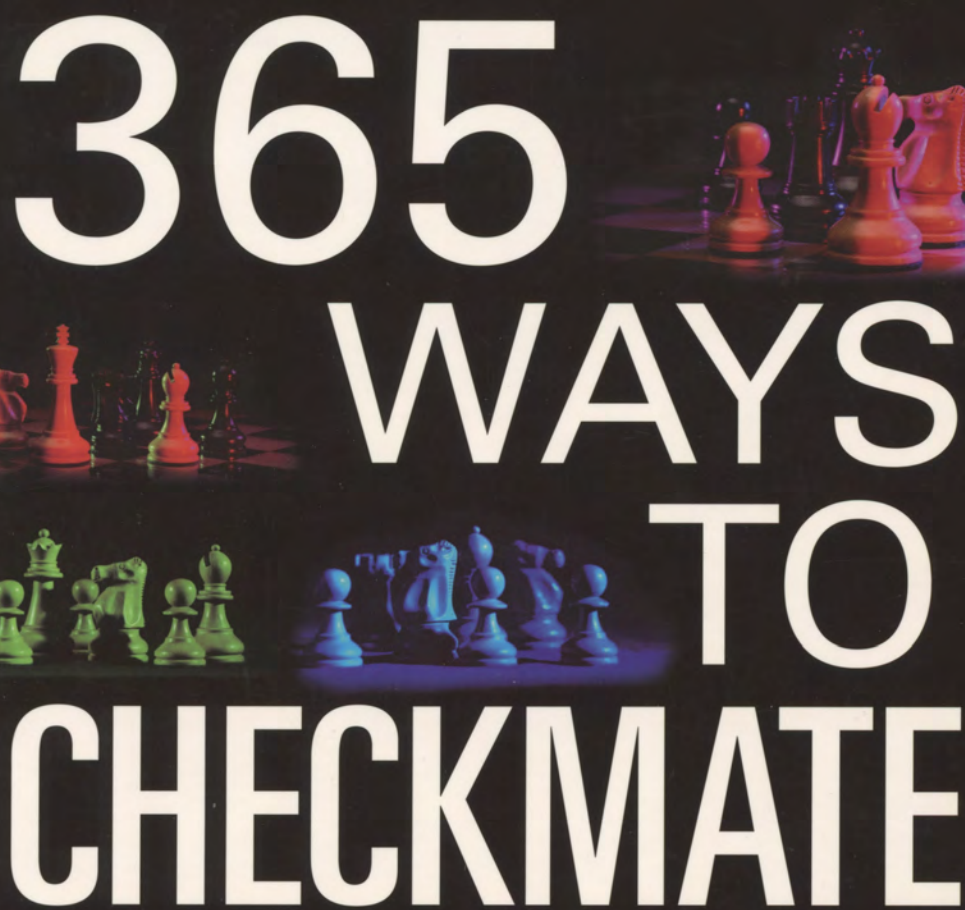


GAMBIT

365 WAYS TO CHECKMATE



A British Chess Champion challenges you with 365 instructive puzzles

**JOE
GALLAGHER**

365 Ways to Checkmate

Joe Gallagher

GAMBIT

First published in the UK by Gambit Publications Ltd 2004

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Contents

Symbols	4
Introduction	5
Level 1 Puzzles	8
Level 2 Puzzles	30
Level 3 Puzzles	52
Level 4 Puzzles	74
Level 5 Puzzles	96
Tests	118
Hints	128
Solutions to Puzzles	141
Solutions to Tests	192
Glossary/Themes Index	203

Symbols

+	check	Wcht	world team championship
++	double check	Ech	European championship
#	checkmate	Echt	European team championship
!!	brilliant move	ECC	European Clubs Cup
!	good move	Ct	candidates event
!?	interesting move	IZ	interzonal event
?!	dubious move	Z	zonal event
?	bad move	OL	olympiad
??	blunder	jr	junior event
+−	White is winning	wom	women's event
±	White is much better	KO	knockout event
±	White is slightly better	rpd	rapidplay game
=	equal position	tt	team tournament
∓	Black is slightly better	corr.	correspondence game
∓	Black is much better	1-0	the game ends in a win for White
−+	Black is winning	1/2-1/2	the game ends in a draw
Ch	championship	0-1	the game ends in a win for Black
Cht	team championship	(<i>n</i>)	<i>n</i> th match game
Wch	world championship	(<i>D</i>)	see next diagram

Introduction

Over the years I have had great pleasure flicking through puzzle books, and having written numerous other books, mainly on the opening, I felt it was high time I ventured into this field myself. A general puzzle book was a distinct possibility but after discussions with the powers-that-be at Gambit we settled on a theme close to the heart of every chess-player – checkmate! No chess-player can be immune to this topic – either we sit down with the desire to checkmate the opponent or we sit down with the less noble aim of averting checkmate. This latter approach is, unfortunately, more common amongst the professionals. In any event, no matter what your style of play, it certainly pays to be aware of as many mating set-ups as possible. And that is what this book aims to provide you with.

Layout

At first I intended to split the material according to various tactical themes, for example one chapter on back-rank mates and another on king-hunts, but finally settled on a different approach. The material has been divided according to the difficulty of the puzzles.

I prefer this method for a number of reasons. Firstly, it makes the puzzles slightly more challenging. You already know that you are looking for a check-mate, and if you always knew precisely what sort of mate you were looking for, that would, in my opinion, be taking things a step too far. Secondly, it could get a little monotonous having to solve 30 back-rank mates in a row, no matter how spectacular they may be. And thirdly, you won't have to spend hours attempting puzzles that are simply beyond your capabilities.

There are five levels of difficulties and each one has their own chapter consisting of 64 puzzles. They range from quite easy in Chapter 1 to very difficult in Chapter 5. Of course this is just my subjective view so don't be surprised if, for example, you find some puzzles in Chapter 3 easier to solve than some in Chapter 2. If you are an experienced club player then I would expect you to be able to solve most of the puzzles in Chapters 1 and 2 fairly quickly and without the use of board and pieces. By the time you get to Chapter 3, however, things start to become more tricky, and if you can do all of Chapter 5 from the diagrams then you are a better player than me!

If you are an inexperienced player then you will just have to see how things go, taking it one level at a time. Each puzzle also has a hint, which should help you if you are really stuck. If that still does no good, then you can always put the book down for a year or two and come back to it when you have improved. Or better still, just enjoy the solutions to the more difficult puzzles and try to learn from them.

The sixth chapter consists of 45 test positions, making a grand total of 365 puzzles. Perhaps this should have been 366 in a leap year but ... there you go. To make them more challenging, these test positions do not contain any introductory comments and neither are there any hints. I have also kept back the names of the players until the solutions as some of you will, no doubt, be familiar with some of the puzzles. This will, at least, make them a little harder to recognize. There are three tests (Levels 1&2, 3&4 and 5) and points are awarded for each one. Afterwards there is a score chart where I assess your strength to within 10 Elo points. Only joking! I am afraid this is not too scientific but I have tested a few players of varying strengths to help me arrive at my predictions for each category.

At the end of the book there is a Glossary/Index. This gives a short description of all the mating ideas and themes I could think of, and points out the puzzles that illustrate them. I hope that this will go some way towards satisfying the more systematic among you.

Selection Criteria

It would, of course, have been possible to produce a book with 365 forced mates but this would have put a terrible restriction on the puzzles that could be used. For example, what often happens in practice is that one side has a strong attack or a beautiful idea but the defender is able to avert mate by giving up a chunk of material. And very often he just resigns instead of conceding this chunk of material. I didn't want to lose such examples and so my basic qualification criterion is as follows:

Each puzzle is based upon a mating attack that should produce at least a decisive advantage for the attacker.

Still, many of the puzzles do lead to forced mate and while there are also a few exceptions to the above rule, they are clearly pointed out.

As you progress in the book you will find that the solutions become more and more intricate, with more and more branches. Consequently, there is less likely to be a forced mate in Level 5 than in Levels 1 and 2, where there is often just one short, but sweet, solution.

Another slight dilemma is that many instructive and attractive finishes occur in positions where the attacker could win any way he pleases. If one player stands

so badly that he is about to get mated, then it is not exactly surprising that there are other more mundane ways to win the position as well. When I have decided to use such examples, I have usually given a specific request, e.g. you have to find the mate in four moves and not any old win. On occasion I have turned it into a double puzzle where you have to find more than one way to win. But, still, in the majority of examples there is just one way to obtain a decisive advantage.

I have also tried to reach a happy medium between instruction and beauty. I think it would be fair to say that in Levels 1 and 2 I lean more towards the more routine mates and try to illustrate as many themes as possible, while in Levels 4 and 5 I am looking for the more beautiful and the more shocking.

There are not 365 completely different checkmates (at least not that I know of) and there are some recurring themes which often occur in more elaborate fashion as the puzzles get harder.

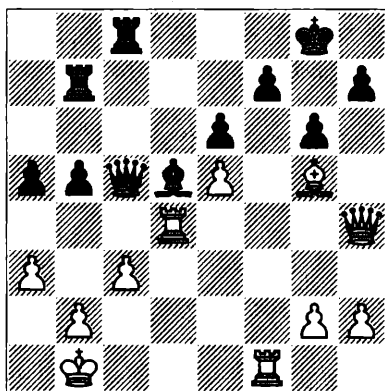
I have found most of the puzzles using ChessBase and have tried to include many recent examples that have not been published hundreds of times before. There are some old classics but these are mainly included as they were my personal favourites as a young player.

OK, I think it's time for you to put your thinking-cap on. Happy solving!

Level 1 Puzzles

This chapter contains 64 Level 1 puzzles. They are the least difficult in the book, but that doesn't mean they would be easy to find in a game situation and even a grandmaster would feel pleasure at playing many of these combinations. But here, the fact that you know there is a win makes it a whole lot easier. If you are stuck then take a look at the hint before giving up. That could well help you.

My personal favourites are Puzzles 22, 30, 40, 53, 60 and 62. This does not mean they are the most difficult – these are just the ones that appeal to me the most.



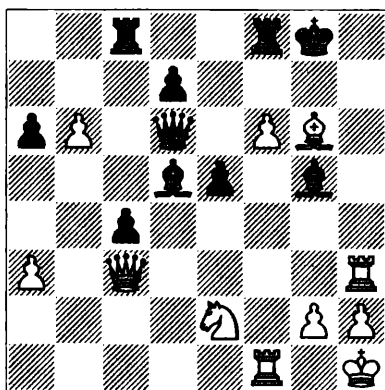
Yakovenko – Pataki

Khalkidhiki U-18 Ech 2001

1 White to play

The dark squares around the black king are catastrophically weak. What is the most devastating way to exploit this?

(Hint: see p. 128; solution: see p. 141)



Chatalbashev – Efimov

Cutro 1999

2 White to play

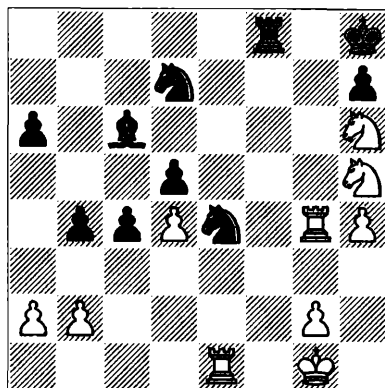
The black king is very exposed but White must find a quick solution, since if Black is allowed to capture on f6 the boot could soon be on the other foot.

(Hint: see p. 128; solution: see p. 141)

3 White to play

This one would not have taxed Vadim Milov, and neither should it use up much of your precious time! White to play and mate in two.

(Hint: see p. 128; solution: see p. 141)

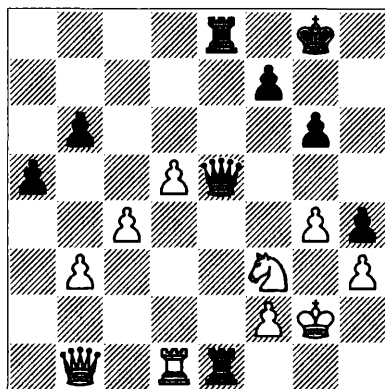


V. Milov – Gaponenko
Zwolle 2003

4 Black to play

White has just played 1. Qf3 , no doubt expecting 1... Rxd1 2. Qxd1 , when the situation is bad but not totally without hope. Black found a much more powerful continuation.

(Hint: see p. 128; solution: see p. 141)

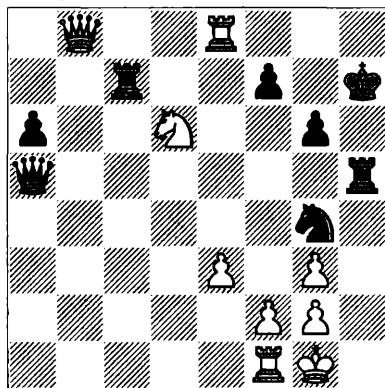


Moroz – Lerner
Ordzhonikidze Z 2000

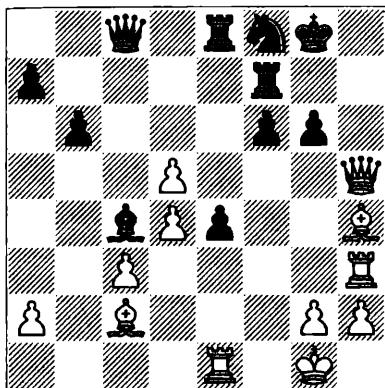
5 Black to play

White has a powerful attack along the back rank, but it's not his turn! In fact, he resigned after Black's next move.

(Hint: see p. 128; solution: see p. 141)



Draško – Lputian
Ubeda 1996

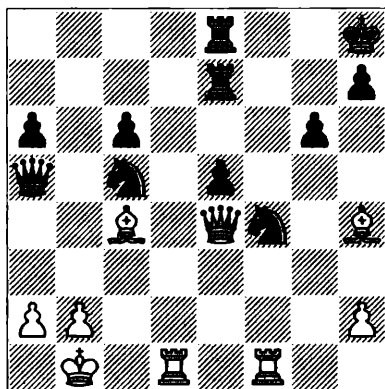


Finegold – Balashov
Cappelle la Grande 1992

6 White to play

Justifiably concerned about White's attack on the h-file, Black has just played ...g6. His idea is to meet ♖h6 with ...♗h7, driving the white queen away from the vicinity of his king. What did he overlook?

(Hint: see p. 128; solution: see p. 141)

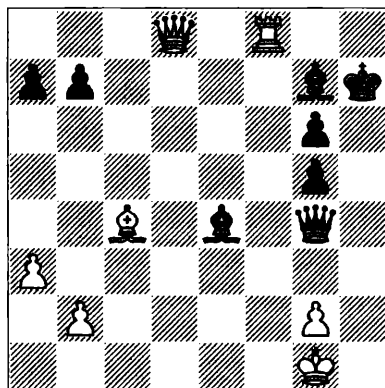


Ahlander – Conquest
Stockholm 1998/9

7 White to play

Under heavy pressure and no doubt, knowing Stuart, with a vertical flag as well, Black has just played ...♘c5 attacking the white queen. White can now win the exchange with 1 ♗f6+ ♗g7 but Black would have two pawns for it, so the game wouldn't be completely over. Perhaps there is something better?

(Hint: see p. 128; solution: see p. 141)



Lalić – Summerscale
Hastings 1994/5

8 White to play

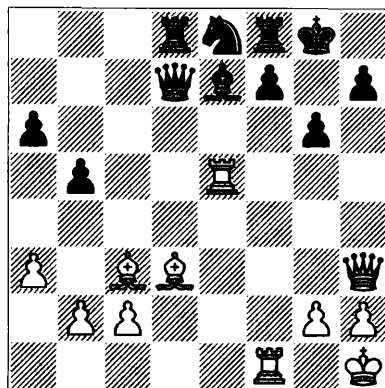
Black threatens mate on g2 but Lalić, a dangerous player when he finds the courage to avoid a quick draw, is on the move and has a little trick of his own.

(Hint: see p. 128; solution: see p. 141)

9 White to play

Black has just retreated his queen to d7 in a vain attempt to exchange queens. White preferred to deliver checkmate!

(Hint: see p. 128; solution: see p. 141)



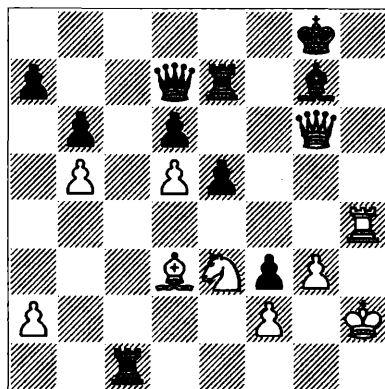
Jansa – Janošević

Smederevska Palanka 1978

10 White to play

White has many ways to win this position, but can you spot the mate in two?

(Hint: see p. 128; solution: see p. 141)



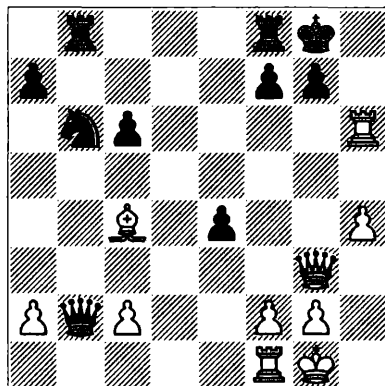
Wl. Schmidt – Rukavina

Czechoslovak Ch (Brno) 1975

11 White to play

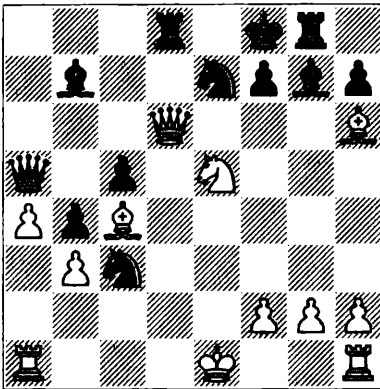
The white bishop is attacked and if it retreats to b3 then Black has time to organize a defence with ...♘d5. But White found a much stronger continuation. What is it?

(Hint: see p. 128; solution: see p. 141)



Nguyen Anh Dung – Yu Shaoteng

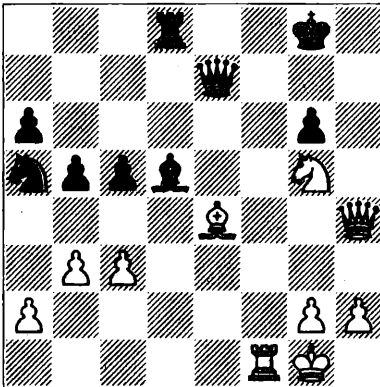
Budapest 2000



Mari Arul – Purnama

Asian Cities (Tagaytay) 2004

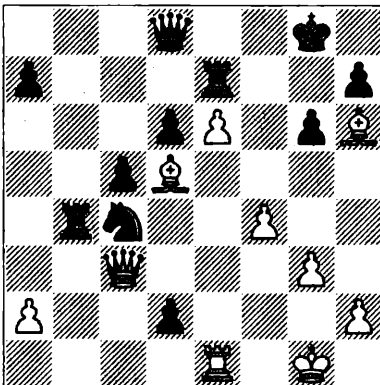
12 White to play
 Black has just played ...♖d8 attacking the white queen. Where did it move?
 (Hint: see p. 128; solution: see p. 141)



Svidler – Christiansen

Bermuda 2003

13 White to play
 It is not surprising that Black, with his exposed kingside and ridiculous knight on a5, is toast in this position. But checkmate in three moves is what we are looking for.
 (Hint: see p. 128; solution: see p. 141)



McNab – Sherwin

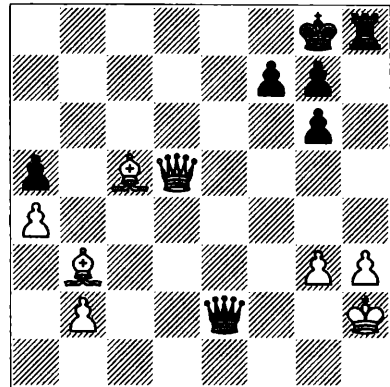
British League (4NCL) 2002/3

14 White to play
 Grandmaster Colin McNab may be famous for his dour openings but he also has an eye for a pretty tactic. The question here is whether he has to take a time out from his attack for a move like 1 ♖d1 or if he has something altogether more devastating.
 (Hint: see p. 128; solution: see p. 142)

15 White to play

White must choose between 1 ♖g2 and 1 ♔g1. One of them should win comfortably, while the other leads to disaster. In the game White was not up to the task. Can you do better? And what's wrong with the bad choice?

(Hint: see p. 128; solution: see p. 142)

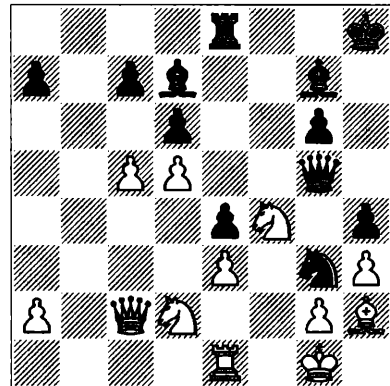


Garcia Hundain – Miles
Escaldes Z 1998

16 Black to play

In an unclear position White has just played the horrible and extremely careless c5. After Black's next move he resigned.

(Hint: see p. 128; solution: see p. 142)

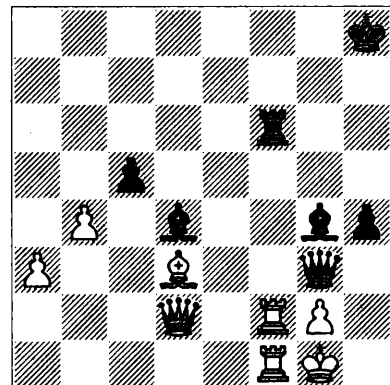


Alterman – Avrukh
Tel Aviv 1999

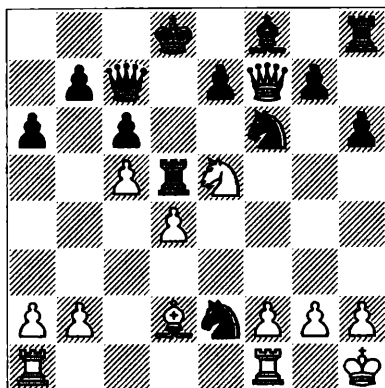
17 Black to play

The Scottish master Andrew Muir played out of his skin at Gibraltar 2004, but that didn't prevent him from being on the receiving end of one or two nice finishes from high-quality opposition. Here Black can force either mate or the win of the queen within three moves.

(Hint: see p. 128; solution: see p. 142)



Muir – A. Kuzmin
Gibraltar 2004

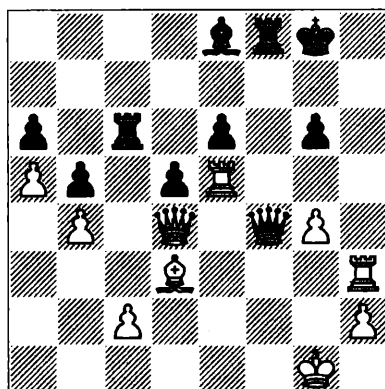


Bocharov – Svetushkin
Internet (playchess) 2003

18 White to play

White has sacrificed a piece for attacking chances and a positional bind. A good idea, but he now decided to cash in and take back some material with 1 ♖g6. Not such a good idea! What happened next?

(Hint: see p. 128; solution: see p. 142)

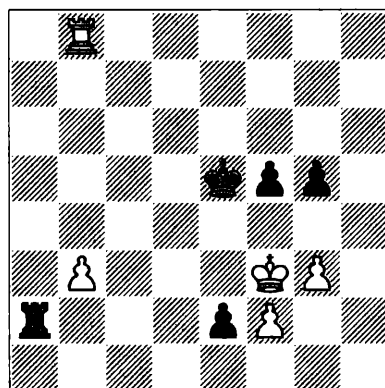


Hector – Gunnarsson
Plovdiv Echt 2003

19 White to play

The Swedish grandmaster Jonny Hector is a great attacking player. Surely he hasn't allowed his Icelandic opponent to take the pawn on f4 (the last move was ... ♗f6xf4) and force him into an unfavourable ending? There must be a trick up his sleeve!

(Hint: see p. 128; solution: see p. 142)



Velikov – Pira
St Lorrain 2000

20 Black to play

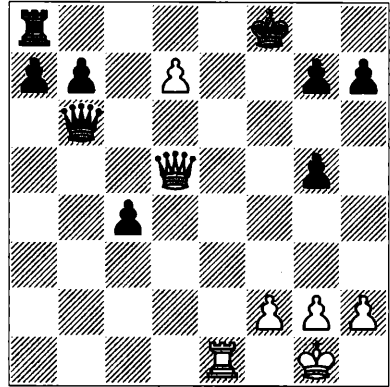
White has just played his last trick, ♖b8, hoping for 1...e1 ♗2 ♖e8+ and 3 ♖xe1 with a drawn endgame. Black has several ways to win, but can you see the mate in three?

(Hint: see p. 128; solution: see p. 142)

21 White to play

Black is in trouble here with his exposed king and the monster pawn on d7. He has just retreated his queen to b6 to prevent this pawn from promoting, but White now found a neat way to finish him off.

(Hint: see p. 128; solution: see p. 142)

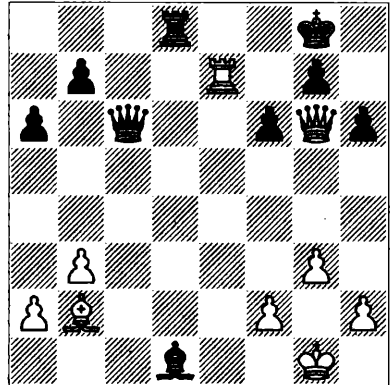


Marcelin – Gschnitzer
2nd Bundesliga 2003

22 Black to play

White has just played ♖e7 and it would be quite easy to resign here as Black. How on earth can he stop mate on g7? But resigning would be a terrible mistake. There is a way. Can you see it?

(Hint: see p. 128; solution: see p. 142)

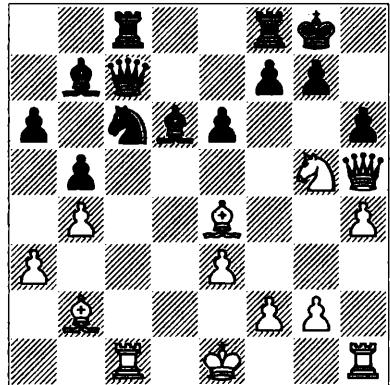


Seitz – Rellstab
Bad Pyrmont 1933

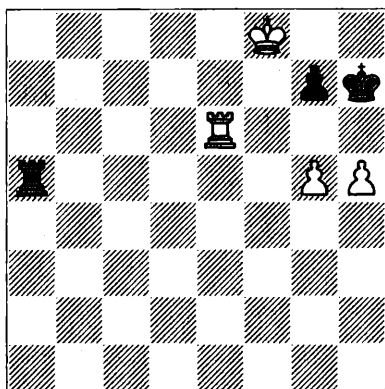
23 White to play

White has a very promising attacking position so it is no surprise that there is a combination which leads to forced mate in no more than three moves.

(Hint: see p. 128; solution: see p. 142)



Ingbrandt – T. Ernst
Swedish Cht 2000

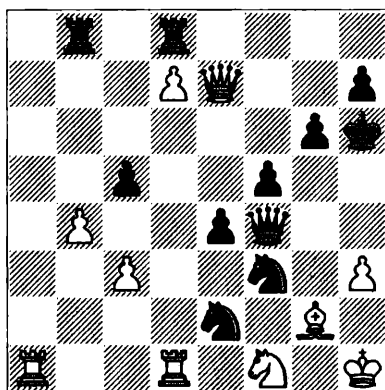


Manik – Gallagher
Mitropa Cup (Pula) 2003

24 White to play

This is a game which I would much rather delete from my memory for ever, but I have to agree that the finish was cute. In the middle-game I had missed a forced mate in the time-scramble but thought that the ensuing endgame a piece up would pose no problems. It shouldn't have done but I ran out of time and blundered the piece back. And last move I could have drawn easily with ...♖a8+ but instead played the 'clever' ...♖a5. What happened next?

(Hint: see p. 128; solution: see p. 143)

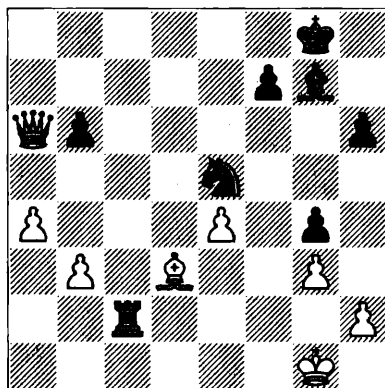


Sergienko – Rustemov
Russian Ch (Samara) 2000

25 Black to play

Black can no doubt win with almost any move but it's mate in two with one of our favourite tricks.

(Hint: see p. 128; solution: see p. 143)



Malakhatchko – Zubarev
Ukrainian Ch (Alushta) 1999

26 Black to play

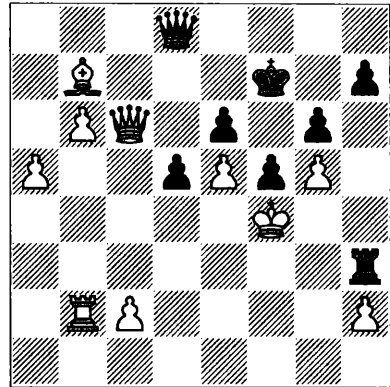
Earlier in the game Black gave up his queen to avoid an even worse fate. Ever since, however, he has slowly outplayed his opponent and the white king now finds itself dangerously exposed. How did Black conclude the game?

(Hint: see p. 128; solution: see p. 143)

27 Black to play

Black has sacrificed a piece and allowed his queenside to be decimated in pursuit of the white king. It is time for his labours to bear fruit. It's mate in three moves.

(Hint: see p. 128; solution: see p. 143)

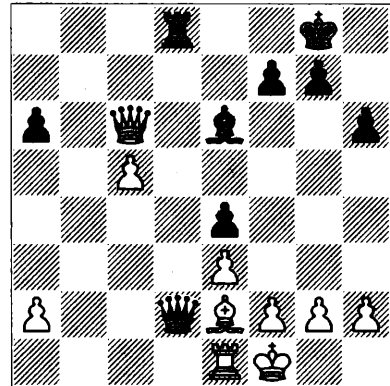


Agopov – Sommerbauer
Batumi Echt 1999

28 Black to play

White has just played 1 ♖f1, seemingly the only move to avoid material loss. However, it meets with a nice refutation.

(Hint: see p. 128; solution: see p. 143)

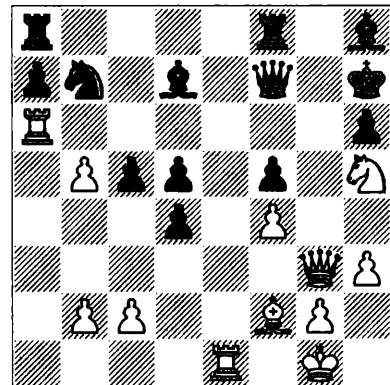


Gligorić – Vuković
Yugoslav Cht (Nikšić) 1996

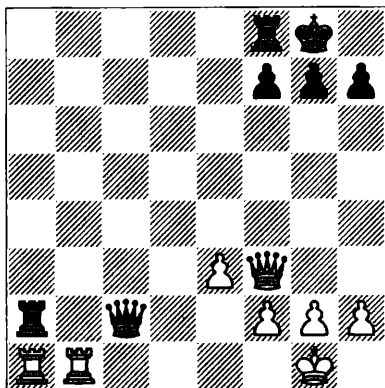
29 White to play

White has invested a piece for a vicious attack. How did he conclude the game?

(Hint: see p. 129; solution: see p. 143)



Balashov – Zagrebelny
Moscow 1996

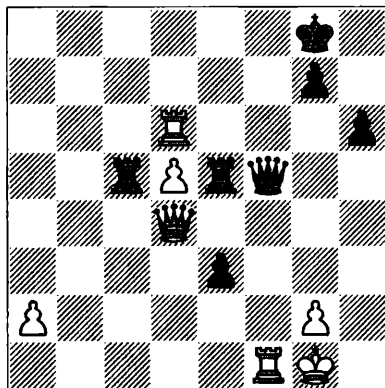


Füster – Balogh
Debrecen 1964

30 Black to play

One could be forgiven for thinking that, while Black may be able to hold this position, it still requires some work on his part to do so. But no, *White* only lasted another move! It was a good one, though. Can you see it?

(Hint: see p. 129; solution: see p. 143)

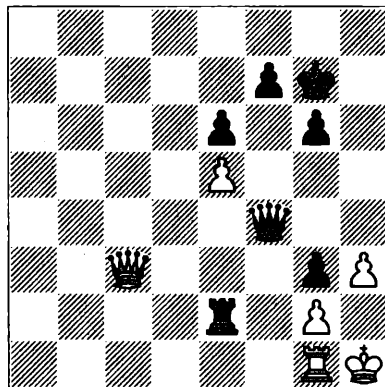


Kotronias – Mastrokoukos
Greek Ch (Glyfada) 1995

31 Black to play

White has just played xf1 – not a good move but his situation was desperate. Black now has two tactical solutions. What are they?

(Hint: see p. 129; solution: see p. 143)



Bräuning – Tolnai
Kecskemet 1992

32 Black to play

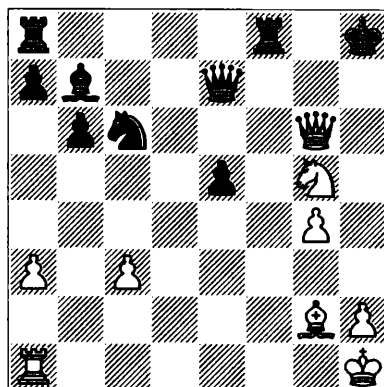
The Hungarian grandmaster Tibor Tolnai was a dangerous adversary in the 1990s until he decided to use his talents to forge a career as a professional poker player. Here he can take the e5-pawn and no doubt win the ending, but he found a way to bring the game to a much swifter conclusion.

(Hint: see p. 129; solution: see p. 143)

33 White to play

White has sacrificed a rook for an attack on the black king. Black has just rushed his queen back to defend along the second rank but it is insufficient. How did the game finish?

(Hint: see p. 129; solution: see p. 143)

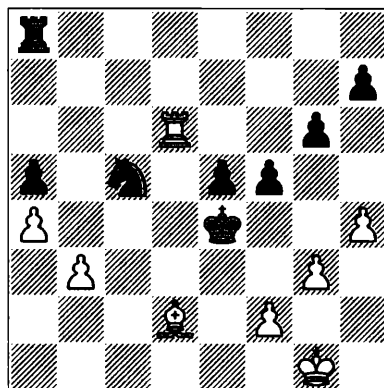


Khenkin – L. Schneider
Gausdal 1991

34 White to play

Black has just made the terrible blunder ...♘d3-c5, for which he paid a heavy price. Can you see how White finished him off?

(Hint: see p. 129; solution: see p. 143)

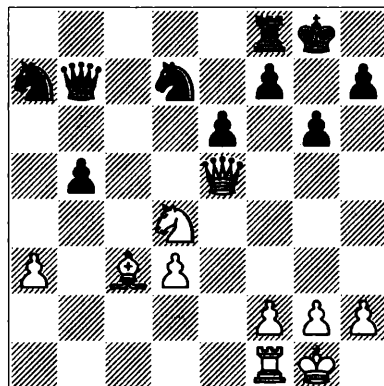


Alarcon – Pacheco
Peruvian Ch (Lima) 2004

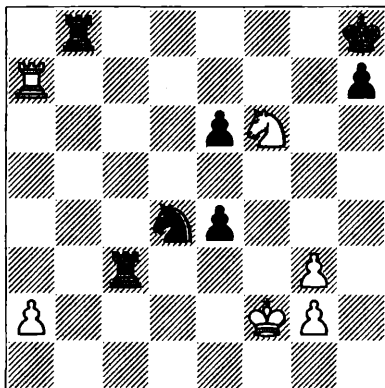
35 White to play

The Russian grandmaster Evgeny Sveshnikov is famous for his contributions to opening theory, most notably the variation in the Sicilian that bears his name. He is no slouch in the tactical field either, as he demonstrated here. White to play and mate in three.

(Hint: see p. 129; solution: see p. 143)



Sveshnikov – Scherbakov
USSR Ch (Moscow) 1991

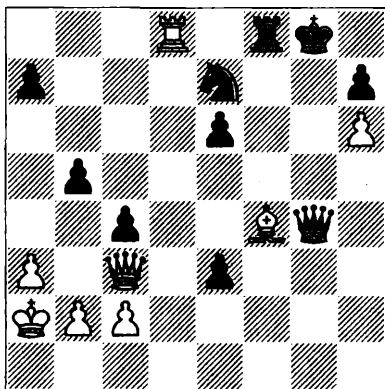


Handke – Timofeev
Khalkidhiki U-18 Ech 2000

36 Black to play

White has sacrificed a rook but has a famous set-up with unstoppable mate on h7. Unless, that is, Black can find a sequence of checks to reverse the situation.

(Hint: see p. 129; solution: see p. 143)

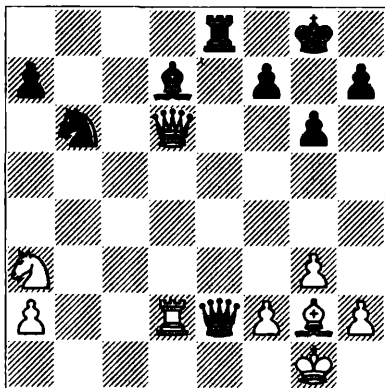


Morozevich – Bologan
Russian Chl (Dagomys) 2004

37 White to play

Black has just played ...♙g4 in order to prevent ♙g7#. He may have stopped the mate in one but he still resigned after White's next move. Can you see it?

(Hint: see p. 129; solution: see p. 143)



Dejkalo – Jasnikowski
Polish Ch (Warsaw) 1990

38 Black to play

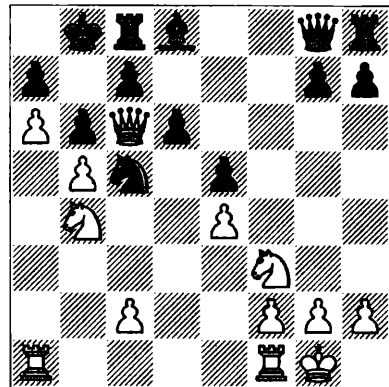
White wasn't doing too badly until he played ♖d1-d2 last move. Now it's a different story. How did Black win the game?

(Hint: see p. 129; solution: see p. 143)

39 White to play

Black is in a sorry state here. He has only one decent piece, the knight on c5 that is preventing mate on b7. A logical move for White would be 1 ♖d3 to exchange off this piece, but then Black can resist a little with 1... ♜e8. White found a much better move, after which Black resigned. Can you see it as well?

(Hint: see p. 129; solution: see p. 144)

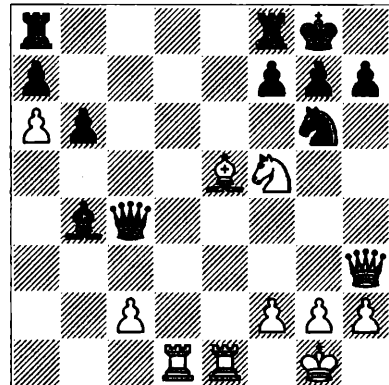


Koloborot – Balbe
corr. 1971

40 White to play

The black kingside is under fire but he seems to be doing fine after both 1 ♙xg7 ♙xe1 and 1 c3 ♘xe5. Kotronias found another solution, and one so strong that upon seeing it the English grandmaster Danny King offered his immediate resignation. What did White play?

(Hint: see p. 129; solution: see p. 144)

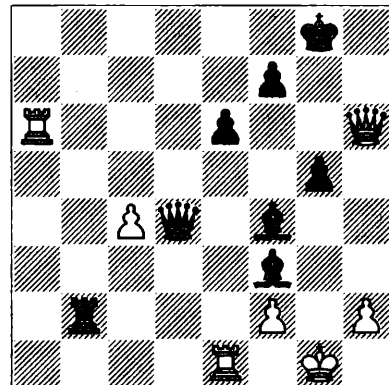


Kotronias – King
New York 1990

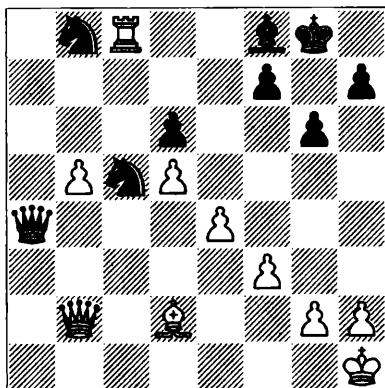
41 White to play

Black has just played ... ♜b2, safe in the knowledge that his f3-bishop not only compromises the safety of the white king but also protects his own king by preventing ♜a8+. What is the swiftest way to bring the game to an end after the only possible defensive try, 1 ♜f1?

(Hint: see p. 129; solution: see p. 144)



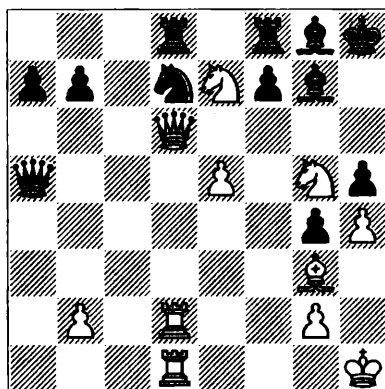
Wahls – K. Berg
Berlin 1989



Petkevich – Palkovi
Naleczow 1988

42 White to play
White to play and checkmate in no more than five moves.

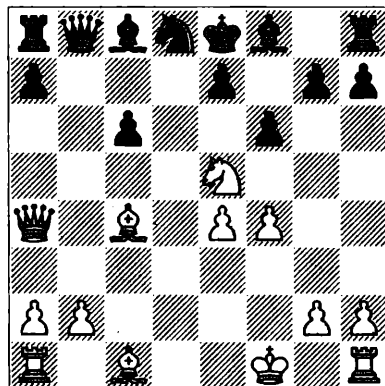
(Hint: see p. 129; solution: see p. 144)



Kasparov – Ljubojević
Brussels blitz 1987

43 White to play
White has a crushing position in this blitz game, but can you find the elegant way the then World Champion won the game?

(Hint: see p. 129; solution: see p. 144)



Suba – Sax
Hastings 1983/4

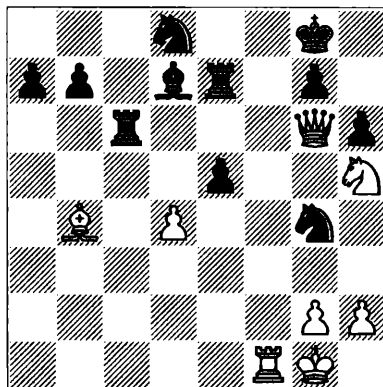
44 White to play
The Romanian grandmaster Mihai Suba sought political asylum in the UK in the late 1980s and represented England for a while before eventually departing for Spain. Here we are hardly out of the opening, yet he has the strong Hungarian grandmaster Gyula Sax in all sorts of trouble. How did he finish him off?

(Hint: see p. 129; solution: see p. 144)

45 White to play

The former East German grandmaster Rainer Knaak was once a clubmate of mine in the Bundesliga. He is no longer quite as strong as he used to be, but is still very dangerous on his day. How did he finish Black off here?

(Hint: see p. 129; solution: see p. 144)

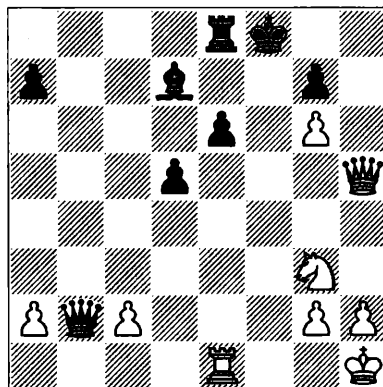


Knaak – Garcia Martinez
Leipzig 1983

46 White to play

The two grandmasters playing this game are now more famous for the written word. Kavalek, especially, was very strong in his best years, usually hovering just below the world elite. In this position he found a neat move which forces checkmate.

(Hint: see p. 129; solution: see p. 144)

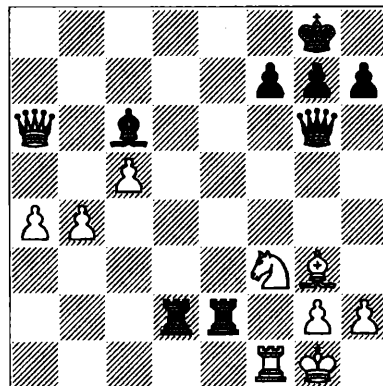


Kavalek – Ree
Wijk aan Zee 1982

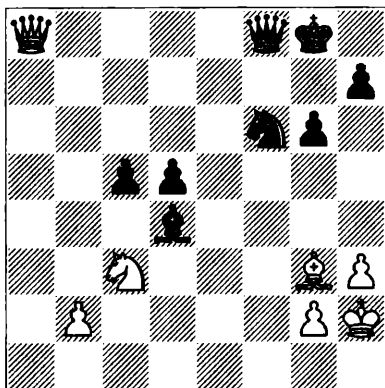
47 Black to play

Mikhail Tal was probably the greatest tactical genius that ever lived. It was said that he didn't calculate combinations like normal mortals, he just saw the end position in a flash. So he would probably have needed less than a nanosecond to solve this little mate in three.

(Hint: see p. 129; solution: see p. 144)



Westerinen – Tal
Moscow 1982

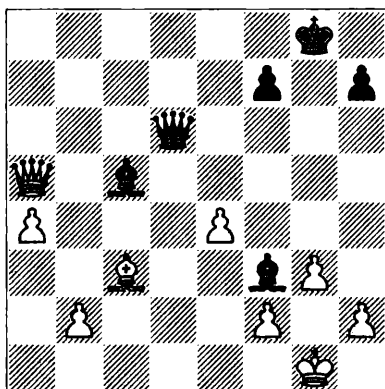


Høi – Hazai
Copenhagen 1982

48 White to play

Things have not gone well for the Danish grandmaster Carsten Høi in this game. He is now forced to exchange queens and grovel in the endgame a pawn down. This did not appeal to him so he played 1 ♖c6. What happened then?

(Hint: see p. 129; solution: see p. 144)

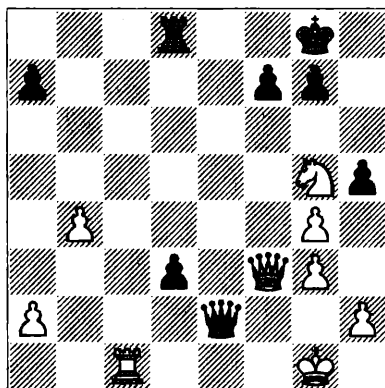


Cebalo – C. Horvath
Pula tt 1998

49 Black to play

White has just retreated his bishop from g7 to c3 in order to meet ... ♜d1+ with ♙e1. He is hoping that his numerous extra pawns will enable him to save the game. His hope is in vain, however, as Black can force checkmate in just four moves.

(Hint: see p. 129; solution: see p. 144)



Zaichik – Magerramov
USSR U-26 Ch (Riga) 1980

50 Black to play

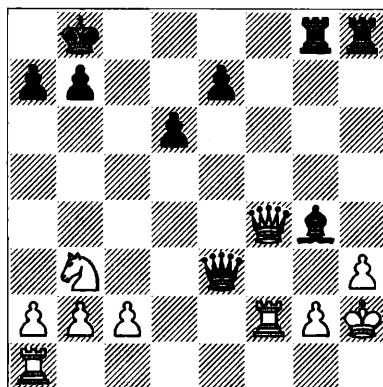
Black is a piece down and is relying on his advanced passed pawn to cause problems for White. His immediate concern is the attack against f7. As exchanging queens and 1... ♜f8 are both hopeless, he played 1... ♜f6. Perhaps he entertained some hopes of regaining his piece as the knight cannot move and after an exchange on e2 White must deal with the threat of ... ♜d1+. However, White's next move put an end to any such thoughts.

(Hint: see p. 129; solution: see p. 144)

51 Black to play

Black has sacrificed a pawn for open lines on the kingside but White is hoping to nullify this pressure by an exchange of queens (he has just played ♔f4). How did Black disappoint him?

(Hint: see p. 129; solution: see p. 144)

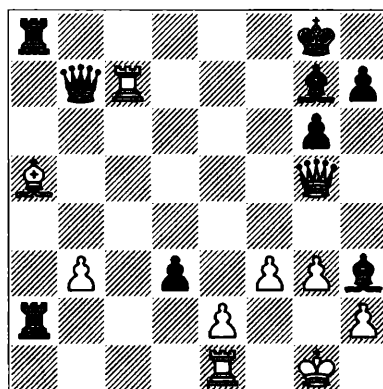


Bunzmann – P. Nikolić
Bundesliga 1999/00

52 Black to play

Black is a piece up but if he simply moves his attacked queen then White can launch a dangerous attack on his king by means of moves like ♖xg7+ and ♔e7. Of course the white king is not exactly secure either and Black spotted a way to bring the game rapidly to its conclusion.

(Hint: see p. 129; solution: see p. 144)

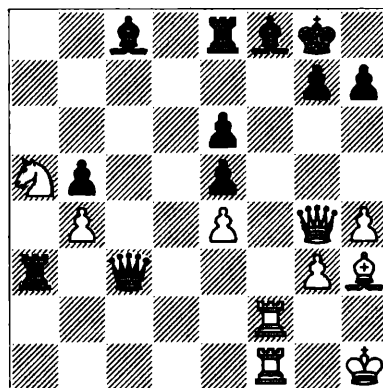


Suba – Knaak
Sandomierz 1976

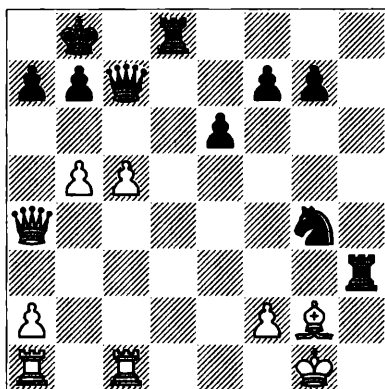
53 White to play

McNab spotted a disguised weakness in the black camp and with his last few moves he has set up an attractive combination. It's mate in four.

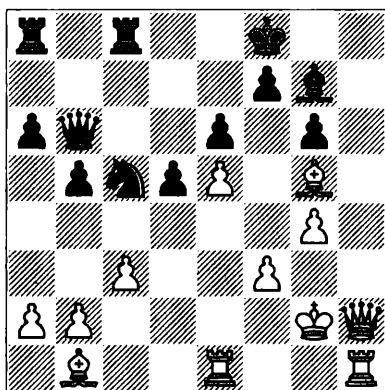
(Hint: see p. 129; solution: see p. 145)



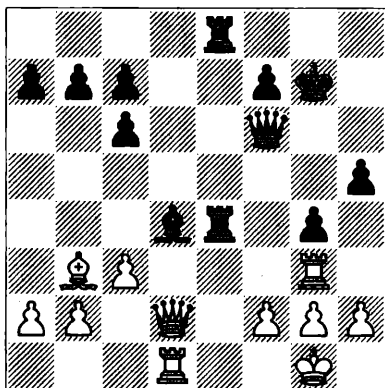
McNab – Plaskett
Southend (Redbus) 1999



Planinc – Nikolac
Rovinj/Zagreb 1975



Commons – Vranesic
Chicago 1973



Broekmeulen – Kazhgaleev
Zwolle 2004

54 Black to play

White has just turned down the offer of the rook on h3 (and played b4-b5). If he had taken it, Black would have played ...♚h2+ followed by ...♜xf2#. Now after 1...♚h2+ 2 ♔f1 the situation is not so clear as White threatens both to take the g4-knight and to launch his own counter-offensive with c6. So Black didn't play ...♚h2+ but something much stronger! What was it?

(Hint: see p. 129; solution: see p. 145)

55 White to play

White has a massive kingside attack and last move he had cleverly cut off the black king's attempt to flee to the centre with ♗g5. How did he now bring the game to a fitting conclusion?

(Hint: see p. 129; solution: see p. 145)

56 Black to play

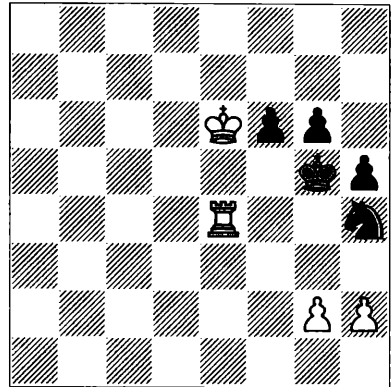
After a promising opening the white position has been going steadily downhill. Black can now force checkmate in four moves.

(Hint: see p. 129; solution: see p. 145)

57 White to play

Black is hoping to eliminate or exchange off all White's pawns to reach a drawn end-game. If it weren't for the neat idea that White found in this position he may well have achieved his aim. What did White play?

(Hint: see p. 129; solution: see p. 145)

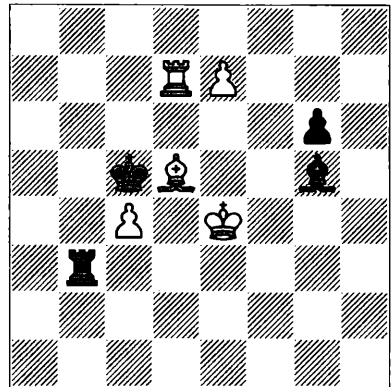


Narciso Dublan – Medvegy
Andorra 2001

58 White to play

Black has just played the clever ...♙g5, threatening ...♜e3#. The main point is that after 1 ♖c7+ ♜d6 2 e8♙ he still has 2...♜e3+, skewering the white king and queen. Was this idea good enough to save the game?

(Hint: see p. 129; solution: see p. 145)

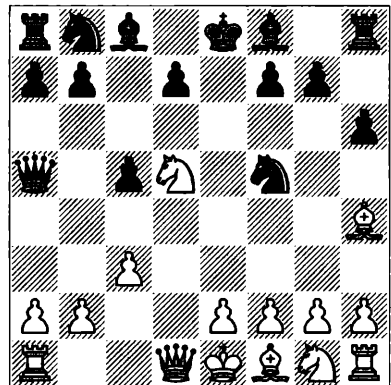


Neverov – Solak
Bled open 2002

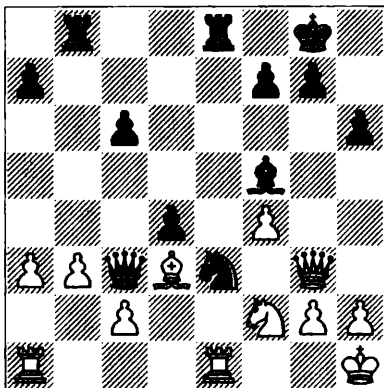
59 White to play

Emory Tate is a very dangerous tactician. I know from the countless blitz games we played when he was serving in the US Air Force in Britain in the 1980s. This game cannot have been his proudest moment. He probably expected White to play something like 1 ♙g3, after which he could take the bishop with a playable game. White, though, found another idea, one so strong that it forced immediate resignation. Can you see it?

(Hint: see p. 129; solution: see p. 145)



Yermolinsky – Tate
USA 2001

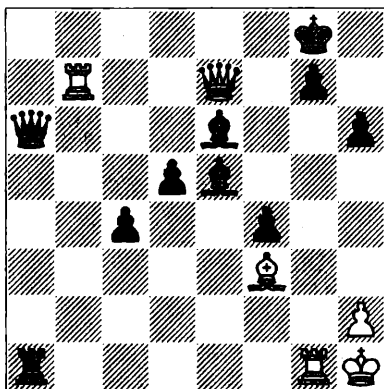


Rozentalis – Adams
Elista OL 1998

60 White to play

Rozentalis now played 1 Qxf5? , probably looking forward to a good ending after Black recaptures on f5 and he exchanges queens on c3. What did he overlook?

(Hint: see p. 129; solution: see p. 145)

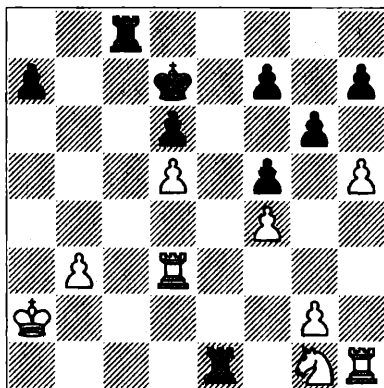


Zhang Pengxiang – Barua
Asian Cht (Jodhpur) 2003

61 White to play

If Black just had time to exchange rooks on g1, he would have an excellent game. But he is too late. Pinning it is not quite as good as exchanging it. White to play and mate in four.

(Hint: see p. 129; solution: see p. 145)



Bauer – Chabanon
French Cht 1994

62 Black to play

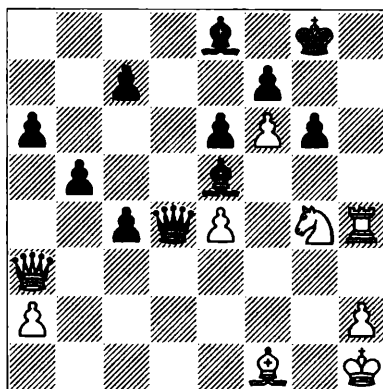
White has an extra piece but he is obviously in a terrible bind. Even more serious is the state of his king. Normally one can live with an exposed king in an ending, but not here. Black can force checkmate in just four moves.

(Hint: see p. 129; solution: see p. 145)

63 Black to play

Instead of winning with 1...♔xe4+, Black played 1...♙c6??, a tragic blunder. What happened to him?

(Hint: see p. 129; solution: see p. 145)

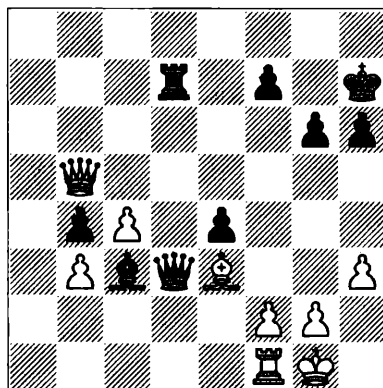


Orlov – Shneider
Podolsk 1989

64 White to play

White obviously thought that Black's previous move, ...♙e5-c3, was just intended to defend his b-pawn, and he now continued 1 ♖b8. Not a good idea. What happened next?

(Hint: see p. 129; solution: see p. 146)

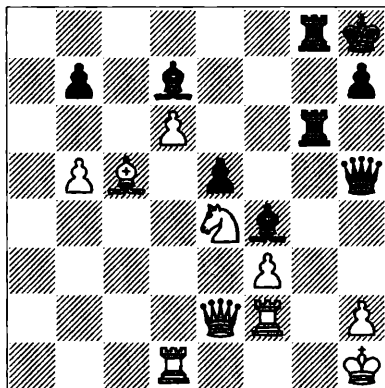


Sinkevich – Kalygin
St Petersburg 2000

Level 2 Puzzles

Now we move up to Level 2 and 64 more puzzles which, on average, are slightly more complicated than those in the previous chapter.

My favourites: 66, 78, 85, 107, 118.

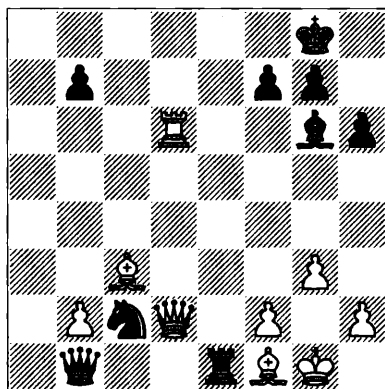


Brunner – Gallagher
Bern 1993

65 Black to play

If my opponent had won this game, he would have become the first ever Swiss grandmaster (if we don't count the legendary Viktor Korchnoi, that is). Things started well for him when I fell into some opening preparation but then nerves took over and his position started to go steadily downhill. In the diagram it just remains for Black to find a nice idea to register the full point.

(Hint: see p. 130; solution: see p. 146)



Sandner – Müller
Bad Wörishofen 2000

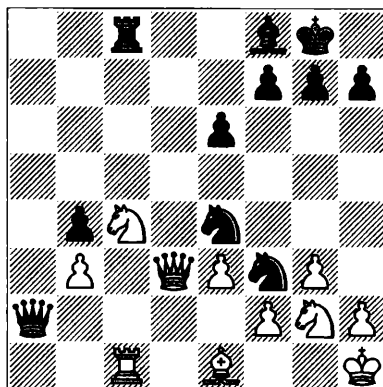
66 White to play

One move ago Black had a perfectly respectable position but he has just played ...♖e8-e1 to collect the pinned bishop on f1. He obviously saw no danger to his king because of the nice bolt-hole on h7. How was his naivety punished?

(Hint: see p. 130; solution: see p. 146)

67 Black to play

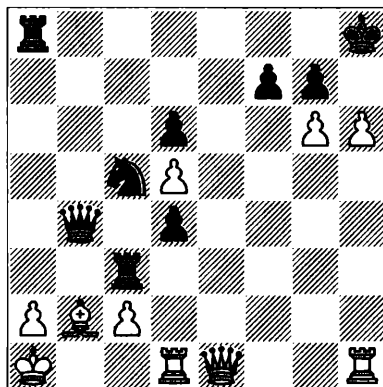
Under pressure, White has just played ♔d3 so that he can meet 1...♘xf2+ 2 ♙xf2 ♚xf2 with 3 ♖f1. Black found an infinitely more powerful continuation. Can you see it?
(Hint: see p. 130; solution: see p. 146)



Dumpor – Kosić
Vakuf 2001

68 Black to play

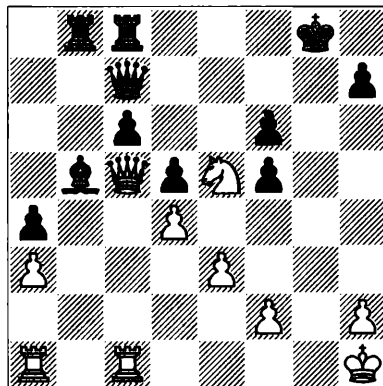
This is one of those Sicilians where both sides virtually ignore what the other is doing and go hammer and tongs against the opposing king. The outcome is often decided by a mere tempo. Here White has a massive attack but it's Black to move! It's mate in five.
(Hint: see p. 130; solution: see p. 146)



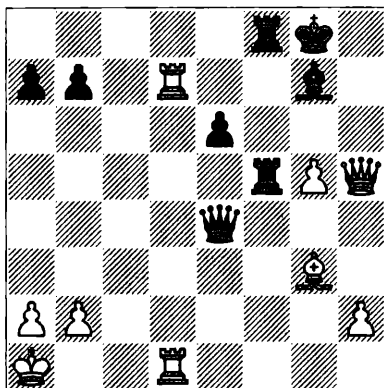
Skripchenko – Naiditsch
Dortmund 2001

69 White to play

Viktor Korchnoi has conducted many ferocious attacks over the course of his glittering career, but this time he is on the receiving end. He has just played ...f6 in order to encourage the white knight to retreat. White, of course, had other ideas, and forced Black to resign after just two more moves.
(Hint: see p. 130; solution: see p. 146)



Bauer – Korchnoi
Enghien les Bains 2003

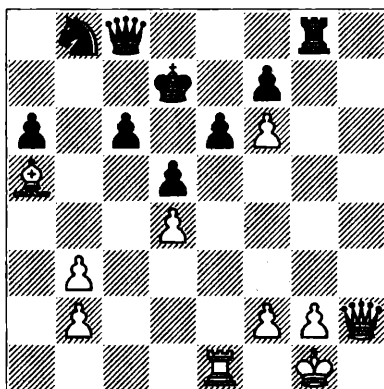


Skipchenko – Krasenkow
Wijk aan Zee 2002

70 Black to play

For most of this game Black has just been trying to fend off the white attack but a careless move has suddenly given him the chance to launch a counter-attack. How did the game conclude?

(Hint: see p. 130; solution: see p. 146)

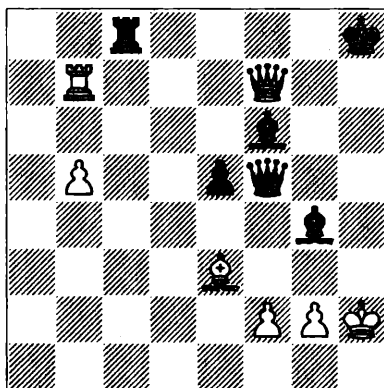


Sermek – Crisan
Portorož 2001

71 White to play

The player with the black pieces became famous for having the most suspicious grandmaster title in the history of chess. His Elo rating reached the dizzy heights of 2600+, whereas most observers felt that his strength was around 2200. Anyway, White has a rather convincing way to convert his advantage.

(Hint: see p. 130; solution: see p. 146)



Seul – Van der Weide
Essen 2000

72 White to play

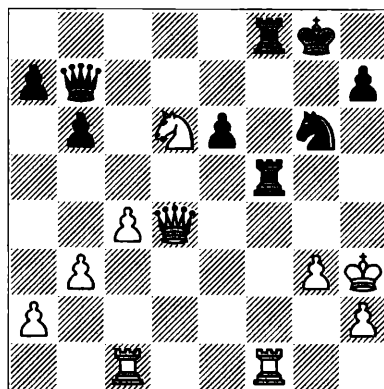
Black is a piece up, appears to have all White's threats covered, and threatens to exchange queens with ...♙h5+. However, he resigned after White's next move.

(Hint: see p. 130; solution: see p. 146)

73 Black to play

Russian grandmaster Vladimir Epishin has just played the risky-looking capture Qxd6 , calculating that after $1... \text{Rh5}+ 2 \text{ Kg4}$ he has everything under control. What did he overlook?

(Hint: see p. 130; solution: see p. 147)

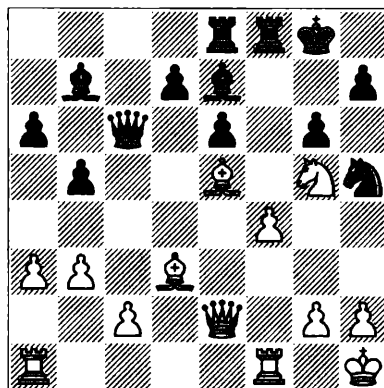


Epishin – Korobov
Ohrid Ech 2001

74 White to play

Lazaro Bruzon may be one of the most talented young grandmasters in the world but he has just made a serious tactical blunder ($... \text{Qh5}??$). After just two more moves he resigned.

(Hint: see p. 130; solution: see p. 147)

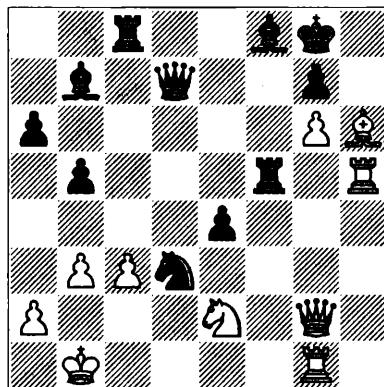


Stefansson – Bruzon
Havana 2001

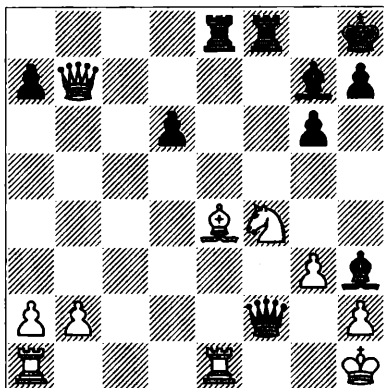
75 White to play

White has already invested a piece in his attack and at first glance it's not clear how he makes progress on the kingside. However, after White's next move Black cannot stop checkmate.

(Hint: see p. 130; solution: see p. 147)



Valerga – Szmetan
Buenos Aires 2002

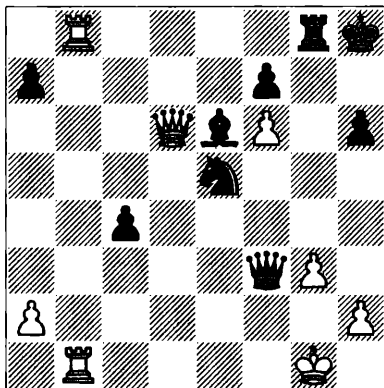


Miezis – Lobzhanidze
Stauffer 2000

76 Black to play

I imagine White wasn't exactly delighted with his position but he was probably thankful for the fact that the g2-square is so well protected (three pieces when we count the queen on b7) and that he has both rooks covering the back rank. But Black still forced his resignation in just two moves. How?

(Hint: see p. 130; solution: see p. 147)

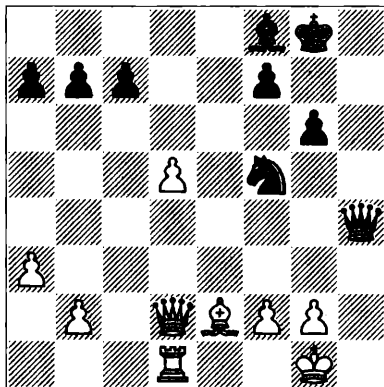


Ledger – Cherniaev
Hastings 2000

77 Black to play

White must have been getting ready to resign here. Black has numerous ways to win, the simplest being to play 1...♙xf6. Ledger, however, decided to play 1...♗d5 and mate White on the long diagonal. Cherniaev's prayers had been answered. How did the game finish?

(Hint: see p. 130; solution: see p. 147)



Vysochin – Rozentalis
Pocztowy 2000

78 White to play

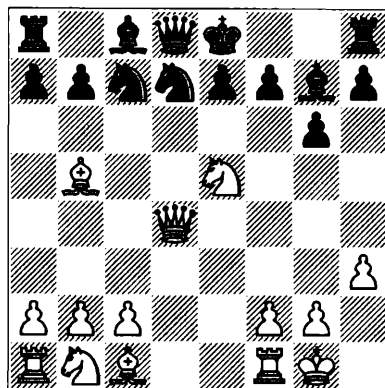
White is the exchange up for nothing and with a few careful moves victory should not be far away. He played 1 ♖d3. This was not careful! What happened to him?

(Hint: see p. 130; solution: see p. 147)

79 White to play

We are still in the opening and Black has just retreated ...♘d5-c7, no doubt looking forward to a series of exchanges on d7 and a relatively comfortable endgame. He was in for a nasty shock!

(Hint: see p. 130; solution: see p. 147)

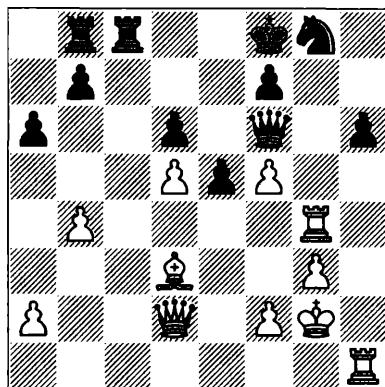


Apicella – de la Villa
Montpellier 2000

80 White to play

The black king has been under the cosh for a while but if it can escape to e7, the worst may well be over. So White must act quickly and decisively. How did he crash through on the kingside?

(Hint: see p. 130; solution: see p. 147)

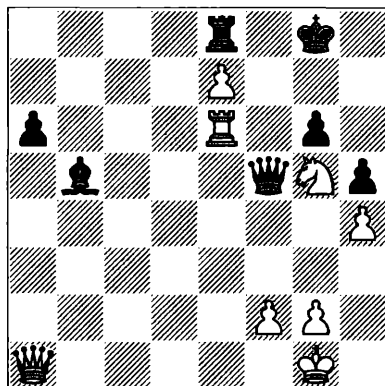


Aseev – Soloviov
St Petersburg 1998

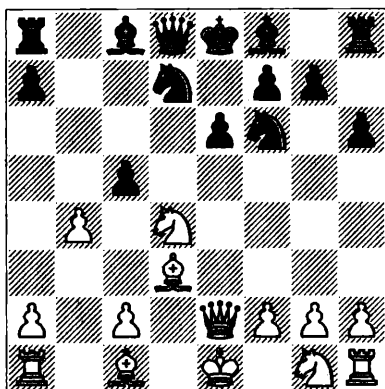
81 White to play

White found a very neat way to convert his advantage into victory.

(Hint: see p. 130; solution: see p. 148)



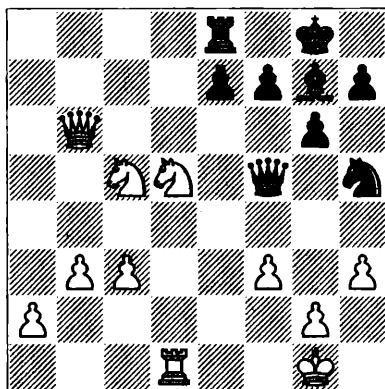
Alterman – Kuijf
Wijk aan Zee 1998



Gershon – Finkel
Ubeda 1997

82 White to play
Black has just played ...bxc5, falling into a well-known opening trap. What is the refutation of this move?

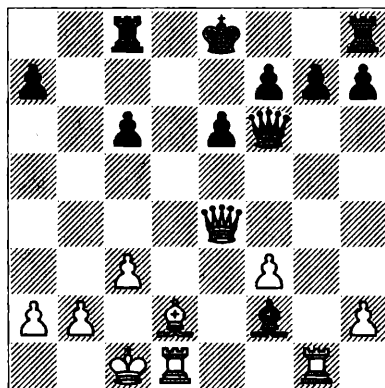
(Hint: see p. 130; solution: see p. 148)



Palac – Minasian
Pula Echt 1997

83 White to play
White, two pawns to the good, obviously has a big advantage, but Black is relying on swindling chances against White's weakened kingside. However, with a couple of accurate moves White is able to bring the struggle to a swift and favourable conclusion.

(Hint: see p. 130; solution: see p. 148)



Marciano – Prié
French Ch (Narbonne) 1997

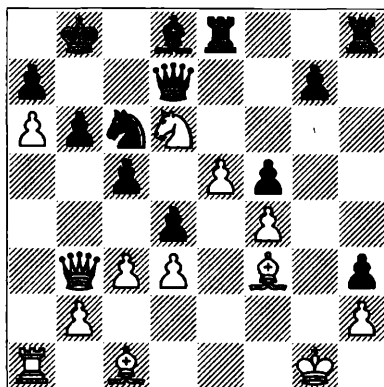
84 White to play
Black has just played the horrible ...Qxf2, allowing White to conclude the game immediately with a little combination.

(Hint: see p. 130; solution: see p. 148)

85 Black to play

White has just played ♖d6 to attack the black rook and he plans to follow up with the powerful move ♕d5. Seems pretty good, doesn't it? But there is a big flaw. What?

(Hint: see p. 130; solution: see p. 148)

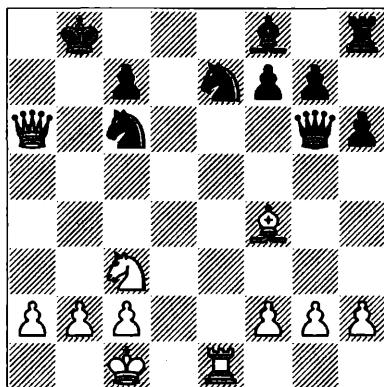


Striković – Suba
Seville 1994

86 White to play

White has already sacrificed one piece to destroy the cover around the black king. How did he finish Black off?

(Hint: see p. 130; solution: see p. 148)

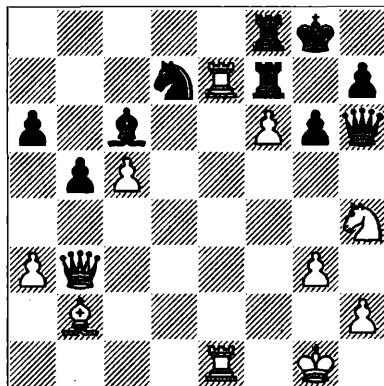


Ziatdinov – Welling
Amsterdam 1994

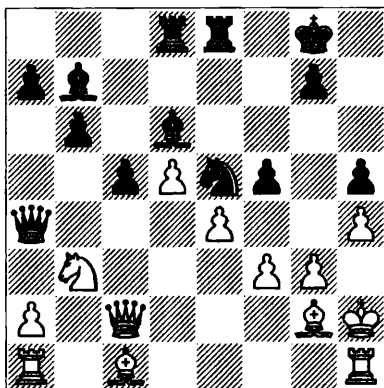
87 White to play

White has built up a very promising attacking position. How did he swiftly end Black's resistance?

(Hint: see p. 130; solution: see p. 148)



Sagalchik – Bonin
New York 1992

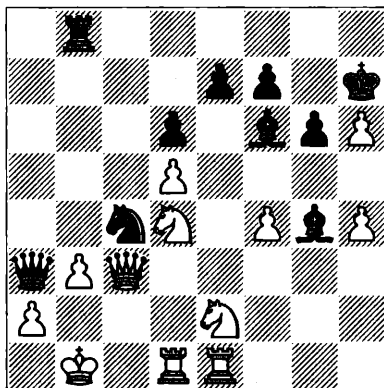


Mirallès – Fedorowicz
Cannes 1992

88 White to play

Black has just played the strong move ...f5 intending to exchange pawns on e4 and secure a positional advantage. I bet he wasn't expecting his opponent to capture on f5. That is what the French grandmaster did: **1 exf5**. What happened next?

(Hint: see p. 130; solution: see p. 148)

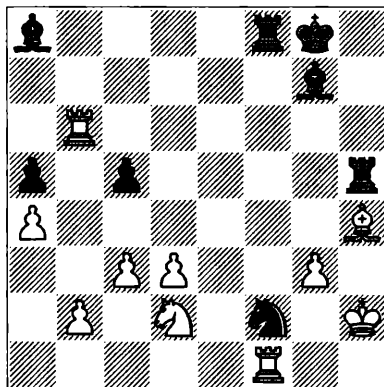


Ernst – Alterman
Manila OL 1992

89 Black to play

The Dragon is usually a land of mutual attacks but here White's attack is history while Black's, with the help of a prior exchange sacrifice, is raging. How did he conclude the game?

(Hint: see p. 130; solution: see p. 148)



Vogt – Kindermann
Biel 1990

90 Black to play

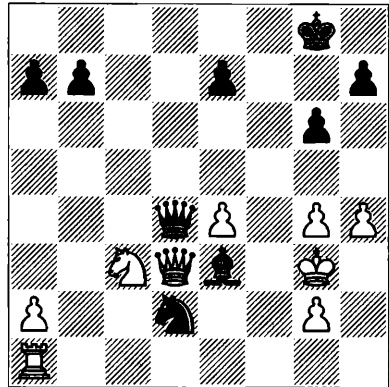
White's position is not good but he is hoping that the reduced material and his collection of pawns for the piece will give him chances to save the game. How did Black swiftly disillusion him?

(Hint: see p. 130; solution: see p. 148)

91 White to play

White is the exchange up and his king is exposed, so normally you would not expect him to object to an exchange of queens. The problem is that after 1 ♕xd4 ♖xd4 he loses the c3-knight, as 2 ♜c1 is met by 2... ♗xc3 3 ♜xc3 ♘xe4+. Therefore he decided to try 1 ♕b5, hoping to get in some annoying checks around the back. What happened to him?

(Hint: see p. 130; solution: see p. 148)

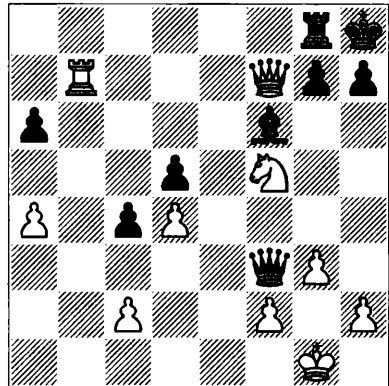


Schroer – Kudrin
Bermuda 1989

92 White to play

The player conducting the white pieces in this game went on to become an extremely strong grandmaster and he even finished runner-up in the 1999 FIDE World Championship. This game was played when he was a junior, but his tactical vision was already acute. How did he finish Black off here?

(Hint: see p. 131; solution: see p. 149)

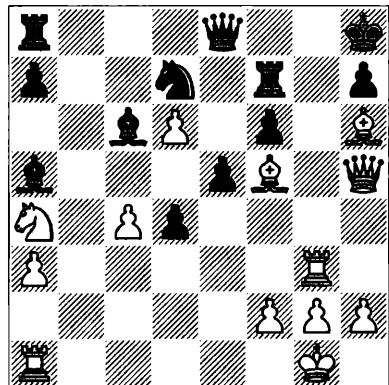


Akopian – Piskov
Uzhgorod 1988

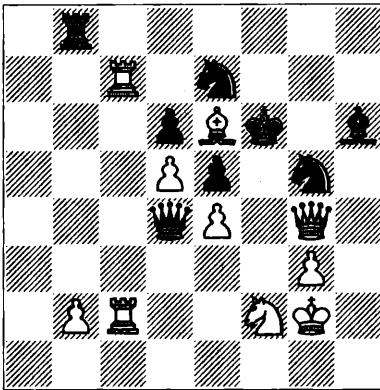
93 White to play

In this position White has two extremely powerful continuations: the one he played in the game and another one. See if you can find them both.

(Hint: see p. 131; solution: see p. 149)



Smagin – Dobosz
Næstved 1988

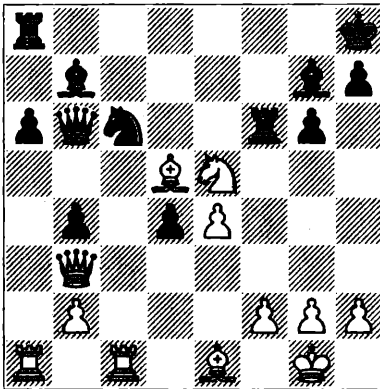


Rogers – Sznepik
Thessaloniki OL 1988

94 White to play

There are many things wrong with the black position but that doesn't detract from the fact that the Australian grandmaster Ian Rogers now found a pretty mate in four.

(Hint: see p. 131; solution: see p. 149)

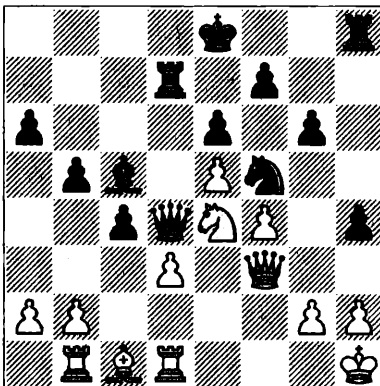


Ligterink – Kuijf
Amsterdam 1987

95 White to play

White could just take an exchange here with Qf7+ and although that should win in the long run, it would lose the initiative. He found something much more potent.

(Hint: see p. 131; solution: see p. 149)



Wilhelm – Mayer
Mulhouse 1977

96 Black to play

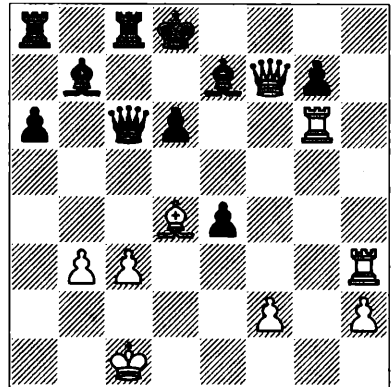
Black has quite a promising-looking position, but can you find the devastating blow that forced White's immediate resignation?

(Hint: see p. 131; solution: see p. 149)

97 White to play

Grandmaster James Howell quit chess entirely some years ago so that he could lead a 'normal' life. In this game from the 1986 World Junior Championship he has future German grandmaster Matthias Wahls with his back against the wall. How did he knock him out?

(Hint: see p. 131; solution: see p. 149)

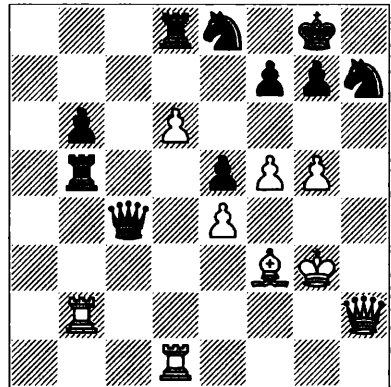


J. Howell – Wahls
Gausdal jr Wch 1986

98 White to play

Anatoly Karpov ruled the chess world for ten years until Garry Kasparov usurped him in 1985. He was, and is, acclaimed for his positional chess but he was obviously very sharp tactically as well. I am sure that he would have seen the solution to this position in a flash.

(Hint: see p. 131; solution: see p. 149)

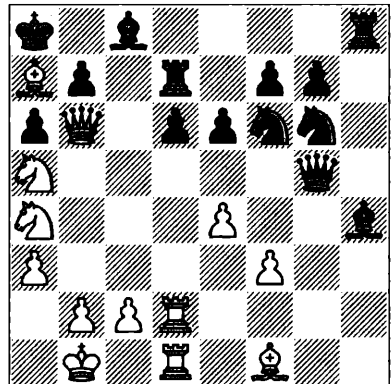


Karpov – Ribli
Dubai OL 1986

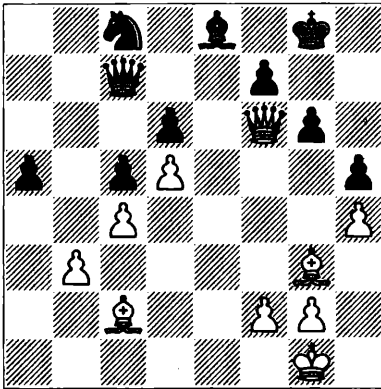
99 White to play

German grandmaster Eric Lobron has gathered an impressive array of pieces in the vicinity of the opposing king. How did he engineer the final breakthrough?

(Hint: see p. 131; solution: see p. 149)



Lobron – Ree
Wijk aan Zee 1985

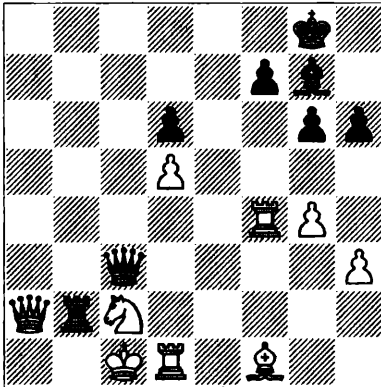


Ermenkov – Danailov
Bulgarian Ch (Sofia) 1984

100 White to play

Black is completely tied down and has a seriously weakened kingside to boot. How did White quickly finish him off?

(Hint: see p. 131; solution: see p. 149)

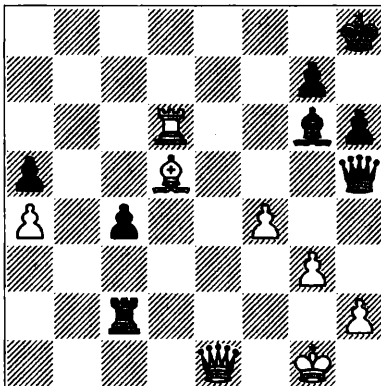


Hulak – Adorjan
Indonesia 1983

101 White to play

Black has sacrificed a rook and a piece for a massive attack and now threatens both the white queen and mate on c2. White played 1 ♖a4 and resigned after Black's next move. What was it? As an extra question, can you see a better move for White here?

(Hint: see p. 131; solution: see p. 150)



Karpov – Najdorf
Mar del Plata 1982

102 White to play

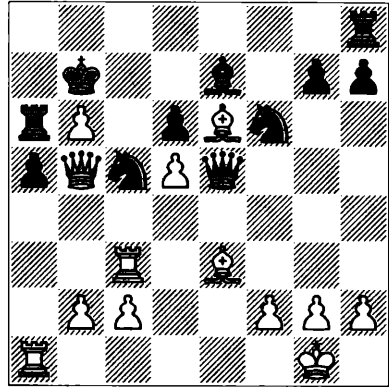
Miguel Najdorf was one of the 20th century's great chess characters. Not only was he one of the leading players for a number of decades, but he also had the most popular variation in the Sicilian named after him. Here he threatens to mate White in a couple of moves but it is the then World Champion's turn and he has a few aggressive ideas of his own. Can you see how Karpov concluded the game?

(Hint: see p. 131; solution: see p. 150)

103 White to play

White has sacrificed a piece for a massive attack and has more than one way to win this position. However, we are looking for the solution that gives checkmate in five moves.

(Hint: see p. 131; solution: see p. 150)



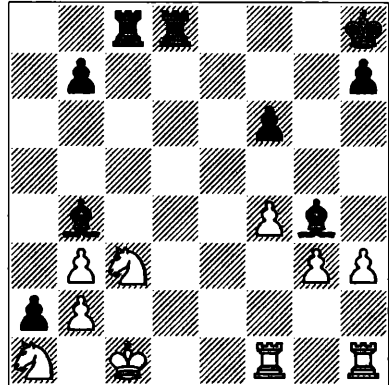
A.N. Panchenko – Psakhis

USSR U-26 Ch (Vilnius) 1978

104 Black to play

White is in a bad way but he probably expected to survive for more than three moves. But that is all he has got left!

(Hint: see p. 131; solution: see p. 150)



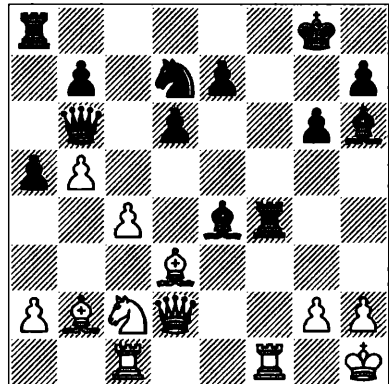
Beliaevsky – Geller

Moscow 1975

105 White to play

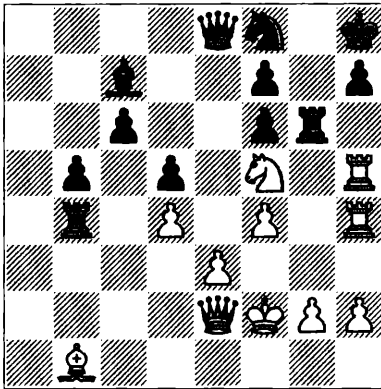
Black has just played ... Rxf4 with the ideas 1 Rxf4 Qxf4 2 Qxf4 Qxd3 and 1 Qxe4 Rxf1+ 2 Rxf1 Qxd2 , winning the queen. But there is a major flaw in his combination. What is it?

(Hint: see p. 131; solution: see p. 150)

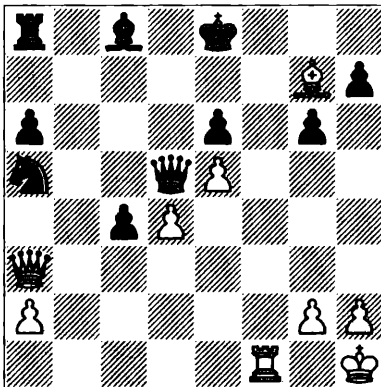


Hecht – Markland

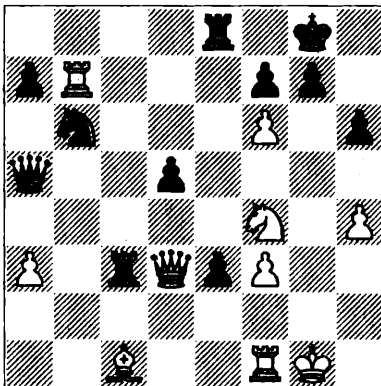
London 1973



Kotov – Smyslov
Budapest Ct 1950



Sanakoev – Koshel
corr. 1960-2



Bronstein – Geller
USSR Ch (Moscow) 1961

106 White to play

In his famous book *Think Like a Grandmaster*, Alexander Kotov explains how he spotted a winning combination which turned out not to be so winning after all. Play continued 1 ♖xh7+?? ♜xh7 2 ♕h5 ♖g8 3 ♜e7, when Kotov wasn't concerned by 3...♗xg2+ 4 ♜f3 as 4...♗g7 can be met by 5 ♕xh7+ ♗xh7 6 ♖xh7#. What's wrong with this idea? (Hint: see p. 131; solution: see p. 150)

107 White to play

The former world correspondence champion Grigory Sanakoev has sacrificed a piece for an attack on the black king, but saw that direct methods, such as a check on f8, don't lead anywhere as the black king can escape to the centre. However, he had prepared, no doubt months in advance, a nasty surprise for Black in this position. What was it? (Hint: see p. 131; solution: see p. 150)

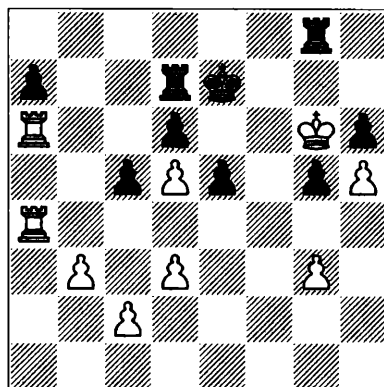
108 White to play

No one has come closer to the World Championship than David Bronstein without actually sitting on the throne. In 1951 he drew a match he should have won 12-12 with World Champion Botvinnik, thereby allowing Botvinnik to retain his title. In this example he found a move which forced another Soviet legend, Efim Geller, to resign immediately. (Hint: see p. 131; solution: see p. 150)

109 White to play

White has been pressing in this double-rook ending and his king has penetrated into the heart of the black position. Should he now play 1 ♖xh6, 1 ♖h7 or retreat with 1 ♖f5?

(Hint: see p. 131; solution: see p. 150)



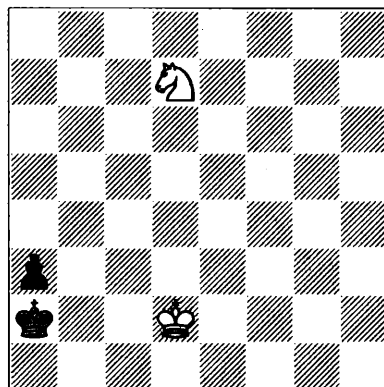
A. Ledger – Kosten

British League (4NCL) 2000/1

110 White to play

This is one of the few positions in which White can force checkmate with a lone knight. Can you see how it is done?

(Hint: see p. 131; solution: see p. 150)



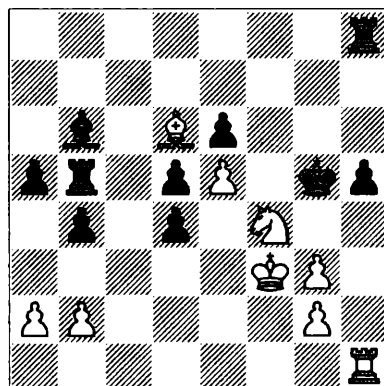
Nogueiras – Gongora

Cuban Ch (Las Tunas) 2001

111 White to play

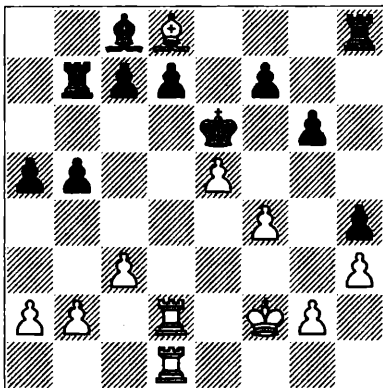
Not so long ago Black was doing rather well but he has got his pieces into such a tangle that he had to resign after just two more white moves. Can you see the finish?

(Hint: see p. 131; solution: see p. 151)



Emelin – Zaitsev

St Petersburg 1999

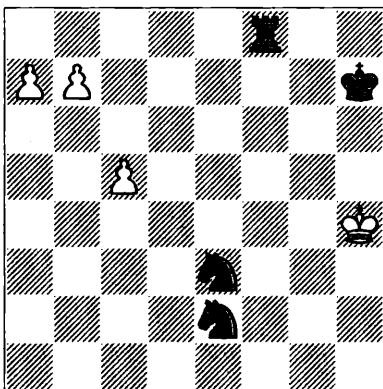


Palac – Rogulj
Croatian League 1998

112 White to play

Black has just replied to White's ♔g1-f2 with ...♖h5-h8, attacking the bishop. Maybe he thought White was simply centralizing his king for the ending. He is indeed centralizing it, but the endgame is not paramount in his thoughts! Can you see how White forced a rapid checkmate?

(Hint: see p. 131; solution: see p. 151)

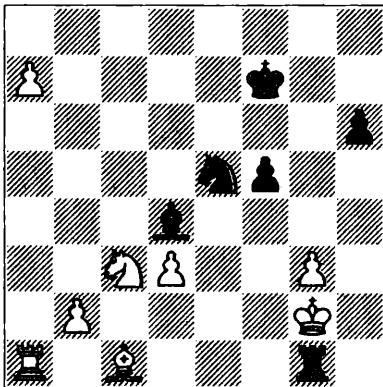


Narciso Dublan – Chabanon
Ibi 1996

113 Black to play

Black has a massive material advantage but he can't stop the white pawns. That means he had better mate the white king quickly. How did he do it?

(Hint: see p. 131; solution: see p. 151)



de Firmian – Hillarp Persson
Copenhagen 1996

114 White to play

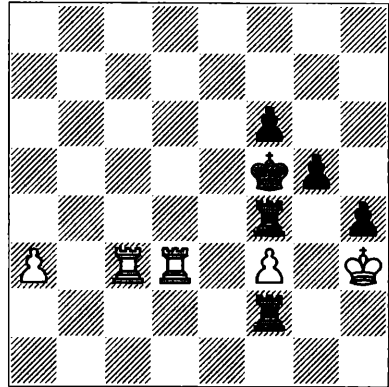
The players are in the middle of a repetition and the logical conclusion would have been 1 ♔h3 ♖h1+ 2 ♔g2 ♖g1+ with a draw. White, though, had to win this game so he chose 1 ♔h2. What happened to him?

(Hint: see p. 131; solution: see p. 151)

115 Black to play

Although Black may well be able to win this endgame with an extra pawn slowly, there is a neat checkmating idea which decided the game in just a few moves. Can you see it?

(Hint: see p. 131; solution: see p. 151)

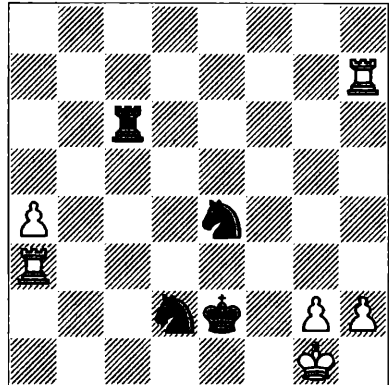


Browne – Chandler
Surakarta 1982

116 White to play

Black has just played ...♖a6-c6, threatening ...♖c1#, which Korchnoi parried with 1 ♖a1??., one of the worst blunders ever made in a world championship match. How did Karpov conclude the game?

(Hint: see p. 131; solution: see p. 151)

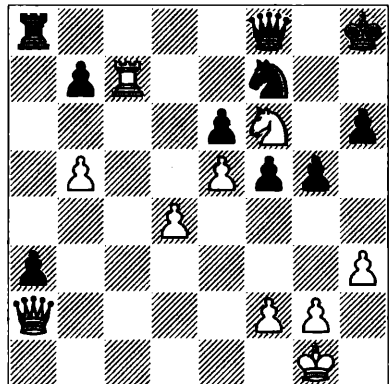


Korchnoi – Karpov
Baguio City Wch (17) 1978

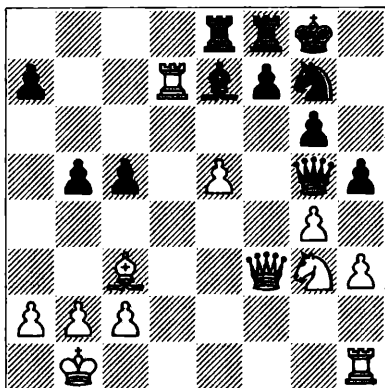
117 White to play

Later we have a puzzle where Nigel Short mated the Spanish grandmaster Illescas. This time the boot is on the other foot. White has an excellent position; the only problem is that his queen is stuck blockading the passed a-pawn. How did White rectify this situation?

(Hint: see p. 131; solution: see p. 151)



Illescas – Short
Linares 1995

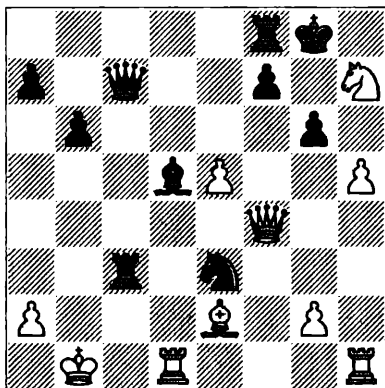


Gallagher – Laske
Baden 1996

118 White to play

White has a promising position, but can you see how he forced either checkmate or massive material gain within a few moves?

(Hint: see p. 131; solution: see p. 151)

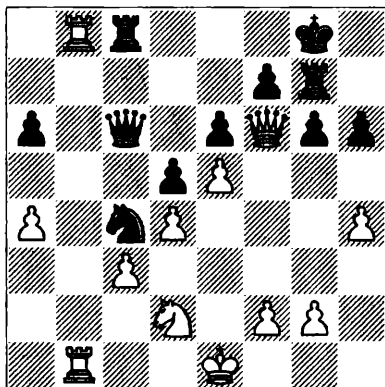


Belavsky – Anand
Munich 1991

119 Black to play

White has just sacrificed a knight in the region of the black king but he has fatally neglected the safety of his own monarch. Black can now force checkmate in five moves.

(Hint: see p. 132; solution: see p. 151)



Chandler – Fernandes
Santo Antonio 2001

120 White to play

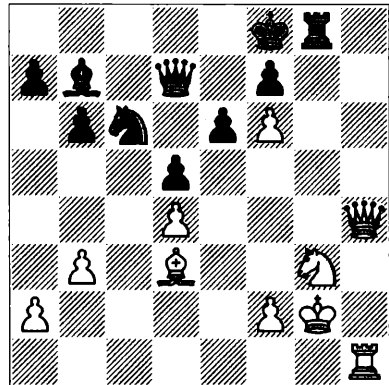
Black has a silly rook on g7 but apart from that his position doesn't look too bad. However, he resigned after White's next move.

(Hint: see p. 132; solution: see p. 151)

121 White to play

With a couple of accurate moves White can demonstrate the utter helplessness of Black's position.

(Hint: see p. 132; solution: see p. 151)

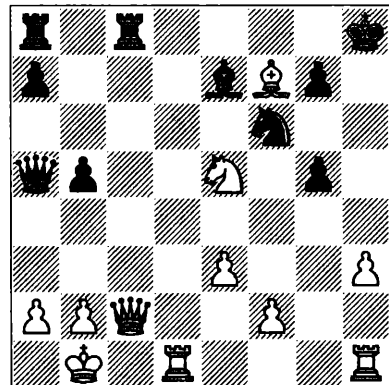


Gyimesi – Votava
Bundesliga 1996/7

122 White to play

Black has been under severe pressure and hoped to gain some respite by attacking the white queen. It is, however, now mate in four.

(Hint: see p. 132; solution: see p. 152)

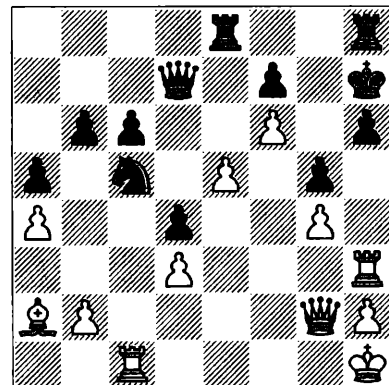


Suriadny – Tugai
Kharkov 2000

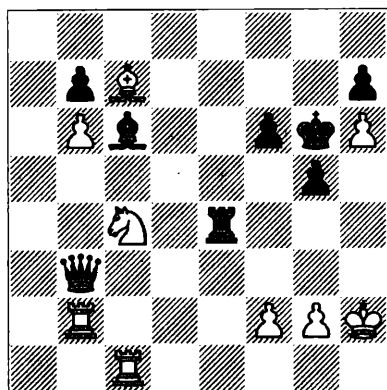
123 White to play

White has a powerful attacking position even if, at first glance, Black seems to have weathered the initial storm. But White soon put him out of his misery. How?

(Hint: see p. 132; solution: see p. 152)



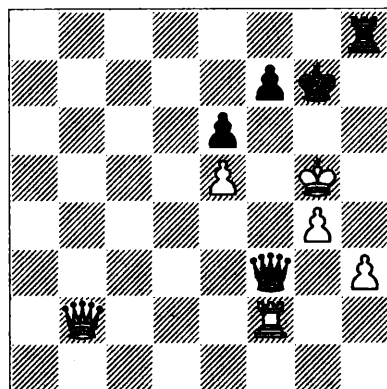
Pavlović – V. Georgiev
Plovdiv Echt 2003



V. Georgiev – Shirazi
Montpellier 2001

124 Black to play
White is behind on material but would retain some practical chances if it were not for the fact that it's mate in four!

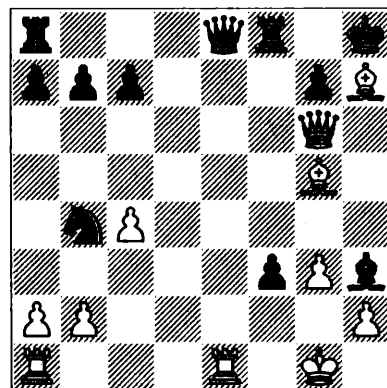
(Hint: see p. 132; solution: see p. 152)



Relange – Antić
Sabac 1998

125 Black to play
White has just attacked the black queen and was probably counting on something like 1... ♖e3+ 2 ♜f4 ♙xh3? 3 ♜xf7+! with a draw by perpetual check. Black had another idea though, and after his next move White resigned.

(Hint: see p. 132; solution: see p. 152)



Ward – R. Bellin
British League (4NCL) 1996/7

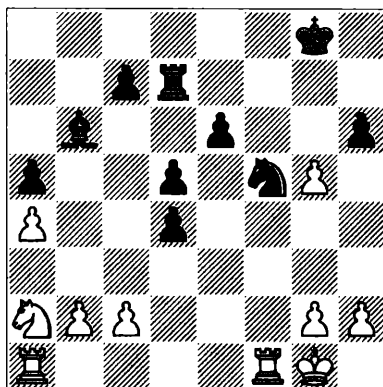
126 White to play
Black has just ignored the attack on his queen and played the brilliant ...f3, with the point that 1 ♜xe8 f2+ 2 ♔h1 ♜axe8 is completely hopeless for White. That leaves White with two possibilities to counter the threat of ...f2+, 1 ♔f4 and 1 ♔e3. In the game White chose the wrong one. Which move is wrong and what happened then?

(Hint: see p. 132; solution: see p. 152)

127 Black to play

White may be the exchange up, but with a couple of passive pieces on the queenside and his king in the black bishop's line of fire, it is not so surprising that he is losing. How did the game finish?

(Hint: see p. 132; solution: see p. 152)



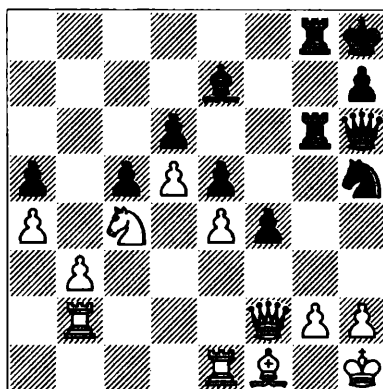
Hector – Olsson

Swedish Ch (Linköping) 2001

128 Black to play

Black has a perfect King's Indian and if you play that opening you should have no problem finding the solution as it is a recurring theme there.

(Hint: see p. 132; solution: see p. 152)



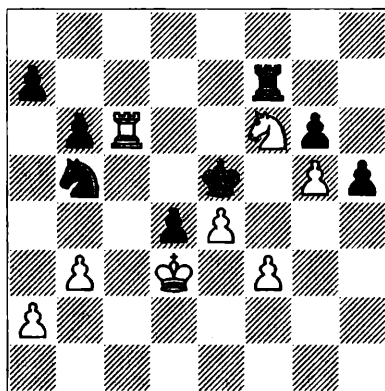
Michelakis – Kotronias

Erevan OL 1996

Level 3 Puzzles

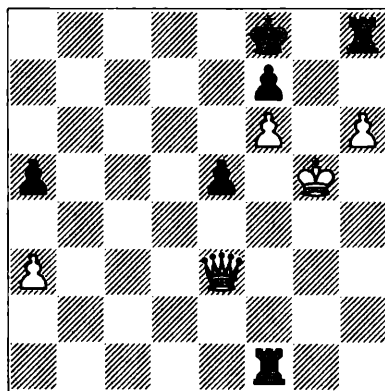
As I said in the Introduction, things start to get more difficult from Level 3 onwards. These 64 puzzles should force you to break a little sweat.

My favourites: 135, 144, 156, 161, 166, 178, 183.



Chatalbashev – Biolek
Imperia 2001

129 White to play
In this rather unclear-looking endgame, Black resigned after just two more moves. Can you find White's winning idea?
(Hint: see p. 132; solution: see p. 152)



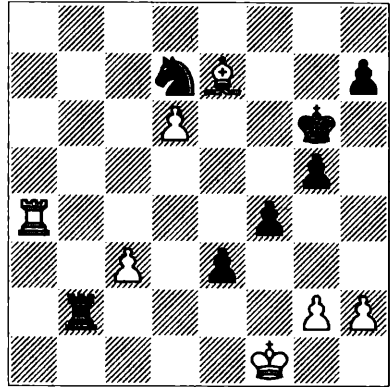
Radulov – Inkiov
Warsaw Z 1979

130 White to play
Can you see how White forced mate with an accurate series of checks?
(Hint: see p. 132; solution: see p. 152)

131 Black to play

White may have a powerful passed pawn on d6 but his bishop is offside on e7. How did Black take advantage of this and the exposed position of the white king to conclude the game rapidly?

(Hint: see p. 132; solution: see p. 152)

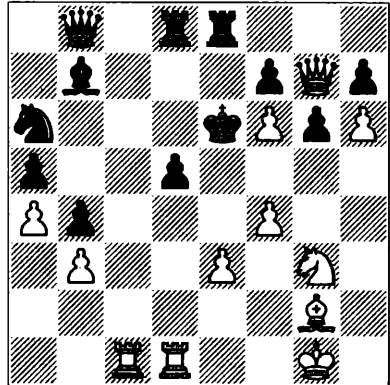


Hamann – Gligorić
Skopje OL 1972

132 White to play

The diagram position didn't actually arise in the game as Black played another move that was equivalent to resignation. Now, no doubt, there are many ways for White to win, but can you find the rather neat mate in three that I was aching to play during the game?

(Hint: see p. 132; solution: see p. 153)

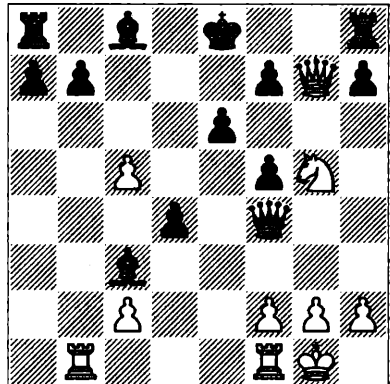


Gallagher – Forster (variation)
Biel 1994

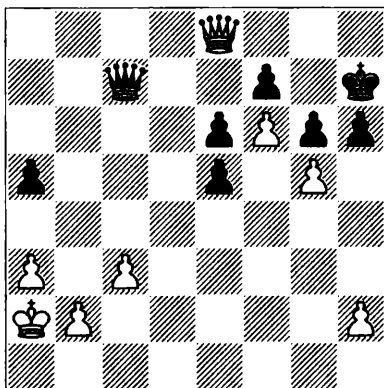
133 Black to play

White has sacrificed a piece for a big attack, the main points being that 1...♔d7 2 ♖xf7 and 1...♜f8 2 ♖xh7 are hopeless for Black. Instead he tried 1...d3 as after 2 ♜xc3 ♜g8 Black's problems are history. Of course I didn't take the bishop, especially as we were still in my home preparation! How did the game conclude?

(Hint: see p. 132; solution: see p. 153)



Gallagher – Atanu
Sangli 2000

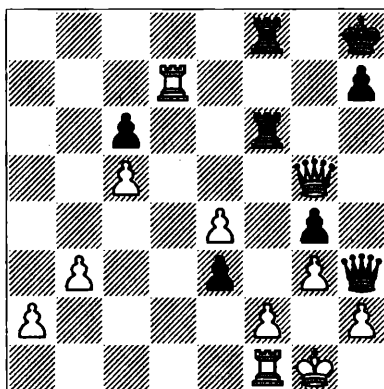


Korneev – Becerra Rivero
Malaga 1999

134 White to play

Material may be equal in this queen end-game but Black is in serious trouble as his king position is compromised by that powerful pawn on f6. Can you see how White forced resignation in two moves?

(Hint: see p. 132; solution: see p. 153)

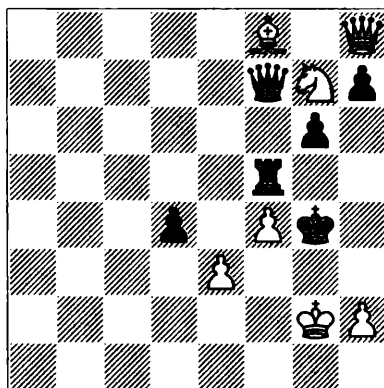


Urban – Krasenkow
Polish Ch (Warsaw) 2001

135 Black to play

White has just played Rd7 threatening Wg7\# . This looks most annoying for Black, since if he has to retreat with $\dots\text{Wh6}$ he just has a lost ending to look forward to. The Russian émigré Krasenkow, who has been Poland's leading player for a decade or so, has excellent combinative vision. He hadn't overlooked White's rook foray but had instead prepared an exquisite refutation. How did the game conclude?

(Hint: see p. 132; solution: see p. 153)



Hulak – Sashikiran
Jakarta 2001

136 White to play

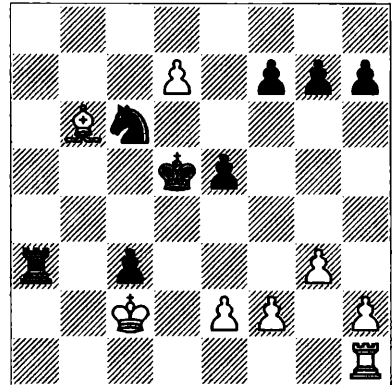
The most obvious move for White is to take the rook, but this would be a big mistake as $1\dots\text{Wa2+}$ would allow Black a draw by perpetual check. In fact, White has a forced mate in five moves and there is more than one move-order based on the same theme. Can you find at least one of them?

(Hint: see p. 132; solution: see p. 153)

137 Black to play

Both sides have very dangerous passed pawns but Black has the added bonus of the white king to take aim at. Can you see how he won the game?

(Hint: see p. 132; solution: see p. 153)

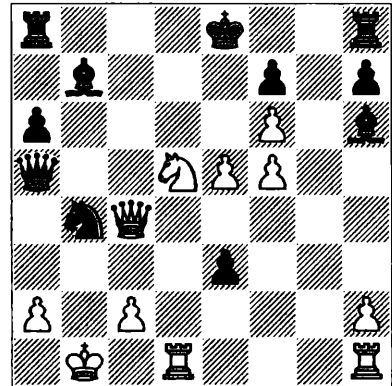


Hillarp Persson – Goloshchapov
Ohrid Ech 2001

138 White to play

This is a variation I had planned in the game but my opponent did well to sidestep it (I won anyway). White has sacrificed two pieces for an attack and he now has a very elegant way to conclude the game. Can you see it?

(Hint: see p. 132; solution: see p. 153)

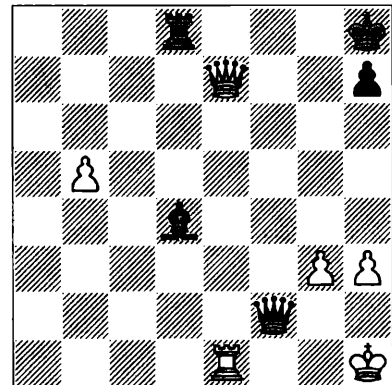


Gallagher – Shneider (variation)
Bern 1995

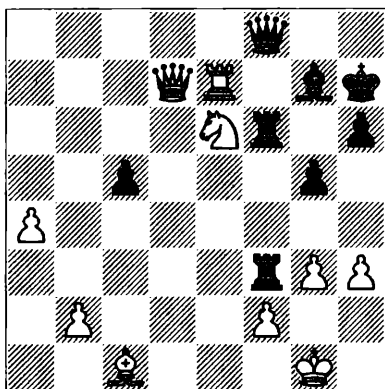
139 Black to play

White is a piece down but would have had reasonable hopes of saving such a position. He has just played ♖e7 attacking the d8-rook. How did Black react to this menace?

(Hint: see p. 132; solution: see p. 154)



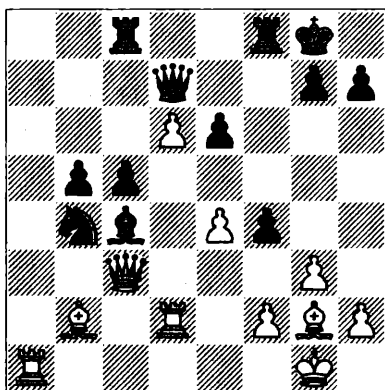
Contin – Firman
Biel 2001



Olcayoz – Gershon
Istanbul Ech 2003

140 Black to play
White has just played Qc7-e6 , forking the black queen and the g7-bishop. How should Black react to this aggression?

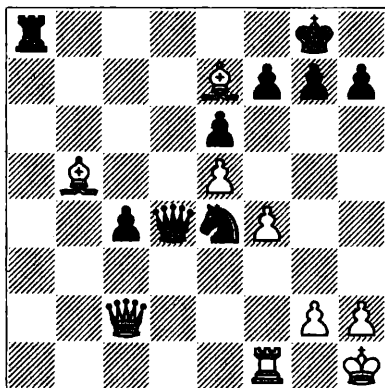
(Hint: see p. 132; solution: see p. 154)



Bacrot – Lautier
Paris 2002

141 White to play
Over the last couple of years Etienne Bacrot has been challenging Joel Lautier for the honour of French no. 1. They are currently about the same strength but the rapidly-improving Bacrot is destined to win this battle. He also won this game with a nice finish. Lautier resigned after his next move.

(Hint: see p. 132; solution: see p. 154)



Kharlov – Semeniuk
Russian Cht (Ekaterinburg) 2002

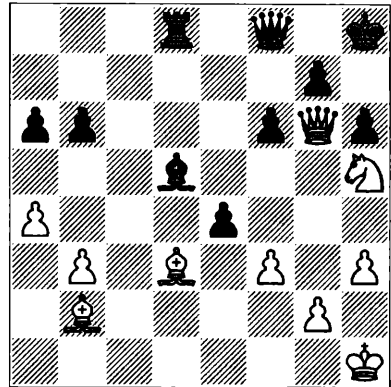
142 Black to play
Black has just sacrificed his bishop on e7. He obviously has a strong and concrete follow-up in mind. Can you see it?

(Hint: see p. 132; solution: see p. 154)

143 White to play

Black has just defended against the threat of ♖h7# with ...e4 (...♙g8 would have been better). White now concluded the game with a pretty combination. Can you see it?

(Hint: see p. 133; solution: see p. 154)

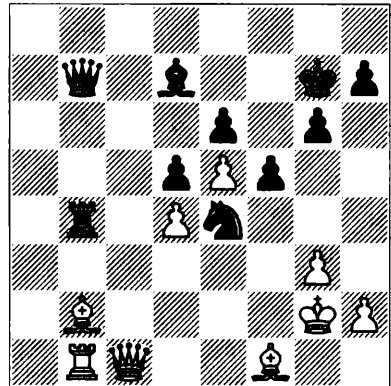


Vaïsser – Skripchenko
Paris 2003

144 White to play

Take one look at this position. It is obvious that White has been horribly outplayed. Just for starters he is a pawn down and caught in a horrible pin on the b-file. But chess can be a cruel game. It's not like soccer where you are 3-0 up, make a mistake and then it's 3-1. No, in chess one small slip can undo hours of good work. White is now winning. How?

(Hint: see p. 133; solution: see p. 154)

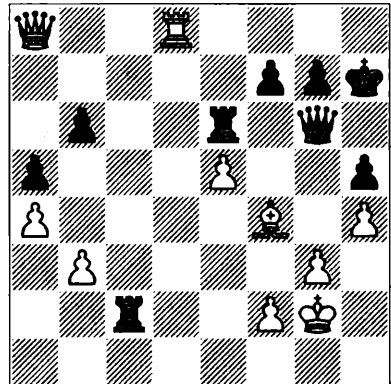


Ahues – Schoris
Dresden 1907

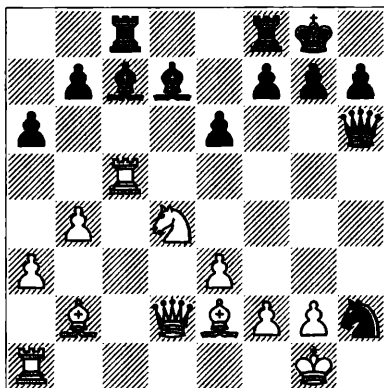
145 Black to play

White has just sacrificed the exchange on d8 and now threatens ♖h8#. As ...♖xf2+ doesn't offer any hope of a perpetual, Black must move his queen to free g6 for the king. Do you prefer ...♙g4 or ...♙f5? In the game Black made the wrong choice. What happened to him?

(Hint: see p. 133; solution: see p. 154)



Bogdanovski – Mitkov
Macedonian Ch (Gevgelija) 2002

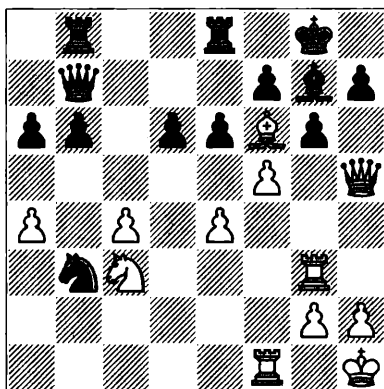


Kosashvili – Gershon
Israeli Cht 1999

146 Black to play

White, a grandmaster, has not played the opening as well as he might have. He has allowed a black knight to penetrate to h2 but he must have been hoping that his last move, ♖c1-c5, threatening ♜h5, would turn the tables. Black immediately put an end to such thoughts. How?

(Hint: see p. 133; solution: see p. 154)

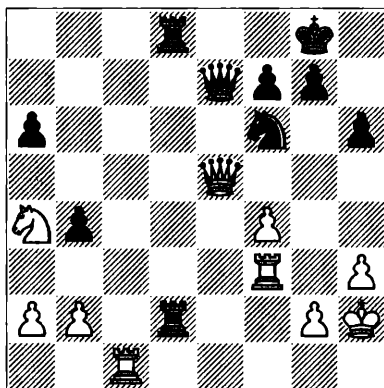


Van den Doel – Janssen
Dutch Ch (Rotterdam) 1999

147 White to play

Black, under heavy kingside pressure, has just played ...♜f8-g7 in order to break the pin and attack the white queen. After something like 1 ♜h4 ♜xf6 2 ♜xf6 ♜e7 Black has a good game. White found a much stronger continuation.

(Hint: see p. 133; solution: see p. 155)



Antić – Kosić
Yugoslav Cht (Vrnjačka Banja) 1998

148 Black to play

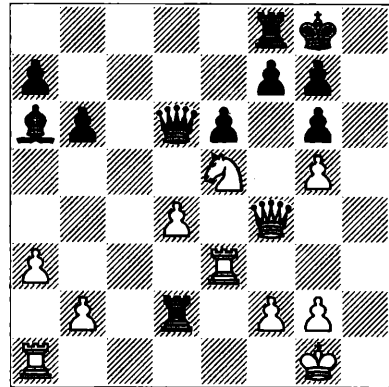
White has just played ♜a5-e5 to try to convince Black to exchange queens. Black was having none of it. What did he play instead?

(Hint: see p. 133; solution: see p. 155)

149 White to play

White has a simple but elegant way to win material, with a classic old mate at the heart of the combination.

(Hint: see p. 133; solution: see p. 155)

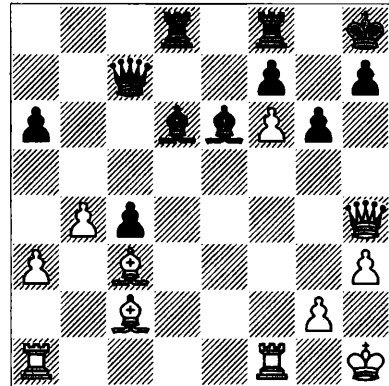


Novikov – Podgaets
Koszalin 1998

150 White to play

White obviously has excellent possibilities on the kingside, but can you see the mate in four?

(Hint: see p. 133; solution: see p. 155)

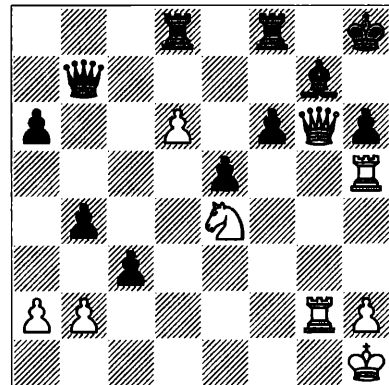


Oltra Caurin – S. Kovačević
Valencia 1998

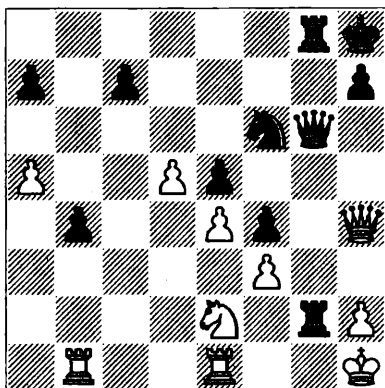
151 White to play

Black has a miserable game but is hoping that his passed pawn on the queenside will distract his opponent. In fact White now embarked on a combination which led to Black getting quickly checkmated, even if Black did miss a chance to put up some stiff resistance. Can you see how the game concluded, and can you also point out Black's missed opportunity?

(Hint: see p. 133; solution: see p. 155)



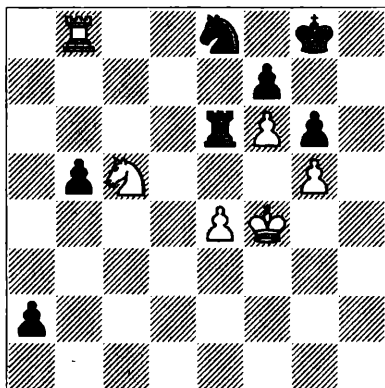
Kožul – Meštrović
Pula tt 1997



Illescas – Short
Dos Hermanas 1997

152 Black to play
With his heavy armoury tripled on the open g-file, it just remains for Black to find the breakthrough that captures the prize asset – the white king.

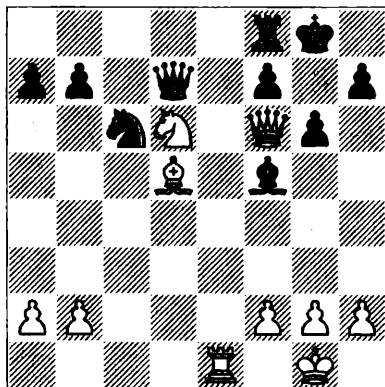
(Hint: see p. 133; solution: see p. 155)



Hector – Ernst
Reykjavik Z 1995

153 White to play
The stage is set for a patented Hector crowd-pleasing finish. This is another example where Black has an a-pawn on the verge of promotion. Does White have to take a time-out to stop it, or does he have something more direct?

(Hint: see p. 133; solution: see p. 155)



Nenashev – Vaulin
St Petersburg 1995

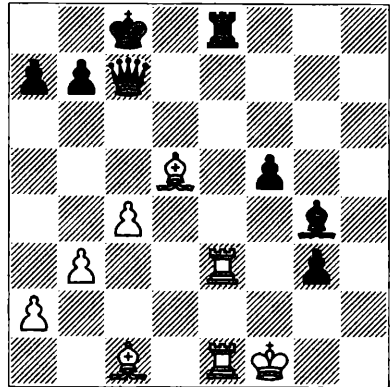
154 White to play
The player with the white pieces is now known as Alexander Graf and represents Germany. Formerly he was called Alexander Nenashev and represented the USSR and then Uzbekistan. Whatever his name or nationality, one thing is clear: he is a strong grandmaster. How did he force victory in just two moves?

(Hint: see p. 133; solution: see p. 156)

155 Black to play

Black doesn't need to find a mate in five to win this game, but nevertheless there is one there and it is quite an attractive one. Can you find it?

(Hint: see p. 133; solution: see p. 156)

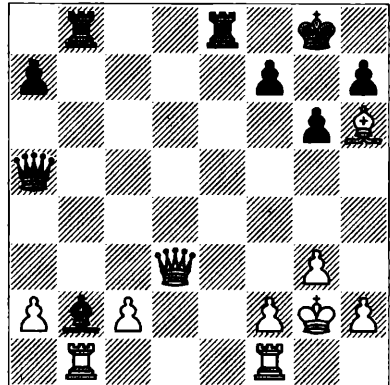


Babula – Mozny
Czech Ch 1994

156 White to play

White may be a pawn up but if Black had time to play something like ...♙g7, then White's winning chances would be remote because of his split queenside pawns. But Black hasn't got the time. How did White force a quick win?

(Hint: see p. 133; solution: see p. 156)

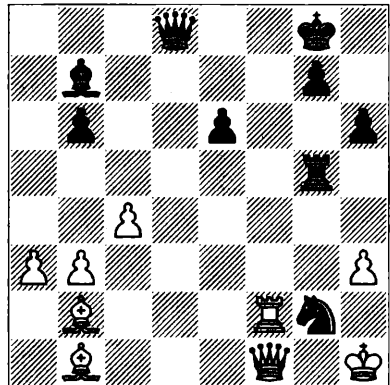


Rada – Kostal
Prague 1942

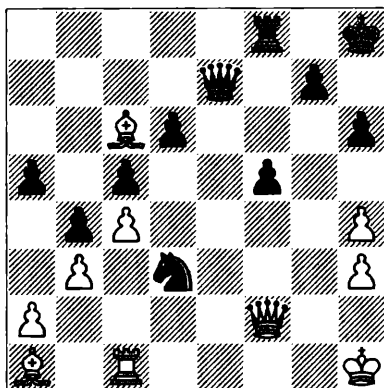
157 White to play

Black has just destroyed the white king-side with ...♜xg2 even though this allows White to win his queen with 1 ♜f8+ ♜xf8 2 ♜h7+ ♜xh7 3 ♜xf8. Was this good enough to keep White in the game?

(Hint: see p. 133; solution: see p. 156)



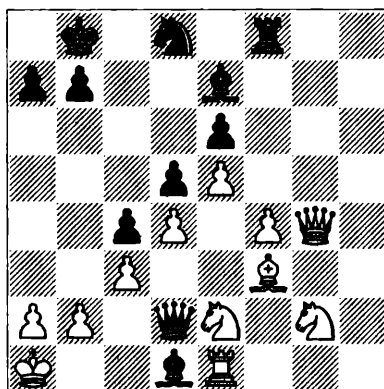
Renet – Hamdouchi
Montpellier 1993



Szekely – Arkhipov
Hungarian Chl 1992

158 White to play
Black has just played ... dxd3 , forking the white queen and rook. Was this an oversight on White's part or had he planned some sneaky response?

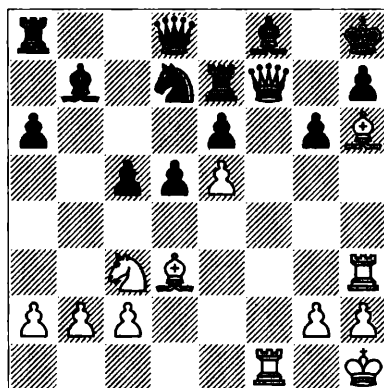
(Hint: see p. 133; solution: see p. 156)



Nijboer – Kuijf
Wijk aan Zee 1991

159 Black to play
White has an extra pawn but a pretty dismal position. He is just about defending against all Black's direct threats but it just takes one little shove to make the whole edifice come tumbling down. How did Black win?

(Hint: see p. 133; solution: see p. 156)



Gross – Borgo
Budapest 1999

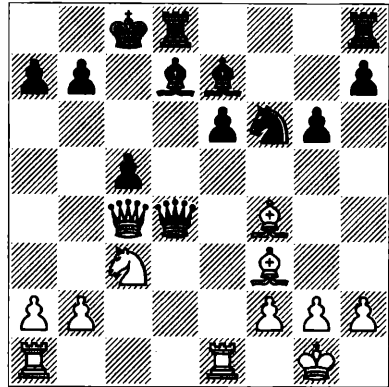
160 White to play
Black has just made a most serious error, ... Te8-e7 , which gives White the chance to force mate in four moves.

(Hint: see p. 133; solution: see p. 156)

161 White to play

Black has just met the move ♖f4 with ...♘d4 and it now looks, because of the undefended state of the f4-bishop, like White has to acquiesce to an exchange of queens. Or perhaps he has something else?

(Hint: see p. 133; solution: see p. 156)

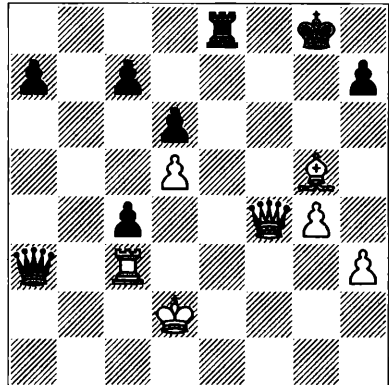


Romanishin – Ivanchuk
Irkutsk 1986

162 Black to play

This is the concluding phase to one of my best games. Black has sacrificed a piece to strip the white king bare. How was White finished off?

(Hint: see p. 133; solution: see p. 156)

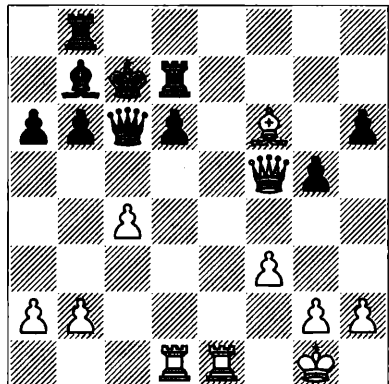


Sotnikov – Gallagher
Arosa 1996

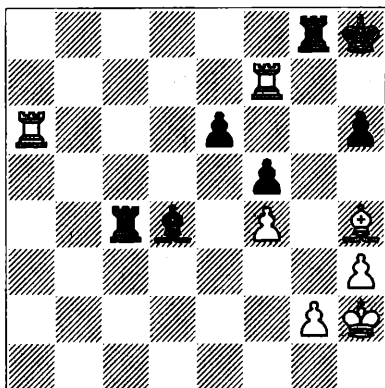
163 White to play

Plaskett has spent the last few moves booting the black king around and Lechtynsky was probably quite pleased to have reached the sanctuary of c7 at the cost of a mere pawn. But is this new sanctuary so secure?

(Hint: see p. 133; solution: see p. 157)



Plaskett – Lechtynsky
Banja Luka 1985

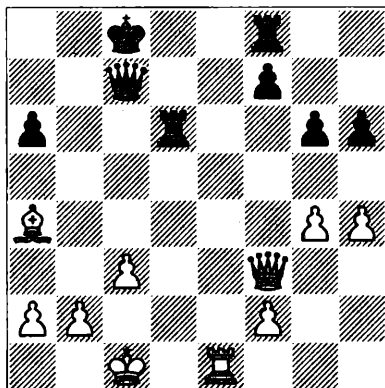


Van Mil – Van der Sterren
Dutch Ch (Hilversum) 1984

164 Black to play

Normally in an endgame with equal material and all the pawns on the same side, a draw is quickly agreed. But here the white rooks have strayed offside and left their king at the mercy of the black pieces. Black won the game with an accurate attack.

(Hint: see p. 133; solution: see p. 157)

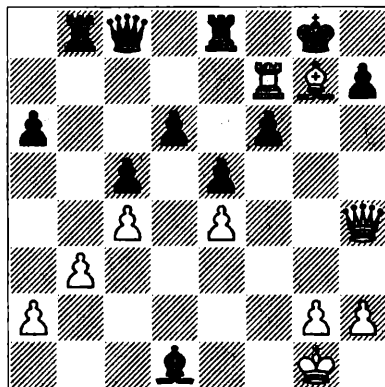


Karpov – Sax
Linares 1983

165 White to play

With two pawns for the exchange and an exposed black king, White is clearly on top here. Still, if it weren't for White's powerful next move, one could certainly have expected some stiff resistance from Black. How did Karpov win in just a few moves?

(Hint: see p. 133; solution: see p. 157)



Tal – Rantanen
Tallinn 1979

166 White to play

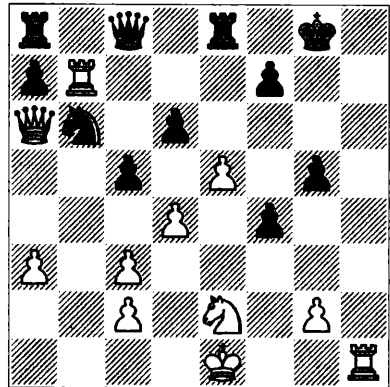
Rantanen was under the impression that Tal had miscalculated and thought he was winning until Tal's next move appeared on the board. Then he quickly understood that the game was up.

(Hint: see p. 133; solution: see p. 157)

167 White to play

The black king is very exposed but White has problems of his own, with his queen tied down defending his pinned rook. But White can overcome these difficulties. How did he win the game?

(Hint: see p. 133; solution: see p. 157)

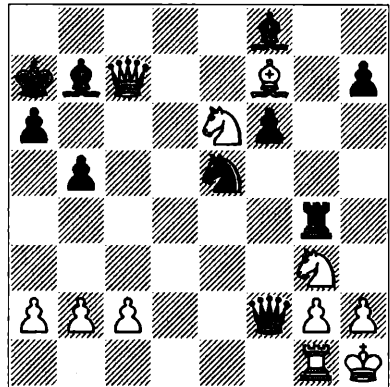


Hall – de Firmian
Malmö 1999

168 Black to play

This game gave me a lot of pleasure. It was the third Polugaevsky Variation that Plaskett and I had disputed in 1982 and he had won the first two. Can you see how I took my revenge?

(Hint: see p. 133; solution: see p. 157)

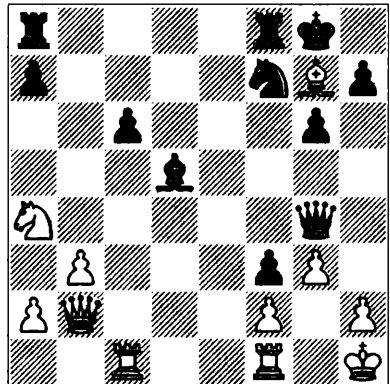


Plaskett – Gallagher
London 1982

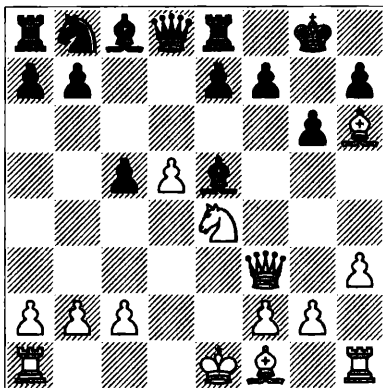
169 Black to play

The late Eduard Gufeld was a colourful character who, it has to be said, was not everyone's cup of tea. But he was certainly a fine attacking player. How did he finish off his opponent here?

(Hint: see p. 134; solution: see p. 158)



Shibut – Gufeld
USA 2000

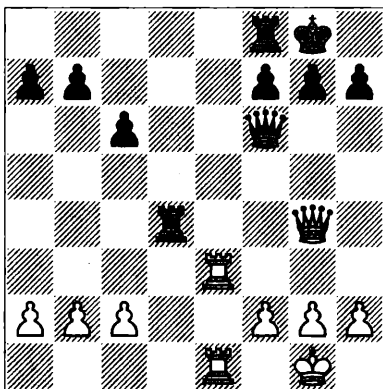


Variation of the Pirc Defence

170 Black to play

This is a variation of the Pirc Defence. Do you think Black can safely capture the d5-pawn?

(Hint: see p. 134; solution: see p. 158)

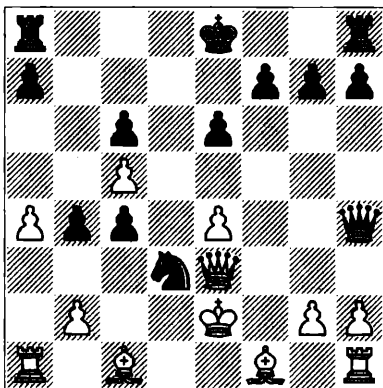


Gallagher – Korneev
Cannes 1998

171 White to play

This position looks totally drawn, and unfortunately it is. But can you see how I scared the living daylights out of my opponent?

(Hint: see p. 134; solution: see p. 158)



Izoria – Kupreichik
Istanbul Ech 2003

172 Black to play

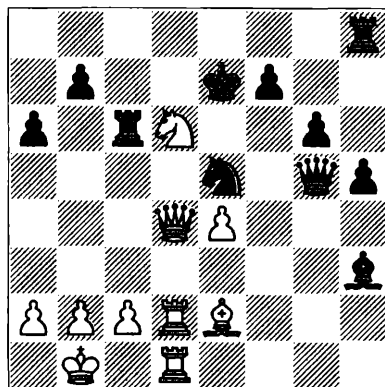
Black has sacrificed a piece to draw the white king out into the open. He now finished the game with an accurate series of checks.

(Hint: see p. 134; solution: see p. 158)

173 White to play

The black king is precariously placed in the middle of an open board and it's no surprise that White forced a quick win. How?

(Hint: see p. 134; solution: see p. 158)

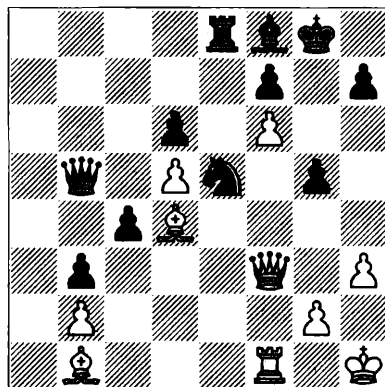


Rogić – Maksimenko
Croatian Cht 1999

174 White to play

That pawn on g5 is really horrible. If only Black could push it back one square he would have an excellent game. But pawns don't move backwards. How did White quickly win the game?

(Hint: see p. 134; solution: see p. 158)

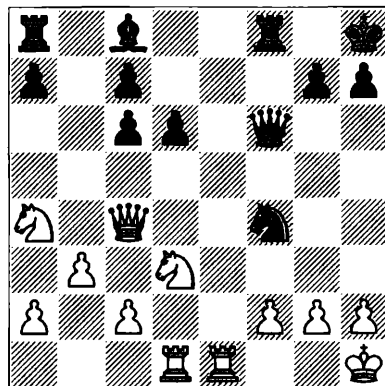


Nenashev – Kovaliov
Cappelle la Grande 1996

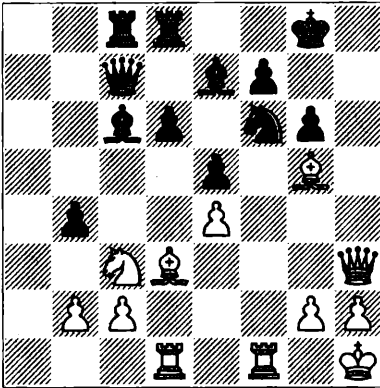
175 Black to play

White is hoping to exchange off the aggressive knight on f4, after which he would be in reasonable shape. But Black has other ideas. How did he force a quick win?

(Hint: see p. 134; solution: see p. 158)



Lau – Smagin
Berlin 1990

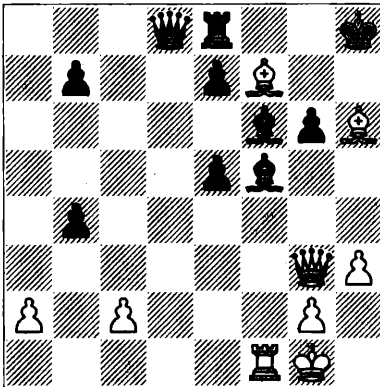


Abramović – Ilić
Niš 1983

176 White to play

The black kingside has been weakened and is devoid of protection but he is counting on something like 1 ♖xf6 ♖xf6 2 ♜xf6 bxc3 with a playable game. White found a much stronger continuation, which decided the game in a few moves. What is it?

(Hint: see p. 134; solution: see p. 158)

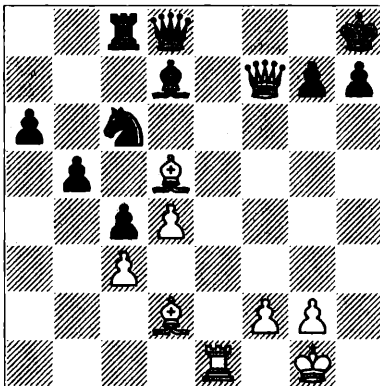


Szabo – Zawadzki
Los Llanos 2004

177 White to play

If White takes on e8 he will be the exchange up but will still have to overcome some technical difficulties before he can register the full point. But there is a much more powerful solution to the position which forced Black to resign in just two moves.

(Hint: see p. 134; solution: see p. 159)



Kotronias – Kalesis
Karditsa 1994

178 White to play

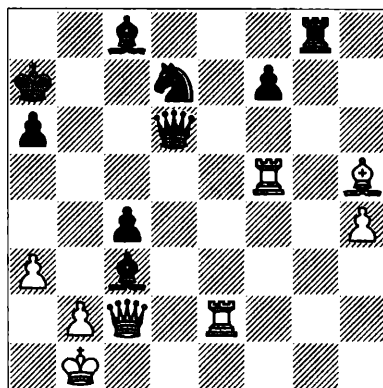
As we have seen elsewhere in the book, the Greek/Cypriot grandmaster Kotronias is a lethal attacking player once he has the initiative. How did he force Black's resignation in just two more moves?

(Hint: see p. 134; solution: see p. 159)

179 Black to play

Hikara Nakamura is the new kid on the block in American chess and seems to be the brightest talent to emerge from the USA since Bobby Fischer. Careless play by White has just presented him with a tactical opportunity. Can you see it?

(Hint: see p. 134; solution: see p. 159)

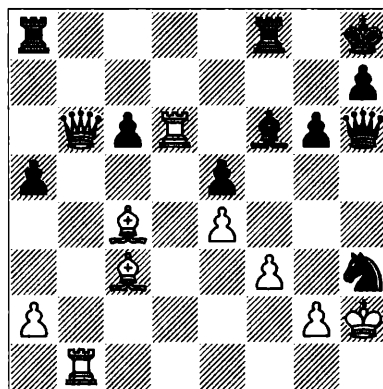


Sagalchik – Nakamura
Buenos Aires 2003

180 White to play

Most people would just recapture automatically on h3 but Kasimdzhanov is not most people but no less than the new FIDE World Champion. He saw that after 1 gxh3 ♖f4+ 2 ♔g2 ♙h4! he would have nothing better than an endgame with 3 ♙xe5+ ♕xe5 4 ♕b2. He found another solution to the position. What was it?

(Hint: see p. 134; solution: see p. 159)

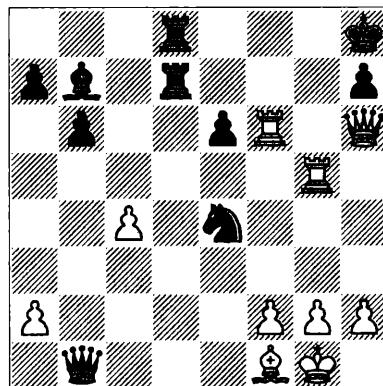


Kasimdzhanov – Golubev
Bundesliga 2001/2

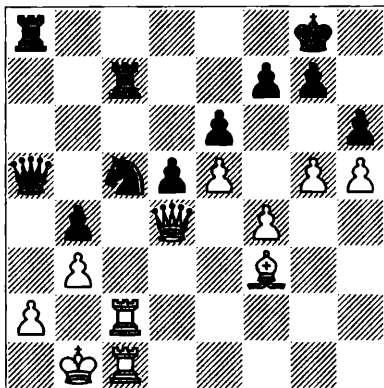
181 Black to play

White has sacrificed a piece for an attack against the black king and has just played ♖f6 threatening to deliver mate on f8. Of course, Black cannot play ...♗xf6 as ♕xf6+ leads to mate next move, but perhaps he has a way to get at the white king?

(Hint: see p. 134; solution: see p. 159)



Nadanian – Kharitonov
Novgorod 1999



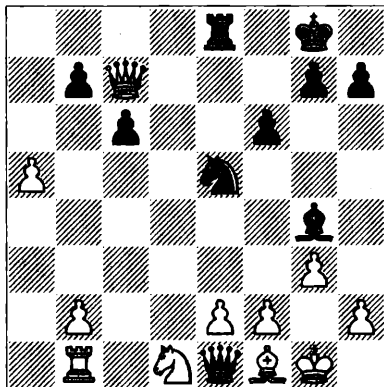
Ernst – Ornstein

Swedish Ch (Sundsvall) 1989

182 Black to play

Black has just played the sneaky move ...♖c8-c7, to which White replied unsuspectingly with g5 (he should have played something like ♖d2). What was Black's idea, and how did the game finish?

(Hint: see p. 134; solution: see p. 159)



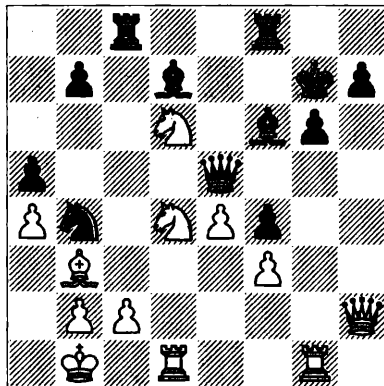
Torre – Timman

Hamburg TV 1982

183 Black to play

The black queen has penetrated right into the heart of White's position but he is hoping to expel it next move with ♖c3 (this would be White's reply to both ...♕h3 and ...♕xe2). But Black never gave him the chance. How did the game conclude?

(Hint: see p. 134; solution: see p. 159)



Anand – Vallejo Pons

Monte Carlo (blindfold) 2004

184 White to play

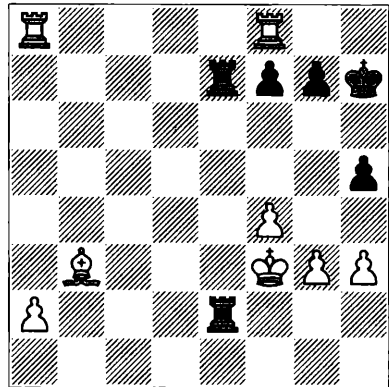
The top players in the world don't really need a chessboard and chess pieces to play the game. They just need their head! Every year in Monaco there is the Melody Amber tournament where 12 of the top players compete for big bucks in a blindfold tournament (as well as in a rapid event). White to play and win at least the black queen.

(Hint: see p. 134; solution: see p. 159)

185 White to play

Black is a piece down but it is not easy to see how the white king can escape from the black rooks. True he can check on h8, but what then? OK, what then, that is the question?

(Hint: see p. 134; solution: see p. 160)

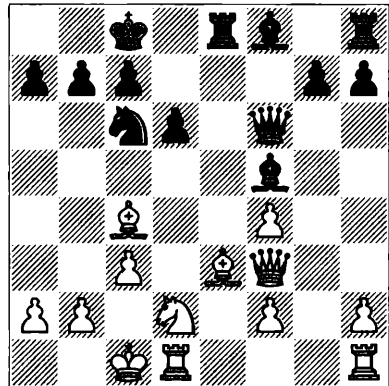


Cvitan – Vaulin
Oberwart 1997

186 Black to play

At first glance it's hard to believe that this game would be over in three moves without the players having negotiated a peace settlement. But deep in the bowels of the position there lurks a vicious tactic. Black to play and win.

(Hint: see p. 134; solution: see p. 160)

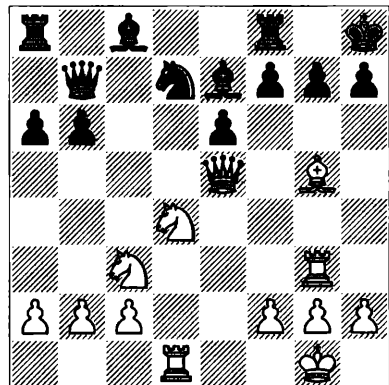


Schulder – Boden
London 1853

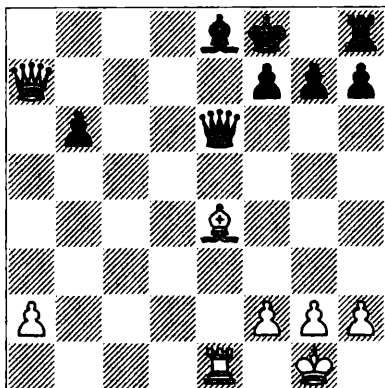
187 White to play

Under heavy kingside pressure, Kotov has just retreated his knight from f6 to d7 to try to exchange some pieces. Not a good idea. He resigned after White's next move.

(Hint: see p. 134; solution: see p. 160)



Bronstein – Kotov
Moscow Ch 1946

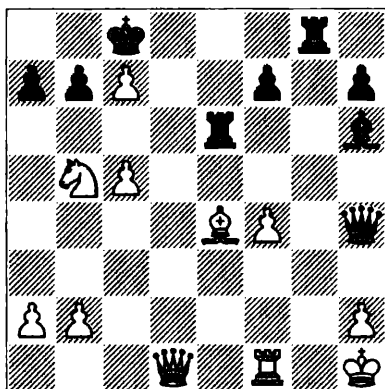


Bisguier – Evans
New York 1959

188 Black to play

Despite material being both reduced and equal, Black is in serious trouble here because his rook is out of play on h8. Still, fast action is required since if Black were given a couple of free moves he could equalize the game. How did White finish him off?

(Hint: see p. 134; solution: see p. 160)

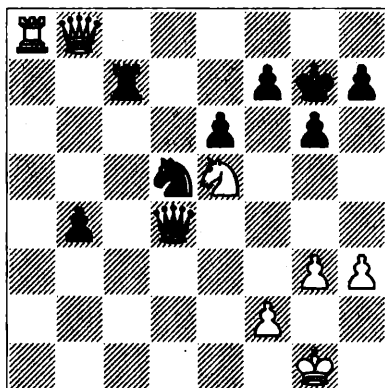


D. Howell – J. Turner
Kidlington 2002

189 Black to play

Black has two good moves in this position but only one of them leads to forced mate in five moves. You may also wish to examine Black's second-best move and point out why White's best defensive try fails.

(Hint: see p. 134; solution: see p. 160)



Kozlov – Nikolaev
St Petersburg 2001

190 Black to play

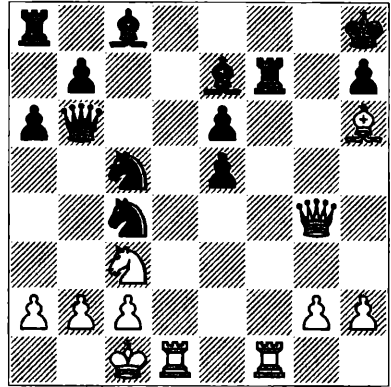
White has just played ♖a8 so that Black loses his queen after 1...♙xe5 2 ♜h8+. Black, however, is not interested in the knight but in the white king, which is devoid of piece protection. It's mate in seven.

(Hint: see p. 134; solution: see p. 160)

191 White to play

White has no time for ♖xf7 because Black threatens mate on b2. Does he have to take defensive precautions or is there a way for his attack on the kingside to crash through at once?

(Hint: see p. 134; solution: see p. 161)

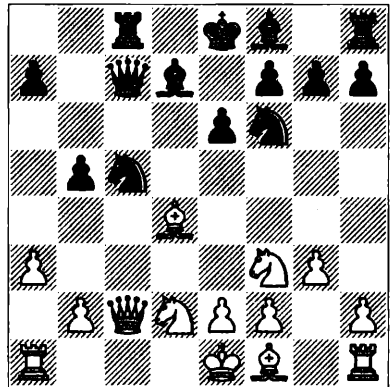


Petrov – Erdogdu
Batumi Ech 2002

192 Black to play

Don't believe anyone who says there is no luck in chess. Players miss their opponent's moves all the time. Usually this is of little consequence. But every now and then the consequences are devastating. Like here, for example. In this innocuous-looking position, White has just played ♖e3-d4?? but was forced to resign after Black's next move! What was this devastating blow?

(Hint: see p. 134; solution: see p. 161)

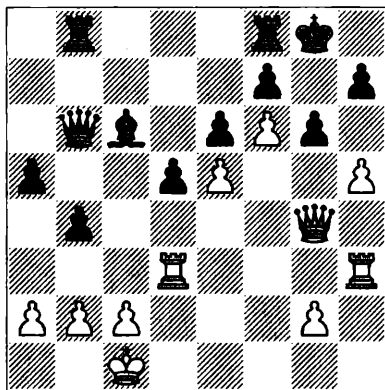


Andonov – Lputian
Sochi 1987

Level 4 Puzzles

I suppose for a few of you the book has been a stroll in the park up to here, even if I did throw in a few hard ones at the previous level. But I think all of you are going to have to start working from now on. And if you have been struggling at the previous levels, you are probably going to have to make use of the hints to work your way through the Level 4 puzzles.

My favourites: 193, 194, 200, 216, 217, 244.

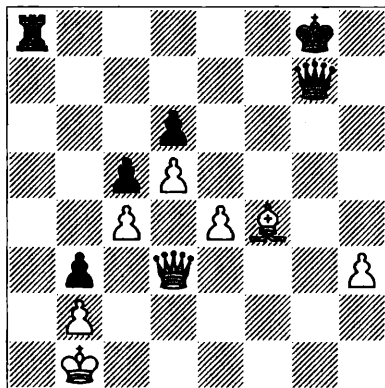


Gallagher – Tukmakov
Geneva 2001

193 Black to play

I have sacrificed a piece for an attack against the black king. One of the main ideas is to play ♖g5-h6 and I had been hoping, and expecting, Black to play 1...♜b7 here to assist in the defence of his second rank. Can you see the rather sweet refutation of that move? As a bonus question, and only if you feel like some serious analysis, what do you think is happening after 1...♜b5, the move chosen by Tukmakov?

(Hint: see p. 134; solution: see p. 161)



Marcelin – Volokitin
Bundesliga 2003/4

194 Black to play

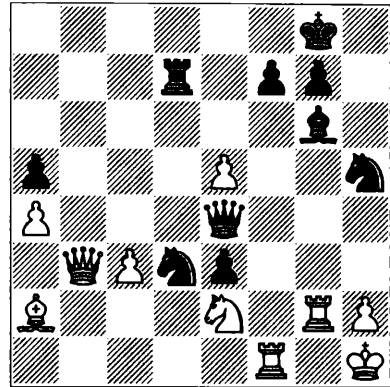
Black certainly has the better chances in this sharp position but he also has plenty to worry about with his weak pawns and exposed king. The young Ukrainian playing Black found a neat solution to the position.

(Hint: see p. 134; solution: see p. 161)

195 Black to play

Black has just sacrificed an exchange on e5. He can win it back now, with a large advantage, by playing a knight to f4. However, there is a considerably more potent continuation. Can you see it?

(Hint: see p. 134; solution: see p. 162)

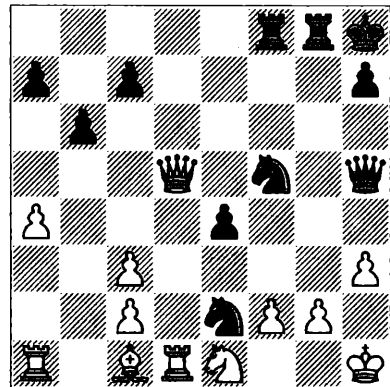


Hjartarson – G. Georgadze
Tilburg 1993

196 Black to play

Black has an excellent attacking position and he now found a sacrificial way to end White's resistance.

(Hint: see p. 135; solution: see p. 162)

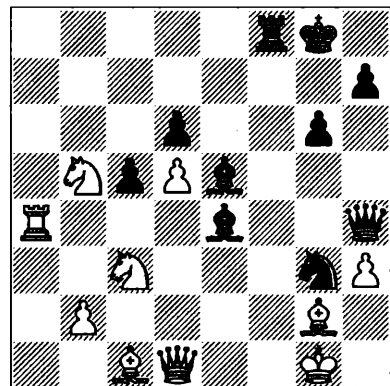


Jerez Perez – Romero
Spanish Cht 2001

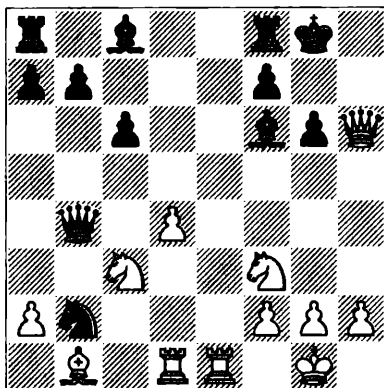
197 Black to play

Loek van Wely is the man who knocked Timman off his perch as the Dutch no. 1, and as a consequence their games always seem to have that little bit of extra tension about them. On this occasion Timman came out on top with a nice mating attack. How did he translate his kingside dominance into a full point?

(Hint: see p. 135; solution: see p. 162)



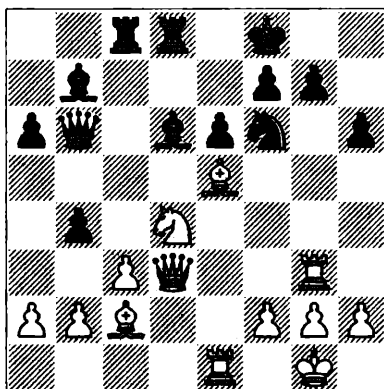
Van Wely – Timman
Wijk aan Zee 2002



Kramnik – Lautier
Tilburg 1998

198 White to play

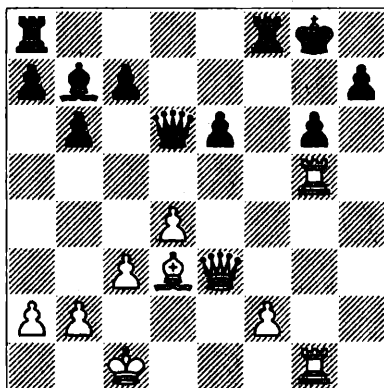
Joël Lautier has allowed White to remove his pawn on h6 in return for the one on b2. A risky escapade, to say the least. Kramnik made him pay dearly for his optimism. How? (Hint: see p. 135; solution: see p. 162)



K. Müller – Dinstuhl
Bundesliga 2001/2

199 White to play

Black has just played ...♔e7-d6, the sort of move I associate with bad nerves. He was under some pressure on the kingside but his position was basically sound. After his move White will either win at once or his pressure will be dissipated. Not surprisingly, White is winning. How did the game conclude? (Hint: see p. 135; solution: see p. 162)



Saulin – Pushkov
Tula 2001

200 Black to play

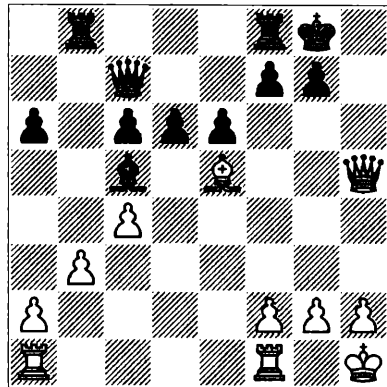
With a sacrifice on g6 looming, most players would have jumped at the chance to exchange queens with 1...♕f4 here. But Black rejected this, presumably because it allows White a nice drawing variation: 2 ♖xg6+ hxg6 3 ♖xg6+ ♔h8 4 ♖h6+ ♔g7 5 ♖g6+ with perpetual as the black king cannot go to the f-file. Instead of this Black preferred 1...♖f3. A good or bad idea?

(Hint: see p. 135; solution: see p. 162)

201 White to play

Black has just played ...d6. If the bishop retreats, he will be able to follow up with either ...e5 or ...f6 followed by ...♞f7, when White will be struggling to justify the investment of a pawn. White didn't retreat, however. What did he play and how did the game finish?

(Hint: see p. 135; solution: see p. 163)

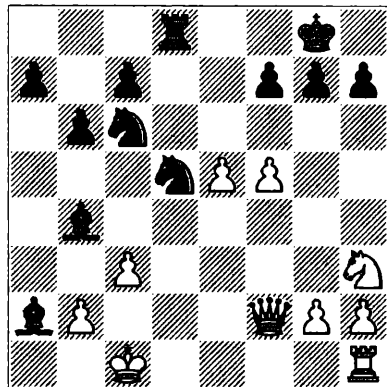


Areshchenko – Savon
Nikolaev 2001

202 Black to play

Three pieces for a queen is a very unclear material balance and the assessment all depends on the specifics of each position. Here White is in trouble because of his exposed king. How did Black win the game?

(Hint: see p. 135; solution: see p. 163)

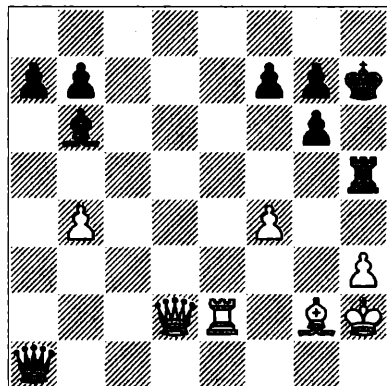


Mikhalets – G. Kuzmin
Alushta 2000

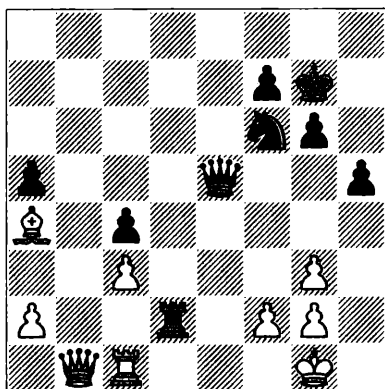
203 Black to play

Black is two pawns up and obviously destined to win the game in the long run. But how did the Tiger playing Black bring the game to a swift conclusion?

(Hint: see p. 135; solution: see p. 163)



Kurajica – Hillarp Persson
Batumi Echt 1999

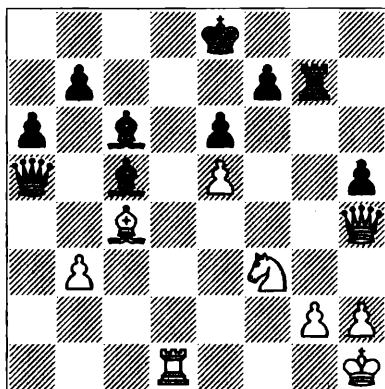


Zhelmin – Balashov
Moscow 1998

204 Black to play

White is on the defensive but he would have harboured some minor hopes of exchanging or repelling Black's active pieces. But Black has a forced win. Can you see it?

(Hint: see p. 135; solution: see p. 163)

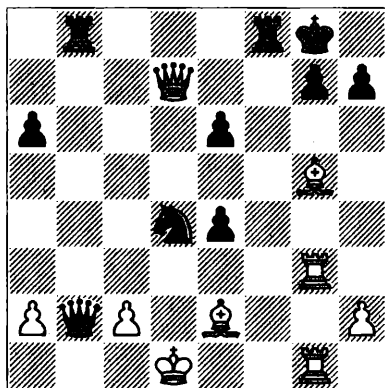


Konguvel – Gdanski
Koszalin 1998

205 Black to play

It seems that the black queen is tied down defending against the mate on d8, but Black found a most impressive way to activate it, which soon led to White getting checkmated.

(Hint: see p. 135; solution: see p. 164)



Westerinen – Sigurjonsson
New York 1977

206 White to play

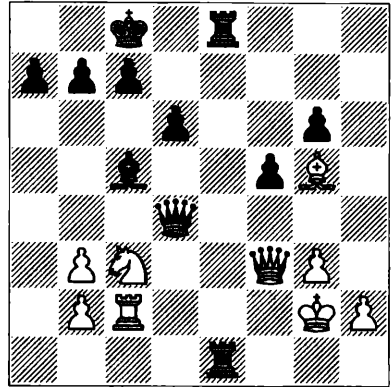
Black has sacrificed a piece for a massive attack but the Finnish grandmaster Westerinen has everything under control. In fact, it's not Black who has a decisive attack, but White! Can you see how the game finished?

(Hint: see p. 135; solution: see p. 164)

207 Black to play

Black is clearly winning; there is no argument over that. But your task is to find checkmate in five moves.

(Hint: see p. 135; solution: see p. 164)

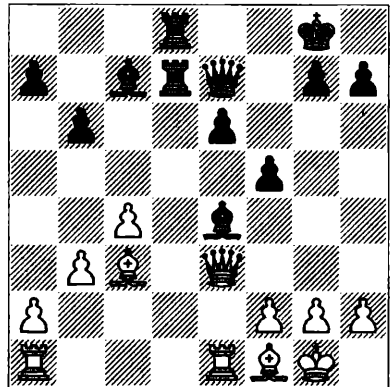


Garcia Ilundain – Shirov
Villarrobledo rpd 1997

208 Black to play

At first glance it doesn't look like there is much going on in this position but Bareev found an excellent idea that soon developed into a mating attack. Can you see it?

(Hint: see p. 135; solution: see p. 164)

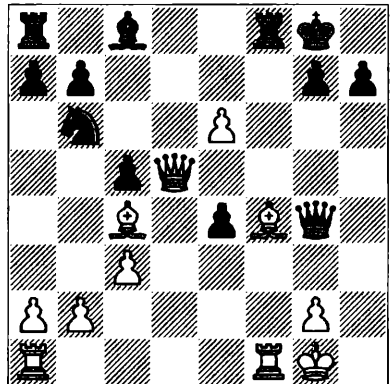


Kharitonov – Bareev
Russian Ch (Elista) 1997

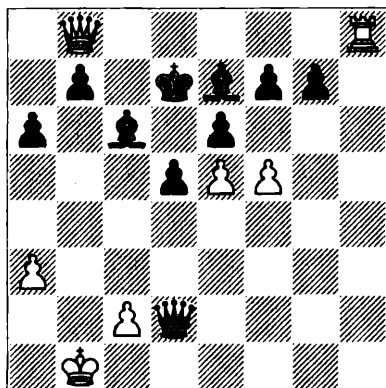
209 White to play

Onishchuk was in top form in this tournament, dropping only three draws in ten games. Happily, two of them were against me! The game we are examining was a total disaster for the German grandmaster Hertneck. He has just played ...♘d7-b6 attacking the white queen, but he is no fool and must have known something horrible was coming his way. How did Onishchuk conclude the game?

(Hint: see p. 135; solution: see p. 164)



Onishchuk – Hertneck
Biel 1997

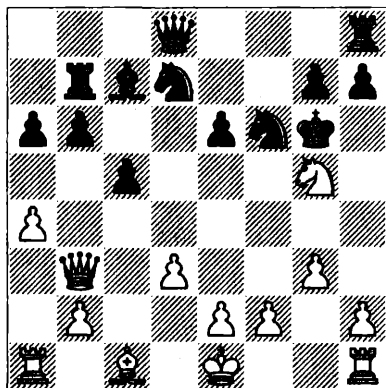


Velimirović – A. Sokolov
Bar 1997

210 Black to play

White is threatening ♖c8# but it's Black's turn and he has an exposed white king to aim at. Can he win the game?

(Hint: see p. 135; solution: see p. 164)

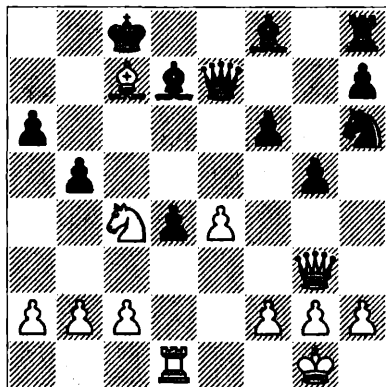


Lalić – Hulak
Pula 1996

211 White to play

White has sacrificed a piece to drive the black king out into the open. How did he conclude his attack?

(Hint: see p. 135; solution: see p. 165)



Greenfeld – V. Mikhalevski
Beersheba 1996

212 White to play

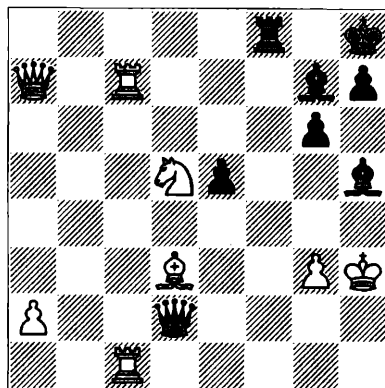
White has already sacrificed one piece so there can be no question of some meek knight move. But Greenfeld must have already seen that White is winning here. How did the game finish?

(Hint: see p. 135; solution: see p. 165)

213 Black to play

White has just made a serious error. Instead of playing ♔g1 in response to ...♚d2+, after which he should be winning (he has an extra rook), he advanced to h3. Now Black is winning. How?

(Hint: see p. 135; solution: see p. 165)

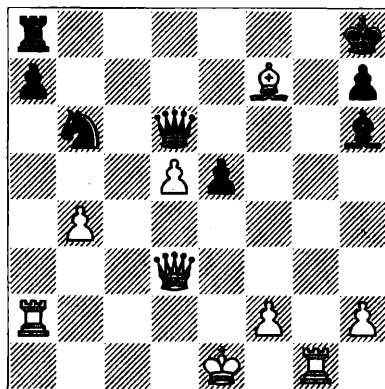


K. Berg – Tisdall
Skei 1994

214 White to play

White is the exchange up but how did he finish the game in style?

(Hint: see p. 135; solution: see p. 165)

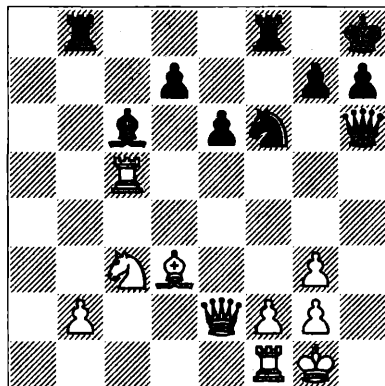


L.B. Hansen – Mortensen
Vejle 1994

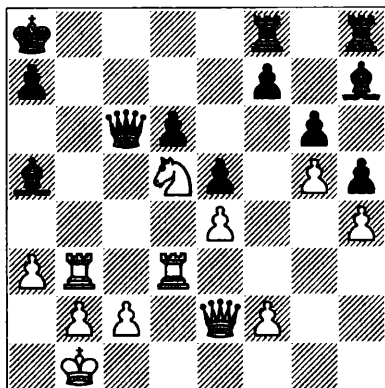
215 Black to play

Material is level but Black has the more active pieces. The white kingside is also extremely vulnerable if Black can find the right idea. In fact, White only lasted another four moves. Can you see how Black won the game?

(Hint: see p. 135; solution: see p. 166)



Aseev – Greenfeld
Munich 1992

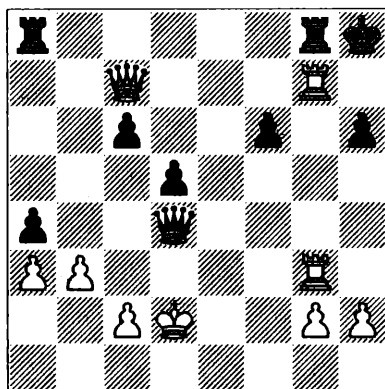


Rogers – Milos
Manila OL 1992

216 White to play

White may have only one pawn for the piece but that ridiculous bishop on h7 is not even worth a pawn. How did he convert his advantage into an immediate victory?

(Hint: see p. 135; solution: see p. 166)

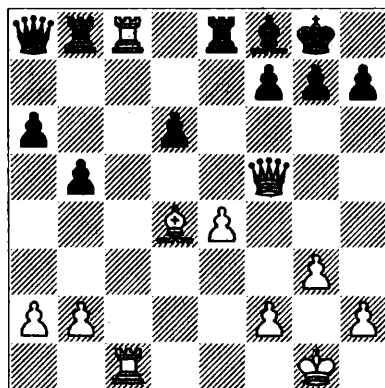


Gallagher – Vuilleumier
Lenk 2003

217 White to play

If White plays ♖c1, then Black can repeat with ...♚a1+. A draw did not appeal to me, as I had a 350 rating-point advantage. I now used up four of my remaining five minutes before playing 1 ♖e2!. I had seen a beautiful trap but I had to check that I wasn't committing suicide by walking my king to the centre. After 1...♗g8+ 2 ♗e7 my opponent played, virtually without hesitation, 2...♚c5. What happened next?

(Hint: see p. 135; solution: see p. 166)



M. Carlsen – Werle
Wijk aan Zee 2004

218 White to play

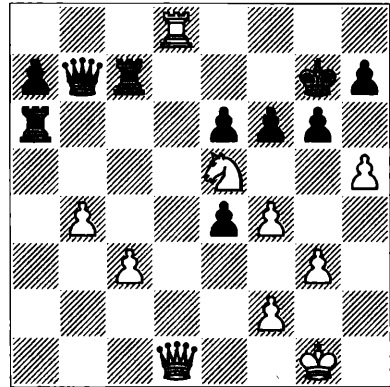
Magnus Carlsen is the sensation of Norwegian chess. In 2004, at the age of 13, he became the youngest grandmaster in the world. This game is taken from the strong B tournament at Wijk aan Zee, which he won brilliantly. But here he failed to find the most accurate continuation (although he did go on to win). Can you do better than the prodigy?

(Hint: see p. 135; solution: see p. 166)

219 White to play

For many years Bent Larsen was one of the leading players in the world. Unfortunately his main legacy will probably be his 6-0 drubbing at the hands of Bobby Fischer in the semi-finals of the 1971 World Championship Candidates cycle. In this position he finished off his Danish compatriot with an attractive combination.

(Hint: see p. 135; solution: see p. 166)

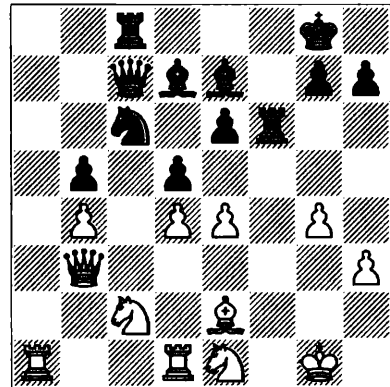


B. Larsen – J. Kristiansen
Danish Ch (Lyngby) 1991

220 Black to play

Black can capture on e4 but after ♖g2 White would have some positional compensation for the pawn and his kingside would be reasonably secure. Black found a considerably more brutal way to exploit his superiority. Can you see it?

(Hint: see p. 136; solution: see p. 166)

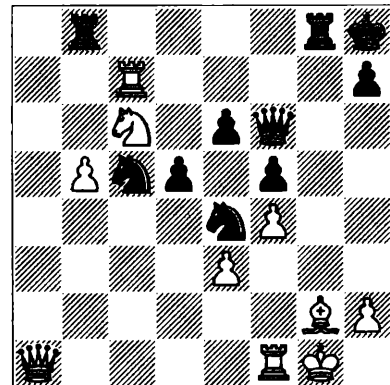


Yanovsky – Kindermann
Biel 1991

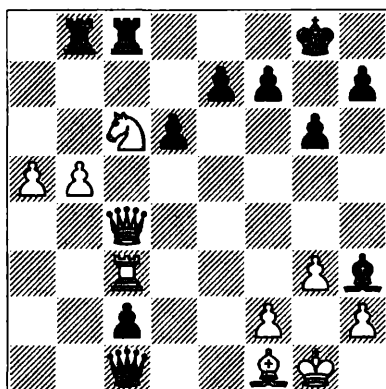
221 Black to play

White is under pressure on the kingside but he hopes for salvation with the exchange of queens that now looks inevitable after his last move, ♖d4-c6. How did Black disappoint him?

(Hint: see p. 136; solution: see p. 166)



Kantsler – Moskalenko
Belgrade 1990

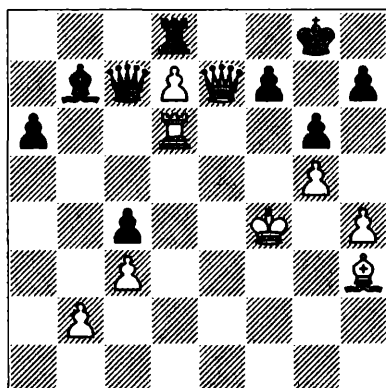


Azmaiparashvili – Shirov
Lvov Z 1990

222 Black to play

White has just parried the threat to his queen with Qc6 and he appears to have everything under control. His major pieces not only stop the black c-pawn from advancing but also threaten to remove it. His f1-bishop also seems solidly defended by the queen. But White is completely lost, as Shirov demonstrated with his next few moves. What were they?

(Hint: see p. 136; solution: see p. 167)

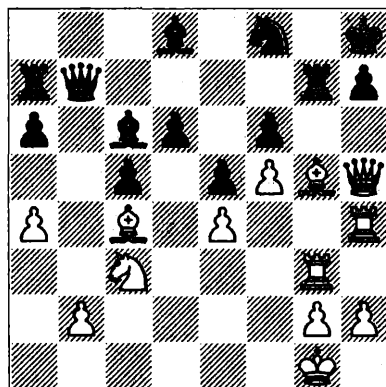


Kovaliov – Jansa
Gausdal 1990

223 White to play

The powerful pawn on d7 has totally paralysed Black's position but there remains the little matter of how White is to break through. Kovaliov found an excellent method. Can you see it?

(Hint: see p. 136; solution: see p. 162)



I. Ivanov – Kudrin
Chicago 1989

224 White to play

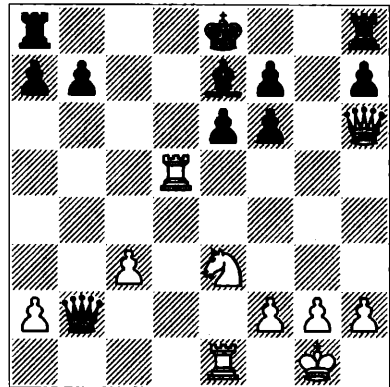
Black has been desperately trying to defend a most miserable position but now is the time for White to bring the torture to an end with a neat tactical stroke. Can you see it?

(Hint: see p. 136; solution: see p. 167)

225 White to play

White has a position full of promise with Black's king stuck in the centre. Can you find the strongest continuation?

(Hint: see p. 136; solution: see p. 167)



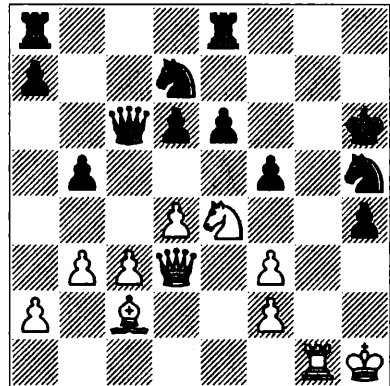
Gallagher – Klauser

Swiss Ch (Leukerbad) 2002

226 White to play

White has already sacrificed a rook to force the black king into a perilous situation. Can you see how he concluded his attack?

(Hint: see p. 136; solution: see p. 167)



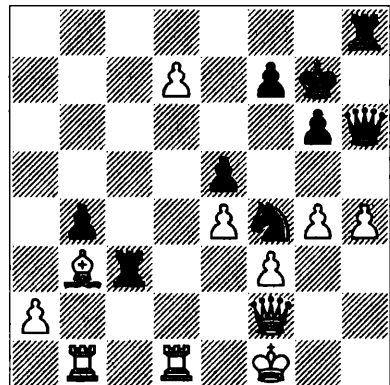
Høi – Gulko

Thessaloniki OL 1988

227 Black to play

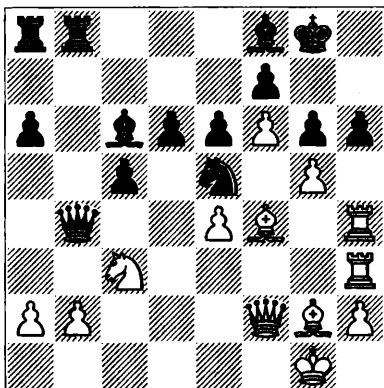
White has just played the move d7, no doubt fully expecting Black to have to renounce his aggressive ideas on the kingside in favour of blockading the dangerous passed pawn with ...♖d8. Black, though, had other ideas. How did the game finish?

(Hint: see p. 136; solution: see p. 168)



Chekhov – Haba

Halle 1987

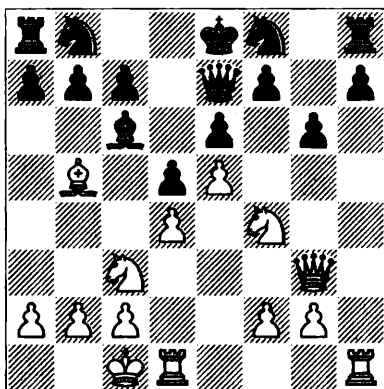


Kudrin – Suba
Beersheba 1984

228 White to play

It looks like the writing is on the kingside wall for Black but sometimes in such positions the counterplay in the centre and on the queenside proves sufficient. Here Black is relying on the fact that 1 ♖xh6 ♗xh6 2 ♖xh6 ♘g4! is actually winning for him. Nevertheless, White still found a way to break through on the kingside. Can you see it?

(Hint: see p. 136; solution: see p. 168)

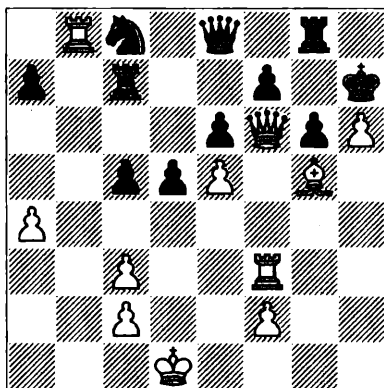


Nouro – Kokkila
Finnish Cht 2003/4

229 Black to play

White has just played the very strong ♗f1-b5. Can you see how the game continued after Black played the natural 1...♗xb5?

(Hint: see p. 136; solution: see p. 168)



Gallagher – Lamoureux
Neuchatel 2004

230 Black to play

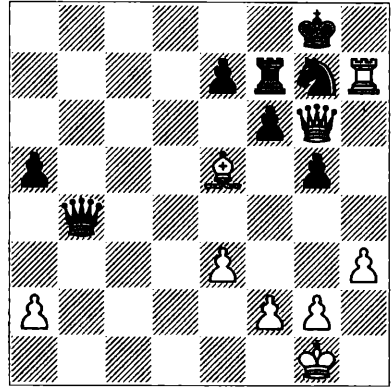
My last move, ♗e3-g5, was sufficiently powerful to persuade my opponent that further resistance would be futile. Can you see how White breaks through after, say, 1...d4 (Black doesn't have any constructive moves)?

(Hint: see p. 136; solution: see p. 168)

231 White to play

The Hungarian grandmaster Lajos Portisch was one of the top ten players in the world for many years. His success was based on a sound classical style backed up by excellent theoretical preparation. In this game he has outplayed Viktor Korchnoi and there just remains the finishing touch. Can you see how he won?

(Hint: see p. 136; solution: see p. 168)

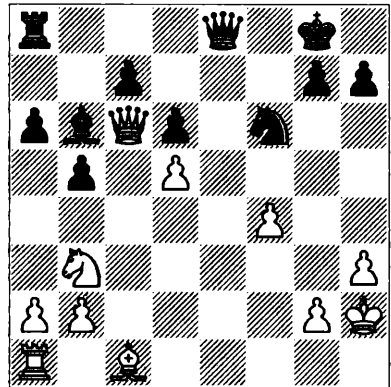


Portisch – Korchnoi
Amsterdam 1990

232 Black to play

In this position a draw was agreed – somewhat prematurely on Black’s part as he has a mating attack! How should the game have finished?

(Hint: see p. 136; solution: see p. 168)

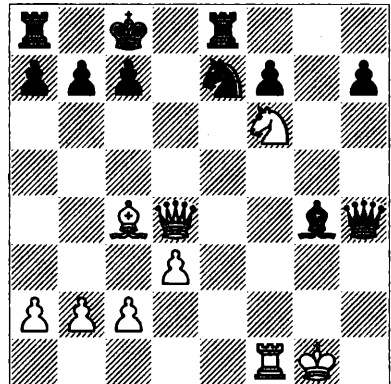


Hennings – Dine
East Germany 1959

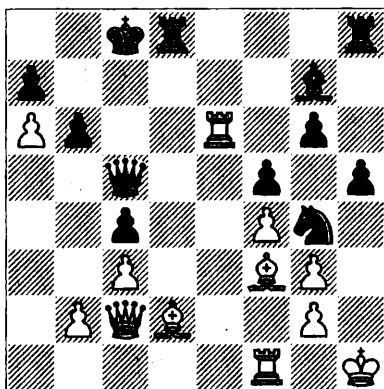
233 White to play

White is a rook down and his king totally exposed but that doesn’t stop him from gaining a decisive advantage with his next move.

(Hint: see p. 136; solution: see p. 169)



Chigorin – Davidov
St Petersburg 1874

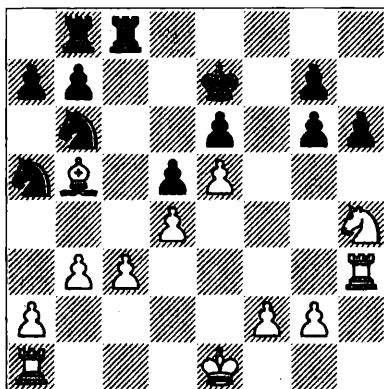


Koretsky – Elsukov
USSR 1967

234 Black to play

In this double-edged position White has just played Qc6 , threatening to win the queen with Qc6+ . How did Black respond to this menace?

(Hint: see p. 136; solution: see p. 169)

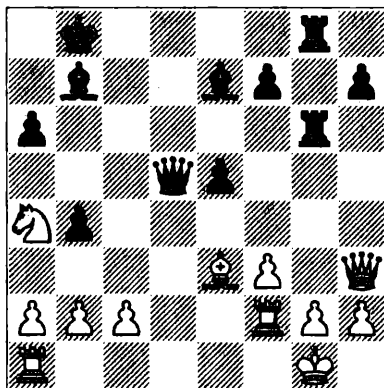


Kasparov – Korchnoi
Zurich rpd 2001

235 Black to play

The rapid tournament to celebrate the 70th birthday of Viktor Korchnoi featured an impressive cast. Here, Kasparov has just defended his c-pawn with 1 Rf3 and Korchnoi took the opportunity to play $1...g5$, since if the knight retreats to f3 then $2...g4$ wins a piece while if it goes into g6 then it is trapped after $2...Qf7$. Had Kasparov blundered? No, not exactly. There is a major flaw in Black's concept. What is it?

(Hint: see p. 136; solution: see p. 169)



Degraeve – Guidarelli

French Ch (Aix-les-Bains) 2003

236 Black to play

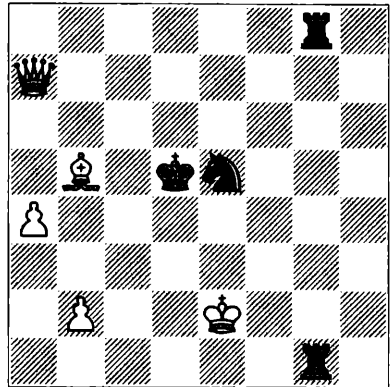
Black has sacrificed a pawn but has plenty of play against the white king. In fact he has the advantage, even if it's not that obvious how. Can you see his best move, which is based on a splendid mating idea?

(Hint: see p. 136; solution: see p. 169)

237 Black to play

If the white king were tucked away on a2 he would be winning. But instead it's exposed on e2 and at the mercy of the black pieces. Can you work out the long sequence of checks which led to White's demise?

(Hint: see p. 136; solution: see p. 169)

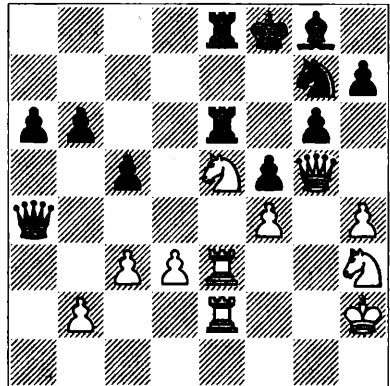


Kuporosov – Espig
Münster 1995

238 White to play

For a mere pawn White has an awful lot of pressure. With the black king partially boxed in by his own pieces there is also a mating combination in the air. Can you find it?

(Hint: see p. 136; solution: see p. 170)

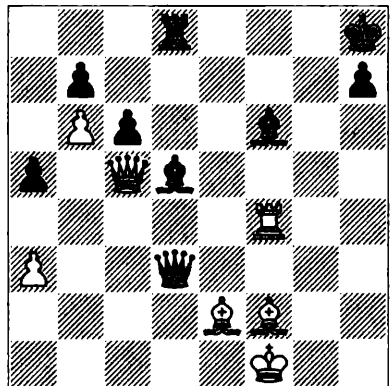


Barbeau – Charbonneau
Montreal 2001

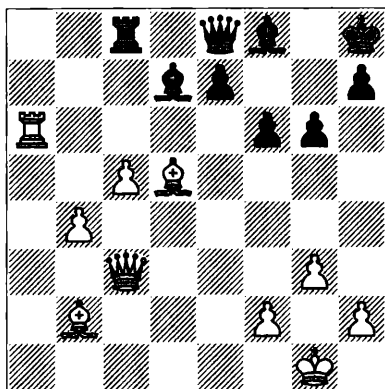
239 Black to play

Black should be winning even if he just played a passive move like 1...♖g6, but he has something much stronger which soon led to checkmate. Can you see how McShane concluded the game?

(Hint: see p. 136; solution: see p. 170)



Bauer – McShane
Bundesliga 2003/4

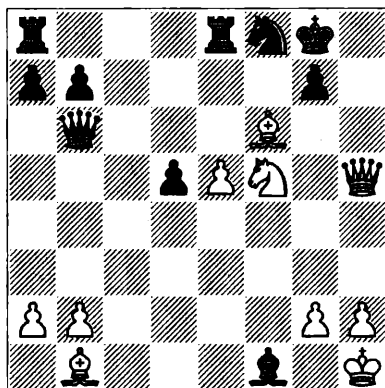


Van Mil – Van der Werf
Leeuwarden 2002

240 White to play

White has an extra pawn and could win this game slowly if he so chose. But why pass up an opportunity to checkmate the opponent? Can you see how he did it?

(Hint: see p. 136; solution: see p. 170)

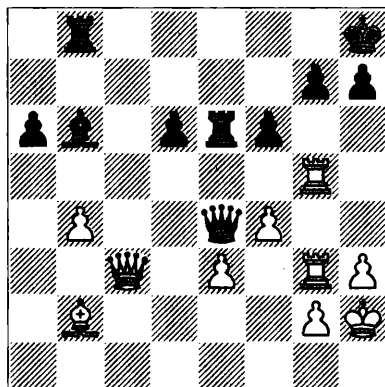


Motylev – Iliushin
Russian Ch (Samara) 2000

241 White to play

White has already sacrificed a large quantity of material in his quest for the black king. It was all worthwhile as now he has forced mate. Can you see it?

(Hint: see p. 136; solution: see p. 170)



Korobov – Fedorchuk
Ukrainian jr Ch (Kharkov) 2001

242 Black to play

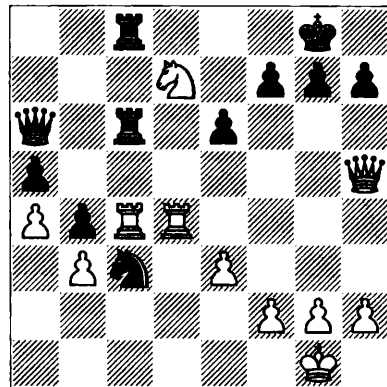
White has just played the semi-spectacular ♖d5-g5 attacking the g7-pawn. Black now has a choice. He can defend the pawn with 1...♖g8, or he can play a counter-sacrifice of his own with 1...♙d4 2 ♗xd4 ♗xd4 3 ♙xd4 fxg5 4 ♖xg5 as 4...♗e7 looks like an equal endgame. Or, he can ignore the attack on g7 and play 1...♙xe3, as he did in the game. This wasn't such a good idea. What happened to him?

(Hint: see p. 136; solution: see p. 170)

243 White to play

Black is hoping to exchange a pair of rooks, as then White will not have enough firepower to be successful on the kingside. Unfortunately for him, he is one move too late to save his skin. How did White win the game?

(Hint: see p. 137; solution: see p. 170)

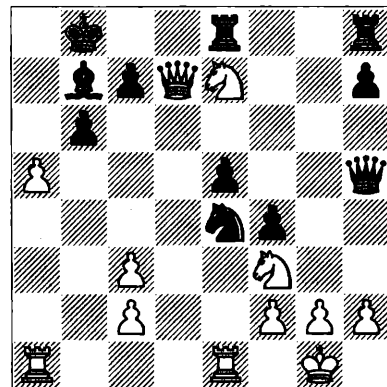


Kharitonov – Kulikov
Nizhny Novgorod 1999

244 Black to play

White is a pawn up and his attack on the queenside is about to crash through. Therefore, Black had better not hang around. Can you see the fine combination with which he won the game?

(Hint: see p. 137; solution: see p. 171)

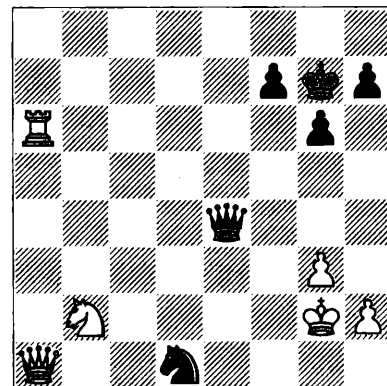


Stalflinga – Green
Esbjerg 1974

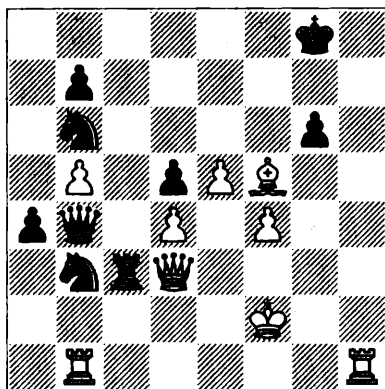
245 White to play

Black has sacrificed a rook for the perpetual check that would occur after 1 ♖g1 ♜e3+ 2 ♜g2 ♜e2+ 3 ♜h3 ♜h5+. But White made the mistake of becoming ambitious with 1 ♜f1?. How did Black punish his greed?

(Hint: see p. 137; solution: see p. 171)



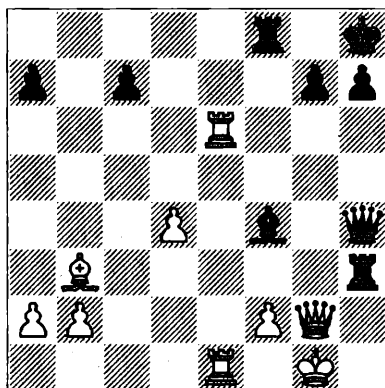
Cebalo – Zelčić
Zadar 1995



Lupulescu – Kalezic
Bucharest 2002

246 White to play
Black has just played ... Bc3 , attacking the white queen. Did this concern White? And if not, why not?

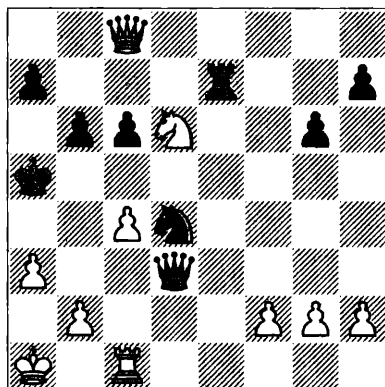
(Hint: see p. 137; solution: see p. 171)



Mnatsakanian – Diaz
Varna 1985

247 Black to play
Black has a decisive attack on the king-side and can win by relatively mundane methods if he wants. I'll even tell you one: 1... Rh2 2 Wf3 Ad6 3 Re8 but I'll leave you to work out the last two moves. In the game Black played a most spectacular move based on a similar finish which wins even quicker.

(Hint: see p. 137; solution: see p. 172)



Espig – Tal
Erevan 1982

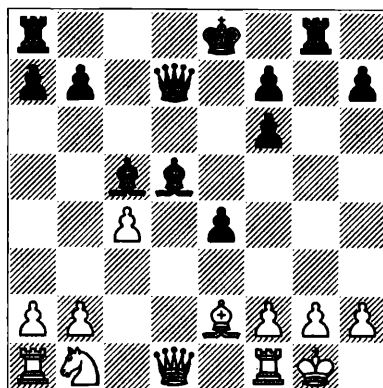
248 White to play
Just for a change Mikhail Tal's king is on the run. Should White continue to chase it with 1 b4+ or play something else?

(Hint: see p. 137; solution: see p. 172)

249 Black to play

This position is taken from a blitz tie-breaker to decide the winner of the Lenk Open. The black position is rather good but at this point I had just one minute against three to complete the game (the opening was a bit of a struggle). I needed to finish him off quickly! How did I manage it?

(Hint: see p. 137; solution: see p. 172)

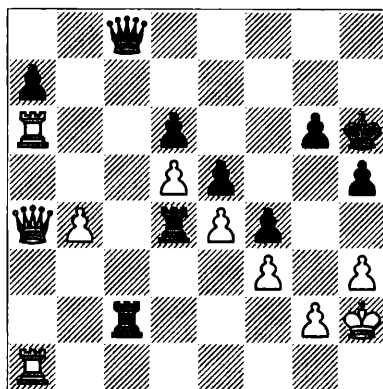


Jenni – Gallagher
Lenk blitz 2004

250 White to play

The late Edmar Mednis was not only a prolific writer on the game but also a grand-master. It would also be fair to say that he was noted as a positional player who was perhaps less proficient in the tactical side of the game. Here, for example, he played 1 ♖c6 and promptly got mated in five moves. Obviously you have to find the game continuation, but can you also suggest a much better move for White?

(Hint: see p. 137; solution: see p. 172)

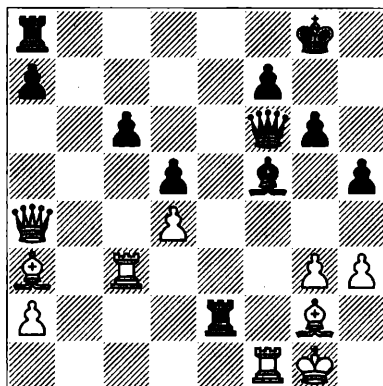


Mednis – Kavalek
USA Ch (El Paso) 1973

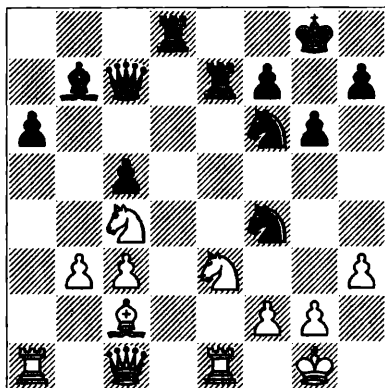
251 Black to play

White is a piece up and if he had defended d4 with a more careful move than his 1 ♖a5-a4 (such as 1 ♖f4) then Black would have been struggling to justify his material deficit. Now, however, it is another story and Black has a forced win. Can you see it?

(Hint: see p. 137; solution: see p. 173)



Tatai – Hulak
Karlovac 1979

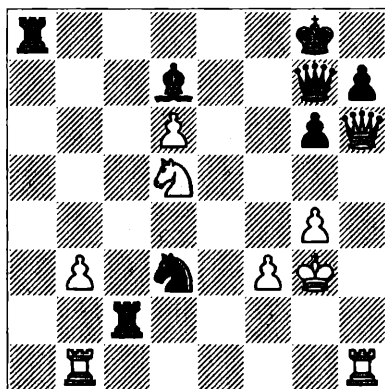


Popović – Pinter
Austrian Cht 1996

252 Black to play

White probably wasn't overjoyed with his position but at least his knight on e3 is defending the kingside well. But is it enough to hold Black at bay?

(Hint: see p. 137; solution: see p. 173)

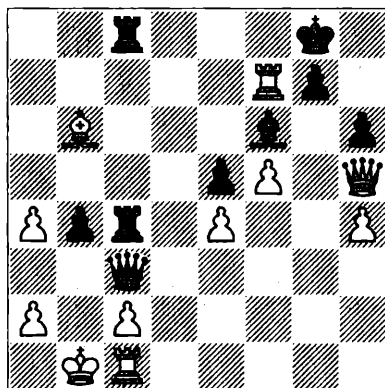


Jacimović – Dimitrov
Star Dojran 1996

253 Black to play

Black can exchange queens and go into an endgame where his material advantage should prove sufficient, but there are still technical difficulties to overcome. He found a much neater solution which allowed him to retire to the bar (if that is his wont) much earlier.

(Hint: see p. 137; solution: see p. 173)



Lanka – Ginsburg
Wiesbaden 1996

254 Black to play

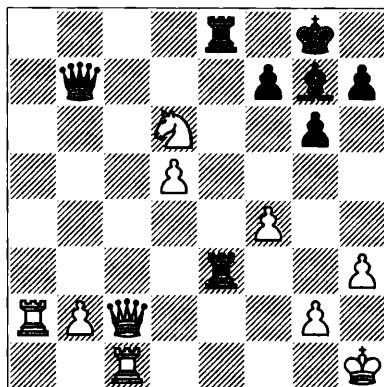
Can you find a way for Black to break through on the queenside before White can on the kingside?

(Hint: see p. 137; solution: see p. 173)

255 Black to play

White has just played 1 Qxd6 , forking the black rook and queen. True, Black can reply 1... Nc1+ , but this will just leave him with a very difficult ending. He found something much stronger which gave him a decisive advantage. Can you see it?

(Hint: see p. 137; solution: see p. 173)



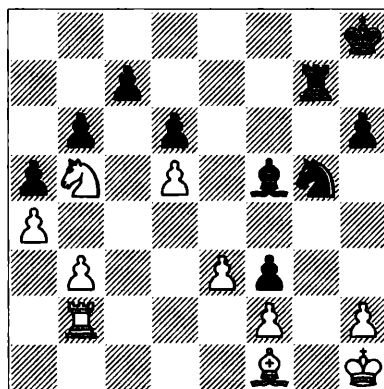
Meduna – Gobet

Biel 1983

256 Black to play

The white king is obviously in some danger but one would have thought that with such reduced material, the danger would be of manageable proportions. But no, Black can force checkmate (or massive material gain) in just a few moves.

(Hint: see p. 134; solution: see p. 173)



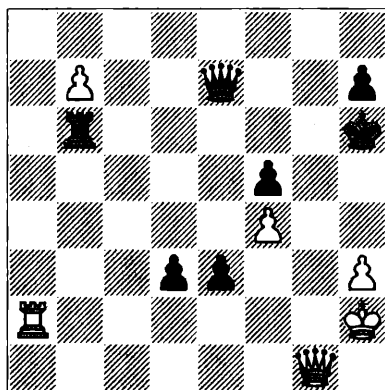
A. Petrosian – Glek

USSR Cht (Azov) 1991

Level 5 Puzzles

Now we come to the hardest group of puzzles in the book. Many of the solutions are quite elaborate; others are just beautiful. If you can solve all these then it's time to consider giving up the day job.

My favourites: too numerous to list.

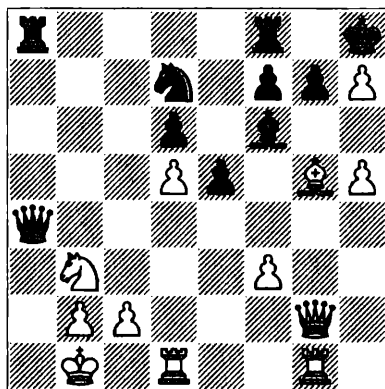


Koch – Steingrímsson
Reykjavik tt 1993

257 White to play

First impressions are often right, but this is an exception. To my eye, at least, it looks as if Black, with his massive pair of passed pawns, should win easily here. But the reality is somewhat different as White has a forced win. I suppose the moral of the tale is that if both kings are exposed there is little that can beat having the first move.

(Hint: see p. 137; solution: see p. 174)



Sax – Gallagher
Mitropa Cup (Baden) 1999

258 Black to play

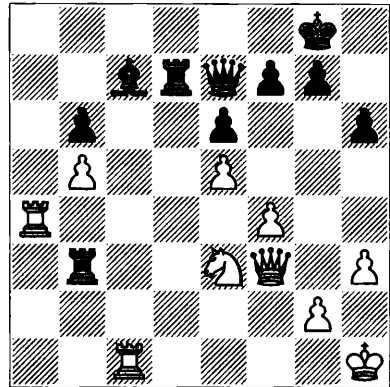
In a sharp Sicilian with castling on opposite wings, I had used oceans of time to get to this position, but my opponent had played surprisingly quickly. After the game, to my amazement, he said that in his pre-game preparation (together with Zoltan Ribli) he had assessed this position as winning for White as his attack obviously crashes through against g7. Boy, did they get that one wrong! Can you see the way forward for Black?

(Hint: see p. 137; solution: see p. 174)

259 White to play

White has two sure ways to win this position. One of them is simple and has little to do with the theme of our book but you may as well point it out while we are here. The second is more devastating, and it enabled White to whip up a vicious attack that led to the demise of the black king.

(Hint: see p. 137; solution: see p. 174)

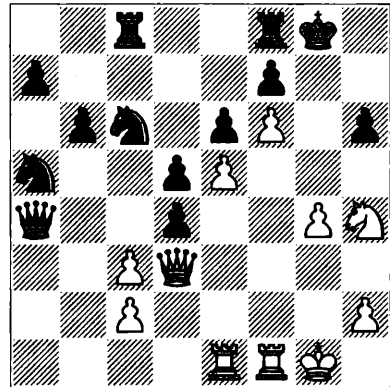


Parligras – Nikolov
Nova Gorica 2004

260 White to play

White has already sacrificed a piece on h6 and the black king is in a perilous situation. How did the Swedish grandmaster Ferdinand Hellers break through on the kingside?

(Hint: see p. 137; solution: see p. 175)

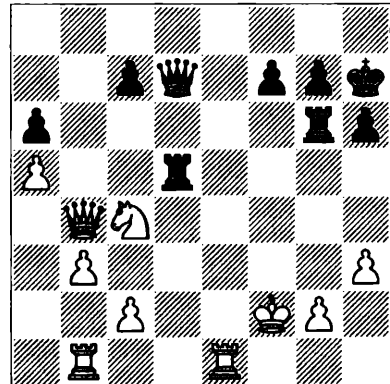


Hellers – Cu. Hansen
Malmö 1997

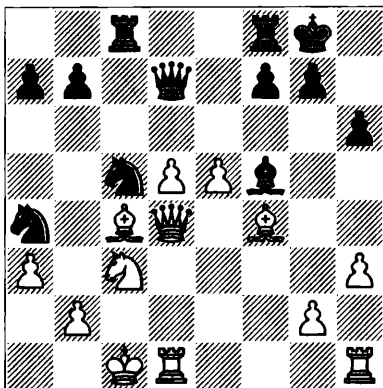
261 Black to play

Black has just sacrificed a bishop on f2 in order to expose the white king. How should he follow up this audacious piece sacrifice?

(Hint: see p. 138; solution: see p. 175)



Mahesh Chandran – Vajda
Budapest 2004

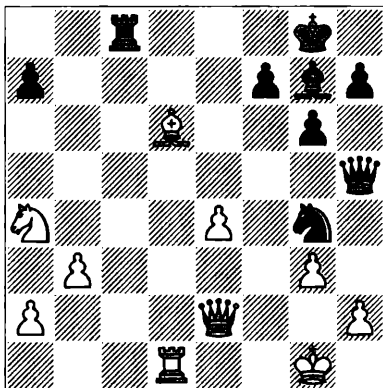


Vetemaa – Shabalov
Haapsalu 1986

262 Black to play

White has a big centre, an extra pawn and the bishop-pair. Very nice, but none of that matters if your king bites the dust. How did Shabalov, the former Latvian who is now king of the US chess circuit, quickly win the game?

(Hint: see p. 138; solution: see p. 175)

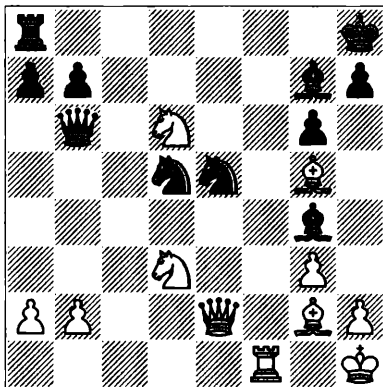


Stangl – Polzin
Austrian Cht 2004

263 Black to play

Black may be a pawn down but White's king is not as well covered as he would wish. In fact it is so uncovered that there is no hope for him if Black finds the right way to attack it. Polzin was up to the task. Are you?

(Hint: see p. 138; solution: see p. 176)



Tregubov – Lalić
Saint Vincent Ech 2000

264 White to play

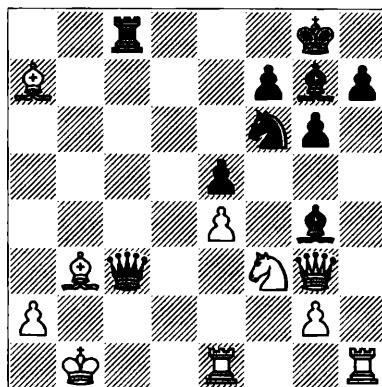
Black has just played ...♗g4 attacking the white queen. If the queen moves then Black will be able to get a decent game by taking the knight on d6. White, however, has an extremely powerful continuation which gave him a decisive attack. Can you see it?

(Hint: see p. 138; solution: see p. 176)

265 Black to play

In this position I have just played the only move to avoid defeat, $\text{g1x}\Delta\text{a7}$. Chris Ward now took his perpetual with $1...\text{Wd3+}$ $2\ \text{Qb2}\ \text{Wc3+}$, etc. However, he could have tried $1...\text{Nxe4}$ as after the correct move $2\ \text{Kxe4}$ he still has his perpetual (but no more than that) with $2...\text{Wd3+}$. However, this move would give White the chance to go wrong with $2\ \text{Wxg4?}$. Can you see how Black forces mate against this move?

(Hint: see p. 138; solution: see p. 176)



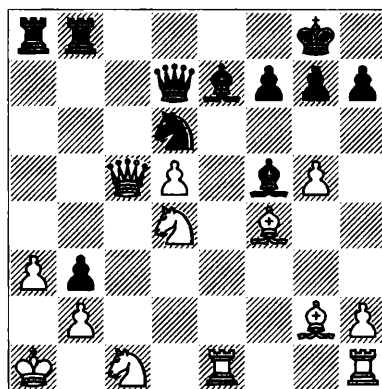
Gallagher – Ward

British Ch (Torquay) 2002

266 Black to play

This was one of Vallejo's few bright spots in a disastrous Melody Amber tournament. He has just sacrificed a knight on c5 ($...\text{Kfb8}$ and Wb4xc5 were the last moves) and now it's time to seize the moment as any dithering will allow White to consolidate and win the game. How did the Spaniard finish off the snooker- and cricket-loving Russian?

(Hint: see p. 138; solution: see p. 176)



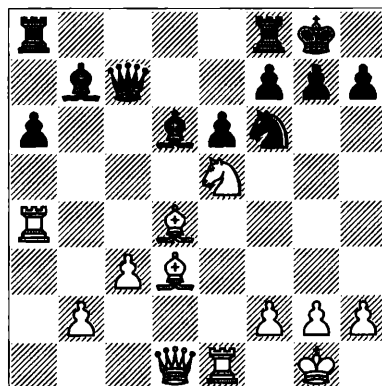
Svidler – Vallejo Pons

Monte Carlo rpd 2004

267 White to play

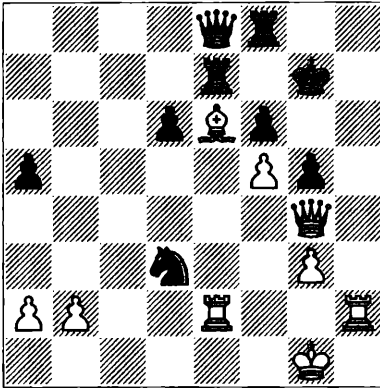
I was kicking myself after this game. I had spent ages looking at the winning idea but didn't play it as I missed one small detail! In the diagram position I played $1\ \text{Kc4?}$ but after $1...\text{Wa5}\ 2\ \text{Qc6}\ \text{Wh5}$ Black eventually escaped with a draw (White is still better). But instead of $1\ \text{Kc4?}$ there is a move which gives White a decisive kingside attack. Can you do better than me?

(Hint: see p. 138; solution: see p. 176)



Gallagher – Gerber

Leukerbad 2002

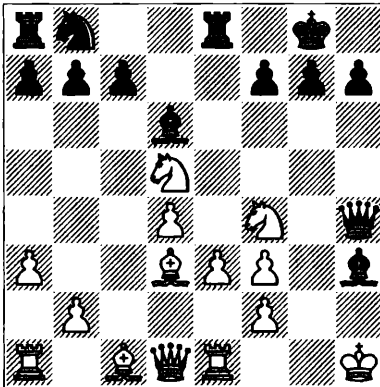


Slipak – Peralta
Mar del Plata 2000

268 White to play

White has an excellent attacking position but there is no obvious breakthrough as 1 ♖h3 is met by 1... ♜h8. White does have a fine move, though, which leaves Black in a hopeless situation. Can you see it?

(Hint: see p. 138; solution: see p. 177)

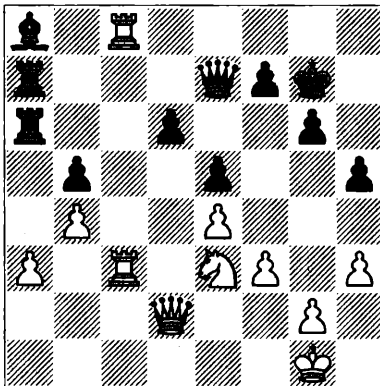


Van Wely – Acs
Hoogeveen 2002

269 Black to play

Black has sacrificed a piece for a big attack on the kingside. He now has the possibility to give discovered check but there doesn't seem to be anything really powerful; e.g., 1... ♗e6+ 2 ♖g2 ♜g5+ 3 ♖f1 ♗xd5 4 ♘xd5 ♜xd5 regains the piece but if anyone is better here, it's White. The young Hungarian Acs found another solution and one that demonstrated the hopelessness of White's situation. Can you find it?

(Hint: see p. 138; solution: see p. 177)



Korneev – Prasad
Port Erin 2003

270 White to play

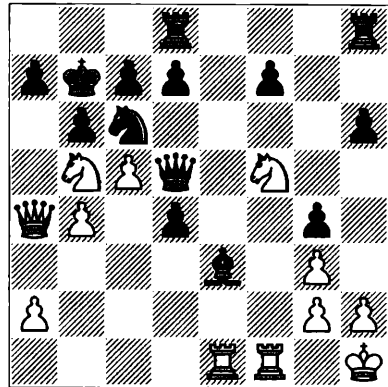
White would love to be able to double rooks on the eighth rank but it's difficult to see how this can be achieved. 1 ♜b8, for example, can just be met by 1... ♜b7. Korneev, nevertheless, found a way, and Black resigned in just two moves.

(Hint: see p. 138; solution: see p. 177)

271 White to play

Jonathan Speelman tends to trundle along until he smells blood. Then he is transformed into a deadly attacker. Like here! How did he finish off England's most retired grandmaster?

(Hint: see p. 138; solution: see p. 178)

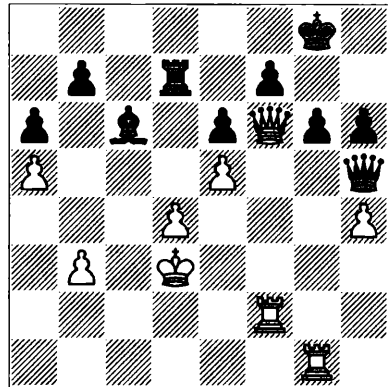


Speelman – Stean
London 1980

272 White to play

In this rather strange position White is the exchange for a pawn up and the black queen is totally stuck on h5. The problem, though, is that all the white pieces are required to keep the black queen under lock and key. And if she breaks free from her prison, the white king may find himself rather exposed. There is one rather wonderful idea, however, which ultimately gave White a mating attack.

(Hint: see p. 138; solution: see p. 178)

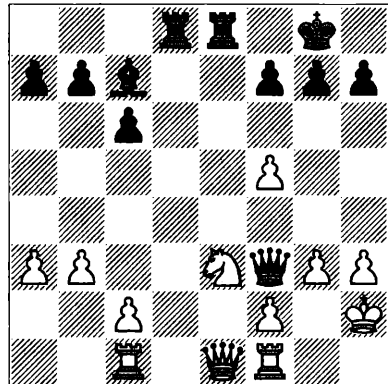


Gallagher – Aranovitch
Burgenstock 2003

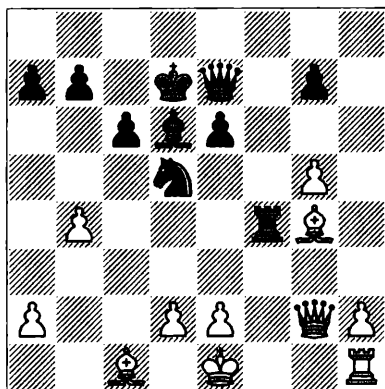
273 Black to play

Black has a very promising position in return for the pawn he has invested. He can even win it back at once with 1...♙xg3+ 2 ♜fxg3 ♜xe3 but after 3 ♜xe3 ♜xe3 4 ♜cd1 the ending should be a draw. Black wanted more than this and found it. How did he continue?

(Hint: see p. 138; solution: see p. 178)



Ubilava – Van der Wiel
Elgoibar 1998

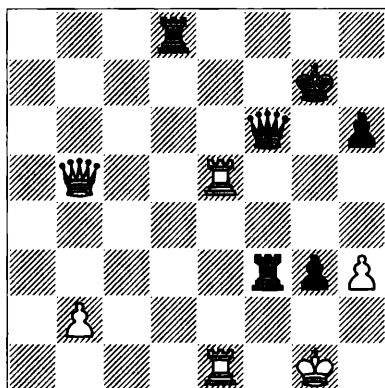


Dizdarević – Vaganian
Belgrade 1999

274 Black to play

The Armenian grandmaster Rafael Vaganian is a razor-sharp tactician. An opportunity like the one that presents itself here is extremely unlikely to pass him by. How did Black quickly win the game?

(Hint: see p. 138; solution: see p. 178)

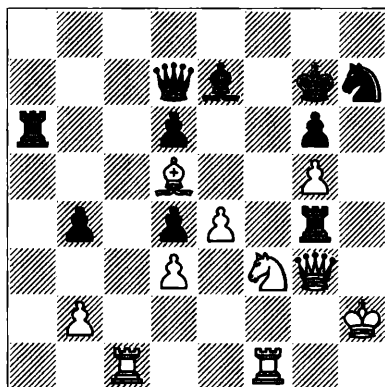


Bologan – Akopian
Moscow 2002

275 Black to play

White has just made a terrible blunder taking a pawn on b5 with his queen. It has turned a drawn position into a lost one. Can you see Black's win?

(Hint: see p. 138; solution: see p. 179)



Morozevich – Lutz
Biel 2003

276 White to play

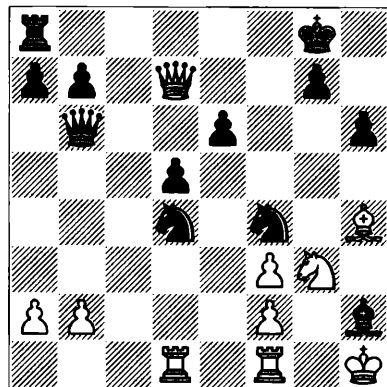
Lutz had been suffering for a long time in this game. I don't suppose he felt all that confident with his manoeuvre ...♖f4-g4 but he was probably very short of time by now and going after that thorn in his side, the g5-pawn, is not a bad idea. Now White retains the advantage with quiet moves but the spectacular continuation he found is also the strongest. Can you see how he won the game?

(Hint: see p. 138; solution: see p. 179)

277 White to play

If White doesn't find something special here, then Black will have excellent compensation for the exchange. The obvious 1 ♖xh2 is not so good since Black regains the piece with 1... ♘xf3+, but White found an incredibly powerful idea which led, through inaccurate defence, to Black getting checkmated in a few more moves. Can you find it and also point out Black's best defence, which merely leads to a good endgame for White?

(Hint: see p. 138; solution: see p. 179)

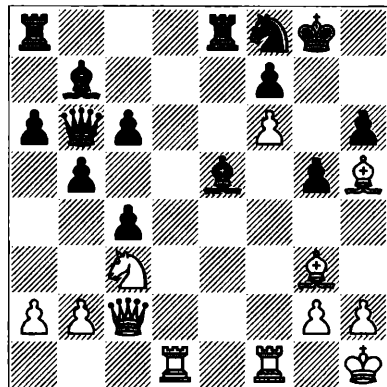


Todorović – Kraai
Budapest 2003

278 White to play

The black kingside is rather compromised but there is no obvious way for White to exploit this. There is, however, a not so obvious way! Can you see it?

(Hint: see p. 138; solution: see p. 179)

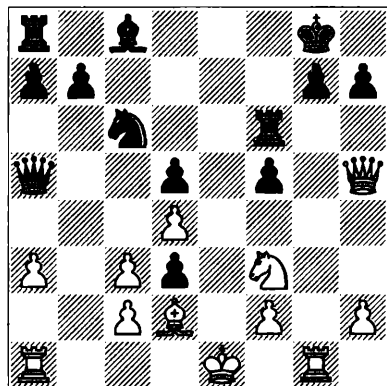


P. Horvath – Todorović
Budapest 2003

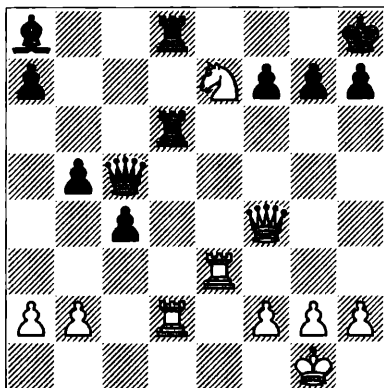
279 White to play

With the automatic recapture on d3 White may count on some positional advantage, but he has a much more devastating continuation which leads to a mating attack. Over to you!

(Hint: see p. 138; solution: see p. 180)



Lacasa Diaz – Reinaldo
Mondariz 2002

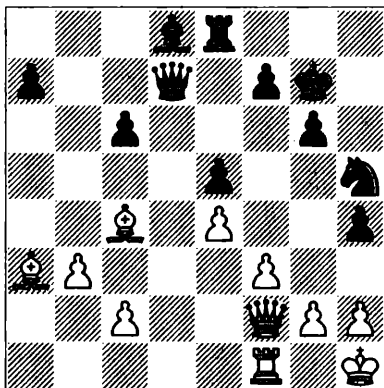


Mamediarov – Timofeev
Moscow 2004

280 White to play

Perhaps Black thought as he played his last move, ... $\text{♟d7} \times \text{♞d6}$, that the game was finally beginning to swing his way. If those were indeed his thoughts, then he was swiftly disillusioned. How did White win?

(Hint: see p. 138; solution: see p. 180)

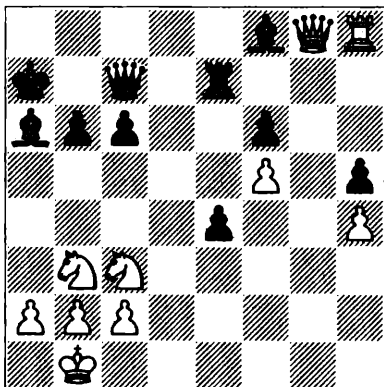


Nakamura – Kallio
Budapest 2002

281 Black to play

Can you see how Black obtained a decisive advantage with the aid of a well-known mating idea?

(Hint: see p. 139; solution: see p. 180)



Van der Weide – Atlas
Austrian Cht 2001/2

282 Black to play

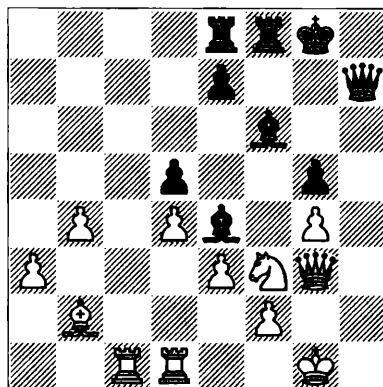
The black bishop is attacked and if it moves then ♞a8 is mate. Also after 1... ♞e8 2 ♞h7 White has a good game. Is Black in trouble then? No, the game is level and if White is not alert he can get mated, as he did in the game. Can you see what Black should play? Also, what is White's only response?

(Hint: see p. 139; solution: see p. 180)

283 Black to play

White is three pawns up but he has got himself into a bit of a tangle on the kingside. However, if he can consolidate with Qh2 and f3 then he should be winning. So Black needs to act quickly and decisively. Can you see how he won the game?

(Hint: see p. 139; solution: see p. 181)



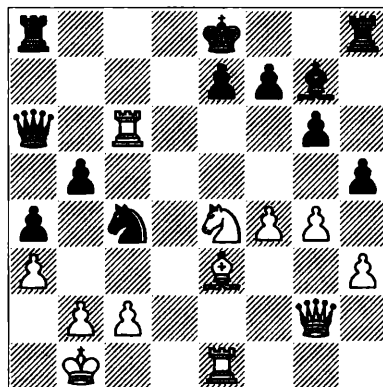
Stempin – Jakubiec

Polish Cht (Lubniewice) 2002

284 Black to play

White has just played the very tricky move 1 Rc5-c6 . Black now made the mistake of taking this rook. Can you see how the game finished, and can you also point out Black's best move after 1 Rc6 ?

(Hint: see p. 139; solution: see p. 181)



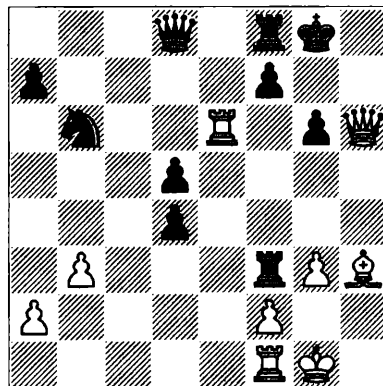
Staniszewski – Kuczynski

Bydgoszcz 2001

285 White to play

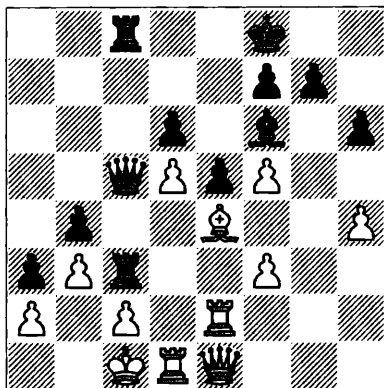
Can you find the key idea which enabled White to conclude the game swiftly in his favour?

(Hint: see p. 139; solution: see p. 181)



Bacrot – Van Mil

Bundesliga 2001/2

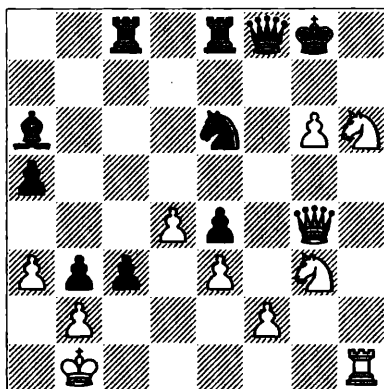


Salmensuu – Aronian
Linares 2000

286 White to play

White's position is nothing to write home about but he at least appears to have defended against all Black's immediate threats. All, that is, except one. Can you see how Aronian won the game?

(Hint: see p. 139; solution: see p. 181)

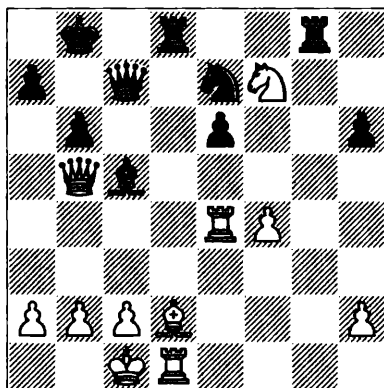


Gofshtein – Boim
Israeli Cht 2000

287 Black to play

White has just played Qxh6+ and appears to have a crushing kingside attack. But appearances can be deceptive and it is in fact Black who has the crushing attack. How did the game finish?

(Hint: see p. 139; solution: see p. 182)



Bojković – Sčekić
Kragujevac 2000

288 Black to play

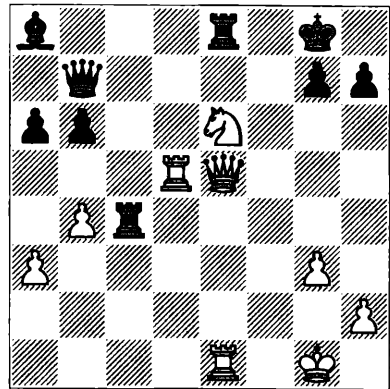
Black's position appears a wreck after White's last move, Qxf7 . However, he had seen a nice resource that guarantees him at least an equal game and a lot more if White fails to find the right continuation.

(Hint: see p. 139; solution: see p. 182)

289 White to play

Black has just taken a pawn on c4 with his rook and White now looks to have serious trouble on the long diagonal. Luckily for him, Black has even more serious problems elsewhere. Can you see how White won the game?

(Hint: see p. 139; solution: see p. 182)

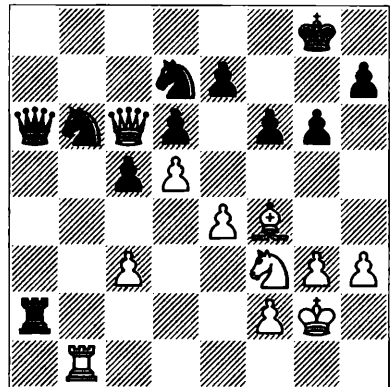


Gild. Garcia – Kaufman
Connecticut 2000

290 White to play

A critical position has arisen where White will have to prove his superiority or allow the initiative to pass to Black. Is that queen well-placed on c6 or is it just cut off from the rest of White's army? The fact that it is White to play and win is rather a big clue!

(Hint: see p. 139; solution: see p. 182)

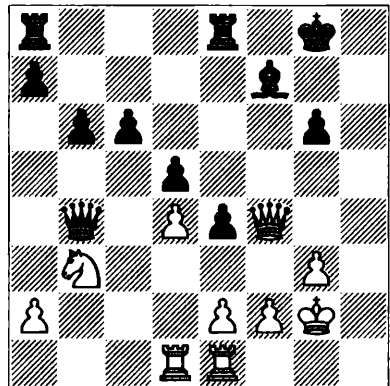


Handke – Pikula
Biel 2000

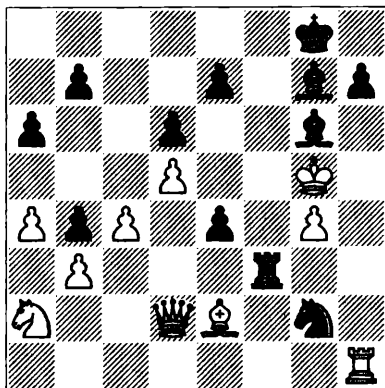
291 White to play

For a mere pawn White has obtained excellent attacking opportunities on the king-side. Can you see how he ingeniously snuffed out Black's defensive possibilities and soon mated Black?

(Hint: see p. 139; solution: see p. 183)



S. Pedersen – Danielsen
Danish Cht 1998/9

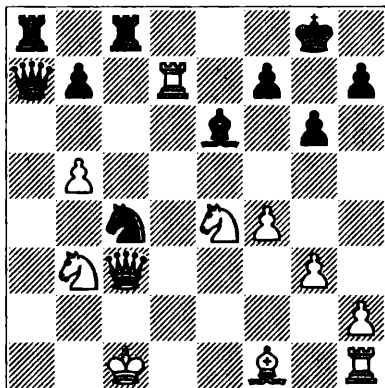


Sämisch Opening preparation

292 Black to play

Believe it or not, this crazy position arose from some rather deep opening preparation that I once did (ah, those were the days). Black has only one piece for the queen but can force checkmate in six moves (and five if we don't count the kamikaze defences).

(Hint: see p. 139; solution: see p. 183)



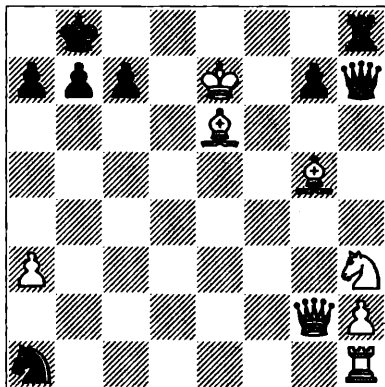
Palac – Meštrović

Zadar 1998

293 Black to play

Black has sacrificed a piece to expose the white king and now has to find the conclusion to his attack. Can you see how the Croatian master finished off his grandmaster compatriot?

(Hint: see p. 139; solution: see p. 183)



Lazarev – A. Sokolov

French Cht 1998

294 Black to play

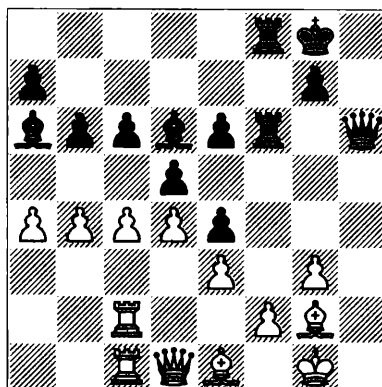
Once upon a time Andrei Sokolov was the world no. 3, but he never really recovered from a drubbing by Anatoly Karpov in the final eliminator to play Kasparov back in 1987. He is still a strong grandmaster, of course, but without the punch of his youth. Here he has sacrificed a considerable amount of material in pursuit of the white king. How did he conclude the game?

(Hint: see p. 139; solution: see p. 184)

295 Black to play

White appears to have all the entry points to his position covered, but Black found a sacrificial way to destroy the cover around his king and deliver mate.

(Hint: see p. 139; solution: see p. 184)



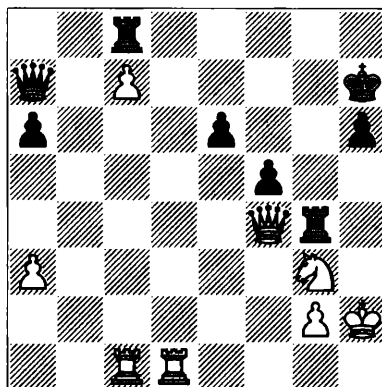
Avrukh – Kaspi

Israeli Cht 1996

296 White to play

Black has sacrificed a piece on g4 and now threatens the white queen, which can't move because of ...♖h4#. Is White in trouble? No, he's winning. How did he conclude the game?

(Hint: see p. 139; solution: see p. 184)



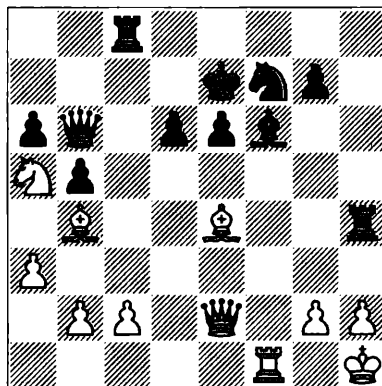
Damaso – Peng Xiaomin

Macau 1996

297 Black to play

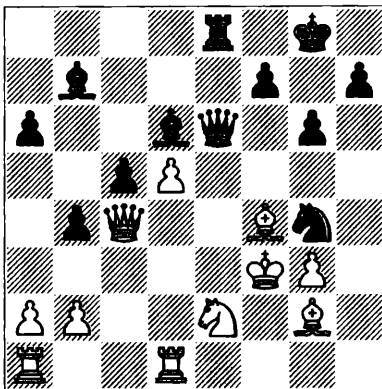
A few moves previously White sacrificed an exchange and drove the black king into the centre where it found a relatively comfortable home. In fact, it is now the white king that is in trouble, as Black proved with a mating combination.

(Hint: see p. 139; solution: see p. 184)



Belikov – Peev

Balatonboglar 1996

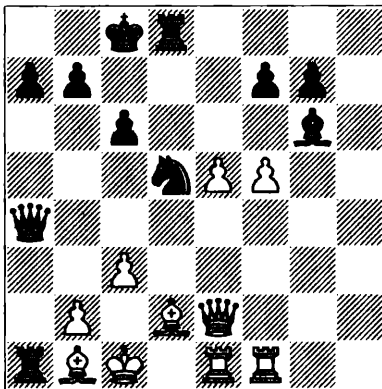


Cifuentes – Zviagintsev
Wijk aan Zee 1995

298 Black to play

Black has already invested a whole rook to drive the white king up the board. He now found a stylish finish. Can you see it?

(Hint: see p. 139; solution: see p. 184)

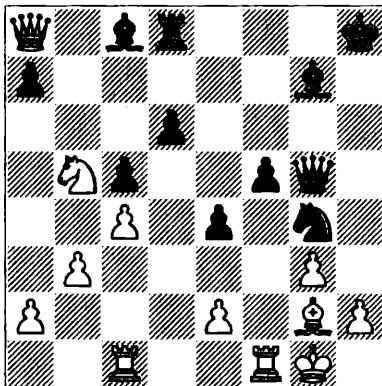


Nijboer – Hodgson
Dutch Cht 1994

299 Black to play

In this double-edged position I doubt that Hodgson considered retreating his bishop to h7 for very long. He probably first considered playing 1...♖a2 but couldn't see anything clear after 2 ♕c2 or 2 ♕e4. This led to him playing 1...♗h5!!. Can you see how the game concluded after Nijboer took the bishop? And while you are at it, you may as well suggest a better queen move for White.

(Hint: see p. 139; solution: see p. 185)



Mirallès – Hodgson
Cannes 1992

300 Black to play

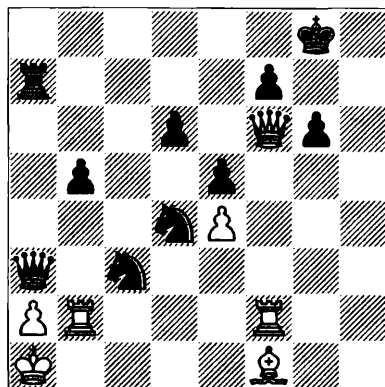
Black has sacrificed an exchange in the corner for an attack against the white king. It is time to launch the decisive assault. Can you see how Black won?

(Hint: see p. 139; solution: see p. 185)

301 White to play

White had been having a torrid time in this game and was delighted to find after the time-scramble that he had perpetual check with ♔d8-f6+. Then suddenly he saw there was even more. What did he play?

(Hint: see p. 140; solution: see p. 185)

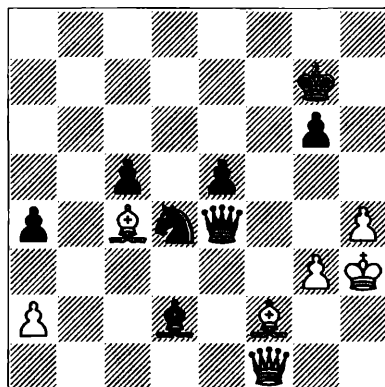


Rowson – Emms
Gibraltar 2004

302 White to play

Black has just made the mistake of playing ...♖b7xe4, falling into Karpov's cunning trap. Can you see how he concluded the game?

(Hint: see p. 140; solution: see p. 185)

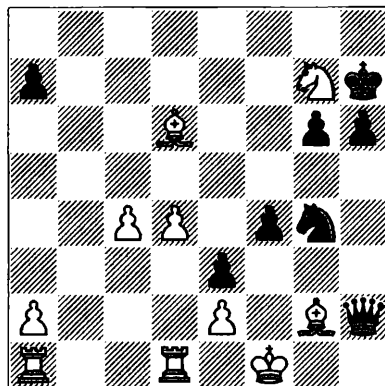


Karpov – M. Gurevich
Reggio Emilia 1991

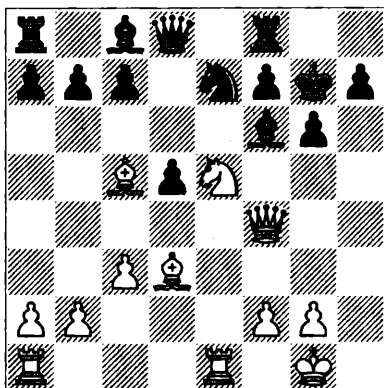
303 Black to play

This is the conclusion to a very famous game from a Candidates match. Ivanchuk has given up his queen to try to stop the black attack. He has an enormous amount of material for it but Black still has enough firepower left to embarrass the white king. Can you see how he won the game?

(Hint: see p. 140; solution: see p. 186)



Ivanchuk – Yusupov
Brussels Ct rpd (9) 1991

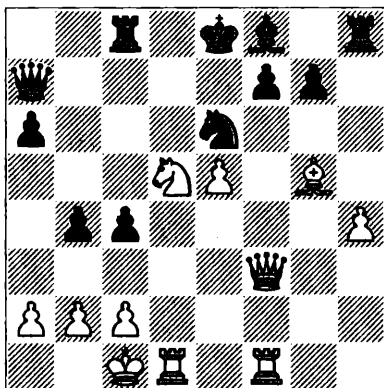


Ehlvest – Beliavsky
Reykjavik 1991

304 White to play

Can you see how White obtained a clear advantage with the aid of a powerful mating idea?

(Hint: see p. 140; solution: see p. 186)

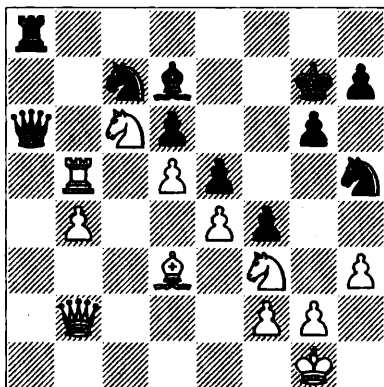


Wedberg – H. Olafsson
Espoo Z 1989

305 White to play

Black is obviously in big trouble here as White has a massive attack without even having invested any material. Although any number of quiet moves would still leave White well on top, Wedberg found a neat way to conclude the game. Can you see it?

(Hint: see p. 140; solution: see p. 186)



Tal – Hjartarson
Reykjavik 1987

306 White to play

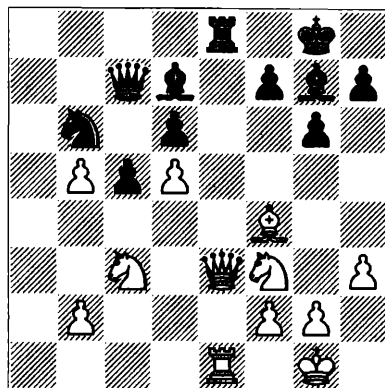
Mikhail Tal was probably the greatest attacking player of all time. In his early years he was particularly brutal. Later in his career his style became more rounded but even near the end of his life he could pack a devastating punch. Here it looks like he could be in some trouble as his attacked rook is pinned to the d3-bishop, but Tal found a brilliant solution to the position. Can you see it?

(Hint: see p. 140; solution: see p. 186)

307 White to play

If White plays something like 1 ♖d3 or 1 ♖d2 he can only count on a small plus. He has a much more powerful idea. Can you find it?

(Hint: see p. 140; solution: see p. 187)

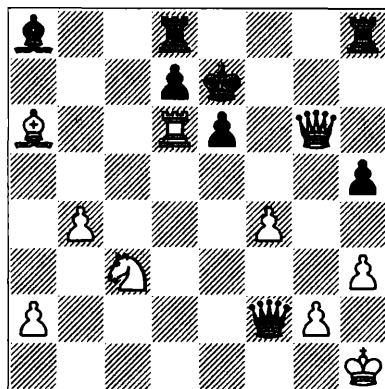


Garcia Palermo – Verduga
Cienfuegos 1985

308 White to play

Black has just played ...♔e7, threatening the rook while harbouring attacking ideas of his own with ...♖g8. However, White is to play and has a forced win. Can you find it?

(Hint: see p. 140; solution: see p. 187)

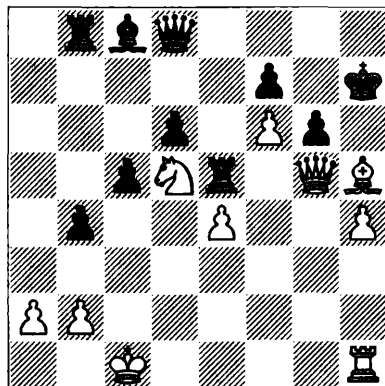


Tiller – Kuligowski
Helsinki 1983

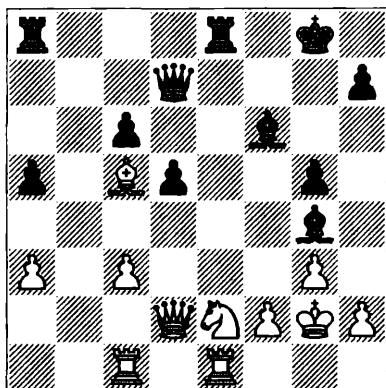
309 White to play

Black has just played ...♖e5 attacking the white queen. Does it have to retreat or is there some surprising rejoinder?

(Hint: see p. 140; solution: see p. 188)



Rivas – Mestel
Marbella Z 1982

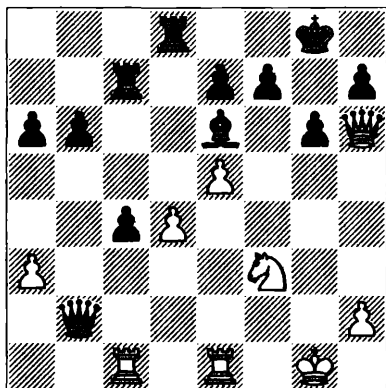


A. Williams – Hort
Nice OL 1974

310 Black to play

White would have quite a good position if it weren't for the glaring light square weaknesses around his king. How did Black punish him for the absence of his important bishop?

(Hint: see p. 140; solution: see p. 188)

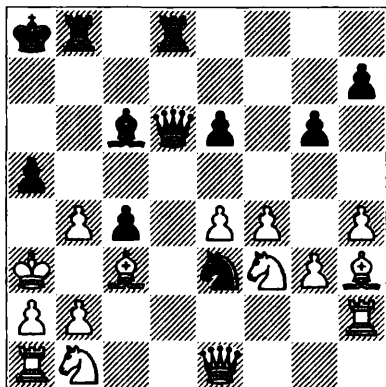


Hennigan – Neuman
Prague 2004

311 White to play

White has an obvious mating idea. But how does he implement it?

(Hint: see p. 140; solution: see p. 188)



Koskinen – Kasanen
Helsinki 1967

312 Black to play

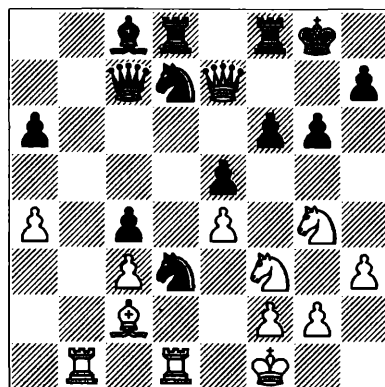
This position would be one of my favourite compositions if it weren't for the fact that it apparently occurred in a real game! I discovered it many years ago in Kotov's *Play Like a Grandmaster*. Black to play and mate in four.

(Hint: see p. 140; solution: see p. 188)

313 White to play

White has built up a promising position on the kingside and if he so wishes he can now cash in with 1 ♖h6+ ♔h8 2 ♖f7+ ♜xf7 3 ♜xf7, although after 3...♜f8 4 ♜e7 ♜c5 Black retains practical chances of saving the game. Keres, undoubtedly one of the strongest players never to have become world champion, found a much neater solution that left Black with no hope at all. Can you see it?

(Hint: see p. 140; solution: see p. 188)

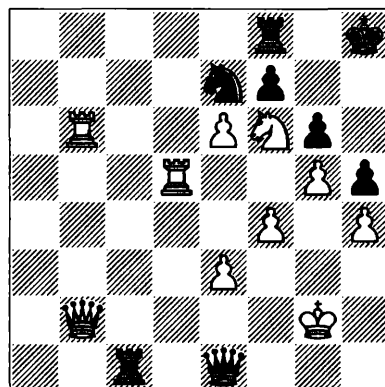


Keres – Gligorić
Munich 1959

314 White to play

This position is a variation that could, and should, have arisen in the game. Van Wely, however, went wrong a move earlier and ended up losing. He must have thought that any discovered check could be met by ...f6, after which he has no good check and it will then be Black's turn to attack the king. Faulty thinking. White has a mating attack. Can you see how?

(Hint: see p. 140; solution: see p. 189)

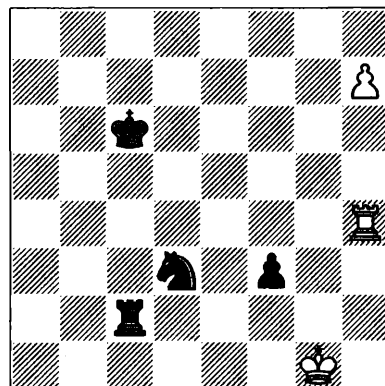


Van Wely – Akopian (variation)
Engien les Bains 2001

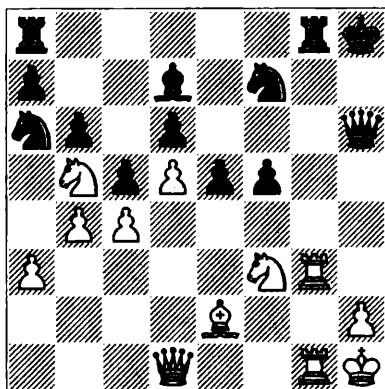
315 Black to play

Black is a knight up but he can't stop the white h-pawn. But it is his move, and he has a rather dangerous pawn of his own. How did he win the game? Make sure you take into account White's best defensive try.

(Hint: see p. 140; solution: see p. 189)



Itkis – Grigore
Romanian Cht (Sovata) 2001

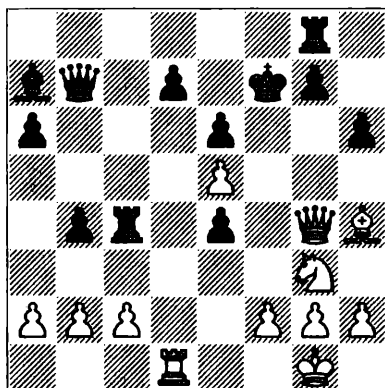


Smirin – Gallagher
London 1999

316 White to play

In this position Smirin exchanged rooks on g8 and then went after the irrelevant knight on a6 with his queen. With the kingside so open this was a suicidal mission and he was duly punished. Can you see the variation that troubled me the most, and can you say what the result of the game should be if White had played in this fashion?

(Hint: see p. 140; solution: see p. 189)

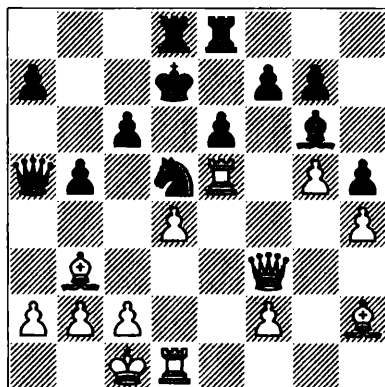


Plaskett – Bischoff
Hastings 2000/1

317 White to play

The German grandmaster Klaus Bischoff is a very tough and resilient defender but even he was unable to beat off the Plaskett attack here. How did White win the game?

(Hint: see p. 140; solution: see p. 190)



Chandler – Forster
Bermuda 1999

318 White to play

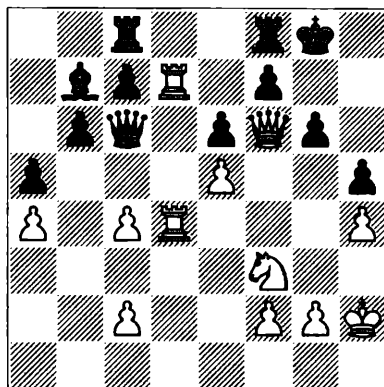
Black has just played ...♖c8-d7, intending to transfer his king from the decidedly hostile queenside to the more secluded environment of the kingside. He never made it. Why?

(Hint: see p. 140; solution: see p. 190)

319 White to play

This is a very famous example. No doubt you have seen it before but the idea is so nice that I felt it had to be included. How did White exploit Black's passivity and develop a mating attack?

(Hint: see p. 140; solution: see p. 191)

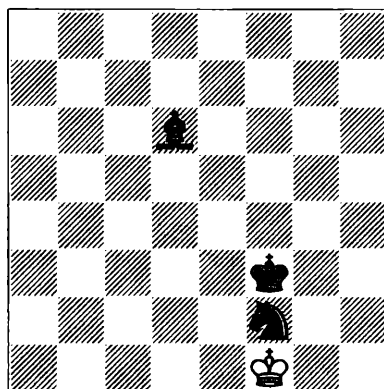


Short – Timman
Tilburg 1991

320 Black to play

Yes, I know you can find this position in any endgame book but it's important to remind yourself from time to time of the mating technique. Black must drive the white king across the board as he can only mate him in the same colour corner as his bishop. How is it done?

(Hint: see p. 140; solution: see p. 191)



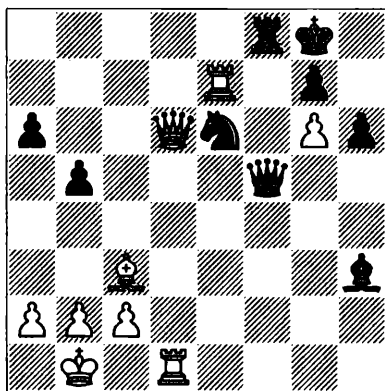
Xu Jun – Wang Yaoyao
Beijing 1997

Tests

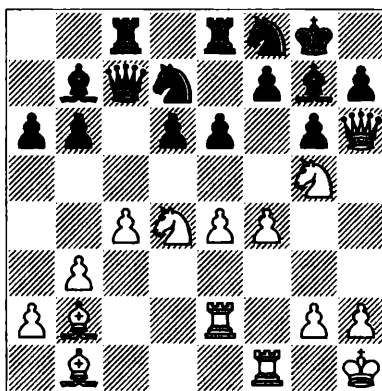
This chapter consists of three tests, each containing 15 puzzles. To make them more challenging they do not contain any introductory comments, the names of the players (which are given in the solution) and nor are there any hints. Again I have split the tests up according to difficulty, with Test 1 corresponding to Levels 1 and 2, Test 2 to Levels 3 and 4 while Test 3 contains Level 5 puzzles. Add up your score for each section in order to find out your true chess ability. If you wish to take these tests seriously, then write down your solution to each puzzle. I suggest a maximum time-limit of 45 minutes for Test 1, 1½ hours for Test 2 and 2 hours for Test 3.

Good luck!

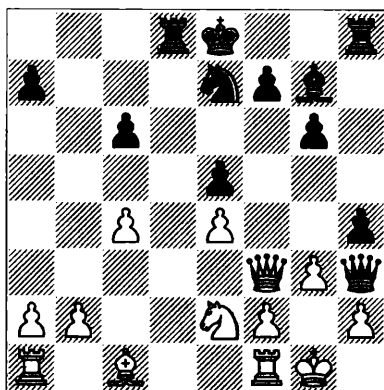
Test 1: Levels 1 and 2 (solutions pp. 192-4)



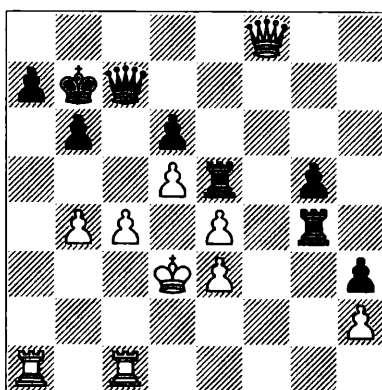
321) White to play and mate in 5.



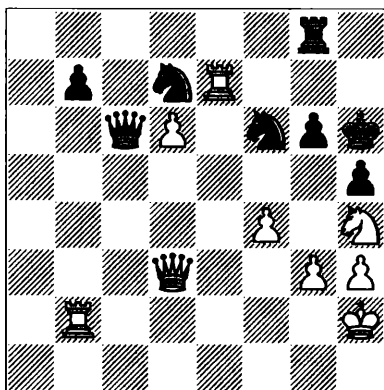
322) White to play and mate in 3.



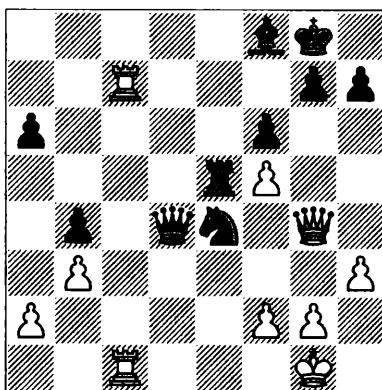
323) Black to play and mate in 3.



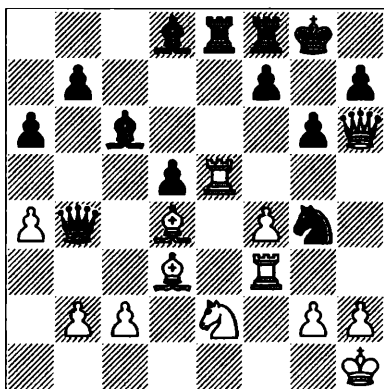
326) White to play and mate in 3.



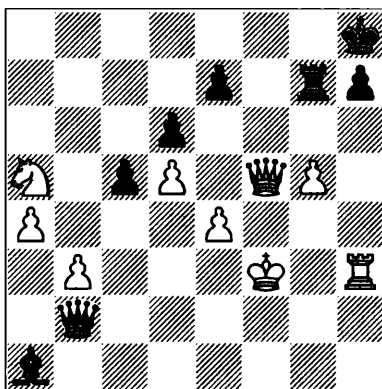
324) White to play and mate in 2.



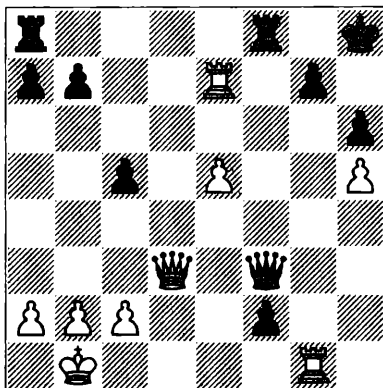
327) White to play and mate in 5.



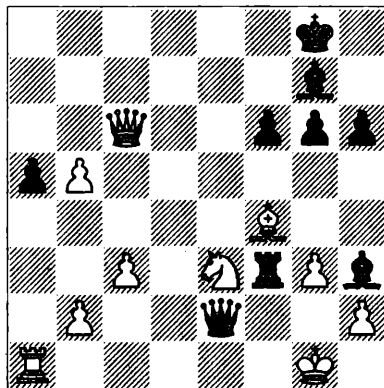
325) White to play and mate in 5.



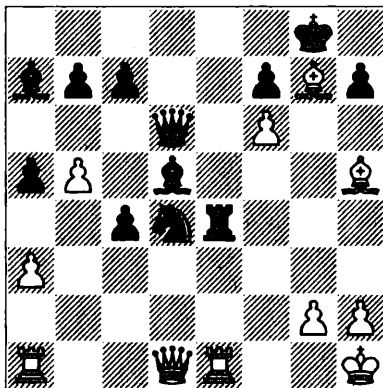
328) White to play and mate in 3.



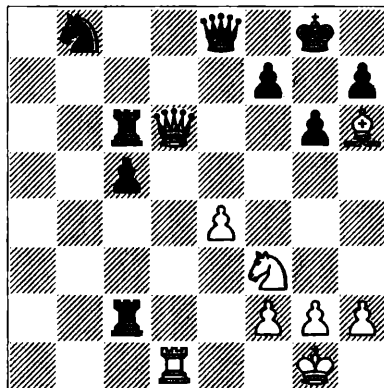
329) White to play and mate in 4.



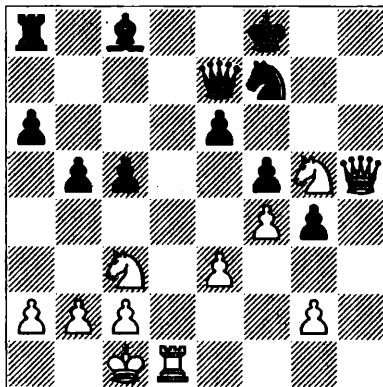
332) Black to play and mate in 4.



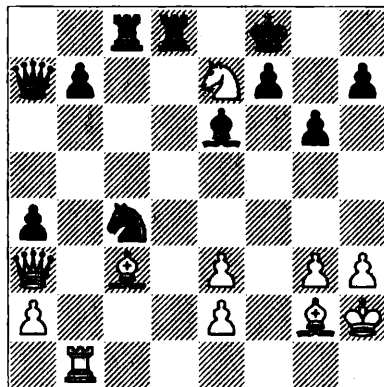
330) Black to play and mate in 4.



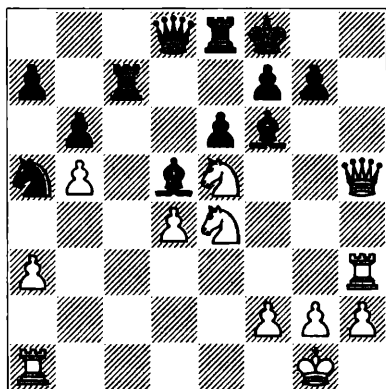
333) White to play and mate in 4.



331) White to play and mate in 4.

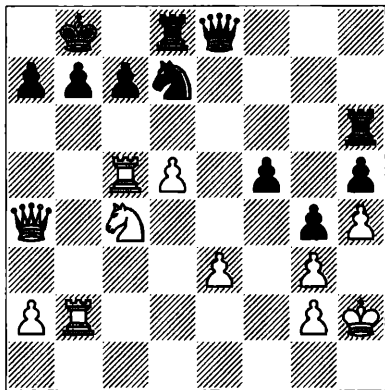


334) White to play and mate in 3.

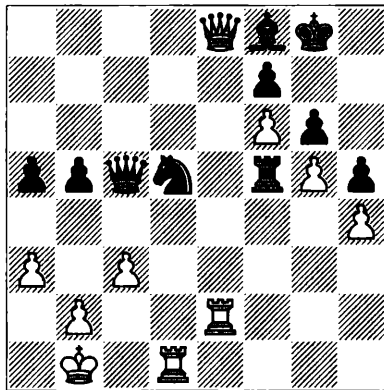


335) White to play and mate in 3.

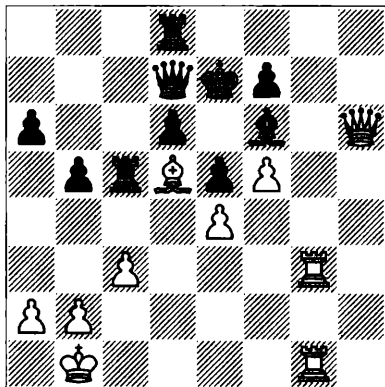
Test 2: Levels 3-4 (solutions pp. 194-8)



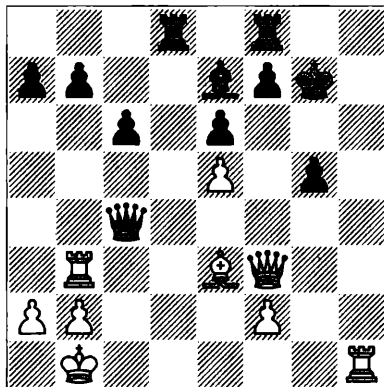
336) White to play and mate in 5.



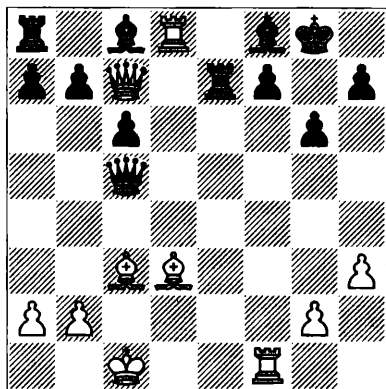
338) White to play and win.



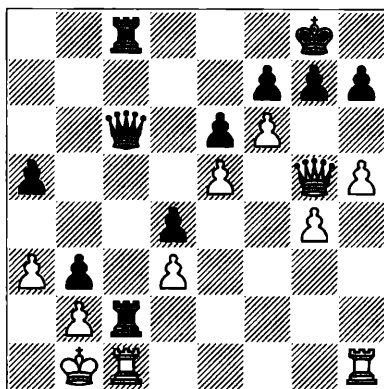
337) White to play and mate in 5.



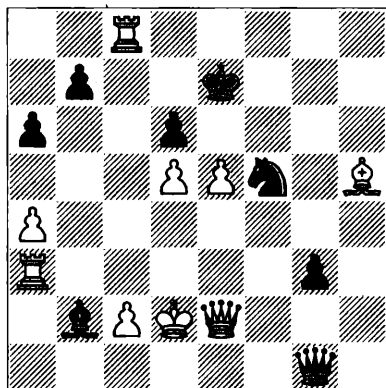
339) White to play and win.



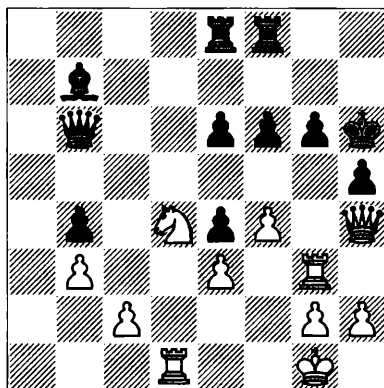
340) White to play and mate in 5.



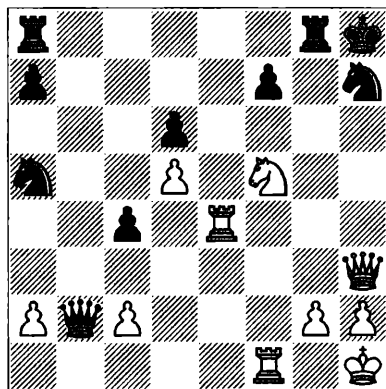
343) Black to play. Can he win?



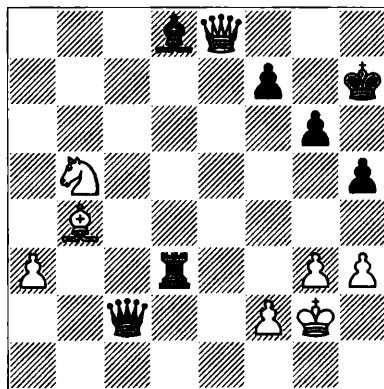
341) Black to play and mate in 6.



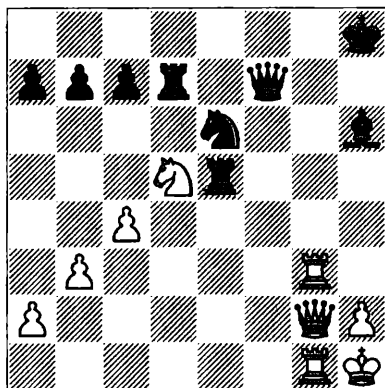
344) White to play and win.



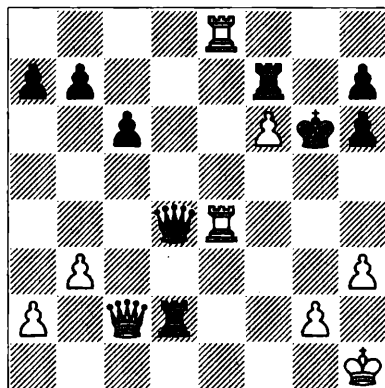
342) White to play and mate in 6.



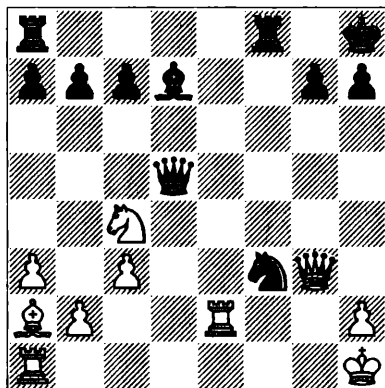
345) Black to play and win.



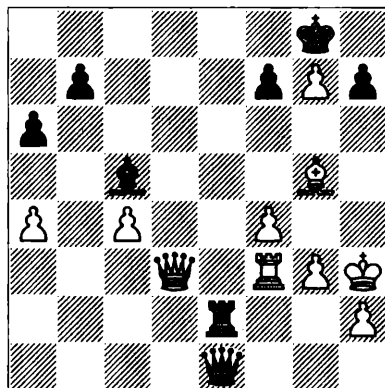
346) White to play and mate in 4.



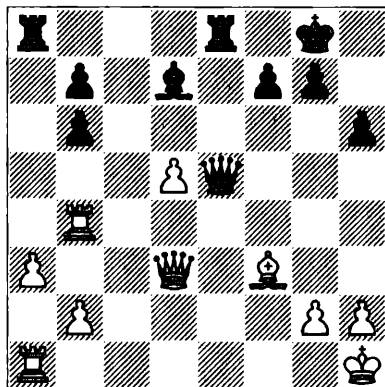
349) White to play and mate in 7.



347) Black to play and mate in 5.

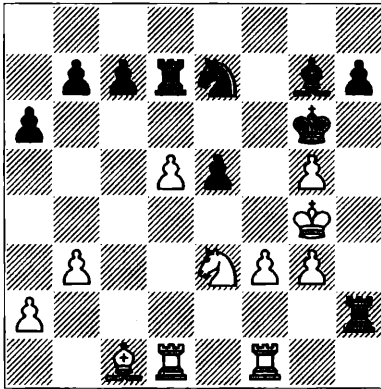


350) Black to play and mate in 7.

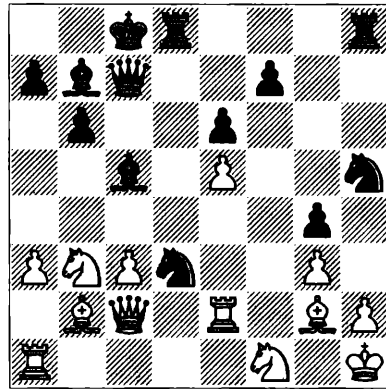


348) Black to play and win.

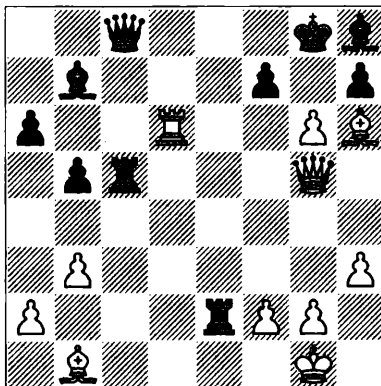
Test 3: Level 5 (solutions pp. 198-202)



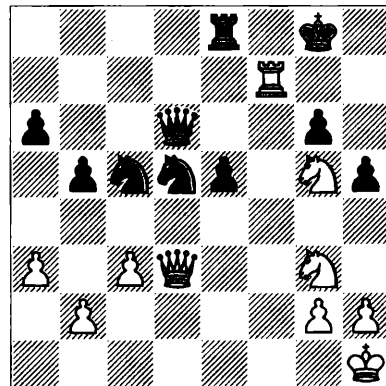
351) Black to play and win.



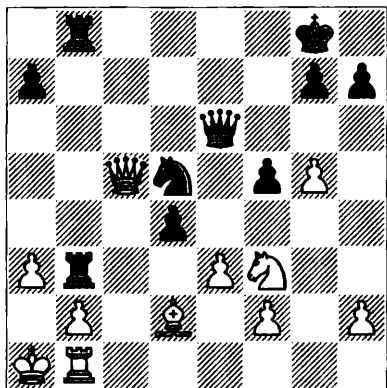
353) Black to play and mate in 7.



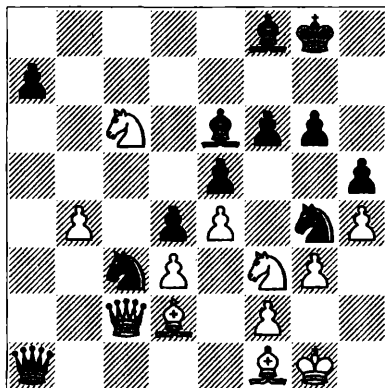
352) Black to play and win.



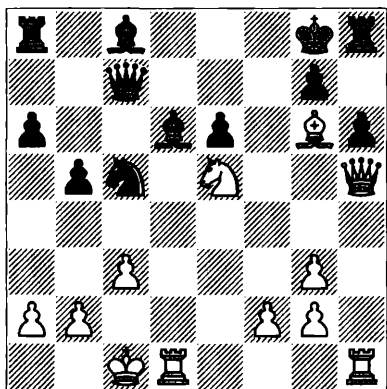
354) White to play and win.



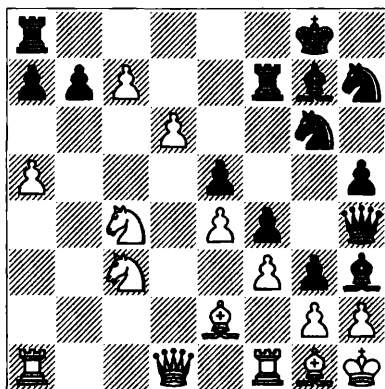
355) Black to play and win.



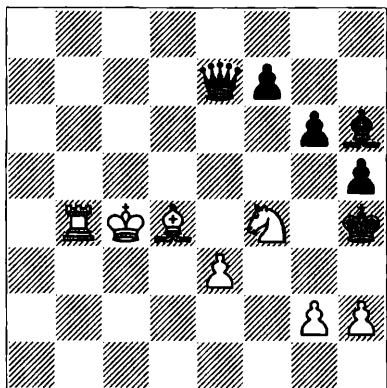
358) Black to play and win.



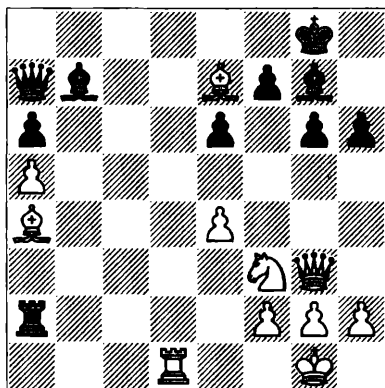
356) White to play and win.



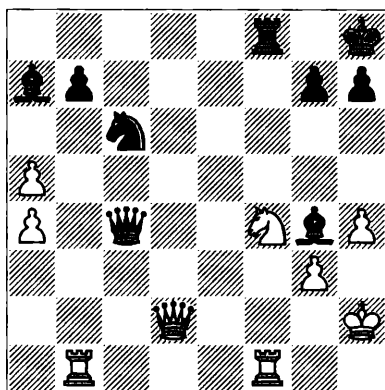
359) Black to play and win.



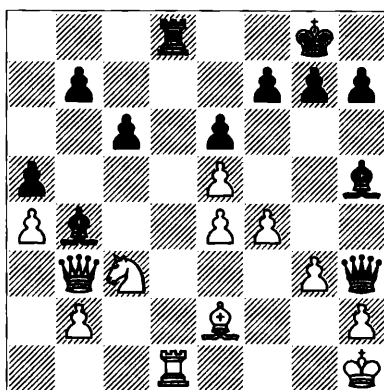
357) White to play and win.



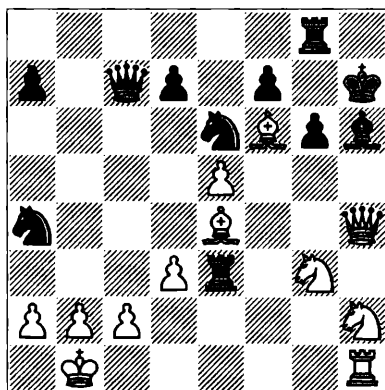
360) White to play and mate in 13! (I'll accept a 14 as well.)



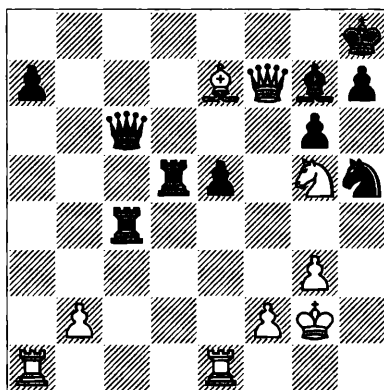
361) White to play and win.



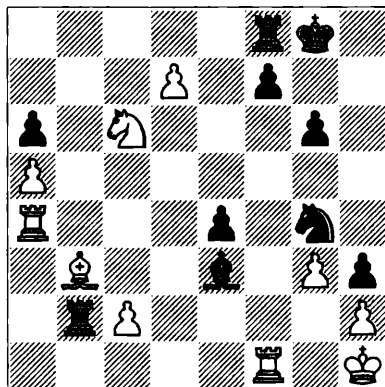
364) Black to play and win.



362) Black to play and win.



365) White to play and win.



363) Black to play and win.

Hints

Chapter 1

- 1 I hope you don't need any hints for this one as it's one of the easiest in the book. Sacrifice something big!
- 2 It's forced mate through a series of checks.
- 3 Think smothered mate.
- 4 It's mate in two!
- 5 No, this is an easy one.
- 6 A double check is an awesome weapon.
- 7 What a powerful bishop-pair White has!
- 8 It's mate in three.
- 9 A simple and classic combination that we meet more than once in this book. In fact, Puzzle 1 is your clue.
- 10 An important tool in the attacker's armoury. The black king is forced into the corner by a decoy combination.
- 11 It's mate in just two moves!
- 12 White exploits a pin to force checkmate.
- 13 The first move is an obvious capture, the second move a nice sacrifice.
- 14 Ignore Black's passed pawn. Instead think about the damage White's own advanced pawn can inflict.
- 15 Stay centralized!
- 16 Note how the g3-knight takes away key squares from the white king. A diagonal check would be rather embarrassing, wouldn't it?
- 17 Pins and more pins.
- 18 This classic combination always comes to my mind if I see a knight on e7 or e2 against a castled king. It's checkmate in three moves!
- 19 A double check is one of the most powerful tools in chess.
- 20 Underpromotion is the key.
- 21 Perhaps d8 is not the only square the pawn can promote on.
- 22 It's not Black who gets mated but White in just four moves!
- 23 A sacrifice of a most powerful piece is called for.
- 24 It's mate in two!
- 25 One of the knights delivers the fatal blow.
- 26 It's mate in five. Just keep checking.
- 27 One more sacrifice and it will be all over.
- 28 It's mate in four moves starting with a queen sacrifice.

- 29 The black queen is tied to a certain square and White has a strong move that lures her away from her task.
- 30 If the pawn were on h3 instead of h2 then Black would indeed have to fight for the draw. Sacrifice something!
- 31 One of them is a queen sacrifice and the other a rook sacrifice.
- 32 There is a sacrifice to which White has no answer.
- 33 Nothing spectacular, but it's mate in four.
- 34 It's mate in three. White just needs to protect one key square.
- 35 The long diagonal and a double check are the key.
- 36 You don't need a hint for this one. I already gave you the hint.
- 37 The ingredients are all present: weak back rank and troublesome dark squares. You just have to put them together. It's mate in four.
- 38 It's mate in four. The move ♖d2 has seriously weakened the back rank.
- 39 It's mate in four with a queen sacrifice!
- 40 A classic combination leading to forced mate.
- 41 This shouldn't be too difficult. A little sacrifice and it's mate in three.
- 42 As Black is threatening to give mate on the back rank, it's all with checks.
- 43 White would like to play ♖xh5 with mate to follow. But all the approaches to this square are covered. Or are they?
- 44 A simple little mate.
- 45 A sacrifice and a pin are the crucial ingredients. It's mate in three.
- 46 The black king has to be prevented from escaping via the e7-square.
- 47 The first move is the obvious one, the second move slightly more complex.
- 48 The black pieces sprang to life. It's forced mate in just three moves.
- 49 Black does indeed start with 1...♗d1+ but then you need to find the star move.
- 50 It's forced mate because of the weakness of Black's back rank.
- 51 Black may be able to get away with leaving his queen *en prise*.
- 52 Black uses the maximum power of his bishops.
- 53 If the black pawn were on h6 instead of h7 the combination wouldn't work. Make sure you get the moves in the right order.
- 54 It's mate in three and that f2-square is still pretty vulnerable.
- 55 It's mate in just three moves.
- 56 Back rank and pins.
- 57 White's route to success lies in the king and pawn endgame.
- 58 No, it wasn't. There are other pieces White can promote to besides a queen.
- 59 Once you realize that the black queen must defend against ♘c7#, the solution shouldn't be too difficult.
- 60 He resigned after Black's next move as he either gets mated or loses his queen.
- 61 A timely sacrifice of the b7-rook decides the game.
- 62 Some checks followed by a quiet move seal the white king's fate.
- 63 There is a mate in two, a mate in three and a mate in four. Take your pick!
- 64 Black has a rather simple mating idea. The e4-pawn plays a crucial role.

Chapter 2

- 65 One of the white pieces is performing a vital role defending two weak points and needs to be deflected.
- 66 White's three active pieces combine superbly to slay the black king.
- 67 The black knights are perfectly placed to deliver the *coup de grâce*.
- 68 Both the black rooks lay down their life.
- 69 A queen sacrifice will condemn the black king.
- 70 A piece can be sacrificed to open lines around the white king. Then after a few accurate checks it is all over.
- 71 A sacrifice is required to prise open the black king position.
- 72 White needs to introduce more firepower to the attack to make it decisive.
- 73 With an impressive sacrificial continuation Black can force mate in four more moves.
- 74 White has a classic combination in the air but first he has to deal with Black's pressure on the long diagonal.
- 75 White has to find a way to keep both his rook on h5 and bishop on h6, after which Black will not be able to prevent a well-known mating idea.
- 76 As you may have guessed, the g2-square and the back rank may not be quite as secure as I have made out. There is a combination exploiting the weakness of these two areas.
- 77 The f6-pawn, which Black could have removed, plays a pivotal role.
- 78 Black can whip up a decisive attack out of nowhere with a cunning knight sacrifice.
- 79 Queen sacrifices and double checks are in the air!
- 80 There is nothing too complicated; it is just quite a long variation. White must start by removing the main defender of the kingside and then play a series of very natural moves that culminate in checkmate.
- 81 Start by attacking the queen but in the end it's the e7-pawn that plays the decisive role.
- 82 There is a queen sacrifice involved but not just yet.
- 83 The first move is quiet, the second slightly more spectacular though not too complicated.
- 84 Try attacking the black queen and when it moves look for the mate.
- 85 The white king is rather exposed so Black just needs to get some of his pieces in its vicinity.
- 86 Sacrifice another one and the black king will be doomed.
- 87 A couple of straightforward moves followed by a sacrifice do the trick.
- 88 The horrible move 1 exf5? opens up an important rank to Black's advantage.
- 89 The first move is quiet and simple; the second is the real key.
- 90 It's checkmate in three moves with a variation on a very popular theme.
- 91 It's mate in four with some accurate checks.

- 92 A good old-fashioned smothered mate.
- 93 Both solutions involve an initial move with the light-squared bishop.
- 94 A queen sacrifice is called for.
- 95 A couple of preparatory moves and then we have the classic mate that no book on this subject would be complete without.
- 96 Most of the white pieces are passively placed but there is one very active one in the middle of the board. Get rid of it and don't worry about the cost!
- 97 Another queen sacrifice.
- 98 It's mate in five and the h-file is obviously the key.
- 99 A bishop move leads to forced mate.
- 100 The dark squares around the king are the key.
- 101 It's mate in two after 1 ♖a4??, while White's best move is a surprising rejoinder that completely turns the tables on Black.
- 102 It's mate in six with an accurate series of checks.
- 103 Keep checking.
- 104 All the black pieces participate in the attack.
- 105 One can happily give up the queen if it means capturing the enemy king in return.
- 106 Just like the previous puzzle, there is a massive sting in the tail. It's White who gets mated, not Black.
- 107 There is a very powerful move which both prevents the black king from taking flight and lures it into a trap.
- 108 A queen sacrifice.
- 109 Two of White's options lead to him getting checkmated so he should obviously choose the other one.
- 110 The black king has to be boxed in the corner and make sure you avoid stalemate.
- 111 It's mate unless Black is willing to give up a rook for nothing (and even then he is likely to get mated very quickly).
- 112 A rook sacrifice will force the black king forward and then a quiet move will seal his fate.
- 113 The first move is important. It's mate in four and Black starts with a rook check.
- 114 He got mated, that's what happened, with a series of not too complicated checks.
- 115 With the white rooks tied down defending f3, Black has the time to reposition one of his pieces to create an unstoppable mating combination.
- 116 A knight sacrifice is required.
- 117 Careful calculation shows that the black a-pawn is not that dangerous after all.
- 118 The black queen can be forced to retreat and then removing a key defender will win the game.

- 119** The first move is a sacrifice that clears the way for the black queen.
- 120** The rook on g7 is not just silly; it hems in its own king and allows White to launch a mating attack along the 8th rank.
- 121** First give a check and then sacrifice.
- 122** Keep checking and don't forget to sacrifice.
- 123** Don't forget the long-range bishop lurking on a2. This plays an important part in the solution.
- 124** Although the black queen is attacked, she doesn't have to move for another two moves and when she does it is with devastating effect.
- 125** It is mate in three starting with a neat sacrifice.
- 126** The wrong move allows a killing queen sacrifice.
- 127** The first move is an obvious check that leads to mate after White moves his king.
- 128** Black has a way of crashing through on the h-file.

Chapter 3

- 129** Usually it's good to centralize the king in the ending but this time the black monarch has walked into a mating-net. If f4 can be ruled out as a flight-square, then it is all over for Black.
- 130** A well timed h6-h7 takes away a flight-square from the black king.
- 131** Black needs his knight to play an aggressive role if he is to mate the black king.
- 132** A queen sacrifice and a pin form the vital ingredients.
- 133** The first move is obvious but the second offers Black a choice of two pieces to capture.
- 134** White wants to play ♖f8 and ♖g7# but it doesn't work immediately as Black has perpetual check. So a little preparation is required.
- 135** It's all with checks; the first move is simple, the second brilliant, and the rest routine.
- 136** Both start with a little pawn check and then you have to sacrifice your way to the goal.
- 137** Black is not worried about letting a white queen live on d8 as it won't be able to participate in the defence of the white king.
- 138** A knight check followed by a queen sacrifice.
- 139** Certainly not by moving the rook! A series of checks and it's mate.
- 140** With some aggression of his own! Use all that heavy artillery to get at the white king.
- 141** The black queen on d7 is performing a dual role: stopping mate on g7 and preventing the further advance of the d-pawn. Perhaps it can be lured away to a less healthy square.
- 142** White's back rank is very vulnerable.

143 ...e4 may have closed off the b1-h7 diagonal but it has opened the a1-h8 diagonal.

144 A pin is only a pin when the piece is pinned to the king.

145 In the game Black got mated as he deprived his king of a crucial flight-square.

146 If Black moves the knight from h2 he will be threatening mate. You just have to find the right square.

147 By sacrificing his queen White can force mate in a few moves.

148 Black started an attack against the white king with a sacrifice. Then he soon followed up with another one.

149 We have already seen this mating idea in Level 1. The open h-file is important.

150 A bishop sacrifice and a queen sacrifice are both involved – in that order.

151 The first move is a knight sacrifice, while the second looks like a rook sacrifice even if it isn't.

152 Apart from his king, Black has one piece that is not really helping in the attack. It's time for it to stand up and be counted.

153 No, White didn't bother stopping the a-pawn as he has a forced mate.

154 A thunderbolt of a move undermines Black's defence of f7.

155 It's all with checks.

156 A delightful combination based on the vulnerability of the dark squares (yes, get rid of that bishop to start with) and the back rank.

157 No, it isn't good enough as Black's small army can mate the white king with the aid of a discovered check.

158 Of course he had planned a sneaky reply based on the power of his two bishops.

159 A couple of bishop sacrifices and it is all over.

160 Two sacrifices and it is all with check.

161 White found a brilliant idea, which led to Black conceding defeat in just two moves.

162 There is nothing spectacular, just an accurate series of checks.

163 No it is not at all secure and a sacrifice will expose Black on the dark squares.

164 Nothing too complicated this time, just some obvious moves.

165 The black queen cannot roam too far from her king; in particular Black has to be ready to meet ♖a8+ with ...♚b8. White can take advantage of the black queen's immobility with a nice sacrifice.

166 If the rook moves then Black plays ...♚g4 and repels the attack. White must find a move that renders it impossible for Black to take the rook as well as creating a threat of its own. There are not many of them!

167 White can leave the b7-rook to its fate.

168 A knight move followed by a rook move and White resigned.

169 White is extremely vulnerable on the light squares around his king and Black can force checkmate in just five moves.

170 Yes, he can as although it costs Black his queen there is a sting in the tail.

171 Black's back rank seems well protected but is actually quite vulnerable and White has a trick that wins a pawn if not the game.

172 It's not very difficult. The white king ends up in the heart of the black camp.

173 A knight sacrifice is called for.

174 First the knight has to be removed so that it can't defend the king from g6. Then a simple combination is required.

175 A couple of sacrifices draw the white king up the board. Then it is simple to mate him.

176 The f1-rook performs some heroics.

177 Instead of taking the exchange, White should start by sacrificing one.

178 A couple of sacrifices and it's all over.

179 The first move is a rather obvious check; it's for the second move that we have to shower the board with gold coins.

180 Discovered checks are usually extremely powerful but this is an exception. White has a combination based on the power of his bishops.

181 It's forced mate in six starting with a rather obvious queen sacrifice.

182 Think checkmate and interference theme.

183 Black has a mating combination based on the weakness of the back rank.

184 Not the only example of this mate in the book. The b3-bishop plays a key role, as does the open h-file.

185 White either forces mate or wins a black rook. He needs to use the bishop.

186 With his first move Black needs to liberate a key piece so that he can be in position to deliver what is now known as Boden's Mate!

187 There are two separate queen sacrifices in the air. Can you find the right one?

188 There is an obvious check followed by a tactical idea based on a pin.

189 A slightly more elaborate version of a classic mate. Black starts with a sacrifice.

190 It's all with checks and there are even two solutions based on the same idea.

191 There is a classic deflection combination. Some of the black pieces need to be lured away from their current squares.

192 Black's tactical radar detected that White has a back-rank weakness.

Chapter 4

193 Go ahead, play ♖g5-h6 and then see if anything occurs to you.

194 The final attack takes place on the a-file with the help of the b3-pawn, but Black doesn't take the obvious route.

195 The first move is rather an obvious knight check, the second a more spectacular sacrifice that leads to forced mate.

196 There is a rook sacrifice to start with, and make sure you find the right second move.

197 The knight on g3 is actually getting in the way of Black's attack. Get rid of it!

198 The first move is an obvious sacrifice that Lautier would surely have taken into account. It is the second move that he would have overlooked.

199 The first move is obvious, and the second starts off the sacrificial play that seals Black's fate.

200 A bad idea of course. The queen may be attacked but White doesn't have to move it.

201 There are two possible bishop sacrifices and one of them is much stronger than the other one.

202 The b4-bishop needs to be re-deployed to a more potent diagonal and this can be done with gain of tempo. Then Black will be able to finish White off with a little combination.

203 A series of checks, including one minor sacrifice, followed by a quiet move lead to checkmate.

204 A rook sacrifice followed by an accurate series of checks and it is all over.

205 The first move is just an exchange, the second a spectacular exploitation of White's weak back rank.

206 If White stops checking, he's dead. I am sure you understand that that means he has to start with a queen sacrifice.

207 A couple of checks and a sacrifice lead to a nice conclusion where Black gives checkmate with a pawn.

208 The first move is an exchange sacrifice which drives the queen away from the defence of its king, which is then at the mercy of Black's rampaging army.

209 There is a very nice mate starting with an obvious queen sacrifice.

210 Well, the only try is 1...♖d1+ 2 ♜b2 ♙xa3+ and it is for you to judge if this earns Black more than perpetual check.

211 Open some more lines for the white queen.

212 White's next move leads to a classic king-chase.

213 A bishop sacrifice renders the white king position untenable.

214 With the a8-rook tied to the defence of g8, Black is ripe for a deflection combination.

215 Black would love to play ...♘g4 and ...♚h2# but he can't because the queen is protecting g4. I think that is enough information.

216 White has a wonderful combination involving two sacrifices, whose main objective is to organize the move ♘c7#.

217 It's mate in three.

218 The initial attack is against the f7-square and once Black had defended against this, a sacrifice finishes him off.

219 White needs his queen, not his rook, on the back rank and he is even willing to give up this piece to clear the way for the queen.

220 A rook sacrifice that cannot be declined lures the white king into the middle of the board.

221 After an obvious exchange sacrifice and a check, the white king is embarrassingly short of good squares.

222 Black has a way to open lines on the queenside, after which the weakness of White's back rank will prove fatal.

223 The white king may look active already but White has even more ambitious plans for it.

224 The fact that the c4-bishop covers the g8-square is the key, which allows White to sacrifice a mass of pieces to deliver checkmate.

225 White doesn't move his attacked rook, but instead puts another piece *en prise*.

226 White needs to increase the scope of the c2-bishop.

227 Black is even willing to exchange off his queen and allow White a new one in his pursuit of the white king.

228 The first move 1 ♖xh6 is correct. White just needs an improvement on the second move.

229 White doesn't recapture but plays another sacrifice.

230 If the h-file can be opened, then mate will follow rapidly on the dark squares. This suggests a certain queen sacrifice, but accuracy is required.

231 Sometimes a quiet move is required before the attack can work. Here there are even two solutions!

232 Black probably thought that he either had to agree to an exchange of queens or move his queen to a passive square where it is still defending the a8-rook. But is that rook so important?

233 White can take back material either on e8 or g4 but that is not good enough to save him. Instead he has another idea which costs Black his king or his queen. The key square is d7.

234 He just ignored White's threat and concluded the game in splendid fashion on the kingside!

235 The knight goes forward and draws the black king to its doom.

236 Black has a nice bishop sacrifice. If White accepts it, he loses. If he declines, he is just suffering.

237 The white king is driven all the way down the board and mate can only be delayed by giving up the queen.

238 The black queen is defending the vital d7-square. Drive it away and nice things start to appear.

239 A queen check, some bishop checks and then a queen sacrifice.

240 The first move is obvious; it's the second move that is difficult.

241 White starts with a knight sacrifice and, whether Black accepts the sacrifice or not, an accurate series of checks then has to be found.

242 He got mated on the dark squares. You just have to find the right way to implement this idea.

243 White has two plausible-looking continuations. One of them is a false trail, while the winning one involves a nice queen sacrifice.

244 First the knight has to go as it's covering some key squares, and then Black has to sacrifice something much more substantial, after which he can finish White off with some accurate checks.

245 Black starts with a check but it's no good to keep on checking. He must also pay attention to White's threat to move his knight from b2 with check.

246 Of course there is a queen sacrifice involved. White has a way to launch his own mating attack against the black king.

247 Black places a piece *en prise* which can be taken in three different ways.

248 Chasing it might not be such a good idea. Try something else and be content with a draw.

249 Of course Black doesn't move his attacked bishop, as that would allow White to escape into an ending.

250 After 1 ♖c6 Black won with a crushing rook sacrifice. This sacrifice wouldn't work against the correct move as then White would be able to launch a counter-attack of his own.

251 A couple of sacrifices are required to leave the white king at the mercy of Black's remaining major pieces.

252 No, it isn't enough to hold Black at bay. He crashed through with a sacrificial attack on g2.

253 A queen check followed by a neat sacrifice is required.

254 Black found a nice way to open the a- and b-files, after which the white king stands no chance.

255 Black brings his queen into the game threatening both the knight and a crushing check.

256 The f1-bishop is the only piece defending the white king. It has to be exchanged off.

Chapter 5

257 There is a variation where White gets a new queen but is struggling to save the game. Steer clear of this in favour of an attack on the black king. In fact White used his b-pawn merely as a decoy.

258 The black kingside is indeed history, so the only chance is to break through on the other side first. But to do so Black needs more firepower in this region. He started by introducing his knight into the attack.

259 No hints for the first solution but in the second White starts with a sacrifice to weaken Black's back rank and then a timely queen check will create fatal weaknesses around the black king.

260 The first move is a rather obvious move that improves the prospects of the white queen, but which lays the ground for a spectacular finish.

261 The white queen must be driven to an inferior square before Black can continue on the kingside. And against the best reply he must content himself with a clear advantage.

262 Start by looking for the most ridiculous moves on the board. Shabalov found a real shocker, but one which leaves White completely lost.

263 Black starts with a bishop sacrifice.

264 Of course he doesn't move his queen. White needs both knights in the attack.

265 It's a long variation. I'll give you the first move, 2...♘d2+, and then try to get the g7-bishop into the attack as soon as possible. It's all with checks as well.

266 a3 is a key square and the b3-pawn the star of the show.

267 The first move is a knight sacrifice, and a rather surprising one at that.

268 I'll give you a very big clue. The bishop moves to a square from which Black can take it in four different ways!

269 'The threat is stronger than its execution' certainly applies to the discovered check here. Black held this tool in reserve for another moment and first brought some reinforcements into the attack.

270 There is one square, seemingly unavailable, for the white rook on the eighth rank.

271 The knight on c6 needs to be deflected from its task of defending a7. Then Black's king can be drawn out into the open board where an accurate series of checks can finish it off.

272 The only way White has to break through is a well-timed d4-d5. Assuming his king is not on the d-file then ...♙xd5 won't be possible as f7 drops, and ...exd5 allows e6. The only problem is that at the moment Black can play ...♙xd5 with impunity. There is a way, however, that White can rule out ...♙xd5 as well. Remember when I said that all the white pieces were busy tying down the black queen. Well, that wasn't quite true!

273 It's not flash, just a very strong move which forces White to weaken his kingside. And then Black can move in for the kill.

274 A sacrifice which cannot be refused opens lines to the white king.

275 If the f3-rook were removed from the board, Black could mate in two moves.

276 Of course he didn't move his queen.

277 The first move is a sacrifice that opens the g-file, the second is a sacrifice that occupies it and with two further sacrifices (!!) White delivered checkmate. Black's defensive chances lie in turning down the second offer.

278 White breaks down the black kingside with a double sacrifice. He can even play these sacrifices in whichever order he prefers.

279 White sacrifices a rook and a bishop to open the black king and then plays a key quiet move which brings his one idle piece into the attack.

280 White has a most surprising move which, when the dust has settled, leads to either mate or a decisive material gain.

281 The a7-g1 diagonal and the h-file are the key ingredients. It's not easy. There is a particularly brilliant queen move involved.

282 If the white pawn were on a3 instead of a2 then White would indeed be doing well.

283 The f6-bishop has to move with a gain of tempo.

284 After 1...♖xc6 Black's weakness on the h1-a8 diagonal allowed White to penetrate into his position.

285 As things stand, the white attack is good enough only for a draw (1 ♖xg6+ leads to perpetual check). But this could change if more firepower can be introduced. Think about which piece White needs to activate and think about the most efficient way to introduce it into the attack, bearing in mind that the e6-rook is under attack.

286 The black a-pawn decided the game in his favour. That suggests a rook sacrifice on b3 but you can only play this sacrifice when you have seen Black's brilliant second move.

287 The first move is very easy, if a queen sacrifice can ever be considered easy! Afterwards some accuracy is required but it is all with checks.

288 Black sacrifices an exchange, giving White two options. One of them is just about OK for him, while the other leads to disaster on the back rank.

289 Think back rank.

290 If the white queen can make it to e8 then it's all over for Black. The first move should be easy with this clue but make sure you examine Black's best defence.

291 Direct methods don't achieve their aim as the black queen rushes back to defend the king. Perhaps White can prevent this before going on the offensive?

292 The basic idea is to play ...♠f7, ...h6+ and ...♙f6# but if Black plays 1...♠f7 then White saves himself with 2 ♖xh7!. Can you find your way around this little difficulty?

293 It's all with checks and there are two simple but nice rook sacrifices to force mate at the end.

294 We are not looking for anything violent, just a quiet little move which condemns the white monarch.

295 Black starts with a bishop sacrifice followed by a queen check.

296 The first move is an obvious check, the second move the difficult one. White does not move his attacked queen.

297 The queen's control of the g1-a7 diagonal is important, as is the participation of both Black's minor pieces in the attack.

298 Sacrifice your queen!

299 On e2, the queen is defending some key squares and once it is dragged far away to the kingside the white king becomes helpless.

300 It is important to weaken the g3-square to soften Black up even more on the dark squares.

301 White would like to play ♖h2 and ♖h8# but the immediate 1 ♖h2 allows 1...♟b3+! 2 ♖xb3 ♜xa2+ (or 2...♜c1+) 3 ♖xa2 ♖xa2#. So he must find a move that prevents this and carries threats of its own.

302 The first move is a simple capture which enables the white queen to penetrate into the black position. After some checks you have to find one brilliancy.

303 f2 is the key square but after 1...♜g3 2 ♔g1 Black has nothing better than to repeat. He must find a more elaborate way of getting at the white king.

304 A surprising retreat threatens mate, after which Black has to jettison some material to stay alive.

305 The key square is f7. Perhaps you can think of a way to interfere with the black queen's protection of this square.

306 It may look as if all the action is happening on the queenside but don't forget this is a book about checkmate! Tal started with a surprising rook move and then opened the long diagonal for the white queen.

307 Queen sacrifice! Back rank!

308 Sacrifice something and then chase the black king until it can run no more.

309 Of course the queen doesn't retreat. White is looking for a mate on the h-file.

310 A sacrifice to draw the white king into the open and then a strong move to cut off his retreat leaves White defenceless.

311 The problem with the immediate ♟g5 is that Black can save himself with ...♜xd4+. Remove this possibility and ♟g5 will be terminal.

312 A queen sacrifice followed by one of the greatest interference themes of all time.

313 The black king is indeed in severe danger and with his first move, a sacrifice, Keres found a way to introduce another piece into the attack.

314 It is true that Black can meet any discovered check with ...f6, but this is not enough to save him when there are queen sacrifices in the air.

315 The first couple of moves are the obvious 1...f2+ 2 ♔g2 ♖c1 and your main task is to calculate how Black wins after 3 ♖c4+.

316 Well, the move that scared me was 1 ♟xd6, when one of Black's recaptures leads to an unclear position while the other ends with him getting mated.

317 The knight on g3 plays a key role. It needs to be sacrificed.

318 The bishop lurking innocently on h2 is one of the stars of the show but White starts with an exchange and then a sacrifice on d5. The best Black can do is a lost endgame.

319 There is a certain piece which normally spends the middlegame lurking in a corner that suddenly sprung into action.

320 In the key line it looks like the king is going to escape but then some neat co-ordination between the minor pieces closes the door.

Solutions to Puzzles

Chapter 1

1)

1 ♖xh7+! ♜xh7 2 ♜h4+ ♜g8 3 ♜f6! ♜e4+ 4 ♜a1! 1-0

Black has one check left before getting mated on h8.

2)

White won with a standard mating idea:

1 ♜h8+! 1-0

This move has the dual purpose of luring the black king to h8 and vacating the h3-square for the queen.

1...♜xh8 2 ♜h3+ ♜h6 3 ♜xh6+ ♜g8 4 ♜g7#.

3)

1 ♜g8+ ♜xg8 2 ♜f7# (1-0)

4)

1...♜g3+! 0-1

It's mate after 2 fxg3 ♜8e2#.

5)

1...♜h1+! 0-1

White resigned in view of 2 ♜xh1 ♜h5+ 3 ♜g1 ♜h2#.

6)

1 ♜h8+!! 1-0

After 1...♜xh8 White mates by 2 ♜xf6++ ♜g8 3 ♜h8#.

7)

1 ♜xe5+! 1-0

It's mate after 1...♜xe5 2 ♜f6# or 1...♜g7 2 ♜xe8+ ♜g8 3 ♜xg8#.

8)

1 ♜h8+! 1-0

1...♜xh8 2 ♜g8+ ♜h6 3 ♜xh8#.

9)

1 ♜xh7+! 1-0

1...♜xh7 2 ♜h5+ ♜g8 3 ♜h8#.

10)

1 ♜h8+ 1-0

Black resigned due to 1...♜xh8 2 ♜h7#.

11)

1 ♜g6! 1-0

Black resigned since White's next move will be either ♜h7# or ♜xf7#.

12)

1 ♜f6!

Black can't stop ♜xf7#.

1...♜d5

1...♜d5 2 ♜xd5.

2 ♜xf7#

13)

1 ♜xd5+ ♜xd5 2 ♜f8+! 1-0

Black resigned as each of his three legal moves will be his last one:

- 1) 2...♖xf8 3 ♖h7#.
- 2) 2...♔xf8 3 ♖h8#.
- 3) 2...♔g7 3 ♖h8#.

14)

It's mate in three:

- 1 ♖g7+!! ♜xg7 2 e7+ ♔h8
- 2...♜f7 3 exd8♖#.
- 3 exd8♖+ ♜g8 4 ♖xg8# (1-0)

15)

In the game White blundered with 1 ♖g2??, losing at once to 1...♜xh3+!, when 2 ♔xh3 ♖h5# is mate and 2 ♔g1 ♖e1+ 3 ♖f1 ♜xg3+ costs White his queen.

Instead 1 ♔g1! wins as there is no perpetual check; e.g., 1...♖e1+ 2 ♔g2 ♖e2+ 3 ♔f2. Note that Black has no time for 2...♜xh3 as 3 ♖xf7+ ♔h7 4 ♖g8+ ♔h6 5 ♖h8+ followed by 6 ♖xh3 wins.

16)

White resigned after 1...♖xf4! since if he recaptures on f4, 2...♔d4+ leads to mate next move.

17)

- 1...♔f3!

Black exploits a double pin in order to threaten ...♖xg2#. Admittedly other moves win as well but they don't meet the specified criteria and are certainly not as elegant.

- 2 ♔h1 ♖h3+! 0-1

Black uses a second pin to force White back into the original pin. White resigned as it's ...♖xg2# next move. Incidentally the moves to delay mate were 2 ♖g5 and 2 ♖h6+, but we won't go into those.

18)

White was instantly punished for his greed:

- 1 ♔g6?? ♖xh2+!! 2 ♔xh2 ♜h5+ 3 ♔h4 ♜xh4#

19)

- 1 ♜h8+!! 1-0

Black resigned due to:

- 1) 1...♔f7 2 ♖xf4+.
- 2) 1...♔xh8 2 ♜h5++ ♔g8 3 ♖h8+ ♔f7 4 ♜h7#.
- 3) 1...♔g7 is relatively best for Black although after 2 ♖xf4 ♜xf4 3 ♜xe8 he has no hope in the ending a piece down. That is why he resigned after ♜h8+.

20)

- 1...e1♔+! 2 ♔e3 f4+ 3 gxf4+ gxf4#

21)

- 1 ♜e8+! ♜xe8 2 ♖g8+!! ♔xg8
- 2...♔e7 3 dxe8♖+ ♔d6 4 ♖ee6+ ♔c5 5 ♖xc4+ ♔d6 6 ♖ge6#.
- 3 dxe8♖#

22)

- 1...♖h1+!! 2 ♔xh1 ♔f3+ 3 ♔g1 ♜d1+ 0-1

White resigned due to 4 ♜e1 ♜xe1#.

23)

White won by:

- 1 ♖xh6!

1 ♔h7+ ♔h8 2 ♖xh6 is also very strong but not immediate mate after 2...♔e5.

- 1...gxf6

1...♔xb4+ 2 axb4 gxf6 3 ♔h7# is why it takes three moves.

- 2 ♔h7#

24)

1 ♖h6+! 1-0

Black resigned because of 1...gxh6 2 g6+.

25)

1...♙h2+! 0-1

2 ♘xh2 ♘g3#.

26)

1...♘f3+ 2 ♖f1 ♖c1+ 3 ♖e2

3 ♖f2 ♙d4+ 4 ♖e2 ♖e1#.

3...♖e1+ 4 ♖f2 ♙d4+ 5 ♖g2 ♖g1#

Nothing spectacular here, just an accurate sequence of checks. In practice it is often like that, with no need for a flashy sacrifice to win the game.

27)

1...♙xg5+!

1...♖h4+ 2 ♖f3 ♙xg5 also wins as the black king will eventually escape the checks, but it is not as clean or as pretty.

2 ♖xg5 h6+ 3 ♖f4 g5# (0-1)

28)

1...♙xe2+!! 0-1

White resigned due to 2 ♖xe2 (2 ♖xe2 ♙c4#) 2...♖d1+ 3 ♖e1 ♙c4+ 4 ♖g1 ♖xe1#.

29)

1 ♖e7! ♙e8

1...♙xe7 2 ♙g6#.

2 ♙g6# (1-0)

30)

White resigned after 1...♙b2!!. What a beautiful way to trap the a1-rook! Neither the black rook nor queen can be taken because of mate on the back

rank, while the defensive try 2 ♙d1 fails to 2...♙xf2+ and 3...♙xg2#.

31)

The game continued 1...♖c1! 2 ♖xc1 ♙f2+ 3 ♖h1 ♖h5+ 4 ♙h4 ♖xh4# (0-1). The alternative solution runs 1...♙xf1+! 2 ♖xf1 e2+ 3 ♖e1 ♖c1+ 4 ♖f2 e1♙+ and it's all over.

32)

1...♖xg2! 2 ♖xg2

2 ♖xg2 ♙f2+ 3 ♖h1 ♙h2#.

2...♙f1+ 3 ♖g1 ♙xh3# (0-1)

33)

1 ♙h6+ ♖g8 2 ♙d5+ ♖f7 3 ♙h7+!

1-0

3...♖f8 4 ♙h8#.

34)

1 ♖g2! f4 2 f3+ ♖f5 3 g4#

35)

1 ♙g7+!! 1-0

Black resigned due to 1...♖xg7 2 ♘f5++ ♖g8, when White is spoilt for choice as both 3 ♘e7# and 3 ♘h6# are mate.

36)

1...♖b2+ 2 ♖g1 ♘f3+! 0-1

Black's next move is ...♖c1#.

37)

1 ♙h8+! 1-0

Black resigned due to 1...♖xh8 2 ♖xf8+ ♘g8 (or 2...♙g8 3 ♙e5#) 3 ♙e5+ ♙g7 4 hxg7#.

38)

1...♙e1+ 2 ♙f1 ♙xf1+!! 0-1

Perhaps White had only considered 2...♙h3, which he can counter with 3 ♚d1.

After the text-move, he resigned because of the finish 3 ♜xf1 ♙h3+ 4 ♜g1 ♚e1#.

39)

White won with:

1 ♜b7+!! 1-0

After this deadly blow Black's only good piece also turns out to be useless: 1...♘b7 2 ♘c6+ ♜a8 3 axb7+ ♜xb7 4 ♚xa7#.

40)

1 ♜h6! 1-0

The only way to stop ♜xg7# is to take the queen but 1...gxh6 2 ♘xh6# is also mate.

41)

1 ♚f1 ♜xf2+!

1...♚xf2! is equally good.

2 ♚xf2 ♚b1+ 3 ♚f1 ♙e3# (0-1)

42)

1 ♚xf8+! ♜xf8 2 ♜h8+ ♜e7 3 ♙g5+ 1-0

3...f6 (3...♜d7 4 ♜d8#) 4 ♜xf6+ ♜e8 5 ♜e7#.

43)

1 ♜g6! ♙xe5

1...fxg6 2 ♘xg6#; 1...♜b6 2 ♚d6!.

2 ♜h6+ 1-0

2...♙h7 3 ♜xh7#.

44)

1 ♙f7+! 1-0

1...♘xf7 2 ♜xc6+ ♜d8 (2...♙d7 3 ♜xd7#) 3 ♘xf7#.

45)

1 ♚f8+! ♜xf8 2 ♜xg7+ ♜e8 3 ♜g8#

46)

1 ♘f5! 1-0

Black's only defence to ♜h8# is 1...♜g8, when White plays 2 ♜h7+ followed by ♜h8#.

47)

1...♚xg2+ 2 ♜h1 ♚xh2+! 0-1

The f3-knight is pinned of course. 3 ♙xh2 ♜g2#.

48)

1 ♜c6 ♘g4+!! 0-1

2 hxg4 (2 ♜h1 ♜f1#) 2...♜h6+ 3 ♙h4 ♜xh4#.

49)

1...♜d1+ 2 ♙e1 ♙xf2+! 0-1

3 ♜xf2 ♜e2+ 4 ♜g1 ♜g2#.

50)

1...f6 2 ♜d5+! ♚xd5

2...♜h8 3 ♜xd8+.

3 ♚c8+ ♚d8 4 ♚xd8+ ♜e8 5 ♚xe8# (1-0)

51)

1...♙xh3! 0-1

White resigned because of 2 gxh3 ♜xh3# and 2 ♜xe3 ♙xg2+ 3 ♜g1 ♚h1#.

52)

1...♙d4+! 2 ♜h1

2 e3 ♜xf3 and it's mate on g2 in a few moves.

2...♜xf3+! 0-1

3 exf3 ♙g2#.

53)

White won with a queen sacrifice:

1 ♖xe6+!! 1-0

Black resigned due to 1...♙xe6 2 ♙xe6+ ♚h8 (2...♜xe6 3 ♜xf8#) 3 ♙xf8+ ♜xf8 4 ♜xf8#.

The move-order 1 ♜xf8+ ♜xf8 2 ♖xe6+ ♙xe6 3 ♙xe6+ is less convincing because of 3...♜f7 4 ♜xf7 h6 5 ♜f3+ ♚h7 6 ♜xc3 ♜xc3, although White should still eventually win.

54)

1...♜h1+!! 0-1

2 ♙xh1 (2 ♚xh1 ♖h2#) 2...♖h2+ 3 ♚f1 ♖xf2#.

55)

1 ♖h8+! 1-0

1...♙xh8 2 ♜xh8+ ♚g7 3 ♙f6#.

This is a standard but important trick which should be borne in mind when attacking a fianchetto set-up.

56)

1...♖xf2+!

1...♜e1+ 2 ♜xe1 ♖xf2+ is the same idea, just a different move-order.

1...♜e2! is also devastating but does not force checkmate in four moves.

2 ♖xf2

2 ♚h1 ♜e1+ 3 ♜xe1 ♜xe1+ 4 ♖xe1 ♖xe1#.

2...♜e1+ 3 ♜xe1 ♜xe1#

57)

1 ♜xh4! ♚xb4 2 ♚xf6 g5

Otherwise White will get a new queen; for example, 2...♚g4 3 ♚xg6 h4 (3...♚h4 4 h3 ♚g3 5 ♚xh5 ♚xg2 6 ♚g4) 4 h3+ ♚g3 5 ♚g5 and wins.

3 ♚f5 g4 4 ♚f4 1-0

Zugzwang. The next move will be 5 hxg3#.

58)

1 ♜c7+! ♚d6

1...♚b4 2 ♜b7+ ♚c3 3 ♜xb3+ ♚xb3 4 e8♖; 1...♚b6 2 ♜b7+.

2 e8♚#!

59)

1 ♖a4! 1-0

Black resigned as he must lose his queen. 1...♖xa4 allows 2 ♚c7# and 1...♚c6 2 ♖xa5 ♚xa5 3 ♚c7#.

60)

1...♖xe1+!! 0-1

After 2 ♜xe1 ♚xf5 3 ♜xe8+ ♜xe8 White can't cope with the twin threats of ...♜e1# and ...♚xg3+.

61)

1 ♖e8+ ♚h7 2 ♜bxg7+! 1-0

2...♙xg7 3 ♖g6+ ♚g8 4 ♖xg7#.

62)

1...♜c2+ 2 ♚a3 ♜a1+ 3 ♚b4 ♜c5!

0-1

White resigned because he can't stop 4...a5#.

63)

White has three different mates to select from:

The mate in two: 2 ♖f8+! was played in the game, and Black resigned due to 2...♚xf8 3 ♜h8#.

The mate in three: 2 ♜h8+ ♚xh8 3 ♖f8+ ♚h7 4 ♖g7#.

Finally, the mate in four runs: 2 ♚h6+ ♚h7 3 ♚f5+ ♚g8 4 ♚e7+ ♚f8 5 ♜h8#.

64)

1 ♖b8?? ♜xf1+! 0-1

White resigned due to 2 ♜xf1 ♔d1+ 3 ♜e2 ♔e1#.

Chapter 2

65)

1... ♕xb5!

The white queen just needs to be lured away from the e2-square and its vital defence of f3.

2 ♖b2

Or 2 ♖xb5 ♕xh2! 3 ♔xh2 ♖xh2+ (3... ♖xf3+ is equally good) 4 ♜xh2 ♔h6#.

2... ♕xh2! 0-1

White resigned because of 3 ♔xh2 ♖xf3+ 4 ♔g2 ♔xg2 (4... ♖xd1+) 5 ♖xe5+ ♔2g7+ 6 ♜h2 ♖g2#.

66)

1 ♔d8+ ♜h7 2 ♔h8+!! ♜xh8 3 ♖xh6+ 1-0

Black resigned owing to 3... ♜g8 4 ♖xg7#. This decoy of the king is a key idea which we meet several times in the book.

67)

1... ♖xf2!!

Threatening ... ♖g1#. Since 2 ♕xf2 ♜xf2# is mate, White tried to move his bishop away to defend g1. It doesn't matter where it goes.

2 ♕xb4 ♖xg3! 0-1

White resigned after this slightly cheeky move. Now the only way to stop ... ♖xh2# is 3 hxc3 but then there is 3... ♜xc3#. The more mundane continuation would have been 2... ♖g1+! 3 ♔xg1 ♜f2#.

68)

1... ♔xa2+! 2 ♜xa2 ♖a4+! 3 ♜b1 ♖xc2+ 4 ♜a2

4 ♜a1 ♔a3+ 5 ♕xa3 ♜b3#.

4... ♔a3+! 0-1

There follows 5 ♜xa3 ♖b3#.

69)

1 ♔g1+ ♜h8 2 ♖d6!! 1-0

Black resigned in view of the variations:

1) 2... ♖xd6 3 ♜f7#.

2) 2... fxe5 3 ♖f6+ ♖g7 4 ♖xg7#.

3) 2... ♔f8 may prevent immediate mate but then White just takes the black queen.

70)

1... ♕xb2+!! 2 ♜xb2 ♖b4+!

Not 2... ♔b5+? 3 ♜a1 ♖c2 because after 4 ♔g7+! ♜xg7 5 ♖h6+ ♜g8 6 ♖xe6+ ♜h8 7 ♕e5+ ♔xe5 8 ♖xe5+ White should be winning.

3 ♜c2

Or 3 ♜a1 ♖c3+ 4 ♜b1 ♔b5#.

3... ♔c5+ 4 ♜d3 ♔c3+ 5 ♜d2

If 5 ♜e2, then 5... ♖e4+ 6 ♜d2 ♔c2#.

5... ♖b2+ 0-1

White resigned in view of 6 ♜e1 ♔e3+ 7 ♖e2 ♖xe2#.

71)

1 ♔xe6! fxe6

1... ♜xe6 2 ♖e5+ ♜d7 3 ♖e7# is the other main line. Black can't ignore the rook because White threatens both ♖d6# and ♔e7#.

2 ♖h7+! ♜d6 3 ♖e7# (1-0)

72)

1 ♕g5!! 1-0

A nice move which both rules out ...♖h5+ and threatens ♕xf6+. And whatever way Black takes the bishop it is mate; e.g., 1...♗xg5 2 ♖h7# and 1...♕xg5 2 ♗g7#.

73)

Following 1...♖h5+ 2 ♖g4 ♖h4+!! White resigned due to 3 gxf4 (or 3 ♖g5 h6+ 4 ♖xg6 ♗h7#) 3...♗g2+ 4 ♖h5 ♕f4+! 5 ♖xf4 ♗g6#.

74)

1 ♕e4! ♗c8

1...d5 meets a similar fate: 2 ♗xh5! ♕xg5 3 ♕xg6! and White wins.

2 ♗xh5! 1-0

Black resigned seeing the following variations:

1) 2...gxf5 3 ♕xh7#.

2) 2...♕xe4 3 ♗xh7#.

3) 2...♕xg5 3 ♕xg6! hxf6 (3...♖e7 4 ♕xh7+ ♖xh7 5 ♗g6+ ♖g7 6 ♗xg7#) 4 ♗xg6#.

75)

1 ♕g5!

That's it. There is no defence to ♖h8+, followed by a queen check on the h-file and mate; e.g., 1...♕e5 2 ♖h8+ (Black resigned at this point in the game) 2...♖xh8 3 ♗h1+ ♖g8 4 ♗h7# or 1...♕c5 2 ♖h8+ ♖xh8 3 ♗h2+ ♖g8 4 ♗h7+ ♖f8 5 ♗h8#.

76)

1...♖xf4! 2 gxf4

2 ♗a8 is best according to Fritz. We won't dwell on that.

2...♕g2+!! 0-1

White resigned due to 3 ♕xg2 ♖xe1+ 4 ♖xe1 ♗xe1+ 5 ♕f1 ♗xf1#.

77)

1...♕d5?? 2 ♖xg8+ ♖xg8 3 ♗f8+!!

1-0

Oh dear. It's mate next move, but for White not Black: 3...♖xf8 (3...♖h7 4 ♗g7#) 4 ♖b8#.

78)

1 ♕d3?? ♕g3!!

Threatening ...♗h1# so White must take the knight.

2 fxf3 ♕c5+ 3 ♖f1

3 ♗f2 is best but obviously hopeless.

3...♗h1+ 4 ♖e2 ♗xg2+ 5 ♖e1 ♗xg3+! 6 ♖f1 ♗g1+ 0-1

White resigned seeing 7 ♖e2 ♗f2#. I feel a bit sorry for White. One small slip in a seemingly innocuous position and this happened.

79)

1 ♕xd7!! ♕xd4

1...♕xd7 2 ♗xg7 is obviously hopeless but one should also note that the knight on d7 renders castling illegal for Black.

2 ♕f6++! 1-0

Black resigned due to 2...♖f8 3 ♕h6#.

Note how the knight on f6 has blocked the bishop's retreat to g7. Perhaps that is the point Black had overlooked.

80)

1 ♖xg8+! ♖xg8

1...♖e7 is obviously equivalent to resignation even if objectively the strongest.

2 ♖xh6 ♗g7 3 f6! ♗g4

Otherwise White plays ♗g5+.

4 ♖h8+!

If your proposed solution was 4 f3, then that is equally good, though a bit duller.

4...♙xh8 5 ♖h6+ ♙g8 6 ♖h7+ ♙h8 7 ♖g6+! 1-0

Mate follows by 7...♙g8 8 ♖h7+ ♙f8 9 ♖xf7#.

81)

1 ♖f6! ♖c2 2 ♖f8+! ♖xf8 3 ♖h8+!!

1-0

Due to 3...♙xh8 4 exf8♖#.

82)

1 ♖c6 ♖c7 2 ♖xe6+!! 1-0

White's spectacular queen sacrifice forces mate after 2...fxe6 3 ♖g6#.

83)

1 ♖c6!

An excellent move, attacking the rook which cannot move because of ♖xe7+ winning the queen.

1...♙f8 2 ♖xe8+! 1-0

Black resigned due to 2...♙xe8 3 ♖c7+ ♙f8 4 ♖d8#.

84)

1 ♖g5! ♖g6 2 ♖xc6+! 1-0

Black resigned because of 2...♖xc6 3 ♖d8#.

85)

1...♖xd6! 2 exd6

Otherwise White is simply a rook down.

2...♖e1+ 0-1

White resigned seeing 3 ♙f2 ♖h4# – an amazing mate given that the white king appears to have so many empty squares around it.

86)

1 ♖xc7+!

1 ♖b6+ ♙a8 2 ♖xc7 also wins.

1...♙xc7 2 ♖b5+ ♙d7

Or: 2...♙b8 3 ♖b6+ ♙c8 (3...♙a8 4 ♖c7#) 4 ♖c7#; 2...♙d8 3 ♖a8+ ♙d7 4 ♖b7+ is the same as the main line.

3 ♖b7+ ♙e8 4 ♖c8+! 1-0

Taking advantage of the pin. Black resigned due to 4...♖d8 5 ♖c7#.

87)

1 ♖xf7 ♖xf7 2 ♖e8+!

The immediate queen sacrifice fails as Black still has f8 available for his king.

2...♖f8 3 ♖xf7+!! 1-0

The finish is 3...♙xf7 4 ♖e7+ ♙g8 5 f7#.

88)

1 exf5?? ♖xf3+! 2 ♖xf3

2 ♙h3 ♖g4#.

2...♖xh4+! 0-1

White resigned due to 3 ♙g2 (3 ♙g1 ♖xg3+ 4 ♖g2 ♖e1#) 3...♖xg3+ 4 ♙f1 ♖e1#.

89)

1...♖f5+! 2 ♙a1

2 ♖xf5 ♖xc3.

2...♖xa2+!! 0-1

White resigned in view of 3 ♙xa2 ♖a8+ 4 ♖a5 ♖xa5#.

90)

1...♖xh4+! 2 gxh4 ♖e5+! 0-1

White resigned because of 3 ♙g1 ♖h3#.

91)

1...♖f4+!

Even 1...♔g7 should be sufficient to register the full point, although obviously not as efficiently.

- 2 ♖xf4
2 ♖h3 ♖e3+ 3 g3 ♖xg3#.
2...♖f2+ 3 ♖e5
3 ♖g5 ♖e3#.
3...♖f6+ 4 ♖d5 ♖d6#

A neat finish.

92)

- 1 ♖h6! ♖a8
1...gxh6 2 ♖xh7#.
2 ♖g8+!! 1-0

Black resigned due to 2...♖xg8 3 ♖f7#.

93)

First, the game continuation: 1 ♖g6! hxg6 2 ♖g7++! 1-0. Black resigned due to 2...♖xg7 (or 2...♖g8 3 ♖h8#) 3 ♖xg6+ ♖f8 4 ♖h8#.

The alternative solution is 1 ♖xh7! ♖xh7 (otherwise it will be mate in a few moves anyway) 2 ♖g7+! ♖g8 3 ♖xf6+ ♖f8 4 ♖xh7 ♖e6 5 ♖g8+ ♖xg8 6 ♖e7#.

94)

- 1 ♖f5+! ♖xf5

Or 1...♖g7 2 ♖xe7+ ♖f7 3 ♖xf7+ ♖h8 4 ♖h7#.

- 2 ♖g4+ ♖g6 3 exf5+ 1-0

Black resigned in view of 3...♖h5 4 ♖f6#.

95)

1 ♖xc6 ♖xc6 2 ♖xc6! ♖xc6 3 ♖f7+ ♖g8 4 ♖h6++! ♖h8
4...♖f8 5 ♖f7#.
5 ♖g8+! ♖xg8 6 ♖f7# (1-0)
Smothered mate in its purest form.

96)

- 1...♖xe4!! 0-1

White resigned in view of 2 dxe4 (2 ♖xe4 ♖g3+ 3 hxg3 hxg3#) 2...♖xd1+ 3 ♖xd1 ♖g3+! 4 hxg3 hxg3+.

97)

- 1 ♖xe7+!

Not the only way to win but certainly the most convincing.

- 1...♖xe7 2 ♖xg7+ 1-0

Black resigned here due to 2...♖e6 (alternatively, 2...♖d8 3 ♖f6+ ♖e8 4 ♖h8#) 3 ♖h6+ ♖f5 (3...♖d5 4 ♖g5#) 4 ♖f6#.

98)

- 1 ♖xh7+!

1 ♖h1? is not so convincing as there is no mate after 1...♖xd6 2 ♖xh7+ ♖f8.

1...♖xh7 2 ♖h2+ ♖g8 3 ♖dh1 f6 4 ♖h8+ 1-0

The finish is 4...♖f7 5 g6#.

99)

- 1 ♖b8!

A simple but attractive move. White threatens mate on a7 so Black must take the bishop (unless he wants to play silly moves like 1...♖e3, although even this can be met by 2 ♖d4!).

- 1...♖xb8 2 ♖c6+! 1-0

Black resigned seeing 2...♖a8 3 ♖a7#.

100)

- 1 ♖f4! ♖h7

1...♖e7 may be objectively best but after 2 ♖xe7 ♖xe7 3 ♖xd6 Black can resign.

- 2 ♖h6! 1-0

Black's resignation was prompted by 2...♖xh6 (otherwise 3 ♖g7#) 3 ♖h8#.

101)

The game ended 1 ♖a4?? ♜b1+! and White resigned in view of 2 ♖xb1 ♖b2#. However, instead of 1 ♖a4 White should have played 1 ♜c4!, when Black has nothing better than 1...♜xa2 2 ♜xc3 ♙xc3 and a hopeless endgame a piece down.

102)

1 ♜d8+ ♖h7 2 ♙g8+ ♖h8 3 ♙f7+!

The key move, giving the white queen access to e8.

3...♖h7 4 ♜h8+! 1-0

The game would end 4...♖xh8 5 ♖e8+ ♖h7 6 ♖g8#.

103)

1 ♖c6+ ♖b8 2 ♖c7+ ♖a8 3 b7+! ♙xb7 4 ♖c8+! 1-0

Mate follows by 4...♜xc8 5 ♜xc8#. A neat back-rank mate.

104)

1...♜xc3+! 0-1

White resigned seeing 2 bxc3 (alternatively, 2 ♙c2 a1♖#) 2...♙a3+ 3 ♖c2 ♙f5#.

105)

White won with 1 ♙xe4! ♜xf1+ 2 ♜xf1 ♙xd2 3 ♙d5+! e6 4 ♙xe6# (1-0). Now that is what I call a sting in the tail!

106)

Kotov committed hara-kiri in the following manner:

1 ♜xh7+?? ♙xh7 2 ♖h5 ♖g8 3 ♙e7 ♜xg2+ 4 ♖f3 ♜f2+! 5 ♖xf2 ♜b2+ 0-1

White resigned as it's mate in a few moves: 6 ♖f3 ♖g2#; 6 ♙e1 ♖g1#; or 6 ♖f1 ♖g2+ 7 ♙e1 ♖g1#. A sad way to blow a superior position.

107)

1 ♜f7!! 1-0

Excellent. Black resigned as White now threatens both ♖f8# and ♖e7#, while 1...♖xf7 2 ♖f8# is mate.

108)

1 ♖g6! 1-0

The finish is 1...fxg6 (otherwise ♖xg7 is mate) 2 ♜xg7+ ♖f8 (2...♖h8 3 ♙xg6#) 3 ♙xg6#.

109)

In the game White played 1 ♖h7?? but resigned after 1...♖f8+! 2 ♖xh6 ♜dg7! as he can't prevent ...♜h8#. A tragic end. 1 ♖xh6?? is no better as after 1...♖f6! there is no reasonable defence to ...♜h8#.

Therefore White should just retreat with 1 ♖f5! ♜f8+ 2 ♙e4, when Black has a very difficult time ahead of him. The white king may well be able to return under slightly altered circumstances.

110)

1 ♖c2 ♖a1 2 ♙c5 ♖a2

2...a2 3 ♙b3#.

3 ♙d3!

Certainly not 3 ♙b3?? with stalemate.

3...♖a1 4 ♙c1! 1-0

Mate follows by 4...a2 5 ♙b3#.

111)

1 ♖e7+! ♜f5

Or 1...♜h6 2 ♜xh5+ ♜g7 3 ♖f6+ ♜f7 4 ♜xh8 and White wins.

2 ♖f6! 1-0

Black resigned as he can't stop 3 ♜xh5+! and 4 g4#.

But look at this, there is another mate as well: 2 ♜xh5+! ♜xh5 3 g4+ ♜xe5 4 ♖g6#.

112)

1 ♜d6+! cxd6 2 ♜xd6+ ♜f5 3 ♜e3!

♜b6 4 ♖xb6 1-0

White's next move is 5 ♜f6#.

113)

Black won with a mating attack as follows:

1...♜f4+! 2 ♜h3

Or 2 ♜h5 ♜f5+ 3 ♜h4 ♜g6 4 b8♜ ♜h5#.

2...♜f5 3 ♜h4

3 b8♜ ♜h5#.

3...♜h6 4 b8♜ ♜h5#

114)

1 ♜h2?? ♖f3+ 2 ♜h3 ♜h1+ 3 ♜g2 ♜h2+! 0-1

Oh dear. It's mate next move: 4 ♜xf3 ♜f2# or 4 ♜f1 ♜f2#.

115)

1...♜g6! 2 a4

The only way to stop mate is something like 2 ♜c8 but then White loses both his pawns.

2...♜h5

Setting up the mate by protecting the h4-pawn.

3 a5 ♜4xf3+! 0-1

The finish is 4 ♜xf3 g4#.

116)

After 1 ♜a1?? ♖f3+! White resigned because of 2 gxf3 ♜g6+ 3 ♜h1 ♖f2# and 2 ♜h1 ♖f2#.

If he had played 1 g4! the game would have finished in a draw, but another way to lose was 1 h4?? ♜c1+ 2 ♜h2 ♖f1+ 3 ♜g1 (or 3 ♜h3 ♖f2#) 3...♖fg3+ 4 ♜h2 ♜h1#.

117)

1 ♜xe6! a2 2 ♜xf7 a1♜+ 3 ♜h2 ♜xf7 4 ♜xf7

Black has an extra queen but can't stop ♜h7#.

4...b6

Nigel has a sense of humour.

5 ♜h7# (1-0)

118)

1 ♖e4 ♜h6

Or 1...♜h4 2 ♖e1 hxg4 3 hxg4 and the queen is lost.

2 ♜xe7! ♜xe7 3 g5 1-0

Black resigned as 3...♜h7 4 ♖f6+ costs him his queen and 3...♜h8 4 ♖f6# his king. A rather comic end.

119)

1...♜b3+! 0-1

White resigned due to 2 axb3 ♜c2+ 3 ♜a1 ♜c3+ 4 ♜b1 ♜xb3+ 5 ♜a1 (or 5 ♜c1 ♜c2#) 5...♖c2#.

120)

1 ♜d8+!! 1-0

After 1...♜xd8 2 ♜xd8+ ♜h7 3 ♜bb8 g5 4 h5! ♜g8 5 ♜xg8 f5 6 exf6! it's mate next move.

121)

1 ♜h6+ ♜e8 2 ♜g7!

2 ♖h8 ♜f8 doesn't achieve anything but nor does it do any harm as White can return to the game continuation.

2...♜f8

2...♞e7 loses to 3 ♜h8!.

3 ♖xf8+! 1-0

It's mate after 3...♜xf8 4 ♜h8#.

122)

1 ♞g6+ ♜h7 2 ♞f8++ ♜h8

2...♜h6 3 ♖g6#.

3 ♖h7+! 1-0

Black resigned due to 3...♞xh7 4 ♞g6#.

This classic mate should be in your repertoire. In this example White could also have won by simple means, but that is not always the case.

123)

1 ♜xc5!

Now the queen has access to e4.

1...bxc5 2 ♖e4+ 1-0

The finish is 2...♜g8 3 ♖g6+! ♜f8 4 ♖g7#.

124)

1...♜h4+ 2 ♜g1 ♜h1+!! 0-1

White resigned in view of 3 ♜xh1 ♖h3+! 4 ♜g1 ♖xg2#.

One of our favourite themes and surprisingly common in practice.

125)

1...♜h5+!! 0-1

The game would end 2 ♜xh5 (2 gxf6 ♖g3#) 2...♖xh3+ 3 ♜g5 ♖h6#.

126)

In the game White chose 1 ♞e3??, which was refuted by 1...♖xe3+!, when

White resigned in anticipation of the forced mate 2 ♜xe3 f2+ 3 ♜h1 f1 ♖+ 4 ♜xf1 ♜xf1#.

He should have opted for 1 ♞f4! with unclear play.

127)

1...d3+ 2 ♜h1

2 ♜f2 may be best but Black is completely winning after 2...dxc2 3 ♜c1 ♞e3.

2...♞g3+! 0-1

White resigned since 3 hxc3 hxc5! leads to mate on the h-file.

128)

1...♞g3+! 2 ♜g1

2 ♖xg3 is best, which obviously sums up White's plight.

2...♖xh2+!! 3 ♜xh2 ♜h6+ 4 ♜g1 ♜h1# (0-1)

Chapter 3

129)

1 ♞d7+!! ♜xd7

1...♜f4 avoids mate but after 2 ♜f6+ ♜xf6 3 gxf6 ♞c7 (3...♞d6 4 e5) 4 f7 ♞e6 5 f8 ♖+ ♞xf8 6 ♞xf8 the extra piece decides the game.

2 ♜f6! 1-0

That's it. Black resigned as he can't stop 3 f4#.

130)

1 ♖c5+ ♜g8 2 ♖c8+ ♜h7 3 ♖c2+ ♜g8 4 h7+! 1-0

The end comes after 4...♜xh7 (or 4...♜f8 5 ♖c8#) 5 ♖c8#.

131)

1...f3!

There are several ways to implement the same idea but the text-move leads to the quickest win.

Here is the main alternative solution: 1...♘e5 2 ♖e4 (2 ♜d4 f3) 2...♘d3 3 h3 e2+ 4 ♜xe2 ♜b1+ 5 ♖e1 ♜xe1#.

2 gxf3 ♘e5! 3 ♖e4

Or 3 ♘e1 ♘d3+ 4 ♘f1 (4 ♘d1 ♜d2#) 4...e2+ 5 ♘g2 e1♚+ and mate follows.

3...♜f2+ 4 ♘e1

Or 4 ♘g1 ♘xf3+ 5 ♘h1 ♜xh2#.

4...♘d3+ 5 ♘d1 ♜d2# (0-1)

132)

1 ♙h3+ ♘d6 2 ♚f8+!! ♜xf8 3 ♘e4#

133)

After 1...d3 White won as follows:

2 ♚xf7+ ♘d8 3 ♜xb7! ♚xg5

After 3...♙xb7 4 ♘xe6+ ♘c8 5 ♘xf4 Black can resign.

4 c6!! 1-0

Black resigned as it's mate in two; e.g., 4...♙e5 5 ♜d7+ ♙xd7 6 ♚xd7# or 4...♙xb7 5 ♚d7#.

134)

1 ♘a1!

As the immediate 1 ♚f8 ♚c4+ is a draw, White retreats his king out of the queen's checking range. 1 ♘b1 is equally good.

1...♚b7

Re-introducing the threat of perpetual on the light squares.

2 c4! 1-0

Now there is just one check on h1 and as the queen must stay defending f7 there is no way for Black to stop ♚f8 and ♚g7#.

135)

1...exf2+ 2 ♜xf2 ♚xh2+!!

2...♚g2+!! also does the trick.

3 ♘xh2

Or 3 ♜xh2 ♜f1+ 4 ♘g2 ♜f2#.

3...♜xf2+ 4 ♘g1 ♜f1+ 5 ♘g2 ♜f2# (0-1)

136)

1 h3+! ♘h4 2 ♚xh7+

2 ♙e7+!! ♚xe7 3 ♚xh7+ ♜h5 4 ♚xh5+ gxf5 5 ♘f5# is the alternative solution.

2...♜h5 3 ♚xh5+!! 1-0

The conclusion would be 3...gxf5 4 ♙e7+! ♚xe7 5 ♘f5#.

137)

1...♘b4+!

1...♘c4 is also strong.

2 ♘b1

Other moves allow ...♜a1#.

2...♜b3+ 3 ♘c1

In the game White resigned after 3 ♘a1 ♘c2+ because of 4 ♘a2 ♜b2#.

3...♘c4! 4 d8♚

There is nothing better.

4...♘a2+! 5 ♘c2 ♜b2+ 6 ♘d1 c2+ 7 ♘e1

7 ♘d2 c1♚#.

7...c1♚+ 8 ♚d1 ♚xd1+

Or 8...♜xe2+! 9 ♘xe2 ♘c3+.

9 ♘xd1 ♜b1+ 10 ♘c2 ♜xh1

and Black wins.

138)

1 ♘c7+ ♘f8

1...♚xc7 2 ♚xc7 and Black can resign.

2 ♚xf7+!!

2 ♘xa8 should also win but not as quickly or as elegantly.

2...♙xf7 3 ♖d7+ ♙f8 4 ♘e6+ ♙g8
5 ♖g1+

It's mate next move.

139)

1...♖f3+ 2 ♙h2 ♖g1+!

The star move.

3 ♙xg1

Or 3 ♖xg1 ♖d2+ 4 ♖g2 ♖xg2#.

3...♖xg3+ 4 ♙f1 ♖f3+ 5 ♙g1
♖g8+ 0-1

White resigned as mate follows on g2.

140)

1...♖xg3+! 2 ♙h1

Other moves lead to mate in two; e.g., 2 fxg3 ♖f1+ 3 ♙h2 ♖f2# and 2 ♙f1 ♖xf2+ 3 ♙e1 ♖g1#.

2...♖xh3+ 3 ♙g1 ♖g3+ 4 ♙h1
♖xe6

4...♖a8+ also wins; for example, 5 ♖b7 ♖xb7+ 6 ♖xb7 ♖xe6 7 fxg3 ♖e1+ 8 ♙g2 ♖xc1 and Black has an extra piece.

5 ♖xg7+

5 ♖xe6 ♖f3+ 6 ♙h2 ♖g2#.

5...♖xg7 0-1

White resigned in view of huge material losses; e.g., 6 ♖xg7+ (6 ♖xe6 ♖b7+) 6...♙xg7 7 fxg3 ♖e1+.

141)

1 ♖a7!! and Black resigned in view of the line 1...♖xa7 2 d7!, when there is no sensible way to prevent ♖xg7#.

142)

1...♘f2+! 2 ♙g1

The knight can't be taken (2 ♖xf2 ♖xf2 3 ♖xf2 ♖a1+), while 2 ♖xf2 ♖a1+ is also terminal.

2...♘h3+ 3 ♙h1 ♖a1! 0-1

The final blow! White resigned in view of inevitable mate; e.g., 4 ♖xa1 ♖xa1+; 4 gxh3 ♖xf1+ 5 ♙g2 ♖g1# and 4 ♖e2 ♖g1+! 5 ♖xg1 ♖xg1#.

143)

1 ♘xf6!

Threatening ♖h7#. 1 ♘xg7 also wins but it is less clean.

1...♖g8

1...gxf6 2 ♖xf6+.

2 ♖xb6+! gxh6 3 ♘h5+ 1-0

Black resigned due to 3...♙h7 4 ♖xe4+ ♖f5 5 ♖xf5#.

144)

White won with the wonderful:

1 ♖a3!! ♖xb1

Otherwise Black simply loses his rook.

2 ♖h6+!! ♙xb6

Other moves are met by 3 ♖f8#.

3 ♖f8+ 1-0

Black resigned as all he can do is choose between 3...♙g5 4 h4+ ♙h5 5 ♖e2# and 3...♙h5 4 ♖e2+ ♙g5 5 h4#.

145)

The game finished 1...♖f5? 2 ♖h8+ ♙g6 3 ♖h6+!! 1-0. Black resigned in view of 3...gxh6 4 ♖g8#.

1...♖g4 is the better choice as now after 2 ♖h8+ ♙g6 3 ♖g8 (3 ♖h6+? gxh6 4 ♖g8+ ♙f5) 3...♙f5 4 ♖xf7+ ♙e4 the black king escapes the immediate attack. Whether this is losing for Black is irrelevant as it is the only chance (and not that clear).

146)

1...♘f1!

Excellent. Note that 1...♘g4 is no good as after 2 ♙xg4 ♜h2+ 3 ♚f1 the king escapes to the centre. After the text-move Black not only threatens mate but also the white queen. The main point is of course 2 ♚xf1 ♜h1#. In the game White played 2 ♙xc7 but he resigned after 2...♜h2+ in view of 3 ♚xf1 ♜h1#.

147)

1 ♙xg7!

Of course!

1...gxh5

1...♙xg7 2 f6+ ♚h8 3 ♜h6 ♙g8 4 ♜xh7+ ♚xh7 5 ♚h3# is a well-known mate.

2 ♙e5+!

2 ♙h6+ ♚h8 leads nowhere but White can of course get back on the right path with 3 ♙g7+ ♚g8 4 ♙e5+!

2...♚f8 3 ♙xd6+ ♙e7 4 fxe6! 1-0

Black resigned as there is no defence to ♙xf7 and ♙g8#; for example, 4...♚e8 5 ♙g8# or 4...f5 5 ♙xf5+ ♚e8 6 ♙g8#.

148)

1...♘g4+! 2 hxc4

2 ♚g1 ♘e5.

2...♜h4+ 3 ♚g1

Or 3 ♚h3 ♙xg2+! 4 ♚xg2 ♙d2+ and Black mates.

3...♙xg2+! 4 ♚xg2 ♙d2+ 5 ♚g1 ♜h2+ 0-1

There would follow 6 ♚f1 ♜h1#.

149)

1 ♘xg6! ♜xf4

Or 1...♙d8 2 ♚h3! fxg6 3 ♜xd2 with a decisive advantage.

2 ♘e7+! 1-0

The finish is 2...♚h7 3 ♚h3+ ♜h4 4 ♚xh4#.

150)

1 ♙xg6! fxg6 2 f7+ ♙e5 3 ♜f6+!! 1-0

The conclusion would be 3...♙xf6 4 ♙xf6#.

151)

1 ♘xf6! ♙xf6?

Black had to try 1...♜xg2+! 2 ♘xg2 ♙xf6 3 ♚xh6+ ♚g8 4 ♜h7+ ♚f8 5 ♙xf6+ ♙xf6 6 bxc3 bxc3 although White should still win in the long run.

2 ♚xh6+! ♙xh6

2...♚g8 3 ♜h7+ ♚f8 4 ♙xf6+ ♙xf6 5 ♜g8#.

3 ♜xf6+ ♚h7 4 ♜g6+ 1-0

Black resigned due to 4...♚h8 5 ♜xh6+ ♜h7 6 ♜f6+ ♜g7 7 ♜xg7#.

152)

1...♘e4!

1...♙g4! is also strong and has similar ideas; e.g., 2 fxg4 (2 ♜h3 ♘e4!) 2...♜xe4+ 3 ♚g1 ♙xg4+ and Black is winning.

2 fxe4

2 ♙g1 may be best but of course White can resign after 2...♘f2+ 3 ♜xf2 ♙xf2 4 ♙xg6 ♙xg6.

2...♙g1+! 0-1

White resigned in view of 3 ♙xg1 ♜xe4+ 4 ♙g2 ♜xg2#.

153)

1 ♘xe6! a1♜

1...fxe6 2 ♙xe8+ ♚f7 3 ♙a8.

2 ♙xe8+ ♚h7 3 ♘f8+ ♚g8 4 ♘xg6+! ♚h7 5 ♙h8+! 1-0

5...♚xg6 6 ♙h6# is the finish.

154)

1 ♖e8!! ♜xd6

This allows mate in one but there was no answer to White's brilliant move. Alternative tries are:

1) 1...♙e6 2 ♙xe6.

2) 1...♖xe8 2 ♙xf7+ ♜f8 3 ♙e6+ ♜f7 4 ♜xf7#.

3) 1...♜d8 2 ♖xd8! ♜xd8 3 ♙xf7+ ♖xf7 4 ♜xd8+ and White wins.

2 ♙xf7# (1-0)

155)

1...♜f4+ 2 ♙f3

2 ♖f3 ♙h3+ 3 ♜g1 ♖xe1+ 4 ♖f1 ♖xf1#.

2...♜xf3+!! 3 ♖xf3 ♙h3+ 0-1

White resigned in view of 4 ♜g1 ♖xe1+ 5 ♖f1 ♖xf1#.

156)

White won by:

1 ♖xb2! ♖xb2 2 ♜d4

Threatening mate on g7 and the rook. There is only one defensive try for Black.

2...♜e5

Black appears to have everything under control but White has a real thunderbolt:

3 ♖e1!! 1-0

Black resigned because of 3...♜xe1 4 ♜g7# and 3...♜xd4 4 ♖xe8#.

157)

After 1 ♖f8+ ♜xf8 2 ♙h7+ ♜xh7 3 ♜xf8 Black won with 3...♜f4+ 4 ♜h2 ♖g2+ and White resigned in view of 5 ♜h1 ♖f2+ 6 ♜g1 ♜xh3#.

158)

1 ♜d2! ♜xc1?

1...♜e5, blocking the long diagonal, is the only move, but Black probably felt he may as well resign as play on a piece down.

2 ♜xh6+! ♜g8 3 ♙d5+ ♖f7 4 ♜xg7# (1-0)

A nice mate with first one bishop then the other creating a crucial pin.

159)

Black forced mate with the aid of a double bishop sacrifice.

1...♙a3! 2 bxa3 ♙b3! 3 axb3 cxb3 4 ♜c1 ♜xc3+ 5 ♜b1 ♜c2+ 0-1

White resigned due to 6 ♜a1 b2+ 7 ♜a2 b1♜#.

160)

1 ♙g7+! ♙xg7 2 ♖xh7+ 1-0

Black resigned in view of 2...♜xh7 3 ♜xg6+ ♜g8 4 ♜h7#.

161)

1 ♜b5!! ♙xb5

1...♜xc4 2 ♜xa7# is the main point.

2 ♙xb7+! 1-0

Black resigned because of 2...♜xb7 (2...♜d7 3 ♜xb5#) 3 ♜xb5+ ♜c8 (or 3...♜a8 4 ♜c6#) 4 ♜c6#.

162)

1...♜a2+!

Not 1...♜b2+ 2 ♖c2 ♜b4+ 3 ♖c3, when Black must content himself with a draw.

2 ♖c2

Or 2 ♜d1 ♜e2+ 3 ♜c1 ♜e1+ 4 ♜c2 ♖e2+.

2...♜a5+ 3 ♖c3

3 ♜d1 ♜e1# and 3 ♜c1 ♖e1+ 4 ♜b2 ♜a1# are not alternatives.

3...♖xd5+! 4 ♜c1 ♜e1+ 5 ♜b2
Or 5 ♜c2 ♖d1+ 6 ♜b2 ♖a1+.
5...♜b5+ 6 ♜a2

Now I played 6...♜e2+ and White resigned (he has to play 7 ♖d2) but 6...♖a4+ 7 ♜b2 ♖a1+ 8 ♜c2 ♖a2# is most precise.

163)

1 ♜xd6!!

Very nice. One would have thought protecting a pawn three ways would be enough.

1...♜xd6

1...♜xd6 2 ♖e5#; 1...♖xd6 2 ♜e5.

2 ♜e7+ ♜d7 3 ♜e5+ 1-0

3...♜c8 4 ♜e8#.

164)

1...♜c2!

Forcing the bishop back to g3.

2 ♜g3 ♜c1 3 h4

Black was threatening ...♜g1+, ...♜f2+ and ...♜xg3# and there was no good way to stop this; for example, 3 ♜a3 ♜g1+ 4 ♜h1 ♜c5+ 5 ♜h2 ♜xa3.

3...♜g1+ 4 ♜h3 ♜xg3+! 0-1

4...♜c3 also does the trick although if the black pawn were on h5 instead of h6 it wouldn't be good enough. Do you see why? Think stalemate.

After the text-move, White threw in the towel due to 5 ♜xg3 ♜c3#.

165)

1 ♜e7! ♜d1+

Black clears a square on d6 for his king but this will not be enough to save him. Nor were the alternatives:

1) 1...♖xe7 2 ♖a8+ ♜c7 3 ♖a7+ ♜c8 4 ♖xe7 and White wins.

2) 1...♖b6 2 ♖a8+ ♖b8 3 ♜d7+!! ♜xd7 (3...♜c7 4 ♜b5+ ♜c8 5 ♜xa6+) 4 ♖xb8+ ♜xb8 5 ♜xd7 and wins.

2 ♜xd1 ♖xe7

On 2...♜d8+ the simplest is 3 ♜d7!, leading to a completely winning queen ending.

3 ♖a8+ ♜c7 4 ♖a7+ ♜d6 5 ♖b6+!

1-0

Black resigned in view of 5...♜e5 6 ♖d4+ ♜e6 7 ♜b3#.

166)

1 ♜h8!!

A simple but delightful move. It's forced mate.

1...♜xf7

1...♜xh8 2 ♖xh7#.

2 ♖xf6+ ♜g8 3 ♖g7# (1-0)

167)

1 ♖d3! ♖xb7

There is nothing better.

2 ♖h7+ ♜f8 3 ♖h6+! 1-0

The key move. Not 3 ♖h8+? ♜e7 4 ♖f6+ ♜d7 5 ♖xd6+ ♜c8, when Black is winning.

Black resigned in view of 3...♜e7 (3...♜g8 4 ♖h8#) 4 ♖xd6#.

168)

1...♜f3!

1...♜c4 also wins, but not quite as convincingly.

2 ♜f1

2 ♜d1 loses to 2...♜e1! and while 2 ♖xb7+ prevents mate it is obviously totally hopeless.

2...♜h4!! 0-1

White resigned as mate is forced. For example, 3 h3 ♜xh3+ 4 gxxh ♖h2# and 3 ♜xf2 ♜xh2#.

169)

1...♖h3 2 ♜g1 ♘g5! 3 ♙xf8 ♖g2+!
4 ♜xg2 fxg2+ 5 ♙g1 ♘h3# (0-1)

170)

1...♖xd5! 2 ♘f6+??

White must play another move and continue the struggle a pawn down.

2...exf6! 3 ♖xd5 ♙c3++! 4 ♙d1 ♜e1#

171)

1 ♖c8!

Such a move would be easy to spot if it were a capture but not so obvious when the move is into thin air. White now threatens ♖xf8+, ♜e8 and ♖xb7, but Black has one way to hang on:

1...g6! 2 ♖xb7

After 2 ♜e8 ♜xe8 3 ♜xe8+ ♙g7 4 ♜g8+ ♙h6 5 ♖h3+ (5 ♖f8+ ♙h5 leaves White in trouble) 5...♖h4 (or 5...♜h4) the game is level.

2...♜d2

Black has enough activity to save the game. The game concluded:

3 ♜3e2 ♜xe2 4 ♜xe2 ♖d6! 5 ♖e7 5 ♜e1 ♖d2.

5...♖d1+ 6 ♜e1 ♖xc2 7 ♖e2 ♖c5 8 ♖d2 a5 9 g3 1/2-1/2

172)

1...♖e1+ 2 ♙f3 ♘e5+ 3 ♙f4 ♖h4+!
4 ♙xe5

Or 4 g4 ♖xg4+ 5 ♙xe5 0-0-0, when ...f6+ decides the game.

4...♖f6+ 5 ♙d6 e5+ 6 ♙c7 ♖d8+ 7 ♙xc6 ♖d7# (0-1)

173)

White won by:

1 ♘f5+! ♙f6

Alternatively:

1) 1...♙e8 2 ♖xe5+.

2) 1...♙f8 2 ♖d8+ ♖xd8 3 ♜xd8#.

3) 1...♖xf5 2 exf5.

4) 1...♙xf5 2 ♖xe5+ ♜e6 3 ♜d7+ ♙f8 4 ♖xh8#.

5) 1...gxf5 2 ♖xe5+ ♜e6 3 ♜d7+ ♙f8 4 ♜d8+ ♖xd8 5 ♖xh8+ ♙e7 6 ♖xd8#.

2 ♖d6+! 1-0

Black resigned in view of 2...♜xd6 3 ♜xd6#.

174)

1 ♙xe5!

Not 1 ♙xh7+? ♙xh7 2 ♖h5+ ♙h6 3 ♙xe5 ♖xd5, when Black defends.

1...♜xe5 2 ♖h5! h6 3 ♙h7+! ♙h8

3...♙xh7 4 ♖xf7+ ♙h8 5 ♖xf8+ ♙h7 6 ♖g7#.

4 ♖xf7 ♖xd5 5 ♖xf8+ 1-0

Mate follows: 5...♙xh7 6 ♖g7#.

175)

1...♘xg2! 2 ♙xg2

White takes the knight, as not to do so is equivalent to resignation.

2...♙h3+! 3 ♙xh3

Or:

1) 3 ♙g1 ♖g6+ 4 ♙h1 ♖g2#.

2) 3 ♙g3 ♖g5+ 4 ♙xh3 ♜f3#.

3) 3 ♙h1 ♖f3+ 4 ♙g1 ♖g2#.

3...♖f3+ 4 ♙h4 g5+ 0-1

The finish is 5 ♙xg5 ♜f5+ 6 ♙h4 ♜h5#.

176)

1 ♜xf6! bxc3

1...♙xf6 2 ♙xf6 is obviously mate and 1...♖d7 2 ♖h4 is totally hopeless for Black.

2 ♜xf7!! ♙xf7 3 ♖h7+

3 ♖f1+ ♙e8 4 ♜e6 also works.

3... ♙e8 4 ♜xg6+ ♘d7 5 ♜f5+ ♙e8
6 ♙e2! ♙xg5

6... ♙f6 7 ♜xf6 delays mate by a move or two.

7 ♙h5+ ♙e7 8 ♜f7# (1-0)

177)

1 ♜xf5! gxf5 2 ♙g7+! 1-0

Black resigned because of 2... ♙xg7 (or 2... ♙h7 3 ♜g6#) 3 ♜h4+ ♙h6 4 ♜xh6#.

178)

1 ♙h6!! gxb6

I suppose 1... ♜f8 is the best move but it's still time to resign after 2 ♜xd7.

2 ♜e8+! 1-0

Black resigned as both 2... ♙xe8 3 ♜f8# and 2... ♜xe8 3 ♜f6# are mate.

179)

1... ♜g1+ 2 ♙a2 ♜xa3+!! 0-1

Brilliant. There are several similar situations in the book where Black plays ... ♜a1+ followed by ... ♜xa3+ but that doesn't work here as b2 is defended. Now whichever way White takes the queen, it's mate in one: 3 ♙xa3 ♜a1#; 3 bxa3 ♜a1#.

180)

1 ♜xf6! ♜xf6

The discovered checks don't save Black:

1) 1... ♘f4+ 2 ♙g1 ♜xf6 3 ♜b8+ ♜f8 4 ♙xe5 ♘h5 5 ♜xf8+ ♜axf8 6 g4 and White is winning.

2) 1... ♘f2+ 2 ♙g1 ♜h1+ 3 ♙xf2 ♜h4+ 4 ♙g1 ♜xf6 5 ♜c7 ♜ae8 6 ♜b7 is the end.

2 ♜b8+!

"Very standard idea, and yet I was very happy to execute it!" – Kasimdzhanov.

2... ♜xb8

2... ♜f8 3 ♜xe5.

3 ♜xb8+ ♙g7

Or:

1) 3... ♜f8 4 ♙xe5+ ♜g7 5 ♜xf8#.

2) 3... ♜f8 4 ♜xf8+ ♜xf8 5 ♙xe5+ ♜f6 6 ♙xf6#.

4 ♜g8# (1-0)

181)

1... ♜xf1+! 2 ♙xf1 ♜d1+ 3 ♙e2 ♘c3+ 4 ♙e3 ♜1d3+!

Accuracy is required as 4... ♜8d3+ 5 ♙f4 ♜d4+ 6 ♙g3 ♘e2+ 7 ♙h3 ♘g1+ 8 ♙g3 ♘e2+ is only a draw.

5 ♙f4 ♜8d4+ 6 ♙e5 ♜e4# (0-1)

182)

1... ♘xb3! 2 axb3

There is no good defence; e.g., 2 ♜g1 hxg5 (or 2... ♙f8 3 gxb6 gxb6) 3 ♜xg5 ♘xc1 4 h6 f6 5 exf6 b3! and the black attack arrives first.

2... ♜c3!

So simple. White's queen no longer defends against the threat of ... ♜a1#, and 3 ♜xc3 ♜a2# is mate.

3 ♜xb4 ♜a1# (0-1)

183)

1... ♘f3+!! 2 ♙g2

Or 2 exf3 ♜xf1+! 3 ♙xf1 ♙h3+ 4 ♙g1 ♜e1#.

2... ♜xf1+! 0-1

White resigned owing to 3 ♙xf1 ♙h3#.

184)

1 ♘f6f5+! ♙h8

1...♙xf5 2 ♘xf5+ ♚xf5 3 exf5 is why it's not forced mate, but an extra queen is just as good.

2 ♚xh7+! ♜xh7 3 ♚h1+ 1-0

Black resigned, seeing 3...♙h4 4 ♙xh4#.

185)

1 ♙h8+

1 f5 ♙2e3+ is a draw.

1...♜g6 2 ♙xf7+!!

2 f5+ ♜xf5 3 ♙xh5+ ♜g6 4 g4 ♙7e3+ 5 ♜f4 ♙e4+ 6 ♜g3 ♙4e3+ 7 ♜h4 ♙h2 8 ♙xf7+! ♜xf7 may also win but requires a long technical exercise.

2...♜xf7

2...♙xf7 3 ♜xe2 costs Black his rook, while after 2...♜f6 3 ♙xh5 the white king now has a flight-square on g4.

3 ♙af8+ ♜g6

3...♜e6 4 ♜xe2 costs Black his rook again.

4 f5+ ♜g5 5 h4# (1-0)

186)

1...d5! 2 ♙xd5

2 ♙xd5 meets the same end. White could have prevented the mate if he ignored the threat to his bishop but that is obviously the equivalent of resignation.

2...♙xc3+!! 3 bxc3 ♙a3# (0-1)

A legendary mate from the 19th century.

187)

1 ♙h6!! 1-0

Kotov said he had only examined White's alternative queen sacrifice 1 ♙xg7+ ♜xg7 2 ♙xe7+ ♜h8 3 ♘f5

exf5 4 ♙xd7, when he can defend against ♙f6# with 4...♙c6!.

After White's actual move, Black resigned in view of 1...♘xe5 (or 1...f6 2 ♙xg7+ ♜g8 3 ♙xf6+ ♜f7 4 ♙xe6+ ♜e8 5 ♙xe7#) 2 ♙xg7+ ♜g8 3 ♙xe5+ ♙g5 4 ♙xg5#.

188)

1 ♙a3+ ♙e7

1...♜g8 2 ♙xh7+ followed by ♙xe6 is hopeless for Black even if objectively best.

2 ♙c6!! 1-0

A wonderful move. White threatens ♙xe7+, and 2...♙xa3 is answered by 3 ♙xe8#. And of course 2...♙xe1 is illegal. There is nothing to be done so Black resigned.

189)

1...♙xh2+! 2 ♜xh2 ♙xf4+! 3 ♙xf4 ♙h6+ 4 ♙h5 ♙xh5+ 5 ♙h4 ♙xh4#

Black's second-best move is not 1...♙xe4??, when 2 ♘xa7+ ♜xc7 3 ♙d6# would be an impressive turnaround, but 1...♙xf4. Then 2 ♙c2 loses to 2...♙xh2! but the defensive try I talked about is 2 ♙xb7+ ♜xb7 3 ♙f3+, when Black wins with 3...♜a6!; e.g.:

1) 4 ♙xf4 ♙xf4 5 c8♙+ (5 ♙xf4 ♙e1+) 5...♙xc8 6 ♙xf4 ♜xb5 and Black wins.

2) 4 ♙a3+ ♜xb5 5 ♙d3+ ♜c6 and the checks will soon run out.

190)

1...♙c1+ 2 ♜g2 ♙e4+

2...♘e3+ 3 ♜h2 ♙h1+ 4 ♜xh1 ♙e4+ 5 f3 ♙b1+ 6 ♜h2 ♙c2+ 7 ♜g1 ♙g2# is similar.

3 ♘f3

3 f3 ♖e2#.

3...♘e3+! 4 ♖h2

Or 4 fxe3 ♜c2+ 5 ♖g1 ♖xe3+ 6 ♖h1 ♖xf3+ 7 ♖g1 ♖g2#.

4...♜h1+! 0-1

White resigned owing to 5 ♖xh1 ♖xf3+ 6 ♖g1 ♖g2#.

191)

1 ♜d8+!!

A brilliant solution.

1...♙xd8

After 1...♙xd8 Black no longer threatens mate on b2 so 2 ♜xf7 ♙f6 3 ♙g7+ ♖g8 (3...♙xg7 4 ♖xg7#) 4 ♙xf6+ ♖xf7 5 ♙xd8 wins.

2 ♙g7+!! ♖g8

2...♙xg7 3 ♜f8+ ♜g8 4 ♙xg8# is why the bishop was lured away from the defence of f8.

3 ♙xe5+ 1-0

Black resigned in view of 3...♙g5+ 4 ♖xg5+ ♖f8 5 ♖g7+! ♖e8 6 ♖xf7+ ♖d8 7 ♙f6#.

192)

1...♘d3+!! 0-1

White resigned due to 2 ♖xd3 (2 exd3 ♖xc2) 2...♖c1+! 3 ♜xc1 ♜xc1#.

A simple but pleasing combination.

Chapter 4

193)

1...♜b7 2 ♖g5 ♖h8

This move is forced.

3 ♖h6 ♜g8 4 hxg6 fxg6

4...♖g1+ 5 ♜d1 ♖xd1+ 6 ♖xd1 fxg6 is best but totally hopeless for Black.

5 ♖xh7+!! ♜xh7 6 ♜xh7+ ♖xh7 7 ♜h3#

Beautiful.

In the game Tukmakov saw this variation just in time and played instead the correct 1...♙b5! 2 hxg6! fxg6 3 ♜xh7! (these exclamations are backed up by a lot of analysis which I can't present here) and now:

1) 3...♖xh7? 4 ♜h3+ leads to mate.

2) 3...♙xd3? fails to 4 ♜g7+ ♖h8 5 ♖h3#.

3) Tukmakov played 3...♖g1+? 4 ♜d1 ♖xd1+ 5 ♖xd1 ♖xh7 6 ♖h3+ ♖g8 7 ♖xe6+ ♜f7 8 ♖g4 ♜e8 9 ♖xg6+ ♖f8 10 ♖h5 and I went on to win the game.

4) However, Black does have a brilliant saving resource: 3...♜xf6!! 4 exf6 ♙xd3 5 ♙g7+ (5 cxd3 ♜c8+ 6 ♖d2 ♖f2+) 5...♖f8. The point of ...♜xf6 is revealed as the black king now has a square on f8 so he doesn't get mated like in variation '2'. Now the best White can do is 6 ♖h3, when Black has a draw by perpetual check after 6...♖g1+ 7 ♖d2 ♖f2+ 8 ♖xd3 ♖f1+. Exciting stuff.

194)

1...♖g1+!

1...♖a7 2 ♖xb3 and 1...♜a1+ 2 ♖xa1 ♖a7+ 3 ♖b1 ♖a2+ 4 ♖c1 are no good.

2 ♙c1 ♖e1!!

Better than 2...♜a1+ 3 ♖xa1 ♖xc1+ 4 ♖b1 ♖xc4, which just leads to a favourable queen ending. The e1-square is perfect for the queen. From there it stops checks on g3, it ties down the white queen to the defence of e4 and, most importantly, it reconnects with the a-file via the a5-square.

3 h4

All other defensive tries fail; e.g.:

1) 3 ♖xb3 ♖xe4+ 4 ♖c2 ♖a1+ 5 ♖xa1 ♖xc2.

2) 3 ♖c3 ♖xe4+.

3...♖a1+!! 4 ♖xa1 ♖a5+ 0-1

5 ♖b1 ♖a2#.

Of course luring the bishop back to c1 made all the difference. Impressive stuff from the teenager.

195)

1...♗f2+ 2 ♖g1

2 ♖xf2 exf2 doesn't help White.

2...♖g2+!! 0-1

The finish is 3 ♖xg2 ♖e4+ 4 ♖g1 ♗h3#.

196)

1...♖xg2! 2 ♖xg2

2 ♗xg2 ♖xh3# and 2 ♖e5+ ♖g7 are no better for White.

2...♖g6+!

And not 2...♖g8+? 3 ♖h2, when White is winning.

3 ♖f1

3 ♖h2 ♖g1#.

3...♖g1+! 4 ♖xe2 ♗g3+! 0-1

White resigned because whatever he plays, Black's next move is 5...♖f2#.

197)

1...♗e2+!! 2 ♖xe2

2 ♗xe2 allows Black to mate in two: 2...♖f2+ 3 ♖h1 ♖xg2#.

2...♖g3!

Threatening 3...♖h2#.

3 ♖f4

White has no choice.

3...♖xf4!

Much better than 3...♖xf4 4 ♗xe4 ♖h2+ 5 ♖f1.

4 ♖xe4

4 ♖f3 is refuted by 4...♖g3+ 5 ♖g2 ♖e1+ 6 ♖f1 ♖h2+ 7 ♖g2 ♖g3+ 8 ♖h1 ♖xf3+.

4...♖g3+ 5 ♖h1 ♖f1+! 0-1

The finish is 6 ♖xf1 ♖h2#.

198)

1 ♖xg6! fxg6 2 ♗g5!

And not 2 ♖xg6+? ♖g7 3 ♗g5 ♖f5, when Black beats off the attack.

2...♖xg5

There is nothing else.

3 ♖xg6+ ♖h8 4 ♖h5+ ♖g7 5 ♖xg5+ ♖f7 6 ♖e3! 1-0

Black resigned in view of the variations 6...♗xd1 7 ♖f4+ ♖g6 8 ♖g3+ ♖h7 9 ♖h4# and 6...♖e6 7 ♖de1! (the simplest).

199)

1 ♖xf6 gxf6

1...♖xg3 2 ♖xd8 ♖xd8 3 ♖xg3 leaves White with an extra piece.

2 ♗xe6+! fxe6 3 ♖g8+! ♖xg8 4 ♖g6+ ♖f8

4...♖h8 5 ♖h7#.

5 ♖xf6+ ♖g8 6 ♖xe6+ ♖g7 7 ♖g6+ ♖f8 8 ♖xh6+ 1-0

Black will be mated: 8...♖g8 (or 8...♖f7 9 ♖b3+ ♖c4 10 ♖xc4+ ♖d5 11 ♖xd5#) 9 ♖b3+ (or 9 ♖h7+ ♖f7 10 ♖g6+ ♖f8 11 ♖g8#) 9...♖c4 10 ♖xc4+ ♖d5 11 ♖xd5#.

Quite a long variation, but once you see the idea it is not too complicated.

200)

1...♖f3?

A losing move. Black should have played 1...♖f4 and settled for the draw I gave earlier.

2 ♖xg6!!

2 ♖xg6+ hxg6 3 ♖xg6+ ♔f7 is no longer any good.

2...♖xe3

Or 2...hxg6 3 ♖xg6+ ♔f7 (3...♔f8 4 ♖g8+ ♔e7 5 ♖1g7+ ♖f7 6 ♖g5+ wins for White) 4 ♖g7+ ♔e8 5 ♖g8+ and now:

1) 5...♖f8 6 ♖xf8+ ♔xf8 7 ♖h6+ ♔e8 8 ♖g7 and Black has nothing better than giving up his queen with 8...♖e7. Needless to say the rest is trivial for White.

2) 5...♔d7 6 ♖1g7+ ♔c6 7 ♖xf3+ and White wins.

3 ♖e8+!!

Interfering with the rook's defence of the back rank.

3...♔f8

3...♔h8 4 ♖g8#.

4 ♖g8+ ♔e7 5 ♖1g7+ ♔f6

5...♔d8 6 ♖c6+ ♖f8 7 ♖xf8#.

6 ♖f7#

A delightful finish.

201)

The obvious-looking 1 ♖xg7 is only good enough for a draw after 1...♔xg7 2 ♖g5+ ♔h7 as White has no time to bring up the reinforcements; e.g., 3 f4 ♖g8 4 ♖h5+ ♔g7 and the black king escapes to the centre.

The winning move is:

1 ♖f6!!

White is threatening ♖g5 and mate on g7, so Black must take White's bishop.

1...gxf6 2 f4!

The main difference from the previous line is that the black king is much worse on g8 than g7 as he has no time for ...♖h8.

2...♖fe8

2...♔g7 3 ♖g4+ ♔h7 4 ♖f3 and Black gets mated.

3 ♖h6!

Closing the door on the king's intended escape. The immediate 3 ♖f3 is met by 3...♔f8!.

3...e5

There is no defence.

4 ♖f3 exf4 5 ♖h3 1-0

It's mate on h8.

202)

1...♖c5! 2 ♖g3 ♖e3+ 3 ♔c2 ♔db4+! 0-1

4 cxb4 ♔xb4+ 5 ♔c3 ♖d2#! is the finish.

203)

1...♖g1+! 2 ♔g3

2 ♔h1 ♖f2+ 3 ♔h2 ♖g1#.

2...♖a3+ 3 ♖f3 ♖xh3+! 4 ♔xh3 ♖xf3+ 5 ♔h4 f5! 0-1

White resigned due to 6 ♖g2 (to stop ...♖g4#) 6...♖h5+ 7 ♔g3 ♖g4#.

204)

1...♖xf2!!

To be honest 1...h4 is also quite strong as 2 ♖d1 ♖xd1+ 3 ♖xd1 hxg3 leaves White a pawn down in a bad position, and 2 gxh4 ♔g4 is curtains.

2 ♔xf2 ♔g4+ 3 ♔g1

3 ♔f3 ♖e3# and 3 ♔f1 ♖e3 4 ♖c2 ♔h2# are not alternatives.

3...♖e3+ 4 ♔h1

4 ♔f1 ♔h2#.

4...♖xg3 5 ♔g1 ♖h2+ 6 ♔f1 ♖h1+ 7 ♔e2 ♖xg2+ 8 ♔d1

Or 8 ♔e1 ♖f2+ 9 ♔d1 ♔e3#.

8...♖f1+ 0-1

White resigned due to 9 ♔d2 ♖f2+ 10 ♔d1 ♔e3#.

205)

1...♙xf3! 2 gxg3 ♖d2!!

Brilliant. White can't take the queen because of ...♙g1# so he tried the only move he can:

3 ♙e2 ♖xd1+!

Not, of course, 3...♖xe2?? 4 ♜d8#.

0-1

The last move would be 4 ♙xd1 ♙g1#.

206)

1 ♖xg7+!! ♜xg7 2 ♙d8+!

And not 2 ♙h4+? ♜h6!.

2...♜h8

Both 2...♜h6 3 ♜h3# and 2...♜f7 3 ♙h5# allow mate in one.

3 ♜g8+!! ♜xg8 4 ♙f6+ ♜g7 5 ♙xg7+ ♜g8 6 ♙xd4+ ♜f7 7 ♜f1+

Don't ask me why he bothered with this move.

7...♜e7 8 ♙xb2 1-0

A wonderful combination. On his day Westerinen can (or perhaps could) beat anyone, but he lacked consistency.

207)

1...♙g1+ 2 ♜h3 ♜h8+ 3 ♙h4 ♙xh4+! 4 gxh4 ♖g4+! 0-1

5 ♖xg4 fxg4#.

208)

1...♜d3! 2 ♖c1

White thought he should keep his bishop to defend his king although it doesn't actually help. The main variation runs 2 ♙xd3 ♜xd3 3 ♖c1 (3 ♖e2 ♜xc3 is hopeless for White) 3...♖h4 4 g3 (4 h3 ♜xh3! 5 gxh3 ♙h2+ is like the game) 4...♙xg3! 5 fxg3 ♜xg3+ 6 hxg3 (6 ♜f1 ♖xh2) 6...♖xg3+ 7 ♜f1 ♖g2#.

2...♖h4 3 h3

Or 3 g3 ♙xg3 4 fxg3 ♜xg3+ 5 hxg3 ♖xg3+ 6 ♙g2 ♖xg2#.

3...♜xh3! 4 gxh3 ♙h2+! 0-1

White resigned, seeing 5 ♜xh2 ♖xf2+ 6 ♙g2 ♖xg2#.

209)

1 e7+!!

1 ♙d6! wins as well; e.g., 1...♜xf1+ 2 ♜xf1 h6 (2...♙xd5 3 ♜f8#) 3 e7+ ♙xd5 4 e8 ♖+ ♜h7 5 ♙xd5 +-.
1...♙xd5

1...♙e6 averts mate at the cost of a rook and a piece.

2 exf8 ♖+!

2 ♙xd5+? ♙e6 now wins for Black.

2...♜xf8 3 ♙d6++ ♜e8 4 ♙b5+! ♙d7

4...♜d8 5 ♜f8#.

5 ♜f8# (1-0)

210)

The game continued:

1...♖d1+ 2 ♜b2 ♙xa3+!

"Now mate is inevitable," wrote Atlas in *ChessBase Magazine*. Really?

3 ♜xa3?

Now mate really is inevitable! Surprisingly, Black has no mate if White declines the bishop and plays 3 ♜a2! ♖xc2+ 4 ♜xa3 ♖c1+ (4...♖c3+ 5 ♜a2 =) 5 ♜a2. Now all Black can do is check with his queen for ever and ever as without the possibility of ...♖a1+ he cannot introduce his bishop into the attack.

3...♖a1+ 4 ♜b3

Or 4 ♜b4 a5+ 5 ♜c5 ♖g1#.

4...♙a4+ 5 ♜b4 a5+! 6 ♜xa5

6 ♜c5 ♖g1#.

6...♙xc2+ 7 ♜b4 ♖b2+ 8 ♜c5

8 ♖a5 ♜c3+ is similar.

8... ♜c3+ 9 ♖b6 ♜c6+ 10 ♖a5 ♜c5# (0-1)

So in spite of the game continuation the answer is, no, Black cannot win the game.

211)

1 d4!

An excellent move dramatically increasing the scope of the white queen. Instead 1 ♖xe6 ♜e7 is much less good as Black can meet ♖f4+ with ... ♙xf4.

1...e5

This allows mate in three, but there was no defence; e.g., 1... ♙b8 2 ♜d3+ ♖h5 3 ♖xe6 ♜e7 4 ♜f5+ g5 5 ♜xg5# or 1... ♜e7 2 ♜d3+ ♖h5 3 h3 with a mating attack, not to mention 3 ♜f3+ followed by taking on b7.

2 ♜f7+ ♖f5 3 e4+ 1-0

Black resigned in view of 3... ♖g4 4 h3#.

212)

1 ♖d6+! ♖xc7 2 ♖xb5+! ♖b6

2... ♖d8 3 ♜b8+ ♙c8 4 ♙xd4+ ♖e8 5 ♖d6+ ♜xd6 6 ♙xd6 ♙xd6 7 ♜xc8+ ♖e7 8 ♜xh8 may avoid mate but leaves Black oceans of material behind.

3 ♜c7+ ♖xb5 4 a4+

Or 4 ♙xd4!; for example, 4... ♙c6 5 a4+ ♖c5 6 ♙d5+ ♖b4 7 ♙a5+ ♖c4 8 ♜c3#.

4... ♖xa4 5 ♙xd4+ ♖b5 6 ♙d5+ ♜c5

6... ♖b4 7 ♜c3+ ♖a4 8 ♜b3#.

7 ♜b7+! ♖a4

7... ♖a5 8 b4+.

8 ♜xa6+ ♖b4 9 ♙xd7! ♜b5 10 ♜a3+ 1-0

10... ♖c4 11 ♜c3# would follow.

213)

1... ♙g4+!! 2 ♖xg4 ♜h2!

An excellent move which threatens ... ♜h5#. Despite his huge material advantage, White doesn't have a good defence.

3 ♖f6!?

Or:

1) 3 ♖f4 ♙xf4+! 4 gxf4 ♜g2+ 5 ♖h4 ♙f6#.

2) 3 ♙xg6 hxg6 4 ♖f6 ♙xf6 5 ♙h7+ ♜xh7 6 ♜xh7+ ♖xh7 is the best White can do but Black wins anyway.

3...h5+!

White was probably hoping for either 3... ♙xf6 4 ♙xh7+ or 3... ♙xf6 4 ♙a8+ ♙f8 5 ♜xf8+ ♙xf8 6 ♖f3 but Black is alert to these possibilities.

4 ♖f3

4 ♖g5 ♜xg3+ 5 ♖g4 ♜xg4#.

4... ♙xf6+ 5 ♖e4

5 ♖e3 ♜f2+ 6 ♖e4 ♜f3+ just transposes to the game.

5... ♜g2+ 6 ♖xe5 ♙f5+! 0-1

The finish would be 7 ♖d6 ♜d5+ 8 ♖e7 ♙e5#.

214)

1 ♙xa7!

Obviously if Black takes the rook he is mated on g8. The main threat now is 2 ♙xa8+ followed by 3 ♙g8#.

1... ♜xb4+

If Black had played 1... ♙g7 then the simplest is 2 ♙xa8+ ♖xa8 3 ♜b5 when Black can, and should, resign.

2 ♖f1 ♙f8

Or:

1) 2... ♙xa7 3 ♙g8#.

2) 2... ♙g7 prolongs the game but only for a move or two after 3 ♙xa8+ ♖xa8 4 d6.

3 ♖xh7+!!

The main idea behind ♜xa7 was not to win a pawn but to set up this grandstand finish.

3...♙xh7 4 ♜g8++!! 1-0

Black resigned due to 4...♙h8 5 ♜h7#.

Admittedly not the greatest puzzle in the book because of White's overwhelming advantage in the initial position, but this finish is so nice I felt it should still be included.

215)

1...♜xb2! 2 ♖xb2

Alternatively:

1) 2 ♖d1 ♜d2! and the white queen can no longer stay protecting the g4-square.

2) 2 ♖e5 ♜g4 3 ♖h5 ♖xh5 4 ♜xh5 ♜xf2 and Black wins.

2...♜g4 3 ♜b1 ♖h2+ 4 ♙f1 ♖h1+ 0-1

It is mate: 5 ♙e2 ♜xf2#.

216)

1 ♜dc3! ♜xc3 2 ♖a6!! 1-0

Black resigned in view of 2...♖xa6 3 ♜c7# while the only conceivable try, 2...♜c8 3 ♜b6+ ♖xb6 4 ♜xb6 ♜b8 5 ♜xb8+ ♜xb8 6 ♖c6+, is totally hopeless.

Ian Rogers must have enjoyed that one.

217)

After 1 ♙e2! ♜ge8+ (incidentally, 1...♜ae8+ 2 ♜e7 ♜xe7+ 3 ♖xe7 ♜xg3 4 hxg3 is the simplest way to draw) 2 ♜e7 ♖c5? White produced the thunderbolt 3 ♜g8+!! and Black resigned. He is mated after both 3...♜xg8 4 ♜h7#

(the rook is no longer pinned) and 3...♙xg8 4 ♖g3+! ♙h8 5 ♖g7#.

218)

1 ♜1c7!

The game continuation was 1 ♜8c7 ♜e7 2 ♜xe7 ♜xe7 3 ♜c7 ♜e8 4 ♖d7 ♖d8 5 ♖c6 ♜f8 6 ♜a7 ♖c8 7 ♖d5 ♖e6 8 ♖xe6 ♜xe6 9 f3 d5 10 ♜a8 ♜c6 11 exd5 ♜c7 12 ♜c3 1-0.

1...f6 2 ♜xg7+! ♜xg7

Or 2...♙xg7 3 ♖xf6+ ♙g8 4 ♜c7 and mate follows.

3 ♖e6+! ♙h8 4 ♖xe8+ ♜f8 5 ♖xf8#

219)

1 ♜g8+! ♙xg8 2 ♖d8+ ♙g7 3 h6+! ♙xh6 4 ♜g4+ ♙h5 5 ♜xf6+ ♙h6 6 ♜g4+ 1-0

Black resigned in view of 6...♙g7 (or 6...♙h5 7 ♖h4#) 7 ♖f6+ ♙g8 8 ♜h6#.

A long but relatively straightforward variation.

220)

Kindermann won in brilliant style:

1...♜f2!! 2 ♙xf2

White has no choice here.

2...♖h2+ 3 ♙e3

3 ♜g2 ♜h4+! 4 ♙e3 ♖g3+ (the alternative 4...♖xg2 is equally crushing) 5 ♙d2 ♖xb3 is a key variation.

3...♜g5+ 4 ♙d3 ♜xb4+! 0-1

White resigned as he is mated after both 5 ♜xb4 dxe4+ 6 ♙e4 ♖xe2+ 7 ♖e3 ♖xe3# and 5 ♖xb4 dxe4+ 6 ♙e4 ♖xe2+ 7 ♜e3 ♖xe3#.

221)

1...♜xg2+! 2 ♙xg2 ♜g8+ 3 ♙f3

Alternatively:

1) 3 ♖h3 ♘f2+ 4 ♜xf2 ♜xa1 and Black wins.

2) 3 ♖h1 ♘f2+ 4 ♜xf2 ♜xa1+ 5 ♜f1 ♜xf1#.

3... ♘d2+ 4 ♖f2

Or 4 ♖e2 ♜g2+ 5 ♖d1 ♜xa1+.

4... ♘ce4+ 5 ♖e2 ♜g2+ 6 ♖d3 ♘c5+ 0-1

White gave up due to 7 ♖c2 ♘db3+.

222)

1... ♜xc6! 2 bxc6

2 ♜xc6 ♜xf1#.

2... ♜xf1+!! 3 ♜xf1 ♜b1 0-1

White gets mated. An excellent combination from the young Shirov.

223)

1 h5!

Threatening 2 ♜e8+ ♖g7 3 h6#, so Black must remove the pawn.

I hope my hint didn't make any of you play 1 ♖e5?? as then Black is winning after 1... ♜c5+ 2 ♖f4 ♜f2+ 3 ♖e5 (3 ♖g4 ♜f3#) 3... ♜e3+ 4 ♖f6 ♜f4+ 5 ♖f5 ♜xf5#.

1... gxf5 2 g6! hxg6 3 ♖g5! ♖e4 4 ♖h6! ♜b8 5 ♜f6 1-0

Black resigned as mate is unavoidable.

224)

1 ♖xf6! ♖xf6

The only alternative is to resign.

2 ♜xh7+!! 1-0

Black is mated: 2... ♘xh7 (2... ♜xh7 3 ♜g8#) 3 ♜xh7+! ♖xh7 (3... ♜xh7 4 ♜g8#) 4 ♜h3+ ♖h4 5 ♜xh4#.

225)

1 ♘f5! exf5

Black has several other defensive tries that also fail:

1) 1... exd5 2 ♜xe7+ ♖d8 3 ♜xf6! wins as 3... ♜b1+ loses to 4 ♜e1+.

2) 1... ♜xc3 2 ♘g7+ ♖f8 3 ♘xe6+ ♖e8 4 ♜f8+! ♜xf8 (4... ♖xf8 5 ♘g7#) 5 ♘g7# is rather pretty and demonstrates White's main threat.

3) 1... ♜g8 is the only way to stave off mate, but it too loses: 2 ♜xh7 ♜g6 3 ♜d6! ♖f8 (3... ♜xc3 4 ♜dx6! and White wins) 4 ♘xe7 ♖xe7 5 ♜dx6+ ♖f8 6 ♜xf6 ♜g7 (6... ♜xf6 7 ♜h8#) 7 ♜h8+ ♜g8 8 ♜h5 ♜g7 (8... ♜xa2 9 ♜f4 ♜c8 10 ♜h6+ ♜g7 11 ♜g4 and mate follows shortly) 9 ♜xf7+ ♜xf7 10 ♜h8#.

2 ♜g7!

Much better than 2 ♜xf6, which allows Black to play 2... 0-0! with some chances to save the game.

2... ♜f8 3 ♜xf6 ♜a3 4 ♜d6! 1-0

Black resigned as it is mate in two on e7.

226)

1 ♜e3+!

The idea is to force Black to play ...f4, after which the bishop attacks the key g6- and h7-squares. 1 ♜d2+ serves the same purpose and is equally good.

1... f4

1... ♖h7 2 ♜g5 ♘g3+ 3 fxg3 h3 (after 3... ♜g8 4 ♜h5+ ♖g7 5 gxf4+ ♖f8 6 ♜h6+ ♖e7 7 ♜h7+ White emerges with at least an extra piece) 4 g4! ♜g8 5 ♜h5+ ♖g7 6 gxf5+ and White wins.

2 ♘xd6!! ♜xd6

2... ♘g3+ 3 ♜xg3 ♜xd6 4 ♜d3 transposes to the next note, while 2... fxe3 3 ♘f7# is the end of the game.

3 ♜d3 ♘f8

3...♖g3+ 4 ♜xg3 ♘f8 5 ♜g6+ ♔h5
6 ♜f6 followed by ♜xf8 is totally hopeless for Black.

4 ♜h7+! 1-0

Mate comes via 4...♘h7 5 ♜g6#. 4 ♜g6+ is also not bad.

227)

1...♜xh4!! 2 ♜xh4 ♜xh4 3 d8♜

This allows forced mate but there is no defence; e.g., 3 ♜b2 ♜xb3! (removing the defender of the d1-rook) 4 ♜xb3 (4 d8♜ ♜h1+ 5 ♔f2 ♜xb2+ 6 ♜d2 ♜xd2+ 7 ♜xd2 ♜h2+) 4...♜h1+ 5 ♔f2 ♜xd1 and Black wins.

3...♜xf3+ 4 ♔e1

Or 4 ♔g1 ♜xg4+ 5 ♔h2 ♜h3#.

4...♜h1+ 5 ♔d2 ♜h2+ 6 ♔e1

6 ♔c1 ♜c3+ 7 ♔c2 ♜xc2#.

6...♜e2# (0-1)

228)

1 ♜xh6 ♔xh6 2 ♜h4!

As I pointed out earlier, 2 ♜xh6 ♘g4! is actually winning for Black (3 ♜h4 ♜d4+ 4 ♔f1 ♔b5+).

2...♔f8?

The black king flees for his life hoping to find sanctuary in the centre. 2...♘g4? 3 ♜xg4 is hopeless for Black; e.g., 3...♜xb2 4 ♜h4 ♜a1+ 5 ♔f1. However, Black does have one way to prolong the struggle, and quite a brilliant way at that: 2...♜xb2 3 ♜xh6 ♜f2+!! 4 ♔xf2 ♘g4+ 5 ♔g1 ♘h6 6 gxh6 ♔h7 7 ♔xd6 ♜b2 8 ♔xc5 and although White should win, Black has practical chances.

3 ♜xh6+ ♔e8 4 ♜f8+!! 1-0

Black resigned in view of 4...♔xf8 5 ♜h8# and 4...♔d7 5 ♜e7+ ♔c8 6 ♜h8+ ♔e8 7 ♜xe8#.

229)

1...♔xb5 2 ♘cxd5!! exd5 3 ♘xd5 ♜d8

3...♜d7 4 ♘f6+ and 3...♜e6 4 ♘xc7+ are winning for White. Positions where Black gets three pieces for a queen are totally hopeless for him.

4 ♘f6+ ♔e7 5 ♜a3+ ♔e6 6 d5+ ♔xe5 7 ♘g4+ ♔f5 8 ♜f3+ ♔g5 9 ♜e3+ ♔xg4 10 ♜d4+ 1-0

10...♔f5 11 ♜f4#.

230)

1...d4 2 ♜xc8! (removing Black's knight; 2 ♜h3 ♜e7! 3 ♜g7+ ♜xg7 4 hxg7+ ♔xg7 5 ♔xe7 ♘xe7 offers Black some chances in the endgame) 2...♜xc8 (2...♜xc8 3 ♜xf7+ {or 3 ♜h3!} 3...♜xf7 4 ♜xf7+ ♔h8 5 ♔f6+ +-) 3 ♜h3! (intending ♜g7+; not 3 ♜xf7+?? ♜g7!) 3...♜f8 (3...dxc3 4 ♜g7+! ♜xg7 5 hxg7+ ♔xg7 6 ♔f6+ ♔f8 7 ♜h8#) 4 ♜g7+! ♜xg7 5 hxg7+ ♔xg7 6 ♔h6+! ♔h7 7 ♔f8#.

231)

1 ♔h2!

White wants to continue ♜h6 and ♜h8#, but this doesn't work at once due to 1...♜b1+ and 2...♜xh7. Hence the text-move, after which Black has no reasonable way to prevent this idea; e.g., 1...fxe5 2 ♜h6! and 1...e6 2 ♔xf6 ♜b8+ 3 g3. Korchnoi, therefore, resigned. The other solution is 1 e4! with similar ideas as it cuts the line of communication between b1 and h7.

232)

1...♜e1!! 2 ♜xa8+ ♔f7

White may have gained a rook but he can't prevent checkmate; e.g.: 3

♠d2 ♘g4+! 4 hxg4 ♖h4#; 3 ♖c8 ♠g1+ 4 ♘h1 ♠f2+ 5 ♘h2 ♖g1#; 3 ♠e3 ♘g4+! 4 hxg4 ♖h4+ 5 ♠g1 ♠xe3+ 6 ♘f1 ♖f2#.

233)

1 ♠e6+!!

A brilliant interference theme.

1...♘b8

1...fxe6 2 ♖d7+ ♘b8 3 ♖xe8+ ♘c8 4 ♘d7# is what it's all about.

1...♠e6 is relatively best although White is winning after 2 ♖xh4.

2 ♘d7+ ♘c8 3 ♘c5+ ♘b8

This was Black's last chance for 3...♠xe6.

4 ♘a6+! bxa6 5 ♖b4# (1-0)

234)

Black won as follows:

1...h4!! 2 ♖c6+

There is nothing else.

2...♖xc6! 3 ♠xc6 hxg3+ 4 ♠g1 ♘f2! 5 ♖xf2

Otherwise Black will play ...♖h1#.

5...♖h1+!! 6 ♘xh1 gxf2

A fine combination. Black threatens not only to promote his pawn but also ...♖h8#. There is no way to stop them both. The remaining moves were:

7 g4 f1♖+ 8 ♘h2 ♖f2+ 9 ♠g2 ♖h8#

235)

1...g5 2 ♘g6+! ♠f7

2...♠d8 is better although Black's position is lost after 3 ♖f3.

3 ♖f3+!

The point!

3...♘g6

It's too late to retreat: 3...♠g8 4 ♘e7+.

4 ♠d3+ ♘h5 5 ♖h3+ ♘g4 6 f3+ ♘f4 7 ♠f2!

Covering the e3-square.

7...g4 8 g3+ 1-0

Black resigned because of 8...♠g5 9 f4#.

236)

1...♠h4!! is the excellent move found by Black.

1) The game continued 2 ♖xh4? ♖xg2+! 3 ♖xg2 ♖xg2+ and now:

1a) White played 4 ♘f1 and resigned after 4...♖xf3+.

1b) 4 ♘xg2 ♖xf3+ 5 ♠g1 ♖g2# is also immediate mate.

1c) He should have at least tried 4 ♘h1, as this gives Black the chance to go wrong with 4...♖xf3??, when White is winning after 5 ♖d8+!. Instead Black should continue 4...♖g6!, when White has no defence; e.g., 5 ♖f1 ♖xf3+! 6 ♖xf3 ♠xf3# and 5 ♠a7+ ♘a8 (more accurate than 5...♘xa7 6 ♖f2+ followed by 7 ♖f1, when Black will take longer to win) 6 ♘b6+ ♖xb6 7 ♖f1 ♘xa7.

2) In reply to 1...♠h4 White must play 2 ♖d2!, when Black has the advantage after 2...♖xf3 3 ♖xf3 ♠xf3 4 g3 ♠c6 but it is not yet decisive. A possible continuation is 5 ♘c5 ♠xg3!? 6 hxg3 ♖xg3+ 7 ♘f2 ♖h3 8 ♘e2 ♠b5+, when White is suffering but has reasonable chances to get something from the game.

237)

1...♖g2+! 2 ♘e3 ♖e1+ 3 ♘f4 ♘g6+! 4 ♘f5

4 ♘f3 ♘h4+ 5 ♘f4 ♖e4#.

4...♖e5+ 5 ♘f6 ♖e6+ 6 ♘f7

Neither 6 ♖f5 ♘h4+ 7 ♖f4 ♚e4# nor 6 ♖g7 ♚e7+ 7 ♚xe7 ♘xe7+ changes the outcome.

6...♘e5+

6...♘h8+ also wins.

7 ♖f8 ♚f6+ 8 ♖e8 ♚g8+ 0-1

White is mated by 9 ♖e7 ♚e6#.

238)

1 b3! h6

Desperation since Black saw that 1...♚xb3 is refuted by 2 ♚f6+!! ♚xf6 3 ♘d7+ ♖f7 4 ♘g5# or the alternative move-order 2 ♘d7+ ♖f7 3 ♚f6+!! ♚xf6 4 ♘g5#.

1...♚b5 doesn't help either as White just plays 2 c4 and the black queen cannot stay defending d7.

2 ♚xh6 ♚xe5

Or 2...♚xb3 3 ♘xg6+ ♖f7 4 ♘g5+ ♖f6 5 ♘f8+ ♖e7 6 ♚xg7+ ♖f7 7 ♚xf7+ ♖d6 8 ♚d7#.

3 bxa4 ♚xe3 4 ♚xe3 ♚xe3 5 ♚xg6 1-0

239)

1...♚h3+ 2 ♖e1

2 ♖g1 ♚h1#.

2...♚c3+ 3 ♖d1 ♚b3+ 4 ♖c1 ♚f1+! 0-1

5 ♚xf1 ♚d1#.

240)

1 ♚xf6! ♚g7

Black cannot accept the sacrifice since 1...exf6 is met by 2 ♚xf6+ ♚g7 3 ♚xg7#.

2 ♚e6!

A brilliant follow-up. Other moves also win but not as convincingly (2 ♚f5 takes the silver medal).

2...♚xc3

Or 2...♚f8 3 ♚xg7+ ♚xg7 4 ♚xg7+ ♖xg7 5 ♚xe7+ and Black will be a piece and three pawns down in an ending.

3 ♚xc3+ ♖g8

Note how 2 ♚e6 has prevented Black from blocking the diagonal with ...e5.

4 ♚xg6+! ♖f8 5 ♚g7# (1-0)

241)

1 ♘h6+! and now:

1) 1...gxh6 2 ♚g4+ (White obviously hadn't seen everything; otherwise he would have played 2 ♚h7+! at once; luckily after a few checks he can get back to this position and then give the mate) 2...♖f7 3 ♚g7+ ♖e6 4 ♚g4+ ♖f7 5 ♚h5+ ♖g8 (5...♖e6 6 ♚f5#) 6 ♚h7+! and Black resigned in view of 6...♘xh7 7 ♚g6+ ♖f8 8 ♚g7#.

2) If Black declines the knight sacrifice with 1...♖h8 he loses in similar fashion: 2 ♘f7+ ♖g8 3 ♚h8+! ♖xf7 4 ♚xg7+ ♖e6 5 ♚g4+ ♖f7 6 ♚h5+ ♖g8 7 ♚h7+! ♘xh7 8 ♚g6+ ♖f8 9 ♚g7#.

242)

1...♚xe3? 2 ♚xg7! ♚xf4

Black was unwisely relying on this pin. 2...♚f8 also fails: 3 ♚xf6! ♚exf6 (3...♚xf6 4 ♚g8#) 4 ♚xf6 and Black gets mated.

3 ♚xf6!! ♚xf6 4 ♚xf6 h5

4...♚xg3+ 5 ♚xg3#. It's not often that one can answer a check with a checkmate!

5 ♚e7#

243)

First the false trail:

1 ♖f6+? gxf6 2 ♜d7

Neither 2 ♜g4+ ♕f8 nor 2 ♜h6 ♜xc4 3 bxc4 ♖e2+ is good enough.

2... ♖e2+!

The only saving move since if Black doesn't check at once White will be able to move his king to h2 and avoid a later check on the back rank; e.g., 2... ♜f8? 3 ♜g4+ ♕h8 4 h3! is winning for White.

3 ♕h1

White is losing after 3 ♜xe2? ♜xc4 and drawing after 3 ♕f1 ♜f8 4 ♜g4+ ♕h8 5 ♜f3 ♜xc4 6 ♜xf6+ ♕g8 7 ♜g5+.

3... ♜f8 4 ♜g4+?

This loses. White could still draw with 4 ♜g4+! ♕h8 5 ♜f3 ♜xc4 6 ♜xf6+.

4... ♕h8 5 h4

5 ♜d1 just leaves White a piece down.

5... ♜c1+ 6 ♕h2 ♜c6! 7 ♜h6 ♜h1+! 8 ♕xh1 ♜c1+ 9 ♕h2 ♜g1+ 10 ♕h3 ♜h1#

Now the winning line which Kharitonov played in the game:

1 ♜h4! h6 2 ♜xh6!! f5

Or:

1) If Black takes the queen he gets mated very quickly: 2... gxf6 3 ♜cg4+ ♕h7 4 ♖f6+ ♕h8 5 ♜xh6#.

2) 2... f6 3 ♜xg7+ ♕xg7 4 ♜cg4+ ♕f7 5 ♜h7+ ♕e8 6 ♜g8# is another nice mate.

3 ♜h7+ ♕f7 4 ♖e5+ ♕f6

Or 4... ♕e7 5 ♜xg7+ ♕d6 6 ♜d7+ ♕xe5 7 ♜d4#.

5 f4

By now White has many ways to win.

5... ♜xc4 6 ♜h6+ ♕e7

6... gxf6 7 ♜f7#.

7 ♜xg7+ ♕d6 8 ♜xe6+ 1-0

Black resigned in view of 8... ♕xe6 9 ♜d7+ ♕f6 10 ♜f7#.

244)

Black won as follows:

1... ♜xe7!

Note that the immediate 1... ♜xf3 2 gxf3 ♜hg8+ 3 ♖xg8 ♜xg8+ fails to 4 ♜g4.

2 ♜xe7 ♜xf3!! 3 gxf3

3 ♜f1 loses to 3... ♜g8, the prettiest finish being 4 g3 ♜h1+! 5 ♕xh1 ♖xf2+ 6 ♕g1 ♖h3#. I suppose the best move is 3 ♜xe4 but this just leaves White a piece down after 3... ♜xe4.

3... ♜g8+ 4 ♕f1

Or 4 ♕h1 ♖xf2#.

4... ♕a6+!

This is the key move that Black had to see. Without this surprising check the whole combination would be junk.

5 ♜e2 ♖d2+! 6 ♕e1 ♖xf3+ 7 ♕d1

Or 7 ♕f1 ♜g1#.

7... ♜g1+ 8 ♜e1 ♜xe1#

245)

1 ♕f1? ♜f3+ 2 ♕e1 ♖c3!

The key move, threatening ... ♜e2# and blocking the long diagonal.

3 ♕d2 ♖e4+ 4 ♕c1

Or 4 ♕e1 ♜f2+ 5 ♕d1 ♜d2#.

4... ♜c3+ 0-1

White resigned due to 5 ♕b1 (5 ♕d1 ♜d2#) 5... ♖d2+ 6 ♕a2 ♜b3#.

246)

1 ♜bg1!

After 1 ♕e6+ ♕f8 the king runs away as 2 ♜xg6 is met by 2... ♜xd4+.

1...♙f7

1...♙xd3 2 ♖xg6+ ♙f7 just transposes.

2 ♖xg6! ♙xd3 3 ♙h7+ ♙f8

3...♙e8 4 ♖g8+ ♗f8 5 ♙g6+ ♙d8 6 ♙xf8#.

4 ♙h8+ ♙f7 5 e6+ ♙e7 6 ♖g7+ 1-0

Black resigned because of 6...♙d6 (or 6...♙f6 7 ♖f7#) 7 ♙d8+ ♘d7 8 ♙dxd7#.

247)

1...♙e3!! 2 ♖6xe3

Or 2 ♖f6 ♙xf2+ and now both captures on f2 and 3 ♙f1 all lose to 3...♙h1+!.

2...♙h1+! 0-1

White resigned in view of 3 ♗xh1 ♗xf2#.

And just in case you didn't see the finish after 1...♙h2 2 ♗f3 ♙d6 3 ♙e8, it is 3...♙h1+! 4 ♗xh1 ♗xf2#.

248)

The game continued:

1 b4+??

White forces the black king to assist in the execution of his own monarch!

1...♙a4 2 ♗a6+ ♙b3 3 ♙b1+ ♗xb1+! 0-1

White had clearly overlooked this move but even 3...♙c3 is winning. He resigned now in anticipation of 4 ♙xb1 ♙e1#.

Instead of 1 b4+ White should have played 1 ♙a2!, when Black has nothing better than a draw by repetition with 1...♗b3+ 2 ♙b1 ♗d3+, etc. And here too White should be a little careful as 2 ♙a1?? loses to 2...♘c2+ 3 ♙xc2 ♙e1+.

249)

1...♗h3! 2 g3 ♙xg3+! 3 hxg3 ♗xg3+ 4 ♙h1 ♗h3+ 5 ♙g1 ♙e7!

5...♙d6! is even quicker although 5...0-0-0?? is one to be avoided on account of 6 ♙g4+.

6 cxd5 ♖g8+ 7 ♙g4

White is hoping to win on time.

7...♙xg4+ 8 ♗xg4 ♗xg4+ 9 ♙h1 ♗f3+ 10 ♙g1 e3 11 d6+ ♙d7 12 ♘c3 exf2+ 13 ♙xf2 ♙xf2+ 14 ♙f1 ♙e3+ 15 ♙e1 ♗f2+ 16 ♙d1 ♗d2#

Made it with ten seconds to spare!

250)

First the game continuation: 1 ♙c6? ♙xg2+! 2 ♙xg2 ♙d2+ 3 ♙f1 (3 ♙g1 ♗xh3) 3...♗xh3+ 4 ♙e1 ♗g2 0-1. It's mate next move.

Now here is what White should have played:

1 ♙xd6!

This is a much better move that gives White the advantage. 1...♙dd2 does not pose serious problems because White can just play 2 ♙g1, while the sacrificial continuation which delivered mate after 1 ♙c6 is now unsound:

1...♙xg2+? 2 ♙xg2 ♙d2+ 3 ♙g1! ♗xh3 4 ♙xg6+!

This time it's White who gets the mating attack!

4...♙xg6

Or 4...♙h7 5 ♗xa7+ ♙xg6 6 ♙a6+ ♙g5 7 ♗e7#.

5 ♗e8+! ♙g5

Both 5...♙h6 6 ♙a6+ and 5...♙h7 6 ♙xa7+ lead to mate.

6 ♗e7+ ♙h6 7 ♙a6+ ♗e6 8 ♙xe6#

Success and failure walk hand-in-hand in the chess world.

251)

1...♠xg2+! 2 ♠xg2

2 ♠h1 ♠xa2 is hopeless for White.

2...♠xh3+! 3 ♠xh3 ♠xf1+ 4 ♠h2 ♠f2+

4...♠e8!

5 ♠h3 ♠f1+ 6 ♠h2

6 ♠h4 ♠f5 7 ♠d1 g5+ 8 ♠xh5 ♠g7 and ...♠h8 will be mate.

6...♠e8!

Black finally decides to play the winning move.

7 ♠c2

7 ♠c2 ♠e2+.

7...♠e1 8 g4 ♠g1+ 9 ♠h3 ♠e3+ 0-1

White resigned in view of 10 ♠h4 ♠xg4#.

252)

1...♠xg2!

1...♠xg2? doesn't work: 2 ♠xg2 ♠c6 3 ♠g5.

2 ♠xg2

Otherwise Black may as well resign.

2...♠xh3+ 3 ♠f1

Or 3 ♠h1 ♠xf2+ 4 ♠g1 ♠h3+ 5 ♠h1 ♠g4 and Black wins.

3...♠h2 0-1

White resigned as he can't prevent mate. For example, 4 ♠xe7 ♠g1+ 5 ♠e2 ♠xf2#.

253)

1...♠e5+ 2 f4

The other defensive try, 2 ♠f4, is neatly refuted by 2...♠g2+! 3 ♠xg2 ♠xf4+ 4 ♠f2 ♠a2+ 5 ♠g3 ♠h5+ 6 ♠h4 ♠g3+ 7 ♠g5 ♠a5#.

2...♠g2+!

The only way to win! 2...♠xd5? 3 ♠xh7+ leads to a draw.

3 ♠xg2

Now 3 ♠h3 ♠xd5 will be mate as White no longer has ♠xh7+.

3...♠e2+ 0-1

White resigned in view of 4 ♠g3 ♠xg4+ 5 ♠h2 ♠a2+ 6 ♠b2 ♠xb2#.

254)

1...b3! 2 axb3

2 a3 bxc2+ 3 ♠a2 ♠xa4 is obviously not a defence.

2...♠xa4!

Threatening ...♠a1#, so White has no choice.

3 bxa4 ♠b4+ 4 ♠a2 ♠xa4+ 5 ♠b2 ♠b4+ 6 ♠a2 ♠a4+

Not 6...♠a8+? 7 ♠a7!.

7 ♠b2 ♠b5+!

I don't know if the repetition was to gain time on the clock or simply for sadistic purposes.

8 ♠a2 ♠a6+ 9 ♠b3 ♠xb6+ 0-1

White resigned owing to 10 ♠a2 ♠a8+ 11 ♠a7 ♠xa7#.

255)

1...♠xd5! 2 ♠xe8

Moves like 2 ♠a3 prevent mate but lose a piece for nothing.

2...♠xh3+! 3 ♠g1 ♠d4+ 4 ♠f1 ♠h1+ 5 ♠e2 ♠e6+!

5...♠xg2+ 6 ♠d3 is less convincing.

6 ♠f3

Or 6 ♠d3 ♠e3+ 7 ♠c4 ♠xc1.

6...♠e3+ 7 ♠g4 f5+ 0-1

It is mate after 8 ♠g5 ♠h5#.

256)

1...♠h3!

1...♠d3 2 h4 is not quite as convincing, while after 1...♠h3? 2 ♠xh3

♙xh3 3 ♖c2 ♙g2+ 4 ♙g1 Black can make no further progress on the king-side.

2 ♖b1 ♙xf1 3 ♖xf1 ♘h3! 0-1

White resigned as he can't prevent 4...♖g1+ and 5...♙xf2#. Very nice.

Chapter 5

257)

The most obvious try for White is 1 ♖a6 but this is certainly not winning after 1...♖xa6!:

1) 2 b8♗? ♖a2+ 3 ♙g3 ♙h5! 4 ♙f3 ♗e4+ 5 ♙g3 e2 and Black is winning.

2) 2 ♗g5+! is relatively the best move, but even here the only question after 2...♗xg5 3 fxg5+ ♙xg5 4 b8♗ d2 is whether White can save the game.

The winning variation is quite superb:

1 b8♗!

White gives up his passed pawn to gain access to the sixth rank.

1...♖xb8 2 ♖a6+ ♙h5 3 ♗d1+! e2 4 ♗xd3 ♗e4

Or 4...e1 ♗ 5 ♗xf5+ ♙h4 6 ♖h6#.

5 ♗g3

Threatening ♗g5#.

5...♖g8 6 ♗h4+!! ♙xh4 7 ♖h6# (1-0)

What a wonderful finish!

258)

1...♙c5!!

The only move that avoids defeat – and it wins! Black must get his moves in the right order. After 1...♗a2+ 2 ♙c1 ♙c5 White just plays 3 ♙xc5, which is of course not possible after 1...♙c5 because of mate on a1.

2 ♙xf6

Other moves are hopeless as they don't even threaten anything. Now, at least, if Black ever stops checking he gets mated.

2...♗a2+ 3 ♙c1 ♙xb3+ 4 cxb3 ♖fc8+ 5 ♙d2 ♗a5+!

The key move. The more obvious 5...♗xb2+ just leads to a drawn end-game after 6 ♙e1 ♗xg2 (6...♗c3+? 7 ♙f1 +–) 7 ♖xg2 gxf6.

6 ♙e3 ♗b6+! 7 ♙e2

Or 7 ♙d2 ♗b4+ 8 ♙e3 ♗f4+ 9 ♙e2 ♖c2+ and Black wins.

7...♖c2+ 8 ♖d2 ♖xd2+ 9 ♙xd2 ♗d4+! 0-1

White resigned in view of 10 ♙e2 ♗xb2+ 11 ♙d3 ♗d4+ 12 ♙e2 ♖a2+ 13 ♙f1 ♗a1# and 10 ♙c2 ♖c8+ 11 ♙b1 ♗d3+ 12 ♙a2 ♖a8#.

259)

The first solution: 1 ♙d5! (1 ♙f5! is equally good) wins the exchange and therefore the game (at least in this position).

The second and more explosive solution, which White played in the game, involves not winning an exchange, but sacrificing one.

1 ♖xc7!! ♖xc7 2 ♖a8+ ♙h7 3 ♗e4+! g6 4 ♙g4!

Thanks to the last move the knight now has a juicy square on f6.

4...h5

Black can try 4...f5 but it too is hopeless; for example, 5 exf6 ♗f7 6 ♗d4 (threatening ♗d8) and now:

1) 6...♗d7 7 f7! ♗xd4 8 f8♙+! ♙g7 (8...♙g8 is met by 9 ♙xe6+) 9 ♙xe6+ ♙h7 10 ♙xd4 is a very sweet variation.

2) 6...♖d7 7 ♜f8! ♜xd4 8 ♜xf7+ ♕g8 (8...♕h8 9 ♜e5 soon leads to mate) 9 ♜xh6+ ♕h8 10 ♜g7! and wins.

5 ♜f6+ ♕g7 6 ♜g8+ ♕h6 7 ♜h8+ ♕g7 8 ♜h7+ ♕f8 9 ♜a8+ 1-0

It's mate in two.

260)

1 ♜d2!

The white queen has a rendezvous with the enemy king. The final destination is the desirable h6-square.

1...♕h7

On 1...d3 the simplest is just to play 2 h3 when things should conclude as in the game. After 1...dxc3 White can play 2 ♜xh6 ♜xg4+ 3 ♕h1 with ♜g1 to follow.

2 ♜f5!! dxc3

Or 2...exf5 3 ♜xf5 ♕g8 4 ♜xh6 with unstoppable mate. After the text-move White executes his threat.

3 ♜xh6+! ♕xh6 4 ♜h5# (1-0)

A very nice finish.

261)

Immediate action on the kingside is only good enough for a draw; e.g., 1...♜f5+ 2 ♕g1 ♜xg2+ 3 ♕xg2 ♜c6+ 4 ♕g1 ♜g6+ (4...♜g5+ 5 ♕f2 ♜g2+ 6 ♕e3 ♜g3+ 7 ♕d4 allows the white king to run away) 5 ♕h1 ♜c6+ and Black has a perpetual check but no more than that.

Therefore Black must improve his position before embarking on the kingside assault, and he can do this with the surprising 1...c5!! This move has two benefits. Firstly, it takes the d4-square from the white king in certain variations and, secondly, it drives the

queen to an inferior square. White has several options for his queen:

1) 2 ♜a3? (obviously not a good choice) 2...♜f5+ 3 ♕g1 ♜xg2+ 4 ♕xg2 ♜c6+ 5 ♕g1 ♜g5+ 6 ♕f2 ♜g2+ 7 ♕e3 ♜g3+ 8 ♕f4 ♜f2+ 9 ♕e4 ♜d4+ 10 ♕f5 g6#.

2) 2 ♜c3? (White played this in the game) 2...♜f5+ 3 ♕g1 ♜xg2+!! 4 ♕xg2 ♜c6+ 5 ♕g3 (or 5 ♕g1 ♜g5+! 6 ♕f2 ♜g2+ 7 ♕e3 ♜g3+ and wins) 5...♜g6+ and White resigned as it's mate after 6 ♕h2 ♜f2+ 7 ♕h1 ♜g2#.

3) 2 ♜b8! is best. Black then has to content himself with a clear advantage:

3a) Now after 2...♜f5+? 3 ♕g1 ♜xg2+ 4 ♕xg2 ♜c6+ 5 ♕g1 Black should take a draw with 5...♜g6+ 6 ♕h1 ♜c6+ as after 5...♜g5+? 6 ♕f2 ♜g2+ 7 ♕e3 ♜g3+ 8 ♜xg3 ♜xg3+ 9 ♕e4 White has the advantage.

3b) The best line is 2...♜d2+! 3 ♜xd2 ♜xd2+ 4 ♜e2 ♜f6+ 5 ♕g1 ♜xe2, when Black has very good winning chances.

262)

1...♜b5!!

Hats off to you if you found this without looking at the hint. Black does have other moves which give him the advantage (such as 1...♜xc3 or 1...♜g6) but the text-move is simply devastating. Firstly, the queen cannot be taken: 2 ♜xb5 ♜b3# and 2 ♜xb5 ♜b3# are the reasons why. So White has to deal with the threat of ...♜xb2# in another manner. If the knight were moved from c3 then the queen would defend b2 but White can't move the knight for the same reason he can't

play ♖xb5, i.e. ...♗b3#. In the game White chose 2 ♖d2 but resigned after 2...♗xc3 as 3 bxc3 ♖b1# is mate and 3 ♖xc3 ♗b3+ no better. There remains the possibility of 2 b4 but then 2...♗b3+ 3 ♖xb3 ♖xc3+ is the end.

263)

Black won as follows:

1...♗d4+! 2 ♖xd4

2 ♗h1 ♗f2+.

2...♖c1+ 3 ♗g2 ♖xh2+ 4 ♗f3 ♖h1+ 5 ♗f4

5 ♗xg4 ♖h5+ 6 ♗f4 ♖xe2 costs White his queen.

5...♖h6+ 6 ♗f3 ♖h1+ 7 ♗f4 ♖f1+ 8 ♖xf1 ♖xf1+ 9 ♗xg4 h5+ 10 ♗g5 10 ♗h4 f6.

10...♗g7! 11 e5

11 ♗f8+ delays mate but Black may as well resign as play this.

11...f6+ 0-1

The end would be 12 exf6+ ♖xf6#.

264)

1 ♗xe5!! ♗xe2

1...♖xd6 2 ♗f7+ ♗g8 3 ♗xd6 ♗xe2 4 ♗xd5+ and White wins.

2 ♗ef7+ ♗g8 3 ♗h6+ ♗xh6

3...♗h8 4 ♗df7#.

4 ♗xd5+ ♗h8

Or 4...♗g7 5 ♖f7+ ♗h8 (5...♗g8 6 ♖xb7+ ♗h8 7 ♗f6+ ♗g7 8 ♗xg7#) 6 ♗f6+ ♗g8 7 ♖g7++ and 8 ♖g8#.

5 ♗f7+ ♗g7

The best Black can do is 5...♗g8 6 ♗xh6++ ♗g7 7 ♖f7+ ♗h8 8 ♗f6+ ♖xf6 9 ♖xf6 ♗g7 10 ♖f2! with a hopeless ending a piece down.

6 ♗xh6+ ♗g8 7 ♗d8+! 1-0

Black resigned because it's ♖f8# next move.

265)

After 1...♗xe4!? 2 ♖xg4? (2 ♖xe4! => Black wins as follows: 2...♗d2+! 3 ♗xd2 ♖d3+! 4 ♗b2 e4+ 5 ♗a3 ♖a6+ 6 ♗a4 ♖d6+ 7 ♗b3 ♖c3+ 8 ♗b2 ♖a3+ 9 ♗b1 ♖c1+ 10 ♖xc1 ♖b2#.

266)

1...♗c4!!

Black takes aim at the a3-square.

2 d6

White would dearly love to take the bishop but his problem is that after 2 ♖xe7 ♗xa3!! he can resign. A few variations in case you need convincing:

1) 3 ♖xd7 ♗c2+ 4 ♗b1 ♖a1#.

2) 3 bxa3 b2+ 4 ♗a2 b1♖#.

3) 3 ♖xa3 ♖xa3+ 4 bxa3 b2+ 5 ♗a2 b1♖#.

4) 3 ♗cxb3 ♗b5+ 4 ♖a3 ♗xa3 and Black wins.

2...♖xa3+! 3 ♖xa3

3 bxa3 loses to 3...b2+ followed by 4...b1♖#.

3...♗xa3 4 dxe7

Or 4 ♗xf5 ♖a4!? 5 ♗xe7+ ♗f8 6 ♗xb3 ♗c4+ 7 ♗b1 ♖xb3 with a decisive attack for Black.

4...♗c2+ 5 ♗xc2

5 ♗b1 ♗xe1+ 6 ♗xf5 ♖xf5+ leads to mate.

5...♖a4+ 0-1

White resigned owing to 6 ♗a3 ♖xa3+! 7 bxa3 b2+ 8 ♗a2 b1♖#.

267)

All the ingredients are there for a successful attack. There are two powerful bishops pointing in the right direction, a rook on a4 which can't wait to swing across the board as well as a

queen on d1 perfectly placed to enter the fray. And let's not forget that fine knight on e5 which is ready to lay down its life to deflect or remove the only real defender of Black's king, the knight on f6.

1 ♖d7!!

After this brilliant move Black, as the following variations show, is completely lost:

1) 1...♗xd7 2 ♠xf6 and now:

1a) 2...♙e7 3 ♠xh7+ ♔xh7 4 ♗h5+ ♔g8 5 ♚h4 followed by mate on h8.

1b) 2...g6 3 ♚h4 ♙e7 4 ♠xg6! is a nice point as now 4...fxg6 5 ♗xd7 costs Black his queen and 4...♗xd1 5 ♠xh7# his king.

1c) 2...gxf6 3 ♠xh7+ ♔h8 4 ♗h5 ♚g8 5 ♙f5+! ♔g7 6 ♚g4+ ♔f8 7 ♚xg8+ ♔xg8 8 ♗h7+ ♔f8 9 ♚xe6! (threatening ♗h8#) 9...♗xe6 10 ♙xe6 fxe6 11 ♗xb7 and White wins.

2) 1...♖xd7 allows a classic double bishop sacrifice: 2 ♠xh7+! ♔xh7 3 ♗h5+ ♔g8 4 ♠xg7! and now:

2a) 4...♔xg7 runs into 5 ♚g4+ ♔f6 6 ♗g5#.

2b) 4...f6 5 ♚g4 and Black will get mated.

2c) 4...f5 5 ♗g6! ♚f7 6 ♙h6+ ♔h8 7 ♚h4 ♚h7 8 ♙g7+ ♔g8 9 ♚xh7 and mate follows shortly.

3) 1...♙xh2+ 2 ♔h1 doesn't alter the situation and nor does flicking in ...♙xh2+ at any point in the above variations save Black.

4) And nor can Black ignore the d7-knight, as White threatens to take on both f6 and f8.

I still can't believe I missed this chance after examining it for so long!

268)

White won brilliantly with 1 ♠f7!!
Here are the key variations:

1) 1...♗xf7 2 ♗h3! and Black gets mated as he can no longer defend with ...♚h8.

2) 1...♚xf7 2 ♗h5 mates in two.

3) 1...♔xf7 2 ♗h5+ ♔g7 3 ♗h7#.

4) The game concluded 1...♚xe2 2 ♚h7+! and Black resigned in view of 2...♔xh7 3 ♗h5+ ♔g7 4 ♗g6+ ♔h8 5 ♗h6#.

269)

1...♚e6!

Black's main threat is to play ...♚h6, ...♙f1+ and ...♗h1#. Therefore the rook cannot be ignored.

2 ♖xe6

2 ♔g1 ♗g5+ 3 ♔h1 ♚h6.

2...♙f5+!!

A brilliant move whose main purpose is to overwork the white queen.

3 ♔g1 ♗h2+ 4 ♔f1 ♙g3!! 0-1

White can't stop checkmate. The immediate threat is ...♗xf2# and the obvious 5 fxf3 opens up the second rank so 5...♙h3# is mate. That means White must defend f2. He can't do so with 5 ♚e2 because of 5...♗h1# and if he plays 5 ♗d2 (or 5 ♗c2) then Black plays 5...♙xd3+ and 6...♗xf2#. Incidentally, White's knight checks are irrelevant and just delay the mate by a move or two.

270)

White won with the crushing blow:

1 ♚h8!!

The rook cannot be taken and White is threatening ♖f5+ and ♗h6#. There is no defence.

1...♚g5

Or 1...♙xh8 2 ♘f5! ♚f8 (2...gxf5 3 ♚h6+ ♙g8 4 ♚c8+) 3 ♚c8! ♚xc8 4 ♚h6+ ♙g8 5 ♚g7#.

2 ♚cc8 1-0

Black resigned since 2...♙b7 loses to 3 ♘d5! ♚xd2 (3...♙xd5 4 ♚xg5) 4 ♚cg8# and 2...♚f4 to 3 ♚cg8+ ♙f6 4 ♚xa8! ♚xa8 5 ♘d5+ winning the queen.

271)

White won with a long, elegant but relatively straightforward variation:

1 ♘e7!

Speelman saw that if the knight could be deflected from covering a7 then the black king would be doomed.

1...♘xe7

1...♚e6 2 ♘xc6 ♚xc6 3 ♚xa7+ ♙c8 4 cxb6 is hopeless for Black because 4...♚xb6 loses to 5 ♚a8+ ♚b8 6 ♘a7#.

2 ♚xa7+ ♙c6 3 ♚xc7+! ♙xb5 4 ♚xb6+ ♙c4 5 ♚a6+ ♙xb4

Or 5...♙c3 6 ♚a3+ ♙c4 7 ♚c1+ ♙xc1 8 ♚xc1+ ♙b5 9 ♚a5+ ♙c6 10 ♚b6#.

6 ♚b1+ ♙xc5 7 ♚b6+ ♙c4 8 ♚b3+ ♙c5 9 ♚b4+ ♙c6 10 ♚b6# (1-0)

272)

1 ♙c4!

The start of an amazing king-march. The king is heading for c8 as then when White plays d5, ...♙xd5 will drop the d7-rook. Black is totally paralysed and can only watch as the king strolls to its final destination.

1...♙h7

1...♙e4 2 ♙c5 ♙f5 may block the f-file but allows White to infiltrate on

the c-file after 3 ♙b6 ♚xd4 (3...♙h7 4 ♙a7 ♙g8 5 ♚c1 +-) 4 ♚c1. Nor does 1...♙d5+ 2 ♙c5 ♙xb3 3 ♙b6 help Black.

2 ♙c5 ♙g8 3 ♙b6 ♙h7 4 ♙a7! ♙g8 5 ♙b8 ♙h7 6 ♙c8 ♙g8

On 6...♙b5 the simplest is 7 ♚c1 ♚g4 (or 7...g5 8 ♚c5 ♚xd4 9 ♚c7 ♙e8 10 ♙e7 and White wins) 8 ♚c7 ♚xc7+ 9 ♙xc7 ♙e8 10 ♙d8.

Now that White's king has arrived, he is ready for the decisive breakthrough.

7 d5! exd5 8 e6 fxe6 9 ♚xg6+ ♙h7 10 ♚fg2 1-0

I enjoyed that one!

273)

Black won as follows:

1...h5!

This move forces White to weaken his kingside as he cannot allow Black to play ...h4.

2 h4 ♚d4!

Threatening ...♚xh4+.

3 ♙g1 ♚xh4! 0-1

And Black plays it anyway. White resigned as 4 gxf4 ♚h3 5 f4 ♚xe3 is hopeless for him.

274)

1...♘e3!!

A brilliant move which opens lines around the white king. The offer cannot be refused as the knight is forking White's queen and bishop.

2 dxe3 ♙xb4+ 3 ♙d1

Or 3 ♙d2 ♙xd2+ 4 ♙xd2 ♚b4+ 5 ♙d1 (5 ♙d3 is also met by 5...♚c4) 5...♚c4! and Black has a decisive attack. Note that after 6 ♙xe6+ ♙xe6 7 ♚h3+ ♙d6 the black king can easily

escape the checks by running to the queenside.

3...♖d6+ 4 ♜c2 ♜c4+ 5 ♜b1

Black has several ways to win after 5 ♜b3 including 5...♖c5! and 5...♖e5!?

5...♙a3! 0-1

White resigned since after 6 ♙xa3 ♖xa3 he will soon get mated (...♖b4+, ...♖c3+ and ...♜b4# is the most efficient way).

275)

Black won with the breathtaking:

1...♞e3!!

The threat is simply ...♖f2+ and ...♖h2# (this is what happens if White takes on e3). White must lose a rook.

2 ♖b7+

Of course on 2 ♞e2 Black mates starting with 2...♜d1+.

2...♜h8 3 ♜f1 ♖xe5 4 ♖b6 ♖g5 5 h4 ♖xh4! 0-1

White resigned in view of 6 ♖xe3 ♖h2#.

276)

1 ♜e5!!

If you thought that 1 ♜c7 was the solution then I suppose you are almost entitled to full marks as well (but not quite). After 1...♖xc7 (1...♜xg3 2 ♜xd7 +-) 2 ♖xg4 the white attack should crash through very quickly. ♜xd4 and ♖e6 are the two main ideas.

1...dxe5

If Black takes the queen he also gets mated: 1...♜xg3 2 ♜f7+ ♜g8 (2...♜h8 3 ♜xg6+) 3 ♜xe7+ ♜f8 4 ♜xg6#.

2 ♜f7+ ♜h8 3 ♜xh7+! ♜xh7 4 ♖h3+ 1-0

Black resigned in view of 4...♜g7 5 ♖h6#.

A beautiful combination even if it's not the only winning line.

277)

White started with a sacrifice that Black could not refuse:

1 ♙f6!! gxf6 2 ♜g1!

The g-file is to be White's main avenue of attack.

2...♜xg1? 3 ♜xg1 ♜h8

3...♜f8 4 ♜h5! ♜xh5 5 ♖h7! and it's mate on g8.

4 ♜e4! ♜g8

4...♜h5 5 ♜xf6 +-.

5 ♖h7+!

After 5 ♜xg8+ ♜xg8, 6 ♜xf6+? ♜f8 is only a draw, but White may also win here with 6 ♖e8+.

1-0

Black resigned in view of 5...♜xh7 6 ♜xf6+ ♜h8 7 ♜xg8#.

Now that was an absolutely brilliant attack but Black could have made it to an endgame if only he had kept his bishop on h2. Instead of 2...♜xg1 he should have played the immediate 2...♜h8 as after 3 ♜e4 ♜h5 4 ♜xf6 he can now defend along the second rank with 4...♖c7!. He still has a tough time ahead of him after 5 ♖xc7 ♜xc7 6 ♜xh5 but the game is not over yet.

278)

White won by:

1 ♜xf7+!

1 ♜d7! ♜xd7 2 ♜xf7+ ♜xf7 just transposes (2...♜f8 3 ♖g6 is not an improvement).

1...♜xf7 2 ♜d7+! ♜xd7

2...♜g8 3 f7+ ♜h8 4 fxe8 ♖ ♜xe8 5 ♜xf8+ ♜xf8 6 ♖h7#.

3 ♖h7+ ♜e6 4 ♖f5+ ♜d6

4...♙f7 5 ♚xd7+ ♜g6 6 ♚g7+ ♜h5 7 ♚f7+ ♜g4 8 h3+ ♜xg3 9 ♚h5 forces mate.

5 ♚d1+ ♜c5

5...♜c7 6 ♚xd7+ ♜b8 7 ♚xe8+ ♜a7 8 ♚xe5 +-.

6 a3! 1-0

White's next move is ♚f2#. The move 6 a3 is not the only solution, just the neatest.

279)

1 ♚e8+! ♚f8 2 ♚xg7+! ♜xg7 3 ♚h6+ ♜xh6

3...♜f6 is not much better: 4 ♚xf8+ ♜e6 5 ♜d2!.

4 ♚xf8+ ♜g6 5 ♜d2!

An excellent move. There is no way the black king can survive the arrival of White's rook into the attack.

5...♚d8 6 ♚g1+ ♜h5 7 ♚f7+ ♜h6 8 ♚g7+ 1-0

Black resigned because of 8...♜h5 9 ♚xh7#.

280)

White won with:

1 ♜g6+!! hxg6

The alternatives are also hopeless:

1) 1...♜g8 2 ♚xd6.

2) 1...♚xg6 2 ♚xd8+.

3) 1...fxg6 2 ♚xd6 ♚xd6 (2...♚xd6 3 ♚e8#) 3 ♚xd6 ♚c8 4 ♚e7 and Black can resign.

2 ♚h4+! ♚h5

Or 2...♜g8 3 ♚xd8+! ♚xd8 4 ♚xd8+ ♜h7 5 ♚h3+ ♚h5 6 ♚xh5+ gxh5 7 ♚xa8 and White wins.

3 ♚xd8+! ♚xd8 4 ♚xd8+ ♜h7 5 ♚ee8 1-0

Black resigned as to prevent mate he has to play either ...g5 or ...♜h6 and

then ♚h8+ wins the queen and the a8-bishop. It's also nice how the rook on d8 prevents a back-rank mate with ...♚d1+.

281)

1...♜g3+!!

Black must get his moves the right way around as 1...♚b6 is met by 2 ♚xh4.

2 hxg3

2 ♜g1 ♚b6 3 ♚c5 ♚xc5 4 ♚xc5 ♜xf1 is hopeless for White.

2...♚b6! 3 ♚c5

In the game White just gave up his queen with 3 gxh4 but of course he may as well have resigned at once. After 3...♚xf2 4 ♚xf2 ♚h8 Black won after a few more moves.

3...hxg3 4 ♚e3

4 ♚xg3 ♚h8+ 5 ♜g1 ♚xc5+ and Black wins.

4...♚h8+ 5 ♜g1 ♚e7!!

This superb move is decisive.

6 ♚xb6

6 b4 loses the same way, while 6 ♚xe7 ♚xe3+ 7 ♚f2 gxf2+ 8 ♜f1 ♚h1+ also leads to mate.

6...♚h1+!

6...♚h4! is equally good.

7 ♜xh1 ♚h4+ 8 ♜g1 ♚h2#

282)

The game concluded:

1...♚g7! 2 ♚xf8? ♚g1+ 3 ♜c1 ♚xc1+! 4 ♜xc1 ♚f4+ 5 ♜d1 ♚f3+ 6 ♜e1

Or 6 ♜d2 ♚f2+ 7 ♜e2 ♚xe2+ 8 ♜c3 ♚c4+ 9 ♜d2 ♚d4+ 10 ♜e1 ♚e3+ 11 ♜d1 ♚e2+ 12 ♜c1 ♚e1#.

6...♚e3+ 7 ♜d1 ♚g1+ 8 ♜d2 e3# (0-1)

Very nice, but White only lost because he took the bishop. He should have played 2 ♖e6! because now after 2...♗g1+ 3 ♘c1 ♗xc1+ 4 ♘xc1 ♗f4+ 5 ♘d1 ♗f1+ 6 ♘d2 there is no mate because the white queen has the black e-pawn under control. Black cannot achieve more than a draw by perpetual check, while he could also take an immediate draw by repetition with 2...♗e7 3 ♗g8 ♗g7.

283)

Black won by:

1...♙xd4!!

Now the b2-bishop is attacked, so White has no time for any defensive measures on the kingside.

2 ♗xd4

Or:

1) 2 ♘xd4 ♗h1#.

2) 2 ♙xd4 ♗xf3 is similar to the game except that 3 ♗g2 ♗h3 is even easier.

2...♗xf3 3 ♗e5

3 ♗g2 ♗xf2! 4 ♘xf2 (4 ♗xf2 ♗h1#) 4...♗f8+ 5 ♘g1 ♙xg2 6 ♘xg2 ♗f7 and Black wins.

3...♗h1+! 0-1

4 ♘xh1 ♗h3++ 5 ♘g1 ♗h1#.

284)

1...♗xc6??

1...♗b7? also loses, to 2 ♗xc4! bxc4 3 ♘f6+ ♙xf6 4 ♗xb7, but 1...♗a5! is not so clear.

2 ♘f6+! ♗xf6

2...♙xf6 3 ♗xc6+.

3 ♗xa8+ ♘d7

Black has an extra piece and threatens mate on b2, but his situation is hopeless with his king so exposed.

White can finish him off with an accurate series of checks.

4 ♗b7+ ♘d8

4...♘d6 5 ♗d1+ also finishes in mate.

5 ♗d1+ ♘d6 6 ♙b6+ ♗e8 7 ♗c8+!

1-0

Black resigned due to 7...♘xc8 8 ♗d8#.

285)

White won as follows:

1 ♘g2!

An excellent move that offers the f1-rook direct access to the open h-file.

1...♗f6

After 1...fxe6 2 ♗xg6+ ♘h8 3 ♗h1! ♗xf2+ 4 ♘g1! the only move to prevent a deadly discovered check is the ridiculous 4...♗h4 so we won't go into that.

2 ♗h1! ♗xf2+

Either capture of the rook leads to a swift mate; e.g., 2...fxe6 3 ♙xe6+ ♗xe6 4 ♗h7# and 2...♗xe6 3 ♙xe6 with mate in two.

3 ♘g1!

Quicker than 3 ♘xf2.

3...♗c7

Or 3...fxe6 4 ♙xe6+ ♗f7 5 ♗h8#.

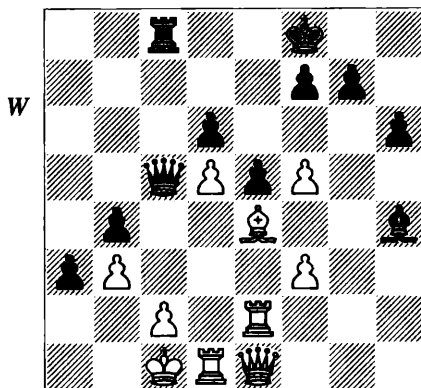
4 ♗xg6+! fxg6 5 ♙e6+ 1-0

It is mate next move.

286)

1...♗xb3!! 2 axb3 ♙xh4!! (D)

A brilliant move motivated by the fact that the white queen needs to stay in touch with the c3-square. The immediate 2...a2 doesn't work as after 3 ♘b2 ♙xh4 White can just reply 4 ♗d2.



3 ♖xh4

Now 3 ♖d2 loses to 3...♙g5.

3...a2 4 c3

White could have resigned instead of playing this. Other ways to lose are 4 ♖d2 ♖c3+ 5 ♖c1 a1♖# and 4 ♖b2 ♖c3+ 5 ♖xa2 ♖a8+ 6 ♖b1 ♖a1#.

4...a1♖+ 5 ♙b1 ♖cxc3+ 0-1

White resigned in view of 6 ♖c2 ♖ab2#.

287)

1...♖xh6

Obviously not 1...♙g7 2 ♘hf5+ ♙g8 3 ♖h8+ ♙xh8 4 ♖h5+ ♙g8 5 ♖h7#.

2 ♖xh6 ♙d3+ 3 ♖c1 cxb2++ 4 ♖xb2

4 ♖d2 ♖c2+.

4...♖c2+! 5 ♖xb3 ♖b8+ 6 ♖a4 ♘c5+!!

This is the real star of the show – it allows Black to play ...♖xc5+ later.

7 dxc5

7 ♖xa5 ♖b5#.

7...♖c4+ 0-1

White resigned due to 8 ♖xa5 ♖xc5+ 9 ♖a4 ♙c2#.

If Black saw all this ten moves earlier, then he is one hell of a player! Maybe he was just lucky though.

288)

Black won as follows:

1...♖xd2! 2 ♖xd2?? ♖g1+ 3 ♖d1 ♖xf4+!! 0-1

White resigned due to 4 ♖xf4 ♙e3+ 5 ♖b1 ♖xd1#.

Very nice, but if White had played 2 ♖xd2! then the game would have been about level. If Black feels like gambling he can play 2...♘d5 with decent compensation for the exchange, while if he feels that his work is done, he can take a draw with 2...♖g2+ 3 ♖e1 (White can't play 3 ♖c1?? because of 3...♙e3+) 3...♖g1+ 4 ♖e2 ♖g2+ 5 ♖e1.

289)

White won by offering his queen twice:

1 ♘g5!!

An excellent move, taking f7 away from the black king and threatening ♖xe8#. Of course 1...♖xe5 fails to 2 ♖d8+ and mate next move.

1...♖f8 2 ♖e6+ ♖h8 3 ♖f5!! 1-0

White threatens both ♖xf8# and ♖xh7# and as Black still can't take the queen, there is no defence.

290)

White won by:

1 ♖xb6! ♖e2

The only chance is to counter-attack against f2. Both captures on b6 lose:

1) 1...♖xb6 2 ♖xd7 is completely winning for White.

2) 1...♘xb6 loses as in the game.

2 ♙d2! ♘xb6

This allows forced mate but Black can resign after both 2...♖xd2 3 ♘xd2 ♖xd2 4 ♖xd7 and 2...♖xe4 3 ♖xd7.

3 ♖e8+! ♔g7 4 ♕h6+! 1-0
4...♙xh6 5 ♖f8+ ♔h5 6 g4#.

291)

White won this position in the following way:

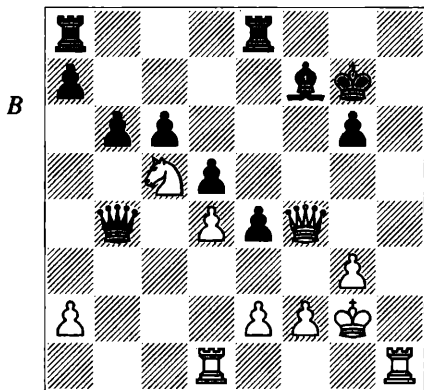
1 ♖c5!!

As I mentioned earlier, 1 ♖h1 ♖e7 2 ♖h6 ♖f6 and 1 ♖h6 ♖f8 lead nowhere. Now it is a different story as with the queen's retreat cut off, the black king has to fend for itself.

1...♙g7

Black tries to organize some sort of defence as taking the knight loses immediately: 1...bxc5 2 ♖h1 ♖e6 (to stop ♖f6; 2...♙g7 is the game) 3 ♖h6 and mate follows.

2 ♖h1! (D)



2...bxc5

Now it is forced mate but there was no good defence; for example, 2...♕g8 3 ♖c7+ ♙f8 (3...♕f7 4 ♖h7+!) 4 ♖d6+ and now White wins after both 4...♙g7 (4...♖e7 loses the queen in the same way) 5 ♕e6+ ♖xe6 6 ♖xb4 and 4...♙f7 5 ♖h6!.

3 ♖h7+! ♙xh7 4 ♖xf7+ ♔h6 5 ♖h1+ ♙g5 6 ♖f4# (1-0)

292)

Black forces mate by:

1...♕f6+!

As I pointed out in the hint, playing 1...♙f7? allows White to escape with 2 ♖xh7! ♕xh7 3 ♕xf3 exf3 4 ♖f2, although Black still draws after 4...♕e4 5 ♕xb4 ♕f6+ 6 ♔h6 ♕g7+ 7 ♕g5, etc.

2 ♔h6 ♙f7!!

Now White can't play ♖xh7 and there is no way to prevent mate.

3 ♕xf3

3 ♖b2 ♕xb2 4 ♕c3 ♕c1+ 5 ♖xc1 (or 5 g5 ♕e3 and it's mate next move) 5...♖h3+ 6 ♙g5 h6# are the kamikaze lines I mentioned that delay mate by a move.

3...♕g7+ 4 ♙g5 h6+! 5 ♖xh6 ♕f6#
I'm still waiting to get it in a game.

293)

Black won as follows:

1...♖a3+!

Note that 1...♕xd7 2 ♕f6+ is not good as White gets to take the bishop with check next move.

2 ♔b1

2 ♙d1 ♕b2+ is a queen (to start with).

2...♕d2+!

2...♕e5 also wins though not as convincingly as in the game continuation.

3 ♖xd2

Otherwise Black takes the queen next move.

3...♖xb3+ 4 ♖b2 ♖a1+! 5 ♙xa1 ♖c1+! 0-1

White resigned because of 6 ♖xc1 ♖a2#, when Black has sacrificed everything except the bare essentials required to deliver mate.

294)

Black won with:

1...♖g6!!

The threat is ...♜e8# or ...♞e8#.

There is nothing White can do.

2 ♔d7

2 ♔f7 ♞d6#.

2...♞d6+ 3 ♔f7 ♞xd7+ 4 ♔e7

Or 4 ♔g6 ♞e6+ 5 ♔xg7 ♜g8+ 6 ♔h7 ♞g6#.

4...♞f5+ 5 ♔xg7 ♜h7+ 0-1

White resigned in view of 6 ♔g8 ♞f7#.

295)

Black won with a crushing bishop sacrifice:

1...♔xg3!!

Of course the king is the target but in case you were wondering, there is nothing wrong with White's position after 1...♔xc4? 2 ♜xc4! dxc4 3 ♞g4.

2 fxg3

There is no sense in declining because Black still has a crushing attack after something like 2 b5 ♞h2+ 3 ♔f1 ♜g6.

2...♞xe3+ 3 ♔h2 ♜h6+ 4 ♔h3 ♜f1!

Threatening mate on g1.

5 ♜g2 ♜xh3+! 6 ♔xh3 ♞h6+ 7 ♔g4 e5! 0-1

White resigned in view of 8...♔c8#. Other moves such as 7...♜f5 would also have done the trick.

296)

White won by:

1 ♜d7+ ♔g6

Or:

1) 1...♜g7 is obviously hopeless considering that Black has already sacrificed a piece, but the quickest win for

White against this is 2 ♔xf5! ♜xd7 3 ♞xh6+ ♔g8 4 ♞xe6+.

2) White also has many wins after 1...♔g8 but the simplest is 2 ♞xh6.

2 ♜c6!!

This brilliant move forces mate. Black must take the queen as White is threatening ♞xf5#.

2...♜xf4 3 ♜xe6+ 1-0

Black resigned due to 3...♔g5 4 ♜g7+ ♔h4 5 ♜xh6#.

297)

Black won as follows:

1...♜xh2+! 2 ♔xh2 ♜h8+ 3 ♔g3

The only way to stop immediate mate is 3 ♔h7 but after 3...♜xh7+ 4 ♔g3 ♔e5+ 5 ♜f4 (otherwise it's mate) 5...g5 Black suffers massive material losses.

3...♔h4+! 4 ♔h3

Neither do the alternatives help:

1) 4 ♔f4 g5+ 5 ♔g4 ♔e5+ 6 ♔h3 ♔f2+ and it's mate once White has run out of pieces to interpose on the h-file.

2) 4 ♔g4 ♔e5+ 5 ♔h3 ♔f2+ is similar.

4...♔f2+ 5 ♔g4 ♜h4+ 0-1

There would follow 6 ♔f3 ♔e5#.

298)

Black won with a nice queen sacrifice:

1...♞e3+!! 2 ♔xe3

Or 2 ♔xg4 ♔c8+ 3 ♔g5 ♜e5+ 4 ♔h6 (4 ♔f6 ♜f5#) 4...♜h5#.

2...♞xe3+ 3 ♔xg4 ♔c8+ 4 ♔g5 h6+! 5 ♔xh6

5 ♔h4 ♔e7# and 5 ♔f6 ♔e7# are White's other options.

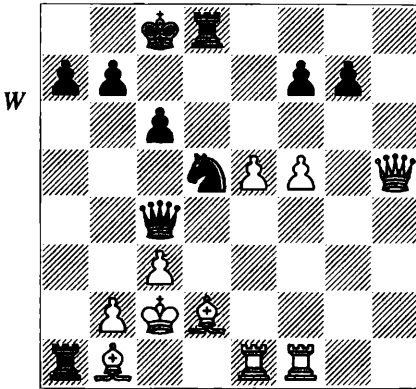
5...♜e5! 0-1

White resigned as he can't deal with the twin threats of ...♖h5# and ...♙f8#.

299)

After 1...♙h5! 2 ♖xh5? Black won as follows:

2...♖a2! 3 ♖c2 ♖c4!! (D)



4 b3

There is no escape as both 4 ♖c1 ♖d3! and 4 ♙g5 ♖b4+ 5 ♖c1 ♖d3 lead to mate.

4...♖b4+ 5 ♖c1

5 ♖b2 ♖xd2+ 6 ♖xa1 ♖xc3#.

5...♖xb1+ 0-1

5...♖xb3 is a move quicker, but the text-move was good enough to make White resign: 6 ♖xb1 ♖xb3+ 7 ♖c1 (7 ♖a1 ♖a2#) 7...♖c2#.

So mate is forced after White takes the bishop. He had several other options with his queen; e.g.:

1) 2 ♖e4 ♖xc3! 3 ♖xa4 ♖xb1+ 4 ♖c2 ♖xa4 5 ♖xb1 ♙e2! leads to an ending with an extra pawn for Black.

2) 2 ♖g2 seems relatively best, when Black's position is just promising but not yet winning. The main

difference from the game is that after 2...♖a2 3 ♖c2 ♖c4 (3...♖a6!? is dangerous for White) 4 b3 ♖b4+ White can play 5 ♖b2 as the d2-bishop is defended.

300)

1...♖h6!

As I pointed out in the hint, it's crucial to weaken White on the dark squares. The immediate 1...♖e3+ 2 ♖h1 gets Black nowhere.

2 h3

White can resign after 2 ♖f4 ♖xh2+ 3 ♖f1 ♖e3+ 4 ♖f2 ♖xg2.

2...♖e3+ 3 ♖h1 ♖xg3! 4 hxg4 ♙e5 5 ♖g1 ♖h2+ 6 ♖f2 ♙g3+ 0-1

White resigned in view of 7 ♖e3 ♖h6+! (a nice retreat which it is possible to overlook) 8 g5 ♖xg5+ 9 ♖f4 ♖xf4#.

301)

White won with:

1 ♙c4!!

A wonderful move defending a2 and b3 and threatening both ♖xg6+ and ♙xf7+. Black has no defence.

1...d5

1...bxc4 2 ♖b8+ ♖h7 3 ♖h8#.

2 ♖h2! 1-0

Black resigned as it is mate on h8.

302)

White won by:

1 ♙xd4! exd4

Or:

1) 1...♖xd4 2 ♖f7+ ♖h6 3 ♖f8+ ♖h5 4 ♙e2+.

2) 1...cxd4 will end as in the game.

2 ♖f7+ ♖h6

2...♖h8 3 ♖g8#.

3 ♖f8+ ♜h5

3...♜h7 4 ♖g8+ ♜h6 5 ♖h8#.

4 ♖h8+ ♜h6 5 ♖e5+!! 1-0

Black resigned due to 5...♖xe5 6 g4#.

A neat deflection theme.

303)

Black won with:

1...♟f2!!

1...♖g3 2 ♟g1 ♖h2+ 3 ♟f1 is only good enough for a draw. The text-move threatens the crushing 2...♟h3!.

2 ♜xf4 ♖xf4 3 ♟e6

After both 3 ♜db1 ♟h3+ 4 ♟e1 ♖h4+ 5 ♟d1 ♖xd4+ 6 ♟c2 ♖xc4+ 7 ♟b2 ♖xe2+ and 3 ♟g1 ♟xd1 4 ♜xd1 ♖f2+ 5 ♟h2 ♖xe2 Black wins on material.

3...♖h2!

Threatening ...♟h3 again.

4 ♜db1 ♟h3! 5 ♜b7+ ♟g8 6 ♜b8+

6 ♜g7+ ♟h8 7 ♟e1 ♖g1+ 8 ♜f1 ♖f2+ 9 ♟d1 ♖xf1+ 10 ♟c2 ♖xa1 and Black wins.

6...♖xb8 7 ♜xh3 ♖g3! 0-1

White resigned because of ...♖f2#.

304)

White gained the advantage by:

1 ♟f3!!

Inexplicable – until one sees the fantastic threat 2 ♖xf6+!! ♟xf6 3 ♜d4#. Beliavsky could find no reasonable way to prevent this and surrendered the exchange.

1...♟g8 2 ♜xf8+ ♟xf8 3 ♜ad1

Often two pawns are enough, or more than enough, compensation for the exchange but here White's pieces are too active. After the further moves 3...♟g7 4 c4! c6 5 cxd5 cxd5 6 ♜c4!

♟e7 7 ♜b3 a5 8 ♟g5 ♜a6 9 ♟e4! a4 10 ♜c4! ♜e6 11 ♖d2! ♖c7 12 ♟xf6 ♜xf6 13 ♜xd5 White went on to win.

305)

1 ♜e7! ♟d8

1...f6 2 exf6 is obviously the end, while 1...♜xe7 2 ♟c7+ ♖xc7 3 ♖xf7# is an alternative exit for Black.

2 ♟c7+! ♜xc7

Or:

1) 2...♜xe7 3 ♖f6+!! gxf6 4 exf6#.

An important little variation.

2) 2...♖xc7 3 ♜xd8+ ♜xe7 (or 3...♜xd8 4 ♖xf7+ ♟d7 5 ♜d6+) 4 ♖d5! and it's mate in three.

3 ♜xd8+ ♜xe7 4 ♖d5!

Just as in the previous note, the f7-square caves in. The game is over.

4...♖e3+ 5 ♟b1 f5 6 exf6+ gxf6 7 ♖d6+ ♟f7 8 ♖xf6+ 1-0

Black resigned in view of 8...♟g8 9 ♜xf8+ ♟h7 10 ♜xh8#.

306)

White won as follows:

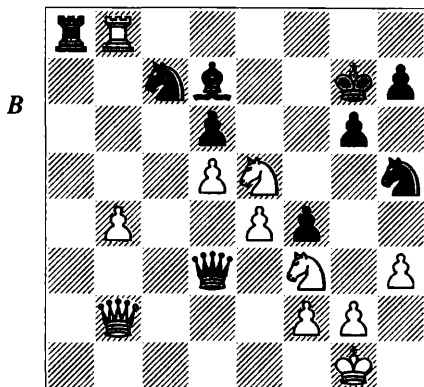
1 ♜b8!!

A brilliant move which Tal must have prepared long before the start of our actual puzzle. One doesn't play ♜c5 (yes, *en prise* to a pawn) followed by ♜xb5 without having a concrete follow-up in mind. The salient points of the text-move are that it discovers an attack on the queen while simultaneously cutting off the retreat of the black king.

1...♖xd3

Other moves are completely hopeless; e.g., 1...♖a1+ 2 ♖xa1 ♜xa1+ 3 ♟h2 and Black can resign.

2 ♟cxe5!! (D)



Finally the real target behind Tal's queenside gymnastics is revealed – the black king! Note that Tal sacrificed the c6-knight as the other is required to go to g5 later.

2...♖d1+

The only alternative is 2...dxe5 but then White wins by 3 ♖xe5+ ♔h6 (or 3...♟f6 4 ♖e7+ ♔h6 5 ♖f8+ ♔h5 6 ♖xf6 +-) 4 ♖g5+ ♔g7 5 ♖e7+ ♔h6 6 ♖f8+ ♔g7 7 ♖xf4+ ♔h5 8 ♖h4#.

3 ♔h2 ♖a1

3...dxe5 4 ♖xe5+ still leads to a mating attack, while 3...♖xb8 4 ♔xd7+ followed by 5 ♔xb8 just leaves Black two pawns down in a terrible position. Therefore Black decided to try a mate threat of his own. Too little too late.

4 ♔g4+!

And not 4 ♔xd7+?? ♔h6, when Black wins.

4...♔f7 5 ♔h6+ ♔e7 6 ♔g8+ 1-0

Black resigned owing to 6...♔f7 7 ♔g5#.

The 'Magician from Riga' lived up to his nickname here.

307)

1 ♖xe8+!! ♔xe8 2 ♖xe8+ ♔f8 3 ♔h6 ♔d7 4 ♔e4! f6

Black is helpless against the threat of ♔f6+ so he tries to give his king a flight-square. An alternative finish is 4...♔h8 5 ♔fg5 ♖a5 6 ♔xf8 ♔xf8 7 ♖xf8+ ♔g7 8 ♖xf7+ ♔h8 9 ♖xh7+ ♔g8 10 ♔f6+ ♔f8 11 ♖f7#.

5 ♔xf6+ ♔f7 6 ♔g5+! ♔xf6 7 ♖e6+ 1-0

7...♔f5 8 g4+ ♔f4 9 ♖e4#.

Very pretty!

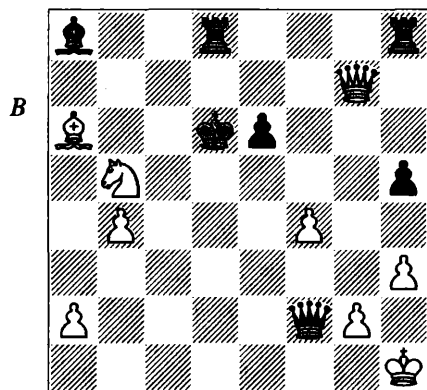
308)

White won as follows:

1 ♖xe6+!!

1 ♖g5+ ♔xd6 2 ♖e5+ ♔e7 3 ♖g7+ ♔d6 4 ♖e5+ is just a draw.

1...dxe6 2 ♖g7+ ♔d6 3 ♔b5+! (D)



3...♔d5

Or 3...♔c6 4 ♖c7+ ♔d5 5 ♔c3+ ♔d4 6 ♖c5#.

4 ♖e5+ ♔c4

4...♔c6 5 ♖xe6+ ♖d6 6 ♖xd6#.

5 ♖c3+ ♔d5 6 ♖e5+ ♔c4

A little repetition to show who is boss or, perhaps, to reach the time-control.

7 ♔d4+

7 ♖c7+ also wins; e.g., 7...♔d3 8 ♖c3+ ♔e4 9 ♖e5+ ♔d3 10 ♔a3+

♔d2 11 ♚b2+ ♕e3 12 ♖c4+ ♕e4 13 ♚xf2.

7...♔c3

Or 7...♔xb4 8 ♚b5+ ♔c3 9 ♚c5+ ♔b2 (9...♔d2 10 ♖b3+ ♕e1 11 ♚e5+ ♔d1 12 ♚a1+ ♔c2 13 ♚c1#) 10 ♚b6+ ♔c1 (10...♔c3 11 ♖b5+ also costs Black his queen) 11 ♖b3+ and White takes the queen next move.

8 ♖e2+! ♔c2 9 ♚c3+ ♔b1 10 ♚c1+ ♔xa2 11 ♖c4# (1-0)

309)

White won as follows:

1 ♖e7!! ♚g8

A desperate try! But there is nothing better; e.g., 1...♚xg5 2 hxg5 ♚xe7 (the only move to stop mate but now White gets a powerful passed pawn) 3 fxe7 ♖b7 (3...♖e6 4 ♖d1+ ♔g7 5 ♖a4 is similar) 4 ♖g4+ ♔g7 5 ♖d7 and White will emerge with an extra rook.

2 ♖d1!

And certainly not 2 ♖xg8? ♚xg5, when Black is still alive. Now White just wants to play h5 and hxg6#.

2...♔h8

Or 2...♚f8 3 h5! ♚xg5 4 hxg6#.

3 ♚h6+ 1-0

Black resigned due to 3...♚h7 4 ♚f8+ ♚g8 5 ♚xg8#.

310)

Black won as follows:

1...♖f3+! 2 ♔xf3

2 ♔g1 ♚h3 and it's mate on g2.

2...♚h3!

A fine move preventing the king from returning to safety behind his pawns.

3 ♚d3

The best move, according to the computer program Fritz, is to place the queen *en prise* with 3 ♚d4. I think that sums up White's plight quite nicely.

3...g4+ 4 ♔f4 ♚h5!

Threatening mate on g5.

5 ♚f5

Or 5 h4 ♖g7 and White can't stop ...♖h6#.

5...♚e4+! 0-1

White resigned due to 6 ♚xe4 ♚g5#.

311)

White won with:

1 ♚c2!!

Not 1 ♖g5?? ♚xd4+, when Black is winning.

1...♚xc2

There is no way for the queen to stay in touch with d4.

2 ♖g5! f5 3 ♚xh7+ ♔f8 4 ♚h8+ ♖g8 5 e6 1-0

Black resigned as there is no defence to ♖h7+ and ♚xg8#.

312)

1...♚xb4+!! 2 ♖xb4 ♚d2!! 0-1

The rook can be captured in five different ways but each one harms White's position in one way or another: 3 ♖bxd2 ♖c2#, 3 ♚xd2 axb4#, 3 ♖fxd2 axb4#, 3 ♖xd2 ♖c2# and 3 ♚xd2 ♖c2+! 4 ♚xc2 axb4#.

313)

White won by:

1 ♚xd3!

Now the c2-bishop can join the fun.

1...cxd3 2 ♖b3+ ♔h8 3 ♖xf6!

Threatening mate on h7.

3...♚xf6

Of course the d7-knight is pinned to the queen.

4 ♖g5

Black has no sensible way to prevent ♖xh7#.

4... ♖xf2+ 5 ♖g1!

5 ♖xf2 is good enough as well but it does allow 5... ♖c5+.

5... ♖f1+ 6 ♖h2 1-0

314)

White wins as follows:

1 ♖xh5+! f6 2 ♖xf6+!!

This is what Van Wely must have overlooked. It's forced mate.

2... ♖xf6 3 ♖d8+ ♖g8

Or 3... ♖h7 4 ♖xf6+ ♖g7 5 ♖g8+!! ♖xg8 6 ♖b7+ and White plays either ♖f7# or ♖h7# when Black has run out of pieces to interpose.

4 ♖xg8+! ♖xg8 5 ♖b8+! ♖f8 6 ♖f6+ ♖g7 7 ♖b7+! ♖c7 8 ♖xc7+ ♖h8 9 ♖h7#

Very attractive.

315)

Black won by:

1... f2+ 2 ♖g2 ♖c1! 3 ♖c4+ ♖xc4 4 h8 ♖ ♖g4+!

Now the game ended abruptly with 5 ♖h2 f1 ♖+! 6 ♖h3 ♖f2# (0-1). This is the rather cute variation you had to see as it is easy enough to try your luck in the queen and knight vs queen ending that follows without calculating it to a finish:

5 ♖h3 f1 ♖+! 6 ♖xg4

Black has a winning position. If the white queen were centralized (on d4 for example) then there would be little difficulty holding the draw. But here the queen is particularly badly placed

as it does nothing to protect the king and is also in danger of being lost. I shall continue the variation to prove that Black is winning:

6... ♖g2+ 7 ♖f5

7 ♖h4 ♖h2+ wins the white queen.

7... ♖d5+ 8 ♖g6

Or:

1) 8 ♖f6 ♖d4+ and the queen is lost.

2) 8 ♖g4 ♖e5+! 9 ♖g3 (9 ♖f5 ♖f7+; 9 ♖h3 ♖h1+) 9... ♖f3+ 10 ♖h2 ♖g4+ 11 ♖g1 ♖g3+ 12 ♖h1 ♖f2#.

8... ♖f4+ 9 ♖g7

9 ♖h7 ♖h5+ transposes to the main line.

9... ♖e5+ 10 ♖h7 ♖h5+ 11 ♖g8 ♖e8+ 12 ♖g7

12 ♖h7 ♖g6#.

12... ♖e6+

Black wins the queen. This is a long variation, and you may well have found another method.

316)

White should have tried:

1 ♖xd6!

Now Black must take on d6 and, as I pointed out in the hint, one way loses and one way is playable.

1) First the loss:

1... ♖xd6? 2 ♖xe5! ♖h6

2... ♖xe5 3 ♖h3+, 2... ♖xe5 3 ♖h3+ and 2... ♖xg3 3 ♖xf7+ are other ways for Black to meet his maker.

3 ♖f7+! ♖xf7 4 ♖a1+! ♖h7 5 ♖g7+ ♖h6 6 ♖c1+ f4 7 ♖xf4+! ♖xf4 8 ♖1g6#

2) Now the healthier capture:

1... ♖xd6! 2 ♖xe5!

2 ♖a1 is refuted by 2...♙xg3 3 ♙xg3 ♘e4! 4 ♖xe5+ ♖f6, when White has inadequate compensation for the piece.

2...♙xg3 3 ♙xg3 ♙g8

It is risky to try to hang on to the piece; e.g.:

1) 3...♙e8? 4 ♖a1! ♘h7 5 ♖f1! is just winning for White. The reason he lured the king to h7 before playing ♖f1 is so that 5...♘e4 6 ♖xf5+ is with check!

2) Black may be able to get away with 3...♘e4!? but his position after 4 ♙g2 ♙e8 5 ♖f1 makes me feel nervous. And White can even go into the ending with 4 ♘f7+ ♘h7 5 ♘xh6 ♘f2+ 6 ♘g2 ♘xd1 7 ♘f7! ♘b2 (not 7...f4?? 8 ♙d3+) and now 8 ♙b3 and 8 b5 are both possibilities. White is probably not worse here but the first line (4 ♙g2) is scarier.

4 ♖a1! ♘h7 5 ♙xg8 ♘xg8 6 ♘xd7 ♖e3!

There is no time for 6...cxb4, as Black doesn't have a perpetual after 7 ♘f6+ ♘f7 8 ♙h5+ ♘f8 9 ♖e5!.

Following 6...♖e3, Black has some compensation for his pawn deficit.

And the result after the correct 1...♘xd6? Who knows?!

317)

White won as follows:

1 ♘f5!!

A very powerful move threatening, amongst other things, a simple knight fork on d6.

1...♙c5

Alternatively:

1) 1...exf5 2 ♖xf5+ ♙e8 3 ♖g6+ ♘f8 4 e6 d6 5 e7+ shows why Black can't take the knight.

2) 1...♙c6 2 ♖h5+ g6 3 ♘xh6+ ♘g7 4 ♙f6+ ♘f8 5 ♖g5 and Black is totally defenceless.

2 ♖h5+ ♘f8 3 ♙d6!!

Threatening ♙e7#.

3...exf5

3...g6 4 ♖xh6+ ♙e8 5 ♖h7 and 3...♙xd6 4 ♘xd6 both lead to mate.

4 ♖xf5+ ♙e8 5 e6

5 ♖g6+! ♘f8 6 e6 is a slightly quicker win.

5...♙xf2+

Or: 5...dxe6 6 ♙d8#; 5...♙xd6 6 ♖f7#.

6 ♙xf2 1-0

6 ♘h1 forces a quick mate, but the text-move was good enough to cause Black to resign. He loses all his pieces after 6...dxe6 7 ♖xe6+ ♖e7 8 ♖xg8+ ♖f8 9 ♙d8+.

318)

White won as follows:

1 ♙xd5! cxd5 2 ♙xd5+! ♙e7

Taking the rook leads to mate; e.g., 2...exd5 3 ♖xd5+ ♙e7 (or 3...♘c8 4 ♖c6+ ♖c7 5 ♖xc7#) 4 ♖c5+ ♙e6 5 ♖e5+ ♘d7 6 ♖d6+ ♘c8 7 ♖c6+.

3 ♙xb5! ♖xa2

Or:

1) 3...♖xb5 4 ♖a3+ ♘d7 5 ♖d6+ ♘c8 6 ♖c7#.

2) 3...♙c8! is the best chance but after 4 ♙xa5 ♙xc2+ 5 ♘b1 ♙xf2+ 6 ♖a1 (6 ♖d3!?) 6...♙xf3 7 ♙xa7+ White's passed pawns will decide the game in his favour.

4 ♖c3! 1-0

Black resigned as he is threatened with mate by ♖c5+ and with loss of the queen after ♙a5. 4...♖a1+ 5 ♘d2 doesn't help.

If we return to the initial position, Black also has the possibility to meet 1 ♖xd5 with 1...exd5. White has to take more care here although he is still winning. Here are the key variations: 1 ♖xd5 exd5 2 ♜xd5+! and now:

1) 2...cxd5 transposes to the note to Black's 2nd move above.

2) 2...♙c8 3 ♜c5! (3 ♜xd8+ ♙xd8 4 ♜xc6 ♜e2! and White is no longer winning) 3...♙e4 4 ♜xf7 with a decisive advantage.

3) 2...♙e7 3 ♜xd8 ♙xd8 (3...♜xd8 4 ♜xc6 +-) and now White should avoid 4 ♜xc6 ♜e2!, when Black's active rook guarantees him a draw, in favour of 4 ♙e5!, locking the rook out of the game. Black's position is hopeless; e.g., 4...♜xa2 5 ♜xc6 ♜a1+ 6 ♔d2 ♜a5+ 7 c3 and White is winning.

319)

1 ♔g3!

The white king is planning to walk straight into the heart of Black's position to provide the extra piece White needs to deliver mate. There is absolutely nothing Black can do about it.

1...♜ce8 2 ♔f4! ♙c8

Or 2...♔h7 3 ♔g5+ ♔g8 4 ♜xf7.

3 ♔g5! 1-0

Black resigned as 3...♙xd7 4 ♔h6 and 3...♔h7 4 ♜xg6+ ♔h8 5 ♜h6+ ♔g8 6 ♔f6 lead to checkmate.

A wonderful finish! Now you know the inspiration for my king-march against Aranovitch.

320)

Black wins as follows:

1...♙h2! 2 ♙e1 ♔e4

White can try to hold his ground with:

3 ♔f1

This was his choice in the game. It concluded:

3...♔d2+ 4 ♙e1 ♙e3 5 ♔d1 ♔d3 6 ♙e1 ♙g3+ 7 ♔d1 ♔c4 8 ♔c1 ♙h4

The waiting move is an important tool in this ending.

9 ♔d1 ♔b2+ 10 ♔c1 ♙c3 11 ♔b1 ♙b3 12 ♔c1 ♙g5+ 13 ♔b1 ♔c4 14 ♔a1 ♙f4 0-1

The finish would be 15 ♔b1 ♔a3+ 16 ♔a1 ♙e5#.

The white king can also try to head for the hills but he doesn't quite make it:

3 ♔d1 ♙e3 4 ♔c2 ♔d2! 5 ♔c3 ♙d6!

These last two moves are the key to the position and the ones you should remember – there's no way out of the corner now.

6 ♔c2 ♙b4 7 ♔d1 ♔b3 8 ♔c2 ♔d4+

An important set-up. Even if the black king were on a8 the white king would remain imprisoned for ever. 8...♔c5! is equally effective in this position.

9 ♔c1 ♙e2 10 ♔b2 ♔d2 11 ♔b1 ♙a3 12 ♔a2 ♙c1 13 ♔b1 ♔b5 14 ♔a2 ♔c2 15 ♔a1 ♙b2+ 16 ♔a2 ♔c3#

Solutions to Tests

Test 1

Puzzle 321

Holmsten – Avrukh

Linares 2001

White is the exchange up and would win anyway but that doesn't mean one should spurn the chance of a pretty forced mate.

1 ♖xe6+! ♜xe6

The ridiculous move 1...♜f7 is why it takes five moves and not four: 2 ♜xf7+ ♜xf7 3 ♜d8+ ♜f8 4 ♜xg7+ ♔h8 5 ♜xf8#.

2 ♜xg7+ ♔h8 3 ♜h7++ 1-0

3...♔g8 4 ♜h8#.

2 points.

Puzzle 322

Orso – D. Lutz

Miercurea Ciuc 2001

This mate, which everyone should be familiar with, is one of the oldest around and it is not the first time we have come across such a finish in the book. Black has just played ...♙g7 to force the white queen to retreat. Of course, it did no such thing!

1 ♜xg7+! ♔xg7 2 ♔f5++! 1-0

2...♔g8 3 ♔h6#.

2 points.

Puzzle 323

Lorenz – A. Orlov

Bundesliga 2000/1

White has just blundered by playing ♜f3, depriving his king of an important flight-square. The game ended abruptly:

1...♜xf1+! 0-1

2 ♔xf1 ♜d1+ 3 ♔g2 h3#.

2 points.

Puzzle 324

Kurajica – Hector

Bled OL 2002

1 ♜xg6+! ♜xg6 2 ♔f5# (1-0)

1 point.

Puzzle 325

Kolesnik – Simantsev

Tula 2000

Black has just made the serious mistake ...♔f6-g4. The fact that the knight is now no longer guarding the h7- and h5-squares allows a slightly more elaborate version of a well-known mating theme.

1 ♜xh7+! ♔xh7 2 ♜h5+! ♔h6 3 ♜xh6+! ♔xh6 4 ♜h3+ ♔h4 5 ♜xh4#

2 points.

Puzzle 326

Goldin – G. Horvath

Budapest ECC 1996

A simple sacrifice to open the a-file is required. White won by:

1 ♜xa7+! 1-0

1...♔xa7 2 ♜a1+ ♔b7 3 ♜a8#.

1 point.

Puzzle 327**Bronstein – Gligorić***Moscow 1967*

One old superstar mates another with a simple combination:

1 ♖xg7+! ♙xg7 2 ♜c8+ ♕f7

It's still mate in five if Black plays 2...♗d8 and mate in four if he chooses 2...♞e8.

3 ♗h5+ ♕e7 4 ♗e8+ ♕d6

Now 5 ♗d8# is mate.

2 points.

Puzzle 328**Spraggett – Rocha***Portuguese Cht (Barreiro) 2001*

A simple but important idea. White mated with:

1 ♗f8+ ♜g8 2 ♜xh7+! 1-0

2...♕xh7 3 ♗h6#.

1 point.

Puzzle 329**McShane – Gustafsson***Kuppenheim blitz 2003*

A queen sacrifice allows White to execute a well-known mate. For such a combination to work, there usually has to be a rook on f8 to hem in the black king.

1 ♗h7+!! ♕xh7 2 ♜gxf7+ ♕h8 3 ♜h7+ ♕g8 4 ♜eg7#

2 points.

Puzzle 330**Dinckel – E. Kahn***Budapest 2000*

White has mishandled his attack on the black king and just blundered decisively with ♞e1 on his last move. Black finished him off in fine style:

1...♗xh2+!! 2 ♕xh2 ♜h4+ 3 ♕g1

3 ♕g3 ♕f5# is a key variation.

3...♕e2++ 4 ♕f1 ♕g3# (0-1)

2 points but just 1 if you didn't see 3 ♕g3 ♕f5#.

Puzzle 331**Israel – Remondi***Bethune 2003*

There is a square deep in the black camp that is not as well protected as it seems to be. White won by:

1 ♜d8+!! 1-0

Black will be mated: 1...♕xd8 2 ♗h8#; 1...♗xd8 2 ♗xf7#; or 1...♕g7 2 ♗h7+ ♕f6 3 ♕ce4+! fxe4 4 ♕xe4#.

3 points if you saw everything but subtract 1 point for each variation you didn't consider.

Puzzle 332**Svetushkin – Moldovan***Brasov 1998*

White had just dropped his knight back to e3 to defend against the threatened mate on g2. He was hoping that his kingside could hold together long enough to allow his passed pawn to become dangerous. A forlorn hope as Black has a neat back-rank mate:

1...♗f2+ 2 ♕h1 ♜g2+!! 0-1

3 ♕xg2 ♗f1+ 4 ♜xf1 ♜xf1#.

3 points.

Puzzle 333**Bergez – Prusikhin***Clichy 1998*

With weak squares around his king, Black was already in a precarious situation when he played ...♜c8-c6 last move. Now his back rank is weak as well and White found a fine finish:

1 ♗e5!! 1-0

White threatens ♖g7# and ♖xe8#. There is no defence: 1... ♖xe5 2 ♜d8+ ♖e8 3 ♜xe8# or 1... ♖f8 2 ♖g7+ ♖xg7 3 ♜d8+ ♖f8 4 ♜xf8#.

2 points for spotting 1 ♖e5!! and a bonus point for finding the variation with 1... ♖f8.

Puzzle 334

Bistrić – Gabriel

Makarska 1996

A simple but delightful combination secures the game for White:

1 ♜xg6++! ♜g8 2 ♖f8+!! 1-0

2... ♜xf8 3 ♜e7#.

2 points.

Puzzle 335

Kaidanov – Anand

Moscow 1987

Back in 1987 Vishy Anand would regularly play a whole game in 20 minutes but he was already a pretty strong player. With his last move, ... ♜g8-f8, he is attempting to flee to the centre with his king but Kaidanov had that one covered:

1 ♖xf7+! 1-0

1... ♜xf7 2 ♜g6+ ♜g8 3 ♜h8#.

2 points.

Maximum possible total for Test 1:
30 points

Test 2

Puzzle 336

Khalifman – Serper

St Petersburg 1994

The future FIDE World Champion stripped bare his opponent's king with some fine sacrifices:

1 ♜xb7+! ♜xb7 2 ♜xc7+! ♜xc7 3 ♖xa7+ ♜c8 4 d6! 1-0

The only way to stop ♖c7# is to play 4... ♜xd6 but then 5 ♜xd6# is mate.

3 points.

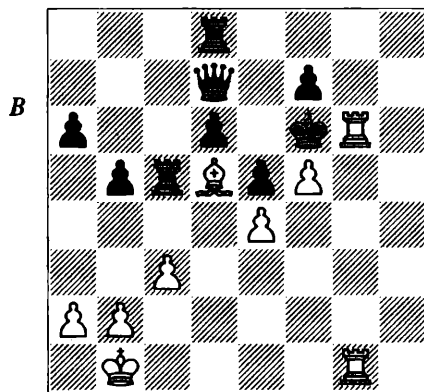
Puzzle 337

Lutz – Ftačnik

Bundesliga 2000/1

Christopher Lutz is one of Germany's best home-grown players and he has played top board, ahead of a galaxy of stars, for the strong Porz team for many years now. Here his experienced Slovak opponent is in trouble anyway but there is only one way to mate in five:

1 ♖xf6+! ♜xf6 2 ♜g6+! (D)



2... fxc6

2... ♜e7 3 f6+ ♜e8 4 ♜g8#.

3 ♜xg6+ ♜e7 4 f6+ 1-0

4... ♜f8 5 ♜g8#. Very pretty.

3 points.

Puzzle 338

Apicella – Guidarelli

French Ch (Aix-les-Bains) 2003

The French grandmaster playing White has already given up two minor

pieces for a rook. Perhaps he had already seen the combination he now played when he did that a few moves ago.

1 ♖e7!! 1-0

Excellent. White threatens ♖xf7+ so Black must take the rook. 1...♗xe7 is out of the question but after 1...♘xe7 there follows 2 ♖xf8+!! ♜xf8 3 ♚d8#.

3 points.

Puzzle 339

Apicella – Bauer

French Ch (Aix-les-Bains) 2003

That man Apicella is on the war-path again. The mountain air of Aix-les-Bains obviously inspires him. This time he finds a no less elegant way to end the resistance of fellow grandmaster Christian Bauer.

1 ♙xg5! ♙xg5 2 ♖f6+!! 1-0

Wonderful. Black resigned because of 2...♙xf6 3 ♚g3+! ♙g5 4 ♙xg5#.

3 points.

Puzzle 340

Rohde – A. Ivanov

Washington 1998

White had already sacrificed two pawns for his attack. Now the time has come for both his rooks to lay down their life for the greater good.

1 ♖xf8+! ♜xf8 2 ♗d8+ ♚e8 3 ♖xf7+! ♜xf7 4 ♖f6+ 1-0

4...♜g8 5 ♖g7#.

3 points.

Puzzle 341

Gallagher – Conquest

British Ch (Blackpool) 1988

This position has arisen from a remarkable King's Gambit and a few

moves previously Conquest spurned what looked like an inevitable draw and instead sacrificed half a chess set. I am not sure that it was entirely correct but, as they say, fortune favours the brave and now all that is required is an accurate series of checks.

1...♙c1+! 2 ♜c3 ♗d4+ 3 ♜b3 ♗b2+! 4 ♜c4 b5+ 5 axb5 axb5+ 6 ♜d3 ♗d4# (0-1)

3 points.

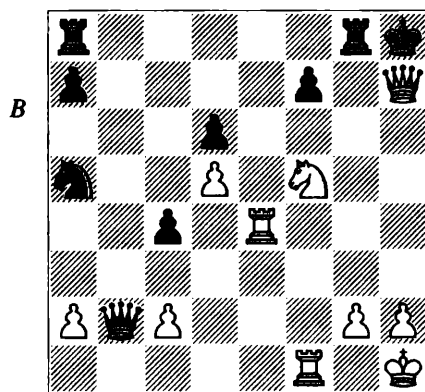
Puzzle 342

Sutovsky – Smirin

Israeli Ch (Tel Aviv) 2002

Sutovsky surprised Smirin with a double piece sacrifice in the early mid-game. He has since regained some of the material while his attack has lost none of its ferocity. He now finished off one of the best games of the last few years with a romantic queen sacrifice and a classic king-hunt.

1 ♖xh7+! (D)



1-0

Black resigned, seeing 1...♜xh7 2 ♖h4+ ♜g6 3 ♖h6+ ♜g5 4 h4+ ♜g4 5 ♘e3+ ♜g3 6 ♖f3#.

3 points.

Puzzle 343**Olenin – Zviagintsev***Russian Cht (Togliatti) 2003*

No, he cannot win, although he did so in the game with the following fine combination:

1...♖xb2+! 2 ♖xb2? ♖g2+! 3 ♖xb3 a4+! 4 ♖xa4

4 ♖b4 ♖b2+ 5 ♖xa4 ♖a8#.

4...♖a8+ 5 ♖b3 ♖b8+! 0-1

White resigned in view of 6 ♖c4 ♖d5# and 6 ♖a4 ♖a8#.

However, if White plays 2 ♖a1!, Black has nothing better than 2...♖a2+ 3 ♖b1 ♖b2+ with a draw by perpetual check. Don't forget that White is threatening a mate of his own on g7 (the inclusion of the moves ...g6 and ♖h6 doesn't change the verdict).

One other variation you had to consider is the king and pawn ending that arises if Black exchanges all the major pieces on c1. It too is a draw; e.g., 1...♖xc1+ 2 ♖xc1 ♖xc1+ 3 ♖xc1 ♖xc1+ 4 ♖xc1 gxf6 5 exf6 e5 6 ♖d2 ♖f8 7 ♖e2 ♖e8 8 ♖f3 ♖d7 9 ♖e4 ♖e6 10 g5 a4 11 h6 =.

2 points for answering 'no' with a further point if you saw 1...♖xb2+ 2 ♖a1!. Another point if you checked the king and pawn endgame. As I'm feeling generous, 2 points as well if you answered 'yes' because of the game continuation.

Puzzle 344**Lobron – Korchnoi***Frankfurt rpd 1998*

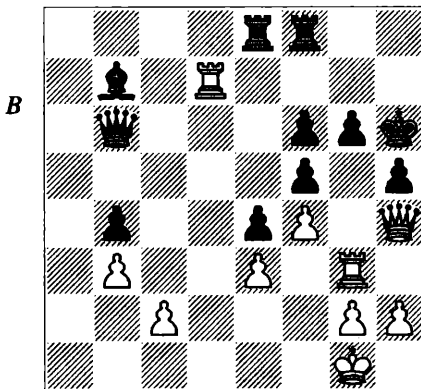
If White dithers, then Black should be able to consolidate his kingside position and the possibility of a breakthrough will disappear. The German

grandmaster Eric Lobron is not known for dithering. He concluded the game with a sacrifice followed by a quiet but active move which cut off the black king's retreat.

1 ♖f5+!! exf5

1...gxf5 2 ♖d7 leads to mate.

2 ♖d7! (D)



2...♖g8

The only way to prevent the mate is 2...♖f7 3 ♖xf7 ♖d8, when White just needs to play one quiet move to secure his king position and guarantee victory: 4 h3!.

3 ♖g5+! 1-0

3...fxg5 4 fxg5#.

3 points for 1 ♖f5+ and 2 ♖d7 plus one further point if you saw 4 h3.

Puzzle 345**Speelman – Peng Xiaomin***Erevan OL 1996*

Black has a small material advantage, which on its own may or may not prove sufficient to win the game. The Chinese player found a way to avoid this dreary technical exercise and finished the game with a fine combination that I'm sure Speelman would have

appreciated if he hadn't been on the wrong end of it in an important game.

1...♖xg3+!!

After something like 1...♖c4 it is not clear if Black's material advantage will be sufficient.

2 ♖xg3 ♗h4+!! 3 ♖xh4

Refusing the sacrifice with 3 ♖h2 doesn't help: 3...♖xf2+ 4 ♖h1 ♖f3+ 5 ♖g1 ♗f2+ 6 ♖f1 ♗g3+ 7 ♖g1 ♖f2+ 8 ♖h1 ♖h2# while 3 ♖f3 ♖xf2+ 4 ♖e4 ♖e2+ costs White his queen.

3...♖xf2+ 4 ♖g5 f6#

3 points for 1...♖xg3+ followed by 2...♗h4+ but just 2 if you didn't take the possibility of 3 ♖f3 into account.

Puzzle 346

Tsarev – Malaniuk

Kiev 1989

White had paved the way for the fine finish we are about to see with a bishop sacrifice on h6. He now concluded the game with:

1 ♗g8+ ♖h7 2 ♖f6+! ♖xf6 3 ♗h8+!! ♖xh8

3...♖xh8 4 ♖g8#.

4 ♖g6# (1-0)

3 points.

Puzzle 347

Barle – Jelen

Bled/Portorož 1979

Black could win this position in numerous ways but your task was to find the following delightful mate in five.

1...♖e1+! 2 ♖g1 ♖h1+!!

Faster than 2...♗c6 3 ♗g2.

3 ♖xh1 ♗f1+ 0-1

4 ♖g1 ♗c6+ 5 ♗g2 ♗xg2# leads to an amusing position.

4 points.

Puzzle 348

Mikenas – Bronstein

USSR Ch (Tallinn) 1965

It doesn't look as if White has too much to worry about here as 1...♖e1+ 2 ♖f1 gets Black nowhere. But it is all over after Black's next move.

1...♖xa3!! 0-1

What a move! The rook can be captured in three different ways but each leads to mate on the back rank. And it can't be ignored either as ...♖xa1+ and ...♖d3 are threatened: 2 ♖xa3 ♖e1+; 2 bxa3 ♖xa1+; or 2 ♖xa3 ♖e1+ 3 ♖xe1 ♖xe1#.

4 points for 1...♖xa3.

Puzzle 349

Pram Minh – Tran Quoc

Vietnamese Ch (Vung Tau) 2002

Both queens are attacked but White does have the opportunity to move his rook away with double or discovered check. One would have thought that he would have to give double check or take the black queen, but it turns out that protecting f6 is more important than either queen!

1 ♗f4+!!

1 ♗g4++ ♖xf6 and **1 ♖xd4+ ♖xc2** are fine for Black.

1...♖xc2 2 ♗g8+ ♖h5

2...♗g7 delays mate by only a single move.

3 ♗f5+ 1-0

3...♖h4 4 g3+ ♖xh3 5 ♗h5+ ♖h4 6 ♖xh4#.

4 points.

Puzzle 350

Ribli – Marjanović

Bled/Portorož 1979

A rook sacrifice followed by a king-chase finishes in checkmate.

1...♖xh2+! 2 ♖xh2 ♖g1+ 3 ♖h3 ♖h1+ 4 ♖g4 h5+ 5 ♖f5 ♖h3+! 0-1

There would follow 6 ♖e4 ♖e6# or 6 g4 ♖xg4+ 7 ♖e4 ♖e6#.

3 points.

Maximum possible total for Test 2:
50 points

Test 3 (Level 5)

Puzzle 351

Bertok – V. Kovačević

Virovitica 1977

Perhaps White was even quite happy with his position here, since if he can play f4-f5 Black is dead. But he has no time for this as Black can force mate in just four moves:

1...h5+! 2 gxf6 ♖g8!! 0-1

A delightful and most surprising retreat. White resigned because he has no good way to stop both ...♖h6# and ...♖f6#: 3 f4 ♖f6+ 4 ♖f3 e4#.

4 points.

Puzzle 352

Sherzer – Acs

Budapest 1998

The young Hungarian Peter Acs is a very dangerous tactician. He demonstrated that here in a position where, at first glance, it looks as if Black requires a miracle. But it's forced mate in five with an elaborate version of one of this book's favourite themes.

1...♖e1+ 2 ♖h2 ♖h1+! 3 ♖xh1 ♖xh3+ 4 ♖g1 ♖c1+! 5 ♖xc1 ♖xg2# (0-1)

4 points.

Puzzle 353

Skoberne – Hari

Slovenia 2002

Black has an overwhelming position and there are several ways he can get a decisive advantage. But there is only one way to force checkmate in seven moves, and it is quite spectacular:

1...♖xg3+! 2 ♖xg3 ♖xh2+! 3 ♖xh2 ♖h8+ 4 ♖h5 ♖xh5+ 5 ♖g3 ♖f2+! 6 ♖xf2

6 ♖xg4 ♖h4+ 7 ♖g5 ♖e7#.

6...♖xe5+ 7 ♖xg4

7 ♖f4 ♖xf4#.

7...♖g5# (0-1)

4 points but award yourself 2 points if you got as far as move 5 and felt there must be a mate but could not see it.

Puzzle 354

Zhao Zong Yuan – Markos

Athens jr Wch 2001

Black had probably been expecting something like 1 ♖f3 when he attacked the queen last move. Then 1...♖f4 is not particularly clear. But instead White produced a crushing queen sacrifice:

1 ♖xh5!! ♖d8

Here are how the other obvious moves lose:

1) 1...♖xd3 2 ♖g7+ ♖f8 (2...♖h8 3 ♖f7#) 3 ♖h7#.

2) 1...gxf5 2 ♖h7#.

3) 1...♖e7 2 ♖xd5! ♖xd5 3 ♖f6+ ♖h8 4 ♖xd5 and White is a piece up.

2 ♖xd5!

2 ♖g7+! ♖f8 3 ♖xd5! is equally good as 3...♖xd5 is met by 4 ♖h7+ and 5 ♖f6#.

2...gxf5

Or 2...♖xd5 3 ♖f6+ ♖h8 4 ♖h7#.

3 ♖f8+! 1-0

Black resigned as it's mate in two after 3...♔g7 and mate in one after 3...♔xf8.

4 points for 1 ♖h5 and 1 point extra for either of the two continuations with ♖xd5.

Puzzle 355

Gelfand – Kramnik

Berlin ECC 1996

Black has a material advantage but after the natural 1...dxc3 2 ♖d4 White is very much in the game. Instead Kramnik found a brilliant idea which won the game in just a few moves.

1...♖c3!! 2 ♖d4

Now we see a great finish. Black is also completely dead after 2 ♖xc3 dxc3 and 2 ♖xa7 ♖e4 (the simplest).

2...♖xb2!! 3 ♖xb2

The only way to stop mate is to play 3 ♖f8+ (3 ♖c8+ is similar) 3...♖xf8 (not 3...♔xf8 4 ♖xe6+) 4 ♖xb2 but then White just has one piece for the queen (4...♖a6!).

3...♖a2+! 0-1**4 ♖xa2 ♖b1#.**

Award yourself 5 points if you saw as far as 2...♖xb2!!.

Puzzle 356

Pedzich – Murdzia

Swidnica 1999

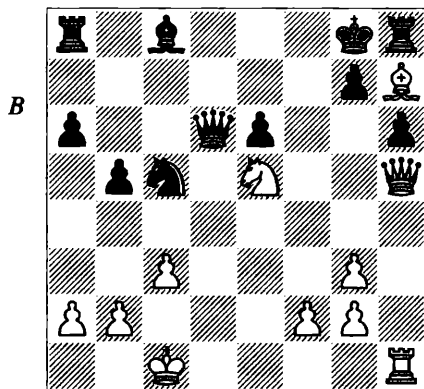
White has excellent compensation for the piece he has sacrificed whatever he does, but he brought the game to an abrupt end with three further sacrifices!

1 ♖xd6! ♖xd6

Otherwise Black may as well resign.

2 ♖h7+! (D)

2 ♖f7+ ♔f8 3 ♖e8 is better for White but nowhere near as convincing as the game.

**2...♔xh7**

2...♖xh7 3 ♖f7+ ♔h8 4 ♖e8+ ♖f8 5 ♖xf8# and 2...♔f8 3 ♖f7# do not help.

3 ♖g6+ ♔g8 4 ♖f7+ ♔h7 5 ♖xb6+! 1-0

5...♔xh6 6 ♖g6#. Quite impressive really.

5 points for the whole solution, but just one point if you thought 2 ♖f7+ was the move.

Puzzle 357

Kazantsev (end of study)

=1st Prize, Olympiad 1964

This is a sweet study by Kazantsev. White can win by sacrificing all his pieces.

1 ♖xg6+! fxg6 2 ♖f6+! ♖xf6 3 ♔d5+ ♔g5

3...♖f4 4 ♖xf4+ ♖xf4 5 exf4 is a lost king and pawn endgame for Black.

4 h4+ ♔f5 5 g4+!

5 e4+? ♔g4 6 e5+ ♖f4 7 ♖xf4+ ♔xf4 is winning for Black.

5...hxg4 6 ♖f4+!

I will leave you to work out whether 6 e4+ ♖f4 7 e5+ ♖f5 8 exf6 ♖xf6 is winning, but it is certainly not as good as mate in two.

6...♗xf4 7 e4#

5 points for the whole solution but award yourself just 2 if you thought that 6 e4+ was the solution.

Puzzle 358

Mulyar – Gleizerov

Bad Wiessee 2001

Black undoubtedly has the initiative but it is not so obvious to see how he can break down White's solid position. At least it isn't if you don't know the win is there. Gleizerov crashed through as follows:

1...♖e2+! 2 ♖g2 ♖e3+! 3 fxe3

3 ♗xe3 is similar: 3...♗h3+ 4 ♖xh3 ♖xf1+ 5 ♖h2 dxe3 and Black wins.

3...♗h3+! 4 ♖xh3

Or 4 ♖h2 ♖xf1 5 ♖c4+ ♖h8 and it is all over.

4...♖xf1+ 5 ♖h2 ♖f2+ 0-1

It's mate next move.

4 points.

Puzzle 359

Ftačnik – Cvitan

Bundesliga 1997/8

I think it would be fair to say that White's queenside attack has reaped dividends in this King's Indian. However, it doesn't matter what happens on the queenside if you get mated! And here it is forced mate in five.

1...♗xg2+! 2 ♖xg2 ♖h3+!!

Not 2...♖g5? 3 ♖f2!.

3 ♖xh3 ♖g5+ 4 ♖g2 ♖h4+ 0-1

5 ♖h1 g2#.

The amazing thing is that this was the second time Cvitan had used this trick to beat a grandmaster. The other was against Epishin in a blitz tournament.

4 points.

Puzzle 360

Miles – Davidović

Sydney 1991

Tony Miles specialized in grinding opponents down as slowly and as painfully as possible. But he was not averse to using his extremely sharp tactical vision when the occasion arose. Like here for example. The fact that he is a piece up anyway does detract slightly from the combination, but a long forced mate in 13 (or 14 as he actually played) with a few sacrifices and a classic king-hunt thrown in is, at the very least, a crowd-pleaser.

1 ♖d8+ ♖h7 2 ♖g5+!

2 ♖h4 f6.

2...hxg5 3 ♖h3+ ♗h6 4 ♖h8+! ♖xh8 5 ♖xh6+ ♖g8 6 ♖f8+ ♖h7 7 ♖xf7+ ♖h6 8 ♗f8+ ♖h5 9 ♖h7+

9 ♗d1+ ♖e2 10 ♗xe2+ g4 11 ♖h7+ ♖g5 12 ♗h6+ ♖f6 13 ♖g7# is one move quicker.

9...♖g4 10 ♖h3+ ♖f4 11 ♖f3+ ♖e5 12 ♗g7+ ♖d6 13 ♖f8+ 1-0

13...♖c7 14 ♗e5#.

5 points for either mate.

Puzzle 361

Popov – Novopashin

Beltsy 1979

Black had just played a little combination to win two pieces for a rook and he wasn't worried about ♖g6+ because in the resulting position his

pieces are extremely active. But he had overlooked a real killer. White won as follows:

1 ♖g6+! hxg6 2 ♜xf8+ ♔h7 3 ♜h6+!! 1-0

Brilliant. Black resigned because of 3...♔xh6 4 ♜h8# and 3...gxh6 4 ♜xb7+ and it's mate once Black has run out of pieces to interpose on the second rank.

One of my favourite positions in the book.

5 points for the whole variation.

Puzzle 362

Konstantinopolsky

Composed position

As a young player I felt there was something magical about this composed position. How could it be that it is White and not Black who gets mated. But it's true!

1...♜e1+!!

A wonderfully irrelevant check until you see the idea behind it.

2 ♜xe1 ♜xc2+!! 3 ♔xc2 ♖d4+

Now do you see the point of the preliminary ...♜e1+? It got out of the way of the pinned bishop on h6, which now takes vital squares away from the white king.

4 ♔b1

4 ♔d1 ♖xb2#.

4...♖c3+ 5 bxc3 ♜b8+ 6 ♔a1

6 ♔b7 allows White to last a move longer.

6...♖c2#

I still find it amazing.

5 points.

Puzzle 363

Shirov – Kasparov (variation)

Linares 2004

This is a variation which Shirov did well to avoid (the game was drawn). Black wins as follows:

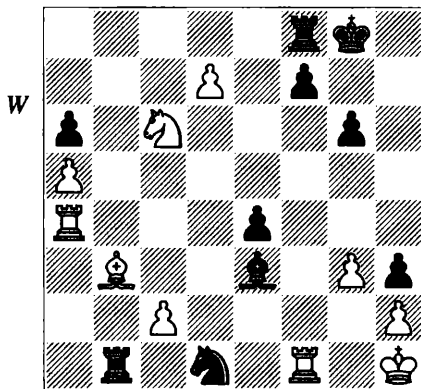
1...♖f2+ 2 ♔g1

2 ♜xf2 ♜b1+ leads to mate.

2...♖d1+!!

A wonderful preparatory move.

3 ♔h1 ♜b1! (D)



4 ♖e7+

The only try. Other moves lead to a quick mate. For example, 4 d8 ♜f2+ 5 ♔g1 ♖g4+ 6 ♔h1 ♜xf1#. What a knight manoeuvre – from g4 to d1 and back again!

4...♔g7 5 ♖d5 ♔c5!

Not 5...♔a7? 6 ♖b6!, locking out the bishop.

6 ♜c4

There is nothing better.

6...♖f2+ 7 ♔g1 ♖d3+! 8 ♜xc5 ♜xf1+ 9 ♔xf1 ♖xc5 10 ♖b6 ♜d8

Black has an easily won ending.

3 points if you got as far as 3...♜b1 and the full 5 if you saw the refutation of White's ♖e7-d5 defence.

Puzzle 364

Janssen – I. Sokolov

Dutch Ch (Leeuwarden) 2002

White has just played ♖d1, hoping that an exchange of rooks will relieve some pressure. Sokolov was ready for him and uncorked a real beauty!

1...♖d2!! 0-1

White resigned as it's forced mate or the loss of his queen for nothing. Black threatens 2...♙f3+ 3 ♙xf3 ♖xh2# and there is no good defence; e.g.:

1) 2 ♖xd2 ♙f3+! 3 ♙xf3 (3 ♙g1 ♖g2#) 3...♖f1#.

2) 2 ♖b1 ♖xe2 3 ♖d8+ ♙f8 and White gets mated.

3) 2 g4 ♙xg4 3 ♖b1 is the only way to prevent mate but the game is obviously over after 3...♖xb3.

5 points for 1...♖d2.

Puzzle 365

Van Wely – Kamsky

Amsterdam 1996

Gata Kamsky must be the best chess player ever to give up top-level chess entirely (even Fischer made a comeback), which he did in order to study medicine after numerous battles with FIDE. In this position he is a pawn up,

threatens a deadly discovered check and has all the entry squares to his back rank covered. Nevertheless, the Dutch number 1 still found a win.

1 ♖a6!!

Now there are no discovered checks because White simply takes the queen. The black queen must also stay in contact with the e8-square, since otherwise ♖e8+ will be mate.

1...♖a8

1...♖xa6 2 ♖e8+ ♙f8 3 ♖xf8#; 1...♖b5 2 ♖a5! ♖c6 3 ♖xd5 and White wins.

2 ♖xa7! ♖g8

2...♖xa7 3 ♖e8+; 2...♖b8 3 ♖xd5 ♖xa7 4 ♖d8+.

3 ♖xg8+ 1-0

3...♙xg8 4 ♖a8+ ♙f8 (Black could stick his two rooks in the way as well) 5 ♖xf8+ ♙g7 6 ♖e6+ ♙h6 7 ♙g5#.

4 points if you saw as far as 2 ♖xa7 and 1 further point for the whole variation.

Maximum possible total for Test 3: 70 points

Scorechart

Maximum points for the three tests: 150

140-150	Grandmaster
130-139	International Master
120-129	FIDE Master
110-119	Expert
100-109	Good tournament player
90-99	Strong club player
80-89	Good club player
70-79	Reasonable club player
60-69	Average club player

50-59	Weak club player
40-49	Hard work is required on your combinative vision
30-39	School team
20-29	Recreational player
10-19	Have you considered checkers?
0-9	You are joking, aren't you?

Glossary/Themes Index

In the Introduction I explained why I preferred to organize the puzzles according to difficulty rather than dividing them up according to theme. To make up for this I have created a substantial Glossary/Index that will allow you to find puzzles on any particular theme you may wish to investigate.

However, it is not meant to be a complete index. I did not, for example, want to fill up a whole page listing all the queen sacrifices in the book! Instead I have tried to select examples that are a good illustration of the featured theme. Probably about three-quarters of the puzzles feature below and some of them, obviously, fit into more than one category.

A final word of warning: I suggest that you don't read this chapter until you have attempted to solve the puzzles, as knowing which category they fit into will obviously make them easier. This is especially important for the test positions as no information is given there before you have to solve them.

Accurate checks

Sometimes an accurate series of checks is what is required to finish off the opposing king. The following puzzles demonstrate this theme:
26, 130, 162, 237, 258, 265, 287, 341

Active king

This book is all about attacking vulnerable kings and it is quite rare, at least before the endgame, for the attacker's king to participate in the attack itself. But it does happen. Examples 272 and 279 show wonderful king-marches straight into the heart of the opposing camp, while 249 and 279 demonstrate a more typical way for the king to participate, i.e. clearing the way for a rook to join the attack. Other examples where the king played a pivotal role in the attack are:
112, 223, 248

Attack against g7 (or g2)

The g7 (or g2) square can be a vulnerable point in the castled king's position. Attacks against this square are usually conducted via the long diagonal or down the g-file, while a knight on f5 (f4) is also perfectly placed to attack this square. The following puzzles show the attack crashing through on g7 (g2):
35, 40, 141, 175, 187, 196, 206, 236, 252, 279

Attack against f7 (f2)

The f7 (f2) square is most vulnerable before castling as it is only protected by the king. Even after castling it remains vulnerable as the rook on f8 (f1) often looks for a more active role than simply defending this weak point. There are many combinations based on an attack against this square. See the following puzzles:

48, 54, 56, 154, 176, 204, 220, 247, 275, 303

Attack on the h-file

Most aggressive players love attacking down the h-file (while positional players often consider such play to be rather crude) as this is often where the castled king is at its most vulnerable (especially the h7-square). There are plenty of puzzles dealing with this theme. See:

1, 2, 5, 6, 9, 10, 51, 75, 96, 160, 167, 193, 201, 215, 234, 268, 276, 281, 285, 291, 309, 335

Back-rank mates

In the middlegame the most secure place for the king is tucked away in the corner behind a wall of unmoved pawns. The only real drawback to this set-up is that a king which can neither retreat nor advance can be vulnerable to a check along the rank. In fact a whole array of combinations are centred on the theme of back-rank mate. They also include examples where the king is hemmed in by pieces as well as pawns, and examples where there is a flight-square but it is under enemy fire. See the following puzzles for examples of back-rank mates:

22, 28, 30, 38, 53, 60, 63, 76, 77, 83, 103, 120, 121, 142, 156, 171, 183, 192, 222, 280, 288, 289, 332, 333, 338, 348, 363

Decoy

A decoy is a sacrifice made to lure a piece (which may be the king) onto a particular square, where its presence has a harmful effect (such as blocking one of the king's flight-squares). See the following puzzles:

2, 5, 10, 13, 75, 102, 107, 125, 139, 144, 146, 194, 199, 217, 219, 257, 270, 284, 329, 361

Deflection

A deflecting sacrifice is a sacrifice that lures a piece away from a particular square, rank, file or diagonal. The piece that is deflected is usually performing some vital role that it will no longer be able to carry out. This motif can be seen in the following puzzles:

13, 29, 59, 65, 69, 72, 154, 165, 191, 215, 216, 217, 262, 263, 267, 268, 286, 293, 299, 302, 311, 316, 331, 332, 346, 352, 364, 365

Destroying the defender

If a piece is performing an important defensive task it may be worth sacrificing a more valuable piece to remove it. Puzzles based on this theme include:
80, 160, 321

Discovered check

A discovered check is one of the most deadly weapons in chess. It refers to situations where the attacker moves a piece and simultaneously uncovers a check from another piece. Puzzles that contain a deadly discovered check include:
14, 80, 102, 109, 147, 187, 206, 242, 269, 314, 349

Double check

A double check is similar to a discovered check except the piece that moves also gives check. Of course a double check can never be blocked so if the opposing king has no flight-square it is checkmate. See these puzzles:
6, 19, 35, 79, 93, 122, 170, 214, 283, 330, 334

Endgame

The endgame is, of course, the final stage of the game where most of the pieces have been exchanged off. Usually there is not enough firepower to carry out a mating attack (assuming material is roughly level) but there are exceptions. The following puzzles show mate in the endgame:
20, 24, 34, 57, 58, 109, 113, 115, 116, 129, 131, 137, 164, 315, 320

Fishbone pawn

A perilous situation arises for the defender who has castled kingside when an enemy pawn establishes itself on f6 (or f3). This pawn has been compared to a fishbone lodged in the opponent's throat. The following puzzles demonstrate the power of such a pawn:
134, 169, 174, 193, 228, 256, 260, 338

Get out of my way! (please)

Sometimes one of the attacker's own pieces is interfering with his own attack. For example, it may be occupying a square that a stronger piece needs or it may be clogging up a particular rank or file. This situation can often be remedied by sacrificing the offending piece. See the following puzzles:
119, 197, 219, 223, 283, 362

Interference

Sacrifices based on the interference theme are often quite spectacular (see Puzzle 312 for starters). The basic idea is to upset the defensive side by interfering with

his lines of communication. Examples in the book are:
173, 178, 182, 233, 312

King-hunt

The term 'king-hunt' has quite a specific meaning in chess. It refers to situations where material has been sacrificed to force the enemy king to advance up the board (and not across the board – that is more of a king-chase) into our territory where it can, hopefully, be mated. The following puzzles illustrate the king-hunt:

91, 181, 212, 213, 229, 235, 271, 278, 298, 307, 308, 342, 350

Mate with pawns

There is something romantic about the humble pawn having the final say. Here are some selected examples from the book:

24, 27, 62, 98, 207, 235, 323, 357, 359

Mate with two rooks

Rooks are much better at attacking than defending, and a couple of rooks working in tandem can be a deadly force. The following puzzles illustrate the sort of mates that the rooks can execute:

4, 36, 97, 109, 135, 189, 200, 214, 227, 329, 339

Mate with two bishops

Mates with the bishop-pair are less common than with the rooks but they are usually quite striking when they do occur. The following puzzles show mates engineered by two bishops working together:

7, 23, 52, 74, 104, 105, 150, 186

Mate with two knights

Mates with two knights are rarer still and much harder to organize. The following puzzles illustrate mates caused by the knights working together:

3, 25, 43, 67, 116

Mate with rook and knight(s)

The rook and knight can combine to make some well-known mating patterns. See these puzzles:

18, 39, 117, 131, 128, 168, 314, 315, 335, 355

Missing f-pawn

The king that has castled kingside would prefer to have all three pawns in front of it. Usually it is most serious to have the g-pawn missing, then the h-pawn followed

by the f-pawn. This is because with the f-pawn missing the king can still be relatively secure by moving into the corner. This can all change, however, if the enemy has control of the a2-g8 (or a7-g1 for Black) diagonal. Then combinations start to appear. See the following puzzles if you don't believe me:

48, 96, 127, 232

Opening up the enemy king position

It is not unusual in chess to invest material in order to destroy the cover around the opposing king. Such sacrifices can be found in the following examples.

70, 71, 78, 148, 159, 161, 163, 184, 196, 198, 199, 201, 204, 208, 225, 236, 250, 251, 254, 267, 274, 277, 279, 295, 297, 326, 336

Pin

A pinned piece is one that cannot move without exposing a more important piece to attack. A real pin is when the piece is pinned to its king and therefore cannot move at all (a piece pinned to the queen, for example, may move at the cost of a queen). There is something optically pleasing in the exploitation of pins. Judge for yourselves in the following examples:

9, 11, 12, 17, 33, 45, 47, 56, 66, 68, 88, 123, 124, 132, 158, 188, 218, 225, 249, 255, 281, 299, 313, 325, 352

Promotion

When a pawn reaches the eighth rank it promotes itself to another, more powerful, piece. It is not surprising therefore that there are numerous combinations based on pawn promotion. The following puzzles are centred around this theme:

21, 37, 81, 257, 286

Queen sacrifices

Every chess-player loves a queen sacrifice and this book is full of them. Here is a selection of the nicer and more thematic examples:

1, 14, 16, 18, 23, 28, 35, 40, 43, 52, 59, 60, 64, 69, 74, 77, 82, 84, 94, 95, 96, 98, 108, 120, 122, 128, 132, 135, 138, 155, 156, 161, 179, 183, 184, 187, 189, 193, 200, 205, 206, 216, 234, 239, 243, 244, 262, 264, 276, 288, 289, 298, 307, 314, 325, 337

Quiet moves

Most of the puzzles in this book start with some brilliant sacrifice or other. But on occasion what is required is a quiet, unassuming little move. Examples of these are:

134, 211, 231, 285, 294

Smothered mate

Smothered mate occurs when a king cannot escape check because he is surrounded by too many of his own pieces. The classic smothered mating combination can be found in Puzzle 95, while less pure versions are to be found in the following puzzles:

3, 25, 67, 92, 118, 122, 145, 256

Softening-up

Sometimes the enemy king position needs to be weakened before a direct attack can work. I call this 'softening-up'. There are not so many puzzles dealing with this theme in the book as it has usually already occurred by the time we are getting close to mate. Nevertheless, you are referred to the following examples:

273, 300

Underpromotion

The vast majority of the time when a pawn reaches the 8th rank it promotes to a queen. There are occasions, however, when it is better to promote to another piece (most often a knight). This is called underpromotion and the following puzzles feature this theme:

20, 58

Weak colour complex

The presence of a fianchettoed bishop usually makes the king feel more secure, but if that bishop then deserts its post or is exchanged off, there will remain glaring weaknesses in front of the king. Such weaknesses were exploited in the following examples:

1, 9, 22, 35, 55, 100, 147, 156, 169, 319, 325, 333, 334

Tactics based on checkmate ideas against the enemy king decide a large proportion of chess games, so it is vital to be alert to these possibilities when they occur. Joe Gallagher provides 365 checkmate puzzles to help sharpen your skills!

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Joe Gallagher is an English grandmaster who has lived in Switzerland for many years, and is a regular member of the Swiss national team. He has established a reputation as a top-class chess writer, in particular for his work on aggressive openings such as the King's Gambit, Sicilian and King's Indian Defence. Gallagher is a co-author of the one-volume openings encyclopaedia *Nunn's Chess Openings*, and won the British Championship in 2001.

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