



LEARN CHESS THE RIGHT WAY

Book 4: Sacrifice to Win!



Internationally Acclaimed Chess Trainer!

GRANDMASTER SUSAN POLGAR

Women's World Chess Champion



Learn Chess the Right Way

**Book 4
Sacrifice to Win!**

**by
Susan Polgar
with Paul Truong**



**2017
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Learn Chess the Right Way
Book 4: Sacrifice to Win!

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Introduction

Ever since I was four years old, I remember the joy of solving chess puzzles. I wrote my first puzzle book when I was just 15, and have published a number of other best-sellers since, such as *A World Champion's Guide to Chess*, *Chess Tactics for Champions*, and *Breaking Through*, etc.

With over 40 years of experience as a world-class player and trainer, I have developed the most effective way to help young players and beginners – *Learn Chess the Right Way*. By understanding the most common and critical patterns, it will help you improve much quicker. In this *Learn Chess the Right Way* series, I will show you the most effective way to learn and improve through pattern recognition.

Volume 4 is all about exercises where you have to make a “sacrifice” for a material gain or even checkmate.

In each of the first five chapters, a certain piece is being sacrificed to checkmate the enemy King (in chapter 1 – The Queen, in chapter 2 – The Rook, and so on). In chapters 6-10, you will get no hint about which piece should be sacrificed. However, you will know what the target is, to win a Queen, or Rook etc.

In chapter 11, there will be no hints whatsoever. The goal is simple: sacrifice one of your pieces to either checkmate or gain material. Many of the examples are built on skills (such as forks, discoveries or pins) learned in volumes 1 and 2 of this series. In most of the puzzles, you will need to think 2-3 pairs of moves ahead in order to find the correct solution.

In some examples, it will be White to move, while in others you will have to try to find the winning move for Black. Those will alternate from page to page. Also please note that under each diagram you will be able to record the amount of time it took you to solve each puzzle.

As you go through and solve the puzzles again, your speed recognizing the winning material patterns should improve.

In chess, pattern recognition is a very important part of playing better chess. Therefore, my suggestion is to try to solve the puzzles multiple times, or until you feel that you can recognize the correct solutions within a couple minutes per page (four puzzles). Initially you may want to set up the pieces on the chess board as shown in the diagrams (make sure every piece is exactly as shown!). But by the second time around, I would surely recommend to try to solve the puzzles just from the diagram.

I hope you will have a lot of enjoyment on embarking on the road
“Learning Chess the Right Way!”

Susan Polgar
February 2017

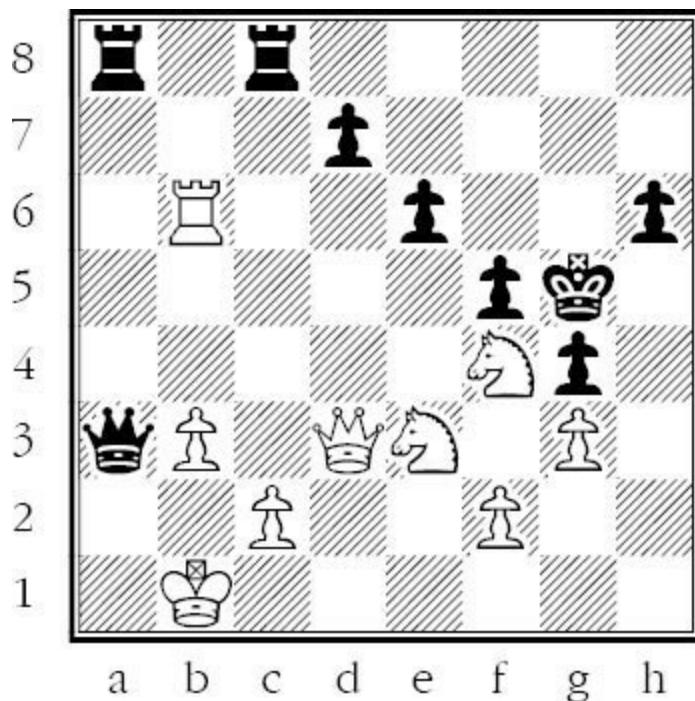
Chapters 1-5: Sacrifice to Mate!

Chapter 1

Queen Sacrifice to Checkmate!

As we know, the queen is the most valuable piece of all on the chessboard. Yet, there are some situations in which, in order to achieve the ultimate goal (to checkmate the opponent's king), it is necessary to sacrifice it. Naturally, whenever one takes such drastic action, giving up the most valuable piece, one has to be 100% sure that the sacrifice works, and to have checkmate following up regardless how the opponent responds. A common mistake people often make is that they do not look at the opponent's best responses, but instead only at the most obvious choice.

Now let us see a few basic examples about what you will practice in this chapter.

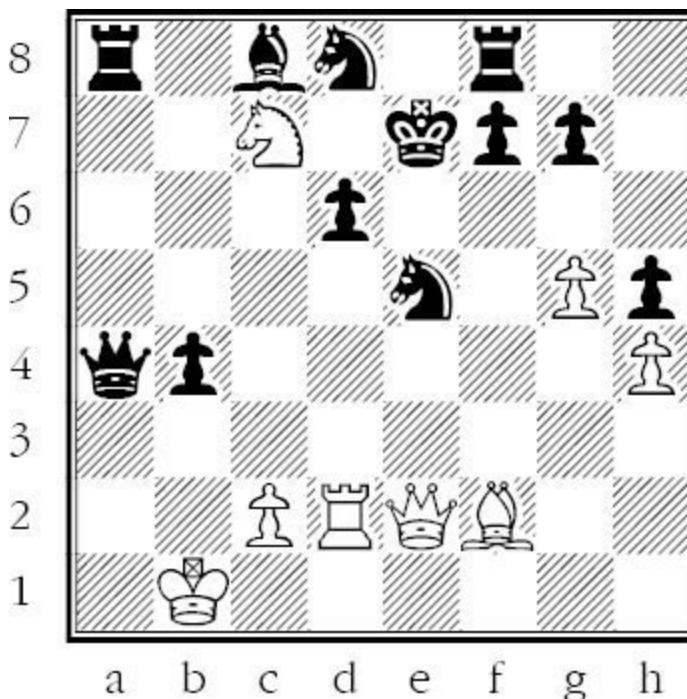


White to move

Looking at this position, it is important to notice that Black has a serious checkmating threat, Qa3-a1. White could play defensively with 1.Qd4, protecting the a1 square, but that would lead to a lengthy endgame with an unclear outcome after 1...Qa2+ 2.Kc1 Qa1+.

Therefore, it is important to always search for better alternatives. It is wise to first look for any potential checkmate patterns. In this case, it is noteworthy that if Black's pawn on e6 were to be removed, White could checkmate with Rb6-g6. But how to get rid of that pawn which is obstructing checkmate? Clearly, we can consider only forceful moves (checks), otherwise Black will checkmate first. The solution is: **1.Qxf5+**. This pretty queen sacrifice leaves Black with only one option, to capture with **1...exf5**, and then our goal is accomplished with **2.Rg6** checkmate.

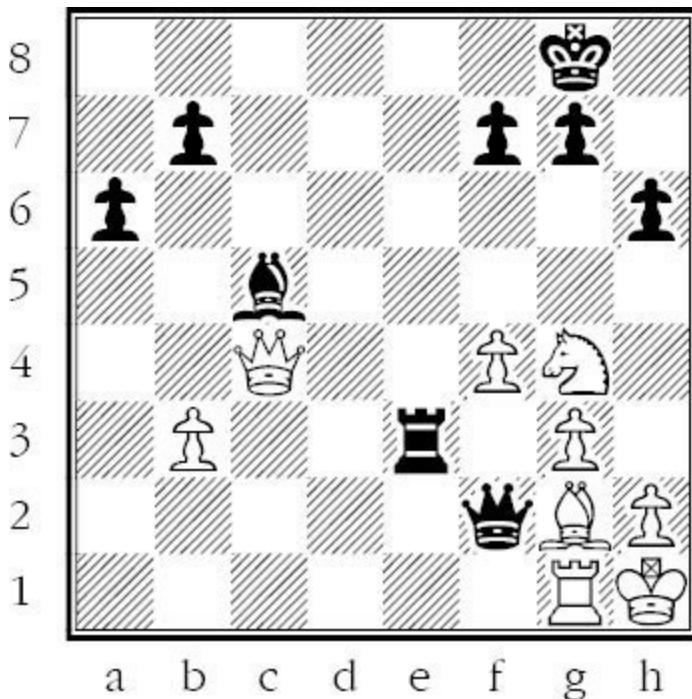
In our next example, Black will have multiple possible responses to our first move, but will get checkmated after any of them.



White to move

Analogous to the previous example, Black also threatens to checkmate with 1...Qa1. Therefore, in order to win, White must search

for forceful moves, not giving Black the time to accomplish his goal first. The answer is: **1.Qxe5+**. The basic idea is that after **1...dxe5** white checkmates with **2.Bc5#**. Black can also try to block the check with a bishop or knight on e6, but after either move, or even moving the king to d7, **2.Qxd6** checkmates.



Black to move

It seems that Black is in trouble here. White has an extra knight and additionally has just played **Ne5xg4**, forking the black queen and rook. But Black has a powerful counterpunch!

Obviously, if Black just makes a quiet move like **1...Qd2**, White would capture the rook on e3, and Black would be in a pretty hopeless situation. So, as in the above two examples, here too, Black needs to look for forceful alternatives.

Black actually has two such options, **1...Qxg2+** as well as **1...Qxg1+**. The former almost works, but not quite. This is a good example to always look out for your opponent's various responses and not just the first one that comes to mind. After **1...Qxg2+?**, if White recaptures with **2.Rxg2**, Black indeed checkmates after **2...Re1+**.

However, after 2.Kxg2, there would be no good follow up to the sacrifice and Black would find himself in a totally lost position.

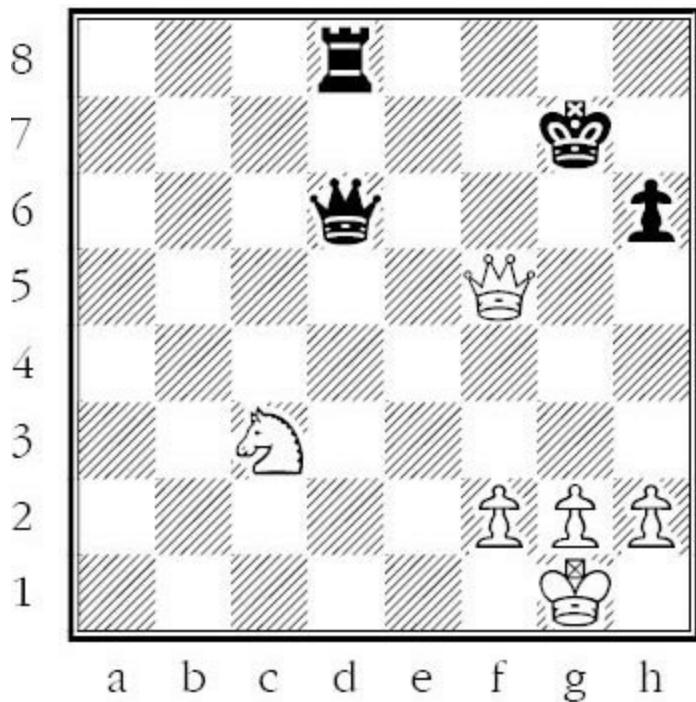
Consequently, the correct answer is **1...Qxg1+ 2.Kxg1 Re1** checkmate. As Black's second move is a double check, White cannot block the attack on the king.

Now you will find 40 examples to practice this theme. In each one, you will need to look for the correct queen sacrifice, which will be followed by checkmate on the second move. The pages will alternate between "White to move" and "Black to move" puzzles, as in all upcoming chapters.

And now, have fun, and good luck solving the next 40 puzzles!

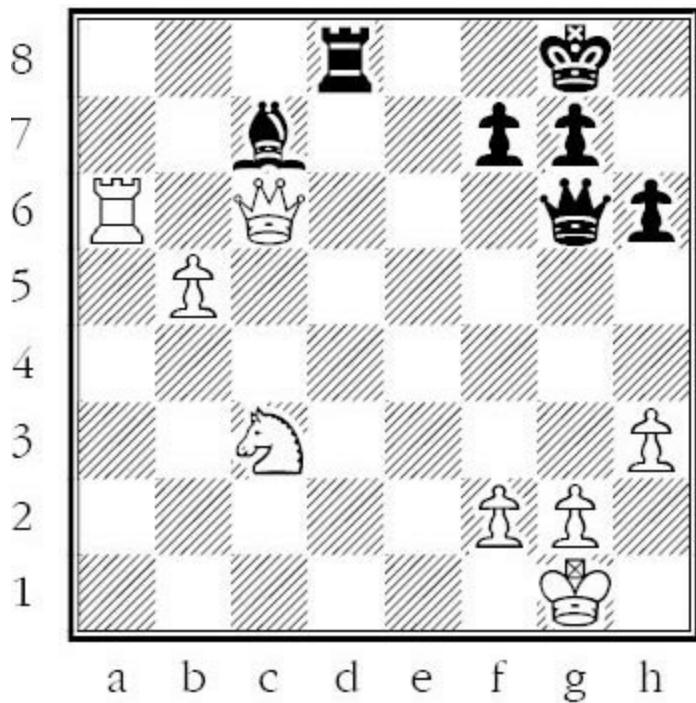
Black to move

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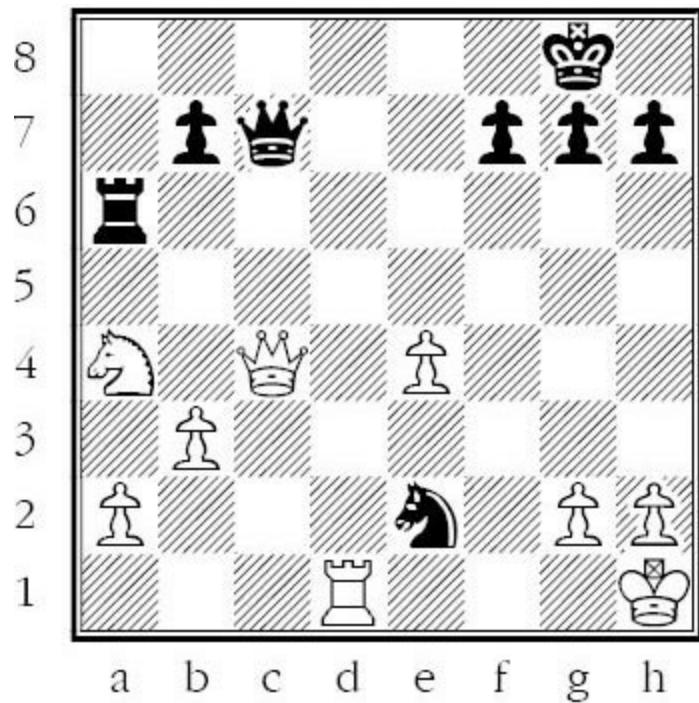
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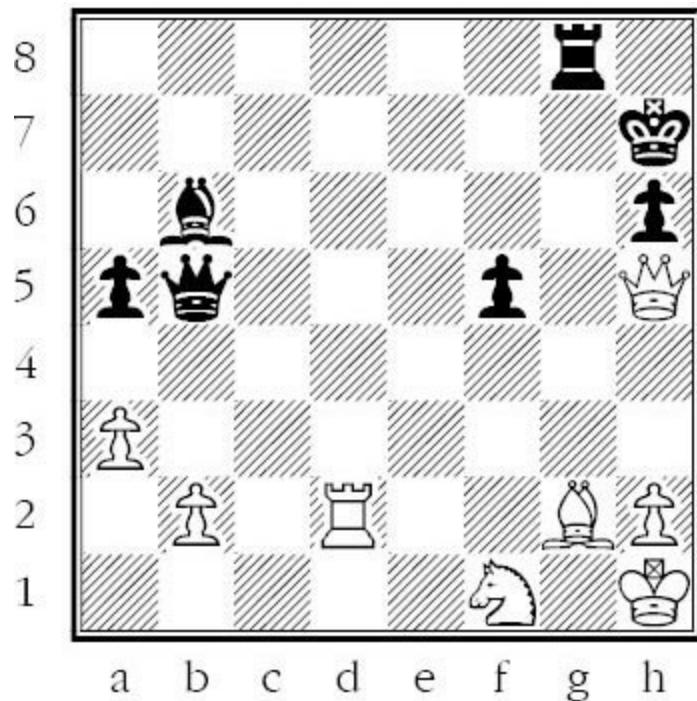
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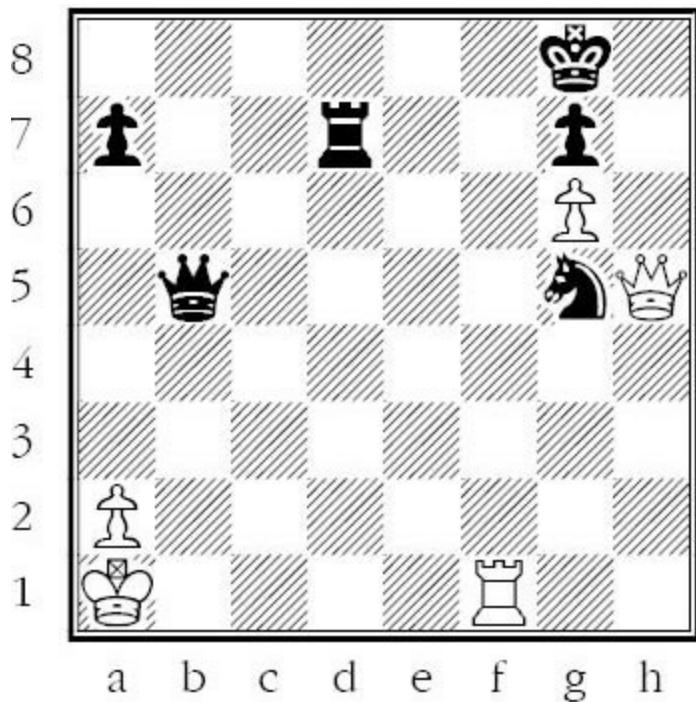
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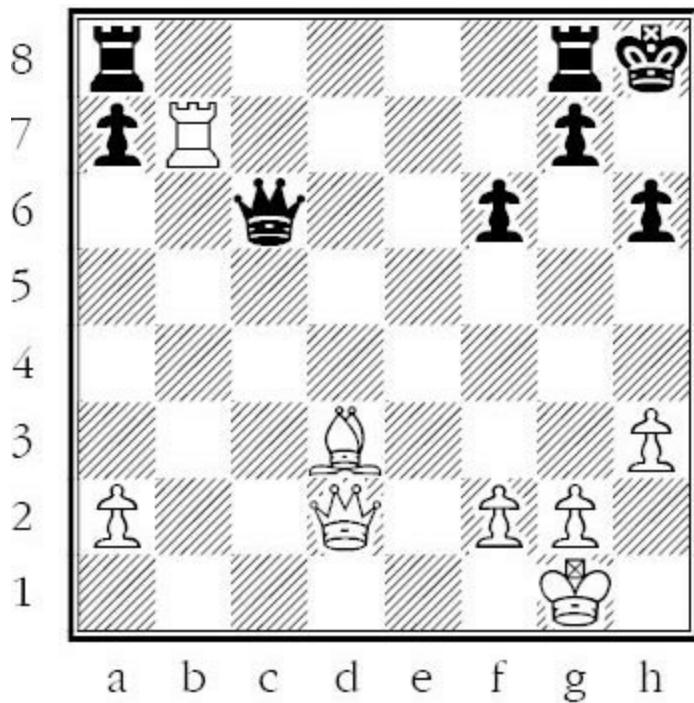
White to move

(5)



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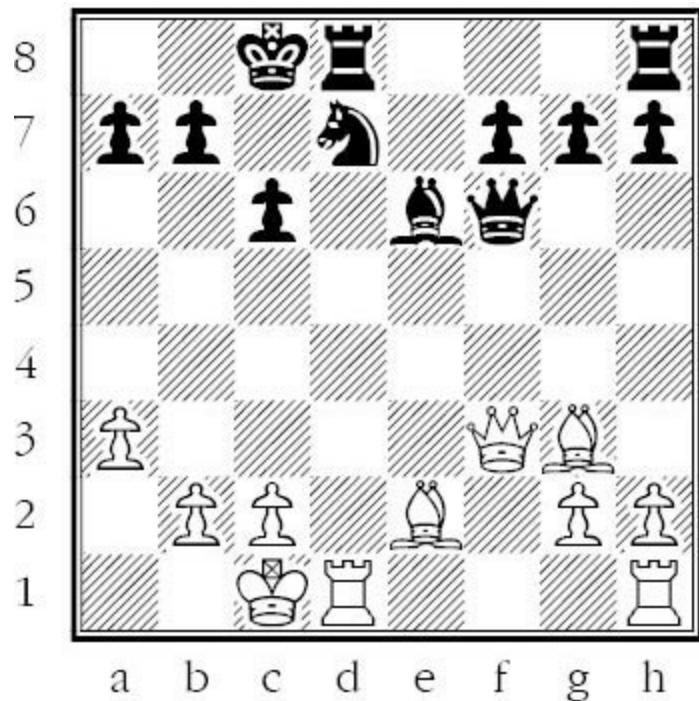
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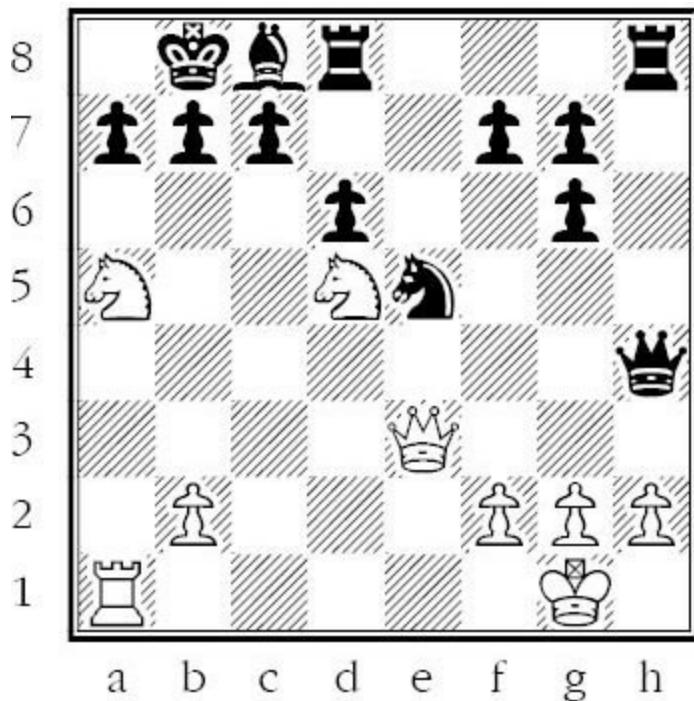
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(7)



1. _____ Time: _____
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(8)

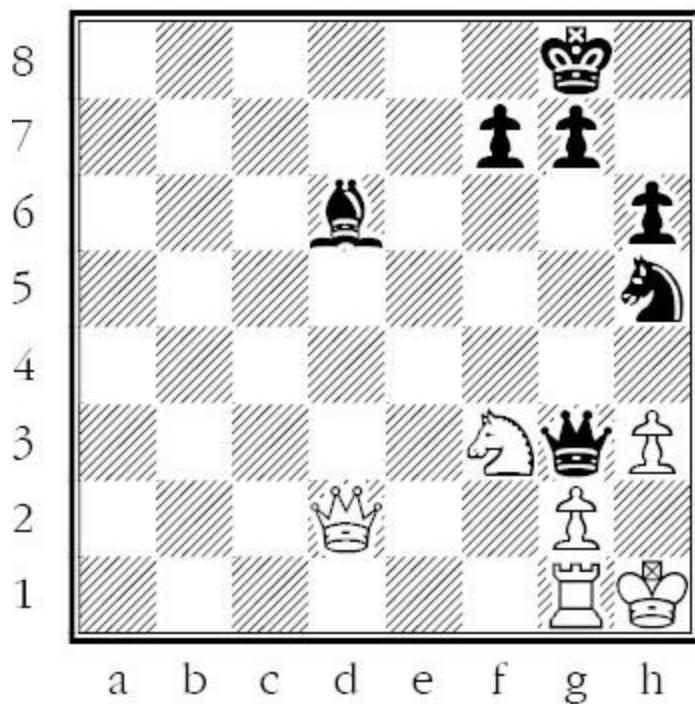


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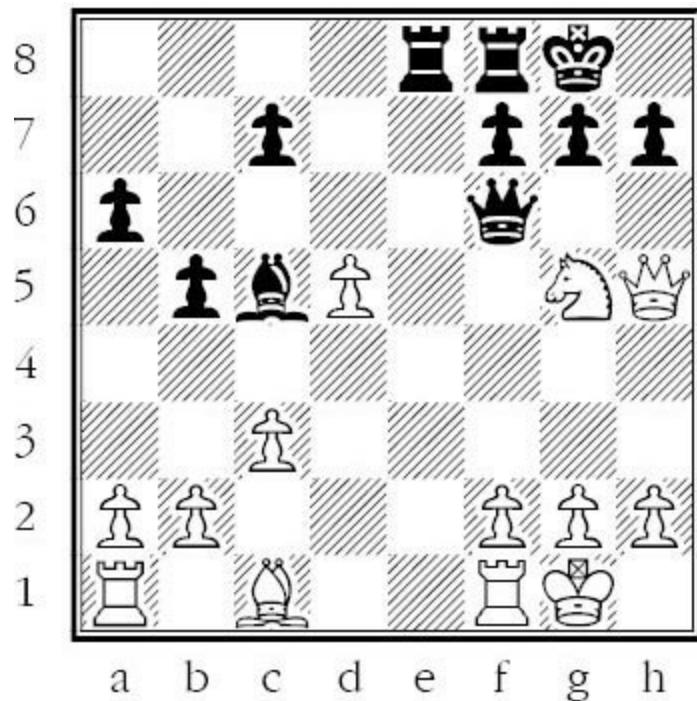
Black to move

(9)



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2. _____ _____

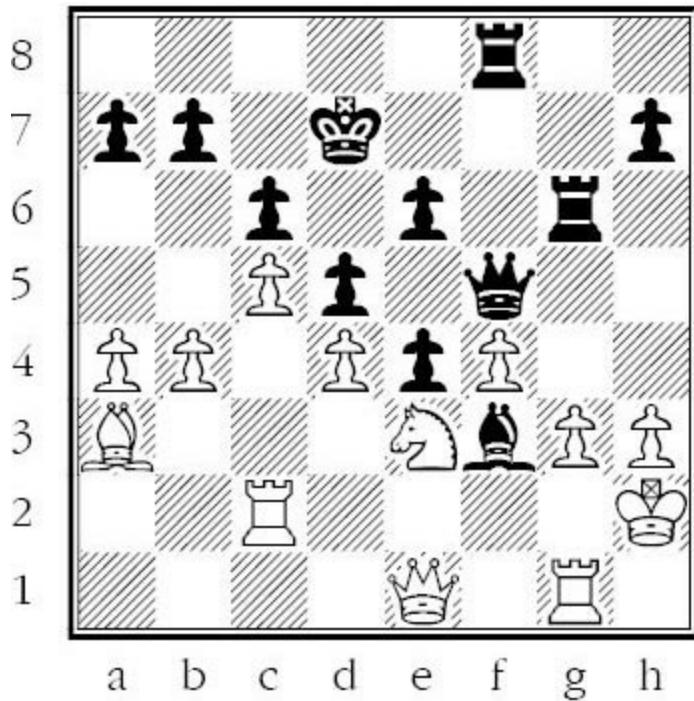
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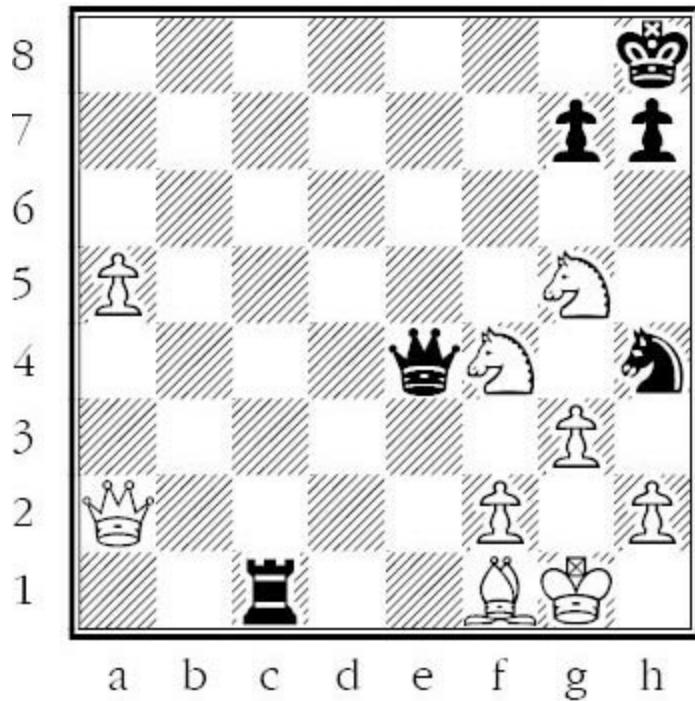
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(11)



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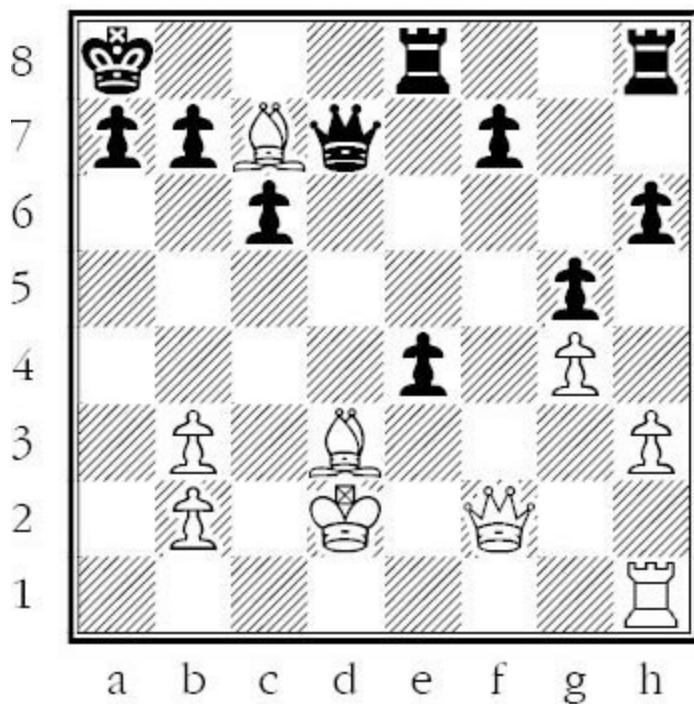
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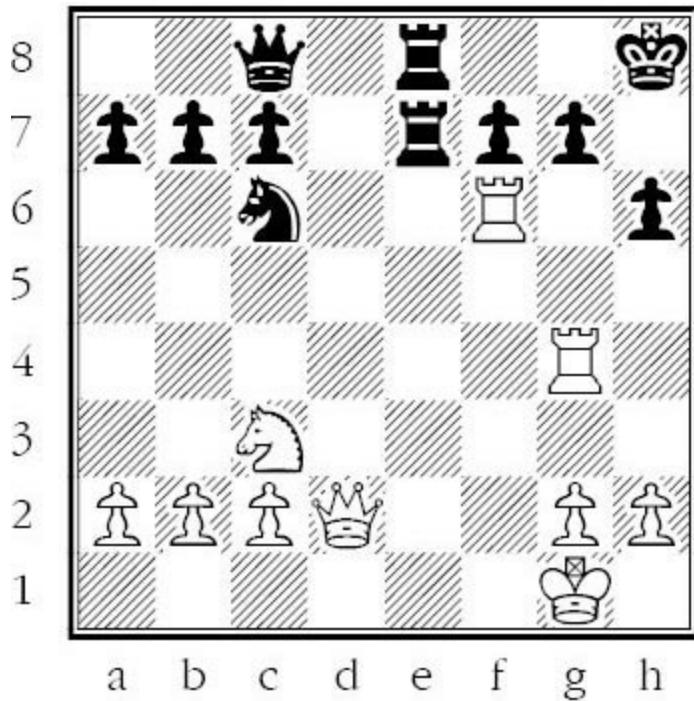
White to move

(13)



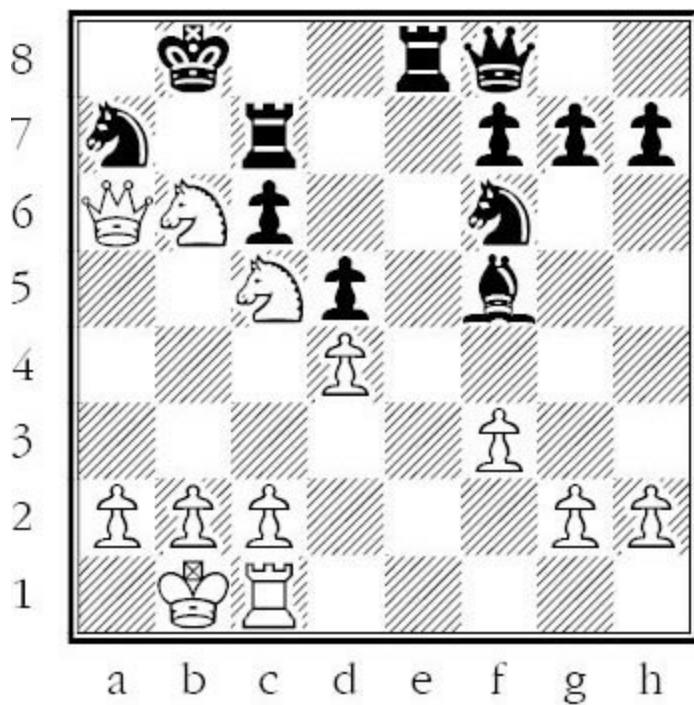
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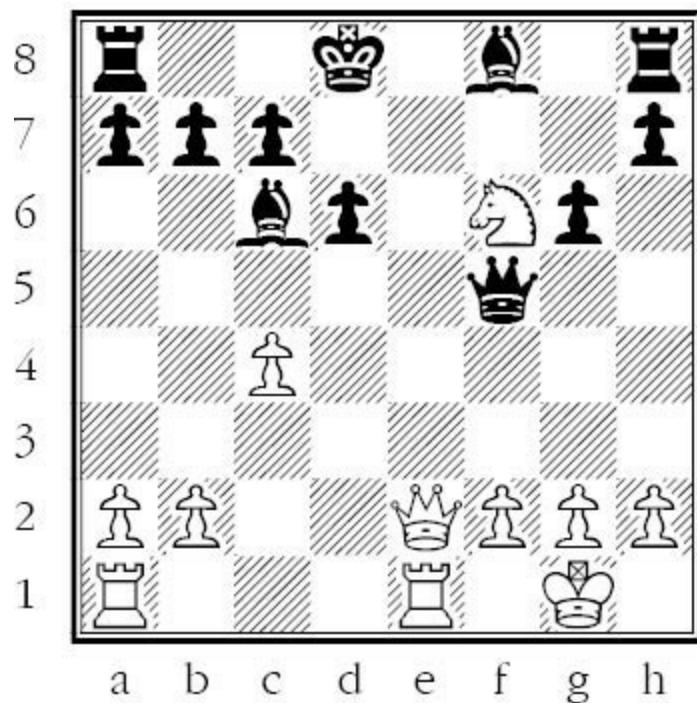
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(15)



1. _____ Time: _____
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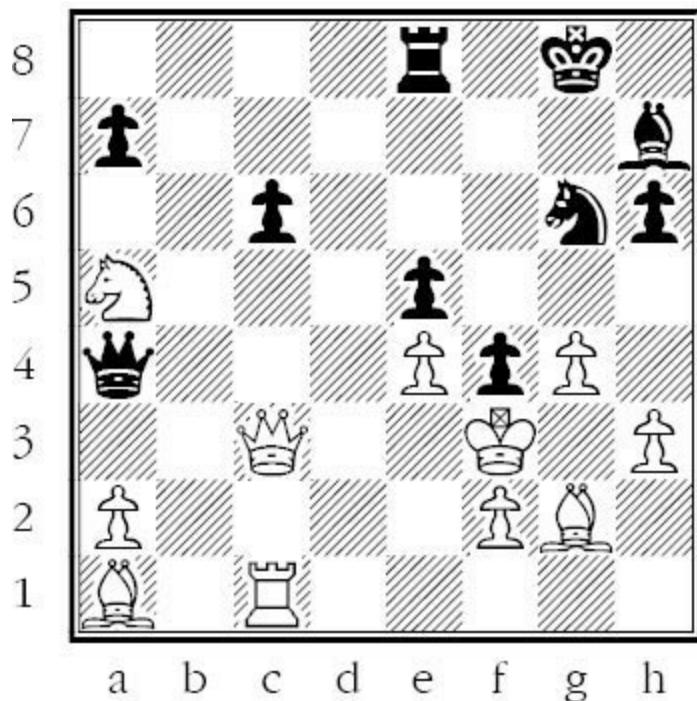
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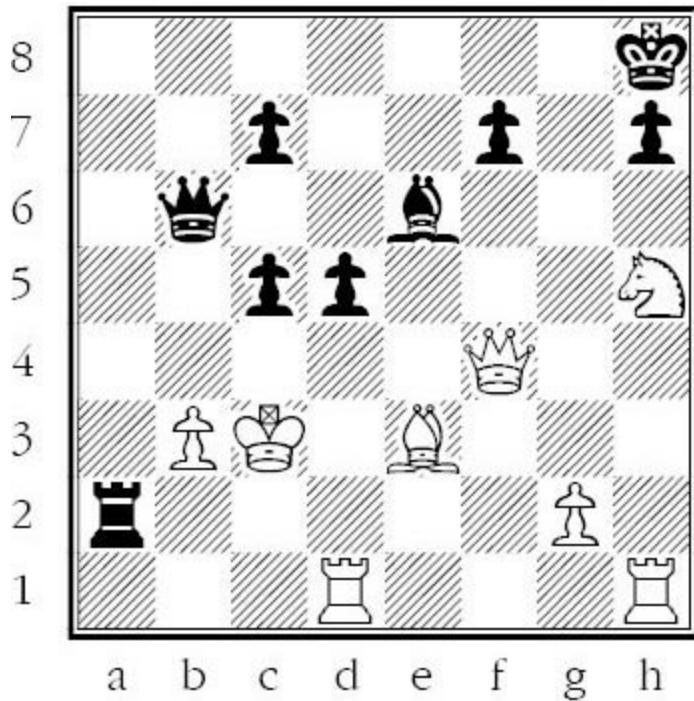
Black to move

(17)



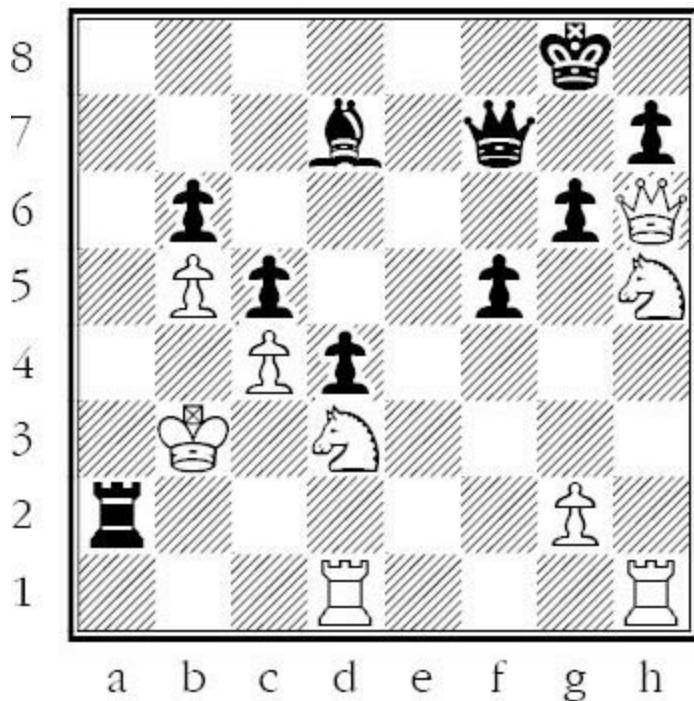
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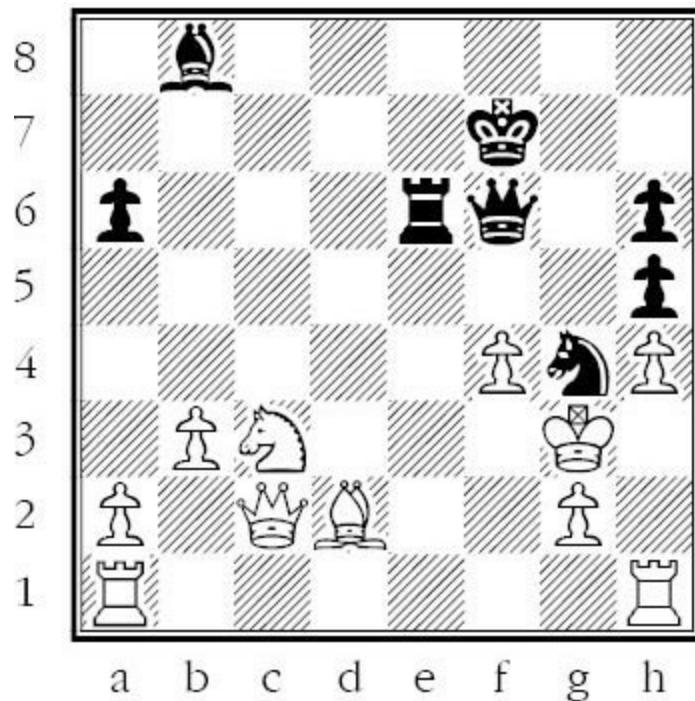
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(19)



1. ... _____ Time: _____
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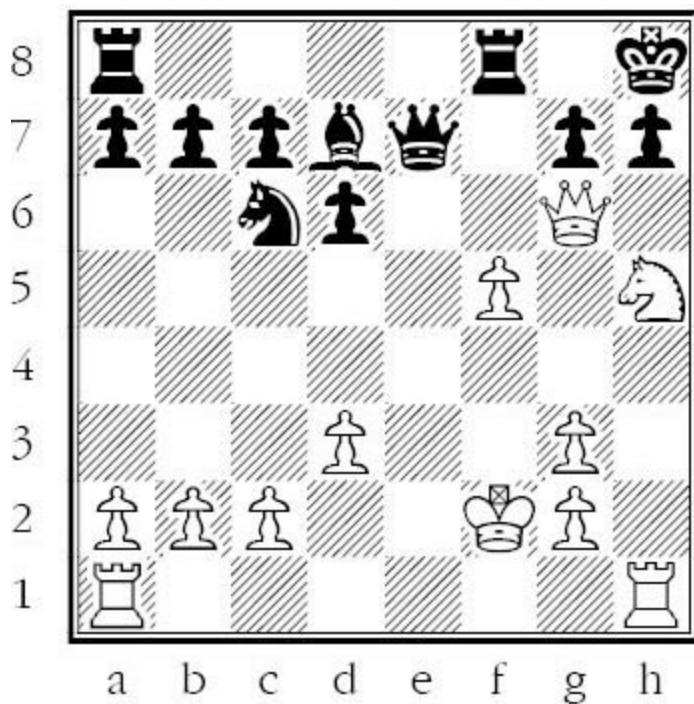
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1. ... _____ Time: _____
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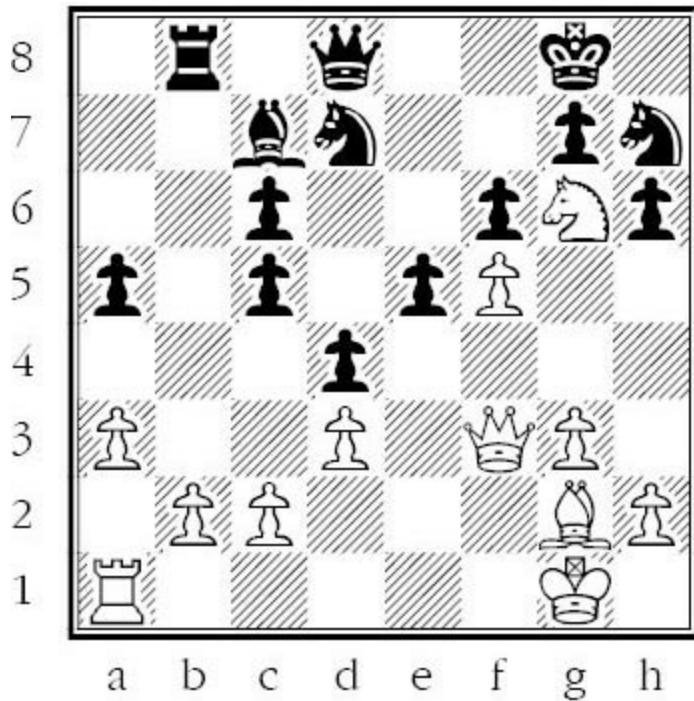
White to move

(21)



1. _____ Time: _____
2. _____

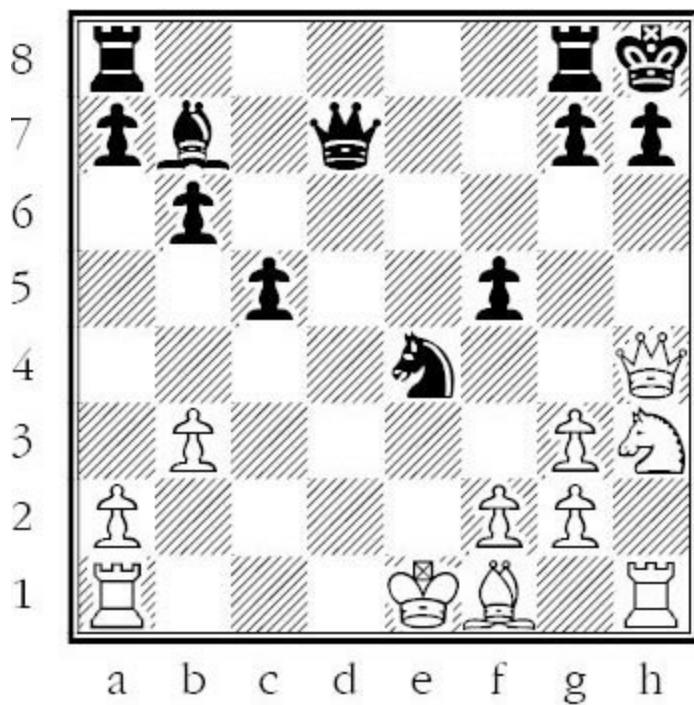
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a b c d e f g h

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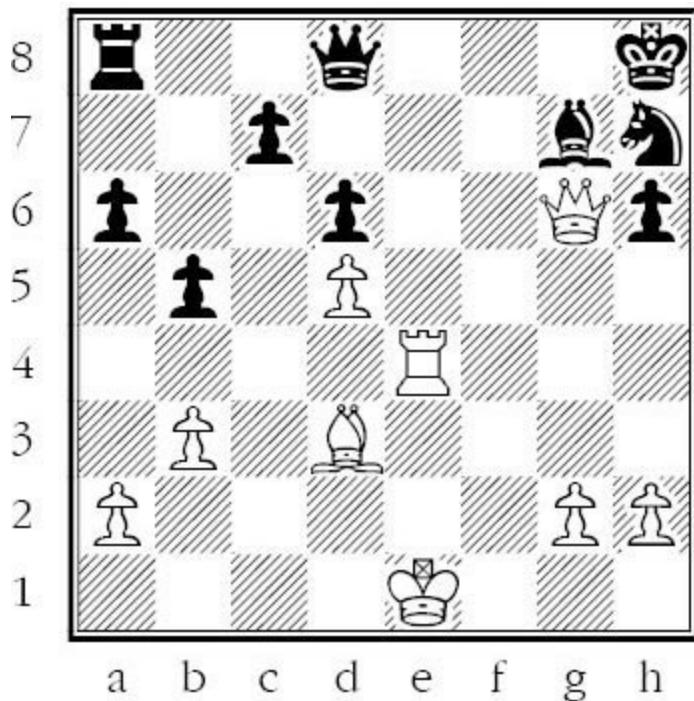
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1. _____ Time: _____

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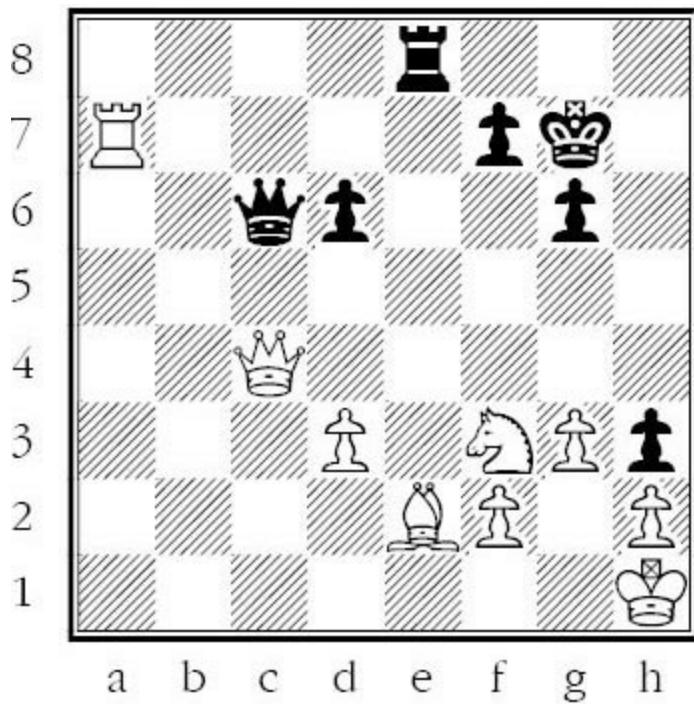
(24)



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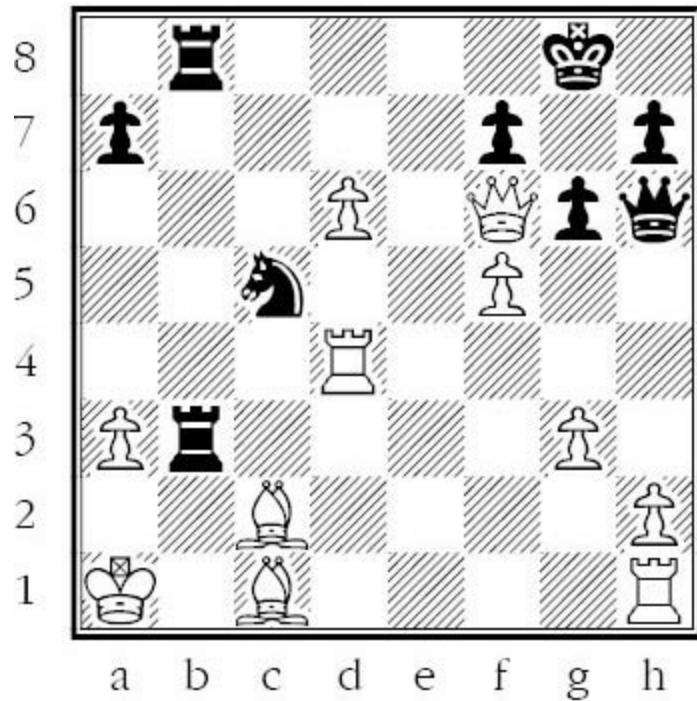
Black to move

(25)



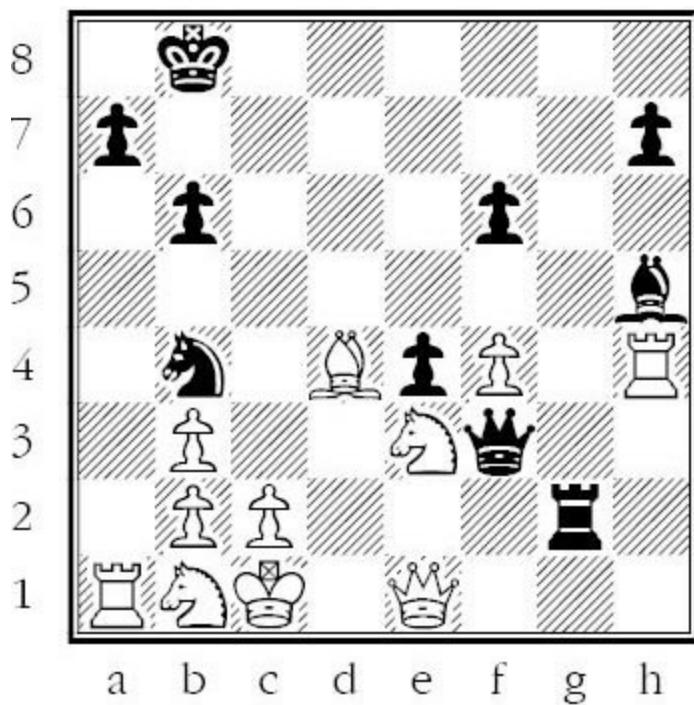
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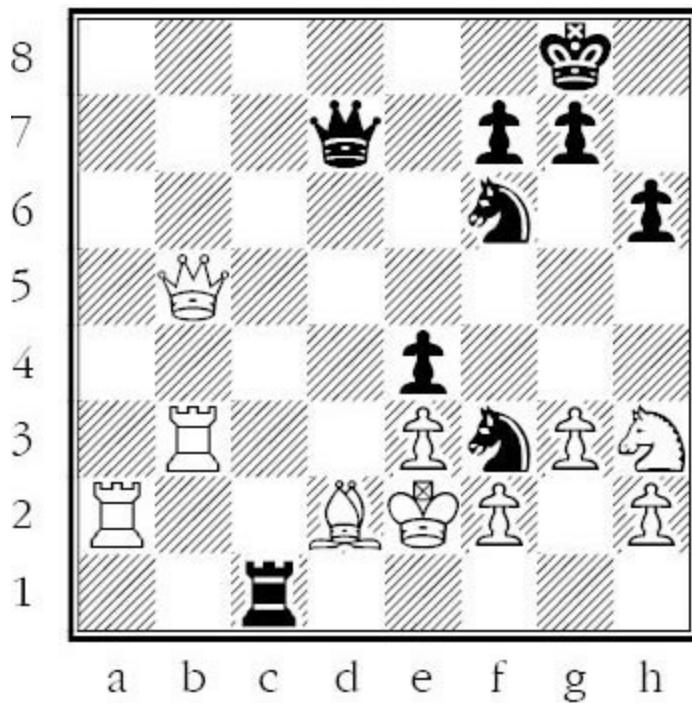
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(27)



1. ... _____ Time: _____
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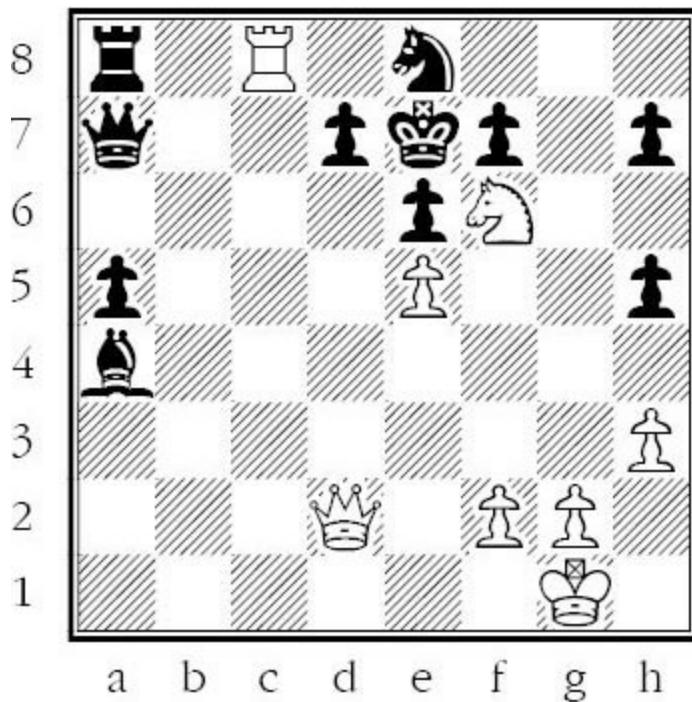
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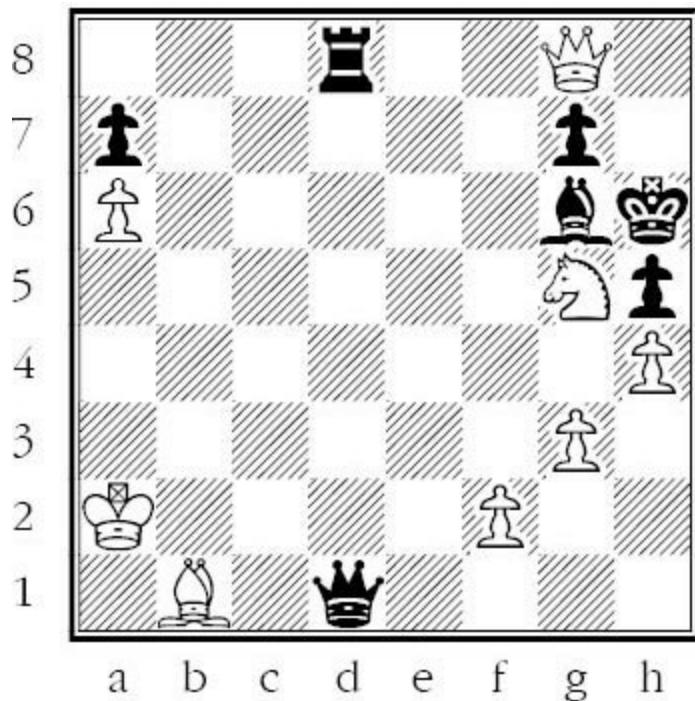
White to move

(29)



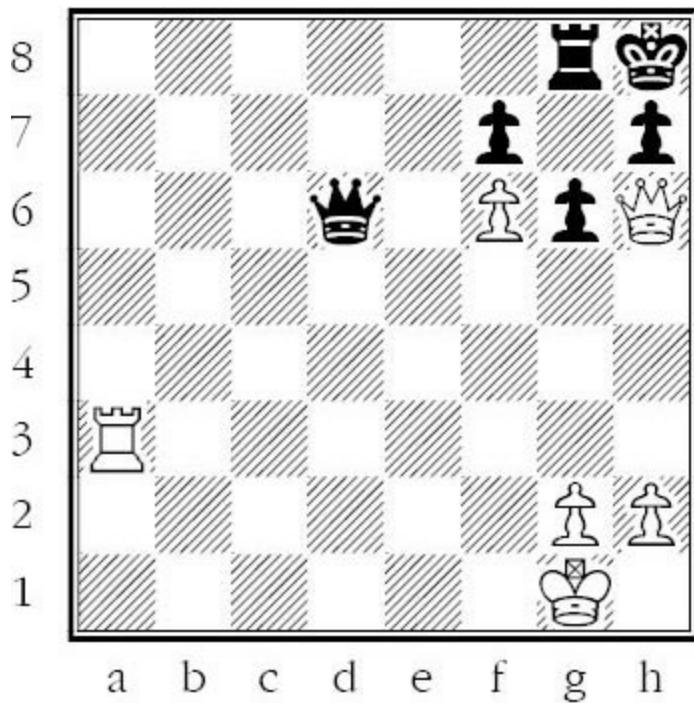
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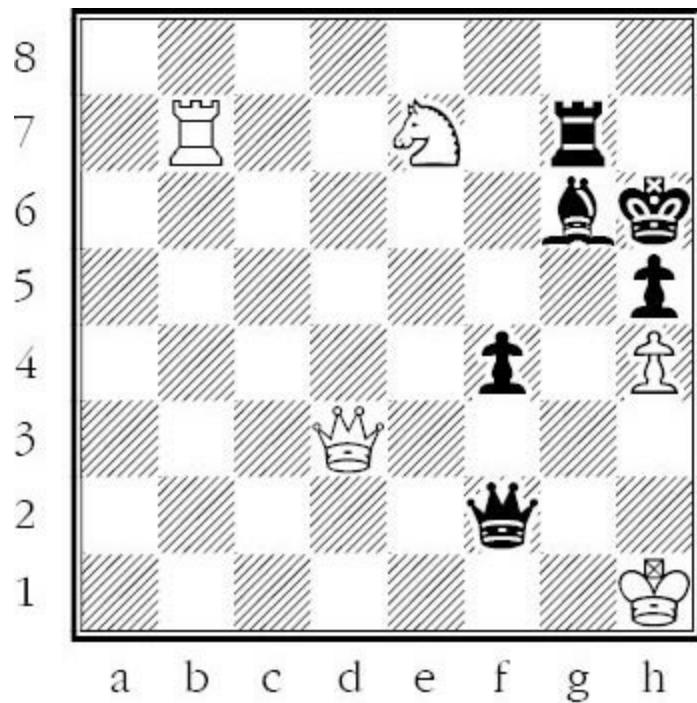
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(31)



1. _____ Time: _____
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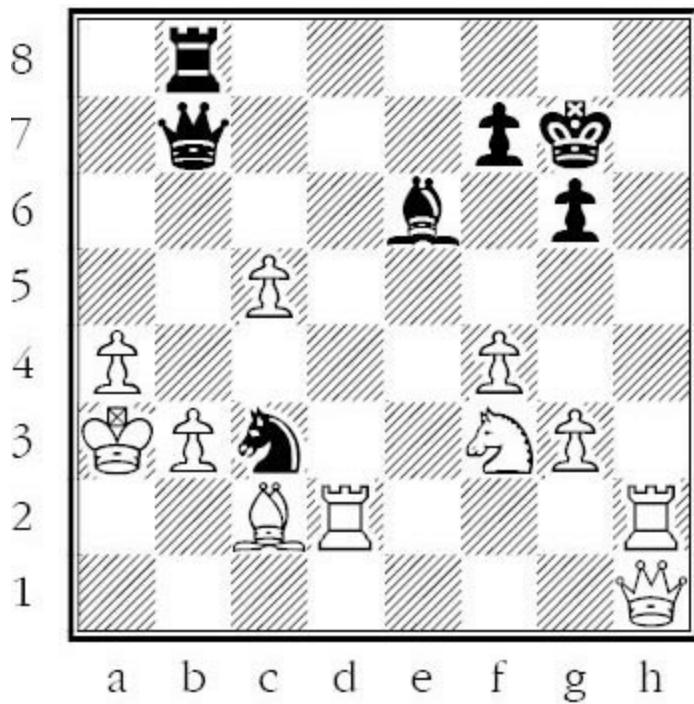
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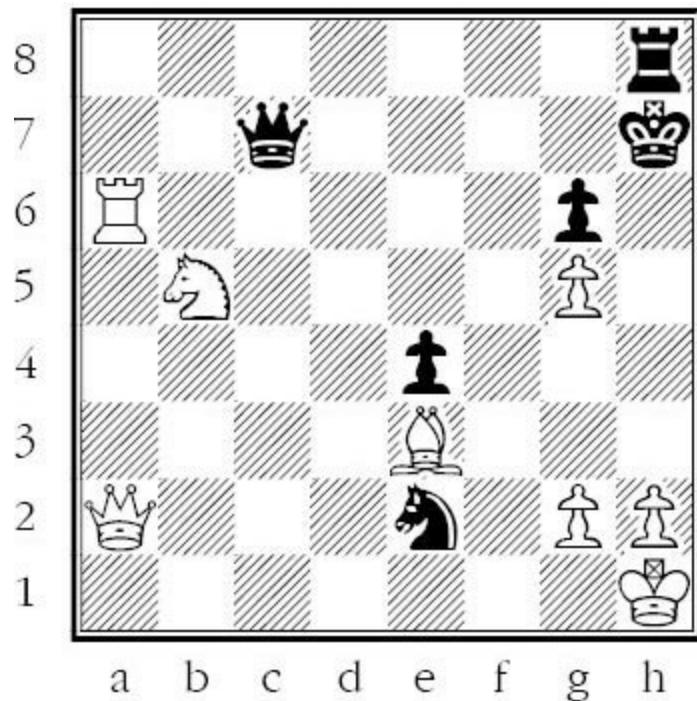
Black to move

(33)



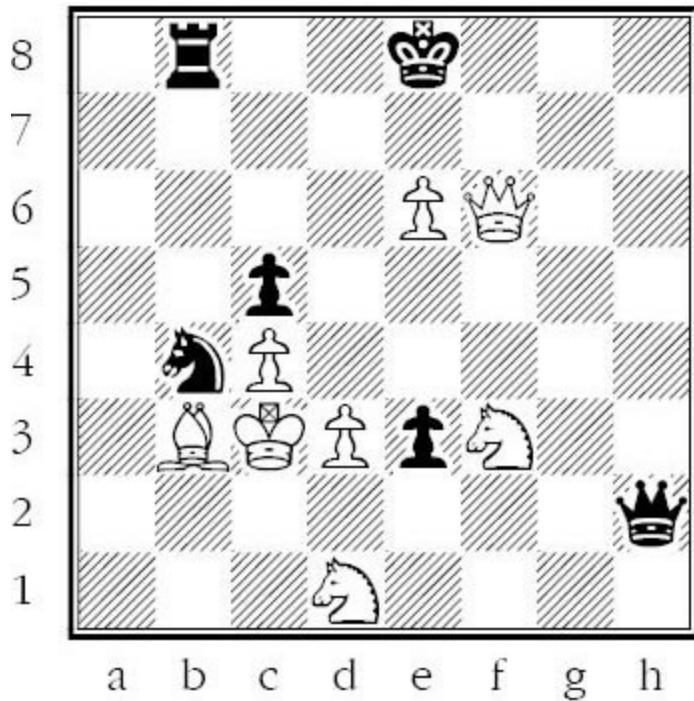
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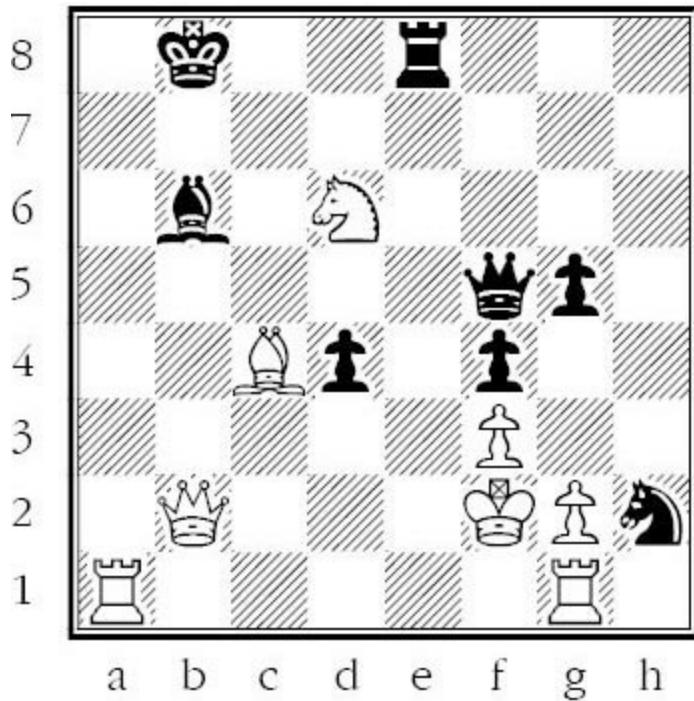
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1. ... _____ Time: _____
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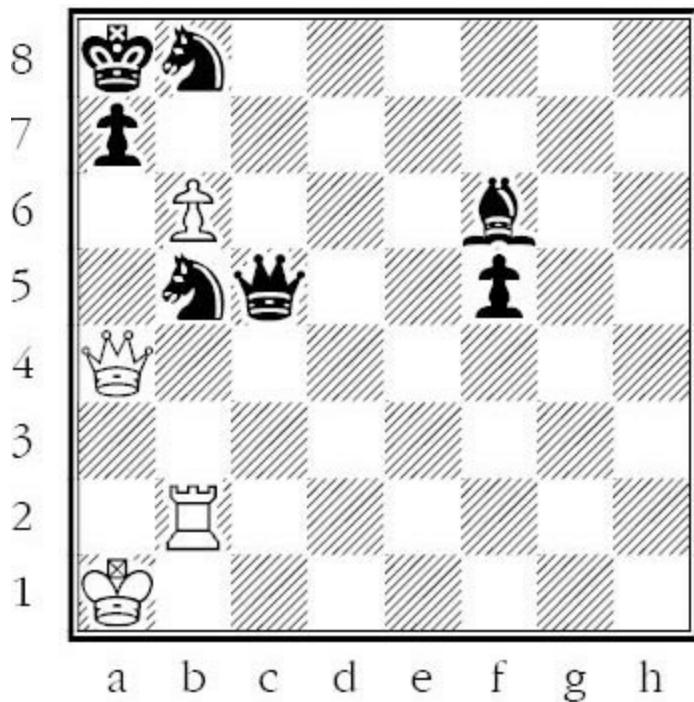
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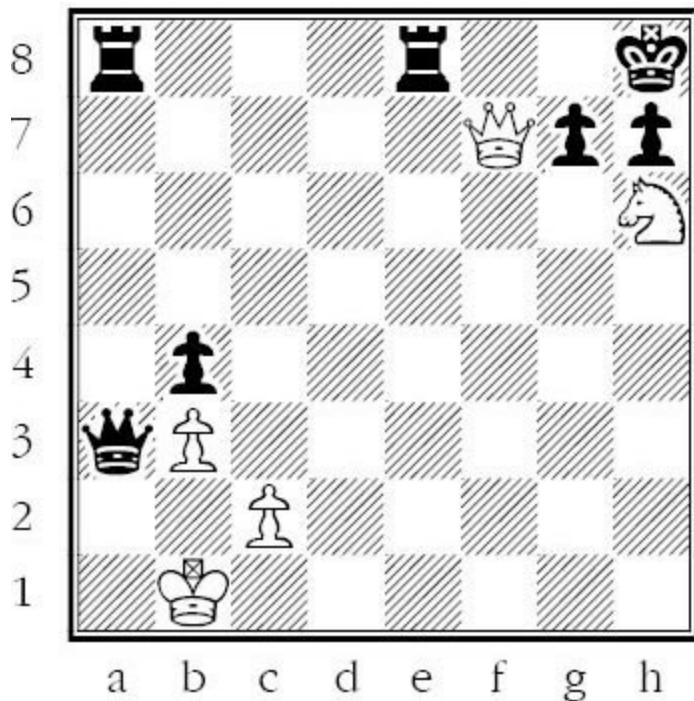
White to move

(37)



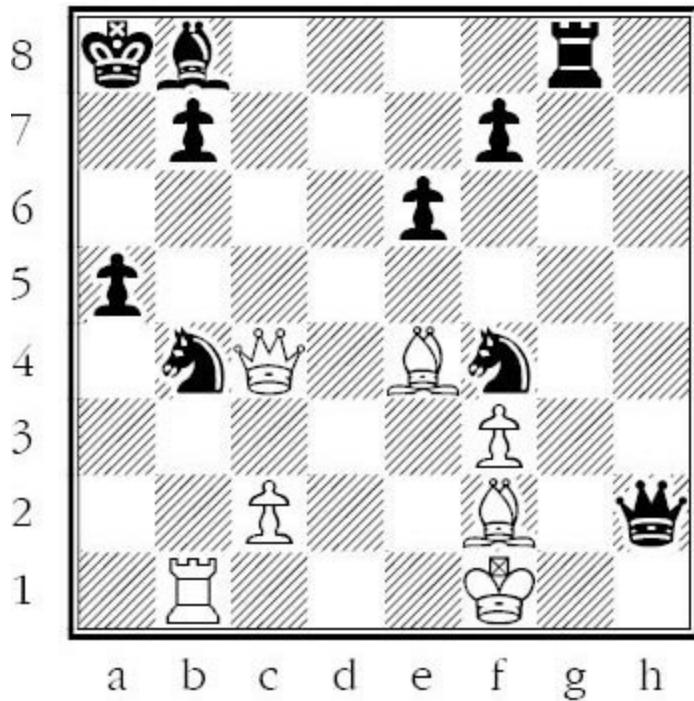
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(38)



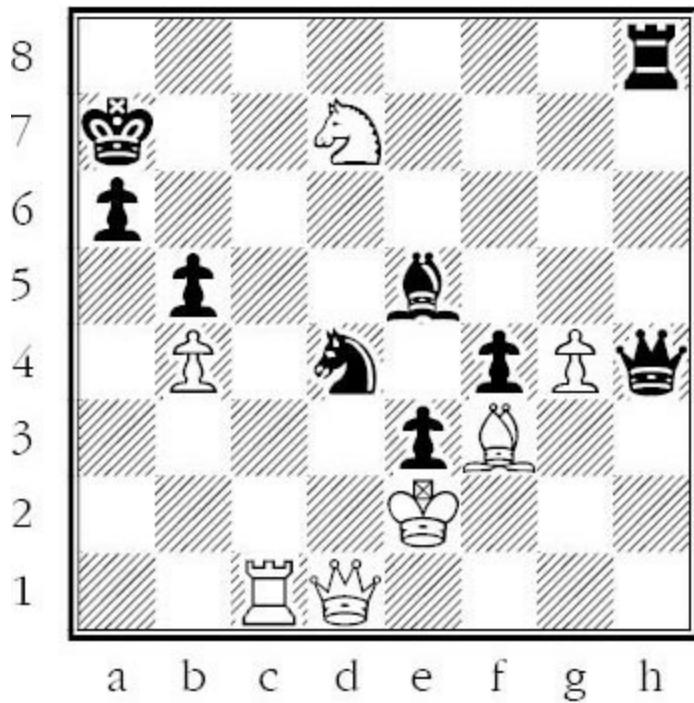
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1. _____ Time: _____
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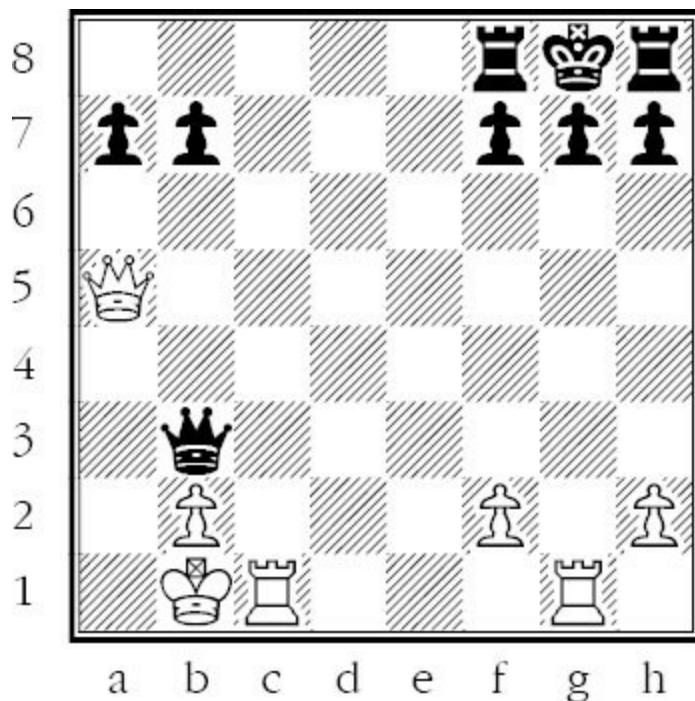


1. _____ _____ Time: _____
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Chapter 2

Rook Sacrifice to Checkmate!

In this chapter, we will see similar ideas as in the previous one. However, in the upcoming examples the “sacrificial lamb” is the rook. Let us see a few typical patterns.

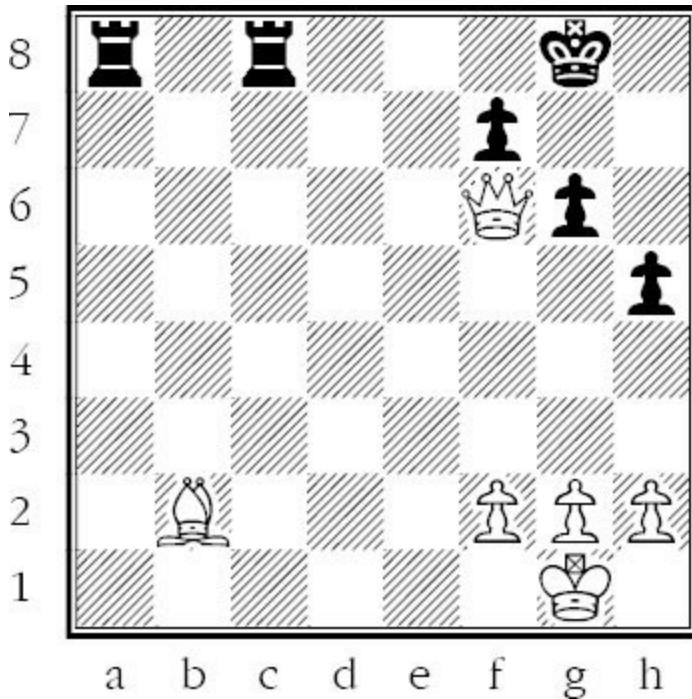


White to move

In the above position, Black has a material advantage (of two pawns). If White simply captures one of those pawns with 1.Qxa7, Black would still maintain an extra pawn and overall better chances to win. Therefore, it is essential for White not to miss this opportunity to exploit the unfortunate positions of the black king and rooks.

White must play energetically and forcefully. The threatening moves 1.Qe5 or 1.Qg5 (with the checkmate threat on g7) could be easily met by 1...g6. The only correct way to continue is to sacrifice

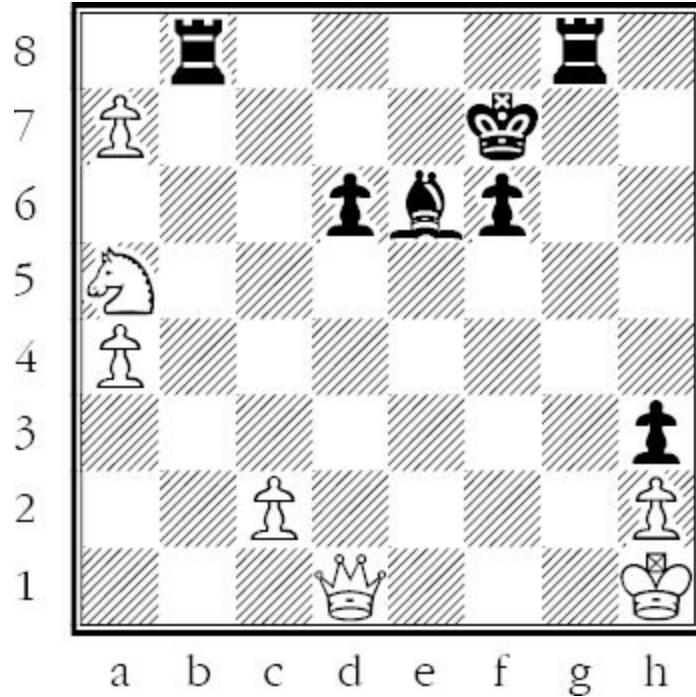
the rook with **1.Rxg7+** forcing **1...Kxg7** and then **2.Qg5** checkmate.



Black to move

In the next position, White has an extra bishop along with a seemingly winning attack. Black no doubt would lose unless Black finds the key combination to take advantage of White's weak "back rank." Rooks are most often used to checkmate on the back rank. In this example, Black needs to use one of the rooks as bait, and then checkmate with the other one:

1...Ra1+ 2.Bxa1 Rc1 checkmate.



Black to move

White's last move was b6xa7, attacking Black's rook on b8. If now Black just continues with some natural move like 1...Ra8, the most likely outcome of the game, given the approximate material balance on board, will be a draw. It is clear that the white king is cornered, and could almost be checkmated with Be6-d5. Additionally, White's back rank is also weak.

The question is how make those two ideas work together to accomplish the goal?

The immediate 1...Bd5+? would work if 2.Qxd5+ would not be a check (as then Black could proceed with 2...Rb1+), but it is. Therefore, that idea fails.

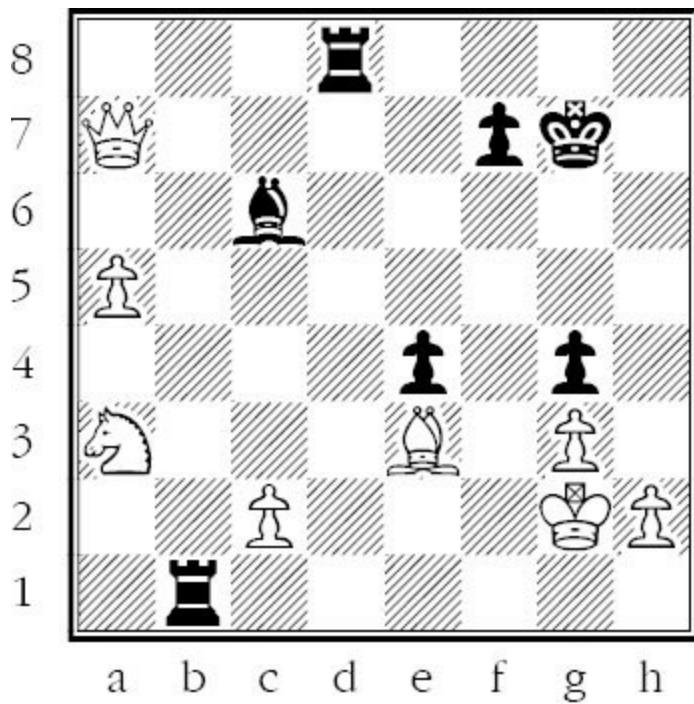
The only correct order is **1...Rb1 2.Qxb1**. After any other move, Black would just capture White's queen along the first rank and checkmate. And now, **2...Bd5** checkmate!

Now there are 40 exercises to practice rook sacrifices which lead to checkmate on the following move. Remember, in order to find the

correct solution, you will need to think ahead and try to foresee the opponent's potential best response. In all the puzzles, there is only one correct first move. Good luck in solving and enjoy!

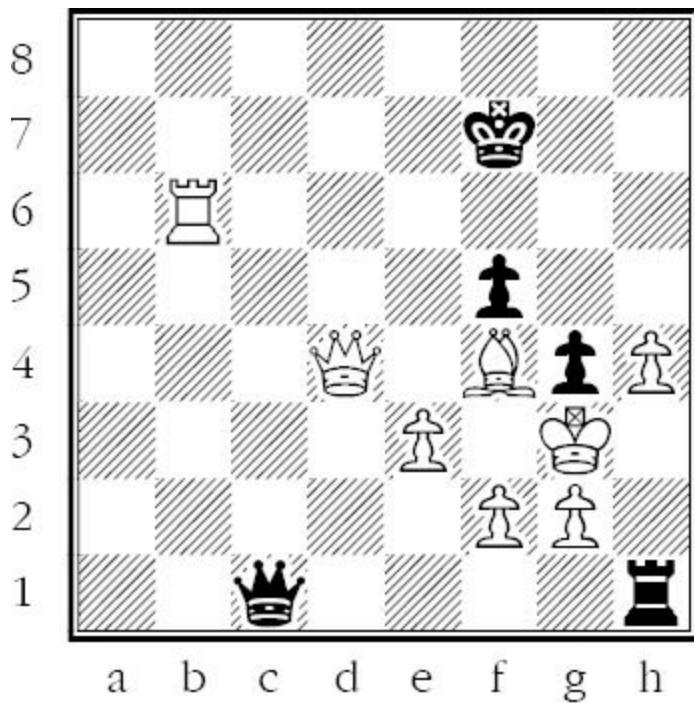
Black to move

(41)



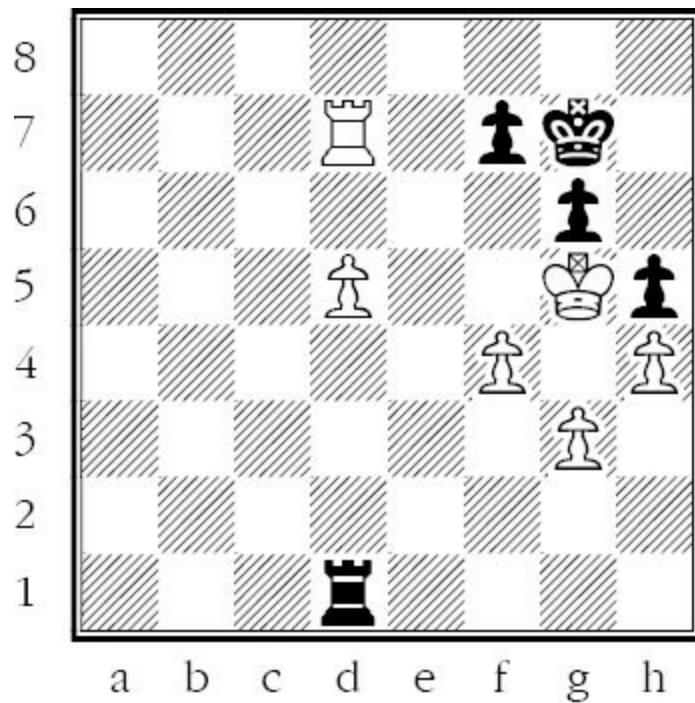
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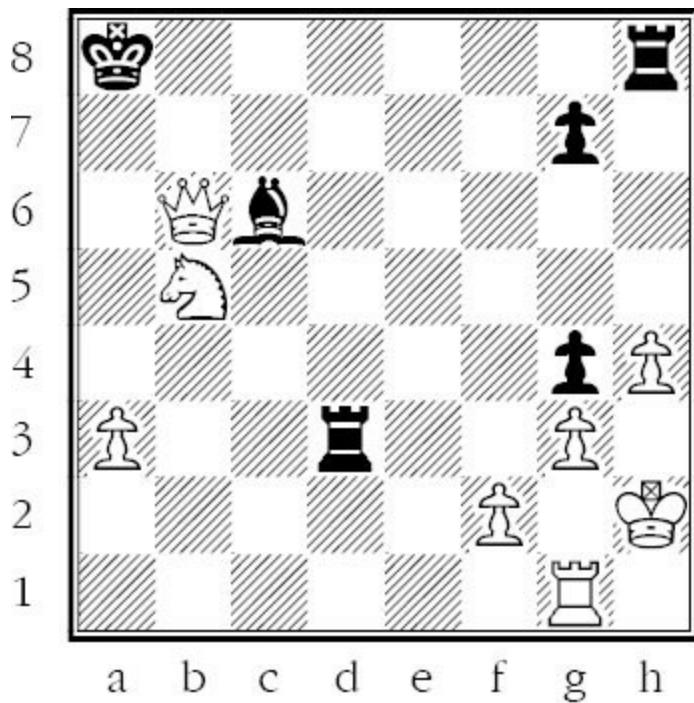
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(43)



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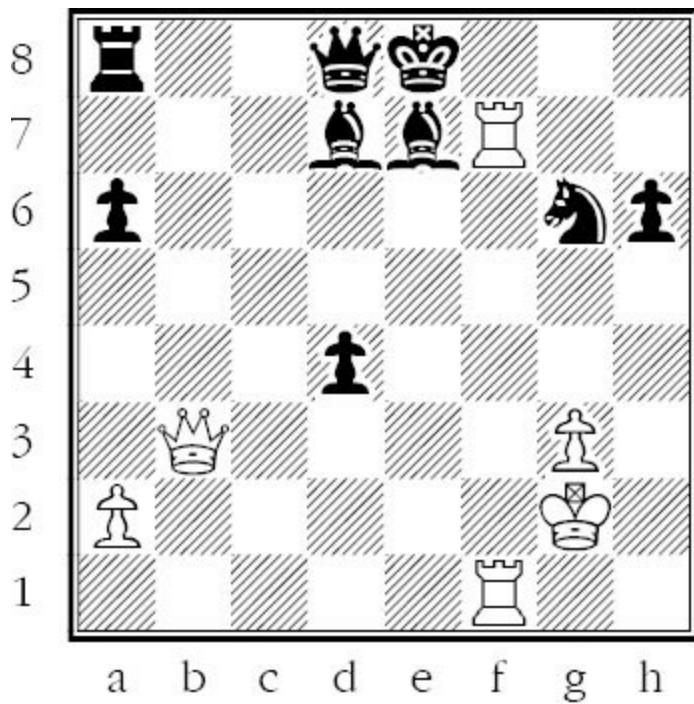
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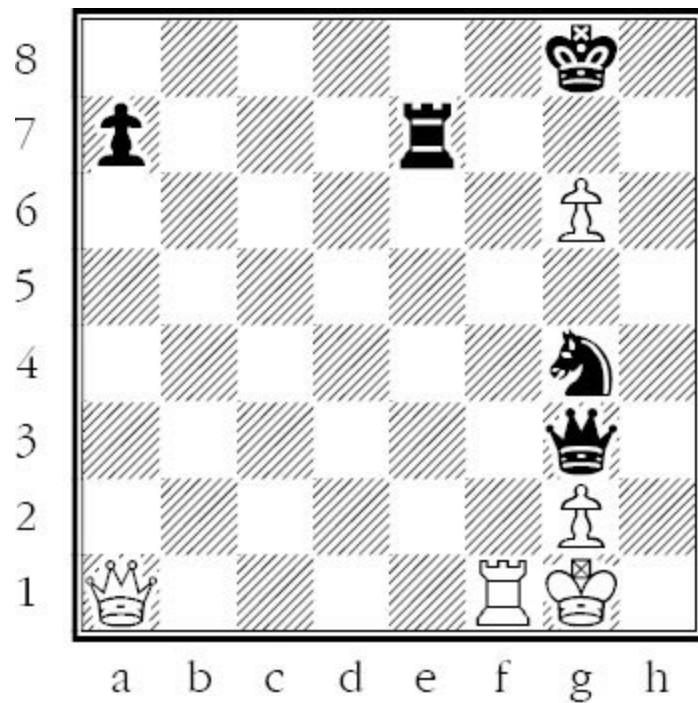
White to move

(45)



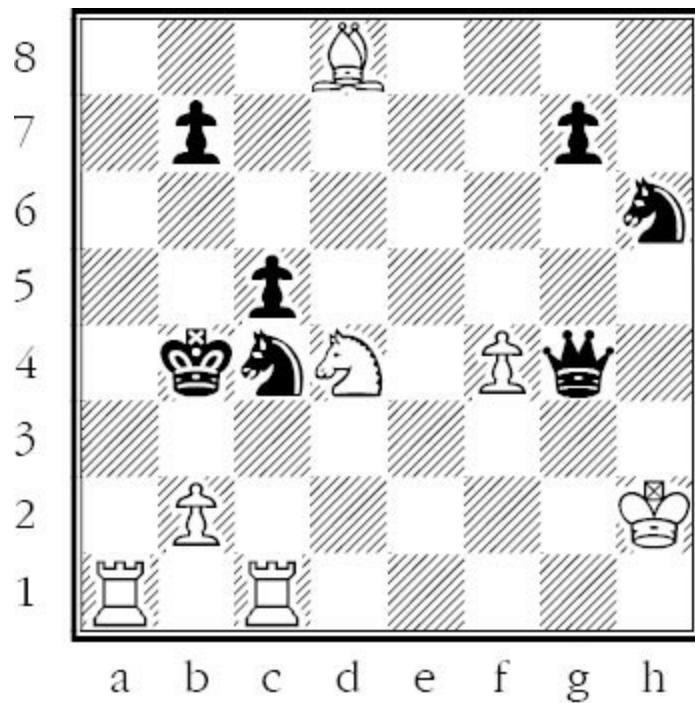
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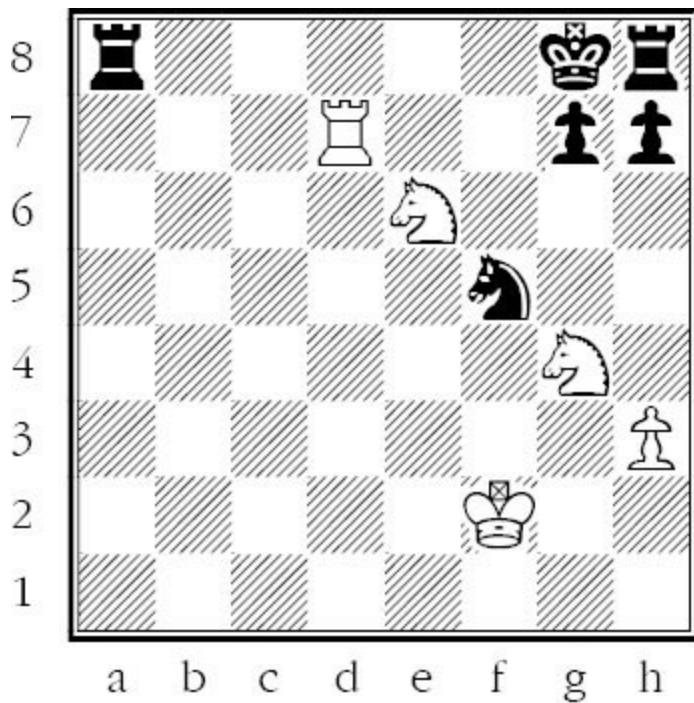
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(47)



1. _____ Time: _____
2. _____

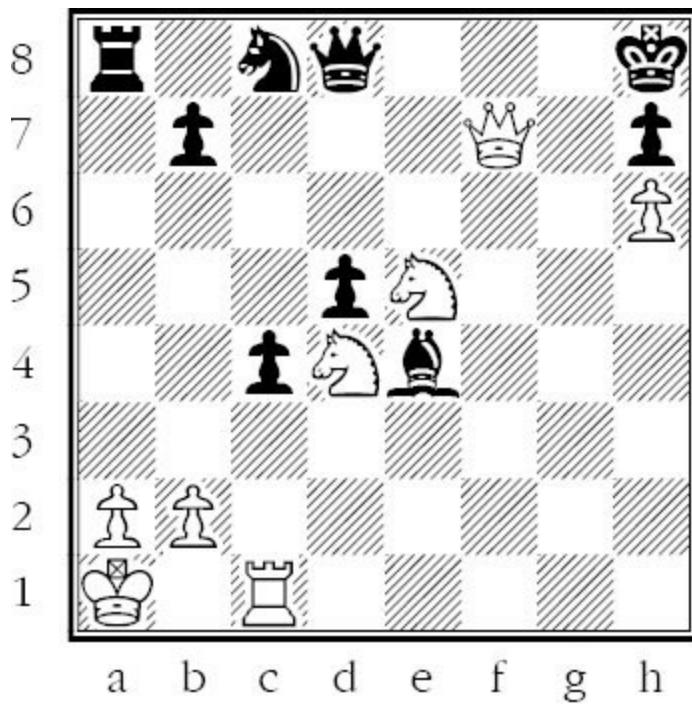
(48)



1. _____ Time: _____
2. _____

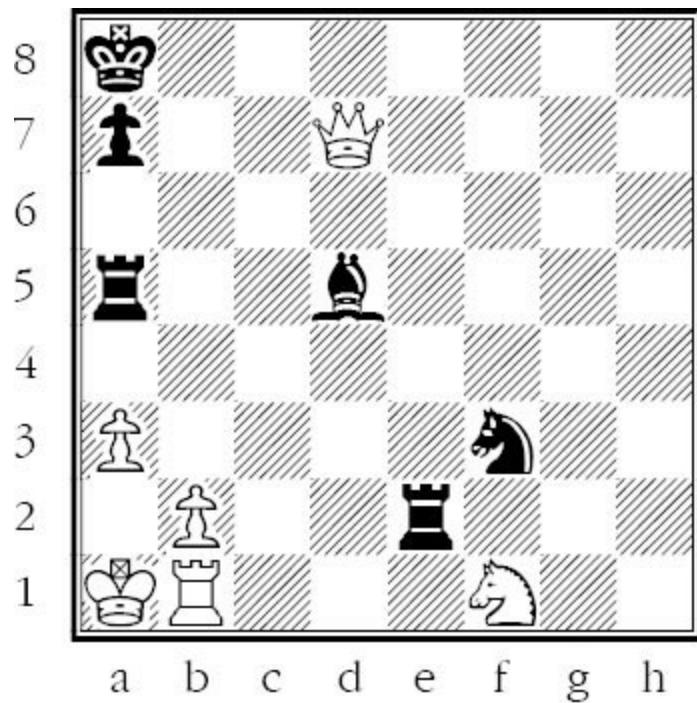
Black to move

(49)



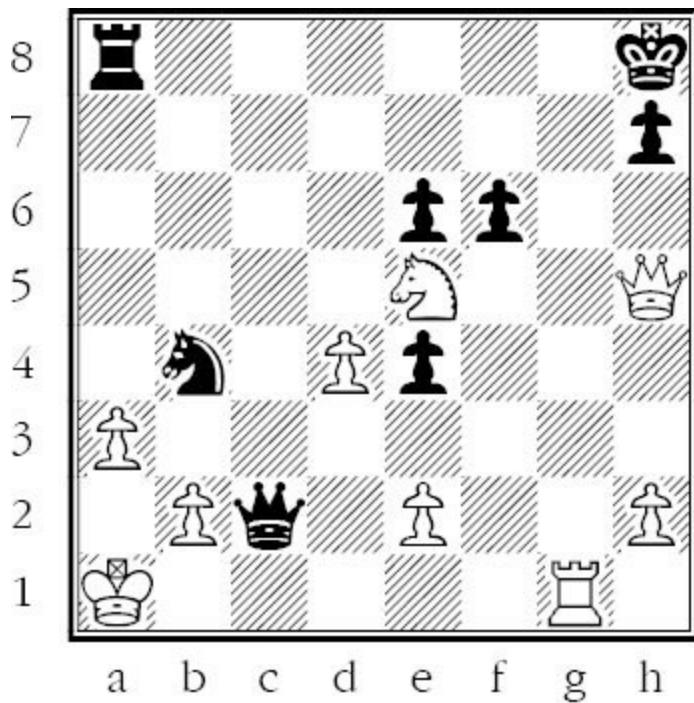
1. ... _____ Time: _____
2. _____ _____

(50)



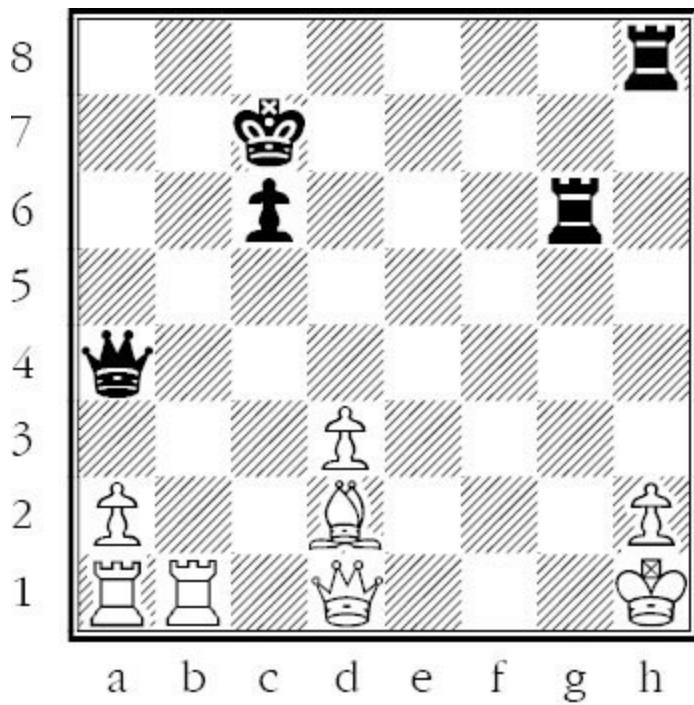
1. ... _____ Time: _____
2. _____ _____

(51)



1. ... _____ Time: _____
2. _____ _____

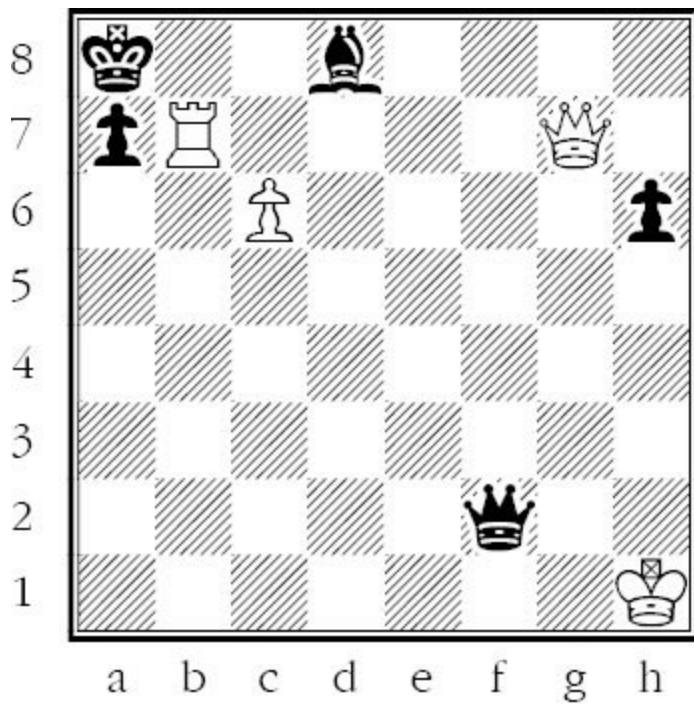
(52)



1. ... _____ Time: _____
2. _____ _____

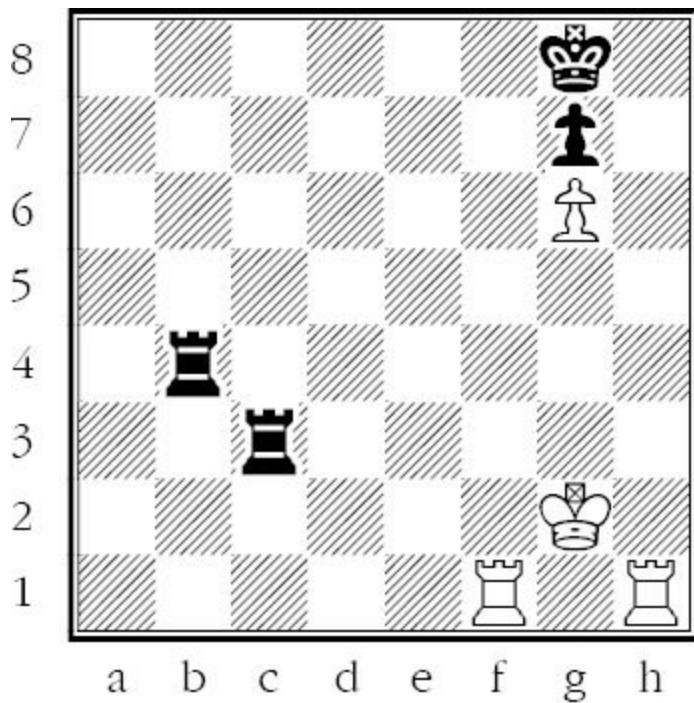
White to move

(53)



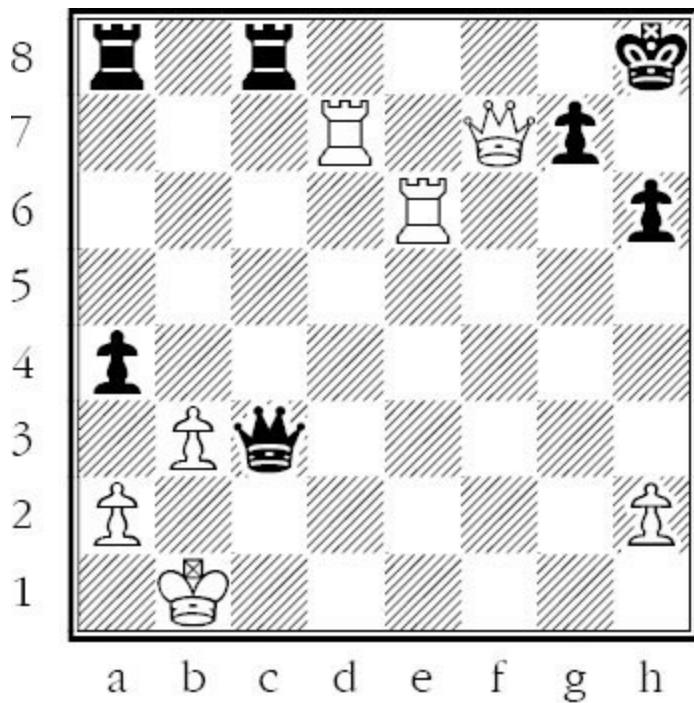
1. _____ Time: _____
2. _____

(54)



1. _____ Time: _____
2. _____

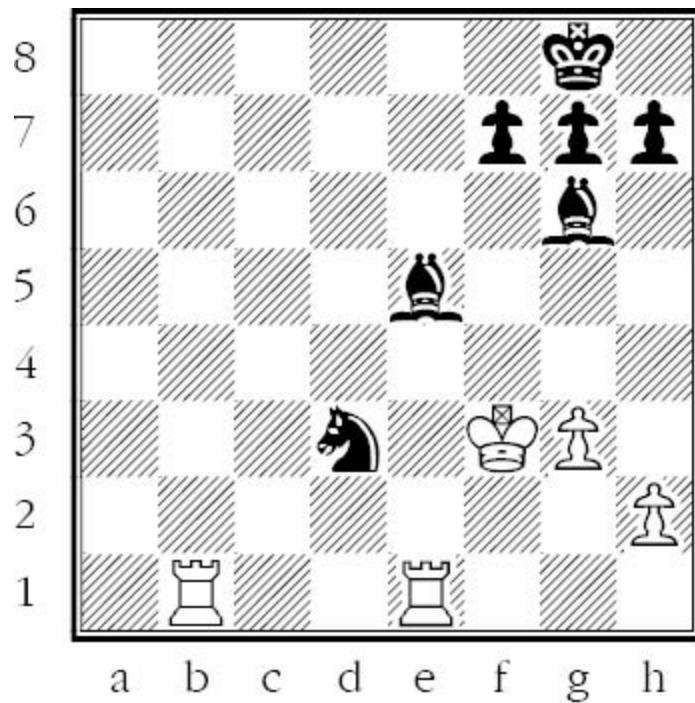
(55)



1. _____ Time: _____

2. _____

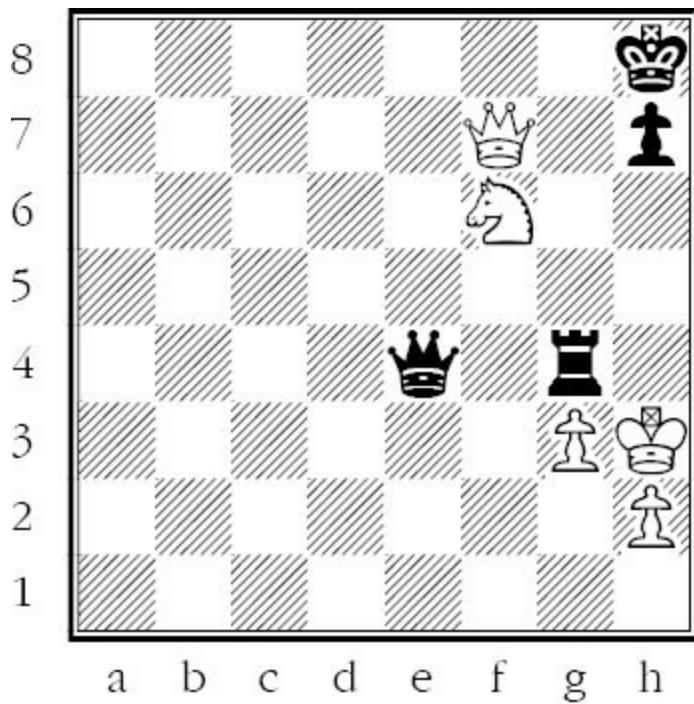
(56)



1. _____ Time: _____
2. _____

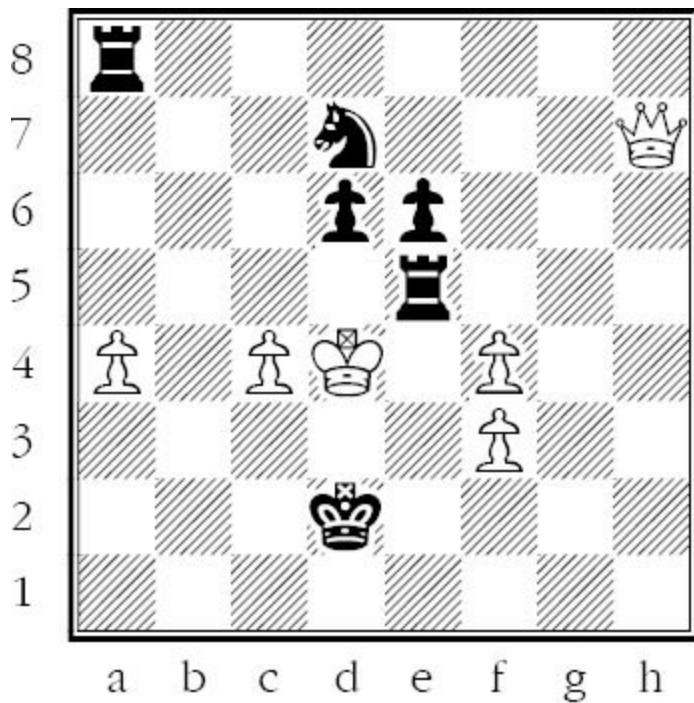
Black to move

(57)



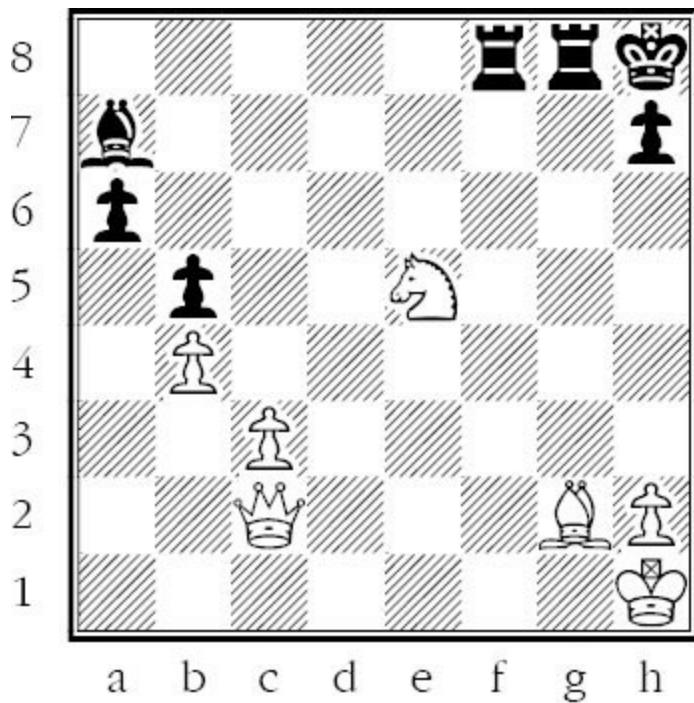
1. ... _____ Time: _____
2. _____ _____

(58)



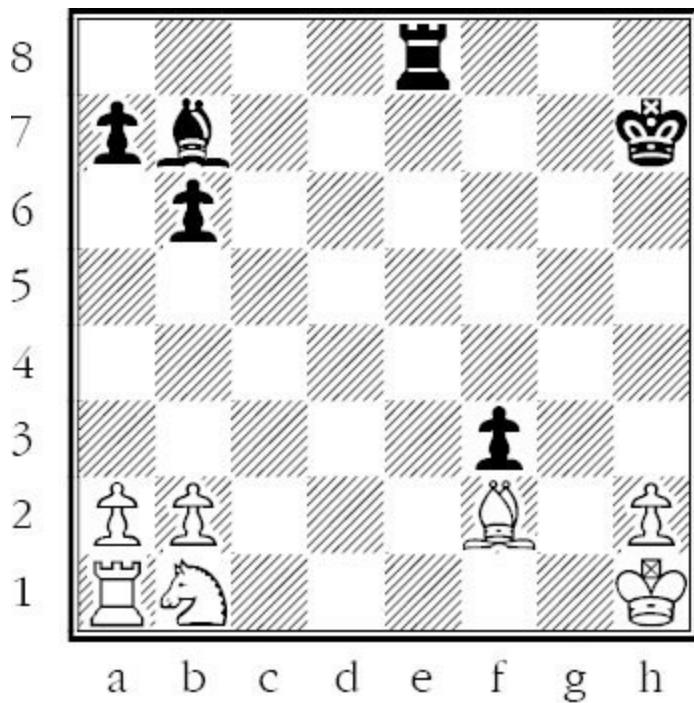
1. ... _____ Time: _____
2. _____ _____

(59)



1. ... _____ Time: _____
2. _____ _____

(60)

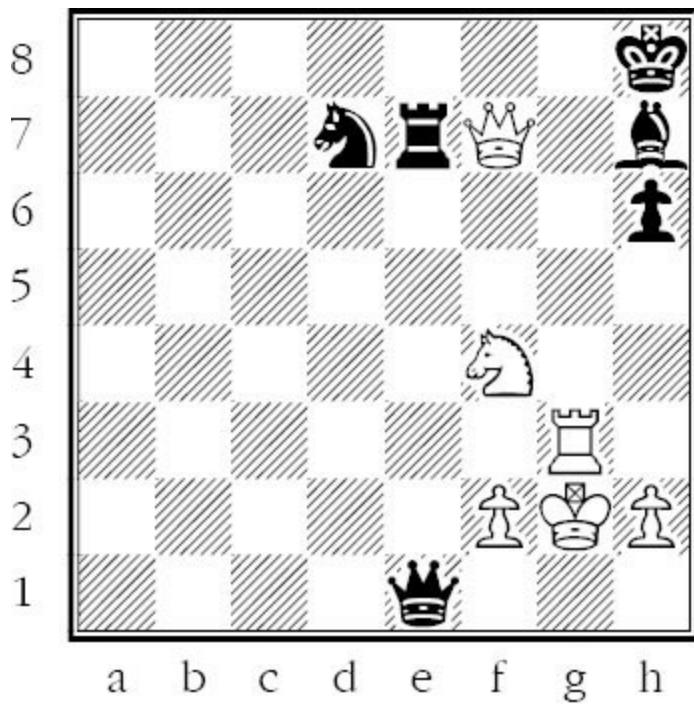


a b c d e f g h

1. ... _____ Time: _____
2. _____ _____

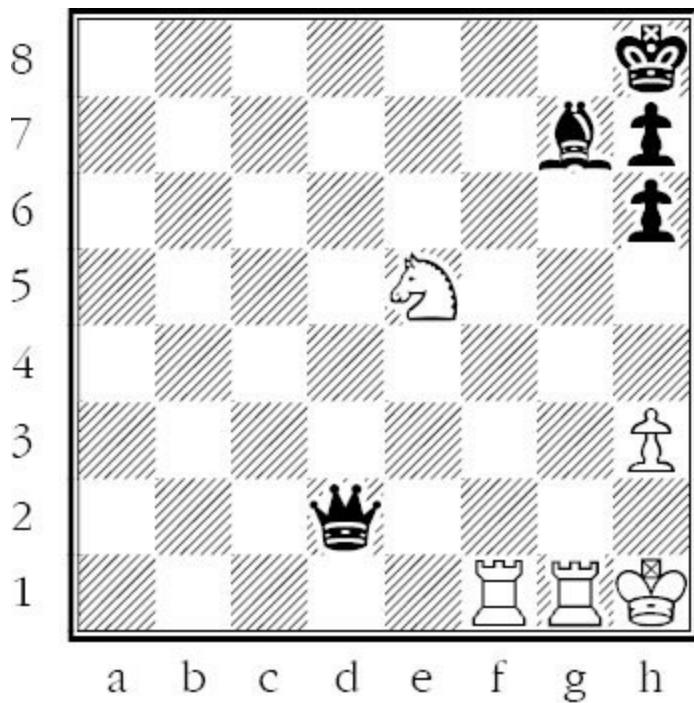
White to move

(61)



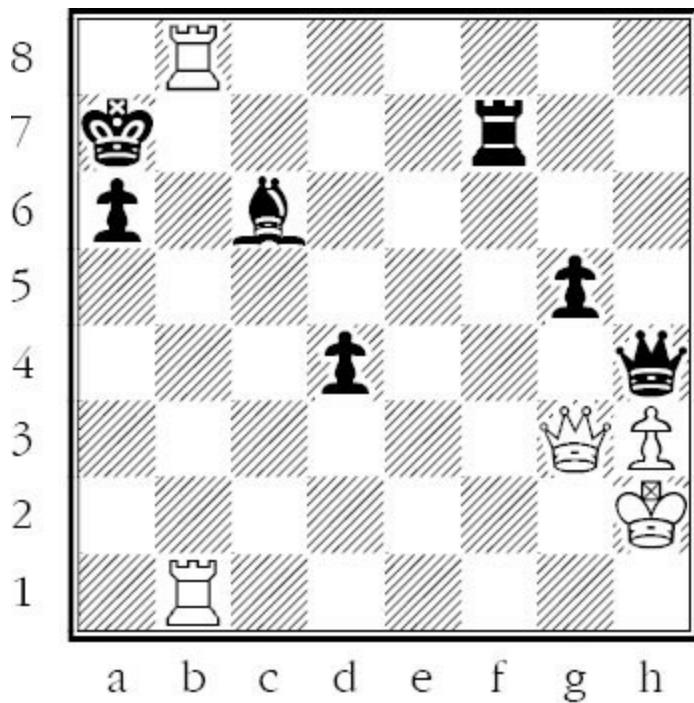
1. _____ Time: _____
2. _____

(62)



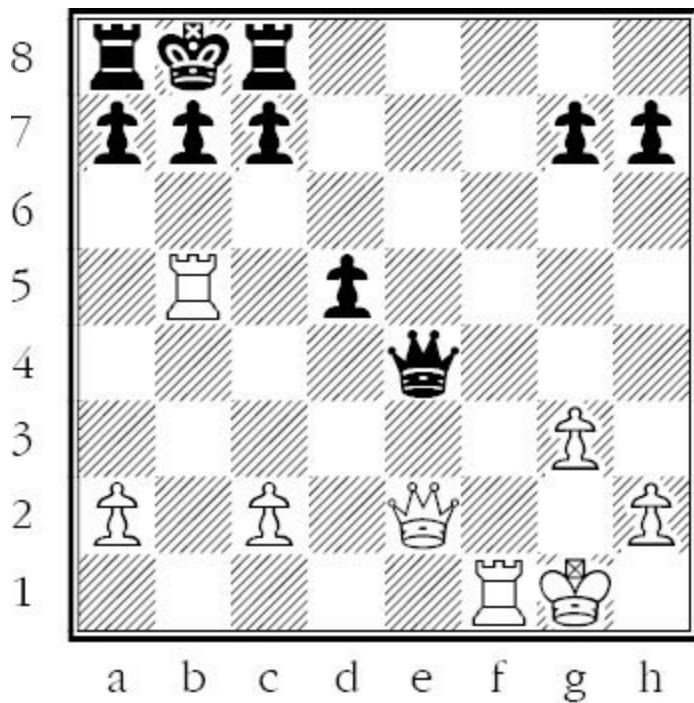
1. _____ Time: _____
2. _____

(63)



1. _____ Time: _____
2. _____

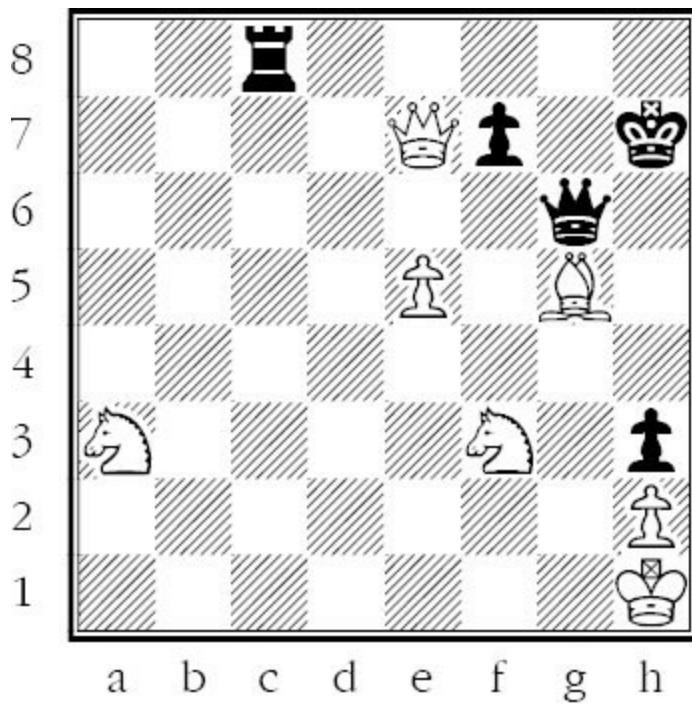
(64)



1. _____ Time: _____
2. _____

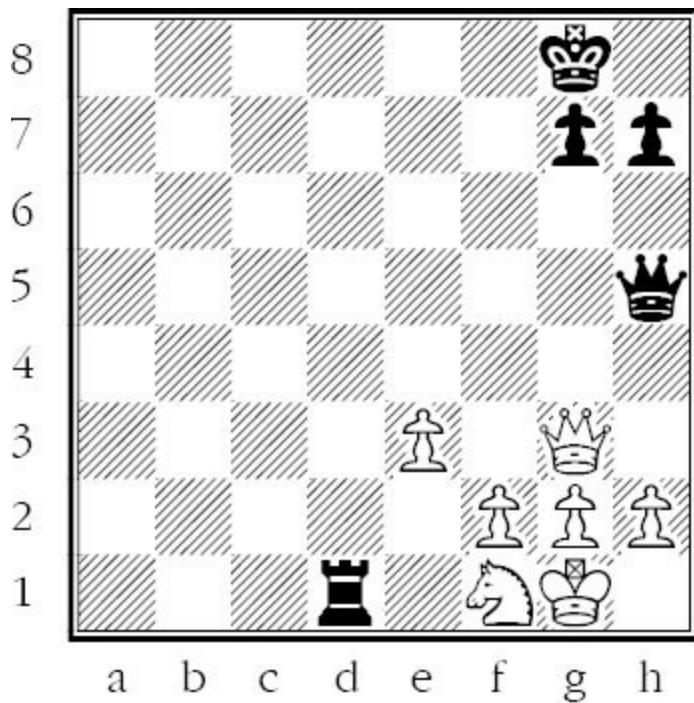
Black to move

(65)



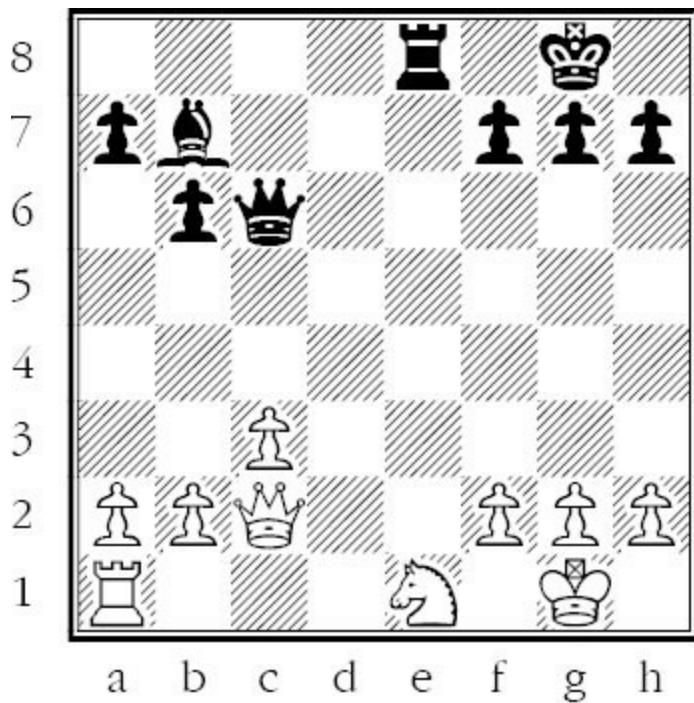
1. ... _____ Time: _____
2. _____ _____

(66)



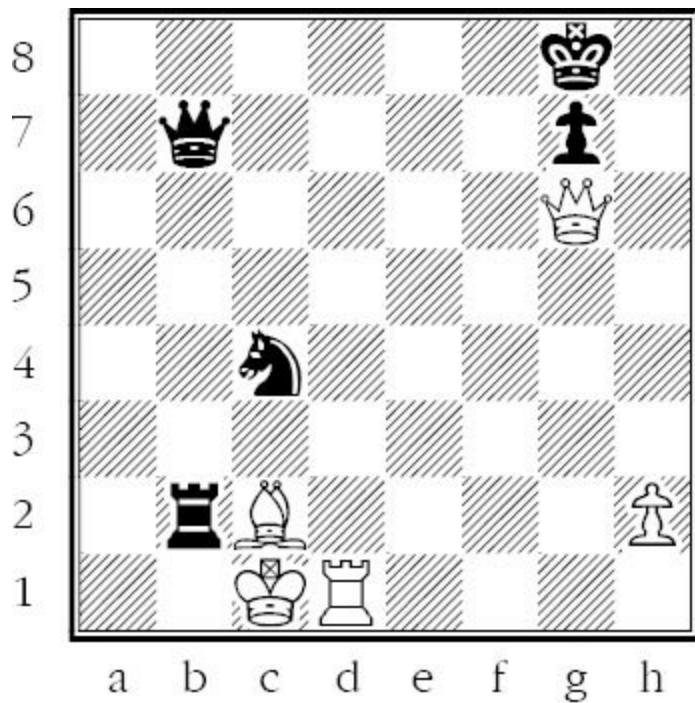
1. ... _____ Time: _____
2. _____ _____

(67)



1. ... _____ Time: _____
2. _____ _____

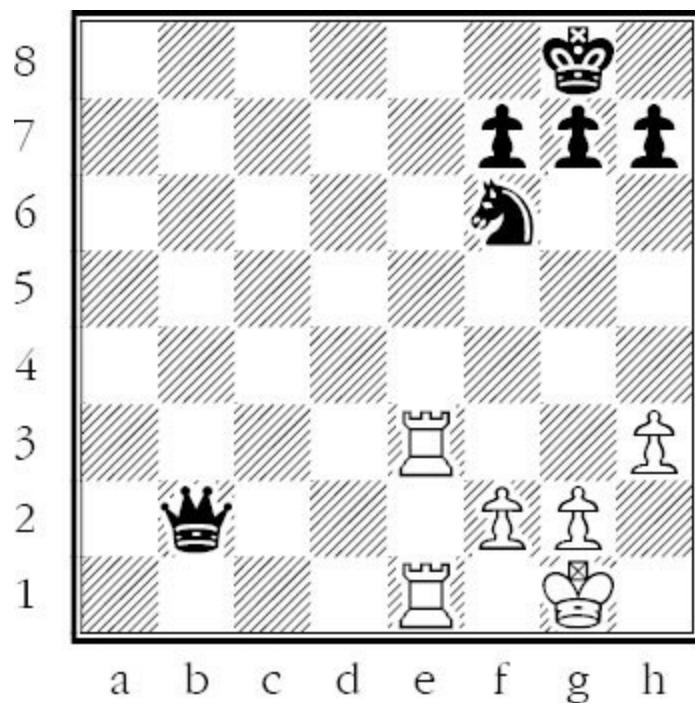
(68)



1. ... _____ Time: _____
2. _____

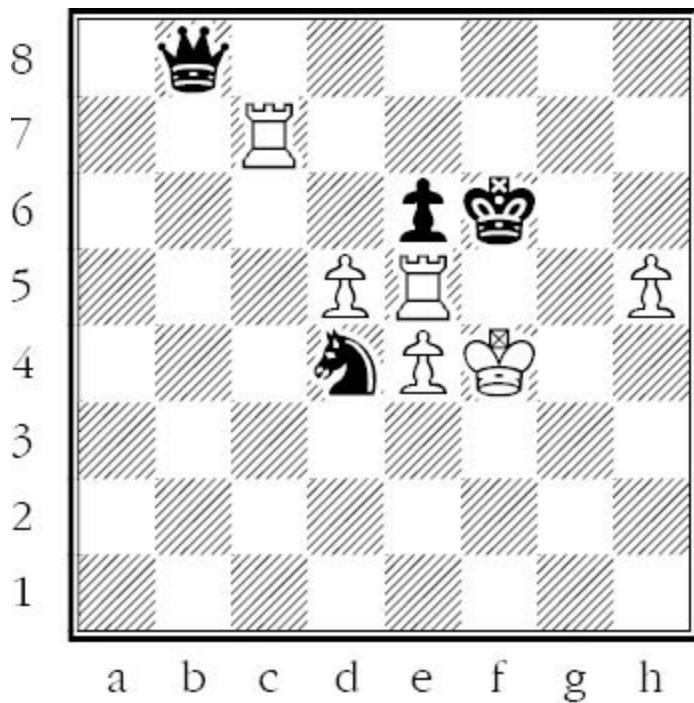
White to move

(69)



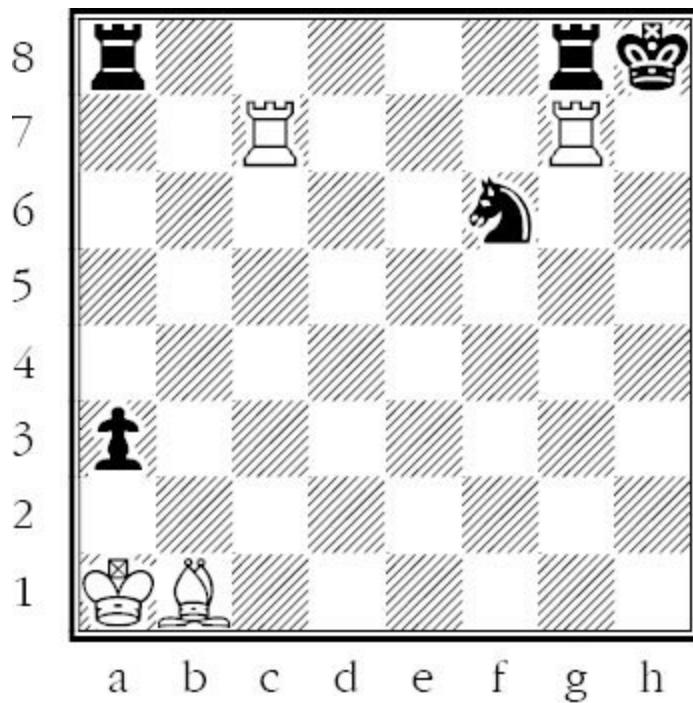
1. _____ Time: _____
2. _____

(70)



1. _____ Time: _____
2. _____

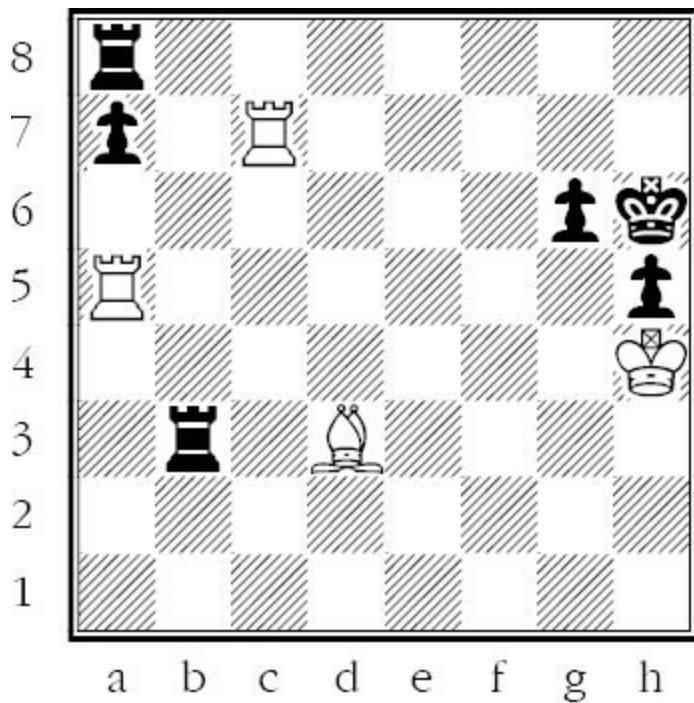
(71)



1. _____ Time: _____

2. _____

(72)

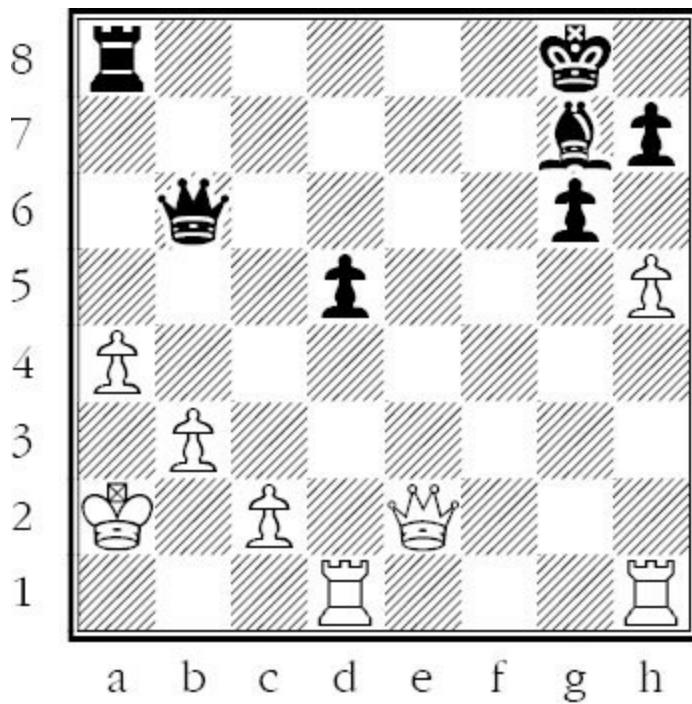


1. _____ Time: _____

2. _____

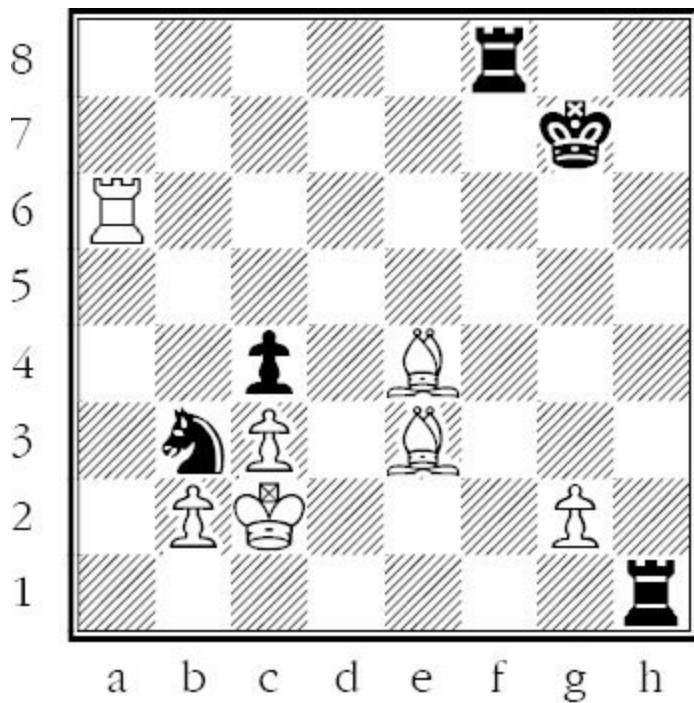
Black to move

(73)



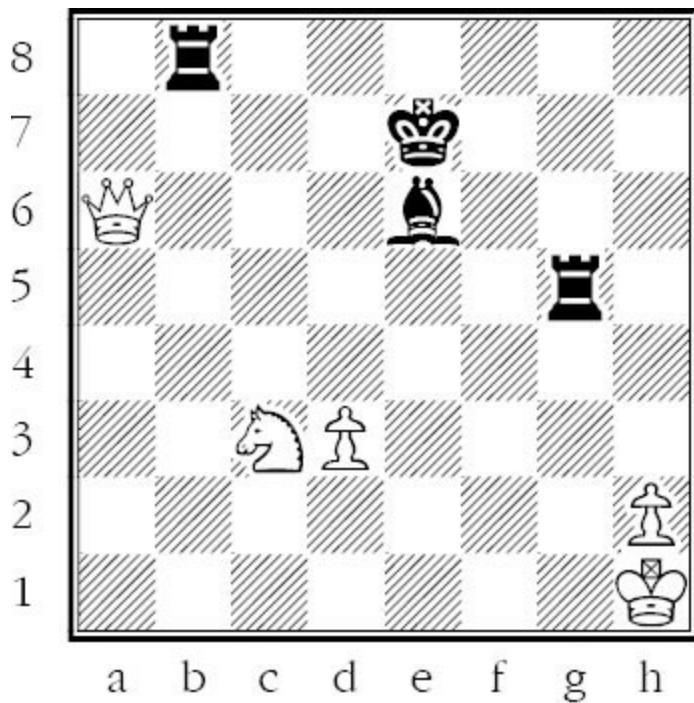
1. ... _____ Time: _____
2. _____ _____

(74)



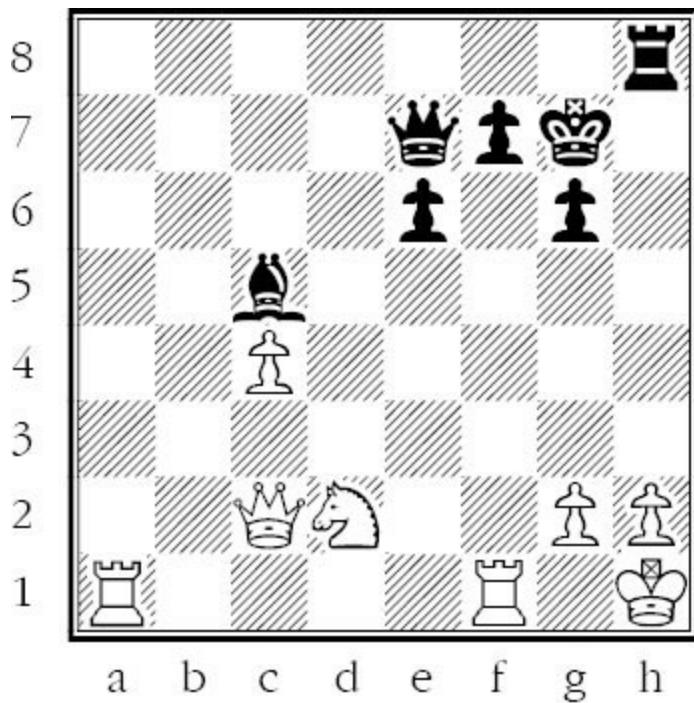
1. ... _____ Time: _____
2. _____ _____

(75)



1. ... _____ Time: _____
2. _____ _____

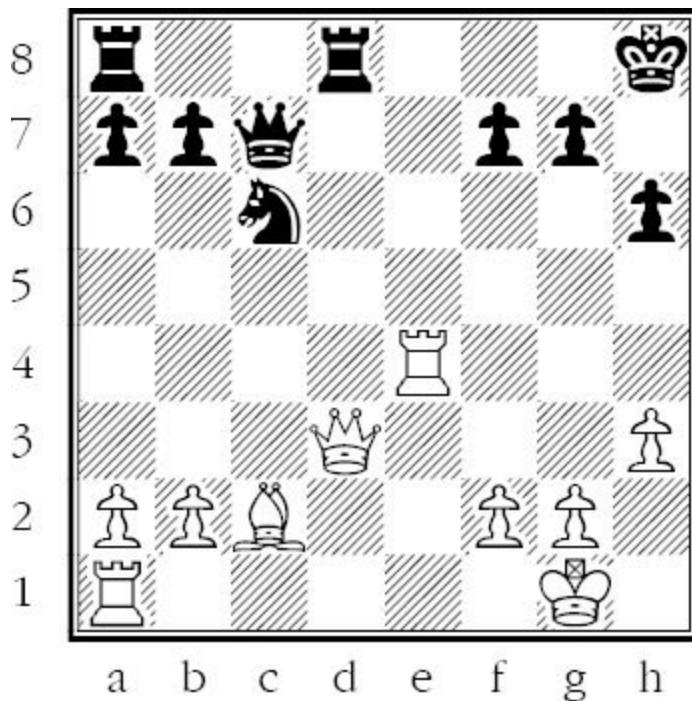
(76)



1. ... _____ Time: _____
2. _____ _____

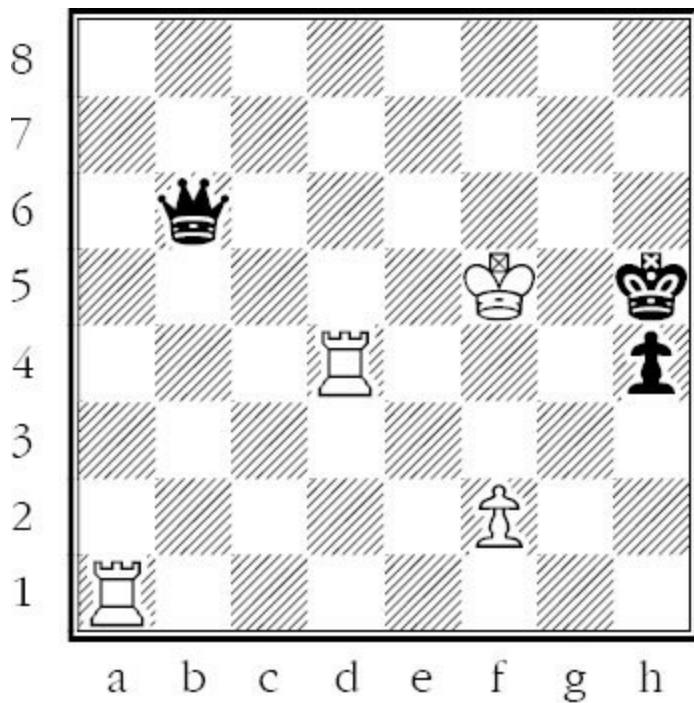
White to move

(77)



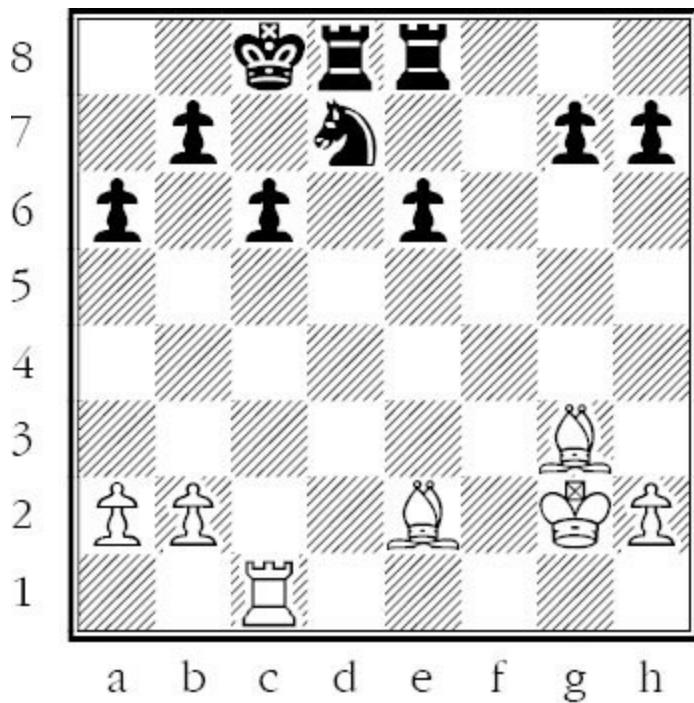
1. _____ Time: _____
2. _____

(78)



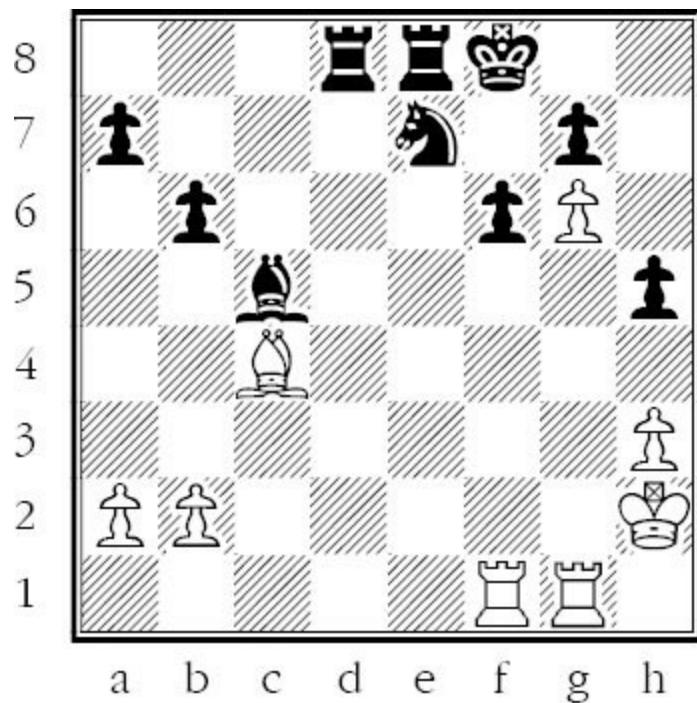
1. _____ Time: _____
2. _____

(79)



1. _____ Time: _____
2. _____

(80)



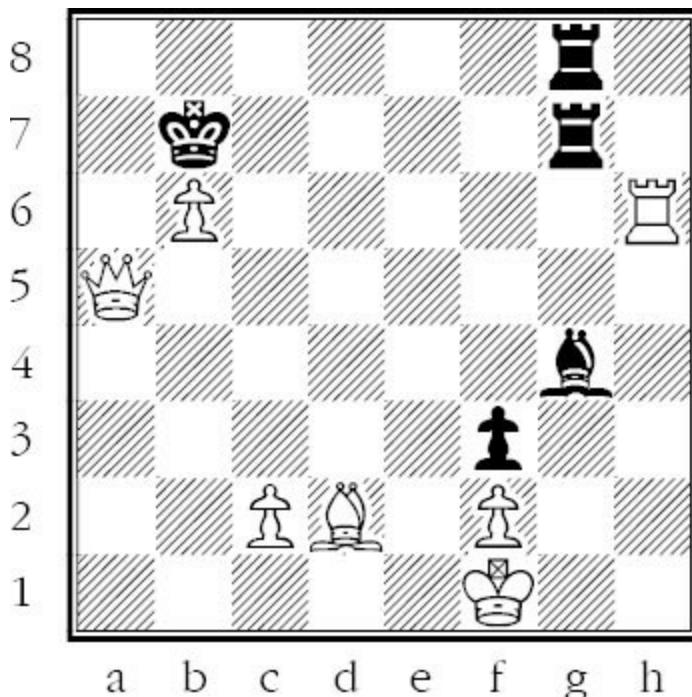
1. _____ Time: _____
2. _____

Chapter 3

Bishop Sacrifice to Checkmate

Just like in the first two chapters, the goal is to checkmate in two moves. On the first move, we sacrifice the bishop and then follow it up with checkmate. The bishop sacrifice can serve a number of different purposes. For example, here are some common themes: opening up a file for our rook or queen, deflecting an enemy piece that is guarding a key square or force the enemy king to a more exposed position where we can checkmate it.

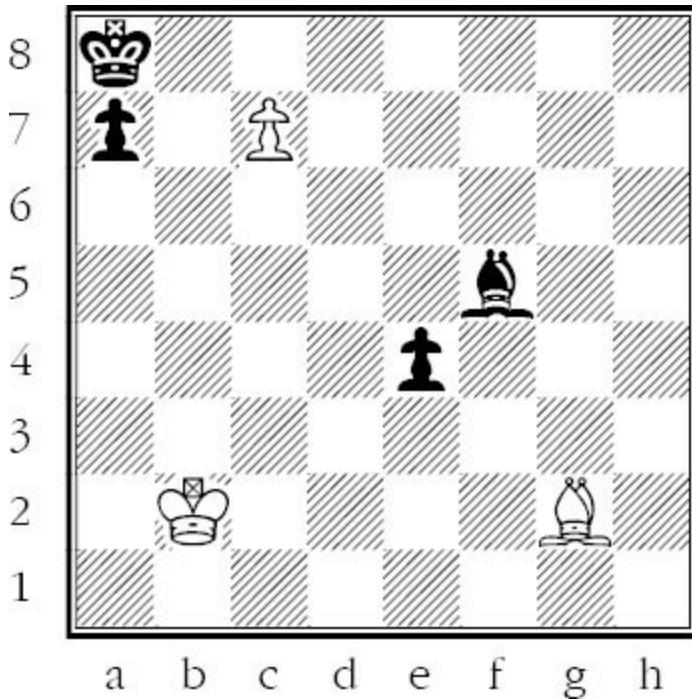
In the first position of this chapter, we shall see an example in which the bishop sacrifice opens up an important file where the two rooks are ready to strike.



Black to move

As usual we need to look for the most forceful continuation. And

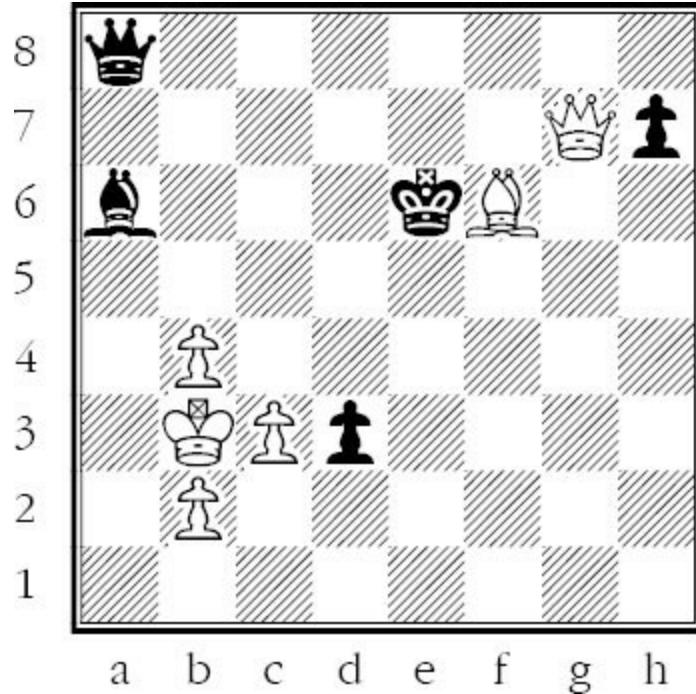
the answer is 1...Bh3+ 2.Rxh3 Rg1 checkmate.



White to move

In this endgame, Black is a pawn ahead, and all Black would need to do is play Ka8-b7 and there would be no danger at all of losing. For the moment, the bishop on f5 controls the crucial promotion square c8. However, it is White's turn and, with the correct bishop sacrifice, White can deflect Black's bishop from its vital duty – guarding the c8-square. The solution is **1.Bxe4+ Bxe4 2.c8Q** checkmate.

In the position below, White is up a pawn and at first it is not obvious how Black can turn things around. White's king appears to be quite safe. For example, after 1...Qd5+ 2.Ka3 (of course not 2.Ka4? in view of 2...Qa2 checkmate, which is a good example for the need to look out for the opponents' best move and not just to one that you would like him/her to play) and the checks run out.

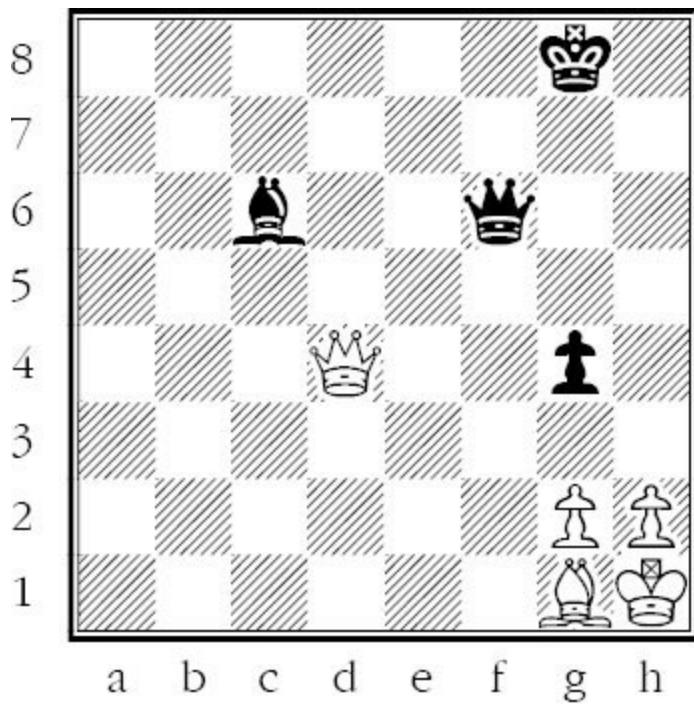


Black to move

What Black needs to do here is force the White king onto a more exposed position where it then can be checkmated. So the solution is **1...Bc4+ 2.Kxc4 Qd5** checkmate.

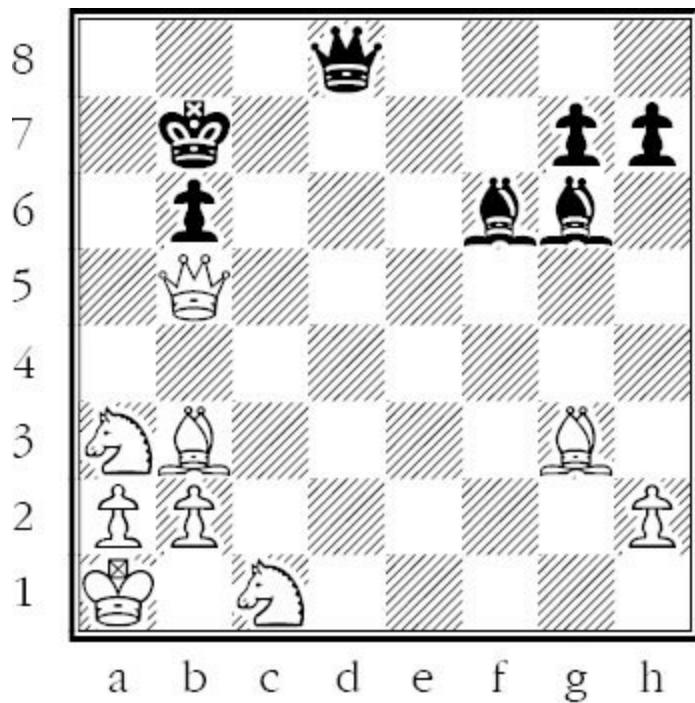
Black to move

(81)



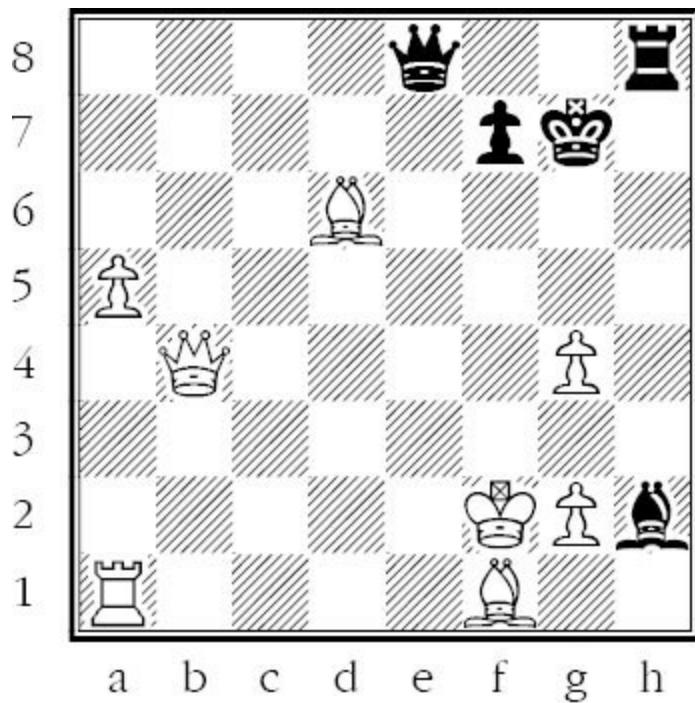
1. ... _____ Time: _____
2. _____ _____

(82)



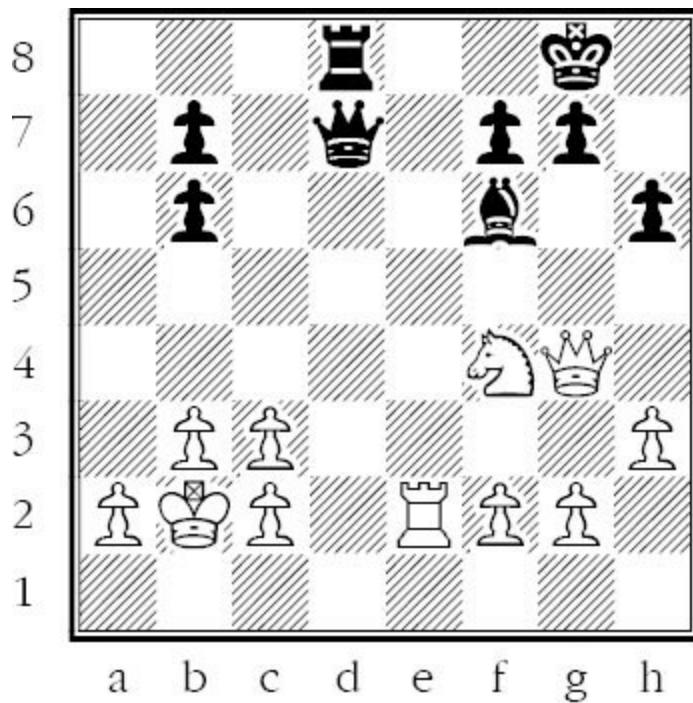
1. ... _____ Time: _____
2. _____ _____

(83)



1. ... _____ Time: _____
2. _____

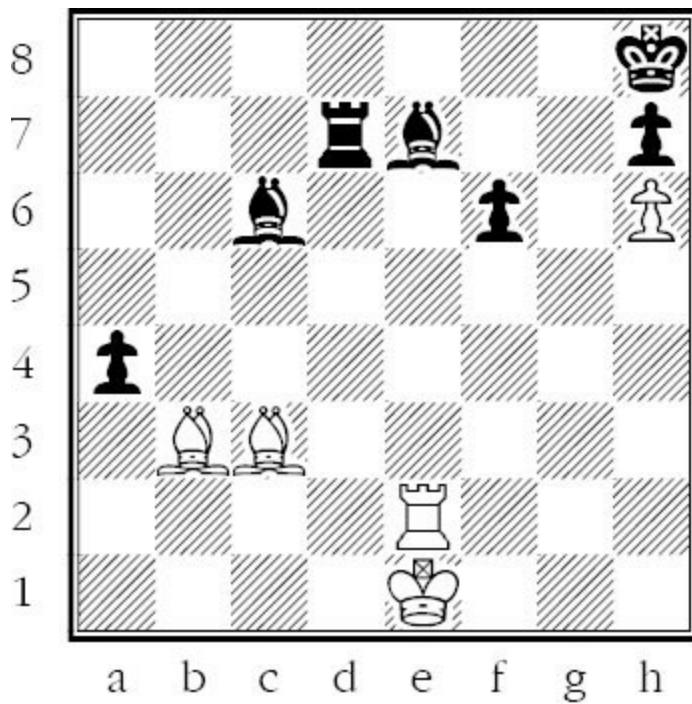
(84)



1. ... _____ Time: _____
2. _____ _____

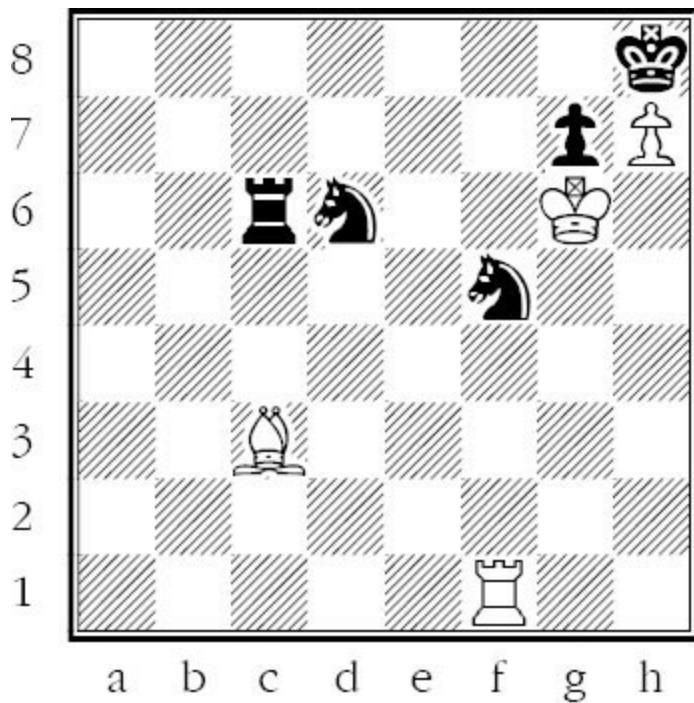
White to move

(85)



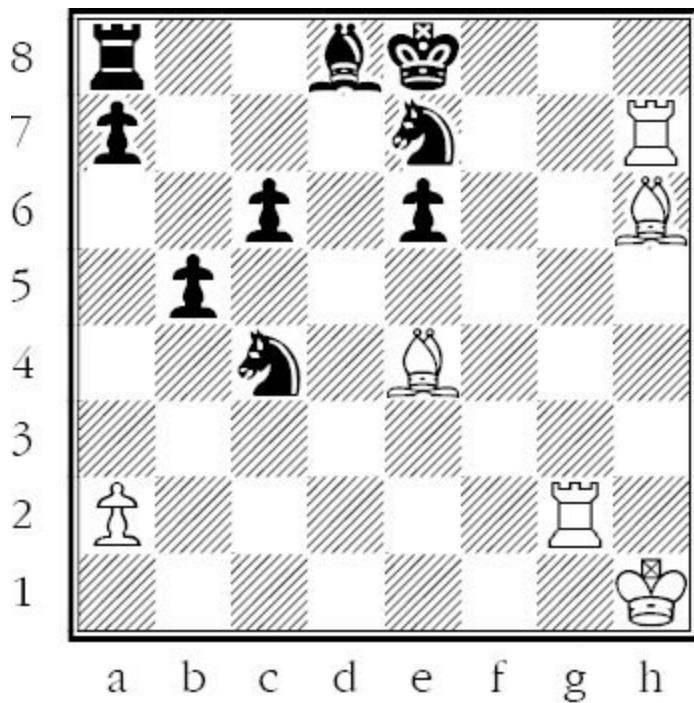
1. _____ Time: _____
2. _____

(86)



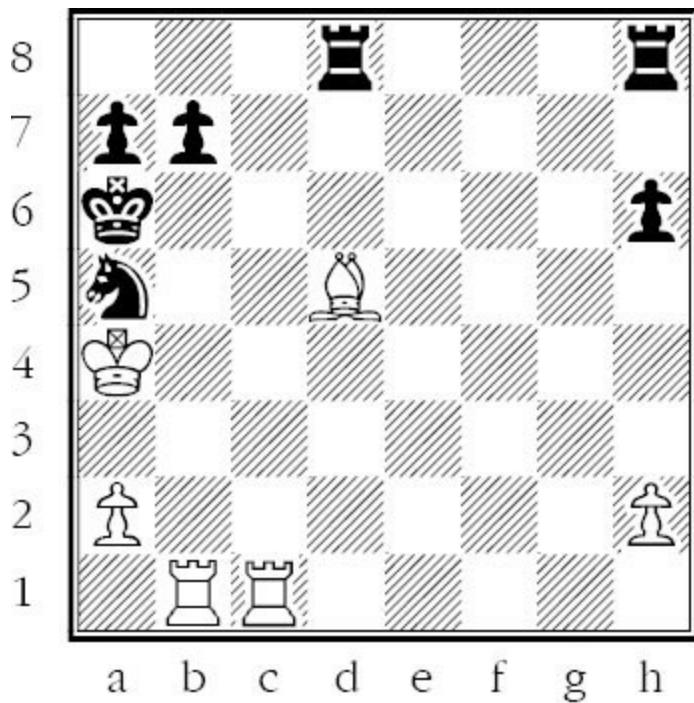
1. _____ Time: _____
2. _____

(87)



1. _____ Time: _____
2. _____

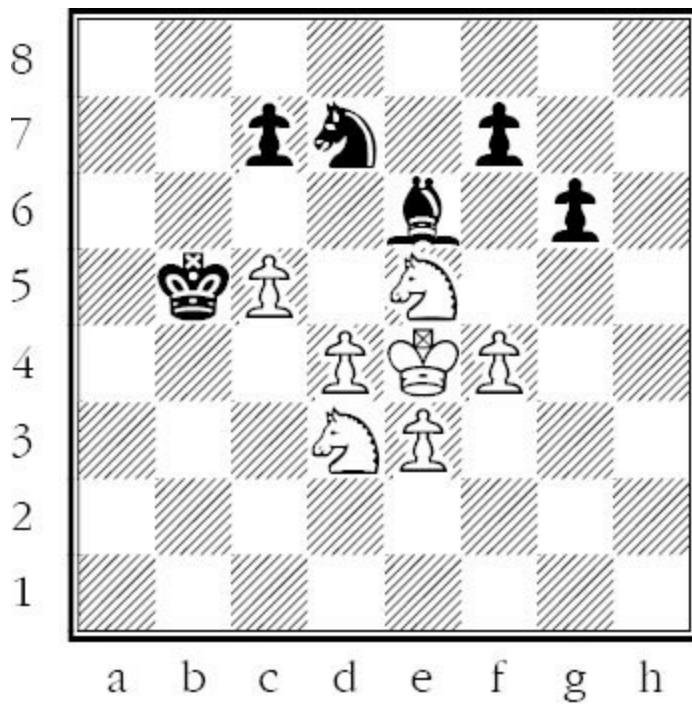
(88)



1. _____ Time: _____
2. _____

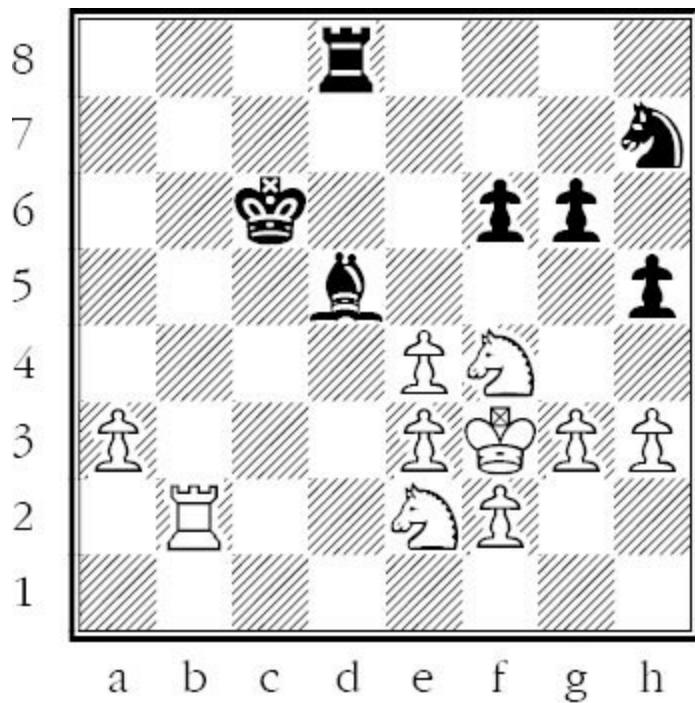
Black to move

(89)



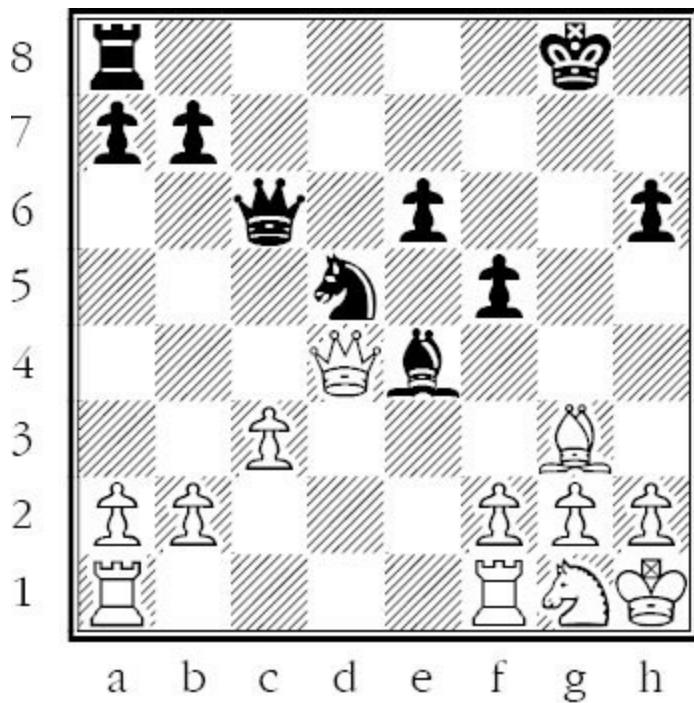
1. ... _____ Time: _____
2. _____ _____

(90)



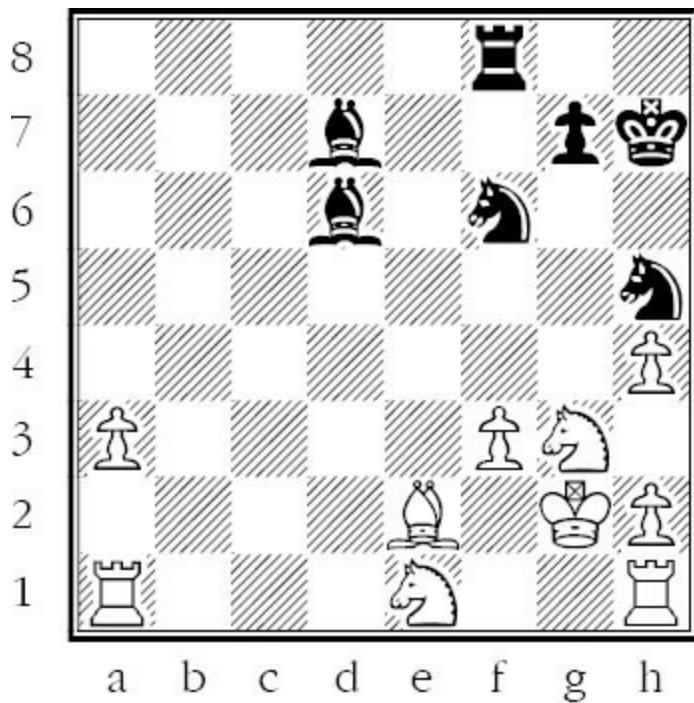
1. ... _____ Time: _____
2. _____ _____

(91)



1. ... _____ Time: _____
2. _____ _____

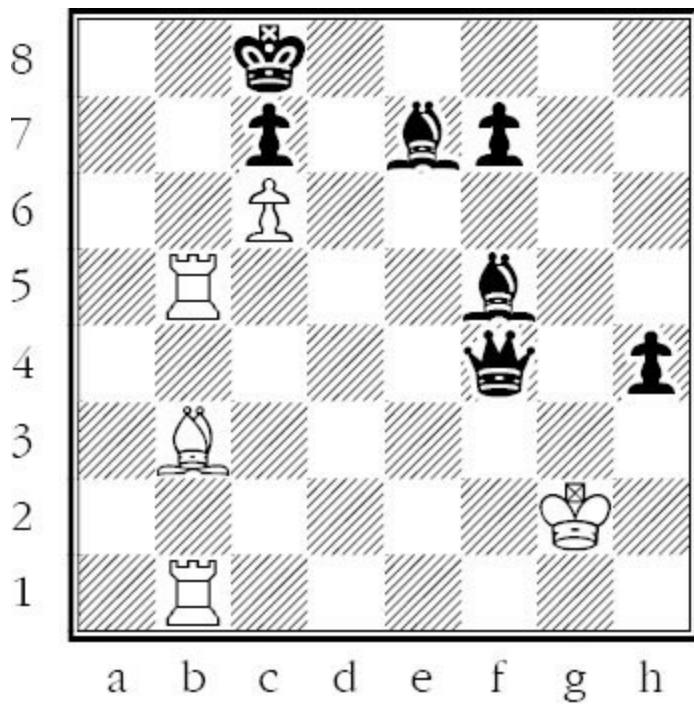
(92)



1. ... _____ Time: _____
2. _____ _____

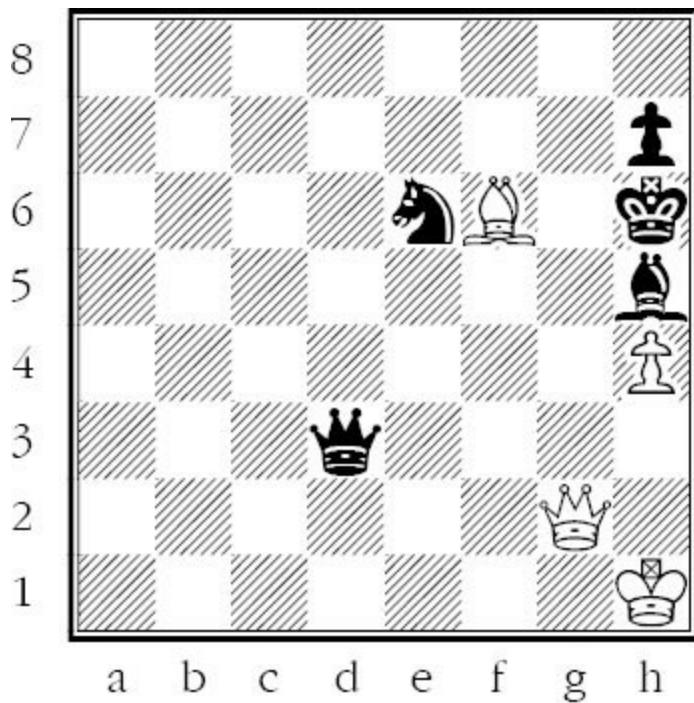
White to move

(93)



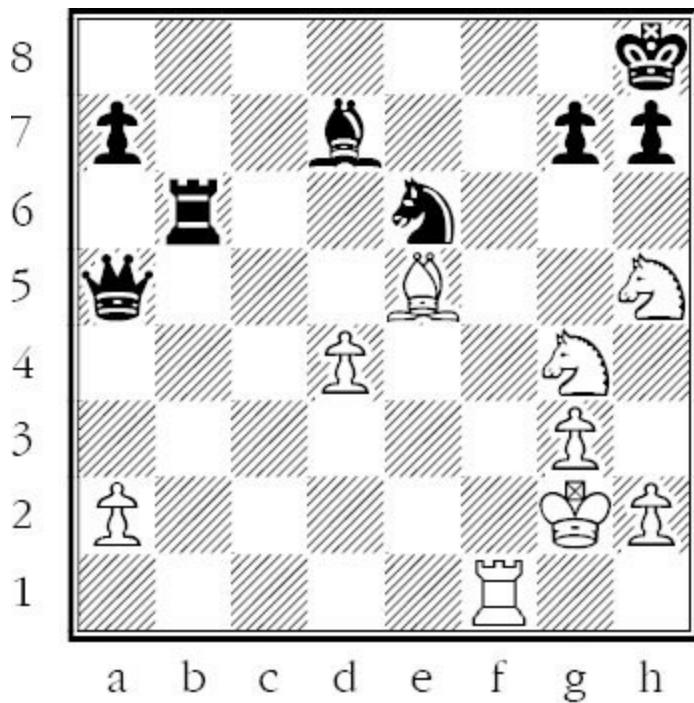
1. _____ Time: _____
2. _____

(94)



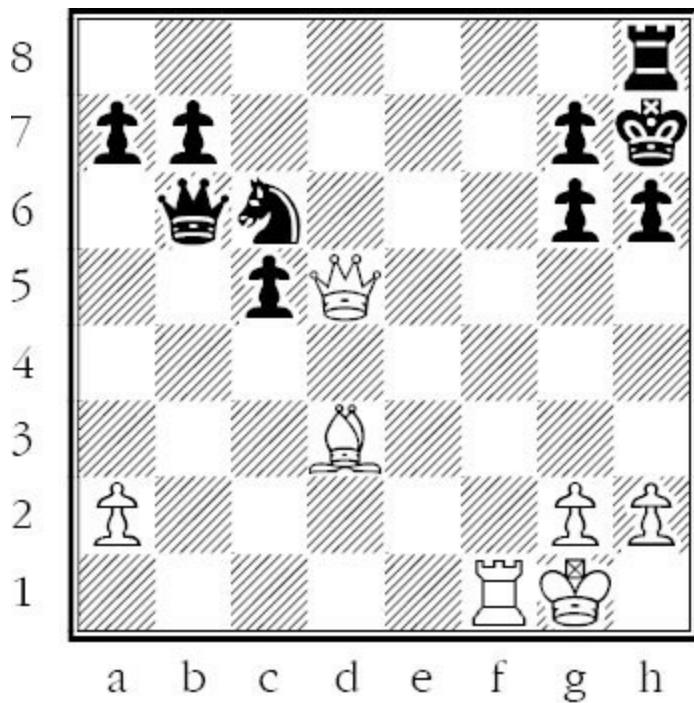
1. _____ Time: _____
2. _____

(95)



1. _____ Time: _____
2. _____

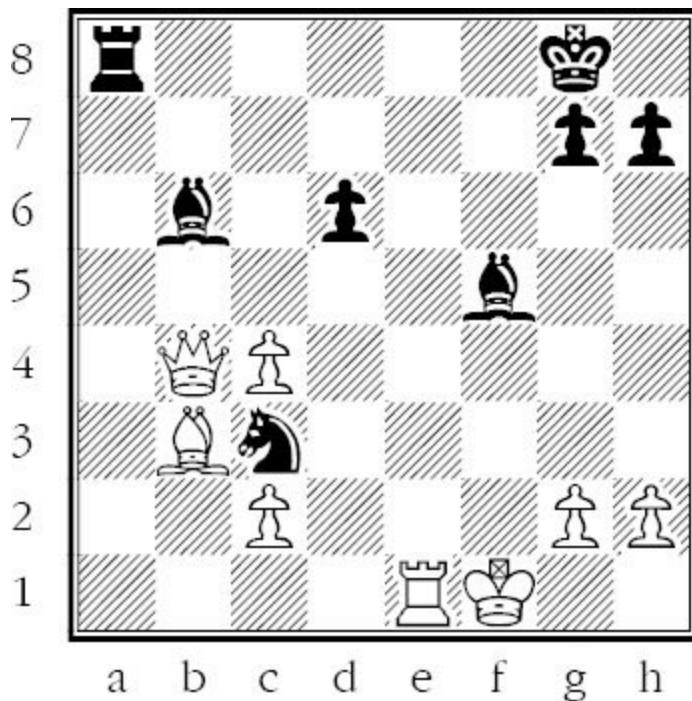
(96)



1. _____ Time: _____
2. _____

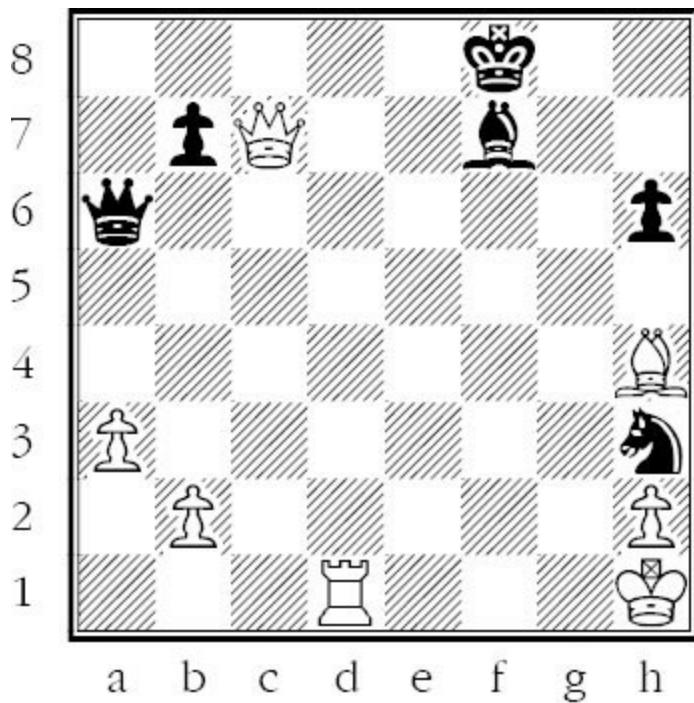
Black to move

(97)



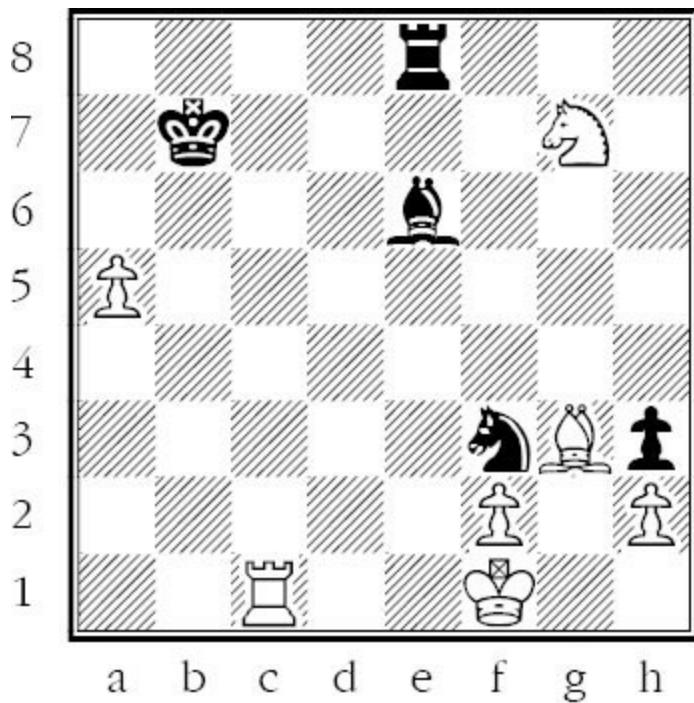
1. ... _____ Time: _____
2. _____ _____

(98)



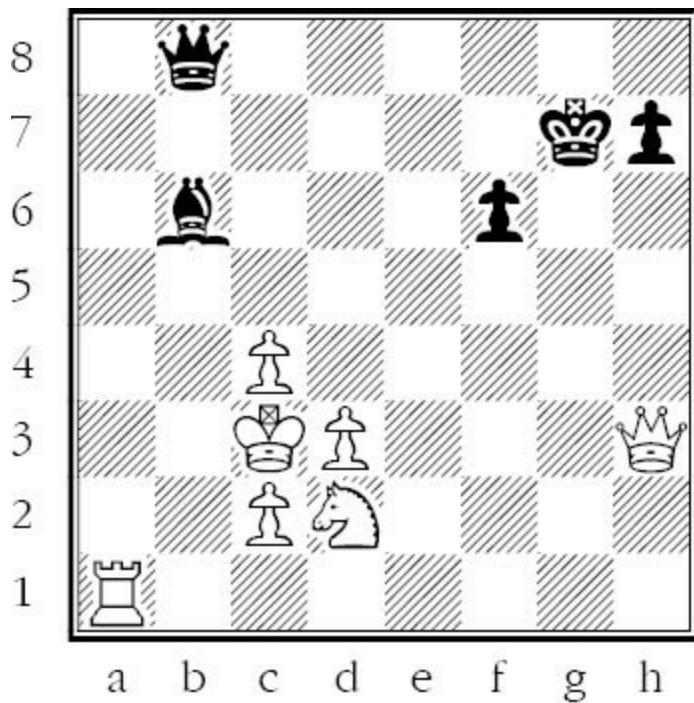
1. ... _____ Time: _____
2. _____ _____

(99)



1. ... _____ Time: _____
2. _____ _____

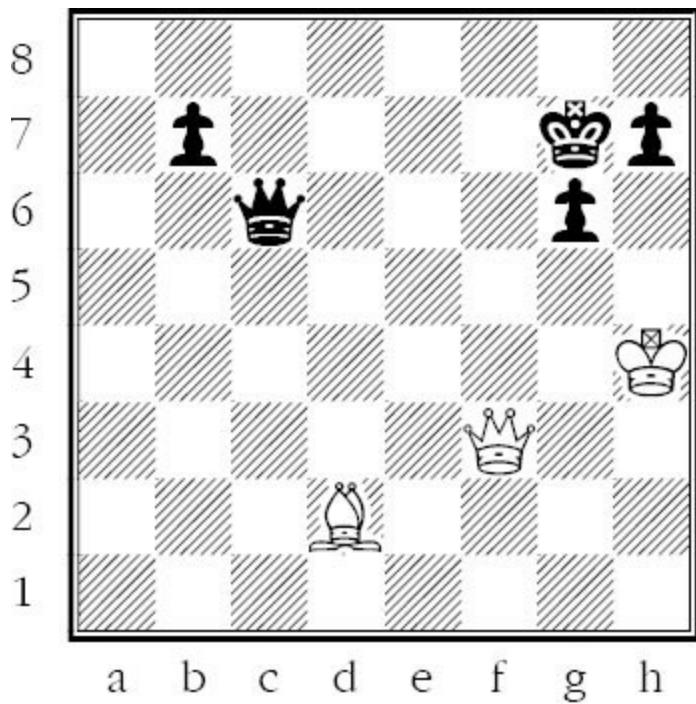
(100)



1. ... _____ Time: _____
2. _____ _____

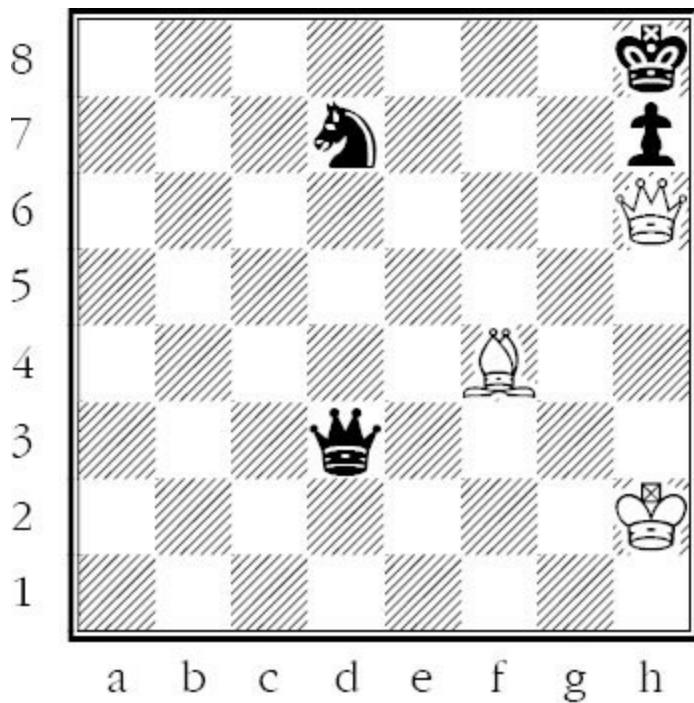
White to move

(101)



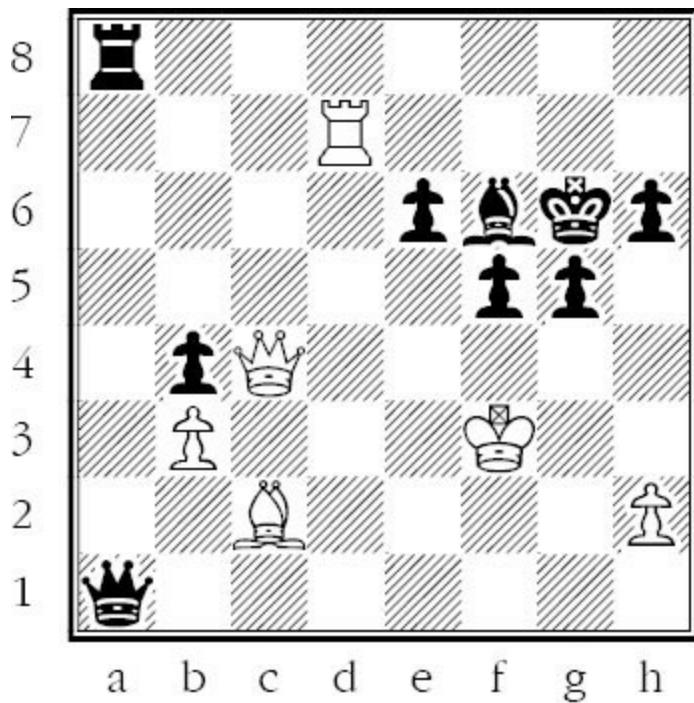
1. _____ Time: _____
2. _____

(102)



1. _____ Time: _____
2. _____

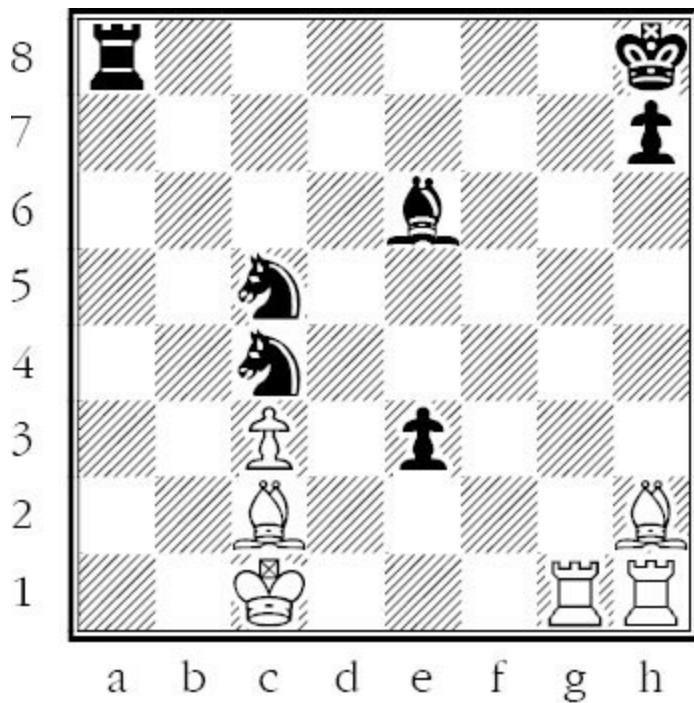
(103)



1. _____ Time: _____

2. _____

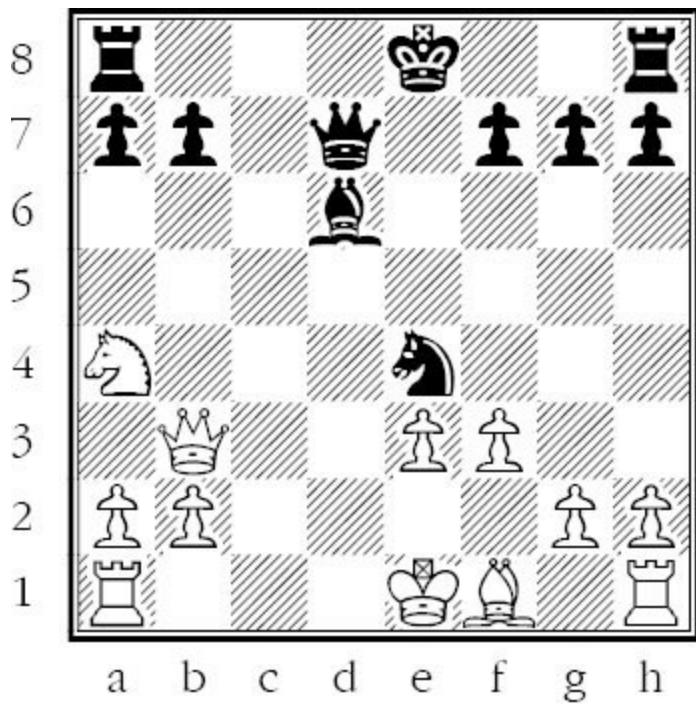
(104)



1. _____ Time: _____
2. _____

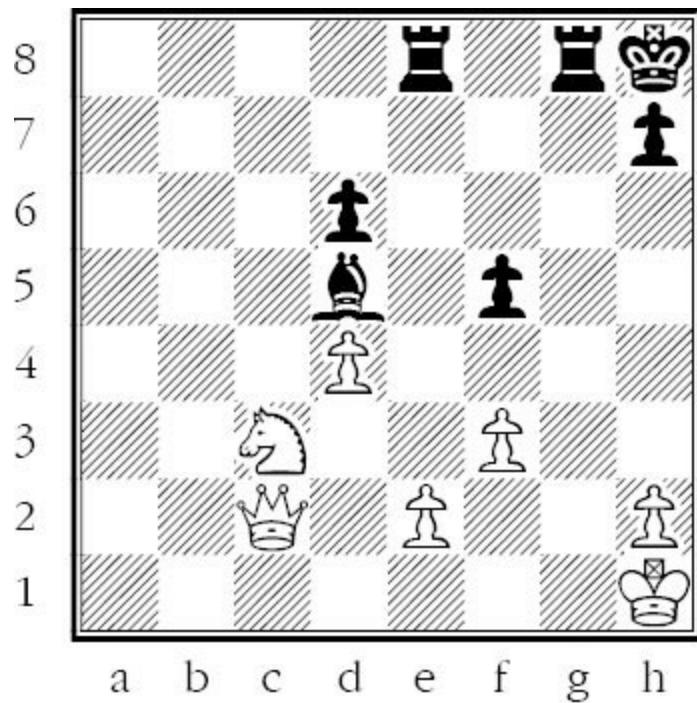
Black to move

(105)



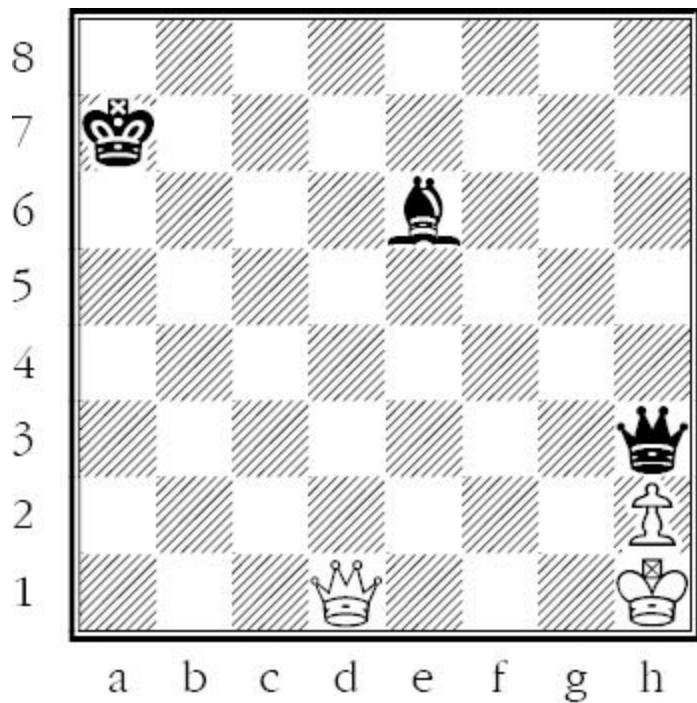
1. ... _____ Time: _____
2. _____ _____

(106)



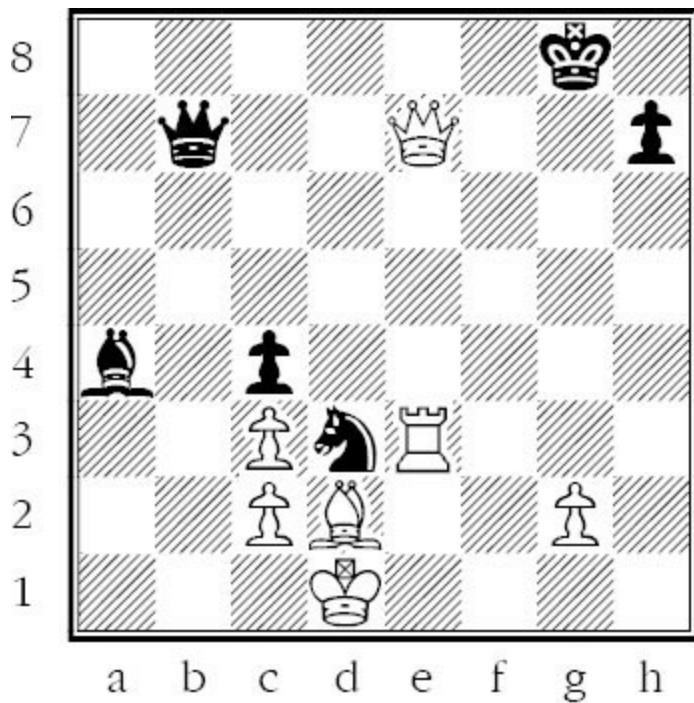
1. ... _____ Time: _____
2. _____ _____

(107)



1. ... _____ Time: _____
2. _____ _____

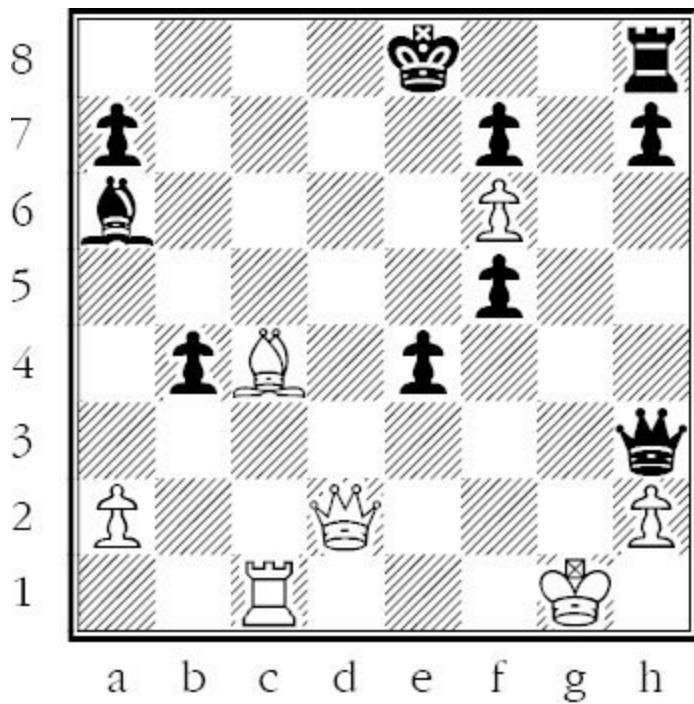
(108)



1. ... _____ Time: _____
2. _____ _____

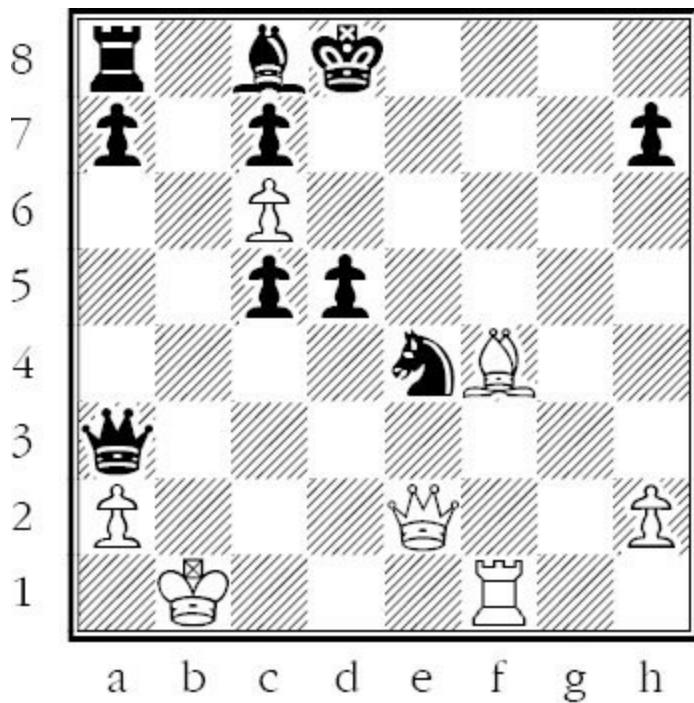
White to move

(109)



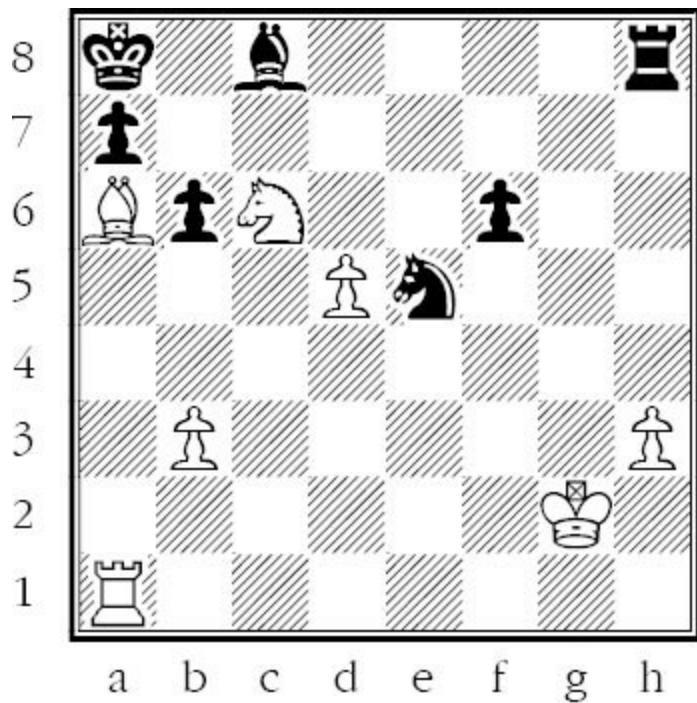
1. _____ Time: _____
2. _____

(110)



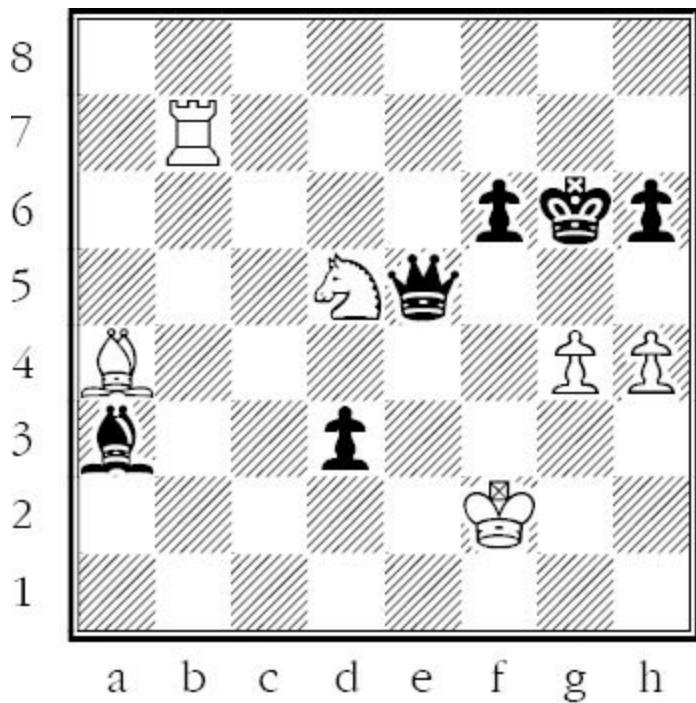
1. _____ Time: _____
2. _____

(111)



1. _____ Time: _____
2. _____

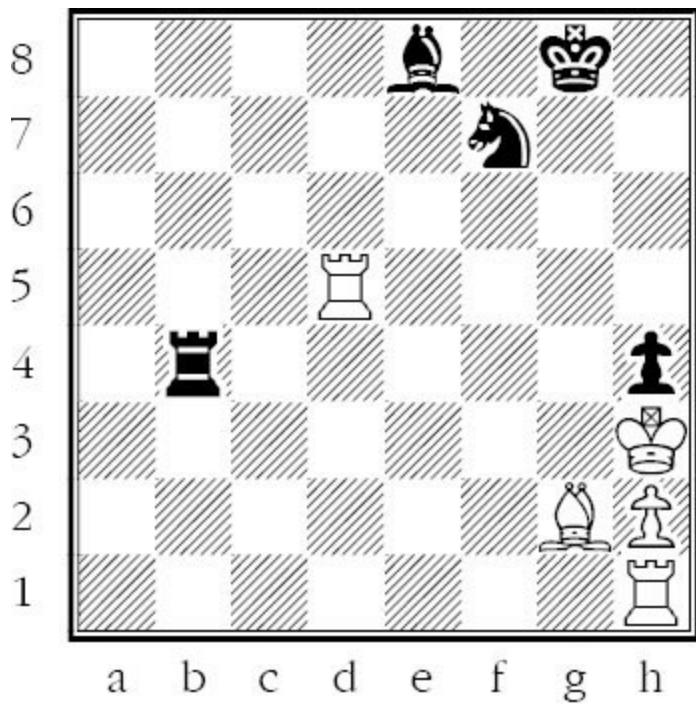
(112)



1. _____ Time: _____
2. _____

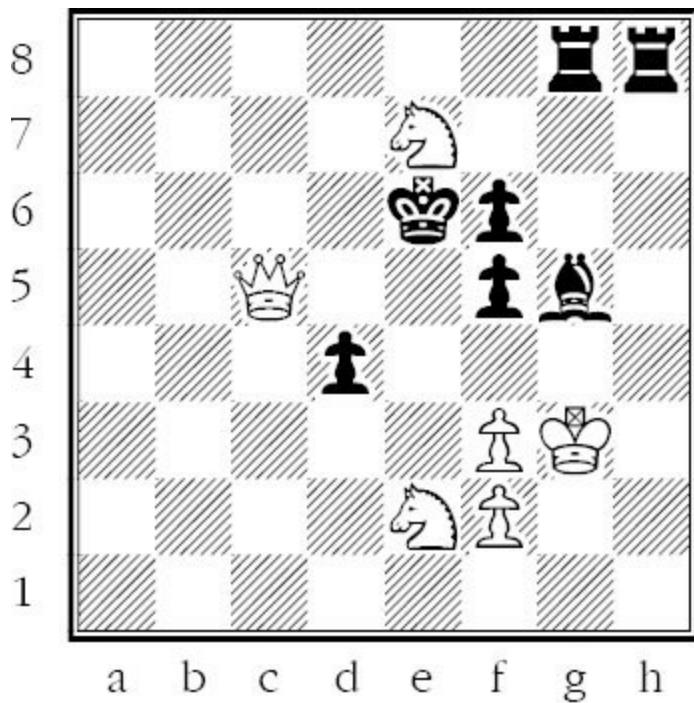
Black to move

(113)



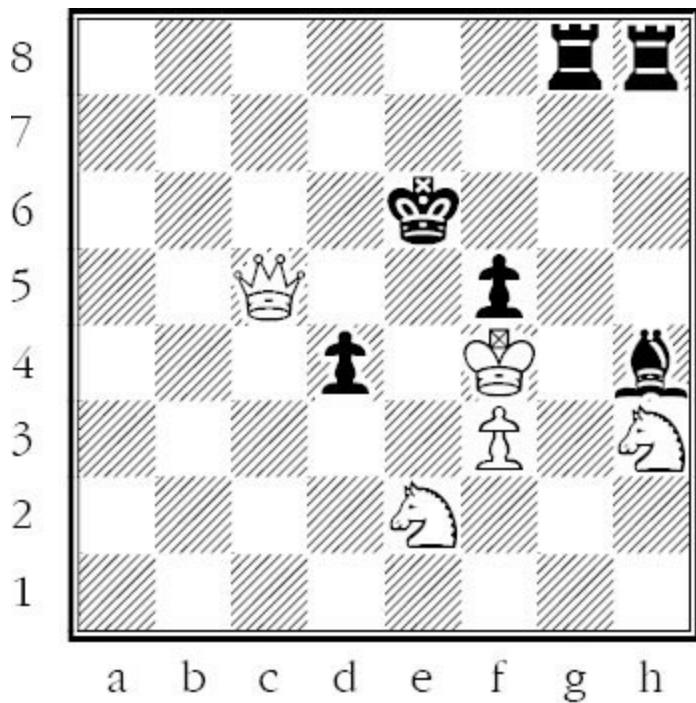
1. ... _____ Time: _____
2. _____ _____

(114)



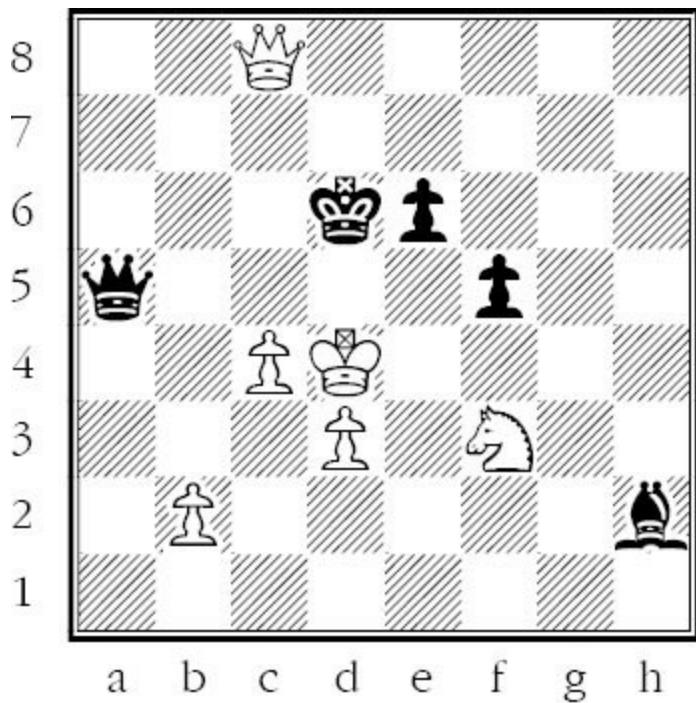
1. ... _____ Time: _____
2. _____ _____

(115)



1. ... _____ Time: _____
2. _____

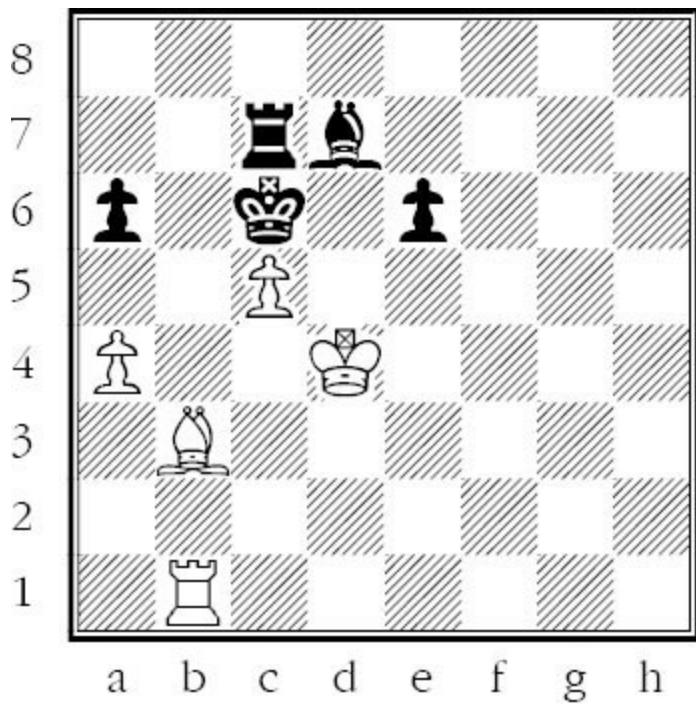
(116)



1. ... _____ Time: _____
2. _____

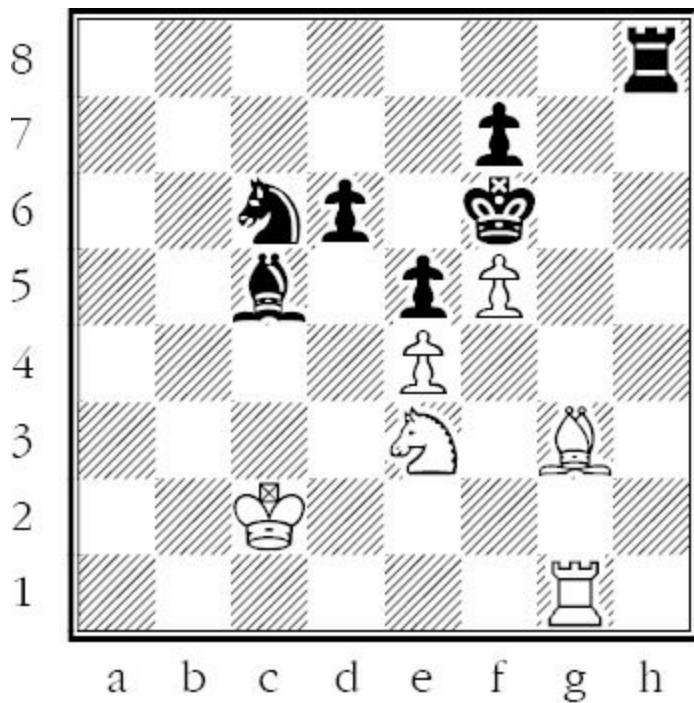
White to move

(117)



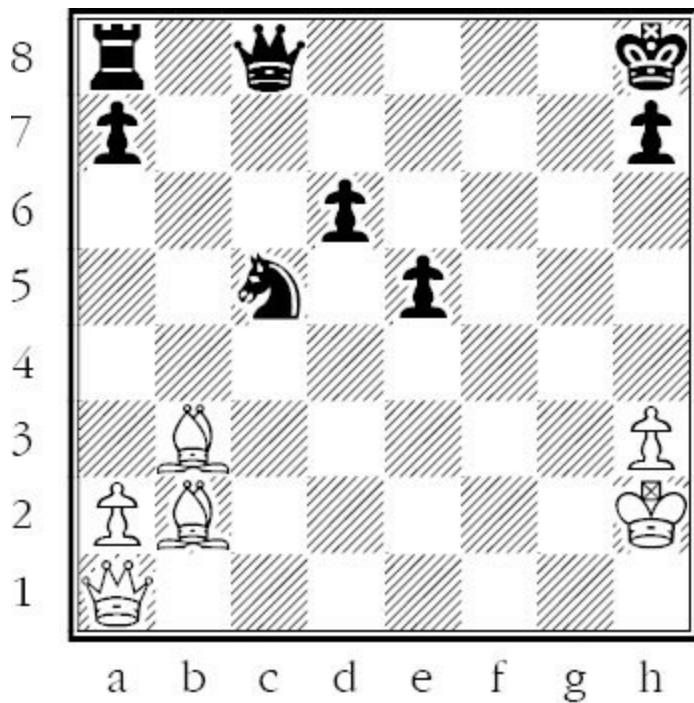
1. _____ Time: _____
2. _____

(118)



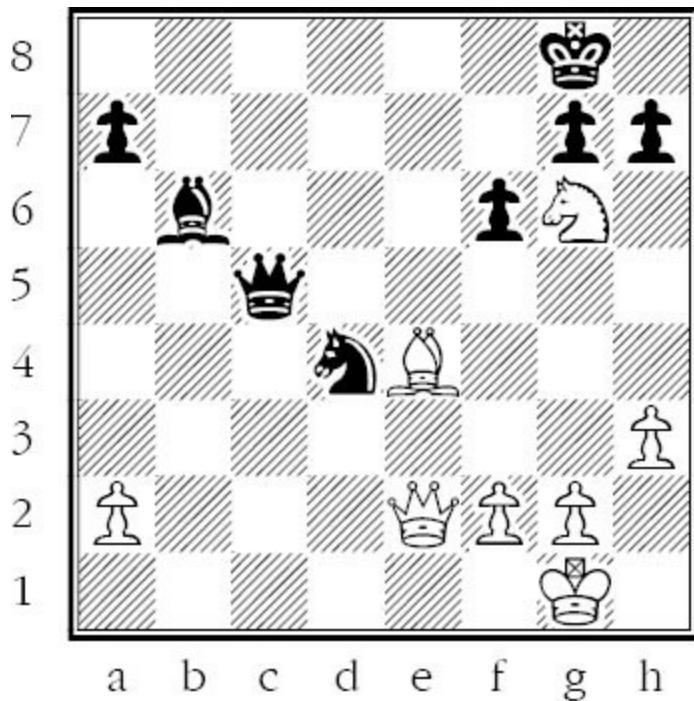
1. _____ Time: _____
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(119)



1. _____ Time: _____
2. _____

(120)



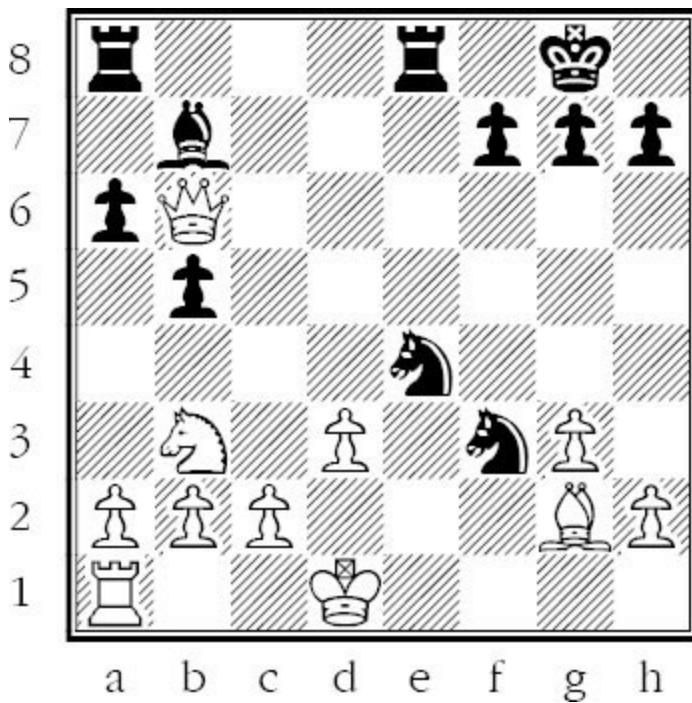
1. _____ Time: _____
2. _____

Chapter 4

Knight Sacrifice to Checkmate!

Just as in the previous chapters, the objective is the same, utilize the knight as a sacrificial piece to accomplish the ultimate goal of checkmate.

In our example below, the task is to open up the e-file for the rook which then checkmates on e1.



Black to move

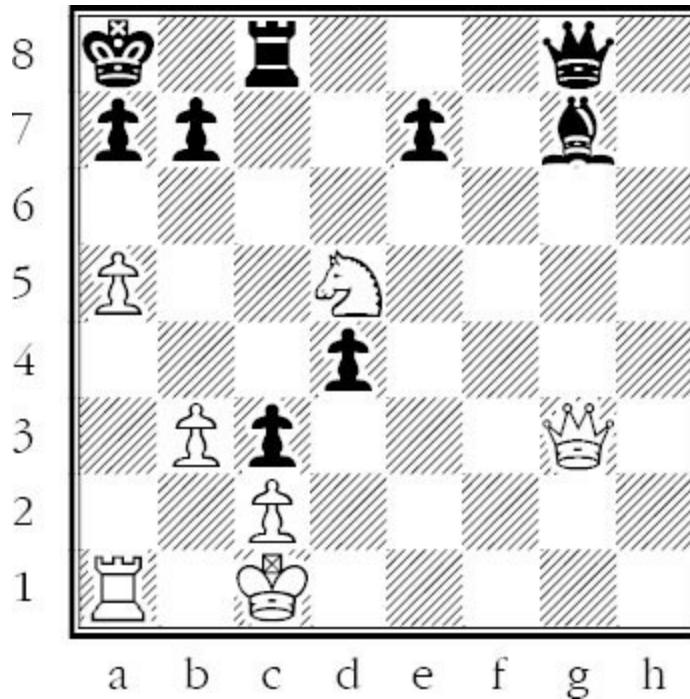
If Black tries to achieve that with a quiet move such as 1...Nf6, White would then have the time to eliminate the threatening knight from f3 by 2.Bxf3.

So, once again, Black needs to look for forceful options. There are two ways to check: 1...Nc3+ and 1...Nf2+. But only one of them

works. Can you figure out which one?

1...Nf2+? fails as after 2.Qxf2 the White queen protects the key e1-square.

The only good answer is 1...Nc3+ 2.bxc3 (or 2.Kc1) and 2...Re1 checkmate.



White to move

In this position, White seemingly has three tempting knight jumps.

Let's check them out one by one. 1.Nxe7 appears to win a pawn plus forks Black's queen and rook. But it is Black who would come out ahead after the discovery with 1...Bh6+, winning White's queen.

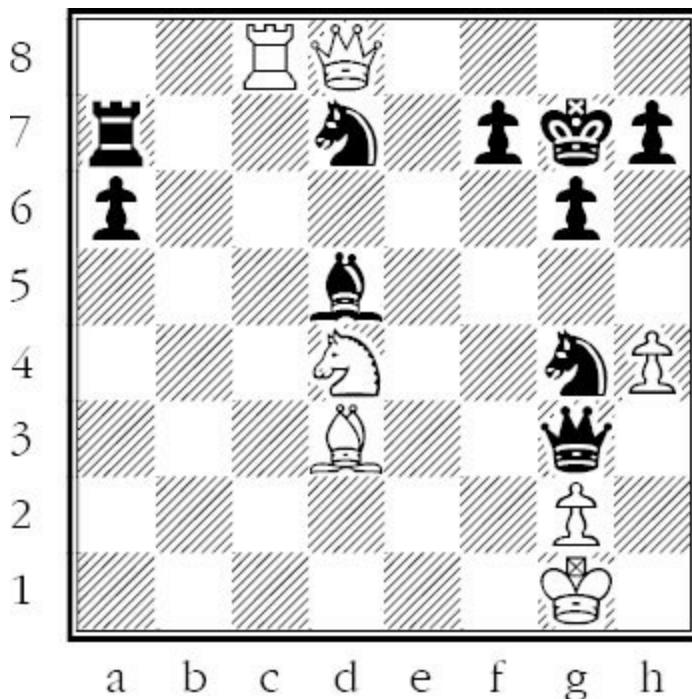
How about going for the famous smothered mate with 1.Nc7+?

Everything would work like clockwork if indeed Black responds with 1...Kb8?, then the thematic 2.Na6+ Ka8 followed by the pretty 3.Qb8+ queen sacrifice leads to checkmate after 3...Rxb8 4.Nc7#.

The problem is that after 1.Nc7+? Black can (and should) continue

with 1...Rxc7 and after 2.Qxc7, Black has a powerful bishop sacrifice that wins the game: 2...Be5 3.Qxe5 Qg1+.

It is important to notice the possibility of opening the a-file and of a discovery. The answer is **1.Nb6+ axb6 2.axb6** checkmate.



White to move

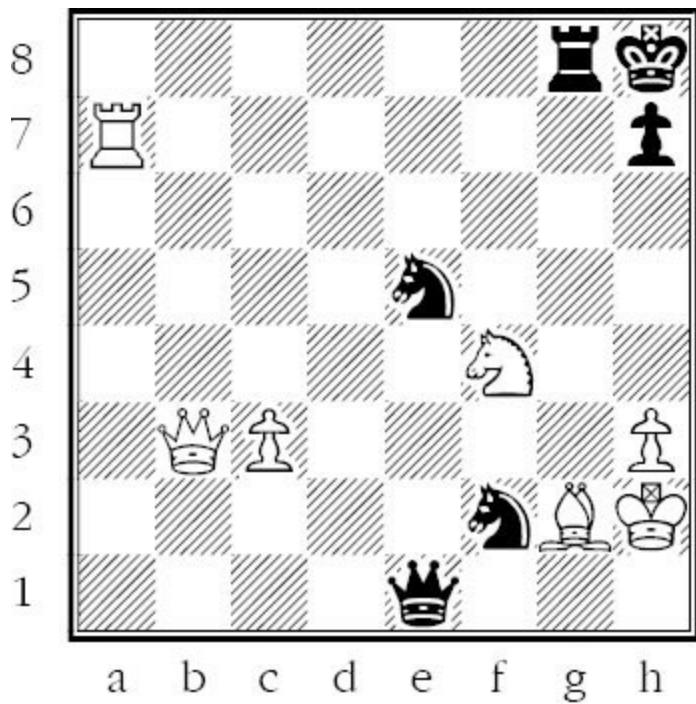
Here, the first thing to notice is Black's threat to checkmate with Qg3xg2; White could check with 1.Qg8+ or 1.Qh8+, chasing the Black king out to the open. However, neither of those moves leads to more than a few checks (1.Qg8+ Kf6 or 1.Qh8 Kh6), when White will still be facing Black's indefensible attack.

So, again the knight comes to the rescue! **1.Nf5+**, forcing Black to open the g-file and expose the king; after **1...gxf5** there is **2.Qg5** checkmate.

Now you are ready to test yourself in finding the right knight sacrifices which lead to checkmates in the following 40 puzzles. Have fun!

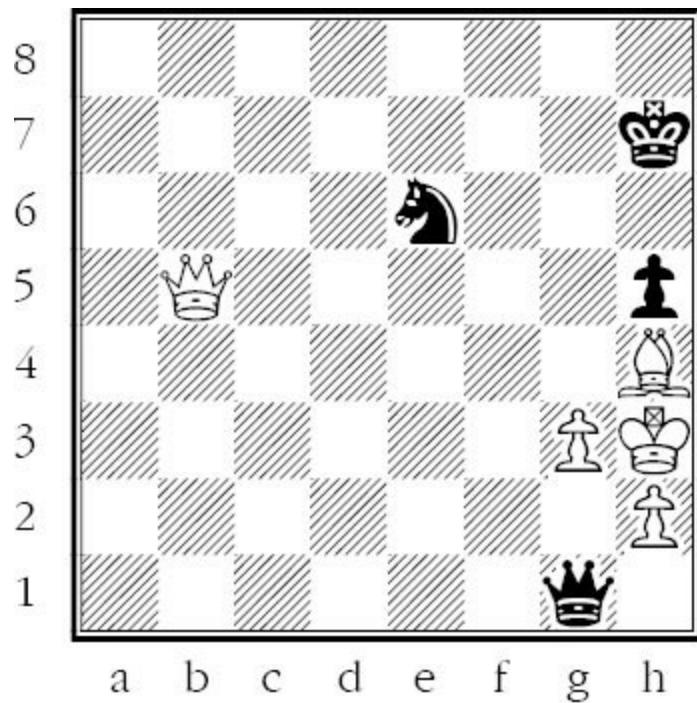
Black to move

(121)



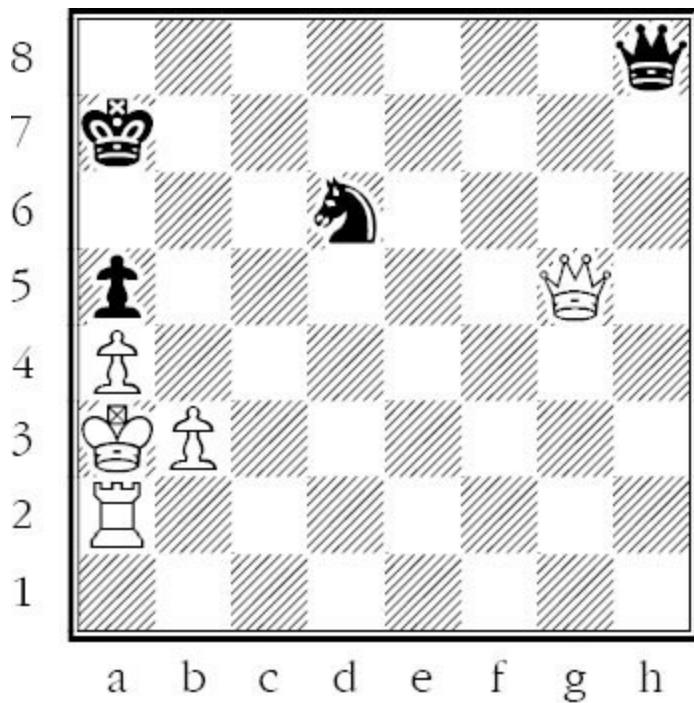
1. ... _____ Time: _____
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(122)



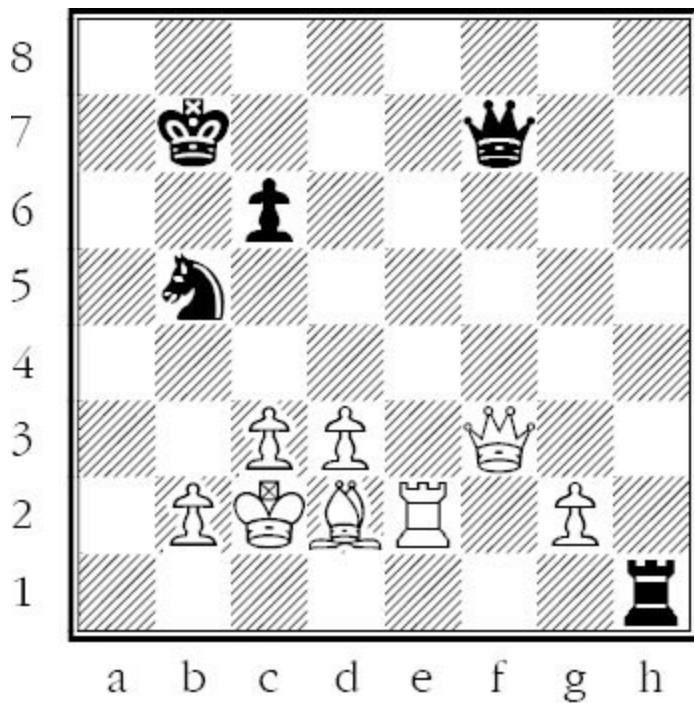
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(123)



1. ... _____ Time: _____
2. _____ _____

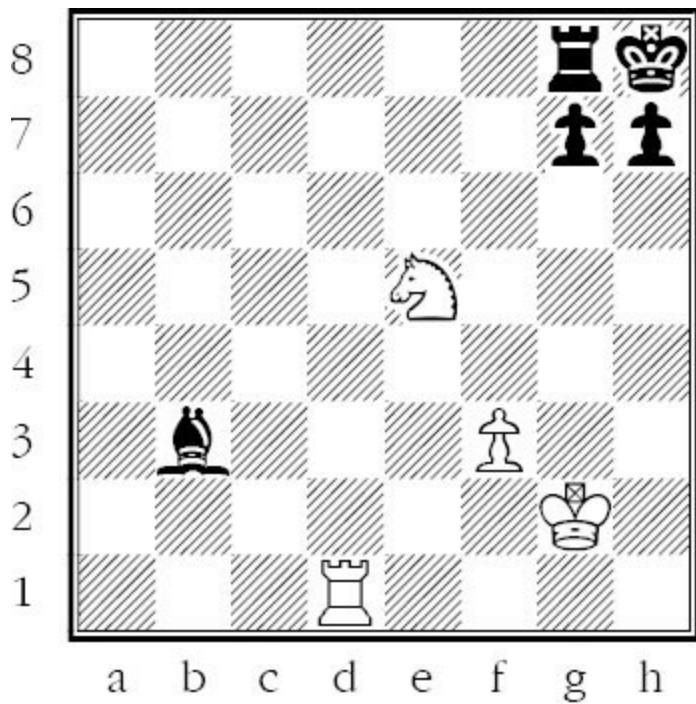
(124)



1. ... _____ Time: _____
2. _____

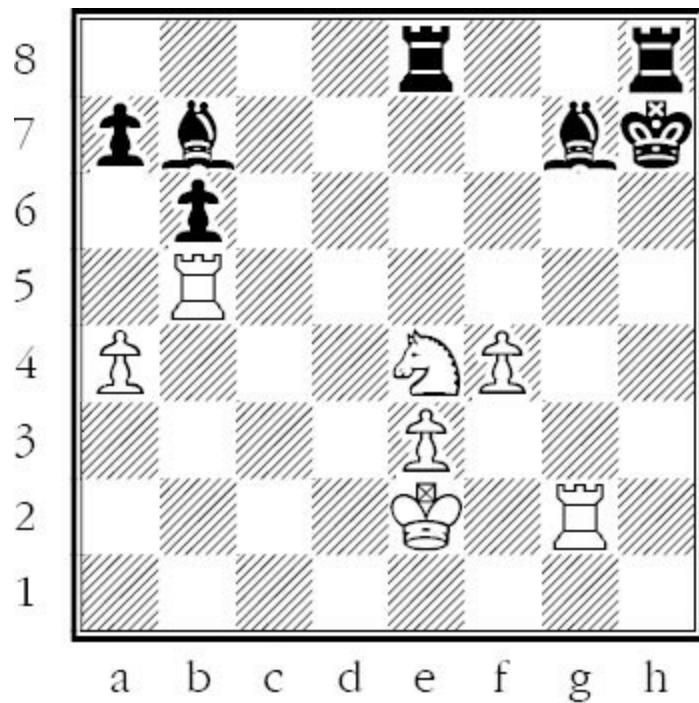
White to move

(125)



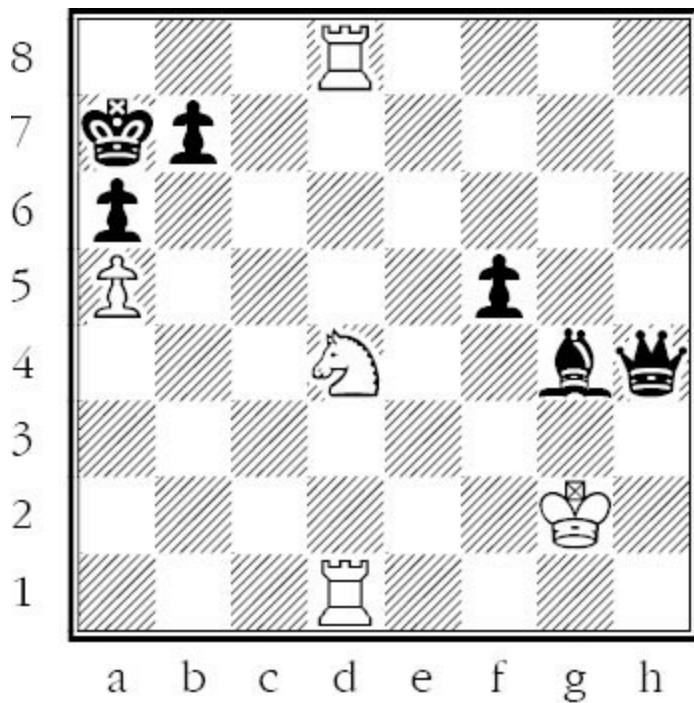
1. _____ Time: _____
2. _____

(126)



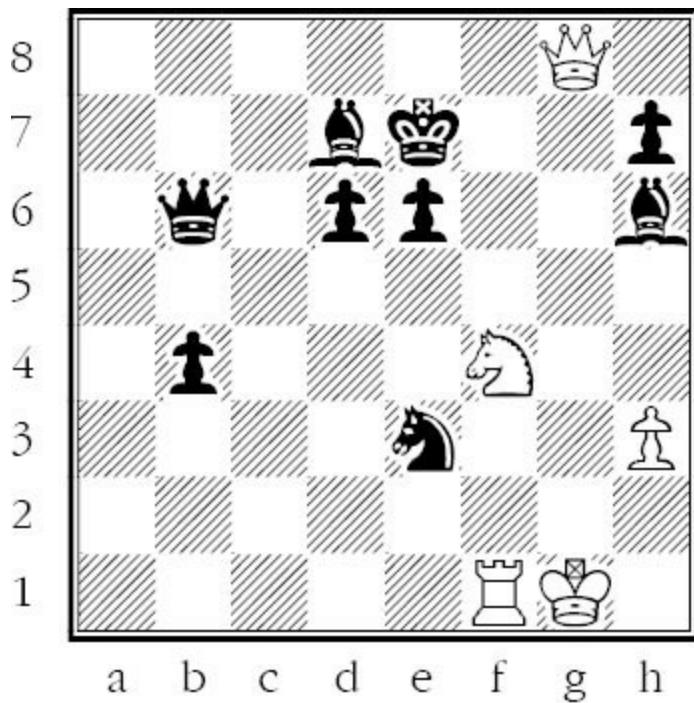
1. _____ Time: _____
2. _____

(127)



1. _____ Time: _____
2. _____

(128)

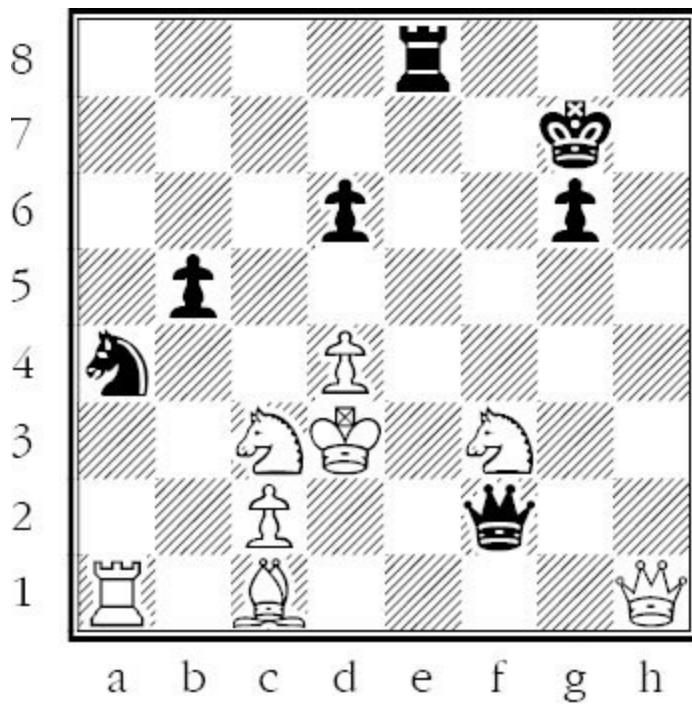


1. _____ Time: _____

2. _____

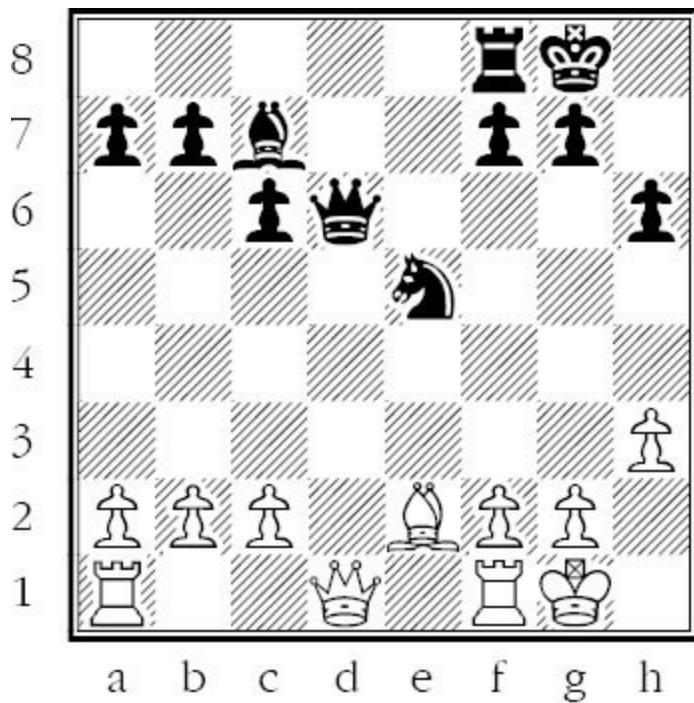
Black to move

(129)



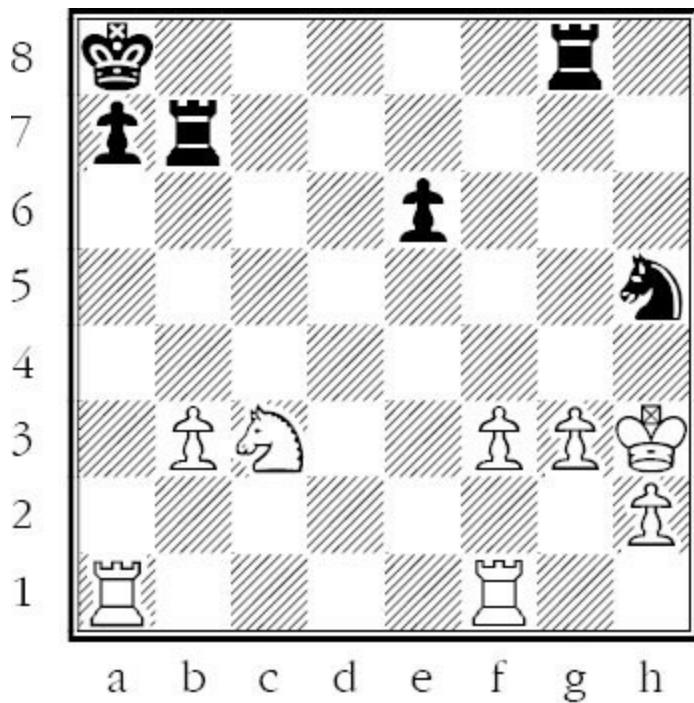
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(130)



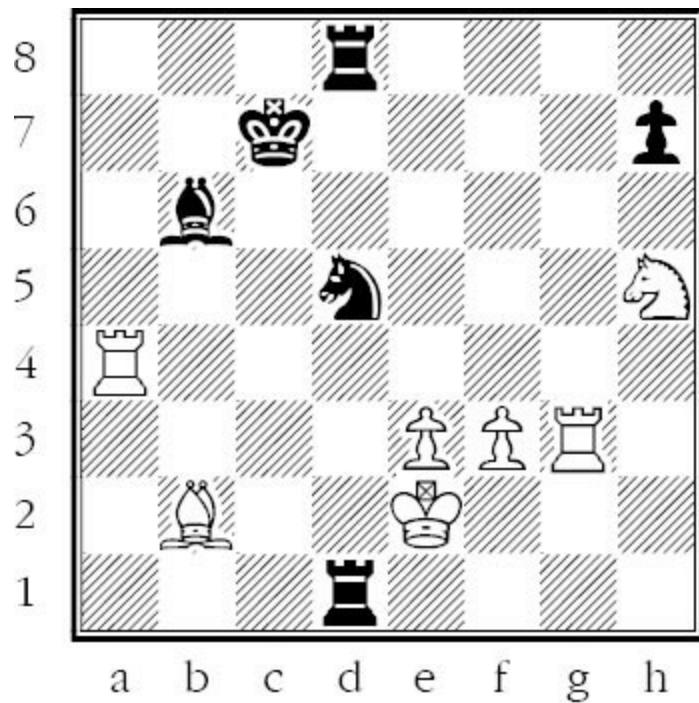
1. ... _____ Time: _____
2. _____ _____

(131)



1. ... _____ Time: _____
2. _____ _____

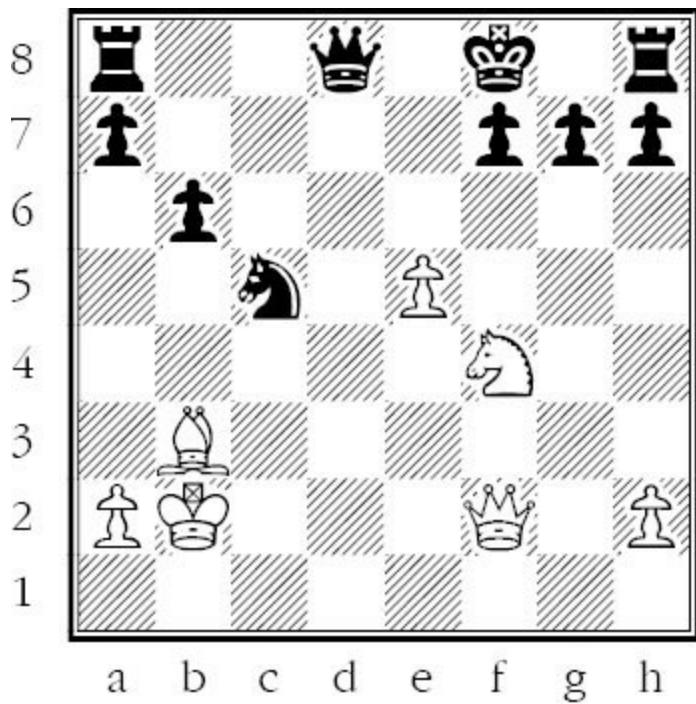
(132)



1. ... _____ Time: _____
2. _____

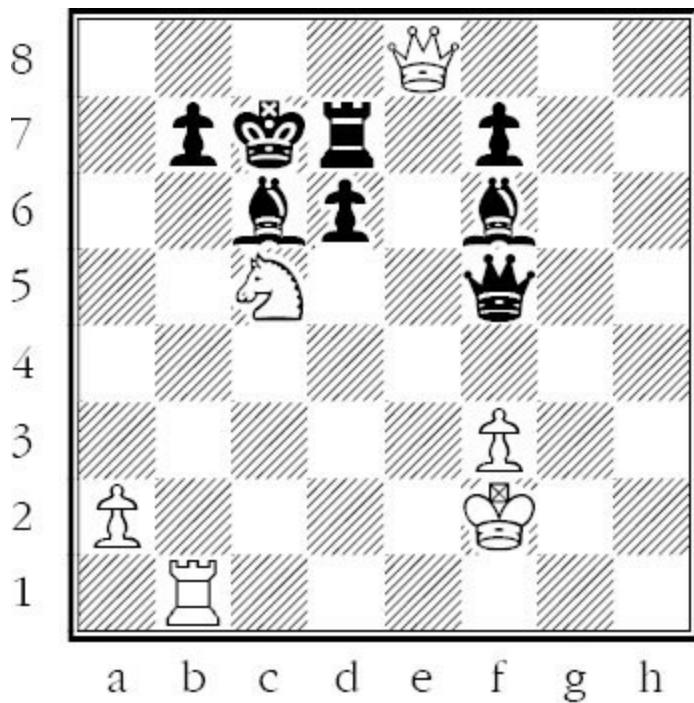
White to move

(133)



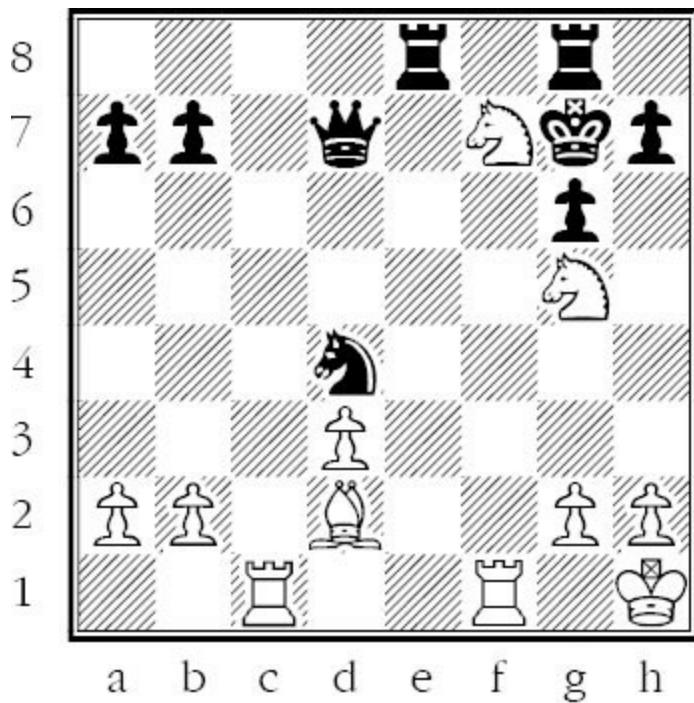
1. _____ Time: _____
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(134)



1. _____ Time: _____
2. _____

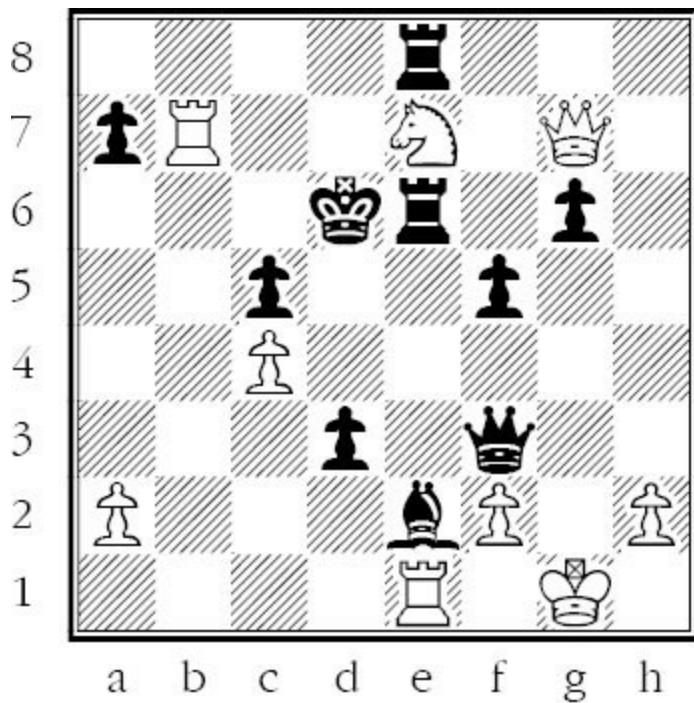
(135)



1. _____ Time: _____

2. _____

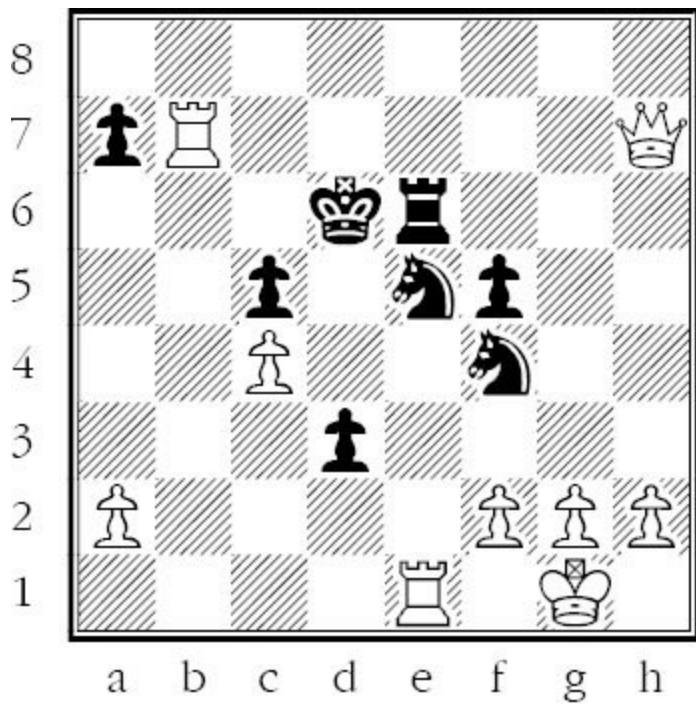
(136)



1. _____ Time: _____
2. _____

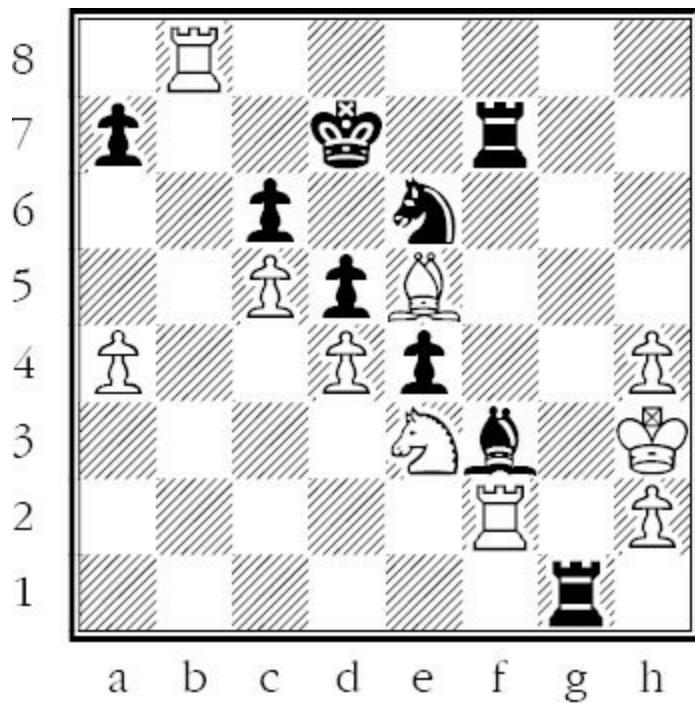
Black to move

(137)



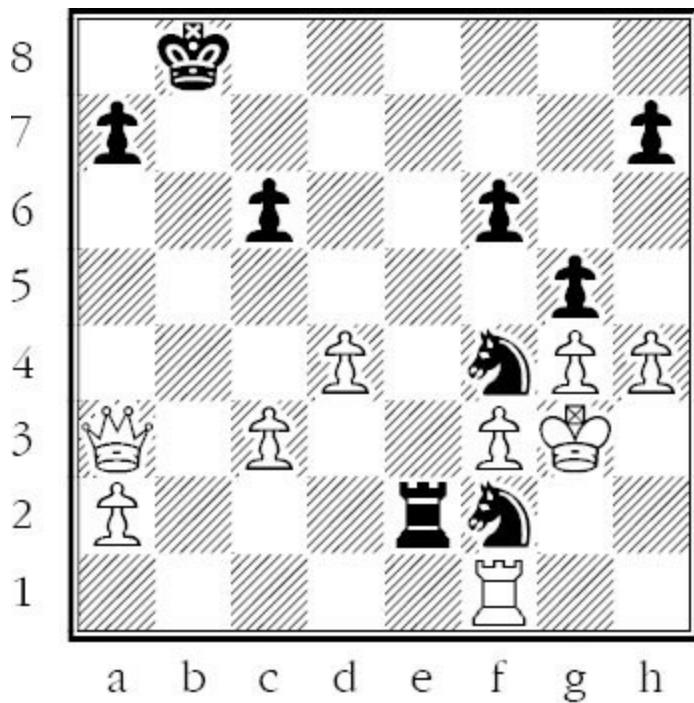
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(138)



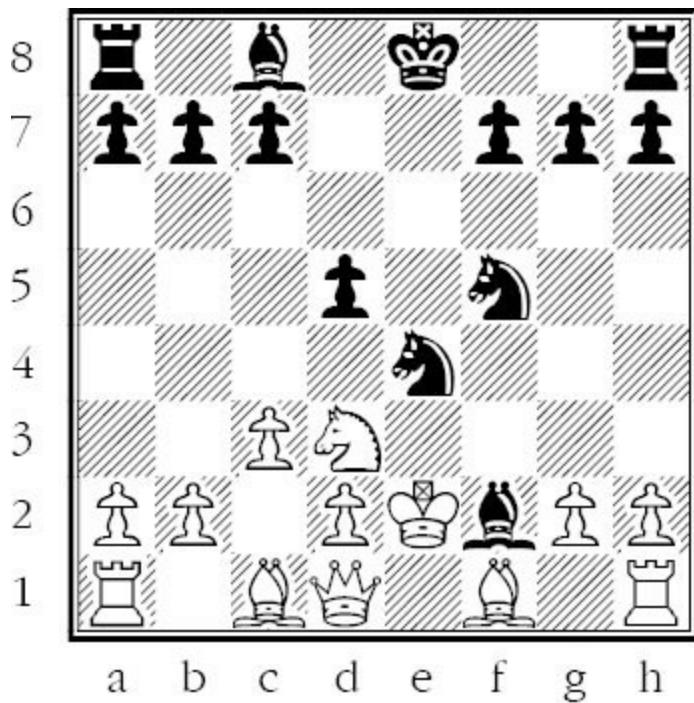
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(139)



1. ... _____ Time: _____
2. _____

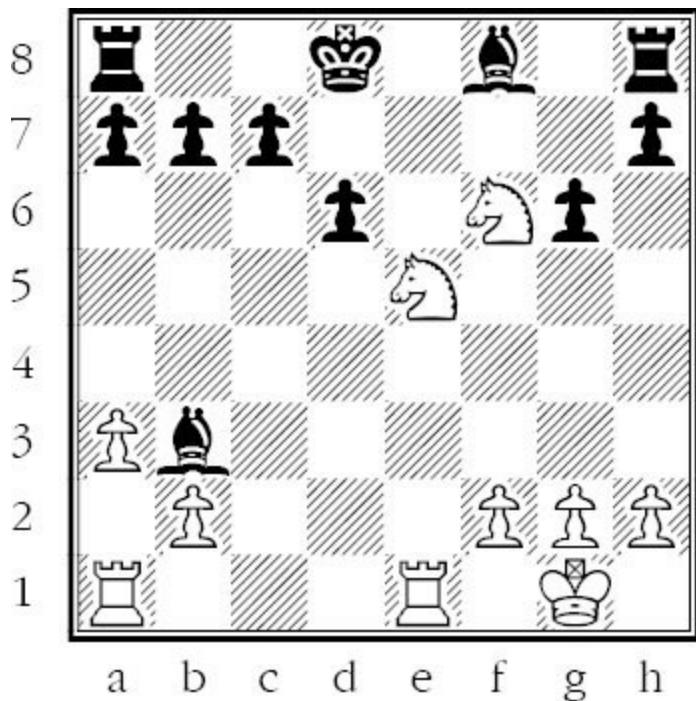
(140)



1. ... _____ Time: _____
2. _____

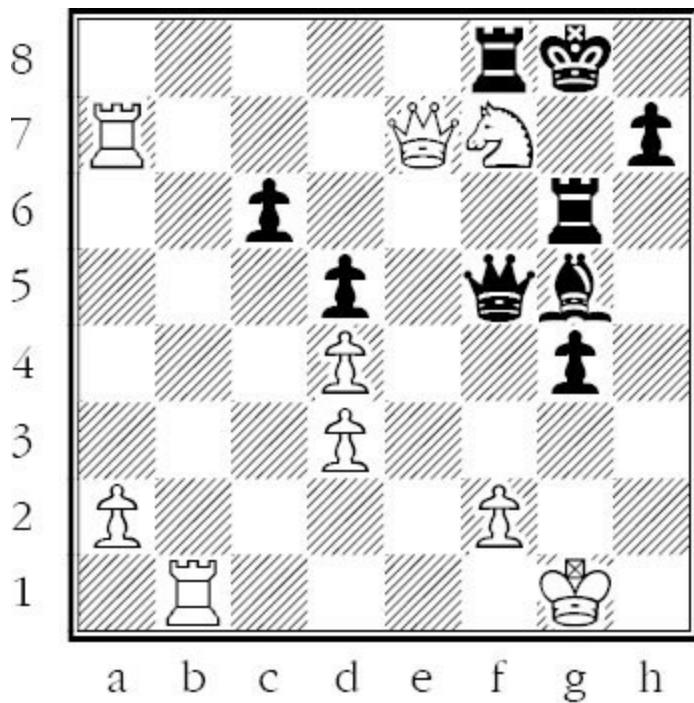
White to move

(141)



1. _____ Time: _____
2. _____

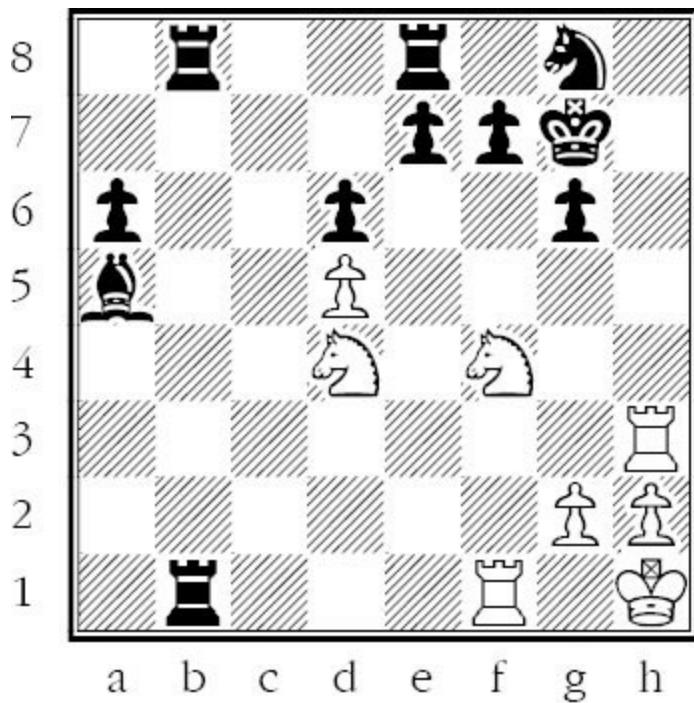
(142)



a b c d e f g h

1. _____ Time: _____
2. _____

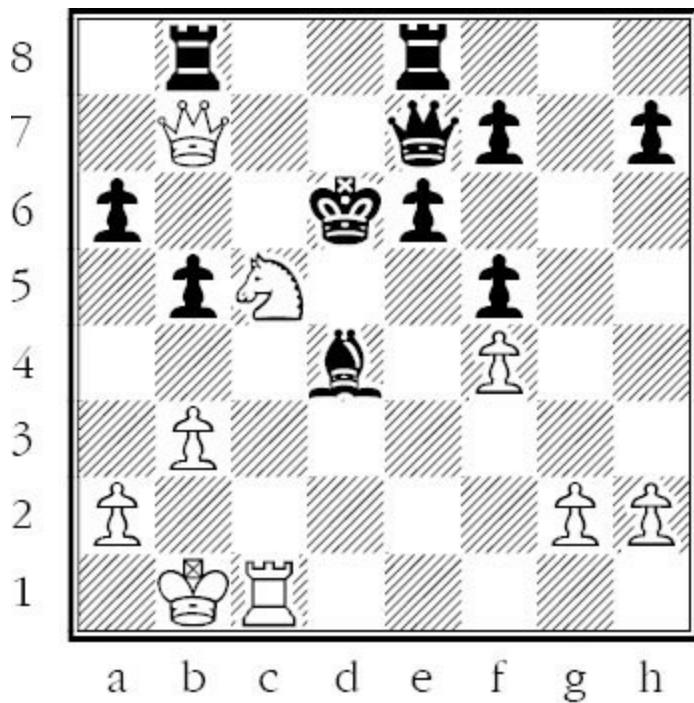
(143)



1. _____ Time: _____

2. _____

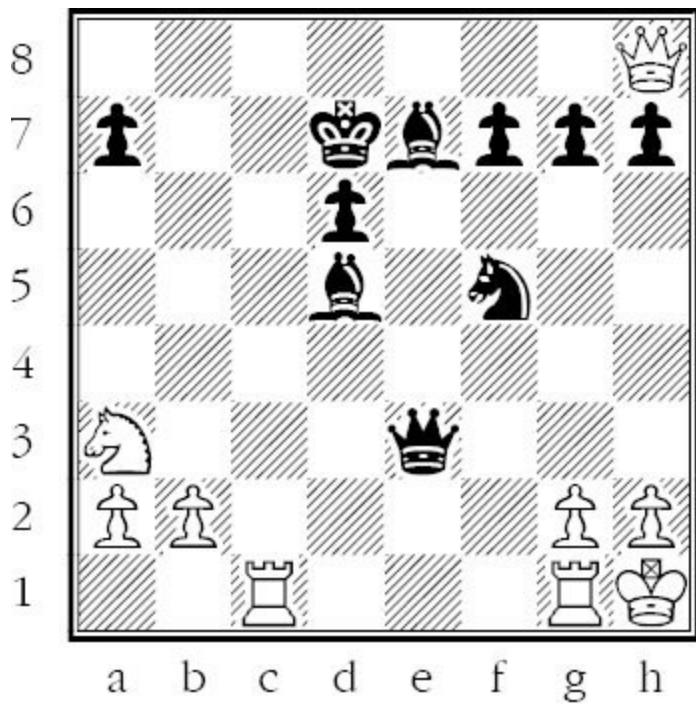
(144)



1. _____ Time: _____
2. _____

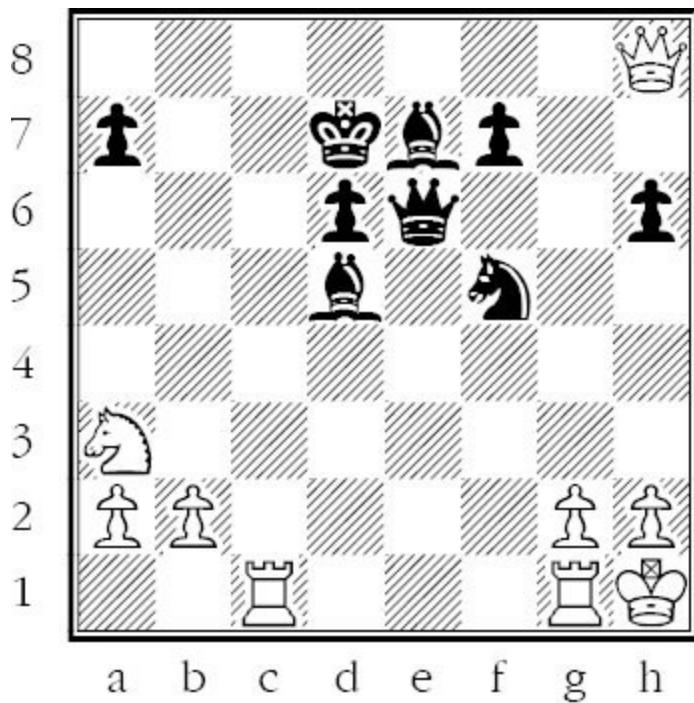
Black to move

(145)



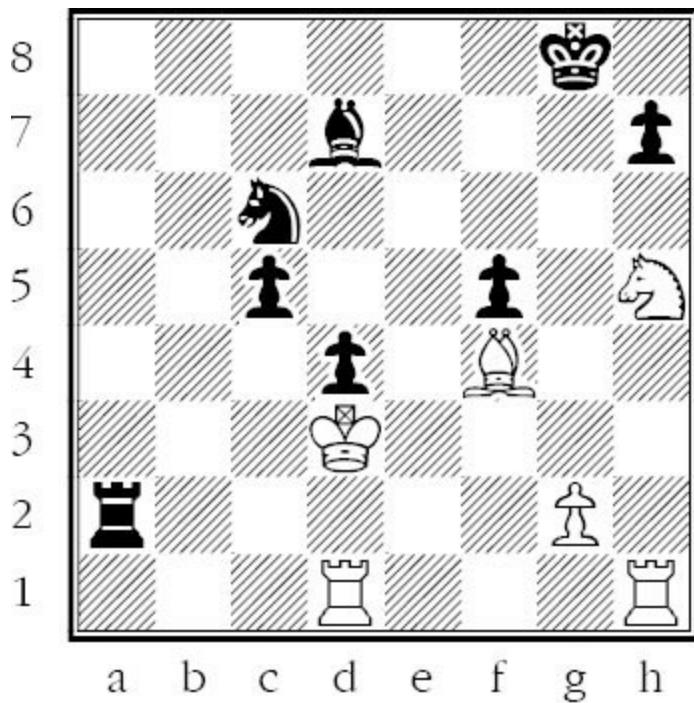
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(146)



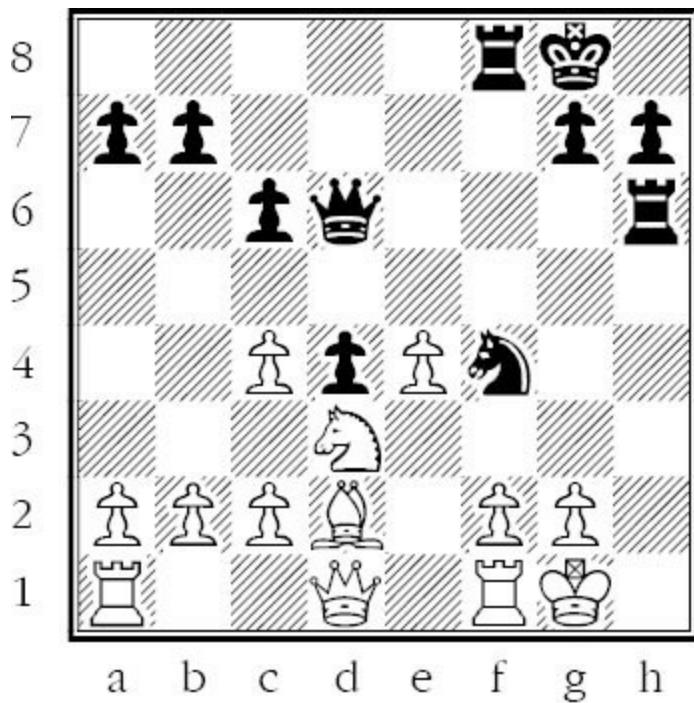
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(147)



1. ... _____ Time: _____
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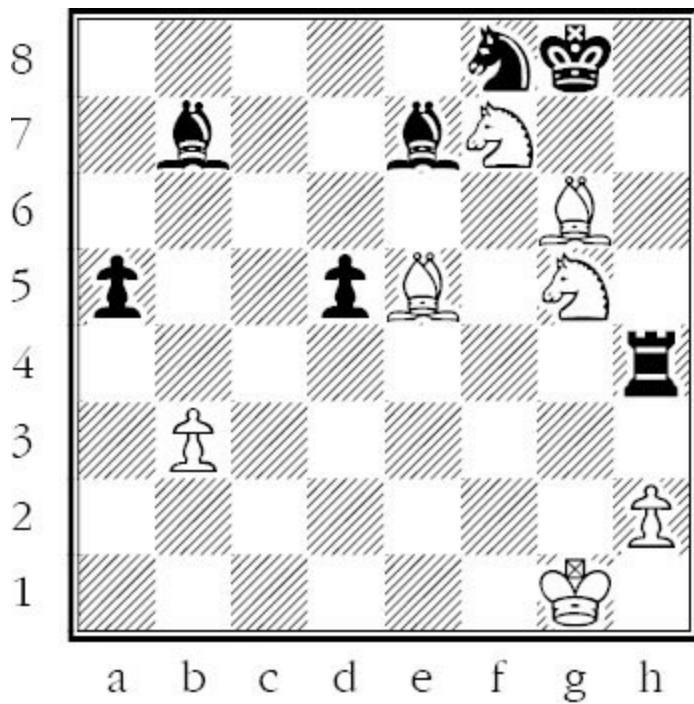
(148)



1. ... _____ Time: _____
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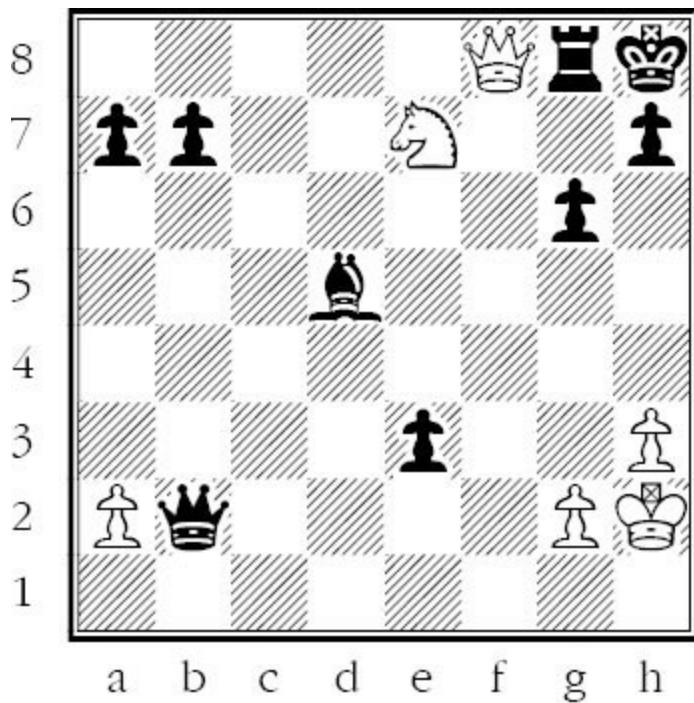
White to move

(149)



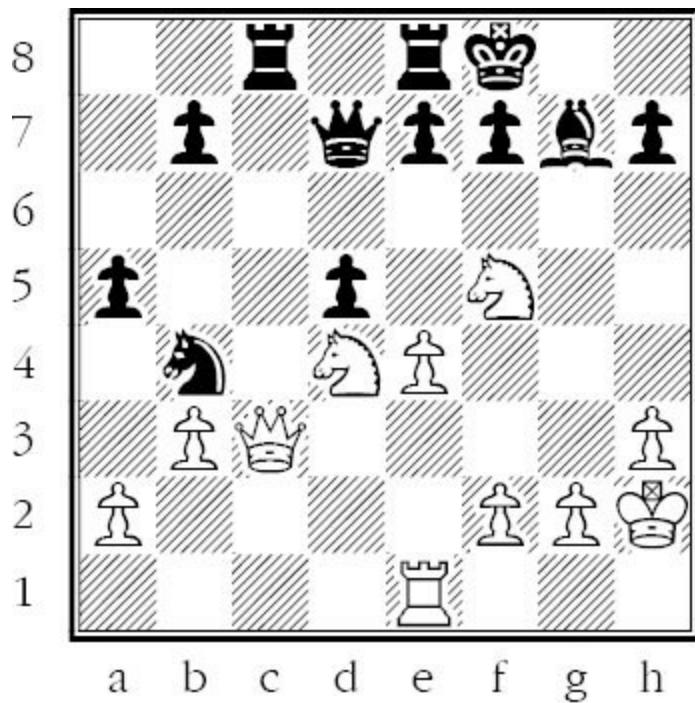
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(150)



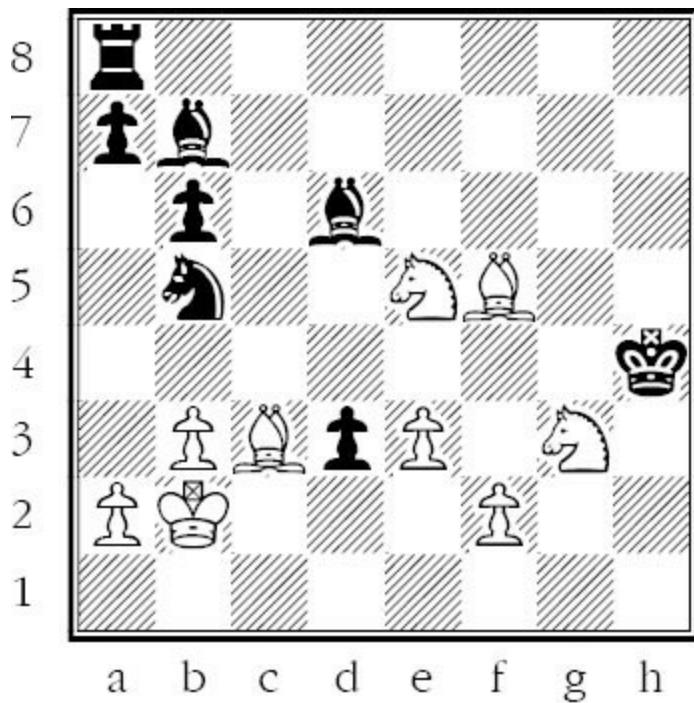
1. _____ Time: _____
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(151)



1. _____ Time: _____
2. _____

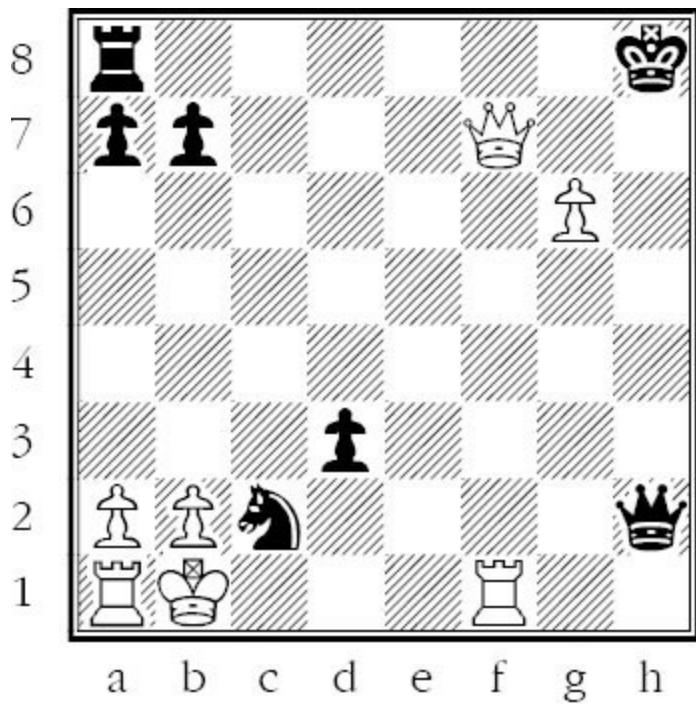
(152)



1. _____ Time: _____
2. _____

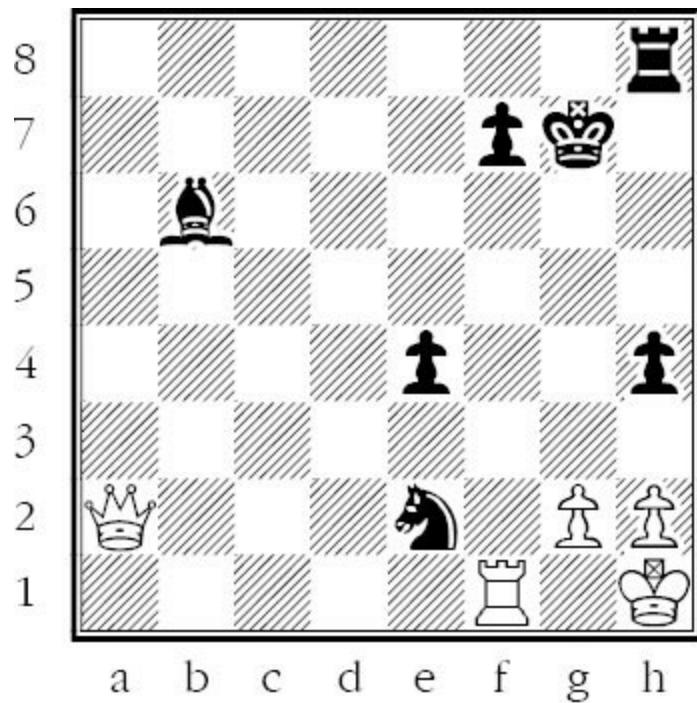
Black to move

(153)



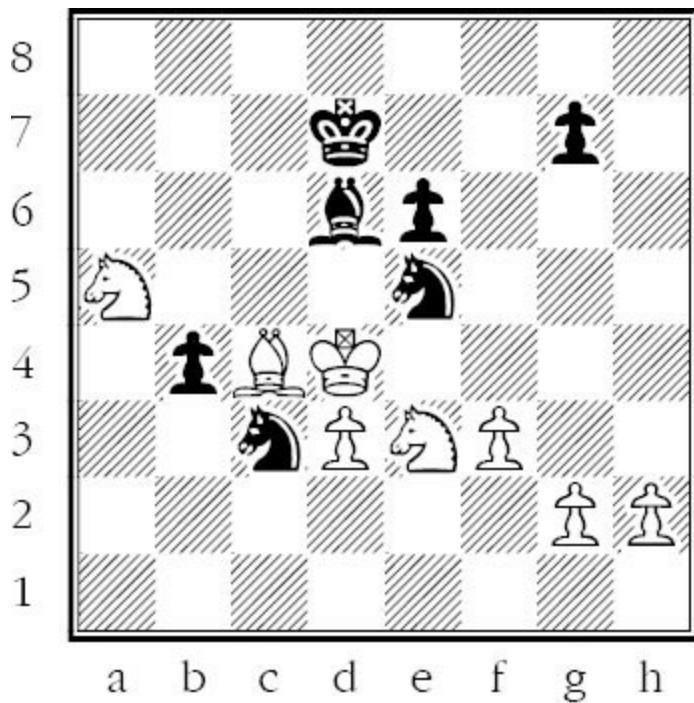
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(154)



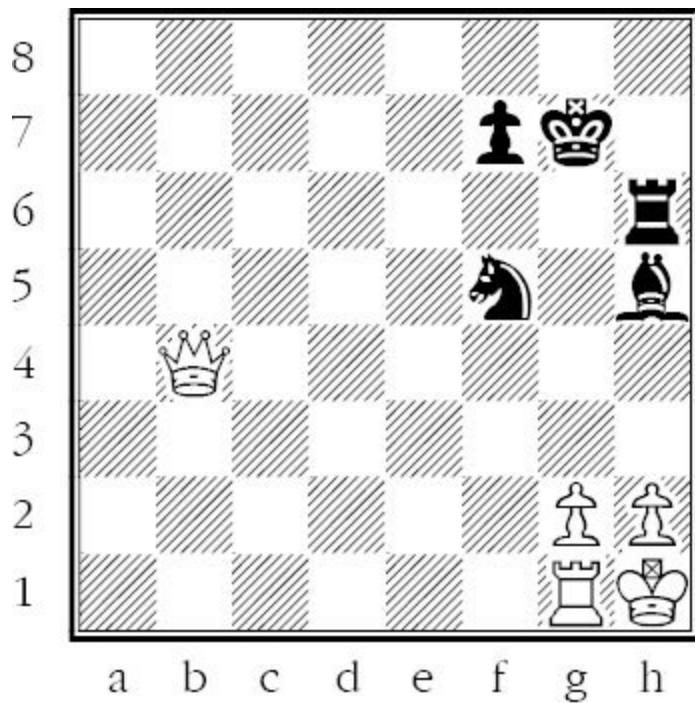
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(155)



1. ... _____ Time: _____
2. _____

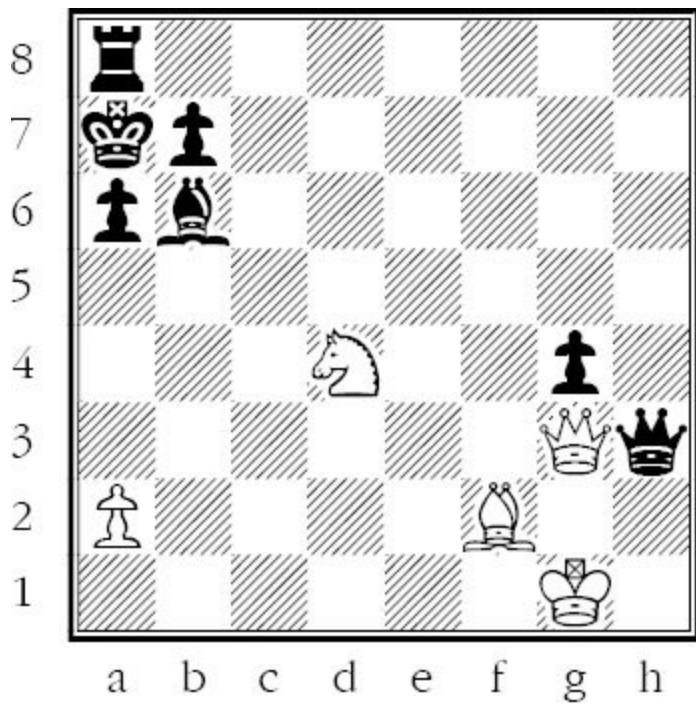
(156)



1. ... _____ Time: _____
2. _____ _____

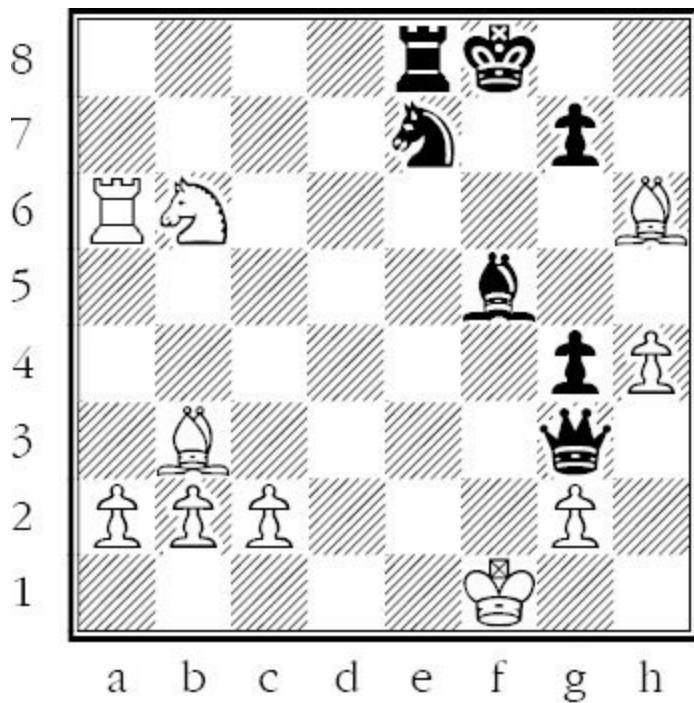
White to move

(157)



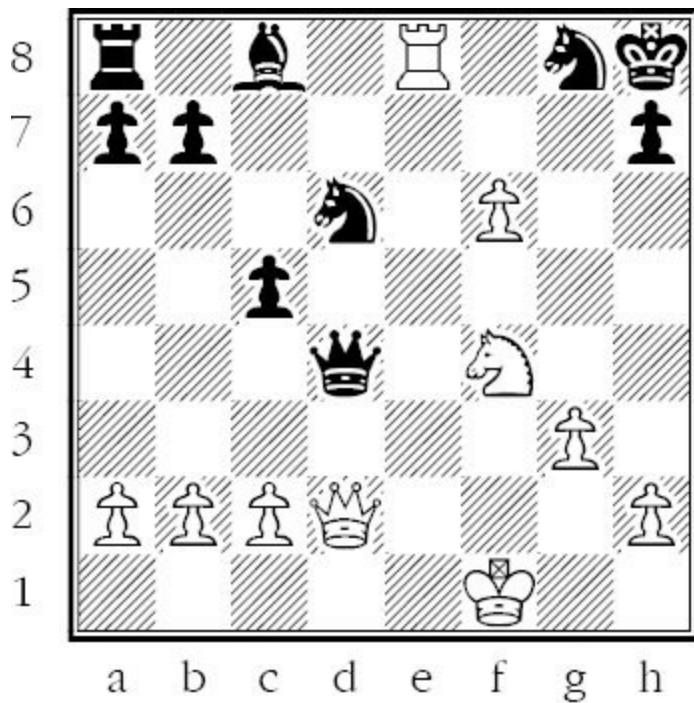
1. _____ Time: _____
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(158)



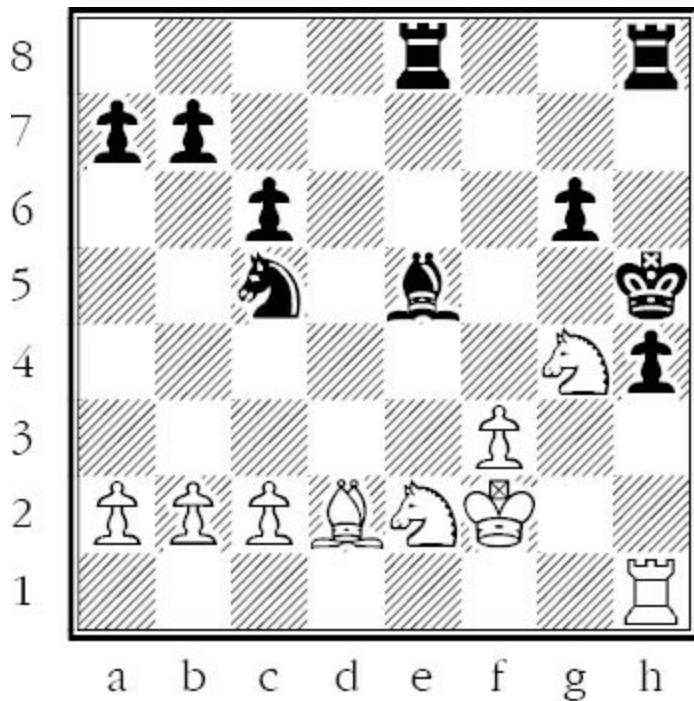
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(159)



1. _____ Time: _____
2. _____

(160)

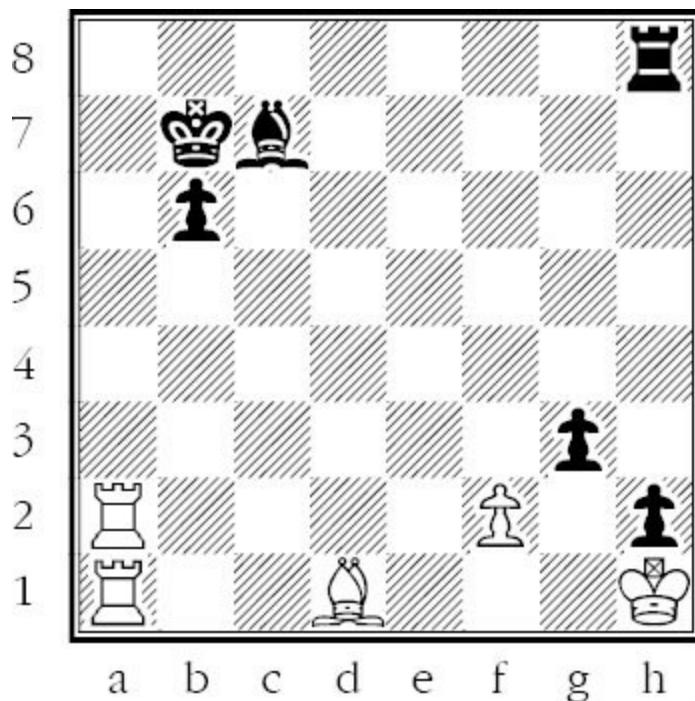


1. _____ Time: _____
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Chapter 5

Pawn Sacrifice to Checkmate!

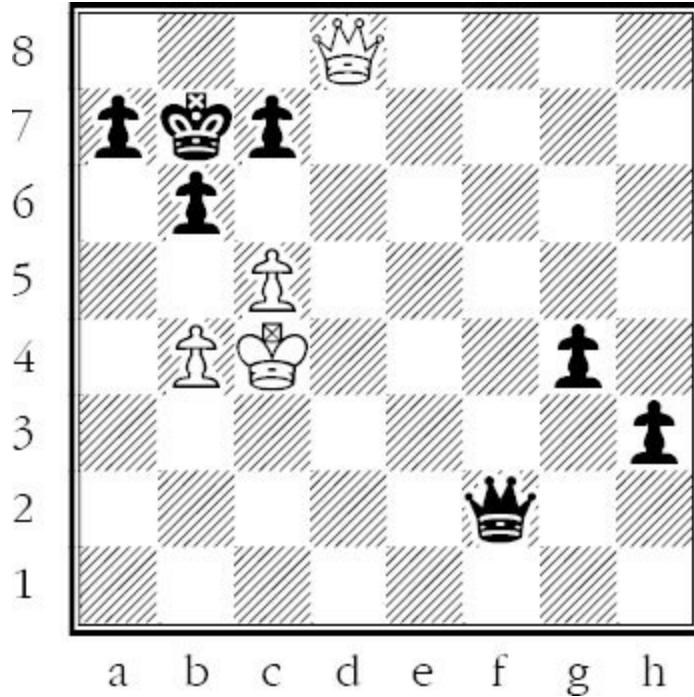
Pawn sacrifices are usually the rarest to lead to checkmate. But there are still some situations when it is the only correct way to proceed. Let's see a few examples on how it works in practice.



Black to move

Black is down a rook but has two far advanced pawns in the g- and h-files. It appears that the white king can hold them back. However, by sacrificing one of the pawns, the other will be able to promote, and with checkmate!

1...g2+ 2.Kxg2 h1Q#.



White to move

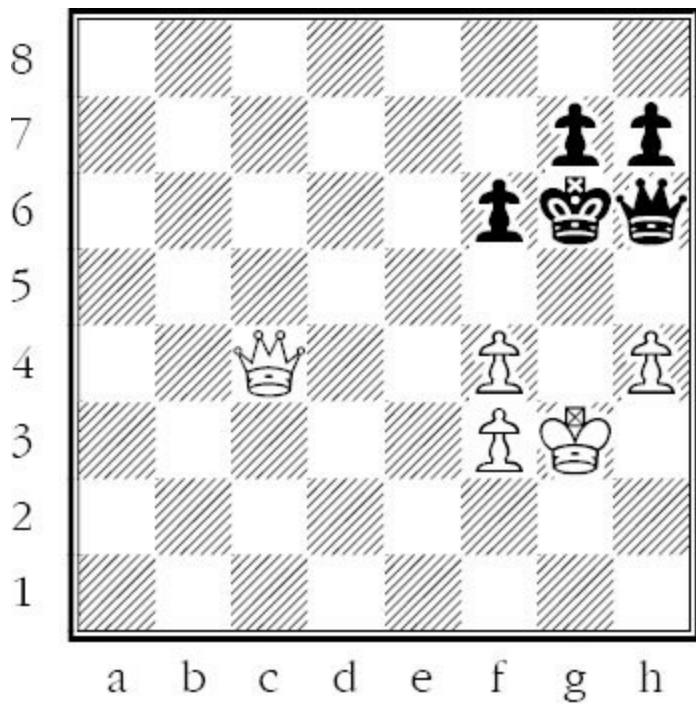
Given that Black has three extra pawns, it looks at first as if White's best hope is to draw by perpetual check. But after a closer look we can see that, as a result of the Black king's unfortunate position, White can go for more than a draw.

1.c6+ Now Black's king has no choice but to go out of its "safety zone" either by 1...Ka6, when 2.Qc8 checkmates, or accept the "gift" with 1...Kxc6, when 2.Qd5# ends the game.

Next you will find 20 exercises to practice pawn sacrifice to mate!

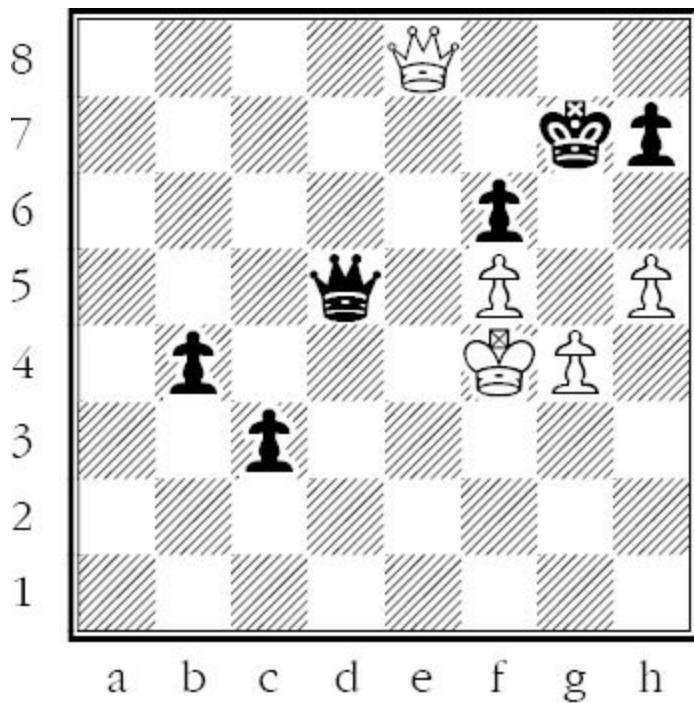
White to move

(161)



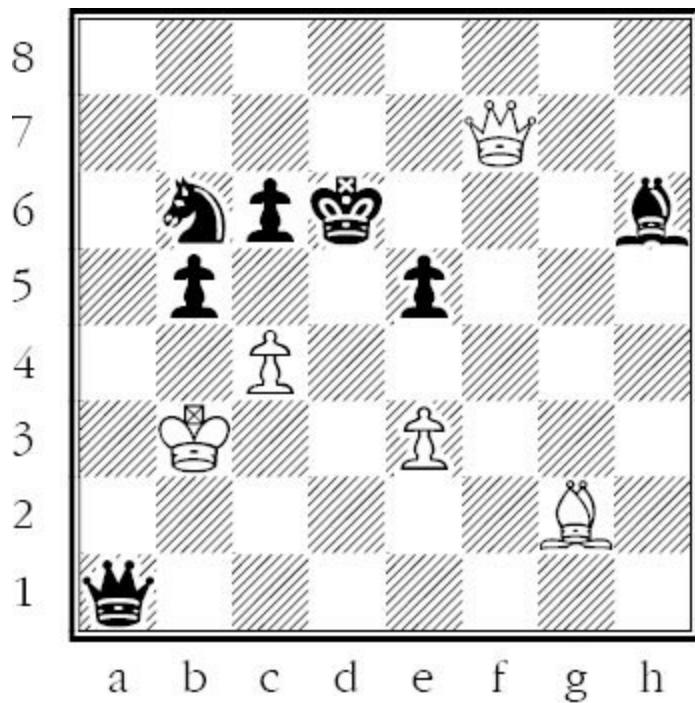
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(162)



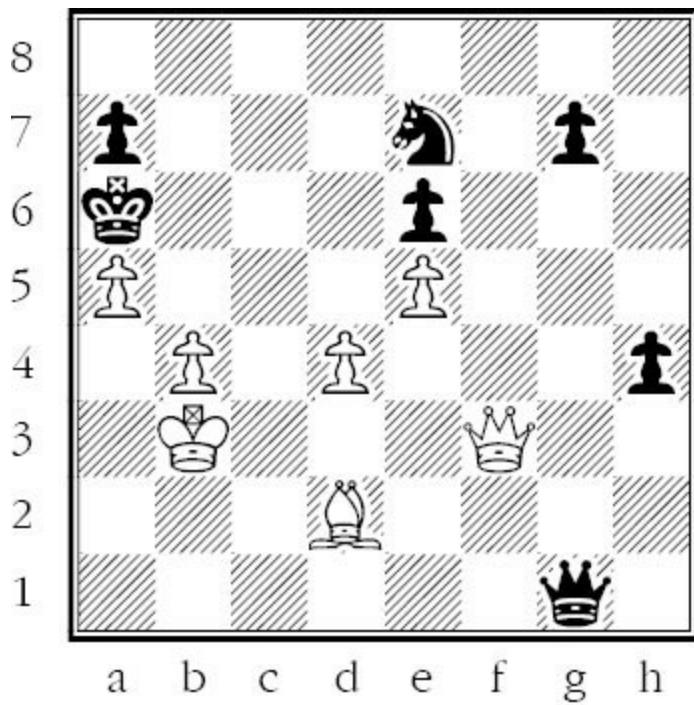
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(163)



1. _____ Time: _____
2. _____

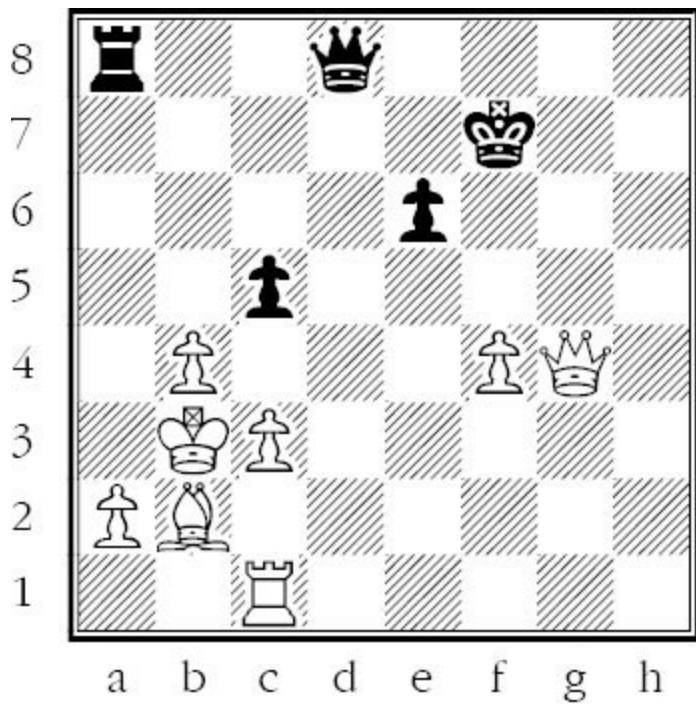
(164)



1. _____ Time: _____
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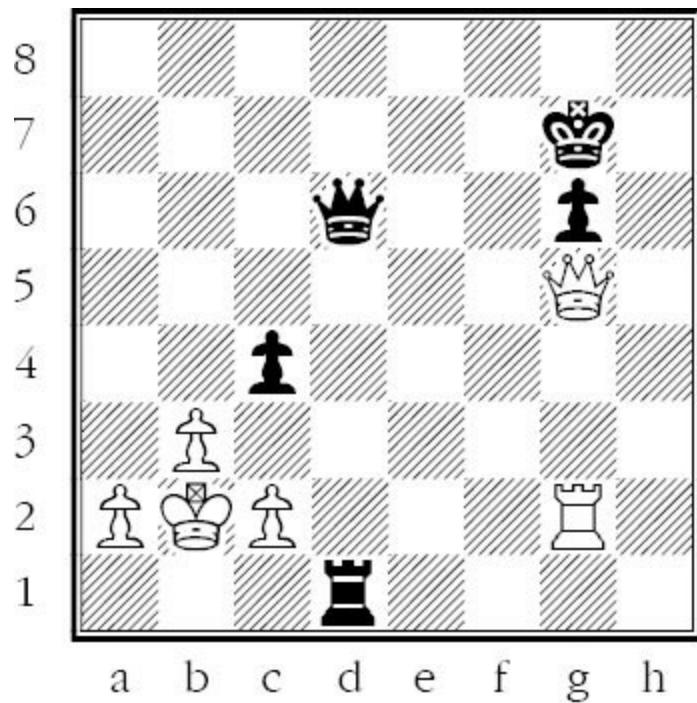
Black to move

(165)



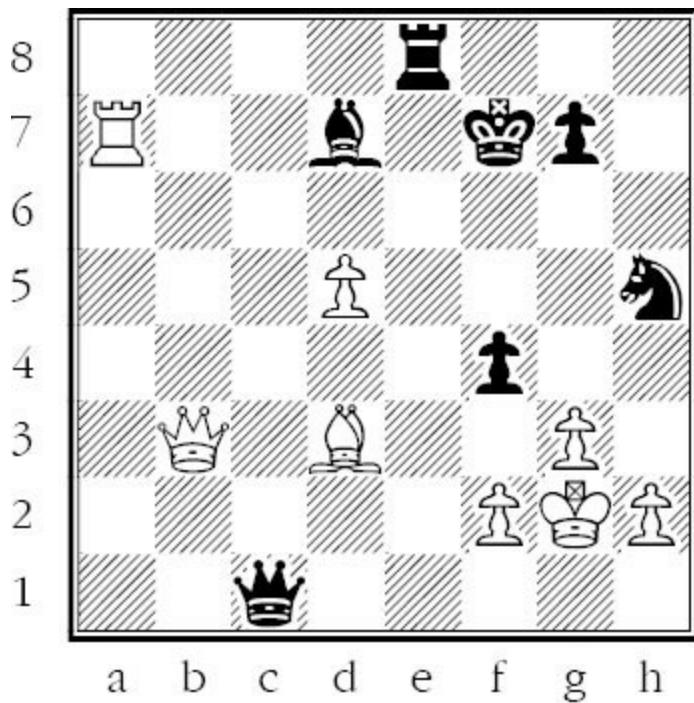
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(166)



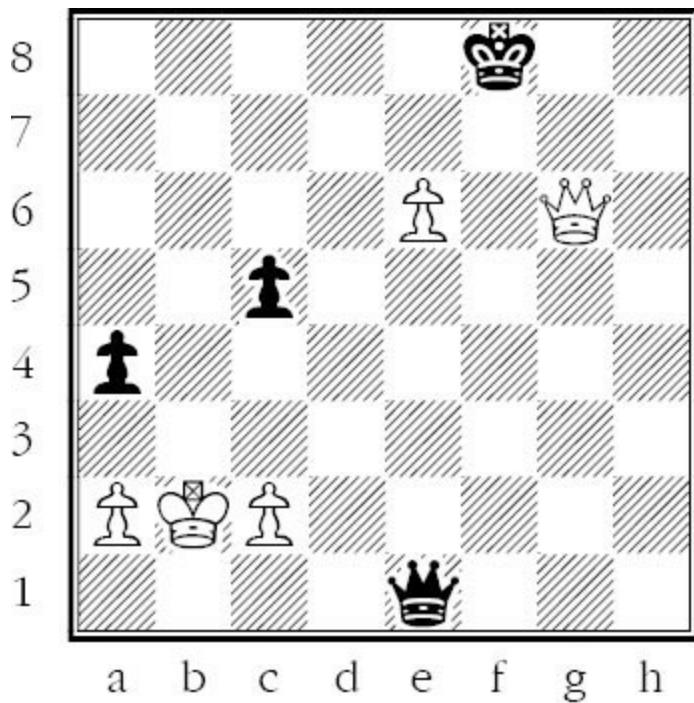
1. ... _____ Time: _____
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(167)



1. ... _____ Time: _____
2. _____ _____

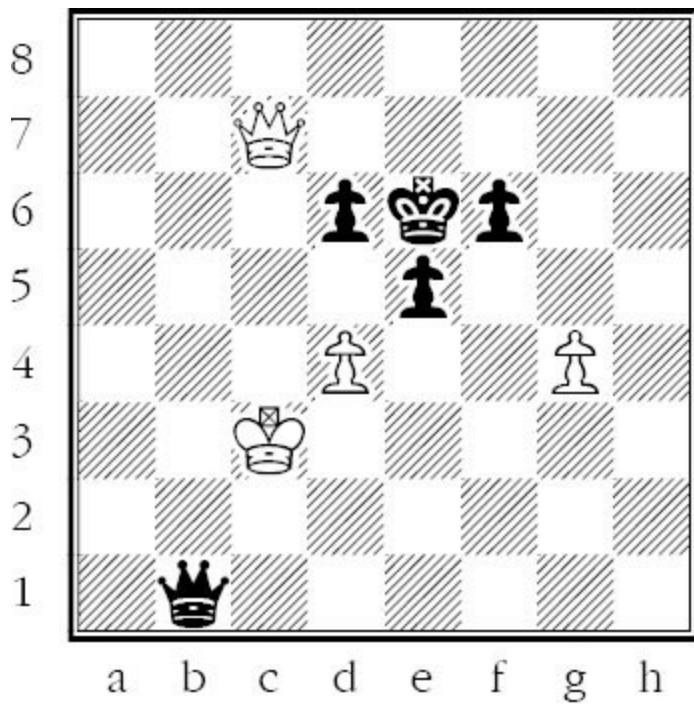
(168)



1. ... _____ Time: _____
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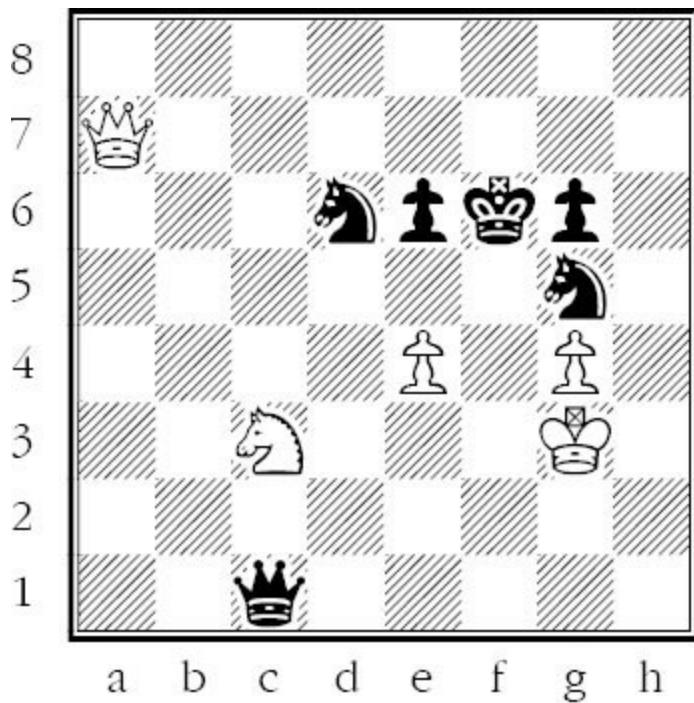
White to move

(169)



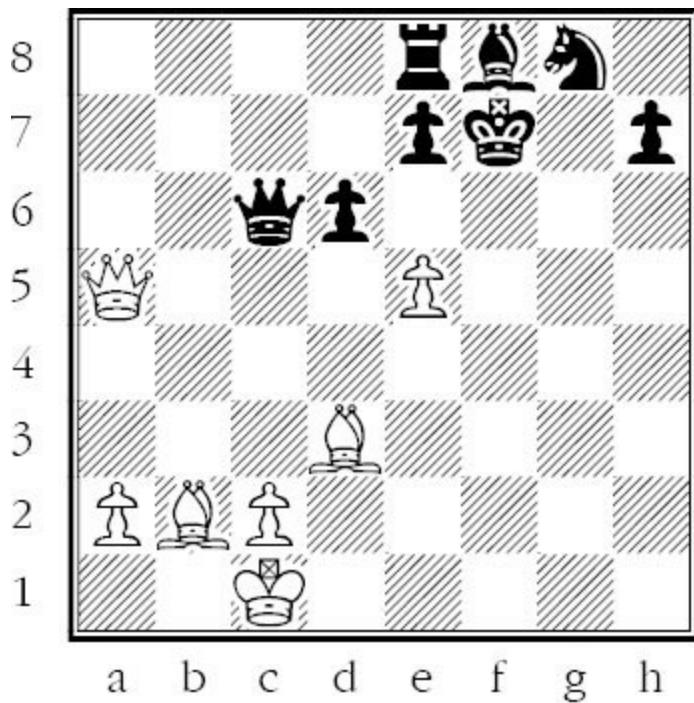
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(170)



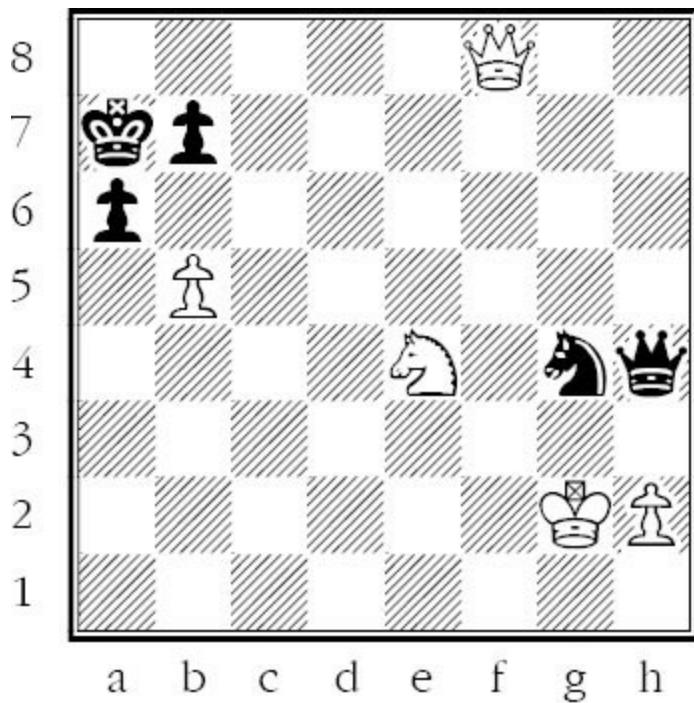
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(171)



1. _____ Time: _____
2. _____

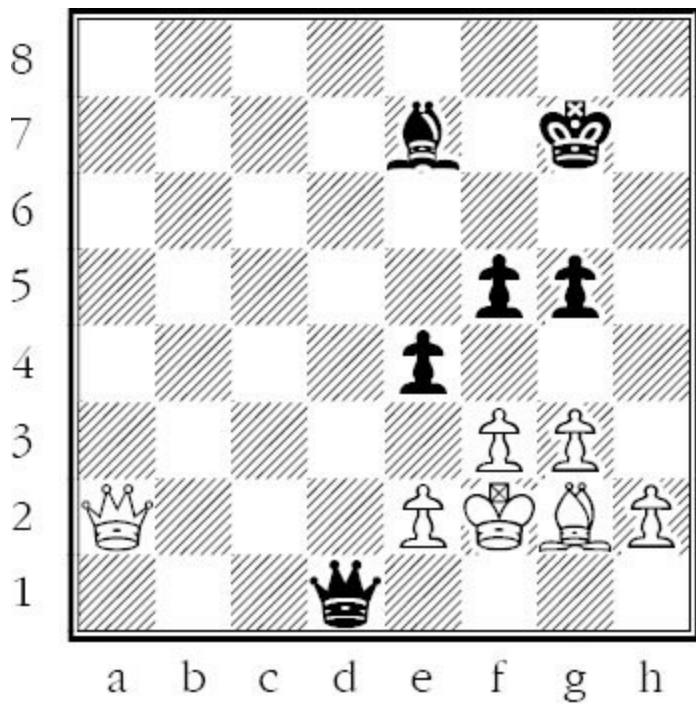
(172)



1. _____ Time: _____
2. _____

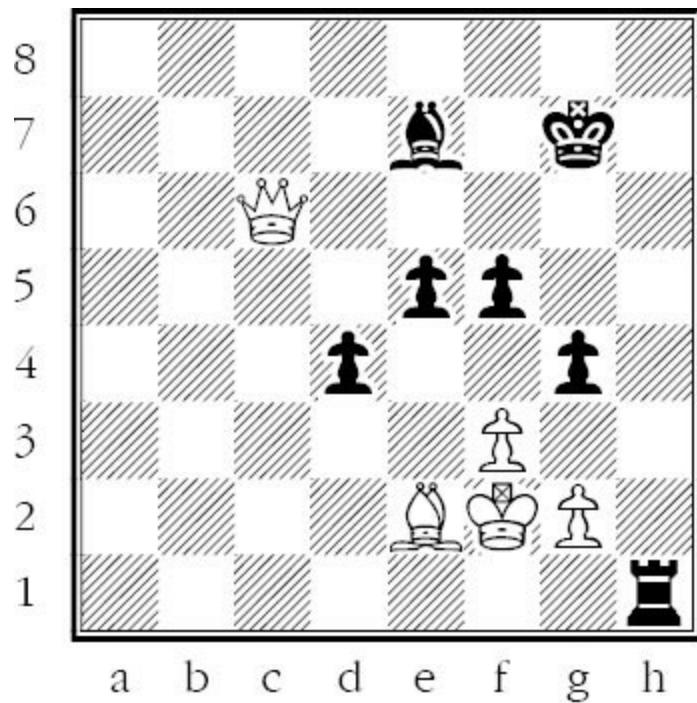
Black to move

(173)



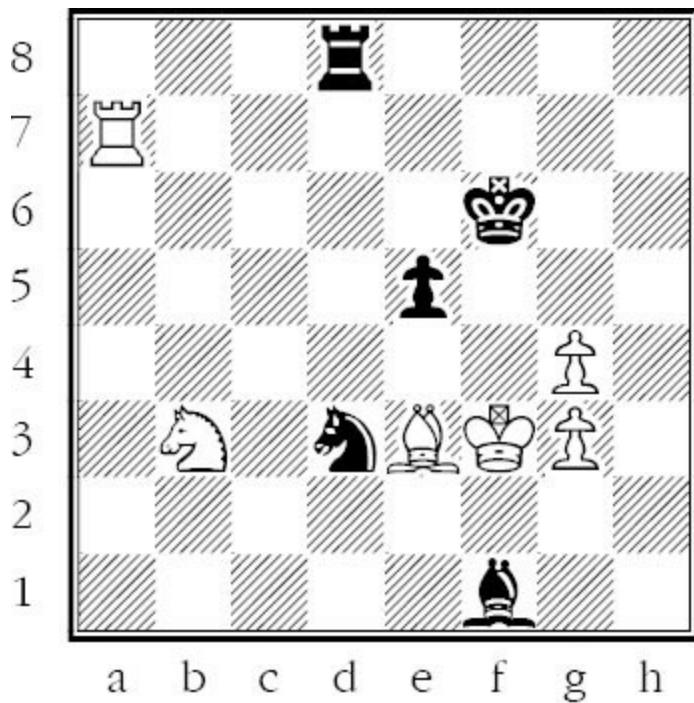
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(174)



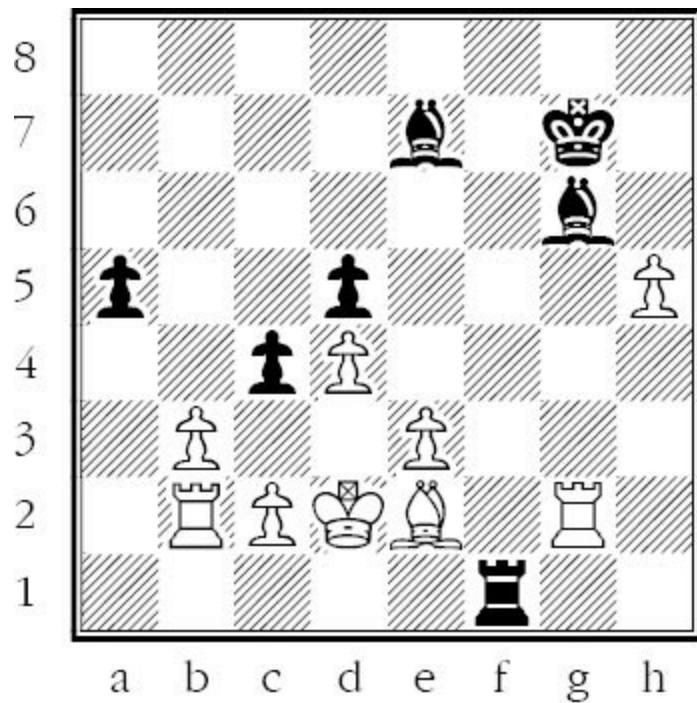
1. ... _____ Time: _____
2. _____

(175)



1. ... _____ Time: _____
2. _____ _____

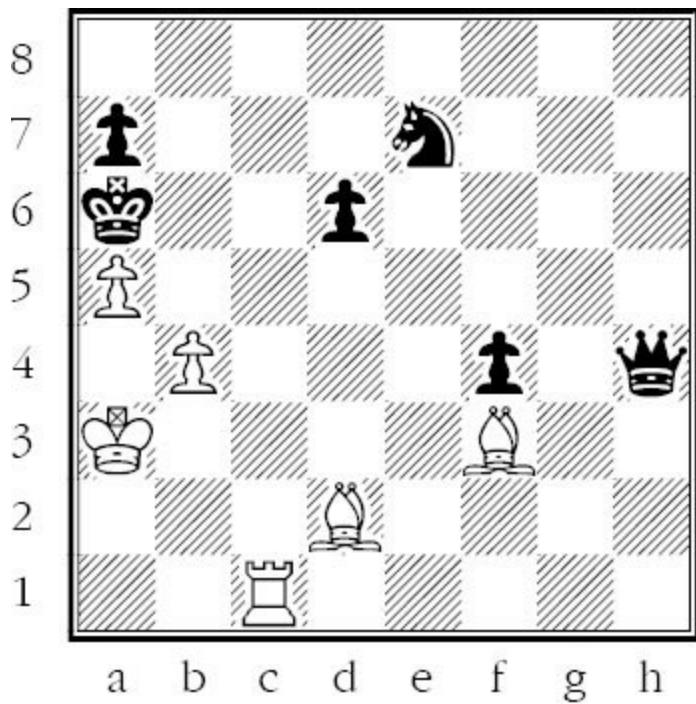
(176)



1. ... _____ Time: _____
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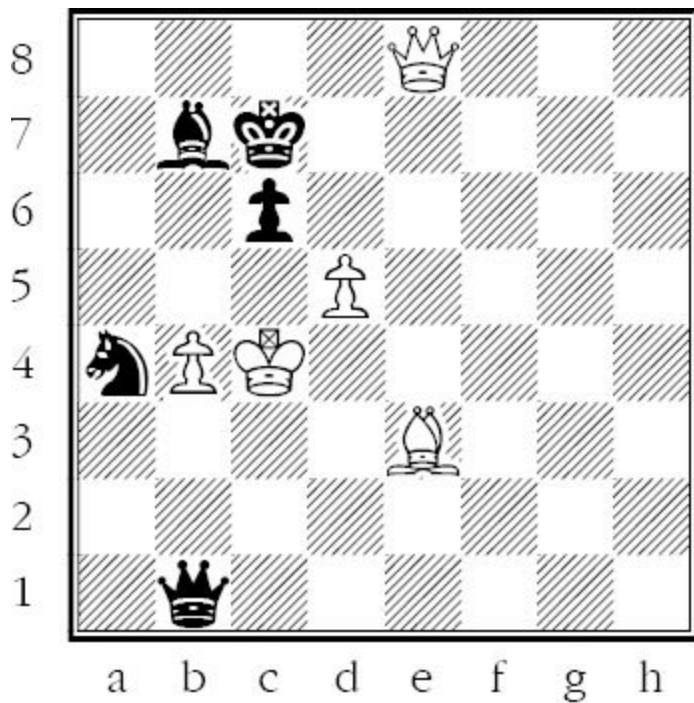
White to move

(177)



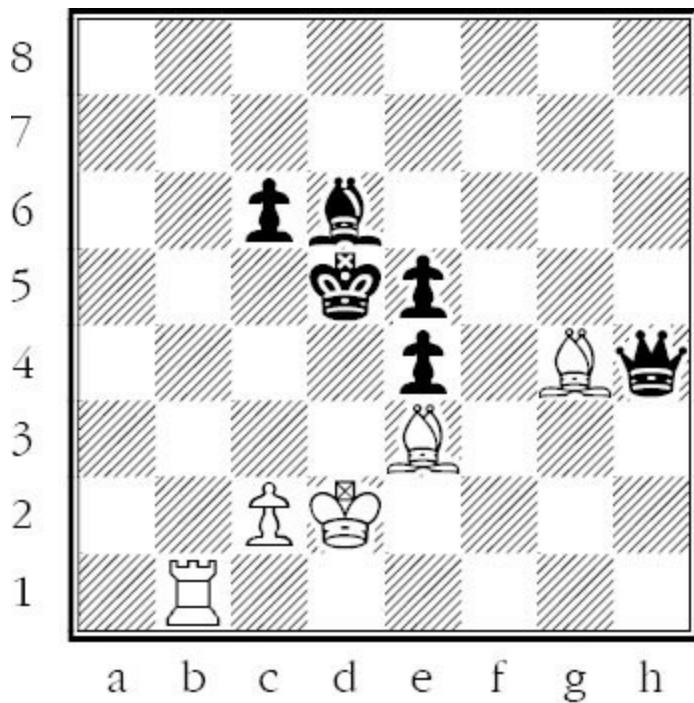
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2. _____

(178)



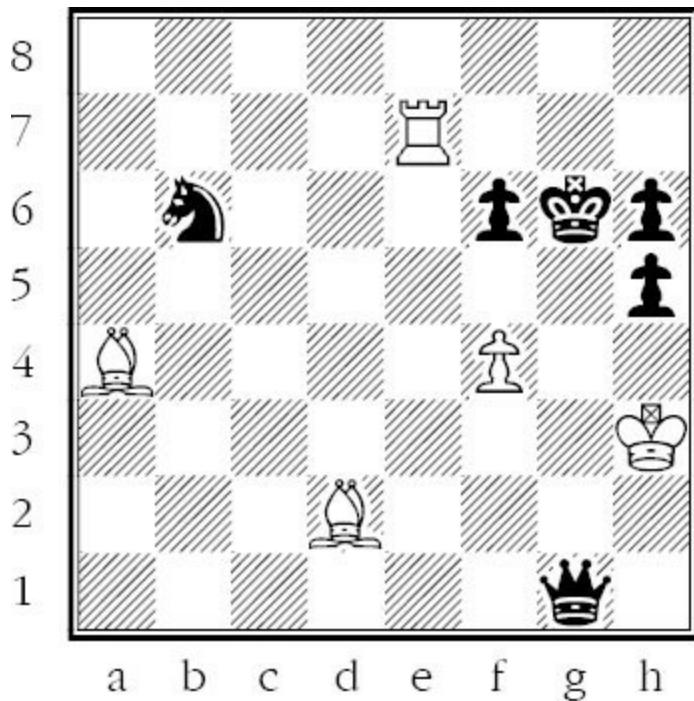
1. _____ Time: _____
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(179)



1. _____ Time: _____
2. _____

(180)



1. _____ Time: _____
2. _____

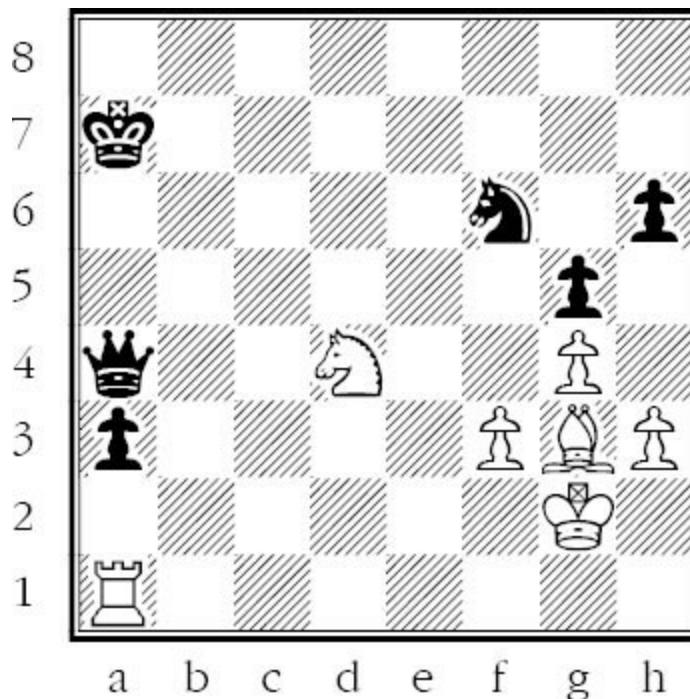
Chapters 6-10: Sacrifice to Win Material!

Chapter 6

Sacrifice to Win the Queen!

Unlike the previous section, in the upcoming chapters, the goal will be to at least win the opponent's queen. Of course, in some cases they can avoid losing the queen, but only by losing even more material or outright getting checkmated.

As in the first five chapters, the first move in each puzzle is a sacrifice. However, from here on, you will not get a hint as to which piece is to be sacrificed. Just like in a real game, you will have to try to figure it out own your own. The hint you are getting is that you have to win the enemy queen or checkmate.



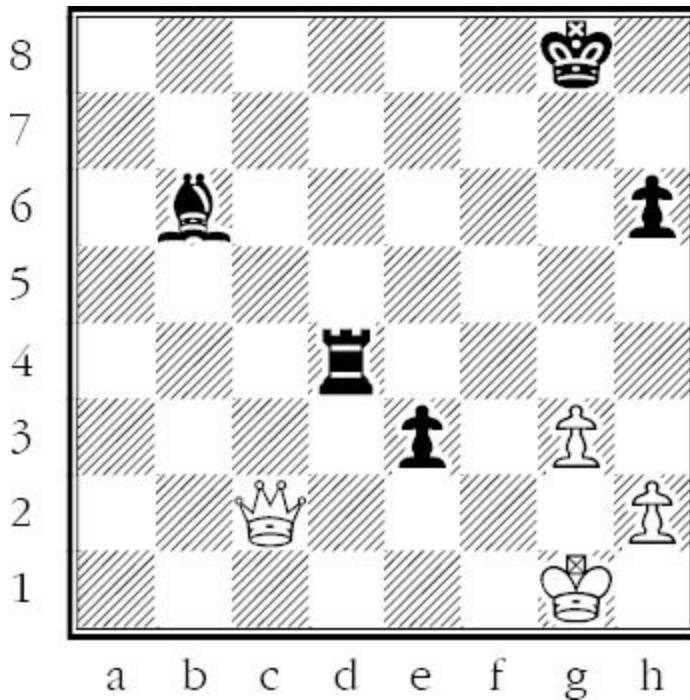
White to move

In this example, in order to accomplish the above goal, White must lure the black queen onto a square where, along with the king, it can

be “forked.” This is how to do it:

1.Rxa3 White makes the rook sacrifice, and has a clear material gain after **1...Qxa3 2.Nb5+ Kb6 3.Nxa3**.

In the next example, the key theme is “discovery.”

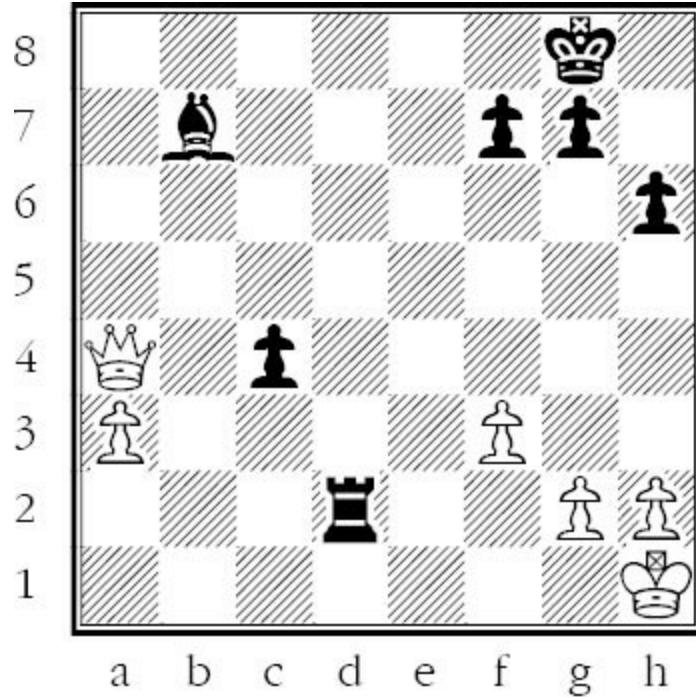


Black to move

Here, unless Black can come up with something very concrete, White is doing well in view of the material advantage. Therefore, it is important to look how Black can make a potential discovery work out along the a7-g1 diagonal.

One attempt could be **1...e2**, but that would fail because of perpetual checks after **2.Qg6+**.

Therefore, the correct answer is to sacrifice the rook first with **1...Rd1+**, and only after **2.Qxd1** (if **2.Kg2 Rd2+** forks) **2...e2+ (discovery)** and **3.Kg2 exd1Q**, with a huge win of material.

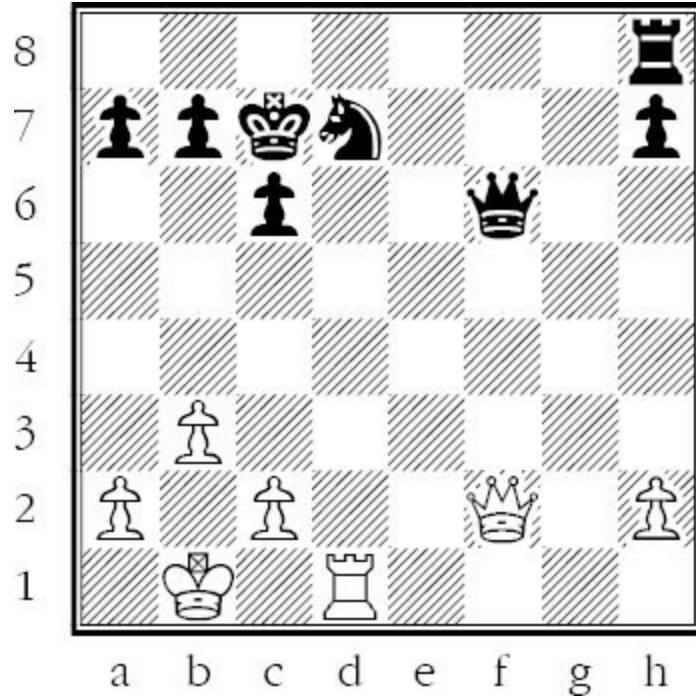


Black to move

For the moment, the White queen guards the crucial d1-square, where Black is almost ready to checkmate. So, the task is simple: To deflect the queen from that key square!

1...Bc6 solves the problem! Now either White gives up the queen (and solves the back rank problem) or if the bishop is captured with **2.Qxc6**, then **2...Rd1** checkmates.

Another typical tactic is “removing the guard,” that is, by making a sacrifice we eliminate the piece which protects the queen, as you can see in the following example.



White to move

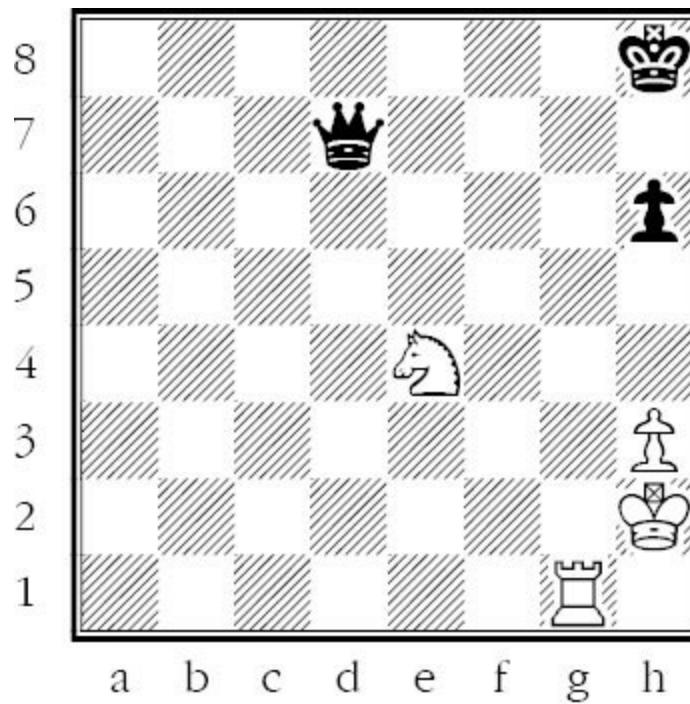
The Black knight protects the queen on f6. Therefore, the task is to eliminate the knight.

Answer: **1.Rxd7+ Kxd7 2.Qxf6.**

Now, have fun finding the right sacrifices to win the queen in the next 60 puzzles.

White to move

(181)

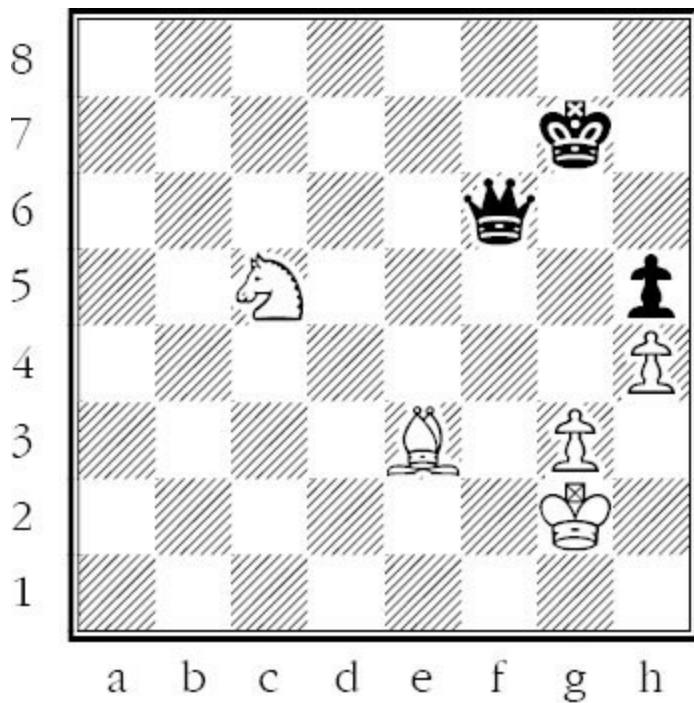


1. _____ Time: _____

2. _____

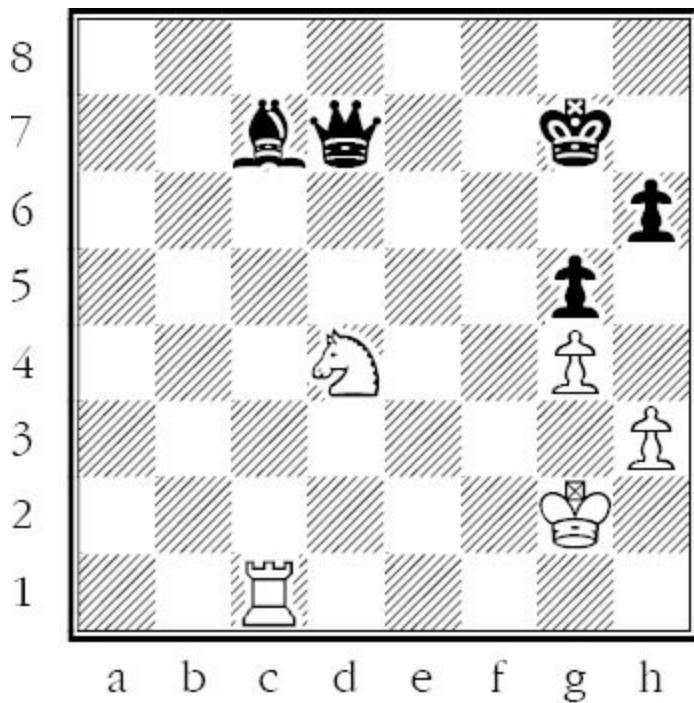
3. _____

(182)



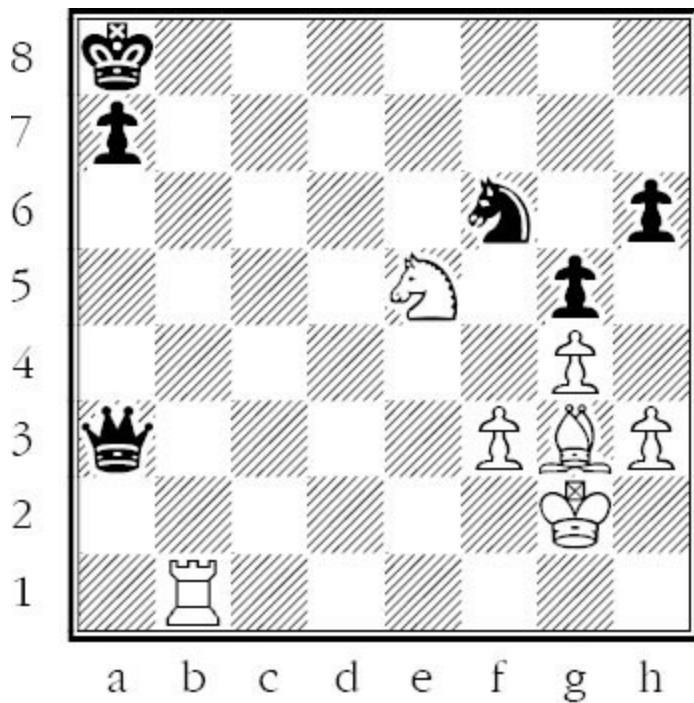
1. _____ Time: _____
2. _____
3. _____

(183)



1. _____ Time: _____
2. _____
3. _____

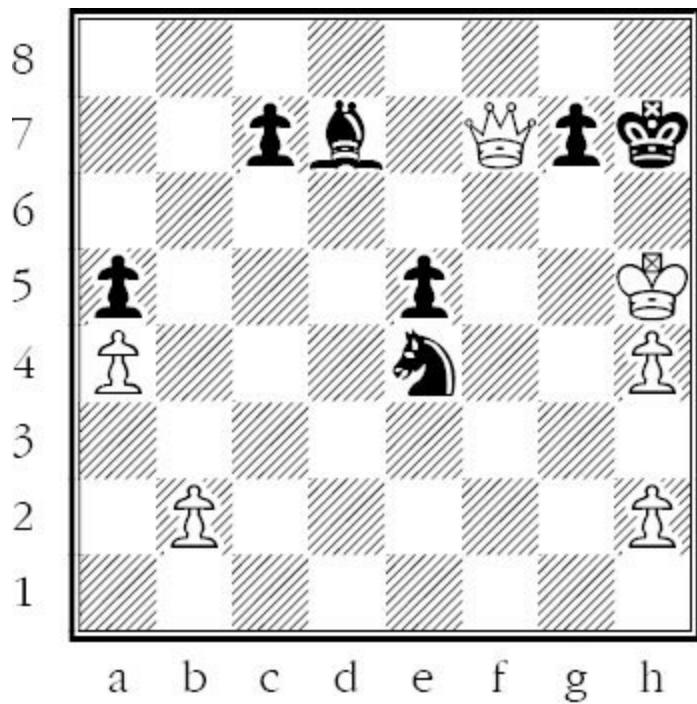
(184)



1. _____ _____ Time: _____
2. _____ _____
3. _____

Black to move

(185)

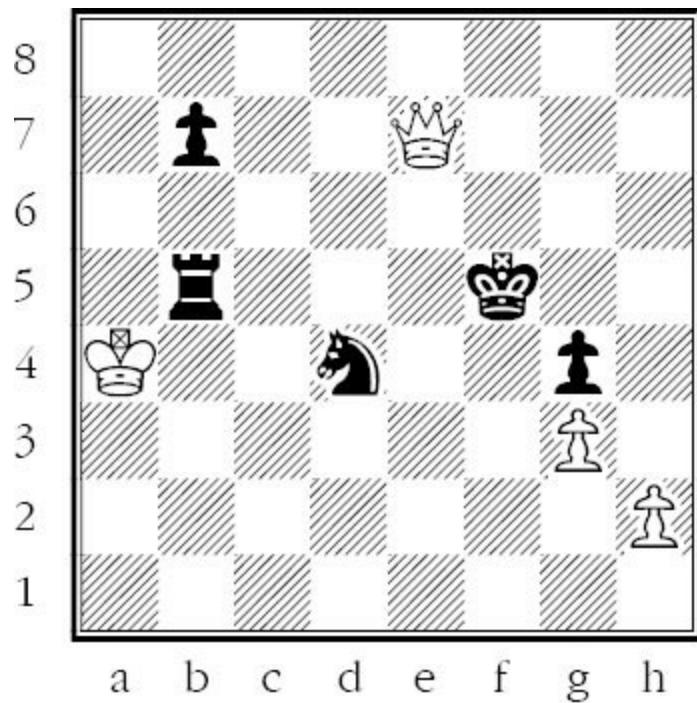


1. ... _____ Time: _____

2. _____ _____

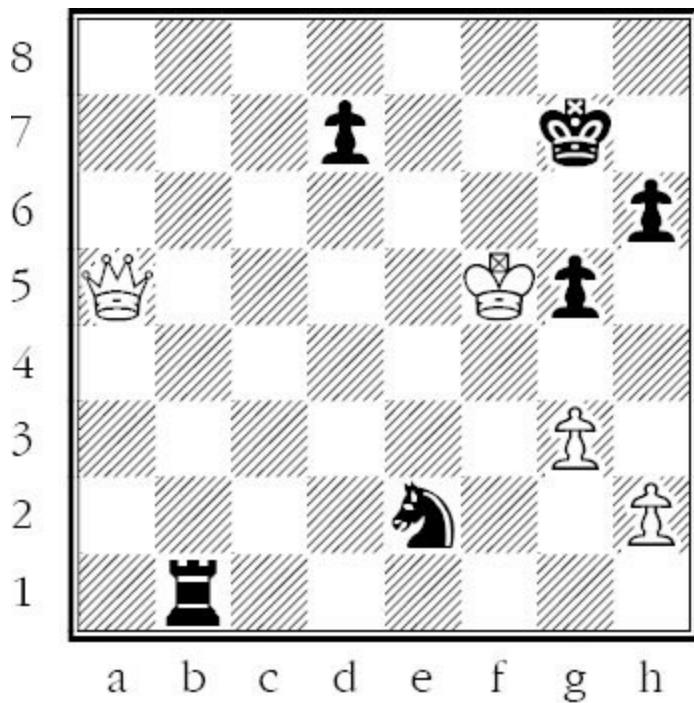
3. _____ _____

(186)



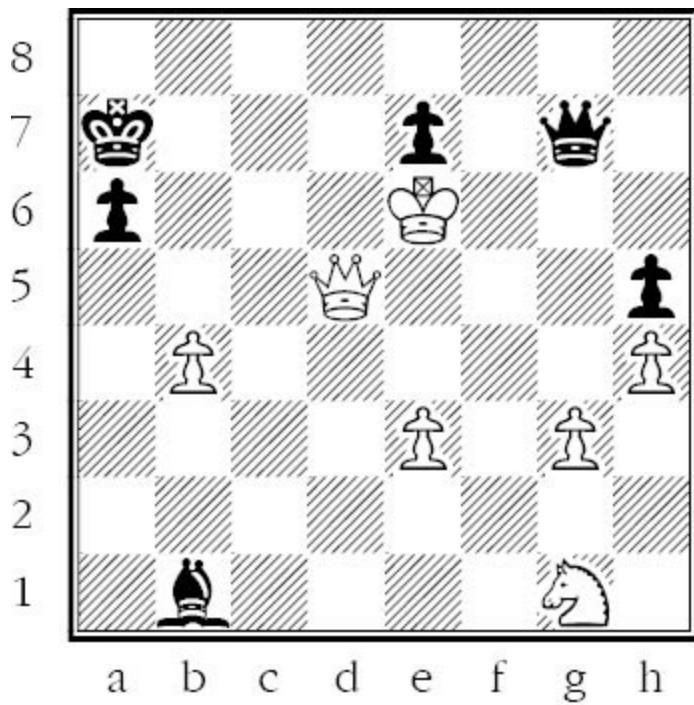
1. ... _____ Time: _____
2. _____ _____
3. _____ _____

(187)



1. ... _____ Time: _____
2. _____ _____
3. _____ _____

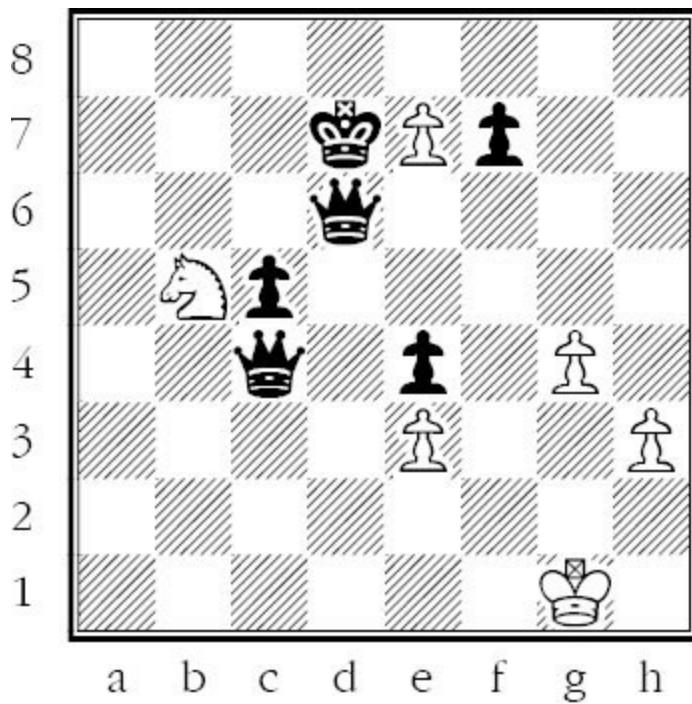
(188)



1. ... _____ Time: _____
2. _____ _____
3. _____ _____

White to move

(189)

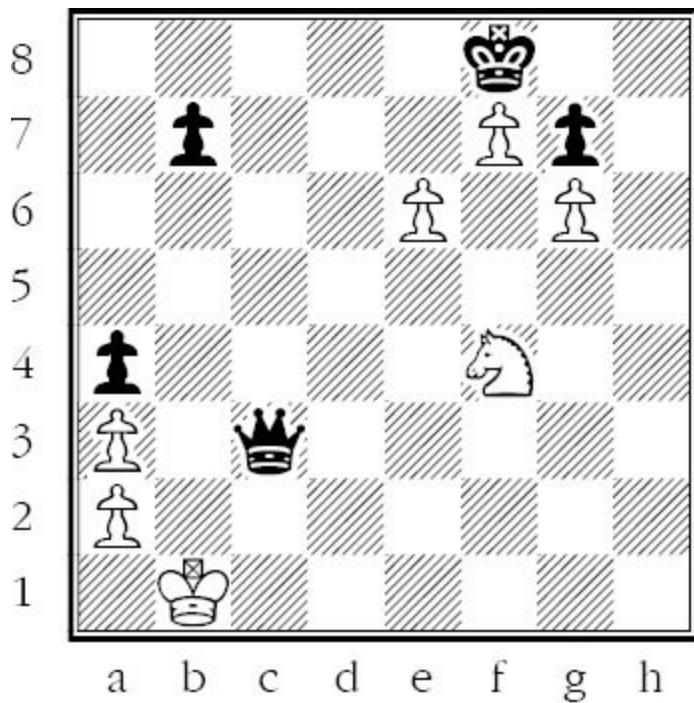


1. _____ Time: _____

2. _____

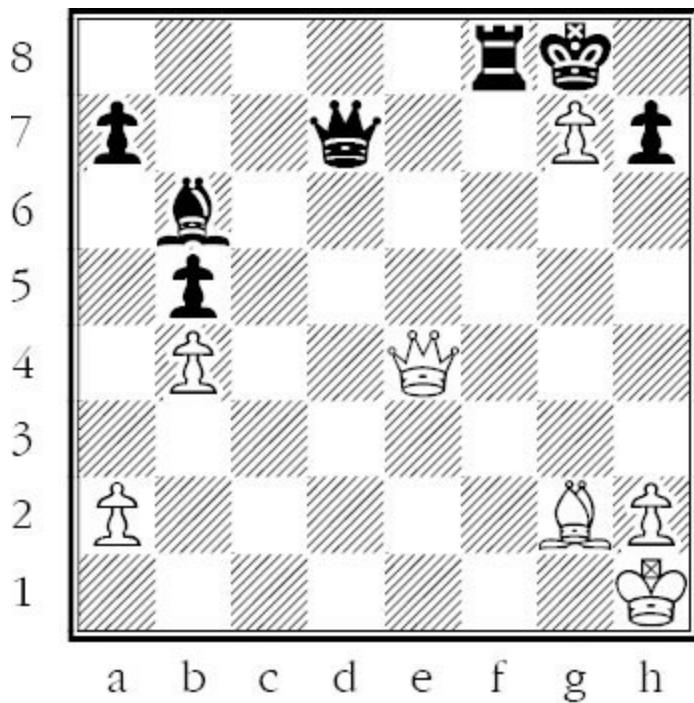
3. _____

(190)



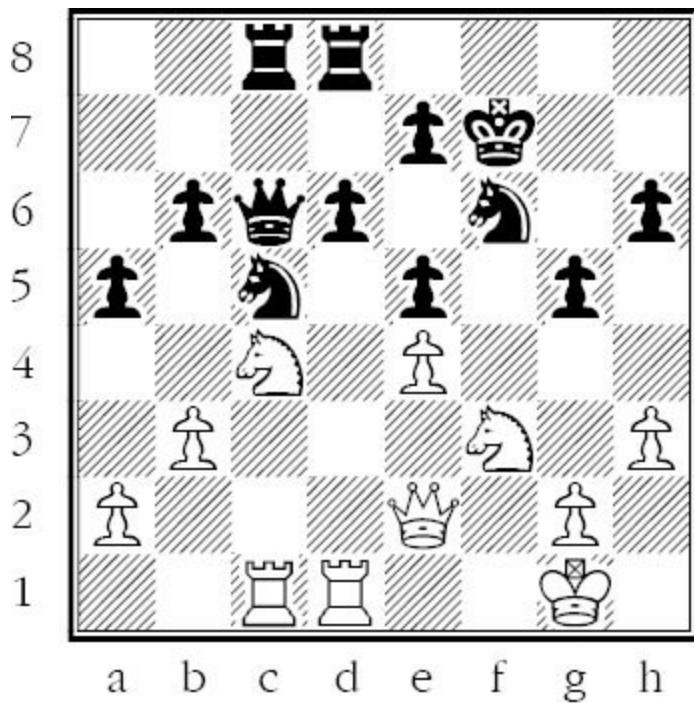
1. _____ Time: _____
2. _____
3. _____

(191)



1. _____ _____ Time: _____
2. _____ _____
3. _____

(192)

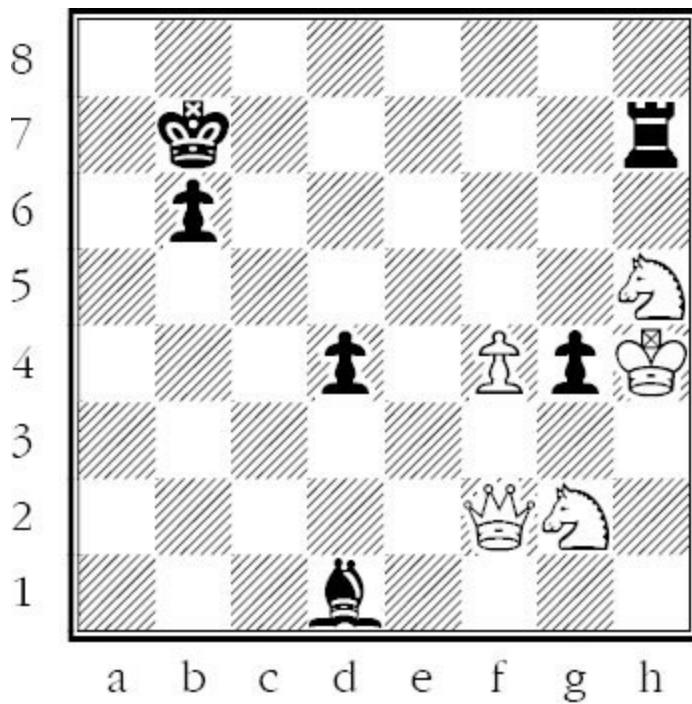


a b c d e f g h

1. _____ _____ Time: _____
2. _____ _____
3. _____

Black to move

(193)

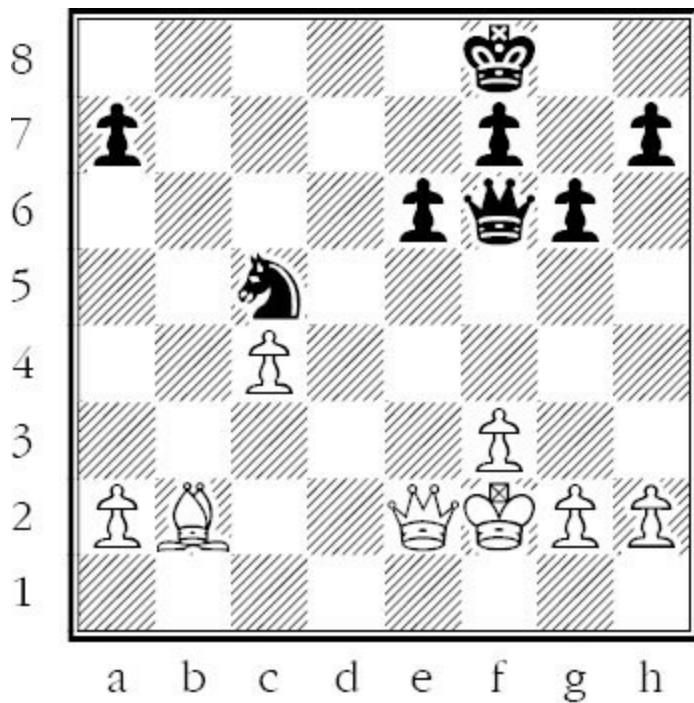


1. ... _____ Time: _____

2. _____ _____

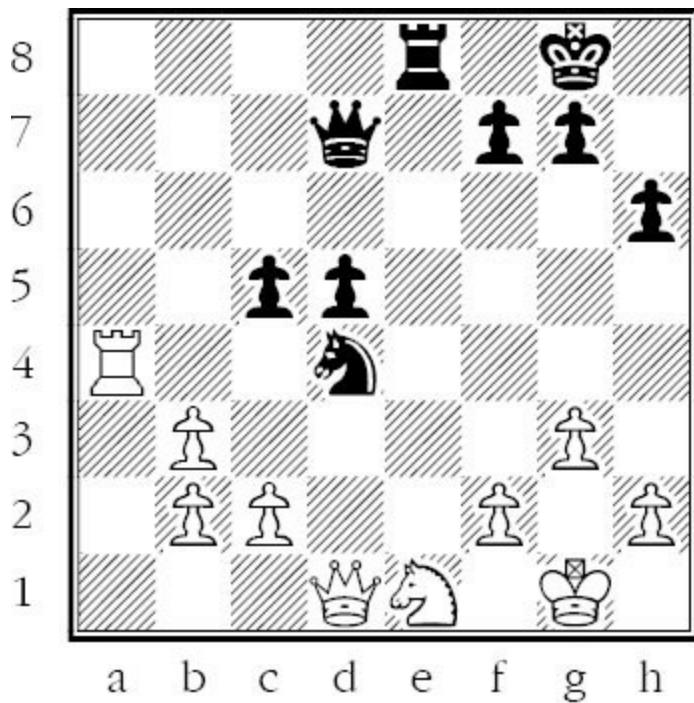
3. _____ _____

(194)



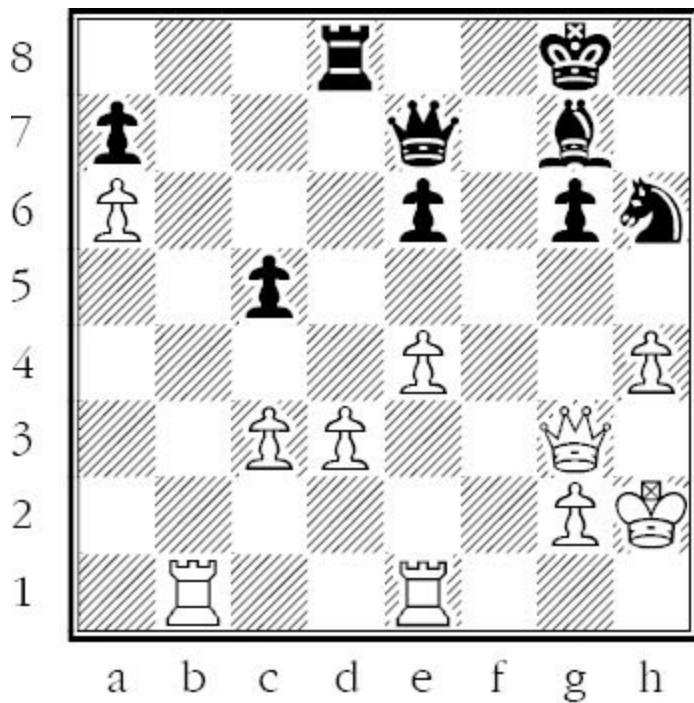
1. ... _____ Time: _____
2. _____ _____
3. _____ _____

(195)



1. ... _____ Time: _____
2. _____ _____
3. _____ _____

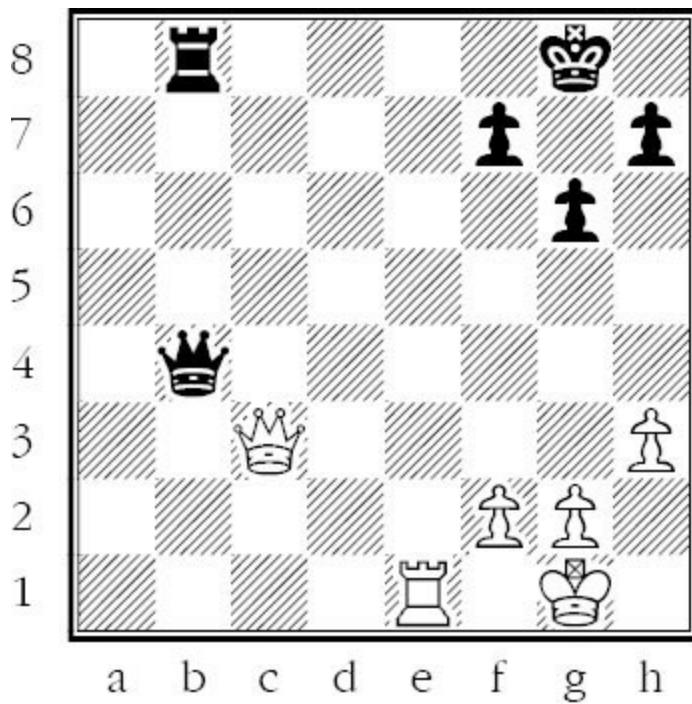
(196)



1. ... _____ Time: _____
2. _____ _____
3. _____ _____

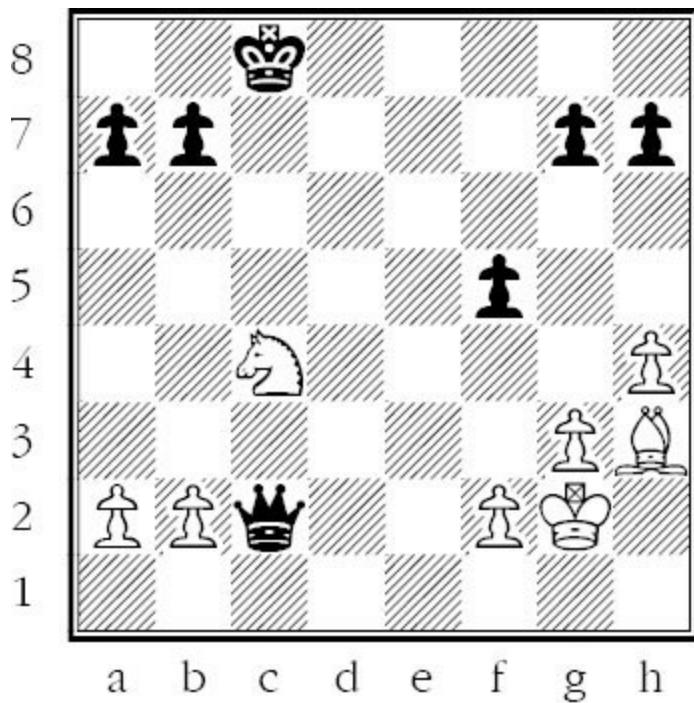
White to move

(197)



1. _____ Time: _____
2. _____

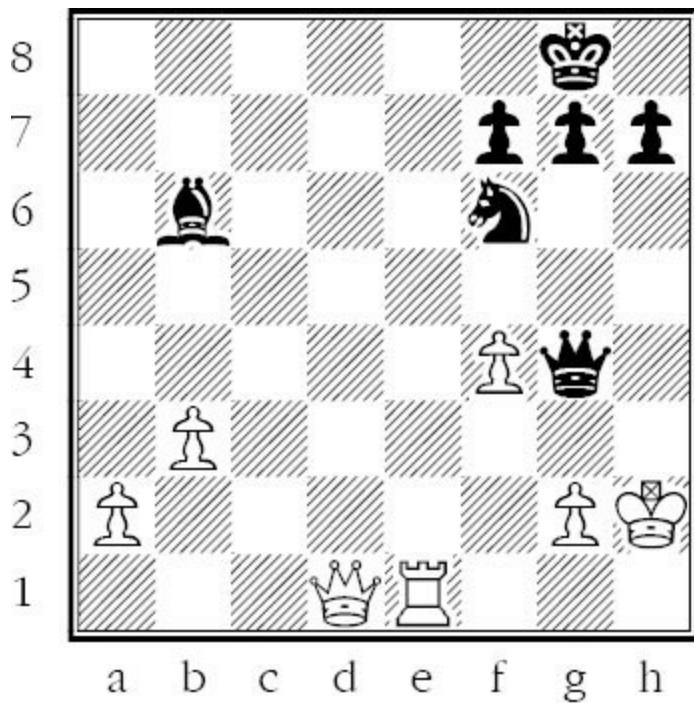
(198)



a b c d e f g h

1. _____ Time: _____
2. _____
3. _____

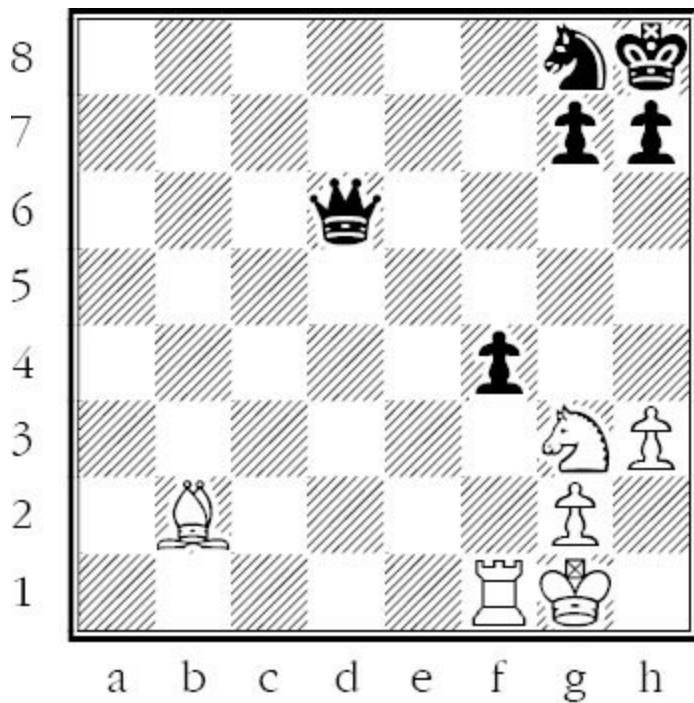
(199)



1. _____ Time: _____

2. _____

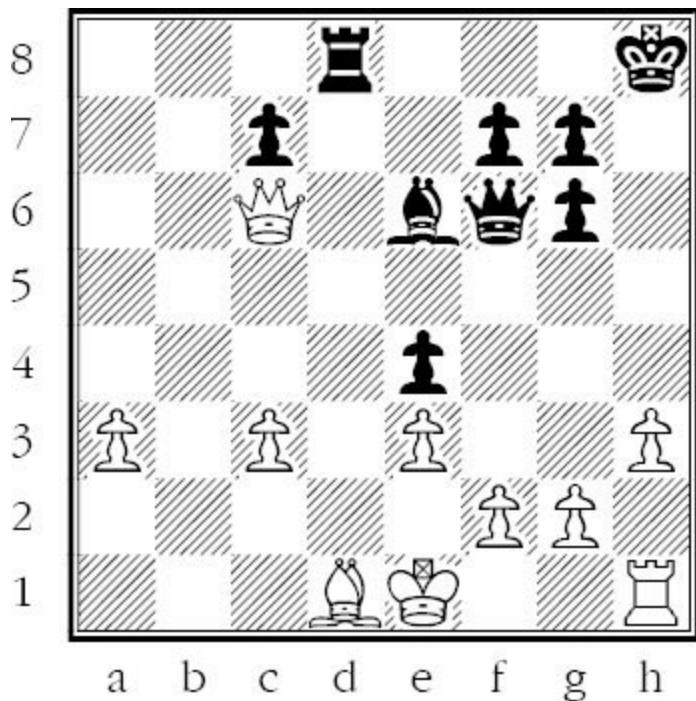
(200)



1. _____ Time: _____
2. _____
3. _____

Black to move

(201)

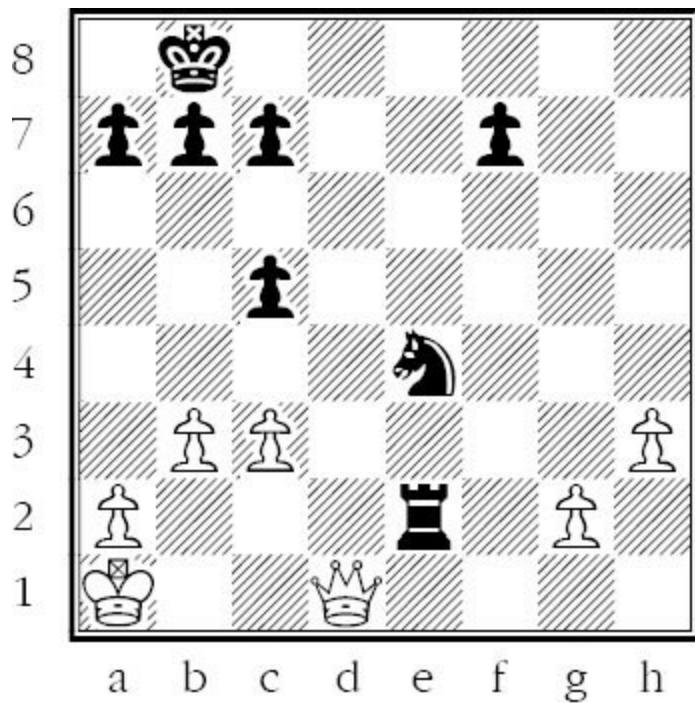


1. ... _____ Time: _____

2. _____ _____

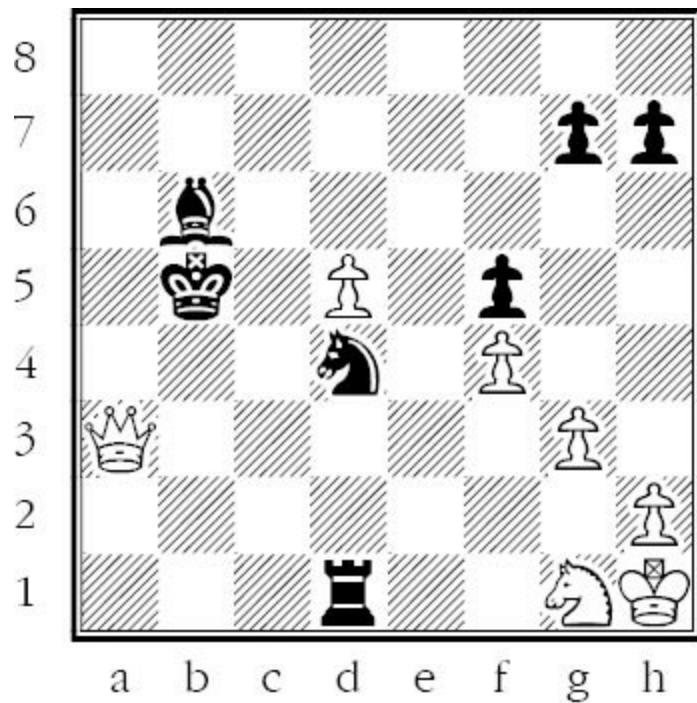
3. _____ _____

(202)



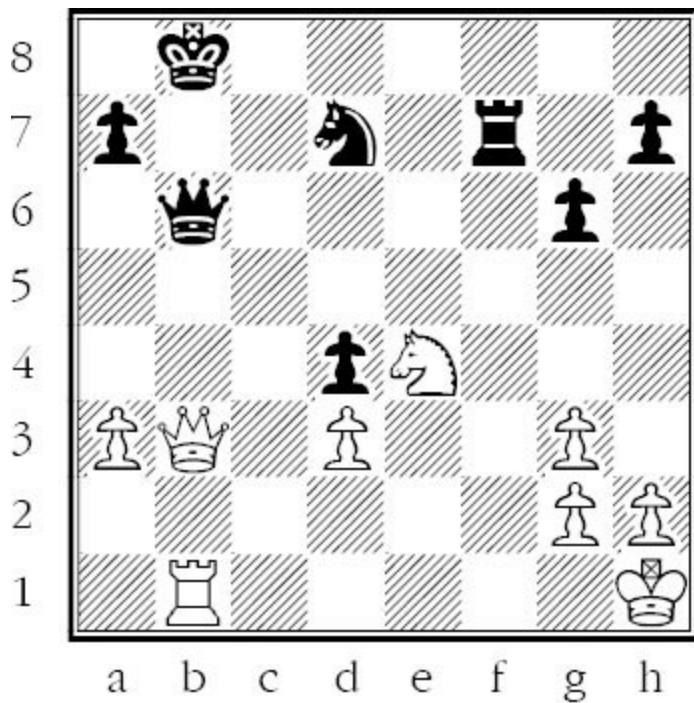
1. ... _____ Time: _____
2. _____
3. _____

(203)



1. ... _____ Time: _____
2. _____ _____
3. _____ _____

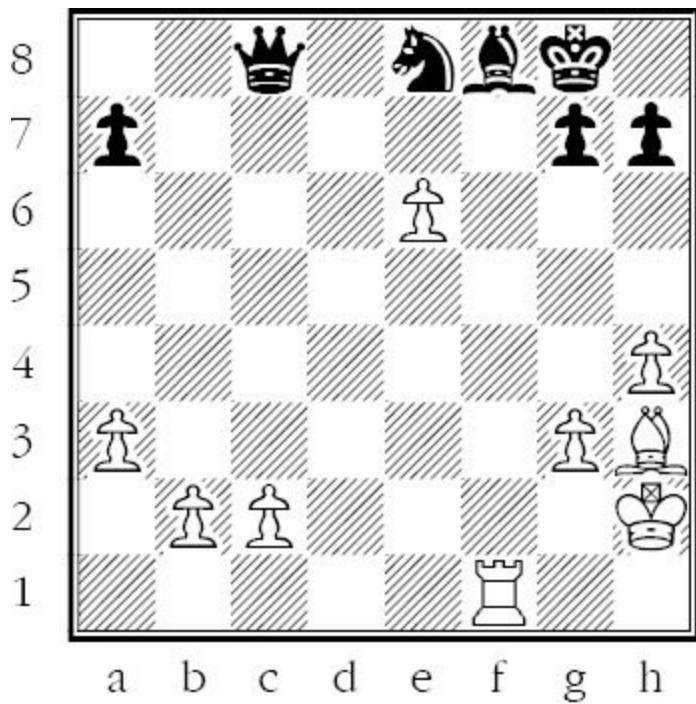
(204)



1. ... _____ Time: _____
2. _____

White to move

(205)

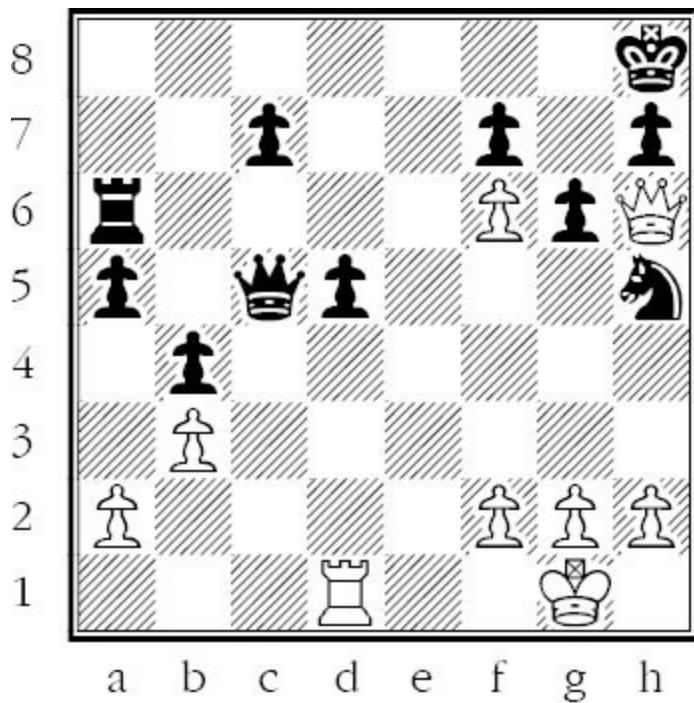


1. _____ Time: _____

2. _____

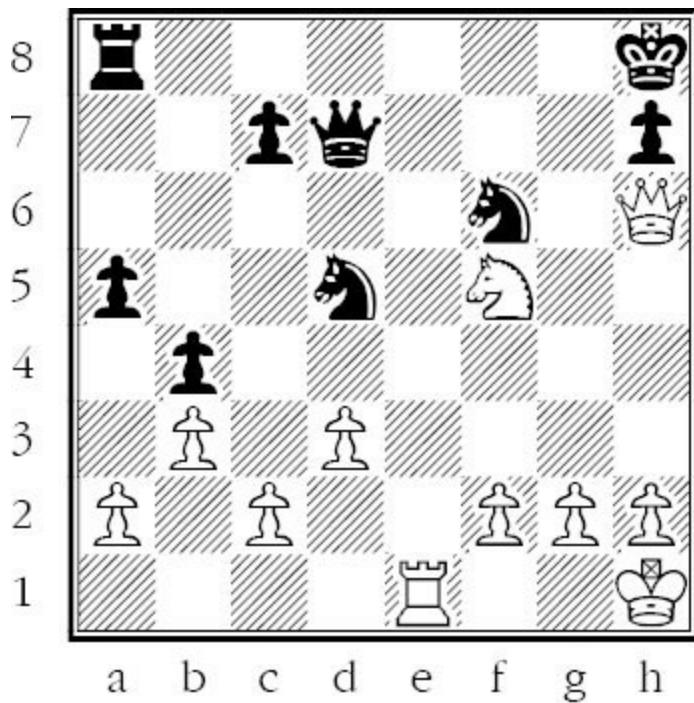
3. _____

(206)



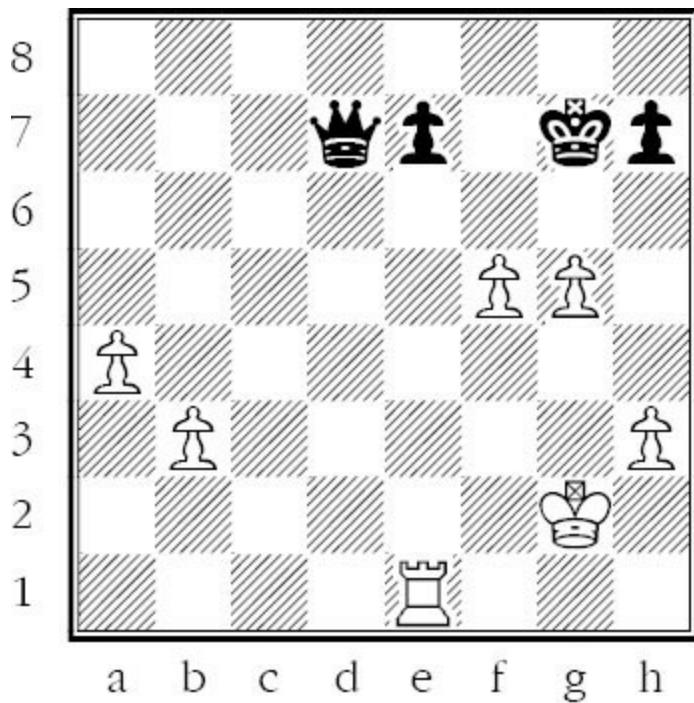
1. _____ Time: _____
2. _____

(207)



1. _____ Time: _____
2. _____

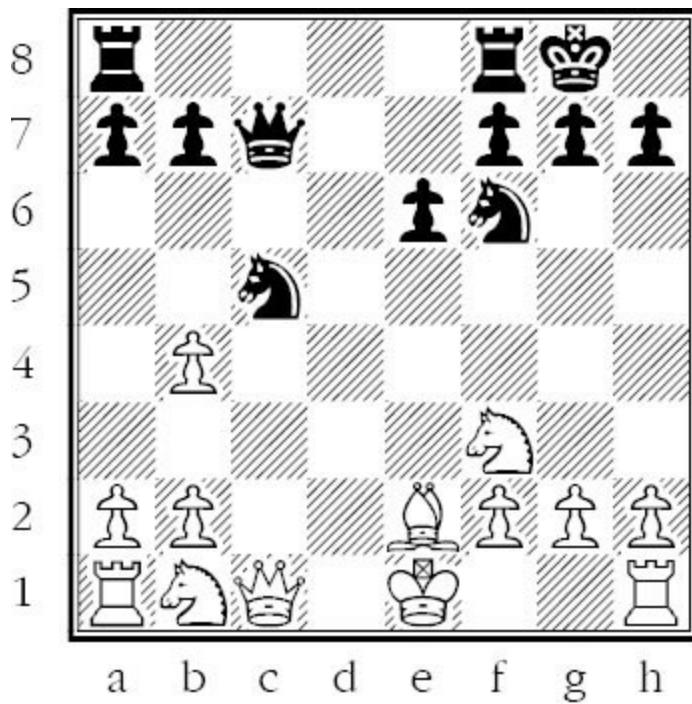
(208)



1. _____ _____ Time: _____
2. _____ _____
3. _____

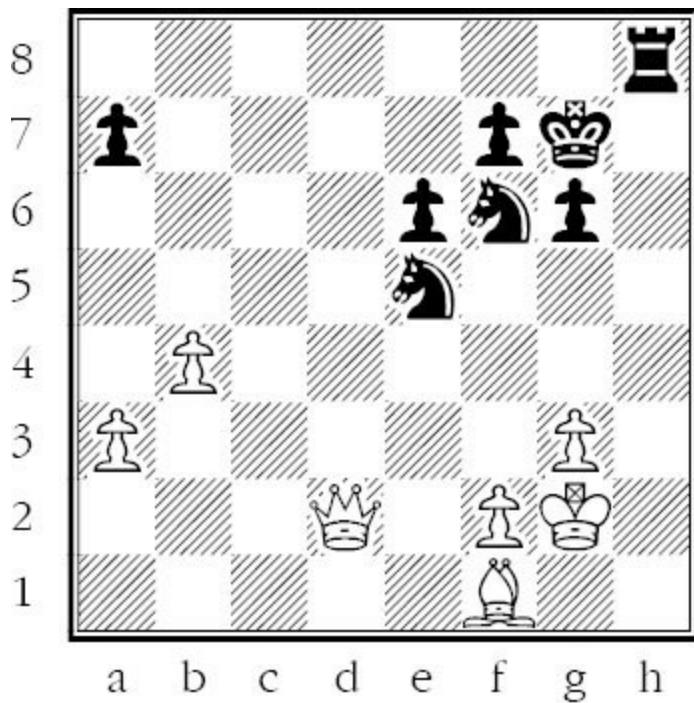
Black to move

(209)



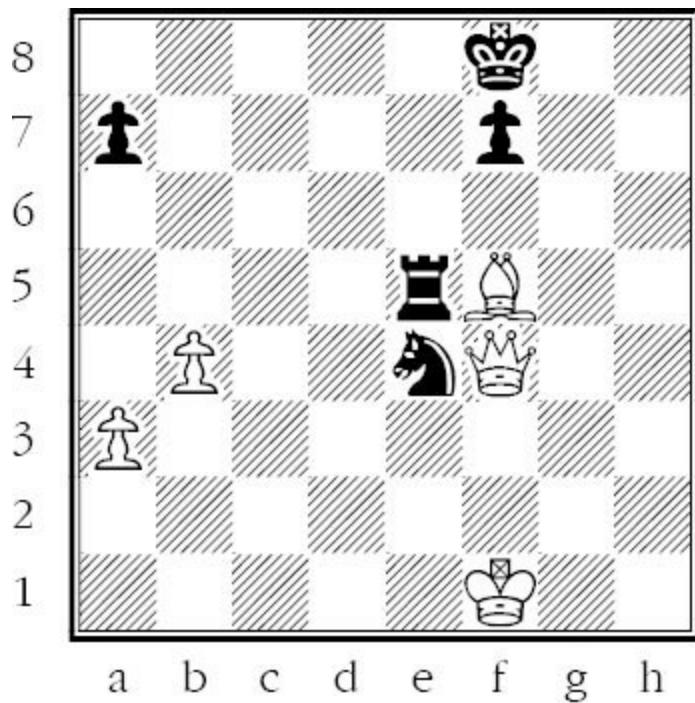
1. ... _____ Time: _____
2. _____ _____

(210)



1. ... _____ Time: _____
2. _____ _____
3. _____ _____

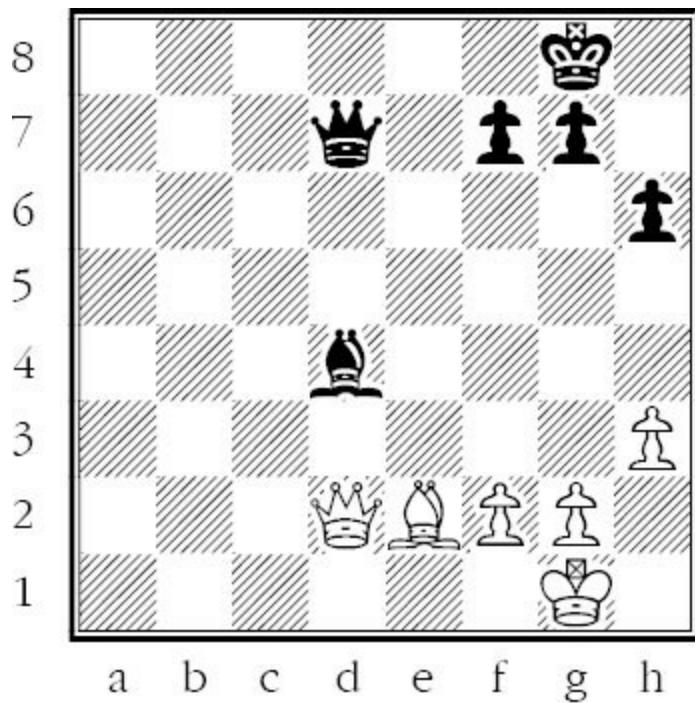
(211)



a b c d e f g h

1. ... _____ Time: _____
2. _____ _____
3. _____ _____

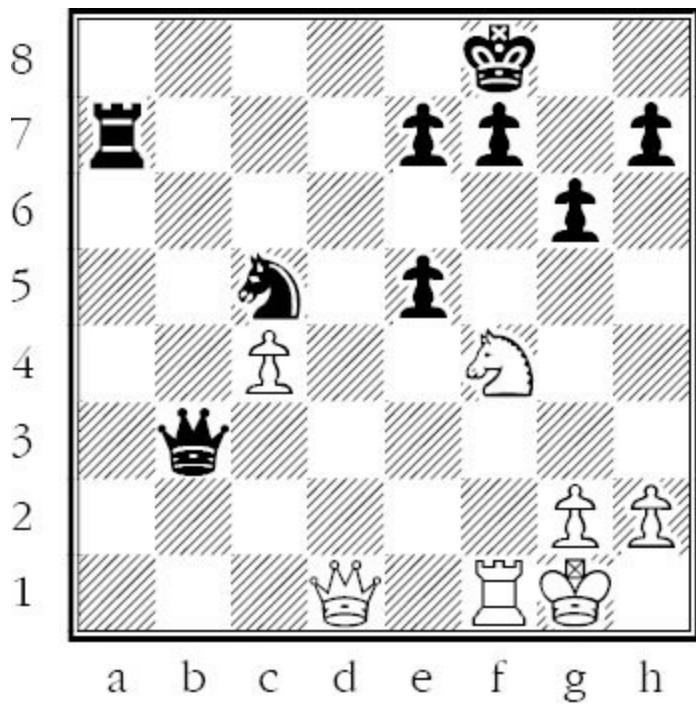
(212)



1. ... _____ Time: _____
2. _____ _____

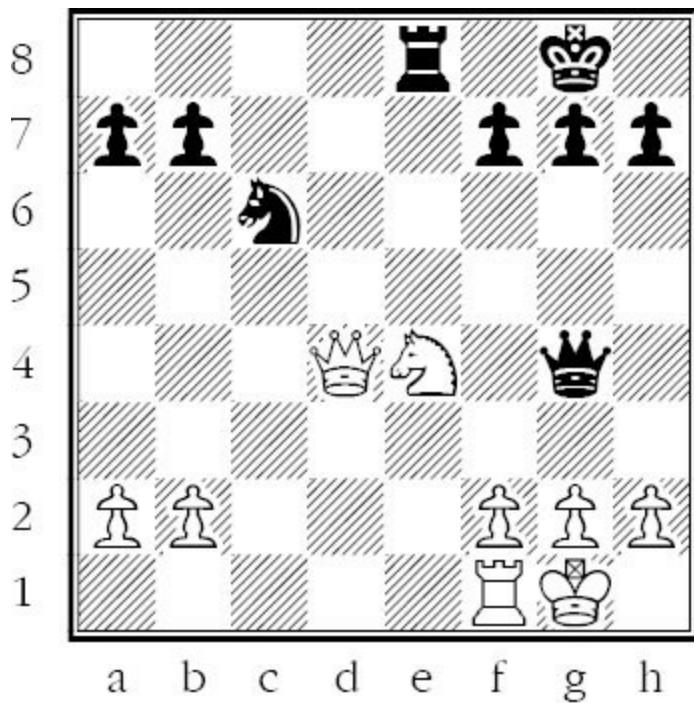
White to move

(213)



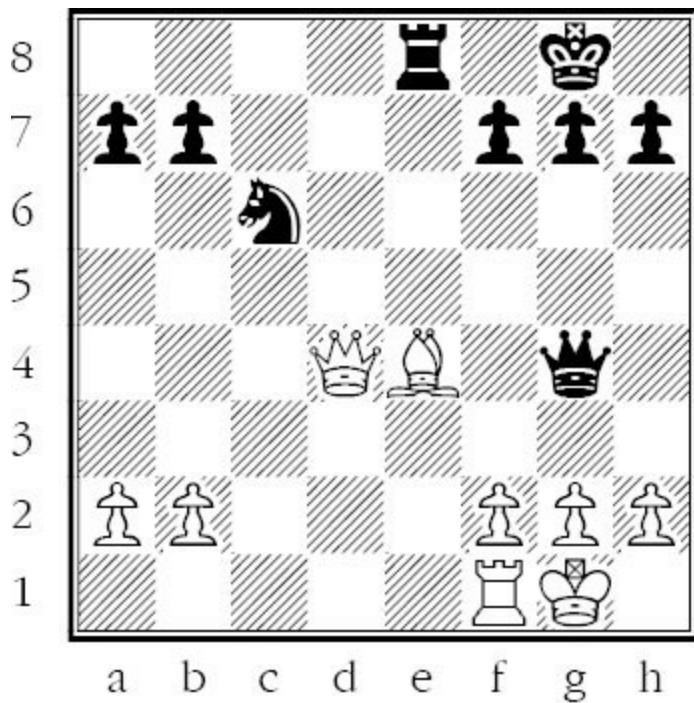
1. _____ Time: _____
2. _____

(214)



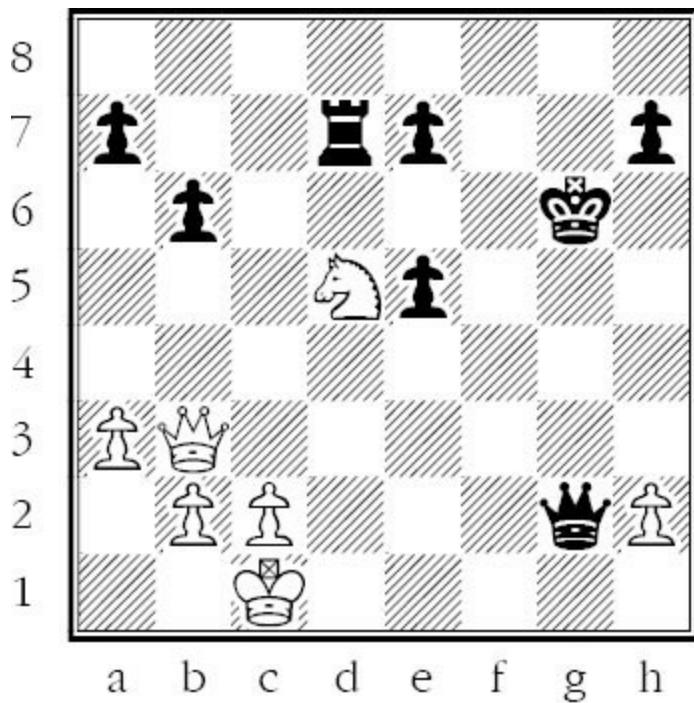
1. _____ Time: _____
2. _____

(215)



1. _____ Time: _____
2. _____

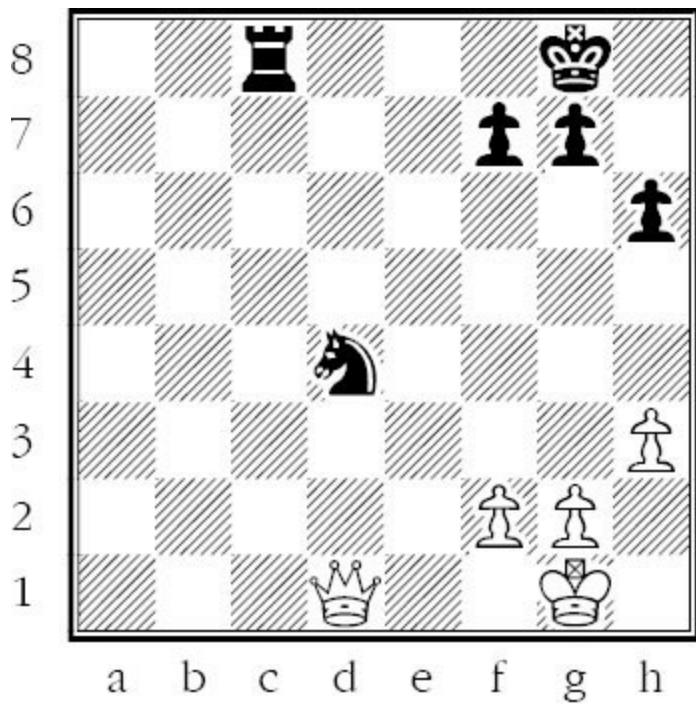
(216)



1. _____ _____ Time: _____
2. _____ _____
3. _____

Black to move

(217)

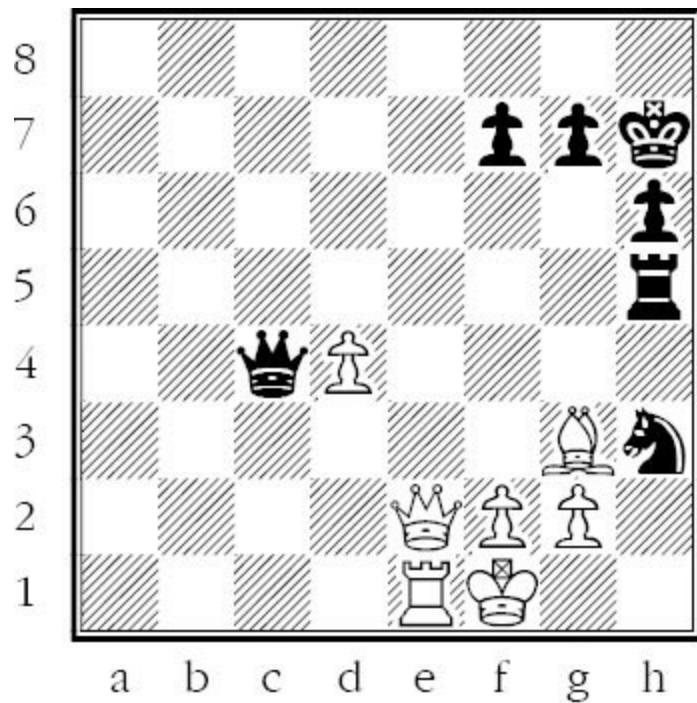


1. ... _____ Time: _____

2. _____ _____

3. _____ _____

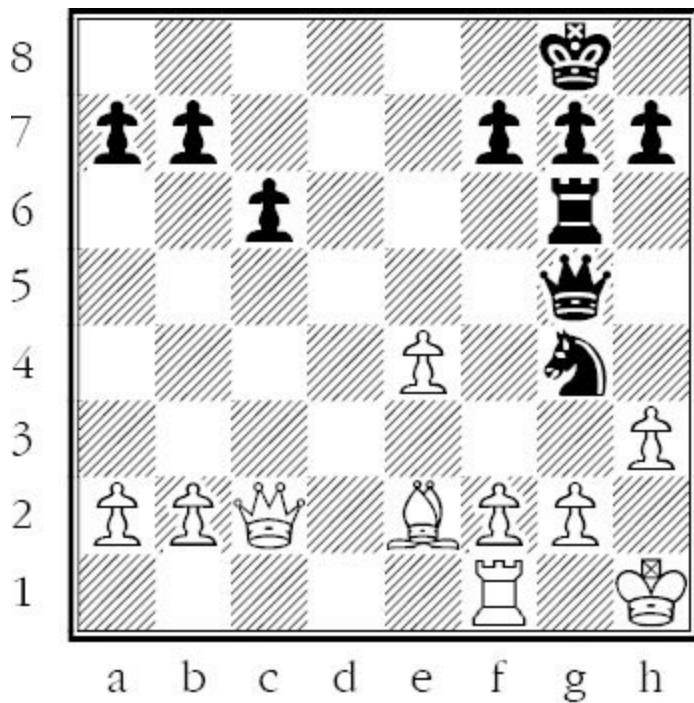
(218)



a b c d e f g h

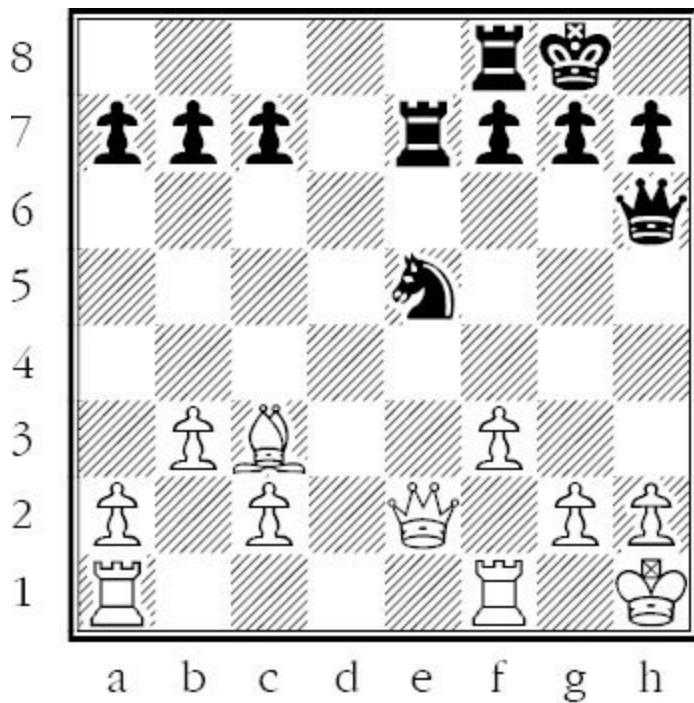
1. ... _____ Time: _____
2. _____ _____

(219)



1. ... _____ Time: _____
2. _____ _____

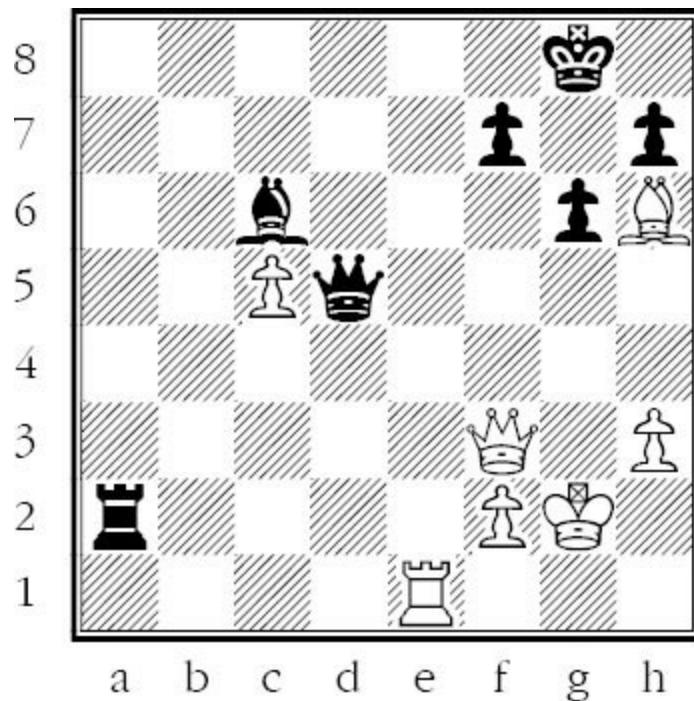
(220)



1. ... _____ Time: _____
2. _____ _____

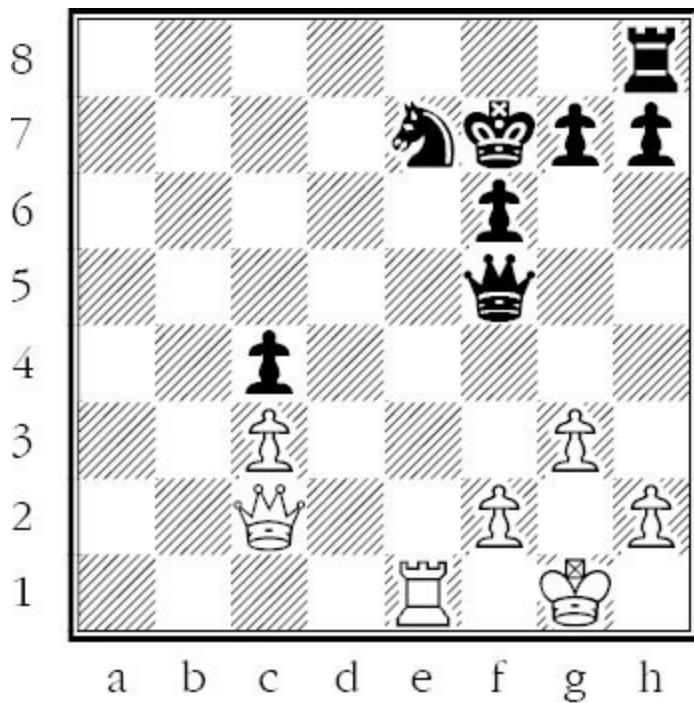
White to move

(221)



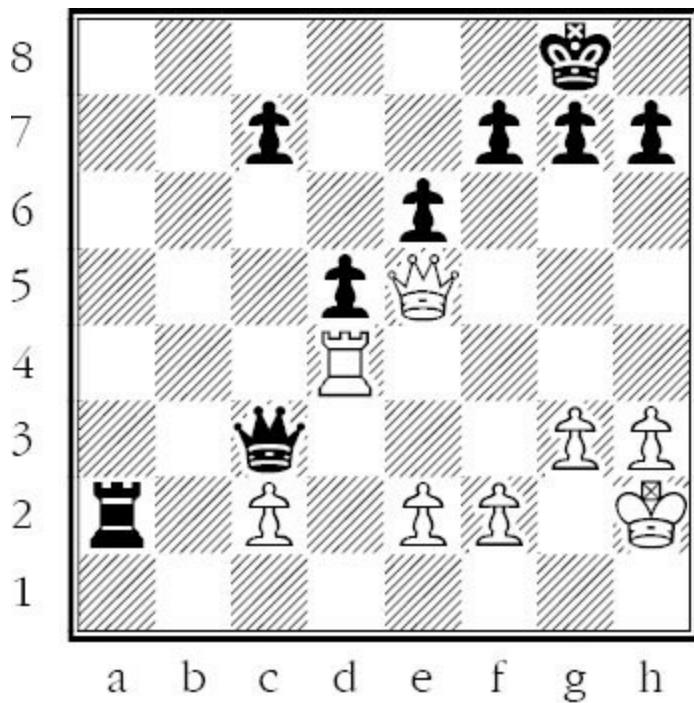
1. _____ Time: _____
2. _____

(222)



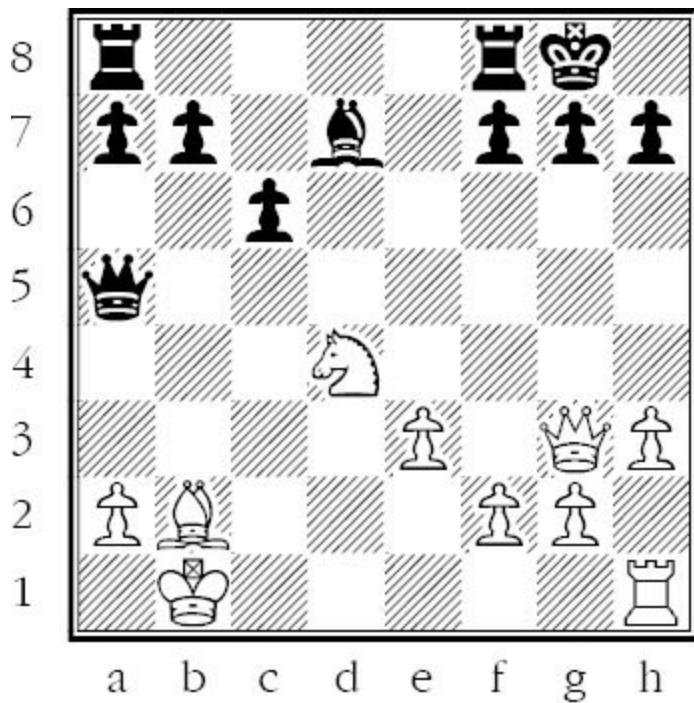
1. _____ Time: _____
2. _____

(223)



1. _____ Time: _____
2. _____

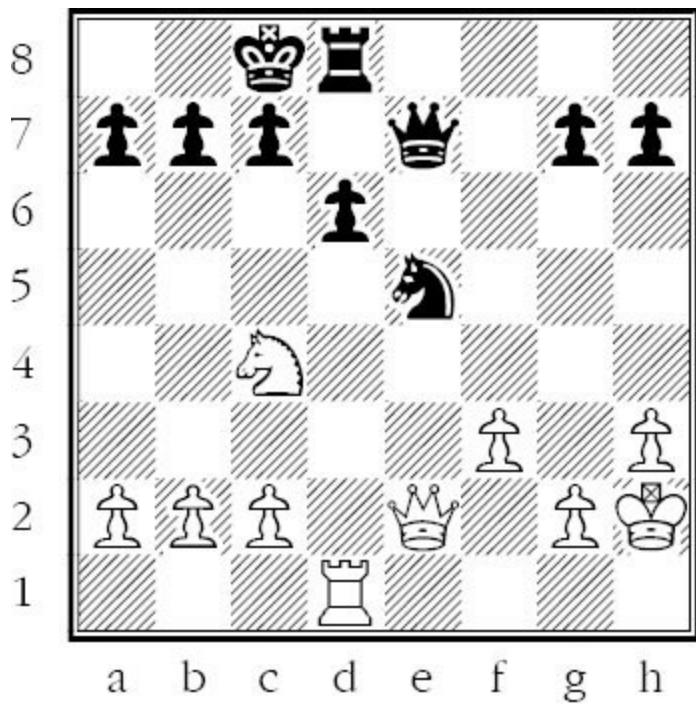
(224)



1. _____ _____ Time: _____
2. _____ _____
3. _____

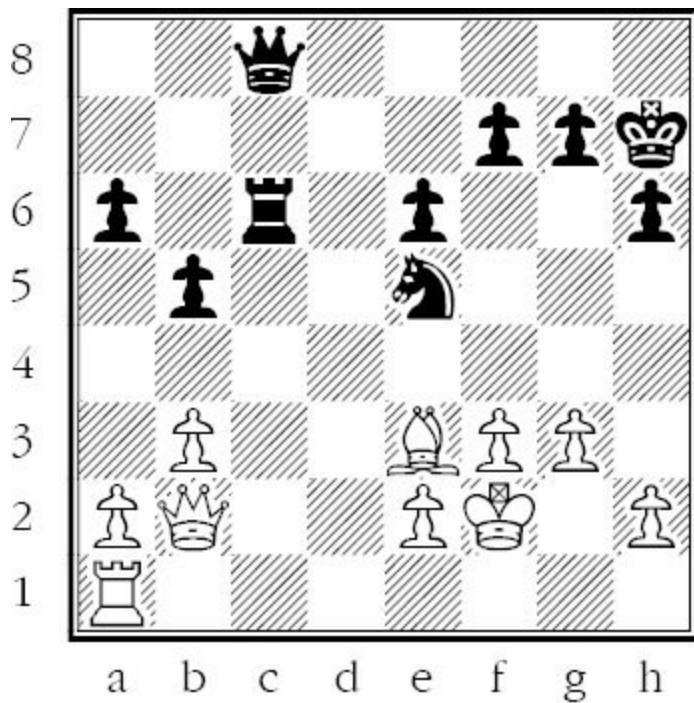
Black to move

(225)



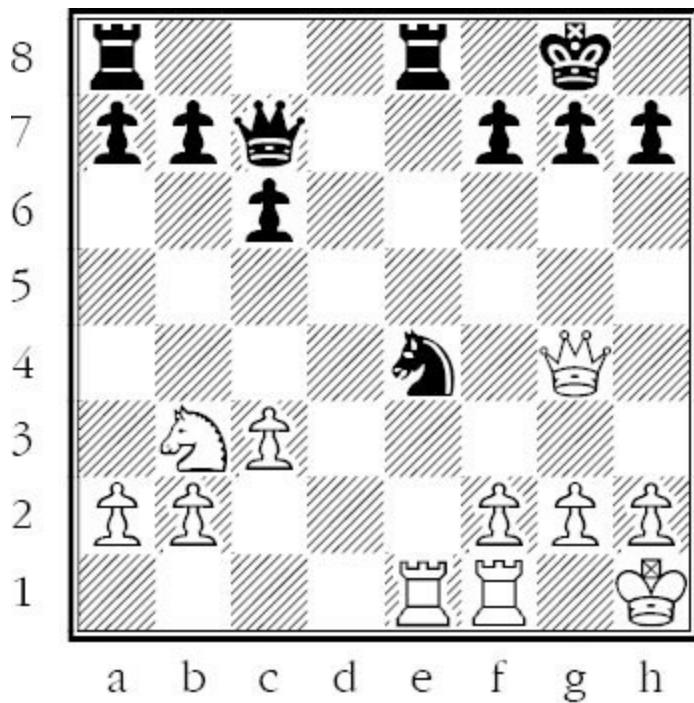
1. ... _____ Time: _____
2. _____ _____

(226)



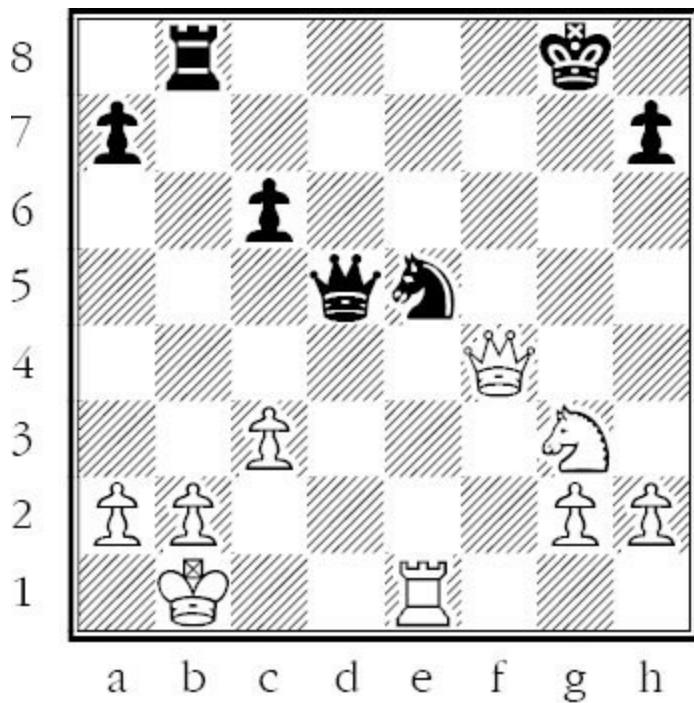
1. ... _____ Time: _____
2. _____
3. _____

(227)



1. ... _____ Time: _____
2. _____ _____

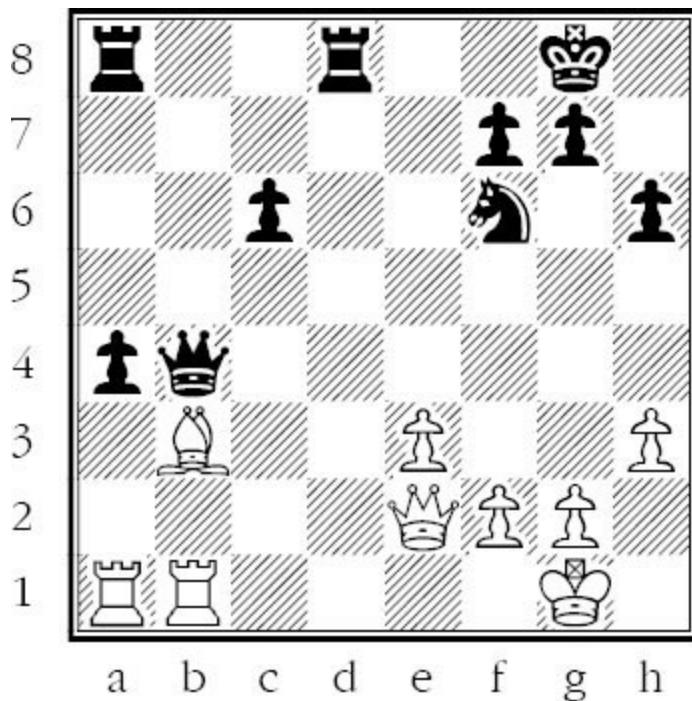
(228)



1. ... _____ Time: _____
2. _____
3. _____

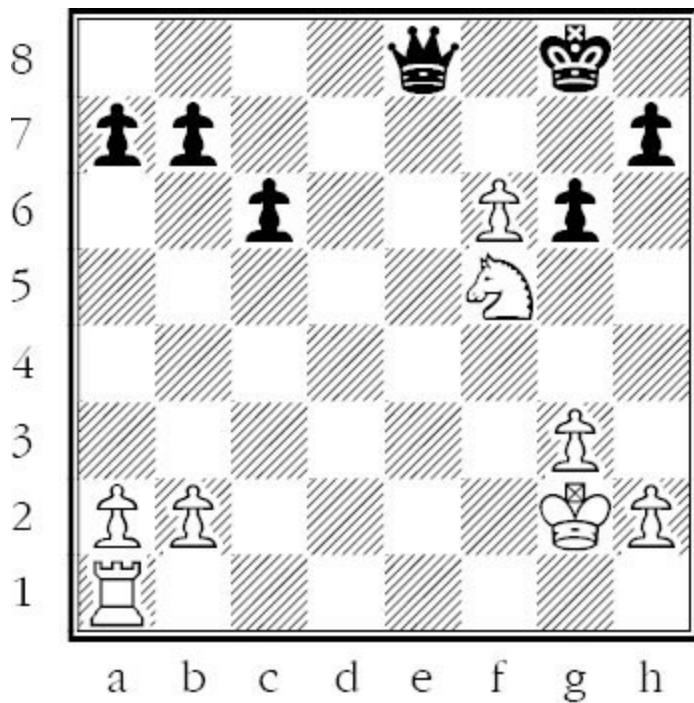
White to move

(229)



1. _____ Time: _____
2. _____

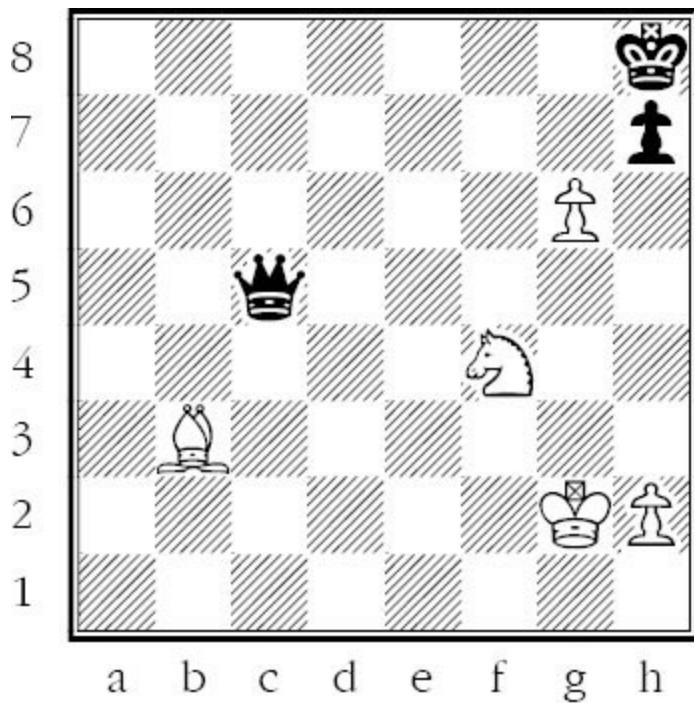
(230)



1. _____ Time: _____

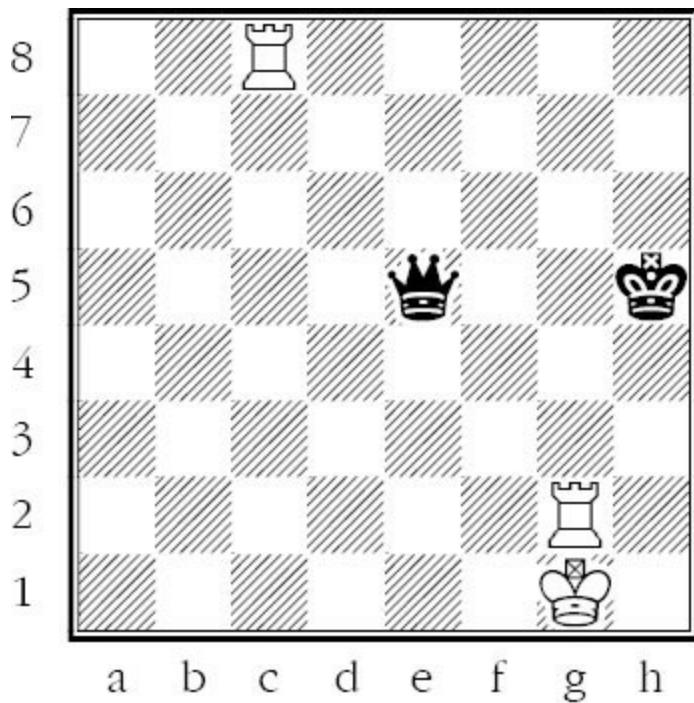
2. _____

(231)



1. _____ _____ Time: _____
2. _____ _____
3. _____

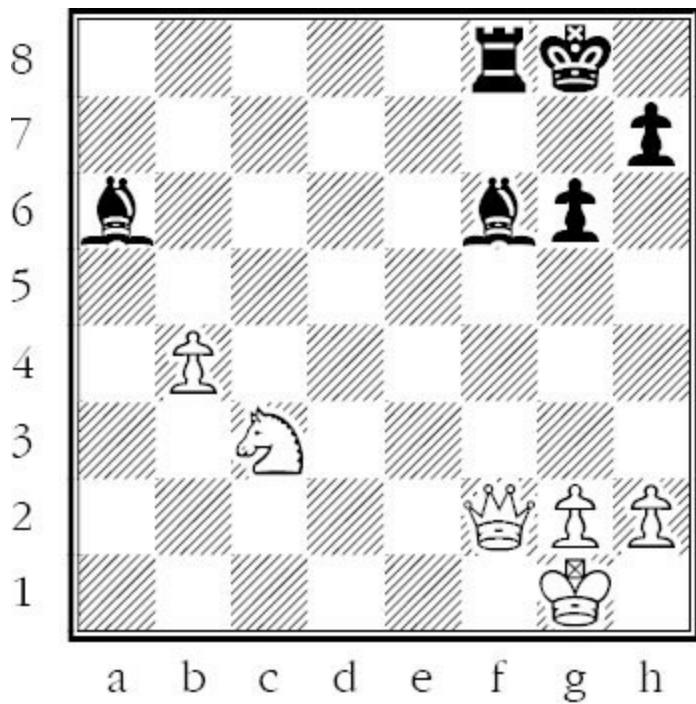
(232)



1. _____ _____ Time: _____
2. _____ _____
3. _____

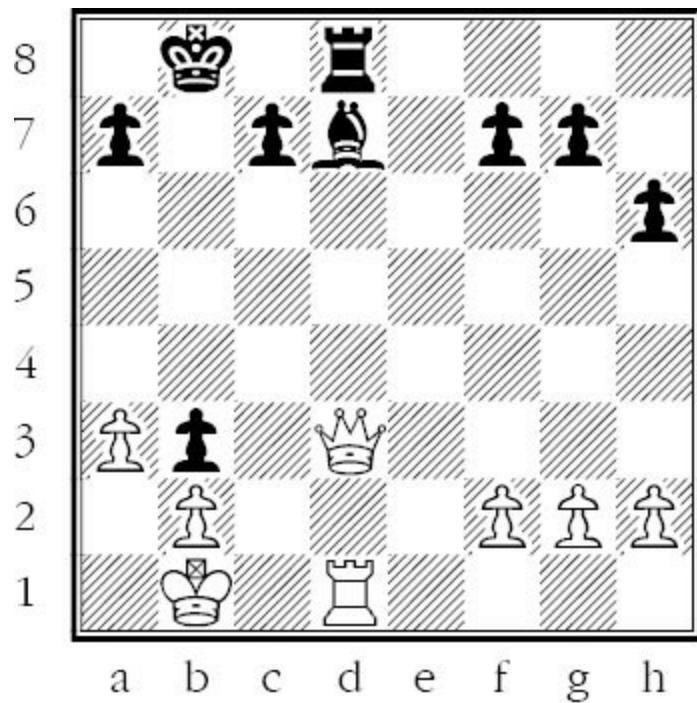
Black to move

(233)



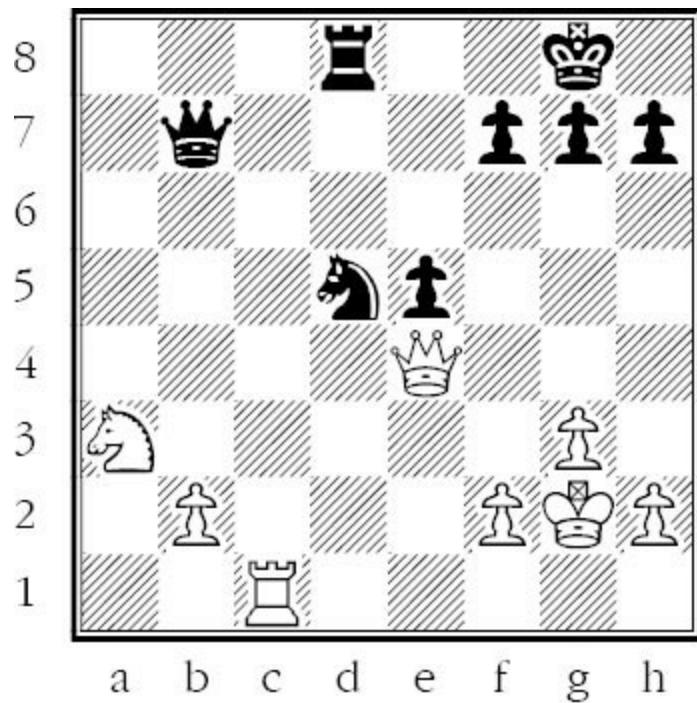
1. ... _____ Time: _____
2. _____ _____

(234)



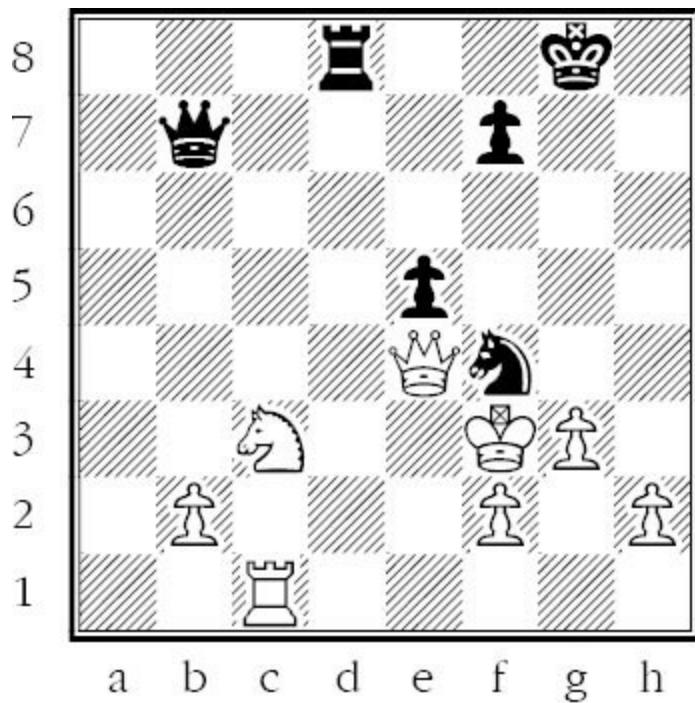
1. ... _____ Time: _____
2. _____ _____

(235)



1. ... _____ Time: _____
2. _____

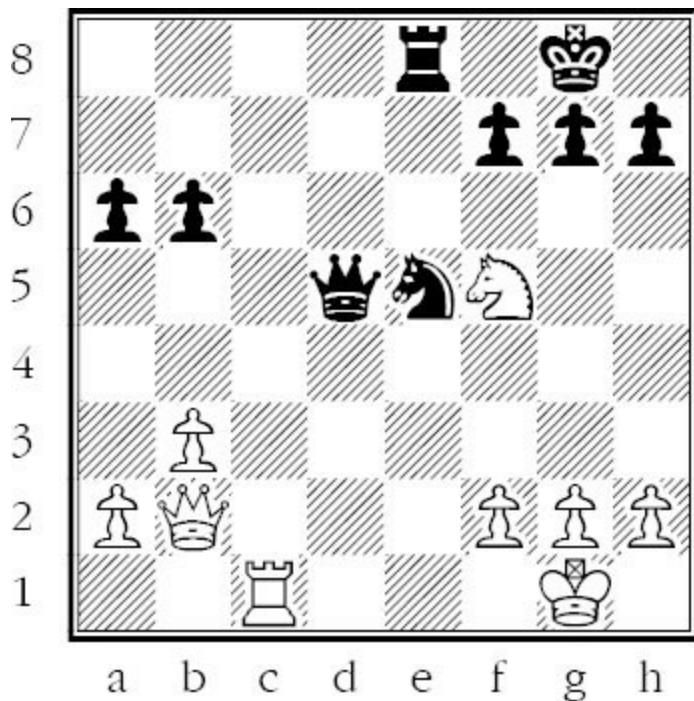
(236)



1. ... _____ Time: _____
2. _____

White to move

(237)

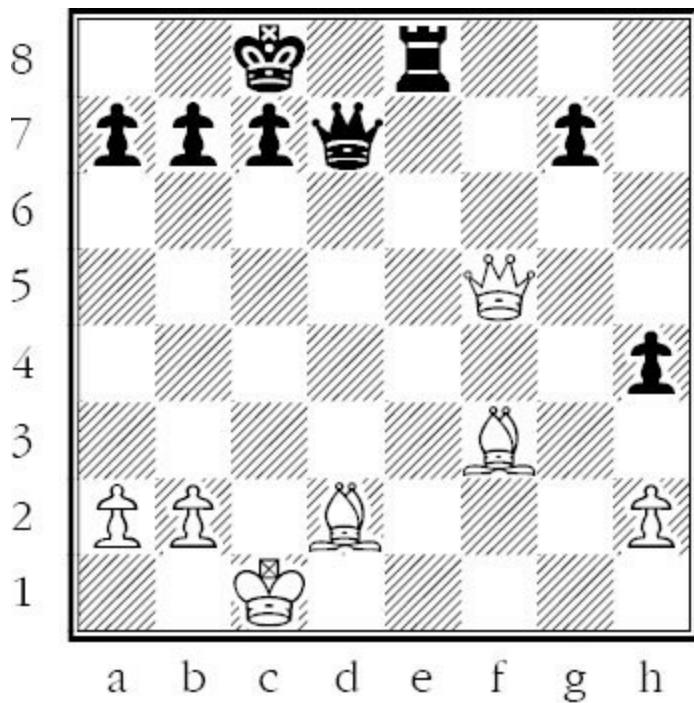


1. _____ Time: _____

2. _____

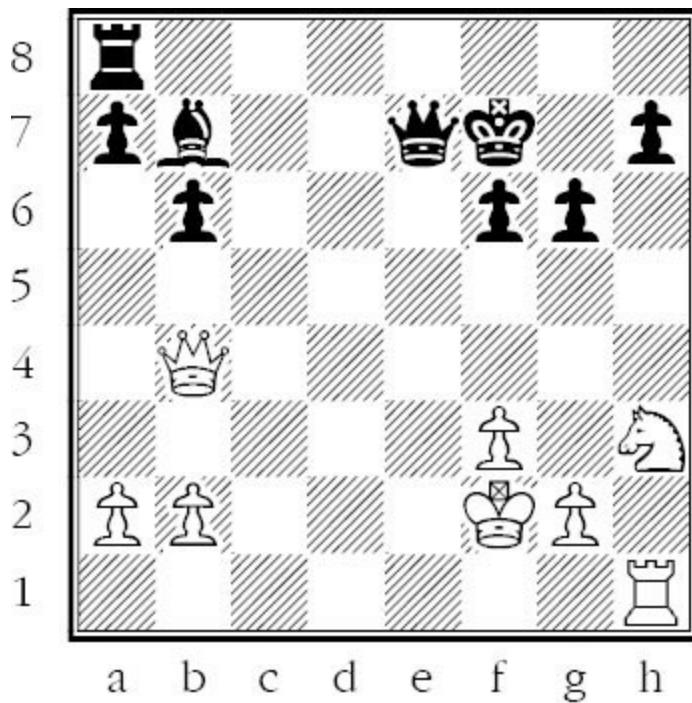
3. _____

(238)



1. _____ Time: _____
2. _____

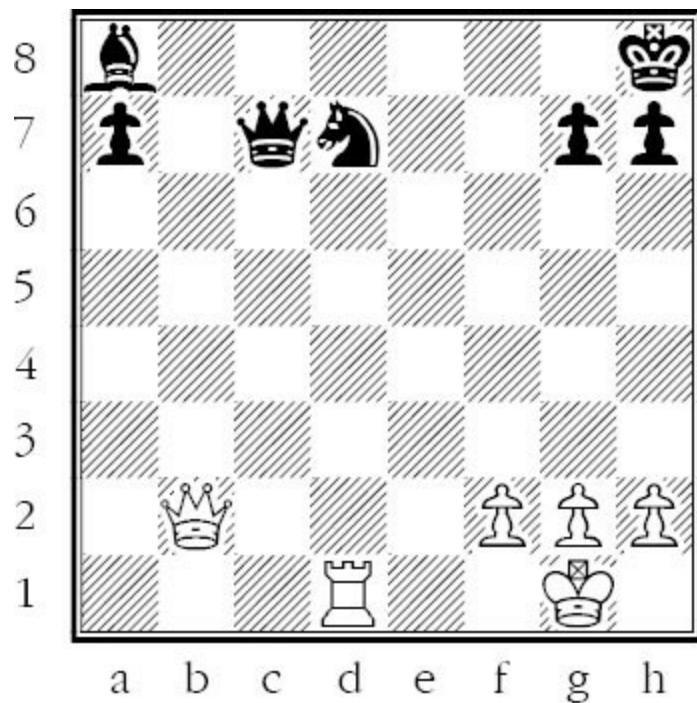
(239)



1. _____ Time: _____

2. _____

(240)

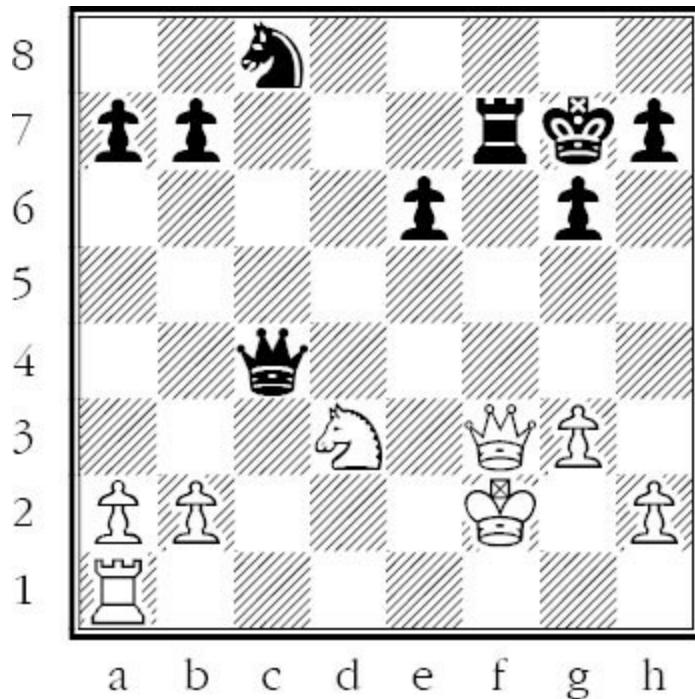


1. _____ Time: _____
2. _____

Chapter 7

Sacrifice to Win the Rook!

In this chapter, just like in chapter 6, we will see how sacrifices can lead to material gain, namely winning the opponents rook. In some cases, the gain will be a clear rook, while in others “only” an exchange (winning a rook, while losing a bishop or knight).

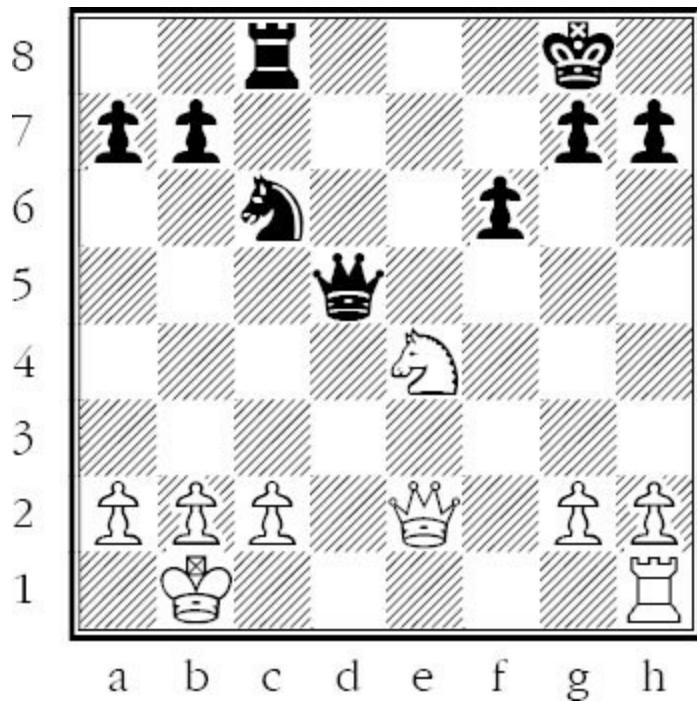


White to move

At first it seems that White is in big trouble as the king and queen are pinned along the f-file. After 1.Nf4, White cannot avoid losing the knight after 1...e5.

However, there is a great alternative which would give white a decisive advantage: **1.Qxf7+** (queen sac) **1...Kxf7** **2.Ne5+ Kf6** **3.Nxc4** which results in the gain of a full rook for White.

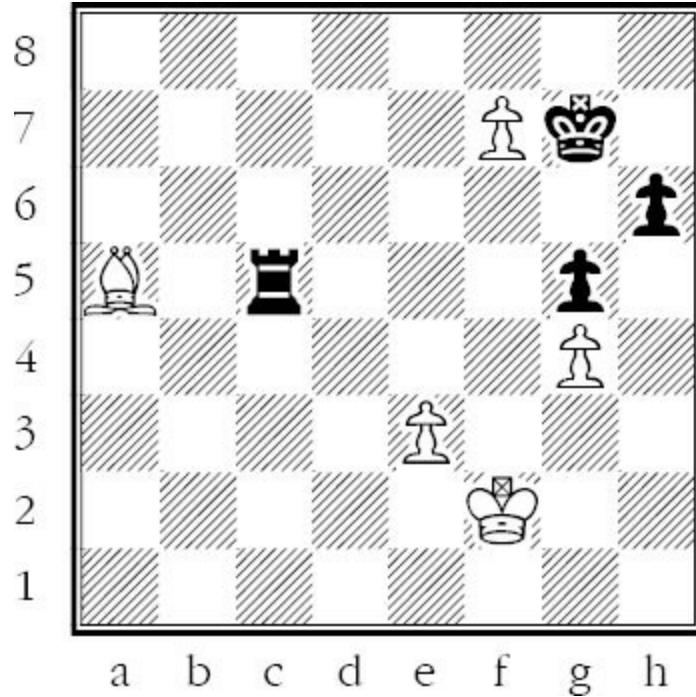
The theme of the next example is also the fork.



White to move

In this example, White cannot win a “whole” rook but will still come out much ahead after the small combination with **1.Nxf6+ gxf6 2.Qg4+ (fork) 2...Kf7 and 3.Qxc8** gaining 3 points (rook and pawn for the knight).

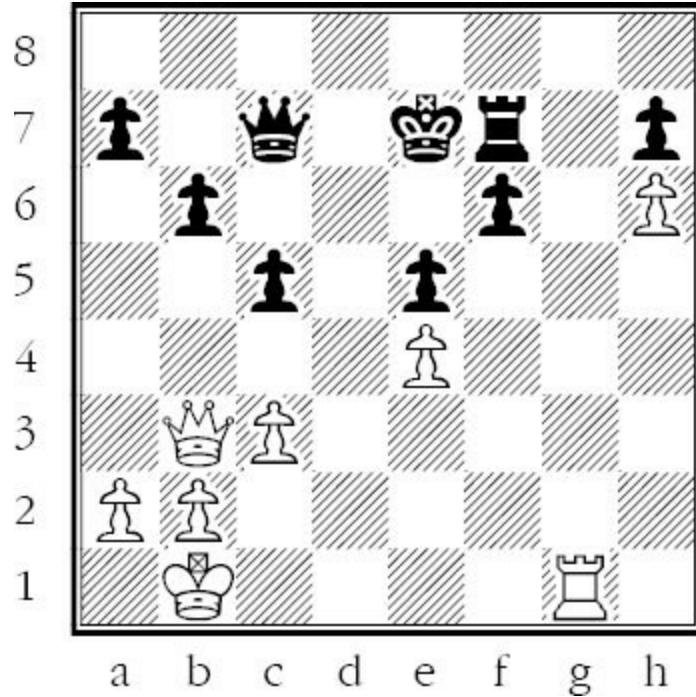
In the next puzzle, the main motif is the pin.



White to move

With both the white bishop and the pawn on f7 under attack, it seems that White is in trouble. After 1.Bb4, Black has the intermediate check 1...Rc2+, and then is ready to capture the pawn on f7.

But, White has a sneaky plan: first promote (sacrifice) the pawn with **1.f8Q+** which forces the black king onto the same diagonal with the rook after 1...Kxf8, and then, pin with **2.Bb4** winning Black's rook.



White to move

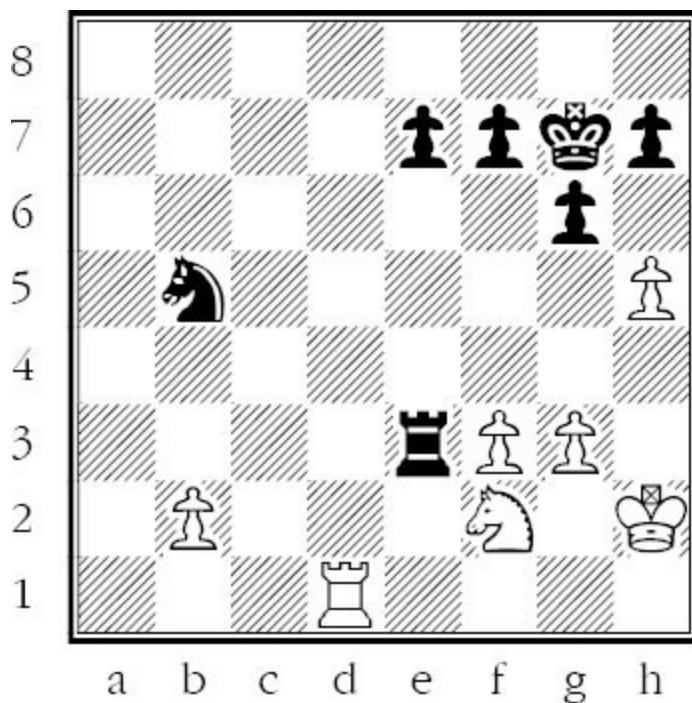
Here White needs to sac the strongest piece (the queen) in order to reach the goal.

1.Qxf7+ Kxf7 and now, as the black king and queen are both along the seventh rank, White has a simple skewer with **2.Rg7+** followed by capturing the queen on c7.

And now on to practicing some “rook-winning” combinations in the next 60 puzzles. Have fun!

White to move

(241)

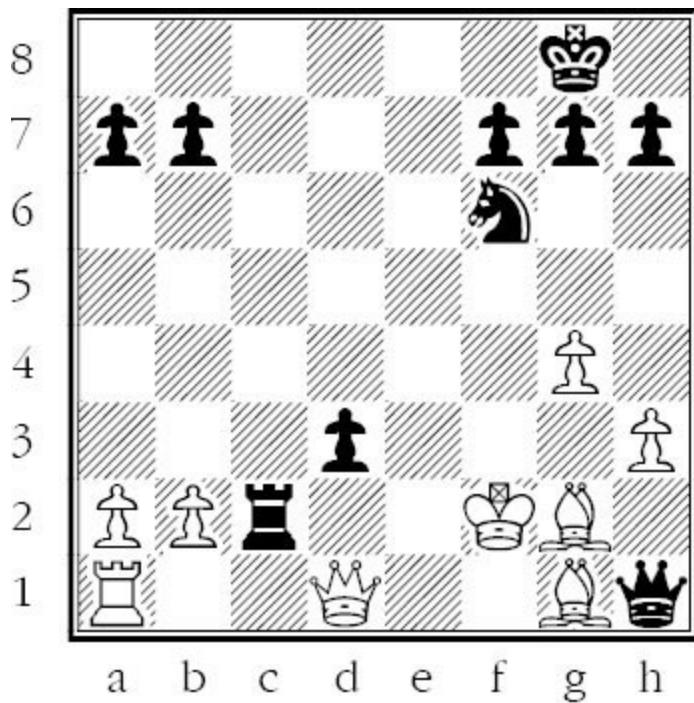


1. _____ Time: _____

2. _____

3. _____

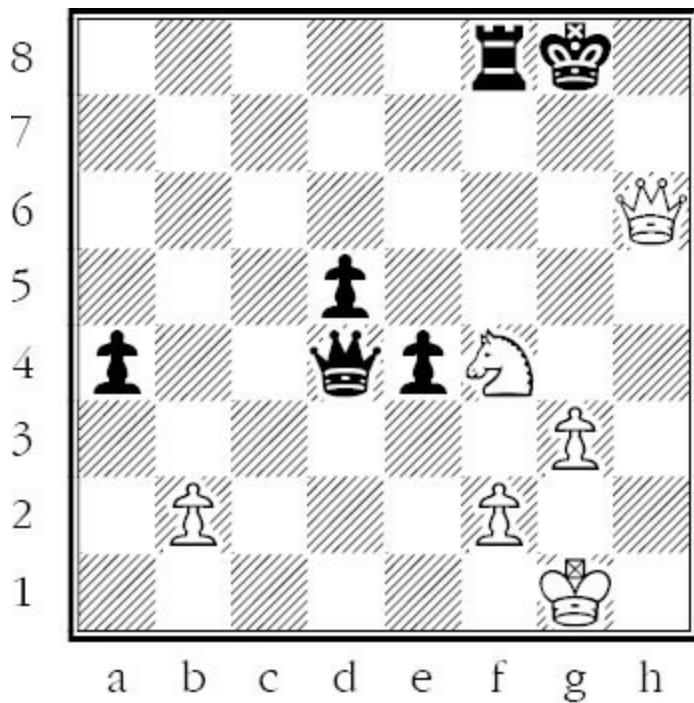
(242)



1. _____ Time: _____

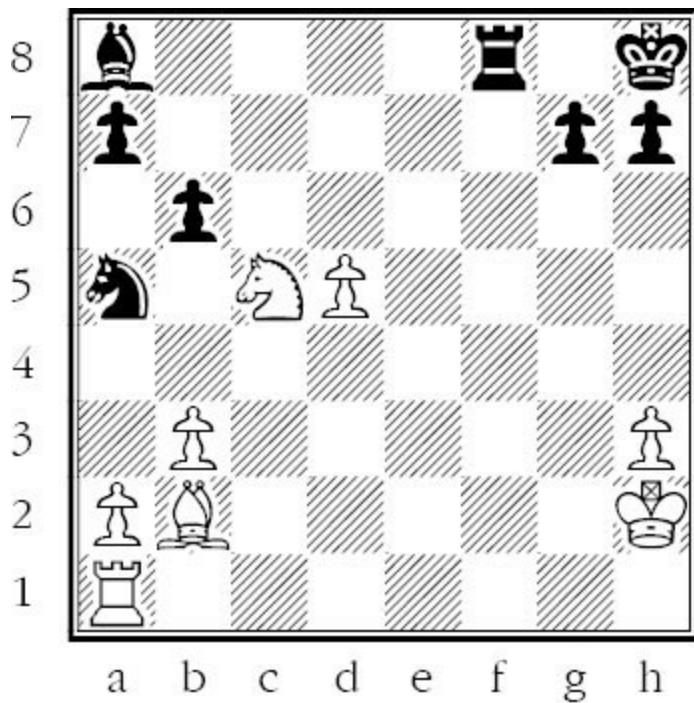
2. _____

(243)



1. _____ Time: _____
2. _____
3. _____

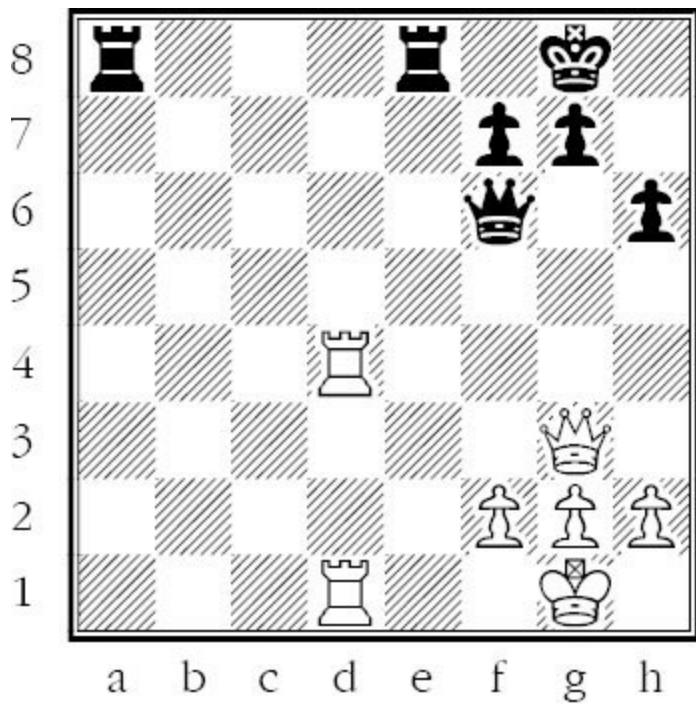
(244)



1. _____ _____ Time: _____
2. _____ _____
3. _____

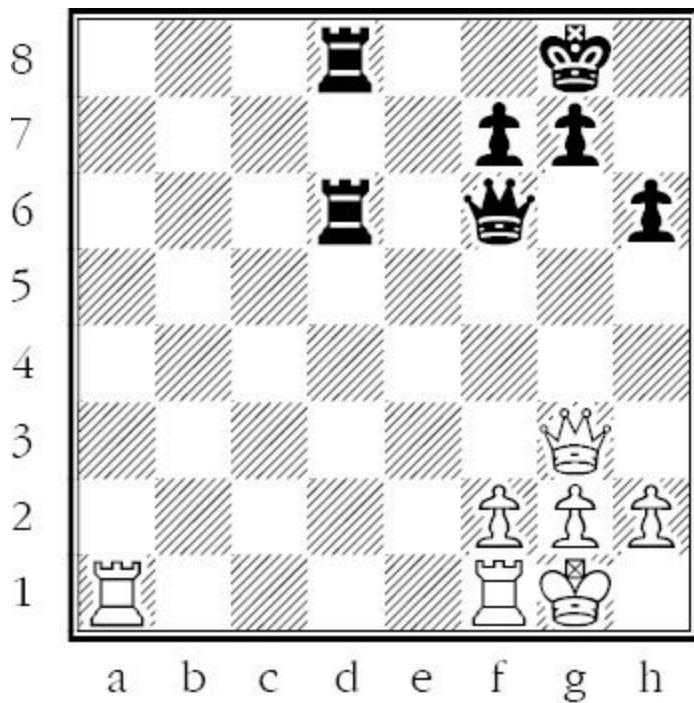
Black to move

(245)



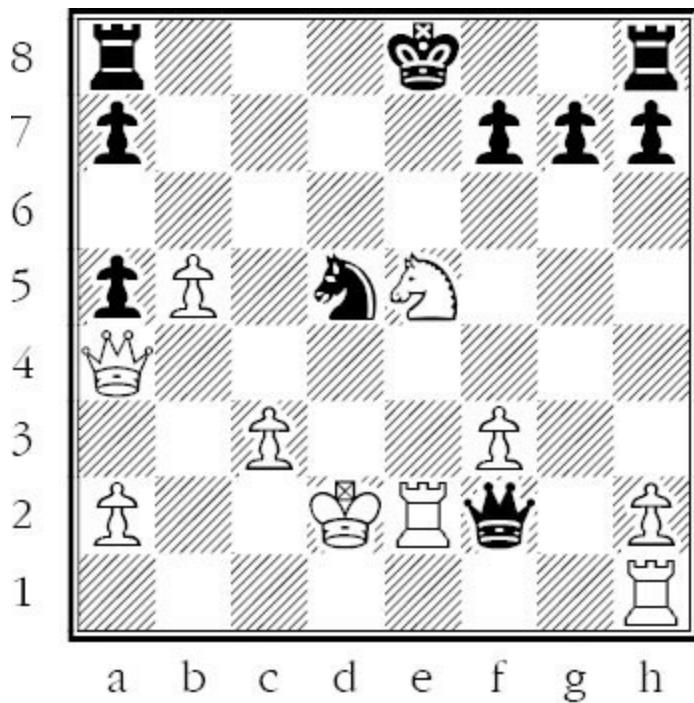
1. ... _____ Time: _____
2. _____ _____

(246)



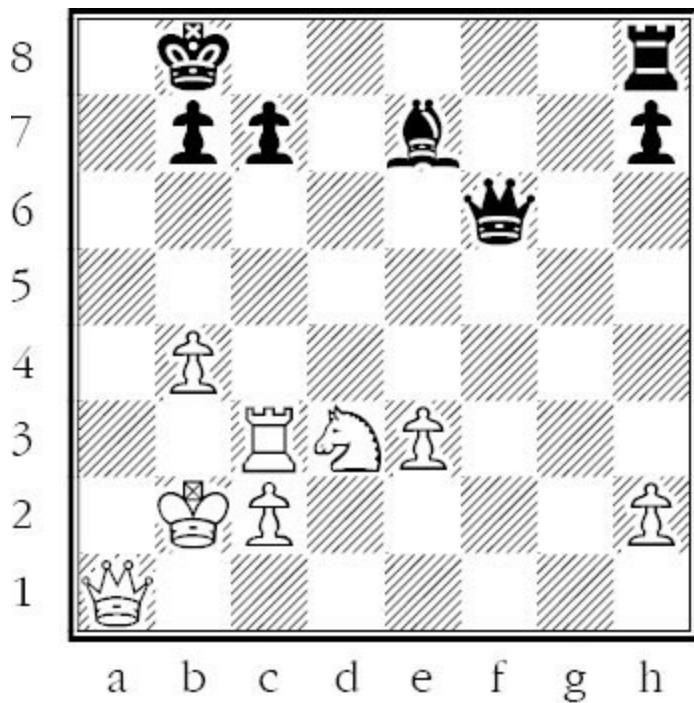
1. ... _____ Time: _____
2. _____ _____
3. _____ _____

(247)



1. ... _____ Time: _____
2. _____ _____
3. _____ _____

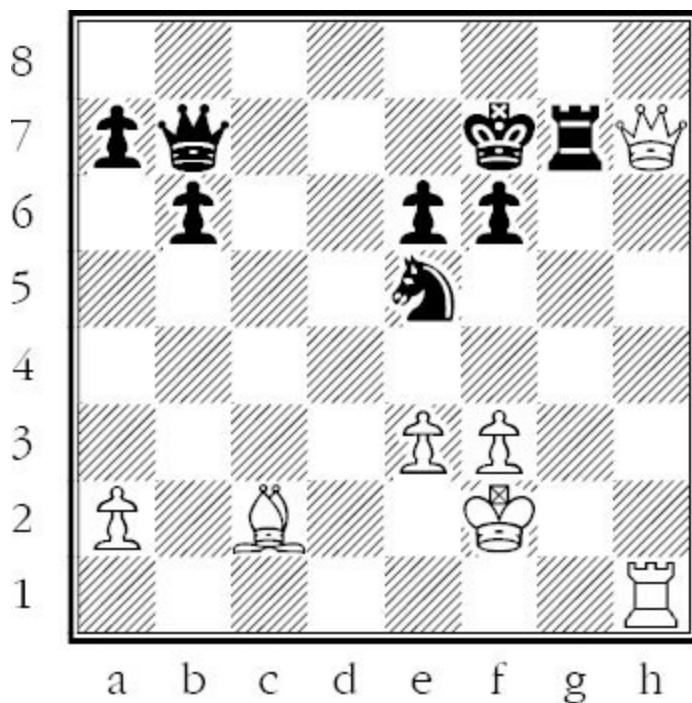
(248)



1. ... _____ Time: _____
2. _____
3. _____

White to move

(249)

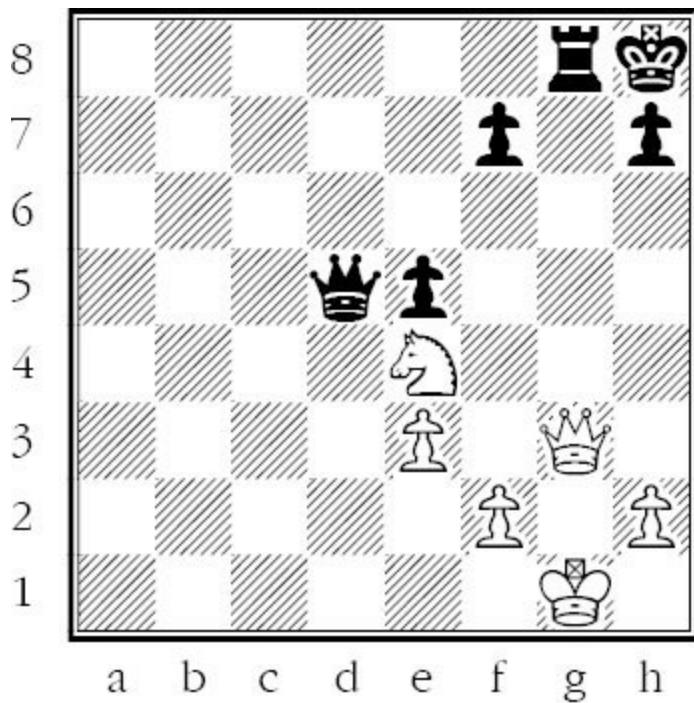


1. _____ Time: _____

2. _____

3. _____

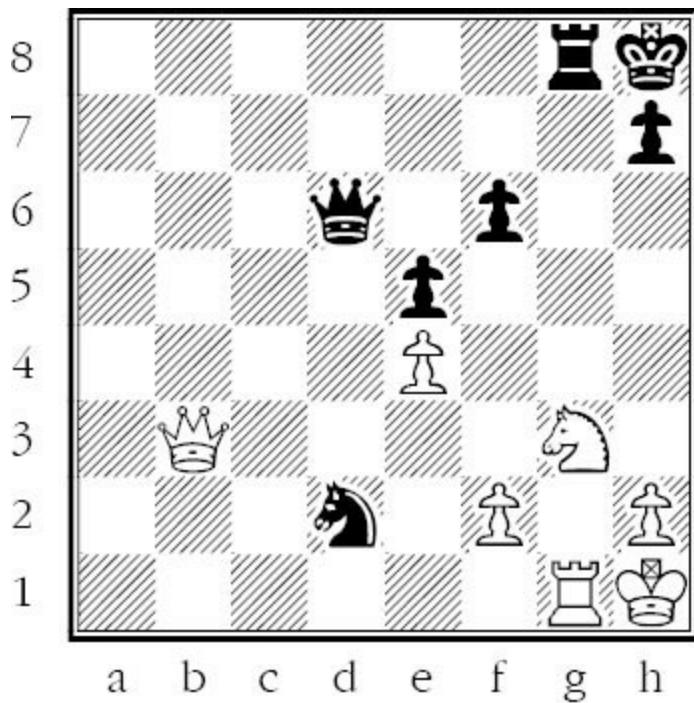
(250)



a b c d e f g h

1. _____ Time: _____
2. _____
3. _____

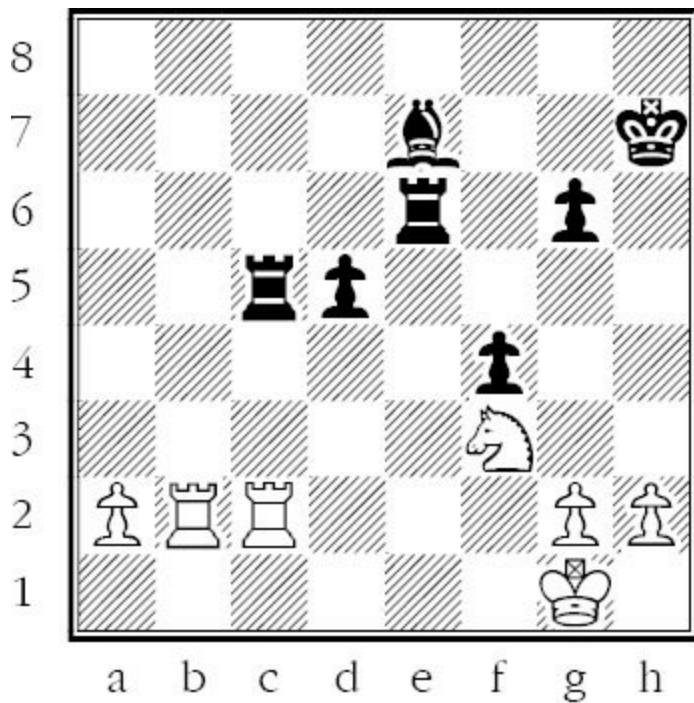
(251)



a b c d e f g h

1. _____ _____ Time: _____
2. _____ _____
3. _____

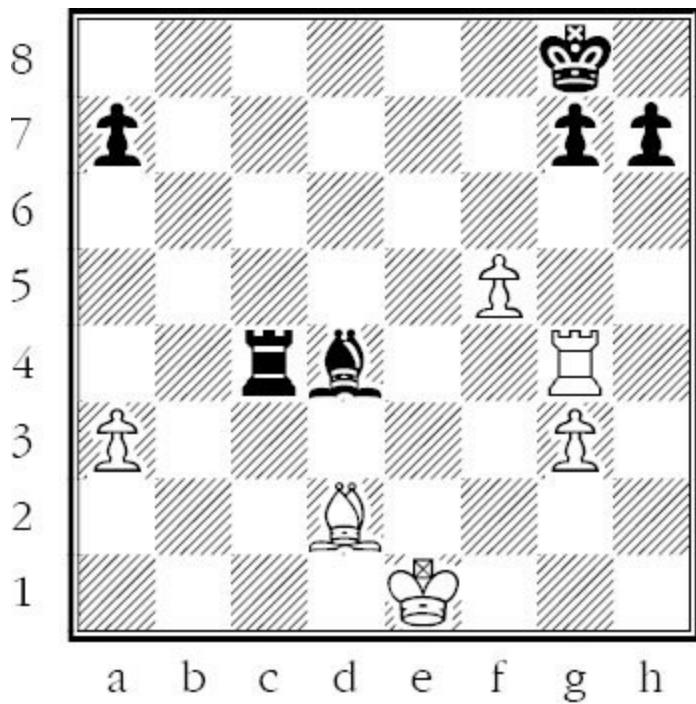
(252)



1. _____ Time: _____
2. _____

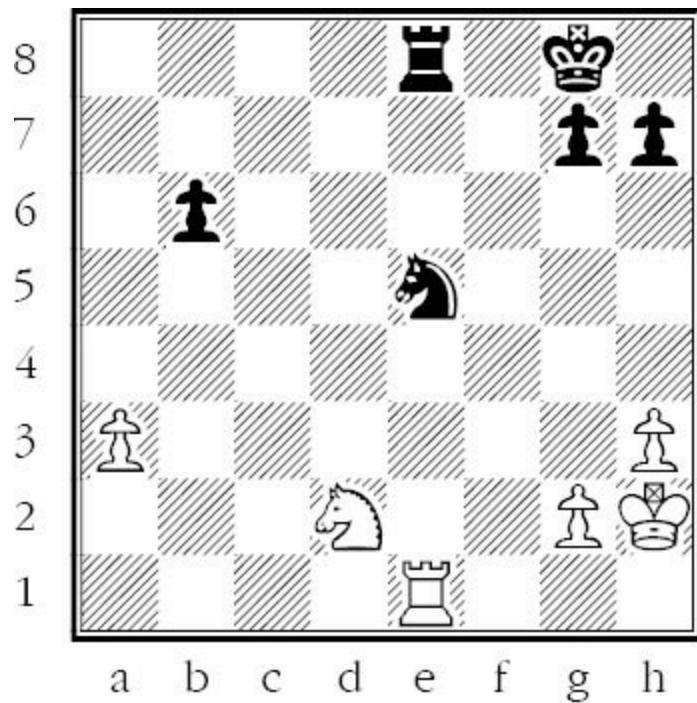
Black to move

(253)



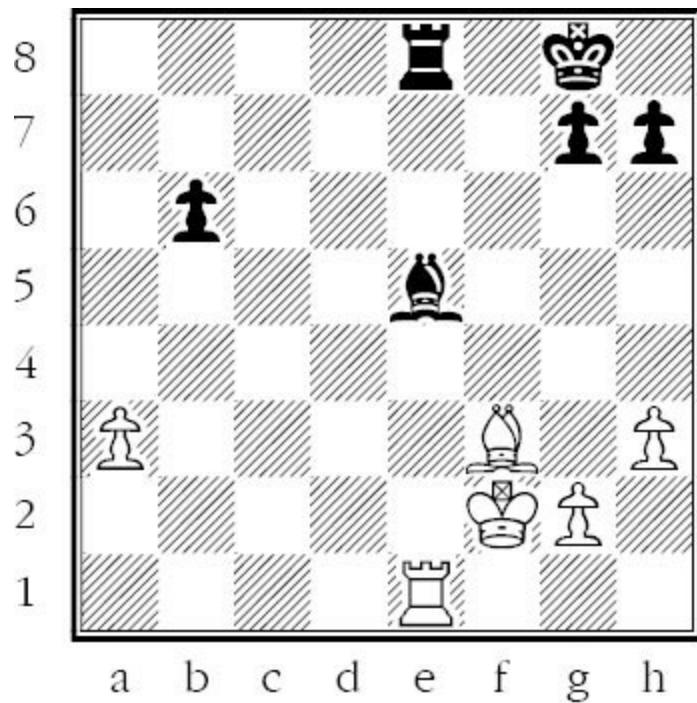
1. ... _____ Time: _____
2. _____ _____

(254)



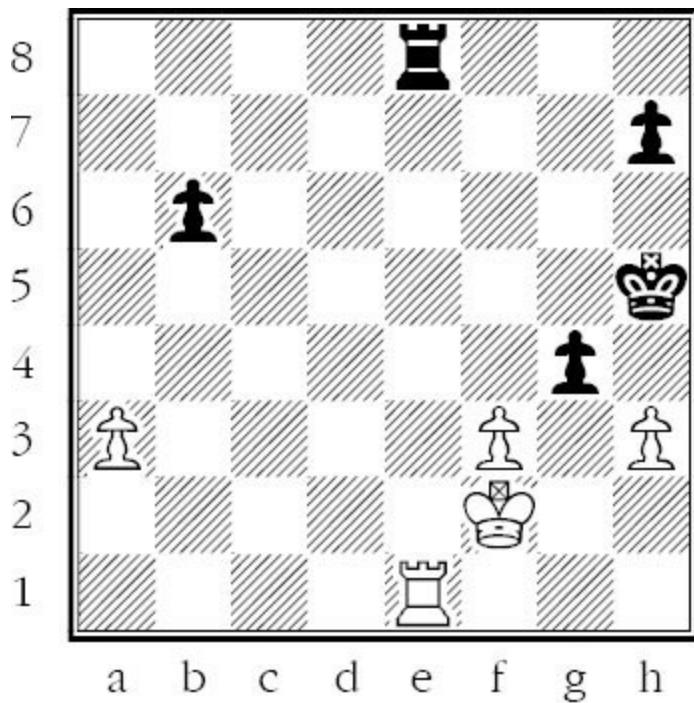
1. ... _____ Time: _____
2. _____ _____

(255)



1. ... _____ Time: _____
2. _____

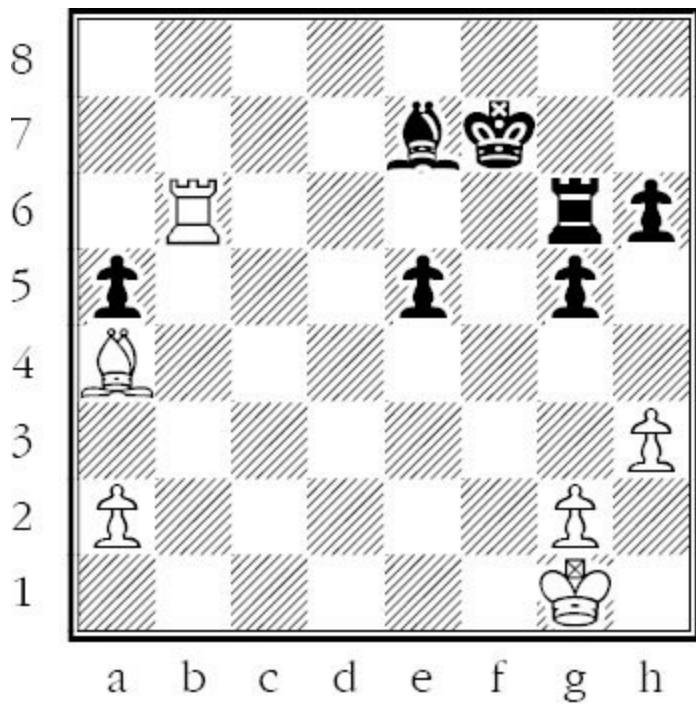
(256)



1. ... _____ Time: _____
2. _____

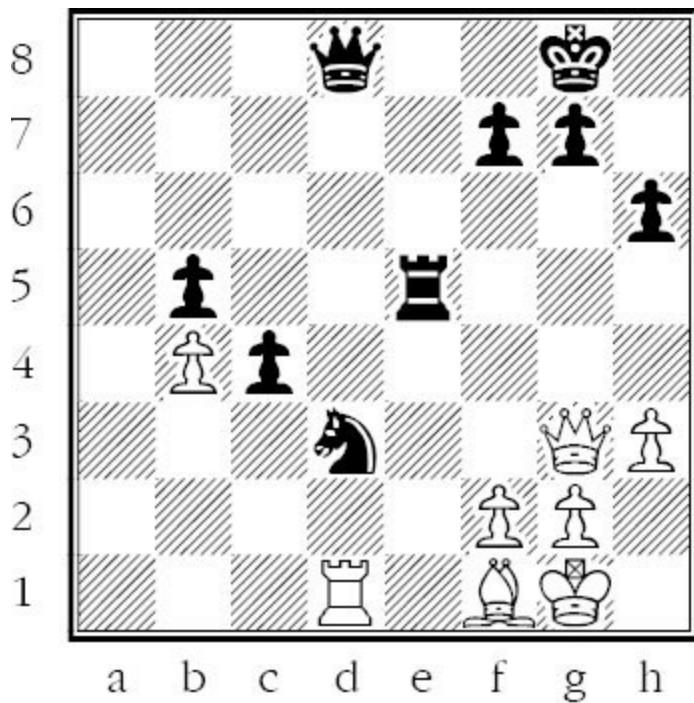
White to move

(257)



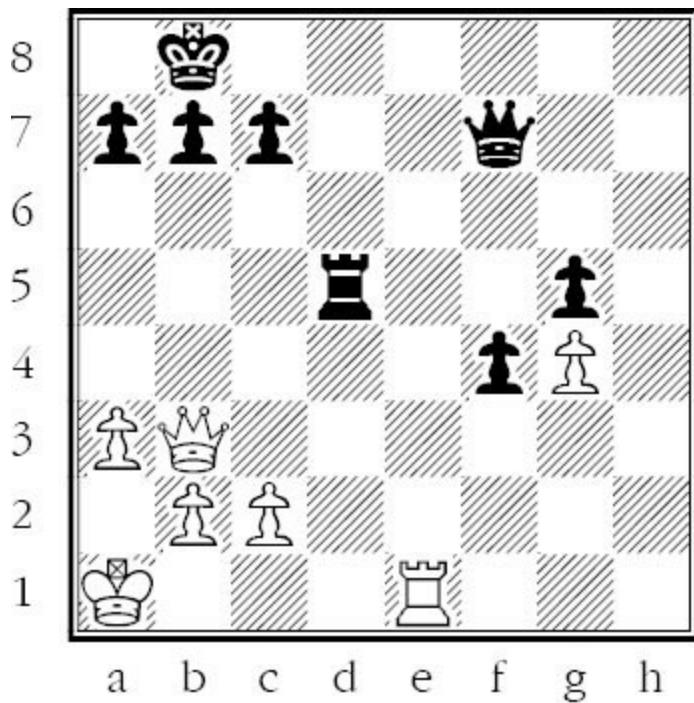
1. _____ Time: _____
2. _____

(258)



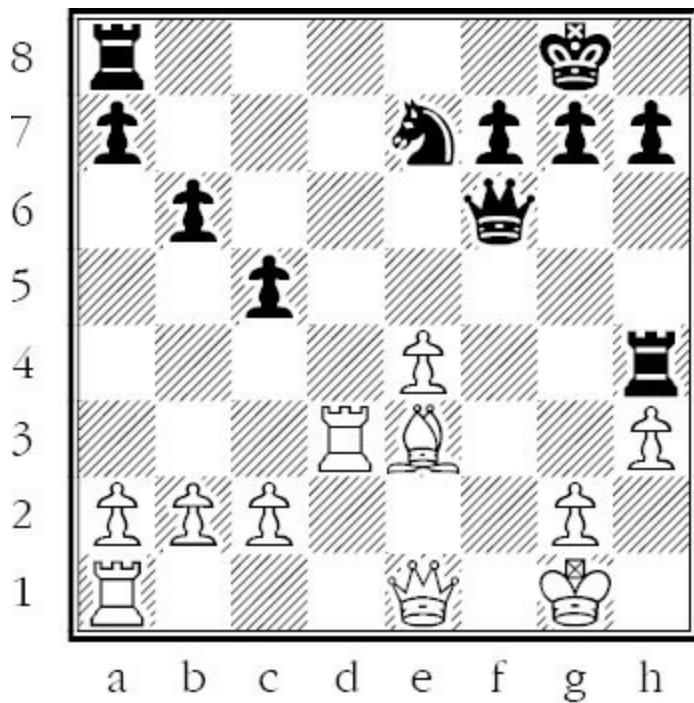
1. _____ Time: _____
2. _____

(259)



1. _____ Time: _____
2. _____

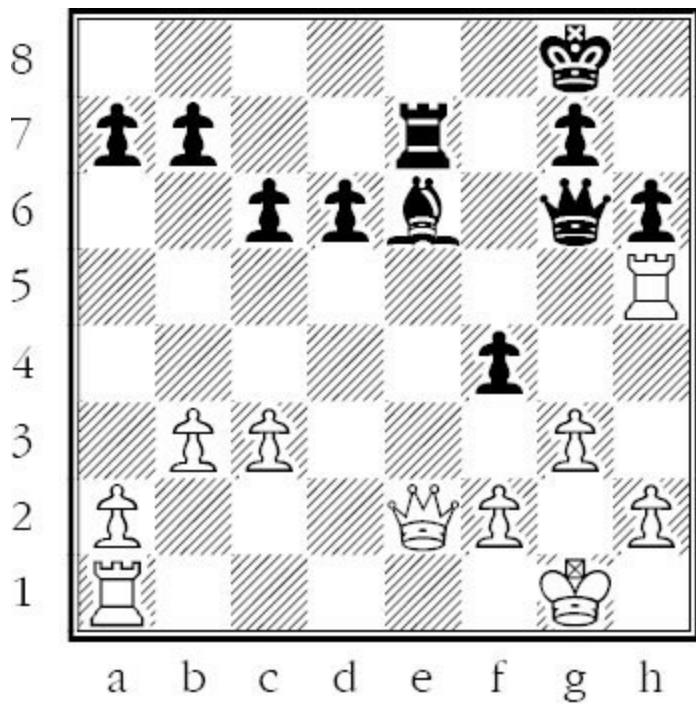
(260)



1. _____ Time: _____
2. _____

Black to move

(261)

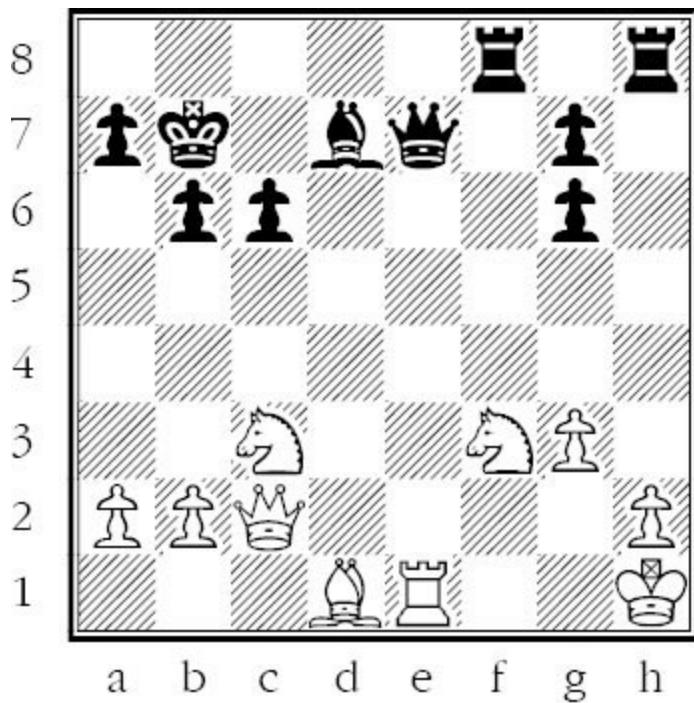


1. ... _____ Time: _____

2. _____ _____

3. _____ _____

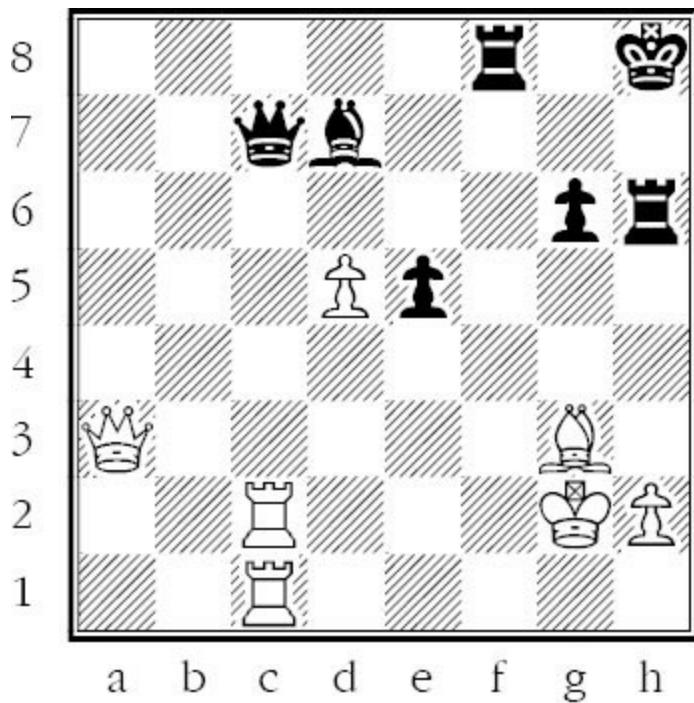
(262)



a b c d e f g h

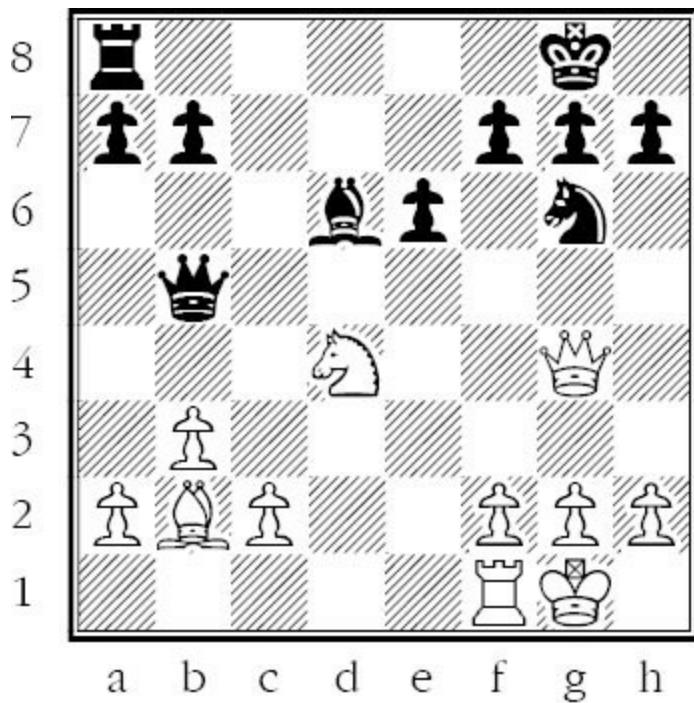
1. ... _____ Time: _____
2. _____ _____
3. _____ _____

(263)



1. ... _____ Time: _____
2. _____ _____
3. _____ _____

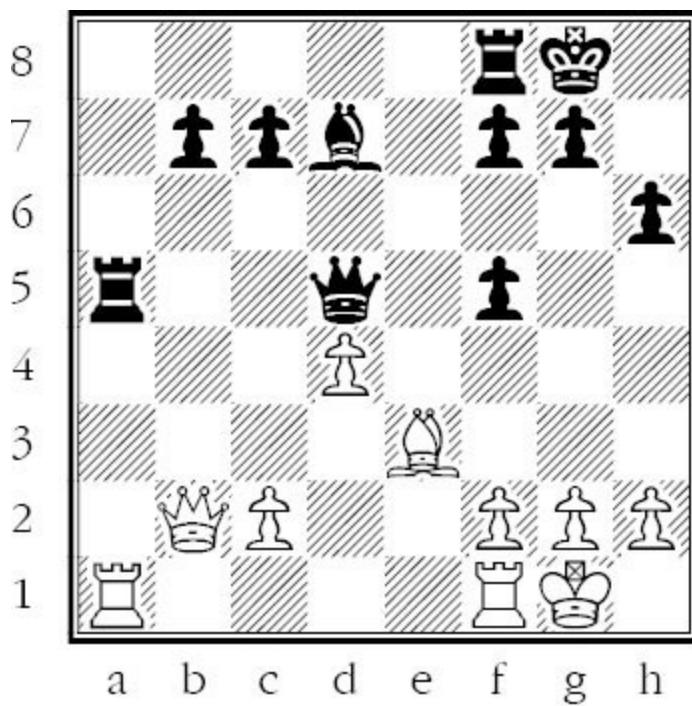
(264)



1. ... _____ Time: _____
2. _____ _____

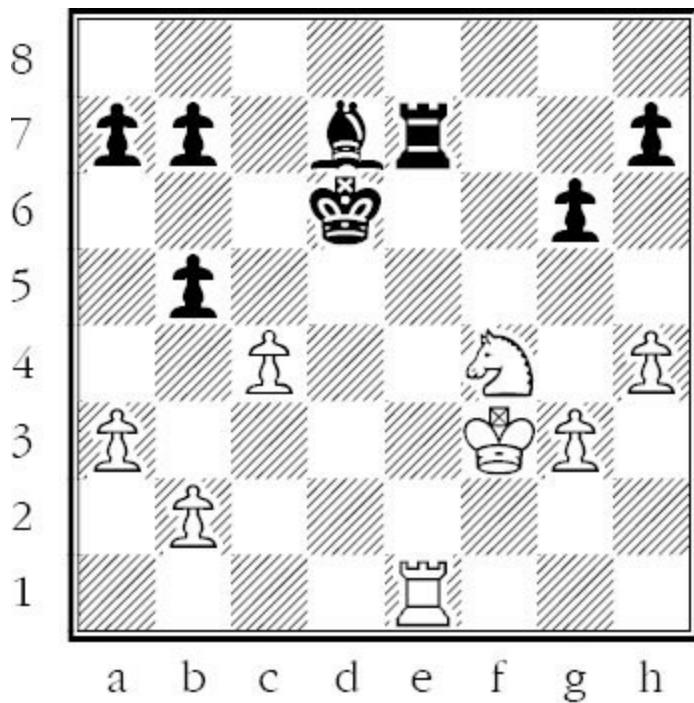
White to move

(265)



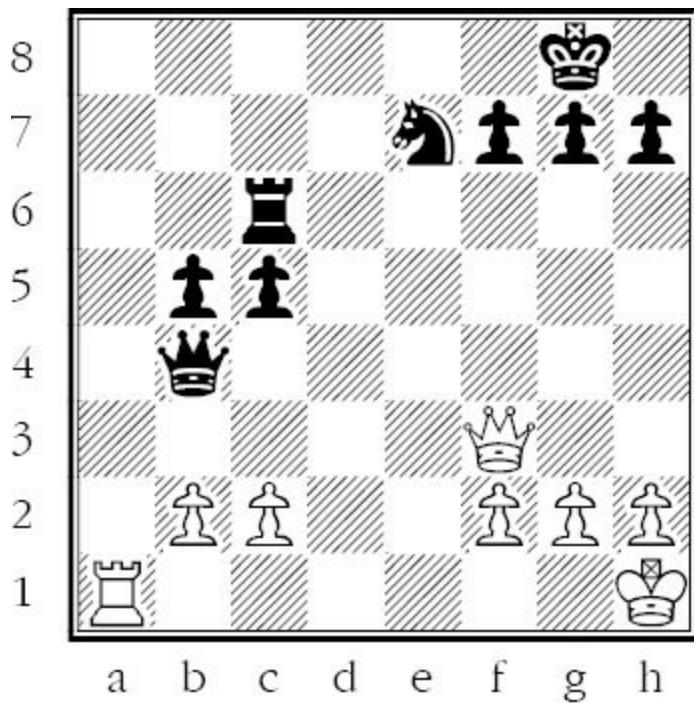
1. _____ Time: _____
2. _____

(266)



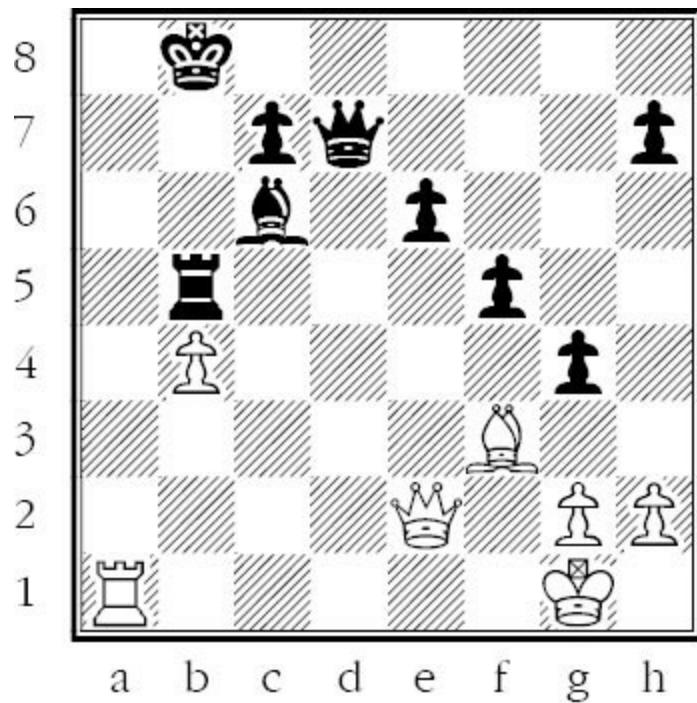
1. _____ Time: _____
2. _____

(267)



1. _____ Time: _____
2. _____

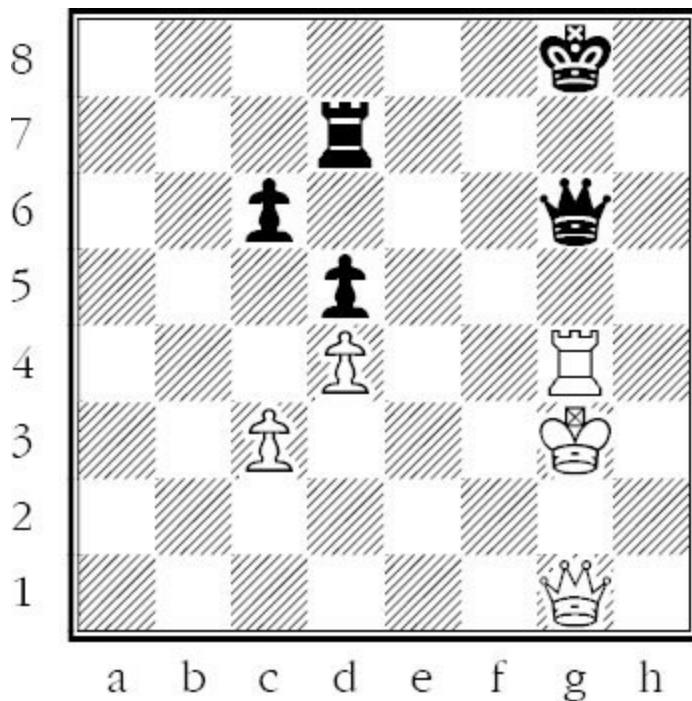
(268)



1. _____ Time: _____
2. _____

Black to move

(269)

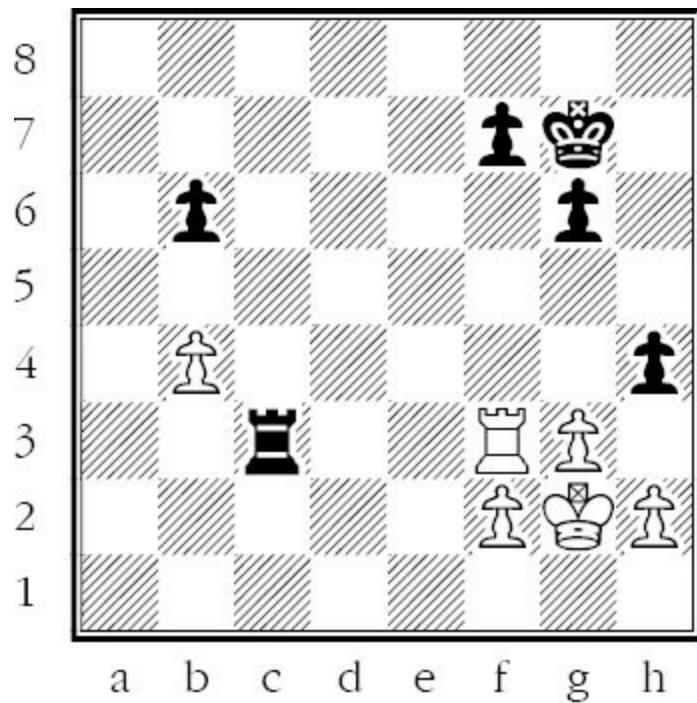


1. ... _____ Time: _____

2. _____ _____

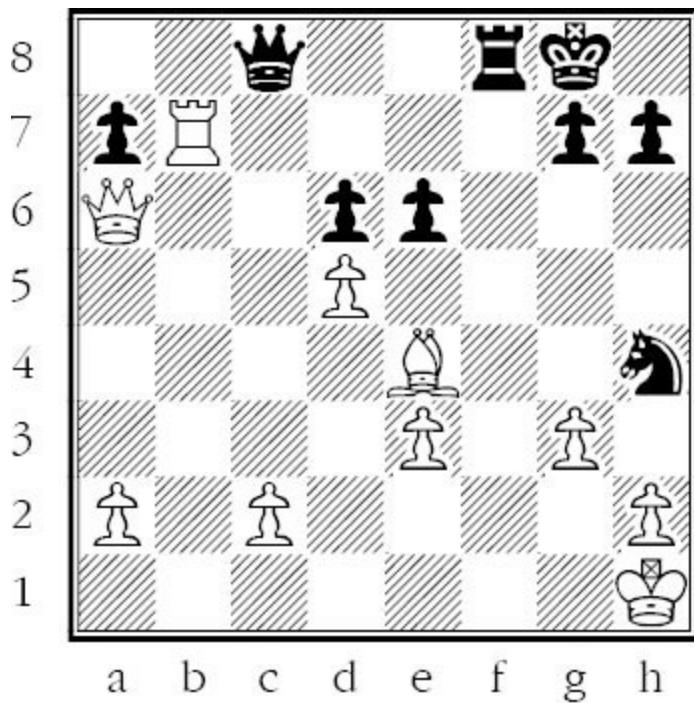
3. _____ _____

(270)



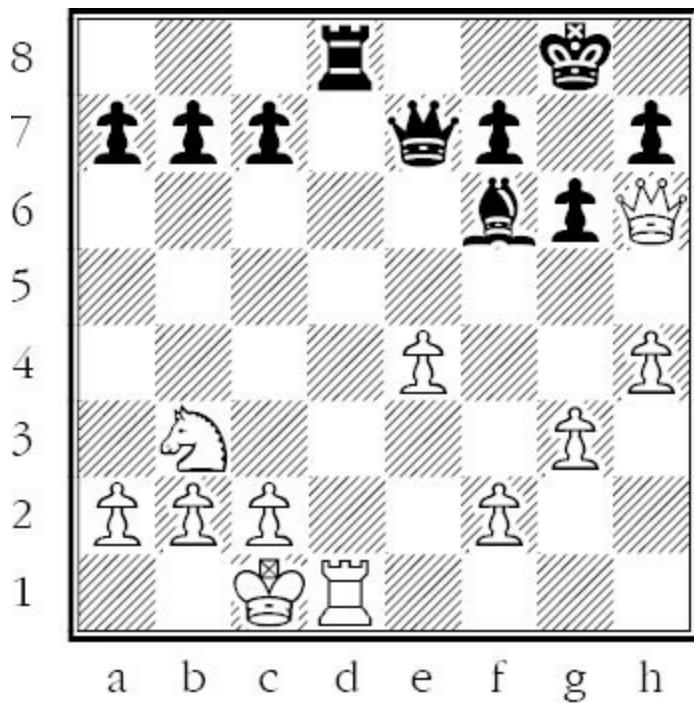
1. ... _____ Time: _____
2. _____ _____

(271)



1. ... _____ Time: _____
2. _____ _____

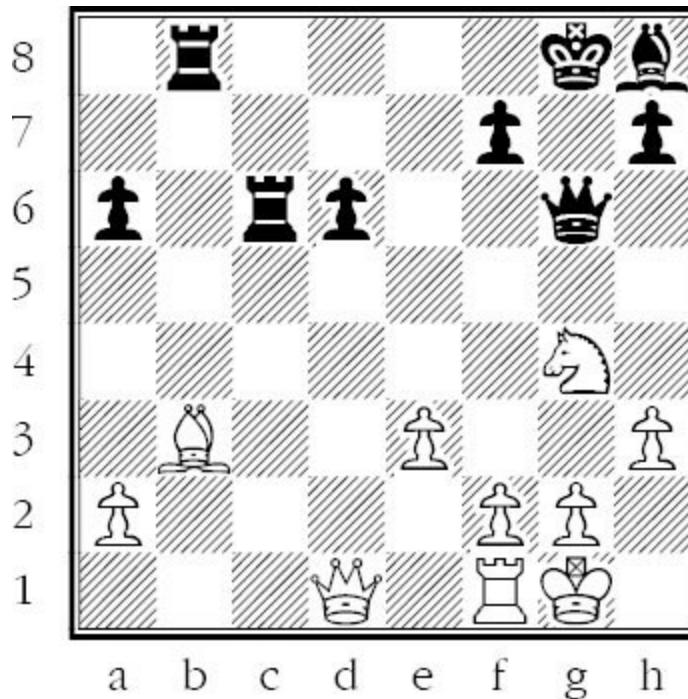
(272)



1. ... _____ Time: _____
2. _____ _____

White to move

(273)

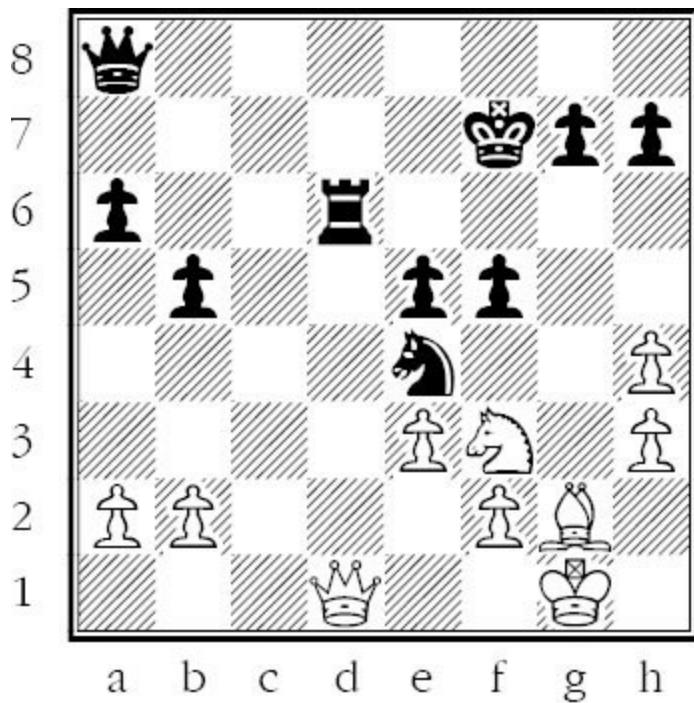


1. _____ Time: _____

2. _____

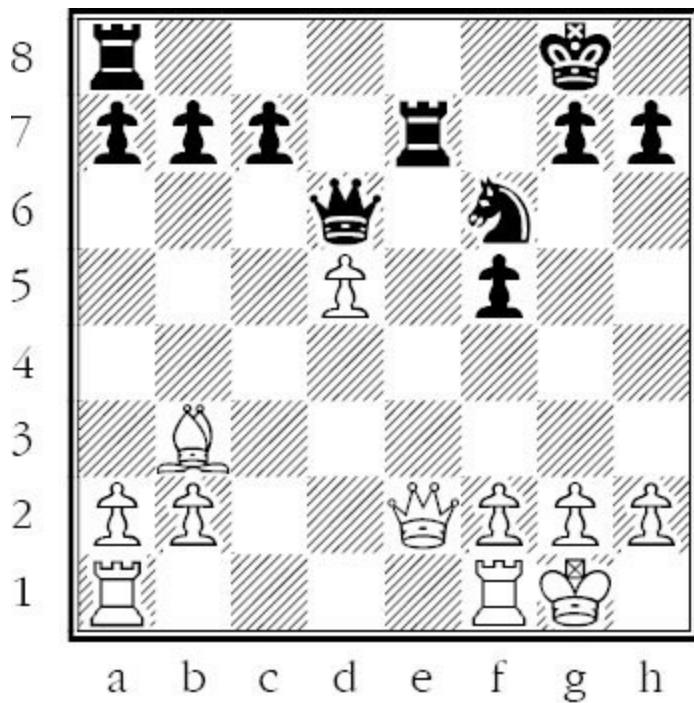
3. _____

(274)



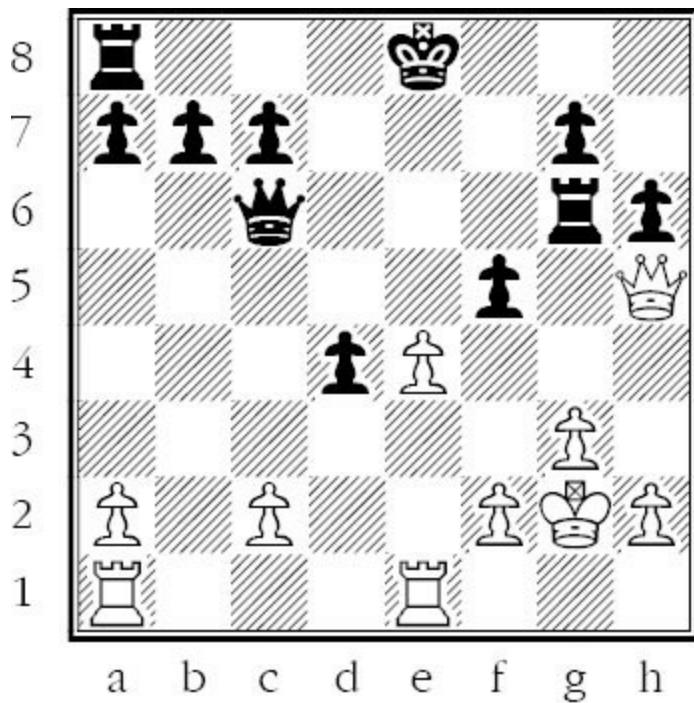
1. _____ Time: _____
2. _____
3. _____

(275)



1. _____ Time: _____
2. _____
3. _____
4. _____

(276)

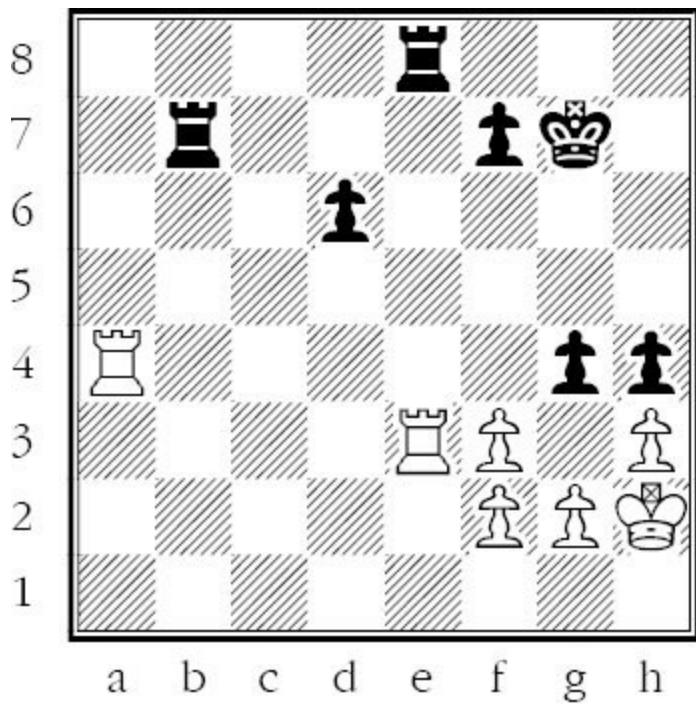


a b c d e f g h

1. _____ Time: _____
2. _____
3. _____

Black to move

(277)

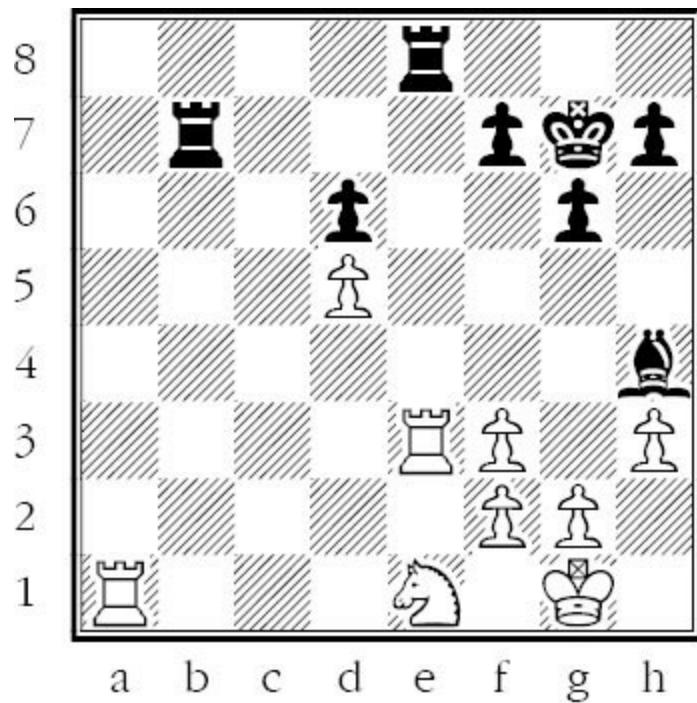


1. ... _____ Time: _____

2. _____ _____

3. _____ _____

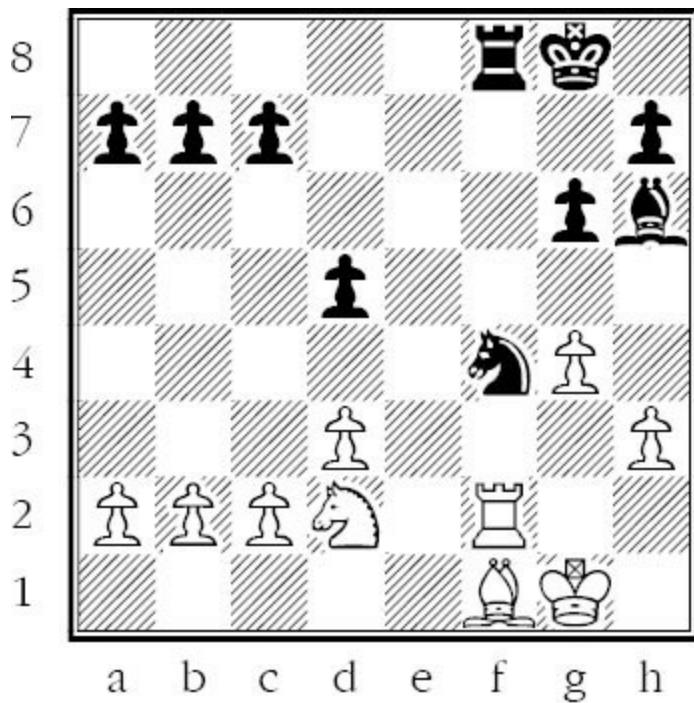
(278)



a b c d e f g h

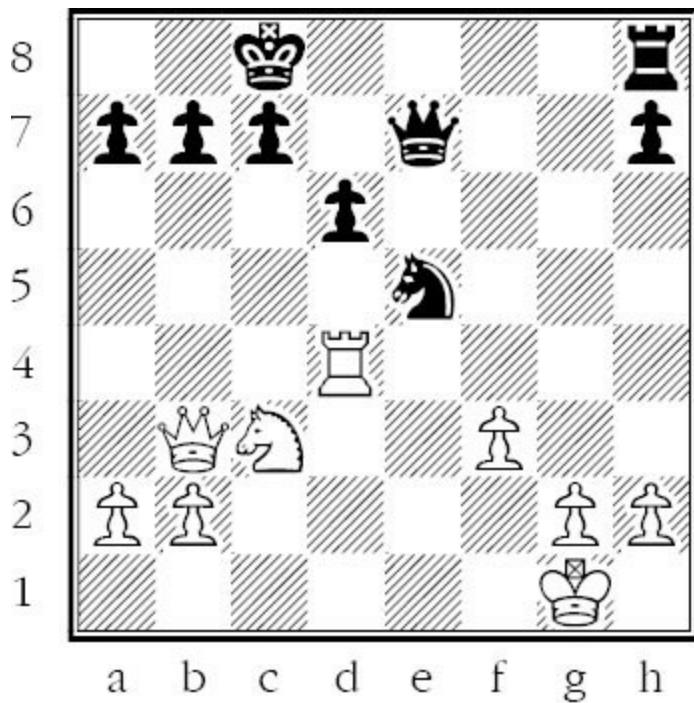
1. ... _____ Time: _____
2. _____ _____
3. _____ _____

(279)



1. ... _____ Time: _____
2. _____ _____
3. _____ _____

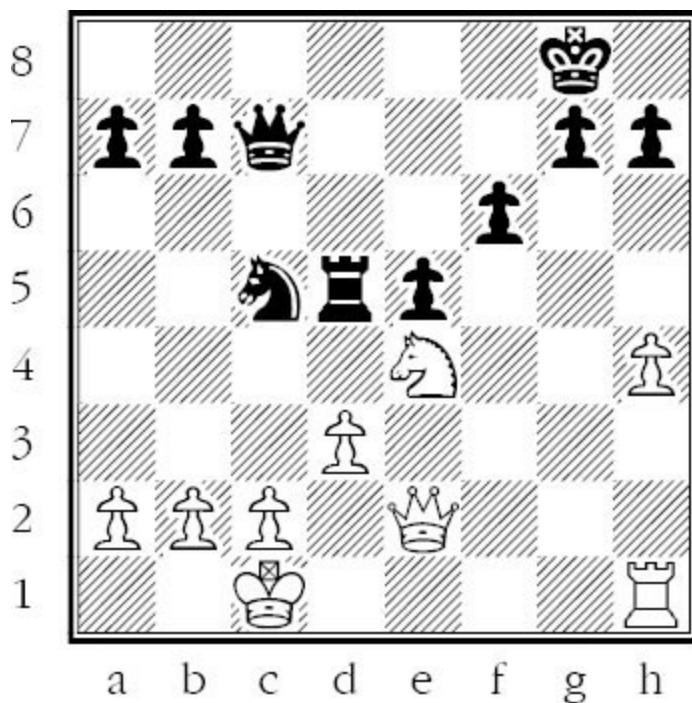
(280)



1. ... _____ Time: _____
2. _____
3. _____

White to move

(281)

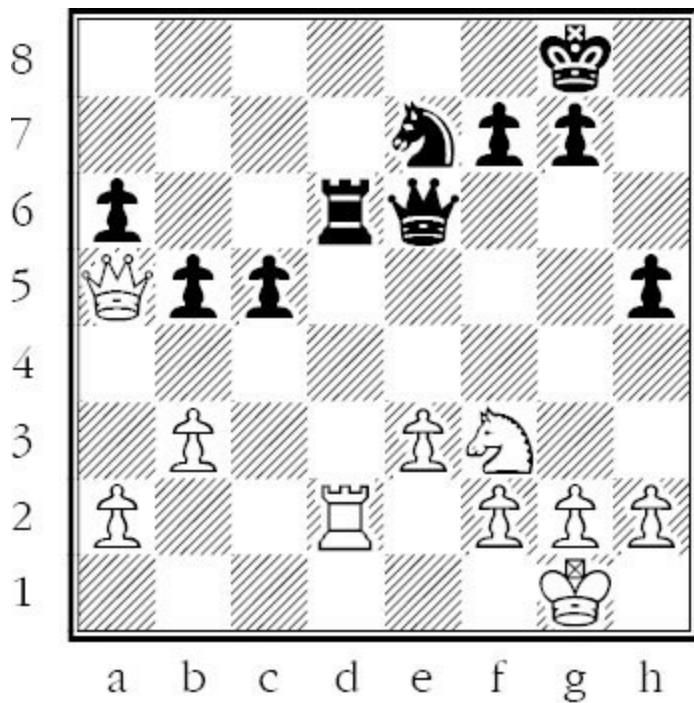


1. _____ Time: _____

2. _____

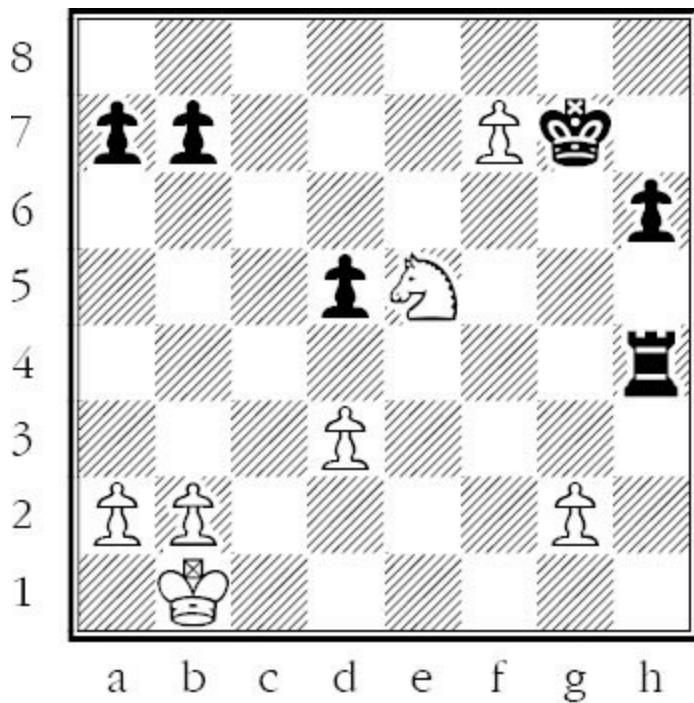
3. _____

(282)



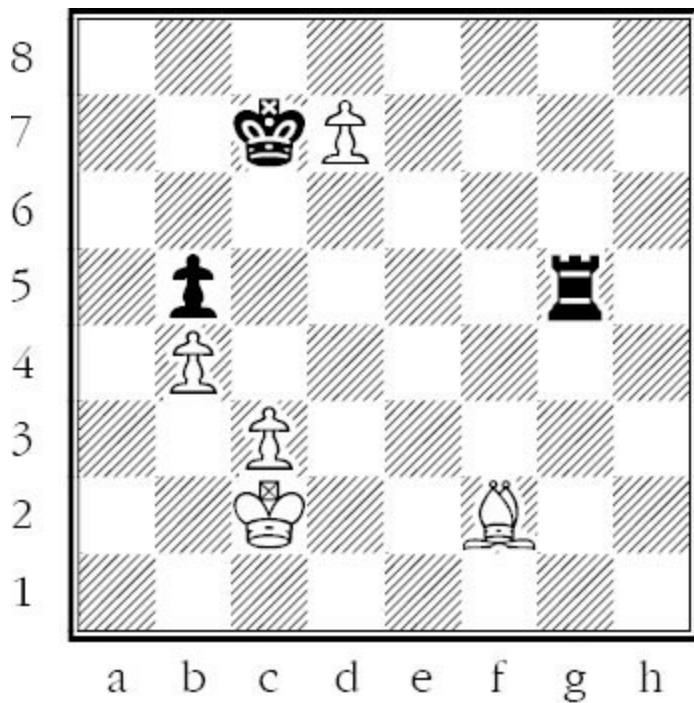
1. _____ Time: _____
2. _____
3. _____
4. _____

(283)



1. _____ Time: _____
2. _____
3. _____

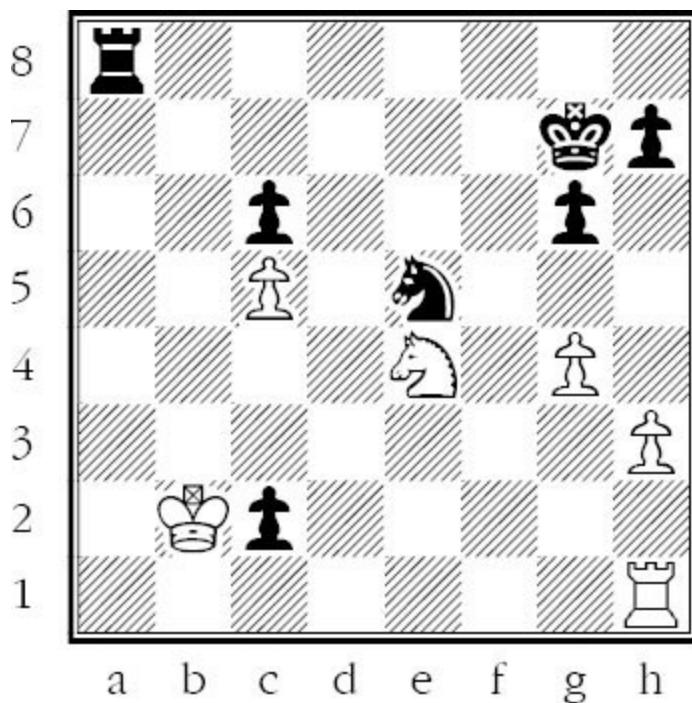
(284)



1. _____ Time: _____
2. _____

Black to move

(285)

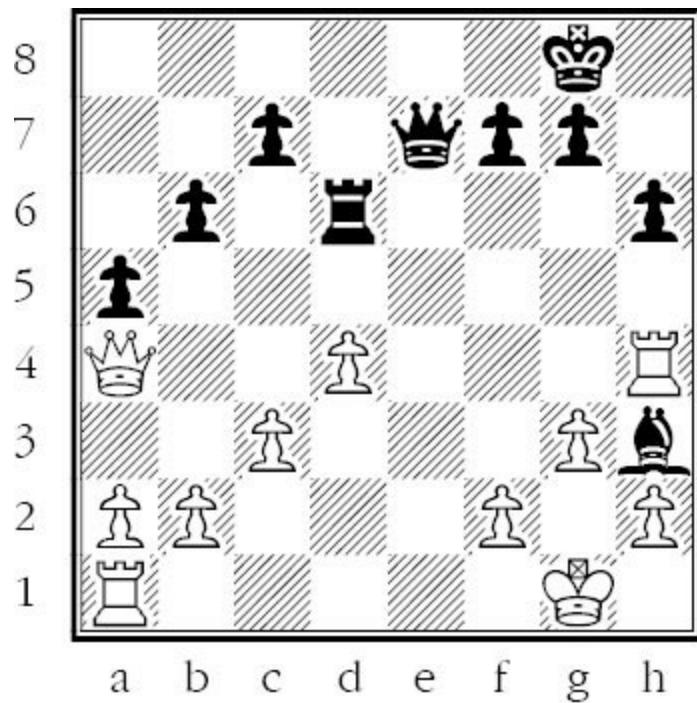


1. ... _____ Time: _____

2. _____ _____

3. _____ _____

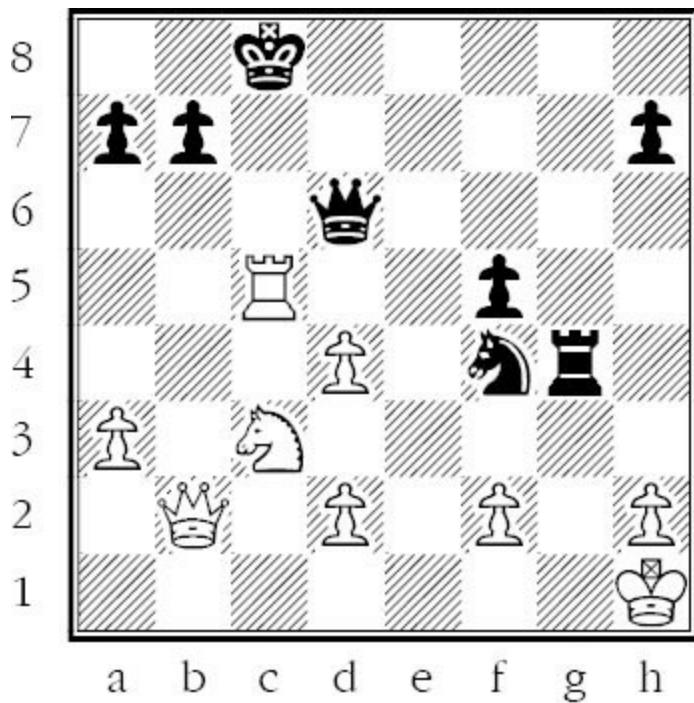
(286)



a b c d e f g h

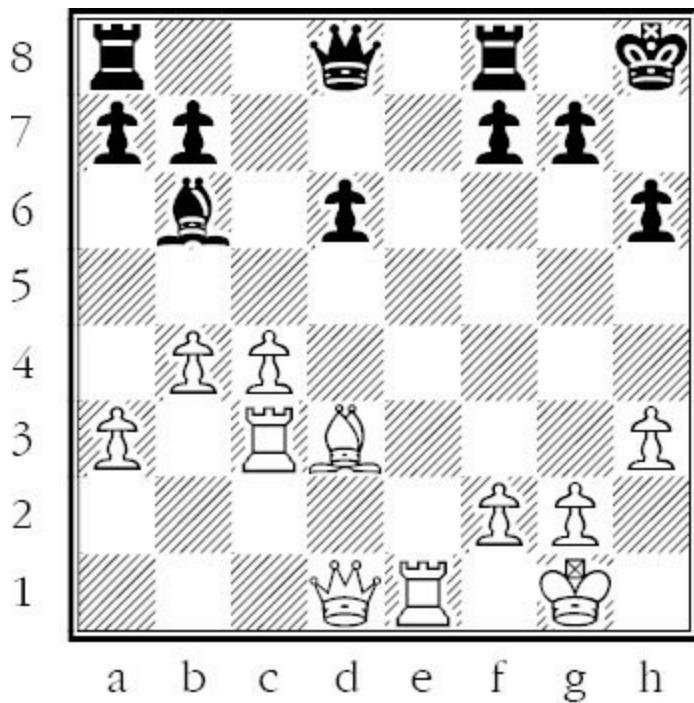
1. ... _____ Time: _____
2. _____
3. _____
4. _____

(287)



1. ... _____ Time: _____
2. _____ _____

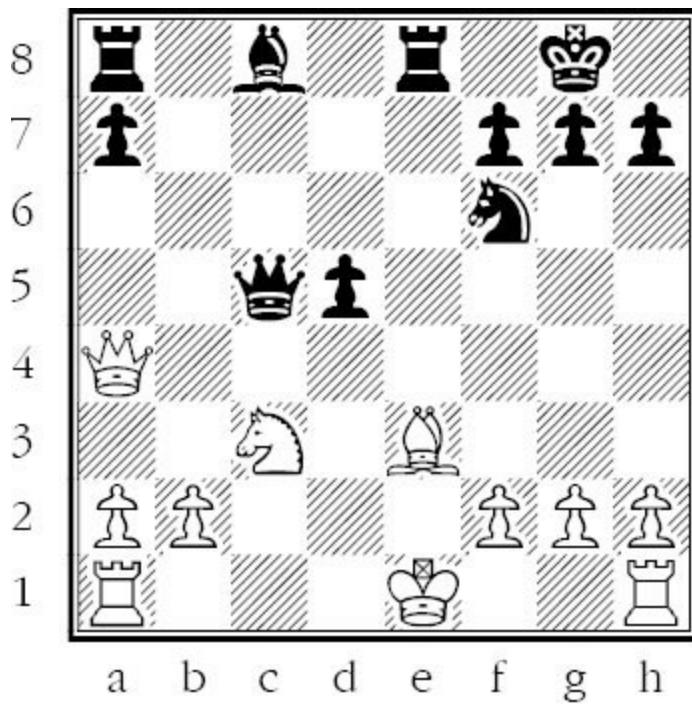
(288)



1. ... _____ Time: _____
2. _____ _____
3. _____ _____

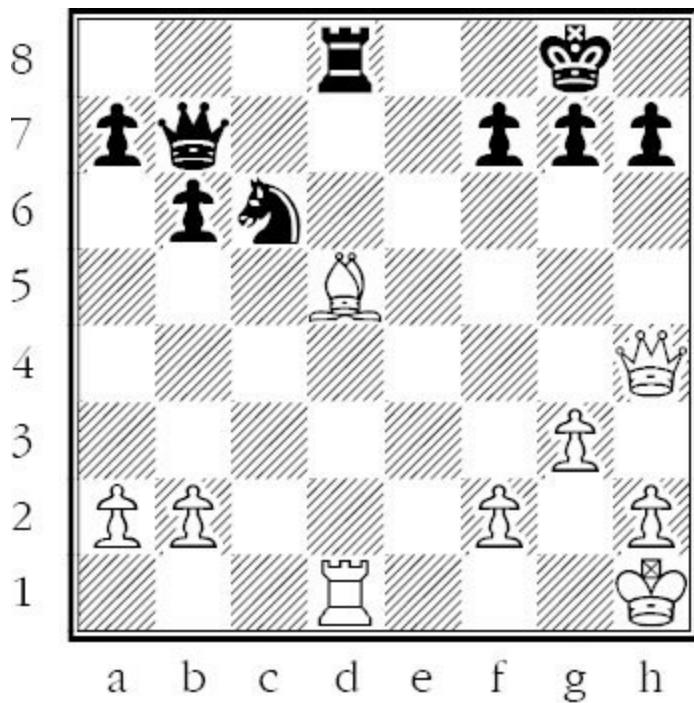
White to move

(289)



1. _____ Time: _____
2. _____

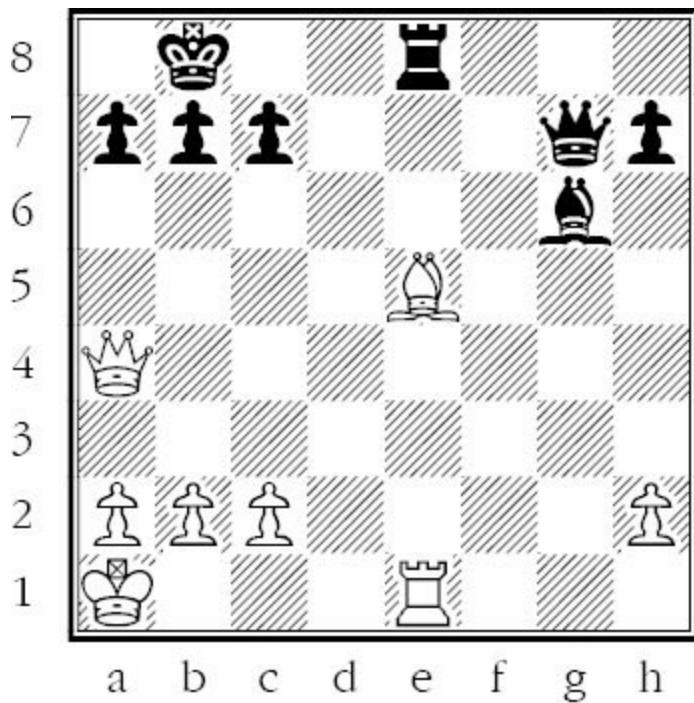
(290)



a b c d e f g h

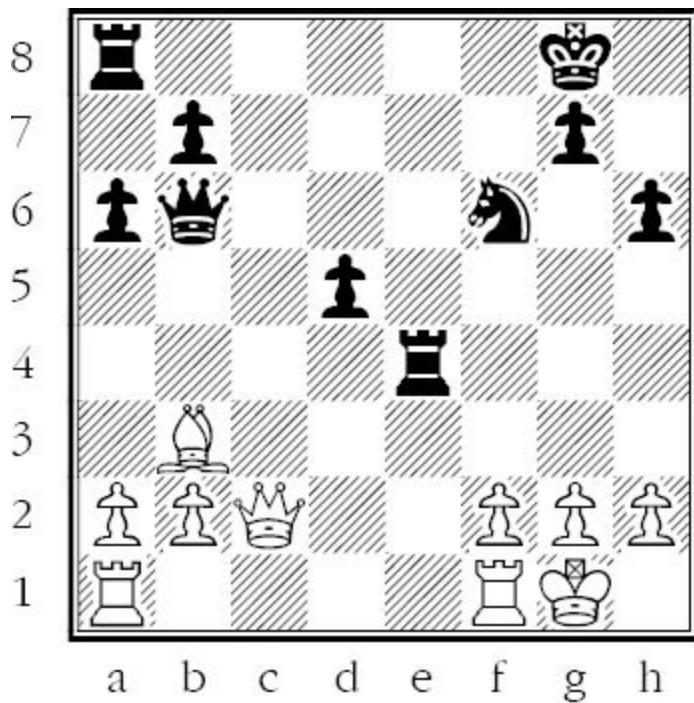
1. _____ _____ Time: _____
2. _____ _____
3. _____

(291)



1. _____ Time: _____
2. _____

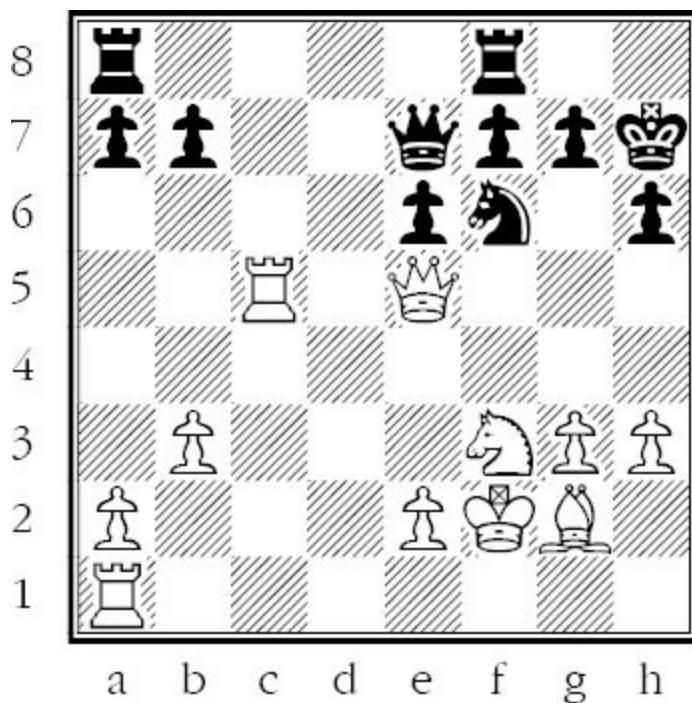
(292)



1. _____ Time: _____
2. _____

Black to move

(293)

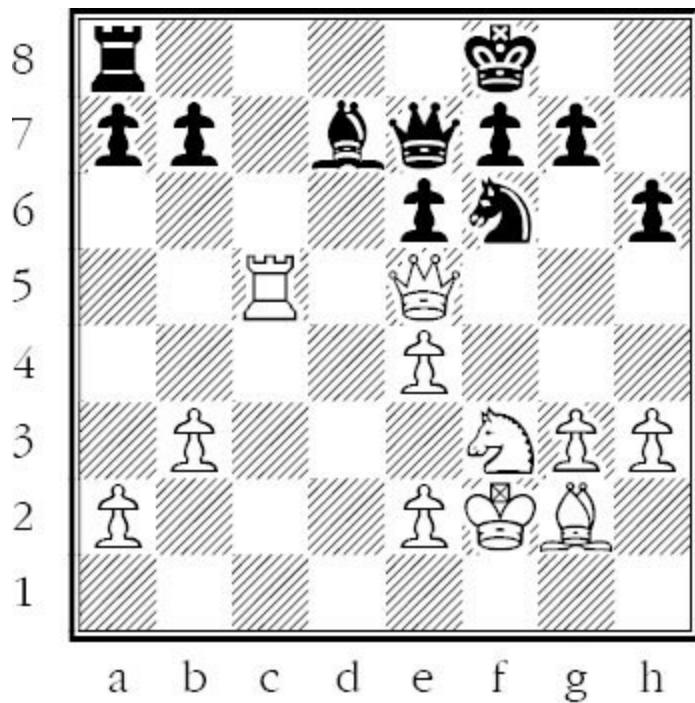


1. ... _____ Time: _____

2. _____ _____

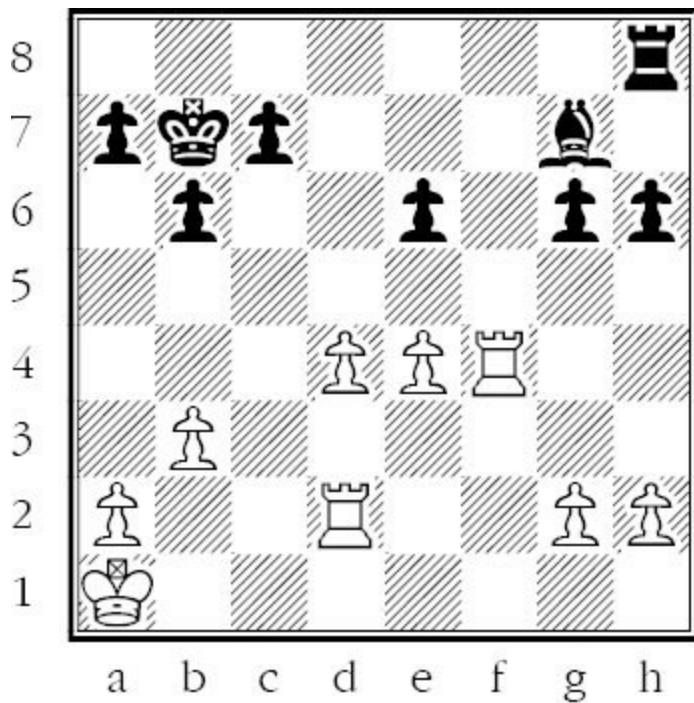
3. _____ _____

(294)



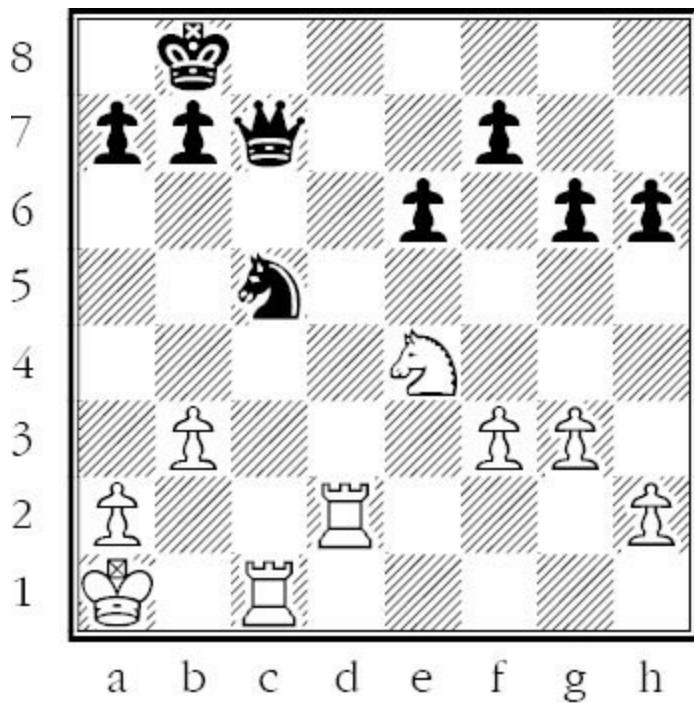
1. ... _____ Time: _____
2. _____ _____

(295)



1. ... _____ Time: _____
2. _____ _____

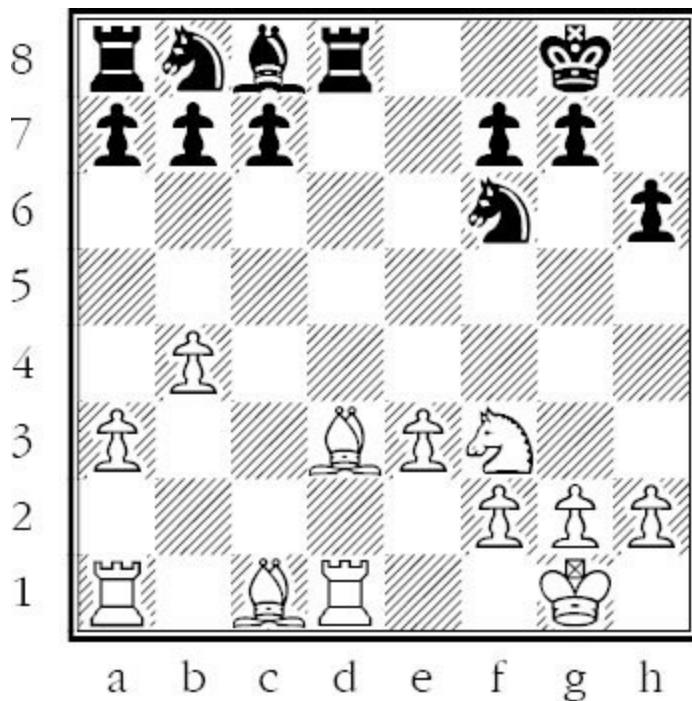
(296)



1. ... _____ Time: _____
2. _____

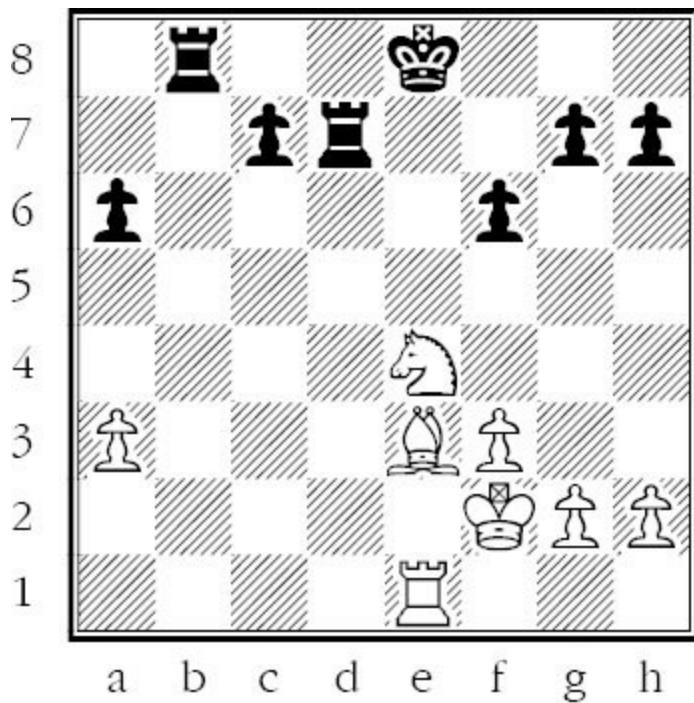
White to move

(297)



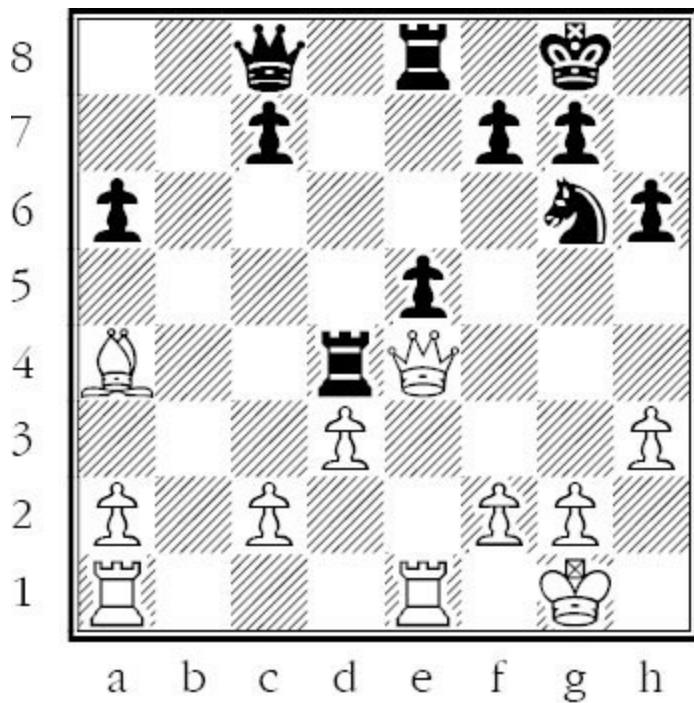
1. _____ Time: _____
2. _____

(298)



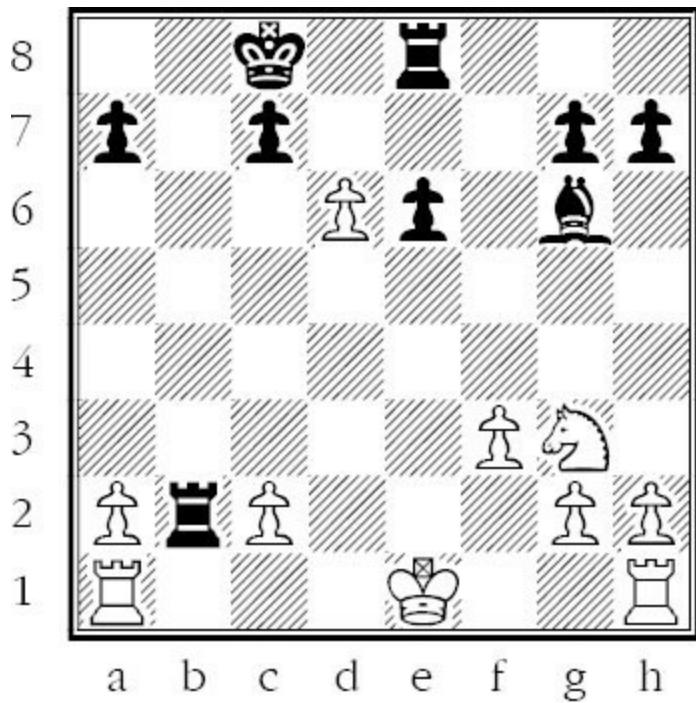
1. _____ Time: _____
2. _____
3. _____

(299)



1. _____ Time: _____
2. _____
3. _____

(300)



1. _____ Time: _____

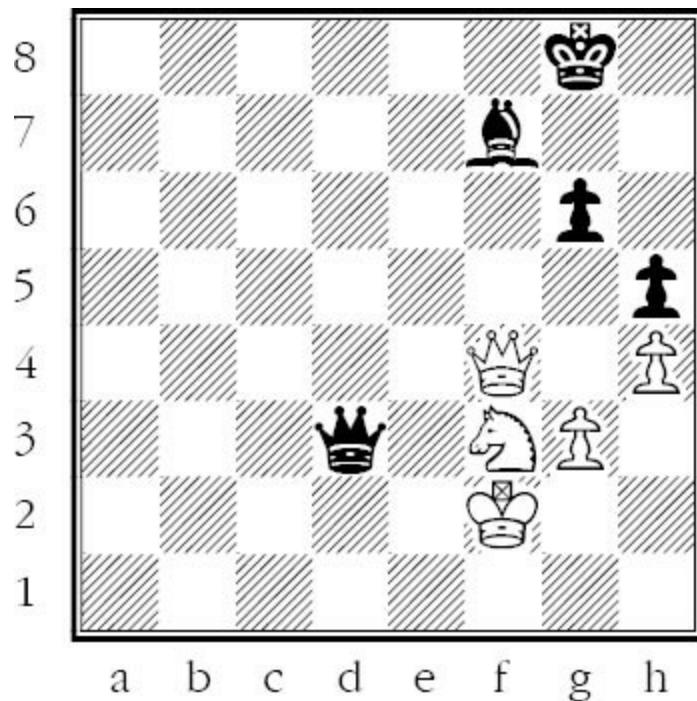
2. _____

3. _____

Chapter 8

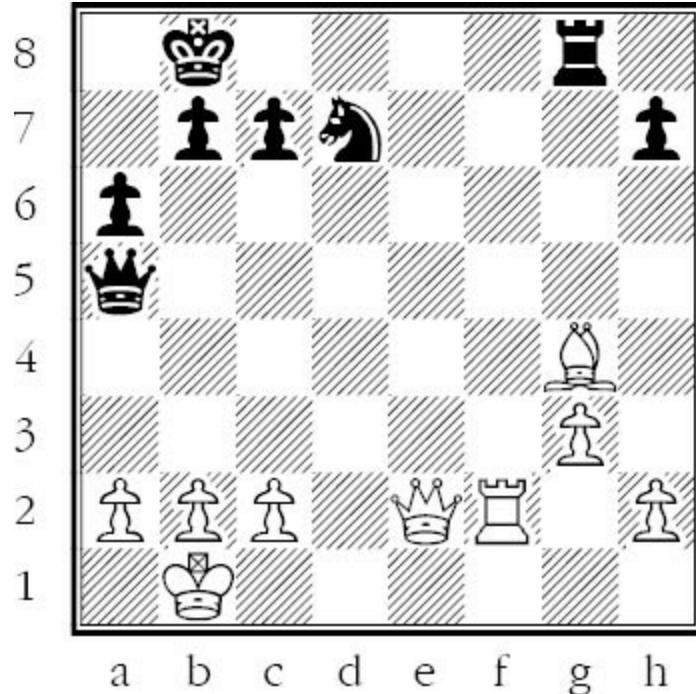
Sacrifice to Win the Bishop!

In this chapter, the task is similar to chapters 6 and 7, except the target this time is the bishop. It may include, for example, sacrificing your queen in order to then win your opponent's queen and bishop, as in the following example.



The solution is **1.Qxf7+ Kxf7 2.Nxe5+** (the fork) and then **3.Nxd3.**

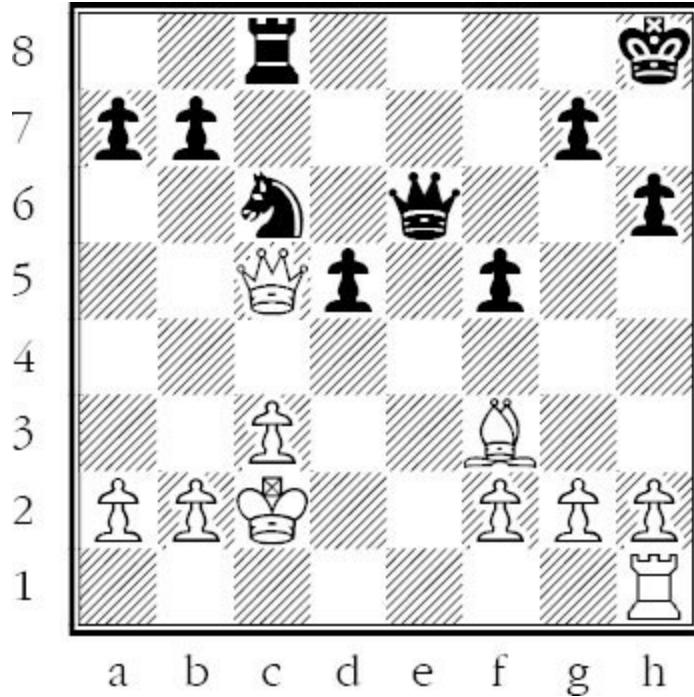
In the next example, the topic is trouble on the back rank.



Black to move

For now, the white queen protects the key e1-square, making sure that Black cannot checkmate with Qa5-e1.

However, after 1...Rxg4 White has to settle to losing the bishop, as after 2.Qxg4 Qe1+, White even gets checkmated. Of course, from White's perspective, if White is already in such a situation, it is better to cut losses and fight on with, for example, 2.a3.



White to move

Can White in the position above capture the pawn on d5? Well, it is not hard to see that 1.Qxd5? would be a big mistake because of the 1...Nb4+ fork (using the pin along the c-file).

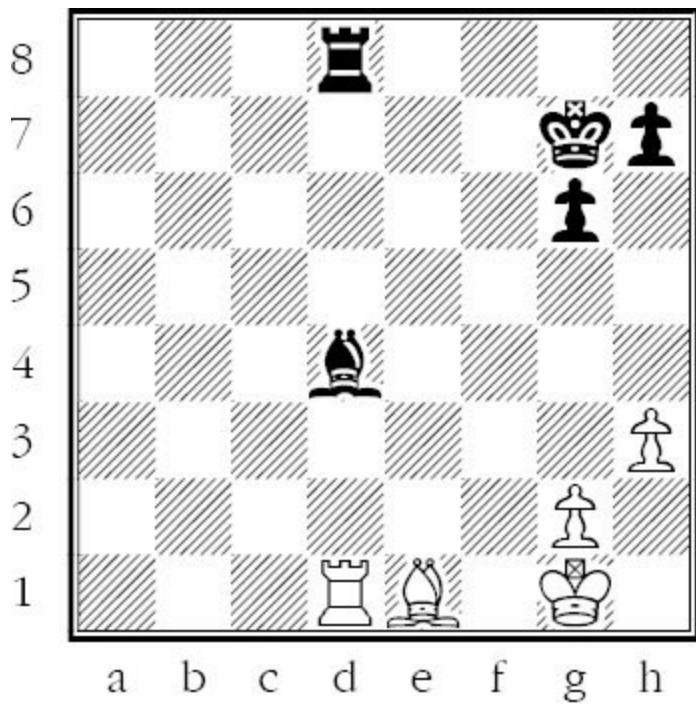
But how about capturing with **1.Bxd5**? Then, in order to gain material, Black must undertake a queen sacrifice, **1...Qxd5 2.Qxd5 Nb4+**, followed by 3...Nxd5.

Therefore, White's best option in the starting position was to rather move the king out of the c-file with 1.Kb1, avoiding any pin related trouble.

Next, 60 puzzles (on winning a bishop) follow for you to practice on. Enjoy!

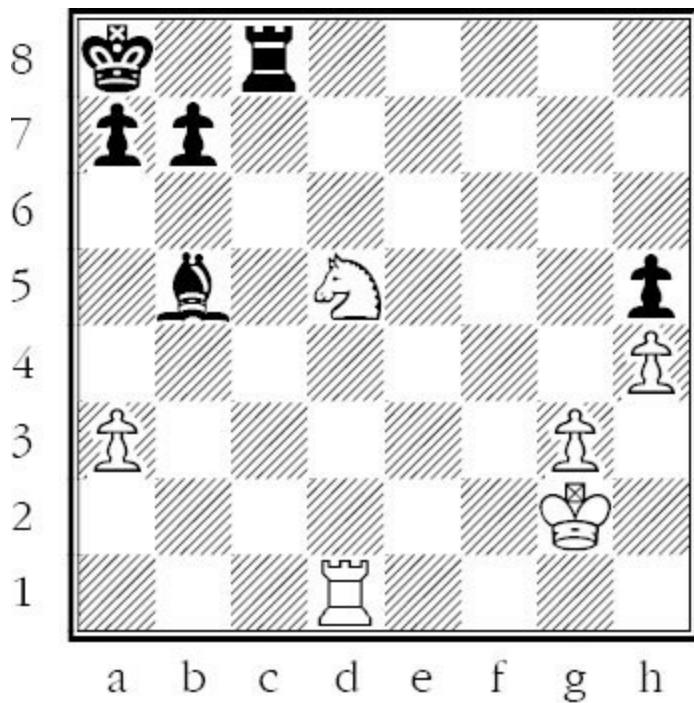
White to move

(301)



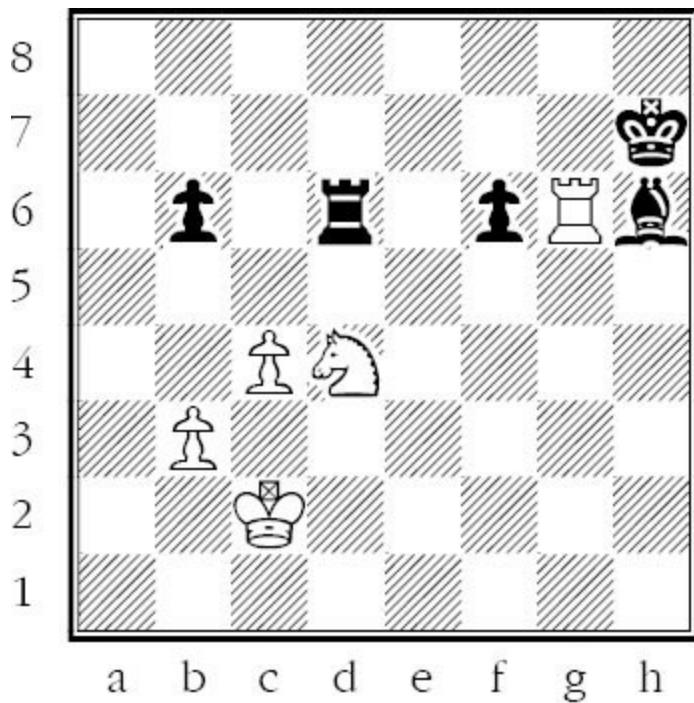
1. _____ Time: _____
2. _____

(302)



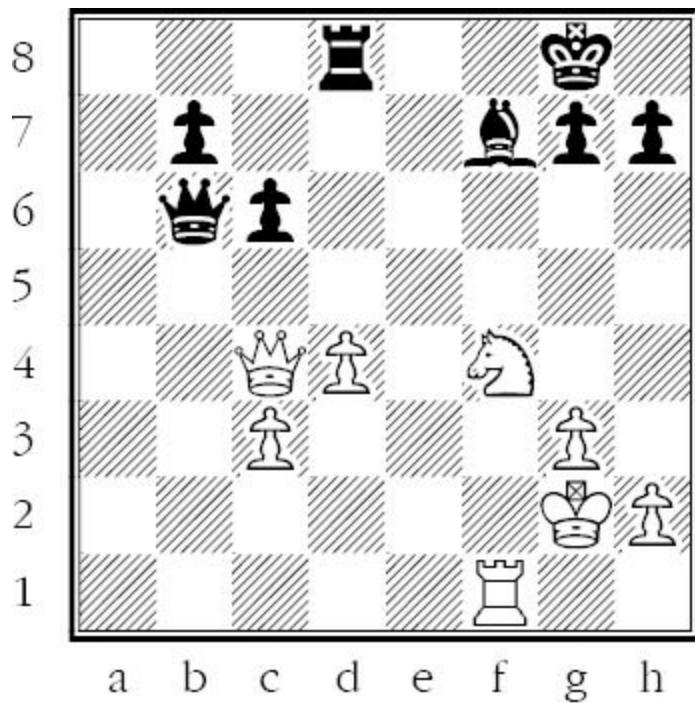
1. _____ Time: _____
2. _____

(303)



1. _____ _____ Time: _____
2. _____ _____
3. _____

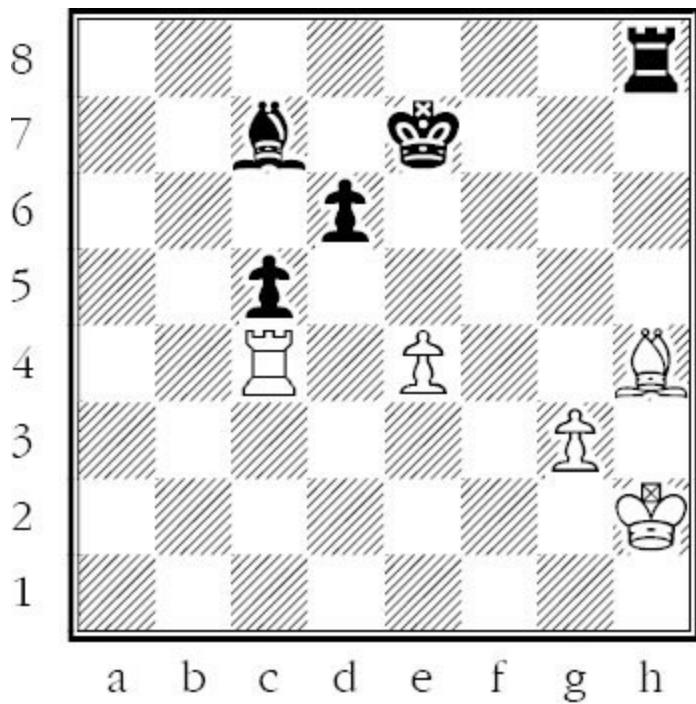
(304)



1. _____ Time: _____
2. _____
3. _____

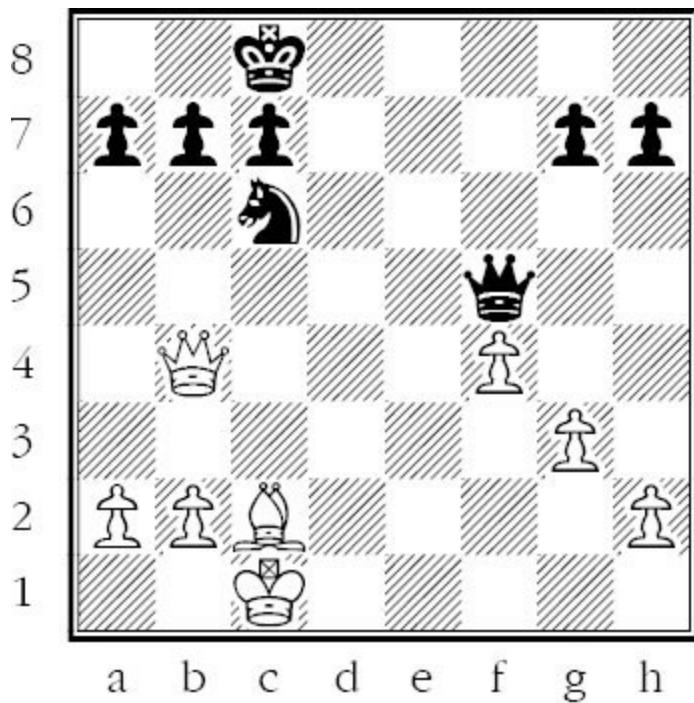
Black to move

(305)



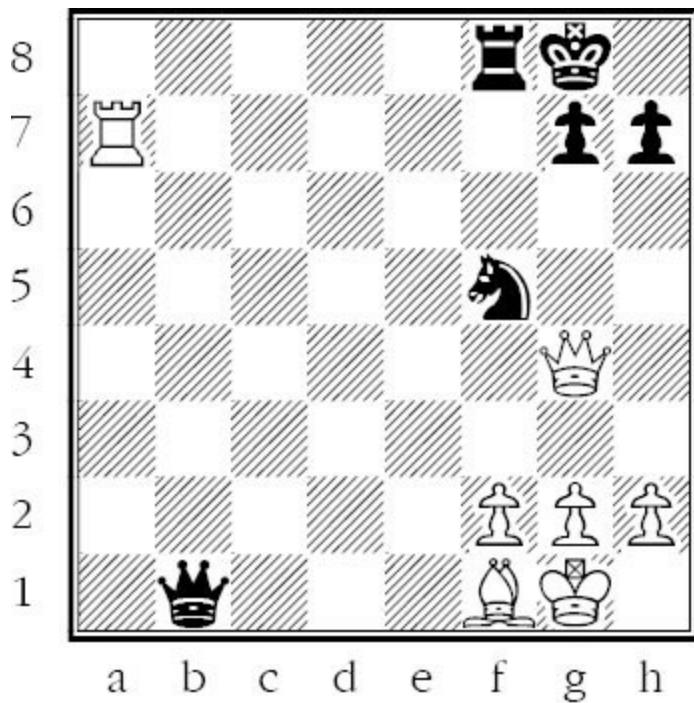
1. ... _____ Time: _____
2. _____
3. _____

(306)



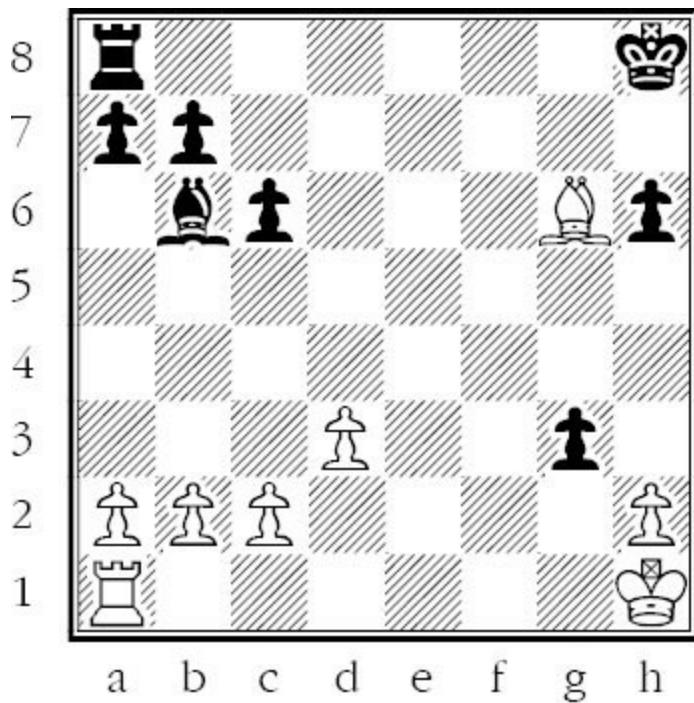
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(307)



1. ... _____ Time: _____
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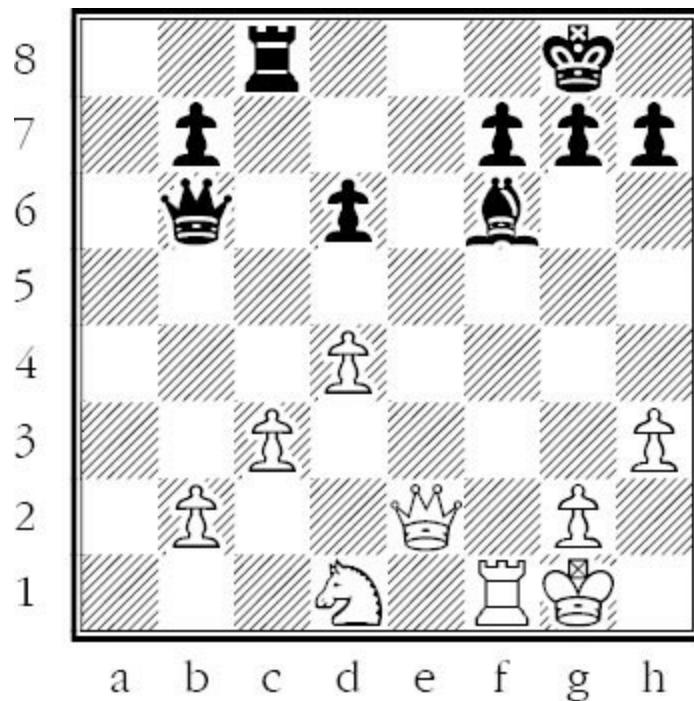
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2. _____ _____

White to move

(309)

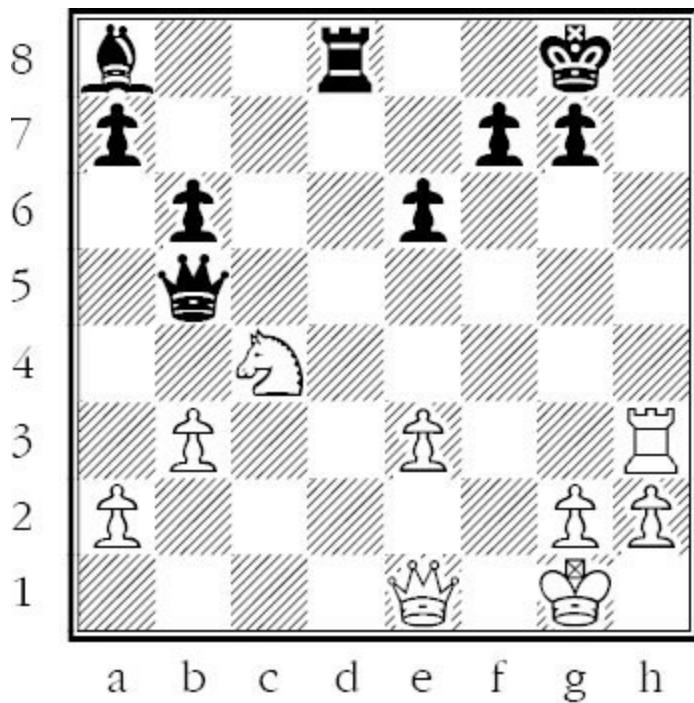


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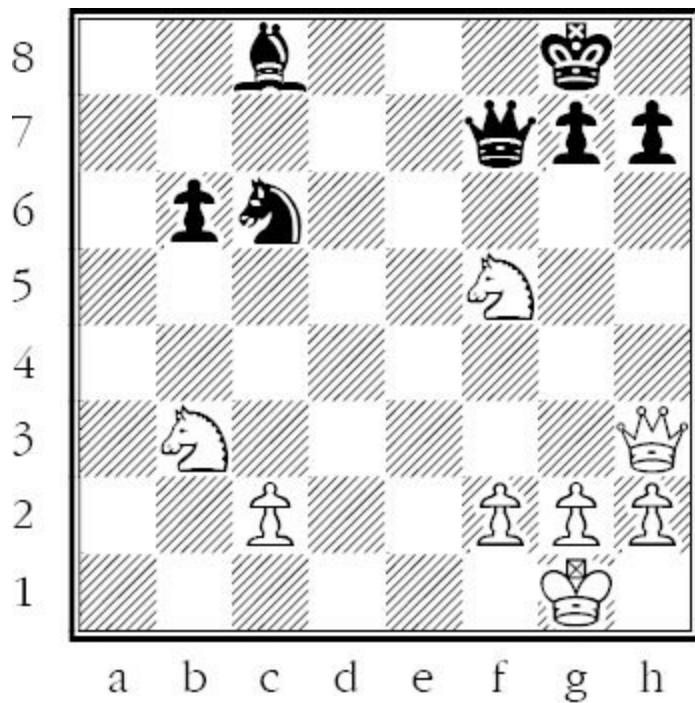
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(310)



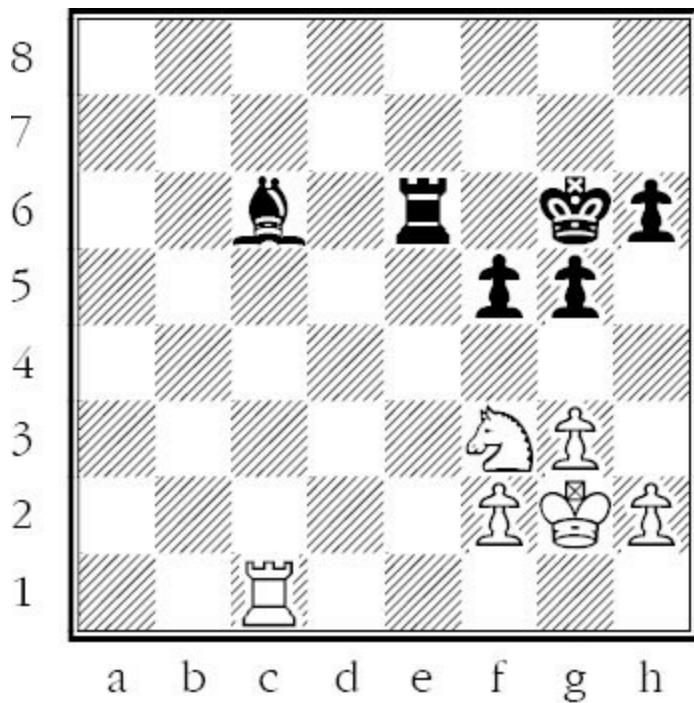
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(311)



1. _____ Time: _____
2. _____
3. _____

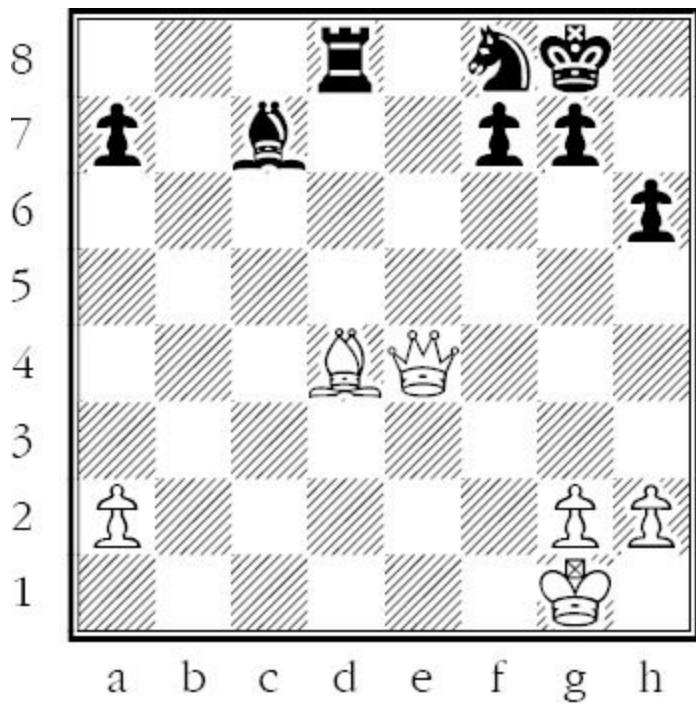
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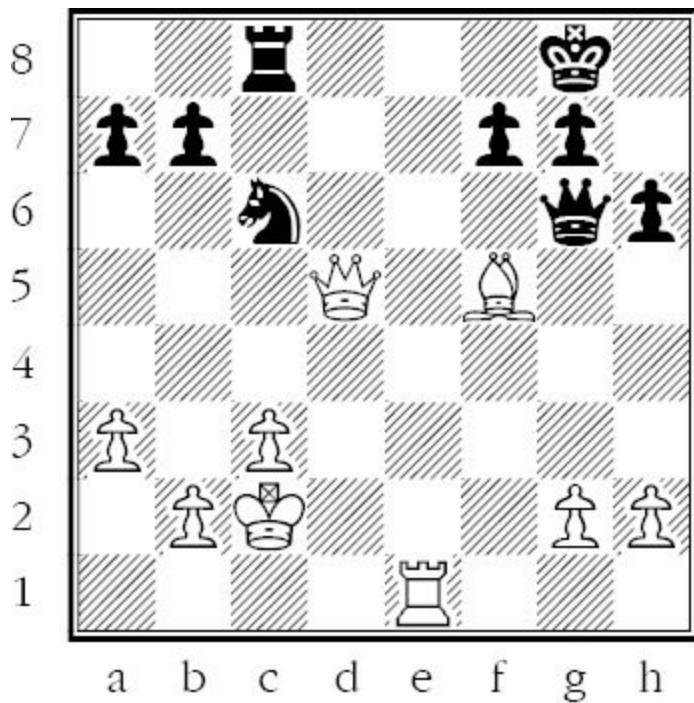
Black to move

(313)



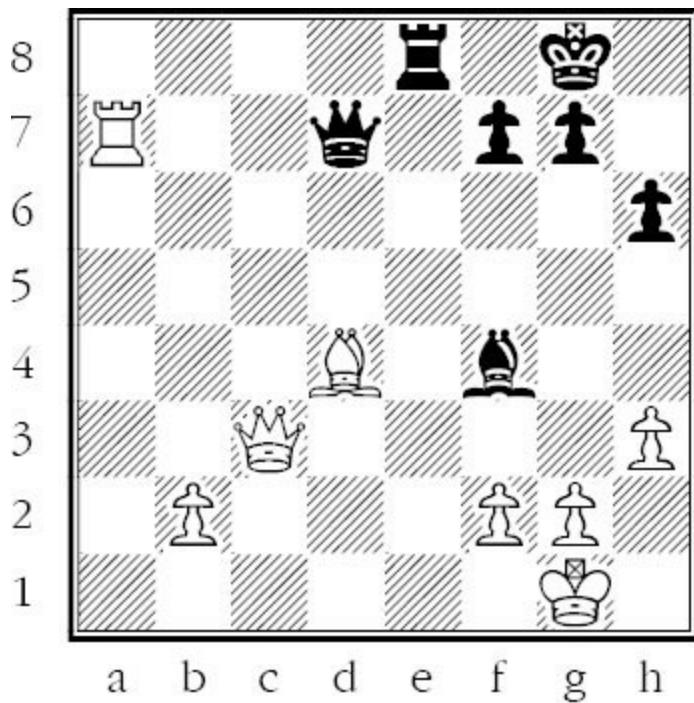
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(314)



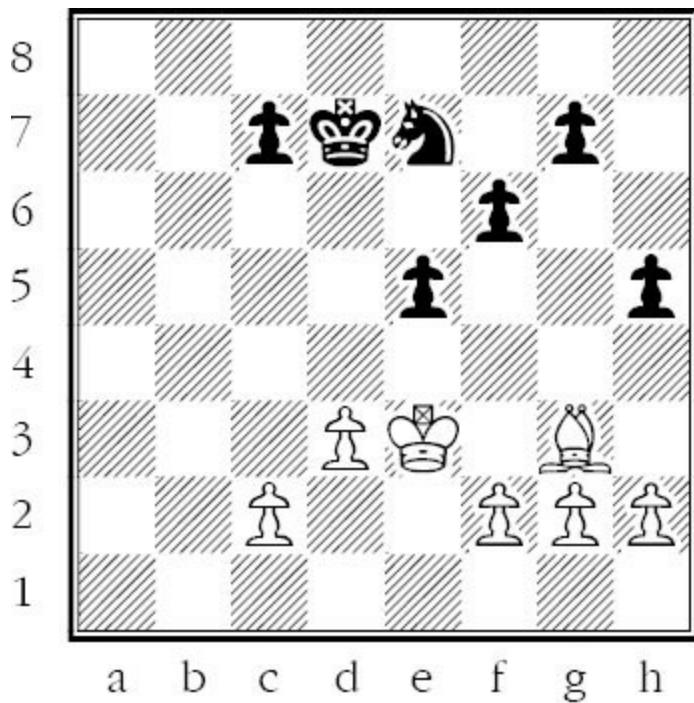
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(315)



1. _____ Time: _____
2. _____

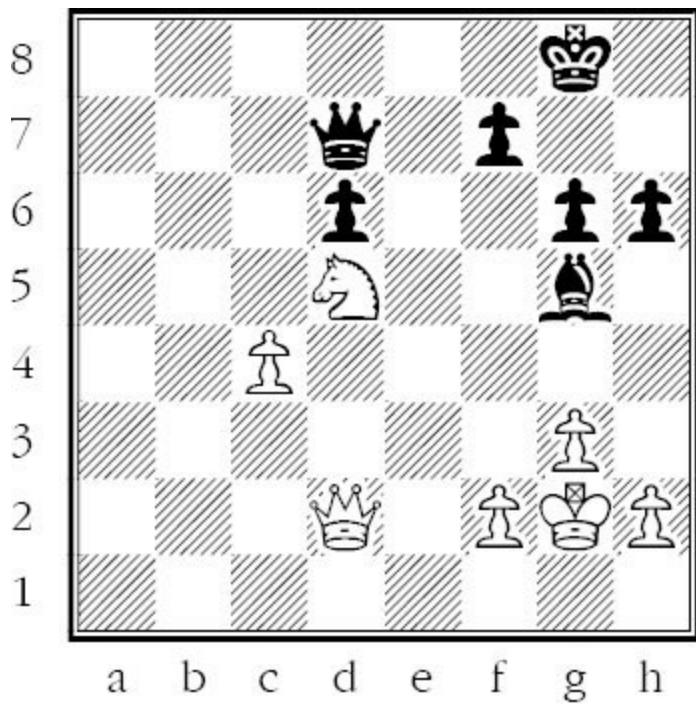
(316)



1. _____ Time: _____
2. _____
3. _____

White to move

(317)

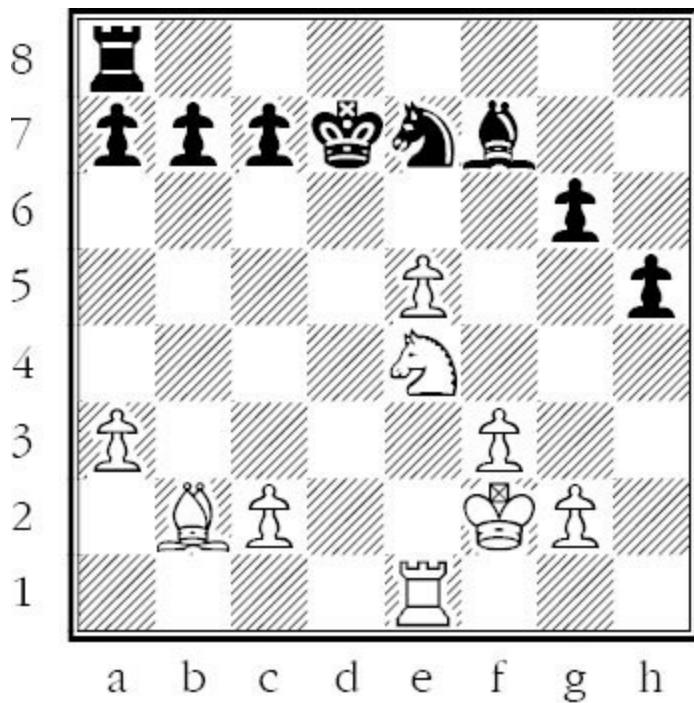


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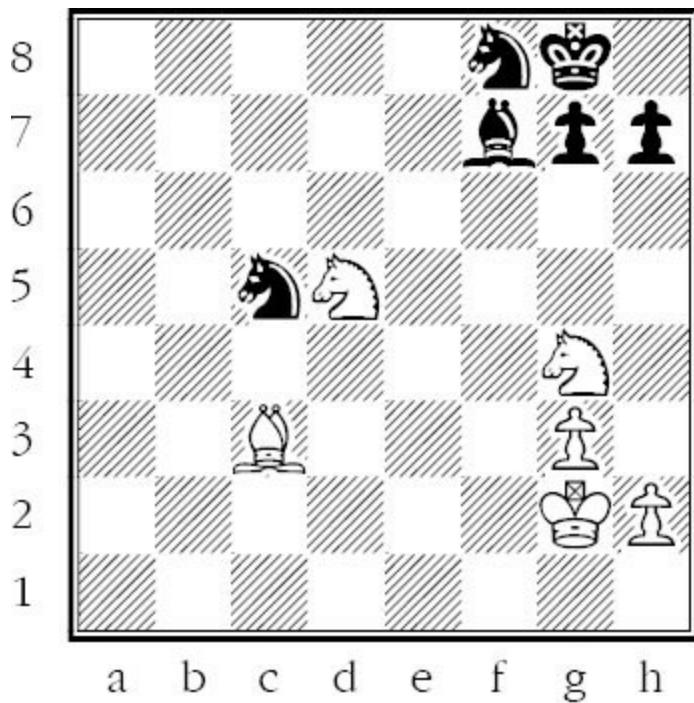
(318)



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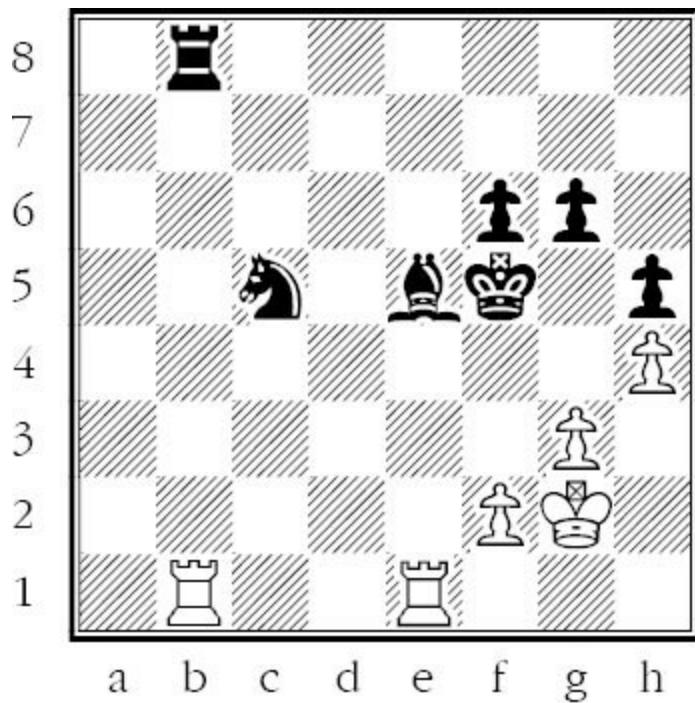
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(319)



1. _____ Time: _____
2. _____

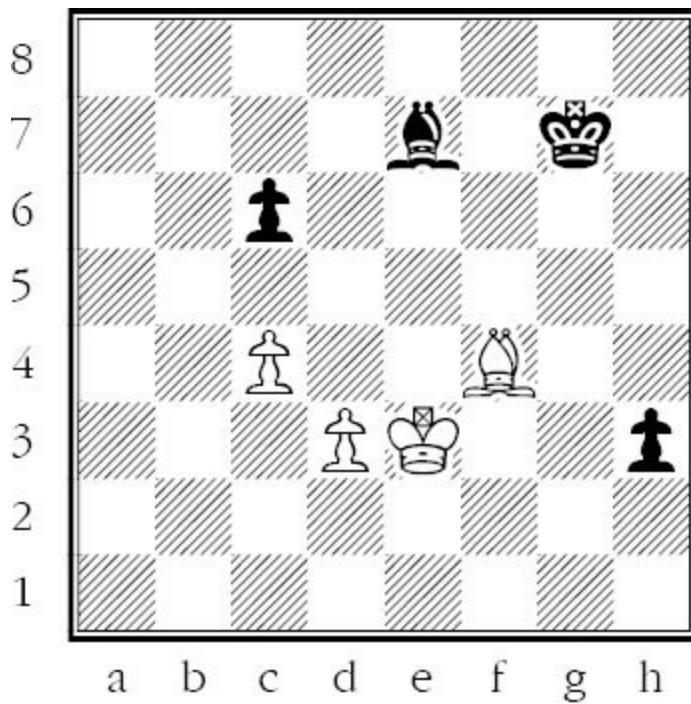
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2. _____

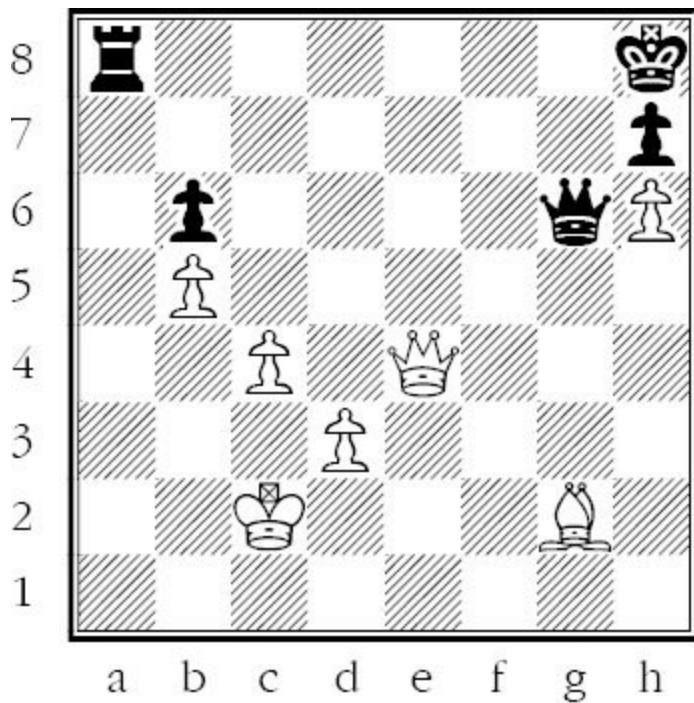
Black to move

(321)



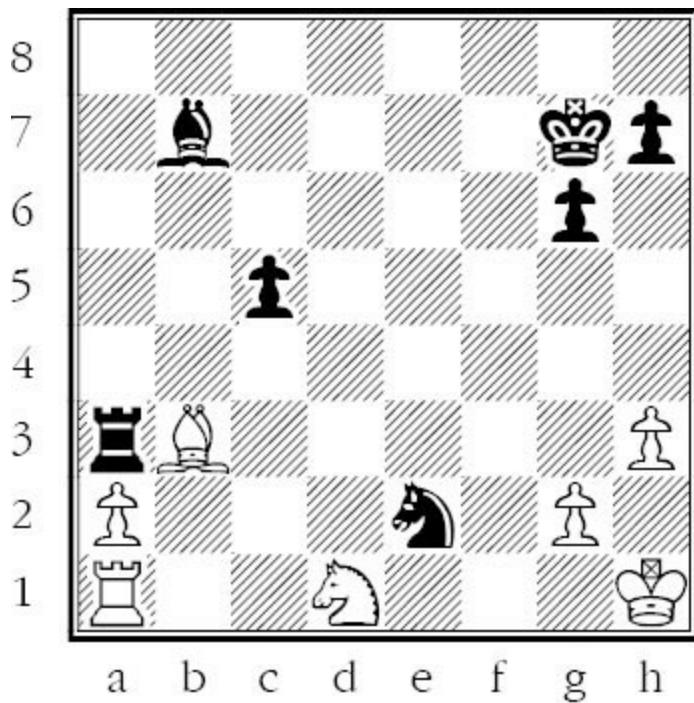
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(322)



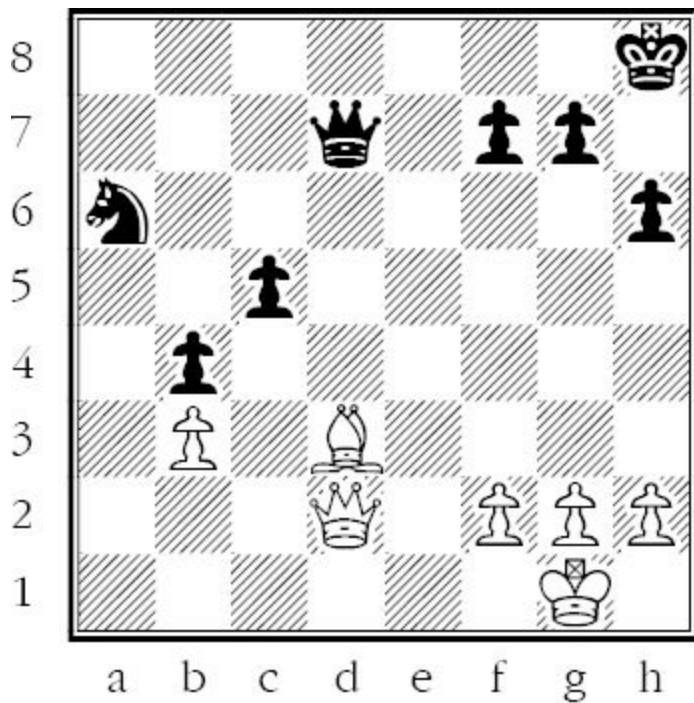
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(323)



1. ... _____ Time: _____
2. _____ _____

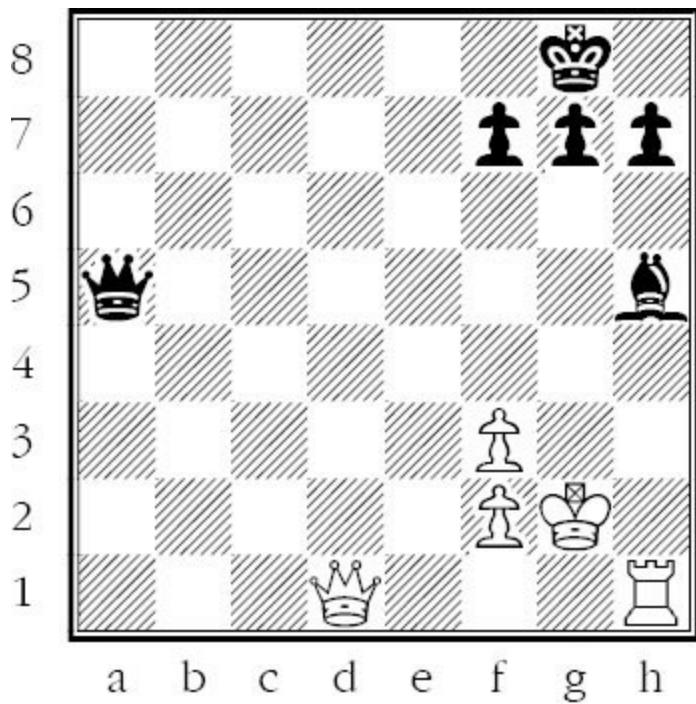
(324)



1. ... _____ Time: _____
2. _____

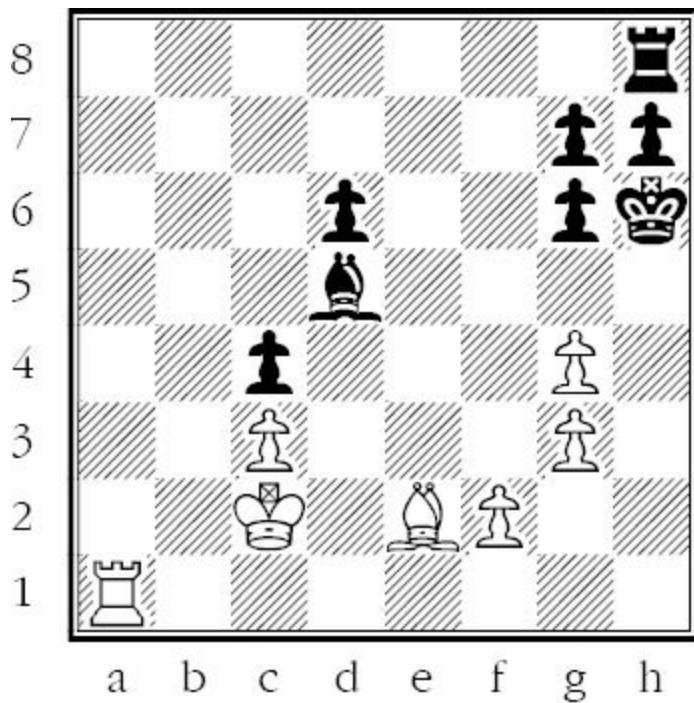
White to move

(325)



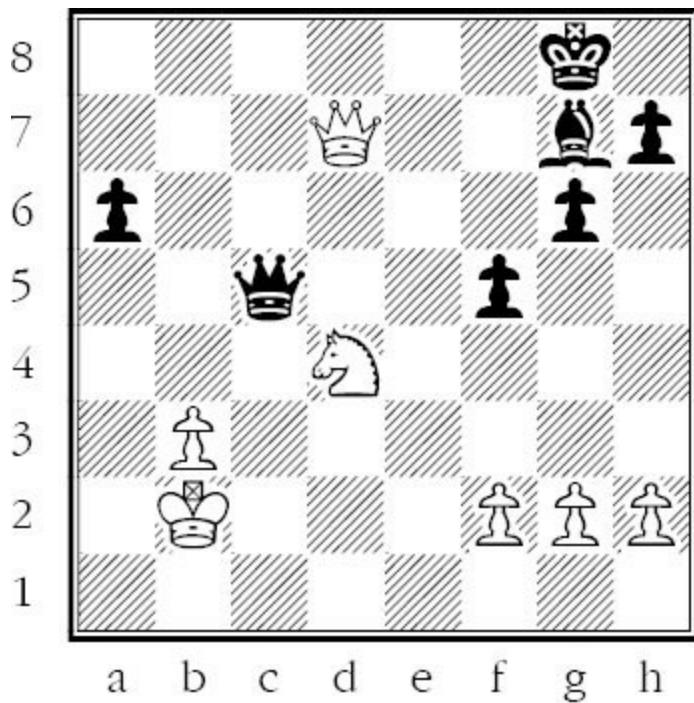
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(326)



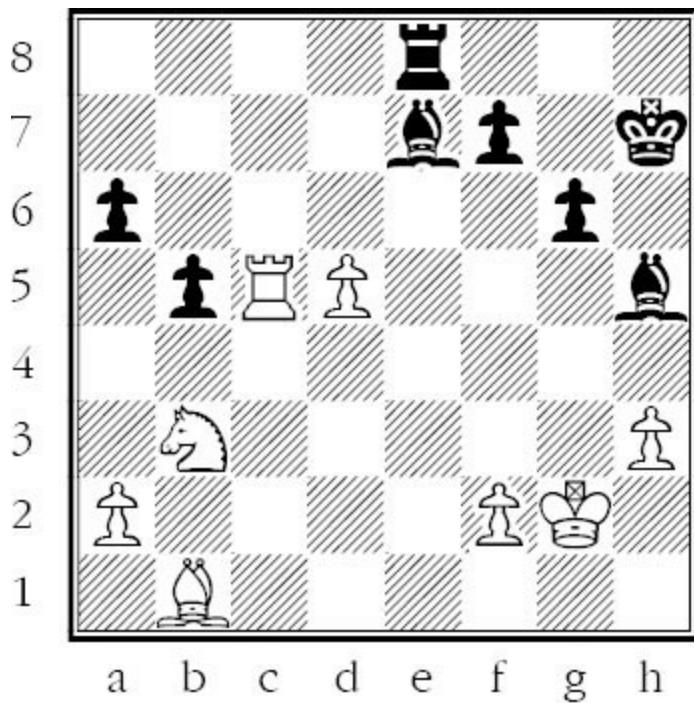
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(327)



1. _____ _____ Time: _____
2. _____ _____
3. _____

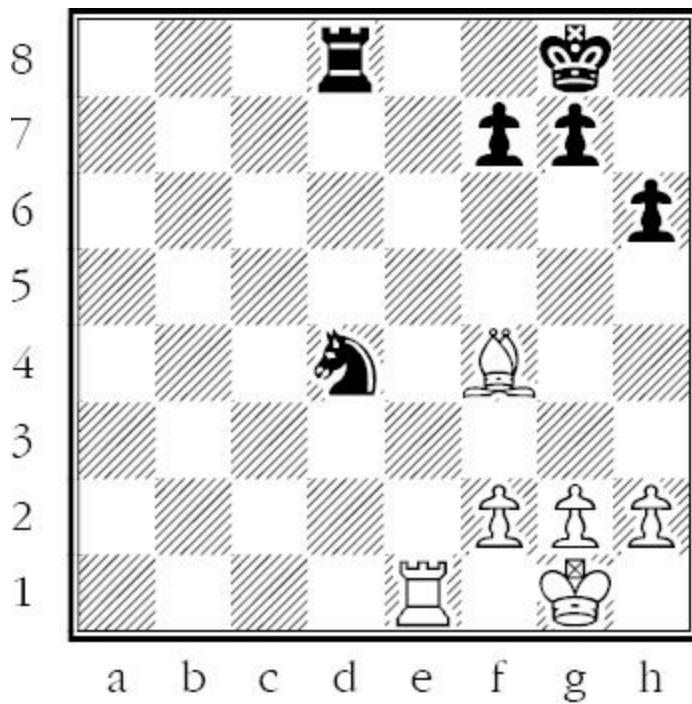
(328)



1. _____ Time: _____
2. _____

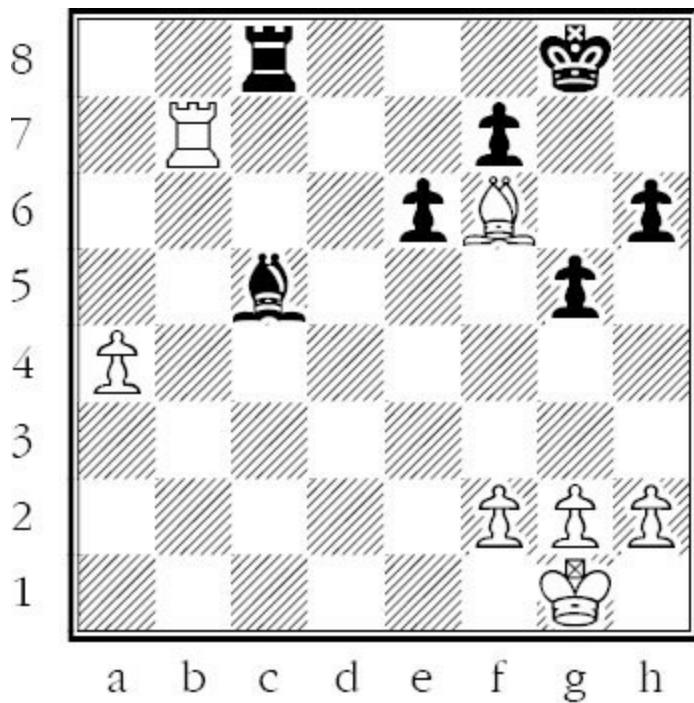
Black to move

(329)



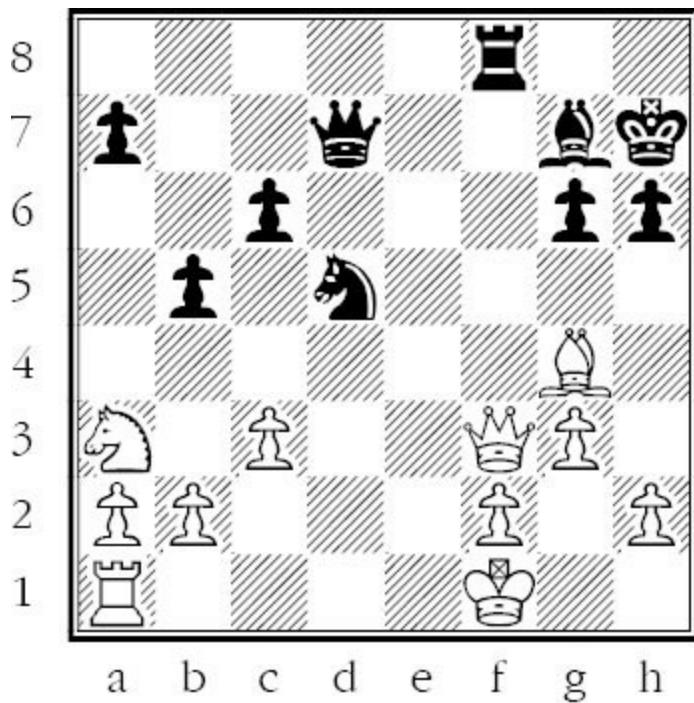
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2. _____ _____

(330)



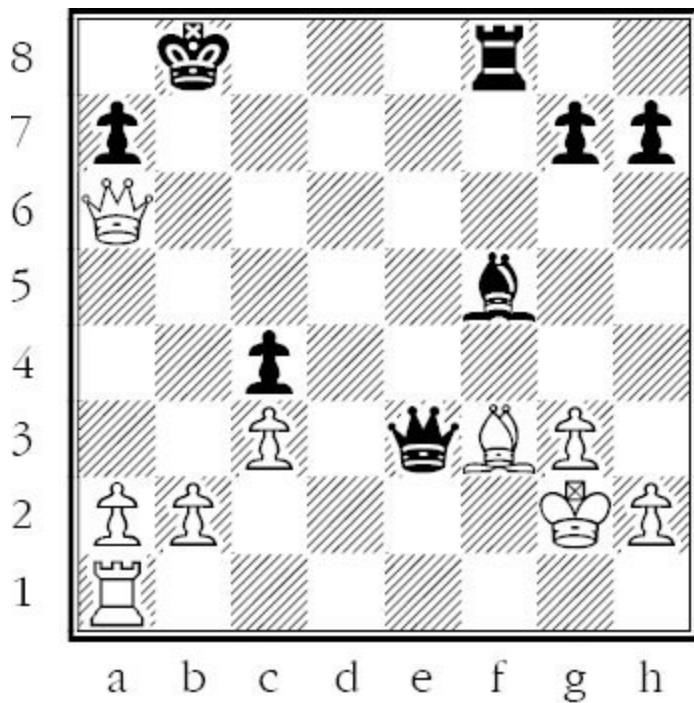
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2. _____ _____

(331)



1. ... _____ Time: _____
2. _____ _____
3. _____ _____

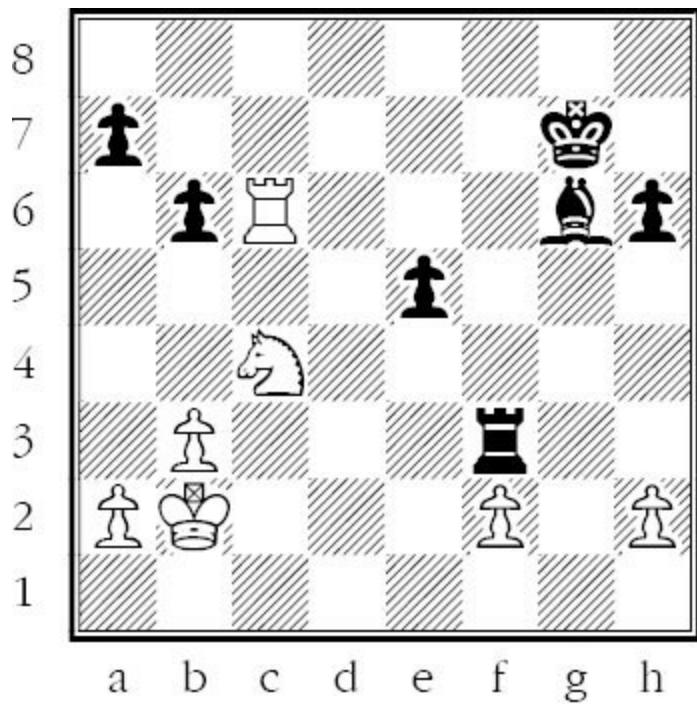
(332)



1. ... _____ Time: _____
2. _____
3. _____

White to move

(333)

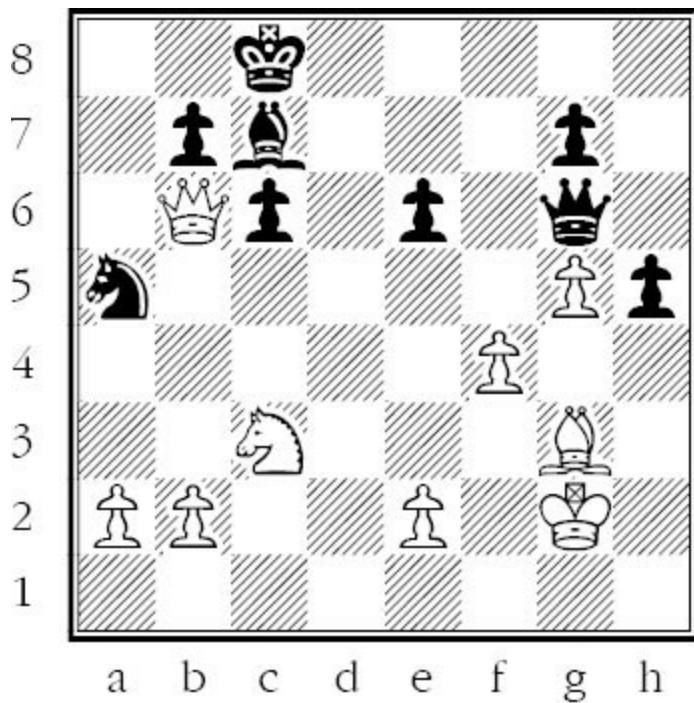


1. _____ Time: _____

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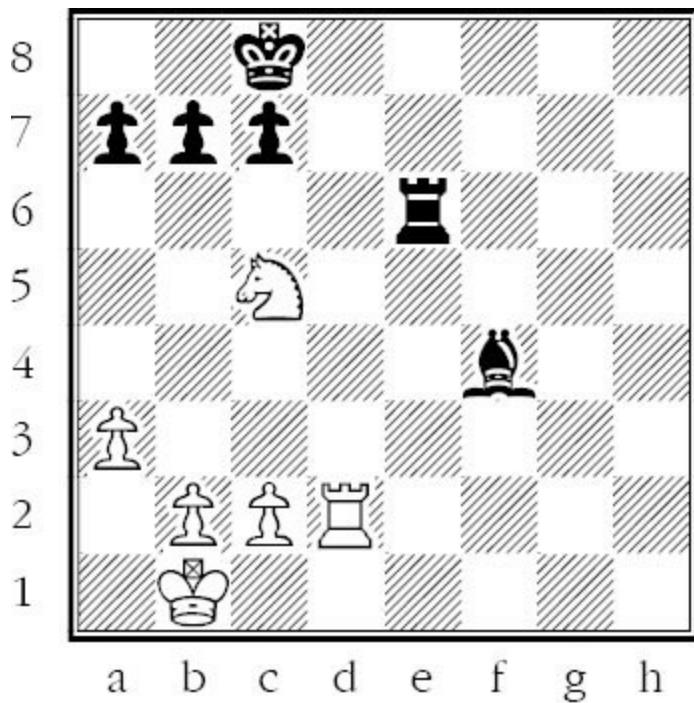
(334)



a b c d e f g h

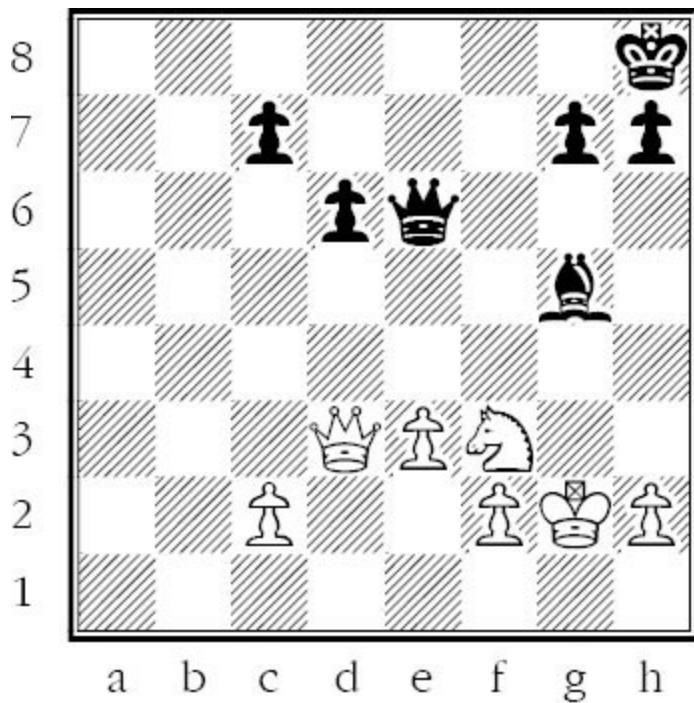
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2. _____ _____
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(335)



1. _____ _____ Time: _____
2. _____ _____
3. _____

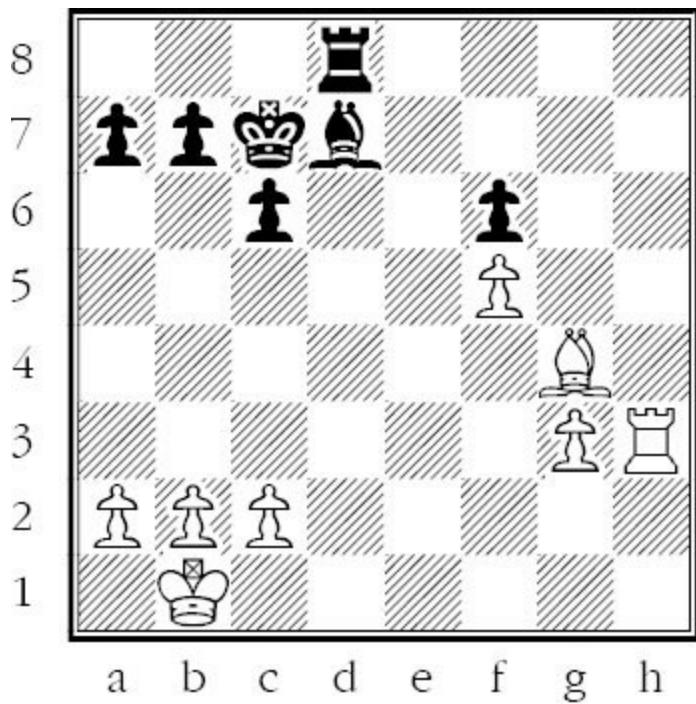
(336)



1. _____ Time: _____
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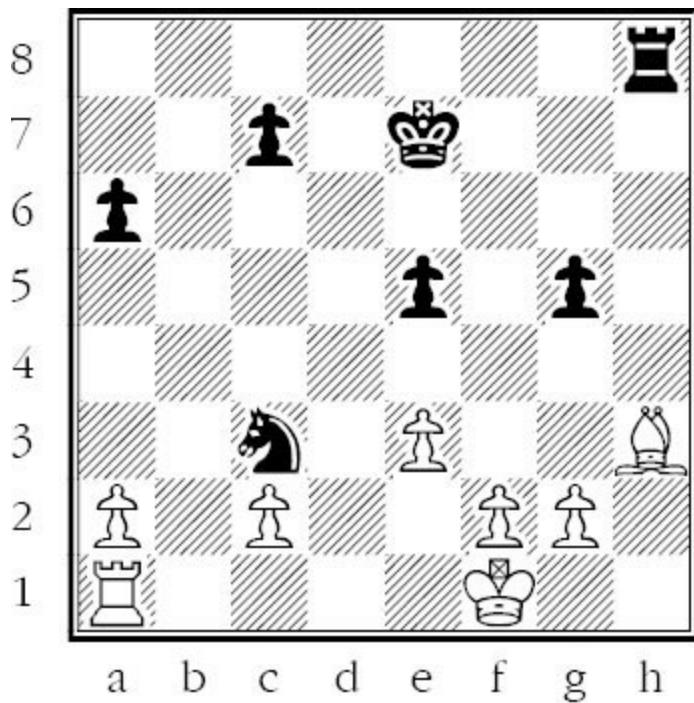
Black to move

(337)



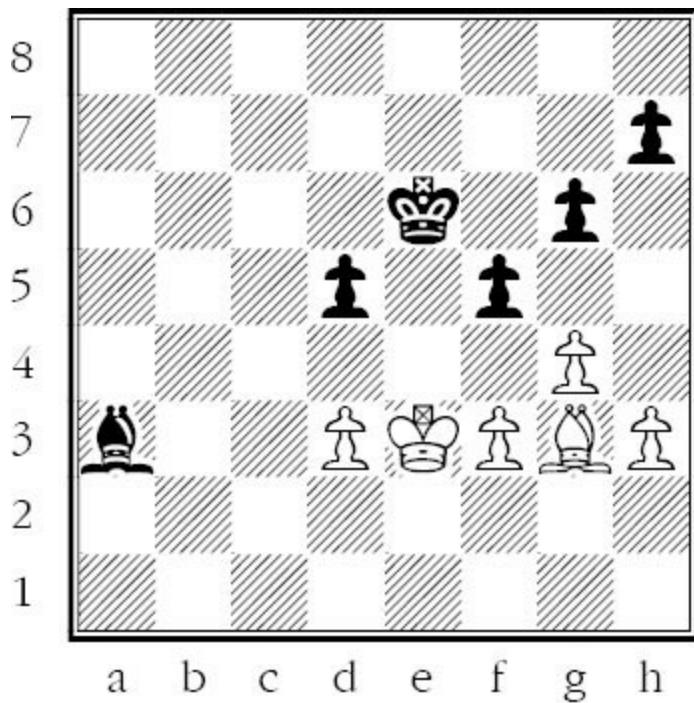
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(338)



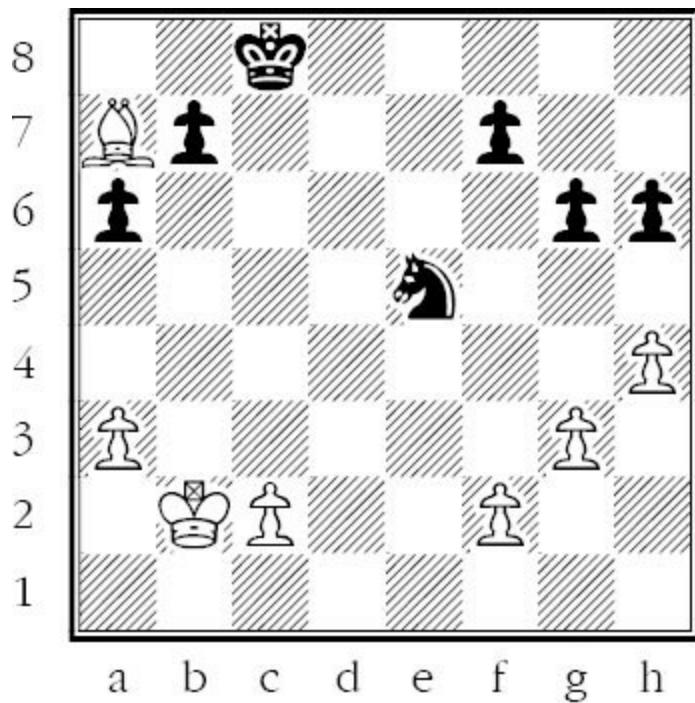
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2. _____ _____

(339)



1. ... _____ Time: _____
2. _____ _____
3. _____ _____

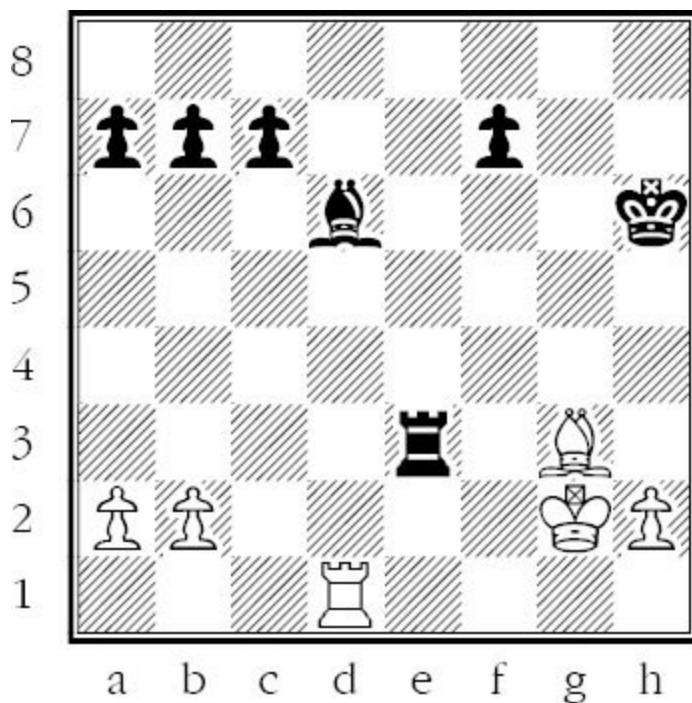
(340)



1. ... _____ Time: _____
2. _____
3. _____

White to move

(341)

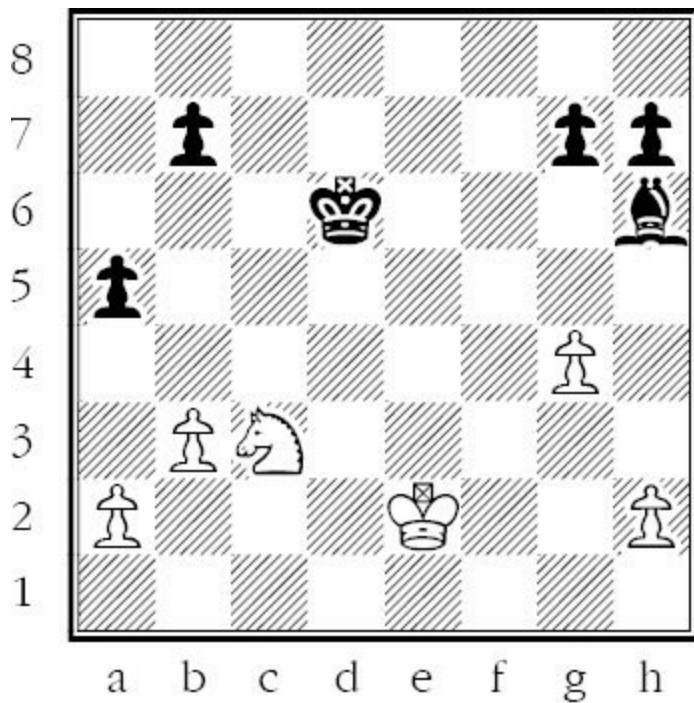


1. _____ Time: _____

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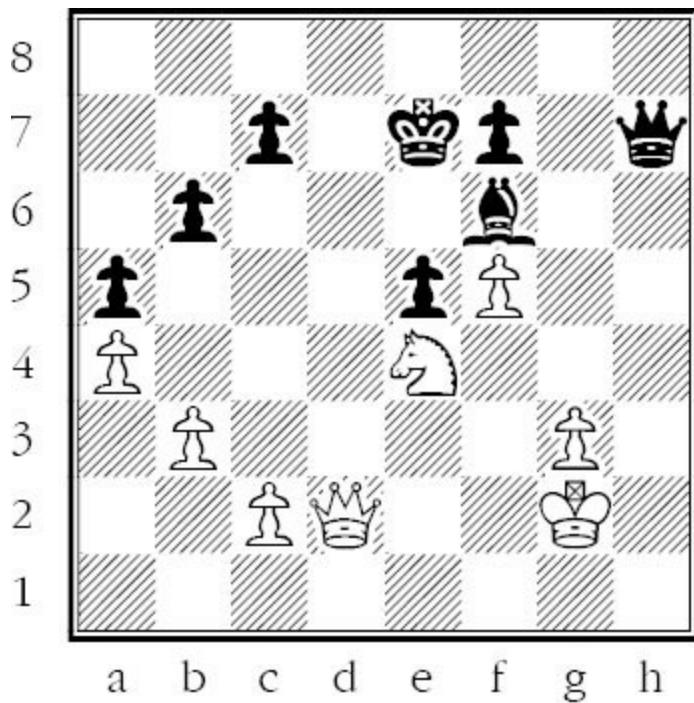
3. _____

(342)



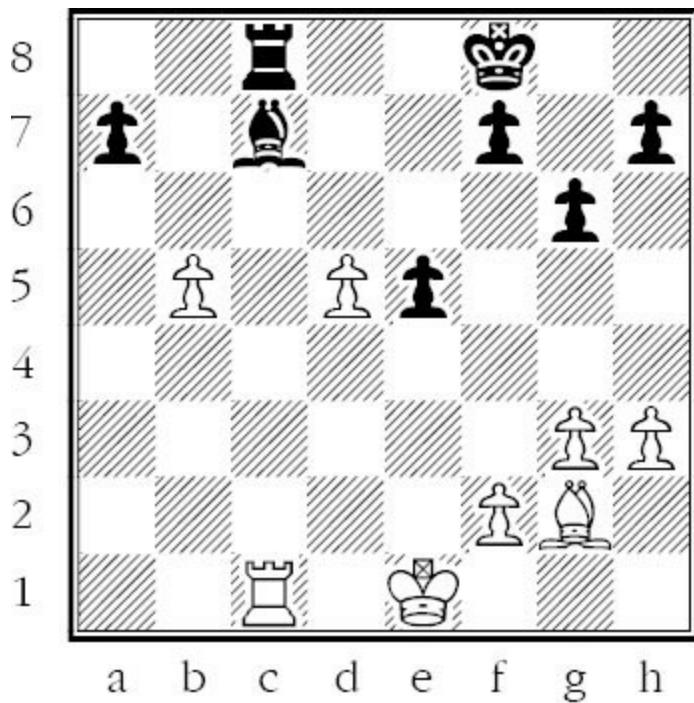
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2. _____
3. _____

(343)



1. _____ _____ Time: _____
2. _____ _____
3. _____

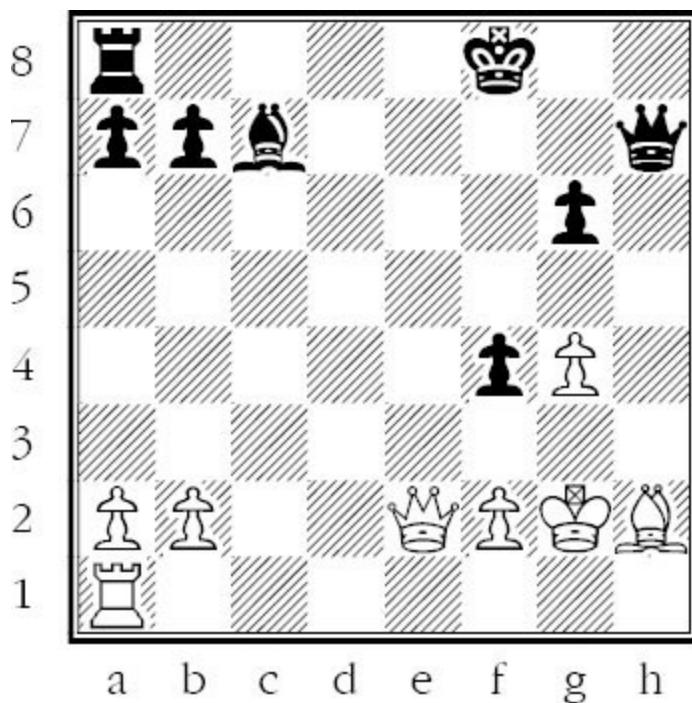
(344)



1. _____ Time: _____
2. _____

Black to move

(345)

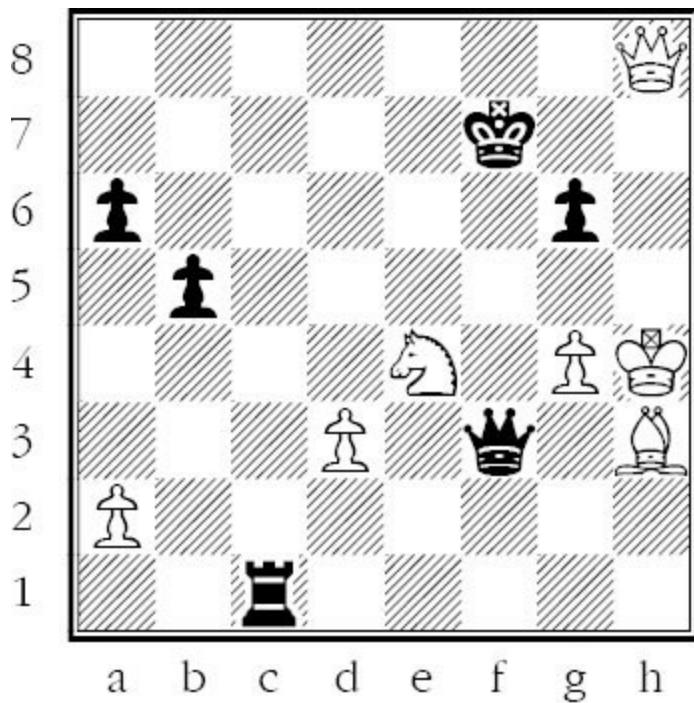


1. ... _____ Time: _____

2. _____ _____

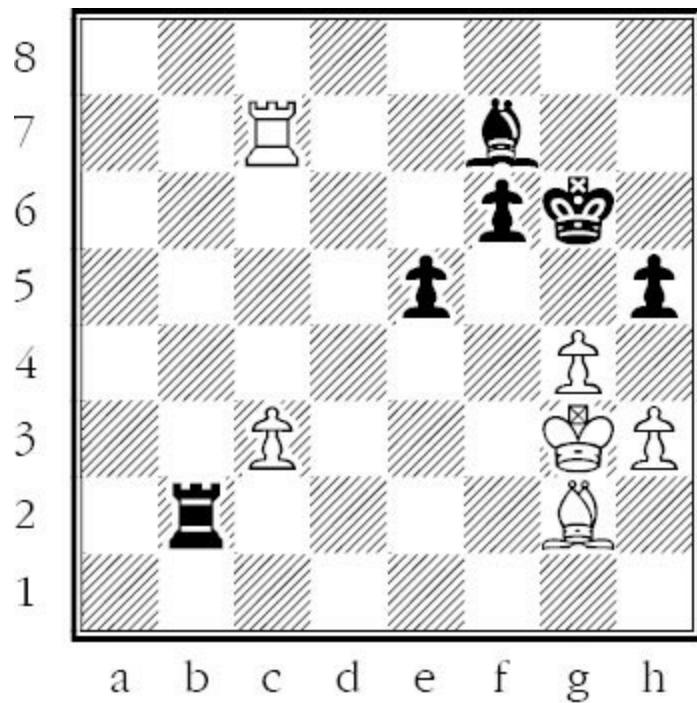
3. _____ _____

(346)



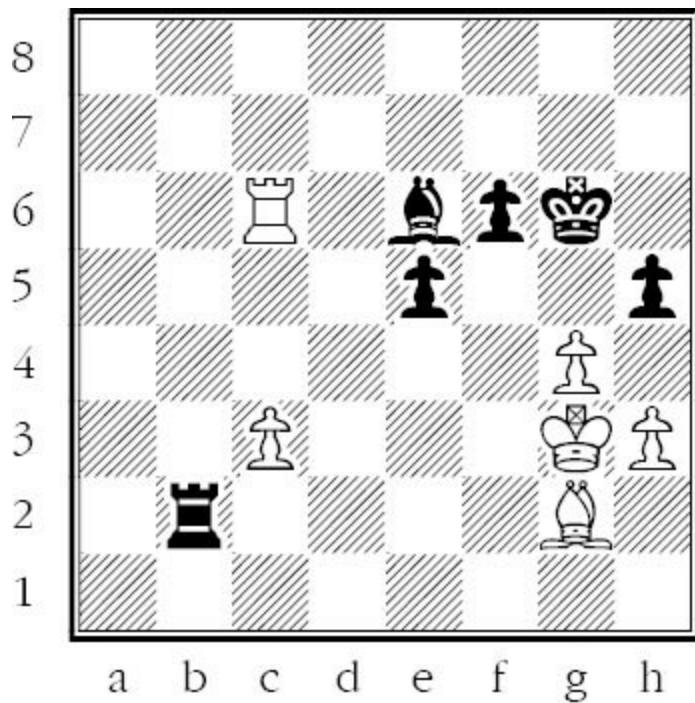
1. ... _____ Time: _____
2. _____ _____
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(347)



1. ... _____ Time: _____
2. _____

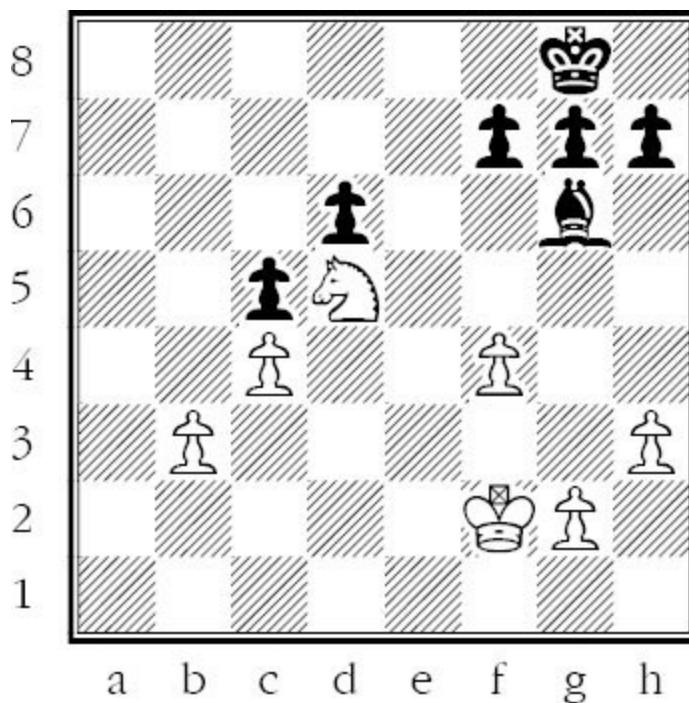
(348)



1. ... _____ Time: _____
2. _____
3. _____

White to move

(349)

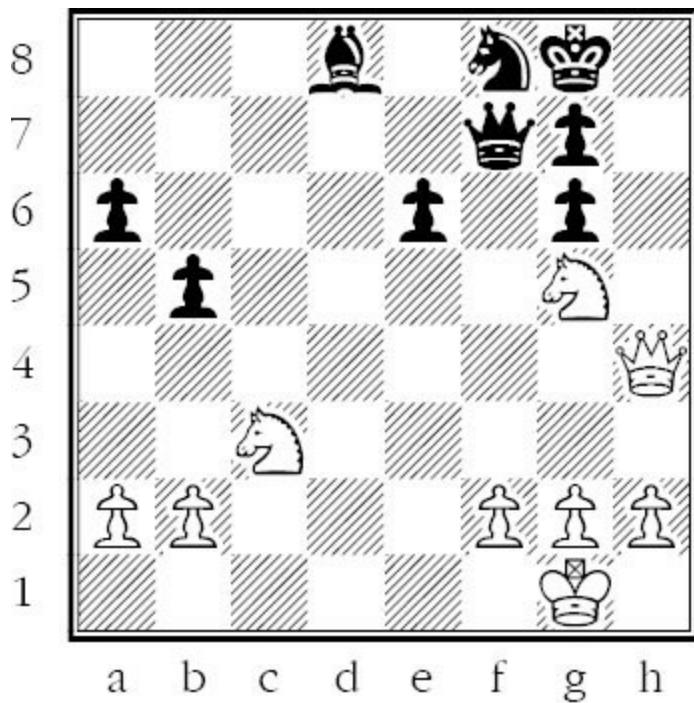


1. _____ Time: _____

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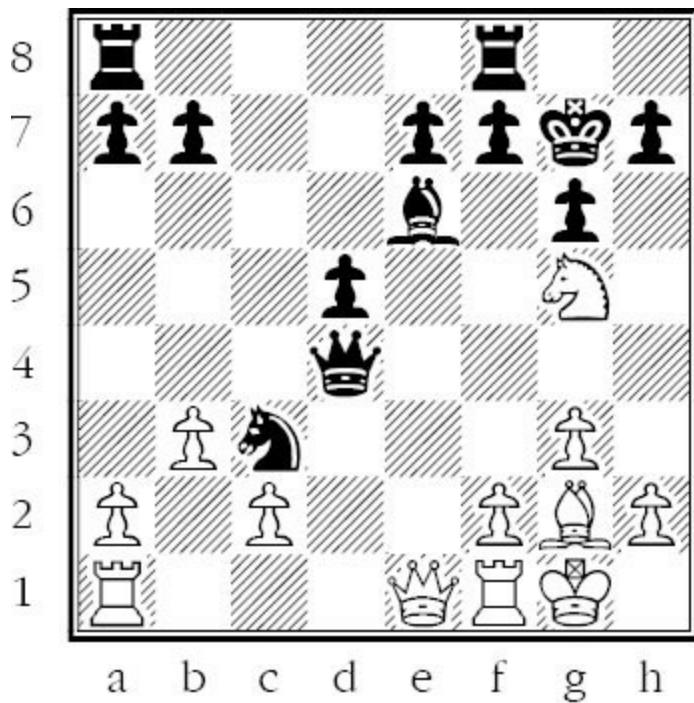
3. _____

(350)



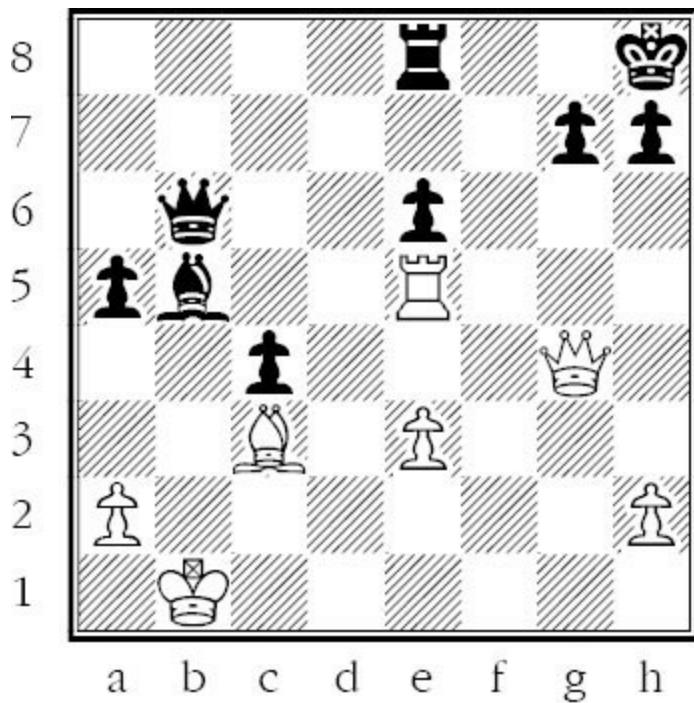
1. _____ Time: _____
2. _____
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(351)



1. _____ Time: _____
2. _____
3. _____

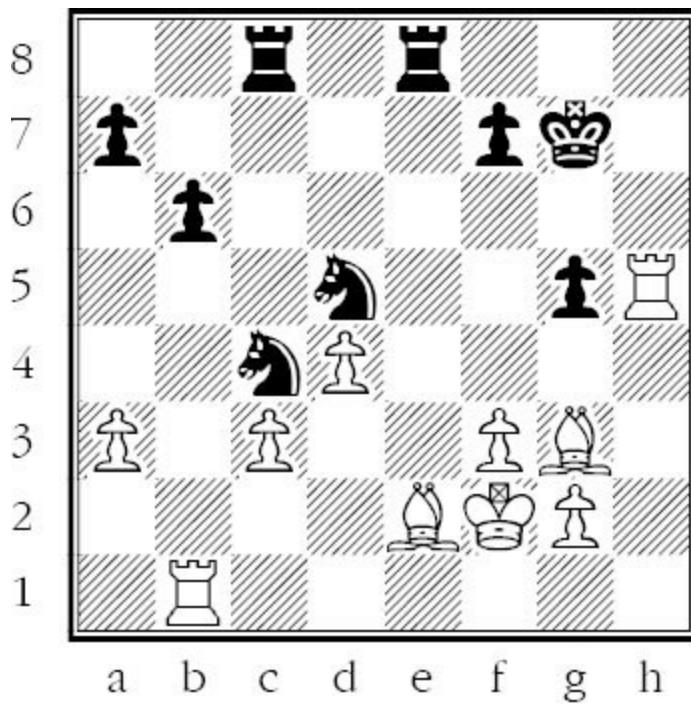
(352)



1. _____ _____ Time: _____
2. _____ _____
3. _____

Black to move

(353)

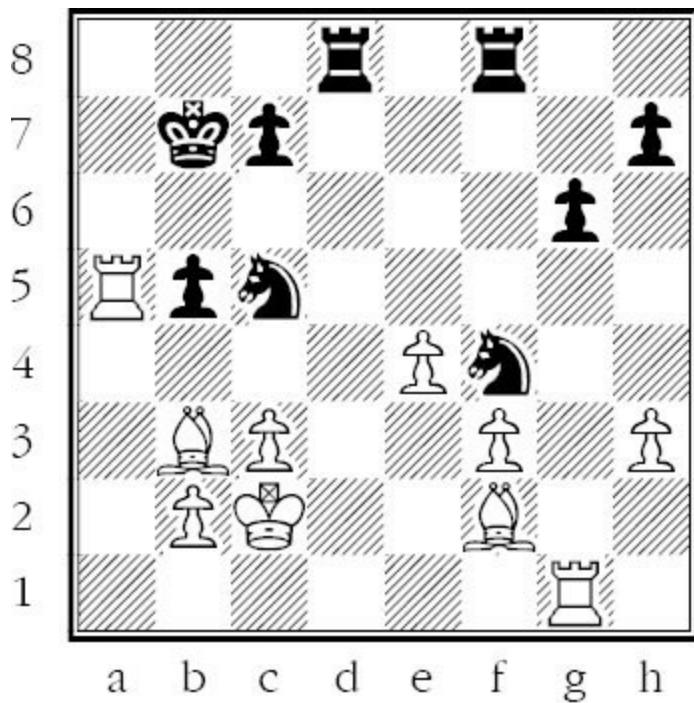


1. ... _____ Time: _____

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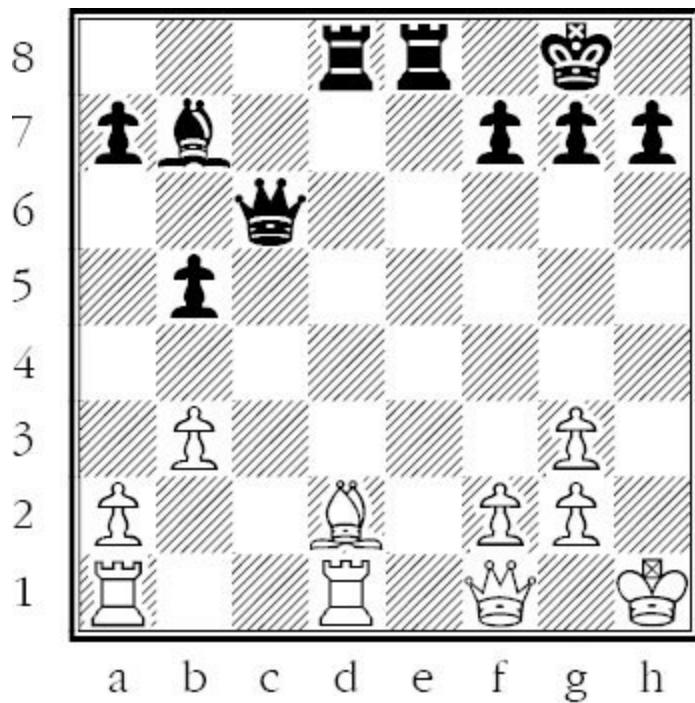
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(354)



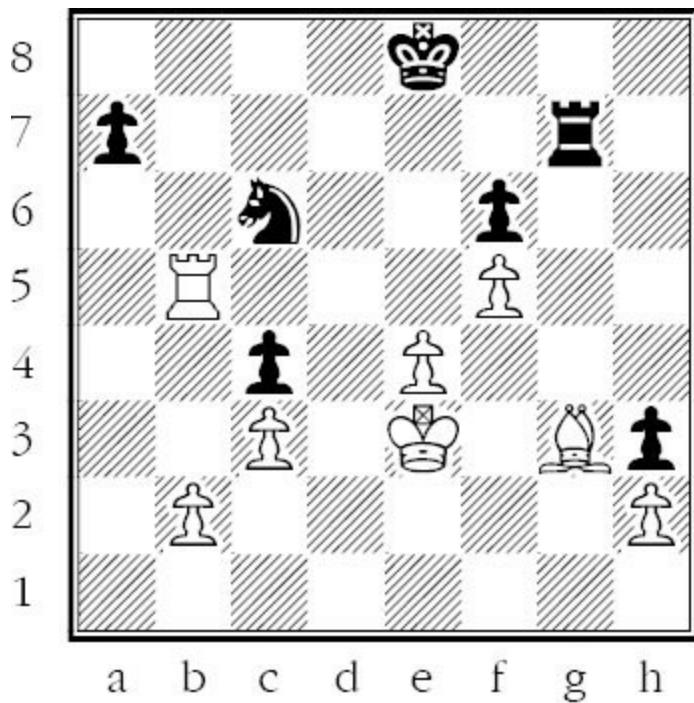
1. ... _____ Time: _____
2. _____ _____
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(355)



1. ... _____ Time: _____
2. _____ _____
3. _____ _____

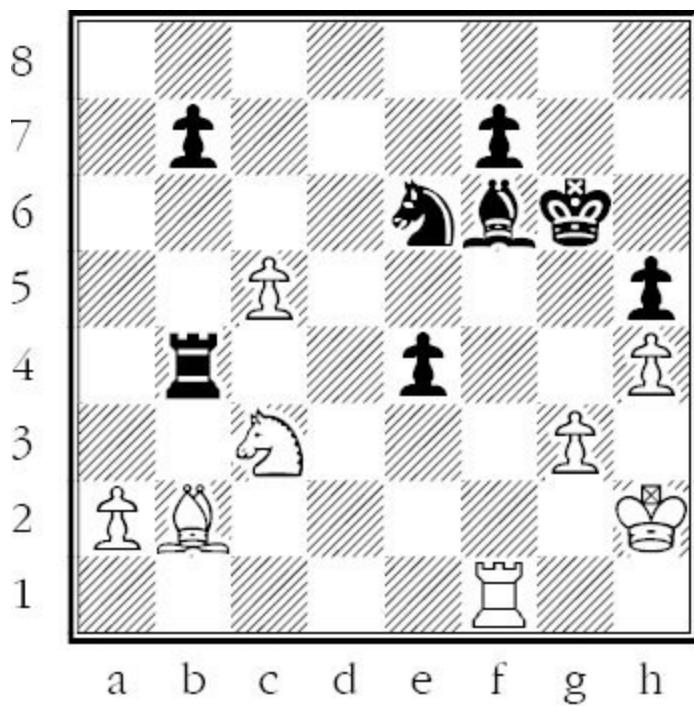
(356)



1. ... _____ Time: _____
2. _____ _____

White to move

(357)

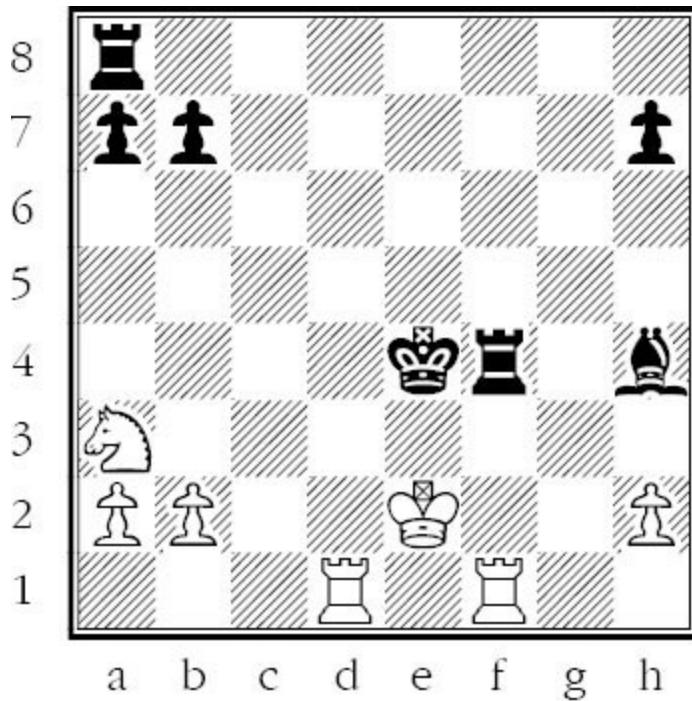


1. _____ Time: _____

2. _____

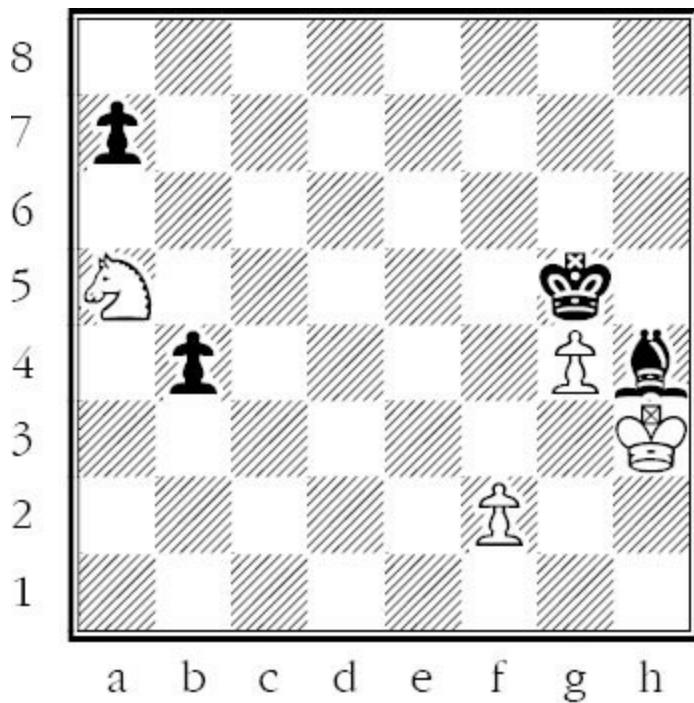
3. _____

(358)



1. _____ Time: _____
2. _____
3. _____

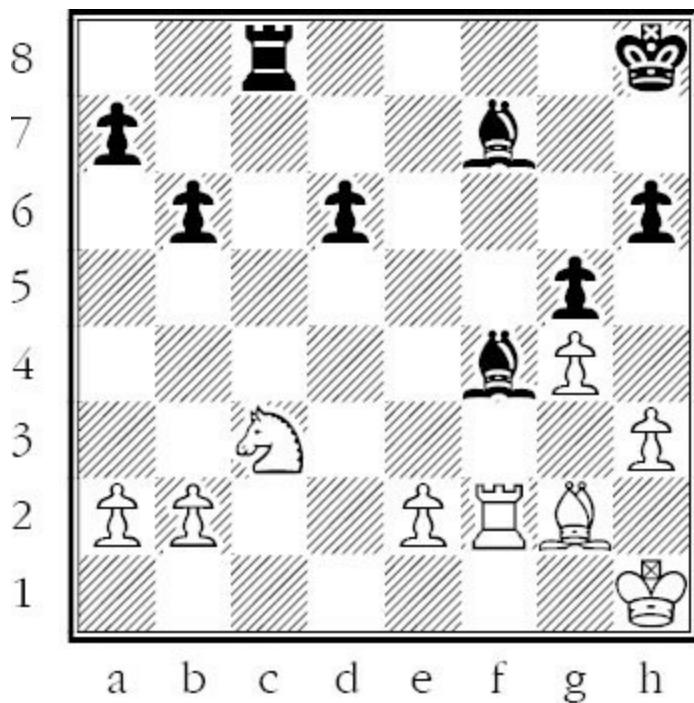
(359)



1. _____ Time: _____

2. _____

(360)



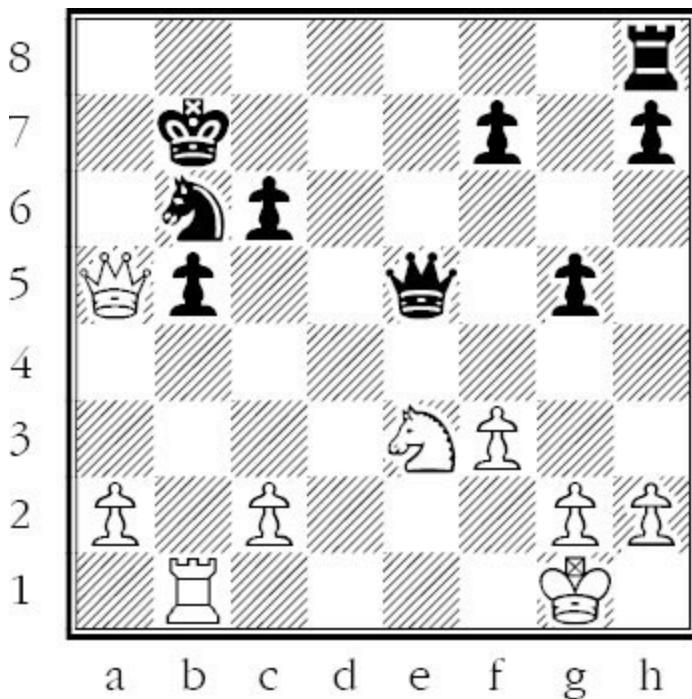
1. _____ Time: _____
2. _____

Chapter 9

Sacrifice to Win the Knight!

As in chapters 6-8, here the task is the same, except our target is the enemy knight. Through the examples in this chapter, you will see how different tactics, such as forks, discoveries, pins, skewers and more, will come into play to accomplish the goal.

Let us take a look at a few examples.



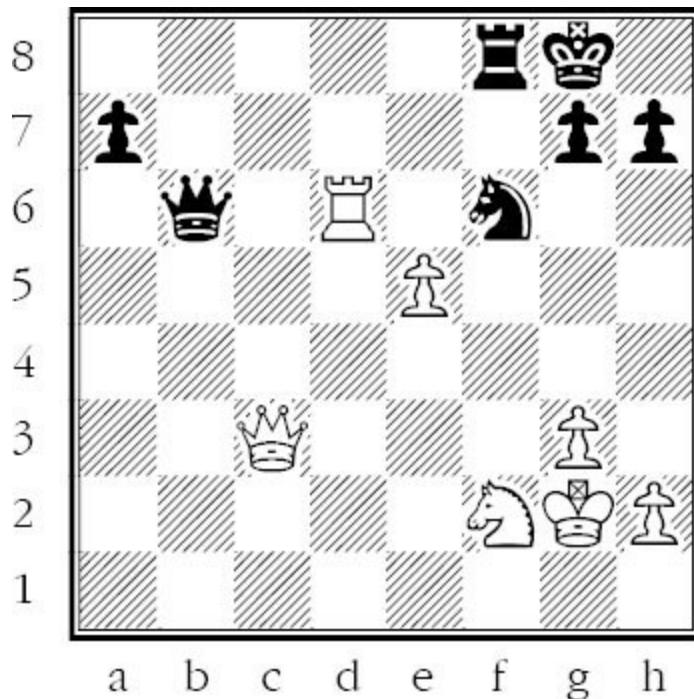
White to move

Black has just captured a pawn on e5 with Qe7xe5, attacking White's knight on e3. Generally, our first reaction in such situations should be where can we move the hanging knight, or should we rather protect it with another piece? However, before we decide on either of those natural choices, it is always important to look for a potential unexpected miracle, like here, a combination which forces the black

king (along with the queen) into a fork.

1.Qxb6+ Kxb6 and now thanks to the pin along the b-file **2.Nc4+** forks. Then after **2...Kc5 3.Nxe5**, White ends up with an extra knight when the dust settles.

In the next example, the main theme is discovery.



Black to move

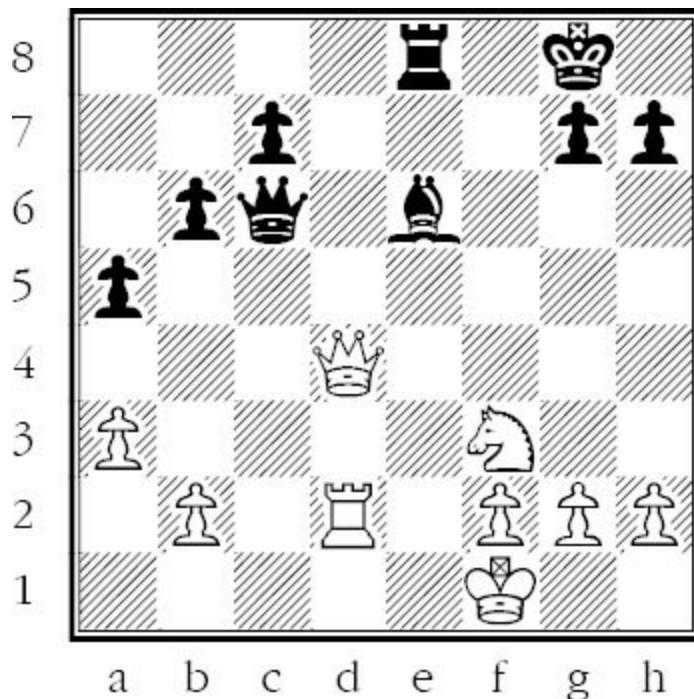
Black is subject to a double attack on his queen and knight. The most obvious response seems to be to give an intermediate check with **1...Qb7+** and then move the knight. That certainly saves the day and avoids material loss, but the game would be headed toward a drawish endgame after **2.Qc6**.

So let's follow the famous advice: when you see a good move, look and see if there is an even better one! It is important to be able envision potential tactical motifs, such as forks or discoveries, a move or two ahead.

Here Black has a nice queen sacrifice to make it all work: **1...**

Qxf2+ 2.Kxf2 Ne4+ 3.Ke3 Nxc3, coming out a knight ahead. On the other hand, note that 2...Nd5+? would not accomplish the same goal because it would allow the blocking of the check with 3.Qf3. The difference with 2...Ne4+ is that it is a double check which can never be interposed.

In the next example, Black uses White's back rank weakness to gain a material advantage.



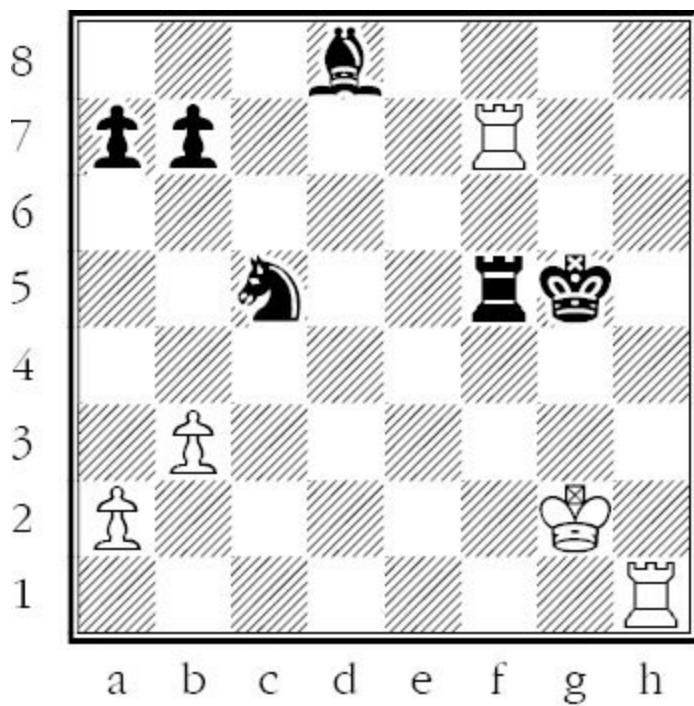
Black to move

As a result of the white king's unhealthy position on f1 (normally, after castling, the king would remain on g1) Black has a pretty combination: **1...Qxf3 2.gxf3 Bh3+ 3.Kg1 Re1** checkmate. Of course after the first move, White does not have to (and should not) capture on f3, but after any other move, the game will go on with Black having an extra piece.

Remember, to look for the most direct, forceful way to win a knight! You have 60 puzzles to practice on. Have fun!

White to move

(361)

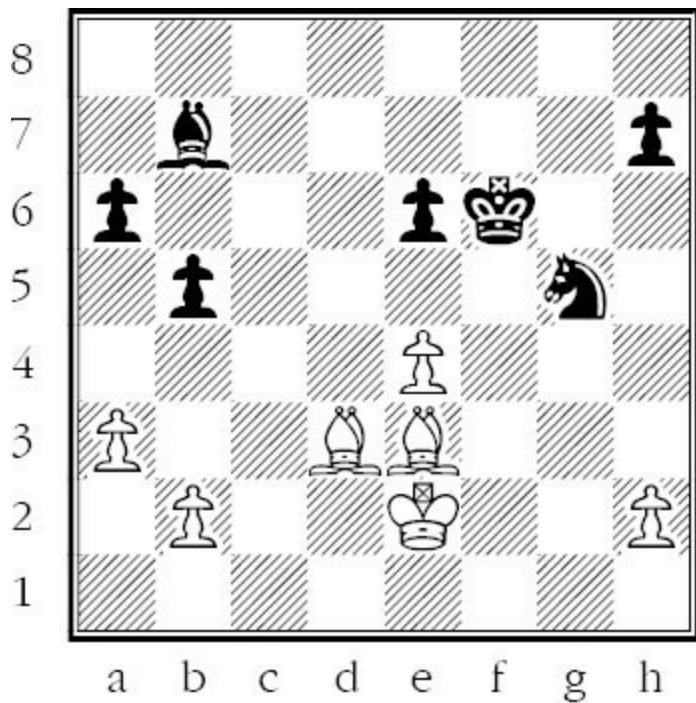


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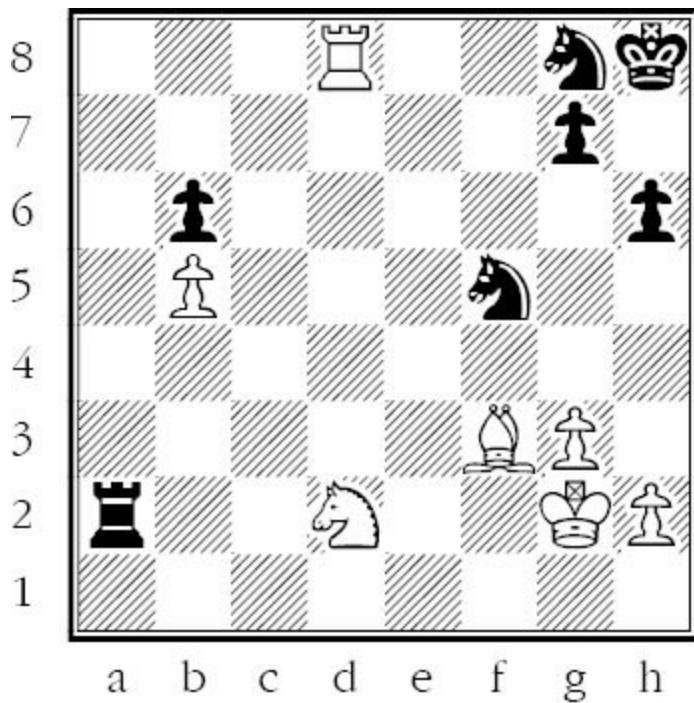
3. _____

(362)



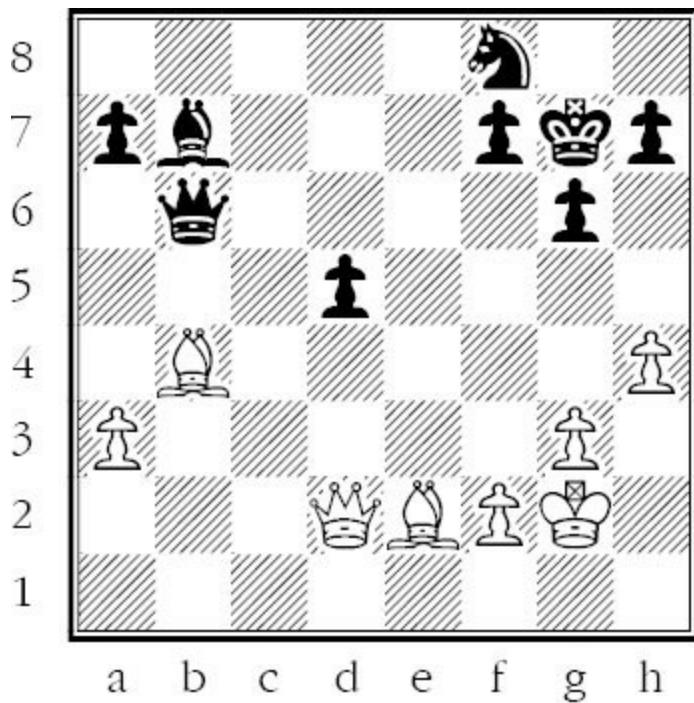
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(363)



1. _____ _____ Time: _____
2. _____ _____
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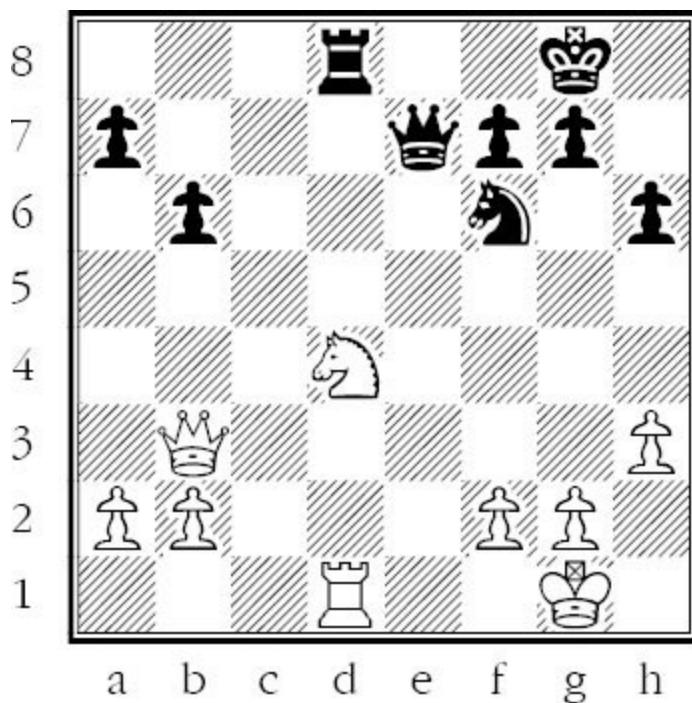
(364)



1. _____ Time: _____

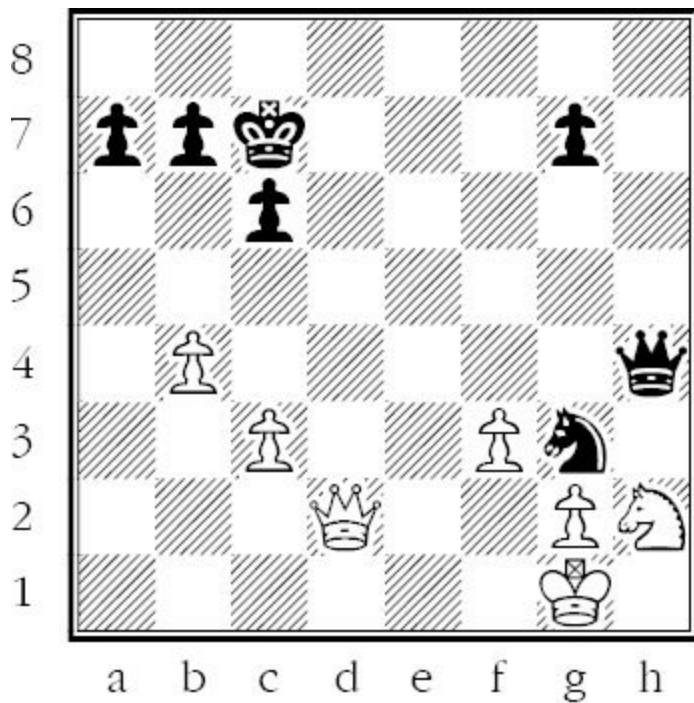
Black to move

(365)



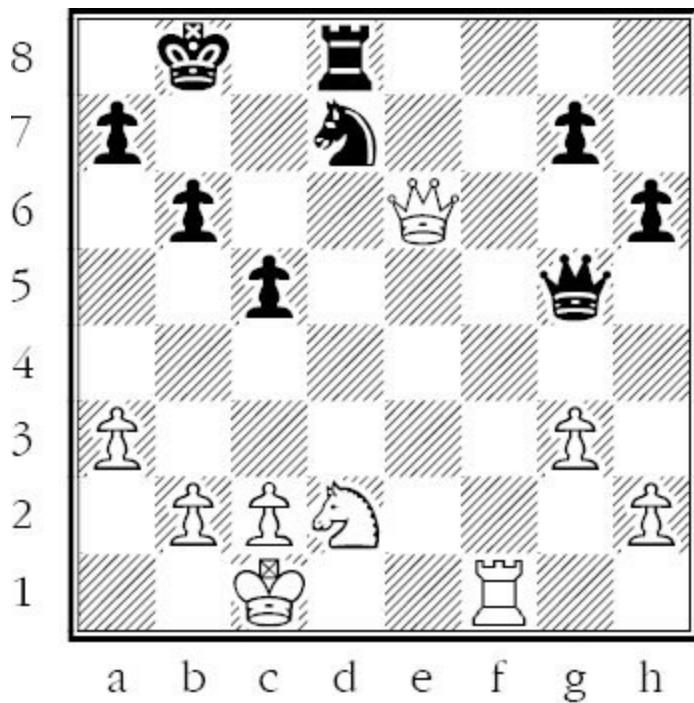
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(366)



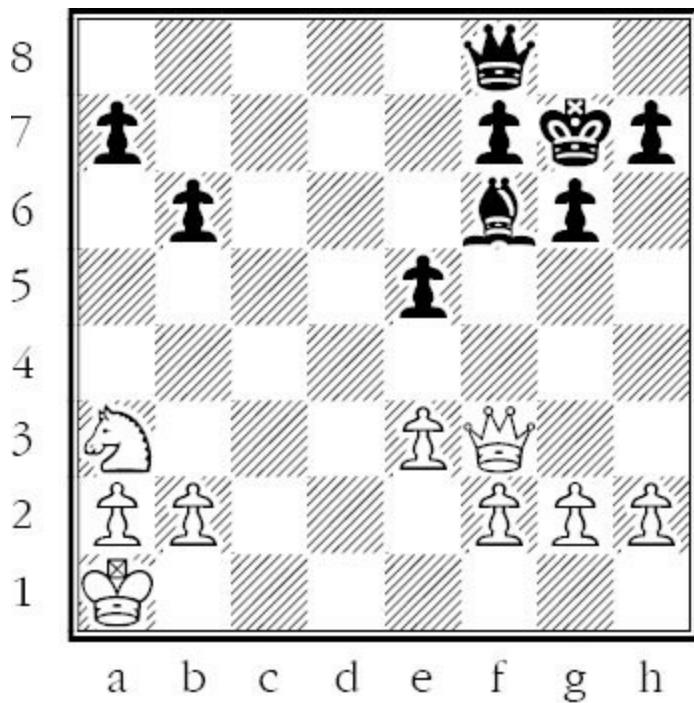
1. ... _____ Time: _____
2. _____ _____
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(367)



1. ... _____ Time: _____
2. _____ _____
3. _____ _____

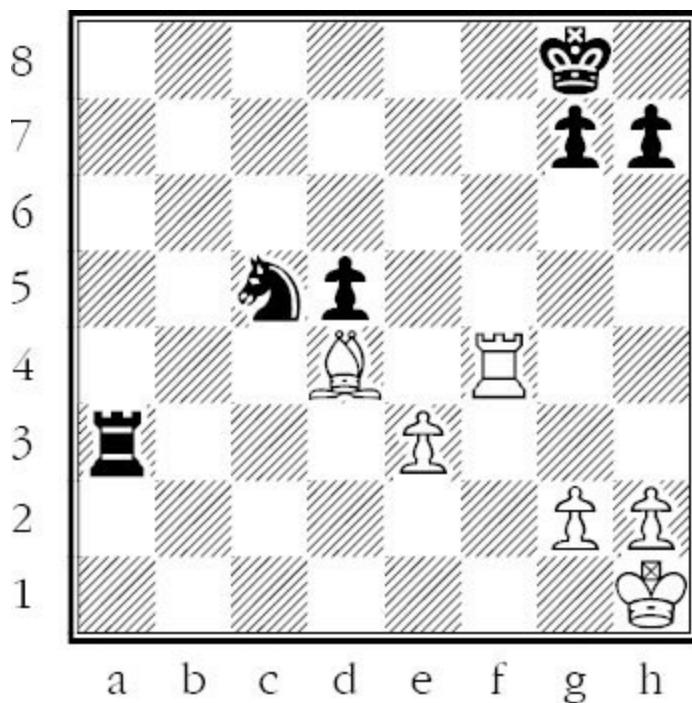
(368)



1. ... _____ Time: _____
2. _____ _____

White to move

(369)

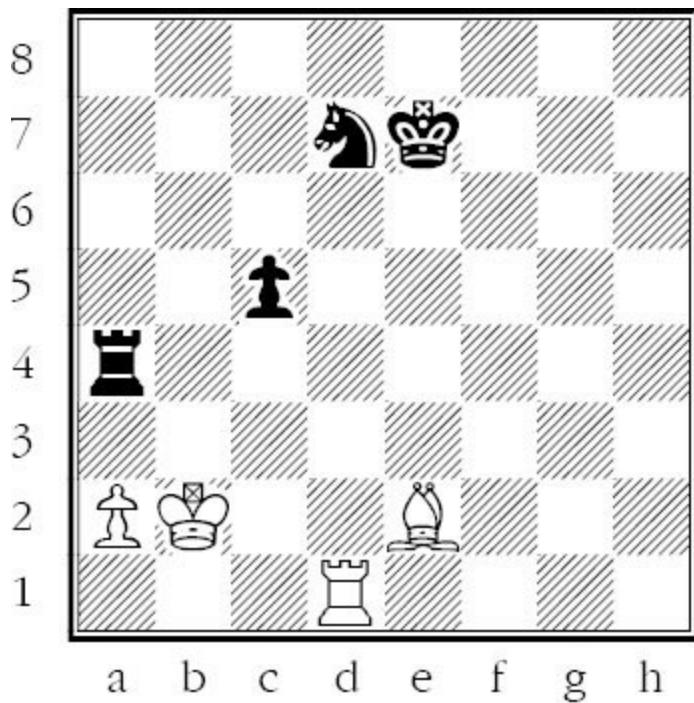


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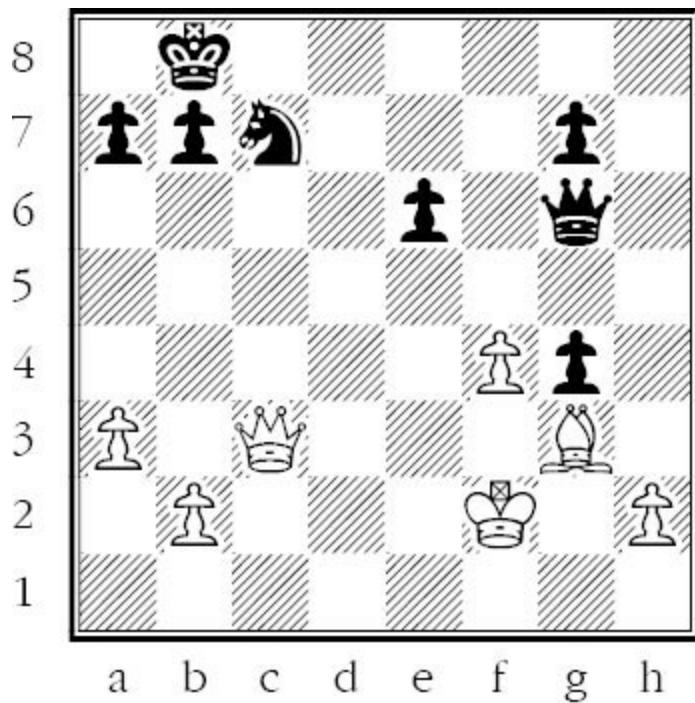
3. _____

(370)



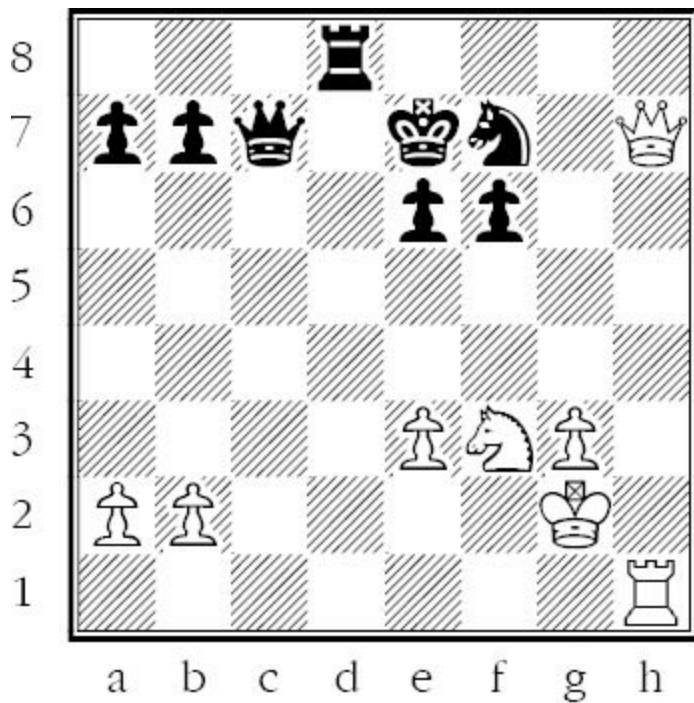
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2. _____
3. _____

(371)



1. _____ _____ Time: _____
2. _____ _____
3. _____

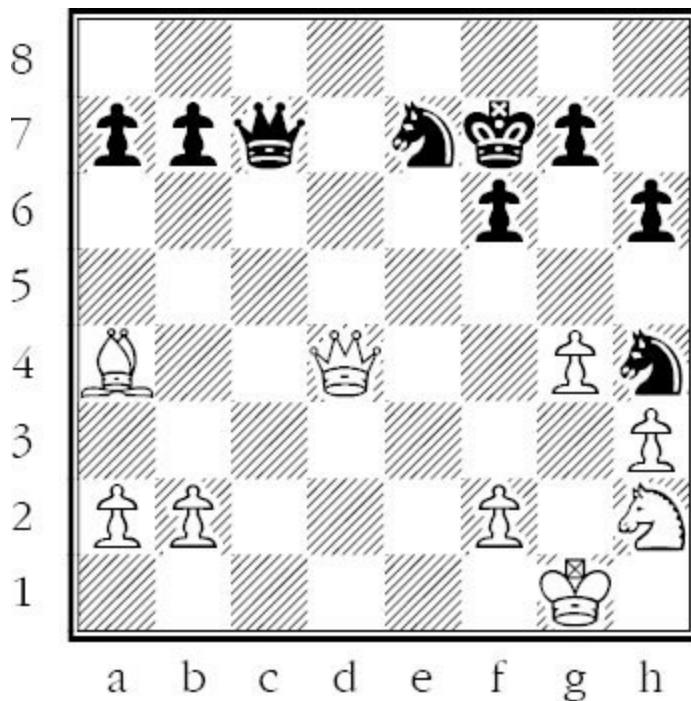
(372)



1. _____ _____ Time: _____
2. _____ _____
3. _____

Black to move

(373)

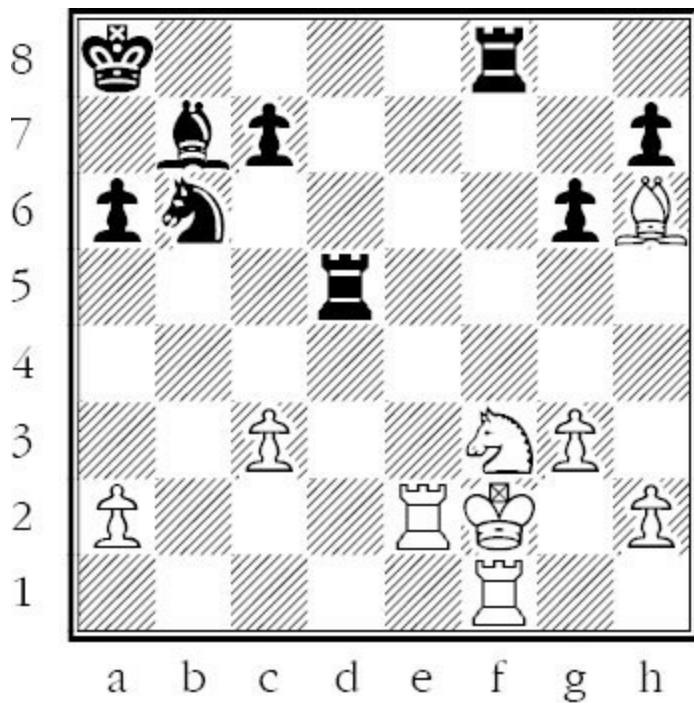


1. ... _____ Time: _____

2. _____ _____

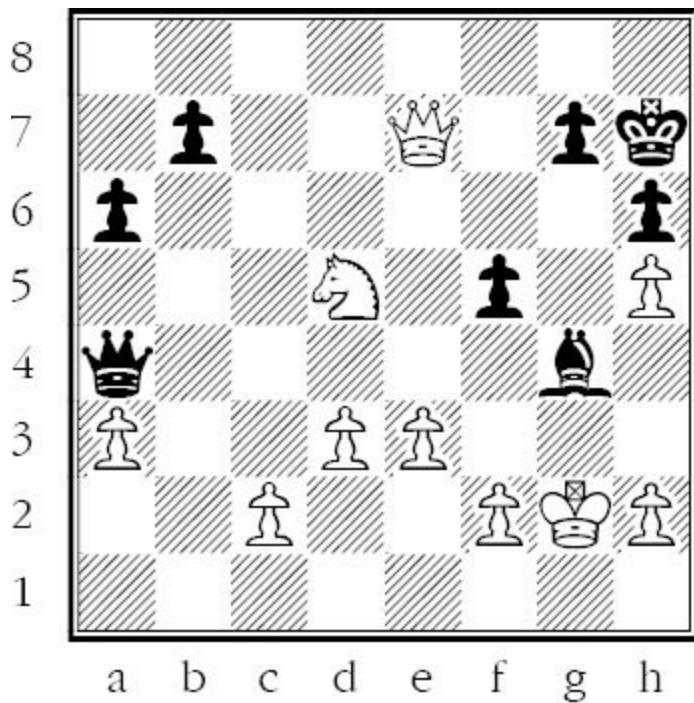
3. _____ _____

(374)



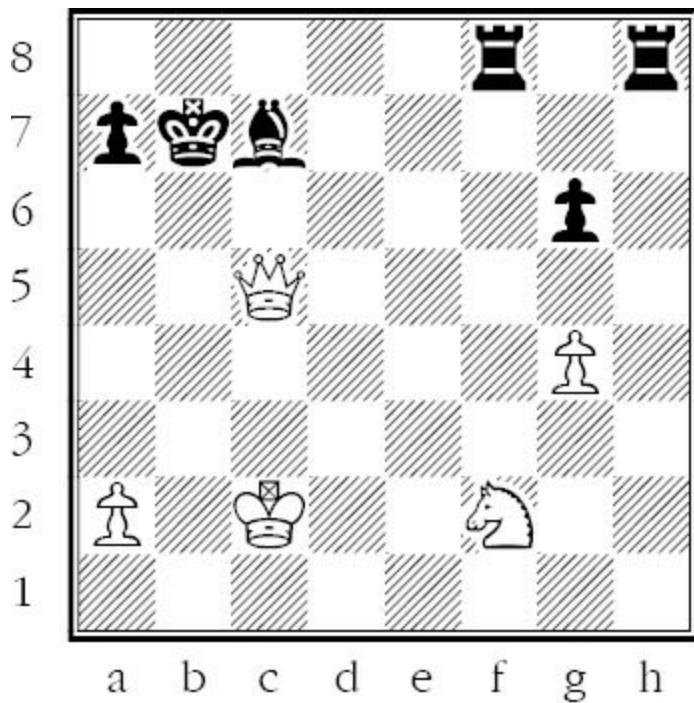
1. ... _____ Time: _____
2. _____ _____
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(375)



1. ... _____ Time: _____
2. _____

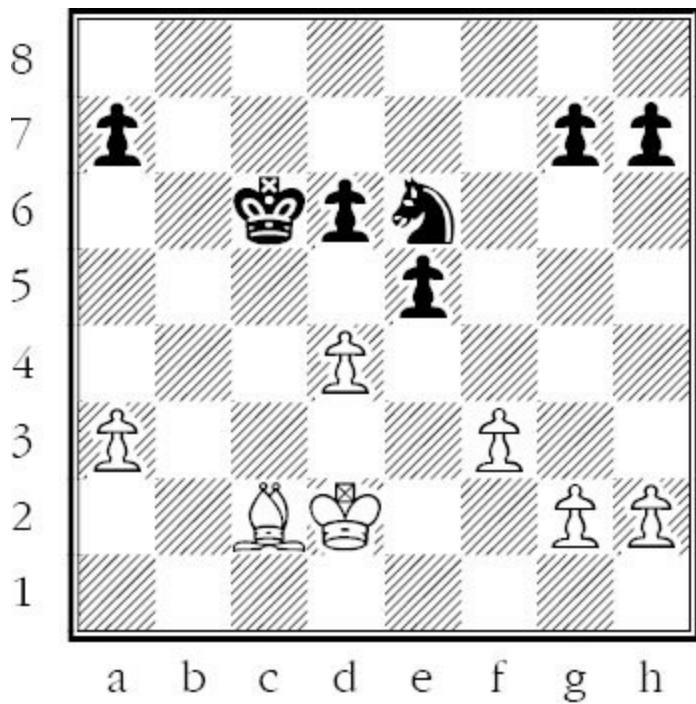
(376)



1. ... _____ Time: _____
2. _____ _____

White to move

(377)

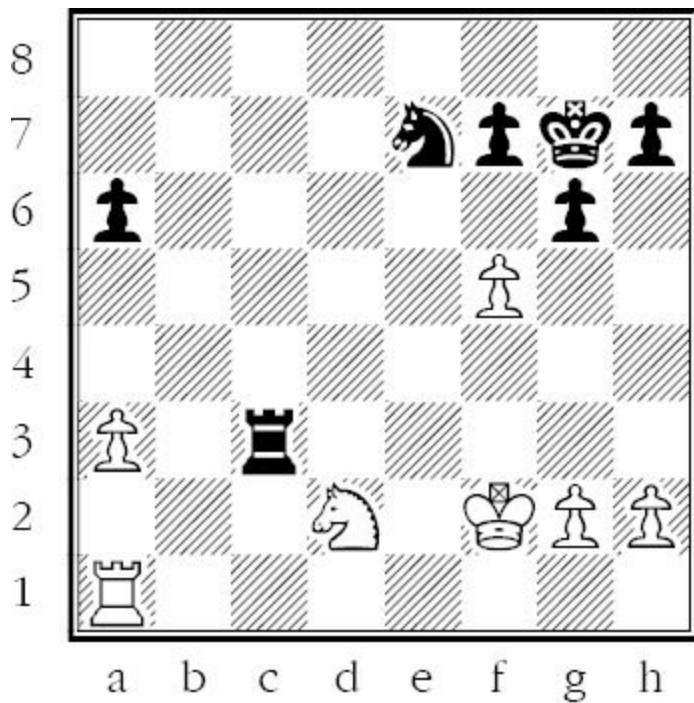


1. _____ Time: _____

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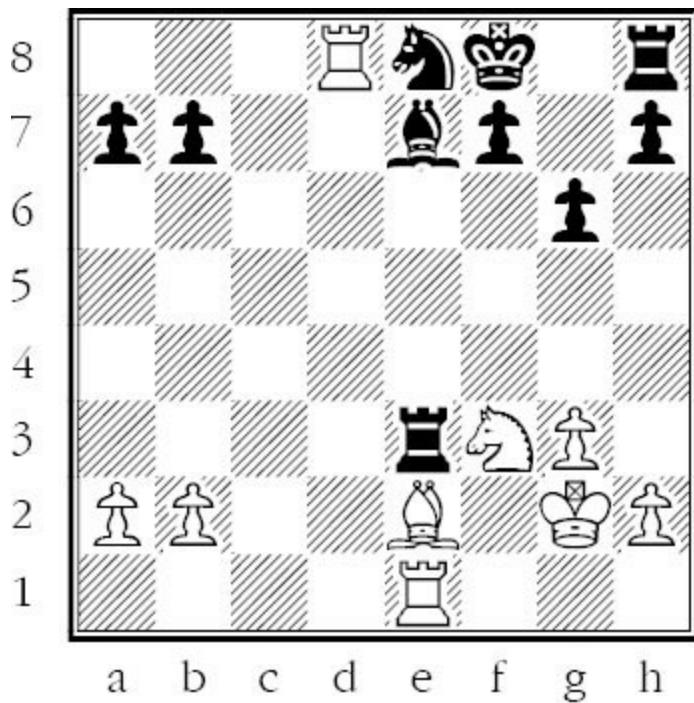
3. _____

(378)



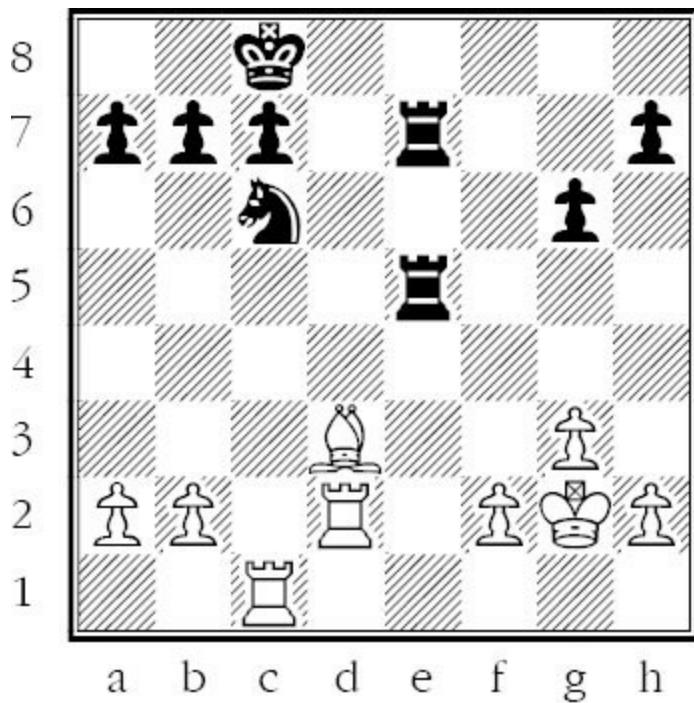
1. _____ Time: _____
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3. _____

(379)



1. _____ _____ Time: _____
2. _____ _____
3. _____

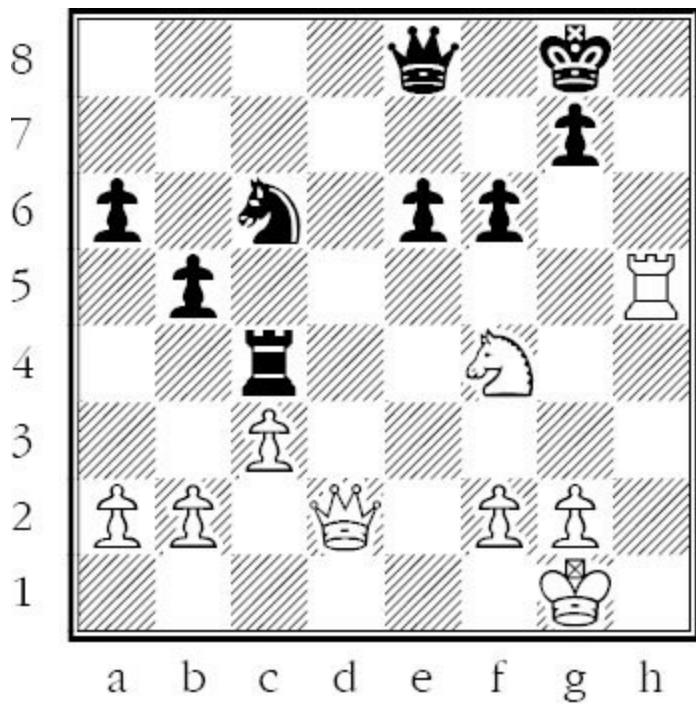
(380)



1. _____ Time: _____
2. _____
3. _____

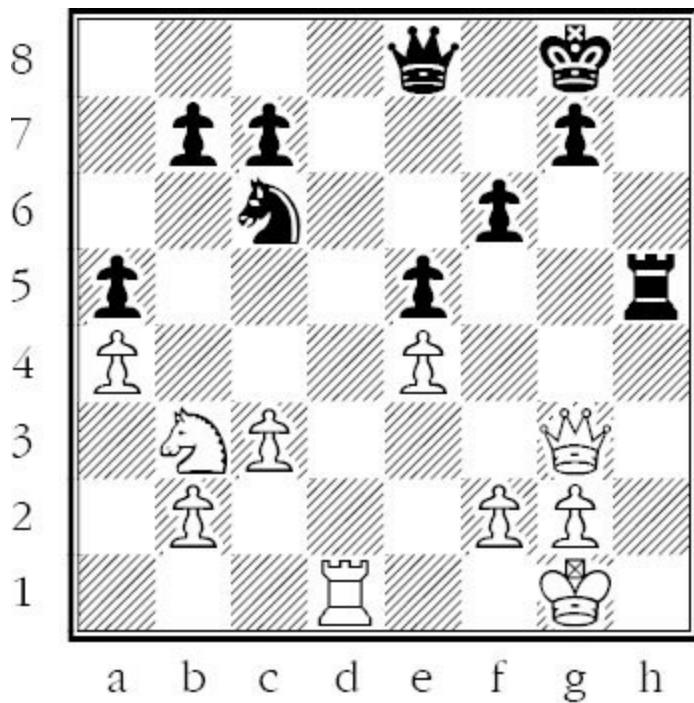
Black to move

(381)



1. ... _____ Time: _____
2. _____ _____

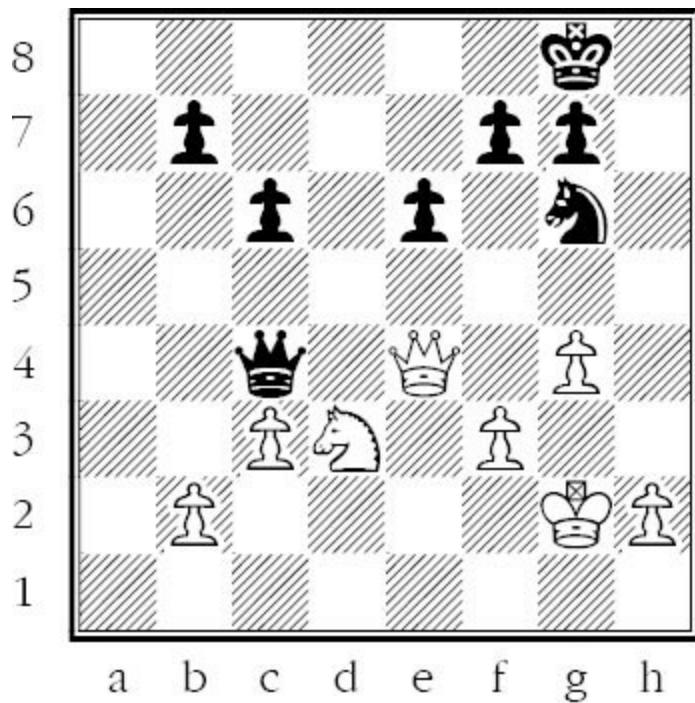
(382)



a b c d e f g h

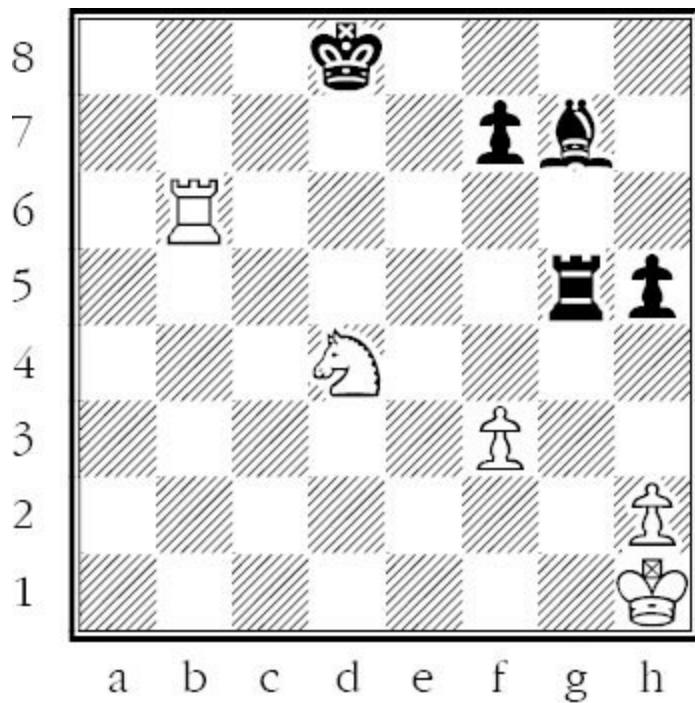
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2. _____ _____
3. _____ _____

(383)



1. ... _____ Time: _____
2. _____ _____
3. _____ _____

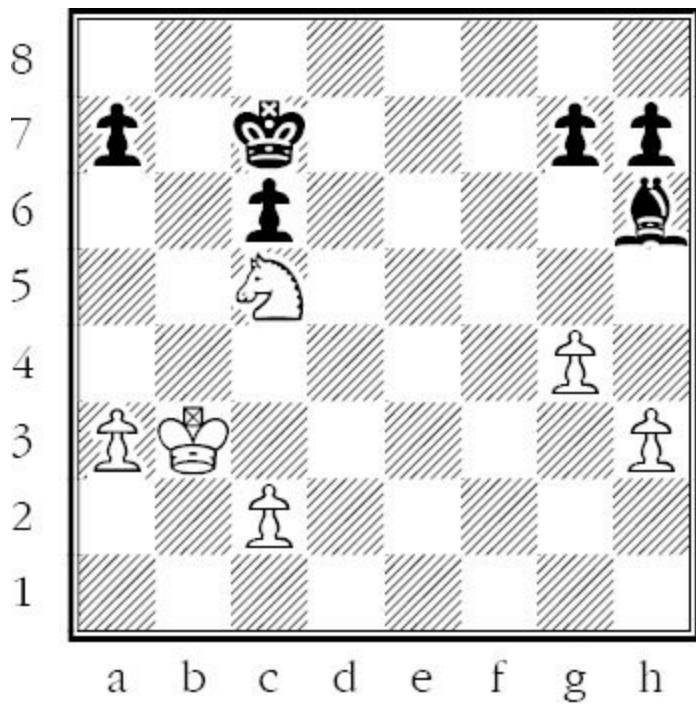
(384)



1. ... _____ Time: _____
2. _____ _____

White to move

(385)

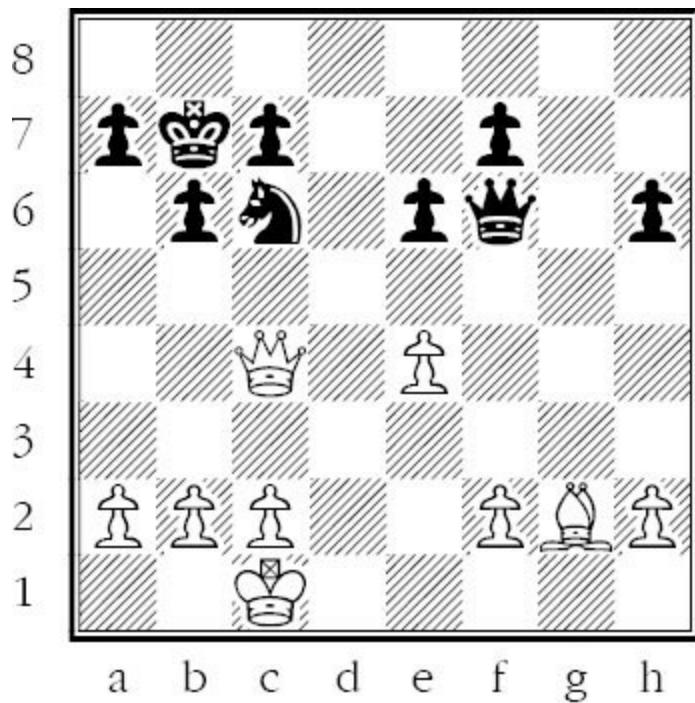


1. _____ Time: _____

2. _____

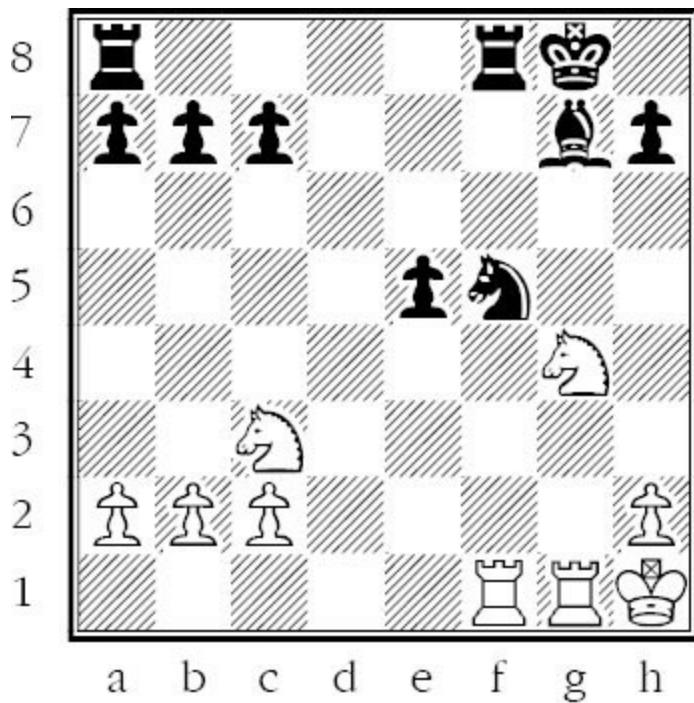
3. _____

(386)



1. _____ _____ Time: _____
2. _____ _____
3. _____

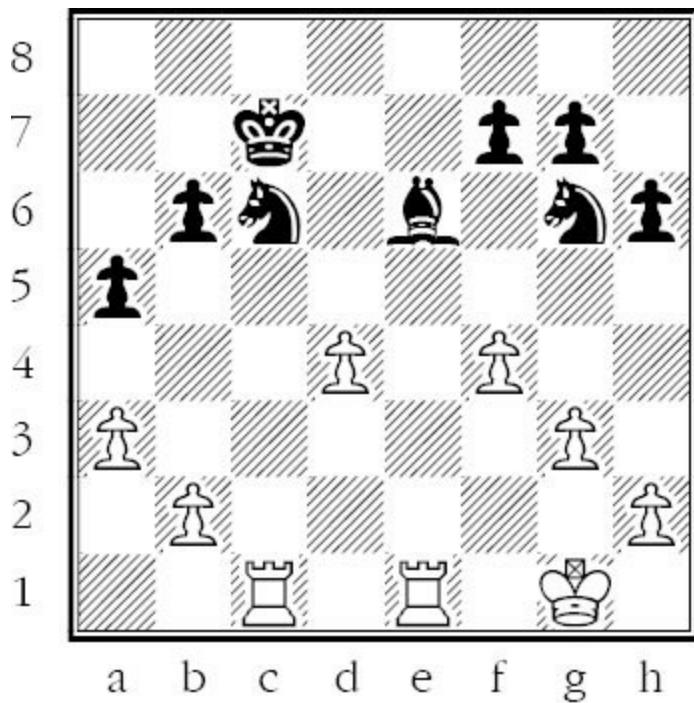
(387)



a b c d e f g h

1. _____ _____ Time: _____
2. _____ _____
3. _____

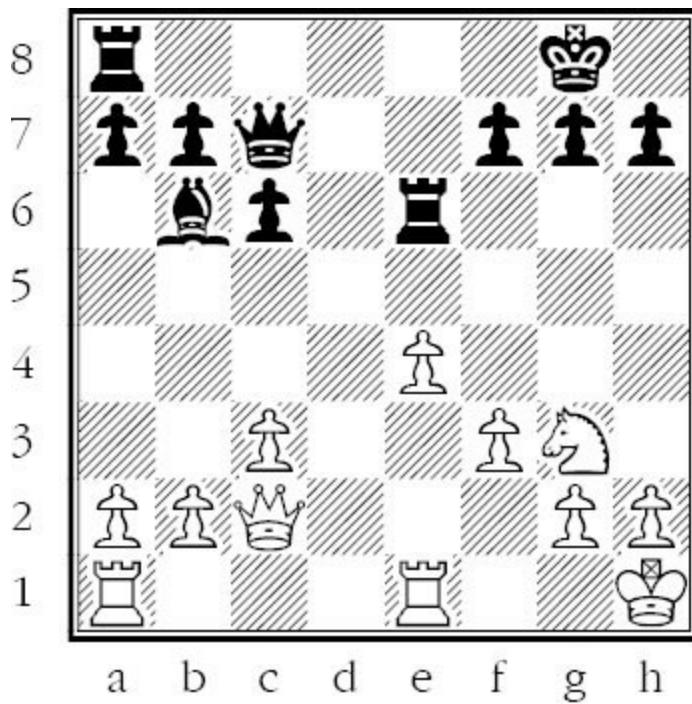
(388)



1. _____ Time: _____
2. _____

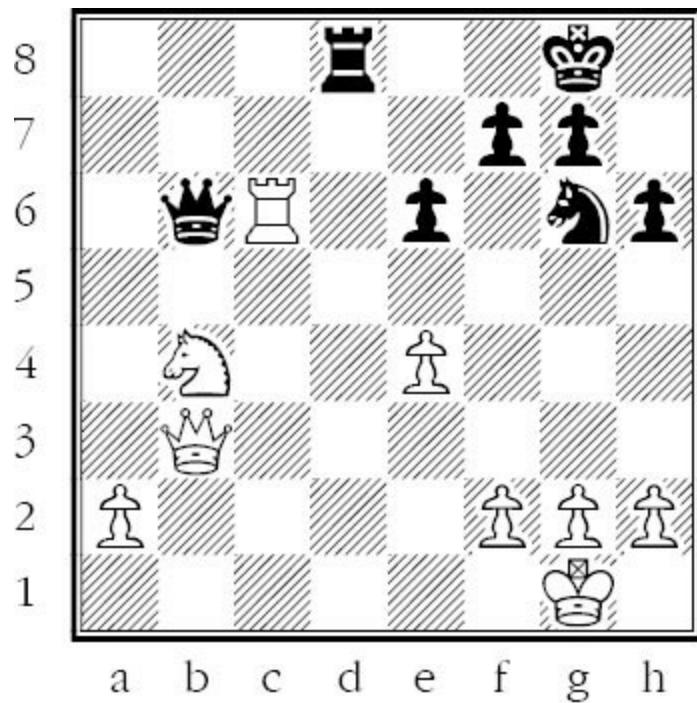
Black to move

(389)



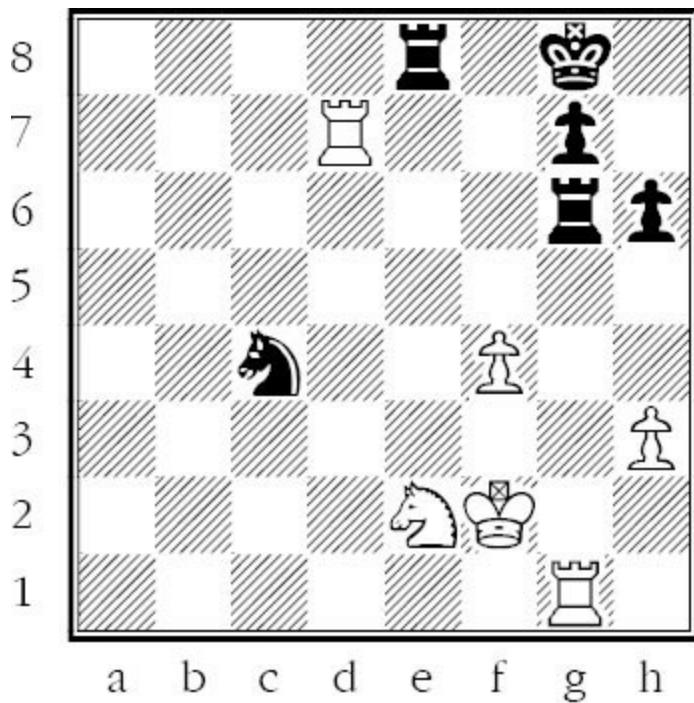
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2. _____ _____

(390)



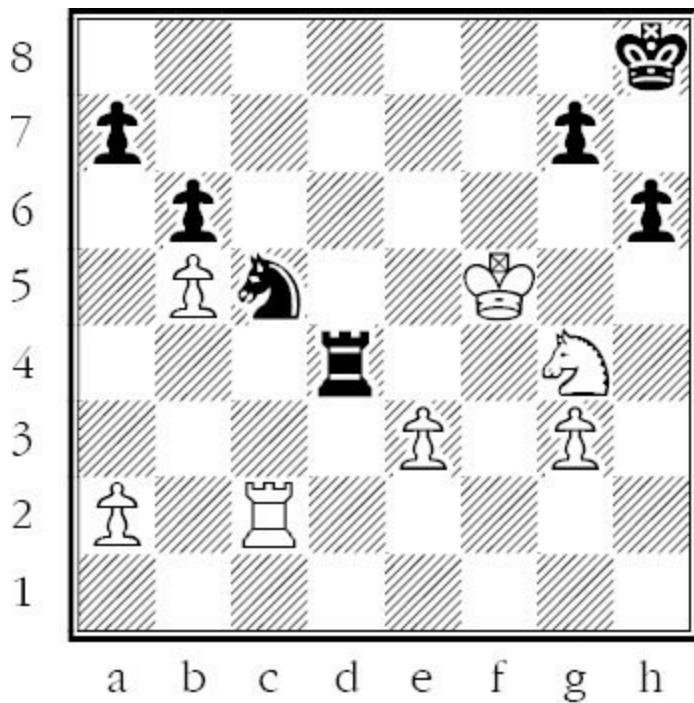
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2. _____ _____

(391)



1. ... _____ Time: _____
2. _____ _____

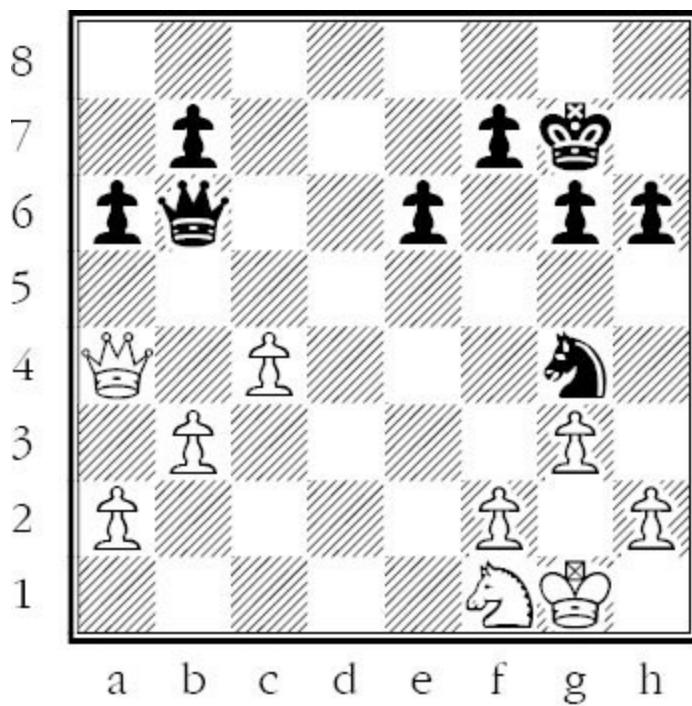
(392)



1. ... _____ Time: _____
2. _____ _____
3. _____ _____

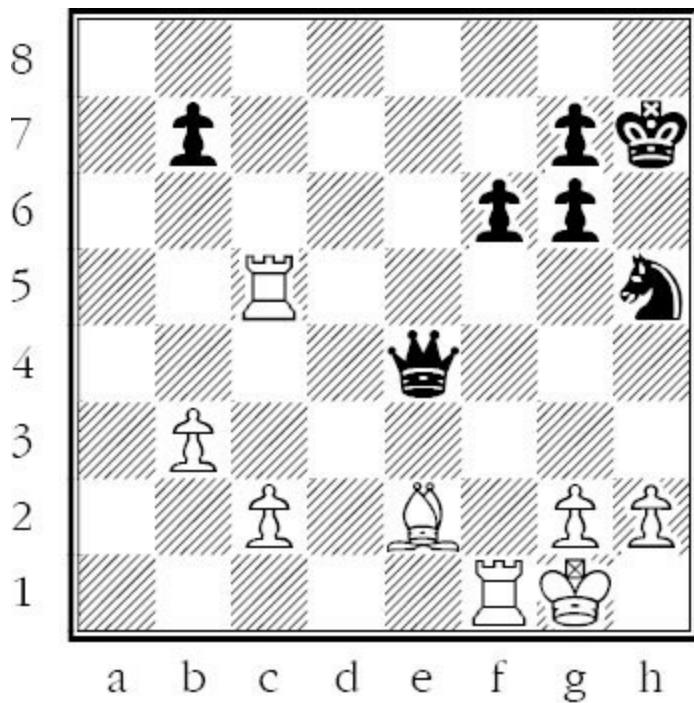
White to move

(393)



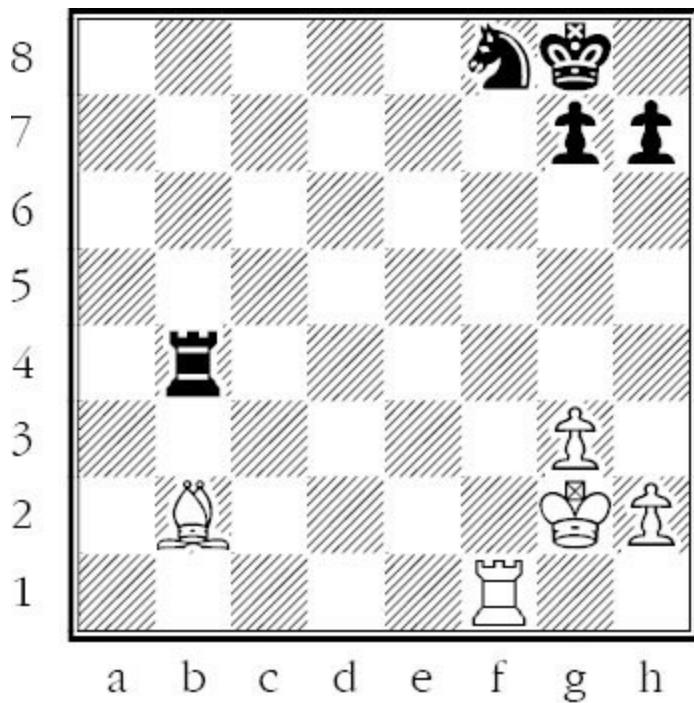
1. _____ Time: _____
2. _____

(394)



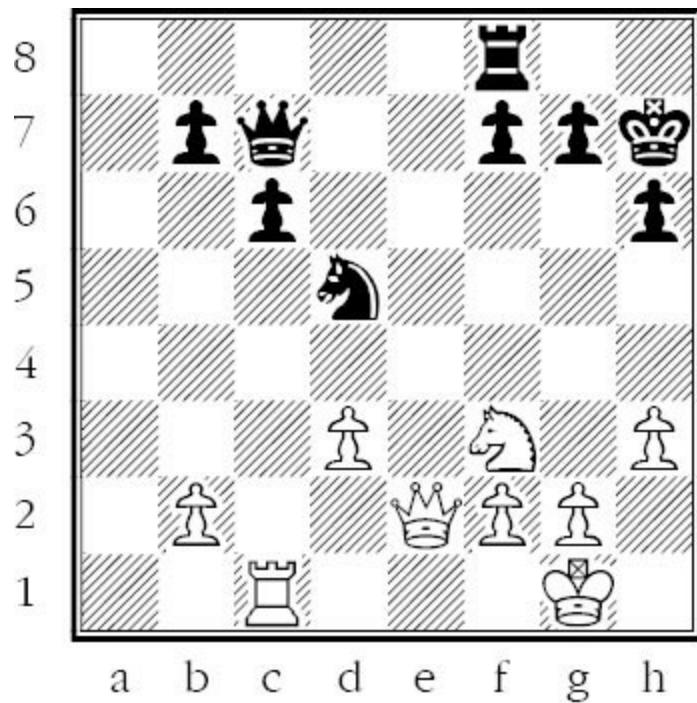
1. _____ Time: _____
2. _____

(395)



1. _____ Time: _____
2. _____

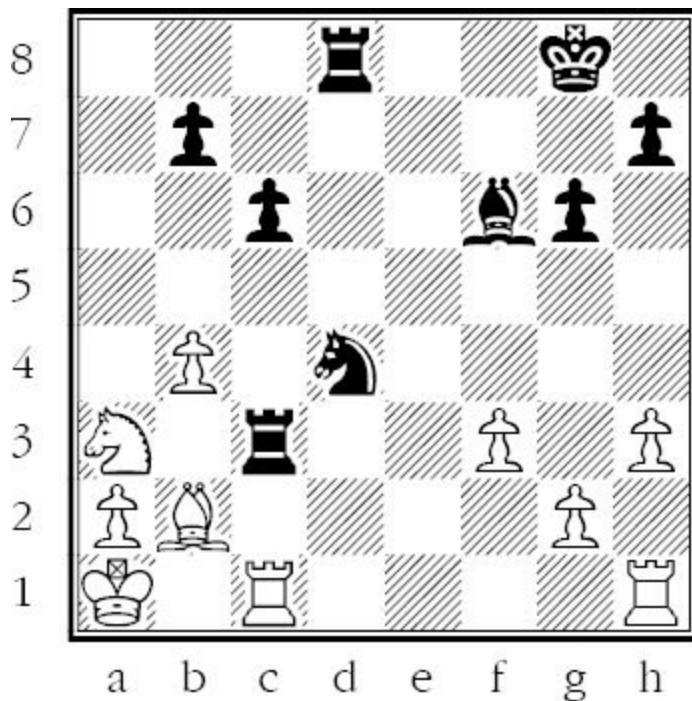
(396)



1. _____ _____ Time: _____
2. _____ _____
3. _____

Black to move

(397)

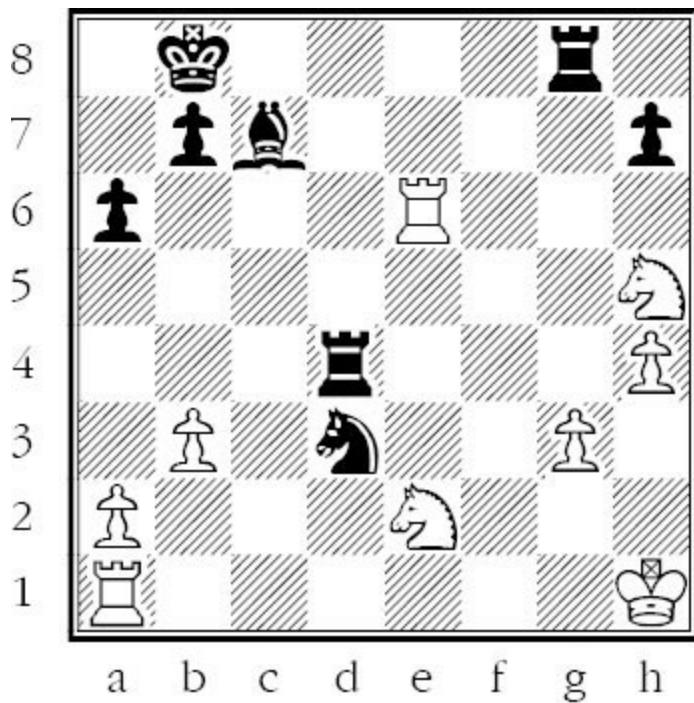


1. ... _____ Time: _____

2. _____ _____

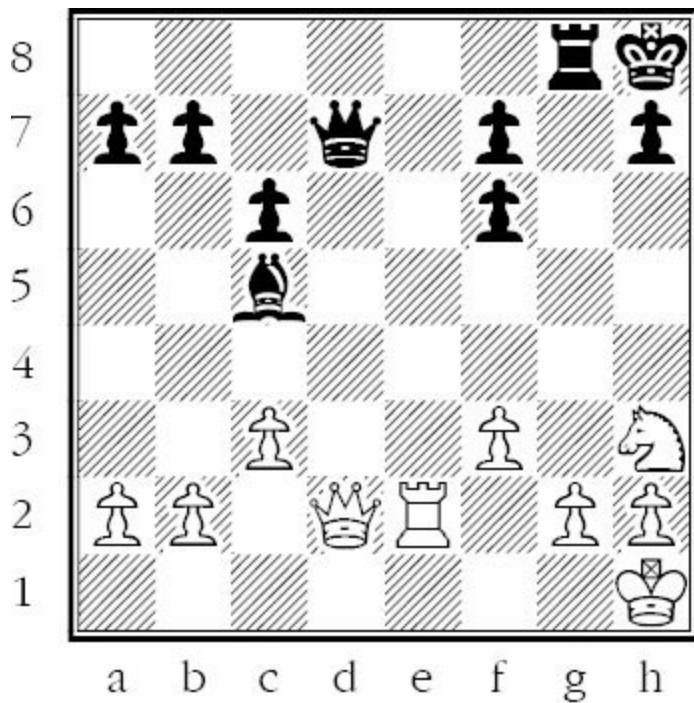
3. _____ _____

(398)



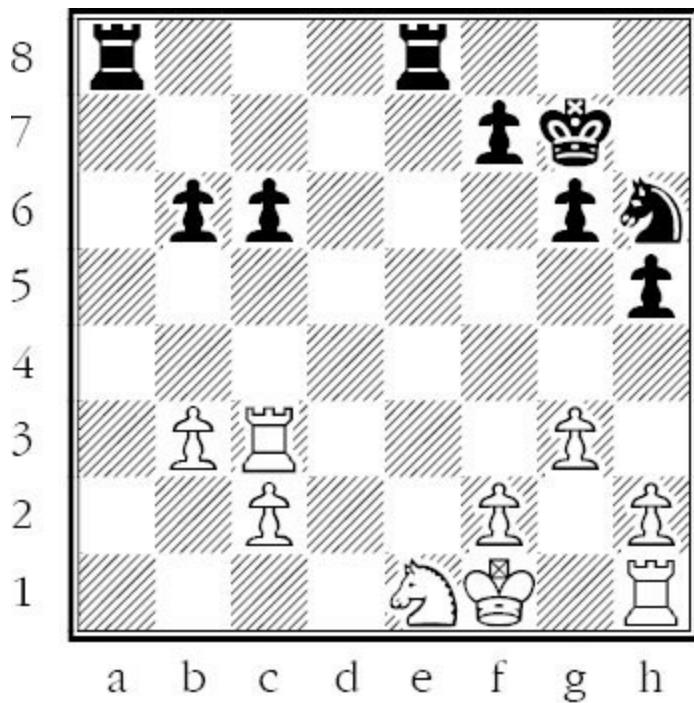
1. ... _____ Time: _____
2. _____ _____

(399)



1. ... _____ Time: _____
2. _____ _____

(400)

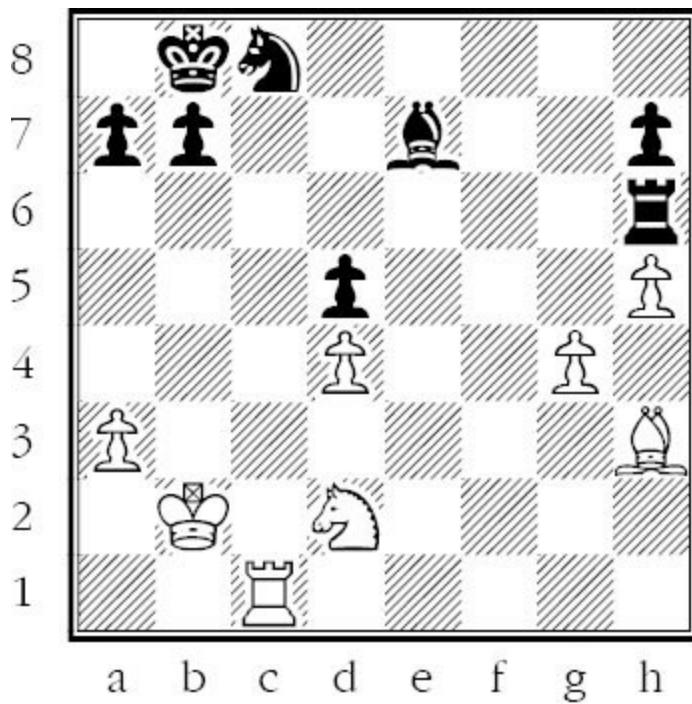


a b c d e f g h

1. ... _____ Time: _____
2. _____
3. _____

White to move

(401)

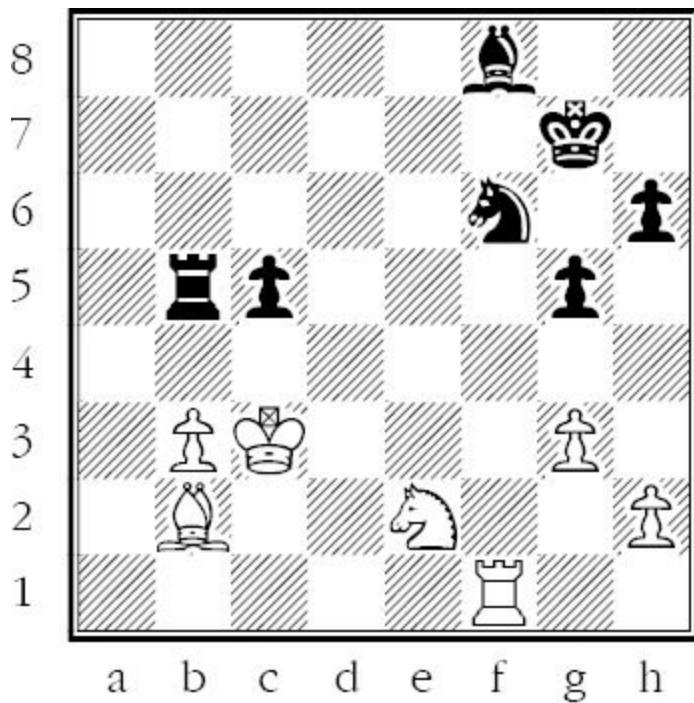


1. _____ Time: _____

2. _____

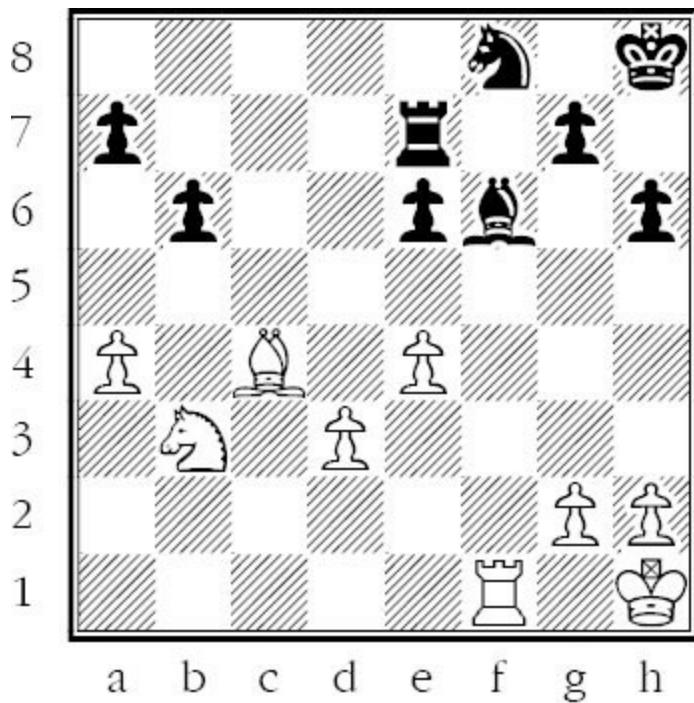
3. _____

(402)



1. _____ Time: _____
2. _____

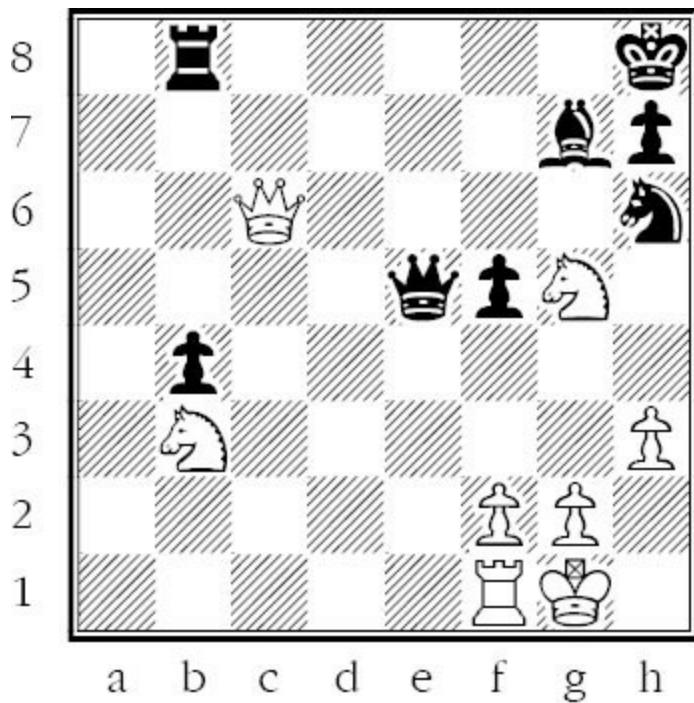
(403)



1. _____ Time: _____

2. _____

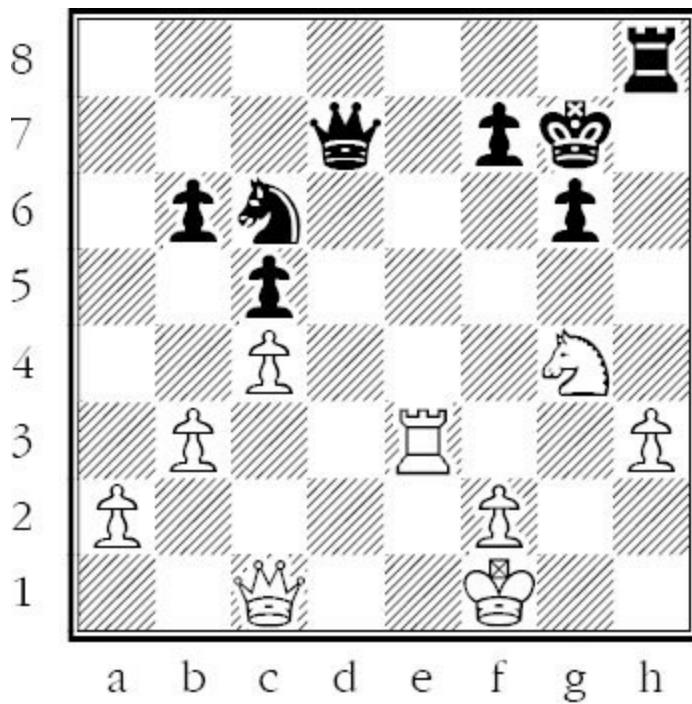
(404)



1. _____ Time: _____
2. _____
3. _____

Black to move

(405)

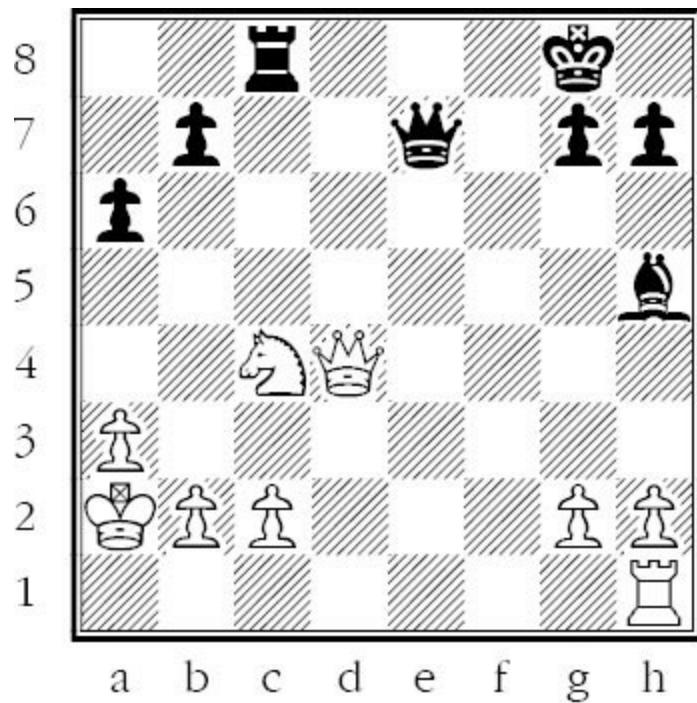


1. ... _____ Time: _____

2. _____ _____

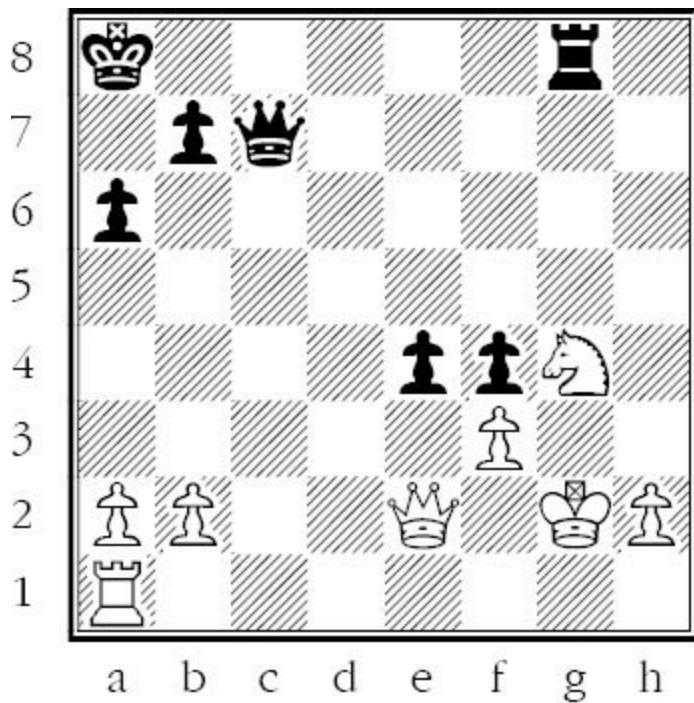
3. _____ _____

(406)



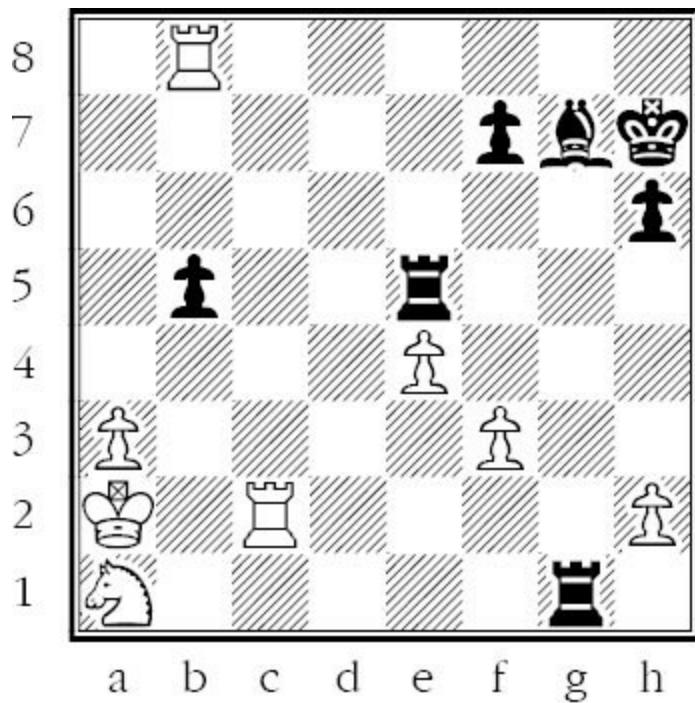
1. ... _____ Time: _____
2. _____ _____

(407)



1. ... _____ Time: _____
2. _____ _____

(408)

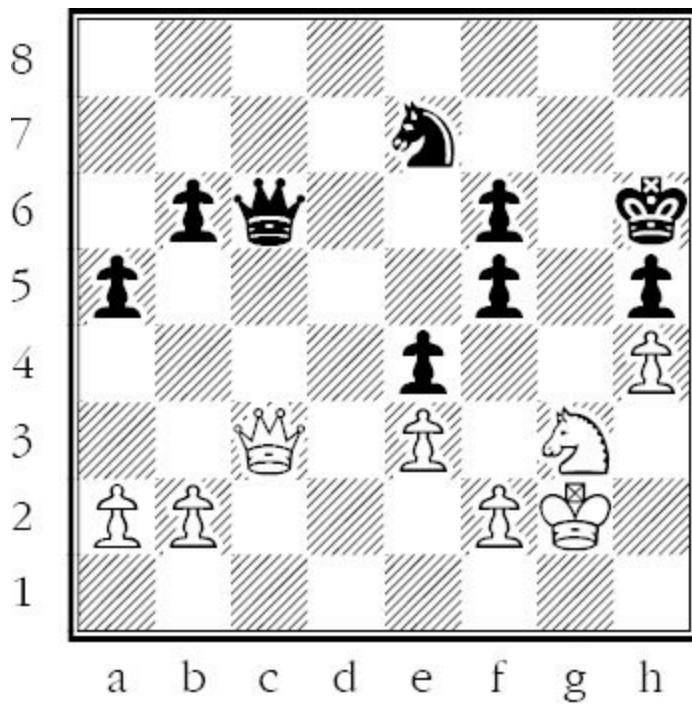


a b c d e f g h

1. ... _____ Time: _____
2. _____ _____
3. _____ _____

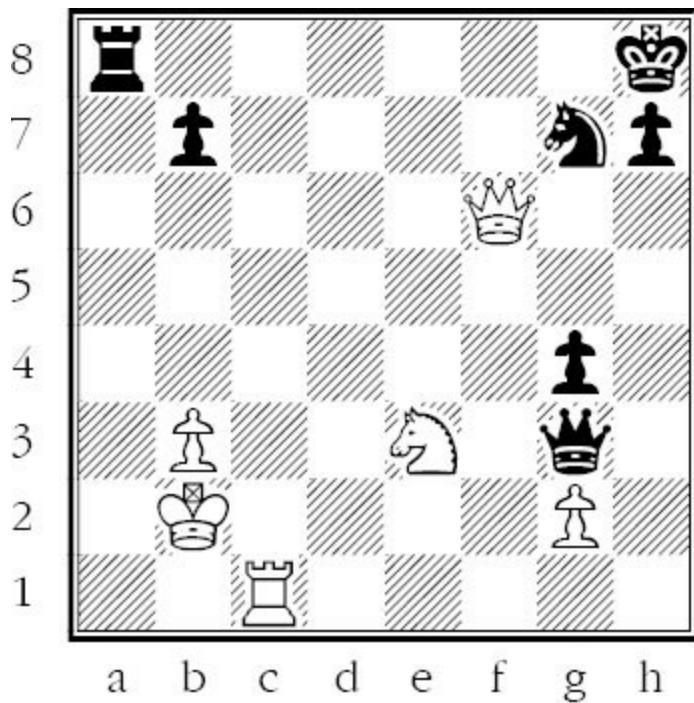
White to move

(409)



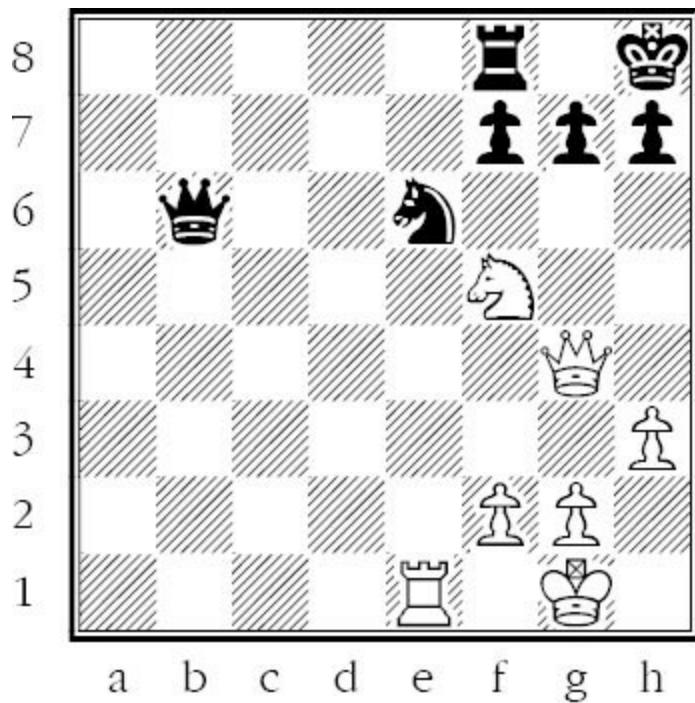
1. _____ Time: _____
2. _____

(410)



1. _____ Time: _____
2. _____
3. _____

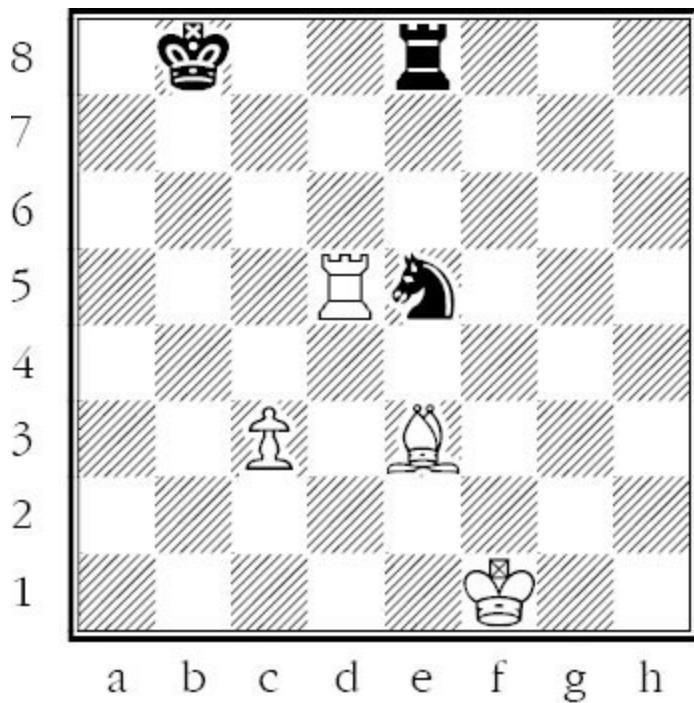
(411)



a b c d e f g h

1. _____ _____ Time: _____
2. _____

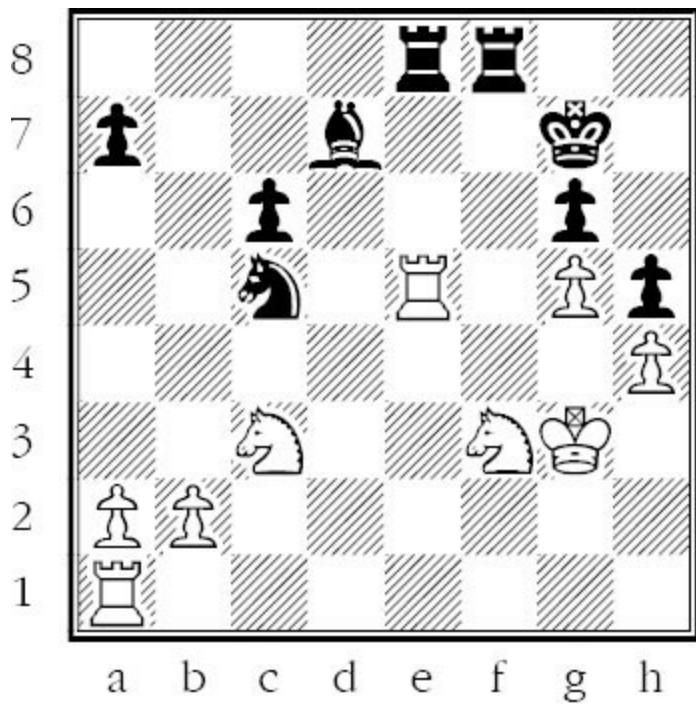
(412)



1. _____ Time: _____
2. _____

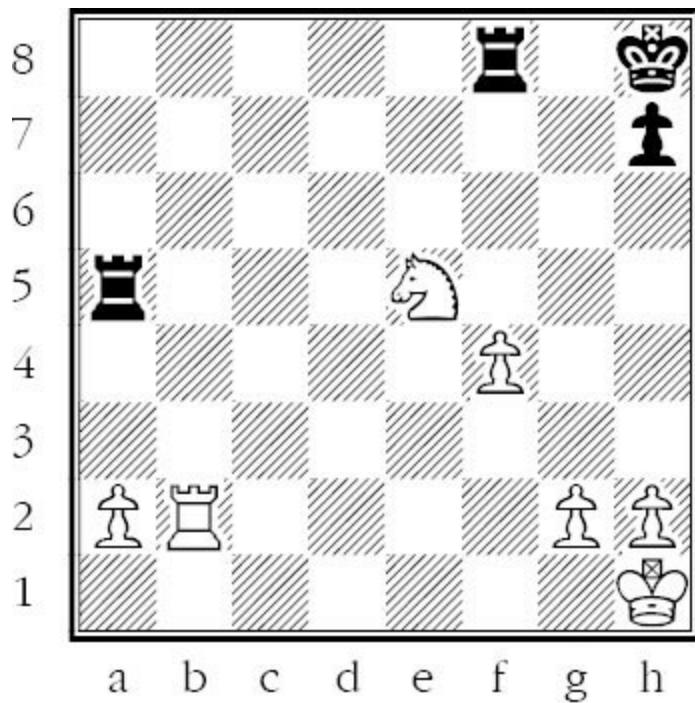
Black to move

(413)



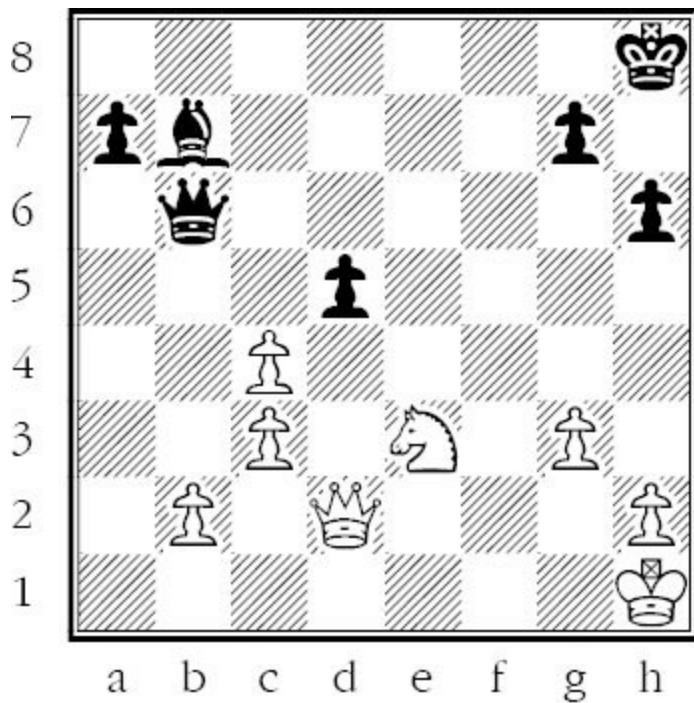
1. ... _____ Time: _____
2. _____ _____

(414)



1. ... _____ Time: _____
2. _____

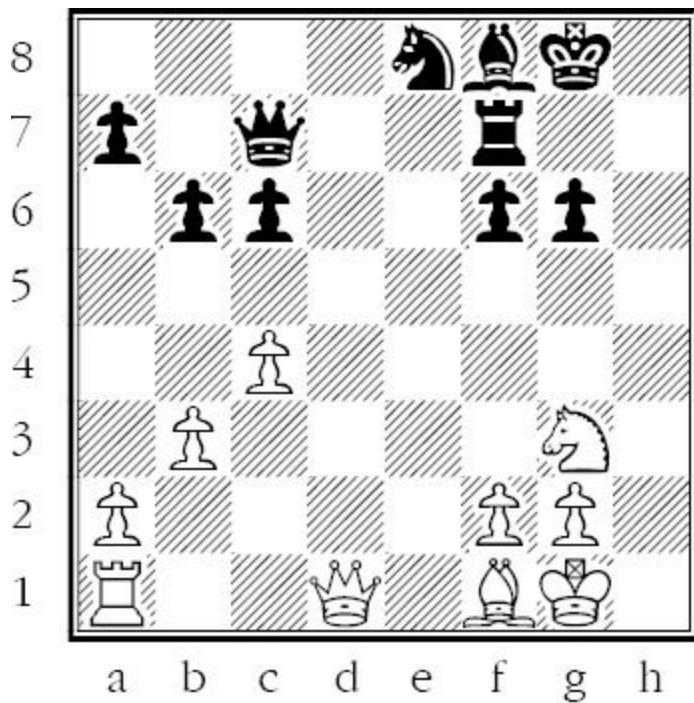
(415)



a b c d e f g h

1. ... _____ Time: _____
2. _____
3. _____

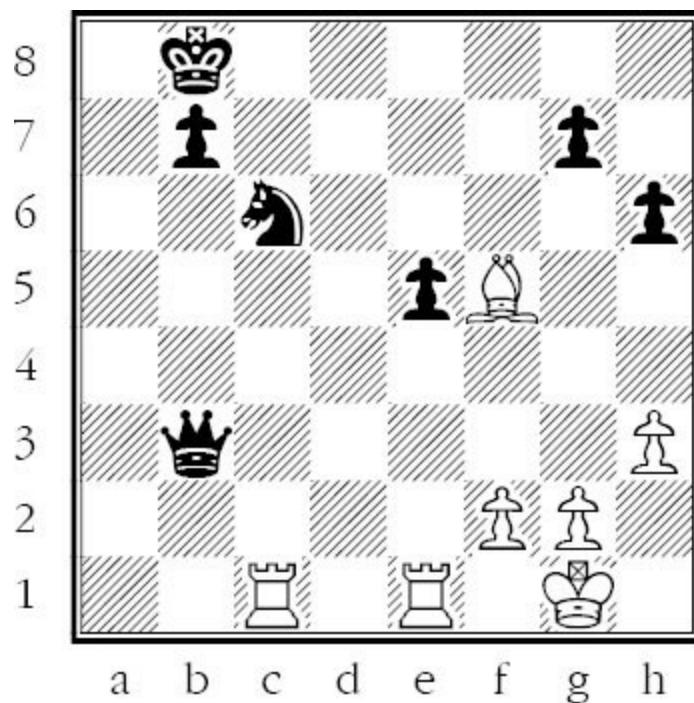
(416)



1. ... _____ Time: _____
2. _____ _____
3. _____ _____

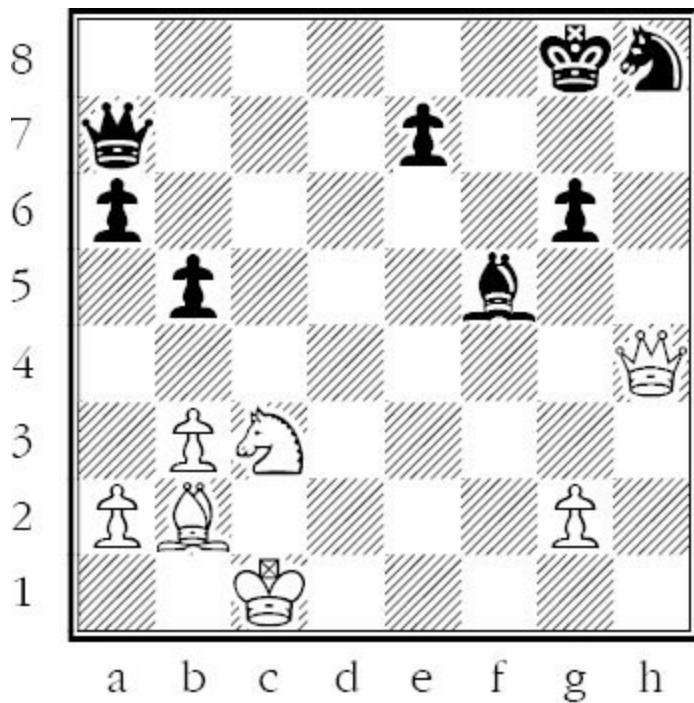
White to move

(417)



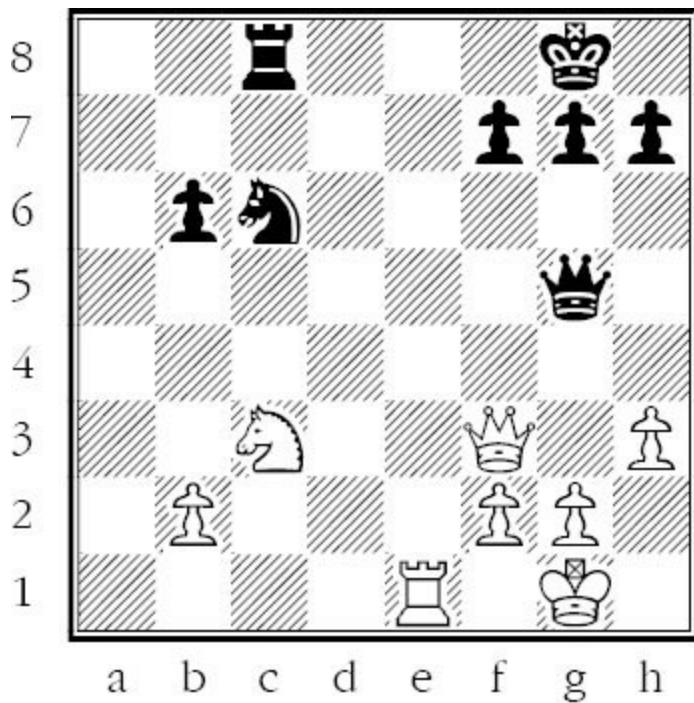
1. _____ Time: _____
2. _____

(418)



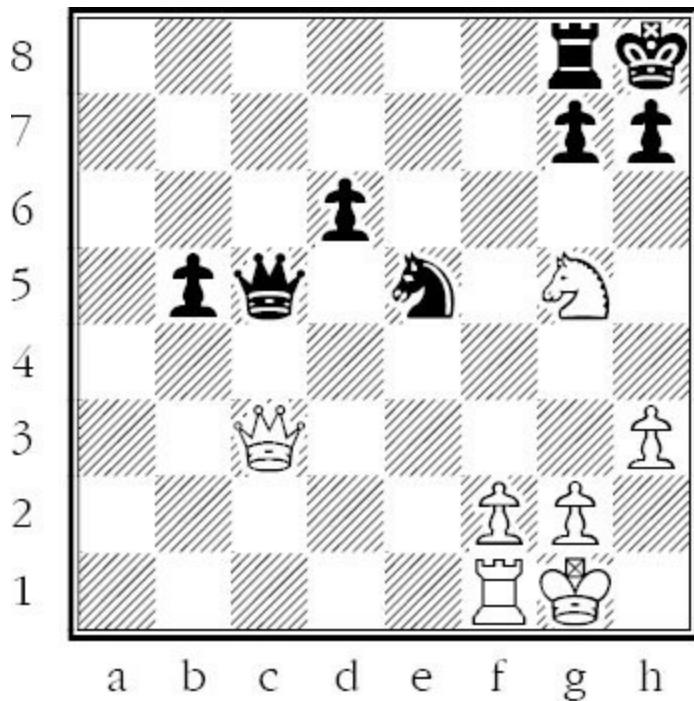
1. _____ Time: _____
2. _____
3. _____

(419)



1. _____ Time: _____
2. _____

(420)



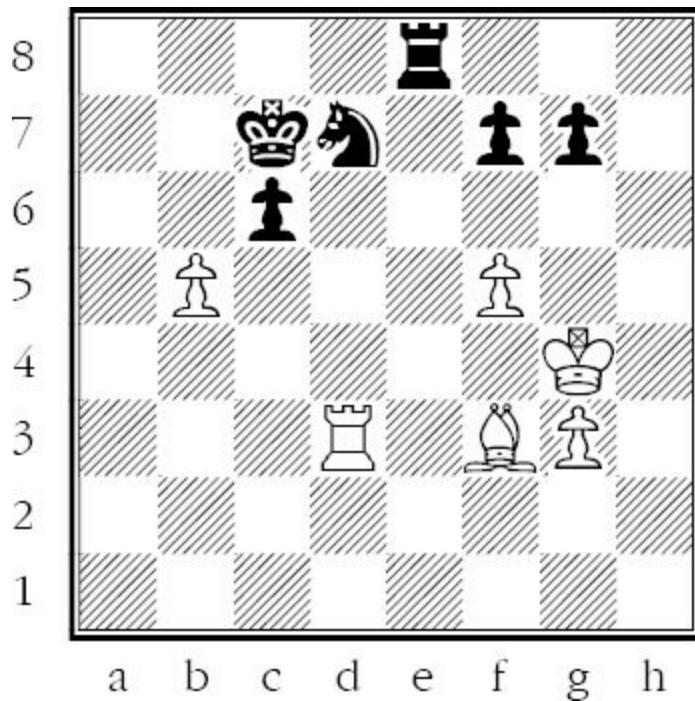
1. _____ Time: _____
2. _____

Chapter 10

Sacrifice to Win a Pawn!

While during a chess game our ultimate goal is to checkmate our opponent, we also like to capture their most valuable pieces. However, do not underestimate the importance of winning even the least valuable among them: the pawn. In order to win at chess, generally it takes the collecting of small advantages to win the big battle.

Now, let's see a couple examples on this topic.



White to move

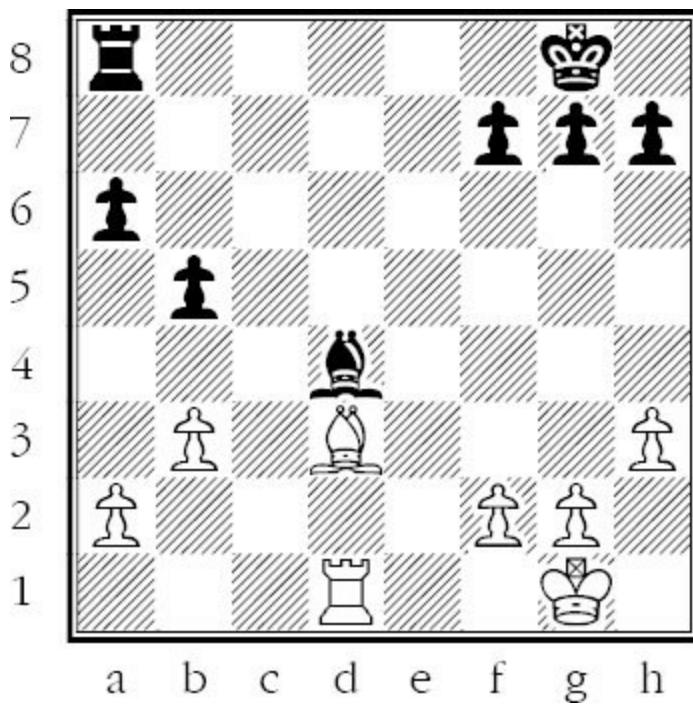
How can White win a pawn without losing a piece?

If White just simply captures the pawn on c6 with 1.Bxc6?, the problem is that Black can fork the bishop and rook with 1...Ne5+.

Then if 2.Kf4, Black takes the white rook on d3 with check! (2... Nxd3+). If 2.Kh3, then the black rook gives an intermediate check with 2...Rh8+ (so the rook on e8 no longer will be under attack) and after 3.Kg2, simply grabs the free rook with 3...Nxd3. And finally, if 2.Kg5, then 2...f6+ forces White's king into one of the above scenarios.

Therefore, it is time for a sacrifice to accomplish the goal! **1.Rxd7+** (forcing Black's king into a skewer) **1...Kxd7 2.Bxc6+ Kd8 3.Bxe8 Kxe8** and this resulting pawn endgame (with an extra pawn) is a simple win for example with **4.f6**.

The topic in our final example is discovery.



Black to move

Here White has three potential discoveries. Let's check them out one by one. 1.Be4 seems the most powerful, attacking Black's two most valuable pieces left on the board. However, then Black has a solid defensive move 1...Rd8.

How about 1.Bxb5? Does it win a pawn? Well, after 1...axb5 2.Rxd4 it does, because of Black's back rank problem (2...Rxa2

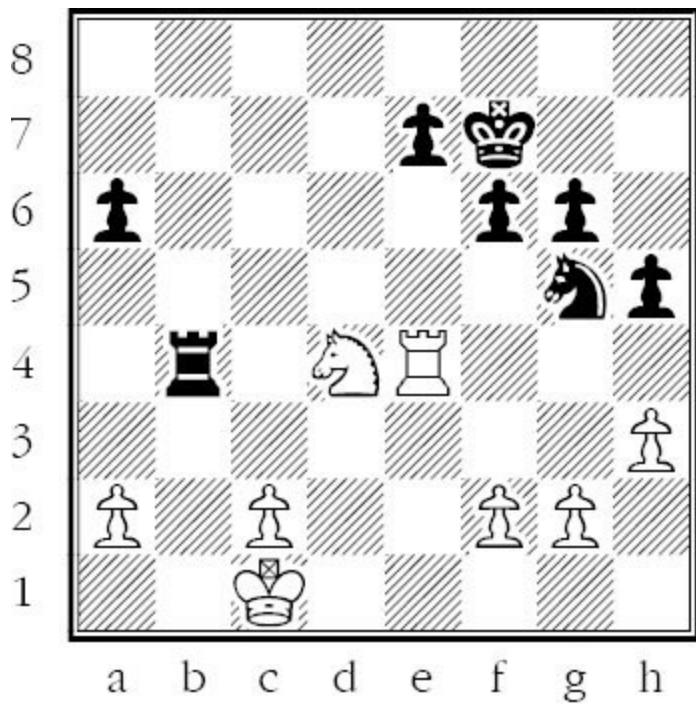
3.Rd8#). However, Black would have a counterpunch with 1...Bxf2+, and only after 2.Kxf2 does Black take the bishop, 2...axb5, maintaining the material balance.

Therefore the correct answer is **1.Bxh7+ Kxh7 2.Rxd4** winning a clear pawn.

And here come 20 puzzles for you to solve in this chapter. Have fun!

White to move

(421)

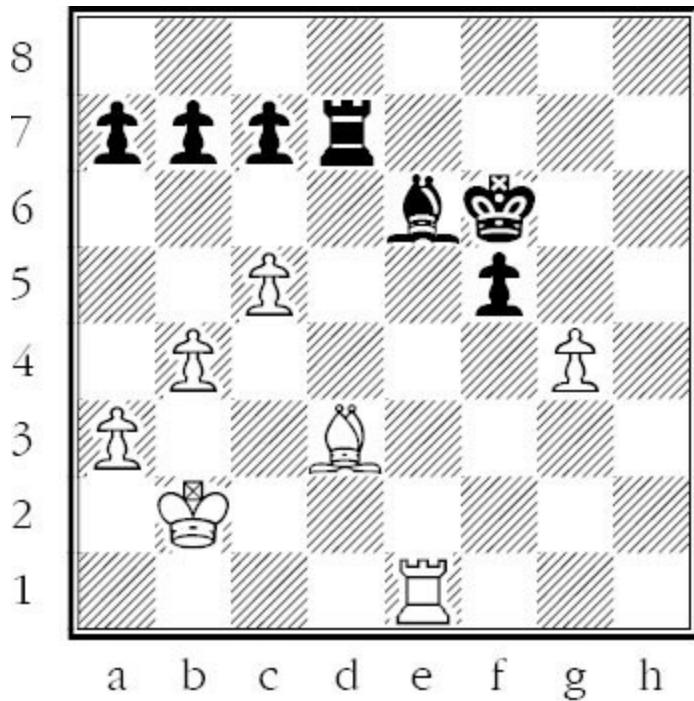


1. _____ Time: _____

2. _____

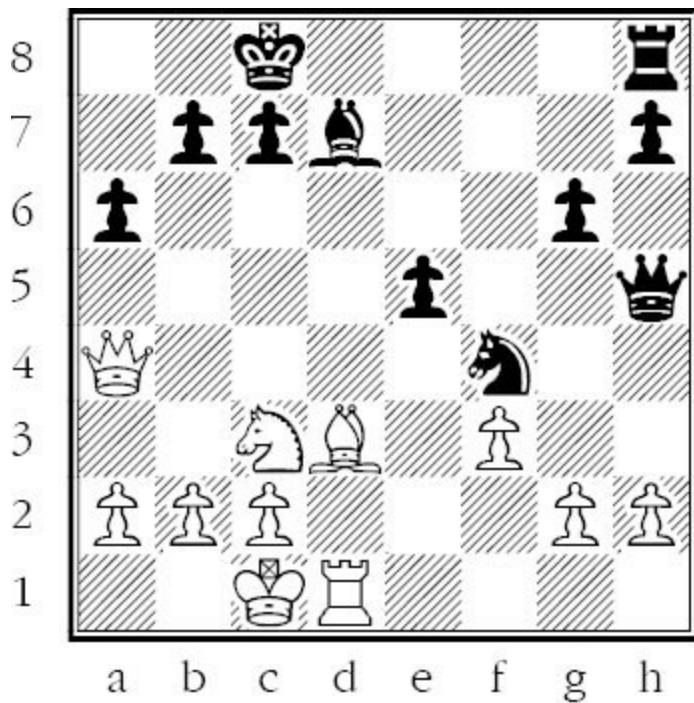
3. _____

(422)



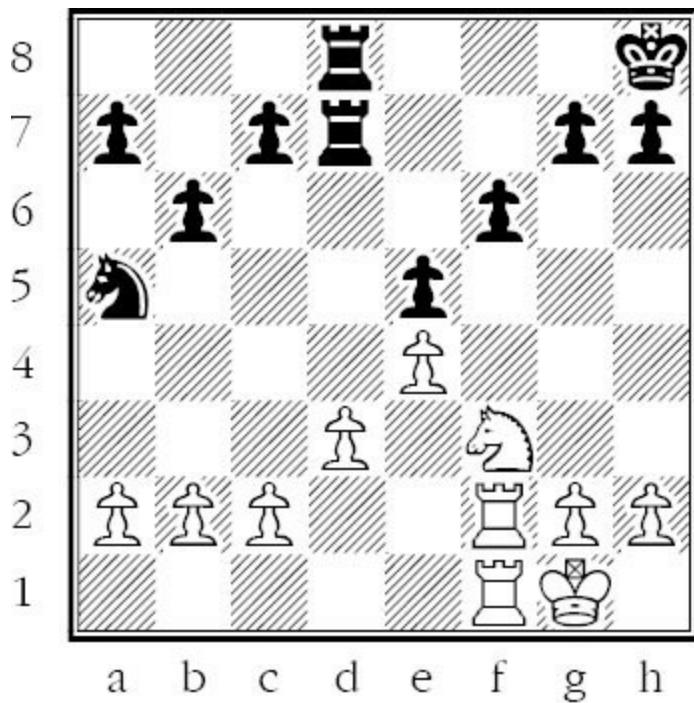
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2. _____ _____
3. _____

(423)



1. _____ Time: _____
2. _____
3. _____

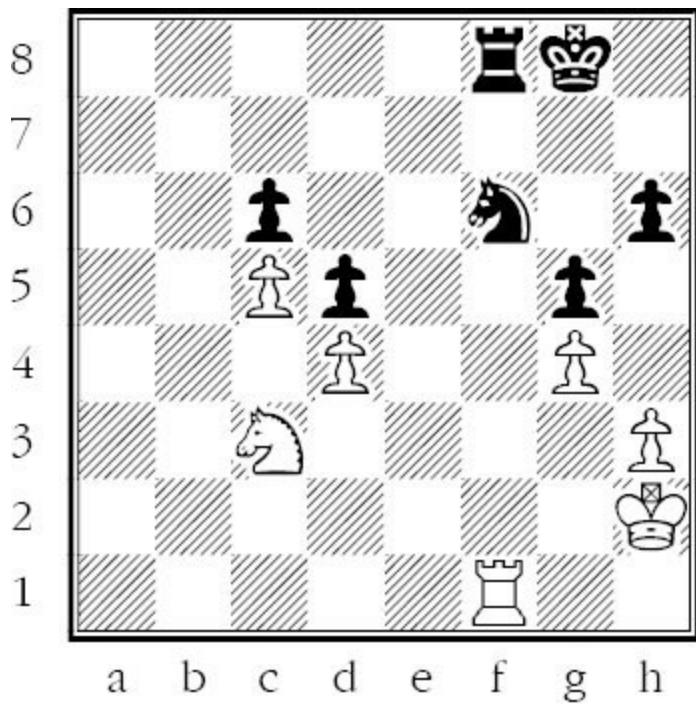
(424)



1. _____ Time: _____
2. _____

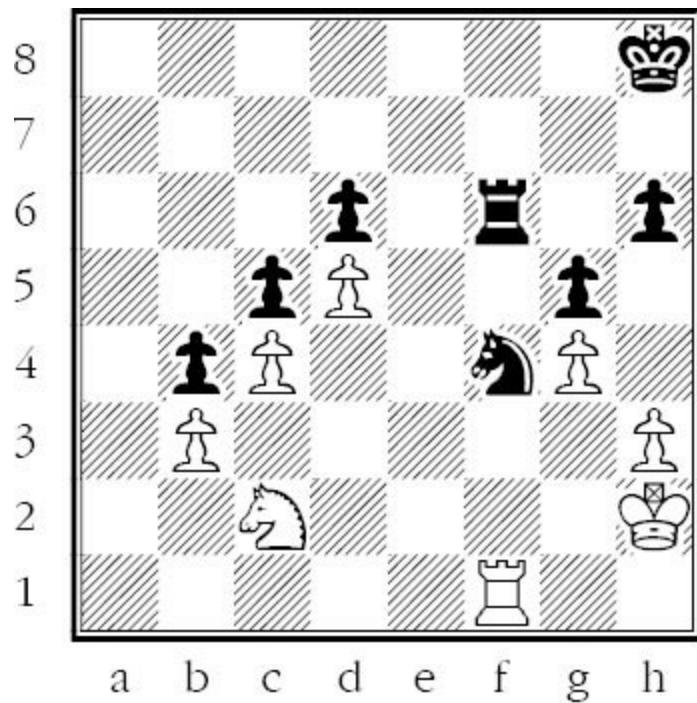
Black to move

(425)



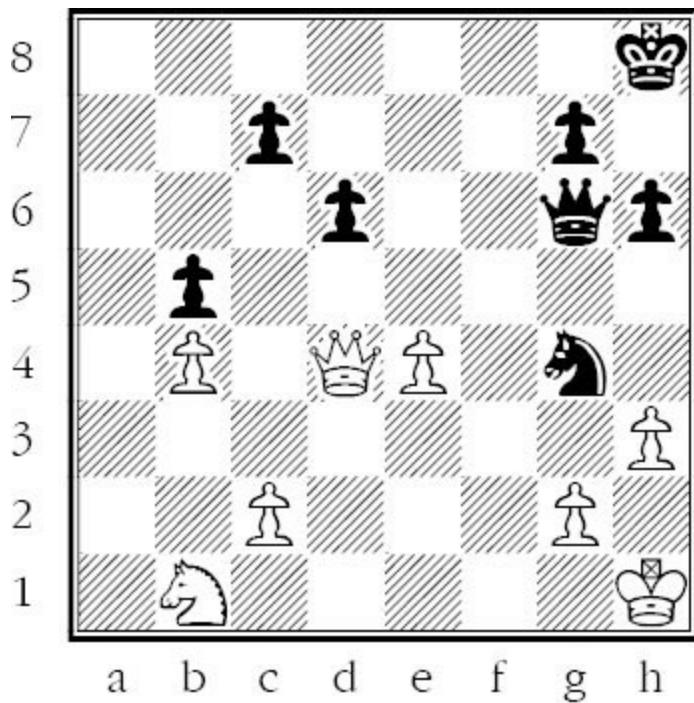
1. ... _____ Time: _____
2. _____ _____

(426)



1. ... _____ Time: _____
2. _____ _____

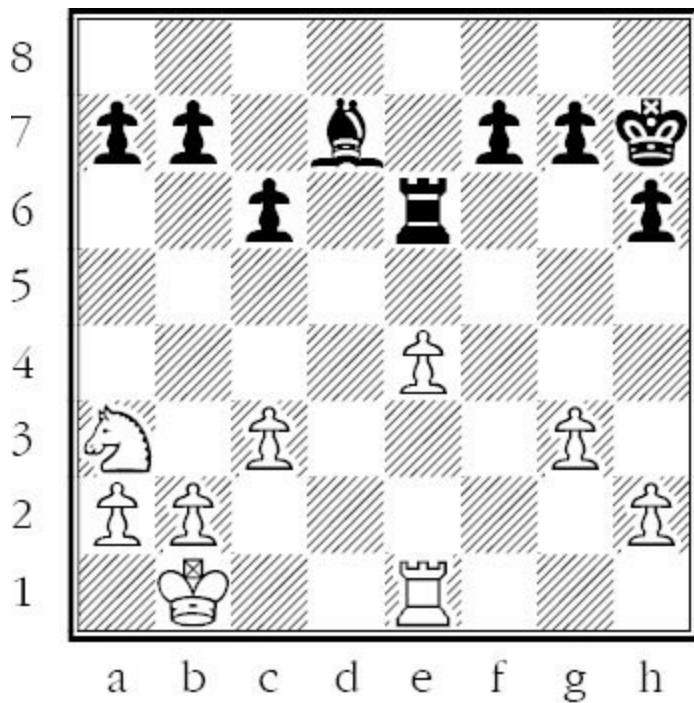
(427)



a b c d e f g h

1. ... _____ Time: _____
2. _____ _____
3. _____ _____

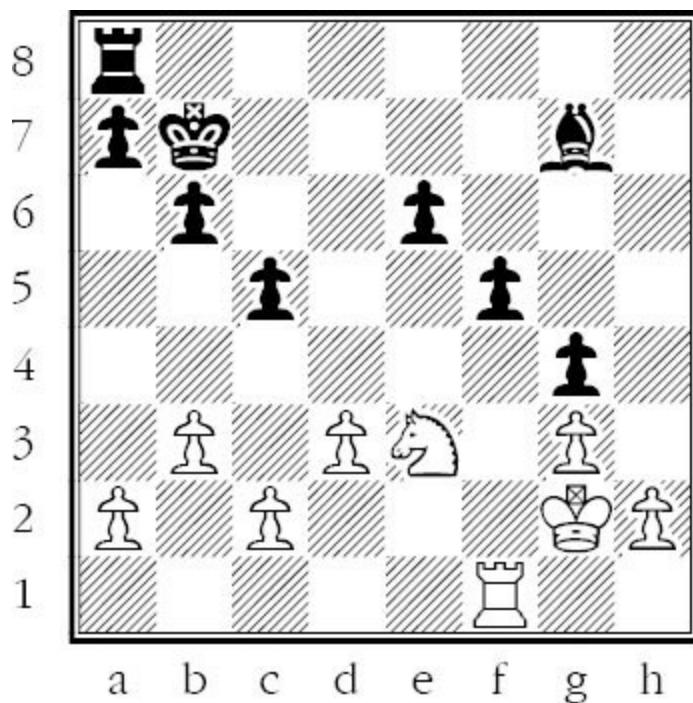
(428)



1. ... _____ Time: _____
2. _____ _____

White to move

(429)

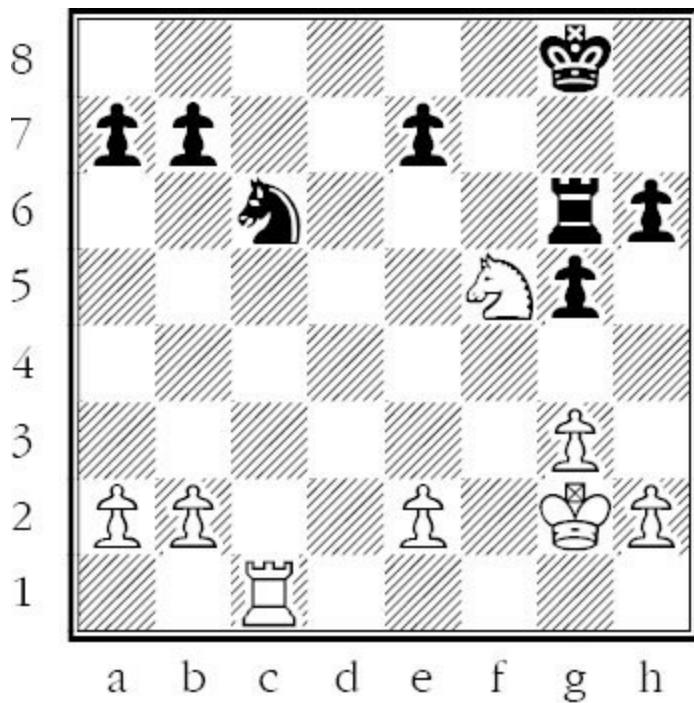


1. _____ Time: _____

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3.

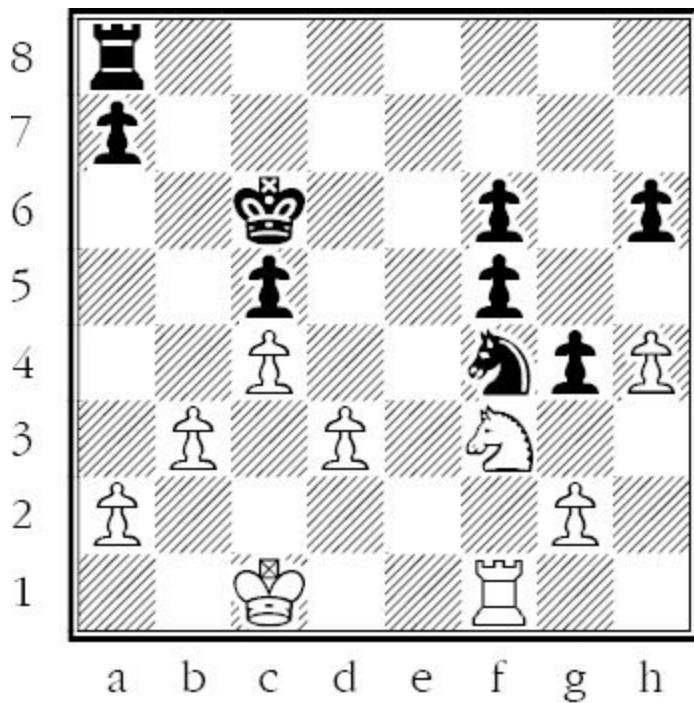
(430)



a b c d e f g h

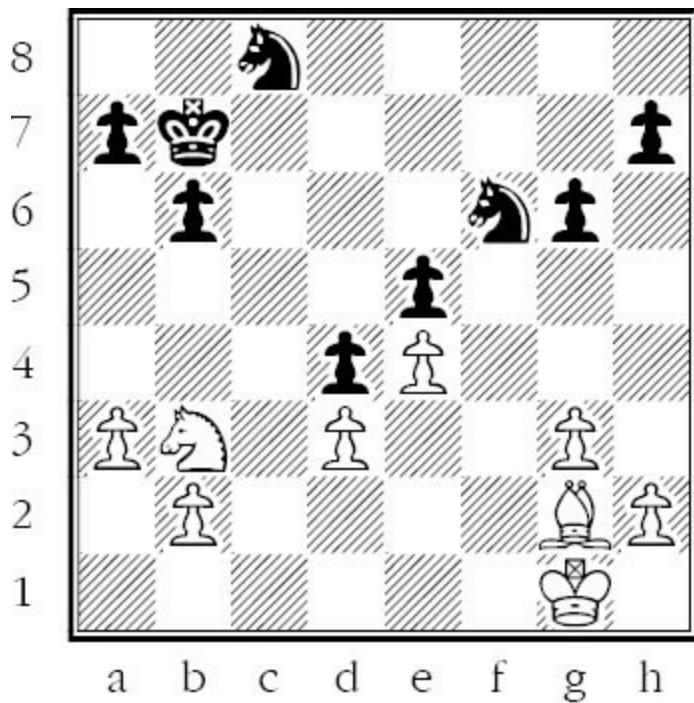
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2. _____ _____
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(431)



1. _____ Time: _____
2. _____

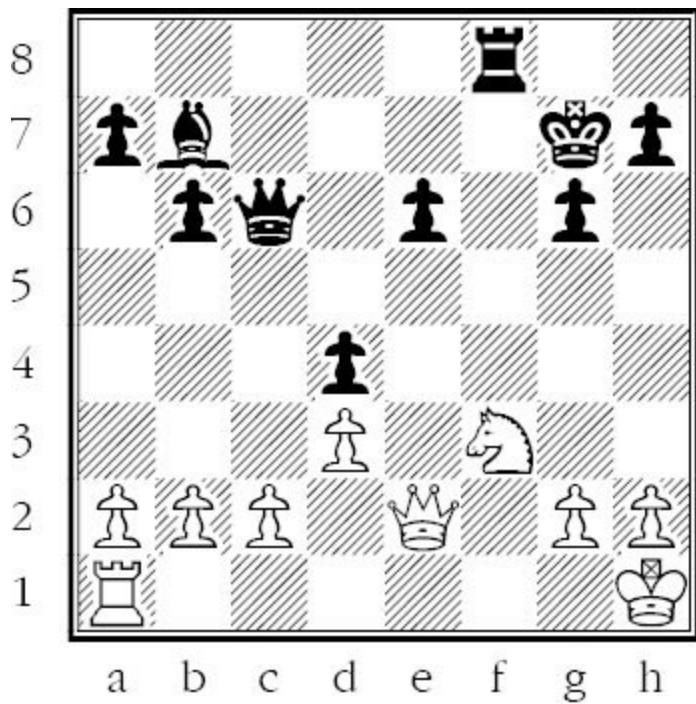
(432)



1. _____ Time: _____
2. _____
3. _____

Black to move

(433)

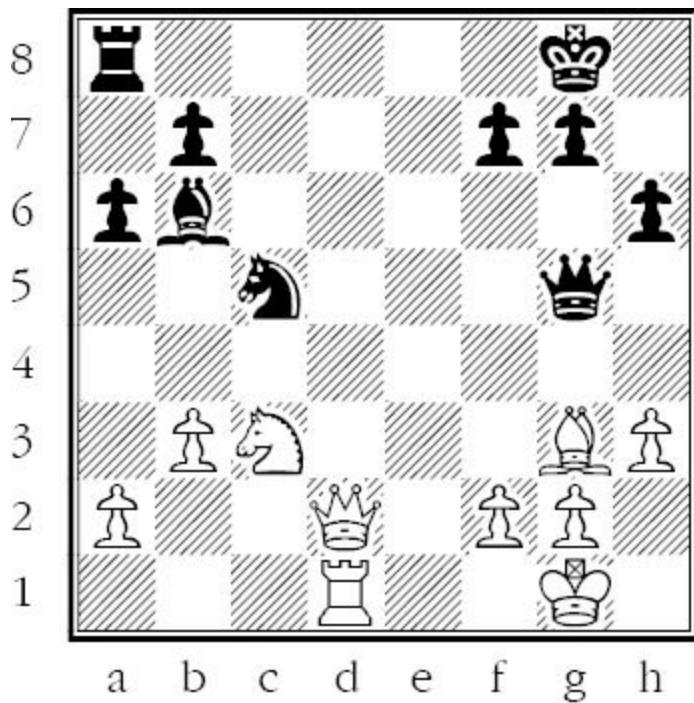


1. ... _____ Time: _____

2. _____ _____

3. _____ _____

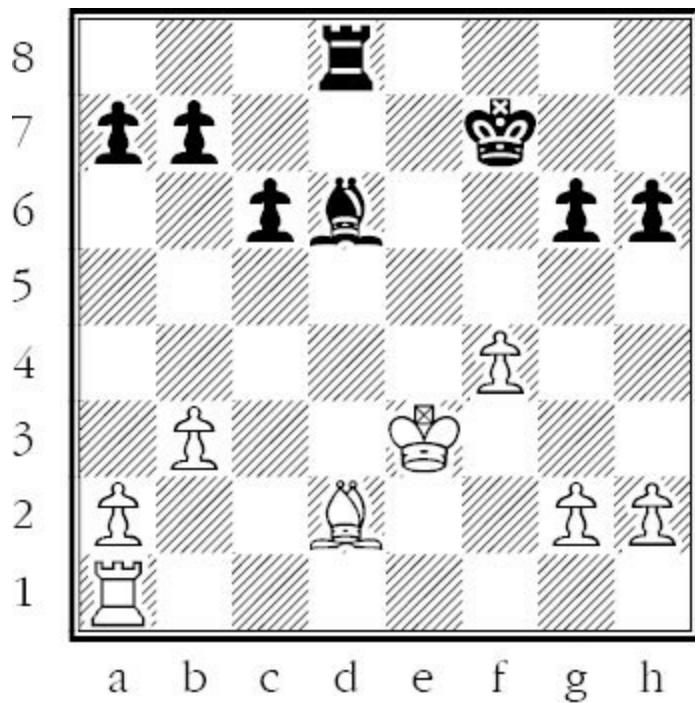
(434)



a b c d e f g h

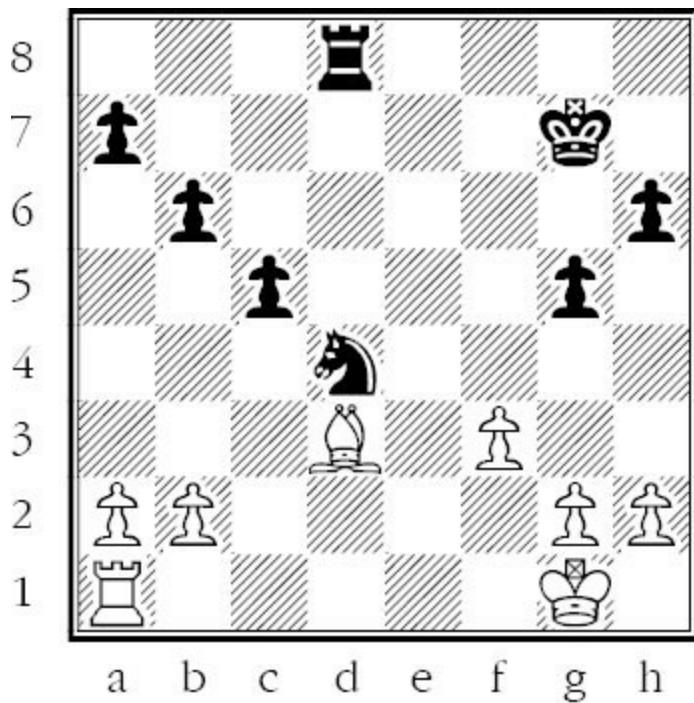
1. ... _____ Time: _____
2. _____ _____
3. _____ _____

(435)



1. ... _____ Time: _____
2. _____ _____

(436)

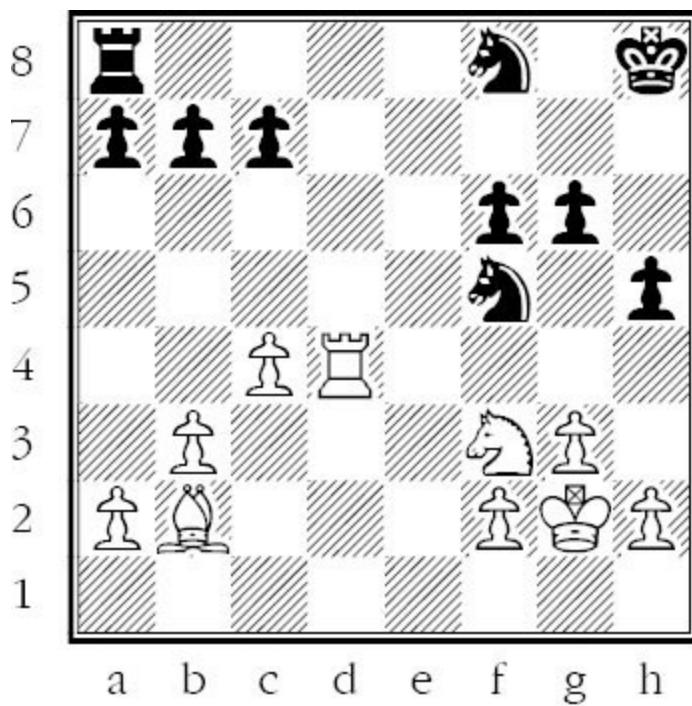


1. ... _____ Time: _____

2. _____

White to move

(437)

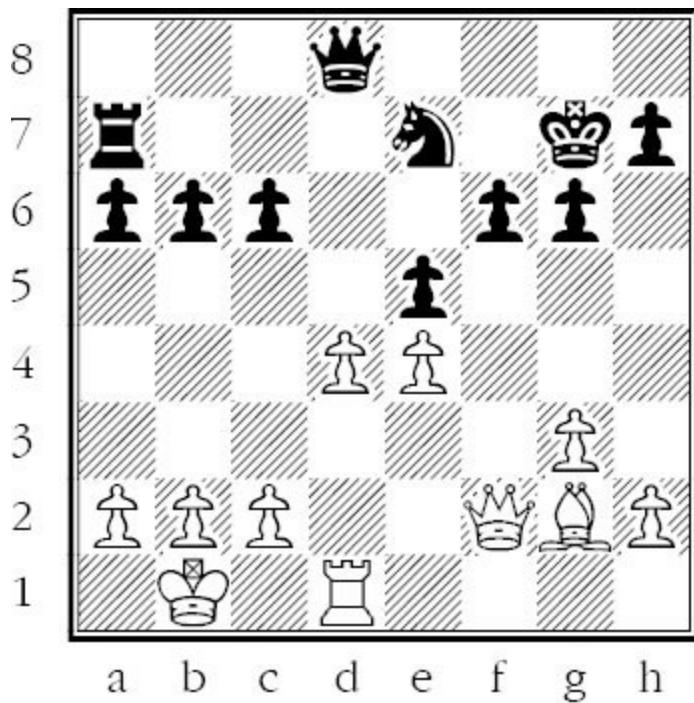


1. _____ Time: _____

2. _____

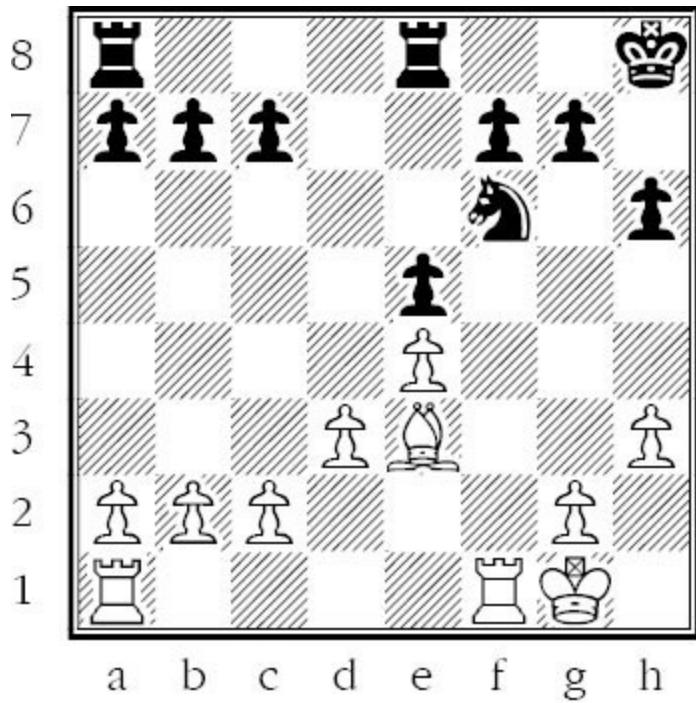
3. _____

(438)



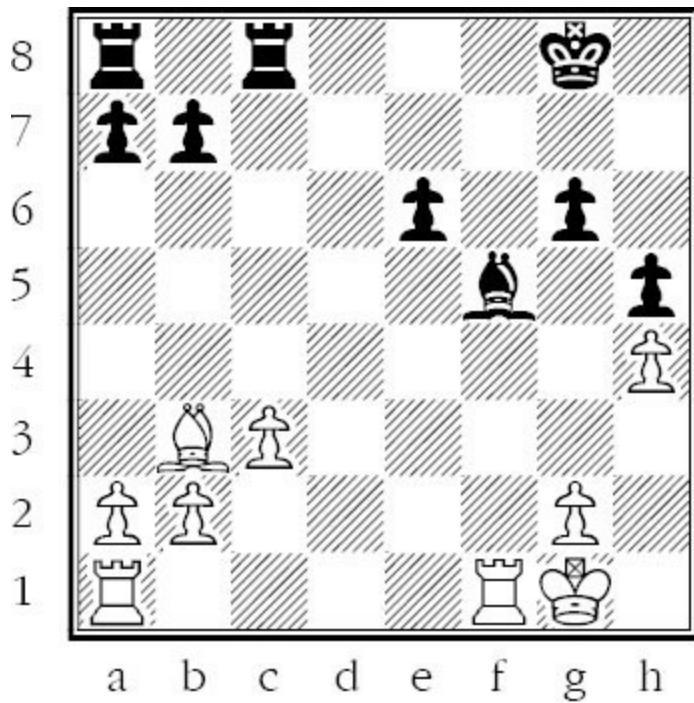
1. _____ Time: _____
2. _____
3. _____

(439)



1. _____ Time: _____
2. _____

(440)



1. _____ Time: _____

2. _____

3. _____

Chapter 11

Various Sacrifices

In this final chapter, you will find a mix of puzzles on the various themes you practiced throughout this volume of the *Learn Chess the Right Way* series. The difference is that you will not get any hints about which of your pieces to sacrifice, or which of the opponent's pieces you are going after. This is just like a real game situation. Hopefully, having reached this final chapter of this workbook, you have gained enough experience to start searching in the right direction.

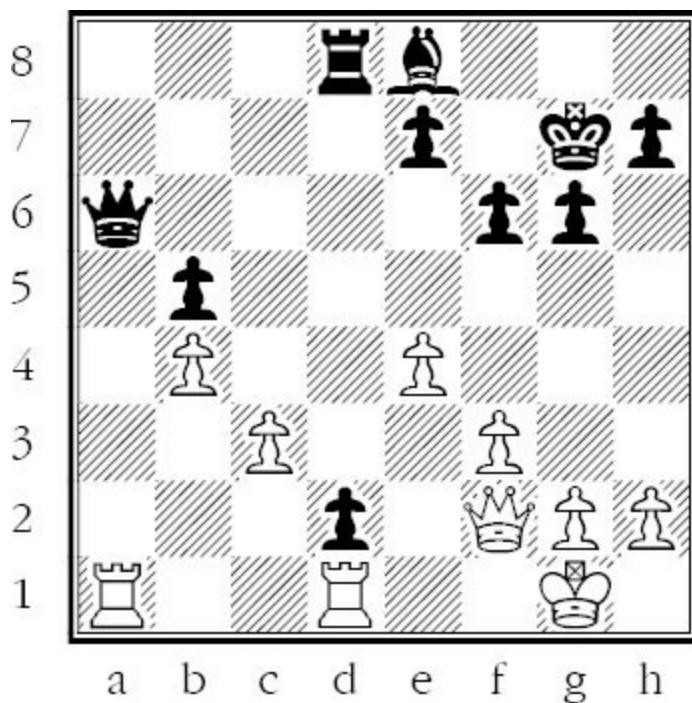
Keep in mind that in many of the puzzles, you will find some of the same, most common tactical themes, such as forks, pins, discoveries, and skewers. In some cases, you will even need to combine several of them. Often the other side needs to choose between allowing checkmate, or hanging on, having lost material.

Remember the order of priorities. First, see if there is way to force checkmate. If there isn't, then move on to looking to win material. In all of the puzzles, your goal is to gain the maximum material you can, or to checkmate.

Have fun with these last 60 puzzles of this volume!

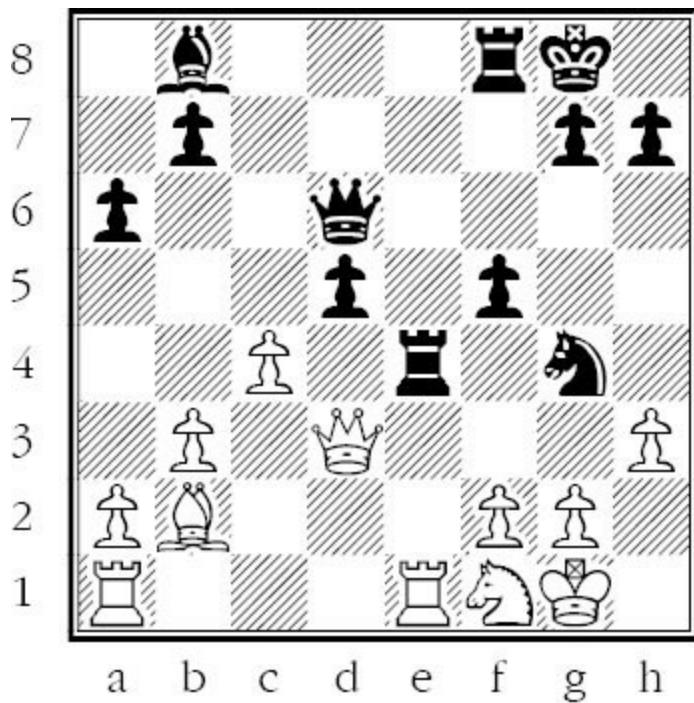
Black to move

(441)



1. ... _____ Time: _____
2. _____
3. _____
4. _____

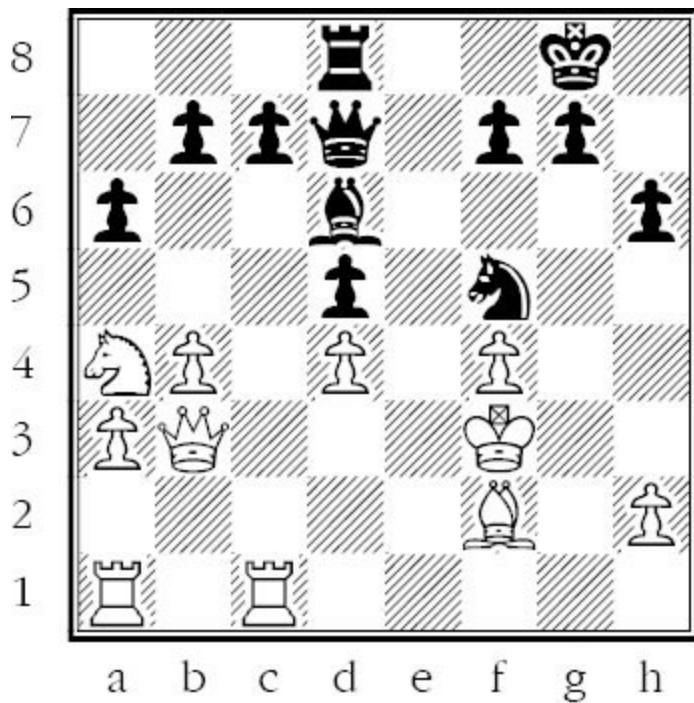
(442)



a b c d e f g h

1. ... _____ Time: _____
2. _____ _____
3. _____ _____

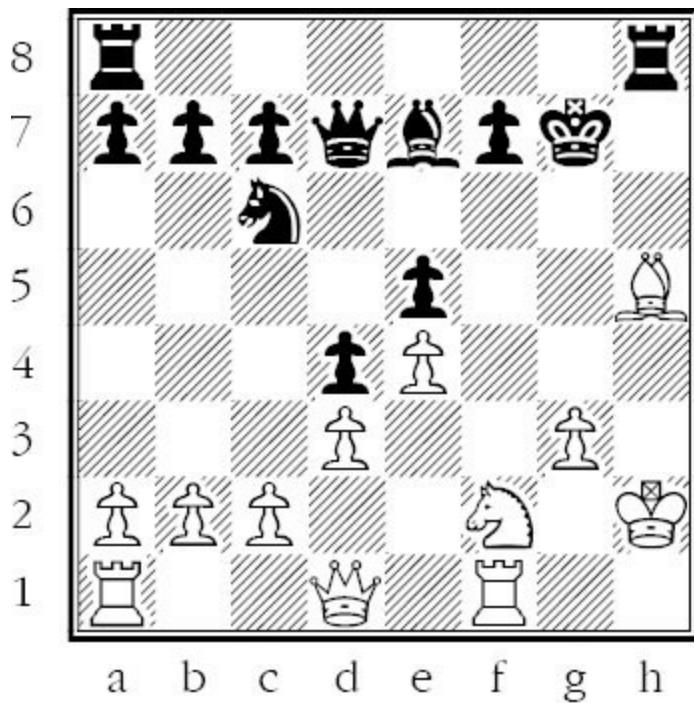
(443)



a b c d e f g h

1. ... _____ Time: _____
2. _____
3. _____

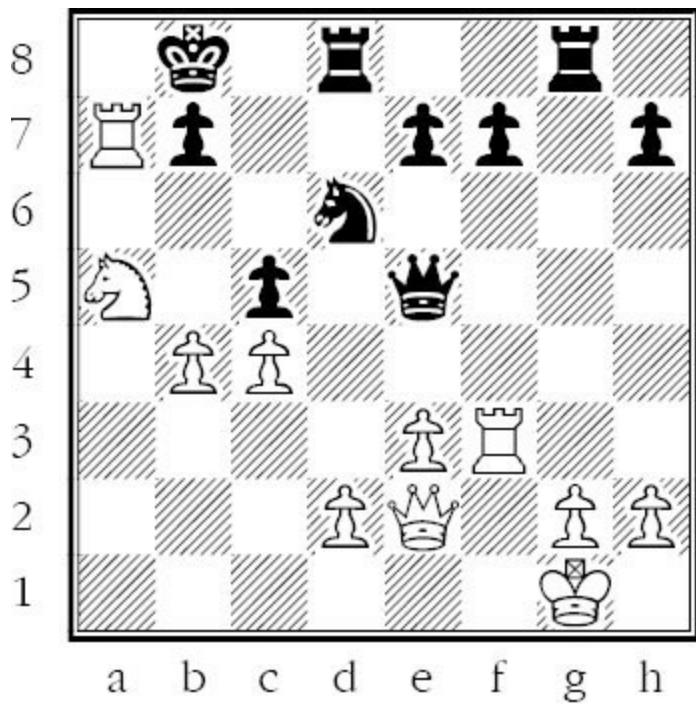
(444)



1. ... _____ Time: _____
2. _____

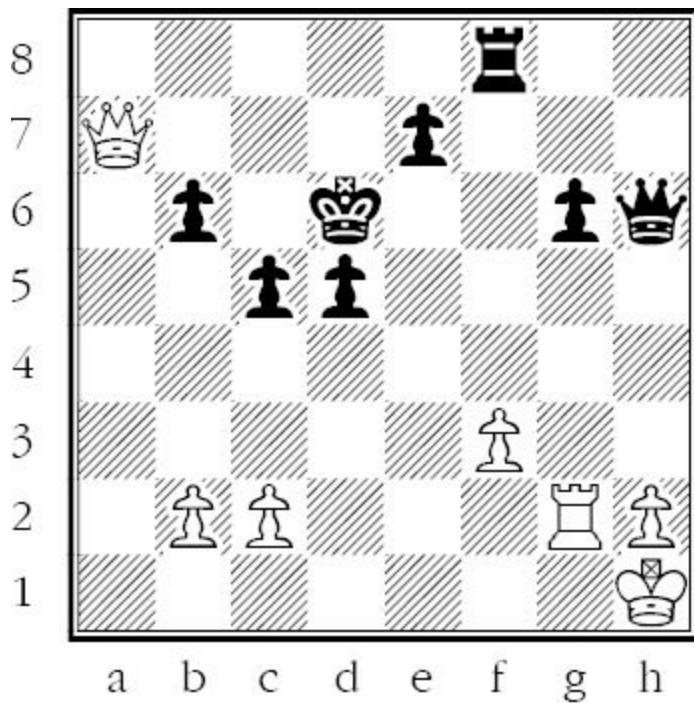
White to move

(445)



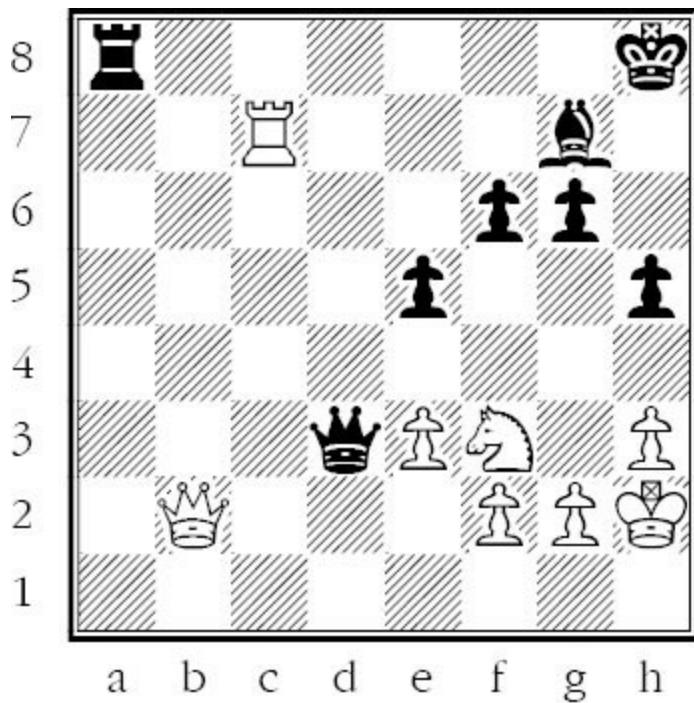
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2. _____

(446)



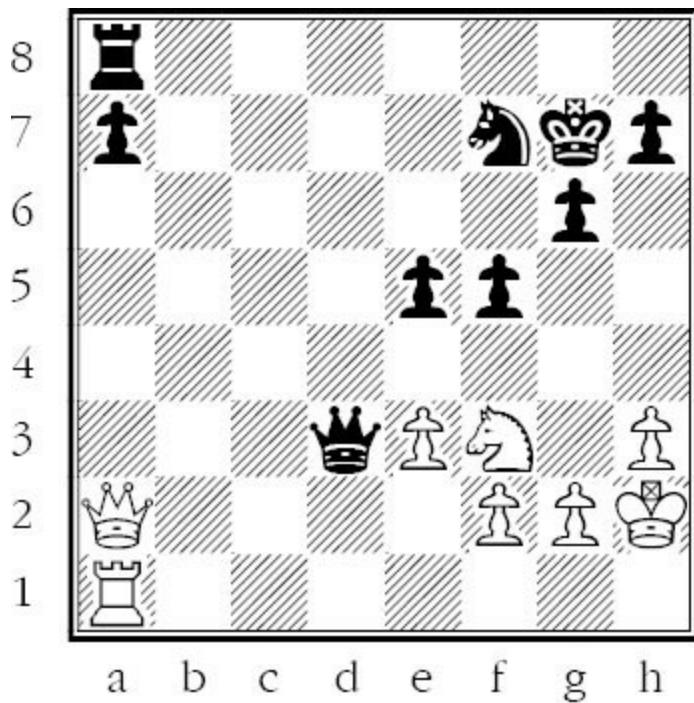
1. _____ Time: _____
2. _____
3. _____

(447)



1. _____ Time: _____
2. _____
3. _____

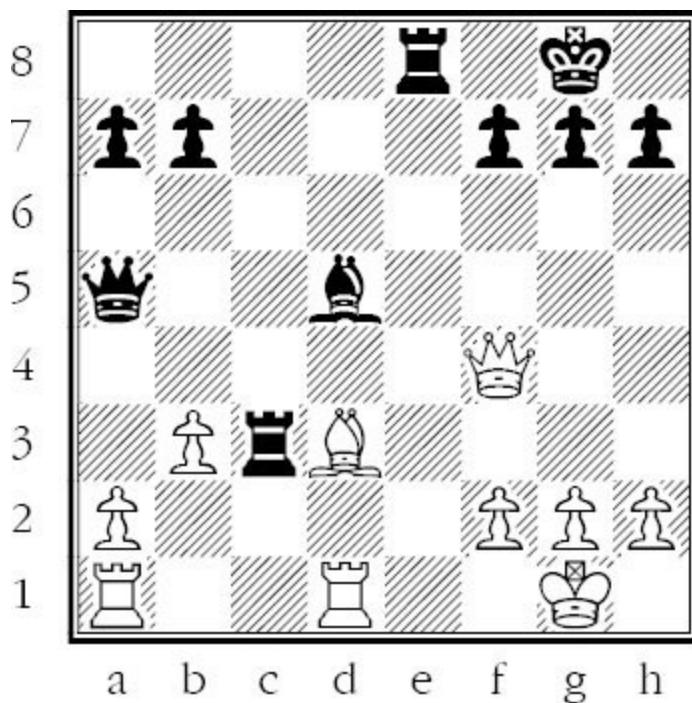
(448)



1. _____ Time: _____
2. _____
3. _____

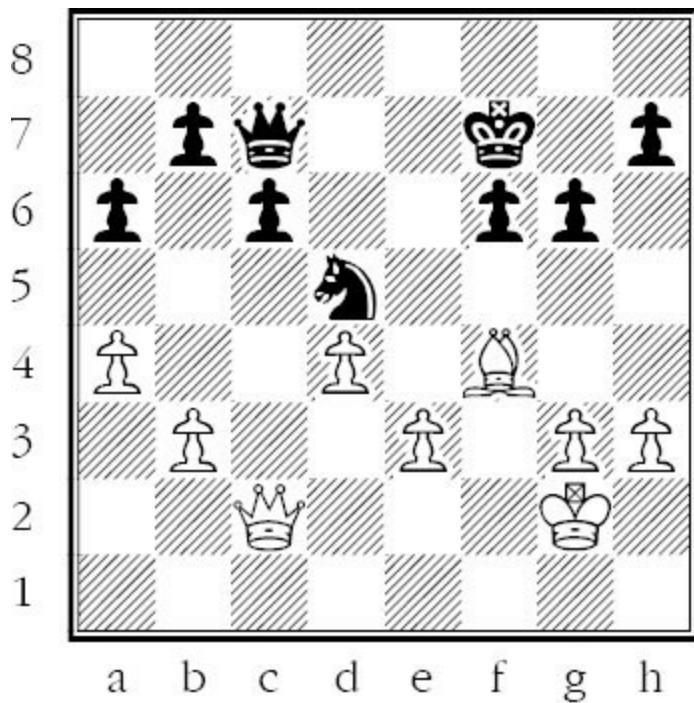
Black to move

(449)



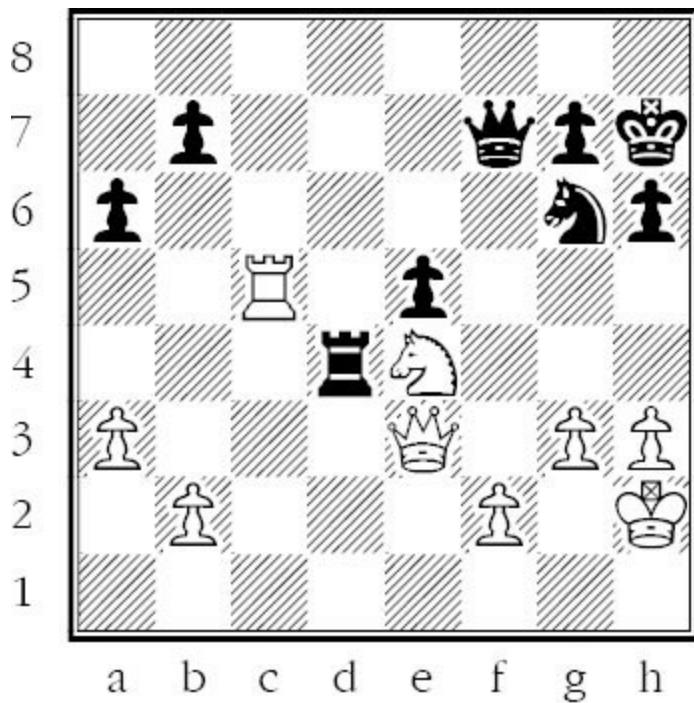
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(450)



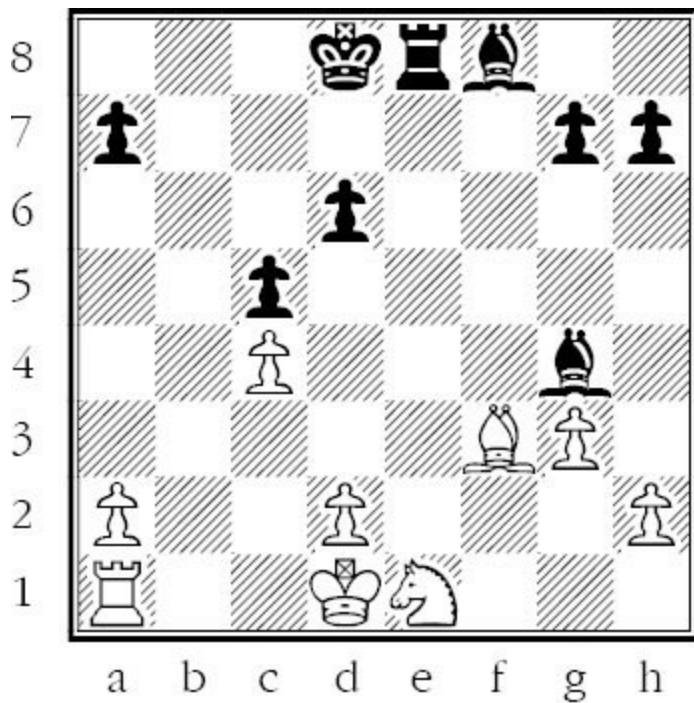
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2. _____ _____

(451)



1. ... _____ Time: _____
2. _____ _____

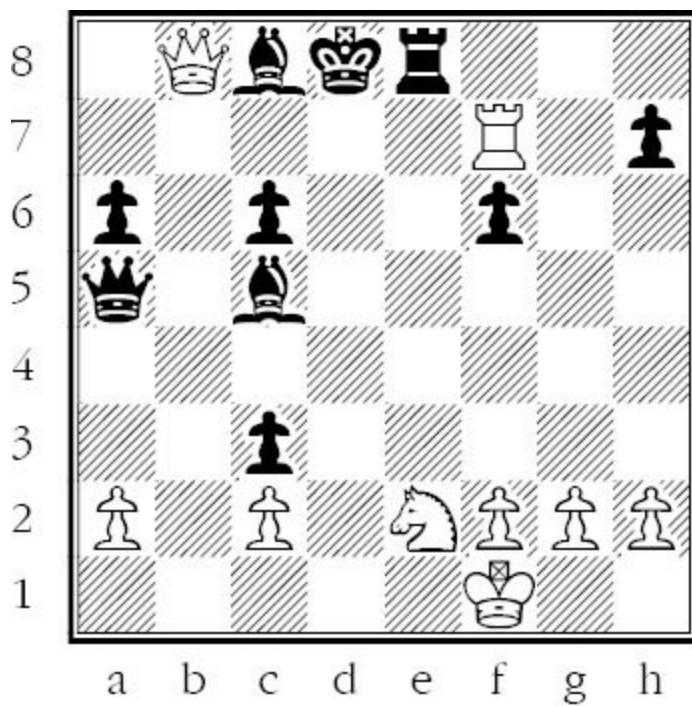
(452)



1. ... _____ Time: _____
2. _____ _____

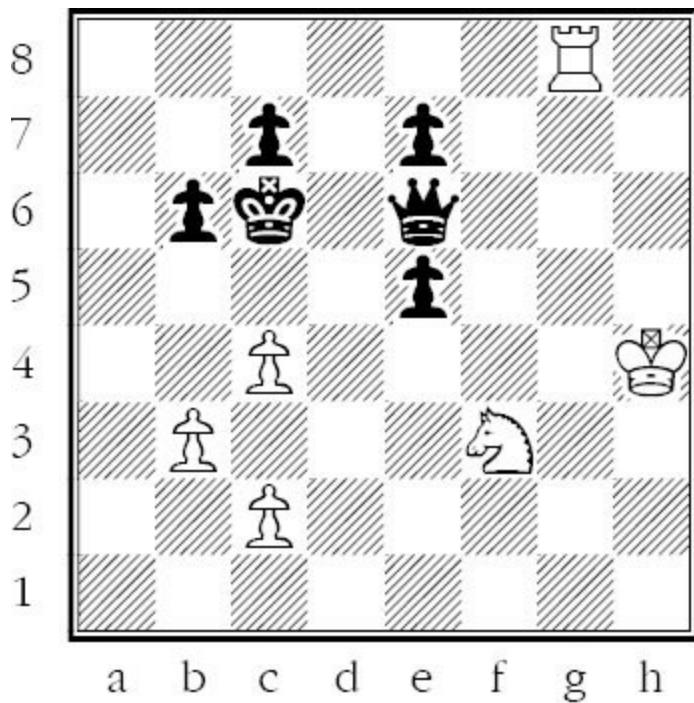
White to move

(453)



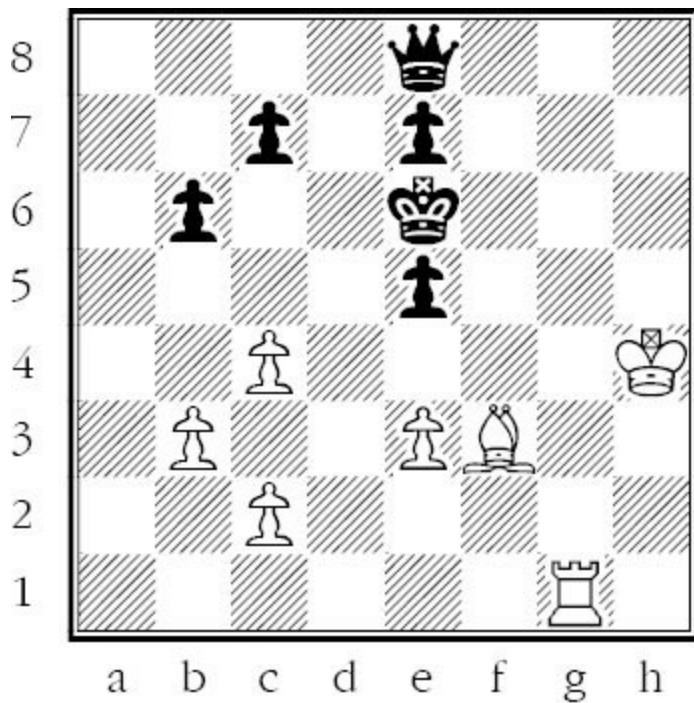
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2. _____

(454)



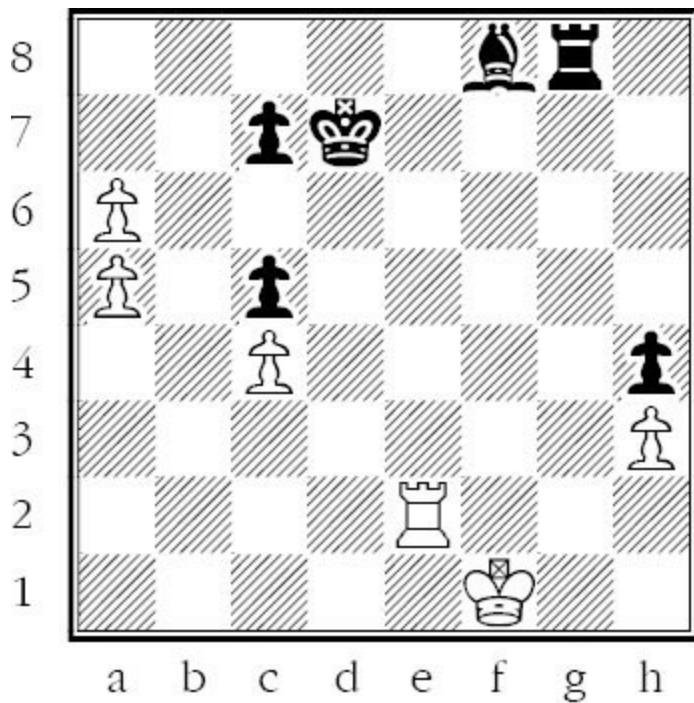
1. _____ Time: _____
2. _____
3. _____

(455)



1. _____ _____ Time: _____
2. _____ _____
3. _____

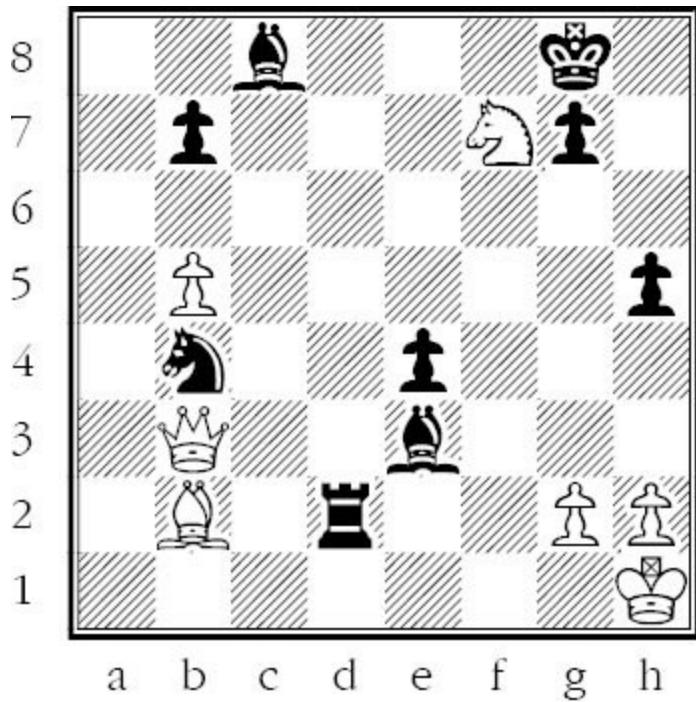
(456)



1. _____ Time: _____
2. _____

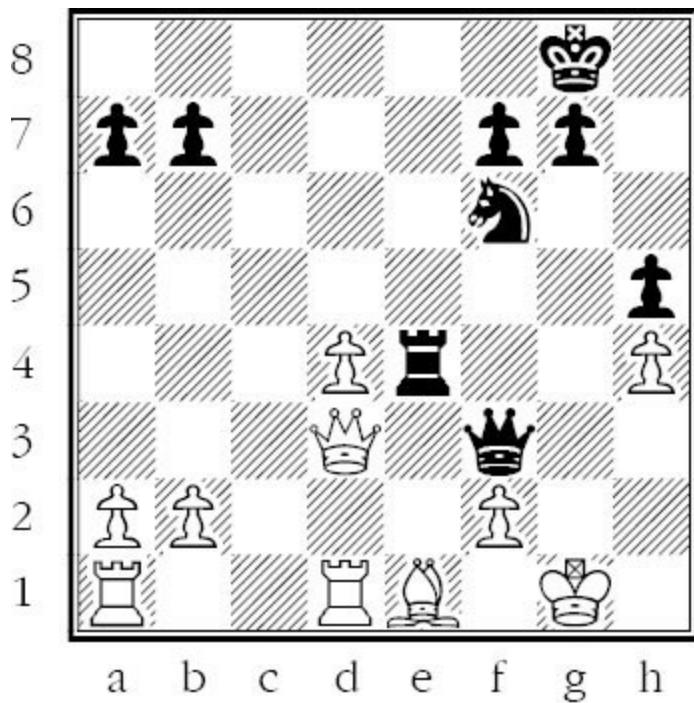
Black to move

(457)



1. ... _____ Time: _____
2. _____ _____

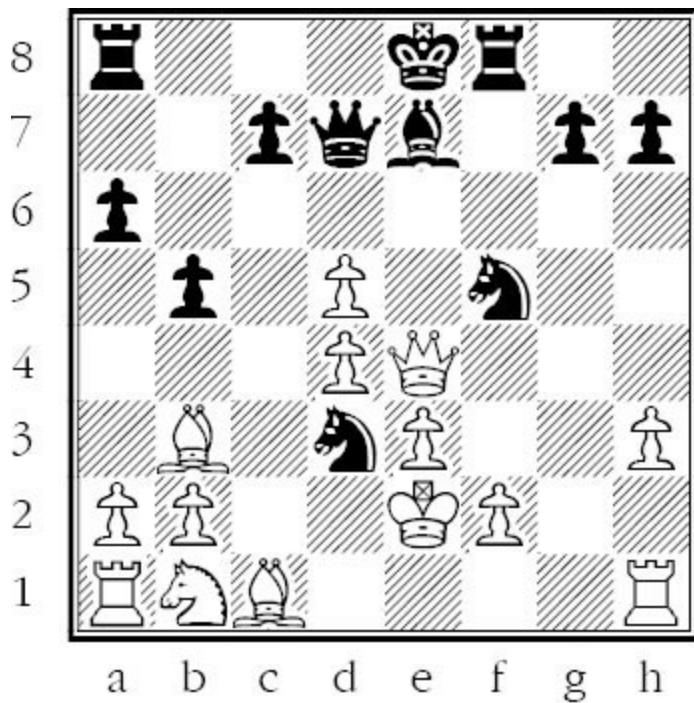
(458)



1. ... _____ Time: _____

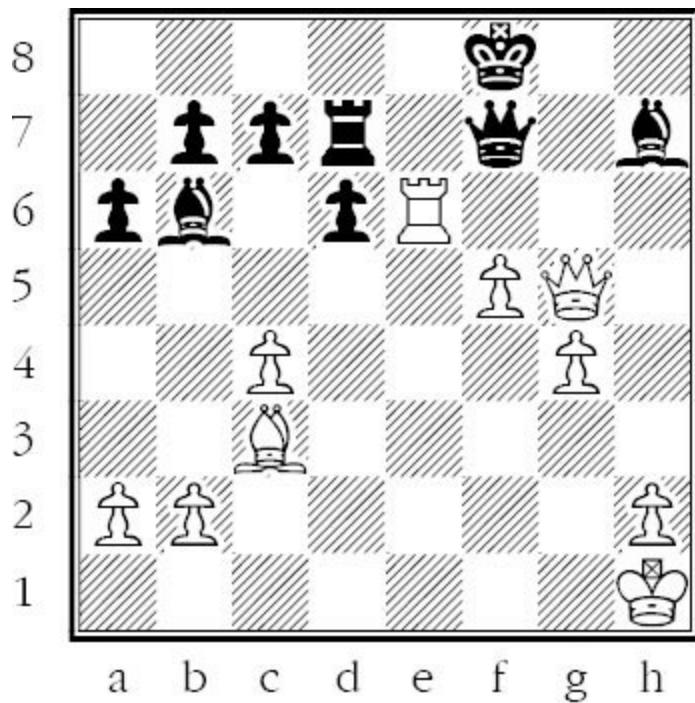
2. _____ _____

(459)



1. ... _____ Time: _____
2. _____

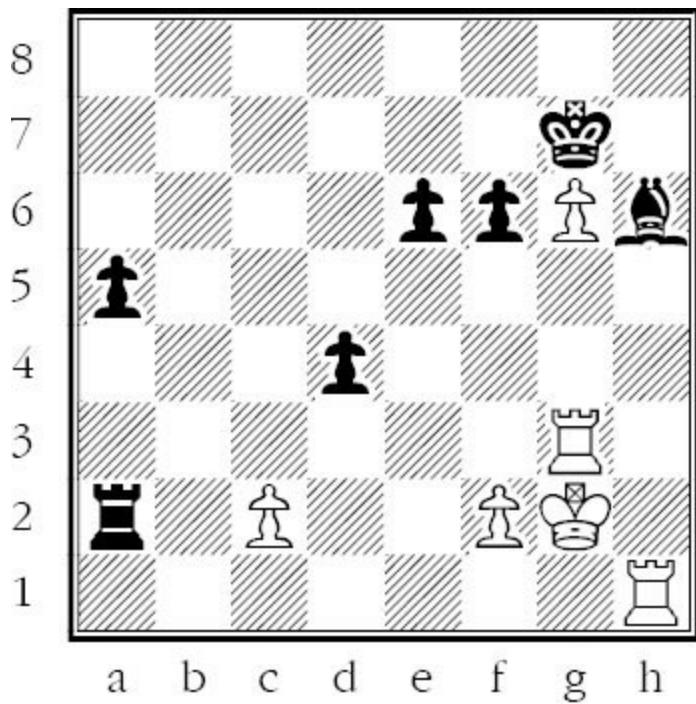
(460)



1. ... _____ Time: _____
2. _____ _____

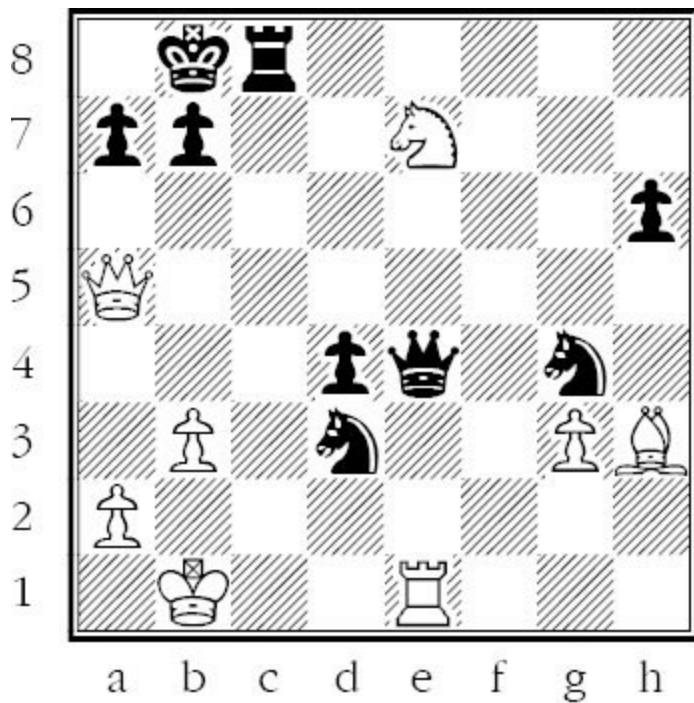
White to move

(461)



1. _____ Time: _____
2. _____

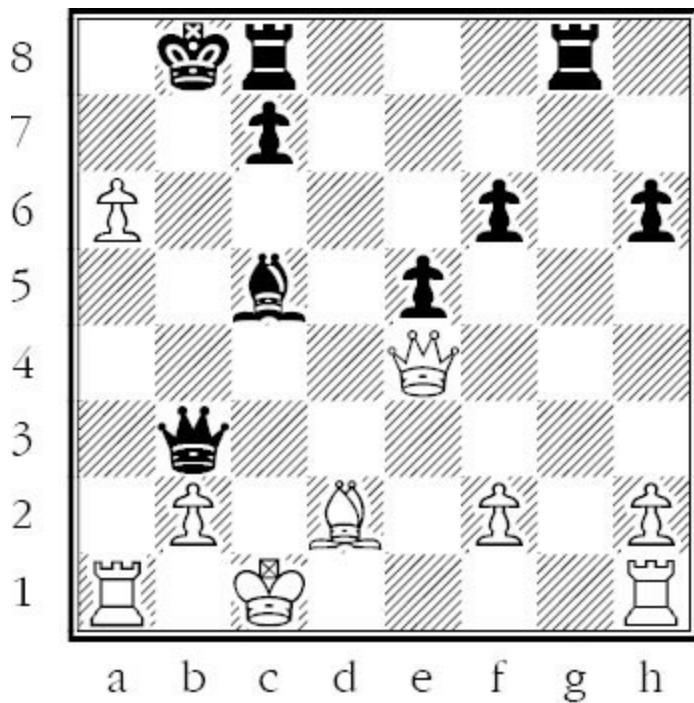
(462)



a b c d e f g h

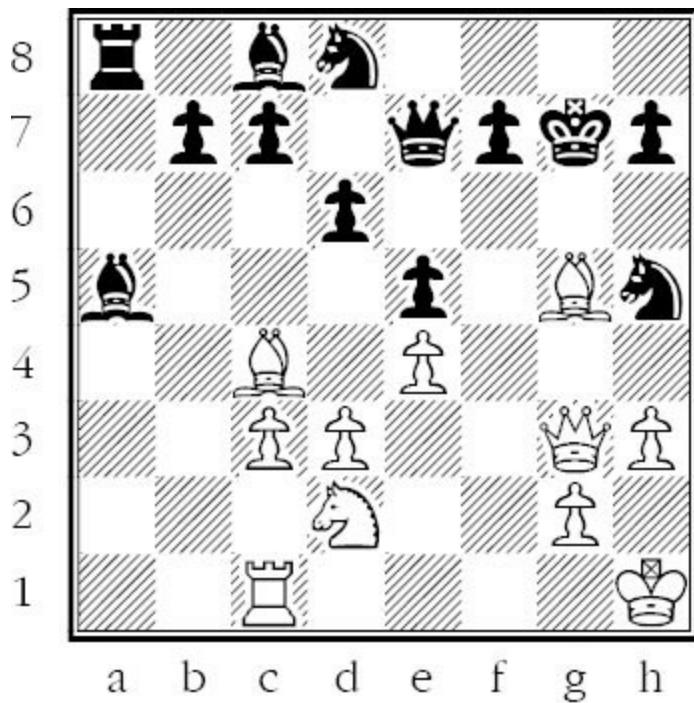
1. _____ Time: _____
2. _____
3. _____

(463)



1. _____ _____ Time: _____
2. _____ _____
3. _____

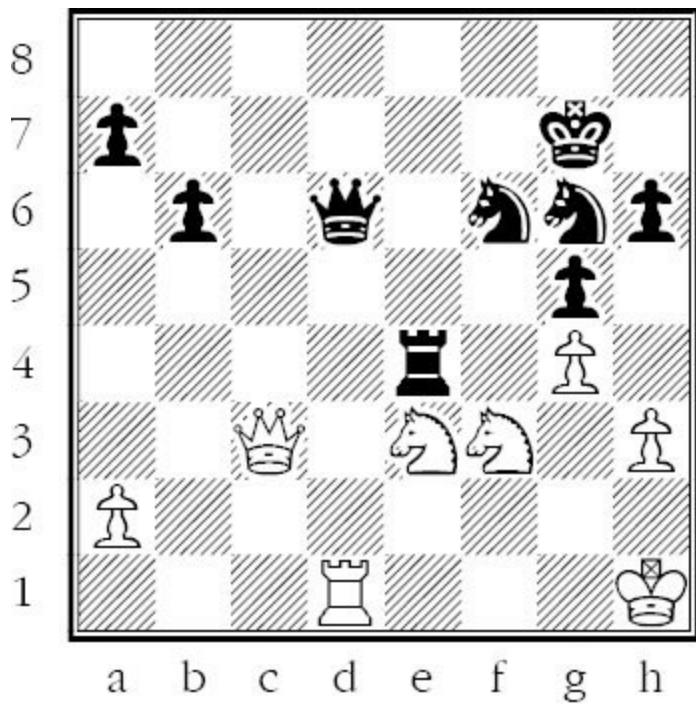
(464)



1. _____ _____ Time: _____
2. _____ _____
3. _____

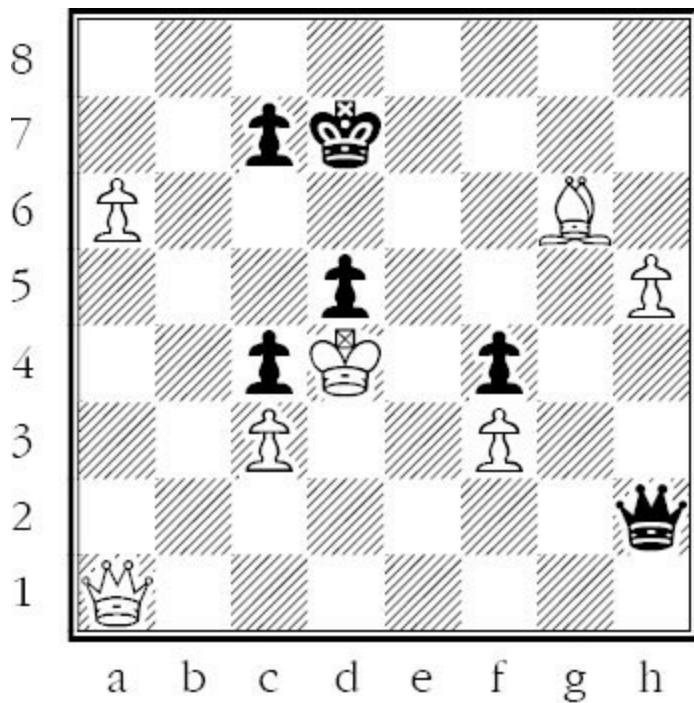
Black to move

(465)



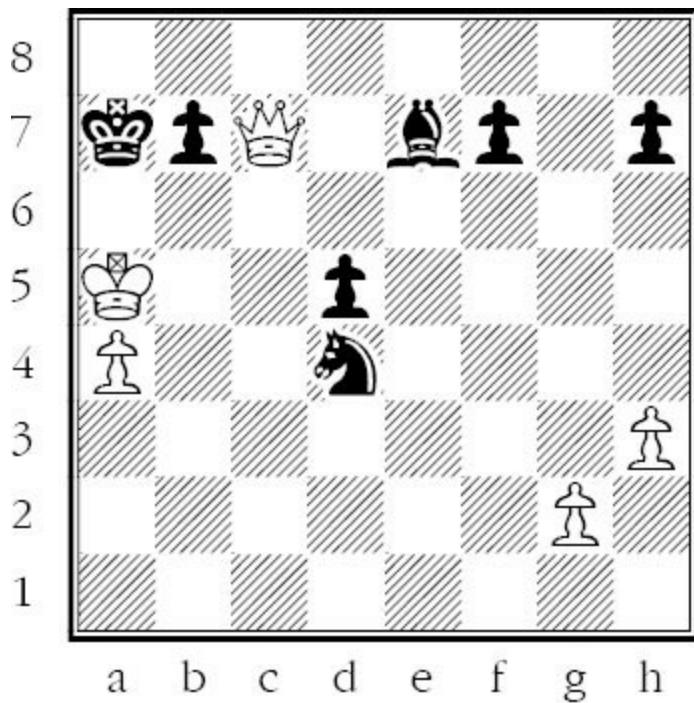
1. ... _____ Time: _____
2. _____ _____

(466)



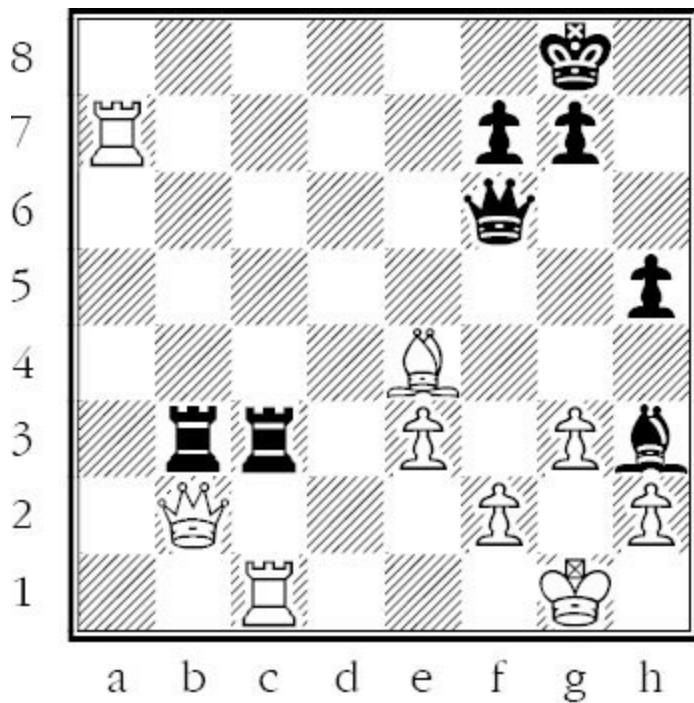
1. ... _____ Time: _____
2. _____ _____

(467)



1. ... _____ Time: _____
2. _____ _____
3. _____ _____

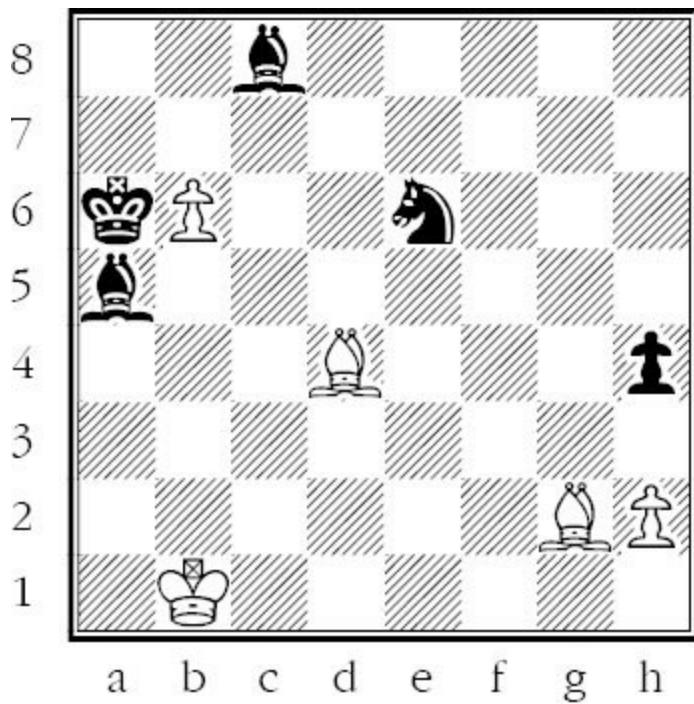
(468)



1. ... _____ Time: _____
2. _____ _____

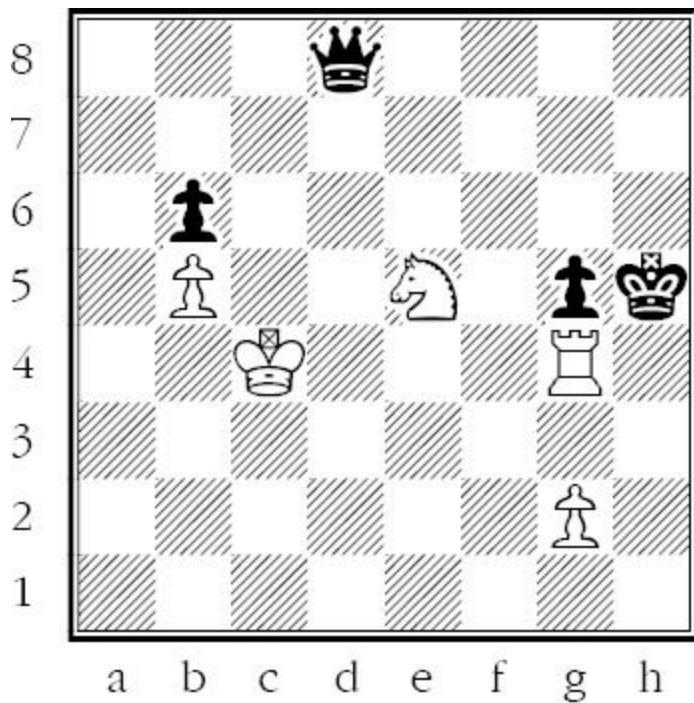
White to move

(469)



1. _____ Time: _____
2. _____

(470)



a b c d e f g h

1. _____ _____ Time: _____

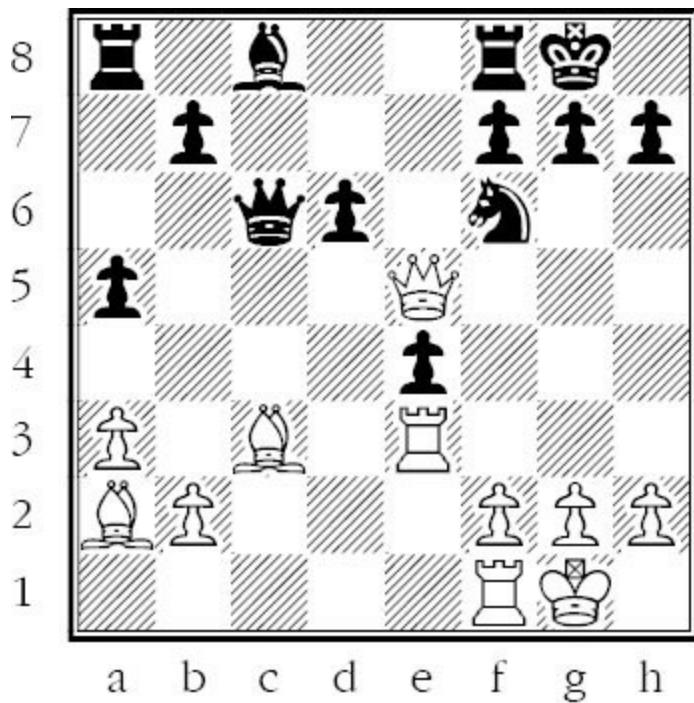
2. _____ _____

3. _____ _____

4. _____ _____

5. _____

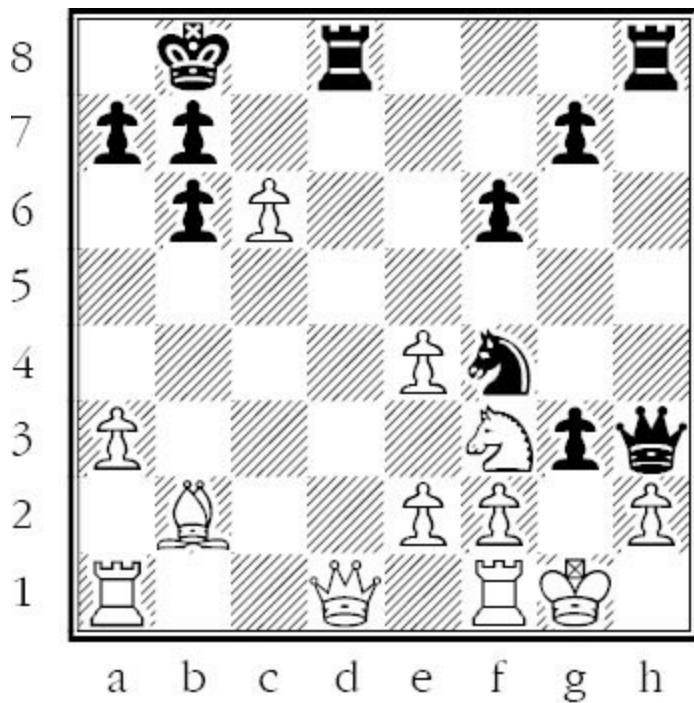
(471)



a b c d e f g h

1. _____ Time: _____
2. _____
3. _____

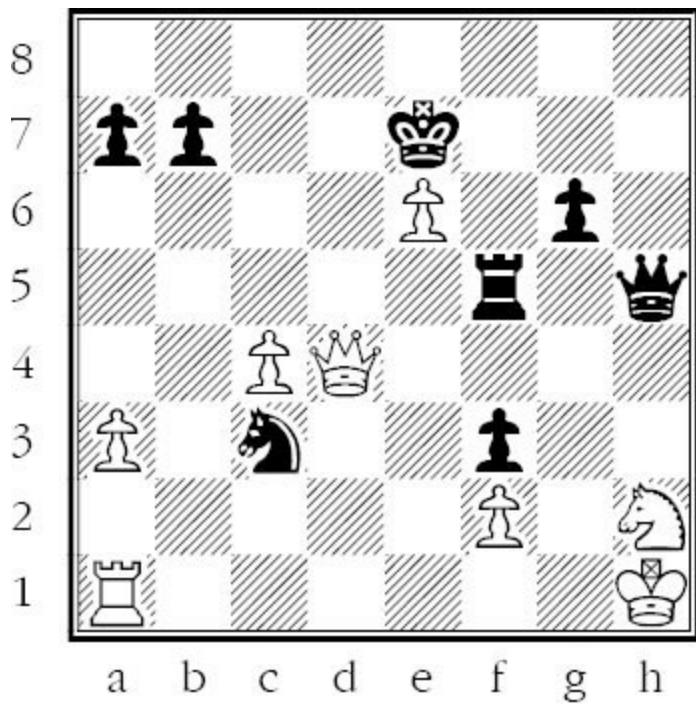
(472)



1. _____ _____ Time: _____
2. _____ _____
3. _____

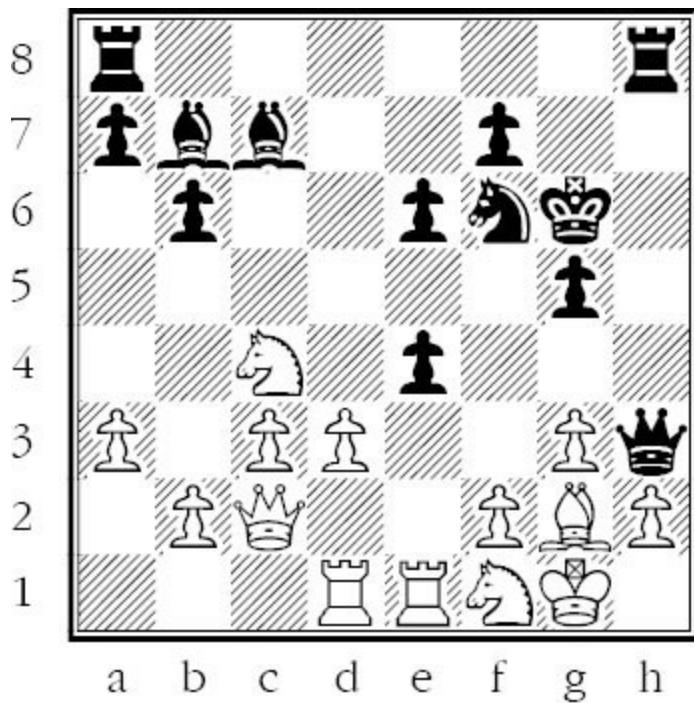
Black to move

(473)



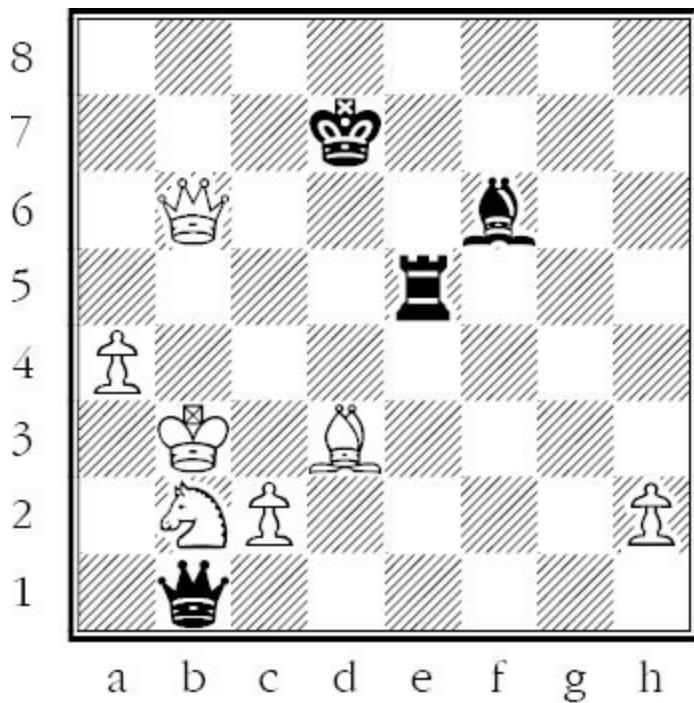
1. ... _____ Time: _____
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3. _____
4. _____

(474)



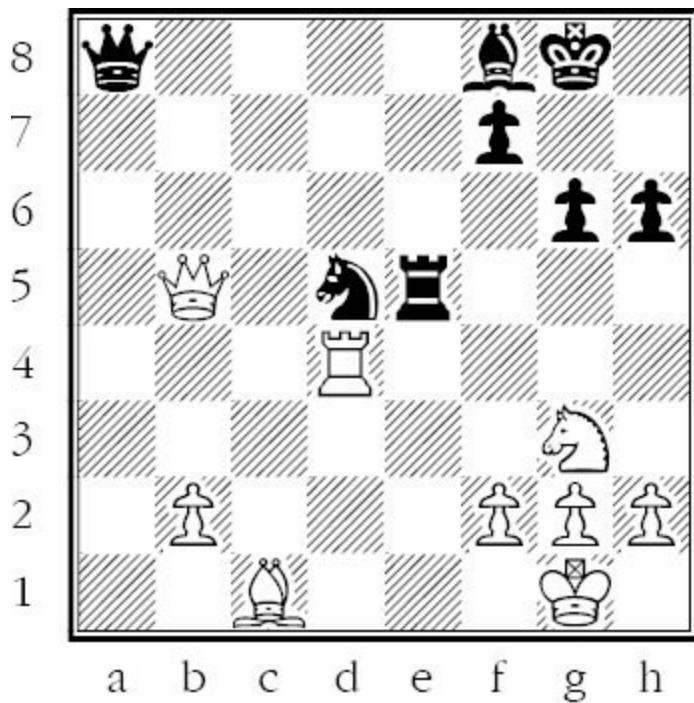
1. ... _____ Time: _____
2. _____ _____
3. _____ _____

(475)



1. ... _____ Time: _____
2. _____
3. _____

(476)

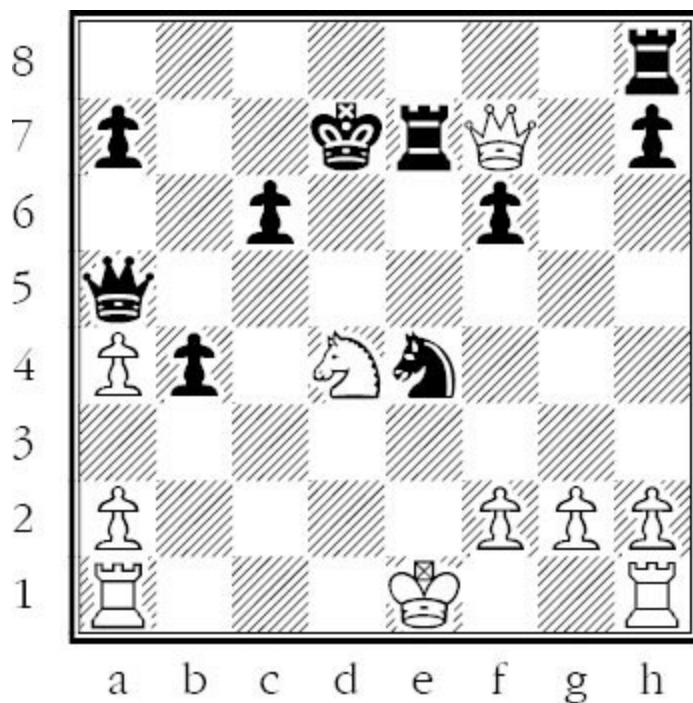


1. ... _____ Time: _____

2. _____ _____

White to move

(477)

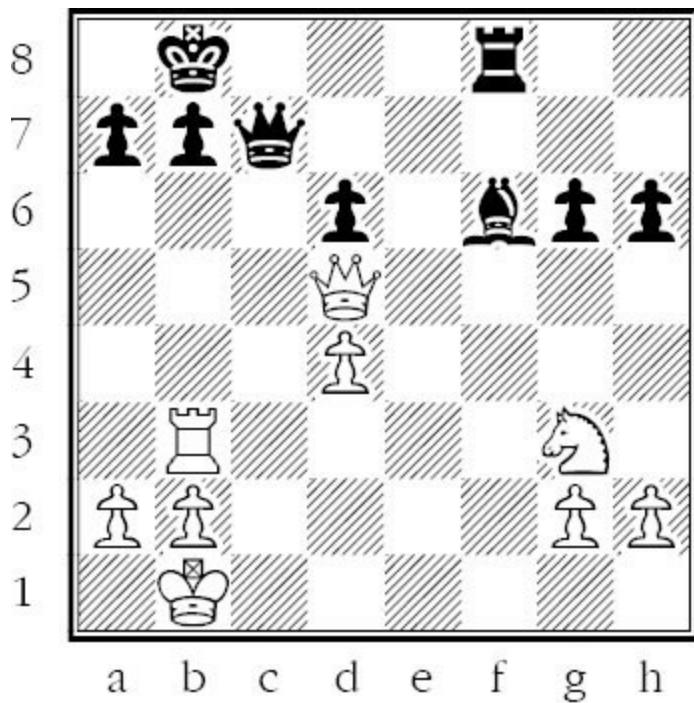


1. _____ Time: _____

2. _____

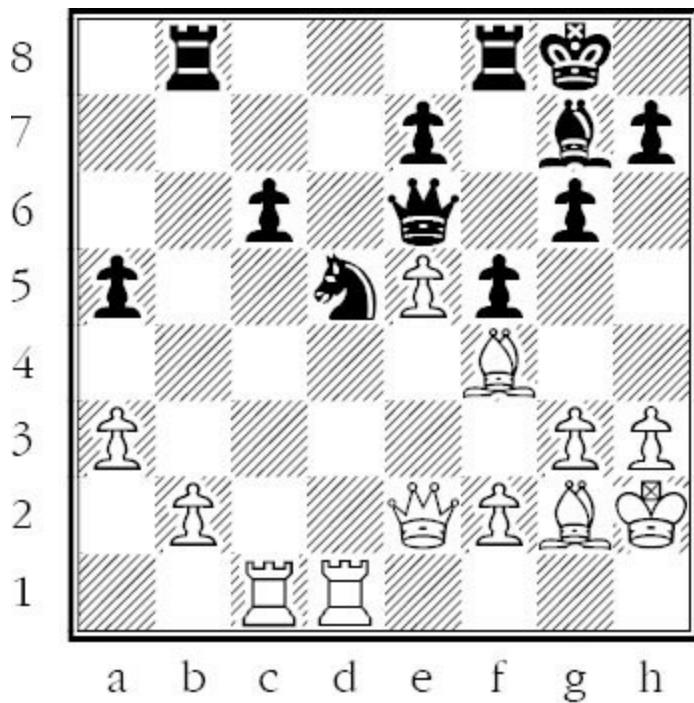
3. _____

(478)



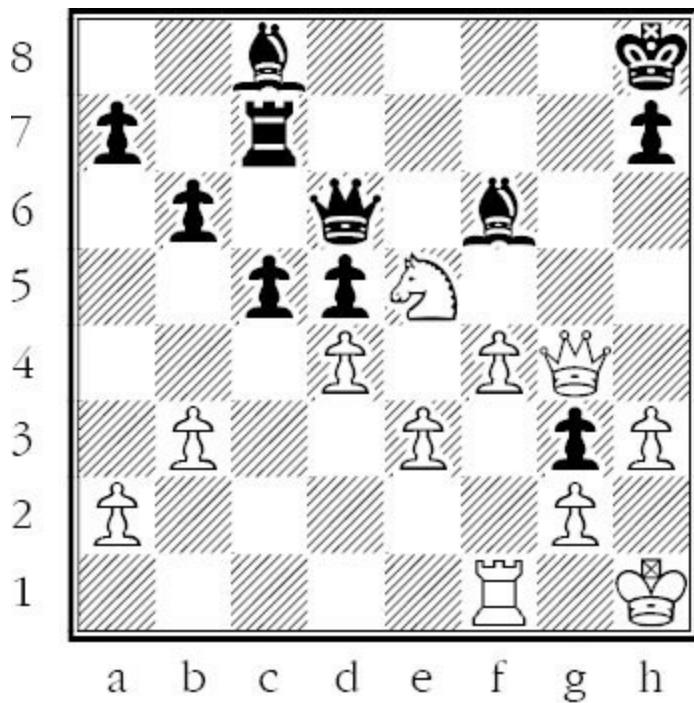
1. _____ Time: _____
2. _____
3. _____

(479)



1. _____ _____ Time: _____
2. _____ _____
3. _____

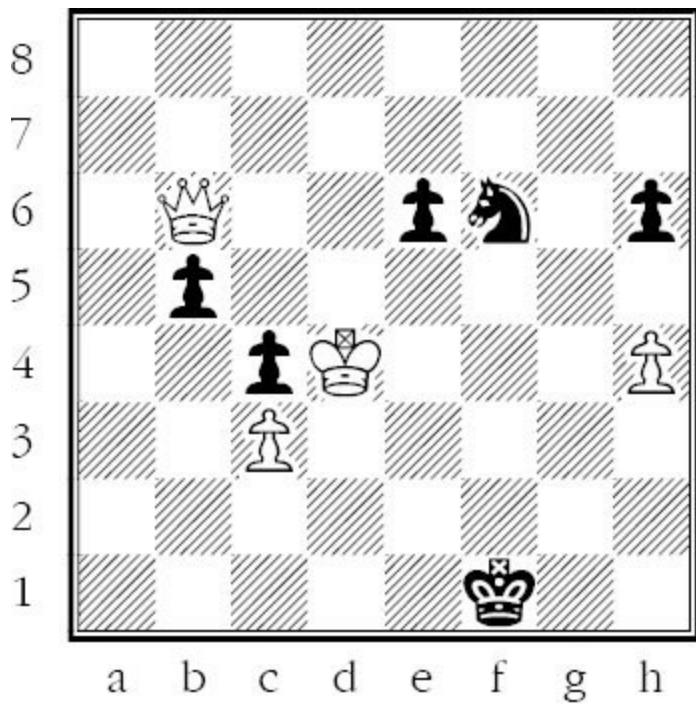
(480)



1. _____ Time: _____
2. _____
3. _____

Black to move

(481)

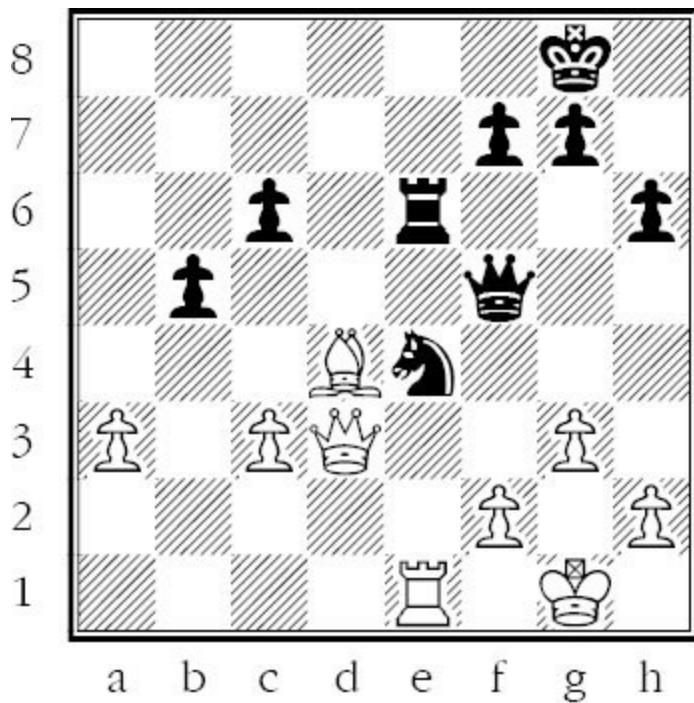


1. ... _____ Time: _____

2. _____ _____

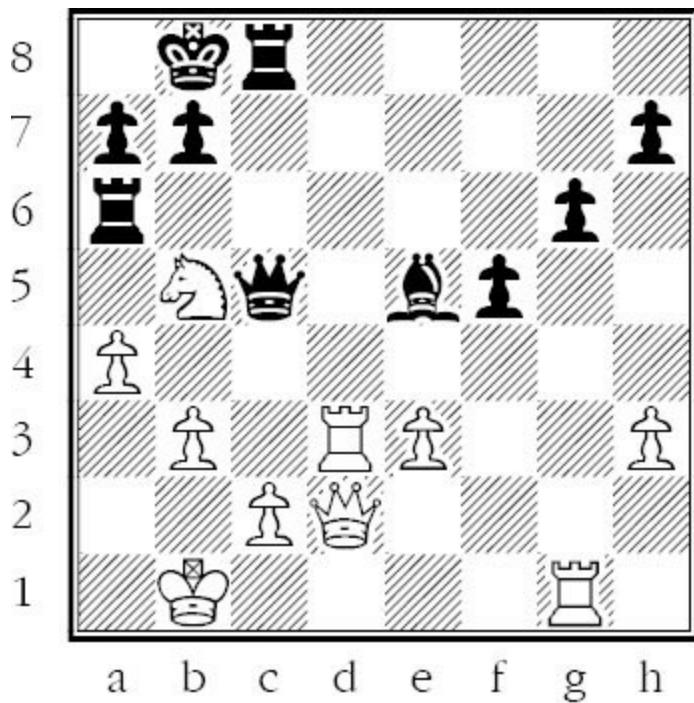
3. _____ _____

(482)



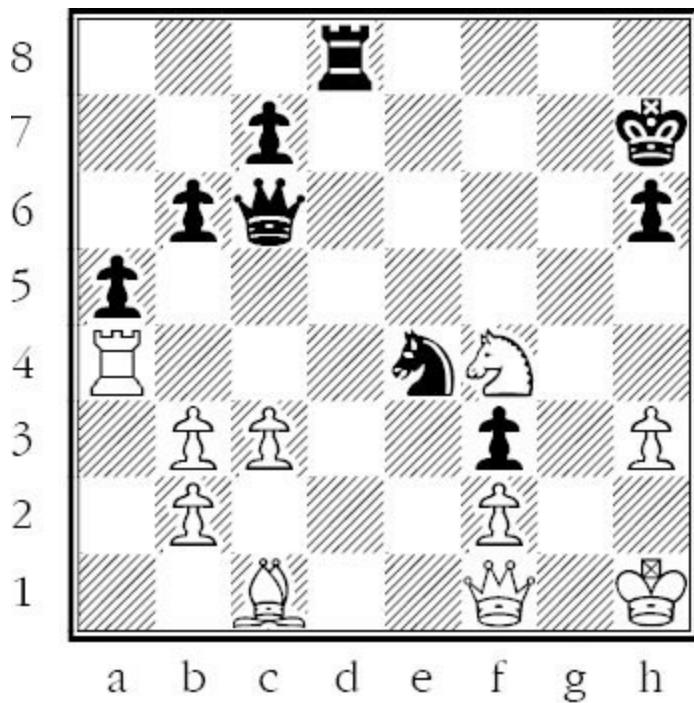
1. ... _____ Time: _____
2. _____ _____

(483)



1. ... _____ Time: _____
2. _____

(484)

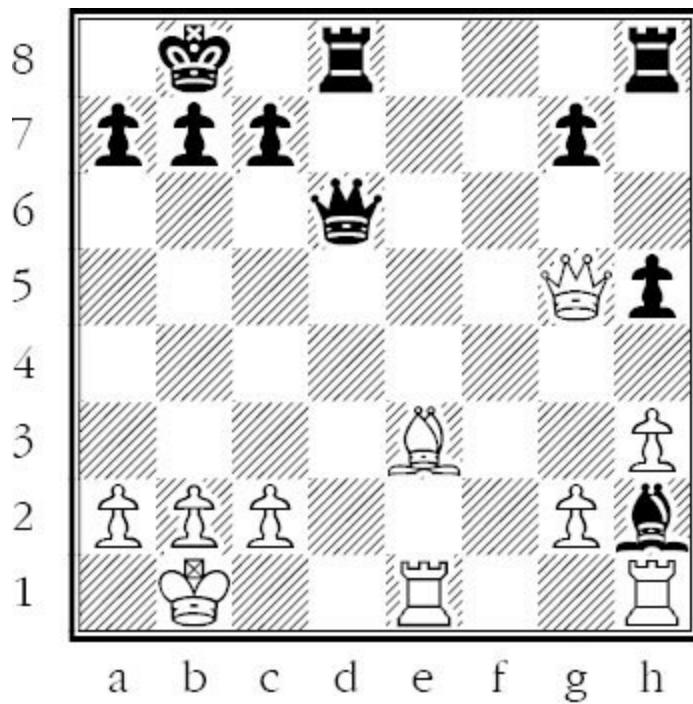


a b c d e f g h

1. ... _____ Time: _____
2. _____ _____
3. _____ _____

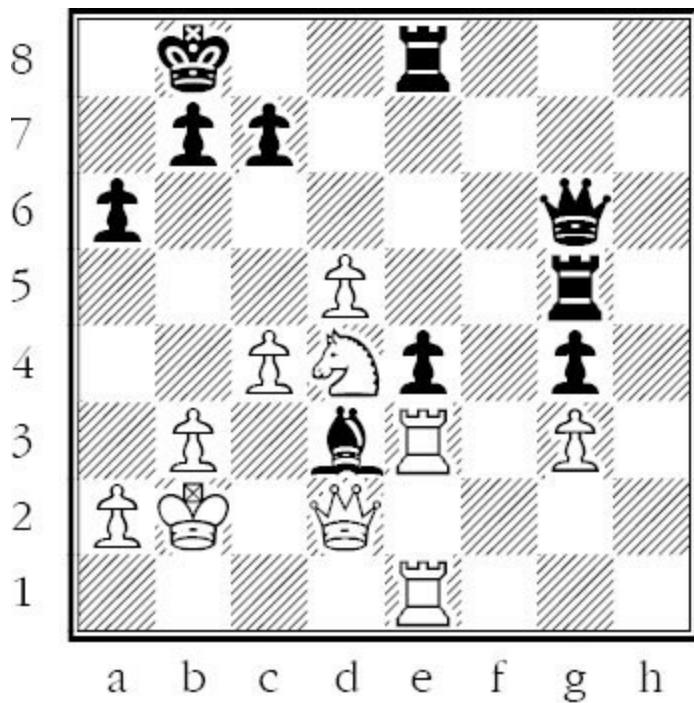
White to move

(485)



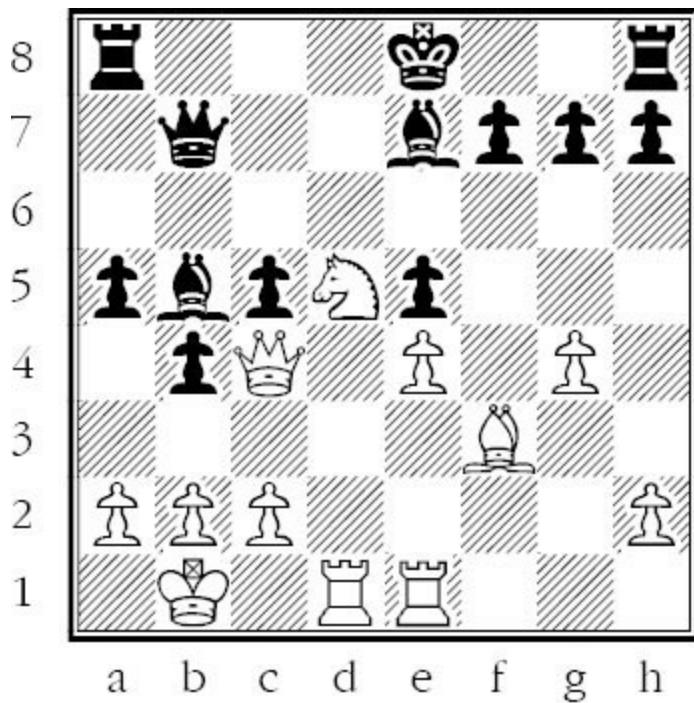
1. _____ Time: _____
2. _____

(486)



1. _____ Time: _____
2. _____
3. _____

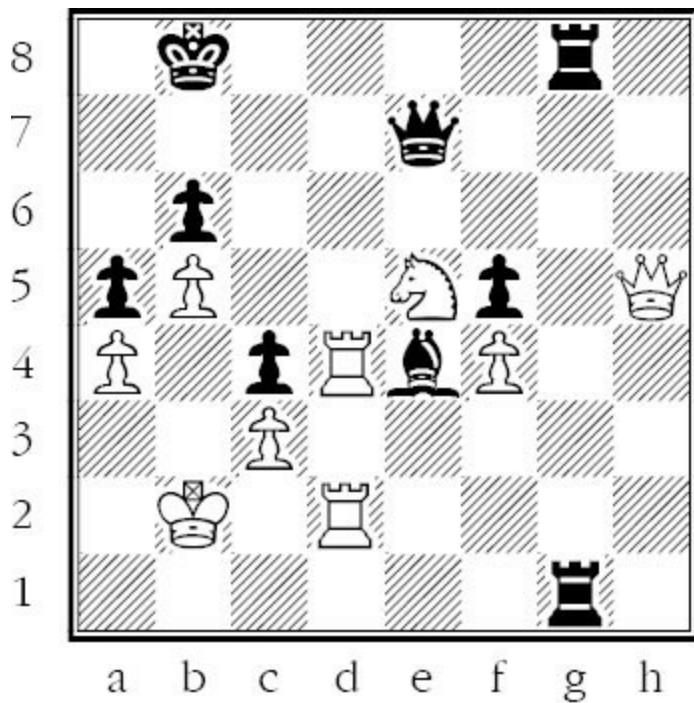
(487)



a b c d e f g h

1. _____ _____ Time: _____
2. _____ _____
3. _____

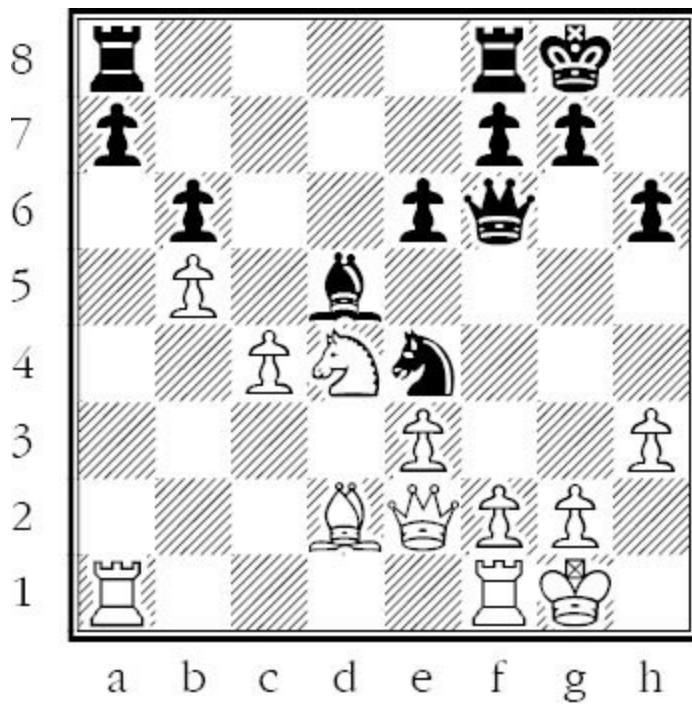
(488)



1. _____ _____ Time: _____
2. _____ _____
3. _____

Black to move

(489)

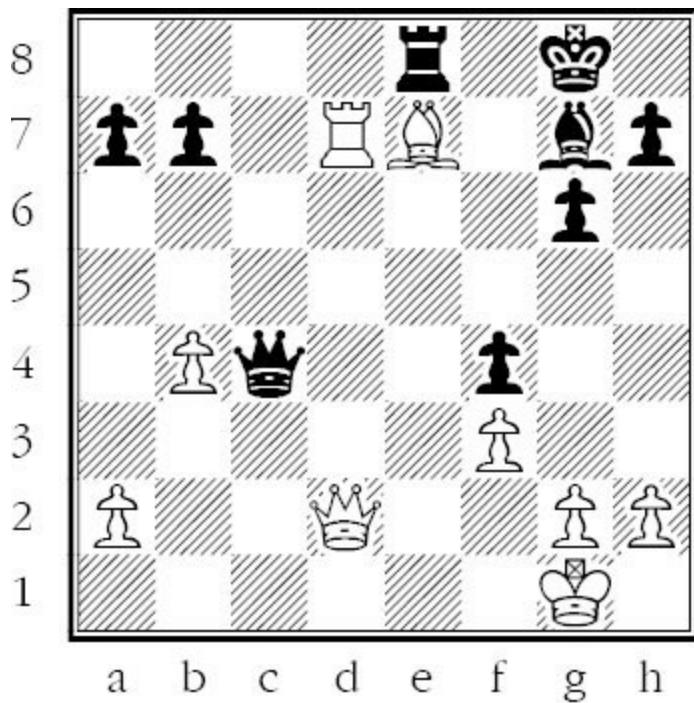


1. ... _____ Time: _____

2. _____ _____

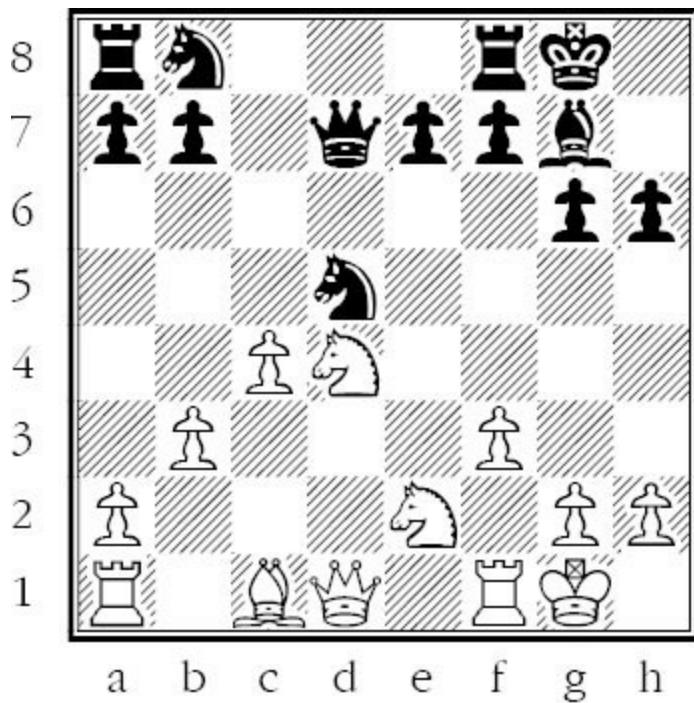
3. _____ _____

(490)



1. ... _____ Time: _____
2. _____ _____
3. _____ _____

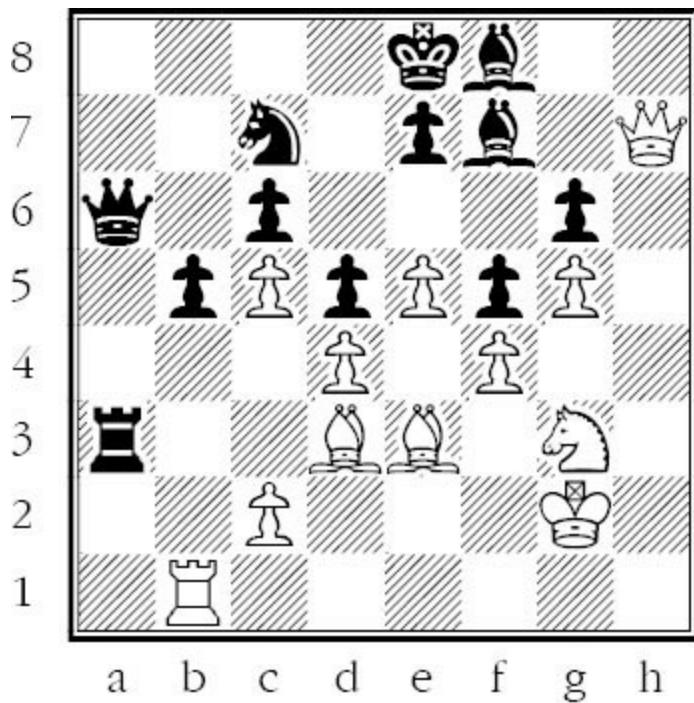
(491)



a b c d e f g h

1. ... _____ Time: _____
2. _____
3. _____
4. _____

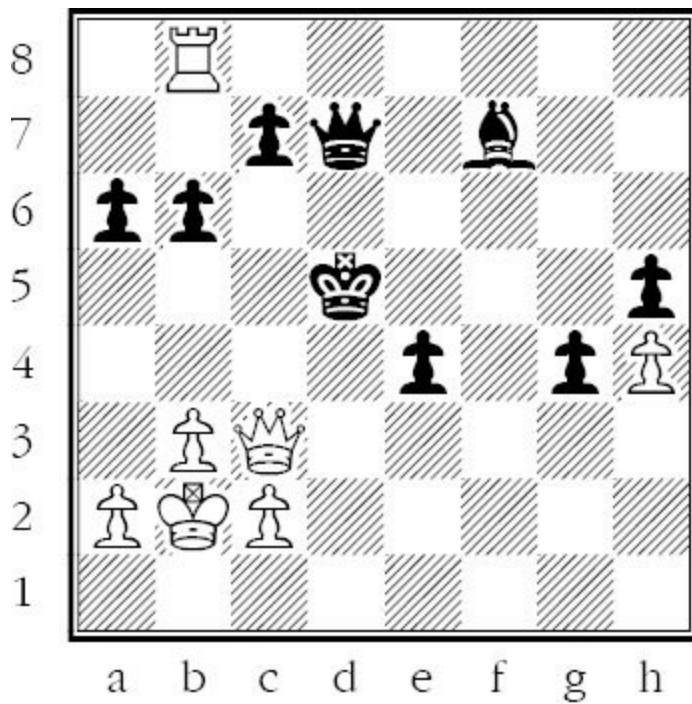
(492)



1. ... _____ Time: _____
2. _____ _____
3. _____ _____

White to move

(493)

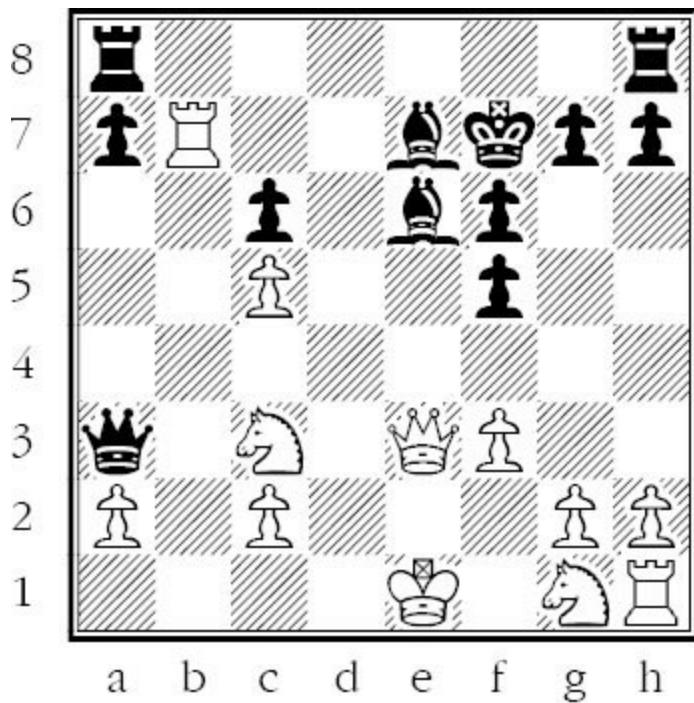


1. _____ Time: _____

2. _____

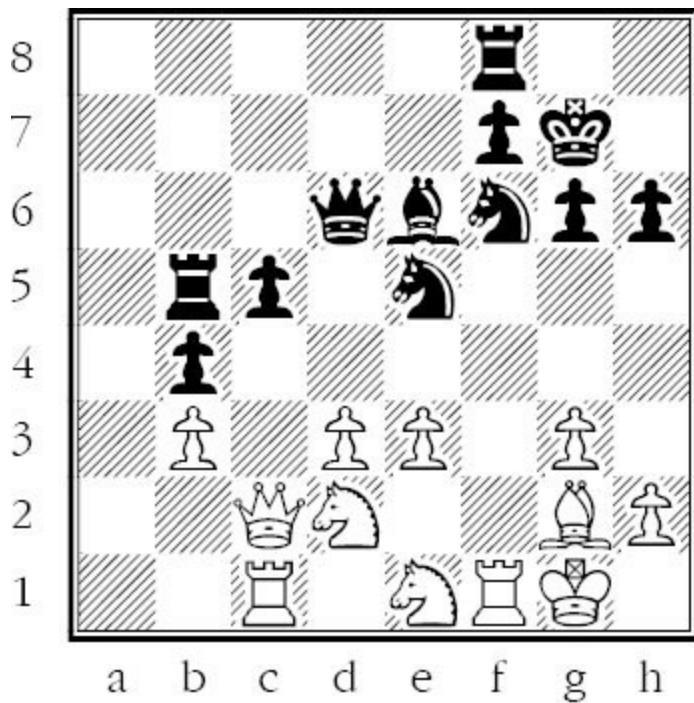
3. _____

(494)



1. _____ Time: _____
2. _____
3. _____

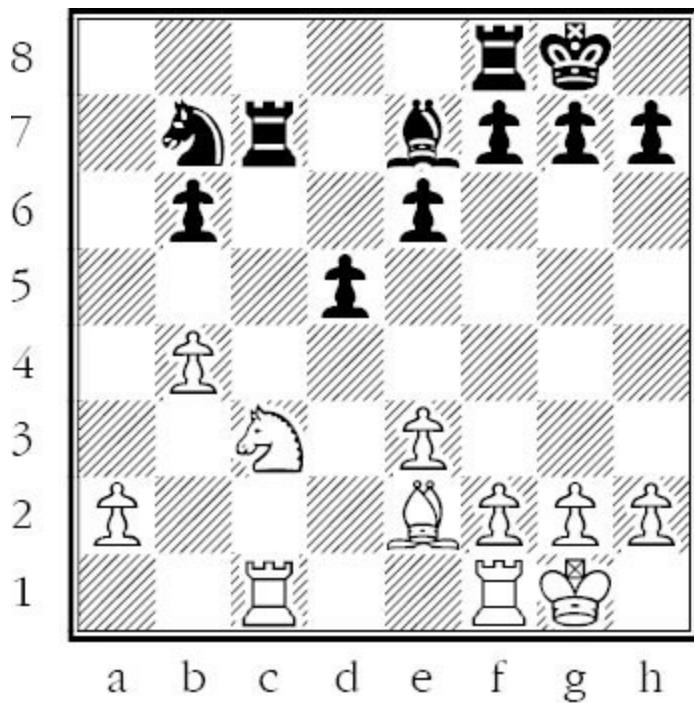
(495)



a b c d e f g h

1. _____ _____ Time: _____
2. _____ _____
3. _____

(496)

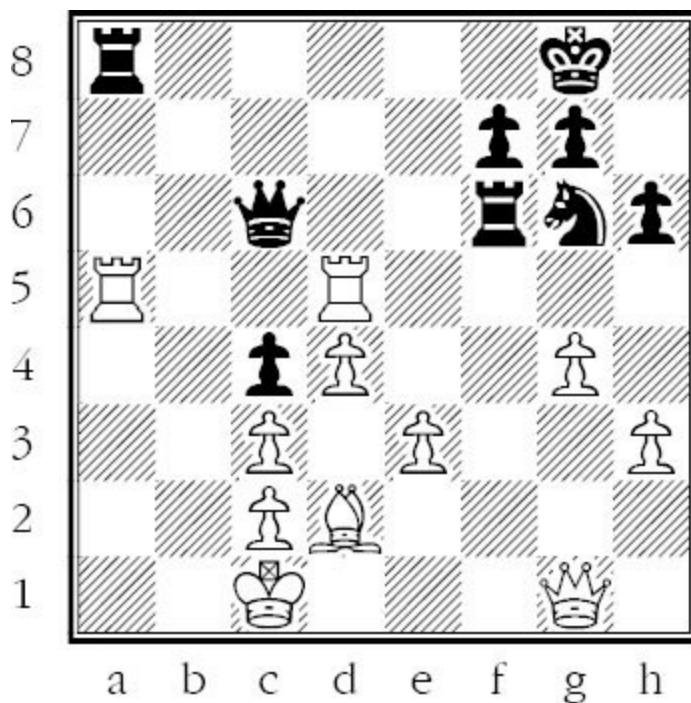


a b c d e f g h

1. _____ _____ Time: _____
2. _____ _____
3. _____

Black to move

(497)

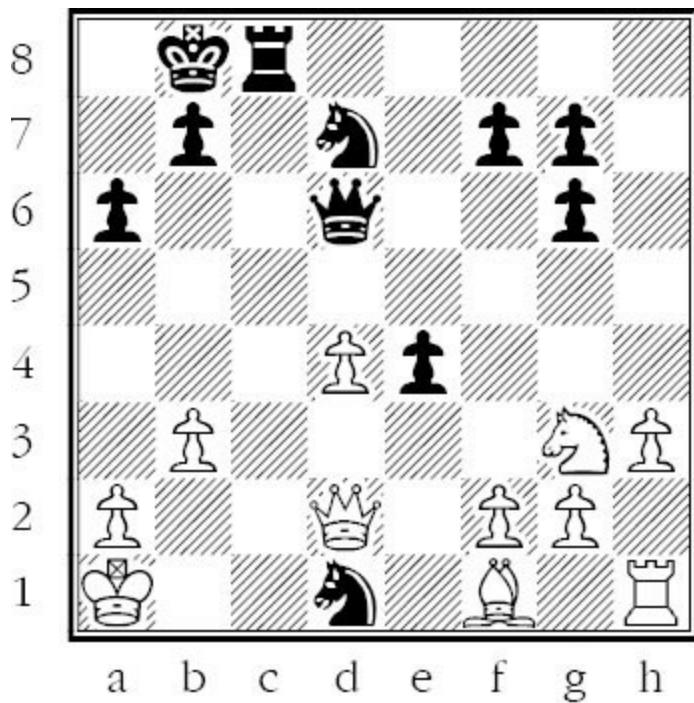


1. ... _____ Time: _____

2. _____ _____

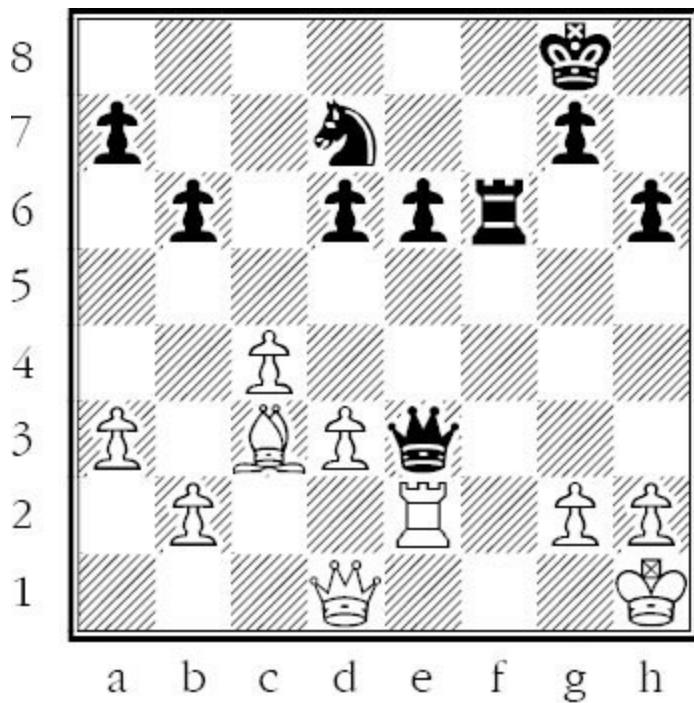
3. _____ _____

(498)



1. ... _____ Time: _____
2. _____ _____

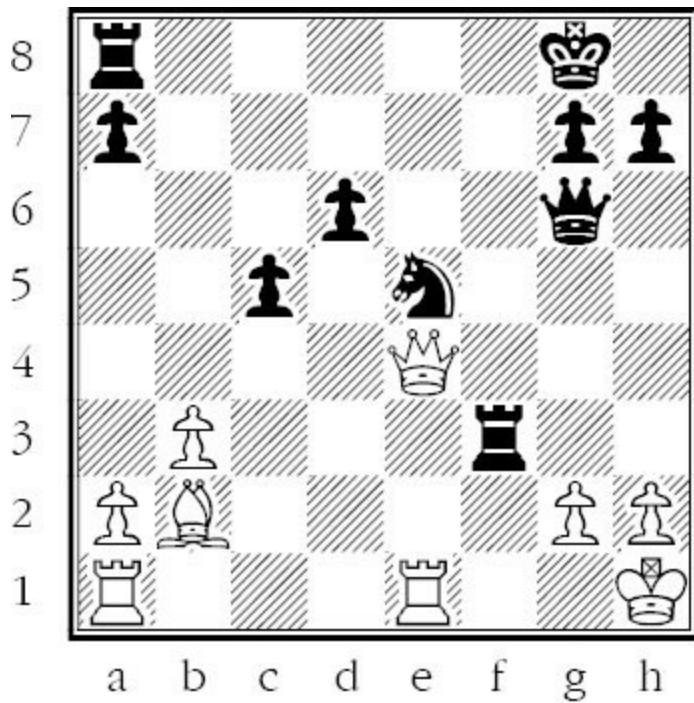
(499)



1. ... _____ Time: _____

2. _____

(500)



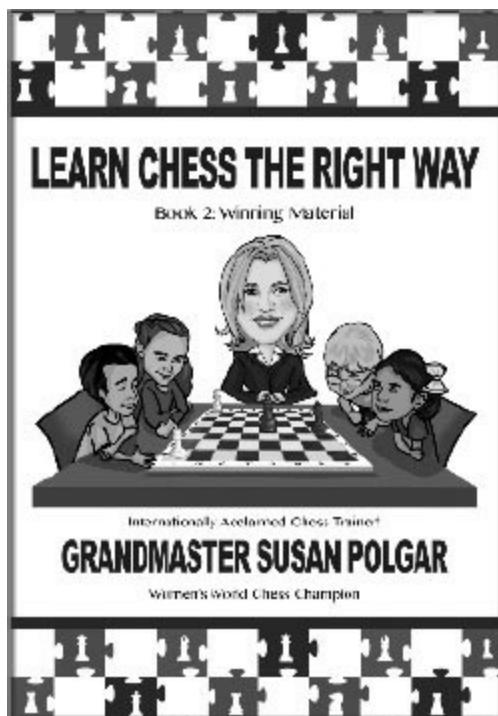
1. ... _____ Time: _____
2. _____ _____

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by Susan Polgar

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Book 1 – Must-know Checkmates!

In **Book 1**, the focus is on one-move checkmate exercises. In each of the first five chapters, a specific piece delivers checkmate (in Chapter 1 – the queen, Chapter 2 – the rook, and so on).

In Chapters 6-8, checkmates which involve special tactics (such as pins, discovered attacks, etc.) are introduced. Chapter 9 has a

mixed collection of puzzles, without any hint about which piece is to deliver checkmate.

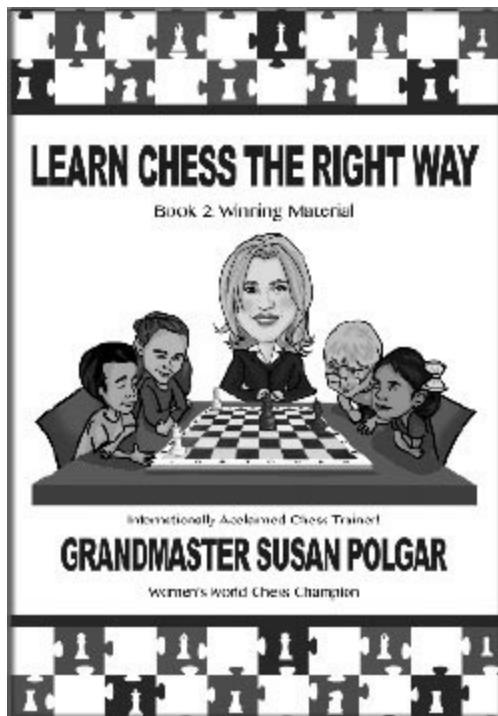
Chapter 10 builds on the previous 9 chapters, and introduces basic patterns of checkmate in two moves.

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Book 2 – Winning Material

Book 2 is all about “winning material” exercises. In each of the first six chapters a certain piece captures an enemy piece (in chapter 1 – the queen, in chapter 2 – the rook, and so on). In chapter 7, you will get no hint about which piece should be moved.

In chapters 8-12, the most common and important chess tactics

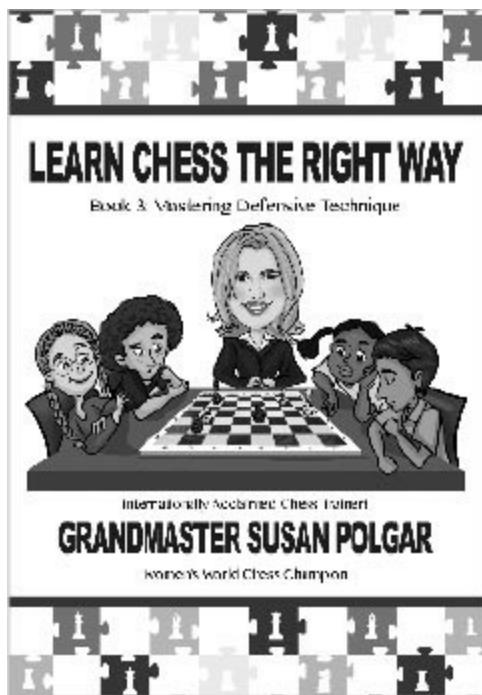
(such as decoy, fork, pin, discovery and skewer) are introduced. Finally, in chapter 13, in addition to the previously mentioned patterns, you will need to figure out which tactical pattern to use to win material, including concepts like “trapping a piece” or “intermediate move.”

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Book 3 – Mastering Defensive Technique

In **Book 3** the critical subject of defensive technique is addressed. Topics in the first half of the book include moving an attacked piece, king in check, checkmate threats, and counter-attacking.

In the second half of the book, important game-saving

techniques such as drawing by stalemate and perpetual check are taken up. Next, the task is to catch a pawn that is about to promote. This followed by preparing for an attack and avoiding material loss. Everything comes together in the last chapter. A variety of defensive ideas are presented, with the goal being to avoid or minimize material losses, or being checkmated.

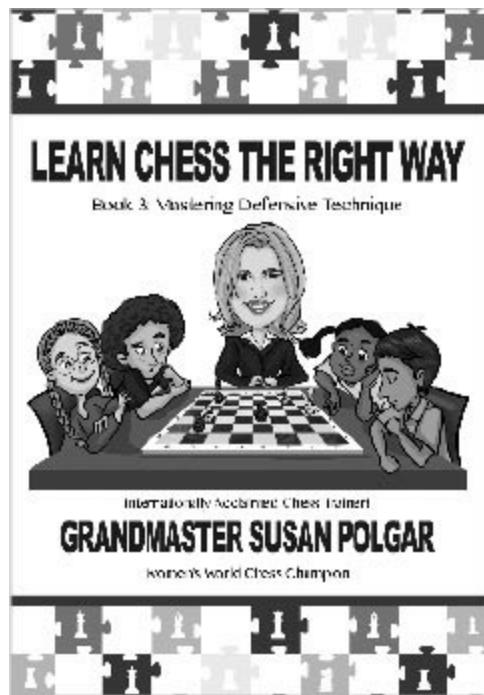
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September 2017



Book 5 – Finding Winning Moves

Book 5 focuses on learning how to find the right continuation in critical positions of a chess game.

The first part of this book includes learning about special, more advanced themes such as “Zugzwang,” “Intermediate Moves,” and

“Pawn Power.” Building on the knowledge acquired throughout this book series, in the second part of this volume, the reader can practice familiar patterns. However, just as in a real game situation, there will be no hint about which patterns to look for.

The goal is simple. Find a way to either checkmate or gain material. In most of the puzzles, you will need to think 2-4 pairs of moves ahead in order to find the correct solution.

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Susan Polgar's Best-selling Guide Is Available Again!

In *A World Champion's Guide to Chess*, Women's World Champion Susan Polgar's exclusive training methods will have you playing winning chess! Topics include Chess Essentials, Tactics, Strategy, Pattern Recognition, Endgames, Chess Etiquette, Advice for Parents & Coaches and much more!

SUSAN POLGAR is a winner of four Women's World Championships and the top-ranked woman chess player in the United States. She became the #1 woman player in the world at 15 and remained in the top 3 for over 20 years. In 2013, she received the U.S. Coach of the Year Award and the following year, she was named the Chess Trainer of the Year by the International Chess Federation (FIDE). She thus became the first person in history to be accorded both honors. Under her guidance, SPICE chess teams at both Texas Tech University and Webster University have won a combined five consecutive National Division I Collegiate Chess Championships.

PAUL TRUONG is winner of eleven national titles, a prolific chess trainer, and award-winning chess author. He was also captain and manager of the historic 2004 US Women's Olympiad team which

Solutions

Chapter 1

- (1) 1...Qd1+ 2.Nxd1 Rxd1#
- (2) 1...Qb1+ 2.Nxb1 Rd1#
- (3) 1...Qxh2+ 2.Kxh2 Rh6#
- (4) 1...Qxf1+ 2.Bxf1 Rg1#
- (5) 1.Qh8+ Kxh8 2.Rf8#
- (6) 1.Qxh6+ gxh6 2.Rh7#
- (7) 1.Qxc6+ bxc6 2.Ba6#
- (8) 1.Qxa7+ Kxa7 2.Nc6#
- (9) 1...Qh2+ 2.Nxh2 Ng3#
- (10) 1...Qxf2+ 2.Rxf2 Re1#
- (11) 1...Qxh3+ 2.Kxh3 Rh6#
- (12) 1...Qh1+ 2.Kxh1 Rxf1#
- (13) 1.Qxa7+ Kxa7 2.Ra1#
- (14) 1.Qxh6+ gxh6 2.Rxh6#
- (15) 1.Qb7+ Rxb7 2.Na6#
- (16) 1.Qe8+ Bxe8 2.Rxe8#

- (17) 1...Qxe4+ 2.Kxe4 Nh4#
- (18) 1...Qxb3+ 2.Kxb3 d4#
- (19) 1...Qxc4+ 2.Kxc4 Be6#
- (20) 1...Qxf4+ 2.Bxf4 Re3#
- (21) 1.Qxh7+ Kxh7 2.Nf6#
- (22) 1.Qd5+ cxd5 2.Bxd5#
- (23) 1.Qxh7+ Kxh7 2.Nf4#
- (24) 1.Qxh7+ Kxh7 2.Re8#
- (25) 1...Qxf3+ 2.Bxf3 Re1#
- (26) 1...Qxc1+ 2.Rxc1 Rxa3#
- (27) 1...Qxe3+ 2.Bxe3 Rxc2#
- (28) 1...Qxd2+ 2.Rxd2 Re1#
- (29) 1.Qd6+ Nxd6 2.Ng8#
- (30) 1.Qh7+ Bxh7 2.Nf7#
- (31) 1.Qxh7+ Kxh7 2.Rh3#
- (32) 1.Qxg6+ Rxg6 2.Nf5#
- (33) 1...Qxb3+ 2.Bxb3 Rxb3#
- (34) 1...Qxh2+ 2.Kxh2 Kg7#
- (35) 1...Qc2+ 2.Bxc2 Na2#
- (36) 1...Qc2+ 2.Qxc2 d3#

(37) 1.Qxa7+ Nxa7 2.b7#

(38) 1.Qg8+ Rxg8 2.Nf7#

(39) 1.Qa6+ Nxa6 2.Bxb7#

(40) 1.Qxd4+ Bxd4 2.Rc7#

Chapter 2

- (41) 1...Rd2+ 2.Bxd2 e3#
- (42) 1...Rh3+ 2.gxh3 Qg1#
- (43) 1...Rxd5+ 2.Rxd5 f6#
- (44) 1...Rxh4+ 2.gxh4 Rh3#
- (45) 1.Rf8+ Nxf8 2.Qf7#
- (46) 1.Rf8+ Kxf8 2.Qh8#
- (47) 1.Ra4+ Kxa4 2.Rxc4#
- (48) 1.Rxg7+ Nxg7 2.Nh6#
- (49) 1...Rxa2+ 2.Kxa2 Qa5#
- (50) 1...Rxa3+ 2.bxa3 Ra2#
- (51) 1...Rxa3+ 2.bxa3 Qa2#
- (52) 1...Rxh2+ 2.Kxh2 Qh4#
- (53) 1.Rb8+ Kxb8 2.Qb7#
- (54) 1.Rh8+ Kxh8 2.Rf8#
- (55) 1.Rxh6+ gxh6 2.Qh7#
- (56) 1.Rb8+ Bxb8 2.Re8#
- (57) 1...Rh4+ 2.gxh4 Qf3#
- (58) 1...Rd5+ 2.cxd5 Rxa4#
- (59) 1...Rf1+ 2.Bxf1 Rg1#

- (60) 1...Re1+ 2.Bxe1 f2#
- (61) 1.Rg8+ Bxg8 2.Ng6#
- (62) 1.Rf8+ Bxf8 2.Nf7#
- (63) 1.Ra8+ Kxa8 2.Qb8#
- (64) 1.Rxb7+ Kxb7 2.Qb5#
- (65) 1...Rc1+ 2.Bxc1 (2.Ng1 Qe4# [or 2...Qc6#] ; 2.Ne1 Rxe1#) 2...Qg2#
- (66) 1...Rxf1+ 2.Kxf1 Qd1#
- (67) 1...Rxe1+ 2.Rxe1 Qxg2#
- (68) 1...Rb1+ 2.Bxb1 Qb2#
- (69) 1.Re8+ Nxe8 2.Rxe8#
- (70) 1.Rf5+ exf5 2.e5#
- (71) 1.Rh7+ Nxh7 2.Rxh7#
- (72) 1.Rxh5+ gxh5 2.Rh7#
- (73) 1...Rxa4+ 2.bxa4 (2.Kb1 Ra1#) 2...Qb2#
- (74) 1...Rf2+ 2.Bxf2 Rc1#
- (75) 1...Rb1+ 2.Nxb1 Bd5#
- (76) 1...Rxh2+ 2.Kxh2 Qh4#
- (77) 1.Re8+ Rxe8 2.Qh7#
- (78) 1.Rxh4+ Kxh4 2.Rh1#
- (79) 1.Rxc6+ bxc6 2.Bxa6#

(80) 1.Rxf6+ gxf6 2.g7#

Chapter 3

- (81) 1...Bxg2+ 2.Kxg2 Qf3#
- (82) 1...Bxb2+ 2.Kxb2 Qd4#
- (83) 1...Bg1+ 2.Kxg1 (2.Kf3 Qe3#) 2...Qe3#
- (84) 1...Bxc3+ 2.Kxc3 (2.Ka3 Ra8#; 2.Kc1 Qd1#) 2...Qd4#
- (85) 1.Bxf6+ Bxf6 2.Re8#
- (86) 1.Bxg7+ Nxg7 2.Rf8#
- (87) 1.Bxc6+ Nxc6 2.Rg8#
- (88) 1.Bxb7+ Nxb7 2.Rc6#
- (89) 1...Bd5+ 2.Kxd5 Nf6#
- (90) 1...Bxe4+ 2.Kxe4 Ng5#
- (91) 1...Bxg2+ 2.Kxg2 Nf4#
- (92) 1...Bh3+ 2.Kxh3 (2.Kf2 Bc5#) 2...Nf4#
- (93) 1.Be6+ fxe6 2.Rb8#
- (94) 1.Bg7+ Nxg7 2.Qg5#
- (95) 1.Bxg7+ Nxg7 (1...Kg8 2.Nh6#) 2.Rf8#
- (96) 1.Bxg6+ Kxg6 2.Qf5#
- (97) 1...Bd3+ 2.cxd3 (2.Re2 Ra1#) 2...Rf8#
- (98) 1...Bd5+ 2.Rxd5 Qf1#
- (99) 1...Bc4+ 2.Rxc4 Re1#

- (100) 1...Bd4+ 2.Kxd4 Qe5#
- (101) 1.Bh6+ Kxh6 2.Qf8#
- (102) 1.Be5+ Nxe5 (1...Kg8 2.Qg7#) 2.Qf8#
- (103) 1.Bxf5+ exf5 (1...Kxf5 2.Qe4#; 1...Kh5 2.Qg4#) 2.Qf7#
- (104) 1.Be5+ Nxe5 2.Rxh7#
- (105) 1...Bg3+ 2.hxg3 Qd2#
- (106) 1...Bxf3+ 2.exf3 Re1#
- (107) 1...Bd5+ 2.Qxd5 (2.Kg1 Qg2#) 2...Qf1#
- (108) 1...Bxc2+ 2.Kxc2 (2.Ke2 Qxg2#) 2...Qb3#
- (109) 1.Bb5+ Bxb5 (1...Kf8 2.Qd8#) 2.Rc8#
- (110) 1.Bg5+ Nxg5 (1...Ke8 2.Qh5#) 2.Rf8#
- (111) 1.Bb7+ Kxb7 2.Rxa7#
- (112) 1.Be8+ Qxe8 2.Nf4#
- (113) 1...Bd7+ 2.Rxd7 Ng5#
- (114) 1...Bf4+ 2.Kxf4 Rh4#
- (115) 1...Bg3+ 2.Nxg3 Rh4#
- (116) 1...Bg1+ 2.Nxg1 Qe5#
- (117) 1.Bd5+ exd5 2.Rb6#
- (118) 1.Bh4+ Rxh4 2.Nd5#
- (119) 1.Bxe5+ dxe5 2.Qxe5#

(120) 1.Bd5+ Qxd5 2.Qe8#

Chapter 4

- (121) 1...Nf3+ 2.Bxf3 Qg1#
- (122) 1...Nf4+ 2.gxf4 Qg4#
- (123) 1...Nc4+ 2.bxc4 Qc3#
- (124) 1...Na3+ 2.bxa3 Qa2#
- (125) 1.Ng6+ hxg6 2.Rh1#
- (126) 1.Nf6+ Bxf6 2.Rh5#
- (127) 1.Nc6+ bxc6 2.R1d7#
- (128) 1.Ng6+ hxg6 2.Rf7#
- (129) 1...Nb2+ 2.Bxb2 Re3# (or 2...Qe3#)
- (130) 1...Nf3+ 2.Bxf3 Qh2#
- (131) 1...Nf4+ 2.gxf4 Rh7#
- (132) 1...Nf4+ 2.Rxf4 R8d2#
- (133) 1.Ng6+ hxg6 2.Qxf7#
- (134) 1.Na6+ bxa6 2.Qb8#
- (135) 1.Ne6+ Nxe6 2.Bh6#
- (136) 1.Nxf5+ gxf5 2.Qc7#
- (137) 1...Nf3+ 2.gxf3 Rxe1#
- (138) 1...Ng5+ 2.hxg5 Rh7#
- (139) 1...Nh1+ 2.Rxh1 Rg2#

- (140) 1...Nd4+ 2.cxd4 Bg4#
- (141) 1.Nc6+ bxc6 2.Re8#
- (142) 1.Nh6+ Rxh6 (1...Bxh6 2.Qxh7#) 2.Qg7#
- (143) 1.Nfe6+ (1.Nde6+? Kf6) 1...fxe6 2.Nxe6#
- (144) 1.Ne4+ fxe4 2.Qc6#
- (145) 1...Ng3+ 2.hxg3 Qh6#
- (146) 1...Ng3+ 2.hxg3 Qh3#
- (147) 1...Ne5+ 2.Bxe5 Bb5#
- (148) 1...Ne2+ 2.Qxe2 Qh2#
- (149) 1.Nh6+ Rxh6 2.Bf7#
- (150) 1.Nxg6+ hxg6 2.Qh6#
- (151) 1.Ne6+ Qxe6 2.Qxg7#
- (152) 1.Nf3+ Bxf3 2.Bf6#
- (153) 1...Na3+ 2.bxa3 Qc2#
- (154) 1...Ng3+ 2.hxg3 hxg3#
- (155) 1...Nxf3+ 2.gxf3 e5#
- (156) 1...Ng3+ 2.hxg3 Bg4#
- (157) 1.Nc6+ bxc6 2.Qc7#
- (158) 1.Nd7+ Bxd7 2.Rf6#
- (159) 1.Ng6+ hxg6 2.Qh6#

(160) 1.Nf6+ Bxf6 2.Ng3#

Chapter 5

(161) 1.f5+ Kxf5 (1...Kh5 2.Qg4#) 2.Qe4#

(162) 1.h6+ Kxh6 2.Qf8#

(163) 1.c5+ Kxc5 2.Qe7#

(164) 1.b5+ Kxb5 2.Qb7#

(165) 1...c4+ 2.Kxc4 (2.Kc2 Qd3#) 2...Qd5#

(166) 1...c3+ 2.Kxc3 Qd4#

(167) 1...f3+ 2.Kxf3 Qh1#

(168) 1...a3+ 2.Kxa3 Qb4#

(169) 1.d5+ Kxd5 2.Qc4#

(170) 1.e5+ Kxe5 2.Qg7#

(171) 1.e6+ Kxe6 2.Qf5#

(172) 1.b6+ Kxb6 2.Qc5#

(173) 1...e3+ 2.Kxe3 Bc5#

(174) 1...g3+ 2.Kxg3 Bh4#

(175) 1...e4+ 2.Kxe4 Bg2#

(176) 1...c3+ 2.Kxc3 Bb4#

(177) 1.b5+ Kxb5 2.Be2#

(178) 1.d6+ Kxd6 2.Bf4#

(179) 1.c4+ Kxc4 2.Be6#

(180) 1.f5+ Kxf5 2.Bc2#

Chapter 6

- (181) 1.Rg8+ Kxg8 2.Nf6+ Kg7 3.Nxd7
- (182) 1.Bd4 Qxd4 2.Ne6+ Kf6 3.Nxd4
- (183) 1.Rxc7 Qxc7 2.Ne6+ Kf6 3.Nxc7
- (184) 1.Rb8+ Kxb8 2.Nc4+ Kb7 3.Nxa3
- (185) 1...Be8 2.Qxe8 Nf6+ 3.Kg5 Nxe8
- (186) 1...Ra5+ 2.Kxa5 Nc6+ 3.Kb6 Nxe7
- (187) 1...Rb5+ 2.Qxb5 Nd4+ 3.Ke5 Nxb5
- (188) 1...Ba2 2.Qxa2 Qg8+ 3.Kxe7 Qxa2
- (189) 1.e8Q+ Kxe8 2.Nxd6+ Ke7 3.Nxc4
- (190) 1.e7+ Kxe7 2.Nd5+ Kf8 3.Nxc3
- (191) 1.Qxh7+ Kxh7 2.gxf8N+ Kg7 3.Nxd7
- (192) 1.Ncxe5+ (1.Nfxe5+ is also OK) 1...dxe5 2.Nxe5+ Kg7 3.Nxc6
- (193) 1...Rxh5+ 2.Kxh5 (2.Kg3 Rh3#) 2...g3+ 3.Kg5 gxf2
- (194) 1...Qxb2 2.Qxb2 Nd3+ 3.Ke3 Nxb2
- (195) 1...Rxe1+ 2.Qxe1 Nf3+ 3.Kf1 Nxe1
- (196) 1...Be5 2.Qxe5 Ng4+ 3.Kg3 Nxe5
- (197) 1.Re8+ Rxe8 2.Qxb4
- (198) 1.Bxf5+ Qxf5 2.Nd6+ Kd7 3.Nxf5
- (199) 1.Re8+ Nxe8 2.Qxg4

- (200) 1.Bxg7+ Kxg7 2.Nf5+ Kf6 3.Nxd6
- (201) 1...Rxd1+ 2.Kxd1 Bb3+ 3.Ke2 Qxc6
- (202) 1...Rxa2+ 2.Kxa2 Nxc3+ 3.Kb2 Nxd1+
- (203) 1...Rxg1+ 2.Kxg1 Nc2+ 3.Kg2 Nxa3
- (204) 1...Rf1+ 2.Rxf1 Qxb3
- (205) 1.Rxf8+ Kxf8 2.e7+ Kxe7 3.Bxc8
- (206) 1.Rxd5 Qxd5 (1...Nxf6 2.Rxc5) 2.Qf8#
- (207) 1.Re7 Nxe7 (1...Qxe7 2.Nxe7) 2.Qg7#
- (208) 1.Rxe7+ Qxe7 2.f6+ Qxf6 3.gxf6+
- (209) 1...Nd3+ 2.Bxd3 Qxc1+
- (210) 1...Rh2+ 2.Kxh2 Nf3+ 3.Kg2 Nxd2
- (211) 1...Rxf5 2.Qxf5 Ng3+ 3.Kf2 Nxf5
- (212) 1...Bxf2+ 2.Kxf2 Qxd2
- (213) 1.Ne6+ Nxe6 (1...Kg8 2.Qd8#) 2.Qxb3
- (214) 1.Nf6+ gxf6 2.Qxg4+
- (215) 1.Bxh7+ Kxh7 2.Qxg4
- (216) 1.Nf4+ exf4 2.Qg8+ Kf5 3.Qxg2
- (217) 1...Rc1 2.Qxc1 Ne2+ 3.Kf1 Nxc1
- (218) 1...Nf4 2.Qxc4 (2.f3 Nxe2) 2...Rh1#
- (219) 1...Ne3 2.fxe3 (2.Bf3 Nxc2) 2...Qxg2#

- (220) 1...Ng4 2.fxg4 (2.Qxe7 Qxh2#) 2...Rxe2
- (221) 1.Re8+ Bxe8 2.Qxd5
- (222) 1.Rxe7+ Kxe7 (1...Kg6 2.Rxg7+ Kxg7 3.Qxf5) 2.Qxf5
- (223) 1.Rxd5 Qxe5 (1...exd5 2.Qe8#) 2.Rd8#
- (224) 1.Nxc6 Qf5+ (1...Bxc6 2.Qxg7#) 2.Ka1 Qg6 3.Ne7+
- (225) 1...Ng4+ 2.hxg4 Qxe2
- (226) 1...Nd3+ 2.exd3 Rc2+ 3.Qxc2 Qxc2+
- (227) 1...Nxf2+ 2.Rxf2 Rxe1+
- (228) 1...Rxb2+ 2.Kxb2 Nd3+ 3.Ka1 Nxf4
- (229) 1.Bxf7+ Kxf7 2.Rxb4
- (230) 1.f7+ Qxf7 (1...Kxf7 2.Nd6+) 2.Nh6+
- (231) 1.g7+ Kxg7 2.Ne6+ Kf6 3.Nxc5
- (232) 1.Rh8+ Qxh8 2.Rh2+ Kg6 3.Rxh8
- (233) 1...Bd4 2.Qxd4 Rf1#
- (234) 1...Bf5 2.Qxf5 Rxd1#
- (235) 1...Nf4+ 2.gxf4 (2.Kf3 Rd3+) 2...Qxe4+
- (236) 1...f5 2.Qxb7 Rd3#
- (237) 1.Ne7+ Rxe7 2.Rc8+ Qd8 3.Rxd8+
- (238) 1.Bxb7+ Kxb7 (1...Kd8 2.Bg5+ Re7 3.Qf8+ Qe8 4.Bxe7+ Kd7 5.Bc6+) 2.Qxd7
- (239) 1.Ng5+ fxg5 (1...Ke8 2.Re1; 1...Kf8 2.Nxh7+ Kf7 3.Ng5+ Kf8

4.Rh8+) 2.Rxh7+

(240) 1.Rxd7 Qxd7 2.Qb8+

Chapter 7

- (241) 1.h6+ Kxh6 (1...Kg8 2.Rd8#) 2.Ng4+ Kg7 3.Nxe3
- (242) 1.Qxc2 dxc2 (1...Qxg2+ 2.Kxg2 dxc2 3.Rc1) 2.Bxh1
- (243) 1.Qxf8+ Kxf8 2.Ne6+ Ke7 3.Nxd4
- (244) 1.Bxg7+ Kxg7 2.Ne6+ Kf7 (2...Kg8 3.Rg1+ Kf7 4.Rf1+) 3.Rf1+
- (245) 1...Qxd4 2.Rxd4 Re1#
- (246) 1...Qxa1 2.Qxd6 (2.Rxa1 Rd1+ 3.Rxd1 Rxd1#) 2...Qxf1+ 3.Kxf1
Rxd6
- (247) 1...Qxe2+ 2.Kxe2 Nxc3+ 3.Kd3 Nxa4
- (248) 1...Qxc3+ 2.Kxc3 Bf6+ 3.Kb3 Bxa1
- (249) 1.Qxg7+ Kxg7 2.Rh7+ Kf8 3.Rxb7
- (250) 1.Qxg8+ Kxg8 2.Nf6+ Kg7 3.Nxd5
- (251) 1.Qxg8+ Kxg8 2.Nf5+ Kf8 3.Nxd6
- (252) 1.Ng5+ Bxg5 2.Rxc5
- (253) 1...Bf2+ 2.Kxf2 Rxg4
- (254) 1...Ng4+ (1...Nf3+? 2.Nxf3) 2.hxg4 Rxe1
- (255) 1...Bg3+ 2.Kxg3 Rxe1
- (256) 1...g3+ (1...Rxe1? 2.hxg4+ Kh4 3.Kxe1) 2.Kxg3 (2.Kf1 g2+
3.Kf2 Rxe1 4.Kxe1 g1Q+) 2...Rxe1
- (257) 1.Be8+ Kxe8 2.Rxg6
- (258) 1.Qxe5 (1.Bxd3? Rd5!) 1...Nxe5 2.Rxd8+

- (259) 1.Qxd5 Qxd5 2.Re8+
- (260) 1.e5 Qxe5 2.Qxh4
- (261) 1...f3 2.Qxf3 Bg4 3.Qf4 Bxh5
- (262) 1...Qxe1+ 2.Nxe1 Rf1+ 3.Kg2 Bh3#
- (263) 1...Qxc2+ 2.Rxc2 (2.Kg1 Qf5) 2...Bh3+ 3.Kg1 Rf1#
- (264) 1...Bxh2+ 2.Kxh2 Qxf1
- (265) 1.c4 Qxc4 2.Rxa5
- (266) 1.c5+ Kxc5 2.Rxe7
- (267) 1.Qxc6 Nxc6 2.Ra8+
- (268) 1.Qxb5+ Bxb5 2.Ra8#
- (269) 1...Qxg4+ 2.Kxg4 Rg7+ 3.Kf3 Rxg1
- (270) 1...h3+ 2.Kxh3 Rxf3
- (271) 1...Qxb7 2.Qxb7 Rf1#
- (272) 1...Bxb2+ 2.Kxb2 Rxd1
- (273) 1.Bxf7+ Kxf7 (1...Qxf7 2.Nh6+) 2.Qd5+ Kf8 3.Qxc6
- (274) 1.Qxd6 Nxd6 2.Ng5+ (2.Nxe5+? Ke6 3.Bxa8 Kxe5) 2...Kf6
3.Bxa8
- (275) 1.Qxe7 Qxe7 2.d6+ Qf7 3.Bxf7+ Kxf7 4.dxc7
- (276) 1.Qxg6+ Qxg6 2.exf5+ Kf7 3.fxg6+
- (277) 1...g3+ (1...Rxe3? 2.Rxg4+) 2.fxg3 (2.Kg1 Rb1+) 2...hxg3+
3.Kxg3 Rxe3

- (278) 1...Bxf2+ 2.Kxf2 Rb2+ 3.Kg3 Rxе3
- (279) 1...Nxh3+ 2.Bxh3 Be3 3.Nf3 Rxf3
- (280) 1...Nxf3+ 2.gxf3 Qe3+ (2...Qg7+? 3.Rg4) 3.Kg2 Qxd4
- (281) 1.Nxf6+ gxf6 2.Qg2+ Kh8 3.Qxd5
- (282) 1.Qd8+ Rxd8 2.Rxd8+ Kh7 3.Ng5+ Kg6 4.Nxe6
- (283) 1.f8Q+ (1.Ng6? Rh1+ 2.Kc2 Kxf7) 1...Kxf8 2.Ng6+ Kg7 3.Nxh4
- (284) 1.d8Q+ (1.Bh4? Rg2+ 2.Kb3 Kxd7; but promoting the pawn to bishop or rook also works) 1...Kxd8 2.Bh4
- (285) 1...c1Q+ 2.Rxc1 (2.Kxc1 Ra1+ 3.Kb2 Rxh1) 2...Nd3+ 3.Kc2 Nxc1
- (286) 1...Qxh4 2.gxh4 Rg6+ 3.Kh1 Bg2+ 4.Kg1 Bc6+
- (287) 1...Qxc5 2.dxc5 Nh3 (2...Nd3? 3.h3 Nxb2 4.hxg4)
- (288) 1...Bxf2+ (1...Qf6? 2.Rc2) 2.Kxf2 Qf6+ 3.Qf3 Qxc3
- (289) 1.Qxe8+ Nxe8 2.Bxc5
- (290) 1.Qxd8+ Nxd8 2.Bxb7 Nxb7 3.Rd7
- (291) 1.Qxe8+ Bxe8 2.Bxg7
- (292) 1.Bxd5+ Nxd5 2.Qxe4
- (293) 1...Qxc5+ 2.Qxc5 Ne4+ 3.Ke3 Nxc5
- (294) 1...Nxe4+ 2.Qxe4 Qxc5+
- (295) 1...Bxd4+ 2.Rxd4 (2.Kb1 Be3) 2...e5
- (296) 1...Nxb3+ 2.axb3 Qxc1+

(297) 1.Bh7+ Kxh7 2.Rxd8

(298) 1.Nxf6+ gxf6 2.Ba7+ Kf7 3.Bxb8

(299) 1.Qxd4 exd4 2.Rxe8+ Qxe8 3.Bxe8

(300) 1.d7+ Kxd7 2.0–0–0+ Kc6 3.Kxb2

Chapter 8

(301) 1.Rxd4 Rxd4 2.Bc3

(302) 1.Nc7+ Rxc7 2.Rd8+

(303) 1.Rxh6+ Kxh6 2.Nf5+ Kg6 3.Nxd6

(304) 1.Qxf7+ Kxf7 2.Nd5+ Kg8 3.Nxb6

(305) 1...Rxh4+ 2.gxh4 d5+ 3.Kh3 dxc4

(306) 1...Qxc2+ 2.Kxc2 Nxb4+

(307) 1...Qxf1+ 2.Kxf1 Ne3+ 3.Ke2 Nxg4

(308) 1...g2+ 2.Kxg2 Rg8

(309) 1.Rxf6 gxf6 2.Qg4+ Kf8 3.Qxc8+

(310) 1.Rh8+ Kxh8 2.Qh4+ Kg8 3.Qxd8+

(311) 1.Nh6+ (1.Ne7+? Nxe7) 1...gxh6 2.Qxc8+ Kg7 3.Qxc6

(312) 1.Rxc6 Rxc6 2.Ne5+ Kf6 3.Nxc6

(313) 1...Rxd4 2.Qxd4 Bb6

(314) 1...Qxf5+ 2.Qxf5 Nd4+ 3.Kd3 Nxf5

(315) 1...Qxd4 2.Qxd4 Re1#

(316) 1...h4 2.Bxh4 Nf5+ 3.Ke4 Nxh4

(317) 1.Qxg5 hxg5 2.Nf6+ Kg7 3.Nxd7

(318) 1.e6+ Kxe6 (1...Bxe6 2.Nc5+ Kc6 3.Nxe6) 2.Ng5+ Kd7 3.Nxf7

(319) 1.Nh6+ gxh6 (1...Kh8 2.Nxf7+) 2.Ne7#

(320) 1.Rxe5+ Kxe5 2.Rxb8

(321) 1...Bg5 2.Bxg5 (2.Kf3 Bxf4) 2...h2

(322) 1...Qxg2+ (1...Ra2+? 2.Kb3 Rxg2 [2...Qxg2? 3.Qe5+ Kg8 4.Qe8#] 3.Qa8+ Qg8 4.Qa1+ and White wins) 2.Qxg2 Ra2+ 3.Kc3 Rxg2

(323) 1...c4 2.Bxc4 Rxh3#

(324) 1...c4 2.bxc4 Nc5

(325) 1.Rxh5 Qxh5 2.Qd8#

(326) 1.g5+ Kxg5 2.Ra5

(327) 1.Qxg7+ Kxg7 2.Ne6+ Kf6 3.Nxc5

(328) 1.d6 Bxd6 2.Rxh5+

(329) 1...Ne2+ 2.Rxe2 Rd1+

(330) 1...Bd4 (1...Be7? 2.Bb2) 2.Bxd4 Rc1#

(331) 1...Qxg4 2.Qxg4 Ne3+ 3.Ke2 Nxg4

(332) 1...Qxf3+ 2.Kxf3 Bc8+ 3.Ke3 Bxa6

(333) 1.Rxg6+ Kxg6 2.Nxe5+ Kf5 3.Nxf3

(334) 1.Qxc7+ Kxc7 2.f5+ Kd7 3.fxg6

(335) 1.Rd8+ Kxd8 2.Nxe6+ Kd7 3.Nxf4

(336) 1.Qxh7+ (1.Nxg5? Qg4+ 2.Kf1 Qxg5) 1...Kxh7 2.Nxg5+ Kg6 3.Nxe6

(337) 1...Bxf5 2.Bxf5 Rd1#

- (338) 1...g4 2.Bxg4 Rh1#
- (339) 1...f4+ 2.Kxf4 (2.Bxf4 Bc1+ 3.Kd4 Bxf4) 2...Bd6+ 3.Kg5 Bxg3
- (340) 1...b6 2.Bxb6 (2.Kc3 Kb7) 2...Nc4+ 3.Kb3 Nxb6
- (341) 1.Rxd6+ cxd6 2.Bf4+ Kg6 3.Bxe3
- (342) 1.g5 Bxg5 2.Ne4+ Ke5 3.Nxg5
- (343) 1.Qd7+ Kxd7 2.Nxf6+ Kd6 3.Nxh7
- (344) 1.b6 (1.d6? Ba5+) 1...axb6 2.d6
- (345) 1...Qxh2+ (1...f3+? 2.Qxf3+) 2.Kxh2 f3+ 3.Kh3 fxe2
- (346) 1...Qxh3+ 2.Kxh3 Rh1+ 3.Kg3 Rxh8
- (347) 1...h4+ 2.Kxh4 (2.Kh2 Bd5; 2.Kf3 Bd5+) 2...Rwg2
- (348) 1...Rwg2+ (1...h4+? 2.Kxh4 Rwg2 3.Rxe6) 2.Kxg2 Bd5+ 3.Kg3 Bxc6
- (349) 1.f5 Bxf5 (1...Bh5 2.g4) 2.Nxe7+ Kf8 3.Nxf5
- (350) 1.Qh8+ Kxh8 2.Nxf7+ Kg8 3.Nxd8
- (351) 1.Qxe6 fxe6 (1...h6 2.Qxf7+ (or 2.Nf3) 2...Rxf7 3.Ne6+ Kf6 4.Nxd4) 2.Nxe6+ Kf6 3.Nxd4
- (352) 1.Qxg7+ (1.Rxb5? Qxb5+) 1...Kxg7 2.Rxb5+ Kf7 3.Rxb6
- (353) 1...Rxe2+ (1...Nxc3? 2.Bxc4 Nxb1 3.Rxg5+ Kf6 4.Bh4) 2.Kxe2 Nxc3+ 3.Kd3 Nxb1
- (354) 1...Rd2+ 2.Kxd2 Nxb3+ 3.Kc2 Nxa5
- (355) 1...Rxd2 2.Rxd2 Qh6+ 3.Kg1 Qxd2

(356) 1...Rxg3+ 2.hxg3 h2

(357) 1.Rxf6+ Kxf6 2.Nd5+ Kf5 3.Nxb4

(358) 1.Rd4+ (1.Rxf4+? Kxf4 2.Rd4+ Kg5) 1...Kxd4 2.Rxf4+ Ke5
3.Rxh4

(359) 1.f4+ Kxf4 2.Kxh4

(360) 1.e3 Bxe3 2.Rxf7

Chapter 9

- (361) 1.Rh5+ (1.Rxf5+? Kxf5 2.Rh5+ Bg5) 1...Kxh5 2.Rxf5+ Kg4
3.Rxc5
- (362) 1.e5+ Kxe5 2.Bxg5
- (363) 1.Rxg8+ (1.Bd5? Rxd2+) 1...Kxg8 2.Bd5+ Kf8 3.Bxa2
- (364) 1.Qh6+ Kxh6 2.Bxf8#
- (365) 1...Rxd4 2.Rxd4 Qe1+ 3.Kh2 Qe5+ 4.g3 Qxd4
- (366) 1...Qxh2+ 2.Kxh2 Nf1+ 3.Kh3 Nxd2
- (367) 1...Qxd2+ (1...Nf8? 2.Qe2) 2.Kxd2 Nf8+ 3.Kc3 Nxe6
- (368) 1...e4 (1...Qxa3? 2.bxa3 e4+ 3.Qxf6+) 2.Qxe4 Qxa3
- (369) 1.Rf8+ (1.Bxc5? Ra1+) 1...Kxf8 2.Bxc5+ Kf7 3.Bxa3
- (370) 1.Rxd7+ Kxd7 2.Bb5+ Kd6 3.Bxa4
- (371) 1.Qxc7+ Kxc7 2.f5+ Kc6 3.fxg6
- (372) 1.Qxf7+ Kxf7 2.Rh7+ Kg6 3.Rxc7
- (373) 1...Qxh2+ 2.Kxh2 Nf3+ 3.Kg3 Nxd4
- (374) 1...Rxf3+ 2.Kxf3 Rf5+ 3.Kg4 Rxf1
- (375) 1...Bf3+ 2.Kxf3 Qg4#
- (376) 1...Rxf2+ 2.Qxf2 Rh2
- (377) 1.d5+ Kxd5 2.Bb3+ Kd4 3.Bxe6
- (378) 1.f6+ Kxf6 2.Ne4+ Ke5 3.Nxc3

- (379) 1.Rxe8+ Kxe8 2.Bb5+ Kf8 3.Rxe3
- (380) 1.Rxc6 bxc6 2.Ba6+ Kb8 3.Rd8#
- (381) 1...Rxf4 2.Qxf4 Qxh5
- (382) 1...Rh1+ 2.Kxh1 Qh5+ 3.Kg1 Qxd1+
- (383) 1...Qxd3 2.Qxd3 Nf4+ 3.Kg3 Nxd3
- (384) 1...Rg1+ 2.Kxg1 Bxd4+
- (385) 1.g5 Bxg5 2.Ne6+ Kd6 3.Nxg5
- (386) 1.Qxc6+ (1.e5? Qg5+) 1...Kxc6 2.e5+ Kc5 3.exf6
- (387) 1.Rxf5 Rxf5 2.Nh6+ Kh8 3.Nxf5
- (388) 1.f5 Bxf5 2.d5
- (389) 1...Qxg3 2.hxg3 Rh6#
- (390) 1...Qxb4 2.Qxb4 Rd1+
- (391) 1...Rxe2+ 2.Kxe2 Rxg1
- (392) 1...g6+ 2.Kxg6 Rxg4+ 3.Kxh6 Rxg3
- (393) 1.c5 Qxc5 2.Qxg4
- (394) 1.Rxh5+ gxh5 2.Bd3
- (395) 1.Rxf8+ (1.Ba3? Rb8) 1...Kxf8 2.Ba3
- (396) 1.Qe4+ Kg8 2.Qxd5 cxd5 3.Rxc7
- (397) 1...Rxa3 2.Bxa3 Nc2+ 3.Kb1 Nxa3#
- (398) 1...Rxh4+ 2.Kg2 (2.gxh4 Nf2#) 2...Rxh5

- (399) 1...Qxh3 2.gxh3 Rg1#
- (400) 1...Rxe1+ 2.Kxe1 Ra1+ 3.Ke2 Rxh1
- (401) 1.Rxc8+ (1.g5? Rb6+) 1...Kxc8 2.g5+ Kc7 3.gxh6
- (402) 1.Rxf6 Kxf6 2.Kc4+
- (403) 1.e5 Bxe5 2.Rxf8+
- (404) 1.Qxh6 Bxh6 2.Nf7+ Kg7 3.Nxe5
- (405) 1...Qxg4 2.hxg4 (2.Qb2+ Qd4) 2...Rh1+ 3.Kg2 Rxc1
- (406) 1...Rxc4 2.Qxc4+ Bf7
- (407) 1...Rxg4+ 2.fxg4 f3+
- (408) 1...Rxa1+ 2.Kxa1 Re8+ 3.Ka2 Rxb8
- (409) 1.Nxf5+ Kh7 (1...Nxf5 2.Qxc6) 2.Nxe7
- (410) 1.Qxg7+ Kxg7 2.Nf5+ Kg6 3.Nxg3
- (411) 1.Rxe6 Qxe6 2.Qxg7#
- (412) 1.Rxe5 Rxe5 2.Bf4
- (413) 1...Rxf3+ 2.Kxf3 Rxe5
- (414) 1...Rxe5 2.fxe5 Rf1#
- (415) 1...Qxe3 (1...d4+? 2.Nd5) 2.Qxe3 d4+ 3.Kg1 dxe3
- (416) 1...Qxg3 2.fxg3 Bc5+ 3.Kh2 Rh7+
- (417) 1.Rxc6 bxc6 2.Rb1
- (418) 1.Qxh8+ Kxh8 2.Nxb5+ Kh7 3.Nxa7

(419) 1.Qxc6 Rxc6 2.Re8#

(420) 1.Qxe5 dxe5 2.Nf7#

Chapter 10

- (421) 1.Rxe7+ Kxe7 2.Nc6+ Kd6 3.Nxb4
- (422) 1.Rxe6+ Kxe6 2.Bxf5+ Ke7 3.Bxd7
- (423) 1.Qxd7+ Kxd7 2.Bxg6+ Ke7 3.Bxh5
- (424) 1.Nxe5 fxe5 2.Rf8+
- (425) 1...Nxe4+ 2.hxg4 Rxf1
- (426) 1...Nxd5 2.Rxf6 (2.cxd5 Rxf1) 2...Nxf6
- (427) 1...Qxe4 2.Qxe4 Nf2+ 3.Kg1 Nxe4
- (428) 1...Rxe4 2.Rxe4 Bf5
- (429) 1.Nxe4 fxe4 2.Rf7+ Kc6 3.Rxg7
- (430) 1.Rxc6 Rxc6 (1...bxc6 2.Nxe7+) 2.Nxe7+ Kf7 3.Nxc6
- (431) 1.Nd4+ cxd4 2.Rxf4
- (432) 1.Nxd4 exd4 2.e5+ Kc7 3.exf6
- (433) 1...Qxf3 2.gxf3 Bxf3+ 3.Qxf3 Rxf3
- (434) 1...Qxg3 2.fxg3 Nxb3+ 3.Kh2 Nxd2
- (435) 1...Bxf4+ 2.Kxf4 Rxd2
- (436) 1...Nxf3+ 2.gxf3 Rxd3
- (437) 1.Rd8 Rxd8 2.Bxf6+ Kg8 3.Bxd8
- (438) 1.Qxf6+ Kxf6 2.dxe5+ Kxe5 3.Rxd8
- (439) 1.Bxh6 gxh6 2.Rxf6

(440) 1.Rxf5 gxf5 2.Bxe6+ Kg7 3.Bxc8

Chapter 11

(441) 1...Qxa1 2.Rxa1 d1Q+ 3.Rxd1 Rxd1+ 4.Qf1 Rxf1+

(442) 1...Nxf2 2.Kxf2 Ba7+ 3.Ne3 (3.Kf3 Qf4#) 3...Qf4+ (or 3...Rfe8
4.Qxd5+ Qxd5 5.cxd5 Bxe3+ 6.Kf3 Bd4!)

(443) 1...Nxd4+ 2.Bxd4 Qh3+ 3.Kf2 Qxb3

(444) 1...Rxh5+ 2.Qxh5 Rh8

(445) 1.Rxb7+ Nxb7 2.Nc6+

(446) 1.Rxg6+ Qxg6 2.Qxb6+ Kd7 3.Qxg6

(447) 1.Rxg7 (1.Qb7? Rg8) 1...Kxg7 2.Qb7+ Kf8 3.Qxa8+

(448) 1.Qxf7+ Kxf7 2.Nxe5+ Ke6 3.Nxd3

(449) 1...Rxd3 2.Rxd3 Qe1+ (or 2...Re1+)

(450) 1...Qxf4 2.exf4 Ne3+ 3.Kf3 Nxc2

(451) 1...Rxe4 2.Qxe4 Qxf2+ 3.Kh1 Qxc5

(452) 1...Rxe1+ 2.Kxe1 Bxf3

(453) 1.Nd4 Bxd4 (1...Qa4 2.Qc7#; 1...Qb6 2.Qxb6+ Bxb6 3.Nxc6#)
2.Qd6+

(454) 1.Rg6 Qxg6 2.Nxe5+ Kc5 3.Nxg6

(455) 1.Rg8 Qxg8 (1...Qd7 2.Bg4+; 1...Qf7 2.Bd5+) 2.Bd5+ Kf5
3.Bxg8

(456) 1.Re8 Kxe8 2.a7

(457) 1...Be6 2.Qxe6 (2.Qa4 Rxb2) 2...Rd1#

- (458) 1...Rxe1+ 2.Rxe1 Qxd3
- (459) 1...Nxf2 2.Kxf2 Nd6+
- (460) 1...Qxe6 2.fxe6 Be4#
- (461) 1.Rxh6 Kxh6 2.g7
- (462) 1.Qxa7+ (1.Rxe4? Rc1#) 1...Kxa7 2.Nxc8+ Kb8 3.Rxe4
- (463) 1.Bb4 Qxb4 (1...Bxb4 2.Qb7# (or 2.a7#) ; 1...c6 2.Bxc5) 2.a7+ Bxa7 3.Qxb4+
- (464) 1.Bf6+ Kxf6 2.Qh4+ Kg7 3.Qxe7
- (465) 1...Rxe3 2.Qxe3 (2.Rxd6 Rxc3) 2...Qxd1+
- (466) 1...Qg1+ 2.Qxg1 Kd6 (and checkmate with 3...c5 is unstoppable)
- (467) 1...Bd8 2.Qxd8 Nc6+ 3.Kb5 Nxd8
- (468) 1...Qxf2+ (1...Rxb2? 2.Ra8+ Bc8 3.Rxc8+) 2.Kxf2 (2.Qxf2 Rxc1+ 3.Qf1 Rxf1#) 2...Rxb2+
- (469) 1.b7 Bxb7 2.Bf1#
- (470) 1.Rxg5+ Qxg5 (1...Kxg5 2.Nf7+) 2.g4+ Kh4 (2...Kh6 3.Nf7+) 3.Nf3+ Kxg4 4.Nxg5 Kxg5 5.Kd5
- (471) 1.Qxf6 gxf6 2.Rg3+ Kh8 3.Bxf6#
- (472) 1.c7+ Kxc7 2.Qc1+ Kb8 3.Qxf4+
- (473) 1...Qxh2+ 2.Kxh2 Rh5+ 3.Kg3 Ne2+ 4.Kxf3 Nxd4+
- (474) 1...Qxg2+ 2.Kxg2 exd3+ 3.Kg1 dxc2
- (475) 1...Qxb2+ 2.Kxb2 Rb5+ 3.Kc1 Rxb6

(476) 1...Ne3 (1...Nf4? 2.Qf1) 2.Qxe5 (2.Bxe3 Rxb5) 2...Qxg2#

(477) 1.Qxe7+ Kxe7 2.Nxc6+ Kf7 3.Nxa5

(478) 1.Rxb7+ Qxb7 2.Qxd6+ Kc8 3.Qxf8+

(479) 1.Rxc6 Qxc6 2.Bxd5+

(480) 1.Qxc8+ Rxc8 2.Nf7+ Kg8 3.Nxd6

(481) 1...e5+ 2.Kxe5 (2.Kc5 Nd7+; 2.Ke3 Nd5+) 2...Nd7+ 3.Kd5 Nxb6+

(482) 1...Nxg3 2.Qxf5 (2.Qxg3 Rxe1+) 2...Rxe1+

(483) 1...Qxb5 2.axb5 Ra1#

(484) 1...Rd1 2.Qxd1 Nxf2+ 3.Kh2 Nxd1

(485) 1.Rxh2 Qxh2 2.Bf4

(486) 1.Rxd3 exd3 2.Rxe8+ Qxe8 3.Qxg5

(487) 1.Qxb5+ Qxb5 2.Nc7+ Kf8 3.Nxb5

(488) 1.Rxe4 fxe4 2.Nc6+ Ka8 3.Nxe7

(489) 1...Bxc4 2.Qxc4 Nxd2 3.Qd3 Nxf1

(490) 1...Rxe7 2.Rxe7 Bd4+ 3.Kh1 Qf1#

(491) 1...Nc3 2.Nxc3 (2.Qd2 Nxe2+) 2...Qxd4+ (or 2...Bxd4+) 3.Qxd4 Bxd4+ 4.Kh1 Bxc3

(492) 1...Rxd3 2.cxd3 Qa2+ 3.Kf3 Qxb1

(493) 1.Rd8 Qxd8 2.Qd2+ Kc6 3.Qxd8

(494) 1.Rxe7+ Kxe7 2.Nd5+ cxd5 3.Qxa3

(495) 1.Rxf6 Kxf6 2.Ne4+ Ke7 3.Nxd6

(496) 1.Nxd5 Rxc1 (1...exd5 2.Rxc7) 2.Nxe7+ Kh8 3.Rxc1

(497) 1...Qxd5 2.Rxd5 Ra1+ 3.Kb2 Rxg1

(498) 1...Qxd4+ 2.Qxd4 Rc1#

(499) 1...Qxd3 2.Qxd3 Rf1#

(500) 1...Rf1+ 2.Rxf1 Qxe4