Step 2 mix

**4**

 1) 1. Te1 (the pin: pinning)

 2) 1. Pxf6+ gxf6 2. Txd7 (eliminating the defence: capturing+material)

 3) 1. Lf3! (1. Pf3? Dxe2) (defending: interposing)

 4) 1. ... Lxf4 (1. Dxg5? 2. Lxg5) (twofold attack thanks to X-ray protection)

 5) 1. Txe4 d5 (double attack: pawn)

 6) 1. Pa7# (mate in one by a discovered check)

 7) 1. Ld7-h3-f1-e2-f3+

 8) 1. Kb1! (1. Kc2? Dd3#) 1. Dd1+ 2. Lc1 (getting out of check: avoid mate)

 9) 1. Dd4+ Kh7 2. d8D (cashing in a passed pawn)

1. 1. Lg4 (the pin: pinning)
2. 1. Lxg7 Kxg7 2. Lxd7 (in-between move: capturing)
3. 1. Pxc6+ (1. Pf7+? Txf7 2. Dxf7 Dd5+) 1. Dxc6 2. Dxc6 (exploiting vulnerability: a bad

position of the king)

**5**

 1) 1. Dd4+! (1. Kf3? Dxb4) (getting out of check: avoid loss of material)

 2) 1. Pd4 (double attack: knight)

 3) De7, Le4, Pc6, d6

 4) 1. fxg5# (mate in one)

 5) 1. c4 (discovered attack)

 6) 1. Df1+ 2. Kh2 Dxb5 (double attack: queen)

 7) Drawing

 8) 1. Dh8+ Pg8 2. Dxg8# (mate in two)

 9) 1. Txa8! (1. Pxd5? Txa1; 1. Txd5? Txa1+) 1. Txa8 2. Pxd5 (eliminating the defence: luring

away+material)

1. 1. Pe5! (1. c3? Lxd3) (defending: interposing)
2. 1. Tc4+ Kb6 2. Txc3 (defend against mate: capture the guard / helper)
3. 1. Dc3 2. Tg1 a1D (cashing in a passed pawn; also a double attack)

**6**

 1) 1. d5 (double attack: pawn)

 2) 1. ... Pxe4 (1. Dxe4 2. Dd6+) (twofold attack: avoid mate)

 3) 1. ... Te1+! (1. ... gxh4? 2. Txg4+; 1. Txf2? 2. Txg4) (double attack: rook)

 4) 1. Txg7+ Kxg7 2. Kxb2 (eliminating the defence: capturing+material)

 5) 1. Te6# (mate in one)

 6) 1. Lh6 (the pin: pinning)

 7) 1. Pe5 Pxe5! (1. Lxd1 2. Lxf7#)

 8) 1. ... Dd8 (1. f5 2. Lxf5+ Dxf5 3. Txe8) (defending: moving away and maintaining the protection)

 9) 1. Ke2! (1. Kxe4? Txf1) (getting out of check: avoid loss of material)

1. 1. Te8+ Lf8 2. Kxc1 (in-between move: check)
2. 1. Tb3 (defend against a passed pawn by twofold (X-ray)protection of b1)
3. 1. Pxd6 Kxd6 2. b8D+ (cashing in a passed pawn: capturing)

**7**

 1) 1. Le5+ Kxe5 2. Dxc6 (eliminating the defence: luring away+material)

 2) 1. ... c4! (1. Kxd4? 2. g8D) (getting out of check: avoid loss of material)

 3) 1. Lxe7+ Ke8 2. Tg8# (mate in two)

 4) 1. d5 (double attack: pawn)

 5) 1. De5 (the pin: pinning)

 6) 1. Lb3! (1. b3? Dxc3) (defending: interposing)

 7) Df5 Pc8

 8) 1. ... g6+ 2. fxg6+ Dxg6# (2. fxg6 is against the rules)

 9) 1. Lxf3+ 2. Kg1 Dg5# (mate in two)

1. 1. Dxe6+ Kf8 2. Dxd5 (double attack: queen)
2. 1. ... Dxf1 (1. Dxe4 2. a5) 2. e8D Da1# (defend against a passed pawn by threatening mate)
3. 1. Dxb8+! (1. Lxd6? Txb7) 1. Dxb8 2. Lxb8 (twofold attack thanks to X-ray protection)

**8**

 1) 1. Dg6+ Kh8 2. Dg7# (mate in two)

 2) 1. Dc4+ Df7 2. Dxa6 (double attack: queen)

 3) 1. Tc8+ Kg7 2. Dxe4 (in-between move: check)

 4) 1. Pxd5! (1. Dxf6? Dd3+; 1. Dc8+? Dd8) 1. ... Lxc3 2. Pxc3

 5) 1. Ph8# (1. De6+? Lxe6) (mate in one)

 6) 1. ... a1D+ (1. g1D? 2. Pf3+) 2. Kxa1 g1D (cashing in a passed pawn)

 7) 1. Pc3 Dc4 2. Pxd5 (double attack: knight)

 8) 1. Lxc6+ bxc6 2. dxe5 (eliminating the defence: capturing+material)

 9) 1. Txf1! (1. Kxf1? Txd2) 1. Txd2? 2. Tf8# (getting out of check: avoid loss of material)

1. 1. Lxh2+ 2. Kxh2 Dxd4 (discovered attack)
2. 1. Pd6 (eliminating the defence: chasing away+material)
3. 1. Tc8+ (1. Tf4 Lh6) 1. Lf8 2. Txf8+ Kg7 3. Txf2 (defend against a passed pawn)

**9**

 1) 1. Lc5+ (double attack: bishop)

 2) 1. Db2+ Ka4 2. Da2# (mate in two)

 3) 1. Lf4 (the pin: pinning)

 4) 1. Pd7+ Ke7 2. Txg5 (discovered attack)

 5) 1. Pd5 (double attack: knight)

 6) 1. Dh4 2. Pc7#

 7) Df4, Pf8

 8) 1. Lf3 (1. Kg2? Kxg4; 1. Kh4? Le7+) (getting out of check: interposing)

 9) 1. Pd4 (in-between move: attacking two pieces)

1. 1. ... Pg5 (1. Pf4+? 2. Kf1 Pd3 3. d7) 2. d7 Pf7 (defend against a passed pawn)
2. 1. La5 (1. a7? Pb6) 1. Kf7 2. a7 (cashing in a passed pawn)
3. 1. Lb7+ d5 2. cxd6# (mate in two)

**10**

 1) 1. Lxf3! (1. Lxd7? Dg2# (1. ... Dd1#) ) 1. gxf3 2. Da4 (profitable exchange)

 2) 1. Kc6 (double attack: king)

 3) 1. Df8! (getting out of check: interposing thanks to X-ray protection and avoid mate)

 4) Th7-a7-a5-c5-c8+ (route planner: giving check)

 5) &b3, Ya6, Xc5

 6) 1. Kg8 (1. a8D Th8+) (cashing in a passed pawn)

 7) 1. c4 Lxc4 2. Pc3 (defending: interposing and making space for the knight by clearing a square)

 8) 1. ... Lxd5 (1. Pxd5 2. b5) (twofold attack)

 9) 1. Lb5 (eliminating the defence: chasing away+material)

1. 1. Pxb6 (discovered attack)
2. 1. ... b1D+ (1. bxa1D+ 2. Txa1) 2. Pc1 Dxa6 (cashing in a passed pawn)
3. 1. Lg5# (1. La5+? Lc7 2. Lxc7+ Ke7) (mate in one)

**11**

 1) 1. Td4! [1. Pd4? Lxd1) (getting out of check: avoid loss of material)

 2) 1. Le3+ (double attack: bishop)

 3) 1. Df3+ 2. Kh4 Dg4# (mate in two)

 4) 1. c3 (in-between move: attack on two pieces)

 5) 1. Le7 (the pin: pinning)

 6) 1. c5 Lxc5 2. Lxc7 (eliminating the defence: luring away+material)

 7) 1. ... Dg5 (1. Kh7? 2. Dxf5+ Kh8 3. Pf6) (defend against mate: interposing)

 8) Dg7, Pg3

 9) 1. Tb1 Tc2 (exploiting vulnerability: threaten mate)

1. 1. Txg6+ hxg6 2. Txc2 (eliminating the defence: capturing+material)
2. 1. Pxf4 (1. Dxa6? Lxa6 2. Pxf4 Lxf1) (capture an unprotected piece)
3. 1. Pc8 (double attack: knight)

**12**

 1) 1. b3 (double attack: pawn)

 2) 1. Pe6+ Kg8 2. Dg6# (mate in two)

 3) 1. Tc7+ Kg6 (1. Txc7 2. bxc7) 2. Txb7 (cashing in a passed pawn)

 4) 1. Dc4 2. Da6# (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. Qb4# is against this rule)

 5) 1. Dg4+ Kb8 2. Dxc4 (double attack: queen)

 6) 1. Pxd6! (1. Lxc5? Pxc4; 1. Pxe5? Lxa3; 1. Txe5? Txe5 2. Pxe5 Lxa3) 1. ... Lxd6 (1. Lxa3

2. Pxe8) 2. Lxd6 (twofold attack thanks to X-ray protection)

 7) 1. Dxd5 Pxd5 2. Lxb5 (eliminating the defence: capturing+material)

 8) Pf5-h4-f3-e1-c2-b4+

 9) 1. b3 Lxb3 2. De2

1. 1. Dg3+ Kh7 2. dxc6 (in-between move: check)
2. 1. ... Pc5 (1. ... c5? 2. Txe7; 1. Pf4? 2. Dd2) (defending: interposing)
3. 1. ... Ld1 (1. Lc2? 2. Kd5 Ld1 3. Ke4) 2. Kd6 Lf3 (defend against a passed pawn)

**13**

 1) 1. Db2+ (exploiting vulnerability: no defenders)

 2) 1. Dxg6+ Kf8 2. Te8# (mate in two)

 3) 1. Tc1 (the pin: pinning)

 4) 1. Pxd5 (1. Dxd5? Lxc3+) (twofold attack; eliminating the defence: avoid capturing+material)

 5) 1. De7 Te8 2. Dxf6 (double attack: queen)

 6) 1. ... Lxf2+ wins a pawn because White cannot take with the king: 1. ... De7 wit a pin. (1. Dxf3 2.

gxf3 is good for Black but doesn't win a pawn; 1. Le6 is good move but not a winning one)

 7) Drawing

 8) 1. Pd7+ Ka8 (1. ... Ka7 2. Ta3#) 2. Ta3+ La7

 9) 1. Td8 (defend against mate: eliminate the helper)

1. 1. Kc1 (in-between move: attacking two pieces and avoid mate)
2. 1. ... e5 (1. Kg8 2. Pc1) 2. Lf2 Lxb3 (getting out of check: attack on two pieces)
3. 1. d7 Dc6 (1. Dxf5 2. dxe8D+) 2. dxe8D+ Dxe8 (cashing in a passed pawn)

**14**

 1) 1. Kf2 (1. Kh2? Pxb3) (getting out of check: attacking on two pieces)

 2) 1. Lxg7+ Lxg7 2. Dxg7# (mate in two)

 3) 1. La3 (the pin: pinning)

 4) 1. Pxe5 dxe5 2. Lxf6 (eliminating the defence: capturing+material)

 5) 1. Db8+ Kh7 2. Dxf4 (double attack: queen)

 6) 1. Kc2 Dc3+ (1. De5 2. Da4#) 2. Kxc3 (2. Dxc3? stalemate) (avoid stalemate)

 7) 1. Pa7 2. Db3# (mate planner). (1. b5 2. Qb4# is wrong, b5 can be captured.)

 8) 1. Pc3 (double attack: knight)

 9) 1. Pb5 wins a pawn and the knight will not be in danger. (1. Le3 and 1. c3 protecting the attacked knight are good moves, but there is a better one.)

1. 1. Kd2 (1. Kd4? Pc7) 1. Pb6 2. Kxd1 (draw due to insufficient material)
2. 1. Lg8 (1. Lxd5 Th8 only wins the pawn back; 1. Lg6? Tg7) (discovered attack)
3. 1. Txc5! (1. Lxc5? Pxc1) 1. Pxc5 2. Lxc5 (twofold attack)

**15**

 1) 1. Kg2 (eliminating the defence: chasing away+material)

 2) 1. Lb5 (the pin: pinning)

 3) 1. ... dxc5 (1. Txh8 2. Pe6) (choose the right capture)

 4) 1. Dc6+ Kd8 2. Dxa6 (protects the rook on f1)

 5) 1. ... Tb4 (1. Txc1+? 2. Kg2) (defend against a passed pawn)

 6) 1. Tf7+ Kxf7 2. Dxd7+ (eliminating the defence: luring away+material)

 7) 1. d4 (discovered attack)

 8) Tf4xf5xf7xf2xb2xb5xb6xh6

 9) 1. Kd1! (1. Kb1? Pd2+! 2. Dxd2 Dxd2) (getting out of check: avoid mate)

1. 1. Thg3 (exploiting vulnerability: a bad position of the king due to a majority of material)
2. 1. ... Lb7 (1. Dd6? 2. De4!) (defending: moving away to a protected square)
3. 1. Dd7 Td8 2. Dxg4 (double attack: queen)

**16**

 1) 1. Db5+ 2. Ka7 Db6# (mate in two)

 2) 1. ... Pf6 (1. ... Pd6+ 2. Txd6+; 1. Kc7 2. Kxb5) (getting out of check)

 3) 1. Dxe4 Txe4 2. Txd8 (eliminating the defence: luring away+material; overload)

 4) 1. Lxf6 Lxf6 2. Txc4 (in-between move: capturing)

 5) 1. Dc5 2. Df8# (mate planner)

 6) 1. Lb6 2. d4 (defending: interposing)

 7) 1. Lc5 c1D 2. b7# (defend against a passed pawn: counter-attack)

 8) 1. d6 (double attack: pawn)

 9) 1. Dxc7 Txc7 2. Lxa5 (eliminating the defence: capturing+material)

1. 1. Db3 (the pin: pinning)
2. 1. De2 Df5 2. Dxc4 (double attack: queen)
3. 1. f5 (eliminating the defence: chasing away+material)

**17**

 1) 1. Dd6 (the pin: pinning)

 2) 1. ... Dd8+ (1. Td8 2. Te8+) (getting out of check: avoid mate)

 3) 1. Pf5+ Kg6 2. Txh6+! (double attack: knight)

 4) 1. Lxd4+ 2. Lxd4 Txe2 (eliminating the defence: capturing+material)

 5) 1. d7 Lc7 (1. Kxd7? 2. Lxf4 gxf4 3. Kh4) (defend against a passed pawn)

 6) 1. ... Ped7 (1. ... Pxc4 2. Da4+; 1. Pf3+ 2. Kf2)

 7) 1. Lxh2+ 2. Kxh2 Txf1 (eliminating the defence: luring away+material)

 8) 1. Dh3+ Kg7 2. Dh8# (mate in two)

 9) g6 f6 f2 Uh4

1. 1. Db8+ (double attack: queen)
2. 1. Lc1+ Kg6 2. Le3 (defend against mate: interposing)
3. 1. b5+ (1. d5+ exd5+) 1. ... Kd7 (1. Pxb5 2. Dxb5+ of 2. cxb5+) 2. Dxc3 (discovered attack)

**18**

 1) 1. Ke6 (double attack: king)

 2) 1. Td8+ Kh7 2. Dxa5 (in-between move: check)

 3) 1. Pxd4 2. Dxd4 (2. Lxd4 Dxc4) (defending: protecting)

 4) 1. Dxh4 (defend against mate: protecting)

 5) 1. g6+ fxg6 2. fxg6# (mate in two thanks to X-ray protection)

 6) 1. Kf2! (1. Tf1? Txf1+! (1. ... Txb1? 2. Ta8+) 2. Kxf1 Lxb1) 1. Txb1? 2. Ta8+ (getting out of

check: avoid loss of material)

 7) 1. Tb8+ Kxb8 2. Dxd7 (eliminating the defence: luring away+material)

 8) 1. Pf7+ (1. Pg6+? Kh7 2. Pxe7 Td1+) 1. Kh7 2. Pxd8 (double attack: knight)

 9) &c4 &d5

1. 1. Pxc6 (discovered attack)
2. 1. Pxb5 (1. Pxf5? d2) 1. d2 2. Pc3 (defend against a passed pawn)
3. 1. Dxf7+ (1. Txc7? Dxd7) 1. Kxf7 2. Txc7+ (eliminating the defence: capturing+material)

**19**

 1) 1. Td4+ (eliminating the defence: chasing away+material)

 2) 1. b8D (1. d8D? Lxd8+ 2. Kg4 Lc7) 1. Lxb8 2. d8D (cashing in a passed pawn)

 3) 1. Pxc5 (1. Dxa7? Tc1+) 1. Dxc5 (profitable exchange)

 4) 1. e5! (1. Txd8+? Pxd8; 1. Pd5?) 1. Txd1+ 2. Pxd1 (discovered attack)

 5) Drawing

 6) Drawing

 7) 1. Da5 (double attack: queen)

 8) Lf1-e2-d1-c2-g8-e8+

 9) 1. c8P# (mate in one by double check)

10) 1. ... Kg2 (1. ... Dxb1? 2. Lf3#) 2. Lf3+ Kxf3 3. Txg1 (3. Lxg1 h1D) 3. hxg1D (defend against

mate: moving away)

1. 1. Le4 (double attack with two piece)
2. 1. Tbb1 (defend against a passed pawn)

**20**

 1) 1. Lb2 (in-between move: attacking two pieces)

 2) 1. Lf3 2. Df6 (mate planner)

 3) 1. Pxh6#! (1. Txb7? 1. Txh6+? Kg4) (mate in one by a discovered check)

 4) 1. Lxg6+ Kxg6 2. Dxe7 (eliminating the defence: luring away+material)

 5) 1. Lb2 (the pin: pinning)

 6) 1. Dxc5 Lg6 2. Dxb6 (double attack: queen)

 7) 1. Txg6 Dxg5 (1. hxg6 2. Dxh4) 2. Txg5 (eliminating the defence: capturing+material)

 8) 1. Lxh6 2. Lxf7+ Kg7 (attacking two pieces)

 9) 1. ... Lc5 (1. Le5? 2. Td8#) (defending: moving away and preparing interposing)

1. 1. Lb5+ c6 2. dxc6 (exploiting vulnerability: a bad position of the king)
2. 1. ... Pe8! (1. Le8? 2. Dd6#) (getting out of check: avoid mate)
3. 1. Ta1 (exploiting vulnerability: threaten mate)

**21**

 1) 1. Pd3! (1. Pe6? Tf6!; 1. Tc8+ Tf8) 1. Txe4 2. Txc3 (discovered attack)

 2) 1. Tb1 (the pin: pinning)

 3) 1. Lxc5 (defend against mate by preparing interposing)

 4) 1. ... Kf5! (1. Kg6 2. Ph4#) (getting out of check: avoid mate)

 5) 1. Dxc7 Te8 2. Dxd7 (double attack: queen)

 6) 1. Db8+! (1. Dxf6? Dc1+!) 1. Kh7 2. Lxc6 (in-between move: check)

 7) 1. Lc4+ Kh7 2. Txf8 (eliminating the defence: chasing away+material)

 8) 1. Txc4 Dxc3 (1. bxc4 2. Dxe5) 2. Txc3 (eliminating the defence: capturing+material)

 9) 1. ... Lc5+ 2. Le3 (2. Kh1 Dxf1#) 2. Lxe3+ 3. Kh1 (getting out of check: avoid mate)

1. 1. Ta8 (1. Td8+? Kc2) 1. e1D 2. Ta1+ Kd2 3. Txe1 (defend against a passed pawn)
2. 1. f4+ 2. Kxf4 Txd3 (eliminating the defence: luring away+material)
3. 1. Tb1 2. Kh2 a1D (cashing in a passed pawn)

**22**

 1) 1. Lc4 (the pin: pinning)

 2) 1. Da6 (defending: X-ray protection)

 3) 1. Txc5 dxc5 2. Kxf2 (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. Dg6 White

must sacrifice a pawn: 2. 0-0 Dxc2 3. Pc3 and the threat Ld3 forces the queen back. After 3. Dg6,

4. Pd5 is strong.

1. Dxf6 helps Black's development. After 1. ... Pxf6 2. 0-0 (2. e5 d5!) 2. d6 Black has no problems.

1. Dd1 is too passive. Black can castle quickly: 1. ... Lc5 2. 0-0 Pe7.

 6) 1. Pc4 (in-between move: attacking two pieces)

 7) h5 e8 (mate thanks to X-ray protection)

 8) 1. Ta2+ 2. Kf3 Th2 (defend against mate: protecting)

 9) 1. ... Te4+ (1. Txd1? 2. fxe6+) 2. Kf3 Pc5 (defending: in-between move and protecting)

1. 1. Pb6 cxb6 2. c7 (avoid stalemate)
2. 1. Txg7+ Pxg7 (1. Kh8 2. Te7+) 2. Dxe3 (eliminating the defence: luring away+material;

overload)

1. 1. e3 2. Da5# (mate planner)

**23**

 1) 1. ... Dd4 (1. Th7? 2. Ld3) (defend against mate: protecting)

 2) 1. Txd7+ Lxd7 2. Kxc4 (eliminating the defence: luring away+material; overload)

 3) 1. Le6 (double attack: bishop)

 4) 1. Dxe5 (1. Txe5? Ld6) (twofold attack)

 5) 1. Txe7 (cashing in a passed pawn)

 6) 1. Pxg3 2. hxg3 (2. Txg3 f4) (avoiding a double attack)

 7) 1. Dd2 (the pin: pinning)

 8) Pd5xe7xc6xd4xf5xh6xf7

 9) 1. ... Kf5 (1. ... Kf7 2. Tg7+; 1. Kh6 2. Lf4+) (defend against mate: avoid mate and loss of

material)

1. 1. Lxc5 (1. Ld4? Te6) (discovered attack)
2. 1. Dh8+ (1. Dxh5? Df4+ 2. Kc2 Dxf1) 1. Dc8 2. Dxh5 (double attack: queen; taking the opponent

into account!)

1. 1. ... Kf4 (1. Kf5? 2. Ta3 Th8+ 3. Kg3) 2. Kh5 Th8+ 3. Kg6 Txh3 (exploiting vulnerability:

bad position of the pieces)

**24**

 1) 1. Dc2+ 2. Ka3 Da2# (mate in two)

 2) 1. Dd5+ (1. Dxb4 Pxf1) 1. Kh8 2. Dxd2 (double attack: queen)

 3) 1. Pb5 (double attack: knight)

 4) 1. Lxe5 Dxd4 2. Lxd4 (eliminating the defence: capturing+material)

 5) 1. Tde1 (the pin: pinning)

 6) 1. Pe4? Df3!

 7) 1. Pd6 Kd7 (1. Kxd6 2. c8D) 2. c8D+ (cashing in a passed pawn)

 8) 1. Lxf6 (discovered attack)

 9) 1. Td1 2. c8D# (mate planner)

1. 1. Pd3 f1D (1. Pxd3 2. Tf1) 2. Txe1+ (defend against a passed pawn)
2. 1. ... Kf8! (1. Kh8? 2. Td8+ Pg8 3. Txg8#) 2. Td8+ Pe8 (getting out of check: avoid mate)
3. 1. Dxf6 gxf6 2. Lxc6 (in-between move: capturing)

**25**

 1) 1. Txe5 2. Dxe6 Txe6 (discovered attack)

 2) 1. Dxb2 2. Dxd6 Dxb5 (double attack: queen)

 3) 1. Pf6 Lxd4 2. Txh7# (mate in two: bring in the helper)

 4) 1. ... Txa1 (1. Dxa1 2. De8#) 2. Dxe5 Th1# (twofold attack)

 5) Drawing

 6) 1. Kc7 2. Pd3# (mate planner)

 7) 1. ... De5 (1. Kxh6? 2. Dh8#) (defend against mate: X-ray protection)

 8) 1. Td2 (the pin: pinning)

 9) 1. ... Dxd1 (1. Pxc6 2. Lxd8) 2. Pxe7+ (in-between move: check)

1. 1. Txe8 (eliminating the defence: luring away+material)
2. 1. Td5 2. Kf1 Kxe7 (in-between move: mating threat)
3. 1. Df6 Dc3 2. Dd8# (exploiting vulnerability: a bad position of the king; too few defenders)

**26**

 1) 1. Lg4+! (1. Kd2? Kf2; 1. Le4+?) 1. Kxg4 2. Kd2 Kf3 3. Ke1 Ke3= (defend against a passed

pawn)

 2) 1. Pe3 (double attack with two piece)

 3) 1. ... Pe4 2. axb4 Pxd2 3. bxa5

 4) 1. Txg2 2. Txg2 Dxc1+ (eliminating the defence: luring away+material)

 5) 1. Ld1 (1. Ld5 Pc2#) (defend against mate)

 6) 1. Dxd7 Txd7 2. Txc6 (eliminating the defence: capturing+material)

 7) 1. Tc8 (the pin: pinning)

 8) 1. Pxd1 attacking Pc5

 9) 1. Le8 Sometimes a passive move is necessary. Other moves lose material.

* 1. Ld7 fails to a double attack 2. Dd8+.

1. ... Lxd5 fails to a double attack 2. Dd8+. 1. ... Lxa4 is a Step 1 mistakes because of 2. Dxa4.

1. 1. Dxf1+ 2. Kxf1 fxe4 (in-between move: capturing)
2. 1. Te4 (double attack: rook)
3. 1. Lh4 (eliminating the defence: chasing away+material)

**27**

 1) 1. Tb8 (the pin: pinning)

 2) 1. Pb5+ (discovered attack)

 3) 1. Ta1 (in-between move: mating threat)

 4) 1. ... Db7 2. f3 (2. Pxc5 Dxg2#) 2. Dxb3 (double attack: queen)

 5) 1. Pxc8 2. dxc8D+ Txc8 3. Txc8+ Ke7 (defend against a passed pawn)

 6) 1. Pxc3 2. bxc3 (2. Dxc3 Lxh4) (maintaining the pin)

 7) 1. h4 2. Lh2# (mate planner)

 8) 1. Te8+ Txe8 2. Lxe8 Kxe8 3. b8D+ (cashing in a passed pawn)

 9) 1. De3 g6 (1. Pc6 2. De8+) 2. Dxa7 (double attack: queen)

1. 1. ... Kf8 (1. De7? 2. Dh8+ Kf7 3. Dxh7+ Ke6 4. Dxg6+) (defend against mate: moving away)
2. 1. Pxe3 (double attack with two piece)
3. 1. Ld3+ 2. Kd2 Txf3 (eliminating the defence: chasing away+material)

**28**

 1) 1. Ke6 f1D 2. Td7# (mate in two: bring in the helper)

 2) 1. Te7 (double attack: rook)

 3) 1. Kf2 (draw: forcing stalemate)

 4) 1. Tcc8 (defend against a passed pawn)

 5) 1. Le6+ Kd8 2. Txb7 (eliminating the defence: chasing away+material)

 6) Lb8-d6-a3-c1-h6-g7+

 7) 1. ... De8! (1. Da3? 2. Dh5+) (the pin: pinning)

 8) 1. Tc5 Dd8 (1. ... Da1 2. Lg6+ (2. Dd6); 1. Db6? 2. Tc8+) (defending: moving away)

 9) g6, f6, f2, Uh4

1. 1. Dd6 2. Df7 Dd8 (defend against mate: protecting)
2. 1. Lg3 (defending: interposing)
3. 1. ... Pe8! (1. Pc8? 2. Txc8+! Df8 3. Txf8#) 2. Dxe8+ Df8 (getting out of check: avoid mate)

**29**

 1) 1. Txb6 (eliminating the defence: chasing away+material)

 2) 1. Db7 2. Td8 Dxf3 (double attack: queen)

 3) 1. Pe8+ Txe8 2. Dxd3 (discovered attack)

 4) 1. e4 Le6 2. Lxc6 (2. Txc6) (eliminating the defence: chasing away+material)

 5) Pf1-h2-f3-g5-h7-f6+

 6) 1. Le6+ Dxe6 (1. Kh8 2. Lxb3 Txe3 3. Txe3) 2. Dxd3 (eliminating the defence: luring

away+material)

 7) 1. Le5# (mate in one by double check)

 8) 1. h8P 2. Pg6# (mate planner)

 9) 1. Dd2 (1. Dg1 Dc2#; 1. Dg6 De1#) (defend against mate)

1. 1. Dxf6 (1. Txf6? d4 2. Db4 Dxf6) (twofold attack)
2. 1. Lg5 develops the bishop.
   1. g3 to develop Lf1 but 1. ... Black can play 1. ... Pb4 or 1. Pg4.

1. h3 is not a developing move. Black can force 2. Kd1 with 1. Pb4.

1. 1. Dh8+ Ke7 2. Dxe8# (mate in two)

**30**

 1) Drawing

 2) Drawing

 3) 1. Dd1 Dd3 2. Dxd2 of 2. Lxd2) (defend against a passed pawn)

 4) 1. ... Le3! (1. ... Lxb4? 2. Dg4+; 1. Ld4? 2. Dg4+) (avoiding a double attack by the queen)

 5) Pc2-a3-b5-d6-f7-g5+

 6) 1. Pe6 (discovered attack)

 7) 1. Pxc1 2. Txc1 Txd2 (eliminating the defence: capturing+material)

 8) 1. ... Dc7 (1. Tc7? 2. De8#) (defend against mate: X-ray protection)

 9) 1. ... Kf8 (1. Ke8? 2. Lh5) 2. Lh5 Le8 (getting out of check: avoid mate)

1. 1. ... Ped3+ (1. Pfd3+ 2. Lxd3 Pxd3+) 2. Lxd3 Pxd3+ (double attack: knight)
2. 1. c3 (exploiting vulnerability: threaten mate)
3. 1. ... Pd4# (1. Pg1 is illegal, Black is in check (mate in one by double check)

**31**

 1) 1. Txc6 Txc6 (1. Txb7 2. Txd6) 2. Txe7 (eliminating the defence: capturing+material)

 2) 1. Da8+ Kxa8 (1. Kb6 2. c8P#) 2. c8D# (mate in two)

 3) 1. Pxf6 (1. Lxf6 Lxf6) 1. Lxf6 2. Lxf6+ (twofold attack)

 4) 1. Lg3 Txg3 2. b8D (cashing in a passed pawn)

 5) 1. Dg4+ Kb8 2. Txd1 (defend against a passed pawn)

 6) 1. f5 (defend against mate: protecting by line clearing)

 7) 1. De3+! (1. Dxd5? Dxb1; 1. Df8+? Dg7) (in-between move: check)

 8) 1. Ld5 2. Te2 hxg5 (in-between move: mate threat)

 9) 1. ... Lh2+! (1. ... Lg3? 2. Dxe2; 1. Txf2? 2. Dxf2 Lh2+ 3. Kf1) 2. Kxh2 Txf2 (eliminating the

defence: luring away+material)

1. 1. Lg5 (the pin: pinning)
2. 1. Dd5 (mate in two: bring in the chaser)
3. 1. ... Lf5 (1. Lc6 2. Dc2) (discovered attack)

**32**

 1) 1. ... Lxd4+! (1. Pxf3? 2. Lxb6) 2. Kxd4 Pxf3+ (eliminating the defence: luring away+material)

 2) 1. Ke3! Pc4+ 2. Kf2! (getting out of check: avoid mate)

 3) 1. Td7 Dxc5 2. Dxg7# (mate in two: bring in the helper)

 4) 1. b7 Txa7 2. b8P# (mate in two)

 5) 1. De8+! (1. De6+? Tf7) 1. Kh7 2. Dxd7 (double attack: queen)

 6) 1. Tc1! (1. Lxd5? Dxf1#; 1. Dxd5? Dxd5 2. Lxd5 Lxf1) (in-between move)

 7) 1. Tb7+ 2. Kc2 Tb8 (defend against mate: protecting)

 8) 1. Ta3 (exploiting vulnerability: threaten mate)

 9) 1. ... Dd8 (1. Df5? 2. Lg4) (defending: twofold protecting)

1. 1. Txg6+ fxg6 2. Dxe6+ (eliminating the defence: luring away+material; overload)
2. 1. Dxe6+ Txe6 2. Txb5 (in-between move: capturing with check)
3. 1. Ta1 (defending: exchanging the attacker)

**33**

 1) 1. De3 (1. Dc5? Pe6+) (defend against a passed pawn)

 2) 1. Kh8 Txg7 stalemate (draw: forcing stalemate)

 3) 1. Dxc7 (1. hxg4? Dh4#; 1. Le2? Dh2#) (defend against mate)

 4) 1. La3 (the pin: pinning)

 5) 1. ... Td1+ 2. Txd1 (2. Kh2 Dh1#) 2. Dxc5 (eliminating the defence: luring away+material)

 6) 1. Pb3 Df6 2. Pxd4 (capturing and protecting)

 7) 1. Dh6 (in-between move: mating threat)

 8) Yh6 Zg6

 9) 1. ... g5! (1. Dh8? 2. Pxf8 and 3. Df7#) (defend against mate)

1. 1. ... Lg6 (1. ... Dxc2? 2. Lxh5 ; 2. g6? 3. De7) (defending: moving away to a protected square)
2. 1. Pg5! (1. Te8+? Kf7 2. Pg5+ Kxe8) (double attack: knight)
3. 1. Tf2 (1. Tf1? Te2 2. Ta1+?? Lxa1) (discovered attack)

**34**

 1) 1. Kh3 (1. Dxe2? Dh5#) (getting out of check: avoid mate)

 2) 1. Tg7 (defend against mate)

 3) 1. ... Pf3+ (1. Pe2+? 2. Lxe2) 2. gxf3 Lxc3 (discovered attack)

 4) 1. Lh3 (mate in two: bring in the helper)

 5) 1. ... Pc5? 2. Da3; 1. Pf6! (eliminating the defence: chasing away+material)

 6) 1. ... Dxc1+! (1. Dxd2? 2. Dd1) 2. Lxc1 hxg4 (in-between move: capturing with check)

 7) 1. Lxe6+ (1. Dxd7 Lxd7) 1. Dxe6 2. Dxa7 (eliminating the defence: luring away+material;

overload)

 8) Pc6 Pc7

 9) 1. Dh5 h6 (1. Db2 2. De8#) 2. Dxe2 (double attack: queen)

1. 1. Dxf5 Lxf2+ (1. Lxf5 2. Lxc5) 2. Dxf2! (eliminating the defence: capturing+material)
2. 1. Taxc8 (1. Tcxc8 Tb1+ 2. Pc1 Txc1+) (twofold attack)
3. 1. g5 (eliminating the defence: chasing away+material)

**35**

 1) 1. De5 2. c3 Dxe2 (double attack: queen)

 2) 1. Ld5+! (1. Txb6? Td4+; 1. Txc4? Pxc4+) 1. Pxd5 2. Txc4 (eliminating the defence: luring

away+material)

 3) 1. Tf4 (the pin: pinning)

 4) 1. ... Db6 (1. ... Dd7? 2. Txa5 ; 2. Lxd6? 3. exd6+) (defending: moving away and maintaining the

protection)

 5) 1. ... T8c2+ 2. Kd3 (2. Kf3 Tf2#) 2. Td2# (mate in two)

 6) 1. Lg5+ Pf6 (getting out of check: avoid loss of material)

 7) 1. Df5 (cashing in a passed pawn)

 8) 1. Td5+! Ke6 2. Pxf4+ (in-between move: check)

 9) 1. Dxe7 (1. Pxe7+ Kf8 and the knight falls) (twofold attack) 10) 1. ... Pe2+ 2. Pxe2 (2. Kh1 Dh2#) 2. Dh2# (mate in two)

1. 1. Lxf5+ Lxf5 (1. Kh8 2. Lxe6) 2. Txc4 (eliminating the defence: luring away+material)
2. 1. Td8 (exploiting vulnerability: threaten mate)

**36**

 1) 1. Kf3! (double attack: king)

 2) 1. dxc4 (discovered attack)

 3) 1. Dh3 (1. Dg4? Pe3+) (the pin: pinning thanks to a twofold attack)

 4) 1. Dd4 f6 2. Txc4 (2. Dxc4+) (double attack: queen)

 5) 1. Tb1 (in-between move: attacking two pieces)

 6) 1. Tf2 Te5 2. Ta2+ Ta5 (defend against mate: interposing voorbereiden)

 7) 1. Te2+ Kf8 2. Te1 (2. Le1) (defend against mate: interposing)

 8) 1. Nxf6 (1. Bxf6? Bxf6 2. Nxf6 Rxe1) 1. Bxf6 2. Bxf6+ (twofold attack)

 9) 1. Pd4! (1. Tb1+? Kc8; 1. Pf4? Lc5+) (the pin: pinning)

1. Drawing
2. 1. Dg5 g6 2. Dh6 (exploiting vulnerability: threaten mate)
3. 1. Pd3 g5 2. Pxb2 (double attack: knight)

**37**

 1) 1. Db2 (the pin: pinning)

 2) 1. Txh5+ 2. Kxh5 Kg7 (defend against a passed pawn)

 3) 1. Lxc5 Dxc5 (1. Pxc5 2. Lxh7+) (avoiding a discovered attack)

 4) 1. Dg3 Lf8 2. Dxb8 (double attack: queen)

 5) 1. Th3 (exploiting vulnerability: threaten mate)

 6) Dd6-g3-h3-f5+ (line below the diagram should be removed)

 7) 1. Txg7+ Txg7 2. Dxd4 (eliminating the defence: luring away+material; overload)

 8) 1. b4 (1. e5? fxe5+ 2. Ke4 Ld3#) (defend against mate: protecting by line clearing)

 9) 1. Pxe6 (discovered attack)

1. 1. ... Df3 2. a8D (2. Kf1 Dd1#) 2. Dg2# (mate in two: bring in the chaser)
2. 1. Dxc7! (1. Lxe5? Dxc4) 1. Lxc7 2. Lxe5 (eliminating the defence: capturing+material)
3. 1. Ta2 (discovered attack)

**38**

 1) 1. Pe5 Ta7 (defending: counter-attack)

 2) 1. Tc7+ Txc7 (1. Kh6 2. Dxb7) 2. Dxb3 (eliminating the defence: luring away+material)

 3) 1. Te4 (double attack: rook)

 4) Db7xd5xd1xa4xg4xg1xb6

 5) Kf8, Th6, Te5, g5, g6

 6) 1. Ld3 g1D (1. Lxd3 2. Tg1) 2. Txf1+ Dxf1 3. Lxf1 (defend against a passed pawn)

 7) 1. Dxg2+ 2. Lxg2 Lxg2# (mate in two)

 8) 1. Lb5 (discovered attack)

 9) 1. ... Kg8 (1. Txh4? stalemate) (defend against mate: protecting)

1. 1. Le3 (the pin: pinning)
2. 1. Dd7 (in-between move: attacking two pieces)
3. 1. Pxd6 Txc4 2. Pxc4 (eliminating the defence: capturing+material)

**39**

 1) 1. La3

 2) 1. Dxe4 (1. Txb8? De1+) 1. ... Txe4 (1. Txb1+ 2. Dxb1) 2. Txb8+ (eliminating the defence:

luring away+material; overload)

 3) 1. Pe7 2. Dd2# (mate planner)

 4) 1. Dd4 g6 (1. Tc2 2. Dd8+ Dxd8 3. Txd8#) 2. Dxb2 (double attack: queen)

 5) 1. Kf7 (1. Kf5? Kg7!) 1. ... g4 (1. Pd5 2. Lf8#) 2. Lf4# (mate in two: bring in the guard)

 6) 1. Dd7 developing and protecting is the best. Capturing on f3 is a threat now.

* 1. ... Le6 is not bad. After 2. De2 Black prepares castling with 2. Le7.

1. ... d5 2. exd5 is not necessary, because the queen move is better. However Black can play 2. Lxf3

3. dxc6 Ld5 but loses a pawn after 4. De2.

 7) 1. f4 exf3 2. Dxf3 (2. Lxf3 Lxe3+)

 8) 1. b5 (eliminating the defence: chasing away+material)

 9) 1. Pe6 (double attack with two piece)

1. 1. Lg7 (defend against mate: interposing and preparing moving away)
2. 1. ... Lf4 (1. Lc5? 2. Pxc5) (in-between move and eliminating the defence: chasing away+material)
3. 1... Kd8 (1... Kb6/Kd6 2. Pc4#) (1. Kb8/Kc8 2. Te8#) (getting out of check: avoid mate)

**40**

 1) 1. Kf1 (1. Kh1? Pxf2#; 1. Pxh2? Dxh2+ 2. Kf1 Dh1#) (getting out of check: avoid mate)

 2) 1. Td4 2. g3 Txa4 (double attack: rook)

 3) 1. Dxh5+ Txh5 2. Lxh5# (mate in two)

 4) 1. Dxg2+ 2. Kxg2 Txd3 (in-between move: capturing with check)

 5) 1. g6 hxg6 2. Dxc5 (discovered attack)

 6) 1. ... Dxf7 (1. ... Kh7 2. Pg5+; 1. Kg8 2. Pg5+) (getting out of check)

 7) 1. Pxb3 cxb3 2. Lxb5+ (2. Dxb3 a6) (in-between move)

 8) 1. Pd6 Te7 2. Pf7+ (double attack: knight)

 9) Te4xb4xf4xf6xf3xa3xa7xb7xb2

1. 1. Txc8+! (1. Lxd5? Txc1+ 2. Lxc1 Lxd5) 1. Lxc8 2. Lxd5+ (eliminating the defence: luring

away+material; overload)

1. 1. Tf4 (defend against mate: interposing)

12) 1. Dxc8+! (1. Dxd7? Dxd7 2. Txd7 Tc1+; 1. Dd8+? Le8!) 1. Lxc8 2. e8D+ (cashing in a

passed pawn)

**41**

 1) 1. exf6 (1. e6 Pe5) (discovered attack)

 2) 1. Le5 (double attack: bishop)

 3) 1. ... Txe4 2. Txd5 (2. Txe4 Txd2) 2. Txe3 (eliminating the defence: capturing+material)

 4) 1. Pe8 (mate in two: bring in the helper)

 5) 1. Txe6 Lg5+ (1. Pxc7 2. Txe7) 2. Kb1 Pxc7 (in-between move: check)

 6) 1. Pf5! (1. Pe4? Pxe4 2. Lxc7+ Kxc7) (the pin: pinning)

 7) 1. c4 2. c5# (mate planner)

 8) 1. ... Dd7 (1. g6? 2. Dxe5) (defend against mate)

 9) 1. Pf5 (double attack: knight)

1. 1. ... Kh7 (1. Kxg5 2. Kf7) (draw: stalemate or insufficient material)
2. 1. Dd6 h6 (1. Lxf3 2. Df8#) 2. Dxc6 (double attack: queen)
3. 1. h8D (1. hxg8D? a1D) 1. ... a1D (1. Kc4 2. Dxg8+) 2. Dd4# (defend against a passed pawn:

counter-attack)

**42**

 1) 1. d7 Td8 2. Txc5 (eliminating the defence: luring away+material)

 2) 1. Df4 2. Pc7# (mate planner)

 3) 1. Pxc6 Df6+ 2. Pe5 (discovered attack)

 4) 1. De3+ Kd1 (1. Kf1 2. Lg2#) 2. La4# (mate in two)

 5) 1. Dc3 (double attack: queen)

 6) 1. Pc5 Dc6 (1. Txc5 2. Lxc5) 2. Dxg4 (eliminating the defence: chasing away+material)

 7) Lh6-c1-a3-b4-a5-c7+

 8) 1. Lg6 Txc2 2. Te8# (mate in two: bring in the helper)

 9) 1. Pxc6 (1. Pd7+? Lxd7 2. Lxf6=) (discovered attack)

1. 1. Dg5 (the pin: pinning)
2. 1. Lb6 g1D 2. b5# (defend against a passed pawn: counter-attack)
3. 1. ... Tf8! (1. Kh7? 2. Dh3#) 2. Dxf8+ Kh7 (getting out of check: avoid mate)

**43**

 1) 1. e5! (1. Txd8+? Pxd8; 1. Pd5?) 1. Txd1+ 2. Pxd1 (discovered attack)

 2) 1. ... f2+ 2. Lxf2 Lxf2+ (2. Txf2? 3. Kh1) 3. Kf1 Ld3+ (double attack: pawn thanks to X-ray

protection)

 3) 1. exd5 (discovered attack and penning)

 4) 1. ... Dxe4 (1. Td8 2. Dxe5) (double attack: queen)

 5) La7xc5xd4xg7xf8xh6xe3xf2

 6) 1. ... Pxe3! (1. Pxe7? 2. Pxe7+ Kf8 3. Pxg6+) 2. Pxe3 Pxe7 (eliminating the defence: luring

away+material; overload)

 7) 1. Le3 2. Tf5+ Lg5 (defend against mate: interposing)

 8) 1. ... Te5 2. Dxe5 (2. Da4 Lxb2) 2. Lxe5 3. Lxe5 (eliminating the defence: chasing

away+material)

 9) 1. ... Ta8! (1. ... Tf8? 2. Dc4+; 1. Te8? 2. Df7+) (avoiding a double attack by the queen)

1. 1. Dg8 (getting out of check: avoid mate)
2. 1. Txd7 Txc8 (1. Txd7 2. Txb8) 2. Txa7 (eliminating the defence: capturing+material)
3. Drawing

**44**

 1) 1. Lc4 (the pin: pinning)

 2) 1. e5 Pxf3+ 2. Pxf3 (double attack: pawn)

 3) 1. Pc6+ Ke8 2. Pc7# (mate in two)

 4) Db7xd5xd1xg4xg1xe3xb3xb2

 5) 1. The1 Df8 (1. Pf6 2. Txe8+) 2. Txd7 (eliminating the defence: chasing away+material)

 6) 1. Pf6+ Kf8 2. Pd7+ (2. Pd5? exd5+) 2. Kg8 3. Pxb6 (discovered attack)

 7) 1. ... Dd4+ (1. Dg7+? 2. Lf6) 2. Dc3 Dxg1 (double attack: queen)

 8) 1. Ta4! (1. Te8+? Kf7!) (discovered attack)

 9) 1. c7 2. c8P# (mate planner)

1. 1. Da5 (in-between move: attacking two pieces)
2. 1. Pxf6 (1. Lxf6 Lc5+) (twofold attack)
3. 1. Txe5+ Kxe5 2. Txf3 (avoid stalemate)

**45**

 1) 1. Tc5 (eliminating the defence: chasing away+material)

 2) 1. Dc3+ (1. Db7+? Dd7) 1. Kf7 2. Dxc6 (double attack: queen)

 3) 1. Dd7 (the pin: pinning thanks to a twofold attack)

 4) 1. e5 (discovered attack)

 5) 1. Dxh4 (1. Kg2 Txh3 2. Txh3 d2) 1. ... gxh4 (1. Dxh4+ 2. Kg2) (eliminating the defence:

chasing away+material)

 6) 1. Df1+ Kg8 2. Txd4 (in-between move: check)

 7) 1. Te1+! (1. Tb1? Ld4+; 1. dxc6? Lxa1) (in-between move: attacking two pieces)

 8) 1. Dc6+ 2. Kd2 Lb4# (mate in two)

 9) 1. d7+ Kc7 2. d8D# (2. dxe8D+ Dxe7) (cashing in a passed pawn)

1. 1. Ka6 Lxe3 2. a5 (draw: exchanging the last pawn, so insufficient material)
2. 1. Ta8 2. Dd1 Dxf6 (eliminating the defence: chasing away+material)
3. 1. c4 (discovered attack)

**46**

 1) 1. Td8+ 2. Kc5 Pa4# (mate in two)

 2) 1. Lf4 (double attack with two piece)

 3) 1. Pxd6 Txd6 (1. Txc4 2. Pxc4) 2. Txc5 Pxc5 3. Txc5 (eliminating the defence:

capturing+material)

 4) 1. Dd4+ (1. Dh7+ Kf8 2. Dxh6+ Ke8) (double attack: queen)

 5) Ta3-a8-e8-e3-g3-g1+

 6) 1. Pxe4+ (1. Dd8+? Kh5; 1. Pe6+? Pxe6) 1. dxe4 2. Dxd4 (discovered attack)

 7) 1. d2 (cashing in a passed pawn)

 8) 1. c8P+ Kd6 2. Pxb6 (double attack: knight)

 9) 1. ... Pf4 2. Lxf4 (2. b8D+ Dxb8) 2. Dg2# (defend against mate: interposing and counter-attack)

1. 1. Tf7 (1. Lf7 Ld4+ 2. Kh1 Lxa7; 1. Tg2 Ld4+) (defend against mate: interposing)
2. 1. Da4 2. De8# (mate planner)
3. 1. ... Pg4+ (1. Pe4+? 2. Pxe4) (discovered attack)

**47**

 1) 1. Pxd5! (1. Txd5?; 1. Lxd5?? Lxd1) 1. Lxd1 2. Pf6+ (twofold attack)

 2) 1. Dh5 Tf8 (1. Tae8 2. Dxf7+ Kh8 3. Dxg7#) 2. Dxe2 (double attack: queen)

 3) Dc3xa5xc7xg3xg2xg7xh6xe6

 4) 1. Pe7+! (1. Dxf2? Lxf2; 1. Txe6? Dxf1+!) (eliminating the defence: luring away+material)

 5) 1. Kg1! (1. Dxf2? Th1#) 1. Tg2+ 2. Kf1 (getting out of check: avoid mate)

 6) 1. ... Dh8+ (1. Dxa2?) 2. Dh2 Da8+ (avoid stalemate)

 7) c3 d7 b6 a4 b7

 8) 1. Dc4+ Kd7 (1. Dc7 2. Dxc7#) 2. De6# (mate in two)

 9) 1. ... g4+ 2. Ke3 Txa7 (2. Ta5) (defend against mate)

1. 1. Te8 Td8 (1. Dd5 2. Txg8#) 2. Dxg8# (mate in two: helper / bring in the chaser)
2. 1. Pxd4 (1. Lxc7? Pxf3+ 2. gxf3 Lxc7) 1. Lxd4 2. Lxc7 (eliminating the defence: luring

away+material; overload)

1. 1. Pd5 Dd8 (1. cxd5 2. Dc8+) 2. Pc3 (defending: moving away)

**48**

 1) 1. ... b5 2. Pa5 (2. Txd6? 3. Tc8#) (defending: counter-attack)

 2) 1. Dh1+ 2. Kf2 Pe4# (mate in two)

 3) 1. Ld3 (the pin: pinning thanks to a twofold attack)

 4) 1. Dc7 2. b8P+ (mate planner)

 5) 1. ... Df1+ (1. Df5+? 2. Dc2+) (double attack: queen)

 6) 1. Txb7 Txc5 (1. Txb7 2. Txc8+) 2. Txb6 (eliminating the defence: capturing+material)

 7) 1. Pc2 (double attack with two piece)

 8) 1. Tg2+ 2. Txg2 Dxb8 (defend against mate: luring away the chaser)

 9) 1. Dd3! (1. Df3? Pc4; 1. Dxf7+? Pxf7) (the pin: pinning)

1. Drawing
2. 1. Pd5 Pxg7 2. Pxc3 (double attack: knight)
3. 1. ... Lf5+ (1. Dxg7? 2. Dxg7+ Kxg7 3. dxe6) 2. Ka1 Dxg7 (in-between move: check)

**49**

 1) 1. Txe6 (1. Pxc4? Lxc4+) 1. ... Kxe6 (1. Tc2 2. Te4) 2. Pxc4 (eliminating the defence:

capturing+material)

 2) 1. Pe1 (1. Le1? Lxe1; 1. Pg1? Dxg1#) 1. Lxe1? 2. Dxg7# (getting out of check: mate of avoid

loss of material)

 3) 1. Pg8+ Txg8 (1. Kd6 2. Pxh6) 2. Txg8 (double attack: knight thanks to X-ray protection)

 4) 1. Dc1+ 2. Kf2 Pg4# (mate in two)

 5) 1. Tc2 (the pin: pinning)

 6) 1. Dd7 Tf8 (1. Pxc3 2. Dxf7+ Kh8 3. Dxg7#) 2. Pxa4 (double attack: queen)

 7) 1. Pe4+ Txe4 2. Dxc3+ (eliminating the defence: luring away+material)

 8) 1. Pxd7! (1. Pc6? Lc5+; 1. Pd3? Lf6 2. Lxb8 Pxb8) 1. Lxd7 2. Txe7! (2. Lxb8? Lc5+!)

(discovered attack)

 9) 1. Th8 2. c8P# (mate planner)

1. 1. Ta8+ Kxa8 2. Txe7 (in-between move: avoid stalemate)
2. 1. Tb1 Da3 2. Dxd4 (eliminating the defence: chasing away+material)
3. 1. ... Pxc5 (1. Lxd6? 2. Txd6 Pxc5 3. Txf6+) (twofold attack thanks to X-ray protection)

**50**

 1) 1. ... Pxc3! (1. Lxb6? 2. Lxb6+) 2. Lxc3 Lxb6 (eliminating the defence: luring away+material;

overload)

 2) La7-b6-a5-b4-d6-e5+

 3) 1. Dxe1! (1. Kf2? Tf1#) 1. Txe1+ 2. Kf2 Tf1+ 3. Ke2 (getting out of check: avoid mate)

 4) 1. Dg3 (1. Df4? Pf3+) (the pin: pinning thanks to a twofold attack)

 5) 1. Pxe5? Pxe5 (1. Lxe2 2. Pxc6)

 6) 1. Pf5 De6 2. Dg7# (2. Dh8#) (mate in two: bring in the guard)

 7) 1. e6+ fxe6+ 2. Ke5 (defend against mate)

 8) 1. Dxh7+ Txh7 2. Txh7# (mate in two: X-ray protection)

 9) 1. Ta8 2. Td6 Te8 (defending: moving away)

1. 1. Pg4 (1. Kf1? Kh4) (preserving the last pawn)
2. 1. Td5 (1. Tb5 La3) (double attack: rook)
3. 1. Dc5! (the pin: pinning)

**51**

 1) 1. Dxc4 Pb6 2. Qd3 (defending: interposing)

 2) 1. Da8+ (1. Txe5? Pf2+) 1. Kh7 2. Tfxe5 (in-between move: check)

 3) 1. ... Txd5! (1. Lxd5? 2. Dxe5!) (eliminating the defence: capturing+material)

 4) 1. Da5 Kg7 (1. Lb3 2. De5#) 2. Dxa4 (double attack: queen)

 5) 1. Txb3 2. axb3 a2 (creating a passed pawn)

 6) 1. ... Ld5+ (1. Ke7? 2. d8D+ Kxd8 3. Lxc6) 2. Kb1 Ke7) (defend against a passed pawn)

 7) 1. Txc3! (1. Txd8+? Txd8! 1. De1? Dxe1!) (eliminating the defence: luring away+material; overload)

 8) 1. ... Dd3 wins a pawn: 2. Tb2 (2. La3 Dxe4+) 2. Dxe4+

* 1. ... 0-0 and 1. b6 are decent developing moves but less good than the queen move.

 9) 1. ... Dd2 2. Dxd2 (2. Dxe4 De1#) 2. Pxd2 (defend by a counter-attack)

1. 1. Te8 (discovered attack)
2. 1. Te2+ 2. Dxe2 Dxe2+ (eliminating the defence: chasing away+material thanks to X-ray

protection)

1. 1. Da5 2. c3 Txf5 (double attack with two piece)

**52**

 1) 1. Tb3 (1. Txf8+ Kxf8 2. Dxh5 Db1+) 1. Da7 2. Dxh5 (discovered attack)

 2) 1. Txc6 Pxc6 2. Lxd7 (eliminating the defence: capturing+material)

 3) 1. d5 g5 2. Pxe6 (double attack: pawn)

 4) Pg4-f2-d1-c3-b5-d4-b3+

 5) 1. Td4 (defend against mate)

 6) 1. c8P 2. a8D/T# (mate planner). 1. Kc5 2. Da8# is also correct. The intention was mate in two moves: 1. c8P Ka6 2. a8D#

 7) 1. Pf6+ Kh8 (1. Lxf6 2. Dxf8#) 2. Pxd7 (double attack: knight)

 8) 1. Db5 (double attack: queen)

 9) 1. Pe7+ Lxe7 2. Dxb8 (eliminating the defence: luring away+material)

1. 1. Df8+ Txf8 2. Txf8# (mate in two thanks to X-ray protection)
2. 1. Dh4 f6 2. Dxg3 (double attack: queen)
3. 1. Ta6 c1D 2. g4# (mate in two: bring in the guard)

**53**

 1) 1. Pxf6+ Lxf6 2. Txd7 (eliminating the defence: capturing+material)

 2) 1. De6 Kg7 (2. Lh6# threatened too) 2. Dxc8 (double attack with two piece)

 3) 1. ... Kh8! (1. Kh7? 2. Lf8#) (getting out of check: avoid mate)

 4) Pb3-c1-a2-c3-b5-a7-c6+

 5) 1. Db2 (the pin: pinning thanks to a twofold attack)

 6) 1. Te6+ Kd7 2. Te1 (2. Te7+ Kd8 3. Te1) (defend against mate: interposing)

 7) 1. Dxf8+ (1. Txb8? Dxc8; 1. Db7? Lxg3) 1. Kxf8 2. Txb8+ (eliminating the defence:

capturing+material)

 8) 1. Dd2 (1. Lxf6 Lxf6 2. Df2 Lh4) (the pin: pinning thanks to a twofold attack)

 9) 1. ... Tc7 (1. ... Txc3? 2. Td7+; 1. Tc8? 2. Td6 Th8+ 3. Lxh8) 2. Td8 Th7# (discovered

attack)

1. 1. Dd3 Txe1+ 2. Lxe1 Dxe1 3. Df1 (defend against mate: interposing)
2. 1. Pe5 (mate in two: bring in the guard)
3. 1. ... Tc5 2. Td6 (2. g4 g5+) 2. Txb5 (double attack with two piece)

**54**

 1) 1. Le4 (the pin: pinning thanks to a threefold attack)

 2) 1. Dd1 (1. Pd3 Dxd3+) (defend against a passed pawn)

 3) 1. Df3+ (1. Db3+ Td5) (double attack: queen)

 4) 1. Pxc5 dxc5 2. Lxe5+ (eliminating the defence: luring away+material; overload)

 5) 1. Lxh6 Pf5 2. Dg4 (2. Txe8+ Dxe8; 2. Dh3 gxh6) (defend by pinning)

 6) 1. Dd6 (in-between move: attacking two pieces)

 7) 1. ... b1D+ (1. Ta8 2. Pg6) 2. Kxb1 Txh2 (defend against a passed pawn)

 8) 1... Ke6 (1. ... Td6 2. Tc8) (1. Tc7 2. Tf8+) 2. Kg3 Tc7 (defend against a passed pawn)

 9) 1. Lg2 (the pin: pinning)

1. 1. Th5 2. h3 Dxh3+ 3. Kg1 Dh2# (mate in two)
2. 1. Dc1 (the pin: pinning thanks to a twofold attack)

12) 1. Dd6 b5 (1. ... Pc6 2. Dd7#; 1. f6 2. De6#) 2. Dxe5# (mate in two)

**55**

 1) 1. ... Lf4 2. f3 Dg2

 2) 1. Da5 (1. Lxg8 Dxe5) (the pin: pinning)

 3) 1. Ld3 (double attack: bishop)

 4) 1. d8P 2. Da4+

 5) 1. Lg7 Pd5 (1. Ld5 2. Pf6#) 2. Pxg5# (mate in two: bring in the guard)

 6) Dh1, Pe4

 7) 1. Dh6 Dxf6 (1. Lf5 2. Dxh7#) 2. Dxf8# (mate in two: bring in the chaser)

 8) 1. ... Pxh7 (1. Txh7? 2. Pf7#) (getting out of check: avoid mate)

 9) 1. Lxc3 2. Ld2 Dc6 (defending: protecting)

1. Drawing
2. Drawing
3. 1. Txf8+! (1. Lxd4? Txc1+!) 1. Lxf8 2. Dxd4 (eliminating the defence: luring away+material;

overload)

**56**

 1) 1. Dd1 (1. Dxd6? Ta1+; 1. Dxg4? Ta1+) (defend against mate)

 2) 1. Txc6 Dxc6 2. Dxd4 (eliminating the defence: luring away+material)

 3) 1. f4 (1. Le2 Kg5 (1. ... g5) ) 1. ... b3 (1. g5 2. Lf7#) 2. Le2# (mate in two: bring in the guard)

 4) 1. d5 (1. dxe5+? Kxe5 2. Kd3 Kf4 3. Ke2 Ke4) 1. Ld6 2. dxe6 (draw: insufficient material)

 5) 1. Le2 (defend against mate: protecting)

 6) 1. Pxe4 (1. Lb4 Dxf2#) 1. Pxe4 2. Lb4 (the pin: pinning)

 7) 1. Pf5! (1. Pe6? Txd3; 1. Pxc6? Txd3) (discovered attack)

 8) 1. Kc5 (double attack with two piece)

 9) 1. Df3 g6 2. Lxc6 (double attack: queen)

1. 1. Dxb4! (1. Txd4? De1+) 1. cxb4 2. Txd4 (eliminating the defence: luring away+material;

overload)

1. 1. Pf8 (1. Pf6? Pd4) 1. ... Pxf8 (1. Nd4? 2. Nxg6) 2. h7 Pxh7 (forcing stalemate)
2. 1. Th5 Tc7 2. h7 Txh7 3. Txh7 (cashing in a passed pawn)

**57**

 1) 1. ... Kh6 2. g4 (2. Pxa7 Lg5#) 2. Lf2# (mate in two: bring in the helper)

 2) 1. Lf6! 2. Lf3 Lxe7 (discovered attack)

 3) 1. Db8+ Pc8 2. Dxc8+ Lf8+

 4) 1. Pc2 2. Tb1 Pe1# (double attack with two piece)

 5) 1. Kg3 2. Df3+ Kh2 (defend against mate: moving away)

 6) 1. ... Pe2+ (1. ... Lxd1 2. De8#; 1. ... Pf3+ 2. Lxf3 -2. Dxf3 Dxd1+) 2. Dxe2

 7) 1. Txh6+ Lxh6 2. Dxe5+ (eliminating the defence: luring away+material; overload)

 8) 1. Txe5! (1. Dxd2? Pxd2+ 2. Ke2 Pdf3; 1. Tc2?) 1. ... Dxe2+ (1. Pxe5 2. Dxd2) 2. Txe2!

(eliminating the defence: luring away+material)

 9) 1. Pdf6 (defend against mate and loss of material: protecting and preparing moving away)

1. 1. d8T! (1. d8D? d1D+ 2. Dxd1) (cashing in a passed pawn)
2. 1. Pe7+ Kf8 2. Pxc6 (double attack: knight)
3. 1. Tb1+ 2. Dxb1 Df4 (defend against mate: luring away)

**58**

 1) 1. Kd3 (1. a8D Dc3#) (defend against mate)

 2) 1. Txe6 Dxb3 2. Lxb3 (twofold attack)

 3) 1. Dg8+ (1. Txf2? Td1+ 2. Tf1 Dg2#) 1. Dxg8 2. Lxg8+ Kxg8 3. Txf2 (defend against mate:

capturing)

 4) Dd1xb3xc3xe5xd5xf3xd3xg6

 5) 1. Pe5 Lb7 2. Tf8# (mate in two: bring in the guard)

 6) 1. Tb7 Txb7 stalemate (forcing stalemate)

 7) 1. e8P 2. Pc7# (mate planner)

 8) 1. Te1 0-0 2. Le6+ (in-between move check)

 9) 1. Da1 (1. Db2? Pxd1) 1. Pxd1 2. Lxd6 (in-between move: attacking two pieces)

1. 1. Pdf6+ (1. Pef6+? Kg7 2. Pxd7 Txd7) 1. Lxf6 2. Pxf6+ Kg7 3. Pxd7 (double attack: knight)
2. 1. Lf6 2. b6 Ld8 3. b7 Lc7 (defend against a passed pawn)
3. 1. Lf2 (1. Lg1? Pxg3+ 2. Ke1 Te2#) (discovered attack)

**59**

 1) 1. d4 (defending)

 2) 1. ... Dc6! (1. ... Dd8? 2. Pf6+; 1. Dd7? 2. Pf6+) (the pin: pinning)

 3) 1. De8 2. f8P#

 4) 1. ... Lxh2+! (1. ... Txf1+? 2. Kxf1 Dd3+ 3. De2; 1. Dh4? 2. Txd1) 2. Kxh2 Txf1 (eliminating

the defence: luring away+material)

 5) 1. Lxg4 (1. Lc2? Td8+ 2. Txd8 stalemate) (avoid stalemate)

 6) 1. Txh4 Lxh4 2. Dxh4 (twofold attack)

 7) 1. Lc5 bxc5 2. d5 Tb2 3. c7 (cashing in a passed pawn)

 8) 1. Pa8+ (1. Pd5+? Lxd5+ 2. Kg7 b1D) 1. Lxa8 2. Tb6 Lc6 3. Txb2 (defend against a passed

pawn)

 9) 1. ... Dc7 (1. ... Dxe3? 2. Txa5 and mate; 1. Txa1 2. Dxe5) (defending: protecting and resisting

temptations!)

1. 1. Pf7 (discovered attack)
2. 1. ... Kh8 (1. Kh6? 2. Ld2+) 2. Pe4+ Dxc3 3. Pxc3 (getting out of check: avoid mate)
3. 1. Pb1 2. Txb7 Tf1# (mate in two: bring in the guard)

**60**

 1) 1. La5+ Ke8 2. Dxe7# (mate in two)

 2) 1. ... Tc1 (1. d3? 2. f4#) 2. Th2 Kxe5 (defend against mate: capturing)

 3) 1. Lxg5 (1. f4? exf3 2. Lxg5 f2#; 1. Lg2? Lxe3 2. fxe3 gives White a double pawn which is the way)

 4) 1. Dd6 Kg8 2. Dxf6 (exploiting vulnerability)

 5) 1. Txe5 (1. Dxe5? Te7) (twofold attack)

 6) 1. f3 (1. Tg4? De5+; 1. Dg4 g6#) (getting out of check)

 7) 1. Kc6 (1. Tb6+? Ka7 2. Txd6 Tf7) 1. Td8 2. Ta1# (double attack with two piece)

 8) 1. ... Dxe4 2. Db5

 9) 1. Tg7 (1. Ta7+? Kb8 2. Tg7 Dc2)

1. 1. Lf4 2. Dd4 De1+ (double attack with two piece)
2. 1. Lc6 stalemate (1. Lxa8? Kxa8 2. Kc6 Ka7 3. Kd7 c5 4. Ke7 c4 5. Kxf7 c3 6. Ke6 Lf4) (draw: forcing stalemate) - Pat
3. 1. Pf6+ Lxf6 (1. Txf6 2. Txd7) 2. Tbxd6 (eliminating the defence: luring away+material)

**61**

 1) Drawing

 2) 1. Kf6 Kh6 2. Dh8#

 3) 1. Kc2 Ka2 2. Da4# *(Kardos 1999)*

 4) 1. Kc7 Ka7 2. Da4#

 5) 1. Kc4 Ka3 (1. … Ka5 2. Da7#) 2. Da1#

 6) 1. Dg1 Kh7 (1. Kh5 2. Dg5#) 2. Dg7#

 7) 1. Dc5 Ke1 2. Dc1#

 8) 1. Da6 Kh4 2. Dh6#

 9) 1. Dg8 Kh5 2. Dh7# 10) 1. Db1 Ka4 2. Db4#

11) 1. De3 Ka5 2. Da3#

12) 1. Dg5 (1. Dc5? stalemate) 1. Ka7 2. Da5#

**62**

 1) 1. Kc2 Ka3 2. Da5#

 2) 1. Kc3 Ka5 (1. b4+ 2. Dxb4#) 2. Da7# *(Kakabadse 1990)*

 3) 1. De5 c2 (1. Kc1/a1 2. De1#) 2. Db2# *(Tomasevic 1979)*

 4) 1. Dg5 (1. Dd6? g5) 1. ... g6 (1. Kh8 2. Dxg7#) 2. Dh4#

 5) 1. Dc2 a2 2. Dc1# *(Garzer 1997)*

 6) 1. Dg2 b3 (1. Ka4 2. Da2#) 2.Da8#

 7) 1. Df4 Kd1 2. Dd2# *(Hultberg 1928)*

 8) 1. Dg8 h4 (1. ... Kh4 2. Dg3#; 1. Kh2 2. Dg2#) 2. Dg2# *(Speckmann 1967)*

 9) 1. Kb6 b4 2. Da2# 10) 1. Da3 Kb1 2. Dc1#

11) 1. Dd2 f2 (1. Kg1 2. De1#) 2. Dd1#

12) 1. De6 Kh4 (1. Kh2 2. Dh6#) 2. Dh6#

**63**

 1) 1. Dc7 Ke8 (1. Kg8 2. Dg7#) 2. De7# *(Jenssen 1989)*

 2) 1. De5 Kg8 2. Dg7# (2. De8#; 2. Db8#) *(Grab 1968)*

 3) 1. b4 Ka4 2. Da2# *(Saks 1993)*

 4) 1. Dg2 Kh5 2. Dg5# *(Zuncke 1980)*

 5) 1. f6 Kd1 2. Dd2# (2. Df1#) *(Dittmann 1968)*

 6) 1. Kc8 Ka7 2. Db7# *(Latzel 1968)*

 7) 1. f4 Kf1 2. Df2# (2. Dd1#) *(Maleika 1968)*

 8) 1. Ka7 Kc8 2. Dc7# *(Dittmann 1968)*

 9) 1. Dg4 Kxa2 2. Da4# *(Speckmann 1986)*

10) 1. Db2 Kh4 2. Dh8#

11) 1. Kc7 Ka6 2. *(Burchard 1968)*

12) 1. Dc6+ Ka5 2. b4# *(Dehler 1925)*

**64**

 1) 1. c4 Ka1 2. Tc1# *(Hardt 1968)*

 2) 1. Tb8 Ka5 2. Ta8#

 3) 1. Tb5 Ka3 2. Ta5# *(Sax 1992)*

 4) 1. c5 Ka7 2. Ta4# *(Zinovjev 1989)*

 5) 1. Ke6 Ke8 2. Tg8#

 6) 1. c8T Kb7 2. T6c7# *(Speckmann)*

 7) 1. Ta1 Ka5 (1. a2 2. Txa2#) 2. Txa3# *(Fleckner 1912)*

 8) 1. Txf4 Kh6 2. Th4#

 9) 1. a4 bxa4 (1. ... bxa3 2. Txa3#; 1. Ka7 2. axb5#) 2. Txa4# *(Veselensky 1986)*

10) 1. Kb6 Kb4 (1. b4 2. Ta5#) 2. Td4# *(Jordan 2010)*

11) 1. Ta3 b5 (1. ... Ka7 2. Kb5#, 1. … b6+ 2. Kxb6#) 2. Kb6# *(Sax 1997)*

12) 1. c8P Ka5 (1. a5 2. Pb6#) 2. Ta3# *(Zinovjev 1989)*