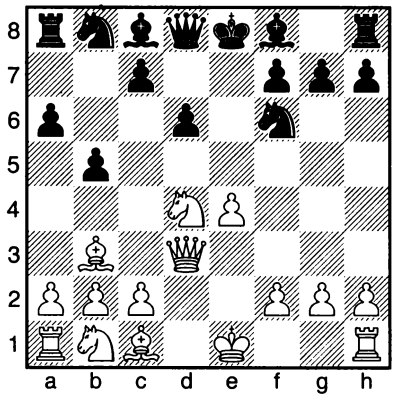
In many cases pawn forks are preceded by a forcing attraction. The attraction supports the advance of the pawn fork.

(26) Pawn fork – with attraction



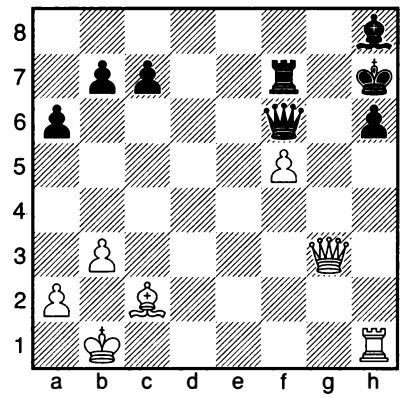
1.d4 ♗d6 2.e5 1-0

(27) Pawn fork – with attraction



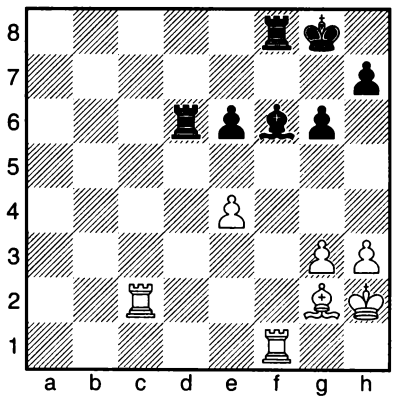
1...c5 2.♘f3 c4 0-1

(28) Pawn fork – with attraction



1.♕g6+ ♕xg6 2.fxg6+ 1-0

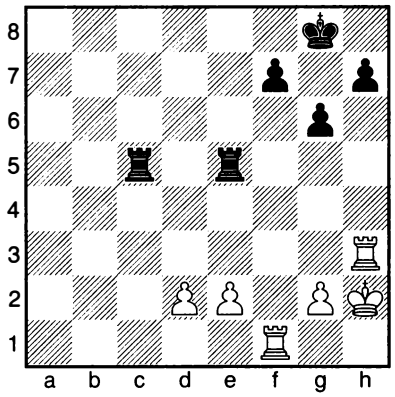
(29) Pawn fork – with attraction



1.♖xf6 ♖xf6 2.e5 1-0

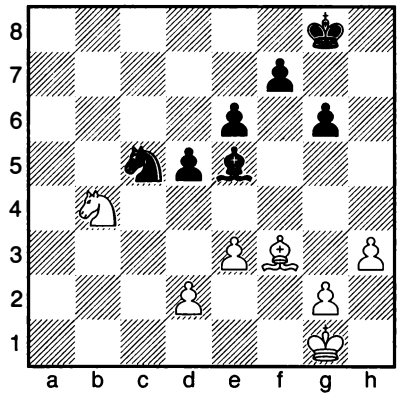
Pawn Fork

(30) White to move



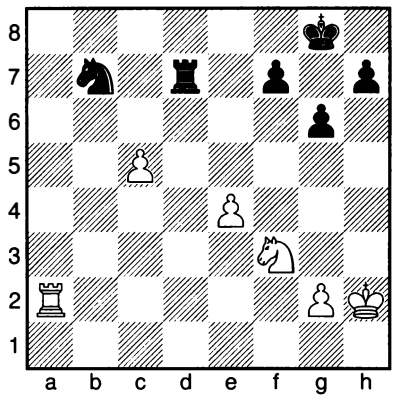
30.....

(31) White to move



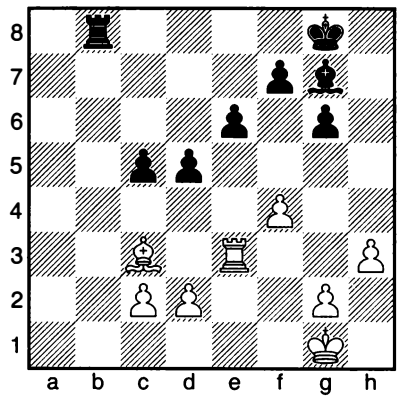
31.....

(32) White to move



32.....

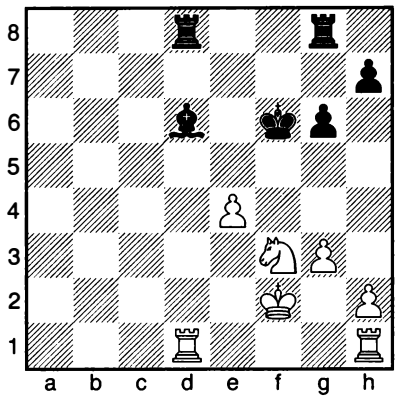
(33) Black to move



33.....

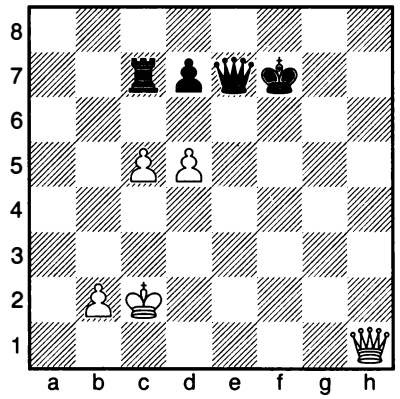
Pawn Fork

(34.) White to move



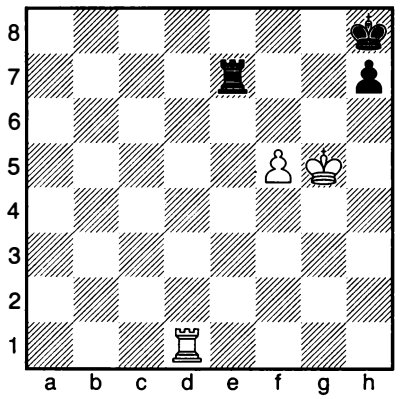
34.....

(35.) White to move



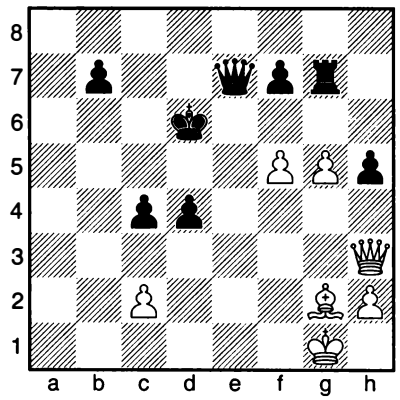
35.....

(36.) White to move



36.....

(37.) White to move

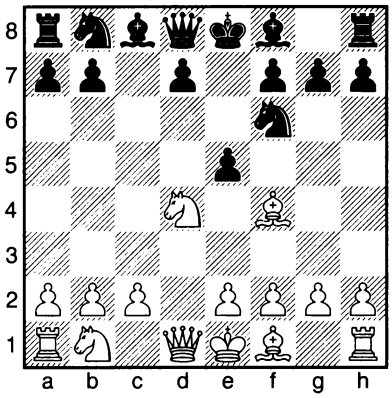


37.....

Pawn Fork – miniature games

Ruell, Michael - Jaeger, Ganja
Kassel, 1996

1.d4 ♘f6 2.♘f3 c5 3.♗f4?! A developing move, still a bad one. 3.d5 secures the centre and gains space. **3...cxd4 4.♘xd4** 4.♕xd4 d6 The threat is a pawn fork on "e5". 5.♗g3 ♘c6 6.♕a4 ♕b6 Black has got an active attacking position. **4...e5**

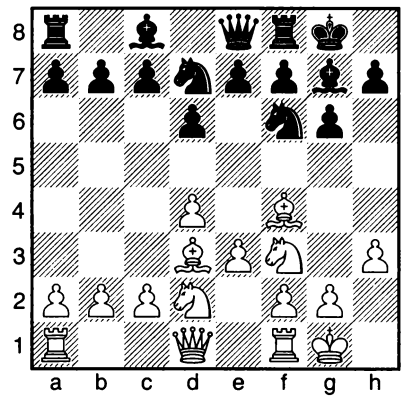


White resigned, because black is protecting the pawn tactically, because after 5.♗xe5 5...♕a5+ would have followed winning the unprotected bishop. **0-1**

Cueto Aller, F - Vaganian, R
Oviedo rapid, 1992

1.d4 ♘f6 2.♘f3 g6 3.♗f4 ♗g7 4.h3 0-0 5.e3 d6 6.♗d3?! This move is going cause problems later. 6.♗c4 or 6.♗e2 would be better. **6...♘bd7 7.♘bd2 ♕e8 8.0-0?** White cannot see the coming threat. The d3 bishop and the f3 knight can be forked by the pawn.

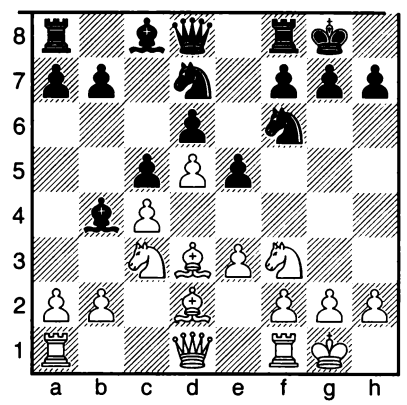
See diagram



8...e5! Black pushes his pawn with tempo. **9.♗h2 e4** and the pawn fork is ready. **10.♘g5 exd3 11.cxd3 ♘b6 0-1**

Fernandez Lago, D - Jove Rey, D
Teresa Herrera, 2000

1.d4 e6 2.c4 ♘f6 3.♘c3 ♗b4 4.♗d2 The bishop is only defending. **4...c5 5.d5?!** There is no time for this now. 5.e3 is securing the centre and is a developing move as well. **5...0-0 6.♘f3 d6 7.e3 e5** Opening the position is more favourable for black. **8.♗d3 ♘bd7 9.0-0?** 9.e4

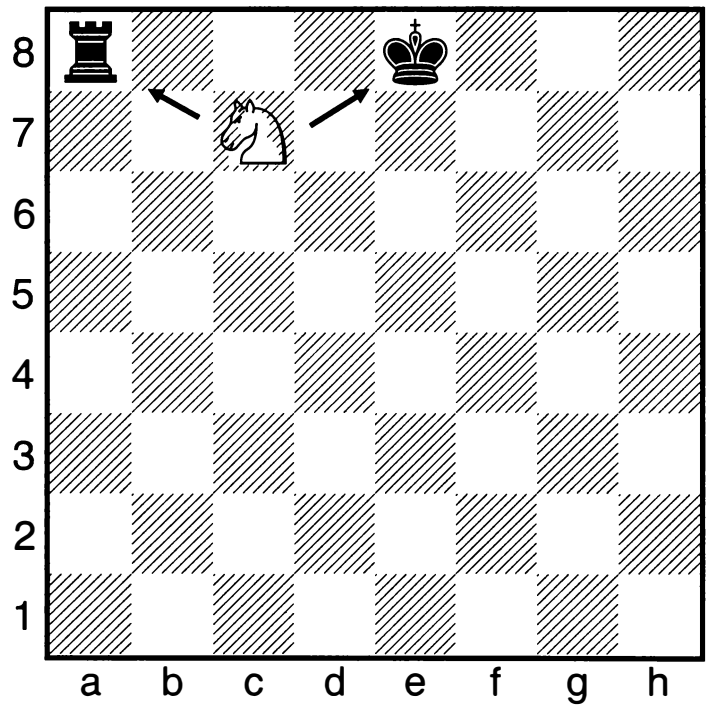


9...♗xc3! 10.♗xc3 e4 0-1

Double attack "knight fork"

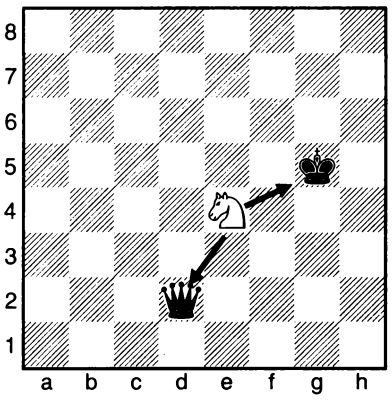
Due to its special movement, the knight is extremely dangerous. It has two reasons: first of all, it is more difficult to recognize the threats, secondly, it is not simple to defend against it, because you cannot defend against a knight check with interposing, for example! The most well-known types of knight forks are when the king and a rook or the king and the queen are being attacked at the same time.

(38)



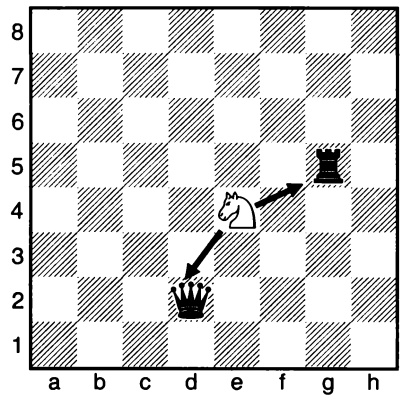
Double attack "knight fork"

(39)



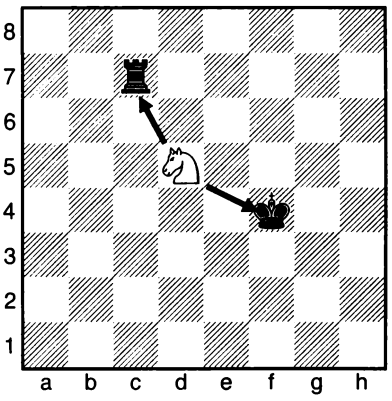
The king and the queen are attacked at the same time

(40)



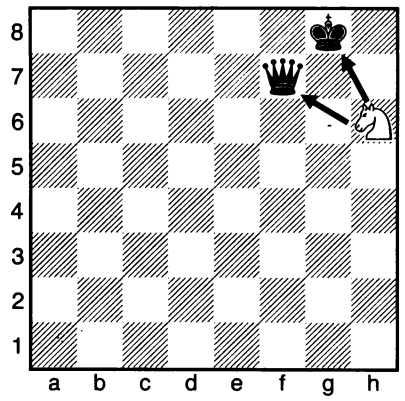
A simple double attack with a knight

(41)



The king and the rook are attacked at the same time

(42)

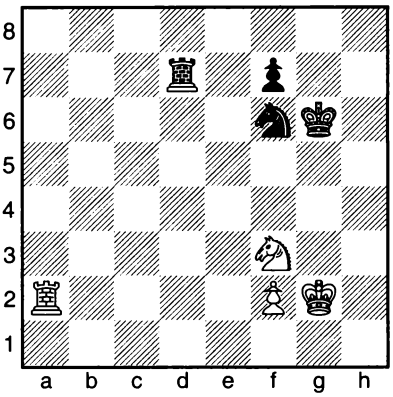


The king and the queen are attacked at the same time

Double attack with a knight

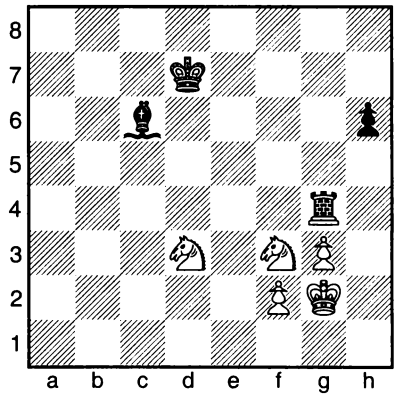
Please write down the correct attacking knight moves of white. If there are not any, please write down why such moves are impossible.

(43) White to move



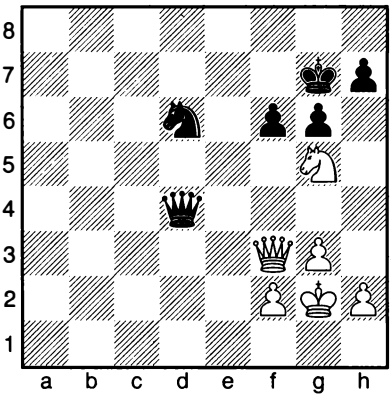
43.....

(44) White to move



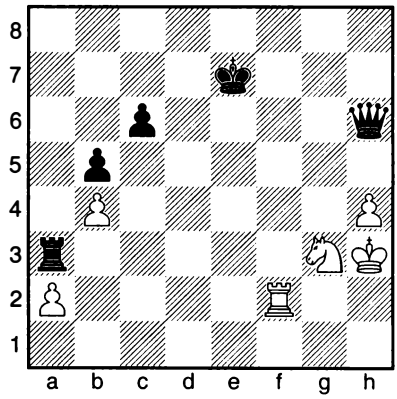
44.....

(45) White to move



45.....

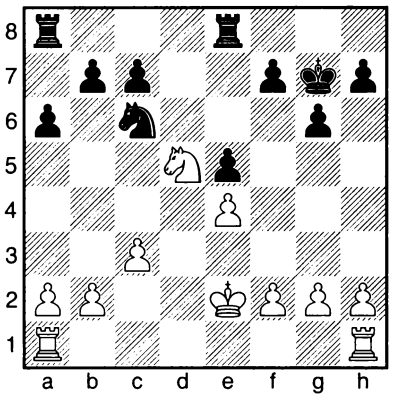
(46) White to move



46.....

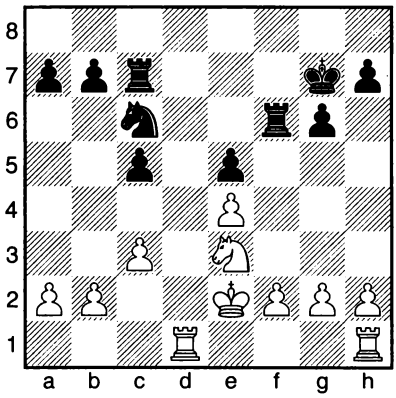
Double attack with a knight

(47) White to move



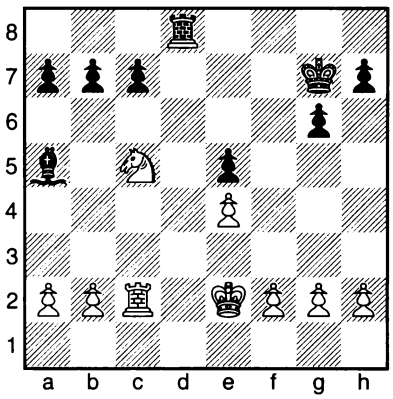
47.....

(48) White to move



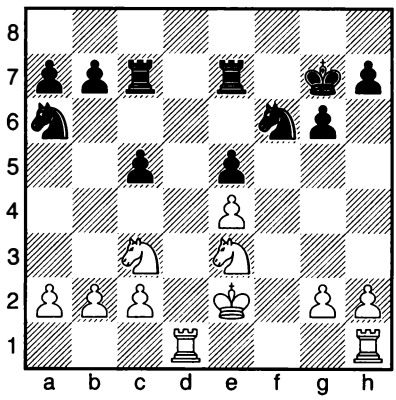
48.....

(49) White to move



49.....

(50) White to move

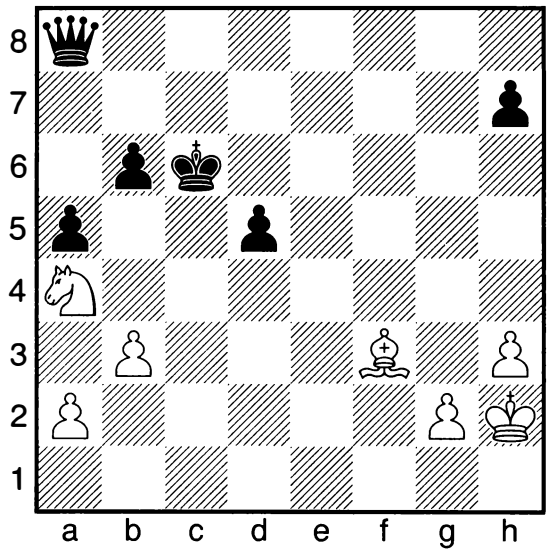


50.....

Double attack with a knight with attraction

Material advantage can be gained mostly with double attacks, but the circumstances are not always favourable for setting up a double attack. In order to create target pieces on the board, these pieces must be forced into the appropriate position. The most efficient device of forcing is a decoy, which is usually a less valuable piece. The most efficient attraction is when the decoy itself threatens or attacks something.

(51) White to move



White has an obvious material disadvantage. Still due to the tempo (it is white to move) and the unfavourable position of the black pieces, white can save the game.

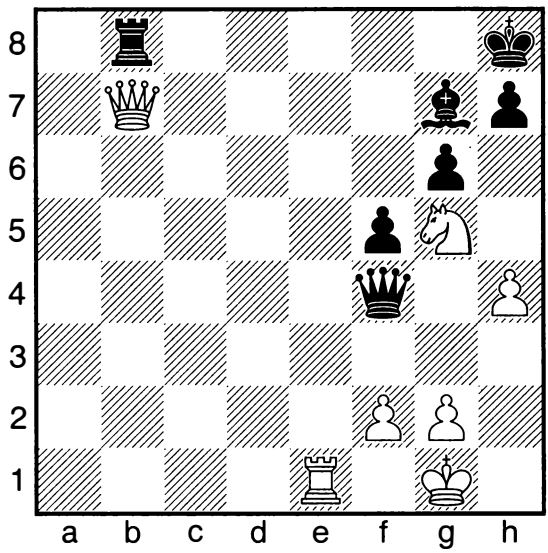
The problem in black's position:
Black's king and queen are on the diagonal of white's bishop.

1.♗xd5+! After the decoy **♔xd5** the slinking knight finishes the attack with checking the king and attacking the queen at the same time. **2.♘xb6+ ♔c6 3.♘xa8 ♔b7 4.g4 ♔xa8 5.h4 1–0**

Attraction with a stronger piece

In this case the decoy is a piece of greater value, still you have the material advantage at the end.

(52) White to move



The problem in black's position:
The queen is unprotected and the attacking white knight is too close to the action.

1.♕xg7+! White sacrifices its most valuable piece for a bishop!
1. . .♔xg7 2.♘e6+ A classic knight fork. After the combination **♔f6 3.♘xf4** and the decoy white wins a piece. **1–0**

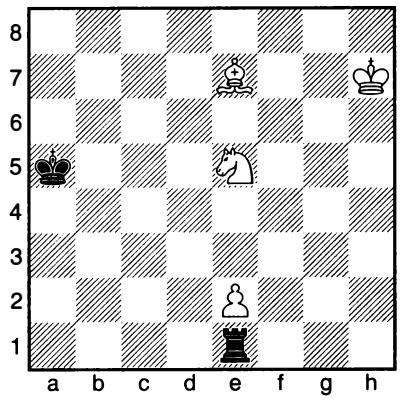
If the opponent's knight is in the middle of the board

– especially if it is on your side –

you should be very cautious.
The knight is a tricky piece!

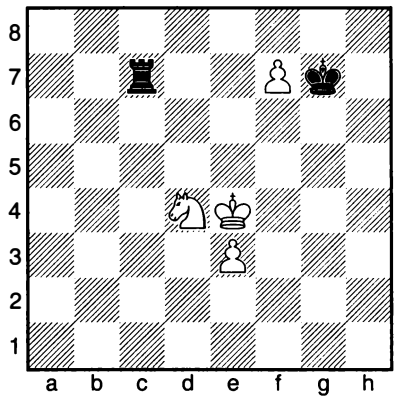
Double attack with a knight with attraction

(53) White to move



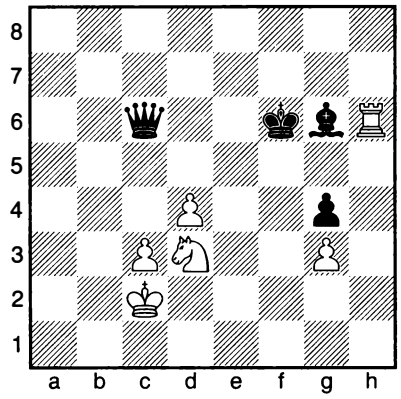
53.....

(54) White to move



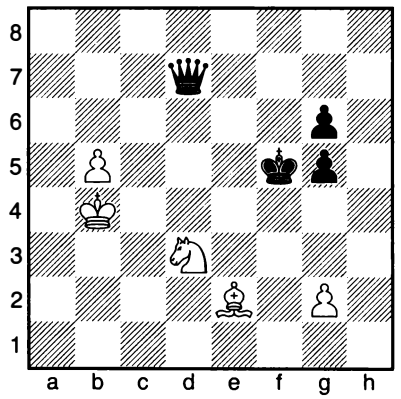
54.....

(55) White to move



55.....

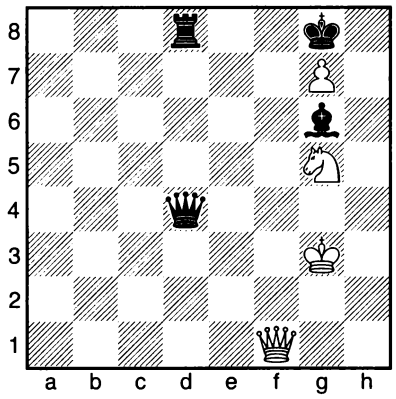
(56) White to move



56.....

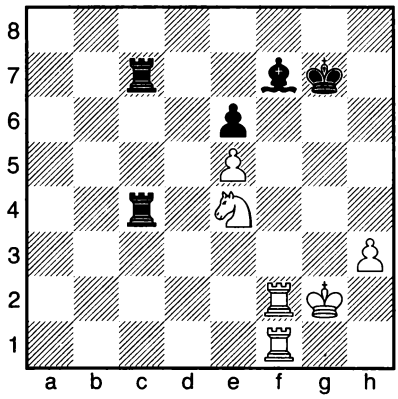
Double attack with a knight with attraction

(57) White to move



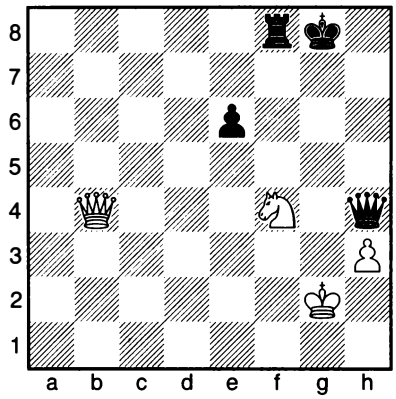
57.....

(58) White to move



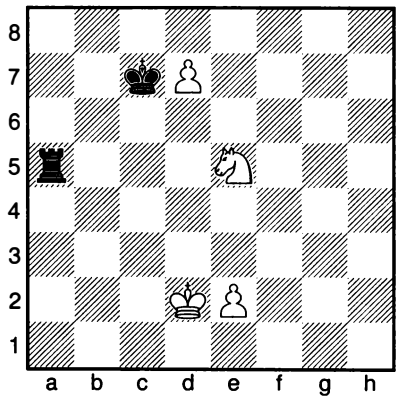
58.....

(59) White to move



59.....

(60) White to move

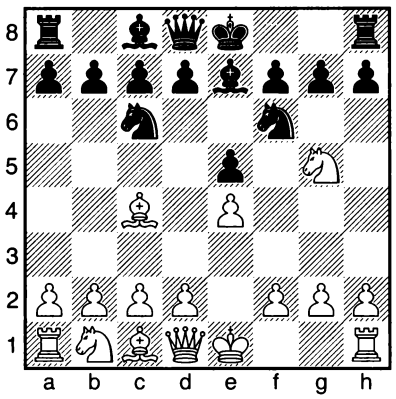


60.....

Double attack with a knight –
miniature games

Pagel, C - Koch, F
Neumuenster, 1999

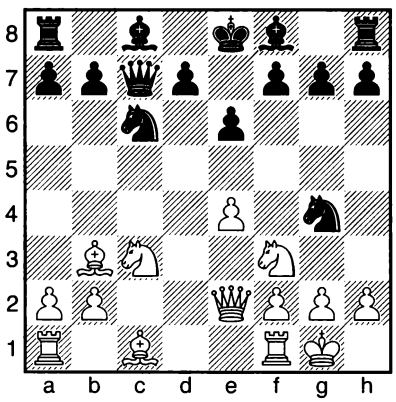
1.e4 e5 2.♘f3 ♘c6 3.♗c4 ♘f6 4.♘g5 ♗e7? 4...d5 5.exd5 ♘a5 6.♗b5+ c6 7.dxc6 bxc6



5.♘xf7 1-0

Tesinszky, Gy - Magerramov, E
Budapest, 1990

1.e4 c5 2.d4 cxd4 3.c3 the Morra Gambit **3...dxc3 4.♘xc3 ♘c6 5.♘f3 e6 6.♗c4 ♕c7 7.0-0 ♘f6 8.♕e2 ♘g4 9.♗b3?**

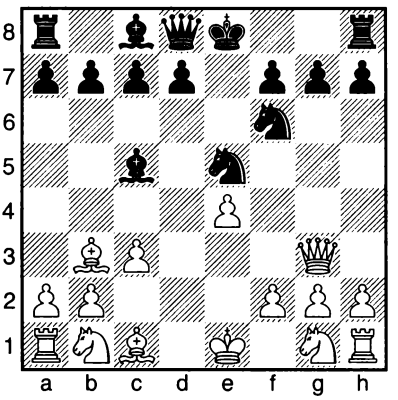


9...♘d4!

9.h3? the same move would come as in the game. 9...♘d4! The black knight is attacking the queen and the knight protecting the mating square.
9.♖d1?! ♗c5!;
9.♘b5 ♕b8 10.h3 h5 with black's attack.
White resigned
0-1

Amateur - Leonardo, J [C22]
Leipzig , 1903

1.e4 e5 2.d4 exd4 3.♕xd4 ♘c6 4.♕e3 ♘f6 5.♗c4 The opening is based on the development of the queenside and on castling long. 5.♘c3 ♗b4 6.♗d2 **5...♘e5 6.♗b3 ♗b4+ 7.c3?** 7.♗d2 **7...♗c5 8.♕g3?** 8.♕xc5 ♘d3+; 8.♕e2 0-0 9.♘f3 ♘xf3+ 10.♕xf3 ♘xe4 With a decisive advantage for black.



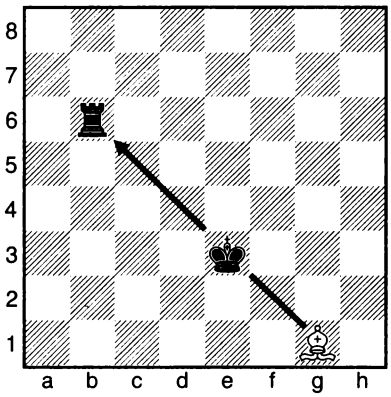
8...♗xf2+ Decoy. No matter whether black captures with the king or with the queen, the answer will be a cute knight fork. White resigned, because of 8...¥xf2+!
9.♔xf2 *(9.♕xf2 ♘d3+)* 9...♘xe4+ **0-1**

Double attack on the diagonals

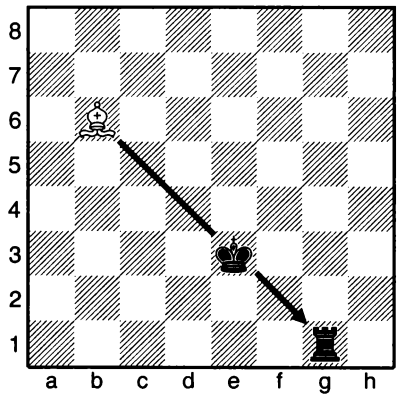
Due to their movement, both the bishop and the queen can create threats on the diagonals. They can attack pieces in front of them, behind them, moreover, they can be even between two attacked pieces. The most dangerous position arises, when one of the attacked pieces is the king, because the king must always be protected.
For instance, if the bishop is attacking a rook and checking the king at the same time.

On short diagonals both the pawn (fork) and the king can create double attacks.

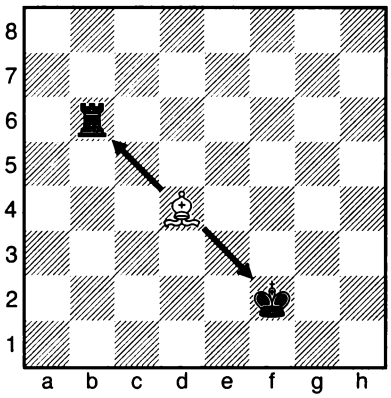
(61)



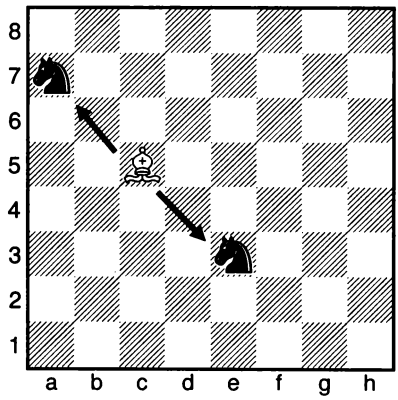
(62)



(63)

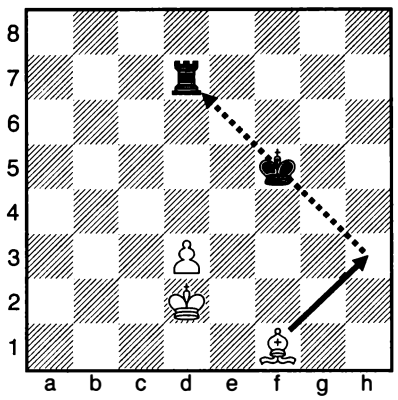


(64)



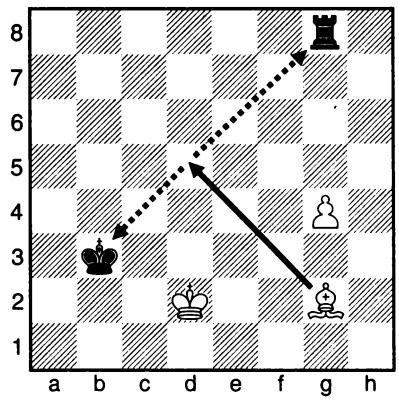
Double attack on the diagonals

(65) White to move



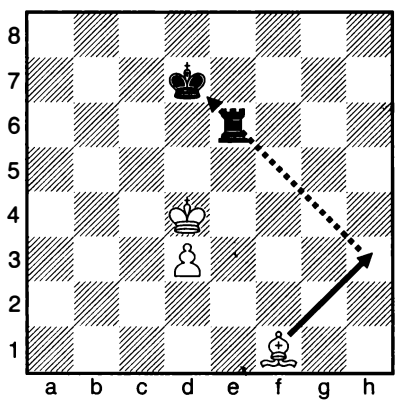
1.♗h3+ 1-0

(66) White to move



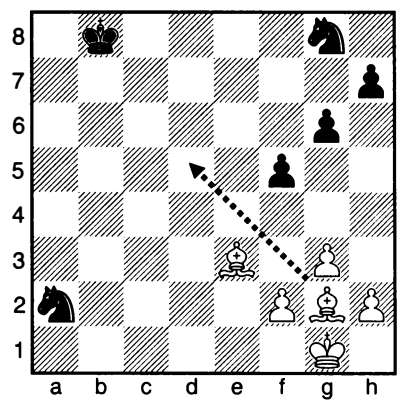
1.♗d5+ 1-0

(67) White to move



1.♗h3 1-0

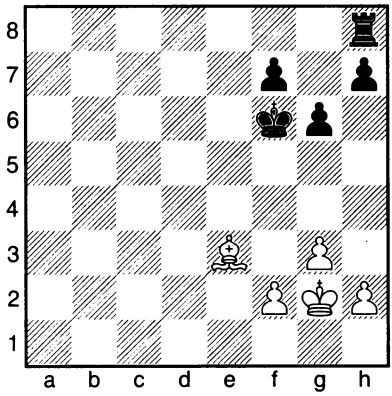
(68) White to move



1. .♗d5 1-0

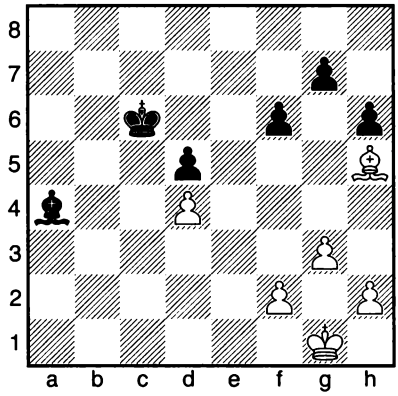
Double attack on the diagonals

(69) White to move



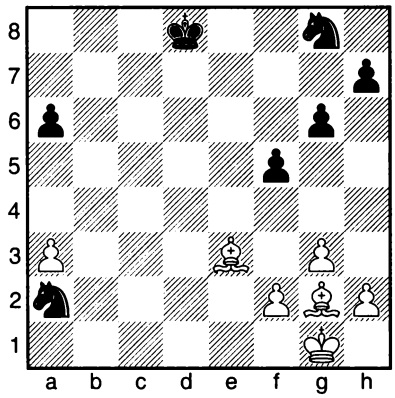
69.....

(70) White to move



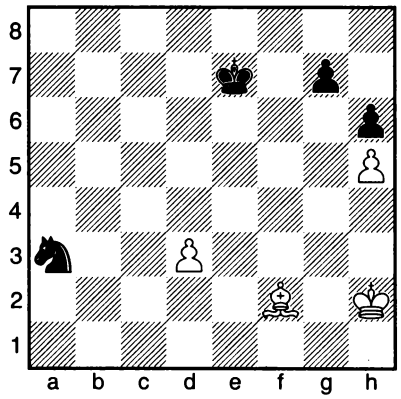
70.....

(71) White to move



71.....

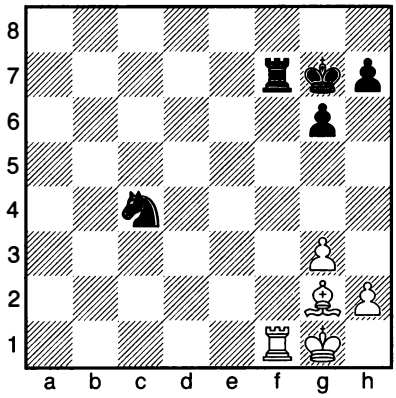
(72) White to move



72.....

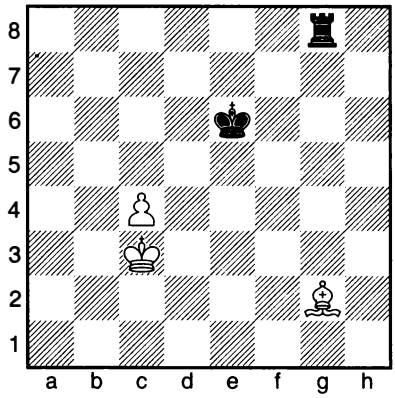
Double attack on the diagonals

(73) White to move



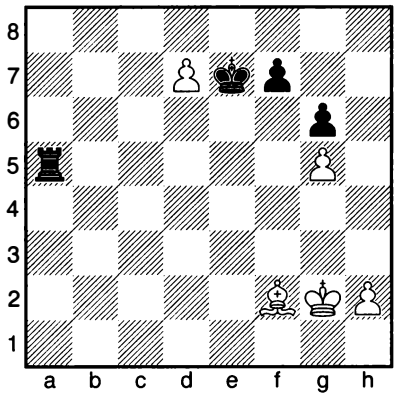
73.....

(74) White to move



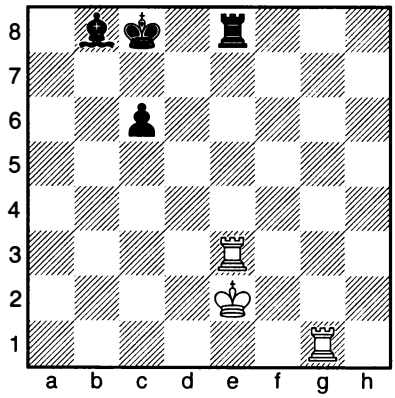
74.....

(75) White to move



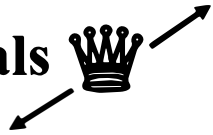
75.....

(76) Black to move



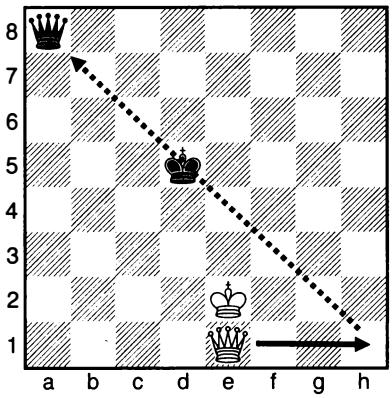
76.....

Double attack on the diagonals



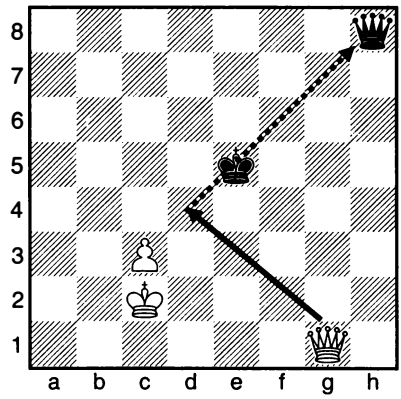
Due to her movement, the queen can create threats on the diagonals, but she can be more dangerous, because she can attack vertically and horizontally, too. The queen can attack pieces in front of her and behind her, too.

(77) White to move



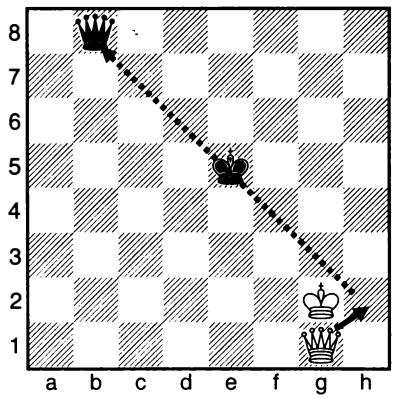
1.♕h1+ 1-0

(78) White to move



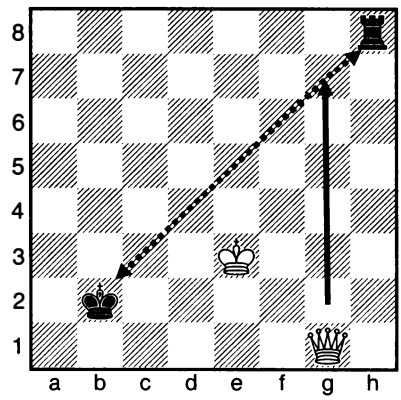
1.♕d4+ 1-0

(79) White to move



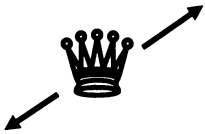
1.♕h2+ 1-0

(80) White to move

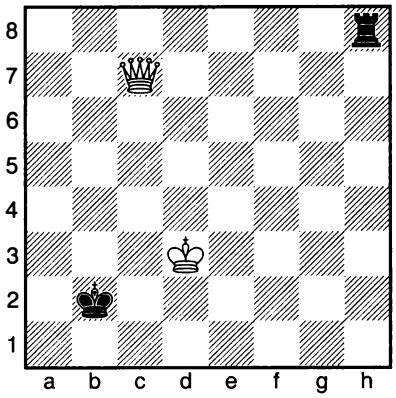


1.♕g7+ 1-0

Double attack on the diagonals

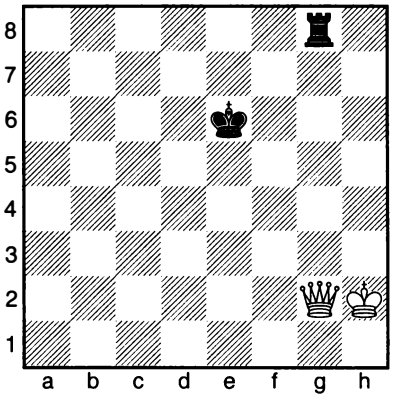


(81) White to move



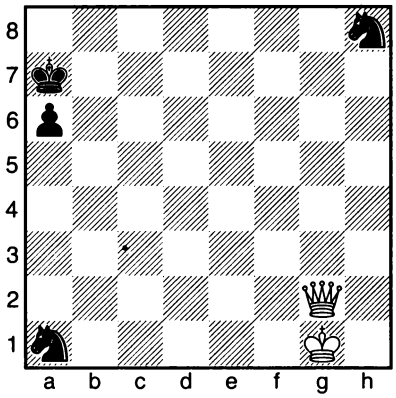
81.....

(82) White to move



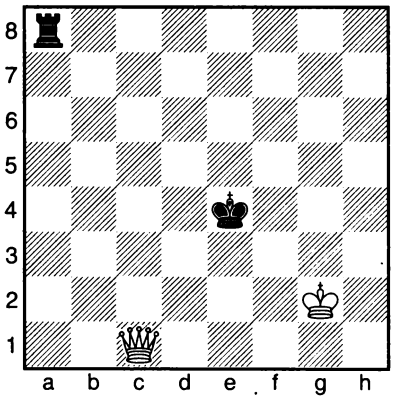
82.....

(83) White to move



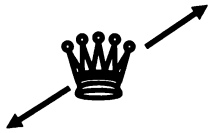
83.....

(84) White to move

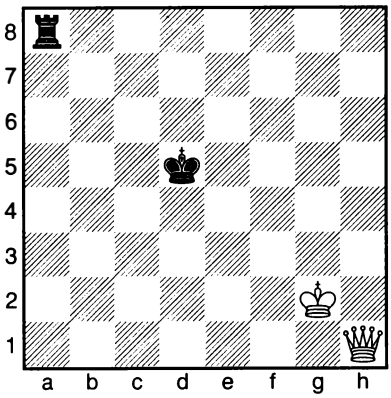


84.....

Double attack on the diagonals

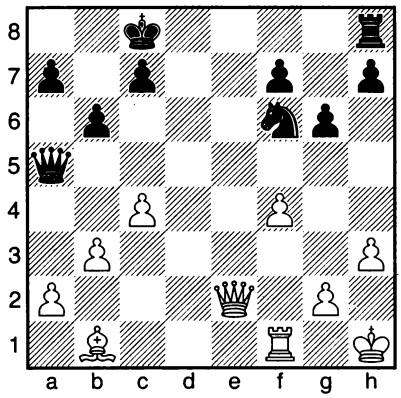


(85) White to move



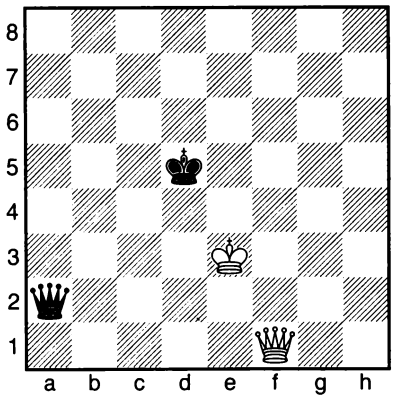
85.....

(86) White to move



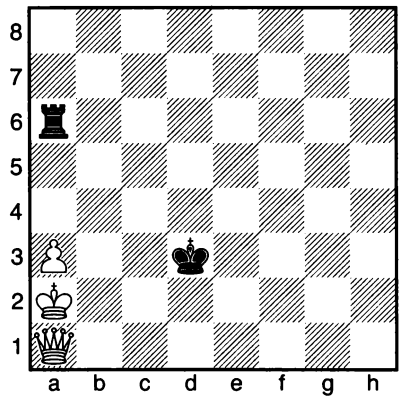
86.....

(87) White to move



87.....

(88) White to move

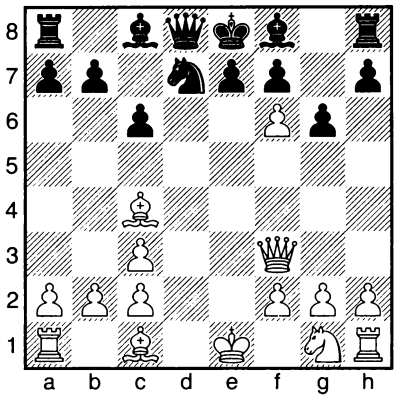


88.....

Double attack on the diagonals – miniature games

Dainauskas - Blecher
Šiauliai, 1980

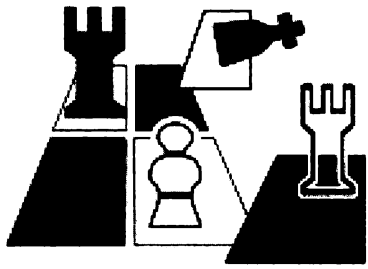
1.e4 c6 2.♘c3 d5 3.♕f3!? 3.d4 **3...d4** 3...dxe4 4.♘xe4 ♘d7
4.♗c4 ♘f6 5.e5 dxc3?! 5...♘bd7 6.exf6 ♘e5∞
6.exf6 g6 7.dxc3 ♘d7? 7...exf6 8.♗f4±



8.♗xf7+!
Black resigned, because white can win black's queen with the following skewer: **8**...♔xf7 9.fxe7+ ♔xe7 10.♗g5+. **1-0**

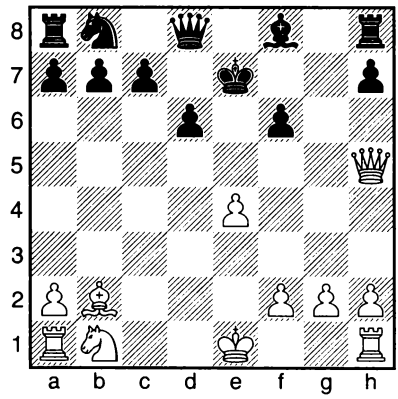
Brockmann - Haufe
Dortmund, 2000

1.d4 ♘f6 2.c4 g6 3.♘c3 d5 4.♘f3 ♗g7 5.g3 0-0 6.♗g2 b6?
An early, superfluous pawn move, which weakens the long diagonal. 6...♘c6 **7.cxd5± ♘xd5?**
This is a losing move. 7...♗b7
8.♘xd5! ♕xd5 9.♘h4 and white is attacking the weakened long diagonal. **1-0**



Bernhold - Kreutzahler
Berin, 1941

1.e4 e5 2.d4 exd4 3.c3 dxc3 4.♗c4 cxb2 5.♗xb2 d6 5...d5 **6.♘f3 ♗g4?! 7.♗xf7+! ♔xf7 8.♘e5+ ♔e8**
8...dxe5? 9.♕xd8+− **9.♘xg4 ♘f6?!**
9...♘d7 10.0-0 ♘gf6 11.♘xf6+ ♘xf6 12.♕b3± **10.♘xf6+ gxf6 11.♕h5+ ♔e7?** 11...♔d7 12.♕f5+ ♔e8 13.♗xf6±

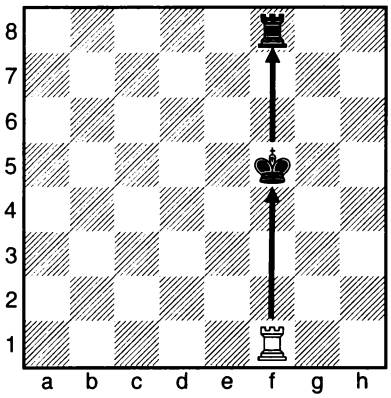


12.♗xf6+! 12.♗xf6+! ♔xf6 13.♕h4+ ♔f7 14.♕xd8+− **1-0**

Double attack on files, ranks

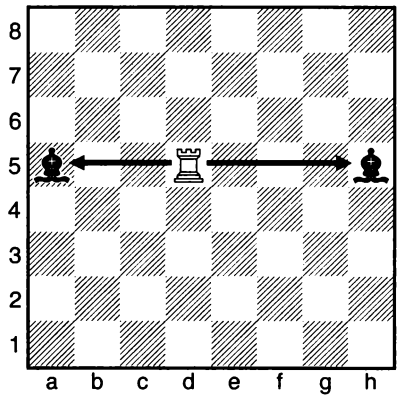
Due to their movement, both the rook and the queen can create threats both on files (vertically) and on ranks (horizontally). They can attack pieces in front of them and behind them at the same time. The above mentioned pieces attack or threat whole files or ranks. They are the so-called major pieces in chess and they are the most efficient attackers!

(89)



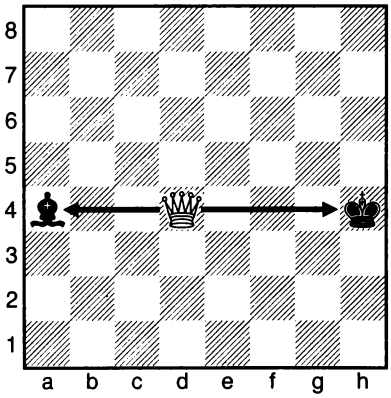
The rook is attacking vertically in one direction.

(90)



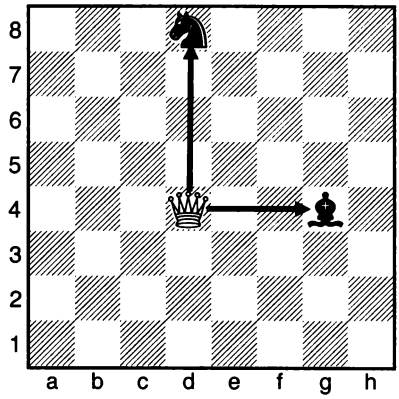
The rook is attacking horizontally in two directions.

(91)



The queen is attacking horizontally in two directions.

(92)

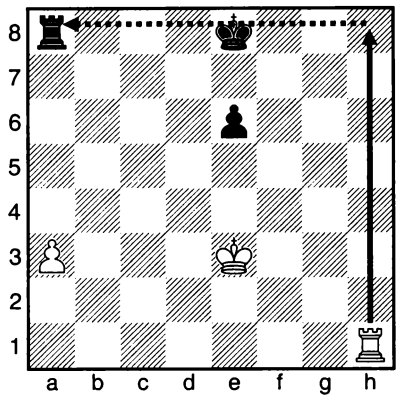


The queen is attacking both horizontally and verticall

Double attack with a rook

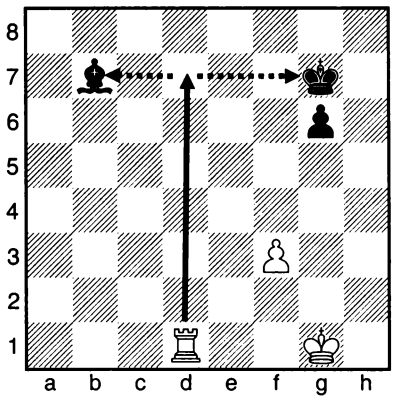
Attacking an unprotected piece and the king at the same time with a rook belongs to the most dangerous double attacks. This attack may be horizontal or vertical and the rook can attack pieces in front of him or behind him.

(93) Double attack in one direction horizontally.



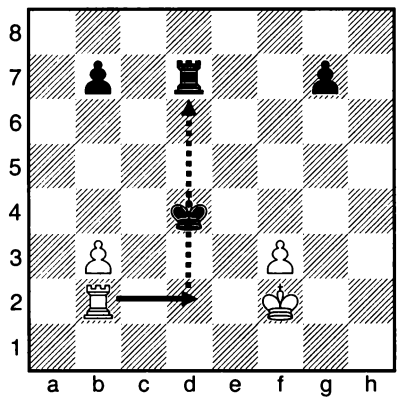
1.♖h8+ ♔e7 2.♖xa8 1-0

(94) Double attack in two directions horizontally.



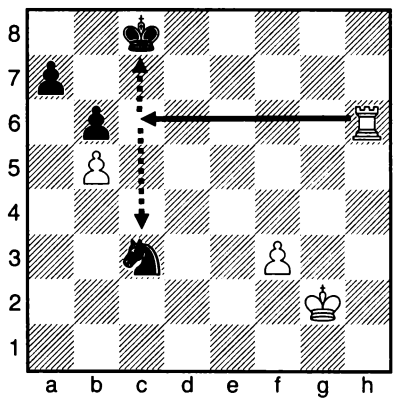
1.♖d7+ ♔f6 2.♖xb7 1-0

(95) Double attack in one direction vertically.



1.♖d2+ 1-0

(96) Double attack in two directions vertically.

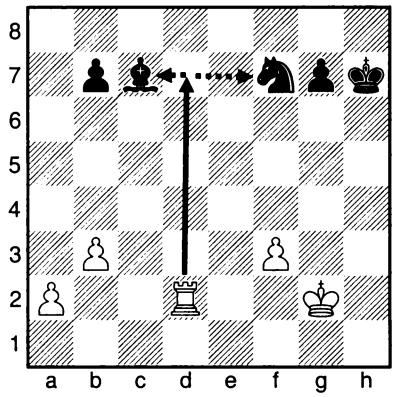


1.♖c6+ 1-0

Double attack with a rook

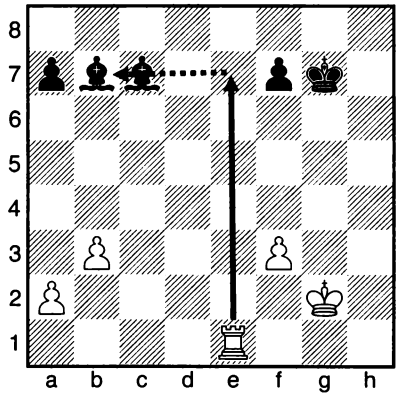
The attack of undefended pieces with a rook may occur in one or two directions, horizontally or vertically.

(97) Double attack in two directions horizontally.



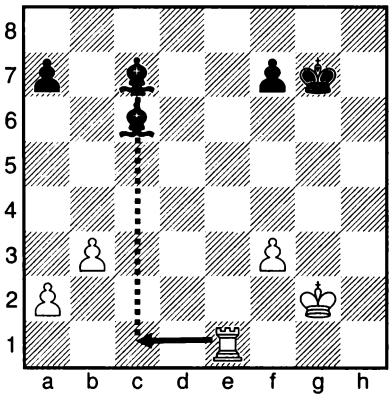
1.♖d7 1-0

(98) Double attack in one direction horizontally.



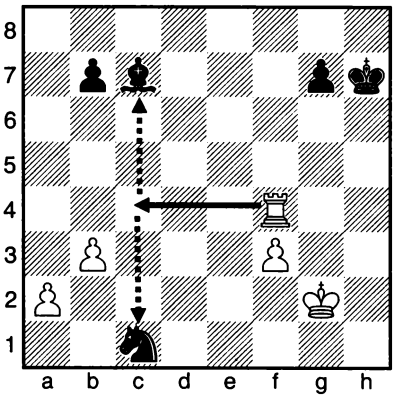
1.♖e7 1-0

(99) Double attack in one direction vertically.



1.♖c1 1-0

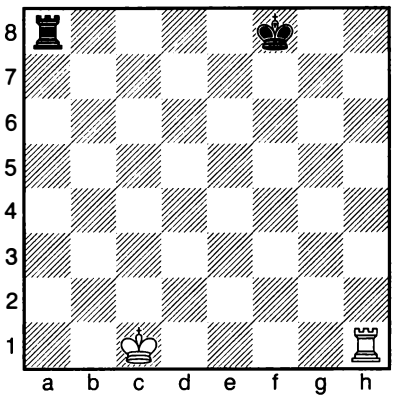
(100) Double attack in two directions vertically.



1.♖c4 1-0

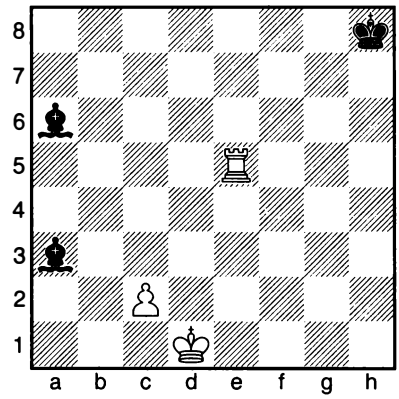
Double attack with a rook

(101) White to move



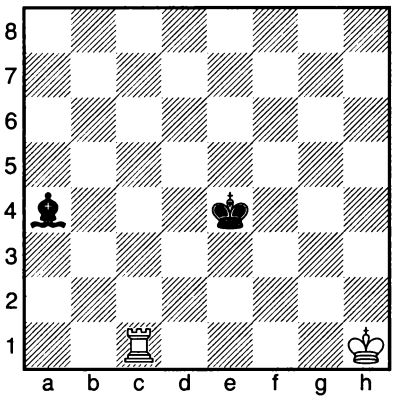
101.....

(102) White to move



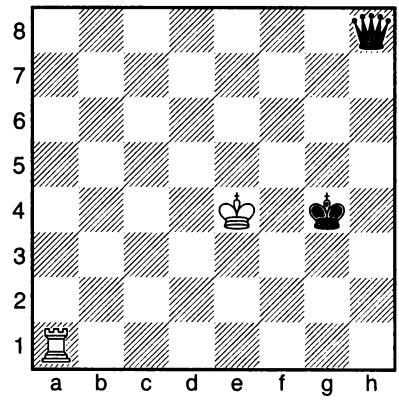
102.....

(103) White to move



103.....

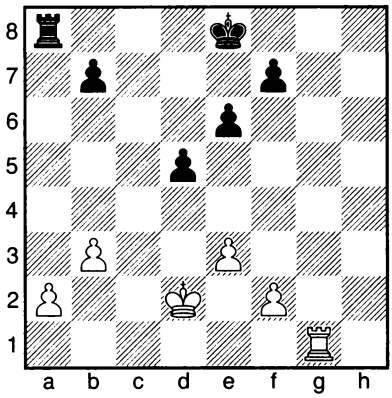
(104) White to move



104.....

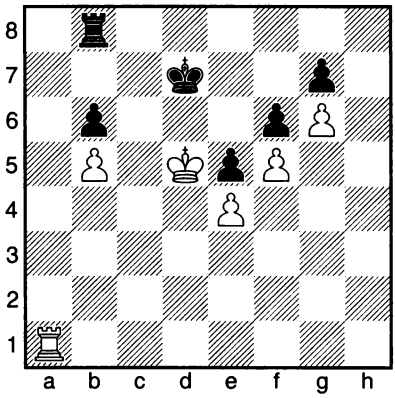
Double attack with a rook

(105) White to move



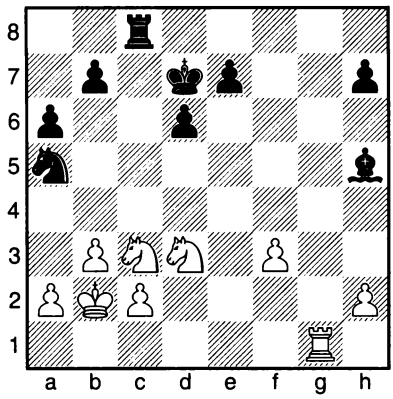
105.....

(106) White to move



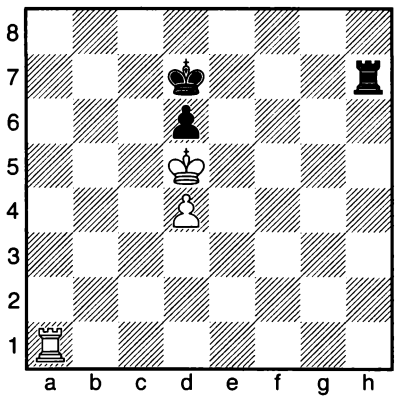
106.....

(107) White to move



107.....

(108) White to move

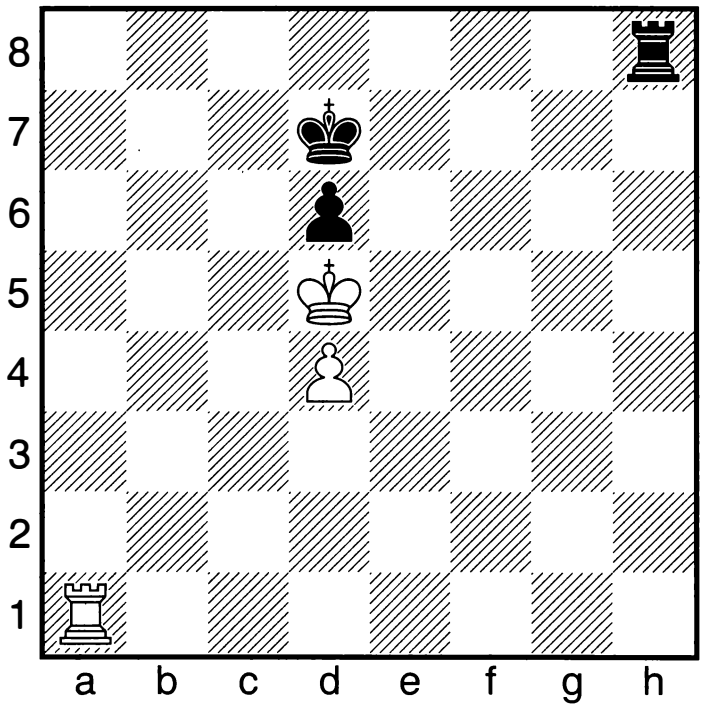


108.....

Double attack with a rook with attraction

Creating a double attack with a rook or a queen is the easiest way of setting up a double attack. We do not always have, however, a proper position for a double attack, but, as we could see, we can force a favourable position, e.g. with attraction or deflection. Since the rook and the queen control lines, they are the most suitable pieces for attraction.

(109) White to move

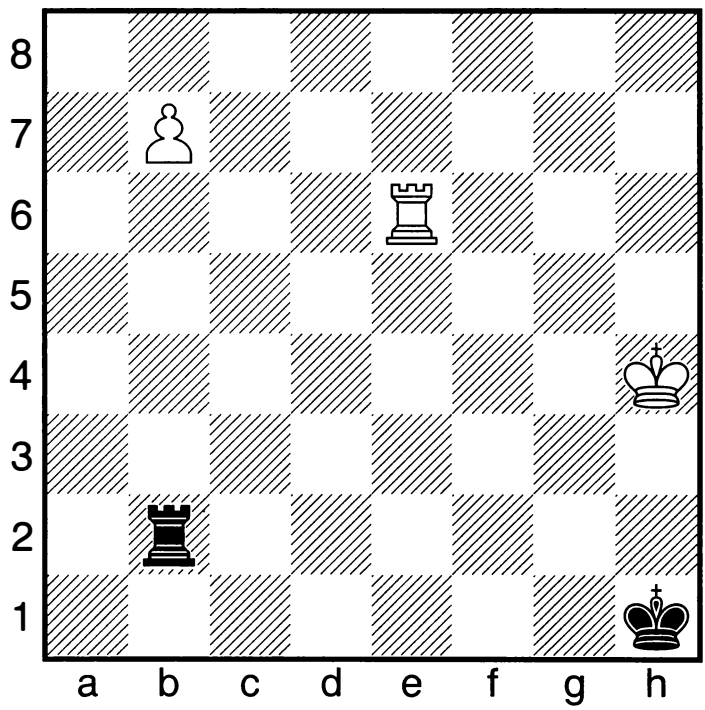


1.♖a7+ and the white king can move only to the back-rank. **1...♔e8** 1...♔c8; 1...♔d8 **2.♖a8+ ♔f7 3.♖xh8 1-0**

Double attack with a rook with attraction, deflection

A potential double attack can be created with attraction or deflection.

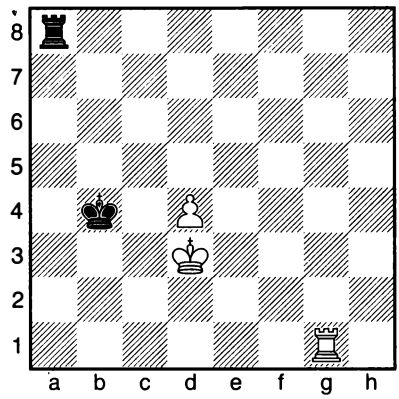
(110) White to move



1.♖e1+ attracts the black king to the appropriate rank.
1Δ♔g2 2.♖e2+ deflects the black rook with a double attack. **♖xe2 3.b8♕ 1-0**

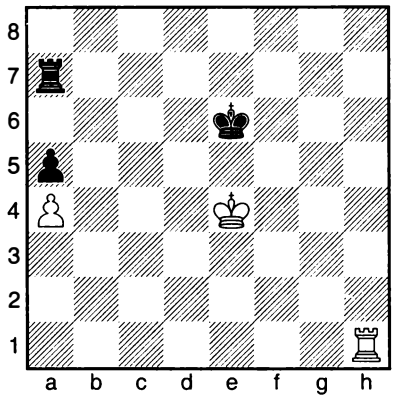
Double attack with a rook with attraction, deflection

(111) White to move



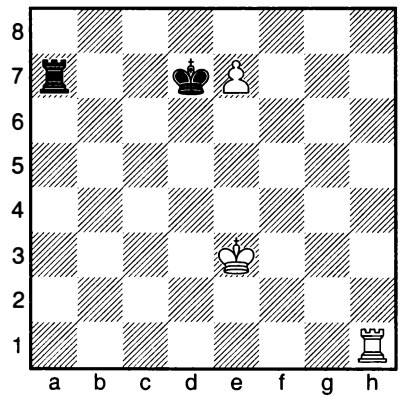
111.....

(112) White to move



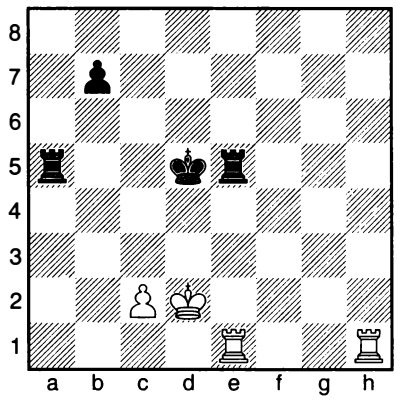
112.....

(113) White to move



113.....

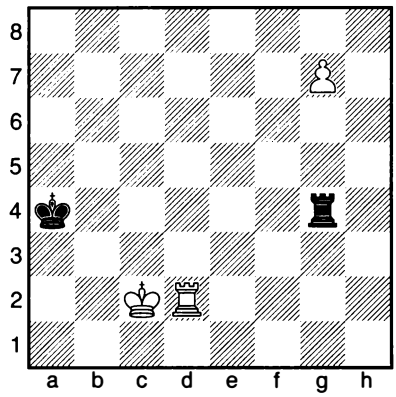
(114) White to move



114.....

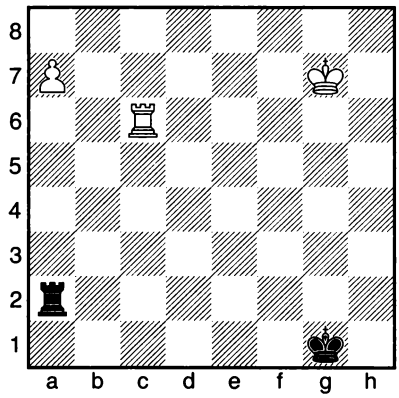
Double attack with a rook with attraction, deflection

(115) White to move



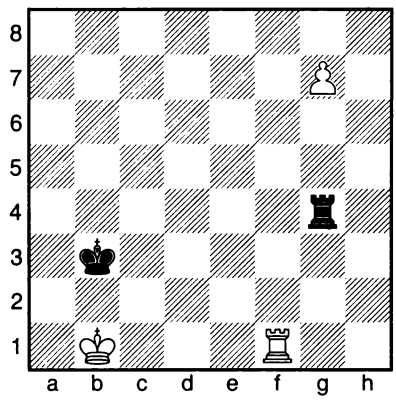
115.....

(116) White to move



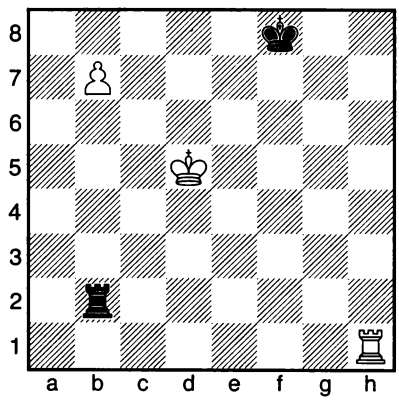
116.....

(117) White to move



117.....

(118) White to move

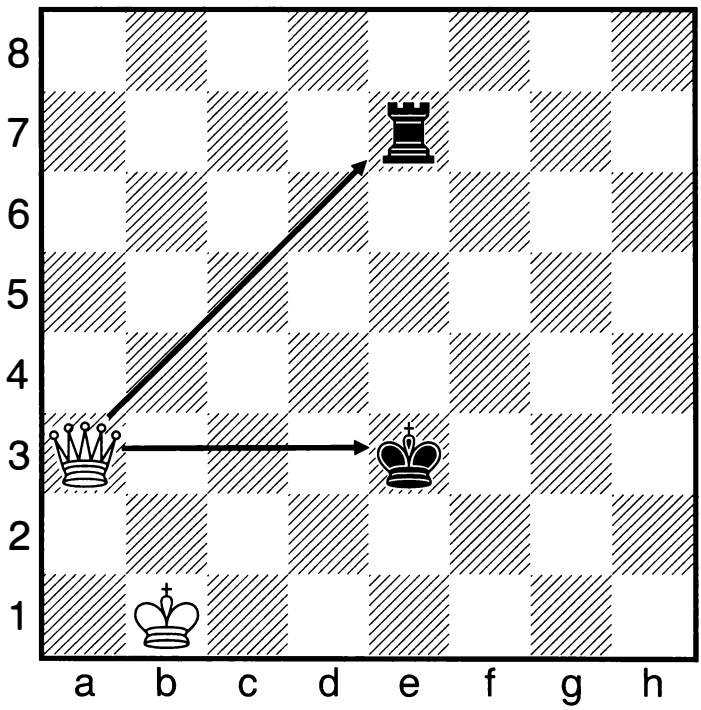


118.....

Double attack with the queen

The queen is the most powerful piece due to the fact that she can move efficiently, in many directions. Consequently it is the queen that can create double attacks (threats) in most cases.
The queen can attack diagonals and lines (horizontally and vertically) at the same time, moreover, the queen can attack pieces in front of her and behind her as well.

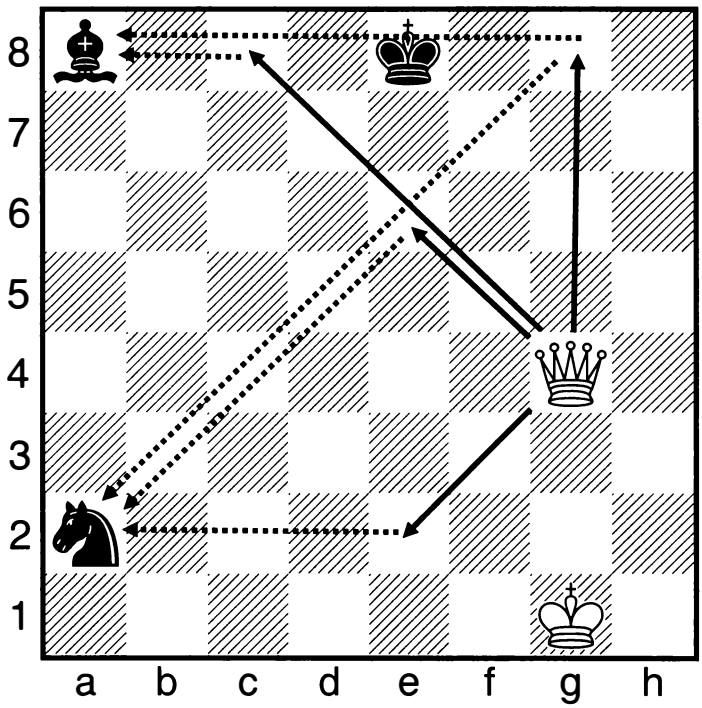
(119)



The queen is attacking both the rook and the king. She is checking the black king horizontally, while attacking the black rook, too, diagonally. Of course, the directions may be reversed.

Double attack with the queen

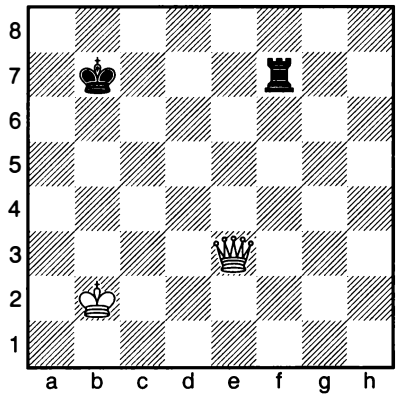
(120)



1.♕g8+ 1.♕e2+; 1.♕a4+; 1.♕c8+; 1.♕e6+

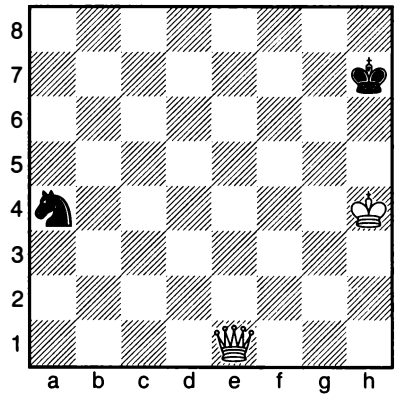
Double attack with the queen

(121) White to move



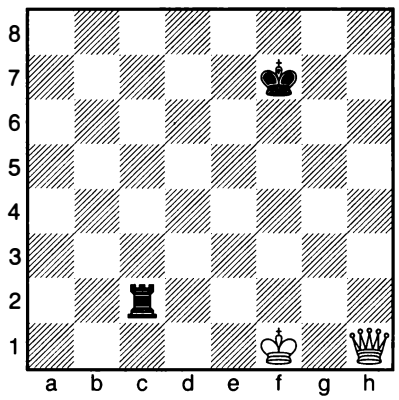
121.....

(122.) White to move



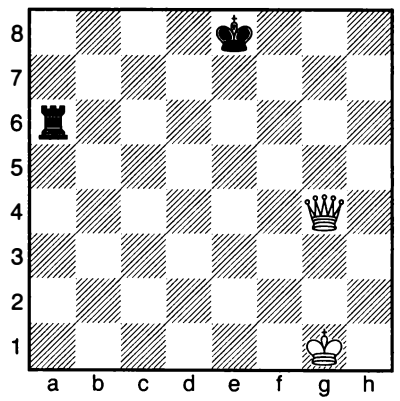
122.....

(123) White to move



123.....

(124) White to move

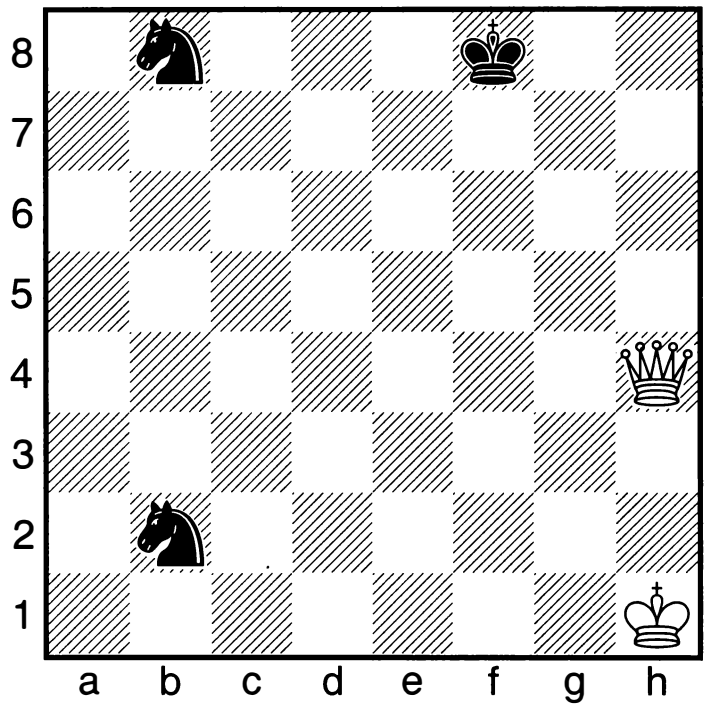


124.....

Double attack with the queen

(125) White to move

Find all the possible double attacks with the queen

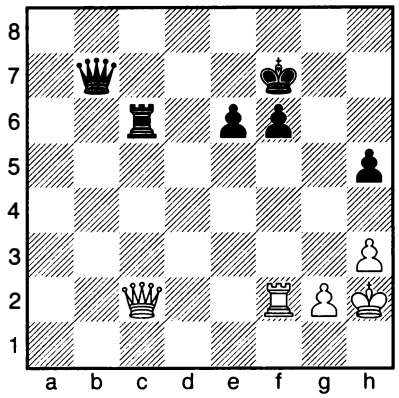


125.....

.....

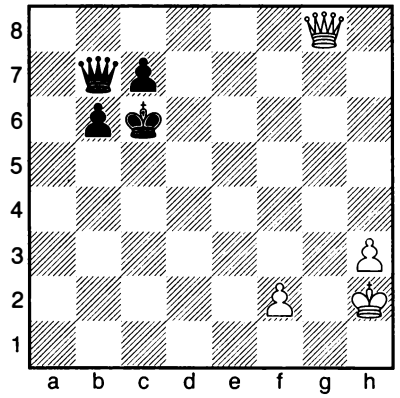
Double attack with the queen

(126) White to move



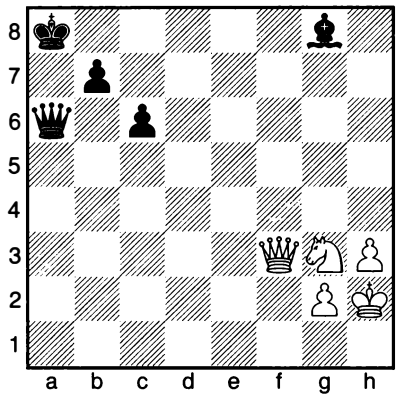
126.....

(127) White to move



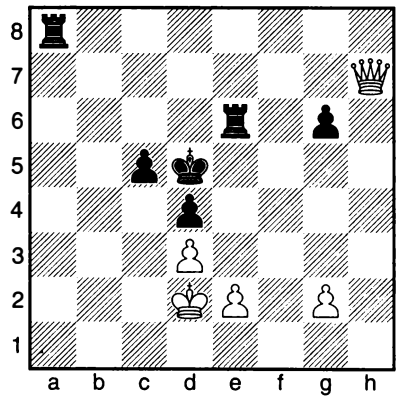
127.....

(128) White to move



128.....

(129) White to move

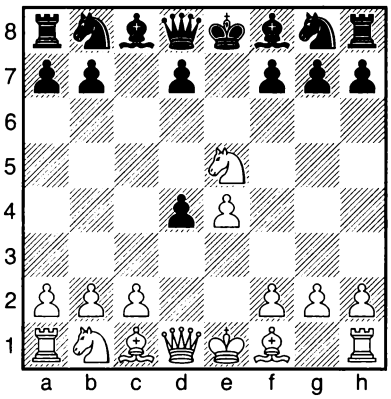


129.....

Double attack with the queen – miniature games

Bajart, S - Tupet, G
Béthune, 1998

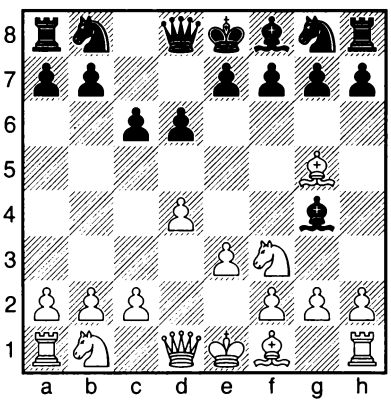
1.e4 c5 2.d4 cxd4 3.♘f3 e5!?



4.♘xf3? ♕a5+! 0-1

Frosch, R - Peisser, M
Leiner, 1996

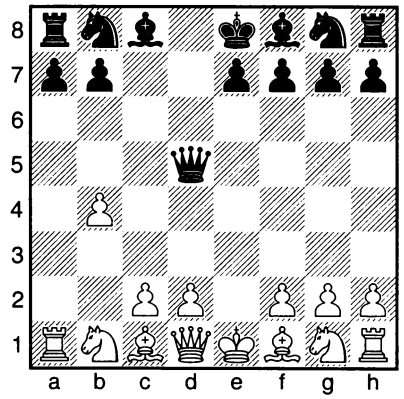
1.d4 d6 2.♘f3 ♗g4 A more common move is 2...♘f6 **3.♗g5?! 4.e3?** 4.♘c3



4...♗xf3! 5.♕xf3 ♕a5+! 0-1
With the pawn fork white forces black into a well-known position: **10...♗xe511.♕h5+**

Shirazi, K - Peters, J
U.S. National High School Chess Championship, 1984

1.e4 c5 2.b4 cxb4 3.a3 d5! The best move against the Marshall Variation of the Sicilian Defence. **4.exd5 ♕xd5 5.axb4??** Even white cannot afford so many pawn moves. 5. ♗b2



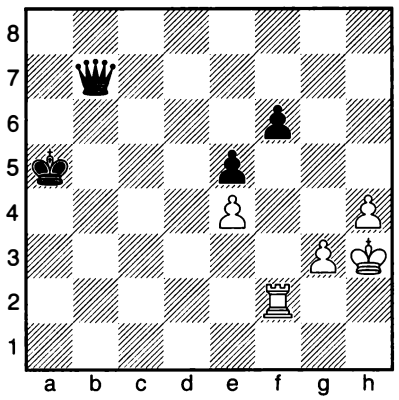
5...♕e5+! Check and the unprotected rook is hanging on a1. **0-1**

Ramo F, C - Portero G, Miguel
Zaragoza, 1999

1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗xc6 The Ruy Lopez Exchange Variation. **4...dxc6 5.0-0 ♗d6** It is a more aggressive structure. After 5...♕d6 white's plan is to castle long. **7.dxe5 fxe5?** 7...♗xe5 8.♕xd8+ ♔xd8 9.♘xe5 fxe5 10.b3 The endgame-like position is much better for white. **8.♘xe5** and white wins a pawn **8...♕f6.** After 8...♗xe5 9.♕h5+ and white wins back the piece with a double attack. **9.♘d3 ♗e6? 10.e5! 1–0**

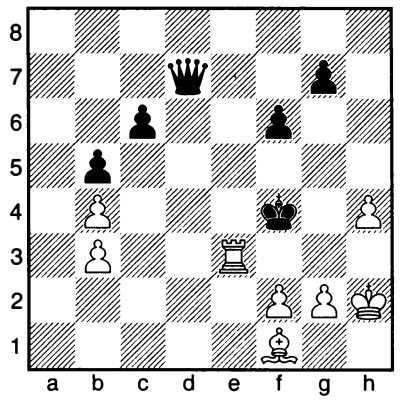
Double attack with attraction

(130) White to move



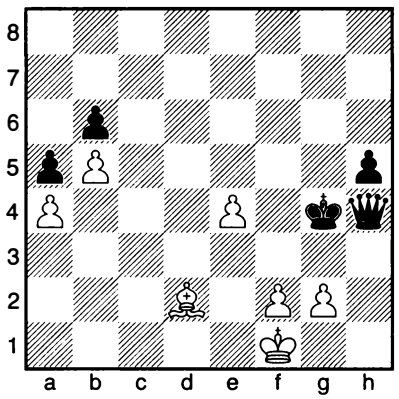
130.....

(131) White to move



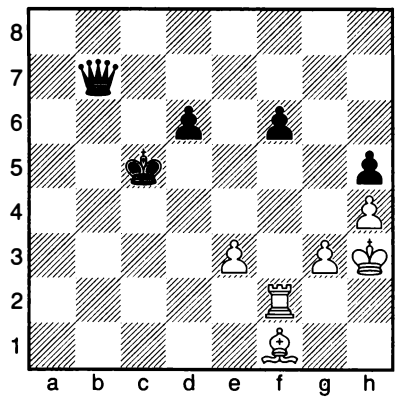
131.....

(132) White to move



132.....

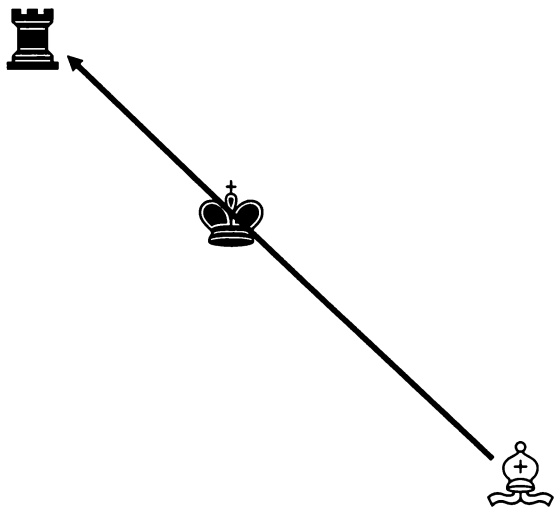
(133) White to move



133.....

Skewer

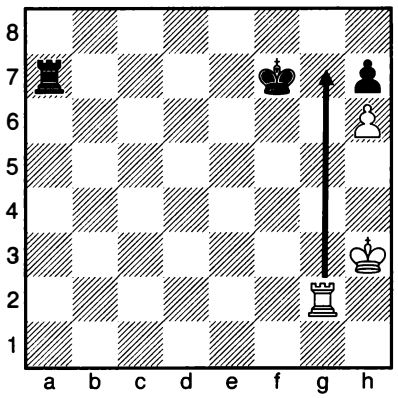
A skewer is a double attack on the lines and diagonals in one direction.
We could already see this simple kind of double attack in the previous chapters. Now we will go through all the potential motifs, which can be created on files, ranks, diagonals and in different positions with a rook, a bishop or the queen, again.



As you can see in diagram 1, after a check the white rook skewers the black king and the black rook standing on the same RANK.
In diagram 2 the bishop does the same diagonally.

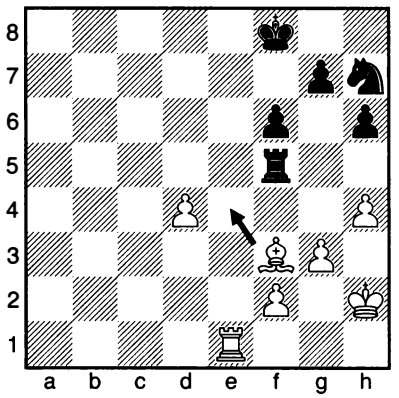
Skewer

(134) White to move



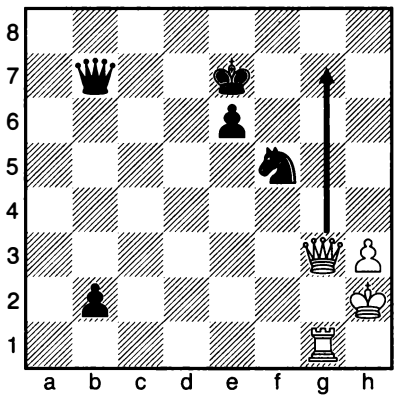
1.♖g7+ 1-0

(135) White to move



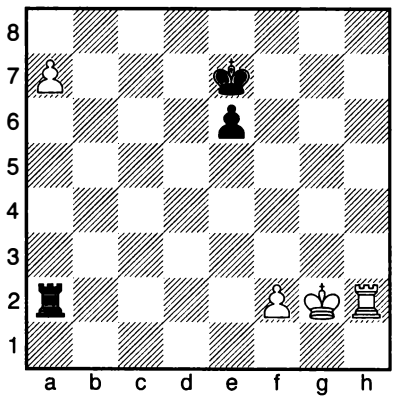
1.♗e4 ♖xf2+ 2.♔g1 ♖d2 3.♗xh7 1-0

(136) White to move



1.♕g7+ ♘xg7 2.♖xg7+ ♔d6 3.♖xb7 1-0

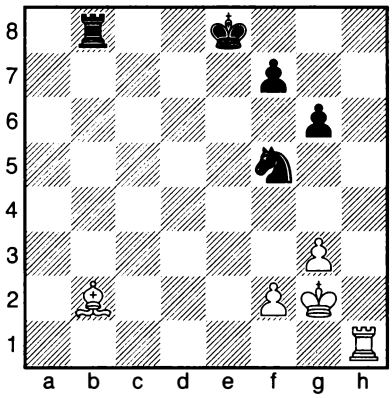
(137) White to move



1.♖h8 ♖xa7 2.♖h7+ 1-0

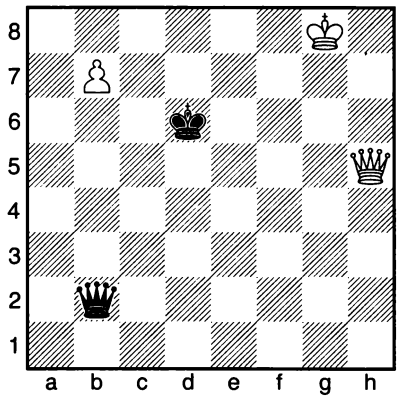
Skewer

(138) White to move



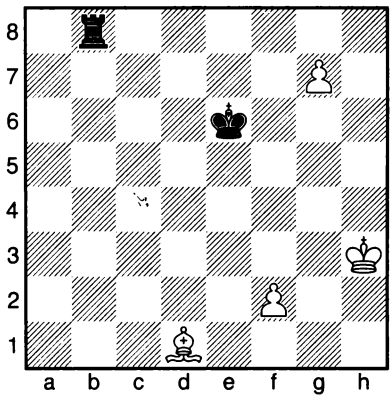
138.....

(139) White to move



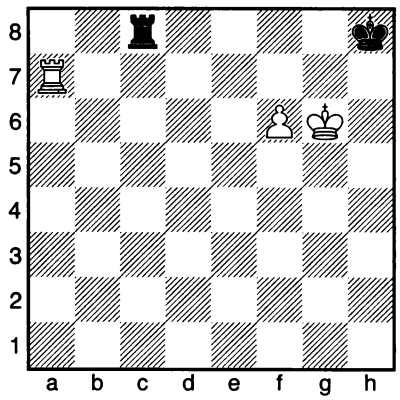
139.....

(140) White to move



140.....

(141) White to move

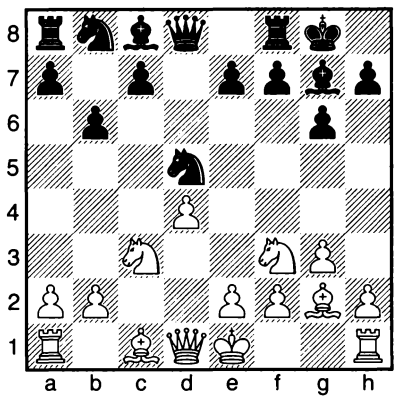


141.....

Skewer – miniature games

Brockmann - Haufe
Dortmund, 2000

1.d4 ♘f6 2.c4 g6 3.♘c3 d5 4.♘f3 ♗g7 5.g3 0-0 6.♗g2 b6?
An early, superfluous pawn move, which weakens the long diagonal. 6...♘c6 **7.cxd5± ♘xd5?**
This is a losing move. 7...♗b7

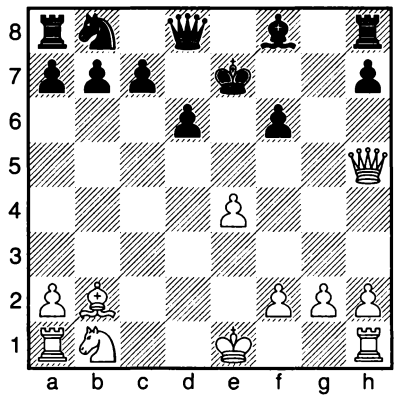


8.♘xd5! ♕xd5 9.♘h4 and white is attacking the weakened long diagonal.
1-0

Bernhold - Kreutzahler
Berin, 1941

1.e4 e5 2.d4 exd4 3.c3 dxc3 4.♗c4 cxb2 5.♗xb2 d6 5...d5 **6.♘f3 ♗g4?! 7.♗xf7+! ♔xf7 8.♘e5+ ♔e8** 8...dxe5? 9.♕xd8+– **9.♘xg4 ♘f6?!** 9...♘d7 10.0-0 ♘gf6 11.♘xf6+ ♘xf6 12.♕b3± **10.♘xf6+ gxf6 11.♕h5+ ♔e7?**
11...♔d7 12.♕f5+ ♔e8 13.♗xf6±

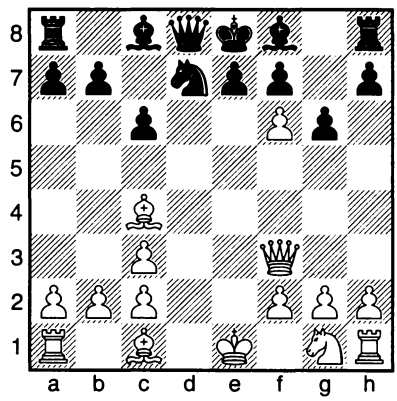
See the diagram.



12.♗xf6+! 12.♗xf6+! ♔xf6 13.♕h4+ ♔f7 14.♕xd8+– **1-0**

Dainauskas - Blecher
Šiauliai, 1980

1.e4 c6 2.♘c3 d5 3.♕f3!? 3.d4 **3...d4** 3...dxe4 4.♘xe4 ♘d7 **4.♗c4 ♘f6 5.e5 dxc3?!** 5...♘bd7 6.exf6 ♘e5∞ **6.exf6 g6 7.dxc3 ♘d7?** 7...exf6 8.♗f4±

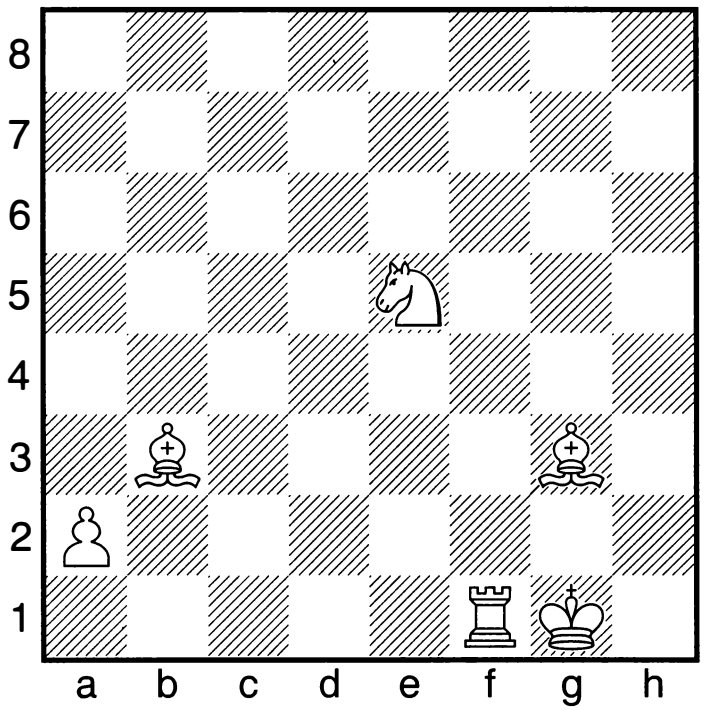


8.♗xf7+!
Black resigned, because 8...♔xf7 9.fxe7+ ♔xe7 10.♗g5+ **1-0**

Weakly protected pieces

In the previous examples we saw tactics mostly against unprotected pieces, but the targets of double attacks may be so-called weakly protected pieces, too. Weakly protected pieces are not protected by pawns, but are only controlled by another piece.

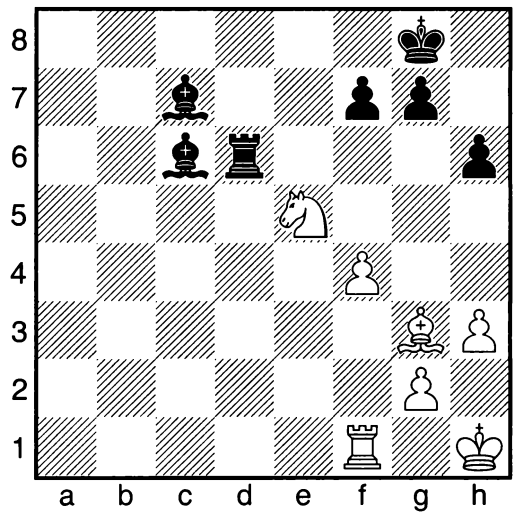
(142)



A protected piece: the b3 bishop
Weakly protected pieces: the e5 knight and the f1 rook
An unprotected piece: the g3 bishop

Weakly protected pieces

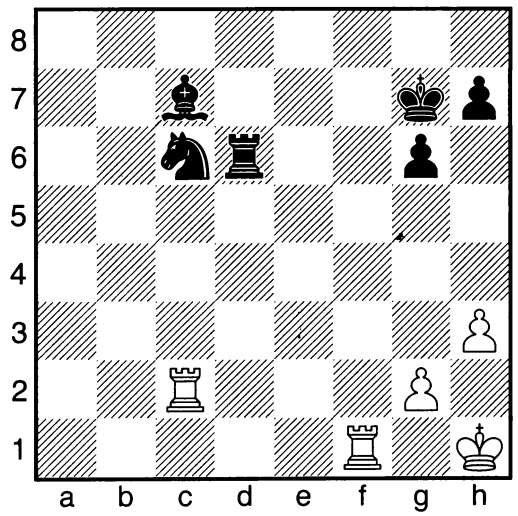
(143) White to move



The rook is attacking all the pieces standing on the c-file.
If the weakly protected piece moves away, the unprotected piece behind it falls.

1.♖c1 1-0

(144) White to move

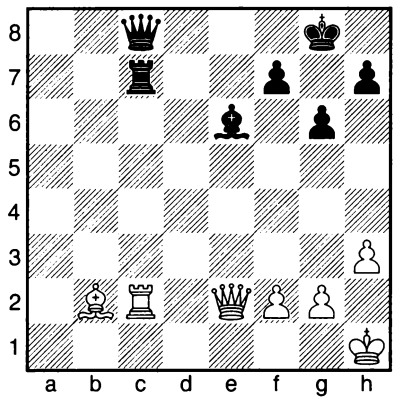


The rook is attacking all the pieces standing on the c-file.
If the weakly protected piece moves away, the unprotected piece behind it falls.

1.♖fc1 1-0

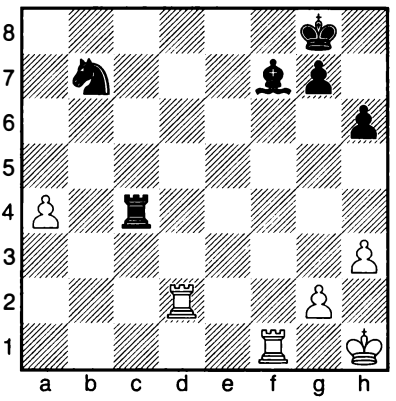
Weakly protected pieces

(145) White to move



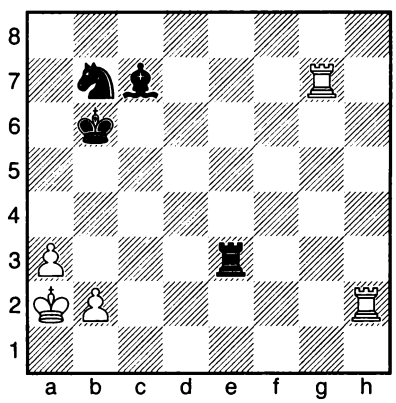
145.....

(146) White to move



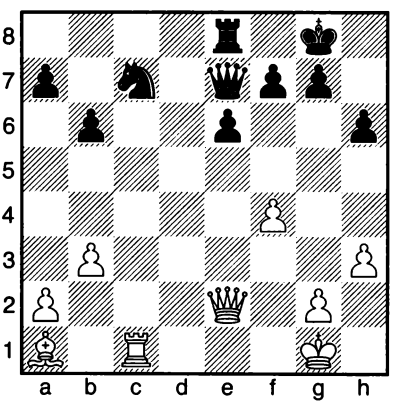
146.....

(147) White to move



147.....

(148) White to move



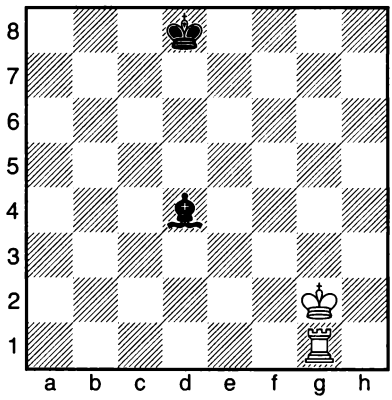
148.....

PIN

The pin can be used on diagonals, files and ranks to immobilize enemy units. We can paralyse them or limit their movement. Pieces moving in straight lines (bishops, rooks and the queen) can create pins unlike the king, pawns and knights.

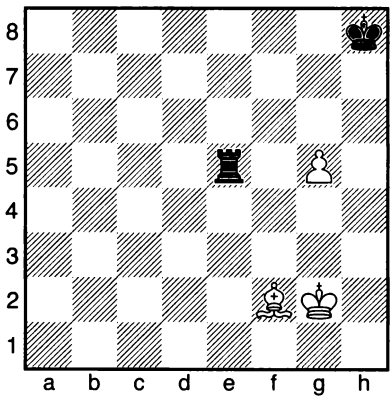
Pinned pieces mean double disadvantage.
1. They are the targets of the opponent's attack.
The pinned piece must be attacked (*possibly with pawns*)!
2. The power and the movement of the pinned pieces decrease (loss of effect) or they can even lose their force completely or can be paralysed completely and since they are unable to move, they just seem to protect or attack certain squares.

(149) White to move



1.♖d1

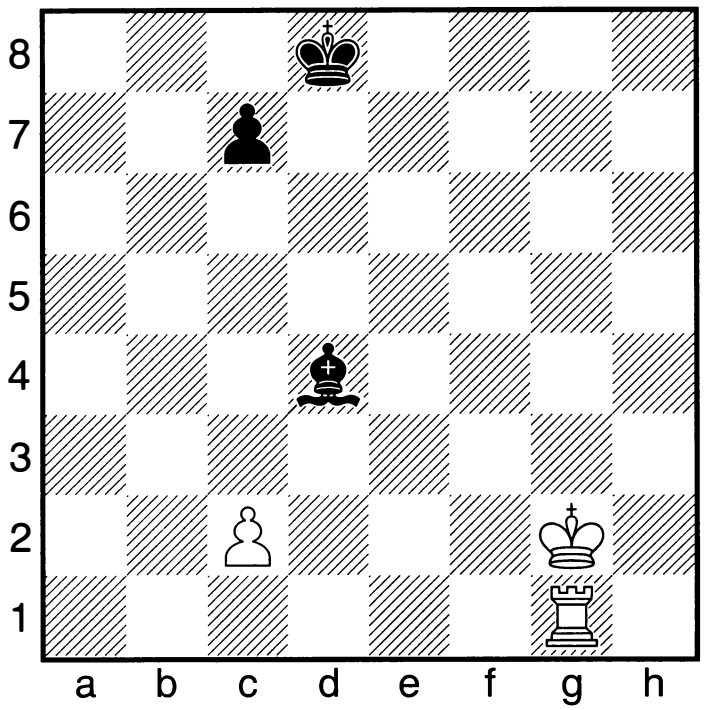
(150) White to move



1.♗d4 1-0

PIN

(151) White to move



1. ♖d1 c5 2.c3
1-0

The participants of a pin are the following:

1. The pinning piece (rook), which attacks.
2. The pinned piece (bishop), which is under attack.
3. A piece behind the pinned, attacked piece. The absolute pin means that a piece is pinned to the king, while the relative pin means the pinning of a piece to a more valuable one or to a weak square.

Remember!
The pinned piece must be attacked (*possibly with pawns*)**!**

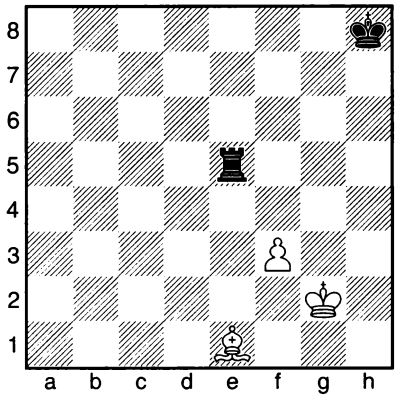
You should create threats with pins in the enemy army, while you should avoid pins against you, but if one of your pieces is pinned, try to get out of it (unpin) as soon as possible.

PIN

There are two kinds of pins:

– **the absolute (full) pin** means the **pinning of a piece to the KING**

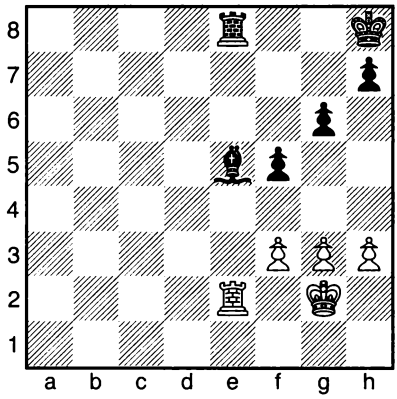
(152) Absolute pin (full pin), white to move



1. ♗c3 1-0

– **the relative pin** means that a piece is pinned to a more valuable one (e.g.: if a bishop is pinning a knight to the queen).

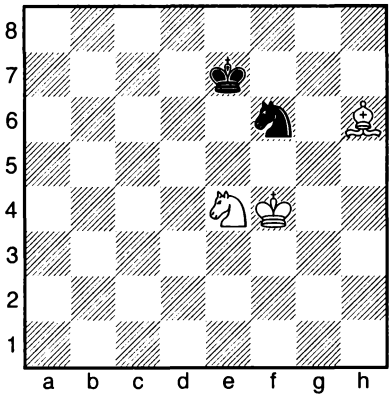
(153) Relative pin



1.f4

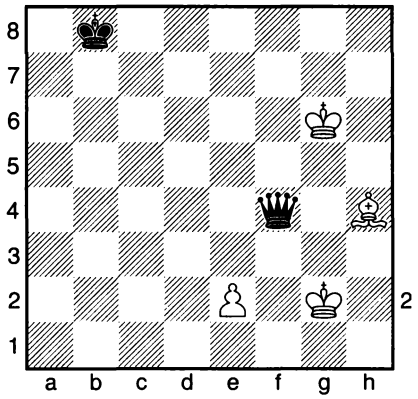
Arrange pins

(154) White to move



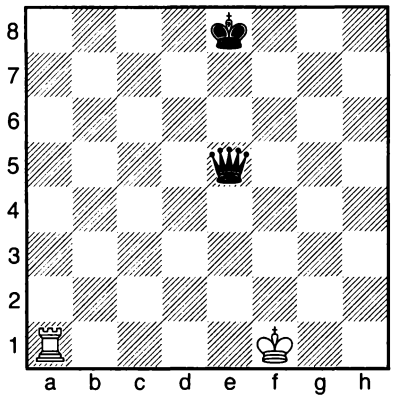
154.....

(155) White to move



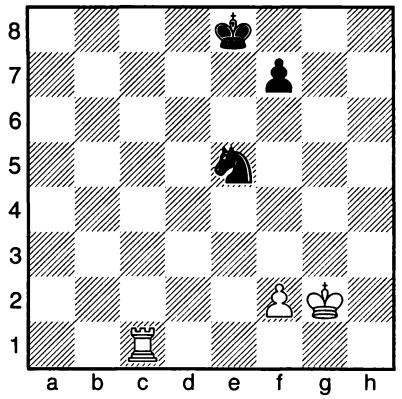
155.....

(156) White to move



156.....

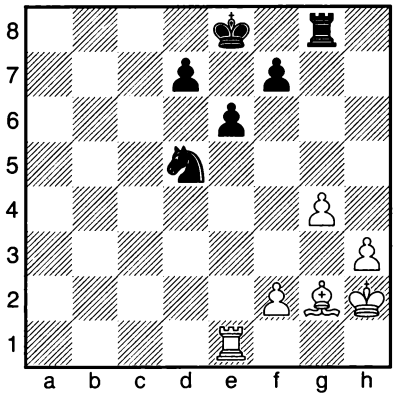
(157) White to move



157.....

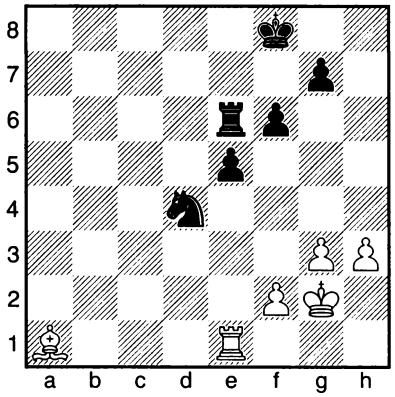
Exploit the pin

(158) White to move



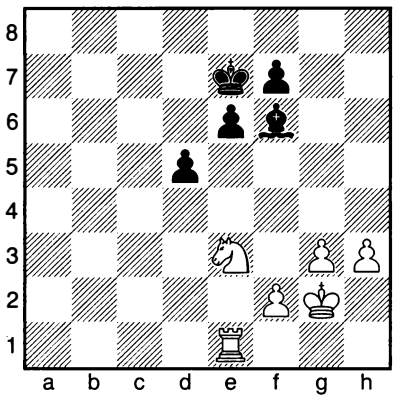
158.....

(159) White to move



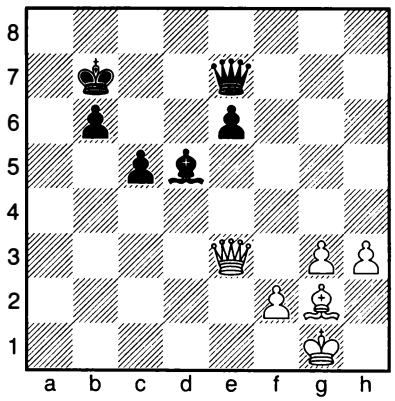
159.....

(160) White to move



160.....

(161) White to move

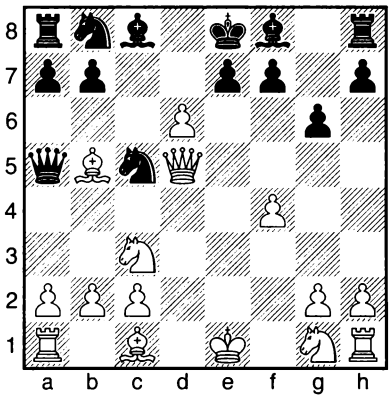


161.....

PIN – miniature games

Privara - Hlavaty
Bratislava, 1982

1.e4 d6 2.d4 ♘f6 3.♘c3 g6 4.f4 c5?
This is an early move, you should move rather 4... ♗g7 first. **5.dxc5 ♕a5** Black plays as he should, but only after ♗g7. But now black is going to lose. **6.cxd6 ♘xe4 7.♕d5!** Black's plan has failed, because now it can be seen that the ♗ is missing from g7. **7...♘c5** 7...♕xd5? 8.♘xd5 ♘a6 9.♗xa6

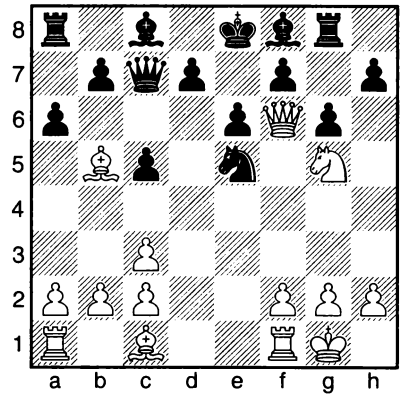


8.♗b5+! ♘bd7 9.♕xc5 and black is a piece down. **1-0**

Janev - Grigorov
Promorsko, 1990

1.e4 c5 2.♘f3 ♘c6 3.♗b5 ♘f6 4.e5 ♘d5 5.0-0 g6 6.♘c3 ♘xc3 opening the c1 bishop's diagonal. Better is 6...♘c7. **7.dxc3 ♕c7 8.♕d5±** White starts the attack. **8...a6?!** This move is superfluous and just a waste of time. 8...e6 **9.♘g5 e6** [9...♘xe5 10.♗f4!±] **10.♕f3 ♘xe5** 10...f5 11.exf6 axb5 12.f7+ ♔e7 13.♘xh7! **11.♕f6 ♖g8**

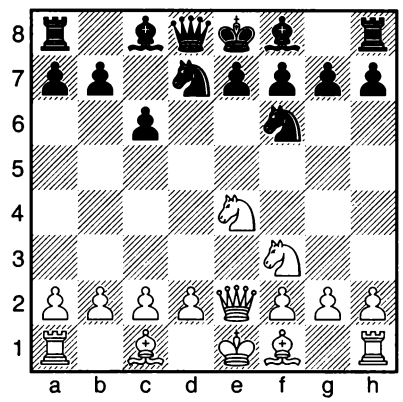
See the diagram.



12.♘xe6!! Exploiting the pinned bishop **12...fxe6** 12...♕b6 13.♘g7+ ♗xg7 14.♕xb6± **13.♕xe6+ 1-0**

Keres – Arlamowski
Szczawno Zdrój, 1950

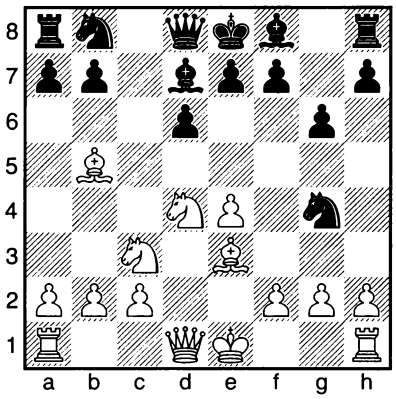
1.e4 c6 2.♘c3 d5 3.♘f3 dxe4 4.♘xe4 ♘f6 5.♕e2!? 5.♘xf6+ exf6 6.d4 **5...♘bd7??** Gosh! Black did not recognize the pin, which was a fatal mistake and a blunder. 5...♘xe4 6.♕xe4 ♘d7 7.♗c4 ♘f6 8.♘e5! e6 9.♕e2



6.♘d6 Mate. **1-0**

Balogh, Márton - Hajdú, Sándor
Budapest, 2004

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 g6 6.♗e3 ♘g4? This move creates a threat only after the development of the f8 bishop, but now it loses. **7.♗b5+! ♗d7** 7...♘c6 8.♘xc6 bxc6 9.♗xc6+ ♗d7 10.♗d4!. 7...♘bd7 covers the check, but loses the knight due to 8.♕xg4.

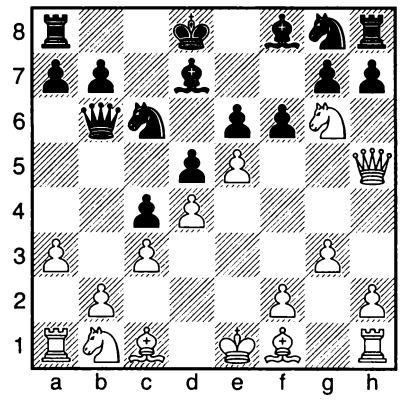


8.♕xg4! 1-0

Murgia, A - Ciampi, V
Ischia, 1994

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 ♘c6 5.♘f3 ♗d7 6.a3 c4 7.g3 Many continuations are possible from the given position, e.g.: 7.h4, 7.♗f4, 7.♗e2, 7.♘bd2. **7...f6** Pawn explosions are common in similar positions. **8.♘h4?** The first move of a bad plan. 8.♗h3 **8...♕b6!?** 8...g6 or; 8...♕e7 would be good, too. **9.♕h5+** 9.f4 0-0-0∞ **9...♔d8 10.♘g6?**

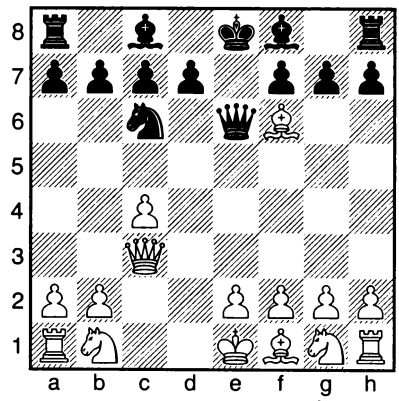
See the diagram



10...♗e8 "Pin - counter-pin" **0-1**

Kiss, Judit - Mészáros, András
Heves, 1997

1.d4 ♘f6 2.c4 e5 Budapest Gambit **3.♗g5?!** Black has no choice, but to capture the pawn. 3.dxe5 **3...exd4 4.♕xd4** Now the white queen can be attacked by the knight. **♘c6∓ 5.♕e3+ ♕e7 6.♕c3**?! The exchange may have been possible with a small disadvantage. 6. ♕xe7+ ♗xe7 7.♘c3 d6∓ **6...♕e6!∓ 7.♗xf6?**

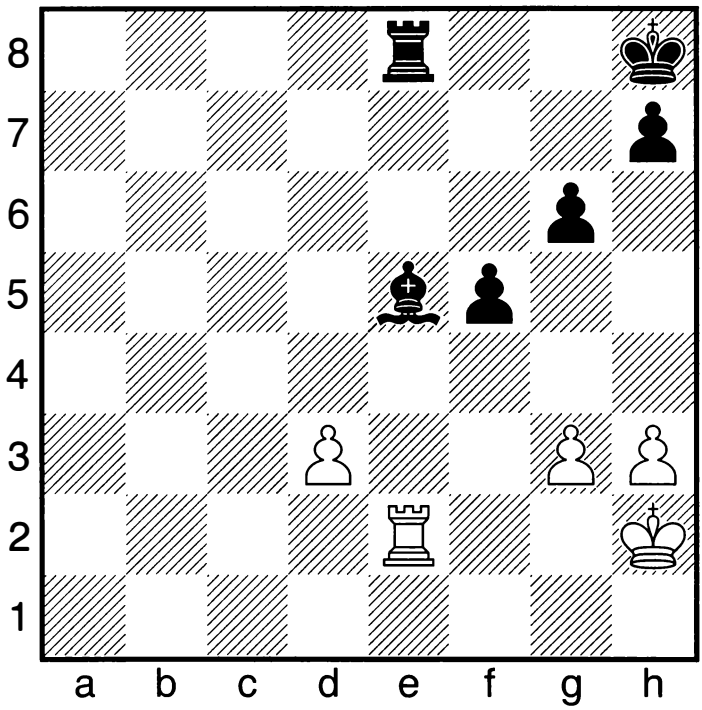


7...♗b4! 0-1

PIN
Real pins - pseudo-pins

The fundamental difference between the two is that a piece standing in a **real pin** cannot move, therefore **it DOES NOT ATTACK AND DOES NOT DEFEND any squares, but a piece in a pseudo-pin may move.** This occurs mostly when the pinning piece is unprotected.

(162) Pseudo-pin



1.d4? ♗xg3+ 2. ♔xg3 ♖xe2 0-1

PIN ⇄ DISCOVERED ATTACK

Be cautious!
A pseudo-pin
may become a discovered attack against you!

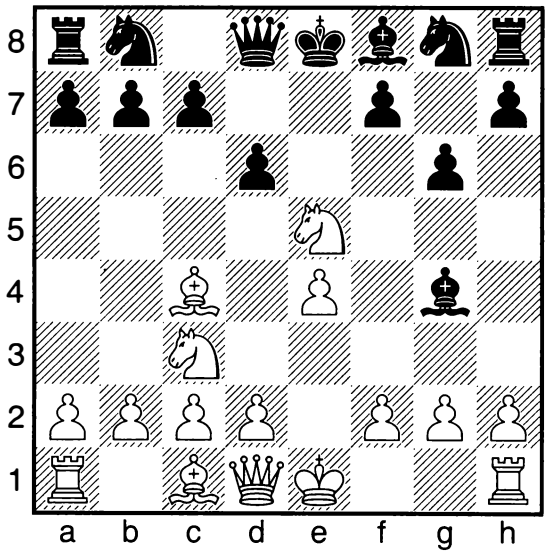
(We are going to deal with discovered attacks in detail on page 78-79.)

Legal Mate

The basic idea of the Legal Mate (also known as the Blackburne Trap) is a discovered attack against a pseudo-pin.

1.e4 e5 2. ♘f3 d6 3. ♗c4 ♗g4 4. ♘c3 g6? 5. ♘xe5 !
The black bishop on g4 is pinning the white knight to the queen, but this pin is a so-called pseudo-pin and the knight can move sacrificing the queen.

This game shows how discovered attacks work against pseudo-pins.



5... ♗xd1 6. ♗xf7+ ♔e7 7. ♘d5 Mate.

Pseudo-pin

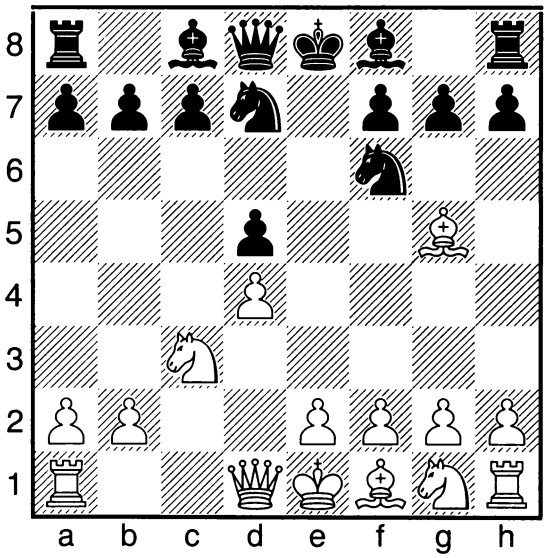
The piece in a pseudo-pin may move. You must always make sure that the pinned piece really cannot move!

For instance, if the pinned piece can move (discovered attack):
- It can give a check (discovered attack) or
- it can create a stronger threat, e.g.: it can mate you (Legal Mate).

Also the next game is based on a discovered attack created from a pseudo-pin.

Let us see an example from a Queen's Gambit game

1.d4 d5 2.c4 e6 3. ♘c3 ♘f6 4. ♗g5 ♘bd7 5.cxd5 exd5



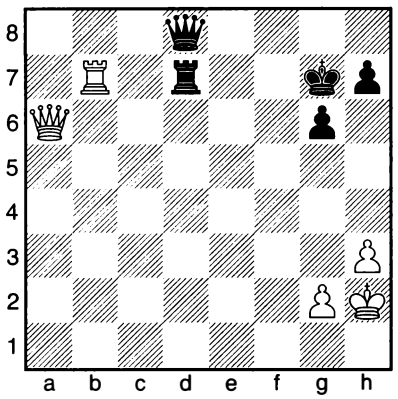
6. ♘xd5? ♘xd5! 7. ♗xd8 ♗b4+ 8.♕ d2 ♗xd2+ 9. ♔xd2 ♔xd8 0-1

Cross-pin

You can see a very spectacular tactical motif in diagram 163 and diagram 164. White wins with cross-pins. A cross-pin involves many pins.

1. There may be a relative pin and a dominating absolute (full) pin.
2. There may be two partial pins, but one of them is a dominating partial pin.

(163) White to move

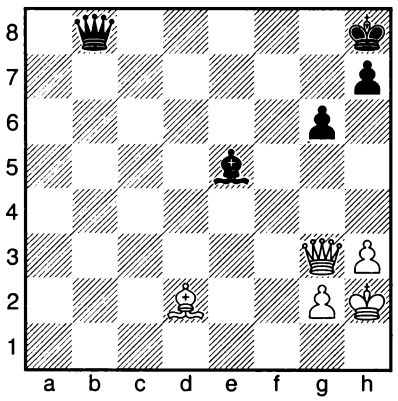


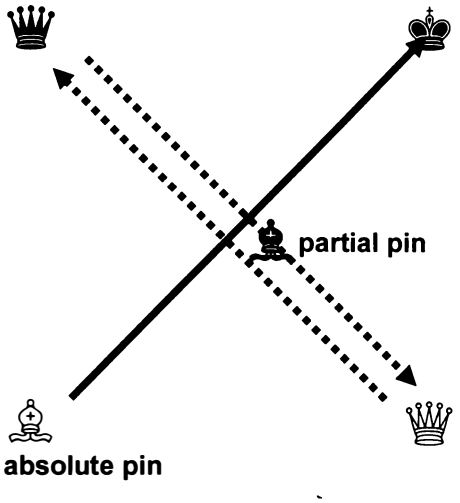
Remember!

A piece in an absolute pin do not attack or defend anything!

1. ♕d6! 1-0

(164) White to move

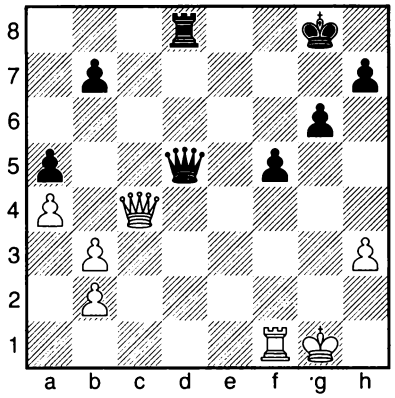




1. ♗c3! 1-0

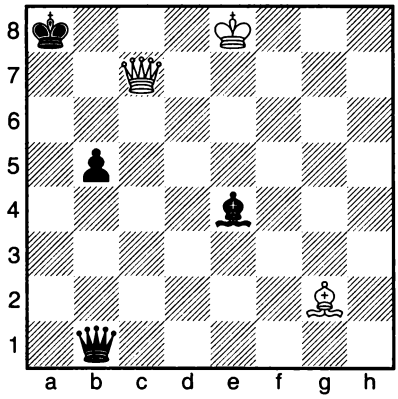
Arrange cross-pins

(165) White to move



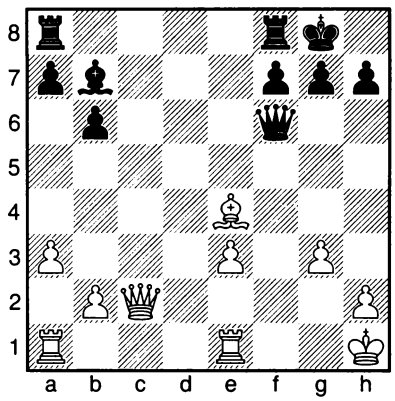
165.....

(166) White to move



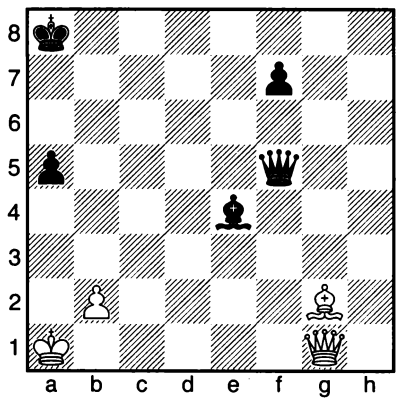
166.....

(167) Black to move



167.....

(168) White to move

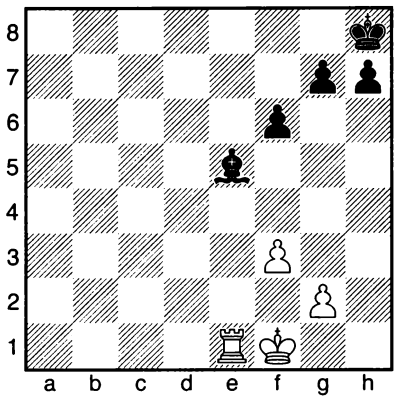


168.....

Pinning to squares

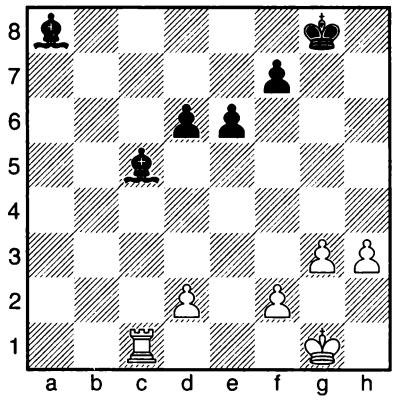
In the previous examples pieces were pinned to other pieces, but you can **pin a piece to a square**, too, which means that there is no piece behind the attacked, pinned piece, but a square, which has become weak due to some reasons, e.g.: a mating threat.
Also this kind of pin is a pseudo-pin.

(169) White to move



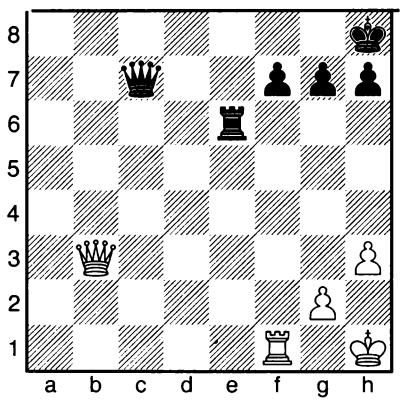
If the bishop moves away, the black king gets mated on the unprotected e8 square.
1.f4 ♗d6 2.♖e8+ ♗f8 3.♖xf8 mate **1-0**

(170) White to move



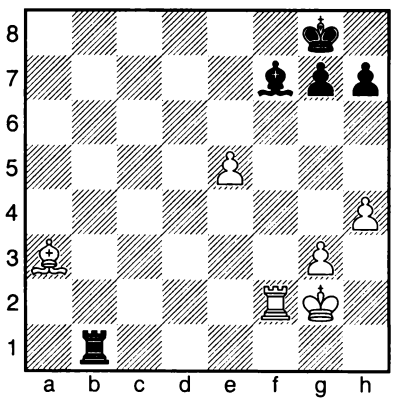
If the c5 bishop moves away, the unprotected a8 bishop will be captured.
1.d4 1-0

(171) White to move



The f7 pawn is pinned to the f8 square.
1.♕xe6 fxe6 2.♖f8 mate **1-0**

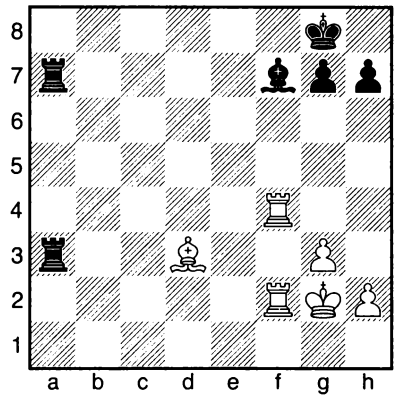
(172) White to move



The black bishop is pinned to f8 square.
1.e6 1-0

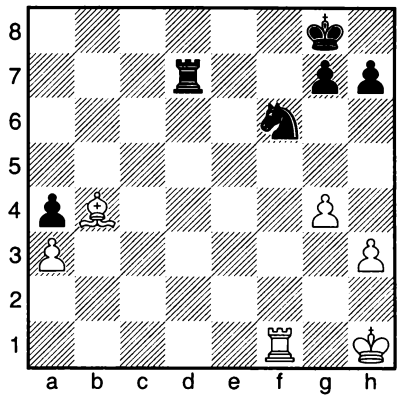
Exploiting the pins to squares

(173) White to move



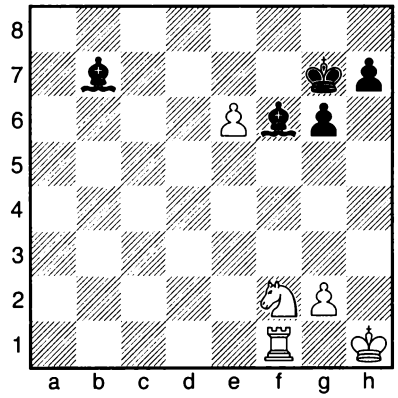
173.....

(174) White to move



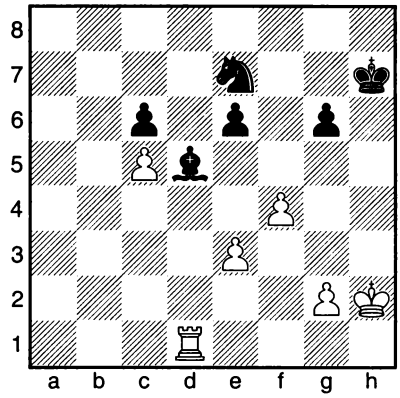
174.....

(175) White to move



175.....

(176) White to move



176.....

Discovered attack (discovery)

Discovered attacks have two participants – two friendly pieces – one of which seems to be blocking the other behind it. These pieces can attack efficiently together in the following way: the blocking piece moves away and by doing so, it uncovers the threat of the friendly piece behind it. In fact discovered attacks are double attacks with two pieces.

The targets are:

- unprotected enemy pieces,
- weakly protected enemy pieces,
- the enemy's king.

The most dangerous discoveries are those that attack the king.

1. The blocking piece moves away giving check and the piece behind it is attacking an unprotected piece at the same time.

It can be reversed:

2. The blocking piece moves away attacking an enemy unit and the other piece gives check. This is called discovered check.

A double check, however, is even more dangerous.

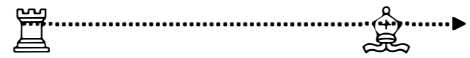
3. You move only one piece, but both of them are checking the enemy king. How is it possible?
The blocking piece moves away to give check, but also the other piece is attacking the king. You can escape from such threats only if you move your king, if the king has any legal moves at all. Double checks usually result in mate.

4. We create a mating threat:
a./ either with the blocking piece,
b./ or with the piece behind it.

Discovered attack (discovery)

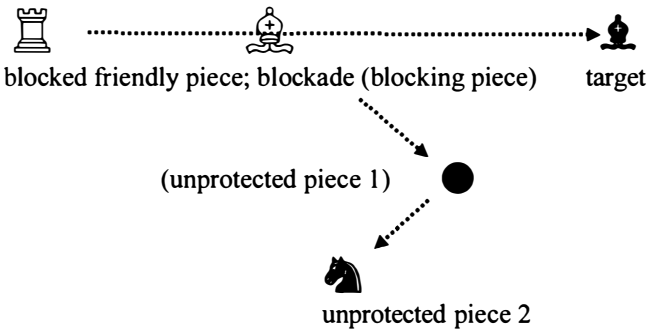
The majority of the combinations are based on discovered attacks.
The two main participants of discoveries are a blocking piece and a friendly piece behind it.

Their targets are – like in the most examples of the previous lessons – unprotected enemy units.



blocked friendly piece blocking piece

The blocking piece moves away to attack and at the same the blocking piece is attacking, since it is not blocked any more.
The result is a discovered attack, a double threat.



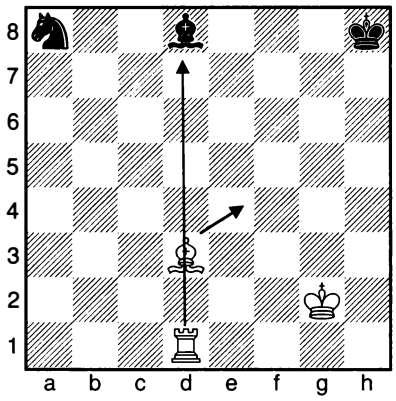
The target may be also the king, which may result in a double threat with discovered check.

blocked friendly piece; blockade (blocking piece) target

Be cautious! Discovered attacks (discoveries) are in fact hidden threats.

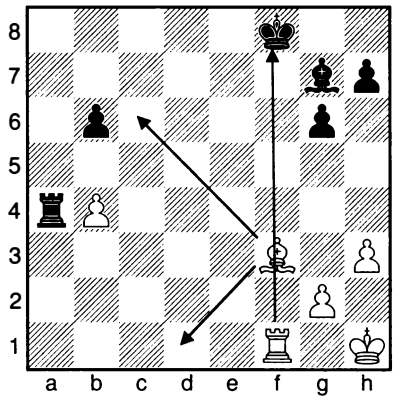
Discovered attack (discovery)

(177) White to move



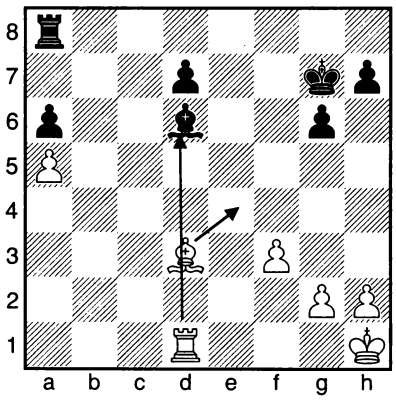
Attacking an unprotected piece. **1.♗e4**

(178) White to move



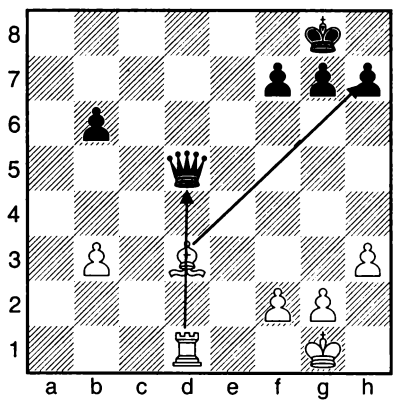
The most dangerous attacking move is giving a check. You can attack the unprotected piece from various squares. **1.♗d1+** or **♗c6+**

(179) White to move



Attacking an unprotected piece. **1.♗e4**

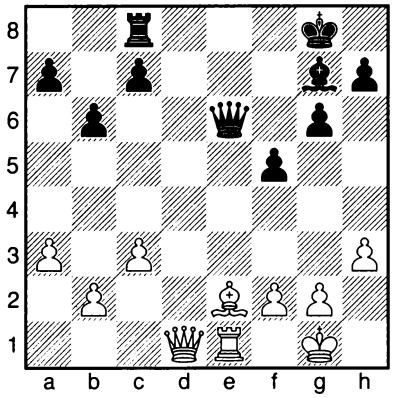
(180) White to move



The attacking, checking move may even be a sacrifice, if you win a more valuable piece after it. **1.♗xh7+ ♔xh7 2. ♖xd5**

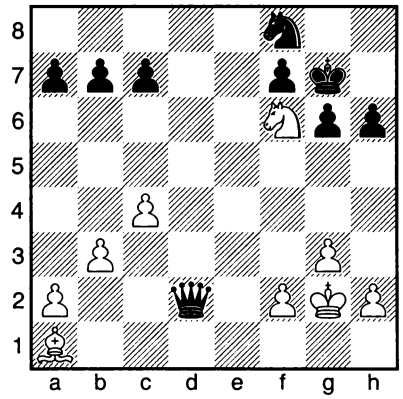
Discovered attack (discovery)

(181) White to move



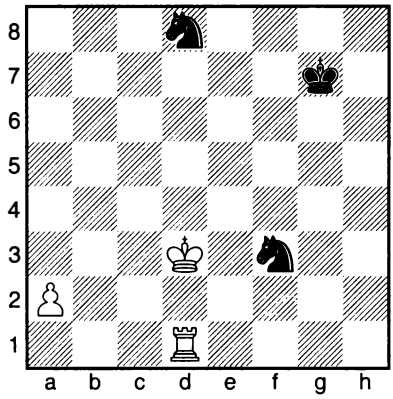
181.....

(182) White to move



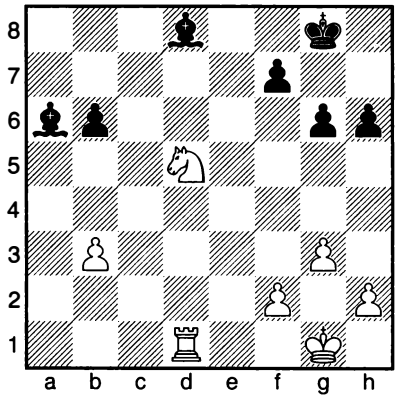
182.....

(183) White to move



183.....

(184) White to move



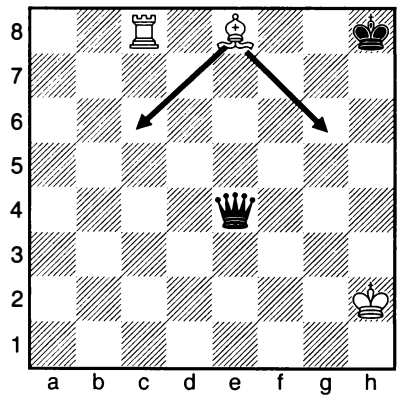
184.....

Discovered attack (discovered check)

In the first volume of *Checkmate* discovered check was mentioned in the *Check* chapter. Discovered checks are extremely dangerous, because it is not the moving piece that checks. In such cases there is a blocking piece between the king and the other, blocked piece, which is waiting for giving check. But the blocking piece blocks the check only temporarily and it can move away in the nick of time and the blocked piece behind it checks.

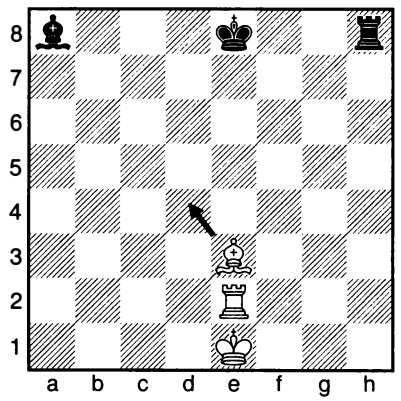
These belong to the most dangerous moves, since the blocking piece may move to any square which is the most favourable for it. Obviously it moves mostly to squares from which it can attack enemy units. These moves are extremely dangerous, because the enemy king and another enemy unit are attacked at the same time.

(185)



1.♗c6+! or 1.♗g6+! and the black queen is lost, because the bishop is attacking the queen and at the same time the a8 rook is checking the black king, consequently the king has to move and after that the bishop captures the queen.

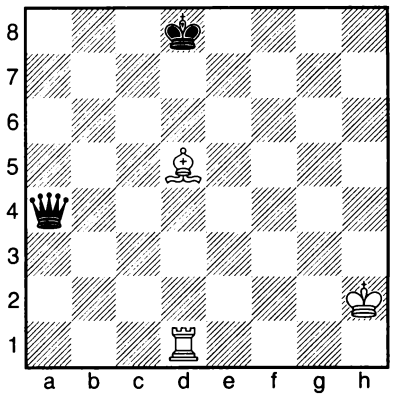
(186) White to move



1.♗d4! and the black rook is lost.

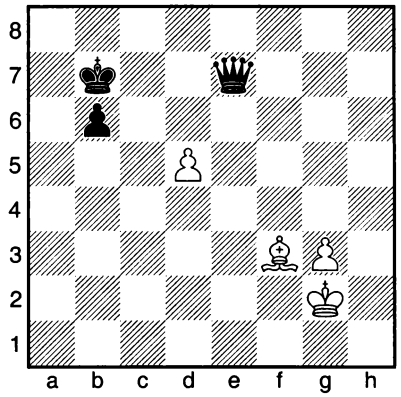
Discovered check

(187) White to move



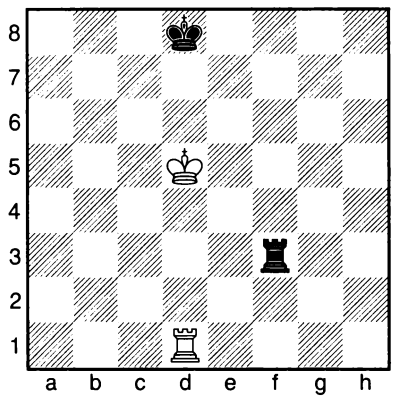
187.....

(188) White to move



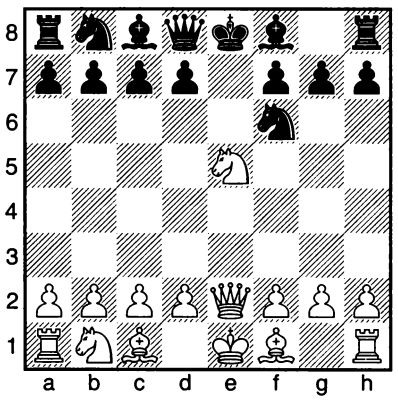
188.....

(189) White to move



189.....

(190) White to move

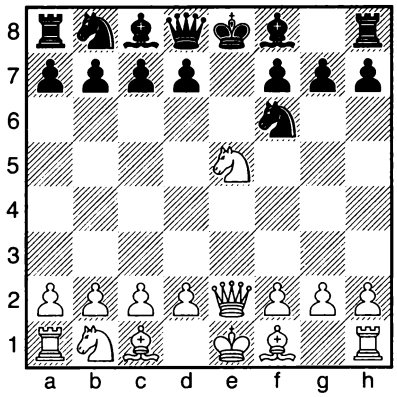


190.....

Discovered attack – miniature games

Let us see an example from a Petroff Defence game:

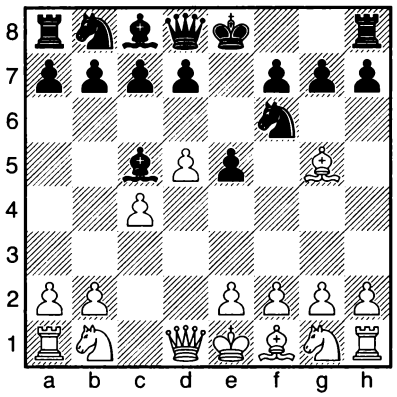
1.e4 e5 2.♘f3 ♘f6 3.♘xe5 ♘xe4? [3...d6 4.♘f3 ♘xe4] **4.♕e2 ♘f6?**



5.♘c6+ wins immediately **1–0**

Arnold - Hanauer
Philadelphia, 1936

1.d4 ♘f6 2.c4 e5 3.d5?! 3.dxe5 is a better move **3...♗c5 4.♗g5?** The pinning bishop is unprotected.

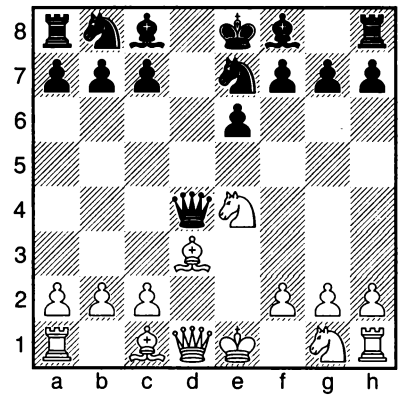


4...♘e4!

Very similar to the Legal Mate (see page 67). Both 4...♗xf2+ and 5.♔xf2 ♘e4+ 6.♔e1 ♕xg5∓ give black a decisive advantage. **5.♗xd8** 5.♘f3 ♗xf2 mate; 5.♗e3 ♗xe3 6.fxe3 ♘a6 7.♘f3 0-0∓ **5...♗xf2** mate **0-1**

Isépy, Tamás - Kiss, Tamás
Törökbálint, 2004

1.e4 e6 2.d4 d5 3.♘c3 ♘e7?! A tricky move. On tournaments 3...♗b4, 3...♘f6 or 3...dxe4 are the most common continuations. **4.♗d3 dxe4 5.♘xe4 ♕xd4??** A careless move. Black wants nothing, but to win a pawn.

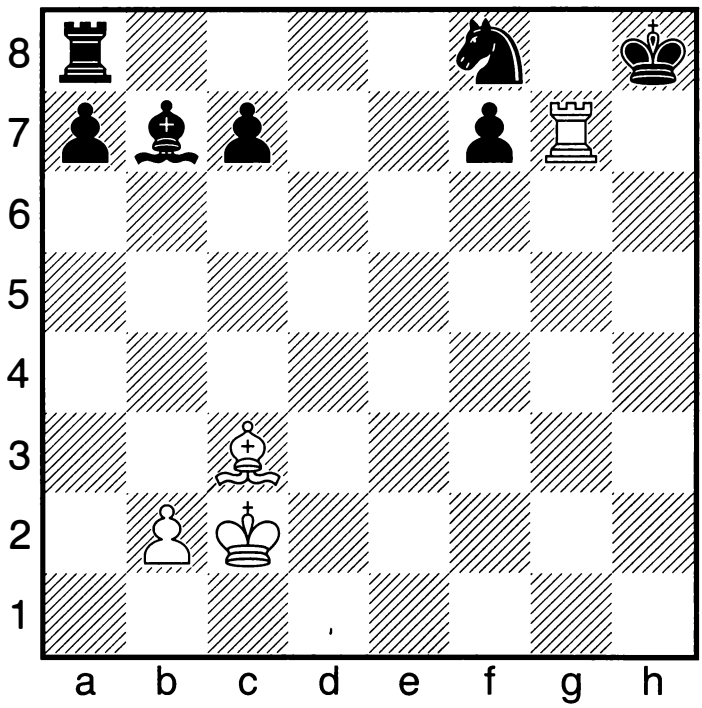


6.♗b5+! and white wins black's queen after moving away with the bishop and giving check. **1-0**

Windmill

The windmill is an extremely spectacular and dangerous type of discovered checks, because the blocking piece, too, gives check and by moving away the blocked piece checks the enemy king then the blocking piece returns with another check while capturing enemy units. This is like the double mill in nine men's morris.

(191) White to move

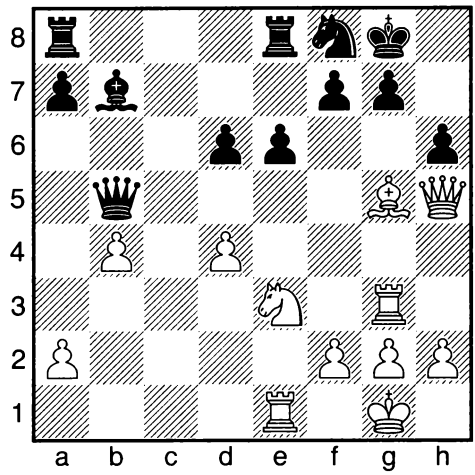


1.♖xf7+ double mill. **♔g8 2.♖g7+** The rook returns with check and forces the enemy king into the discovered check position again: **♔h8 3.♖xc7+** The capture of enemy units starts again. **♔g8 4.♖g7+ ♔h8 5.♖xb7+ ♔g8 6.♖g7+ ♔h8 7.♖xa7+ ♔g8 8.♖xa8 1–0**

Windmill

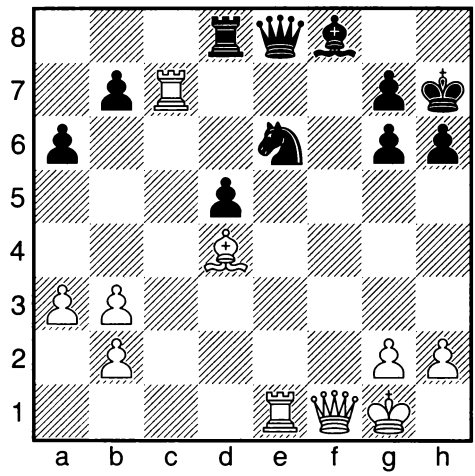
In many cases you need a decoy to create a windmill.

(192) Torre - Lasker,Ed
Moscow, 1925



1.♗f6! ♕xh5 2.♖xg7+ ♔h8 3.♖xf7+ ♔g8
4.♖g7+ ♔h8 5.♖xb7+ ♔g8
6.♖g7+ ♔h8 7.♖g5+ ♔h7
8.♖xh5 ♔g69.♖h3 ♔xf6
10.♖xh6+ 1-0

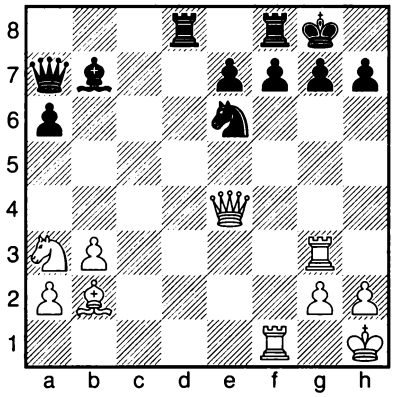
(193) Vasyukov - Dzurashevich
Belgrade, 1961



1. ♖xe6! ♕xe6 2.♕xf8! ♖xf8
3. ♖xg7+ ♔h8 4.♖xg6+ 1-0

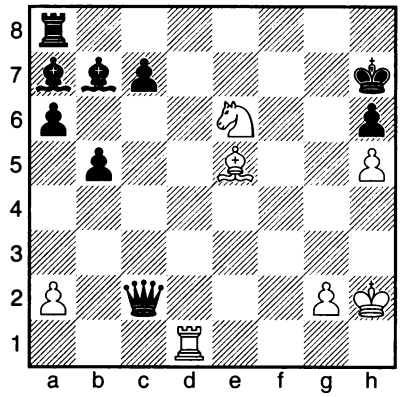
Windmill

(194) White to move



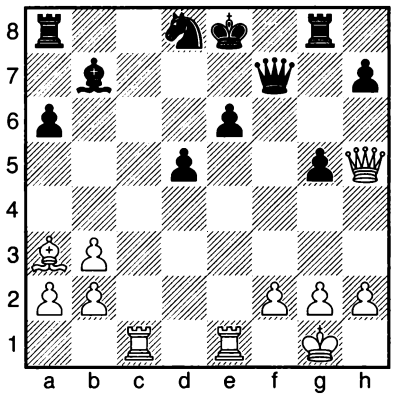
194.....

(195) White to move



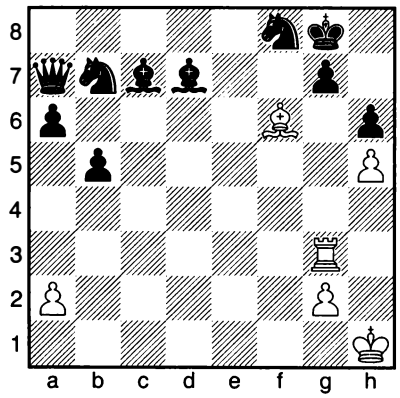
195.....

(196) White to move



196.....

(197) White to move

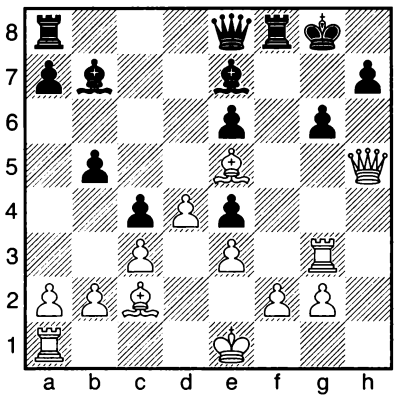


197.....

Windmill – miniature games

Csonka, Balázs - Boruchovsky
Fermo EB. 12 yo. age-group. 2009

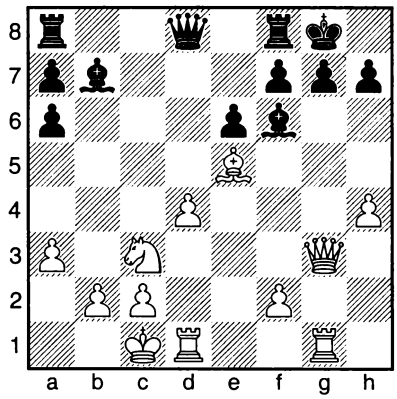
1.♘f3 ♘f6 2.d4 d5 3.♗f4 e6 4.e3 ♗e7 5.♘bd2 0-0 6.♗d3 b6 7.h4!? A quiet continuation 7.0-0 ♗b7 8.♘e5 c5 9.♕f3. **7...♗b7 8.c3 c5 9.♘e5 ♘bd7** 9...♘c6 grants black more possibilities. **10.♖h3 c4?!** It is more difficult to counter-attack with a closed centre. 10...♘xe5 11.♗xe5 ♘e4 **11.♗c2 b5 12.♖g3 g6?** It is advisable to get out of the pin. 12...♔h8 13.♘xd7 ♕xd7 14.♗e5 ♖fd8 *(14...♖ac8? 15.♖xg7 ♔xg7 16.♕g4+ ♔h8 17.♕h5 ♔g8 18.♗xf6 ♗xf6 19.♕xh7#)* 15.♕e2 White's position is more favourable even so due to the closed centre, but the concrete threats can be defended better. **13.h5 ♘xe5 14.♗xe5 ♘e4? 15.♘xe4** 15.hxg6 fxg6 16.♘xe4 dxe4 17.♕h5 is also a very strong move. **15...dxe4 16.hxg6 fxg6 17.♕h5** Black is in huge trouble now. **17...♕e8** 17...♖f7 18.♖xg6+ ♔f8 19.♕h6+ ♔e8 20.♖g8+ ♖f8 21.♕xe6±



18.♕xh7+! ♔xh7 19.♖h3+ ♔g8 20.♖h8+ ♔f7 21.♖h7+ ♔g8 22.♖g7+ The queen was sacrificed to create a windmill. **22...♔h8 23.♖xe7+ ♔g8 24.♖g7+ ♔h8 25.♖xb7+ ♔g8 26.♖g7+ ♔h8 27.♗xe4** 27.0-0-0 ♖f5 28.♖h1+ ♖h5 29.♖xh5+ gxh5 30.♖g3+ ♔h7 31.♗xe4+ ♔h6 32.♗f4 mate **27...♖c8 28.0-0-0 1-0**

Domont, A - Benz, R
Zurich, 1992

1.e4 e6 2.d4 d5 3.♘c3 ♗b4 4.♘ge2 dxe4 5.a3 ♗e7 6.♘xe4 ♘f6 7.♕d3 ♗d7?! Unnatural and slow. [7...0-0] **8.♗f4 ♗c6 9.♘xf6+ ♗xf6 10.♕g3 ♘a6 11.0-0-0 ♕d7 12.♘c3 0-0 13.h4** White's attack is smoother. **13...♗d5 14.♗xa6** More logical is 14.h5. **14...bxa6 15.♗xc7 ♗xg2?** Opens the g-file. **16.♖hg1 ♗b7 17.♗e5 ♕d8**

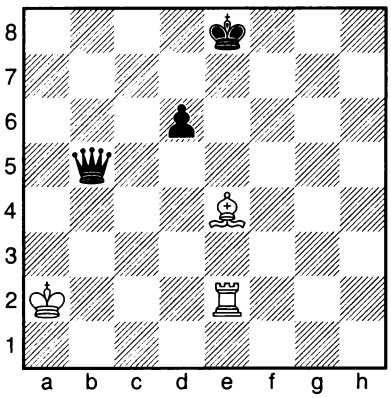


Even this move cannot help black any more. **18.♕xg7+! ♗xg7 19.♖xg7+ ♔h8 20.♖xf7+ ♔g8 21.♖g7+ ♔h8 22.♖xb7+** 22.♖dg1 ♖f6 23.♖xb7 Leads to the same position as the game continuation. **22...♖f6 23.♖g1 ♕f8 24.♘e4 1-0**

Double check

Double check was already mentioned in *Checkmate I*. Double checks are actually discovered checks, since both the blocking piece and the piece behind it are checking the enemy king. How is it possible? The next two diagrams are going to answer this question.

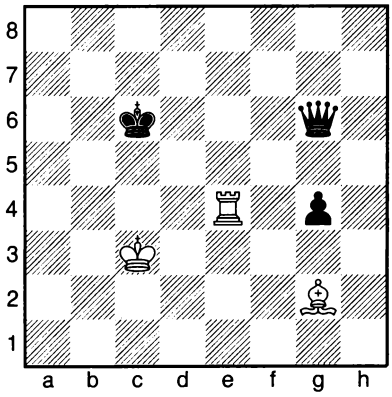
(198) White to move



The black king and the white rook are on the same file (e-file).
However, the king is not in check, because the bishop, the blocking piece, is standing between the king and the rook. If the bishop's next move is a check, not only the bishop, but the rook, too, are going to check the black king.

1.♗c6+

(199) White to move

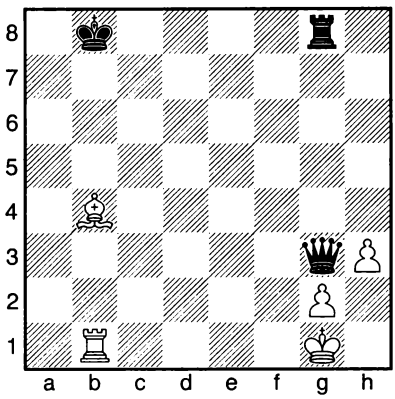


Double checks can be defended only by moving the king.

1. ♖e6! Double check.

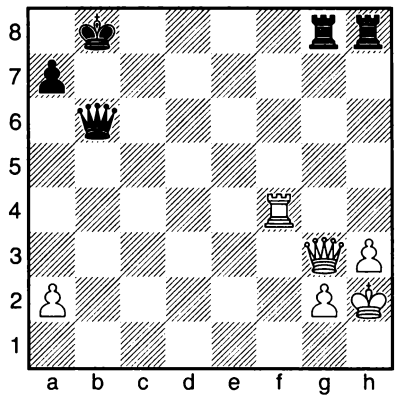
Double check

(200) White to move



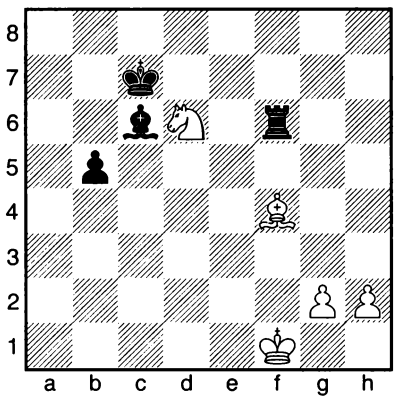
200.....

(201) White to move



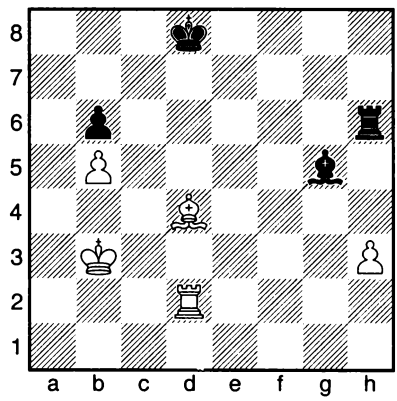
201.....

(202) White to move



202.....

(203) White to move

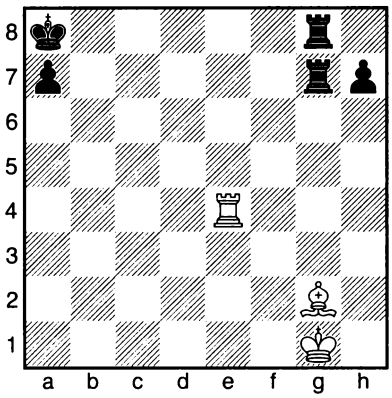


203.....

Double check and mate

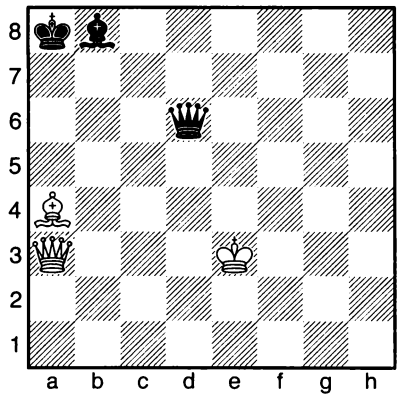
Double checks often result in mate.

(204) White to move



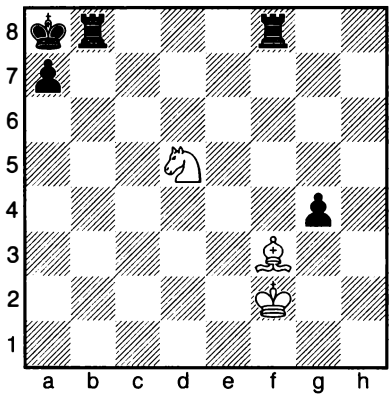
1. ♖e8 ++ mate **1-0**

(205) White to move



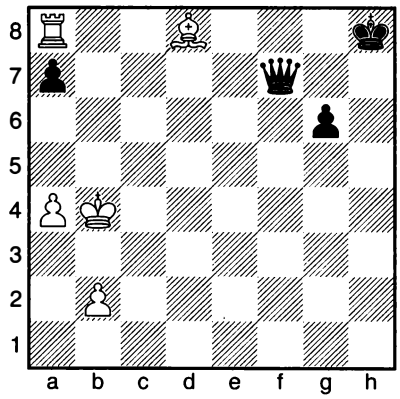
1.♗c6++ mate

(206) White to move



1. ♘c7++ mate [1. ♘b6 ++ mate] **1-0**

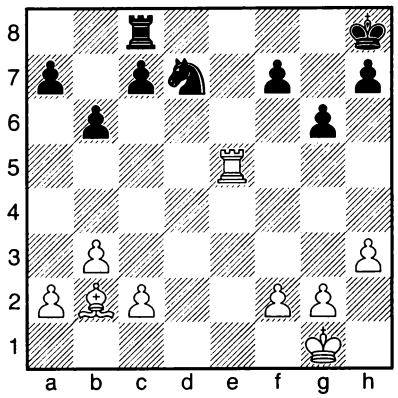
(207) White to move



1.♗f6 ++ ♔h7 2. ♖h8 mate

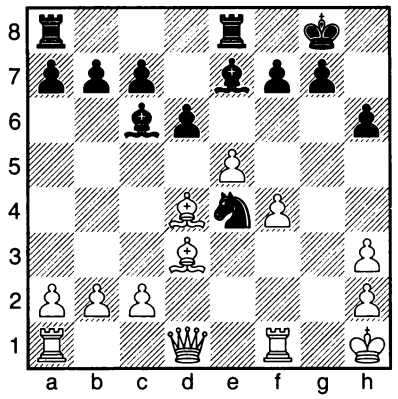
Double check and mate

(208) White to move



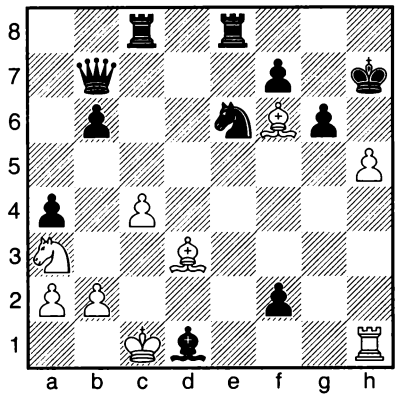
208.....

(209) Black to move



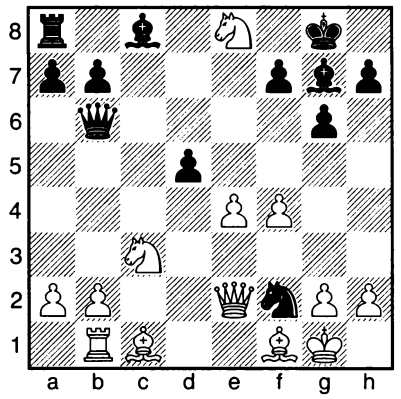
209.....

(210) White to move



210.....

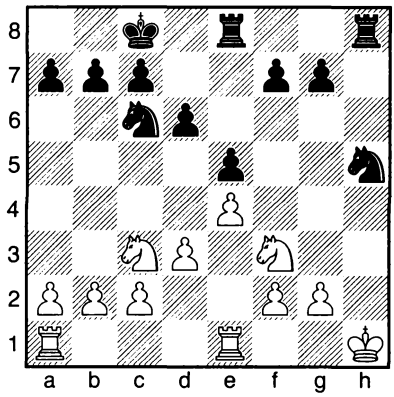
(211) Black to move



211.....

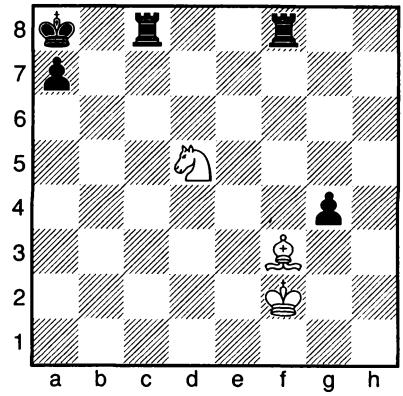
Double check and mate

(212) Black to move



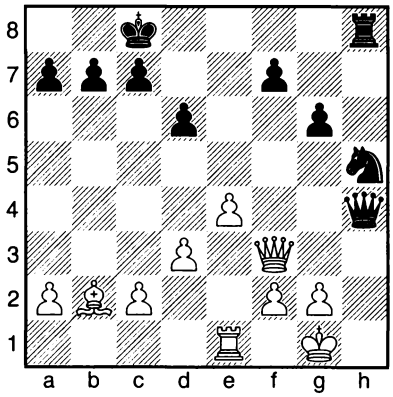
212.....

(213) White to move



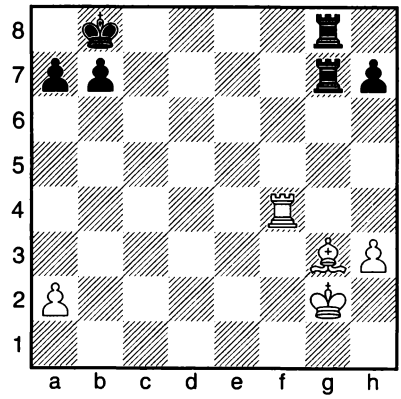
213.....

(214) Black to move



214.....

(215) White to move

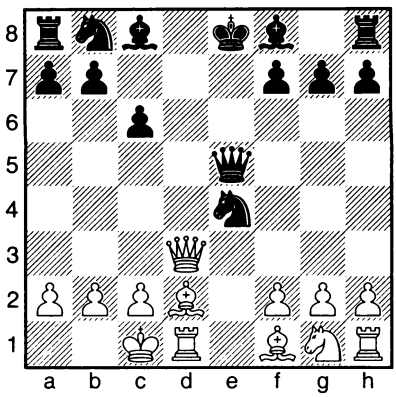


215.....

Double check – miniature games

Reti - Tartakover
1910

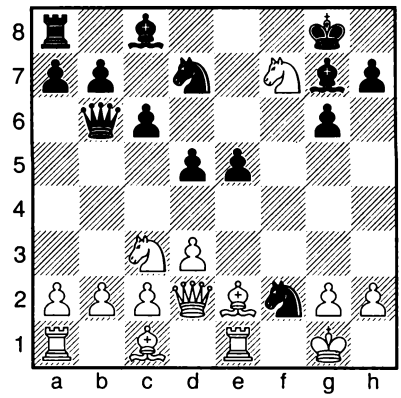
1.e4 c6 2.d4 d5 3.♘c3 dxe4 4.♘xe4 ♘f6 4...♗f5 is a common continuation, too. **5.♕d3** More common is 5.♘xf6+. **5...e5?** The early initiative supports white's counter-attack. 5...♘xe4 6.♕xe4 ♕d5= **6.dxe5 ♕a5+ 7.♗d2 ♕xe5 8.0-0-0! ♘xe4?** 8...♕xe4? 9.♖e1±



9.♕d8+! forces black into a deadly discovery. **9...♔xd8 10.♗g5+** 10.♗g5+ ♔c7 *(10...♔e8 11.♖d8 mate)* 11.♗d8 mate **1-0**

Vaka - Zacks
Detroit, 1991

1.e4 g6 If the opponent gives you the opportunity to take the centre, do it immediately! **2.♘f3** 2.d4 **2...d6 3.♘c3** There is still a chance. 3.d4 **3...♗g7 4.♗c4** 4.d4 **4...c6** The normal developing move 4...♘f6 is good as well. **5.0-0** 5.d4 **5...♘f6 6.♖e1 0-0** Instead of the obvious d4, white is trying to attack, but it is too early. **7.e5?! ♘g4** A more interesting continuation is 7...dxe5 8.♘xe5 ♘d5. **8.e6 d5** 8...fxe6 9.h3 ♘f6 10.♗xe6+ ♗xe6 11.♖xe6 with an advantage for white. **9.exf7+ ♖xf7 10.♗e2?** An ugly move. White blocks the file of its own rook. [10.♗b3] **10...e5** 10...♘xf2 would have been much stronger! 11.♔xf2 ♗d4+ 12.♔f1 ♕d6 and black would have a promising attack against white's king. **11.d3 ♘d7** 11...♕b6 **12.♘g5? ♘xf2 13.♘xf7 ♕b6! 14.♕d2?**



White does not know the well-known continuation, which carries the name Morphy's Mate. **14...♘h3+! 15.♔h1 ♕g1+!! 16.♖xg1 ♘f2** Mate. **0-1**

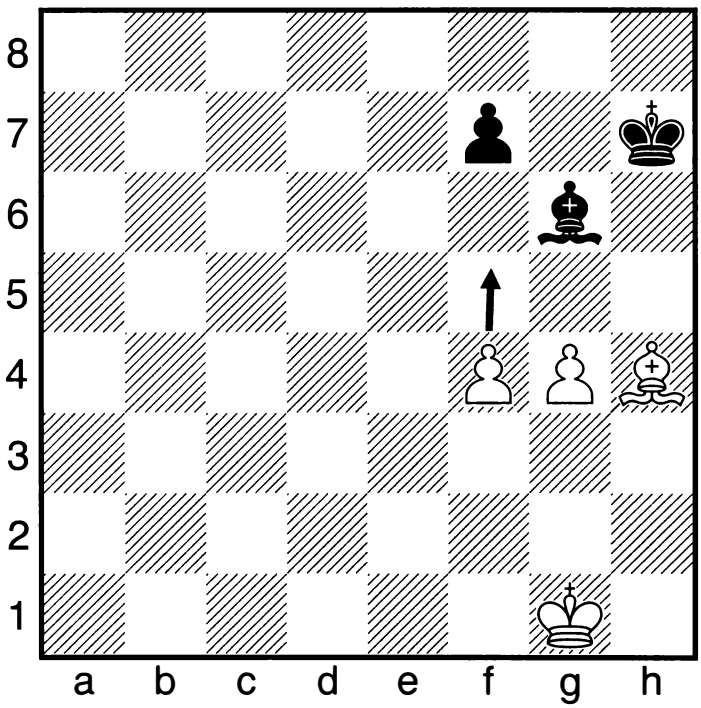
Meek - Amateur
New Orleans, 1855

1.e4 e5 2.f4 exf4 3.♘f3 d5 A well-known opening move after which also the black pieces can develop. **4.♘c3** 4.exd5 ♘f6 **4...dxe4 5.♘xe4 ♗g4** [5...♘c6] **6.♕e2 ♗xf3??** 6...♕e7; 6...♗e7 **7.♘f6** Mate. **1-0**

Trapping, surrounding

In the chapter about pins we talked about paralysed pieces or pieces with limited movement. Trapping is a very similar tactical motif.
A piece is trapped, if it cannot escape from the threatening capture. The preparation of trapping is surrounding, which means the blocking of the target piece's escape routes.
Any piece can be captured with this simple method without any exceptions. Knights, bishops, rooks or even the queen may be the victim of trapping.
In practical games piece trapping is common. It may occur due to a blunder, a combination or a positional manoeuvre.

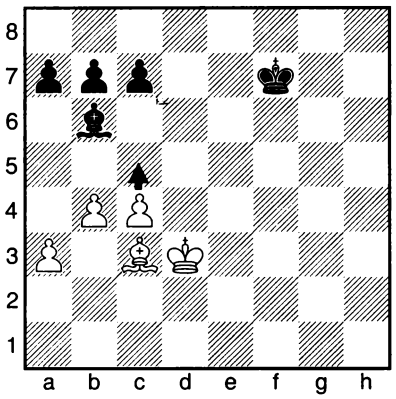
(216) Trapping



The problem in black's position:
The f7 pawn and the king standing on h7 block the bishop's route backwards and white blocks the only escape route of the bishop with **1.f5** and wins it. **1-0**

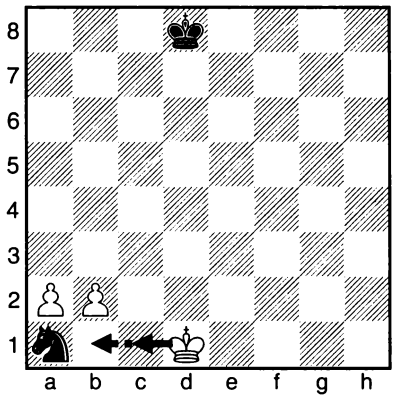
Simple piece trappings

(217) White to move



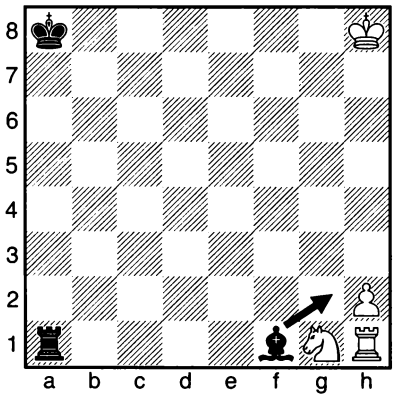
Trapping the bishop with pawns. **1.c5 1-0**

(218) White to move



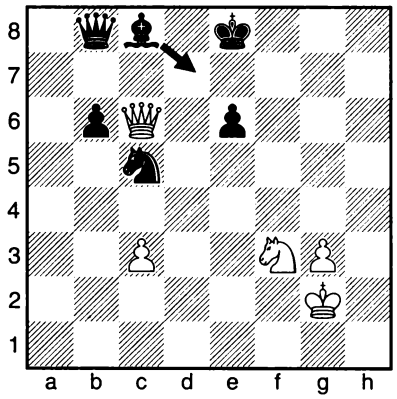
The knight in the corner can be trapped easily. **1. ♔c1, then 2. ♔b1 1-0**

(219) Black to move



The white rook has no escape routes. **1...♗g2 0-1**

(220) Black to move

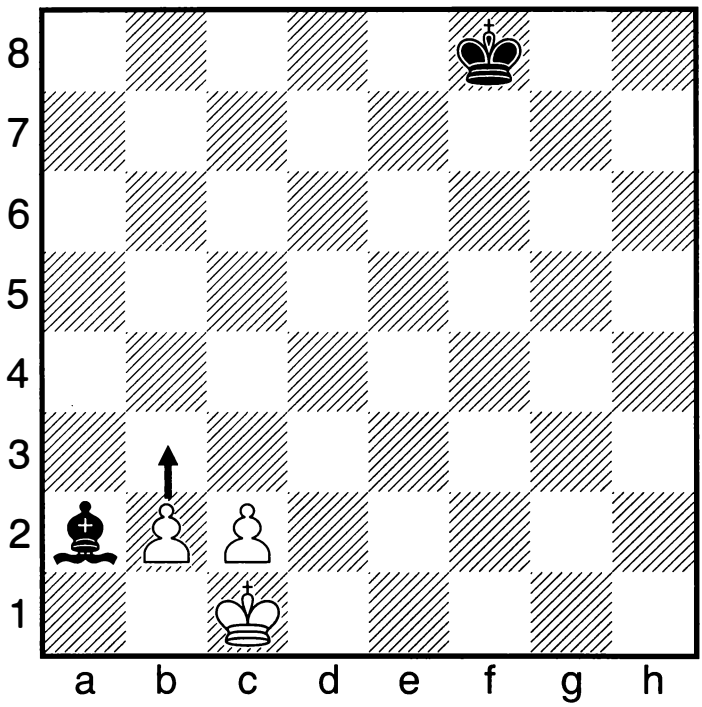


When bringing a piece into a position, you always should make sure that you can bring it out as well! Trapping of the rambling queen. **1... ♗d7 0-1**

Surrounding

Trapping is prepared with surrounding, which means the blocking of the given piece's escape routes.

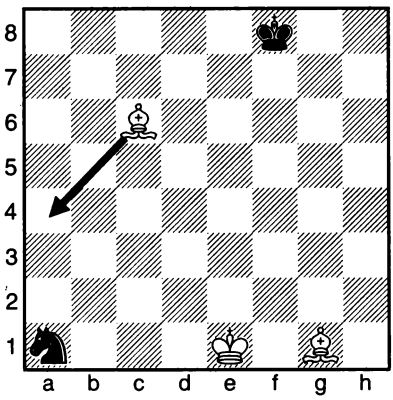
(221) White to move



1.b3! One of the simplest ways of surrounding. The escape route of the bishop is blocked. Now you can trap and win the bishop with **2. ♔b2**.

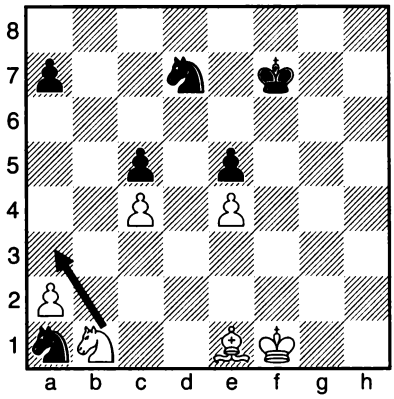
Surrounding

(222) Surrounding, trapping



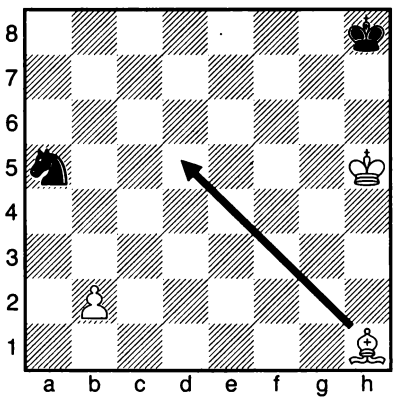
1.♗a4 ♔e7 2.♗d4 1-0

(223) Surrounding, trapping



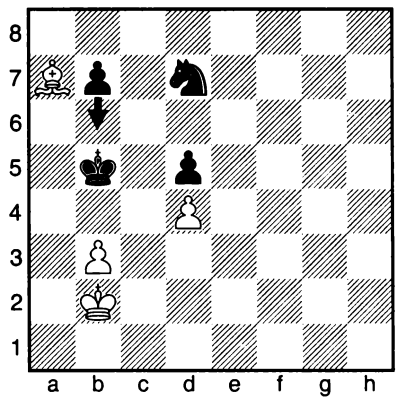
The knight in the corner can be trapped easily. **1.♘a3 ♘f6 2.♗c3 1-0**

(224) Surrounding, trapping



A bishop often can cause trouble for a knight on the rim. **1.♗d5 1-0**

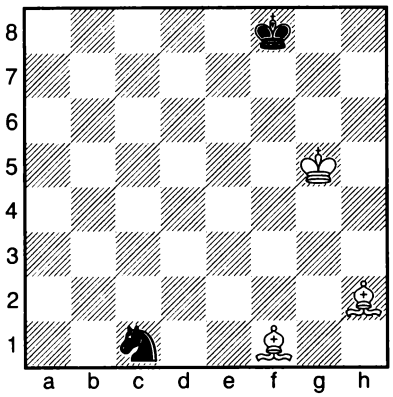
(225) Surrounding, trapping



Blocking the bishop's escape route with a pawn. **1...b6 2.♔c3 ♔a6 3.♗xb6 ♔xb6**

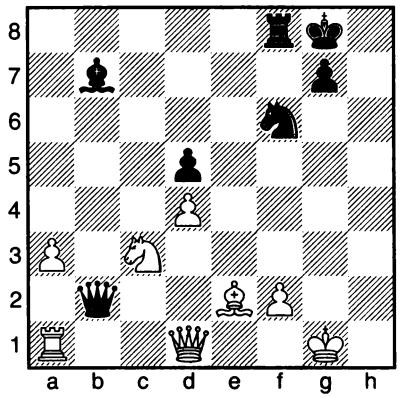
Trapping, surrounding

(226) White to move



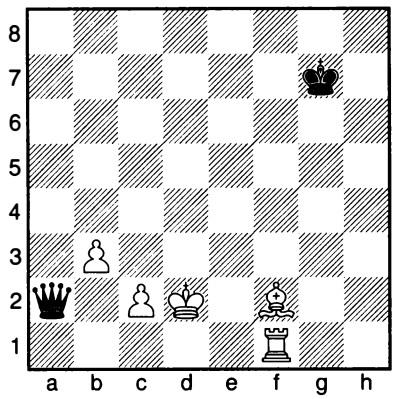
226.....

(227) White to move



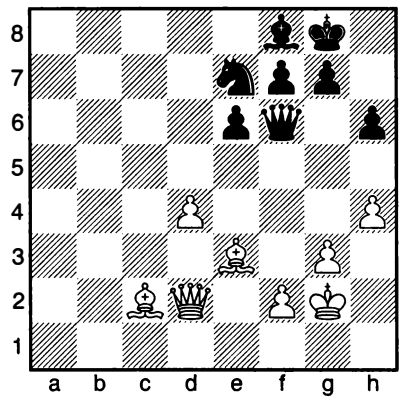
227.....

(228) White to move



228.....

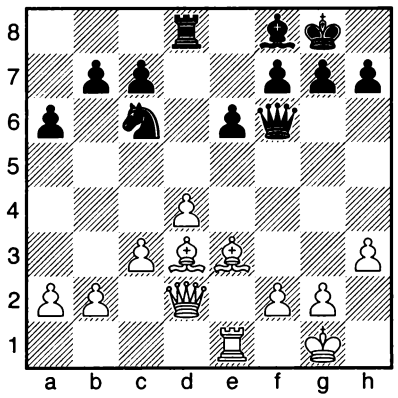
(229) White to move



229.....

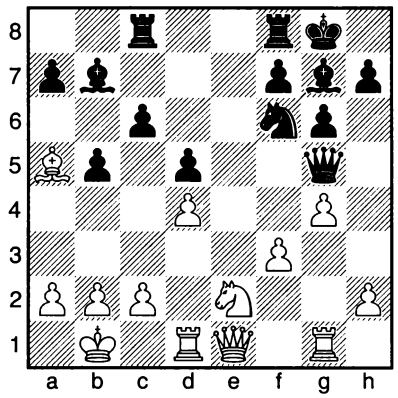
Trapping, surrounding

(230) White to move



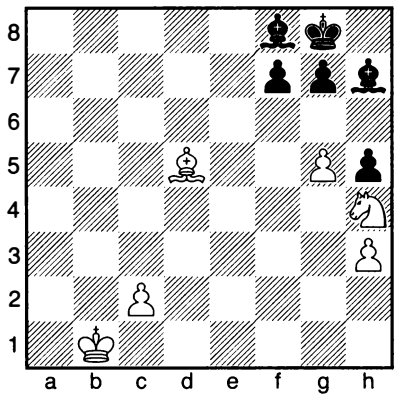
230.....

(231) White to move



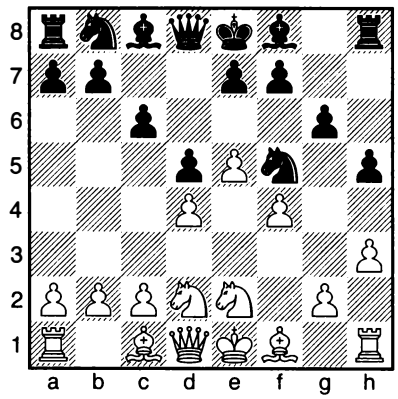
231.....

(232) White to move



232.....

(233) Black to move

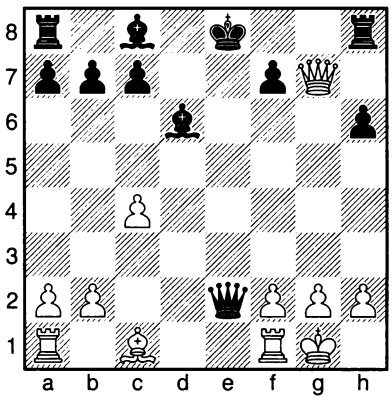


233.....

Trapping, surrounding – miniature games

Kovács, A - Mészáros, A
Füzesabony, 1996

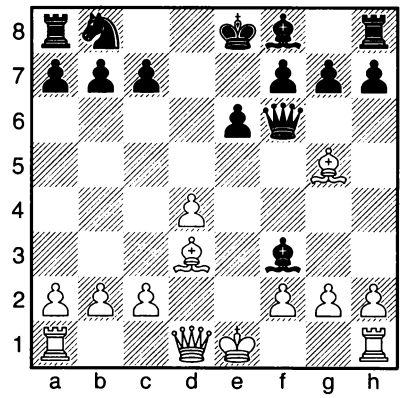
1.e4 d5 2.exd5 ♘f6 3.♘c3 ♘xd5 4.♘xd5? A developing capture after which white does not have any developed pieces, while black has his queen out. [4.♗c4] **4...♕xd5 5.♘f3 ♘c6∓** This position looks, as if black were white, because black has the initiative already after the 3rd move. **6.♗e2 e5 7.d3 ♗d6 8.0-0 h6!?** Black is considering even castling long. **9.c4** Rather 9.♗e3. **9...♕e6 10.d4?** The first move of a bad plan. White would like to exploit the fact that the king is still in the middle. White ignores the fact that his c1 bishop is not developed yet and therefore the rooks are not connected. **10...exd4! 11.♘xd4 ♘xd4 12.♕xd4 ♕xe2** can be captured without problems. White gains nothing. **13.♕xg7**



13...♗e5! and the queen is trapped. **0-1**

Kotkov - Akopjan
Krasnodar, 1966

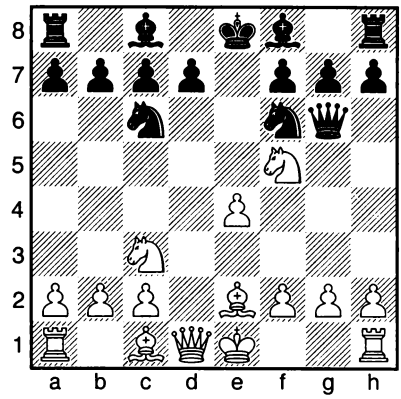
1.e4 e6 2.d4 d5 3.♘d2 dxe4 **4.♘xe4 ♗d7 5.♘f3 ♗c6 6.♗d3 ♘f6 7.♘xf6+ ♕xf6? 8.♗g5 ♗xf3**



9.♕d2! 1-0

Frazer - Taubenhaus
Paris, 1888

1.e4 e5 2.♘f3 ♘c6 3.d4 exd4 4.♘xd4 ♕h4?! Do not bring your queen out early. **5.♘c3 ♘f6? 6.♘f5! ♕h5??** [6...♕g4 7.♕xg4 ♘xg4±] **7.♗e2 ♕g6** 7...♘g4 8.♘d5 ♔d8 9.♗xg4+–

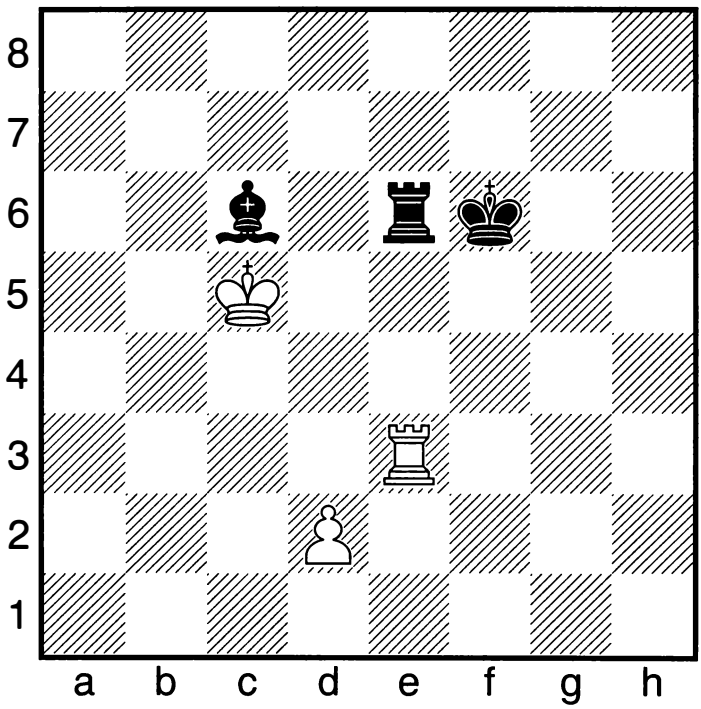


8.♘h4 The black queen is trapped. **1-0**

Destroying the Defence, removing the defender

The main difference between the attacking forces and the defending forces is shown in the chapter *Destroying the Defence.* Time plays a definitive role here. The player who is to move is in control of the action. The main goal of tactics is usually to checkmate the enemy king or to gain some material advantage.
You can see the significant difference between the attacking- and defending pieces in every example.

(234) White to move



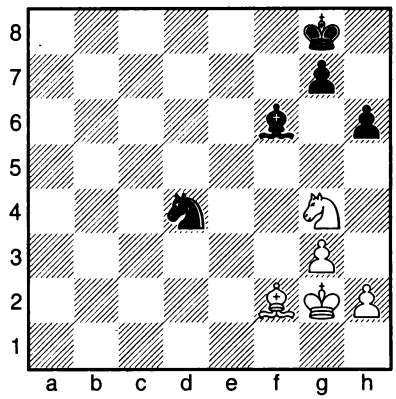
1.♖xe6+ ♔xe6 2.♔xc6 1-0

Destroying the Defence, removing the defender

You can remove the defender with the following manoeuvres:

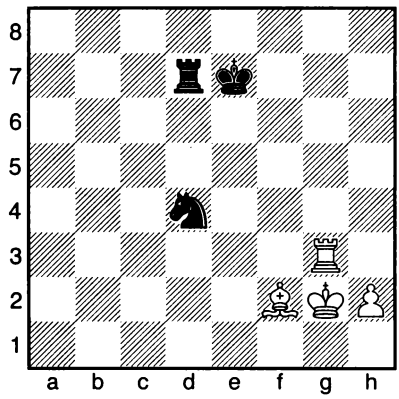
1. Exchanging or capturing the defender.
2. Deflection of the defender.

(235) Exchanging, capturing the defender



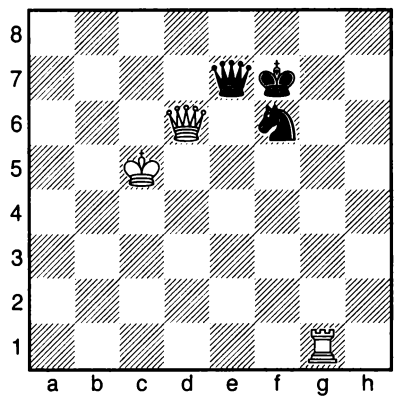
1.♘xf6+ Removing the defender. **gxf6 2.♗xd4 1-0**

(236.) Exchanging, capturing the defender



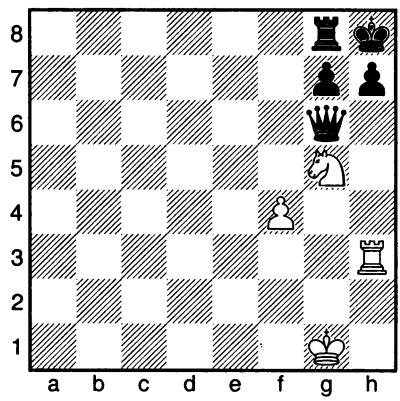
1.♖g7+ ♔e6 2.♖xd7 Removing the defender. **♔xd7 3.♗xd4 1-0**

(237) Deflection



1.♖g7+ Deflection of the defender. **♔xg7 2.♕xe7+ 1-0**

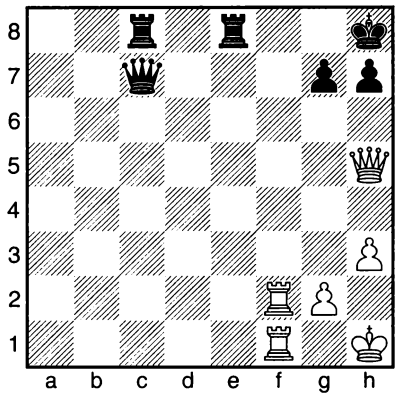
(238) Deflection



1.♖xh7+ Deflection of the defender. **1...♕xh7 2.♘f7** Mate **1-0**

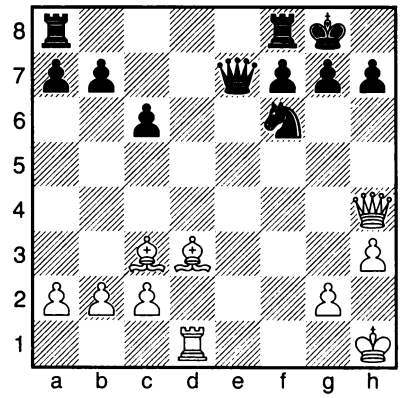
Destroying the Defence, removing the defender

(239.) White to move



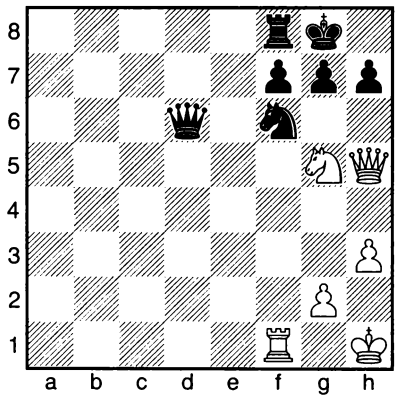
239.....

(240) White to move



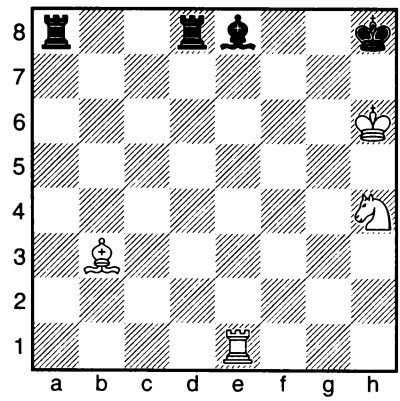
240.....

(241) White to move



241.....

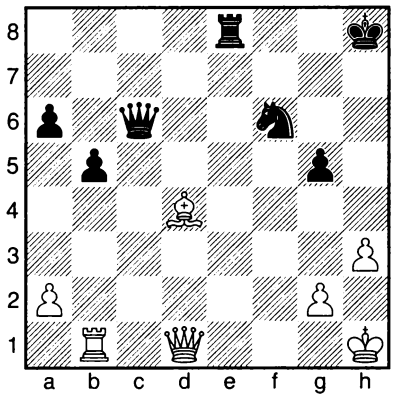
(242) White to move



242.....

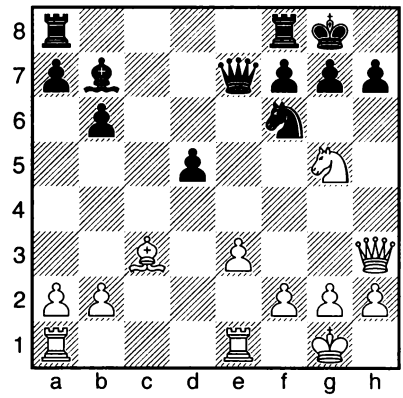
Destroying the Defence, removing the defender

(243) White to move



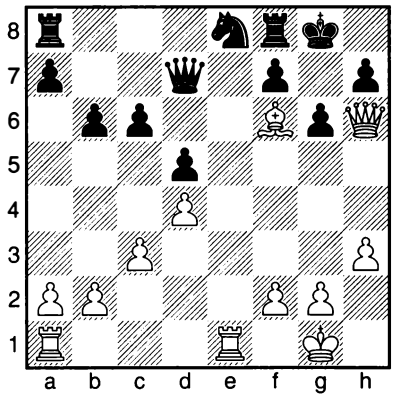
243.....

(244) White to move



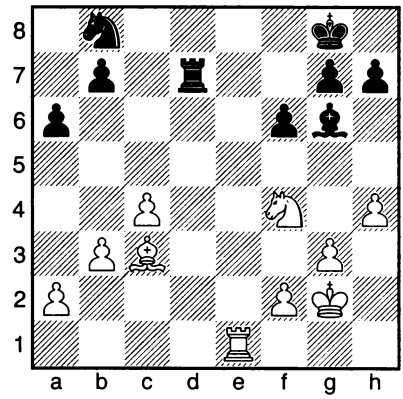
244.....

(245) White to move



245.....

(246) White to move

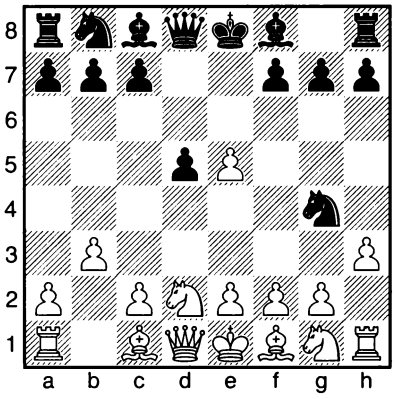


246.....

Destroying the Defence, removing the defender –
miniature games

Gibaud, A – Lazard, F
Paris

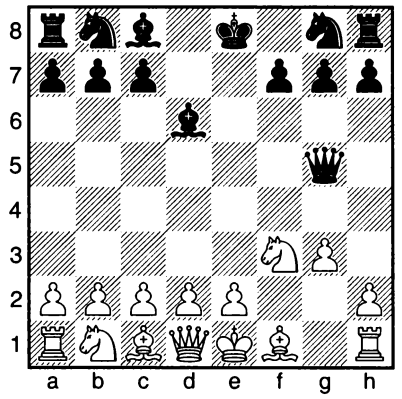
1.b3 d5 2.d4?! Moving d4 after b3 is a mistake, because d4 blocks the bishop's diagonal. 2. ♗b2 **2...♘f6 3. ♘d2?!** There was no need for such an unnatural move. White limits the movement of his pieces already in the early stage of the opening. Blocking the long diagonal with d4 and blocking the queen with ♘bd2 are favourable for black. 3.♘f3 **3...e5!** After white's mistakes black takes the initiative. **4.dxe5 ♘g4 5.h3??** is the ultimate mistake which results in losing the game.



5...♘e3! A typical winning combination against a blockaded queen. **6.fxe3?** White even gets mated. 6.♗b2 ♘xd1 7.♖xd1 ♘c6 and white loses his queen. **6...♕h4+ 7.g3 ♕xg3** mate **0-1**

NN - Du Mont
Paris, 1802

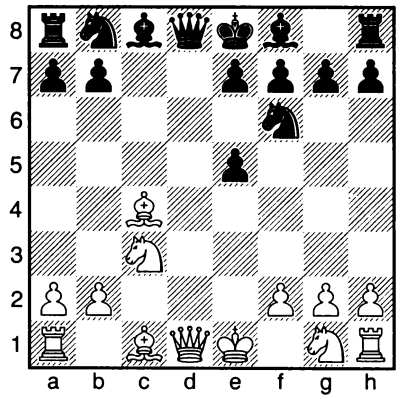
1.f4 e5!? 2.fxe5 d6 3.exd6 ♗xd6 4.g3 ♕g5 5.♘f3?? see the diagram



5...♕xg3+! 6.hxg3 ♗xg3 mate **0-1**

Sanchez, F - Cabezas, S
Villa Ballester, 2005

1.e4 c5 2.d4 cxd4 3.c3 dxc3 4.♘xc3 d6 5.♗c4 ♘f6? 6.e5! A known, typical move. One of the basic threats in the Morra Gambit. **6...dxe5??**

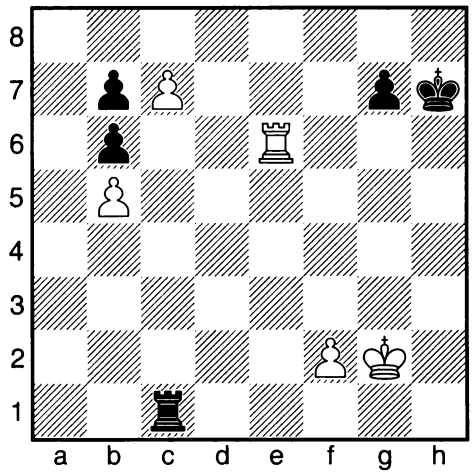


7.♗xf7+! Winning the queen with deflection. **1-0**

Blocking the Defence

This important tactical motif is used for blocking, eliminating the defenders.
Blocking the pieces' movement and limiting their power are usually used to mate the enemy king or to gain some material advantage.

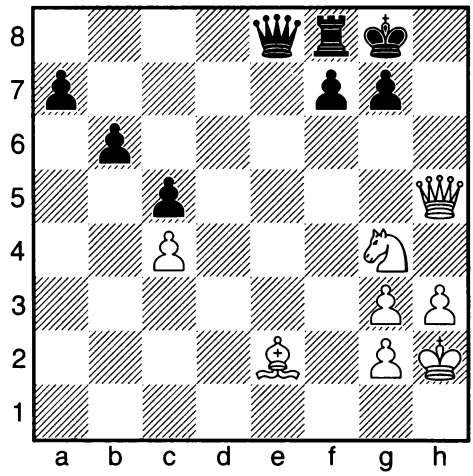
(247) White to move



The black rook controlling the c-file prevents white from promoting the pawn.

1.♖c6! Blocking the guard.
1...bxc6 2.c8♕ 1-0

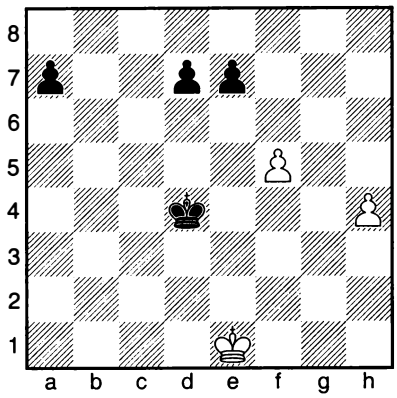
(248) White to move



After the 1.♗d3 attack black defends himself with f5 against the mating attack.
Therefore white should start the attack with the sacrifice **1.♘f6+** to block the guard.
1...gxf6 2.♗d3 and mate is unavoidable now. **1-0**

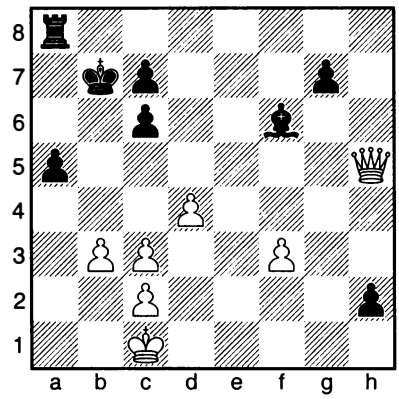
Blocking the Defence

(249) White to move



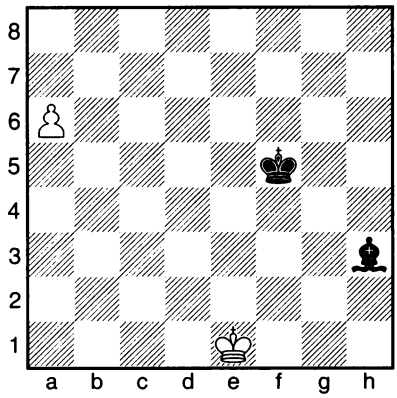
249.....

(250) Black to move



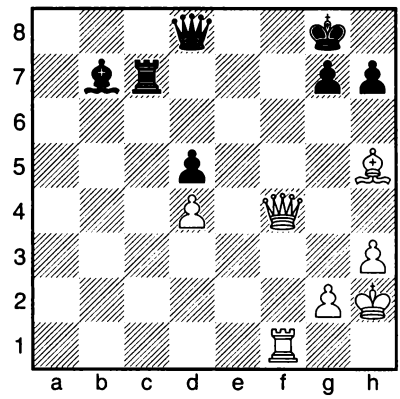
250.....

(251) White to move



251.....

(252) White to move

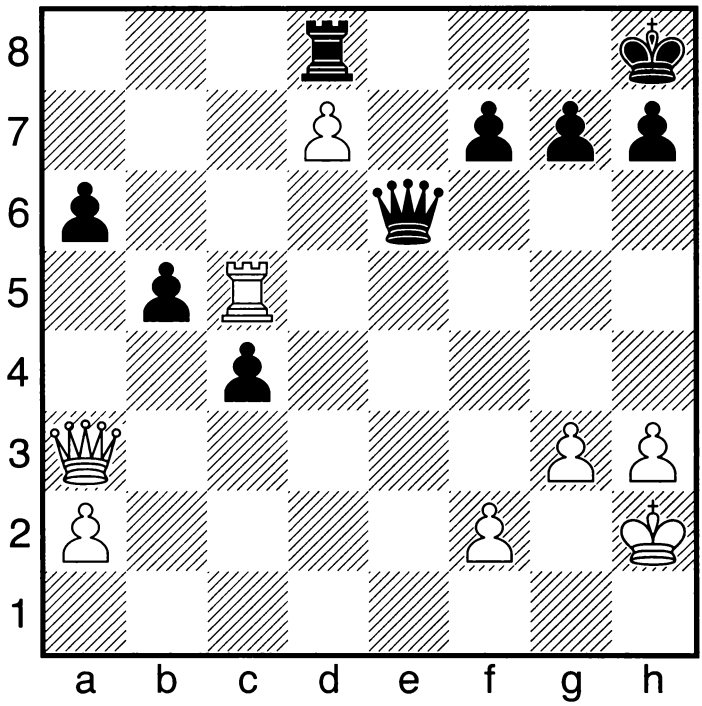


252.....

X-Ray Attack
(Indirect attack through another piece)

The point of this, in the Hungarian literature rarely described, tactical motif is that in some positions the queen, the rook and the bishop can have an effect on the files, ranks and diagonals through their own and through the enemy units.

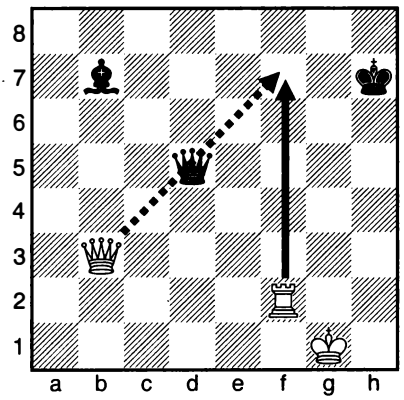
(253) Aljechin - Nestor
Trininad, 1939



At first sight it seems that black can capture white's dangerous passed pawn. But in the game white played **1.♖c8! ♕xd7** 1...♖xc8 2.♕e7! ♕c6 3.d8♕+; 1...♕f6 2.♕f8+ ♖xf8 3.♖xf8 mate **2.♕f8+** The white rook indirectly attacks through black's rook. Black resigned. The white queen is protected by the X-ray effect.

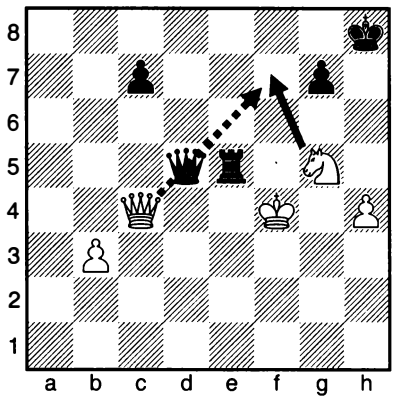
X-Ray Attack
(Indirect attack through another piece)

(254) White to move



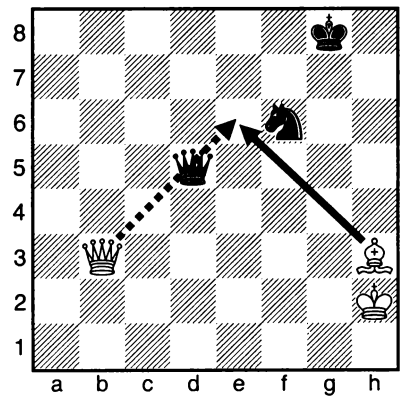
1.♖f7+ ♔g6 2.♖xb7 1-0

(255) White to move



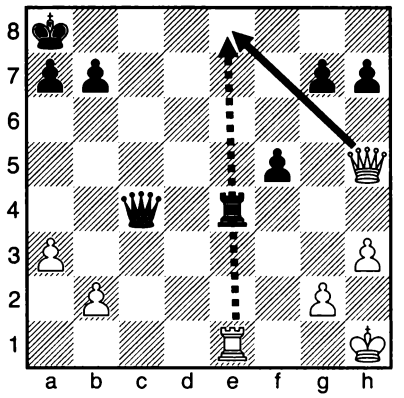
1.♘f7+ ♔h7 2.♘xe5 1-0

(256) White to move



1.♗e6+ 1-0

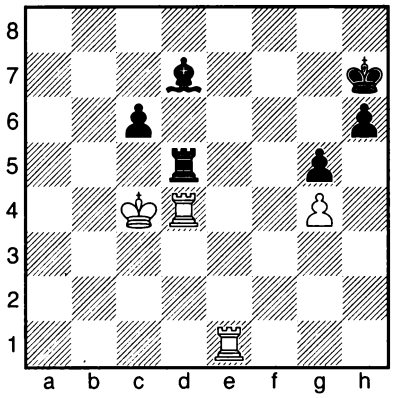
(257) White to move



1.♕e8+ ♖xe8 2.♖xe8+ ♕c8 3.♖xc8 Mate **1-0**

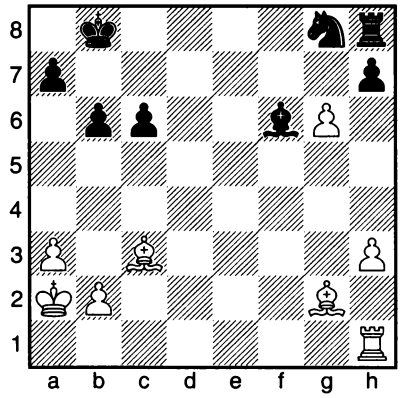
X-Ray Attack

(258) White to move



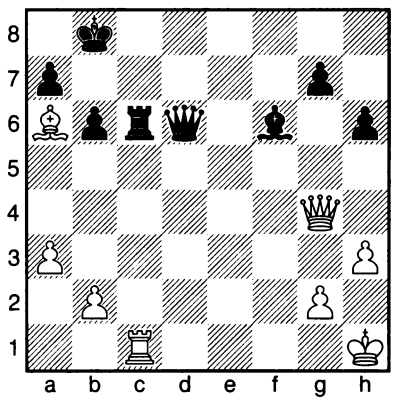
258.....

(259.) White to move



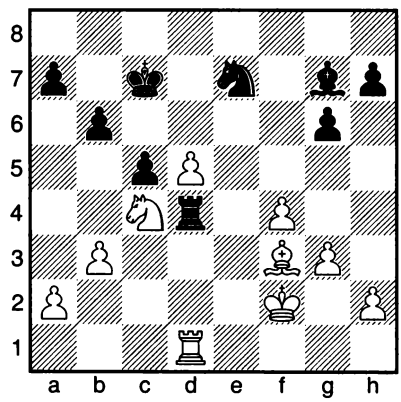
259.....

(260) White to move



260.....

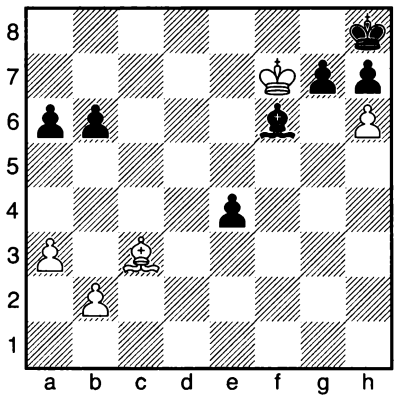
(261) White to move



261.....

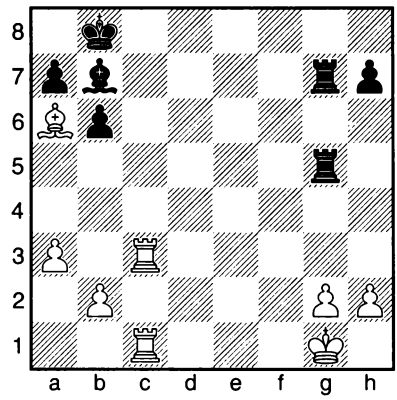
X-Ray Attack

(262) White to move



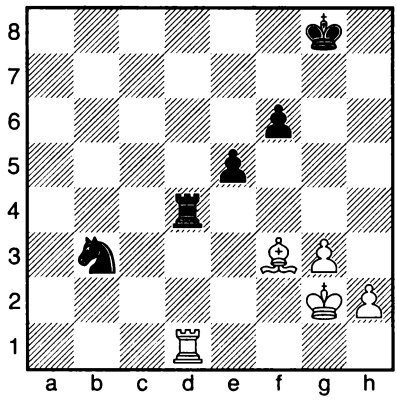
262.....

(263) White to move



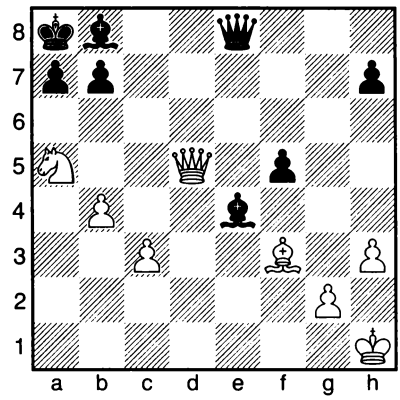
263.....

(264) White to move



264.....

(265) White to move

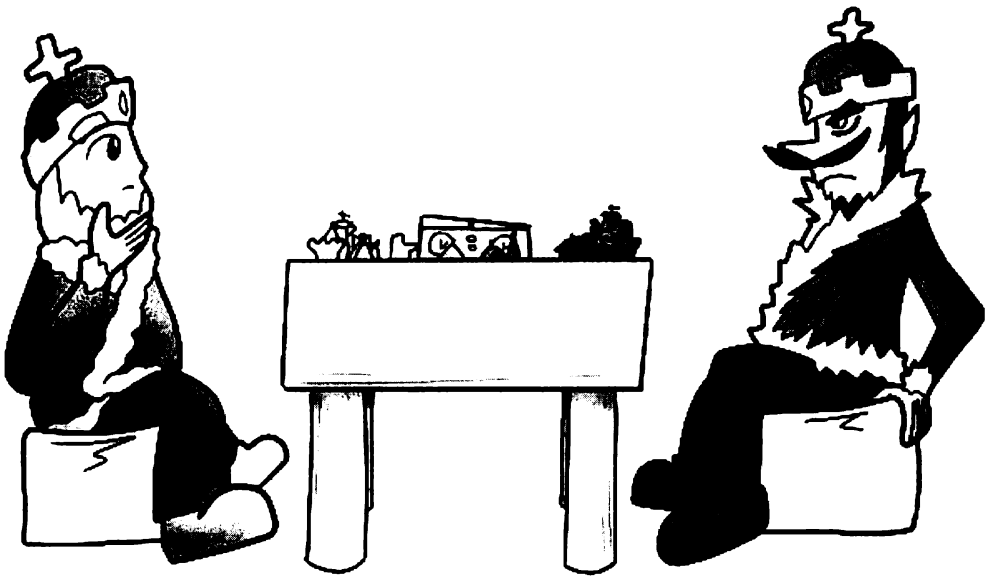


265.....

Tactics to save the game

To save bad positions and force a draw you can use various tactics:

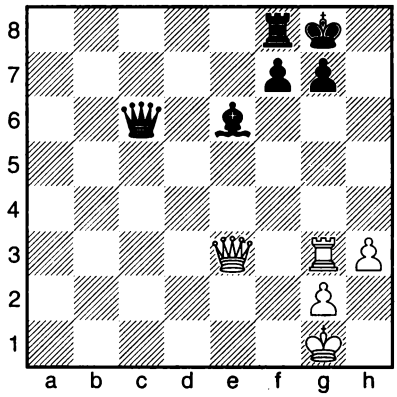
1. Perpetual check
2. Perpetual attack
3. Stalemate
4. Forcing a theoretical draw



Perpetual check

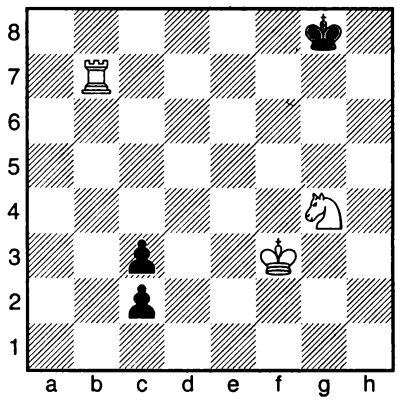
Perpetual check is a kind of draw by repetition, in which the attacked king cannot escape the checks, but the attacker side has neither enough material to win the game nor can he create a stronger attack.
In many cases the weaker side can force a perpetual check with a sacrifice.

(266) White to move



It is a common theme to weaken the short castled king's position with a sacrifice. **1.♖xg7+!** 1 ♕h6? would be bad because of ♕c5+ 2.♔h2 ♕d4. **1...♔xg7** 1...♔h8? 2.♕h6 mate. **2.♕g5+ ♔h7 3.♕h5+ ♔g7 4.♕g5+ ♔h8 5.♕h6+ ♔g8 6.♕g5+** and there is no escape from the checks. **½-½**

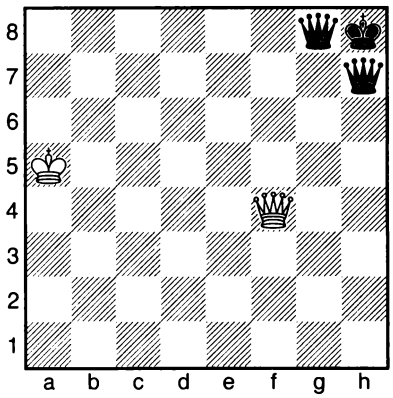
(267) White to move



An instructive perpetual check motif with rook and knight. **1.♖d7** [1.♘f6+ has the same result ♔f8 2.♖d7] **1...c1♕ 2.♘f6+ ♔f8** [2...♔h8? 3.♖h7 mate] **3.♘h7+ ♔e8 4.♘f6+ ♔f8 5.♘h7+ ♔g8 6.♘f6+ ♔f8 7.♘h7+ ½-½**

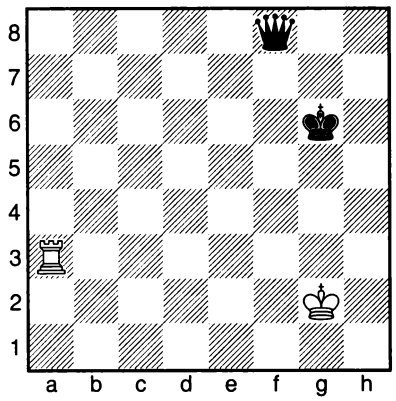
Perpetual check

(268) Perpetual check, white to move



A typical perpetual check motif
1.♕e5+ ♕hg7 2.♕h5+ ♕8h7
3.♕e8+ ♕gg8 4.♕e5+ ♕hg7
5.♕h5+ ♕8h7 6.♕e8+ ♕gg8
7.♕e5+ ♕hg7 8.♕h5+ ♕7h7
9.♕e5+ ½-½

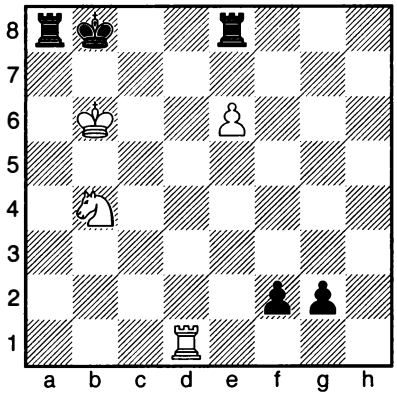
(269) White to move



A typical perpetual check motif
1.♖g3+ ♔h5 2.♖h3+ ♔g4 3.♖g3+ ♔h5
4.♖h3+ ♔g5 5.♖g3+ ½-½

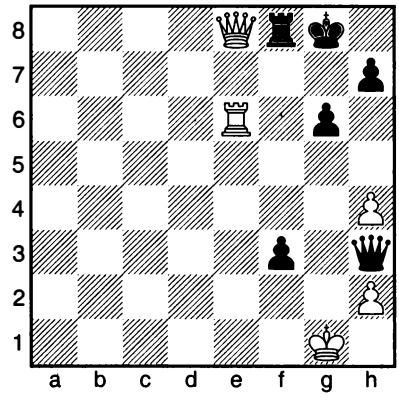
Perpetual check

(270) White to move



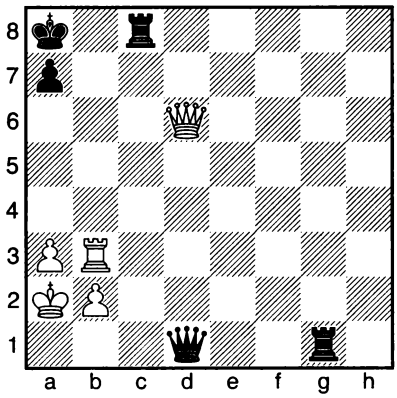
270.....

(271) White to move



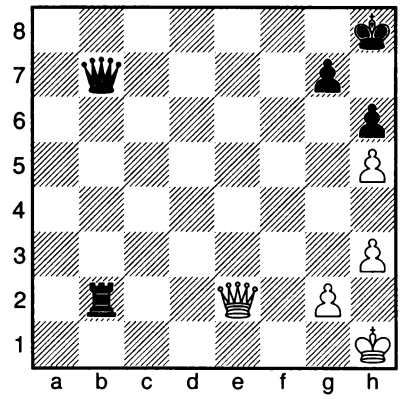
271.....

(272) White to move



272.....

(273) White to move

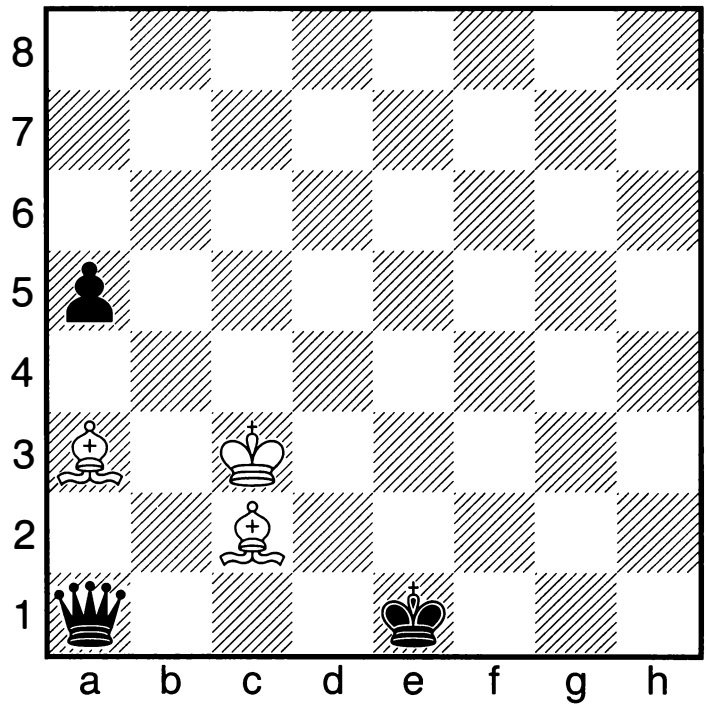


273.....

Perpetual attack

Not only the king, but other pieces, too, can be attacked perpetually. Through perpetual attacks or chase of pieces, repeated moves or sequences of moves you can force a draw.

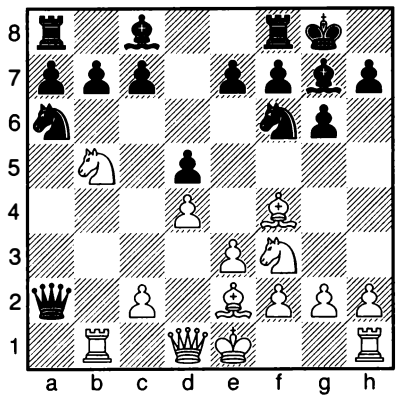
(274) Kovalenko



The queen is the victim of the two bishops' perpetual attack.
1.♗b2 ♕a2 2.♗b3 ♕b1 3.♗c2 draw.

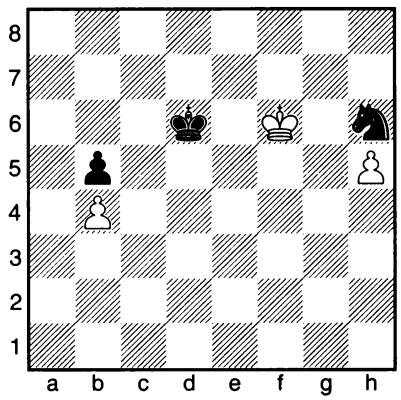
Perpetual attack

(275) Perpetual attack in the opening.



The rook is attacking the penetrating queen on the a-file and on the b-file
and the black queen cannot escape the perpetual attack of the rook.
1.♖a1 ♕b2 2.♖b1 ♕a2 3.♖a1 ♕b2 4.♖b1

(276) Perpetual attack in the endgame.

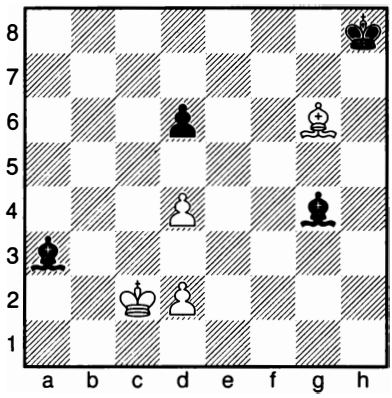


The king is constantly attacking the knight which prevents the promotion. The knight must dance around the pawn.
1.♔g6 ♘g4 [1...♘g8 2.♔f7 ♘h6+ 3.♔g6] **2.♔f5 ♘e3+ 3.♔g6 ½-½**

Perpetual attack, exercises

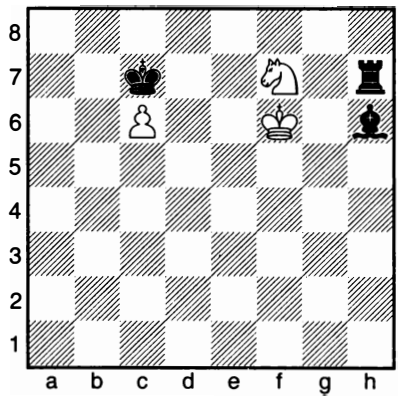
In every exercise it is white to move

(277) Liburkin 1947



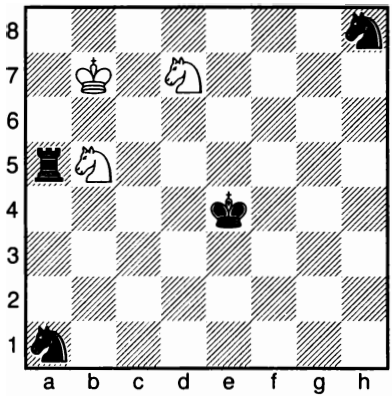
277.....

(278) Frit 1975



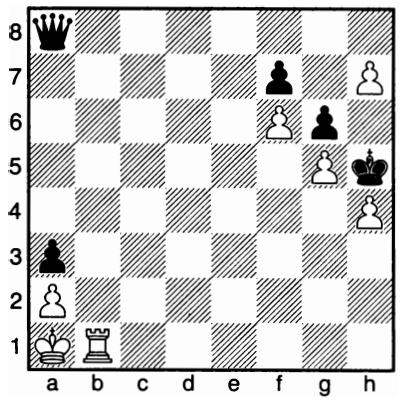
278.....

(279) Kuznetsov and Vishnevsky 1964



279.....

(280) Nadareishvili 1974



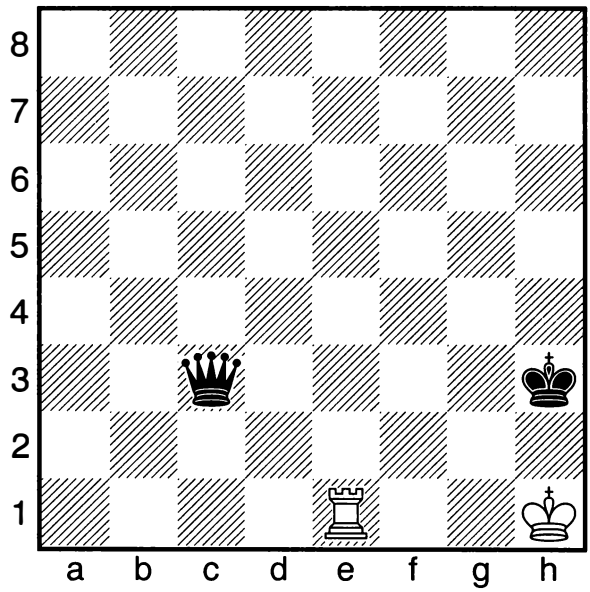
280.....

Stalemate combinations

When children play chess, it is common that the game ends with a stalemate, because inexperienced players often stalemate the game. But stalemate combinations are different, because a stalemate trick may be an escape for the defending player.
Stalemate means draw no matter how big the opponent's material advantage is.

Tactics to force stalemate:
Sacrificing the remaining mobile pieces.
Blocking the remaining mobile pieces, e.g.: with surrounding them with other pieces, with blocking, with a blockade etc.
Surrounding your own king with friendly units, so that the king cannot move.
These ideas are real dangerous, if there are other threats, too, e.g.: if the refusal of a sacrifice would result in material disadvantage for the opponent or even in losing the game.

(281) White to move

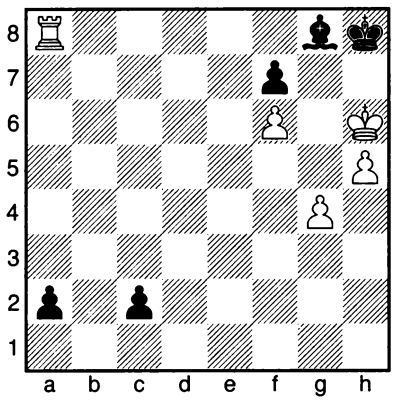


1.♖e3+ ♕xe3 ½-½

Stalemate combinations

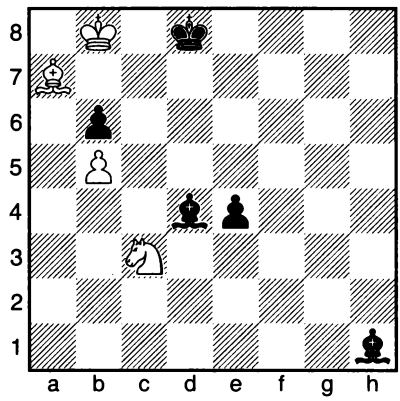
One of the stalemate combinations is when the king builds a "wall" around himself with the help of his own pawns, so that this "wall" limits his movement and increases the chance for a potential stalemate. The best position for the king to be is mostly the rim of the chessboard.

(282) Dolchi 1916



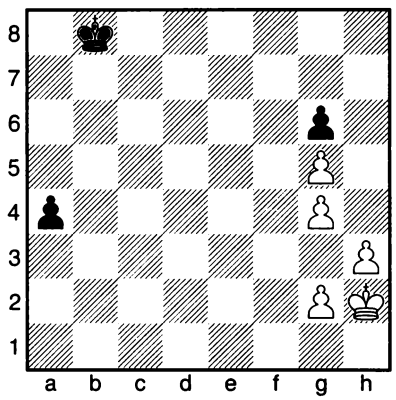
1.g5! White's king builds a "wall" around himself. **1...c1♕** 1...c1♖? Would be bad, because white could still win this position. After 2.g6 the threat is g7 mate. 2...fxg6 3.f7+- **2.♖xg8+ ♔xg8** Stalemate. **½-½**

(283) Nadareishvili 1985



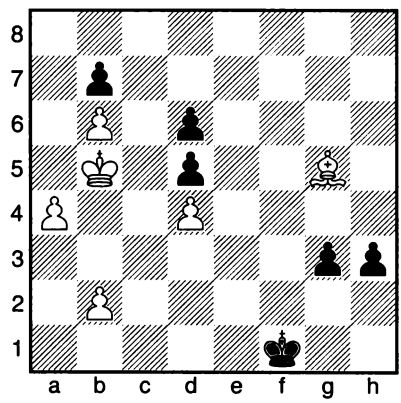
Despite of the presence of so many pieces, stalemate is possible. **1.♘xe4! ♗xe4 2.♗xb6+ ♗xb6** Stalemate.

(284) Berger



1.♔g3 a3 2.♔h4 a2 3.g3 a1♕ stalemate

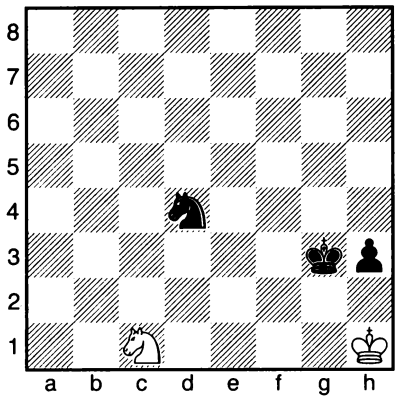
(285) Cambell 1855



One of the pawns is going to queen. **1.♗d2 1...g2 2.♗a5 g1♕ 3.b4!** White built a wall not only around his king, but around his bishop, too. The wall preparing stalemate is ready. **½-½**

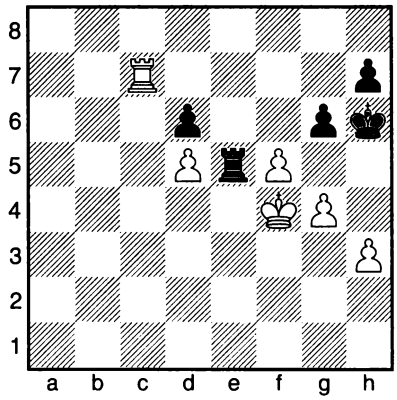
Stalemate combinations

(286) Young - Pillsbury
France, 1893



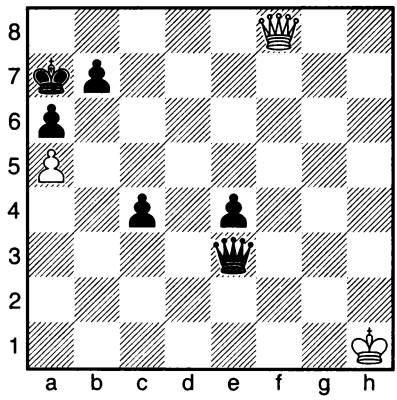
286.....

(287) Cseshkovsky- Dorfman
Lvov, 1978



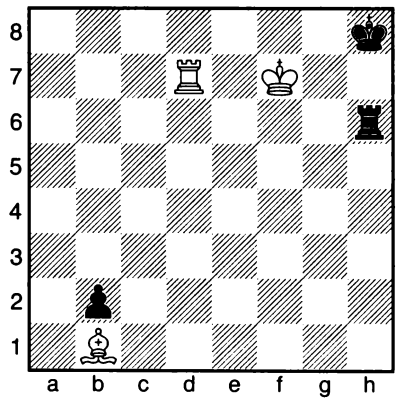
287.....

(288) Pilnik - Reschewski
1942



288.....

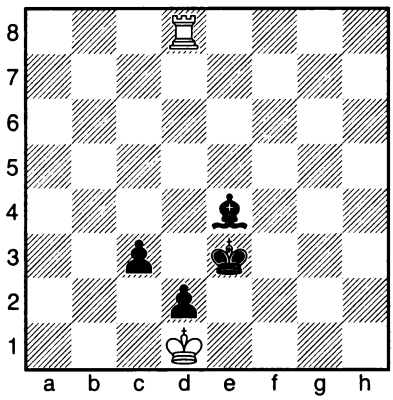
(289) Abrahamson - Ker
New Zealand, 1992



289.....

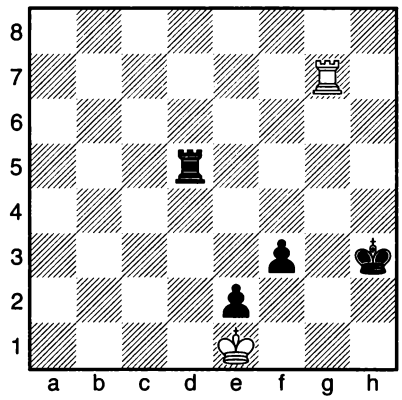
Stalemate combinations

(290) Forintos - Libeau
Muenster, 1992



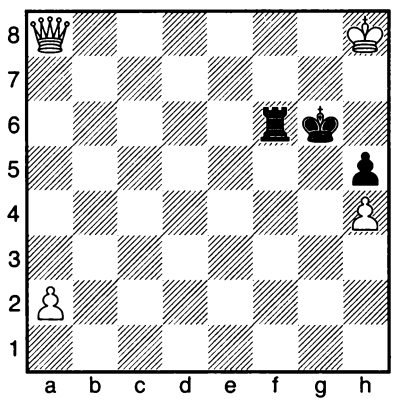
290.....

(291) Smole - Perhinig
Austria, 1995



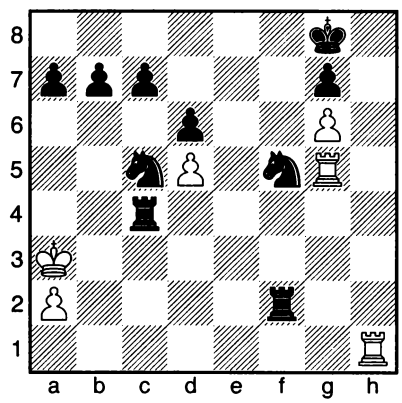
291.....

(292) Qvortrup, - Glenne
NOR-chT east Norway, 1993



292.....

(293) Noeckler - Kirschner]
Augsburg, 1995

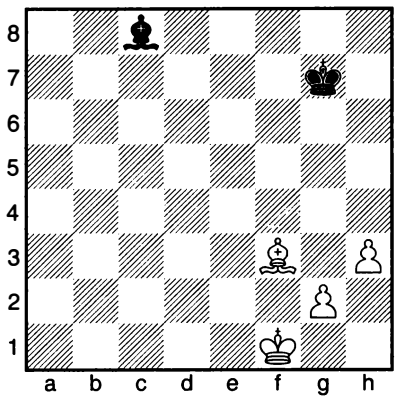


293.....

Forcing a theoretical draw

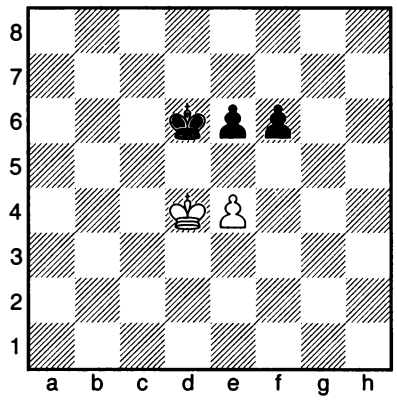
You can force a so-called theoretical draw through tactics.
You can force stalemate with a wide range of the well-known forcing motifs or simplify to a theoretical draw.
To be able to do so, however, you must know the following positions.

(294) Black to move



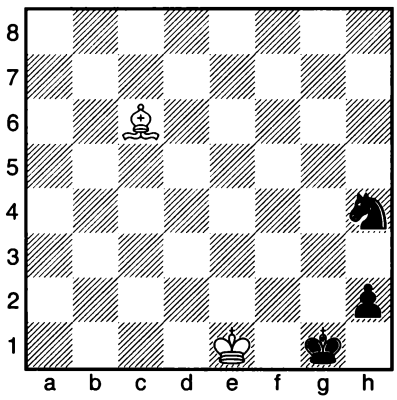
1...♗xh3 2.gxh3 ½-½

(295) White to move



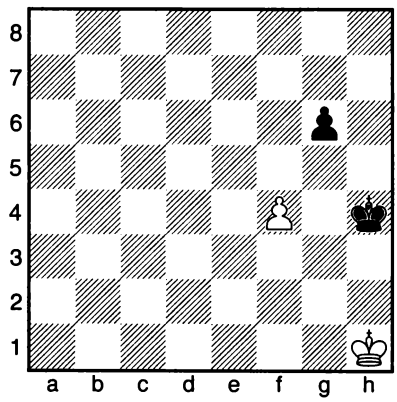
1.e5+! 1.♔d3? ♔c5 2.♔e3 ♔c4 3.♔f3 ♔d3 4.♔f4 e5+ 5.♔f5 *(5.♔f3 ♔d4)* 5...♔d4 6.♔xf6 ♔xe4 **1...fxe5+ 2.♔e4 ½-½**

(296) White to move



1.♗h1! ♔xh1 1...♘f5 2.♗a8 ♘e3 3.♗h1 ♘g2+ 4.♔e2! ♔xh1 5.♔f1! **2.♔f2** 2.♔f1? ♘f5 3.♔f2 ♘g3 4.♔xg3 ♔g1-+ **2...♘f5 3.♔f1 ♘g3+ 4.♔f2 ½-½**

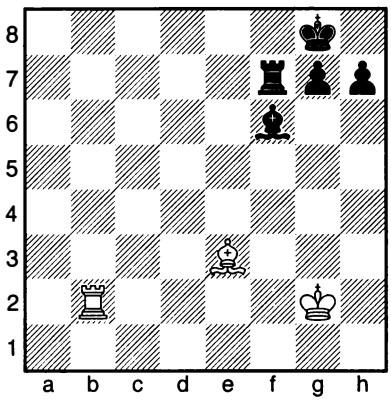
(297) White to move



1.f5! 1.♔g2 ♔g4 2.♔f2 ♔xf4; 1.♔h2 ♔g4 2.♔g2 *(2.f5 ♔xf5 3.♔g3 ♔g5-+)* 2...♔xf4-+ **1...gxf5 2.♔h2 ♔g4 3.♔g2 ♔f4 4.♔f2=**

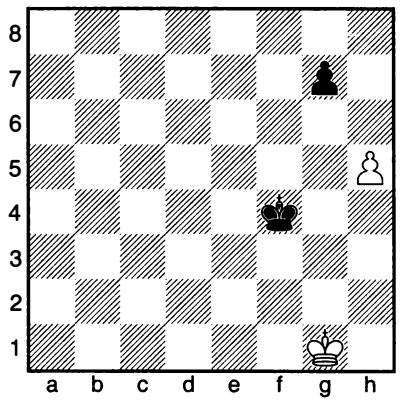
Forcing a theoretical draw

(298) White to move



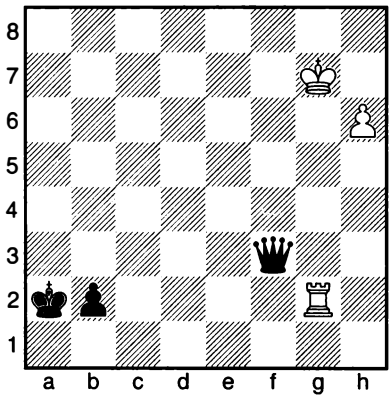
298.....

(299) White to move



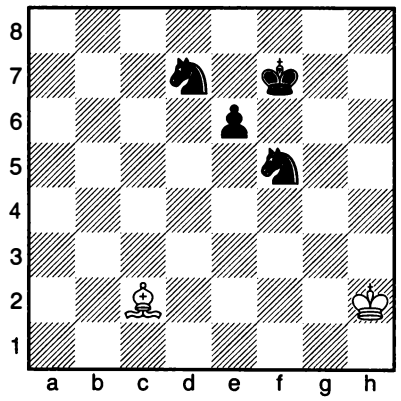
299.....

(300) White to move



300.....

(301) White to move

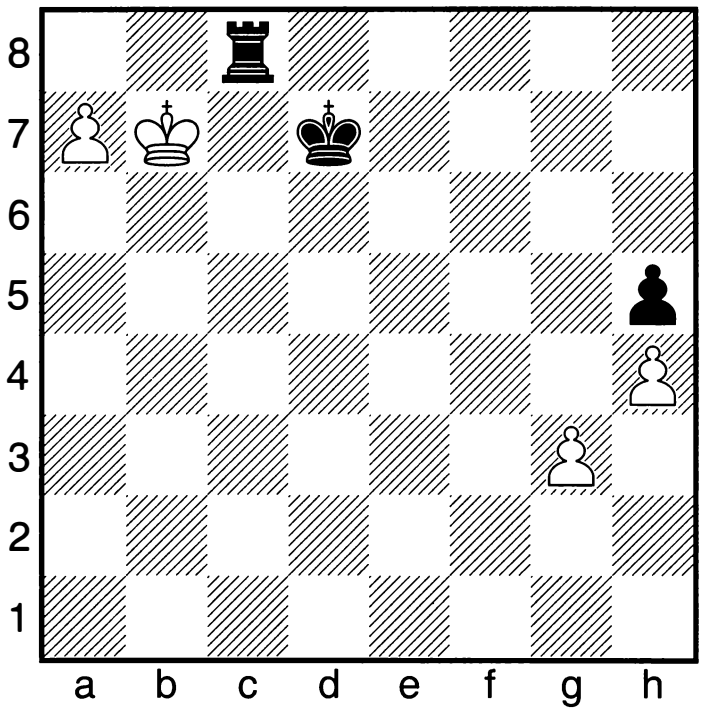


301.....

Pawn promotion

Pawns reaching the opponent's side, mainly those which need only one or two squares to promote, are extremely dangerous and involve various, multiple tactical motifs.
Tactics connected to pawn promotion arise mostly in the endgame, but these may occur in the middlegame or, in rare cases, even in the opening.

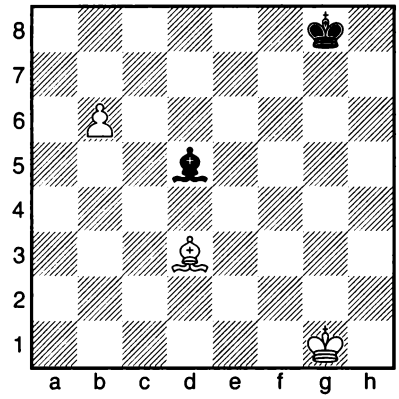
(302) Polerio 1590



1...♖a8!! 1...♖g8 can result only in a draw. 2.a8♕ ♖xa8 3.♔xa8 ♔e6 4.♔b7 ♔f5 5.♔c6 ♔g4 6.♔d5 ♔xg3 7.♔e4 ♔xh4 8.♔f3 ♔h3 9.♔f2 **2.♔xa8 ♔c7!** and due to the zugzwang, black can create a passed pawn. 2...♔c8? loses. 3.g4 hxg4 4.h5 g3 5.h6 g2 6.h7 g1♕ 7.h8♕**+3.g4 hxg4 4.h5 g3 5.h6 g2 6.h7 g1♕ 7.h8♕ ♕g2** Mate **0-1**

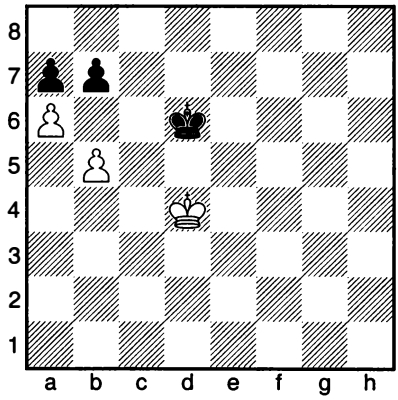
Pawn promotion

(303) Deflection, white to move



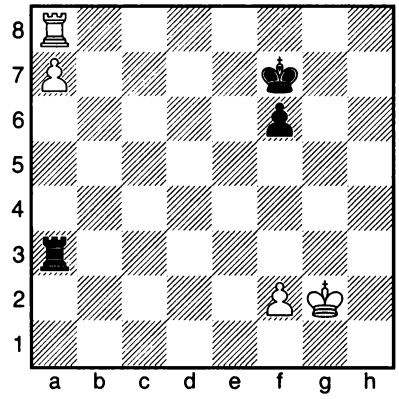
1.♗c4! Deflection of the defender
1...♗xc4 2.b7 1-0

(304) Breakthrough, white to move



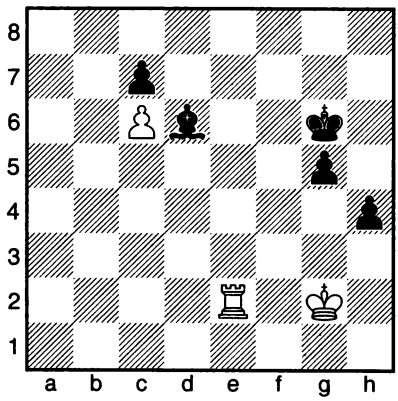
1.b6! 1-0

(305) Skewer, white to move



1.♖h8! ♖xa7 [1...♔g7 2.a8♕] **2.♖h7+ 1-0**

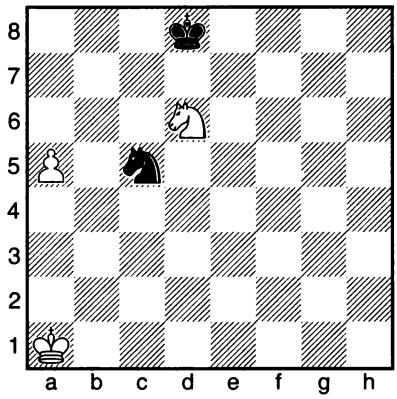
(306) Creating a passed pawn with sacrifice, white to move



1.♖e6+ ♔f5 2.♖xd6 cxd6 3.c7 1-0

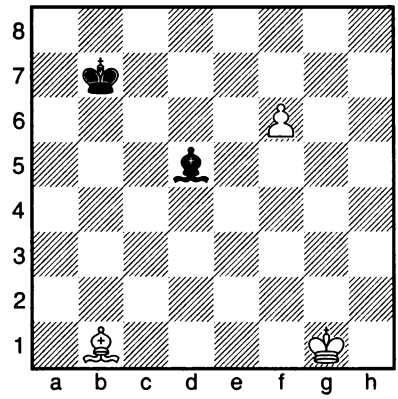
Pawn promotion

(307) White to move



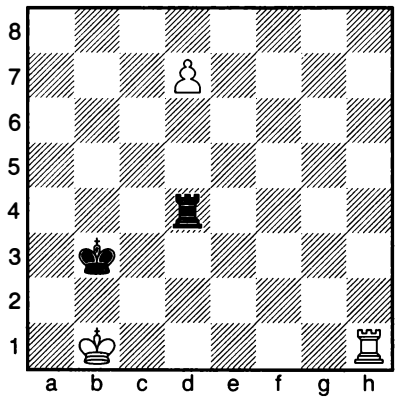
307.....

(308) White to move



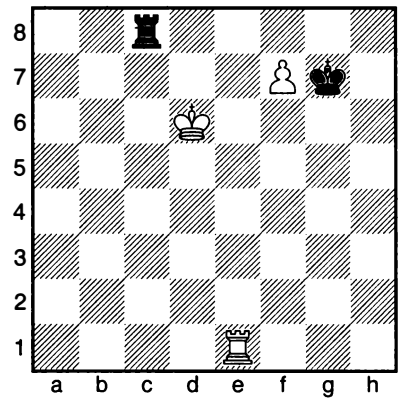
308.....

(309) White to move



309.....

(310) White to move

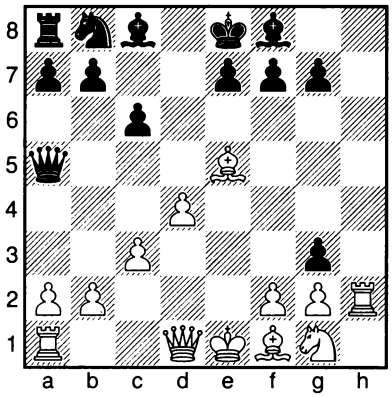


310.....

Pawn promotion – miniature games

Schuster - Carls
Bremen, 1914

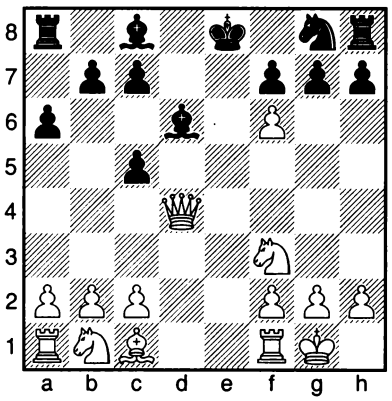
1.e4 c6 2.d4 d5 3.♘c3 dxe4 4.♘xe4 ♘f6 More common is 4...♘d7 5.♘f3 ♘gf6 6.♘xf6+ ♘xf6 7.♗c4± **5.♘g3** 5.♘xf6+± **5...h5!? 6.♗g5 h4 7.♗xf6?! hxg3! 8.♗e5** 8.fxg3 gxf6 9.♘f3 ♕d6∓ **8...♖xh2! 9.♖xh2 ♕a5+ 10.c3**



10...♕xe5+! 11.dxe5 gxh2 0-1

Lotocki – Tomaka
Polanica Zdroj, 2007

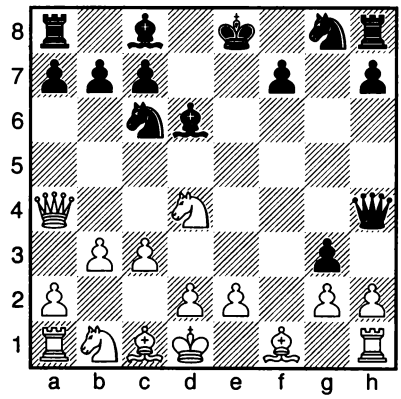
1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗xc6 dxc6 5.0-0 ♗d6 6.d4 exd4 6...♗g4 **7.♕xd4 ♕f6?** 7...f6 **8.e5! c5** 8...♗xe5 9.♘xe5+− **9.exf6!**



9...cxd4 10.fxg7 unbelievable, but the pawn can promote on move 10. **1-0**

Bird – Gunsberg, I
Hastings, 1897

1.f4 e5!? An interesting gambit variation. **2.fxe5** 2.e4 King's Gambit. **2...d6 3.exd6** 3.e4? ♕h4+ 4.♔e2 *(4.g3? ♕xe4+-+)* 4...♕xe4+ 5.♔f2 ♕d4+ 6.♔e2 dxe5∓ **3...♗xd6 4.♘f3 g5 5.c3?** If the knight moves away, mate follows. 6.♘d4 ♕h4+ 7.g3 ♕xg3+ 8.hxg3 ♗xg3 mate. **6...♘c6 7.♘d4 ♕h4+ 8.♔d1 g3 9.b3?** 9.h3∞



9...♕xh2! 10.♖xh2 gxh2 0-1

Sacrifices

According to Botvinnik, the main features of combinations are sacrifices.
"A chess combination is a forced manoeuvre with sacrifice that leads to a positive aim."
Botvinnik's definition means that combinations are forced continuations which are based on sacrifices.
After the sequence of forcing moves our position will improve.

For example:
- you give mate,
- you win material,
- you get a positional advantage,
- you can force a draw, a perpetual check or a theoretical draw from a bad position,
- your bad position somewhat improves.

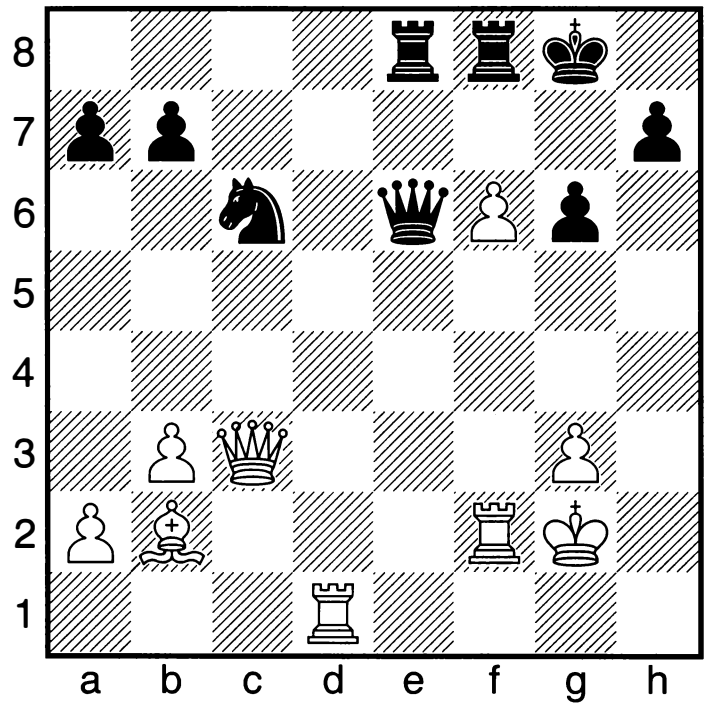
Combinations differ from tactics only in form. You could see some kinds of sacrifices in the previous examples, too.
In combinations, however, you should use many tactical motifs at the same time as opposed to simple tactical exercises.
Therefore it is advisable to classify sacrifices according to the unit you sacrifice.

Classification of sacrifices:
- pawn sacrifice
- knight sacrifice
- bishop sacrifice
- rook sacrifice
- queen sacrifice.

Pawn sacrifice

Pawn sacrifices are the simplest sacrifices and these pose the lowest risk. Pawn sacrifices are used for attraction or deflection, for opening files or diagonals or for gaining space.

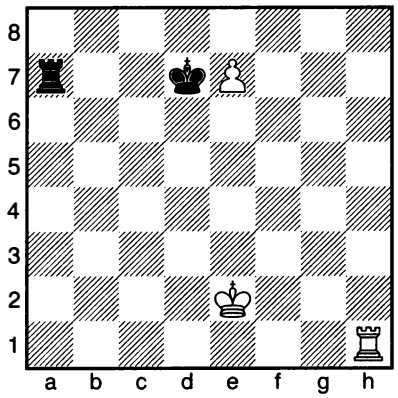
(311) White to move



1.f7! + Opening the diagonal **1...♖xf7 2.♕h8** Mate. **1-0**

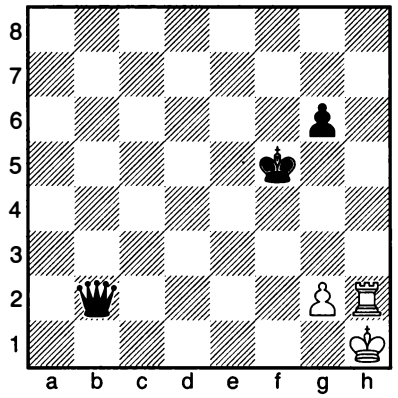
Pawn sacrifice

(312) White to move



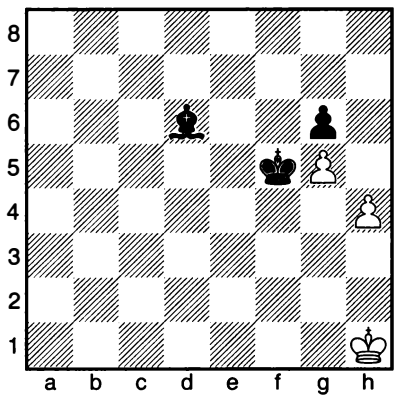
1.e8♕+ Attraction with a pawn sacrifice. 1.♖h8? ♖a2+ 2.♔d3 ♔xe7 **1...♔xe8** **2.♖h8+ ♔d7 3.♖h7+ 1-0**

(313) White to move



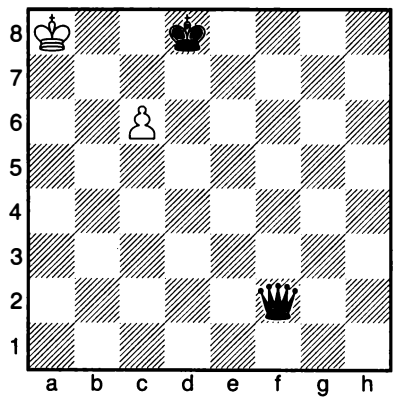
A file opening discovery. **1.g4+ 1-0**

(314) White to move



Simplification to a theoretical draw. **1.h5!** 1.♔g2 ♔g4! **1...gxh5** 1...♔xg5 2.hxg6 **½-½**

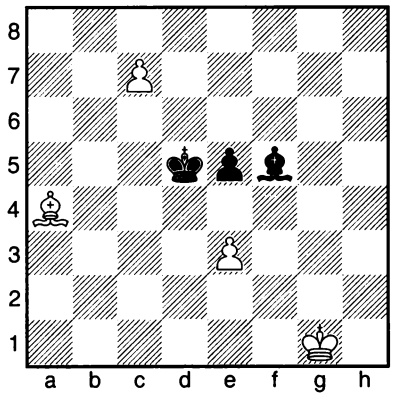
(315) White to move



A stalemate pattern **1.c7+! ♔xc7** Stalemate. 1...♔c8 stalemate; 1...♔d7 2.c8♕+! ♔xc8 stalemate **½-½**

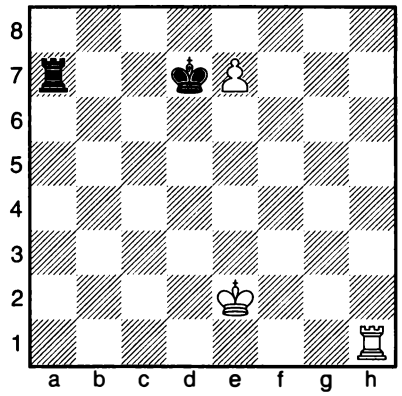
Pawn sacrifice

(316) White to move



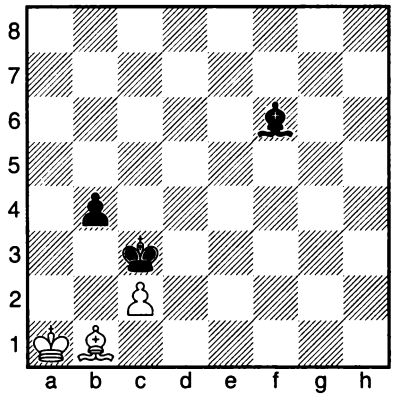
316.....

(317) White to move



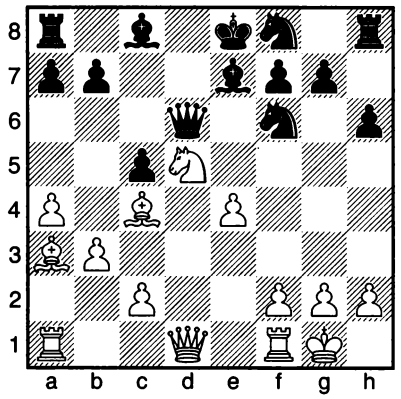
317.....

(318) Black to move



318.....

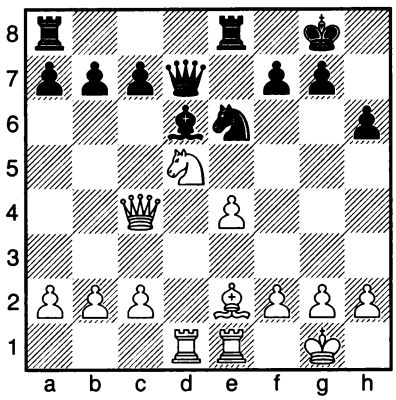
(319) White to move



319.....

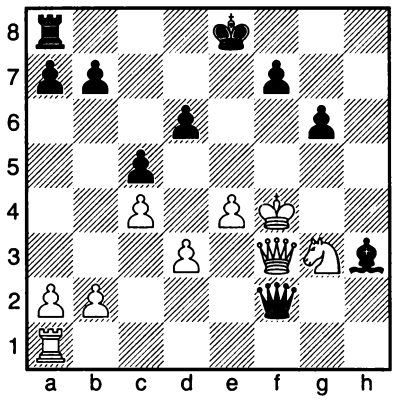
Pawn sacrifice

(320.) White to move



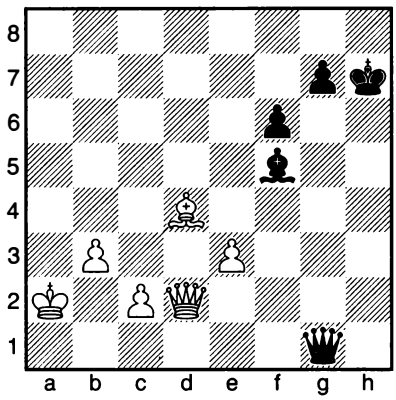
320.....

(321.) Black to move



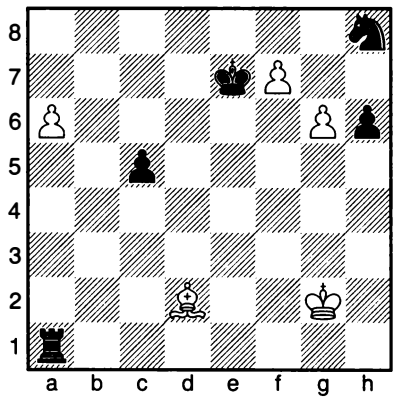
321.....

(322) White to move



322.....

(323) White to move

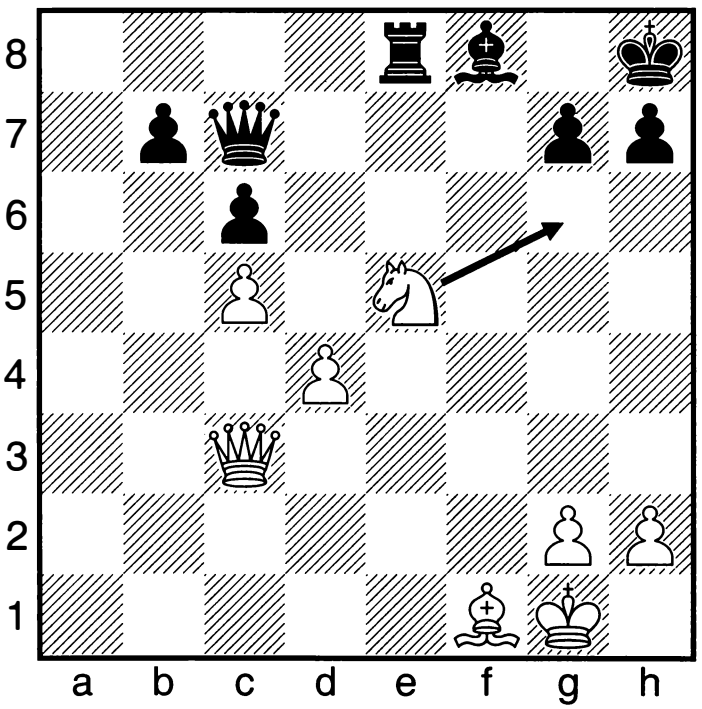


323.....

Knight sacrifice

Due to its tricky movement, you can make unexpected moves or sacrifices with the knight. The knight check cannot be blocked with interposing.
A centralised knight can reach both the queenside and the kingside in one move. Thus it can put pressure on the opponent's side waiting for the ideal opportunity to intervene in the battle perhaps even by sacrificing itself.

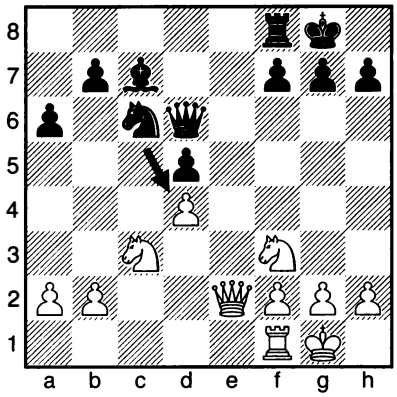
(324) White to move



1.♘g6+ This sacrifice weakens the king's position fatally. **hxg6**
2.♕h3+ ♔g8 3.♗c4+ 1-0

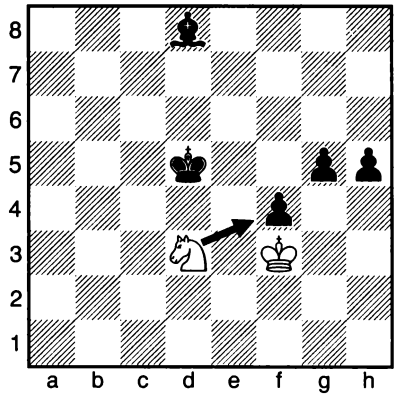
Knight sacrifice

(325) Black to move



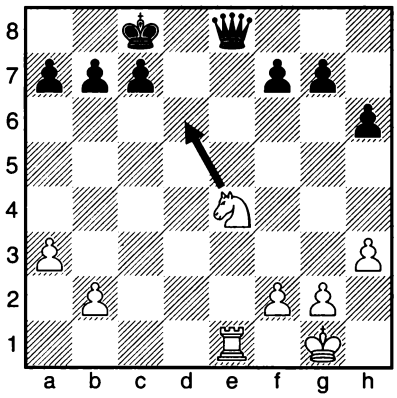
1...♘xd4! A deflecting knight fork. **2.♘xd4 ♕xh2** mate **0-1**

(326) White to move



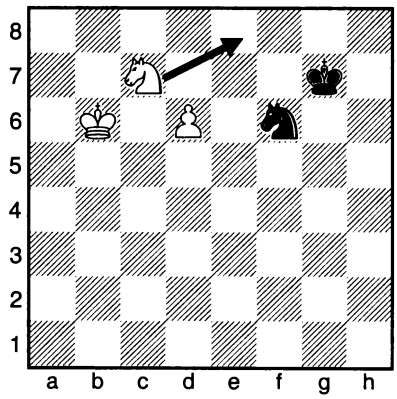
1.♘xf4+ A sacrifice to force a theoretical draw. **1...gxf4 2.♔xf4 ½-½**

(327) White to move



A sacrifice with discovery. **1.♘d6+ 1-0**

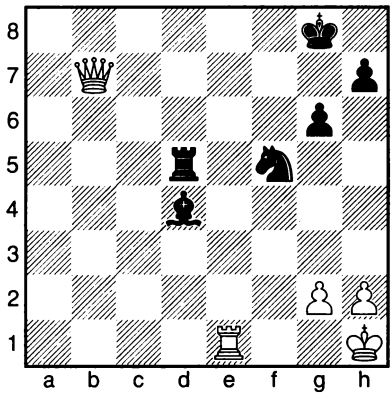
(328) White to move



1.♘e8+! An attracting knight fork **1...♘xe8 2.d7 1-0**

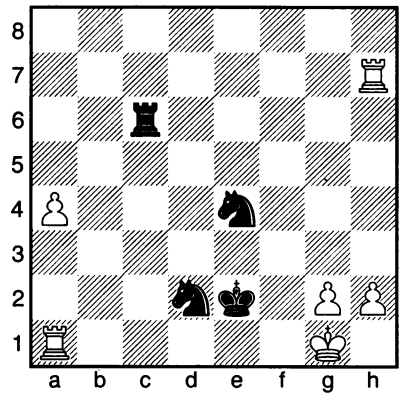
Knight sacrifice

(329) Black to move



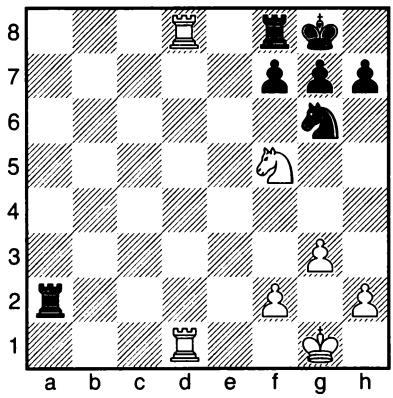
329.....

(330) Black to move



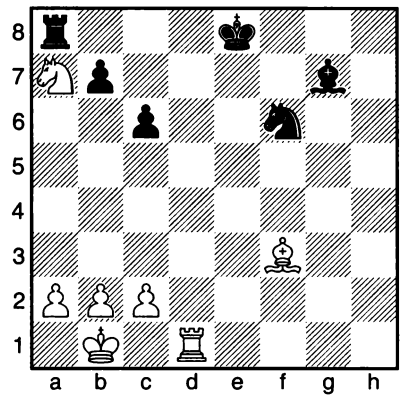
330.....

(331) White to move



331.....

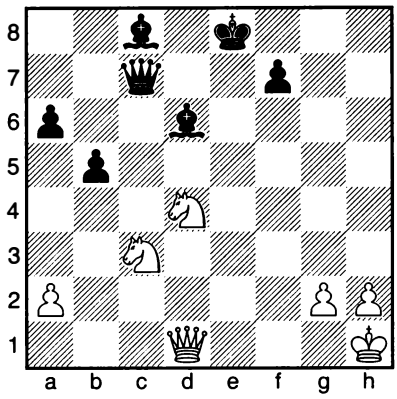
(332) White to move



332.....

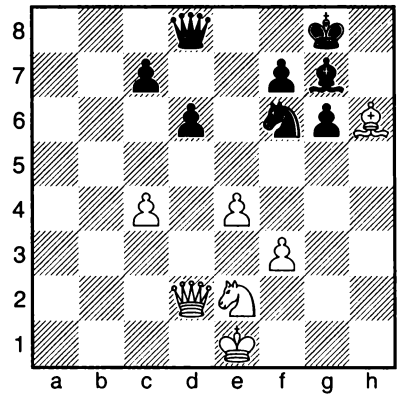
Knight sacrifice

(333) White to move



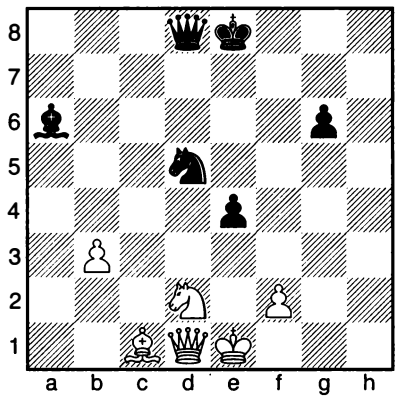
333.....

(334) Black to move



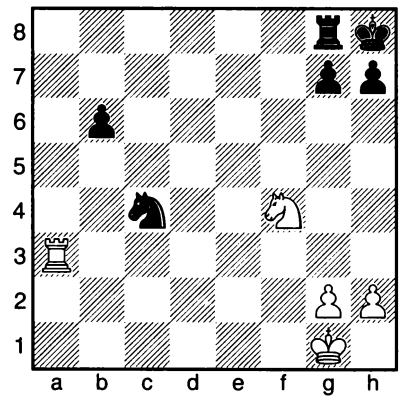
334.....

(335) Black to move



335.....

(336) White to move

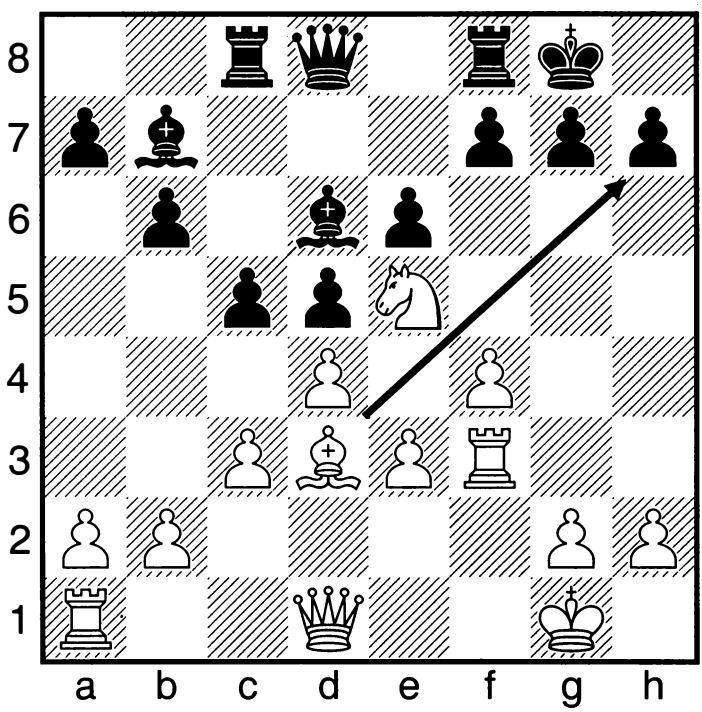


336.....

Bishop sacrifice

Bishops are tactical, attacking pieces. They can attack the enemy position from a great distance, therefore bishops are sacrificed mainly to destroy or open the enemy position or to attract or deflect.

(337) White to move

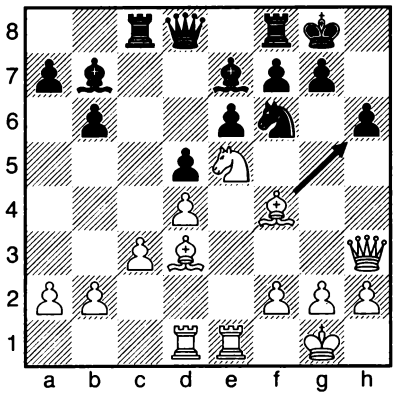


1.♗xh7+ A sacrifice to open the h-file. **♔xh7** 1...♔h8 cannot help. 2.♖h3 g6 3.♗xg6+ ♔g7 4.♕g4 ♗xe5 5.♗d3+ ♔f6 6.♕g5 mate
2.♖h3+ ♔g8 3.♕h5 1-0

Bishop sacrifice

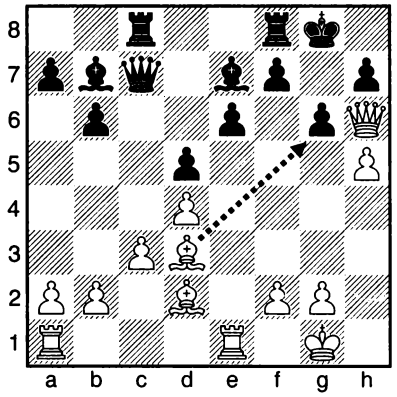
Bishop sacrifices to destroy the enemy king's position and to checkmate.

(338) White to move



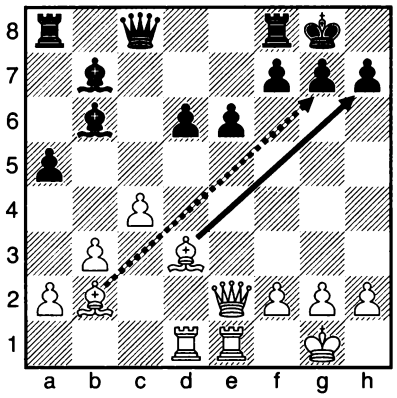
1.♗xh6! The most efficient continuation. It destroys the black monarch's defence. **1...gxh6 2.♕xh6 ♘e4 3.♗xe4 dxe4 4.♖e3 1-0**

(339) White to move



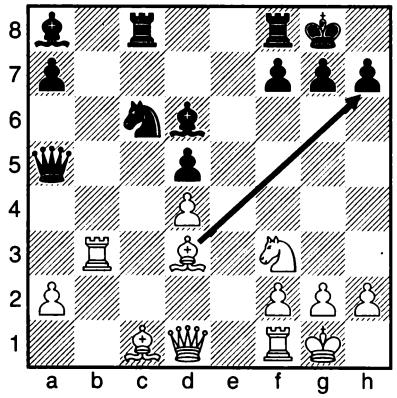
1.hxg6 hxg6 2.♗xg6! fxg6 3.♕xg6+ ♔h8 4.♖e5 1-0

(340) White to move



Lasker's Combination; sacrificing both bishops. **1.♗xh7+! ♔xh7 2.♕h5+ ♔g8 3.♗xg7! ♔xg7** 3...f6 4.♗xf8 ♕xf8 5.♖d3 **4.♕g5+!** It is essential to force the king back. 4.♖d3? ♖g8 5.♖g3+ ♔f8 **4...♔h7 5.♖d3 1-0**

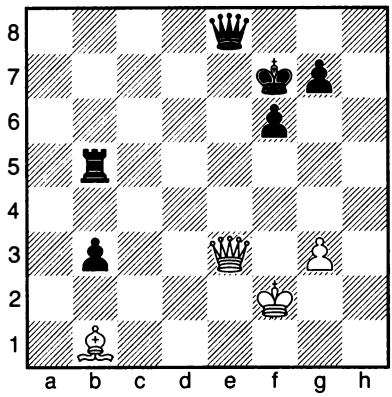
(341) White to move



A typical sacrifice for a quicker attack against the king. **1.♗xh7+! ♔xh7 2.♘g5+ ♔g6** 2...♔g8? 3.♕h5 ♖fe8 4.♕xf7+ ♔h8 5.♖h3 mate **3.♖h3 ♔f6 4.♖e1 g6 5.♘h7+ ♔g7 6.♗h6+ ♔xh7** 6...♔g8 7.♘f6+ **7.♗xf8+ ♔g8 8.♗xd6 1-0**

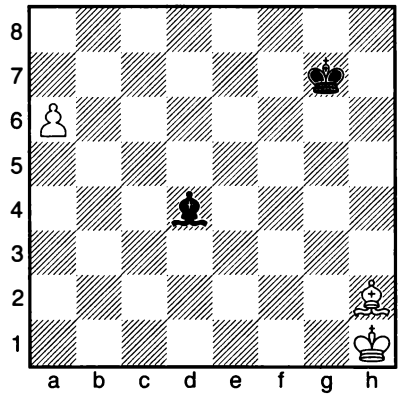
Bishop sacrifice

(342) White to move



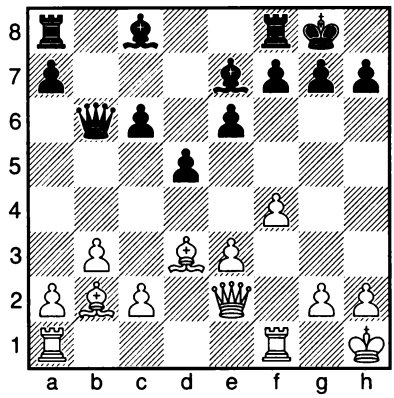
342.....

(343) White to move



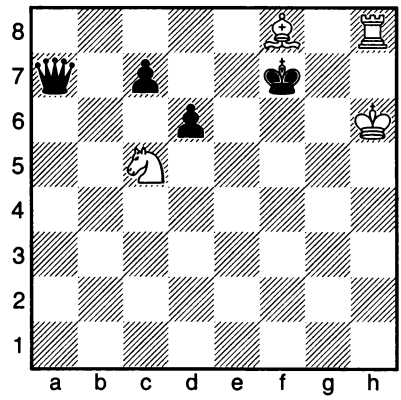
343.....

(344) White to move



344.....

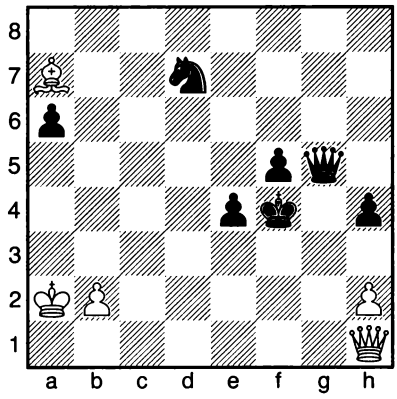
(345) White to move



345.....

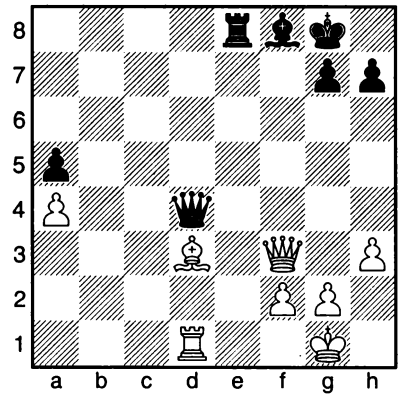
Bishop sacrifice

(346) White to move



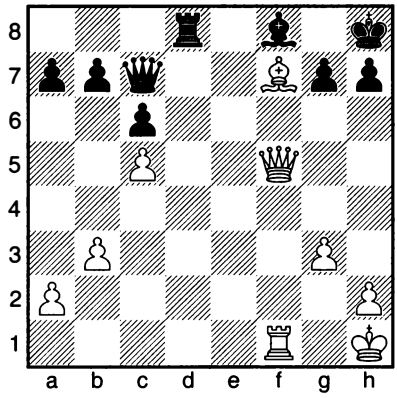
346.....

(347) White to move



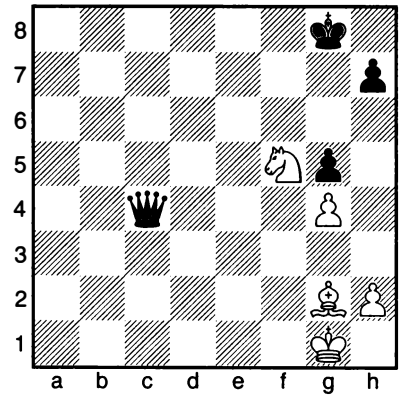
347.....

(348) White to move



348.....

(349) White to move

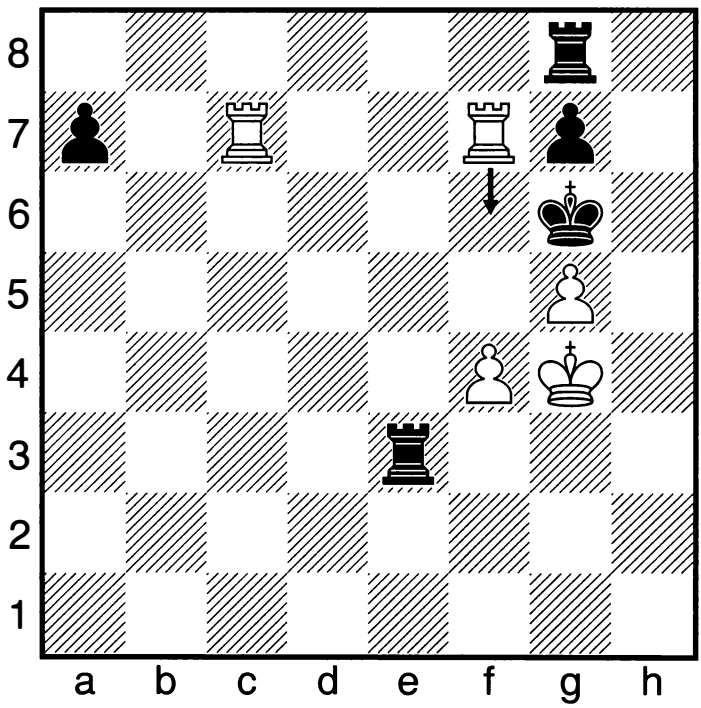


349.....

Rook sacrifice

Rooks are the second strongest attacking pieces. Due to their vertical and horizontal movement, they can attack the enemy position even from a great distance. The file- and rank opening rook sacrifices belong to the most dangerous sacrifices. Rook sacrifices play an important role also in attraction, deflection and in closing files or ranks.

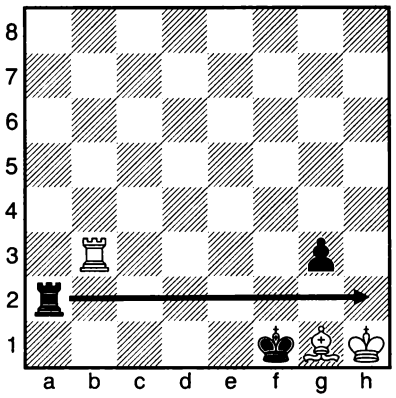
(350) Ftacnik - Lain
Hastings, 1983



1.♖f6+! A cute sacrifice to open the file.
♔**h7** 1...gxf6 2.f5 mate **2.♖h6** Mate. **1-0**

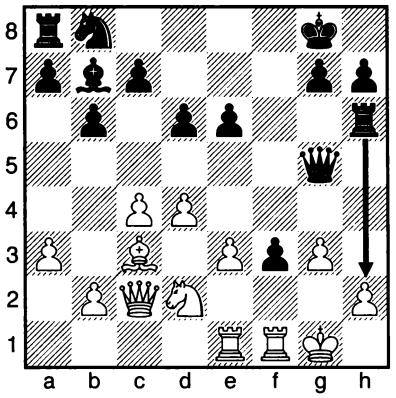
Rook sacrifice

(351) Black to move



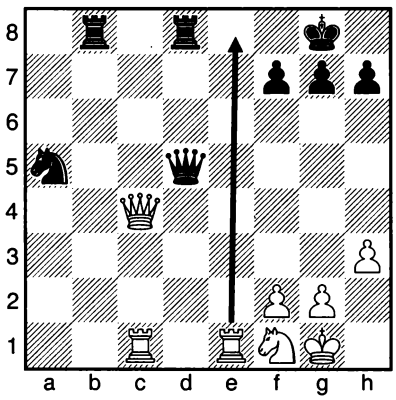
1...♖h2+! An attracting, closing combination. **2.♗xh2 g2** Mate. **0-1**

(352) Black to move



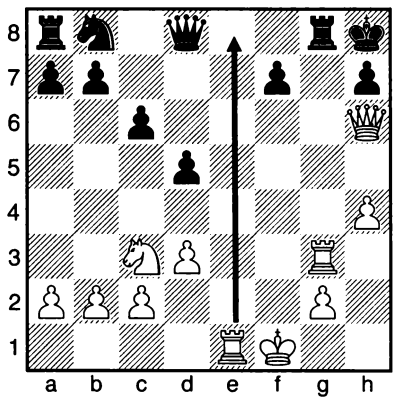
1...♖xh2 A sacrifice to open a file and destroy the enemy position. **2.♔xh2 ♕h5+ 3.♔g1 f2+ 4.♔xf2** 4.♖xf2 ♕h1 mate. **4...♕h2** Mate. **0-1**

(353) White to move



1.♖e8+ A deflecting, piece winning sacrifice. **♖xe8 2.♕xd5 1-0**

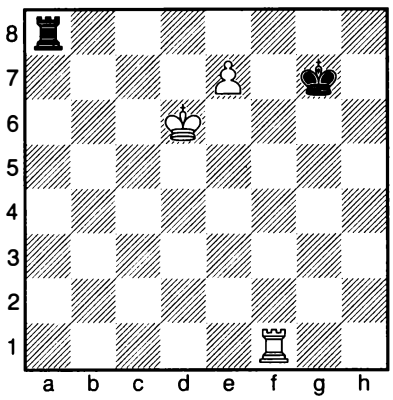
(354) White to move



Mating combination. Deflection of the defender. **1.♖e8! ♕xe8** 1...♖xe8 2.♕g7 mate **2.♕f6+ ♖g7 3.♕xg7** Mate. **1-0**

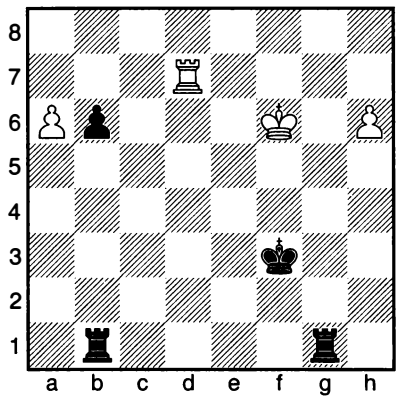
Rook sacrifice

(355) White to move



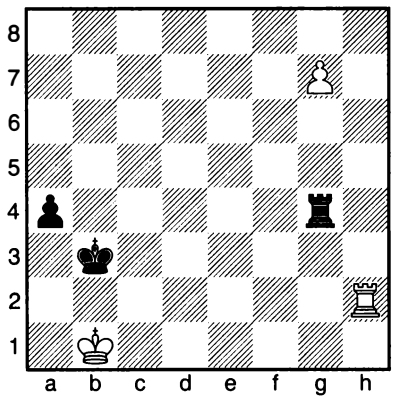
355.....

(356) White to move



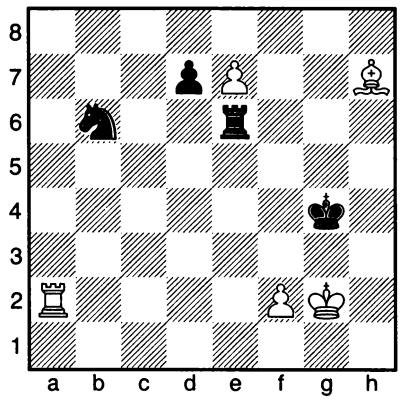
356.....

(357) White to move



357.....

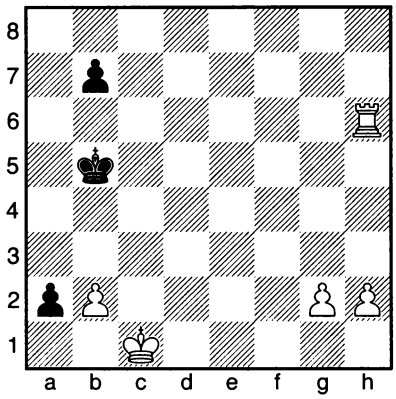
(358) White to move



358.....

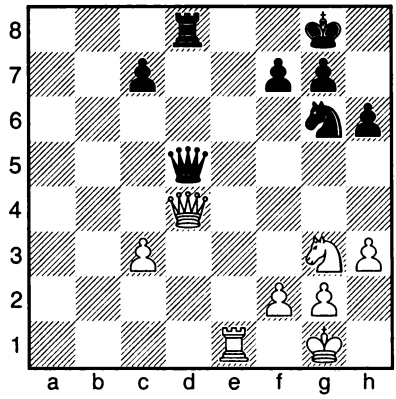
Rook sacrifice

(359) White to move



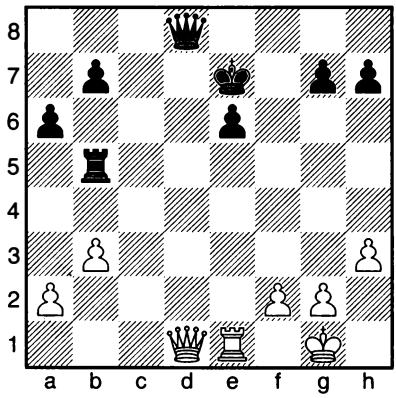
359.....

(360) White to move



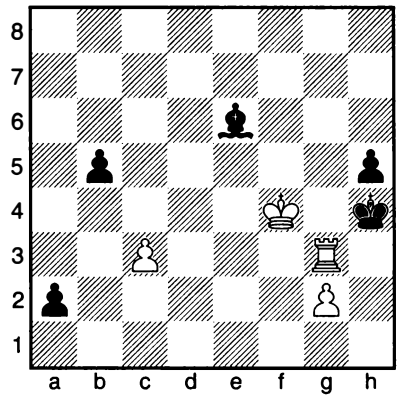
360.....

(361) White to move



361.....

(362) White to move

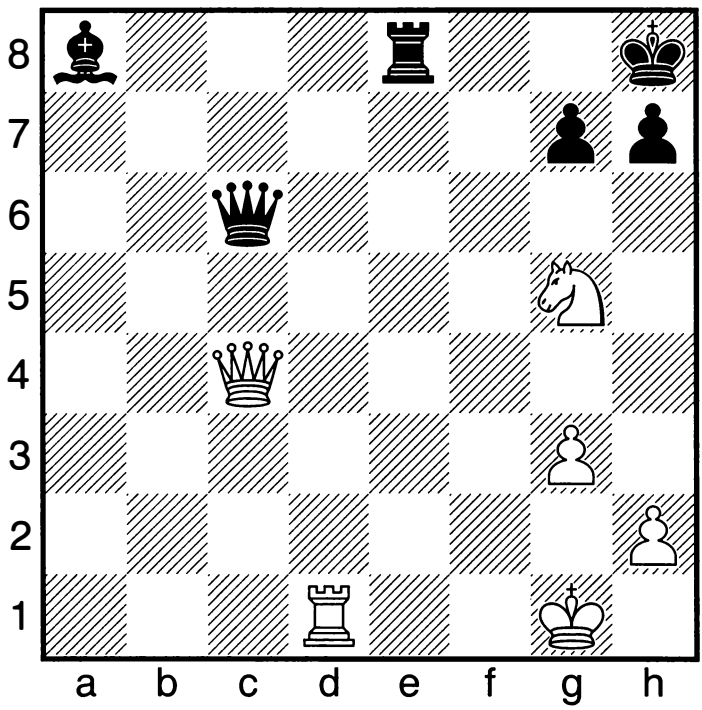


362.....

Queen sacrifice

When should you sacrifice your queen? Of course, only if you are absolutely sure about the consequences of this daring decision. The aim of the most queen sacrifices is to mate the enemy king or to gain some material, but you can sacrifice your queen to save the game, e.g.: to force a perpetual check or a stalemate. The most difficult kinds of queen sacrifices are the long-term, so-called positional queen sacrifices, but now we are going to examine only the simpler ones.

(363) White to move

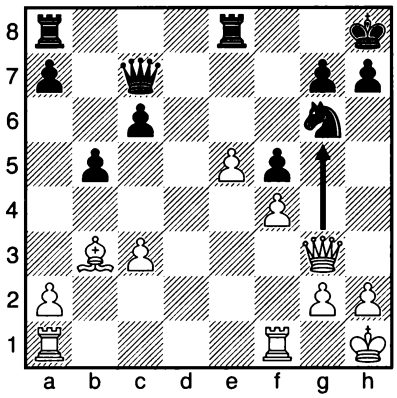


First moves of a smothered mate with a queen sacrifice. **1.♘f7+ ♔g8 2.♘h6+** The double check can be defended only with a king move. **♔h8 3.♕g8+ ♖xg8 4.♘f7** Mate. **1-0**

Queen sacrifice – mating attack

There are countless spectacular queen sacrifices leading to checkmate. The queen can be sacrificed not only to open files, ranks or diagonals, but to remove the guards. For instance, back-rank attacks are often combined with gaining some material.

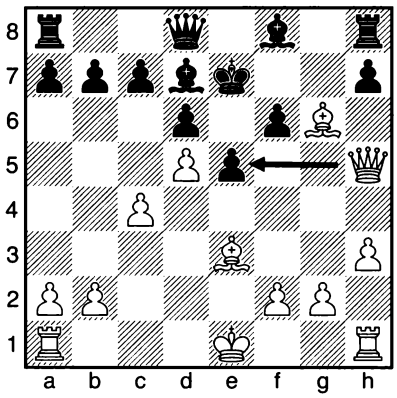
(364) White to move



A sacrifice to open a file.

1.♕xg6!! hxg6 2.♖f3 and 3.♖h3 mate is unavoidable. **1-0**

(365) Donisthorpe – Mundell

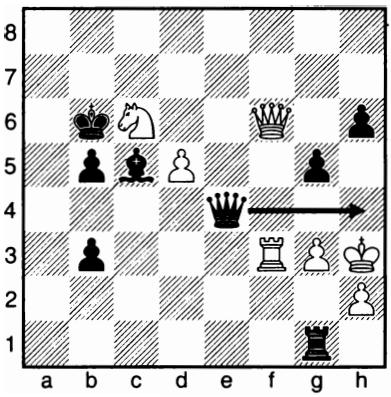


White to move

1.♕xe5+! A fantastic queen sacrifice to open the diagonal! **fxe5** 1...dxe5–re 2.♗c5 mate **2.♗g5** Mate. **1-0**

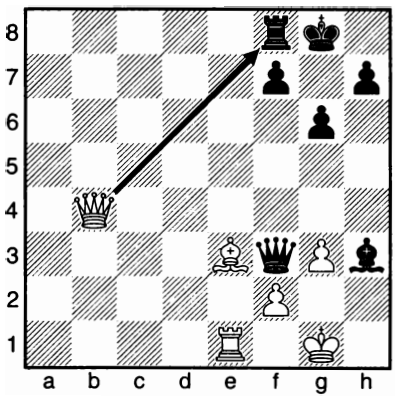
Queen sacrifice – mating attack

(366) Black to move



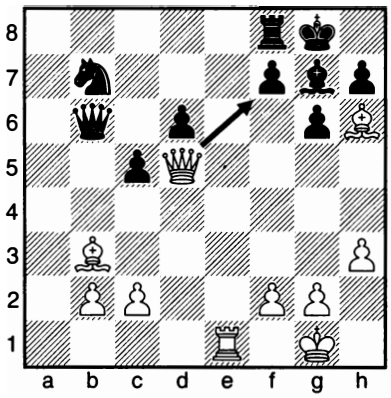
1...♕h4+ A sacrifice to blockade. **2.gxh4 g4** mate **0-1**

(367) White to move



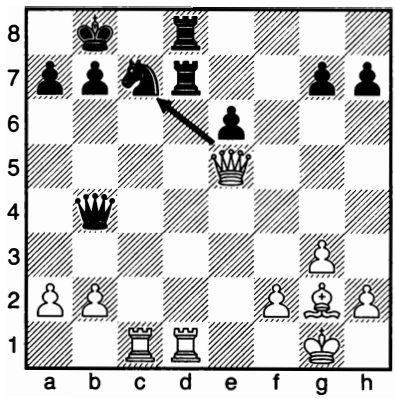
A classic queen sacrifice leading to a back-rank mate. **1.♕xf8+ ♔xf8 2.♗h6+ ♔g8 3.♖e8** Mate. **1-0**

(368) White to move



Back-rank mate **1.♕xf7++– ♖xf7** 1...♔h8 2.♗xg7 mate **2.♖e8+ ♗f8 3.♖xf8** Mate. **1-0**

(369) White to move

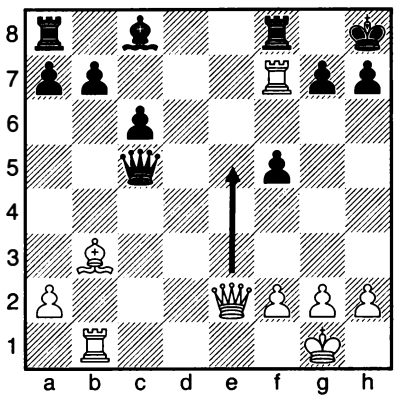


Back-rank mate. **1.♕xc7+ ♖xc7 2.♖xd8+ ♖c8 3.♖dxc8** Mate. **1-0**

Queen sacrifice – winning material

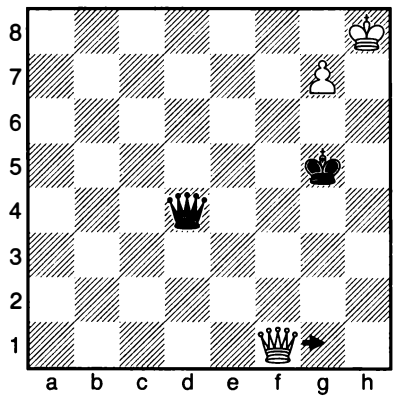
Queen sacrifices leading to mate may often be combined with winning material, because the opponent has two choices: either mate or losing material. Moreover, queen sacrifices are used for attraction.

(370) White to move



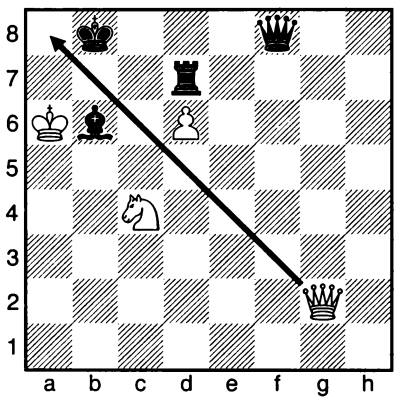
1.♕e5! Mate or losing the queen. **1...♕xe5 2. 1.♖xf8+** mate **1-0**

(371) White to move



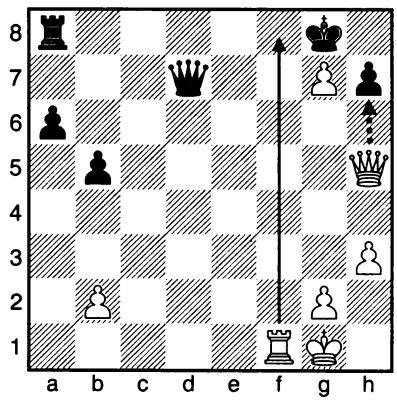
A simple attracting sacrifice. **1.♕g1+ ♕xg1 2.g8♕+ 1-0**

(372) White to move



1.♕a8+ ♔xa8 2.♘xb6+ ♔b8 3.♘xd7+ ♔c8 4.♘xf8 1-0

(373) White to move

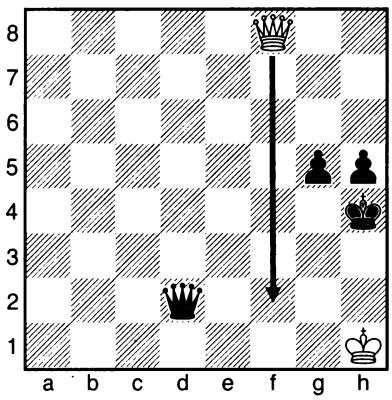


1.♖f8+ ♖xf8 2.♕xh7+ ♔xh7 3.gxf8♘+ 1-0

Queen sacrifice - saving the game

In a bad or sometimes even a losing position you can sacrifice your queen to force a stalemate or a perpetual check.

(374) White to move

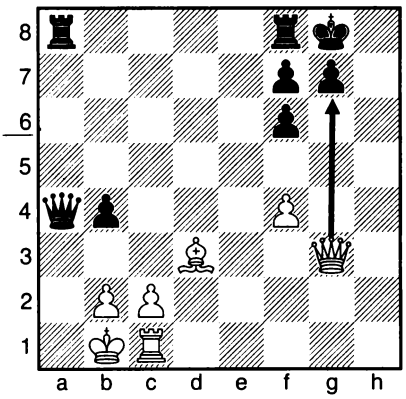


A stalemate combination

1.♕f2+ ♕xf2 ½-½

.

(375) White to move

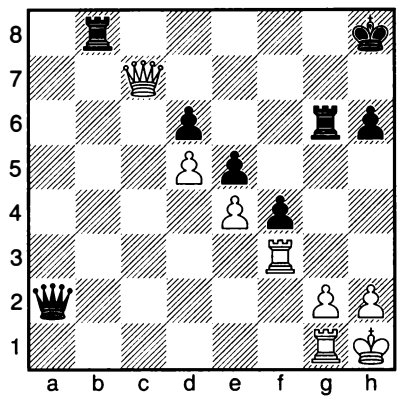


Saving the game with perpetual check

1.♕xg7+ ♔xg7 2.♖g1+ ♔h6 3.♖h1+ ♔g7 4.♖g1+ ½-½

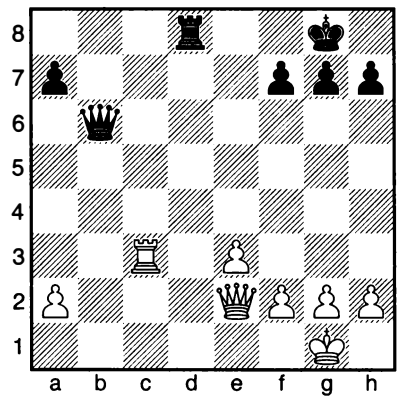
Queen sacrifice

(376) Black to move



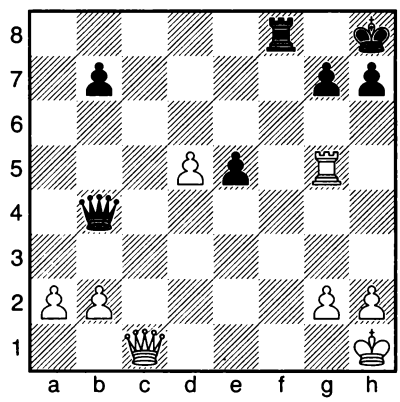
376.....

(377) Black to move



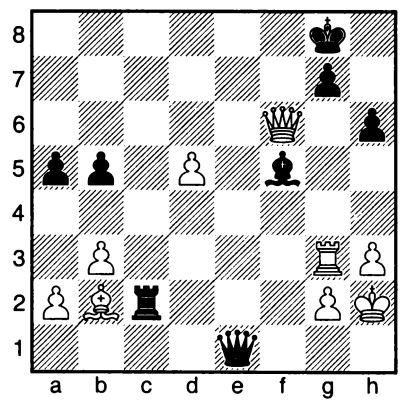
377.....

(378) Black to move



378.....

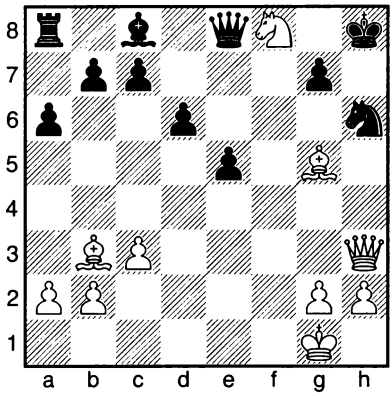
(379) Black to move



379.....

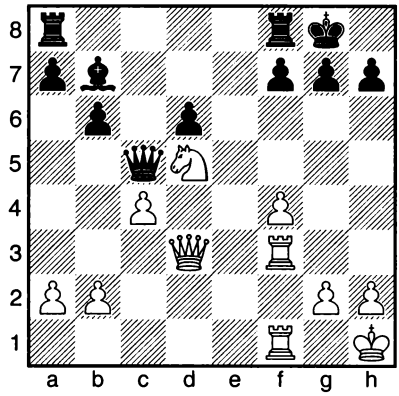
Queen sacrifice

(380) White to move



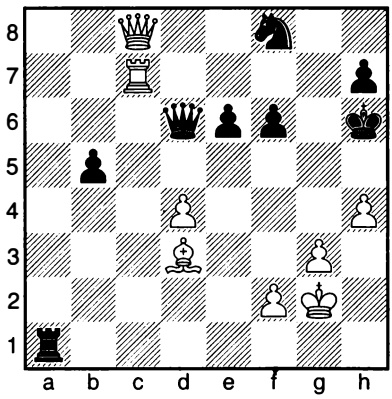
380.....

(381) White to move



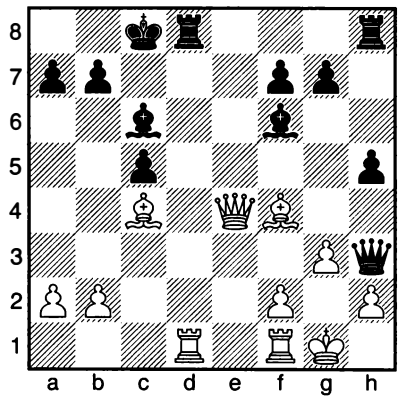
381.....

(382) White to move



382.....

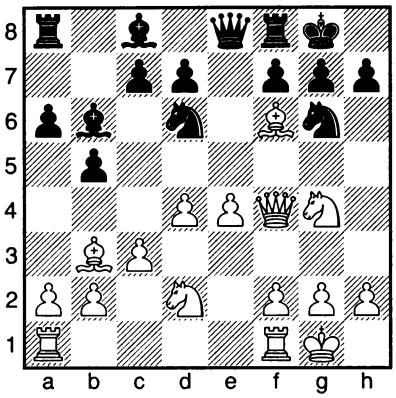
(383) White to move



383.....

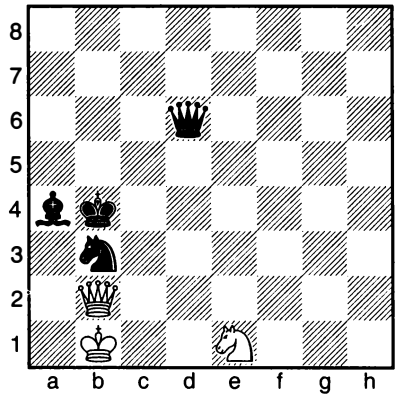
Queen sacrifice

(384) White to move



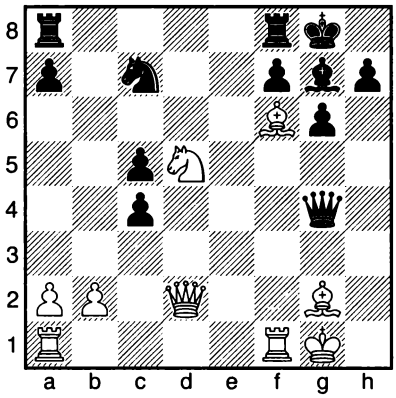
384.....

(385) White to move



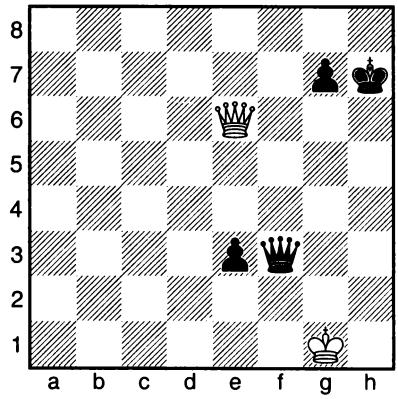
385.....

(386) White to move



386.....

(387) White to move

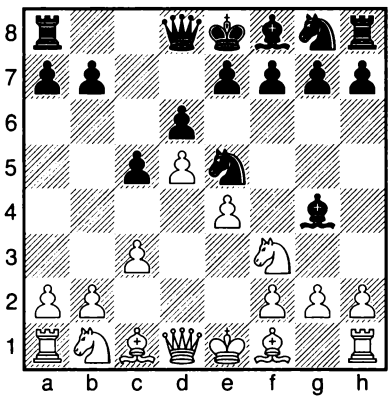


387.....

Sacrifices – miniature games

Vujosevic, V. - Butunoi, A
Szombathely, 2003

1.e4 c5 2.♘f3 d6 3.c3 ♘c6 is more precise. 3...♘f6 4.♗e2 ♘c6 *(4...♘xe4? 5.♕a4+)* **4.d4 ♗g4?** 4...e6 **5.d5± ♘e5?**



6.♘xe5+− Discovery. The f8 bishop is unprotected. Black resigned, because 6.♘xe5−re 6...dxe5 *(6...♗xd1 7.♗b5+ ♕d7 8.♗xd7++−)* 7.♕xg4+− **1-0**

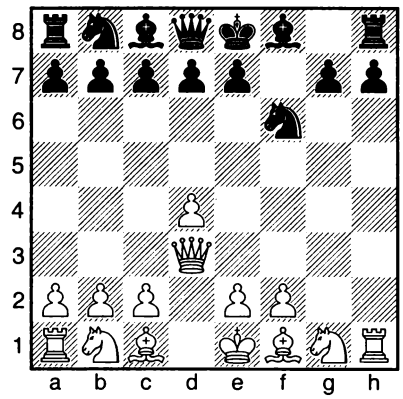
Priborsky, J - Slovak, P
CZE-ch U14, 2001

1.e4 e6 2.d4 d5 3.♘c3 ♗b4 4.♗d3 c5 5.exd5 exd5?! 5...♕xd5 **6.dxc5 d4 7.a3 ♕a5?** 7...♗a5 **8.axb4! ♕xa1 9.♘d5 ♕a4 10.♗b5+** black resigned **1-0**

Pullin, M - Frithiof, M
Chicago, 2002

1.d4 f5 2.h3 ♘f6 [2...b6!?] **3.g4 fxg4?!** Opens the files. 3...d5 **4.hxg4 ♘xg4 5.♕d3 ♘f6?**
5...g6 6.♘f3 d5 7.♘g5 ♕d6 with similar chances for both sides.

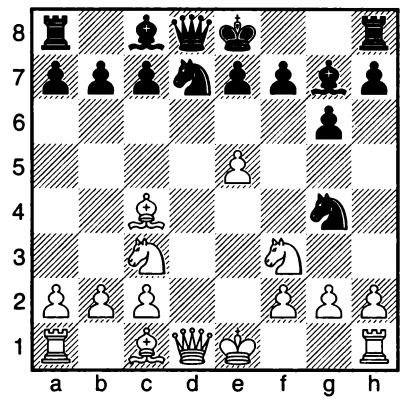
See the diagram.



6.♖xh7!! Black resigned, because ♕h7 cannot be protected properly. **1-0**

Fette, M - Senner, P
Krumbach, 1985

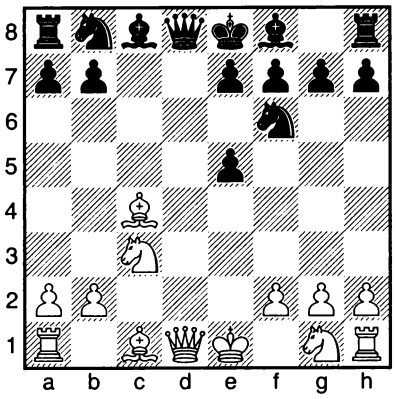
1.e4 d6 2.d4 g6 3.♘f3 ♗g7 4.♘c3 ♘d7 5.♗c4 ♘gf6? 6.e5! The immediate 6.♗xf7+ sacrifice is good as well. 6...♔xf7 7.♘g5+ ♔g8 8.♘e6 ♕e8 9.♘xc7 ♕d8 10.♘xa8 **6...dxe5 7.dxe5 ♘g4**



8.♗xf7+! 1-0 Black resigned, because 8.♗xf7+ ♔xf7 9.♘g5+ ♔e8 10.♘e6

Walquist, E - Rydberg, S
Grand Rapids-ch, 1994

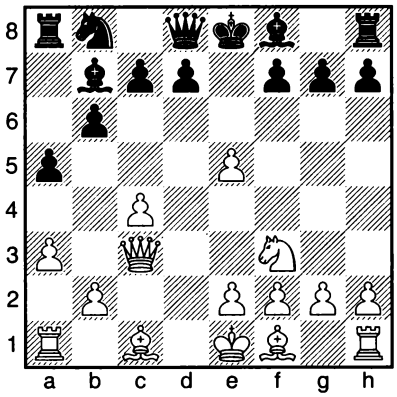
1.e4 c5 2.d4 cxd4 3.c3 dxc3 4.♘xc3 d6 5.♗c4 ♘f6?! 5...e6 **6.e5 dxe5?**



7.♗xf7+! A simple, deflecting bishop sacrifice. **1-0**

Schmied, A - Schlindwein, R
Untergrombach, 2003

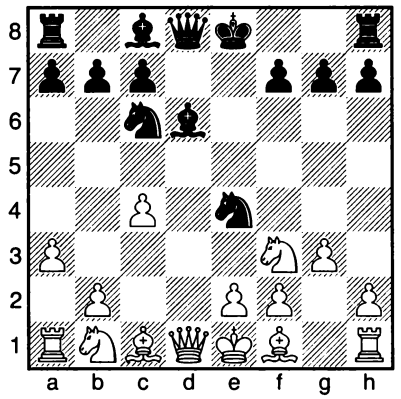
1.d4 ♘f6 2.c4 e5 3.dxe5 ♘e4 4.a3 b6 5.♕c2 ♗b7 6.♘c3 ♘xc3 7.♕xc3 a5 8.♘f3? 8.♗f4 ♘a6 9.♘f3 ♘c5 10.e3±



8...♗b4! White resigned **0-1** 9.axb4 axb4 10.♖xa8 bxc3∓

Warren-Selman, J
Holland, corresp. chess tournament, 1930

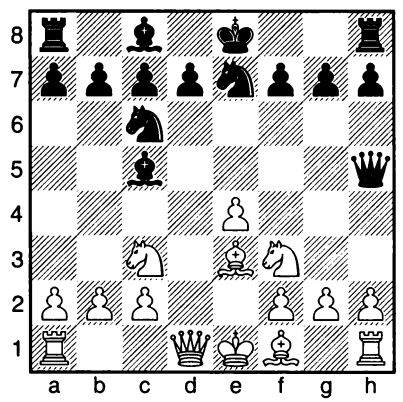
1.d4 ♘f6 2.c4 e5 3.dxe5 ♘e4 4.a3 ♘c6 5.♘f3 d6 6.exd6 6.♕c2!? **6...♗xd6 7.g3?** 7.e3; 7.♘bd2



7...♘xf2! 8.♔xf2 ♗xg3+ 0-1

Kulaots, K - Geller, J
Moscow, 2002

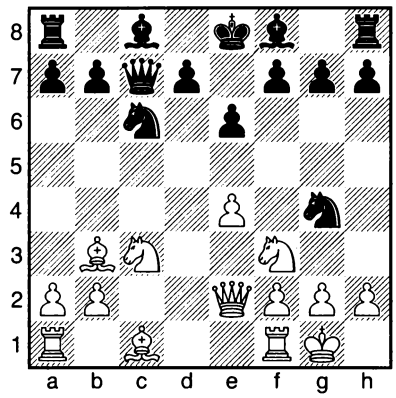
1.e4 e5 2.♘f3 ♘c6 3.d4 exd4 4.♘xd4 ♕h4?! It is not advisable to bring your queen out early. 4...♗c5; 4...♘f6 **5.♘c3 ♗c5?** 5...♗b4 6.♗e2 ♕xe4 7.♘db5 ♗xc3+ 8.bxc3 ♔d8 9.0-0 **6.♗e3± ♘ge7? 7.♘f3! ♕h5**



8.g4! A deflecting sacrifice and the queen must leave the c5 bishop unprotected. **1-0**

Tesinszky, Gy - Magerramov, E
Budapest, 1990

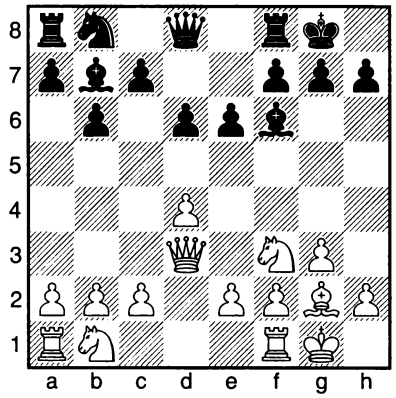
1.e4 c5 2.d4 cxd4 3.c3 dxc3 4.♘xc3 ♘c6 5.♘f3 e6 6.♗c4 ♕c7 7.0-0 ♘f6 8.♕e2 ♘g4 9.♗b3? 9.h3? ♘d4!; 9.♖d1?! ♗c5!; 9.♘b5 The best move in the given position. 9...♕b8 10.h3 h5!?



9...♘d4! 0-1

Maiwald, J Uwe - Bockius, A
Bad Woerishofen, 1994

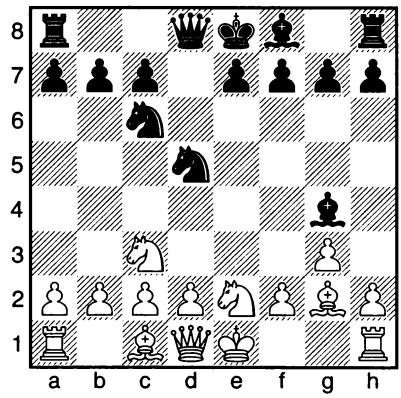
1.d4 ♘f6 2.♘f3 e6 3.g3 b6 4.♗g2 ♗b7 5.0-0 ♗e7 6.♗g5 d6 7.♕d3!? 0-0? 7...♘bd7 **8.♗xf6 ♗xf6**



9.♘g5! Black resigned 9.♘g5 ♗xg5 10.♗xb7 ♘d7 11.♗xa8+- **1-0**

Gibbs, G - Schmid, L
Lugano, 1968

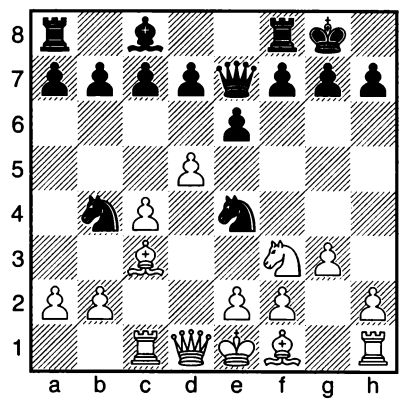
1.e4 ♘f6 2.♘c3 d5 3.exd5 ♘xd5 4.♘ge2?! 4.d4; 4.♘f3 **4...♘c6 5.g3?** 5.♘xd5 ♕xd5 6.♘c3 **5...♗g4 6.♗g2**



6...♘d4! 7.♗xd5? 7.h3 ♘xc3 8.dxc3 ♘f3+ 9.♗xf3 ♕xd1+ 10.♔xd1 ♗xf3∓ **7...♕xd5!-+ 8.f3** 8.♘xd5 ♘f3+ 9.♔f1 ♗h3 mate **8...♕xf3 9.♖f1 ♕g2 0-1**

Veingold, - Garcia, F
Benasque, 1995

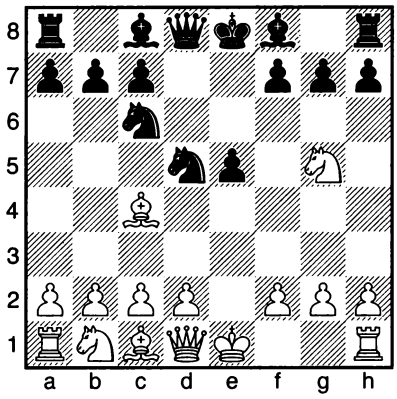
1.d4 ♘f6 2.♘f3 e6 3.c4 ♗b4+ 4.♗d2 ♕e7 5.g3 ♘c6 6.♘c3 ♗xc3 7.♗xc3 ♘e4 8.♖c1 0-0 9.d5 ♘b4? 9...♕c5



10.d6! 1-0

Morphy, P - NN
New Orleans, 1858

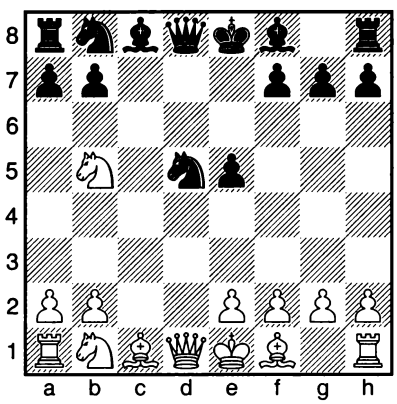
1.e4 e5 2.♘f3 ♘c6 3.♗c4 ♘f6 4.♘g5 d5 5.exd5 ♘xd5?! 5...♘a5



6.♘xf7! ♔xf7 7.♕f3+ ♔e6 8.♘c3 ♘d4 9.♗xd5+ ♔d6 10.♕f7 ♗e6 11.♗xe6 ♘xe6 12.♘e4+ ♔d5 13.c4+ ♔xe4 14.♕xe6 ♕d4 15.♕g4+ ♔d3 16.♕e2+ ♔c2 17.d3 Matt **1-0**

Seres, L - Wiesmann, D
Bern, 2000

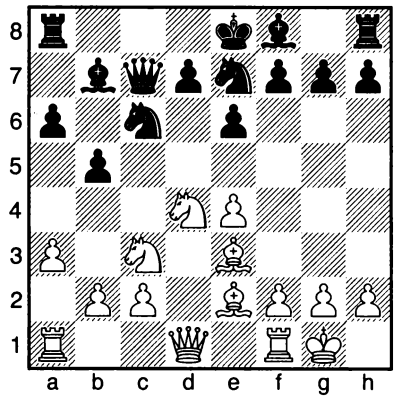
1.c4 c5 2.♘f3 ♘f6 3.d4 cxd4 4.♘xd4 e5 5.♘b5 d5 6.cxd5 ♘xd5? 6...a6 7.♘5c3 ♗c5 was the right continuation.



7.♕xd5 ♕xd5 8.♘c7+ ♔d8 9.♘xd5 ♗e6 10.♘bc3 1-0

Dely, P-Szöllösi, L
Budapest-ch, 1963

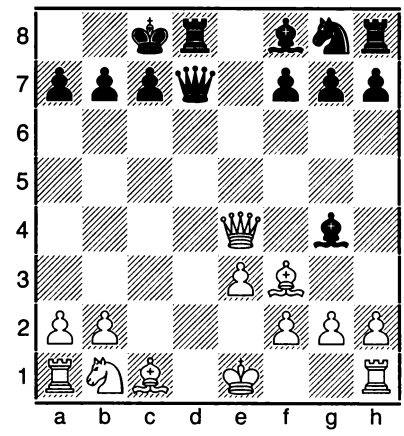
1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♘xd4 e6 5.♘c3 a6 6.♗e2 ♕c7 7.♗e3 b5 8.a3 ♗b7 9.0-0 ♘ge7? 9...♘f6



10.♘dxb5 Black resigned **1-0**

Rogalski, K - Wilk, K
Pol, 1998

1.d4 d5 2.c4 ♘c6 3.♘f3 ♗g4 4.e3 e5 5.dxe5?! 5.♕b3!? **5...dxc4 6.♕a4 ♕d7 7.♕xc4?** 7.♗xc4 **7...0-0-0 8.♗e2?! ♘xe5! 9.♕e4 ♘xf3+ 10.♗xf3?**



10...♕d1+ mate with X-Ray attack. **0-1**

Solutions

7. 1.♗xf6+ ♖xf6 2.♕a8+ 1-0
8. 1.♗xh7+ 1-0
9. 1.♖h1+ ♔g5 2.♖g1+ ♔f6 3.♖xg8 1-0
10. 1.♖a1! ♕xa1 + 2.♘b3+ 1-0
11. 1.♕xf7+ ♖xf7 2.♖e8+ ♖f8 3.♖exf8 1-0
12. 1.♕a6+ bxa6 2.♗c6# 1-0
13. 1...♗c6! 2.♗xc6 c2 0-1
14. 1.f6+ ♕xf6 2.♕h6+ ♔g8 3.♕h7# 1-0
15. 1.♗f4! ♔xf4 1...c4 2.h6 2.h6 1-0
16. 1.♘f6+ gxf6 2.♕f5 1-0
17. 2.♘d5! ♕d6 3.♘f6+ ♔g7 4.♕xh7# 1-0
18. 2.e7! 1-0
30. 1.d4
31. 1.d4
32. 1.c6
33. 1...d4
34. 1.♖xd6+ ♖xd6 2.e5+ 1-0
35. 1.♕h7+ ♔f8 2.♕xe7+ ♔xe7 3.d6+ ♔d8 4.dxc7+ ♔xc7 5.♔c3 d6 6.♔c4 1-0
36. 1.♖d8+ ♔g7 2.f6+ 1-0
37. 1.♕a3+ ♔d7 2.♕xe7+ ♔xe7 3.f6+ ♔f8 4.fxg7+ ♔xg7 5.♗xb7 1-0
43. 1.♘e5 1-0
44. 1.♘de5 1-0
45. 1.♘e6 1-0
46. 1.♘f5 1-0
47. 1.♘xc7 1-0
48. 1.♘d5 1-0
49. 1.♘xb7 1-0
50. 1.♘cd5 ♘xd5 2.♘xd5 1-0
53. 1.♗b4+ ♔xb4 2.♘d3+ 1-0
54. 1.f8♕+ ♔xf8 2.♘e6+ 1-0
55. 1.♖xg6 ♔xg6 2.♘e5+ 1-0
56. 1.♗g4+ ♔xg4 2.♘e5+ 1-0
57. 1.♕f8+ ♖xf8 2.gxf8♕+ ♔xf8 3.♘e6+ 1-0
58. 1.♖xf7+ ♖xf7 2.♖xf7+ ♔xf7 3.♘d6+ 1-0
59. 1.♕xf8+ ♔xf8 2.♘g6+ ♔f7 3.♘xh4 1-0
60. 1.d8♕+ ♔xd8 2.♘c6+ 1-0
69. 1.♗d4+
70. 1.♗e8+
71. 1.♗d5
72. 1.♗c5

73. 1.♖xf7+ ♔xf7 2.♗d5+ 1-0

74. 1.♗d5+ 1-0

75. 1.d8♕+ ♔xd8 2.♗b6+ 1-0

76. 1...♖xe3+ 2.♔xe3 ♗a7+ 1-0

81. 1.♕c3+ 1.♕e5+; 1.♕g7+ 1-0

82. 1.♕a2+ 1-0

83. 1.♕g7+ 1-0

84. 1.♕c6+ 1-0

85 1.♔g3+ 1-0 Any other king moves, which move away from the diagonal, are good.

86. 1.♕b2 1-0

87. 1.♕f7+ 1-0

88. 1.♕f1+ 1-0

101. 1.♖h8+ 1-0

102. 1.♖a5 1-0

103. 1.♖c4+ 1-0

104. 1.♖g1+ ♔h5 1...♔h4; 1...♔h3 2.♖h1+ 1-0

105. 1.♖g8+

106. 1.♖a7+

107. 1.♖g5

108. 1.♖a7+

111. 1.♖b1+ ♔a5 2.♖a1+ 1-0

112. 1.♖h6+ ♔f7 2.♖h7+ 1-0

113. 1.e8♕+ Would not 1.♖h8 be good? ♖a3+ 2.♔f4 ♔xe7. 1...♔xe8 2.♖h8+ ♔f7 3.♖h7+ 1-0

114. 1.♖xe5+ ♔xe5 2.♖h5+ 1-0

115. 1.♖d4+ ♖xd4 2.g8♕ 1-0

116. 1.♖c1+ ♔g2 2.♖c2+ ♖xc2 3.a8♕+ 1-0

117. 1.♖f3+ ♔b4 2.♖f4+ ♖xf4 3.g8♕ 1-0

118. 1.b8♕+ ♖xb8 2.♖h8+ 1-0

121. 1.♕b3+ 1-0

122. 1.♕e4+ 1-0

123. 1.♕h7+ 1-0

124. 1.♕e2+, 1.♕c8+ 1-0

126. 1.♕h7+

127. 1.♕g2+

128. 1.♕f8+

129. 1.♕b7+ 1-0

130. 1.♖a3+

131. 1.g3+

132. 1.f3+

133. 1.♖c2+

138. 1.♖h8+ ♔d7 2.♖xb8 1-0

139. 1.♕h2+! ♕xh2 2.b8♕+ 1-0

140. 1.g8♕+ 1.♗b3+? ♖xb3+ 1...♖xg8 2.♗b3+ 1-0

141. 1.♖h7+ ♔g8 2.f7+ ♔f8 3.♖h8+ 1-0

145. 1.♕e5

146. 1.♖d7 1-0
147. 1.♖hh7
148. 1.♕e5 1-0
154. 1.♗g5
155. 1.♗g3
156. 1.♖e1
157. 1.♖e1 f6 2. f4
158. 1.♗xd5
159. 1.♗xd4
160. 1.♘xd5
161. 1.♗xd5
165. 1.♖d1
166. 1.♕h7
167. 1....♕g6, 1....♕f5,
168. 1.♕b1
173. 1.♗c4 1-0
174. 1.g5 1-0
175. 1.♘g4 1-0
176. 1.e4 ♗xe4 2.♖d7 1-0
181. 1.♗a6
182. 1.♘e4
183. 1.♔e3, 1.♔e2
184. 1.♘b4
187. 1.♗b3+
188. 1.d6+ 1-0
189. 1.♔e4+
190. 1.♘c6+
194. 1.♕xe6 fxe6 2.♖xg7+ ♔h8 3.♖xe7+ ♔g8 4.♖g7+ ♔h8 1-0
195. 1.♖d7+ ♔g8 2.♖g7+ ♔h8 3.♖xc7+ ♔g8 4.♖g7+ ♔h8 5.♖xb7+ ♔g8 6.♖g7+ ♔h8 7.♖xa7+ ♔g8 8.♖g7+ ♔h8 9.♖c7+ ♔g8 10.♖xc2 1-0
196. 1.♖c7! ♕xh5 2.♖e7+ ♔f8 3.♖xb7+ ♔e8 4.♖e7+ ♔f8 5.♖xh7+ ♔e8 6.♖xh5 1-0
197. 1.♖xg7+ ♔h8 2.♖xd7+ ♔g8 3.♖g7+ ♔h8 4.♖xc7+ ♔g8 5.♖g7+ ♔h8 6.♖xb7+ ♔g8 7.♖xa7 1-0
200. 1.♗d6++
201. 1.♖f8++
202. 1.♘e8++
203. 1.♗e3++
208 1.♖e8++ Mate.
209 1...♘f2++ 2.♔g1 ♘h3 Mate.
210. 1. hxg6++ ♔g8 2. 1.♖h8 Mate.
211. 1...♘h3++ 2.♔h1 ♕g1 Mate.
212. 1...♘g3+ 2.♔g1 ♖h1 Mate. 0-1
213. 1.♘c7+ ♔b8 2.♘a6 Mate. 1-0
214. 1...♕h1+ 2.♔xh1 ♘g3+ 3.♔g1 ♖h1 Mate. 0-1
215. 1.♖f8 Mate. 1-0
226. 1.♗c4 1-0

227. 1.♘a4 ♕xa1 2.♕xa1 1-0

228. 1.♗d4+ ♔g6 2.♖a1 ♕xa1 3.♗xa1 ♔f5 1-0

229. 1.♗g5 hxg5 2.hxg5 ♕g6 3.♗xg6 1-0

230. 1.♗g5 1-0

231. 1.♗d2+- 1-0

232. 1.g6 ♗xg6 2.♘xg6 ♗d6 1-0

233. 7...♘e3! 0-1

239. 1.♕xe8+ ♖xe8 2.♖f8+ ♖xf8 3.♖xf8# 1-0

240. 1.♗xf6 ♕xf6 2.♕xh7# 1-0

241. 1.♖xf6 1-0

242. 1.♖xe8+ ♖xe8 2.♘g6# 1-0

243. 1.♗xf6+ ♕xf6 2.♕h5+ 1-0

244. 1.♗xf6 ♕xf6 2.♕xh7# 1-0

245. 1.♖xe8 ♖axe8 2.♕g7# 1-0

246. 1.♘xg6 hxg6 2.♖e8+ 1-0

249. 1.f6! 1.h5 ♔e5 2.h6 ♔f6 3.♔d2 a5 4.♔c3 d5 5.♔d4 a4 6.♔c3 ♔f7 7.♔b4 ♔g8 8.♔xa4 ♔h7 9.♔b4 ♔xh6 10.♔c5 ♔g5 11.♔xd5 ♔xf5 **1...exf6 2.h5 ♔e5 3.h6 1-0**

250. 1...♖h8 1...♗g5+ 2.♔b2 ♖h8 **2.♕xh8 ♗g5+ 3.♔b2 ♗h6**

251. 1.♔f2 1-0

252. ♗f7+! ♔h8 1...♔f8 2.♗e6+ ♔e7 3.♕g5+ ♔e8 4.♖f8+ **2.♗e8 h6 3.♕f8+ ♔h7 4.♗g6+ 1-0**

258. 1.♖e7+ ♔g6 2.♖xd7 1-0

259. 1.g7 ♗xg7 2.♗xg7 1-0

260. 1.♕c8+ ♖xc8 2.♖xc8 Mate. 1-0

261. 1.d6+ 1-0

262. 1.hxg7+ ♗xg7 2.♗xg7 Mate. 1-0

263. 1.♖c8+ ♗xc8 2.♖xc8 Mate. 1-0

264. 1.♗d5+ ♔g7 2.♗xb3 1-0

265. 1.♕xb7+ ♗xb7 2.♗xb7 Mate. 1-0

270. 1.♖d8+ ♖xd8 2.♘c6+ ♔c8 3.♘e7+ ♔b8 4.♘c6+ ♔c8 5.♘e7+ ½-½

271. 1.♖xg6+ hxg6 2.♕xg6+ ♔h8 3.♕h6+ ♔g8 4.♕g6+ ♔h8 5.♕h6+ ½-½

272. 1.♖b8+ ♖xb8 2.♕c6+ ♖b7 3.♕c8+ ♖b8 4.♕c6+ ♖b7 5.♕c8+ ♖b8 6.♕c6+ ♖b7 7.♕c8+ ½-½

273. 1.♕e8+ ♔h7 2.♕g6+ ♔g8 3.♕e8+ ♔h7 4.♕g6+ ♔h8 5.♕e8+ ½-½

277. 1.♔b3 ♗c1 2.♔c2 ♗a3 3.♔b3 draw.

278. 1.♔g6 ♖g7+ 2.♔f6 ♖h7 3.♔g6 draw.

279. 1.♔b6 ♖a8 [1...♖a4 2.♘c3+; 1...♖a2 2.♘c3+] **2.♔b7 ♖a5 3.♔b6** draw

280. 1.h8♕+ ♕xh8 2.♖b8 ♕h7 [2...♕xb8=] **3.♖b4 ♕g8 4.♖b8 ♕h7 5.♖b4** draw.

286. 1.♘e2+! ♘xe2 ½-½

287. 1...g5+ 2.♔f3 ♖e3+ 3.♔xe3 ½-½

288. 1.♕f2! ½-½

289. 1...♖h7+! 2.♗xh7 b1♕ 3.♗xb1 ½-½

290. 1.♖d3+! ♗xd3 ½-½

291. 1♖g3+! ♔xg3 1...♔h4 91.♖xf3= ½-½

292. 1...♖f8+! 2.♕xf8 ½-½

292. 1.♖h8+! ♔xh8 2.♖h5+ ♘h6 3.♖xh6+ gxh6 4.g7+ ♔h7 5.g8♕+ ♔xg8 ½-½

298. 1.♖b8+ ♖f8 2.♖xf8+ ♔xf8 3.♗h6 ½-½

299. 1.h6 gxh6 2.♔h1 ½-½

300. 1.♖xb2+ ♔xb2 2.h7 ½-½

301. 1.♗b3 ♔f6 2.♗xe6 ½-½

307. 1.♘b7+!! ♘xb7 2.a6 ♔c7 3.a7 1-0

308. 1.♗e4! ♗xe4 2.f7 1-0

309. 1.♖h3+! ♔c4 2.♖h4 ♖xh4 3.d8♕ 1-0

310. 1.♖e8 1-0

316. 1.e4+ ♗xe4 [1...♔xe4 2.♗c2+; 1...♔d6 2.exf5] 2.c8♕ 1-0

317. 1.e8V+ 1.Bh8? Ba2+ 2.Kd3 Kxe7 1...Kxe8 2.Bh8+ Kd7 3.Bh7+ 1-0

318. 1...b3 2.cxb3 2.♗a2 ♔xc2 mate 2...♔xb3 Mate. 0-1

319. 14.e5 ♕xe5 15.♖e1 ♕d6 16.♖xe7+ ♔d8 17.♖xf7+– 1-0

320. 17.e5 ♗xe5 18.♘f6+ 1-0

321. 23...g5+ 24.♔xg5 ♕xf3 0-1

322. 1.e4 1-0

323. 1.f8♕+ ♔xf8 2.g7+ ♔xg7 3.♗c3+ ♔h7 4.♗xa1 ♘f7 5.a7 1-0

329. 1...♘g3+ 2.hxg3 ♖h5 Mate. 1-0

330. 1...♘f3+! 2.gxf3 2.♔h1 ♘f2 mate 2...♖g6+ 3.♔h1 ♘f2 Mate. 0-1

231. 1.♘e7+! ♘xe7 1...♔h8 2.♘xg6+ hxg6 3.♖xf8+ 2.♖xf8+ ♔xf8 3.♖d8 Mate. 1-0

332. 1.♘xc6

333. 1.♘dxb5 axb5 2.♘xb5 ♕c6 3.♘xd6+

334. 1...♘xe4 2.fxe4 ♕h4+ 3.♔f1 ♕xh6 **335.** 1...♘e3

336. 1.♘g6+ hxg6 2.♖h3# 1-0

342. 1.♗g6+ ♔xg6 2.♕xe8+ 1-0

343. 1.♗e5+ ♗xe5 2.a7 1-0

344. 1.♗xh7+! ♔xh7 [1...♔h8 2.♕h5] 2.♕h5+ ♔g8 3.♗xg7! ♔xg7 [3...f6 4.♕g6 ♖f7 5.♗h6+ ♔h8 6.♕xf7] 4.♕g4+ [4.♖f3 ♖g8 5.♖g3+ ♔f8 6.♕h6+ ♔e8 7.♖xg8+ ♔d7] 4...♔h7 5.♖f3 1-0

345. 1.♗xd6 cxd6 2.♖h7+ 1-0

346. 1.♗e3+ ♔xe3 2.♕c1+ 1-0

347. 1.♗xh7+ ♔xh7 2.♖xd4 1-0

348. 1.♗e8!

349. 1.♗d5+ ♕xd5 2.♘e7+ ♔f7 1-0

355. 1.♖a1 ♖xa1 1...♖b8 2.♔c7 ♖h8 3.♔d7 ♔f7 4.♖f1+ ♔g7 5.e8♕ 2.e8♕ 1-0

356. 1.h7 ♖h1 2.a7 ♖a1 3.♖d1!! 1-0

357. 1.♖h3+ ♔b4 2.♖h4 ♖xh4 3.g8♕ 1-0

358. 1.♖e2! ♖xe2 2.♗e4!! 1-0

359. 1.♖h5+ ♔b4 2.♖a5!! ♔xa5 3.b4+ ♔xb4 4.♔b2 1-0

360. 1.♖e8+ ♖xe8 2.♕xd5 1-0

361. 1.♖xe6+ ♔xe6 2.♕xd8 1-0

362. 1.♖h3+ ♗xh3 2.g3# 1-0

376. 1...♕xg2+ 2.♖xg2 ♖b1+ 3.♖g1 ♖bxg1 Mate. 0-1

377. 1...♕b2 2.♕xb2 2.♕e1 ♕xc3 3.♕xc3 ♖d1+; 2.♖c2 ♕b1+ 3.♕f1 ♕xc2 *(3...♖d1?? 4.♖c8+ ♖d8 5.♖xd8* mate 2...♖d1 Mate. 0-1

378. 1...♕d2 2.♕xd2 ♖f1 Mate. 0-1

379. 1...♕xg3+ 2.♔xg3 gxf6

380. 1.♕xh6+! gxh6 2.♗f6 Mate. 1-0

381. 1.♘e7+ ♔h8 2.♕xh7+ ♔xh7 3.♖h3+ ♕h5 4.♖xh5# 1-0

382. 1.♕xf8+! ♕xf8 2.♖xh7 Mate. 1-0

383. 1.♕xc6+ bxc6 2.♗a6 Mate. 1-0

384. 1.♕h6! gxh6 1...gxf6 2.♘xf6+ ♔h8 3.♕xh7# mate 2.♘xh6 Mate. 1-0

385. 1.♕a3+! ♔xa3 2.♘c2 Mate. 1-0

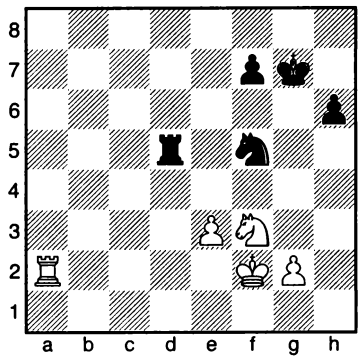
386. 1.♕h6! ♗xh6 2.♘e7 Mate. 1-0

387. 1.♕h3+ ♕xh3= ½-½

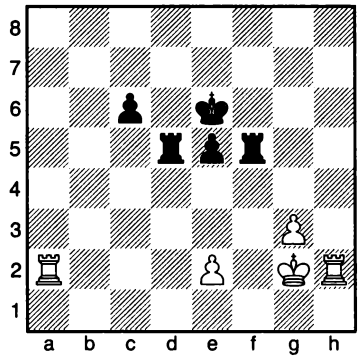
Test for practice

Pawn Fork

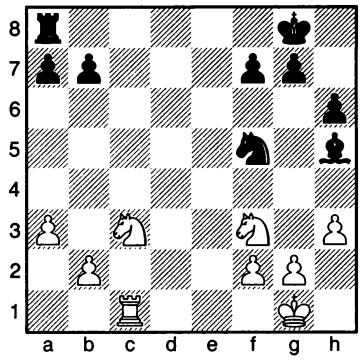
(1) White to move **1-0**



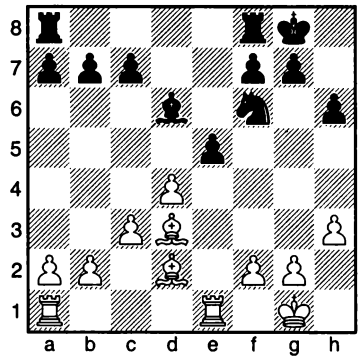
(2) White to move **1-0**



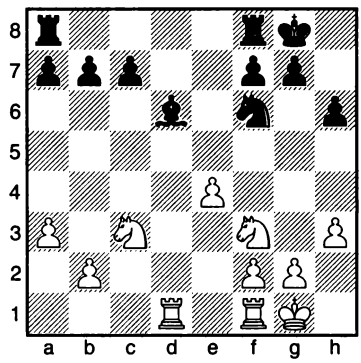
(3) White to move **1-0**



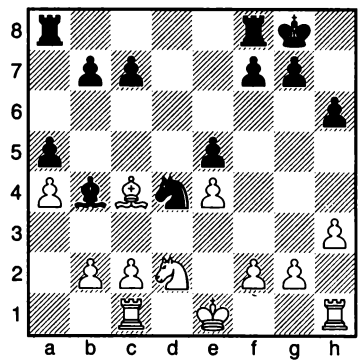
(4) White to move **1-0**



(5) White to move **1-0**

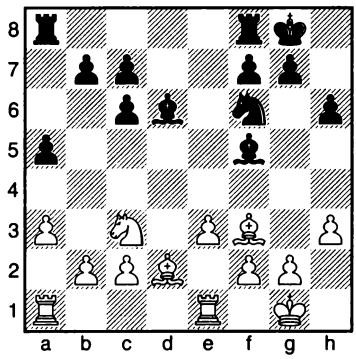


(6) White to move **1-0**

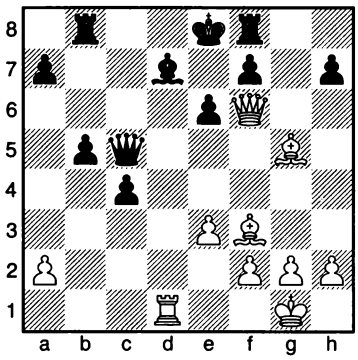


Pawn Fork

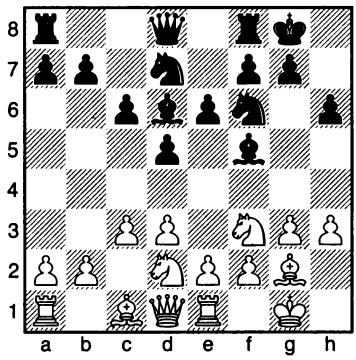
(7) White to move **1-0**



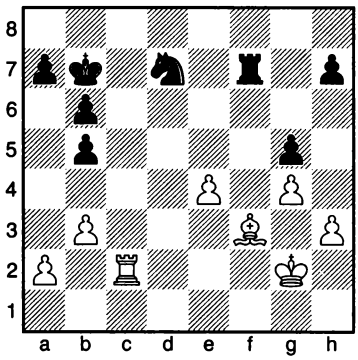
(8) White to move **1-0**



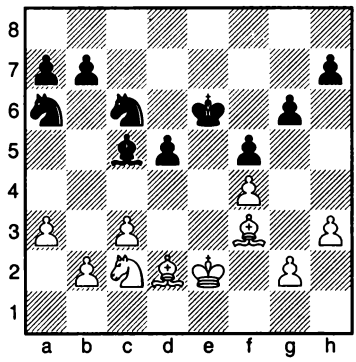
(9) White to move **1-0**



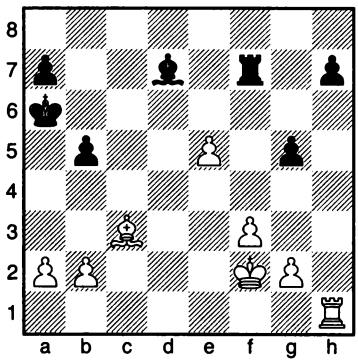
(10) White to move **1-0**



(11) White to move **1-0**

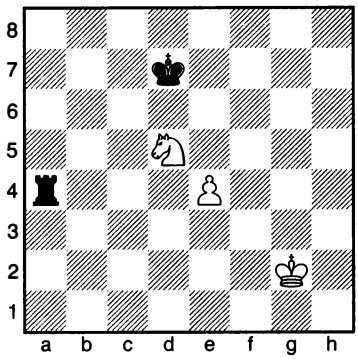


(12) White to move **1-0**

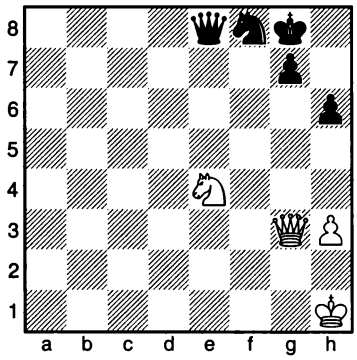


Knight fork

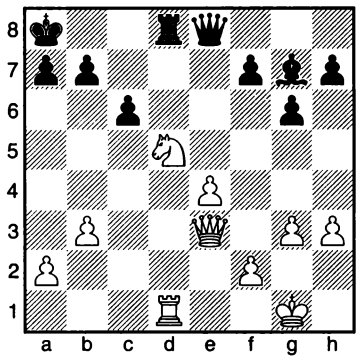
(13) White to move **1-0**



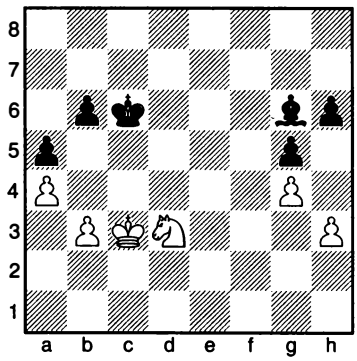
(14) White to move **1-0**



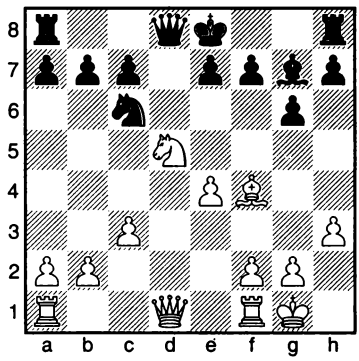
(15) White to move **1-0**



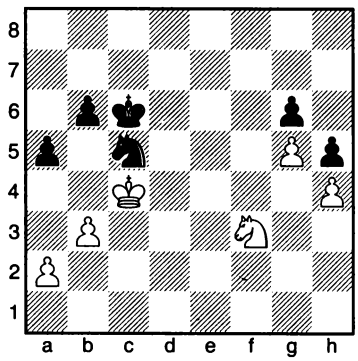
(16) White to move **1-0**



(17) White to move **1-0**

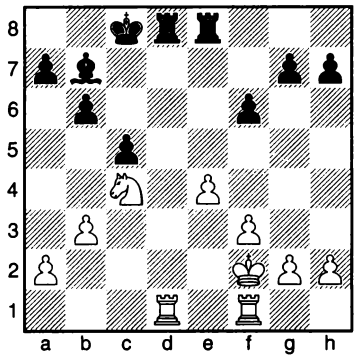


(18) White to move **1-0**

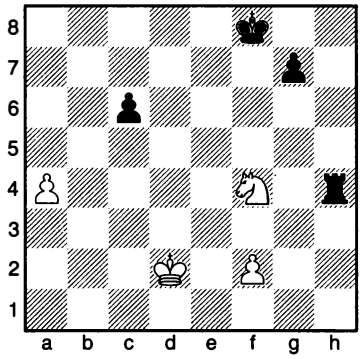


Knight fork

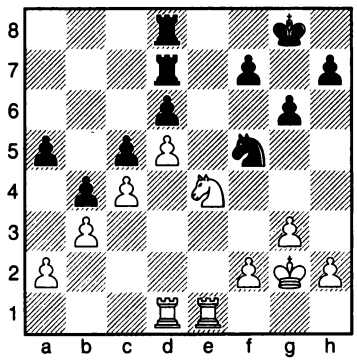
(19) White to move **1-0**



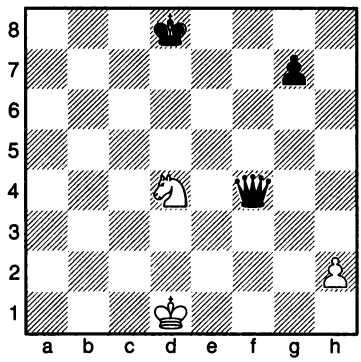
(20) White to move **1-0**



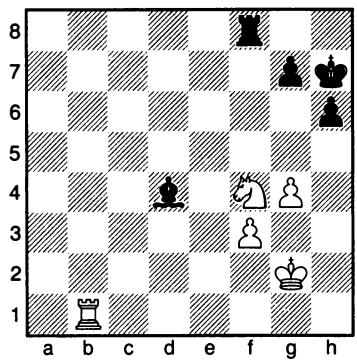
(21) White to move **1-0**



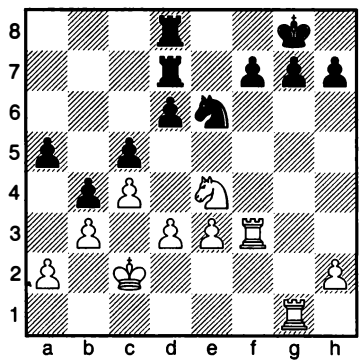
(22) White to move **1-0**



(23) White to move **1-0**

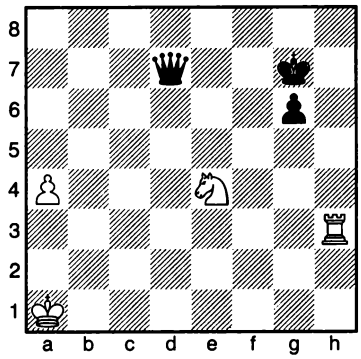


(24) White to move **1-0**

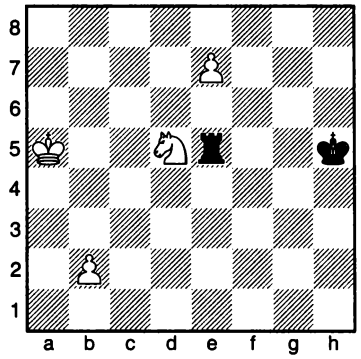


Knight fork with attraction

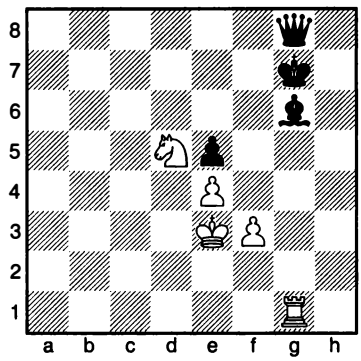
(25) White to move **1-0**



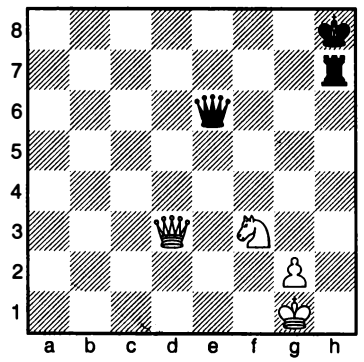
(26) White to move **1-0**



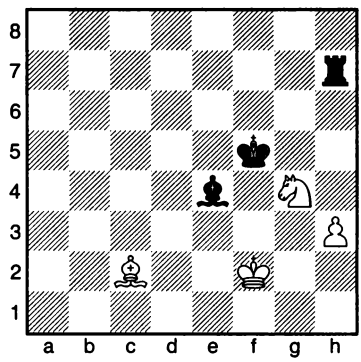
(27) White to move **1-0**



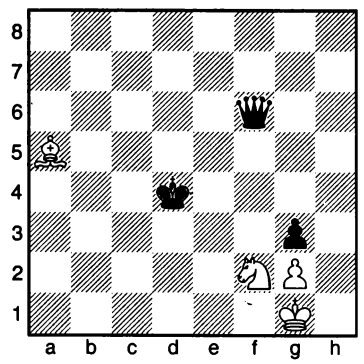
(28) White to move **1-0**



(29) White to move **1-0**

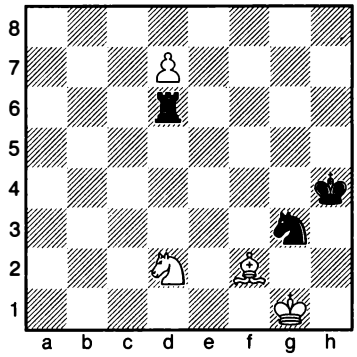


(30) White to move **1-0**

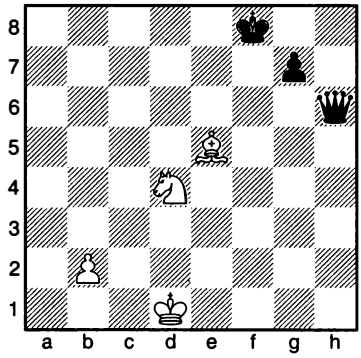


Knight fork with attraction

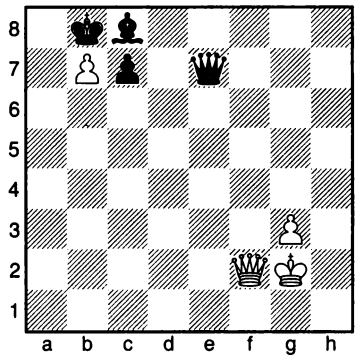
(31) White to move **1-0**



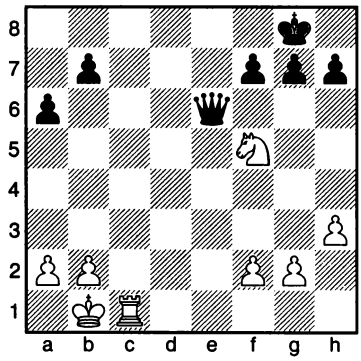
(32) White to move **1-0**



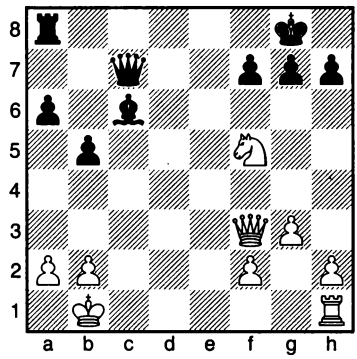
(33) White to move **1-0**



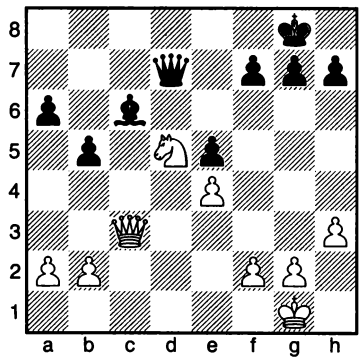
(34) White to move **1-0**



(35) White to move **1-0**

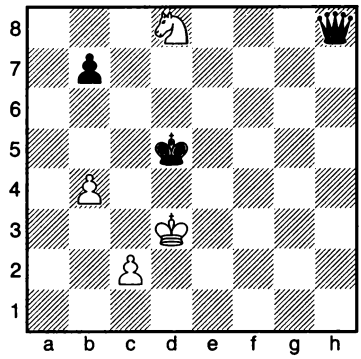


(36) White to move **1-0**

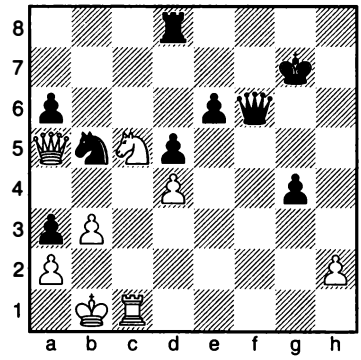


Knight fork with attraction

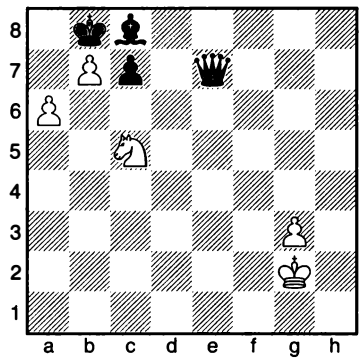
(37) White to move **1-0**



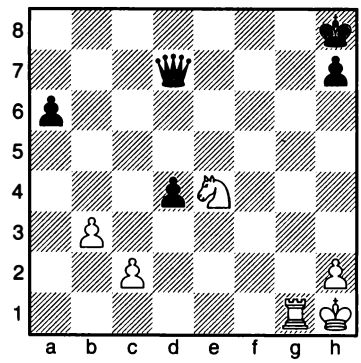
(38) White to move **1-0**



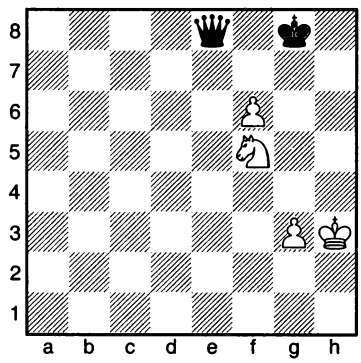
(39) White to move **1-0**



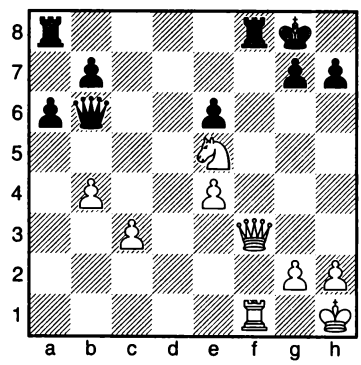
(40) White to move **1-0**



(41) White to move **1-0**

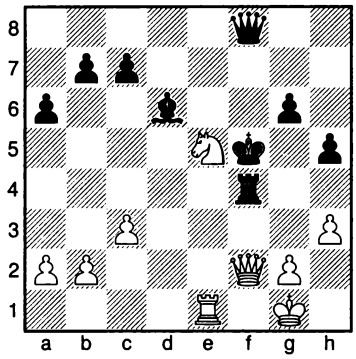


(42) White to move **1-0**

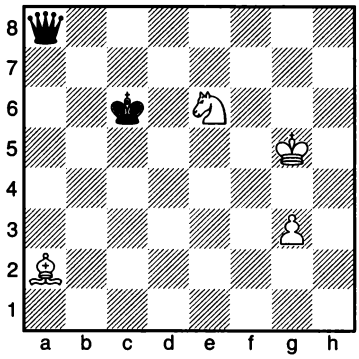


Knight fork with attraction

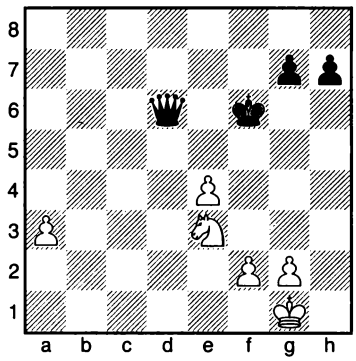
(43) White to move **1-0**



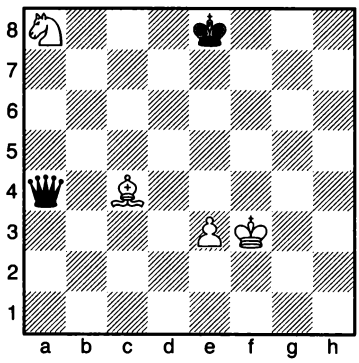
(44) White to move **1-0**



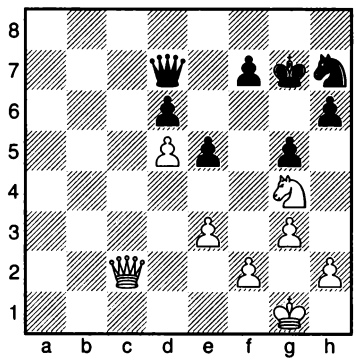
(45) White to move **1-0**



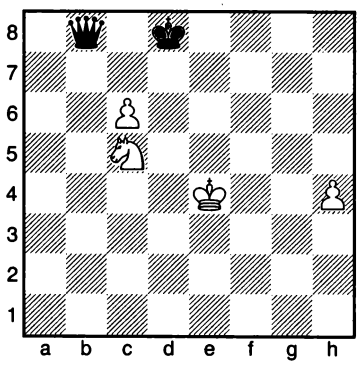
(46) White to move **1-0**



(47) White to move **1-0**

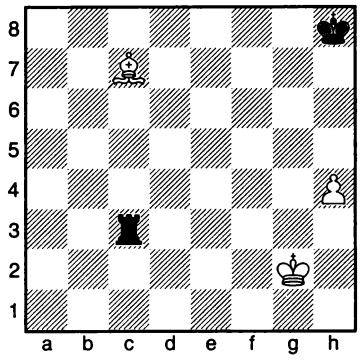


(48) White to move **1-0**

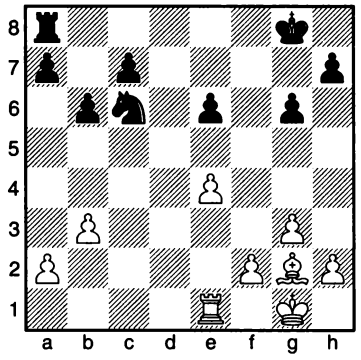


Double attack on the diagonals

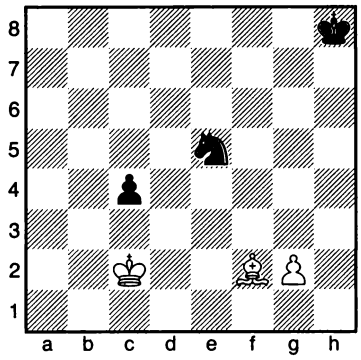
(49) White to move **1-0**



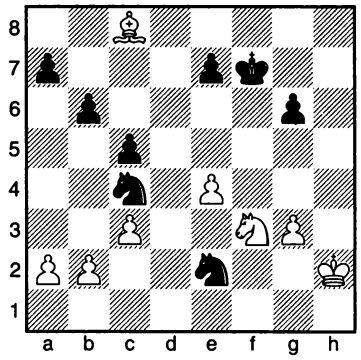
(50) White to move **1-0**



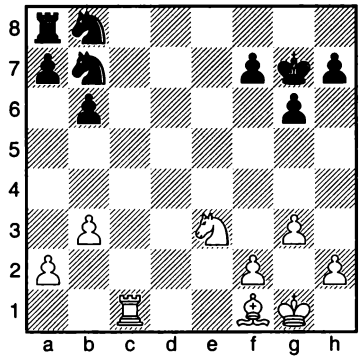
(51) White to move **1-0**



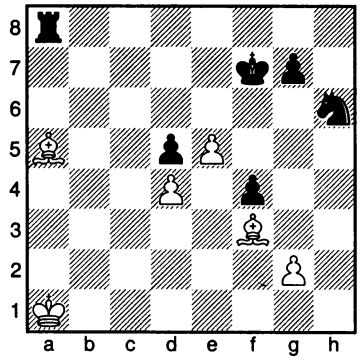
(52) White to move **1-0**



(53) White to move **1-0**

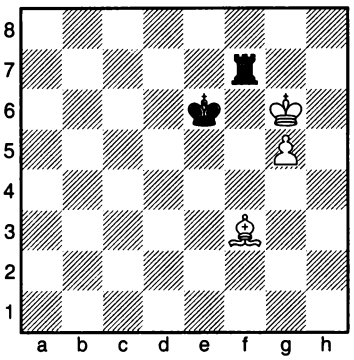


(54) White to move **1-0**

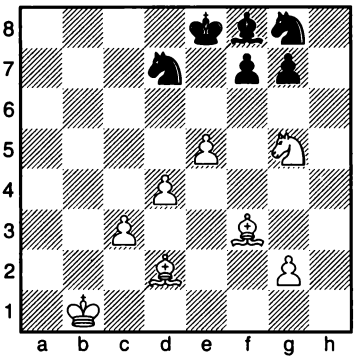


Double attack on the diagonals

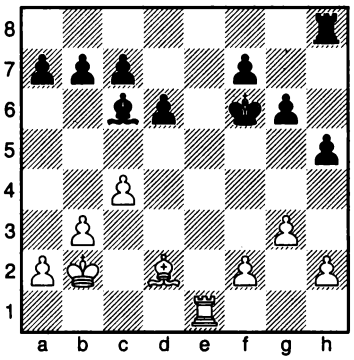
(55) White to move **1-0**



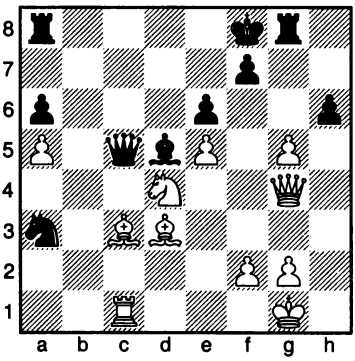
(56) White to move **1-0**



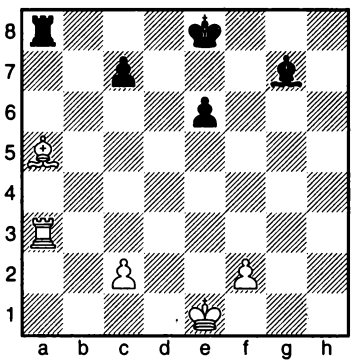
(57) White to move **1-0**



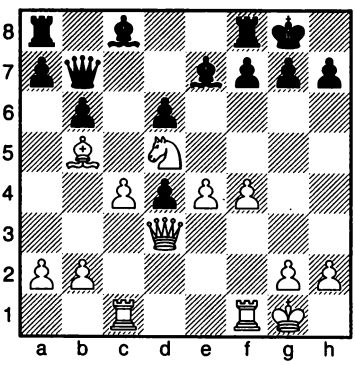
(58) White to move **1-0**



(59) Black to move **0-1**

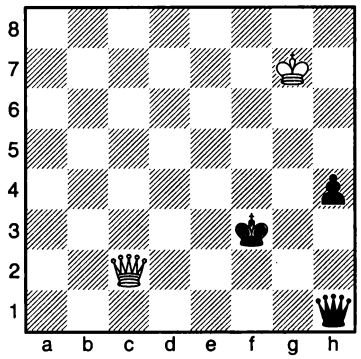


(60) White to move **1-0**

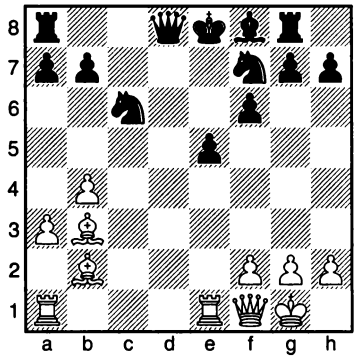


Double attack on the diagonals –
with the queen

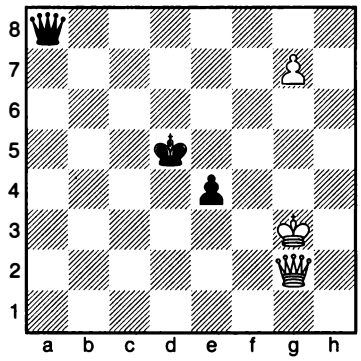
(61) White to move **1-0**



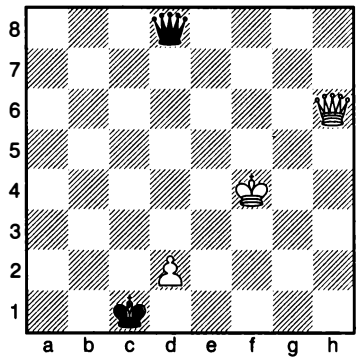
(62) White to move **1-0**



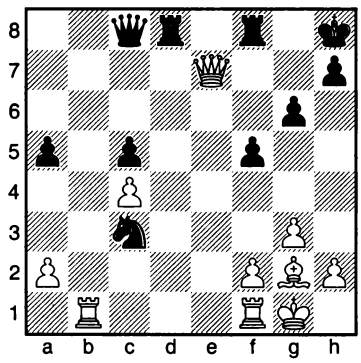
(63) White to move **1-0**



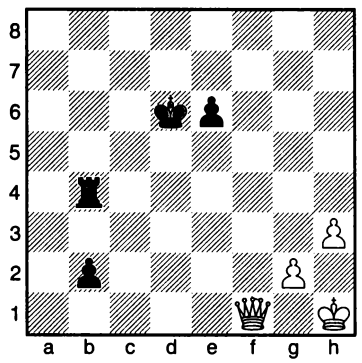
(64) Sötét lép **0-1**



(65) White to move **1-0**

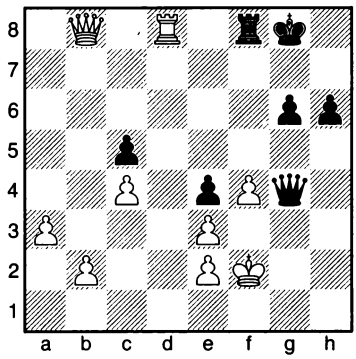


(66) White to move **1-0**

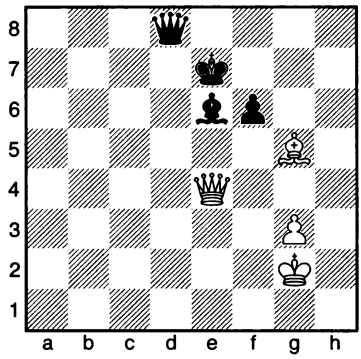


Double attack on the diagonals – with the queen

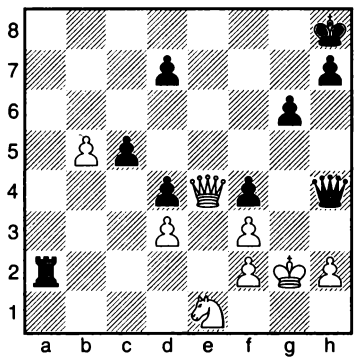
(67) Black to move **0-1**



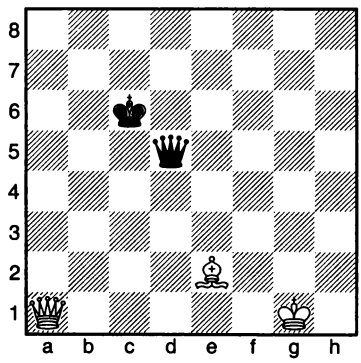
(68) White to move **1-0**



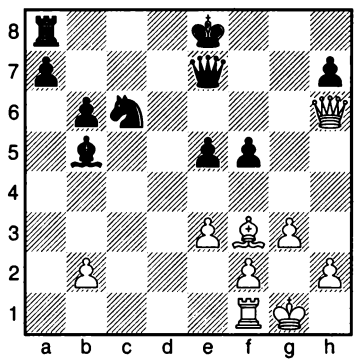
(69) White to move **1-0**



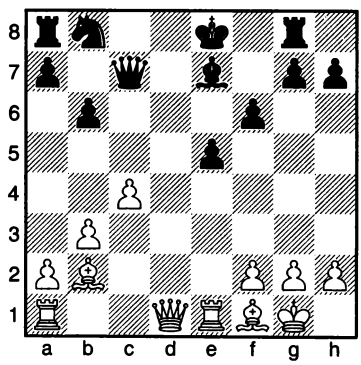
(70) White to move **1-0**



(71) Black to move **0-1**

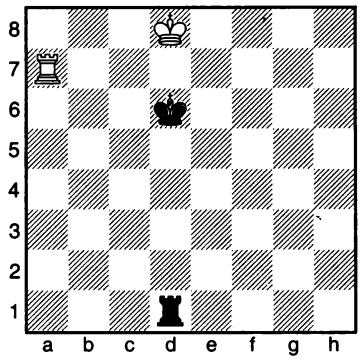


(72) Black to move **0-1**

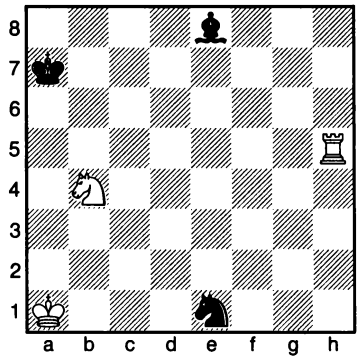


Double attack with a rook

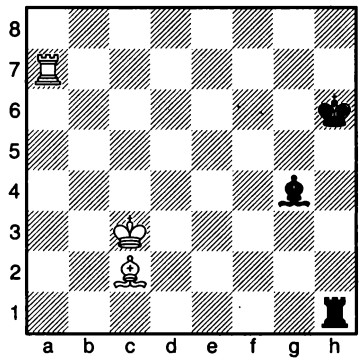
(73) White to move **1-0**



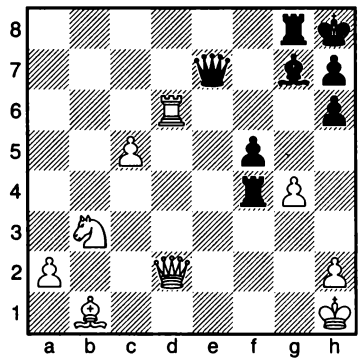
(74) White to move **1-0**



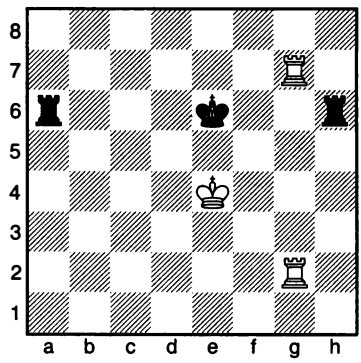
(75) White to move **1-0**



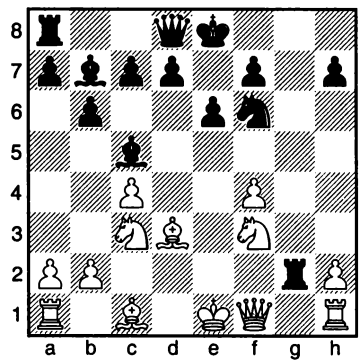
(76) White to move **1-0**



(77) White to move **1-0**

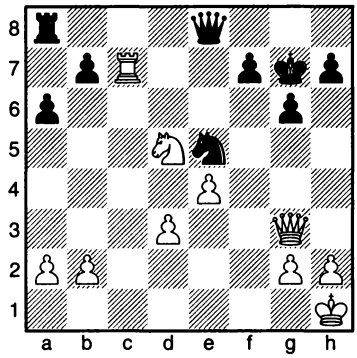


(78) Black to move **0-1**

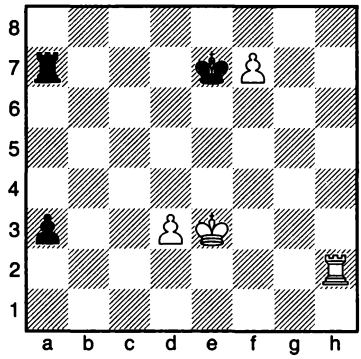


Double attack with a rook

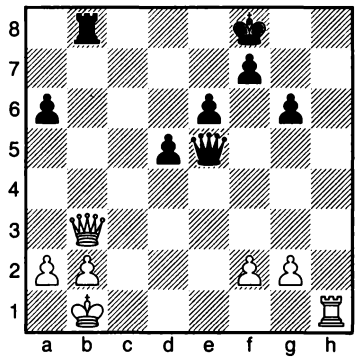
(79) White to move **1-0**



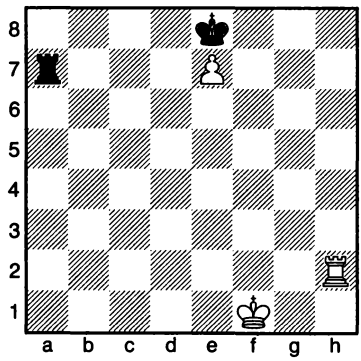
(80) White to move **1-0**



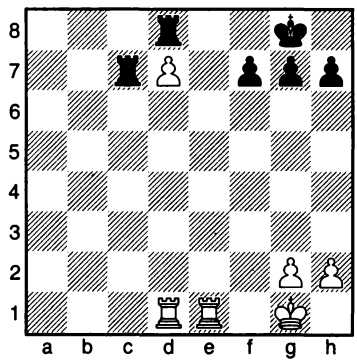
(81) White to move **1-0**



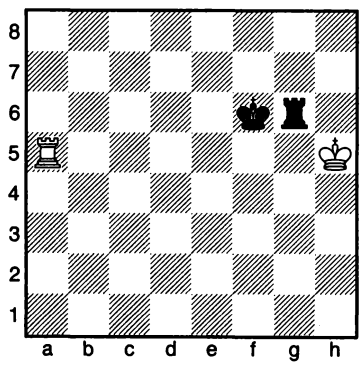
(82) White to move **1-0**



(83) White to move **1-0**

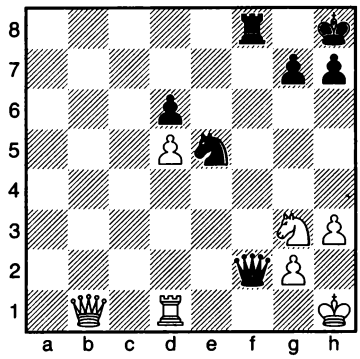


(84) White to move **1-0**

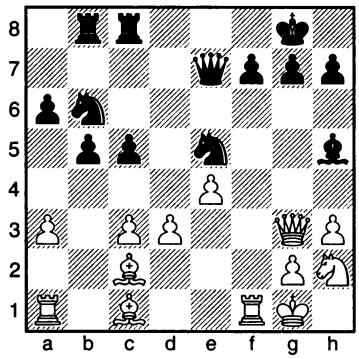


Double attack with a rook

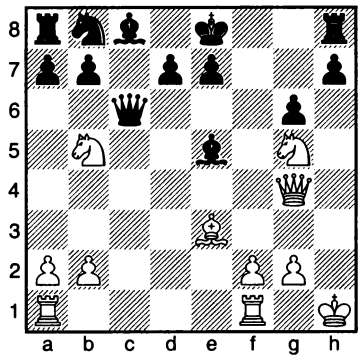
(85) White to move **1-0**



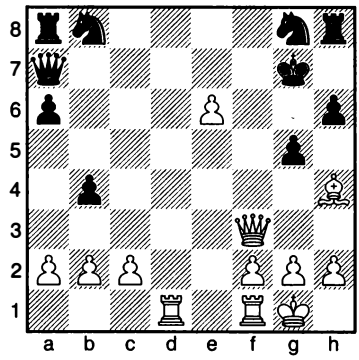
(86) White to move **1-0**



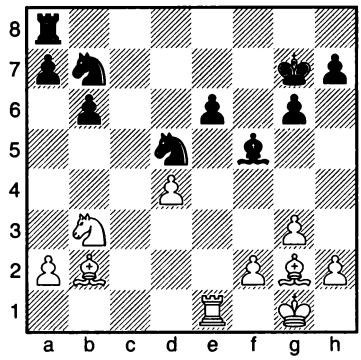
(87) White to move **1-0**



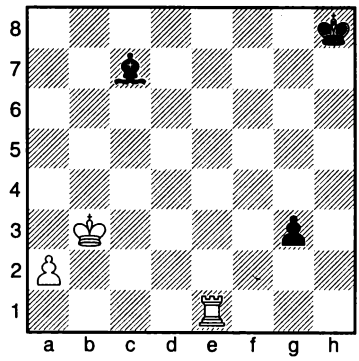
(88) White to move **1-0**



(89) White to move **1-0**

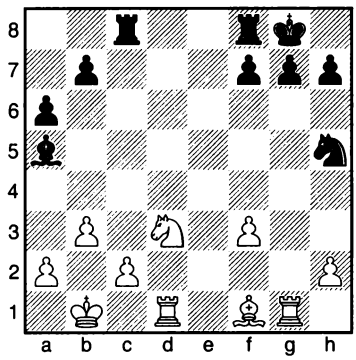


(90) White to move **1-0**

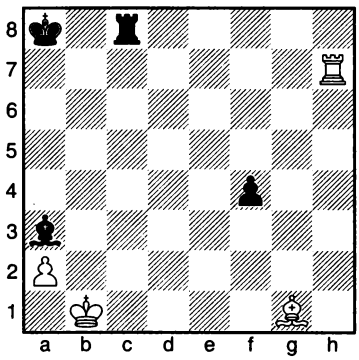


Double attack with a rook

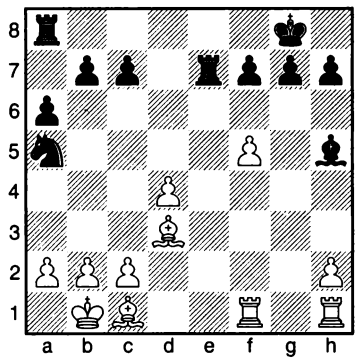
(91) White to move **1-0**



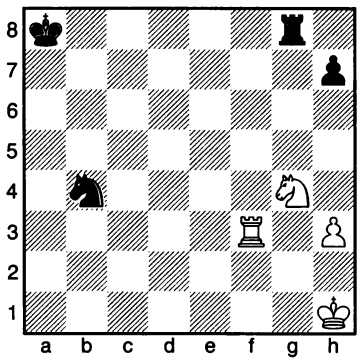
(92) White to move **1-0**



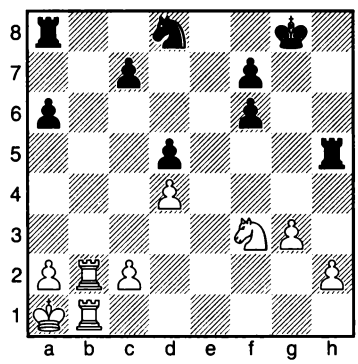
(93) White to move **1-0**



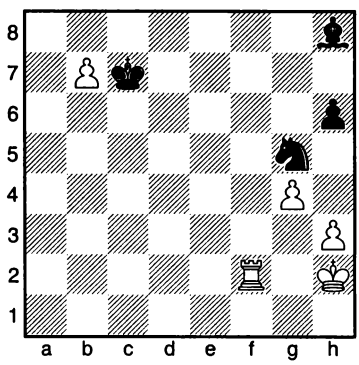
(94) White to move **1-0**



(95) White to move **1-0**

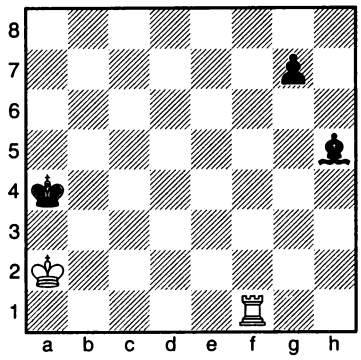


(96) White to move **1-0**

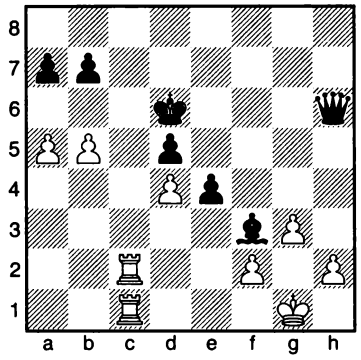


Double attack with a rook

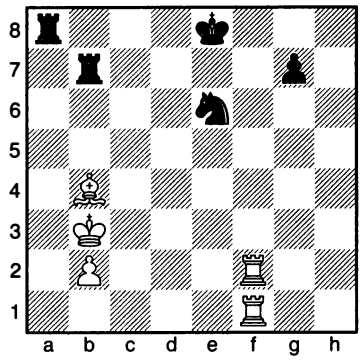
(97) White to move **1-0**



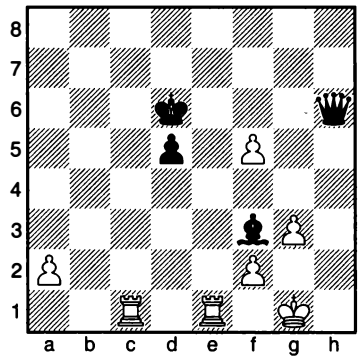
(98) White to move **1-0**



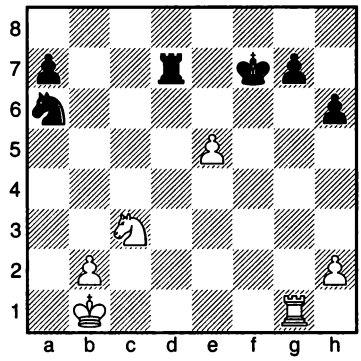
(99) White to move **1-0**



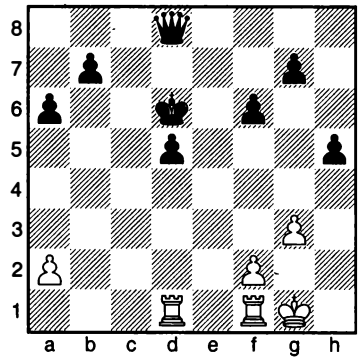
(100) White to move **1-0**



(101) White to move **1-0**

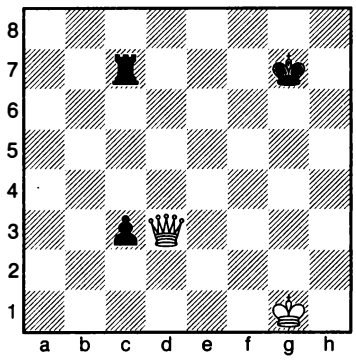


(102) White to move **1-0**

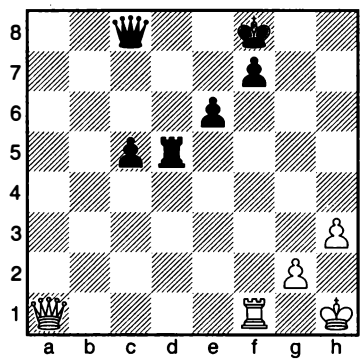


Double attack with the queen

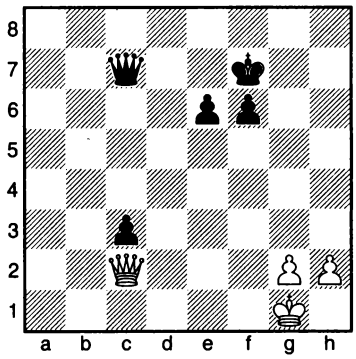
(103) White to move **1-0**



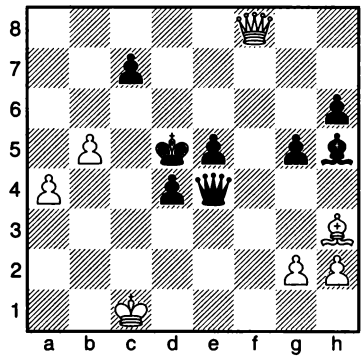
(104) White to move **1-0**



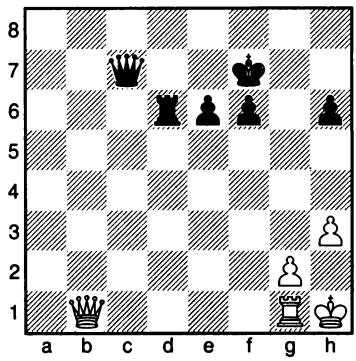
(105) White to move **1-0**



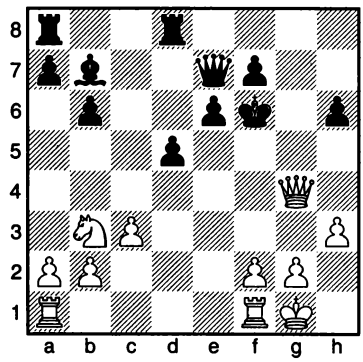
(106) White to move **1-0**



(107) White to move **1-0**

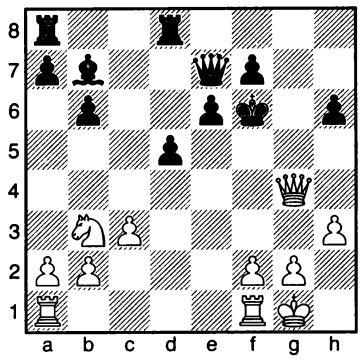


(108) White to move **1-0**

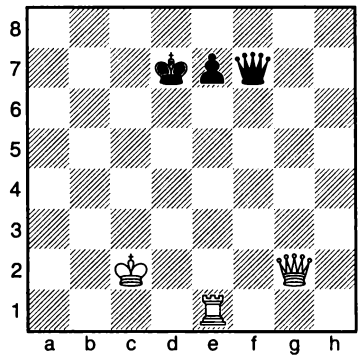


Double attack with the queen

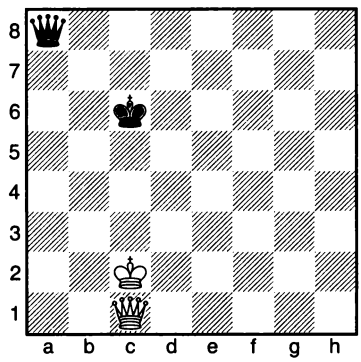
(109) White to move **1-0**



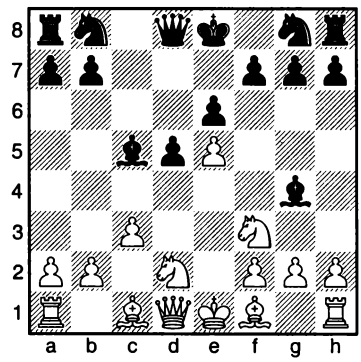
(110) Black to move **0-1**



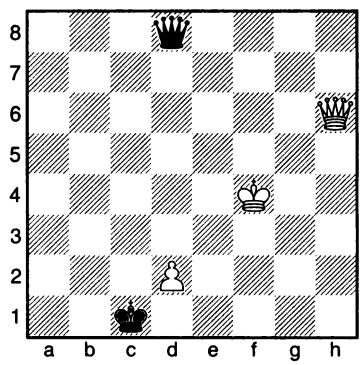
(111) White to move **1-0**



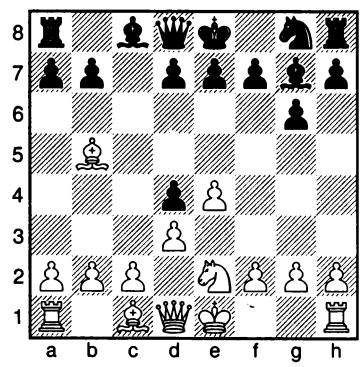
(112) White to move **1-0**



(113) Black to move **0-1**

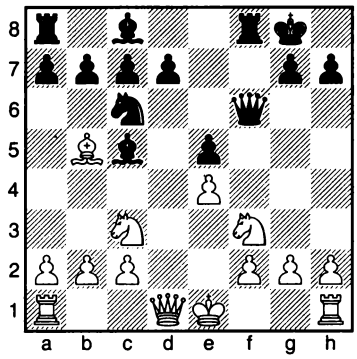


(114) Black to move **0-1**

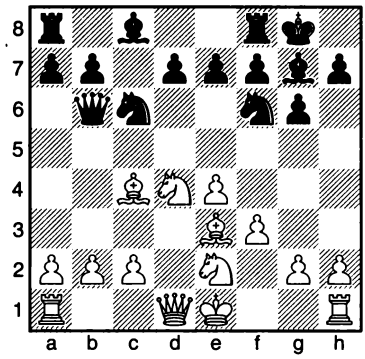


Double attack with the queen

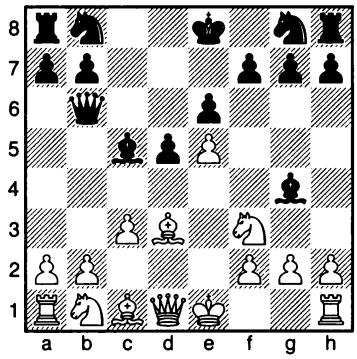
(115) White to move **1-0**



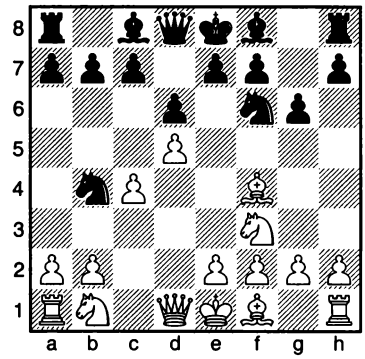
(116) Black to move **0-1**



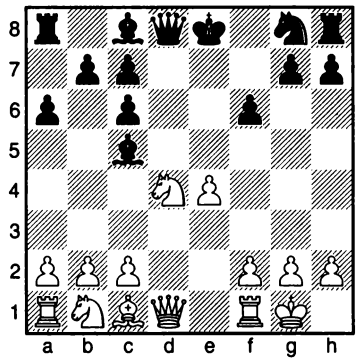
(117) White to move **1-0**



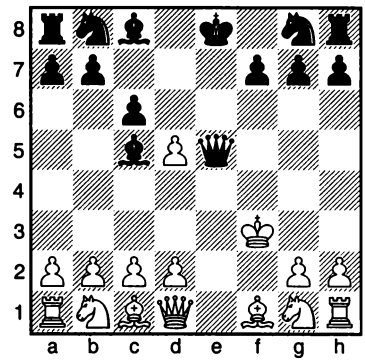
(118) White to move **1-0**



(119) White to move **1-0**

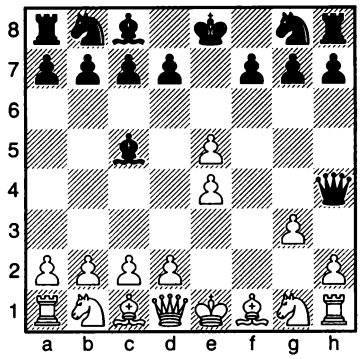


(120) Black to move **0-1**

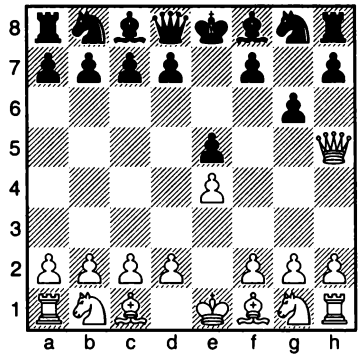


Double attack with the queen

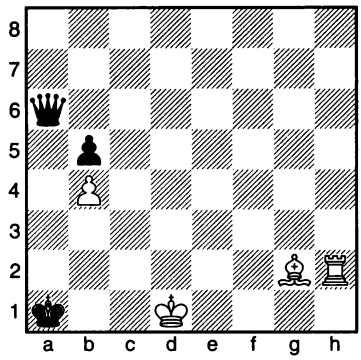
(121) Black to move **0-1**



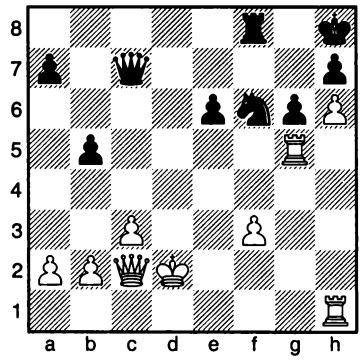
(122) White to move **1-0**



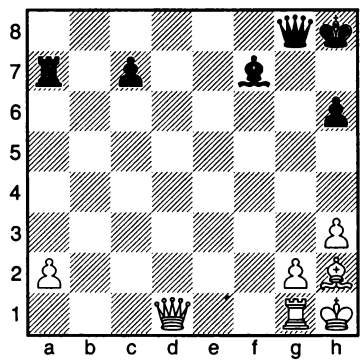
(123) Black to move **0-1**



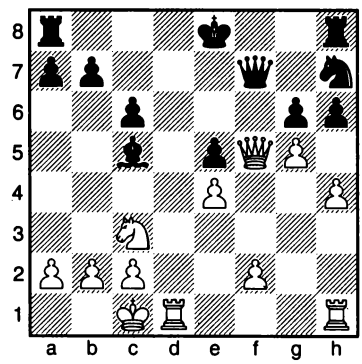
(124) Black to move **0-1**



(125) White to move **1-0**

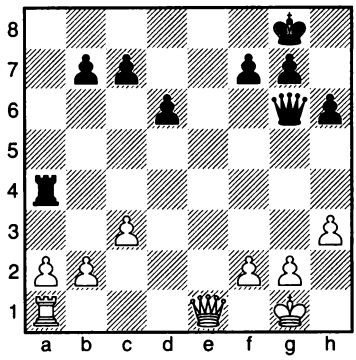


(126) White to move **1-0**

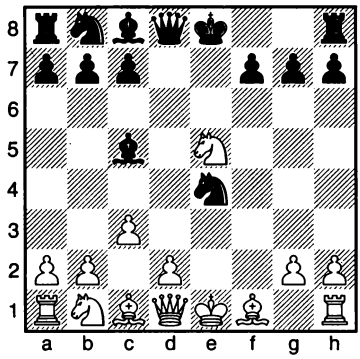


Double attack with the queen

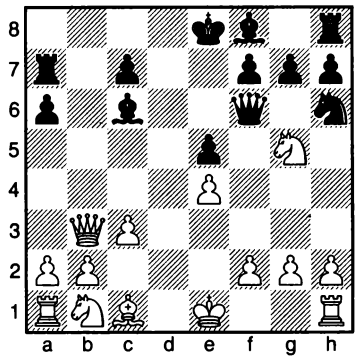
(127) White to move **1-0**



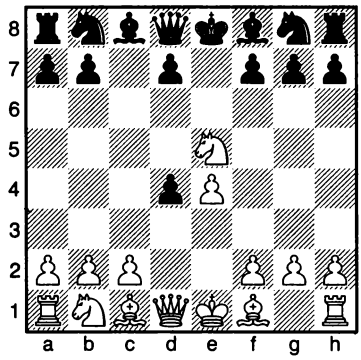
(128) White to move **1-0**



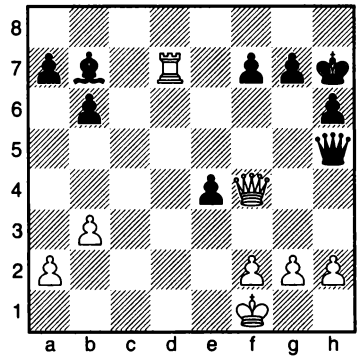
(129) White to move **1-0**



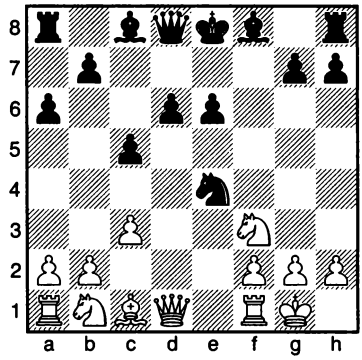
(130) Black to move **0-1**



(131) Black to move **0-1**

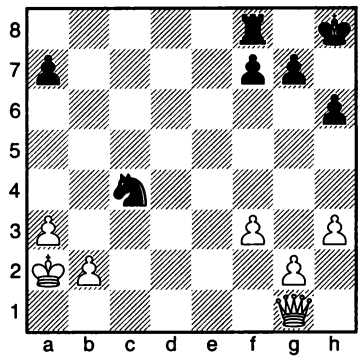


(132) White to move **1-0**

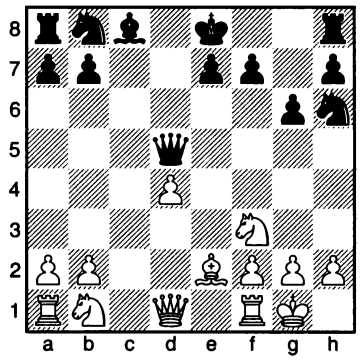


Double attack with the queen

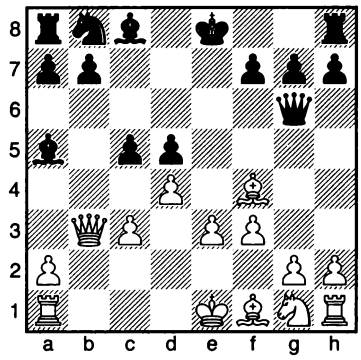
(133) White to move **1-0**



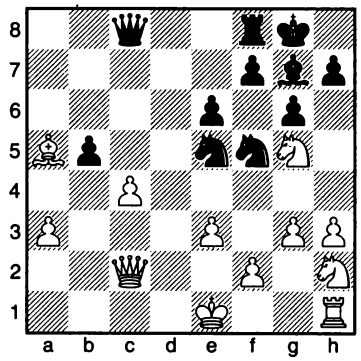
(134) White to move **1-0**



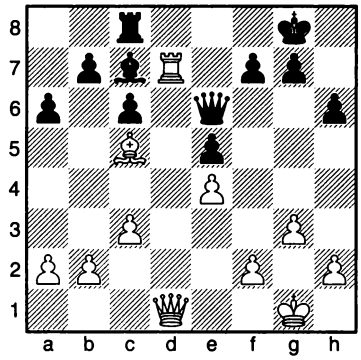
(135) White to move **1-0**



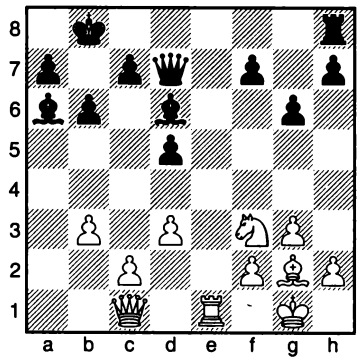
(136) Black to move **0-1**



(137) White to move **1-0**

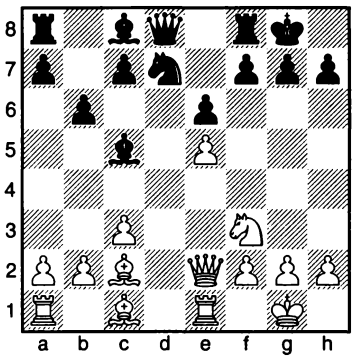


(138) White to move **1-0**

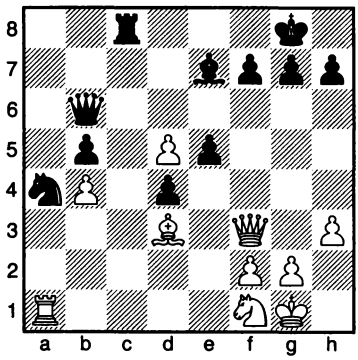


Double attack with the queen

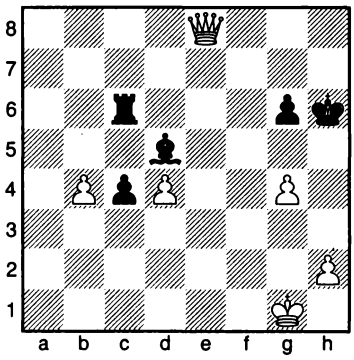
(139) White to move **1-0**



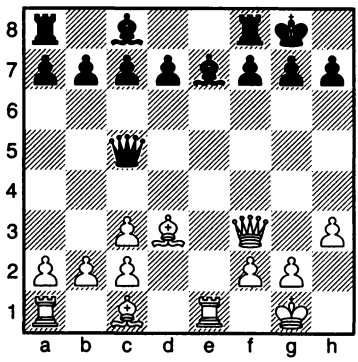
(140) White to move **1-0**



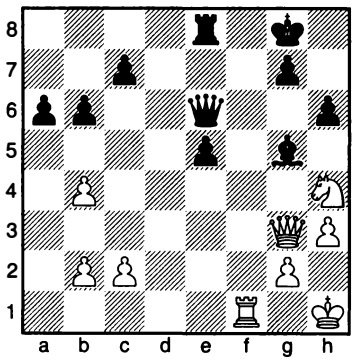
(141) White to move **1-0**



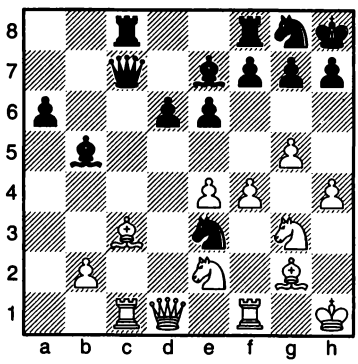
(142) White to move **1-0**



(143) Black to move **0-1**

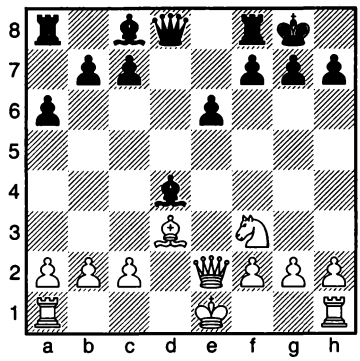


(144) White to move **1-0**

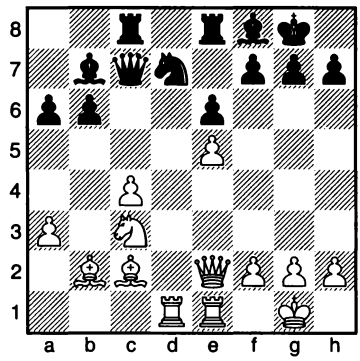


Double attack with the queen

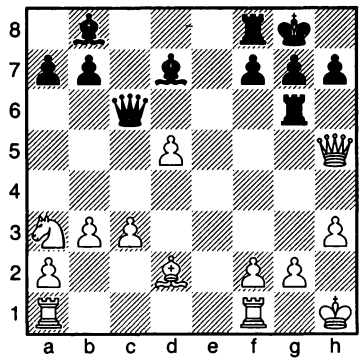
(145) White to move **1-0**



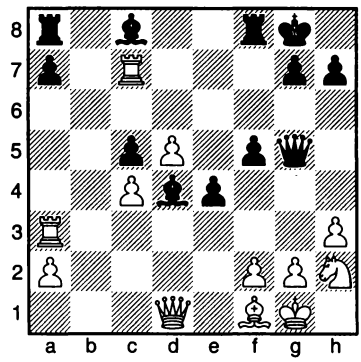
(146) White to move **1-0**



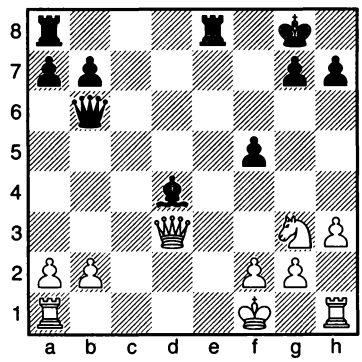
(147) Black to move **0-1**



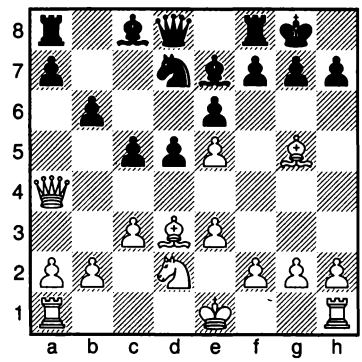
(148) Black to move **0-1**



(149) Black to move **0-1**

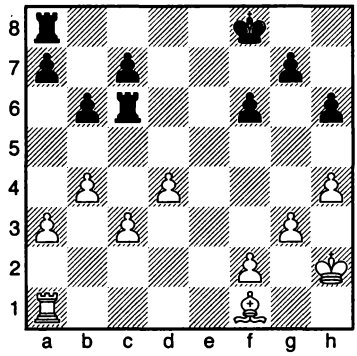


(150) White to move **1-0**

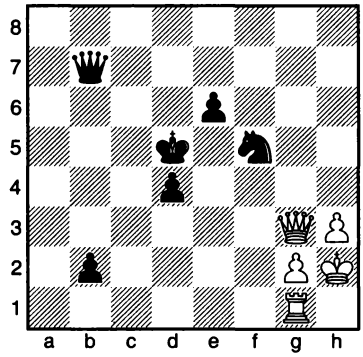


Skewer

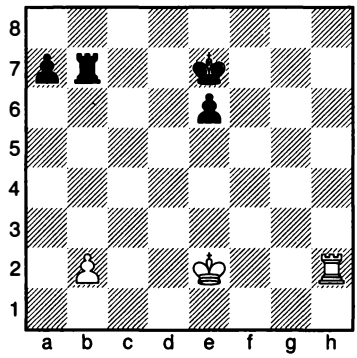
(151) White to move **1-0**



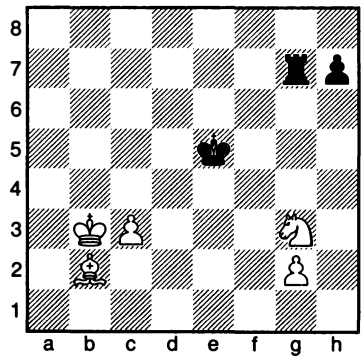
(152) White to move **1-0**



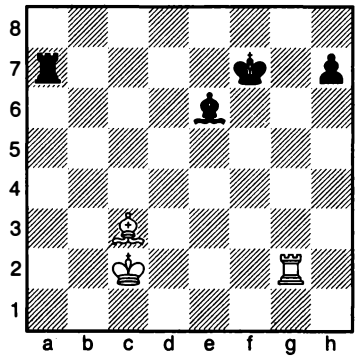
(153) White to move **1-0**



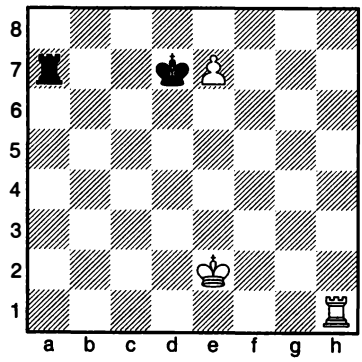
(154) White to move **1-0**



(155) White to move **1-0**

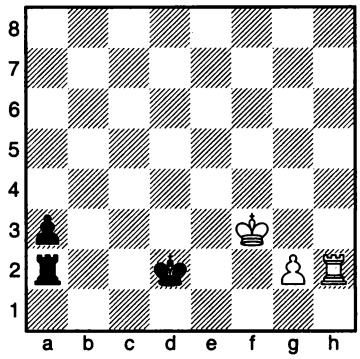


(156) White to move **1-0**

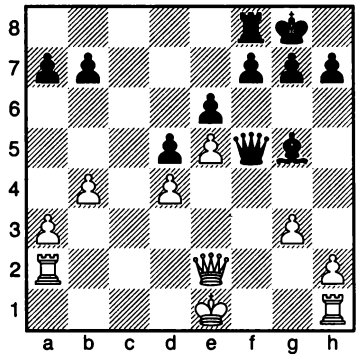


Skewer

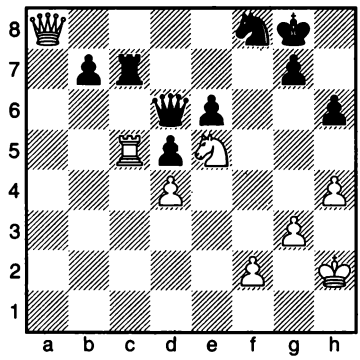
(157) White to move **1-0**



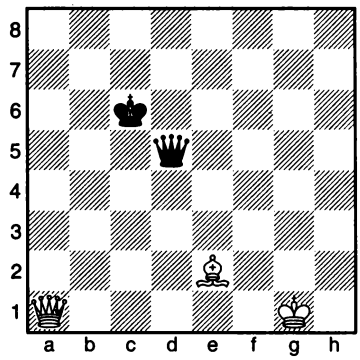
(158) Black to move **0-1**



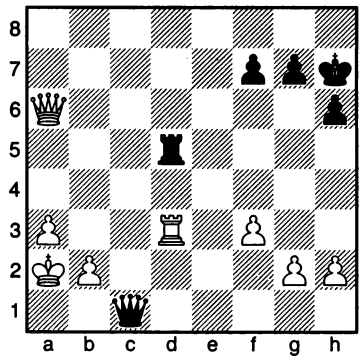
(159) White to move **1-0**



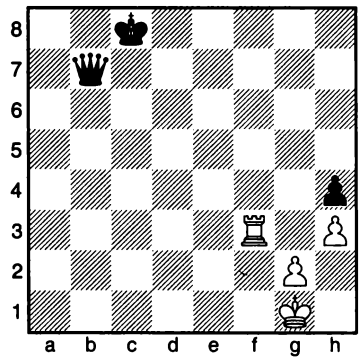
(160) White to move **1-0**



(161) Black to move **0-1**

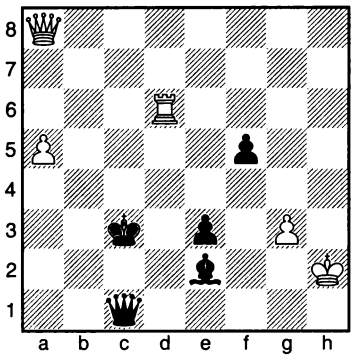


(162) White to move **1-0**

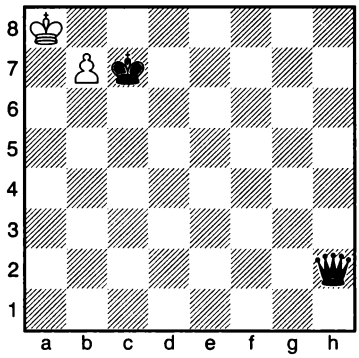


Skewer

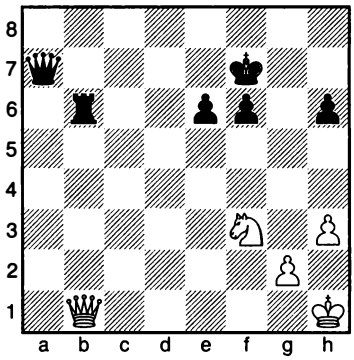
(163) White to move **1-0**



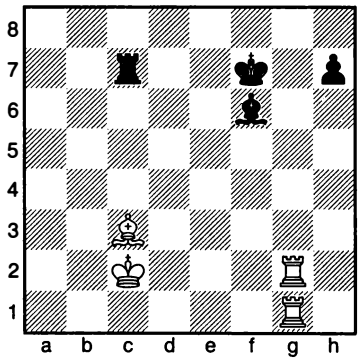
(164) White to move **1-0**



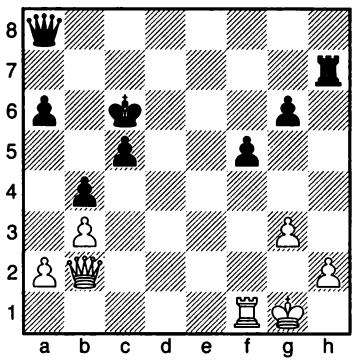
(165) White to move **1-0**



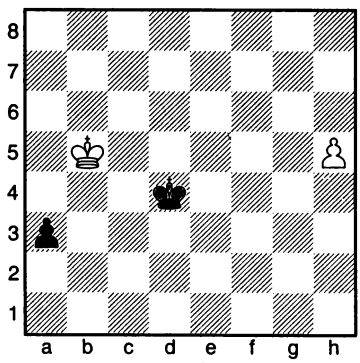
(166) White to move **1-0**



(167) White to move **1-0**

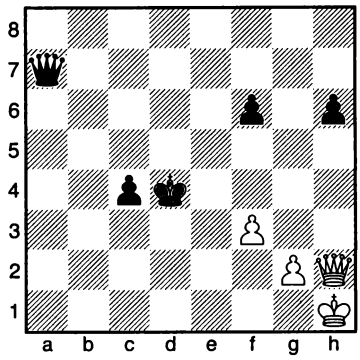


(168) White to move **1-0**

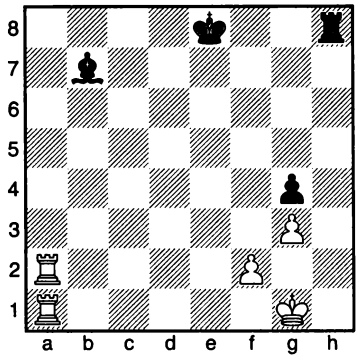


Skewer

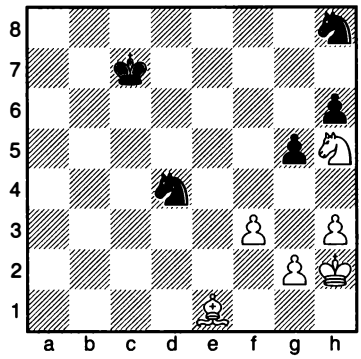
(169) White to move **1-0**



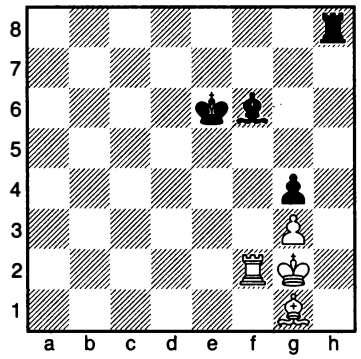
(170) White to move **1-0**



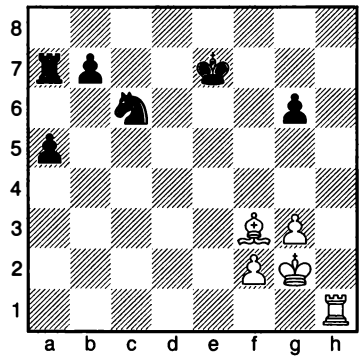
(171) White to move **1-0**



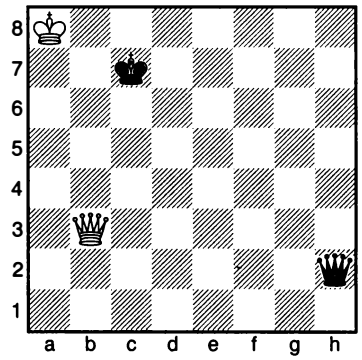
(172) White to move **1-0**



(173) White to move **1-0**

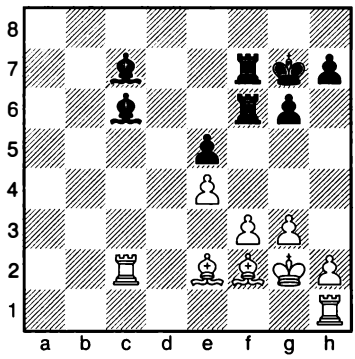


(174) White to move **1-0**

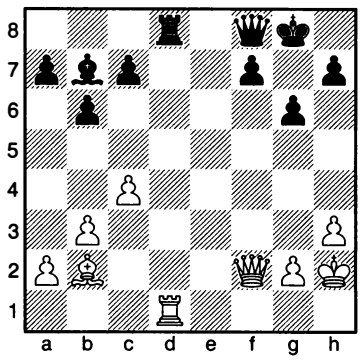


Weakly protected piece

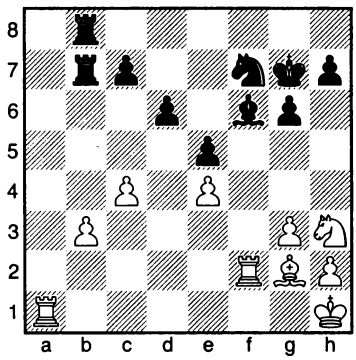
(175) White to move **1-0**



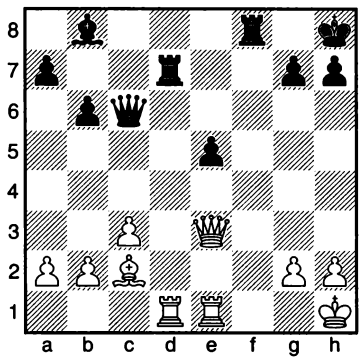
(176) White to move **1-0**



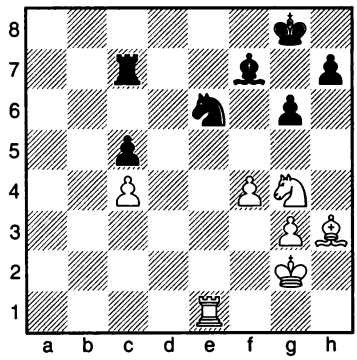
(177) White to move **1-0**



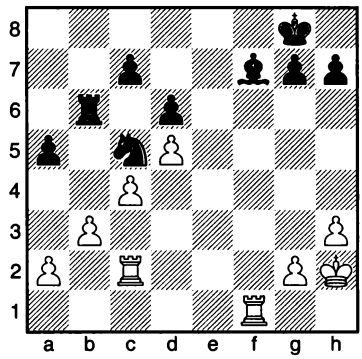
(178) White to move **1-0**



(179) White to move **1-0**

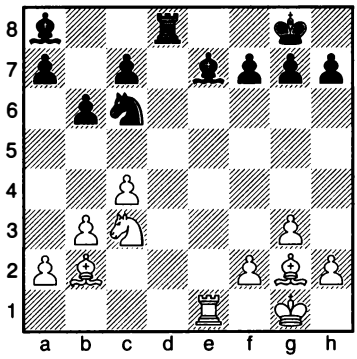


(180) White to move **1-0**

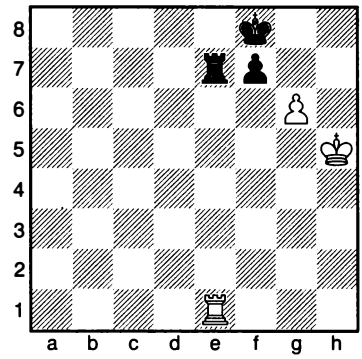


Weakly protected piece

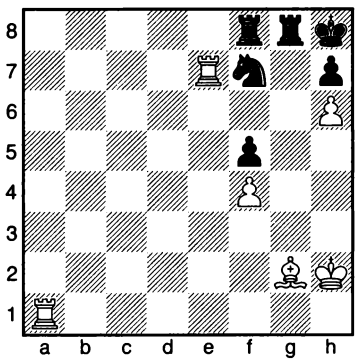
(181) White to move **1-0**



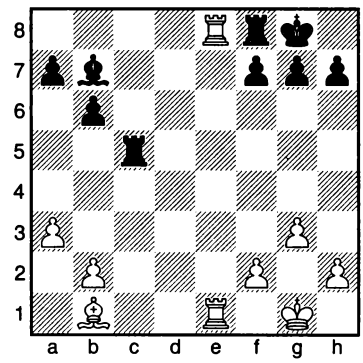
(182) White to move **1-0**



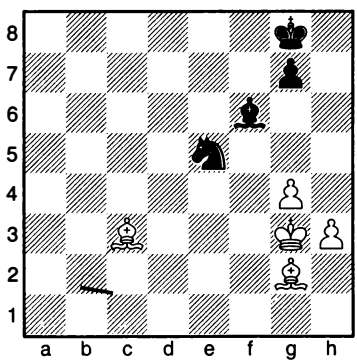
(183) White to move **1-0**



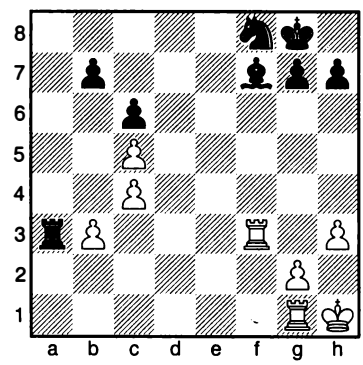
(184) White to move **1-0**



(185) White to move **1-0**

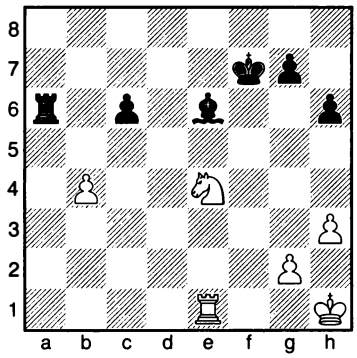


(186) White to move **1-0**

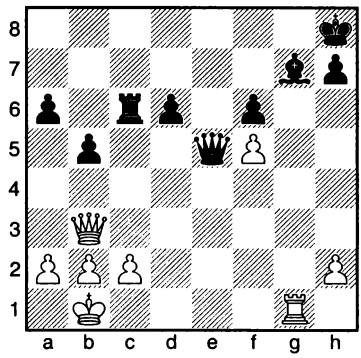


Weakly protected piece

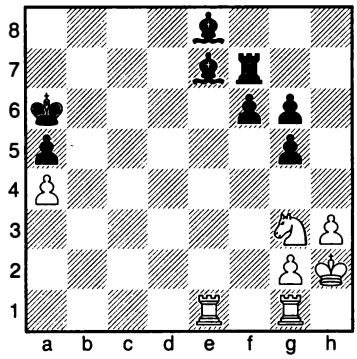
(187) White to move **1-0**



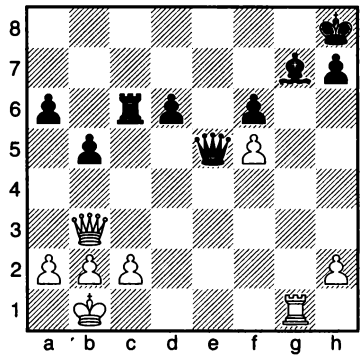
(188) White to move **1-0**



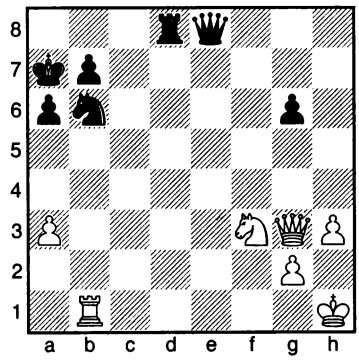
(189) White to move **1-0**



(190) White to move **1-0**



(191) White to move **1-0**



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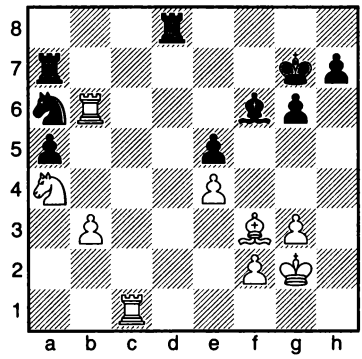

Pin

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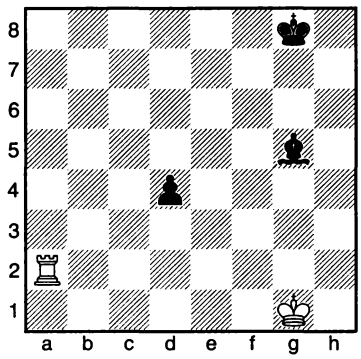

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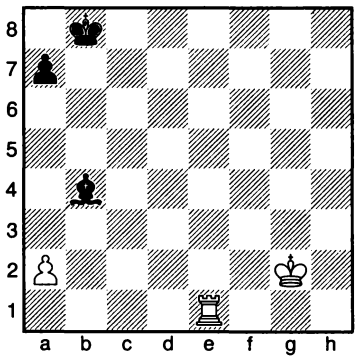

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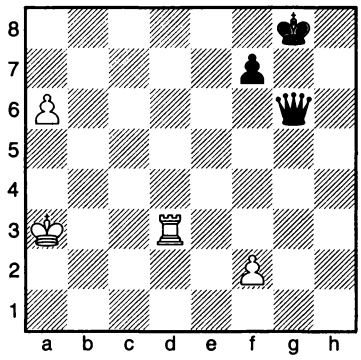

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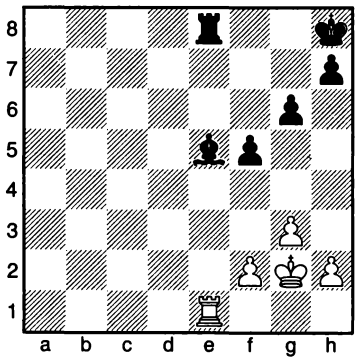

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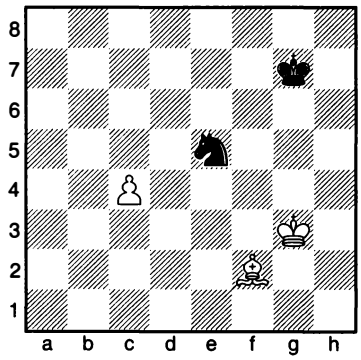

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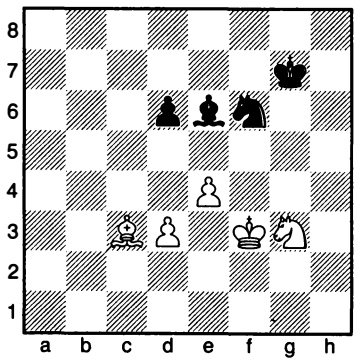

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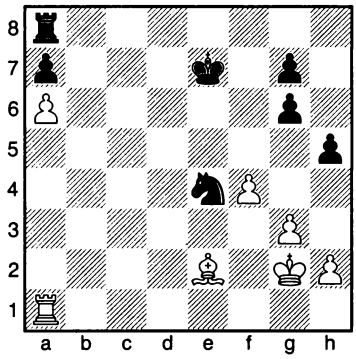

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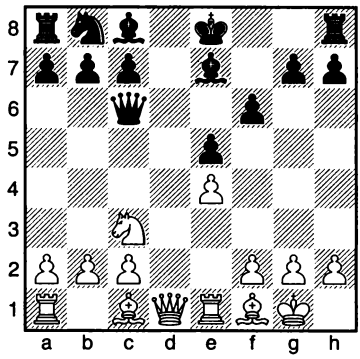

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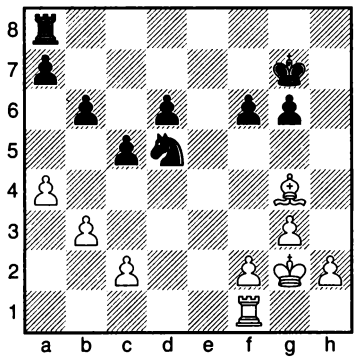

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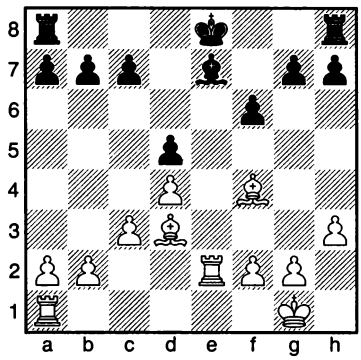

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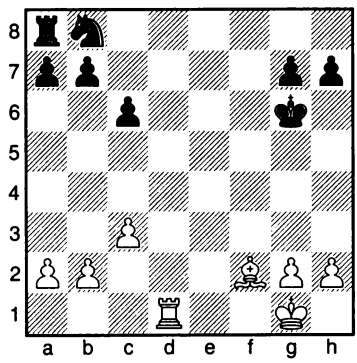

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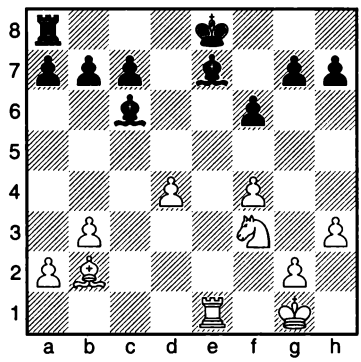

Pin

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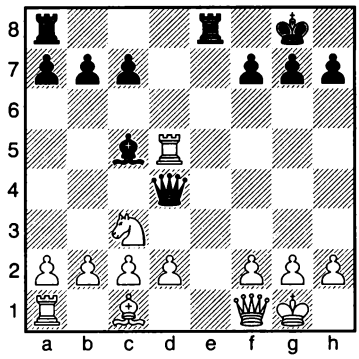

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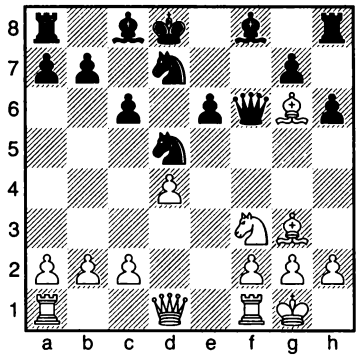

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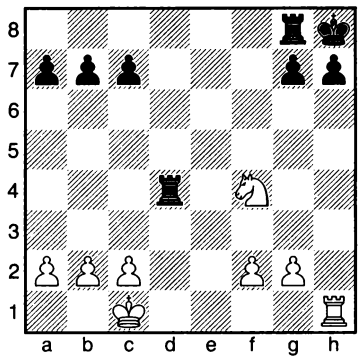

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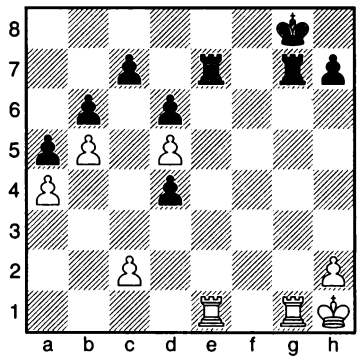

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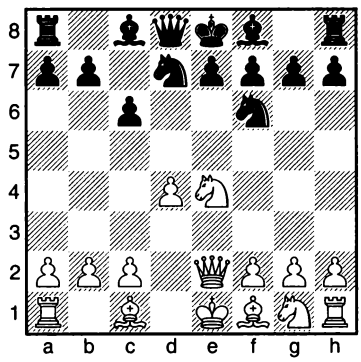

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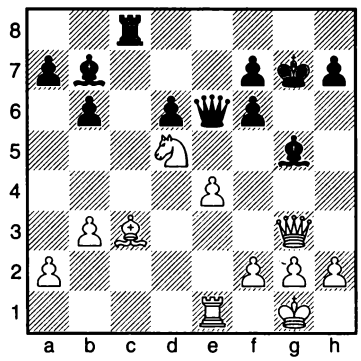

Pin

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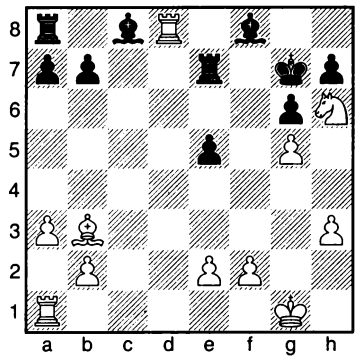

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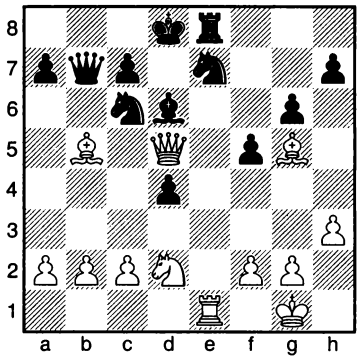

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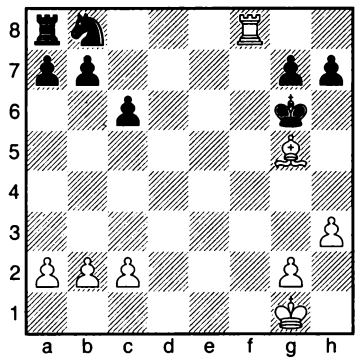

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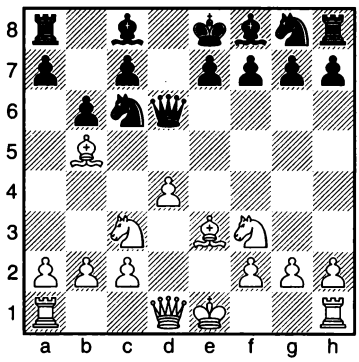

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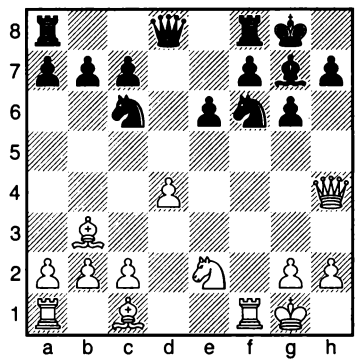

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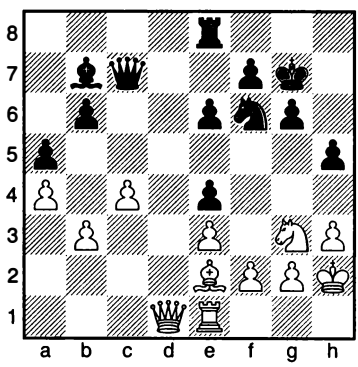

Pin

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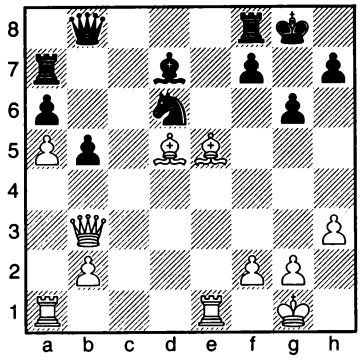

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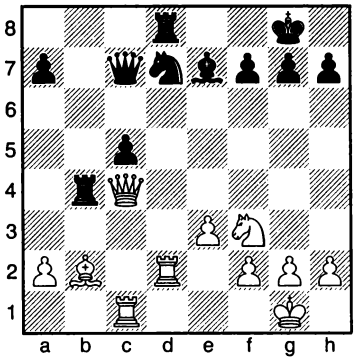

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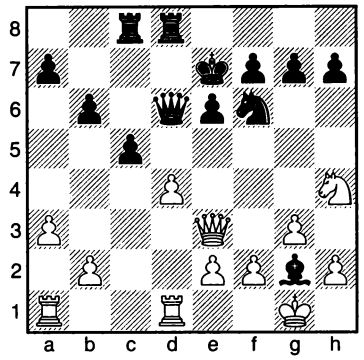

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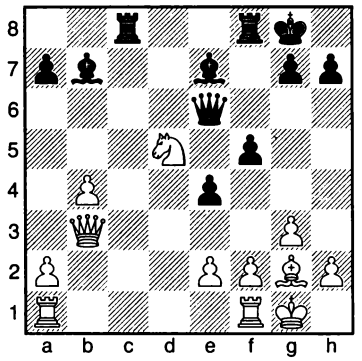

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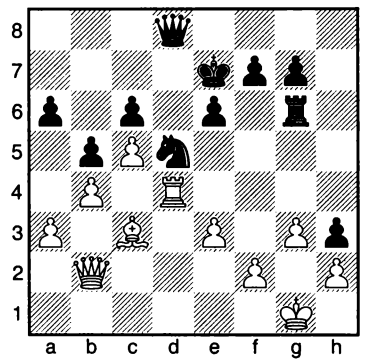

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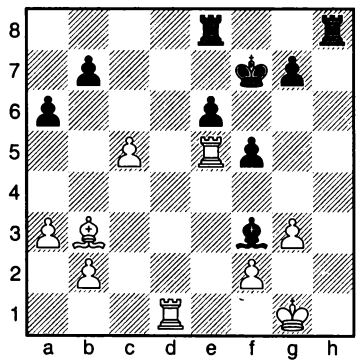

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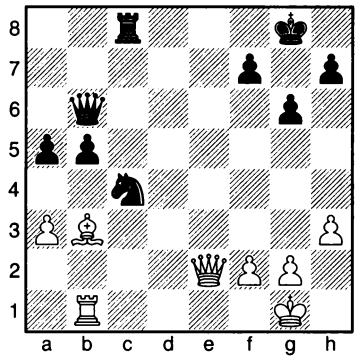

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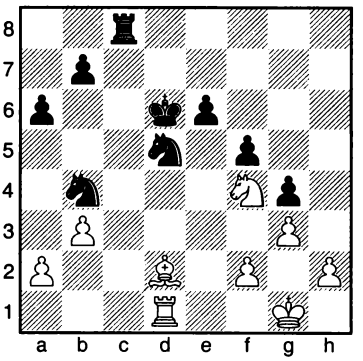

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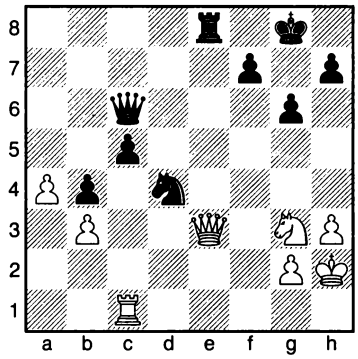

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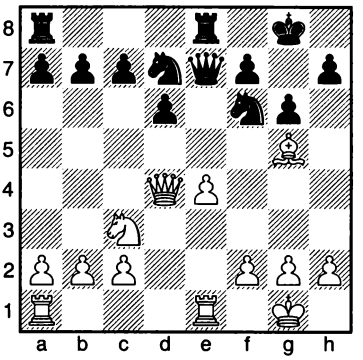

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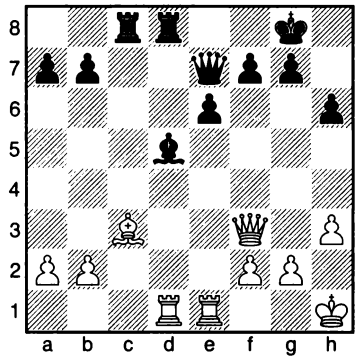

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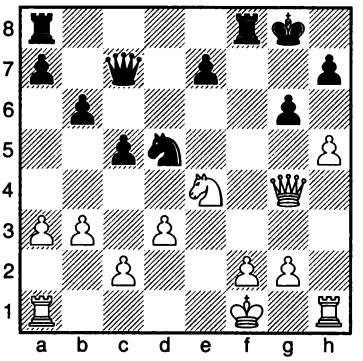

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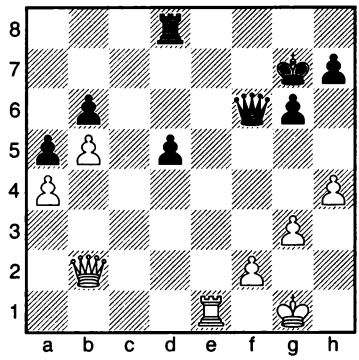

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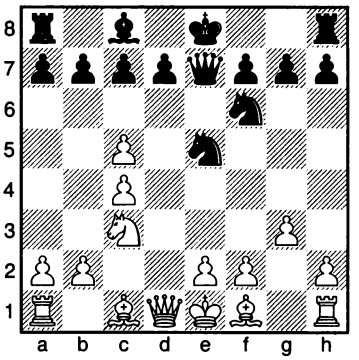

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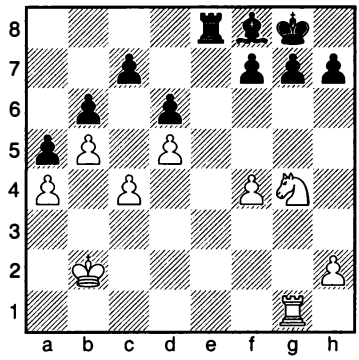

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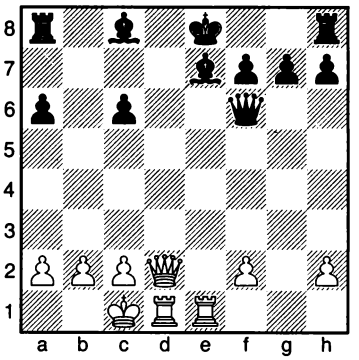

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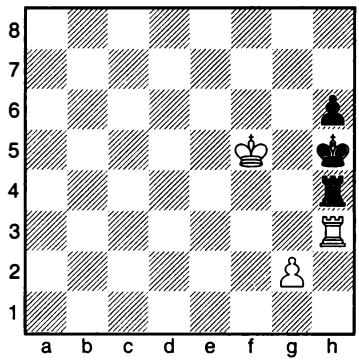

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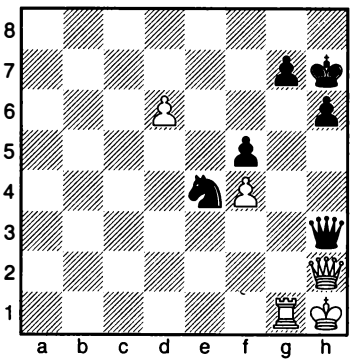

Pin

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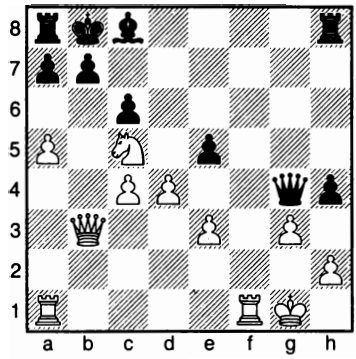

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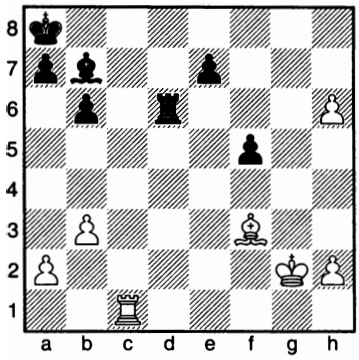

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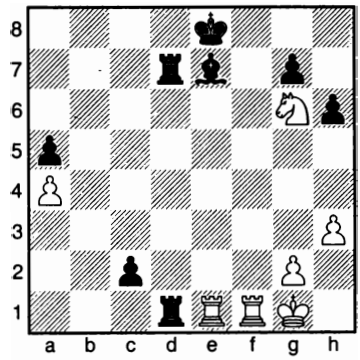

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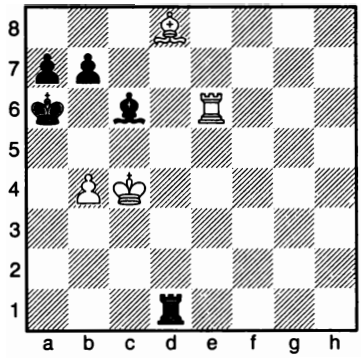

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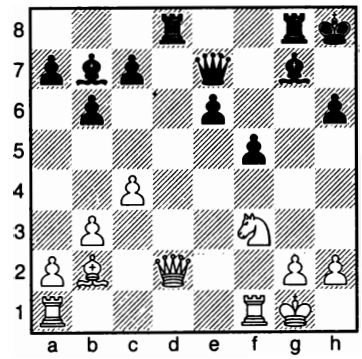

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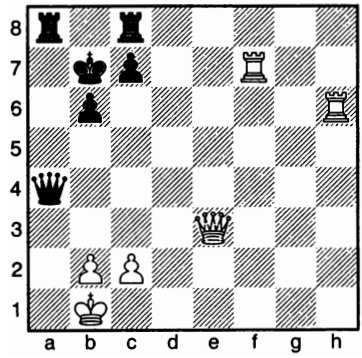
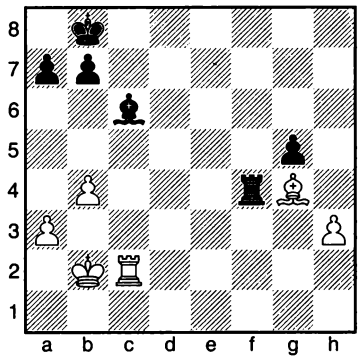


Pinning to a square

(241) White to move **1-0**



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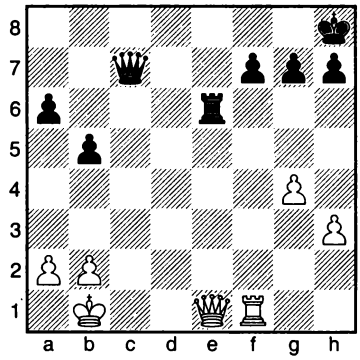
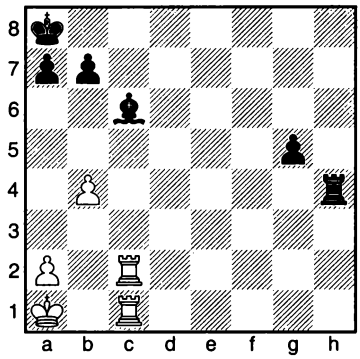
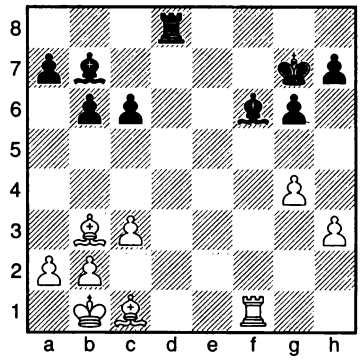


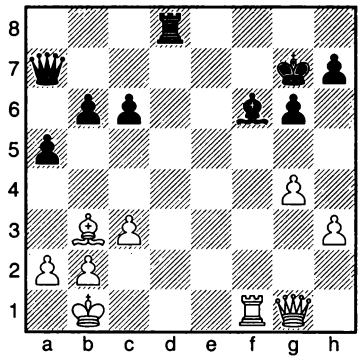
(243) White to move **1-0**



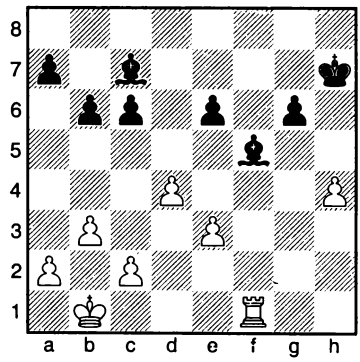
(244) White to move **1-0**



(245) White to move **1-0**

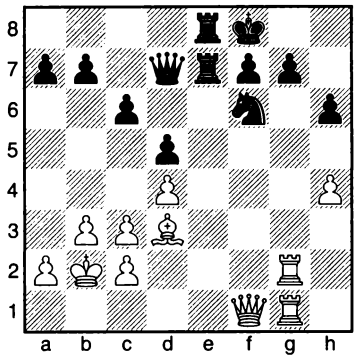


(246) White to move **1-0**

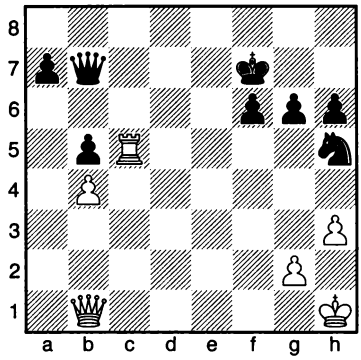


Pinning to a square

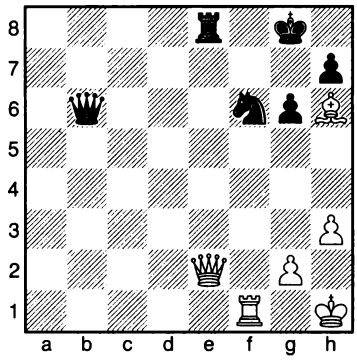
(247) White to move **1-0**



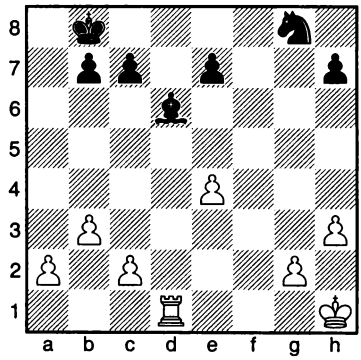
(248) White to move **1-0**



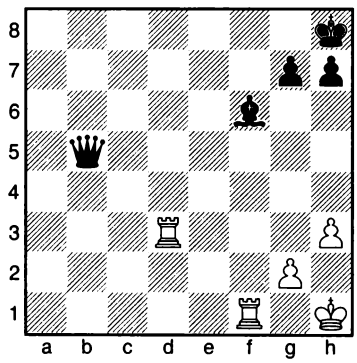
(249) White to move **1-0**



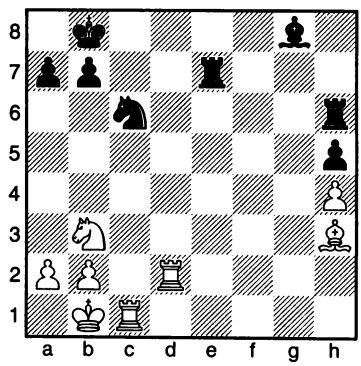
(250) White to move **1-0**



(251) White to move **1-0**

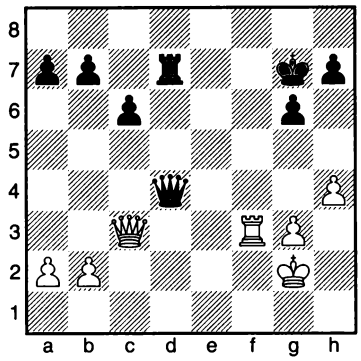


(252) White to move **1-0**

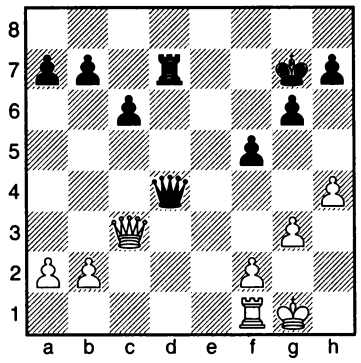


Cross-pin

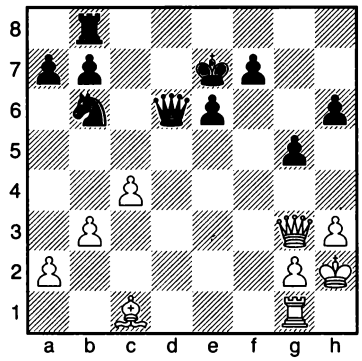
(253) White to move **1-0**



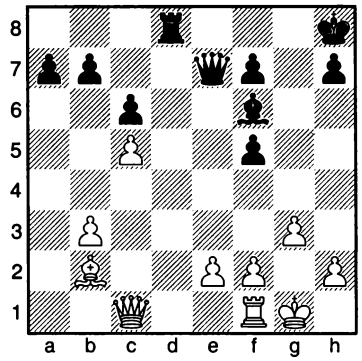
(254) White to move **1-0**



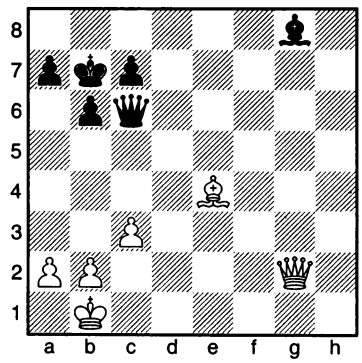
(255) White to move **1-0**



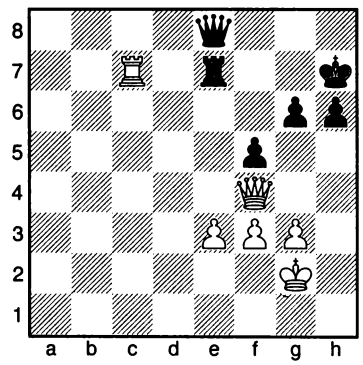
(256) White to move **1-0**



(257) Black to move **0-1**

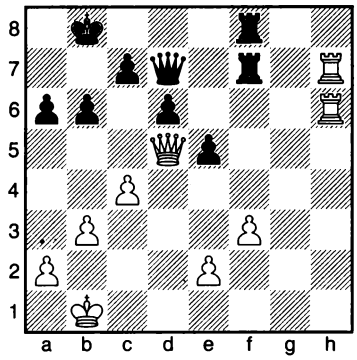


(258) White to move **1-0**

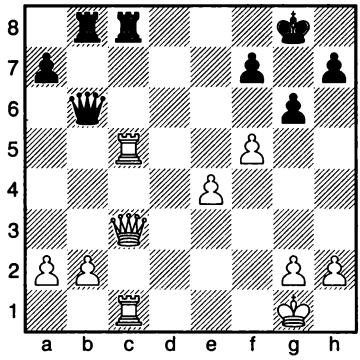


Cross-pin

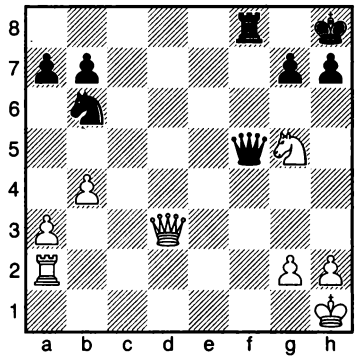
(259) White to move **1-0**



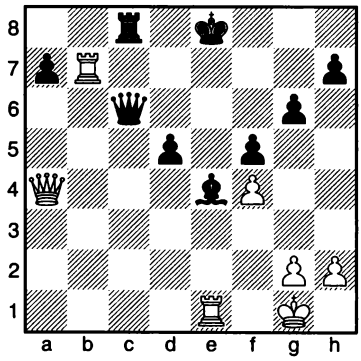
(260) Black to move **0-1**



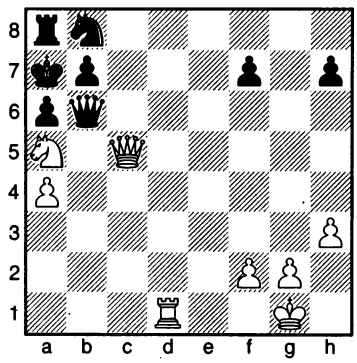
(261) White to move **1-0**



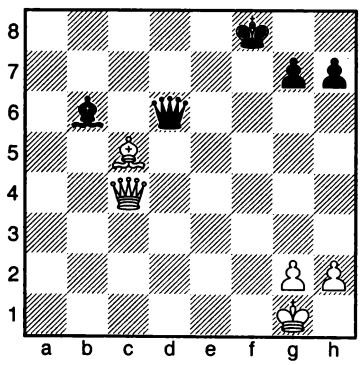
(262) White to move **1-0**



(263) White to move **1-0**

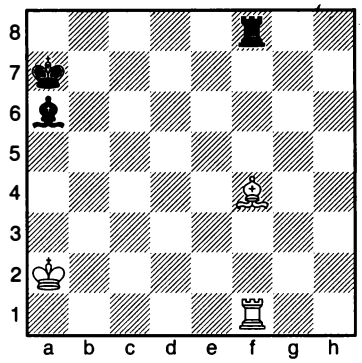


(264) White to move **1-0**

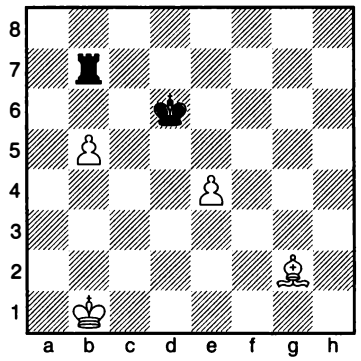


Discovered attack (discovery)

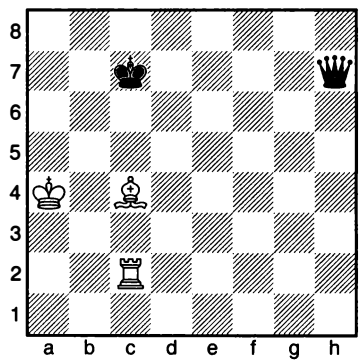
(265) White to move **1-0**



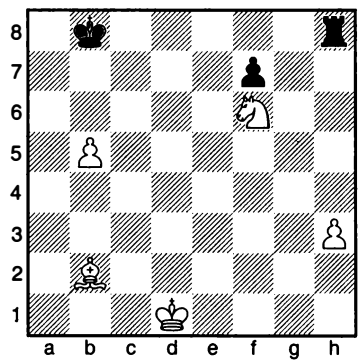
(266) White to move **1-0**



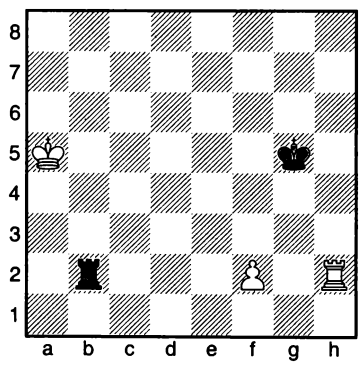
(267) White to move **1-0**



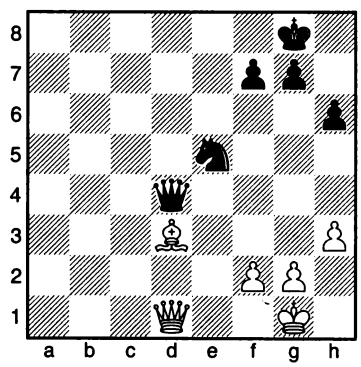
(268) White to move **1-0**



(269) White to move **1-0**

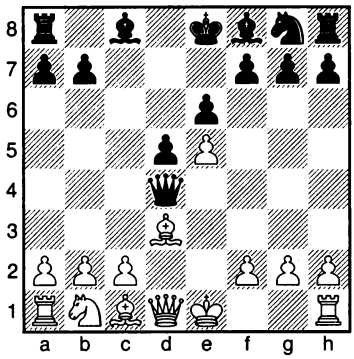


(270) White to move **1-0**

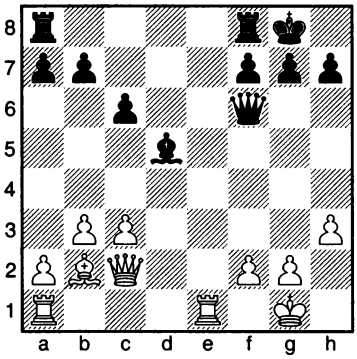


Discovered attack (discovery)

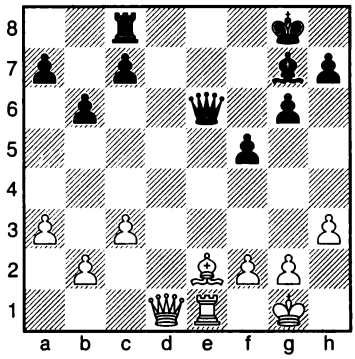
(271) White to move **1-0**



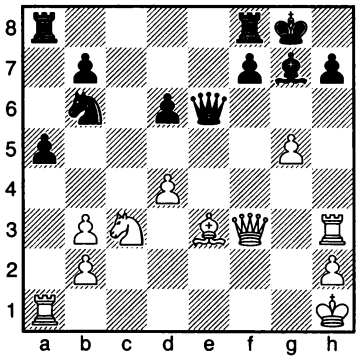
(272) White to move **1-0**



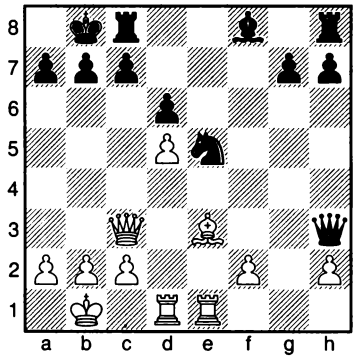
(273) White to move **1-0**



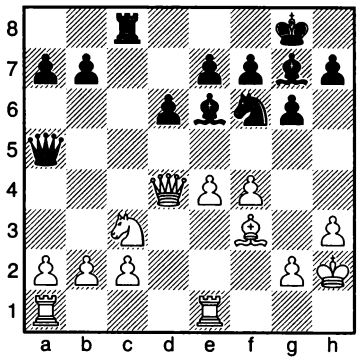
(274) White to move **1-0**



(275) White to move **1-0**

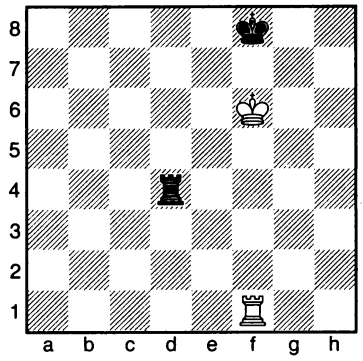


(276) Black to move **0-1**

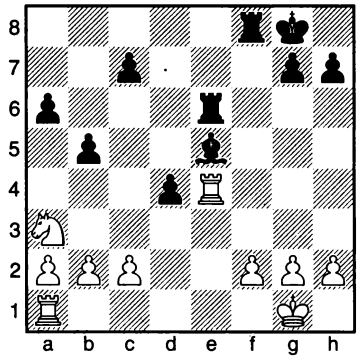


Discovered attack (discovery)

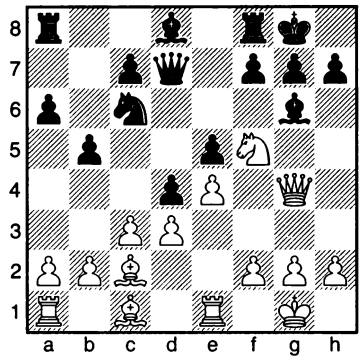
(277) White to move **1-0**



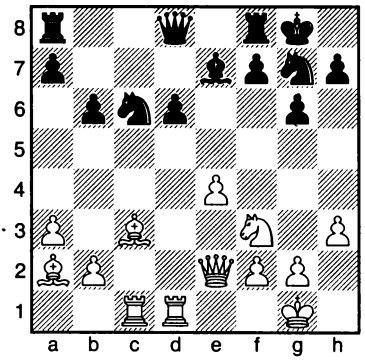
(278) Black to move **0-1**



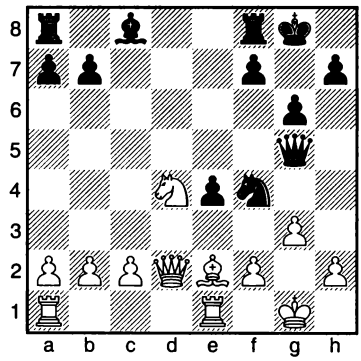
(279) White to move **1-0**



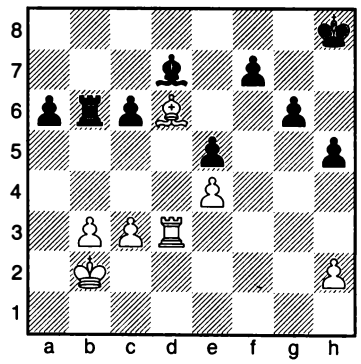
(280) White to move **1-0**



(281) Black to move **0-1**

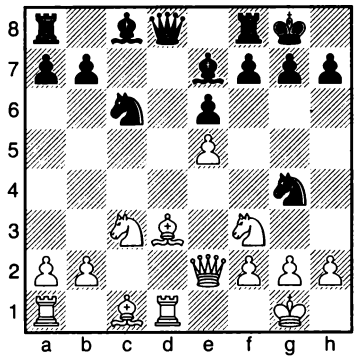


(282) White to move **1-0**

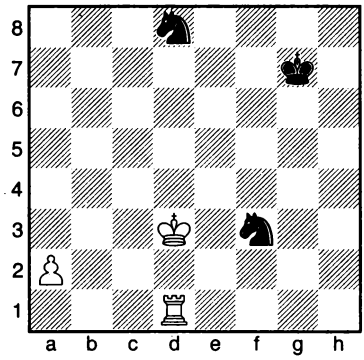


Discovered attack (discovery)

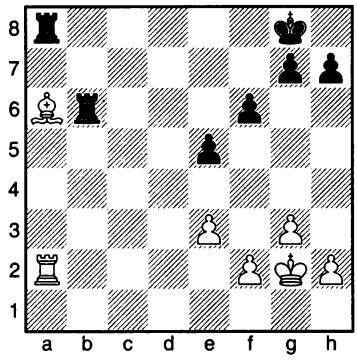
(283) White to move **1-0**



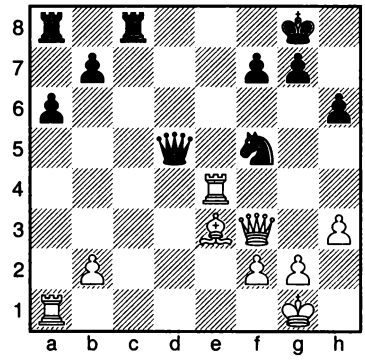
(284) White to move **1-0**



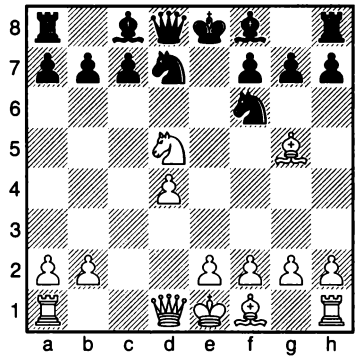
(285) White to move **1-0**



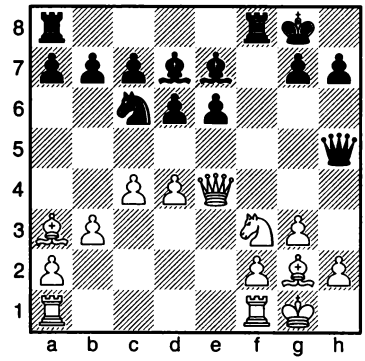
(286) White to move **1-0**



(287) Black to move **0-1**

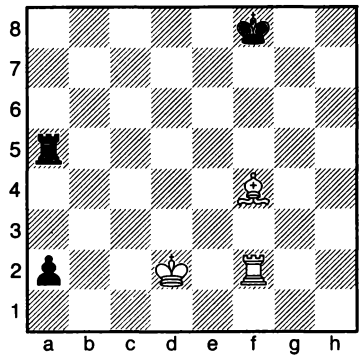


(288) Black to move **0-1**

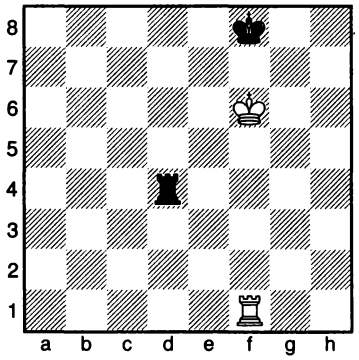


Discovered check

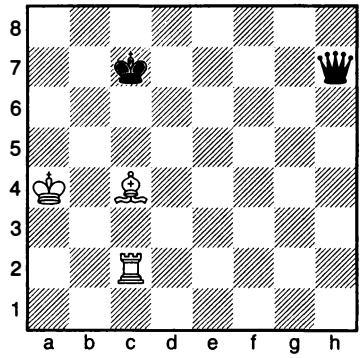
(289) White to move **1-0**



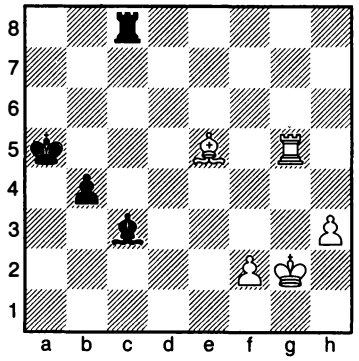
(290) White to move **1-0**



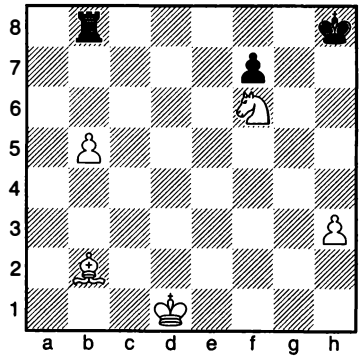
(291) White to move **1-0**



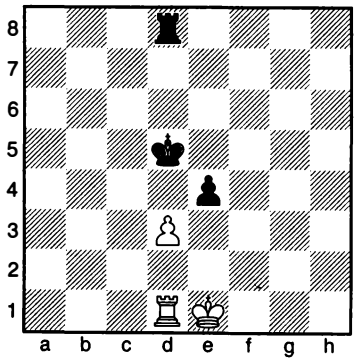
(292) White to move **1-0**



(293) White to move **1-0**

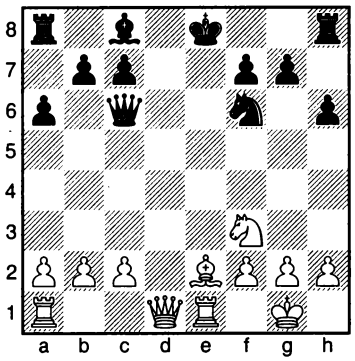


(294) White to move **1-0**

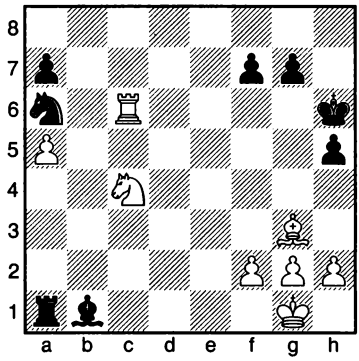


Discovered check

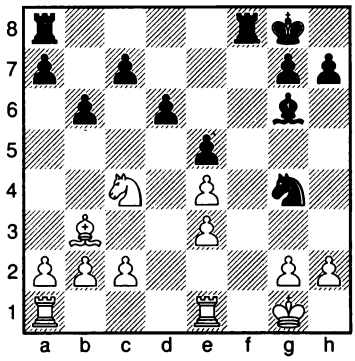
(295) White to move **1-0**



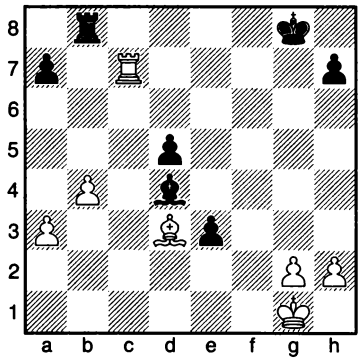
(296) Black to move **0-1**



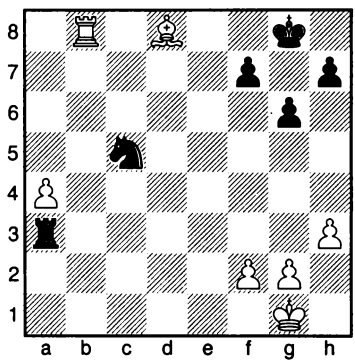
(297) White to move **1-0**



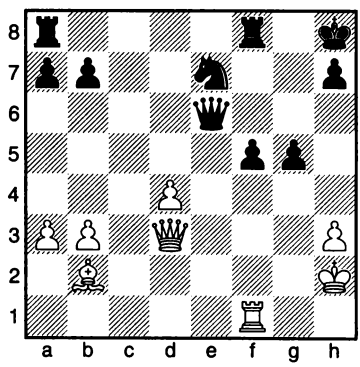
(298) Black to move **0-1**



(299) White to move **1-0**

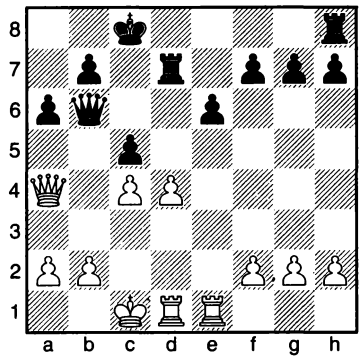


(300) White to move **1-0**

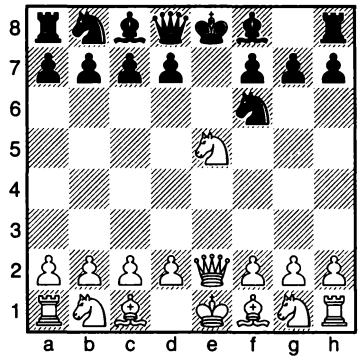


Discovered check

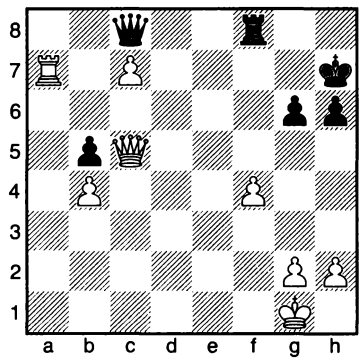
(301) White to move **1-0**



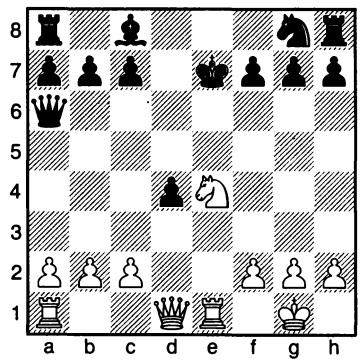
(302) White to move **1-0**



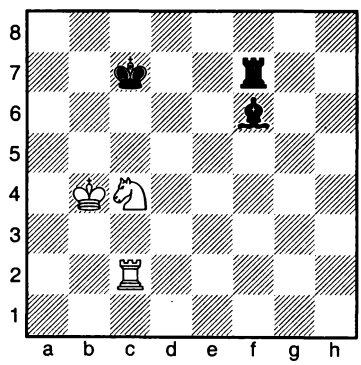
(303) White to move **1-0**



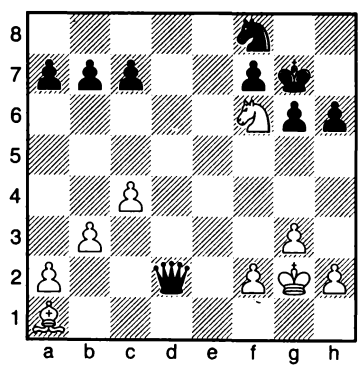
(304) White to move **1-0**



(305) White to move **1-0**

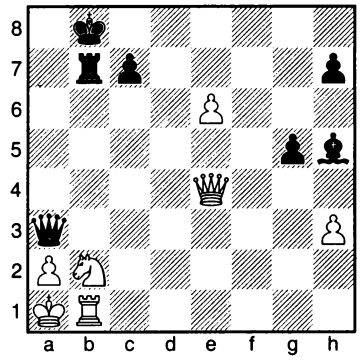


(306) White to move **1-0**

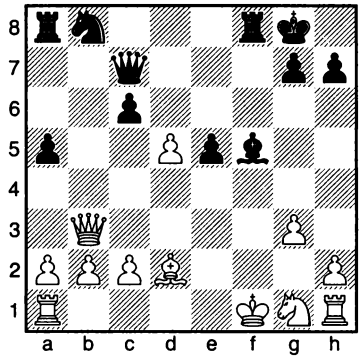


Discovered check

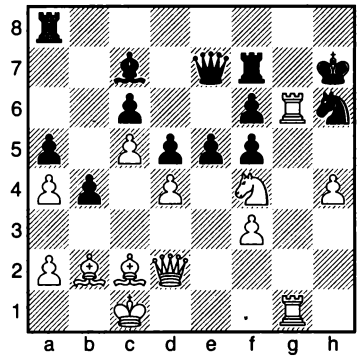
(307) White to move **1-0**



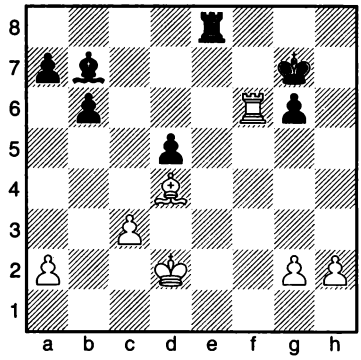
(308) Black to move **0-1**



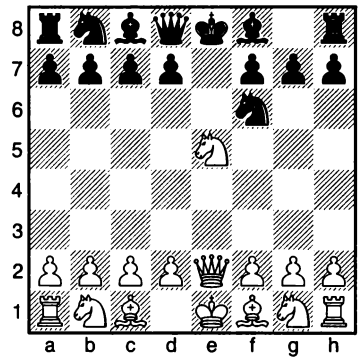
(309) White to move **1-0**



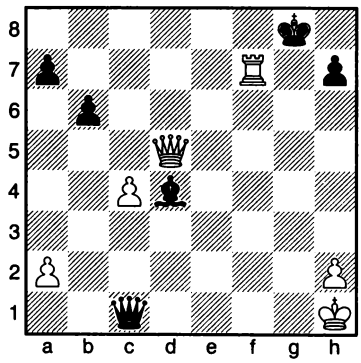
(310) White to move **1-0**



(311) White to move **1-0**

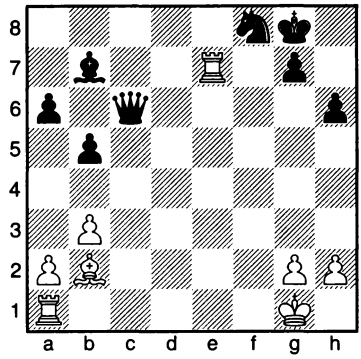


(312) White to move **1-0**

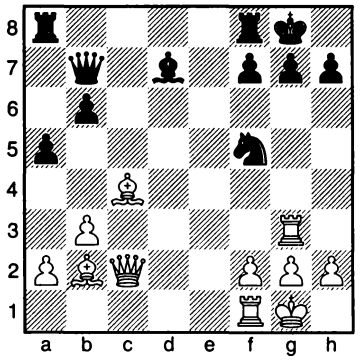


Windmill

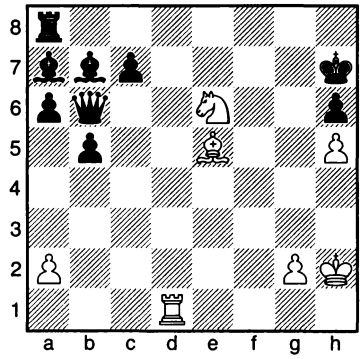
(313) White to move **1-0**



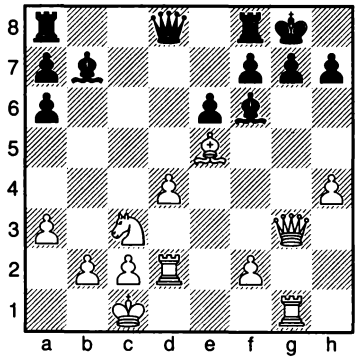
(314) White to move **1-0**



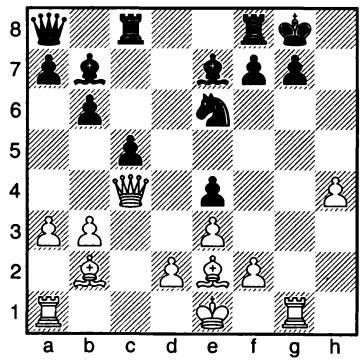
(315) White to move **1-0**



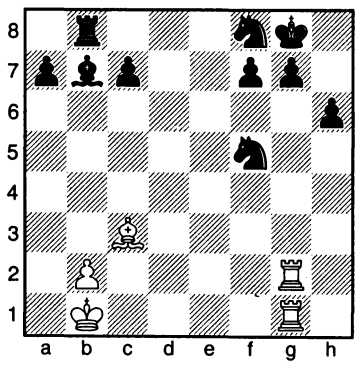
(316) White to move **1-0**



(317) White to move **1-0**

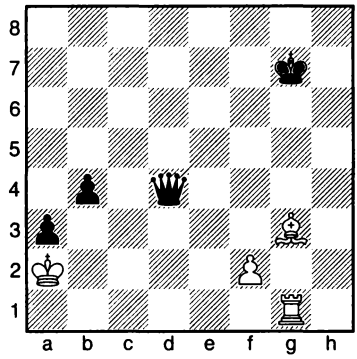


(318) White to move **1-0**

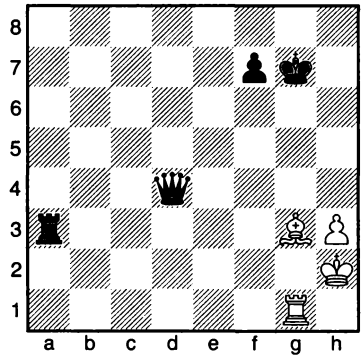


Double check

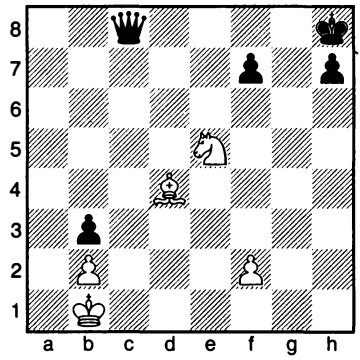
(319 White to move **1-0**



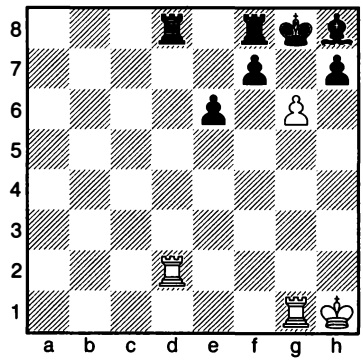
(320) White to move **1-0**



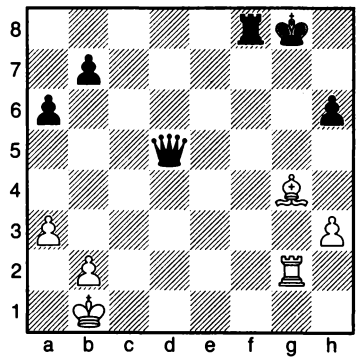
(321) White to move **1-0**



(322) White to move **1-0**



(323) White to move **1-0**



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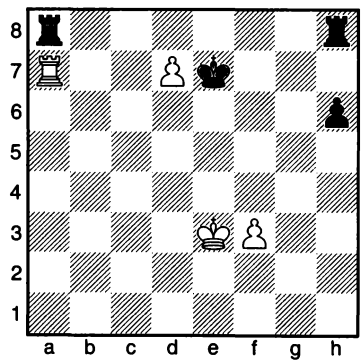
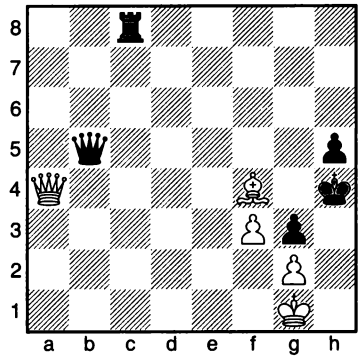
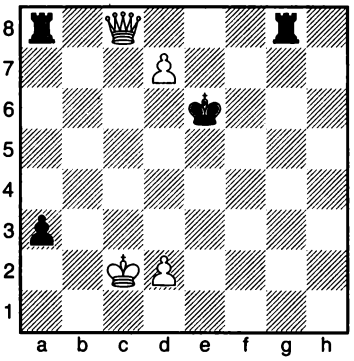


Double check

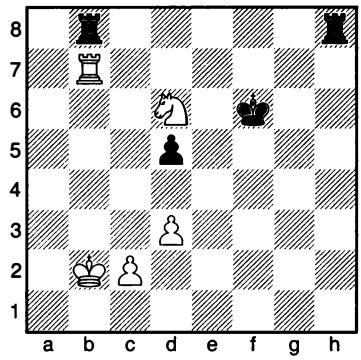
(325) White to move **1-0**



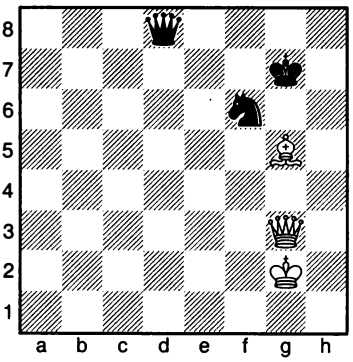
(326) White to move **1-0**



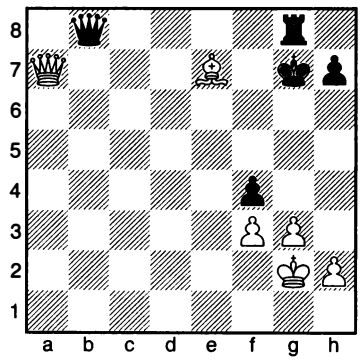
(327) White to move **1-0**



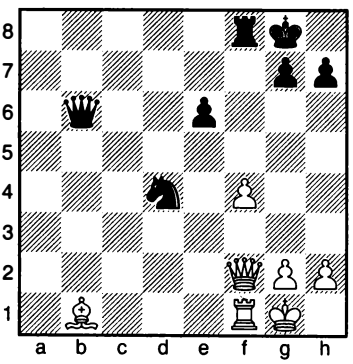
(328) White to move **1-0**



(329) White to move **1-0**

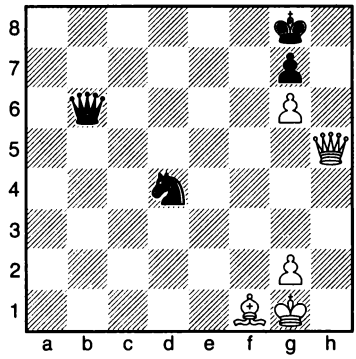


(330) Black to move **0-1**

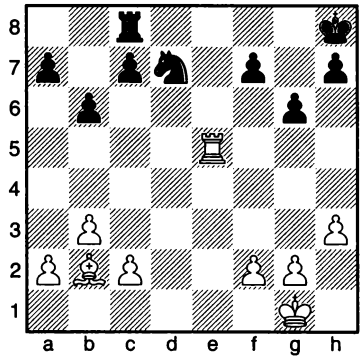


Double check and mate

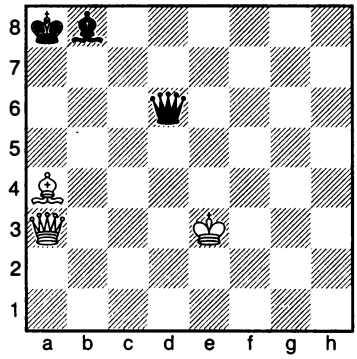
(331) Black to move **0-1**



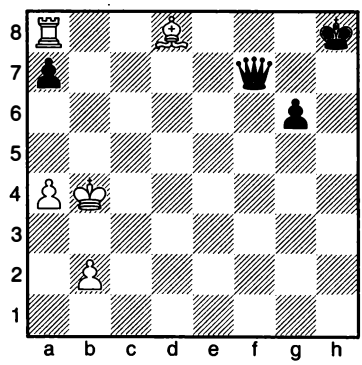
(332) White to move **1-0**



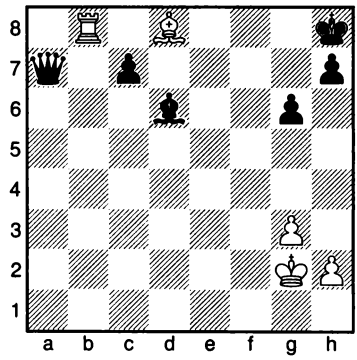
(333) White to move **1-0**



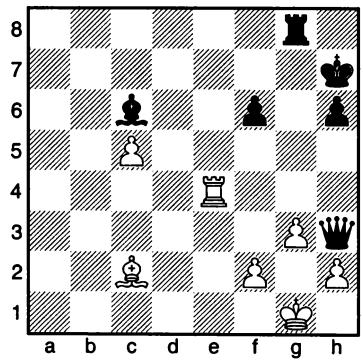
(334) White to move **1-0**



(335) White to move **1-0**

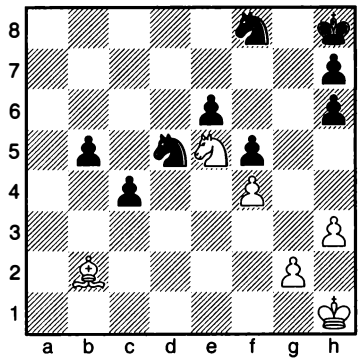


(336) White to move **1-0**

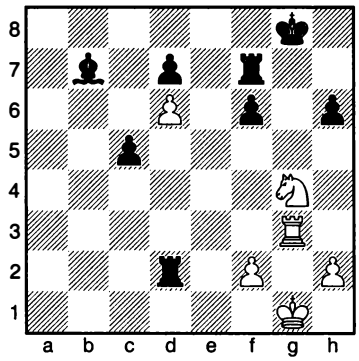


Double check and mate

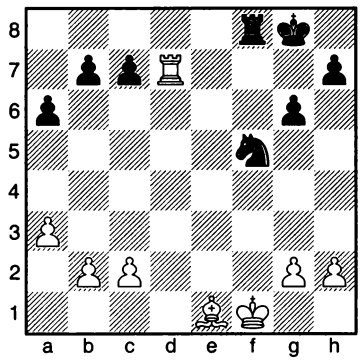
(337) White to move **1-0**



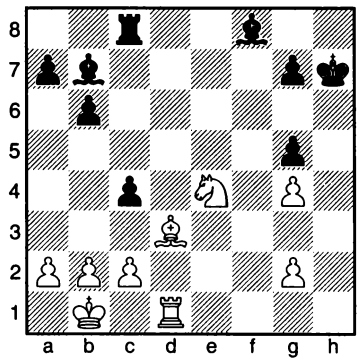
(338) White to move **1-0**



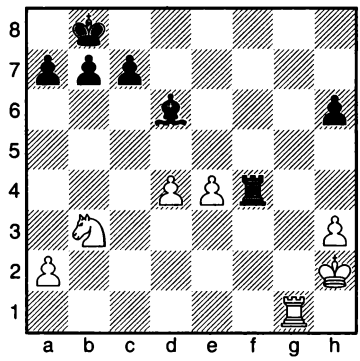
(339) Black to move **0-1**



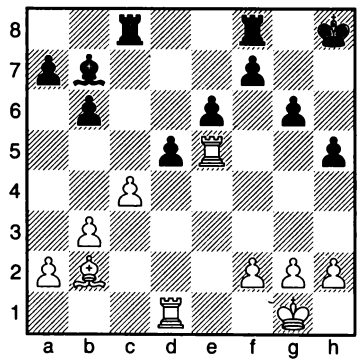
(340) White to move **1-0**



(341) Black to move **0-1**

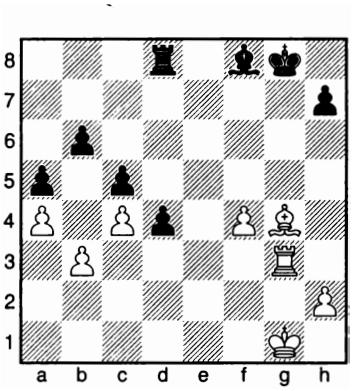


(342) White to move **1-0**

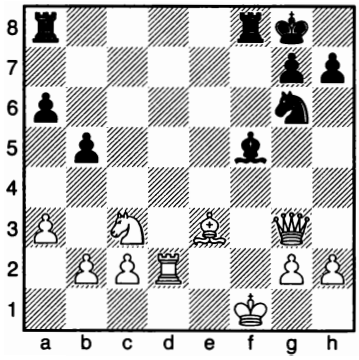


Double check and mate

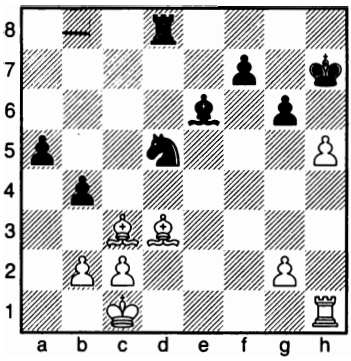
(343) White to move **1-0**



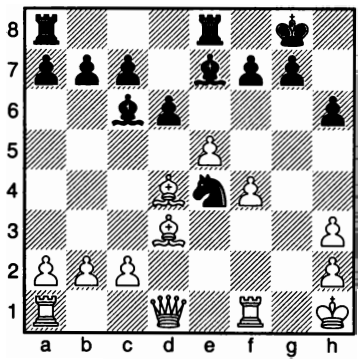
(344) Black to move **0-1**



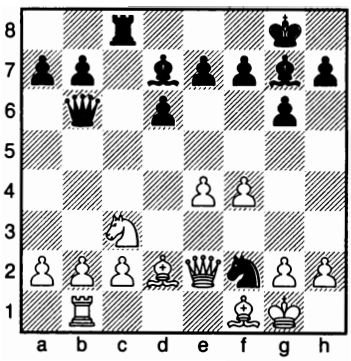
(345) White to move **1-0**



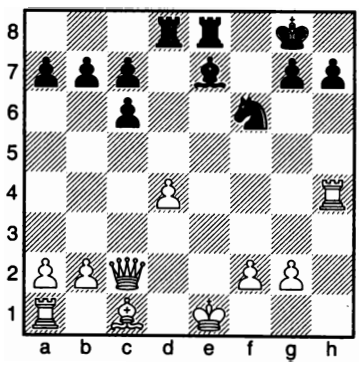
(346) Black to move **0-1**



(347) Black to move **0-1**

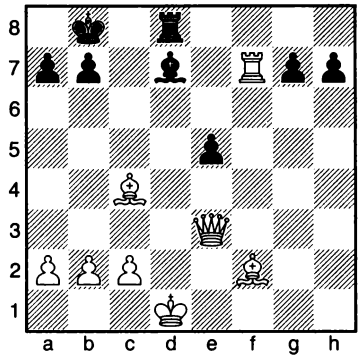


(348) Black to move **0-1**

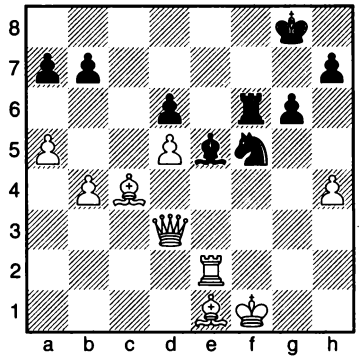


Double check and mate

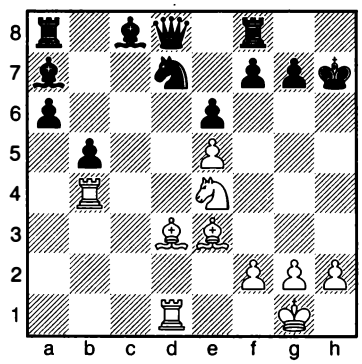
(349) Black to move **0-1**



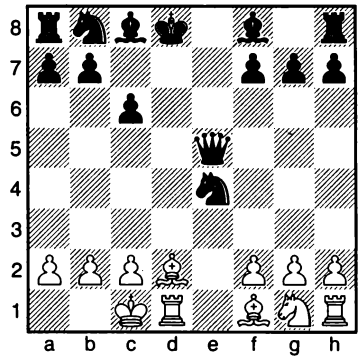
(350) Black to move **0-1**



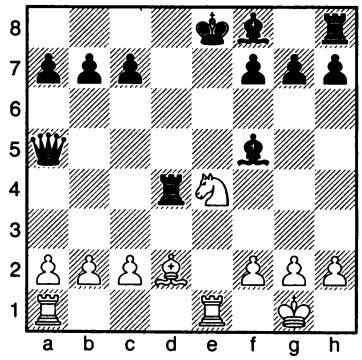
(351) White to move **1-0**



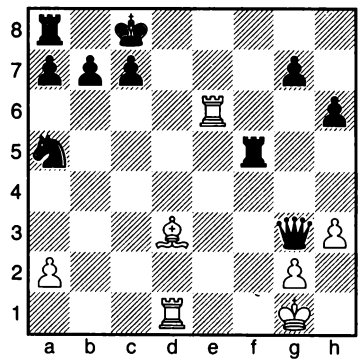
(352) White to move **1-0**



(353) White to move **1-0**

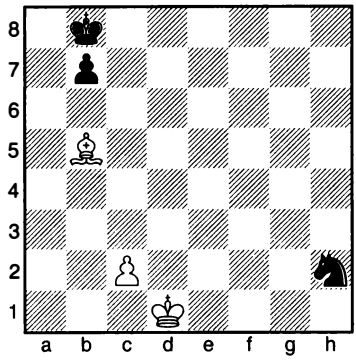


(354) White to move **1-0**

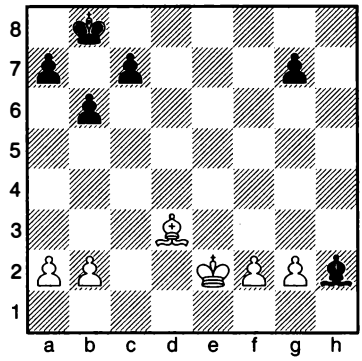


Trapping, surrounding

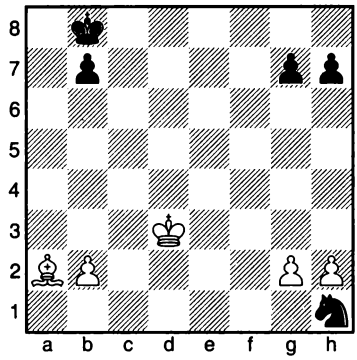
(355) White to move **1-0**



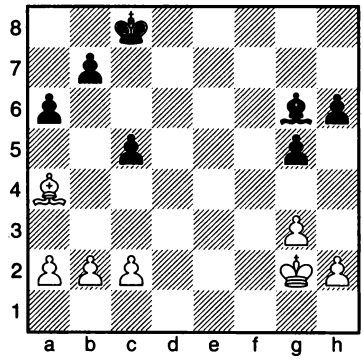
(356) White to move **1-0**



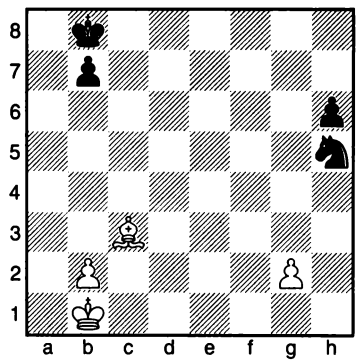
(357) White to move **1-0**



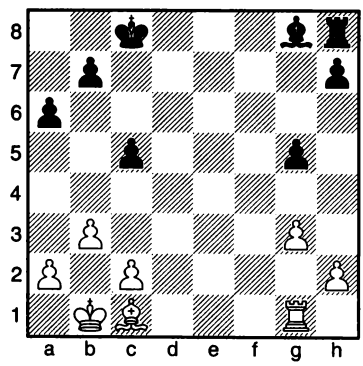
(358) Black to move **0-1**



(359) White to move **1-0**

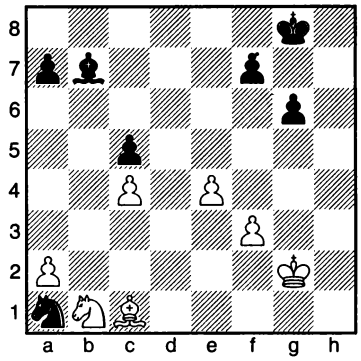


(360) White to move **1-0**

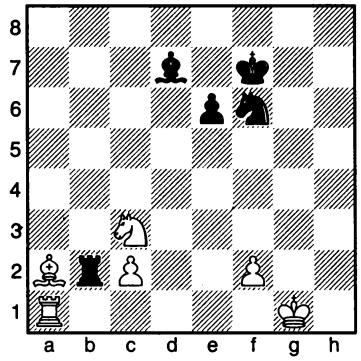


Trapping, surrounding

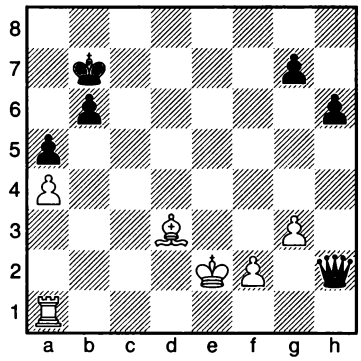
(361) White to move **1-0**



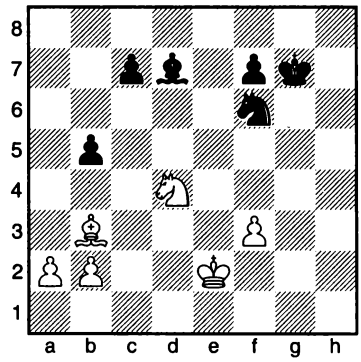
(362) White to move **1-0**



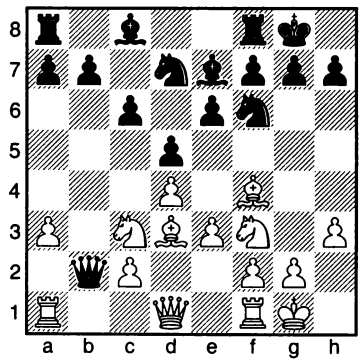
(363) White to move **1-0**



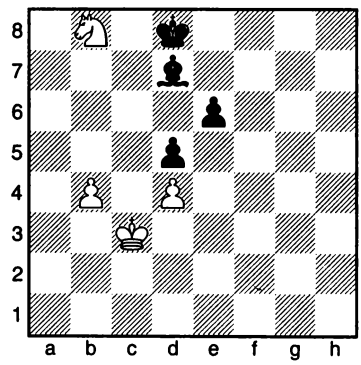
(364) Black to move **0-1**



(365) White to move **1-0**

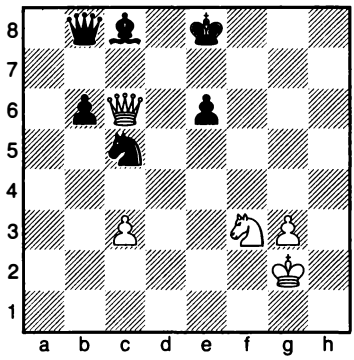


(366) Black to move **0-1**

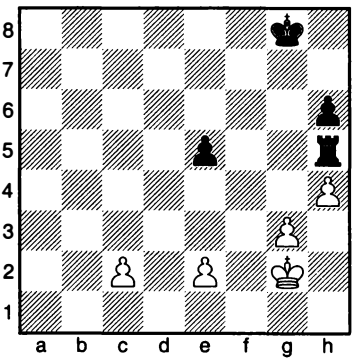


Trapping, surrounding

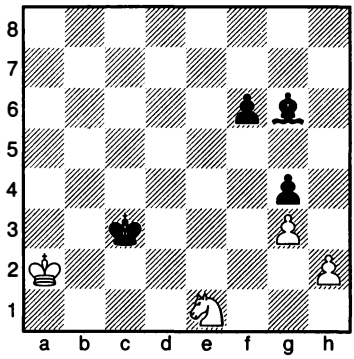
(367) Black to move **0-1**



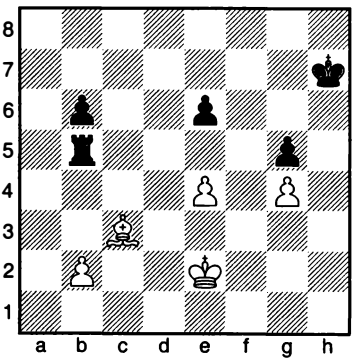
(368) White to move **1-0**



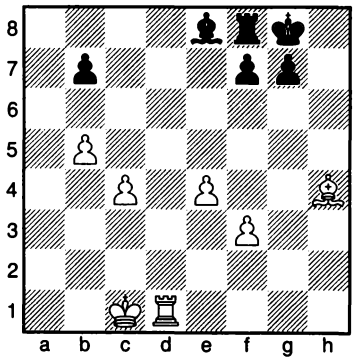
(369) Black to move **0-1**



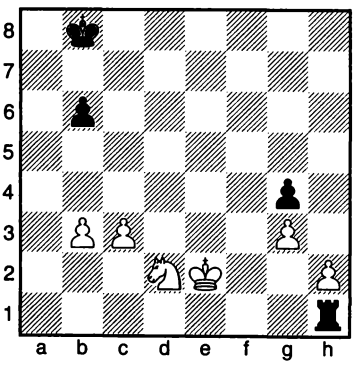
(370) White to move **1-0**



(371) White to move **1-0**

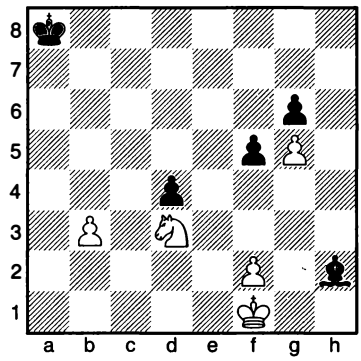


(372) White to move **1-0**

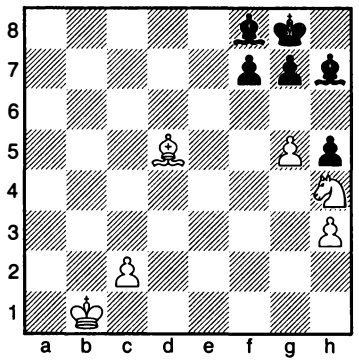


Trapping, surrounding

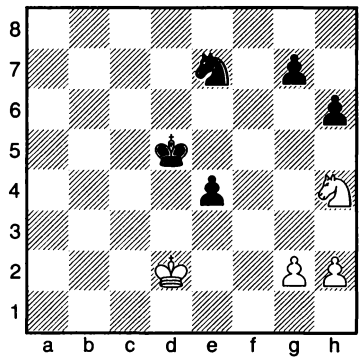
(373) White to move **1-0**



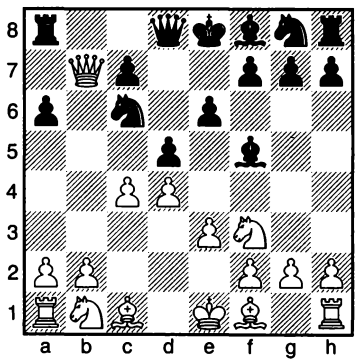
(374) White to move **1-0**



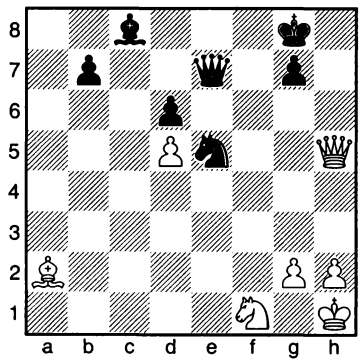
(375) Black to move **0-1**



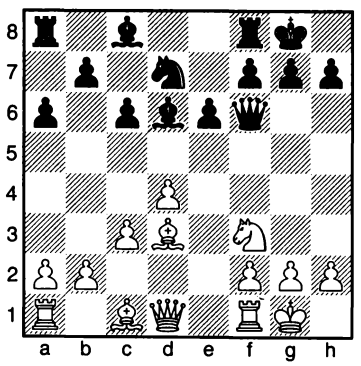
(376) Black to move **0-1**



(377) Black to move **0-1**

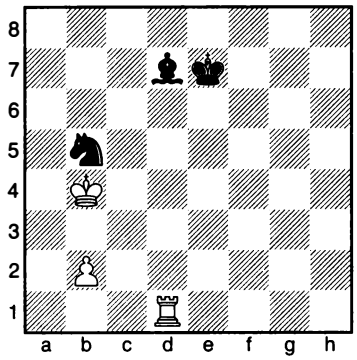


(378) White to move **1-0**

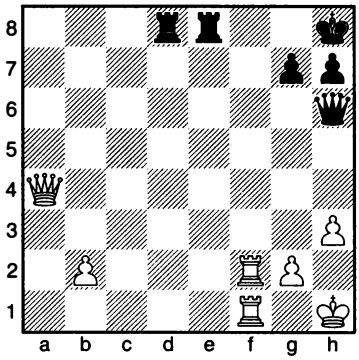


Destroying the Defence

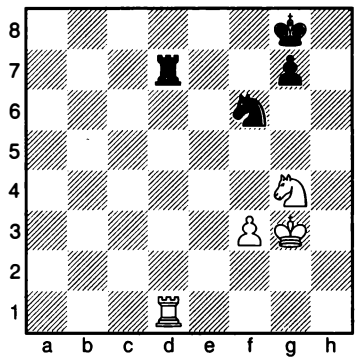
(379) White to move **1-0**



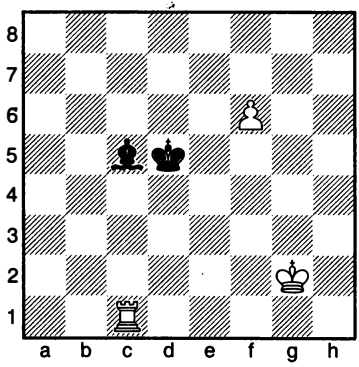
(380) White to move **1-0**



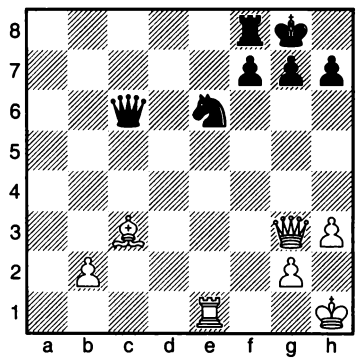
(381) White to move **1-0**



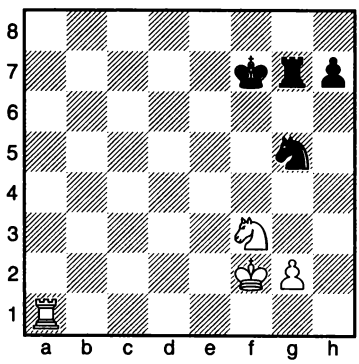
(382) White to move **1-0**



(383) White to move **1-0**

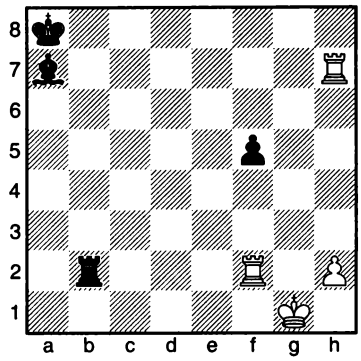


(384) White to move **1-0**

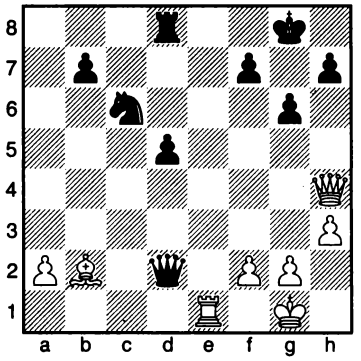


Destroying the Defence

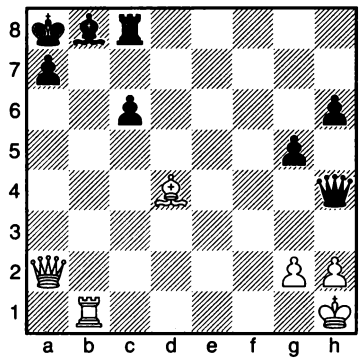
(385) White to move **1-0**



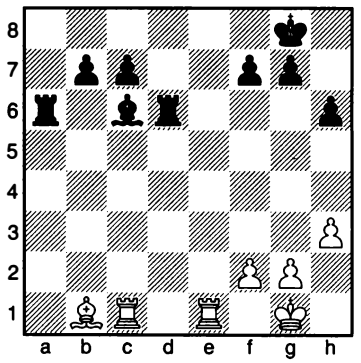
(386) White to move **1-0**



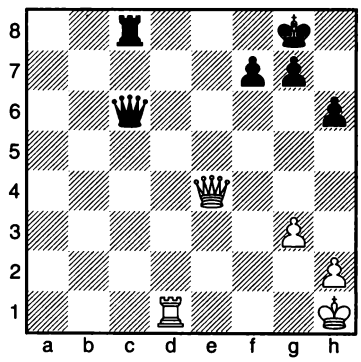
(387) White to move **1-0**



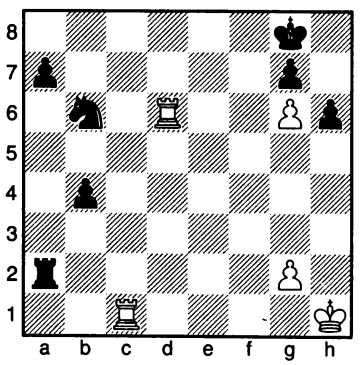
(388) White to move **1-0**



(389) White to move **1-0**

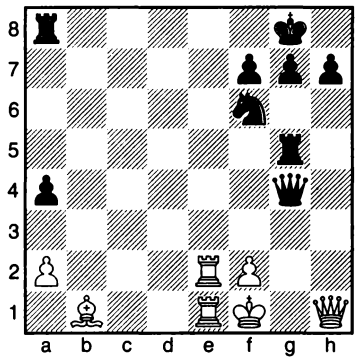


(390) White to move **1-0**

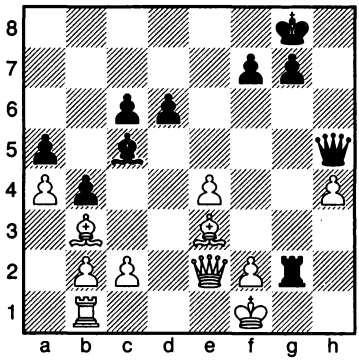


Destroying the Defence

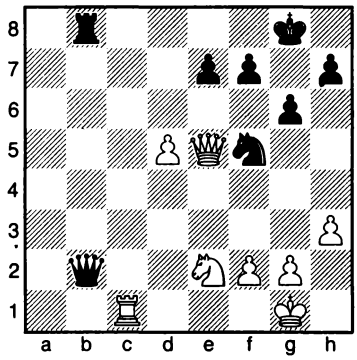
(391) White to move **1-0**



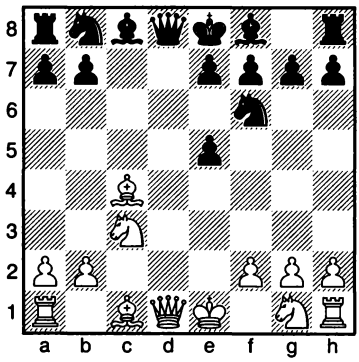
(392) Black to move **0-1**



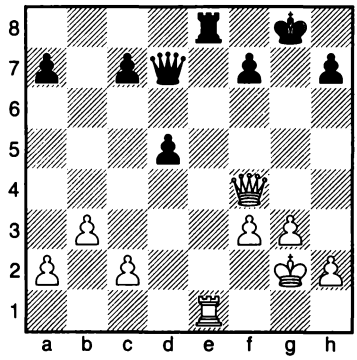
(393) White to move **1-0**



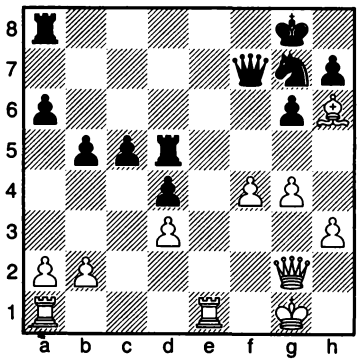
(394) White to move **1-0**



(395) White to move **1-0**

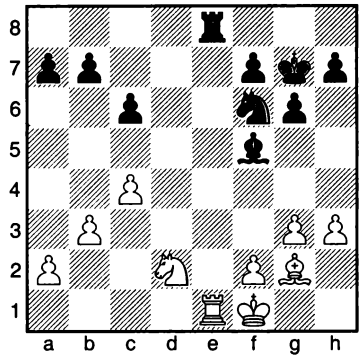


(396) White to move **1-0**

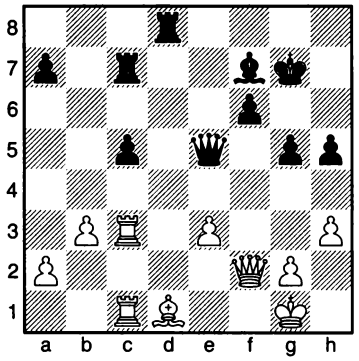


Destroying the Defence

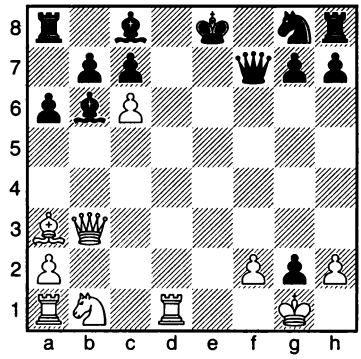
(397) Black to move **0-1**



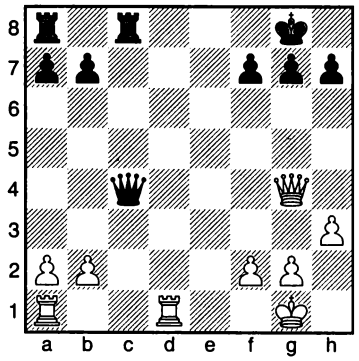
(398) Black to move **0-1**



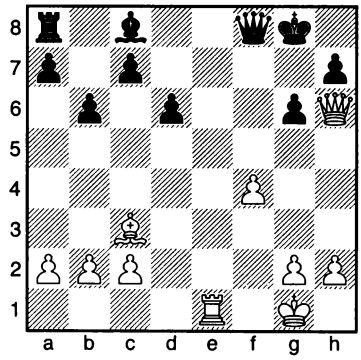
(399) White to move **1-0**



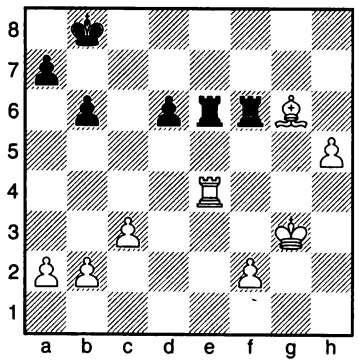
(400) White to move **1-0**



(401) White to move **1-0**

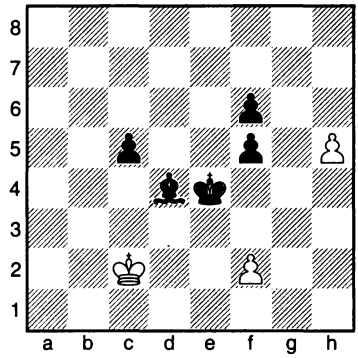


(402) Black to move **0-1**

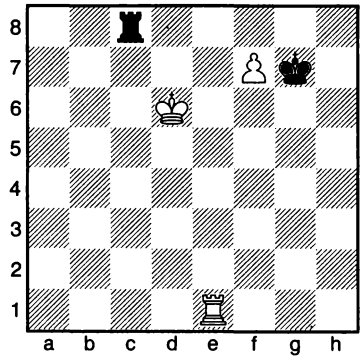


Blocking the guard

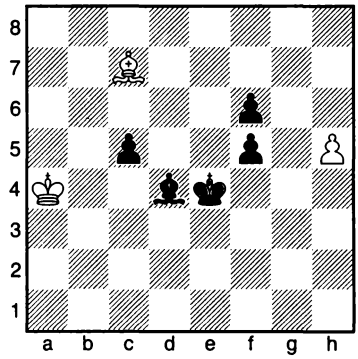
(403) White to move **1-0**



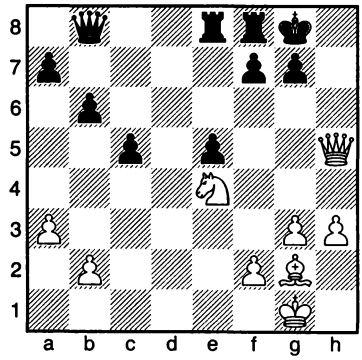
(404) White to move **1-0**



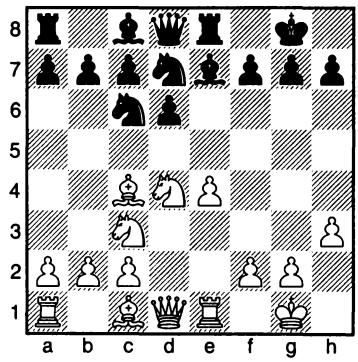
(405) White to move **1-0**



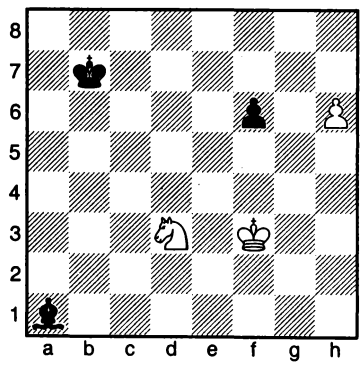
(406) White to move **1-0**



(407) White to move **1-0**

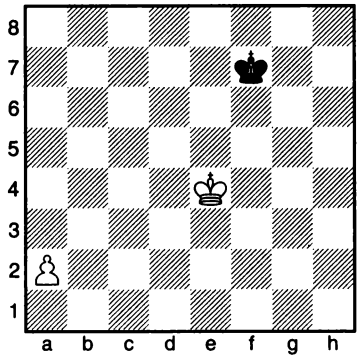


(408) White to move **1-0**

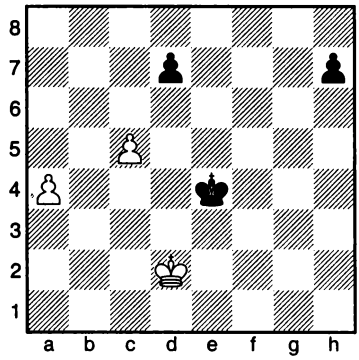


Blocking the guard

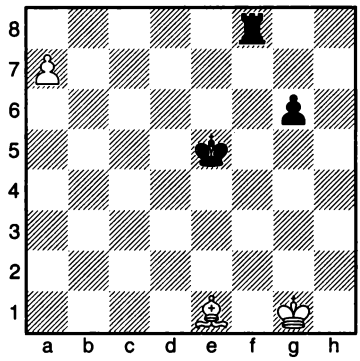
(409) White to move **1-0**



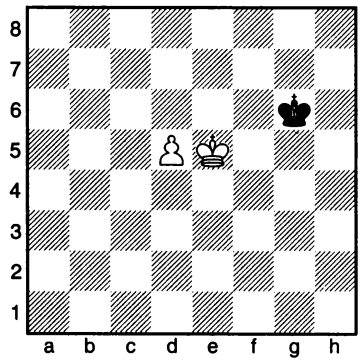
(410) White to move **1-0**



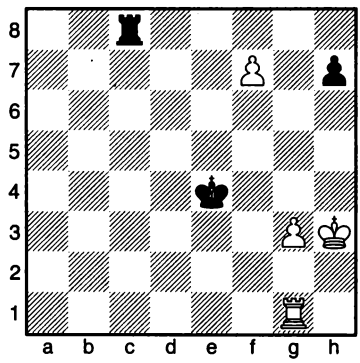
(411) White to move **1-0**



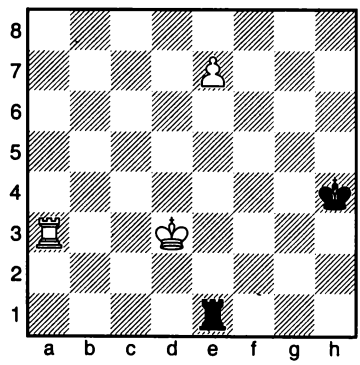
(412) White to move **1-0**



(413) White to move **1-0**

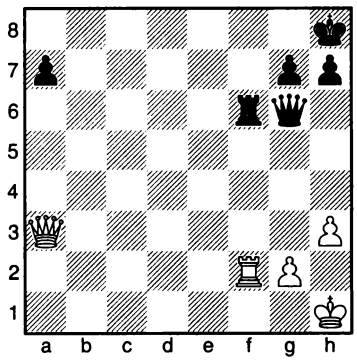


(414) White to move **1-0**

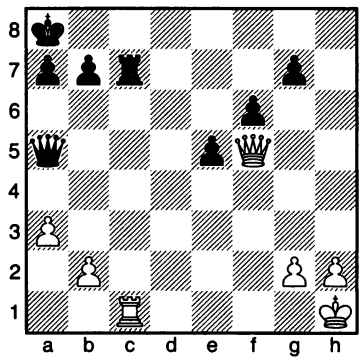


X-Ray Attack

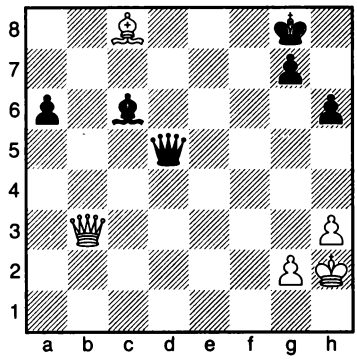
(415) White to move **1-0**



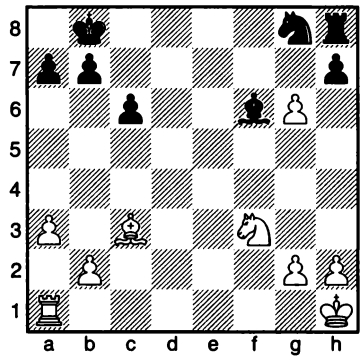
(416) White to move **1-0**



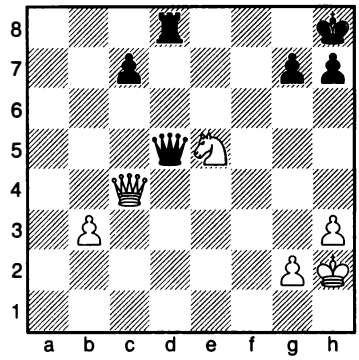
(417) White to move **1-0**



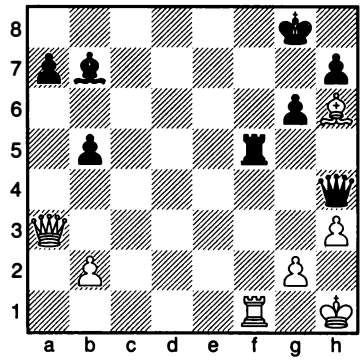
(418) White to move **1-0**



(419) White to move **1-0**

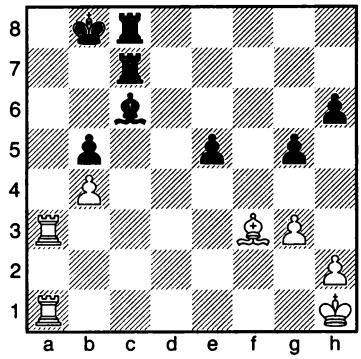


(420) White to move **1-0**

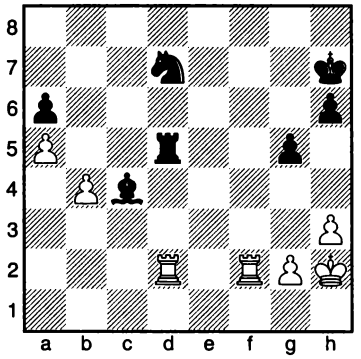


X-Ray Attack

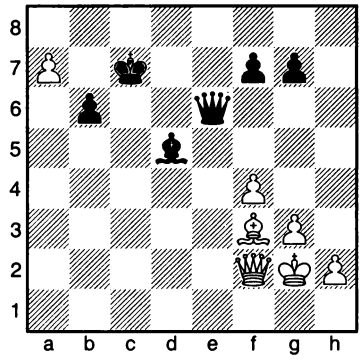
(421) White to move **1-0**



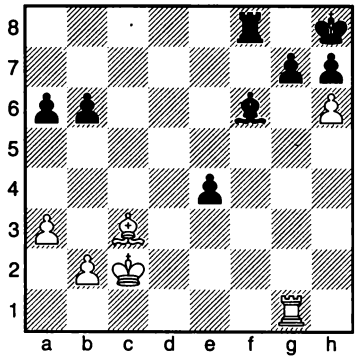
(422) White to move **1-0**



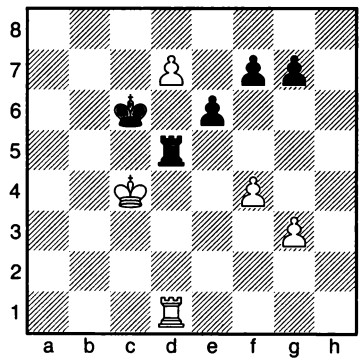
(423) White to move **1-0**



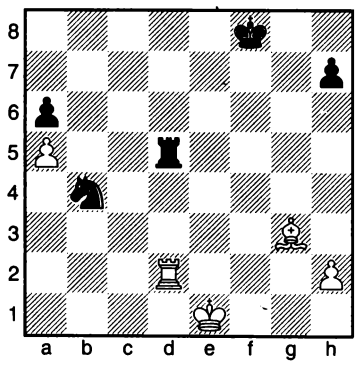
(424) White to move **1-0**



(425) White to move **1-0**

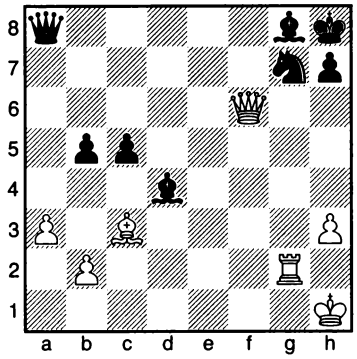


(426) White to move **1-0**

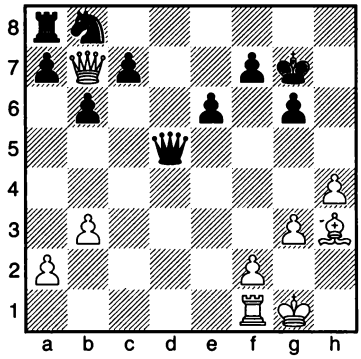


X-Ray Attack

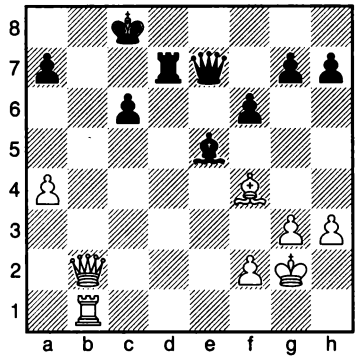
(427) White to move **1-0**



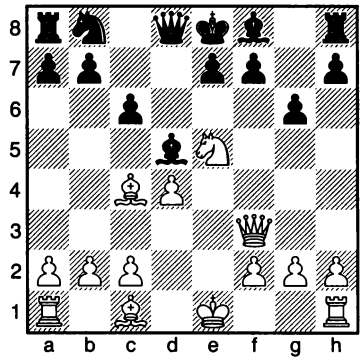
(428) White to move **1-0**



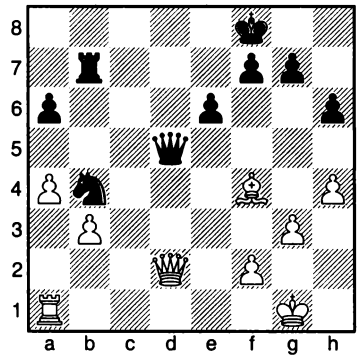
(429) White to move **1-0**



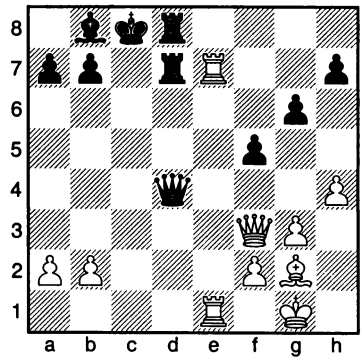
(430) White to move **1-0**



(431) White to move **1-0**

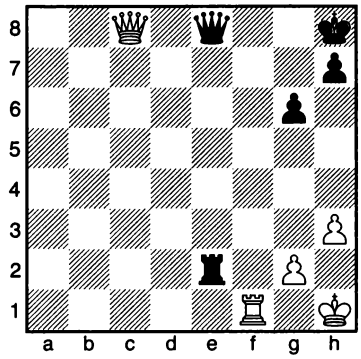


(432) White to move **1-0**

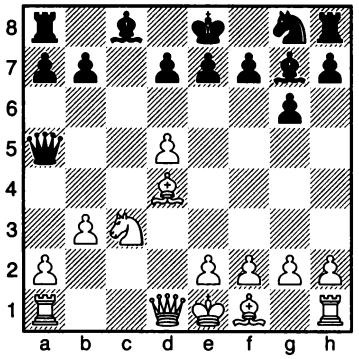


X-Ray Attack

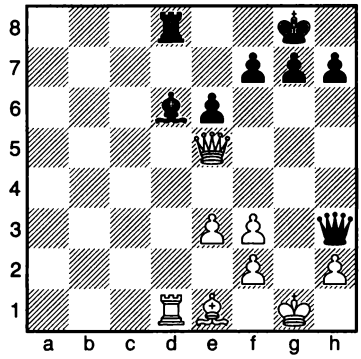
(433) White to move **1-0**



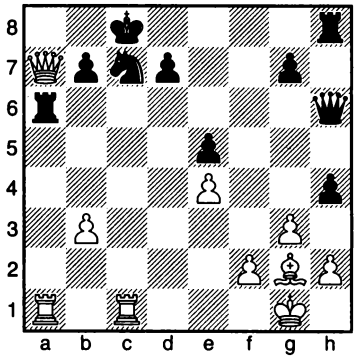
(434) Black to move **0-1**



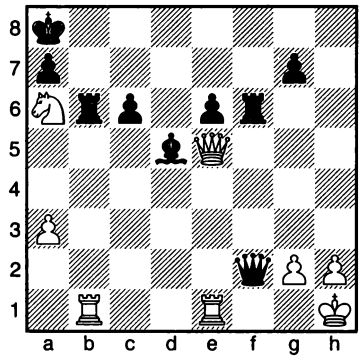
(435) Black to move **0-1**



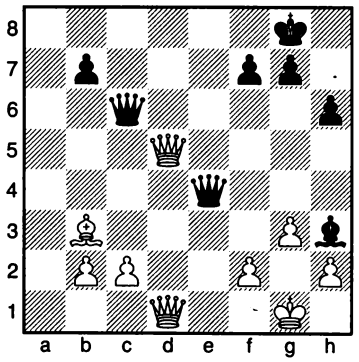
(436) White to move **1-0**



(437) White to move **1-0**

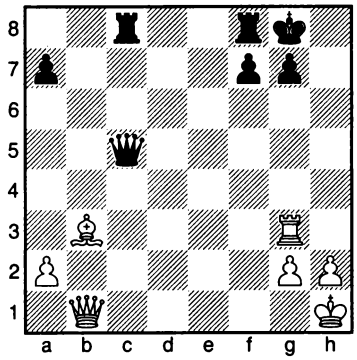


(438) Black to move **0-1**

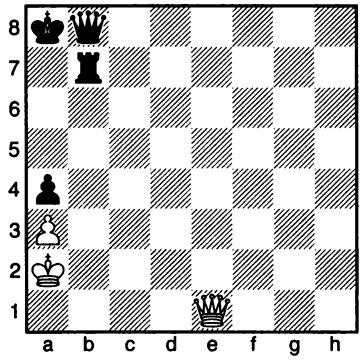


Perpetual check

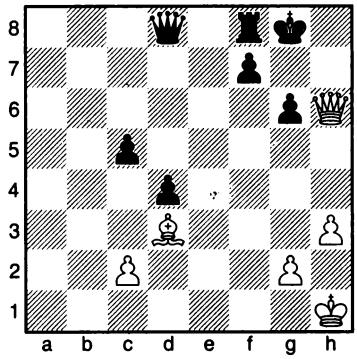
(439) White to move ½-½



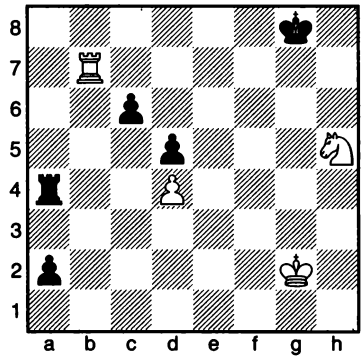
(440) White to move ½-½



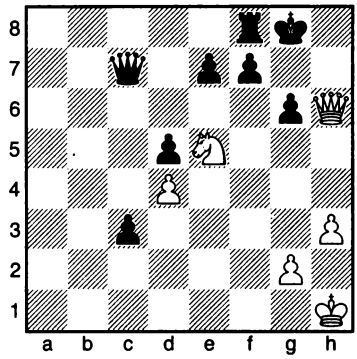
(441) White to move ½-½



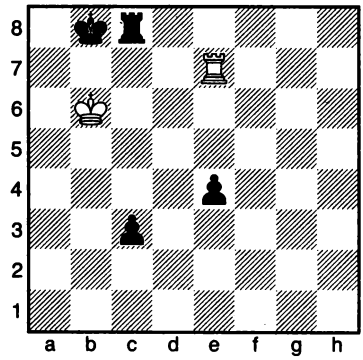
(442) White to move ½-½



(443) White to move ½-½

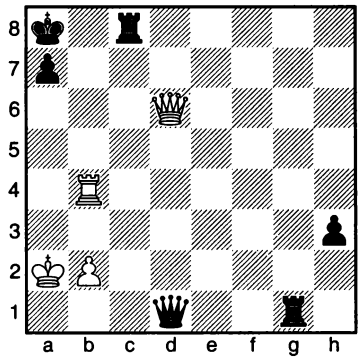


(444) White to move ½-½

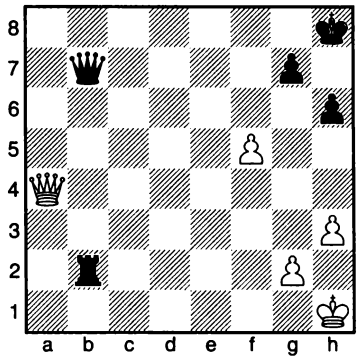


Perpetual check

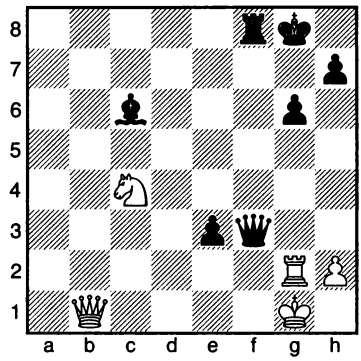
(445) White to move ½-½



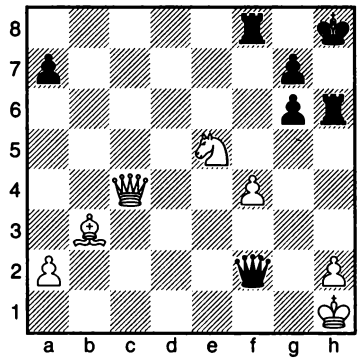
(446) White to move ½-½



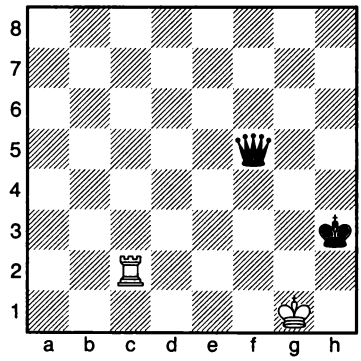
(447) White to move ½-½



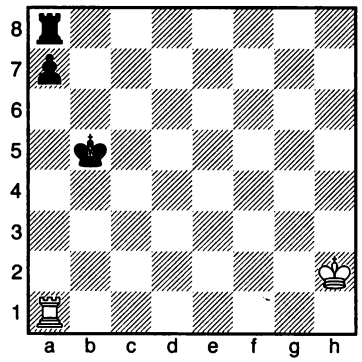
(448) White to move ½-½



(449) White to move ½-½

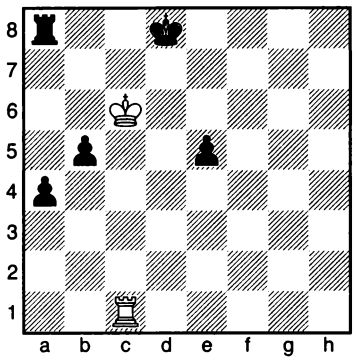


(450) White to move ½-½

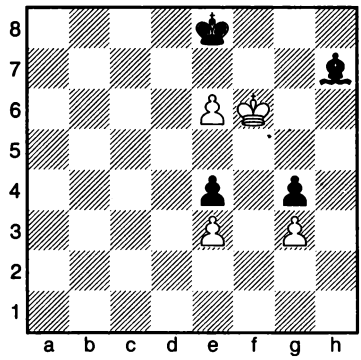


Perpetual attack

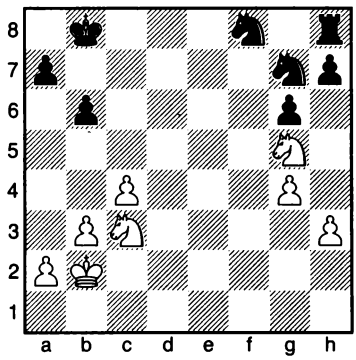
(451) White to move ½-½



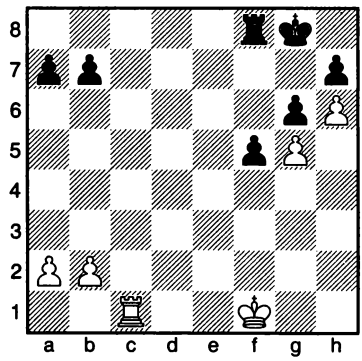
(452) White to move ½-½



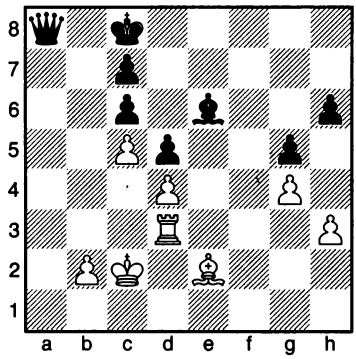
(453) White to move ½-½



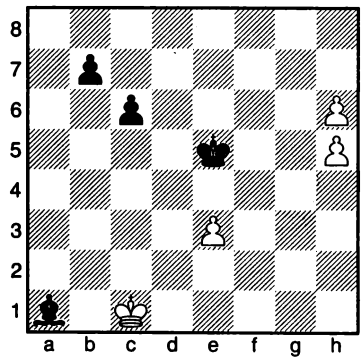
(454) White to move ½-½



(455) White to move ½-½

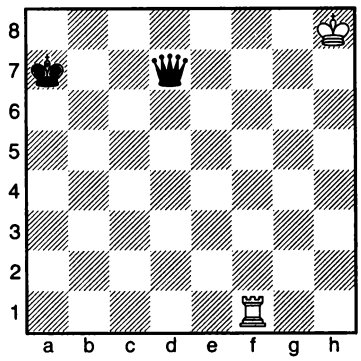


(456) White to move ½-½

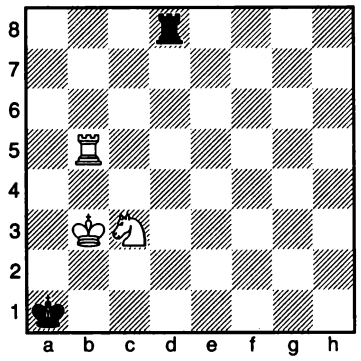


Stalemate

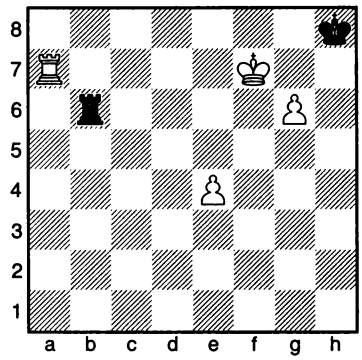
(457) White to move ½-½



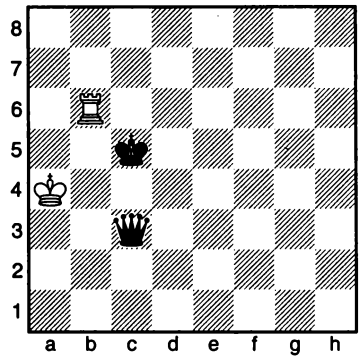
(458) Black to move ½-½



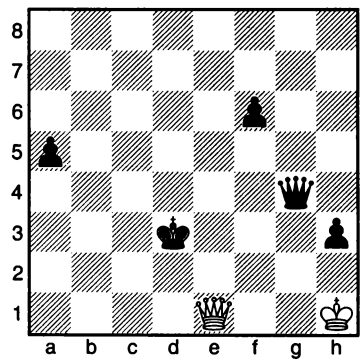
(459) Black to move ½-½



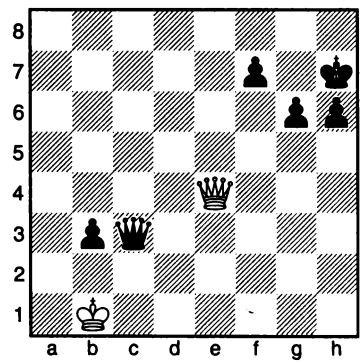
(460) White to move ½-½



(461 White to move ½-½

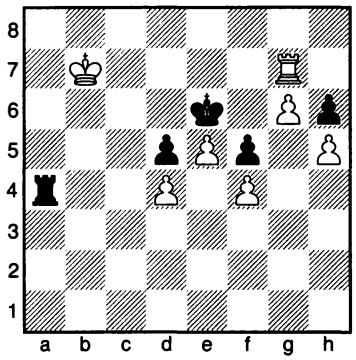


(462) White to move ½-½

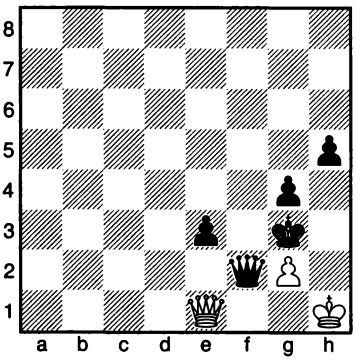


Stalemate

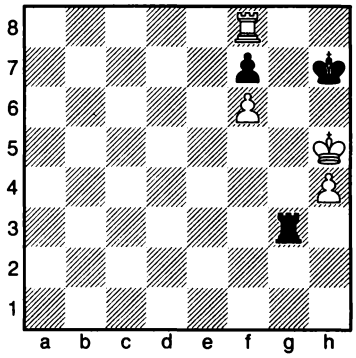
(463) Black to move ½-½



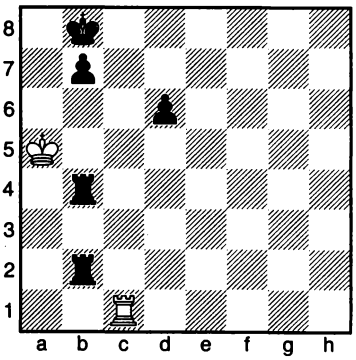
(464) White to move ½-½



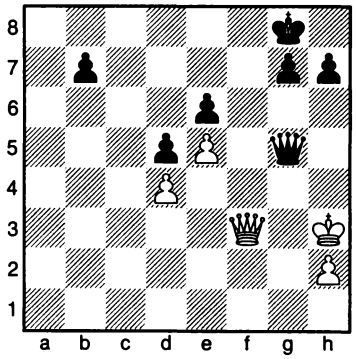
(465) Black to move ½-½



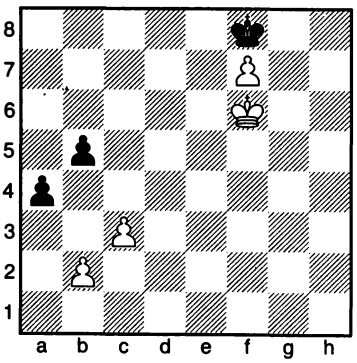
(466) White to move ½-½



(467) White to move ½-½

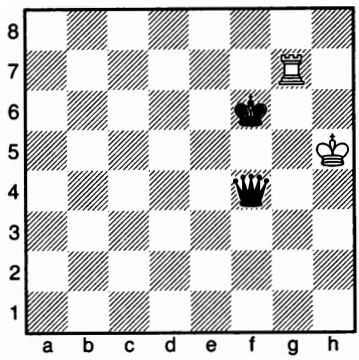


(468) Black to move ½-½

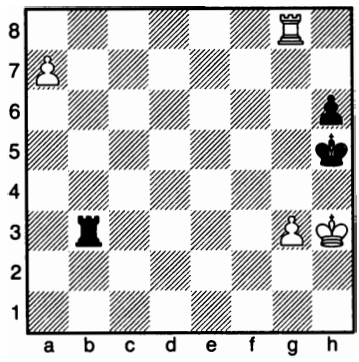


Stalemate

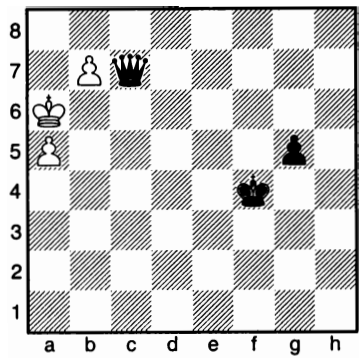
(469) White to move ½-½



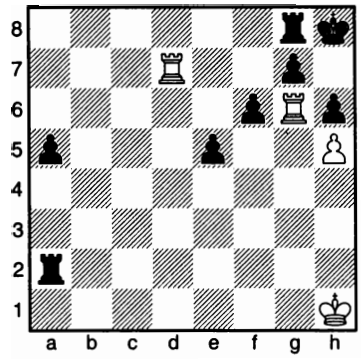
(470) Black to move ½-½



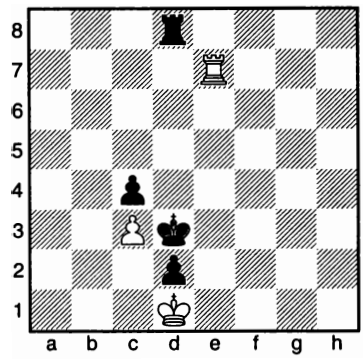
(471) White to move ½-½



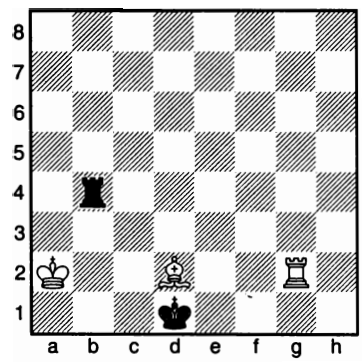
(472) White to move ½-½



(473) White to move ½-½

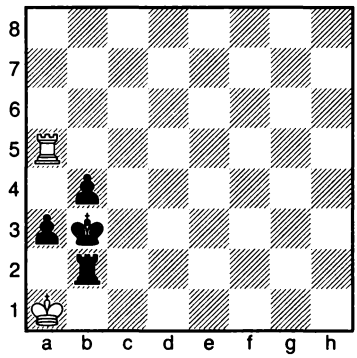


(474) Black to move ½-½

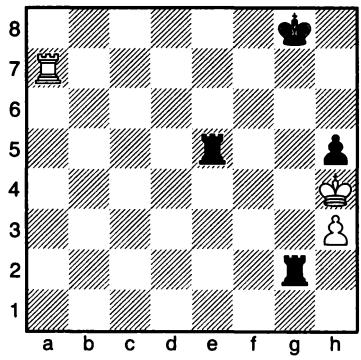


Stalemate

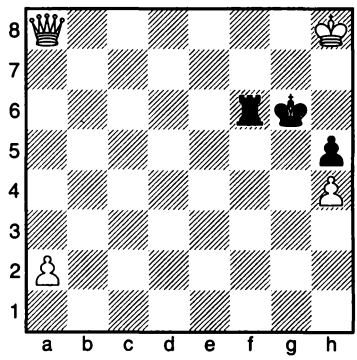
(475) White to move ½-½



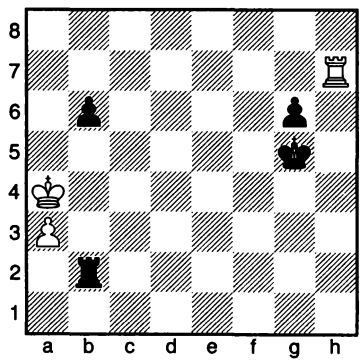
(476) White to move ½-½



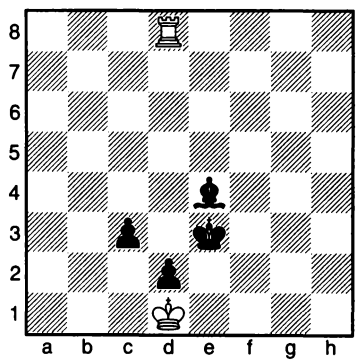
(477) Black to move ½-½



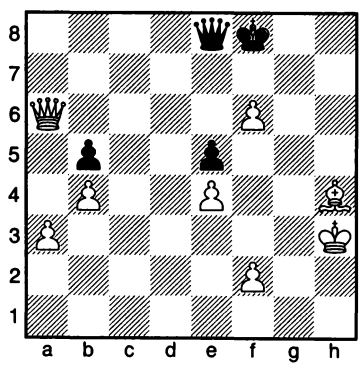
(478) White to move ½-½



(479) White to move ½-½

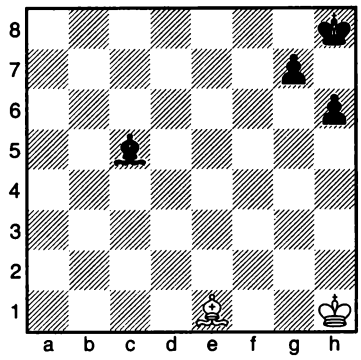


(480) Black to move ½-½

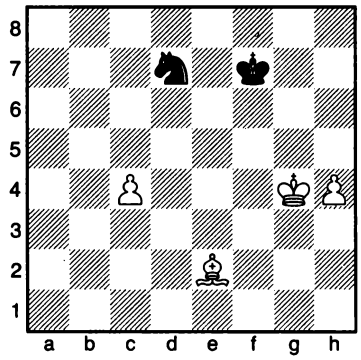


Theoretical draw

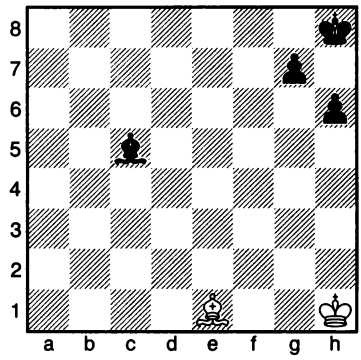
(481) White to move ½-½



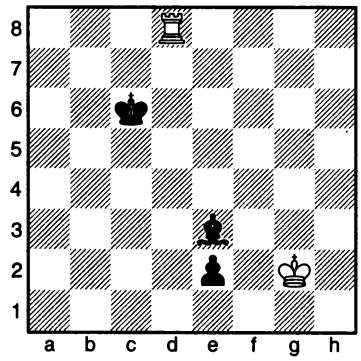
(482) Black to move ½-½



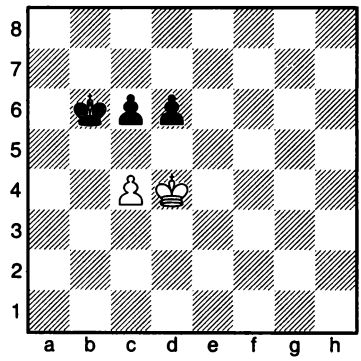
(483) White to move ½-½



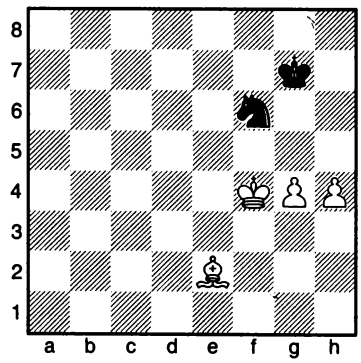
(484) White to move ½-½



(485) White to move ½-½

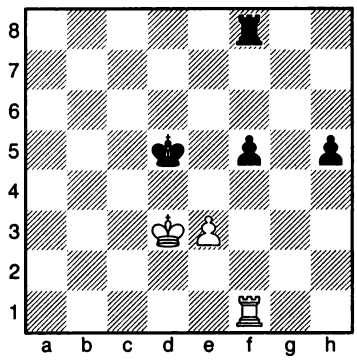


(486) Black to move ½-½

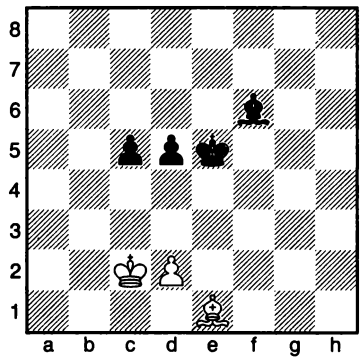


Theoretical draw

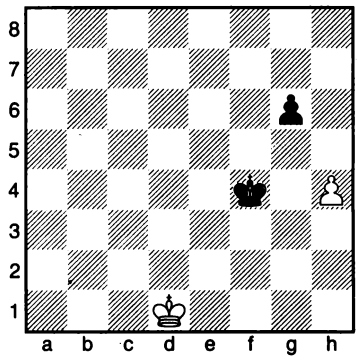
(487) White to move ½-½



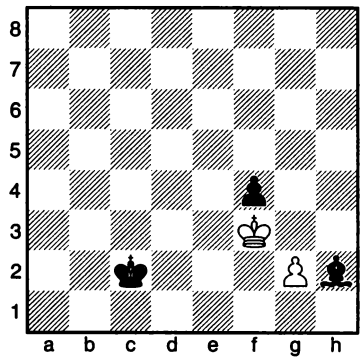
(488) White to move ½-½



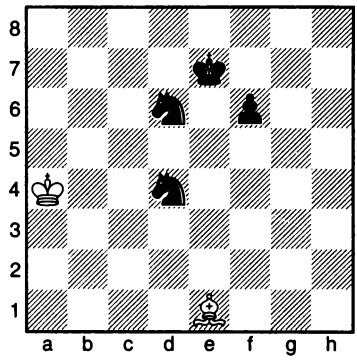
(489) White to move ½-½



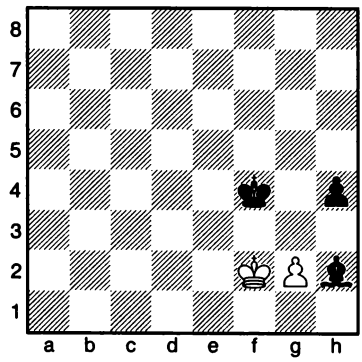
(490) White to move ½-½



(491) White to move ½-½

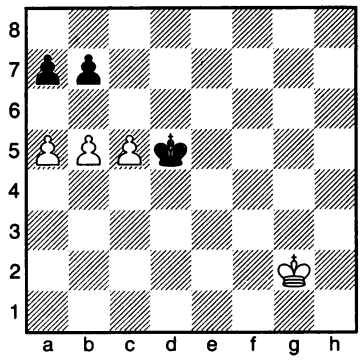


(492) White to move ½-½

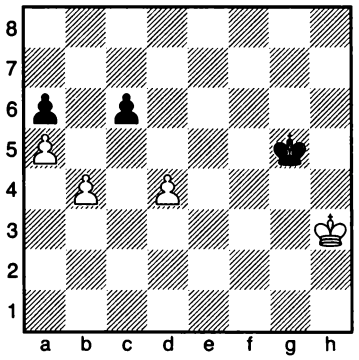


Pawn promotion

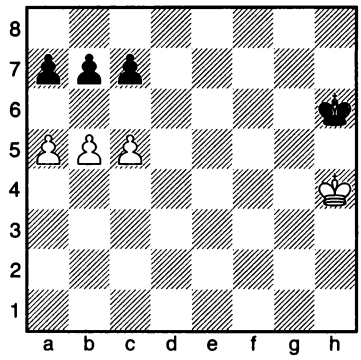
(493) White to move **1-0**



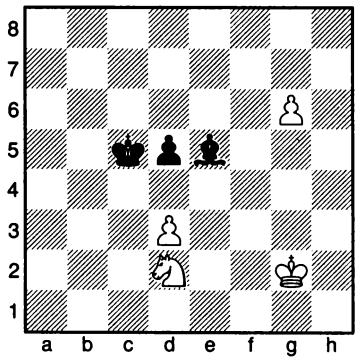
(494) White to move **1-0**



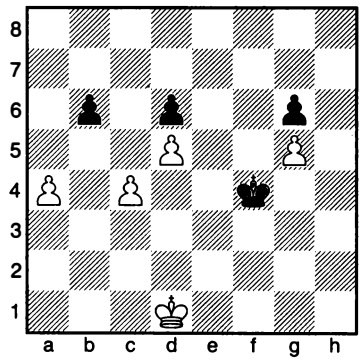
(495) White to move **1-0**



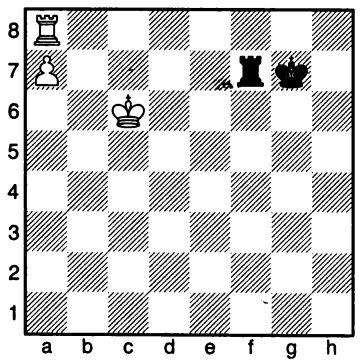
(496) White to move **1-0**



(497) White to move **1-0**

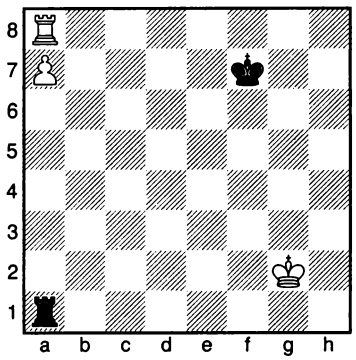


(498) White to move **1-0**

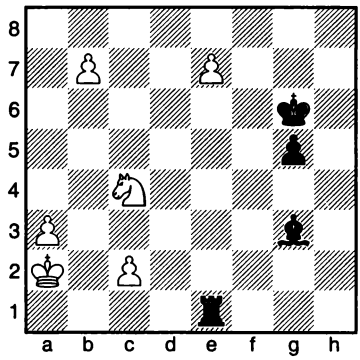


Pawn promotion

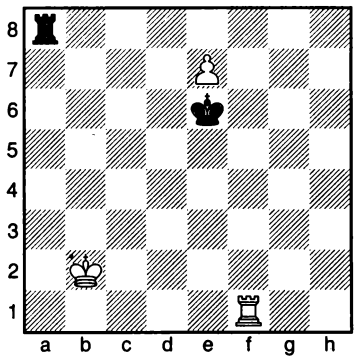
(499) White to move **1-0**



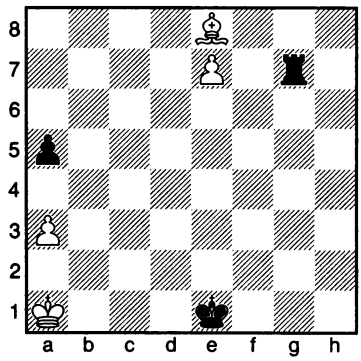
(500) White to move **1-0**



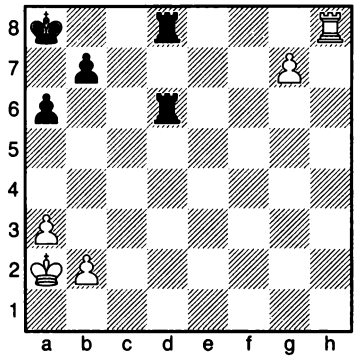
(501) White to move **1-0**



(502) White to move **1-0**



(503) White to move **1-0**



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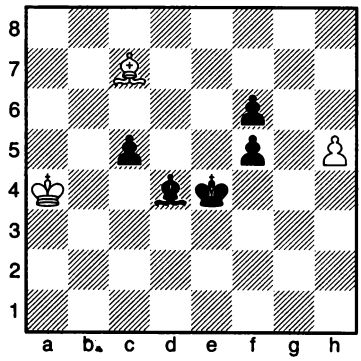
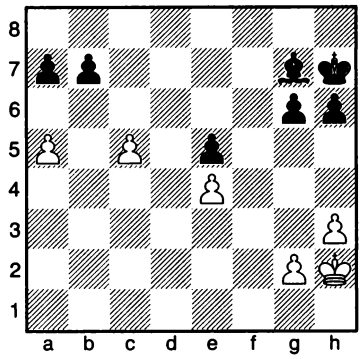


Pawn promotion

(505) White to move **1-0**



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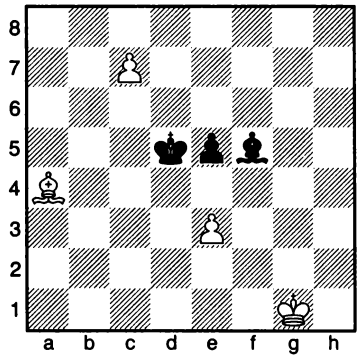
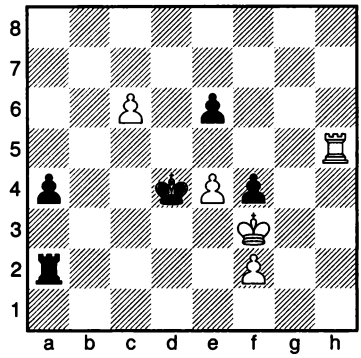


(507) White to move **1-0**



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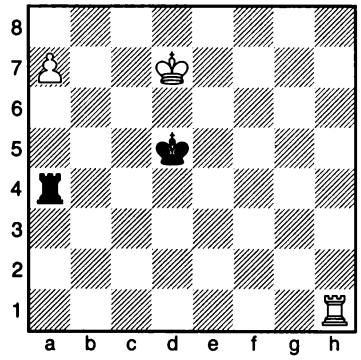

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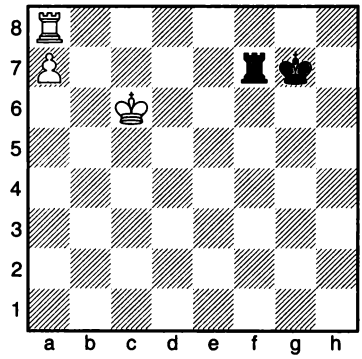

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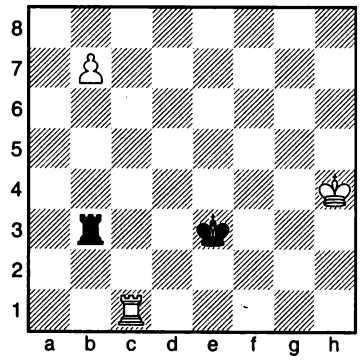
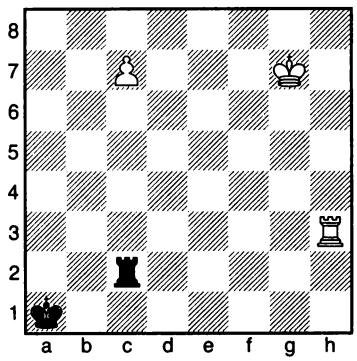


Pawn promotion

(511) White to-move **1-0**



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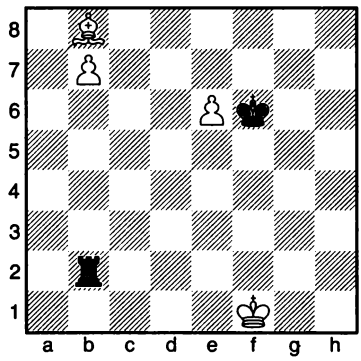

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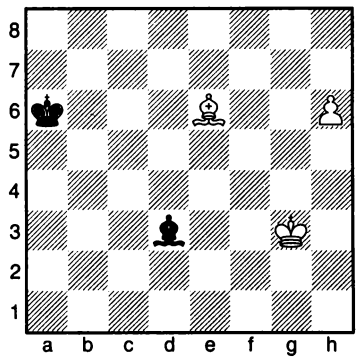

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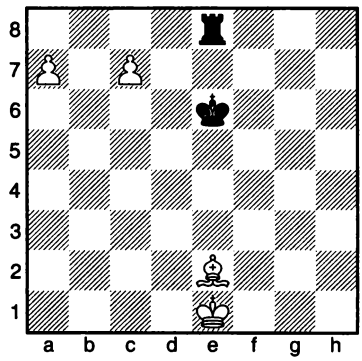

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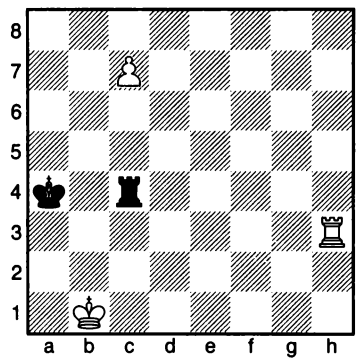

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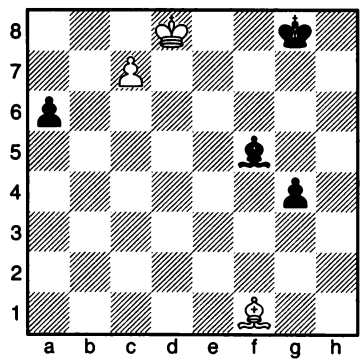
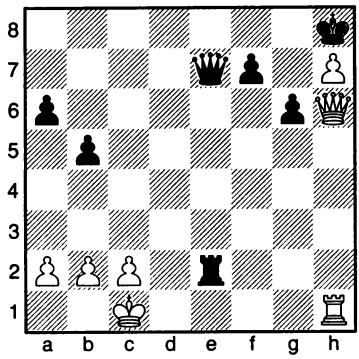


Pawn promotion

(517) White to move **1-0**



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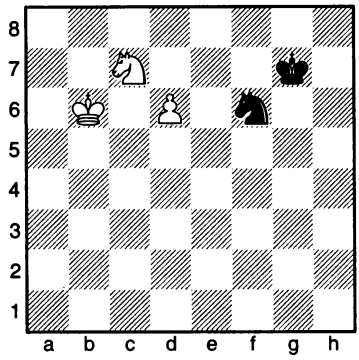

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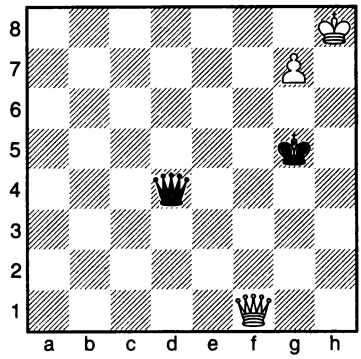
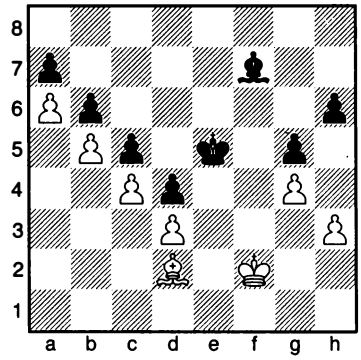


(520) White to move **1-0**



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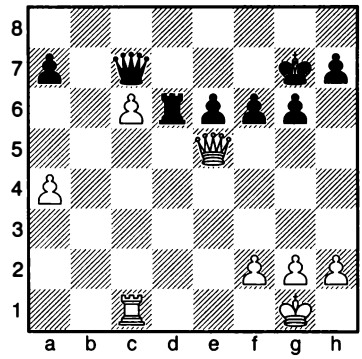

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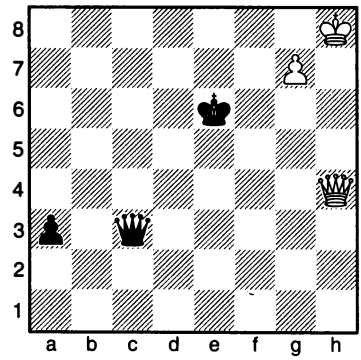
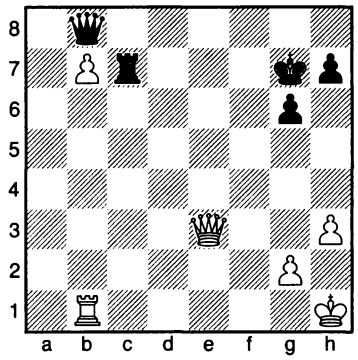


Pawn promotion

(523) White to move **1-0**



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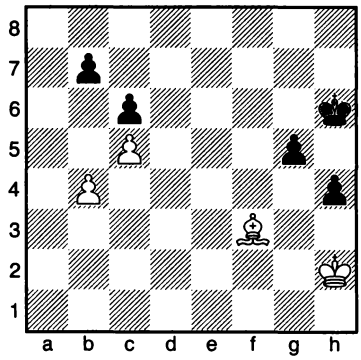

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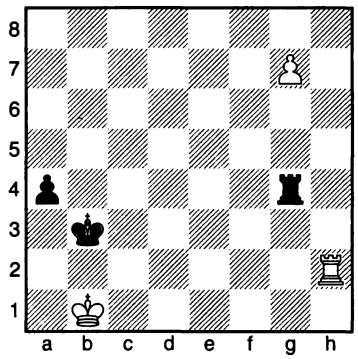

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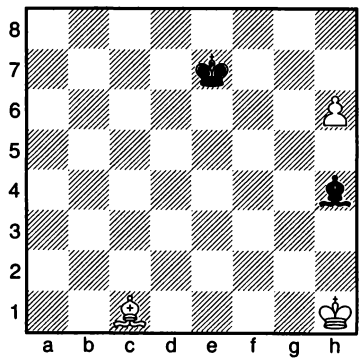
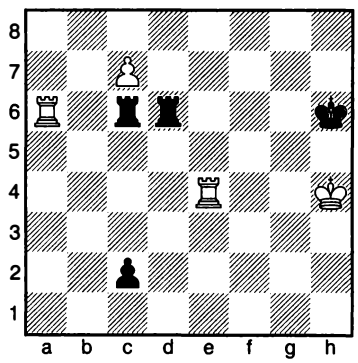
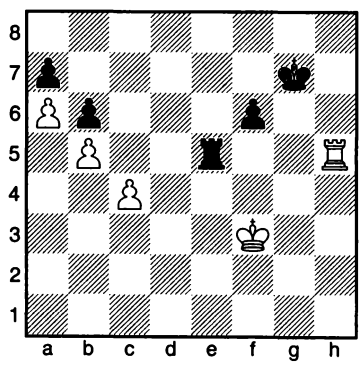


(527 White to move **1-0**

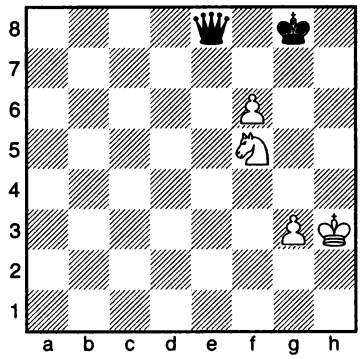


(528) White to move **1-0**

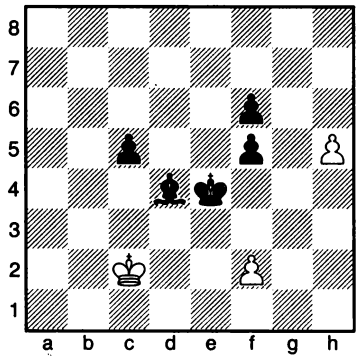


Pawn sacrifice

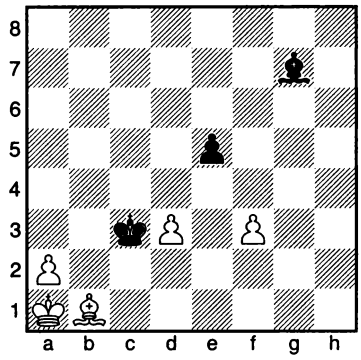
(529) White to move **1-0**



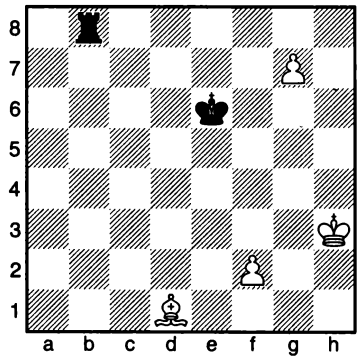
(530) White to move **1-0**



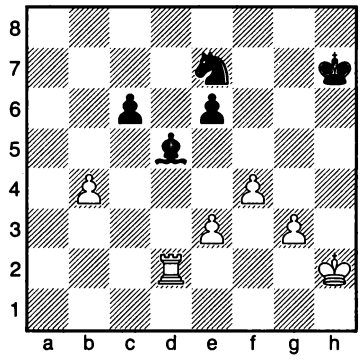
(531) Black to move **0-1**



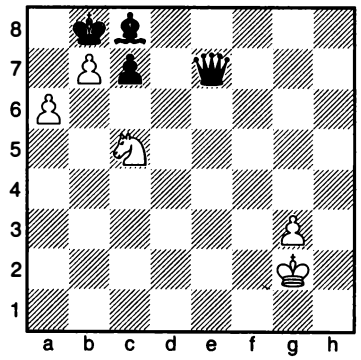
(532) White to move **1-0**



(533) White to move **1-0**

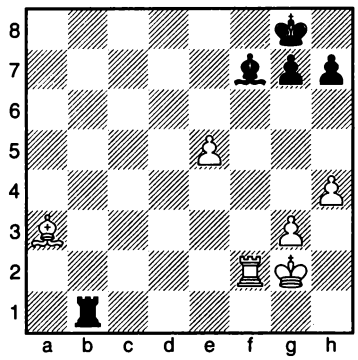


(534) White to move **1-0**

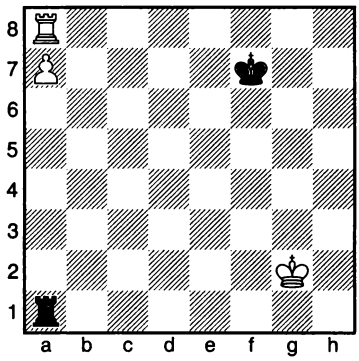


Pawn sacrifice

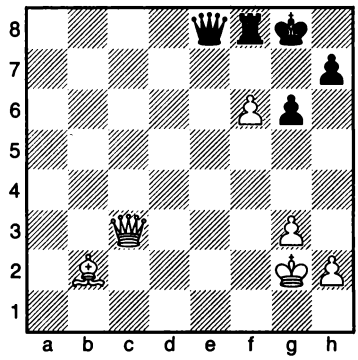
(535) White to move **1-0**



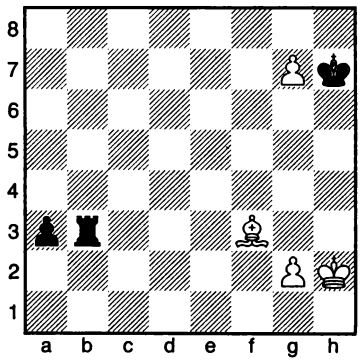
(536) White to move **1-0**



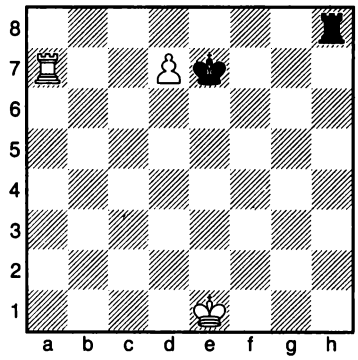
(537) White to move **1-0**



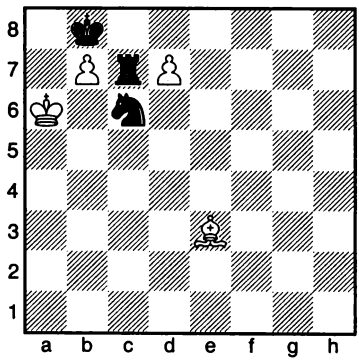
(538) White to move **1-0**



(539) White to move **1-0**

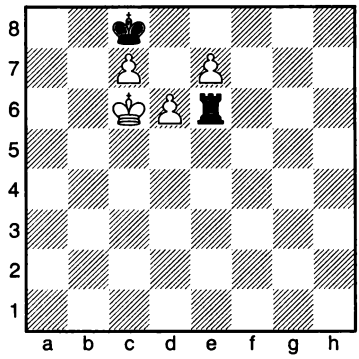


(540) White to move **1-0**

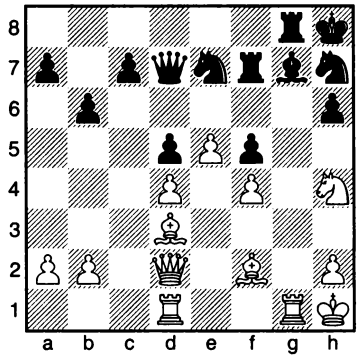


Pawn sacrifice

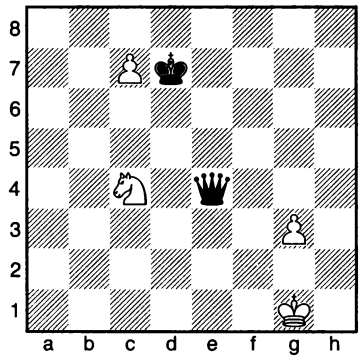
(541) White to move **1-0**



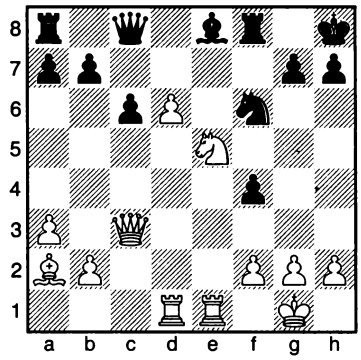
(542) White to move **1-0**



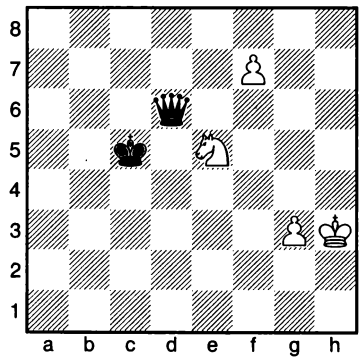
(543) White to move **1-0**



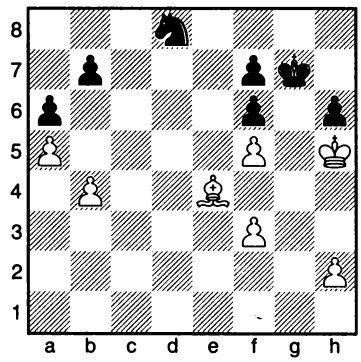
(544) White to move **1-0**



(545) White to move **1-0**

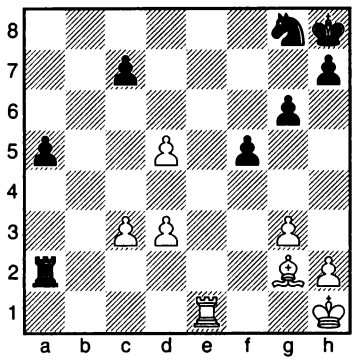


(546) White to move **1-0**

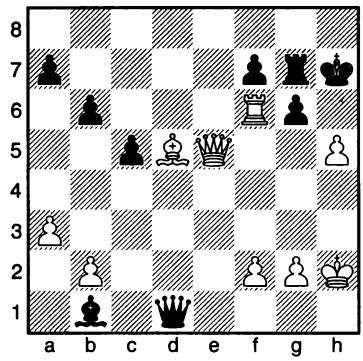


Pawn sacrifice

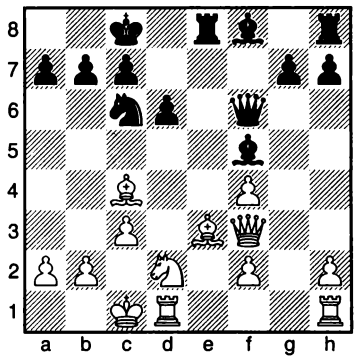
(547) White to move **1-0**



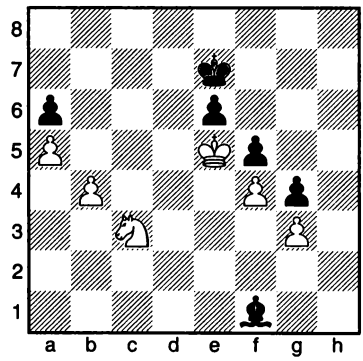
(548) White to move **1-0**



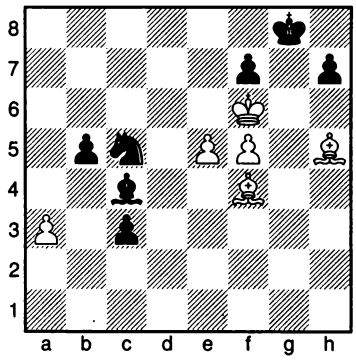
(549) Black to move **0-1**



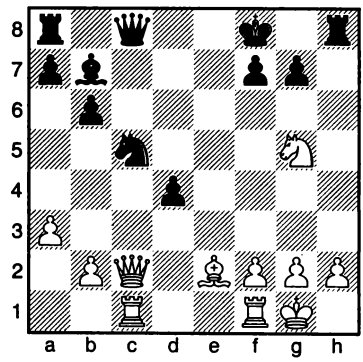
(550) White to move **1-0**



(551) White to move **1-0**

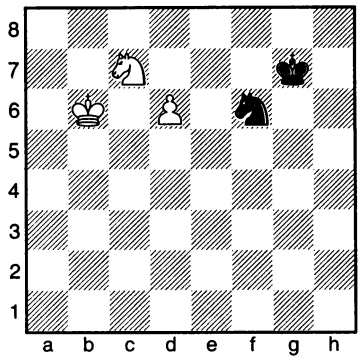


(552) Black to move **0-1**

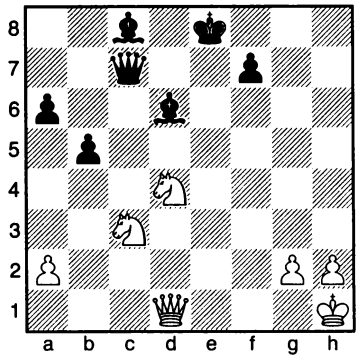


Knight sacrifice

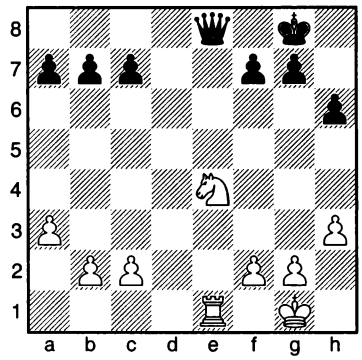
(553) White to move **1-0**



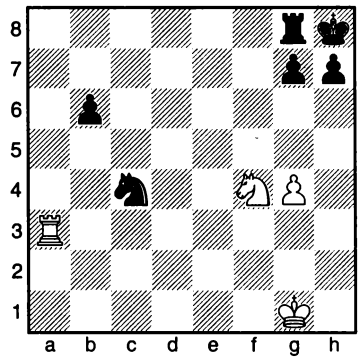
(554) White to move **1-0**



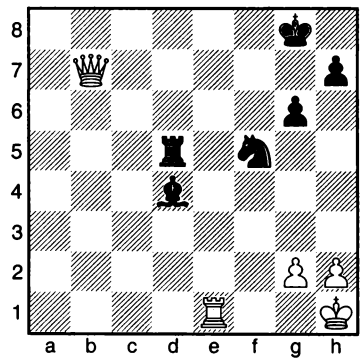
(555) White to move **1-0**



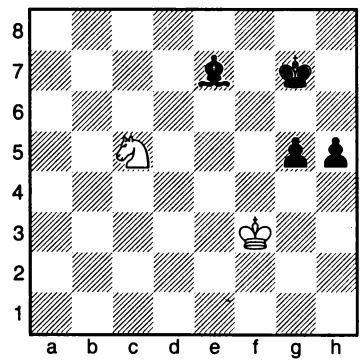
(556) White to move **1-0**



(557) Black to move **0-1**

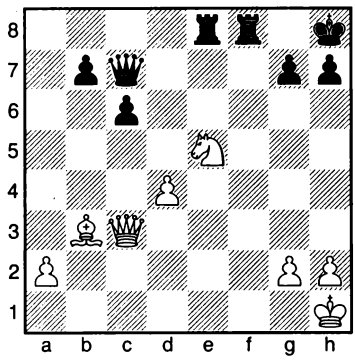


(558) White to move ½-½

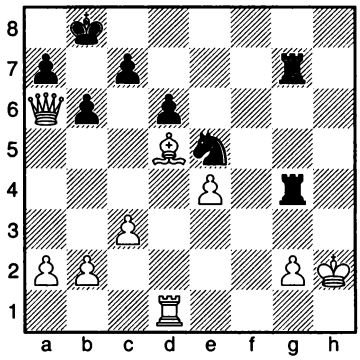


Knight sacrifice

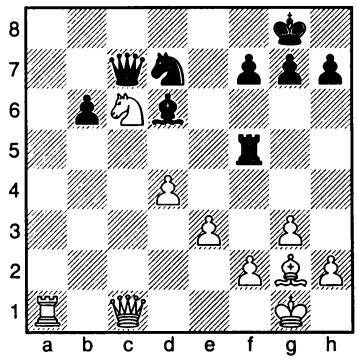
(559) White to move **1-0**



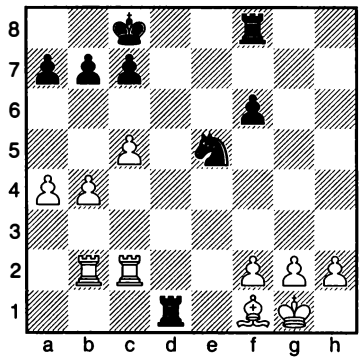
(560) Black to move **0-1**



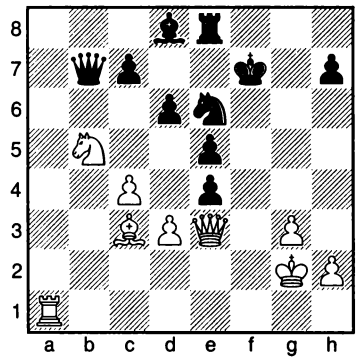
(561) White to move **1-0**



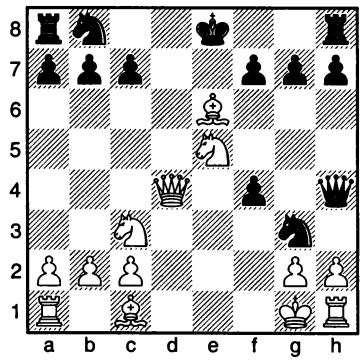
(562) Black to move **0-1**



(563) White to move **1-0**

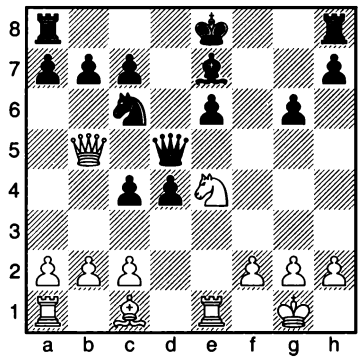


(564) Black to move **0-1**

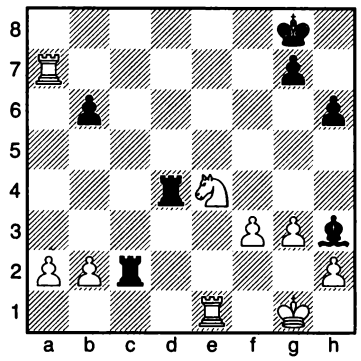


Knight sacrifice

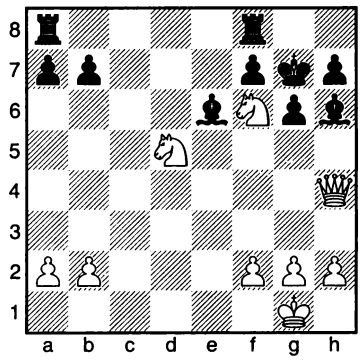
(565) White to move **1-0**



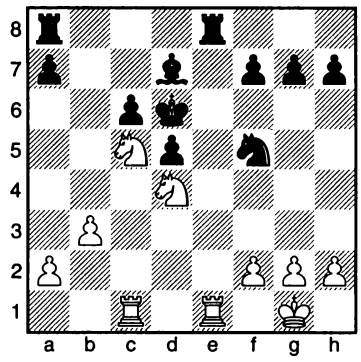
(566) White to move **1-0**



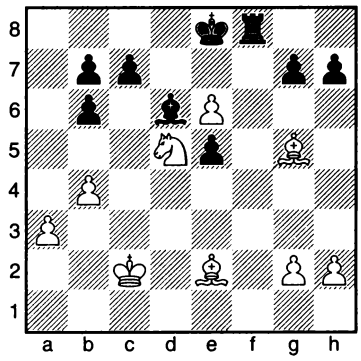
(567) White to move **1-0**



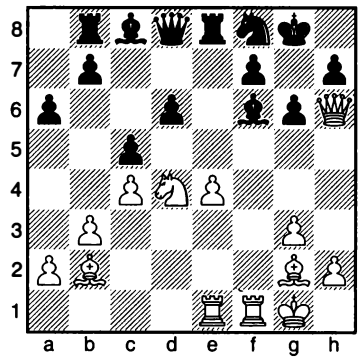
(568) White to move **1-0**



(569) White to move **1-0**

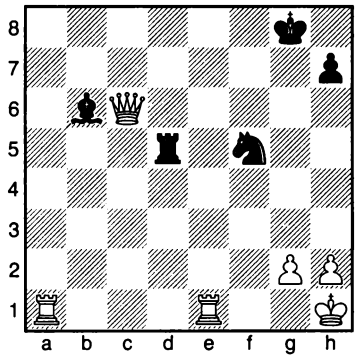


(570) White to move **1-0**

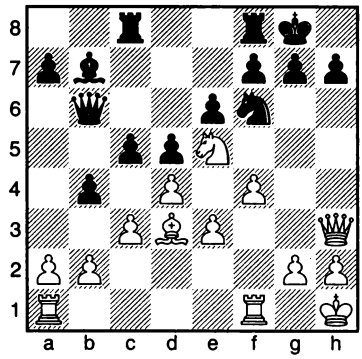


Knight sacrifice

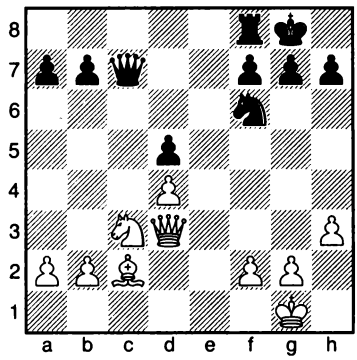
(571) Black to move **0-1**



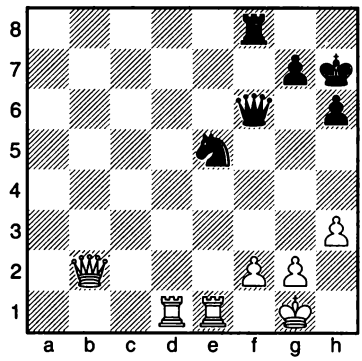
(572) White to move **1-0**



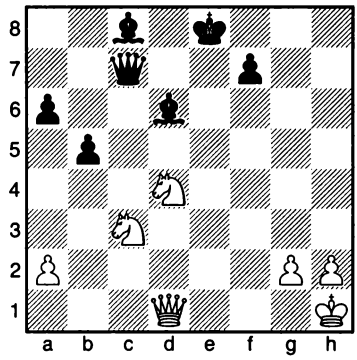
(573) White to move **1-0**



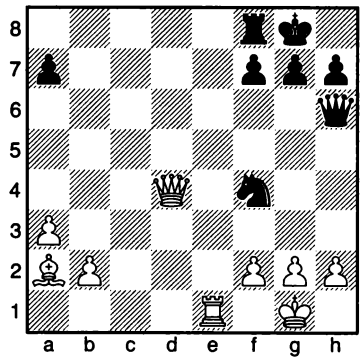
(574) Black to move **0-1**



(575) White to move **1-0**

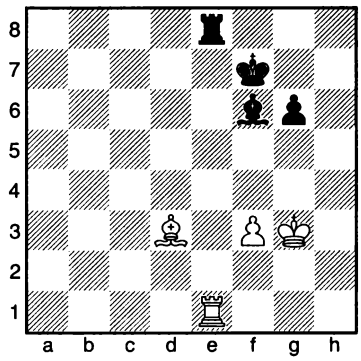


(576) Black to move **0-1**

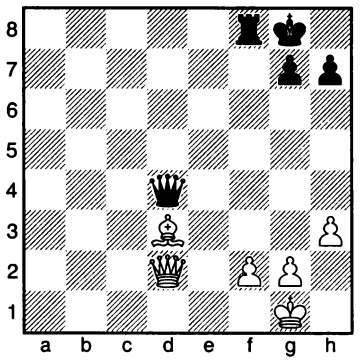


Bishop sacrifice

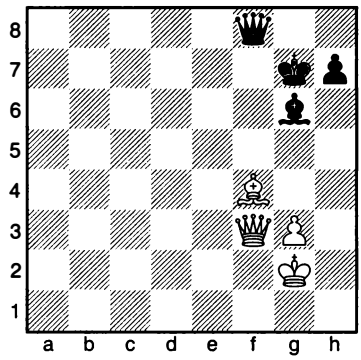
(577) White to move **1-0**



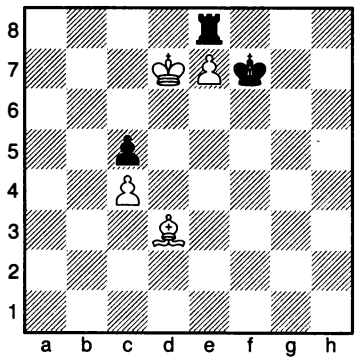
(578) White to move **1-0**



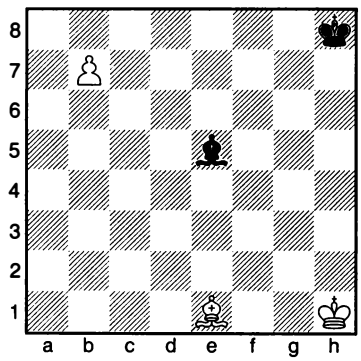
(579) White to move **1-0**



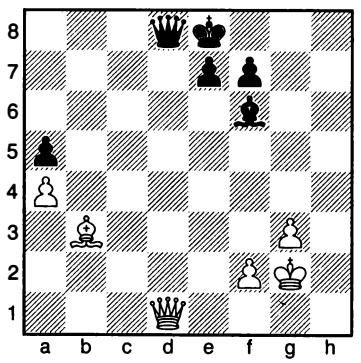
(580) White to move **1-0**



(581) White to move **1-0**

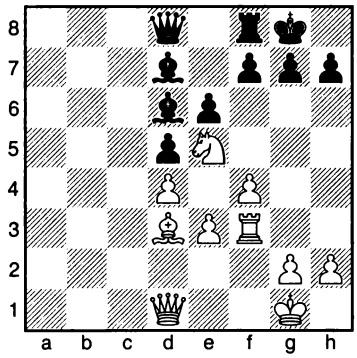


(582) White to move **1-0**

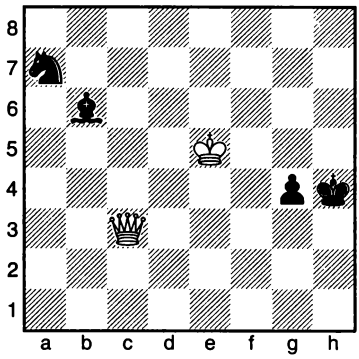


Bishop sacrifice

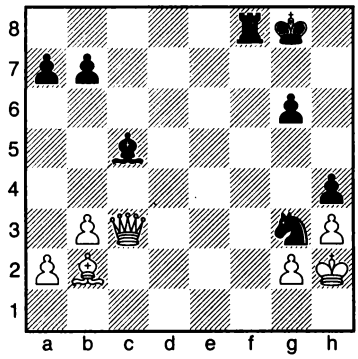
(583) White to move **1-0**



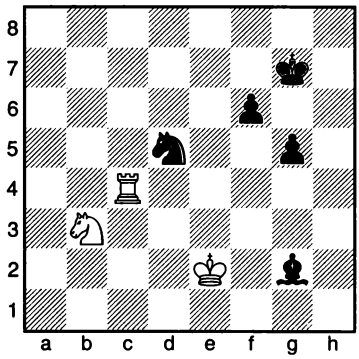
(584) Black to move **0-1**



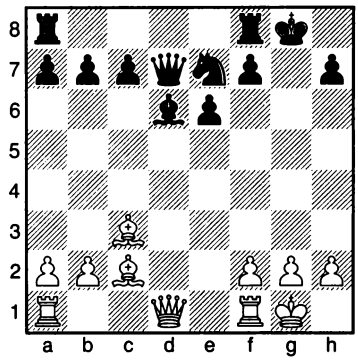
(585) Black to move **0-1**



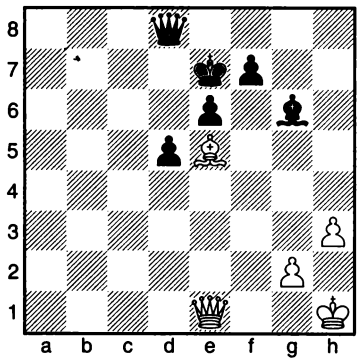
(586) Black to move **0-1**



(587) White to move **1-0**

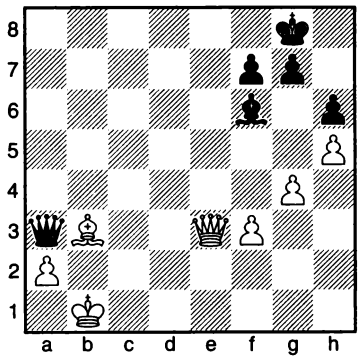


(588) White to move **1-0**

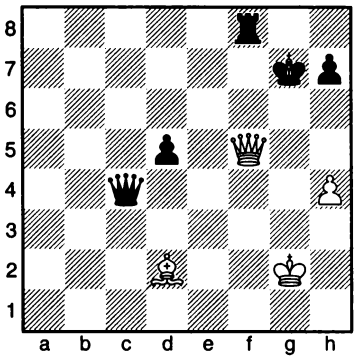


Bishop sacrifice

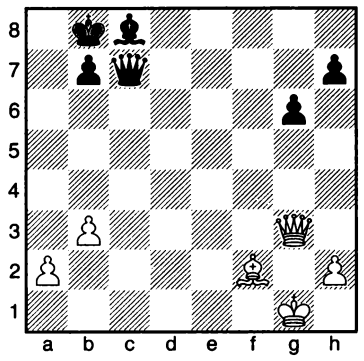
(589) White to move **1-0**



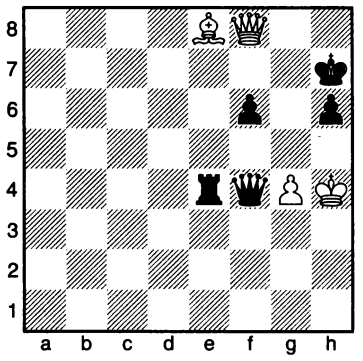
(590) White to move **1-0**



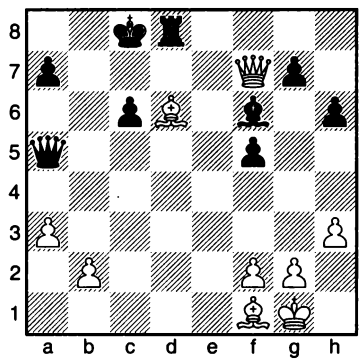
(591) White to move **1-0**



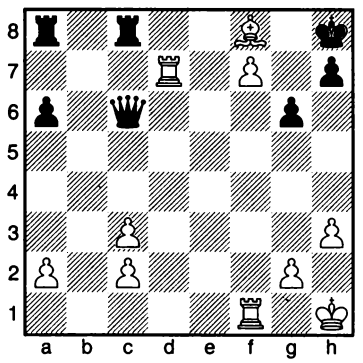
(592) White to move **1-0**



(593) White to move **1-0**

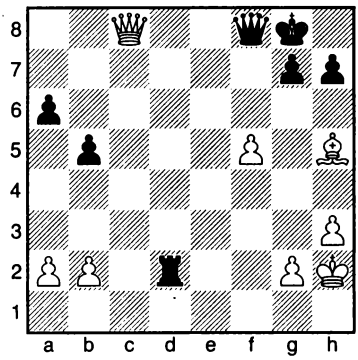


(594) White to move **1-0**

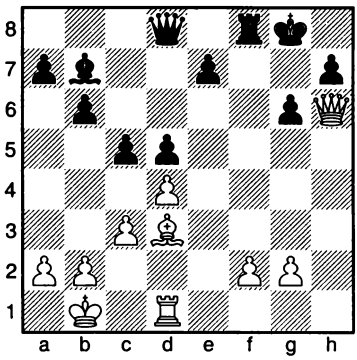


Bishop sacrifice

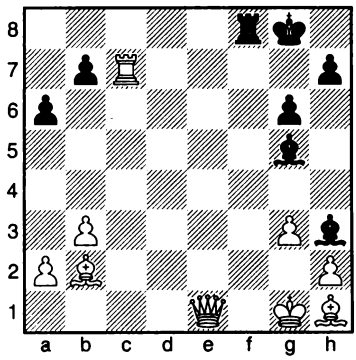
(595) White to move **1-0**



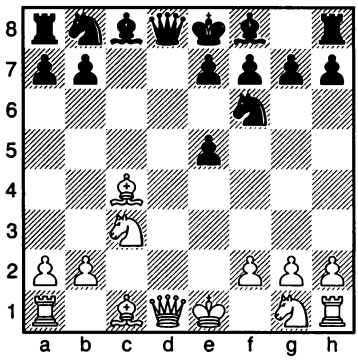
(596) White to move **1-0**



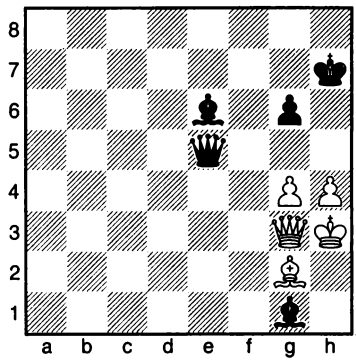
(597) Black to move **0-1**



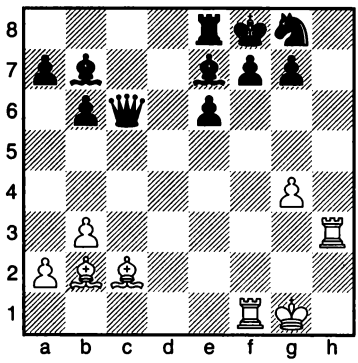
(598) White to move **1-0**



(599) Black to move **0-1**

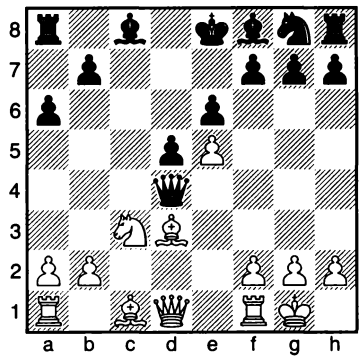


(600) White to move **1-0**

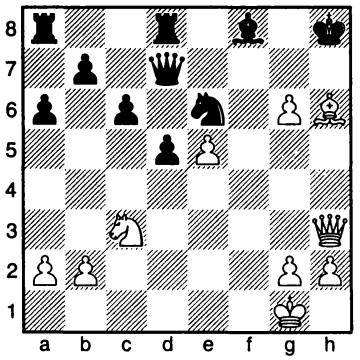


Bishop sacrifice

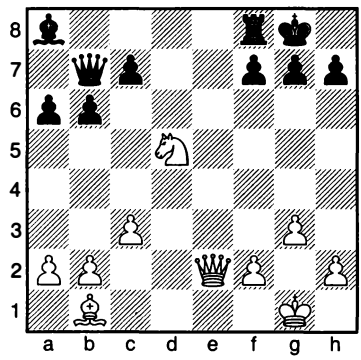
(601) White to move **1-0**



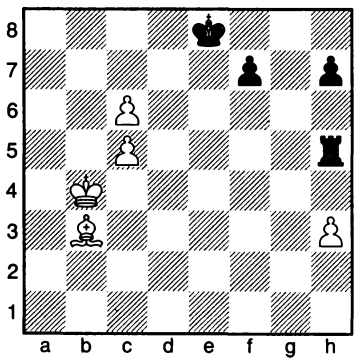
(602) White to move **1-0**



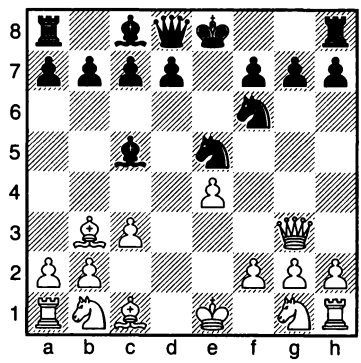
(603) White to move **1-0**



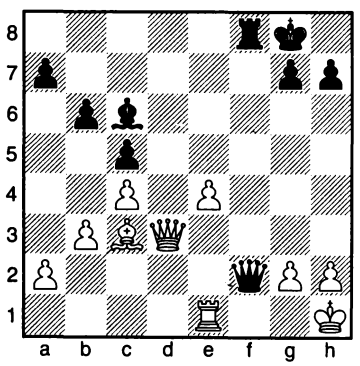
(604) White to move **1-0**



(605) Black to move **0-1**

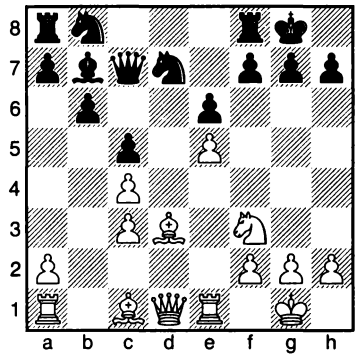


(606) White to move **1-0**

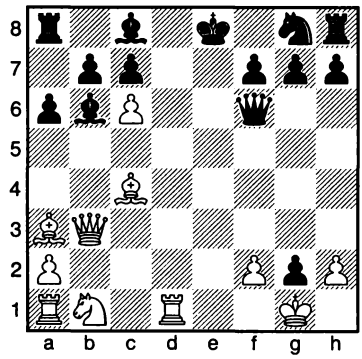


Bishop sacrifice

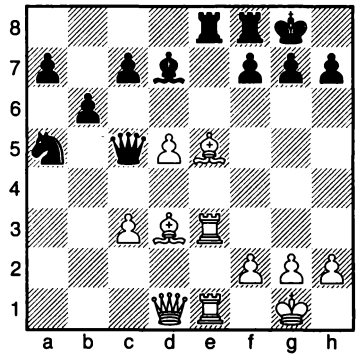
607) White to move **1-0**



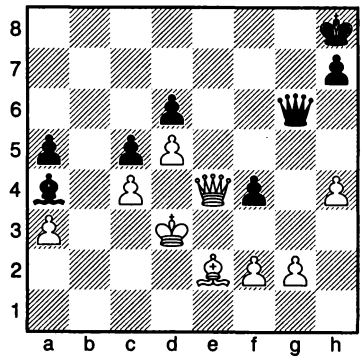
(608) White to move **1-0**



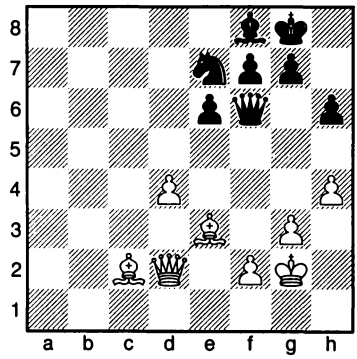
(609) White to move **1-0**



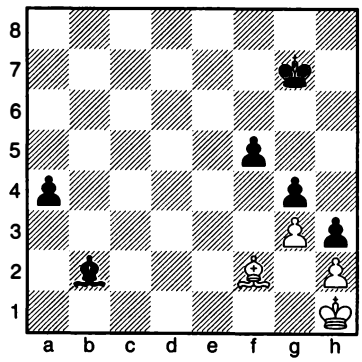
(610) Black to move **0-1**



(611) White to move **1-0**

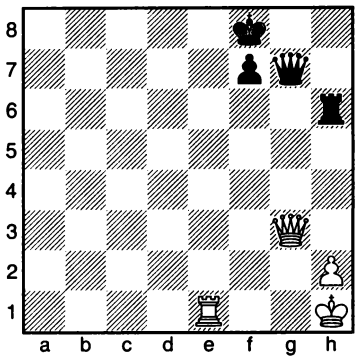


(612) White to move **½-½**

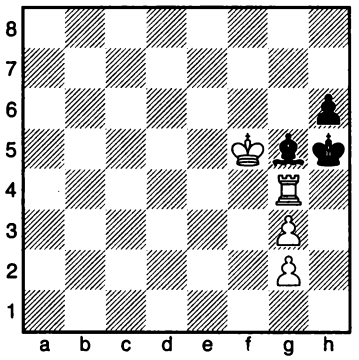


Rook sacrifice

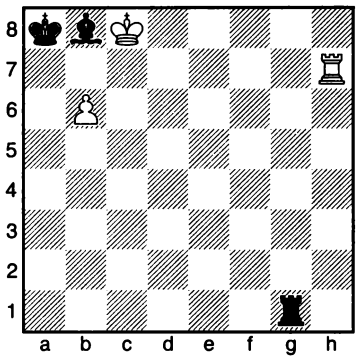
(613) White to move **1-0**



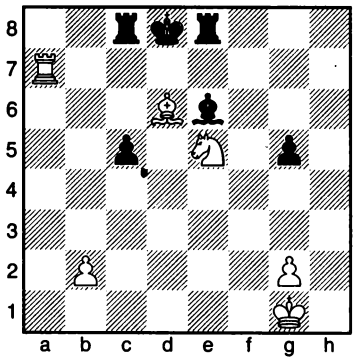
(614) White to move **1-0**



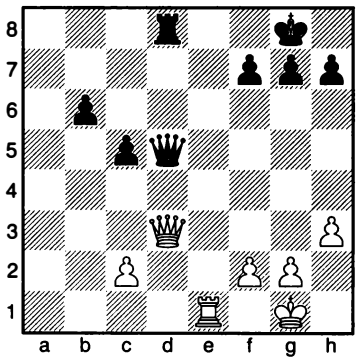
(615) White to move **1-0**



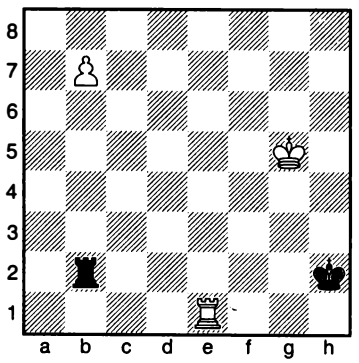
(616) White to move **1-0**



(617) White to move **1-0**

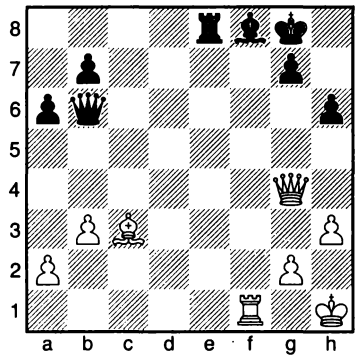


(618) White to move **1-0**

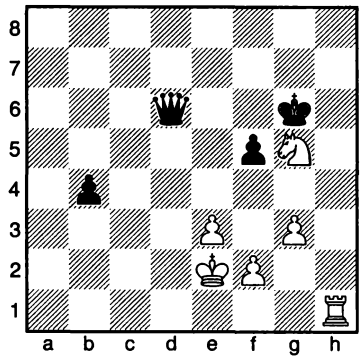


Rook sacrifice

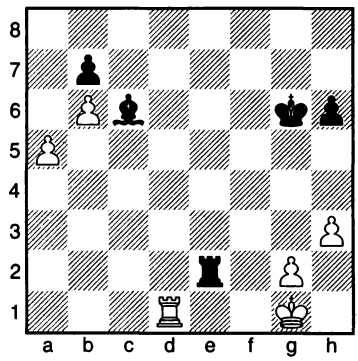
(619) White to move **1-0**



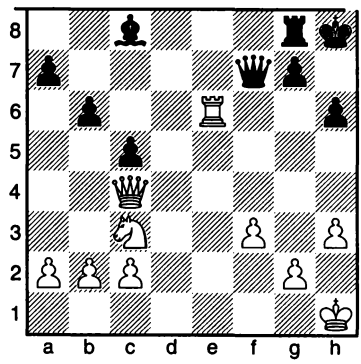
(620) White to move **1-0**



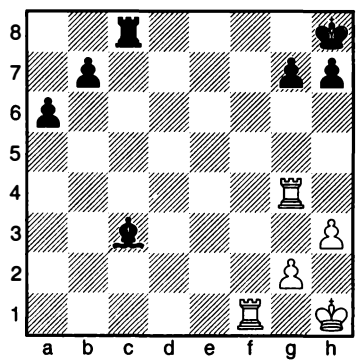
(621) White to move **1-0**



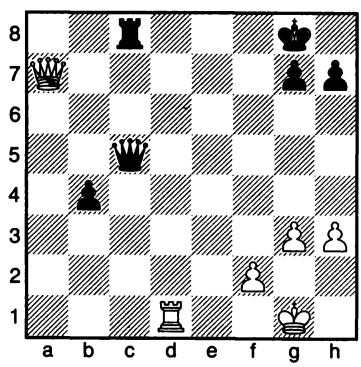
(622) White to move **1-0**



(623) White to move **1-0**

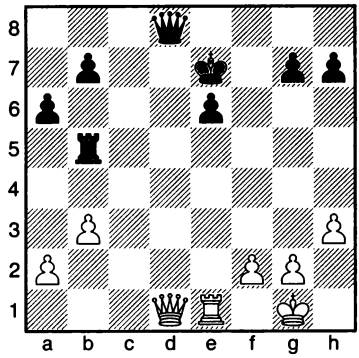


(624) White to move **1-0**

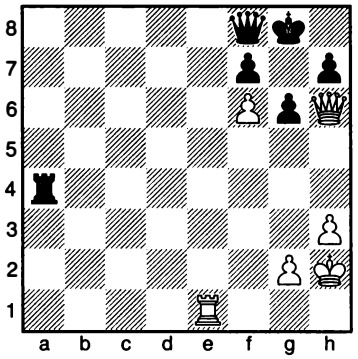


Rook sacrifice

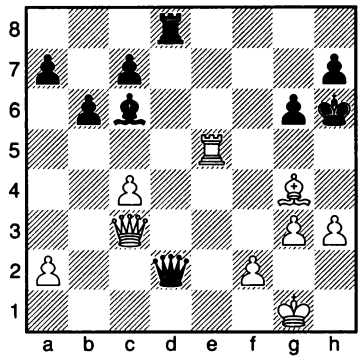
(625) White to move **1-0**



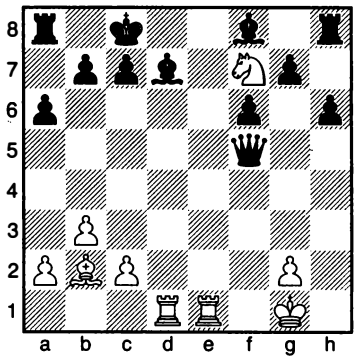
(626) White to move **1-0**



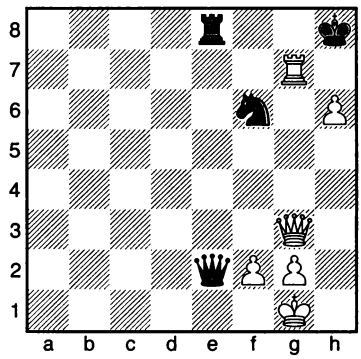
(627) White to move **1-0**



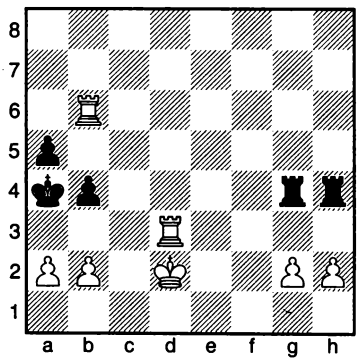
(628) White to move **1-0**



(629) White to move **1-0**

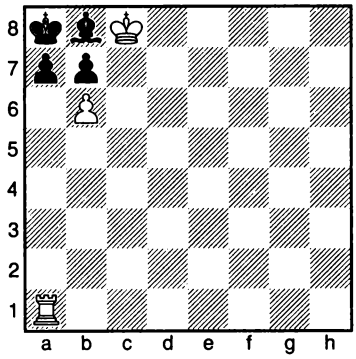


(630) White to move **1-0**

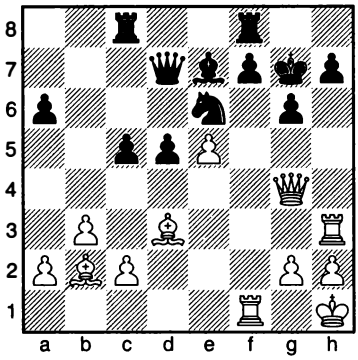


Rook sacrifice

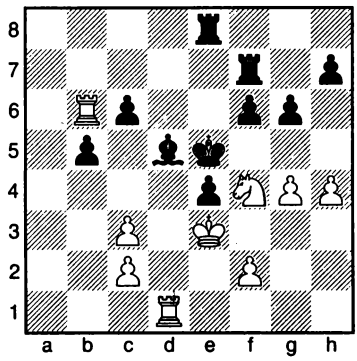
(631) White to move **1-0**



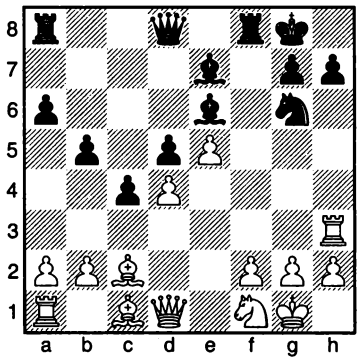
(632) White to move **1-0**



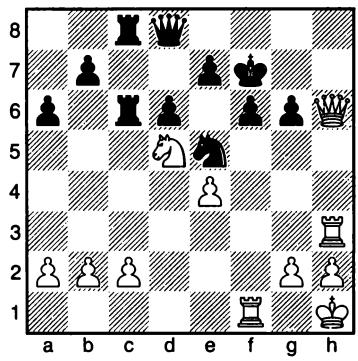
(633) White to move **1-0**



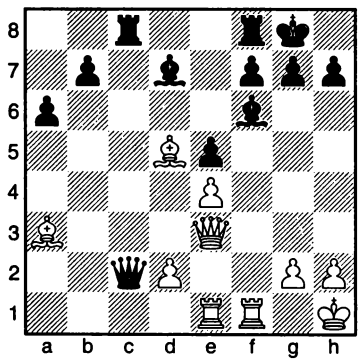
(634) White to move **1-0**



(635) White to move **1-0**

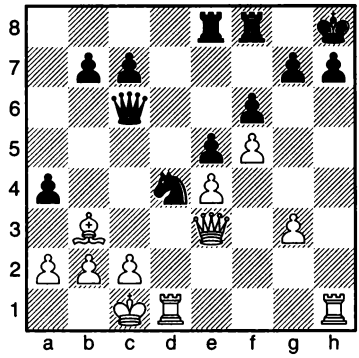


(636) White to move **1-0**

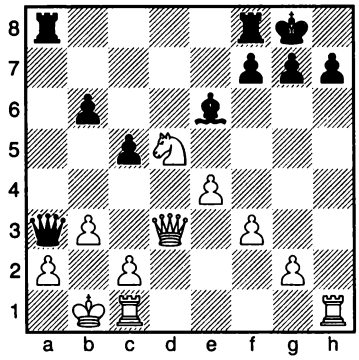


Rook sacrifice

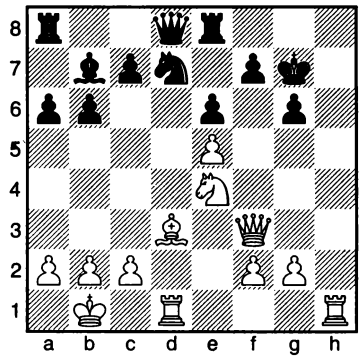
(637) White to move **1-0**



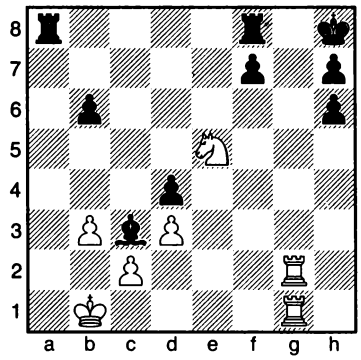
(638) White to move **1-0**



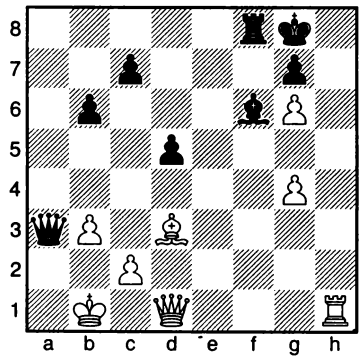
(639) White to move **1-0**



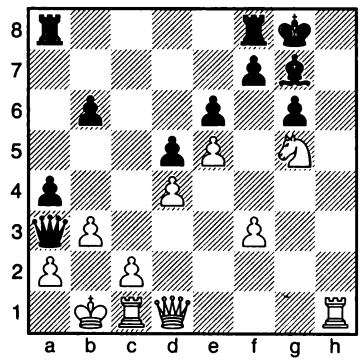
(640) White to move **1-0**



(641) White to move **1-0**

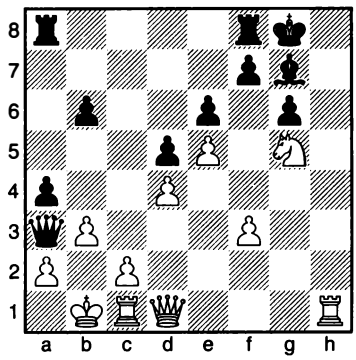


(642) White to move **1-0**

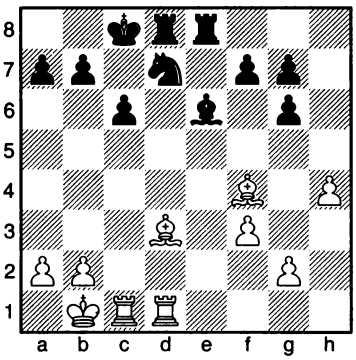


Rook sacrifice

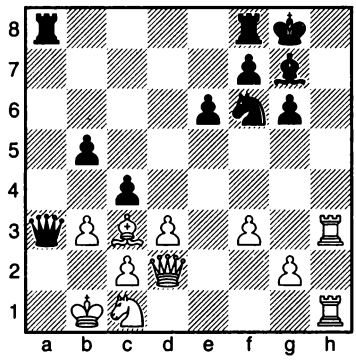
(643) White to move **1-0**



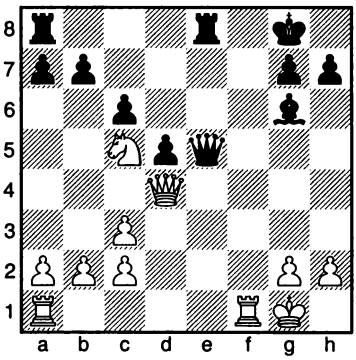
(644) White to move **1-0**



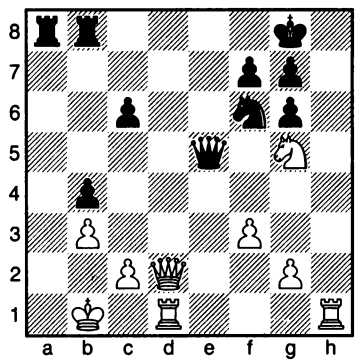
(645) White to move **1-0**



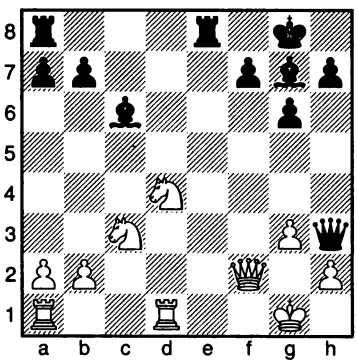
(646) White to move **1-0**



(647) White to move **1-0**

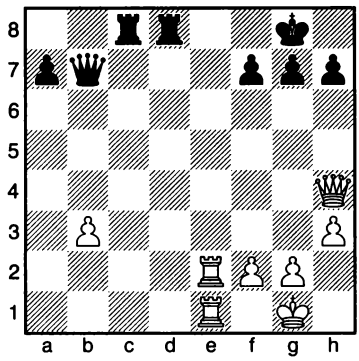


(648) Black to move **0-1**

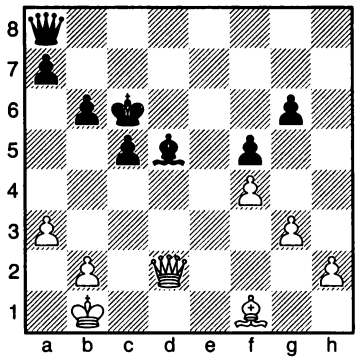


Queen sacrifice

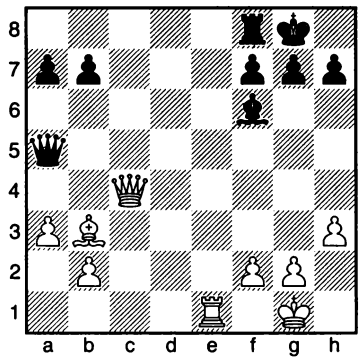
(649) White to move **1-0**



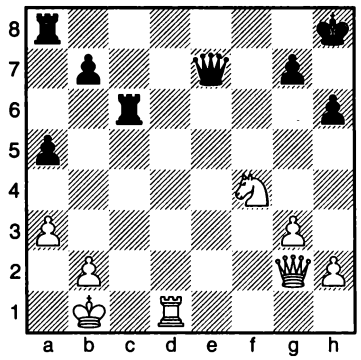
(650) White to move **1-0**



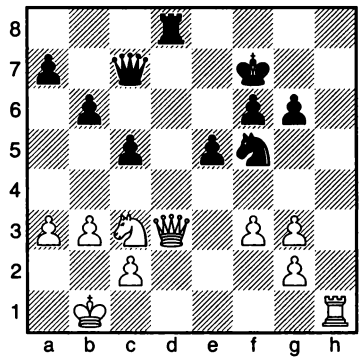
(651) White to move **1-0**



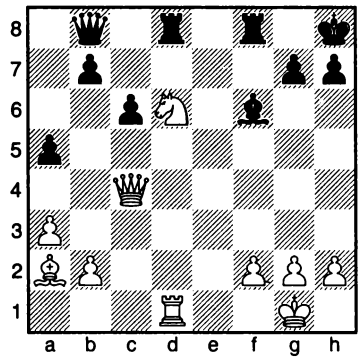
(652) White to move **1-0**



(653) White to move **1-0**

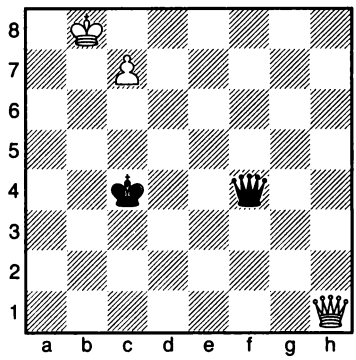


(654) White to move **1-0**

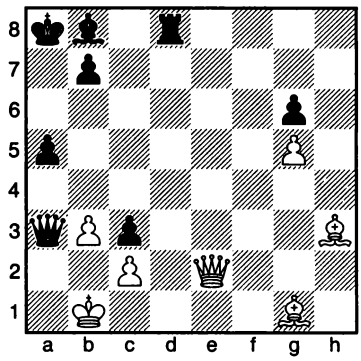


Queen sacrifice

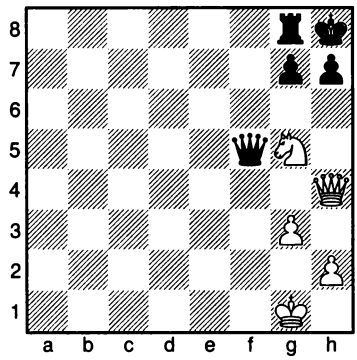
(655) White to move **1-0**



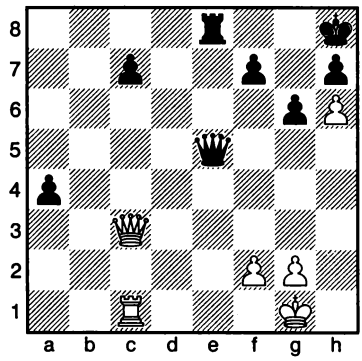
(656) White to move **1-0**



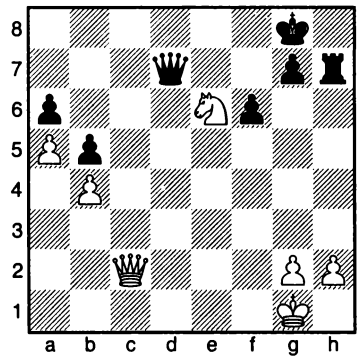
(657) White to move **1-0**



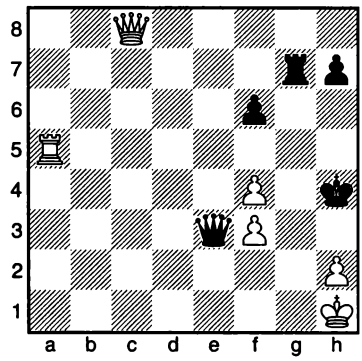
(658) White to move **1-0**



(659) White to move **1-0**

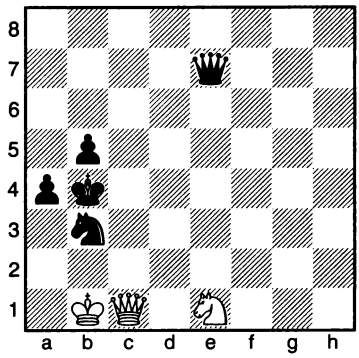


(660) White to move **1-0**

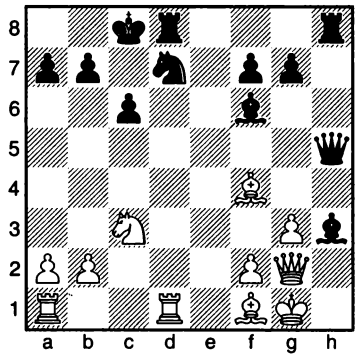


Queen sacrifice

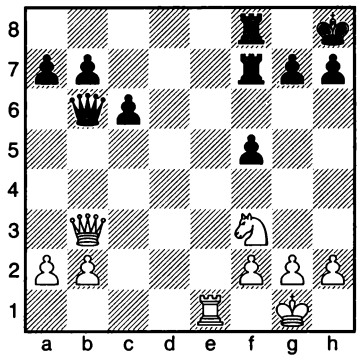
(661) White to move **1-0**



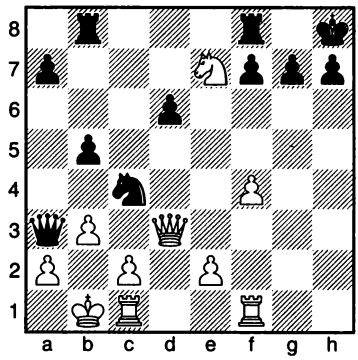
(662) White to move **1-0**



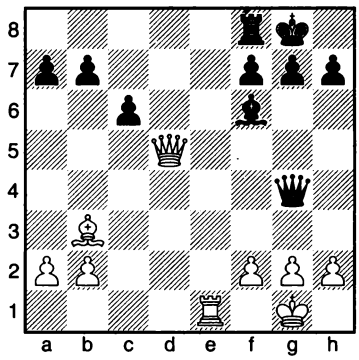
(663) White to move **1-0**



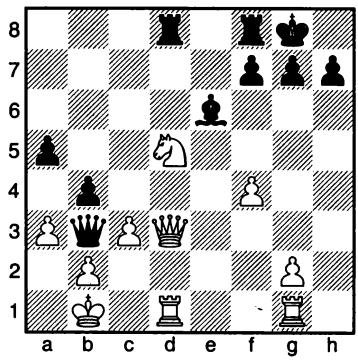
(664) White to move **1-0**



(665) White to move **1-0**

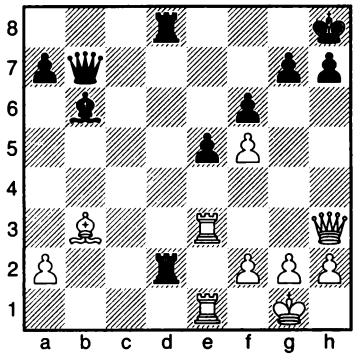


(666) White to move **1-0**

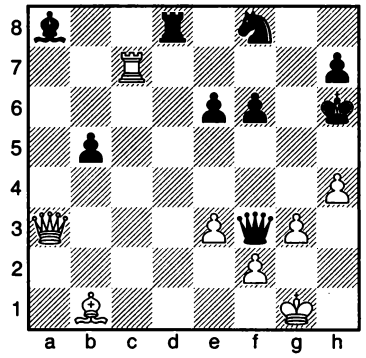


Queen sacrifice

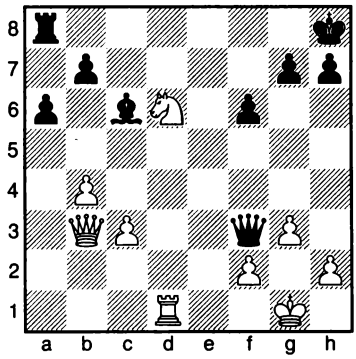
(667) White to move **1-0**



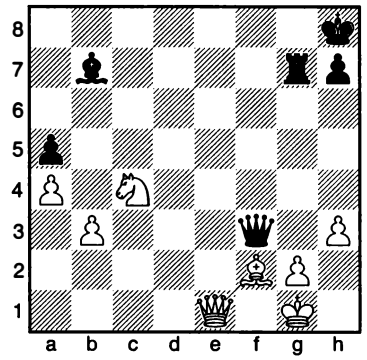
(668) White to move **1-0**



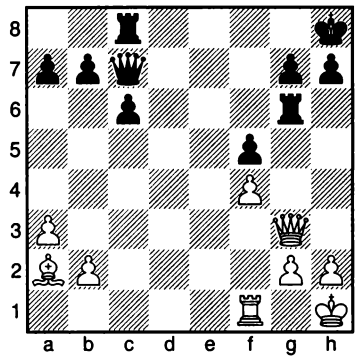
(669) White to move **1-0**



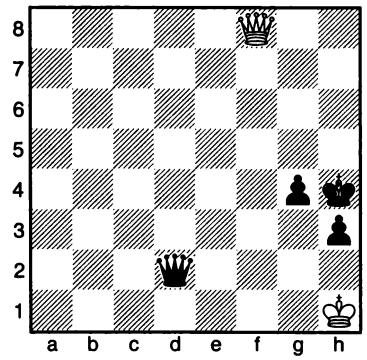
(670) White to move **1-0**



(671) White to move **1-0**

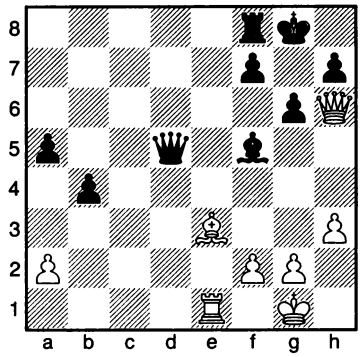


(672) White to move **½-½**

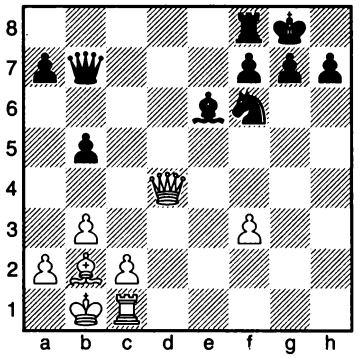


Queen sacrifice

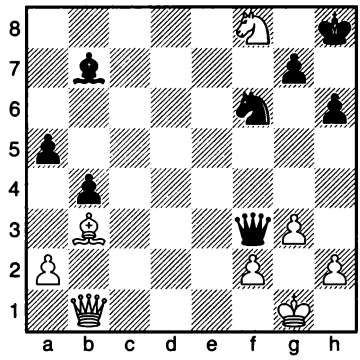
(673) White to move **1-0**



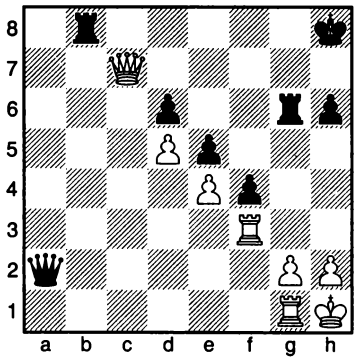
(674) White to move **1-0**



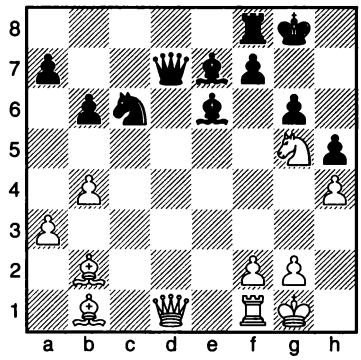
(675) White to move **1-0**



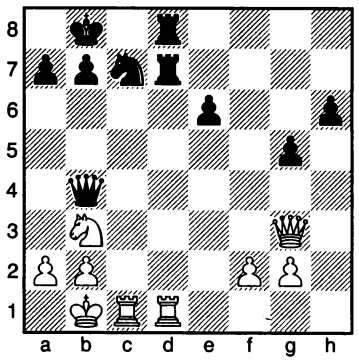
(676) Black to move **0-1**



(677) White to move **1-0**

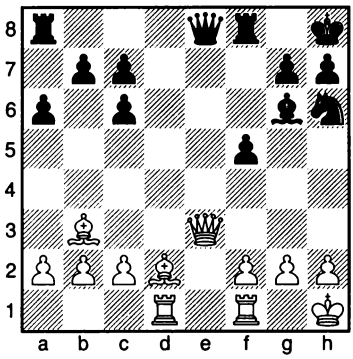


(678) White to move **1-0**

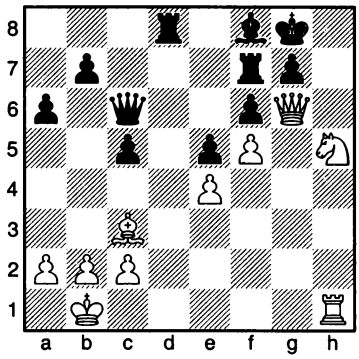


Queen sacrifice

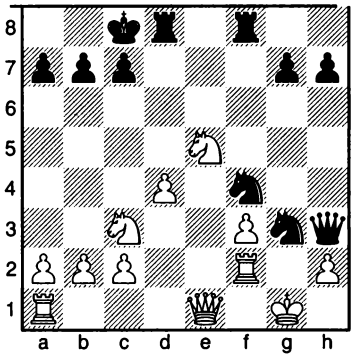
(679) White to move **1-0**



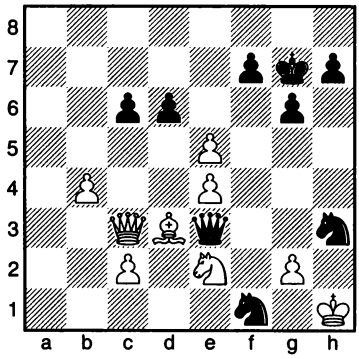
(680) White to move **1-0**



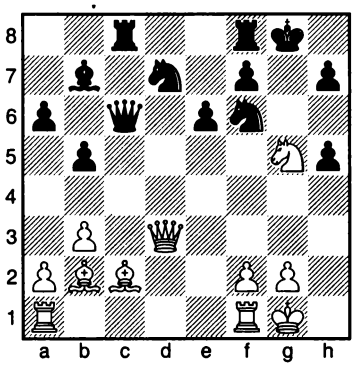
(681) Black to move **0-1**



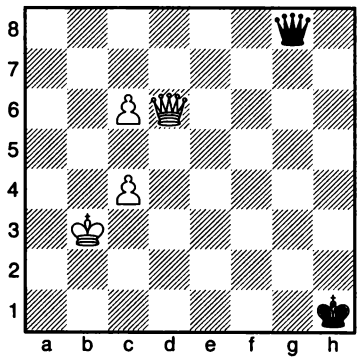
(682) Black to move **0-1**



(683) White to move **1-0**

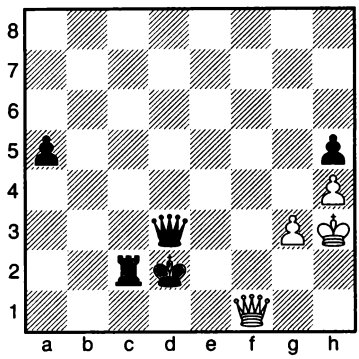


(684) Black to move ½-½

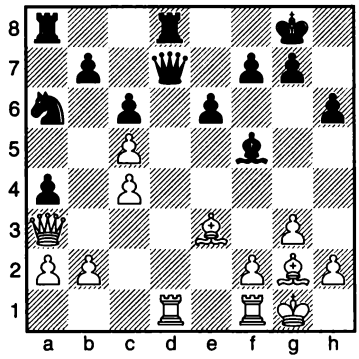


Queen sacrifice

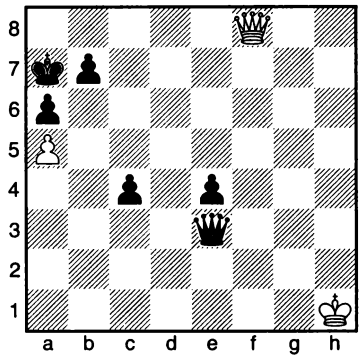
(685) White to move ½-½



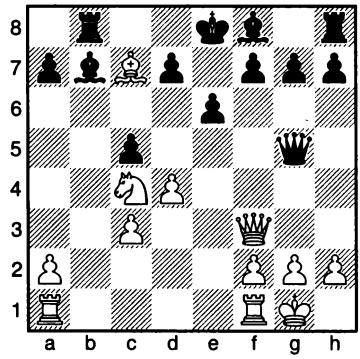
(686) Black to move **0-1**



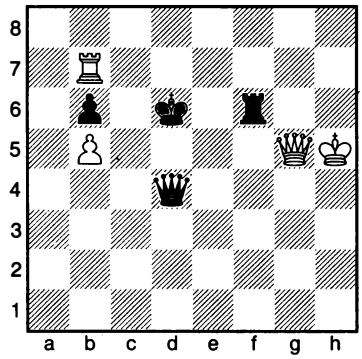
(687) White to move ½-½



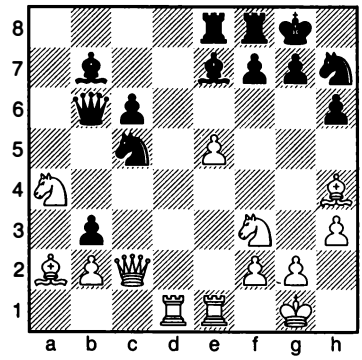
(688) White to move **1-0**



(689) White to move **1-0**

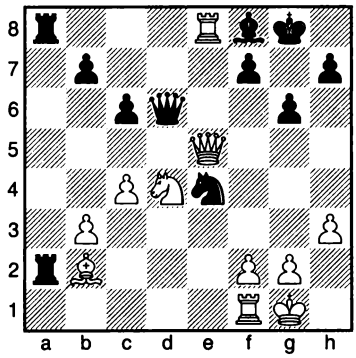


(690) White to move **1-0**

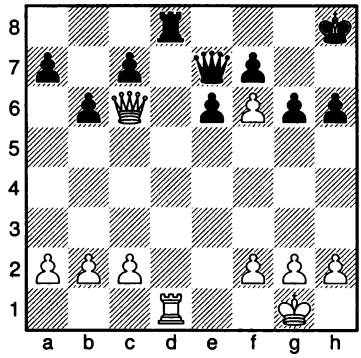


Queen sacrifice

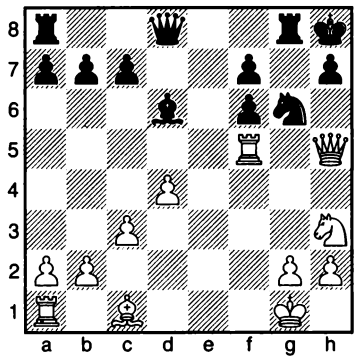
(691) White to move **1-0**



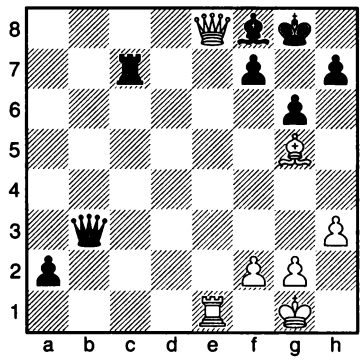
(692) White to move **1-0**



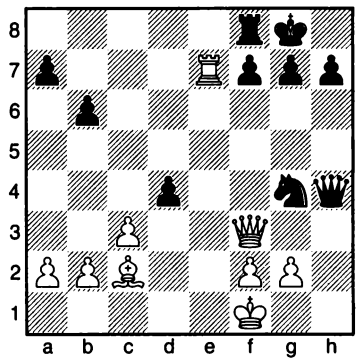
(693) White to move **1-0**



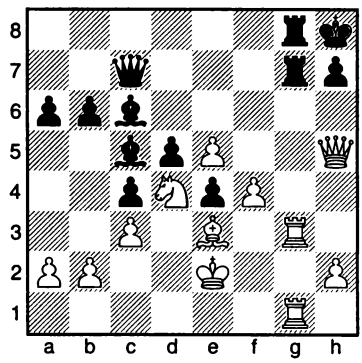
(694) White to move **1-0**



(695) White to move **1-0**

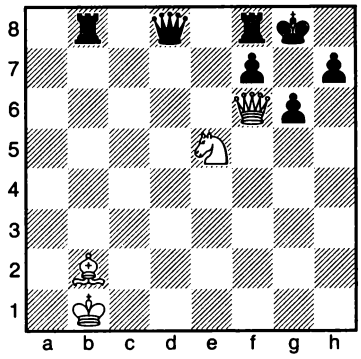


(696) White to move **1-0**

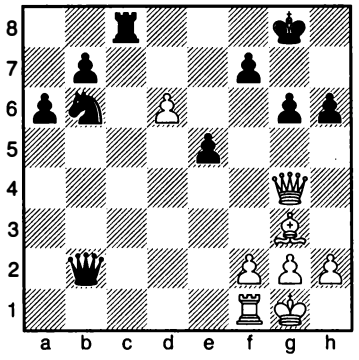


Queen sacrifice

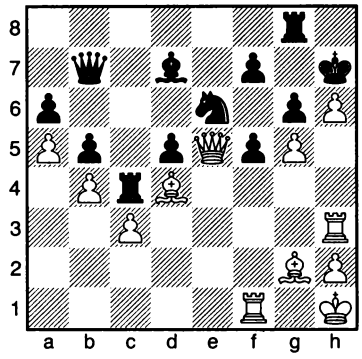
(697) White to move **1-0**



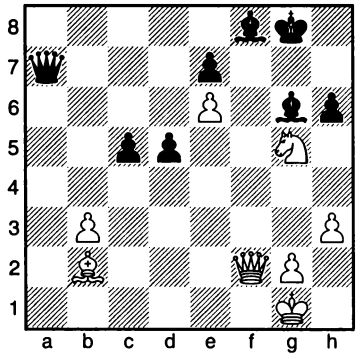
(698) White to move **1-0**



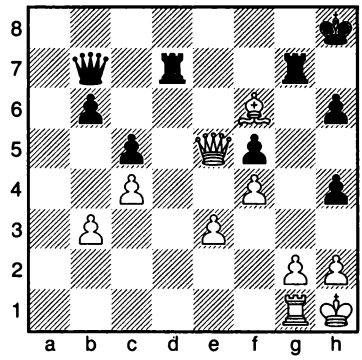
(699) White to move **1-0**



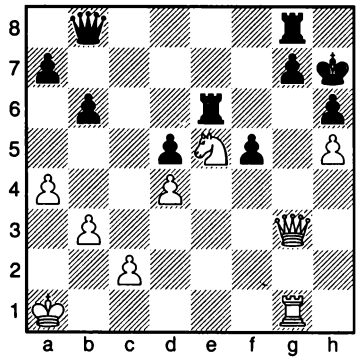
(700) White to move **1-0**



(701) Black to move **0-1**



(702) White to move **1-0**



Solutions

Pawn Fork

1. **1.e4 1-0**
2. **1.e4 1-0**
3. **1.g4 1-0**
4. **1.dxe5 1-0**
5. **1.e5 1-0**
6. **1.c3 1-0**
7. **1.e4 ♗g6 2.e5 1-0**
8. **1.♗c6! ♗xc6** [1...♕xc6 2.♕e7#] **2.♖d8+ ♖xd8 3.♕xd8# 1-0**
9. **1.e4 ♗g6 2.e5 1-0**
10. **1.e5+ ♔b8 2.e6 1-0**
11. **1.b4 ♗d6 2.b5 1-0**
12. **1.♖h6+ ♔b7 2.e6 1-0**

Knight fork

13. **1.♘b6+ 1-0**
14. **1.♘f6+ 1-0**
15. **1.♘c7+ ♔b8 2.♘xe8 1-0**
16. **1.♘e5+ 1-0**
17. **1.♘xc7+ 1-0**
18. **1.♘e5+ ♔d6 2.♘xg6 1-0**
19. **1.♘d6+ 1-0**
20. **1.♘g6+ 1-0**
21. **1.♘f6+ 1-0**
22. **1.♘e6+ 1-0**
23. **1.♘e6 1-0**
24. **1.♘f6+ 1-0**

Knight fork with attraction

25. **1.♖h7+ ♔xh7 2.♘f6+ 1-0**
26. **1.e8♕+ ♖xe8 2.♘f6+ 1-0**
27. **1.♖xg6+! ♔xg6 2.♘e7+ 1-0**
28. **1.♕xh7+ ♔xh7 2.♘g5+ 1-0**
29. **1.♗xe4+ ♔xe4 2.♘f6+ 1-0**
30. **1.♗c3+ ♔xc3 2.♘e4+ 1-0**
31. **1.♗xg3+ ♔xg3 2.♘e4+ 1-0**
32. **1.♗xg7+! ♕xg7 2.♘e6++− 1-0**
33. **1.♕a7+ ♔xa7 2.bxc8♘+ 1-0**
34. **1.♖c8+ ♕xc8 2.♘e7+ 1-0**
35. **1.♕xc6 ♕xc6 2.♘e7+ 1-0**
36. **1.♕xc6 ♕xc6 2.♘e7+ 1-0**
37. **1.c4+ ♔d6** [1...♔e5 2.♘f7+] **2.♘f7+ 1-0**
38. **1.♕xd8 ♕xd8 2.♘xe6+ 1-0**
39. **1.a7+ ♔xa7 2.bxc8♘+ 1-0**
40. **1.♖g8+ ♔xg8 2.♘f6+ 1-0**

41. **1.f7+ ♔xf7** [1...♕xf7 2.♘h6+] **2.♘d6+ 1-0**
42. **1.♕xf8+ ♖xf8 2.♖xf8+ ♔xf8 3.♘d7+ 1-0**
43. **1.♕xf4+ ♔xf4 2.♘xg6+ 1-0**
44. **1.♗d5+ ♔xd5 2.♘c7+ 1-0**
45. **1.e5+ ♔xe5** [1...♕xe5 2.♘g4+] **2.♘c4+ 1-0**
46. **1.♗b5+ ♕xb5 2.♘c7+ 1-0**
47. **1.♕xh7+ ♔xh7 2.♘f6+ 1-0**
48. **1.c7+ ♔xc7** [1...♕xc7 2.♘e6+] **2.♘a6+ 1-0**

Double attack on the diagonals

49. **1.♗e5+ 1-0**
50. **1.e5 1-0**
51. **1.♗d4 1-0**
52. **1.♗a6 1-0**
53. **1.♗g2 1-0**
54. **1.♗xd5+ 1-0**
55. **1.♗d5+ 1-0**
56. **1.♘xf7 ♔xf7 2.♗d5+ ♔g6 3.♗xg8 ♔f5 1-0**
57. **1.♗c3+ 1-0**
58. **1.♗b4! ♕xb4 2.♘xe6+ fxe6 3.♕xb4+ 1-0**
59. **1...♖xa5 2.♖xa5 ♗c3+ 3.♔d1 ♗xa5 0-1**
60. **1.♗c6 ♕xc6 2.♘xe7+ 1-0**

Double attack on the diagonals – with the queen

61. **1.♕c6+ 1-0**
62. **1.♗xf7+ ♔xf7 2.♕c4+ 1-0**
63. **1.♕a2+ ♕xa2 2.g8♕+ 1-0**
64. **1...♕xd2+ 0-1**
65. **1.♕e5+ 1-0**
66. **1.♕f8+ 1-0**
67. **1...♕h4+ 0-1**
68. **1.♗xf6+ ♔xf6 2.♕h4+ 1-0**
69. **1.♕e5+ ♔g8 2.♕d5+ 1-0**
70. **1.♗f3 ♕xf3 2.♕a8+ 1-0**
71. **1.♗xc6+ ♗xc6 2.♕xc6+ 1-0**
72. **1.♕d5 1-0**

Double attack with a rook

73. **1.♖d7+ ♔e5 2.♖xd1 1-0**
74. **1.♖e5 ♗b5 2.♖xe1 1-0**
75. **1.♖h7+ ♔g5 2.♖xh1 1-0**
76. **1...♖f1+ 0-1**
77. **1.♖2g6+ ♖xg6 2.♖xg6+ ♔d7 3.♖xa6 1-0**
78. **1...♖f2 2.♕xf2 ♗xf2+-+ 0-1**
79. **1.♖e7 1-0**
80. **1.f8♕+ ♔xf8 2.♖h8+ ♔e7 3.♖h7+ 1-0**
81. **1.♕xb8+ ♕xb8 2.♖h8+ 1-0**
82. **1.♖h8+ ♔xe7 2.♖h7+ 1-0**
83. **1.♖e8+ ♖xe8 2.dxe8♕# 1-0**

84. **1.♖a6+ ♔f5 2.♖xg6 1-0**
85. **1.♖f1 ♕xf1+ 2.♘xf1 1-0**
86. **1.♖f5 1-0**
87. **1.♖ac1 1-0**
88. **1.♖d7++- ♘xd7** [1...♕xd7 2.exd7 ♘xd7 3.♕xa8+-] **2.♕f7# 1-0**
89. **1.♗xd5 exd5 2.♖e7+ 1-0**
90. **1.♖e8+ ♔g7 2.♖e7+ 1-0**
91. **1.♖g5 1-0**
92. **1.♖a7+ ♔b8 2.♖xa3 1-0**
93. **1.f6 gxf6 2.♖f5 1-0**
94. **1.♖a3+ ♔b7 2.♖b3 1-0**
95. **1.♖b8 ♖xb8 2.♖xb8 1-0**
96. **1.b8♕+ ♔xb8 2.♖f8+ 1-0**
97. **1.♖f4+ ♔b5 2.♖f5+ 1-0**
98. **1.♖c6+ bxc6 2.♖xc6+ 1-0**
99. **1.♖f8+ ♘xf8 2.♖xf8+ 1-0**
100. **1.♖e6+ 1-0**
101. **1.e6+ ♔xe6 2.♖g6+ 1-0**
102. **1.♖xd5+ ♔xd5 2.♖d1+ 1-0**

Double attack with the queen

103. **1.♕g3+ 1-0**
104. **1.♕h8+ 1-0**
105. **1.♕h7+ 1-0**
106. **1.♕a8+ ♔d6 2.♕xe4 1-0**
107. **1.♕h7+ ♔e8 2.♕xc7 1-0**
108, **1.♕h4+ ♔g7 2.♕xe7 1-0**
109. **1.♕h4+ ♔g7 2.♕xe7 1-0**
110. **1...♕a2+ 0-1**
111. **1.♕h1+ 1-0**
112. **1.♕a4+ 1-0**
113. **1...♕xd2+ 0-1**
114. **1...♕a5+ 0-1**
115. **1.♕d5+ 1-0**
116. **1...♕b4+ 0-1**
117. **1.♕a4+ 1-0**
118. **1.♕a4+ 1-0**
119. **1.♕h5+ 1-0**
120. **1...♕h5+ 0-1**
121. **1...♕xe4+ 0-1**
122. **1.♕xe5+ ♕e7 2.♕xh8 1-0**
123. **1...♕d6+ 0-1**
124. **1...♕f4+ 2.♔e1 ♕xg5 0-1**
125. **1.♕d4+ ♕g7 2.♕xa7 1-0**
126. **1.♕xe5+ ♗e7 2.♕xh8+ 1-0**
127. **1.♕e8+ ♔h7 2.♕xa4 1-0**
128. **1.♕a4+ ♘d7 2.♕xe4 1-0**
129. **1.♕b8+ ♕d8 2.♕xa7 1-0**
130. **1...♕a5+ 2.♗d2 ♕xe5 0-1**
131. **1...♕b5+ 2.♔e1 ♕xd7 0-1**
132. **1.♕a4+ ♗d7 2.♕xe4 1-0**

133. **1.♕c5 1-0**
134. **1.♕c1 1-0**
135. **1.♗xb8 ♖xb8 2.♕b5+** [2.♕a4+] **1-0**
136. **1...♕a8 0-1**
137. **1.♖xc7 ♖xc7 2.♕d8+ ♔h7 3.♕xc7 1-0**
138. **1.♕a1 1-0**
139. **1.♕e4 1-0**
140. **1.♕f5 1-0**
141. **1.♕h8+ ♔g5 2.♕e5+ 1-0**
142. **1.♕e4! 1-0**
143. **1...♕c4! 0-1**
144. **1.♕d4! 1-0**
145. **1.♕e4! 1-0**
146. **1.♕d3 1-0**
147. **1...♕d6 0-1**
148. **1...♕f4 1-0**
149. **1...♕xb2 0-1**
150. **1.♕h4 1-0**

Skewer

151. **1.♗g2 1-0**
152. **1.♕f3+ 1-0**
153. **1.♖h7+ 1-0**
154. **1.c4+ 1-0**
155. **1.♖g7+ 1-0**
156. **1.e8♕+** [1.♖h8? ♖a2+ 2.♔d3 ♔xe7=] **1...♔xe8 2.♖h8+ ♔d7 3.♖h7+ 1-0**
157. **1.g4+ 1-0**
158. **1...♕b1+ 2.♔f2** [2.♕d1 ♕xa2] **2...♕xh1 0-1**
159. **1.♕b8 1-0**
160. **1.♗f3 ♕xf3 2.♕a8+ 1-0**
161. **1...♕f1 0-1**
162. **1.♖f8+ ♔c7 2.♖f7+ ♔b6 3.♖xb7+ ♔xb7 4.♔f2 1-0**
163. **1.♖c6+ ♗c4 2.♖xc4+ ♔xc4 3.♕c6+** [3.♕c8+] **1-0**
164. **1.b8♕+ 1-0**
165. **1.♕h7+ 1-0**
166. **1.♖g7+ ♗xg7 2.♖xg7+ 1-0**
167. **1.♕g2+ 1-0**
168. **1.h6 a2 2.h7 a1♕ 3.h8♕+ 1-0**
169. **1.♕g1+ 1-0**
170. **1.♖a8+ ♗xa8 2.♖xa8+ 1-0**
171. **1.♗c3 1-0**
172. **1.♖xf6+ ♔xf6 2.♗d4+ 1-0**
173. **1.♗xc6 bxc6 2.♖h7+ 1-0**
174. **1.♕b8+ 1-0**

Weakly protected piece

175. **1.♖hc1 1-0**
176. **1.♕f6 1-0**
177. **1.♖af1 1-0**
178. **1.♕h3 1-0**

179. **1.♘h6+ ♔g7 2.♘xf7 1-0**
180. **1.♖cf2 1-0**
181. **1.♗xc6 ♗xc6 2.♖xe7 1-0**
182. **1.g7+** [1.♖xe7? fxg6+=] **1...♔e8** [1...♔xg7 2.♖xe7] **2.g8♕+ 1-0**
183. **1.♖aa7 1-0**
184. **1.♗xh7+ ♔xh7 2.♖xf8 1-0**
185. **1.g5 1-0**
186. **1.♖gf1 1-0**
187. **1.♘c5 1-0**
188. **1.♕f7 1-0**
189. **1.♖e6+ ♔b7 2.♖ge1 1-0**
190. **1.♕f7 1-0**
191. **1.♕c7 1-0**
192. **1.♖cc6 1-0**

Pin

193. **1.♖g2 1-0**
194. **1.♖b1 a5 2.a3 1-0**
195. **1.♖g3 1-0**
196. **1.f4 1-0**
197. **1.♗d4 ♔f6 2.♔f4 1-0**
198. **1.♘h5+ 1-0**
199. **1.♗f3**
200. **1.♗b5 1-0**
201. **1.♗f3 1-0**
202. **1.♖ae1 1-0**
203. **1.♖d8** fenyeget ♗g3 **1-0**
204. **1.♗a3 1-0**
205. **1...♕xf2+-+ 2.♕xf2** [2.♔h1 ♕xf1#] **2...♖e1# 0-1** Danielsson – Blomberg, Svédország, 1996
206. **1.♗h4 1-0**
207. **1.♘g6# 1-0**
208. **1.♖xe7 1-0**
209. **1.♘d6# 1-0**
210. **1.♗xf6+ 1-0**
211. **1.♖c1 ♖d7 2.♖dxc8 1-0**
212. **1.♗xc6 1-0**
213. **1.♗f4 1-0**
214. **1.d5 1-0**
215. **1.♗g5 1-0**
216. **1...h4 0-1**
217. **1.♕g3** [1.♕b4+−] **1...♖e8 1.♗xd6 1-0**
218. **1.♕xb4 1-0**
219. **1.♘f5+ 1-0**
220. **1.♘xe7+ 1-0**
221. **1.e4 1-0**
222. **1.♖xf5+ 1-0**
223. **1.♗xc4 ♖xc4 2.♕xc4 1-0**
224. **1.♗xb4+ 1-0**
225. **1.♕xd4 1-0**
226. **1.♘d5 ♕e6 2.♘xf6+ ♘xf6 3.♗xf6 1-0**
227. **1.♖xd5 ♖xd5 2.♕xd5 1-0**

228. **1...♘e3+ 0-1**
229. **1.♖e7+ 1-0**
230. **1...♘f3# 0-1**
231. **1.♘f6+ 1-0**
232. **1.♕d8# 1-0**
233. **1.g4# 1-0**
234. **1...♘f2# 0-1**
235. **1.♘a6# 1-0**
236. **1.♖c8# 1-0**
237. **1.♖f8# 1-0**
238. **1.b5# 1-0**
239. **1.♕xh6# 1-0**
240. **1.♕xb6# 1-0**

Pinning to a square

241. **1.b5 1-0**
242. **1.♕xe6 1-0**
243. **1.b5! 1-0**
244. **1.g5 1-0**
245. **1.g5 1-0**
246. **1.e4 1-0**
247. **1.♕xf6 gxf6 2.♖g8# 1-0**
248. **1.♖xh5 gxh5 2.♕h7+ 1-0**
249. **1.♕xe8+ ♘xe8 2.♖f8# 1-0**
250. **1.e5 1-0**
251. **1.♖d8+ ♗xd8 2.♖f8# 1-0**
252. **1.♖d8+ ♘xd8** 1...♔c7 2.♖xg8 **2.♖c8# 1-0**

Cross-pin

253. **1.♖d3 ♕xc3 2.♖xd7+ ♔f6 3.bxc3 1-0**
254. **1.♖d1 ♕xc3 2.♖xd7+ ♔f6 3.bxc3 1-0**
255. **1.♗a3! ♕xa3 2.♕xb8± 1-0**
256. **1.♕g5 1-0**
257. **1...♗h7! 0-1**
258. **1.♕e5! ♖xc7 2.♕xe8 1-0**
259. **1.♖f6! 1-0**
260. **1...♖xc5 2.♕xc5 ♖c8 0-1**
261. **1.♖f2 1-0**
262. **1.♖c1 1-0**
263. **1.♖b1 1-0**
264. **1.♕f4+ 1-0**

Discovered attack (discovery)

265. **1.♗e3+ ♔b7 2.♖xf8 1-0**
266. **1.e5+ ♔xe5 2.♗xb7 1-0**
267. **1.♗d3+ 1-0**
268. **1.♘d7+ 1-0**
269. **1.f4+ 1-0**
270. **1.♗h7+ ♔xh7 2.♕xd4 1-0**

271. **1.♗b5+ ♔e7** [1...♗d7 2.♗xd7+ ♔xd7 3.♕xd4] **2.♕xd4 1-0**
272. **1.c4 ♕d6 2.cxd5 1-0**
273. **1.♗a6 ♕a2 2.♗xc8 1-0**
274. **1.d5 ♕e5** [1...♘xd5 2.♘xd5] **2.♗xb6 1-0**
275. **1.♗xa7+ ♔xa7** [1...♔a8 2.♕xh3] **2.♕xh3 1-0**
276. **1...♘g4+ 2.♗xg4** 2.♔g3 ♗xd4 **2...♗xd4 0-1**
277. **1.♔e5+ 1-0**
278. **1...♗xh2+ 2.♔xh2 ♖xe4 0-1**
279. **1.♘h6+ gxh6 2.♕xd7 1-0**
280. **1.♗xg7 ♔xg7 2.♖xc6 1-0**
281. **1...♘h3+ 2.♔f1 ♕xd2 0-1**
282. **1.♗c7 ♖b7 2.♖xd7 1-0**
283. **1.♗xh7+ ♔xh7 2.♖xd8 1-0**
284. **1.♔e3 ♘e5** [1...♘e6 2.♔xf3] **2.♖xd8 1-0**
285. **1.♗c4+ ♔f8 2.♖xa8+ 1-0**
286. **1.♖e8+ ♖xe8 2.♕xd5 1-0**
287. **1...♘xd5 2.♗xd8 ♗b4+ 3.♕d2 ♗xd2+ 4.♔xd2 ♔xd8 0-1**
288. **1...d5 2.♕e3 ♗xa3 0-1**

Discovered check

289. **1.♗c7+ 1-0**
290. **1.♔e5+ 1-0**
291. **1.♗d3+ 1-0**
292. **1.♗xc3+ 1-0**
293. **1.♘d7+ 1-0**
294. **1.dxe4+ ♔xe4 2.♖xd8 1-0**
295. **1.♗b5+ 1-0**
296. **1...♗g6# 0-1**
297. **1.♘xe5+ 1-0**
298. **1...e2+ 2.♔h1 e1♕+ 0-1**
299. **1.♗f6# 1-0**
300. **1.d5+ ♕f6** [1...♔g8 2.dxe6] **2.♗xf6+ 1-0**
301. **1.♕xd7+ ♔xd7 2.dxc5+ ♔c6** [2...♕d6 3.cxd6] **3.cxb6 1-0**
302. **1.♘c6+ ♗e7** [1...♕e7 2.♘xe7] **2.♘xd8 1-0**
303. **1.♕xf8 ♕xf8 2.c8♕+ ♔g8 3.♕xf8+ 1-0**
304. **1.♘c5+ ♕e6** [1...♗e6 2.♘xa6] **2.♘xe6 1-0**
305. **1.♘e5+ ♔d6 2.♘xf7+ 1-0**
306. **1.♘e4+ ♔h7** [1...♕d4 2.♗xd4+] **2.♘xd2 1-0**
307. **1.♕xb7+ ♔xb7 2.♘c4+ ♔c8** [2...♕b4 3.♖xb4+] **3.♘xa3 1-0**
308. **1...♗xc2+ 2.♕f3** [2.♔e1 ♗xb3] **2...♖xf3+ 0-1**
309. **1.♖xh6+ ♔xh6 2.♘xd5+ f4 3.♘xe7 1-0**
310. **1.♖xb6+ ♔h6 2.♖xb7 1-0**
311. **1.♘c6+ ♗e7** [1...♕e7 2.♘xe7] **2.♘xd8 1-0**
312. **1.♖f1+ ♔h8 2.♖xc1 1-0**

Windmill

313. **1.♖xg7+ ♔h8 2.♖xb7+ ♔g8 3.♖g7+ ♔h8 4.♖c7+ ♔g8 5.♖xc6 1-0**
314. **1.♕xf5 ♗xf5 2.♖xg7+ ♔h8 3.♖xf7+ ♔g8 4.♖g7+ ♔h8 5.♖g8# 1-0**
315. **1.♖d7+ ♔g8 2.♖g7+ ♔h8 3.♖xc7+ ♔g8 4.♖g7+ ♔h8 5.♖xb7+ ♔g8 6.♖g7+ ♔h8 7.♖xa7+ ♔g8 8.♖g7+ ♔h8 9.♖b7+ ♔g8 10.♖xb6 1-0**

316. **1.♕xg7+ ♗xg7 2.♖xg7+ ♔h8 3.♖xf7+ ♔g8 4.♖g7+ ♔h8 5.♖g6+! ♖f6 6.♗xf6+ ♕xf6 7.♖xf6 1-0**
317. **1.♕xe6 fxe6 2.♖xg7+ ♔h8 3.♖xe7+ ♔g8 4.♖g7+ ♔h8 5.♖xb7+ ♔g8 6.♖g7+ ♔h8 7.♖xa7+ 1-0**
318. **1.♖xg7+ ♘xg7 2.♖xg7+ ♔h8 3.♖xf7+ ♔g8 4.♖g7+ ♔h8 5.♖xc7+ ♔g8 6.♖g7+ ♔h87.♖xb7+ ♔g8 8.♖g7+ ♔h8 9.♖xa7+ ♔g8 10.♖g7+ ♔h8 11.♖b7+ ♔g8 12.♖xb8 1-0**

Double check

319. **1.♗e5+ 1-0**
320. **1.♗e5+ 1-0**
321. **1.♘g6+ ♔g8 2.♘e7+ 1-0**
322. **1.gxh7+ ♔xh7 2.♖h2# 1-0**
323. **1.♗e6+** [1.♗f3+? ♕g5!] **1...♔h8 2.♗xd5 1-0**
324. **1.d8♕+ ♔xd8 2.♖xa8+ ♔e7 3.♖xh8 1-0**
325. **1.♗g5+ ♔xg5 2.♕xb5+ 1-0**
326. **1.d8♘+! 1-0**
327. **1.♘e8+ ♔e6 2.♖xb8 1-0**
328. **1.♗xf6+ ♔xf6 2.♕h4+ 1-0**
329. **1.♗f8+ ♔xf8 2.♕xb8+ 1-0**
330. **1...♖xf4 2.♕xf4 ♘e2+ 3.♔h1 ♘xf4 0-1**

Double check and mate

331. **1...♘f3+ 2.♔h1 ♕g1# 0-1**
332. **1.♖e8# 1-0**
333. **1.♗c6# 1-0**
334. **1.♗f6+ ♔h7 2.♖h8# 1-0**
335. **1.♗f6# 1-0**
336. **1.♖e7+ ♔h8 2.♖h7# 1-0**
337. **1.♘f7+ ♔g8 2.♘xh6# 1-0**
338. **1.♘xf6+ ♔f8** [1...♔h8 2.♖g8#] **2.♖g8# 1-0**
339. **1...♘g3+ 2.♔g1 ♖f1# 0-1**
340. **1.♘f6+ ♔h8 2.♖h1# 1-0**
341. **1...♖f2+ 2.♔h1 ♖h2# 0-1**
342. **1.♖xh5+ ♔g8 2.♖h8# 1-0**
343. **1.♗e6+ ♔h8 2.♖g8# 1-0**
344. **1...♗d3+ 2.♔g1** [2.♔e1 ♖f1#] **2...♖f1# 0-1**
345. **1.hxg6+ ♔g8 2.♖h8# 1-0**
346. **1...♘f2+ 2.♔g1 ♘xh3# 0-1**
347. **1...♘h3+ 2.♔h1 ♕g1# 0-1**
348. **1...♗b4+ 2.♔f1** [2.♔d1 ♖e1#] **2...♖e1# 0-1**
349. **1...♗g4+ 2.♔e1** [2.♔c1 ♖d1#] **2...♖d1# 0-1**
350. **1...♘e3+ 2.♔g1 ♖f1# 0-1**
351. **1.♘f6+ ♔h8 2.♖h4# 1-0**
352. **1.♗g5+ ♔c7** [1...♔e8 2.♖d8#] **2.♗d8# 1-0**
353. **1.♘f6+ ♔d8 2.♖e8# 1-0**
354. **1.♖e8+ ♔d7 2.♗b5# 1-0**

Trapping, surrounding

355. **1.♗e2 ♔c7 2.♔e1 ♔d6 3.♔f2 ♔e5 4.♔g3 1-0**
356. **1.g3 ♔b7 2.♔f3 1-0**
357. **1.♔e2 1-0**

358. **1...b5 2.♗b3 c4 0-1**
359. **1.♗e5+ ♔c8 2.g4 1-0**
360. **1.♗b2 1-0**
361. **1.♘a3 1-0**
362. **1.♗b3 ♗c6 2.♘d1 ♖xb3 3.cxb3 1-0**
363. **1.♗e4+ ♔c7 2.♖h1 1-0**
364. **1...c5 2.♘c2 c4 3.♗xc4 bxc4 0-1**
365. **1.♘a4 1-0**
366. **1...♗b5 2.♔d2 ♔c8 3.♔e3 ♔xb8 0-1**
367. **1...♗d7 2.♕xd7+ ♘xd7 0-1**
368. **1.e4 ♔f7 2.♔h3 1-0**
369. **1...♗e4 2.♔a3 ♔d2 3.♘g2 ♗xg2 4.♔b4 0-1**
370. **1.b4 ♔g6 2.♔d3 ♔f7 3.♔c4 1-0**
371. **1.♗e7 f5 2.♗xf8 ♔xf8 1-0**
372. **1.♘f1 b5 2.♔f2 ♔c7 3.♔g2 ♖xf1 4.♔xf1 ♔d6 1-0**
373. **1.f4 ♗g3 2.♔g2 ♗h4 3.♔h3 ♗xg5 4.fxg5 ♔b7 1-0**
374. **1.g6 ♗xg6 2.♘xg6 ♗d6 1-0**
375. **1...g5 2.♘f3 exf3 3.gxf3 1-0**
376. **1...♘a5 0-1**
377. **2...♗g4 3.♕xe5 ♕xe5 4.♗c4 0-1**
378. **1.♗g5 1-0**

Destroying the guard

379. **1.♖xd7+ ♔xd7 2.♔xb5 1-0**
380. **1.♕xe8+ ♖xe8 2.♖f8+ ♖xf8 3.♖xf8# 1-0**
381. **1.♘xf6+ gxf6 2.♖xd7 1-0**
382. **1.♖xc5+ ♔xc5 2.f7 1-0**
383. **1.♖xe6 1-0**
384. **1.♖a7+ ♔f6 2.♖xg7 ♘xf3 3.♖xh7 1-0**
385. **1.♖xa7+ ♔xa7 2.♖xb2 1-0**
386. **1.♕xd8+ ♘xd8 2.♖e8# 1-0**
387. **1.♖xb8+ 1-0**
388. **1.♖xc6 1-0**
389. **1.♖d8+ ♖xd8 2.♕xc6 1-0**
390. **1.♖xb6 axb6 2.♖c8# 1-0**
391. **1.♕xa8+ ♕c8 2.♕xc8+ ♘e8 3.♕xe8# 1-0**
392. **1...♖g1+ 2.♔xg1 ♕xe2 0-1**
393. **1.♖c8+ ♖xc8 2.♕xb2 1-0**
394. **1.♗xf7+ ♔xf7 2.♕xd8 1-0**
395. **1.♕g4+ ♕xg4 2.♖xe8+ ♔g7 3.fxg4 1-0**
396. **1.♖e7 ♕xe7 2.♕xd5+ ♕f7 3.♕xa8+ 1-0**
397. **1...♗d3+ 2.♔g1** [2.♖e2 ♖xe2] **2...♖xe1+ 0-1**
398. **1...♖xd1+ 2.♖xd1 ♕xc3 0-1**
399. **1.♖d8+ ♔xd8 2.♕xf7 1-0**
400. **1.♖d8+ ♖xd8 2.♕xc4 1-0**
401. **1.♖e8 ♕xe8 2.♕g7# 1-0**
402. **1...♖xg6+ 2.hxg6 ♖xe4 0-1**

Blocking the guard

403. **1.f4 1-0**
404. **1.♖e8 1-0**
405. **1.♗f4! ♔xf4** [1...c4 2.h6] **2.h6 1-0**
406. **1.♘f6+ gxf6 2.♗e4 f5 3.♗xf5 1-0**
407. **1.♗xf7+! ♔xf7 2.♘e6 ♔xe6 3.♕d5+ ♔f6 4.♕f5# 1-0**
408. **1.♘e5! ♗xe5** [1...fxe5 2.♔e4] **2.♔e4 ♗a1 3.♔f5 1-0**
409. **1.♔d5!** [1.a4? ♔e6 2.♔d4 ♔d6=] **1...♔e7 2.♔c6 ♔d8 3.♔b7 ♔d7 4.a4 1-0**
410. **1.c6!** [1.a5? ♔d5 2.a6 ♔c6 3.♔e3 ♔c7 4.♔f4 ♔b8 5.♔g5 ♔a7 6.♔h6 ♔xa6 7.♔xh7 ♔b5] **1...dxc6 2.a5 ♔d5** [2...h5 3.a6 h4 4.a7 h3 5.a8♕ h2 6.♕xc6+] **3.a6 1-0**
411. **1.♗g3+ ♔d5 2.♗b8 1-0**
412. **1.♔e6 1-0**
413. **1.♖e1+ ♔d5 2.♖e8 1-0**
414. **1.♖a4+ ♔g5 2.♖e4 1-0**

X-Ray Attack

415. **1.♕f8+ ♖xf8 2.♖xf8# 1-0**
416. **1.♕c8+ 1-0**
417. **1.♗e6+ 1-0**
418. **1.g7 1-0**
419. **1.♘f7+ ♔g8 2.♘xd8 1-0**
420. **1.♕f8+ ♖xf8 2.♖xf8# 1-0**
421. **1.♖a8+ ♗xa8 2.♖xa8# 1-0**
422. **1.♖f7+ ♔g6 2.♖xd7 1-0**
423. **1.a8♕ ♗xa8 2.♗xa8 1-0**
424. **1.hxg7+ 1-0**
425. **1.d8♕ 1-0**
426. **1.♗d6+ 1-0**
427. **1.♕xg7+ ♗xg7 2.♗xg7# 1-0**
428. **1.♗g2 ♕xb7 2.♗xb7 1-0**
429. **1.♕b8+ ♗xb8 2.♖xb8# 1-0**
430. **1.♕xf7+ ♗xf7 2.♗xf7# 1-0**
431. **1.♗d6+ ♔g8 2.♗xb4 1-0**
432. **1.♕xb7+ ♖xb7 2.♗xb7# 1-0**
433. **1.♖f8+ 1-0**
434. **1...♕xc3+ 2.♗xc3 ♗xc3+ 3.♕d2 ♗xd2+ 0-1**
435. **1...♕xh2+ 2.♕xh2 ♗xh2+ 3.♔xh2 ♖xd1 0-1**
436. **1.♕a8+ ♖xa8 2.♖xa8# 1-0**
437. **1.♕b8+ ♖xb8 2.♖xb8# 1-0**
438. **1...♕g2+ 2.♕xg2 ♕xg2# 0-1**

Perpetual check

439. **1.♖xg7+ ♔xg7 2.♕g6+ ♔h8 3.♕h6+ ♔g8 4.♕g6+ ♔h8 5.♕h6+ ♔g8 6.♕g6+ ½-½**
440. **1.♕a5+ ♖a7** [1...♕a7 2.♕d8+ ♖b8 3.♕d5+ ♕b7 4.♕a5+ ♕a7 5.♕d5+] **2.♕d5+ ♕b7 3.♕d8 ♕b8 4.♕d5+ ♖b7 5.♕a5+ ½-½**
441. **1.♗xg6 fxg6 2.♕xg6+ ♔h8 3.♕h6+ ♔g8 4.♕g6+ ½-½**
442. **1.♖d7!** [1.♘f6+ ♔f8 2.♖d7!] **1...a1♕ 2.♘f6+ ♔f8** [2...♔h8? 3.♖h7#] **3.♘h7+ ♔e8 4.♘f6+ ♔f8 5.♘h7+ ♔g8 6.♘f6+ 0-1**
443. **1.♘xg6 fxg6 2.♕xg6+ ♔h8 3.♕h6+ ♔g8 4.♕g6+ ½-½**
444. **1.♖b7+ ♔a8 2.♖a7+ ♔b8 3.♖b7+ ½-½**

445. **1.♖b8+ ♖xb8 2.♕c6+ ♖b7 3.♕c8+ ♖b8 4.♕c6+ ½-½**
446. **1.♕e8+ ♔h7 2.♕g6+ ♔g8 3.♕e8+ ♔h7 4.♕g6+ ½-½**
447. **1.♖xg6+ hxg6** [1...♔h8? 2.♕b2+; 1...♔f7? 2.♘e5+] **2.♕xg6+ ♔h8 3.♕h6+ ♔g8 4.♕g6+ ½-½**
448. **1.♕g8+ ♖xg8 2.♘f7+ ♔h7 3.♘g5+ ♔h8 4.♘f7+ ½-½**
449. **1.♖h2+ ♔g3 2.♖g2+ ♔h4 3.♖h2+ ♔g5 4.♖g2+ ♔f6** [4...♔f4 5.♖f2+] **5.♖f2 ½-½**
450. **1.♖b1+ ♔c6 2.♖c1+ ♔d5 3.♖d1+ ♔c4 4.♖c1+ ♔b3 5.♖a1 ♔b2 6.♖a6 ♔b3 7.♖a1 ♔b4 8.♖b1+ ½-½**

Perpetual attack

451. **1.♔b7 ♖a5 2.♔b6 ♖a8 3.♔b7 ½-½**
452. **1.♔g7 ♗f5 2.♔f6 ♗h7 3.♔g7 ½-½**
453. **1.♘f7 ♖g8 2.♘h6 ♖h8 3.♘f7 ½-½**
454. **1.♖c7 ♖f7 2.♖c8+ ♖f8 3.♖c7 ½-½**
455. **1.♖a3 ♕b8 2.♖b3 ♕a7 3.♖a3 ♕b8 4.♖b3 ½-½**
456. **1.♔b1 ♗c3 2.♔c2 ♗a1 3.♔b1 ♗c3 4.♔c2 ♗a1 5.♔b1 ½-½**

Stalemate

457. **1.♖f7 ♕xf7 ½-½**
458. **1...♖b8 2.♖xb8 ½-½**
459. **1...♖b7+ 2.♖xb7 ½-½**
460. **1.♖c6+ ♔xc6 ½-½**
461. **1.♕g3+ ♕xg3 ½-½**
462. **1.♕xg6+ ½-½**
463. **1...♖a7+ 1-0**
464. **1.♕xe3+ ½-½**
465. **1...♖g5+ ½-½**
466. **1.♖c8+ ♔a7 2.♖a8+ ½-½**
467. **1.♕f8+ ½-½**
468. **1...a3 2.bxa3 b4 3.axb4 ½-½**
469. **1.♖f7+ ½-½**
470. **1...♖xg3+ ½-½**
471. **1.b8♕ ♕xb8 ½-½**
472. **1.♖xh6+ gxh6 ½-½**
473. **1.♖d7+ ½-½**
474. **1...♖b2+ 2.♔xb2 ½-½**
475. **1.♖xa3+ ½-½**
476. **1.♖g7+ ♔xg7** [1...♖xg7] **½-½**
477. **1...♖f8+ 2.♕xf8 ½-½**
478. **1.♖h5+ ½-½**
479. **1.♖d3+ ♗xd3** [1...♔xd3] **½-½**
480. **1...♕e6+ 2.♕xe6 ½-½**

Theoretical draw

481. **1.♗c3 ♔h7 2.♗xg7 ½-½**
482. **1...♘e5+ 2.♔g5 ♘xc4 3.♗xc4+ ♔g7 4.h5 ♔h8 ½-½**
483. **1.♗c3 ♔h7 2.♗xg7 ½-½**
484. **1.♖c8+ ♔d7 2.♖c1! ♗xc1 3.♔f2 ½-½**
485. **1.c5+ dxc5+ 2.♔c4 ½-½**
486. **1...♘xg4! 2.♗xg4 ♔h8 ½-½**

487. **1.♖xf5+! ♖xf5 2.e4+ ♔e5 3.exf5 ♔xf5 4.♔e3 ♔g4 5.♔f2 ½-½**
488. **1.d4+ cxd4** [1...♔xd4? 2.♗c3+] **2.♔d3 ½-½**
489. **1.h5 gxh5 2.♔e2 ♔g3 3.♔f1 ♔h2 4.♔f2 h4 5.♔f3 h3 6.♔f2 ♔h1 7.♔g3 h2 8.♔f2 ½-½**
490. **1.g4! fxg3 2.♔g2 ♔d3 3.♔h1 ♔e2 4.♔g2 ♔e3 5.♔h1 ½-½**
491. **1.♗h4 ♔e6 2.♗xf6 ½-½**
492. **1.g3+ ♗xg3+** [1...hxg3+ 2.♔g2] **2.♔g2 ½-½**

Pawn promotion

493. **1.c6! bxc6** [1...♔d6 2.cxb7 ♔c7 3.a6 ♔b8 4.♔f3 ♔c7 5.♔e4 ♔b8 6.♔d5 ♔c7 7.♔c5 ♔b8 8.b6 axb6+ 9.♔c6! ♔a7 10.♔c7] **2.b6 axb6 3.a6 1-0**
494. **1.d5! cxd5** [1...♔f5 2.dxc6 ♔e6 3.b5 ♔d6 4.b6 ♔xc6 5.♔g4] **2.b5 axb5 3.a6 1-0**
495. **1.b6! axb6** [1...cxb6 2.a6! bxa6 3.c6] **2.c6! bxc6 3.a6 1-0**
496. **1.d4+ ♗xd4** [1...♔xd4 2.♘f3+] **2.♘b3+ 1-0**
497. **1.c5 bxc5** [1...dxc5 2.d6] **2.a5 1-0**
498. **1.♖g8+ ♔xg8 2.a8♕+ 1-0**
499. **1.♖h8 ♖xa7 2.♖h7+ 1-0**
500. **1.♘e5+! ♖xe5** [1...♗xe5 2.e8♕++−] **2.b8♕ 1-0**
501. **1.♖f8 1-0**
502. **1.♗f7! 1-0**
503. **1.♖f8! 1-0**
504. **1.♗f4! ♔xf4** [1...c4 2.h6] **2.h6 1-0**
505. **1.a6! bxa6 2.c6 1-0**
506. **1.e4+ ♗xe4** [1...♔xe4 2.♗c2+; 1...♔d6 2.exf5] **2.c8♕ 1-0**
507. **1.♖c5!!+− ♔xc5 2.c7 1-0** Szabó,L - Cebalo,M Bern , 1987
508. **1.♖h5+ ♔c4 2.♖h4+ 1-0**
509. **1.♖g8+ ♔xg8 2.a8♕+ 1-0**
510. **1.♖c3+ ♖xc3 2.b8♕ 1-0**
511. **1.♖h1+ ♔a2 2.♖h2 ♖xh2 3.c8♕ 1-0**
512. **1.♗e5+! ♔xe5 2.e7 1-0**
513. **1.♗c4+! ♗xc4 2.h7 1-0**
514. **1.c8♕+ ♖xc8 2.♗g4+ 1-0**
515. **1.♖h4 ♖xh4 2.c8♕ 1-0**
516. **1.♗d3 ♗e6 2.♗c4 1-0** V. & M. Platovs 1907
517. **1.♕g7+ ♔xg7 2.h8♕# 1-0**
518. **1.♘e8+! ♘xe8 2.d7 1-0**
519. **1.♕g1+ ♕xg1 2.g8♕+ 1-0**
520. **1.♗a5 bxa5 2.b6 axb6** [2...♔d6 3.bxa7] **3.a7 1-0**
521. **1.♕xd6 ♕xd6 2.c7 1-0**
522. **1.♕c4+ ♕xc4 2.g8♕+ ♔e5 3.♕xc4 1-0**
523. **1.♕e5+ ♔g8 2.♕xc7 ♕xc7 3.b8♕+ 1-0**
524. **1.♗xc6! bxc6 2.b5 cxb5 3.c6 1-0**
525. **1.♖h3+ ♔b4 2.♖h4 ♖xh4 3.g8♕ 1-0**
526. **1.h7 ♗f6 2.♗g5 ♔f7** [2...♗xg5 3.h8♕] **3.♗xf6 1-0**
527. **1.♖xc6 ♖xc6 2.♖e6+ ♖xe6 3.c8♕+− 1-0**
528. **1.♖xe5 fxe5 2.c5 bxc5 3.b6 axb6 4.a7 1-0**

Pawn sacrifice

529. **1.f7+ ♔xf7** [1...♕xf7 2.♘h6+] **2.♘d6+ 1-0**
530. **1.f4 ♔xf4 2.h6 1-0**
531. **1...e4 2.dxe4** [2.a4 ♔b3+] **2...♔d2+ 0-1**

532. **1.g8♕+** [1.♗b3+? ♖xb3+] **1...♖xg8 2.♗b3+ 1-0**
533. **1.e4 ♗xe4 2.♖d7 1-0**
534. **1.a7+ ♔xa7 2.bxc8♘+ 1-0**
535. **1.e6 1-0**
536. **1.♖h8 ♖xa7 2.♖h7+ 1-0**
537. **1.f7+ ♕xf7** [1...♔xf7 2.♕f6+ ♔g8 3.♕g7#] **2.♕h8# 1-0**
538. **1.g8♕+ ♔xg8 2.♗d5+ 1-0**
539. **1.d8♕+ ♔xd8 2.♖a8+ 1-0**
540. **1.d8♕+ ♘xd8 2.♗a7# 1-0**
541. **1.e8♕+ ♖xe8 2.d7# 1-0**
542. **1.e6! ♕xe6 2.♖de1 ♕f6 3.♖xe7 1-0**
543. **1.c8♕+ ♔xc8 2.♘d6+ 1-0**
544. **1.d7! ♗xd7 2.♖xd7 ♘xd7 3.♘g6+** [3.♘g6+ hxg6 4.♕h3#] **1-0** Vincze – Borloy, Budapest, 1987
545. **1.f8♕ ♕xf8 2.♘d7+ 1-0**
546. **1.b5!** [1.b5 axb5 2.♗xb7 ♘xb7 3.a6+−] **1-0** Liberzon – Mititelu Luhacovice, 1971
547. **1.d6!** [1.d6 cxd6 2.♗d5 ♖b2 3.♖e8+−] **1-0** Smejkal – Popov Kepfenberg, 1970
548. **1.h6! ♔xh6 2.♗f3 ♕d4 3.♕h5# 1-0** Portisch - S.Garcia Havanna, 1964
549. **1...d5!! 2.♗xd5 ♕xc3+ 3.bxc3 ♗a3# 0-1** Mac Donnell – Boden 1792
550. **1.b5 axb5** [1...♗xb5 2.♘xb5 axb5 3.a6+−] **2.a6 b4 3.♘d5+ 1-0** Stezik – Hrobust SU, 1977
551. **1.e6 fxe6 2.♗f7+ ♔h8** [2...♔f8 3.♗h6#] **3.♔e7 1-0** Granda – Miles Zagreb, 1987
552. **1...d3 2.♗xd3 ♕g4 3.♘e4 ♗xe4 4.♗xe4 ♕xe4 0-1** Ligterink–Beliavsky, Wijk aan Zee, 1985

Knight sacrifice

553. **1.♘e8+! ♘xe8 2.d7 1-0**
554. **1.♘dxb5 axb5 2.♘xb5 ♕c6 3.♘xd6+ 1-0**
555. **1.♘f6+ 1-0**
556. **1.♘g6+ hxg6 2.♖h3# 1-0**
557. **1...♘g3+ 2.hxg3 ♖h5# 0-1**
558. **1.♘e6+ ♔g6 2.♘xg5 ½-½**
559. **1.♘g6+ hxg6 2.♕h3# 1-0**
560. **1...♘f3+ 2.gxf3** [2.♔h3 ♖g3#; 2.♔h1 ♖h4#] **2...♖h4#** [2...♖h7#] **0-1**
561. **1.♘e7+ 1-0**
562. **1...♘f3+ 2.gxf3** [2.♔h1 ♖xf1#] **2...♖g8+ 3.♔h1 ♖xf1# 0-1**
563. **1.♘xd6+ cxd6 2.♖a7 1-0**
564. **1...♘e2+ 2.♘xe2 ♕e1# 0-1**
565. **1.♘f6+! ♗xf6 2.♕xd5 1-0**
566. **1.♘f6+ gxf6** [1...♔f8 2.♖e8#; 1...♔h8 2.♖e8#] **2.♖e8# 1-0**
567. **1.♘h5+! gxh5** [1...♔g8 2.♘e7+ ♔h8
568. **1.♘b5+ cxb5 2.♘b7# 1-0**
569. **1.♘xc7+ ♗xc7 2.♗b5# 1-0**
570. **1.♘c6 bxc6** [1...♕c7 2.♗xf6] **1.♗xf6 1-0**
571. **1...♘g3+ 2.hxg3 ♖h5# 0-1**
572. **1.♘d7 ♘xd7** [1...♕d6 2.♘xf6+ gxf6 3.♕xh7#] **2.♕xh7# 1-0**
573. **1.♘xd5 ♘xd5** [1...♕d6 2.♘xf6+ ♕xf6 3.♕xh7#] **2.♕xh7# 1-0**
574. **1...♘f3+ 0-1**
575. **1.♘dxb5 axb5 2.♘xb5 ♕c6 3.♘xd6+ 1-0**
576. **1...♘e2+ 2.♖xe2 ♕c1+ 0-1**

Bishop sacrifice

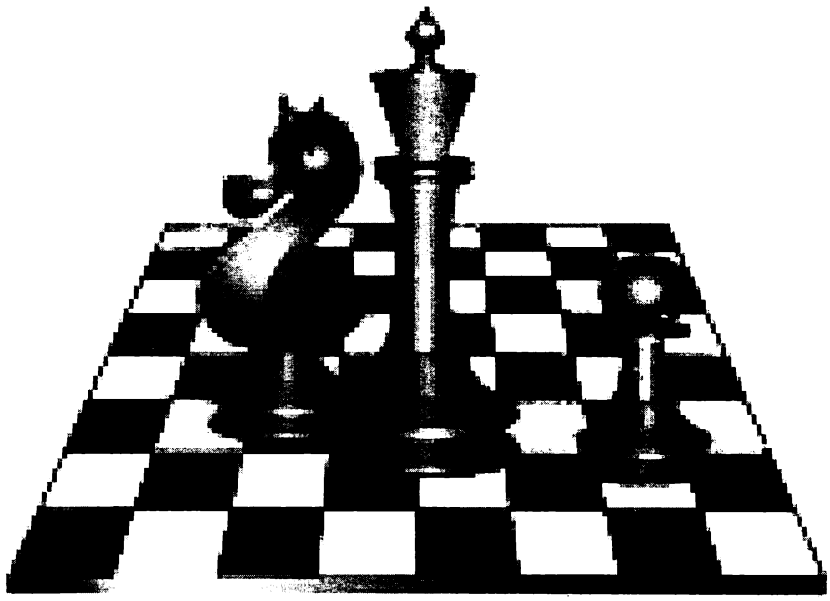
577. **1.♗xg6+ ♔xg6 2.♖xe8 1-0**
578. **1.♗xh7+ 1-0**
579. **1.♗h6+ 1-0**
580. **1.♗g6+ 1-0**
581. **1.♗c3 1-0**
582. **1.♗xf7+ 1-0**
583. **1.♗xh7+ ♔xh7** [1...♔h8 2.♖h3 g6 3.♗xg6+ ♔g7 4.♕g4] **2.♖h3+ ♔g8 3.♕h5 1-0**
584. **1...♗d4+ 2.♔xd4** [2.♕xd4 ♘c6+] **2...♘b5+ 0-1**
585. **1...♗g1+ 2.♔xg1 ♖f1+ 3.♔h2 ♖h1# 0-1**
586. **1...♗f1+ 2.♔xf1 ♘e3+ 0-1**
587. **1.♗xh7+ ♔xh7 2.♕h5+ ♔g8 3.♕h8# 1-0**
588. **1.♗f6+ ♔xf6 2.♕h4+ 1-0**
589. **1.♗xf7+ ♔xf7 2.♕xa3 1-0**
590. **1.♗h6+ ♔xh6** [1...♔g8 2.♕xf8#] **2.♕g5# 1-0**
591. **1.♗a7+ ♔xa7 2.♕xc7 1-0**
592. **1.♗g6+ ♔xg6 2.♕g8# 1-0**
593. **1.♗a6+ ♕xa6 2.♕c7# 1-0**
594. **1.♗g7+ ♔xg7 2.f8♕# 1-0**
595. **1.♗f7+ ♔xf7** [1...♔h8 2.♕xf8#] **2.♕e6# 1-0**
596. **1.♗xg6 hxg6** [1...♖f7 2.♗xf7+ *(2.♖h1)* 2...♔xf7 3.♕xh7+±] **2.♕xg6+ ♔h8 3.♖h1# 1-0**
597. **1...♗e3+ 2.♕xe3 ♖f1# 0-1**
598. **1.♗xf7+ 1-0**
599. **1...♗xg4+ 2.♕xg4** [2.♔xg4 ♕f5#] **2...♕h2# 0-1**
600. **1.♗xg7+ ♔xg7 2.♖h7+ ♔f8 3.♖fxf7# 1-0**
601. **1.♗b5+ 1-0**
602. **1.♗g7+ ♔xg7 2.♕h7# 1-0**
603. **1.♗xh7+ ♔xh7** [1...♔h8 2.♕h5 ♖d8 3.♗g6+ ♔g8 4.♕h7+ ♔f8 5.♕h8#] **2.♕h5+ ♔g8 3.♘e7# 1-0**
604. **1.♗xf7+ ♔xf7 2.c7 ♖h4+ 3.♔b5 1-0**
605. **1...♗xf2+! 2.♕xf2** [2.♔xf2 ♘xe4+] **2...♘d3+ 0-1**
606. **1...♗xe4 2.♕xe4** [2.♕g3 ♕f1+ 3.♖xf1 ♖xf1#] **2...♕f1+ 3.♖xf1 ♖xf1# 0-1**
607. **1.♗xh7+ ♔xh7** [1...♔h8 2.♘g5 g6 3.♕g4±] **2.♘g5+ ♔g6** [2...♔g8 3.♕h5 ♖d8 4. ♕xf7+ ♔h8 5.♕h5+ ♔g8 6.♕h7+ ♔f8 7.♕h8+ ♔e7 8.♕xg7+ ♔e8 9.♕f7#] **3.♕d3+ f5 4.exf6+ ♔h5 5.♕h7+ ♔g4 6.h3# 1-0** Maeda-Houstoun Haifa, 1976
608. **1.♗xf7+ ♕xf7 2.♖d8+ ♔xd8 3.♕xf7 1-0**
609. **1.♗xh7+! ♔xh7 2.♕h5+ ♔g8 3.♗xg7!** [3.♗xg7! ♔xg7 *(3...f6 4.♗xf6 ♖xf6 5.♖g3+ ♔f8 6.♕h8+ ♔f7 7.♖g7#; 3...f5 4.♕g6!)* 4.♖g3+ ♔f6 5.♕g5#] **1-0** Polgar,Judit – Karpov Hoogeveen, 2003
610. **1...♗c2+! 2.♔xc2 ♕xe4+ 0-1**
611. **1.♗g5 hxg5 2.hxg5 1-0**
612. **1.♗d4+ ♗xd4 ½-½**

Rook sacrifice

613. **1.♖e8+ ♔xe8 2.♕xg7 1-0**
614. **1.♖h4+ ♗xh4 2.g4# 1-0** Lloyd 1859
615. **1.♖a7+ ♗xa7 2.b7# 1-0**
616. **1.♖d7+ ♗xd7 2.♘f7# 1-0**
617. **1.♖e8+ ♖xe8 2.♕xd5 1-0**
618. **1.♖e2+ ♖xe2 2.b8♕+ 1-0**
619. **1.♖xf8+ ♖xf8 2.♕xg7# 1-0**
620. **1.♖h6+ ♔xh6 2.♘f7+ 1-0**
621. **1.♖d6+ ♔g5 2.♖xc6+− ♖e5** [2...bxc6 3.b7 ♖b2 4.a6] **3.♖c7 ♖xa5 4.♖xb7± 1-0**

622. **1.♖xh6+ gxh6 2.♕xf7 1-0**
623. **1.♖c4 ♖d8** [1...♖xc4 2.♖f8#] **2.♖xc3± 1-0**
624. **1.♖d8+ ♖xd8 2.♕xc5 1-0**
625. **1.♖xe6+ ♔xe6 2.♕xd8 1-0**
626. **1.♖e8 ♕xe8 2.♕g7# 1-0**
627. **1.♖h5+ gxh5 2.♕f6# 1-0**
628. **1.♖e8+ ♗xe8 2.♖d8# 1-0**
629. **1.♖h7+ ♔xh7** [1...♘xh7 2.♕g7#] **2.♕g7# 1-0**
630. **1.♖a3+ bxa3 2.b3# 1-0**
631. **1.♖a6 bxa6** [1...♗c7 2.♖xa7#] **2.b7# 1-0**
632. **1.♖xh7+! ♔xh7 2.♖xf7+ ♖xf7 3.♕xg6+ ♔h8 4.♕xf7 ♘g7 5.e6 ♖g8 6.♕h5# 1-0**
633. **1.♖xd5+! cxd5 2.♘d3+! exd3 3.f4# 1-0**
634. **1.♖xh7! ♔xh7 2.♕h5+ ♔g8 3.♗xg6 1-0**
635. **1.♖xf6+! ♔e8** [1...exf6 2.♕h7+ ♔f8 *(2...♔e6 3.♘f4#)* 3.♕h8+ ♔f7 4.♖h7+] **2.♖f8+ 1-0**
636. **1.♖xf6! gxf6 2.♕g3+ ♔h8 3.♗e7 1-0**
637. **1.♖xh7+ ♔xh7 2.♖h1# 1-0**
638. **1.♘e7+ ♔h8 2.♖xh7+ ♔xh7 3.♖h1+ ♗h3 4.♖xh3# 1-0**
639. **1.♖h7+! ♔xh7 2.♕xf7+ ♔h8 3.♖h1+ 1-0**
640. **1.♖g8+ ♖xg8 2.♘xf7# 1-0**
641. **1.♖h8+ ♔xh8 2.♕h1+ ♔g8 3.♕h7# 1-0**
642. **1.♖h8+ ♔xh8 2.♕h1+ ♔g8 3.♕h7# 1-0**
643. **1.♖h8+ ♗xh8 2.♕h1 1-0**
644. **1.♖xc6+ bxc6 2.♗a6# 1-0**
645. **1.♖h8+ ♗xh8 2.♖xh8+ ♔xh8** [2...♔g7 3.♕h6#] **3.♕h6+ ♔g8 4.♗xf6 1-0**
646. **1.♖f8+ ♖xf8** [1...♔xf8 2.♘d7+] **2.♕xe5 1-0**
647. **1.♖h8+ ♔xh8 2.♘xf7+ ♔g8 3.♘xe5 1-0**
648. **1...♖e1+ 2.♖xe1** [2.♕xe1 ♕g2#] **2...♗xd4 3.♕xd4 ♕g2# 0-1**

Queen sacrifice

649. **1.♕xd8+ ♖xd8 2.♖e8+ ♖xe8 3.♖xe8# 1-0**
650. **1.♕xd5+ ♔xd5 2.♗g2+ 1-0**
651. **1.♕xf7+ ♖xf7** [1...♔h8 2.♕xf8#] **2.♖e8# 1-0**
652. **1.♕xc6 bxc6 2.♘g6+ 1-0**
653. **1.♕xf5 gxf5 2.♖h7+ ♔e6 3.♖xc7 1-0**
654. **1.♕g8+ ♖xg8 2.♘f7# 1-0**
655. **1.♕c1+ ♕xc1 2.c8♕+ 1-0**
656. **1.♕a6+ bxa6 2.♗g2+ ♖d5 3.♗xd5# 1-0**
657. **1.♕xh7+ ♕xh7 2.♘f7# 1-0**
658. **1.♖e1 ♕xc3 2.♖xe8# 1-0**
659. **1.♕xh7+ ♔xh7 2.♘f8+ 1-0**
660. **1.♕h3+ ♔xh3 2.♖h5# 1-0**
661. **1.♕a3+ ♔xa3 2.♘c2# 1-0**
662. **1.♕xc6+ bxc6 2.♗a6# 1-0**
663. **1.♕xf7 1-0**
664. **1.♕xh7+ ♔xh7 2.♖h1# 1-0**
665. **1.♕xf7+ ♖xf7 2.♖e8# 1-0**
666. **1.♘e7+ ♔h8 2.♕xh7+ ♔xh7 3.♖h1+ ♗h3 4.♖xh3# 1-0**
667. **1.♕xh7+ ♔xh7 2.♖h3# 1-0**
668. **1.♕xf8+ ♖xf8 2.♖xh7# 1-0**
669. **1.♘f7+ ♔g8 2.♘h6+ ♔h8** [2...♔f8 3.♕f7#] **3.♕g8+ ♖xg8 4.♘f7# 1-0**
670. **1.♕e8+ ♖g8 2.♕xg8+ ♔xg8 3.gxf3 1-0**

671. **1.♕xg6 hxg6 2.♖f3 1-0**
672. **1.♕f2+ ♕xf2 ½-½**
673. **1.♕xf8+ ♔xf8 2.♗h6+ ♔g8 3.♖e8# 1-0**
674. **1.♕xf6 gxf6 2.♖g1+ ♔h8 3.♗xf6# 1-0**
675. **1.♕h7+ ♘xh7 2.♘g6# 1-0**
676. **1...♕xg2+ 2.♖xg2 ♖b1+ 3.♖g1 ♖bxg1# 0-1**
677. **1.♕xh5! gxh5** [1...♗xg5 2.♕h8#] **2.♗h7# 1-0**
678. **1.♕xc7+ ♖xc7 2.♖xd8+ ♖c8 3.♖dxc8# 1-0**
679. **1.♕xh6 gxh6 2.♗c3+ ♕e5 3.♗xe5+ ♖f6 4.♗xf6# 1-0**
680. **1.♕h7+ ♔xh7 2.♘xf6# 1-0**
681. **1...♕g2+ 2.♖xg2 ♘h3# 0-1**
682. **1...♕g1+ 2.♘xg1 ♘f2# 0-1**
683. **1.♕xh7+ ♘xh7 2.♗xh7# 1-0**
684. **1...♕g3+** Δ ♕xd6 **2.♕xg3** Patt! **½-½**
685. **1.♕e1+ ♔xe1** Patt! **½-½**
686. **17...♕xd1 0-1** Krutti,V - Mészáros,A, Sárospatak t, 1997
687. **1.♕f2 ♕xf2** Patt! **½-½**
688. **1.♖ab1 1-0** Mészáros,A-Hajdú,I ,Miskolc 1997
689. **1.♕xf6+ ♕xf6 2.♖xb6+ ♔e5 3.♖xf6 ♔xf6 4.b6 1-0**
690. **1.♕xh7+ ♔xh7 2.♗b1+ 1-0** Mészáros, - Sinkovics,P, Eger 1992
691. **1.♕g7+! ♔xg7 2.♘f5+ ♔g8 3.♘h6# 1-0** Mista-Klosa, POL 1955
692. **1.♕a8! ♖xa8 2.fxe7 ♖e8 3.♖d8 1-0** Pagilla-Carbone, ARG 1985
693. **1.♕xh7+! ♔xh7 2.♖h5+ ♔g7 3.♗h6+ ♔h7 4.♗f8# 1-0** Santasier-Adams USA, 1926
694. **1.♕xf8+ ♔xf8 2.♗h6+ ♔g8 3.♖e8# 1-0**
695. **1.♕xf7+! ♖xf7 2.♖e8+ ♖f8 3.♗b3+ ♔h8 4.♖xf8# 1-0** Runde-Schuler Baden Baden, 1989
696. **1.♕xh7+! ♖xh7** [1...♔xh7 2.♖h3#] **2.♖xg8# 1-0** Segylacek-Balogh, Budapest 1953
697. **1.♕h8+! ♔xh8 2.♘xf7+ ♔g8 3.♘h6# 1-0**
698. **1.♕xc8+ ♘xc8 2.d7 1-0**
699. **1.♕g7+! ♖xg7** [1...♘xg7 2.hxg7#] **2.hxg7+ ♔g8 3.♖h8# 1-0** Boschetti-Rossi 1989
700. **1.♕f7+ ♗xf7 2.exf7# 1-0**
701. **1...♕xg2+** [1...h3 2.♗xg7+ ♖xg7 3.♕d5] **2.♖xg2 ♖d1+ 3.♖g1 ♖dxg1# 0-1**
702. **1.♕g6+! ♖xg6** [1...♔h8 2.♘f7#] **2.hxg6+ ♔h8 3.♘f7# 1-0** Pawelczak- NN,Berlin 1951