

Step 2 mix

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- 1) 1. ♖e1 (the pin: pinning)
- 2) 1. ♟xf6+ gxf6 2. ♖xd7 (eliminating the defence: capturing+material)
- 3) 1. ♕f3! (1. ♟f3? ♗xe2) (defending: interposing)
- 4) 1. ... ♕xf4 (1. ... ♗xg5? 2. ♕xg5) (twofold attack thanks to X-ray protection)
- 5) 1. ♖xe4 d5 (double attack: pawn)
- 6) 1. ♟a7# (mate in one by a discovered check)
- 7) 1. ♕d7-h3-f1-e2-f3+
- 8) 1. ♖b1! (1. ♖c2? ♗d3#) 1. ... ♗d1+ 2. ♕c1 (getting out of check: avoid mate)
- 9) 1. ♗d4+ ♖h7 2. d8♗ (cashing in a passed pawn)
- 10) 1. ♕g4 (the pin: pinning)
- 11) 1. ♕xg7 ♖xg7 2. ♕xd7 (in-between move: capturing)
- 12) 1. ♟xc6+ (1. ♟f7+? ♖xf7 2. ♗xf7 ♗d5+) 1. ... ♗xc6 2. ♗xc6 (exploiting vulnerability: a bad position of the king)

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- 1) 1. ♗d4+! (1. ♖f3? ♗xb4) (getting out of check: avoid loss of material)
- 2) 1. ♟d4 (double attack: knight)
- 3) ♗e7, ♕e4, ♟c6, ♖d6
- 4) 1. fxg5# (mate in one)
- 5) 1. c4 (discovered attack)
- 6) 1. ... ♗f1+ 2. ♖h2 ♗xb5 (double attack: queen)
- 7) Drawing
- 8) 1. ♗h8+ ♟g8 2. ♗xg8# (mate in two)
- 9) 1. ♖xa8! (1. ♟xd5? ♖xa1; 1. ♖xd5? ♖xa1+) 1. ... ♖xa8 2. ♟xd5 (eliminating the defence: luring away+material)
- 10) 1. ♟e5! (1. c3? ♕xd3) (defending: interposing)
- 11) 1. ♖c4+ ♖b6 2. ♖xc3 (defend against mate: capture the guard / helper)
- 12) 1. ... ♗c3 2. ♖g1 a1♗ (cashing in a passed pawn; also a double attack)

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- 1) 1. d5 (double attack: pawn)
- 2) 1. ... ♟xe4 (1. ... ♗xe4 2. ♗d6+) (twofold attack: avoid mate)
- 3) 1. ... ♖e1+! (1. ... gxh4? 2. ♖xg4+; 1. ... ♖xf2? 2. ♖xg4) (double attack: rook)
- 4) 1. ♖xg7+ ♖xg7 2. ♖xb2 (eliminating the defence: capturing+material)
- 5) 1. ♖e6# (mate in one)
- 6) 1. ... ♕h6 (the pin: pinning)
- 7) 1. ♟e5 ♟xe5! (1. ... ♕xd1 2. ♕xf7#)
- 8) 1. ... ♗d8 (1. ... f5 2. ♕xf5+ ♗xf5 3. ♖xe8) (defending: moving away and maintaining the protection)
- 9) 1. ♖e2! (1. ♖xe4? ♖xf1) (getting out of check: avoid loss of material)
- 10) 1. ♖e8+ ♕f8 2. ♖xc1 (in-between move: check)
- 11) 1. ♖b3 (defend against a passed pawn by twofold (X-ray)protection of b1)
- 12) 1. ♟xd6 ♖xd6 2. b8♗+ (cashing in a passed pawn: capturing)

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- 1) 1. ♕e5+ ♖xe5 2. ♗xc6 (eliminating the defence: luring away+material)
- 2) 1. ... c4! (1. ... ♖xd4? 2. g8♗) (getting out of check: avoid loss of material)
- 3) 1. ♕xe7+ ♖e8 2. ♖g8# (mate in two)
- 4) 1. d5 (double attack: pawn)

- 5) 1. ♖e5 (the pin: pinning)
- 6) 1. ♗b3! (1. b3? ♖xc3) (defending: interposing)
- 7) ♖f5 ♗c8
- 8) 1. ... g6+ 2. fxg6+ ♖xg6# (2. ... fxg6 is against the rules)
- 9) 1. ... ♗xf3+ 2. ♔g1 ♖g5# (mate in two)
- 10) 1. ♖xe6+ ♗f8 2. ♖xd5 (double attack: queen)
- 11) 1. ... ♖xf1 (1. ... ♖xe4 2. a5) 2. e8♖ ♖a1# (defend against a passed pawn by threatening mate)
- 12) 1. ♖xb8+! (1. ♗xd6? ♖xb7) 1. ... ♖xb8 2. ♗xb8 (twofold attack thanks to X-ray protection)

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- 1) 1. ♖g6+ ♗h8 2. ♖g7# (mate in two)
- 2) 1. ♖c4+ ♖f7 2. ♖xa6 (double attack: queen)
- 3) 1. ♖c8+ ♗g7 2. ♖xe4 (in-between move: check)
- 4) 1. ♗xd5! (1. ♖xf6? ♖d3+; 1. ♖c8+? ♖d8) 1. ... ♗xc3 2. ♗xc3
- 5) 1. ♗h8# (1. ♖e6+? ♗xe6) (mate in one)
- 6) 1. ... a1♖+ (1. ... g1♖? 2. ♗f3+) 2. ♗xa1 g1♖ (cashing in a passed pawn)
- 7) 1. ♗c3 ♖c4 2. ♗xd5 (double attack: knight)
- 8) 1. ♗xc6+ bxc6 2. dxe5 (eliminating the defence: capturing+material)
- 9) 1. ♖xf1! (1. ♗xf1? ♖xd2) 1. ... ♖xd2? 2. ♖f8# (getting out of check: avoid loss of material)
- 10) 1. ... ♗xh2+ 2. ♗xh2 ♖xd4 (discovered attack)
- 11) 1. ♗d6 (eliminating the defence: chasing away+material)
- 12) 1. ♖c8+ (1. ♖f4 ♗h6) 1. ... ♗f8 2. ♖xf8+ ♗g7 3. ♖xf2 (defend against a passed pawn)

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- 1) 1. ... ♗c5+ (double attack: bishop)
- 2) 1. ♖b2+ ♗a4 2. ♖a2# (mate in two)
- 3) 1. ♗f4 (the pin: pinning)
- 4) 1. ♗d7+ ♗e7 2. ♖xg5 (discovered attack)
- 5) 1. ♗d5 (double attack: knight)
- 6) 1. ... ♖h4 2. ♗c7#
- 7) ♖f4, ♗f8
- 8) 1. ♗f3 (1. ♗g2? ♗xg4; 1. ♗h4? ♗e7+) (getting out of check: interposing)
- 9) 1. ♗d4 (in-between move: attacking two pieces)
- 10) 1. ... ♗g5 (1. ... ♗f4+? 2. ♗f1 ♗d3 3. d7) 2. d7 ♗f7 (defend against a passed pawn)
- 11) 1. ♗a5 (1. a7? ♗b6) 1. ... ♗f7 2. a7 (cashing in a passed pawn)
- 12) 1. ♗b7+ d5 2. cxd6# (mate in two)

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- 1) 1. ♗xf3! (1. ♗xd7? ♖g2# (1. ... ♖d1#)) 1. ... gxf3 2. ♖a4 (profitable exchange)
- 2) 1. ♗c6 (double attack: king)
- 3) 1. ... ♖f8! (getting out of check: interposing thanks to X-ray protection and avoid mate)
- 4) ♖h7-a7-a5-c5-c8+
- 5) ♗b3, ♗a6, ♗c5
- 6) 1. ♗g8 1. a8♖ ♖h8+) (cashing in a passed pawn)
- 7) 1. c4 ♗xc4 2. ♗c3 (defending: interposing and making space for the knight by clearing a square)
- 8) 1. ... ♗xd5 (1. ... ♗xd5 2. b5) (twofold attack)
- 9) 1. ♗b5 (eliminating the defence: chasing away+material)
- 10) 1. ♗xb6 (discovered attack)
- 11) 1. ... b1♖+ (1. ... bxa1♖+ 2. ♖xa1) 2. ♗c1 ♖xa6 (cashing in a passed pawn)
- 12) 1. ♗g5# (1. ♗a5+? ♗c7 2. ♗xc7+ ♗e7) (mate in one)

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- 1) 1. ♖d4! [1. ♗d4? ♗xd1) (getting out of check: avoid loss of material)
- 2) 1. ... ♗e3+ (double attack: bishop)

- 3) 1. ... ♖f3+ 2. ♔h4 ♗g4# (mate in two)
- 4) 1. c3 (in-between move: attack on two pieces)
- 5) 1. ♕e7 (the pin: pinning)
- 6) 1. c5 ♕xc5 2. ♕xc7 (eliminating the defence: luring away+material)
- 7) 1. ... ♗g5 (1. ... ♔h7? 2. ♖xf5+ ♔h8 3. ♖f6) (defend against mate: interposing)
- 8) ♗g7, ♖g3
- 9) 1. ♖b1 ♖c2 (exploiting vulnerability: threaten mate)
- 10) 1. ♖xg6+ hxg6 2. ♖xc2 (eliminating the defence: capturing+material)
- 11) 1. ♖xf4 (1. ♖xa6? ♕xa6 2. ♖xf4 ♕xf1) (capture an unprotected piece)
- 12) 1. ♖c8 (double attack: knight)

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- 1) 1. ... b3 (double attack: pawn)
- 2) 1. ♖e6+ ♔g8 2. ♗g6# (mate in two)
- 3) 1. ♖c7+ ♔g6 (1. ... ♖xc7 2. bxc7) 2. ♖xb7 (cashing in a passed pawn)
- 4) 1. ♗c4 2. ♗a6# (mate planner) The rules:
Only White moves.
You may not capture anything.
Don't give check until it is mate.
Play only safe moves (1. b5 2. ♗b4# is against this rule)
- 5) 1. ♗g4+ ♔b8 2. ♗xc4 (double attack: queen)
- 6) 1. ♖xd6! (1. ♕xc5? ♖xc4; 1. ♖xe5? ♕xa3; 1. ♖xe5? ♖xe5 2. ♖xe5 ♕xa3) 1. ... ♕xd6 (1. ... ♕xa3 2. ♖xe8) 2. ♕xd6 (twofold attack thanks to X-ray protection)
- 7) 1. ♗xd5 ♖xd5 2. ♕xb5 (eliminating the defence: capturing+material)
- 8) ♖f5-h4-f3-e1-c2-b4+
- 9) 1. b3 ♕xb3 2. ♗e2
- 10) 1. ♗g3+ ♔h7 2. dxc6 (in-between move: check)
- 11) 1. ... ♖c5 (1. ... c5? 2. ♖xe7; 1. ... ♖f4? 2. ♗d2) (defending: interposing)
- 12) 1. ... ♕d1 (1. ... ♕c2? 2. ♔d5 ♕d1 3. ♔e4) 2. ♔d6 ♕f3 (defend against a passed pawn)

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- 1) 1. ♗b2+ (exploiting vulnerability: no defenders)
- 2) 1. ♗xg6+ ♔f8 2. ♖e8# (mate in two)
- 3) 1. ♖c1 (the pin: pinning)
- 4) 1. ♖xd5 (1. ♗xd5? ♕xc3+) (twofold attack; eliminating the defence: avoid capturing+material)
- 5) 1. ♗e7 ♖e8 2. ♗xf6 (double attack: queen)
- 6) 1. ... ♕xf2+ wins a pawn because White cannot take with the king: 1. ... ♗e7 with a pin. (1. ... ♗xf3 2. gxf3 is good for Black but doesn't win a pawn; 1. ... ♕e6 is good move but not a winning one)
- 7) Drawing
- 8) 1. ♖d7+ ♔a8 (1. ... ♔a7 2. ♖a3#) 2. ♖a3+ ♕a7
- 9) 1. ♖d8 (defend against mate: eliminate the helper)
- 10) 1. ♔c1 (in-between move: attacking two pieces and avoid mate)
- 11) 1. ... e5 (1. ... ♔g8 2. ♖c1) 2. ♕f2 ♕xb3 (getting out of check: attack on two pieces)
- 12) 1. d7 ♗c6 (1. ... ♗xf5 2. dxe8♗+) 2. dxe8♗+ ♗xe8 (cashing in a passed pawn)

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- 1) 1. ♔f2 (1. ♔h2? ♖xb3) (getting out of check: attacking on two pieces)
- 2) 1. ♕xg7+ ♕xg7 2. ♗xg7# (mate in two)
- 3) 1. ♕a3 (the pin: pinning)
- 4) 1. ♖xe5 dxe5 2. ♕xf6 (eliminating the defence: capturing+material)
- 5) 1. ♗b8+ ♔h7 2. ♗xf4 (double attack: queen)
- 6) 1. ♔c2 ♗c3+ (1. ... ♗e5 2. ♗a4#) 2. ♔xc3 (2. ♗xc3? stalemate) (avoid stalemate)
- 7) 1. ♖a7 2. ♗b3# (mate planner). (1. b5 2. ♗b4# is wrong, b5 can be captured.)
- 8) 1. ... ♖c3 (double attack: knight)

- 9) 1. ♖b5 wins a pawn and the knight will not be in danger. (1. ♕e3 and 1. c3 protecting the attacked knight are good moves, but there is a better one.)
- 10) 1. ♔d2 (1. ♔d4? ♕c7) 1. ... ♕b6 2. ♔xd1 (draw due to insufficient material)
- 11) 1. ♕g8 (1. ♕xd5 ♖h8 only wins the pawn back; 1. ♕g6? ♖g7) (discovered attack)
- 12) 1. ♖xc5! (1. ♕xc5? ♕xc1) 1. ... ♕xc5 2. ♕xc5 (twofold attack)

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- 1) 1. ♔g2 (eliminating the defence: chasing away+material)
- 2) 1. ♕b5 (the pin: pinning)
- 3) 1. ... dxc5 (1. ... ♖xh8 2. ♕e6) (choose the right capture)
- 4) 1. ♖c6+ ♔d8 2. ♖xa6 (protects the rook on f1)
- 5) 1. ... ♖b4 (1. ... ♖xc1+? 2. ♔g2) (defend against a passed pawn)
- 6) 1. ♖f7+ ♔xf7 2. ♖xd7+ (eliminating the defence: luring away+material)
- 7) 1. ... d4 (discovered attack)
- 8) ♖f4xf5xb5xb6xb2xf2xf7 or Tf4xf5xf7xf2xb2xb5xb6
- 9) 1. ♔d1! (1. ♔b1? ♕d2+! 2. ♖xd2 ♖xd2) (getting out of check: avoid mate)
- 10) 1. ♖hg3 (exploiting vulnerability: a bad position of the king due to a majority of material)
- 11) 1. ... ♕b7 (1. ... ♖d6? 2. ♖e4!) (defending: moving away to a protected square)
- 12) 1. ♖d7 ♖d8 2. ♖xg4 (double attack: queen)

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- 1) 1. ... ♖b5+ 2. ♔a7 ♖b6# (mate in two)
- 2) 1. ... ♕f6 (1. ... ♕d6+ 2. ♖xd6+; 1. ... ♔c7 2. ♔xb5) (getting out of check)
- 3) 1. ♖xe4 ♖xe4 2. ♖xd8 (eliminating the defence: luring away+material; overload)
- 4) 1. ♕xf6 ♕xf6 2. ♖xc4 (in-between move: capturing)
- 5) 1. ♖c5 2. ♖f8# (mate planner)
- 6) 1. ... ♕b6 2. d4 (defending: interposing)
- 7) 1. ♕c5 c1♖ 2. b7# (defend against a passed pawn: counter-attack)
- 8) 1. d6 (double attack: pawn)
- 9) 1. ♖xc7 ♖xc7 2. ♕xa5 (eliminating the defence: capturing+material)
- 10) 1. ♖b3 (the pin: pinning)
- 11) 1. ♖e2 ♖f5 2. ♖xc4 (double attack: queen)
- 12) 1. ... f5 (eliminating the defence: chasing away+material)

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- 1) 1. ♖d6 (the pin: pinning)
- 2) 1. ... ♖d8+ (1. ... ♖d8 2. ♖e8+) (getting out of check: avoid mate)
- 3) 1. ♕f5+ ♔g6 2. ♖xh6+! (double attack: knight)
- 4) 1. ... ♕xd4+ 2. ♕xd4 ♖xe2 (eliminating the defence: capturing+material)
- 5) 1. d7 ♕c7 (1. ... ♔xd7? 2. ♕xf4 gxf4 3. ♔h4) (defend against a passed pawn)
- 6) 1. ... ♕ed7 (1. ... ♕xc4 2. ♖a4+; 1. ... ♕f3+ 2. ♔f2)
- 7) 1. ... ♕xh2+ 2. ♔xh2 ♖xf1 (eliminating the defence: luring away+material)
- 8) 1. ♖h3+ ♔g7 2. ♖h8# (mate in two)
- 9) ♖g6 ♕f6 ♕f2 Uh4
- 10) 1. ... ♖b8+ (double attack: queen)
- 11) 1. ♕c1+ ♔g6 2. ♕e3 (defend against mate: interposing)
- 12) 1. b5+ (1. d5+ exd5+) 1. ... ♔d7 (1. ... ♕xb5 2. ♖xb5+ of 2. cxb5+) 2. ♖xc3 (discovered attack)

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- 1) 1. ♔e6 (double attack: king)
- 2) 1. ♖d8+ ♔h7 2. ♖xa5 (in-between move: check)
- 3) 1. ... ♕xd4 2. ♖xd4 (2. ♕xd4 ♖xc4) (defending: protecting)
- 4) 1. ♖xh4 (defend against mate: protecting)
- 5) 1. g6+ fxg6 2. fxg6# (mate in two thanks to X-ray protection)

- 6) 1. ♖f2! (1. ♗f1? ♗xf1+! (1. ... ♗xb1? 2. ♗a8+) 2. ♖xf1 ♕xb1) 1. ... ♗xb1? 2. ♗a8+ (getting out of check: avoid loss of material)
- 7) 1. ♗b8+ ♖xb8 2. ♗xd7 (eliminating the defence: luring away+material)
- 8) 1. ♗f7+ (1. ♗g6+? ♖h7 2. ♗xe7 ♗d1+) 1. ... ♖h7 2. ♗xd8 (double attack: knight)
- 9) ♖c4 ♖d5
- 10) 1. ♗xc6 (discovered attack)
- 11) 1. ♗xb5 (1. ♗xf5? d2) 1. ... d2 2. ♗c3 (defend against a passed pawn)
- 12) 1. ♗xf7+ (1. ♗xc7? ♗xd7) 1. ... ♖xf7 2. ♗xc7+ (eliminating the defence: capturing+material)

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- 1) 1. ... ♗d4+ (eliminating the defence: chasing away+material)
- 2) 1. b8♗ (1. d8♗? ♕xd8+ 2. ♖g4 ♕c7) 1. ... ♕xb8 2. d8♗ (cashing in a passed pawn)
- 3) 1. ♗xc5 (1. ♗xa7? ♗c1+) 1. ... ♗xc5 (profitable exchange)
- 4) 1. e5! (1. ♗xd8+? ♗xd8; 1. ♗d5?) 1. ... ♗xd1+ 2. ♗xd1 (discovered attack)
- 5) Drawing
- 6) Drawing
- 7) 1. ... ♗a5 (double attack: queen)
- 8) ♕f1-e2-d1-c2-g8-e8+
- 9) 1. c8♗# (mate in one by double check)
- 10) 1. ... ♖g2 (1. ... ♗xb1? 2. ♕f3#) 2. ♕f3+ ♖xf3 3. ♗xg1 (3. ♕xg1 h1♗) 3. ... hxg1♗ (defend against mate: moving away)
- 11) 1. ... ♕e4 (double attack with two piece)
- 12) 1. ♗bb1 (defend against a passed pawn)

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- 1) 1. ♕b2 (in-between move: attacking two pieces)
- 2) 1. ♕f3 2. ♗f6 (mate planner)
- 3) 1. ♗xh6#! (1. ♗xb7? 1. ♗xh6+? ♖g4) (mate in one by a discovered check)
- 4) 1. ♕xg6+ ♖xg6 2. ♗xe7 (eliminating the defence: luring away+material)
- 5) 1. ♕b2 (the pin: pinning)
- 6) 1. ♗xc5 ♕g6 2. ♗xb6 (double attack: queen)
- 7) 1. ♗xg6 ♗xg5 (1. ... hxg6 2. ♗xh4) 2. ♗xg5 (eliminating the defence: capturing+material)
- 8) 1. ... ♕xh6 2. ♕xf7+ ♖g7 (attacking two pieces)
- 9) 1. ... ♕c5 (1. ... ♕e5? 2. ♗d8#) (defending: moving away and preparing interposing)
- 10) 1. ♕b5+ c6 2. dxc6 (exploiting vulnerability: a bad position of the king)
- 11) 1. ... ♗e8! (1. ... ♕e8? 2. ♗d6#) (getting out of check: avoid mate)
- 12) 1. ♗a1 (exploiting vulnerability: threaten mate)

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- 1) 1. ♗d3! (1. ♗e6? ♗f6!; 1. ♗c8+ ♗f8) 1. ... ♗xe4 2. ♗xc3 (discovered attack)
- 2) 1. ♗b1 (the pin: pinning)
- 3) 1. ♕xc5 (defend against mate door interposing voorbereiden)
- 4) 1. ... ♖f5! (1. ... ♖g6 2. ♗h4#) (getting out of check: avoid mate)
- 5) 1. ♗xc7 ♗e8 2. ♗xd7 (double attack: queen)
- 6) 1. ♗b8+! (1. ♗xf6? ♗c1+!) 1. ... ♖h7 2. ♕xc6 (in-between move: check)
- 7) 1. ♕c4+ ♖h7 2. ♗xf8 (eliminating the defence: chasing away+material)
- 8) 1. ♗xc4 ♗xc3 (1. ... bxc4 2. ♗xe5) 2. ♗xc3 (eliminating the defence: capturing+material)
- 9) 1. ... ♕c5+ 2. ♕e3 2. ♖h1 ♗xf1#) 2. ... ♕xe3+ 3. ♖h1 (getting out of check: avoid mate)
- 10) 1. ♗a8 (1. ♗d8+? ♖c2) 1. ... e1♗ 2. ♗a1+ ♖d2 3. ♗xe1 (defend against a passed pawn)
- 11) 1. ... f4+ 2. ♖xf4 ♗xd3 (eliminating the defence: luring away+material)
- 12) 1. ... ♗b1 2. ♖h2 a1♗ (cashing in a passed pawn)

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- 1) 1. ♕c4 (the pin: pinning)

- 2) 1. ♖a6 (defending: X-ray protection)
- 3) 1. ♜xc5 dxc5 2. ♝xf2 (eliminating the defence: capturing+material)
- 4) 1. ... c5 (discovered attack)
- 5) 1. e5 is the best move. White doesn't want to lose time by exchanging queens. After 1. ... ♖g6 White must sacrifice a pawn: 2. 0-0 ♖xc2 3. ♜c3 and the threat ♙d3 forces the queen back. After 3. ... ♖g6, 4. ♜d5 is strong.
 1. ♖xf6 helps Black's development. After 1. ... ♜xf6 2. 0-0 (2. e5 d5!) 2. ... d6 Black has no problems.
 1. ♖d1 is too passive. Black can castle quickly: 1. ... ♙c5 2. 0-0 ♜e7.
- 6) 1. ♜c4 (in-between move: attacking two pieces)
- 7) ♜h5 ♙e8 (mate thanks to X-ray protection)
- 8) 1. ... ♜a2+ 2. ♝f3 ♜h2 (defend against mate: protecting)
- 9) 1. ... ♜e4+ (1. ... ♜xd1? 2. fxe6+) 2. ♝f3 ♜c5 (defending: in-between move and protecting)
- 10) 1. ♜b6 cxb6 2. c7 (avoid stalemate)
- 11) 1. ♜xg7+ ♜xg7 (1. ... ♝h8 2. ♜e7+) 2. ♖xe3 (eliminating the defence: luring away+material; overload)
- 12) 1. e3 2. ♖a5# (mate planner)

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- 1) 1. ... ♖d4 (1. ... ♜h7? 2. ♙d3) (defend against mate: protecting)
- 2) 1. ♜xd7+ ♙xd7 2. ♝xc4 (eliminating the defence: luring away+material; overload)
- 3) 1. ... ♙e6 (double attack: bishop)
- 4) 1. ♖xe5 (1. ♜xe5? ♙d6) (twofold attack)
- 5) 1. ♜xe7 (cashing in a passed pawn)
- 6) 1. ... ♜xg3 2. hxg3 (2. ♜xg3 f4) (avoiding a double attack)
- 7) 1. ♖d2 (the pin: pinning)
- 8) ♜d5xe7xc6xd4xf5xh6xf7
- 9) 1. ... ♝f5 (1. ... ♝f7 2. ♜g7+; 1. ... ♝h6 2. ♙f4+) (defend against mate: avoid mate and loss of material)
- 10) 1. ♙xc5 (1. ♙d4? ♜e6) (discovered attack)
- 11) 1. ♖h8+ (1. ♖xh5? ♖f4+ 2. ♝c2 ♖xf1) 1. ... ♖c8 2. ♖xh5 (double attack: queen; taking the opponent into account!)
- 12) 1. ... ♝f4 (1. ... ♝f5? 2. ♜a3 ♜h8+ 3. ♝g3) 2. ♝h5 ♜h8+ 3. ♝g6 ♜xh3 (exploiting vulnerability: bad position of the pieces)

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- 1) 1. ... ♖c2+ 2. ♝a3 ♖a2# (mate in two)
- 2) 1. ♖d5+ (1. ♖xb4 ♜xf1) 1. ... ♝h8 2. ♖xd2 (double attack: queen)
- 3) 1. ♜b5 (double attack: knight)
- 4) 1. ♙xe5 ♖xd4 2. ♙xd4 (eliminating the defence: capturing+material)
- 5) 1. ♜de1 (the pin: pinning)
- 6) 1. ♜e4? ♖f3!
- 7) 1. ♜d6 ♝d7 (1. ... ♝xd6 2. c8♖) 2. c8♖+ (cashing in a passed pawn)
- 8) 1. ♙xf6 (discovered attack)
- 9) 1. ♜d1 2. c8♖# (mate planner)
- 10) 1. ♜d3 f1♖ (1. ... ♜xd3 2. ♜f1) 2. ♜xe1+ (defend against a passed pawn)
- 11) 1. ... ♝f8! (1. ... ♝h8? 2. ♜d8+ ♜g8 3. ♜xg8#) 2. ♜d8+ ♜e8 (getting out of check: avoid mate)
- 12) 1. ♖xf6 gxf6 2. ♙xc6 (in-between move: capturing)

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- 1) 1. ... ♜xe5 2. ♖xe6 ♜xe6 (discovered attack)
- 2) 1. ... ♖xb2 2. ♖xd6 ♖xb5 (double attack: queen)
- 3) 1. ♜f6 ♙xd4 2. ♜xh7# (mate in two: bring in the helper)
- 4) 1. ... ♜xa1 (1. ... ♖xa1 2. ♖e8#) 2. ♖xe5 ♜h1# (twofold attack)
- 5) Drawing

- 6) 1. ♖c7 2. ♜d3# (mate planner)
- 7) 1. ... ♗e5 (1. ... ♖xh6? 2. ♗h8#) (defend against mate: X-ray protection)
- 8) 1. ... ♗d2 (the pin: pinning)
- 9) 1. ... ♗xd1 (1. ... ♜xc6 2. ♙xd8) 2. ♜xe7+ (in-between move: check)
- 10) 1. ♗xe8 (eliminating the defence: luring away+material)
- 11) 1. ... ♗d5 2. ♖f1 ♖xe7 (in-between move: mating threat)
- 12) 1. ♗f6 ♗c3 2. ♗d8# (exploiting vulnerability: a bad position of the king; too few defenders)

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- 1) 1. ♙g4+! (1. ♖d2? ♖f2; 1. ♙e4+?) 1. ... ♖xg4 2. ♖d2 ♖f3 3. ♖e1 ♖e3= (defend against a passed pawn)
- 2) 1. ♜e3 (double attack with two piece)
- 3) 1. ... ♜e4 2. axb4 ♜xd2 3. bxa5
- 4) 1. ... ♗xg2 2. ♗xg2 ♗xc1+ (eliminating the defence: luring away+material)
- 5) 1. ♙d1 (1. ♙d5 ♜c2#) (defend against mate)
- 6) 1. ♗xd7 ♗xd7 2. ♗xc6 (eliminating the defence: capturing+material)
- 7) 1. ♗c8 (the pin: pinning)
- 8) 1. ♜xd1 attacking ♜c5
- 9) 1. ... ♙e8 Sometimes a passive move is necessary. Other moves lose material.
1. ... ♙d7 fails to a double attack 2. ♗d8+.
1. ... ♙xd5 fails to a double attack 2. ♗d8+. 1. ... ♙xa4 is a Step 1 mistakes because of 2. ♗xa4.
- 10) 1. ... ♗xf1+ 2. ♖xf1 fxe4 (in-between move: capturing)
- 11) 1. ... ♗e4 (double attack: rook)
- 12) 1. ♙h4 (eliminating the defence: chasing away+material)

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- 1) 1. ♗b8 (the pin: pinning)
- 2) 1. ♜b5+ (discovered attack)
- 3) 1. ... ♗a1 (in-between move: mating threat)
- 4) 1. ... ♗b7 2. f3 (2. ♜xc5 ♗xg2#) 2. ... ♗xb3 (double attack: queen)
- 5) 1. ... ♜xc8 2. dxc8 ♗+ ♗xc8 3. ♗xc8+ ♖e7 (defend against a passed pawn)
- 6) 1. ... ♜xc3 2. bxc3 (2. ♗xc3 ♙xh4) (maintaining the pin)
- 7) 1. h4 2. ♙h2# (mate planner)
- 8) 1. ♗e8+ ♗xe8 2. ♙xe8 ♖xe8 3. b8 ♗+ (cashing in a passed pawn)
- 9) 1. ♗e3 g6 (1. ... ♜c6 2. ♗e8+) 2. ♗xa7 (double attack: queen)
- 10) 1. ... ♖f8 (1. ... ♗e7? 2. ♗h8+ ♖f7 3. ♗xh7+ ♖e6 4. ♗xg6+) (defend against mate: moving away)
- 11) 1. ... ♜xe3 (double attack with two piece)
- 12) 1. ... ♙d3+ 2. ♖d2 ♗xf3 (eliminating the defence: chasing away+material)

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- 1) 1. ♖e6 f1 ♗ 2. ♗d7# (mate in two: bring in the helper)
- 2) 1. ♗e7 (double attack: rook)
- 3) 1. ♖f2 (draw: forcing stalemate)
- 4) 1. ... ♗cc8 (defend against a passed pawn)
- 5) 1. ♙e6+ ♖d8 2. ♗xb7 (eliminating the defence: chasing away+material)
- 6) ♙b8-d6-a3-c1-h6-g7+
- 7) 1. ... ♗e8! (1. ... ♗a3? 2. ♗h5+) (the pin: pinning)
- 8) 1. ♗c5 ♗d8 (1. ... ♗a1 2. ♙g6+ (2. ♗d6); 1. ... ♗b6? 2. ♗c8+) (defending: moving away)
- 9) ♗g6, ♙f6, ♜f2, Uh4
- 10) 1. ... ♗d6 2. ♗f7 ♗d8 (defend against mate: protecting)
- 11) 1. ♙g3 (defending: interposing)
- 12) 1. ... ♜e8! (1. ... ♜c8? 2. ♗xc8+! ♗f8 3. ♗xf8#) 2. ♗xe8+ ♗f8 (getting out of check: avoid mate)

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- 1) 1. ♖xb6 (eliminating the defence: chasing away+material)
- 2) 1. ... ♗b7 2. ♖d8 ♗xf3 (double attack: queen)
- 3) 1. ♘e8+ ♖xe8 2. ♗xd3 (discovered attack)
- 4) 1. e4 ♙e6 2. ♙xc6 (2. ♖xc6) (eliminating the defence: chasing away+material)
- 5) ♘f1-h2-f3-g5-h7-f6+
- 6) 1. ♙e6+ ♗xe6 (1. ... ♚h8 2. ♙xb3 ♖xe3 3. ♖xe3) 2. ♗xd3 (eliminating the defence: luring away+material)
- 7) 1. ♙e5# (mate in one by double check)
- 8) 1. h8♘ 2. ♘g6# (mate planner)
- 9) 1. ♗d2 (1. ♗g1 ♗c2#; 1. ♗g6 ♗e1#) (defend against mate)
- 10) 1. ♗xf6 (1. ♖xf6? d4 2. ♗b4 ♗xf6) (twofold attack)
- 11) 1. ♙g5 develops the bishop.
 1. g3 to develop ♙f1 but 1. ... Black can play 1. ... ♘b4 or 1. ... ♘g4.
 1. h3 is not a developing move. Black can force 1. ... ♘b4 with 2. ♚d1.
- 12) 1. ♗h8+ ♚e7 2. ♗xe8# (mate in two)

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- 1) Drawing
- 2) Drawing
- 3) 1. ♗d1 ♗d3 2. ♗xd2 of 2. ♙xd2) (defend against a passed pawn)
- 4) 1. ... ♙e3! (1. ... ♙xb4? 2. ♗g4+; 1. ... ♙d4? 2. ♗g4+) (avoiding a double attack by the queen)
- 5) ♘c2-a3-b5-d6-f7-g5+
- 6) 1. ♘e6 (discovered attack)
- 7) 1. ... ♘xc1 2. ♖xc1 ♖xd2 (eliminating the defence: capturing+material)
- 8) 1. ... ♗c7 (1. ... ♖c7? 2. ♗e8#) (defend against mate: X-ray protection)
- 9) 1. ... ♚f8 (1. ... ♚e8? 2. ♙h5) 2. ♙h5 ♙e8 (getting out of check: avoid mate)
- 10) 1. ... ♘ed3+ (1. ... ♘fd3+ 2. ♙xd3 ♘xd3+) 2. ♙xd3 ♘xd3+ (double attack: knight)
- 11) 1. ... c3 (exploiting vulnerability: threaten mate)
- 12) 1. ... ♘d4# (1. ... ♘g1 is illegal, Black is in check (mate in one by double check))

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- 1) 1. ♖xc6 ♖xc6 (1. ... ♖xb7 2. ♖xd6) 2. ♖xe7 (eliminating the defence: capturing+material)
- 2) 1. ♗a8+ ♚xa8 (1. ... ♚b6 2. c8♘#) 2. c8♗# (mate in two)
- 3) 1. ♘xf6 (1. ♙xf6 ♙xf6) 1. ... ♙xf6 2. ♙xf6+ (twofold attack)
- 4) 1. ♙g3 ♖xg3 2. b8♗ (cashing in a passed pawn)
- 5) 1. ♗g4+ ♚b8 2. ♖xd1 (defend against a passed pawn)
- 6) 1. ... f5 (defend against mate: protecting by line clearing)
- 7) 1. ♗e3+! (1. ♗xd5? ♗xb1; 1. ♗f8+? ♗g7) (in-between move: check)
- 8) 1. ... ♙d5 2. ♖e2 hxg5 (in-between move: mate threat)
- 9) 1. ... ♙h2+! (1. ... ♙g3? 2. ♗xe2; 1. ... ♖xf2? 2. ♗xf2 ♙h2+ 3. ♚f1) 2. ♚xh2 ♖xf2 (eliminating the defence: luring away+material)
- 10) 1. ♙g5 (the pin: pinning)
- 11) 1. ... ♗d5 (mate in two: bring in the chaser)
- 12) 1. ... ♙f5 (1. ... ♙c6 2. ♗c2) (discovered attack)

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- 1) 1. ... ♙xd4+! (1. ... ♘xf3? 2. ♙xb6) 2. ♚xd4 ♘xf3+ (eliminating the defence: luring away+material)
- 2) 1. ♚e3! ♘c4+ 2. ♚f2! (getting out of check: avoid mate)
- 3) 1. ♖d7 ♗xc5 2. ♗xg7# (mate in two: bring in the helper)
- 4) 1. b7 ♖xa7 2. b8♘# (mate in two)
- 5) 1. ♗e8+! (1. ♗e6+? ♖f7) 1. ... ♚h7 2. ♗xd7 (double attack: queen)
- 6) 1. ♖c1! (1. ♙xd5? ♗xf1#; 1. ♗xd5? ♗xd5 2. ♙xd5 ♙xf1) (in-between move)
- 7) 1. ... ♖b7+ 2. ♚c2 ♖b8 (defend against mate: protecting)

- 8) 1. ♖a3 (exploiting vulnerability: threaten mate)
- 9) 1. ... ♗d8 (1. ... ♗f5? 2. ♕g4) (defending: twofold protecting)
- 10) 1. ♖xg6+ fxg6 2. ♗xe6+ (eliminating the defence: luring away+material; overload)
- 11) 1. ♗xe6+ ♖xe6 2. ♖xb5 (in-between move: capturing with check)
- 12) 1. ... ♖a1 (defending: exchanging the attacker)

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- 1) 1. ♗e3 (1. ♗c5? ♘e6+) (defend against a passed pawn)
- 2) 1. ♘h8 ♖xg7 stalemate (draw: forcing stalemate)
- 3) 1. ♗xc7 (1. hxg4? ♗h4#; 1. ♕e2? ♗h2#) (defend against mate)
- 4) 1. ♕a3 (the pin: pinning)
- 5) 1. ... ♖d1+ 2. ♖xd1 (2. ♘h2 ♗h1#) 2. ... ♗xc5 (eliminating the defence: luring away+material)
- 6) 1. ♘b3 ♗f6 2. ♘xd4 (capturing and protecting)
- 7) 1. ♗h6 (in-between move: mating threat)
- 8) ♗h6 ♗g6
- 9) 1. ... g5! (1. ... ♗h8? 2. ♘xf8 and 3. ♗f7#) (defend against mate)
- 10) 1. ... ♕g6 (1. ... ♗xc2? 2. ♕xh5 ; 2. ... g6? 3. ♗e7) (defending: moving away to a protected square)
- 11) 1. ♘g5! (1. ♖e8+? ♘f7 2. ♘g5+ ♘xe8) (double attack: knight)
- 12) 1. ♖f2 (1. ♖f1? ♖e2 2. ♖a1+?? ♕xa1) (discovered attack)

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- 1) 1. ♘h3 (1. ♗xe2? ♗h5#) (getting out of check: avoid mate)
- 2) 1. ... ♖g7 (defend against mate)
- 3) 1. ... ♘f3+ (1. ... ♘e2+? 2. ♕xe2) 2. gxf3 ♕xc3 (discovered attack)
- 4) 1. ... ♕h3 (mate in two: bring in the helper)
- 5) 1. ... ♘c5? 2. ♗a3; 1. ... ♘f6! (eliminating the defence: chasing away+material)
- 6) 1. ... ♗xc1+! (1. ... ♗xd2? 2. ♗d1) 2. ♕xc1 hxg4 (in-between move: capturing with check)
- 7) 1. ♕xe6+ (1. ♗xd7 ♕xd7) 1. ... ♗xe6 2. ♗xa7 (eliminating the defence: luring away+material; overload)
- 8) ♘c6 ♘c7
- 9) 1. ♗h5 h6 (1. ... ♗b2 2. ♗e8#) 2. ♗xe2 (double attack: queen)
- 10) 1. ♗xf5 ♕xf2+ (1. ... ♕xf5 2. ♕xc5) 2. ♗xf2! (eliminating the defence: capturing+material)
- 11) 1. ♖axc8 (1. ♖cxc8 ♖b1+ 2. ♘c1 ♖xc1+) (twofold attack)
- 12) 1. ... g5 (eliminating the defence: chasing away+material)

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- 1) 1. ... ♗e5 2. c3 ♗xe2 (double attack: queen)
- 2) 1. ♕d5+! (1. ♖xb6? ♖d4+; 1. ♖xc4? ♘xc4+) 1. ... ♘xd5 2. ♖xc4 (eliminating the defence: luring away+material)
- 3) 1. ... ♖f4 (the pin: pinning)
- 4) 1. ... ♗b6 (1. ... ♗d7? 2. ♖xa5 ; 2. ... ♕xd6? 3. exd6+) (defending: moving away and maintaining the protection)
- 5) 1. ... ♖8c2+ 2. ♘d3 (2. ♘f3 ♖f2#) 2. ... ♖d2# (mate in two)
- 6) 1. ♕g5+ ♘f6 (getting out of check: avoid loss of material)
- 7) 1. ♗f5 (cashing in a passed pawn)
- 8) 1. ♖d5+! ♘e6 2. ♘xf4+ (in-between move: check)
- 9) 1. ♗xe7 (1. ♘e7+ ♘f8 and het knight valt) (twofold attack)
- 10) 1. ... ♘e2+ 2. ♘xe2 (2. ♘h1 ♗h2#) 2. ... ♗h2# (mate in two)
- 11) 1. ♕xf5+ ♕xf5 (1. ... ♘h8 2. ♕xe6) 2. ♖xc4 (eliminating the defence: luring away+material)
- 12) 1. ♖d8 (exploiting vulnerability: threaten mate)

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- 1) 1. ♘f3! (double attack: king)
- 2) 1. ... dxc4 (discovered attack)

- 3) 1. ♖h3 (1. ♖g4? ♜e3+) (the pin: pinning thanks to a twofold attack)
 - 4) 1. ♖d4 f6 2. ♜xc4 (2. ♖xc4+) (double attack: queen)
 - 5) 1. ♜b1 (in-between move: attacking two pieces)
 - 6) 1. ♜f2 ♜e5 2. ♜a2+ ♜a5 (defend against mate: interposing voorbereiden)
 - 7) 1. ♜e2+ ♜f8 2. ♜e1 (2. ♞e1) (defend against mate: interposing)
 - 8) 1. ♜xf6 (1. ♞xf6? ♞xf6 2. ♜xf6 ♜xe1) 1. ... ♞xf6 2. ♞xf6+ (twofold attack)
 - 9) 1. ♜d4! (1. ♜b1+? ♜c8; 1. ♜f4? ♞c5+) (the pin: pinning)
- 10) Drawing
- 11) 1. ♖g5 g6 2. ♖h6 (exploiting vulnerability: threaten mate)
 - 12) 1. ♜d3 g5 2. ♜xb2 (double attack: knight)

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- 1) 1. ♖b2 (the pin: pinning)
- 2) 1. ... ♜xh5+ 2. ♜xh5 ♜g7 (defend against a passed pawn)
- 3) 1. ♞xc5 ♖xc5 (1. ... ♜xc5 2. ♞xh7+) (avoiding a discovered attack)
- 4) 1. ♖g3 ♞f8 2. ♖xb8 (double attack: queen)
- 5) 1. ♜h3 (exploiting vulnerability: threaten mate)
- 6) ♖d6-g3-h3-f5+ (line below the diagram should be removed)
- 7) 1. ♜xg7+ ♜xg7 2. ♖xd4 (eliminating the defence: luring away+material; overload)
- 8) 1. b4 (1. e5? fxe5+ 2. ♜e4 ♞d3#) (defend against mate: protecting by line clearing)
- 9) 1. ♜xe6 (discovered attack)
- 10) 1. ... ♖f3 2. a8♖ (2. ♜f1 ♖d1#) 2. ... ♖g2# (mate in two: bring in the chaser)
- 11) 1. ♖xc7! (1. ♞xe5? ♖xc4) 1. ... ♞xc7 2. ♞xe5 (eliminating the defence: capturing+material)
- 12) 1. ♜a2 (discovered attack)

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- 1) 1. ♜e5 ♜a7 (defending: counter-attack)
- 2) 1. ♜c7+ ♜xc7 (1. ... ♜h6 2. ♖xb7) 2. ♖xb3 (eliminating the defence: luring away+material)
- 3) 1. ♜e4 (double attack: rook)
- 4) ♖b7xd5xd1xa4xg4xg1xb6
- 5) ♜f8, ♜h6, ♜e5, ♞g5, ♜g6
- 6) 1. ♞d3 g1♖ (1. ... ♞xd3 2. ♜g1) 2. ♜xf1+ ♖xf1 3. ♞xf1 (defend against a passed pawn)
- 7) 1. ... ♖xg2+ 2. ♞xg2 ♞xg2# (mate in two)
- 8) 1. ♞b5 (discovered attack)
- 9) 1. ... ♜g8 (1. ... ♜xh4? stalemate) (defend against mate: protecting)
- 10) 1. ... ♞e3 (the pin: pinning)
- 11) 1. ♖d7 (in-between move: attacking two pieces)
- 12) 1. ♜xd6 ♜xc4 2. ♜xc4 (eliminating the defence: capturing+material)

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- 1) 1. ♞a3
- 2) 1. ♖xe4 (1. ♜xb8? ♖e1+) 1. ... ♜xe4 (1. ... ♜xb1+ 2. ♖xb1) 2. ♜xb8+ (eliminating the defence: luring away+material; overload)
- 3) 1. ♜e7 2. ♖d2# (mate planner)
- 4) 1. ♖d4 g6 (1. ... ♜c2 2. ♖d8+ ♖xd8 3. ♜xd8#) 2. ♖xb2 (double attack: queen)
- 5) 1. ♜f7 (1. ♜f5? ♜g7!) 1. ... g4 (1. ... ♜d5 2. ♞f8#) 2. ♞f4# (mate in two: bring in the guard)
- 6) 1. ... ♖d7 developing and protecting is the best. Capturing on f3 is a threat now.
 1. ... ♞e6 is not bad. After 2. ♖e2 Black prepares castling with 2. ... ♞e7.
 1. ... d5 2. exd5 is not necessary, because the queen move is better. However Black can play 2. ... ♞xf3
 3. dxc6 ♞d5 but loses a pawn after 4. ♖e2.
- 7) 1. f4 exf3 2. ♖xf3 (2. ♞xf3 ♞xe3+)
- 8) 1. ... b5 (eliminating the defence: chasing away+material)
- 9) 1. ♜e6 (double attack with two piece)
- 10) 1. ... ♞g7 (defend against mate: interposing and preparing moving away)

- 11) 1. ... ♕f4 (1. ... ♕c5? 2. ♖xc5) (in-between move and eliminating the defence: chasing away+material)
 12) 1... ♖d8 (1... ♖b6/♖d6 2. ♗c4#) (1... ♖b8/♖c8 2. ♜e8#) (getting out of check: avoid mate)

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- 1) 1. ♖f1 (1. ♖h1? ♗xf2#; 1. ♗xh2? ♜xh2+ 2. ♖f1 ♜h1#) (getting out of check: avoid mate)
 2) 1. ... ♜d4 2. g3 ♜xa4 (double attack: rook)
 3) 1. ♜xh5+ ♜xh5 2. ♕xh5# (mate in two)
 4) 1. ... ♜xg2+ 2. ♖xg2 ♜xd3 (in-between move: capturing with check)
 5) 1. g6 hxg6 2. ♜xc5 (discovered attack)
 6) 1. ... ♜xf7 (1. ... ♖h7 2. ♗g5+; 1. ... ♖g8 2. ♗g5+) (getting out of check)
 7) 1. ♗xb3 cxb3 2. ♕xb5+ (2. ♜xb3 a6) (in-between move)
 8) 1. ♗d6 ♜e7 2. ♗f7+ (double attack: knight)
 9) ♜e4xf4xb4xb2xb7xa7xa3xf3xf6 or ♜e4xb4xf4xf6xf3xa3xa7xb7xb2
 10) 1. ♜xc8+! (1. ♕xd5? ♜xc1+ 2. ♕xc1 ♕xd5) 1. ... ♕xc8 2. ♕xd5+ (eliminating the defence: luring away+material; overload)
 11) 1. ♜f4 (defend against mate: interposing)
 12) 1. ♜xc8+! (1. ♜xd7? ♜xd7 2. ♜xd7 ♜c1+; 1. ♜d8+? ♕e8!) 1. ... ♕xc8 2. e8♜+ (cashing in a passed pawn)

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- 1) 1. exf6 (1. e6 ♗e5) (discovered attack)
 2) 1. ... ♕e5 (double attack: bishop)
 3) 1. ... ♜xe4 2. ♜xd5 (2. ♜xe4 ♜xd2) 2. ... ♜xe3 (eliminating the defence: capturing+material)
 4) 1. ♗e8 (mate in two: bring in the helper)
 5) 1. ♜xe6 ♕g5+ (1. ... ♗xc7 2. ♜xe7) 2. ♖b1 ♗xc7 (in-between move: check)
 6) 1. ♗f5! (1. ♗e4? ♗xe4 2. ♕xc7+ ♖xc7) (the pin: pinning)
 7) 1. c4 2. c5# (mate planner)
 8) 1. ... ♜d7 (1. ... g6? 2. ♜xe5) (defend against mate)
 9) 1. ♗f5 (double attack: knight)
 10) 1. ... ♖h7 (1. ... ♖xg5 2. ♖f7) (draw: stalemate or insufficient material)
 11) 1. ♜d6 h6 (1. ... ♕xf3 2. ♜f8#) 2. ♜xc6 (double attack: queen)
 12) 1. h8♜ (1. hxg8♜? a1♜) 1. ... a1♜ (1. ... ♖c4 2. ♜xg8+) 2. ♜d4# (defend against a passed pawn: counter-attack)

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- 1) 1. d7 ♜d8 2. ♜xc5 (eliminating the defence: luring away+material)
 2) 1. ♜f4 2. ♗c7# (mate planner)
 3) 1. ♗xc6 ♜f6+ 2. ♗e5 (discovered attack)
 4) 1. ♜e3+ ♖d1 (1. ... ♖f1 2. ♕g2#) 2. ♕a4# (mate in two)
 5) 1. ♜c3 (double attack: queen)
 6) 1. ♗c5 ♜c6 (1. ... ♜xc5 2. ♕xc5) 2. ♜xg4 (eliminating the defence: chasing away+material)
 7) ♕h6-c1-a3-b4-a5-c7+
 8) 1. ♕g6 ♜xc2 2. ♜e8# (mate in two: bring in the helper)
 9) 1. ♗xc6 (1. ♗d7+? ♕xd7 2. ♕xf6=) (discovered attack)
 10) 1. ♜g5 (the pin: pinning)
 11) 1. ♕b6 g1♜ 2. b5# (defend against a passed pawn: counter-attack)
 12) 1. ... ♜f8! (1. ... ♖h7? 2. ♜h3#) 2. ♜xf8+ ♖h7 (getting out of check: avoid mate)

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- 1) 1. e5! (1. ♜xd8+? ♗xd8; 1. ♗d5?) 1. ... ♜xd1+ 2. ♗xd1 (discovered attack)
 2) 1. ... f2+ 2. ♕xf2 ♕xf2+ (2. ... ♜xf2? 3. ♖h1) 3. ♖f1 ♕d3+ (double attack: pawn thanks to X-ray protection)
 3) 1. exd5 (discovered attack and penning)
 4) 1. ... ♜xe4 (1. ... ♜d8 2. ♜xe5) (double attack: queen)

- 5) ♖a7xc5xd4xg7xf8xh6xe3xf2
 6) 1. ... ♗xe3! (1. ... ♗xe7? 2. ♗xe7+ ♕f8 3. ♗xg6+) 2. ♗xe3 ♗xe7 (eliminating the defence: luring away+material; overload)
 7) 1. ... ♖e3 2. ♜f5+ ♖g5 (defend against mate: interposing)
 8) 1. ... ♜e5 2. ♜xe5 (2. ♜a4 ♖xb2) 2. ... ♖xe5 3. ♖xe5 (eliminating the defence: chasing away+material)
 9) 1. ... ♜a8! (1. ... ♜f8? 2. ♜c4+; 1. ... ♜e8? 2. ♜f7+) (avoiding a double attack by the queen)
 10) 1. ... ♜g8 (getting out of check: avoid mate)
 11) 1. ♜xd7 ♜xc8 (1. ... ♜xd7 2. ♜xb8) 2. ♜xa7 (eliminating the defence: capturing+material)
 12) Drawing

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- 1) 1. ♖c4 (the pin: pinning)
 2) 1. e5 ♗xf3+ 2. ♗xf3 (double attack: pawn)
 3) 1. ♗c6+ ♕e8 2. ♗c7# (mate in two)
 4) ♜b7xd5xd1xg4xg1xe3xb3xb2
 5) 1. ♜he1 ♜f8 (1. ... ♗f6 2. ♜xe8+) 2. ♜xd7 (eliminating the defence: chasing away+material)
 6) 1. ♗f6+ ♕f8 2. ♗d7+ (2. ♗d5? exd5+) 2. ... ♕g8 3. ♗xb6 (discovered attack)
 7) 1. ... ♜d4+ (1. ... ♜g7+? 2. ♖f6) 2. ♜c3 ♜xg1 (double attack: queen)
 8) 1. ♜a4! (1. ♜e8+? ♕f7!) (discovered attack)
 9) 1. c7 2. c8♗# (mate planner)
 10) 1. ♜a5 (in-between move: attacking two pieces)
 11) 1. ♗xf6 (1. ♖xf6 ♖c5+) (twofold attack)
 12) 1. ♜xe5+ ♕xe5 2. ♜xf3 (avoid stalemate)

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- 1) 1. ♜c5 (eliminating the defence: chasing away+material)
 2) 1. ♜c3+ (1. ♜b7+? ♜d7) 1. ... ♕f7 2. ♜xc6 (double attack: queen)
 3) 1. ... ♜d7 (the pin: pinning thanks to a twofold attack)
 4) 1. ... e5 (discovered attack)
 5) 1. ♜xh4 (1. ♕g2 ♜xh3 2. ♜xh3 d2) 1. ... gxh4 (1. ... ♜xh4+ 2. ♕g2) (eliminating the defence: chasing away+material)
 6) 1. ♜f1+ ♕g8 2. ♜xd4 (in-between move: check)
 7) 1. ♜e1+! (1. ♜b1? ♖d4+; 1. dxc6? ♖xa1) (in-between move: attacking two pieces)
 8) 1. ... ♜c6+ 2. ♕d2 ♖b4# (mate in two)
 9) 1. d7+ ♕c7 2. d8♜# (2. dxe8♜+ ♜xe7) (cashing in a passed pawn)
 10) 1. ♕a6 ♖xe3 2. a5 (draw: exchanging the last pawn, so insufficient material)
 11) 1. ... ♜a8 2. ♜d1 ♜xf6 (eliminating the defence: chasing away+material)
 12) 1. c4 (discovered attack)

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- 1) 1. ... ♜d8+ 2. ♕c5 ♗a4# (mate in two)
 2) 1. ... ♖f4 (double attack with two piece)
 3) 1. ♗xd6 ♜xd6 (1. ... ♜xc4 2. ♗xc4) 2. ♜xc5 ♗xc5 3. ♜xc5 (eliminating the defence: capturing+material)
 4) 1. ♜d4+ (1. ♜h7+ ♕f8 2. ♜xh6+ ♕e8) (double attack: queen)
 5) ♜a8-e8-e3-g3-g1+
 6) 1. ♗xe4+ (1. ♜d8+? ♕h5; 1. ♗e6+? ♗xe6) 1. ... dxe4 2. ♜xd4 (discovered attack)
 7) 1. ... d2 (cashing in a passed pawn)
 8) 1. c8♗+ ♕d6 2. ♗xb6 (double attack: knight)
 9) 1. ... ♗f4 2. ♖xf4 (2. b8♜+ ♜xb8) 2. ... ♜g2# (defend against mate: interposing and counter-attack)
 10) 1. ♜f7 (1. ♖f7 ♖d4+ 2. ♕h1 ♖xa7; 1. ♜g2 ♖d4+) (defend against mate: interposing)
 11) 1. ♜a4 2. ♜e8# (mate planner)
 12) 1. ... ♗g4+ (1. ... ♗e4+? 2. ♗xe4) (discovered attack)

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- 1) 1. ♖xd5! (1. ♗xd5?; 1. ♘xd5?? ♘xd1) 1. ... ♘xd1 2. ♗f6+ (twofold attack)
- 2) 1. ♖h5 ♗f8 (1. ... ♗ae8 2. ♖xf7+ ♗h8 3. ♖xg7#) 2. ♖xe2 (double attack: queen)
- 3) ♖c3xa5xc7xg7xg2xh2xh6xe6 or ♖c3xa5xc7xh2xg2xg7xh6xe6
- 4) 1. ♗e7+! (1. ♖xf2? ♘xf2; 1. ♗xe6? ♖xf1+!) (eliminating the defence: luring away+material)
- 5) 1. ♗g1! (1. ♖xf2? ♗h1#) 1. ... ♗g2+ 2. ♗f1 (getting out of check: avoid mate)
- 6) 1. ... ♖h8+ (1. ... ♖xa2?) 2. ♖h2 ♖a8+ (avoid stalemate)
- 7) ♖c3 ♘d7 ♗b6 ♗a4 ♗b7
- 8) 1. ♖c4+ ♗d7 (1. ... ♖c7 2. ♖xc7#) 2. ♖e6# (mate in two)
- 9) 1. ... g4+ 2. ♗e3 ♗xa7 (2. ... ♗a5) (defend against mate)
- 10) 1. ♗e8 ♗d8 (1. ... ♖d5 2. ♗xg8#) 2. ♖xg8# (mate in two: helper / bring in the chaser)
- 11) 1. ♗xd4 (1. ♘xc7? ♗xf3+ 2. gxf3 ♘xc7) 1. ... ♘xd4 2. ♘xc7 (eliminating the defence: luring away+material; overload)
- 12) 1. ♗d5 ♖d8 (1. ... cxd5 2. ♖c8+) 2. ♗c3 (defending: moving away)

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- 1) 1. ... b5 2. ♗a5 (2. ... ♗xd6? 3. ♗c8#) (defending: counter-attack)
- 2) 1. ... ♖h1+ 2. ♗f2 ♗e4# (mate in two)
- 3) 1. ♘d3 (the pin: pinning thanks to a twofold attack)
- 4) 1. ♖c7 2. b8♗+ (mate planner)
- 5) 1. ... ♖f1+ (1. ... ♖f5+? 2. ♖c2+) (double attack: queen)
- 6) 1. ♗xb7 ♗xc5 (1. ... ♗xb7 2. ♗xc8+) 2. ♗xb6 (eliminating the defence: capturing+material)
- 7) 1. ... ♗c2 (double attack with two piece)
- 8) 1. ... ♗g2+ 2. ♗xg2 ♖xb8 (defend against mate: luring away the chaser)
- 9) 1. ♖d3! (1. ♖f3? ♗c4; 1. ♖xf7+? ♗xf7) (the pin: pinning)
- 10) Drawing
- 11) 1. ♗d5 ♗xg7 2. ♗xc3 (double attack: knight)
- 12) 1. ... ♘f5+ (1. ... ♖xg7? 2. ♖xg7+ ♗xg7 3. dxe6) 2. ♗a1 ♖xg7 (in-between move: check)

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- 1) 1. ♗xe6 (1. ♗xc4? ♘xc4+) 1. ... ♗xe6 (1. ... ♗c2 2. ♗e4) 2. ♗xc4 (eliminating the defence: capturing+material)
- 2) 1. ♗e1 (1. ♘e1? ♘xe1; 1. ♗g1? ♖xg1#) 1. ... ♘xe1? 2. ♖xg7# (getting out of check: mate of avoid loss of material)
- 3) 1. ♗g8+ ♗xg8 (1. ... ♗d6 2. ♗xh6) 2. ♗xg8 (double attack: knight thanks to X-ray protection)
- 4) 1. ... ♖c1+ 2. ♗f2 ♗g4# (mate in two)
- 5) 1. ... ♗c2 (the pin: pinning)
- 6) 1. ♖d7 ♗f8 (1. ... ♗xc3 2. ♖xf7+ ♗h8 3. ♖xg7#) 2. ♗xa4 (double attack: queen)
- 7) 1. ♗e4+ ♗xe4 2. ♖xc3+ (eliminating the defence: luring away+material)
- 8) 1. ♗xd7! (1. ♗c6? ♘c5+; 1. ♗d3? ♘f6 2. ♘b8 ♗xb8) 1. ... ♘xd7 2. ♗xe7! (2. ♘b8? ♘c5+!) (discovered attack)
- 9) 1. ♗h8 2. c8♗# (mate planner)
- 10) 1. ♗a8+ ♗xa8 2. ♗xe7 (in-between move: avoid stalemate)
- 11) 1. ♗b1 ♖a3 2. ♖xd4 (eliminating the defence: chasing away+material)
- 12) 1. ... ♗xc5 (1. ... ♘xd6? 2. ♗xd6 ♗xc5 3. ♗xf6+) (twofold attack thanks to X-ray protection)

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- 1) 1. ... ♗xc3! (1. ... ♘xb6? 2. ♘xb6+) 2. ♘xc3 ♘xb6 (eliminating the defence: luring away+material; overload)
- 2) ♘a7-b6-a5-b4-d6-e5+
- 3) 1. ♖xe1! (1. ♗f2? ♗f1#) 1. ... ♗xe1+ 2. ♗f2 ♗f1+ 3. ♗e2 (getting out of check: avoid mate)
- 4) 1. ♖g3 (1. ♖f4? ♗f3+) (the pin: pinning thanks to a twofold attack)
- 5) 1. ♗xe5? ♗xe5 (1. ... ♘xe2 2. ♗xc6)
- 6) 1. ♗f5 ♖e6 2. ♖g7# (2. ♖h8#) (mate in two: bring in the guard)

- 7) 1. e6+ fxe6+ 2. ♖e5 (defend against mate)
- 8) 1. ♜xh7+ ♚xh7 2. ♚xh7# (mate in two: X-ray protection)
- 9) 1. ... ♚a8 2. ♚d6 ♚e8 (defending: moving away)
- 10) 1. ♘g4 (1. ♖f1? ♖h4) (preserving the last pawn)
- 11) 1. ♚d5 (1. ♚b5 ♚a3) (double attack: rook)
- 12) 1. ♜c5! (the pin: pinning)

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- 1) 1. ♜xc4 ♘b6 2. ♜d3 (defending: interposing)
- 2) 1. ♜a8+ (1. ♚xe5? ♘f2+) 1. ... ♖h7 2. ♚fxe5 (in-between move: check)
- 3) 1. ... ♚xd5! (1. ... ♚xd5? 2. ♜xe5!) (eliminating the defence: capturing+material)
- 4) 1. ♜a5 ♖g7 (1. ... ♚b3 2. ♜e5#) 2. ♜xa4 (double attack: queen)
- 5) 1. ... ♚xb3 2. axb3 a2 (creating a passed pawn)
- 6) 1. ... ♚d5+ (1. ... ♖e7? 2. d8♜+ ♖xd8 3. ♚xc6) 2. ♖b1 ♖e7) (defend against a passed pawn)
- 7) 1. ♚xc3! (1. ♚xd8+? ♚xd8! 1. ♜e1? ♜xe1!) (eliminating the defence: luring away+material; overload)
- 8) 1. ... ♜d3 wins a pawn: 2. ♚b2 (2. ♚a3 ♜xe4+) 2. ... ♜xe4+
1. ... 0-0 and 1. ... b6 are decent developing moves but less good than the queen move.
- 9) 1. ... ♜d2 2. ♜xd2 (2. ♜xe4 ♜e1#) 2. ... ♘xd2 (defend by a counter-attack)
- 10) 1. ♚e8 (discovered attack)
- 11) 1. ... ♚e2+ 2. ♜xe2 ♜xe2+ (eliminating the defence: chasing away+material thanks to X-ray protection)
- 12) 1. ... ♜a5 2. c3 ♚xf5 (double attack with two piece)

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- 1) 1. ♚b3 (1. ♚xf8+ ♖xf8 2. ♜xh5 ♜b1+) 1. ... ♜a7 2. ♜xh5 (discovered attack)
- 2) 1. ♚xc6 ♘xc6 2. ♚xd7 (eliminating the defence: capturing+material)
- 3) 1. d5 g5 2. ♘xe6 (double attack: pawn)
- 4) ♘g4-f2-d1-c3-b5-d4-b3+
- 5) 1. ... ♚d4 (defend against mate)
- 6) 1. c8♘ 2. a8♜# (mate planner)
- 7) 1. ♘f6+ ♖h8 (1. ... ♚xf6 2. ♜xf8#) 2. ♘xd7 (double attack: knight)
- 8) 1. ... ♜b5 (double attack: queen)
- 9) 1. ♘e7+ ♚xe7 2. ♜xb8 (eliminating the defence: luring away+material)
- 10) 1. ♜f8+ ♚xf8 2. ♚xf8# (mate in two thanks to X-ray protection)
- 11) 1. ♜h4 f6 2. ♜xg3 (double attack: queen)
- 12) 1. ♚a6 c1♜ 2. g4# (mate in two: bring in the guard)

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- 1) 1. ♘xf6+ ♚xf6 2. ♚xd7 (eliminating the defence: capturing+material)
- 2) 1. ♜e6 ♖g7 (2. ♚h6# threatened too) 2. ♜xc8 (double attack with two piece)
- 3) 1. ... ♖h8! (1. ... ♖h7? 2. ♚f8#) (getting out of check: avoid mate)
- 4) ♘c1-a2-c3-b5-a7-c6+
- 5) 1. ♜b2 (the pin: pinning thanks to a twofold attack)
- 6) 1. ♚e6+ ♖d7 2. ♚e1 (2. ♚e7+ ♖d8 3. ♚e1) (defend against mate: interposing)
- 7) 1. ♜xf8+ (1. ♚xb8? ♜xc8; 1. ♜b7? ♚xg3) 1. ... ♖xf8 2. ♚xb8+ (eliminating the defence: capturing+material)
- 8) 1. ♜d2 (1. ♚xf6 ♚xf6 2. ♜f2 ♚h4) (the pin: pinning thanks to a twofold attack)
- 9) 1. ... ♚c7 (1. ... ♚xc3? 2. ♚d7+; 1. ... ♚c8? 2. ♚d6 ♚h8+ 3. ♚xh8) 2. ♚d8 ♚h7# (discovered attack)
- 10) 1. ♜d3 ♚xe1+ 2. ♚xe1 ♜xe1 3. ♜f1 (defend against mate: interposing)
- 11) 1. ♘e5 (mate in two: bring in the guard)
- 12) 1. ... ♚c5 2. ♚d6 (2. g4 g5+) 2. ... ♚xb5 (double attack with two piece)

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- 1) 1. ♕e4 (the pin: pinning thanks to a threefold attack)
- 2) 1. ♖d1 (1. ♜d3 ♖xd3+) (defend against a passed pawn)
- 3) 1. ♖f3+ (1. ♖b3+ ♗d5) (double attack: queen)
- 4) 1. ♜xc5 dxc5 2. ♕xe5+ (eliminating the defence: luring away+material; overload)
- 5) 1. ♕xh6 ♜f5 2. ♖g4 (2. ♗xe8+ ♖xe8; 2. ♖h3 gxh6) (defend by pinning)
- 6) 1. ♖d6 (in-between move: attacking two pieces)
- 7) 1. ... b1♖+ (1. ... ♗a8 2. ♜g6) 2. ♜xb1 ♗xh2 (defend against a passed pawn)
- 8) 1... ♜e6 (1. ... ♗d6 2. ♗c8) (1. ... ♗c7 2. ♗f8+) 2. ♜g3 ♗c7 (defend against a passed pawn)
- 9) 1. ♕g2 (the pin: pinning)
- 10) 1. ... ♗h5 2. h3 ♖xh3+ 3. ♜g1 ♖h2# (mate in two)
- 11) 1. ♖c1 (the pin: pinning thanks to a twofold attack)
- 12) 1. ♖d6 b5 (1. ... ♜c6 2. ♖d7#; 1. ... f6 2. ♖e6#) 2. ♖xe5# (mate in two)

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- 1) 1. ... ♕f4 2. f3 ♖g2
- 2) 1. ♖a5 (1. ♕xg8 ♖xe5) (the pin: pinning)
- 3) 1. ... ♕d3 (double attack: bishop)
- 4) 1. d8♜ 2. ♖a4+
- 5) 1. ♕g7 ♜d5 (1. ... ♕d5 2. ♜f6#) 2. ♜xg5# (mate in two: bring in the guard)
- 6) ♖h1, ♜e4
- 7) 1. ♖h6 ♖xf6 (1. ... ♕f5 2. ♖xh7#) 2. ♖xf8# (mate in two: bring in the chaser)
- 8) 1. ... ♜xh7 (1. ... ♗xh7? 2. ♜f7#) (getting out of check: avoid mate)
- 9) 1. ... ♕xc3 2. ♕d2 ♖c6 (defending: protecting)
- 10) Drawing
- 11) Drawing
- 12) 1. ♗xf8+! (1. ♕xd4? ♗xc1+) 1. ... ♕xf8 2. ♖xd4 (eliminating the defence: luring away+material; overload)

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- 1) 1. ♖d1 (1. ♖xd6? ♗a1+; 1. ♖xg4? ♗a1+) (defend against mate)
- 2) 1. ♗xc6 ♖xc6 2. ♖xd4 (eliminating the defence: luring away+material)
- 3) 1. f4 (1. ♕e2 ♜g5 (1. ... g5)) 1. ... b3 (1. ... g5 2. ♕f7#) 2. ♕e2# (mate in two: bring in the guard)
- 4) 1. d5 (1. dxe5+? ♜xe5 2. ♜d3 ♜f4 3. ♜e2 ♜e4) 1. ... ♕d6 2. dxe6 (draw: insufficient material)
- 5) 1. ... ♕e2 (defend against mate: protecting)
- 6) 1. ♜xe4 (1. ♕b4 ♖xf2#) 1. ... ♜xe4 2. ♕b4 (the pin: pinning)
- 7) 1. ♜f5! (1. ♜e6? ♗xd3; 1. ♜xc6? ♗xd3) (discovered attack)
- 8) 1. ... ♜c5 (double attack with two piece)
- 9) 1. ♖f3 g6 2. ♕xc6 (double attack: queen)
- 10) 1. ♖xb4! (1. ♗xd4? ♖e1+) 1. ... cxb4 2. ♗xd4 (eliminating the defence: luring away+material; overload)
- 11) 1. ♜f8 (1. ♜f6? ♜d4) 1. ... ♜xf8 (1. ... ♜d4? 2. ♜xg6) 2. h7 ♜xh7 (forcing stalemate)
- 12) 1. ♗h5 ♗c7 2. h7 ♗xh7 3. ♗xh7 (cashing in a passed pawn)

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- 1) 1. ... ♜h6 2. g4 (2. ♜xa7 ♕g5#) 2. ... ♕f2# (mate in two: bring in the helper)
- 2) 1. ... ♕f6! 2. ♕f3 ♕xe7 (discovered attack)
- 3) 1. ♖b8+ ♜c8 2. ♖xc8+ ♕f8+
- 4) 1. ... ♜c2 2. ♗b1 ♜e1# (double attack with two piece)
- 5) 1. ... ♜g3 2. ♖f3+ ♜h2 (defend against mate: moving away)
- 6) 1. ... ♜e2+ (1. ... ♕xd1 2. ♖e8#; 1. ... ♜f3+ 2. ♕xf3 -2. ♖xf3 ♖xd1+) 2. ♖xe2
- 7) 1. ♗xh6+ ♕xh6 2. ♖xe5+ (eliminating the defence: luring away+material; overload)
- 8) 1. ♗xe5! (1. ♖xd2? ♜xd2+ 2. ♜e2 ♜df3; 1. ♗c2?) 1. ... ♖xe2+ (1. ... ♜xe5 2. ♖xd2) 2. ♗xe2! (eliminating the defence: luring away+material)

- 9) 1. ... ♖df6 (defend against mate and loss of material: protecting and preparing moving away)
- 10) 1. d8 ♖! (1. d8 ♖? d1 ♖+ 2. ♖xd1) (cashing in a passed pawn)
- 11) 1. ♖e7+ ♗f8 2. ♖xc6 (double attack: knight)
- 12) 1. ... ♖b1+ 2. ♖xb1 ♖f4 (defend against mate: luring away)

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- 1) 1. ♗d3 (1. a8 ♖ ♖c3#) (defend against mate)
- 2) 1. ♖xe6 ♖xb3 2. ♗xb3 (twofold attack)
- 3) 1. ♖g8+ (1. ♖xf2? ♖d1+ 2. ♖f1 ♖g2#) 1. ... ♖xg8 2. ♗xg8+ ♗xg8 3. ♖xf2 (defend against mate: capturing)
- 4) ♖d1xb3xc3xe5xd5xf3xd3xg6
- 5) 1. ♖e5 ♗b7 2. ♖f8# (mate in two: bring in the guard)
- 6) 1. ♖b7 ♖xb7 stalemate (forcing stalemate)
- 7) 1. e8 ♖ 2. ♖c7# (mate planner)
- 8) 1. ♖e1 0-0 2. ♗e6+ (in-between move check)
- 9) 1. ♖a1 (1. ♖b2? ♖xd1) 1. ... ♖xd1 2. ♗xd6 (in-between move: attacking two pieces)
- 10) 1. ♖df6+ (1. ♖ef6+? ♗g7 2. ♖xd7 ♖xd7) 1. ... ♗xf6 2. ♖xf6+ ♗g7 3. ♖xd7 (double attack: knight)
- 11) 1. ... ♗f6 2. b6 ♗d8 3. b7 ♗c7 (defend against a passed pawn)
- 12) 1. ♗f2 (1. ♗g1? ♖xg3+ 2. ♗e1 ♖e2#) (discovered attack)

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- 1) 1. d4 (defending)
- 2) 1. ... ♖c6! (1. ... ♖d8? 2. ♖f6+; 1. ... ♖d7? 2. ♖f6+) (the pin: pinning)
- 3) 1. ♖e8 2. f8 ♖#
- 4) 1. ... ♗xh2+! (1. ... ♖xf1+? 2. ♗xf1 ♖d3+ 3. ♖e2; 1. ... ♖h4? 2. ♖xd1) 2. ♗xh2 ♖xf1 (eliminating the defence: luring away+material)
- 5) 1. ♗xg4 (1. ♗c2? ♖d8+ 2. ♖xd8 stalemate) (avoid stalemate)
- 6) 1. ♖xh4 ♗xh4 2. ♖xh4 (twofold attack)
- 7) 1. ♗c5 bxc5 2. d5 ♖b2 3. c7 (cashing in a passed pawn)
- 8) 1. ♖a8+ (1. ♖d5+? ♗xd5+ 2. ♗g7 b1 ♖) 1. ... ♗xa8 2. ♖b6 ♗c6 3. ♖xb2 (defend against a passed pawn)
- 9) 1. ... ♖c7 (1. ... ♖xe3? 2. ♖xa5 and mate; 1. ... ♖xa1 2. ♖xe5) (defending: protecting and resisting temptations!)
- 10) 1. ♖f7 (discovered attack)
- 11) 1. ... ♗h8 (1. ... ♗h6? 2. ♗d2+) 2. ♖e4+ ♖xc3 3. ♖xc3 (getting out of check: avoid mate)
- 12) 1. ... ♖b1 2. ♖xb7 ♖f1# (mate in two: bring in the guard)

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- 1) 1. ♗a5+ ♗e8 2. ♖xe7# (mate in two)
- 2) 1. ... ♖c1 (1. ... d3? 2. f4#) 2. ♖h2 ♗xe5 (defend against mate: capturing)
- 3) 1. ♗xg5 (1. f4? exf3 2. ♗xg5 f2#; 1. ♗g2? ♗xe3 2. fxe3 gives White a double pawn which is the way)
- 4) 1. ♖d6 ♗g8 2. ♖xf6 (exploiting vulnerability)
- 5) 1. ♖xe5 (1. ♖xe5? ♖e7) (twofold attack)
- 6) 1. f3 (1. ♖g4? ♖e5+; 1. ♖g4 g6#) (getting out of check)
- 7) 1. ♗c6 (1. ♖b6+? ♗a7 2. ♖xd6 ♖f7) 1. ... ♖d8 2. ♖a1# (double attack with two piece)
- 8) 1. ... ♖xe4 2. ♖b5
- 9) 1. ♖g7 (1. ♖a7+? ♗b8 2. ♖g7 ♖c2)
- 10) 1. ... ♗f4 2. ♖d4 ♖e1+ (double attack with two piece)
- 11) 1. ♗c6 stalemate (1. ♗xa8? ♗xa8 2. ♗c6 ♗a7 3. ♗d7 c5 4. ♗e7 c4 5. ♗xf7 c3 6. ♗e6 ♗f4) (draw: forcing stalemate) - ♖at
- 12) 1. ♖f6+ ♗xf6 (1. ... ♖xf6 2. ♖xd7) 2. ♖bxd6 (eliminating the defence: luring away+material)

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- 1) Drawing

- 2) 1. ♖f6 ♗h6 2. ♜h8#
- 3) 1. ♖c2 ♗a2 2. ♜a4# (*Kardos 1999*)
- 4) 1. ♖c7 ♗a7 2. ♜a4#
- 5) 1. ♖c4 ♗a3 (1. ... ♖a5 2. ♜a7#) 2. ♜a1#
- 6) 1. ♜g1 ♗h7 (1. ... ♖h5 2. ♜g5#) 2. ♜g7#
- 7) 1. ♜c5 ♖e1 2. ♜c1#
- 8) 1. ♜a6 ♗h4 2. ♜h6#
- 9) 1. ♜g8 ♖h5 2. ♜h7#
- 10) 1. ♜b1 ♖a4 2. ♜b4#
- 11) 1. ♜e3 ♖a5 2. ♜a3#
- 12) 1. ♜g5 (1. ♜c5? stalemate) 1. ... ♖a7 2. ♜a5#

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- 1) 1. ♖c2 ♗a3 2. ♜a5#
- 2) 1. ♖c3 ♗a5 (1. ... b4+ 2. ♜xb4#) 2. ♜a7# (*Kakabadse 1990*)
- 3) 1. ♜e5 c2 (1. ... ♖c1/a1 2. ♜e1#) 2. ♜b2# (*Tomasevic 1979*)
- 4) 1. ♜g5 (1. ♜d6? g5) 1. ... g6 (1. ... ♖h8 2. ♜xg7#) 2. ♜h4#
- 5) 1. ♜c2 a2 2. ♜c1# (*Garzer 1997*)
- 6) 1. ♜g2 b3 (1. ... ♖a4 2. ♜a2#) 2. ♜a8#
- 7) 1. ♜f4 ♖d1 2. ♜d2# (*Hultberg 1928*)
- 8) 1. ♜g8 h4 (1. ... ♖h4 2. ♜g3#; 1. ... ♖h2 2. ♜g2#) 2. ♜g2# (*Speckmann 1967*)
- 9) 1. ♖b6 b4 2. ♜a2#
- 10) 1. ♜a3 ♖b1 2. ♜c1#
- 11) 1. ♜d2 f2 (1. ... ♖g1 2. ♜e1#) 2. ♜d1#
- 12) 1. ♜e6 ♖h4 (1. ... ♖h2 2. ♜h6#) 2. ♜h6#

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- 1) 1. ♜c7 ♖e8 (1. ... ♖g8 2. ♜g7#) 2. ♜e7# (*Jenssen 1989*)
- 2) 1. ♜e5 ♖g8 2. ♜g7# (2. ♜e8#; 2. ♜b8#) (*Grab 1968*)
- 3) 1. b4 ♖a4 2. ♜a2# (*Saks 1993*)
- 4) 1. ♜g2 ♖h5 2. ♜g5# (*Zuncke 1980*)
- 5) 1. f6 ♖d1 2. ♜d2# (2. ♜f1#) (*Dittmann 1968*)
- 6) 1. ♖c8 ♗a7 2. ♜b7# (*Latzel 1968*)
- 7) 1. f4 ♖f1 2. ♜f2# (2. ♜d1#) (*Maleika 1968*)
- 8) 1. ♖a7 ♖c8 2. ♜c7# (*Dittmann 1968*)
- 9) 1. ♜g4 ♖xa2 2. ♜a4# (*Speckmann 1986*)
- 10) 1. ♜b2 ♖h4 2. ♜h8#
- 11) 1. ♖c7 ♖a6 2. (*Burchard 1968*)
- 12) 1. ♜c6+ ♖a5 2. b4# (*Dehler 1925*)

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- 1) 1. c4 ♖a1 2. ♜c1# (*Hardt 1968*)
- 2) 1. ♜b8 ♖a5 2. ♜a8#
- 3) 1. ♜b5 ♖a3 2. ♜a5# (*Sax 1992*)
- 4) 1. c5 ♖a7 2. ♜a4# (*Zinovjev 1989*)
- 5) 1. ♖e6 ♖e8 2. ♜g8#
- 6) 1. c8 ♜ ♖b7 2. ♜6c7# (*Speckmann*)
- 7) 1. ♜a1 ♖a5 (1. ... a2 2. ♜xa2#) 2. ♜xa3# (*Fleckner 1912*)
- 8) 1. ♜xf4 ♖h6 2. ♜h4#
- 9) 1. a4 bxa4 (1. ... bxa3 2. ♜xa3#; 1. ... ♖a7 2. axb5#) 2. ♜xa4# (*Veselsky 1986*)
- 10) 1. ♖b6 ♖b4 (1. ... b4 2. ♜a5#) 2. ♜d4# (*Jordan 2010*)
- 11) 1. ♜a3 b5 (1. ... ♖a7 2. ♖b5#, 1. ... b6+ 2. ♖xb6#) 2. ♖b6# (*Sax 1997*)
- 12) 1. c8 ♜ ♖a5 (1. ... a5 2. ♜b6#) 2. ♜a3# (*Zinovjev 1989*)