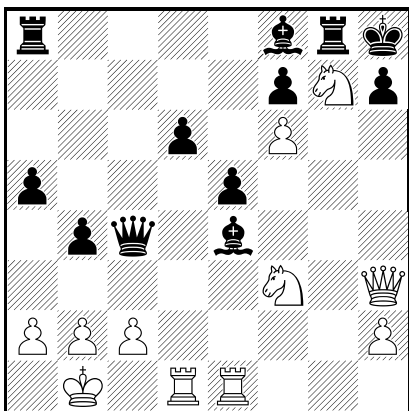


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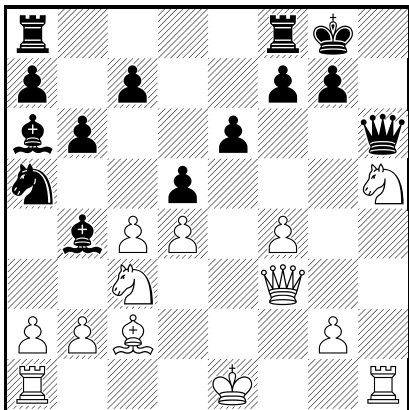
Saunina,L – Chekhova–Kostina,T
Sochi, 1980



1.Rxe4! Qxe4 2.Ng5 Qg6 3.Qxh7+!

+–

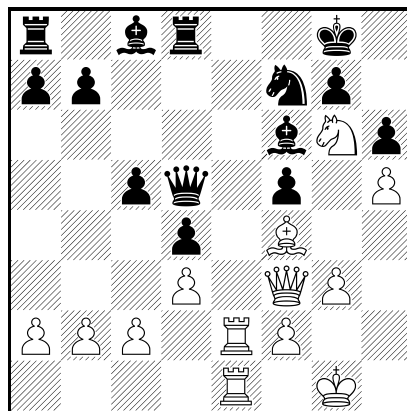
Knaak – Adorjan
Szirak, 1985



1.Nf6+ Qxf6 2.Bh7+ Kh8 3.Bg6+ Kg8 4.Rh8+ Kxh8 5.Qh5+ Kg8 6.Qh7#

+–

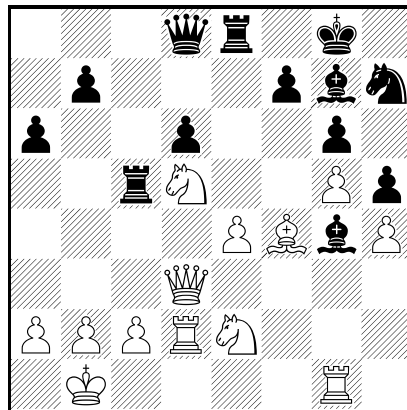
Gurgenidze – Bagirov
1958



1.Re8+ Kh7 2.Nf8+ Kg8 3.Nd7+

+–

Zuidema – Bilek
La Habana, 1968



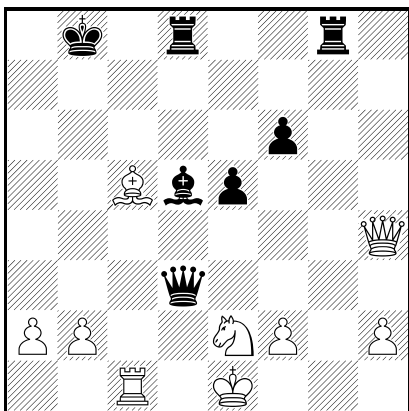
1...Bxe2 2.Rxe2 [2.Qxe2 Rxd5]

2...Rxd5 3.exd5 Rxe2 4.Qxe2 Qb6 5.Qe8+ Nf8 6.b3 Qxg1+

–+

Alterman,B – Chernin,A

Groningen, 1993

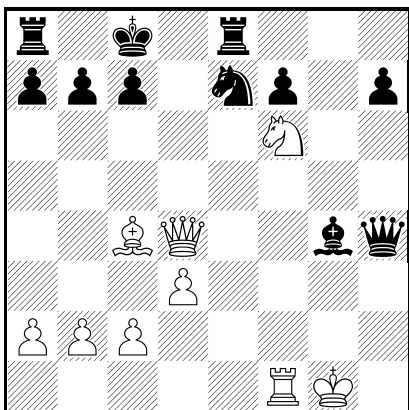


1...Bc4 2.Qxc4 Qd2+ 3.Kf1 Qd1+! 4.Rxd1 Rxd1#

–+

Chigorin – Davidov

St. Petersburg, 1874

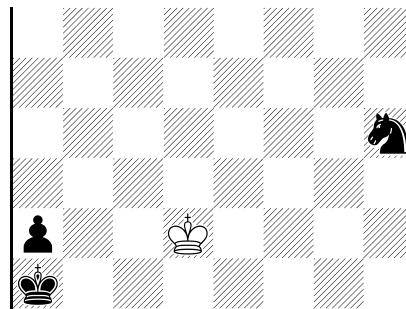


1.Be6+ Kb8 2.Nd7+ Kc8 3.Nc5+ Kb8 4.Na6+ bxa6 5.Qb4#

+–

Knight endgame – K v/s K+N+RP

White to play and draw



[White is a piece and pawn down, but he can draw if he traps the black king in the corner. In order to do that, he must he move the king to the right square.]

1.Kc1! [The king moves to the same coloured square as the one on which the knight stands.]

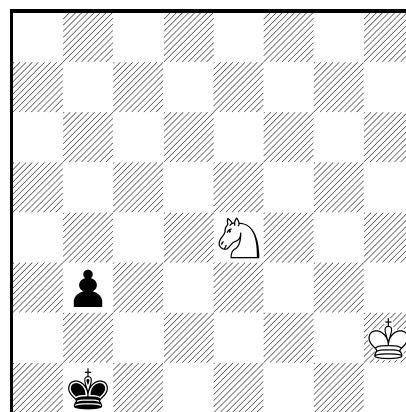
[1.Kc2 would lose. Black simply brings the knight to the queenside and white is forced to let the black king out of the corner. 1...Nf3 2.Kc1 Nd4 White is in zugzwang and must release the black king from the corner.]

1...Nf5 2.Kc2 Ne3+ 3.Kc1 Nd5 4.Kc2 Nb4+ 5.Kc1 [The knight cannot make a waiting move and hence black is unable to force zugzwang.]

=

Knight Endgame – Knight vs Knight pawn in 7th

Black to play and win



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[The knight faces greater difficulties stopping a pawn which is closer to the edge of the board. Thus a knight fares better against the central and bishop pawns and have some problems against the knight and rook pawns]

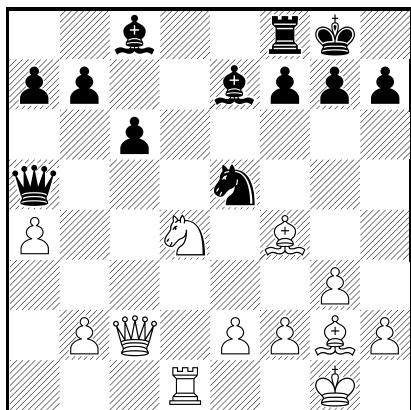
1...b2! [1...Kc2? 2.Nd6! Kc3 (2...b2 3.Nc4) 3.Ne4+ Kd4 4.Nd2 b2 5.Nb1 The knight can stop the knight pawn when it able to reach the queening square. 5...Kd3 6.Kg2 Kc2 7.Na3+; 1...Kc1? 2.Nc5! b2 3.Nd3+;]

2.Nd2+ Kc1 3.Nb3+ Kd1 [The pawn is too close to the edge of the board and the knight has no square to stop it from the other side.]

→+

Alekhine,A – Euwe,M

World Championship (game 1), Holland, 1935



[The position seems to be roughly equal, but that is not really the case. Alekhine found a strong move to secure the advantage for White.]

19.b4! [Initiating a minority attack, targeting the 'c6' pawn. Once that pawn is forced to move, White will get an outpost for his pieces on 'd5'.]

19...Qc7 [Unfortunately for Black, the pawn cannot be taken: 19...Qxb4?? fails to 20.Bxe5; while after 19...Bxb4?! 20.Nb3 Qc7 21.Qe4! Bd6 22.Qd4 (But not 22.Rxd6? Qxd6 23.Bxe5 Qd1+ 24.Bf1 Qxb3 (24...Bh3?! 25.Nd2)) and in order to save the piece, he is forced to play 22...g5 and White has a clear advantage after 23.Bxg5]

20.b5! c5 21.Nf5 f6 [After 21...Bf6 22.Ne3! Be6 23.Nd5 Bxd5 24.Rxd5 Black is under pressure.; 21...Be6?? 22.Nxe7+ Qxe7 23.Bxe5]

22.Ne3 Be6 23.Bd5! [Eliminating the main

defender of the light squares.]

23...Bxd5 24.Rxd5 Qa5 [Desperately seeking some counterplay.]

[Or 24...Rd8 25.Bxe5 fxe5 26.Qf5! with a decisive advantage – Alekhine]

25.Nf5 Qe1+ 26.Kg2 Bd8 27.Bxe5 fxe5 28.Rd7! [Even stronger than capturing the 'e5' pawn. White is clearly winning.]

28...Bf6 [28...g6 the other move to save the g7 pawn, would have allowed 29.Qc4+ Kh8 30.Qf7!]

29.Nh6+! Kh8 30.Qxc5 [Here Euwe resigned.]

[There could have followed 30.Qxc5 Re8 31.Qd5! gxf6 (31...Qb4 32.Qg8+!) 32.Qf7]

1-0