

GAMBIT

# 1001 Deadly Checkmates

Solve the puzzles and measure your skill!

**John Nunn**



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**John Nunn**

**GAMBIT**

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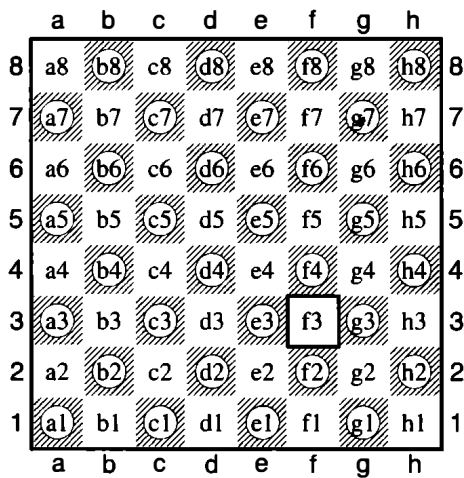
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# Symbols and Notation

#	checkmate		king
+	check		queen
++	double check		rook
x	capture		bishop
!!	brilliant move		knight
!	good move		
?	bad move		
??	blunder		
1-0	Black resigned		
0-1	White resigned		
Ch	championship		

## Algebraic Notation



Moves are shown by giving the piece symbol followed by the destination square. For instance, if a knight moves to the square marked in the diagram, this is written as f3 in algebraic notation. If two pieces of the same type can move to the same square, more information is given. For instance, if there are knights on g1 and e5, then the one on e5 moving to f3 is written as ef3.

For pawn moves, only the arrival square is given (e.g. e4 means that a pawn moves to the e4-square). For pawn captures, the file the pawn is leaving is also given. Thus exf4 means that a pawn on the e-file makes a capture that brings it to the f4-square.

# Preface by Murray Chandler

Some time ago I wrote a little book called **How to Beat Your Dad at Chess**, which explains, in very simple terms, the most basic checkmate patterns. Little did I imagine how popular this book would become. Subsequently, many readers have asked for a follow-on book, with additional checkmate puzzles to solve. A sort of 'How to Beat Your Dad Workbook' if you like, where solving the positions reinforces and expands your checkmate pattern-recognition.

I am therefore delighted to recommend this superb new book, **1001 Deadly Checkmates**, written by John Nunn, my long-time friend and colleague. John has done six months of original research to find the instructive checkmate positions for this book, and the selection of puzzles is simply outstanding. As well as being able to practise old favourites – like back-rank mates and standard queen sacrifices – you will also learn many new and advanced patterns.

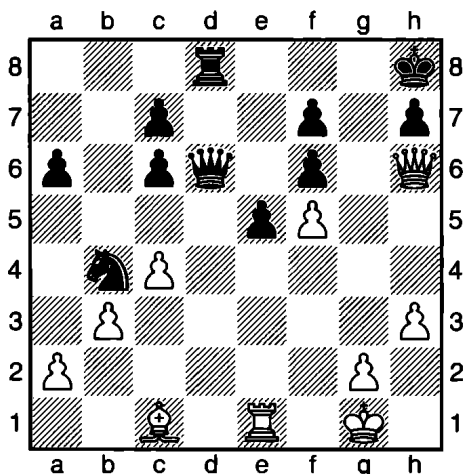
Studying these 1001 checkmates will automatically enable you to recognize similar possibilities time and again in the future. This is exactly the thinking technique that top chess masters use, when they so effortlessly launch their devastating attacks.

So enjoy solving these wonderful puzzles, checking the solutions and totalling your points. Before you know it, you will be utilizing these lethal checkmating motifs in your own games.

*Murray Chandler*

# Introduction

In chess, checkmate (often shortened to just 'mate') finishes the game. If you win a pawn, the game continues and the struggle probably has a long way to go, but there's no coming back from checkmate; it's game over. One of the easiest ways to improve your chess and win more games is to make sure that you spot any mating opportunities that arise. How can this be achieved? Chess-players work to a great extent by 'pattern recognition', spotting similarities to ideas they have seen before. One of the best ways to make sure you don't overlook mating ideas is to increase your experience of mating patterns, and that is what this book sets out to achieve.

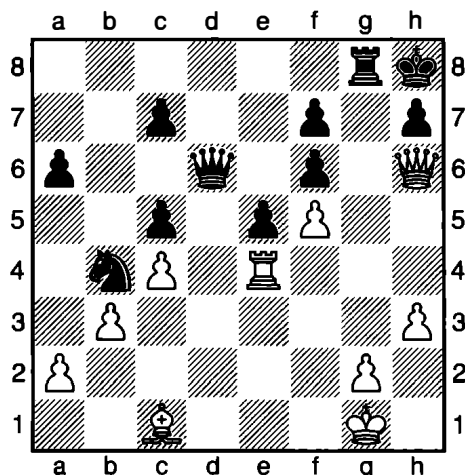


**Nunn – Portisch**

*World Cup, Reykjavik 1988*

Players of all standards can benefit from studying mating patterns. In this position I was facing leading Hungarian grandmaster Lajos Portisch, who was eight times in the Candidates stage of the World Championship. Portisch played 1...c5? (the immediate 1...g8 would have drawn after, for example, 2 e2 d1+ 3 h2 xe2 4 xf6+ g7 5 d8+ with perpetual check) and I replied 2 e4, threatening 3 h4

and mate on h7. Portisch continued 2...g8, which is the only defence to White's threat, aiming to meet 3 h4? with 3...d1+ 4 h2 xg2+! 5 xg2 e2+ forcing perpetual check.



Then came the shock. I crashed through with 3 xh7+! and for a moment Portisch looked stunned. At first he couldn't see the point of the queen sacrifice; then he realized that it was a forced mate after 3...xh7 4 h4+ g7 5 h6+ followed by 6 f8#. **Portisch resigned (1-0)** and it was a point to me. If a strong grandmaster such as Portisch can overlook a mating pattern, then anybody can.

You will find this pattern and many others as you work through the book. By solving 1001 mating puzzles of varying difficulty, you will greatly expand your knowledge of typical mating ideas. This will help you to execute such ideas in your own games and to spot when your opponent is planning to mate you.

There isn't much text in the book, as the intention is that the reader learns by solving the puzzles. It's simplest just to start at the beginning and work through the book. Even if you are a more advanced player, some of the puzzles

contain unusual mating ideas that you may not have seen before.

The first chapter of elementary puzzles consists of mates in one or two moves and should serve as a useful introduction. Then there are a series of chapters devoted to specific types of mate, such as back-rank mates. Chapter 15 contains an extensive collection of mates that do not fall into easily-defined categories, while in Chapter 16 there is a revision test covering the many different types of mate featured in the book. *1001 Deadly Checkmates* ends with the Extreme Mate Challenge, a collection of more difficult mating puzzles.

Each position can earn you between 1 and 5 points according to difficulty, with a progression from 1 to 5 throughout each chapter. There is a score-chart at the end of each chapter where you can fill in your score. When you have worked through each chapter, add up your points and see how close you are to the maximum possible. At the end there is a chart where you can total your points for the whole book. How close can you get to the perfect score of 2,630 points?

The value of books of this type depends largely on the selection of positions, and this is where I put in most of my effort; indeed, about two-thirds of the time spent writing the book was used on the selection of material. I started by building up a short-list of about 10,000 positions. Many of these proved unsuitable because, for example, the mate wasn't clear-cut, or because there were alternative mates. Then I carefully considered each remaining position, selecting those which were most instructive and useful. Finally, the list was whittled down to the positions in this book. What is special about the selection is that it is based on **mates that actually occur in games**. Over 95% of the positions are from the year 2000 or later, so the

vast majority will be new even to those who have read previous puzzle books. What struck me in particular is that even very strong players can overlook mates that don't fall into the standard patterns. My selection is based on real-life experience and therefore offers an especially wide range of mating ideas, including many that are rarely found in textbooks.

You may find similar ideas arising in more than one position. This is intentional. Not only does a modest amount of repetition help to reinforce important ideas, but the positions have been arranged in a logical sequence so that a later position will repeat an idea from an earlier one, but with an additional subtlety or finesse. By working through the positions, your skill will gradually develop and you will learn to spot more and more difficult mating ideas.

In each position you are looking for a forced mate. In some positions there are other, slower, ways to win, for example by gaining material, but in general you only get points for finding the quickest mate (in a few cases, which are specifically mentioned, you also get points for playing the winning moves in an alternative order). The solutions are unique in the sense that there is always one route to mate that is significantly quicker than any other.

I have made an effort to give complete solutions. However, readers should be aware that in some cases the defender can delay mate by 'spite checks' (giving away pieces with check) or by interposing pieces that can just be taken. In most cases I don't mention such pointless delaying tactics.

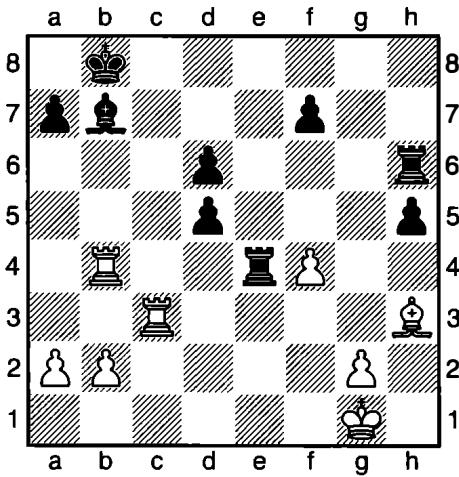
The positions in this book feature some unexpected and beautiful mating combinations, which I hope will provide entertainment as well as instruction. Good luck on your journey through the *1001 Deadly Checkmates*!



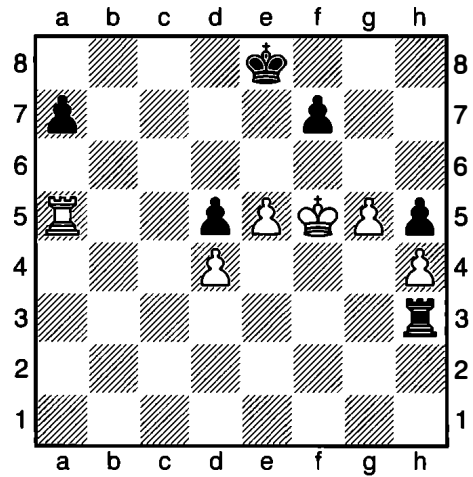
# 1 Elementary Mates

This first chapter provides a gentle warm-up since all the positions involve mates in one or two moves. Here we meet in a simple form some ideas which will arise again later in the book.

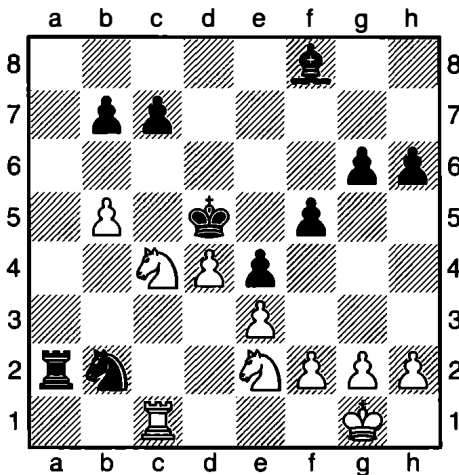
Learning to spot mates is the simplest way to improve your chess and win more games. Players often miss opportunities involving unusual mates because it's easy to overlook something that is unfamiliar. The wide range of ideas in this chapter will help increase your repertoire of mating patterns and give you a better chance of mating your next opponent!



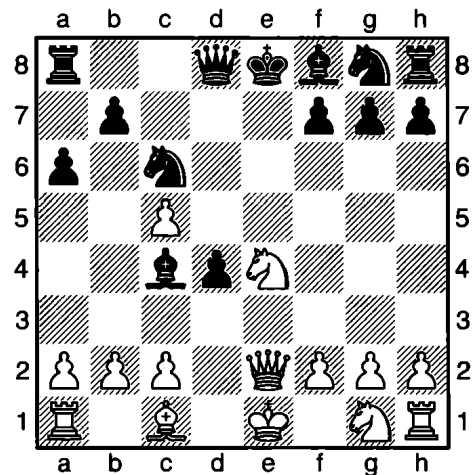
1) White to play (1 point)



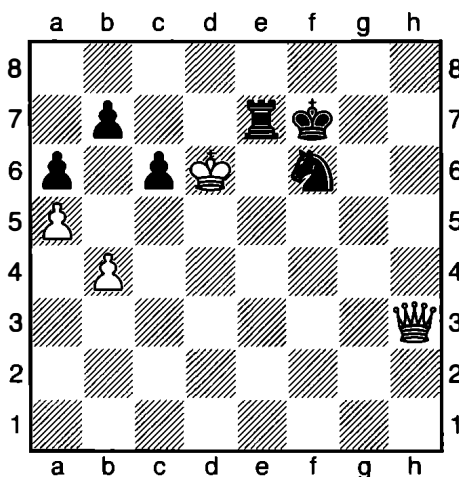
4) Black to play (1 point)



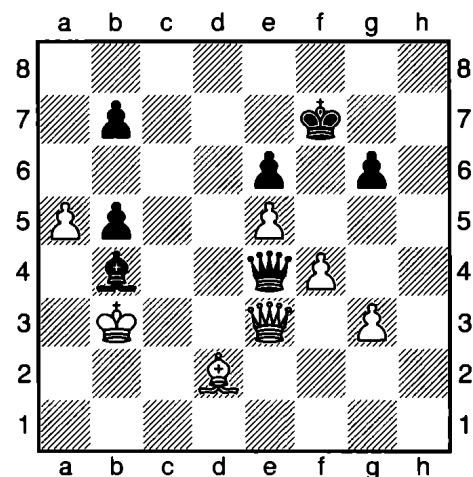
2) White to play (1 point)



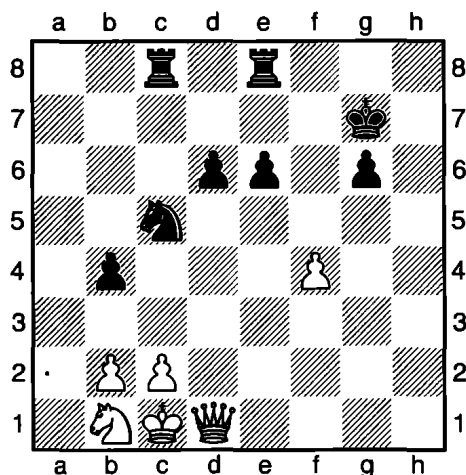
5) White to play (1 point)



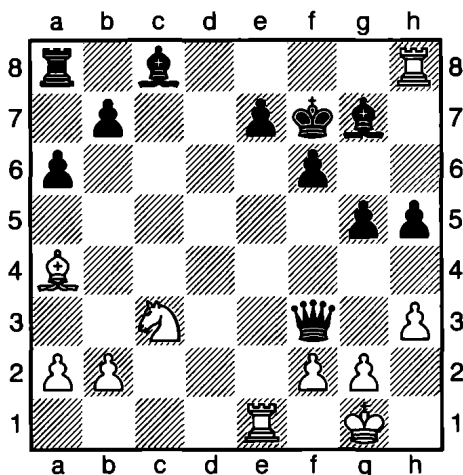
3) Black to play (1 point)



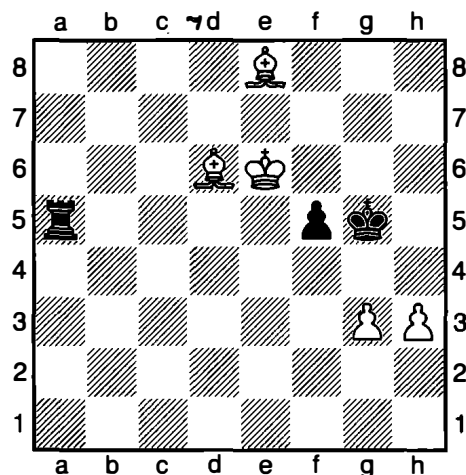
6) Black to play (1 point)



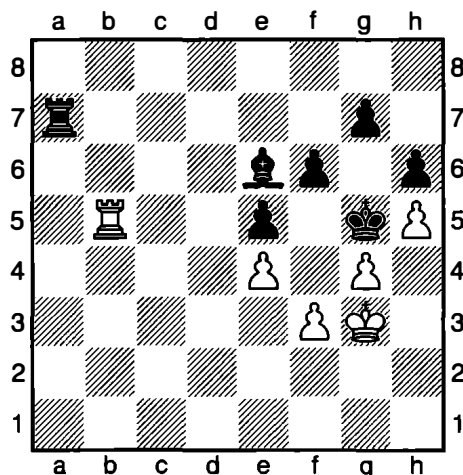
7) Black to play (1 point)



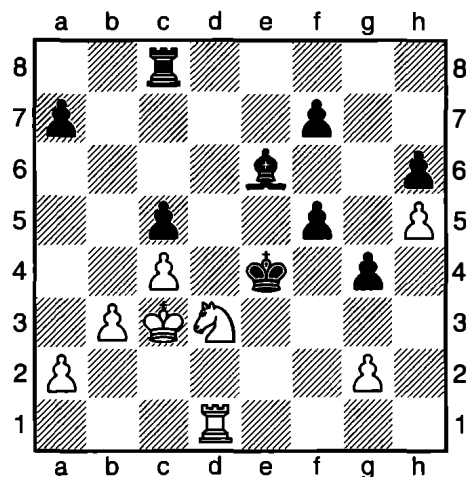
10) White to play (1 point)



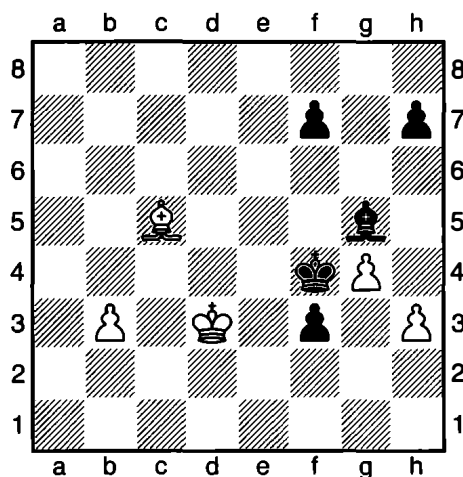
8) White to play (1 point)



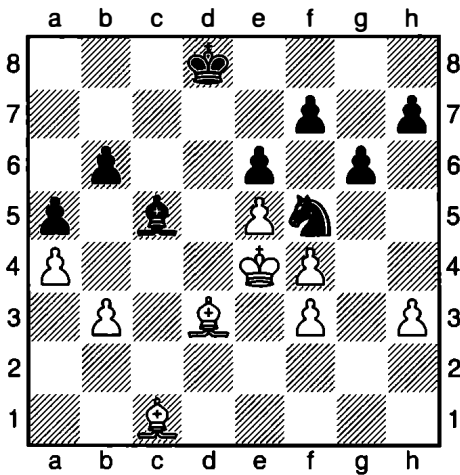
11) White to play (1 point)



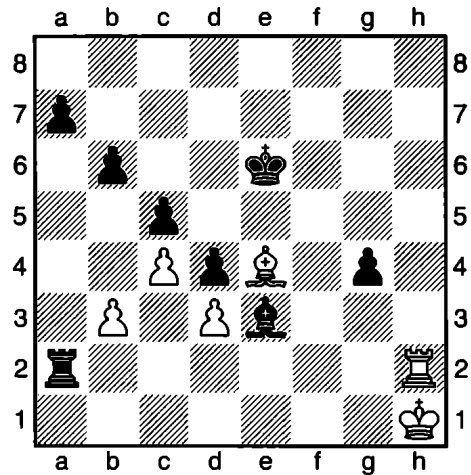
9) White to play (1 point)



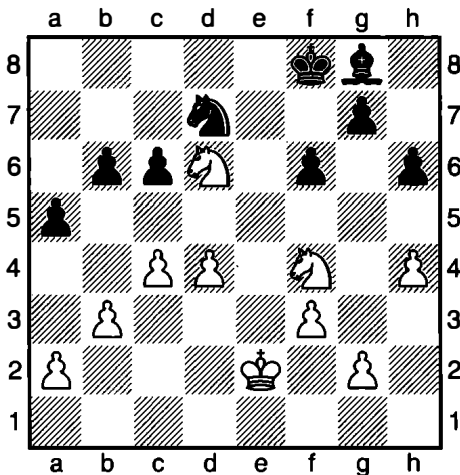
12) White to play (1 point)



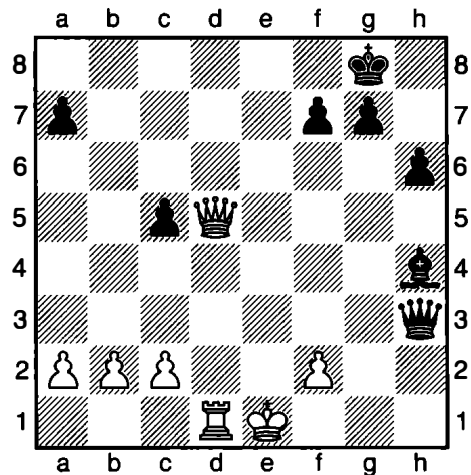
13) Black to play (1 point)



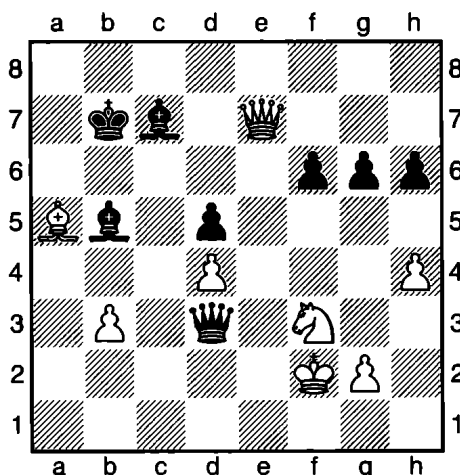
16) Black to play (2 points)



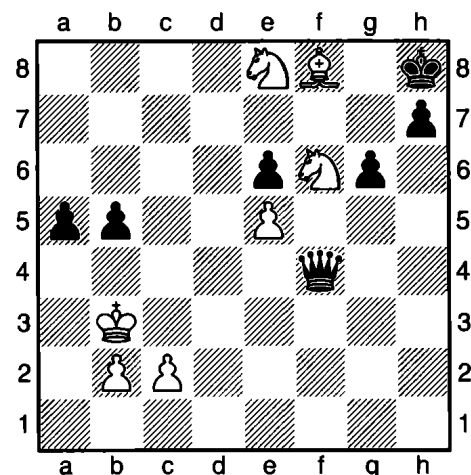
14) White to play (1 point)



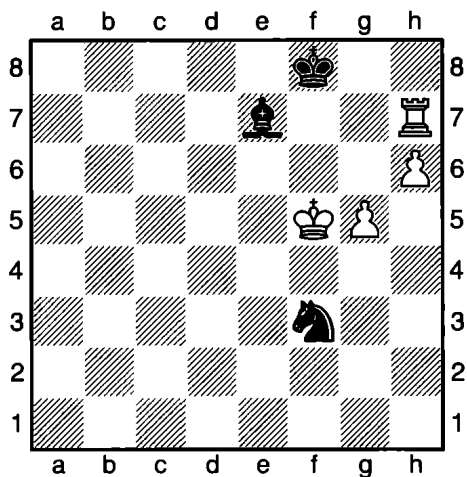
17) Black to play (2 points)



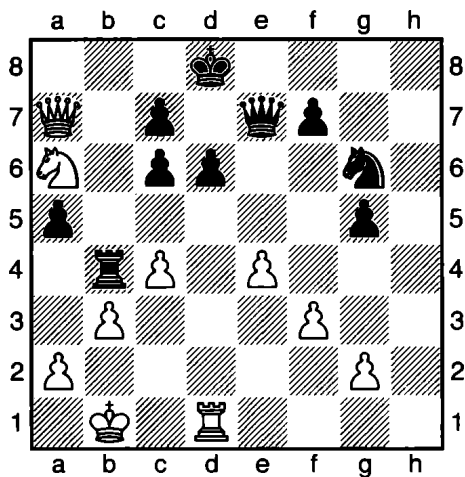
15) Black to play (2 points)



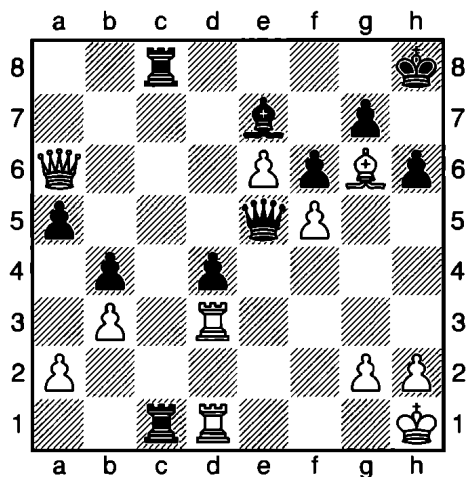
18) Black to play (2 points)



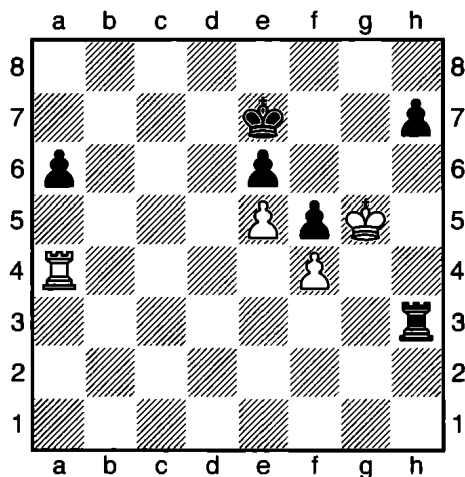
19) White to play (2 points)



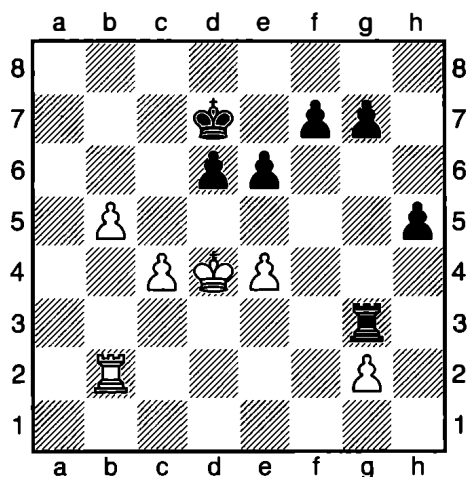
22) White to play (2 points)



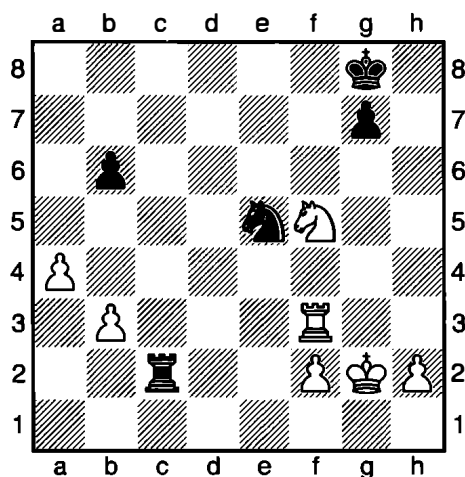
20) Black to play (2 points)



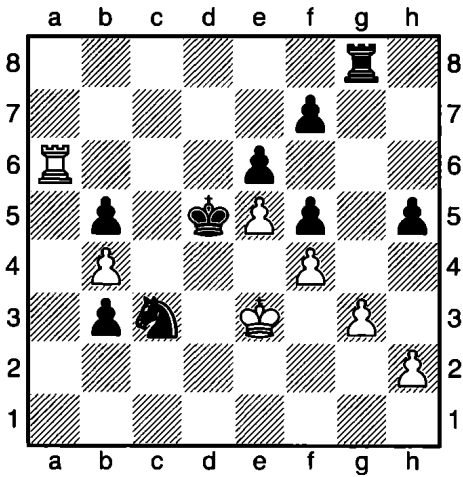
23) Black to play (2 points)



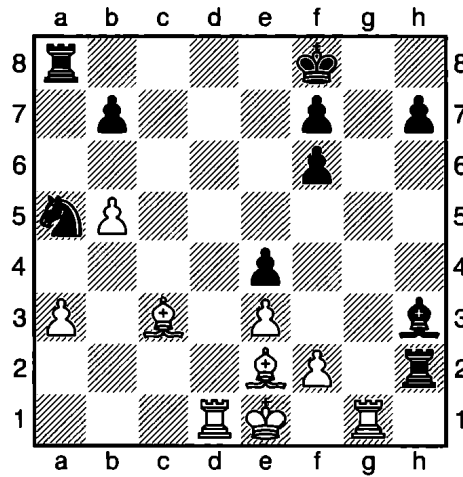
21) Black to play (2 points)



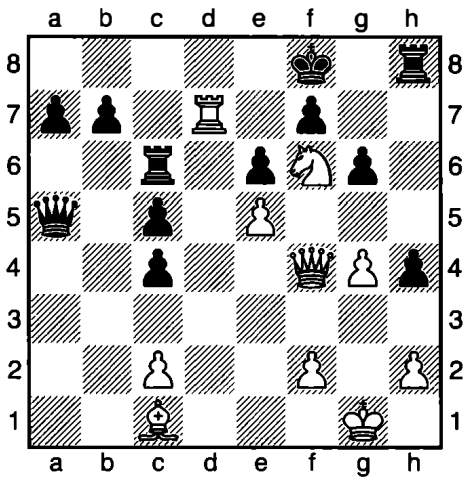
24) White to play (2 points)



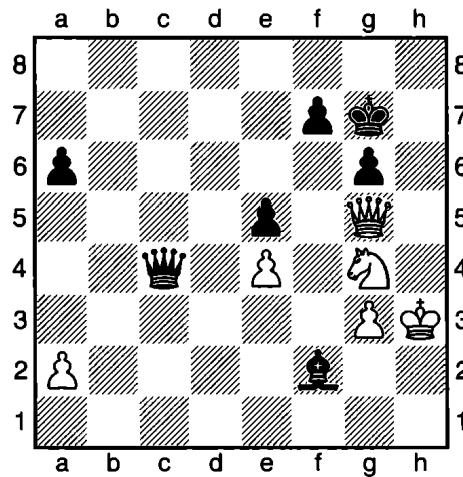
25) White to play (2 points)



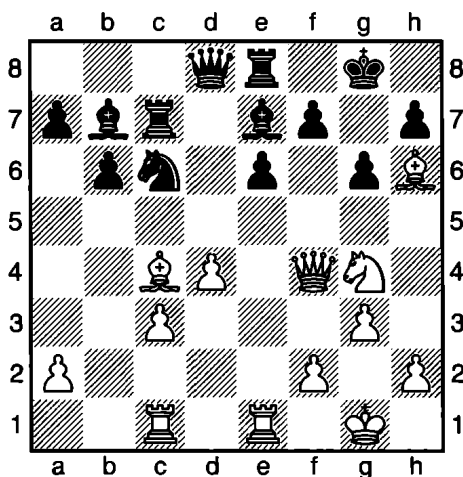
28) White to play (2 points)



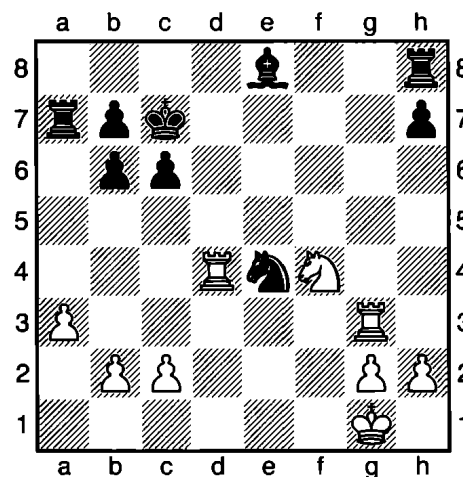
26) White to play (2 points)



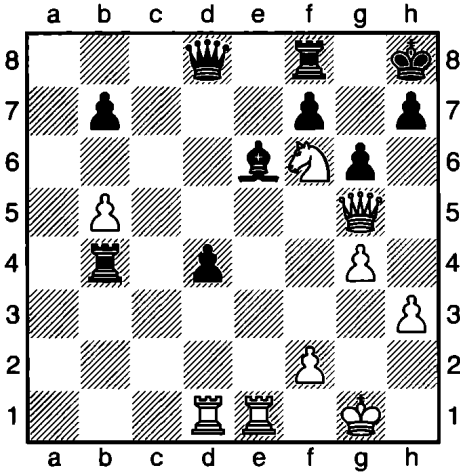
29) White to play (2 points)



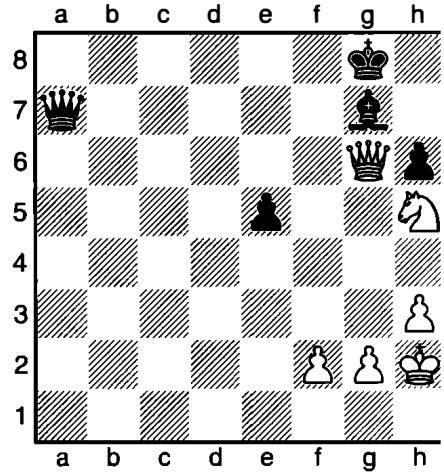
27) White to play (2 points)



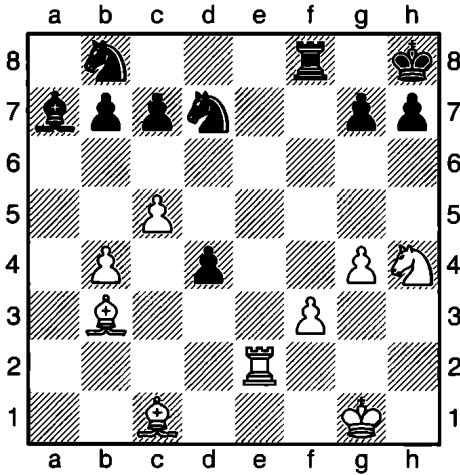
30) White to play (2 points)



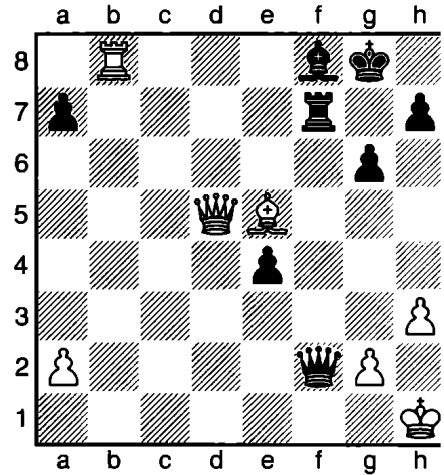
31) White to play (2 points)



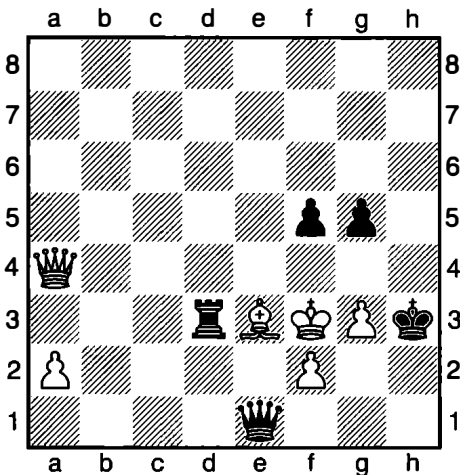
34) White to play (2 points)



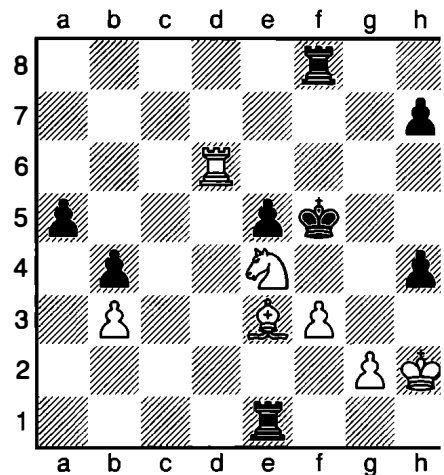
32) White to play (2 points)



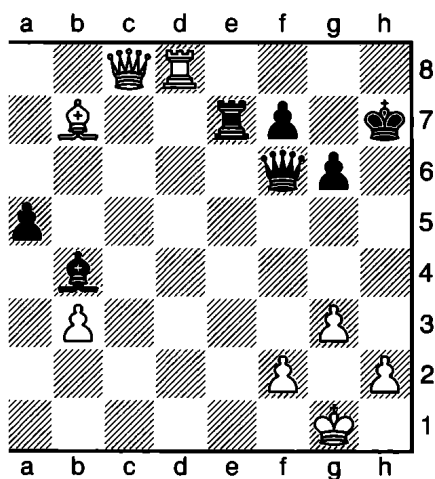
35) White to play (2 points)



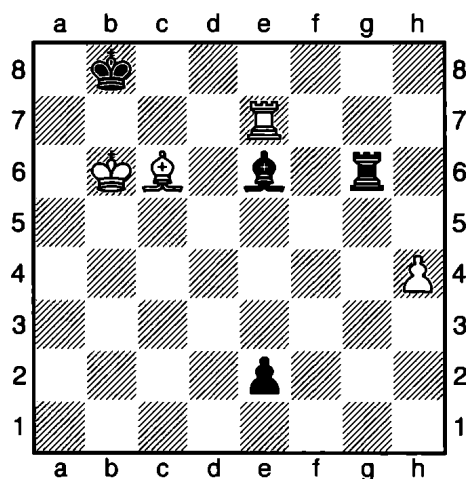
33) Black to play (2 points)



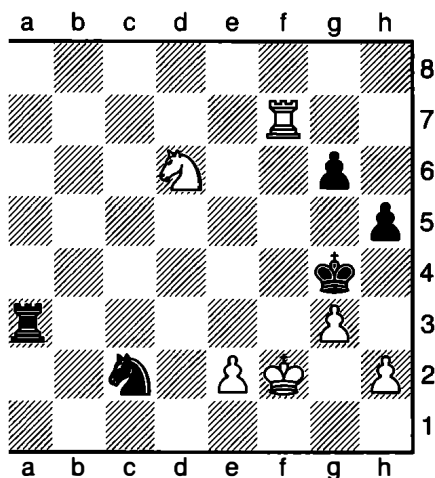
36) White to play (2 points)



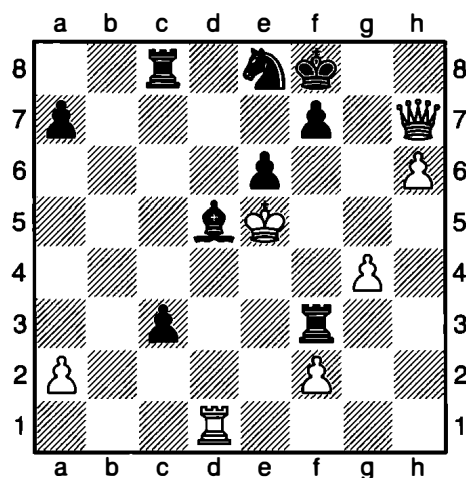
White to play (2 points)



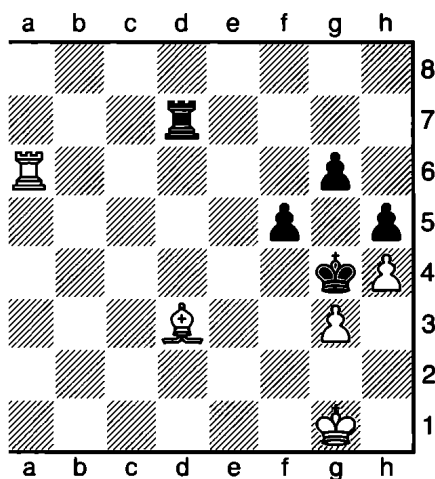
40) White to play (2 points)



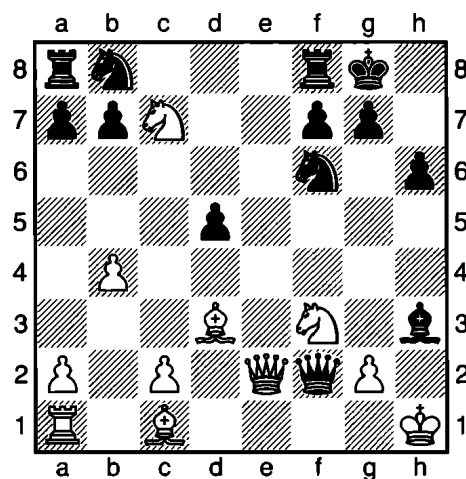
White to play (2 points)



41) Black to play (2 points)

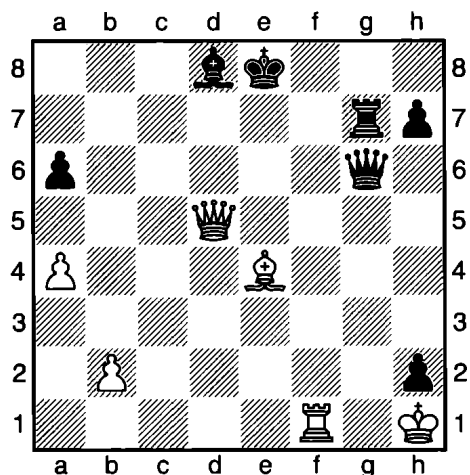


White to play (2 points)

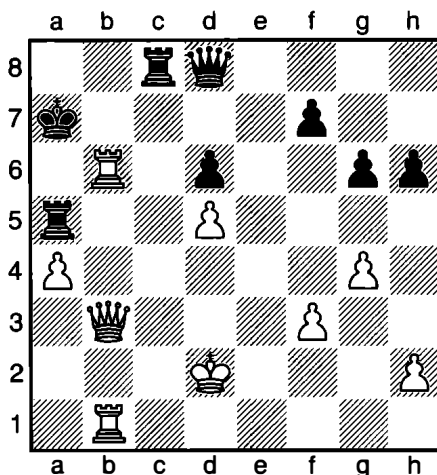


42) Black to play (2 points)

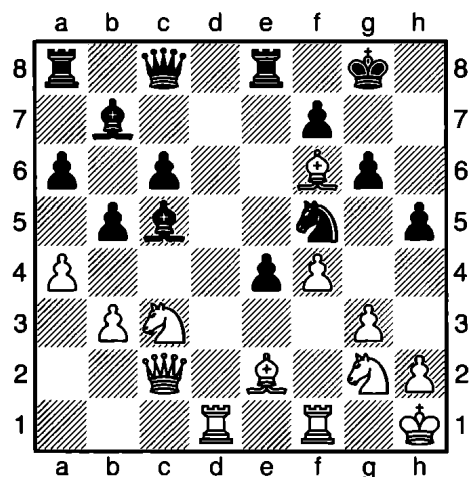




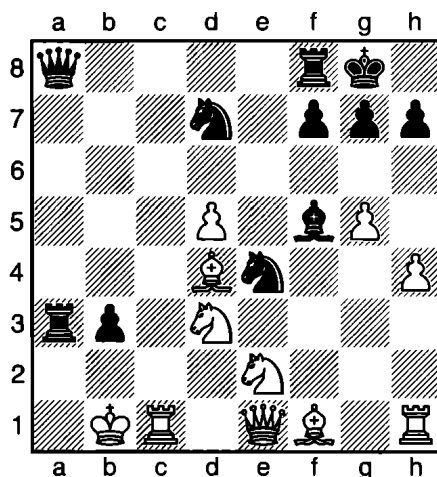
43) Black to play (2 points)



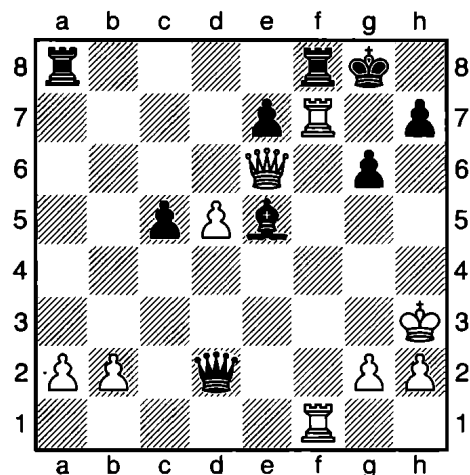
46) White to play (2 points)



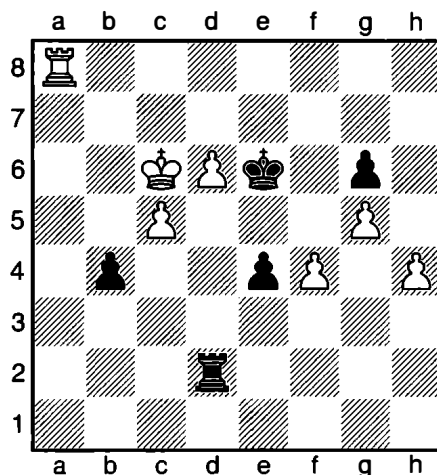
44) Black to play (2 points)



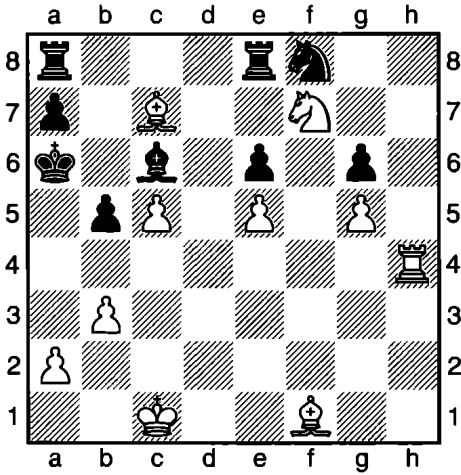
47) Black to play (2 points)



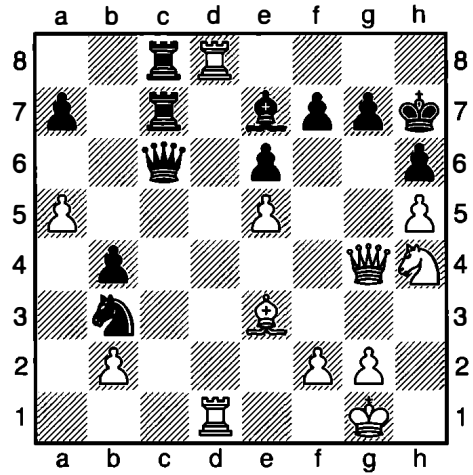
45) Black to play (2 points)



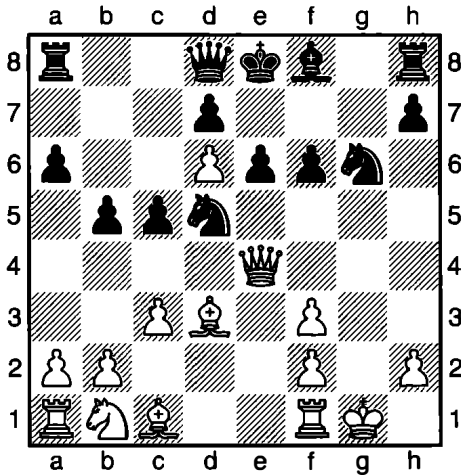
48) White to play (2 points)



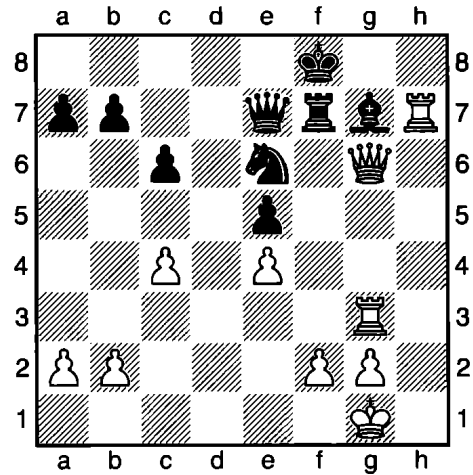
49) White to play (2 points)



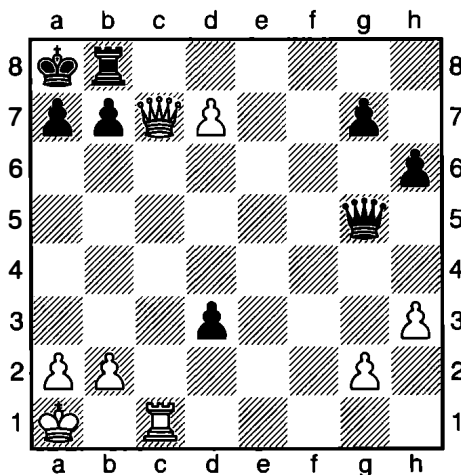
52) White to play (2 points)



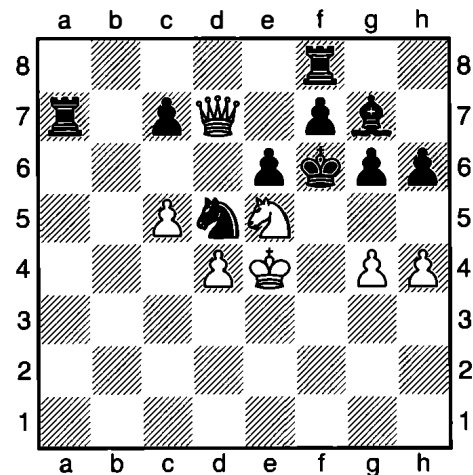
50) White to play (2 points)



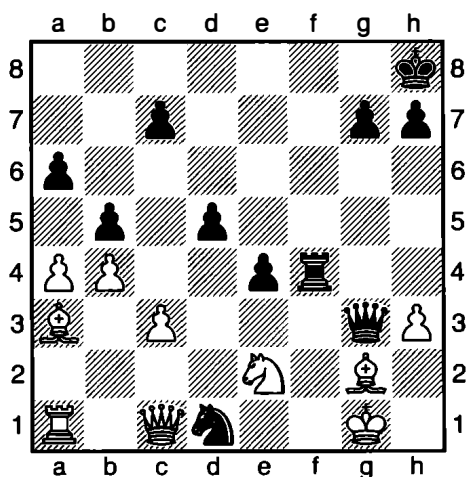
53) White to play (2 points)



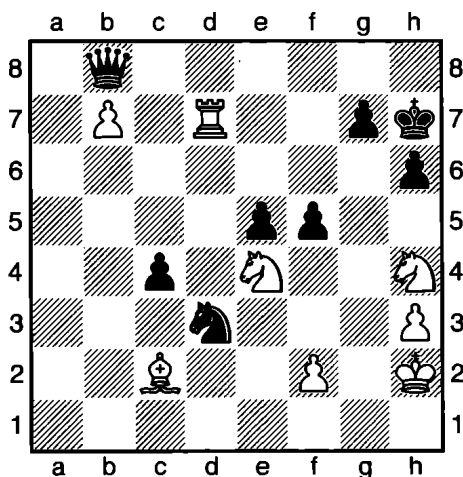
51) White to play (2 points)



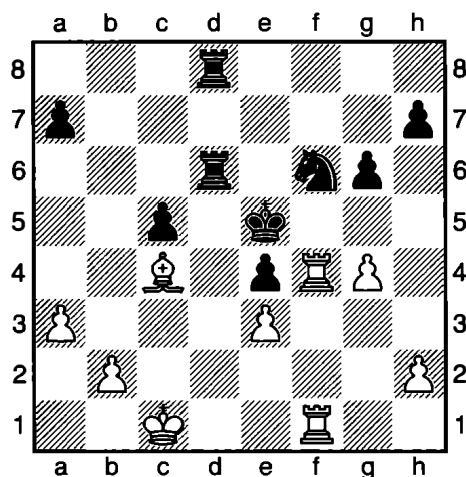
54) White to play (2 points)



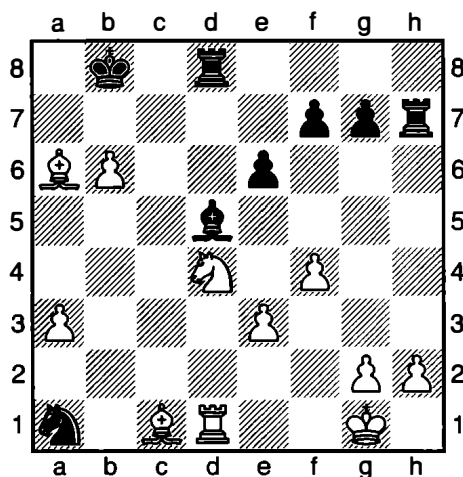
55) Black to play (2 points)



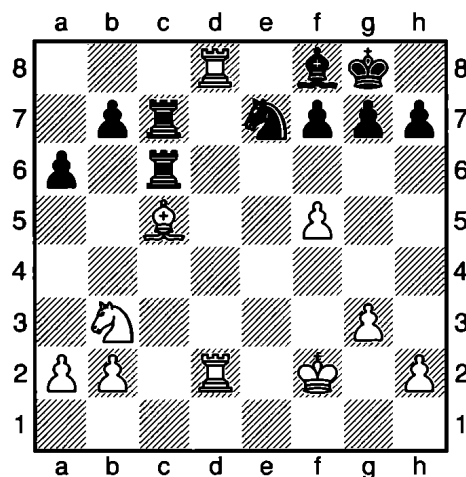
58) White to play (2 points)



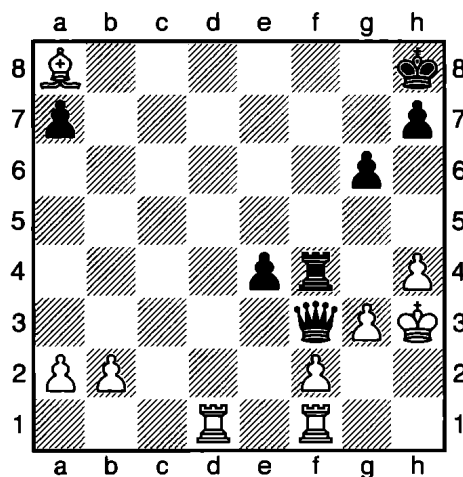
56) White to play (2 points)



59) White to play (2 points)



57) White to play (2 points)



60) Black to play (2 points)