



1001

BRILLIANT

CHESS

**SACRIFICES AND
COMBINATIONS**

By FRED REINFELD



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COMBINATIONS**

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CHESSE NOTATION

As indicated in the following diagram, all the squares on the chessboard are *numbered* from both sides of the board; White's KR1, for example, is Black's KR8. Each square is also *named* for the piece occupying the file. Below the diagram is a list of the chief abbreviations used in chess notation.

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

WHITE

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

Sacrifices and Combinations

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

Brilliant sacrifices and combinations, either calculated in advance or played on the spur of the moment, give us thrills that cannot be equaled by any other aspect of the game. And, by a very fortunate coincidence, these brilliant strokes are just what we need in order to become first-rate players.

But then comes the practical question: How do we learn to become brilliant players? (Or is this a knack that one has to be born with?) The answer is reassuring: *Every chessplayer, no matter what his degree of skill may be, can learn how to play brilliant chess.*

The first step toward mastery is to become familiar with the different types of tactical motifs. The second step is to study a great many examples of these tactical themes. So, the object of this book is to add to your knowledge, to make you a strong chessplayer, and (last but not least) to delight you with some of the most beautiful moves ever played on the chessboard.

I. Pinning

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

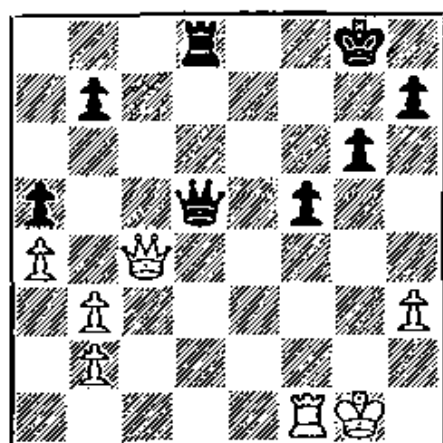
In Diagram 2 Black's Knight is subject to an "absolute" pin. (This is the term we use when the King is the screened piece.) Worse yet, the Knight is pinned in two ways, by the White Queen and Bishop. And still worse, the Knight is not protected by a Pawn, which is the best—and cheapest—defense for a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

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

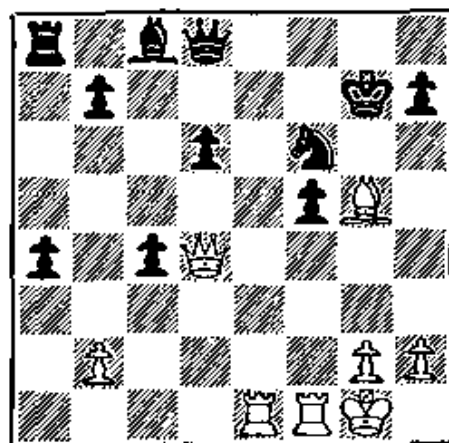
Sometimes a pin defeats an already existing pin. Diagram 11 is a thrilling example of this.

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

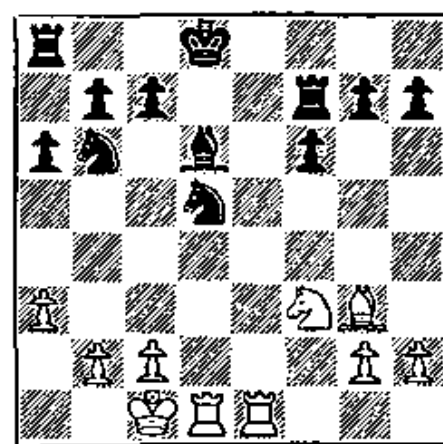
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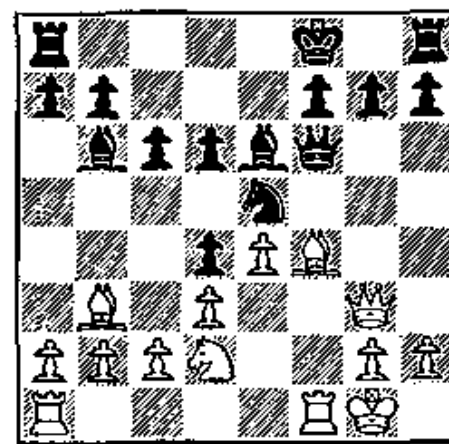
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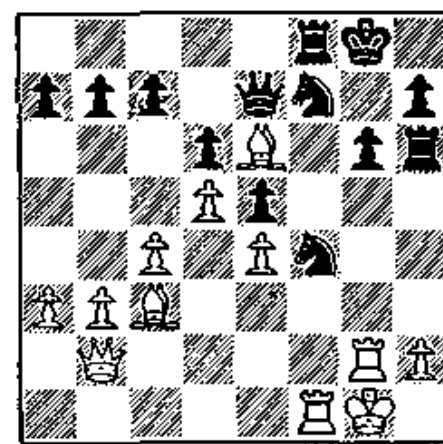
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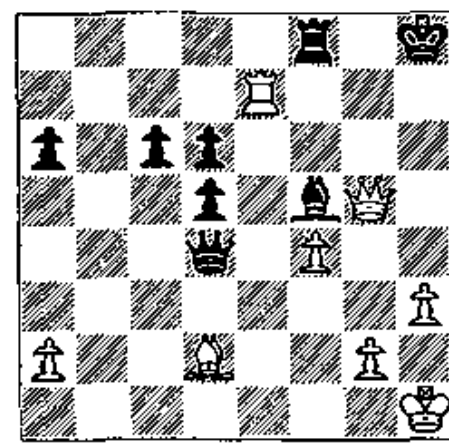
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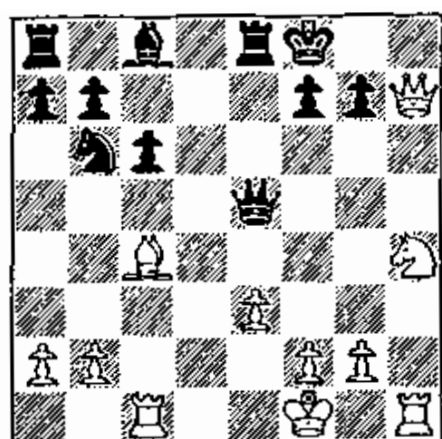


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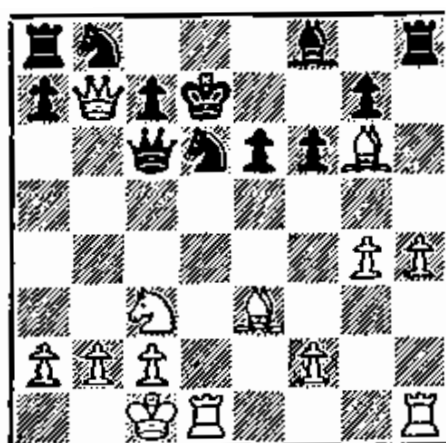


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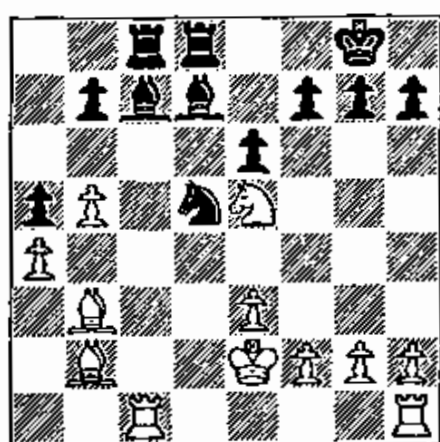
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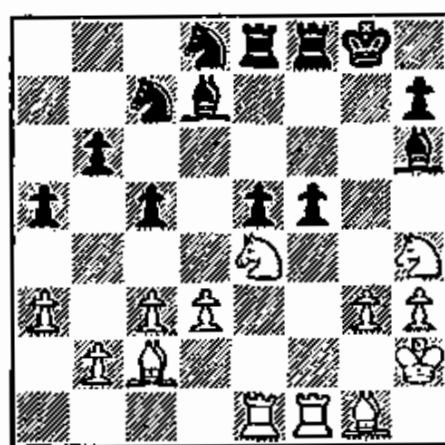
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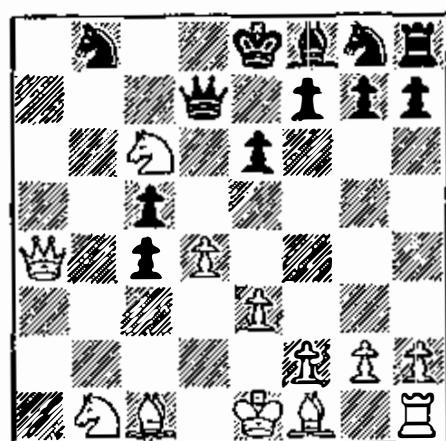
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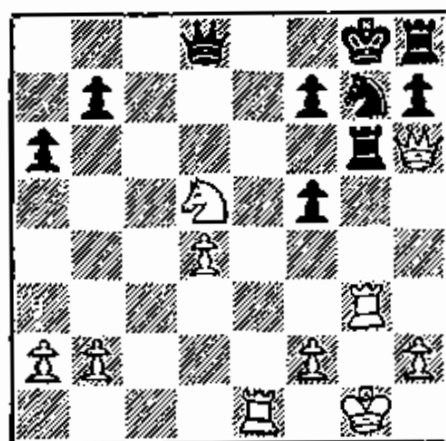
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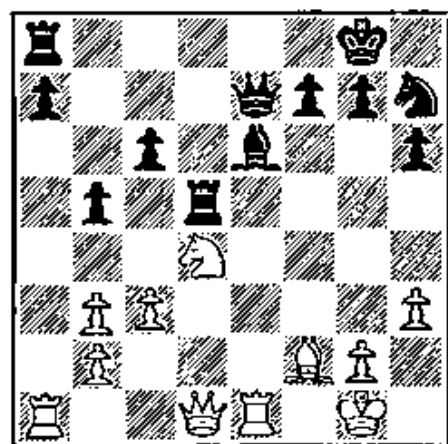
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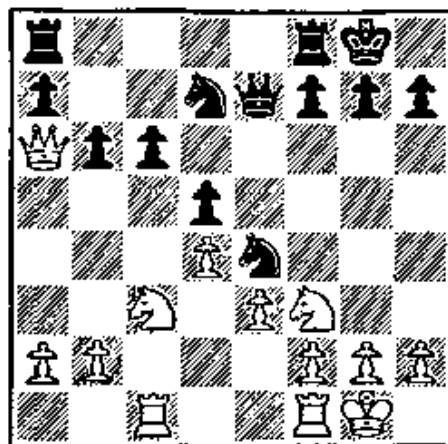
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14 • PINNING •

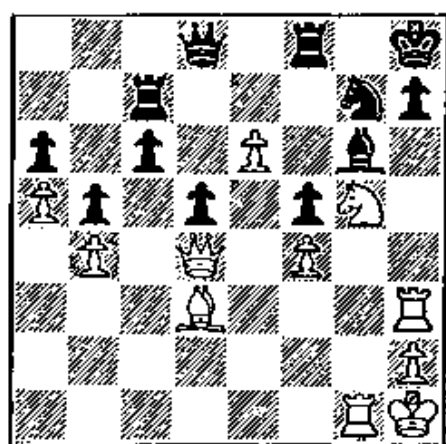
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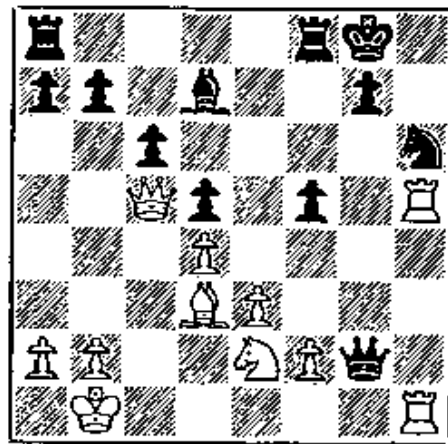
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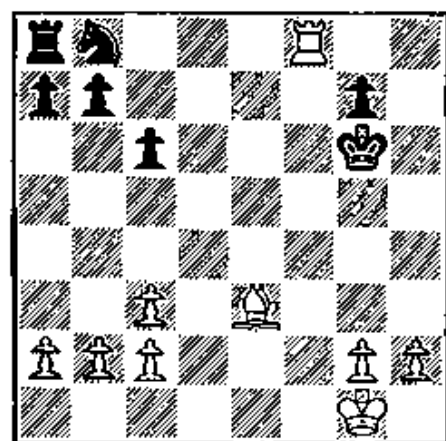
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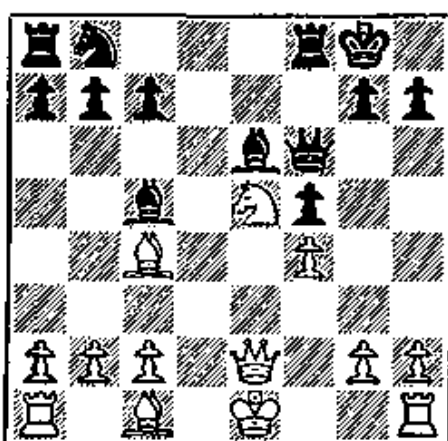
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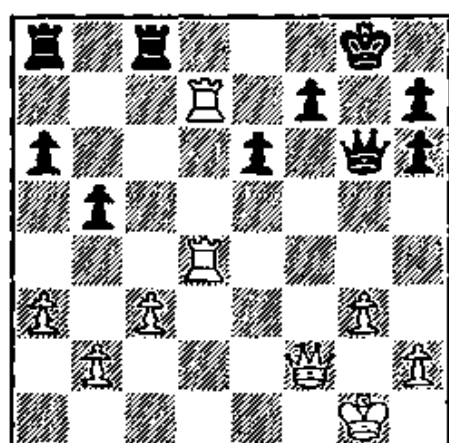


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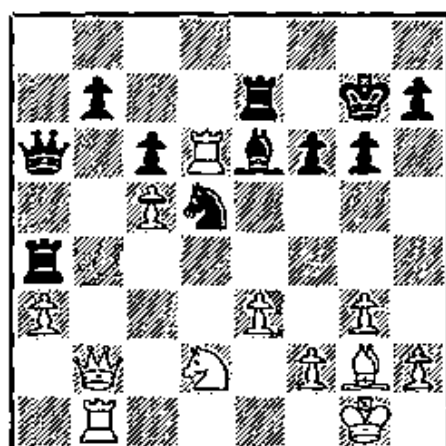


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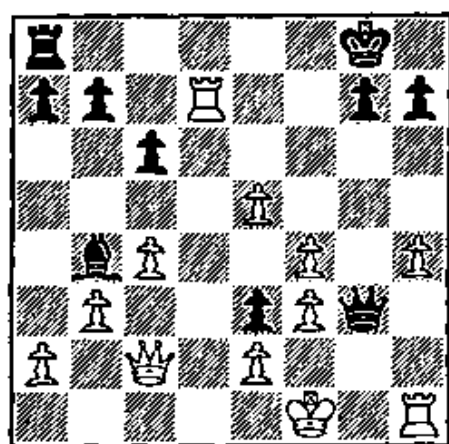
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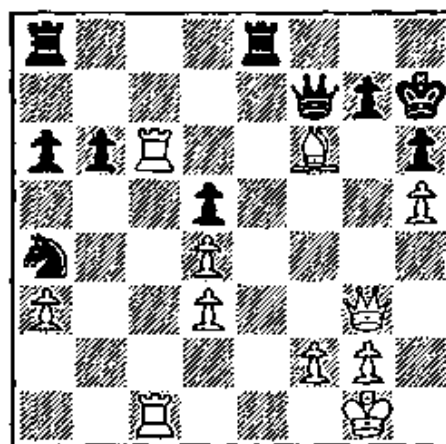
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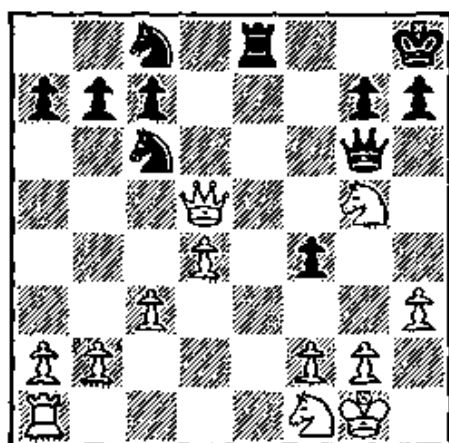
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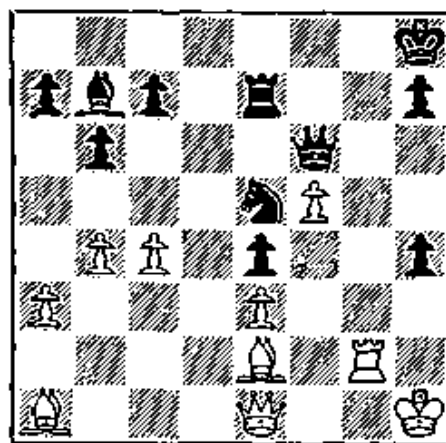
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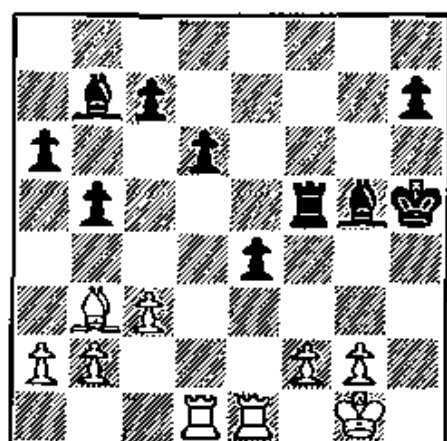


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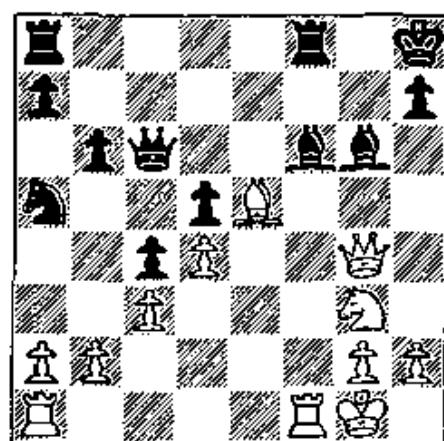


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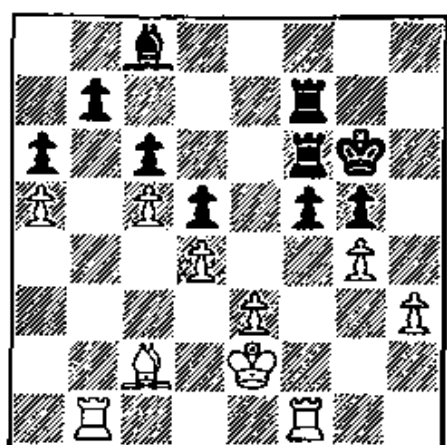
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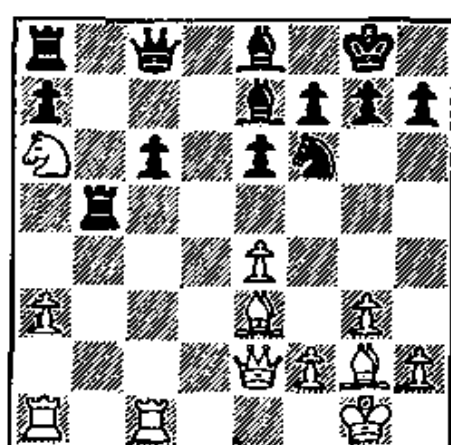
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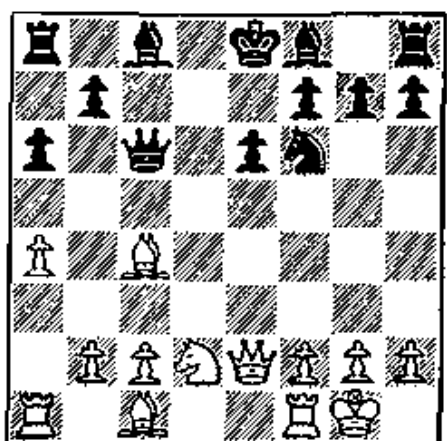
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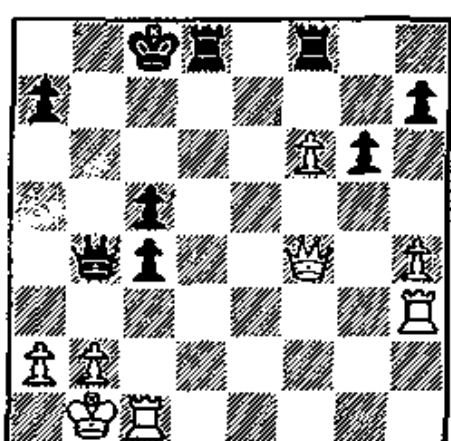
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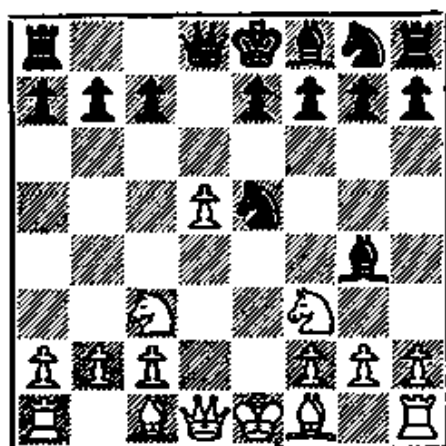


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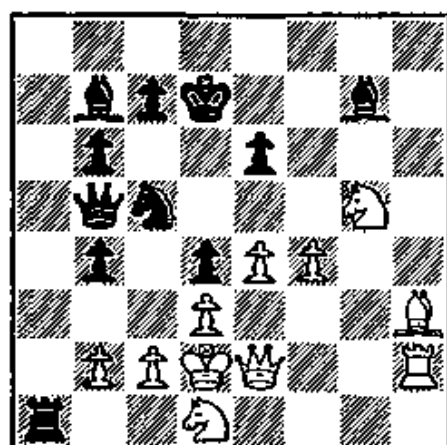


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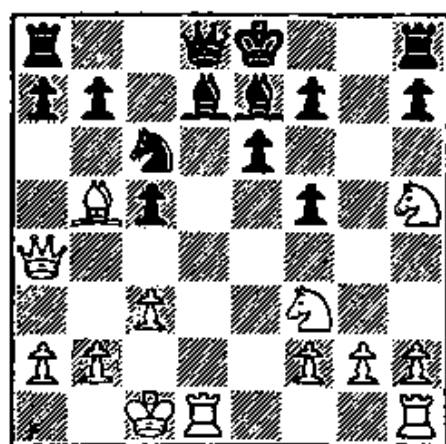
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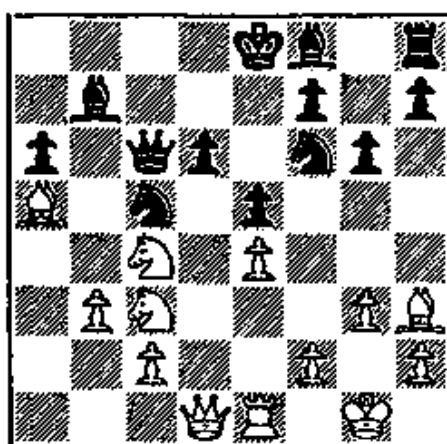
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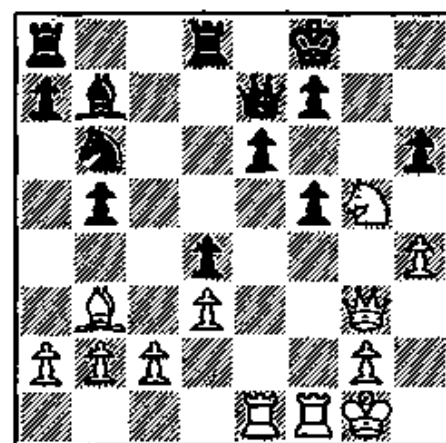
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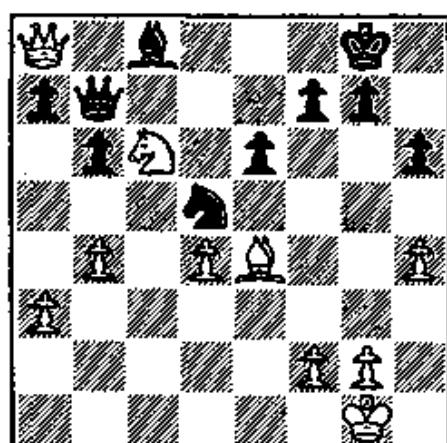
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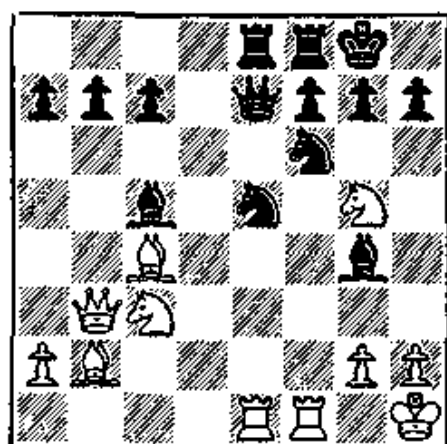


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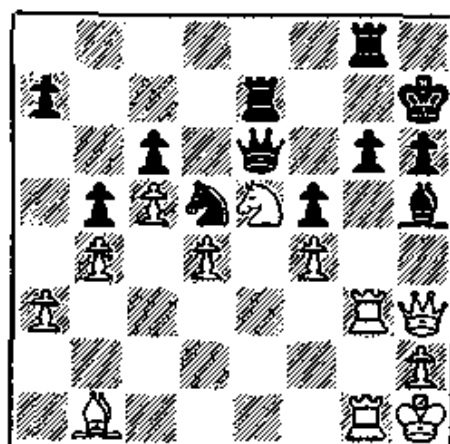


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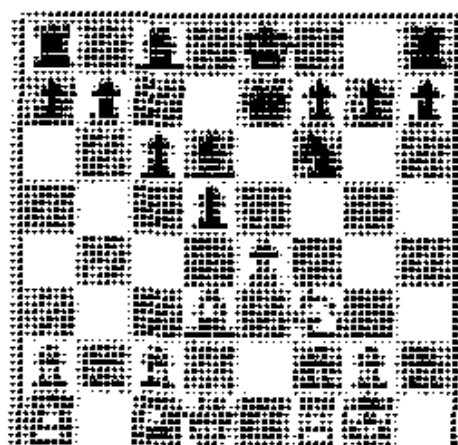
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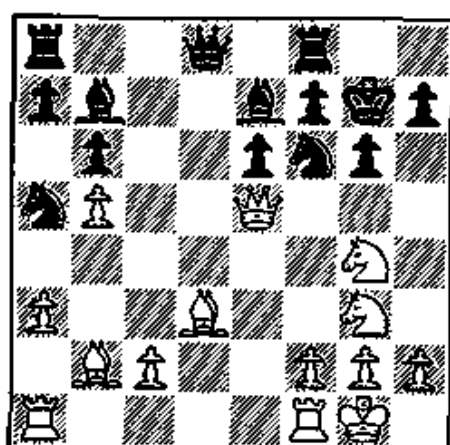
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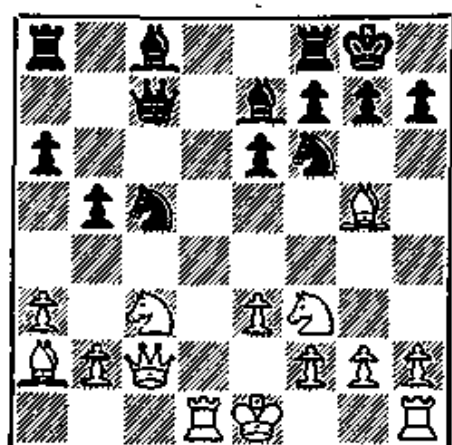
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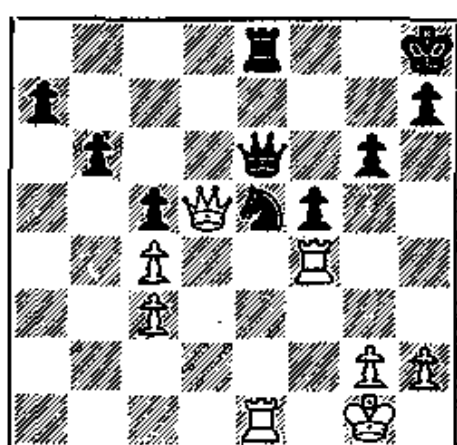
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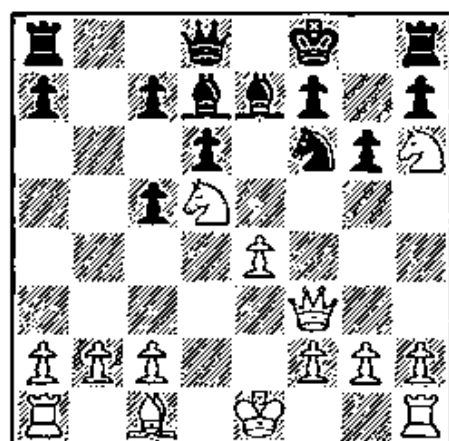


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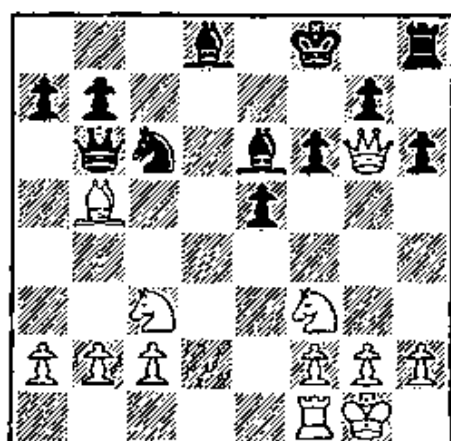


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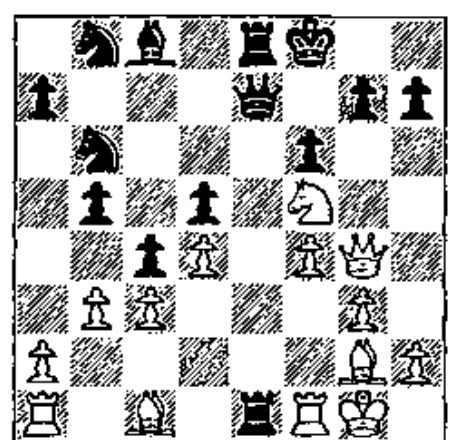
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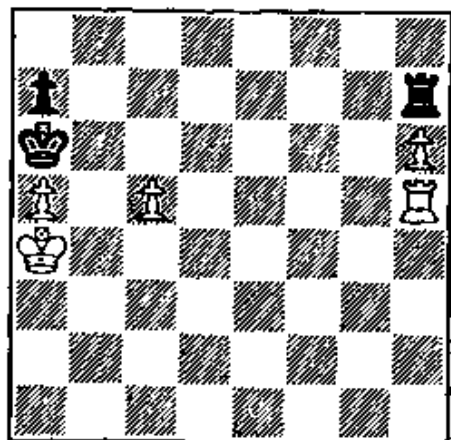
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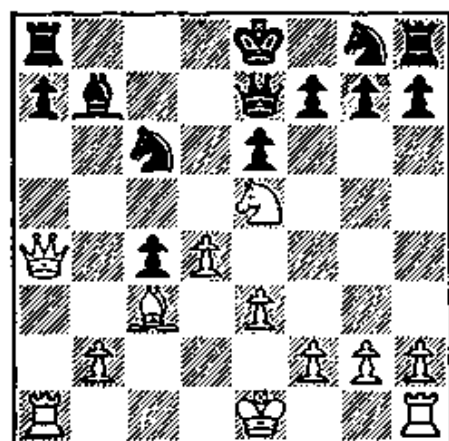
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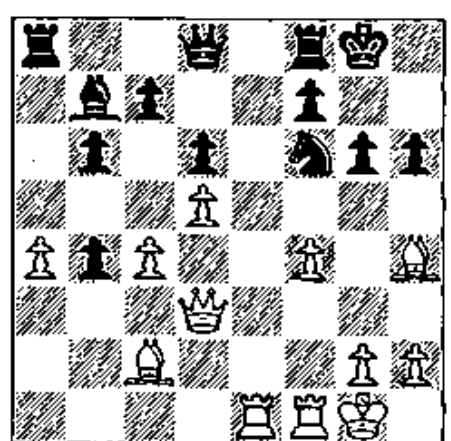
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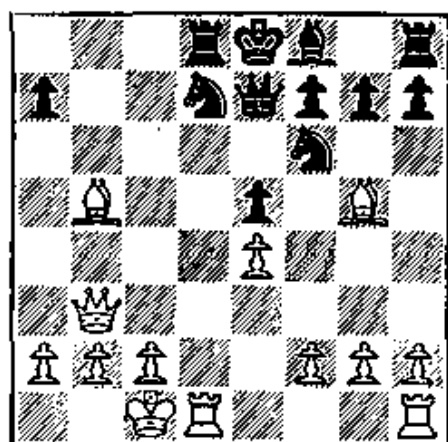


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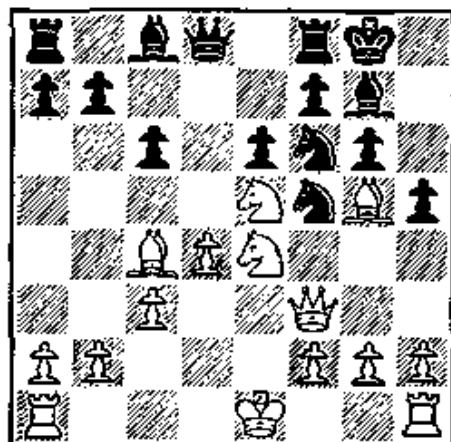


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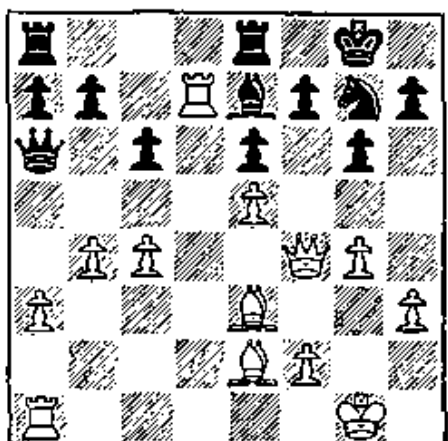
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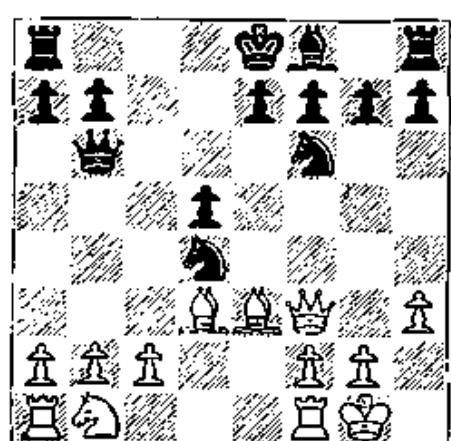
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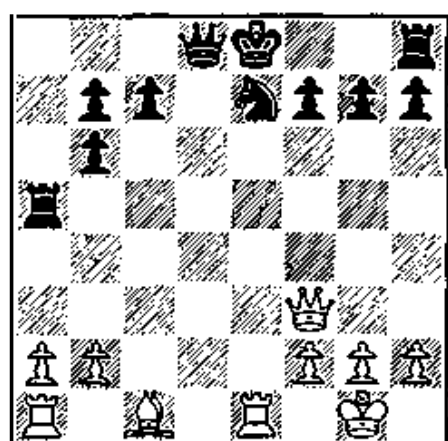
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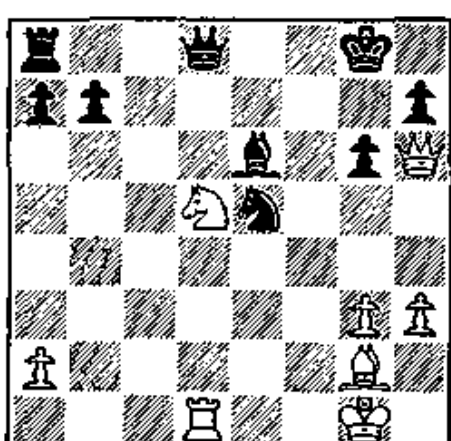
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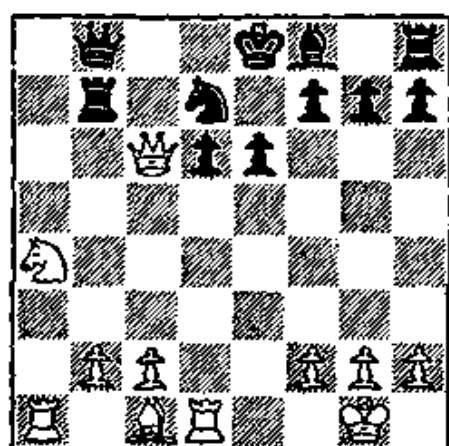


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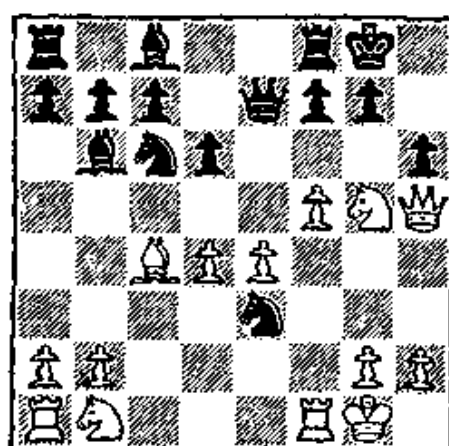


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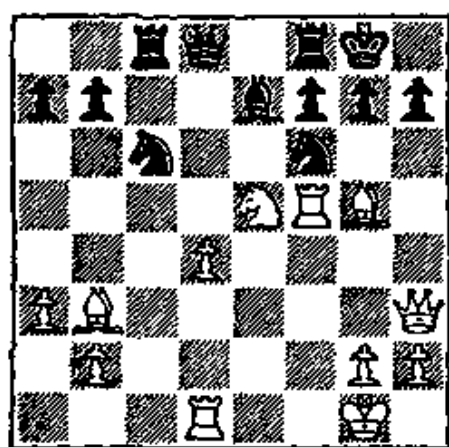
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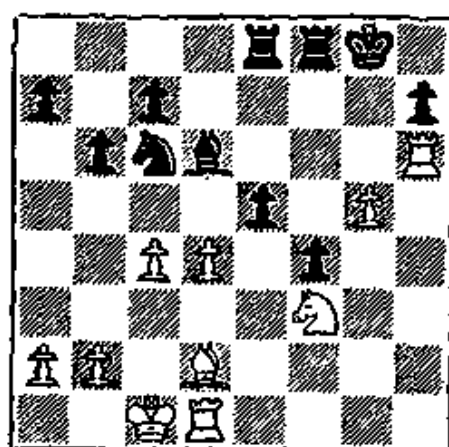
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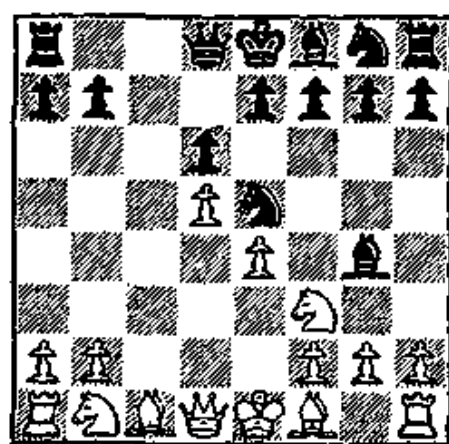
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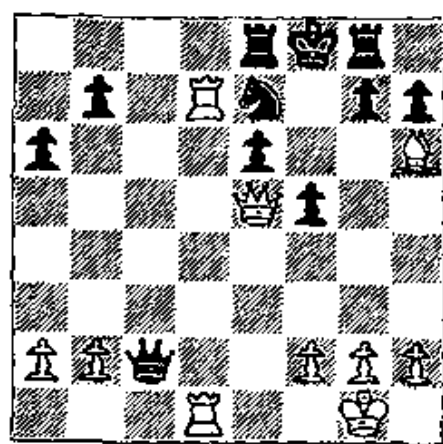
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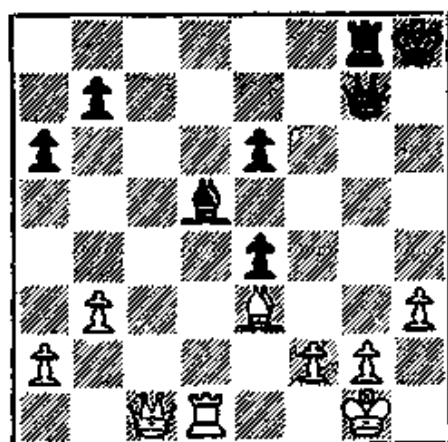


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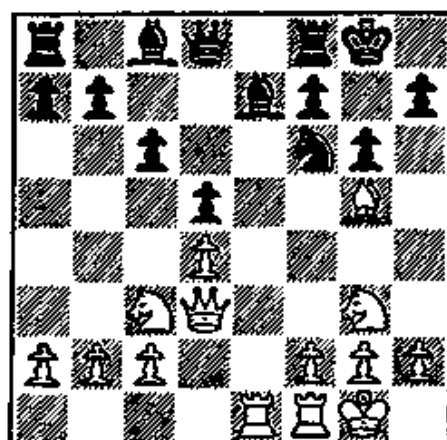


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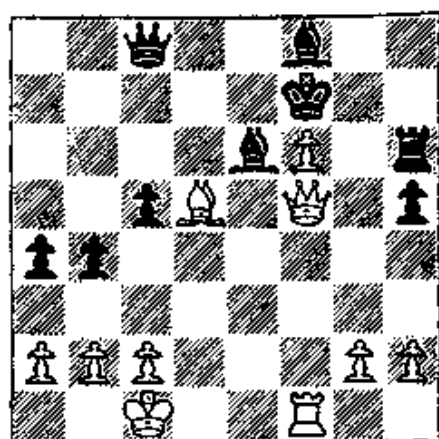
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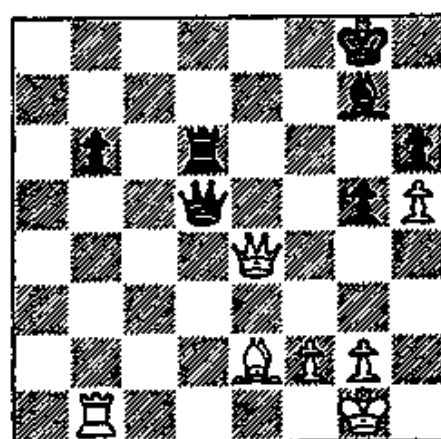
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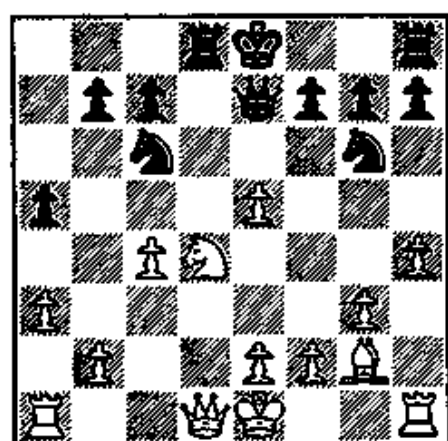
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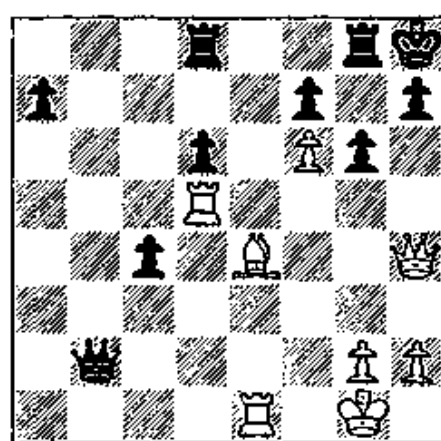
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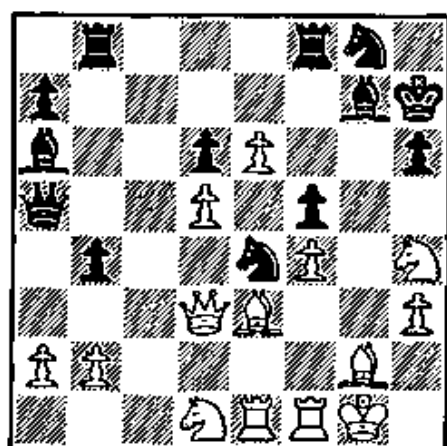


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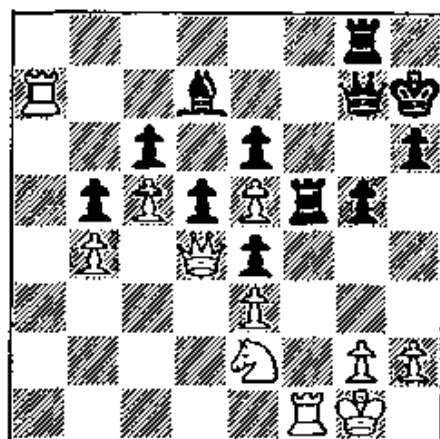


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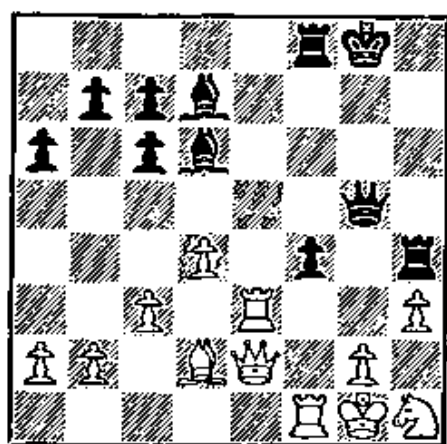
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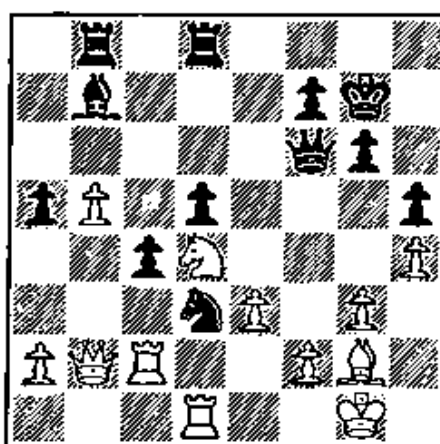
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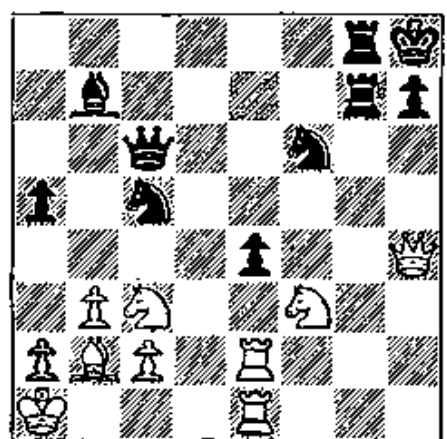
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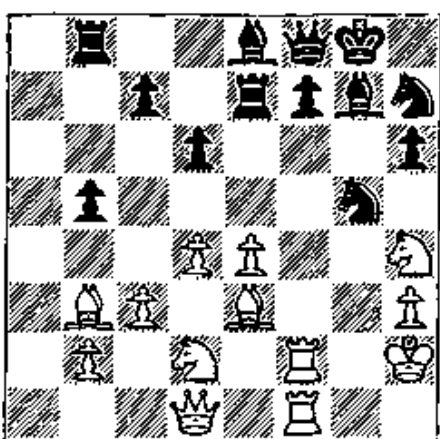
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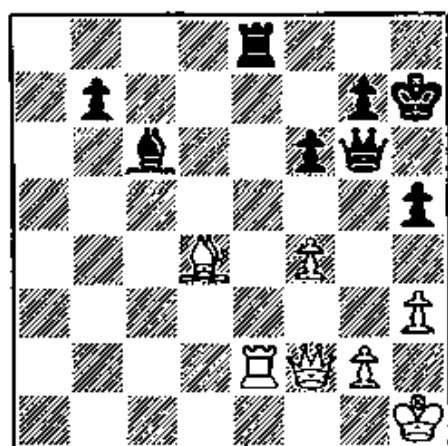


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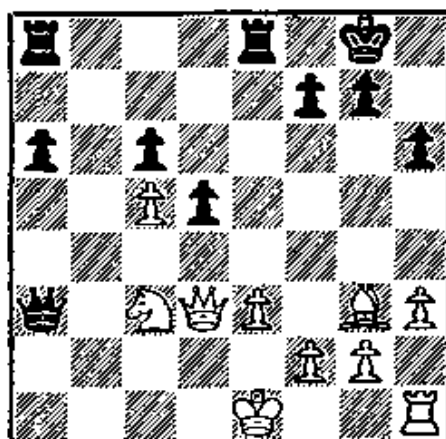


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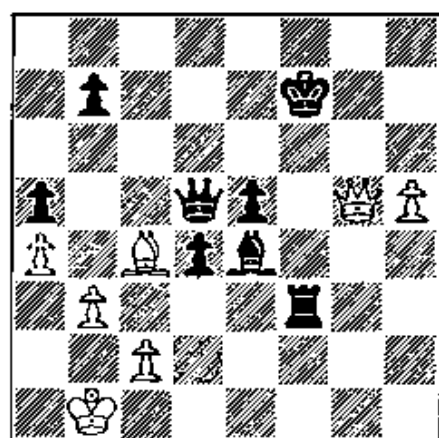
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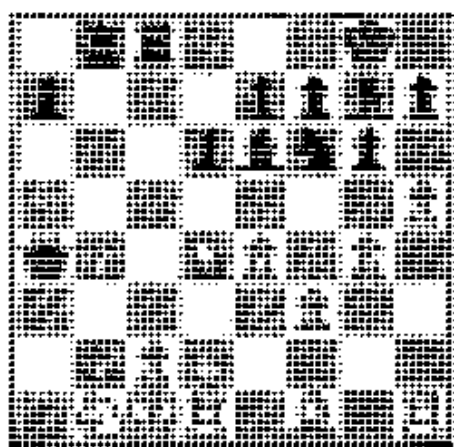
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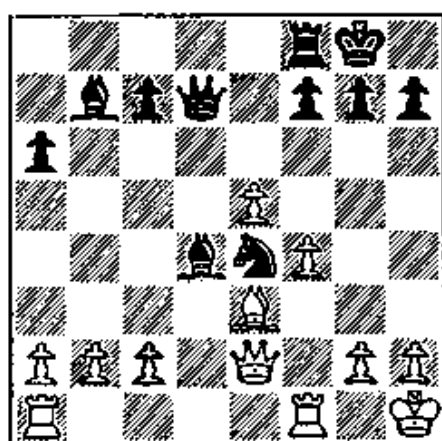
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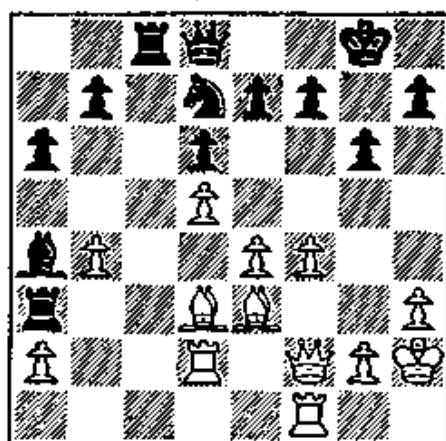
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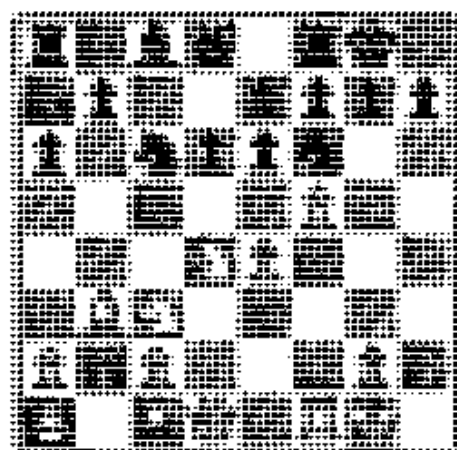


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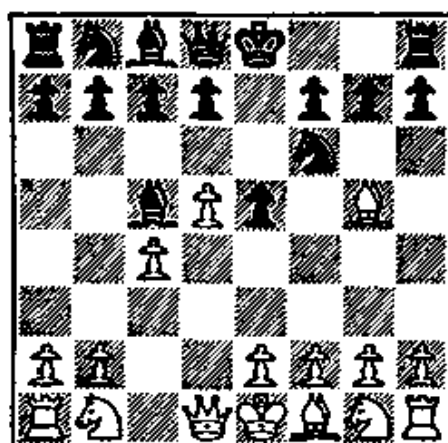


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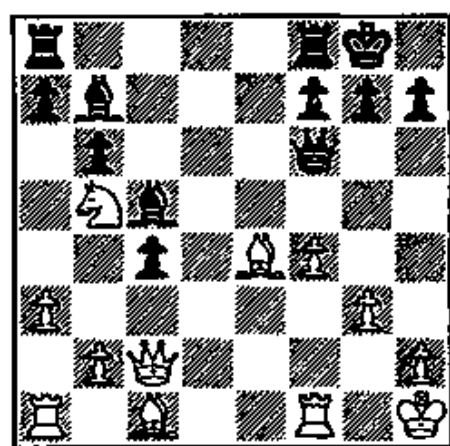
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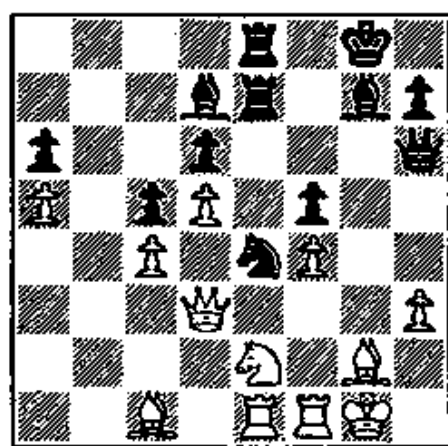
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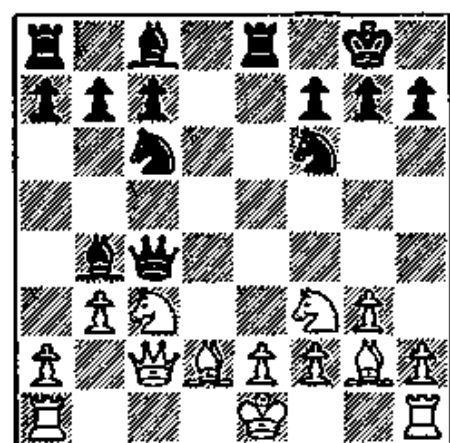
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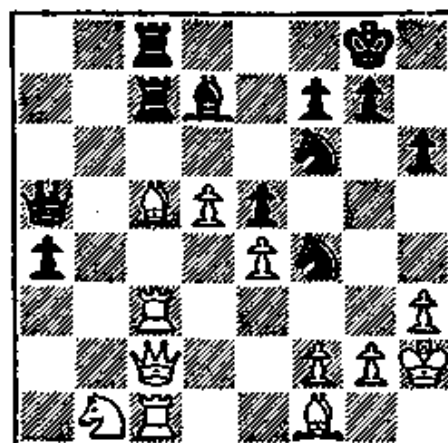
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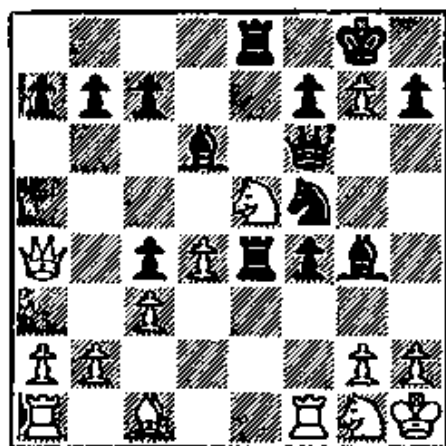


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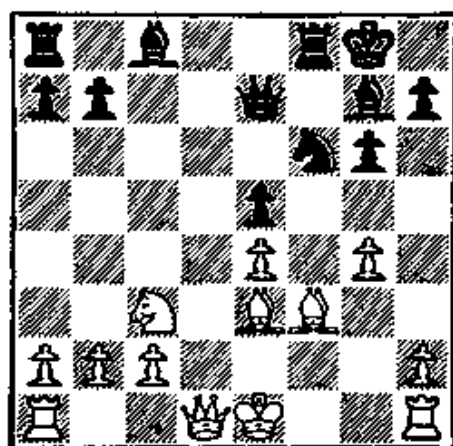


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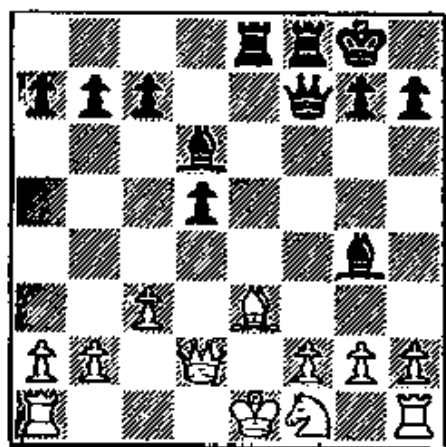
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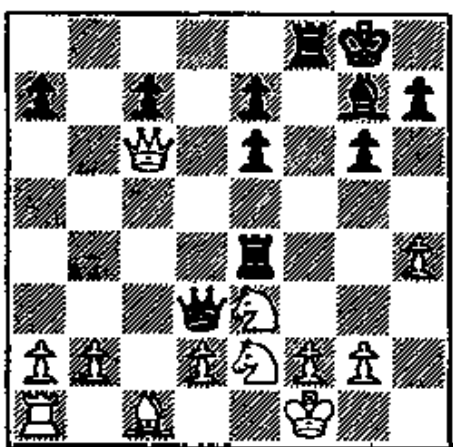
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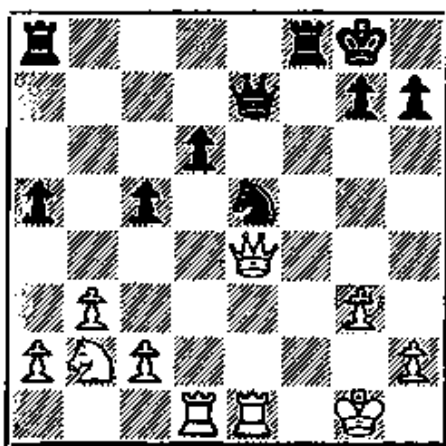
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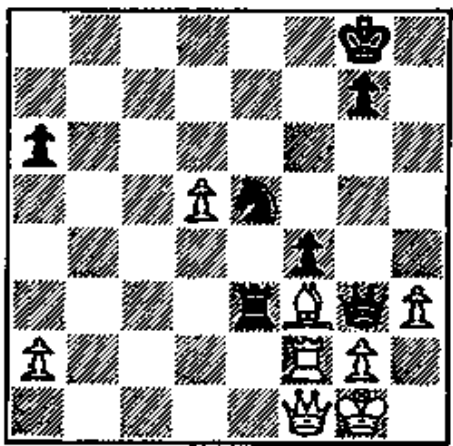
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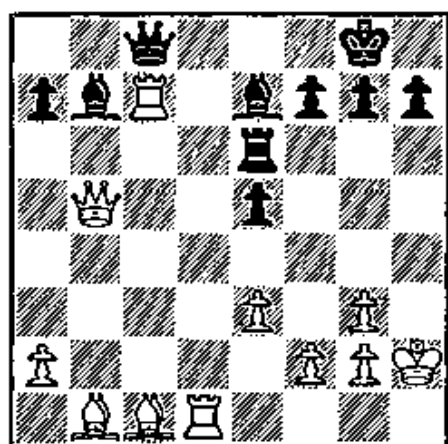


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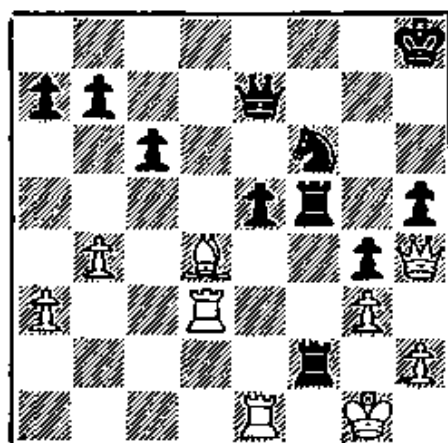


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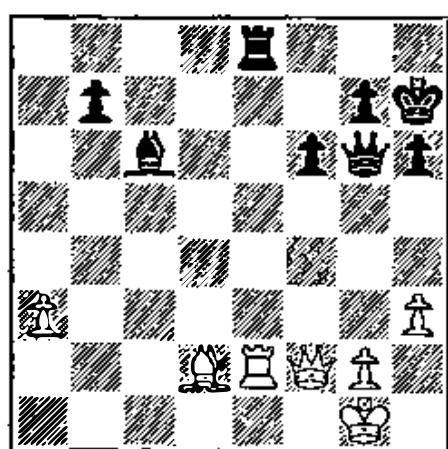
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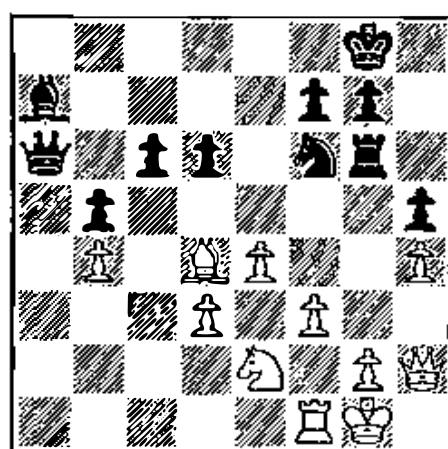
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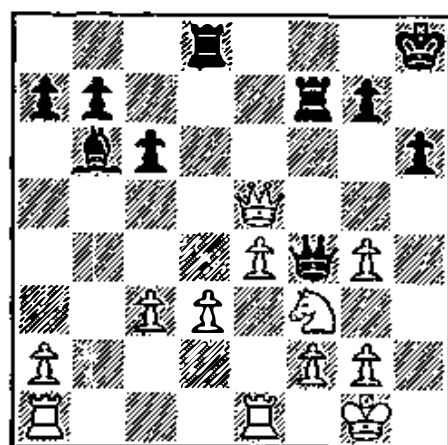
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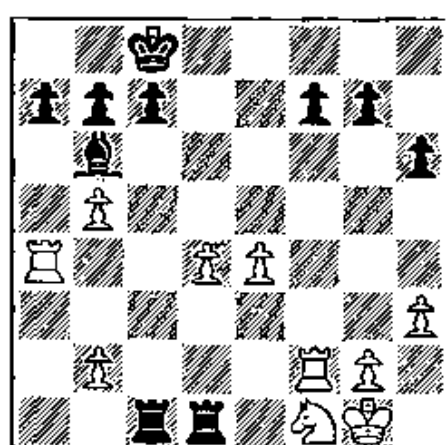
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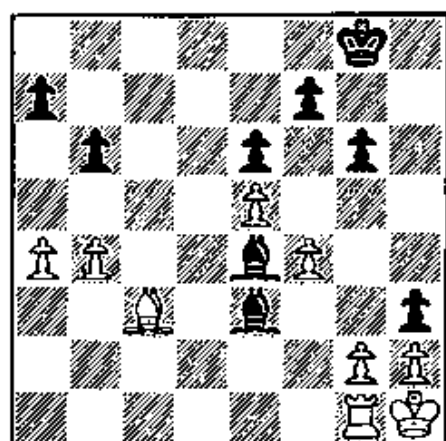


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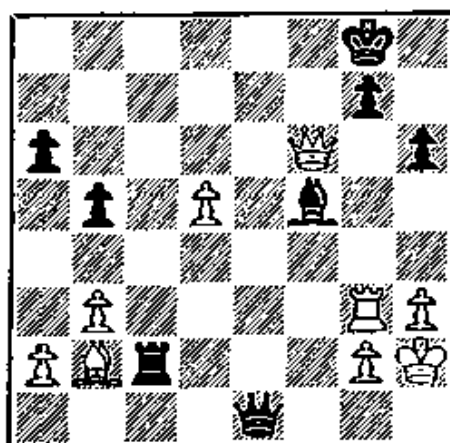


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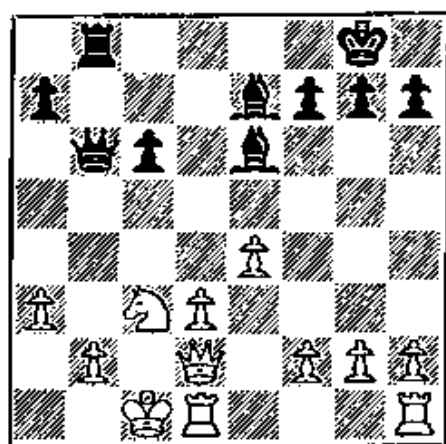
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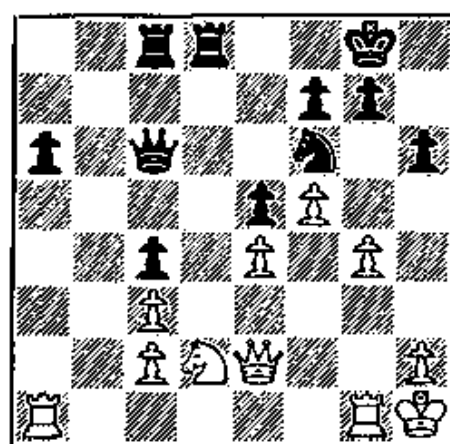
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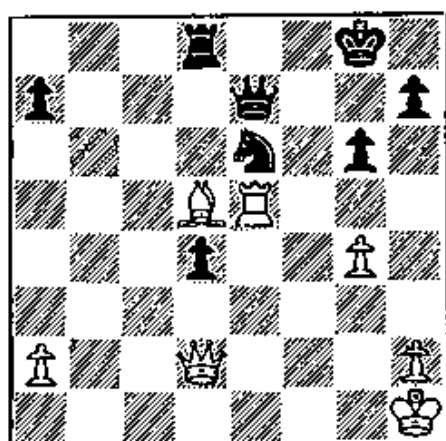
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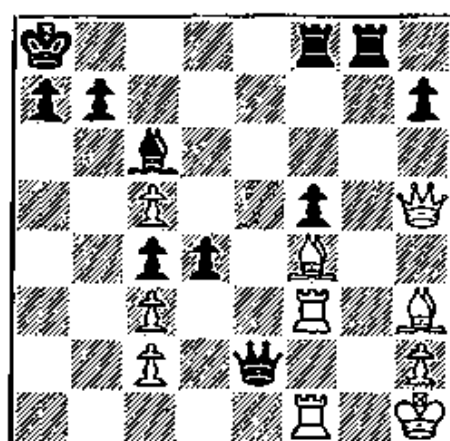
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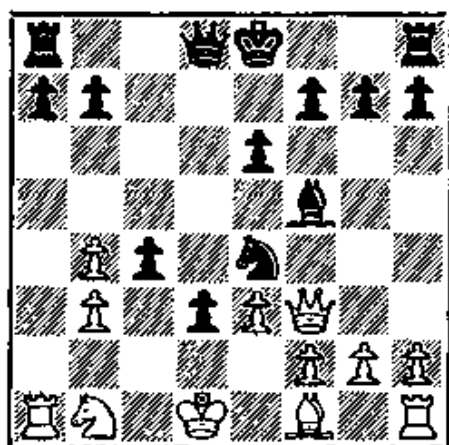


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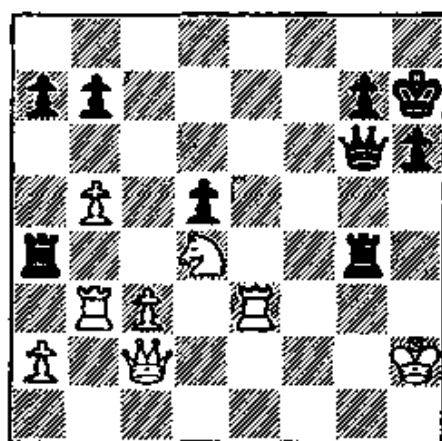


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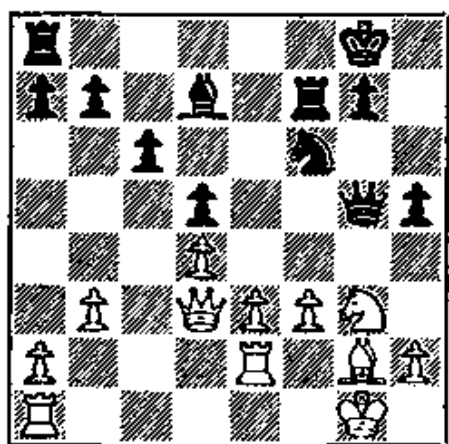
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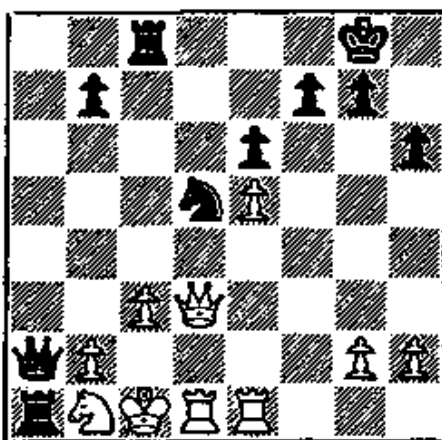
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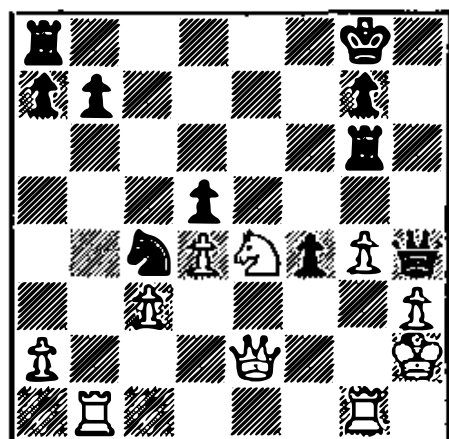
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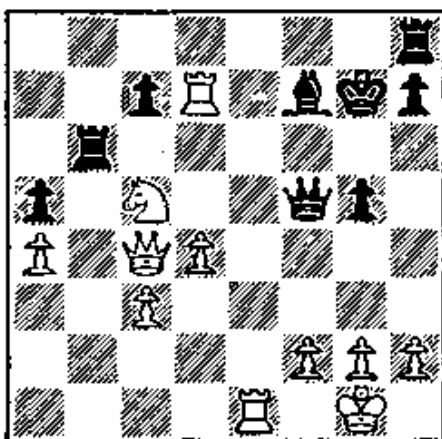
105



106



107



108

2. Knight Forks

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

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

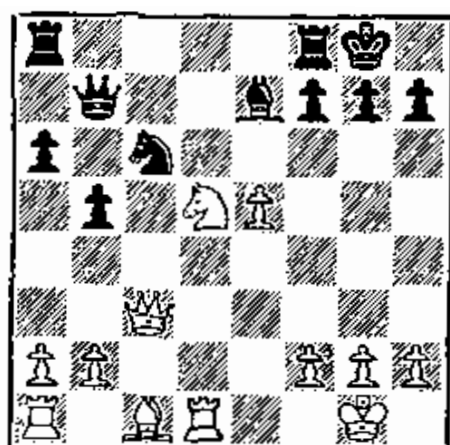
In some cases a more or less subtle preliminary is needed to set the stage for the fork. Diagram 117 is a good example; Diagram 118 shows the same principle, but in a more elaborate form.

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

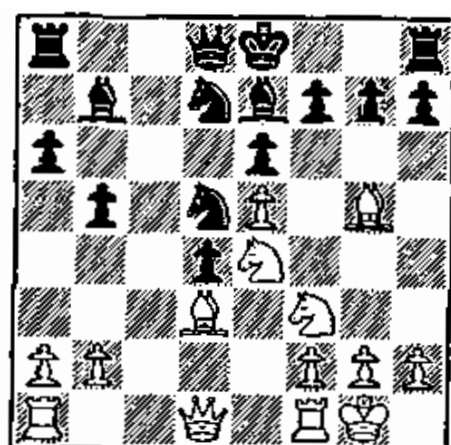
Generally speaking, the most effective Knight forks are checks. Diagram 131 is a fine example: White attacks King and Queen; the King must move; the Queen is lost.

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

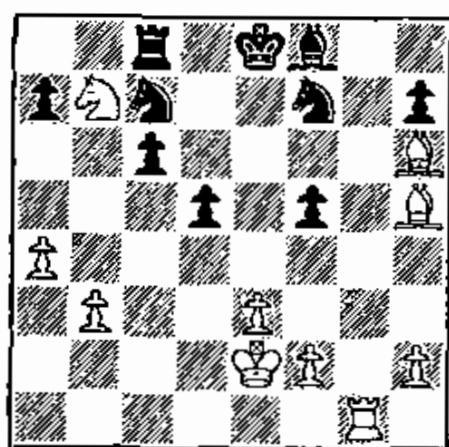
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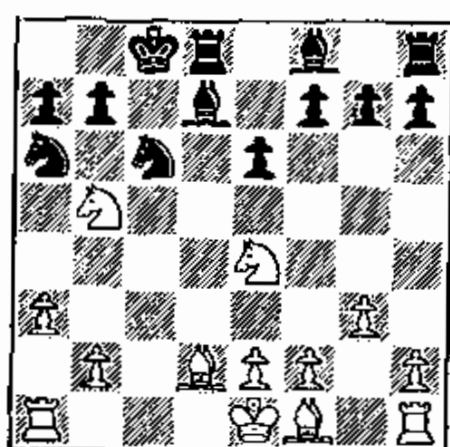
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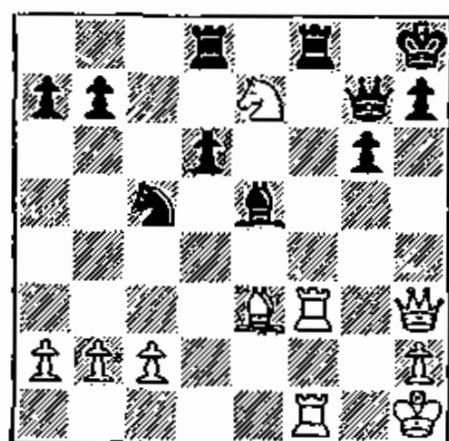
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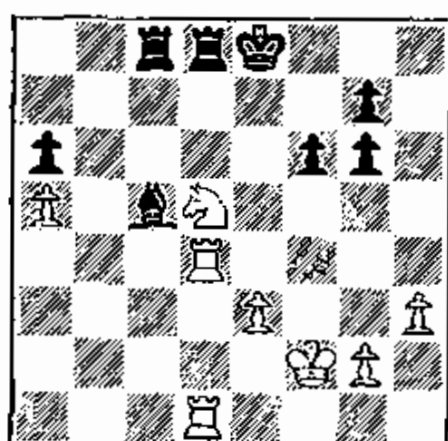
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112

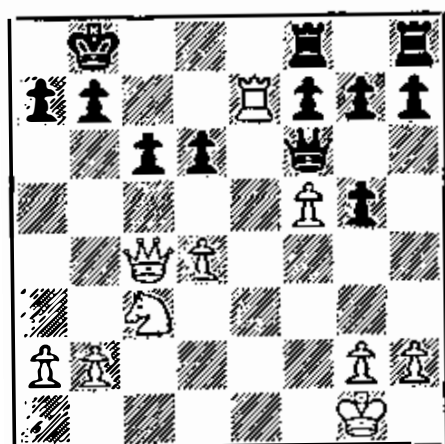


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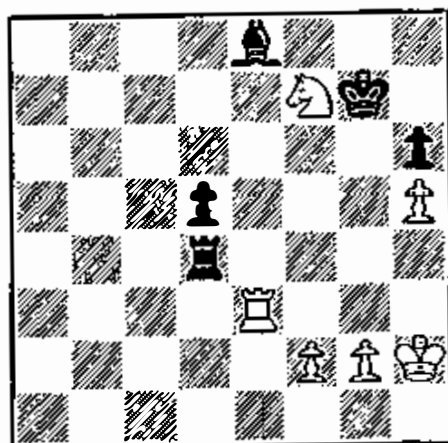


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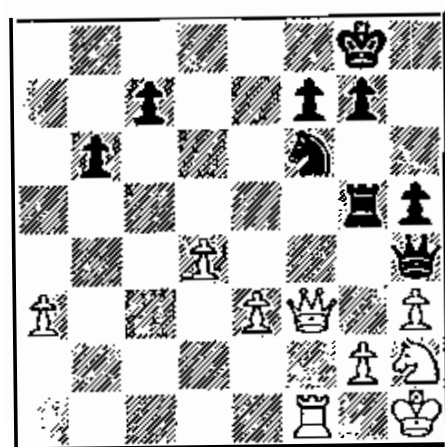
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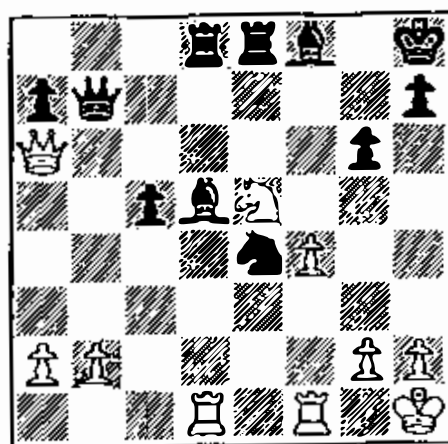
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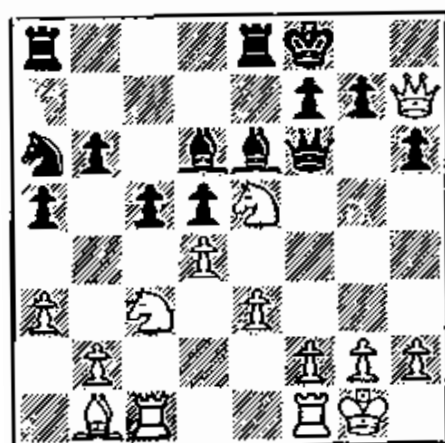
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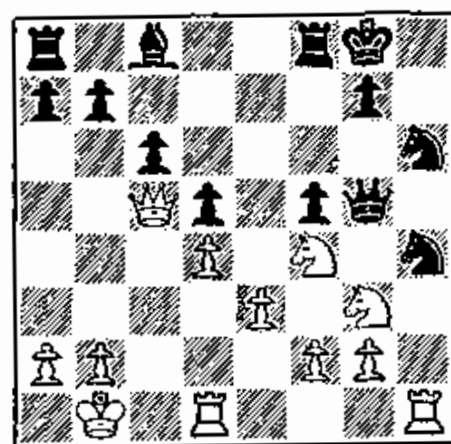
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118

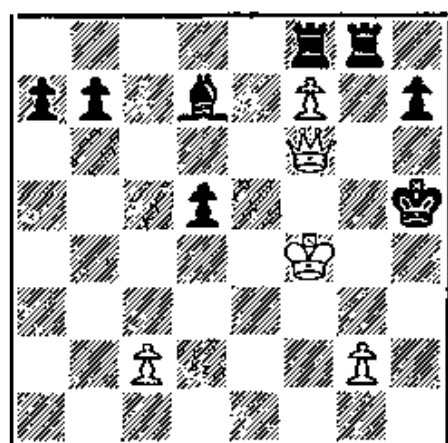


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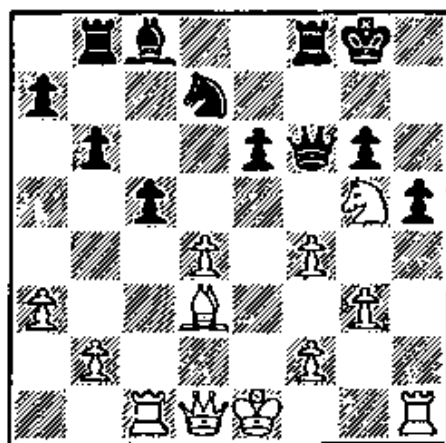


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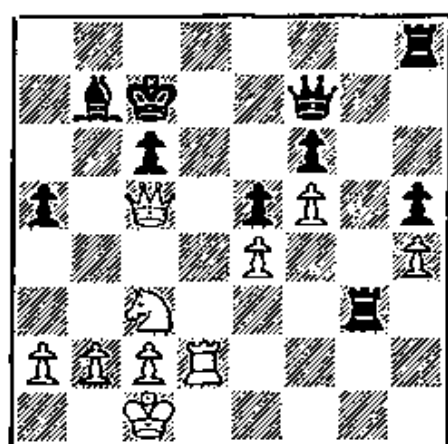
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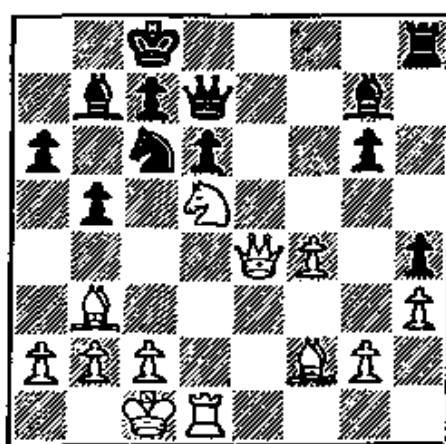
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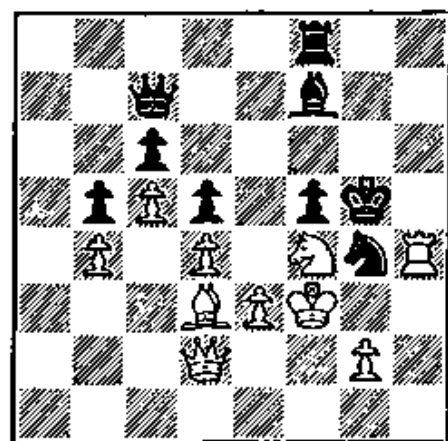
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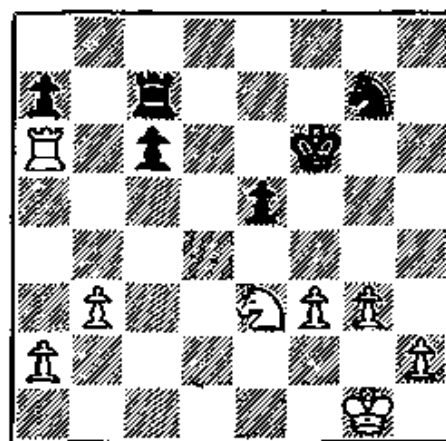
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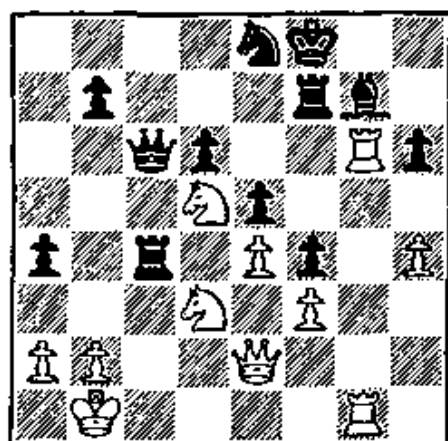


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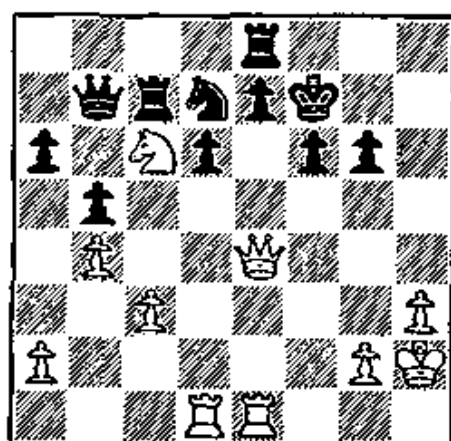


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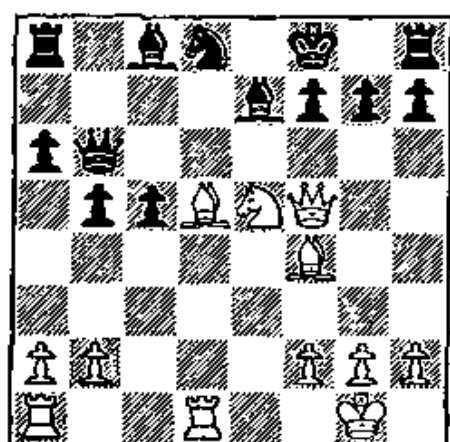
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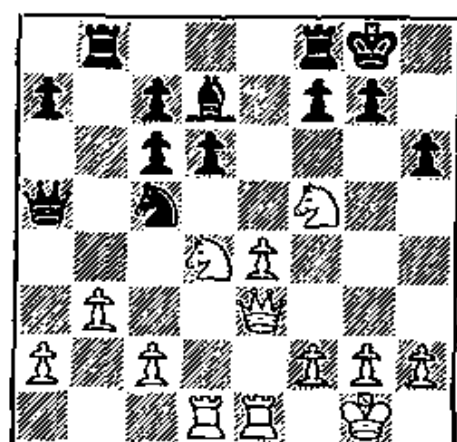
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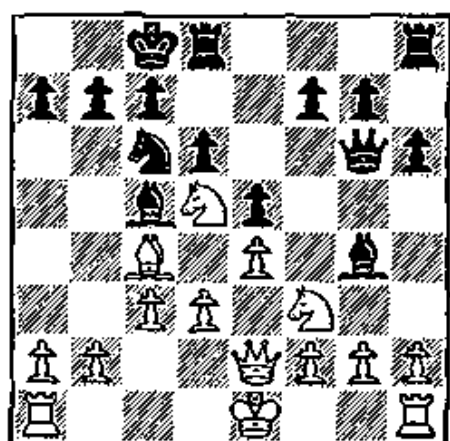
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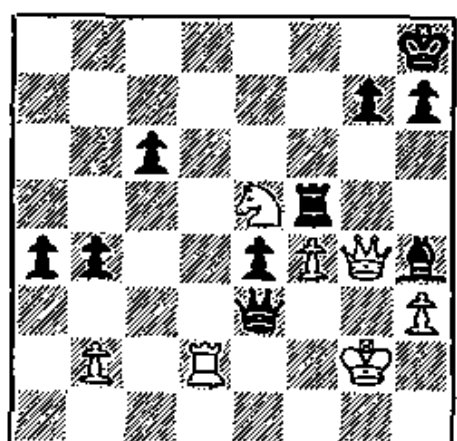
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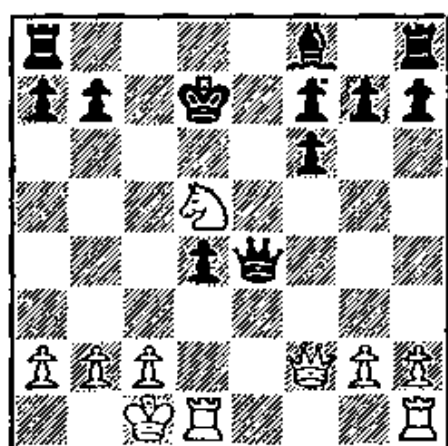


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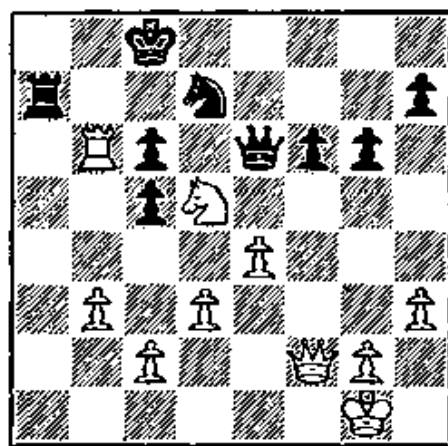


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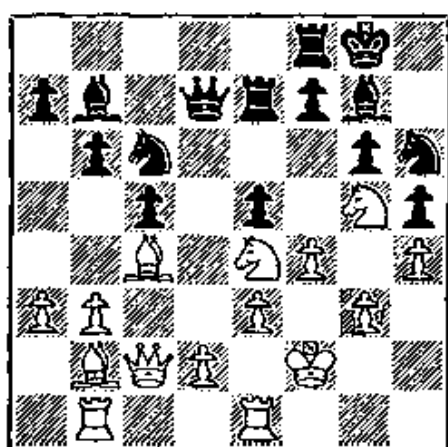
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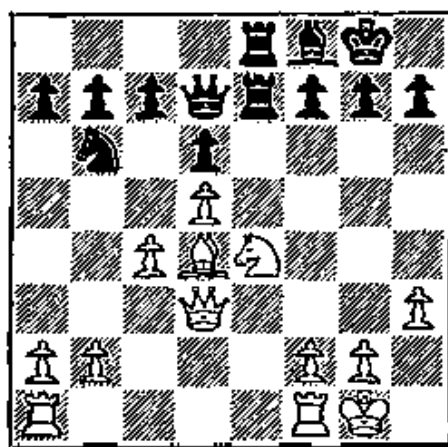
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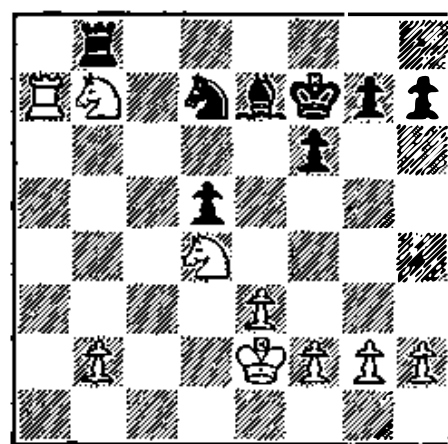
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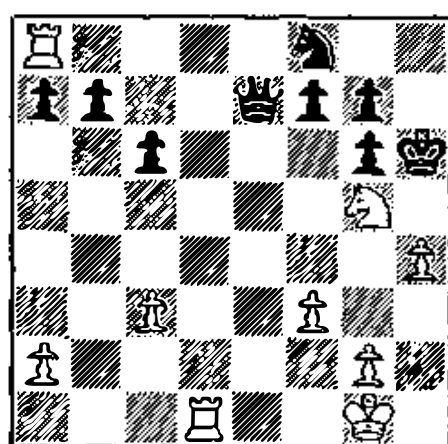
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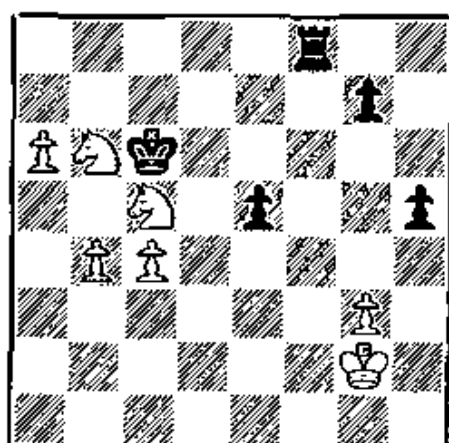


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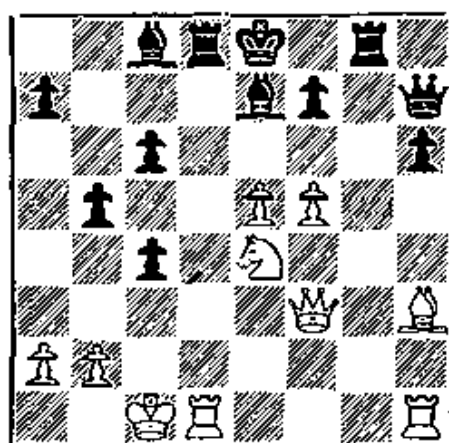


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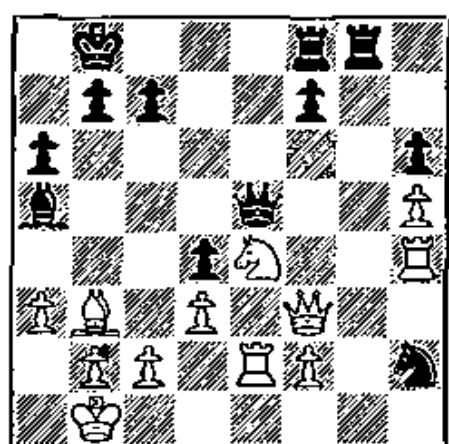
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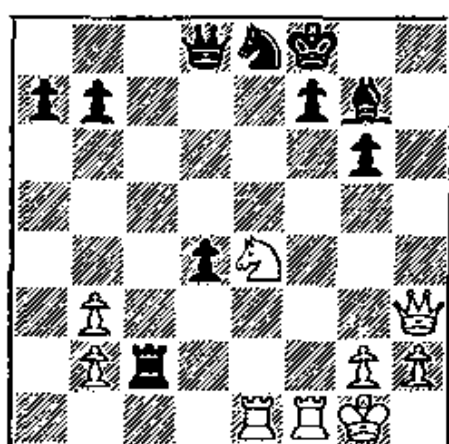
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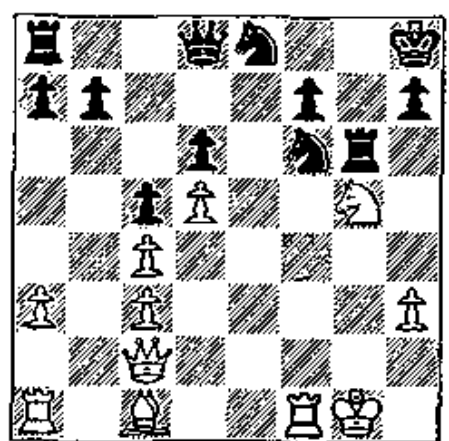
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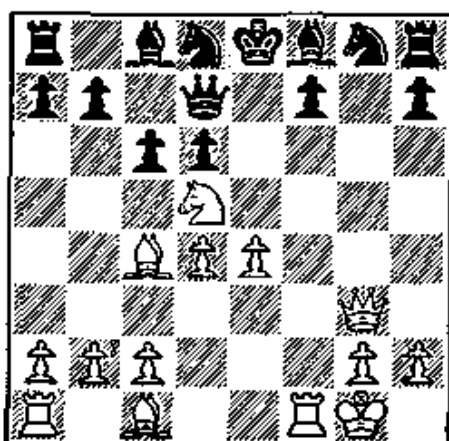
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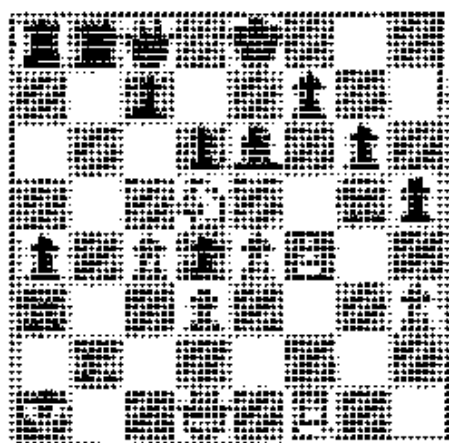


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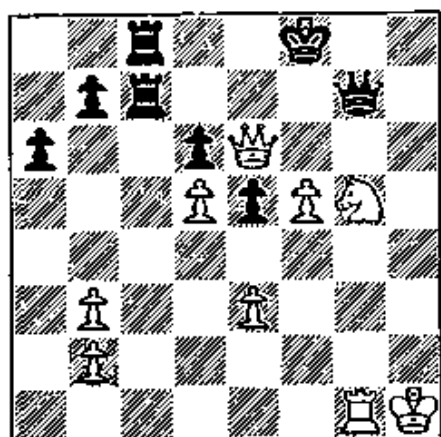


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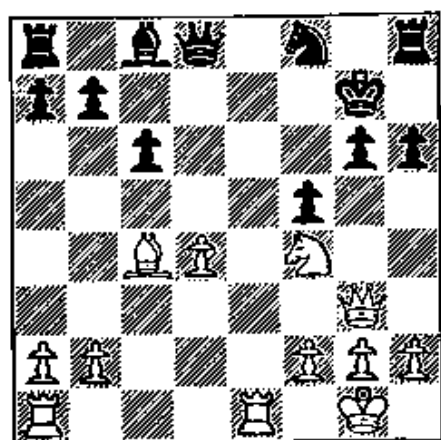
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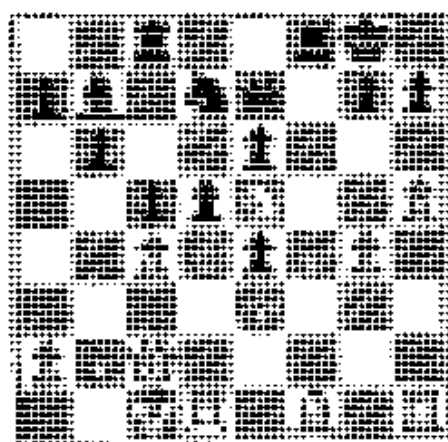
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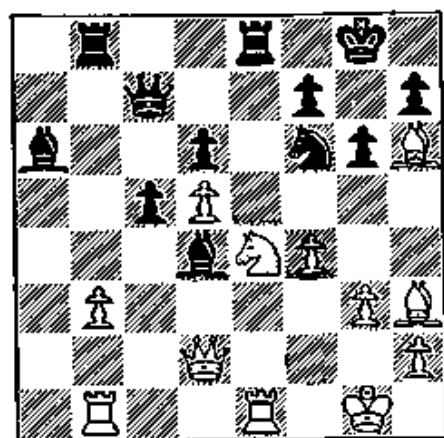
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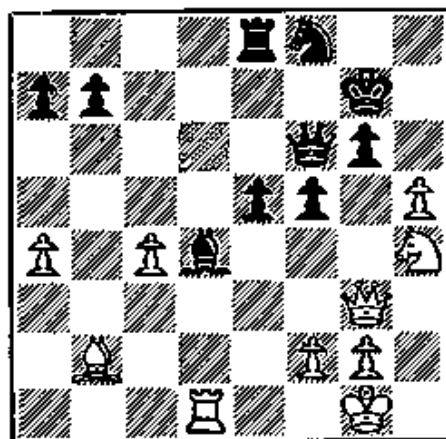
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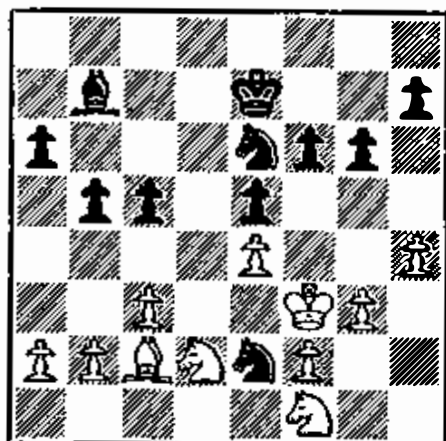


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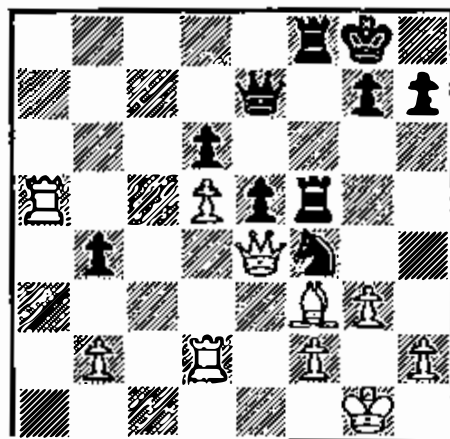


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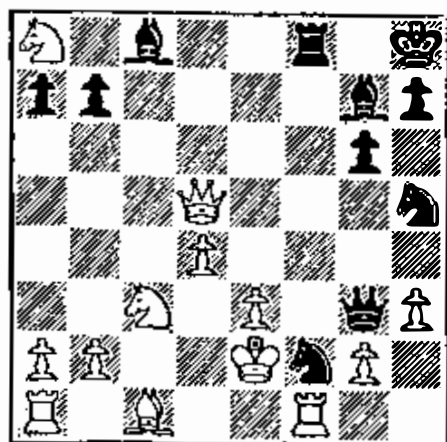
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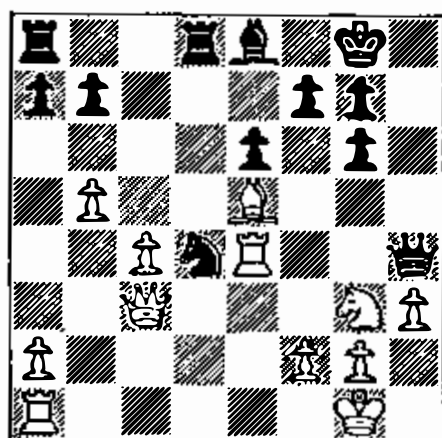
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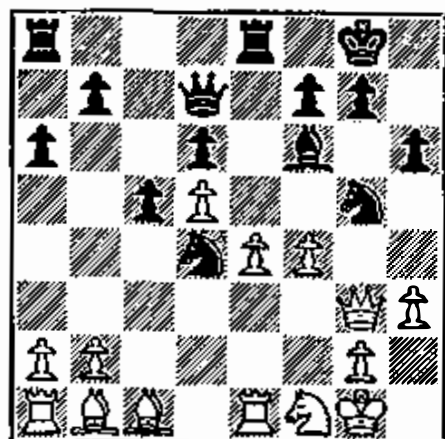
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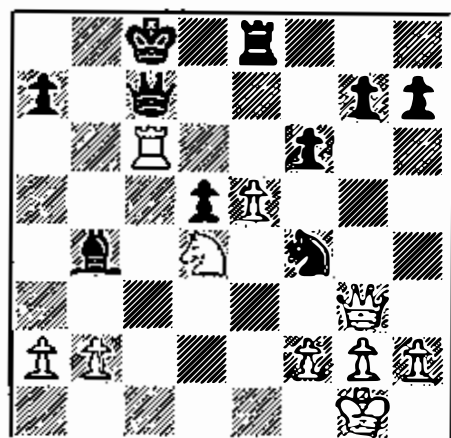
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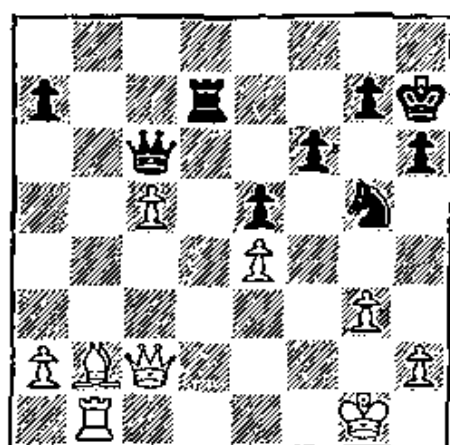


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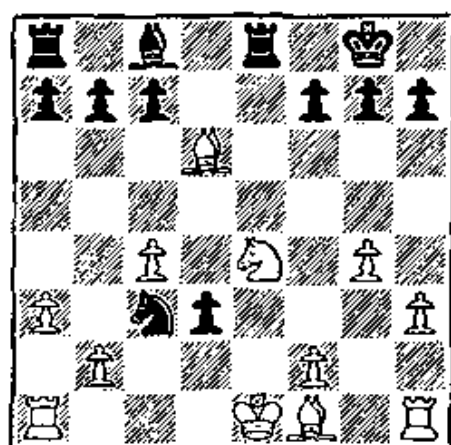


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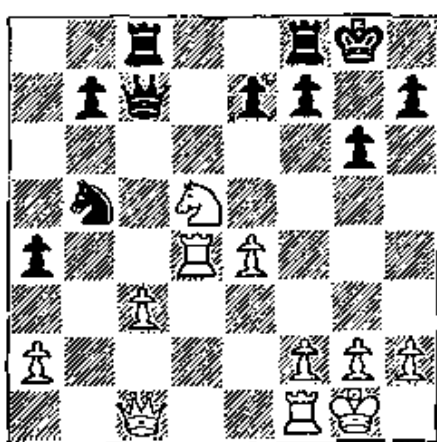
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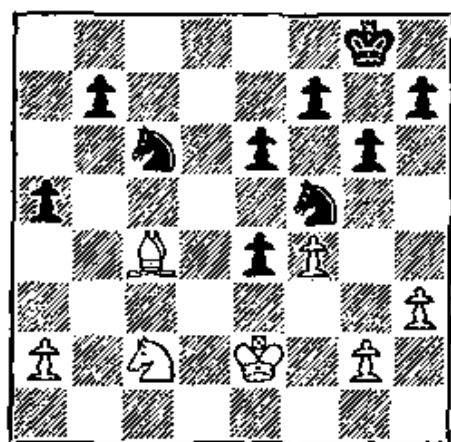
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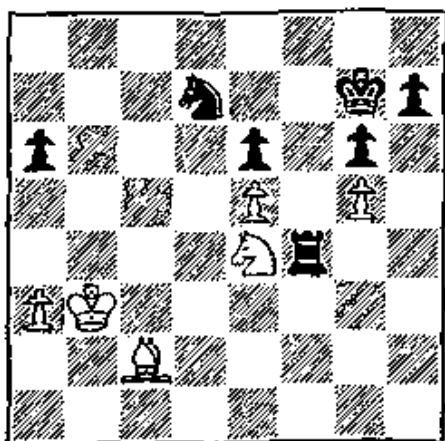
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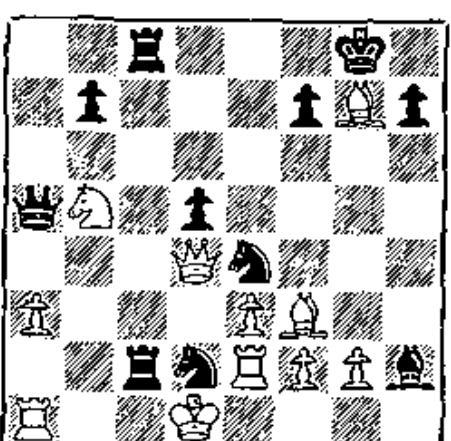
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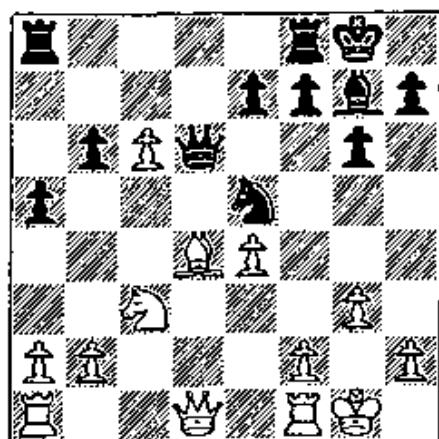


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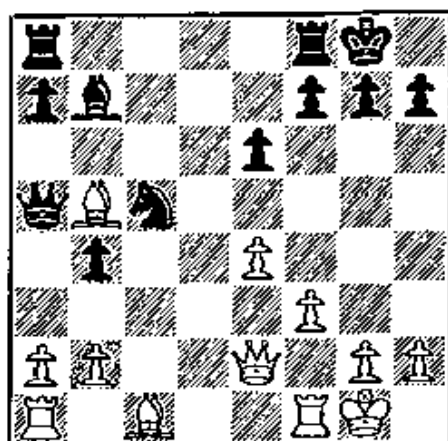


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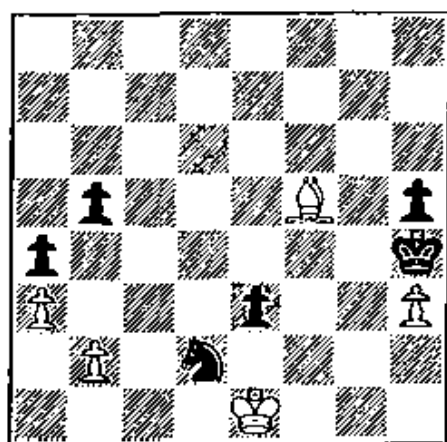
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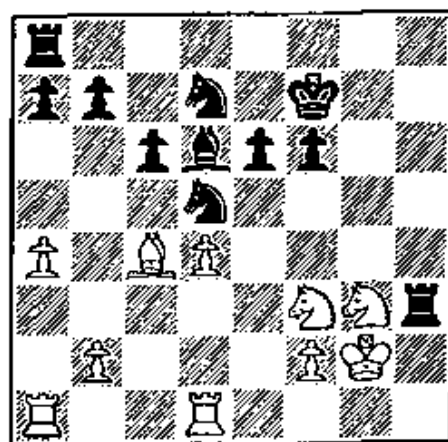
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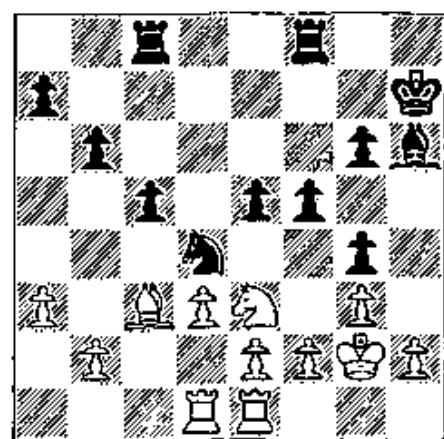
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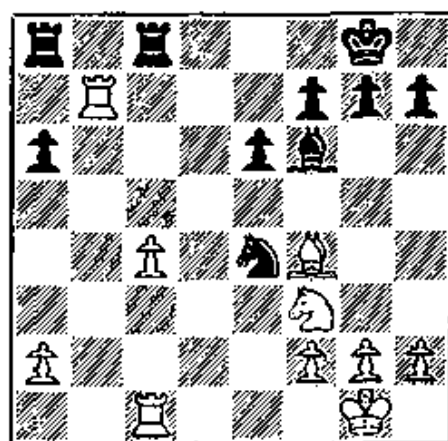
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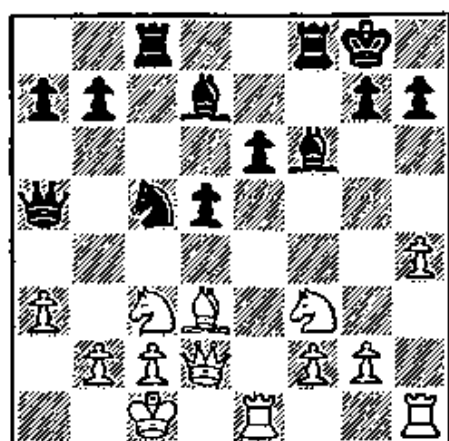


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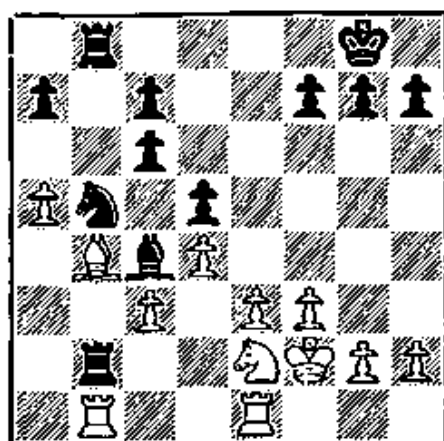


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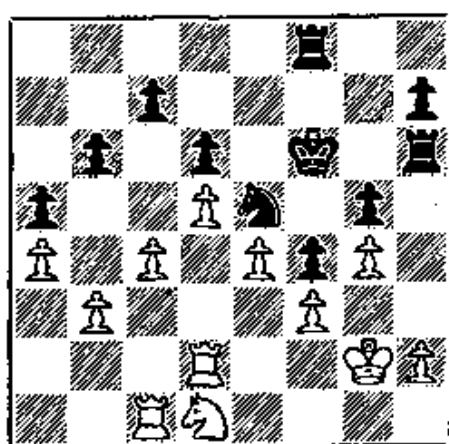
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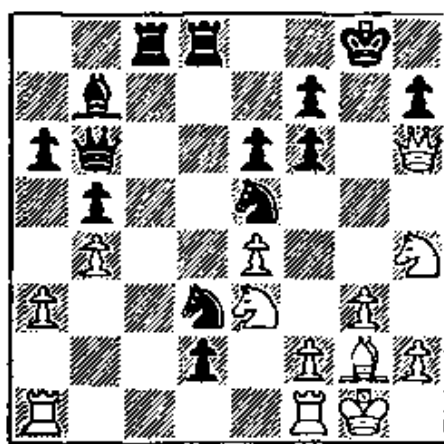
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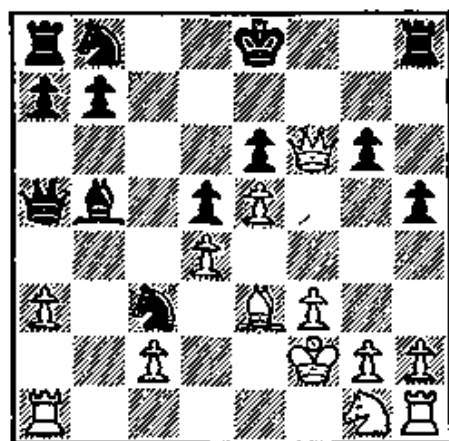
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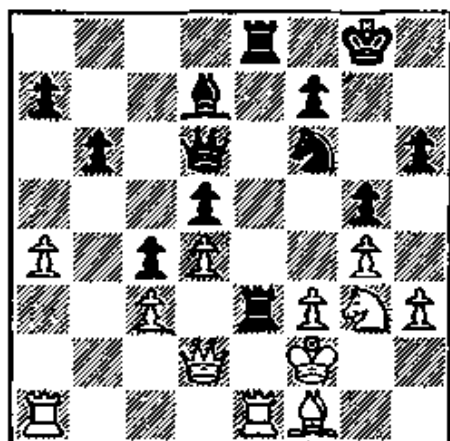
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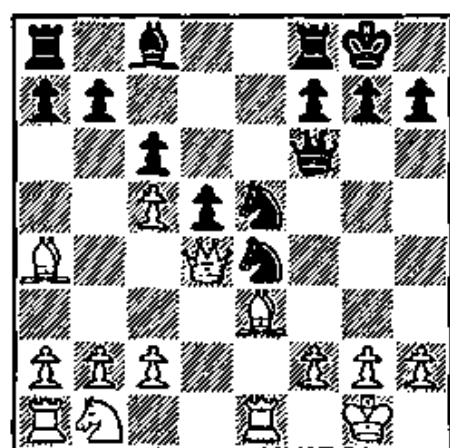


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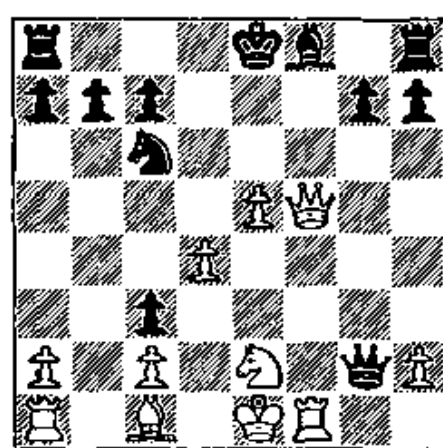


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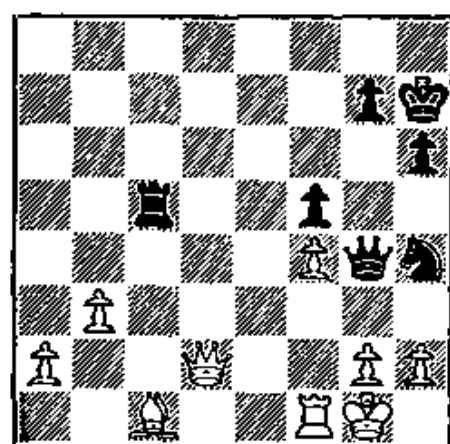
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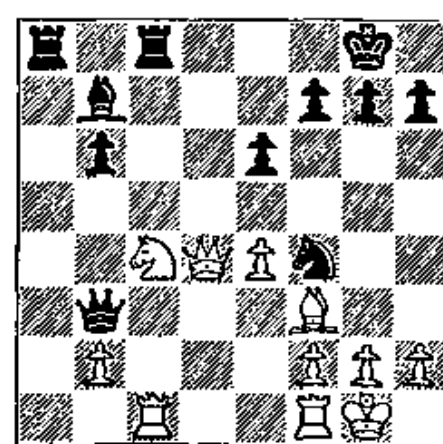
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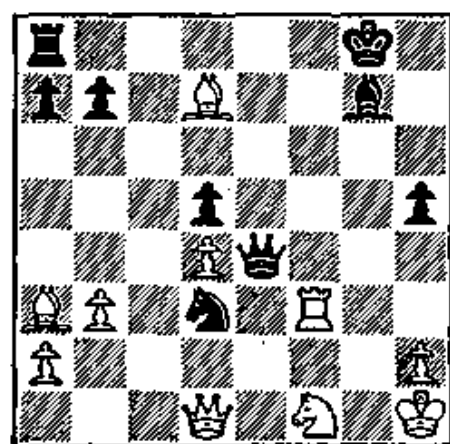
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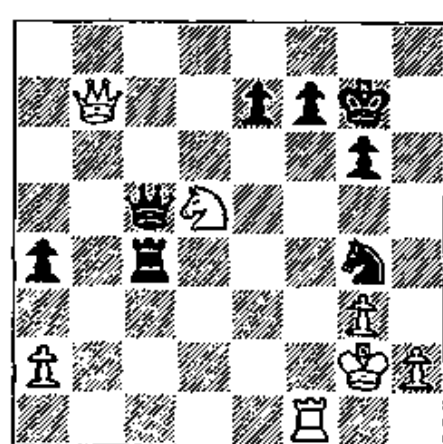
177



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179



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3. Double Attack

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

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

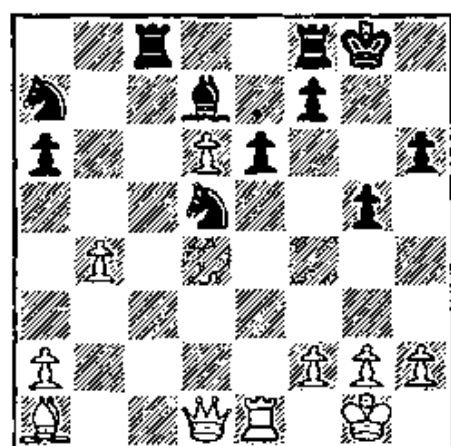
In Diagram 181, for example, the Queen threatens mate in one direction and menaces an unguarded Knight in another direction. Result: White wins a Knight by force.

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

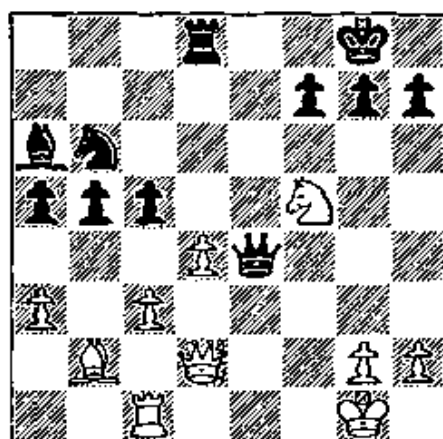
But even the lowly Pawn can engineer a double attack—see Diagram 225. As a matter of fact, the Pawn fork is particularly dangerous precisely *because* the Pawn has the least value of any chess unit. Diagram 253 is another splendid illustration of this theme.

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

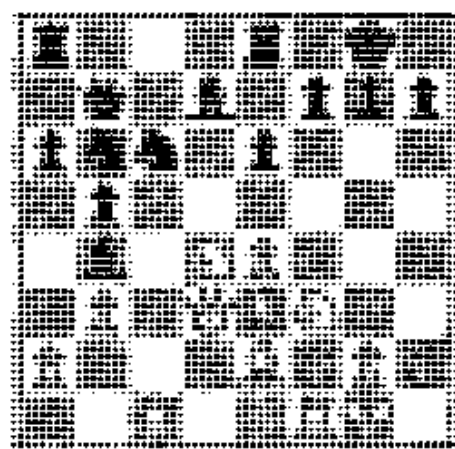
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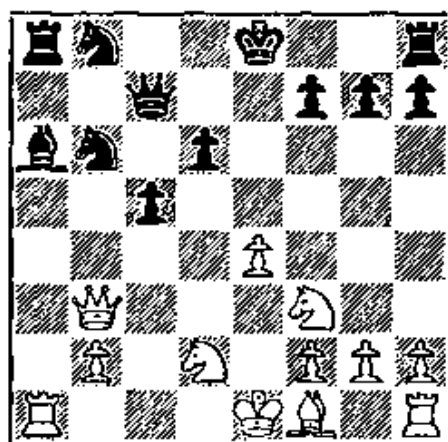
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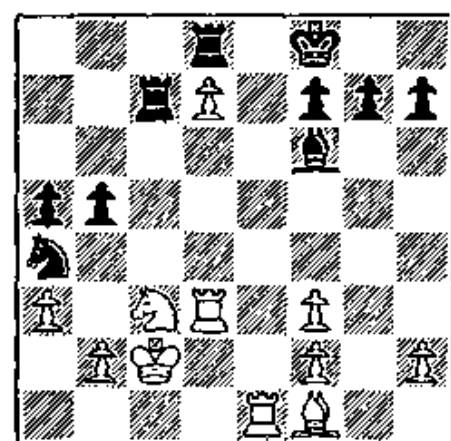
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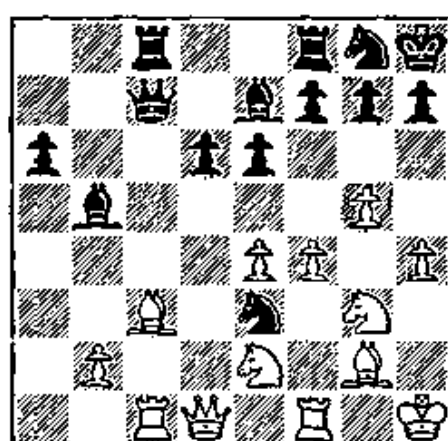
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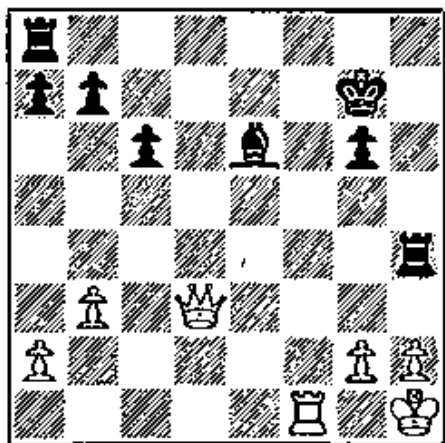


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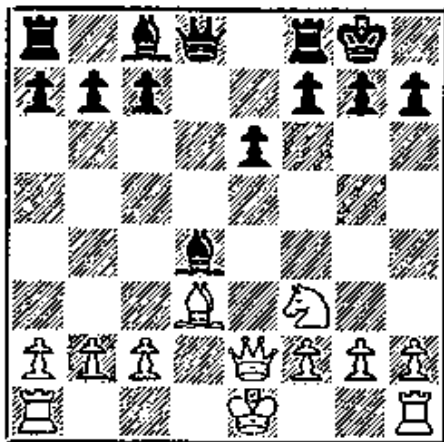


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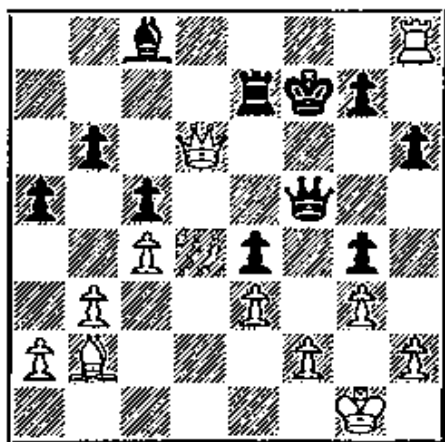
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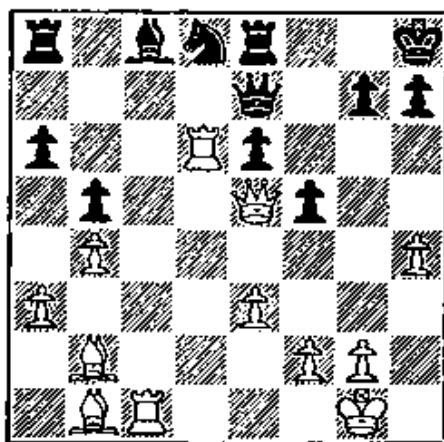
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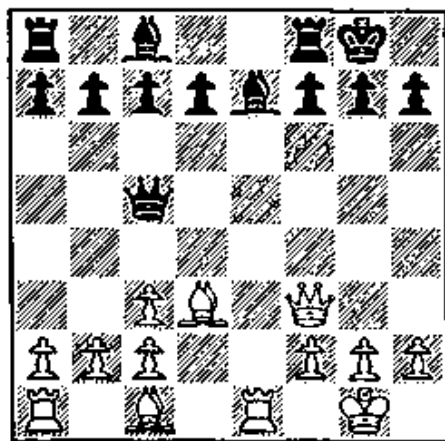
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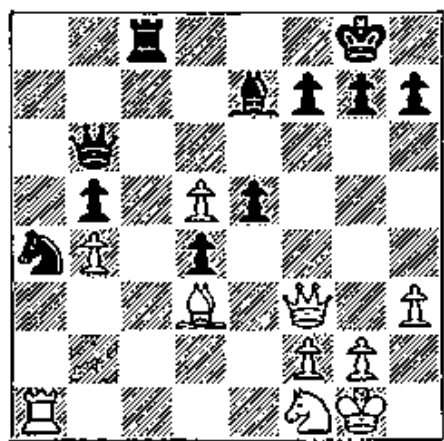
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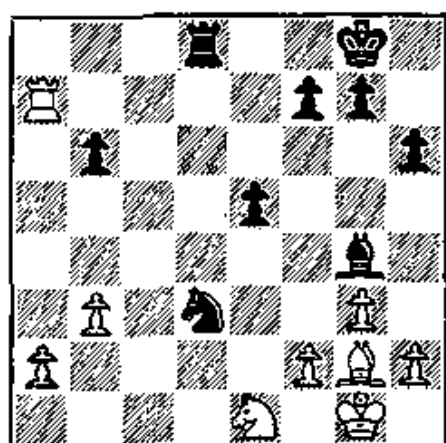


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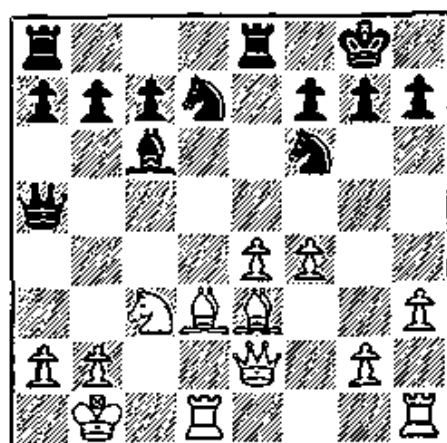


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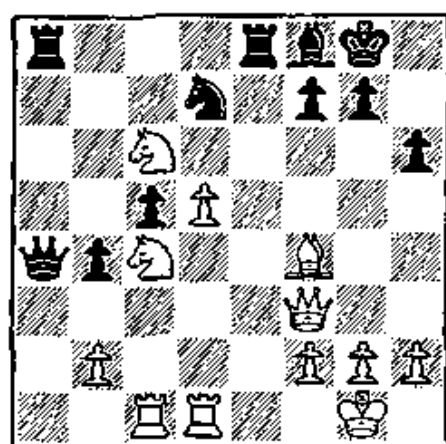
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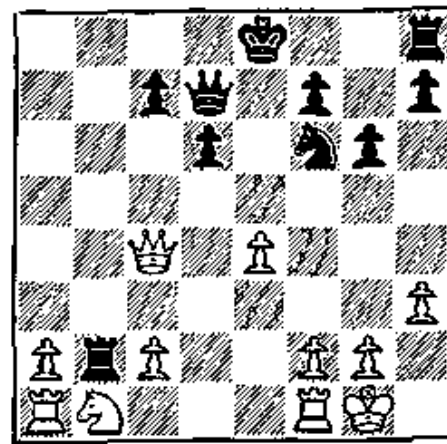
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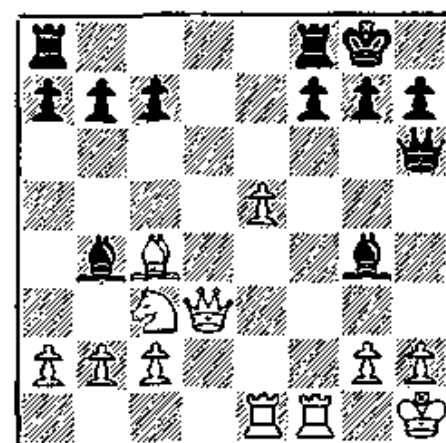
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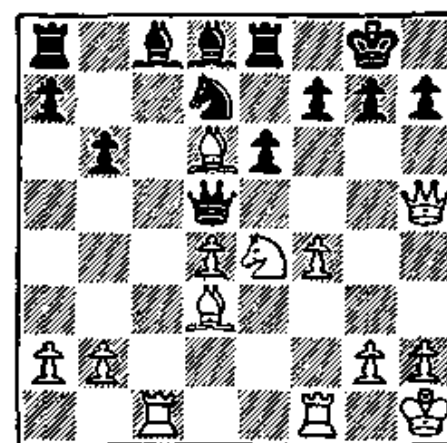
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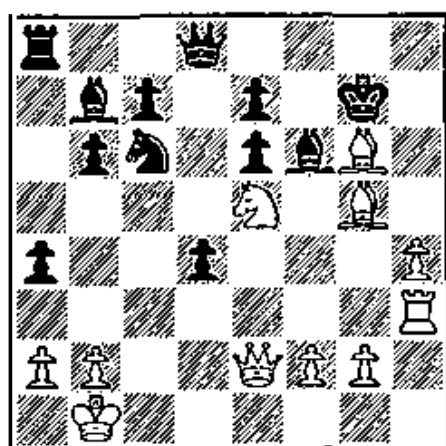


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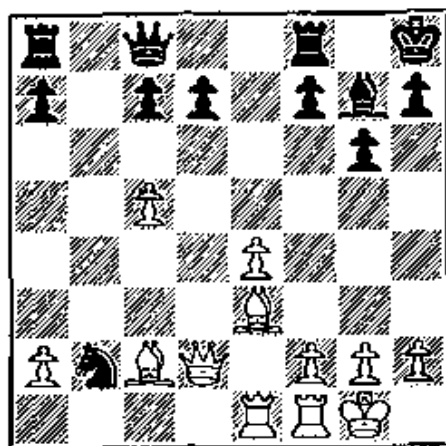


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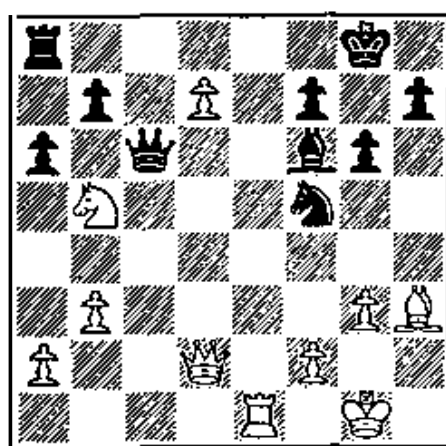
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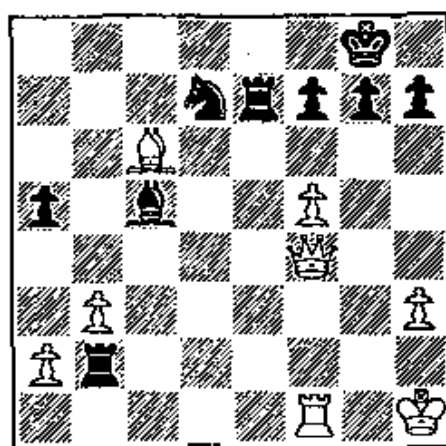
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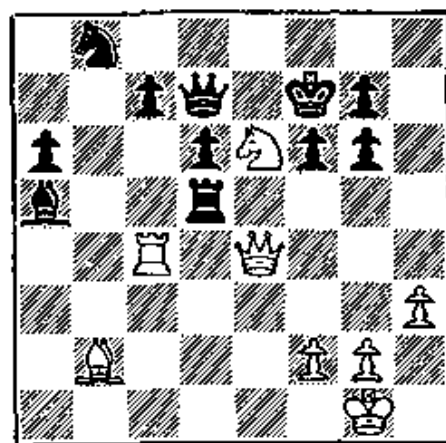
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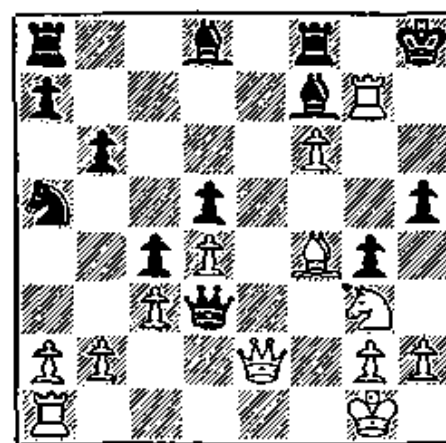
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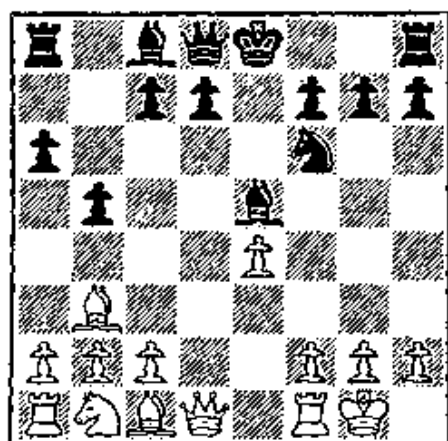


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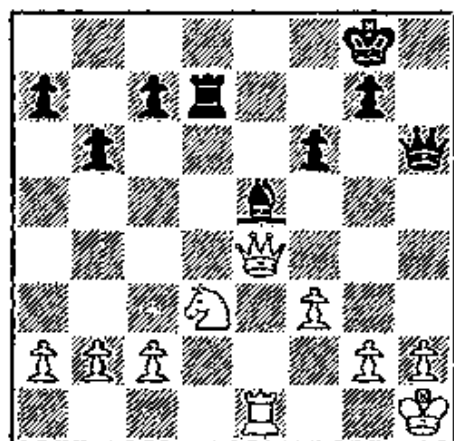


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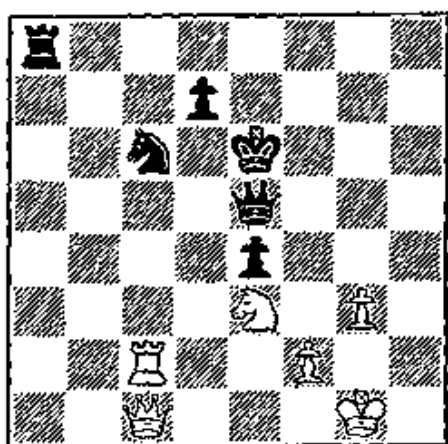
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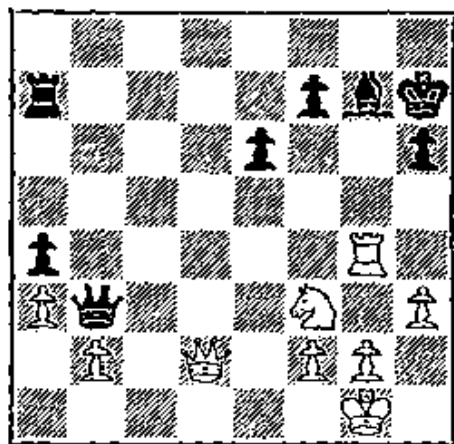
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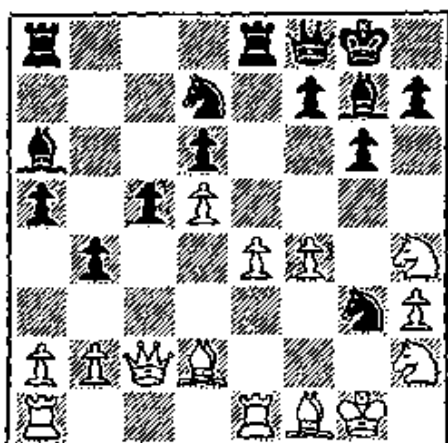
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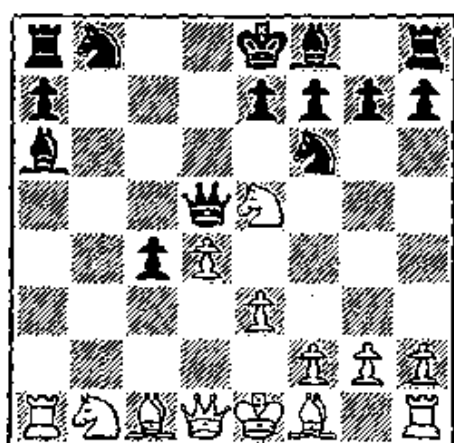
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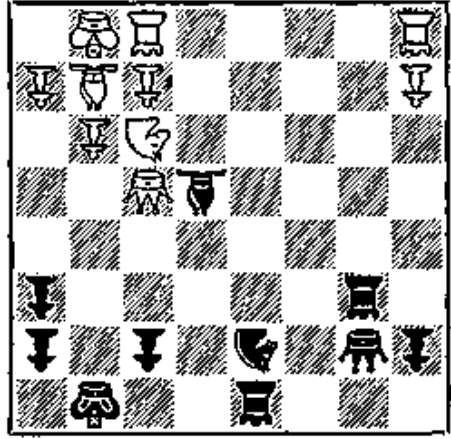
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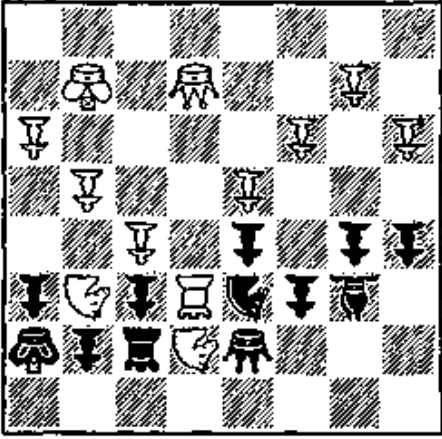
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50 • DOUBLE ATTACK •

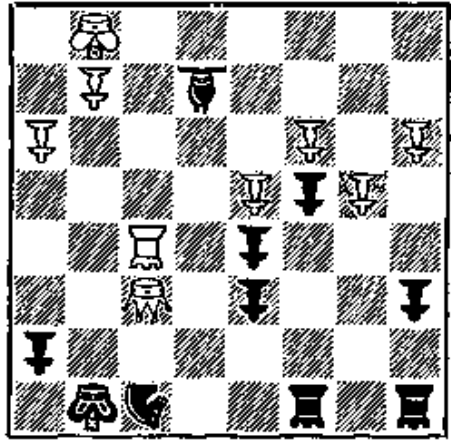
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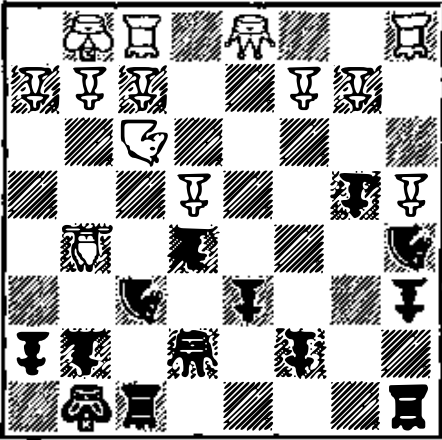
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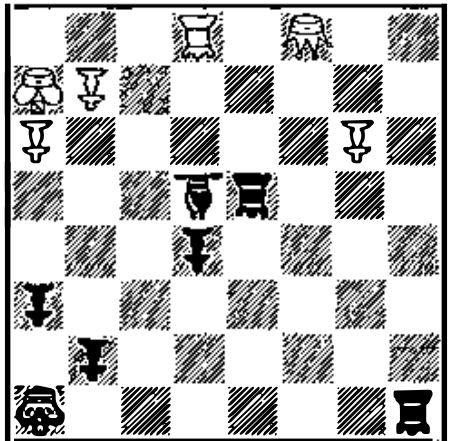
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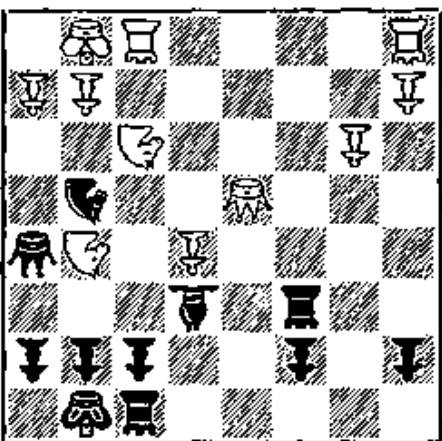
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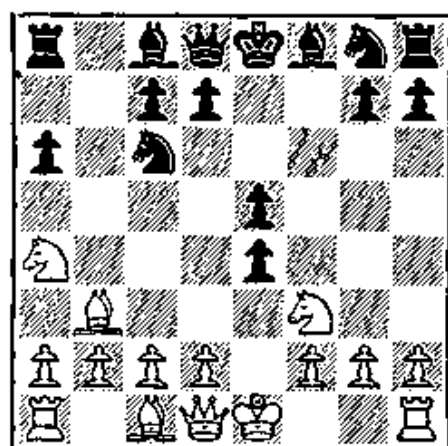


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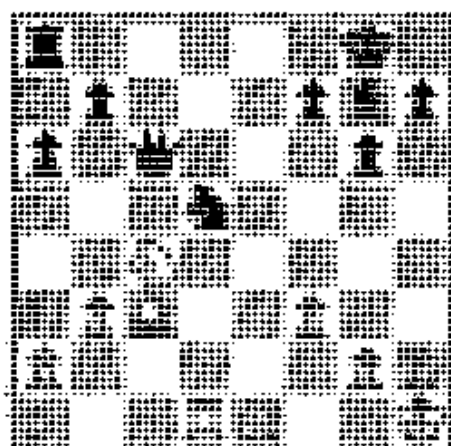


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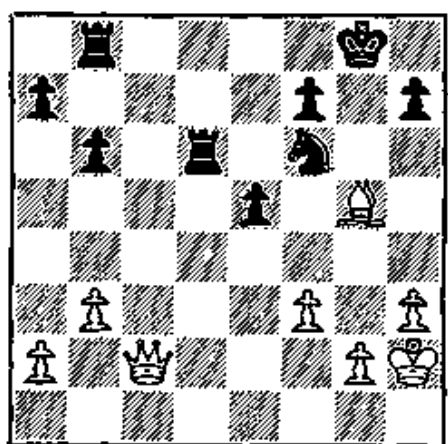
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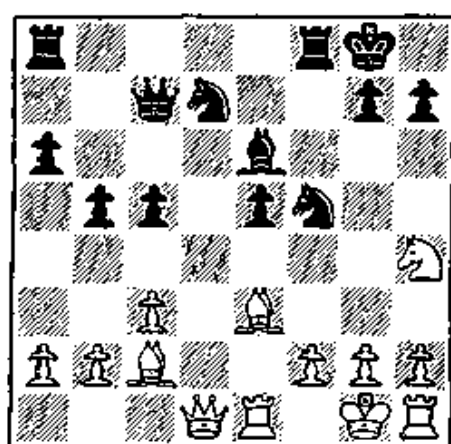
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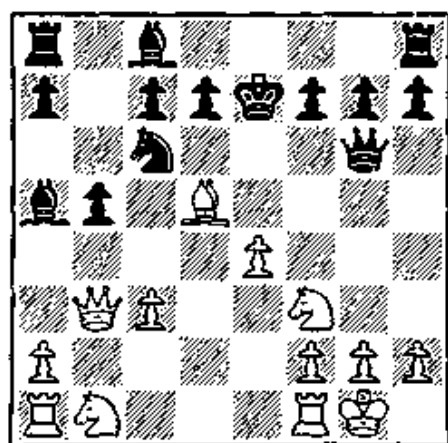
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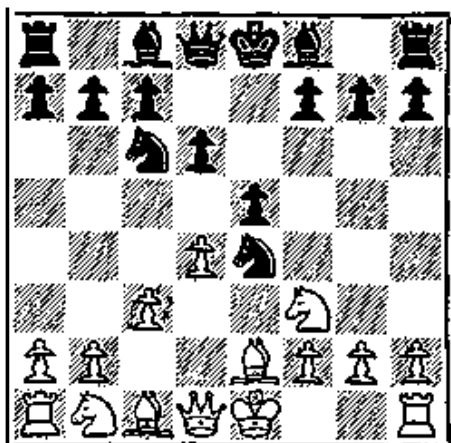
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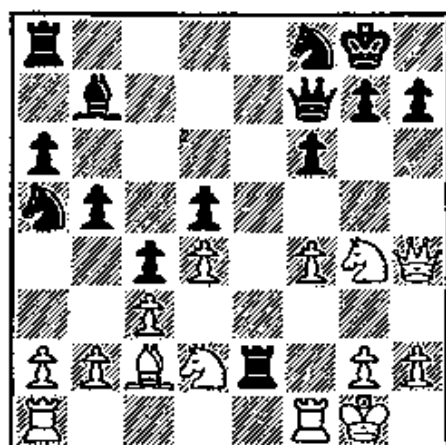


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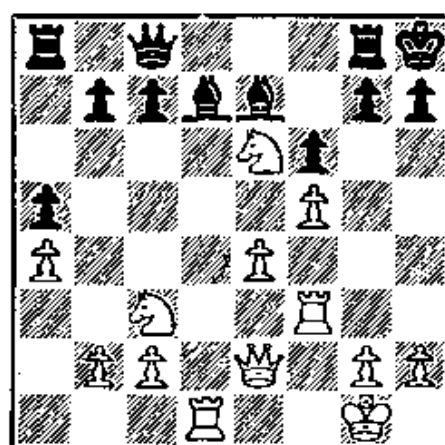


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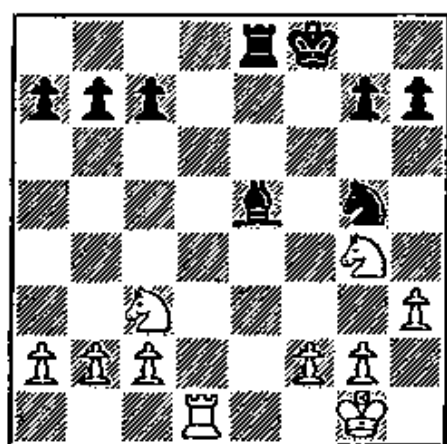
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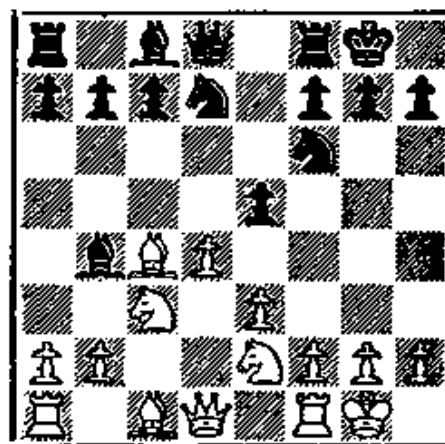
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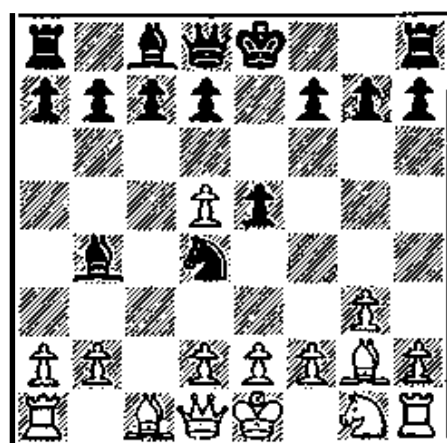
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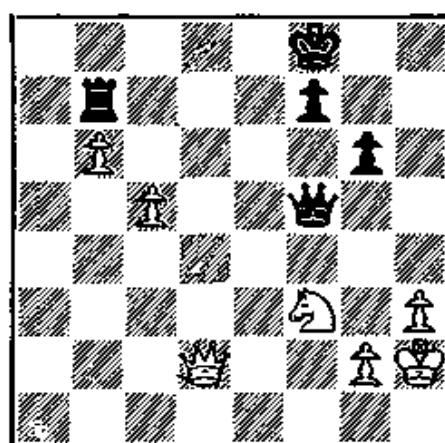
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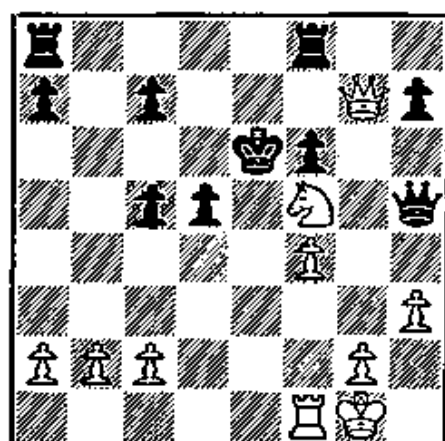


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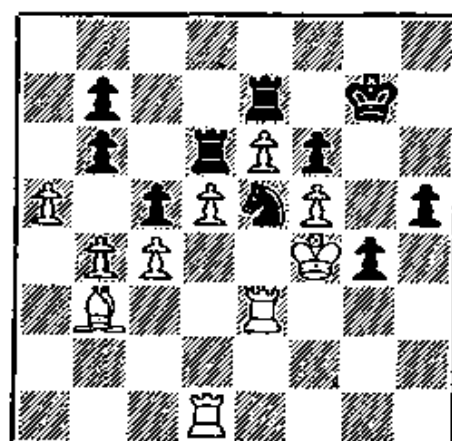


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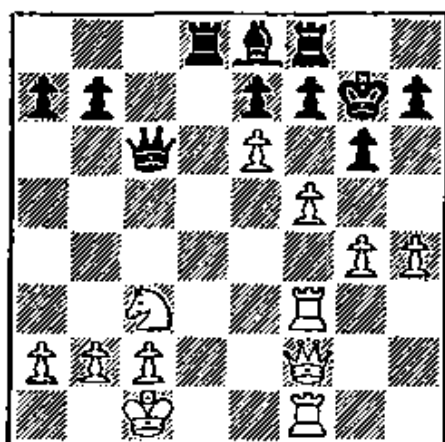
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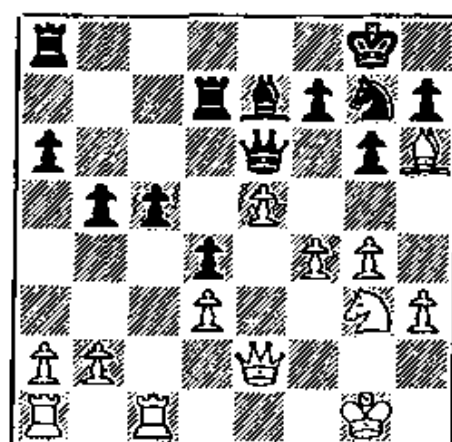
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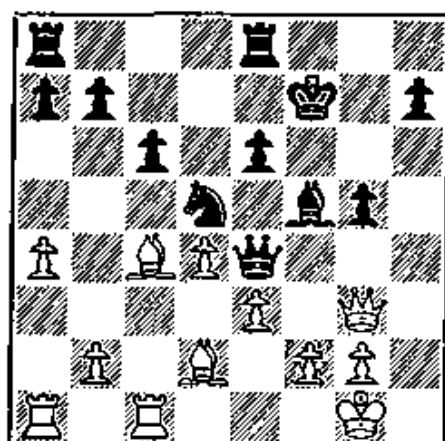
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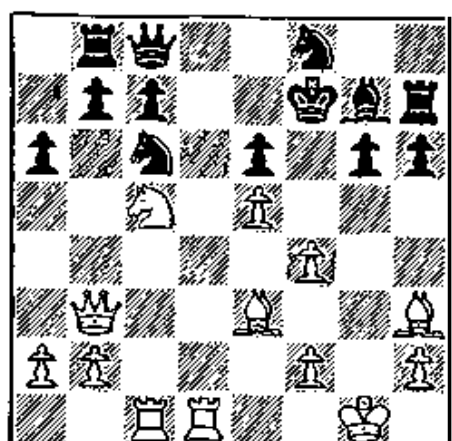
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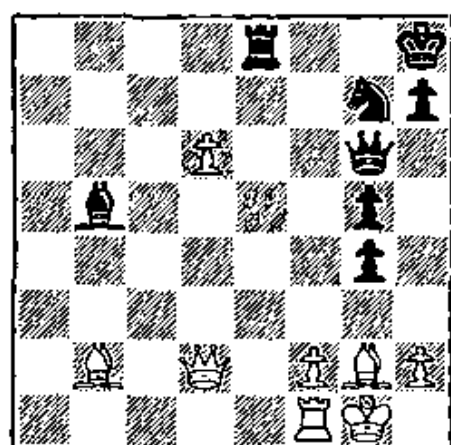


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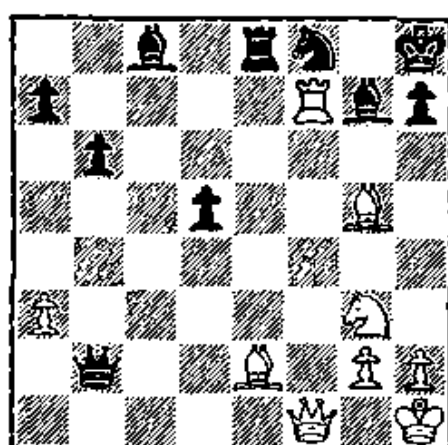


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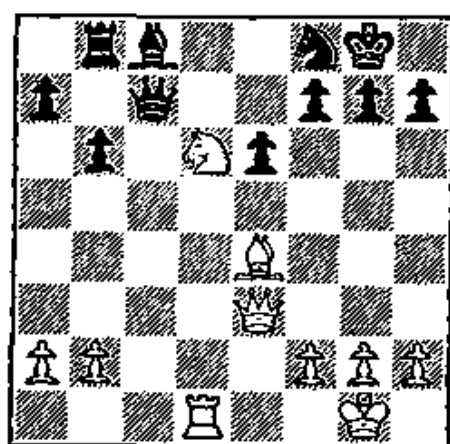
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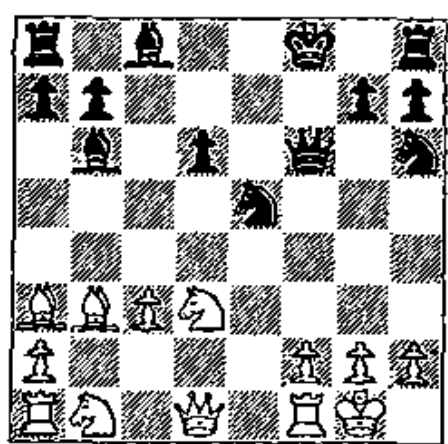
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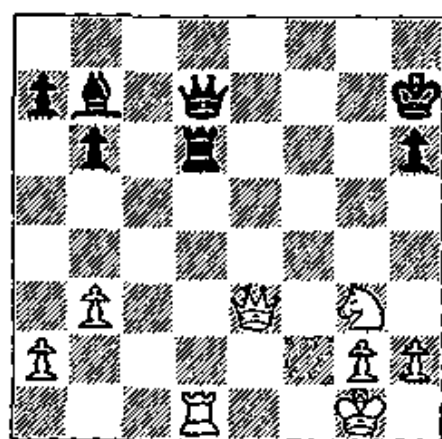
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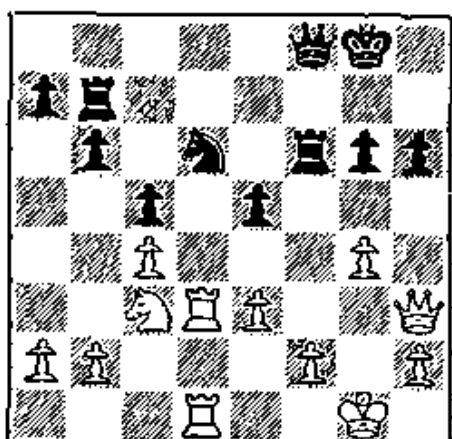
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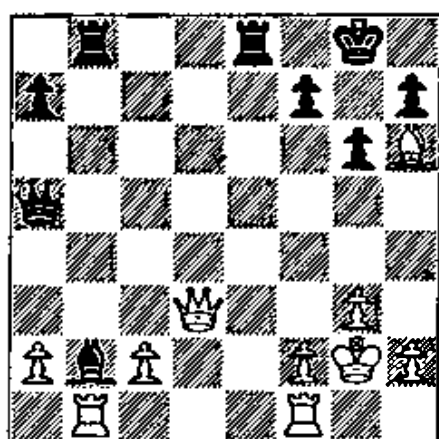


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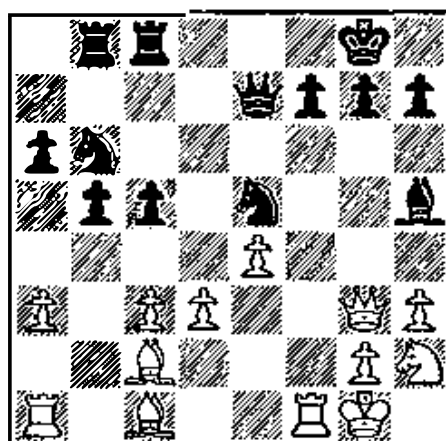


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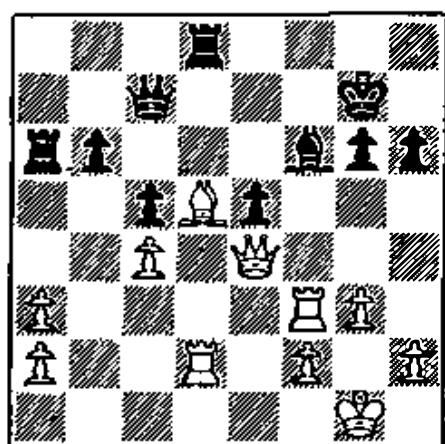
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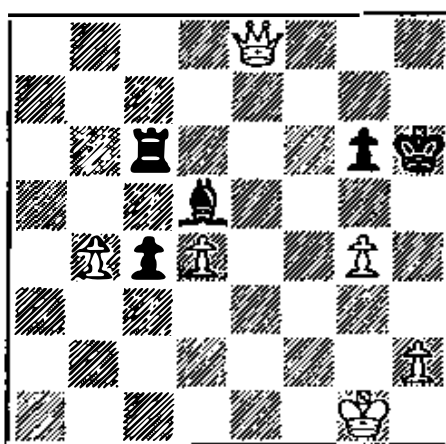
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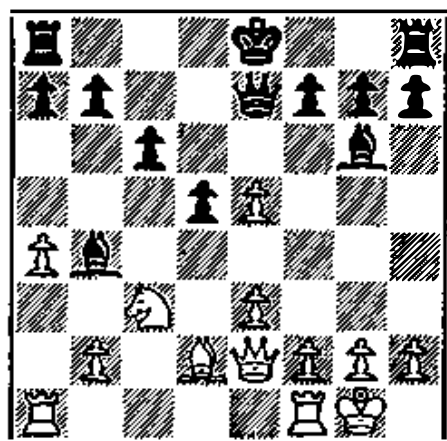
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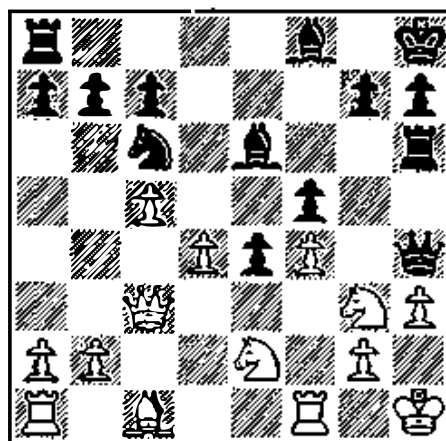
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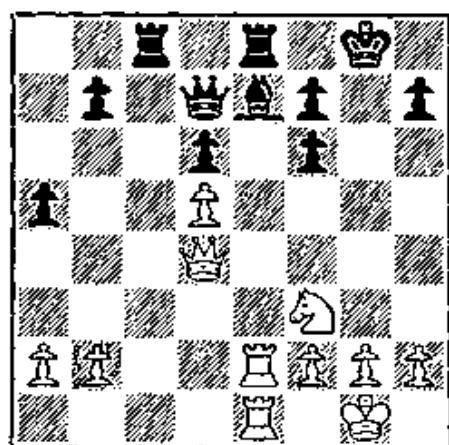


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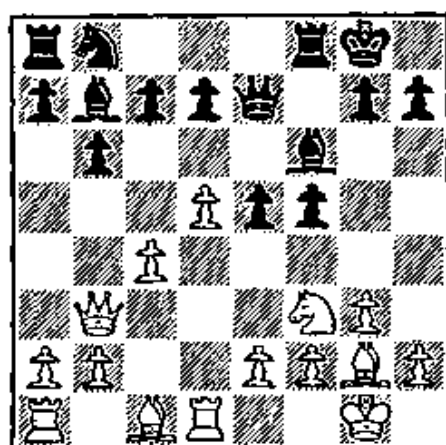


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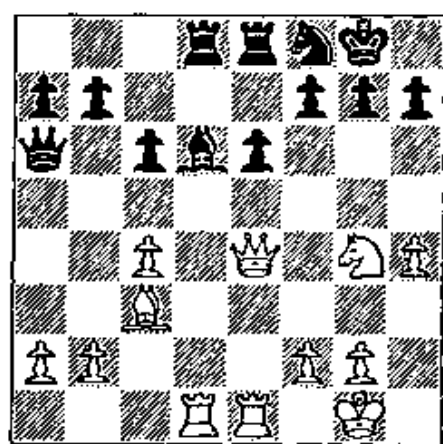
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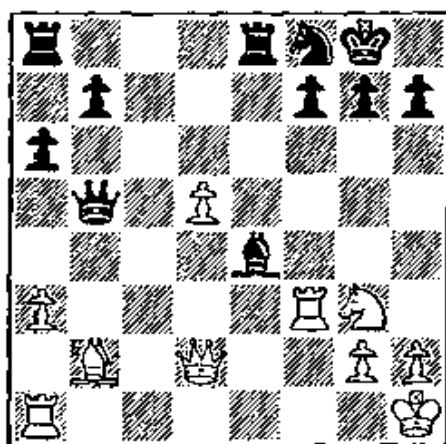
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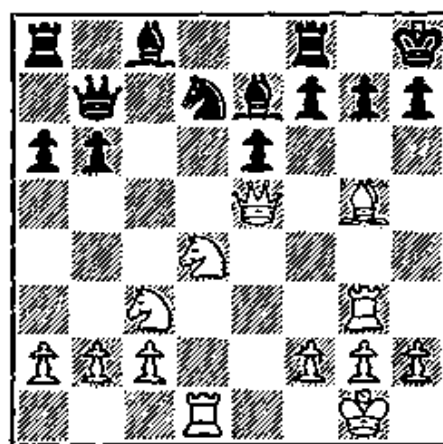
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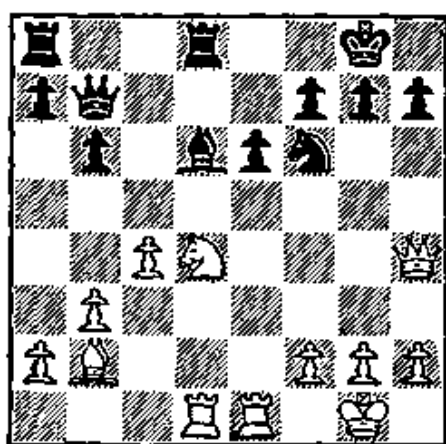
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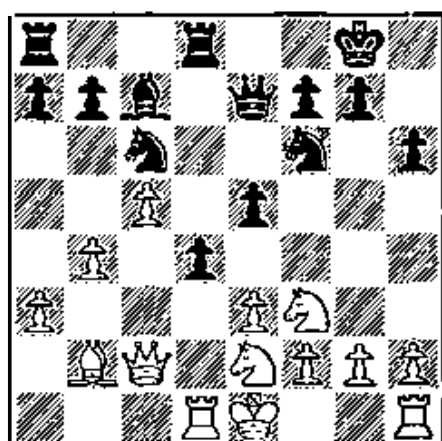


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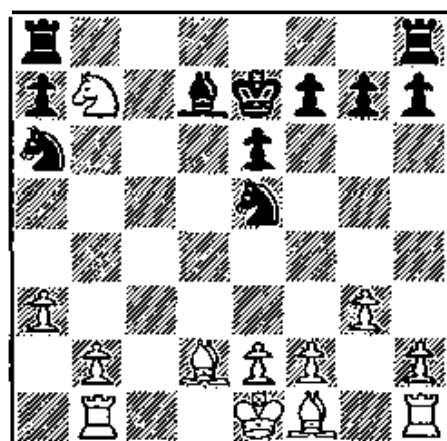


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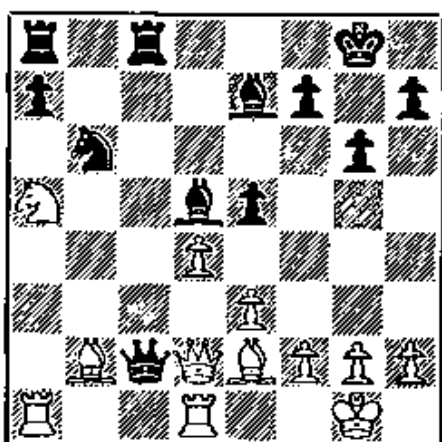
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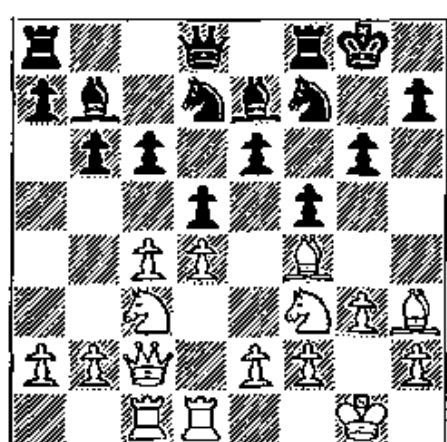
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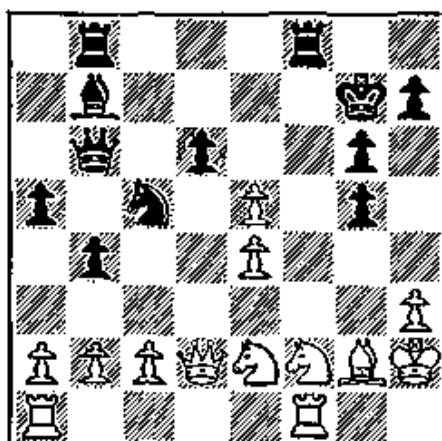
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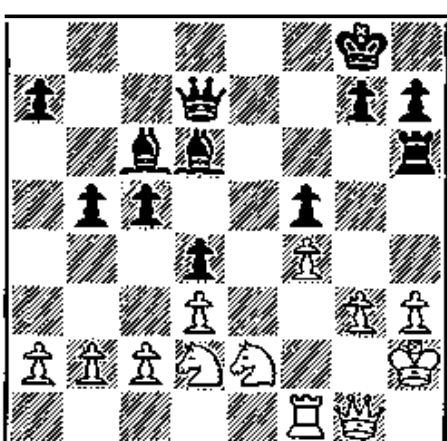
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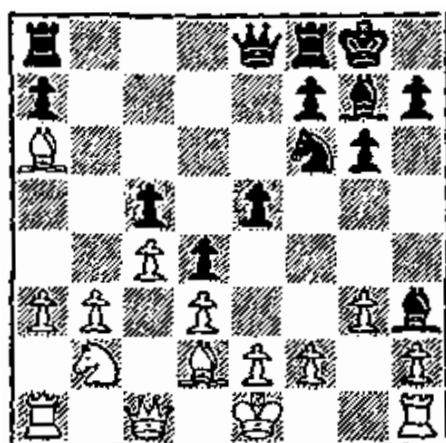


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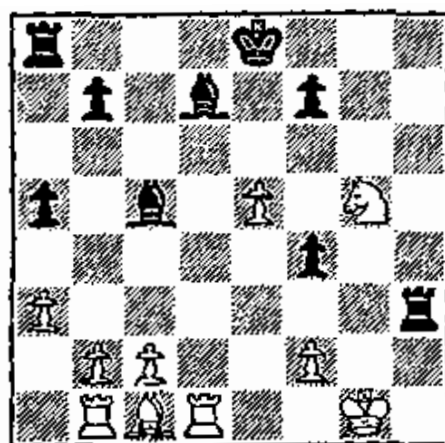


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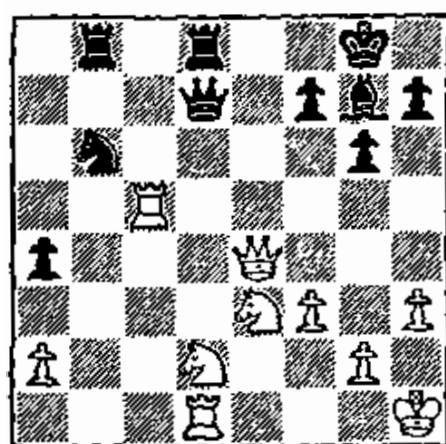
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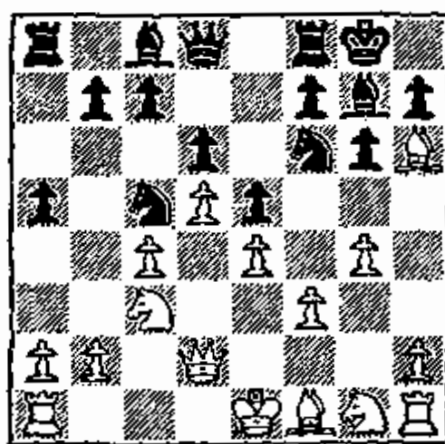
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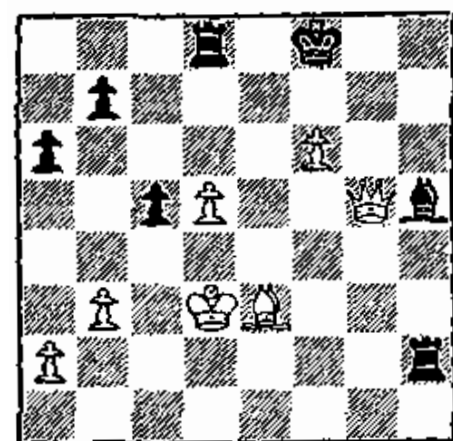
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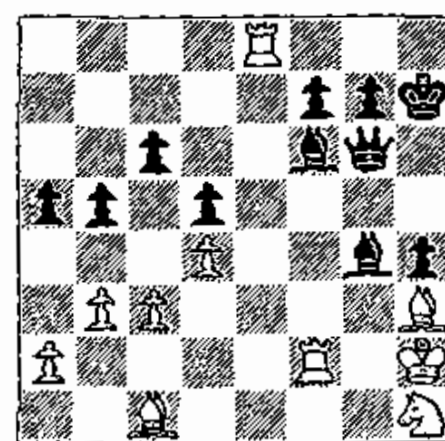
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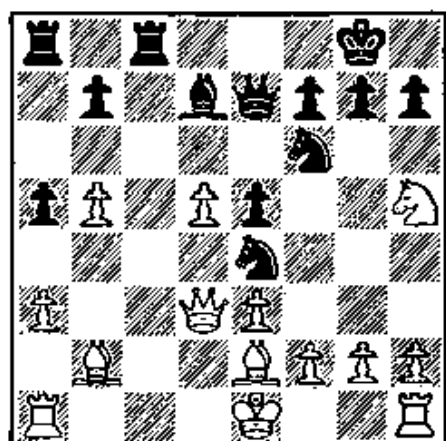


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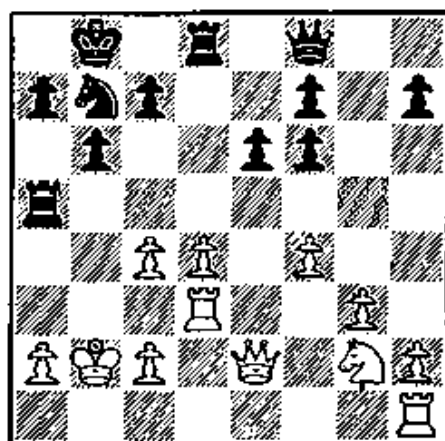


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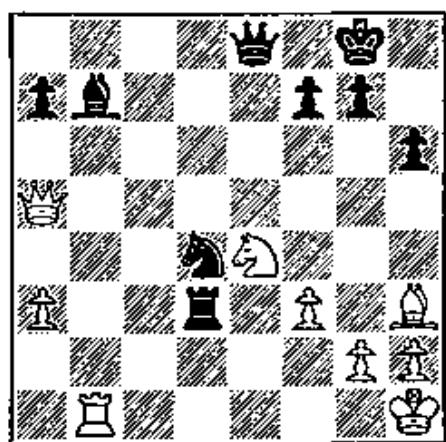
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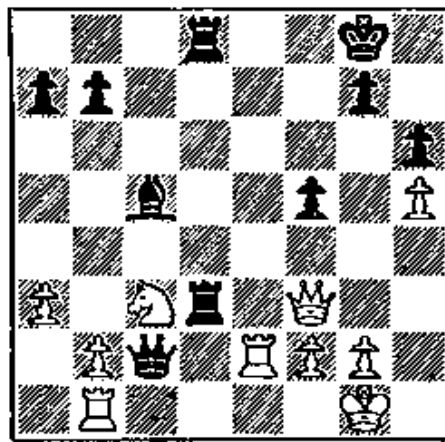
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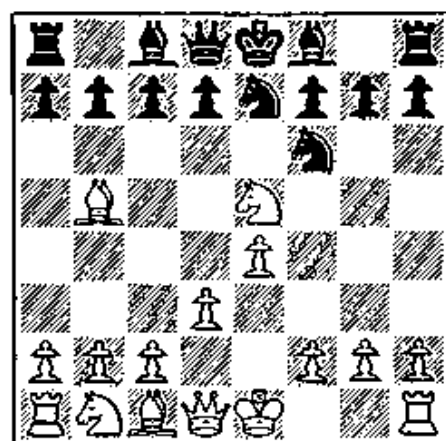
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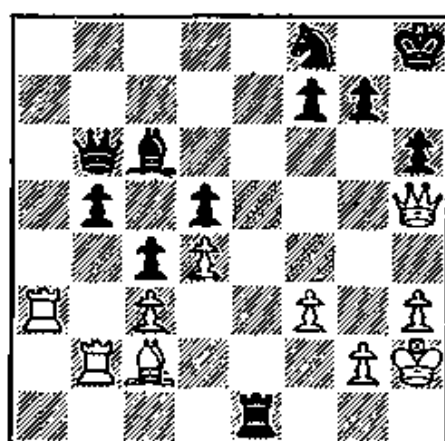
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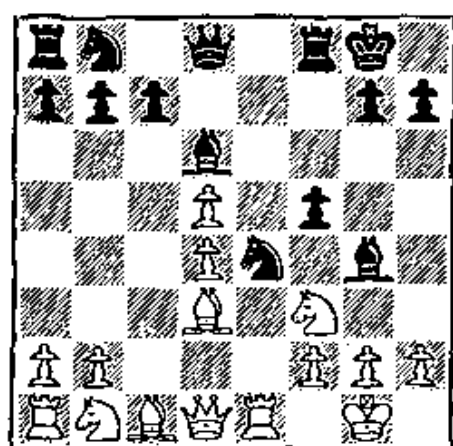


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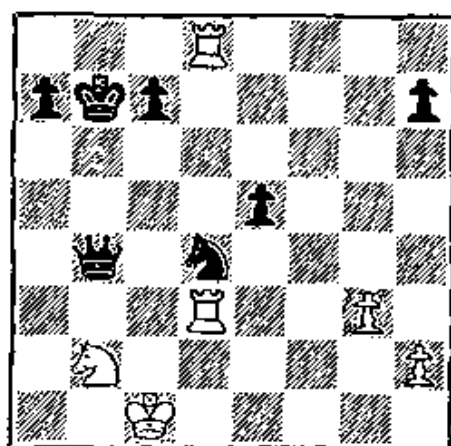


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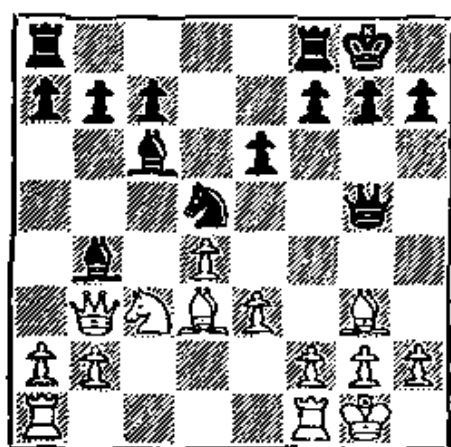
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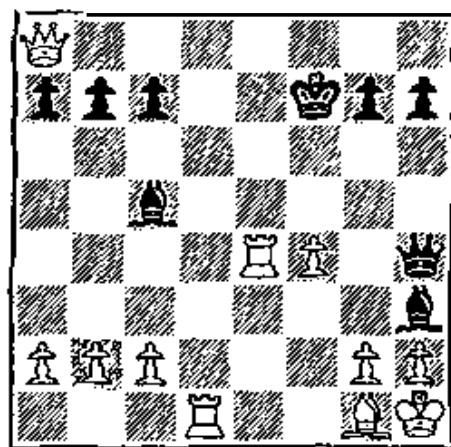
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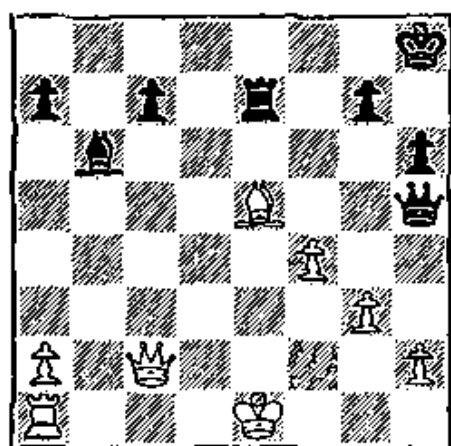
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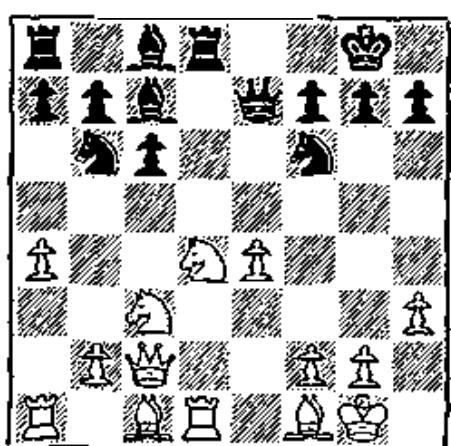
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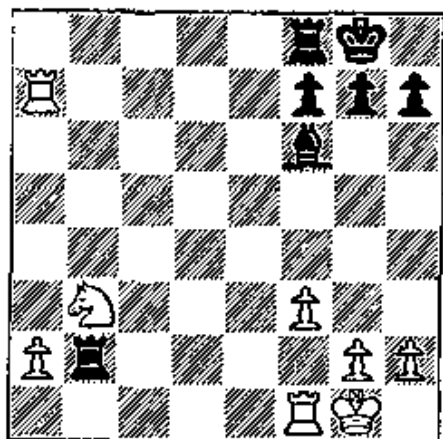


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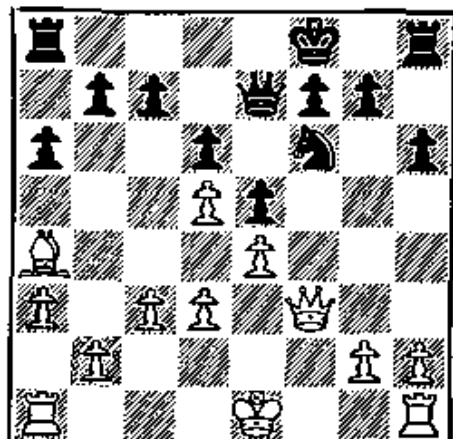


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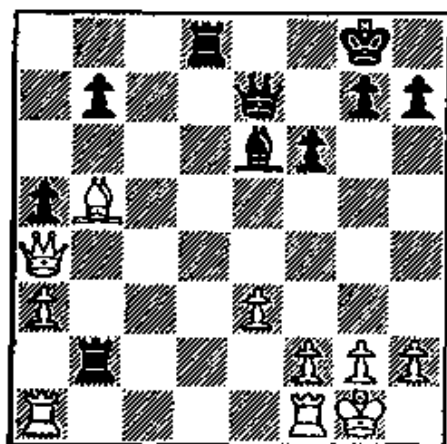
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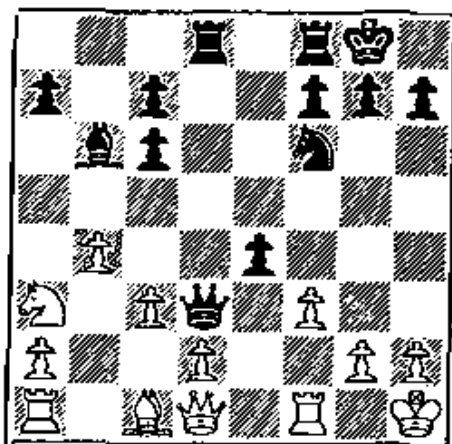
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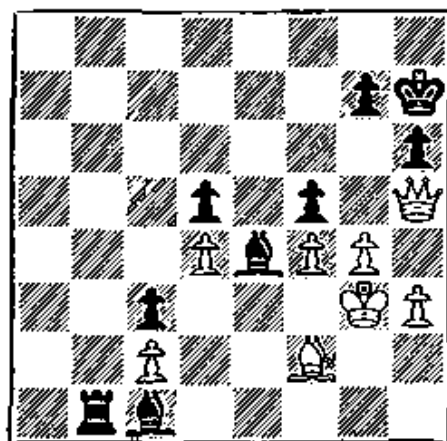
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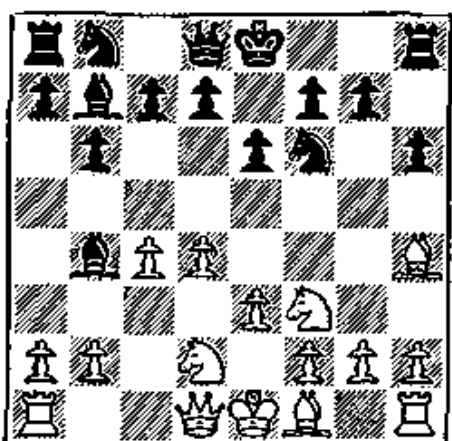
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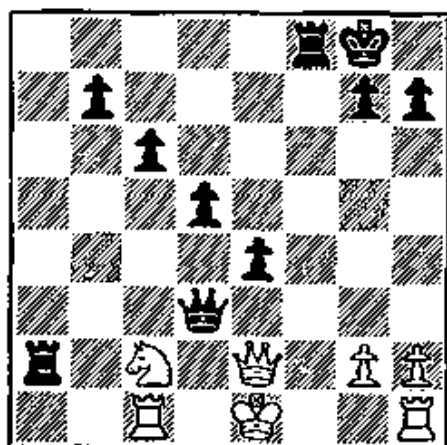


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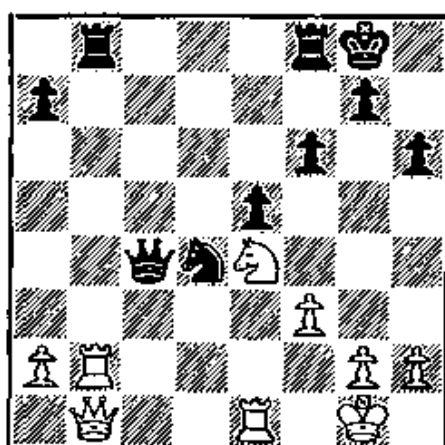


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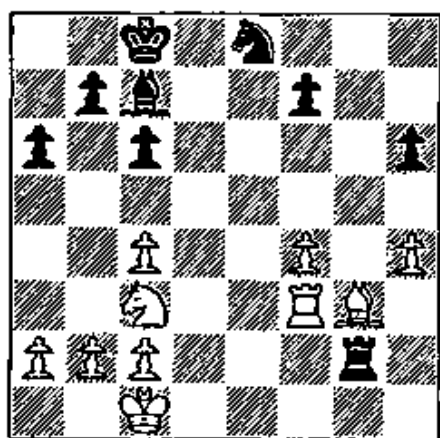
BLACK MOVES FIRST



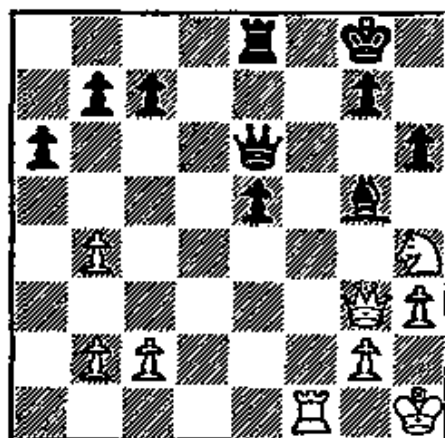
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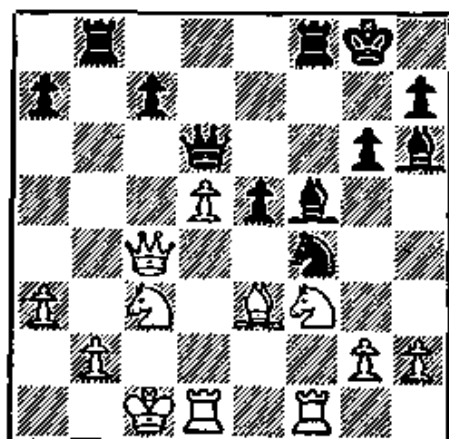
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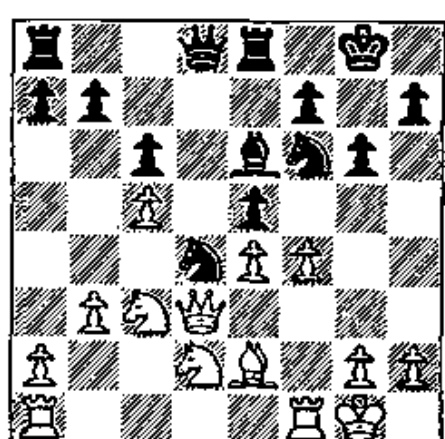
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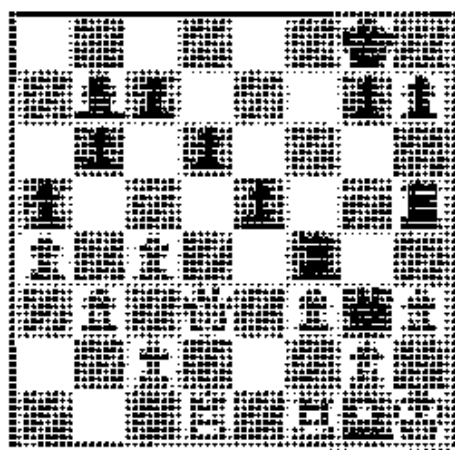


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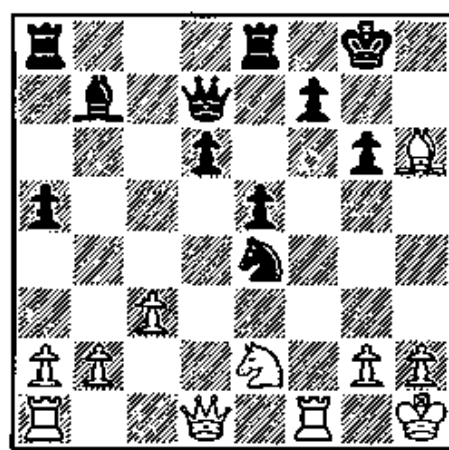


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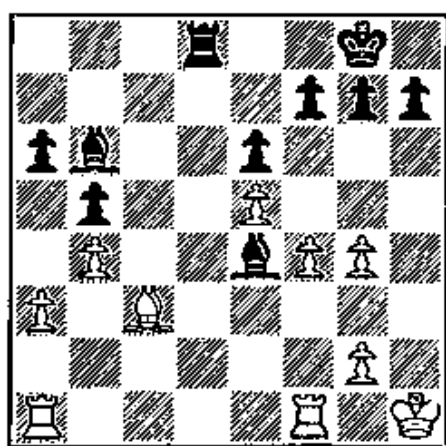
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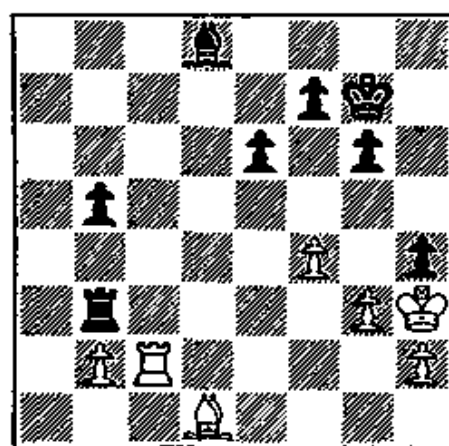
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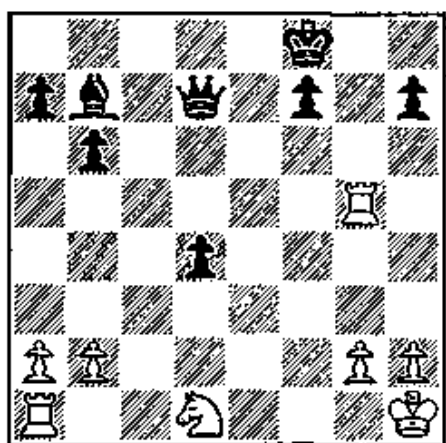
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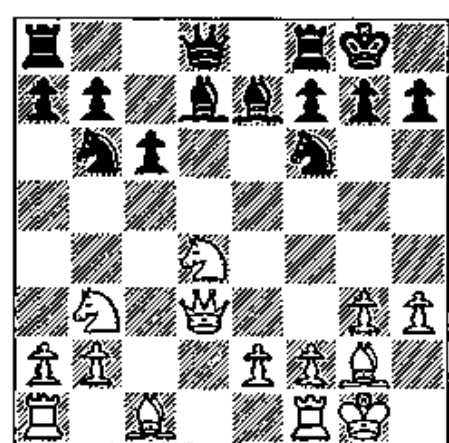
291



292



293



294

4. Discovered Attack

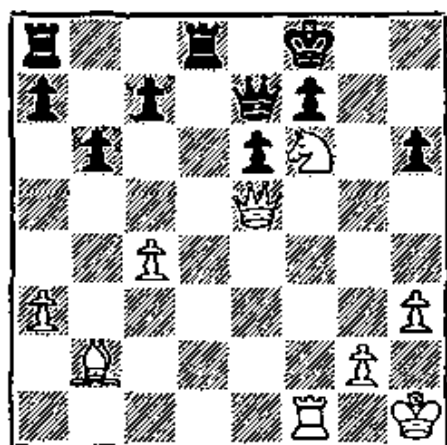
The discovered attack is an unusually elegant—and powerful—form of double attack. What happens in this case is that *a unit moves off a line in order to “discover” (actually uncover) an attack by one of its colleagues.* What usually happens is that the “discovering” piece simultaneously unleashes a secondary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

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

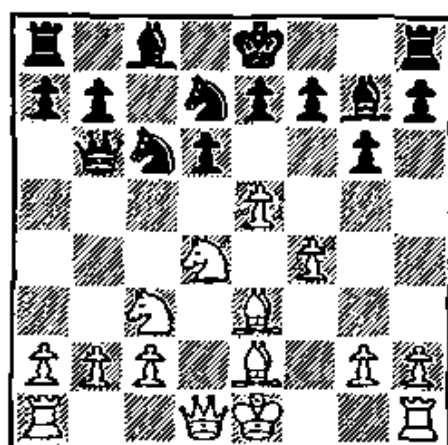
In certain rare instances, as in Diagram 321, we get enchanting effects when multiple threats are opened up. The inexorable beauty of these situations is that the defender has all sorts of resources—but each one fails!

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

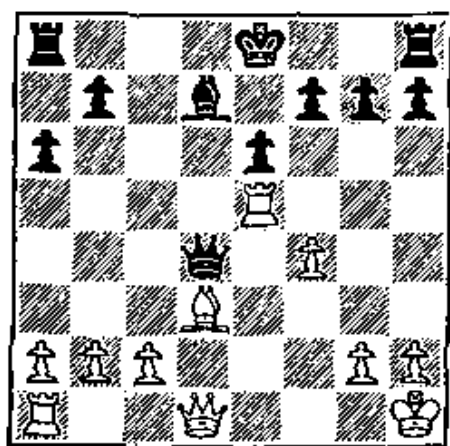
WHITE MOVES FIRST



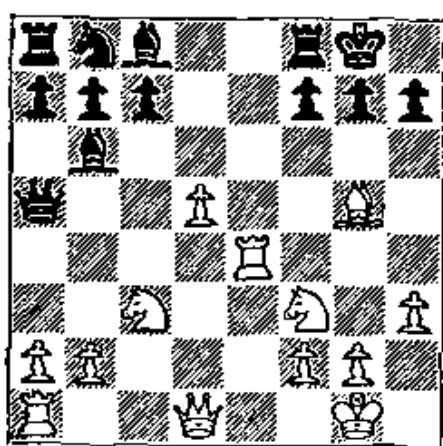
295



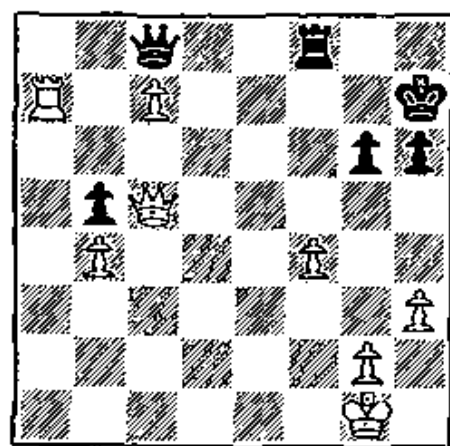
296



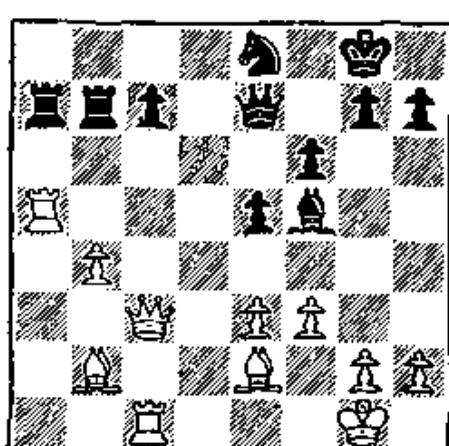
297



298

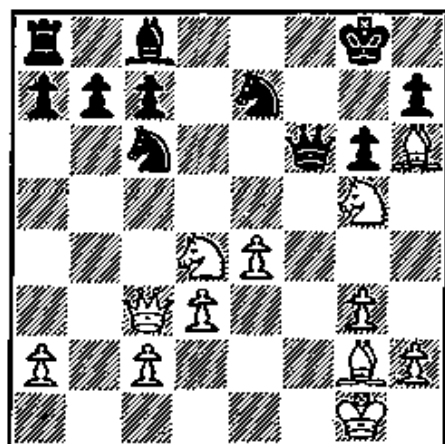


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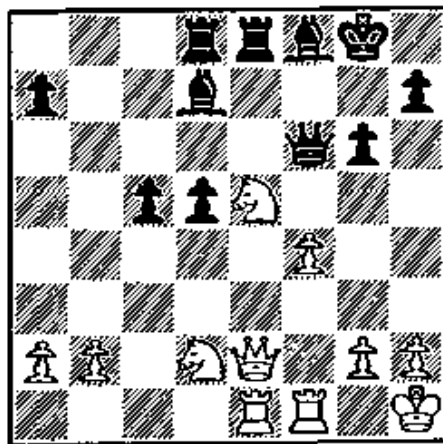


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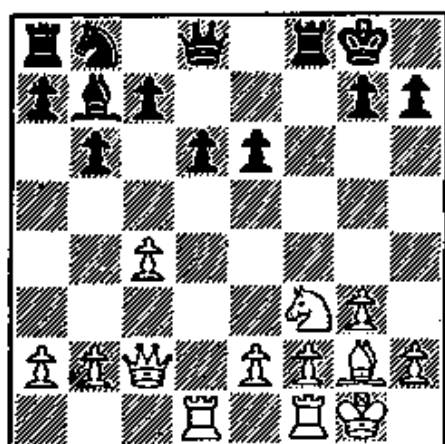
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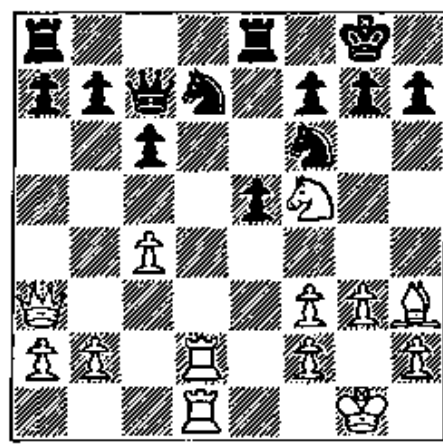
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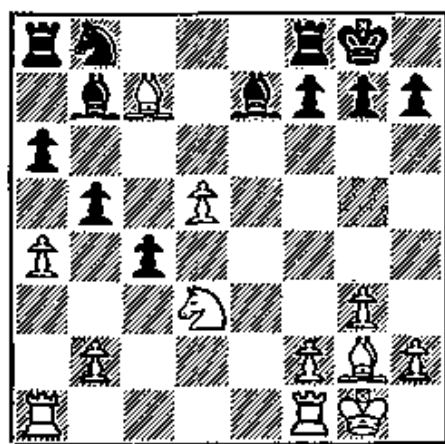
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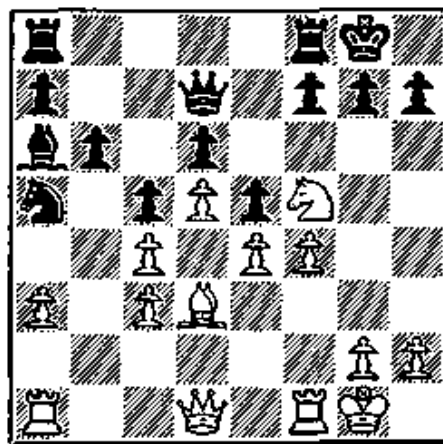
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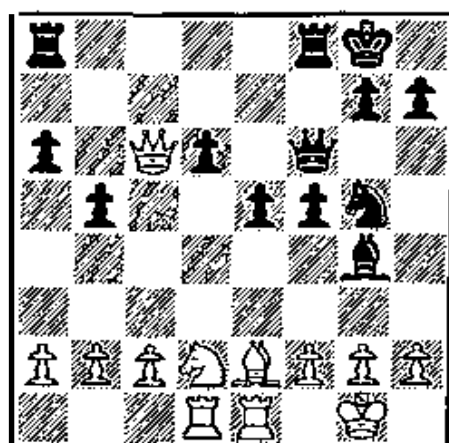


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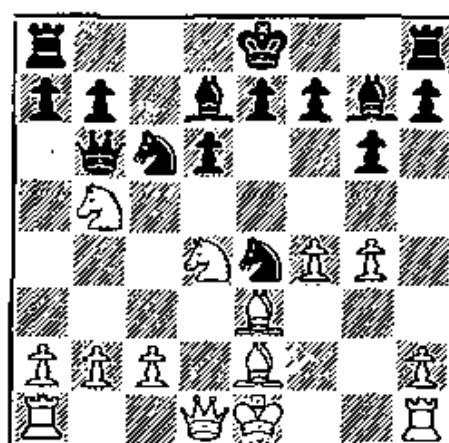


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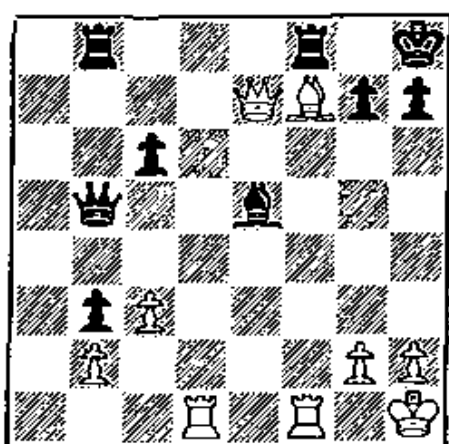
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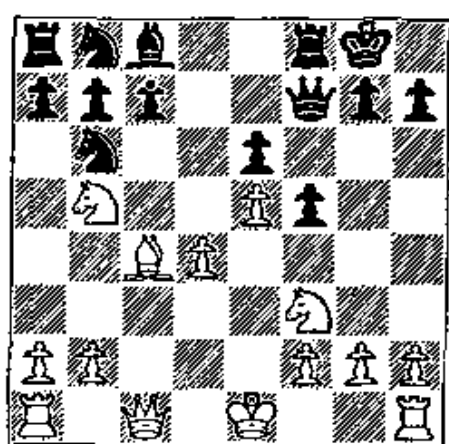
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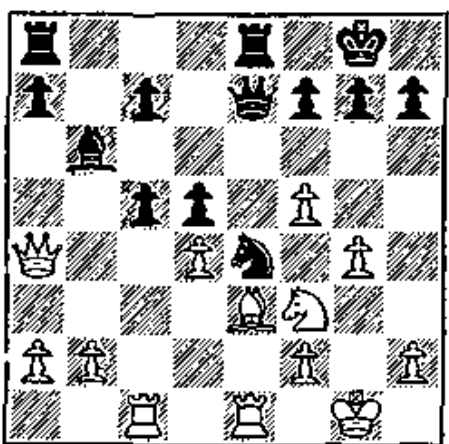
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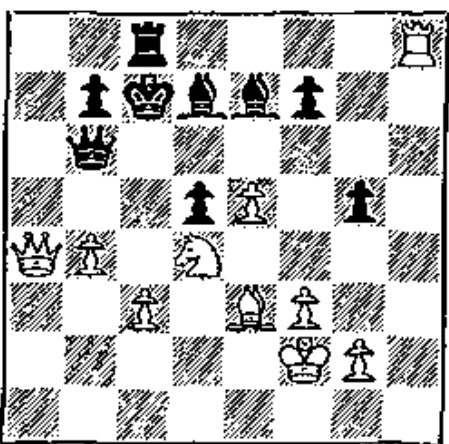
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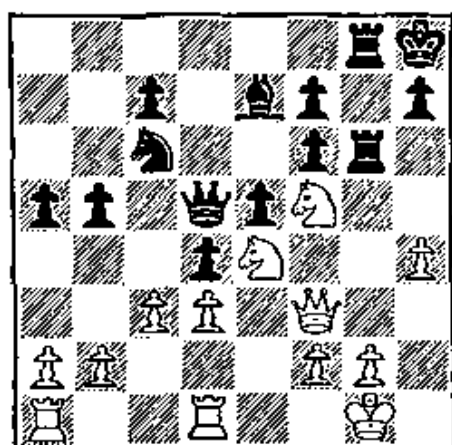


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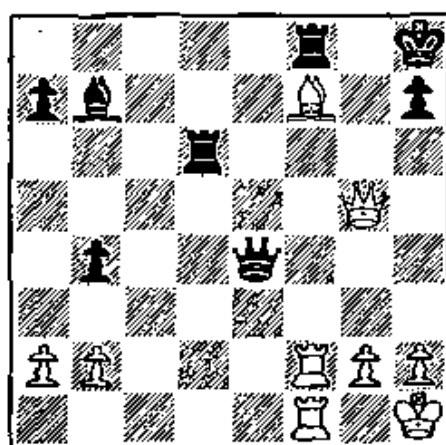


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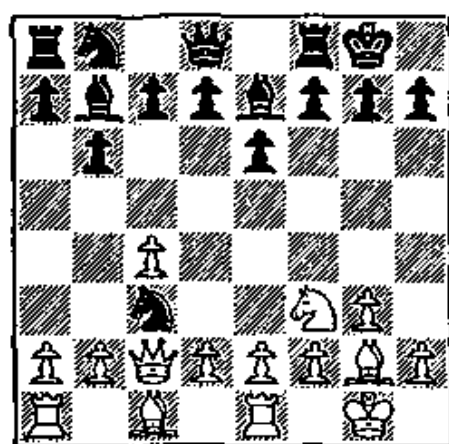
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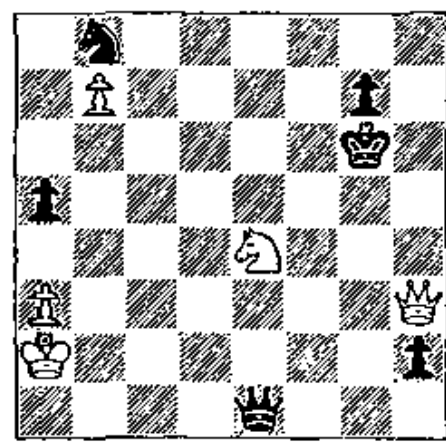
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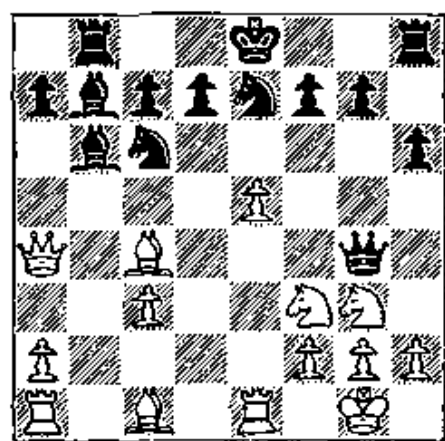
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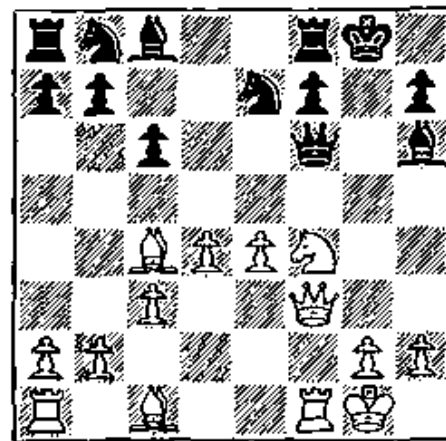
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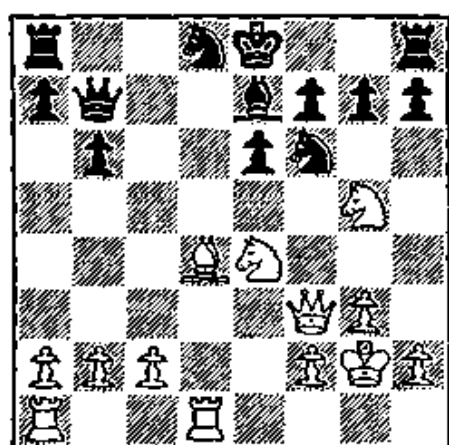


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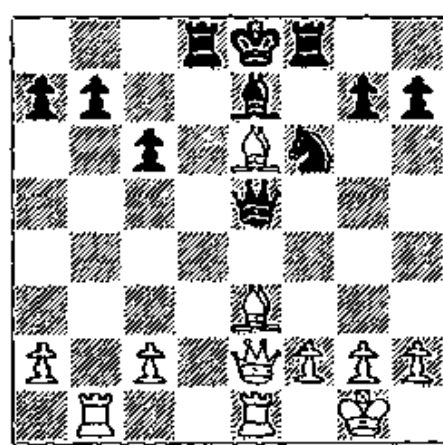


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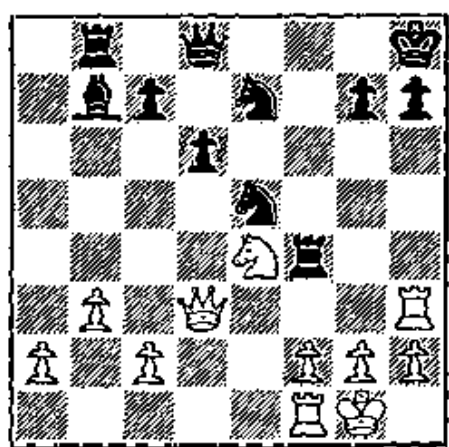
WHITE MOVES FIRST



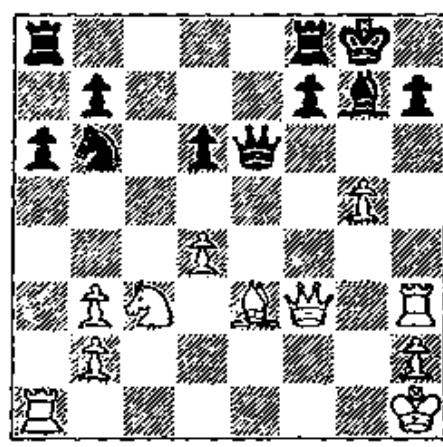
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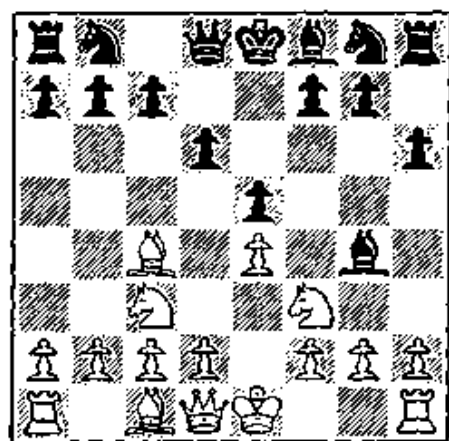
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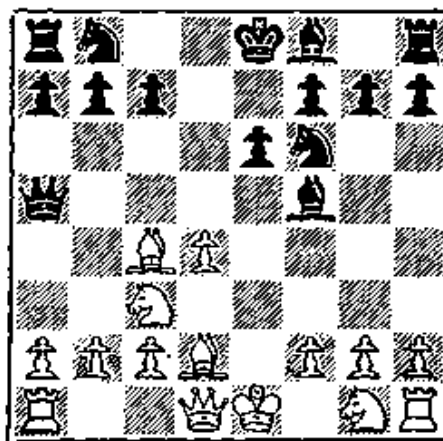
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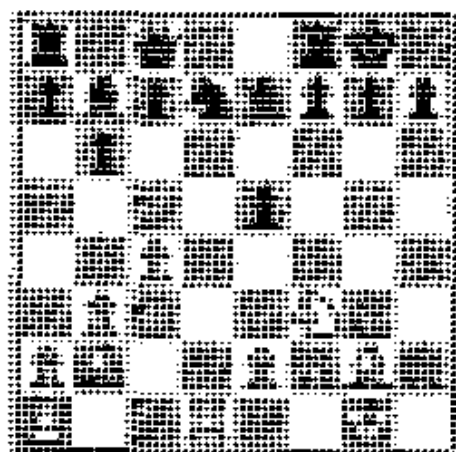


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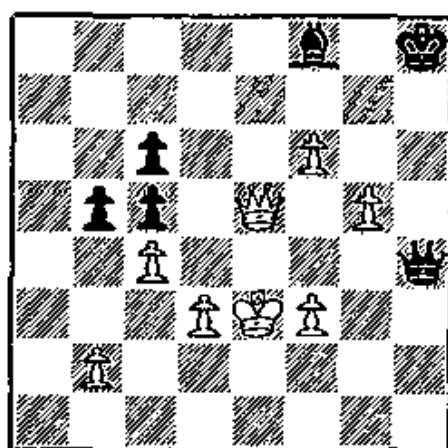


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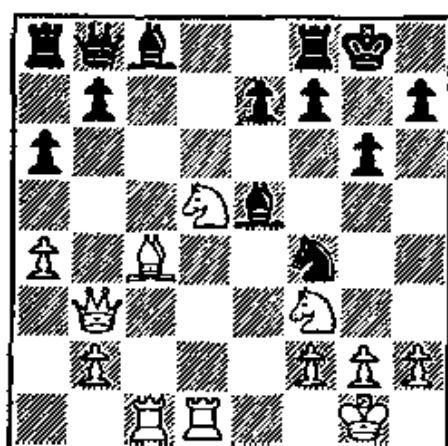
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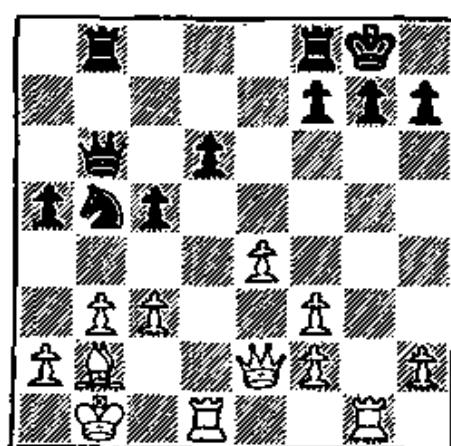
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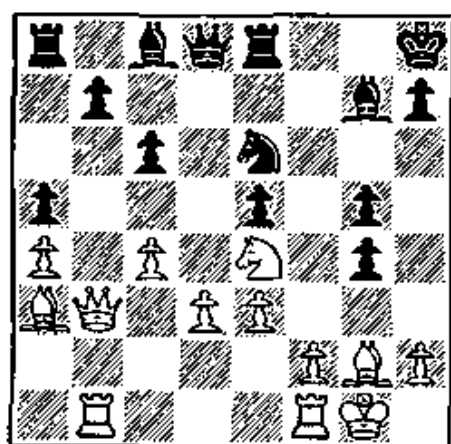
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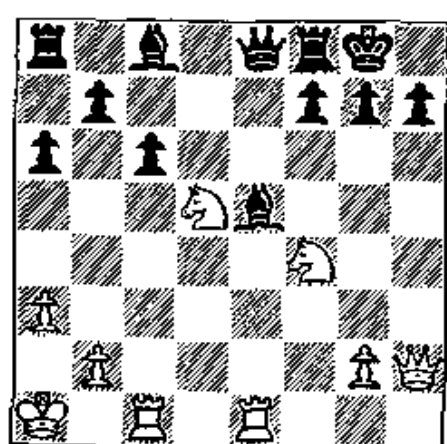
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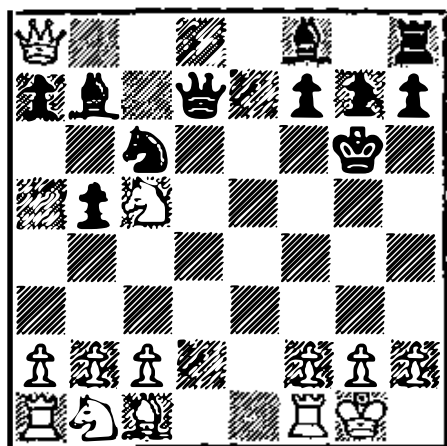


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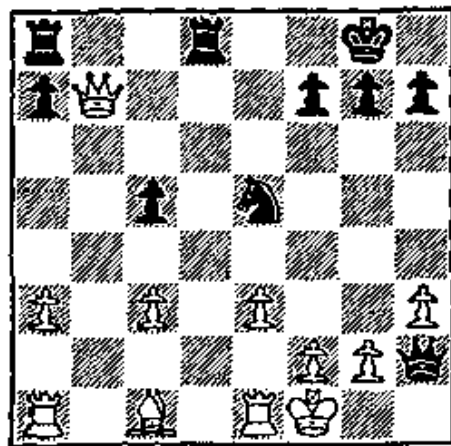


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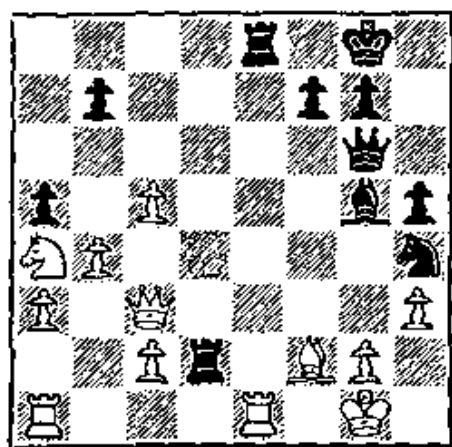
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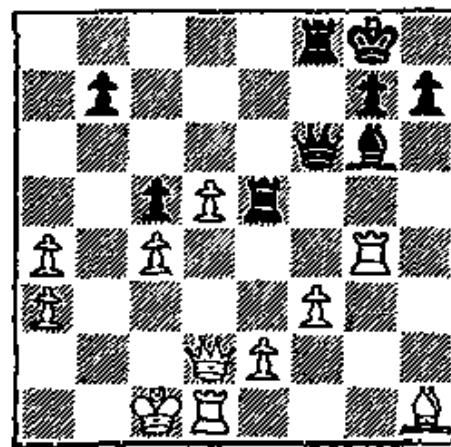
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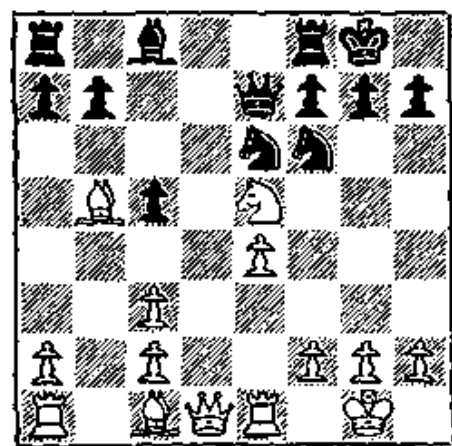
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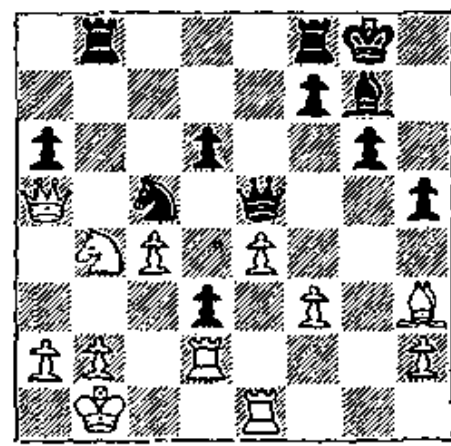
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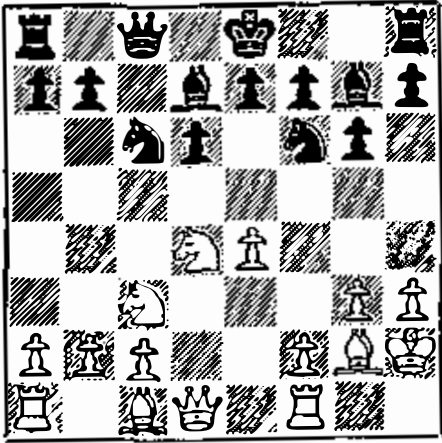


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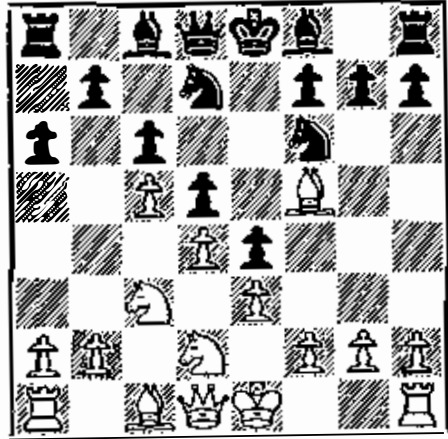


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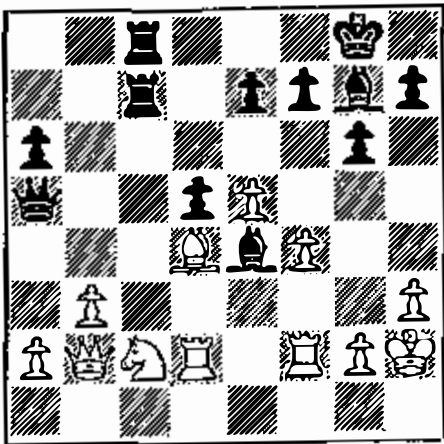
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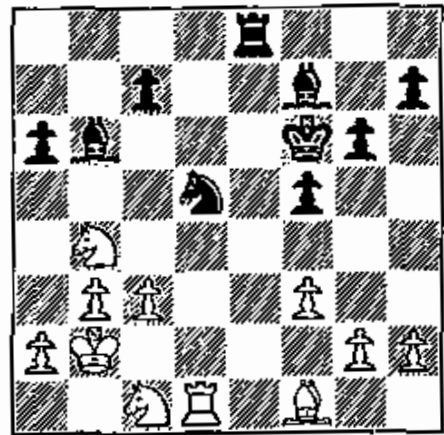
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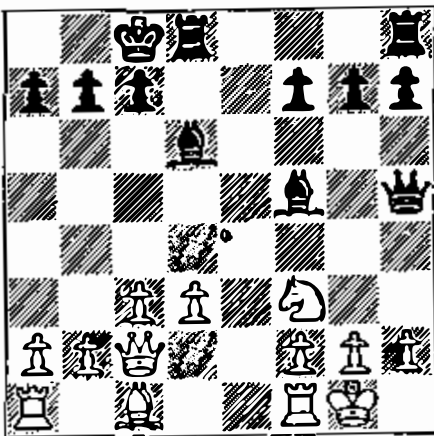
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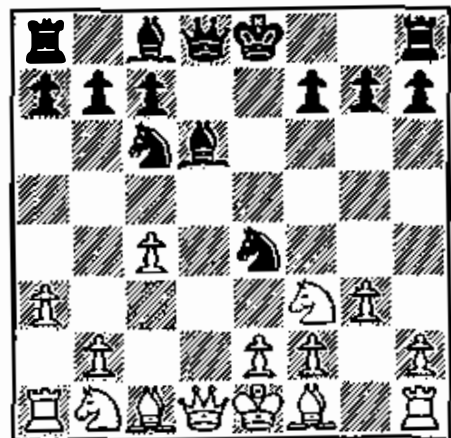
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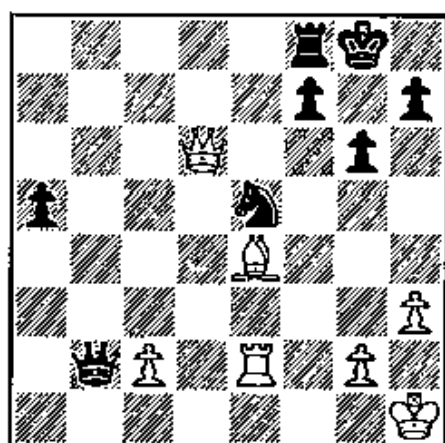


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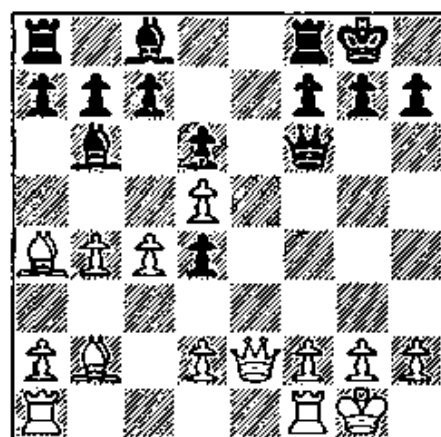


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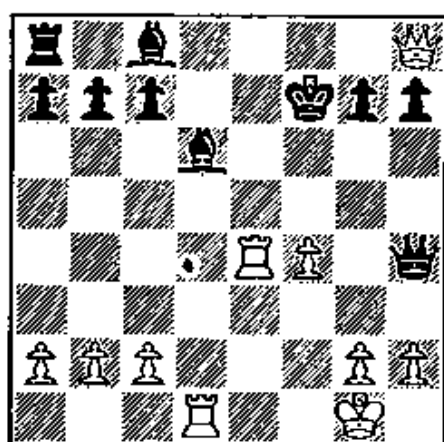
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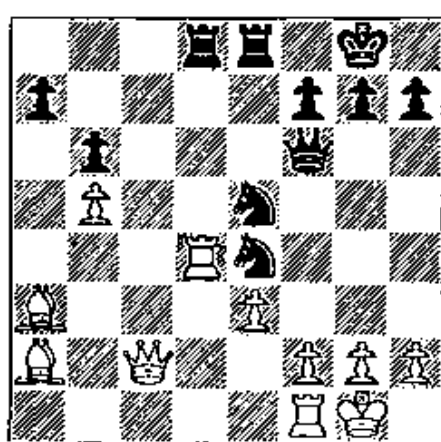
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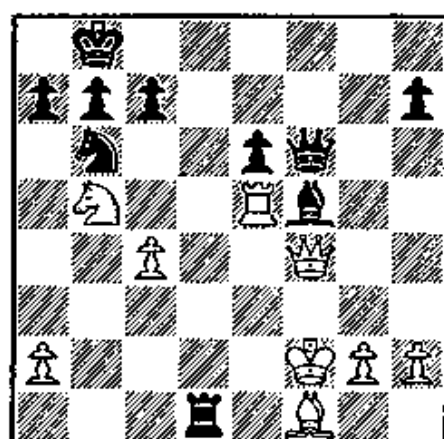
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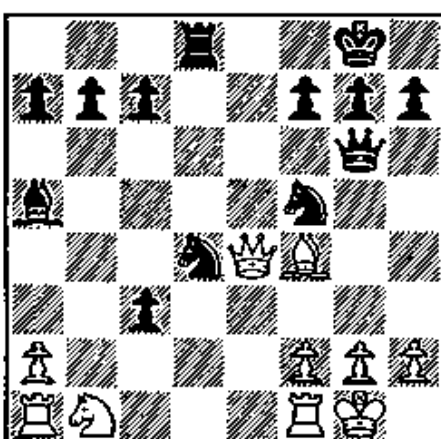
345



346



347



348

5. Discovered Check

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

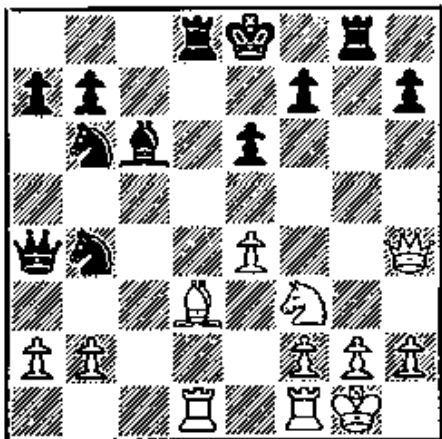
Because of the principle of the priority of check, the hostile King must get out of check. Consequently valuable material may be lost. For example:

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

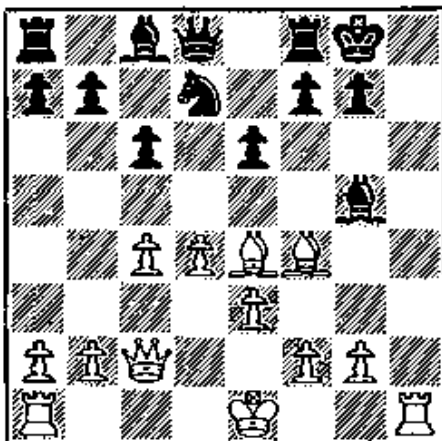
In Diagram 357 White's first move is so strong that his Rook—the “discovering” piece—cannot be prevented from winning Black's Queen.

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

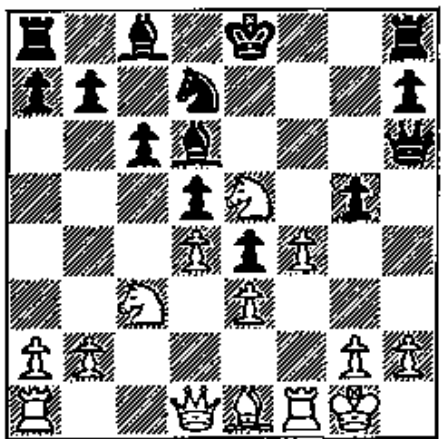
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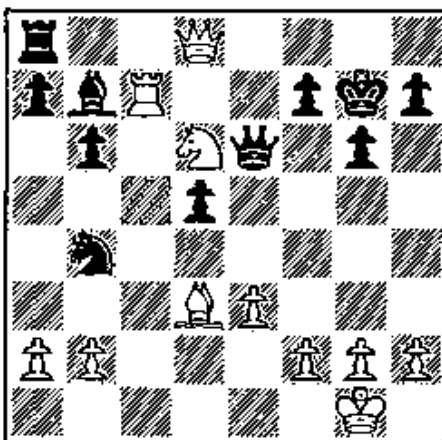
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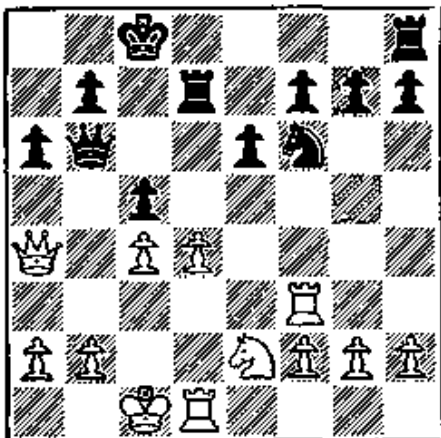
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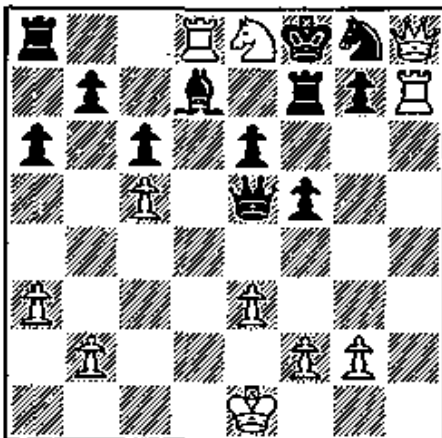
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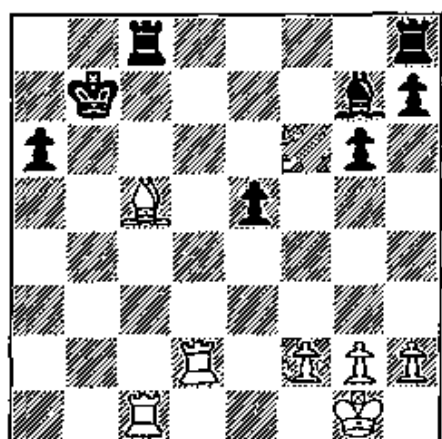


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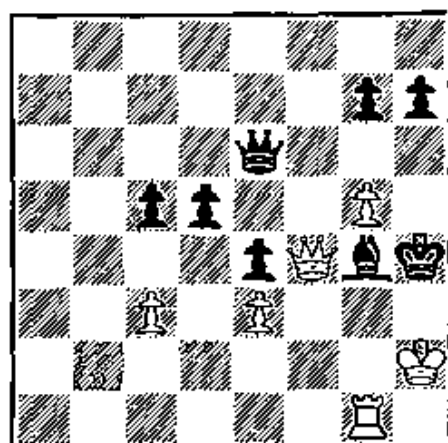


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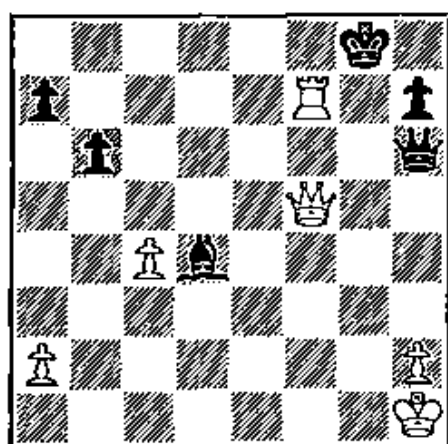
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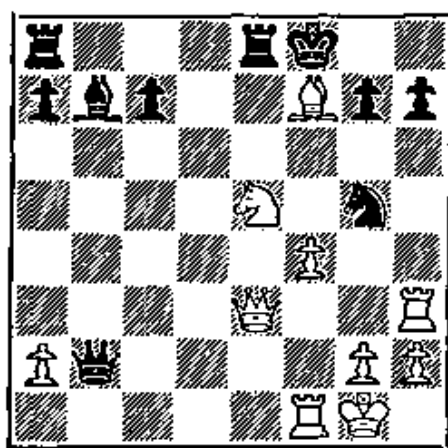
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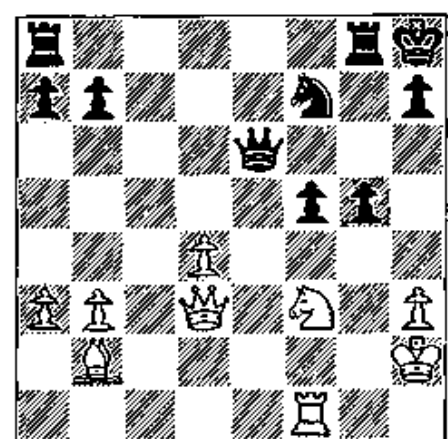
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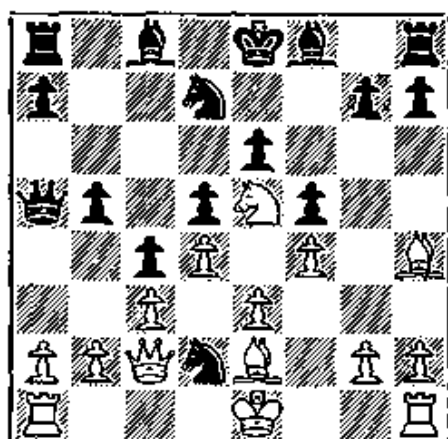
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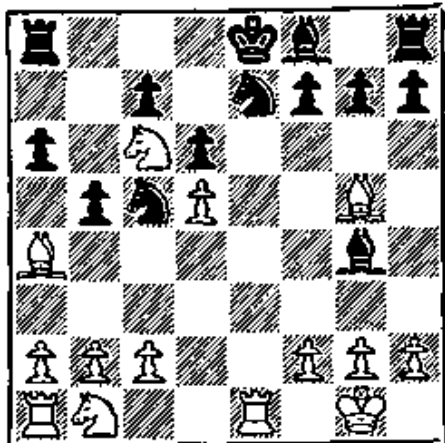


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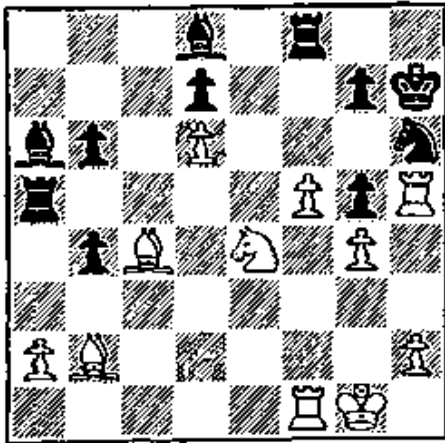


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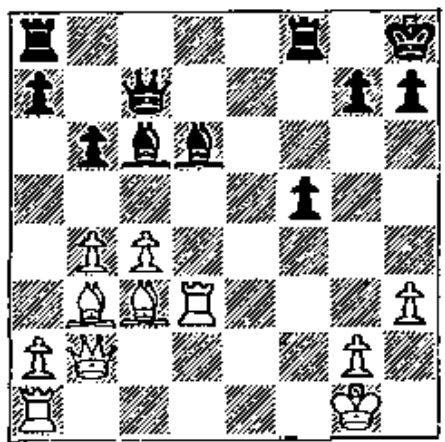
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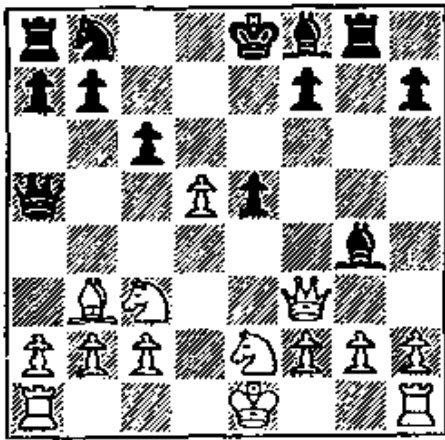
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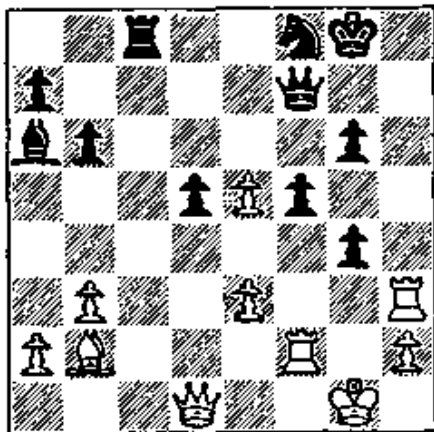
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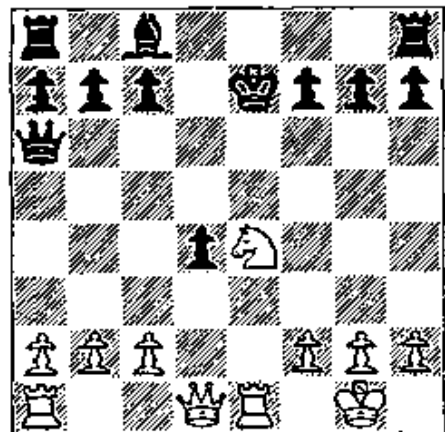
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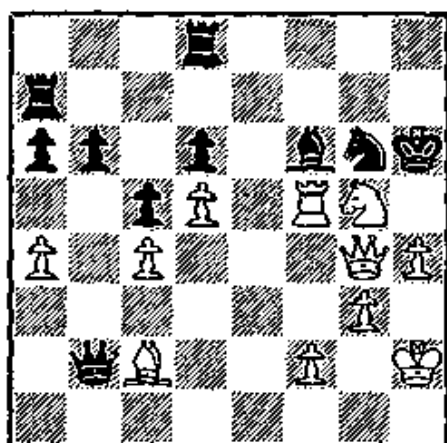


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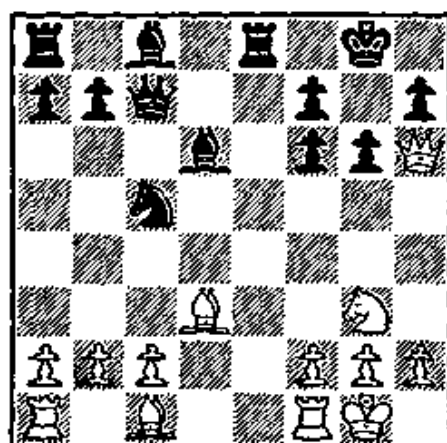


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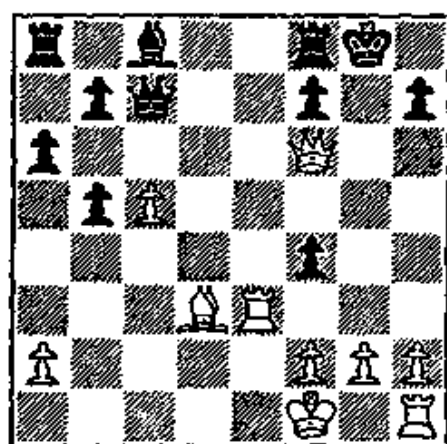
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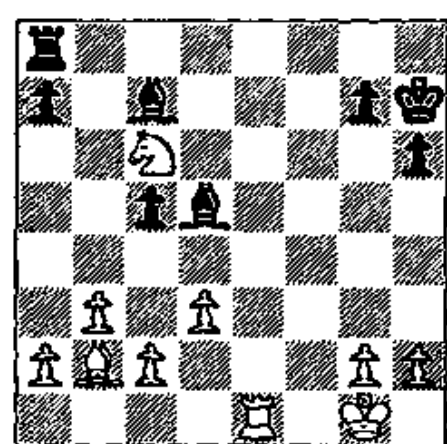
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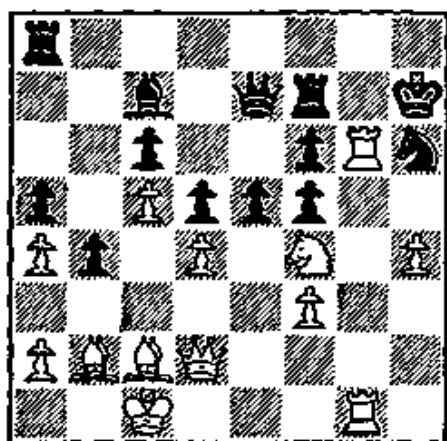
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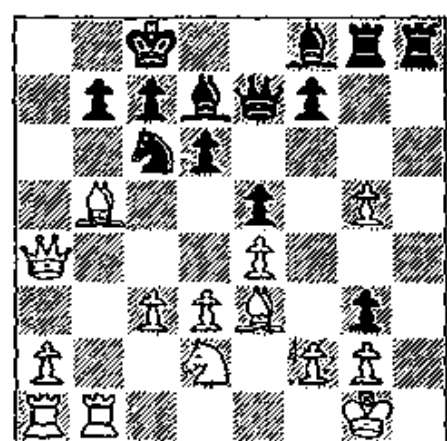
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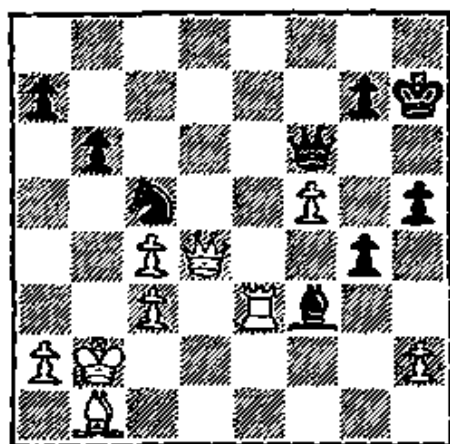


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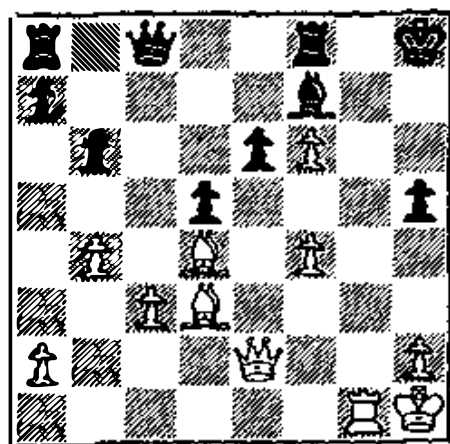


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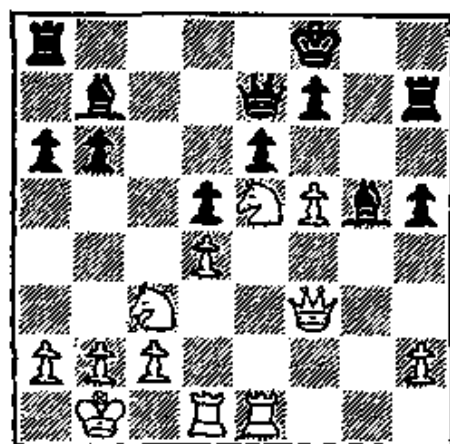
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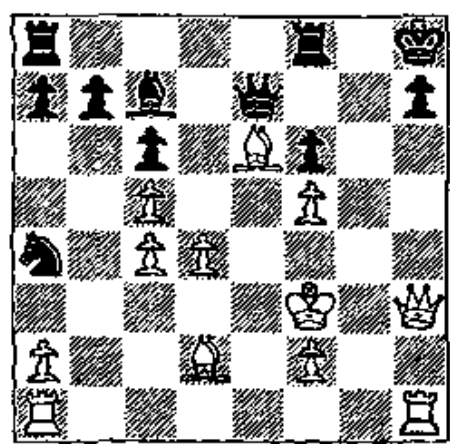
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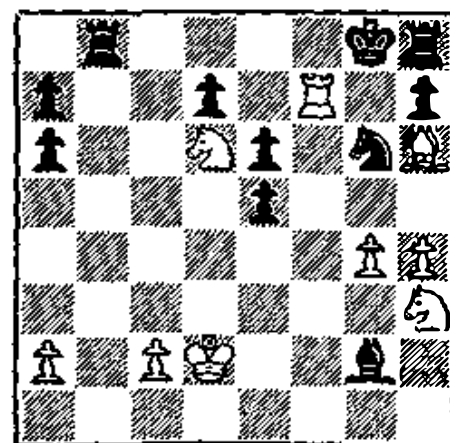
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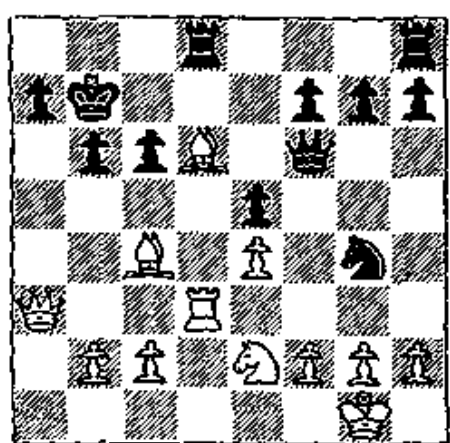
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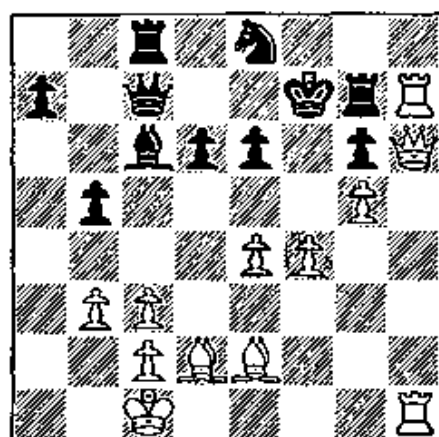


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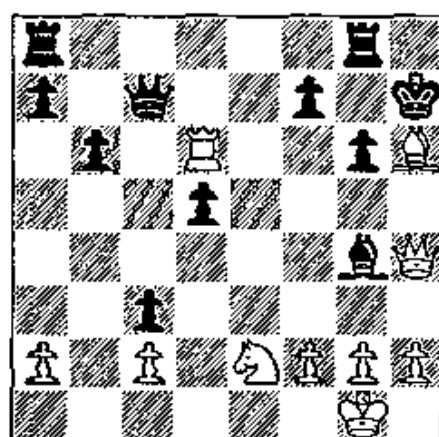


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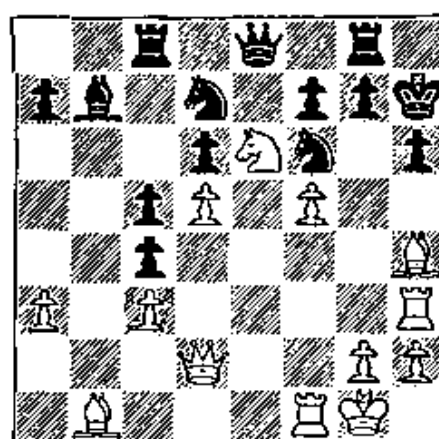
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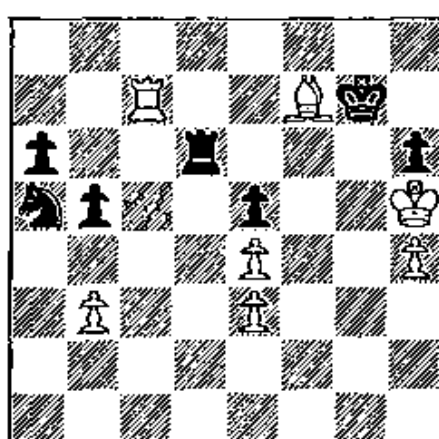
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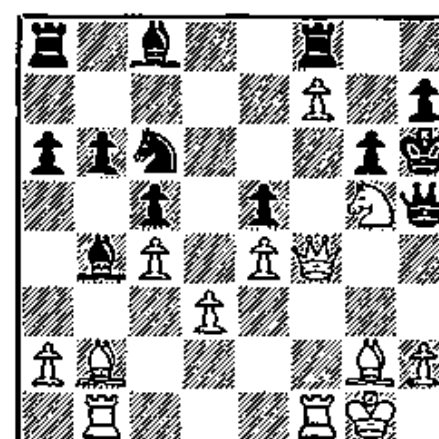
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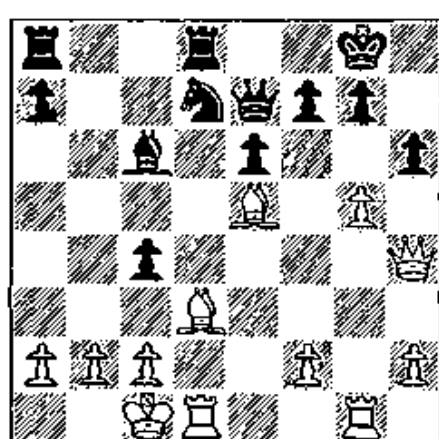
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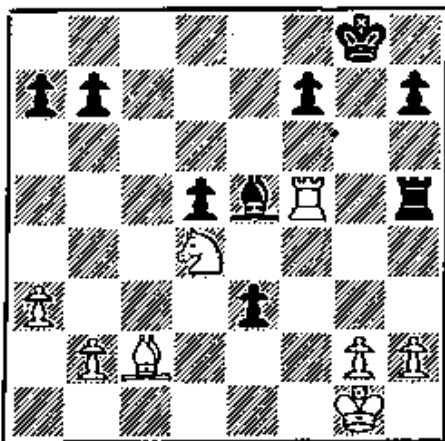


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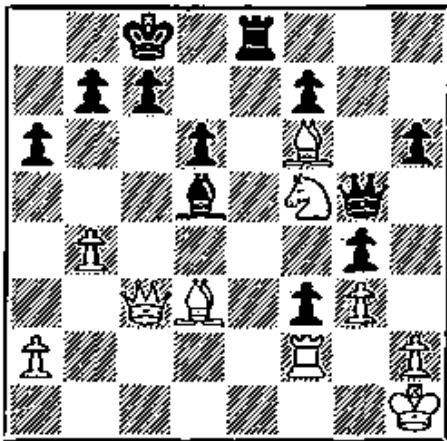


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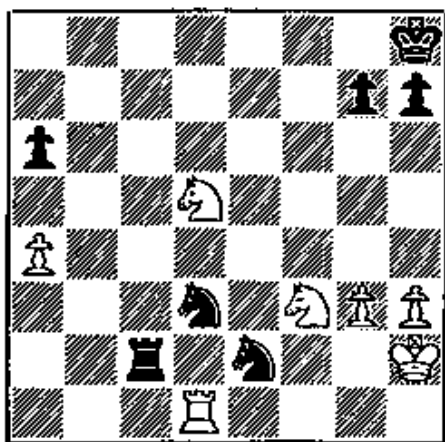
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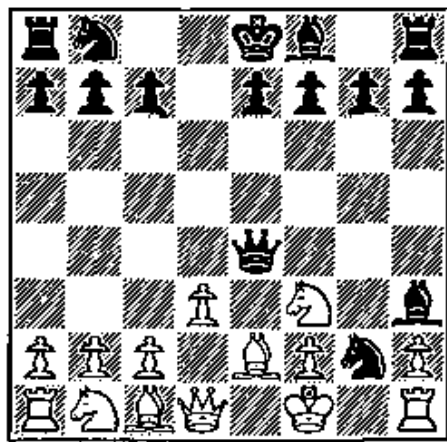
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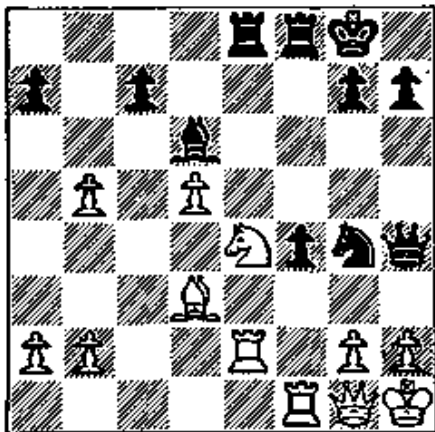
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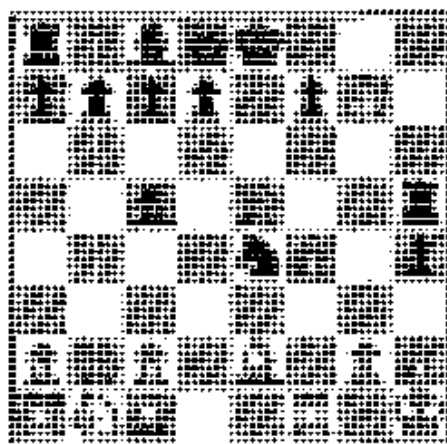
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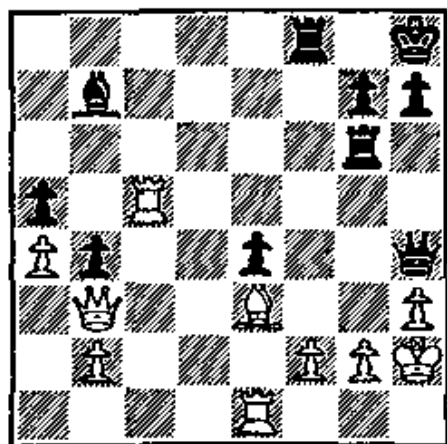


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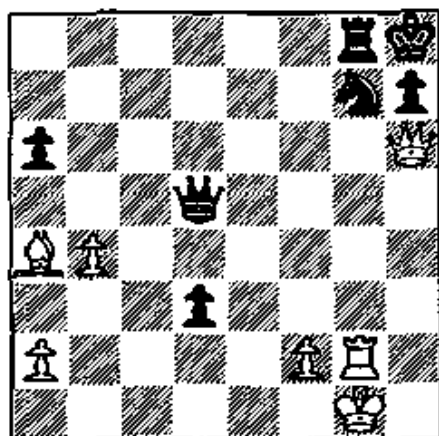


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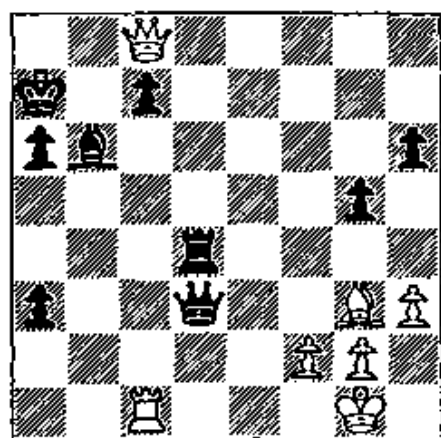
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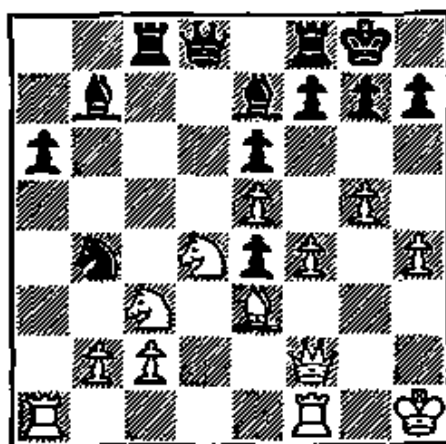
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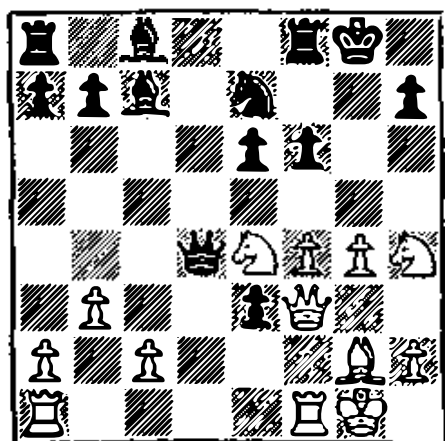
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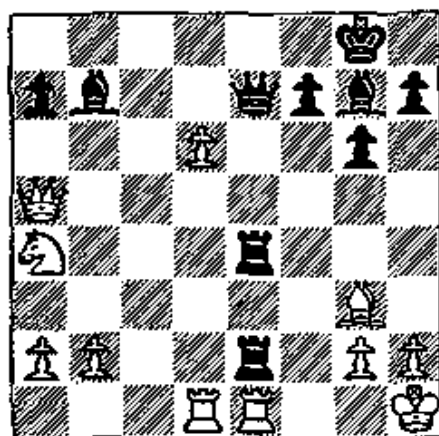
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396

6. Double Check

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

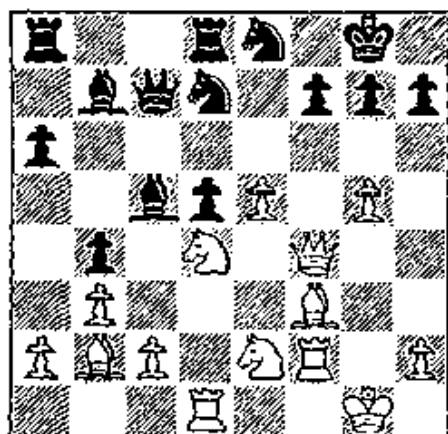
This is the most drastic situation that ever confronts a King; for in the case of double check, capture or interposition is impossible. The only way to answer a double check is by moving the King.

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

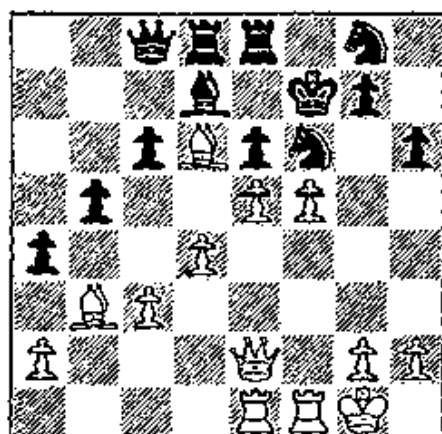
Queen sacrifices are quite common in this section, for the mighty double check easily makes up for the sacrificed material. There are other artistic possibilities as well, the most beautiful of all appearing in Diagram 407.

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

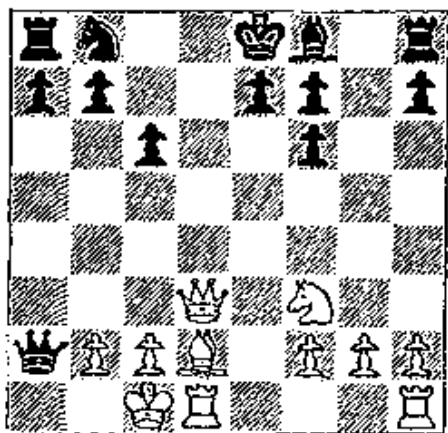
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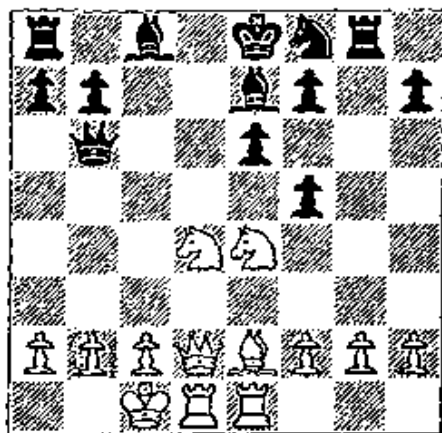
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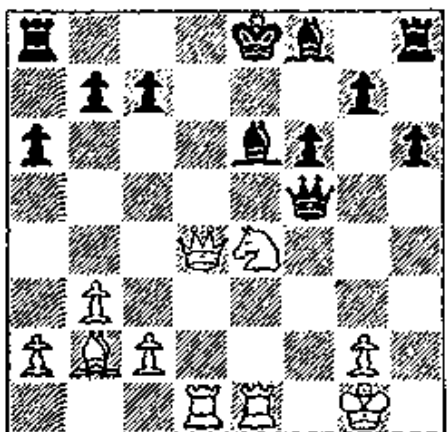
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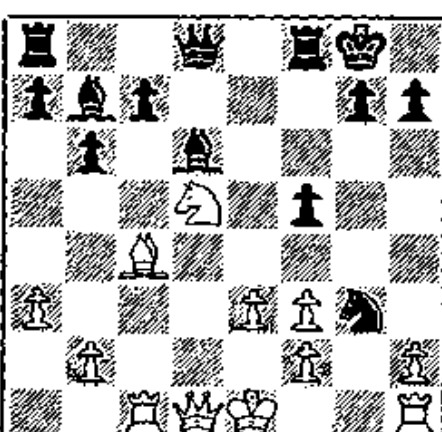
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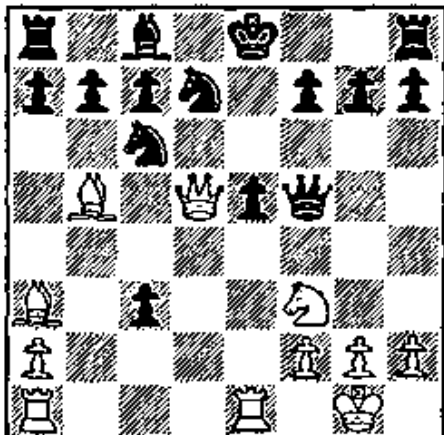


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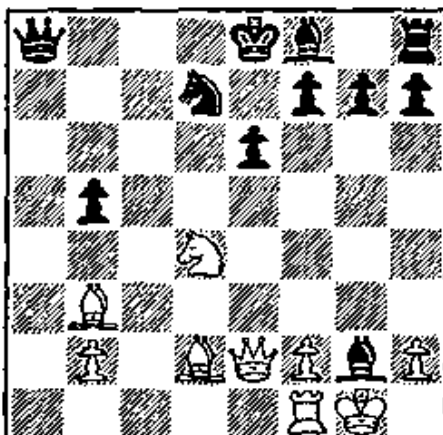


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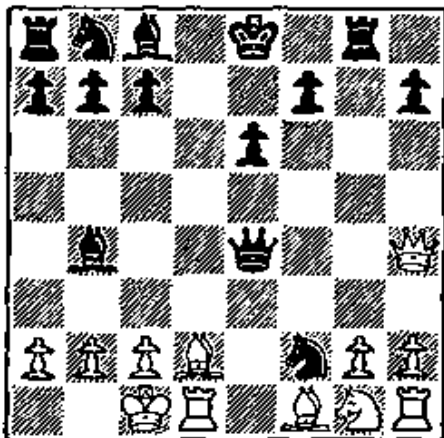
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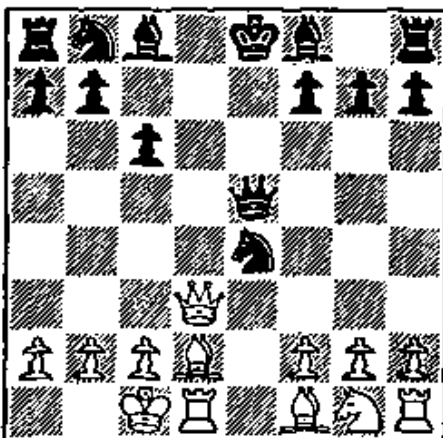
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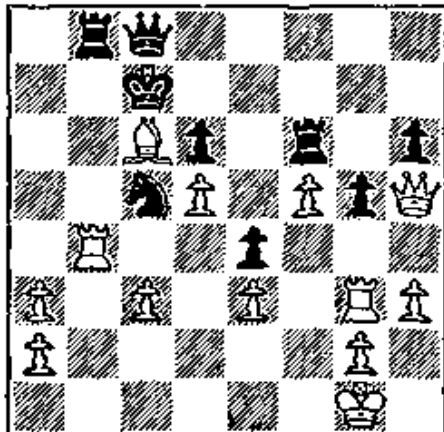
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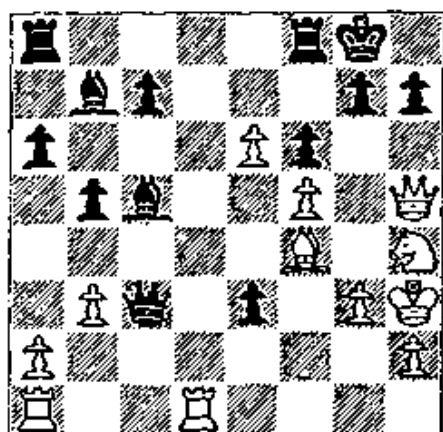
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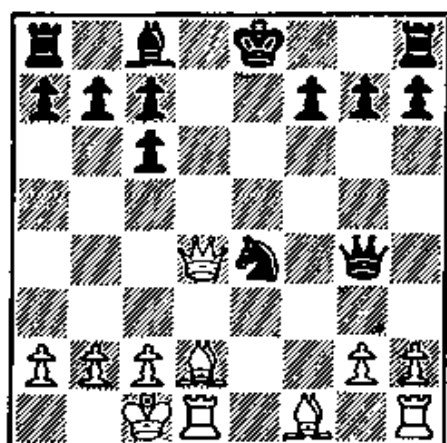


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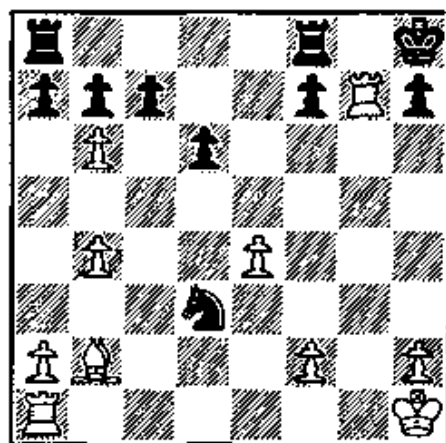


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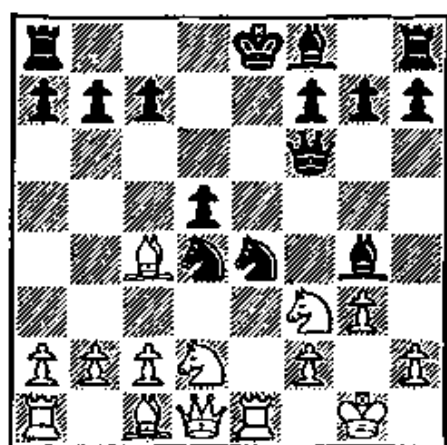
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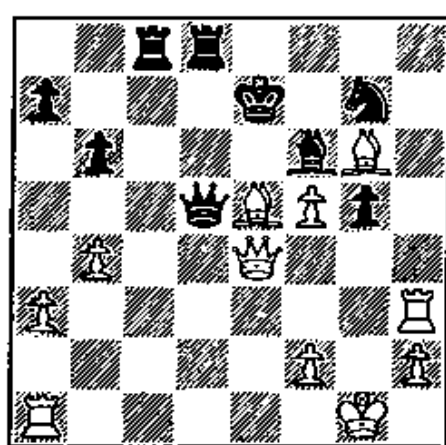
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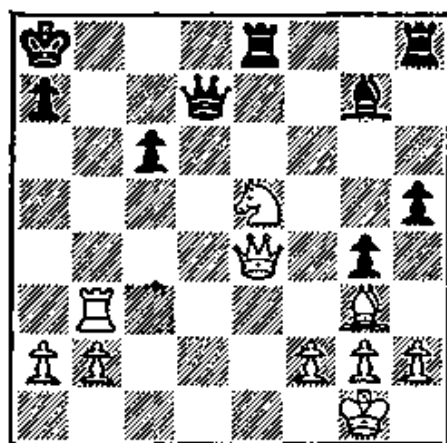
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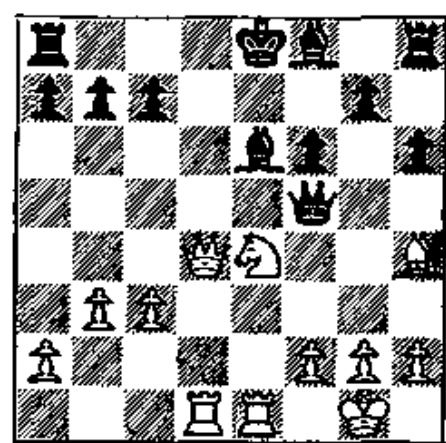
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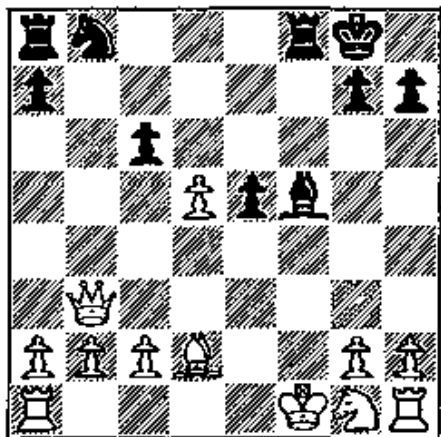


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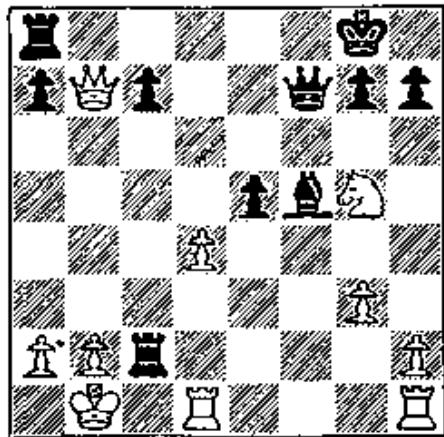


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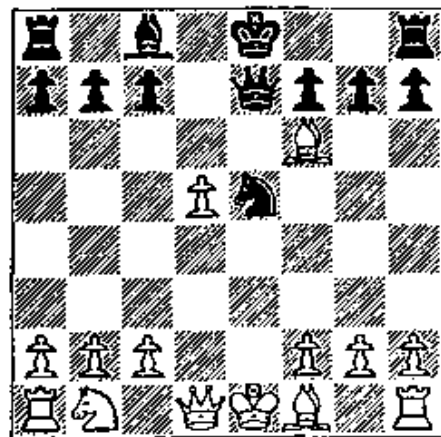
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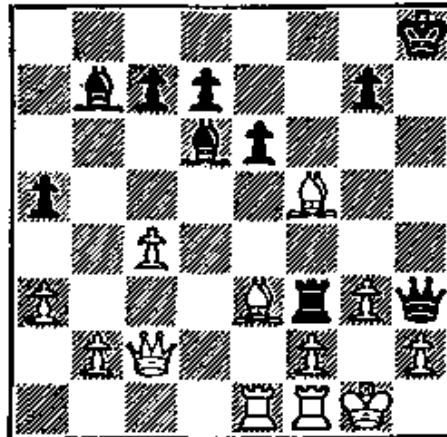
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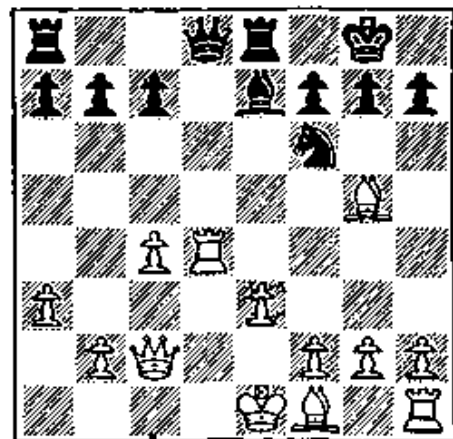
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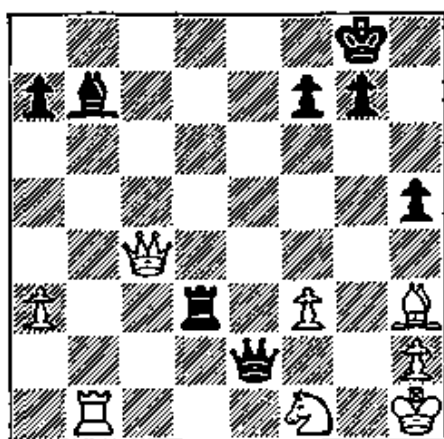
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419



420

7. The Overworked Piece

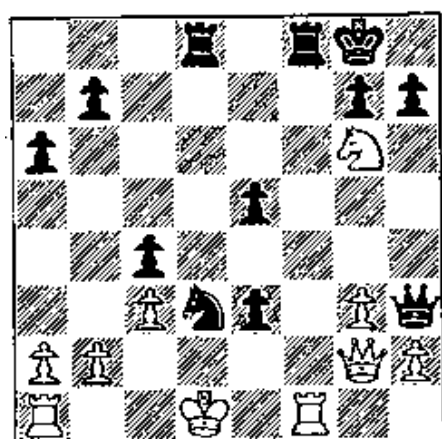
No man can serve two masters. And in chess, *no piece can simultaneously guard two pieces without becoming a target of attack*. The principle is clear and simple: a piece which is performing more than one function is especially vulnerable to hostile attack.

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

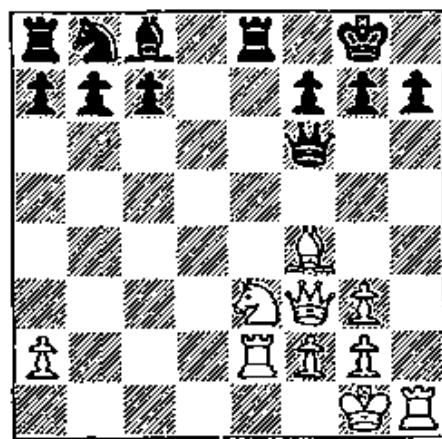
Again, in Diagram 430, Black's Bishop at King Knight 2 is given the unwelcome choice of capturing White's Queen or Bishop, allowing checkmate in either case. In other words, Black's Bishop is overworked.

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

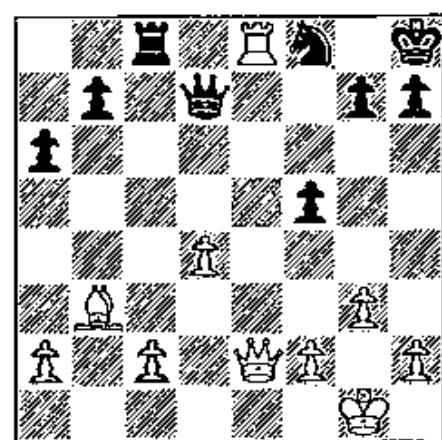
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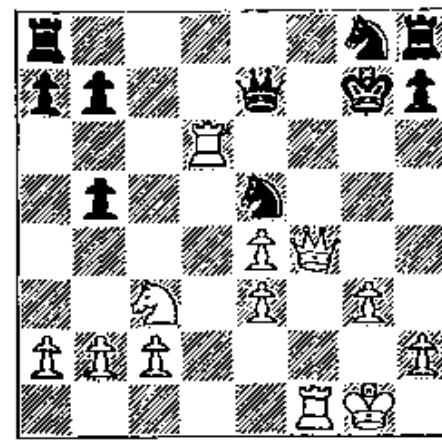
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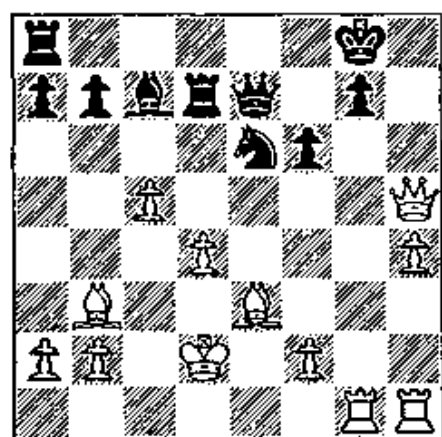
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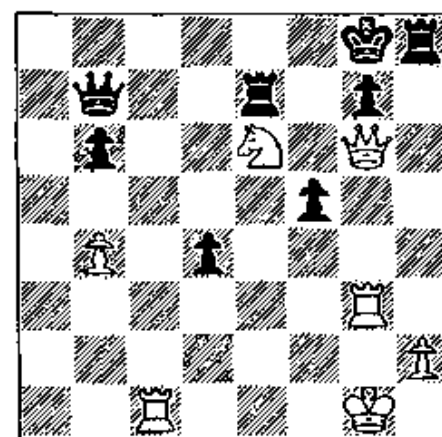
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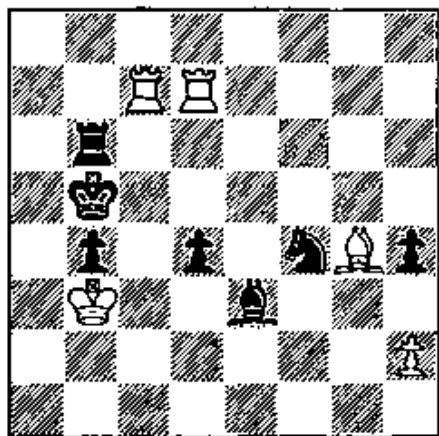


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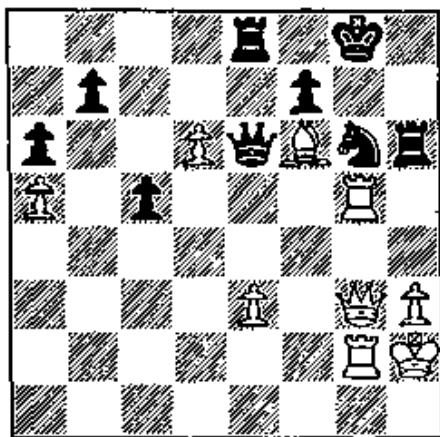


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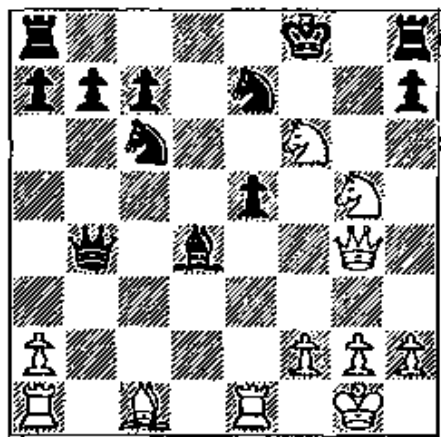
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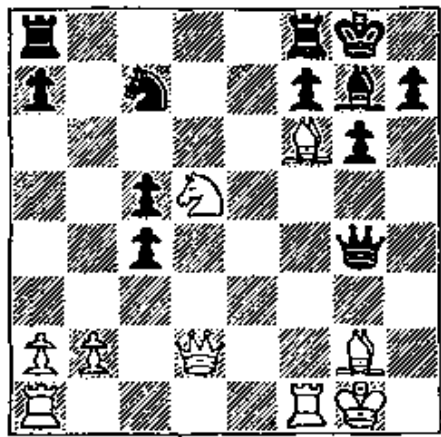
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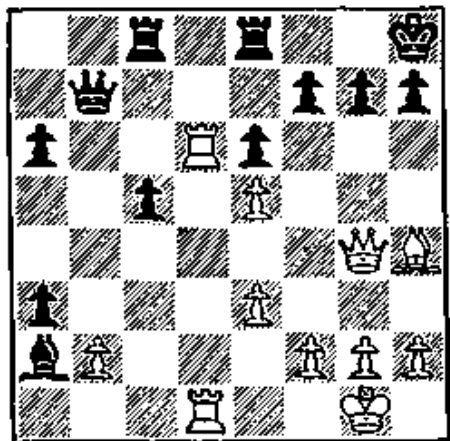
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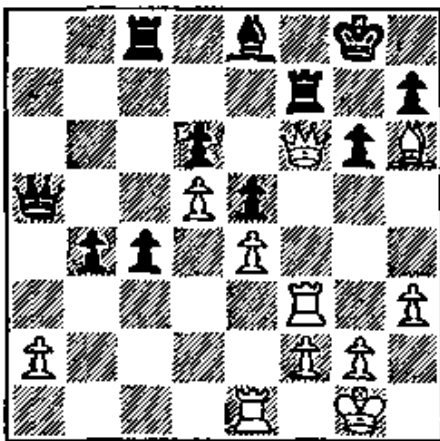
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430

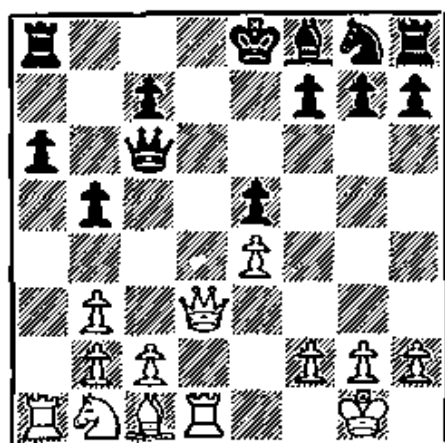


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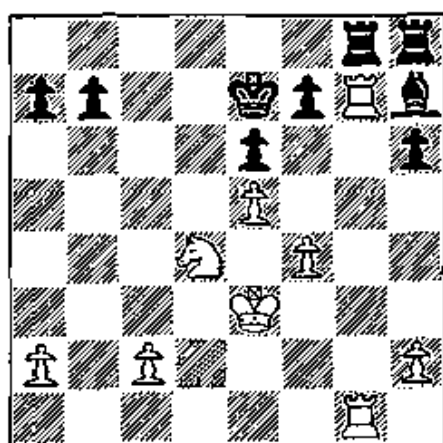


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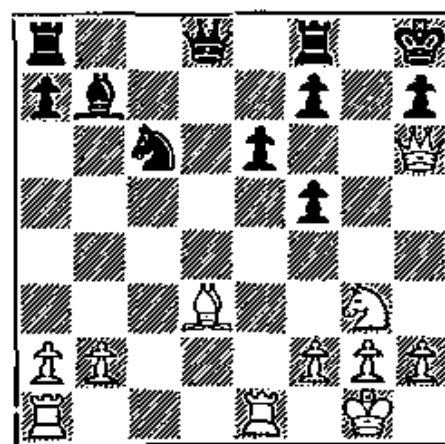
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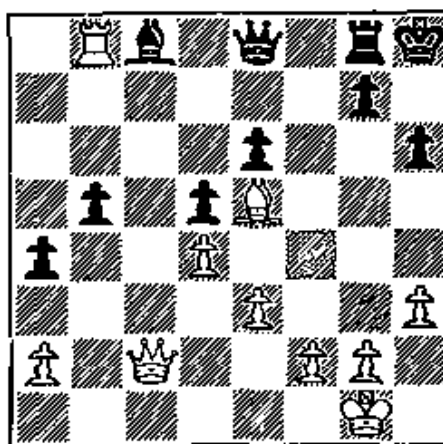
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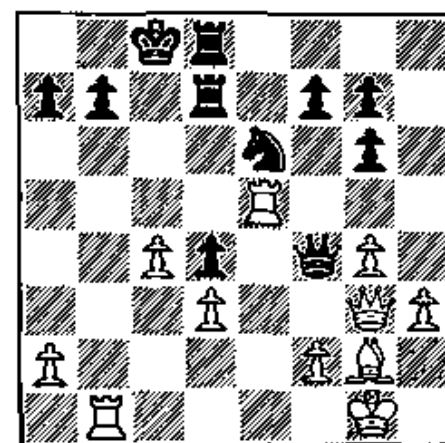
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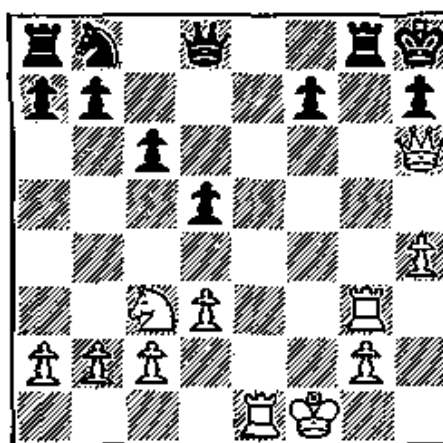
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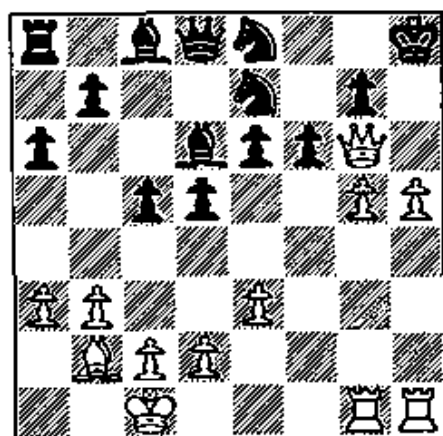


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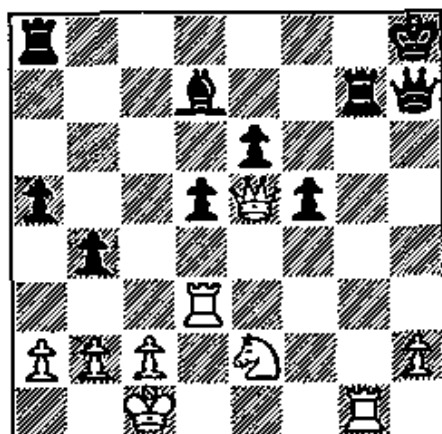


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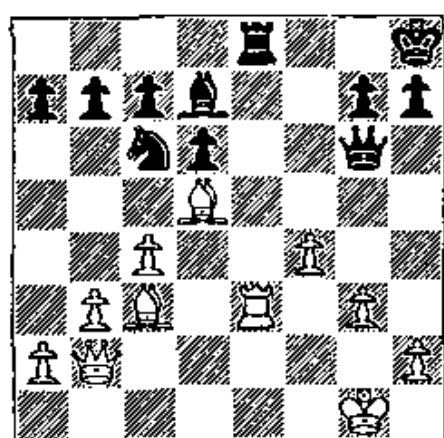
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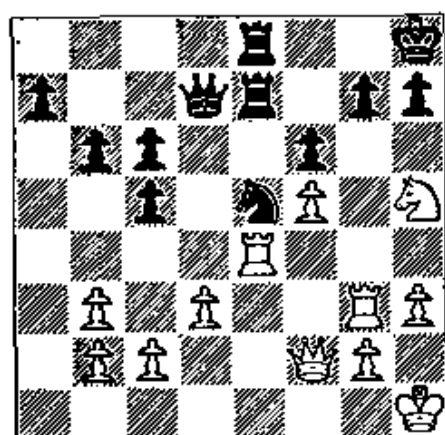
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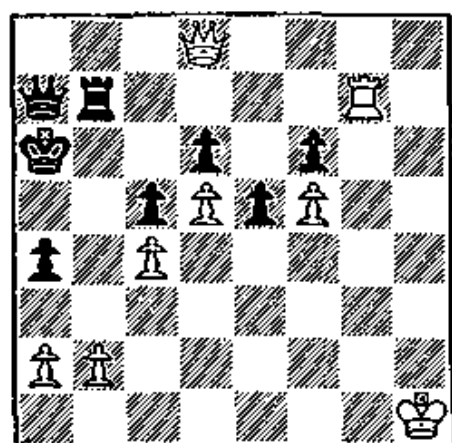
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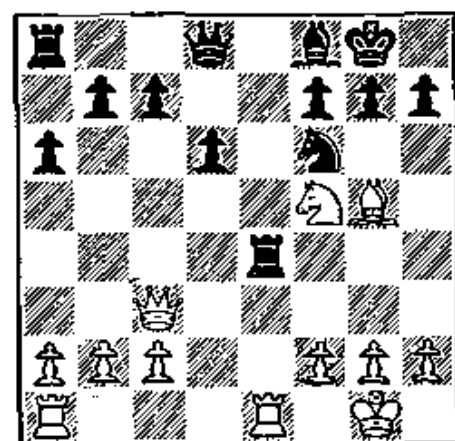
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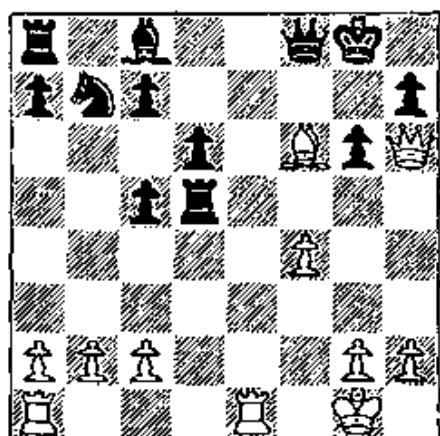


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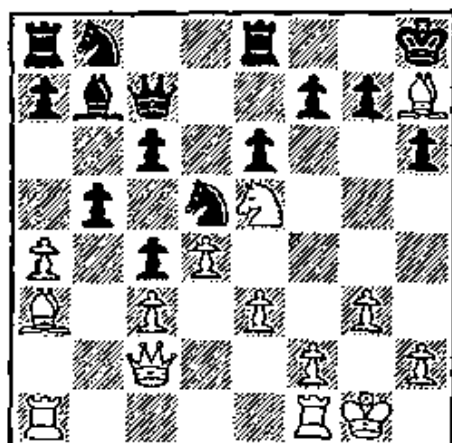


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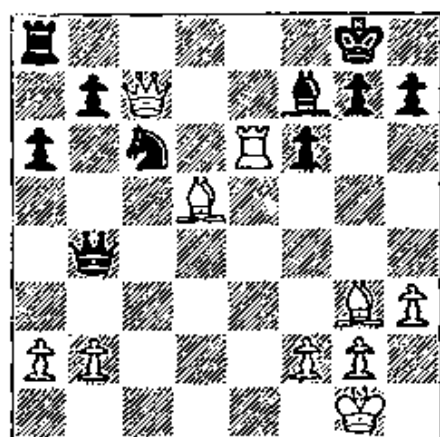
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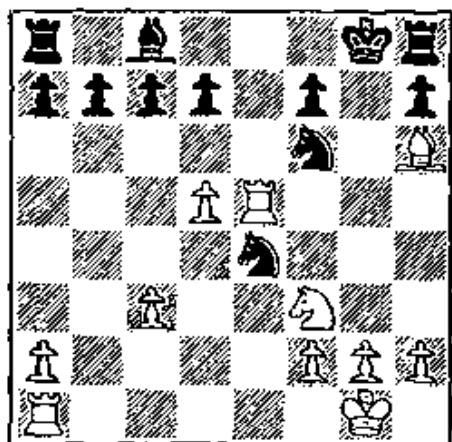
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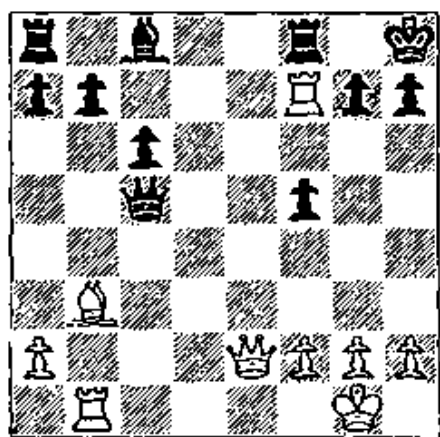
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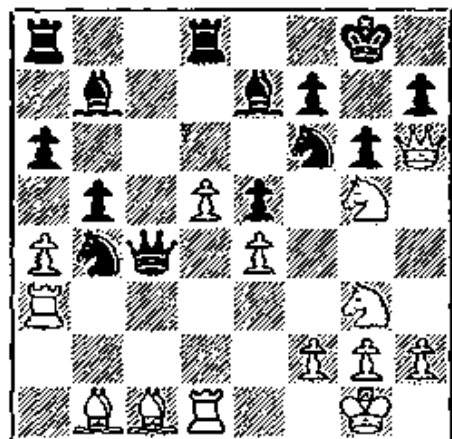
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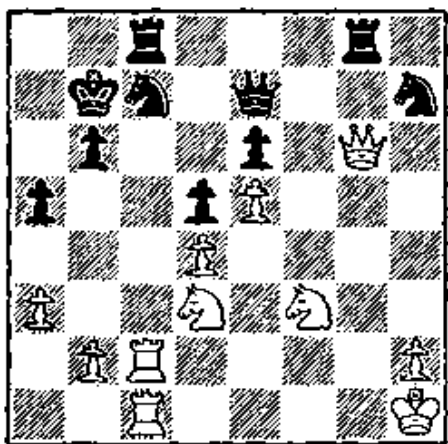


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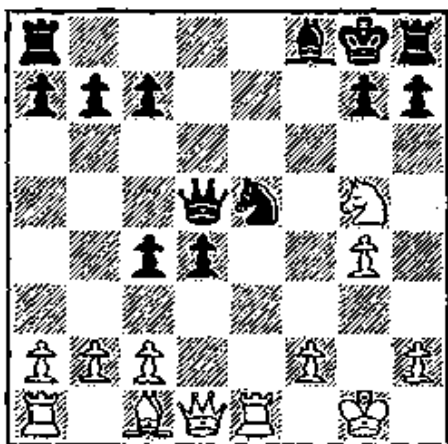


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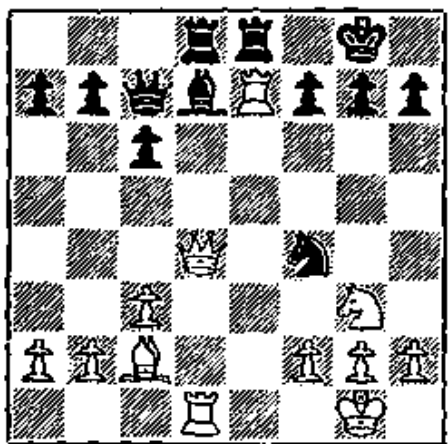
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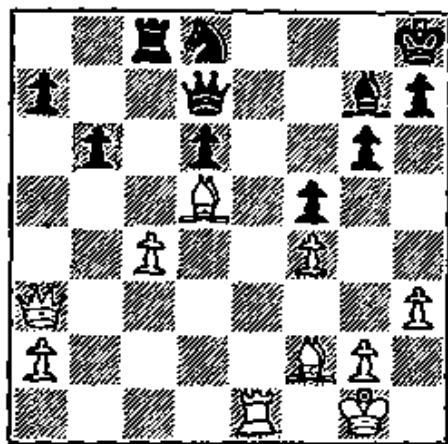
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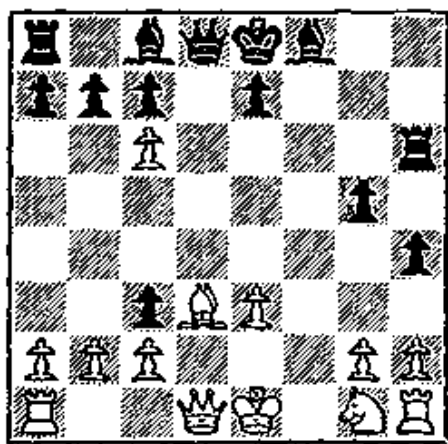
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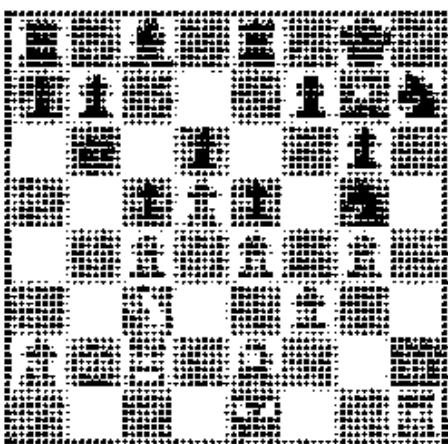
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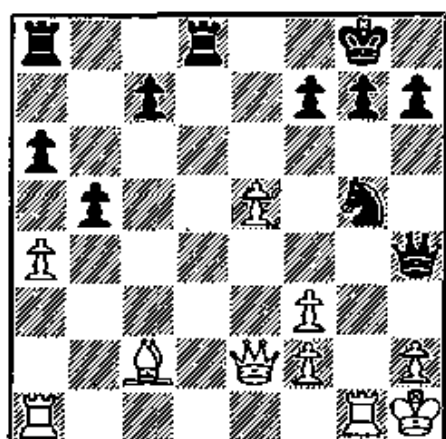


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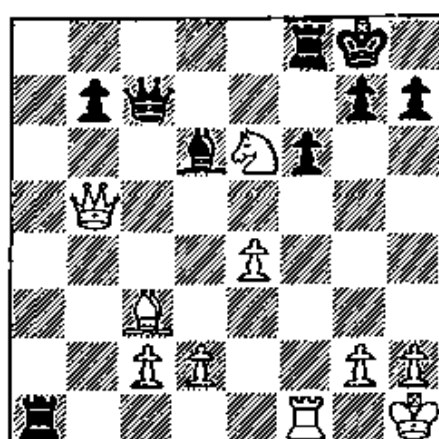


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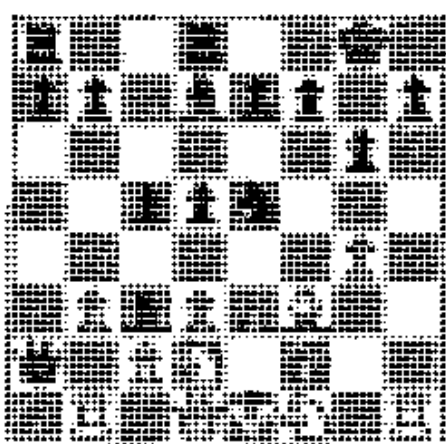
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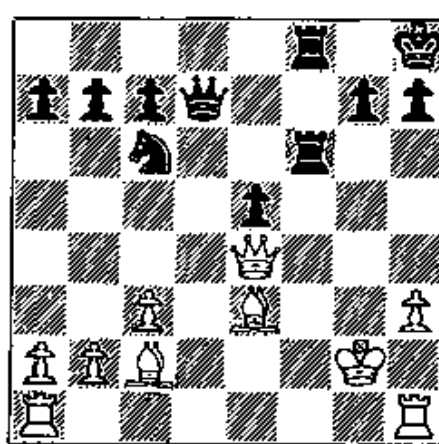
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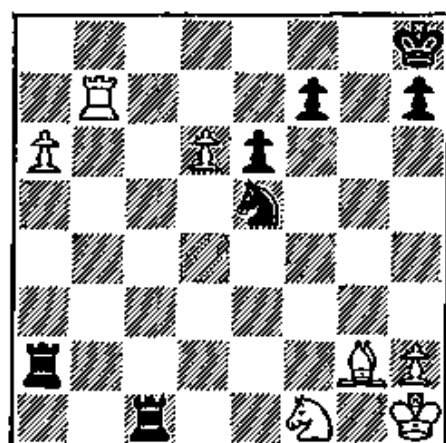
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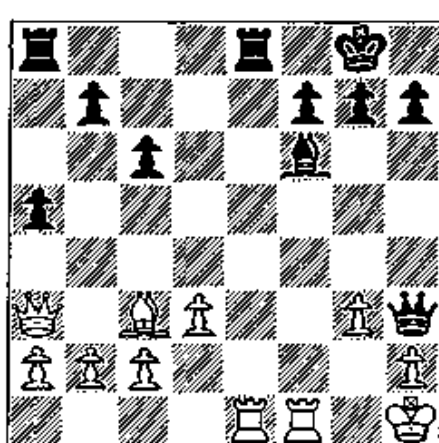
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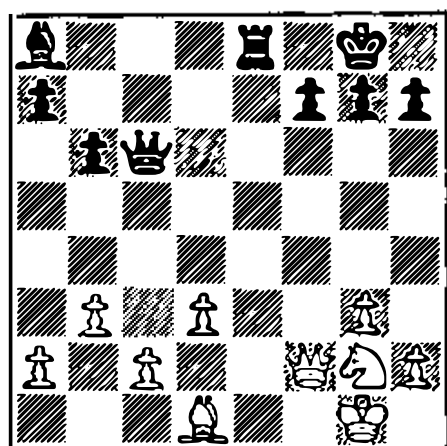


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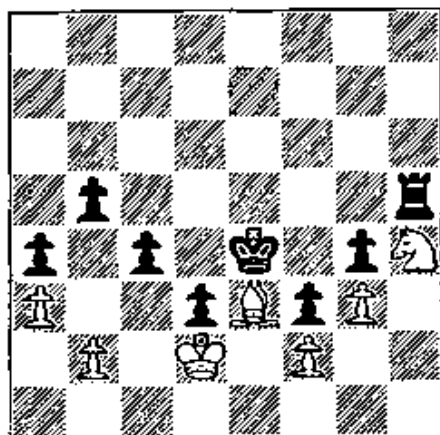


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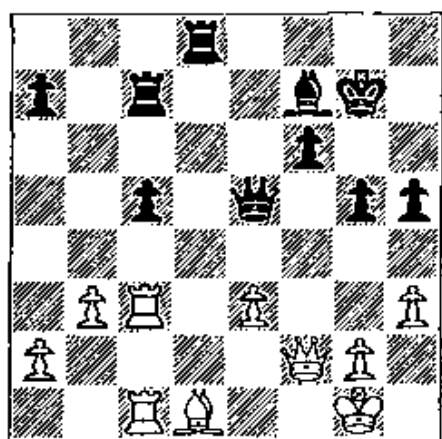
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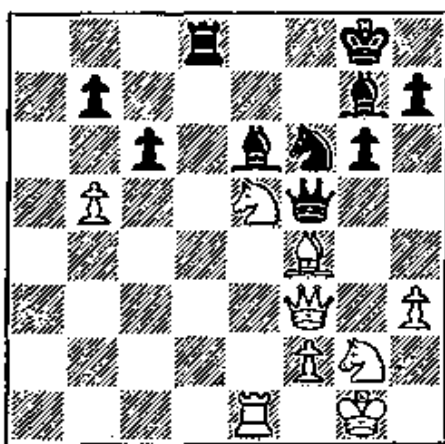
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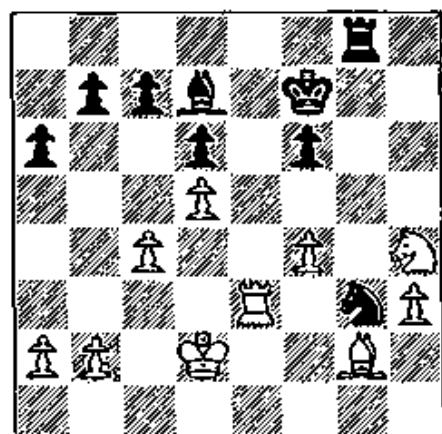
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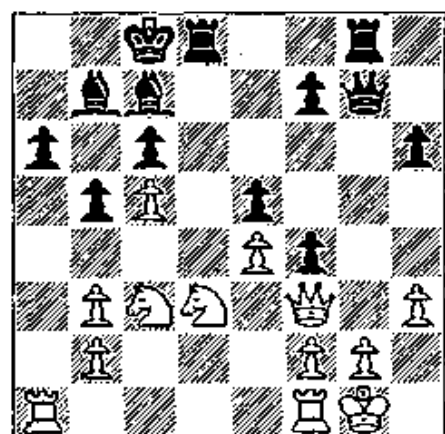
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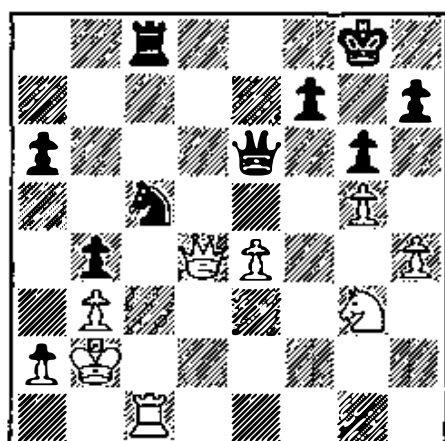


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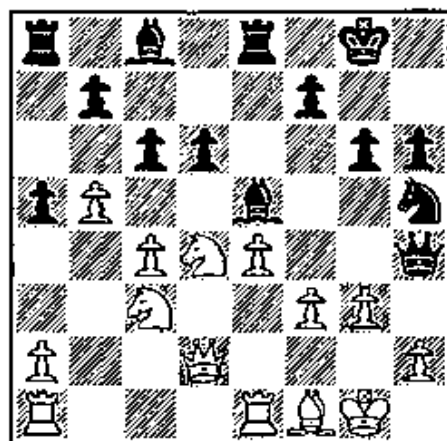


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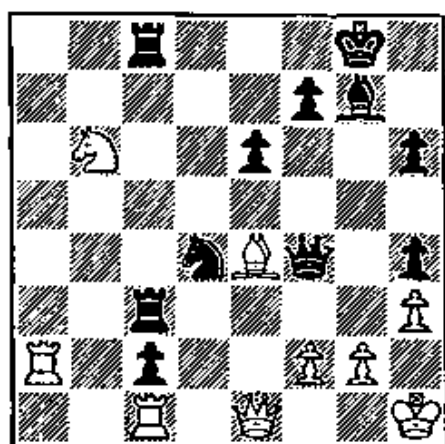
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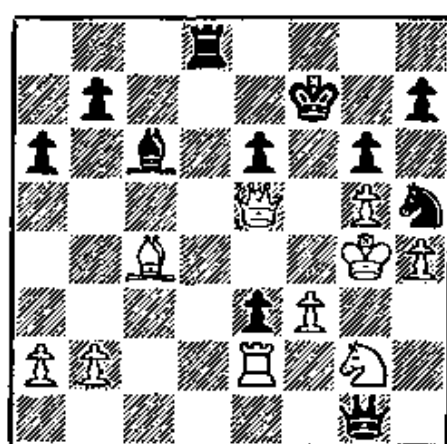
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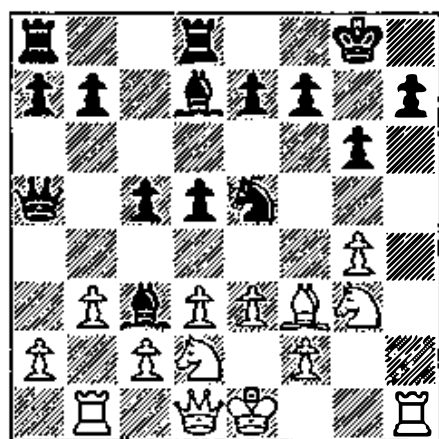
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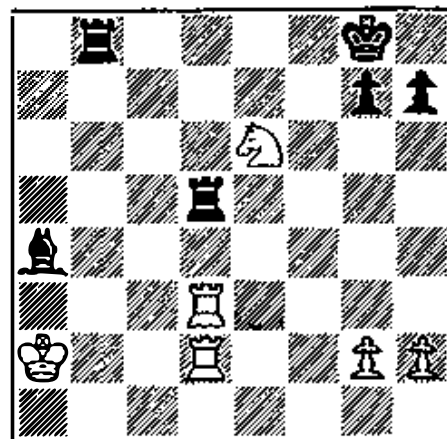
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474

8. Removing the Guard

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

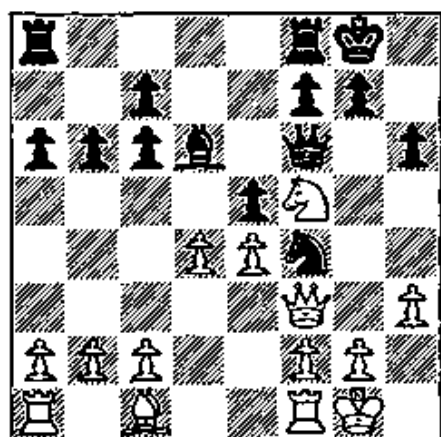
In Diagram 477, for example, Black's Knight at King 5 is attacked by Queen and Bishop and defended by Queen and Bishop. White knocks out the protective Bishop and thus succeeds in winning the vulnerable Knight.

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

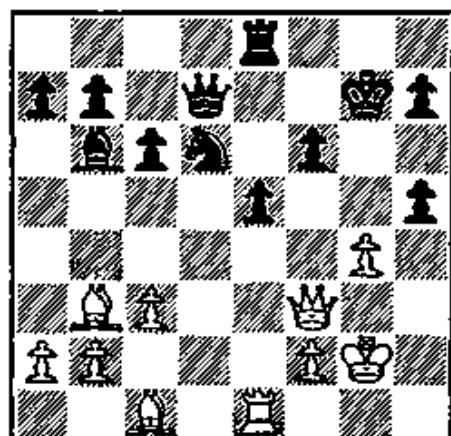
Note also in Diagram 486 how Black's guardian Queen is removed, forcing the win of Black's unguarded Rook.

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

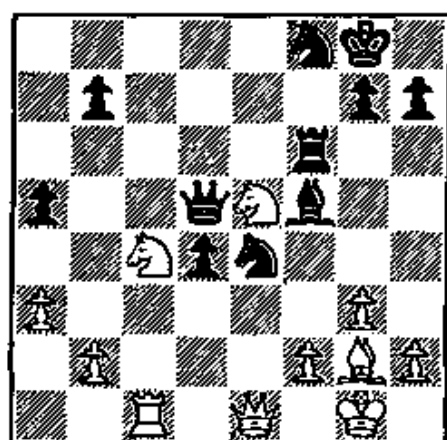
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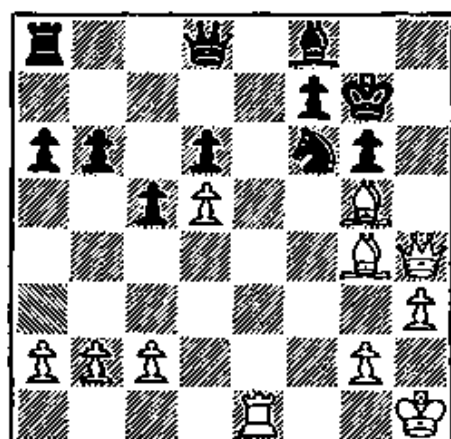
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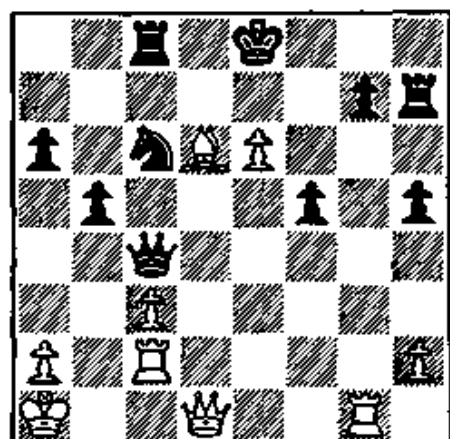
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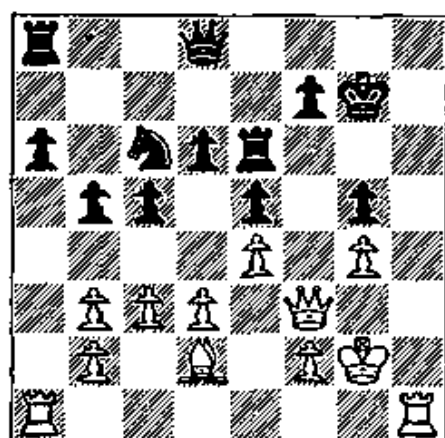
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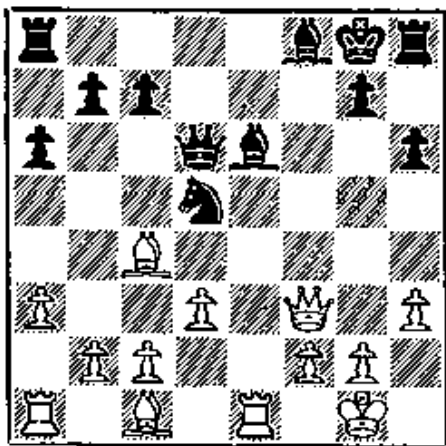


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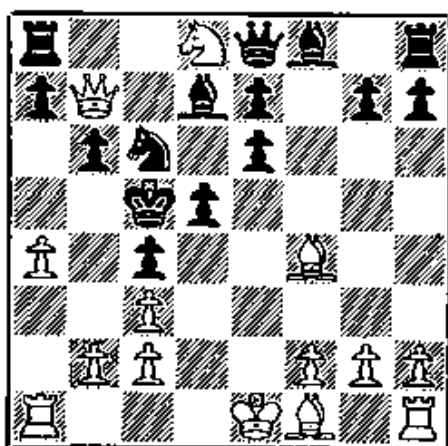


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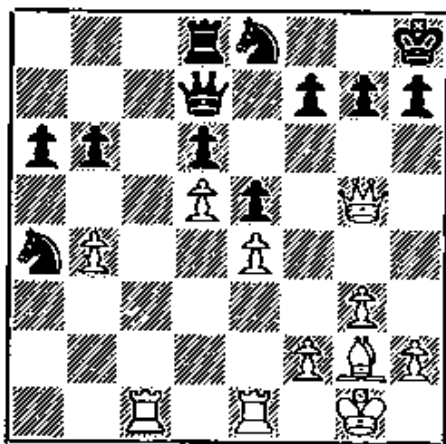
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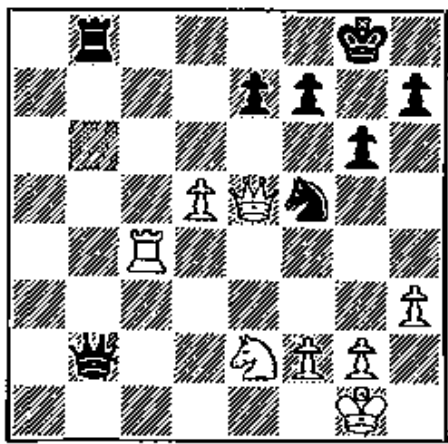
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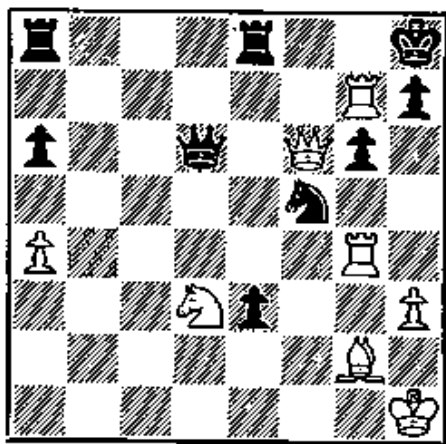
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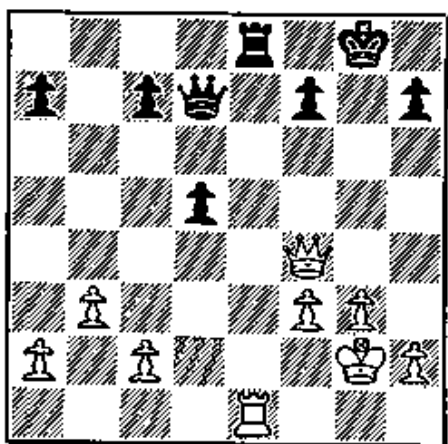
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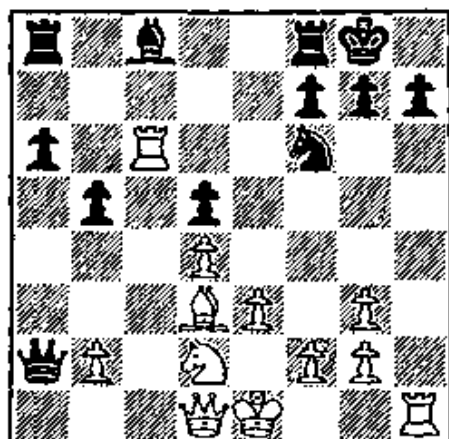


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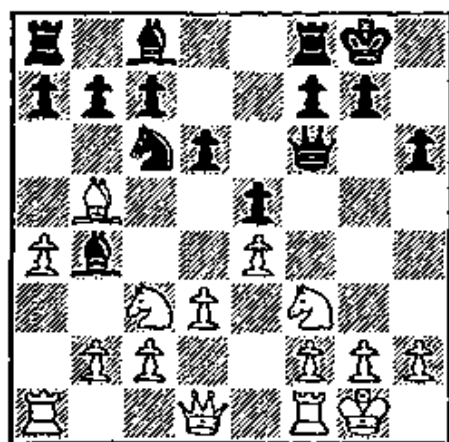


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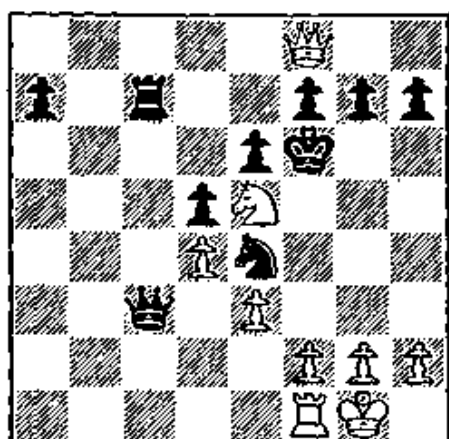
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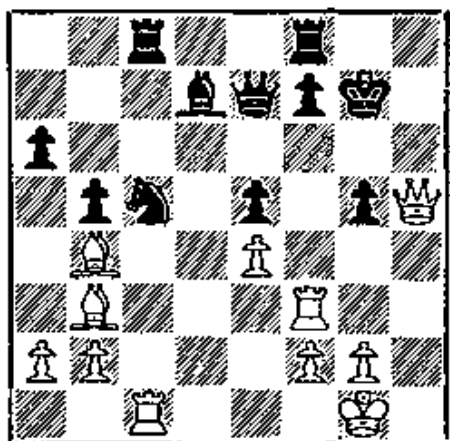


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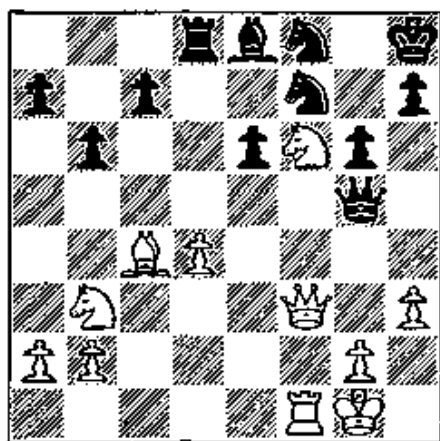


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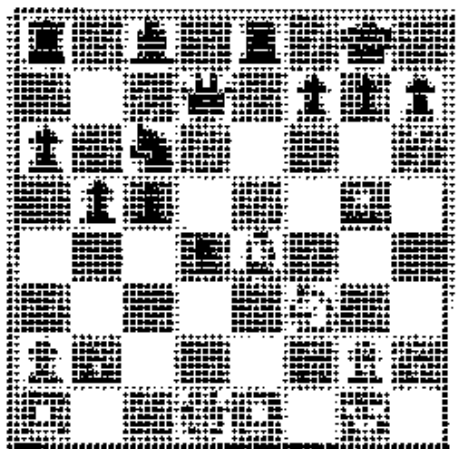
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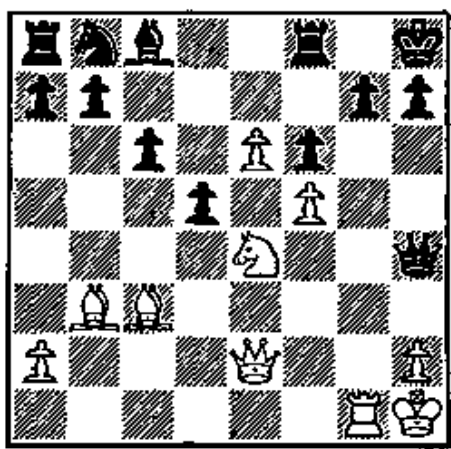
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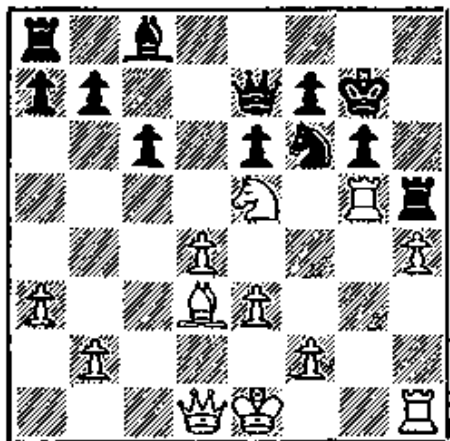
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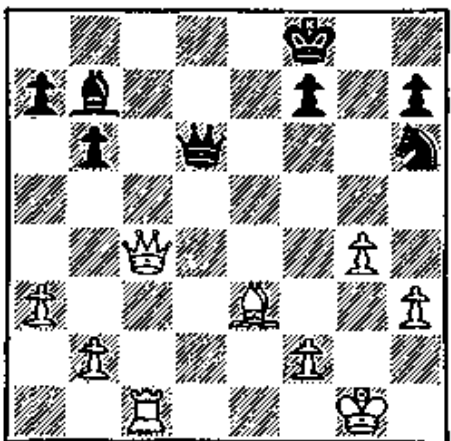
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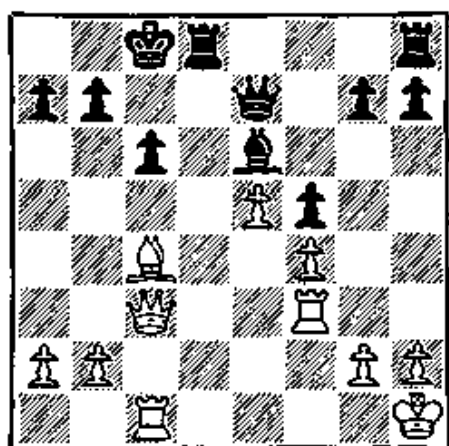


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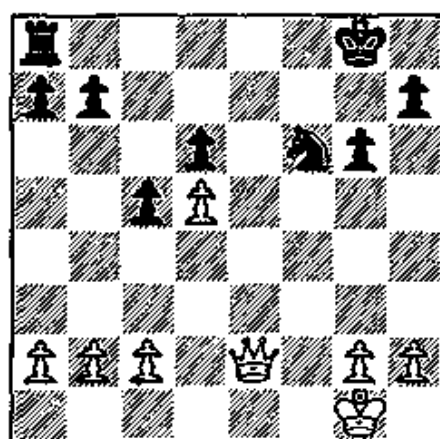


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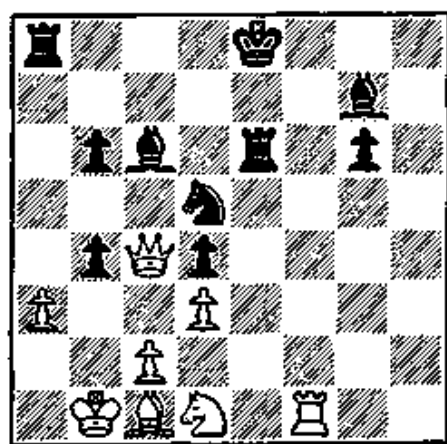
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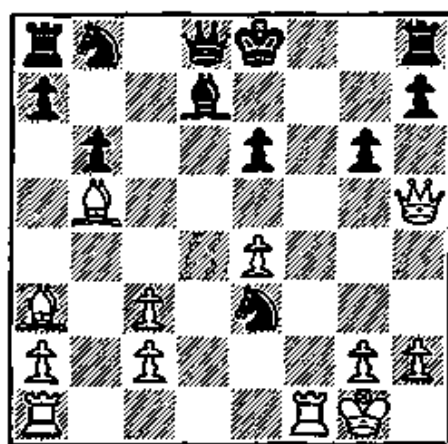
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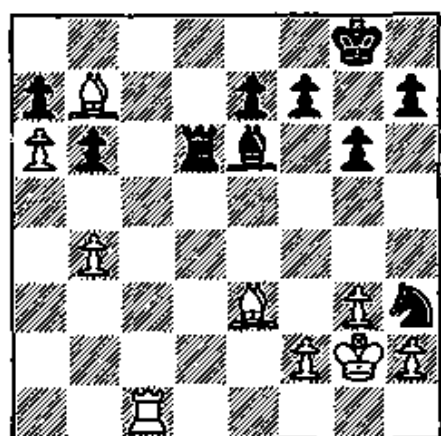
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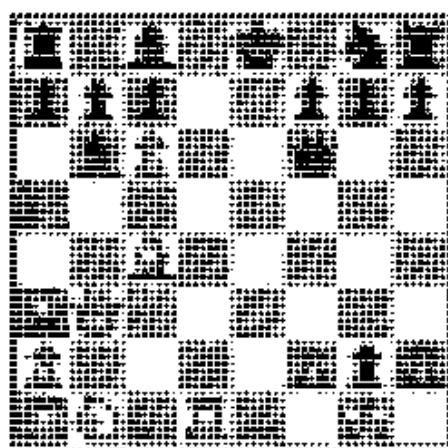
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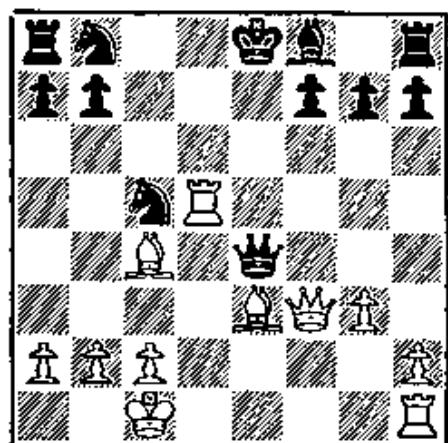


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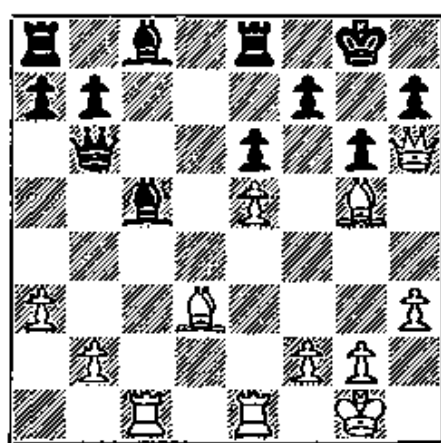


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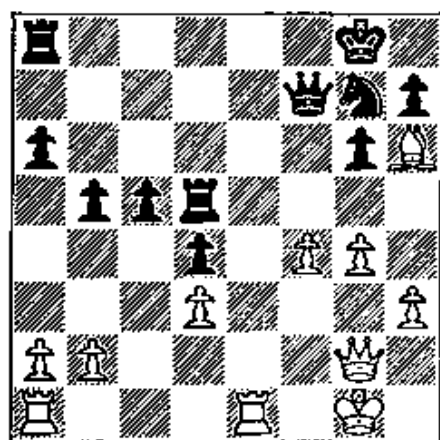
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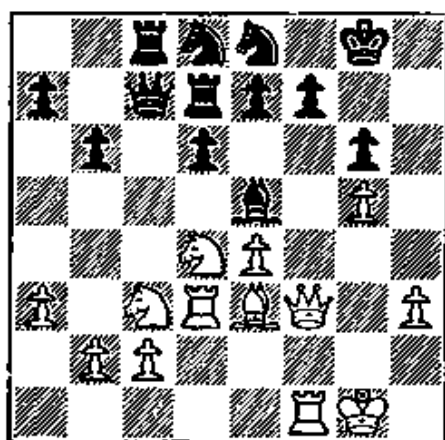
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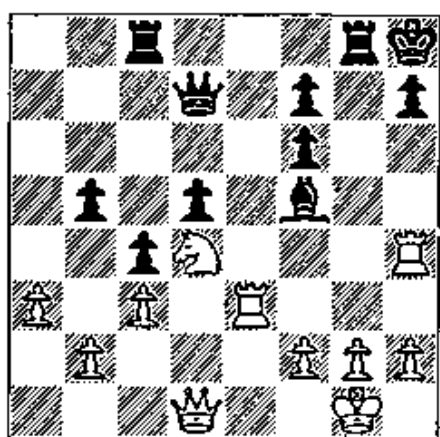
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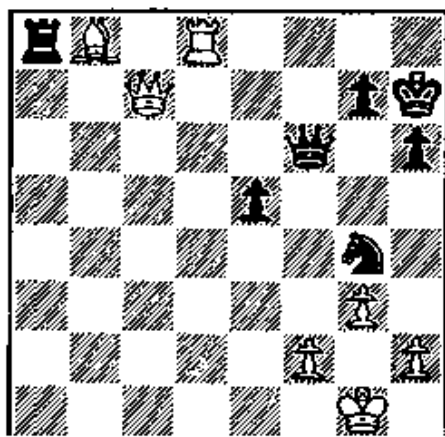
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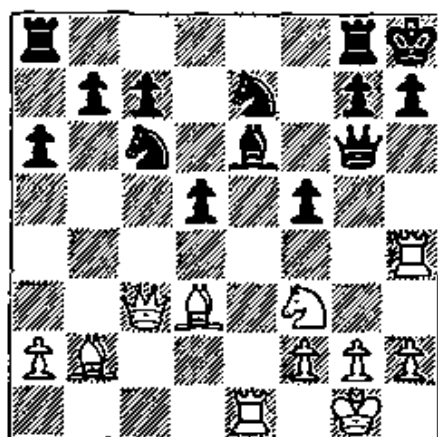


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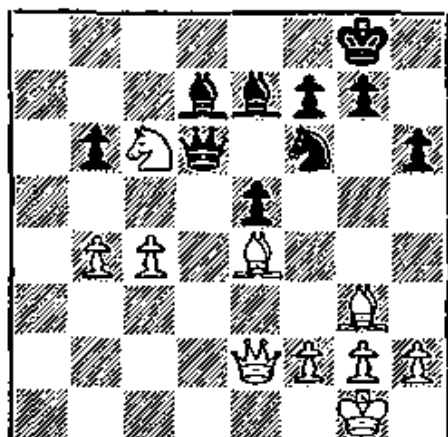


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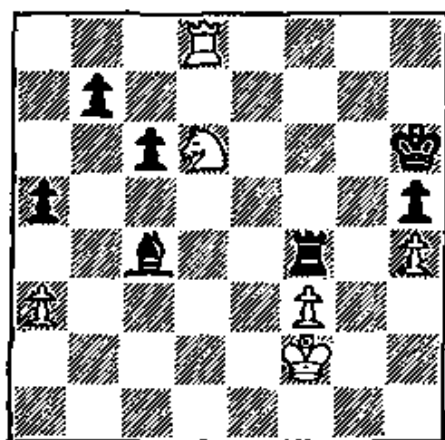
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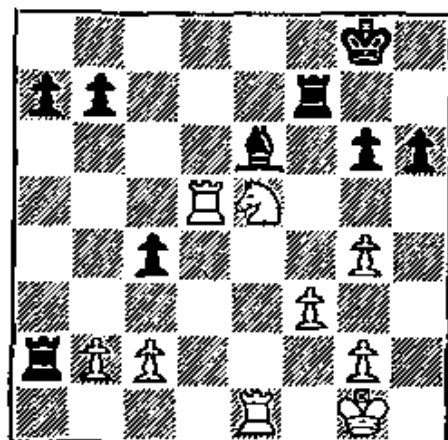
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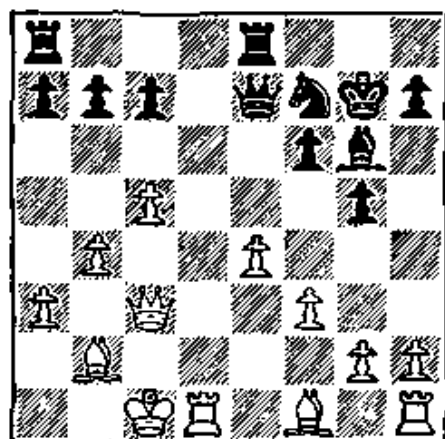
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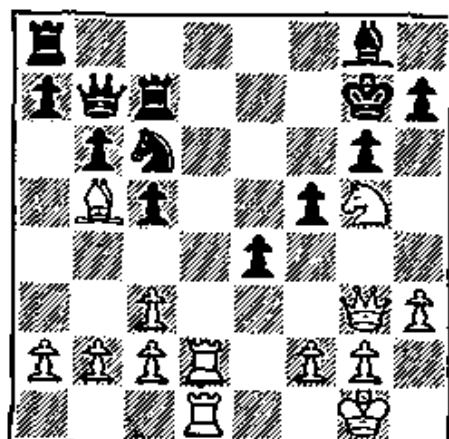
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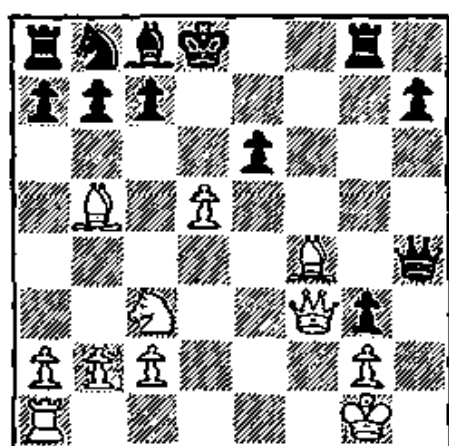


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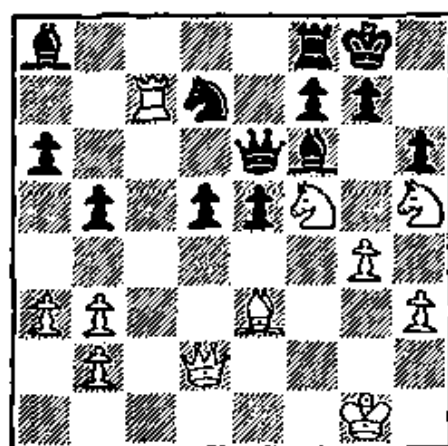


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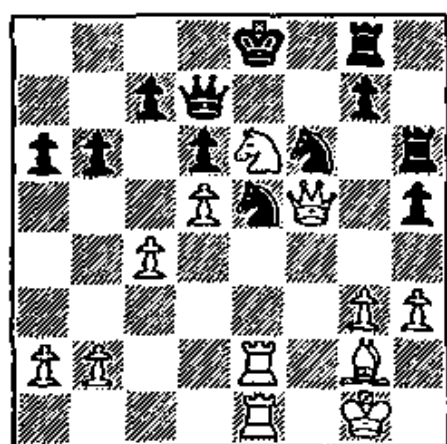
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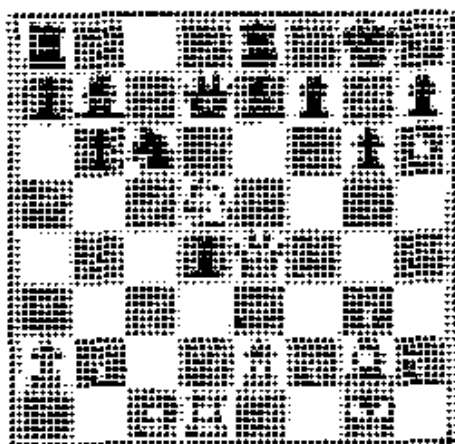
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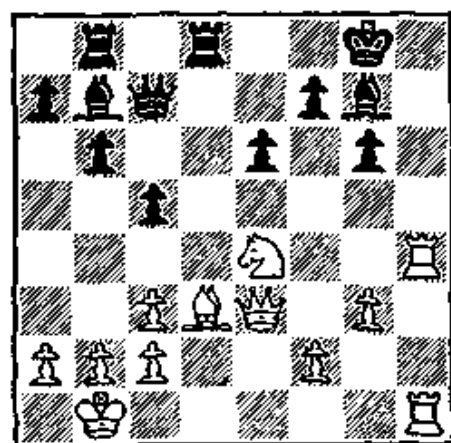
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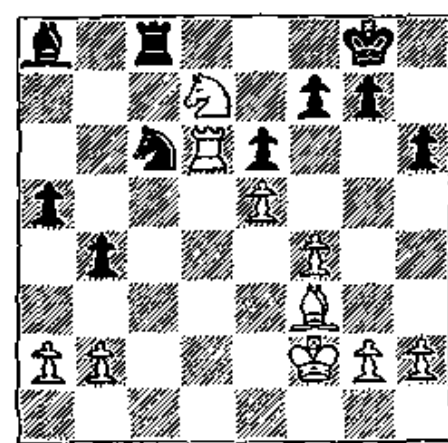
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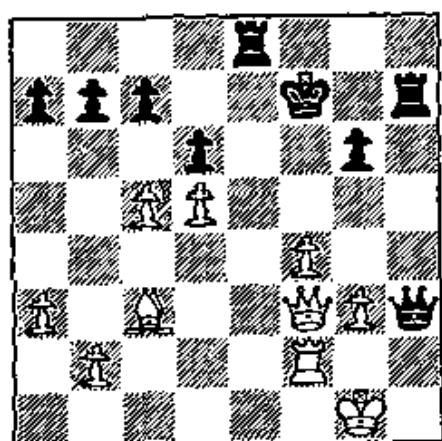


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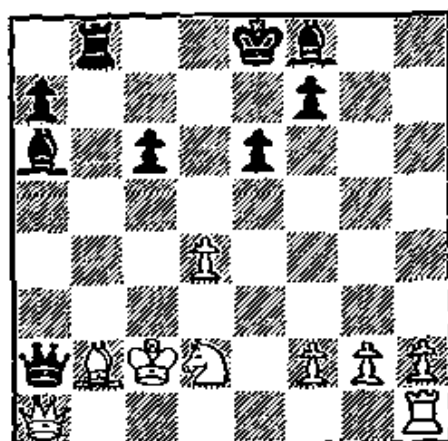


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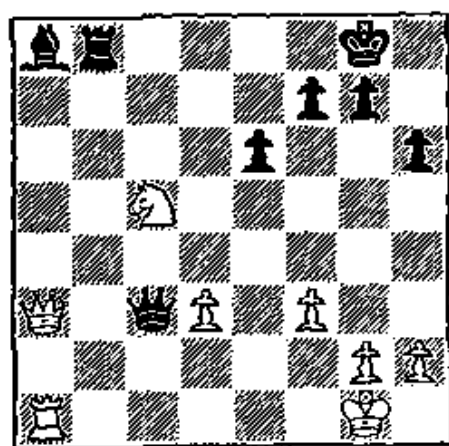
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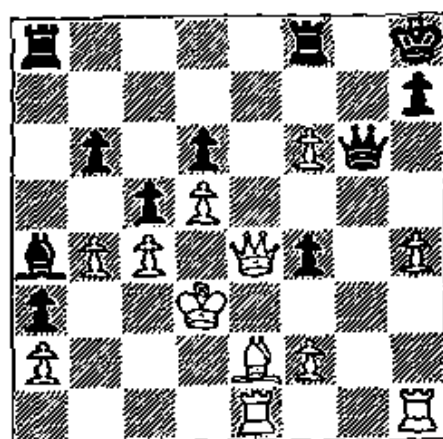
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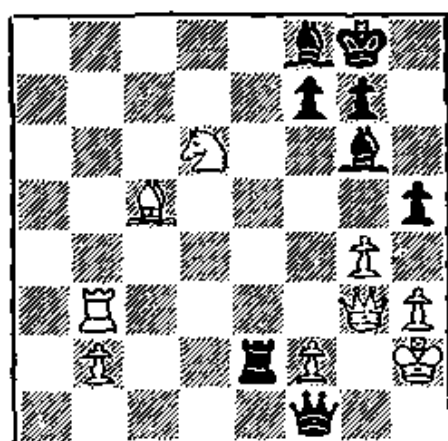
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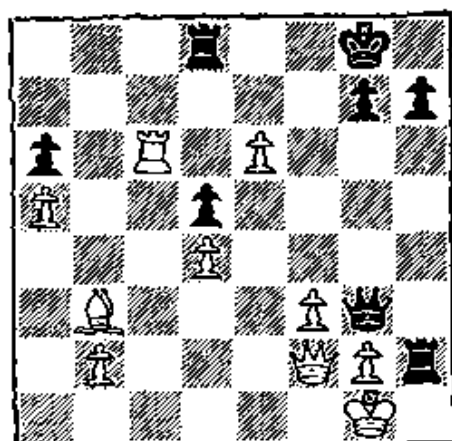
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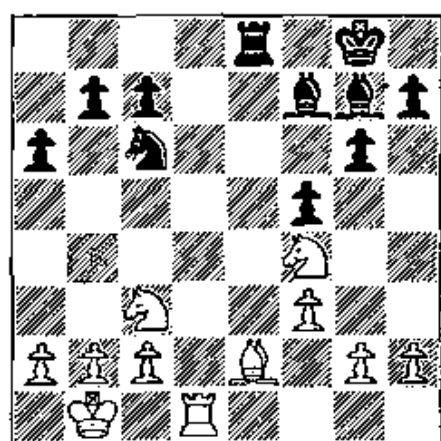


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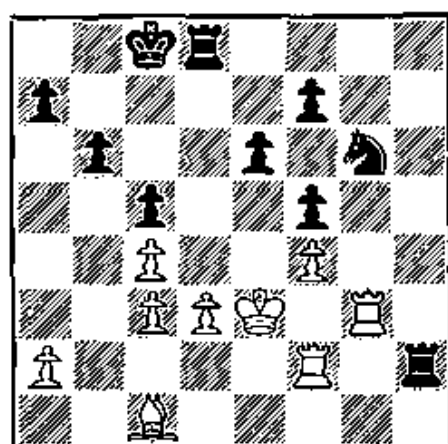


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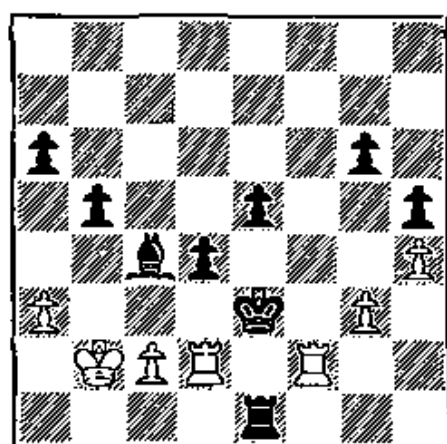
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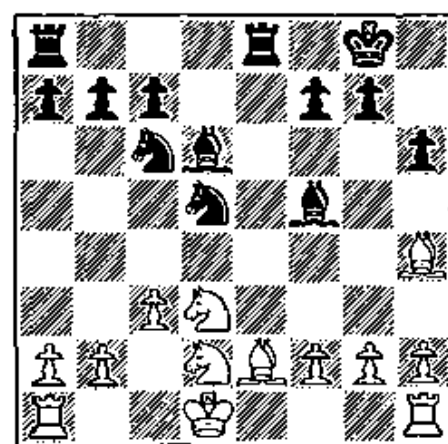
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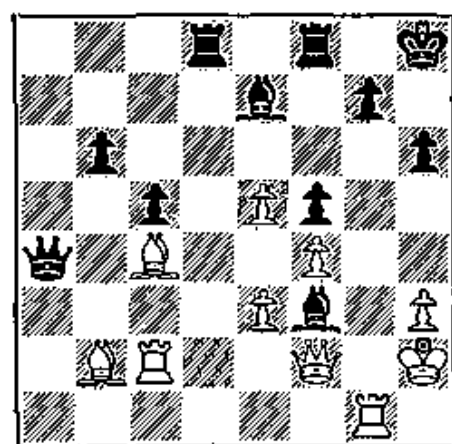
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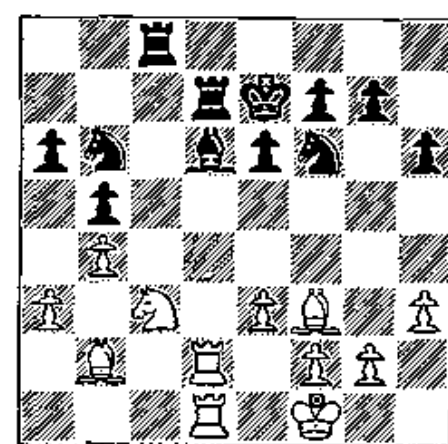
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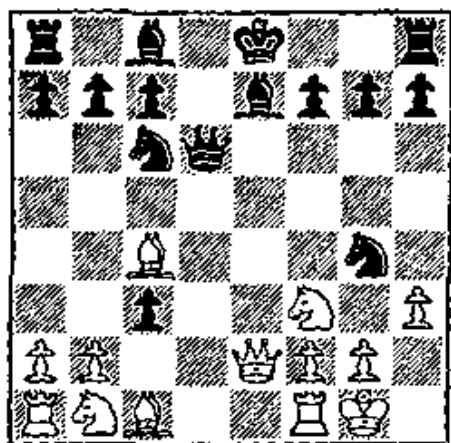


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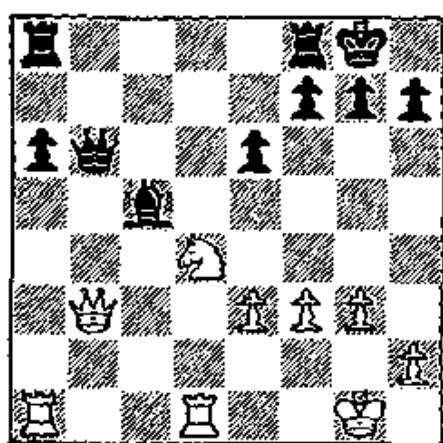
• REMOVING the GUARD • 109



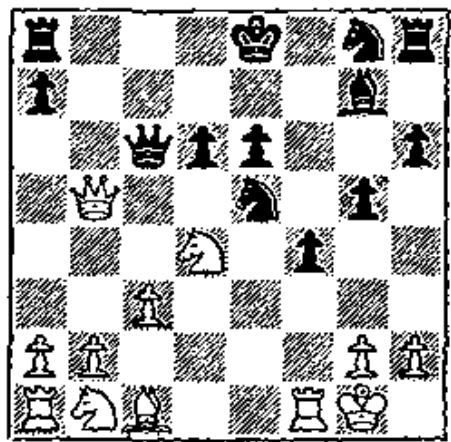
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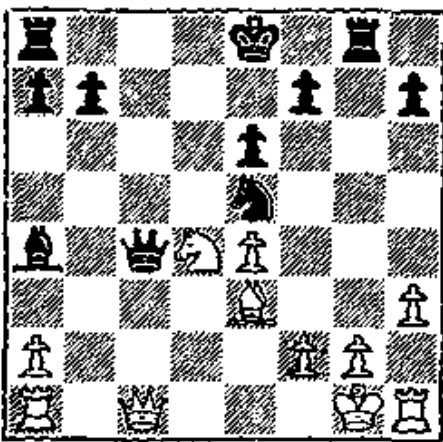
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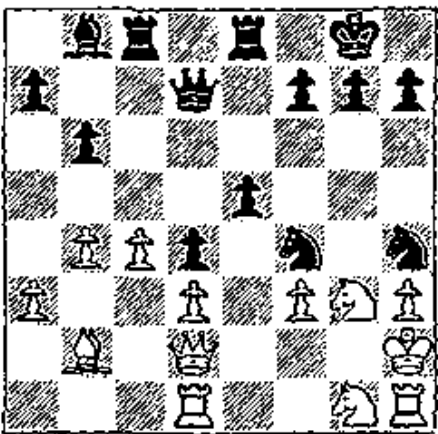
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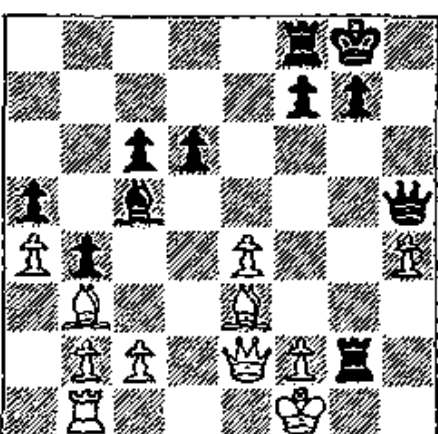
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9. Clearance

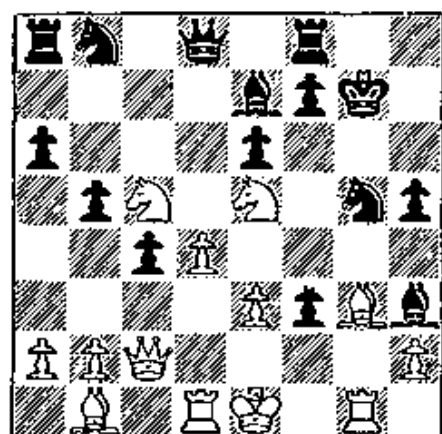
Clearance is the term we use to describe *the removal of a piece from a square in order to make that square available to another unit*. Often this occupation by the new piece involves a decisive attack, hence we clear the square even if it involves a spectacular sacrifice of material.

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

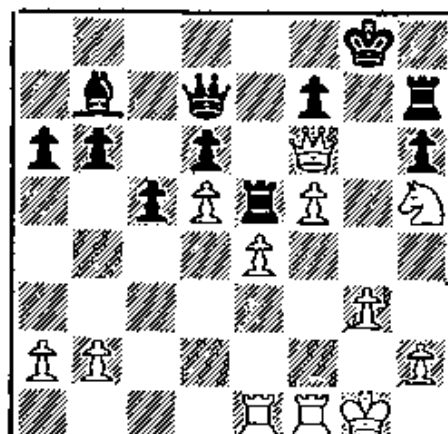
In Diagram 549 White's clearance maneuver depends on a check, which, because of its imperious nature, allows Black no time to prevent White's Pawn from queening.

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

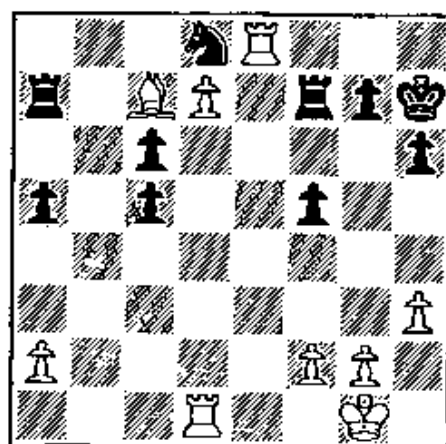
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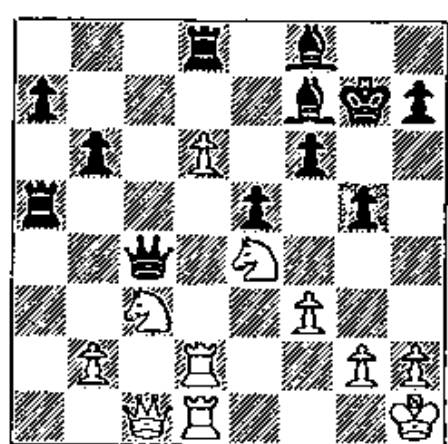
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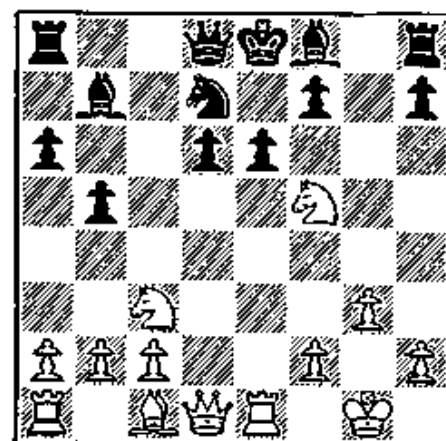
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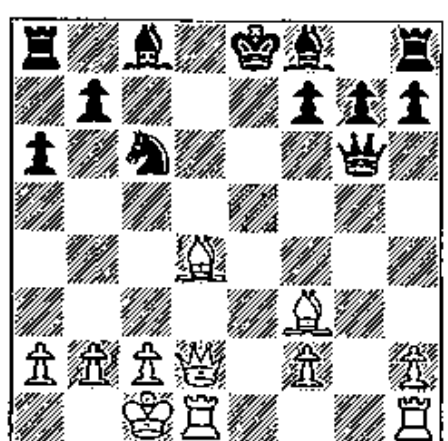
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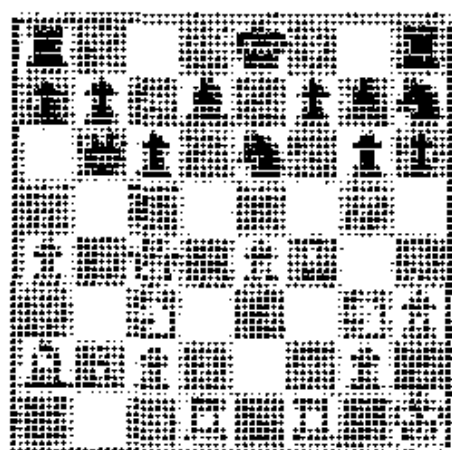


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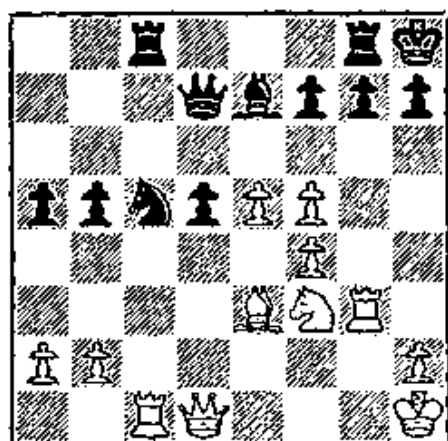


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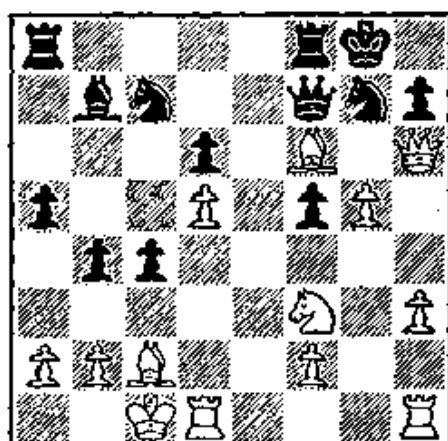
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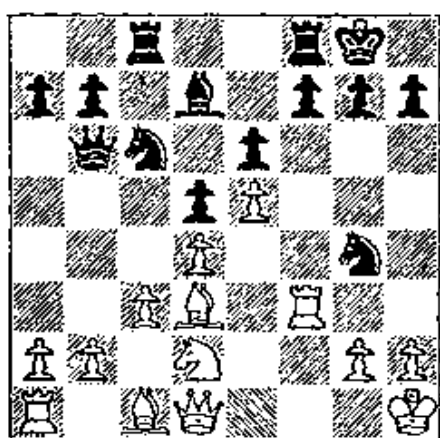
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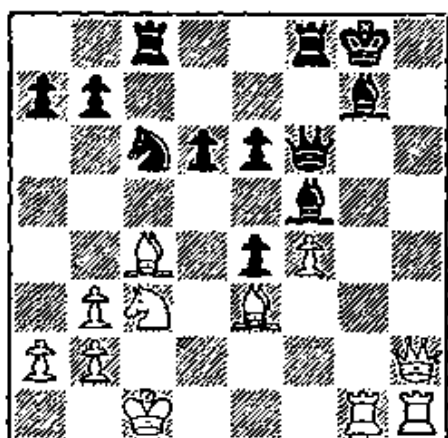
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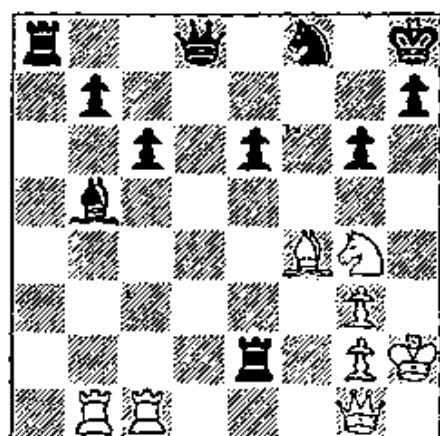
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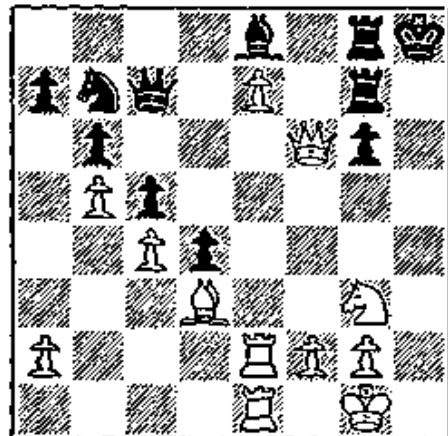
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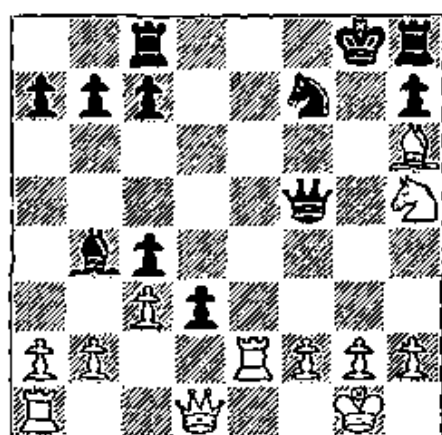


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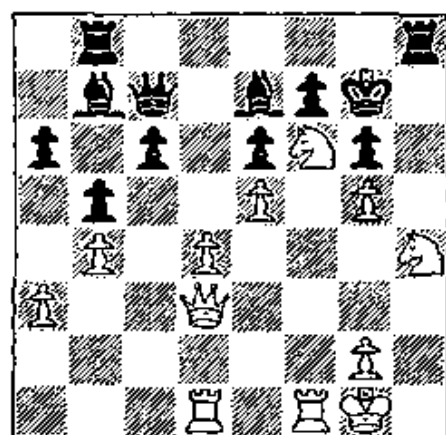


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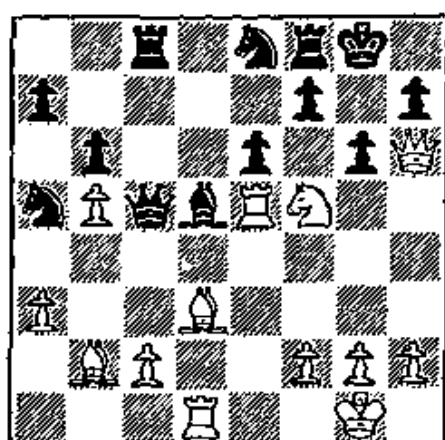
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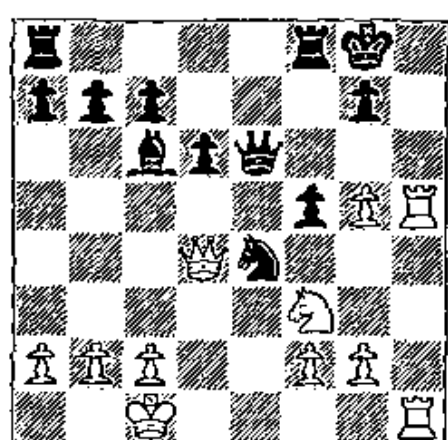
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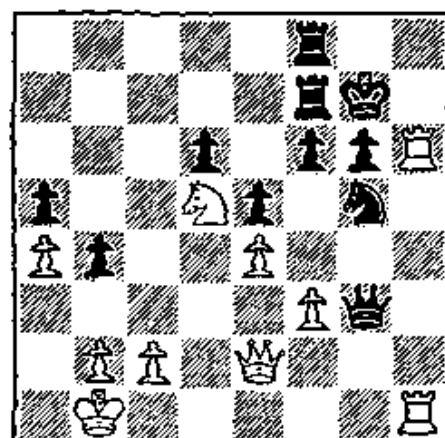
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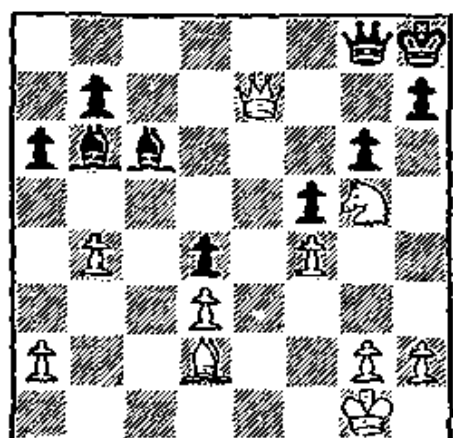
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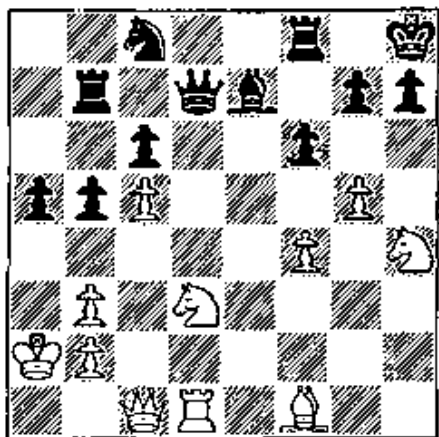


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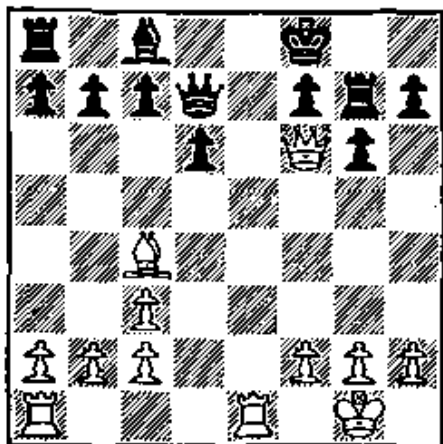


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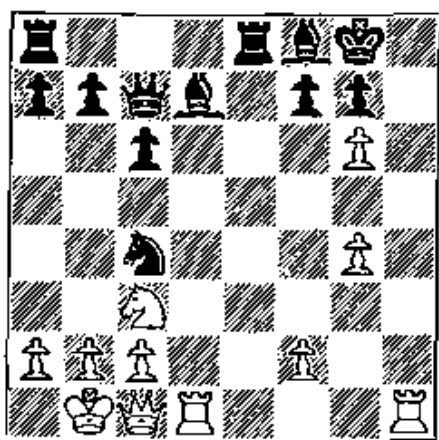
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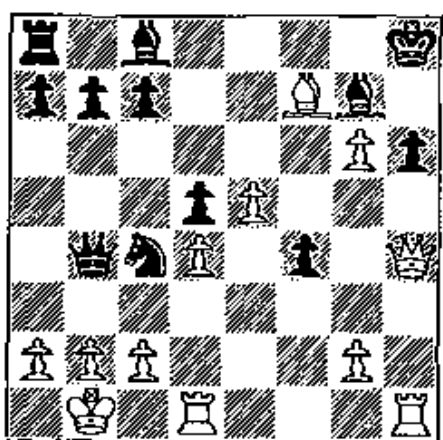
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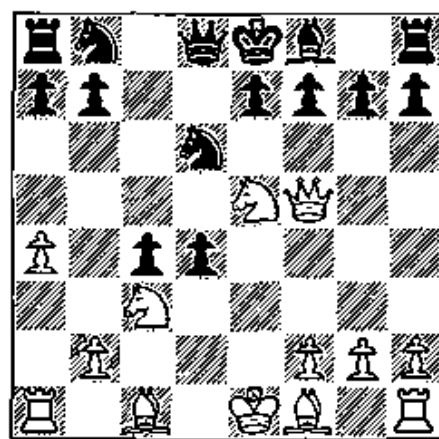
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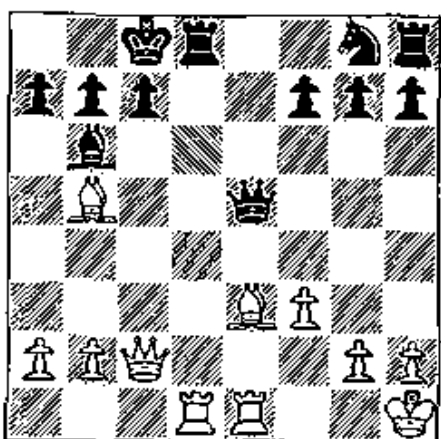
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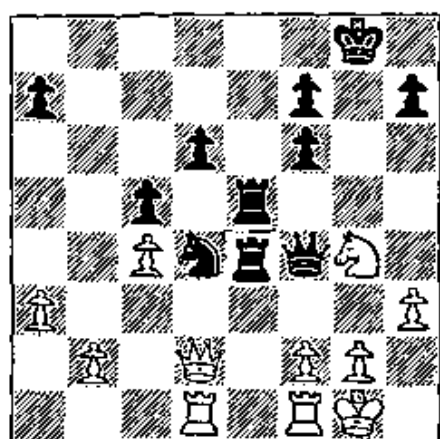


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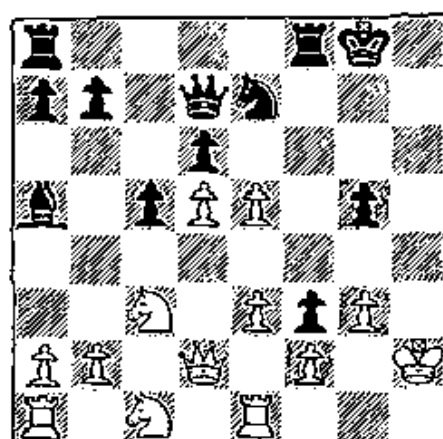


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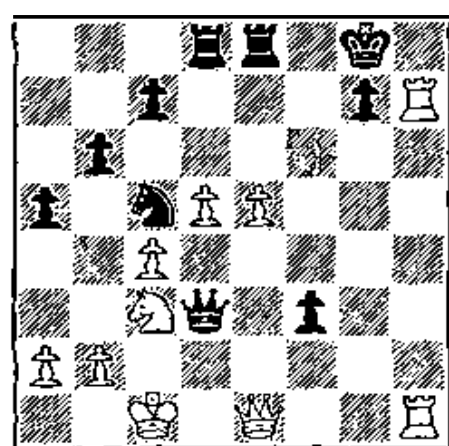
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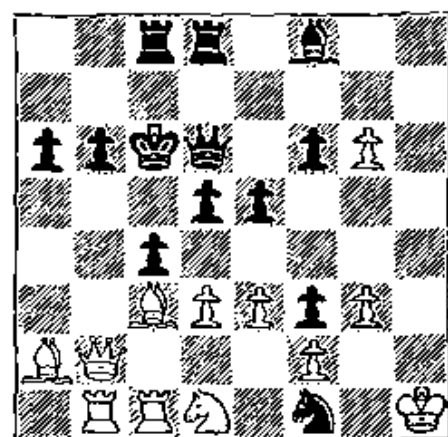
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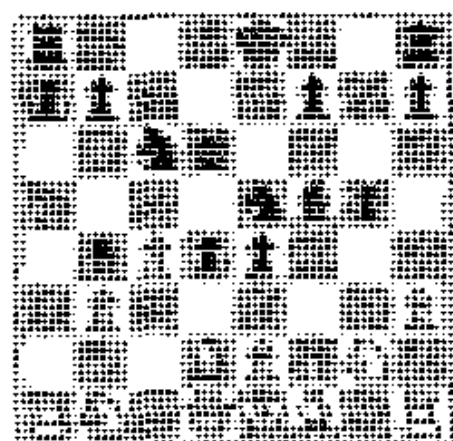
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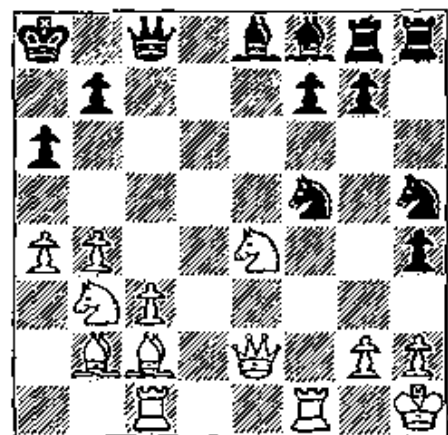
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10. Interference

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

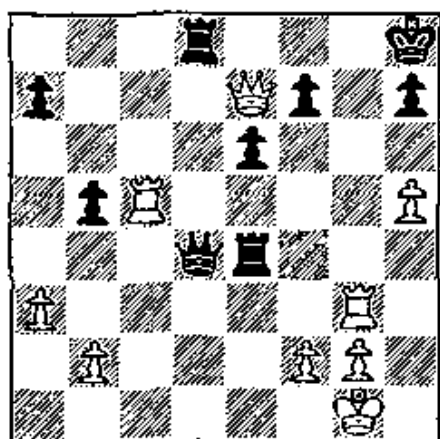
In Diagram 583, for example, White's first move presents Black with a cruel dilemma. If he captures the obnoxious Rook with his King Pawn, he allows himself to be mated. And if he captures with his Queen, the result is the same.

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

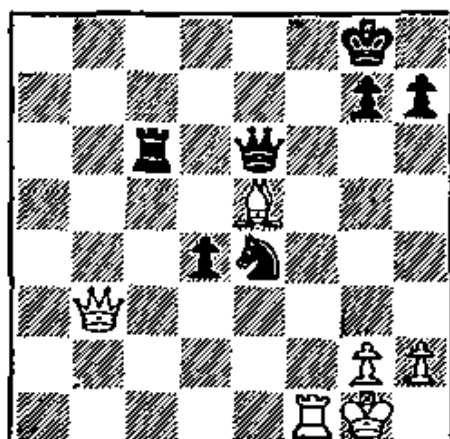
In Diagram 606 White's use of the interference theme is especially subtle, the idea being to create a block on White's King 5 square so that Black cannot save himself by playing . . . Q—B4ch.

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

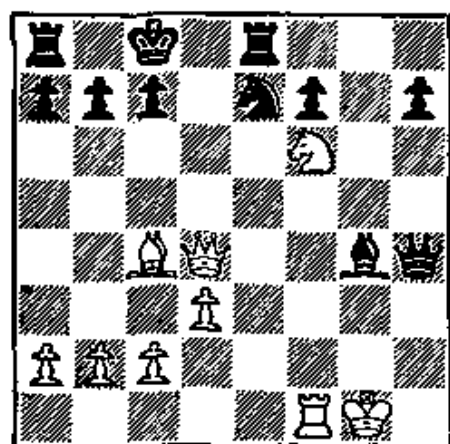
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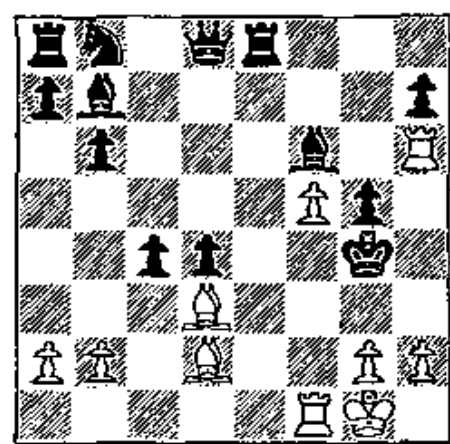
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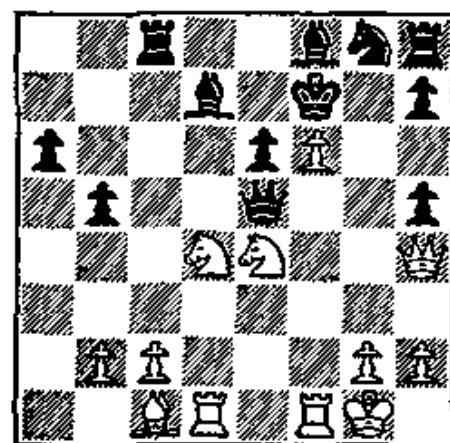
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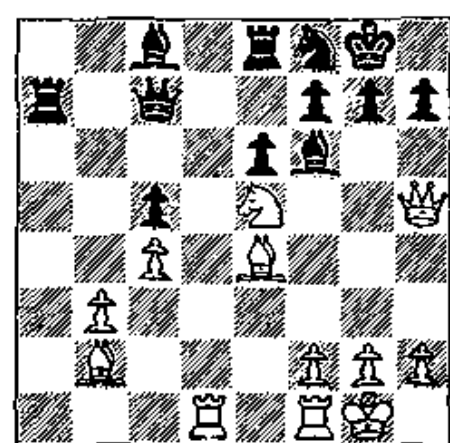
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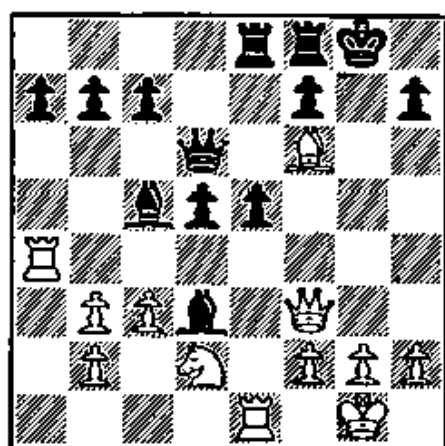


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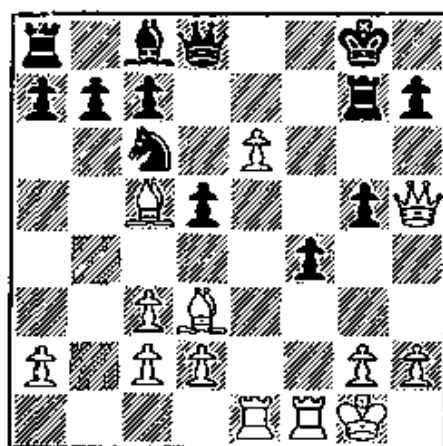


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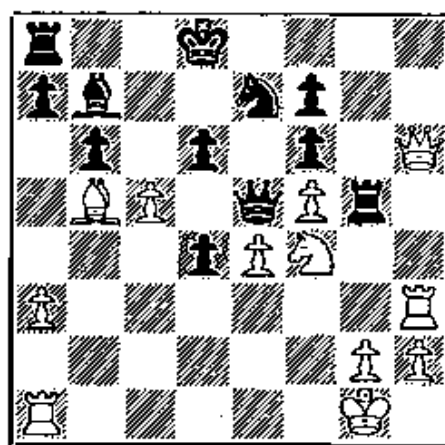
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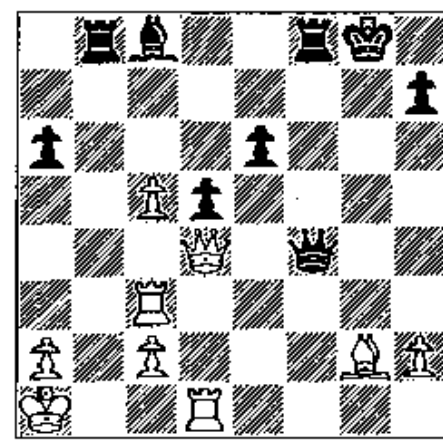
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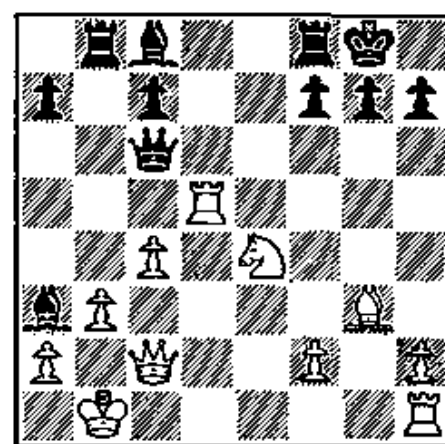
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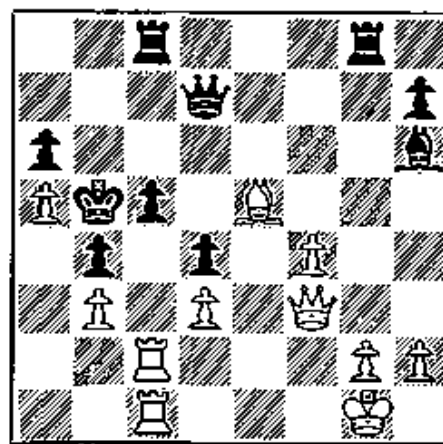
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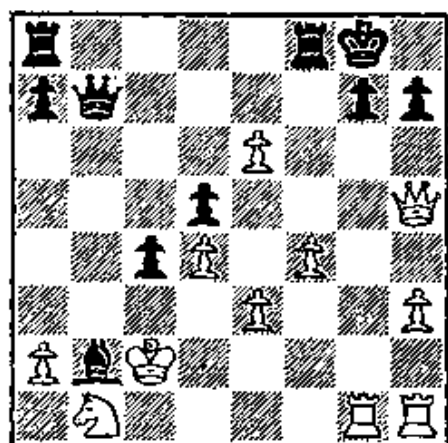


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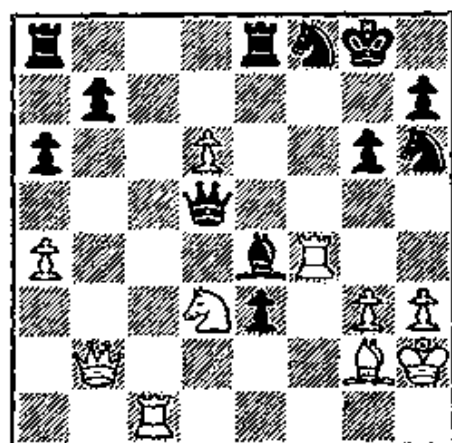


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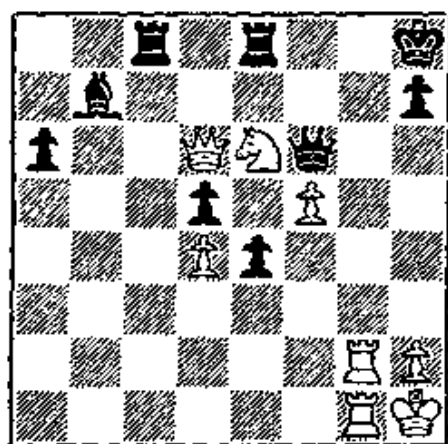
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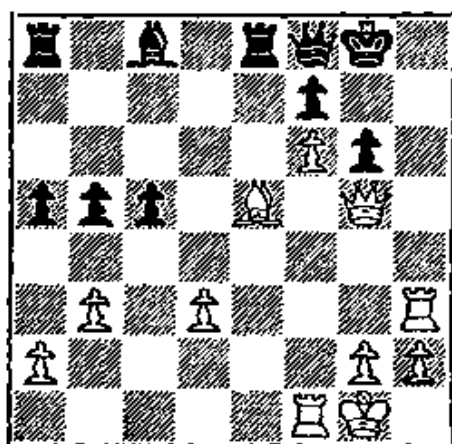
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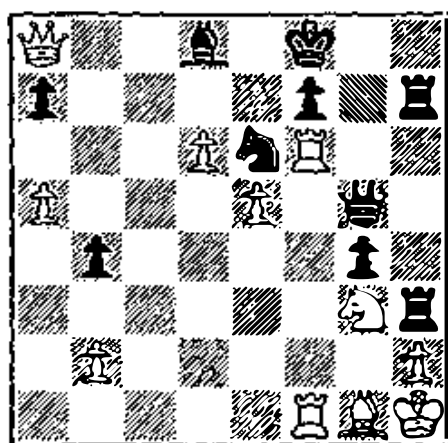
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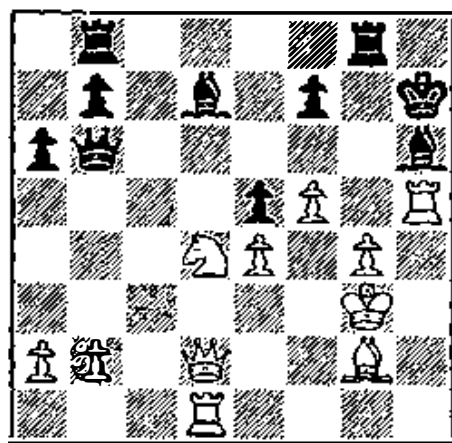
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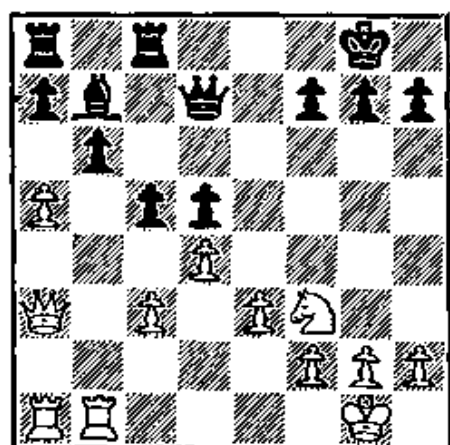


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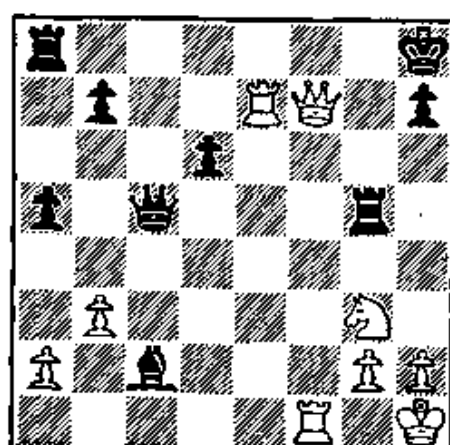


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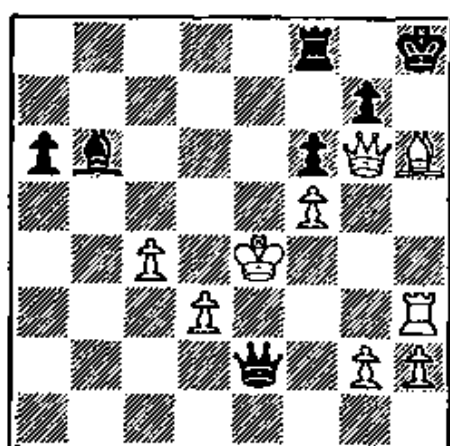
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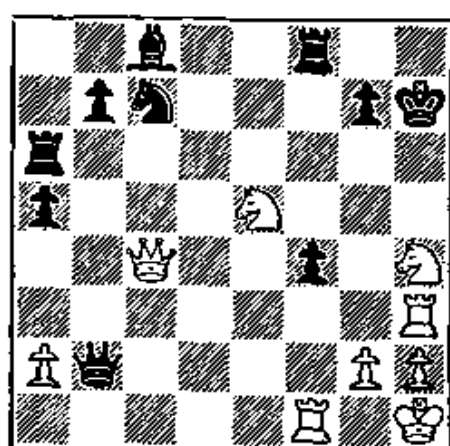
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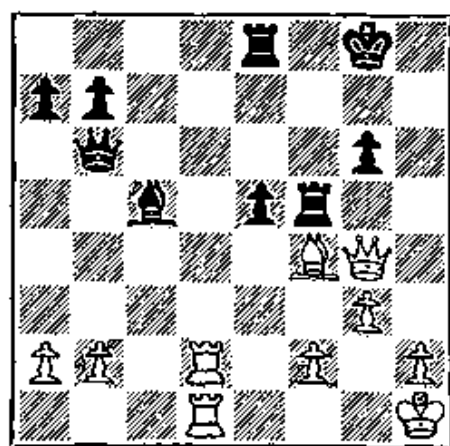
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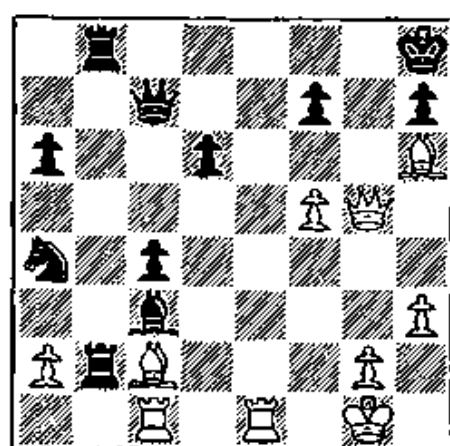
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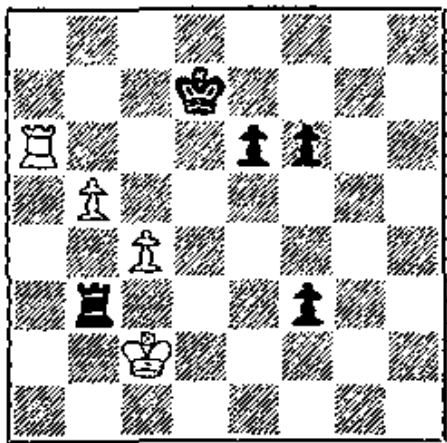


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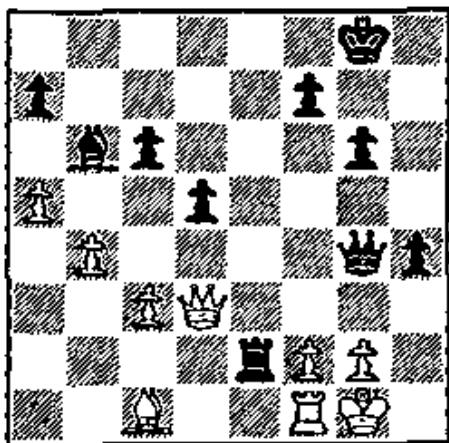


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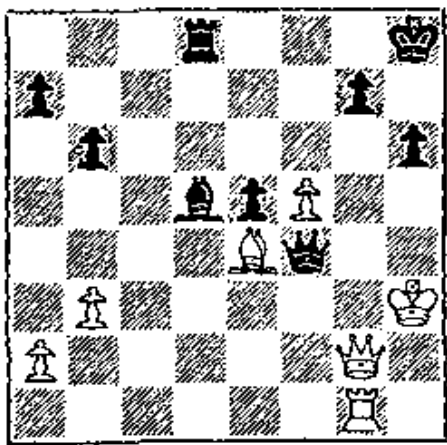
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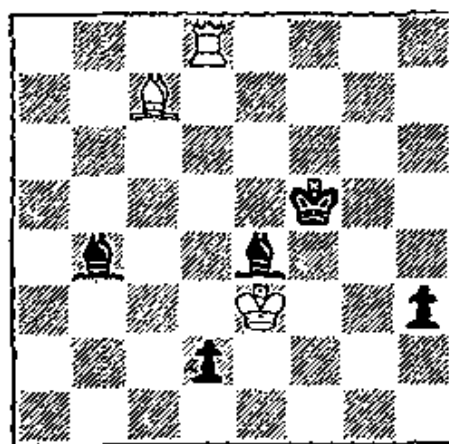
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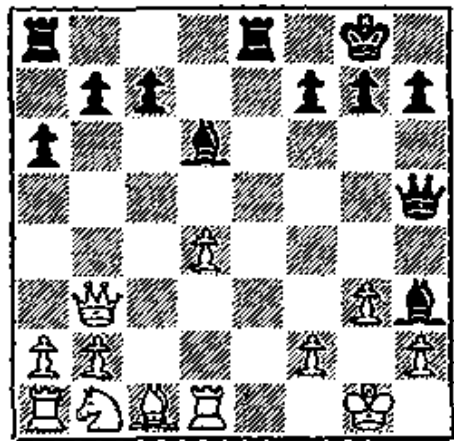
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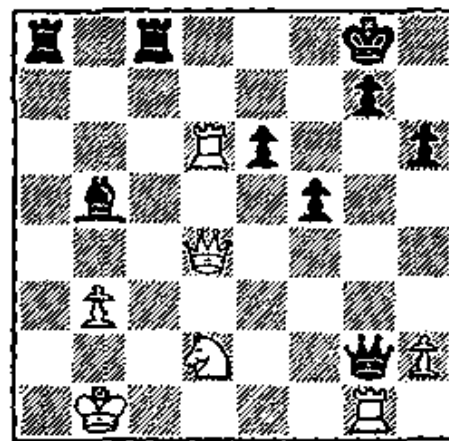
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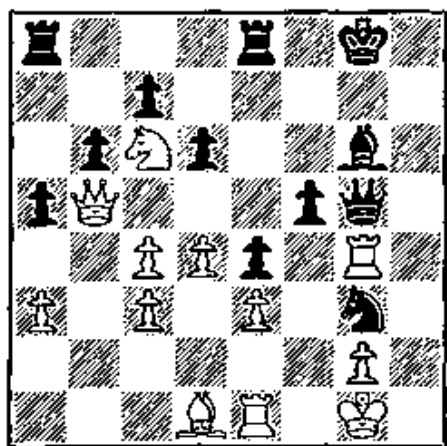


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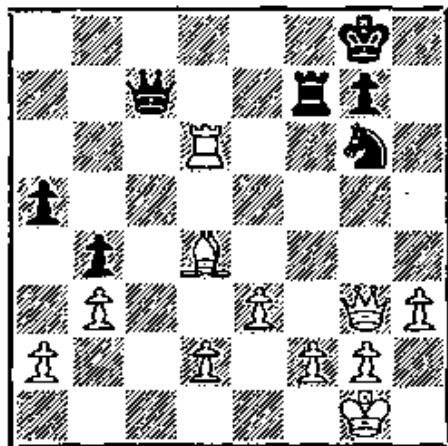


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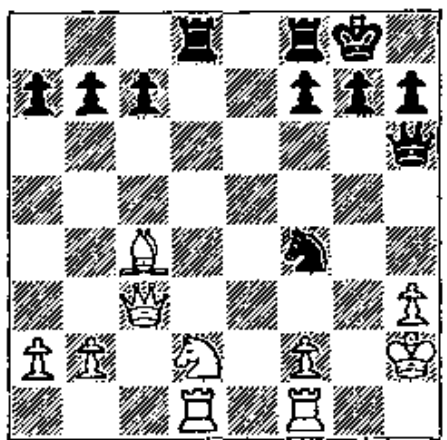
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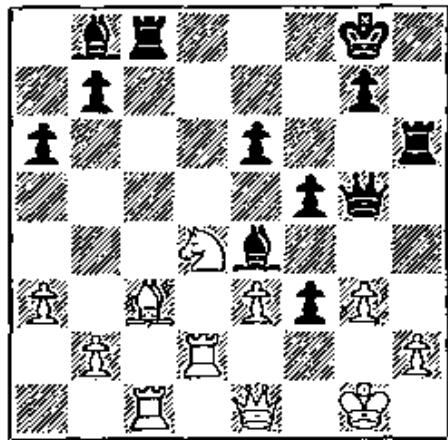
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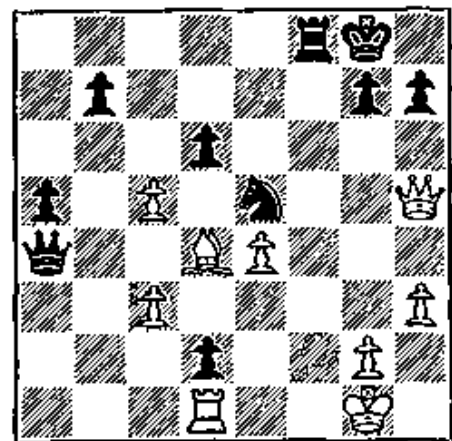
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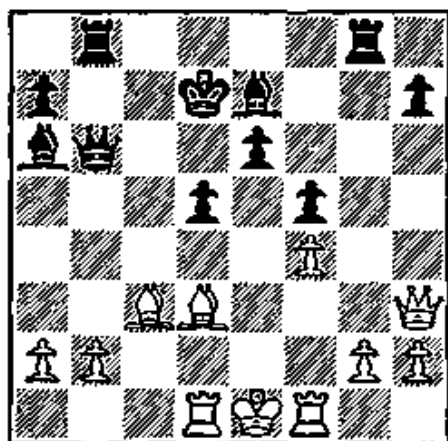
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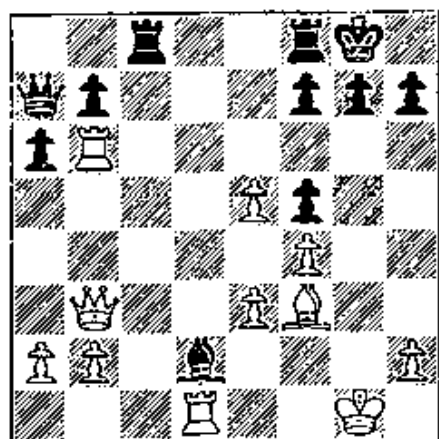


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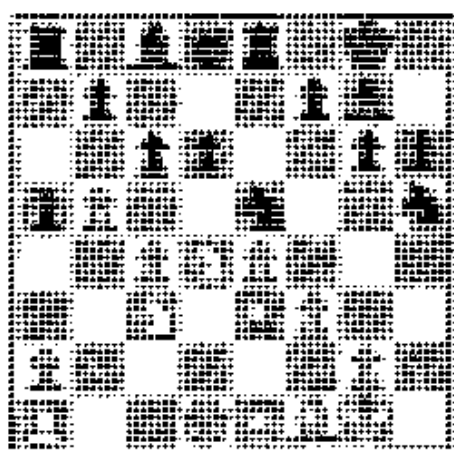


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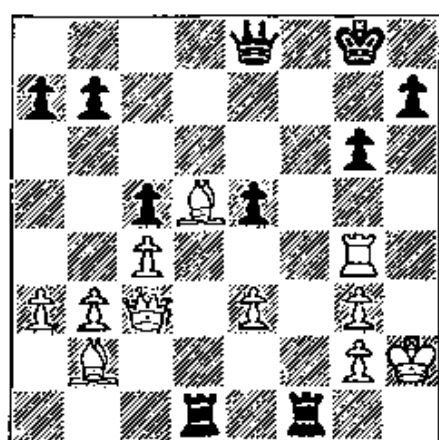
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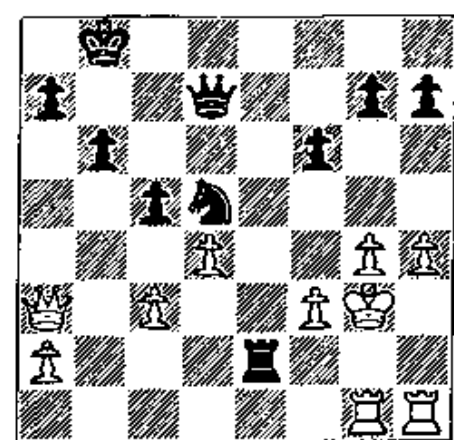
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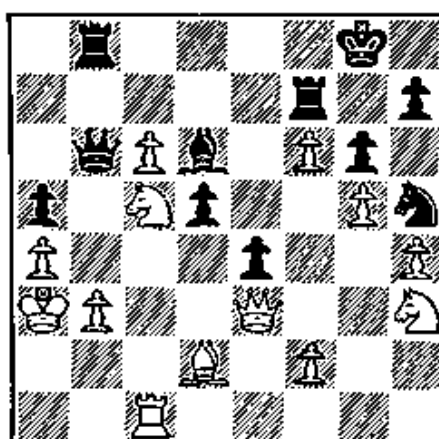
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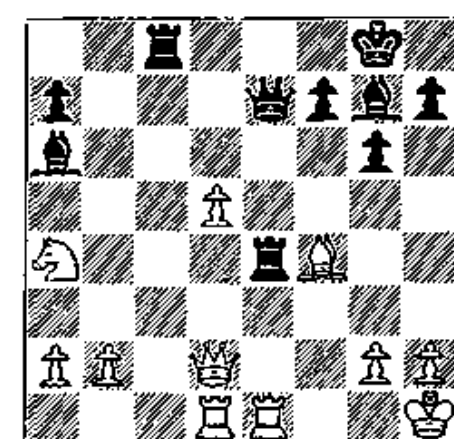
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II. Queening Combinations

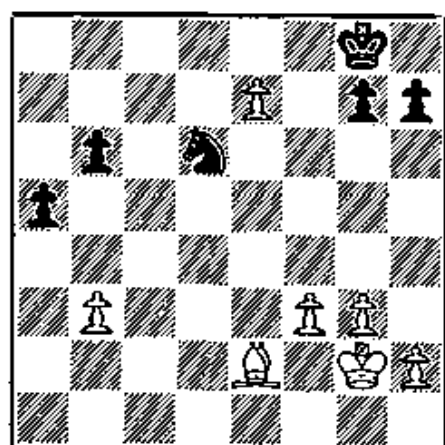
This is one of the most important of all the tactical themes, for successful queening of a Pawn is equivalent to being a Queen ahead. And even if your opponent loses “only” a piece in getting rid of the new Queen, he has suffered a disastrous material loss.

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

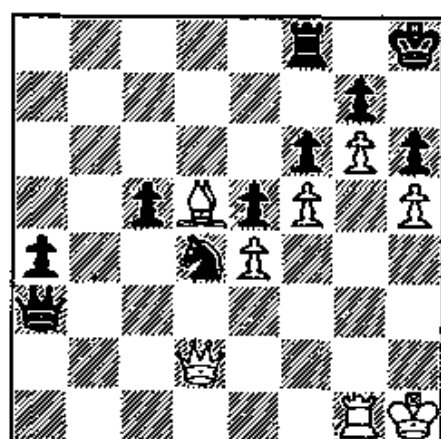
Diagram 631 is one of the many examples which show how the queening of a Pawn may lead to a decisive gain of material. Diagram 625 illustrates the same motif.

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

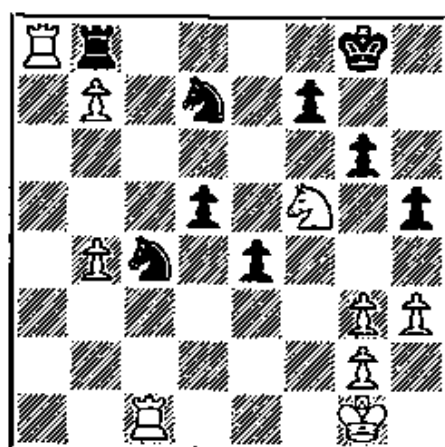
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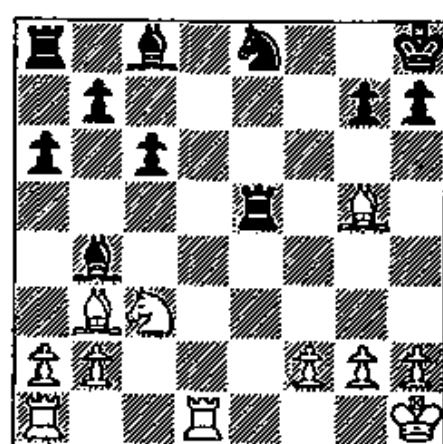
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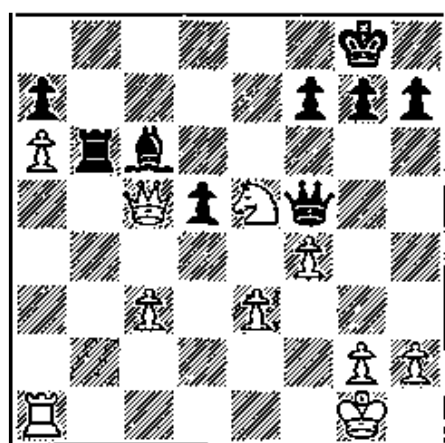
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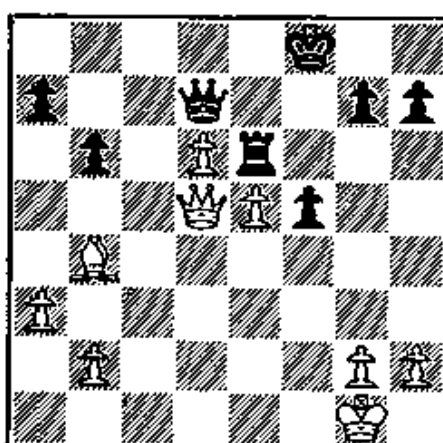
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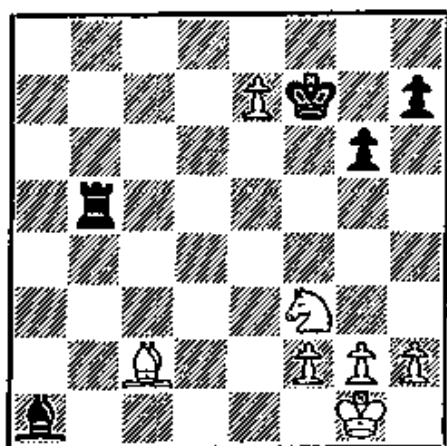


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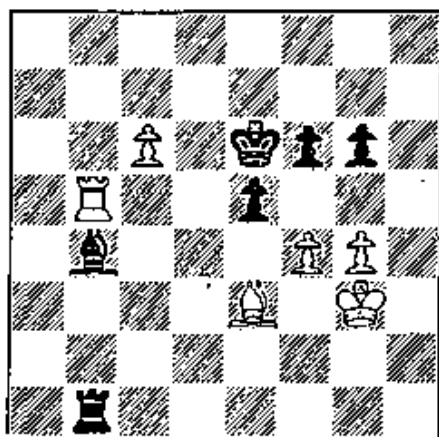


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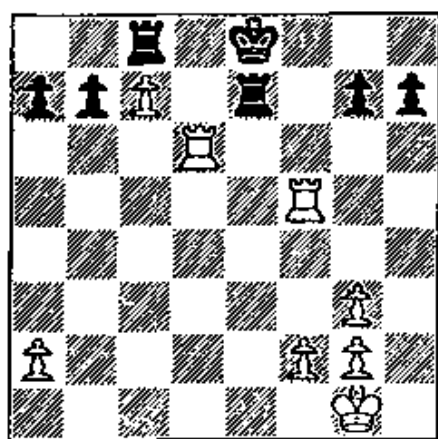
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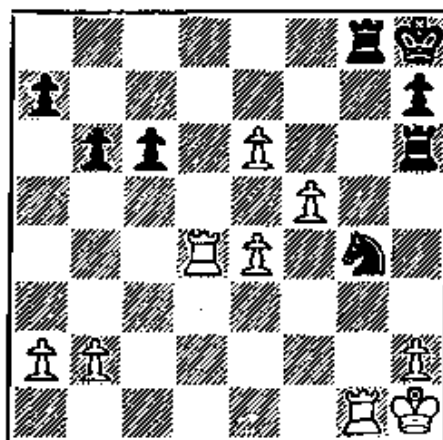
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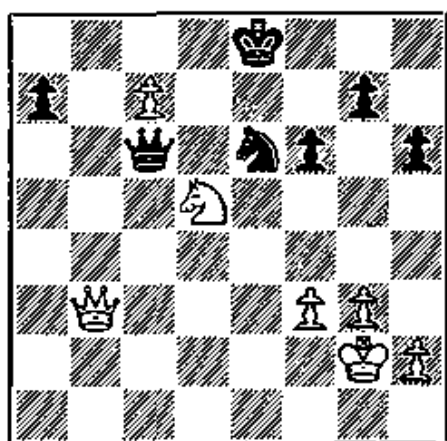
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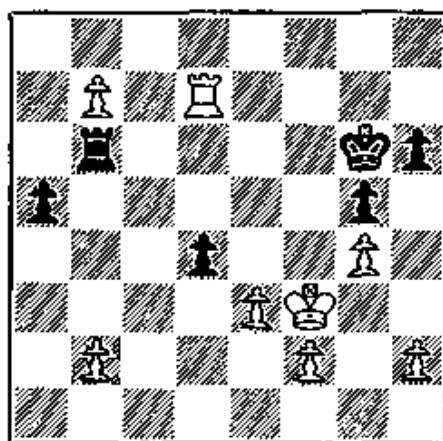
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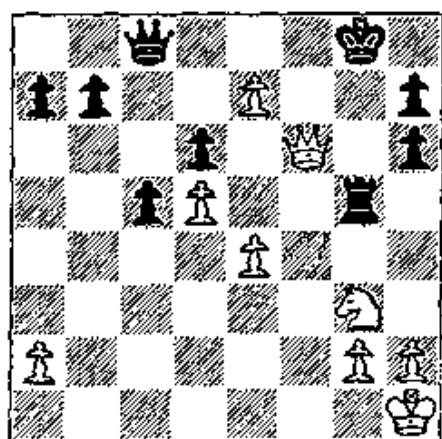


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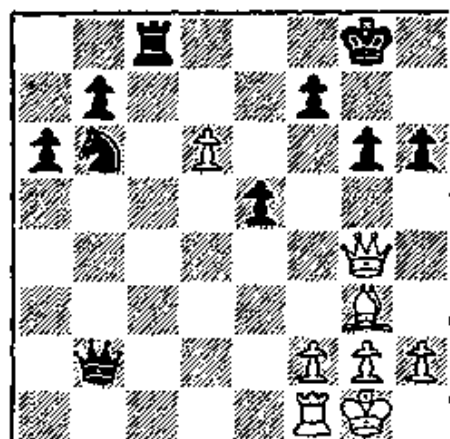


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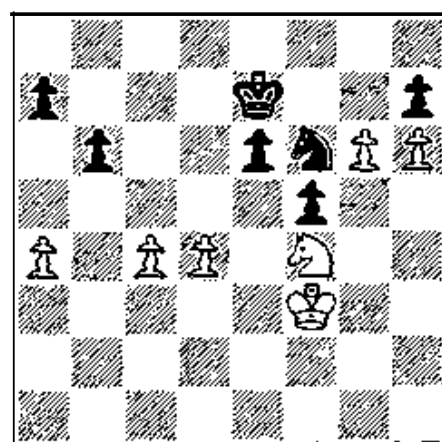
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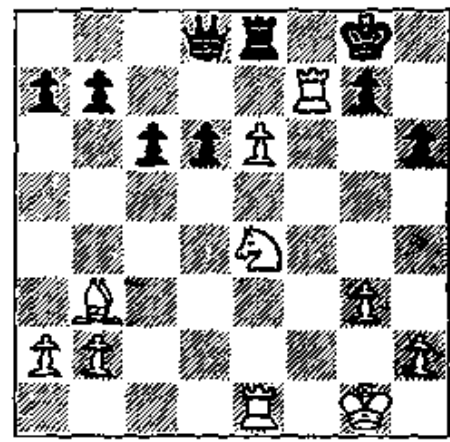
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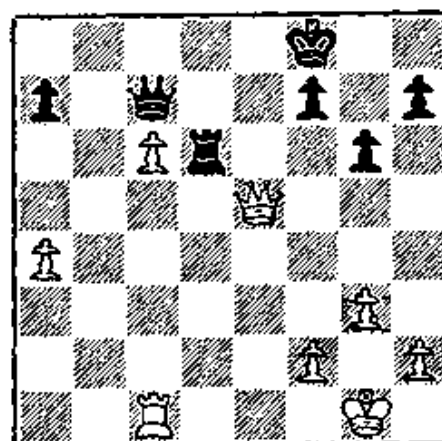
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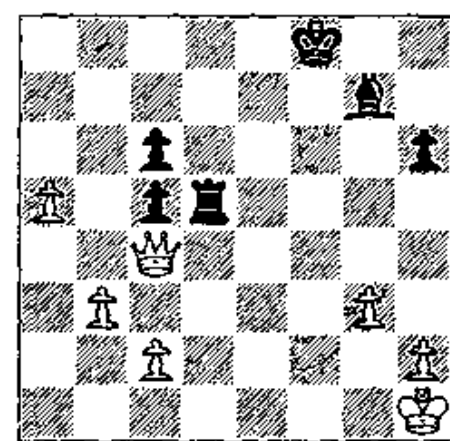
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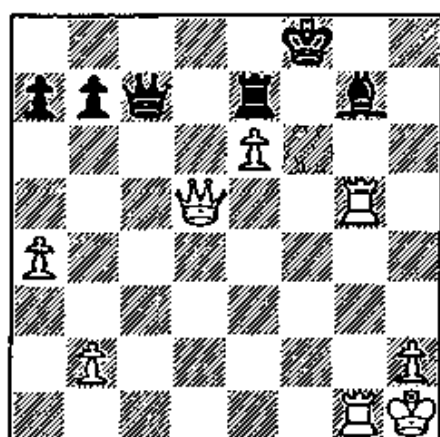


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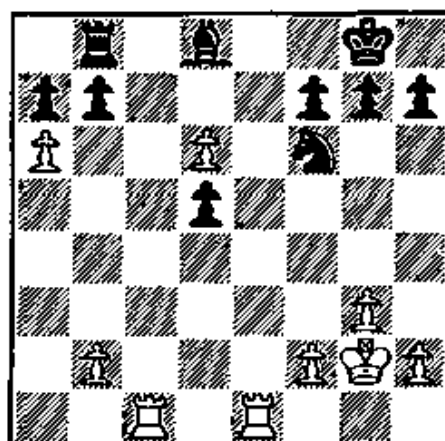


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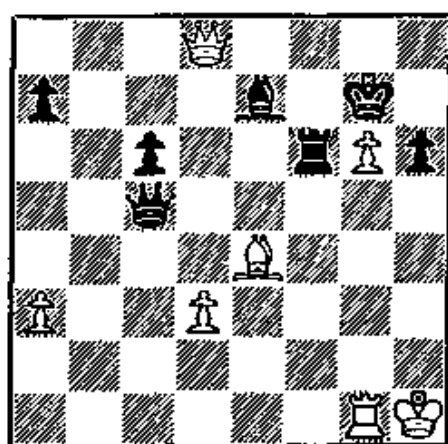
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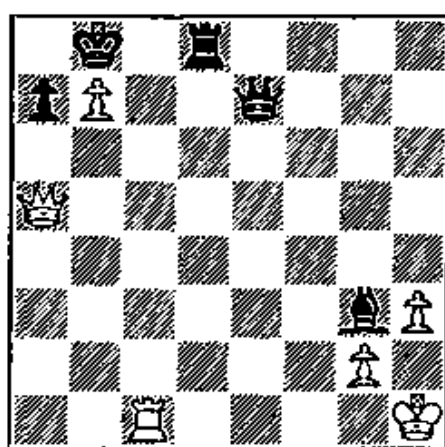
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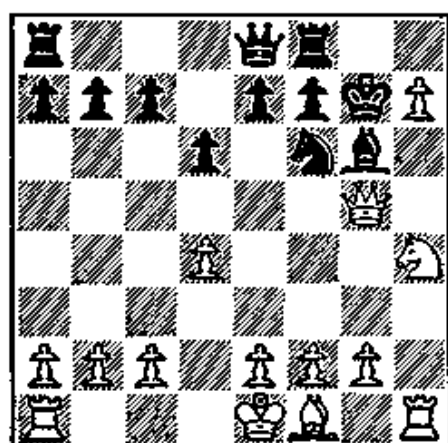
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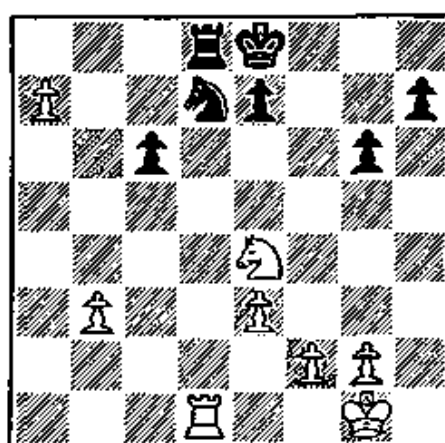
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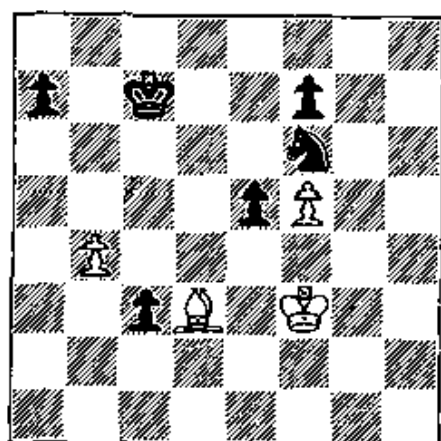


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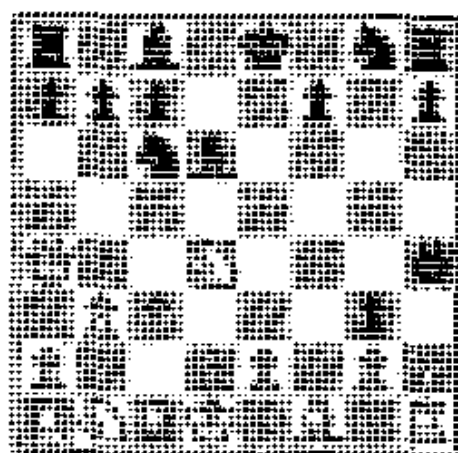


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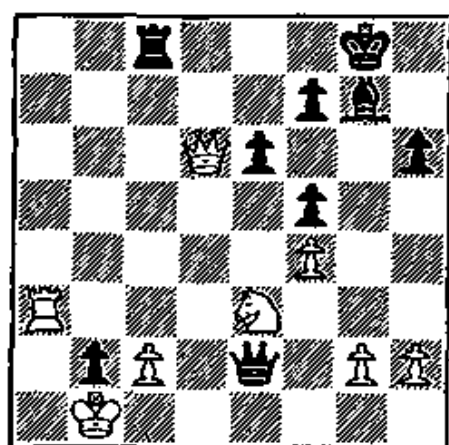
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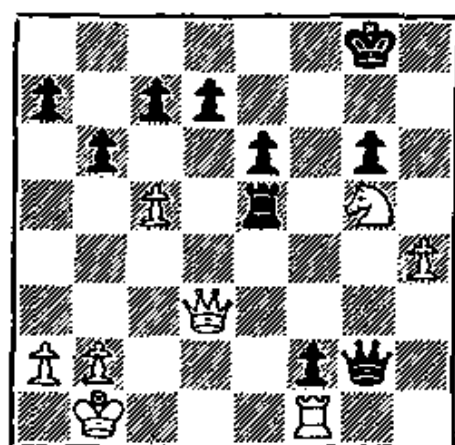
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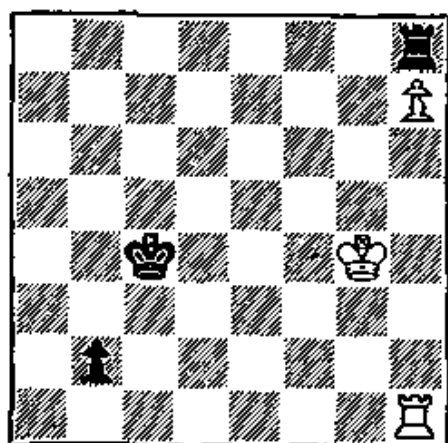
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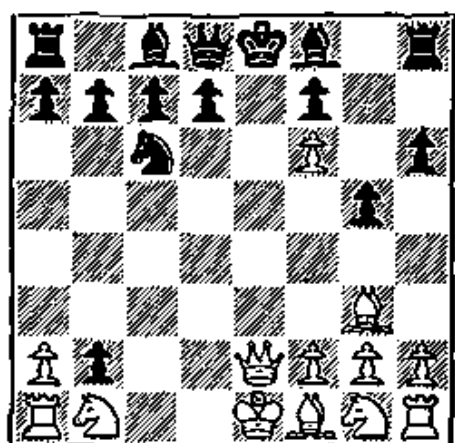
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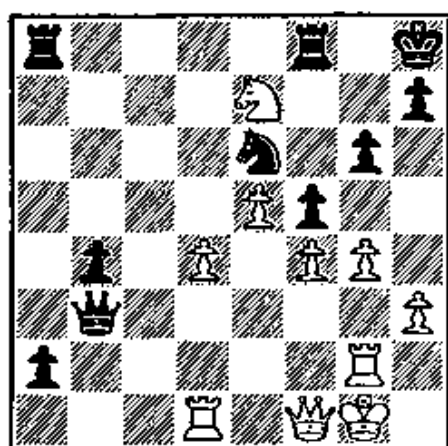


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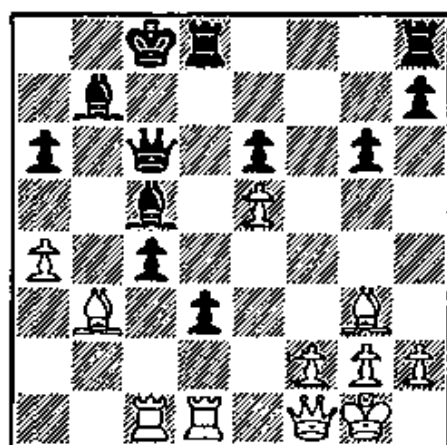


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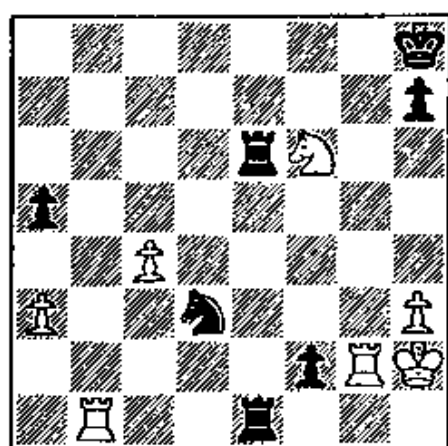
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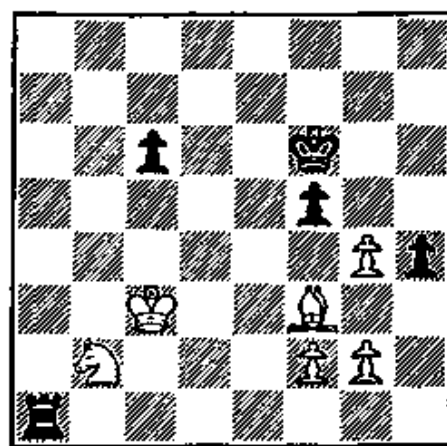
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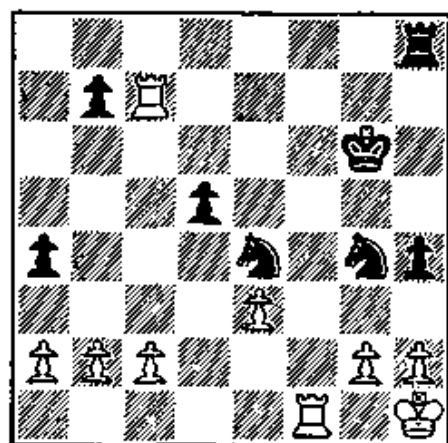
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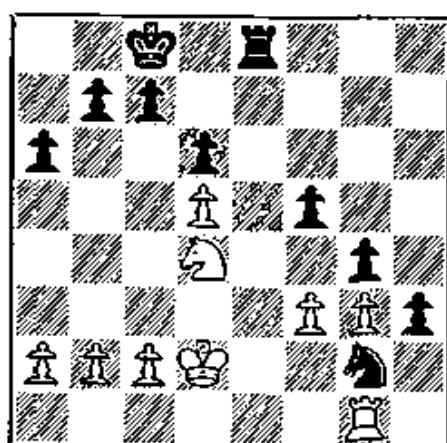
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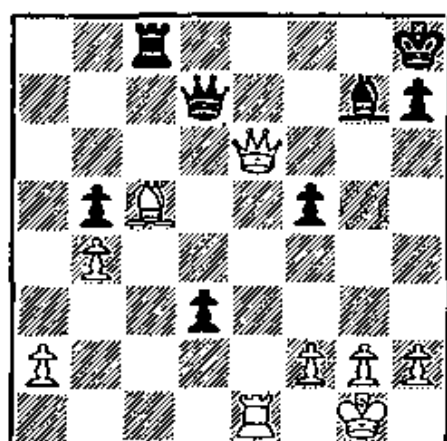


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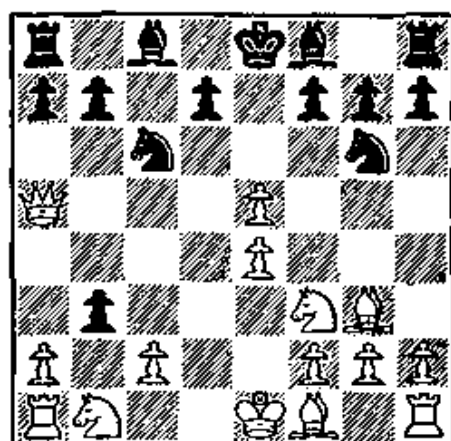


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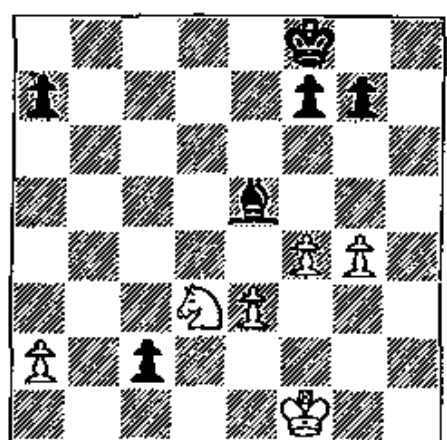
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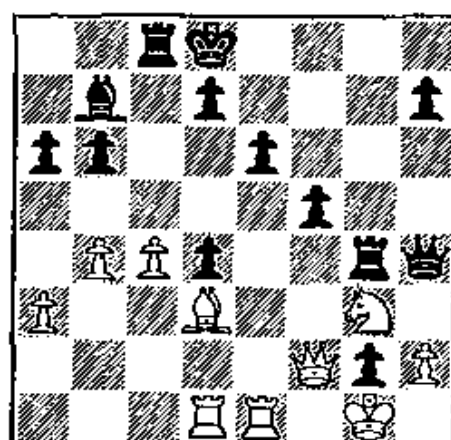
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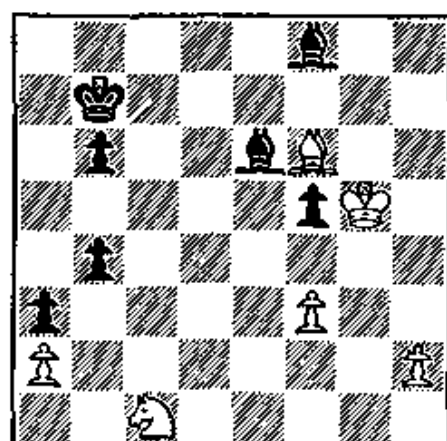
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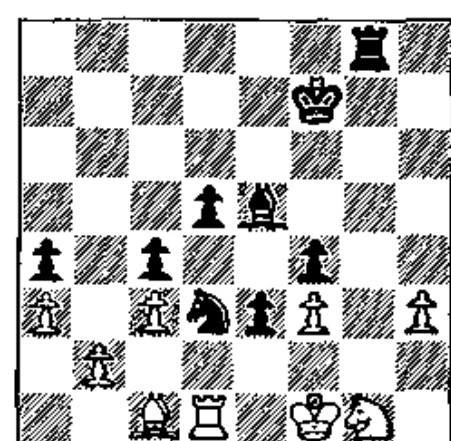
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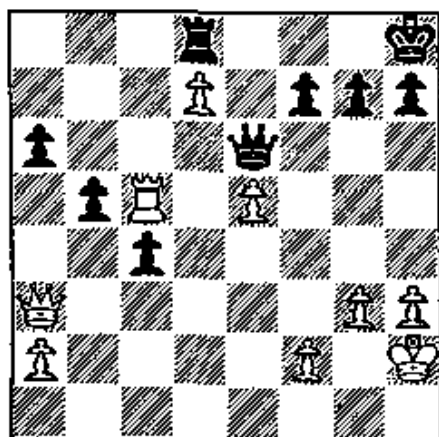
12. The Vulnerable First Rank

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

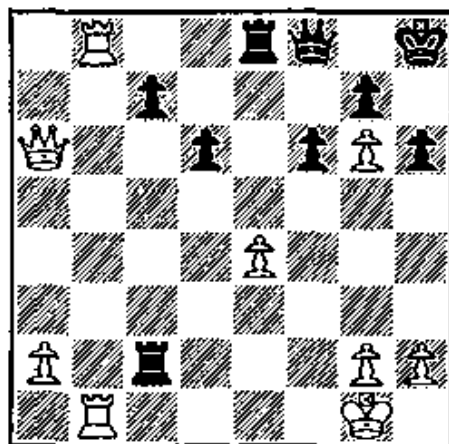
Diagram 676 is a perfect example. Here White can offer his Queen and Rook, relying on the weakness of Black's unprotected first rank. Such sacrifices look startling, but they become quite obvious once you are familiar with the weakness which they exploit.

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

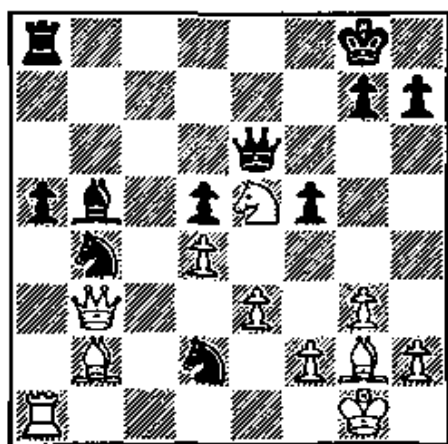
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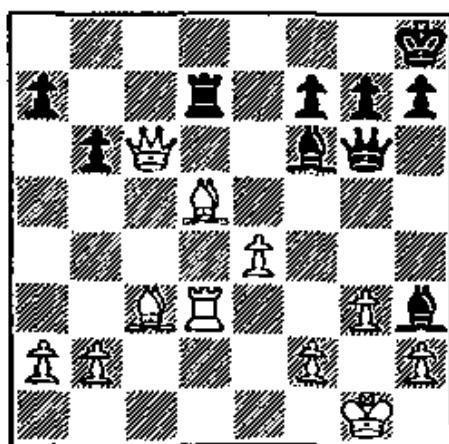
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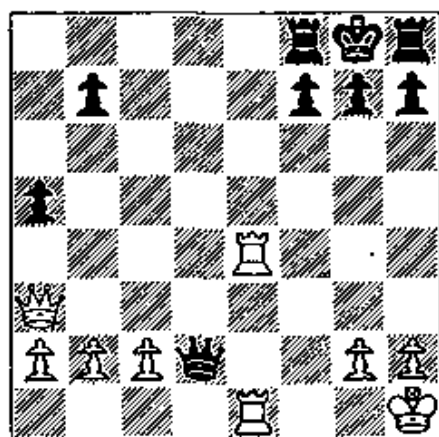
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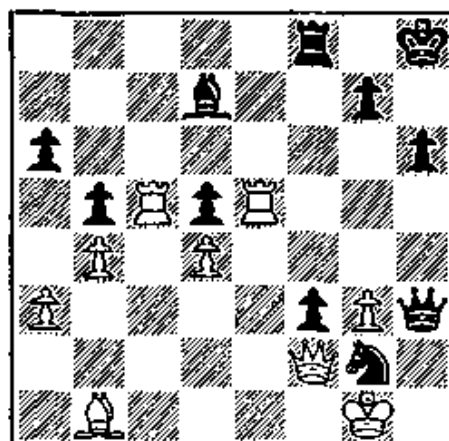
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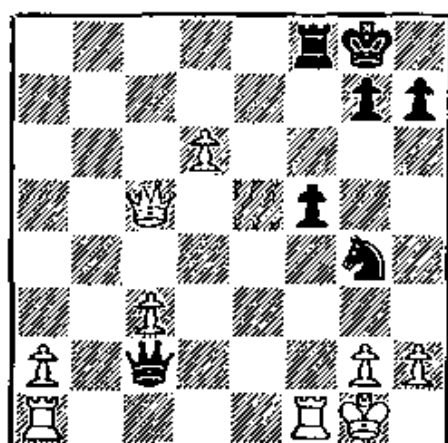


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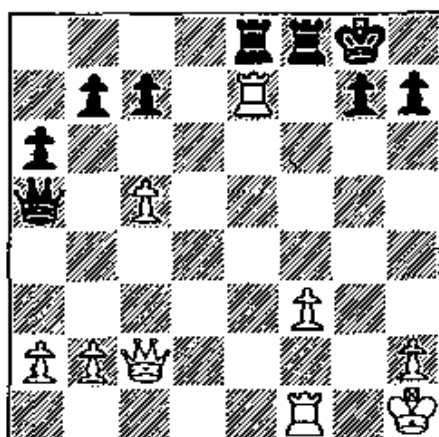


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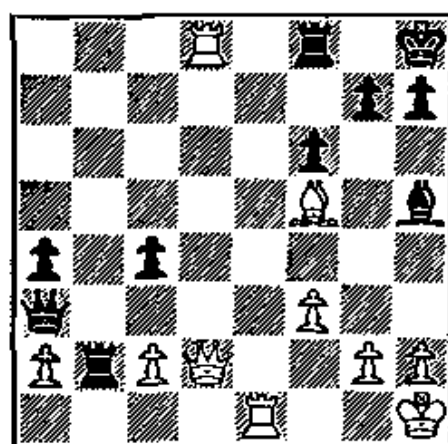
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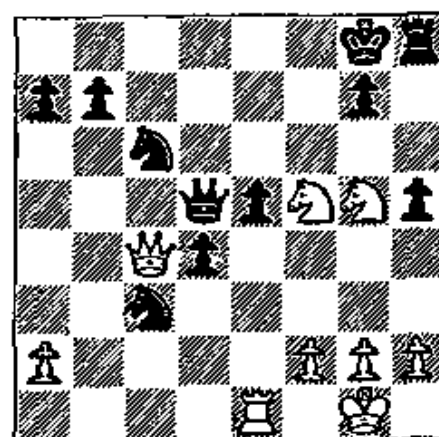
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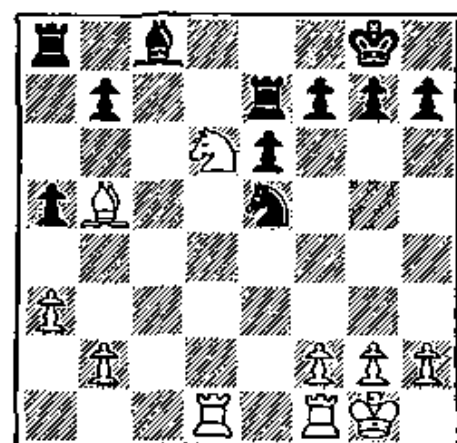
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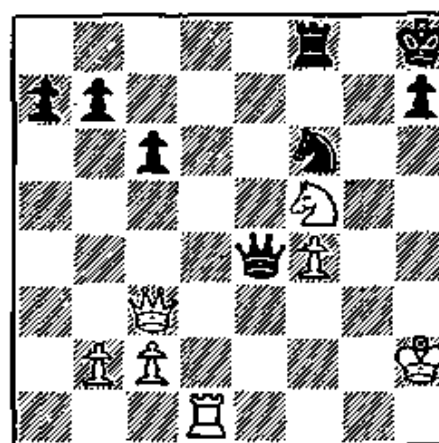
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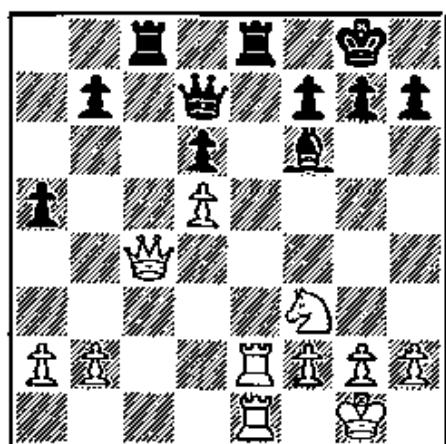


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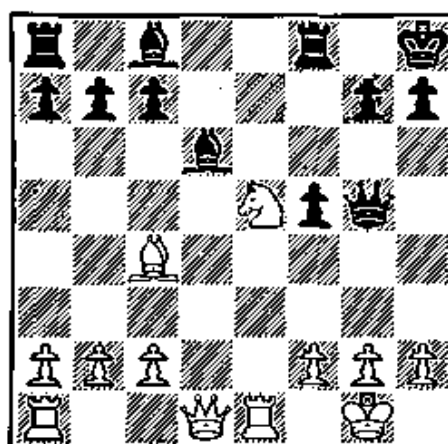


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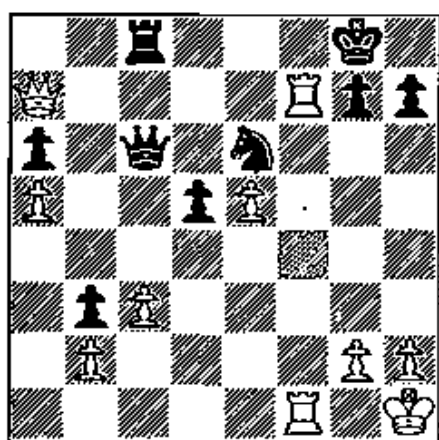
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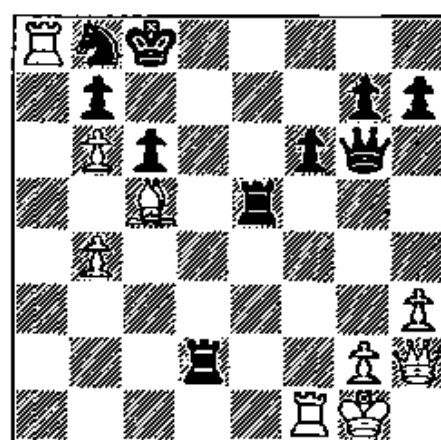
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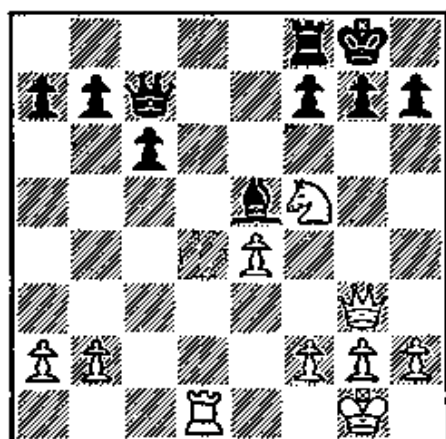
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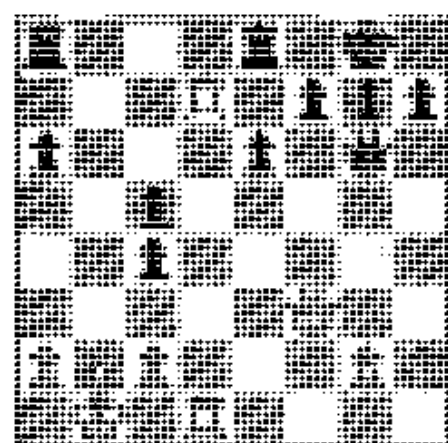
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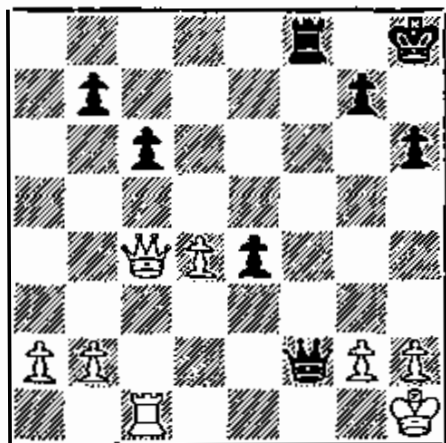


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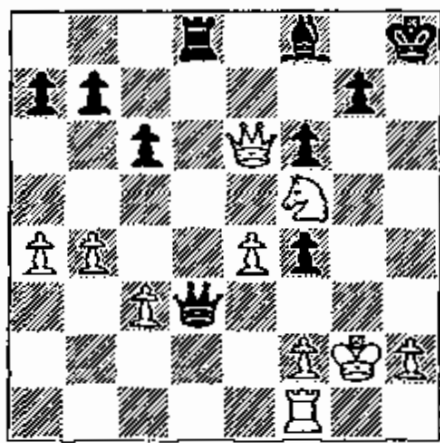


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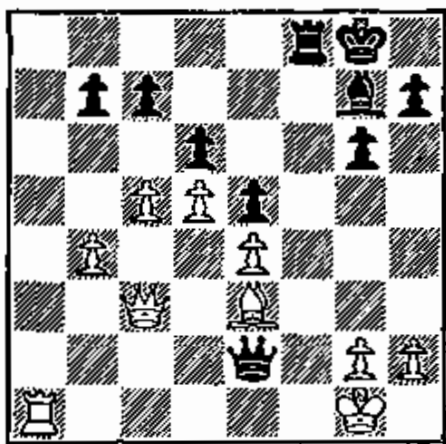
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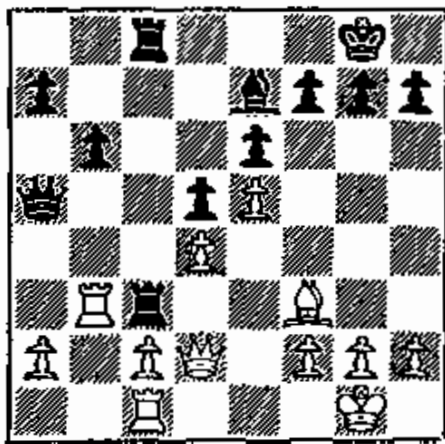
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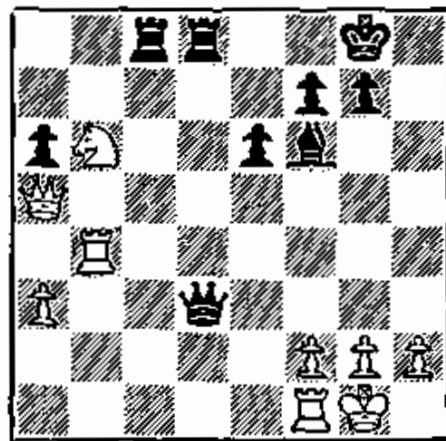
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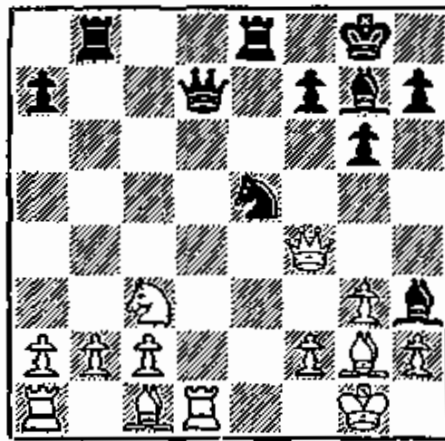
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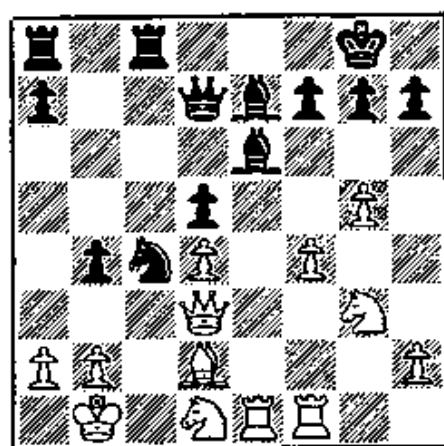


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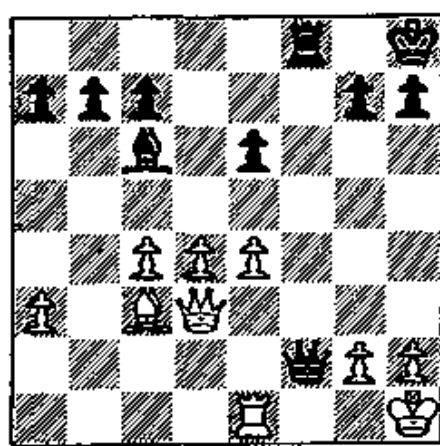


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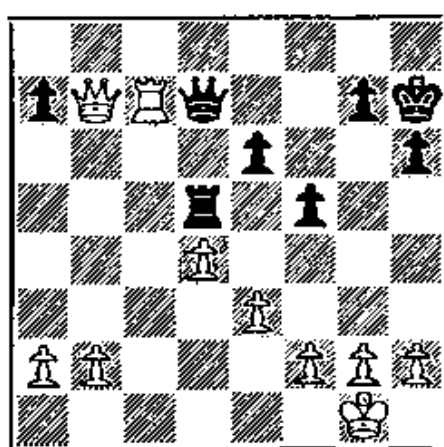
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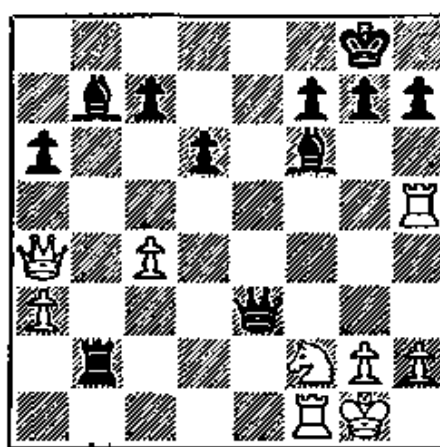
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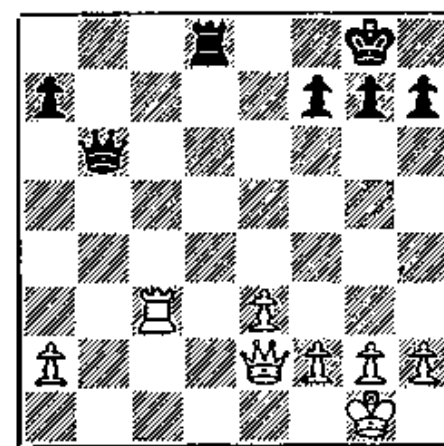
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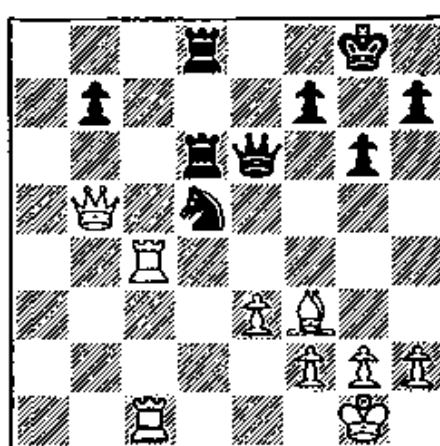
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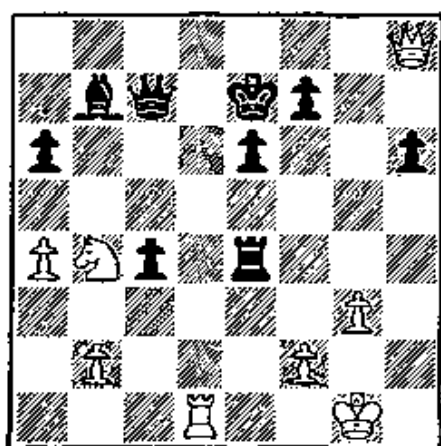


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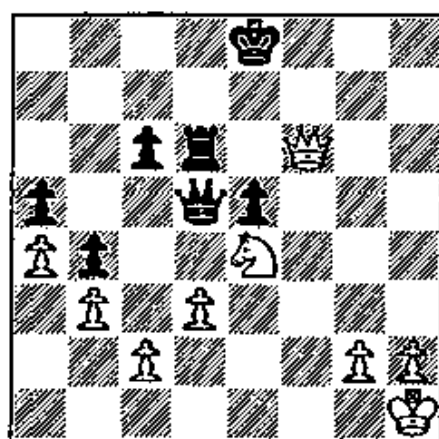


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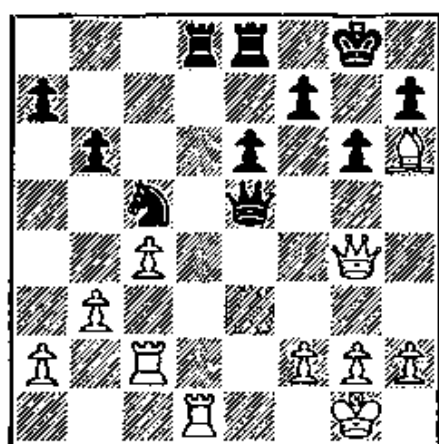
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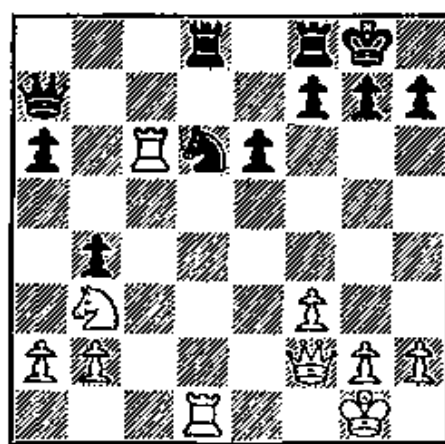
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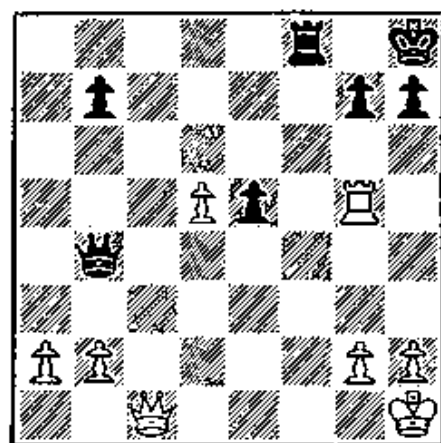
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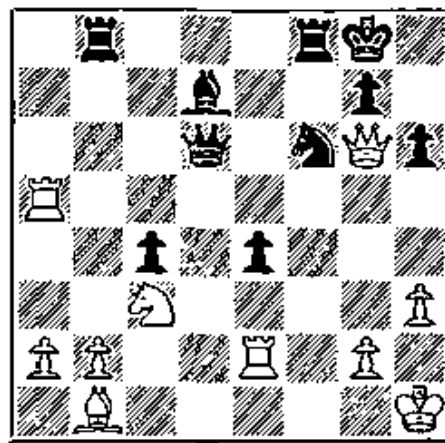
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13. Queen Sacrifices

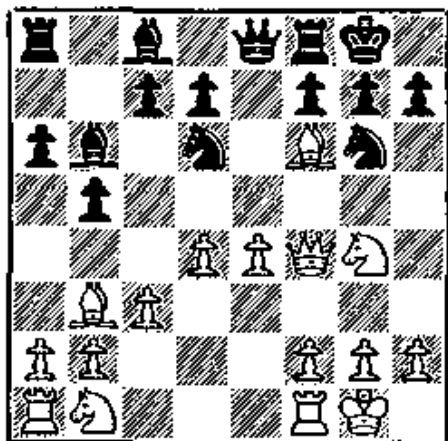
No matter how experienced and sophisticated a chessplayer may be, he is always thrilled by a Queen sacrifice. This is understandable, for the Queen is far and away the strongest of all the chess forces.

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

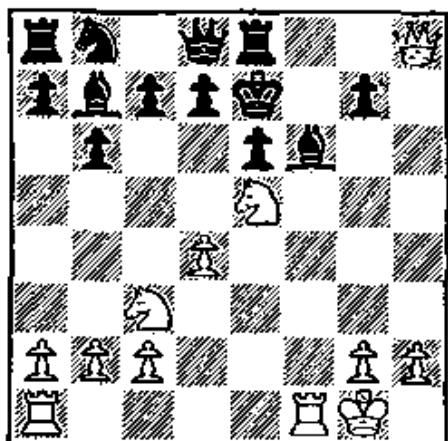
What is even more admirable is a Queen sacrifice which leads to a fairly long-winded mate. In Diagram 708, for example, White's Queen sacrifice looks like a typographical error. Who would dream that after the Queen sacrifice White has a forced mate in five moves, making use of Rooks and minor pieces—and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

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

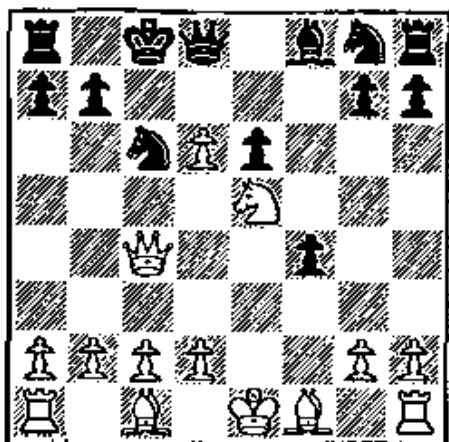
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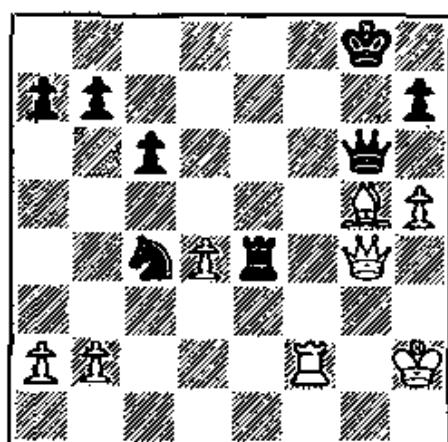
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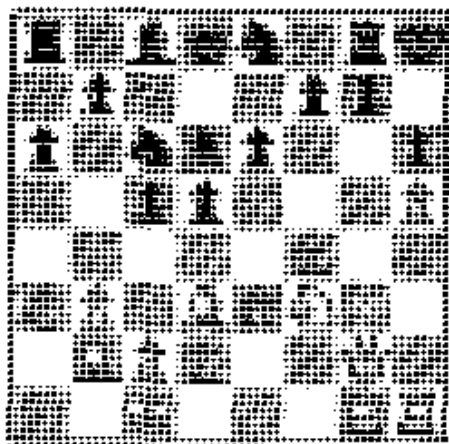
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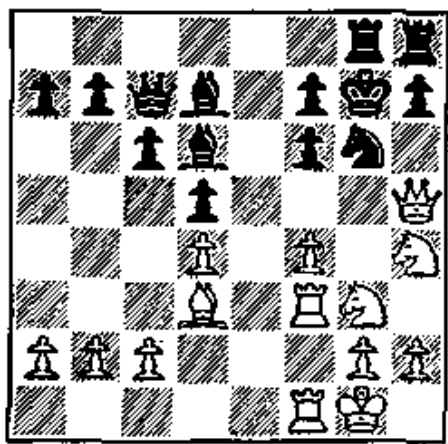
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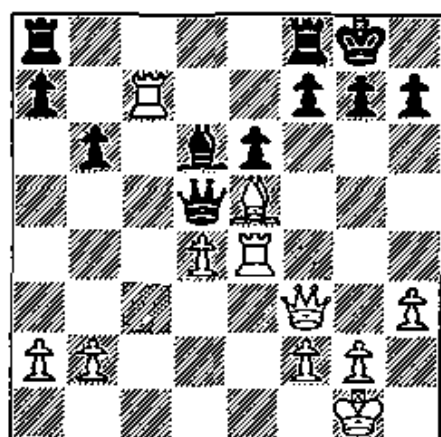


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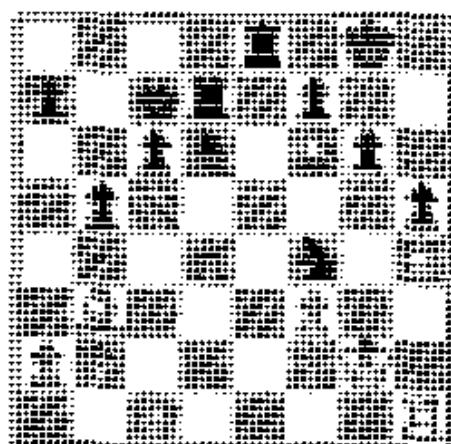


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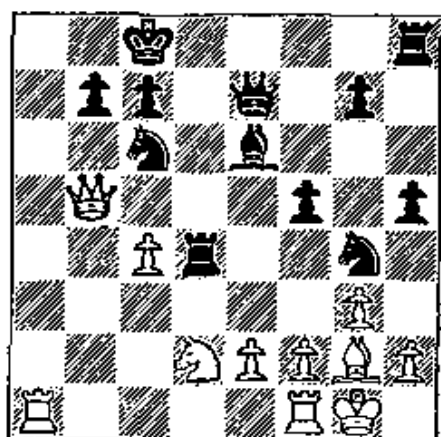
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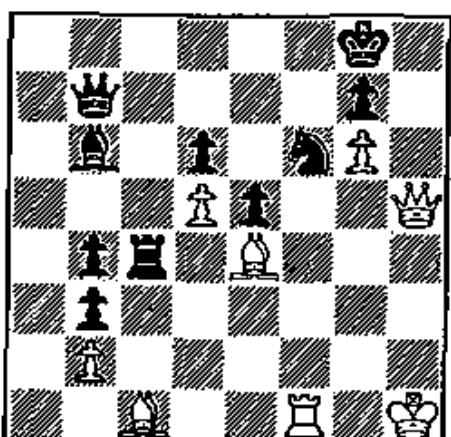
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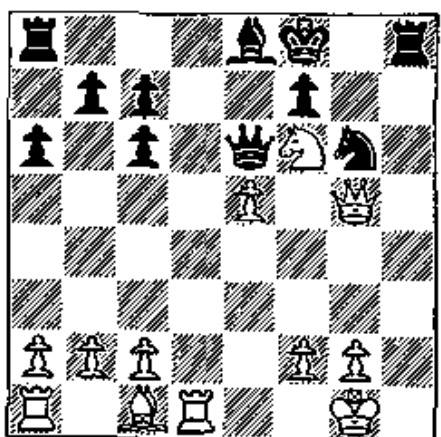
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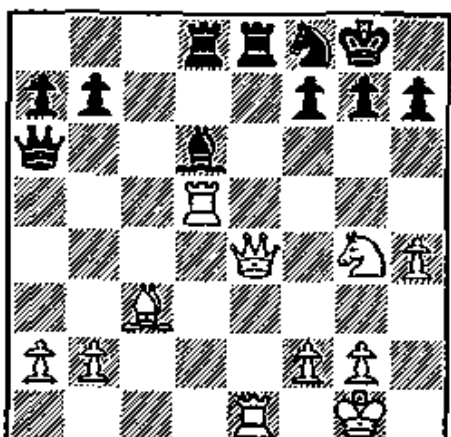
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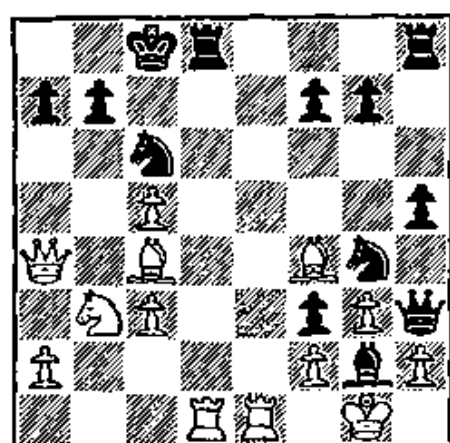


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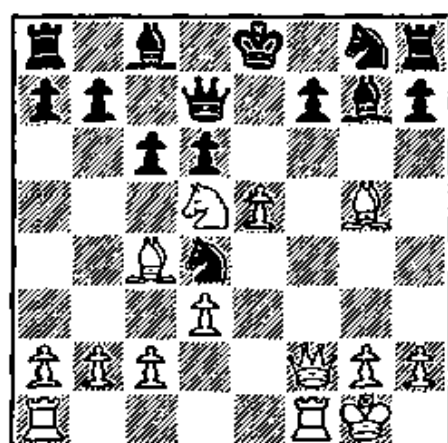


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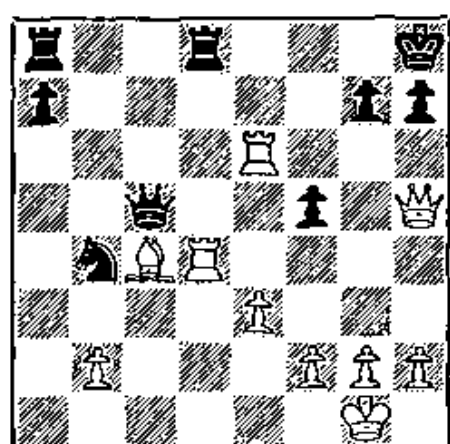
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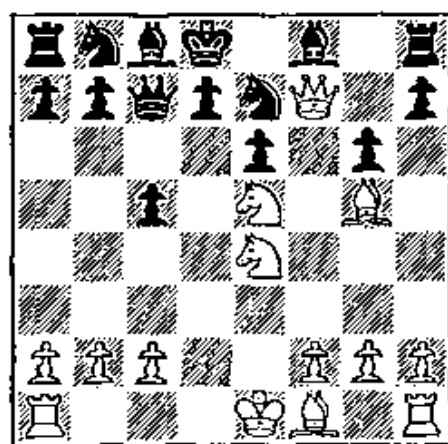
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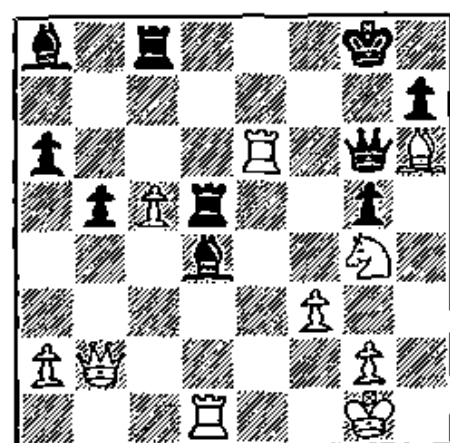
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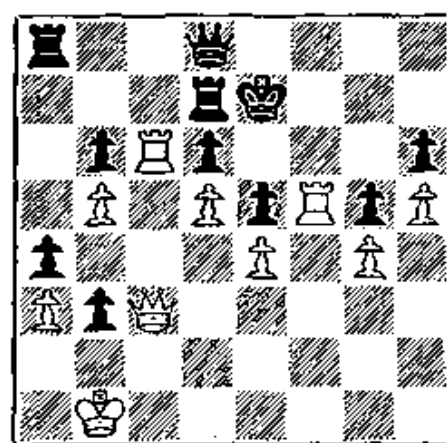
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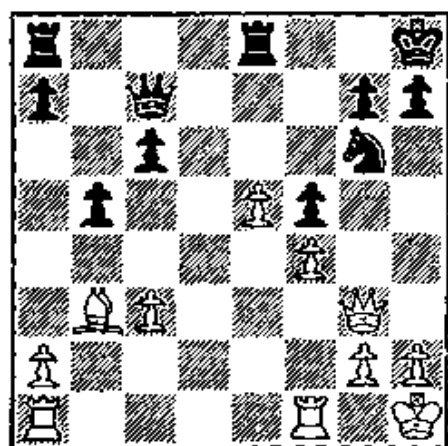


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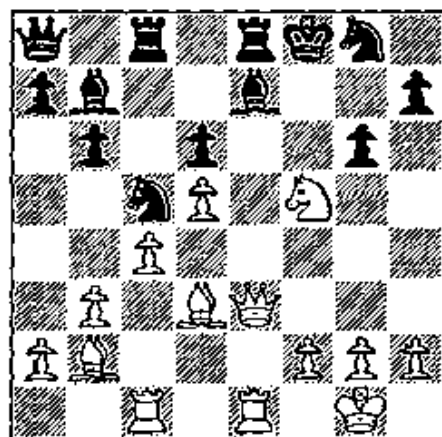


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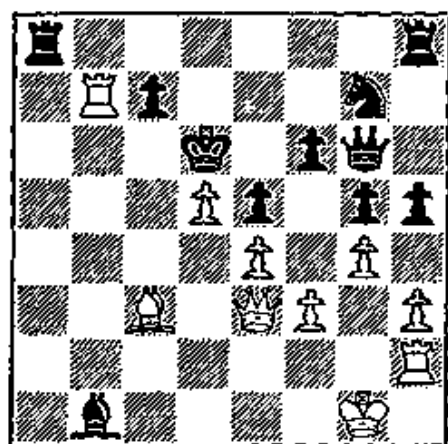
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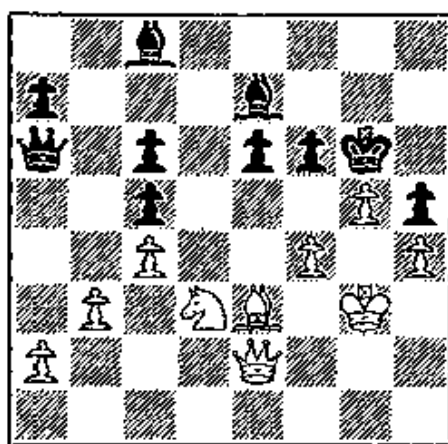
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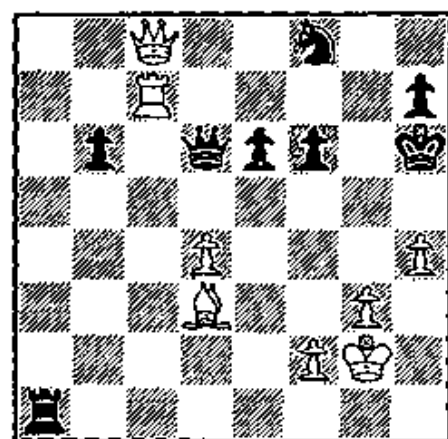
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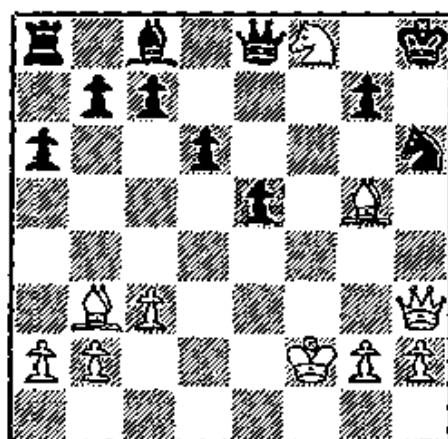
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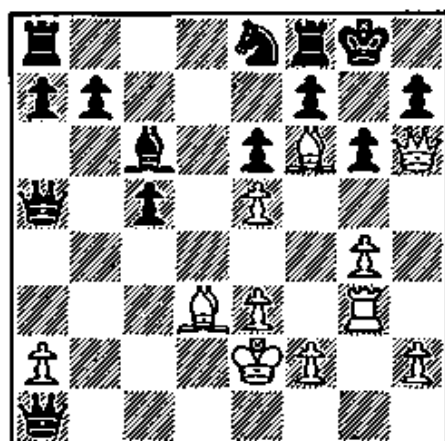


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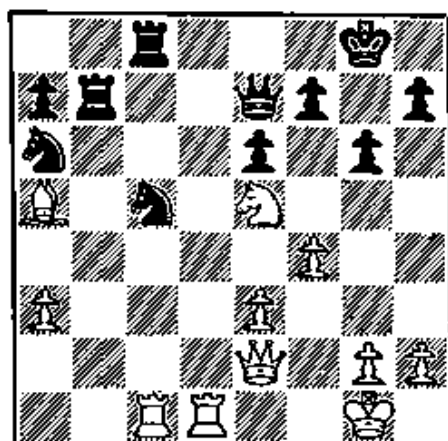


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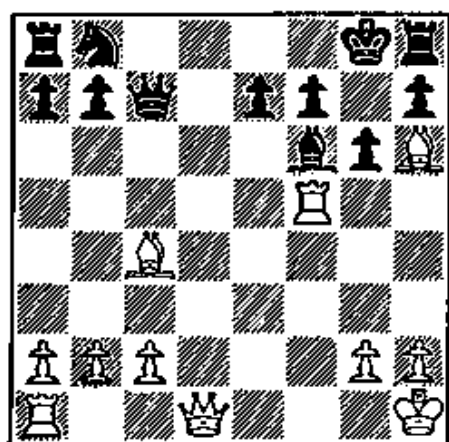
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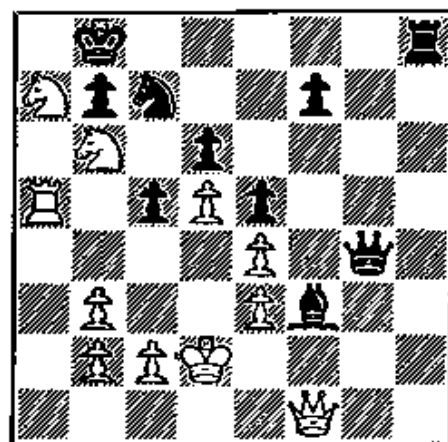
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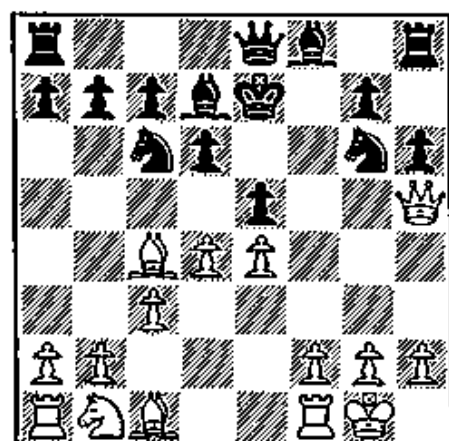
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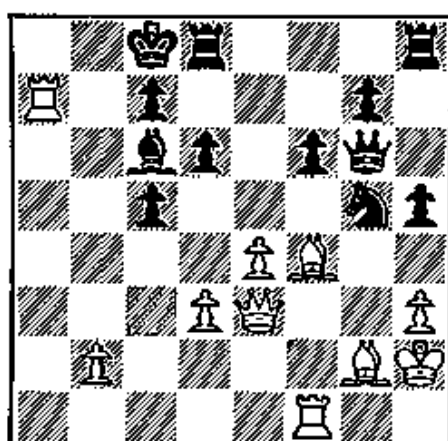
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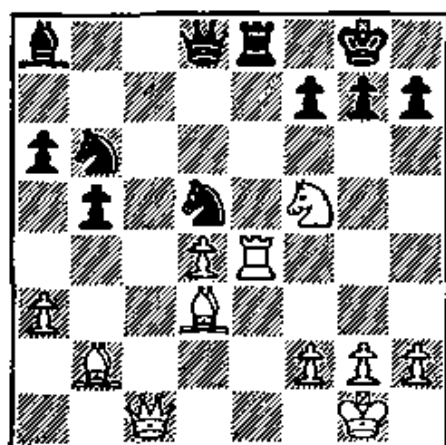


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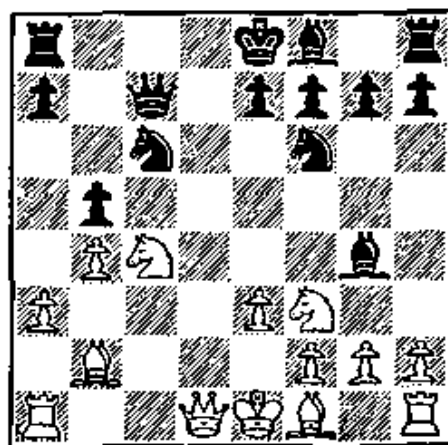


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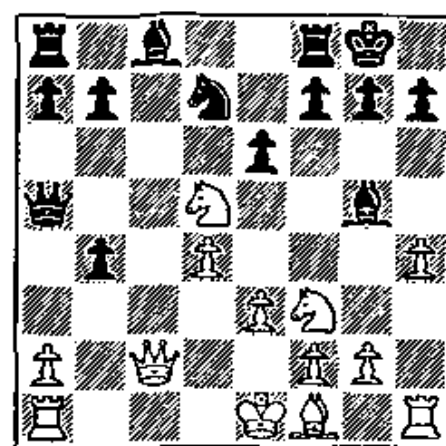
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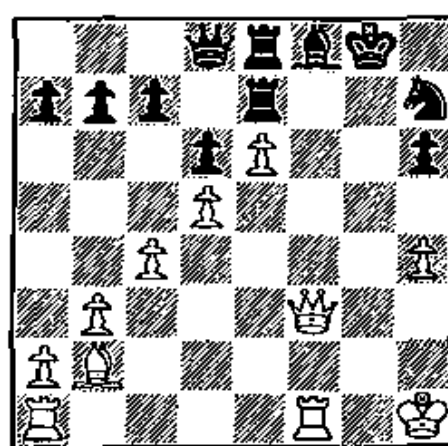
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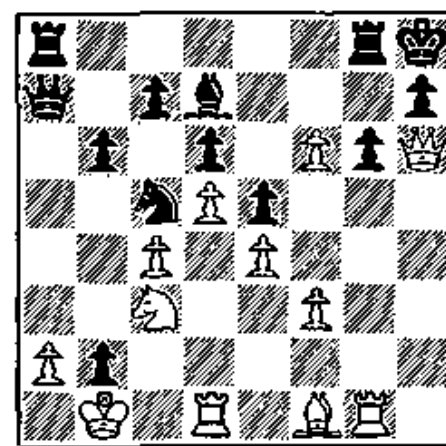
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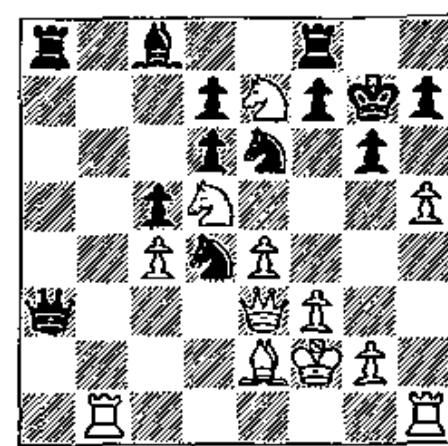
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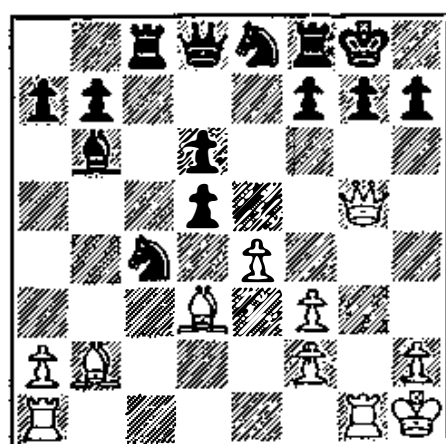


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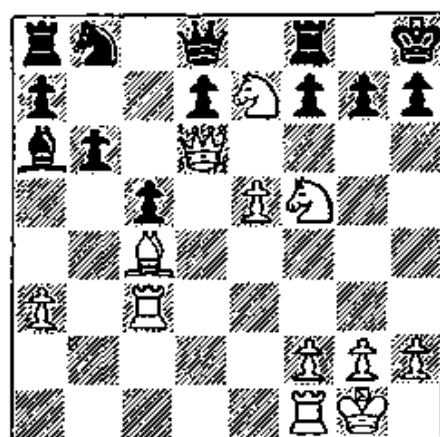


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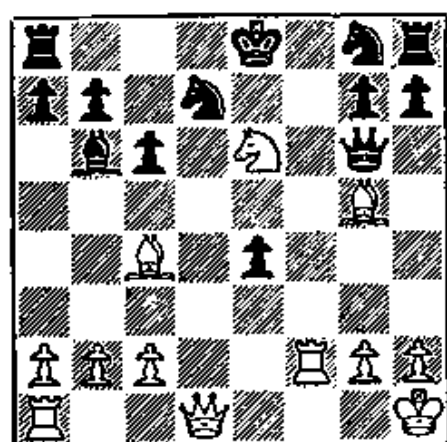
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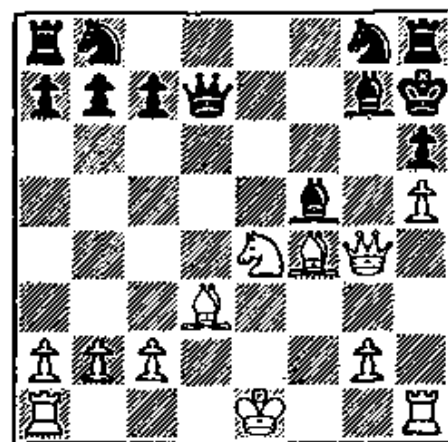
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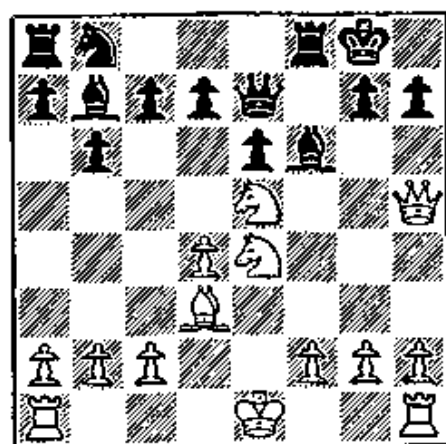
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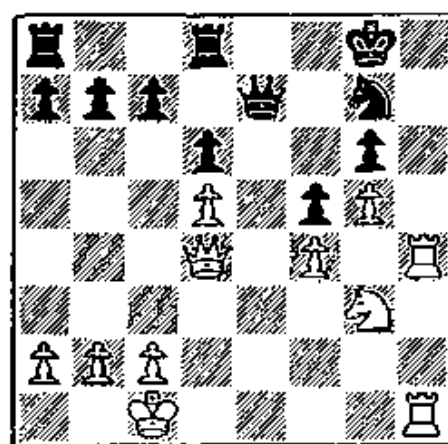
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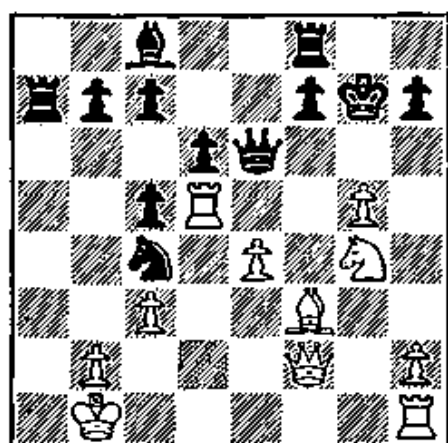


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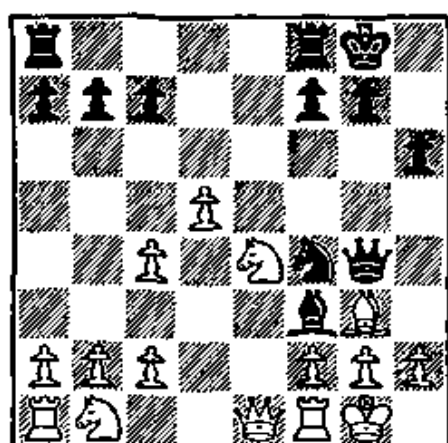


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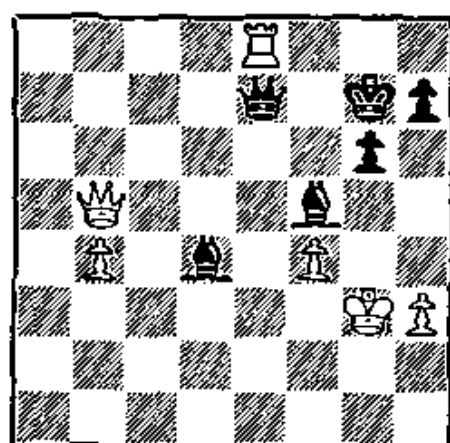
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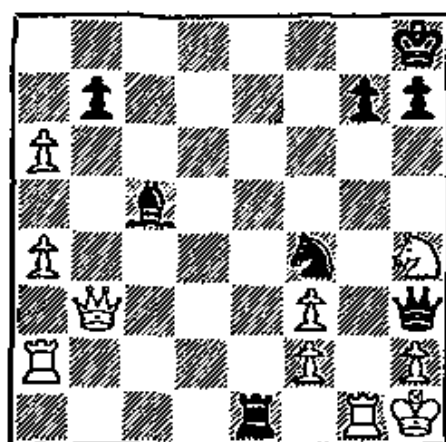
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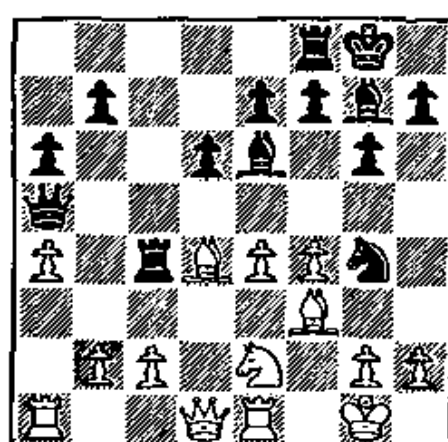
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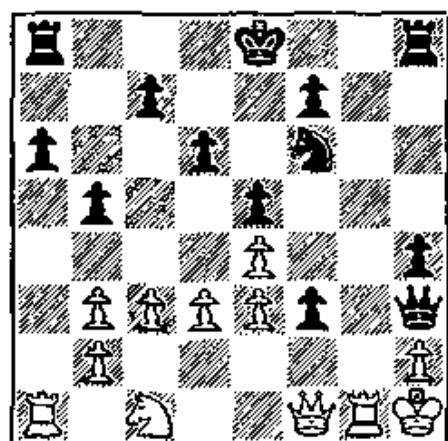
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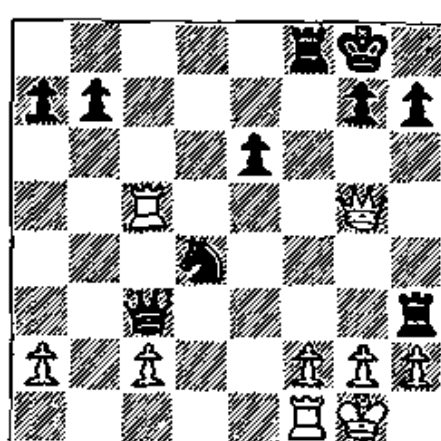
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14. X-Ray Attack

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

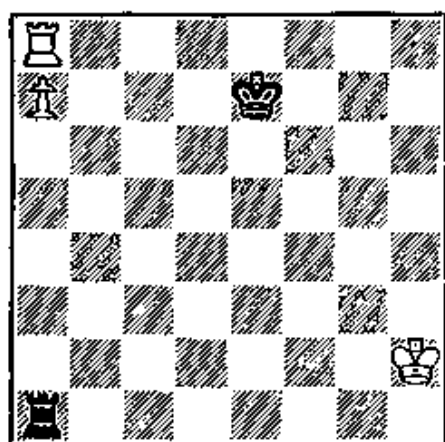
This concept may sound complicated, but an example will show its simplicity—and deadly effectiveness. In Diagram 757 White's Rook maneuvers the Black forces into an X-ray position. Thereupon White's Rook X-rays the Black King, and thus wins the Black Rook.

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

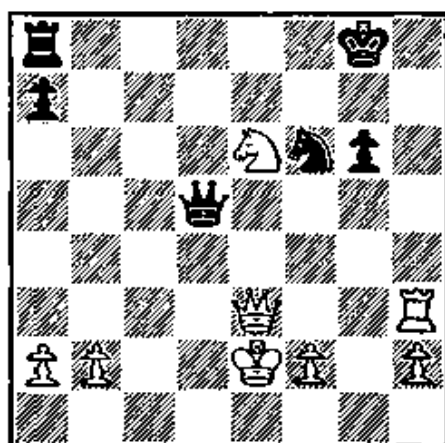
Diagram 769 illustrates what is perhaps the most beautiful of all X-ray combinations. Here White sacrifices both Rooks in order to carry out a series of X-ray threats which wind up with the win of Black's Queen. And this comes just in the nick of time, as Black is on the point of administering checkmate!

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

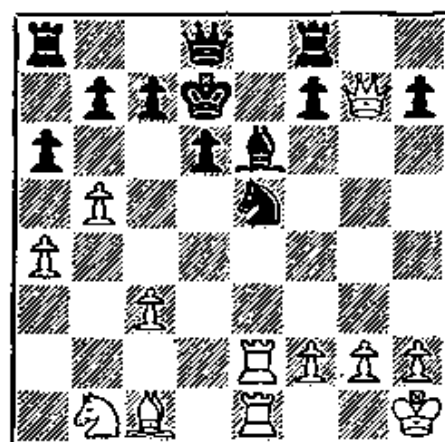
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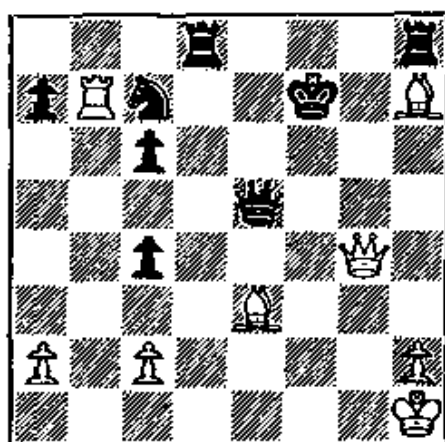
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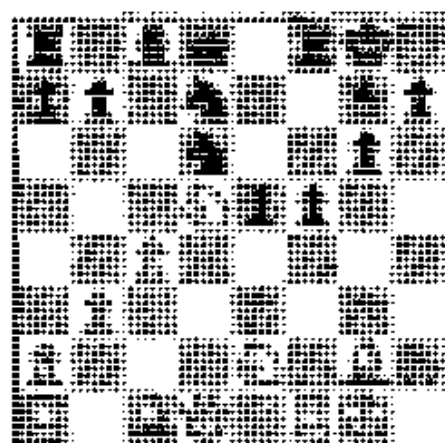
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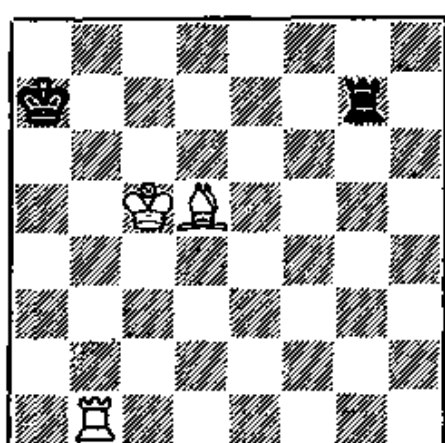
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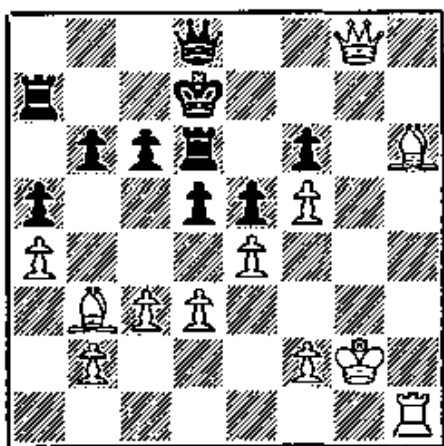


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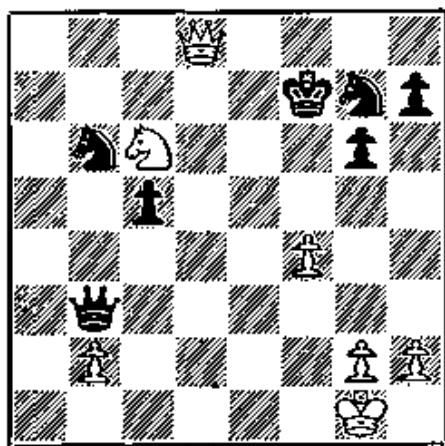


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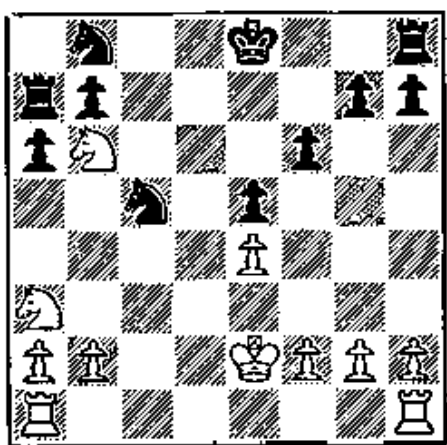
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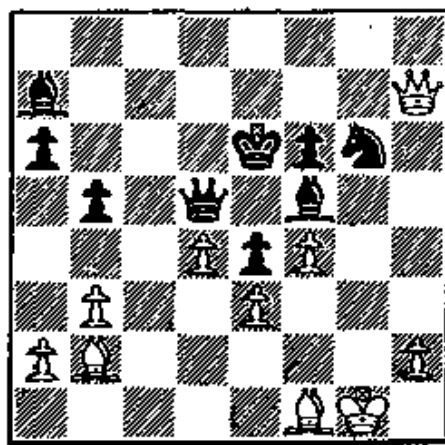
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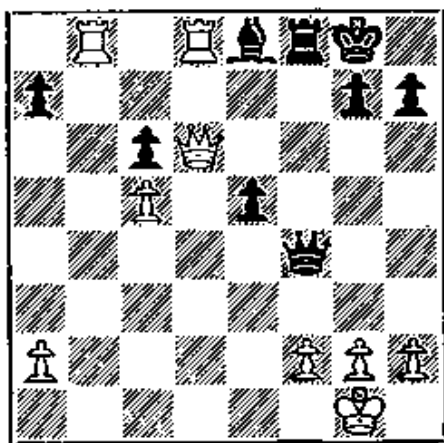
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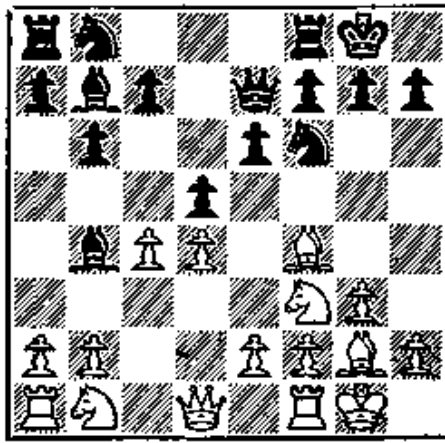
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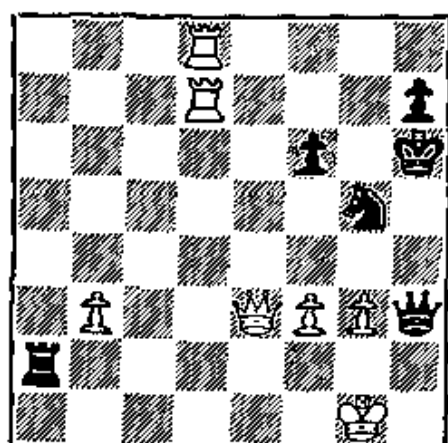


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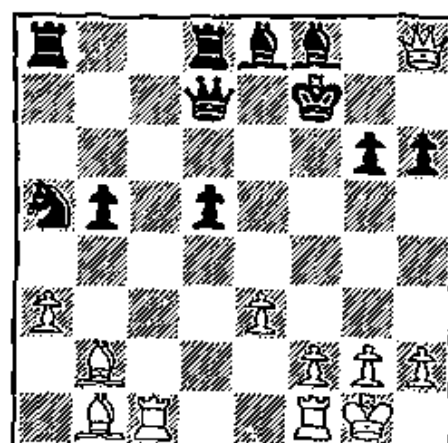


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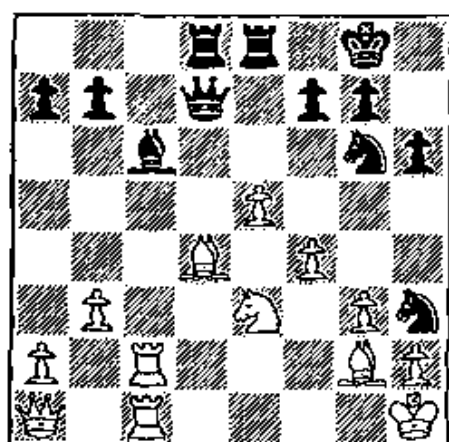
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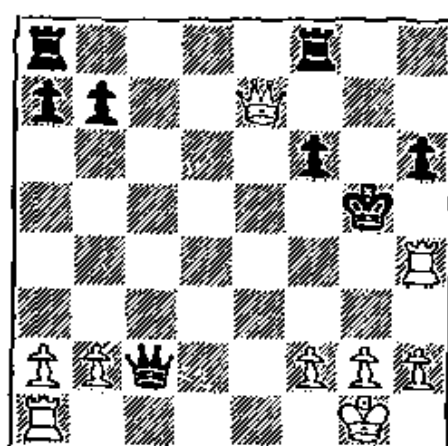
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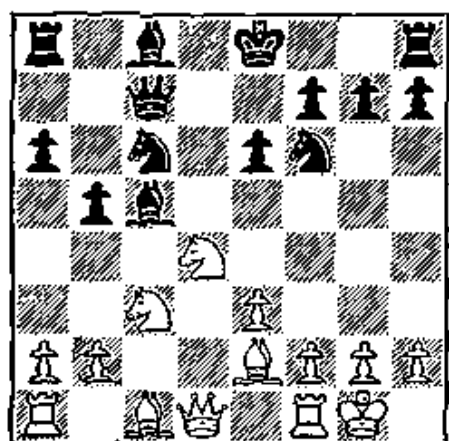
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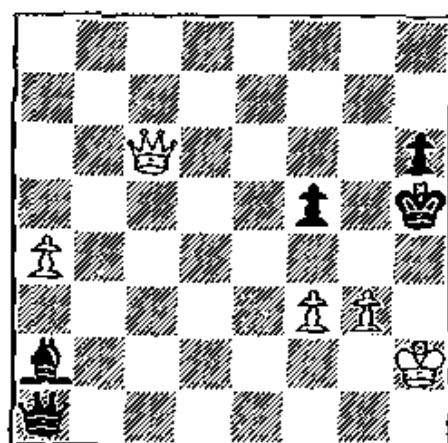
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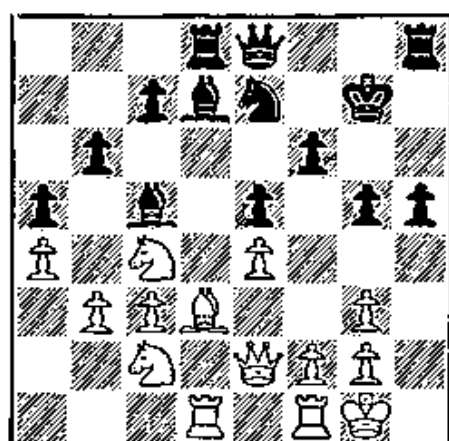


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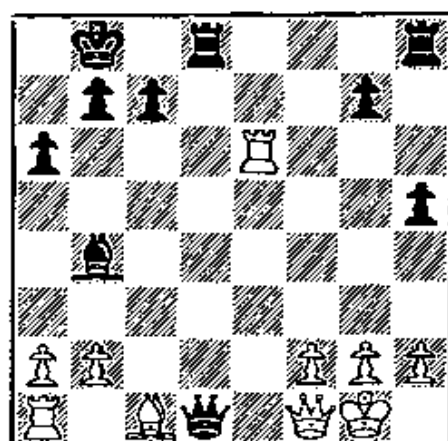


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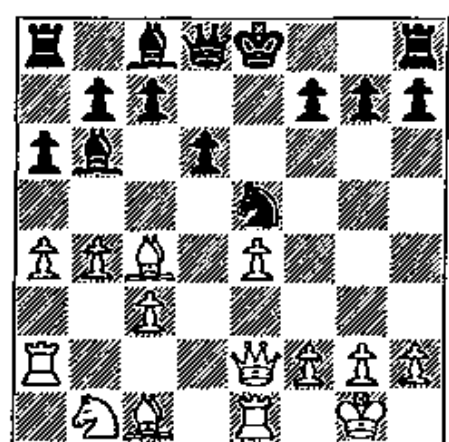
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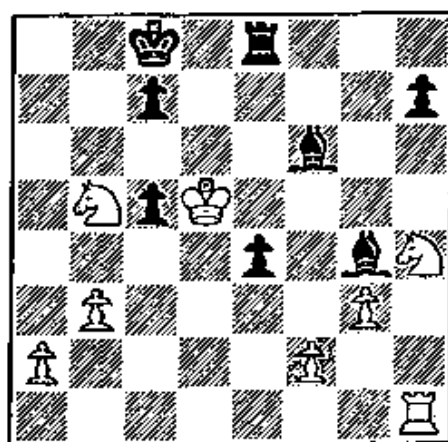
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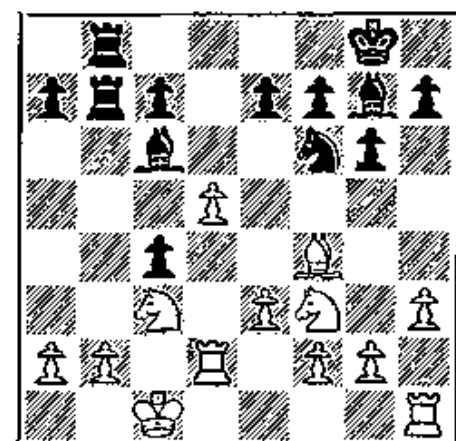
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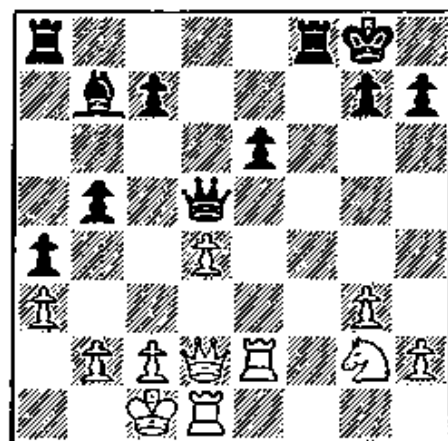
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15. Surprise Moves

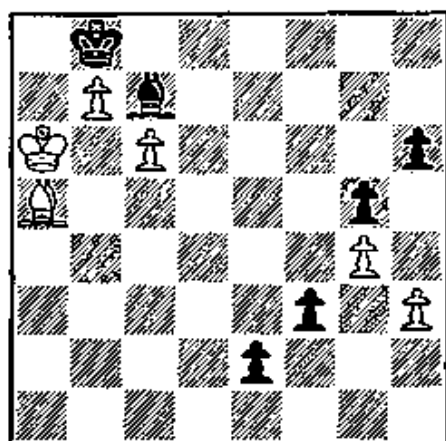
Occasionally we see moves that are so remarkable they do not fit into any systematic classification. Or even if they do, they are so astounding that their surprise value is the most impressive thing about them. Still other surprise moves are notable because they violate a standard rule!

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

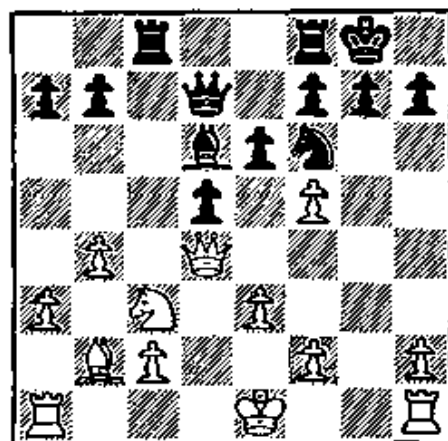
In Diagram 789 we see the value of an alert and imaginative approach to the game. White is threatened with mate, and his first thought is to find a defense. But then comes the inspired N—N6ch!—attack rather than defense!—and Black can resign.

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

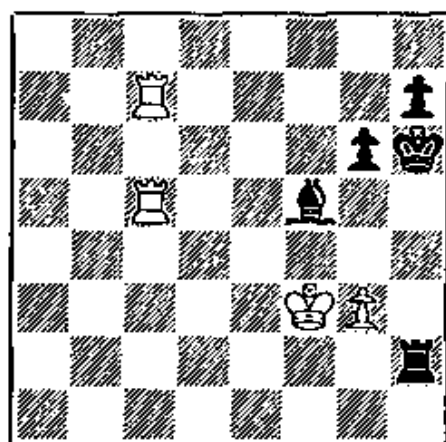
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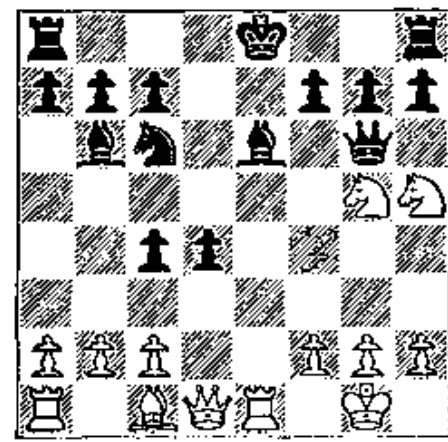
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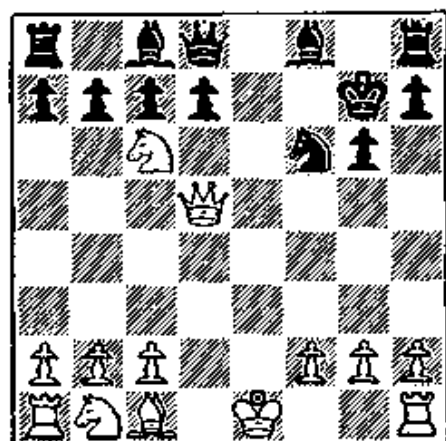
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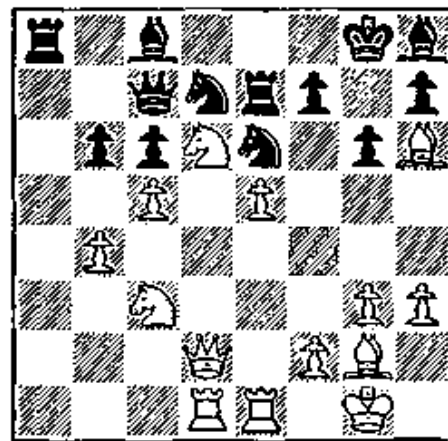
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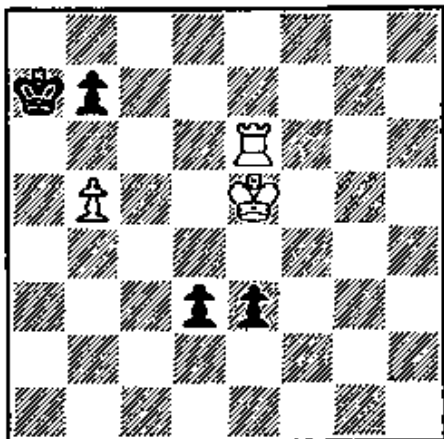


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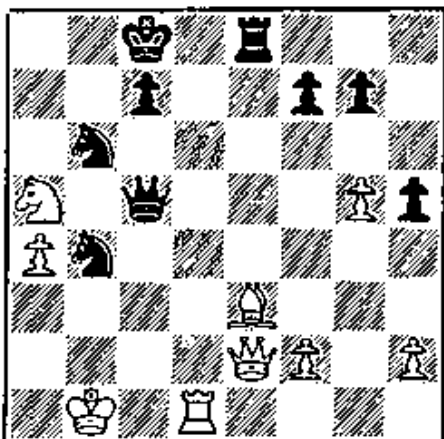


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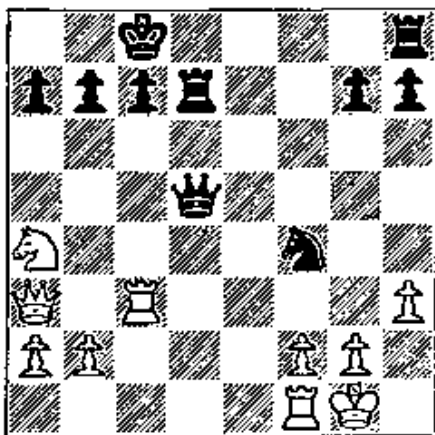
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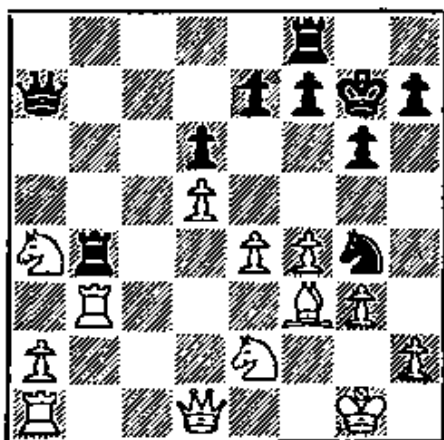
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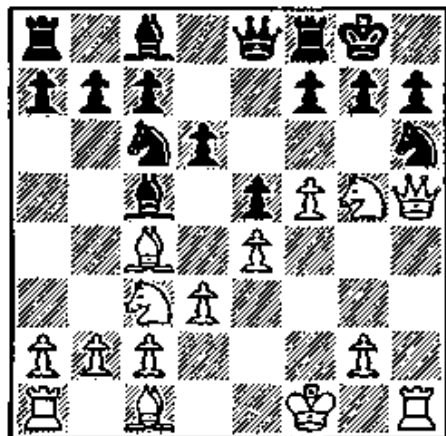
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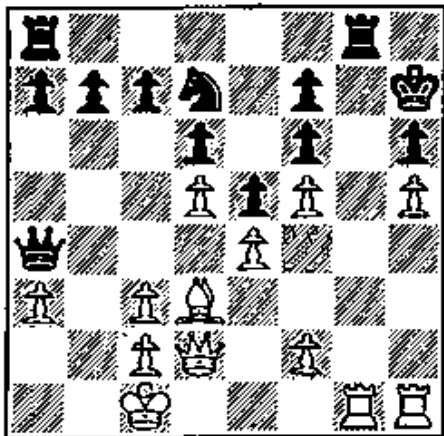
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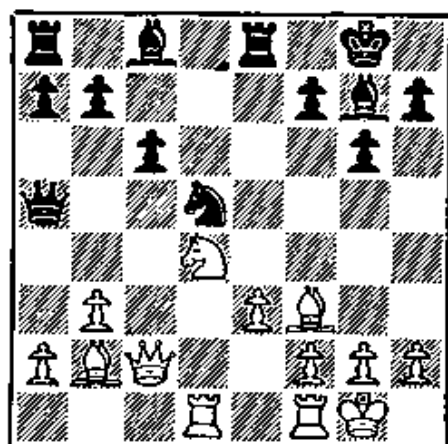


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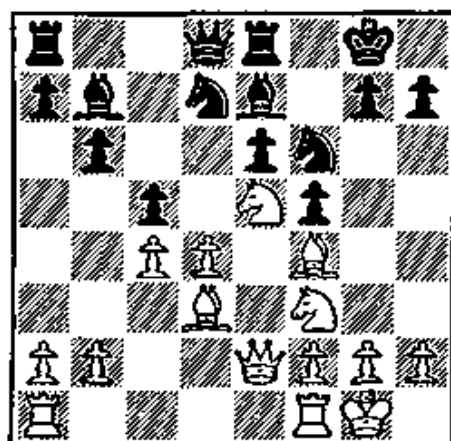


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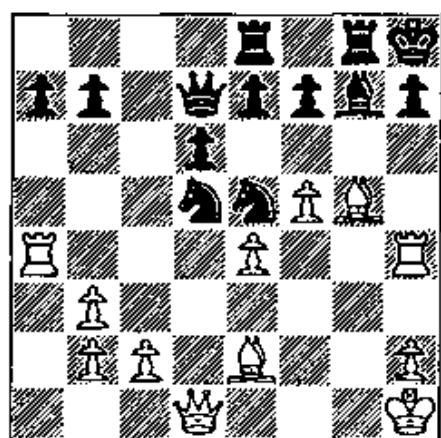
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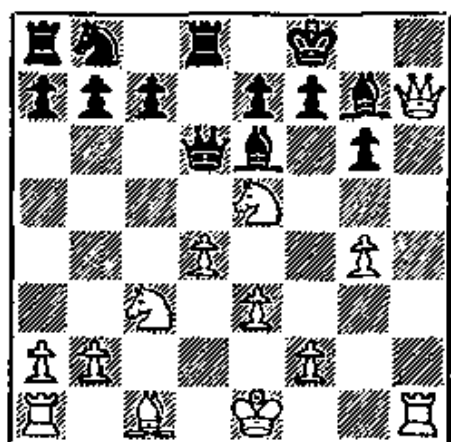
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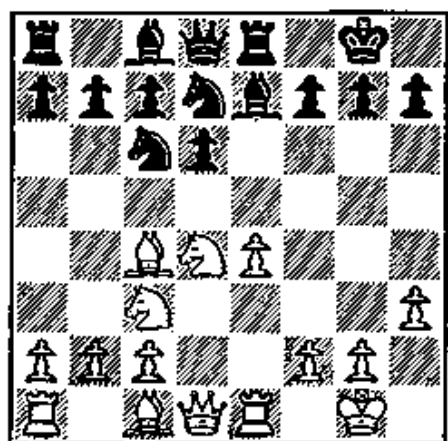
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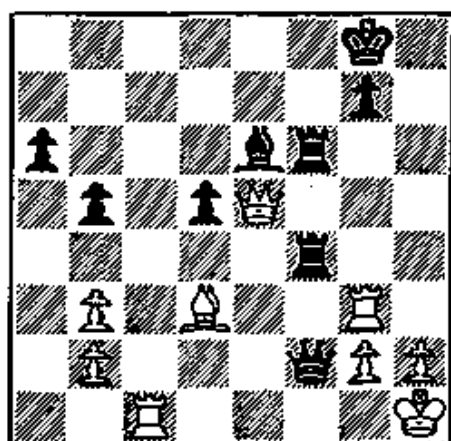
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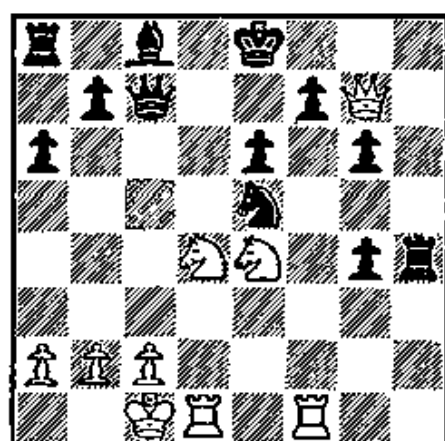


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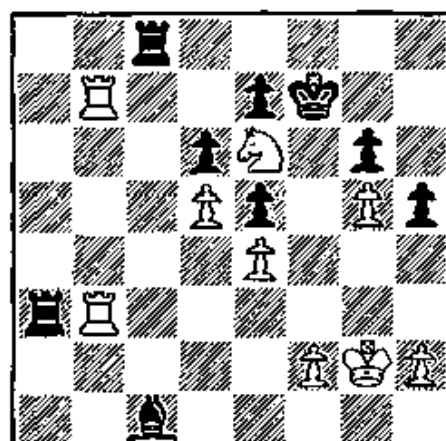


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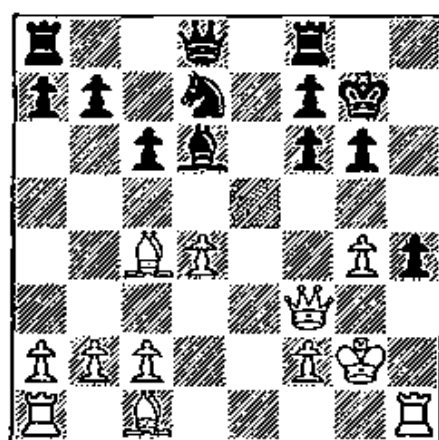
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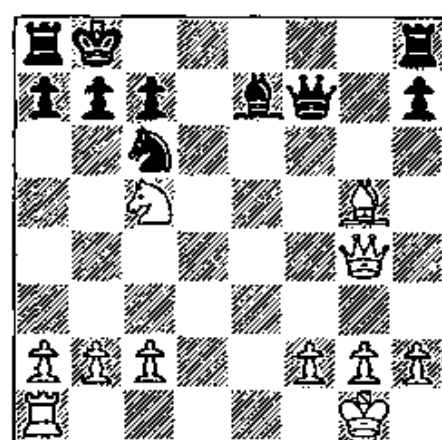
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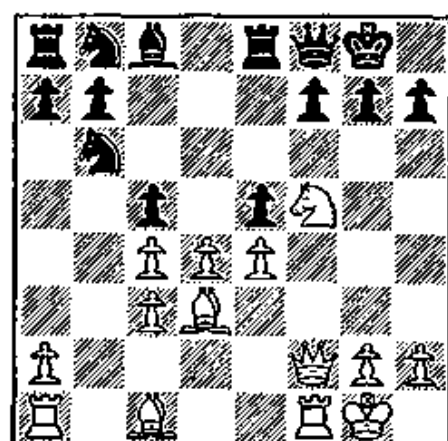
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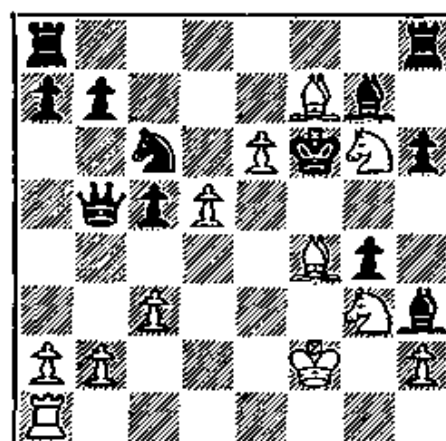
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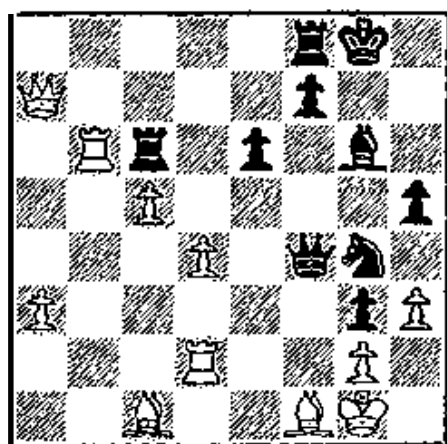


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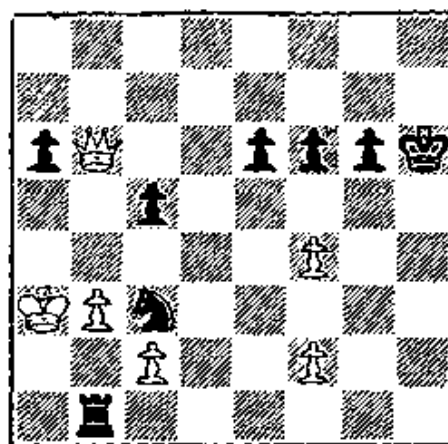


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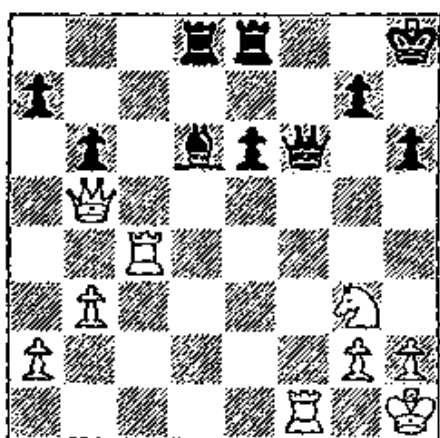
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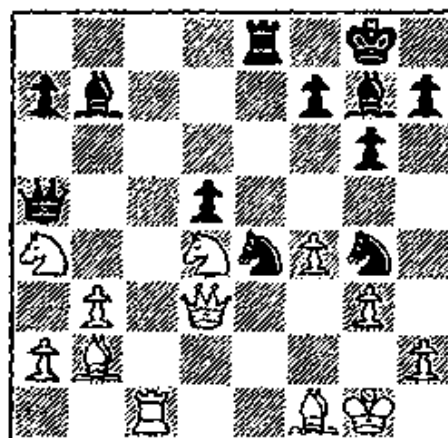
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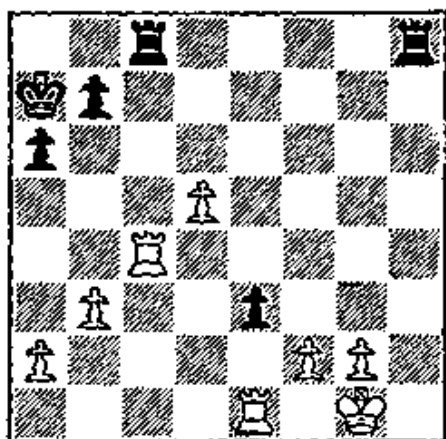
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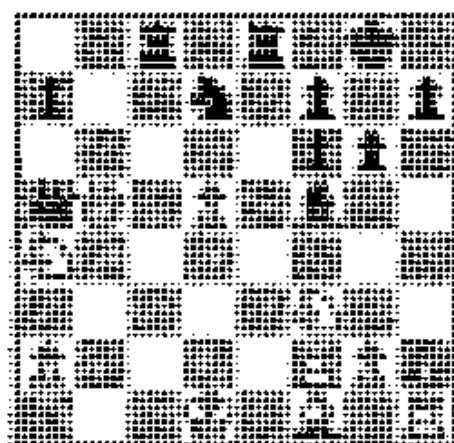
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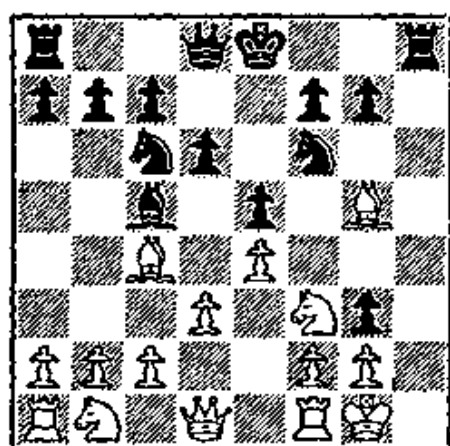


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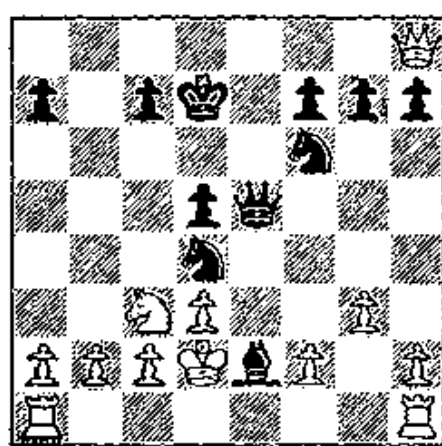


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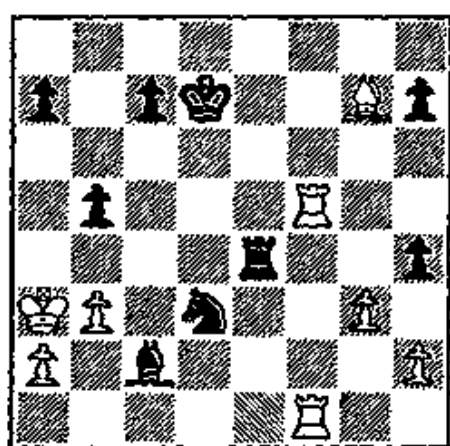
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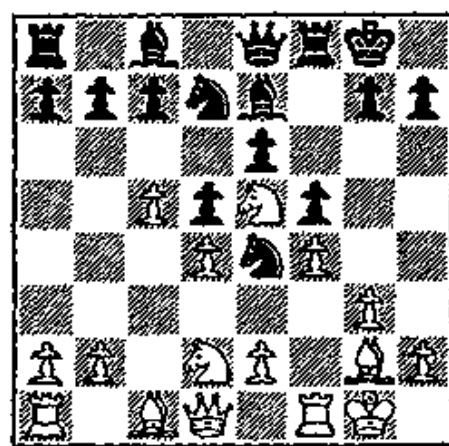
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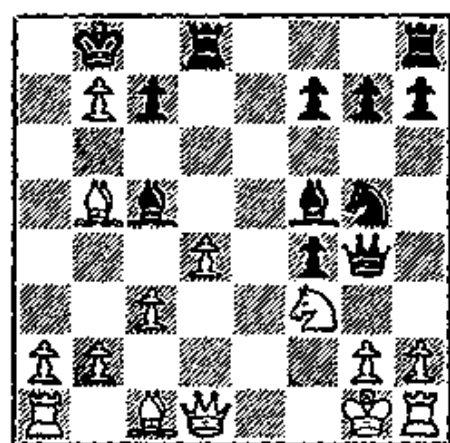
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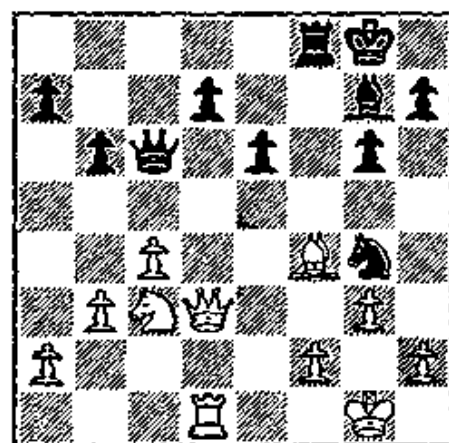
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816

16. Defensive Combinations

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

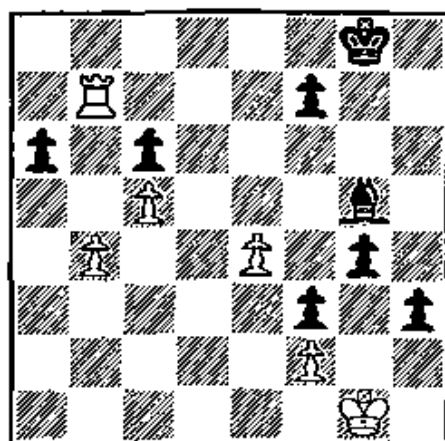
In Diagram 824, for example, White, who is just about to lose his Queen, seems on the point of resigning. Yet he evolves a neat plan for winning Black's Queen in return. And in the last analysis this plan depends on a Knight fork.

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

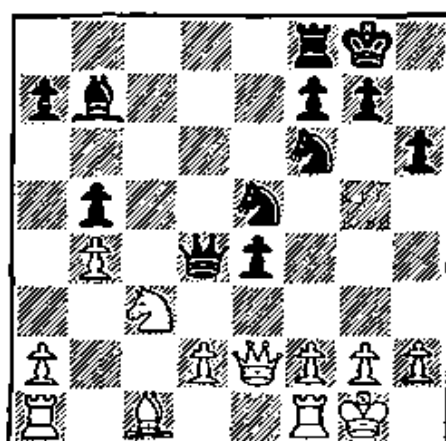
In Diagram 830, too, White is threatened with mate. Yet he fights out his way out in such an ingenious manner that it is Black who gets mated.

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

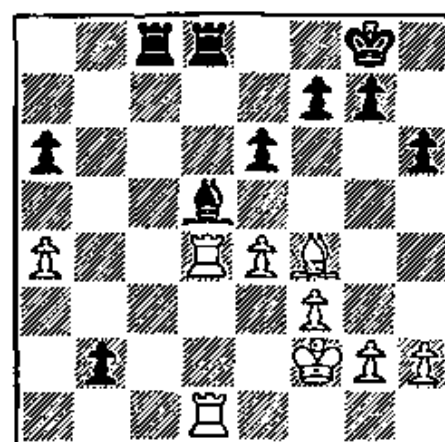
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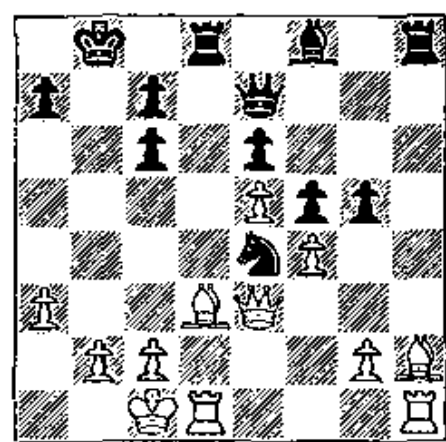
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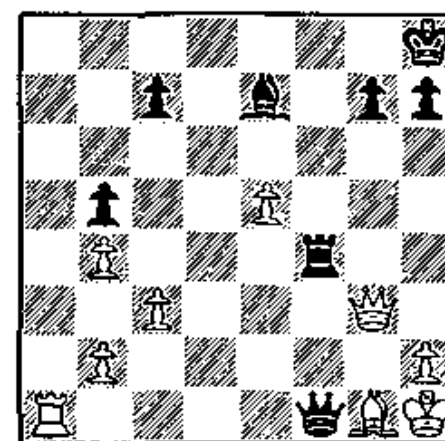
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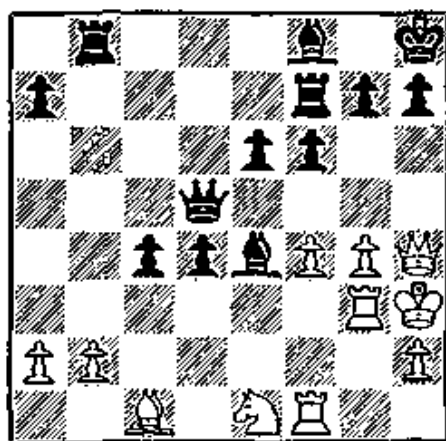
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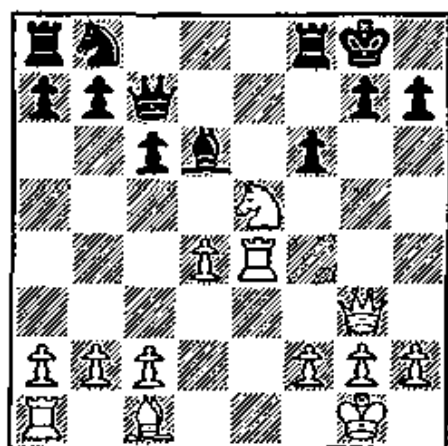


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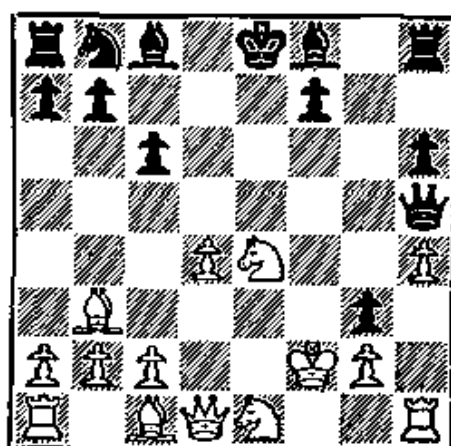


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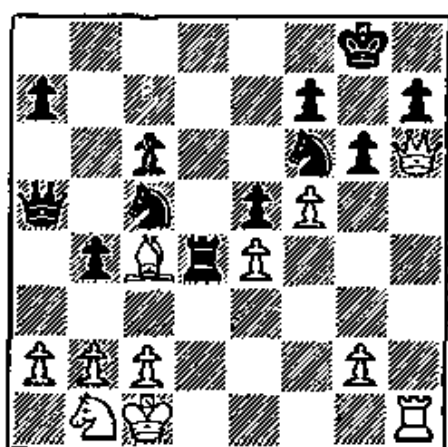
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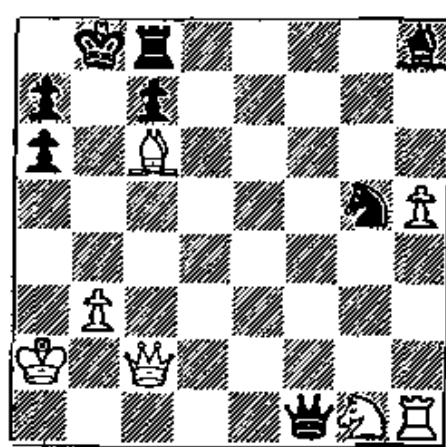
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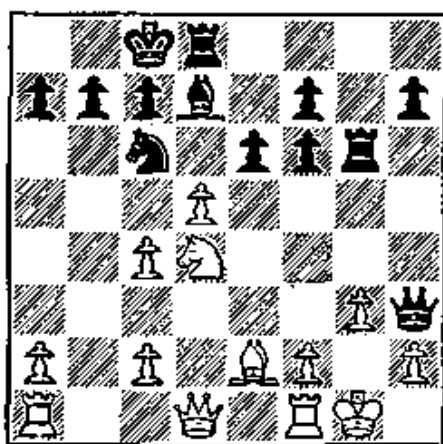
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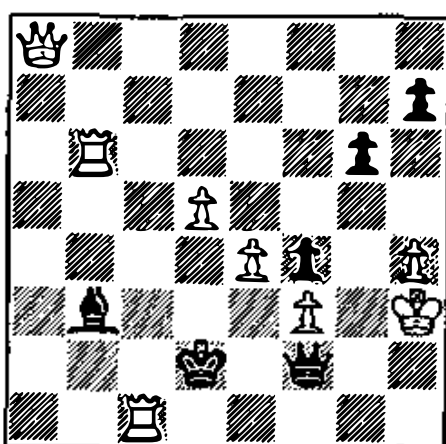
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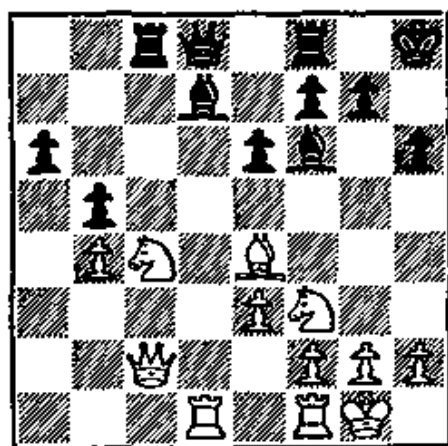


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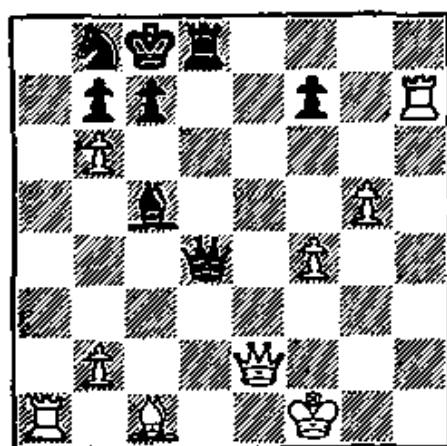


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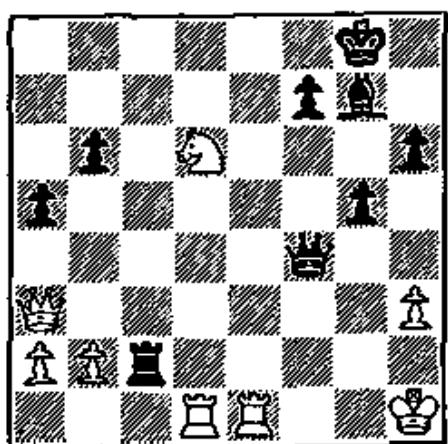
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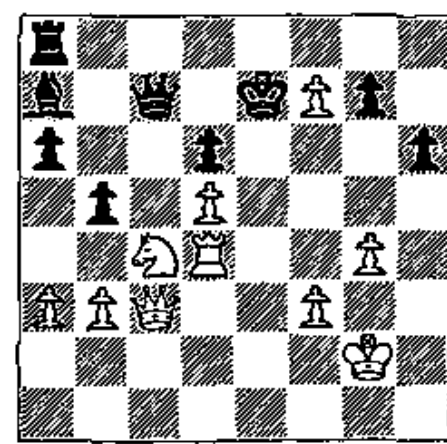
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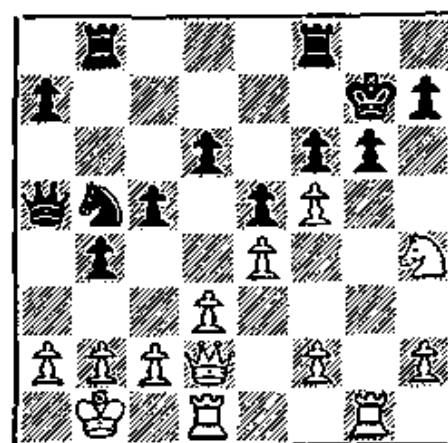
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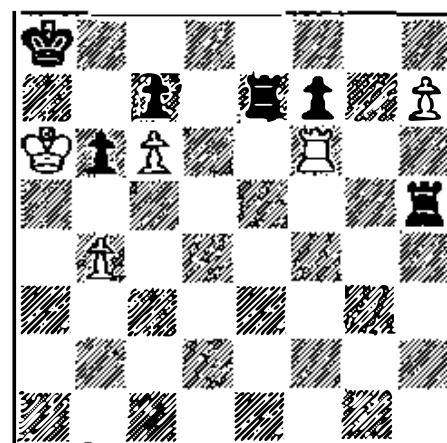
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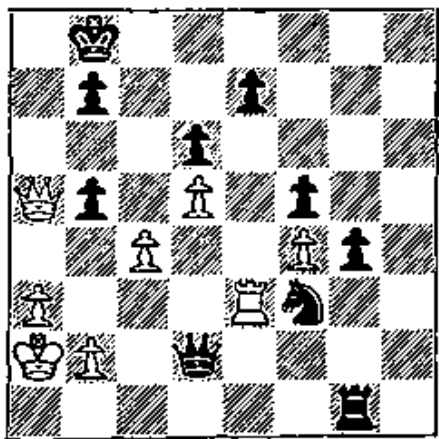


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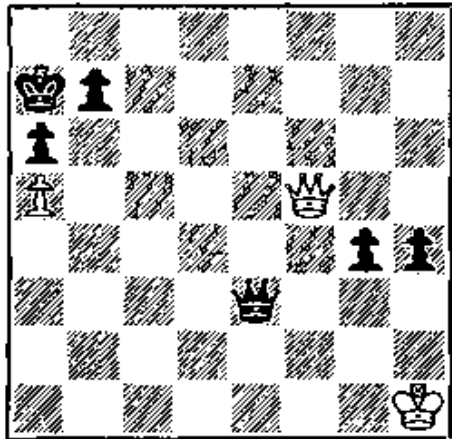


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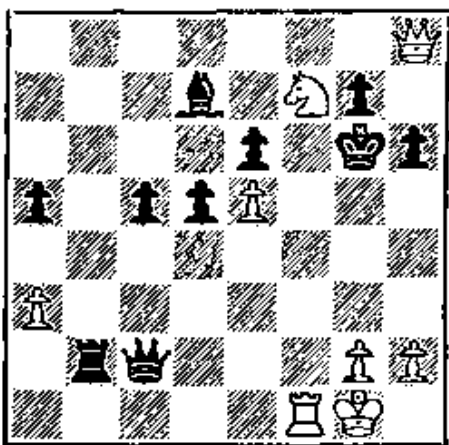
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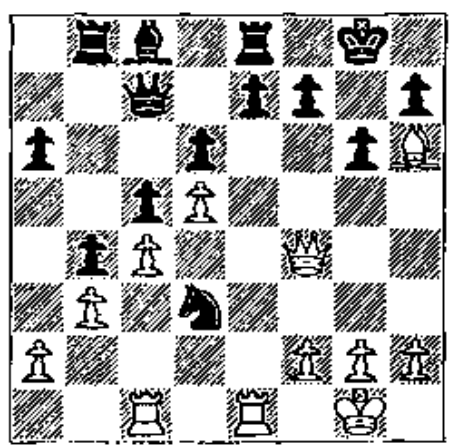
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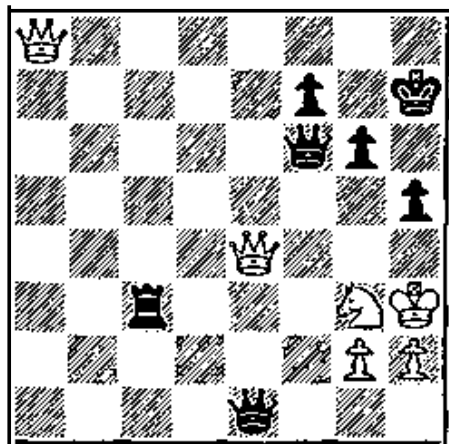
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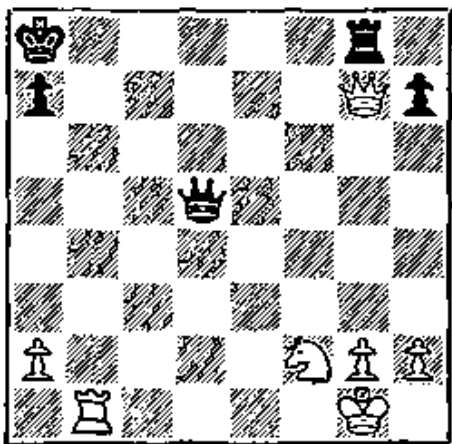
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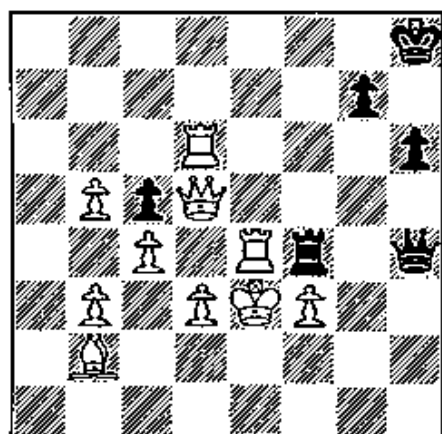


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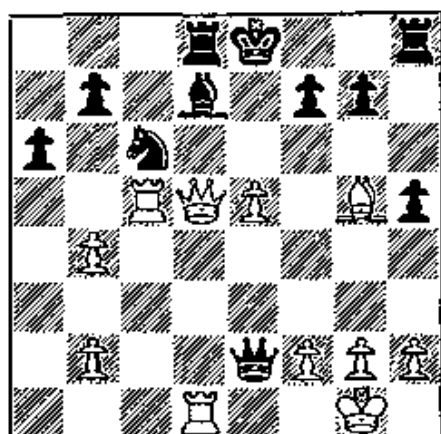


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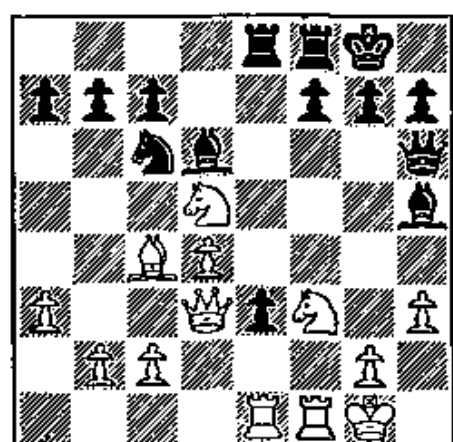
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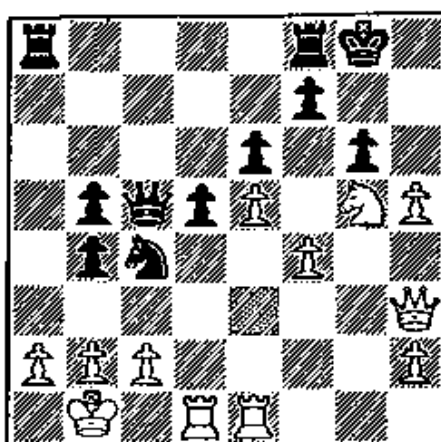
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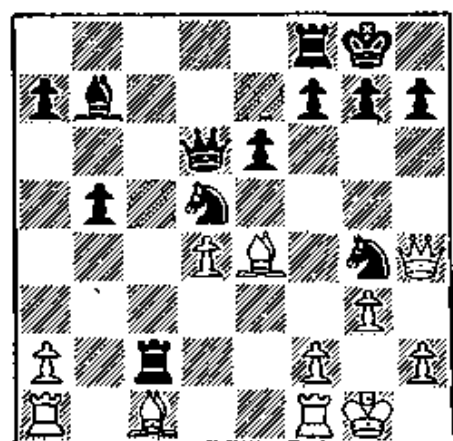
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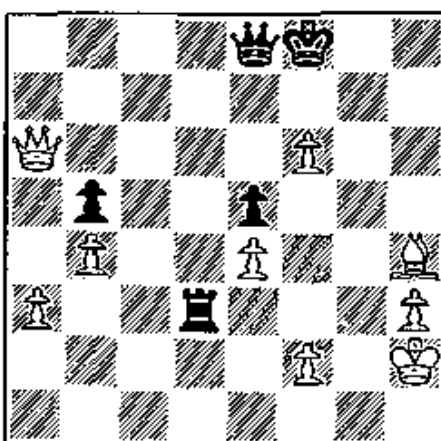
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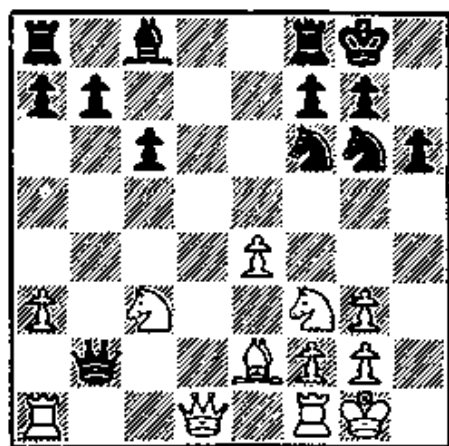
17. Trapped Man

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

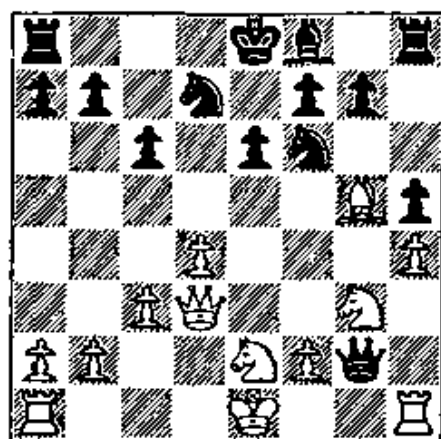
But other units can be trapped, too, and strangely enough the Queen, the mightiest of all the pieces, is particularly vulnerable to a pincer movement executed by pieces of lesser value.

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

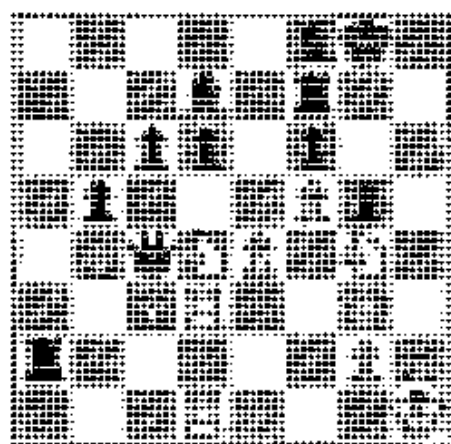
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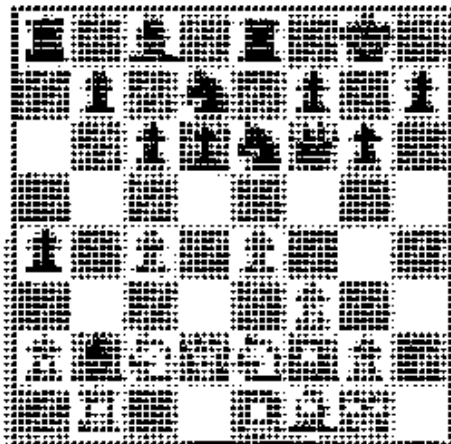
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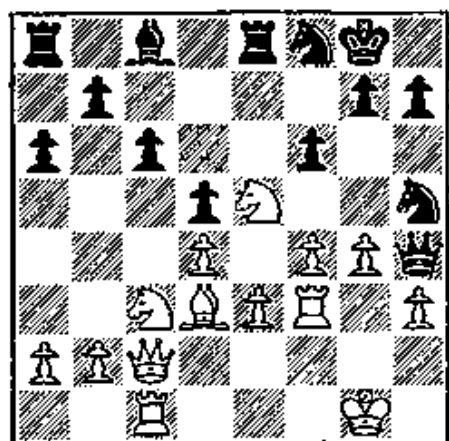
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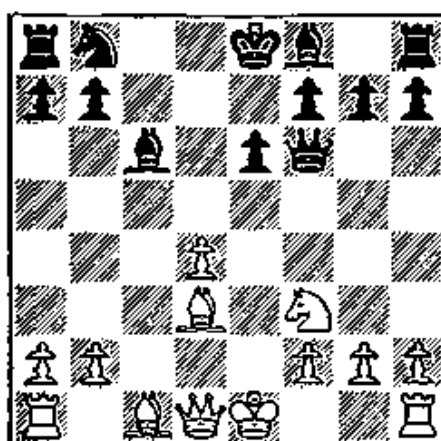
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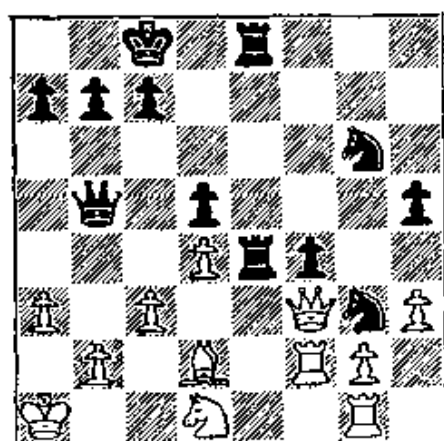


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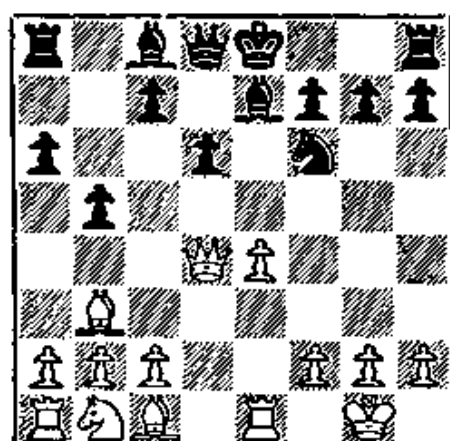


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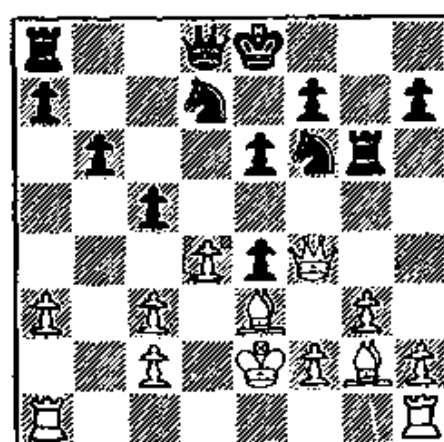
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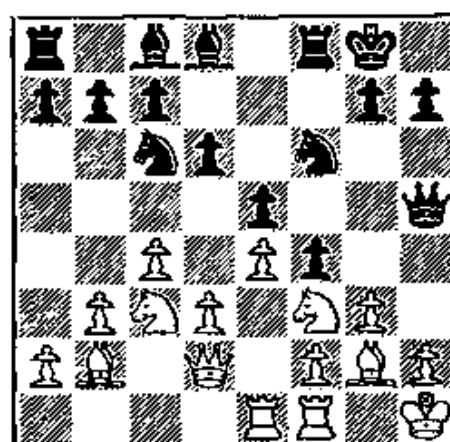
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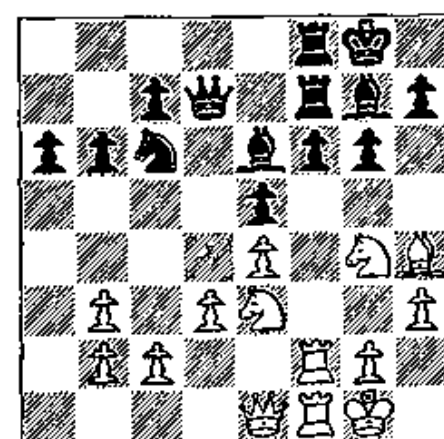
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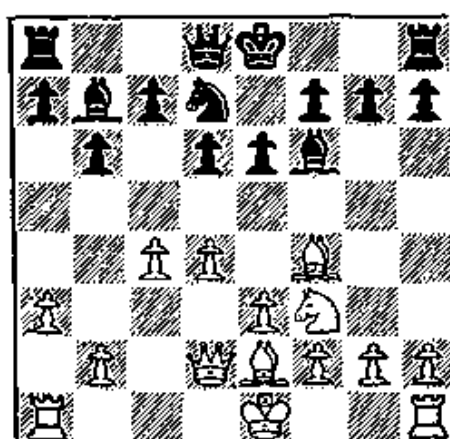
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18. Zugzwang

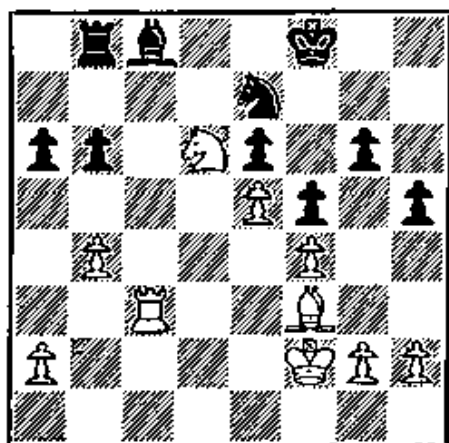
This is a German word, not easy to translate into English; the best rendering is perhaps “compelled to move.” It refers to *a position in which a player is not menaced, but which results in loss for him as soon as he makes a move.*

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

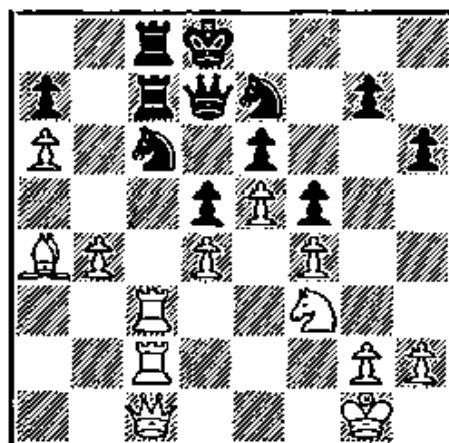
In Diagram 860 we see the same picture. Some of Black’s pieces are immobilized, and a move by the remaining pieces will lose material. So White simply plays 1 P—R4! and waits until Black’s Pawn moves are exhausted.

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

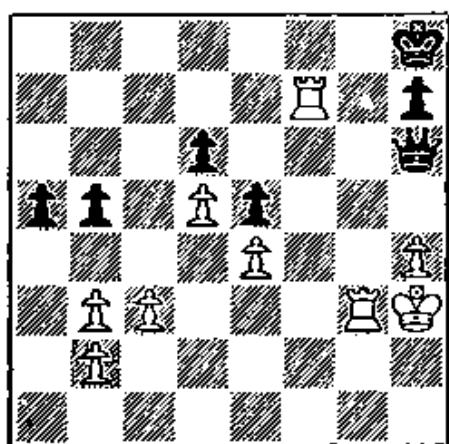
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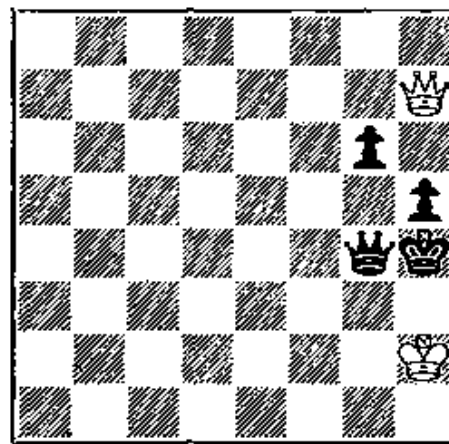
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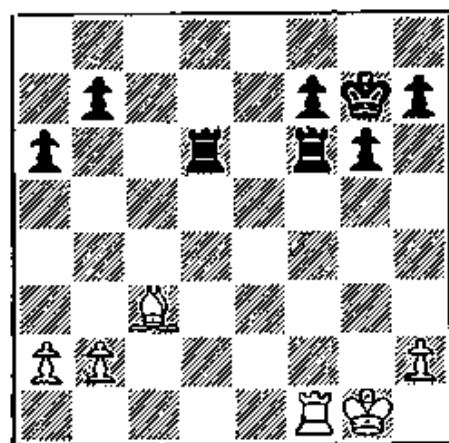
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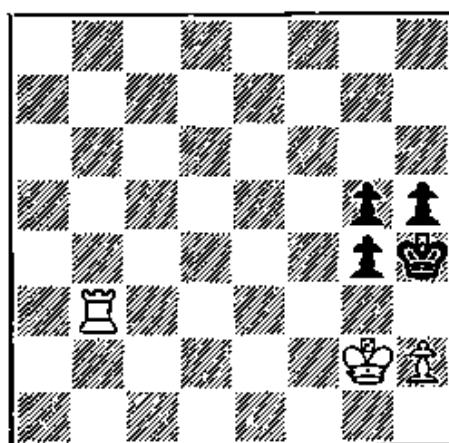
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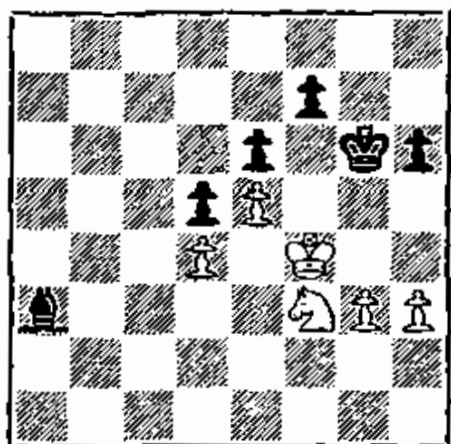


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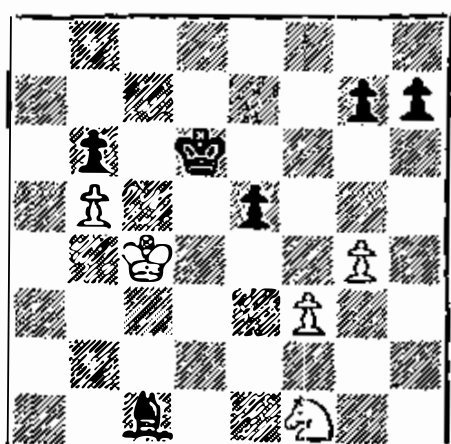


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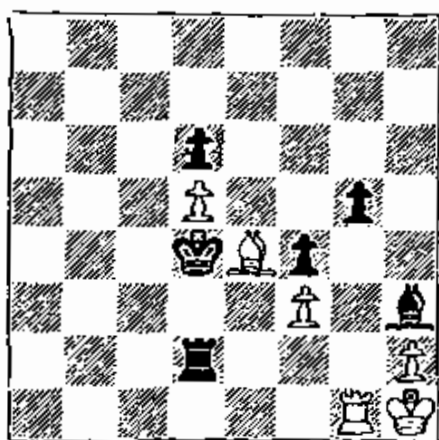
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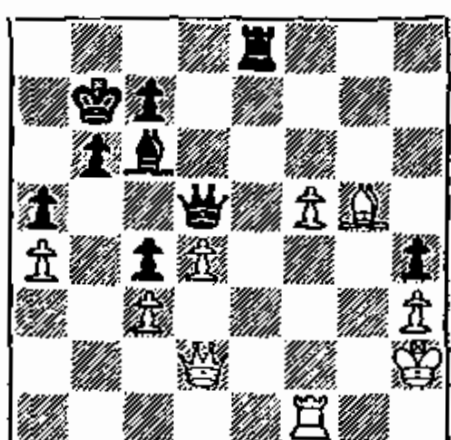
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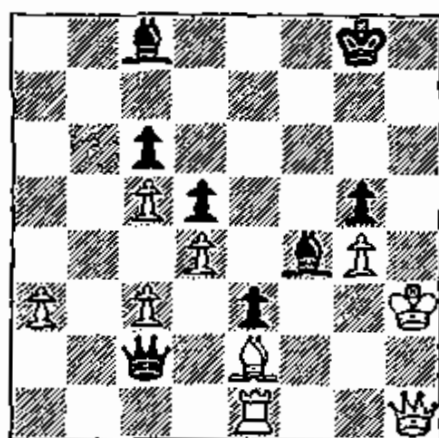
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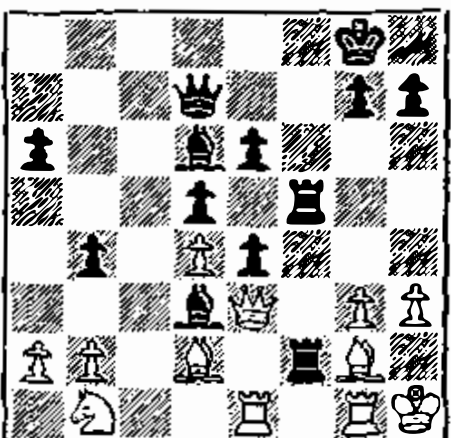
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19. The Helpless King

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

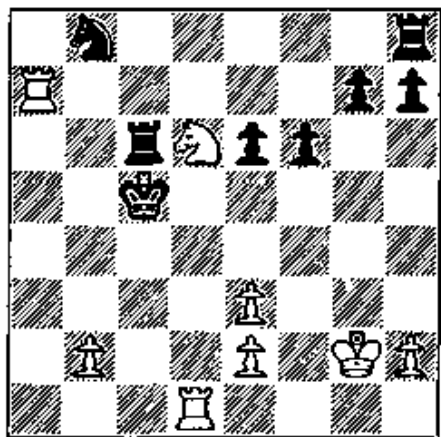
In Diagram 873, for example, Black runs into one of the most curious checkmates ever performed on the chessboard. His King is driven right down the board and mated by a castling move! Such extraordinary happenings are to be expected when a King has already been harried toward the center of the board.

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

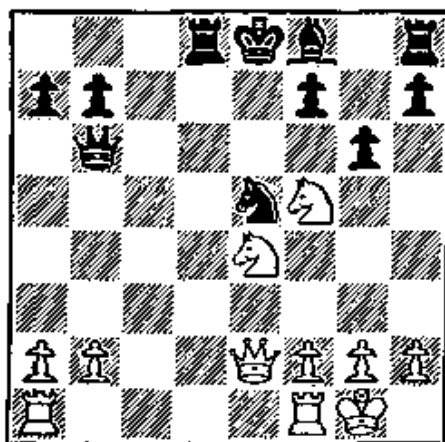
Even in the endgame stage, with material greatly simplified, the King may be exposed to serious tactical dangers. Thus, in Diagram 871 White drives the Black King into a mating net, while in Diagram 899 Black's King succumbs to a strikingly artistic finish.

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

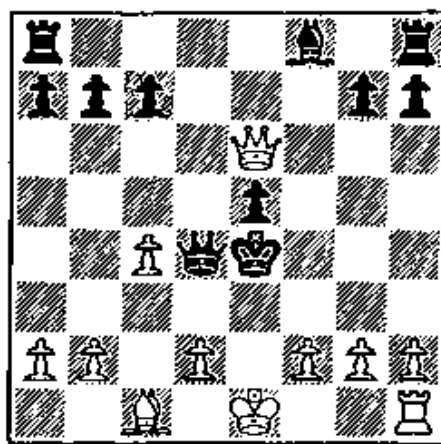
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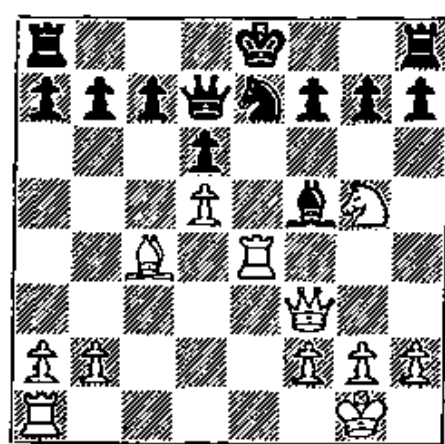
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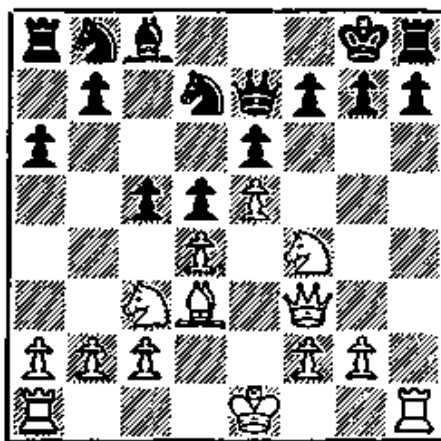
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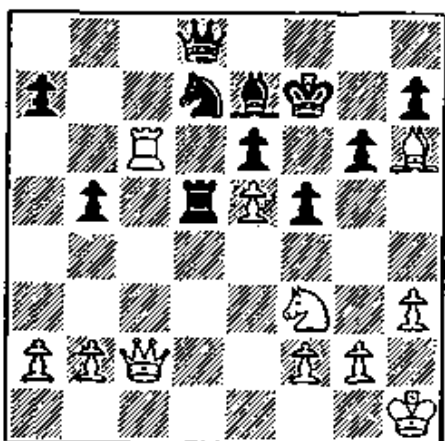
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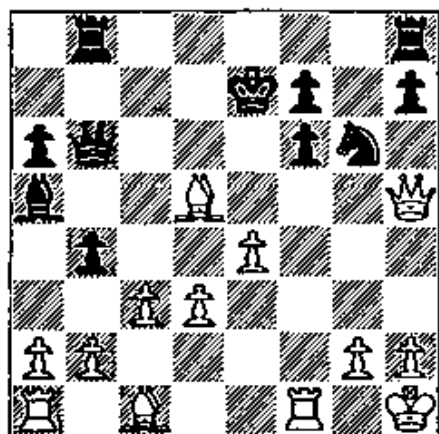


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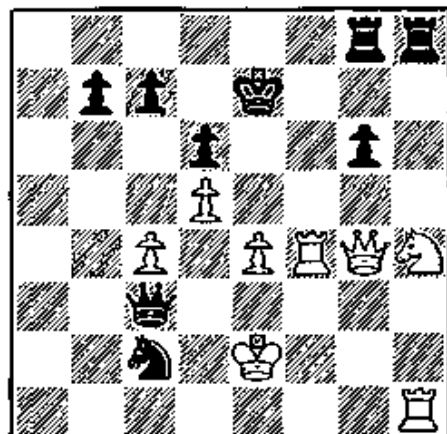


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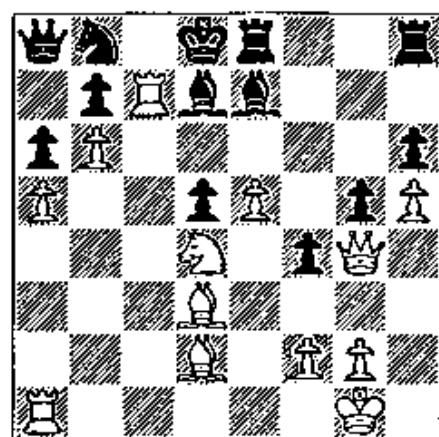
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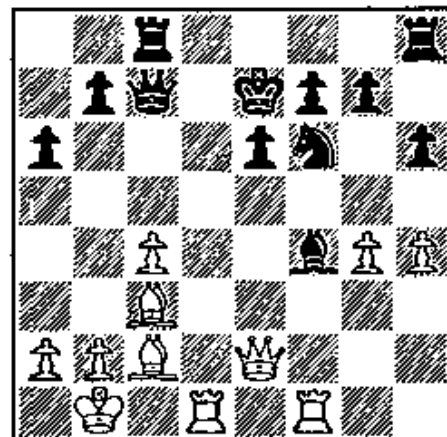
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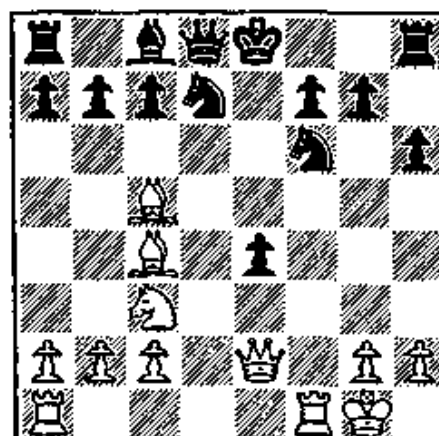
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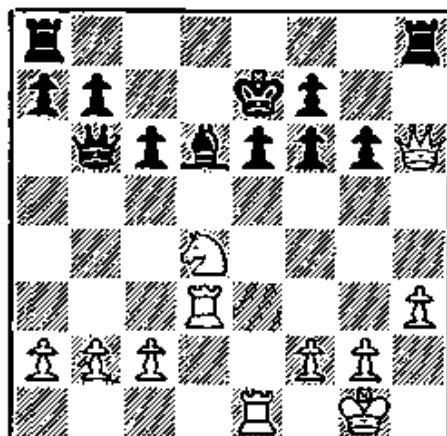
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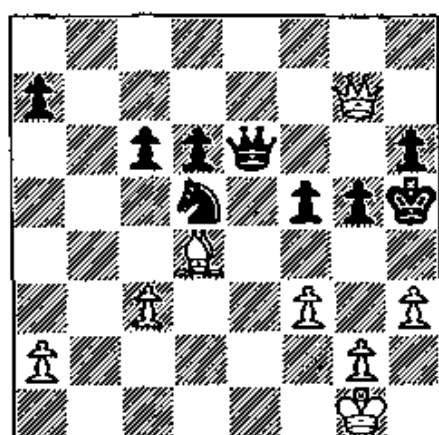


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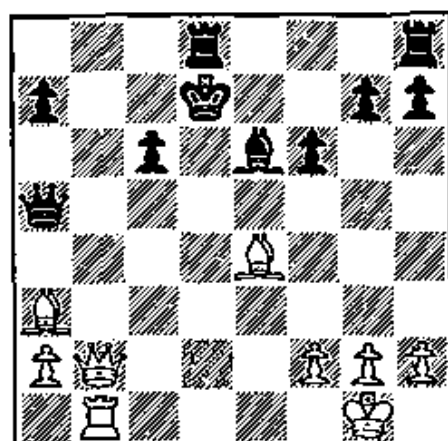


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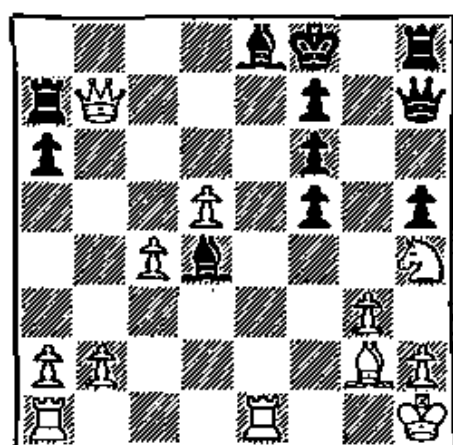
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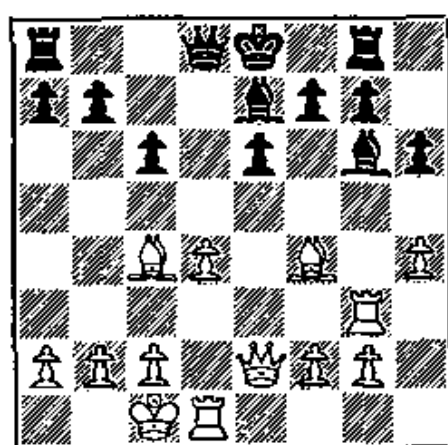
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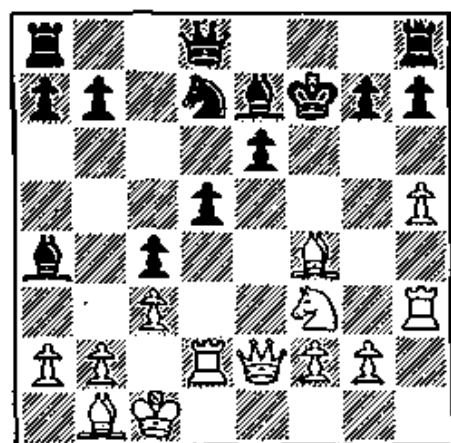
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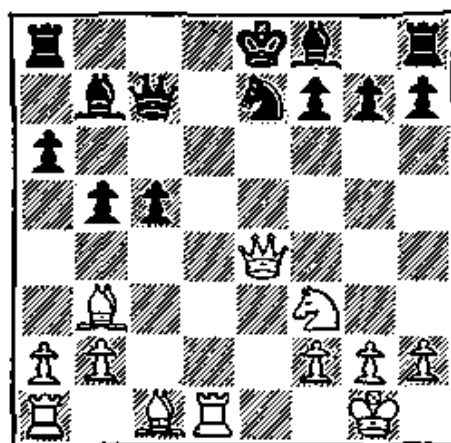
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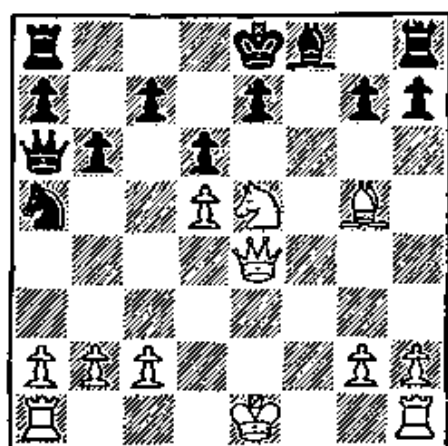


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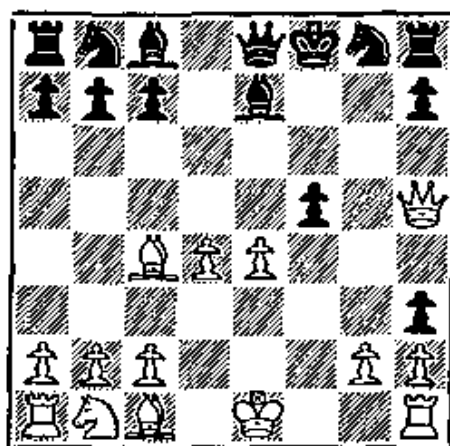


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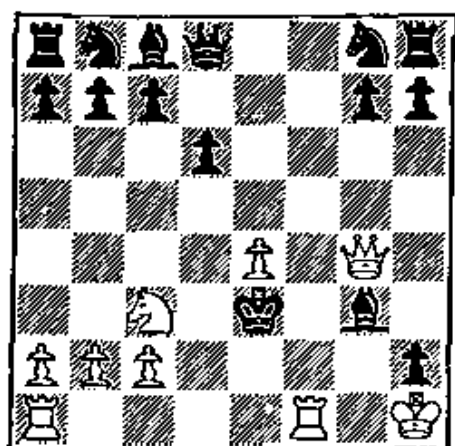
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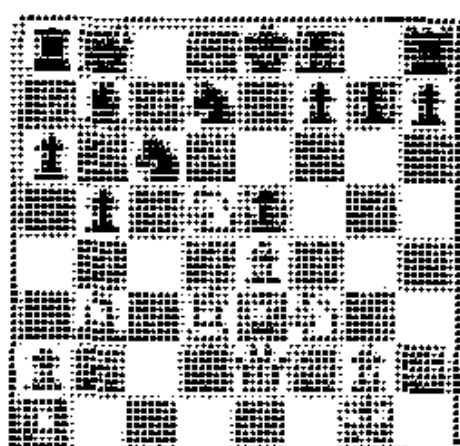
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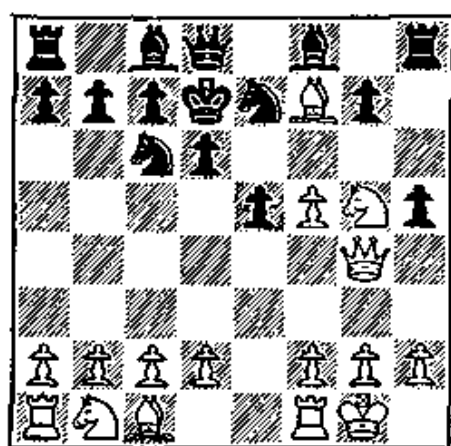
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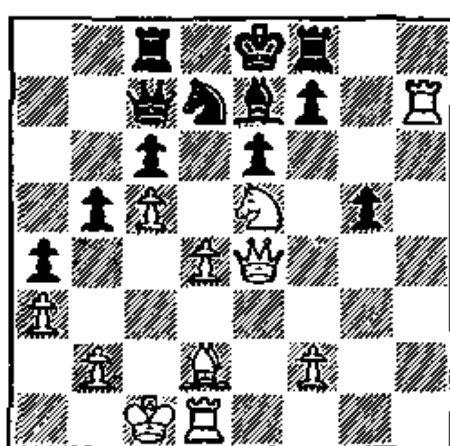
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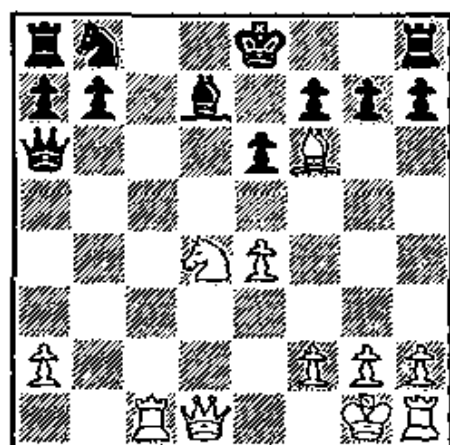


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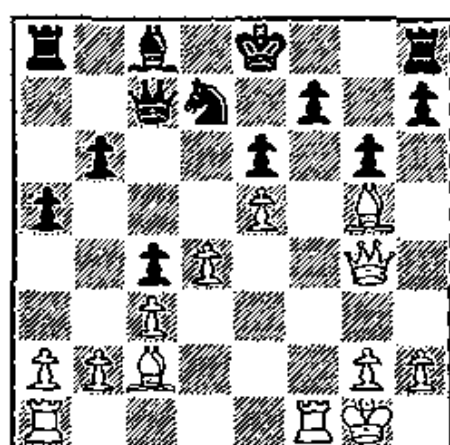


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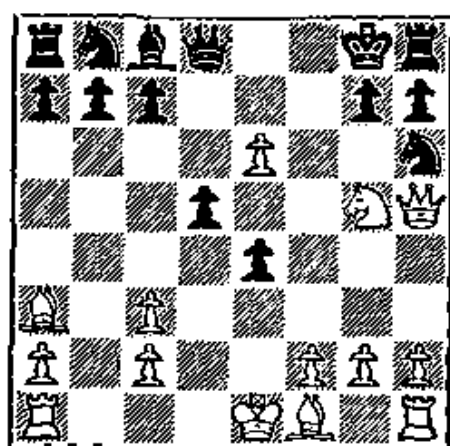
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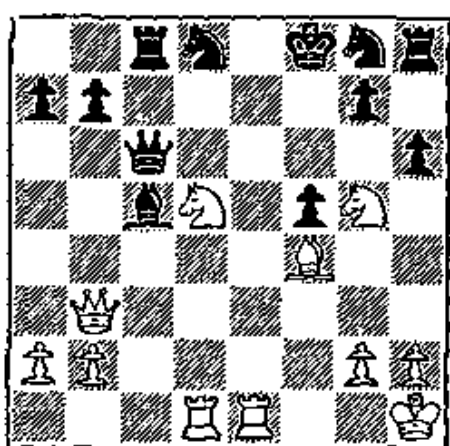
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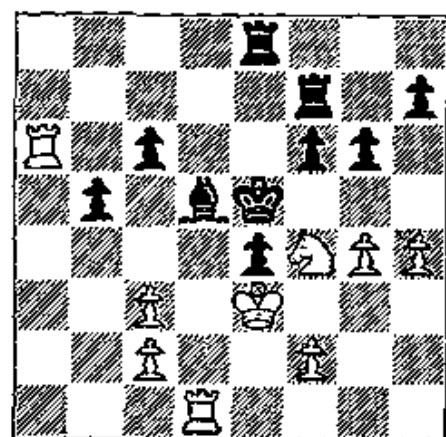
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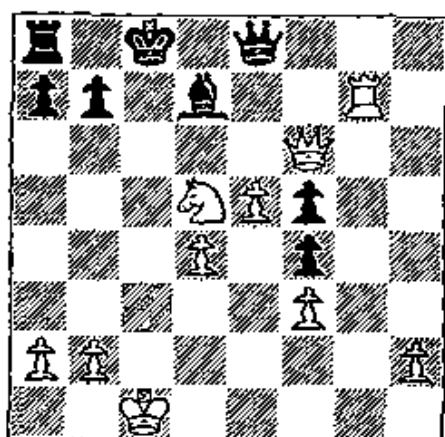
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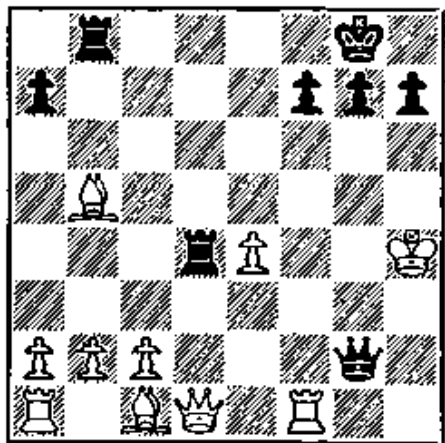


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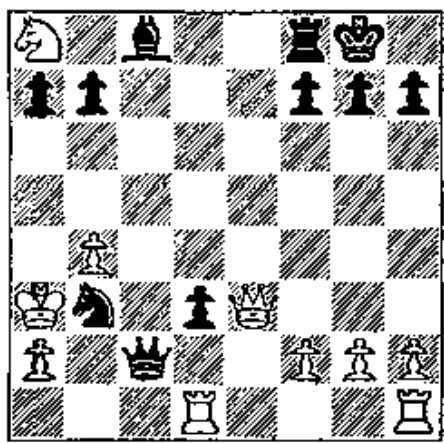


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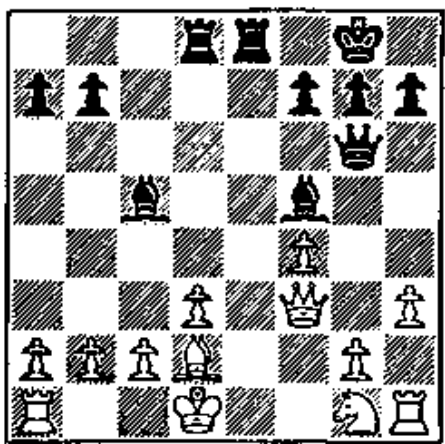
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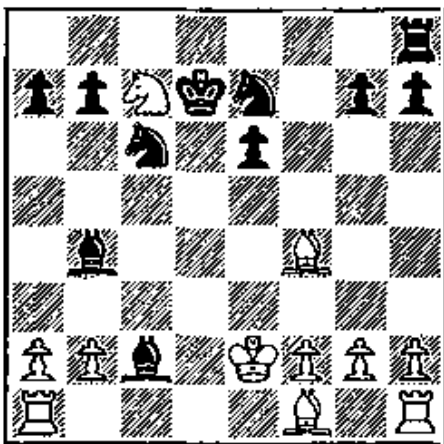
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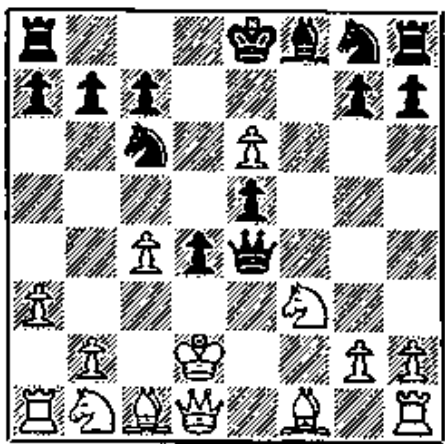
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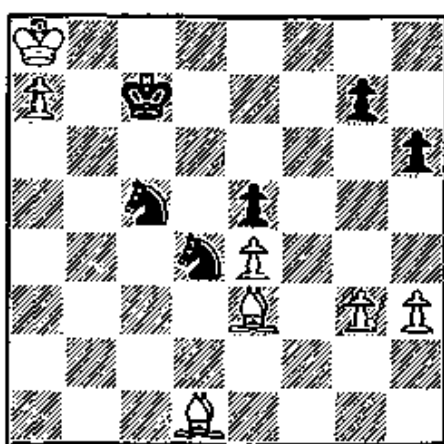
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906

20. The Weakened Castled Position

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

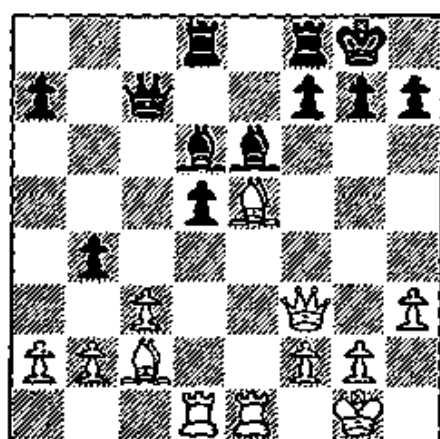
For example, a gap in the castled Pawn position (as in Diagrams 911 and 917) exposes the castled King to attack, and often brings on a devastating finish.

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

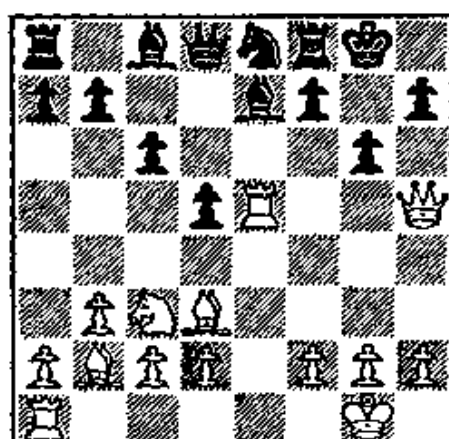
As previously pointed out, the absence of the defender's Queen from the scene of action may prove costly to him. This is made clear in Diagrams 925 and 926, among others.

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

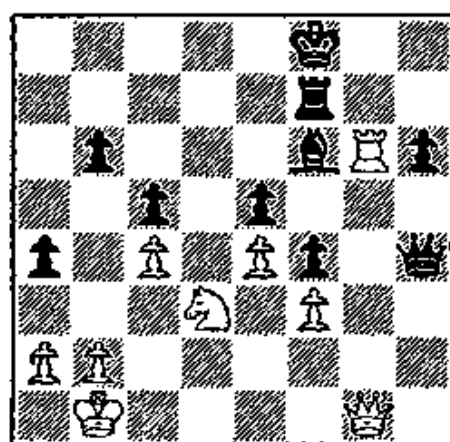
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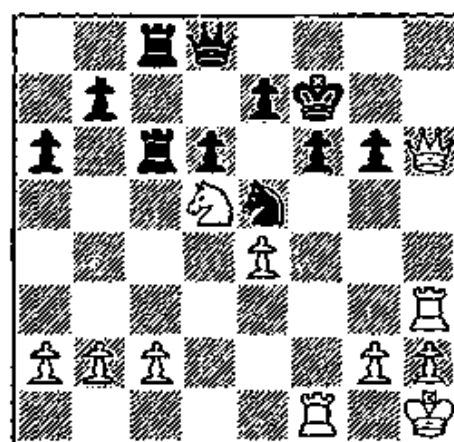
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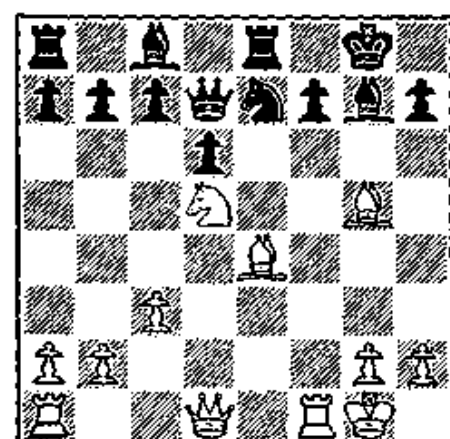
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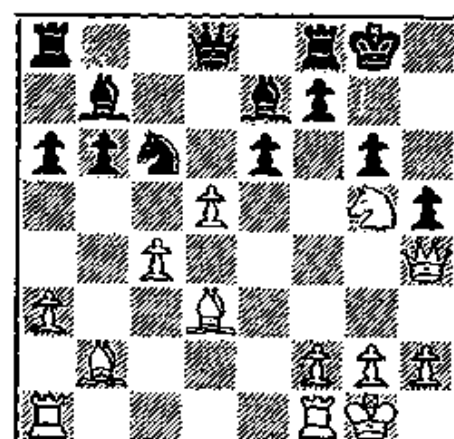
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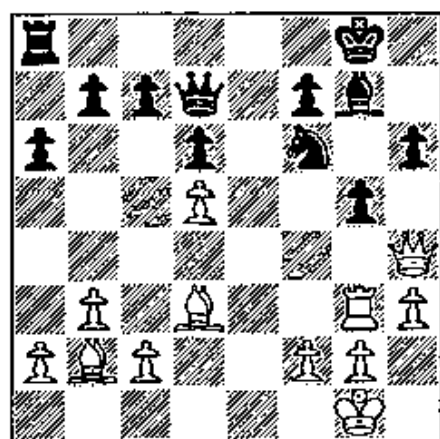


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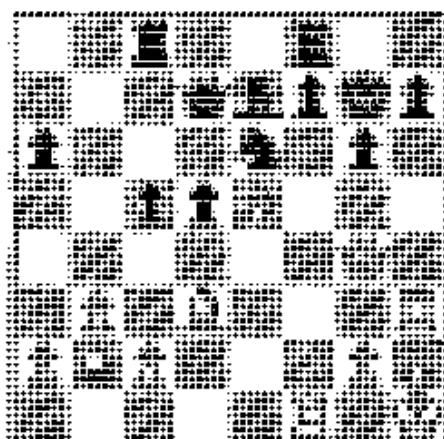


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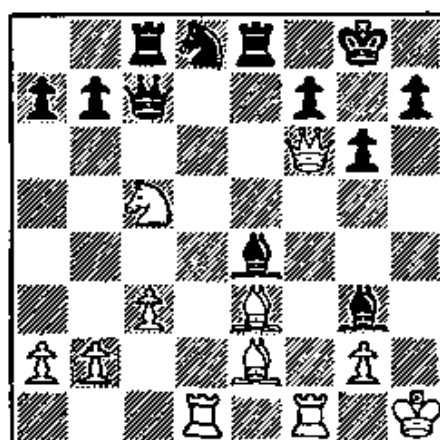
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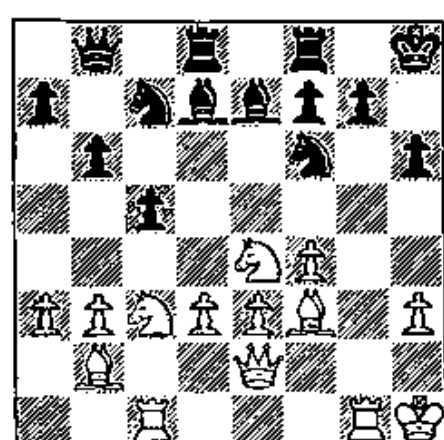
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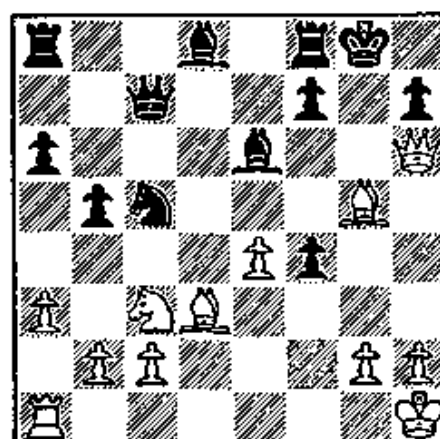
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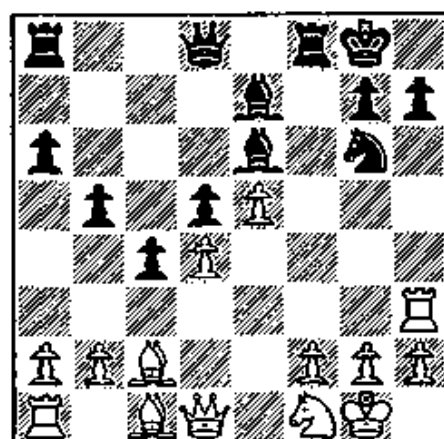
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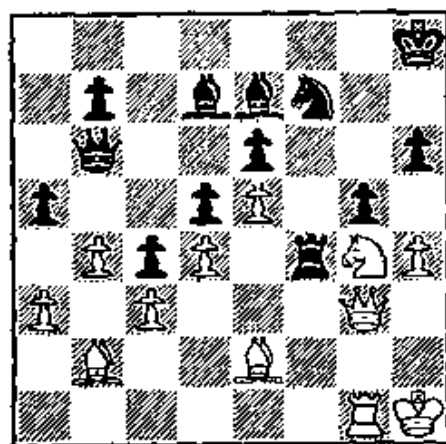


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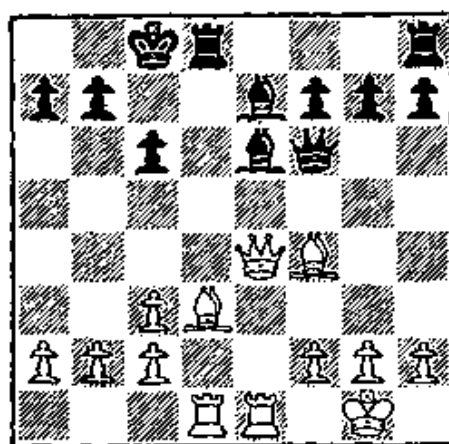


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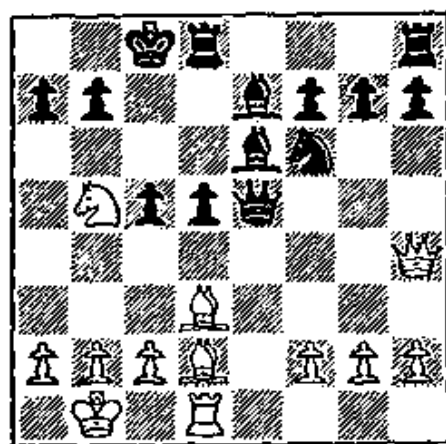
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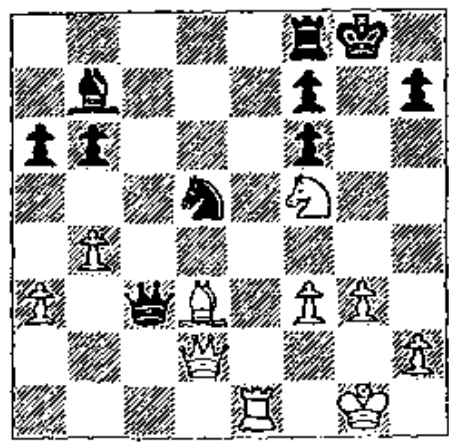
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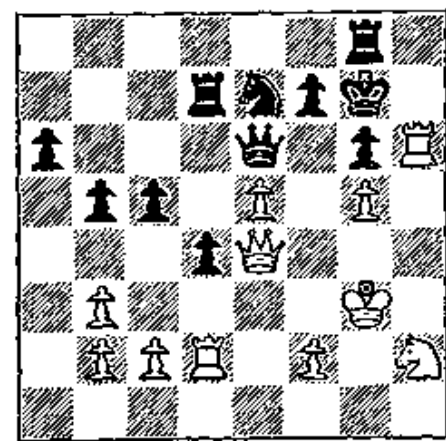
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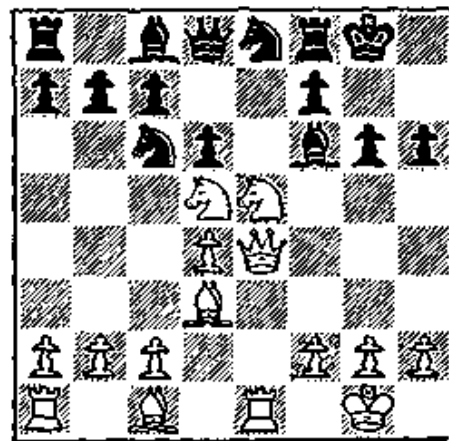
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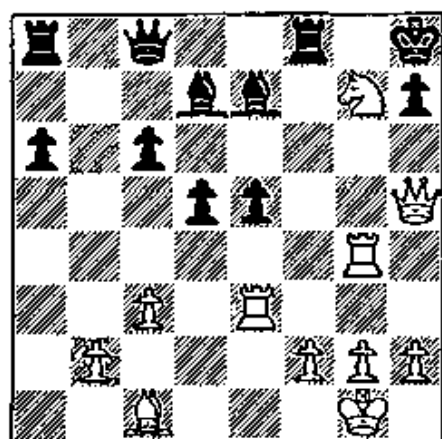


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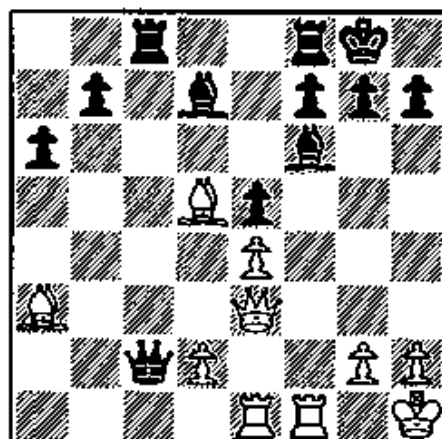


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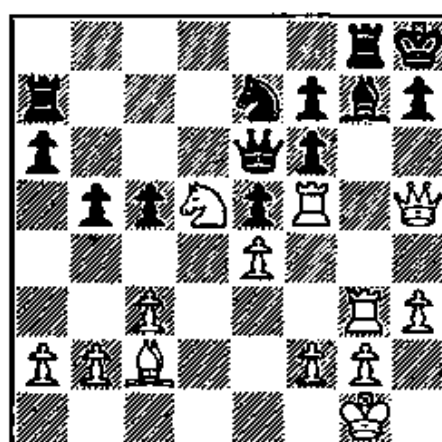
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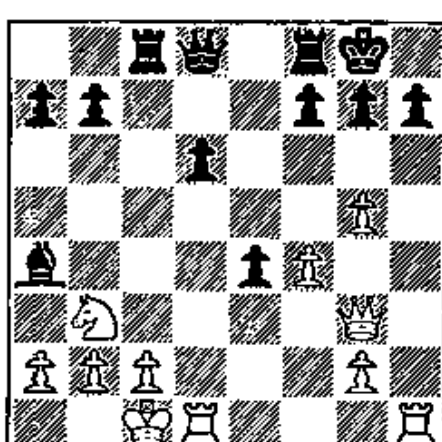
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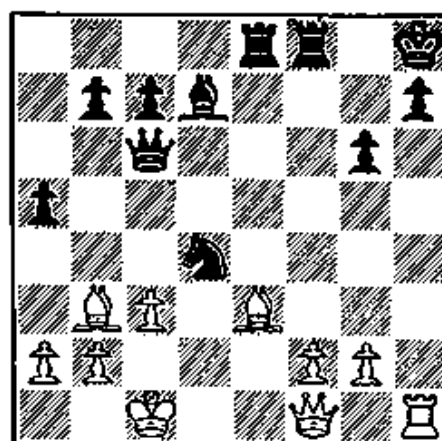
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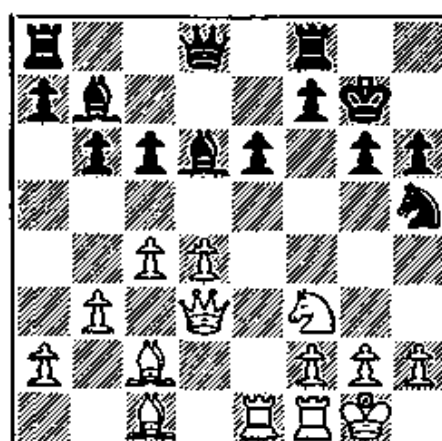
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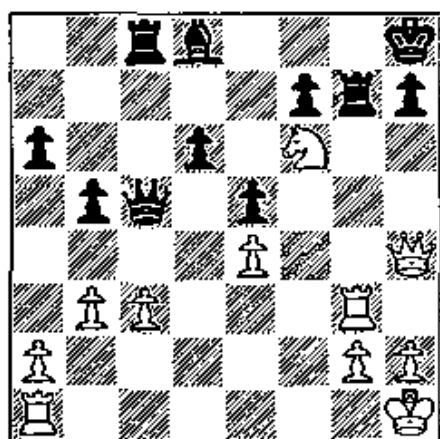


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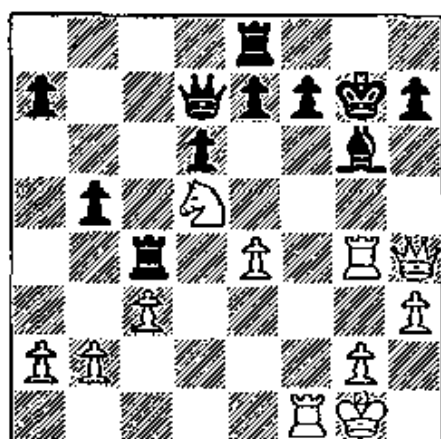


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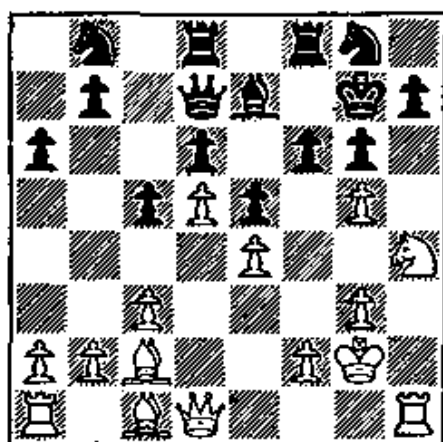
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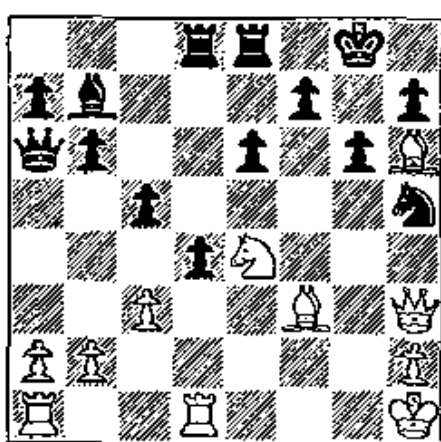
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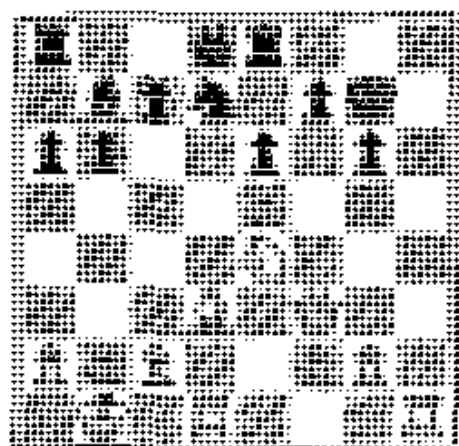
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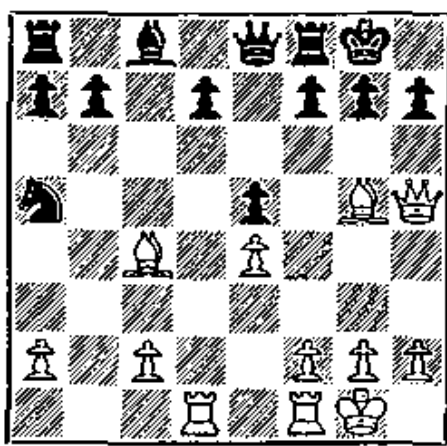
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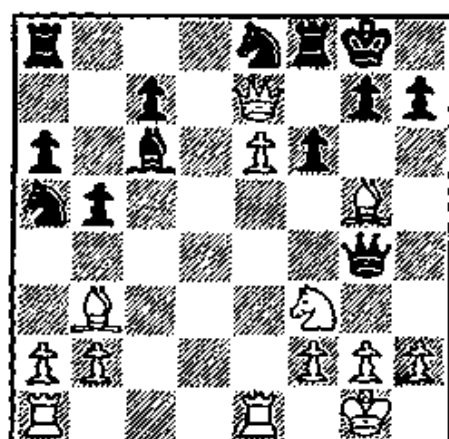


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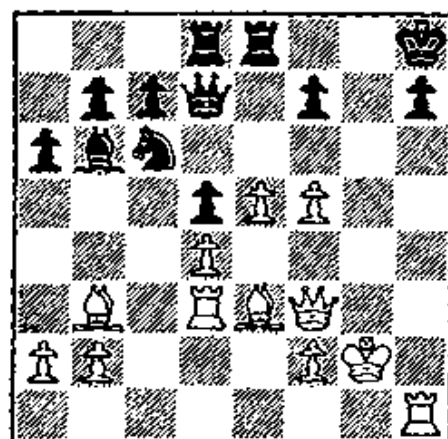


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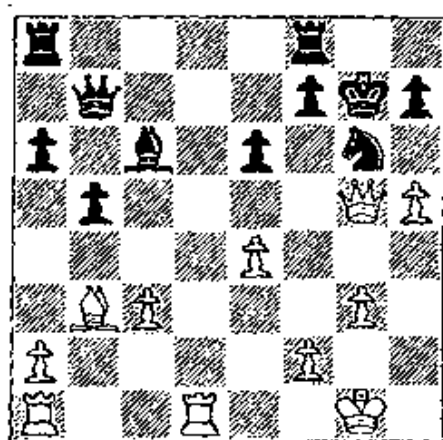
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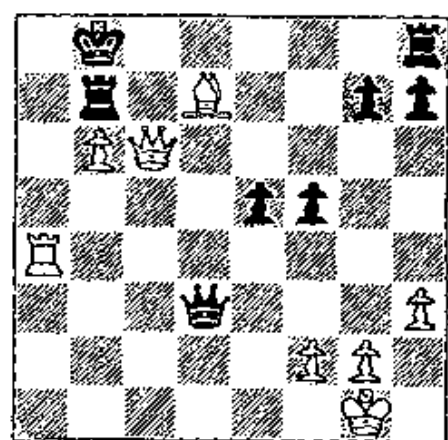
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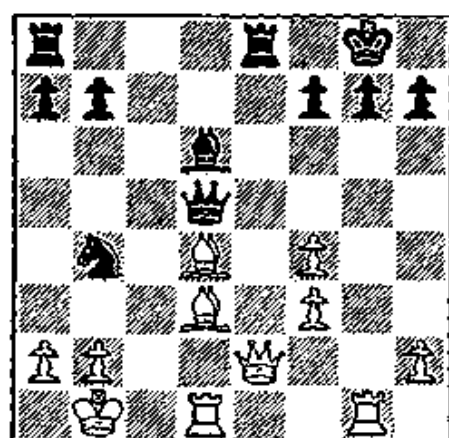
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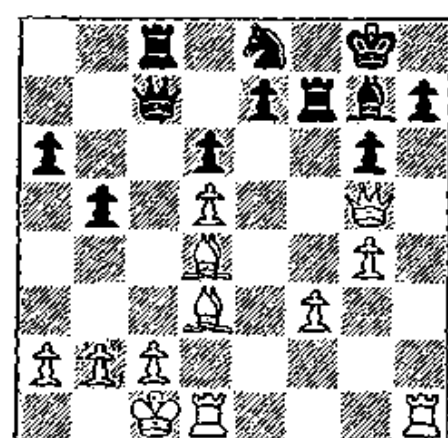
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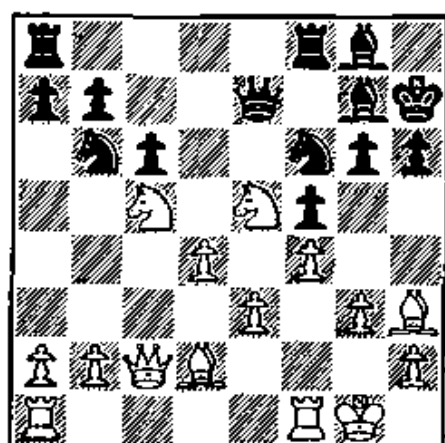


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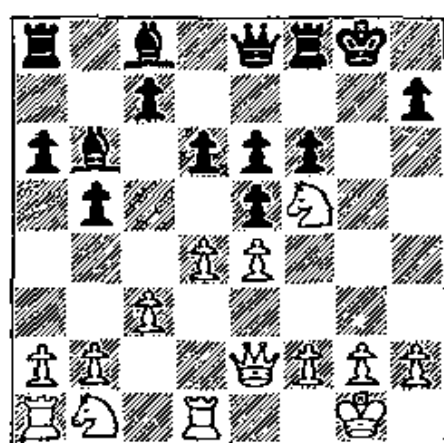


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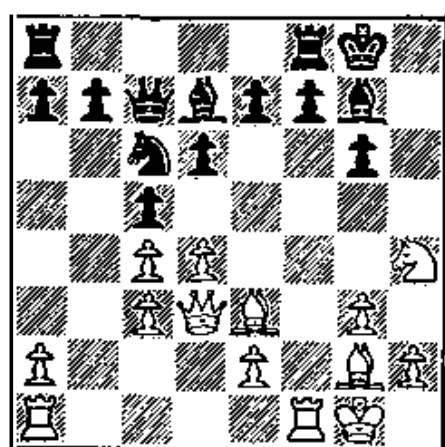
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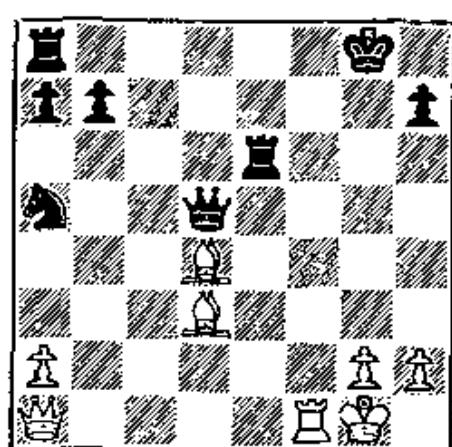
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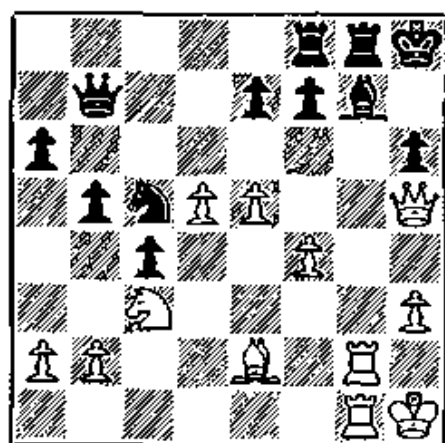
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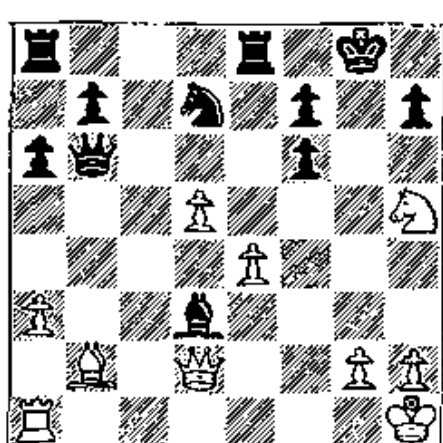
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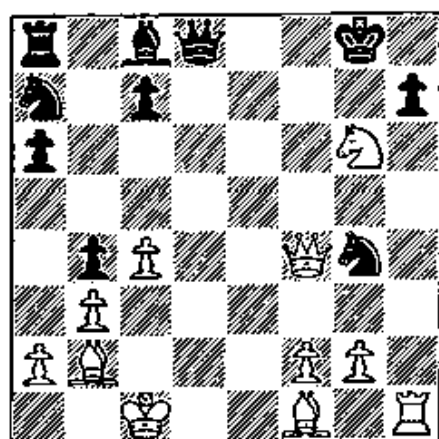


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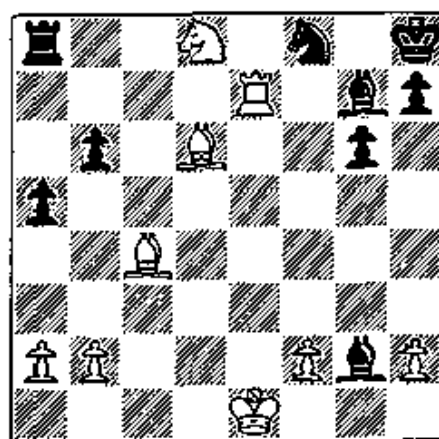


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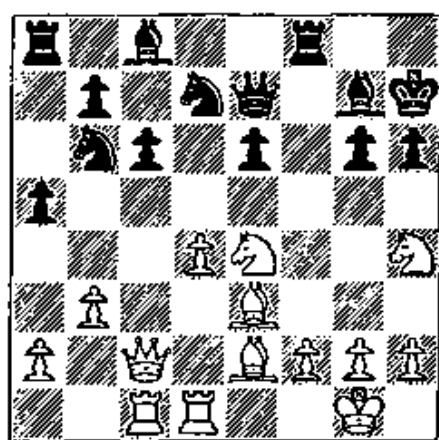
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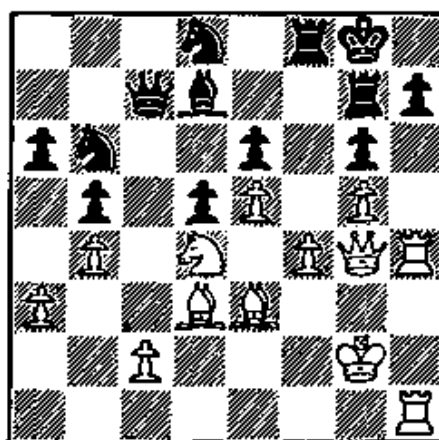
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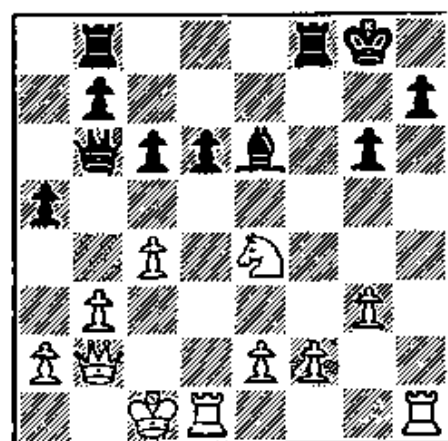
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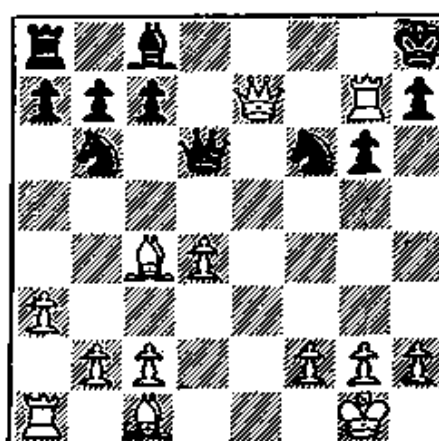
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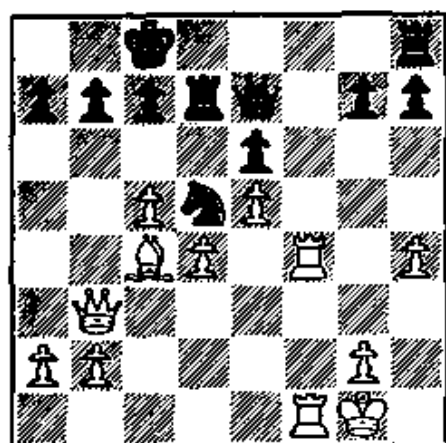


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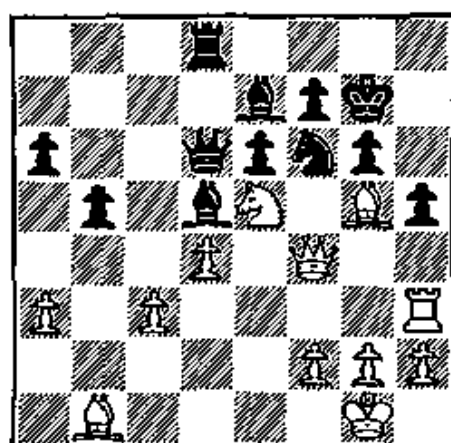


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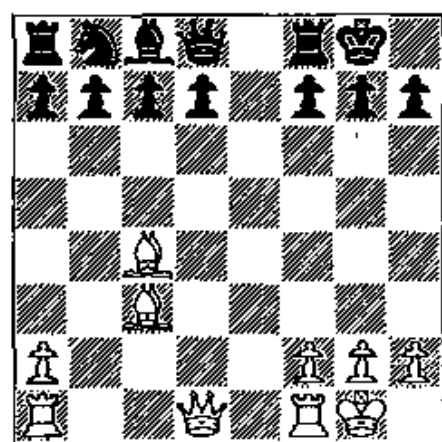
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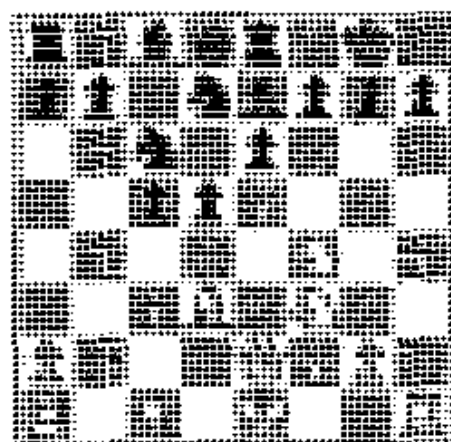
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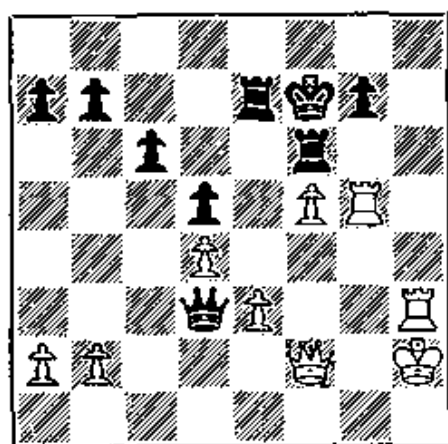
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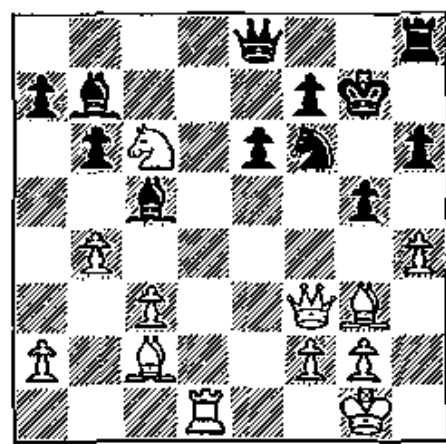
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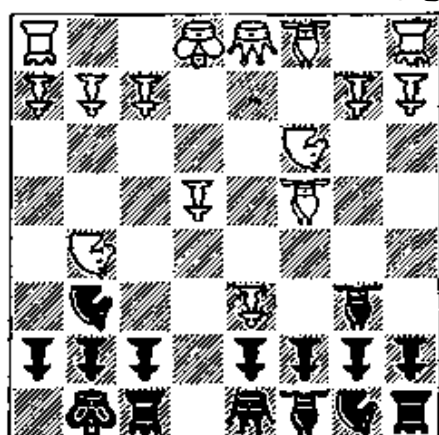
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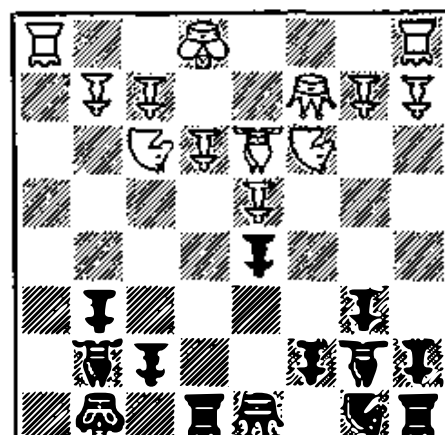
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192 • THE WEAKENED CASTLED POSITION •

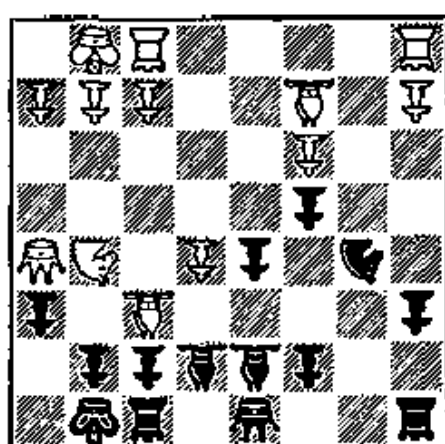
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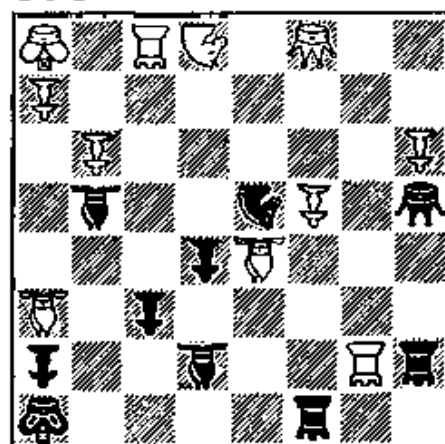
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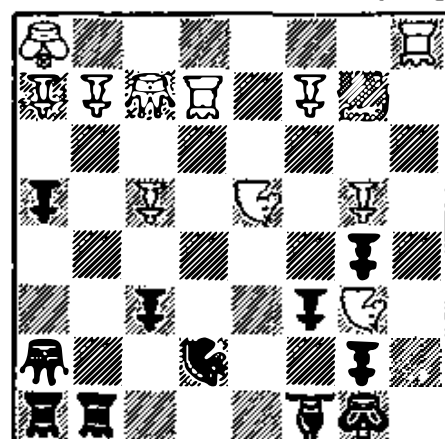
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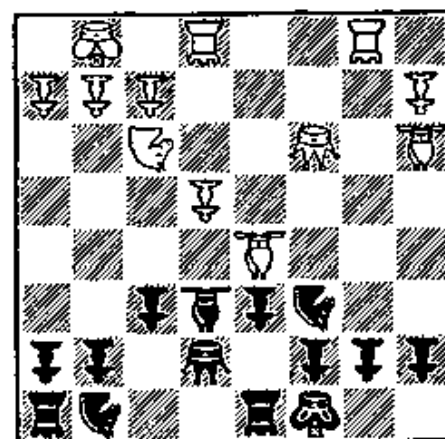
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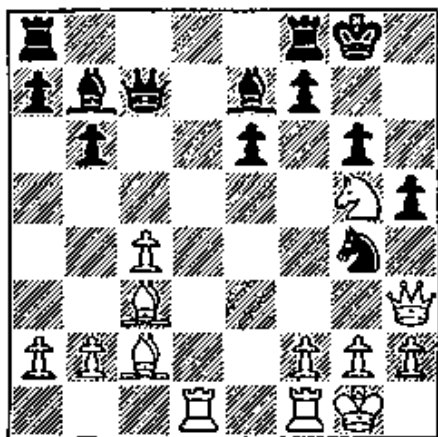


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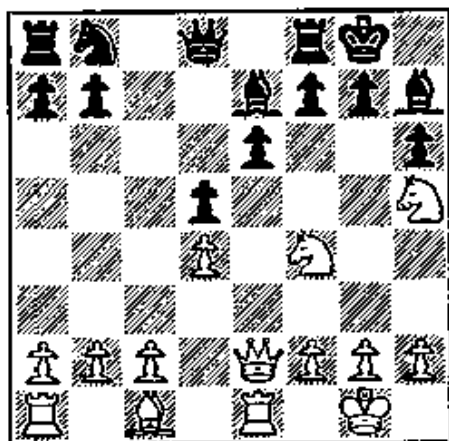


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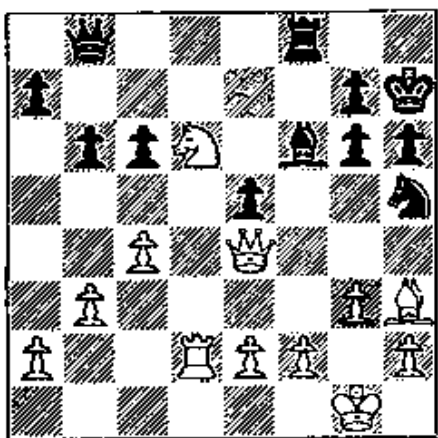
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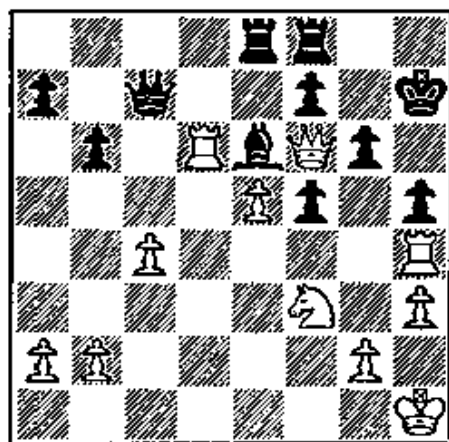
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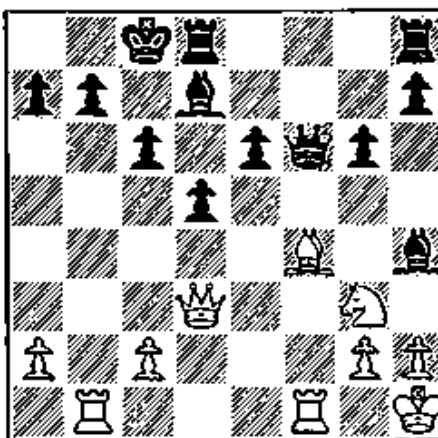
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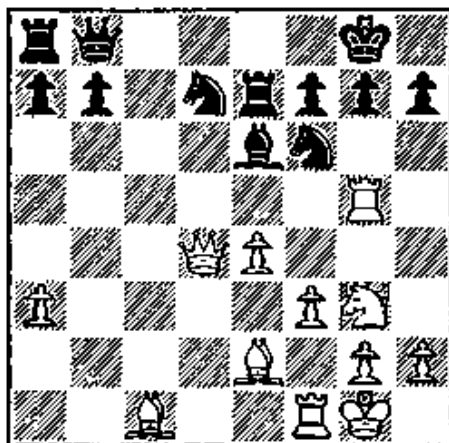
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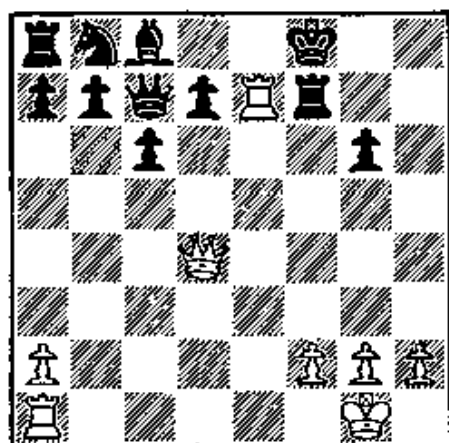


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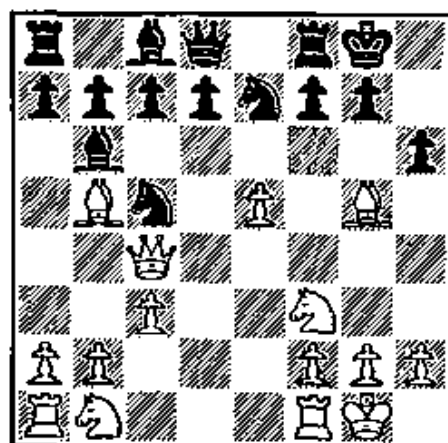


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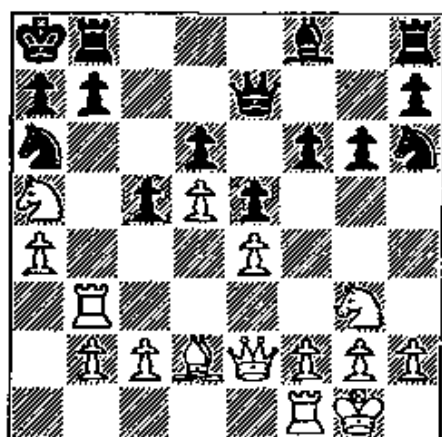
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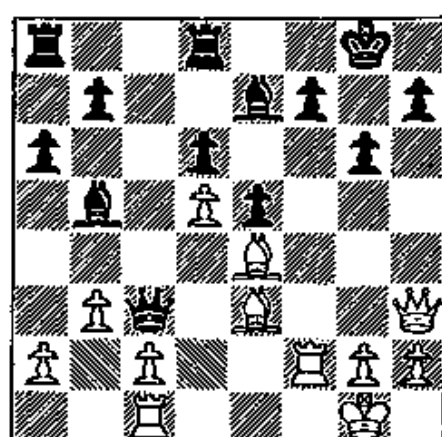
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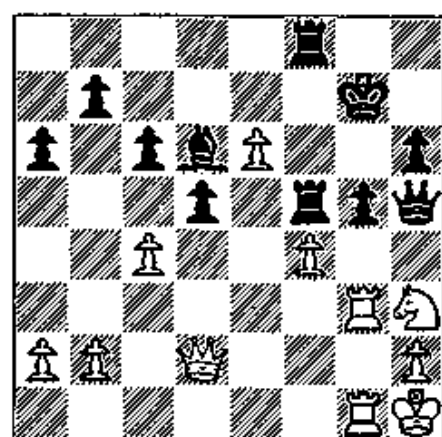
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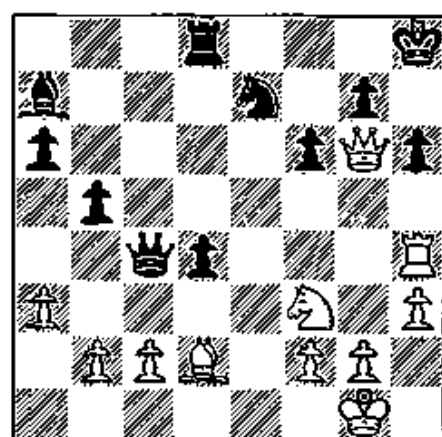
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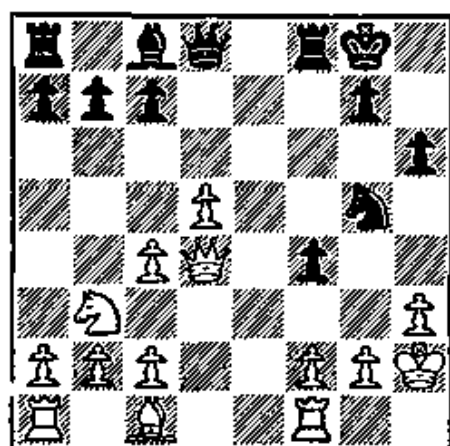


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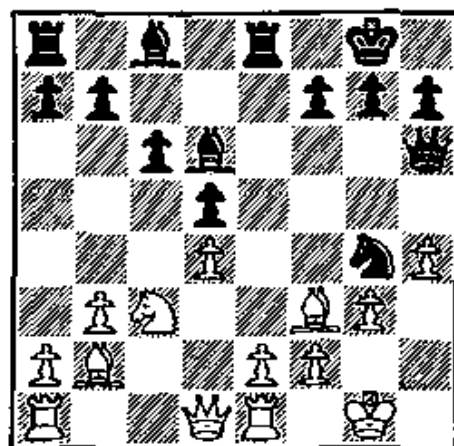


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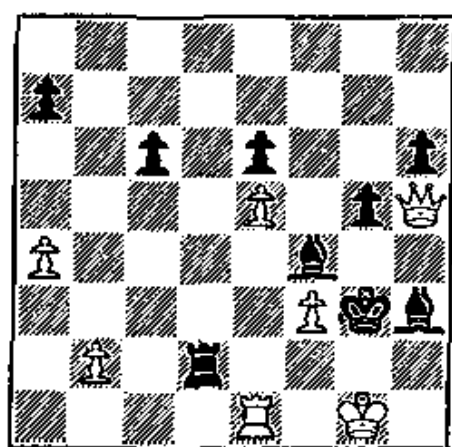
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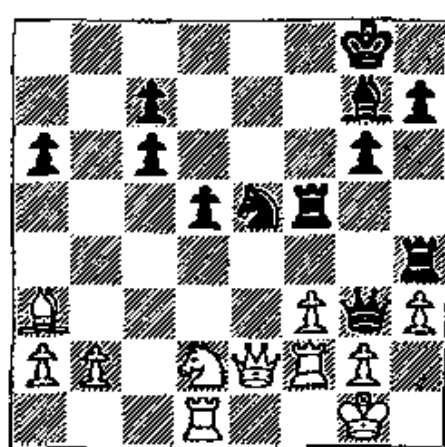
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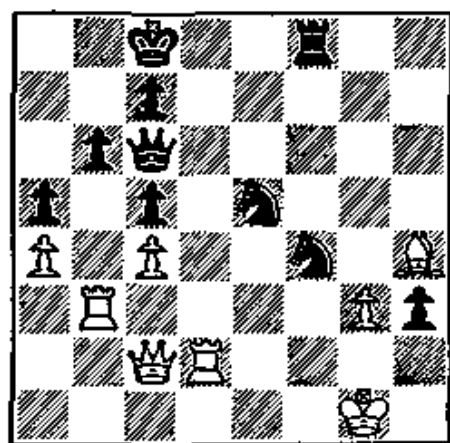
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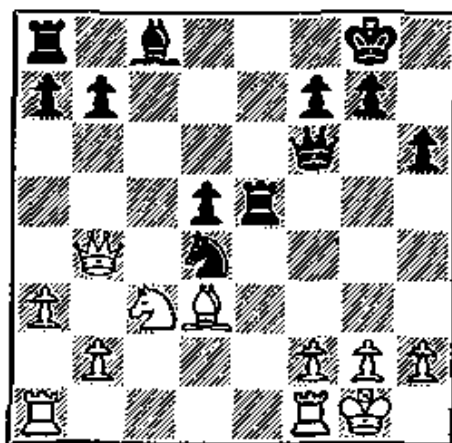
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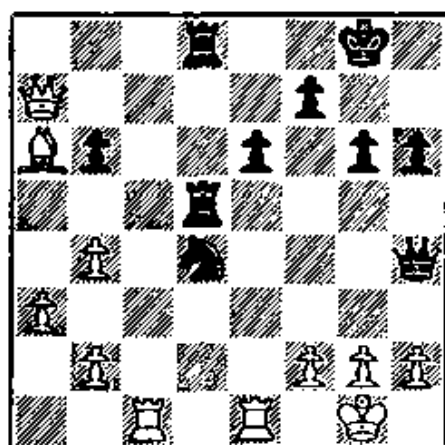


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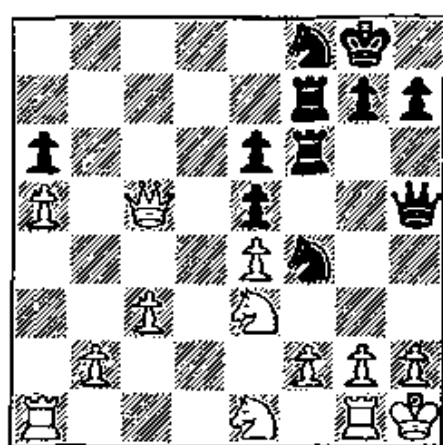


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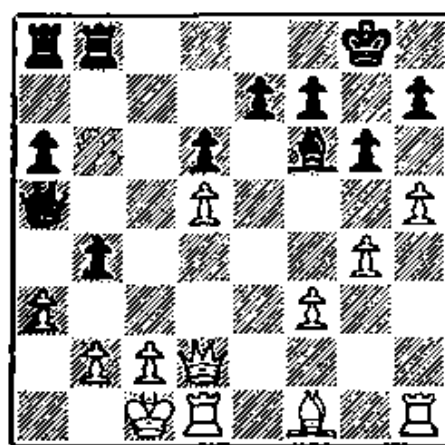
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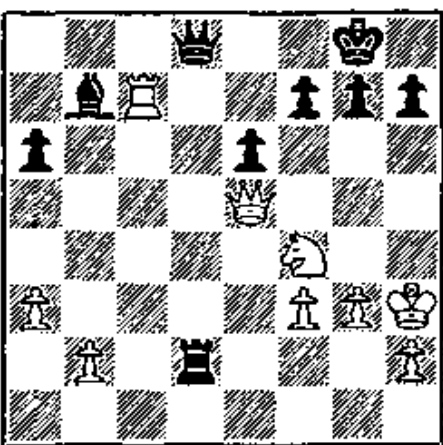
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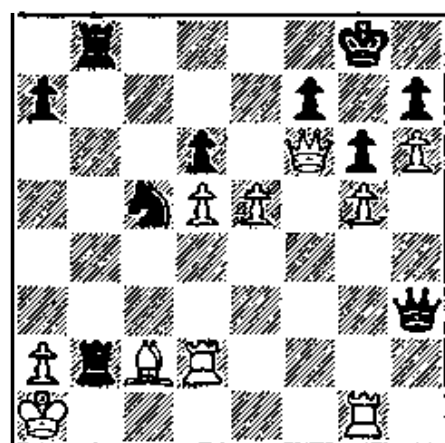
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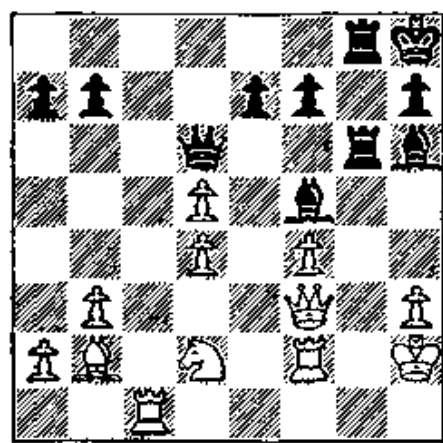
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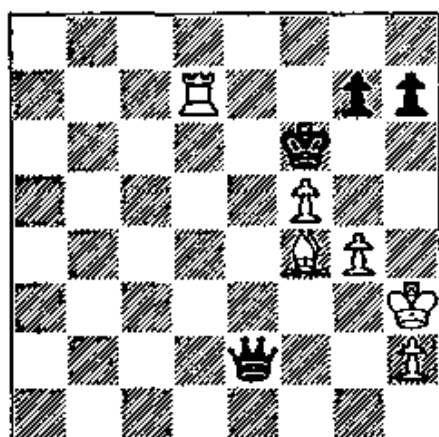


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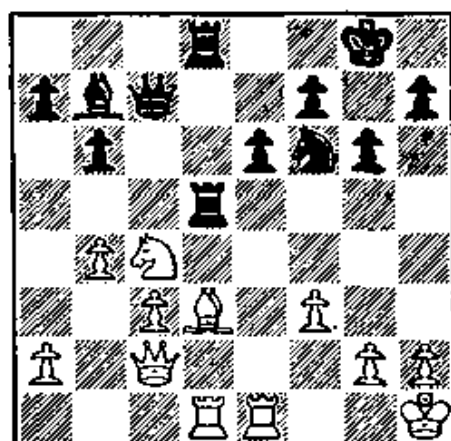


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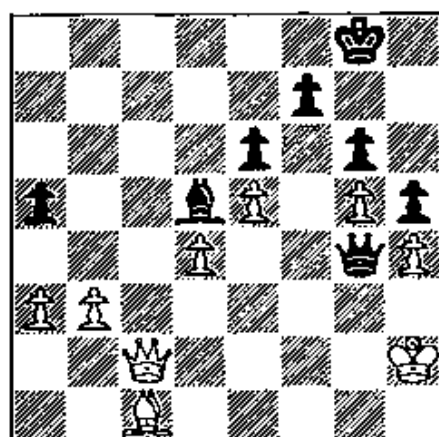
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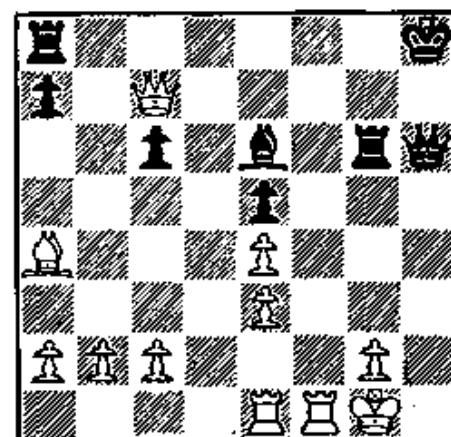
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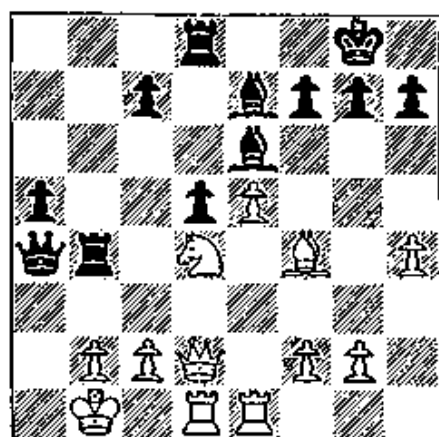
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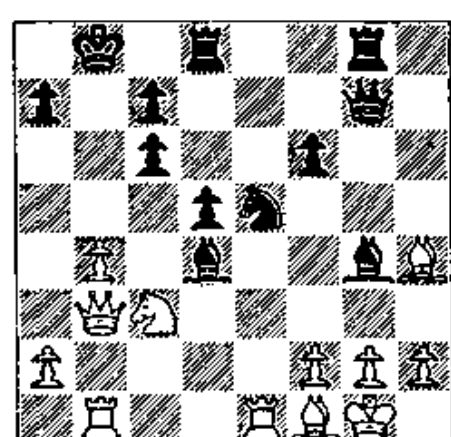
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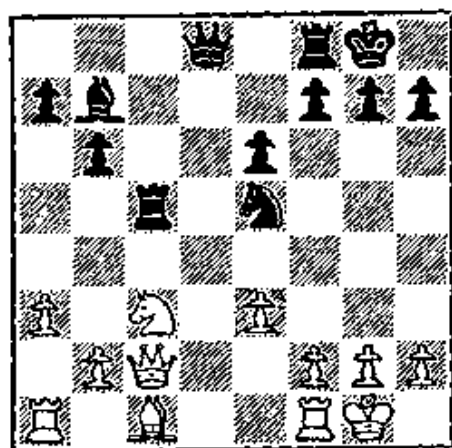


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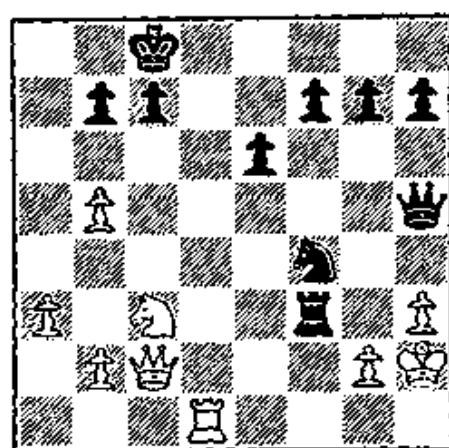


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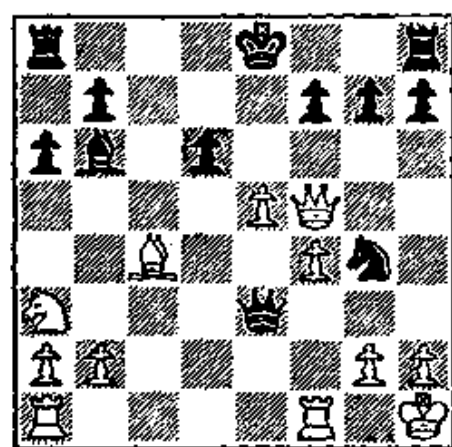
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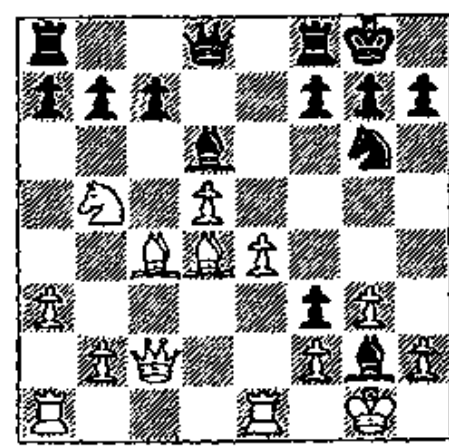
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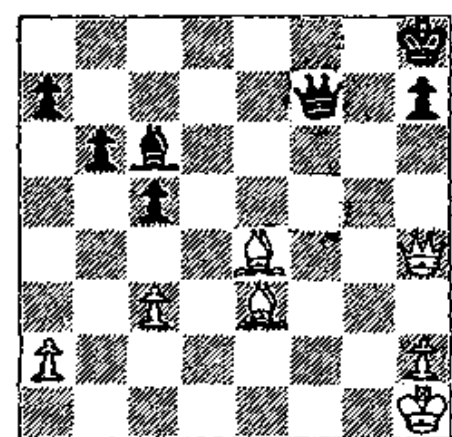
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198 • The WEAKENED CASTLED POSITION •

Solutions

1 White piles up on the pinned piece:

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

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

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

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

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

6 1 Q—R4ch! K—N1
2 Q—N3ch! K—R1
3 B—R3 . . .
White wins the Queen.

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

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

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

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

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

1 Q—R8! Resigns

12 1 N—K7ch! QxN
2 RxQ etc.
If 2 . . . RxQ; 3 R—K8 mate.

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

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

15 1 N—B7ch! R/B2xN
Not 1 . . . BxN?; 2 QxN mate.
2 PxR and wins
Black has no defense to the coming Rx13, as his King Rook Pawn is pinned.

16 1 RxN! PxR
2 R—KN1 and wins

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

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

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

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

21 1 RxPch!! KxR
2 R—N1 and wins

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

23 1 N—B7ch K—N1
2 N—Q6 dis ch Q—K3
3 R—K1!! and wins
If 3 . . . QxQ; 4 RxR mate.

24 1 Q—KN1! R—K1
White threatened mate.
2 B—R5! R—Q1
3 Q—R2 Resigns
The Knight is lost.

25 1 P—N4ch! KxP
2 B—K6 and wins

26 1 RxB! RxR
2 R—KB1 QR—KB1
3 Q—N5 K—N2
4 RxR RxR
5 BxRch QxB
6 N—R5ch . . .
White wins the Queen.

27 1 PxPch BxP
2 RxB! RxR
3 R—KB1 R—B1
4 R—B3! R/B1—B3
5 K—B2! and wins
White wins the pinned piece by 6
K—N3 and 7 K—N4.

28 1 N—B7! QxN
2 QxR . . .
White has won the Exchange.

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

30 1 R—QN3! PxR
If Black's Queen retreats, White
has a winning attack.
2 QxQ and wins
Black's Bishop Pawn is pinned!

31 1 NxN!! BxQ
2 B—N5ch P—QB3
3 PxP and wins
The double threat of 4 PxP dis ch
and 4 P—B7 dis ch is decisive.

32 1 NxP! NxN
2 Q—N4! and wins
The double threat of 3 QxNch
and 3 QxBch is too strong.

33 1 BxN! BxB
Or 1 . . . PxP; 2 N—K5 with a
winning pin on the open file.
2 RxQch and wins

34 1 NxKP! Resigns
White wins the Queen, as 1 . . .
PxN allows 2 Q—Q8 mate.

35 1 NxKPch! PxN
2 RxPch! Resigns
If 2 . . . PxR; 3 Q—N8 mate. If
2 . . . K—K1; 3 RxP wins easily.

36 1 N—K7ch! Resigns
If 1 . . . QxN; 2 QxBch, Q—B1;
3 B—R7ch wins the Queen.

37 1 BxPch! RxB
2 RxN/K4! QxR
3 QxRch K—R1
4 N/B3—K4! . . .
If now 4 . . . B—Q5; 5 BxB, QxB;
6 QxRch! forces mate. And if 4 . . .
Q—K2; 5 RxN! etc.

4 . . . QxB
5 NxN Q—K7
6 Q—N8ch! RxQ
7 N—B7 mate

38 1 NxNP!! BxN
2 RxB! RxR
3 BxP NxBP
4 RxR! QxR
If 4 . . . NxQ; 5 RxQ dis ch,
K—R1; 6 RxR and wins.
5 BxQch KxB
6 Q—N4ch Resigns

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

40 1 NxN BxN
2 N—R5ch! PxN
3 Q—N5ch! K—R1
4 BxBch . . .
White wins the Queen.

41 1 B—N1! . . .
Threatens 2 BxN and 3 QxP mate.
1 . . . P—N3
2 BxN! BxB
3 N—K4! Resigns
For after 3 . . . B—K2; 4 P—
QN4 wins the pinned Knight.

42 Black threatens to break out of
the pin with . . . N—B6ch. But
White is alert:
1 K—B1! K—N2
2 R—B2 K—B3
3 R/B2—K2 P—KR4
4 RxN Resigns

- 43 1 P—K5! PxP
 2 NxB KxN
 3 B—N5 B—B4
 4 NxBch PxN
 5 QxP Q—Q3
 6 R—Q1! Q—K3
 7 BxNch Resigns
 If 1 . . . QxB; 8 R—Q7ch wins.
- 44 1 NxP! B—QB2
 If 1 . . . NxN??; 2 Q—K8 mate;
 and on 1 . . . PxN; 2 QxB wins.
 2 N—Q5! Resigns
 If 2 . . . BxN; 3 N—Q7ch wins
 the Queen. If 2 . . . QxB; 3 NxB
 attacks the Queen and threatens 4
 Q—K8 mate.
- 45 White has a slow win with 1
 NxQ, RxRch; 2 KxR, BxQ; 3 NxP
 etc. Much faster is:
 1 B—QR3! BxN
 Or 1 . . . QxB; 2 QxP mate.
 2 BxQch and wins
- 46 1 P—B6! RxP!
 If now 2 RxR? Black is stale-
 mated!
 2 P—B7! R—QB3
 3 R—R6! Resigns
 If 3 . . . RxR; 4 P—B8/Q mate.
- 47 1 P—Q5!! PxP
 2 NxN Q—Q2
 If 2 . . . BxN; 3 QxBch wins.
 3 N—R5! Resigns
 The double threat of 4 NxB and
 4 BxP decides.
- 48 1 R—K6! Resigns
 If 1 . . . PxR; 2 QxPch, K—R1;
 3 BxNch and 4 Q—R7 mate.
- 49 1 RxN! RxR
 2 R—Q1 Q—K3
 3 BxRch NxN
 4 Q—N8ch! NxQ
 5 R—Q8 mate
- 50 1 P—KN4! Resigns
 If Black moves the attacked
 Knight, he loses the other Knight.
 And if 1 . . . PxP; 2 NxP/N4 win-
 ning the pinned Knight.
- 51 1 B—B5! K—B1
 2 Q—B6! Resigns
 White wins the miserable Bishop.

- 52 1 Q—B4! N—K3
 2 Q—QR4ch! Q—B3
 3 B—QN5
 White wins the Queen.
- 53 1 B—N5!! RxB
 2 QR—Q1 Q—B1
 3 Q—K3! and wins
 White's mating threat forces 3 . . .
 Castles, and after 4 QxR White is
 the Exchange ahead.
- 54 1 Q—K3! Q—N1
 If 1 . . . Q—Q3; 2 N—B6ch wins
 Black's Queen. If 1 . . . BxN; 2 RxB,
 N—Q2; 3 Q—Q4 wins the pinned
 Knight.
 2 R—K1 BxN
 3 BxBch N—B2
 4 R—KB1 Resigns
 White wins the pinned Knight.
- 55 1 N—B5!! PxN
 2 B—B4!! B—Q3
 If 2 . . . QxB; 3 Q—B8ch, K—K2;
 4 QxR wins. If 2 . . . Q—Q1; 3
 QxR etc. wins.
 3 BxB R—N3
 4 QxNch! Resigns
 White comes out a piece up.
- 56 1 P—B6! B—N5
 If 1 . . . PxP; 2 Q—N6ch fol-
 lowed by 3 Q—R7 mate.
 2 Q—N6! Resigns
 White forces 3 QxNP mate or 3
 Q—R7 mate.
- 57 1 BxN! BxB
 Or 1 . . . PxB; 2 Q—N4ch, K—
 R1; 3 NxPch winning the Exchange.
 2 QxPch!! KxQ
 3 R—R5ch K—N1
 4 N—N6! Resigns
 For 5 R—R8 mate follows.
- 58 1 P—B5! P—K5
 The Bishop is helpless.
 2 PxB! PxN
 3 P—Q7! Resigns
 White attacks Knight and Rook.
- 59 1 NxN!! Q—R4ch
 Or 1 . . . BxQ; 2 B—N5ch, Q—
 Q2; 3 BxQch, K—Q1; 4 NxPch,
 KxB; 5 KxB and White has won too
 much material.
 2 B—Q2 BxQ
 3 BxQ PxN
 4 B—N5 mate!

- 60 1 Q—B6 mate
- 61 1 B—Q4! P—K4
2 BxP! QxB
3 Q—R6 mate
- 62 1 RxB! QxR
2 Q—B3 K—N2
If 2... B—B4; 3 NxR, PxN; 4 Q—N3!, K—N2; 5 BxN dbl ch, KxB; 6 Q—R4ch!, K—K3; 7 R—K1ch winning.
3 N/B3—K4!! PxN
4 NxP Q—K3
Or 4... QxN; 5 QxNch, K—N1;
6 B—R6 followed by mate.
5 BxNch K—N1
6 Q—B4 Resigns
For 7 Q—R6 wins.
- 63 1 R—K1!! RxP
If 1... BxB; 2 QxQ wins.
2 BxBch QxB
3 Q—R7ch B—N2
4 QxPch Resigns
White wins on material.
- 64 1 B—B4 Resigns
- 65 1 BxNch PxR
2 NxP!! Resigns
If 2... RxQch; 3 RxR and Black's Queen is trapped because of the mate threat (3... Q—K3??; 4 R—Q8 mate). After 3... Q—Q2; 4 RxQ, KxR; 5 NxP White wins easily.
- 66 1 QxPch!! KxQ
2 R—KR5 mate
- 67 1 QxN!! PxQ
Or 1... BxR; 2 RxR with material plus.
2 BxPch K—R1
3 N—N6ch K—R2
4 NxR dbl ch K—R1
5 N—N6ch K—R2
6 N—K5disch! K—R1
7 N—B7 mate
- 68 1 RxR PxR
2 P—K6! QxQ
3 NxQ
White wins the Bishop.
- 69 1 R—N3! PxR
2 BxQ and wins

- 70 1 RxN!! PxR
2 N—K6ch!! PxN
3 R—B7ch Resigns
White continues 4 QxQ.
- 71 1 NxP! QNxN
2 RxN! NxR
3 RxN! QxR
4 N—N5!! Q—N3
If 4... QxQ; 5 N—B7 mate!
5 QxPch!! QxQ
6 N—B7 mate
- 72 1 N—N6! Resigns
White wins the Queen!
- 73 1 QxPch!
2 QxQ RxR
Resigns
- 74 1 P—Q5!!
2 QxP Q—R8ch
This wins White's Knight (after 3 Q—Q1 etc.) as 3 N—Q1?? allows 3... QxQ.
- 75 1 RxPch!!
2 BxR QxBch etc.
Black's counter-pin wins for him!
- 76 1 B—R3!!
2 P—KN5 BxP!
3 P—B4 BxP!
4 B—K3 BxB
5 QxB QxBP mate
- 77 1 N—N6ch!
2 PxN Q—R6ch
3 K—N1 BxBch
Resigns
If 4 QxB or 4 R—B2 Black has 4... QxP/N7 mate.
- 78 1 R/B1—B6!
2 Q—K2 B—N4!
If now 3 BxB, RxR wins a piece for Black.
3 R/B1—Q1 Q—B2!
4 B—Q4 RxR!
5 RxR Q—B5!
Resigns
Black comes out a piece to the good.
- 79 1 Q—N3!
If now 2 N/B3—K2, Black wins a piece by 2... P—K4.
2 B—K3 P—K4
3 N—R4 Q—R2!
Black must win a piece.

80 1 N—K5!!
 If now 2 BxQ, BxP mate!
 2 B—K3 BxB
 3 PxB Q—R5ch
 4 P—KN3 NxNP
 Black has a winning game.

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

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

83 1 RxPch!
 2 K—Q1 RxBch!
 Resigns
 For after 3 KxR Black exploits
 the new pin decisively with 3 ...
 N—K5ch etc.

84 1 N/B5xQP!
 2 PxN NxQP
 3 R—B4 B—N4!
 By winning the Rook, Black un-
 dermines White's advanced Bishop.
 4 Q—K4 BxR
 5 RxB RxB
 and wins

85 1 R/K1xN!
 2 PxR Q—R5
 3 BxP RxB
 4 N—K2 BxN
 5 RxR N—N6ch!
 6 K—N1 B—B4ch
 7 R—B2 Q—B5
 Resigns

86 1 NxNP!
 If 2 BxN, Q—R5ch etc.
 2 Q—K2 Q—R5ch
 Resigns
 For if 3 B—B2, NxB; 4 QxN,
 QxQch; 5 KxQ, B—N5 and the pin
 wins a piece. Or 3 K—Q1, NxBch;
 4 QxN, RxB!; 5 QxR, B—N5 with
 an even more disastrous pin.

87 1 P—Q5!
 If now 2 QxP, QxBP mate!
 2 PxP B—N5!
 This wins the Queen, for if 3 QxB,
 QxBP mate!

88 1 RxN!
 Resigns
 If 2 QPxR, Q—Q8 mate.

89 1 N—B6ch!
 2 QxN
 If 2 K—N2, NxRch wins the Ex-
 change, while if 2 K—R1, NxR!; 3
 QxQ?, R—B8 mate!
 2 QxRch!
 Black comes out the Exchange
 ahead.

90 1 R—K8!
 2 QxR NxBch
 And Black wins the Queen.

91 1 R—R3ch!
 2 K—N1 R—R8ch!!
 3 KxR Q—R6ch
 4 K—N1 QxP/N7 mate

92 1 PxB!
 2 RxQ R—B8ch
 3 K—N2 R/B4—B7 mate

93 1 BxP!
 2 RxR
 Even better for Black is 2 QxB,
 RxR etc.
 2 B—B3 disch!
 and wins

94 1 BxBch
 2 NxB Q—N3!
 3 QxP NxP!
 This wins, for after 4 Q—Q7, N—
 Q3! or 4 Q—K5, R—K3! the White
 Knight is lost.

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

96 1 RxP!
 If now 2 R—R3, R/Q5—Q8 wins
 the Knight "to begin with."
 2 RxR BxR
 White is helpless against 3 ...
 R—B7 winning his Rook.

97 1 K—R2!
 2 B—K1 K—R3!
 3 B—B3 K—R4!
 4 B—K1 K—N5!
 5 B—B3 Pxpch
 6 RxPch K—R6!
 7 any BxR mate

- 98 1 QxRch!
2 KxQ PxQ
Resigns
- 99 1 B—N4!
2 P—B4 BxP!
3 QxB QxP mate
- 100 1 RxN!
2 QxR NxKP
Threatens ... N—N6 mate or ...
N—B7 mate, aside from attacking
White's Queen. So:
3 Q—N2 N—B7 mate!
- 101 1 RxB!
2 RxR Q—QN2!
3 Q—KN2 Q—N8ch!
But not 3 ... N—B5?; 4 R—
Q8ch!
4 Q—N1 Q—K5ch!
5 Q—N2 QxQch
6 KxQ N—B5ch
Black wins the Rook and remains
a piece ahead.
- 102 1 R—N5!!
Resigns
For if 2 RxR, QxR/B8 mate!
- 103 1 B—N5!
2 QxB NxPch
Winning White's Queen.
- 104 1 RxP!!
2 QxR Q—R4ch!
3 R—R3 Q—K4ch
4 K—R1 Q—K8ch
5 K—R2 Q—KN8 mate
- 105 1 P—R5!
2 N—B1 P—R6!
Black wins the Bishop.
- 106 1 NxP!
2 PxN RxPch!!
3 QxR RxN mate
- 107 Black gets nowhere with ...
PxN. Instead, by playing 1 ... Q—
K2 he pins and wins the Knight.
Another way is 1 ... R—K3 and if
2 Q—KB2, Q—K2; 3 N—Q2, R—
K7 etc.
- 108 1 QxR!
2 NxQ RxQ
Resigns

- 109 1 QxN! QxQ
2 NxBch K—R1
3 NxQ and wins
- 110 1 N—Q6ch K—B1
Black loses his Queen after 1 ...
BxN?
2 NxB and wins
- 111 1 BxB KxB
2 BxN KxB
3 N—Q6ch and wins
After 4 NxR White is a Rook
ahead.
- 112 1 N—Q6ch BxN
2 NxBch K moves
3 NxBP and wins
White will be the Exchange and
a Pawn ahead.
- 113 White wins the Queen:
1 RxRch RxR
2 RxRch QxR
3 NxPch Rcsigns
- 114 1 N—B7ch! K—K2
If 1 ... RxN; 2 RxRch with the
Exchange ahead.
2 RxR RxR
3 RxR KxR
4 N—K6ch and wins
White's next is 5 NxB.
- 115 1 N—Q5! QxRP
If 1 ... PxN; 2 Q—B7ch and 3
QxNP mate. If 1 ... Q—R3: 2
Q—N4, P—QN3; 3 NxP and wins
(or 2 ... P—N4; 3 Q—R5 and
wins).
2 RxNPch! KxR
3 Q—N4ch K—B1
Or 3 ... K—R1; 4 N—R7 mate.
4 N—K7ch
The fork wins the Queen.
- 116 1 N—Q6 B—Q2
White threatened N—R5ch as
well as NxB.
2 R—K7ch K—B3
3 RxR K—K3
4 R—Q8 K—K2
5 N—B5ch and wins
- 117 1 Q—R8ch! K—R2
2 N—B3 and wins
White wins the Exchange.

- 118 1 QxQ BxQ
2 RxR RxR
3 N—B7ch and wins
- 119 1 NxQP! BxN
White was threatening NxQ in addition to Q—R8 mate.
2 N—Q7ch and wins
White wins the Queen. (1 N—Q7ch also wins, but less simply.)
- 120 1 RxN! QxR
2 QxRch! KxQ
3 N—N6ch and wins
White will be a piece ahead.
- 121 After 1 PxR/Q, RxQch Black can still fight on. So:
1 PxR/N! RxQch
2 NxRcb K moves
3 NxB and wins
- 122 1 N—R7!
Black must move his Queen, allowing 2 NxR. If instead 1 . . . KxN; 2 QxPch and 3 Q—R7 mate.
- 123 1 N—N5ch K—N1
2 Q—R7ch K—B1
3 N—Q6ch
White wins the Queen.
- 124 1 N—N6ch! PxN
2 B—K6
White wins the Queen.
- 125 1 R—R5ch! K—B3
If 1 . . . BxR; 2 N—K6ch wins the Queen.
2 RxPch
White wins the Knight.
- 126 1 N—Q5ch Resigns
White wins the Rook.
- 127 1 NxKP! Resigns
If 1 . . . BxN; 2 R—N8 mate. If 1 . . . PxN; 2 RxQ wins. If the Knight is not captured, White wins a Rook.
- 128 1 N—Q8ch! RxN
2 QxKPch Resigns
Black is lost after 3 QxRch.
- 129 1 QxB! RxQ
2 N—Q7ch K moves
3 NxQ
White has won a piece.

- 130 1 NxBP! BxN
2 N—K7ch K moves
3 NxB and wins
White will be the Exchange and a Pawn ahead.
- 131 1 P—N4! B—N3
2 P—N5 N—R4
3 N—K7ch
White wins the Queen.
- 132 The immediate QxR will not do because of . . . QxRch. Therefore:
1 N—B7ch! K—N1
If 1 . . . RxN; 2 Q—B8ch leads to mate.
2 N—R6ch K—R1
3 QxPch!! KxQ
4 NxRch and wins
- 133 1 NxPch! PxN
2 RxPch Resigns
- 134 1 RxPch! QxR
2 N—K7ch Resigns
White wins the Queen.
- 135 1 N—B6ch! BxN
2 QxPch any
3 Q—R7 mate
- 136 1 N—B6ch! PxN
2 Q—KN3ch Resigns
If 2 . . . B—N2; 3 BxP etc.
- 137 1 N—Q6ch! BxN
2 RxNch D—K2
3 RxBch! KxR
4 N—B6ch Resigns
After 5 NxR White will be a piece ahead.
- 138 1 RxN! QxR
2 R—Q8! QxR
On 2 . . . Q—K2 or the like, White has 3 R—KR8 mate.
3 NxPch K moves
4 NxQ and wins
- 139 1 P—N5ch! Resigns
If Black takes either Knight, 2 N—Q7ch wins the Rook. If 1 . . . K—B2; 2 N—K6ch with the same result.
- 140 1 N—B6ch BxN
2 PxB Resigns
The coming check on the King file leaves Black helpless.

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

142 1 RxPch!! K—N1
 If 1 ... KxR; 2 N—N5ch! QxN;
 3 Q—K6ch, K—B1; 4 QxN mate or
 2 ... K—N1; 3 Q—K6ch, K—R1;
 4 N—B7ch winning the Queen.
 2 N—N5! N—B3
 If 2 ... QxN; 3 RxNch, KxR;
 4 Q—K6 mate.
 3 RxBch Resigns
 If 3 ... KxR; 4 N—K6ch wins
 the Queen.

143 1 QxR! BPxQ
 2 N—B7ch and wins
 After 3 NxR White will be the
 Exchange ahead.

144 1 QxN! RxQ
 2 N—B6ch K—K2
 3 NxRch! K—K1
 4 N—B6ch K—K2
 5 NxQ and wins
 White is the Exchange ahead.

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

146 1 QxRch! RxQ
 2 N—K6ch and wins
 After 3 NxQ White is a piece
 ahead.

147 1 R—K8!! Q—N4
 If 1 ... QxR; 2 N—R5ch, K—
 R2; 3 N—B6ch wins.
 2 Q—K3

Threatens 3 R—K7ch, K—B3; 4
 Q—K5 mate.
 2 P—KR4
 3 Q—K5ch Resigns
 If 3 ... Q—B3; 4 R—K7ch wins
 the Queen.

148 1 N—N6!! PxN
 2 PxP R—B3
 If 2 ... N—B3; 3 Q—R2 forces
 mate.
 3 R—R8ch! Resigns
 If 3 ... KxR; 4 Q—R2ch, K—
 N1; 5 Q—R7ch, K—B1; 6 Q—R8
 mate.

149 1 QxB!! PxQ
 2 NxNch K—R1
 3 RxRch RxR
 4 B—N7ch! KxB
 5 NxRch K moves
 6 NxQ and wins
 White is a piece ahead.

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

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

152 1 N—R6ch
 2 K—N2 N—N4
 Resigns
 Black wins a piece.

153 1 N—B5ch!
 2 PxN R—K1ch
 Resigns
 If 3 K—Q2, Q—Q6 mate. Or 3
 N—K4, RxNch winning the Queen.

154 1 QxR!
 2 NxQ N—K7ch
 Followed by 3 ... NxQ and
 Black has won the Exchange.

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

156 1 QxR!
 2 NxQ N—K7ch
 Resigns
 Black comes out a Rook ahead.

157 1 R—Q7!
If now 2 QxR, N—B6ch wins the Queen.

2 Q—B1 N—B6ch
If now 3 K—R1, RxP mate.

3 K—B1 Q—N4ch

Or 3 ... Q—R3ch with the same effect. Black mates next move.

158 1 P—Q7ch!
2 KxP NxNch
3 K moves NxB

Black wins easily.

159 1 NxR!
2 NxQ N—K7ch
3 K—R1 NxQ

Black is a Rook ahead.

160 1 P—QN4!
If now 2 B—N3, P—R5 wins the Bishop.

2 BxNP N—Q5ch
3 NxN NxNch

Followed by ... NxB and wins.

161 1 RxN!
2 BxR N—B4ch
3 K moves NxB and wins

162 1 R—B8ch!
2 RxR RxRch
3 KxR N—N6ch
4 K moves NxQ and wins

163 1 QxB!
2 QxQ N—B6ch
3 K moves NxQ and wins

164 1 N—N6!
If now 2 R—N1, N—Q5 wins a piece.

2 PxN QxR
Black has won the Exchange.

165 1 N—B6ch
2 K—Q1
Or 2 K—B1 with the same result.
2 P—K7ch!
3 KxP N—Q5ch
Followed by 4 ... NxB and wins.

166 1 RxNch!
2 PxR N—K6ch
3 K moves NxB
With Bishop, Knight and Pawn for a Rook, Black has a comfortable win.

167 1 BxN
2 PxB N—B7
Winning the Exchange, as he threatens ... NxPch in addition to ... NxR.

168 1 N—B4
Wins the Exchange, as White cannot play 2 R—Q7.
2 R/N7—N1 N—Q6 and wins

169 1 P—Q5!
White is lost, for if the attacked Knight moves, 2 ... N—N6ch wins his Queen.

170 1 RxR
2 RxR BxN
3 KxB NxBPch
Black wins a Pawn and the Exchange. (Another way is 1 ... RxNch; 2 RxR, BxR etc.)

171 1 RxPch!
2 KxR NxBPch
3 K moves NxR
Black has won two Pawns.

172 1 NxBP!!
2 RxN
If 2 KxN, N—N5ch wins the Queen. If 2 B—B3, N/B7—N5; 3 BxN, NxB and White can resign.

2 R—B8ch
3 B—B1 RxR
4 N/R4—B5 PxN
5 NxP QxRch!
Resigns

For if 6 KxQ, N—N5ch wins.

173 1 N—K5ch!
2 PxN R—KB1
Black wins the Queen.

174 1 QxNch!
2 KxQ N—K5ch
3 K moves NxQ
Black has won a piece.

175 1 B—R6!
If now 2 PxB, N—B6ch wins the Queen; or 2 P—KB4, Q—N3! winning the Queen because of the double threat 3 ... QxP mate and 3 ... N—B6ch.
2 K—R1 BxPch!
3 KxB Q—B6ch
4 K—N1 Q—N5ch
5 K—R1 N—B6

- 6 Q—Q1 Q—R6
Resigns
White must give up his Queen to stop mate.
- 176 1 QxNch!
2 KxQ NxQPch
3 K moves NxQ
Black has won a second Pawn.
- 177 1 RxB!
For 2 QxR allows mate, and if
2 RxR, N—B6ch wins.
2 P—KR3 N—B6ch!
3 K—B2 RxRch
Resigns
- 178 1 QxB!
2 PxQ N—K7ch
3 K moves NxQ
Black has won a piece.
- 179 1 N—B7ch
Black wins the Queen.
- 180 1 QxNch!
2 QxQ N—K6ch
3 K moves NxQ
Black has won a piece.
- 181 White's first move threatens mate, winning the Knight at Queen Rook 7:
1 Q—Q4! Resigns
- 182 Here too White wins at once with a double threat:
1 Q—N5! Resigns
- 183 1 NxN BxN
2 Q—Q4! B—R4
3 P—QN4 KR—Q1
4 Q—B5 and wins
White wins a piece.
- 184 1 BxB RxR
2 RxR NxR
3 Q—N5ch and wins
White wins a piece.
- 185 1 R—K8ch! RxR
2 PxR/Qch KxQ
3 R—K3ch! and wins
If Black interposes, 4 BxPch wins the Knight. If 3 ... K—Q1 or ... K—R1: 4 BxP wins the Knight because of the threatened 5 R—K8 mate.

- 186 1 Q—Q4! and wins
Black must stop the mate, thereby losing his Knight.
- 187 1 Q—B3ch K moves
2 Q—K1! and wins
White wins the Rook or Bishop.
- 188 White's mate threat wins the Bishop:
1 Q—K4 and wins
- 189 1 Q—Q8! and wins
White threatens QxB as well as R—B8ch.
- 190 1 R—B7!! QxR/B2
2 RxN! Resigns
If 2 ... QxR; 3 QxNP mate or
2 ... QxQ; 3 RxR mate.
- 191 1 Q—K4 and wins
Protecting himself against the mate, Black succumbs to QxB.
- 192 1 Q—B5 and wins
Black can parry the mating threat only at the cost of giving up his Rook.
- 193 1 NxN RxN
2 R—R8ch K—R2
3 B—K4ch Resigns
White wins the Rook.
- 194 1 P—K5 N—Q4
2 BxPch KxB
3 NxN BxN
4 Q—Q3ch
White wins the Bishop.
- 195 1 BxP! PxB
2 Q—N4ch and wins
White forks King and Knight.
- 196 1 Q—B3! Resigns
White wins a piece.
- 197 1 RxP! RxR
2 BxRch KxB
3 Q—B4ch and wins
White forks King and Bishops.
- 198 1 N—N5! N—B3
If 1 ... BxN; 2 QxRP mate. If
1 ... QxB; 2 BxPch, K—R1; 3 NxBP mate.
2 BxPrh K—R1
3 NxBP mate

199 1 B—R6ch! K—N1
If 1 . . . KxB; 2 Q—R5ch forces
mate. If 1 . . . K—R1; 2 N—B7ch
wins the Queen.

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

200 1 B—Q4! R—KN1
If 1 . . . BxB; 2 QxBch wins the
Knight. If 1 . . . N—B5; 2 BxBch,
KxB; 3 Q—Q4ch forks King and
Knight.

2 BxBch RxB
3 Q—Q4 R—QN1
4 R—N1 Q—N2
5 B—N3 and wins
White has trapped the Knight.

201 1 N—R7! RxN
If 1 . . . Q—B2; 2 R—K8ch wins.

2 P—Q8/Qch BxQ
3 QxBch K—N2
4 BxN PxR
5 Q—Q4ch . . .
White wins the Rook.

202 1 P—B6! PxP
If 1 . . . NxP; 2 Q—N8ch etc.

2 BxN RxR
3 Q—N4ch and wins
White wins a Rook.

203 1 N—Q8ch! . . .
Not 1 QxR, QxN; 2 QxB, QxR.

1 . . . QxN
2 QxRch K—B1
3 QxB and wins

204 1 RxR! RxR
If 1 . . . QxQ; 2 RxRch!

2 Q—K8ch and wins
White forces mate.

205 1 P—KB4 B—Q3
2 P—K5 B—B4ch
3 K—R1 N—N1
4 Q—Q5 and wins

This "triple attack" wins because
of the mate threat.

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

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

208 1 RxRch KxR
2 Q—Q4ch . . .
White wins the Rook.

209 1 BxR RxR
2 Q—Q3 . . .
White wins a piece.

210 1 RxR NxR
2 Q—R4ch and wins
After 3 QxN White has two pieces
for a Rook.

211 1 RxR RxR
2 Q—B6 . . .
White wins a Rook.

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

213 1 R—N5ch! N—N3
2 Q—K6ch . . .
White wins the Bishop.

214 1 BxN QxR
2 Q—Q5ch . . .
White wins the Knight.

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

216 1 NxQP! PxN
2 RxN! QxR
3 Q—K8! . . .
Threatens 4 Q—KR8 mate.
3 . . . R—B1
4 NxRch QxN
Else White mates.
5 QxQ Resigns

217 1 NxP! NxN
2 Q—R5ch N—N3
3 Q—Q5 and wins
White's mate threat enables him
to win the Rook.

218 1 BxR KxR
Or 1 . . . R—K1; 2 B—K5, P—
B3; 3 Q—K4! remaining a piece
ahead.
2 Q—K5ch N—B3
3 R—Q6! . . .
White wins the Knight.

- 219 1 Q—B7! R/N1—Q1
2 BxN and wins
Black cannot recapture.
- 220 1 NxN BxN
2 BxB RxB
3 Q—Q5ch
White wins the Queen Rook.
- 221 1 BxN PxB
No better is 1... QxB.
2 Q—R3ch
White wins the Bishop.
- 222 1 P—Q5 N—K2
2 Q—R4ch and wins
- 223 1 N—R6ch! PxN
2 Q—N4ch and wins
White's next is 3 QxR.
- 224 1 R—R3! P—R3
White threatened 2 RxPch!, KxR;
3 Q—R5 mate. If 1... P—KN3;
2 PxP!, RxP; 3 RxPch!, KxR; 4
Q—R5ch, R—R3; 5 Q—B7ch fol-
lowed by mate.
2 Q—Q2! and wins
White threatens 3 QxB as well as
3 QxPch! (or 3 RxPch!), PxQ; 4
RxP mate.
- 225 1 NxB RxN
2 P—B4 and wins
- 226 1 BxPch! RxB
If 1... KxB; 2 Q—N3ch wins
the Bishop.
2 PxP N—N5
Black dare not play ... NxP??
losing his Queen.
3 P—K6
The double attack wins back a
piece.
- 227 1 P—K3 N—B4
Or 1... N—N4; 2 Q—R4.
2 Q—N4 and wins
- 228 1 P—B6 RxP
If 1... R—N1; 2 Q—Q6ch wins.
2 Q—Q8ch Resigns
White wins the Rook.
- 229 1 Q—K7ch KxN
2 P—KN4ch Resigns
- 230 1 RxN PxRch
2 KxP Resigns
White threatens KxR and also
P—B6ch.

- 231 1 P—B6ch KPxP
2 P—K7 Resigns
- 232 1 BxN KxB
2 P—B5 PxP
3 PxP Q—B3
4 P—B6ch and wins
- 233 1 P—B3 Q—R5
2 QxQ PxQ
3 P—K4 and wins
- 234 1 BxPch! NxB
2 R—Q7ch K—B1
3 NxNch K—N1
4 N—B8 disch
White mates next move.
- 235 1 P—Q7 R—Q1
2 Q—R5 and wins
White wins a piece.
- 236 1 RxB! KxR
If 1... QxR; 2 B—B6 wins the
Queen.
2 B—B6ch! QxB
3 N—R5ch Resigns
White wins the Queen.
- 237 1 N—K8! Q—K2
2 Q—KN3 QxN
White threatened mate.
3 QxR and wins
- 238 1 NxN QxN
2 BxPch Resigns
White wins the Queen.
- 239 1 QxPch!! KxQ
Or 1... RxQ; 2 RxQch and 3
RxB.
2 RxRch QxR
3 N—B5ch and wins
White is a piece up after 4 NxR.
- 240 1 P—N5! PxP
Forced.
2 RxN! RxR
3 RxR QxR
4 Q—B8ch and wins
White wins the Rook.
- 241 1 RxB! RxR
2 Q—Q4 Q—K4
3 R—K1! Resigns
If 3... QxQ; 4 RxR mate. If 3
... QxR; 4 Q—N7 mate.
- 242 1 R—B5
White wins a piece.

243 1 B—B7!! KxB
 If 1 . . . QxB; 2 RxR winning the Exchange as Black's Bishop is pinned. If 1 . . . RxR; 2 QxNPch, K—B1; 3 Q—N8ch, K—K2; 4 Q—K8ch, K—Q3; 5 Q—K6 mate.

2 RxR QxR
 3 Q—N7ch . . .

White wins the Rook.

244 1 Q—KR8ch K—N4
 2 Q—K5ch and wins
 (2 Q—Q8ch also wins the Bishop.)

245 1 NxP! PxN
 2 Q—N5ch . . .
 White wins back the sacrificed material and remains a Pawn ahead.

246 1 P—Q5! BxP
 2 NxBP . . .
 White wins the Exchange.

247 1 RxB! RxR
 2 RxR QxR
 3 Q—KN4ch . . .
 White wins the Rook.

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

2 . . . PxP
 3 BxB N—B3
 4 BxR RxR
 5 PxR . . .

White has won the Exchange.

249 1 RxB! RxR
 2 Q—K5 . . .
 The threat of 3 QxNP mate wins the Rook.

250 1 Q—Q4 P—B3
 2 NxR RxN
 3 QxR QxB
 4 R—K1 . . .
 White has won the Exchange.

251 1 B—R6 NxQ
 2 BxPch K—N1
 3 BxN disch B—N4
 4 RxR mate

252 1 NxP! PxN
 2 BxN PxR
 3 RxR! RxR
 4 Q—N3ch . . .

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

253 1 . . . P—Q6!
 2 RxP RxR
 3 QxR P—K5
 4 BxN PxR
 Black wins a piece.

254 1 . . . B—B3
 Black wins a piece.

255 1 . . . QxQ
 2 RxQ B—N5
 3 R—Q1 R—B7
 Black wins a piece.

256 1 . . . P—KN4
 2 B—K3 P—N5
 Black wins a piece.

257 1 . . . RxN!
 2 RxR NxP!
 Resigns
 For if 3 BxN, QxRch and Black mates next move.

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

259 1 . . . Q—B3 and wins

260 1 . . . R—KN6ch and wins

261 1 . . . R—K1!
 2 Q—KB4 Q—Q5!
 Black wins a piece.

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

263 1 . . . RxPch!!
 2 QxR B—N3ch
 3 Q—K4 . . .
 If 3 K—B3 or 3 K—B4, R—B7 mate.

3 . . . BxQch
 Black is the Exchange ahead.

264 1 . . . BxR
 2 KxB Q—KN8
 Black wins a piece.

265 1 . . . NxBP!
 2 KxN NxN
 3 BxN Q—R5ch
 Black continues 4 . . . QxB.

266 1 RxQP!
 2 RxR Q—R6ch
 3 K—N1 QxRPch
 4 K—B1 Q—R8ch
 Followed by 5 . . . QxR/Q5 and wins.

267 1 BxN
 2 PxB RxB!
 3 PxR QxPch
 Black wins the Rook.

268 1 QxRch!
 2 NxQ RxQ
 3 PxR R—Q8ch
 Black wins the Knight.

269 1 P—B3
 2 B—B4 Q—R4ch
 Black wins the Knight.

270 1 Q—B2ch!
 2 P—N3 Q—K2!
 Black wins the Rook because of the simultaneous threat of . . . Q—K7 mate.

271 1 BxPch!
 2 KxB NxP
 3 Q—K2 NxB
 4 QxN BxN
 5 QxB Q—R5ch
 Black wins the Rook.

272 1 Q—K8ch
 2 R—Q1 Q—K5!
 Threatens mate.
 3 R—Q3 Q—R8ch!
 4 R—Q1 QxP and wins
 Black still threatens mate and thus gains time to pick up the remaining White Pawn.

273 1 BxN
 2 PxB NxKP!
 3 PxN QxPch and wins
 Black continues 4 . . . QxB/Q6.

274 1 BxPch!
 2 KxB Q—N5ch
 If now 3 K—R1, Q—B6 mate.
 3 K—B1 QxRch
 If now 4 R—K1, Q—R6ch forcing checkmate.
 4 K—N2 Q—N5ch
 5 K—B1 Q—B6ch
 6 K—K1 QxRch
 Black wins the Bishop too.

275 1 RxBch!
 2 PxR QxKPch
 Black wins the Rook.

276 If Black tries to win a piece by the double attack 1 . . . Q—K4? he fails after 2 N—B3! The right way is:

1 RxN!
 2 RxR Q—K4!

Black wins the Rook because of the threat . . . Q—R7 mate.

277 1 RxN!
 2 PxR B—Q5ch
 Black wins the Rook.

278 1 NxQP!
 2 PxN Q—R5ch
 Black continues 3 . . . QxB.

279 1 R—Q4!
 2 B—B4 . . .
 After 2 B—K8 Black has the same winning move.
 2 P—QN4 and wins

280 1 P—K6!
 Threatens . . . P—K7.
 2 R—K1 PxP
 Black wins a piece.

281 1 P—N3!
 2 Q—R4 BxKBPch!
 3 KxB P—N4ch
 Black wins the Queen and comes out a Rook ahead.

282 1 P—KN4!
 2 B—N3 P—N5
 If the attacked Knight moves, 3 . . . N—K5 wins a piece.
 3 P—QR3 PxN!
 4 PxB PxP
 The double attack wins a piece.

283 1 P—Q5!
 Threatens 2 . . . QxQch! 3 KxQ, P—Q6ch winning a piece.
 2 QxQ PxQ
 Black wins a piece, for if 3 N moves, P—Q7ch wins the Rook.

284 1 NxPch!
 2 PxN Q—Q5ch
 3 K—R1 RxR and wins

285 1 RxB
 2 RxR BxPch
 Black continues 3 . . . BxR.

286 1 Q—B5!
This wins a piece, as White cannot guard both Rook and Knight.

287 1 Q—N3!!
Threatening ... QxP mate and also attacking White's Bishop. White can stop the mate only by losing his Bishop. Instead this follows:
2 BxQ N—K7 mate!

288 1 NxBch
Forcing White's reply.
2 QxN Q—Q5ch and wins
Black continues 3 ... QxN/B6.

289 1 RxBP!
If now 2 RxR, RxPch; 3 PxR, BxRch; 4 QxB, QxQch and 5 ... QxR. If 2 PxR, RxPch and mate next move.
2 B—R2 RxP!
3 PxR/R3 RxR mate

290 1 Q—R6!!
Threatening not only ... QxB but also ... N—N6ch and mate next move.
2 PxQ N—B7 dbl ch
3 K—N1 NxP mate

291 1 R—Q6
2 QR—B1
White can stop mate only by losing his Bishop.
2 R—R6 mate

292 1 PxP!
2 R—Q2 PxP dis ch
If now 3 K—N2, R—KR6! saves everything for Black.
3 KxP B—R2!!
Black wins, for if 4 BxR, BxPch and 5 ... BxR.

293 1 Q—K2!
Attacking the Rook and also threatening ... Q—K8 mate.
2 P—KR4 Q—K8ch
3 K—R2 QxPch
Black continues 4 ... QxR.

294 1 P—B4
2 N—B3 P—B5 and wins

295 White's discovered attack wins the Queen because of the threat 2 Q—R8 mate:
1 N—Q5! Resigns

296 White's discovered attack wins the Queen or forces checkmate:

1 N—K6! QxB
2 N—Q5! Q—K5
3 N/Q5—B7 mate

297 1 RxPch!
If now 1 ... PxR; 2 B—N6ch wins the Queen. Or 1 ... BxR; 2 B—N5ch with the same result. So Black must move his King, remaining with a decidedly inferior game.

298 1 B—K7! R—K1
2 B—N4 Resigns
By threatening mate, White wins the Queen.

299 1 QxR QxQ
2 P—B8/Q dis ch Resigns

300 1 B—R6! R—N1?
This loses a whole Rook instead of "only" the Exchange.
2 B—B4ch
White wins a whole Rook.

301 1 NxN! QxQ
Or 1 ... QxN; 2 Q—N7 mate.
2 NxNch K—R1
3 N—B7 mate

302 1 NxB! Resigns
If 1 ... RxN; 2 QxR; or 1 ... RxQ; 2 NxQch and White wins a Rook in either event.

303 1 N—N5! QxN
2 BxB and wins

304 1 RxN! NxR
2 RxN
If now 2 ... QxR; 3 N—R6ch wins the Queen.

305 1 P—Q6! BxB
2 PxB R—K1
3 KxB PxN
4 PxP RxP
5 P—N6!

White will win the Queen Rook Pawn and Queen Pawn, but aside from that, his far advanced passed Pawn assures him an easy win.

306 1 Q—N4 P—N3
2 N—R6ch Resigns

307 1 P—KB3 B—R4
2 P—KB4!

- If 2 . . . BxB; 3 PxN or 2 . . . PxP; 3 BxB. White wins a piece in either event.
- 308** 1 N—K6! Q—R4ch
If 1 . . . QxB; 2 N/N5—B7 mate.
2 B—Q2 QxBch
3 QxQ NxQ
4 N/N5—B7 mate
- 309** 1 B—B4! RxRch
If 1 . . . QxB; 2 RxRch etc.
2 BxR! Q—R4
3 R—K1! Resigns
If the Bishop moves, 4 Q—K8ch! decides.
- 310** 1 NxBP! QxN
Else his Rook goes lost.
2 BxPch Resigns
White wins the Queen.
- 311** 1 PxP BxP
Or 1 . . . NxQBP; 2 BxN winning a piece.
2 BxB NxB
3 RxN! Resigns
If 3 . . . QxR/B4; 4 RxRch etc.
- 312** 1 N—K6ch! QxN
2 Q—R5ch K—N1
If 2 . . . K—B3; 3 P—N5 mate.
Or 2 . . . P—N3; 3 Q—R7ch, K—B3; 4 QxP mate.
3 B—R7ch K—R1
4 B—N6 dis ch K—N1
5 Q—R7 mate
- 313** 1 N—N5! R—Q1
If 1 . . . QxQ; 2 NxP/B7 mate!
2 QxQ RxQ
3 NxP/B7ch K—N1
4 P—R5 Resigns
The Rook is trapped, leaving Black with a lost ending.
- 314** 1 B—Q5! Resigns
If 1 . . . RxR; 2 Q—N8 mate. If 1 . . . RxB; 2 RxR mate or 1 . . . QxB; 2 RxRch followed by mate.
- 315** 1 N—N5! BxN
2 BxB NxPch
3 RxN . . .
White continues 4 BxR.
- 316** 1 Q—K6ch! K—R2
No better is 1 . . . K—R4
2 N—B6ch PxN
3 QxQ Resigns

- 317** 1 BxPch! KxB
2 QxQ Resigns
- 318** 1 N—Q5! NxN
If 1 . . . QxQ; 2 NxNch wins a piece.
2 QxQ NxQ
3 BxB! QN—Q2
4 BxR KxB
5 P—K5 N—Q4
6 BxN PxB
7 P—K6 and wins
- 319** 1 BxN! PxB
2 NxP/B6ch! BxN
3 RxNch! Resigns
White continues 4 QxQ.
- 320** 1 RxP! QxKB
2 B—B5! QxQ
Expecting 3 RxQ??, R—Q8ch and Black forces mate.
3 RxBch! QxR
4 RxQ mate
- 321** 1 N—B6!! Resigns
No matter how Black plays he is checkmated. For example: 1 . . . NxQ; 2 RxP mate. Or 1 . . . PxN; 2 QxRP mate. Or 1 . . . P—R3; 2 Q—R7 mate.
- 322** 1 P—Q5! Resigns
In saving his Queen, Black loses his Knight.
- 323** 1 NxP! BxQ
"Best" is 1 . . . PxN; 2 QxB and White wins easily.
2 BxPch K—K2
3 N—Q5 mate
- 324** 1 N—Q5! Q—R5
2 B—N5ch! QxB
3 NxPcb Resigns
Black loses his Queen.
- 325** 1 RxN! QxR
2 NxP Q—B1
3 BxB QxB
4 N—N6! B—B3
5 N—K7ch! K—R1
6 QxB! PxQ
7 BxP mate
- 326** 1 P—B7 dis ch K—R2
On 1 . . . B—N2 White makes a new Queen.
2 Q—B5ch K—R1
3 Q—B6ch K—R2

- 4 P—N6ch Resigns
Black loses his Queen.
- 327** 1 N—N6! R—R2
2 N/B3xB QxN
3 NxB RxN
4 BxPch Resigns
White wins a whole Rook.
- 328** 1 QxN!! QxQ
2 P—QB4 Q—Q2
3 RxPch K—R1
4 R—N8 dbl ch KxR
5 R—N1ch Q—N5
6 RxQ mate.
- 329** 1 N—Q6 R—K2
If 1 . . . R—B1 White wins the
Exchange in the same way. But if
1 . . . R—KN1?; 2 N—B7 mate!
2 NxB . . .
White wins the Exchange by 3
BxR etc.
- 330** 1 RxB! QxR
2 N—KN6! Resigns
If 2 . . . QxQ; 3 N/Q5—K7 mate.
- 331** 1 . . . BxN!
2 QxR N—K4
Threatens . . . Q—N5.
3 K—R1 BxNPch!
4 KxB Q—N5ch
5 K—R1 Q—K5ch
6 K—N1 N—B6ch
7 K—N2 N—R5 dbl ch
8 K—N3 Q—N7ch
9 KxN B—K2ch
And Black mates next move.
- 332** 1 . . . N—Q6!
2 R—Q1 Q—R8ch
3 K—K2 N—B5ch!
Resigns
If 4 PxN, QxRch; 5 K—K3, Q—
Q6 mate. If 4 K—B3, QxNPch wins
the Queen.
- 333** 1 . . . B—K6!
Resigns
Black threatens mate as well as
. . . BxBch.
- 334** 1 . . . RxKP!
2 QxR Q—B6ch
3 Q—B2 QxQ mate
- 335** 1 . . . N—B2
Resigns
White must lose the Knight or the
Bishop.

- 336** 1 . . . NxP!
2 QxQ NxRch
3 K—B1 BxQ
4 KxN RxN
Resigns
- 337** 1 . . . NxN
2 QxN N—N5ch!
Resigns
White loses his Queen.
- 338** 1 . . . NxP!
If now 2 BxB, N—Q6ch followed
by . . . QxB. If 2 PxN, BxB etc.
- 339** 1 . . . QxR!
2 RxQ RxN
3 RxR RxR
4 Q—R3 . . .
After 4 Q—R1 Black wins the
Queen the same way.
4 . . . RxPch
5 K—R1 RxPdisch
Resigns
White loses his Queen.
- 340** 1 . . . N—K6
Forcing White's reply.
2 R—K1 N—B5ch!
3 BxN RxR and wins
- 341** 1 . . . BxQP!
2 QxB BxPch!
3 NxB RxQ
Resigns
- 342** 1 . . . NxBP!
2 KxN BxNPch
Resigns
White loses his Queen.
- 343** 1 . . . Q—B8ch
2 K—R2 Q—B5ch
If now 3 K—N1, N—B6ch wins
White's Queen.
3 K—R1 Q—KB8ch
4 K—R2 QxR and wins
- 344** 1 . . . P—Q6!
If now 2 QxP, QxB etc.
2 BxQ PxQ and wins
White loses his Rook or Bishop.
- 345** 1 . . . B—KR6!
2 QxR B—QB4ch
If now 3 R/K4—Q4, BxRch; 5
RxB, Q—K8 mate.
3 K—R1 BxPch!
4 KxB Q—N5ch

- If now 5 K—R1, Q—B6 mate.
 5 K—B1 Q—B6ch
 6 K—K1 Q—B7 mate
- 346** 1 N—KB6ch!
 If now 2 K—R1, NxR wins.
 2 PxN Q—N3ch
 3 K—R1 N—N6ch!
 4 RPxN QxQ
 Resigns
- 347** 1 RxBch!
 2 KxR B—Q6ch!
 Resigns
 White loses his Queen.
- 348** 1 N—KN6!
 2 QxQ N/Q5—K7 mate
- 349** 1 QxRch! KxQ
 2 B—B2 dis ch! and wins
 White continues 3 BxQ.
- 350** 1 B—R7ch K—R1
 2 B—N8 disch! KxB
 Or 2 ... B—R3; 3 Q—R7 mate.
 3 Q—R7 mate
- 351** 1 N—B7!! Q—R3
 If 1 ... KxN; 2 PxP dis ch wins
 Black's Queen.
 2 PxP and wins
 Black cannot save his Queen,
 Rook, and Bishop.
- 352** 1 NxP! RxQ
 If 1 ... NxB; 2 N—N5 dis ch,
 K—R3; 3 RxP mate.
 2 NxR dis ch K—B3
 3 NxQ and wins
 White comes out the Exchange
 ahead.
- 353** 1 RxN! PxR
 2 QxRch! KxQ
 3 PxPdisch and wins
 White continues 4 PxQ.
- 354** 1 QxNch! K—K2
 If 1 ... KxN; 2 N—B6 dis ch
 and mate.
 2 N—Q6 Resigns
- 355** 1 R—Q7ch R—B2
 2 RxRch KxR
 3 B—B8 disch
 White continues 4 BxB.
- 356** 1 R—KR1
 Threatens 2 K—N2 dis ch and
 mate.

- 1 K—R4
 2 K—N3 dis ch
 White wins the Bishop.
- 357** 1 Q—Q5
 Threatening a discovered check—
 such as R—B6 dis ch.
 1 Q—B8ch
 If 1 ... K—R1; 2 Q—Q8ch and
 mate next move.
 2 R—B1 dis ch Resigns
- 358** 1 Q—B5ch R—K2
 2 N—N6ch! KxB
 If 2 ... PxN; 3 R—R8ch, KxB;
 4 PxN dis ch, K—K3; 5 R—K1ch
 and White mates soon.
 3 PxN disch K—N1
 If 3 ... KxN; 4 Q—B5 mate.
 4 NxRch K—R1
 5 N—N6ch K—N1
 6 Q—B8ch! RxQ
 7 RxR mate
- 359** 1 P—Q5 dis ch Resigns
- 360** 1 B—R5ch! P—N3
 2 NxNP! N—N3
 If 2 ... PxN; 3 BxP mate.
 3 N—K5 mate
- 361** 1 BxN NxB
 2 BxP dis ch K—Q2
 3 BxB Resigns
 If 3 ... RxB; 4 N—K5ch wins
 the Bishop.
- 362** 1 NxPch! BxN
 2 RxB BxB
 3 RxPch K—R1
 4 RxP dis ch K—N1
 5 R—KN7ch K—R1
 6 R—QB7disch K—N1
 7 RxB Resigns
- 363** 1 RxB! QxR
 2 BxPch K—N1
 3 P—B5 dis ch
 White continues 4 PxQ.
- 364** 1 QxPch! KxQ
 2 PxP dis ch K—N3
 3 PxP
 White plays 4 PxR/Q, leaving
 him a whole Rook ahead.
- 365** 1 R—R8ch! KxR
 2 P—K6 dis ch Q—N2
 3 BxQch Resigns
 Black has only two pieces for
 the Queen.

366 White wins the Queen:
1 N—B5 dis ch Resigns

367 1 Q—R5ch! K—N2
If 1 . . . KxQ; 2 N—B7 dis ch,
B—N4; 3 RxB mate.
2 Q—R7ch K—B1
3 QxR N—K2
4 RxBch QxR
5 N—R7ch Resigns
White wins the Queen.

368 1 N—R5 PxN
2 BxPch K—R1
3 B—N6 dis ch K—N1
4 Q—R7ch K—B1
5 B—R6ch K—K2
6 QxPch K—Q1
7 QxR mate

369 1 R—N3ch! PxR
2 BxPch! KxB
3 RPxPdisch K—N1
4 R—R8 mate

370 1 R—K7! BxN
2 RxPch K—R1
3 RxB dis ch K—N1
4 RxB Resigns

371 1 RxNch KxR
2 NxP dis ch and wins

372 1 Q—R8ch N—N1
2 QxPch! KxQ
3 BxB dis ch K—R1
4 RxNch! KxR
5 R—N1ch K—R1
6 B—B6 mate

373 1 R—K7! K—N1
If 1 . . . QxR; 2 P—B6 dis ch
wins the Queen.
2 RxRP and wins

374 1 QxRPch! BxQ
2 P—B7 dis ch P—K4
3 BxP mate

375 1 N—N6ch! PxN
2 PxNP dis ch and wins

376 1 QxPch! QxQ
2 RxQch KxR
3 R—R1ch B—R7
4 RxBch K—N2
5 B—R6ch K—R2
6 BxR mate

377 1 R—N7ch K—B1
2 RxQP dis ch K—N1
3 R—KN7ch K—B1
4 R—N7 dis ch K—N1
5 RxRch N—B1
6 RxN mate

378 1 QxPch! KxQ
2 R—QR3ch K—N2
3 B—R6ch K—R1
4 B—B8 mate

379 1 QxPch! KxQ
2 B—R5ch! KxR
3 B—B7 mate

380 1 R—B8 dis ch B—R4
2 QxBch! PxQ
3 R—R6 mate

381 1 NxNP! KxN
2 QxPch! KxQ
3 BxN mate

382 1 P—N4! N—B5
If 1 . . . N—B3; 2 B—Q5 dis ch
wins the Knight.
2 BxN dis ch and wins

383 1 N—K6 dis ch! PxQ
2 B—N7 mate

384 1 QxRP! PxQ
2 PxP disch K—B1
3 R—N8ch! KxR
4 P—R7ch K—B1
5 P—R8/Q mate

385 1 . . . BxN!
2 RxR P—K7 disch
3 K—R1 P—K8/Q mate

386 1 . . . QxB!
So that if 2 QxQ, R—K8ch, 3
B—B1, RxBch!; 4 RxR, P—B7
mate.

2 Q—B1 Q—N7!
3 Q—B1 QxR!
4 QxQ R—K8ch!
5 QxR P—B7 dis ch

Black mates in two moves.

387 1 . . . N—Q5disch!
2 N—Q2 RxNch
3 RxR N—B6ch
Followed by 4 . . . NxR.

388 1 . . . N—R5 dis ch
If now 2 K—N1, Q—KN5 mate.
2 K—K1 NxN mate

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

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

391 1 RxNPch!
2 KxR RxPch!
3 BxR P—K6 dis ch
Resigns

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

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

393 1 QxB!
2 PxQ R—Q1 dis ch
Followed by 3 ... RxQ.

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

3 ... BxQch
4 KxB NxP
5 R—R4

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

5 KR—Q1
6 B—N6 R—Q7ch
7 K—B3 RxN!
8 PxR P—K7 and wins

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

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

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

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

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

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

Followed by 10 R—R4 mate.

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

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

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

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

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

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

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

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

407 1 RxNP! PxR
2 Q—R7ch N—Q2

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

3 BxN! Q—N1
If 3 . . . QxB; 4 QxQch, KxQ;
5 RxR and White wins easily.

4 R—N7ch! KxR
If 4 . . . RxR; 5 QxQ and wins.
Or 4 . . . K—Q1; 5 QxQch and wins.

5 B—B8 dbl ch! and wins
The most beautiful double check
ever played. After 5 . . . KxB; 6
QxQch White wins a Rook.

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

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

410 1 R—N8 dhl ch! KxR
2 R—KN1 mate

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

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

413 1 R—N8ch! KxR
Or 1 . . . RxR; 2 NxQ etc.
2 NxQ dbl ch Resigns
White wins the Black Queen with-
out losing his own.

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

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

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

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

417 1 . . . N—B6 mate!

418 1 . . . Q—N7ch!
2 KxQ RxNP mate

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

420 1 . . . RxBP!
2 QxQ RxN mate

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

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

4 RxR QxR
If 4 . . . PxR; 5 N—B6ch.
5 N—B6ch K—B1

If 5 . . . QxN; 6 QxBch and
mate follows.
6 B—Q6ch! QxB
7 QxBch K—K2
8 N—N8 mate

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

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

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

426 1 R—B8ch! QxR
2 QxPch! RxQ
3 RxR mate

427 1 R—Q5ch! NxR
If 1 . . . K—R3; 2 B—B8ch
wins.

2 B—K2ch K—R4
3 R—QR7ch R—R3
4 RxR mate

428 1 R—K5 Q—Q2
2 RxRch QxR
3 P—Q7! QxP
4 Q—N8ch K—R2
5 Q—R8ch! NxQ
6 R—N7 mate

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

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

431 1 B—B6! PxB
Or 1 . . . R—KN1; 2 QxNPch!,
RxQ; 3 R—Q8ch and mate follows.
2 KPxP R—KN1
3 R—Q8! QRxR
4 RxR Resigns
White threatens mate, and if 4
. . . RxR; 5 Q—N7 mate.

432 1 Q—K7! Q—B2
If 1 . . . RxQ; 2 R—B8 mate.
If 1 . . . RxR; 2 Q—N7 mate.
2 Q—B8ch! RxQ
3 RxR mate

433 1 RxP! Resigns
If 1 . . . RxR; 2 Q—Q8 mate;
if 1 . . . QxR; 2 Q—Q7 mate.

434 1 RxB! Resigns
If 1 . . . R/N1xR; 2 RxR. Or 1
. . . R/R1xR; 2 RxR. In either case
White has won a piece.

435 1 BxP! PxB
2 NxP R—KN1
3 R—K8! Resigns
If 3 . . . RxR; 4 Q—N7 mate. If
3 . . . QxR; 4 Q—B6ch and mate
next move.

436 1 RxB! QxR
2 Q—N6 Resigns
There is no defense to the coming
3 QxRP mate.

437 1 R—QB5ch! K—N1
If 1 . . . N—B2?; 2 QxQ. If 1
. . . R—B2; 2 RxRch, KxR; 3
RxPch with an easy win.

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

3 RxRch KxR
4 Q—N2ch K—N1
5 R—N5ch K—B2
6 Q—N7ch K—Q3
7 R—Q5 mate

438 1 R—K8! QxR
Or 1 . . . RxR; 2 Q—N7 mate.
2 Q—B6ch R—N2
3 QxR mate

439 1 PxP! NxQ
2 PxN dis ch K—N1
3 R—R8ch! KxR
4 P—B7! B—K2
If 4 . . . Q—R5; 5 PxN/Qch and
mate next move.

5 R—R1ch B—R5
6 P—B8/Q mate

440 1 R—KR3! QxR
2 QxR mate

441 1 P—KB5! Q—N4
If 1 . . . QxP; 2 BxP mate. If 1
. . . BxP; 2 BxPch, QxB; 3 RxR
mate.

2 BxPch! QxB
3 P—B6 Q—N3
4 P—B7 dis ch N—K4
5 RxN! PxR
6 QxPch! Resigns

If 6 . . . RxQ; 7 P—B8/Qch and
mate next move. If 6 . . . Q—N2;
7 QxRch, BxQ; 8 PxB/Qch, Q—
N1; 9 QxQ mate.

442 1 BxP! RxR
2 NxP Q—K2
3 NxR QxN
4 Q—B4! R—K2
5 P—B6! . . .

If now 5 . . . R—K3; 6 RxN!,
RxR; 7 P—B7 threatening 8 Q—B6
mate or 8 PxQ/Qch or 8 QxRch,
QxQ; 9 P—B8/Q mate.

5 . . . N—N3
6 RxR NxR
7 P—B7! Resigns

If 7 . . . Q—KB1; 8 Q—B6ch,
Q—N2; 9 P—B8/Qch and mate
next move.

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

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

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

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

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

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

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

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

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

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

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

1 QxB! Resigns

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

454 1 QxRP! QxQ
 If 1 . . . R—B2; 2 QxR! winning as in the main line.

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

455 1 Q—R5ch! RxQ
 2 B—N6 mate

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

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

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

1 . . . Q—Q2!

Resigns

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

459 1 . . . NxBch
 Resigns

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

460 1 . . . R—N3ch
 2 K—R2 Q—Q7ch!
 3 BxQ R—B7ch
 4 Q—N2 RxQ mate

461 1 . . . N—B6!
 Resigns
 If 2 BxN, RxN mate. On other moves there follows 2 . . . RxNch!; 3 BxR, RxKRP mate.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

2 QxPch! RxQ
3 R—N8 mate

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

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

482 1 QxNch! BxQ
2 NxP mate

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

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

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

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

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

488 1 RxN! PxR
2 BxPch K—N2
3 Q—R5 Resigns
There is no good defense to the threat of 4 Q—R6ch, K—R1; 5 B—N6 dis ch, K—N1; 6 Q—R7 mate or 6 Q—R8 mate.

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

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

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

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

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

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

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

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

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

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

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

500 1 Q—K6ch K—N2
2 Q—K7ch Resigns
White wins the Knight.

501 1 R—K1! Resigns
Black cannot defend himself. If
1 . . . R×R; 2 QxBch, K—K2; 3
QxR and wins. If 1 . . . K—Q2; 2
R×R wins at once.

502 1 QxRP! Resigns
If 1 . . . R×Q; 2 R—B8 mate.
Black cannot meet the threats of
2 QxR mate or 2 QxP mate or 2
Q—B7 mate.

503 1 B—B8! BxB
2 RxBch K—N2
3 KxN Resigns
White has won a piece.

504 1 BxPch! QxB
2 R—Q8ch KxR
3 QxQ Resigns
White has all the play.

505 1 BxN! QxQ
2 R—K1ch R—K2
3 RxBch K—B1
4 R—Q8 mate

506 1 RxB! QxR
2 B—N5! Q—B1
If 2 . . . QxB; 2 B—B6 forces
mate.
3 BxR QxB
4 B—B6 Q—B1
5 QxQch KxQ
6 R—Q1 Resigns
Only 6 . . . B—Q2 stops mate,
but then 7 RxB leaves White a
piece ahead.

507 1 R—K7! QxR
2 QxRch Resigns
White wins the other Rook as
well.

508 1 N—K6! NxN
If 1 . . . PxN; 2 Q—B8ch, K—
R2; 3 Q—R6ch, K—N1; 4 R—B8
mate.
2 QxPch K—R1
3 QxN/K6 Resigns
White can win as he pleases.

509 1 R—K7! QxR
2 NxR Q—B1
3 RxBch! KxR

4 Q—R5ch Q—R3
5 QxQ mate

510 1 Q—B2ch Q—N3
If 1 . . . P—N3; 2 R—Q7ch,
K—N1; 3 Q—B4ch forcing mate.
2 R—R8ch KxR
3 QxQ Resigns

511 1 RxB! QxR
2 N—N5
Another way is 2 RxBch, KxR;
3 N—N5ch and 4 NxQ.
2 . . . Q—N3
3 RxBch QxR
4 N—B7 mate

512 1 BxP Q—K3
2 R—Q5 Q—N5
If 2 . . . Nx13; 3 PxN, Q—N3
(or 3 . . . Q—B4 or 3 . . . QxP
with the same result); 4 NxBch
winning the Queen.
3 QxQ NxQ
4 NxBch and wins

513 1 K—N3 R—Q5
If the Rook moves on the file, 2
NxR wins a piece.
2 N—B5ch Resigns
White wins the Rook.

514 1 R—Q6 R—B3
Or 1 . . . R—K2; 2 NxNP and
wins.
2 N—Q7
White wins the Exchange.

515 1 R—Q7! QxR
2 QxPch K—R3
3 Q—N7ch K—R4
4 P—N4ch K—R5
5 B—Q4 Resigns
White intends 6 B—B2 mate.

516 1 QxRch! QxQ
2 R—Q7ch QxR
3 RxBch
And 4 BxN wins a piece.

517 1 BxNP! Q—N4
If 1 . . . RxB; 2 Q—B8 mate.
If 1 . . . QxB; 2 Q—B6 mate.
2 Q—B7! P—K4
White threatened 3 BxP mate or
3 QxBP mate.
3 QxRch! QxQ
4 B—KR4ch Q—N4
5 BxQ mate

518 1 RxN! QxR
 2 NxBch PxN
 3 B—B5! Resigns
 Black has no adequate defense against the coming 4 QxRP and 5 Q—N7 mate.

519 1 RxN! PxR
 2 RxP
 Threatens 3 N—B5 dis ch.
 2 ... K—B2
 3 N—N5ch K—B1
 4 R—K6! ...
 Threatens 5 RxNch.
 4 ... Q—B5
 5 P—N3! QxRP
 6 R—K8ch! Resigns
 If 6 ... KxR; 7 Q—K6ch forcing mate.

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

521 1 R—R8ch! BxR
 2 RxBch KxR
 3 Q—R6ch K—N1
 4 N—B6 mate

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

523 1 ... R—K6!
 If now 2 QxR, Q—R8 mate.
 2 Q—N2 RxP and wins

524 1 ... RxBch!
 2 QxR B—Q6ch!
 If now 3 K—B1, B—R6 wins.
 3 K—B3 B—N5ch!
 Resigns
 If 4 QxR, ♙—B7 mate.

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

526 1 ... B—B7ch!
 Resigns

527 1 ... BxN
 2 QxB RxPch
 3 BxR QxBch
 4 K—R1 B—K5ch
 Black mates next move.

528 1 ... R—R8ch
 Resigns

529 1 ... BxN
 2 PxR P—KN4
 Black wins a piece.

530 1 ... RxPch!
 2 KxR RxR
 Black is two Pawns ahead, and will soon win a third.

531 1 ... B—K7!
 This wins back the Exchange, leaving White in a hopeless situation with two Pawns down.

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

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

534 1 ... N—B5
 2 R—B2 NxR
 3 RxN RxN
 Resigns

535 1 ... Q—Q3!
 Threatening ... QxQ as well as the mate that actually occurs. If 2 Qx♙, RxR mate.
 2 Q—R3 Q—R7ch
 3 K—B1 Q—R8 mate

536 1 ... Q—B5!
 If now 2 N—R3, QxQ wins a Rook. If 2 K—B2, RxR; 3 QxR, QxN etc.
 2 QxQ RxBch
 3 Q—B1 B—Q5ch
 4 K—R1 RxQ mate

537 1 ... NxN!
 If now 2 NxN, QxRch or 2 KxN, QxN.
 2 RxQ BxN
 Black comes out a piece ahead.

538 1 ... N—B7ch
 Resigns
 If 2 QxN, QxN mate.

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

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

- 7 N—B6ch K—R1
8 R—R7 mate
- 551 1 RxPch! PxR
2 Q—R5 mate
- 552 1 B—R6! QxB
2 KR—K1ch B—K2
If 2 ... B—K3; 3 Q—Q7 mate.
3 BxNch K—B1
4 Q—Q8ch! BxQ
5 R—K8 mate
- 553 1 RxB! KxR
2 B—K3! Resigns
If 2 ... QxB; 3 RxPch, K—Q1;
4 QxN and mate follows.
- 554 1 B—R6! BxB
2 N/K4xP KR—Q1
The threat was 3 Q—R7 mate.
3 R—R8ch! BxR
4 Q—R7ch K—B1
5 QxB mate
- 555 1 R—K5!
Threatens 2 Q—R5ch, K—N1;
3 N—K7ch!, RxN; 4 Q—B7ch and
5 R—R5 mate.
1 R—KB1
If 1 ... BxR? 2 Q—R5ch, K—N1;
3 N—K7ch and mate next move.
2 N—K7! Resigns
If 2 ... RxQ; 3 R—R5 mate.
- 556 1 P—Q7 Q—Q1
Else the Pawn queens.
2 Q—Q6ch Resigns
White wins a Rook.
- 557 1 N—K7ch! QxN
2 R—R8ch! KxR
If 2 ... K—B2; 3 Q—R5ch,
P—N3; 4 QxNP mate.
3 Q—R5ch K—N1
4 Q—R7ch K—B2
5 B—N6 mate
- 558 1 N—N5! PxN
White threatened 2 Q—R7 mate.
2 Q—K6ch
White continues 3 QxR with the Exchange ahead.
- 559 1 P—K6! PxP
2 N—K5 Q—K1
3 N—N6ch! Resigns
If 3 ... PxN; 4 R—R3ch forces mate.

560 1 P—N6! QxNP
 If 1 . . . QxB; 2 QxP mate. If
 1 . . . PxP! 2 N—N5 wins.
 2 BxN! Resigns
 If 2 . . . QxB; 3 R—N1 wins
 Black's Queen.

561 1 BxPch! KxB
 2 R—R3ch N—R3
 3 N—B4! PxN
 4 RxN PxB
 5 Q—R5 Resigns
 Black has no defense.

562 1 N—Q5! PxN
 If 1 . . . Q—B2; 2 Q—R8 mate.
 2 BxQPch B—K3
 3 BxBch QxB
 4 RxBch! KxR
 5 Q—R7ch K—B3
 6 R—R6 mate

563 1 RxR! PxR
 2 R—B8! Q—Q4
 If 2 . . . RxR; 3 Q—QR1ch wins;
 likewise after 2 . . . QxR; 3 Q—
 Q4ch etc.

3 Q—QR1ch! P—K4
 If 3 . . . RxQ; 4 RxNch forces
 mate.

4 BxPch QxB
 5 RxNch! K—N2
 6 R—B7ch! Resigns
 If 6 . . . KxR; 7 NxQch or 6
 . . . K—N1; 7 QxRch wins.

564 1 R—K4! P—N4
 2 R—R4ch! PxR
 3 Q—R6ch Resigns
 White mates next move.

565 1 R—K8ch! RxR
 2 Q—N4ch! QxQ
 3 N—B6 mate

566 1 N—Q5! KPxN
 2 RxPch! KxR
 3 QxKNPch K—B1
 4 R—KB1ch Resigns
 White mates soon.

567 1 N—K7ch! QxN
 2 QxRPch! KxQ
 3 R—R5ch K—N1
 4 R—R8 mate

568 If 1 P—N6, QxNP; 2 Q—
 B4ch, P—Q4 and Black has a de-
 fense. White therefore uses a clear-

ance move to control the important
 diagonal:

1 N—K5! PxN
 White threatened R—R8 mate.
 If 1 . . . QxN; 2 QxQ, PxQ; 3
 P—N6 followed by mate.
 2 P—N6! QxNP
 3 Q—B4ch Resigns
 Interposition at King Bishop 2
 allows 4 R—R8 mate.

569 1 P—KB4! PxP
 2 RxPch! KxR
 3 Q—R5ch K—N2
 4 Q—R6ch K—N1
 5 Q—R8 mate

570 1 P—N5! BxQNP
 2 N—K6! P—KR4
 White threatened mate in two by
 3 Q—B6ch etc.
 3 Q—B6ch K—R2
 4 B—N4 Resigns
 For White plays 5 N—N5ch,
 K—R3; 6 B—B8ch followed by
 mate.

571 1 N—K5! Q—K3
 Or 1 . . . Q—K1; 2 N/R4—N6ch,
 PxN; 3 B—B4!, PxB; 4 R—R1ch,
 K—N1; 5 QxPch, R—B2; 6 NxNP
 and 7 R—R8 mate.

2 B—B4! PxB
 3 P—B5! QxN
 4 N—N6ch! PxN
 5 BPxP QxKNP
 6 R—R1ch K—N1
 7 QxPch Q—Q4
 8 R—R8ch! KxR
 9 Q—R4ch K—N1
 10 Q—R7 mate

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

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

574 1 Q—Q8ch Q—B1
 2 RxPch! BxR
 3 Q—B6ch Q—N2
 If 3 . . . B—N2; 4 R—R1 mate.
 4 R—R1! QxQ
 5 PxQ . . .
 White mates next move.

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

576 1 B—N5! QxQB
 2 Q—KB5ch! QxQ
 3 RxRch KxR
 4 R—K8 mate
 (Another way is 1 RxRch, KxR;
 2 B—N5ch etc.)

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

578 1 K—N2
 Threatens 2 . . . R—R1ch and
 3 . . . Q—R6 (or 3 . . . R—R8ch!).
 2 P—K6 R—R1ch
 3 K—N1 Q—K1
 4 P—KN4 R—R8ch!
 5 KxR Q—R1ch
 6 K—N1 Q—R6
 And Black checkmates.

579 1 QxR
 2 RxQ N—Q6ch
 After 3 . . . NxQ Black will be
 a Rook ahead.

580 1 Q—N1!
 2 PxP B—R6!
 3 PxPch K—Q2!
 4 QxB R—R1ch
 5 K—N1 R—R8ch!
 6 KxR R—R1ch
 7 K—N1 R—R8ch!
 8 KxR Q—KR1ch
 9 K—N1 Q—R7ch
 10 KxN Q—R8 mate

581 1 P—K6!
 2 PxP PxP
 3 NxP N—Q6ch!
 4 PxN QxPch
 5 K—K2 N—Q5 mate

582 1 B—N4!
 2 PxB N/R4—N6ch
 3 NxN NxNch
 4 PxN PxP disch
 5 K—N1 R—R8ch!
 6 KxR R—R1ch

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

583 1 R—Q5! Resigns
 If 1 . . . PxR; 2 QxRch and mate
 next move. If 1 . . . QxR; 2 Q—B6
 mate.

584 1 B—Q6! Resigns
 If 1 . . . QxQ; 2 R—B8 mate. If
 1 . . . RxR; 2 Q—N1ch and mate
 follows.

585 1 B—K6ch! K—N1
 If 1 . . . PxR; 2 Q—Q7ch forces
 mate.
 2 N—Q7ch K—B1
 3 N—B5 disch K—N1
 4 N—R6ch! PxN
 5 Q—N4 mate

586 1 B—K4! BxB
 If 1 . . . RxR; 2 P—R3ch, K—
 N6; 3 R—B3 mate.
 3 P—R3ch K—N6
 3 B—K1 mate

587 1 R—B5! PxR
 2 QxP mate

588 1 R—Q7! BxR
 2 BxPch! NxR
 If 2 . . . K—R1; 3 NxP mate.
 3 QxPch K—R1
 4 N—N6 mate

589 1 N—K4! BxN
 2 RxR Resigns
 If 2 . . . PxR; 3 Q—N3 mate.

590 1 P—K7! NxP
 2 BxN RxR
 3 QxNPch K—B1
 4 RxPch Resigns
 White wins after 4 . . . K—K1;
 5 Q—N1ch, K—Q2; 6 B—B5ch
 etc.

591 1 N—K6ch! PxN
 2 Q—B8ch K—B2
 3 QxNch K—N1
 4 R—R1ch B—B1
 5 RxRch KxR
 6 B—R6ch
 White mates next move.

592 1 R—KN3ch K—B2
 2 QxQch Resigns

- 593 1 B—Q6! BxB
2 N—B6ch! PxN
3 R—N1ch K—R1
4 QxPch! KxQ
5 R—KR5 mate
- 594 1 B—B7! QxB
If 1 . . . RxB; 2 Q—N7ch!, RxQ;
3 RxP mate.
2 RxPch! QxR
3 Q—N7ch KxP
4 R—R1 mate
- 595 1 P—K7! R—B2
If 1 . . . QxP; 2 QxQPch, K—R1;
3 KxB and wins.
If 1 . . . R—B3; 2 P—K8/Qch
winning.
If 1 . . . KR—K1; 2 RxPch!,
KxR; 3 R—N1ch forcing mate.
2 RxPch! KxR
If 2 . . . RxR; 3 P—K8/Qch
wins.
3 R—N1ch . . .
White forces mate.
- 596 1 R—QB7! N—K3
White threatened 2 Q—N7 mate.
2 RxB and wins
- 597 1 N—B8! RxN
If 1 . . . QxQ; 2 R—N8 mate.
If 1 . . . QxN; 2 R—N8ch, QxR;
3 Q—KB6ch and mate follows.
2 R—N8ch! RxR
3 QxQch R—N2
4 QxR mate
- 598 1 QxPch! PxQ
2 P—B7ch! QxP
3 R—R8 mate
- 599 1 RxN Q—R5
2 R—B2 RxN
3 R—K7! Resigns
There is no good defense to the
coming 4 QxRch.
- 600 1 N—K6! Resigns
Black is helpless against 2 QxB
mate.
- 601 1 P—R6! B—B3
2 PxP PxP
3 QxP and wins
- 602 1 N—B5! . . .
Threatens 2 QxP mate.
1 . . . BxN
2 Q—B6ch K—N1

- 3 QxRch B—N3
4 Q—B6 Resigns
White forces mate.
- 603 1 R—K3! Resigns
If 1 . . . BxR; 2 QxNP mate.
- 604 1 Q—K6!! BxQ
If 1 . . . RxQ; 2 N/R4—N6 dis
ch, K—N1; 3 R—R8 mate.
If 1 . . . NxN; 2 N/R4—N6 dis
ch also leads to mate.
2 N—B5 disch K—N1
3 N—K7 mate
- 605 1 R—Q6! BxR
2 QxPch K—R1
Or 2 . . . K—B1; 3 QxR/B5ch
etc.
3 QxR/K8ch R—B1
4 BxPch! Resigns
If 4 . . . BxB; 5 QxRch etc.
- 606 If 1 P—B6, apparently win-
ning, Black has the resource 1 . . .
Q—B4ch. White blocks off this de-
fense by:
1 R—K5! BxR
If 1 . . . PxR; 2 Q—N7 mate.
2 P—B6 Resigns
If 2 . . . BxP; 3 QxBch and
mate next move.
- 607 1 . . . R—N8!
2 KxR P—B7
Resigns
White cannot stop the Pawn
from queening.
- 608 1 . . . B—K6!
If now 2 BxB, P—R6! 3 P—N3,
Q—B6 forcing mate. If 2 PxP,
QxKNP mate.
2 QxB RxQ
3 PxR P—R6
4 R—B2 Q—Q8ch
5 R—B1 P—R7ch
Resigns
- 609 1 . . . P—KN4!
Threatens . . . Q—R5 mate.
2 PxP e. p. BxB
Black wins easily, as White's
threat is gone.
- 610 1 . . . B—Q3!
2 RxB . . .
If 2 BxB, P—Q8/Q.
2 . . . P—R7
And Black wins, as one of his
Pawns must queen.

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

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

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

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

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

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

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

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

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

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

2 QxR B—R5!
3 QxB Q—K6ch
Black mates next move.

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

620 1 P—QB4!
If now 2 N—N3 or N—B2, Black plays 2 ... NxPch and 3 ... BxN winning the Exchange.
2 N/Q4—K2 NxQBP
Black has won a Pawn.

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

1 Q—B2!
2 BxQch K—B1!
Resigns
White cannot stop ... R—KR8 mate!

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

623 1 P—Q5!
2 QxQP QxNP mate

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

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

- 626** 1 QxPch! PxQ
2 P—N7ch K—R2
3 PxR/Nch K—R1
4 R—N8 mate
- 627** 1 N—K3! N—Q3
If 1 . . . NxN; 2 R—B8ch wins.
2 R—B8ch Resigns
If 2 . . . N/Q3xR; 3 RxR! wins.
- 628** 1 P—B4! R—K6
2 P—B5! R—K4
3 R—Q8! B—R4
4 P—B6! RxR
If 4 . . . PxP; 5 BxP mate.
5 P—B7! Resigns
Black cannot prevent the Pawn from queening.
- 629** White cannot win by 1 NxB because of 1 . . . R—N8ch!; 2 RxR, QxRch; 3 K—B2, Q—R7ch; 4 K—N3, Q—N3ch.
1 QxR! PxQ
2 NxB Resigns
Black is helpless against P—R7 and P—R8/Qch.
- 630** 1 QxR! QxQ
2 P—Q7 disch Resigns
White continues 3 P—Q8/Q.
- 631** 1 P—K8/Qch! KxQ
2 B—R4 Resigns
- 632** 1 P—B5ch! PxP
2 PxPch K—Q3
Forced. Now White can win with 3 B—Q2, but he chooses an even prettier way:
3 RxR! RxR
4 B—B5ch! Resigns
If 4 . . . KxB; 5 P—B7 wins.
- 633** 1 R—Q8cb! RxR
2 R—B8ch! KxR
3 PxR/Qch Resigns
- 634** 1 RxN! RxR
2 P—K7 R—N1
3 R—Q8 Resigns
There follows 4 RxRch, KxR;
5 P—K8/Qch.
- 635** 1 Q—N5! QxQ
2 P—B8/Qch K—B2
3 QxNch! KxQ
4 N—B7ch and wins
White continues 5 NxQ.

- 636** 1 R—Q6ch! RxR
2 P—N8/Q Resigns
- 637** 1 Q—K6ch! QxQ
2 PxQ Resigns
Black cannot stop the Pawn.
- 638** 1 QxRch! NxQ
2 P—Q7 Resigns
White's twofold threat of 3 PxNeh or 3 P—Q8ch is decisive.
- 639** 1 N—R5! PxP
If 1 . . . NxN; 2 PxP wins.
2 NxN KxN
3 P—R7 K—N2
4 P—B5! Resigns
Black is helpless against the Pawns.
- 640** 1 R—R8ch! K—R2
If 1 . . . KxR; 2 R—B1ch, K—N1; 3 P—K7 dis eh wins.
2 P—K7! QxP
3 RxR Resigns
If 3 . . . QxR; 4 N—B6ch! wins the Queen.
- 641** 1 ♣xRch! QxQ
2 P—B7 Resigns
Black is helpless.
- 642** 1 QxR! PxQ
2 P—R6 Resigns
The Pawn marches in.
- 643** 1 RxB! RxR
2 RxR KxR
If 2 . . . QxR; 3 Q—Q8 mate.
3 Q—Q7ch! QxQ
4 PxQ Resigns
White queens the Pawn.
- 644** 1 R—B8! RxR
2 R—K8ch! NxR
3 P—Q7! N—Q3
4 PxQR/Q NxQ
5 PxP! Resigns
The Pawn must queen!
- 645** 1 Q—R8ch! KxQ
2 P—N7ch K—N1
3 B—R7ch! KxB
4 P—N8/Q mate
- 646** 1 R—B8ch! RxR
2 QxPch! KxQ
3 PxR/Nch! Resigns
White wins easily after 4 NxQ.

- 647** 1 P—R8/Qch RxQ
2 N—B5ch K—N1
3 RxRch KxR
4 Q—R6ch K—N1
5 Q—N7 mate
- 648** 1 RxN! KxR
Forced.
2 N—B5ch K—K1
If 2 . . . K—B2; 3 N—K6ch
wins the Rook; likewise after 3
. . . K—Q3; 4 N—N7ch.
3 N—K6! R—Q8ch
If 3 . . . R—R1; 4 N—B7ch wins.
4 K—R2 R—QR8
5 P—R8/Qch RxQ
6 N—B7ch Resigns
White wins the Rook.
- 649** 1 . . . P—K5ch!
2 BxP NxR
3 KxN P—B7
The Pawn queens.
- 650** 1 . . . QxP!
2 RxQ PxR
Resigns
White cannot stop the Pawn
from queening.
- 651** 1 . . . RxP!
2 NxR Q—B8ch
3 K—R2 P—N8/Q mate
- 652** 1 . . . QxRch!
2 QxQ R—K8ch
Resigns
- 653** 1 . . . RxP!
If now 2 RxR, P—N8/Q.
2 R—QN1 K—B6
Resigns
Black wins a Rook with 3 . . .
K—B7 etc.
- 654** 1 . . . Q—K2!
2 PxQ B—N2
Resigns
After 3 QxP, RxQ Black will win
the Rook, remaining the Exchange
and several Pawns ahead.
- 655** 1 . . . QxR!
2 QxQ P—R8/Q
Resigns
Black has won a Rook.
- 656** 1 . . . PxR!
2 RxB QxR

- 3 R—B1 Q—B7!
Resigns
If 4 RxQ, QPxR followed by 5
. . . R—Q8 and wins.
- 657** White threatens R—KN8 mate.
If Black tries 1 . . . RxN? then 2
R—QN8ch leads to mate. But Black
underpromotes to win:
1 . . . P—B8/Nch!
2 K—N1 N—N6 dis ch
3 RxR RxRch
4 K—R2 N—B8ch
5 K—R1 N—K6 dis ch
6 K—N1 RxRch
7 KxR NxP
Resigns
- 658** 1 . . . R—R6ch
2 K—B2 RxR!
3 PxR P—R6
Resigns
The Pawn must queen.
- 659** 1 . . . N—N6ch!
2 PxN PxP dis ch
3 K—N1 N—B7
Threatens mate.
4 RxN R—R8ch!
5 KxR PxR
Resigns
The Pawn queens.
- 660** 1 . . . R—K8!
2 RxR NxR
Resigns
The Pawn must queen.
- 661** 1 . . . P—Q7!
Resigns
If 2 QxQ, PxR/Q mate. If 2
R—Q1, QxQ wins.
- 662** White has just played QxQ.
Instead of replying . . . NxQ, Black
nonchalantly advances to queen:
1 . . . P—N7!
2 Q—B3 B—N5!
3 QxB NxQ
Resigns
The Pawn must queen.
- 663** 1 . . . B—N7!
Resigns
Black will come out a piece
ahead.
- 664** 1 . . . QxPch!
2 KxQ R—R5ch
3 K—N1 R—R8ch!
4 NxR PxN/Q mate

665 1 BxP!
 2 NxB P—N6
 3 N—B3
 If 3 N—B1, P—N7 wins.
 3 P—N7
 Followed by 4 ... P—R7 and
 Black queens a Pawn.

666 1 RxNch!
 2 KxR P—K7
 3 R—B1 PxR/♙ch
 4 KxQ NxB
 Resigns

667 1 R—B8! RxR
 If 1 ... ♙x♙P; 2 Q—B8ch!
 forces mate.
 2 Q—K7! P—R3
 If 2 ... QxQ; 3 PxR/Qch and
 mate next move.
 3 QxQ PxQ
 4 PxR/Qch Resigns

668 1 Rxf1 QxR
 2 ♙—R4! Resigns
 Black loses his Rook, as he can-
 not go in for 2 ... ♙xQ; 3 R—
 N8ch forcing mate.

669 1 ♙xN! PxQ
 2 RxRch B—K1
 3 BxP! ♙xB
 4 RxR mate

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

671 1 QxRch! Kx♙
 2 R—K8 mate

672 1 QxP! Rx♙
 2 R—B8ch! BxR
 3 R—K8ch R—B1
 4 RxR mate

673 1 Q—B4ch K—H1
 Or 1 ... R—B2; 2 P—♙7, Q—
 Q7; 3 ♙R—Q1 and wins.
 2 ♙xN! Resigns
 If 2 ... PxQ; 3 RxR mate.

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

1 K—R1
 2 Q—B7! Resigns
 If 2 ... RxR; 3 ♙xR mate. If
 2 ... Rx♙; 3 RxRch leads to
 mate. Meanwhile White threatens
 3 QxP mate.

675 1 Q—B3! ♙—B4
 If 1 ... QxQ; 2 RxR mate.
 2 RxRch QxR
 3 ♙xR Resigns

676 1 RxP! NxR
 Or 1 ... ♙x♙; 2 R—K8 mate.
 2 ♙—B8ch
 White mates next move.

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

678 1 QxNch! RxQ
 2 R—♙8ch H—B1
 3 RxR mate

679 1 ♙—B7! ♙—N4
 If 1 ... QxQ or ... Rx♙; 2
 RxRch forces mate.
 2 P—QR4! QxRP
 3 R—K4! ♙—N4
 If 3 ... QxR; 4 Rx♙ wins. If
 3 ... RxR; 4 QxRch forces mate.
 If 3 ... Rx♙; 4 RxRch forces
 mate.
 4 ♙xNP! Resigns
 If 4 ... ♙x♙; 5 RxRch and
 mate next move. Black has no good
 move.

680 1 QxB! Px♙
 2 N—B7ch K—N1
 If 2 ... RxN; 3 R—K8ch forc-
 ing mate.
 3 NxQ and wins

681 1 RxPch! NxR
 2 Q—KB7ch K—R1
 3 ♙—B8ch! Rx♙
 4 RxR mate

682 1 RxNch! KxR
 2 ♙xRch! Resigns
 If 2 ... Px♙; 3 R—B8ch and
 mate in two more moves.

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

684 1 QxR! RxQ
 2 R—♣8ch RxR
 3 RxR mate

685 1 P—QN4!
 2 QxBP
 No matter where the Queen
 plays, White can no longer prevent
 Black's next move.
 2 Q—B8ch!
 3 RxQ RxR mate

686 1 P—B6ch!
 2 K—N1 QxRch!
 3 KxQ R—♣8 mate

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

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

689 1 R—B8!
 2 RxR Q—Q8ch!
 3 Rx♣ RxR mate

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

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

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

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

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

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

696 1 NxP!
 If now 2 PxN, QxPch; 3 K—R1,
 R—Q8ch! forces mate; while if 3
 K—B1, R—Q7; 4 Q—QB5, R—
 B7ch; 5 K—N1, RxB dis ch wins.
 2 R—K4 QxR!
 So that if 3 ♣xQ, R—♣8ch forces
 mate.
 3 Q—K2 QxB!
 Resigns
 If 4 PxQ, R—Q8ch; 5 RxR, Rx
 Reh; 6 QxR, NxQ leaving Black a
 piece ahead.

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

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

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

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

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

701 1 Q—♣7!
 Resigns
 If 2 Qx♣, R—B8 mate. On other

Queen moves Black can play . . .
QxR.

- 702** 1 N—N5!
2 QxQ R—B8 mate
- 703** 1 Q—R6! PxQ
2 NxP mate
- 704** 1 QxPch! BxQ
2 R—B7ch K—Q3
3 N—N5ch K—Q4
4 P—B4ch K—K5
5 R—K1 mate
- 705** 1 QxNch! PxQ
● or 1 . . . K—N1; 2 N—Q7ch
winning.
2 B—R6ch K—N1
3 NxP mate
- 706** - 1 B—R6! Resigns
If 1 . . . QxQ or . . . RxQ; 2
R—B8 mate.
- 707** 1 B—R7! KxB
2 Q—N6ch! PxQ
If 2 . . . K—R1; 3 QxRP mate.
3 PxPch K—R1
4 RxP mate
- 708** 1 Q—R6ch! KxQ
2 N/R4—B5ch BxN
3 NxPch K—R4
4 P—KN4ch KxP
5 R—N3ch K—R4
6 R—K2 mate
- 709** 1 R—Q7! QR—Q1
2 RxB! RxR
3 Q—B6! Resigns
If 3 . . . PxQ; 4 R—N4ch, K—
R1; 5 BxP mate.
- 710** 1 QxN! BxQ
2 RxP! PxR
3 RxP . . .
White forces mate.
- 711** 1 QxNPch! KxQ
2 KR—N1ch K—B1
3 BxN Q—R6
4 R—N8ch! KxR
5 RxQ . . .
Followed by 6 R—R8 mate.
- 712** 1 Q—R7ch! K—B1
If 1 . . . NxQ; 2 PxNch, K—R1;
3 R—B8 mate.

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

- 713** 1 Q—R6ch! K—K2
If 1 . . . RxQ; 2 BxRch, K—K2;
3 N—N8 mate!
2 N—N8ch! RxN
2 B—N5ch P—B3
4 PxPch K—B2
5 Q—R7ch K—B1
6 B—R6ch . . .
And White mates.
- 714** 1 R—KN5! RxQ
If 1 . . . P—N3; 2 N—R6 mate.
If 1 . . . N—N3; 2 QxRch, RxQ;
3 RxRch, B—B1; 4 P—R5, N—R1;
5 RxP mate.
2 N—R6ch K—R1
3 BxP mate
- 715** 1 QxNch! PxQ
2 B—QR6 mate
- 716** 1 N—B7ch! QxN
If 1 . . . K—B1; 2 P—K6, QxN;
3 P—K7ch and wins.
2 BxPch K—Q2
3 Q—B5ch! NxQ
4 P—K6 mate
- 717** 1 QxRPch! KxQ
2 R—R4ch K—N1
3 R—K8 mate
- 718** 1 Q—K8ch! KxQ
2 N—B6ch K—Q1
3 N—B7 mate
- 719** 1 QxB! RxQ
Or 1 . . . QxR; 2 Q—N7 mate.
2 RxQch PxR
3 RxR and wins
White is a Rook ahead.
- 720** 1 QxKPch! PxQ
2 R—K6 mate
- 721** 1 QxN! PxQ
2 R—B3 . . .
Followed by 3 R—R3 mate.
- 722** 1 B—N7ch K—B2
2 Q—K6ch! NxQ
3 PxN mate
- 723** 1 Q—N6ch! K—K2
If 1 . . . PxQ; 2 B—N4 mate.
2 P—Q6ch K—B1
● other moves are even worse.

3 PxP and wins
Black has no good defense.

724 1 P—B5ch! PxP
Or 1 . . . KxP; 2 Q—B3ch and
White wins as in the main line.

2 QxPch! K—N2
If 2 . . . KxQ: 3 N—B4 mate.

3 P—N6 Resigns
Black is helpless against the coming Q—R7ch and Q—B7 mate.

725 1 QxNch! QxQ
2 KxP mate

726 1 QxNch! PxQ
2 B—B6 mate

727 1 QxRPch! KxQ
2 R—R3ch K—N1
3 R—R8 mate

728 1 QxN! NxQ
2 RxRch K—N2
3 N—N4 QxP
4 B—B3ch P—B3
5 RxPch K—B2
6 R—KR8 Q—N5
Or 6 . . . P—K4; 7 RxPch with
a mating attack.

7 RxPch K—N1
8 R—Q8ch KxR
9 R—R8 mate

729 1 Q—Q5! P—K3
White threatened 2 QxBP mate.
2 QxKP! PxQ
3 BxPch Q—B2
4 RxB! QxB
5 R—B8 mate

730 1 QxB! QxQ
2 N—Q7ch K—R1
3 N—QB6disch N—R3
4 N—N6 mate

731 1 Q—N5ch! PxQ
2 BxP mate
(White has a less showy mate
with 1 B—KN5ch, etc.)

732 1 QxP! PxQ
If 1 . . . Q—K1; 2 Q—R5, N—
K3; 3 KR—B1 White wins quickly.
2 RxPch K—N1
3 RxP disch K—B1
4 RxQ and wins

White is a Pawn ahead, and
threatens to win a piece with 5
BxN.

733 1 Q—N5! P—N3
If 1 . . . QxQ; 2 RxR mate.
2 Q—R6! PxN
3 R—N4ch! PxR
4 BxPch K—R1
5 B—N6disch K—N1
6 Q—R7ch K—B1
7 QxP mate

734 1 N/B4—K5! NxN
2 NxN! BxQ
3 BxPch N—Q2
If 3 . . . K—Q1; 4 RxBch, K—
B1; 5 B—R6ch, K—N1; 6 N—
B6ch, QxN; 7 B—K5ch, Q—Q3;
8 R—B1! forcing mate.

4 BxNch QxB
If 4 . . . K—Q1; 5 RxB and
Black is helpless.
5 NxQ and wins
White has won a Pawn!

735 1 QxPch! KxQ
2 PxB disch K—N3
3 N—B4 mate

736 1 Q—B7ch! RxQ
2 PxR mate

737 1 QxRPch! KxQ
2 R—R1ch B—R6
3 RxB mate

738 1 Q—R6ch! KxQ
If 1 . . . K—R1; 2 QxRPch!,
KxQ; 3 PxP dbl ch, K—N2; 4
R—R7 mate.
2 PxP disch K—N4
3 R—R5ch! KxR
4 P—B4disch NxB
5 N—B6ch K—R3
6 R—R1ch K—N2
7 N—K8ch! RxN
8 RxPch K—B3
9 RxP mate

739 1 QxNPch! NxQ
2 RxNch K—R1
3 R—N8 dhlch! KxR
4 R—KN1ch Q—N4
5 RxQ mate

740 1 Q—N6! BPxQ
If 1 . . . RPxQ: 2 R—R3 mate.
If 1 . . . R—N1; 2 QxRPch, KxQ;
3 R—R3 mate.
2 N/K7xPch PxN
3 R—R3 mate

- 741 1 QxNch! KxQ
2 R—Q1ch K—B1
3 R—B8ch Q—K1
4 RxQch B—Q1
5 RxB mate
- 742 1 Q—N6ch! BxQ
2 N—N5ch! PxN
3 PxB mate
- 743 1 QxPch! KxQ
2 NxB dbl ch K—R3
If 2 ... K—R1; 3 N—N6 mate.
3 N/K5—N4ch K—N4
4 P—KR4ch K—B5
5 P—KN3ch K—R6
6 B—K2ch K—N7
7 R—R2ch K—N8
8 K—Q2 mate ...
- 744 1 R—R8ch K—B2
2 QxNch! KxQ
3 R/R1—R7 mate
- 745 1 QxR!
2 PxQ R—R4ch
3 Q—B2 R—R8ch!
4 KxR RxQ
No matter what White does, there follows ... R—QR1 mate.
- 746 1 Q—R8ch!
2 KxQ B—R6ch
3 K—N1 R—Q8 mate
- 747 1 RxP!
If now 2 NxQ, N—Q5 mate!
2 R—N2 N—N5 disch
3 K—B1 QxN! and wins
Black wins a piece because of the threat of ... N—Q6ch.
- 748 1 QxN!
2 RxQ RxRch
3 K—B2 N—N5ch
4 K—B3 NxRPch
5 K—B2 R—KB8 mate
- 749 1 QxPch!
2 KxQ N—N5ch
3 K—N1 N—R6ch
4 K—B1 N—R7 mate
- 750 1 QxR!
2 PxQ R—N3ch
3 K—R1 R—R6
If now 4 R—N1, RxRch; 5 KxR, R—KBch and mate next move. Or 4 Q—Q3, P—KD4!; 5 Q—QB4ch, K—B1! and wins.

- 4 R—Q1 B—N7ch
5 K—N1 B/N7xPdisch
6 K—R1 R—N7!
If now 7 QxB, RxRP leads to mate; or 7 Q—K2, RxQ; 8 P—Q4, RxRP forcing mate.
7 Q—Q3 RxBPch
8 K—N1 R—N7 dbl ch
9 K moves R—N8 mate
- 751 1 Q—R6!
2 PxQ NxP mate
- 752 1 Q—R5ch!
2 KxQ B—B7ch
4 K—N5 P—R3 mate
- 753 1 Q—R8!
2 RxQ RxR mate
- 754 1 RxB!
2 NxR QxRch!
3 QxQ BxNch
If now 4 K—R1, B—B5ch; 5 B—K2, NxP mate.
4 K—R1 N—R7ch
Resigns
For after 5 K—N1, N—Q6 disch and 6 ... NxQ Black remains a piece ahead.
- 755 1 N—N5!
Resigns
Black threatens ... QxP mate.
If 2 QxQ, N—B7 mate.
- 756 1 Q—KN6!
Threatens 2 ... QxRP mate.
2 QxQ
If 2 RPxQ, N—K7 mate. If 2 BPxQ, N—K7ch; 3 K—R1, RxR mate.
2 N—K7ch
3 K—R1 NxQch
4 K—N1 N—K7ch
Black is a piece ahead.
- 757 1 R—R8! RxP
2 R—R7ch
White wins the Rook.
(1 R—KN8 also wins.)
- 758 1 R—R8ch! K—B2
If 1 ... KxR; 2 Q—R6ch and mate next move.
2 RxR QxN
3 RxPch Resigns
There might follow 3 ... N—Q2; 4 QxQch, KxQ; 5 RxN etc.

- 759** 1 RxN! PxR
2 R—Q1ch
White wins the Queen.
- 760** 1 Q—N6ch K—K2
2 RxNch! QxR
3 Q—N7ch K—Q3
Other King moves lose the Queen
or run into mate.
4 B—B4ch Resigns
- 761** 1 B—QR3 N—B3
2 N—K7ch! QxN
3 BxQ and wins
- 762** 1 R—QR1ch K—N1
2 R—R8ch K—B2
3 R—R7ch
White wins the Rook.
- 763** 1 Q—R7ch Q—K2
2 B—B8! QxQ
3 RxQch
White will be a piece ahead.
- 764** 1 N—K5ch K—K3
2 Q—KN8ch Resigns
White wins the Queen.
- 765** 1 QR—QB1! N/B4—Q2
If 1 . . . N/N1—Q2; 2 NxN,
NxN; 3 R—B8ch winning a Rook;
or 2 . . . KxN; 3 RxN winning a
piece.
2 R—B8ch K—B2
3 RxR and wins
White has won the Exchange.
- 766** 1 Q—N8ch K—Q3
2 B—R3ch K—B3
3 Q—QR8ch Resigns
White wins the Queen.
- 767** 1 QxRch! KxQ
Or 1 . . . QxQ; 2 RxB and
White will be a Rook ahead.
2 RxBch K—B2
3 R—B8ch K—N3
4 RxQ and wins
- 768** 1 P—B5!
Threatens 2 P—QR3, B—R4; 3
P—QN4 winning a piece.
1 . . . PxP
2 P—QR3 B—R4
3 PxP
If now 3 . . . QxP; 4 P—QN4
wins a piece.
3 . . . P—B3
4 B—Q6 and wins
White wins the Exchange.

- 769** 1 RxPch! KxR
2 Q—K7ch K—N3
If 2 . . . K—R3; 3 R—KR8ch.
3 R—KN8ch K—B4
4 RxNch! KxR
If 4 . . . PxR; 5 Q—Q7ch.
5 Q—KN7ch K—B4
If 5 . . . K—R4; 6 Q—KR7ch.
6 Q—Q7ch Resigns
At last White wins the Queen.
- 770** 1 R—B7! QxR
2 Q—R7ch Resigns
White wins the Queen.
- 771** 1 RxB! PxR
2 BxB! QxB/Q5
3 QxQ RxQ
4 BxR and wins
White is a Pawn ahead.
- 772** 1 Q—N7ch! KxR
If 1 . . . Q—N3; 2 R—KN4ch
wins the Queen.
2 QxRPch K—N5
4 P—KR3ch K—B4
4 Q—R7ch and wins
White wins the Queen.
- 773** 1 NxN QxN
2 B—B3 N—Q4
3 NxN PxN
4 BxP
White wins the Rook.
- 774** 1 Q—K8ch K—N4
2 P—B4ch K—B3
If 2 . . . K—N5; 3 Q—K2 mate.
3 Q—KR8ch
White wins the Queen.
- 775** 1 . . . B—KN5
White cannot play 2 P—B3.
2 Q—Q2 BxR
Black has won the Exchange.
- 776** 1 . . . QxQch
2 KxQ R—Q8ch
3 K—K2 R—K8ch
Black wins the Rook.
- 777** 1 . . . NxB
2 QxN B—K3
Black wins the Exchange.
- 778** 1 . . . R—K4ch
If now 2 K—B6? B—Q2 mate.
2 K—B4 B—K7ch
Black wins the Knight.

779 1 NxP!
 2 NxN BxN
 3 RxB RxP
 Threatens . . . R—N8ch and
 mate next move.
 4 N—Q2 RxP
 Threatens 5 . . . R—R8ch and
 6 . . . R—N7 mate.
 5 NxP R—R8ch
 Followed by . . . RxR and Black
 has won the Exchange.

780 1 Q—R7!
 Threatening . . . Q—R8 mate.
 2 P—B3 B—B6
 Black wins the Exchange.

781 1 B—N6! BxB
 If 1 . . . P—K8/Q; 2 B—R7
 mate.
 2 KxB P—K8/Q
 3 P—B7 mate

782 1 NxP! N—K1
 If 1 . . . PxN; 2 QxN! PxQ; 3
 R—KN1ch, K—R1; 4 BxP mate.
 2 N—B6ch! PxN
 3 R—KN1ch K—R1
 4 QxPch! NxQ
 5 BxN mate

783 1 P—N4! R—R6ch
 2 K—B4 R—R5
 3 RxB! PxR
 4 KxP Resigns
 Black is helpless against 5 P—
 N5ch and 6 RxP mate.

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

785 1 B—R6ch! KxB
 2 Q—Q2ch Resigns
 White wins Black's Queen.

786 1 BxP! QxB
 If 1 . . . R—N1 White replies as
 in the main line.
 2 N—Q5
 Threatening 3 NxR mate. Black
 has no good defense.

787 1 K—Q6! P—Q7
 2 K—B7! P—Q8/Q
 3 R—QR6ch! PxR
 4 P—N6ch K—R1
 5 P—N7ch K—R2
 6 P—N8/Q mate

788 1 R—Q8ch! Resigns
 If 1 . . . RxR; 2 BxQ. If 1 . . .
 KxR; 2 N—N7ch and 3 NxQ.

789 1 N—N6ch! Resigns
 If 1 . . . RPxN; 2 Q—R8 mate.
 King moves by Black allow 2 NxQ.

790 Black, though two pieces down,
 seems to have things all his own
 way. If 1 K—B1, Q—B7 mate. If
 1 K—N2, Q—B7ch; 2 K—R3, Qx
 RPch; 3 KxN, Q—R4 mate. If
 1 N—Q4, RxN with a devastating
 discovered check to come. But:
 1 N—N6! QxNch
 2 Q—Q4ch! RxQ
 Or 2 . . . QxQch; 3 NxQ, RxN;
 4 BxN and White remains a piece
 ahead.
 3-RxQ Resigns
 White wins another piece.

791 1 NxRP! KxN
 2 BxN P—KN3
 3 QxPch! PxQ
 4 BxR mate

792 1 R—N6! PxR
 2 RPxPch RxP
 3 PxRch and wins
 White has a mating attack.

793 1 NxP! PxN
 2 BxB KxB
 3 QxBP N—B2
 Forced.
 4 A—B1 R—K2
 5 R—B5 Q—N3
 Or 5 . . . Q—N5; 6 Q—Q6, R—
 Q2; 7 Q—K5ch, P—B3; 8 QxN!
 White gets a decisive material ad-
 vantage.
 6 QxQ PxQ
 7 RxN! RxR
 8 BxR and wins
 White is a Pawn ahead.

794 1 N—B7! KxN
 2 QxPch! K—N3
 If 2 . . . KxQ; 3 N—N5 mate!
 3 P—KN4! B—K5
 4 N—R4 mate

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

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

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

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

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

1 R—B8ch! BxR

If 1 . . . K—B2; 2 Q—B7ch leads to mate.

2 Q—K8ch R—B1
3 RxPch! KxR

If 3 . . . K—R1; 4 R—R7ch, K—N1; 5 Q—N6 mate.

4 Q—N6ch K—R1
5 Q—R7 mate

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

800 1 R—B7! R/R6—R1
If 1 . . . R/B1xR; 2 R—N8 followed by R—KB8 mate. If 1 . . . R/R6xR; 2 RxR with the same result.

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

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

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

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

4 RxR QxR
5 RxQ RxR
6 Q—QN3

White has a winning material advantage.

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

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

804 1 K—K3! Resigns
If 1 . . . P—KR4; 2 N—K4ch, K—B4, 3 N—R4 mate.

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

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

807 1 . . . BxN!
If now 2 RxQ, R—Q8ch leads to mate.
2 QxRch
So that if 2 . . . RxQ; 3 RxQ, PxR; 4 PxB with drawing chances.
2 . . . K—R2!
Resigns
White's Queen is lost: if 3 R/B4—R1, Q—R5; 4 P—KR3, RxQ, etc.

808 1 . . . B—QR3!
2 QxB Q—Q7
Threatens . . . QxP mate, and also . . . BxNch.
3 N—K2 Q—K6ch
4 K—R1 Q—B6ch
5 B—N2 N/K5—B7ch
6 K—N1 N—R6ch
7 BxN Q—B7ch
8 K—R1 QxP mate

809 1 . . . R—R8ch!
2 KxR PxP
Resigns
Black threatens to mate with . . .

R—KR1ch and he also threatens
... PxR/Qch.

810 1 R—B8ch!
2 KxR R—K8ch!
3 NxR QxN mate

811 1 N—KN5!
2 BxQ BxPch
3 RxB PxRch
4 K—B1 R—R8ch
5 K—K2 RxQ
6 KN—Q2 N—Q5ch!
7 KxR N—K6ch
8 K—B1 N—K7 mate

812 1 N—B6ch
2 K—B1 Q—N4ch
3 K—N1 N—Q7ch
4 K—B1 N—N6dblch
5 K—N1 Q—B8ch!
6 RxQ N—Q7 mate

813 1 R—R5ch!
2 PxR P—N5 mate

814 1 N/Q2xP!
2 PxN BxPch
3 K—R1 NxPch!
4 PxN Q—R4ch

And mate next move.

815 1 RxP!
2 PxR BxPch
If now 3 QxB, NxNch wins the
Queen.
3 K—B1 QxPch!
4 KxQ B—KR6 mate

816 1 P—KN4!
If now 2 BxP, NxBP wins. Or if
2 B—K3, Q—B6 (or 2 ... N—K4)
wins.

2 P—B3 Q—B4ch!
3 K—N2 Q—B7ch
4 K—R3 QxRPch!
5 KxN RxBch!
6 PxR Q—R5 mate

817 1 B—K6!
Threatens 2 ... BxPch! or 2
... P—N6!
2 PxB P—N6
3 R—Q7 P—B7ch
4 K—B1 P—R7

Resigns

For after 5 K—N2 Black queens
one Pawn and then the other.

818 1 N—B6ch!
2 K—R1
If 2 PxN, PxP and wins because
of the threat of ... Q—N5ch.
2 ... N—N5
3 QxNP QxBP!
The Queen cannot be captured,
and meanwhile Black threatens ...
Q—N8ch!

819 After the promising-looking 1
... B—N6 White has 2 RxRch,
RxR; 3 R—QN1! So:

1 P—K4!
2 RxR RxR
3 PxR PxB
Threatens ... R—B8.
4 R—QN1 R—B7ch
5 K—K1 R—B8ch
Black queens the Pawn.

820 1 KRxB!
2 HxR QxP!
3 PxQ
Or 3 K—N1, N—B6ch!; 4 PxN,
K—R1 and the threat of ... R—
N1ch decides.

3 ... BxPch
4 K—N1 N—B6ch
5 K—R1 B—N7ch!
6 KxB NxRch

Followed by ... NxQ with a
winning game.

821 1 QxR
2 QxR Q—R1ch
Black mates next move.

822 1 P—N4!
2 PxP
If 2 Q—R5, B—N3 wins the
Queen.
2 ... PxP
3 QxNP RxR
Resigns

823 1 Q—N3ch! R—B2
If 1 ... K—R1; 2 N—N6ch
forces mate.

2 NxR QxN
3 R—K8ch B—B1
4 B—B4 Resigns

White will be a Rook ahead.

824 Black, who was a piece down,
has just played ... P—N6ch win-
ning White's Queen. But ...

1 K—K3! QxQ
2 P—B3!

Now Black must give back his Queen, for if 2 . . . Q—R4?; 3 N—B6ch wins. White will win the weak King Knight Pawn, with a Pawn to the good.

- 825** 1 PxP! RxB
 2 PxRPch NxRP
 3 QxNch K—B1
 4 Q—R8ch K—K2
 5 QxPch K—Q2
 6 R—Q1ch K—B1
 7 Q—K8ch K—N2
 8 QxKBPch Resigns
 White wins the Rook.

- 826** 1 N—B3! QxR
 2 N—K5! . . .

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

- 2 . . . QxB
 3 NxQch Resigns

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

1 PxN! BxP
 If 1 . . . R—R3; 2 PxPch!, K—N1; 3 N—B6ch, KxP; 4 NxRch, K—B1; 5 QxBch!, KxQ; 6 KR—Q1ch followed by 7 B—B3 and the White King escapes.

- 2 NxB! RxQ
 3 KRxR! PxN
 4 P—B5! R—N1
 5 QR—N1! Resigns

Else 6 B—R6 mate.

- 828** 1 Q—R2ch! BxQ
 2 R—N2ch! KxR
 3 RxQ Resigns

- 829** 1 RxB! QxR
 2 N—N6! Resigns

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

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

- 1 B—K3! QxB

On such moves as . . . Q—N5 or . . . Q—Q3 White wins with Q—N4ch.

- 2 Q—N4ch Q—K3

If 2 . . . N—Q2; 3 R—QR8 mate. If 2 . . . R—Q2; 3 R—KR8ch and mate follows.

- 3 QxQch PxQ
 4 RxP mate

- 831** 1 R—K8ch B—B1
 If 1 . . . K—R2; 2 Q—Q3ch wins.

- 2 RxBch! KxR
 3 N—B5 disch K—N1
 4 Q—B8ch! Resigns
 If 4 . . . KxQ; 5 R—Q8 mate.

- 832** 1 R—K4ch! K—B1
 If 1 . . . KxP; 2 N—K5ch wins.

- If 1 . . . K—Q2; 2 QxP wins.
 2 NxP! QxN

- If 2 . . . QxQ; 3 R—K8ch, RxR;
 4 PxR/Q mate.

- 3 R—K8ch! RxR
 4 QxPch! KxQ

- If 4 . . . K—K2; 5 P—B8/Q dbl ch and mate follows.

- 5 PxR/Nch! K—B1
 6 NxQ Resigns

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

- 1 PxP! N—B6ch
 2 QxN! PxQ
 3 N—B5ch K—N1!

- If 3 . . . K—R1?; 4 P—N7ch, K—N1; 5 N—R6 mate.

- 4 N—K7ch K—N2
 5 N—B5ch K—N1

Drawn by perpetual check.

- 834** 1 R—R6! RxR
 2 P—R8/Qch RxQ
 3 P—N5! Drawn

Black cannot relieve the stalemate position.

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

- 1 Q—Q8ch K—R2
 2 R—Q3! Q—K8

- If 2 . . . QxR White has a perpetual check by 3 Q—R5ch etc.

- 3 R—Q1! QxR
 4 Q—R5ch Drawn

Black cannot escape from the perpetual check.

- 836** 1 Q—KB2! Drawn

After 1 . . . QxQ White is stalemated.

- 837** Black is just about to checkmate.

1 R—B6ch! PxR
 2 ♚xBPch K—R2
 3 ♚—R8ch Drawn
 White has a perpetual check.

838 1 ♚—B6! Px♚
 2 RxR mate

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

1 Q—KN8ch! KxQ
 2 ♚—K8ch! K—R2
 3 Q—KN8ch! K—R3
 4 ♚—R7ch! K—N4
 5 ♚—R6ch! Drawn

After 5 . . . KxQ White is stalemated.

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

1 R—N5! . . .

If now 1 . . . QxR; 2 QxRch and wins. And if 1 . . . Q—K3 or . . . Q—B5; 2 ♚—N7 mate.

1 . . . R—K1!

If now 2 Rx♚, R—K8 mate.

2 R—N1! R—KN1!

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

3 R—N5! R—K1!

Drawn by repetition.

841 1 . . . Q—K8ch!
 2 KxR ♚—R5ch
 3 K—B5 ♚—R4ch
 4 K—K6 ♚—K1ch
 Drawn

White cannot escape the perpetual check.

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

1 . . . QxRch!

2 QxQ R—N5! and wins

White must either play 3 QxRch or else give up his Queen after . . . R—Q8ch. In either case, Black remains a piece ahead.

843 1 . . . P—K7!
 2 RxP . . .

If 2 R—B2, B—N6 wins the Exchange.

2 . . . RxR

3 QxR NxP and wins

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

844 1 . . . RxP!

If now 2 KxR, ♚—R2ch; 3 K—N1, R—R1; 4 P—B3, P—N6! forcing mate.

2 PxP RxPch

3 K—B1 RxPch!

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

4 KxR ♚—B7ch

5 K—Q3 N—N7 mate

845 White threatens BxR or QxN in addition to QxP mate.

1 . . . N/♚4—B3!

2 BxB

If 2 BxR, Q—♚4; 3 P—B3, ♚x♚Pch and wins.

2 . . . RxBP!

Resigns

Black is well ahead in material, and if 3 RxR, QxQP is crushing.

846 1 . . . RxKRPch!
 2 KxR Q—K3ch!
 3 QxQ Drawn

Black is stalemated.

847 1 N—QR4 Resigns

848 1 N—B4 Resigns

849 1 N—K3 Resigns

850 1 RxB! ♚xR
 2 N—B3 Resigns

There is nothing to be done against 3 R—N1.

851 1 BxPch NxB
 2 N—N6 Resigns

852 1 B—KN5! BxN
 2 Q—Q2! QxP
 3 B—N5ch Resigns

853 1 . . . N—R5!
 Resigns

854 1 . . . P—B4
 2 ♚—K3 P—B5
 Resigns

855 1 . . . N—♚4
 If now 2 QxKP, NxPch.

2 Q—Q6 NxPch
3 K—Q2 P—K4!
Resigns

856 1 B—N5
Resigns
If 2 N—KN1, P—B6 traps the Bishop.

857 1 P—KN4
2 B—N3 P—KR4
3 N—R2 P—R5
Resigns

858 1 P—KN4!
2 B—N3 P—N5
3 N—N1 BxP
Resigns

859 1 R—B7! Resigns
After Black's Pawn moves are exhausted, he must move a piece, losing a piece.

860 1 P—R4! Resigns
After Black's Pawn moves are exhausted, he must play ... Q—K1 or ... K—K1. In either event P—N5 thereupon wins a piece.

861 1 R—N5! Resigns
After Black's Pawn moves are exhausted, he loses his Queen.

862 1 Q—K7ch! Q—N4
If 1 ... P—N4; 2 Q—K1ch and mate follows.
2 Q—K4ch! Q—N5
3 Q—K3! Resigns
Black cannot avoid mate. Thus, if 3 ... Q—N4; 4 Q—KR3 mate. Or if 3 ... P—N4; 4 Q—K1ch forcing mate. And if 3 ... Q—B4; 4 Q—KN3 mate.

863 1 RxR! RxR
2 P—KR4! P—R3
3 K—N2 P—KN4
Hoping to play ... K—N3.
4 P—R5! Resigns
Sooner or later the Black King will have to give up protection of the Rook.

864 1 R—R3ch! PxRch
2 K—B3 P—N5ch
3 K—B4 P—N6
4 PxP mate

865 1 B—B8ch
2 K—N4 P—R4ch
4 K—R4 B—K6!
Resigns
If 4 P—N4, B—B7 mate. If White's Knight moves, then ... B—N4 mate.

866 1 B—B5!
Now Black can win in many ways, for example:
2 K—N4 K—Q4
3 K—R4 K—B4
Resigns
Black wins the Queen Knight Pawn.

867 1 K—K6!
White is powerless against the following mate pattern.
2 RxP R—Q8ch
3 R—N1 K—B7!
4 RxR B—N7 mate

868 1 R—KN1!
2 R—KN1
If 2 P—B6 the Bishop is lost. If the Rook moves anywhere else along the rank, 2 ... ♙xBP wins. If 2 R—B2, Q—R8 mate. If 2 BxP, R—N7ch leads to mate.
2 RxB!
3 ♙xR Q—Q3ch
Resigns
Black comes out a piece ahead.

869 1 B—R3!
If now 2 BxB, Q—B7; 3 R—KN1, Q—R5ch; 4 K—N2, ♙—N6ch! 5 K—B1, Q—B7 mate.
2 Q—B3 B—Q6!
3 P—R4 B—K5!
4 Q—B1 Q—N7!
Resigns
White can do nothing against the maneuver 5 ... Q—N2 and 6 ... Q—KR2 mate.

870 1 P—R3!
Resigns
If 1 K—R2, R/B4—B6 wins the Queen. If 1 P—KN4, R/B4—B6; 2 BxR, R—R7 mate. If 1 B—B1, BxN wins. If 1 R—Q1, R—K7 wins.

871 1 P—N4ch! KxP
If 1 ... K—N3; 2 R—N7ch, K—R3; 3 R—R1 mate.
2 R—N7ch K—B6

- If 2 . . . K—B4; 3 R—N5 mate.
 3 N—K4ch K—B7
 If 3 . . . K—B5; 4 R—Q4 mate.
 4 R/N7—N1! Resigns
 There follows 5 R/Q1—B1 mate.
- 872** 1 Q—N5ch! N—Q2
 If 1 . . . QxQ or 1 . . . N—B3;
 2 N—B6 mate.
 2 KR—K1! . . .
 Threatens N—B6 mate or N—Q6
 mate.
 2 . . . B—N5
 3 N—B6 dbl ch K—B1
 4 NxNch RxN
 5 ♚—K5! Resigns
 He cannot meet the triple mate
 threat.
- 873** 1 Q—N4ch K—Q6
 2 Q—K2ch K—B7
 3 P—Q3 disch! KxB
 If 3 . . . K—N8; 4 Castles wins.
 4 Castles. mate!
- 874** 1 B—N5! QxB
 If 1 . . . P—QB3; 2 PxP, PxP;
 3 BxP, QxB; 4 RxNch wins the
 Queen.
 2 QxB P—KB3
 3 QR—K1! PxN
 4 RxNch K—Q1
 5 QxNP K—B1
 6 Q—N4ch K—Q1
 7 P—QR4! Resigns
 Black's Queen can no longer stop
 mate.
- 875** 1 BxPch! RxB
 If 1 . . . K—B1; 2 N—N6ch
 wins the Queen.
 2 RxR KxR
 3 Castles P—B4
 4 R—R1ch K—N1
 5 R—R8ch! Resigns
 After 5 . . . KxR; 6 N—N6ch
 wins the Queen.
- 876** 1 RxP! KxR
 2 Q—B6ch B—Q3
 3 N—N5ch and wins
 White regains the sacrificed Rook
 with a much superior position.
- 877** 1 RxP! KxR
 If 1 . . . QxR; 2 B—N5 wins the
 Queen.
 2 B—N5ch K—N2

- If 2 . . . K—K4; 3 B—K7 dis
 ch leads to mate.
 3 Q—R6ch K—N1
 4 R—KB1 R—KB1
 5 B—KB6 QxB
 6 RxQ Resigns
 The threat was 7 RxNch, RPxR;
 8 QxP mate.
- 878** 1 R—B7ch! KxR
 2 Q—K6ch K—N2
 If 2 . . . K—B1; 3 R—KB1ch
 leads to mate.
 3 Q—K7ch K—R3
 4 N—B5 mate
 Or 4 N—B3 mate.
- 879** 1 QxBch! NxQ
 2 N—K6 mate
- 880** 1 RxB! QxR
 2 R—N4ch K—K1
 3 QxPch! PxQ
 4 B—N6 mate
- 881** 1 QxPch! NxQ
 2 BxBP mate
- 882** 1 RxPch! K—Q2
 If 1 . . . PxR; 2 Q—N7ch wins.
 2 RxBch! KxR
 3 N—B5 dbl ch K—K3
 4 R—K3ch K—Q2
 5 R—K7ch Resigns
 Mate is unavoidable.
- 883** 1 P—N4ch! PxP
 2 RPxPch K—R5
 3 QxRPch! ♚xQ
 4 K—R2! Resigns
 There follows 5 B—B2 mate.
- 884** 1 BxBPch! KxB
 2 Q—N7 mate
- 885** 1 RxBch! KxR
 2 Q—B8ch K—K2
 3 NxPch Resigns
 Black must give up his Queen.
- 886** 1 RxB! PxR
 2 QxP R—KB1
 3 QxNPch K—Q2
 4 B—K6 mate
- 887** 1 B—N6ch! K—B1
 If 1 . . . PxR; 2 PxPch, KxP;
 3 QxKPch, B—R3; 4 R—N3ch,
 K—R2; 5 RxQP and wins.
 2 QxKP PxR

- 3 PxP Resigns
Black cannot meet the double mating threat.
- 888** 1 BxPch! KxB
2 N—N5ch K—K1
If 2 . . . K—B3; 3 Q—K6 mate.
3 Q—K6 Resigns
Mate is forced.
- 889** 1 N—B7! KxN
2 R—KB1ch K—K1
3 RxBch! Resigns
Mate is forced.
- 890** 1 Q—R6ch! NxQ
2 BxN mate
(More pleasing than 1 B—KR6ch etc.)
- 891** 1 QR—Q1! BxQ
2 R—Q3 mate
- 892** 1 N—N5! N—R4
White threatened 2 NxBP. KxN;
3 N—N6 dis ch.
2 Q—R5! P—N3
3 N—B6ch! NxN
4 BxPch K—K2
5 B—B5ch Resigns
- 893** 1 P—B6 dis ch! PxQ
2 B—K6ch K—K1
3 P—B7 mate
- 894** 1 NxKBP! N—B3
If 1 . . . RxN; 2 Q—N6.
2 QxKP! NxR
3 N—Q6ch K—Q1
4 B—R5! Resigns
If 4 . . . QxB; 5 QxR mate.
- 895** 1 NxP! PxN
If 1 . . . BxN; 2 Q—Q8 mate.
If 1 . . . QxN; 2 R—B8ch! forces mate.
2 R—B8ch! K—B2
If 2 . . . BxR; 3 Q—Q8ch leads to mate.
3 RxR PxB
Or 3 . . . KxB; 4 Q—R3ch wins.
4 Q—R5ch K—K2
5 Q—QB5ch K—B2
6 RxPch K—N1
7 Q—K7 Resigns
- 896** 1 RxP! KxR
2 R—KB1ch K—N2
3 B—R6ch! KxB
4 R—B7 Q—Q1

- 5 RxPch! KxR
6 QxNP mate
- 897** 1 Q—B7ch! NxQ
2 PxN mate
- 898** 1 N—K7!
If the Knight is captured, 2 RxNch! leads to mate.
1 . . . Q—B3
2 N—R7ch! Resigns
If 2 . . . RxN; 3 QxN mate.
- 899** 1 RxBch! PxR
2 N—Q3ch! PxN
3 P—KB4 mate
- 900** 1 Q—Q6 Q—Q1
2 R—N8 B—K1
3 RxB! Resigns
If 3 . . . QxB; 4 Q—B7 mate.
- 901** 1 . . . RxB!
2 QxR R—R4ch!
3 KxR Q—R6ch
4 K—N5 P—R3ch
5 K—B4 P—N4ch
6 K—K5 Q—K3 mate
- 902** 1 . . . N—R4!
Threatens . . . N—B5 mate.
2 PxN Q—B6ch
3 K—R4 B—Q2 mate
- 903** 1 . . . BxQP!
2 PxB RxP
3 Q—N4 RxBch
4 KxR B—N5ch
5 K—B1 R—K8ch
6 Q—Q1 Q—QB3ch
And mate next move.
- 904** 1 . . . N—Q5ch
2 K—K3 N/K2—B4 mate
- 905** 1 . . . B—N5ch!
2 PxR Q—K6ch
3 K—B2 NxP mate
- 906** 1 . . . N—Q2
2 BxN PxR
3 Any N—N3 mate
- 907** 1 BxRPch! KxB
2 Q—R5ch K—N1
3 BxP! KxB
4 Q—N5ch K—R1
5 R—Q4 Resigns
He has no good defense to the threat of R—R4ch.

908 1 NxP! QxN
 If 1 . . . PxQ; 2 NxBch. K—R1;
 3 RxP dis ch, P—B3; 4 RxP mate.
 If 1 . . . PxN; 2 QxRPch! leads
 to mate.

2 Q—R6! B—Q1
 3 RxN! Resigns
 White forces mate.

909 1 NxQBP! PxN
 2 R—N8ch! K—K2
 3 QxPch K—Q2
 4 Q—B8ch Resigns
 White mates in two more moves.

910 1 RxPch! K—K1
 Surprising; but if 1 . . . PxR; 2
 Q—R7ch, K—B1 (or 2 . . . K—K3;
 3 N—B4 mate); 3 Q—R8ch, K—
 K2; 4 R—R7ch and White mates
 in three more moves.

2 R—B8ch Resigns

911 1 BxPch! KxB
 2 Q—R5ch K—N1
 3 QxPch K—R1
 4 N—B6! Resigns

912 1 QxP! Resigns
 If 1 . . . PxQ; 2 B—R7 mate.

913 1 BxN! PxQ
 If 1 . . . BxB; 2 QxRP wins
 easily without sacrifices.

2 RxBch K—B1
 If 2 . . . K—R1 White mates on
 the move.

3 R—R7! Resigns
 White has 4 R—R8 mate.

914 1 RxRPch! KxR
 2 RxPch! RxR
 3 QxPch K—R1
 4 QxR Resigns
 If 4 . . . N—N2; 5 P—K6.

915 1 B—KR6! B—K4
 2 NxB! BxQ
 3 NxBch K—R1
 4 B—N7ch! KxB
 5 NxRch Resigns

916 1 RxP! KxR
 2 R—KN1ch K—R2
 Or 2 . . . K—R1; 3 NxN, BxN,
 4 N—K4!, BxB; 5 QxBch, P—B3;
 6 NxKBP winning.

3 NxNch BxN
 4 B—K4ch K—R1

5 Q—R5 B—N2
 6 RxB! Resigns
 If 6 . . . KxR; 7 N—Q5 dis ch
 leads to mate.

917 1 B—B6! BxB
 2 P—K5 . . .
 Threatens 3 QxRP mate.
 2 . . . NxB
 3 PxB Resigns
 He is helpless against Q—N7
 mate.

918 1 RxP! KxR
 2 Q—R5ch K—N1
 3 BxN Resigns
 Black has no good counter to the
 threat of 4 Q—R7 mate.

919 1 NxP! RxPch
 If 1 . . . NxN: 2 RPxP wins
 easily.

2 QxR! PxQ
 3 NxNch K—R2
 4 B—Q1! Resigns
 For B—B2 mate follows.

920 1 QxRPch! PxQ
 2 B—QR6 mate

921 1 B—KB4! Q—R4
 2 NxPch K—Q2
 3 B—QN5 mate

922 1 Q—R6! QxRch
 2 B—B1 Resigns
 Black must give up his Queen to
 stop Q—N7 mate.

923 1 R—R7ch! K—B1
 If 1 . . . KxR; 2 Q—R4ch, K—
 N2; 3 Q—R6 mate.
 2 Q—R8ch! N—B1
 3 QxNch Resigns

924 1 NxKBP! RxN
 2 QxPch K—B1
 3 BxPch B—N2
 4 Q—R7! . . .
 Threatens 5 Q—R8 mate.
 4 . . . N—K2
 5 Q—R8ch N—N1
 6 B—R7 Resigns

925 1 N—K6! RxN
 2 QxPch! KxQ
 3 R—R3ch Resigns
 It is mate next move.

926 1 RxB! PxR
 2 Q—N3ch K—R1
 3 B—K7! Resigns
 He is helpless against QBxP mate.

927 1 NxP! P—R3
 Or 1 . . . BxN; 2 QxRPch!, KxQ;
 3 R—R5 mate.
 2 QxRPch! BxQ
 3 RxR mate

928 1 RxP! KxR
 2 R—R1ch K—N3
 3 Q—N4 B—Q2
 Or 3 . . . P—B3; 4 Q—R5ch, K—B4; 5 N—Q4ch with a mating attack.
 4 P—B5ch! BxP
 5 Q—R5 mate

929 1 RxPch! KxR
 2 Q—R1ch K—N2
 3 R—R6ch K—B3
 4 Q—R4ch K—K4
 5 QxNch K—B4
 6 Q—B4 mate

930 1 RxP! N—R3
 If 1 . . . PxR, 2 QxPch and mate next move.
 2 N—K5 P—B4
 3 BxPch! KxB
 4 NxPch! Resigns
 If 4 . . . RxN; 5 QxP mate.

931 1 QxPch! RxQ
 2 R—N8 mate

932 1 RxBch! BPxR
 2 R—B7ch! KxR
 3 QxRPch K—K3
 If 3 . . . K—B1; 4 N—B4 with mate to follow.
 4 QxNPch K—K4
 5 Q—N7ch KxP
 Or 5 . . . K—K3; 6 N—B4 mate.
 6 N—B6ch Resigns
 White wins the Queen.

933 1 N—B5ch! PxN
 If 1 . . . K—R1; 2 RxPch!, KxR; 3 Q—R1ch wins.
 2 RxPch! KxR
 3 Q—R5ch N—R3
 If 3 . . . K—N2; 4 P—N6 forces mate.
 4 QxNch K—N1
 5 Q—N6ch K—R1

6 B—K3 . . .
 Followed by 7 R—R1 mate.

934 White opens the King Knight file with telling effect:

1 QxN! RxN
 2 RxB! PxQ
 3 R—KN1ch K—R1
 4 B—KN7ch K—N1
 5 B—KB6disch K—B1
 6 R—N2! R—K2
 7 QR—KN1 K—K1
 8 B—B6ch! Resigns
 White mates next move.

935 1 R—R7ch! KxR
 2 QxPch K—R1
 3 R—R1ch Resigns
 White mates next move.

936 1 B—B6! P—KR3
 If 1 . . . PxB; 2 R—Q3!, NxR; 3 R—KR3 forces mate. If 1 . . . NxR; 2 Q—N5, P—KN3; 3 Q—R6 with the same result.
 2 Q—N6! . . .
 Followed by 3 QxNP mate.

937 1 QxRch! KxQ
 2 P—K7 mate

938 1 RxPch! KxR
 2 Q—R5ch K—N1
 3 R—R6 . . .
 Threatening 4 Q—N5ch and mate next move.
 3 . . . N—K2
 4 P—K6! NxP
 5 R—N3ch! Resigns
 If 5 . . . NxR; 6 Q—N5ch and 7 Q—N7 mate.

939 1 P—R6ch! K—N1
 2 Q—B6 . . .
 And 3 Q—N7 mate.

940 1 R—B8! RxR
 2 R—R8ch! KxR
 3 QxR/R8ch R—N1
 4 Q—B6ch! R—N2
 5 Q—R4ch! K—N1
 6 Q—K8ch . . .
 White mates next move!

941 1 RxPch K—B1
 If 1 . . . K—R1; 2 RxRP dbl ch, K—N1; 3 R—R8 mate.
 2 R—N8ch! KxR
 3 R—N1ch K—B1
 4 B—N7ch! K—N1

5 B—B6 disch K—B1
 6 R—N8ch! KxR
 7 Q—N2ch K—B1
 8 Q—N7 mate

942 1 RxP!
 If now 1 . . . BxL3; 2 QxPch,
 B—N2; 3 R—R8ch!, KxR; 4 Q—
 R7 mate. Or 2 . . . R—N2; 3 Q—
 K6ch forcing mate.

1 . . . KxR
 2 QxPch K—N1
 3 R—R1! Resigns
 Because of 4 R—R8ch!

943 1 BxP! B—B2
 If 1 . . . PxB; 2 QxPch, K—R1;
 3 N—N6ch winning the Queen.
 2 BxPch Resigns
 If 2 . . . BxB; 3 NxR! winning
 the Rook with a discovered check.

944 1 Q—N4ch Q—N3
 If 1 . . . K—R1; 2 Q—N7 mate.
 2 N—K7ch Resigns
 White wins the Queen.

945 1 NxP! PxN
 2 QxP
 If now 2 . . . R—K1; 3 B—Q5ch
 wins. Or 2 . . . R—B3; 3 RxR,
 PxR; 4 B—Q5ch etc.
 2 . . . P—K3
 3 B—K4! R—B4
 4 RxR! PxR
 5 B—Q5ch Resigns

946 1 BxPch! KxB
 2 R—B7ch K—R3
 If 2 . . . K—N1; 3 R—N7ch, K—
 B1; 4 Q—KB1ch, K—K1; 5 Q—
 B7ch followed by mate.
 3 B—K3ch! RxB
 If 3 . . . K—R4; 4 P—N4ch wins
 easily.
 4 Q—B6ch Resigns
 White mates quickly.

947 1 RxB! RxR
 2 QxRPch R—R2
 3 QxR mate

948 1 Q—R6 Resigns
 He is helpless against 2 Q—N7
 mate.

949 1 RxP! KxR
 2 Q—B7ch K—R3
 3 B—N7ch K—N4
 4 P—B4ch K—R4
 5 P—N3 N—R3

6 N—K5 disch! NxQ
 7 B—K2ch B—N5
 8 BxB mate

950 1 RxB! KxR
 2 B—K5ch K—R3
 3 N—B7ch K—R4
 4 B—K2ch K—R5
 5 B—N3ch K—R6
 6 N—N5 mate

951 1 NxP! KxN
 2 B—R5ch! KxB
 3 N—N3ch K—R5
 4 Q—K4ch
 White mates next move.

952 1 RxP! RxR
 2 RxR R—R2
 If 2 . . . KxR; 3 Q—R5ch and
 mate in two more moves.
 3 R—R6 N—B5
 4 RxPch Resigns
 White has won two Pawns and
 maintains the attack.

953 1 RxRP! KxR
 2 R—R1ch K—N1
 3 R—R8ch K—B2
 4 Q—B6ch K—K1
 5 RxRch K—Q2
 6 Q—N7ch B—B2
 7 QxB mate

954 1 Q—K8ch! KxR
 If 1 . . . NxQ; 2 R—N8 mate.
 2 Q—B7ch K—R1
 3 R—KR6 Resigns
 Black is helpless against Q—N7
 mate.

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

956 1 RxP! R—Q2
 If 1 . . . PxR; 2 B—R6ch, K—
 R1; 3 Q—N5 forces mate. If 1 . . .
 NxR; 2 QxPch and mate next
 move.
 2 R—R8! Resigns
 If 2 . . . KxR; 3 NxBPch wins
 the Queen. Meanwhile White threat-
 ens 3 B—R6ch! or 3 Q—R4 with
 decisive effect.

957 1 Q—N4!
 Not 1 Q—Q4, Q—N4.

- 1 P—KN3
2 Q—Q4 Resigns
Black cannot stop mate, as 2 . . .
P—KB3 is impossible.
- 958 1 BxPch! KxB
2 N—N5ch K—N1
If 2 . . . BxN; 3 PxB dis ch wins
quickly.
3 Q—R5 BxN
4 PxB K—B1
5 Q—R8ch K—K2
6 N—N6ch! PxN
7 QxP mate
- 959 1 RxPch! KxR
After 1 . . . K—B1; 2 R—N5
Black cannot hold out very long.
2 Q—N3ch K—B2
3 R—R7ch K—K1
4 Q—QN8ch K—Q2
5 QxNPch K—Q1
6 QxRch K—B1
7 Q—B7 mate
- 960 1 QxNch! KxQ
2 B—K5 mate
- 961 1 RxP! KxR
2 QxNch K—B1
3 Q—R6ch K—Q2
4 B—B6 mate
- 962 1 NxNP! PxN
White threatened 2 R—R8 mate.
2 Q—B5 N—B3
3 Q—Q6ch Q—B2
4 R—R8 mate
- 963 1 RxP! BxR
If 1 . . . RxR; 2 Q—N5!, B—
QB4; 3 B—B8! and White forces
mate.
2 Q—N5! B—B6ch
If 2 . . . BxQ; 3 B—N7 mate.
3 K—N1! RxR
4 QxBch . . .
- 964 1 QxRP! Resigns
If 1 . . . PxQ; 2 B—R7 mate.
- 965 1 BxP! PxB
2 QxP N—Q2
3 N—KN5 Q—B3
4 R—R8ch! KxR
5 Q—R7 mate
- 966 1 Q—R5 P—KR3
2 QxN PxN
3 BxNP Q—K1

- 4 B—B6
Followed by 5 QxNP mate.
- 967 1 R—Q7! QxR
2 QxP . . .
Without White's first move, Black
could now save himself with . . .
QxRPch!
2 . . . PxQ
3 B—R7 mate
- 968 1 NxNP! KxN
2 Q—K5ch . . .
If now 2 . . . P—B3; 3 NxPch,
K—R1; 4 Q—N3 winning Black's
Queen because of the mate threat.
Or 2 . . . B—B3; 3 N—R5ch, K—
N3; 4 NxB, QxN; 5 Q—N3ch,
K—R4; 6 Q—R3ch, Q—R5; 7 P—
KN4ch winning the Queen.
2 . . . K—N1
3 N—R5 Resigns
If 3 . . . P—B3; 4 Q—N3ch wins.
- 969 1 QxNPch! KxQ
Or 1 . . . K—N1; 2 B—B5 and
wins.
2 B—B5ch K—N4
3 P—KR4 mate
- 970 1 RxRPch! PxR
2 N—N5ch K—N1
3 Q—R6 P—B3
4 NxB Q—R2
5 QxQch KxQ
6 NxRch RxN
7 RxBP Resigns
White has two extra Pawns with
an easy win.
- 971 1 Q—R6! PxQ
2 R—N8 mate
- 972 1 RxPch! KxR
2 N—R5ch K—B1
If 2 . . . K—N3; 3 Q—K3! forces
a quick mate.
If 2 . . . K—R1; 3 NxN, Q—K4;
4 B—N2! is decisive.
3 NxN NxN
4 QxN K—K1
5 B—N5ch Resigns
If 5 . . . K—Q1; 6 Q—R8ch,
K—B2; 7 B—KB4ch wins; or 5
. . . R—Q2; 6 Q—R8ch, K—K2;
7 B—N5ch, K—Q3; 8 B—KB4ch.
- 973 1 Q—R8ch! KxR
2 R—K1ch K—Q3
3 Q—K5 mate

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

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

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

977 1 NxP! BxP
 If 1 . . . PxN; 2 RxPch wins the Queen.
 2 Q—B3ch! R/B1—B3
 If 2 . . . B—K4; 3 N—B3 disch and wins.
 3 N—K4 disch! BxR
 4 RxBch K—R1
 If 4 . . . K—B1; 5 Q—N4ch wins.
 5 QxRch! RxQ
 6 R—N8ch! KxR
 7 NxRch K—B1
 8 NxQ Resigns

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

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

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

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

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

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

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

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

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

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

- 4 P—B3 P—N7
5 K—B2 P—N8/Qch
6 RxQ Q—R7ch
Resigns
Black wins the Rook.
- 988** 1 BxP!
If now 2 NxP, RxPch!; 3 KxR,
Q—Q7ch; 4 K—R3, Q—R3ch fol-
lowed by mate.
2 Q—B3 P—N4!
If now 3 R—B8, P—N5 mate.
3 P—KN4 PxN!
If now 4 R—B8, B—N7 mate.
4 P—N5 B—N2!
5 K—N4 Q—Q4
Resigns
- 989** 1 R—N8ch!
2 RxR Q—QB6ch
And mate next move.
- 990** 1 RxPch!
2 QxI3 R—N6!
3 QxI3
If 3 QxQ, RxRP mate.
3 R—N7 dbl ch
And mate next move.
- 991** 1 Q—B6ch
2 B—N3 P—N4!
Threatens . . . Q—B8 mate. If
now 3 R—Q2, Q—R8ch; 4 R—N2,
P—I4; 5 PxP, QxP mate.
3 PxPe. p. K—N4!
Again threatening . . . Q—B8
mate.
4 R—Q2 P—R4!
5 PxP Q—B8ch
6 R—N2 Q—B4 mate
- 992** 1 R—KR4!
If now 2 P—N3, QxP; 3 B—K4,
RxR; 4 RxR, NxB; 5 PxN, BxPch
etc.
2 P—KR3 N—N5!
3 RPxN RxPch
4 K—N1 Q—R7ch
5 K—B1 Q—R8ch
Followed by 6 QxP mate.
- 993** 1 QxRPch
2 K—N1 Q—R8ch
3 K—B2 Q—R7ch
Black wins the Queen.
- 994** 1 RxPch!
2 KxR Q—R6ch
3 K—B2 Q—R7ch
4 K—B3 R—KB1ch
5 Q—B7 RxQ mate

- 995** 1 RxPch!
2 KxR Q—R6ch
3 K—N1 R—N1ch
4 N—N3 RxNch!
5 PxR B—KB4ch
And Black wins the Queen.
- 996** 1 N—B6ch!
2 PxN B/N5xP dis ch
3 B—N3 QxBch!
4 PxQ RxPch
5 K—R2
Or 5 B—N2, RxBch followed by
. . . R—R7 and . . . R—R8 mate.
5 BxP
6 B—R3 RxBch!
7 KxR R—R1 mate
- 997** 1 N—B6ch!
If now 2 PxN, Q—N4ch or . . .
R—N4ch leads to mate.
2 K—R1 Q—R5
3 P—R3 N—K8!
Resigns
Black attacks the Queen and also
threatens 4 . . . QxRPch followed
by . . . QxP mate.
- 998** 1 NxRP!
If now 2 PxN, QxPch; 3 K—N1,
R—N6ch and mate in two more
moves.
2 PxR N—B7 dis ch
3 K—N3 Q—R6ch!
If now 4 KxN, Q—R7ch wins
the Queen.
4 K—B4 Q—R7ch
5 K—K3 N—N5ch!
Resigns
If 6 K—Q3, N—K4ch wins the
Queen. And if 6 PxN, QxQ wins.
- 999** 1 Q—N8ch!
2 RxQ N—B7 mate
- 1000** 1 N—R5!
Threatens 2 . . . N—R6 mate. If
2 PxN, BxBP, 3 R—K3, BxPch!
forcing mate.
2 P—KR4 QxP!
Resigns
If 3 PxQ, N—R6 mate.
- 1001** 1 Q—B8ch!
2 B—N1 Q—B6ch!
3 BxQ BxB mate
This very beautiful combination,
played in a blindfold exhibition of
22 games by the great Pillsbury,
worthily concludes our collection.

