

The official beginner's puzzle book series of the USCF  USCF

# Chess CAMP

Opening Tactics

Volume  
7

Igor SUKHIN





Igor Sukhin

# Chess Camp

Volume 7: Opening Tactics



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# Contents

Note for Coaches, Parents, Teachers, and Trainers .....	5
<b>Silly Games</b>	
Copycat (mirror-image) games .....	7
Winning a piece on moves 2-4 of the game .....	11
<b>Winning Material in the Open Games .....</b>	<b>19</b>
<b>Winning Material in the Semi-Open Games .....</b>	<b>50</b>
<b>Winning Material in the Closed Games .....</b>	<b>68</b>
<b>Defending in the Opening.....</b>	<b>92</b>
<b>Solutions .....</b>	<b>110-115</b>



# Note for Coaches, Parents, Teachers, and Trainers

By this point in the *Chess Camp* series, the student has acquired experience in solving problems to master both typical tactical techniques for gaining a material advantage (the double attack, discovered check, and so on) and defensive methods (escaping from attack, counterattacking, etc.). In previous volumes, the material was grouped by theme.

Now the student must use his or her acquired skills in conditions where the theme of the attacking or defensive maneuver is unknown. This corresponds more closely to the reality of a chess game, in which you don't immediately know which specific aspect of the position will be the defining one (a pin; the poor position of a piece; something else). Students themselves must carefully analyze the positions that have been created, get a feel for their peculiarities, and work out which specific method of play needs to be used to win material or defend the position.

The contents of this book are classified by opening type. This will help the beginning player to familiarize himself with the fundamental tactical ideas that are characteristic of a particular opening, as well as with some patterns to be found in the treasure trove of the chess arts. The tactical blows most commonly encountered in the games of beginners are presented with a greater number of examples (in different openings) than are other, rarely encountered tactical ideas.

The examples include both very simple, one-move problems and positions in which a beautiful maneuver will not be found right away. Some attention has been given to rare opening systems, such as openings where the queen comes into the game early. These kinds of positions occur frequently in the games of inexperienced players, but they are not always given the amount of attention they deserve in the vast chess literature.

When solving the problems in which a defensive maneuver needs to be found, above all the student must see the threat itself (check, double attack, etc.), and — based on that — start to look for the best defensive move (or maneuver). This defensive idea may be: 1) a counterattack in which you manage to defend and to acquire a material advantage; 2) a defense that preserves material equality; 3) a defense in a difficult position, when even after the defensive maneuver your opponent's position remains preferable (but a quick loss is likely if you fail to find the best move).

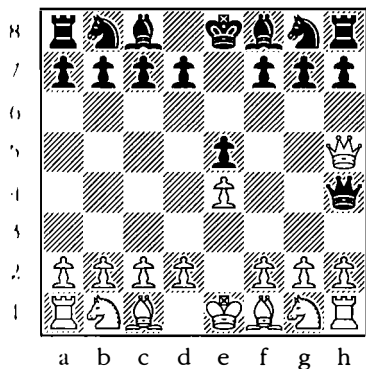




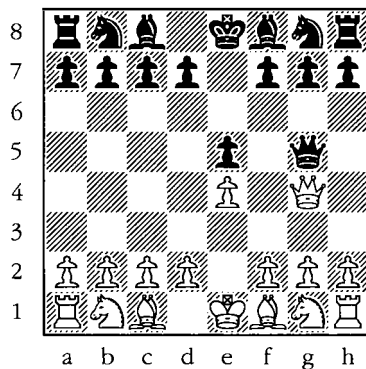
# Silly Games

## Copycat (mirror-image) games

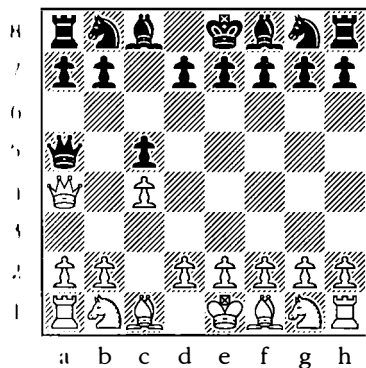
Wanting to take the game to a draw, Black is copying White's moves. Punish him!  
**White to move. Win the queen.**



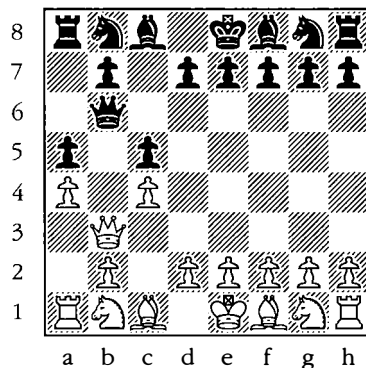
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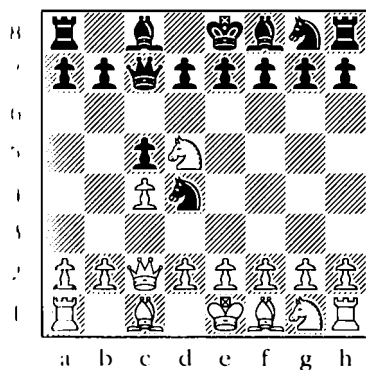
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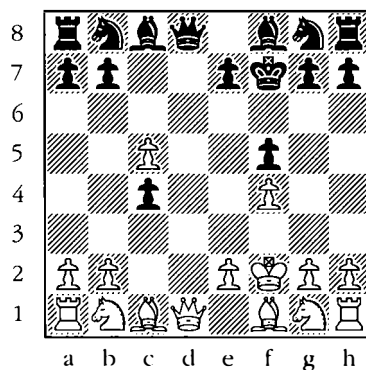
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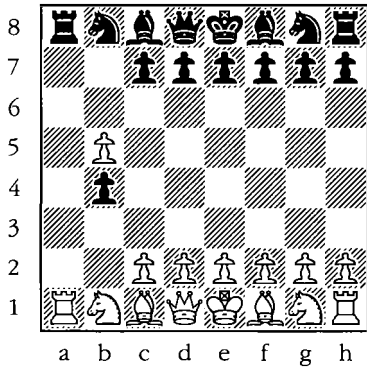


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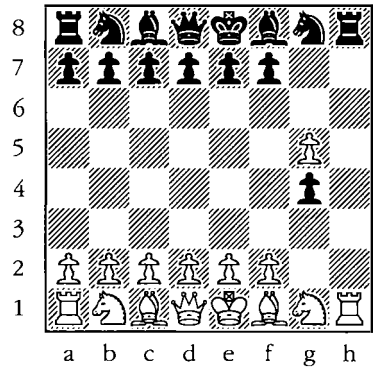


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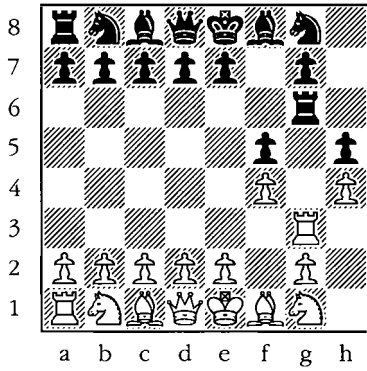
White to move. Win a rook.



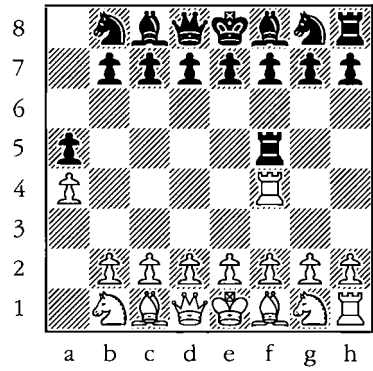
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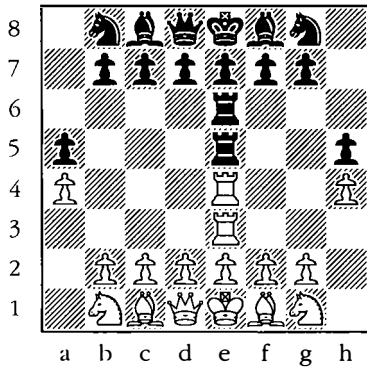
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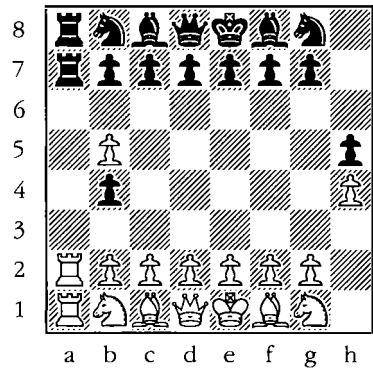
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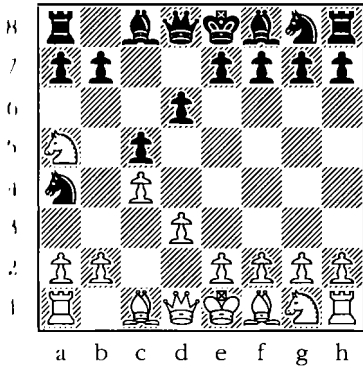


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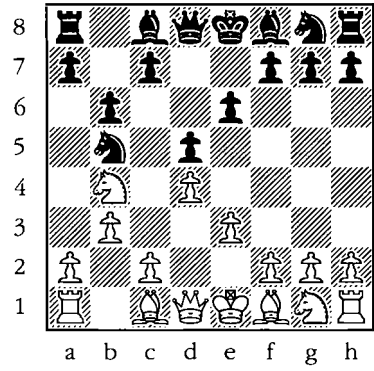


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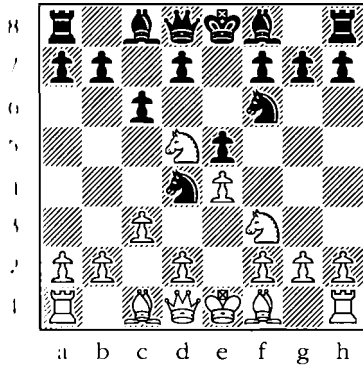
White to move. Win a knight.



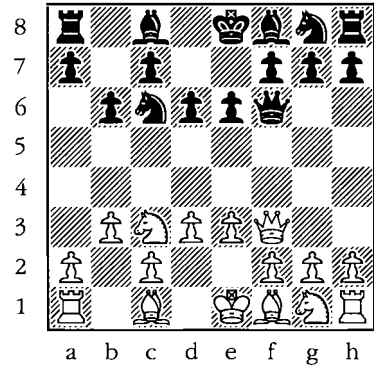
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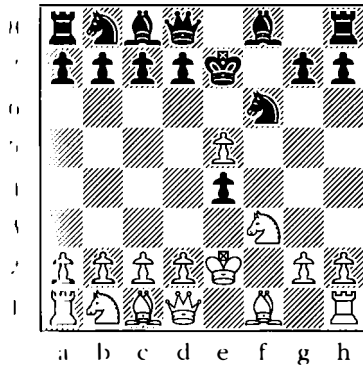
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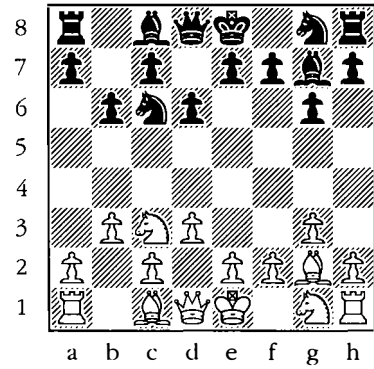
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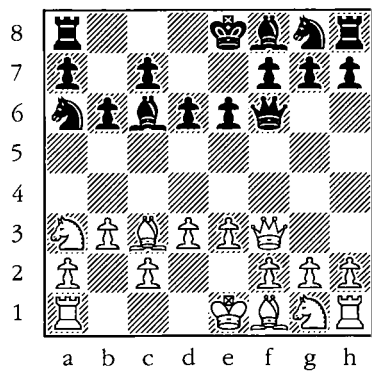


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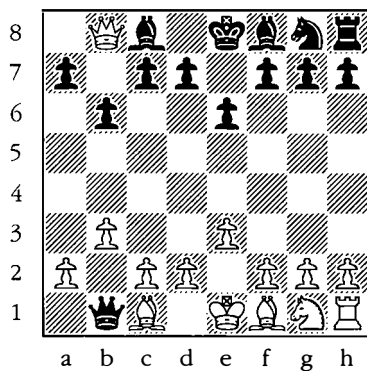


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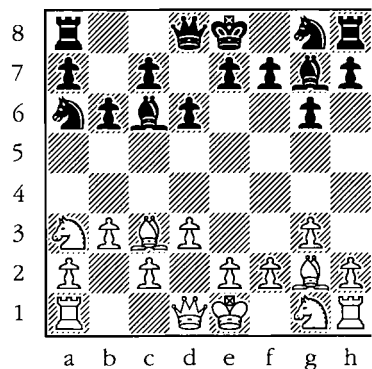
White to move. Win a bishop.



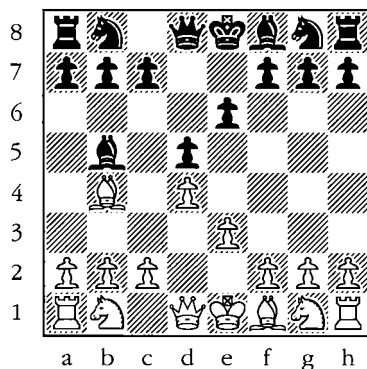
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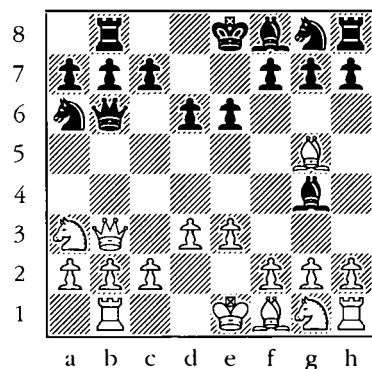
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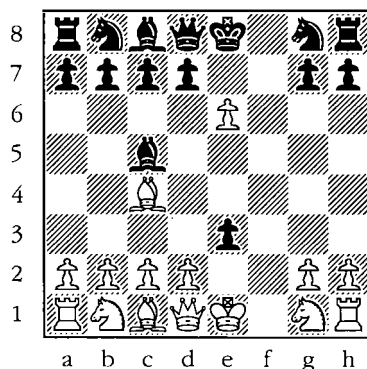
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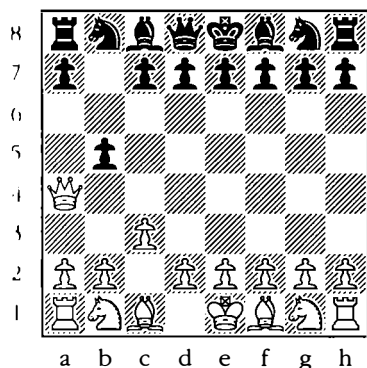


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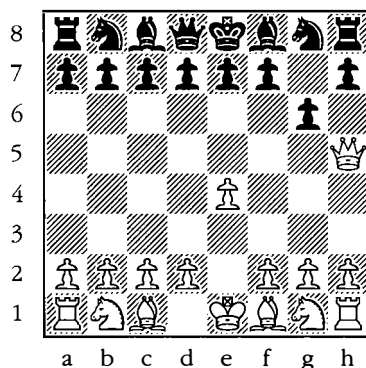
# Silly Games

## Winning a piece on moves 2-4 of the game

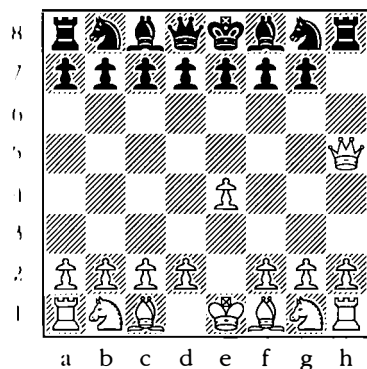
Black to move. Win the queen on the second move of the game.



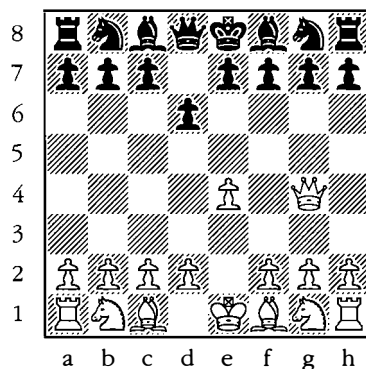
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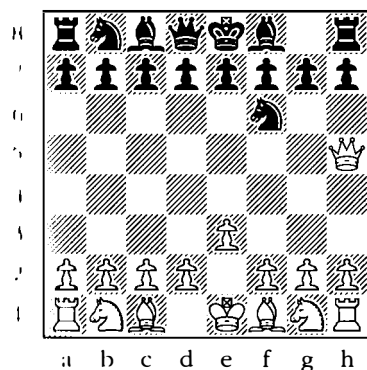
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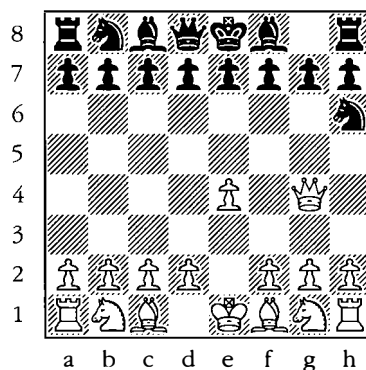
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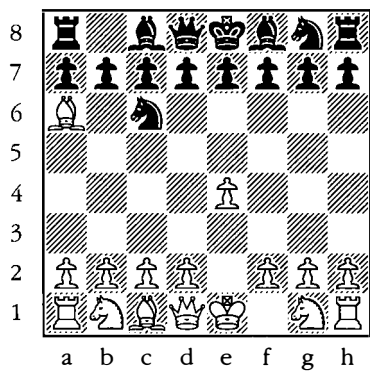


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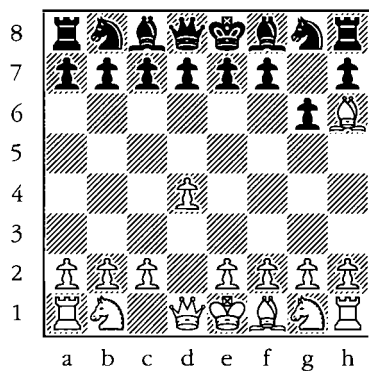


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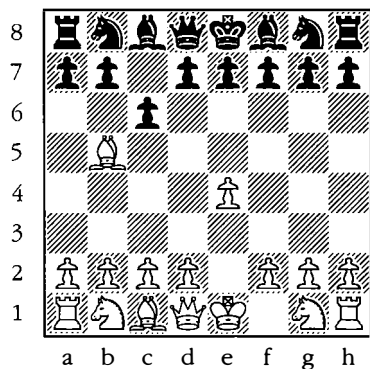
Black to move. Win a bishop on the second move of the game.



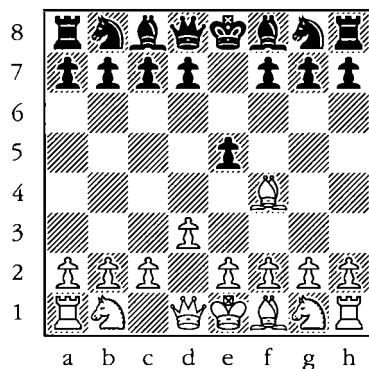
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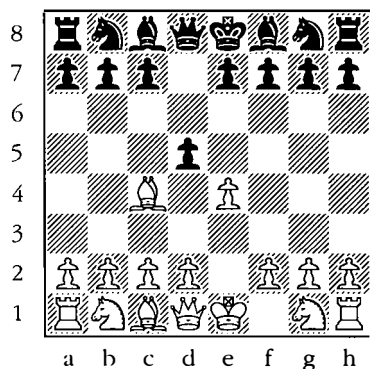
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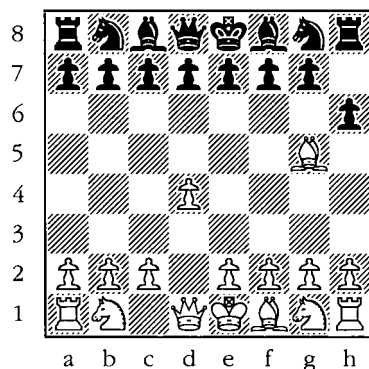
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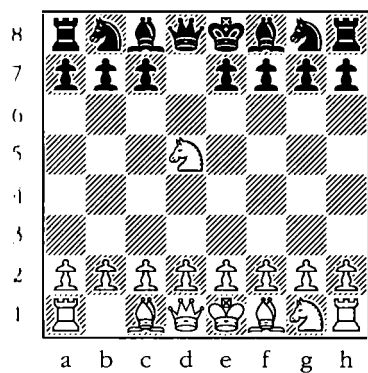


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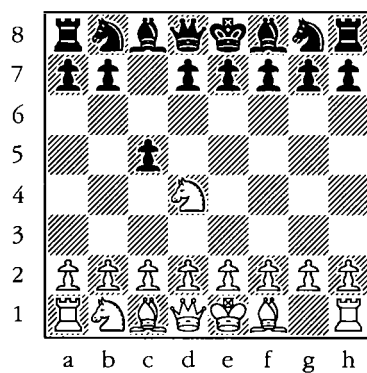


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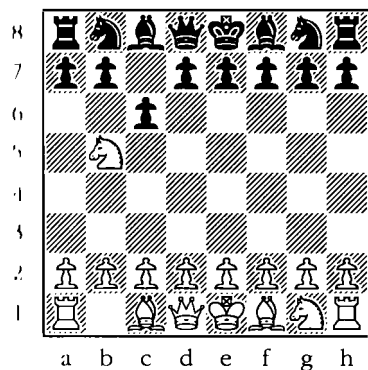
Black to move. Win a knight on the second move of the game.



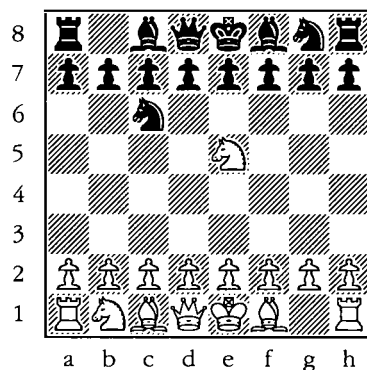
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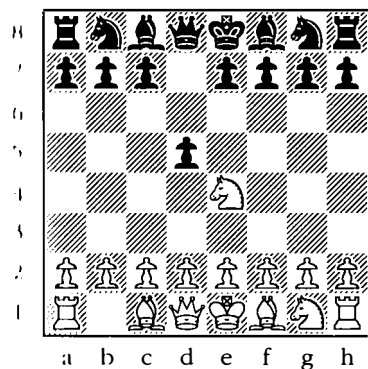
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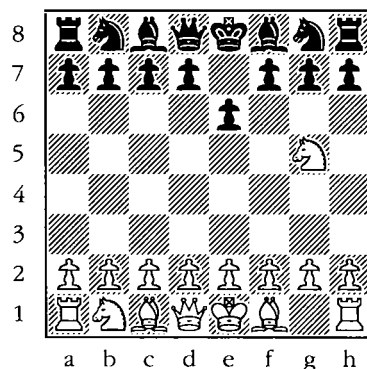
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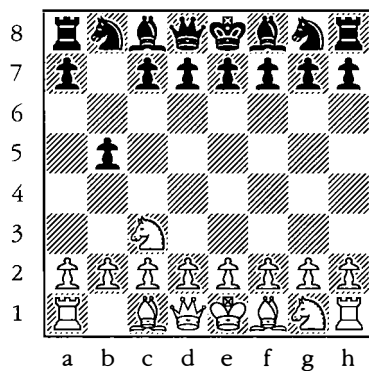
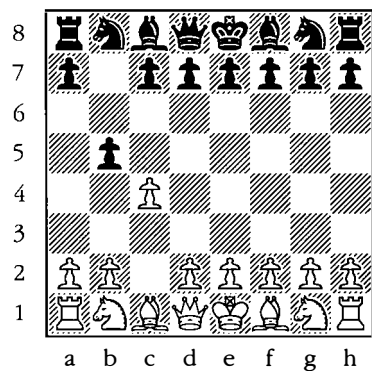
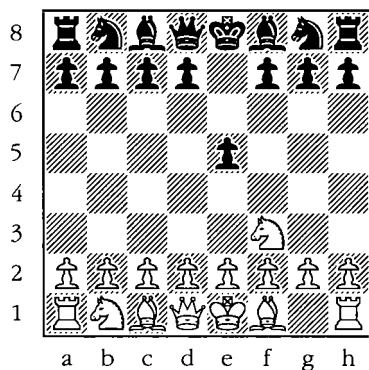
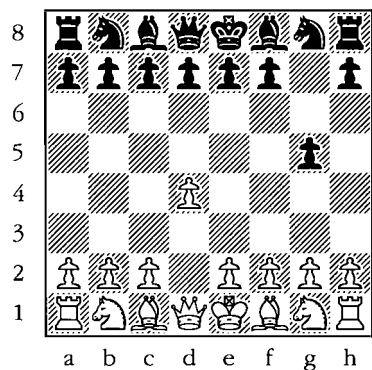
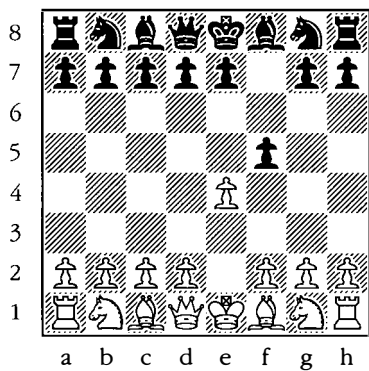
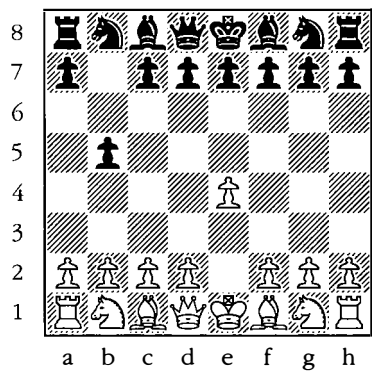


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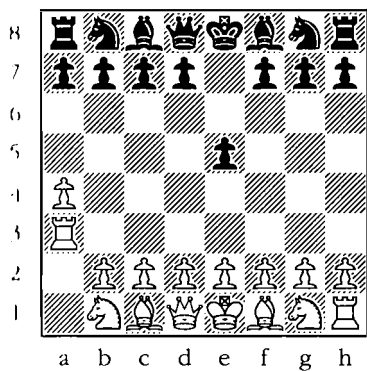
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White to move. Win a pawn on the second move of the game.

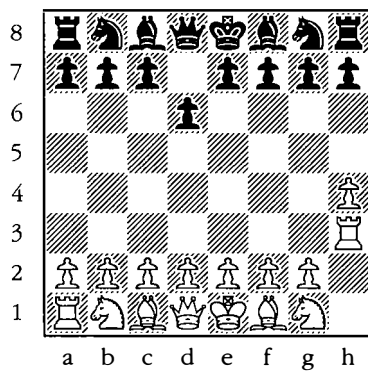




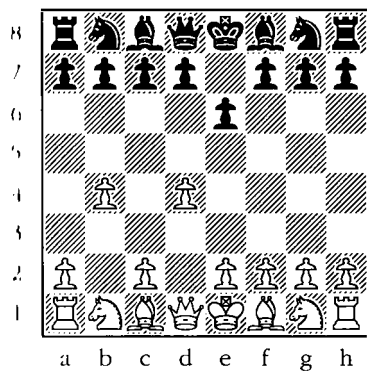
Black to move. Win the exchange or a pawn on the second move of the game.



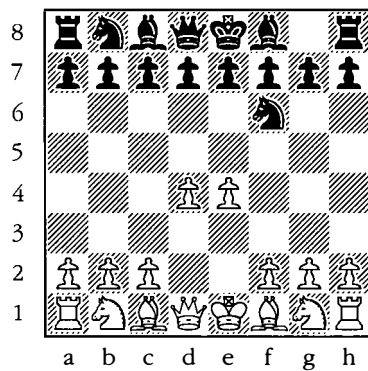
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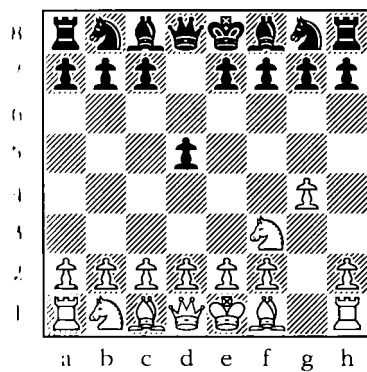
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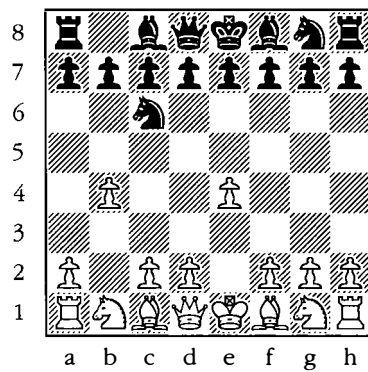
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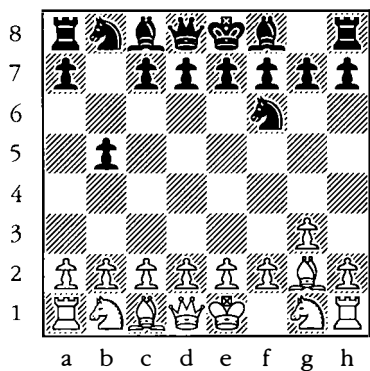


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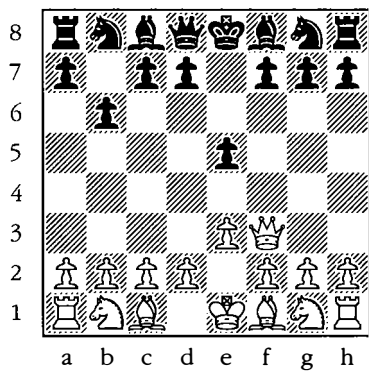


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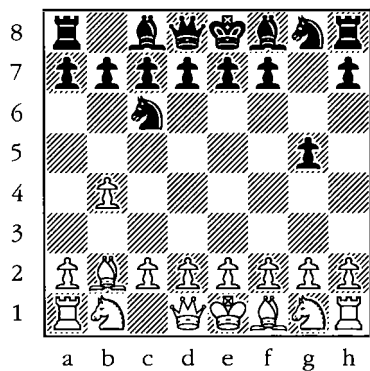
White to move. Win a rook on the third move of the game.



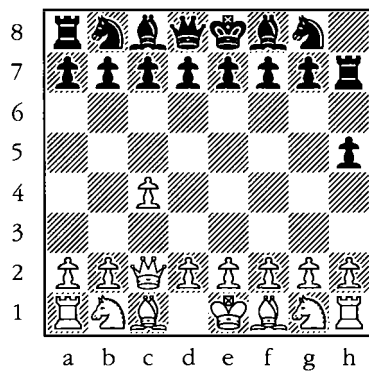
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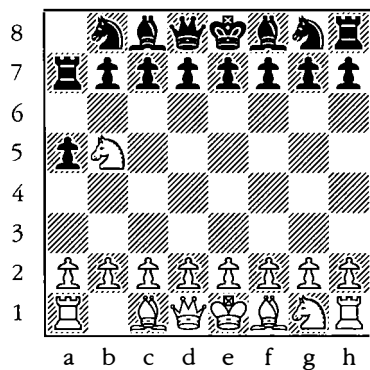
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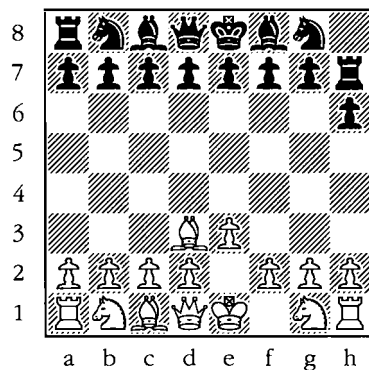
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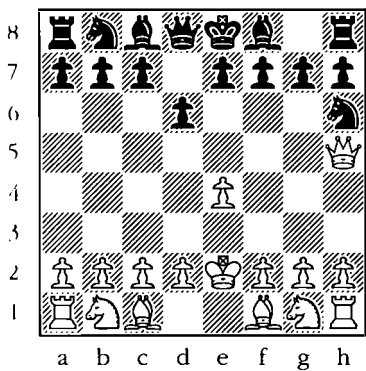


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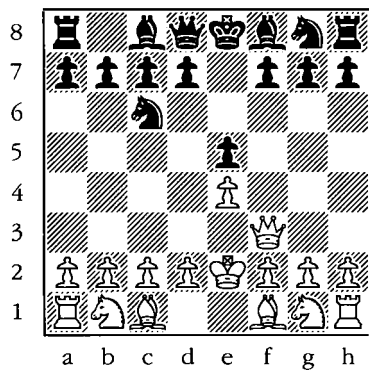


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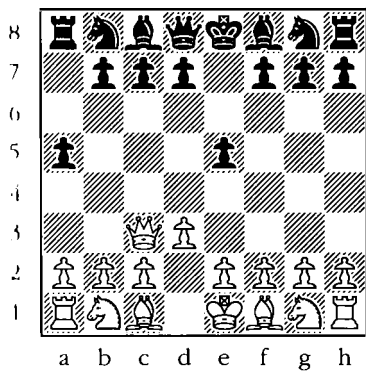
**Black to move. Win the queen on the third move of the game.**



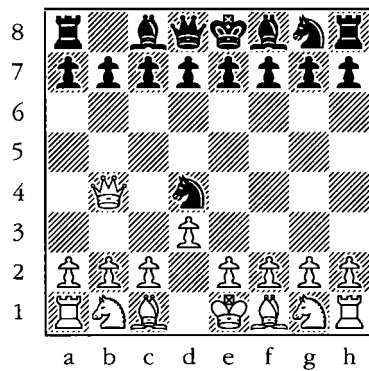
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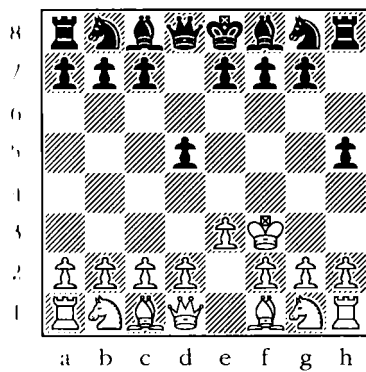
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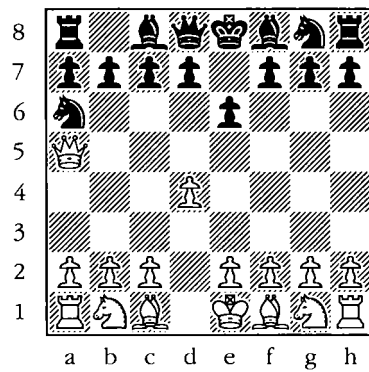
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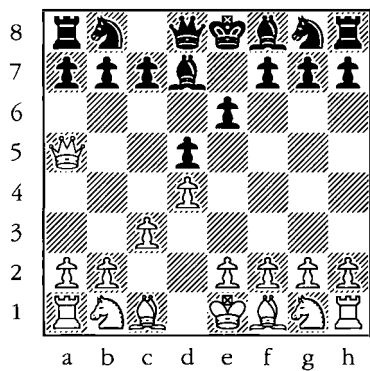


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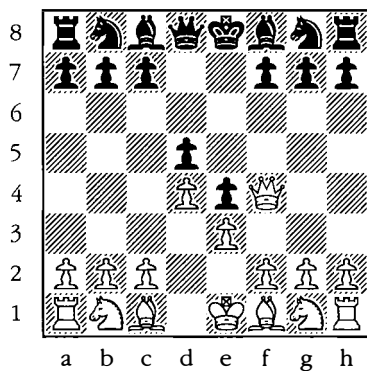


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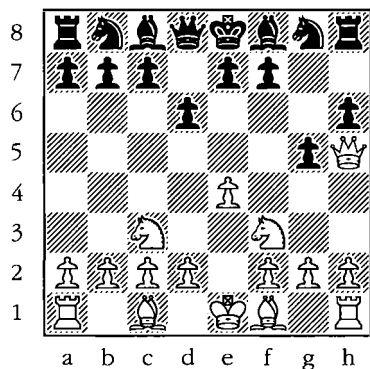
Black to move. Win the queen on the fourth move of the game.



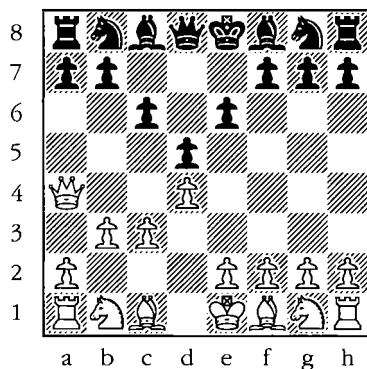
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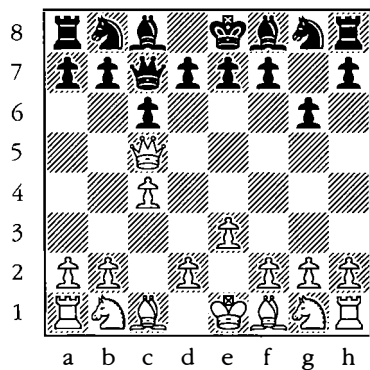
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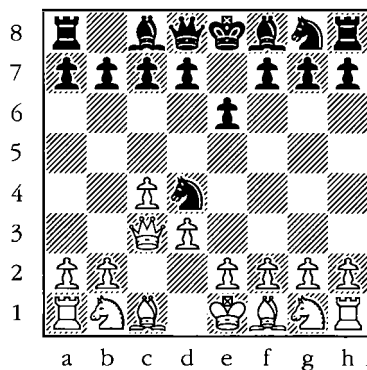
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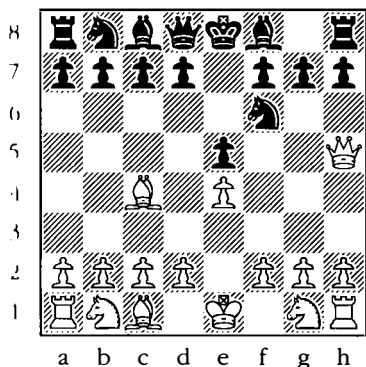


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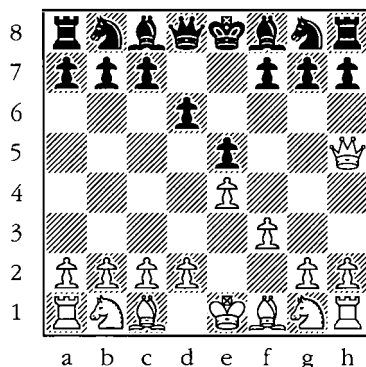
# Winning Material in the Open Games

The opening variation 1. e4 e5 2. ♔h5

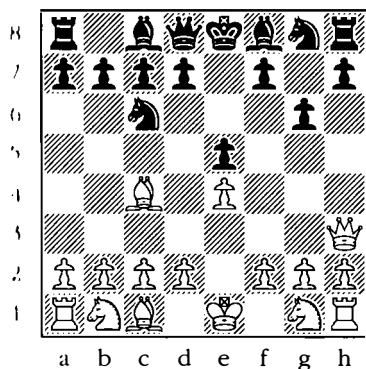
Black to move. Find the best continuation.



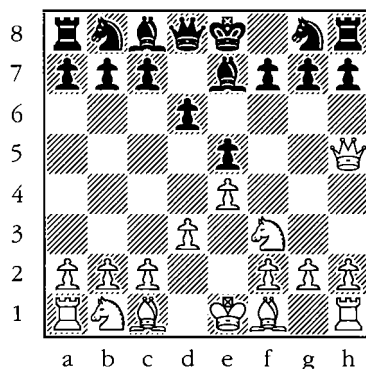
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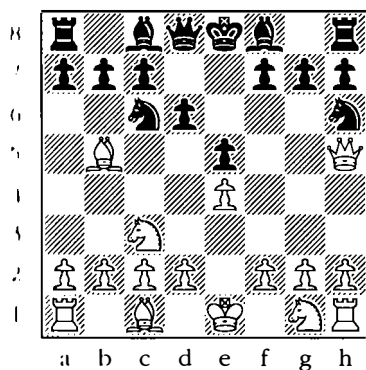
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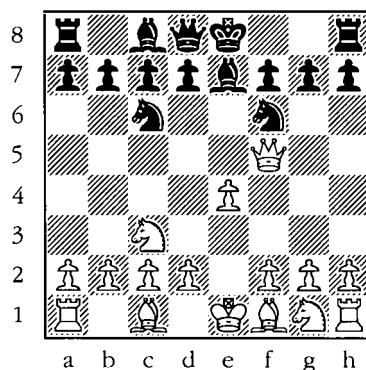
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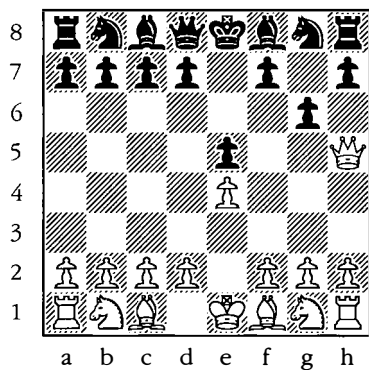
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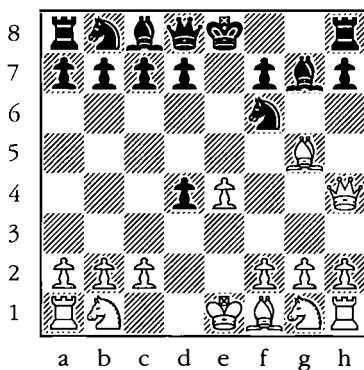
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# The opening variation 1. e4 e5 2. ♔h5

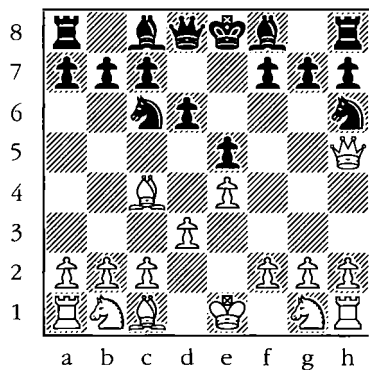
White to move. Find the best continuation.



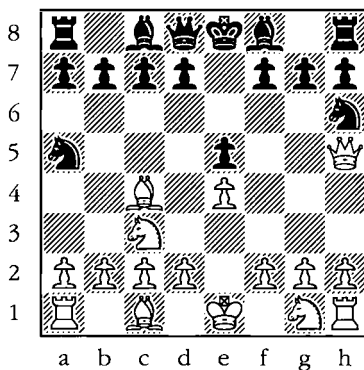
79



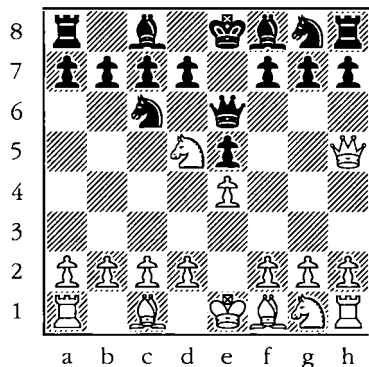
80



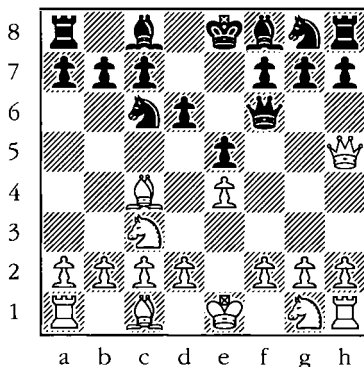
81



82



83

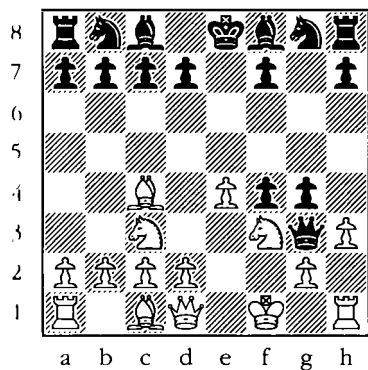


84

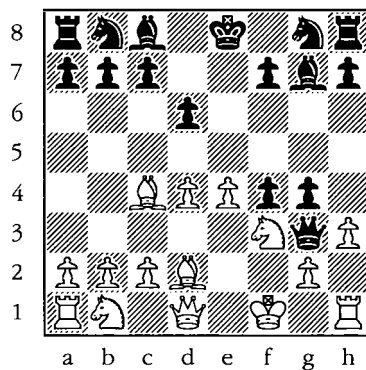
# King's Gambit

1. e4 e5 2. f4

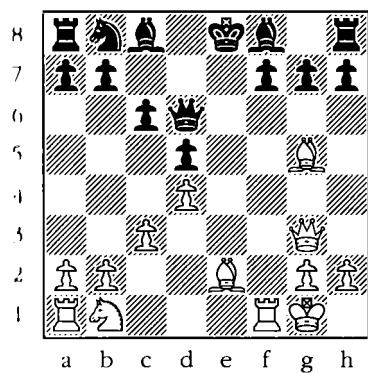
White to move. Find the best continuation.



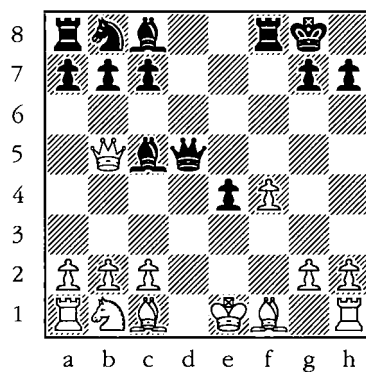
85



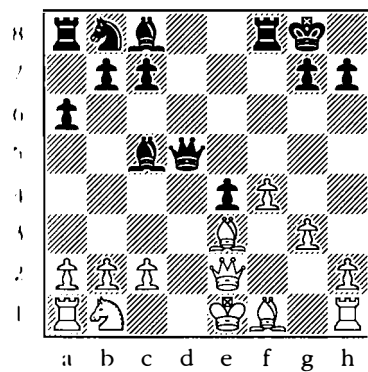
86



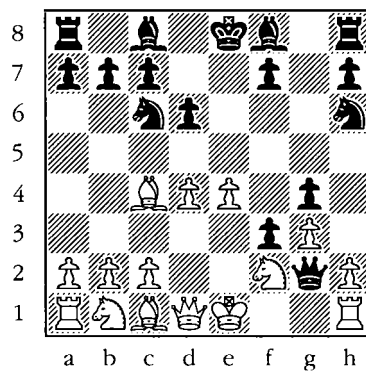
87



88



89

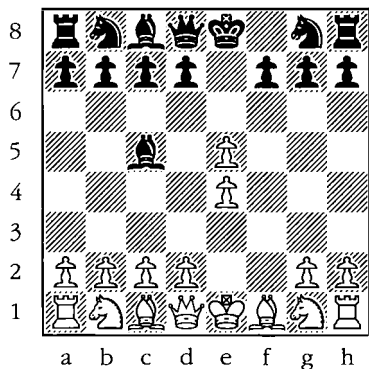


90

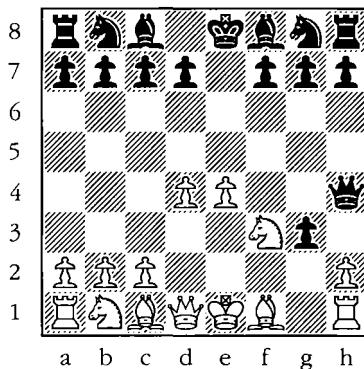
# King's Gambit

1. e4 e5 2. f4

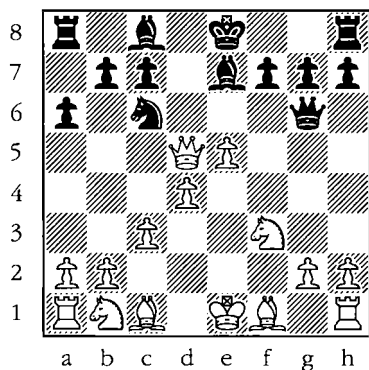
Black to move. Find the best continuation.



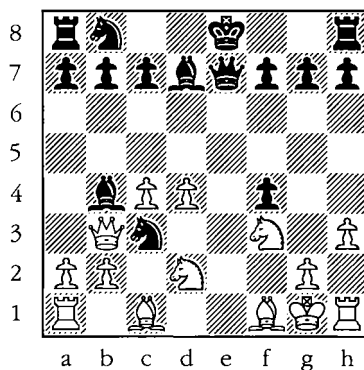
91



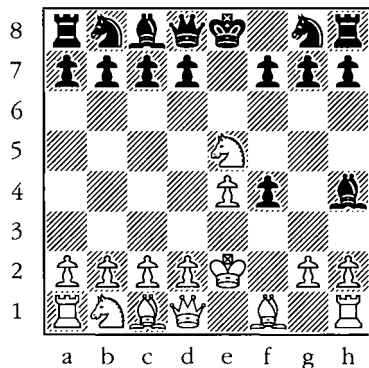
92



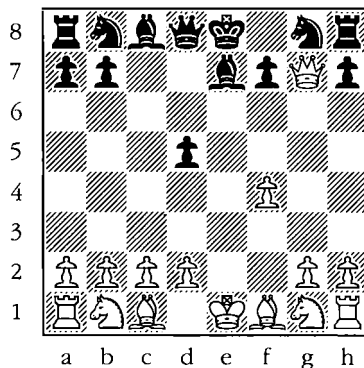
93



94



95



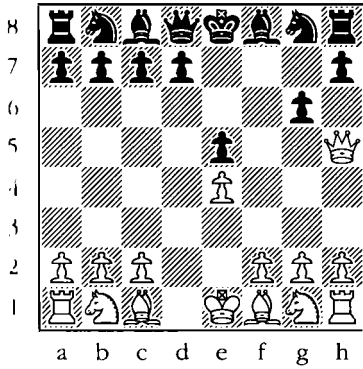
96



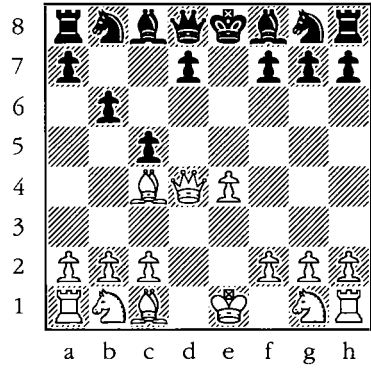
# Center Game

1. e4 e5 2. d4

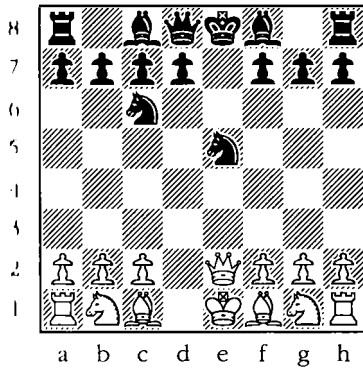
White to move. Find the best continuation.



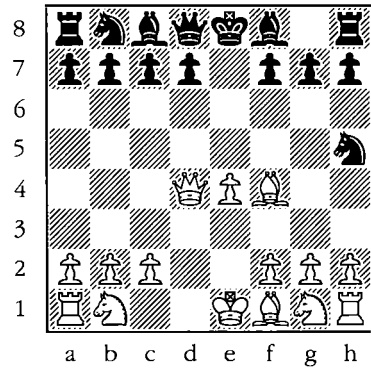
97



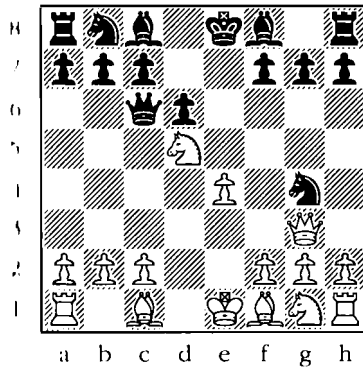
98



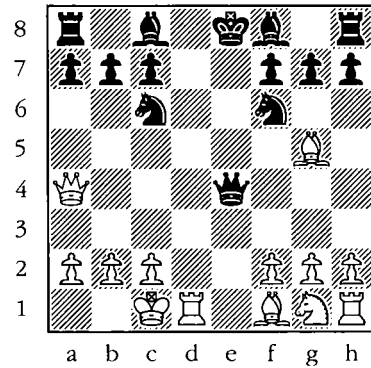
99



100



101

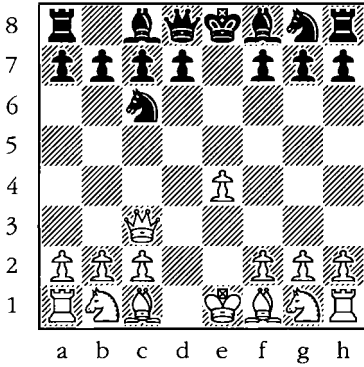


102

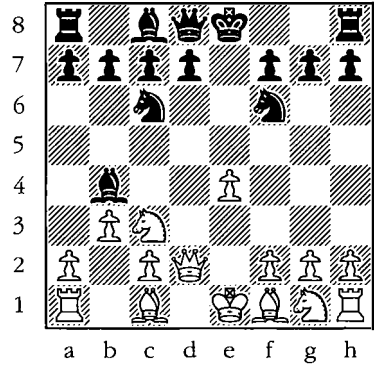
# Center Game

1. e4 e5 2. d4

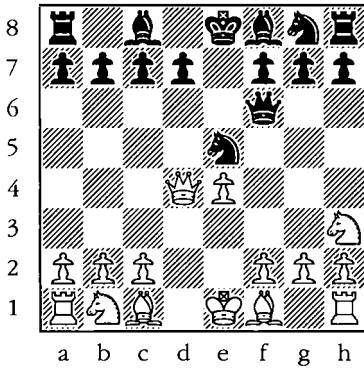
Black to move. Find the best continuation.



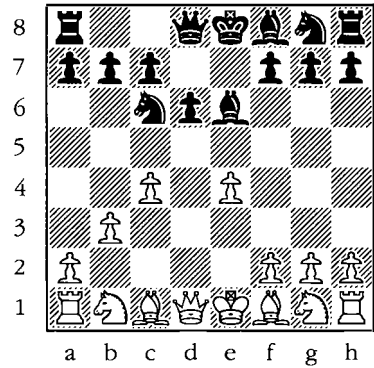
103



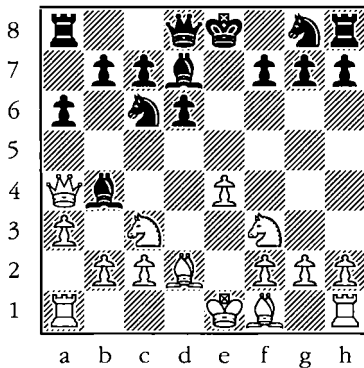
104



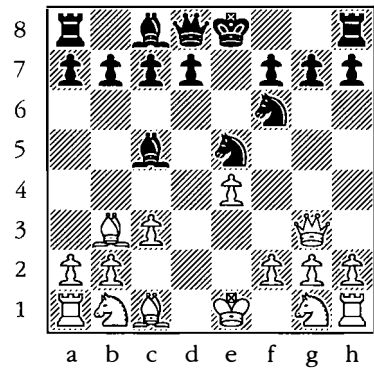
105



106



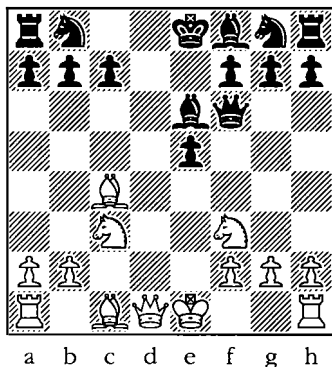
107



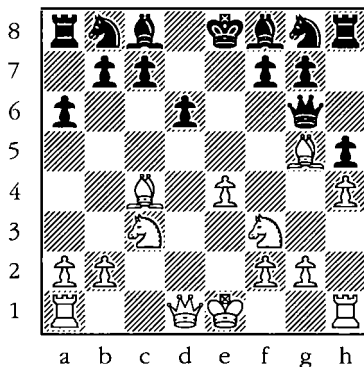
108

1. e4 e5 2. d4 cxd4 3. c3

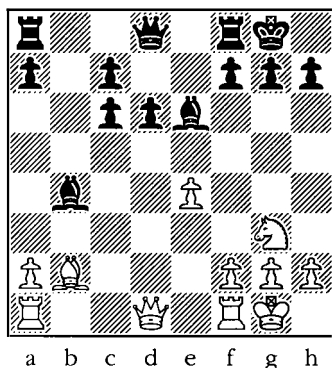
White to move. Find the best continuation.



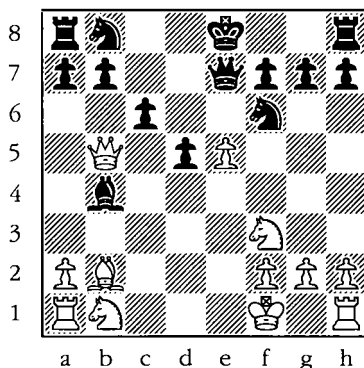
109



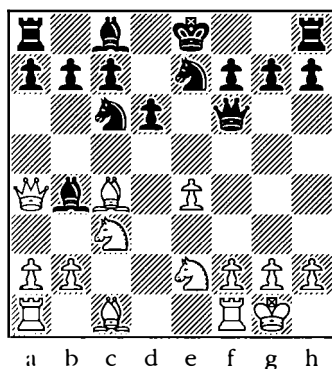
110



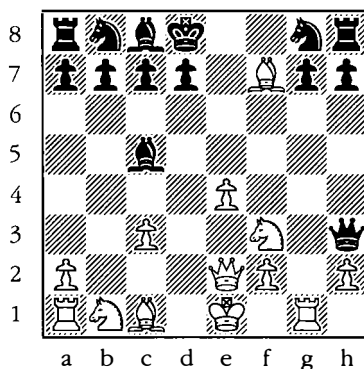
111



112




113

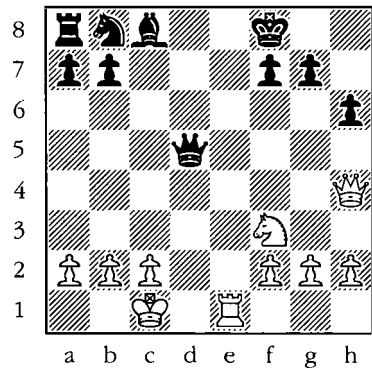
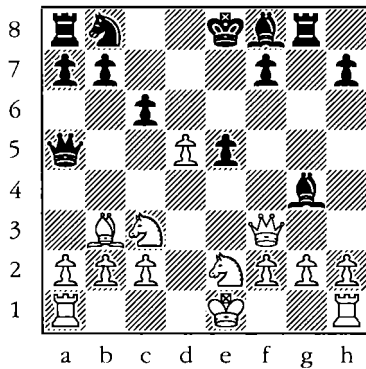
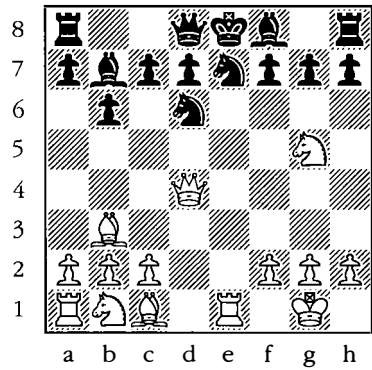
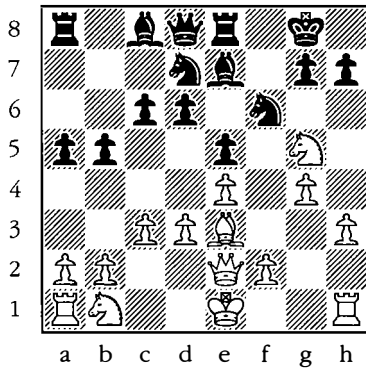
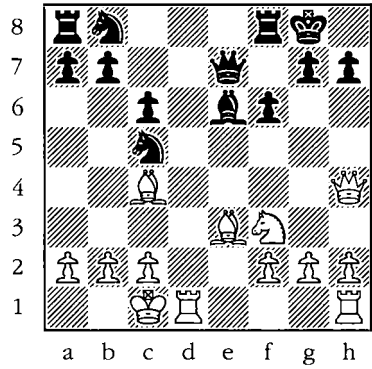
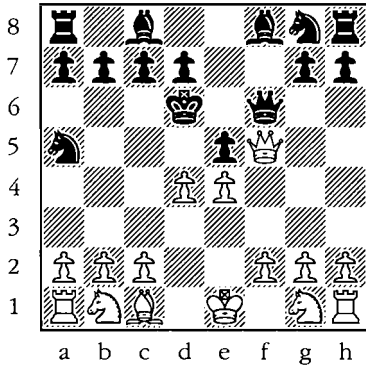


114


# Bishop's Opening

1. e4 e5 2. c4

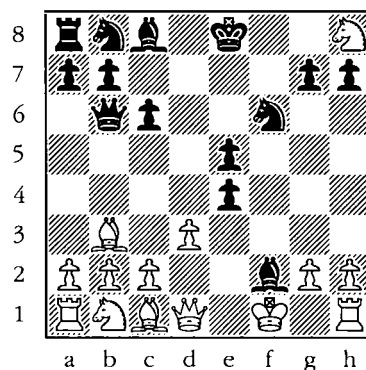
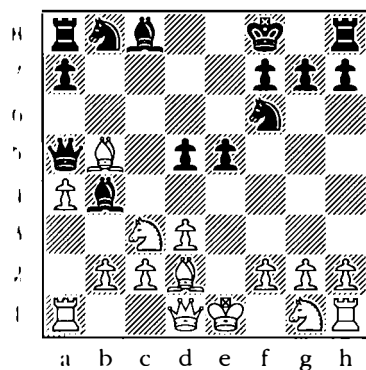
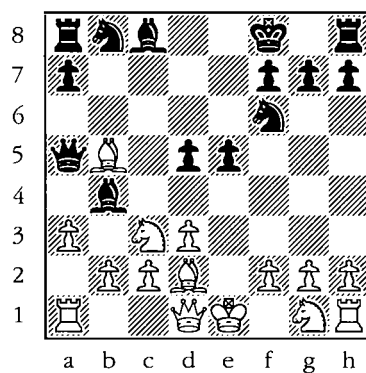
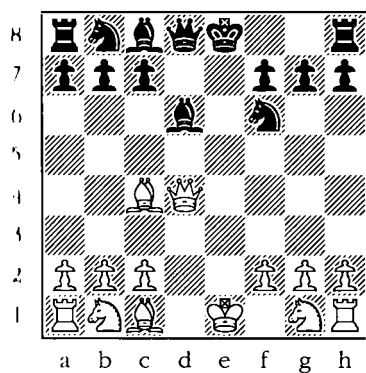
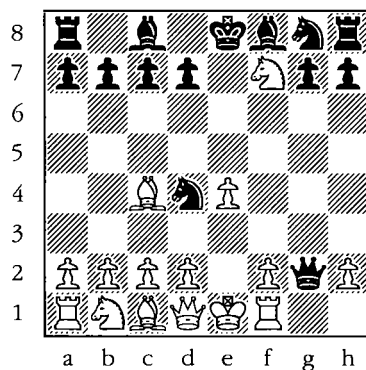
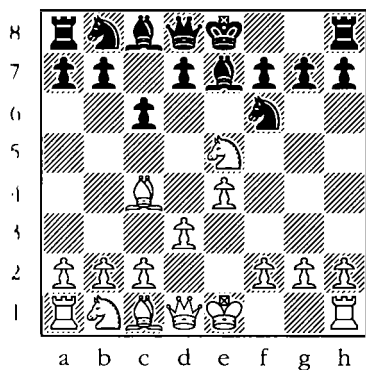
White to move. Find the best continuation.




# Bishop's Opening

1. e4 e5 2. c4

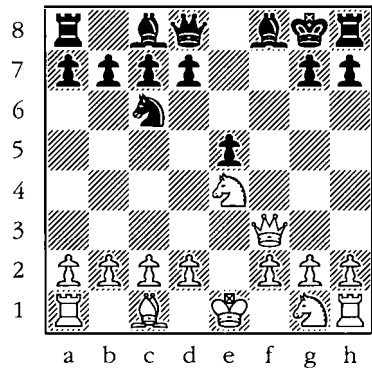
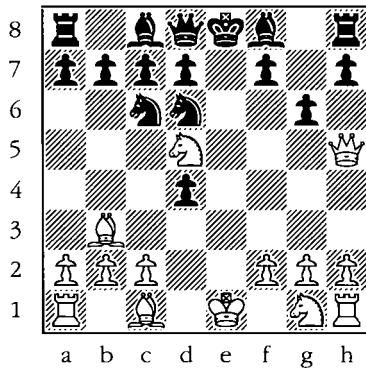
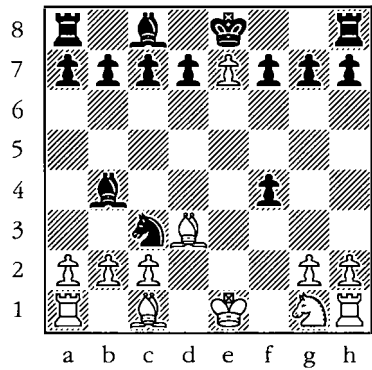
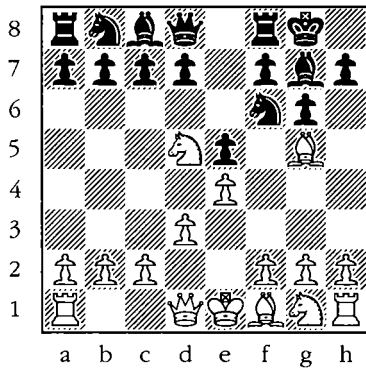
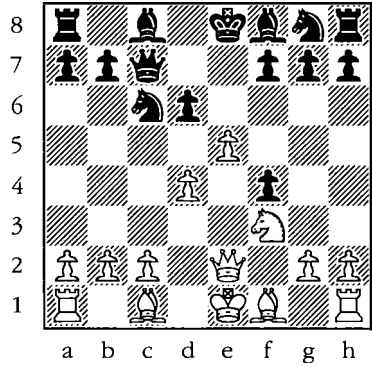
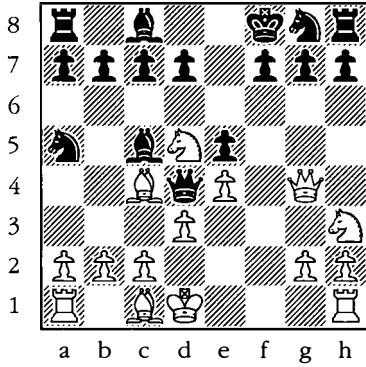
Black to move. Find the best continuation.




# Vienna Game

1. e4 e5 2. c3

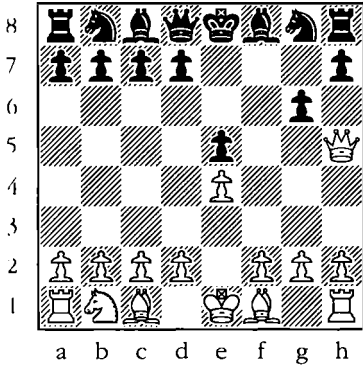
White to move. Find the best continuation.



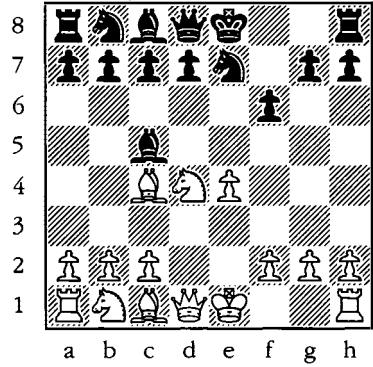
# Damiano's Defense

1. e4 e5 2. f3 f6

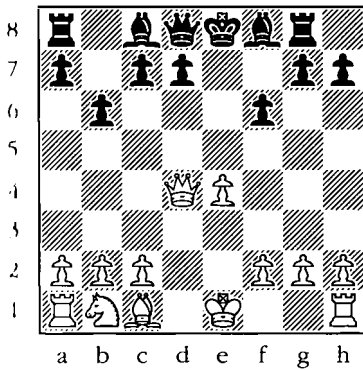
White to move. Find the best continuation.



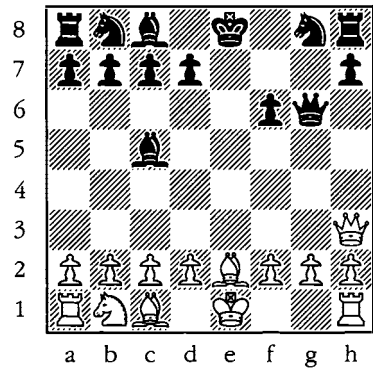
133



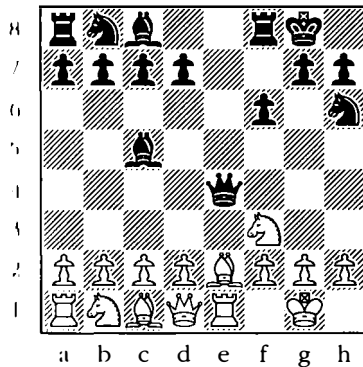
134



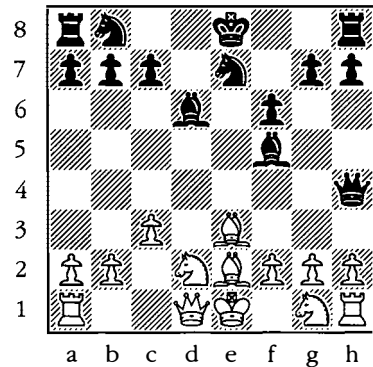
135



136



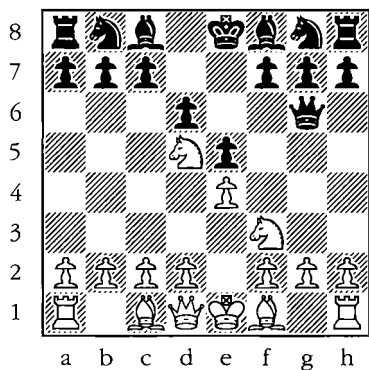
137



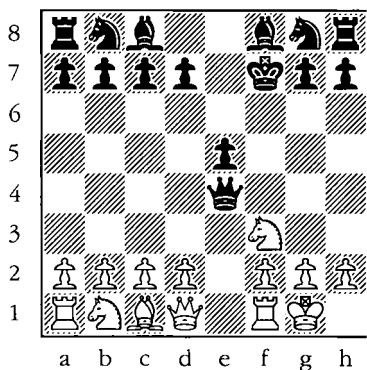
138

# The opening variation 1. e4 e5 2. f3 f6

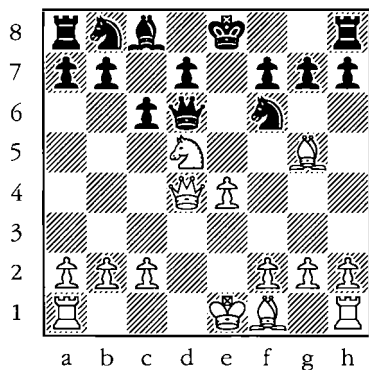
White to move. Find the best continuation.



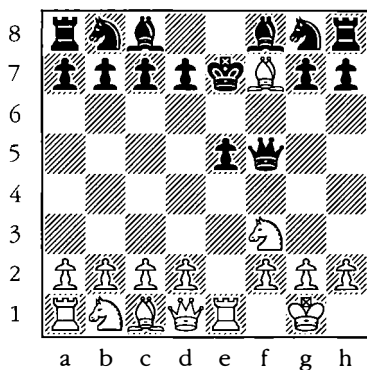
139



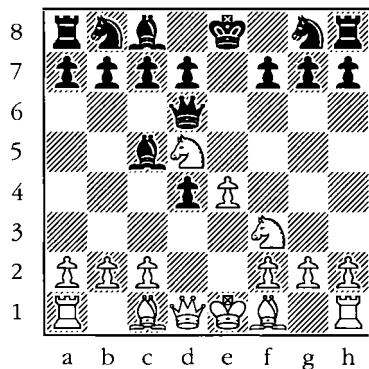
140



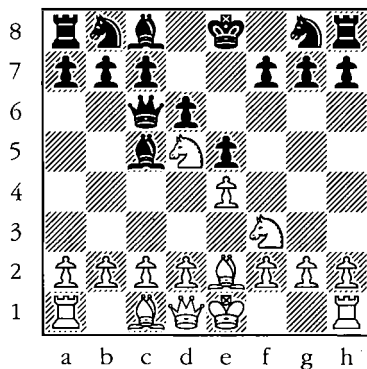
141



142



143



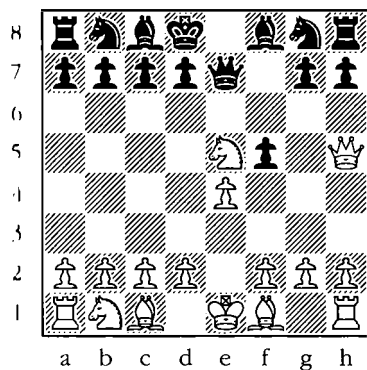
144



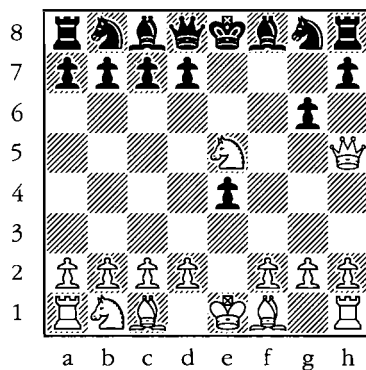
# Latvian Gambit

1. e4 e5 2. f3 f5

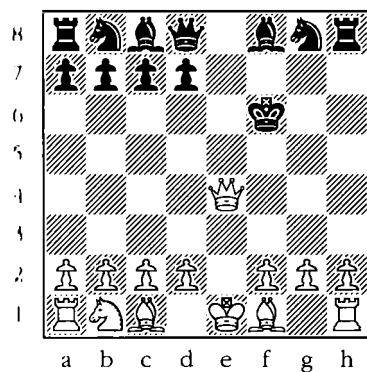
White to move. Find the best continuation.



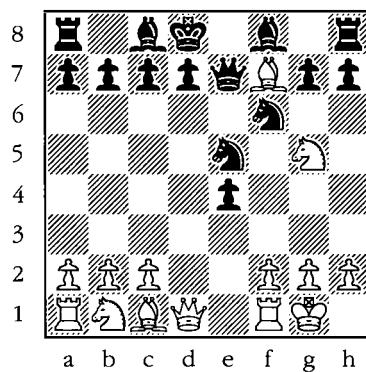
145



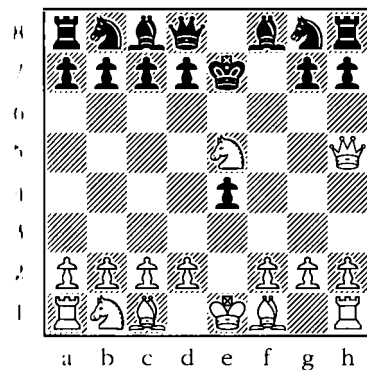
146



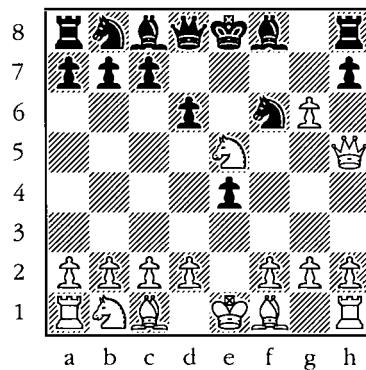
147



148




149

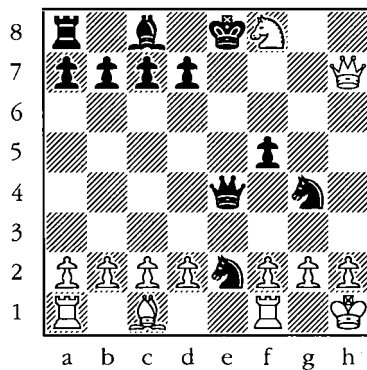
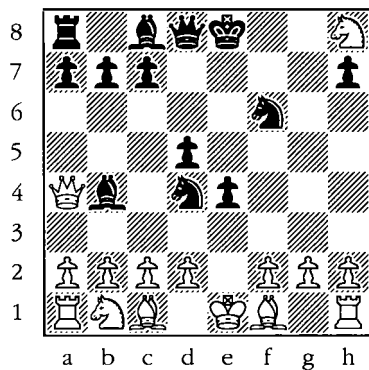
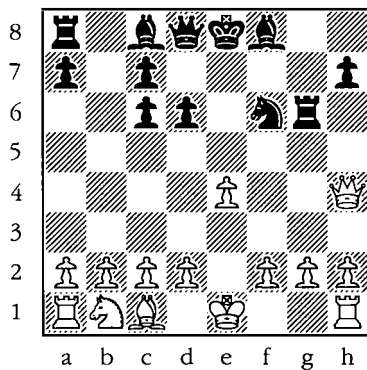
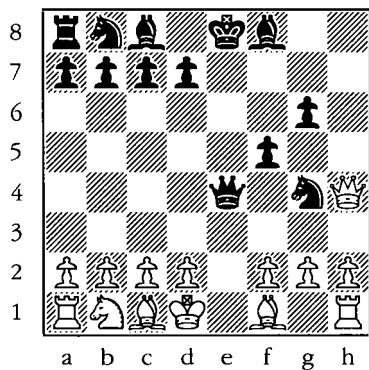
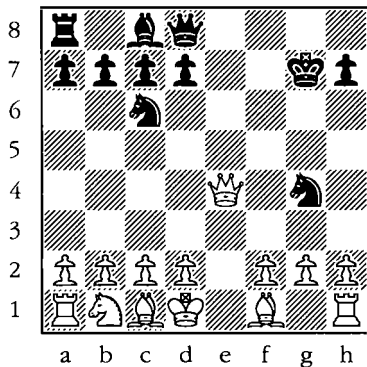
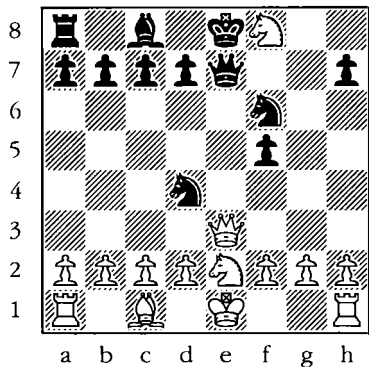


150

# Latvian Gambit

1. e4 e5 2. f3 f5

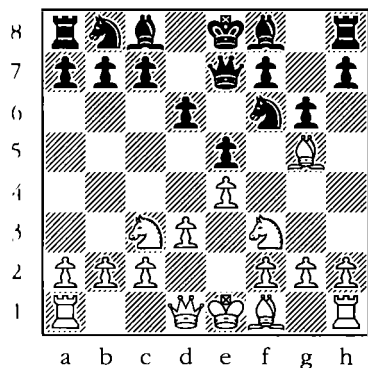
Black to move. Find the best continuation.



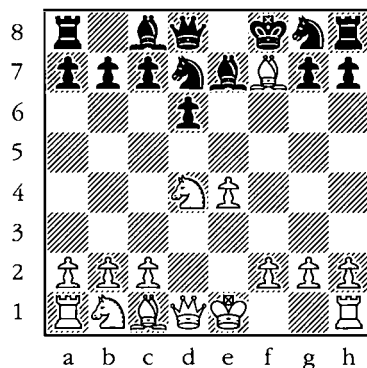
# Philidor's Defense

1. e4 e5 2. ♘f3 d6

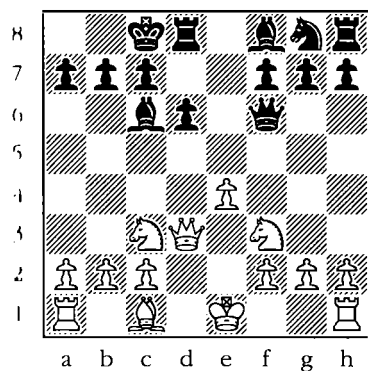
White to move. Find the best continuation.



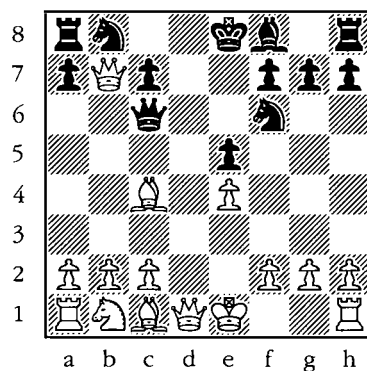
157



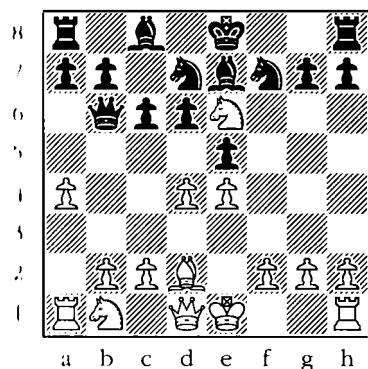
158



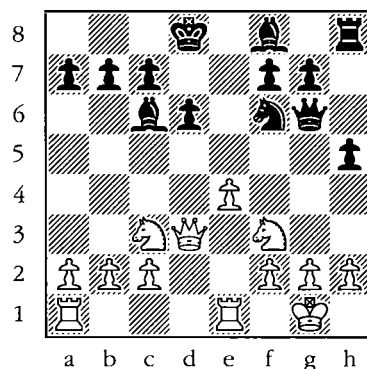
159



160



161

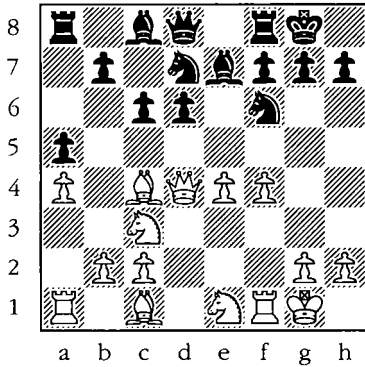


162

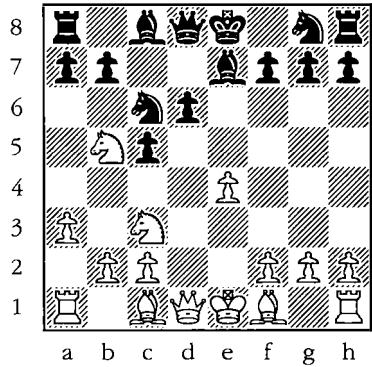
# Philidor's Defense

1. e4 e5 2. ♘f3 d6

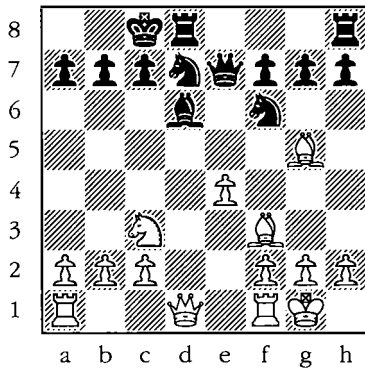
Black to move. Find the best continuation.



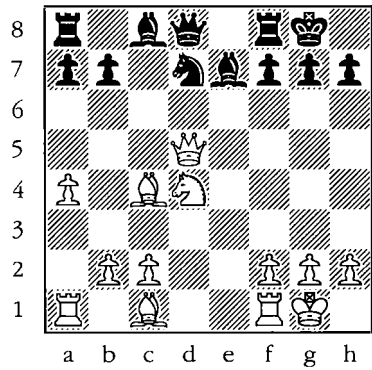
163



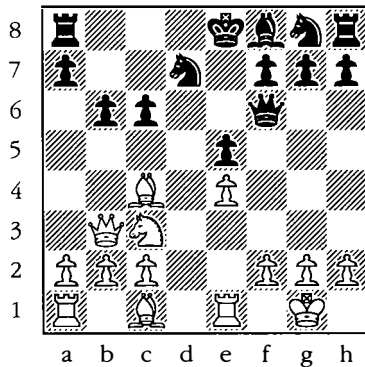
164



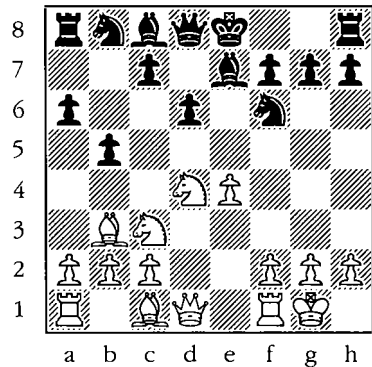
165



166



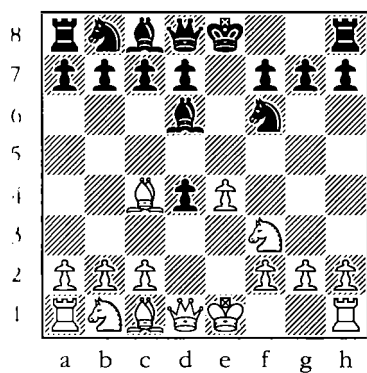
167



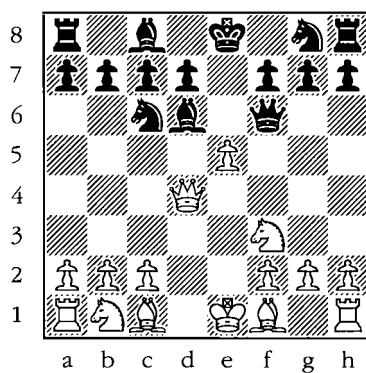
168

# The opening variation 1. e4 e5 2. f3 d6

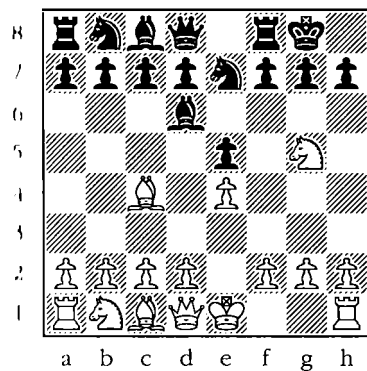
White to move. Find the best continuation.



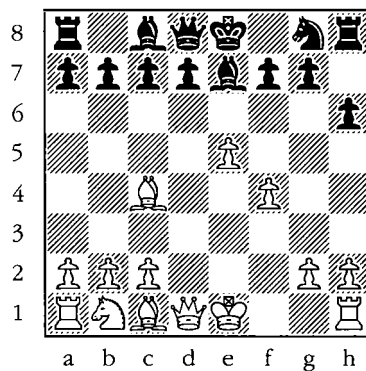
169



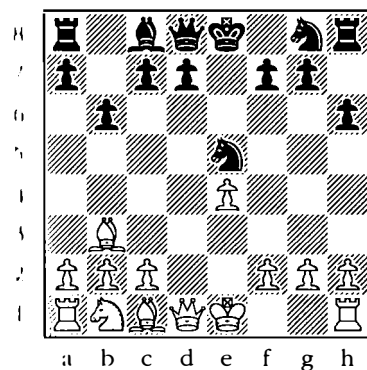
170



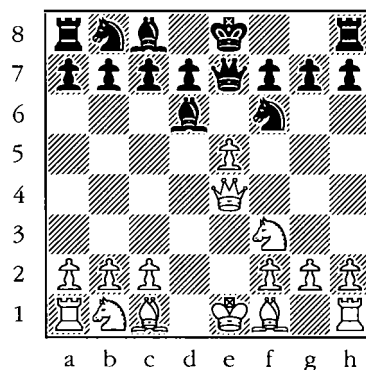
171



172



173

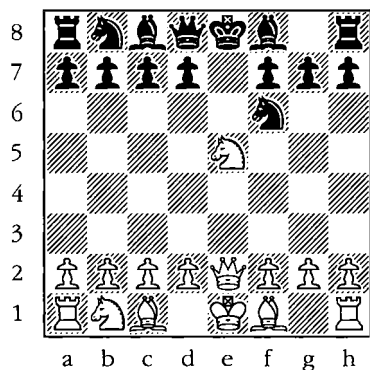


174

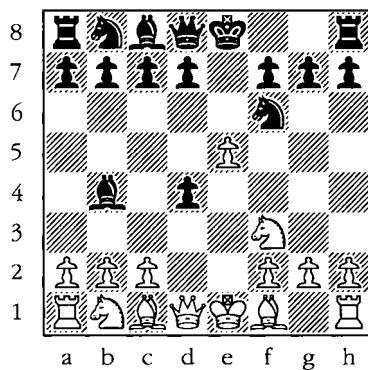
# Petroff's Defense

1. e4 e5 2. f3 f6

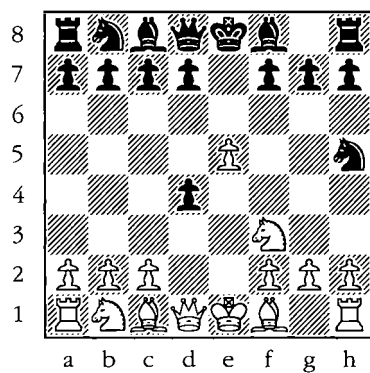
White to move. Find the best continuation.



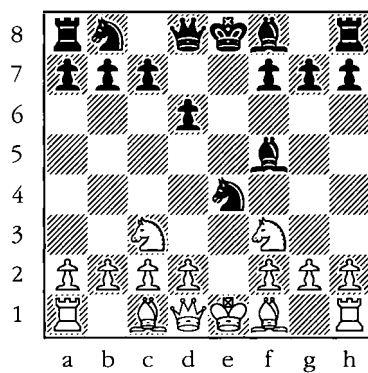
175



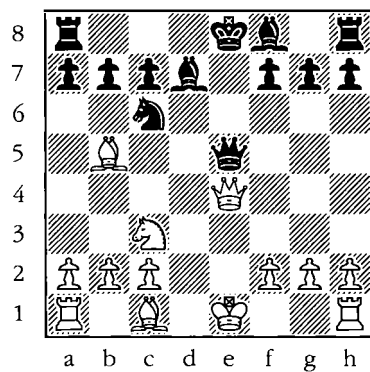
176



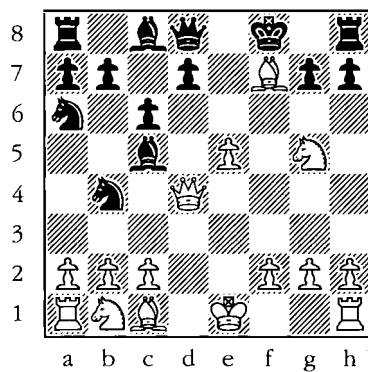
177



178



179

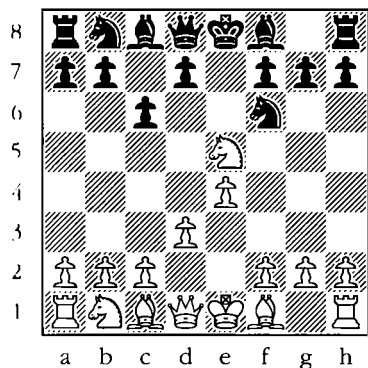


180

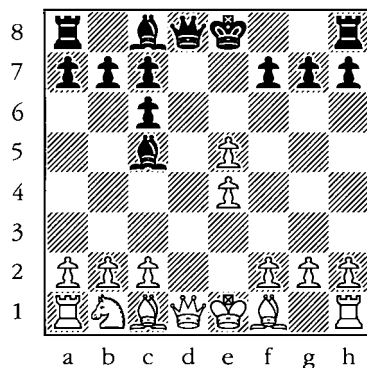
# Petroff's Defense

1. e4 e5 2. ♘f3 ♘f6

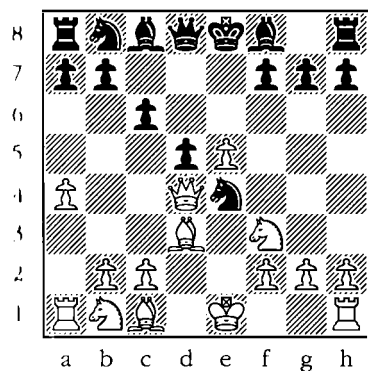
Black to move. Find the best continuation.



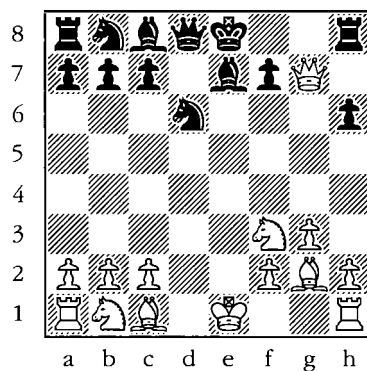
181



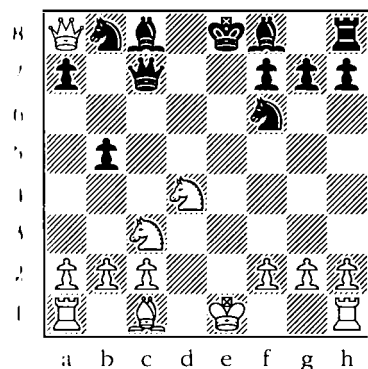
182



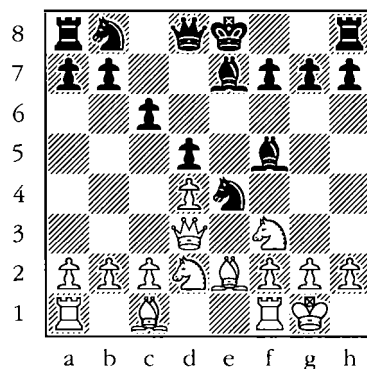
183



184



185

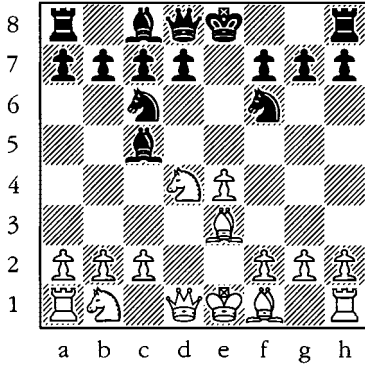


186

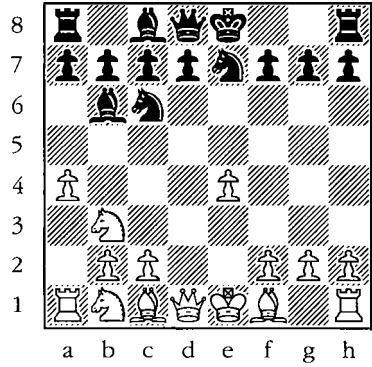
# Scotch Game

1. e4 e5 2. ♘f3 ♘c6 3. d4

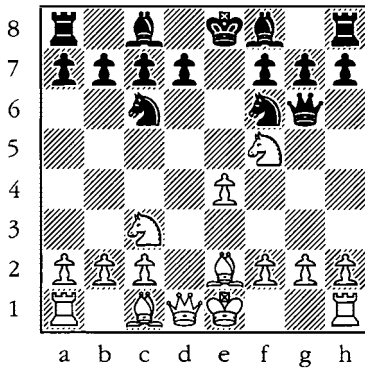
White to move. Find the best continuation.



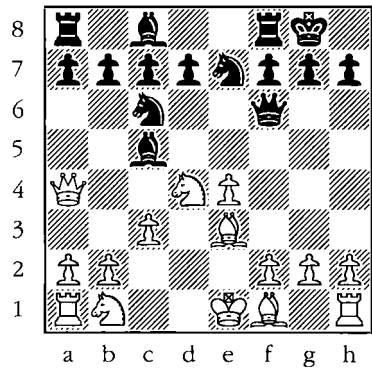
187



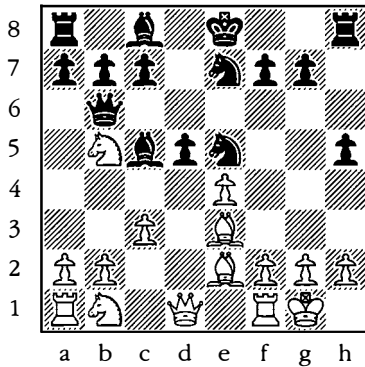
188



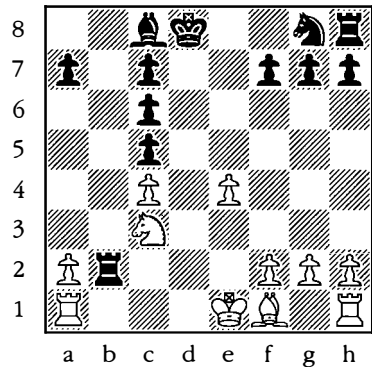
189



190



191



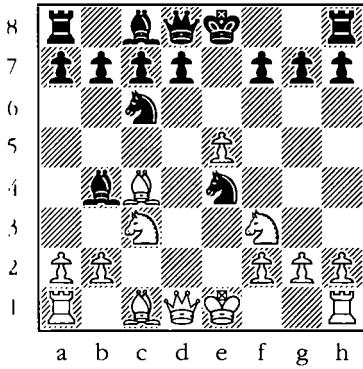
192



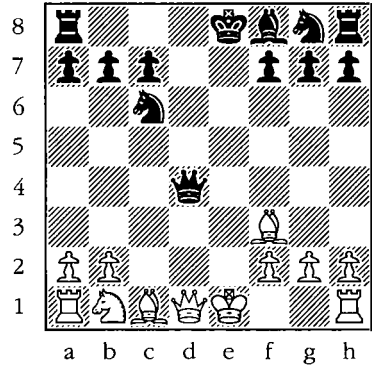
# Göring Gambit

1. e4 e5 2. f3 c6 3. d4 cxd4 4. c3

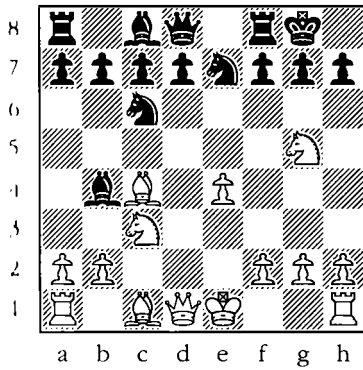
White to move. Find the best continuation.



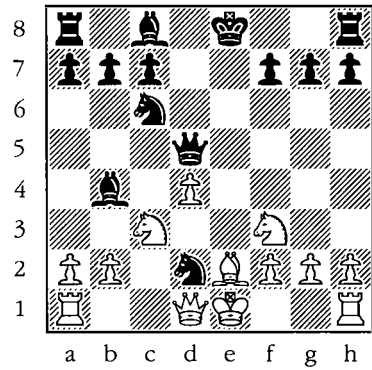
193



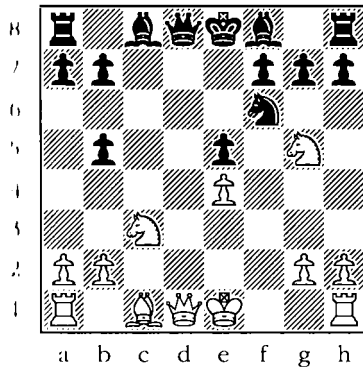
194



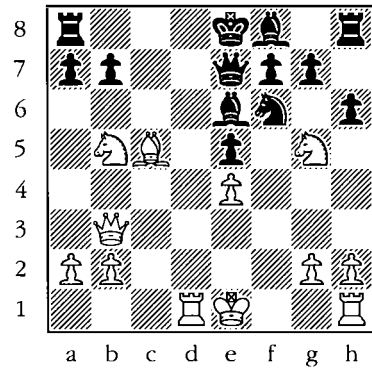
195



196



197

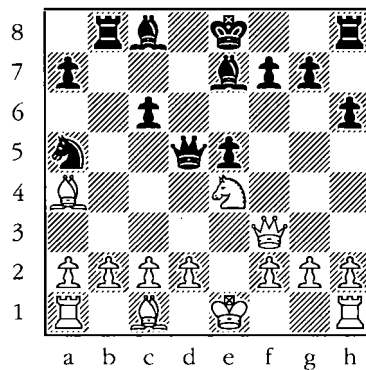
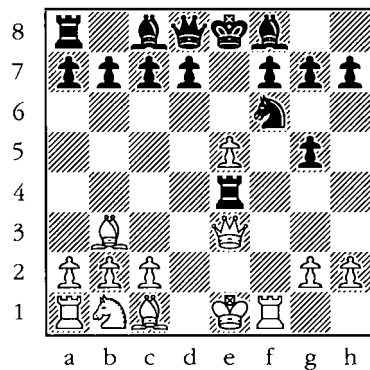
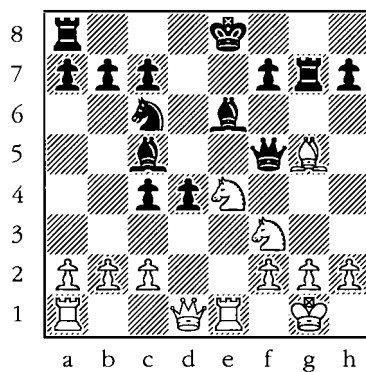
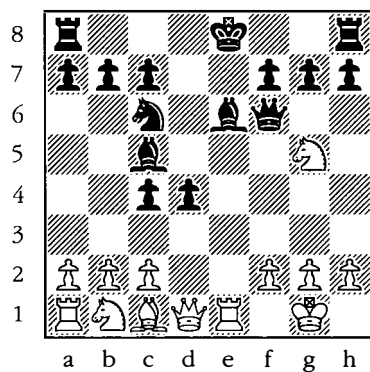
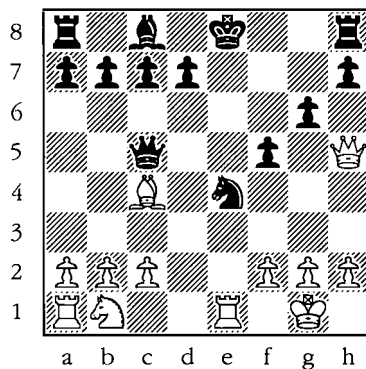
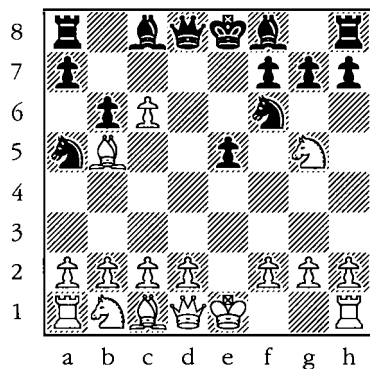


198

# Two Knights' Defense

1. e4 e5 2. f3 c6 3. c4 f6

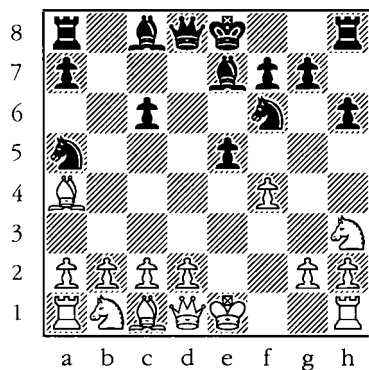
White to move. Find the best continuation.



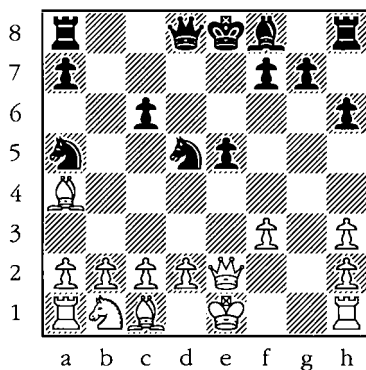
# Two Knights' Defense

1. e4 e5 2. f3 c6 3. c4 f6

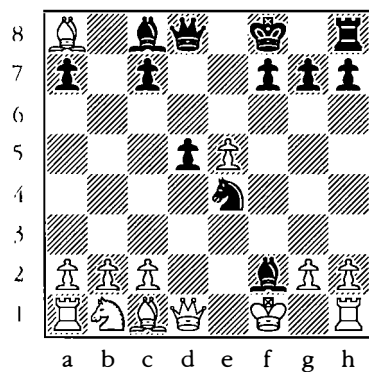
Black to move. Find the best continuation.



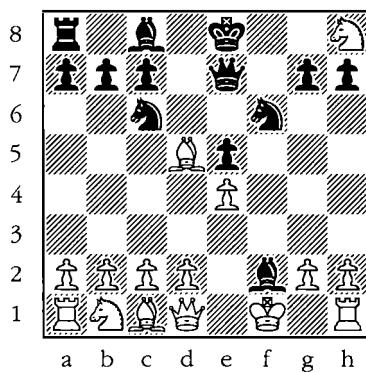
205



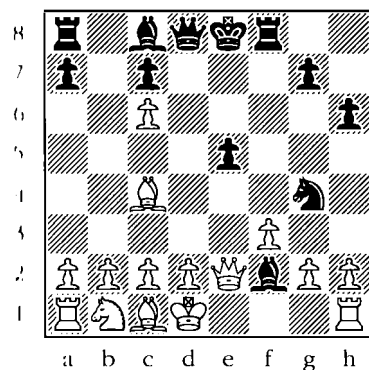
206



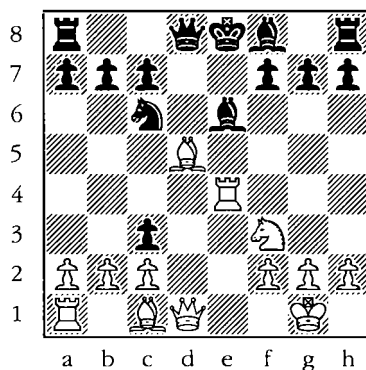
207



208



209

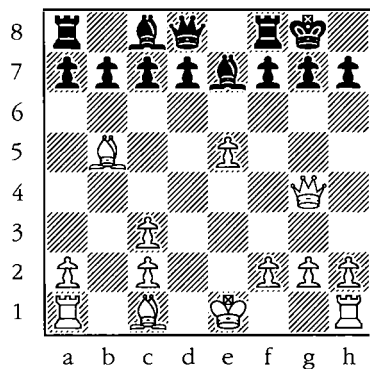


210

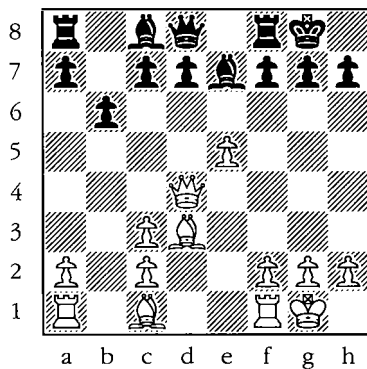
# Four Knights' Game

1. e4 e5 2. f3 c6 3. c3 f6

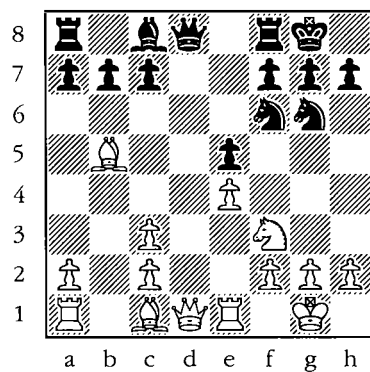
White to move. Find the best continuation.



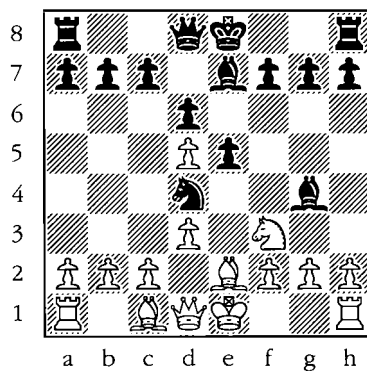
211



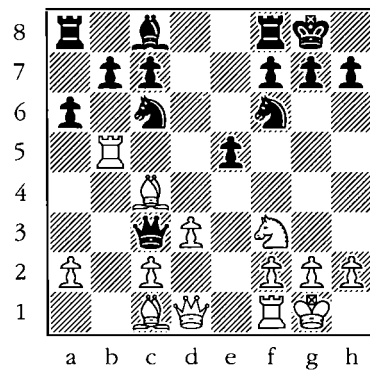
212



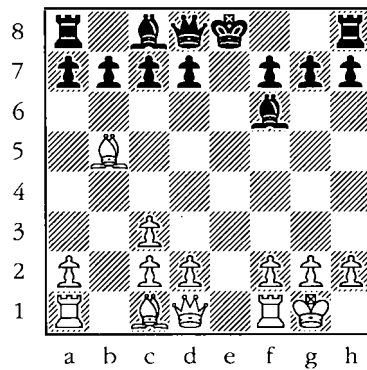
213



214



215

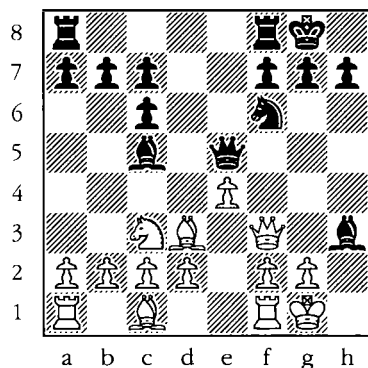


216

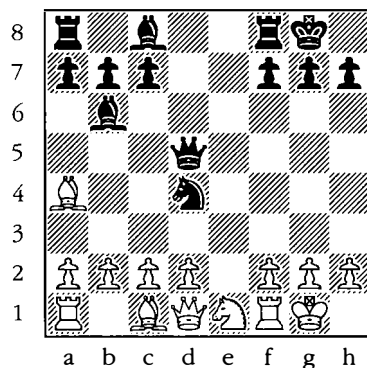
# Four Knights' Game

1. e4 e5 2. ♘f3 ♘c6 3. ♘c3 ♘f6

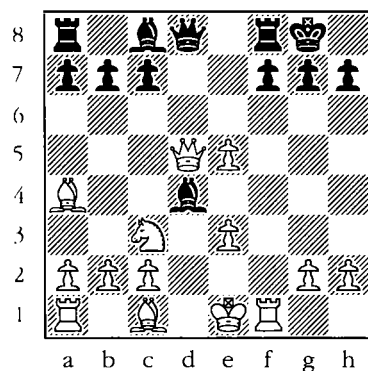
Black to move. Find the best continuation.



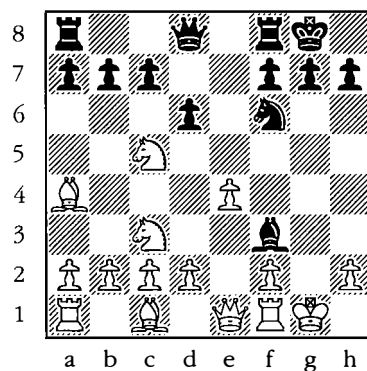
217



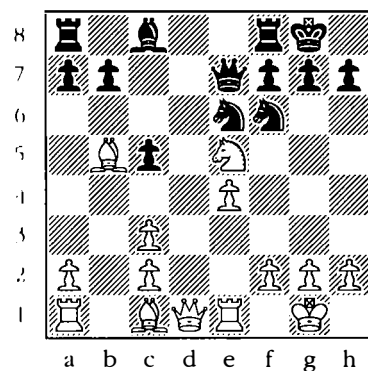
218



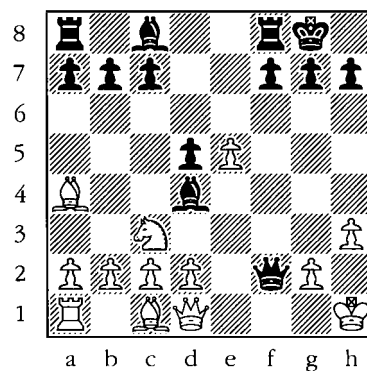
219



220



221

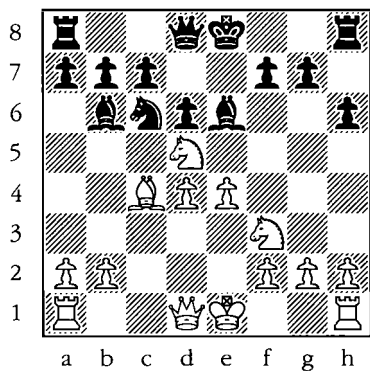


222

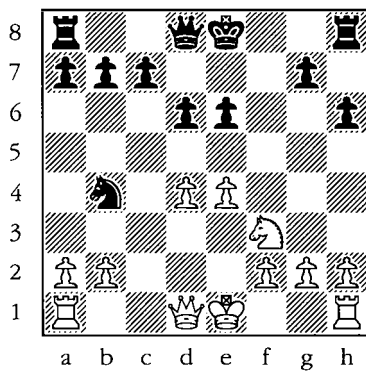
# Giuoco Piano

1. e4 e5 2.  f3  c6 3.  c4  c5

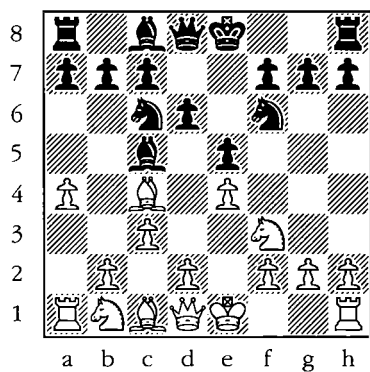
White to move. Find the best continuation.



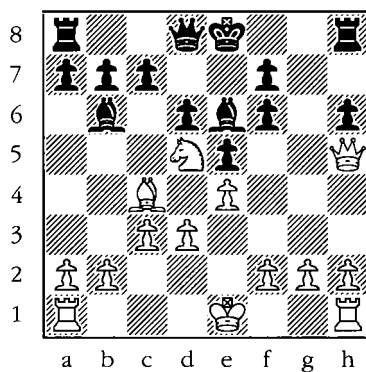
223



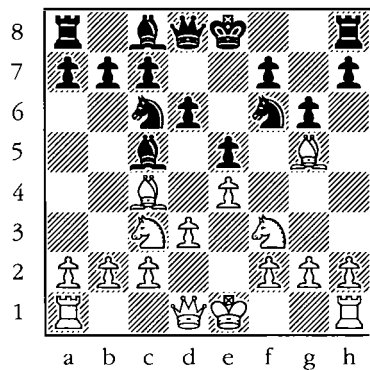
224



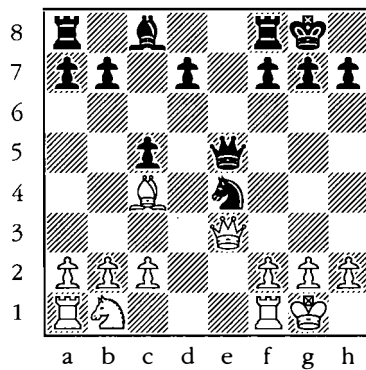
225



226



227

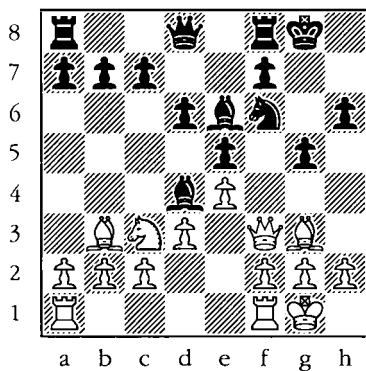


228

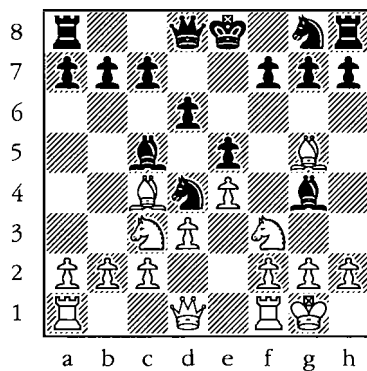
# Giuoco Piano

1. e4 e5 2. f3 c6 3. c4 c5

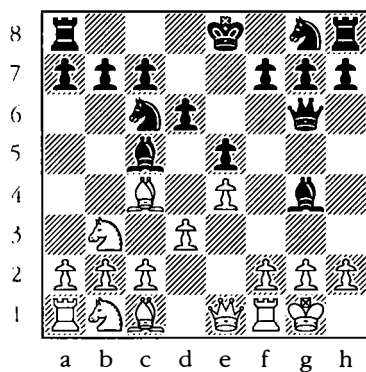
Black to move. Find the best continuation.



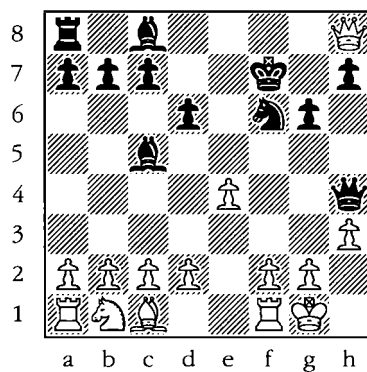
229



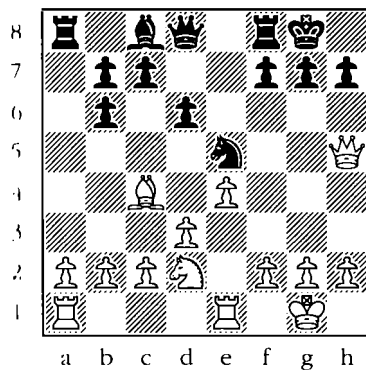
230



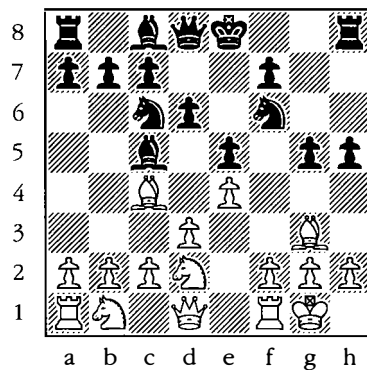
231



232



233

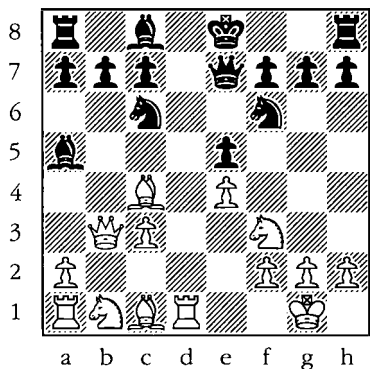


234

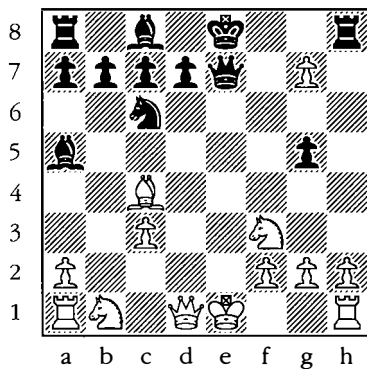
# Evans Gambit

1. e4 e5 2. ♘f3 ♘c6 3. ♙c4 ♙c5 4. b4

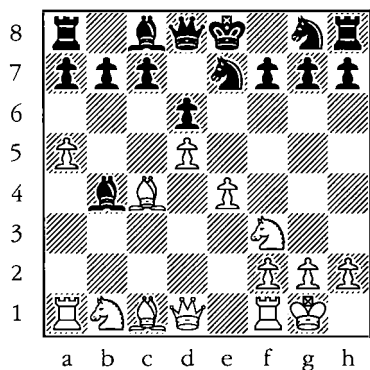
White to move. Find the best continuation.



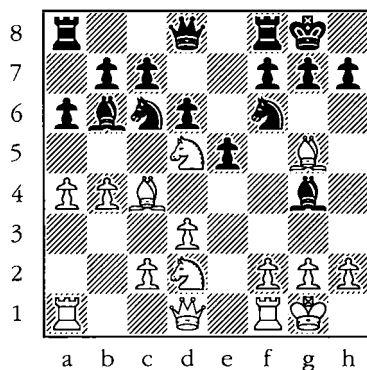
235



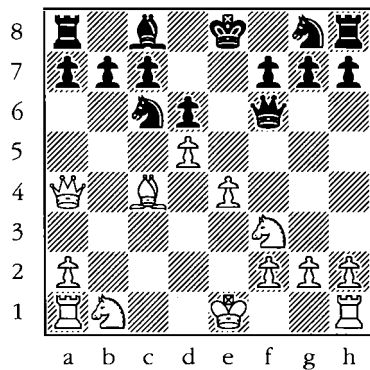
236



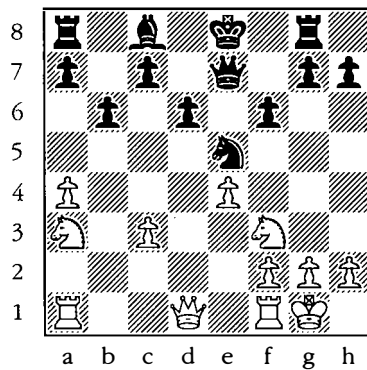
237



238



239



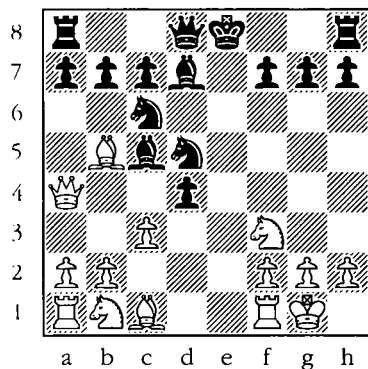
240



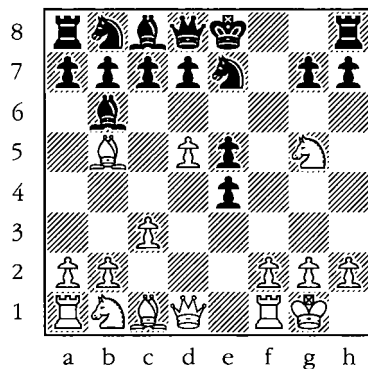
# Ruy López

1. e4 e5 2. ♘f3 ♘c6 3. ♙b5

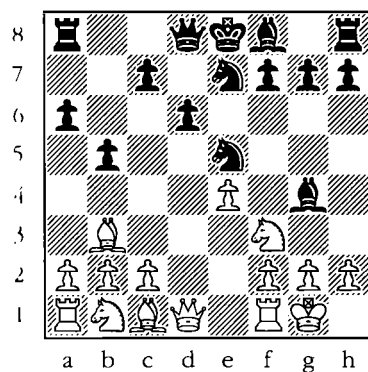
White to move. Find the best continuation.



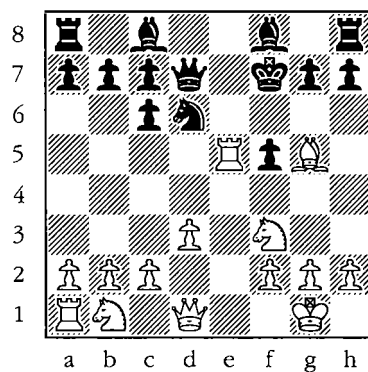
241



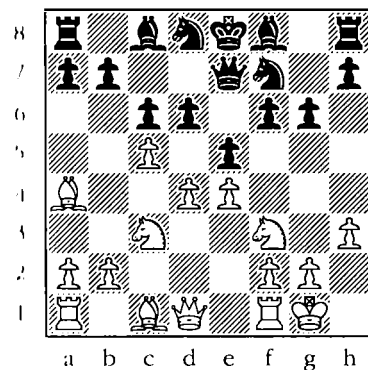
242



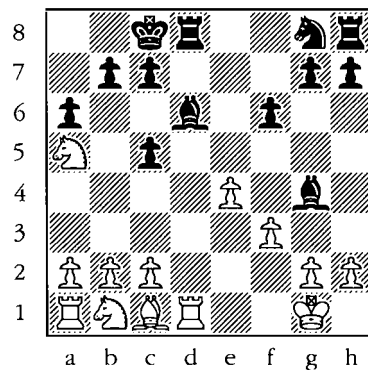
243



244



245

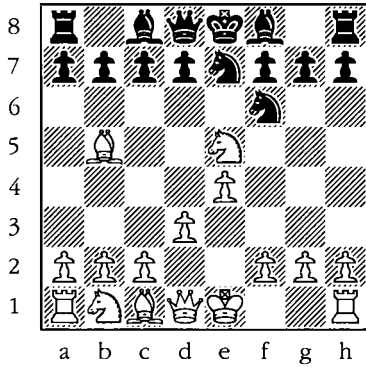


246

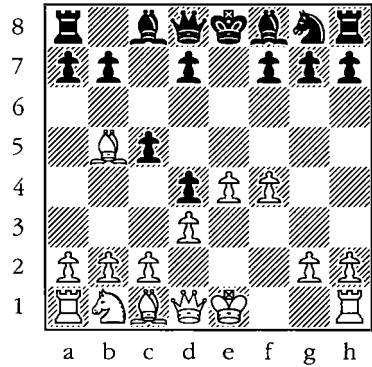
# Ruy López

1. e4 e5 2. f3 c6 3. b5

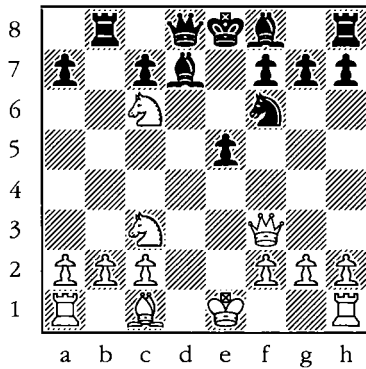
Black to move. Find the best continuation.



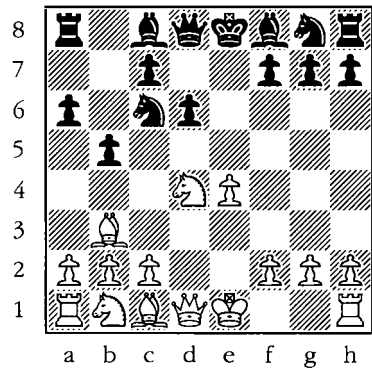
247



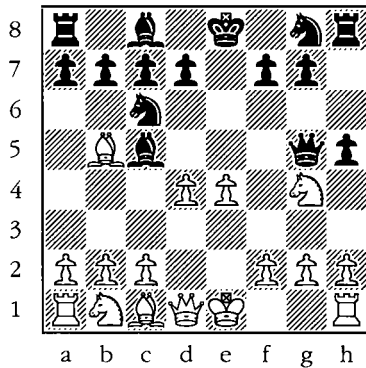
248



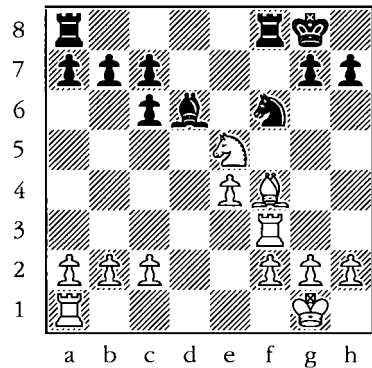
249



250



251

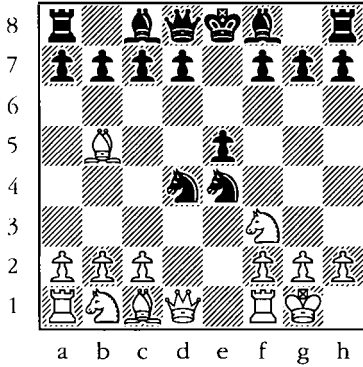


252

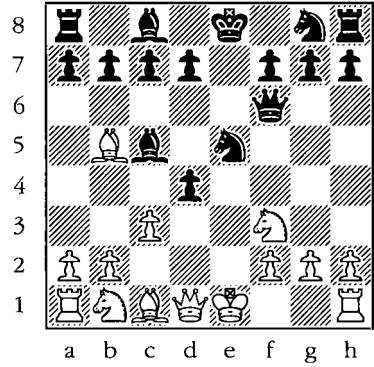
# Ruy López

1. e4 e5 2. f3 c6 3. b5

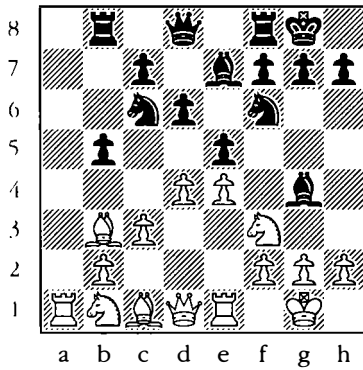
White to move. Find the best continuation.



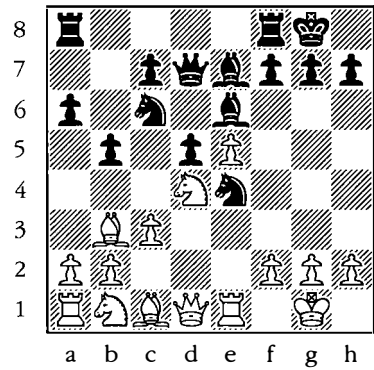
253



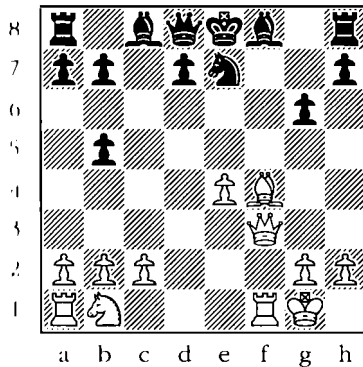
254



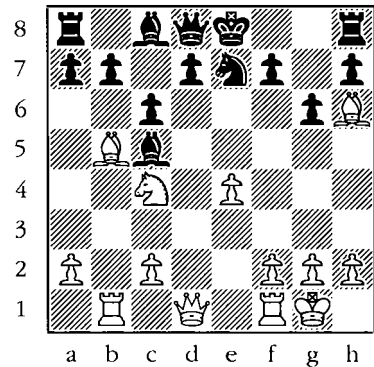
255



256



257

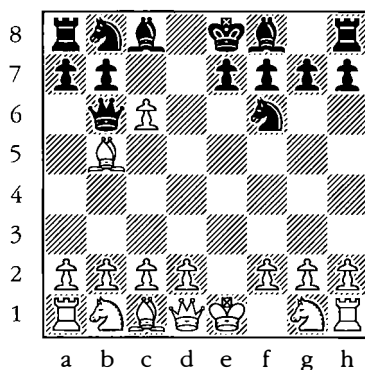
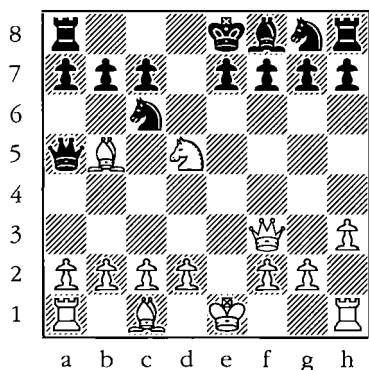
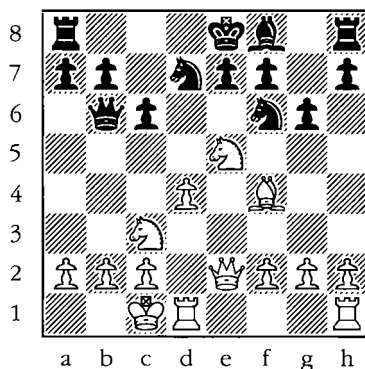
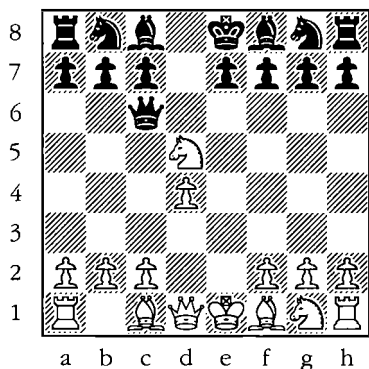
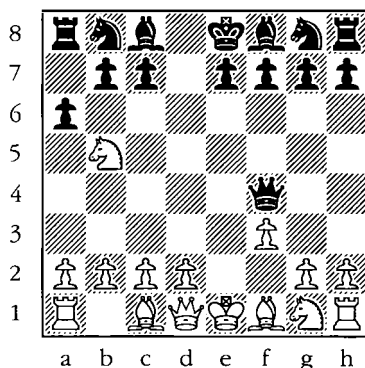
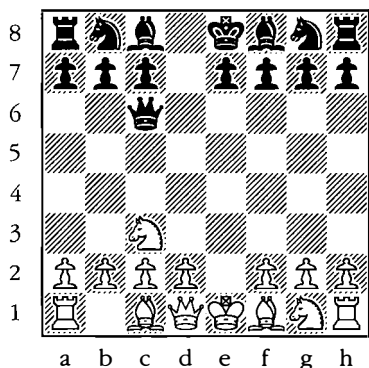


258

# Winning Material in the Semi-Open Games

## Scandinavian Defense 1. e4 d5

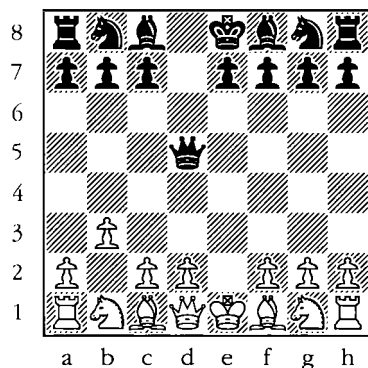
White to move. Find the best continuation.



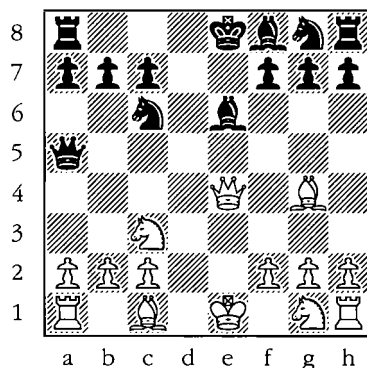
# Scandinavian Defense

## 1. e4 d5

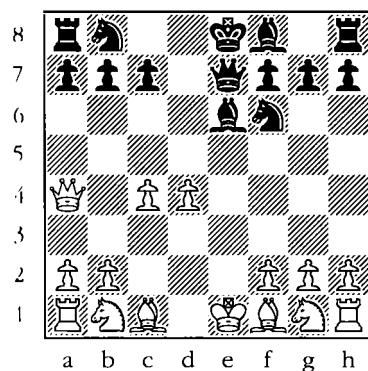
Black to move. Find the best continuation.



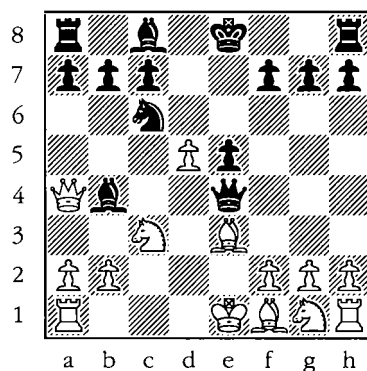
265



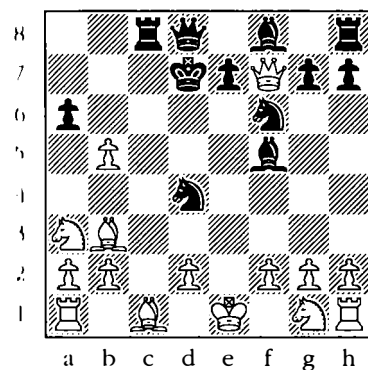
266



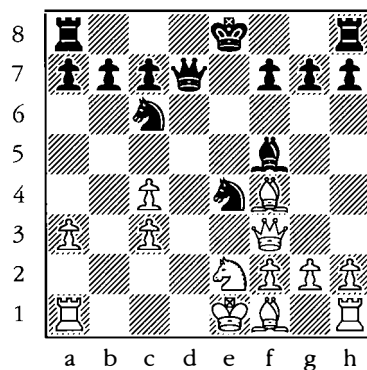
267



268



269

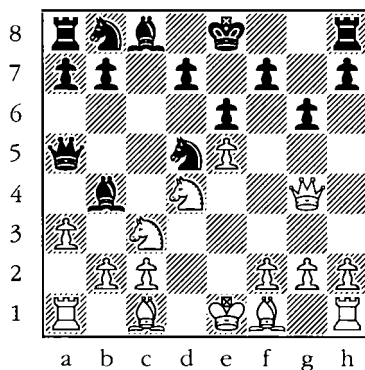
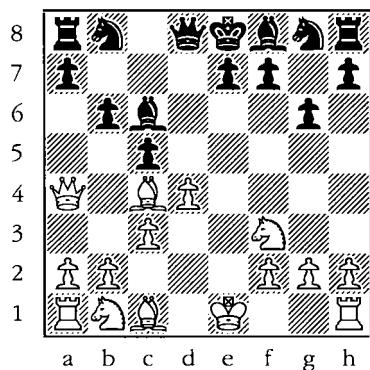
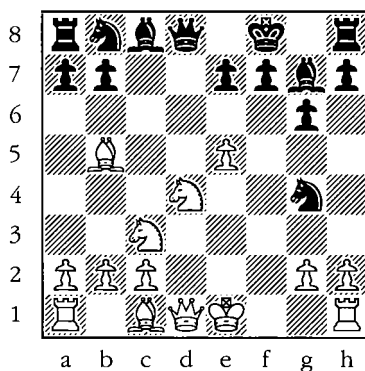
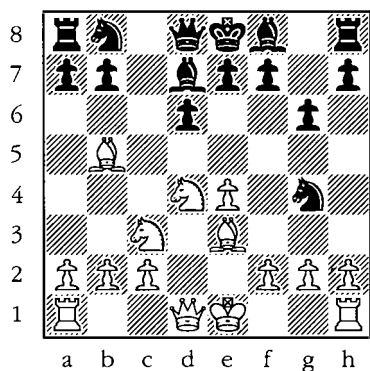
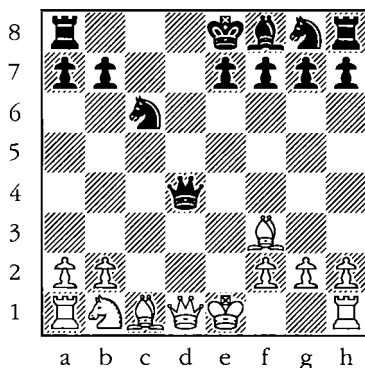
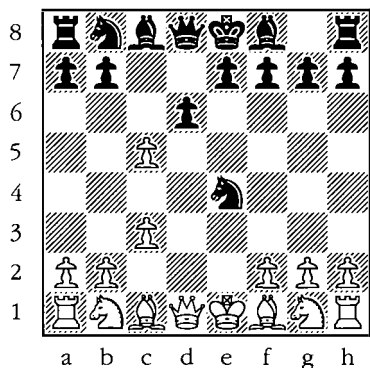


270

# Sicilian Defense

## 1. e4 c5

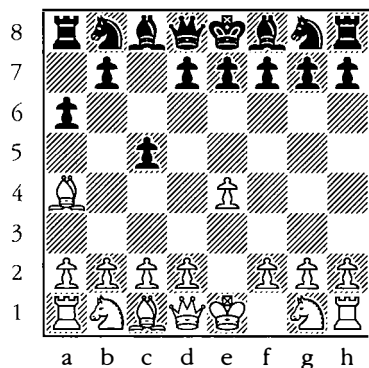
White to move. Find the best continuation.



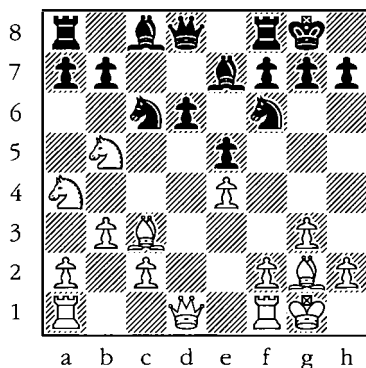
# Sicilian Defense

## 1. e4 c5

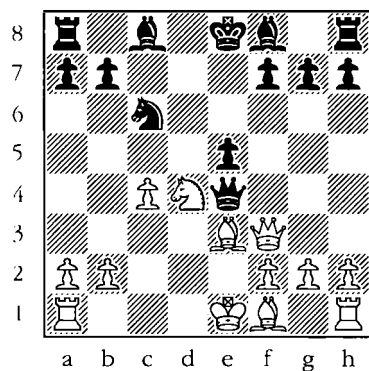
Black to move. Find the best continuation.



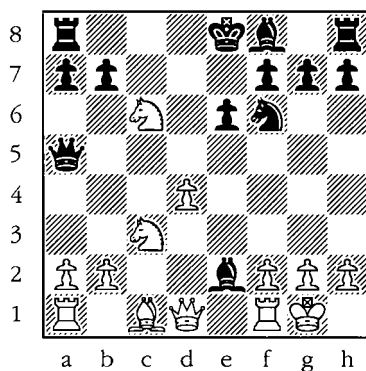
277



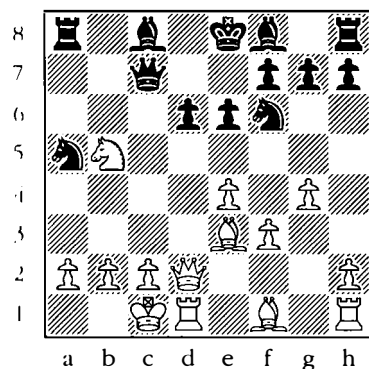
278



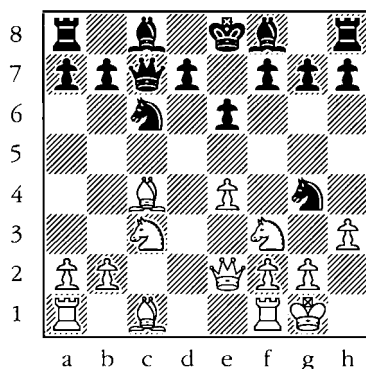
279



280



281

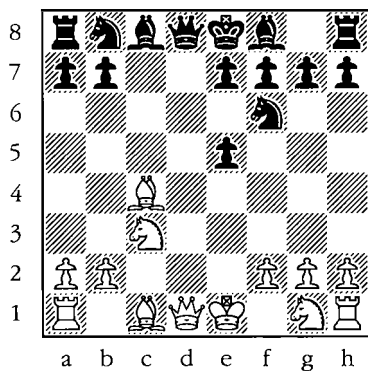


282

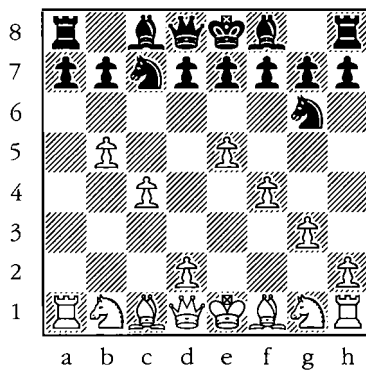
# Sicilian Defense

## 1. e4 c5

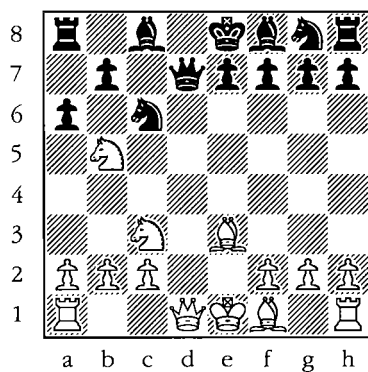
White to move. Find the best continuation.



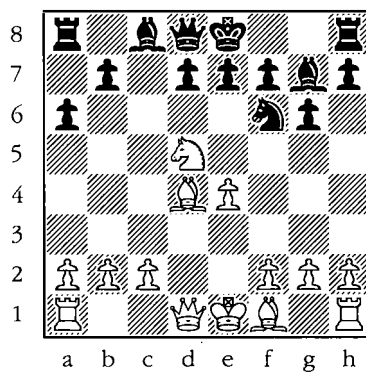
283



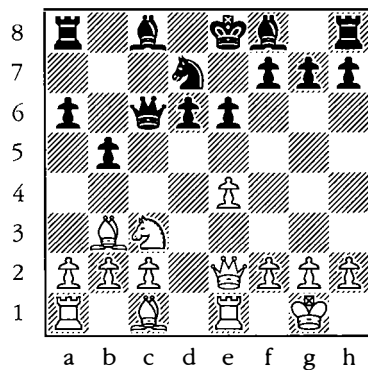
284



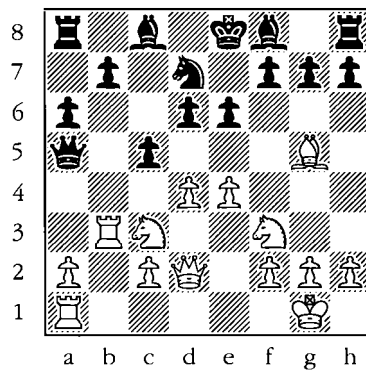
285



286



287



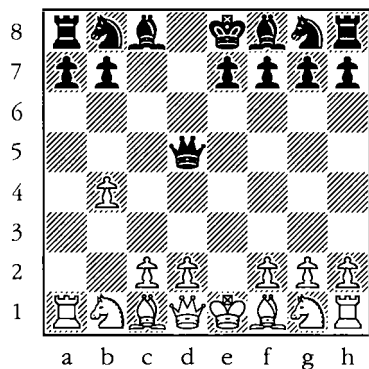
288



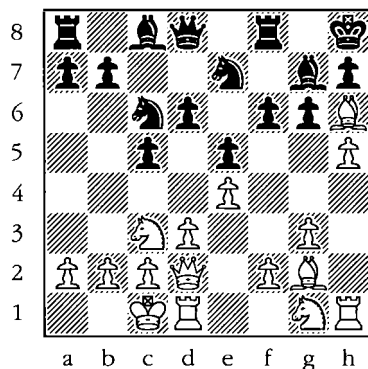
# Sicilian Defense

## 1. e4 c5

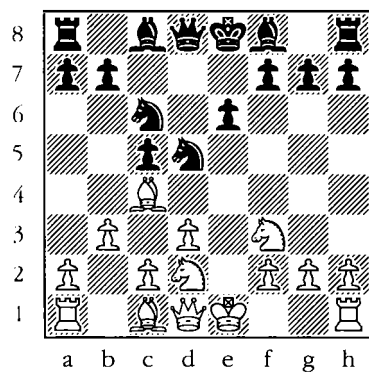
Black to move. Find the best continuation.



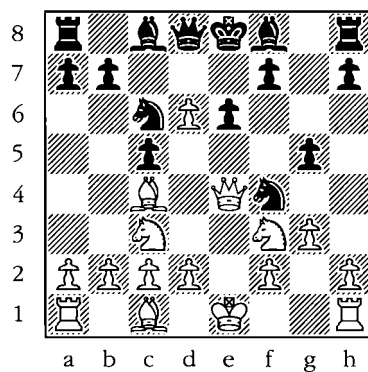
289



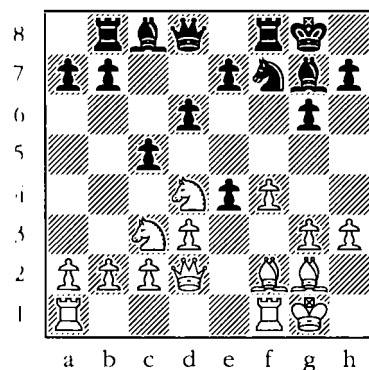
290



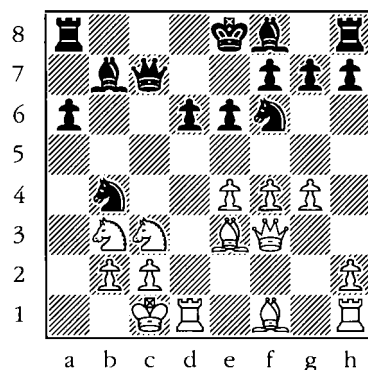
291



292



293

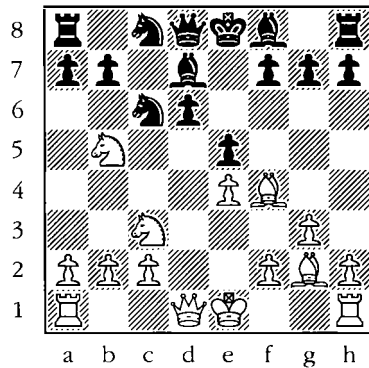
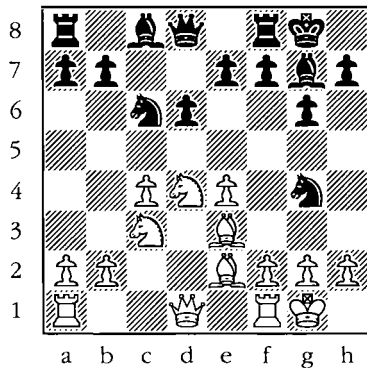
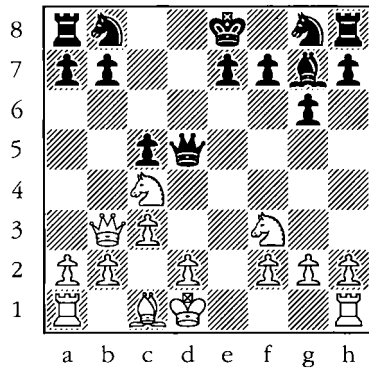
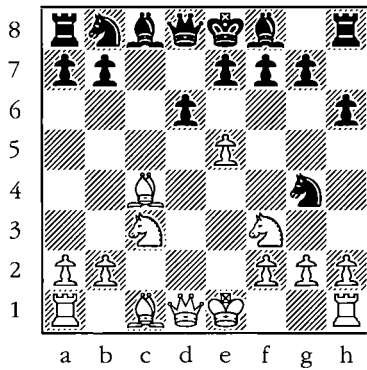
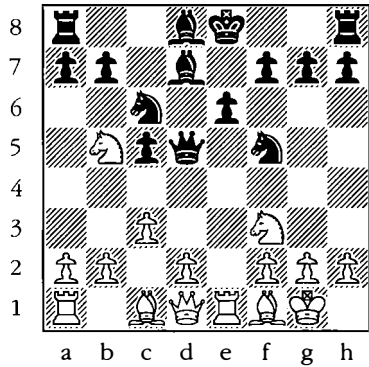
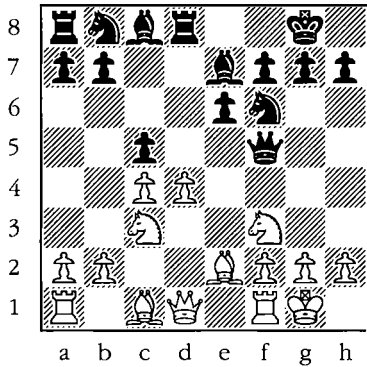


294

# Sicilian Defense

## 1. e4 c5

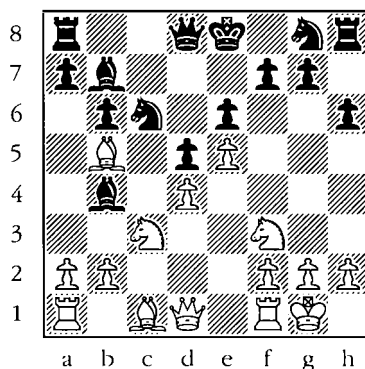
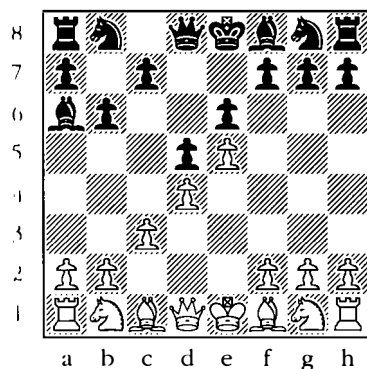
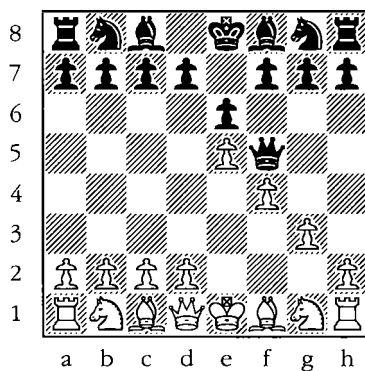
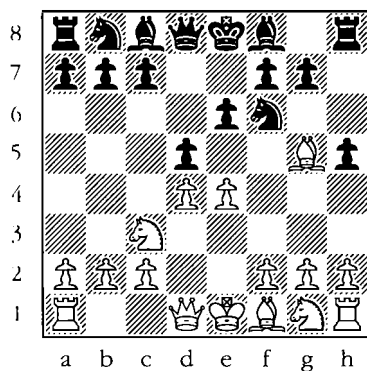
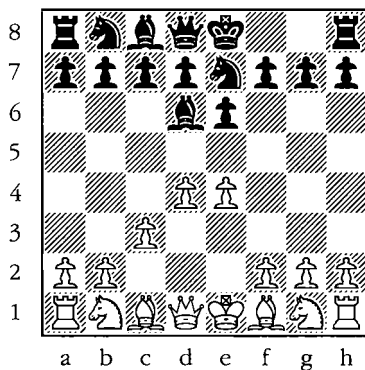
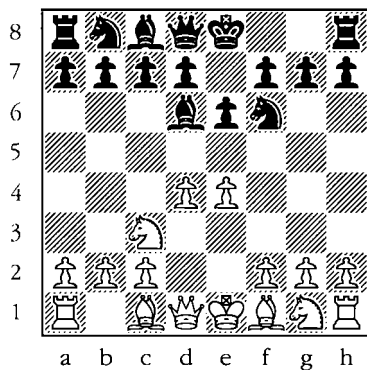
White to move. Find the best continuation.



# French Defense

## 1. e4 e6

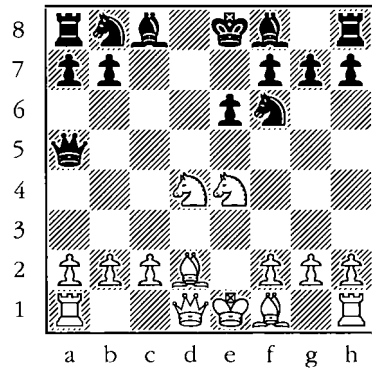
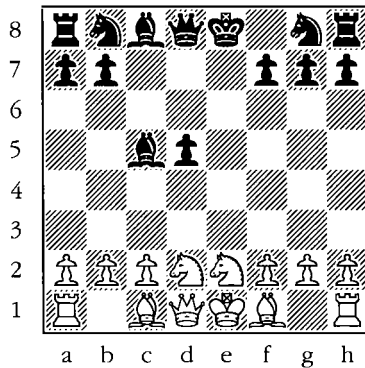
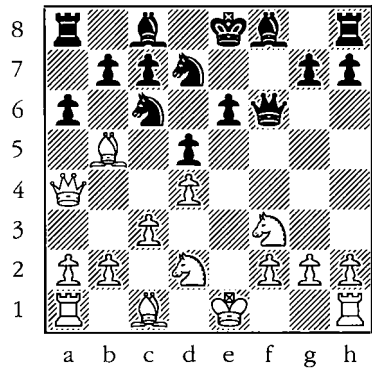
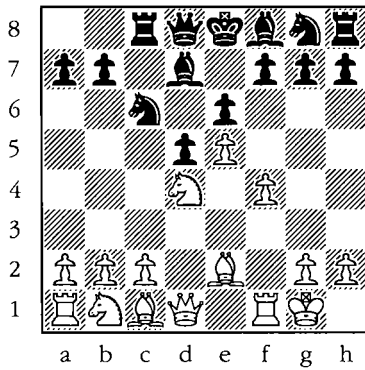
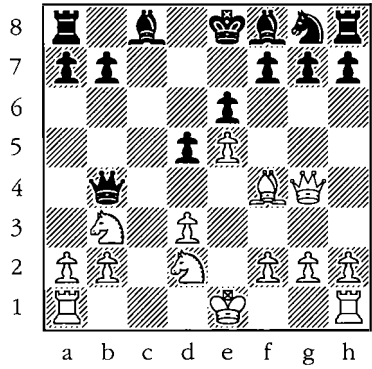
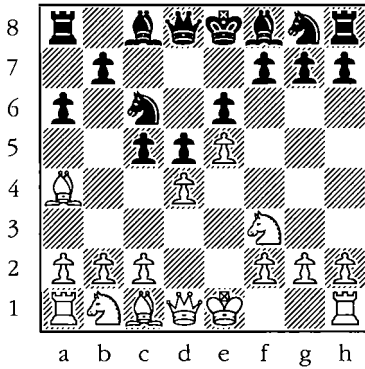
White to move. Find the best continuation.



# French Defense

## 1. e4 e6

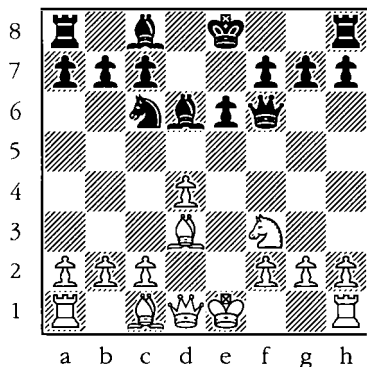
Black to move. Find the best continuation.



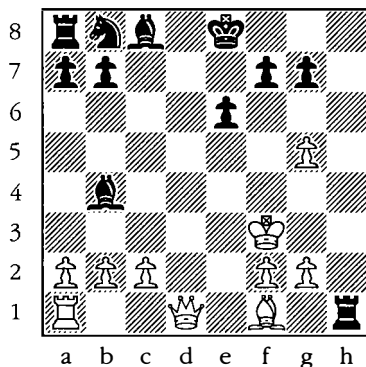
# French Defense

## 1. e4 e6

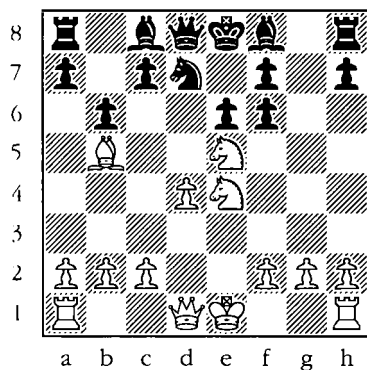
White to move. Find the best continuation.



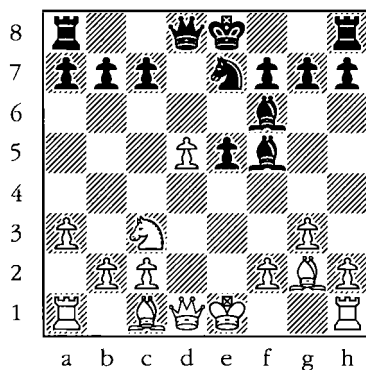
313



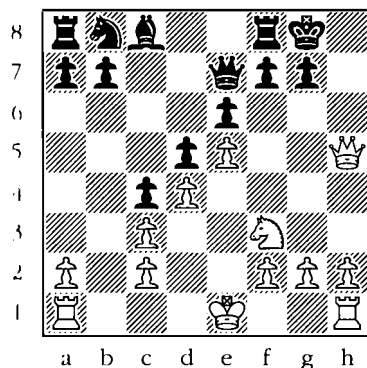
314



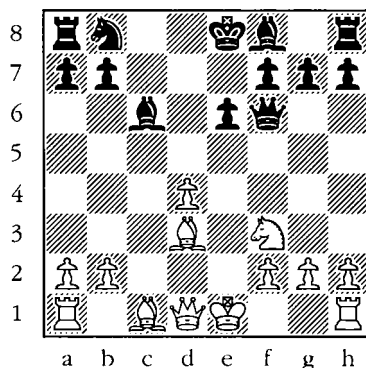
315



316



317

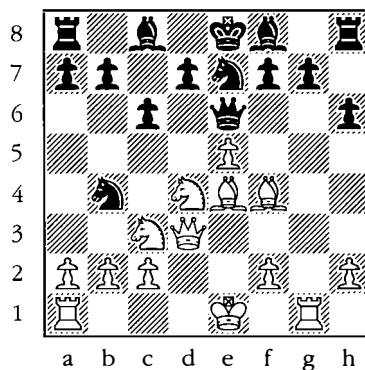
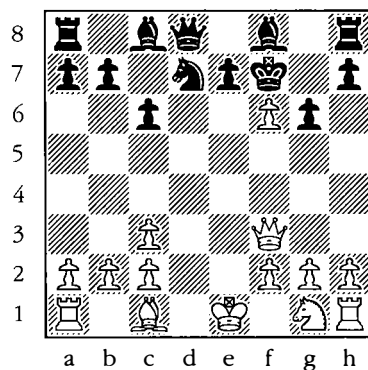
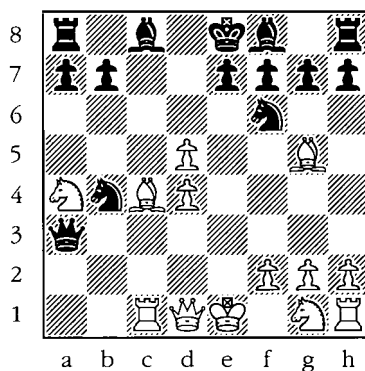
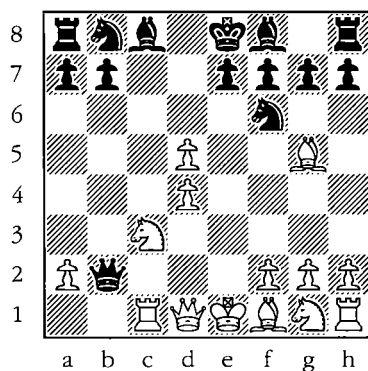
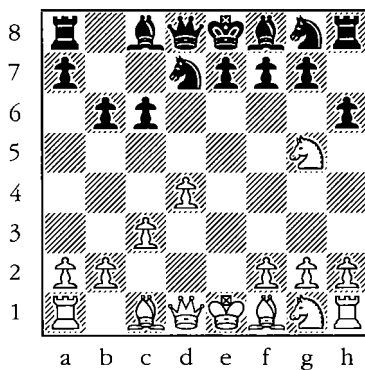
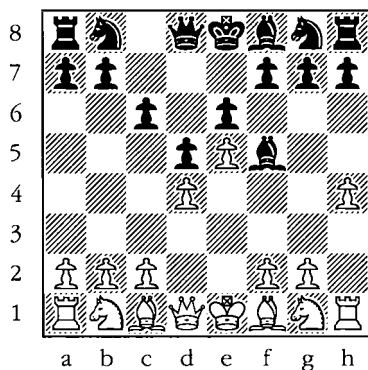


318

# Caro-Kann Defense

## 1. e4 c6

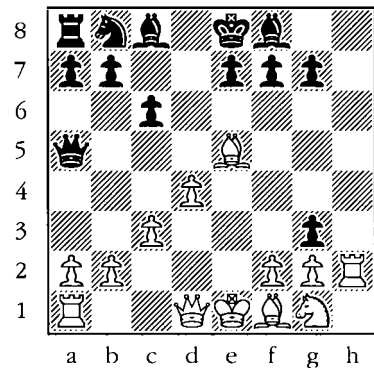
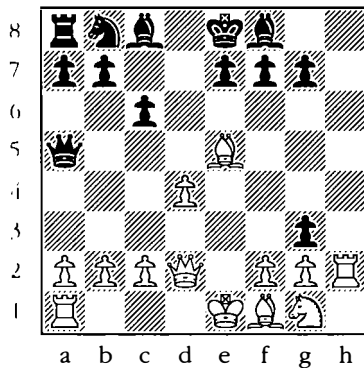
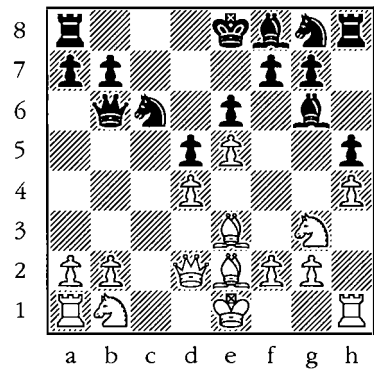
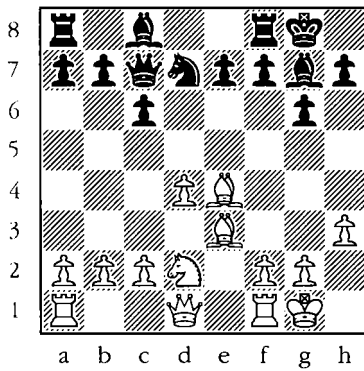
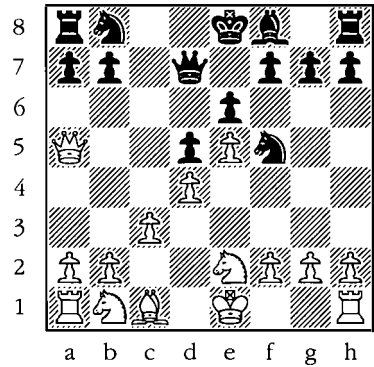
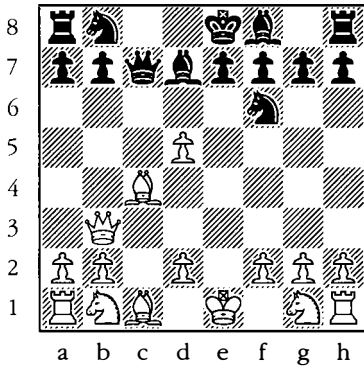
White to move. Find the best continuation.



# Caro-Kann Defense

## 1. e4 c6

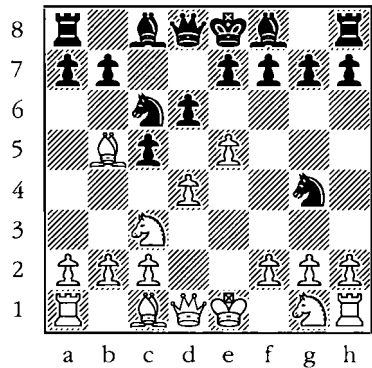
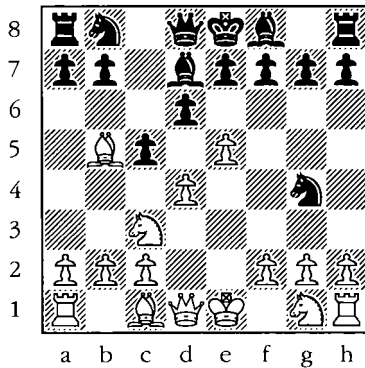
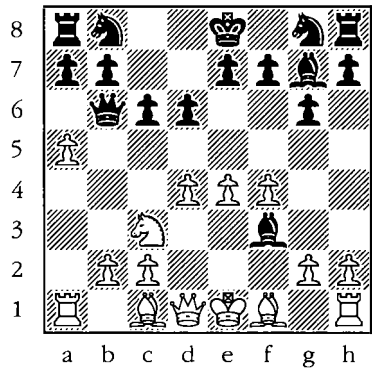
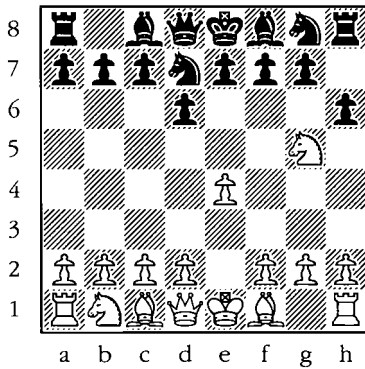
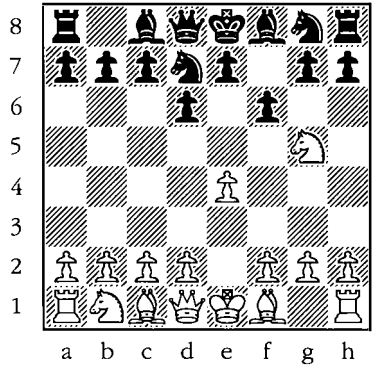
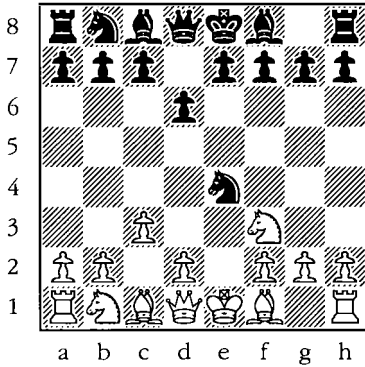
Black to move. Find the best continuation.



# Pirc Defense

## 1. e4 d6

White to move. Find the best continuation.

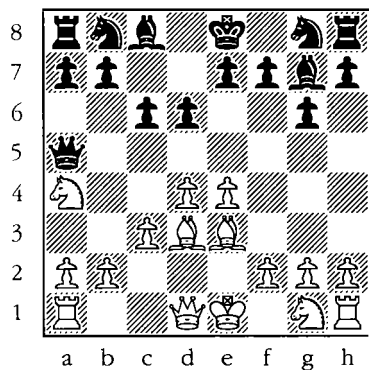




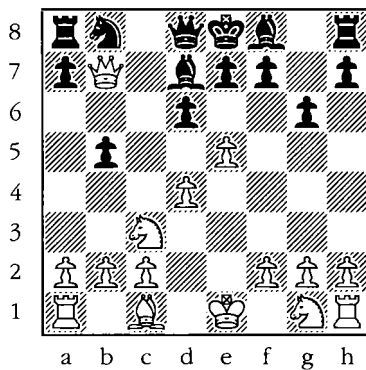
# Pirc Defense

## 1. e4 d6

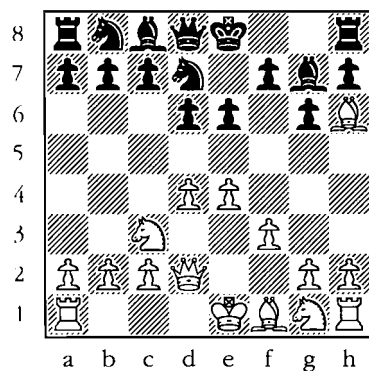
Black to move. Find the best continuation.



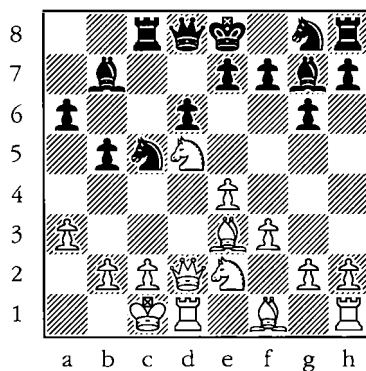
337



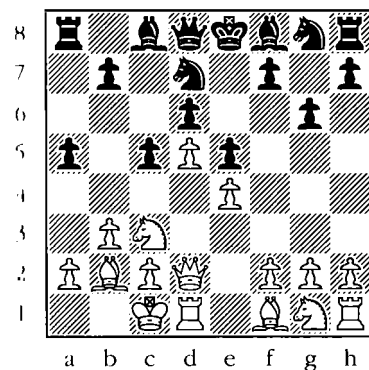
338



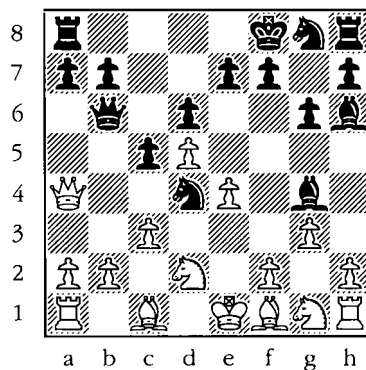
339



340



341

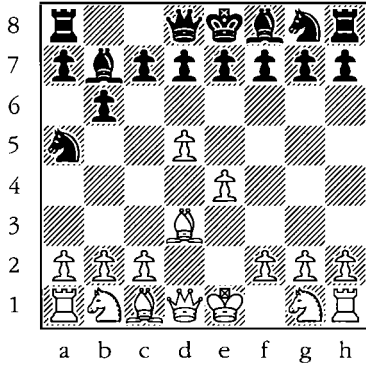


342

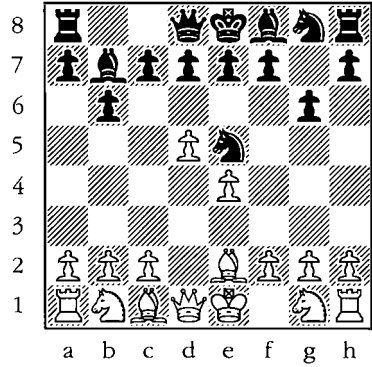
# Owen's Defense

## 1. e4 b6

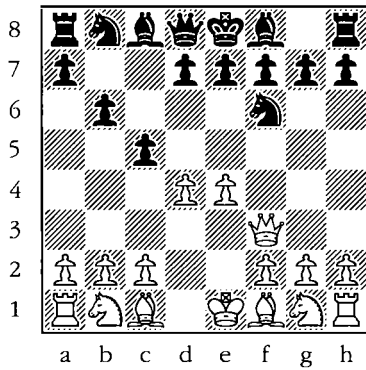
White to move. Find the best continuation.



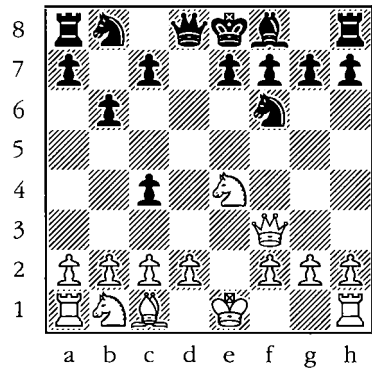
343



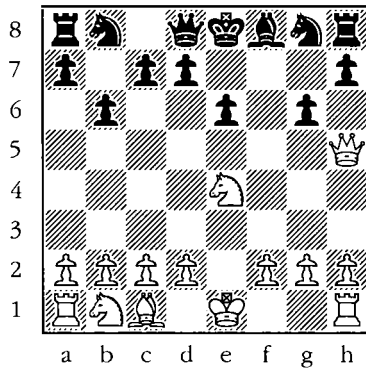
344



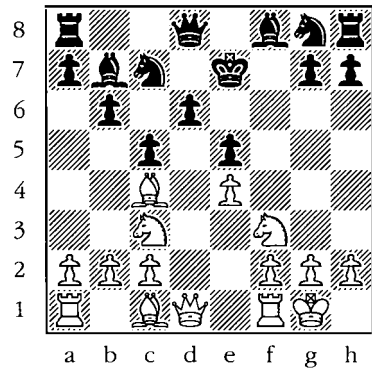
345



346



347

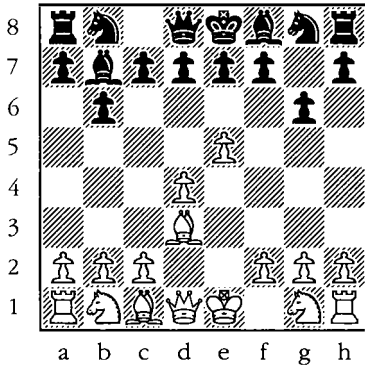


348

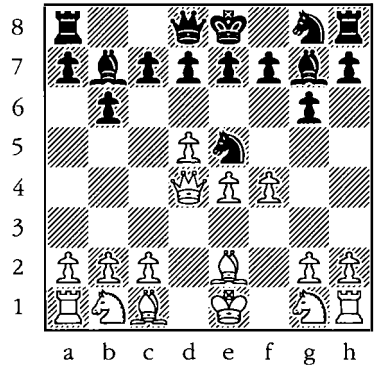
# Owen's Defense

## 1. e4 b6

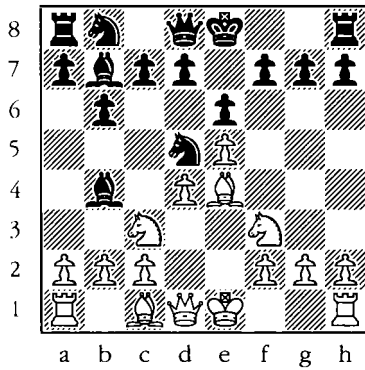
Black to move. Find the best continuation.



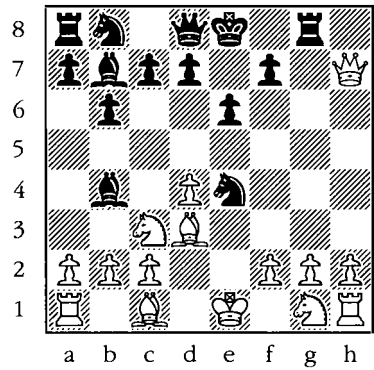
349



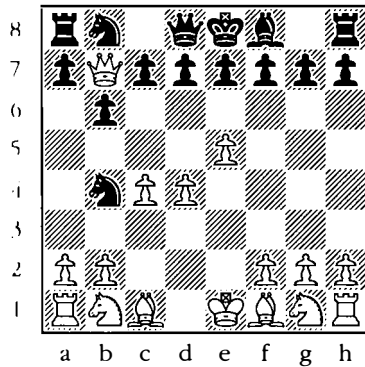
350



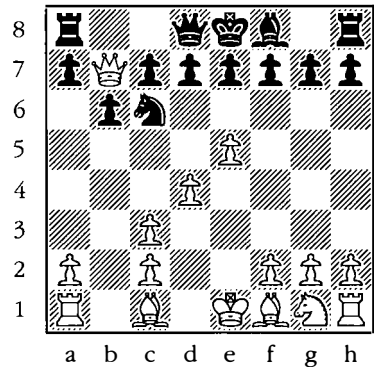
351



352




353

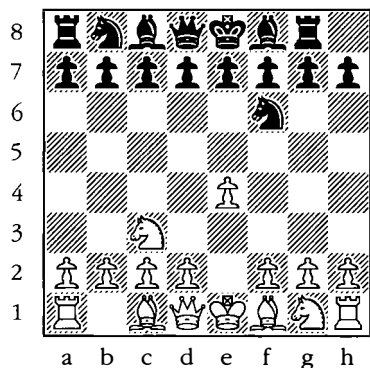


354

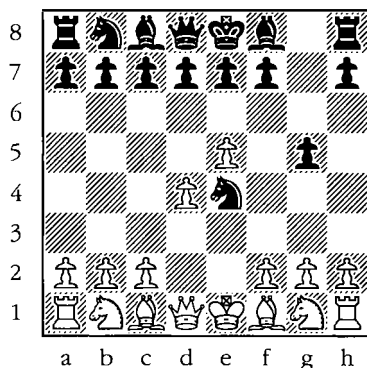
# Alekhine's Defense

1. e4 f6

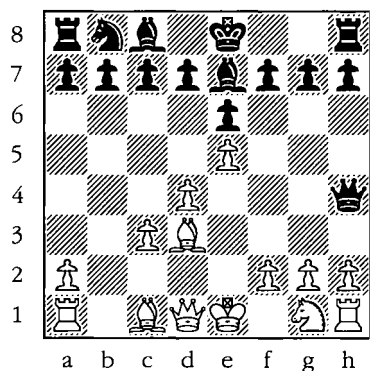
White to move. Find the best continuation.



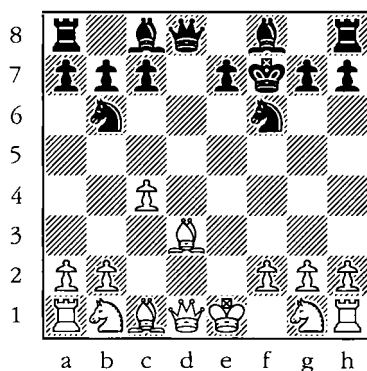
355



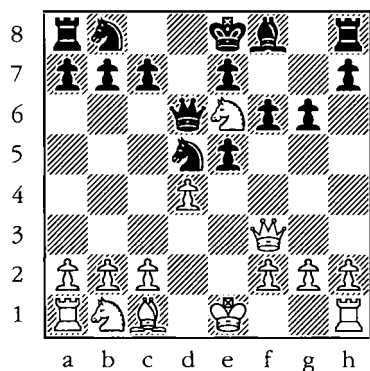
356



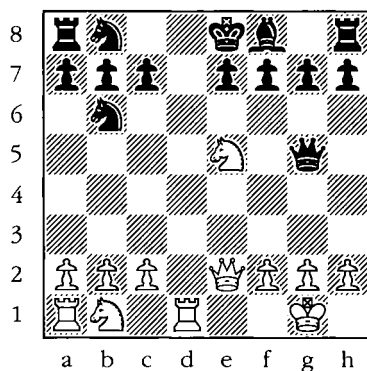
357



358




359

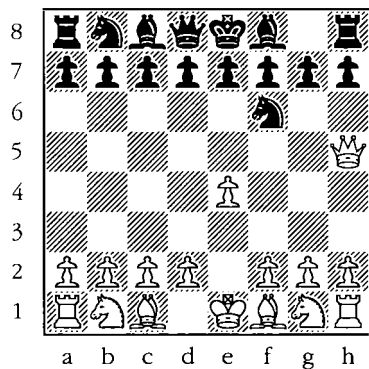


360

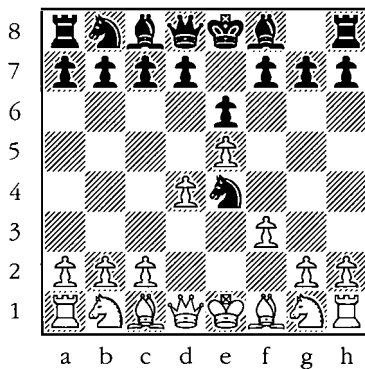
# Alekhine's Defense

1. e4 f6

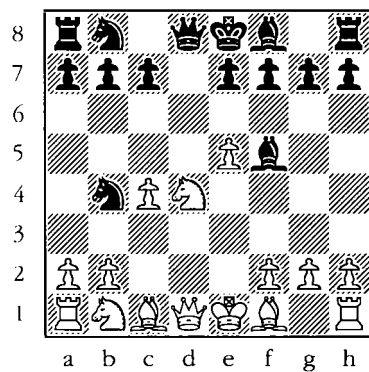
Black to move. Find the best continuation.



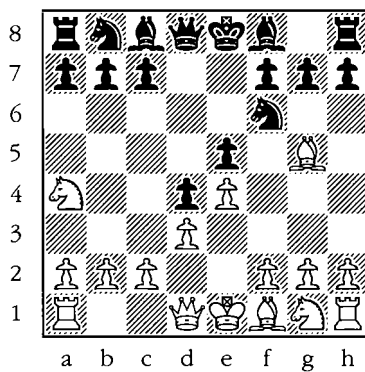
361



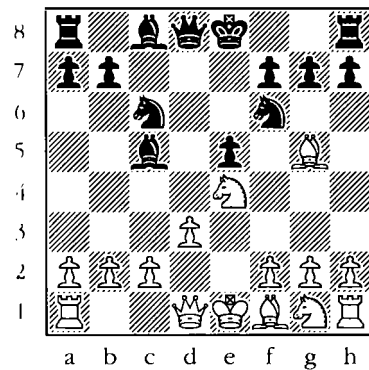
362



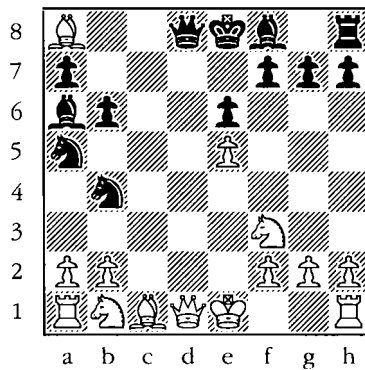
363



364



365

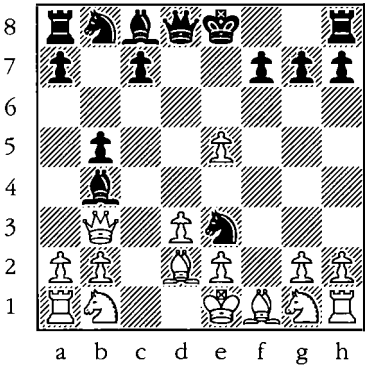


366

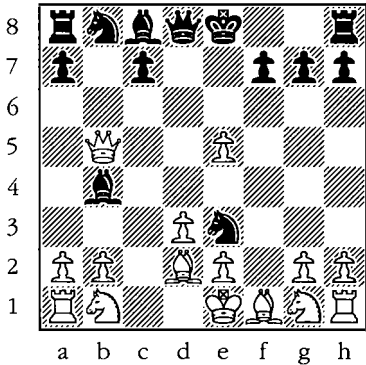
# Winning Material in the Closed Games

## Bird's Opening 1. f4

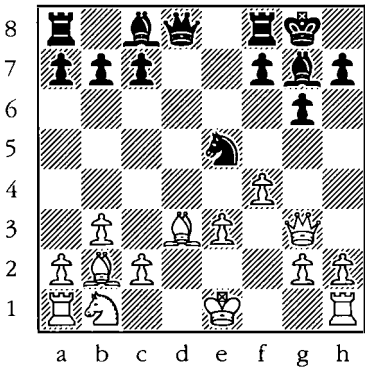
Black to move. Find the best continuation.



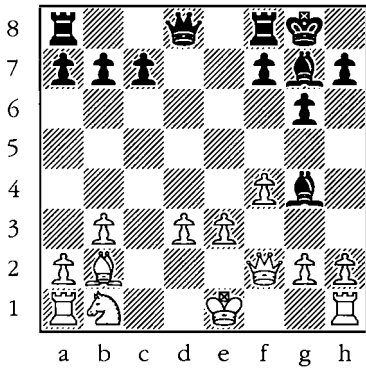
367



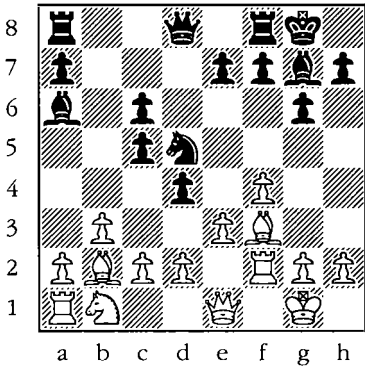
368



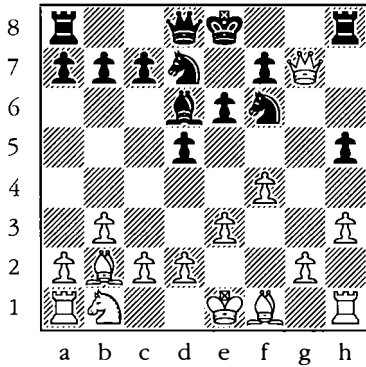
369



370



371

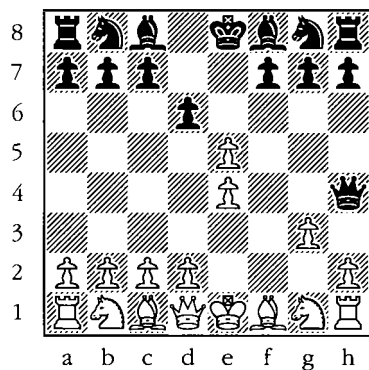


372

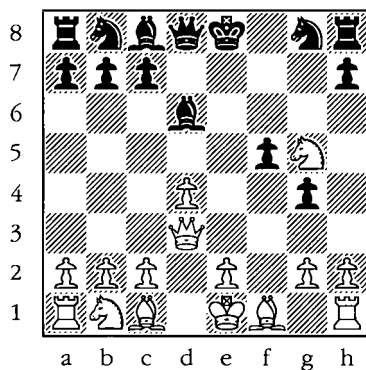
# From's Gambit

## 1. f4 e5

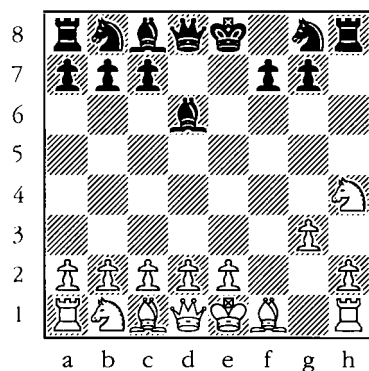
Black to move. Find the best continuation.



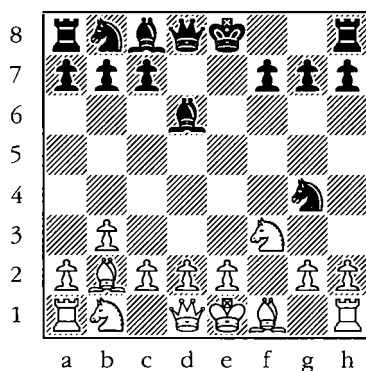
373



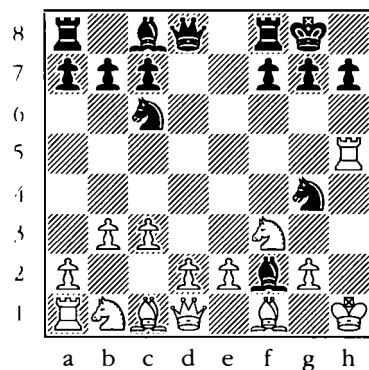
374



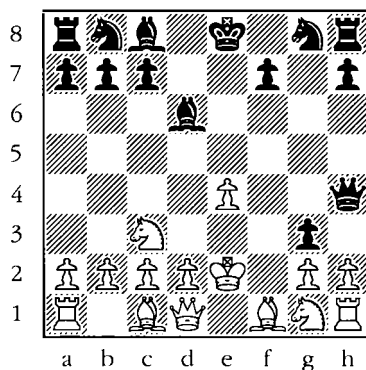
375



376



377

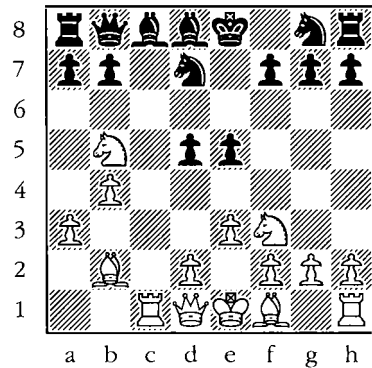
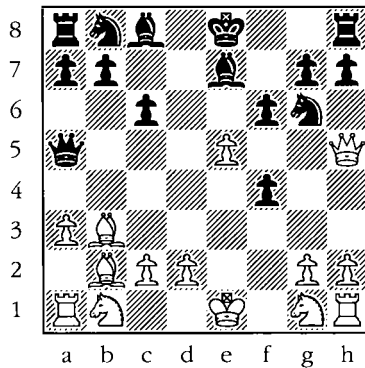
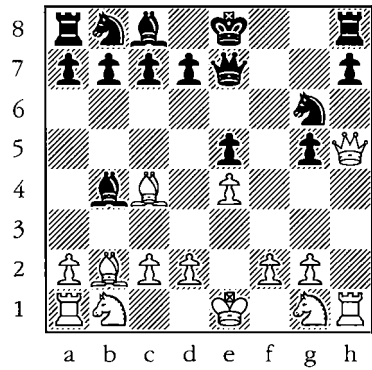
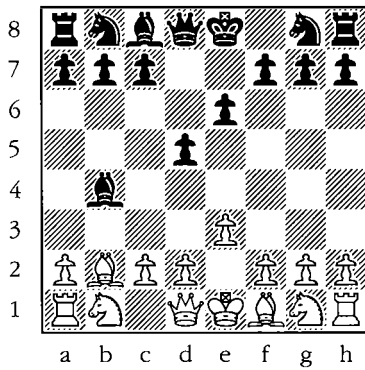
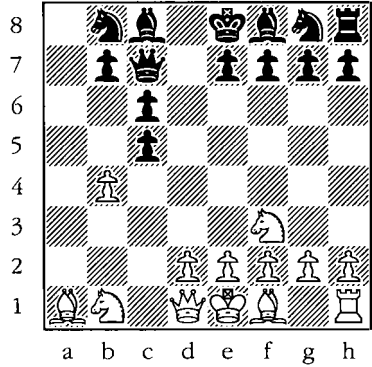
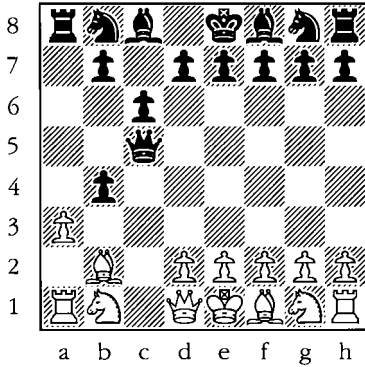


378

# Orangutan Opening

## 1. b4

White to move. Find the best continuation.

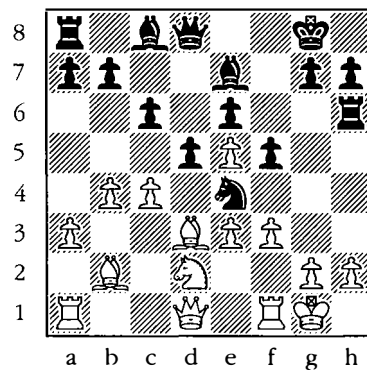
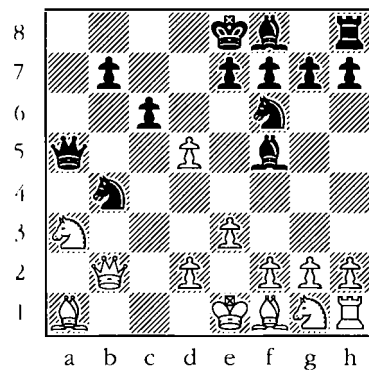
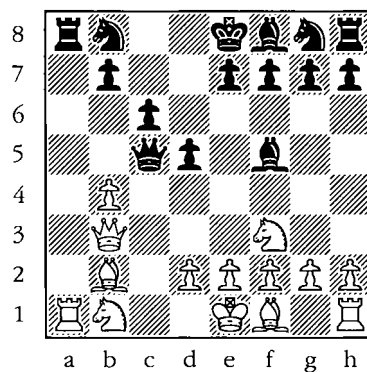
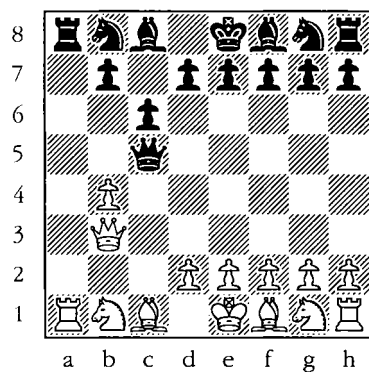
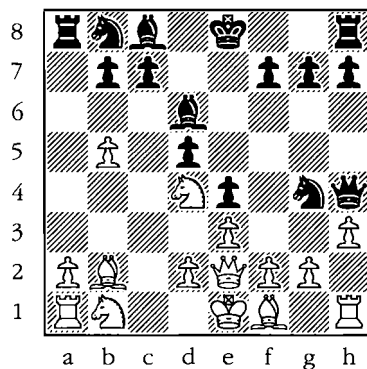
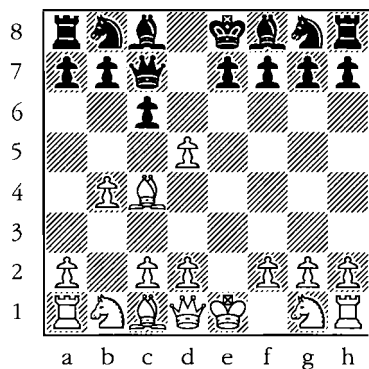




# Orangutan Opening

## 1. b4

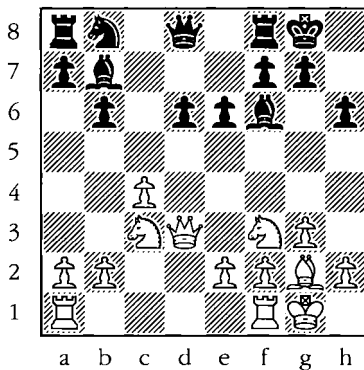
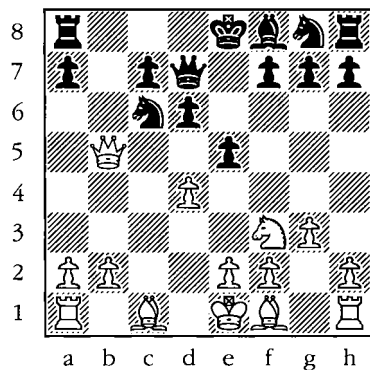
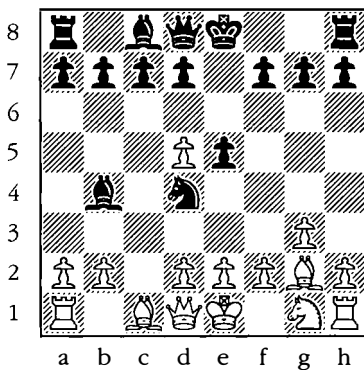
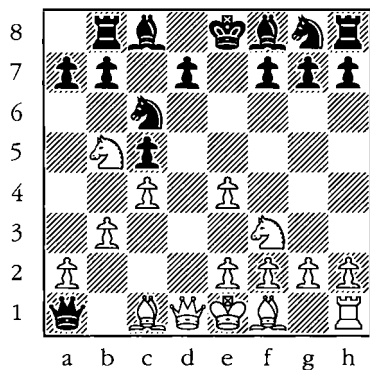
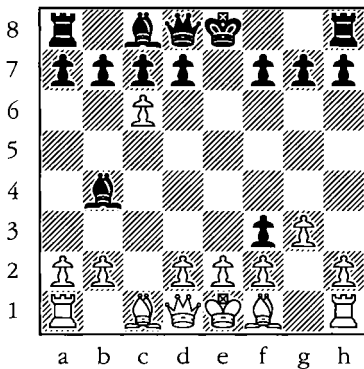
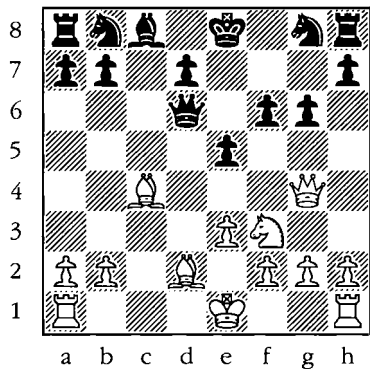
Black to move. Find the best continuation.



# English Opening

## 1. c4

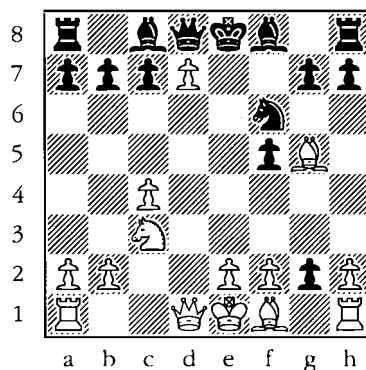
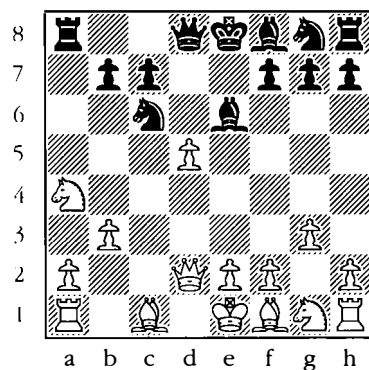
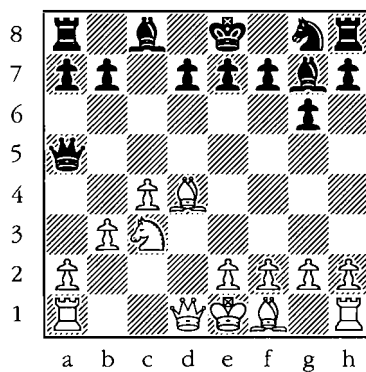
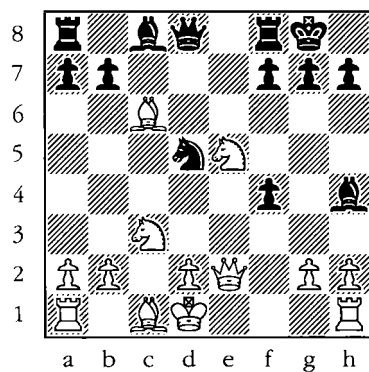
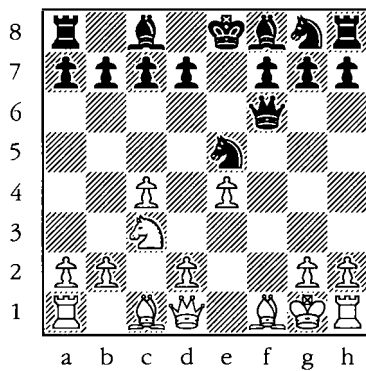
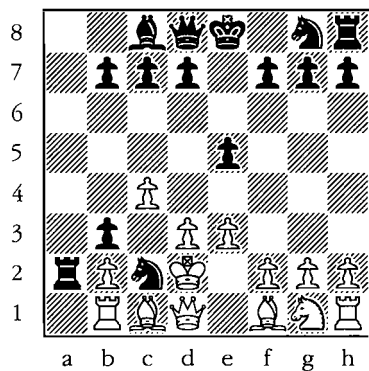
White to move. Find the best continuation.



# English Opening

## 1. c4

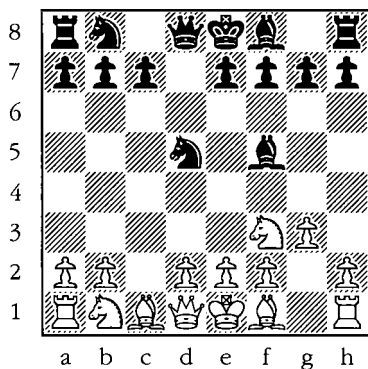
Black to move. Find the best continuation.



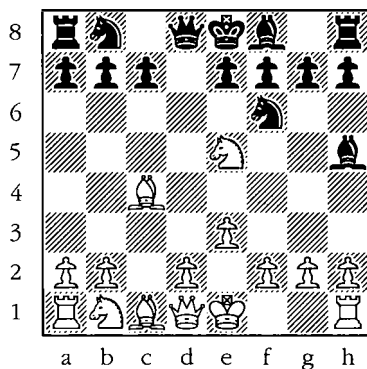
# Réti's Opening

## 1. f3

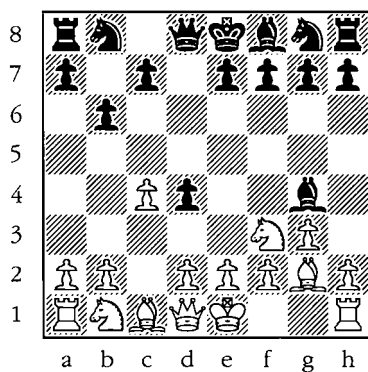
White to move. Find the best continuation.



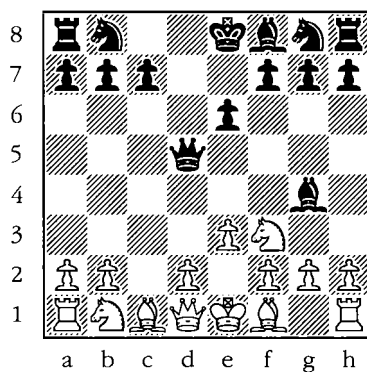
403



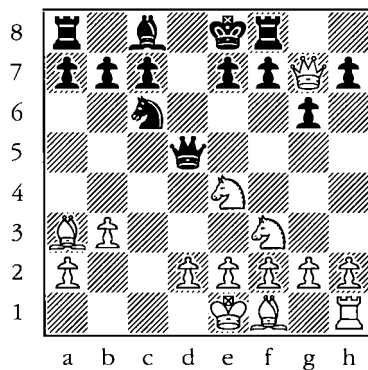
404



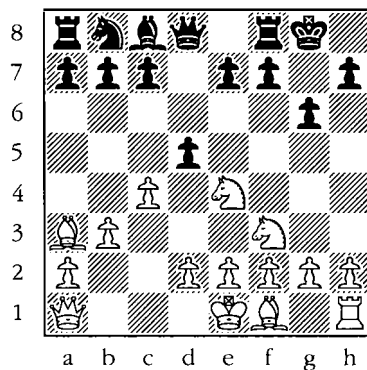
405



406



407

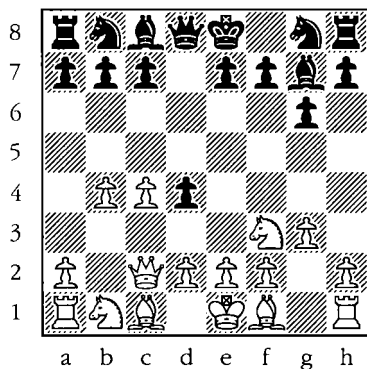


408

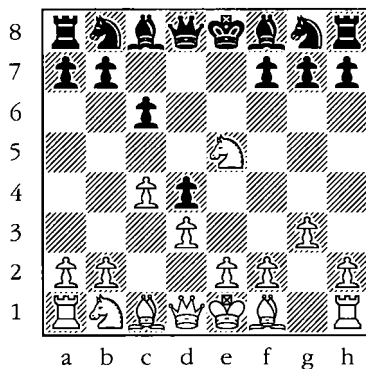
# Réti's Opening

1. f3

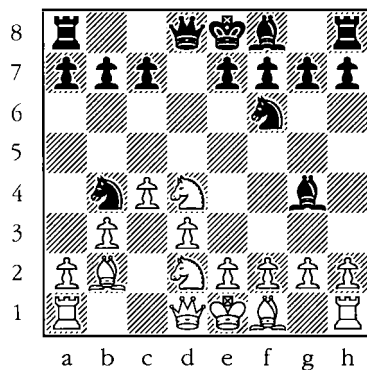
**Black to move. Find the best continuation.**



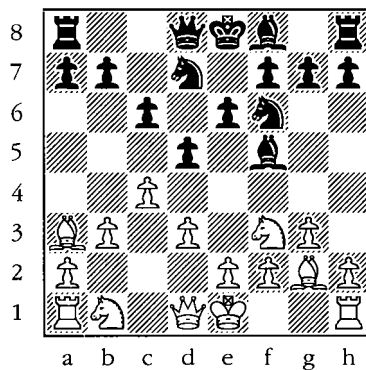
409



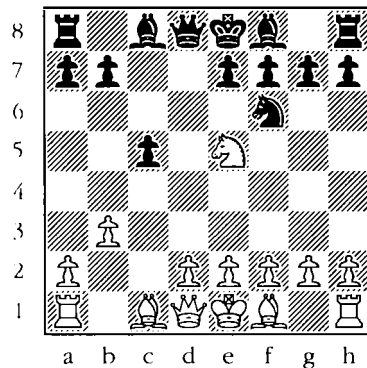
410



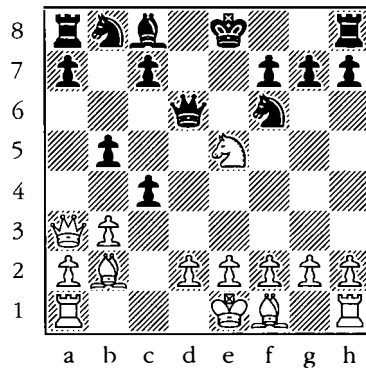
411



412



413

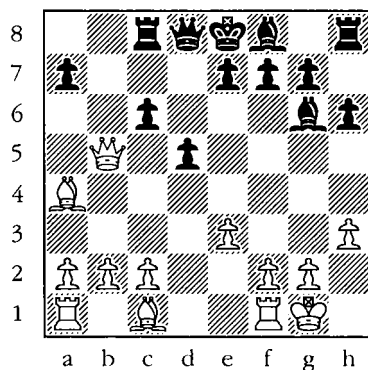
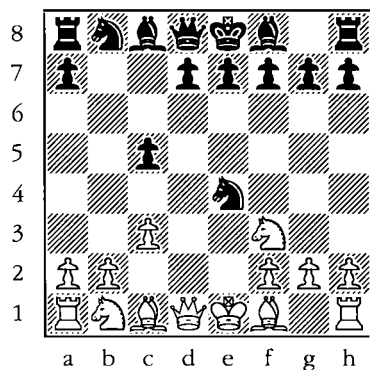
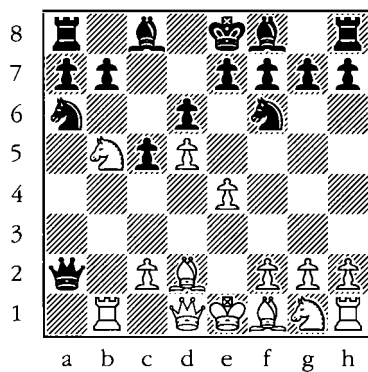
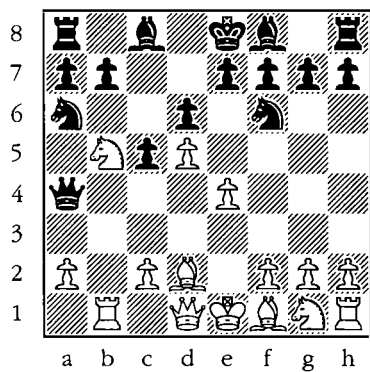
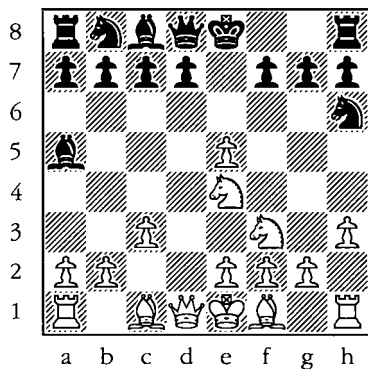
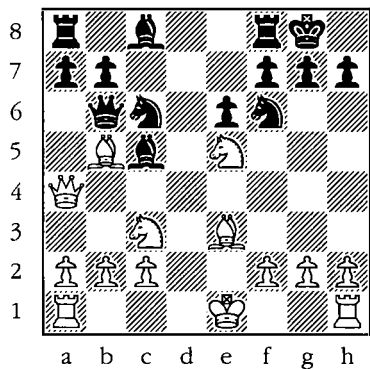


414

# Queen's Pawn Opening

## 1. d4

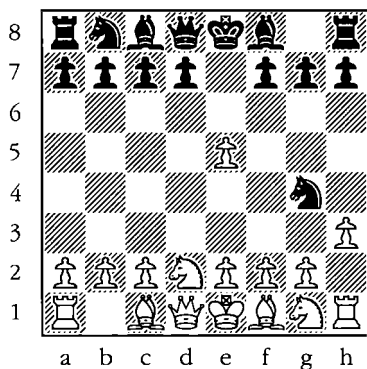
White to move. Find the best continuation.



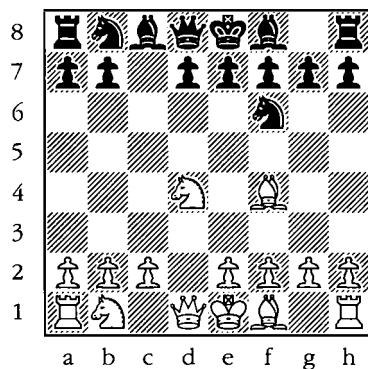
# Queen's Pawn Opening

## 1. d4

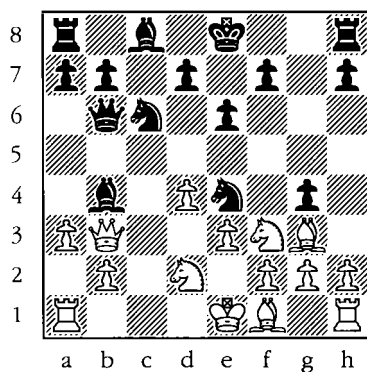
Black to move. Find the best continuation.



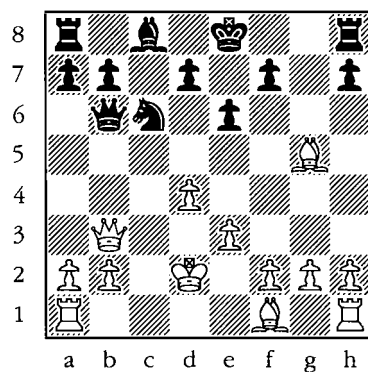
421



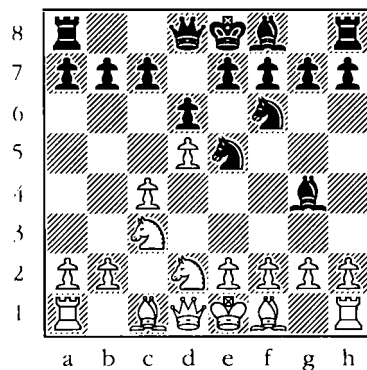
422



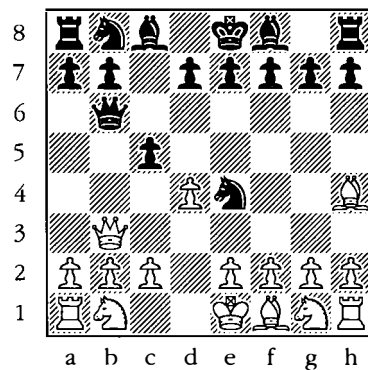
423



424



425

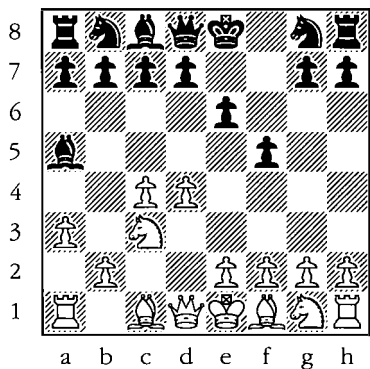


426

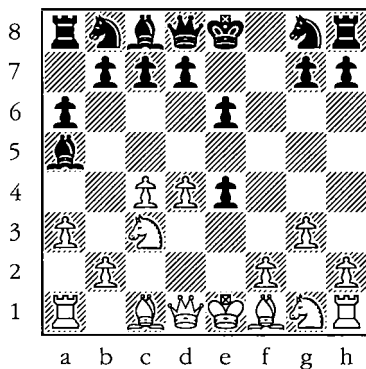
# Dutch Defense

## 1. d4 f5

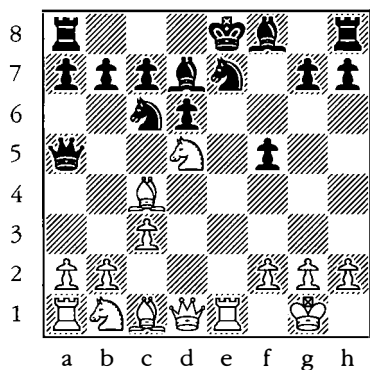
White to move. Find the best continuation.



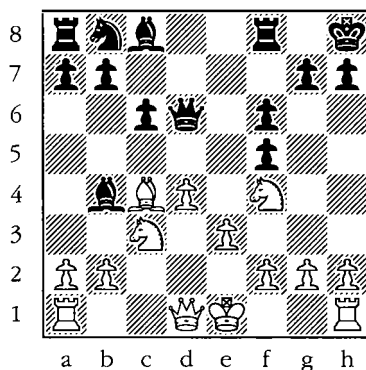
427



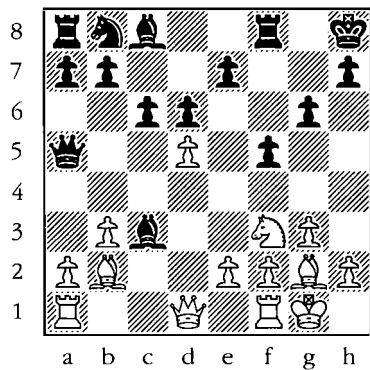
428



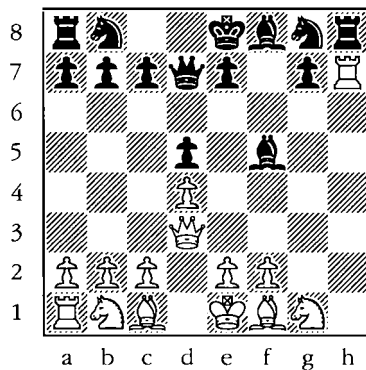
429



430



431



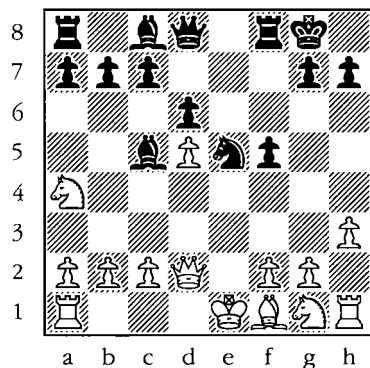
432



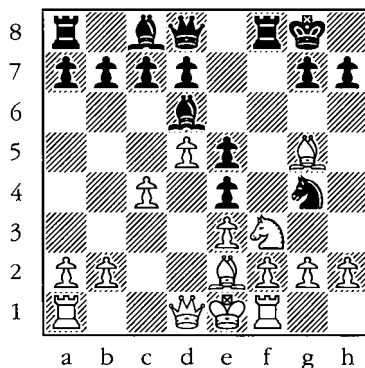
# Dutch Defense

## 1. d4 f5

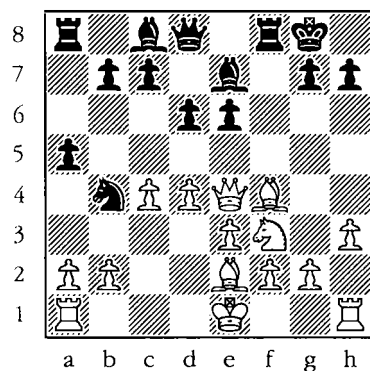
Black to move. Find the best continuation.



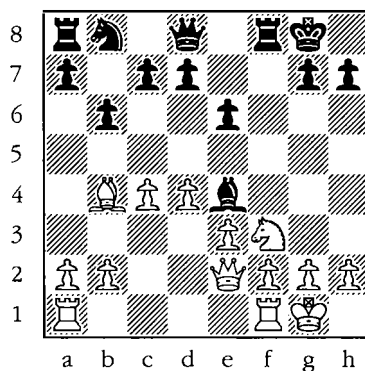
433



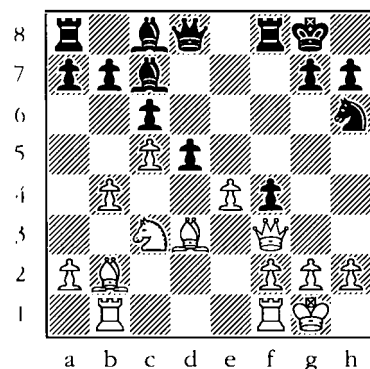
434



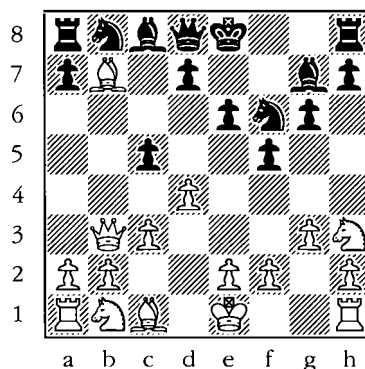
435



436



437

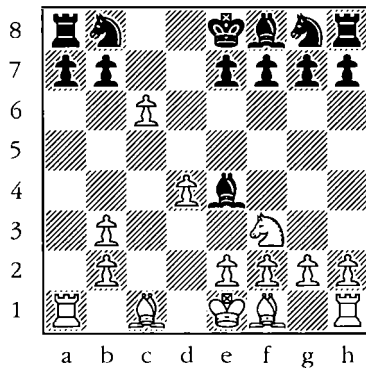
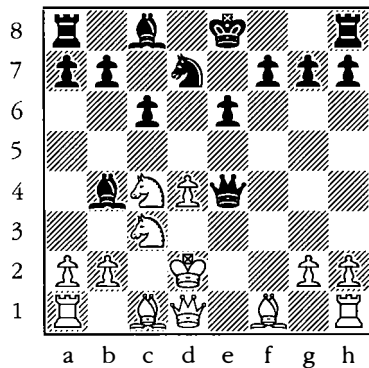
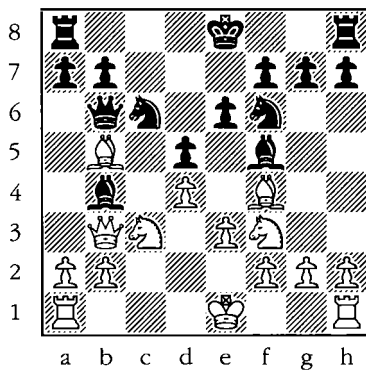
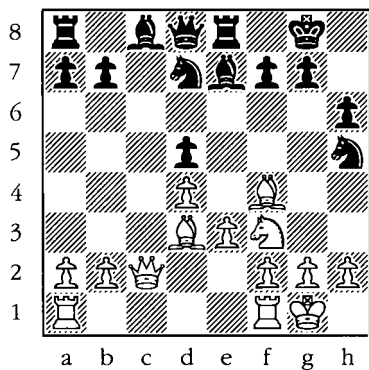
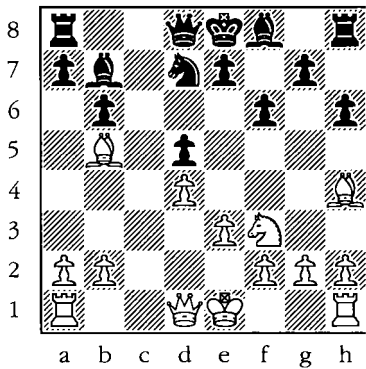
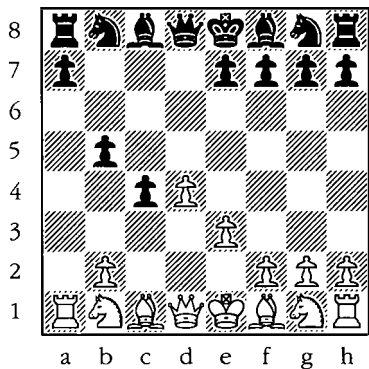


438

# Queen's Gambit

1. d4 d5 2. c4

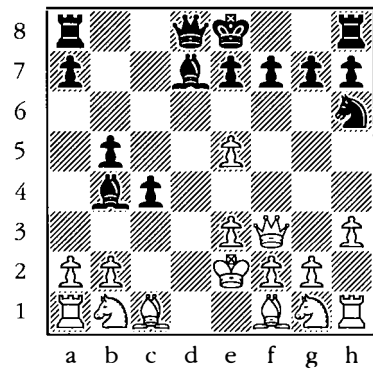
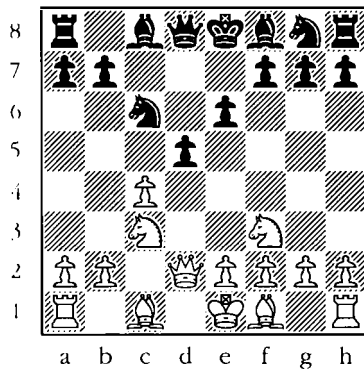
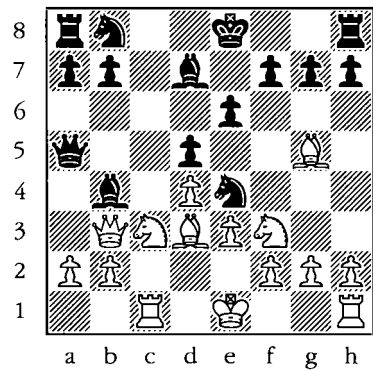
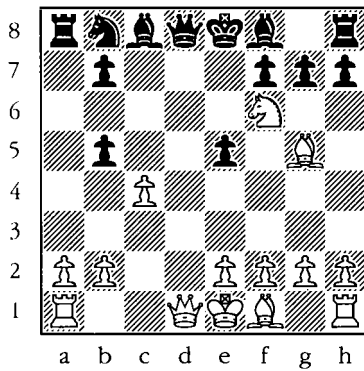
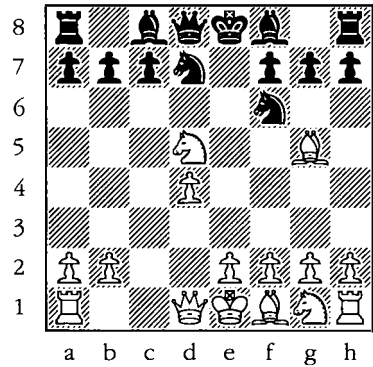
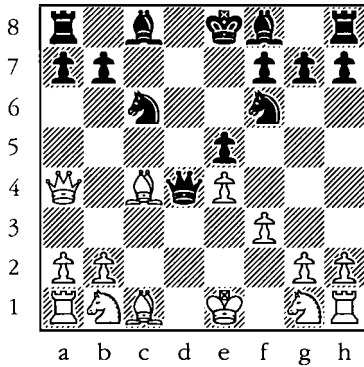
White to move. Find the best continuation.



# Queen's Gambit

1. d4 d5 2. c4

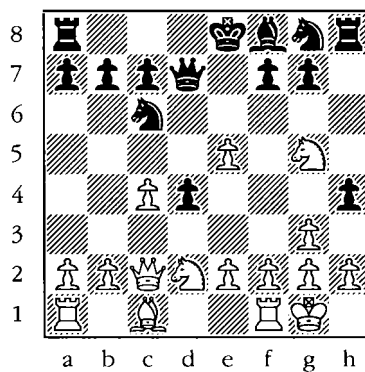
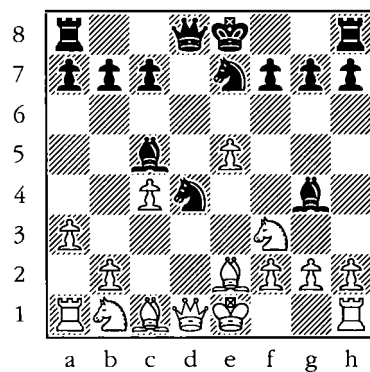
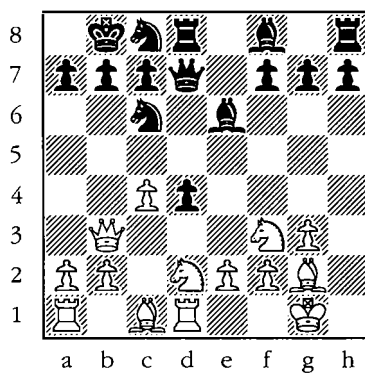
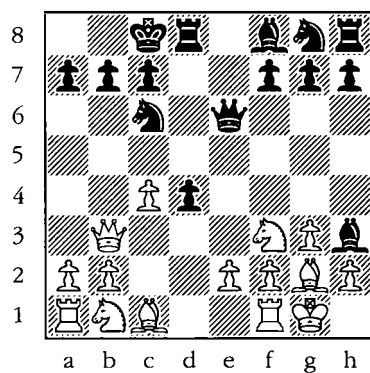
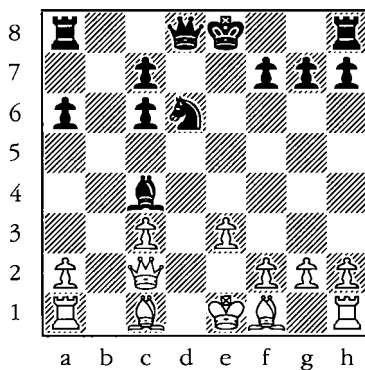
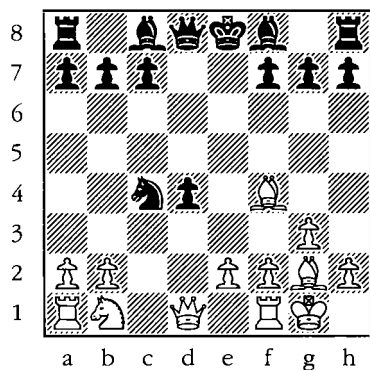
Black to move. Find the best continuation.



# Albin Countergambit

1. d4 d5 2. c4 e5

White to move. Find the best continuation.

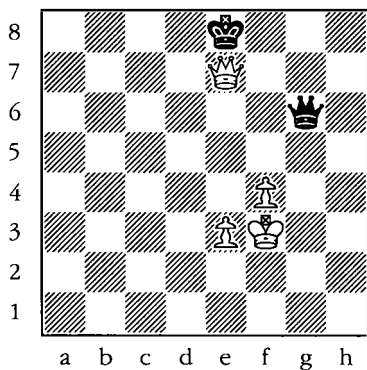


# Defensive Tactics

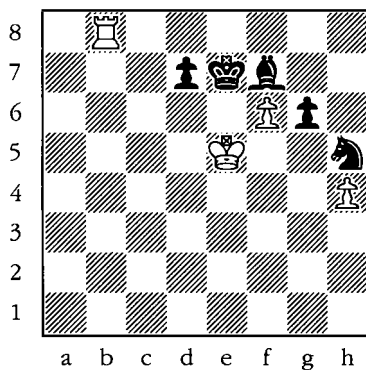
## Saving the king

### Eliminate the attacker

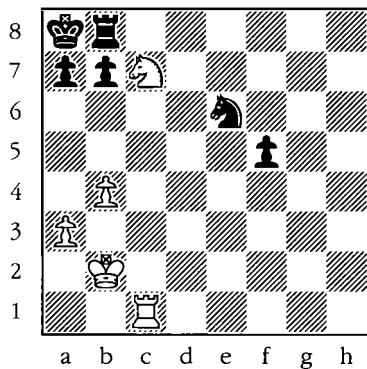
Black to move.



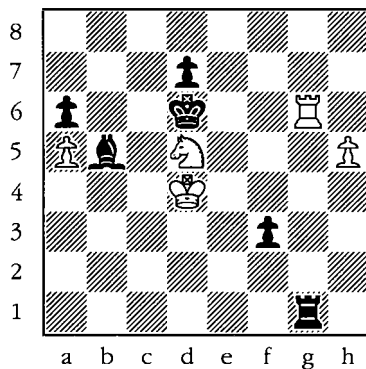
457



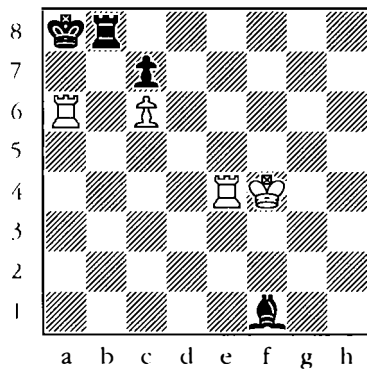
458



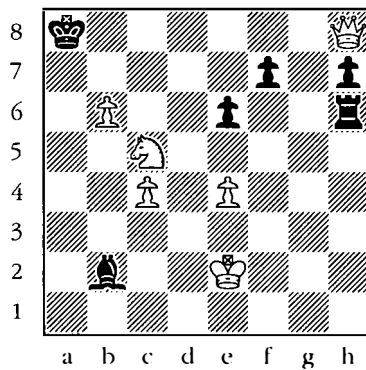
459



460



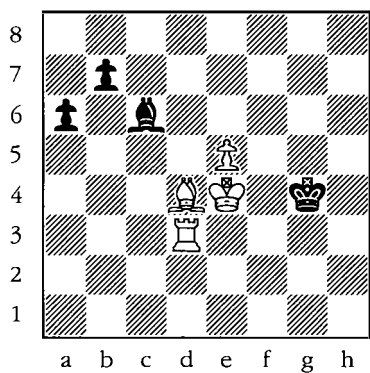
461



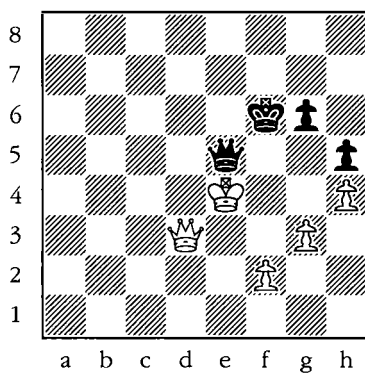
462

# Get away from the attacked square

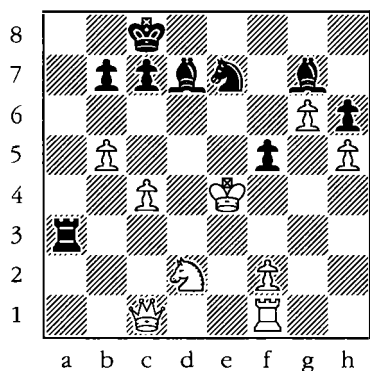
White to move.



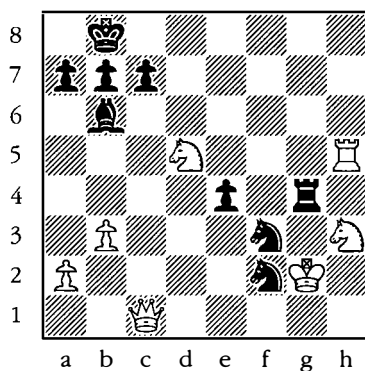
463



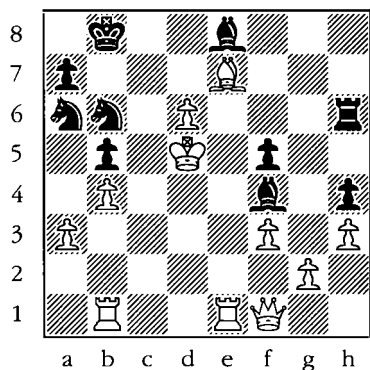
464



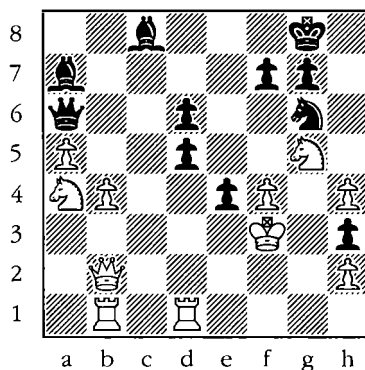
465



466



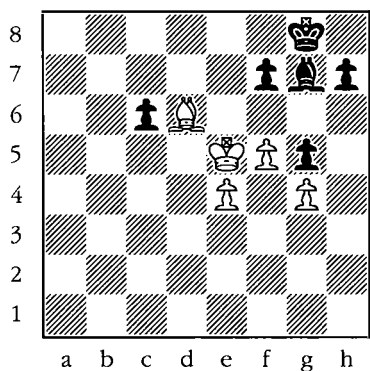
467



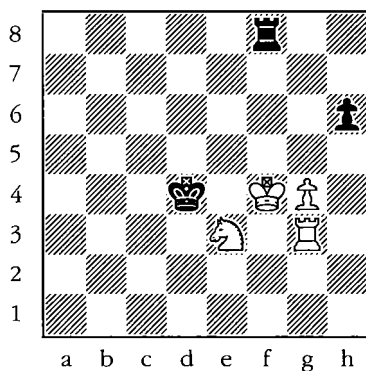
468

# Block the check by interposing a piece or pawn

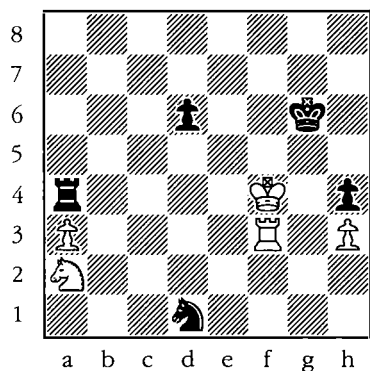
White to move.



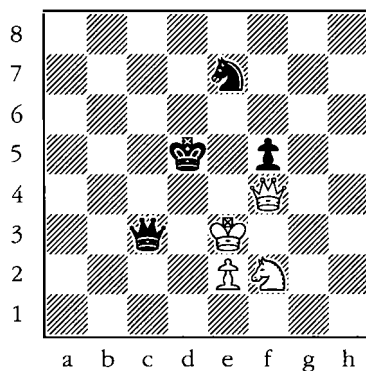
469



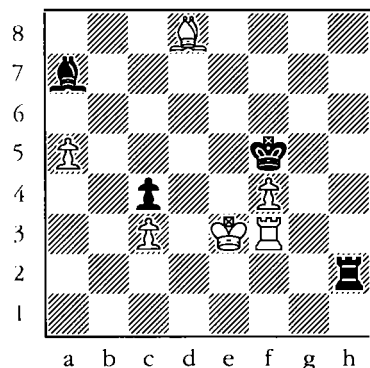
470



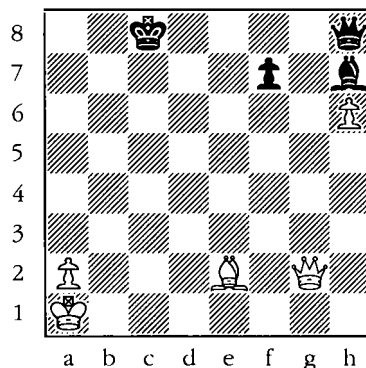
471



472



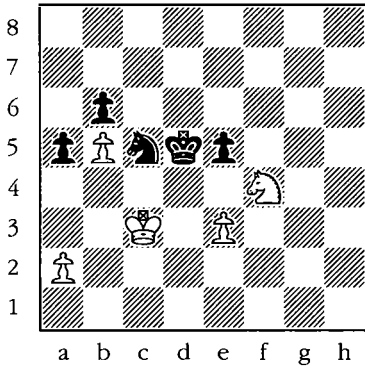
473



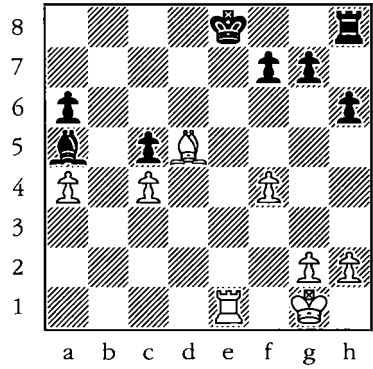
474

# Find the best defense

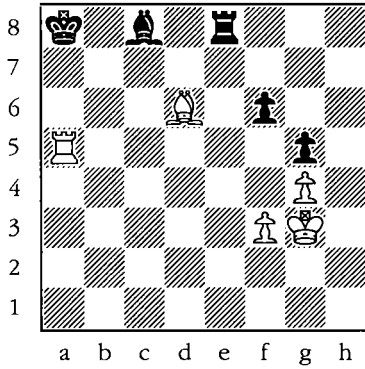
Black to move.



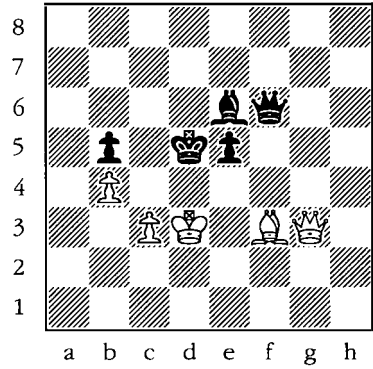
475



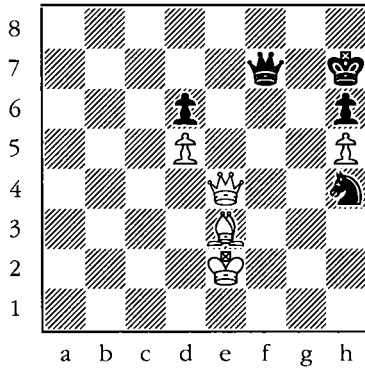
476



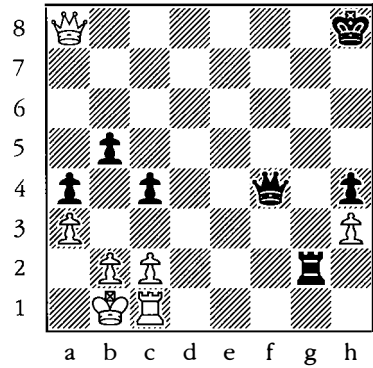
477



478



479



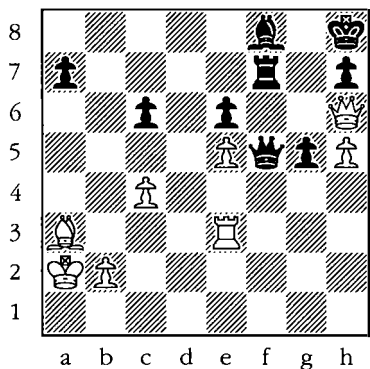
480



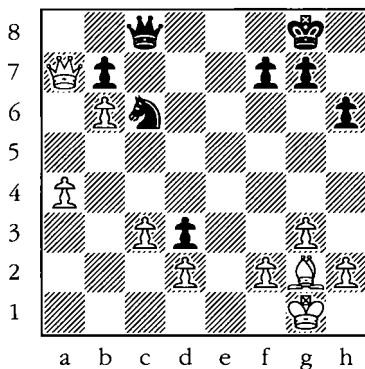
# Saving the queen

## Eliminate the attacker

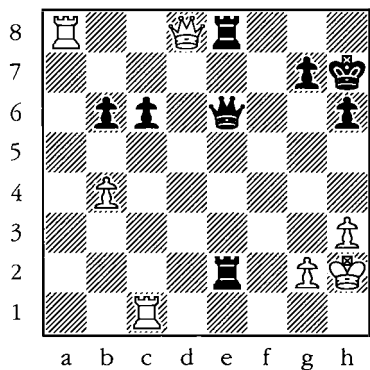
White to move.



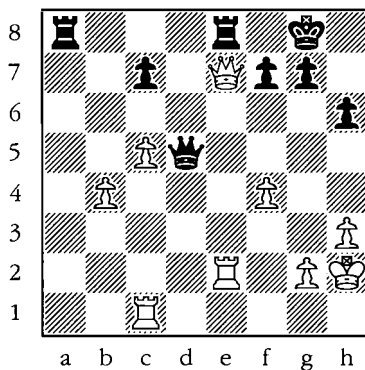
481



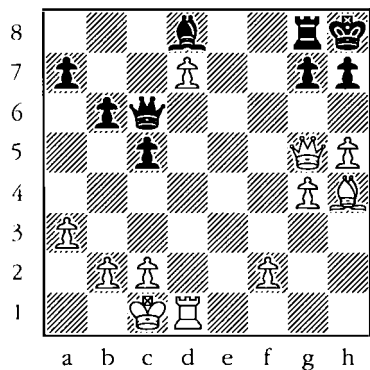
482



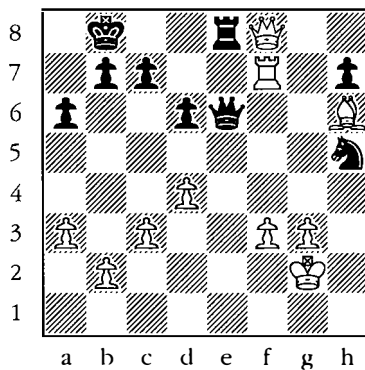
483



484



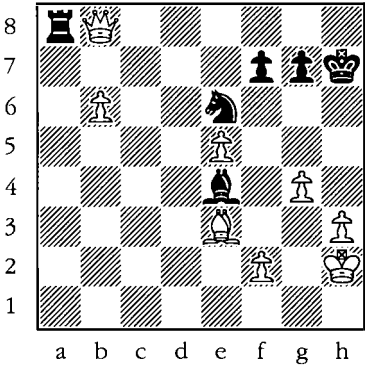
485



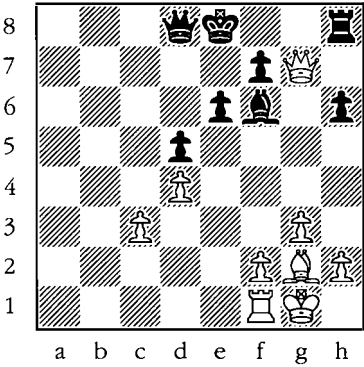
486

# Get away from the attacked square

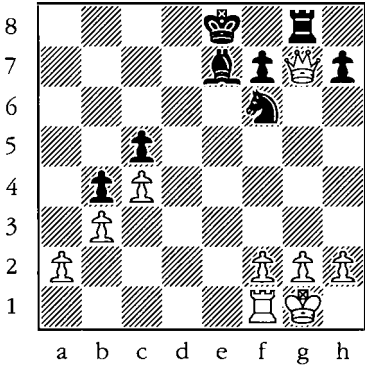
White to move.



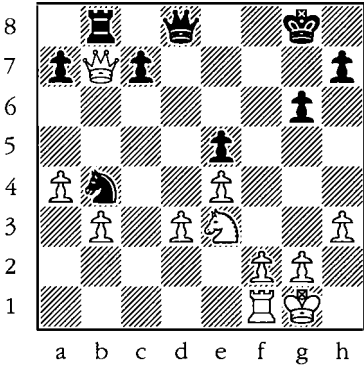
487



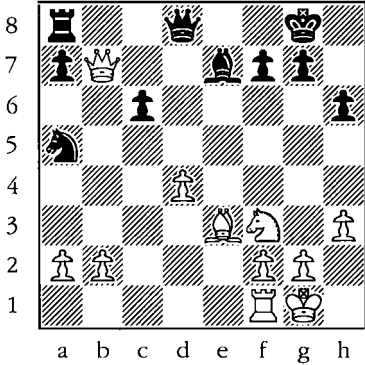
488



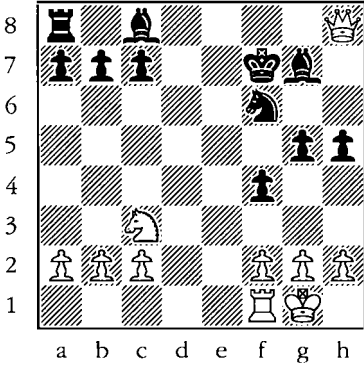
489



490



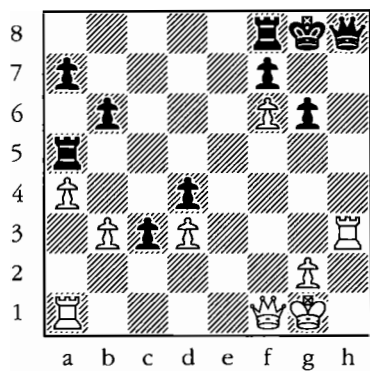
491



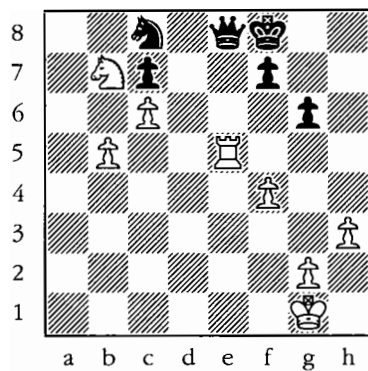
492

# Block the attack on the queen

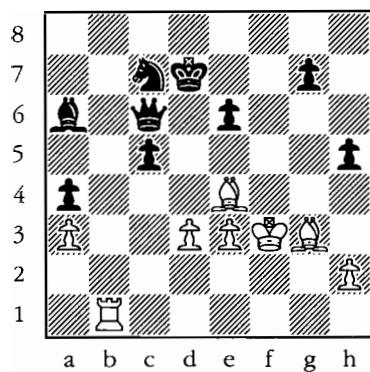
Black to move.



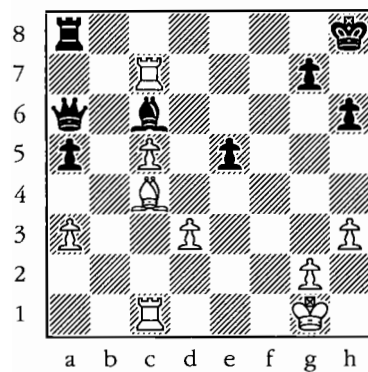
493



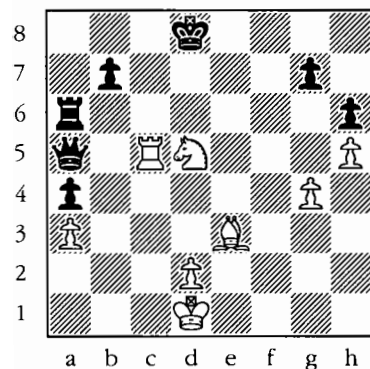
494



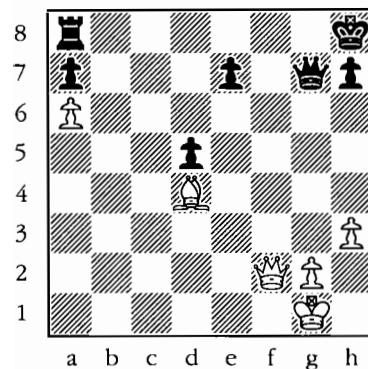
495



496



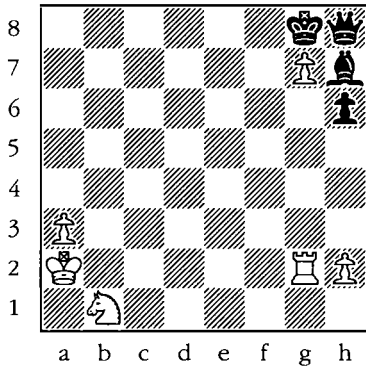
497



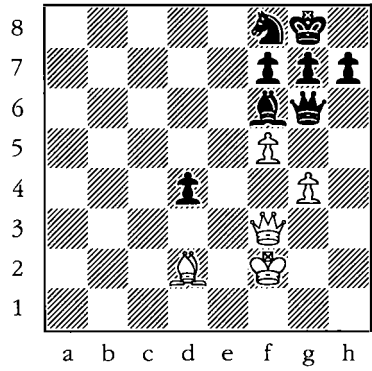
498

# Counterattack

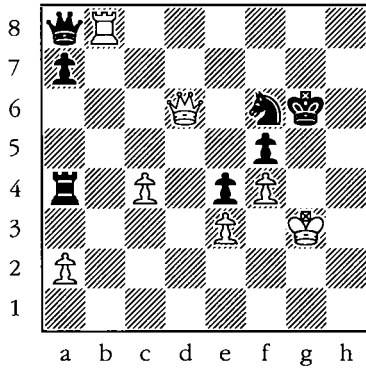
Black to move.



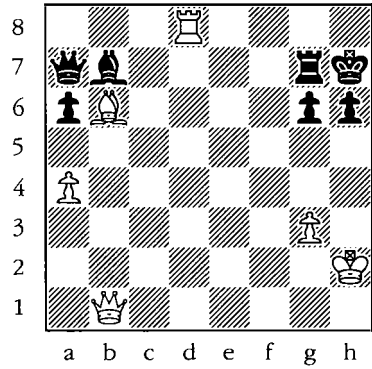
499



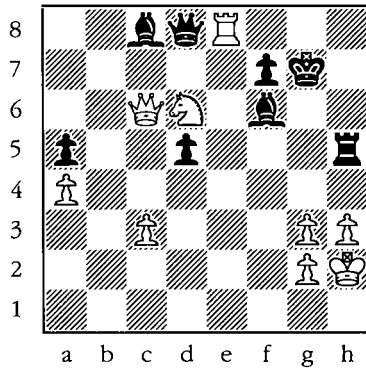
500



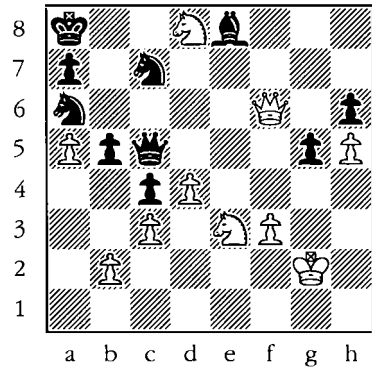
501



502



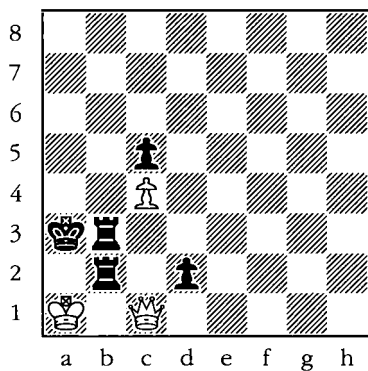
503



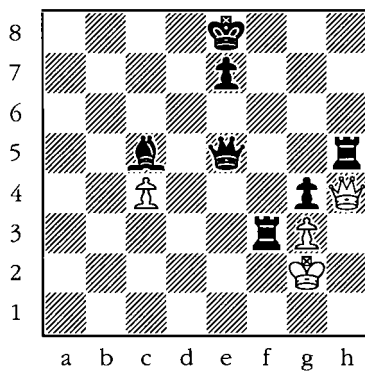
504

# Stalemate

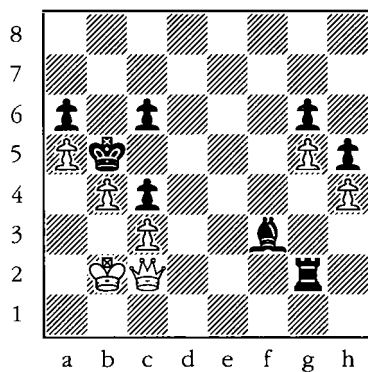
White to move.



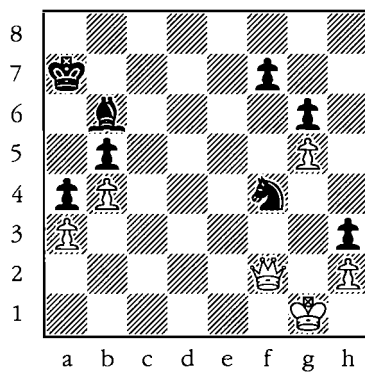
505



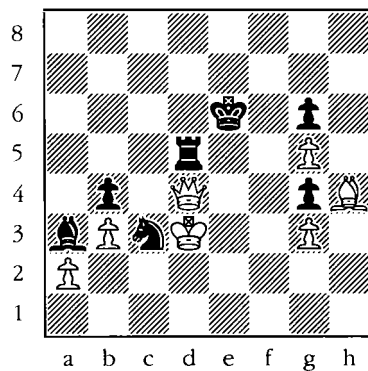
506



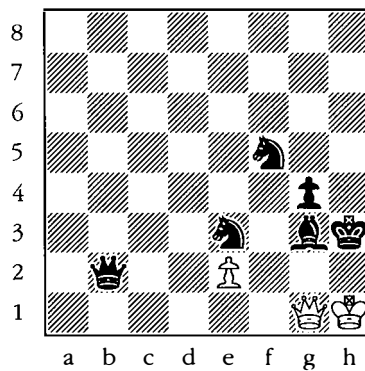
507



508



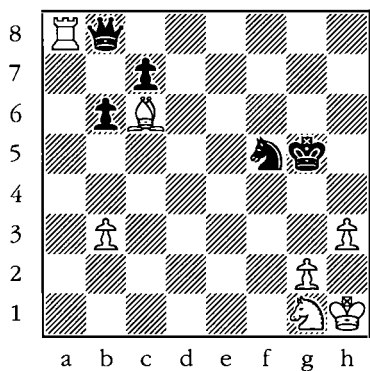
509



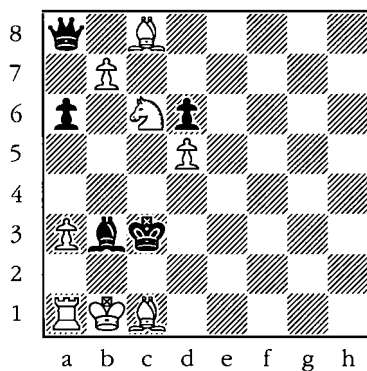
510

# Perpetual check

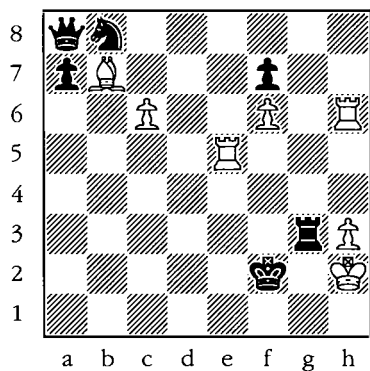
Black to move.



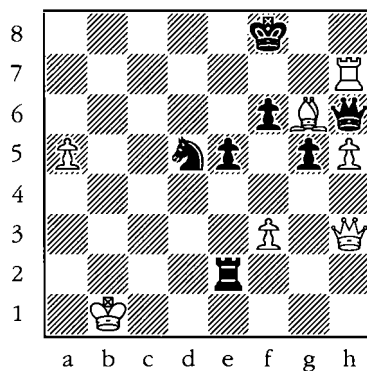
511



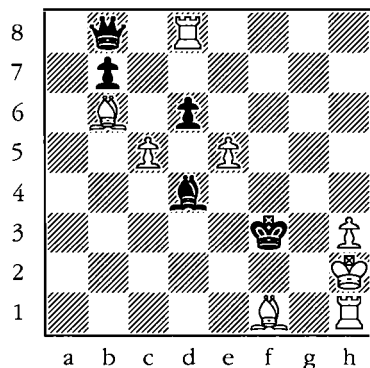
512



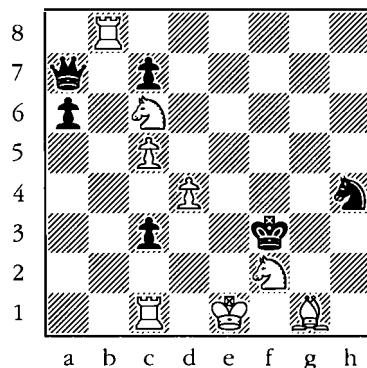
513



514



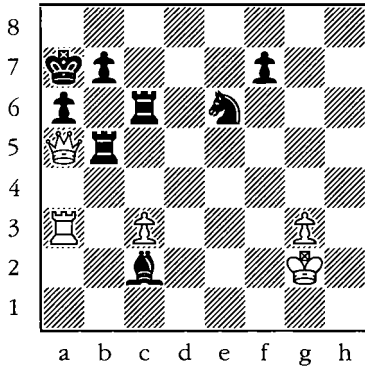
515



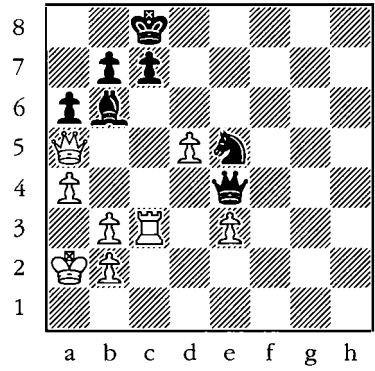
516

# Pin

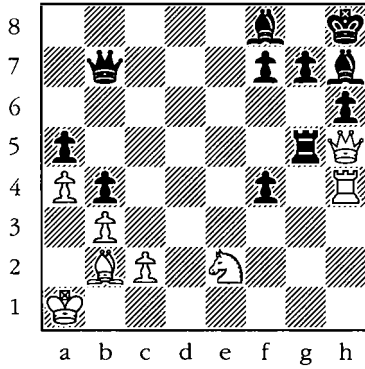
White to move.



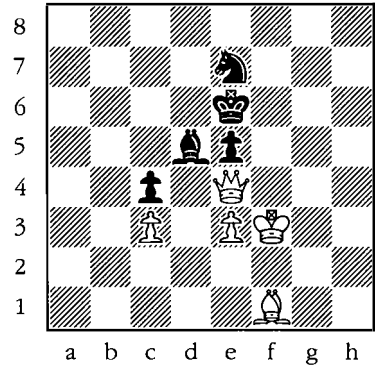
517



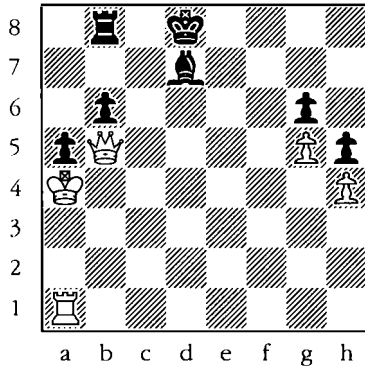
518



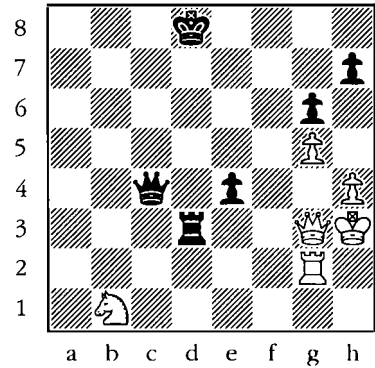
519



520



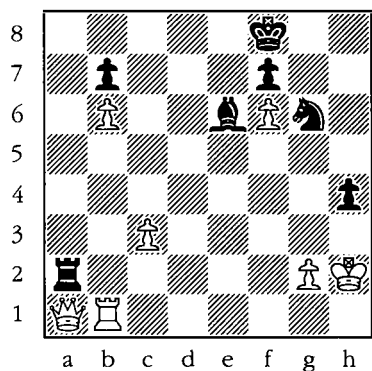
521



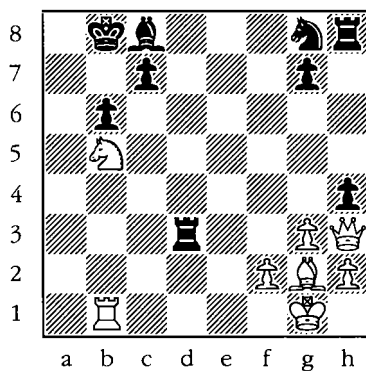
522

# Mate threat

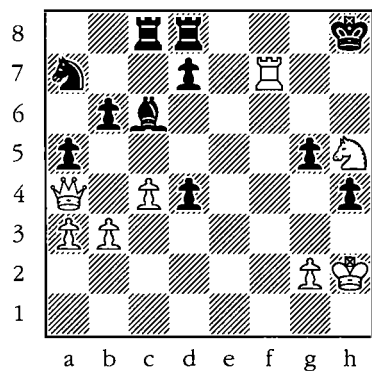
White to move.



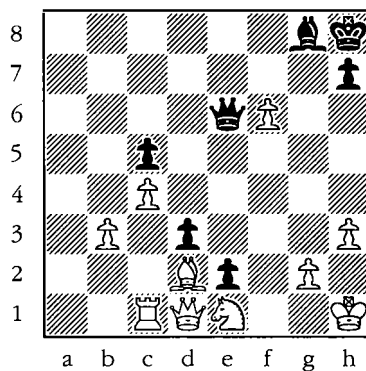
523



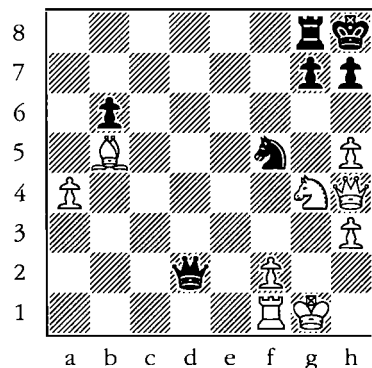
524



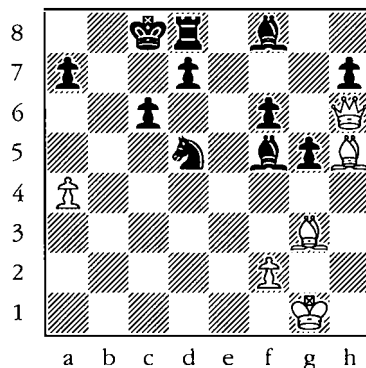
525



526



527



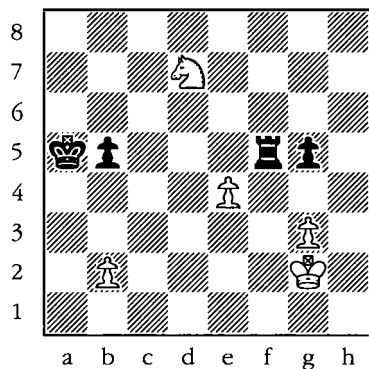
528



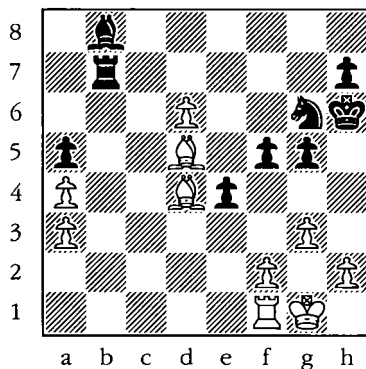
# Saving a rook

## Evacuate the attacked square

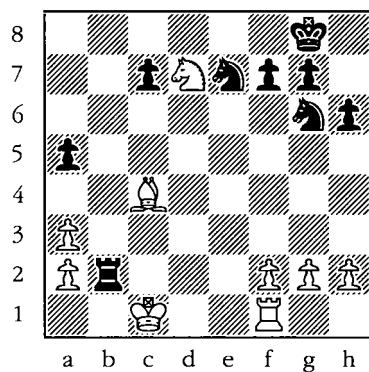
Black to move.



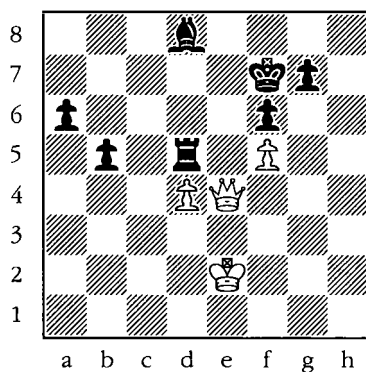
529



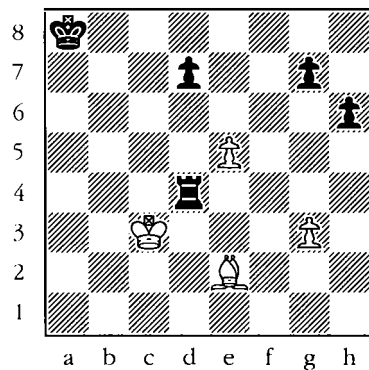
530



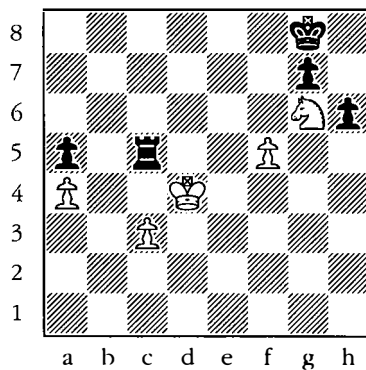
531



532



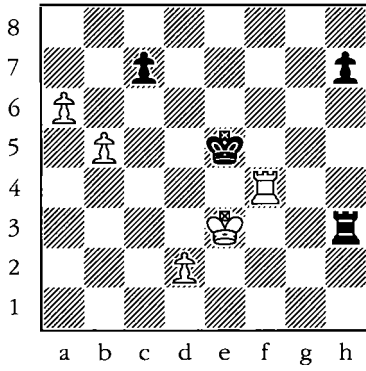
533



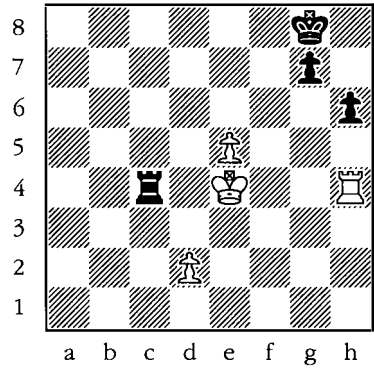
534

# Interpose

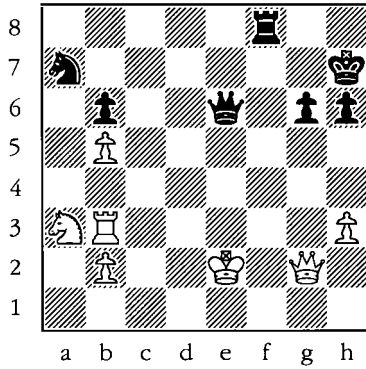
White to move.



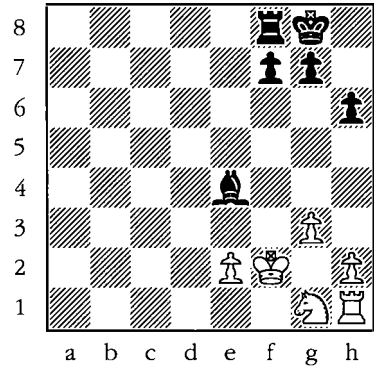
535



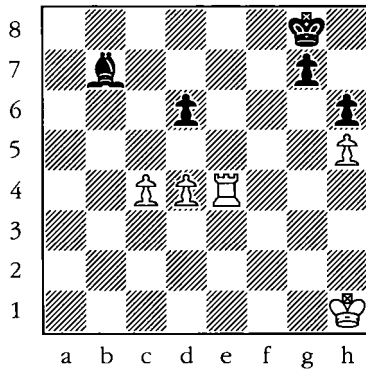
536



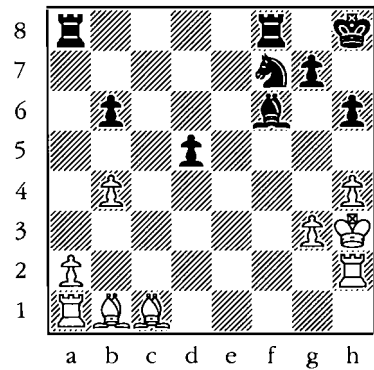
537



538



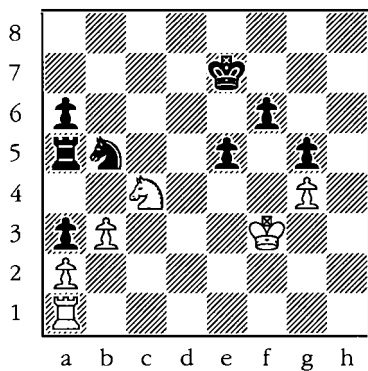
539



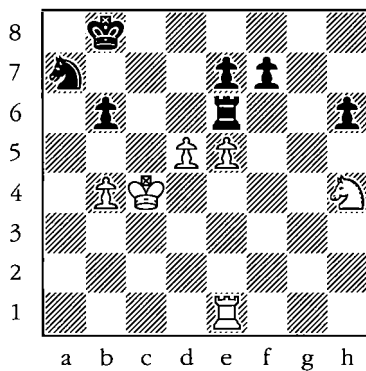
540

# Counterattack

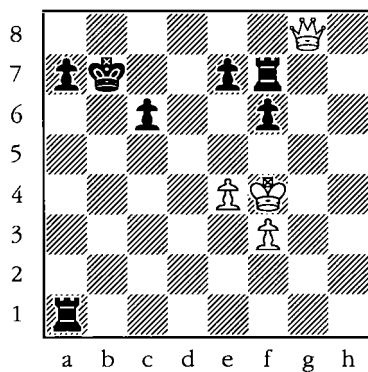
Black to move.



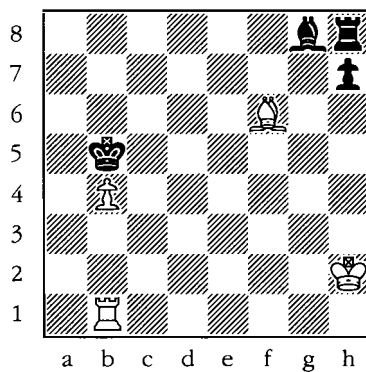
541



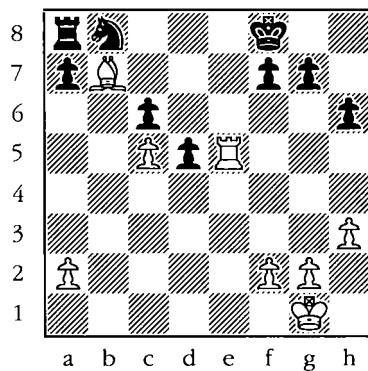
542



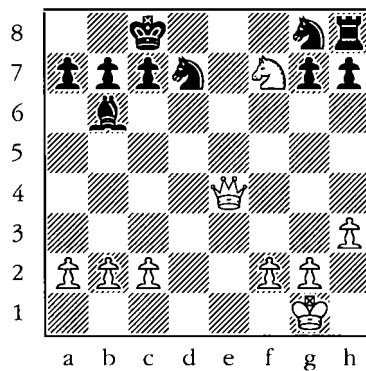
543



544



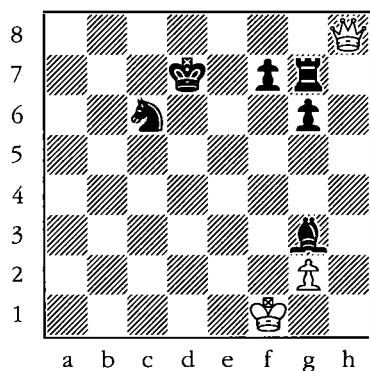
545



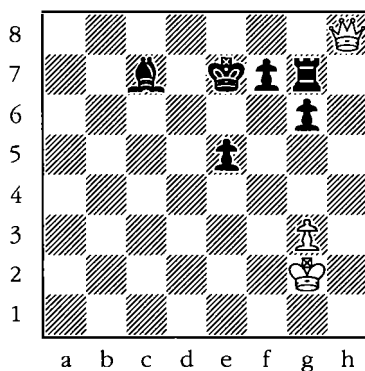
546

# Defend with another piece

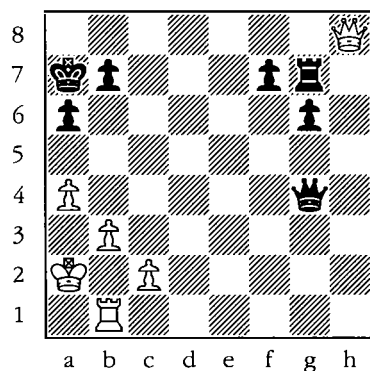
Black to move.



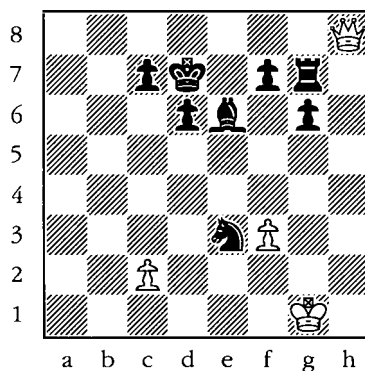
547



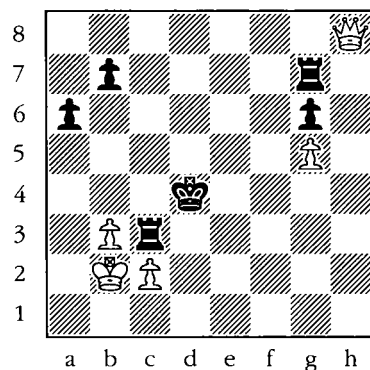
548



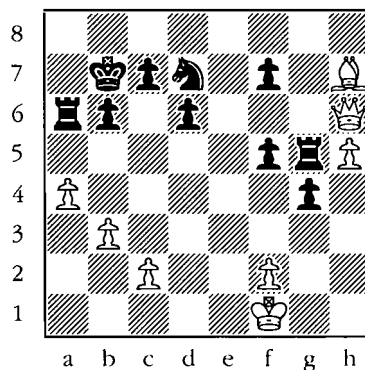
549



550



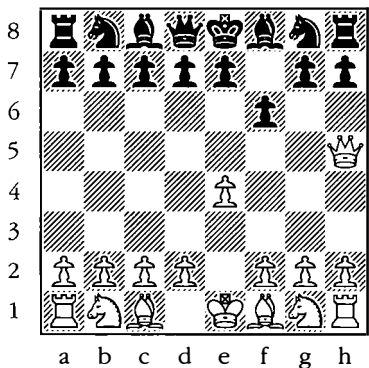
551



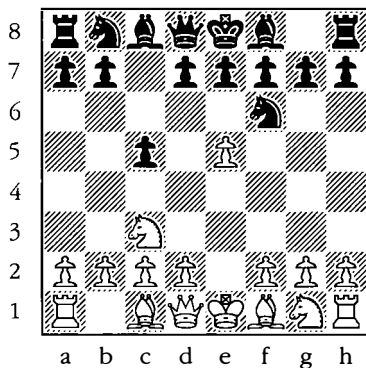
552

## Positions 2-3 moves into the game

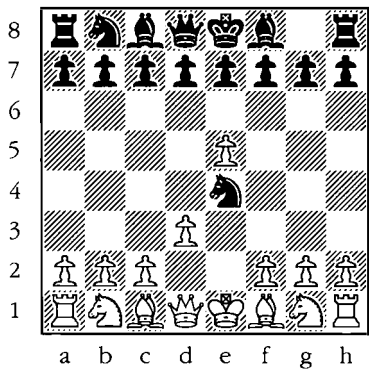
**Black to move. Find the best move.**



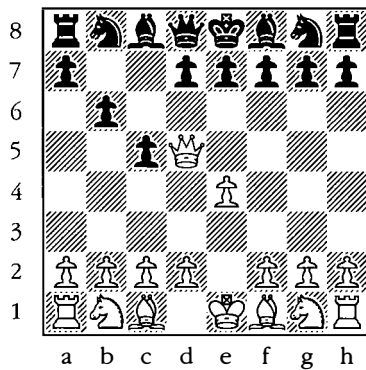
553



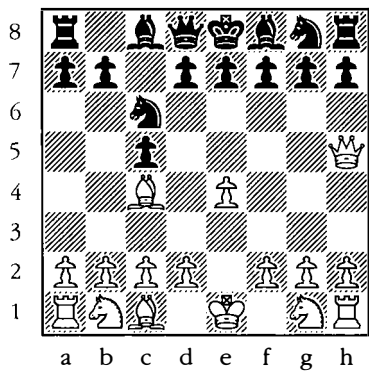
554



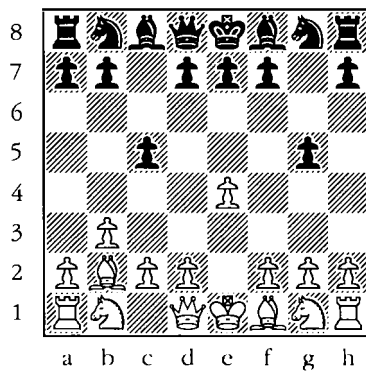
555



556



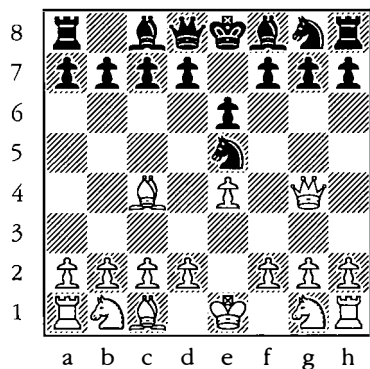
557



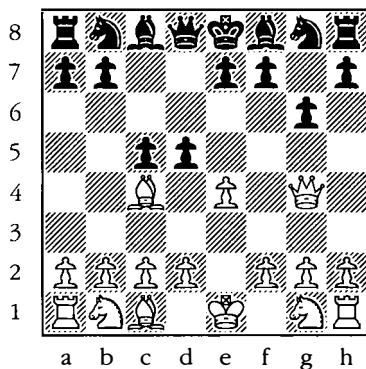
558

# Positions 3-4 moves into the game

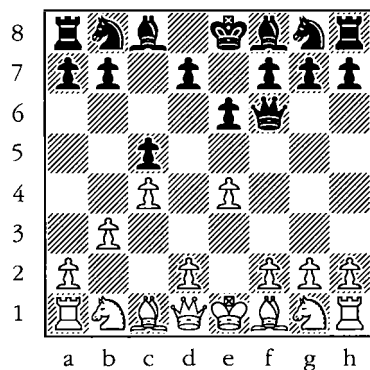
White to move. Find the best move.



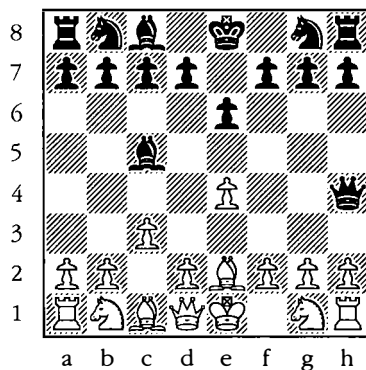
559



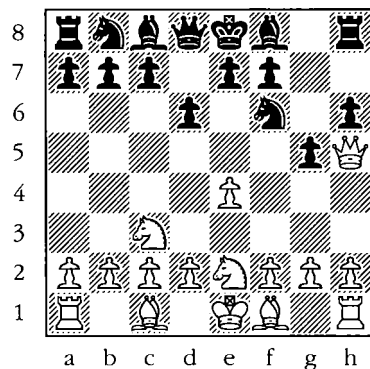
560



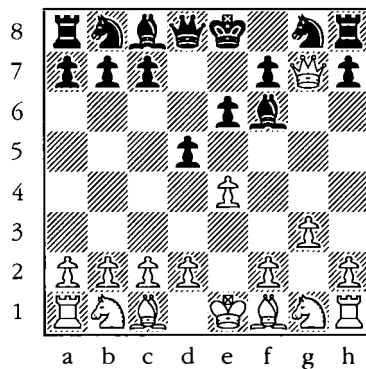
561



562



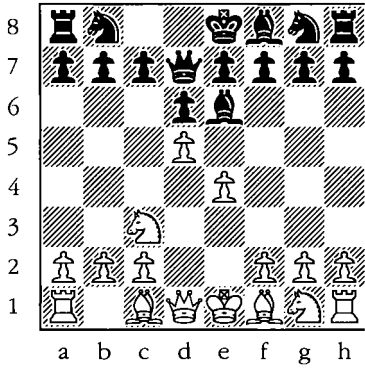
563



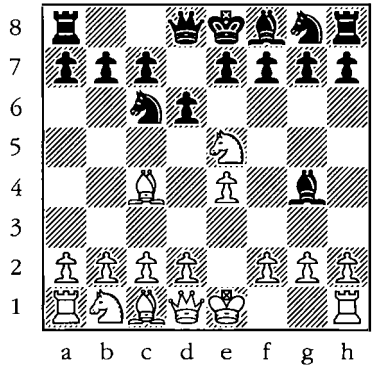
564

## Positions 4 moves into the game

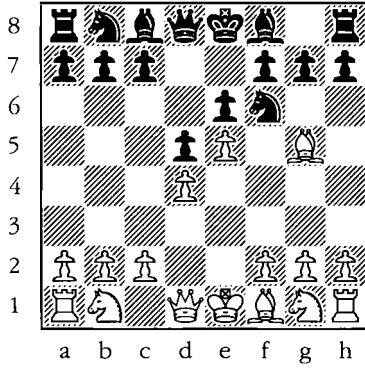
**Black to move. Find the best move.**



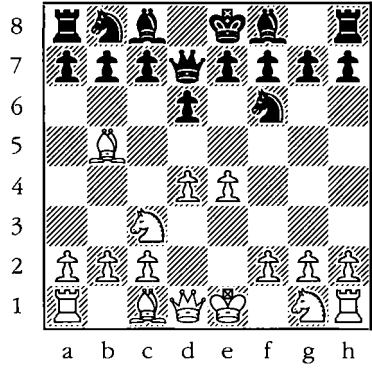
565



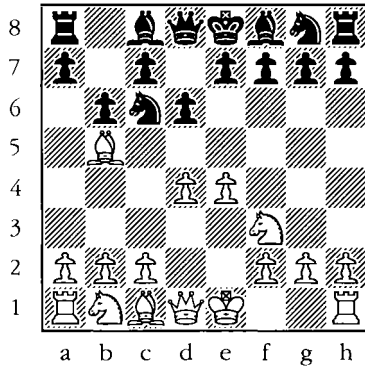
566



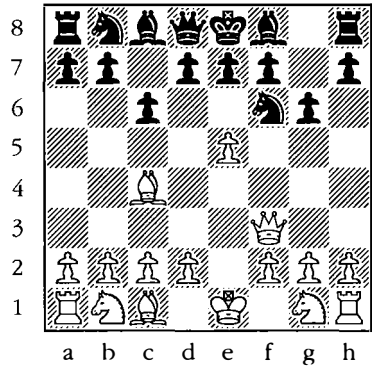
567



568



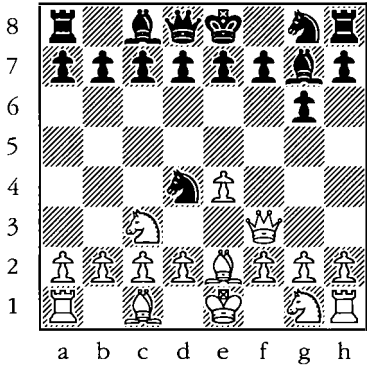
569



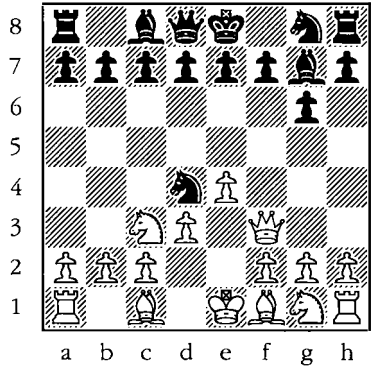
570

## Positions 4 moves into the game

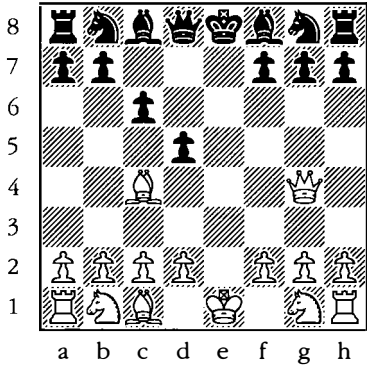
**White to move. Find the best move.**



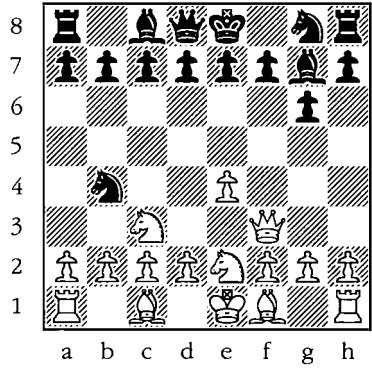
571



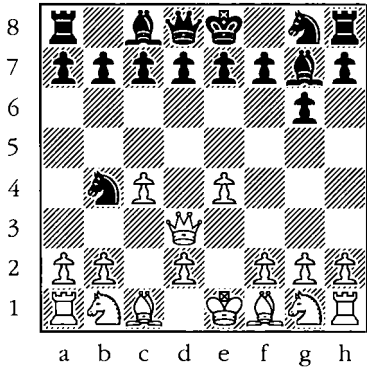
572



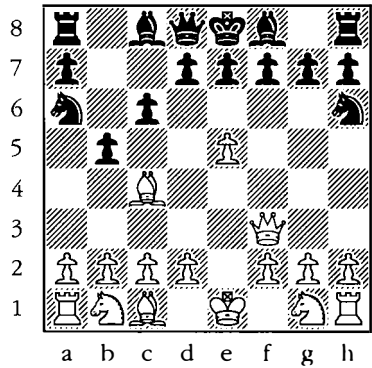
573



574



575

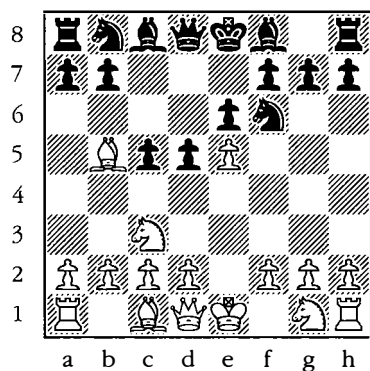


576

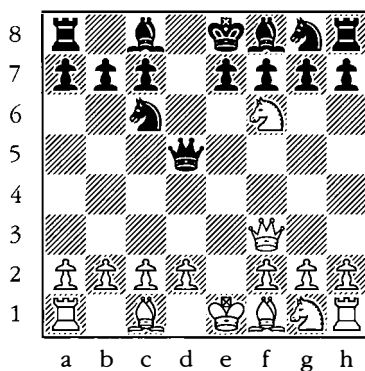


# Positions 5-6 moves into the game

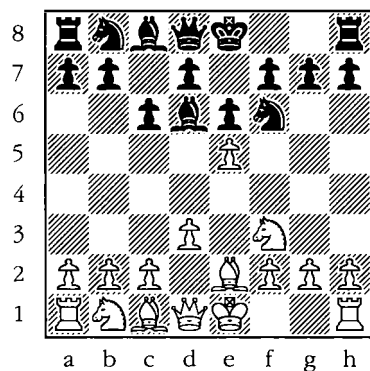
Black to move. Find the best move.



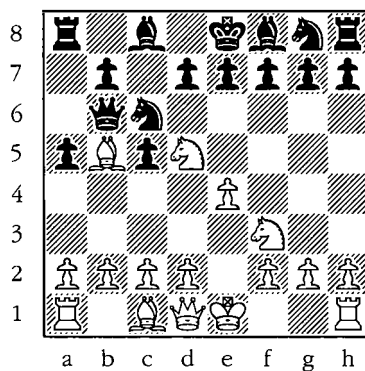
577



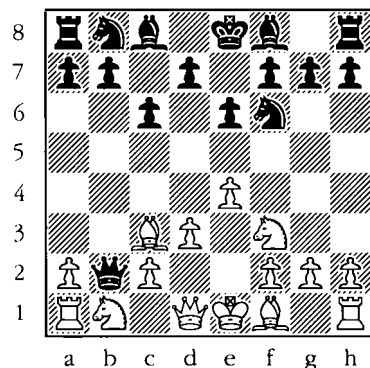
578



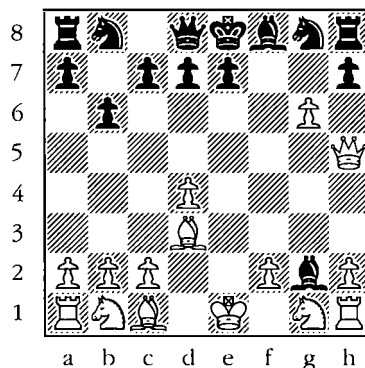
579



580



581



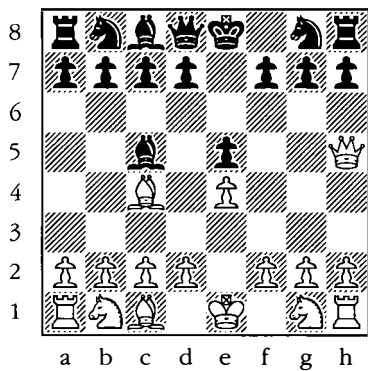
582

## Positions 3 moves into the game

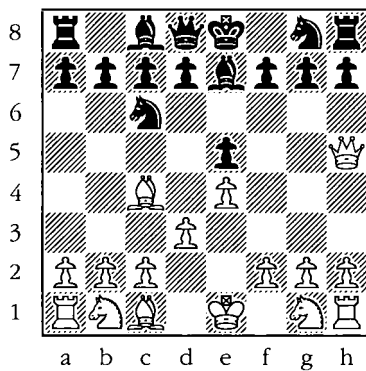
104

# Positions 3-4 moves into the game

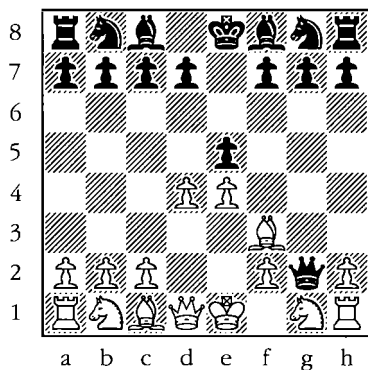
Black to move. Find the best move.



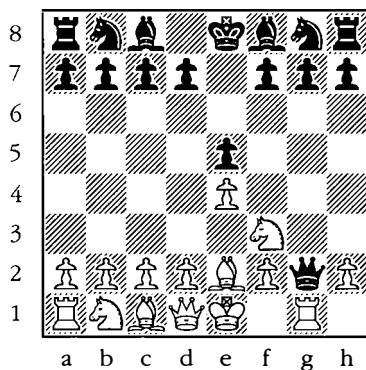
589



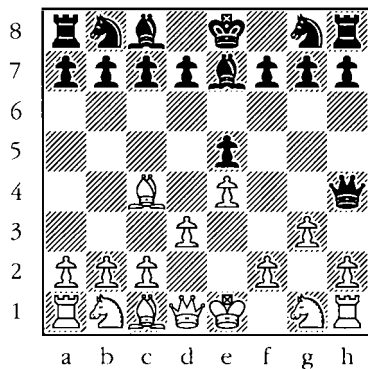
590



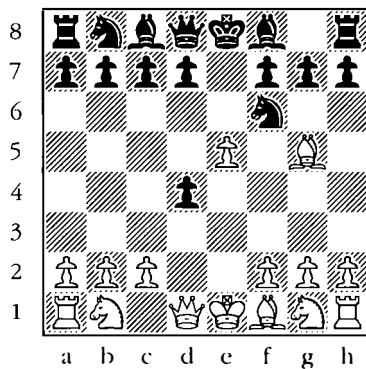
591



592



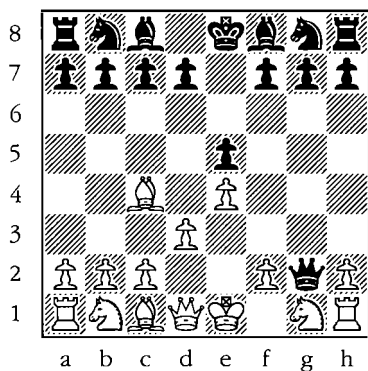
593



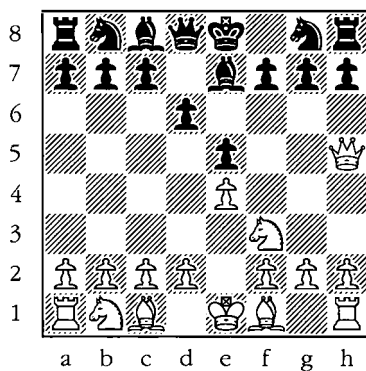
594

# Positions 3-4 moves into the game

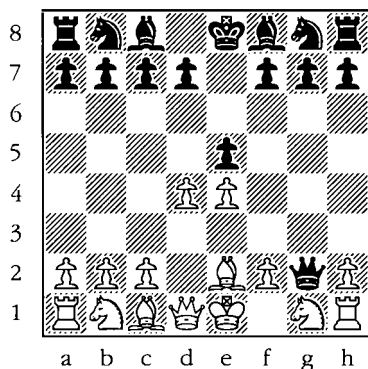
White to move. Find the best move.



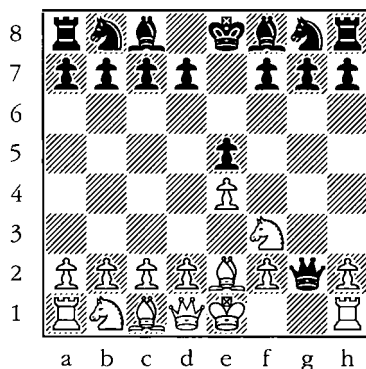
595



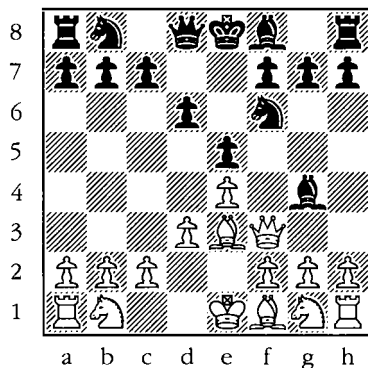
596



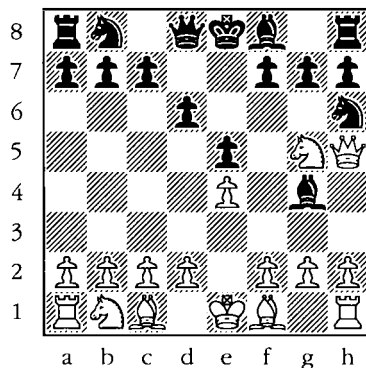
597



598



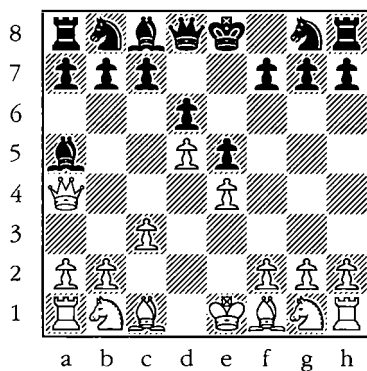
599



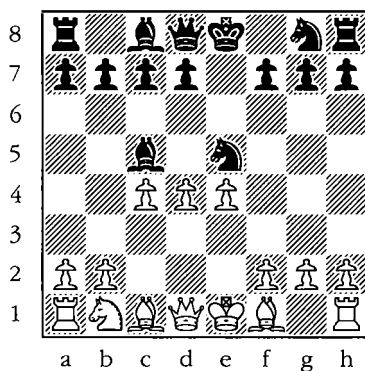
600

# Positions 5-6 moves into the game

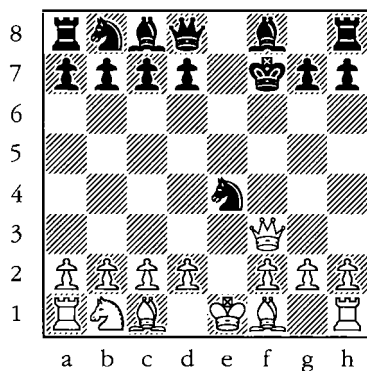
Black to move. Find the best move.



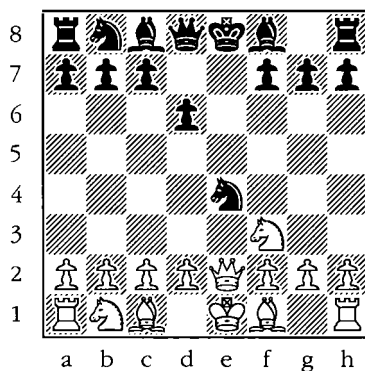
601



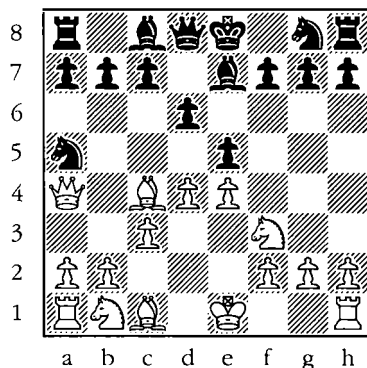
602



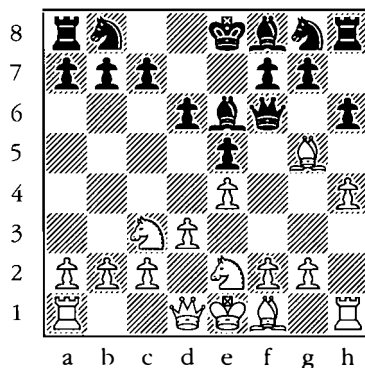
603



604



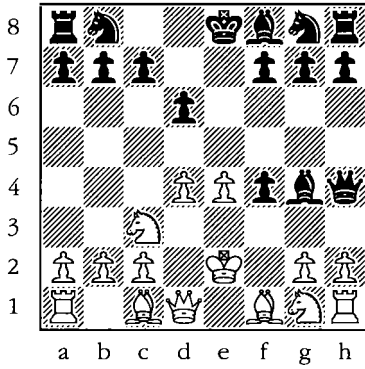
605



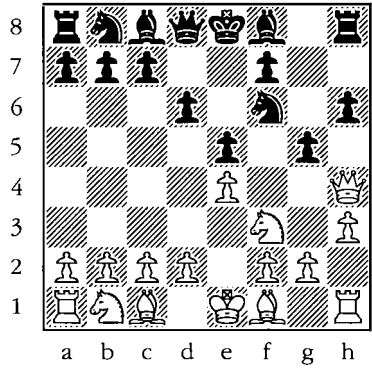
606

# Positions 5-6 moves into the game

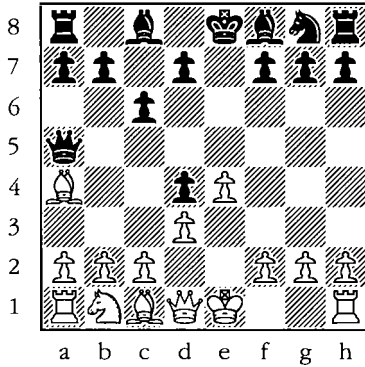
White to move. Find the best move.



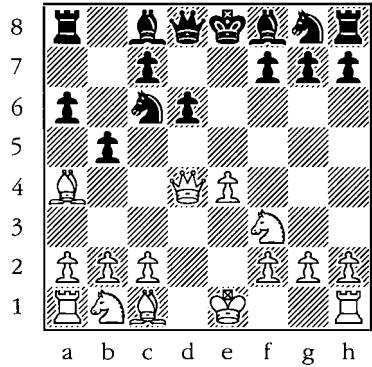
607



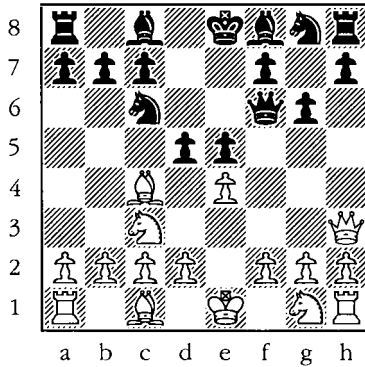
608



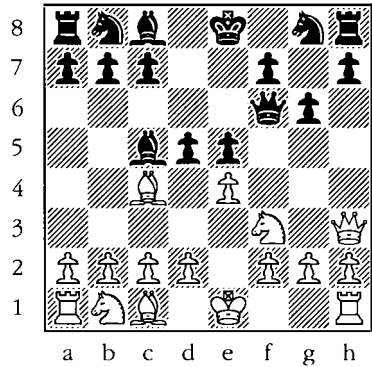
609



610



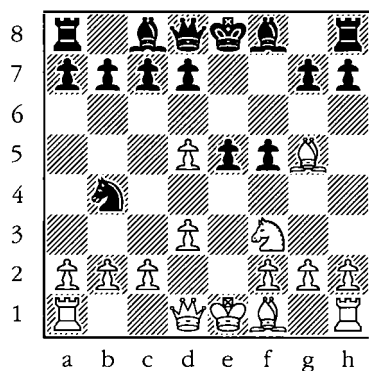
611



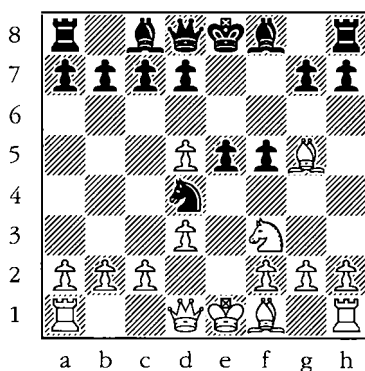
612

# Positions 7-8 moves into the game

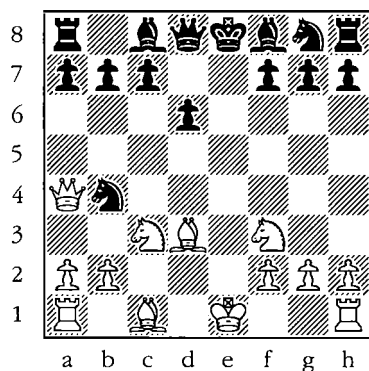
Black to move. Find the best move.



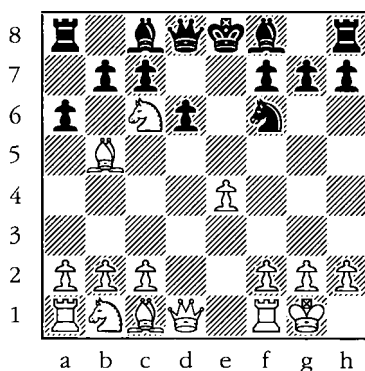
613



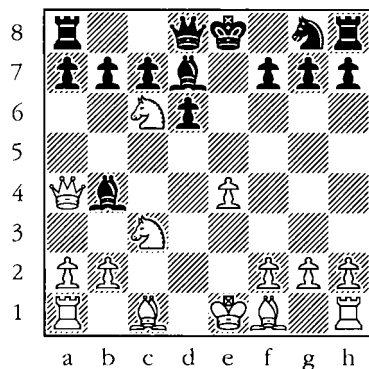
614



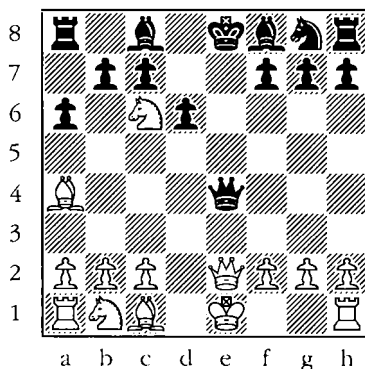
615



616



617



618

# Solutions

1. 1. ♖xh4.
2. 1. ♖xg5.
3. 1. ♖xa5.
4. 1. ♖xb6.
5. 1. ♜xc7+.
6. 1. ♖xd8.
7. 1. ♜xa8.
8. 1. ♜xh8.
9. 1. ♜xg6.
10. 1. ♜xf5.
11. 1. ♜xe5.
12. 1. ♜xa7.
13. 1. ♖xa4+.
14. 1. ♜xb5+.
15. 1. ♜xf6+ and 2. cxd4.
16. 1. ♖xc6+.
17. 1. exf6+.
18. 1. ♜xc6+.
19. 1. ♖xc6+.
20. 1. ♖xc8+.
21. 1. ♜xc6+.
22. 1. ♜xb5+.
23. 1. ♖a4+ and 2. ♖xg4.
24. 1. ♖h5+ and 2. ♖xc5.
25. 1...bxa4.
26. 1...gxf5.
27. 1...♜xh5.
28. 1...♜xg4.
29. 1...♜xh5.
30. 1...♜xg4.
31. 1...bxa6.
32. 1...♜(♜)xh6.
33. 1...cxb5.
34. 1...exf4.
35. 1...dxc4.
36. 1...hxf5.
37. 1...♖xd5.
38. 1...cxd4.
39. 1...cxb5.
40. 1...♜xe5.
41. 1...dxe4.
42. 1...♖xg5.
43. 1. ♜xb5.
44. 1. exf5.
45. 1. ♜xg5.
46. 1. ♜xe5.
47. 1. cxb5.
48. 1. ♜xb5.
49. 1...♜xa3.
50. 1...♜xh3.
51. 1...♜xb4+.
52. 1...♜xe4.
53. 1...♜xg4.
54. 1...♜xb4.
55. 1. ♜xa8.
56. 1. ♖xa8.
57. 1. ♜xh8.
58. 1. ♖xh7.
59. 1. ♜xa7.
60. 1. ♜xh7.
61. 1...♜g4+.
62. 1...♜d4+.
63. 1...♜b4.
64. 1...♜xc2+.
65. 1...♜g4+.
66. 1...♜b4+.
67. 1...b6.
68. 1...♜d6.
69. 1...♜f6.
70. 1...b5.
71. 1...e5.
72. 1...♜b4 2. ♖xb4 ♜c2+.
73. 1...♜xh5.
74. 1...g6.
75. 1...d5.
76. 1...g6.
77. 1...♜g4.
78. 1...♜d4 and 2... ♜xc2+.
79. 1. ♖xe5+ and 2. ♖xh8.
80. 1. e5.
81. 1. ♜xh6, and if 1... gxf6 then 2. ♖xf7#.
82. 1. ♖xe5+.
83. 1. ♜xc7+.
84. 1. ♜d5 ♖d8 2. ♜b6 g6 3. ♖f3.
85. 1. ♜e2.
86. 1. ♜e1.
87. 1. ♜f4 ♖e7 2. ♜xb8, when 2...♖xe2 3. ♜e1 is good for White.
88. 1. ♜c4.
89. 1. ♖c4.
90. 1. ♜f1.
91. 1...♖h4+ 2. g3 (2. ♖e2 ♖xe4#) 2... ♖xe4+.
92. 1...g2+ 2. ♜xh4 gxf1 ♖.
93. 1...♜e6, and 2. ♜h4 ♜xh4+.
94. 1...♜a4.
95. 1...♖e7 2. d4 (2. ♜f3 ♖xe4#) 2...d6.
96. 1...♜f6 2. ♖g3 ♜h4.
97. 1. ♖xe5+.
98. 1. ♖d5.
99. 1. f4.
100. 1. ♖e5+.
101. 1. ♜b5 ♖xb5 2. ♜xc7+.
102. 1. ♜d8+ ♖xd8 2. ♖xe4.
103. 1...♜b4.
104. 1...♜xe4.
105. 1...♜f3+.
106. 1...♖f6.
107. 1...♜d4 2. ♖xb4 ♜xc2+.
108. 1...♜xf2+ 2. ♖xf2 (2. ♖xf2 ♜xe4+) 2...♜d3+.
109. 1. ♜g5, and if 1...♖f5(g6) then 2. ♖d8#.
110. 1. ♜e5, when 1... dxe5 2. ♖d8# and 1... ♖h7 2. ♜xf7# win for White.
111. 1. ♖d4.
112. 1. exf6.
113. 1. ♜d5 ♜xd5 2. exd5.
114. 1. ♜g3.
115. 1. dxe5+ ♖xe5 2. ♜f4.
116. 1. ♜xc5.
117. 1. ♜e6.
118. 1. ♖xd6, and if 1...cxd6 then 2. ♜xf7#.
119. 1. ♖xf7+ ♖xf7 2. dxc6+, with the idea of 3. cxb7 and 4. bxa8 ♖.



120. 1. ♖d1.  
 121. 1...♗a5+.  
 122. 1...♗xe4+, and if 2. ♗e2 then 2... ♗f3#.  
 123. 1...♗b4+ 2. c3 ♗xd4.  
 124. 1...♗xc3.  
 125. 1...a6.  
 126. 1...♗g4 2. ♗d2 e3, and if 3. ♗c3 e2#.  
 127. 1. c3.  
 128. 1. exd6+.  
 129. 1. ♗f3.  
 130. 1. a3 ♗a5 2. ♗d2.  
 131. 1. ♗e2+, when both 1...♗e7 2. ♗f6# and 1...♗e7 2. ♗f6+ ♗f8 3. ♗h6# are good for White.  
 132. 1. ♗g5, and if 1... ♗xg5 then 2. ♗d5#.  
 133. 1. ♗xe5+.  
 134. 1. ♗h5+.  
 135. 1. ♗d5.  
 136. 1. ♗h5.  
 137. 1. d4, threatening 2. ♗c4+.  
 138. 1. g3.  
 139. 1. ♗xc7+.  
 140. 1. ♗g5+.  
 141. 1. ♗xf6+.  
 142. 1. ♖xe5+.  
 143. 1. ♗f4 with the idea of 2. ♗xc7+.  
 144. 1. ♗b5 ♗xb5 2. ♗xc7+.  
 145. 1. ♗f7+.  
 146. 1. ♗xg6.  
 147. 1. ♗d4+.  
 148. 1. ♗e6+.
149. 1. ♗g6+.  
 150. 1. g7+.  
 151. 1...♗xc2+.  
 152. 1...♗xf2+.  
 153. 1...♗e3+.  
 154. 1...♖g4 2. ♗h3 ♖xe4+.  
 155. 1...♗d7 2. ♗xb4 ♗xc2+.  
 156. 1...♗f4, and White has to give up his queen, as 2. f3 ♗e2 doesn't save him.  
 157. 1. ♗d5.  
 158. 1. ♗e6+.  
 159. 1. ♗g5.  
 160. 1. ♗b5.  
 161. 1. a5 ♗xb2 2. ♗c3.  
 162. 1. ♗e5 ♗h7 2. ♗xf7+.  
 163. 1...d5 with the idea of 2...♗c5.  
 164. 1...a6.  
 165. 1...♗e5.  
 166. 1...♗b6 2. ♗xd8 ♖xd8.  
 167. 1...♗c5 2. ♗xf7+ (2. ♗a3 ♗d3) 2...♗xf7.  
 168. 1...c5 with the idea of 2...c4.  
 169. 1. e5.  
 170. 1. exf6.  
 171. 1. ♗h5 h6 2. ♗xf7, and ♗lack must give up the exchange, as 2...♗e8 3. ♗h6+ leads to a quick mate.  
 172. 1. ♗d5 ♗b4+ (1...d6 2. ♗xf7+ ♗d7 3. ♗xg7) 2. c3.
173. 1. ♗d5, and 1... ♗c6 2. ♗xf7#.  
 174. 1. ♗e2.  
 175. 1. ♗c6+.  
 176. 1. c3 dxc3 2. bxc3.  
 177. 1. g4.  
 178. 1. ♗e2 ♗e7 (1... d5 2. d3) 2. ♗d5.  
 179. 1. ♗xc6.  
 180. 1. ♗e6+.  
 181. 1...♗a5+.  
 182. 1...♗xf2+ 2. ♗e2 ♗g4+.  
 183. 1...♗c5.  
 184. 1...♗f6.  
 185. 1...♗b7 2. ♗xa7 ♗c5.  
 186. 1...♗g3.  
 187. 1. ♗xc6 bxc6 2. ♗xc5.  
 188. 1. a5.  
 189. 1. ♗h4.  
 190. 1. ♗xc6.  
 191. 1. ♗xc5 ♗xc5 2. ♗d4 ♗xd4 3. cxd4.  
 192. 1. 0-0-0+.  
 193. 1. ♗d5.  
 194. 1. ♗xc6+.  
 195. 1. ♗h5 h6 2. ♗xf7.  
 196. 1. ♗xd5 ♗xf3+ 2. ♗f1.  
 197. 1. ♗xd8+ ♗xd8 2. ♗xf7+.  
 198. 1. ♗xe6, and if 1...♗xe6 then 2. ♗c7#.  
 199. 1. c7+.  
 200. 1. ♖xe4+.  
 201. 1. ♗xe6 fxe6 2. ♗h5+.
202. 1. ♗h4 with the idea of 2. ♗f6+.  
 203. 1. ♗xf7+ ♗xf7 (1...♗e7 2. exf6+) 2. ♗xe4.  
 204. 1. ♗f6+ ♗xf6 2. ♗xd5.  
 205. 1...♗g4.  
 206. 1...♗h4+.  
 207. 1...♗a6+.  
 208. 1...♗g4.  
 209. 1...♗e3+.  
 210. 1...♗e7 (but not 1...♗b4 2. ♗g5 ♗xd5 3. ♖d4).  
 211. 1. ♗h6 g6 2. ♗xf8.  
 212. 1. ♗e4.  
 213. 1. ♗a3.  
 214. 1. ♗xd4.  
 215. 1. ♗b2.  
 216. 1. ♗a3.  
 217. 1...♗g4, when 2. ♗g3 doesn't save White because of 2... ♗xg3.  
 218. 1...♗c4, and if 2. ♗b3 then 2...♗e2+ 3. ♗h1 ♗g3+.  
 219. 1...♗xc3+.  
 220. 1...♗g4, and because of the threat of 2...♗h4 White has to give up his queen.  
 221. 1...♗c7.  
 222. 1...♗g4, and it's impossible to play either 2. ♗xg4 ♗g1# or 2. hxg4 ♗h4#.  
 223. 1. ♗xb6 axb6 2. d5 ♗a5 3. ♗d3 ♗g4 4. b4.  
 224. 1. ♗a4+ ♗c6 2. d5.

225. 1. b4 ♖b6 2. a5.  
 226. 1. ♖xb6.  
 227. 1. ♖d5.  
 228. 1. ♖c3.  
 229. 1... ♖g4.  
 230. 1... ♖xf3 2. ♖xd8 ♖xd1.  
 231. 1... ♖h3.  
 232. 1... ♖xh3, and White can't play 2. ♖xa8 because of 2... ♖g3 followed by mate.  
 233. 1... ♖g4.  
 234. 1...h4.  
 235. 1. ♖a3.  
 236. 1. ♖e2 ♖xe2+ 2. ♖xe2.  
 237. 1. ♖a4+.  
 238. 1. ♖xf6 ♖c8 2. ♖xb6 cxb6 3. f3.  
 239. 1. e5.  
 240. 1. ♖d5.  
 241. 1. ♖c4.  
 242. 1. ♖e6.  
 243. 1. ♖xe5, when 1... ♖xd1 2. ♖xf7# is good for White.  
 244. 1. ♖e7+ ♖xe7 2. ♖e5+.  
 245. 1. ♖d5.  
 246. 1. e5.  
 247. 1...c6 2. ♖c4 (2. ♖c4 ♖a5+) 2...d5.  
 248. 1...♖a5+.  
 249. 1...e4 2. ♖xe4 ♖xc6 3. ♖xf6+ ♖xf6.  
 250. 1...♖xd4 2. ♖xd4 c5 3. ♖d5 ♖e6 4. ♖c6+ ♖d7 5. ♖d5 c4.
251. 1... ♖b4+ 2. c3 ♖xb5.  
 252. 1... ♖h5.  
 253. 1. ♖xd4 exd4 2. ♖e1 f5 3. f3.  
 254. 1. ♖e2.  
 255. 1. d5.  
 256. 1. ♖xe6 with the idea of 2. ♖xe4.  
 257. 1. ♖c7, and 1... ♖xc7 2. ♖f7+ with mate.  
 258. 1. ♖d4, and if 1... ♖xd4 then 2. ♖d6#.  
 259. 1. ♖b5.  
 260. 1. d4 ♖h4+ 2. g3.  
 261. 1. ♖b5 ♖xb5 2. ♖xc7+.  
 262. 1. ♖c4 ♖a6 (1... ♖b4 2. a3) 2. ♖d6+ ♖d8 3. ♖xf7+.  
 263. 1. b4 ♖xb5 2. ♖xc7+.  
 264. 1. cxb7+.  
 265. 1...♖e5+.  
 266. 1...♖f6.  
 267. 1... ♖d7+.  
 268. 1... ♖xc3+.  
 269. 1... ♖g6.  
 270. 1... ♖e5, and if 2. ♖xe5 then 2...♖d2#.  
 271. 1. ♖a4+.  
 272. 1. ♖xc6+.  
 273. 1. ♖xg4.  
 274. 1. ♖e6+.  
 275. 1. ♖e5, and if 1... ♖xa4 then 2. ♖xf7#.  
 276. 1. axb4 ♖xa1 2. ♖b3.  
 277. 1...b5 2. ♖b3 c4.
278. 1...a6 2. ♖a3 b5 3. ♖b2 b4.  
 279. 1... ♖b4+ 2. ♖d1 ♖g4.  
 280. 1...♖xc3.  
 281. 1... ♖b3+ 2. ♖b1 (2. axb3 ♖a1#) 2... ♖xd2+.  
 282. 1... ♖d4 2. hxg4 (2. ♖xd4 ♖h2#) 2... ♖xe2+.  
 283. 1. ♖xf7+.  
 284. 1. f5 ♖xe5 2. d4.  
 285. 1. ♖xd7+ ♖xd7 (1...♖xd7 2. 0-0-0+) 2. ♖c7+.  
 286. 1. ♖b6.  
 287. 1. ♖d5, when 1... exd5 2. exd5+ wins the black queen.  
 288. 1. ♖d5, and if 1... ♖xd2 then 2. ♖c7#.  
 289. 1...♖e5+.  
 290. 1... ♖xh6, and if 2. ♖xh6 then 2...g5 and 3... ♖g8.  
 291. 1... ♖c3.  
 292. 1...f5 2. ♖xc6+ (2. ♖e3 ♖g2+) 2... bxc6.  
 293. 1...e3 2. ♖(♖)xe3 cxd4.  
 294. 1... ♖xe4 (1... ♖xe4 2. ♖g2 ♖b8 isn't bad either), and if 2. ♖xe4 then 2... ♖xc2#.  
 295. 1. ♖h4.  
 296. 1. c4.  
 297. 1. h3 ♖xe5 2. ♖xe5, and 2...dx5 3. ♖xf7+ wins the black queen.
298. 1. ♖b6 ♖c6 (1...♖xb3 2. axb3) 2. ♖xa8.  
 299. 1. ♖xg4 ♖xg4 (1... ♖xd4 2. ♖xc8; 1... ♖xd4 2. ♖xc8 ♖xc3 3. ♖xb7) 2. ♖xc6 ♖xd1 3. ♖xd8.  
 300. 1. ♖d5 ♖e7 (1... ♖a5+ 2. ♖d2) 2. ♖bc7+.  
 301. 1. e5.  
 302. 1. e5.  
 303. 1. e5.  
 304. 1. ♖d3.  
 305. 1. ♖xa6 ♖xa6 2. ♖a4+.  
 306. 1. ♖a4.  
 307. 1...b5 2. ♖b3 c4.  
 308. 1...g5 2. ♖xg5 ♖h6.  
 309. 1... ♖xd4, and 2. ♖xd4 ♖c5.  
 310. 1...axb5 2. ♖xa8 ♖b6 traps the queen.  
 311. 1...♖b6, and, for example, 2. ♖b3 ♖xf2+ 3. ♖d2 ♖e3#.  
 312. 1...♖e5.  
 313. 1. ♖g5.  
 314. 1. ♖b5+.  
 315. 1. ♖c6.  
 316. 1. g4 with the idea of 2. g5.  
 317. 1. ♖g5, and the threat of mate forces Black to give up his queen.  
 318. 1. ♖g5 ♖xf3 2. ♖c1 (but not 2. ♖d2 ♖b4) 2... ♖b4+ 3. ♖f1, and the threat of mate forces Black to give up his queen.

319. 1. g4 ♖e4 (1... ♗g6 2. h5 ♖e4 3. f3) 2. f3 ♗g6 3. h5.
320. 1. ♖e6, and 1... fxe6 2. ♗h5+.
321. 1. ♖a4.
322. 1. ♖c3.
323. 1. fxe7+ ♗xe7 2. ♗g5+.
324. 1. ♗f1.
325. 1...b5.
326. 1...b6.
327. 1...f5 and 2...f4.
328. 1...♗xb1, and if 2. ♖xb1 then 2... ♗b4.
329. 1...gxf2+.
330. 1...♗xe5+ 2. dxe5 gxf2.
331. 1. ♗a4+.
332. 1. ♖e6.
333. 1. ♖e6, when 1... fxe6 2. ♗h5+ leads to checkmate.
334. 1. axb6 ♗xd1 2. ♖xa7.
335. 1. ♗xg4.
336. 1. d5 a6 2. dxc6 axb5 3. cxb7 ♗xb7 4. ♗xg4.
337. 1...b5.
338. 1...♗c6.
339. 1...♗h4+.
340. 1...♖b3+.
341. 1...♗h6.
342. 1...♗a5, and if 2. ♗xa5 then 2...♖c2#.
343. 1. b4.
344. 1. f4.
345. 1. e5.
346. 1. ♖xf6+.
347. 1. ♗e5.
348. 1. ♗xg8, threatening 2. ♗g5+.
349. 1...♗xg2.
350. 1...♖f3+.
351. 1...♗xc3+ (1... ♖xc3 2. bxc3 ♗xc3+ 3. ♗d2 is weaker) 2. bxc3 ♖xc3.
352. 1...♖f6 and 2... ♗xg2.
353. 1...♖8c6 2. ♖a3 (2. a3 ♖c2+ 3. ♗d1 ♖xa1) 2... ♖b8.
354. 1...a6 2. e6 (2. d5 ♖a5; 2. ♗xa6 ♖b8) 2... ♖a7.
355. 1. e5.
356. 1. f3.
357. 1. g3.
358. 1. ♗g6+.
359. 1. ♗xd5 ♗xd5 2. ♖xc7+.
360. 1. ♖d8+ ♗xd8 2. ♖xf7+.
361. 1...♖xh5.
362. 1...♗h4+ 2. ♗e2 (2. g3 ♖xg3) 2... ♖g3+ 3. hxg3 ♗xh1.
363. 1...♗xd4.
364. 1...b5.
365. 1...♖xe4, and if 2. ♗xd8 ♖xf2+ 3. ♗e2 ♖d4#.
366. 1...♖d3+.
367. 1...♗e6 2. ♗xb4 ♖c2+.
368. 1...♗d7.
369. 1...♖xd3+.
370. 1...♗xd3 threatening 2...♗d1#.
371. 1...dxe3.
372. 1...♖g8 2. ♗h6 ♗f8.
373. 1...♗xe4+.
374. 1...h6.
375. 1...♖xh4, and if 2. gxf4 then 2... ♗xh4#.
376. 1...♗xh2 (1... ♖xh2 2. e4 is weaker) 2. ♖xh2 ♖xh2.
377. 1...♖e3.
378. 1...♗xh2.
379. 1. axb4.
380. 1. ♖e5.
381. 1. ♗xg7.
382. 1. ♗xg6+.
383. 1. ♖f7+, and 1... ♗xf7 then 2. e6+.
384. 1. ♖xc8 ♗xc8 2. ♖d6+.
385. 1...♗e5+.
386. 1...♖xf2, and if 2. ♗xf2 then 2...♗g3.
387. 1...♗xc1+.
388. 1...♖xa1.
389. 1...♗xa3 2. ♗xa3 ♖c2+.
390. 1...♖xd2 2. ♗xd2 dxc4.
391. 1. ♗xg8 ♖xg8 2. ♗c4.
392. 1. ♗b3 ♗e7 2. a3.
393. 1. ♖c7+ ♗d8 2. ♗g5+.
394. 1. e3 ♖f5 (1... ♖b5 2. ♗a4) 2. ♗g4.
395. 1. ♖h3.
396. 1. ♖g5 ♗xg5 (1...♗xg2 2. ♗h7#) 2. ♗xb7.
397. 1...♖a3 2. ♗xb3 ♖xb1+.
398. 1...♖g4, and if 2. ♗xg4 then 2...♗d4#.
399. 1...♖e3+.
400. 1...♗xc3+.
401. 1... ♖xa4 2. bxa4 ♗b4.
402. 1...♖xd7 2. ♗xg2 (2. ♗xd8 gxf1 ♗) 2...♗xg5
403. 1. e4 ♗xe4 2. ♗a4+.
404. 1. ♗xh5, and if 1...♖xh5 then 2. ♗xf7#.
405. 1. ♖e5.
406. 1. ♗a4+.
407. 1. ♖f6+.
408. 1. ♗xe7 ♗xe7 2. ♖f6+ ♗xf6 (2...♗h8 3. ♖xd5+) 3. ♗xf6.
409. 1...d3.
410. 1...♗a5+.
411. 1...♖xd3+.
412. 1...♗xa3 2. ♖xa3 ♗a5+.
413. 1...♗d4.
414. 1...c3 2. ♗xd6 cxd6.
415. 1. ♖c4.
416. 1. ♗g5 f6 2. exf6 ♖f7 3. fxf7.
417. 1. ♖xd6+ exd6 2. ♗b5+.
418. 1. ♖a1 ♗b2 2. ♗c3.
419. 1. ♗d5.
420. 1. ♗xc6+.
421. 1...♖e3, and 2. fxe3 ♗h4+.
422. 1...e5, and if 2. ♗xe5 then 2...♗a5+.
423. 1...♖xd2 (2. ♖xd2 ♗xd2+).
424. 1...♗a5+.
425. 1...♖d3+.

426. 1...♖h6 2.  
♗e3 (2...♖c1# was  
threatened) 2...♗xh4.

427. 1. b4 ♙b6 2. c5.

428. 1. ♖h5+.

429. 1. b4.

430. 1. ♖h5 with the  
idea of 2. ♖g6#.

431. 1. ♖d2(e1).

432. 1. ♙h3.

433. 1...♗e8  
threatening 1...♗xa4  
and 1...♖f3+.

434. 1...exf3 2. ♙xd8  
♙b4+.

435. 1...e5 2. dxe5  
♙f5.

436. 1...♖xf3, when  
2. gxf3 ♗g5+ 3. ♖h1  
♗g4(h5) is good for  
Black.

437. 1...♙g4.

438. 1...c4 2. ♖b4 (2.  
♖b5 a6) 2...♙f8.

439. 1. ♖f3.

440. 1. ♖e5,  
threatening 2. ♗h5+.

441. 1. ♙c7.

442. 1. ♖xb4.

443. 1. ♖d6+ ♙xd6  
2. ♖xe4.

444. 1. ♖xa7, and if  
1...♖xa7 then 2. c7.

445. 1...♙b4+ with  
the idea of 2...♗xc4.

446. 1...♖xd5 2.  
♙xd8 ♙b4+.

447. 1...♗xf6 2. ♙xf6  
♙b4+.

448. 1...♙a4.

449. 1...d4 with the  
idea of 2...♙b4.

450. 1...♙g4, and if 2.  
hgx4 ♗d3#.

451. 1. ♖a4+.

452. 1. ♙xc4 ♖xc4 2.  
♗e4+.

453. 1. ♖g5.

454. 1. ♖e5, and  
if 1...♖xe5 then 2.  
♖xb7#.

455. 1. ♖xd4 ♗xd4  
(1...♙xe2 2. ♖a4+)  
2. ♗xd4 ♙xd4 3.  
♙xg4.

456. 1. e6 fxe6 2.  
♗g6+ ♖d8 (2...  
♗e7 3. ♖f7+ is even  
worse) 3. ♖f7+.

457. 1...♗xd4.

458. 1...♙b4.

459. 1...g5 2. a3 ♙e7.

460. 1...♙b4+, and  
if 2. ♖e2 then 2...  
♖e4#.

461. 1...♗xg5 2.  
♖xc6 (2. ♖xg5  
♙b4+) 2...♙xf3.

462. 1...exf2+ 2. ♖e2  
fxg1 ♖+ 3. ♖e1  
♖h4+.

463. 1. b4 ♙b6 2. c5.

464. 1. ♖d5 ♖d6 2.  
c5.

465. 1. bxc5.

466. 1. ♖a(f)e1.

467. 1. e4.

468. 1. ♖d5 f5 2. exf6.

469. 1...♙b4+.

470. 1...♙e5 2. ♖g5  
♗xg5 3. ♙xg5 ♙xb2.

471. 1...♙b4.

472. 1...♖a5+ 2.  
♖d2 ♙b4.

473. 1...♙a4.

474. 1...♖c5.

475. 1. ♙e5.

476. 1. ♙h6 ♖c6  
(1...♖e8 2. ♙b5; 1...  
♖xc3 2. ♖d3) 2.  
♙xf8.

477. 1. ♖a5.

478. 1. ♖b3 ♖a4 2.  
♙b5.

479. 1. ♖b6 axb6  
(1...♖xb6 2. ♙a5) 2.  
♖xa8.

480. 1. ♙h6 (1. ♖xd5  
♙xc3+ is bad for  
White).

481. 1...♙c3.

482. 1...♖xe4.

483. 1...♖e5, and if 2.  
dxe5 then 2...♖xd1#.

484. 1...♖g4 2. ♙xe7  
♙xe2.

485. 1...a5 2. ♖xe7 (2.  
♖a3 b4) 2...♖e8 3.  
♖a3 b4 or 3...♙f8.

486. 1...♖xa2 2.  
♖xa2 ♖xa2.

487. 1. ♖xd8 ♖xd8 2.  
♖e4 (2. ♖d5 ♖d6 3.  
♖xc7 ♖b8) 2...♖xe4  
3. ♙xd8.

488. 1. ♙xf6 ♖xc4  
(1...♙xf6 2. ♖d5  
♖xd2 3. ♖xf6+) 2.  
♖f4.

489. 1. ♙h5 ♖f7 2.  
♖xf5.

490. 1. ♙e7, and if 1...  
♖xe7 then 2. ♖xf6+.

491. 1. ♖xh5, when  
1...gxh5 2. ♖g5+  
leads to checkmate.

492. 1. ♖d5, and  
if 1...♖xd2 then 2.  
♖xe7#.

493. 1...f4.

494. 1...♙xd4+, and  
if 2. ♖xd4 then 2...  
♗xe1#.

495. 1...e5 2. dxe5  
dxe5 3. ♙g3 e4.

496. 1...h6 2. ♖gxe4  
(2. ♖cxe4 hxg5) 2...  
♖xe4 3. ♖xe4 ♙xb2.

497. 1...g5 2. ♙xg5 (2.  
♖h5 ♙g4) 2...fxg5.

498. 1...♖xe4, and  
if 2. ♖xe4 then 2...  
♖f3+ 3. ♖f1 ♙h3#.

499. 1. ♖d1.

500. 1. ♖a4.

501. 1. d6 ♙xg2 2.  
dxe7 ♖xe7 3. ♖xg2.

502. 1. ♖d5 ♖xd5  
(1...♖c6 2. ♖xc6) 2.  
♖xe7+.

503. 1. ♖xf7, and  
if 1...♖xf7 then 2.  
♖xe6#.

504. 1. ♖e4+ ♖d8 2.  
♖c3 ♖xc3 3. ♖xb7.

505. 1...♖xd2+ 2.  
♖xd2 ♖e4+.

506. 1...♖xd4.

507. 1...♖c8.

508. 1...♖d4 2. ♖a4  
♙xc3.

509. 1...♖xe4, and if  
2. ♖xe4 then 2...♙f5  
traps the queen.

510. 1...♖xe2+ 2.  
♖xe2 ♖xc3+.

511. 1. g3.

512. 1. ♖(♙)d2.

513. 1. ♖f3.

514. 1. ♖c3.

515. 1. ♙d2.

516. 1. ♙c3.

517. 1...g6.

518. 1...♖c6.

519. 1...♖c4.

520. 1...♖a6.

521. 1...♖d5.

522. 1...♖(♙)d7.

523. 1. ♖g3.

524. 1. ♙b5+.

525. 1. ♖c3.

526. 1. ♖h4.

527. 1. ♙c3 (1. ♖xb4 ♙c2+ is bad).

528. 1. ♖a3.

529. 1...♙a5.

530. 1...♙a6.

531. 1...b5.

532. 1...♙h5.

533. 1...♙xe5.

534. 1...d5.

535. 1. ♖d2 ♖f6 2. d4.

536. 1. ♙d2 (otherwise White loses a piece, for example, 1. ♙b2 ♖a5 2. ♖d2 ♙d5).

537. 1. ♙b2 (1. d4 cxd4 and 1. f4 d6 are unfavorable).

538. 1. e3 (1. ♖d3 ♙g7 is weaker), and if 1...h5 then 2. ♙e2 or 2. ♙d3.

539. 1. ♖e2.

540. 1. ♙xc6+.

541. 1...♙xc6.

542. 1...♙f3+ and 2... ♙xb2.

543. 1...♙c3.

544. 1...axb5 2. ♖xa8 ♙c2+.

545. 1...♙e6 (1...♙f5 2. g4 ♙xb2 3. ♖xb2 is bad).

546. 1...♙f5.

547. 1. ♙f4.

548. 1. ♖d3.

549. 1. ♙a4.

550. 1. ♙c3.

551. 1. ♙xb5+.

552. 1. ♙c3.

553. 1...g6.

554. 1...♙g8.

555. 1...♙c5.

556. 1...♙c6.

557. 1...e6 (1...g6 2. ♖xc5 is worse).

558. 1...♙f6 (1...f6 2. ♖h5# is bad) 2. e5 ♙d5.

559. 1. ♖e2.

560. 1. ♙b5+.

561. 1. ♙c3.

562. 1. d4.

563. 1. ♖f3.

564. 1. ♖g4.

565. 1...♙g4.

566. 1...♙xe5 (1... ♙xd1 2. ♙xf7# is bad).

567. 1...h6 2. ♙h4 g5.

568. 1...c6 (1...♙c6 2. d5 is bad).

569. 1...♙d7 (the correct defense against 2. d5).

570. 1...d5.

571. 1. ♖d3.

572. 1. ♖d1.

573. 1. ♖e2+.

574. 1. ♖d1.

575. 1. ♖b3.

576. 1. ♙xb5.

577. 1...♙fd7.

578. 1...♙xf6.

579. 1...♙xe5 2. ♙xe5 ♖a5+.

580. 1...♖d8 (1... ♖xb5 2. ♙c7+ is bad).

581. 1...♙b4 2. ♙xb4 (2. ♖d2 ♖xa1) 2... ♖xa1.

582. 1...♙g7 2. gxh7+ (2. ♖f5 ♙f6 also leads to sharp play) 1...♖f8.

583. 1. ♖d1.

584. 1. ♖f3.

585. 1. ♖d3.

586. 1. ♙b3.

587. 1. ♙c3.

588. 1. ♙d2.

589. 1...♖e7(f6).

590. 1...g6.

591. 1...♖g6.

592. 1...♖h3.

593. 1...♖f6.

594. 1...♖e7 (1...h6 2. exf6 hxg5 3. ♖e2+ is bad) 2. ♖e2 h6 3. ♙h4 g5.

595. 1. ♖f3 (after 1. ♖h5 ♙f6 White still has to move his queen to f3).

596. 1. ♙g1 (1. g4 ♙f6 is worse).

597. 1. ♙f3.

598. 1. ♖g1 (1. ♖f1 is passive).

599. 1. ♖g3.

600. 1. ♖h4.

601. 1...c6.

602. 1...♙b4+.

603. 1...♙f6.

604. 1...♖e7 (if, for example, 1...d5, then 2. d3).

605. 1...c6 (1...♙c6 2. d5 is bad).

606. 1...♖g6 (1... hxg5 2. hxg5 ♖xg5 3. ♖xh8 is worse).

607. 1. ♙f3.

608. 1. ♙xg5.

609. 1. c3.

610. 1. ♖c3 (1. ♖d5 ♙ge7 is bad).

611. 1. ♙xd5 ♙xh3 2. ♙xf6+.

612. 1. ♖xc8+.

613. 1...♙e7.

614. 1...♙xf3+.

615. 1...♙c6.

616. 1...♖d7.

617. 1...♙xc3+.

618. 1...♖xe2+ 2. ♖xe2 ♙d7.





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