

How to Play Chess

A Guide for Beginners

John Gray

Preface

Many beginners learn the rules of chess and then encounter a problem: they understand concepts, like *check*, but struggle to determine concrete things such as whether or not a given king is actually *in check*. The problem is that you can only follow the rules if you can see which pieces can move to which squares. Most new players aren't able to do this very well until they have played many games of chess.

This book teaches the rules of chess from the beginning. It has a lot of exercises in it, partly to make sure you really understand the rules as you learn them, but also partly to help you start building the ability to see what the pieces can do. For this reason, the exercises in this book are even more important than the instructional parts. Don't skip the exercises! Like any chess book with exercises in it, you will benefit from doing the exercises more than once. Try going through the book multiple times and seeing how quickly you can solve the exercises after a few times through the book.

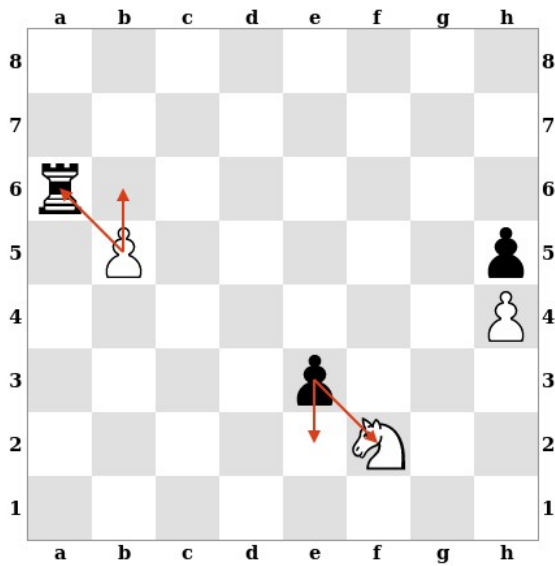
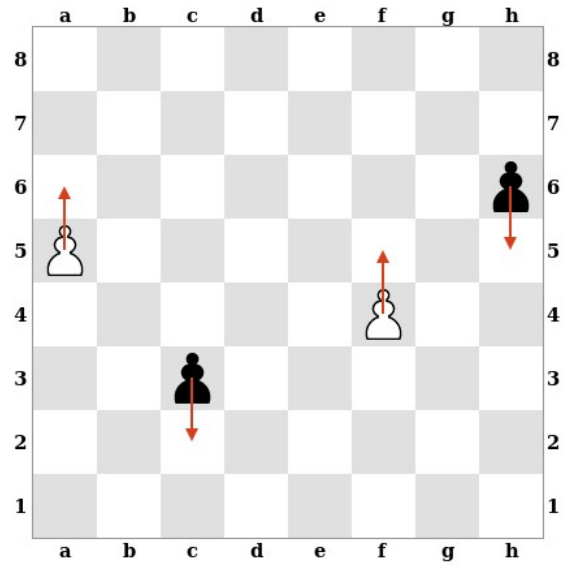
When you are comfortable with the contents of this book you are ready for books of simple tactics puzzles and introductory books on strategy.

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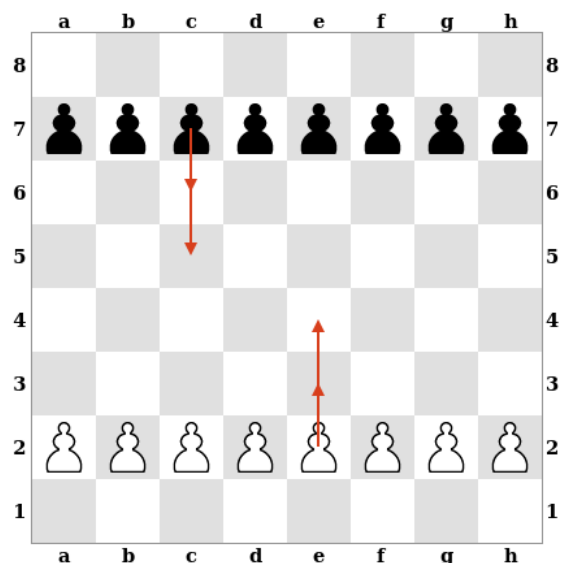
1 - Pawns

Pawns normally move forward one square at a time. In the diagram White might play 1.a6 or 1.f5. Black might play 1...c2 or 1...h5.

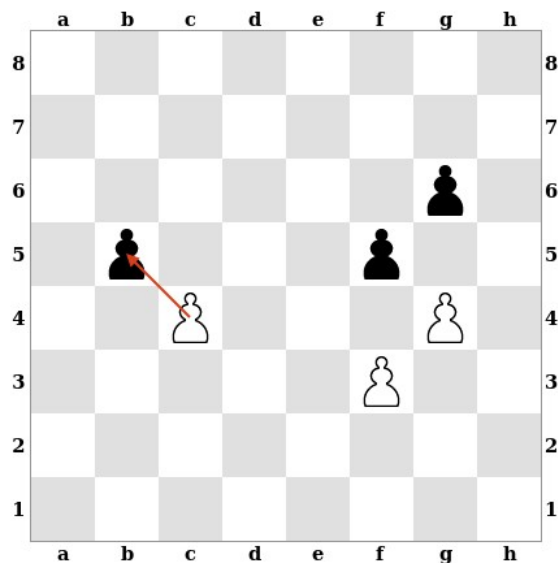


Pawns capture things by going diagonal-forward. In the diagram White might play 1.bxa6 or 1.b6, while Black might play 1...exf2 or 1...e2. The pawns on h4 and h5 can't move at all.

Both players begin the game with eight pawns. When a pawn is still on its initial square it can move forward either one or two squares.

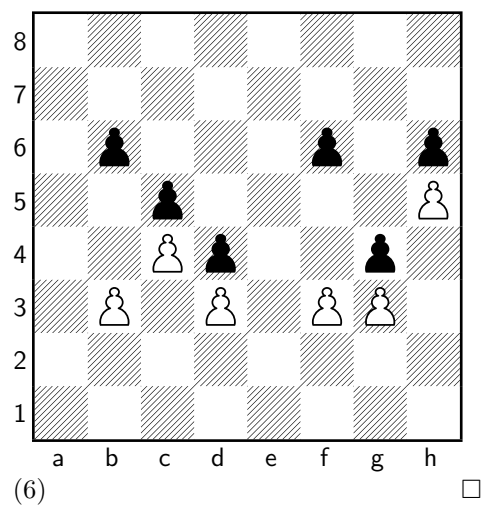
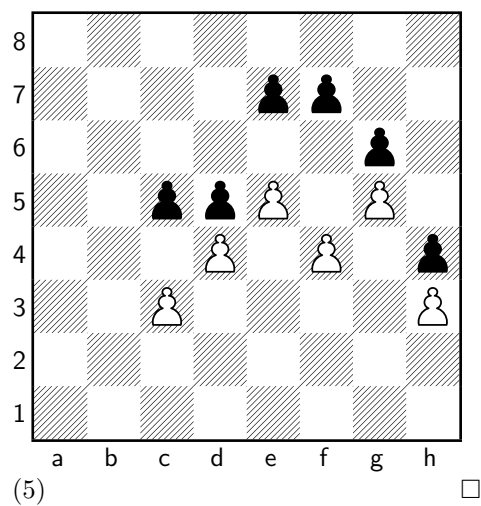
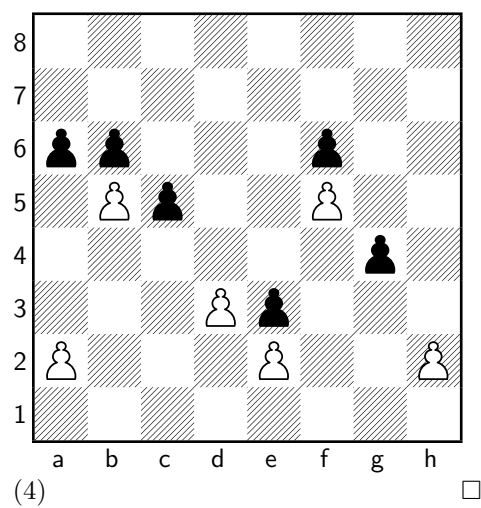
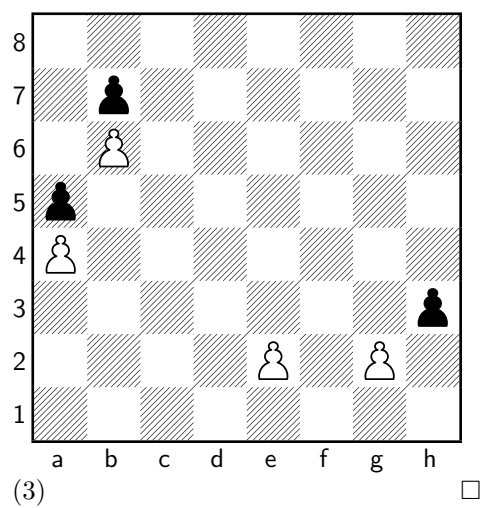
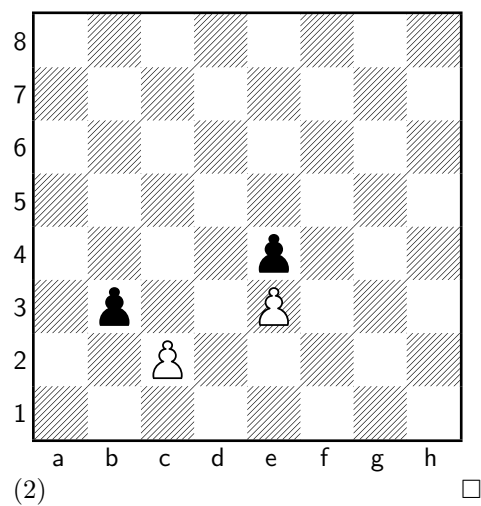
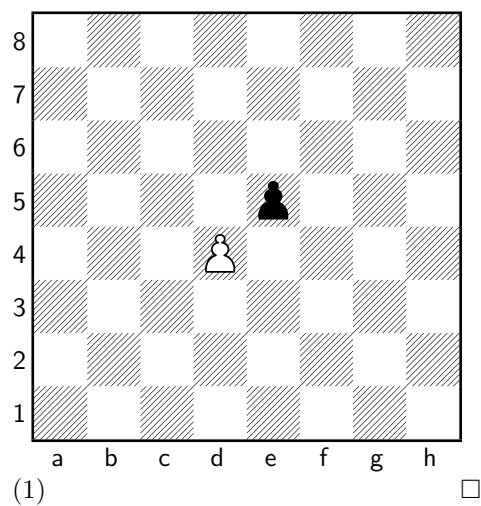


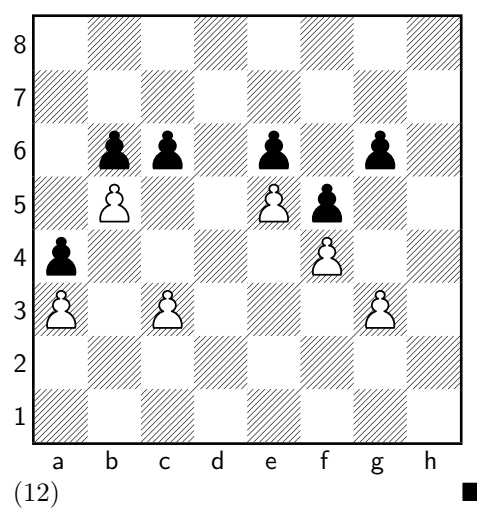
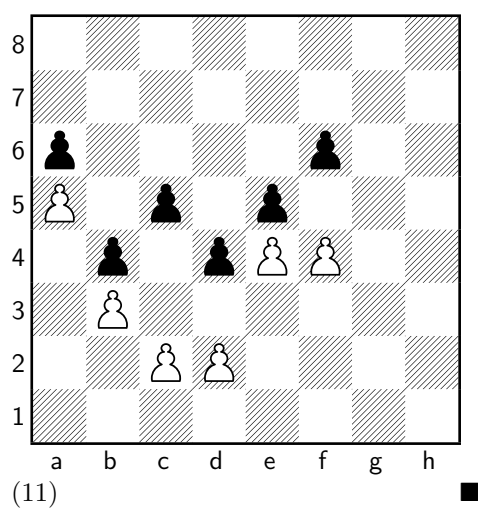
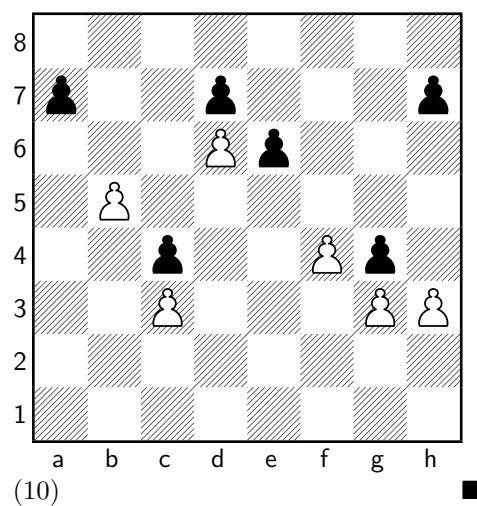
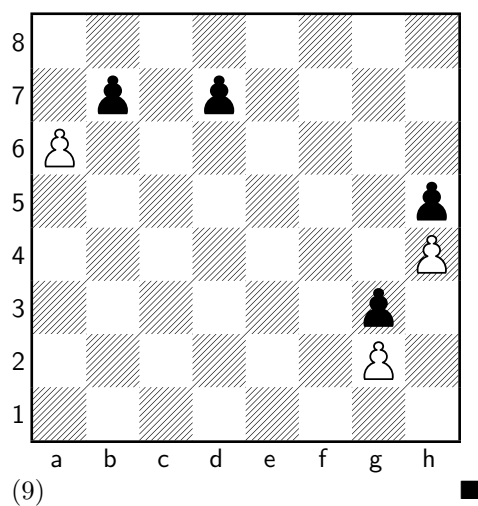
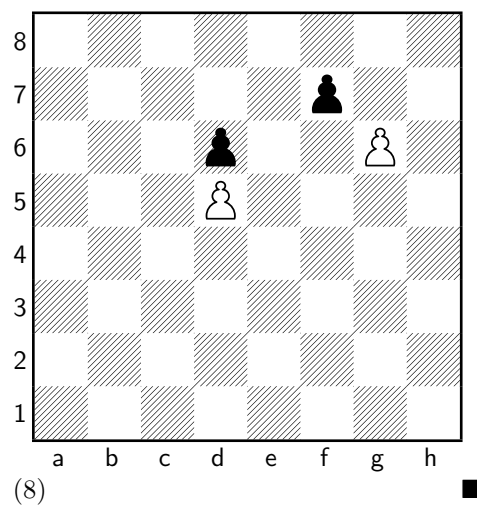
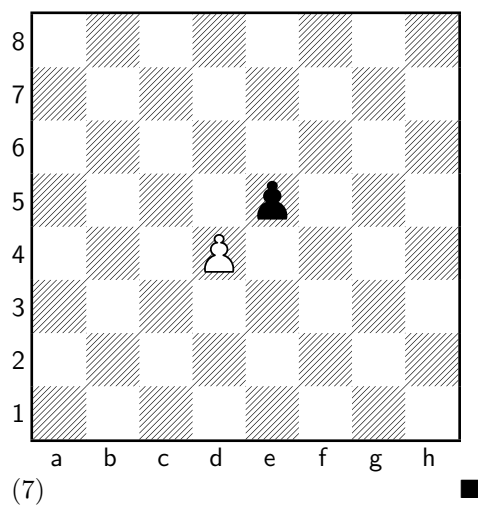
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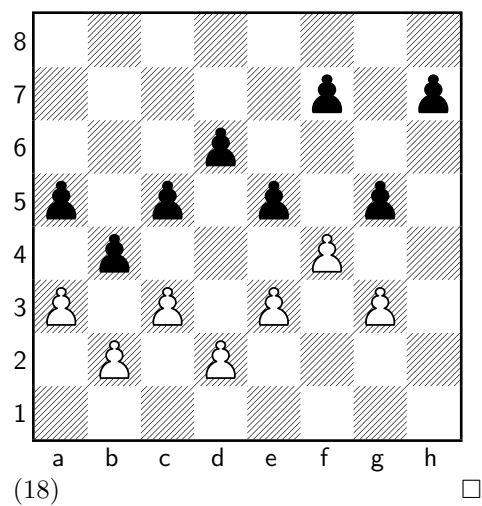
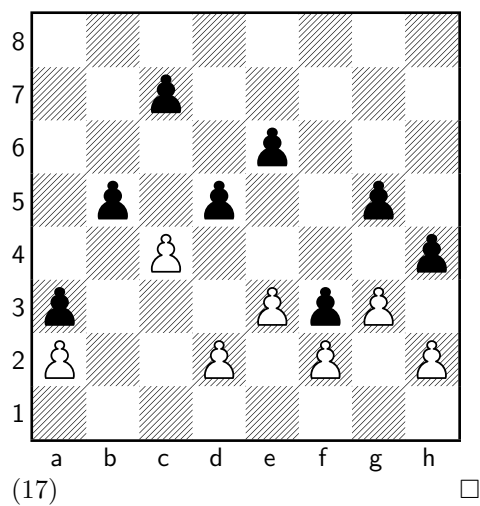
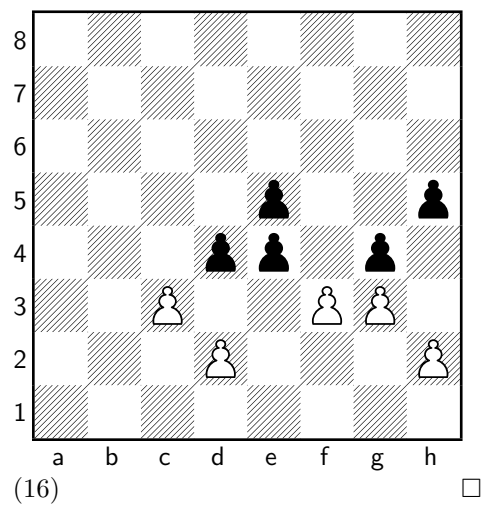
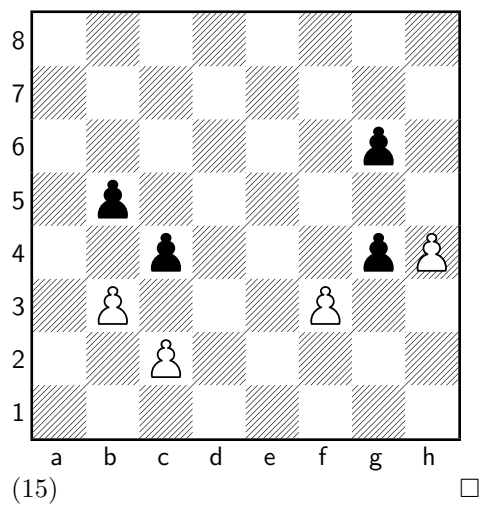
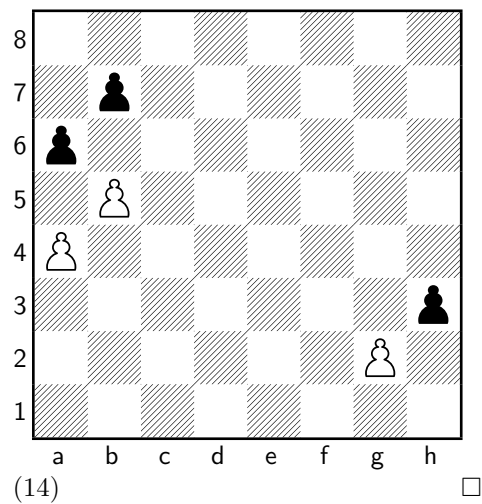
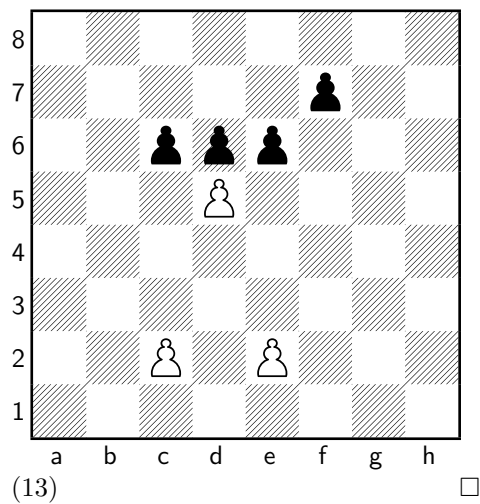


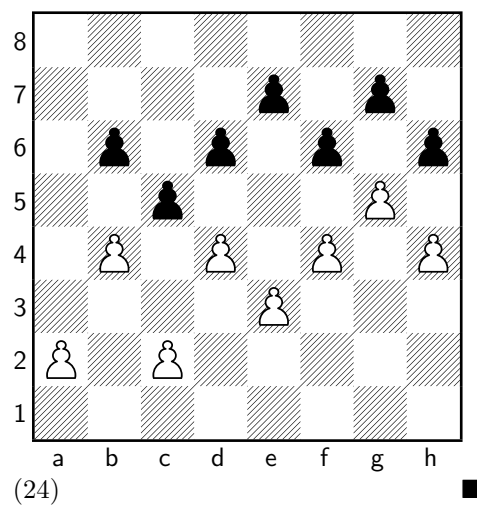
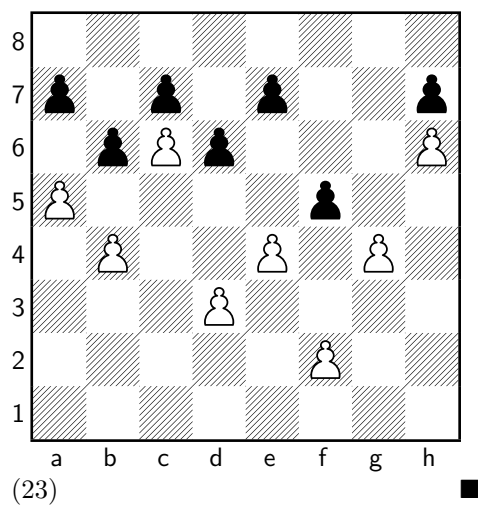
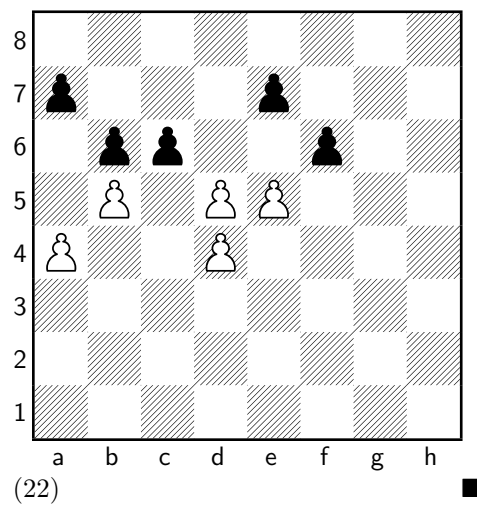
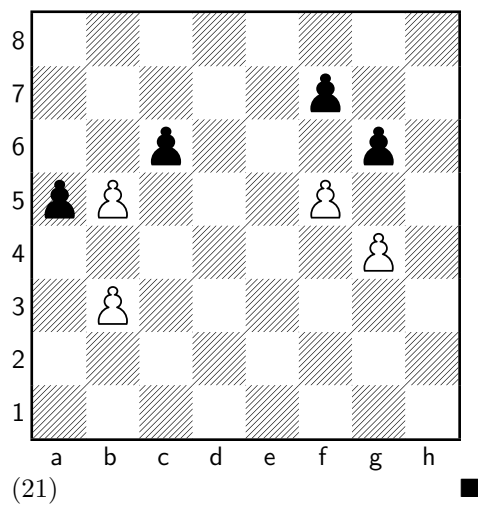
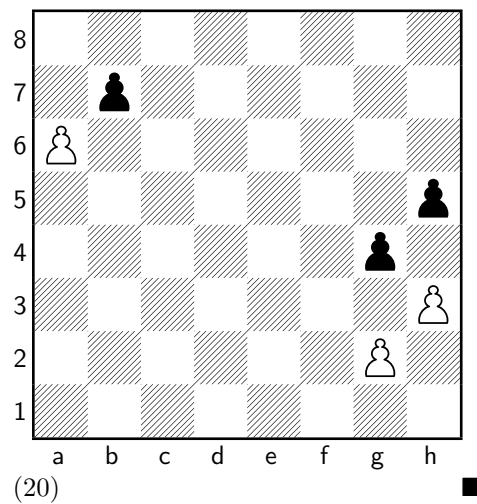
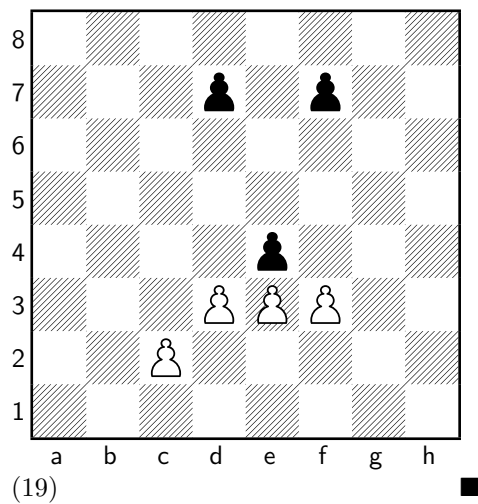
Black's pawn on f5 is *attacked*, since White can capture with 1.gxf5. However, it is also *guarded*, since Black can recapture with 1...gxf5. White's pawn on g4 is also attacked and guarded. However, Black's pawn on b5 is *en prise* (attacked and unguarded). White can win it with 1.cxb5.

In the following exercises you need to win a pawn that is en prise. The side that moves first (and wins a pawn) is indicated by a small square to the bottom-right of each diagram.



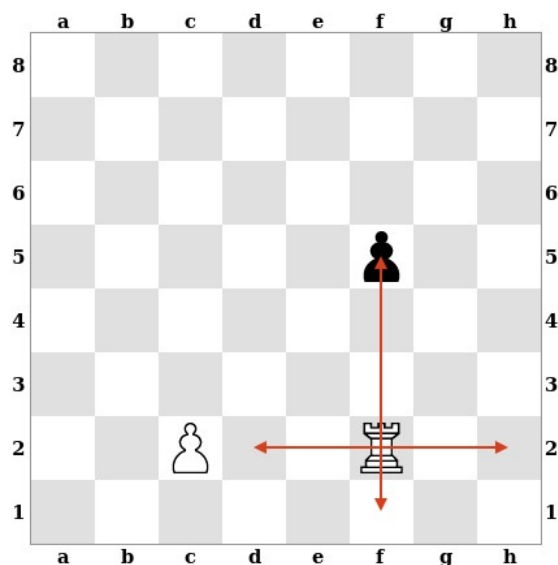
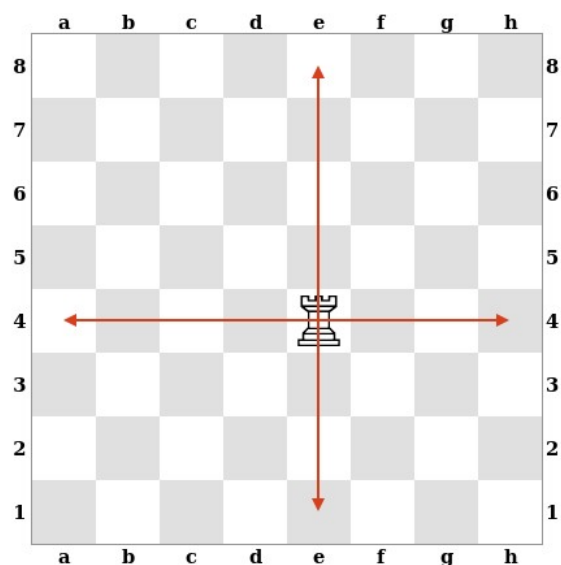






2 - Rooks

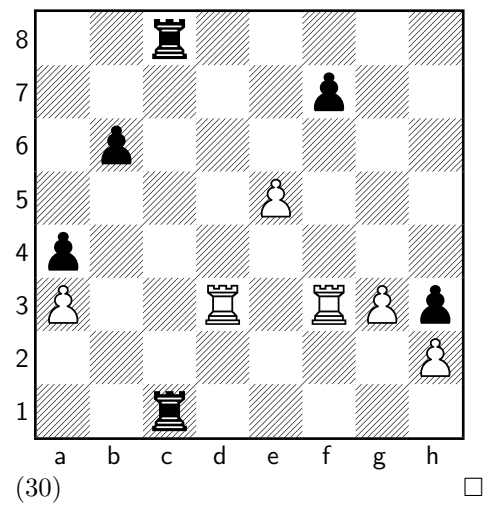
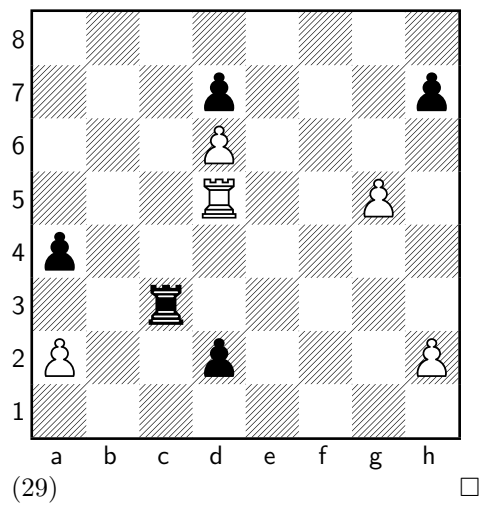
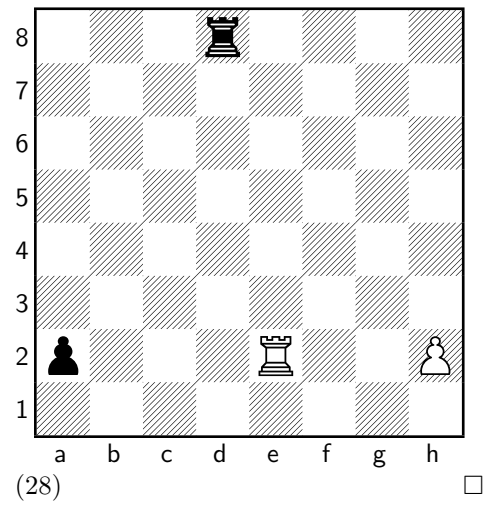
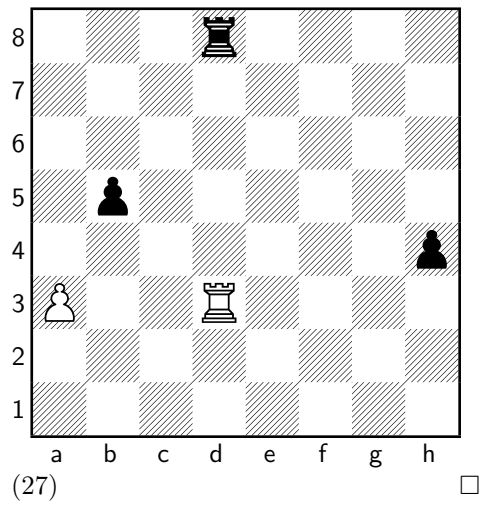
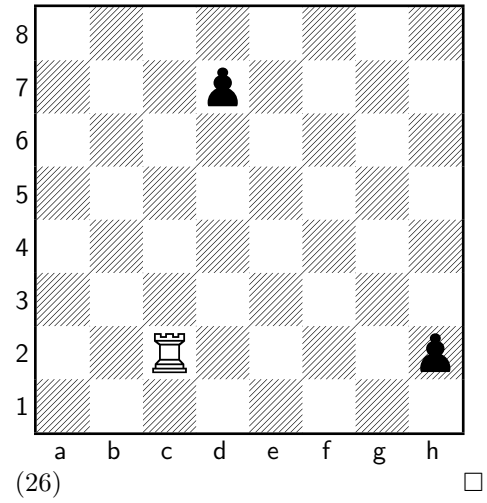
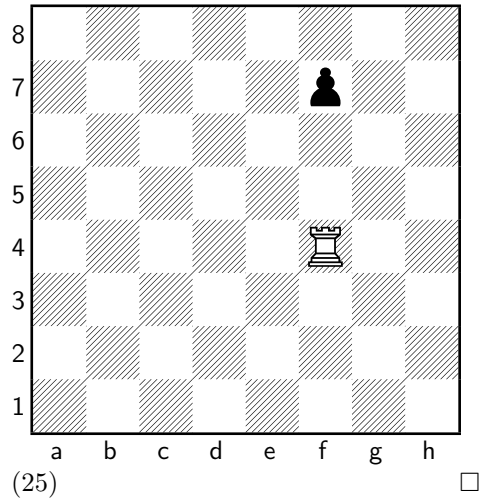
Rooks move up, down, left, and right, as many or as few squares as desired. Here White could play 1.Ra4 or 1.Re8, but also 1.Rd4 or 1.Re5. In fact, he has 14 rook moves available on his first turn here.

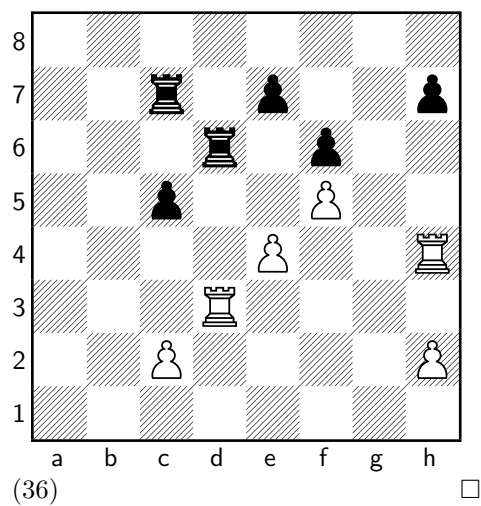
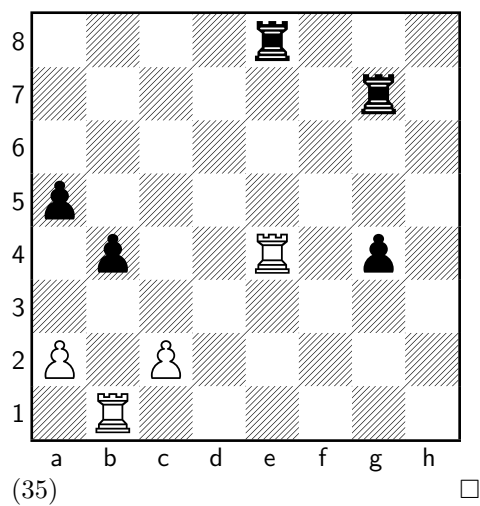
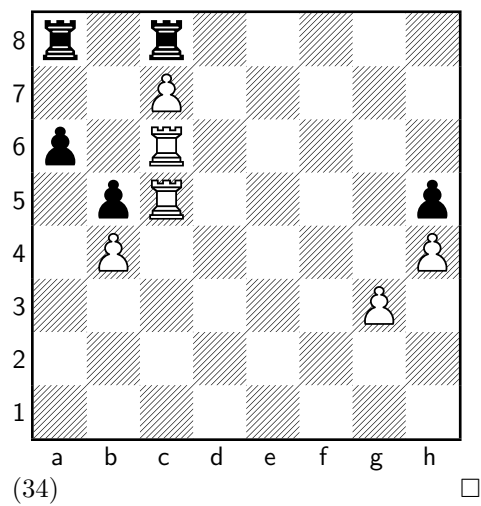
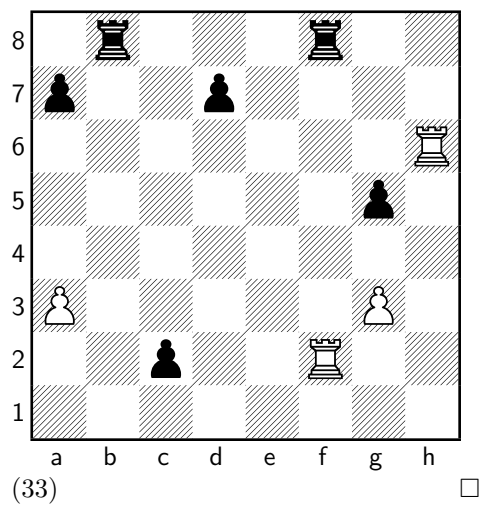
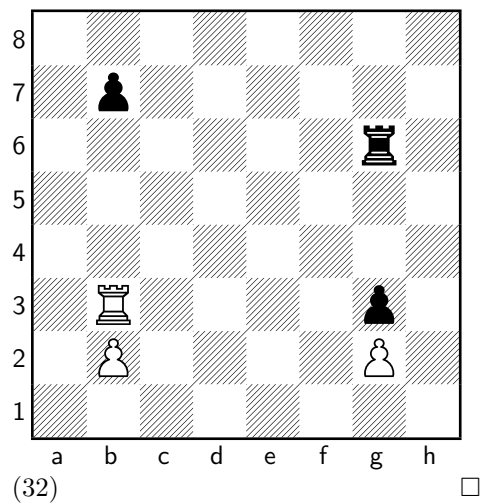
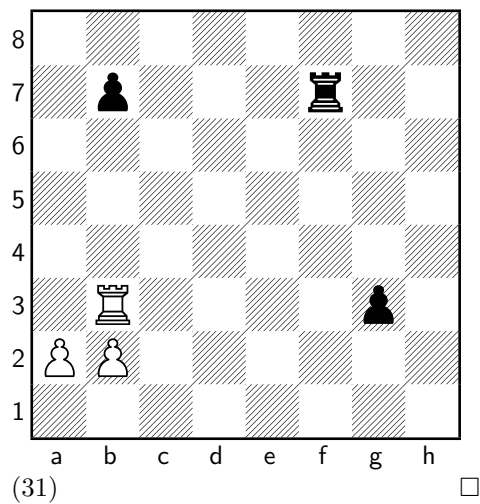


A rook must end its move on a square when it captures; it can't keep going. In fact, this is true for all chess pieces. White could play 1.Rxf5 here but could not play "1.Rxf5-f8."

Rooks also can't jump over things. This is true for all pieces except the knight, which can jump. White could play 1.Rd2 here, but not 1.Rb2 or 1.Rf6. He has eight rook moves available in total here.

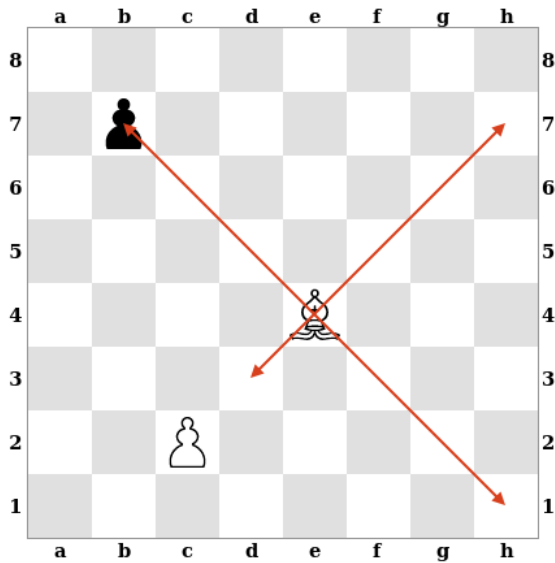
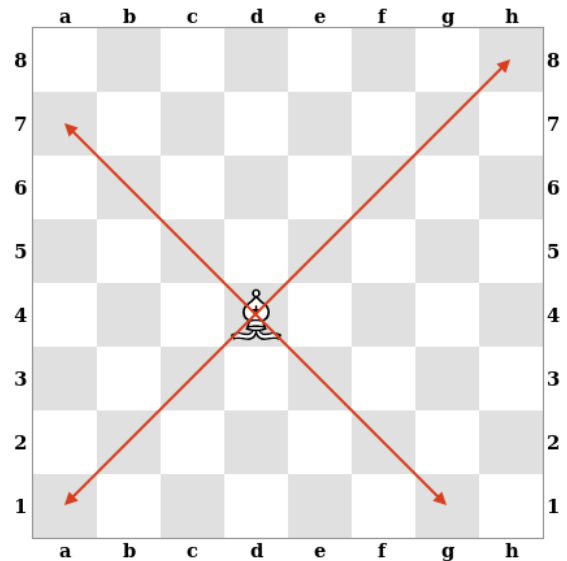
Now try some en prise problems featuring rooks.





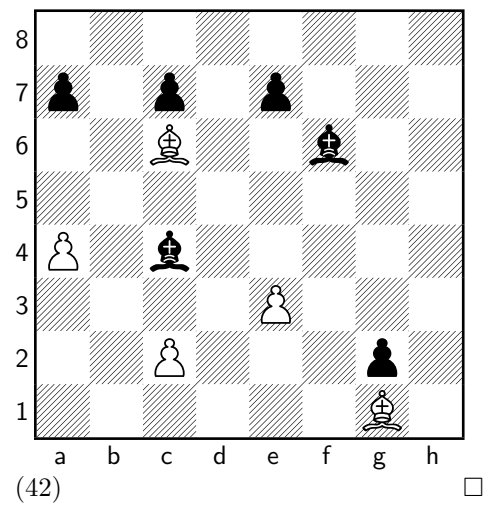
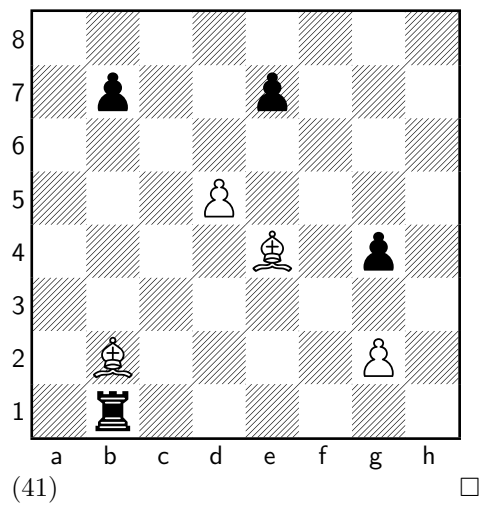
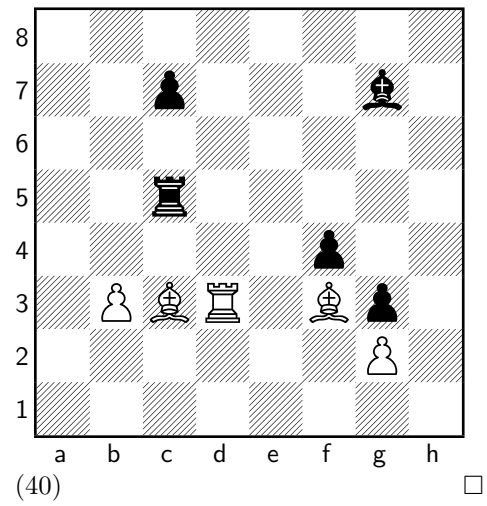
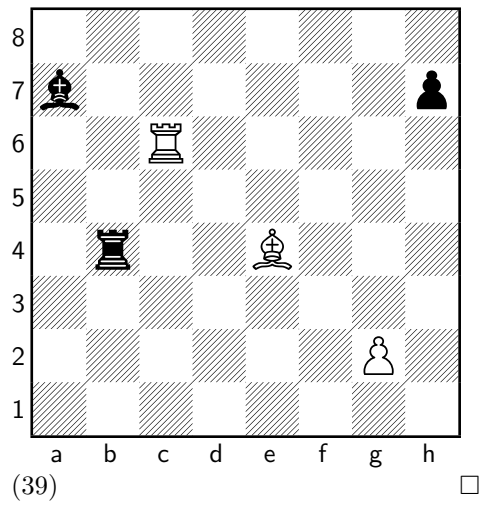
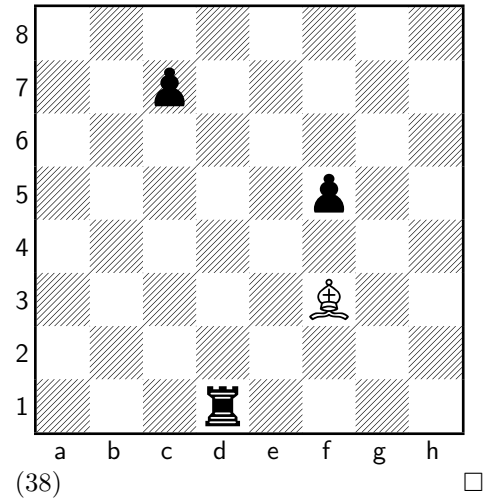
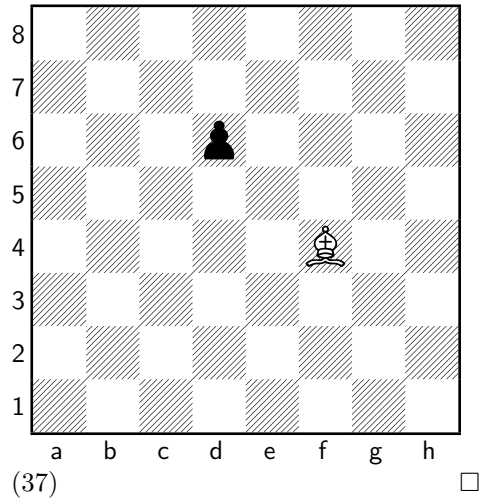
3 - Bishops

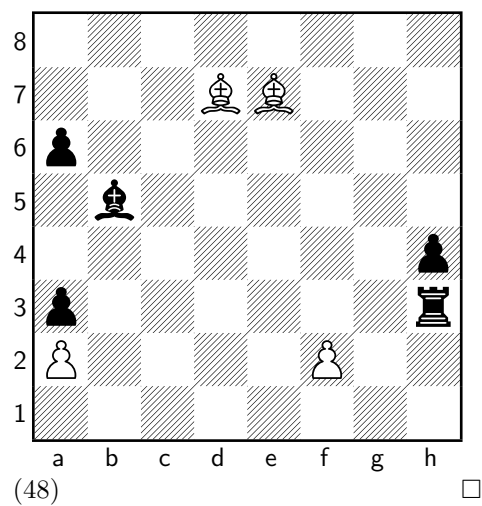
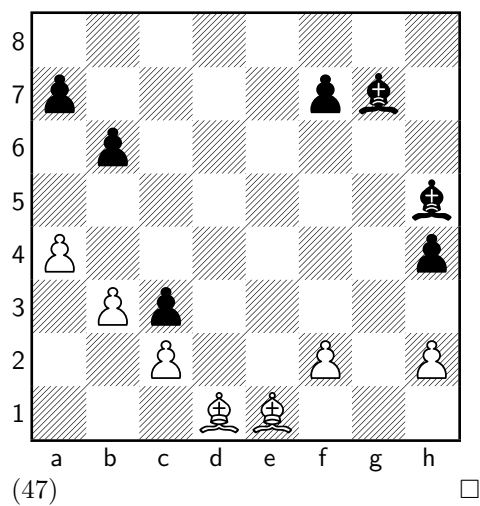
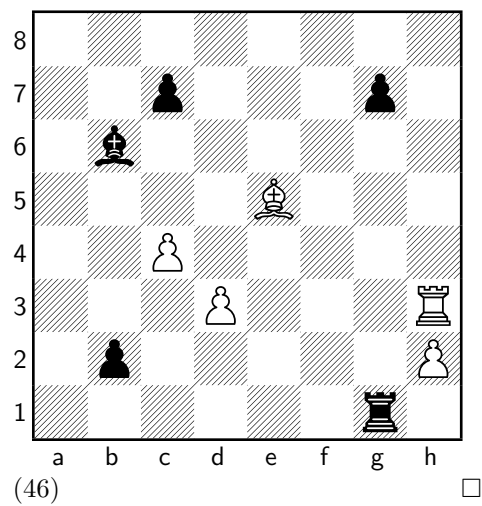
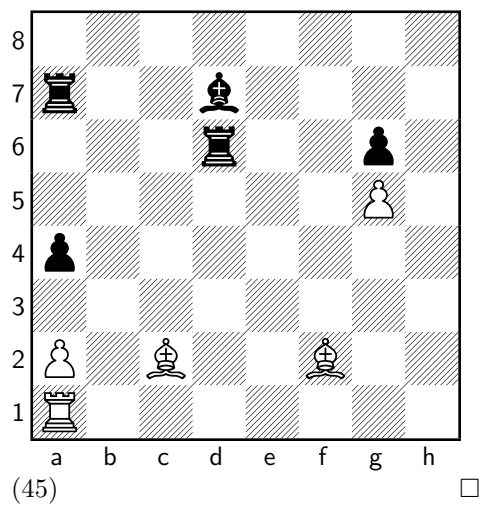
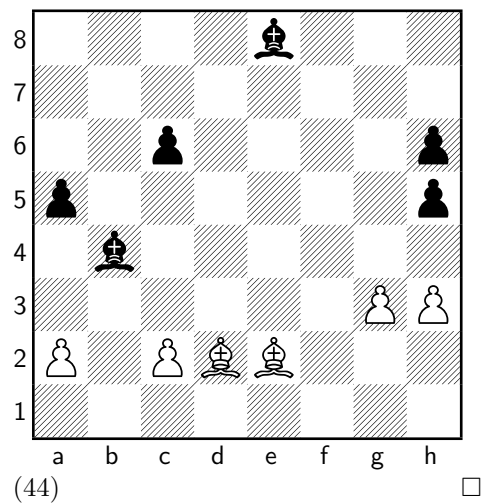
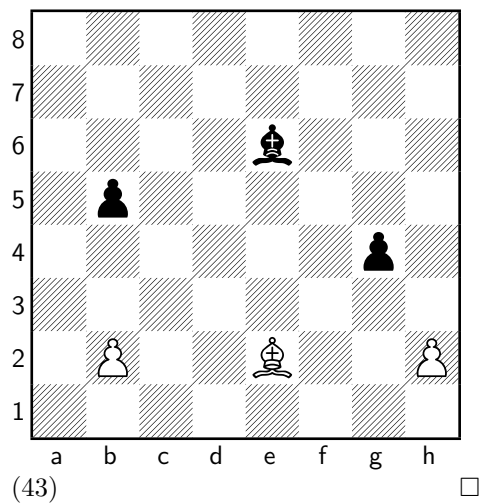
Bishops move on diagonals. Like rooks they can move one or many squares in a single turn. Here White could play 1.Ba1, 1.Be3 or many other moves. Because a bishop only moves on diagonals, it spends the whole game on squares of a single color. No matter how many moves it makes, this dark-squared bishop will never reach any light square on the board.



Like rooks, bishops can't move past the square of a capture on the same turn and can't jump over other pieces.

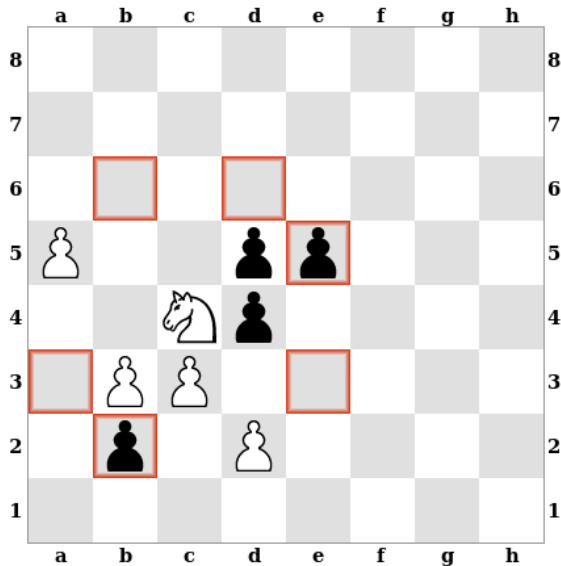
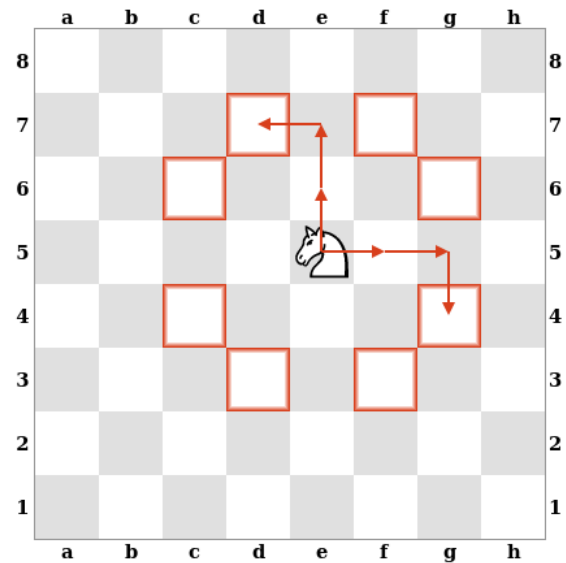
Time for some more en prise problems.





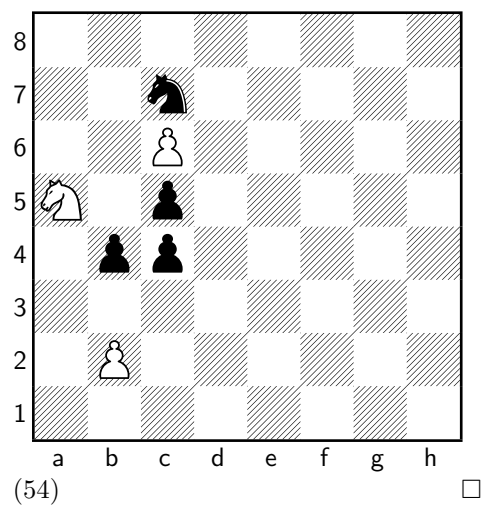
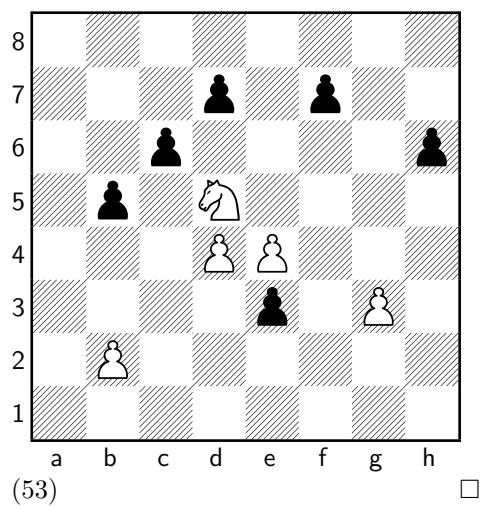
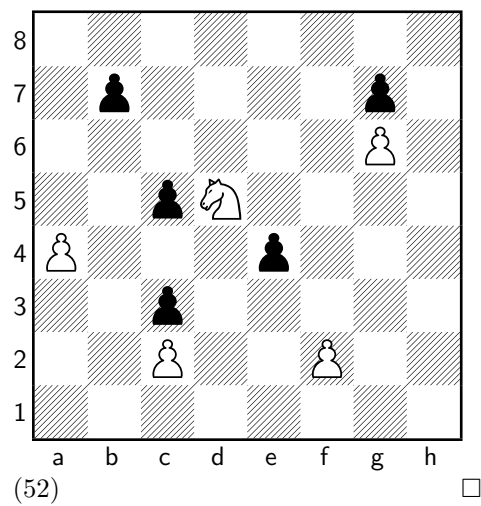
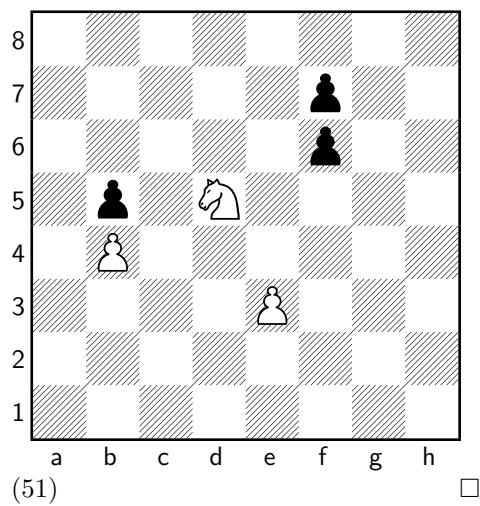
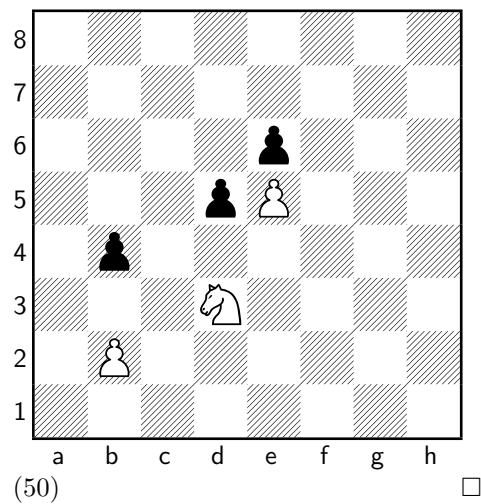
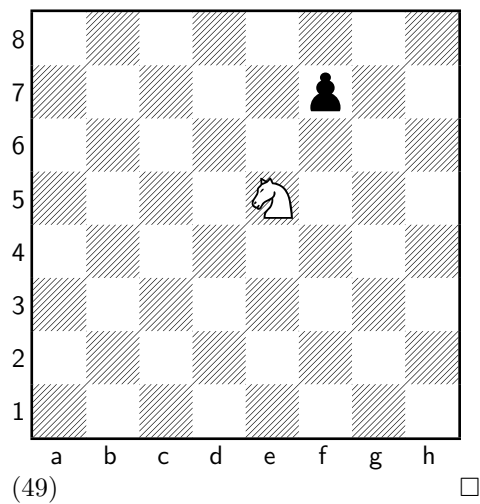
4 - Knights

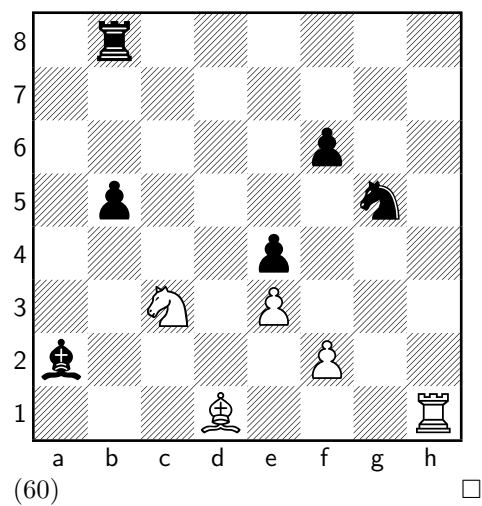
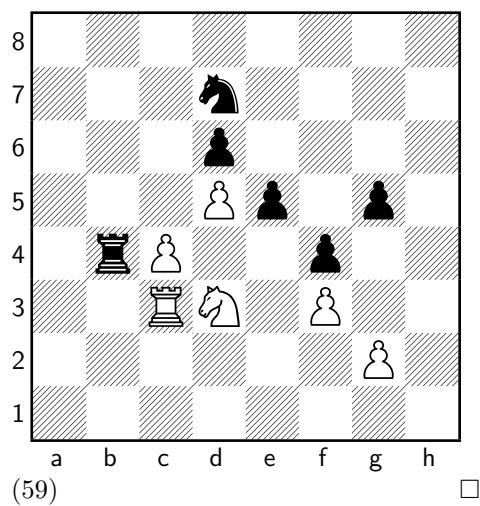
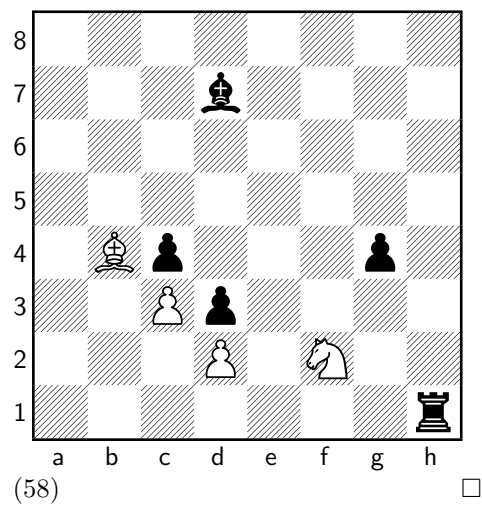
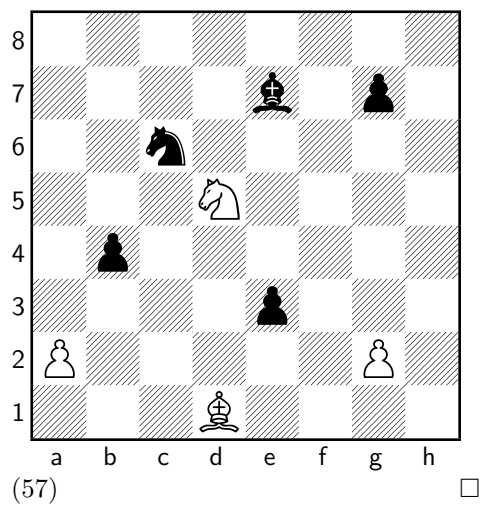
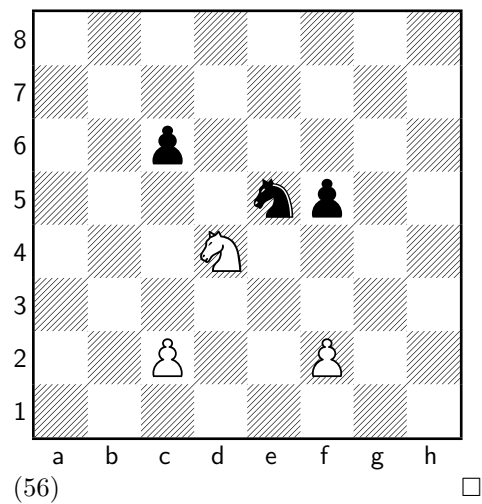
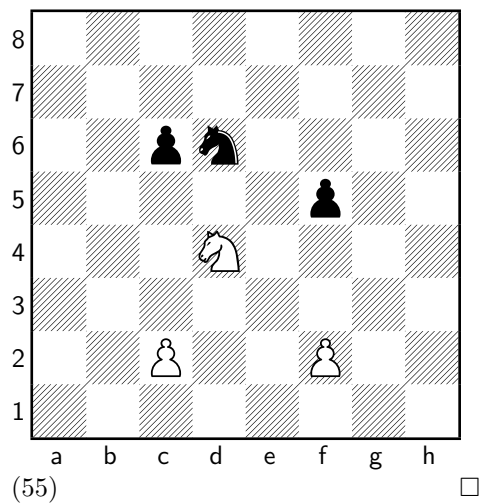
The knight moves two squares like a rook, and turns for one more square (“one-two-turn”), all in one move. You could also say it moves in an “L” shape. This knight can go to any of eight squares on its first move. For example, White could play 1.Nd7 or 1.Ng4 here.



Knights are the only pieces that can jump over other pieces (both friendly and enemy). Knights capture what they land on, but not what they jump over. Here White can play 1.Nxe5 and 1.Nxb2 along with four non-capturing moves. The knight can't currently capture the black pawns on d4 or d5. It also can't go to a5 or d2, since those squares are occupied by white pieces.

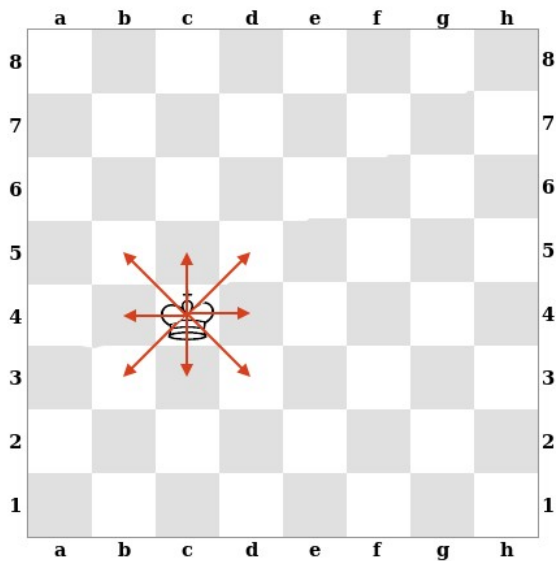
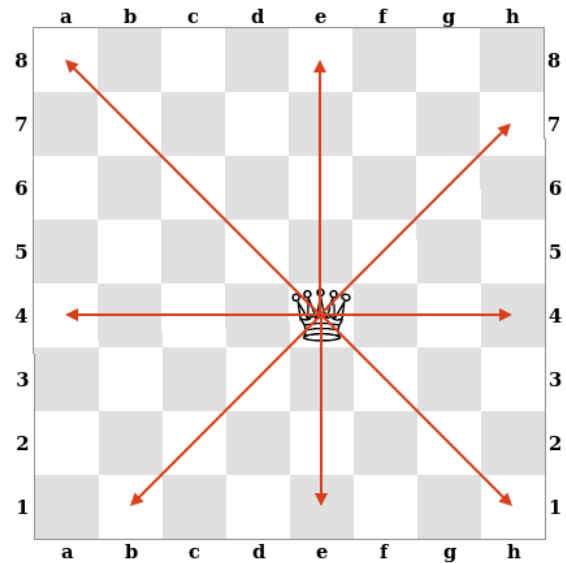
How about some nice en prise problems with knights?





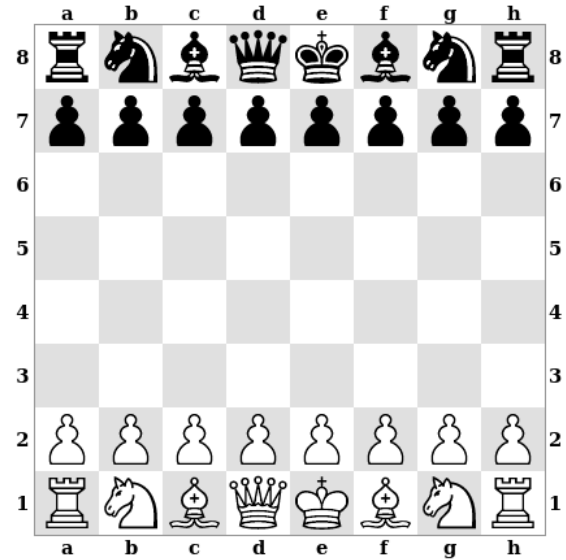
5 - Queens and Kings

Queens move both like rooks and like bishops. In other words, they move as far as you want on any straight line including diagonals. White could play many moves here, like 1.Qa8 or 1.Qe3.

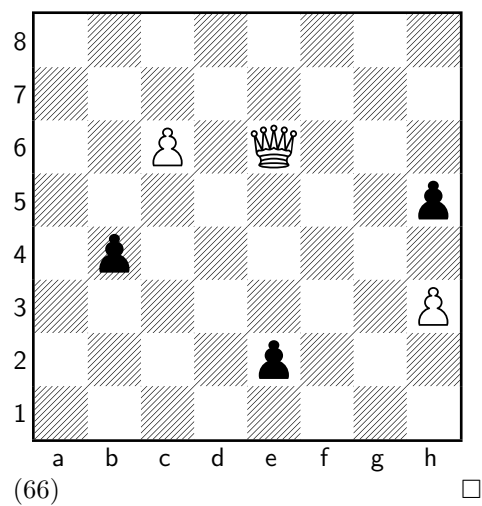
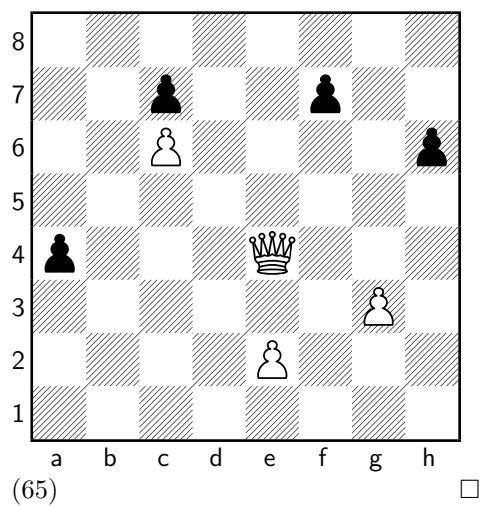
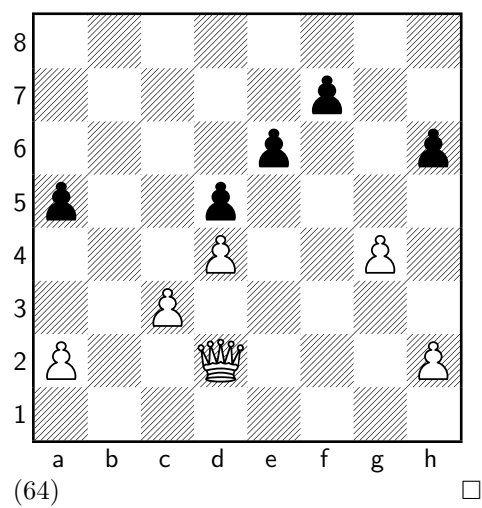
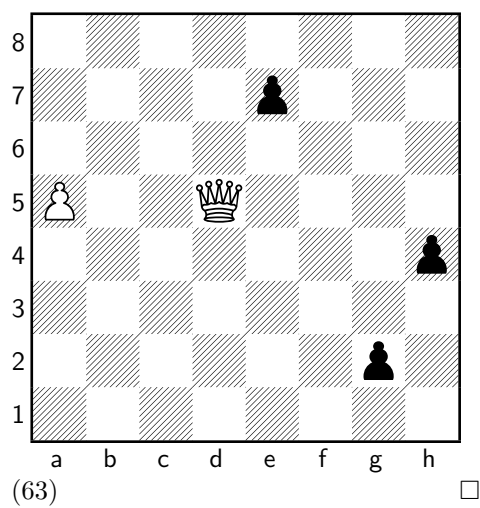
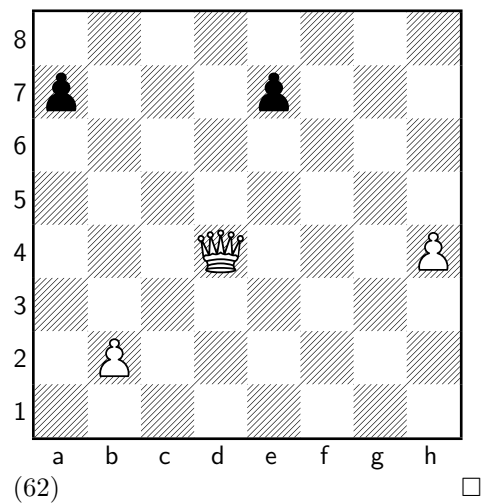
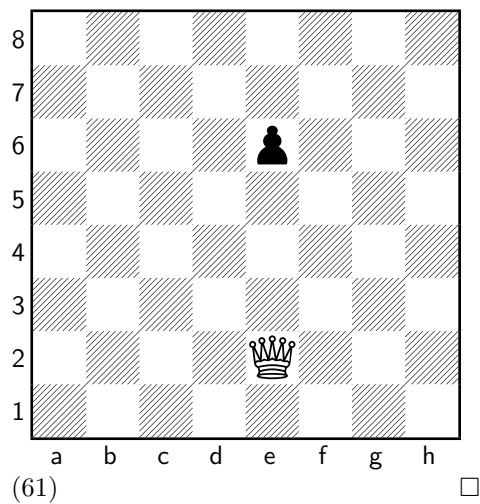


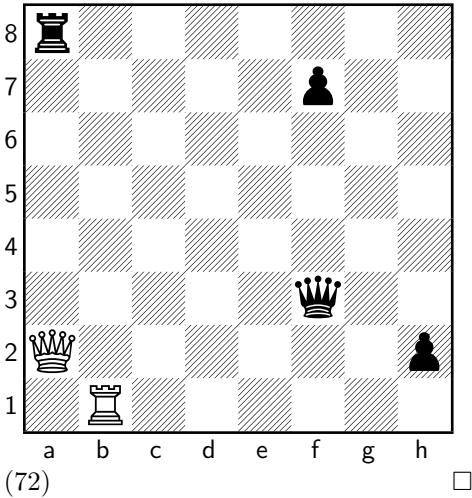
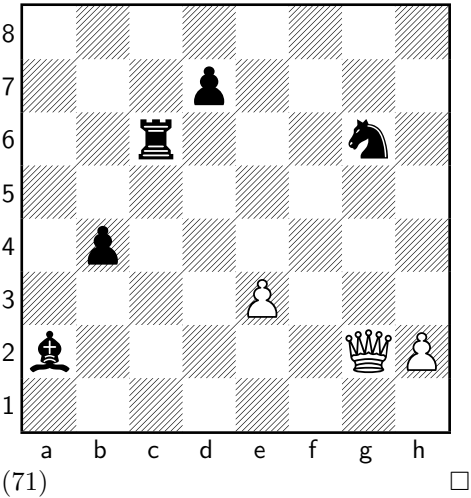
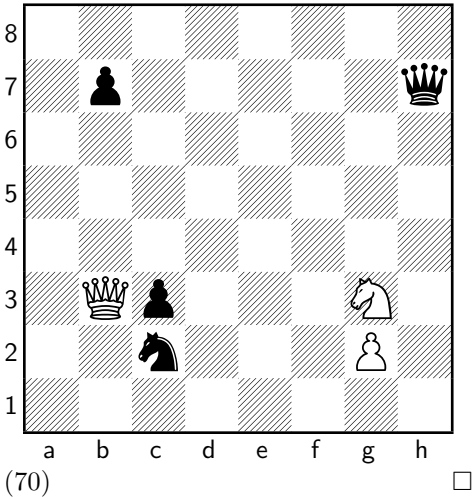
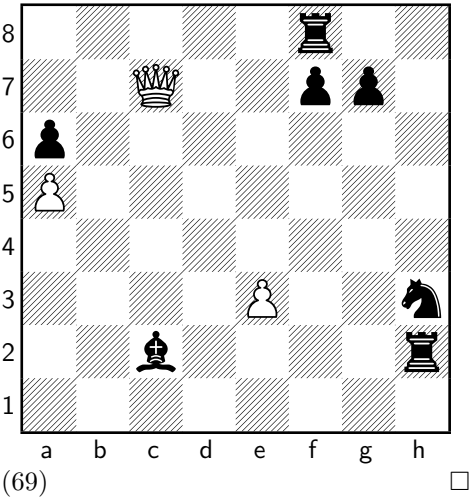
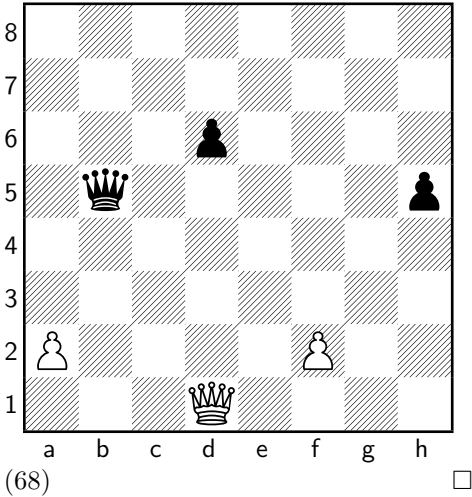
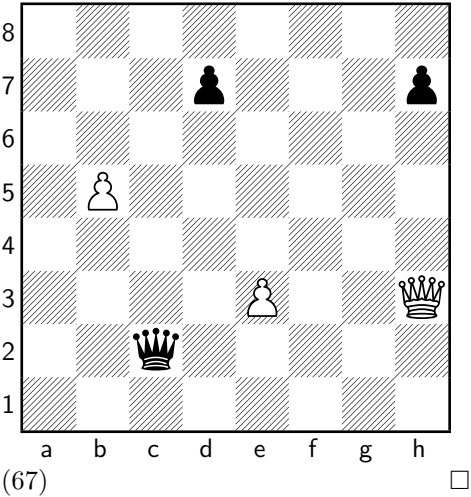
Kings move like queens but only one square per turn. You could also say that a king moves one square in any direction.

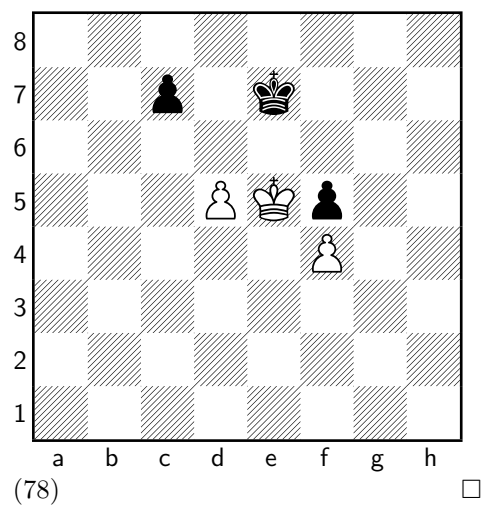
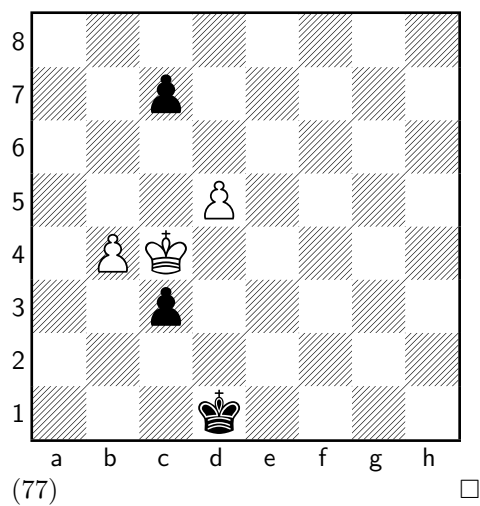
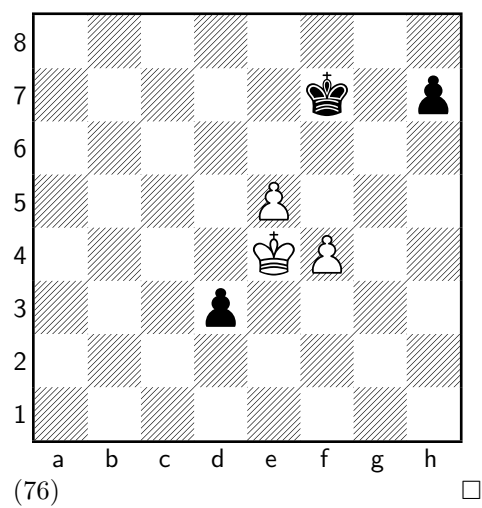
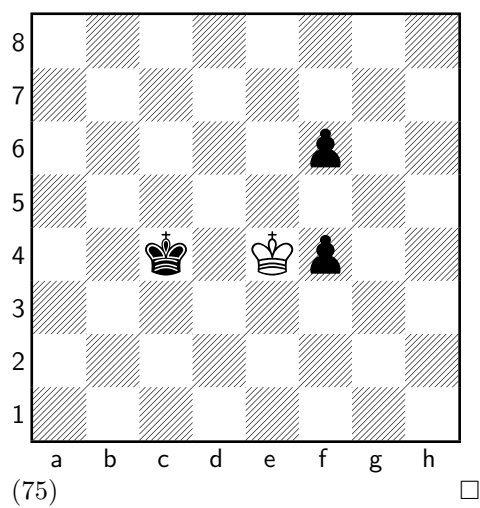
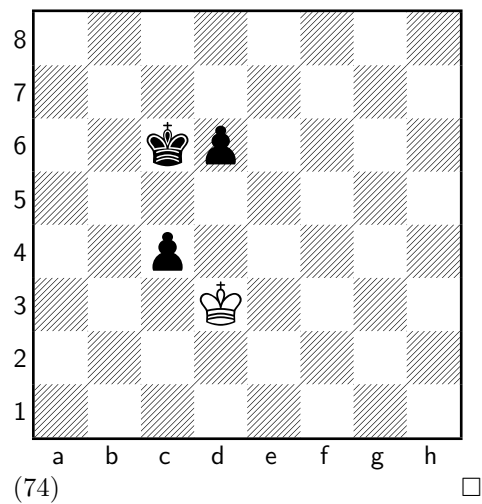
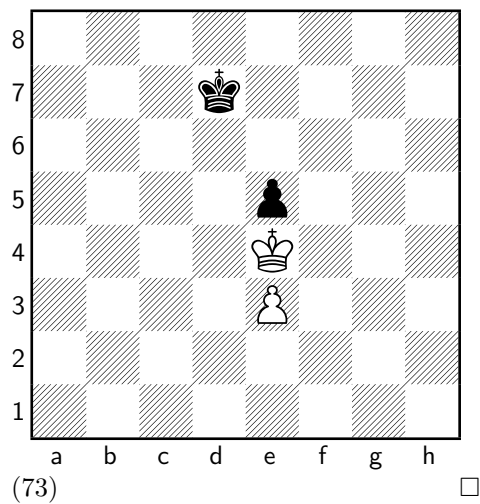
The starting position in a chess game looks like this. Each player has a white square on his right side (“white on right”). The white queen is on a white square and the black queen on a black square (“queen on her own color”).

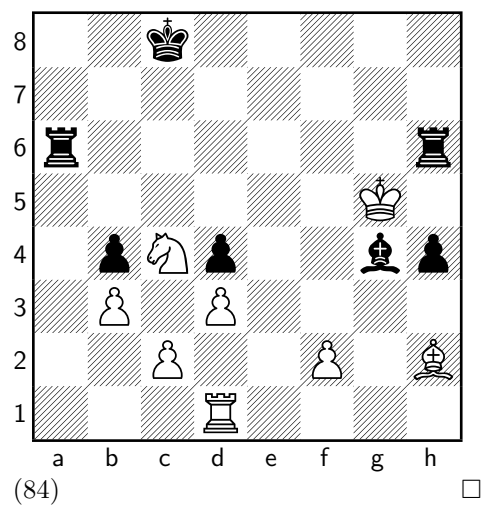
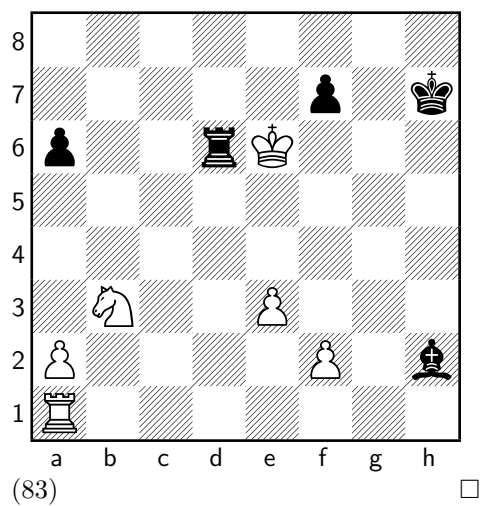
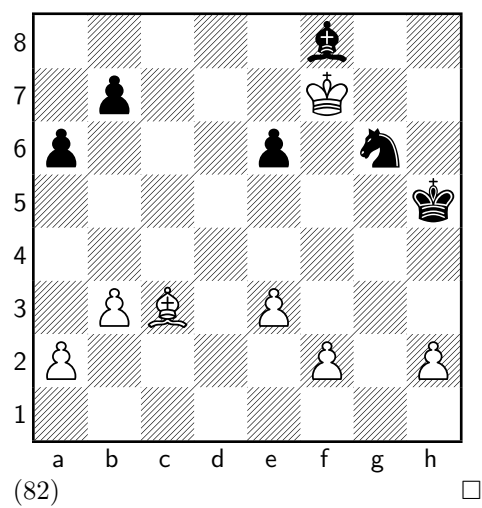
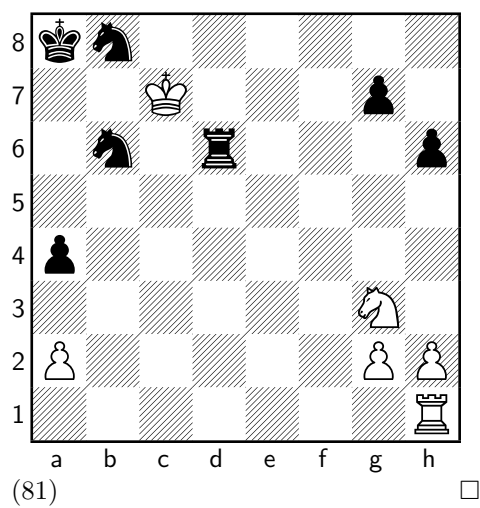
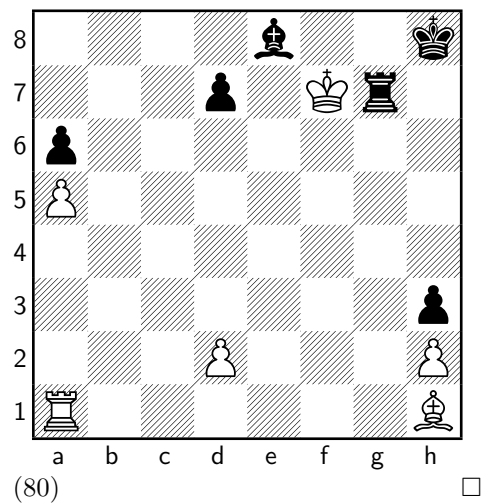
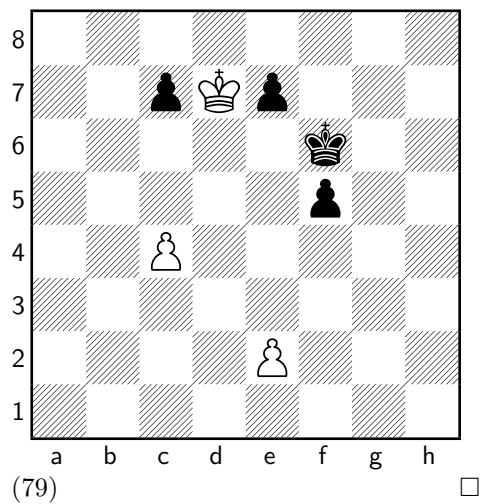


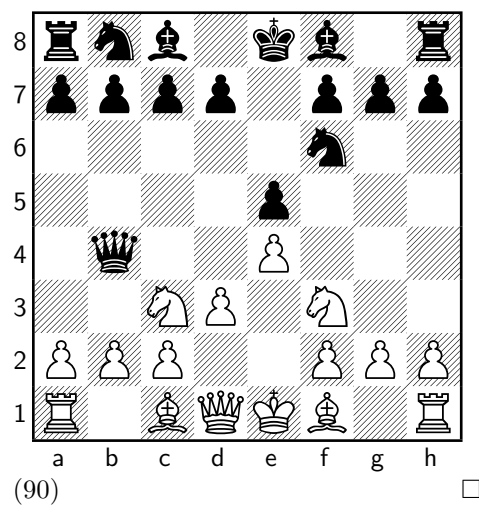
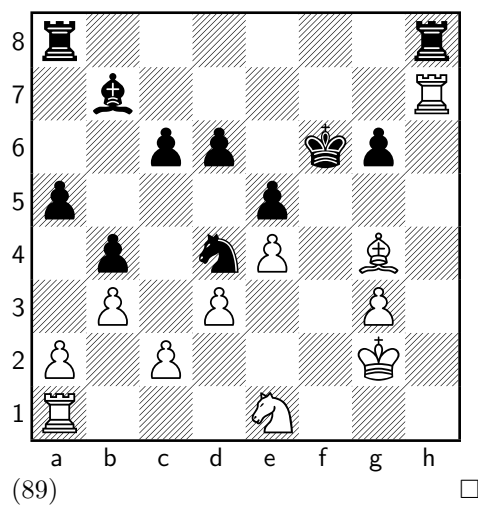
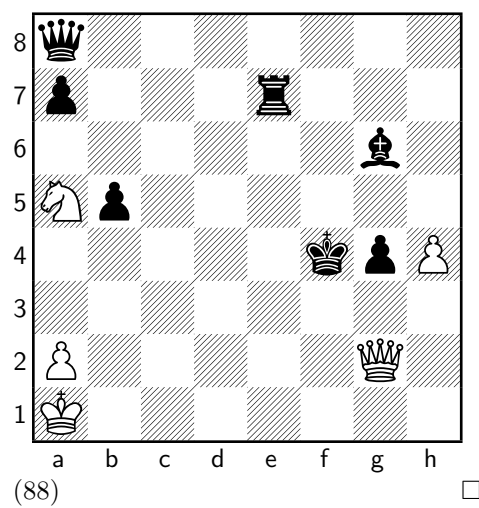
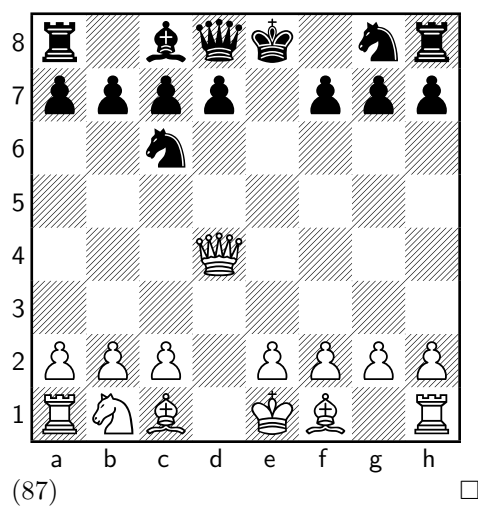
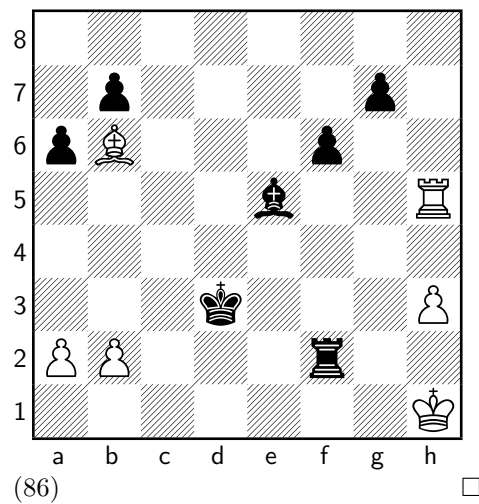
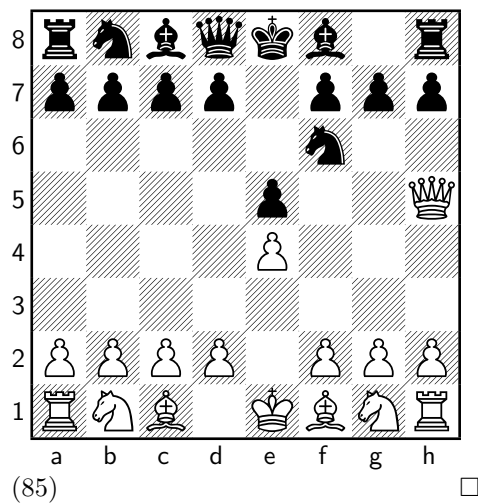
Unsurprisingly, we now have some en prise problems for queens and kings. These are followed by a number of en prise problems featuring all sorts of pieces in positions from actual games.

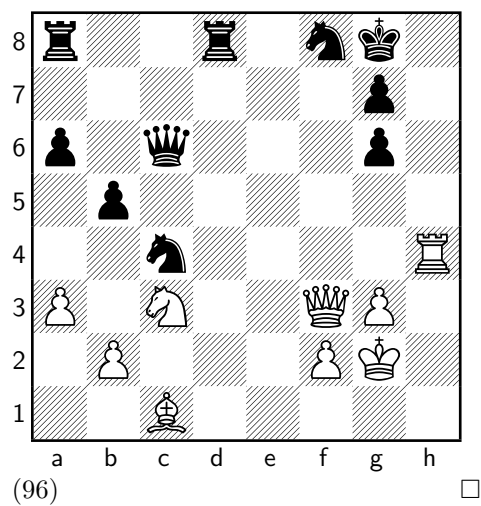
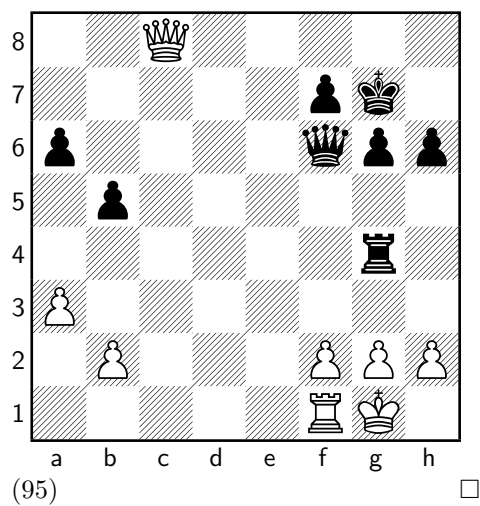
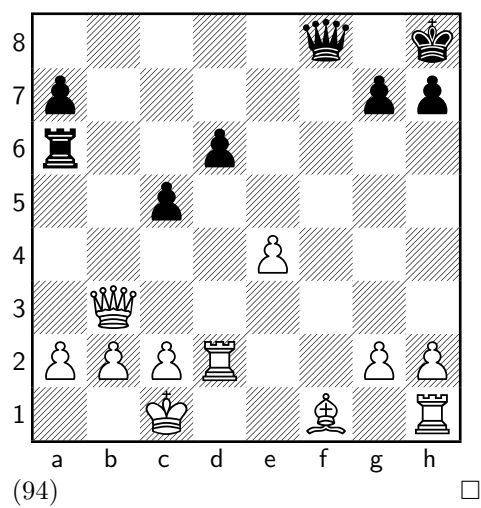
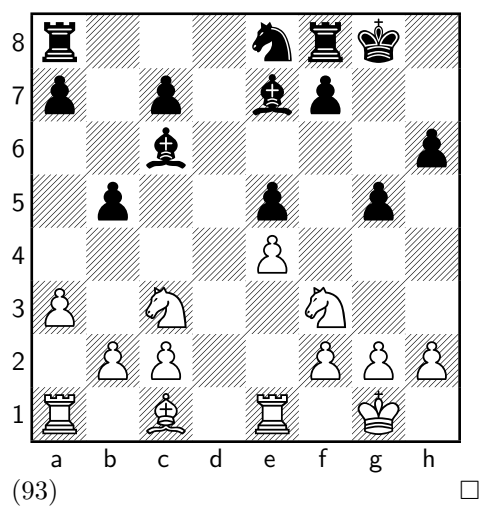
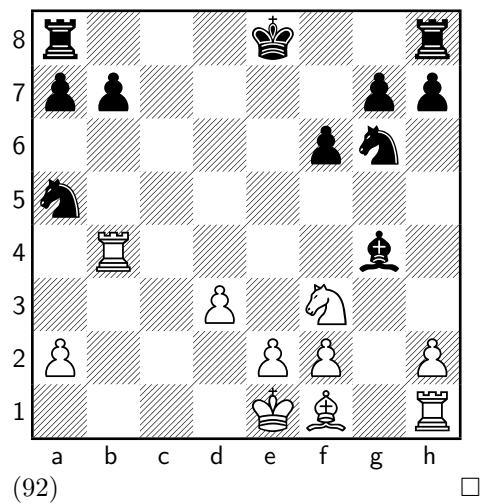
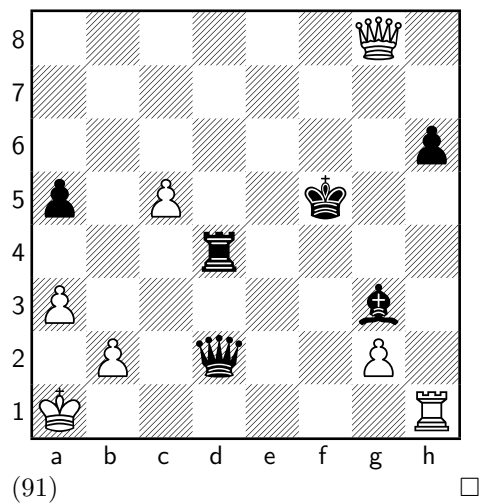


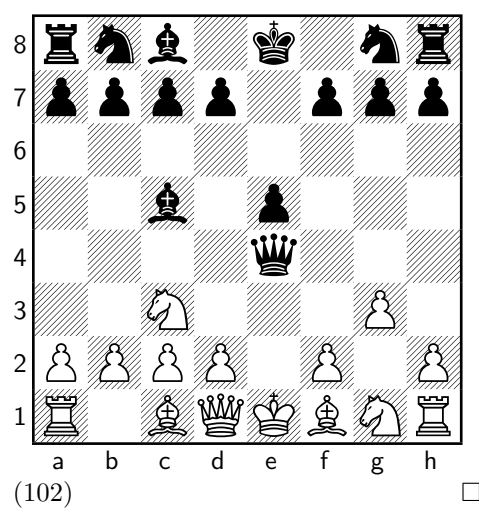
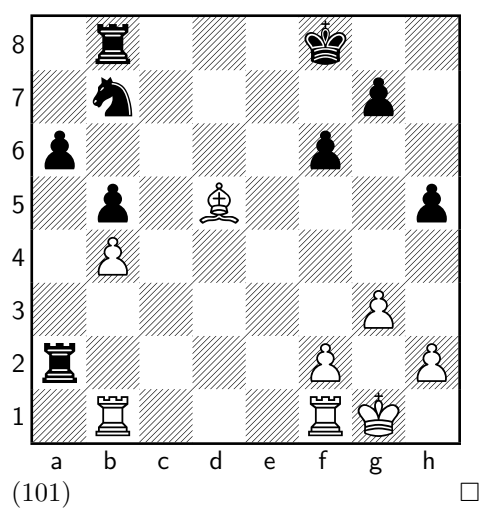
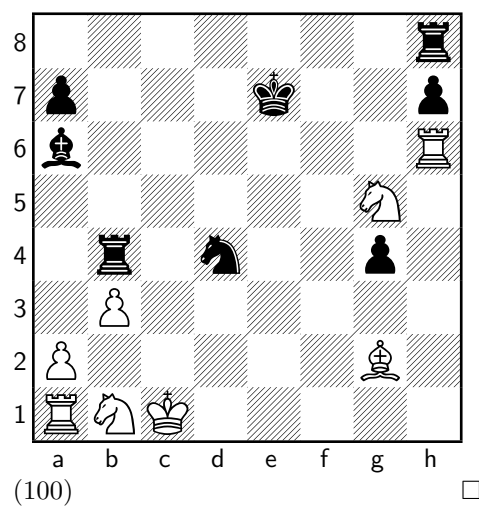
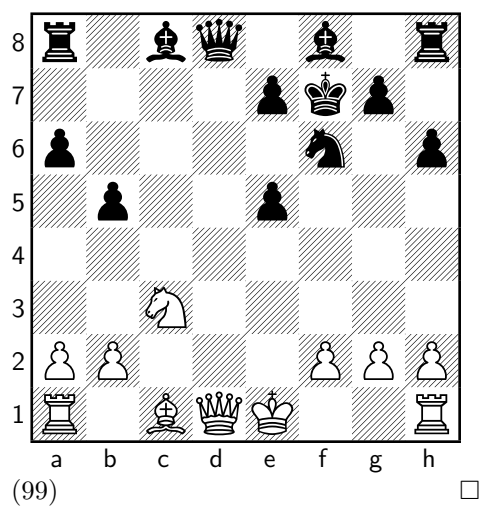
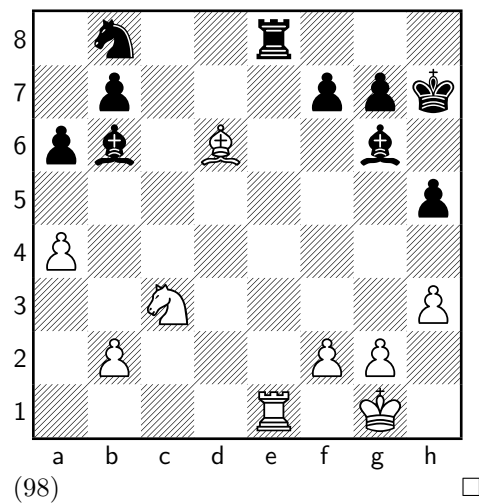
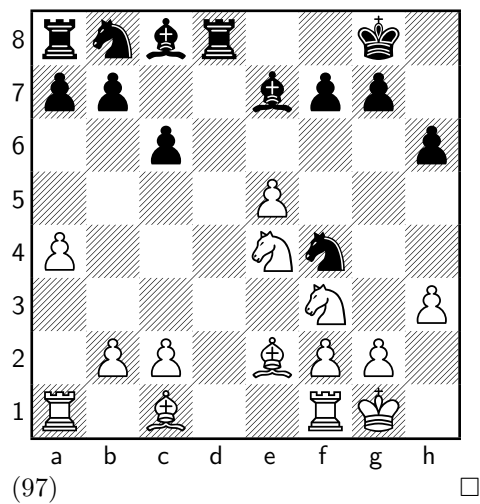


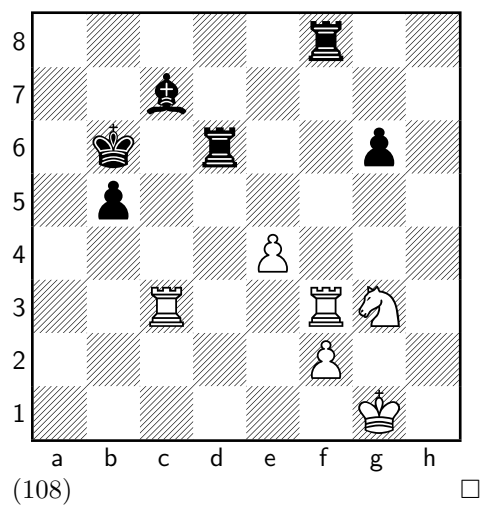
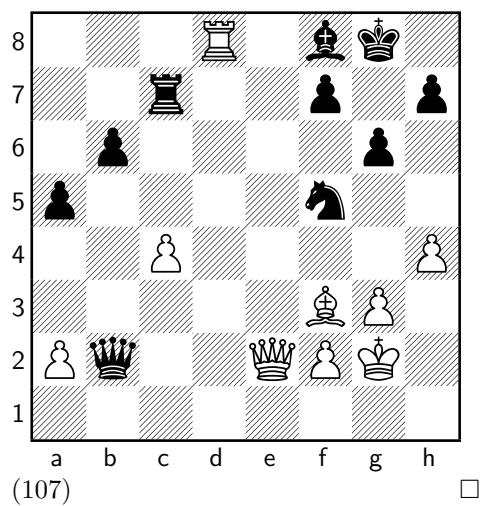
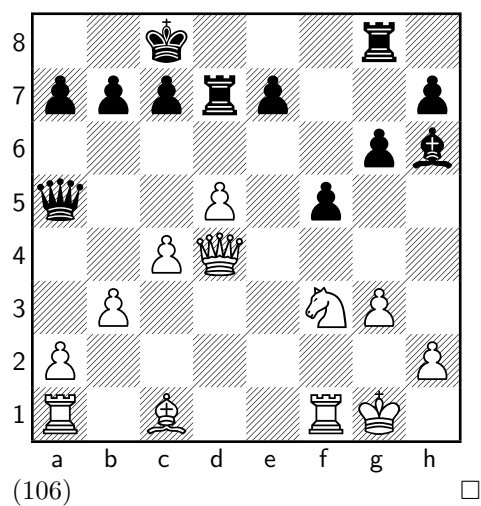
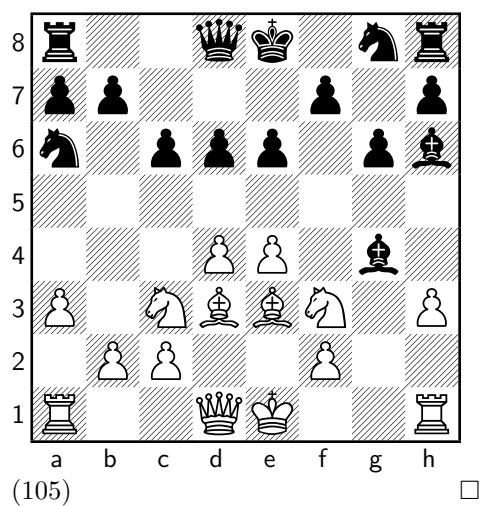
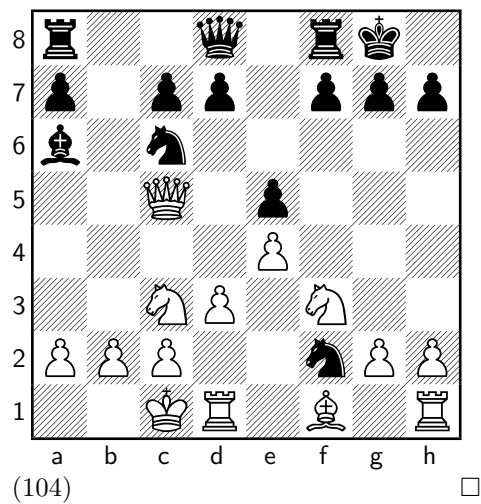
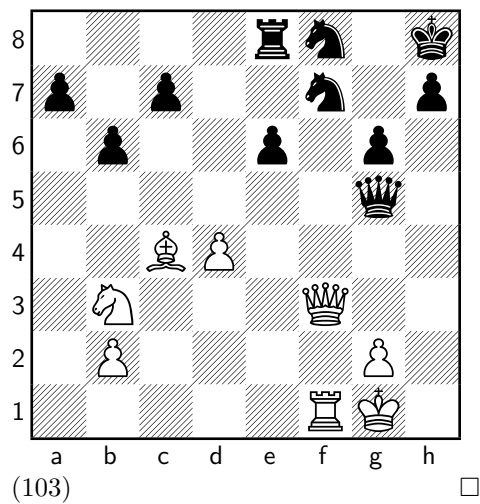


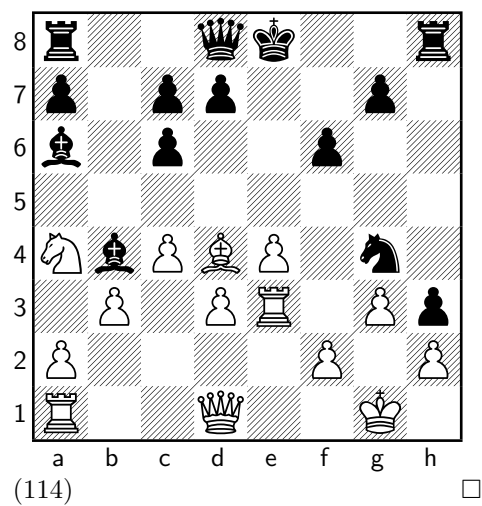
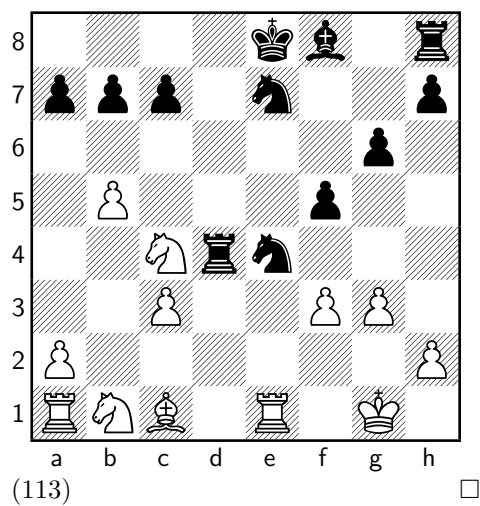
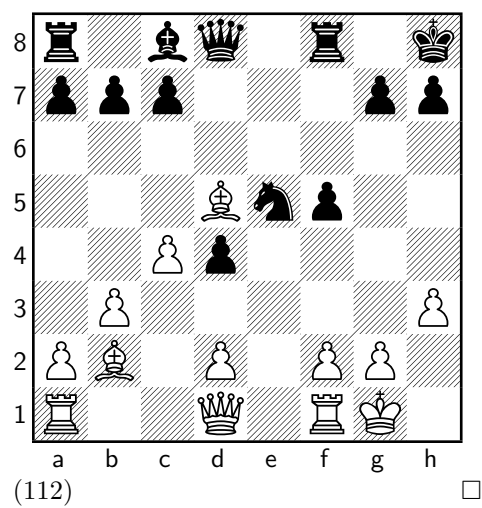
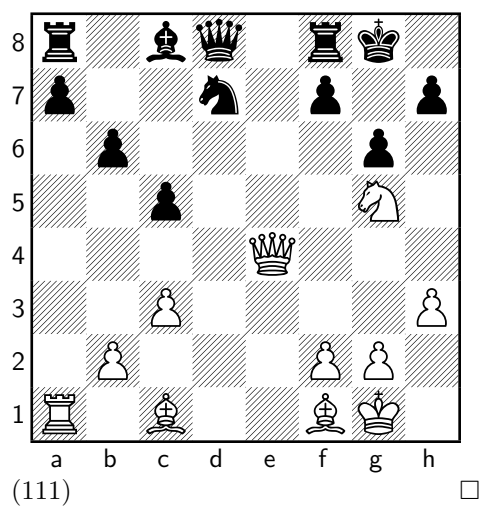
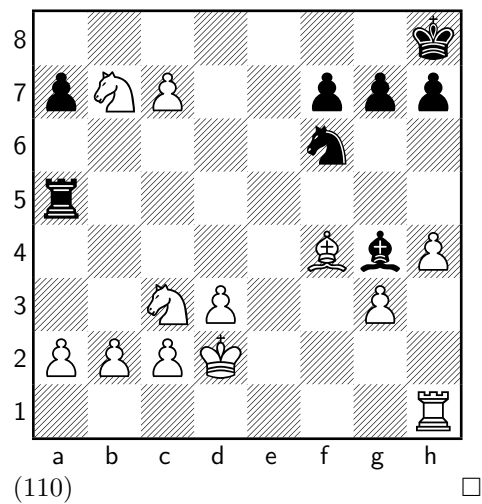
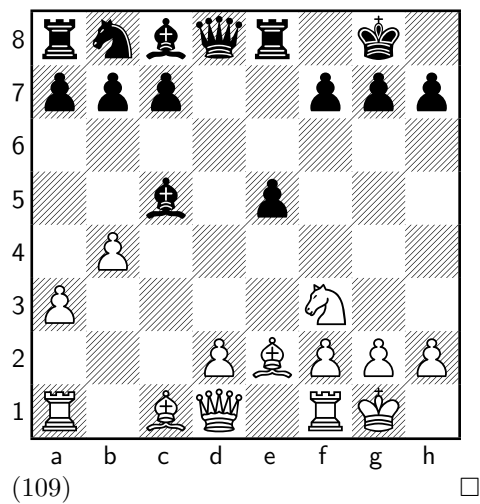


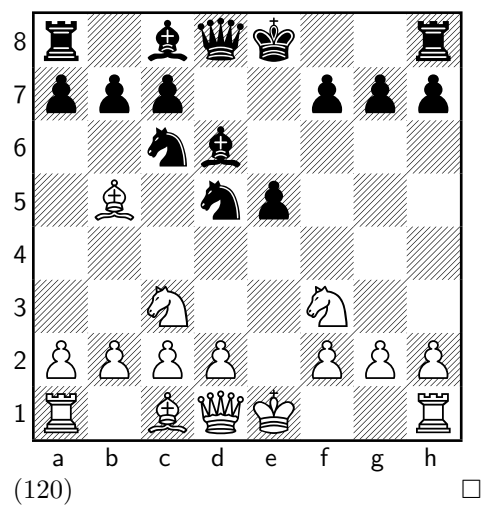
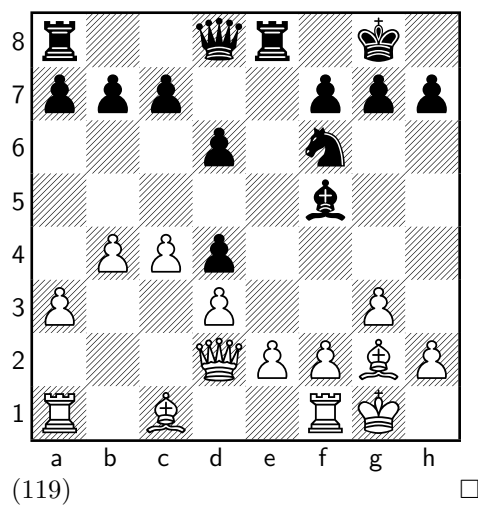
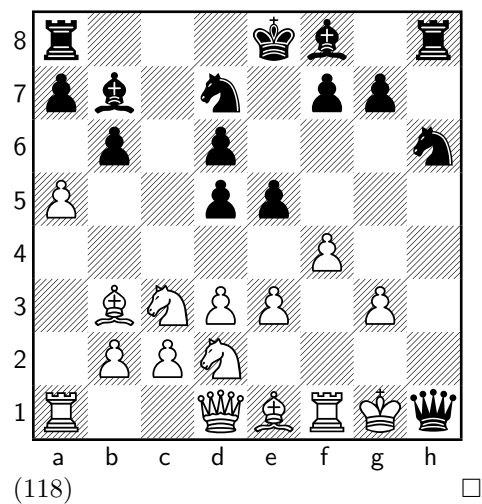
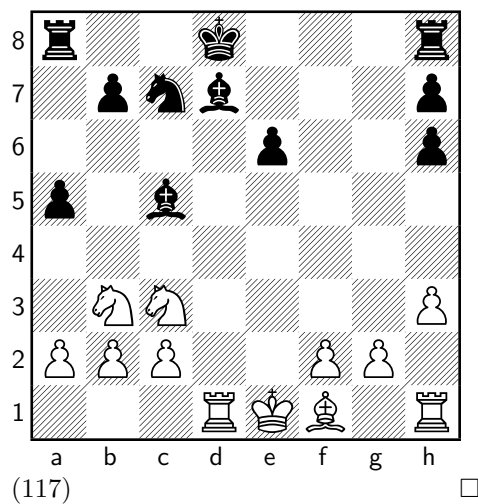
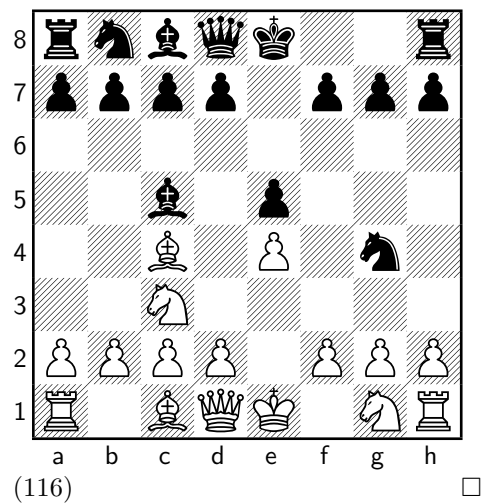
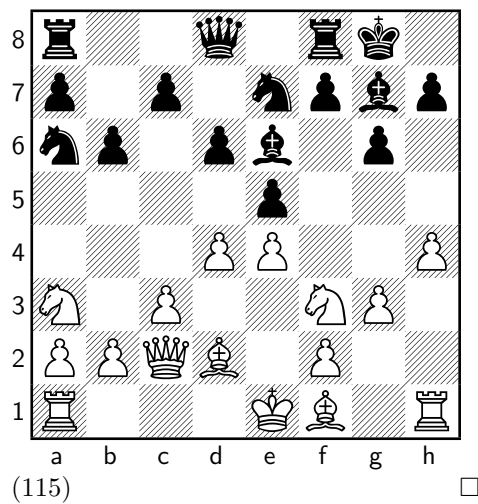


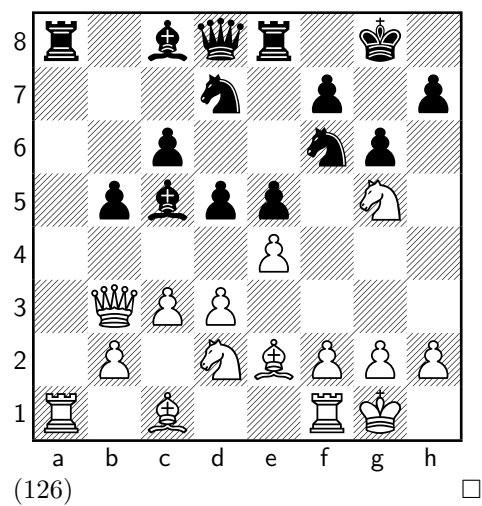
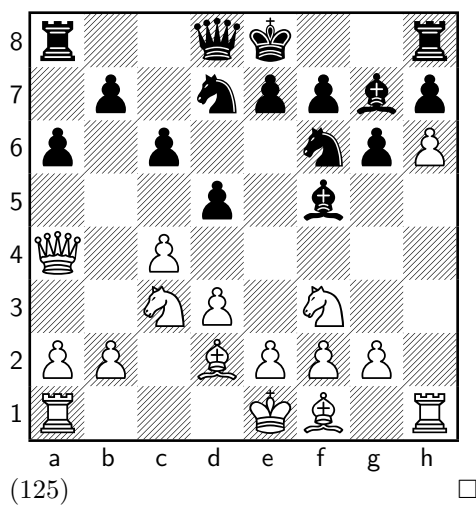
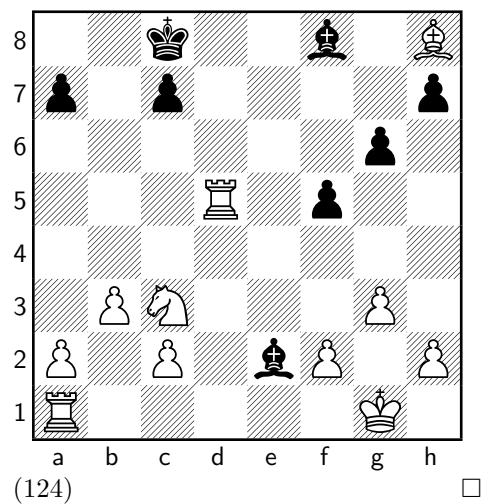
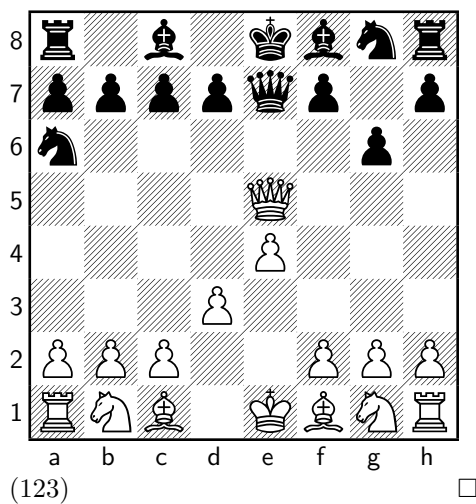
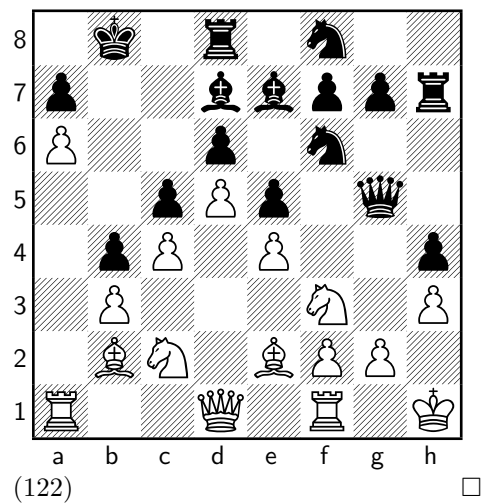
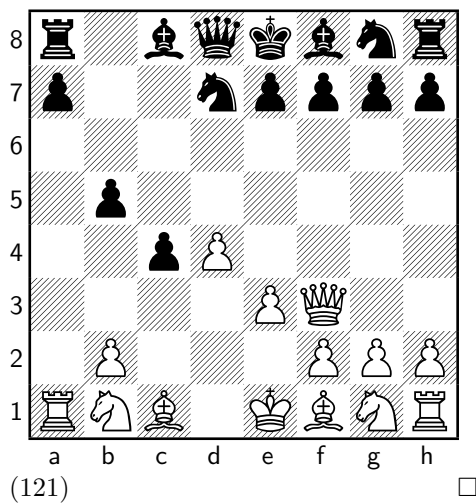


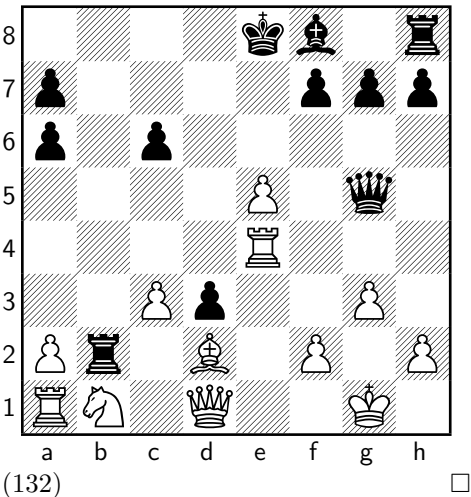
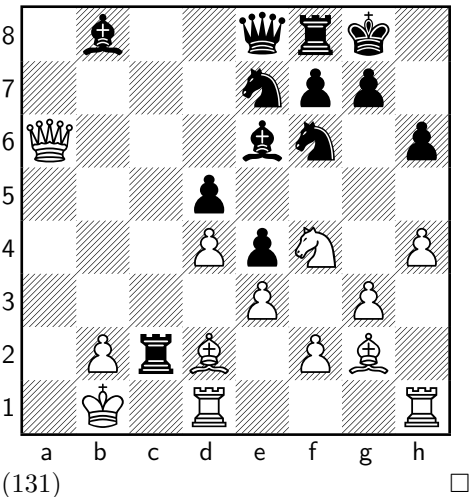
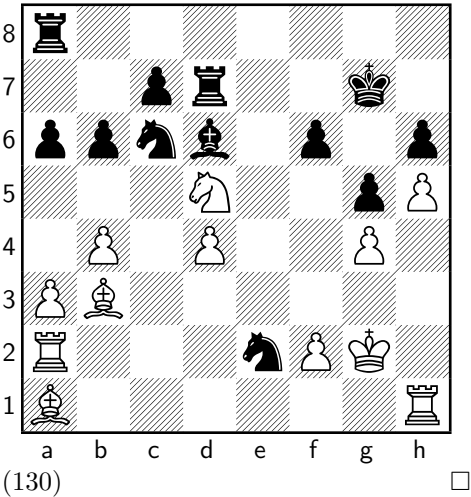
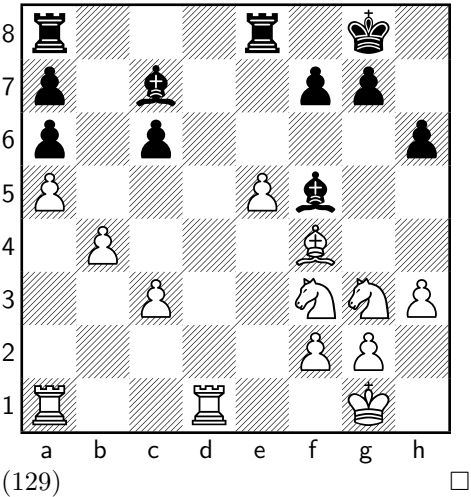
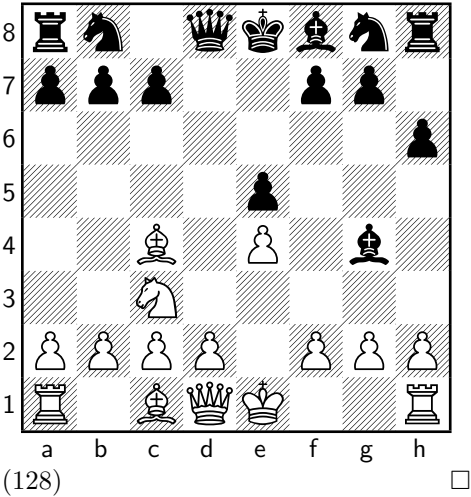
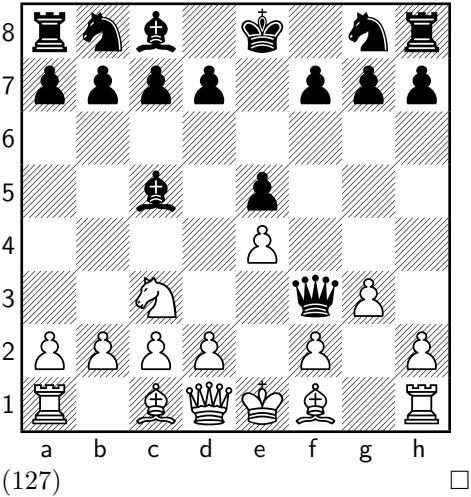


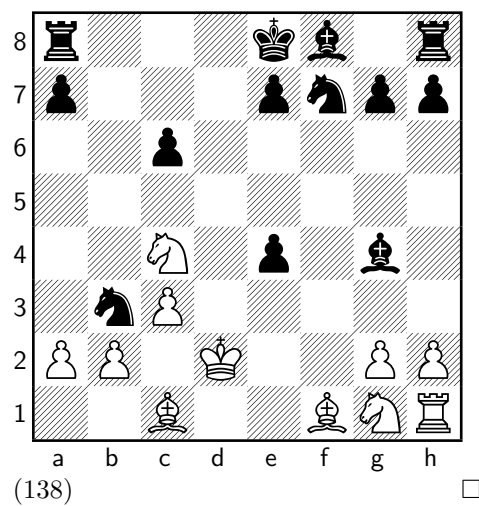
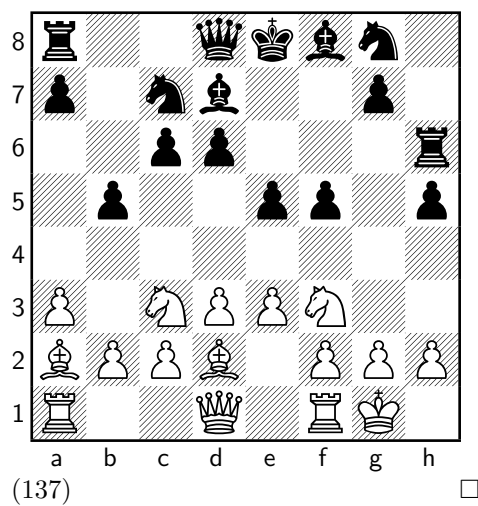
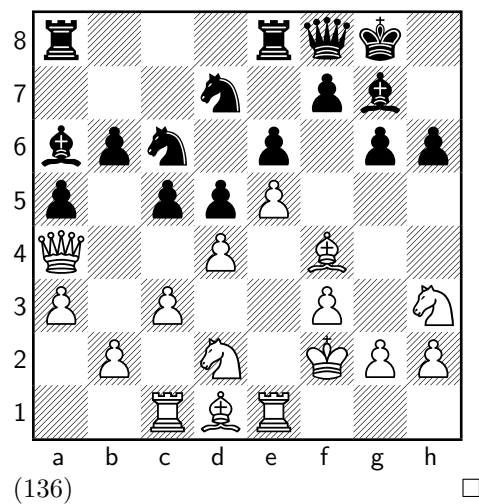
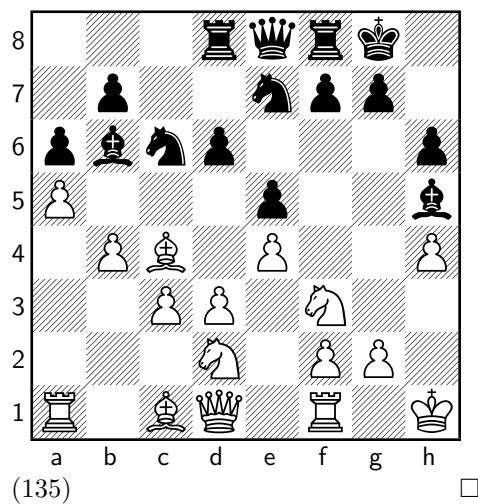
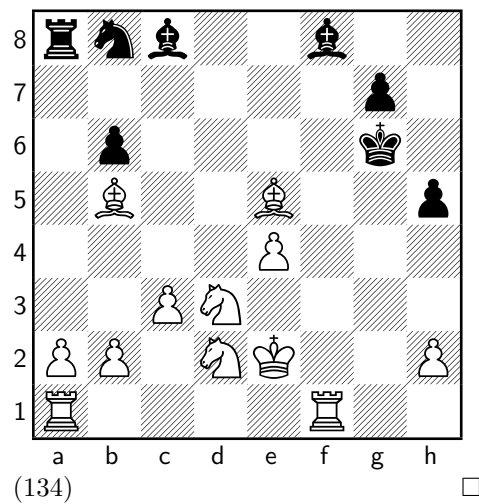
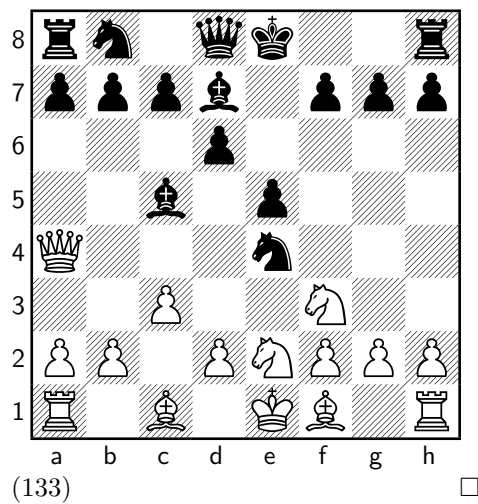


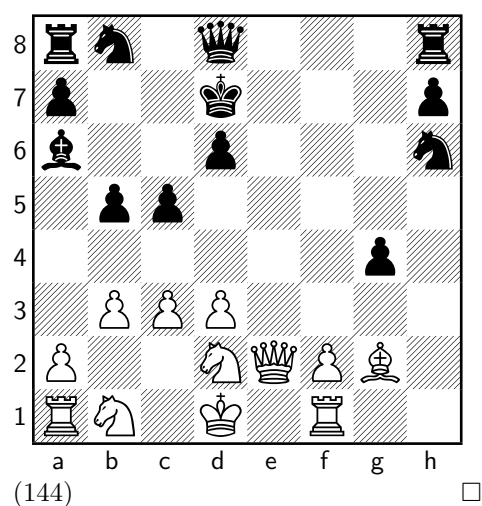
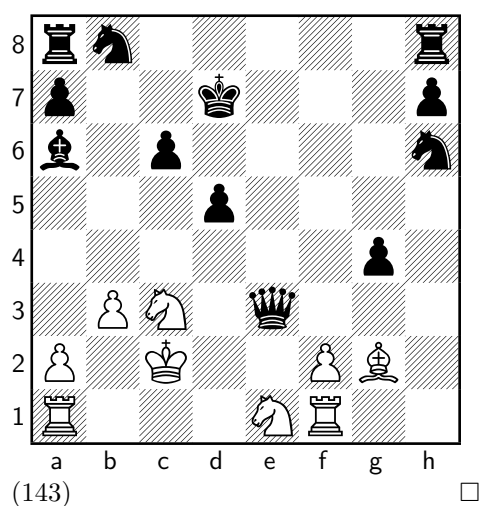
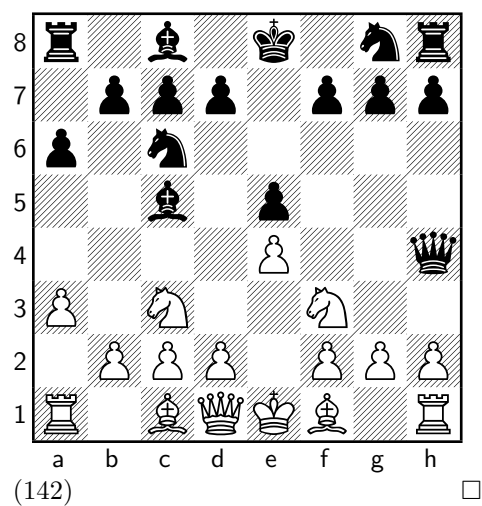
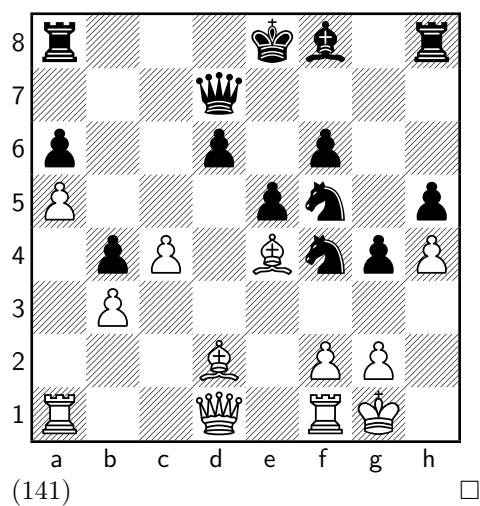
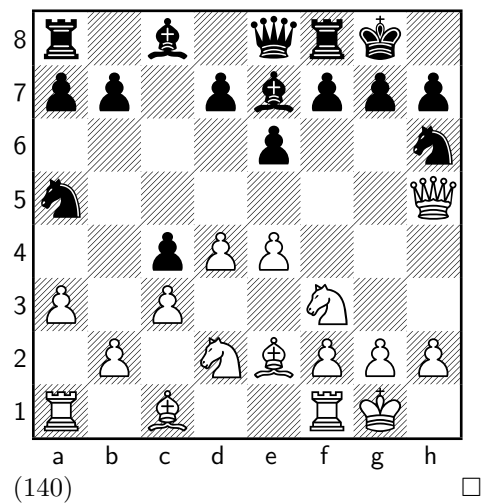
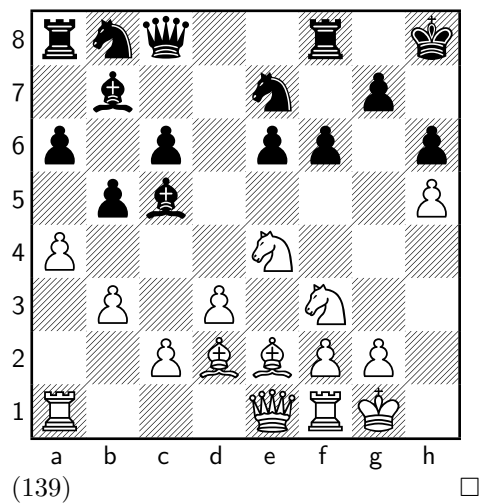






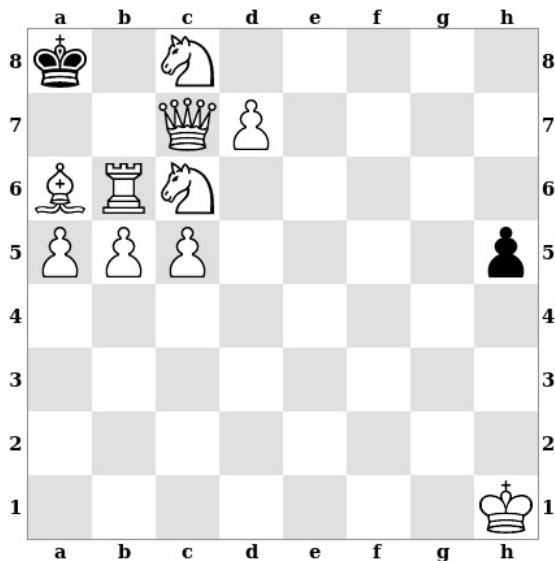
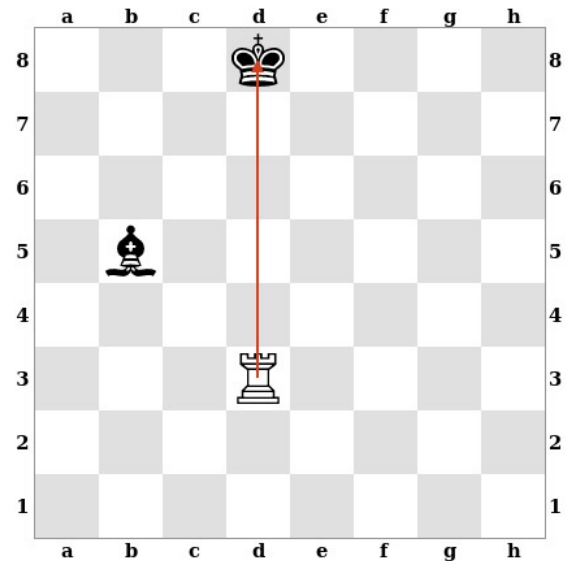






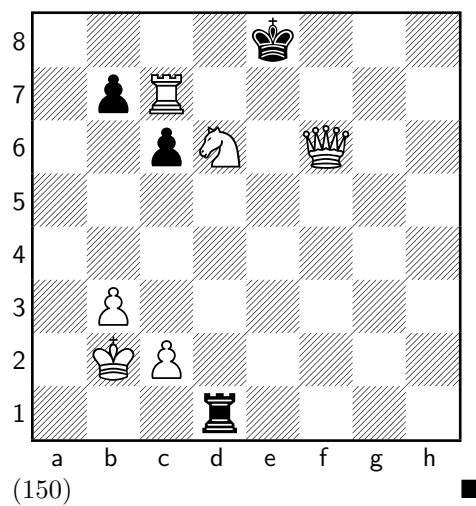
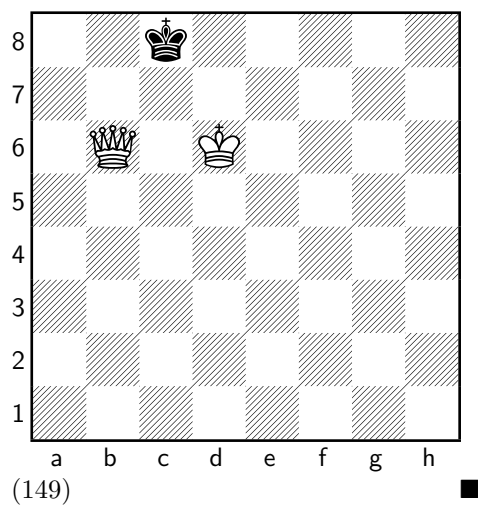
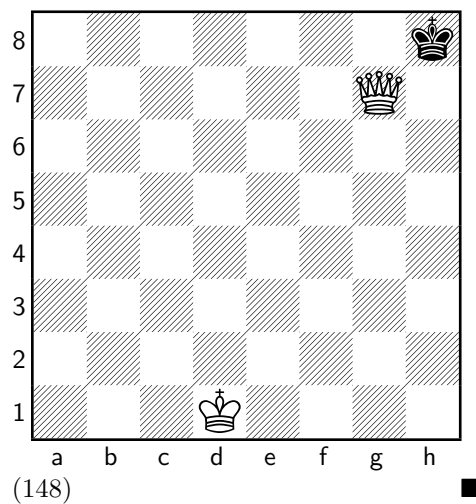
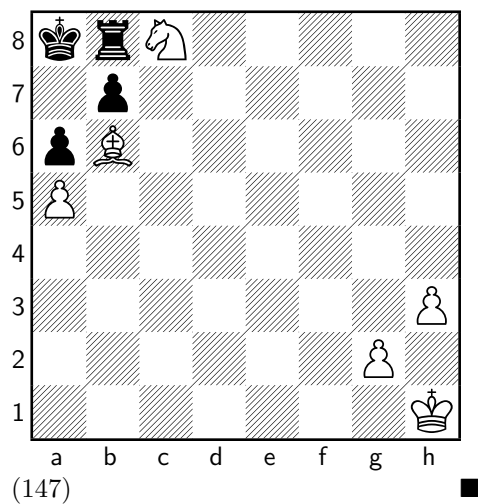
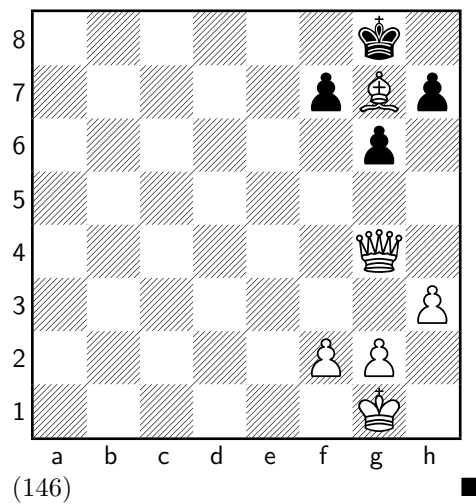
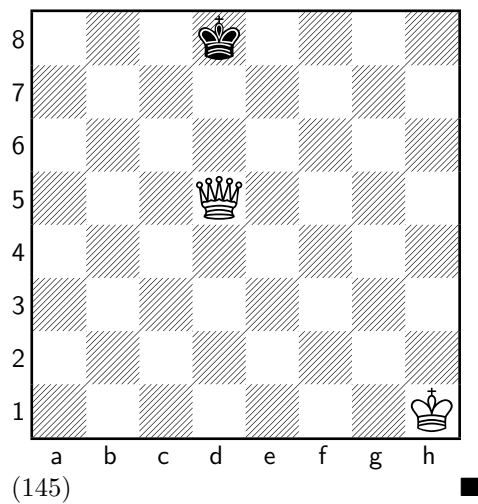
6 - Check

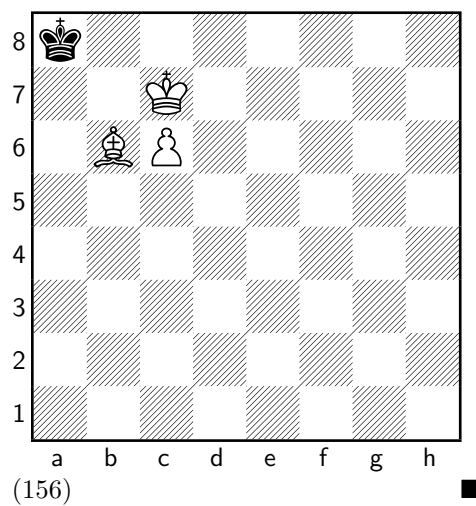
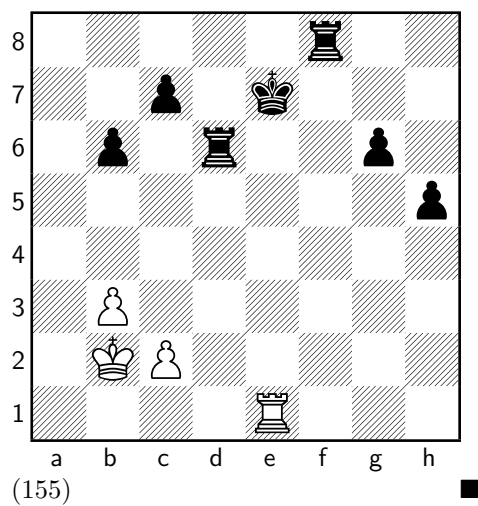
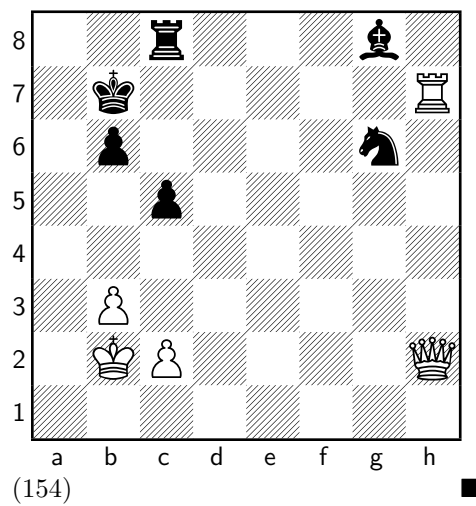
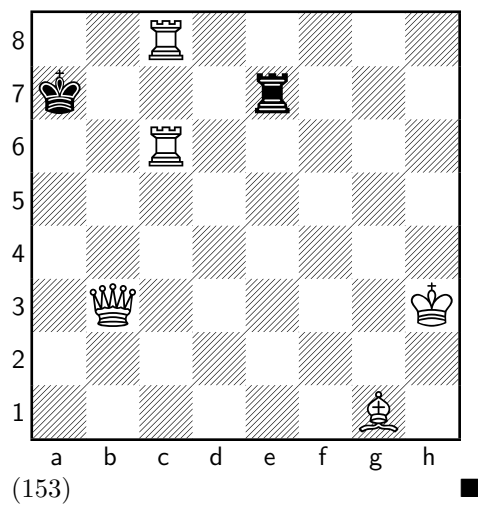
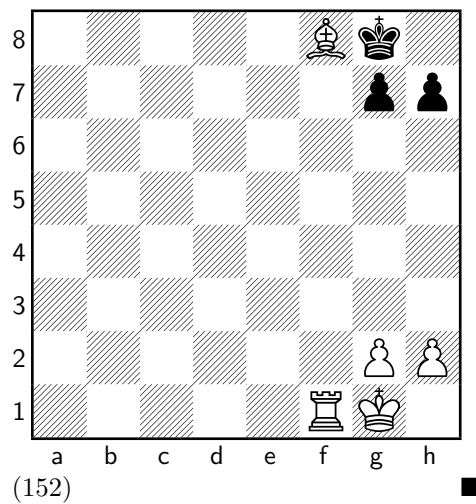
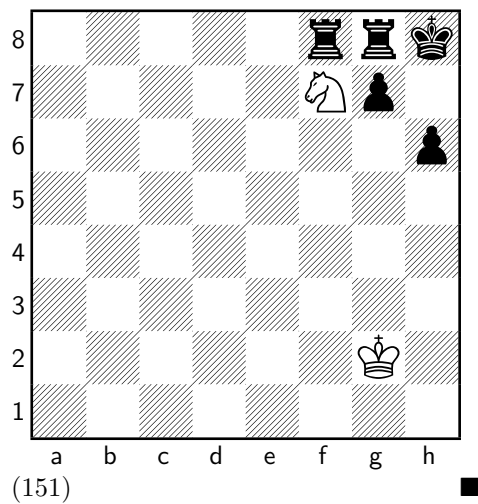
When a piece threatens to capture the king in one move it is called *check*. Here Black's king is in check from White's rook.

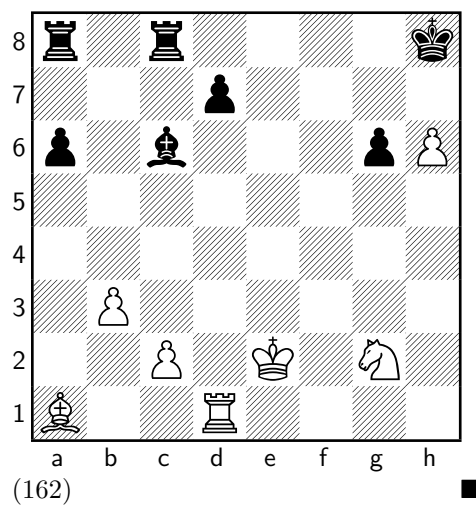
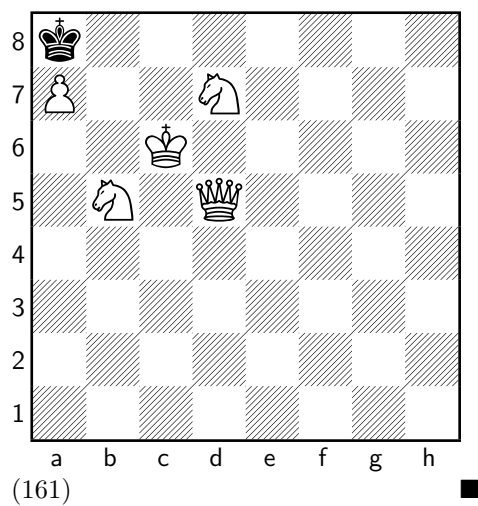
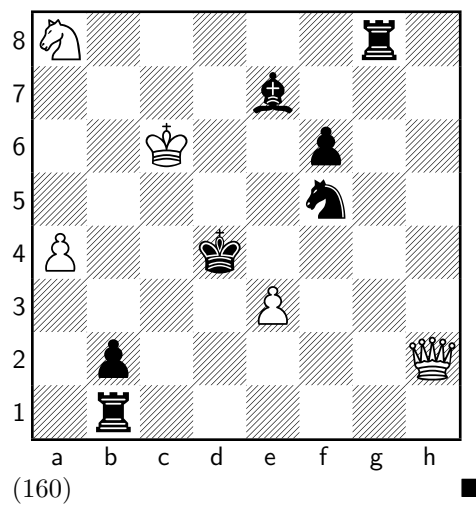
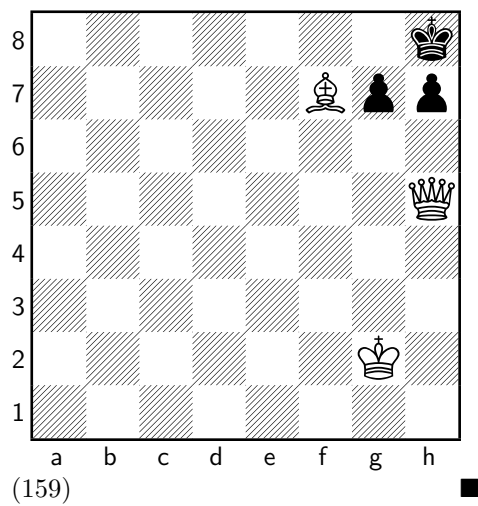
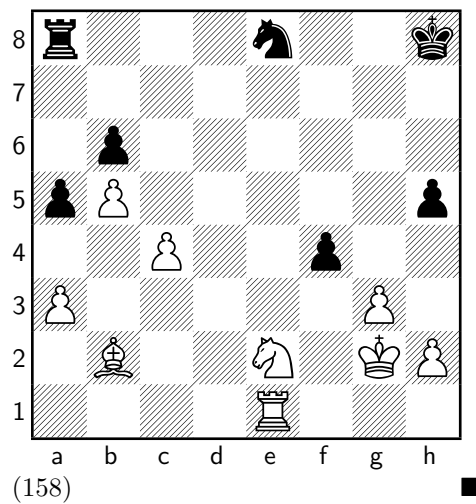
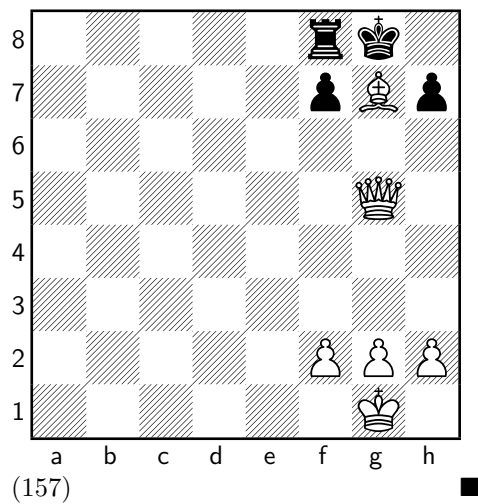


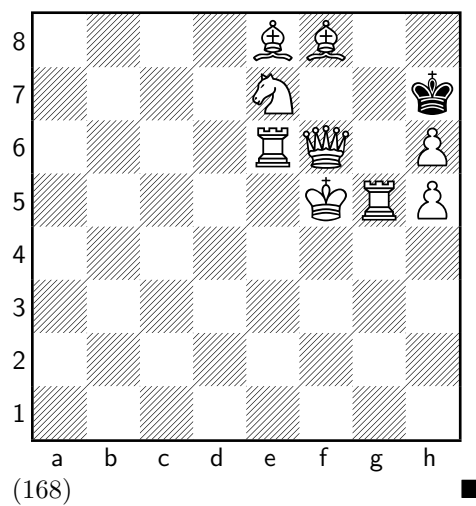
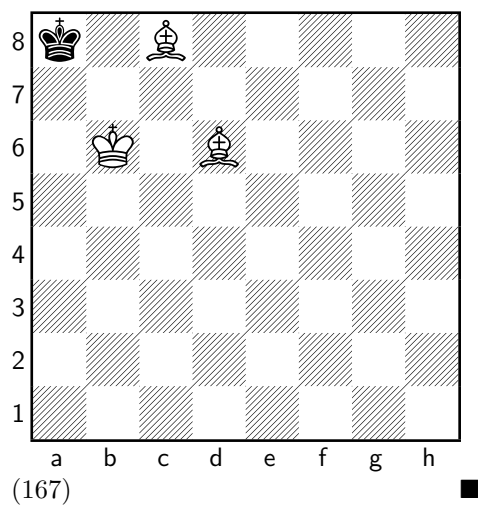
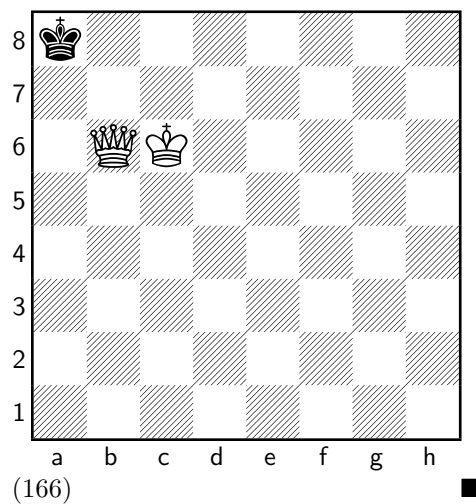
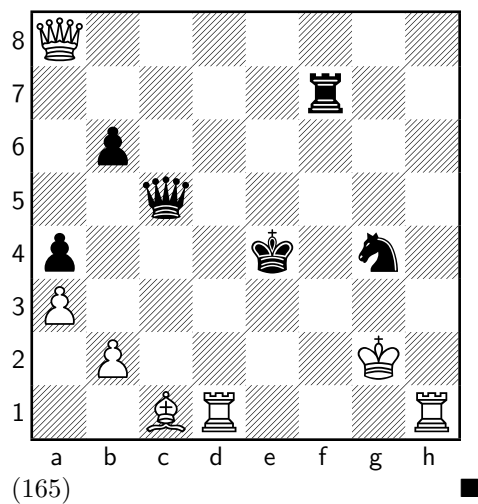
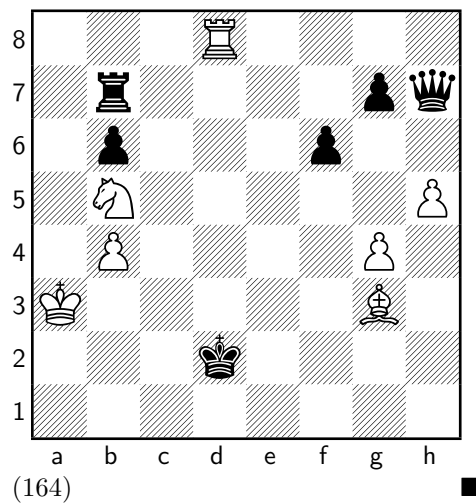
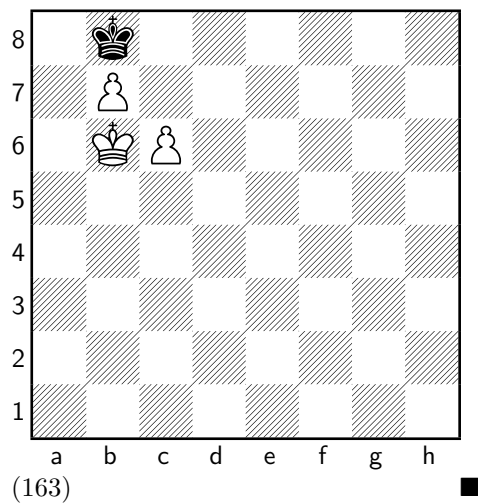
Surprisingly, Black's king is **not** in check here. True, the king is surrounded by White's pieces, but that is not the same as being in check. True, the king has no safe squares to move to, but that is also not the same as being in check. For Black's king to be in check here, there would need to be a white piece that could go to a8 in one move. There is no such piece, so Black's king isn't in check no matter how bad things look for him.

The next set of exercises ask you to determine if Black's king is currently in check or not.



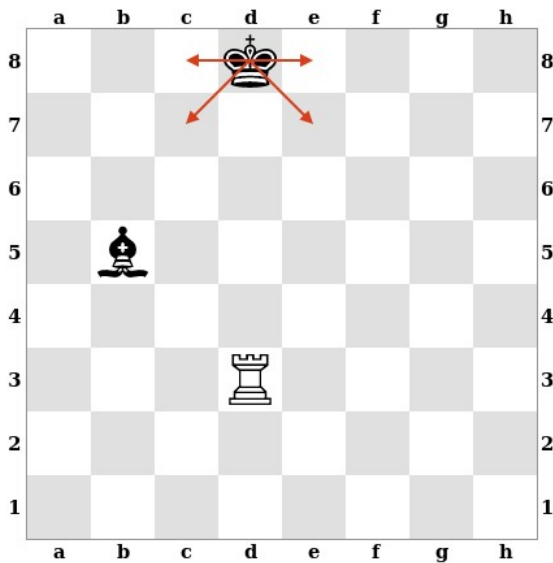
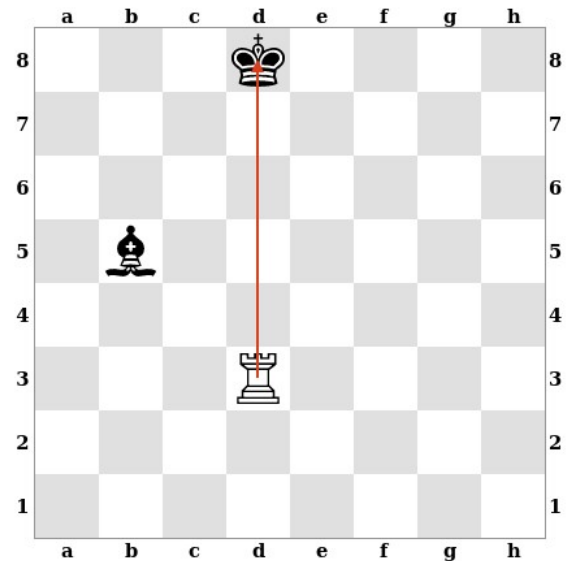






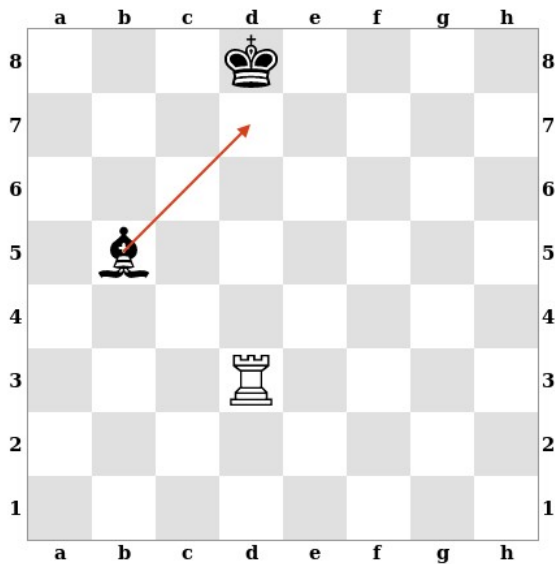
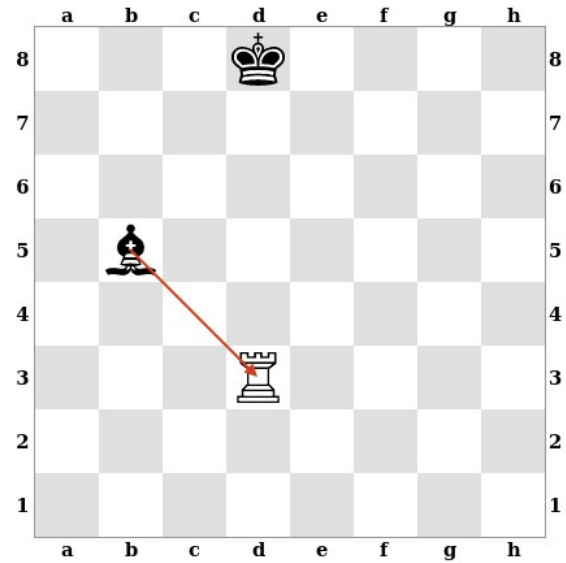
7 - Getting Out of Check

The rules of chess say that you are **not allowed** to leave your king in check at the end of your move. It's not just that this wouldn't be a good idea; any move that leaves your king in check is against the rules and cannot be played at all. Here White has used his rook to put Black's king in check. According to the rules, Black's next move must get his king out of check.



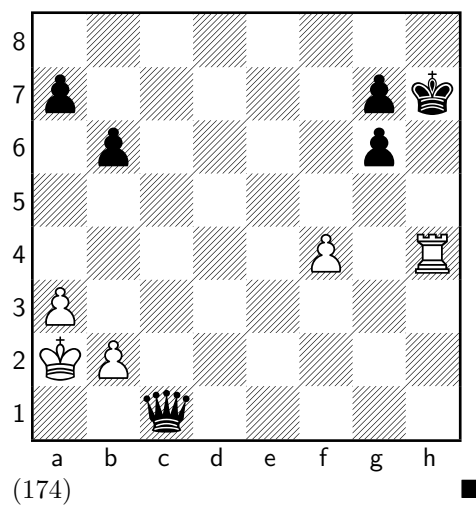
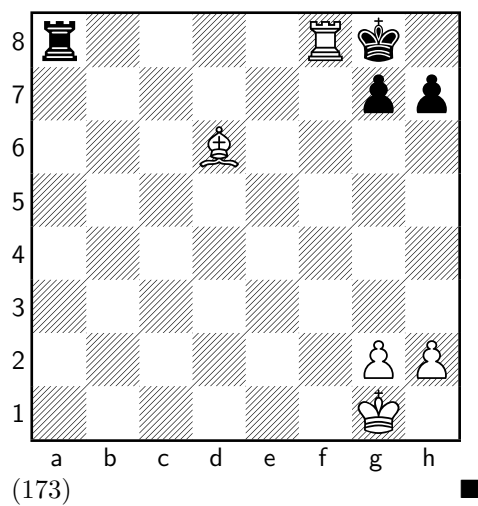
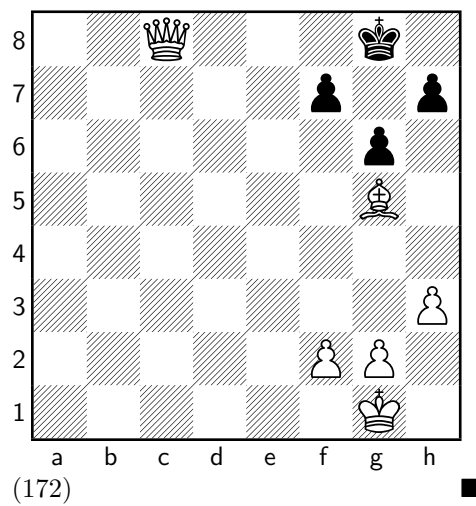
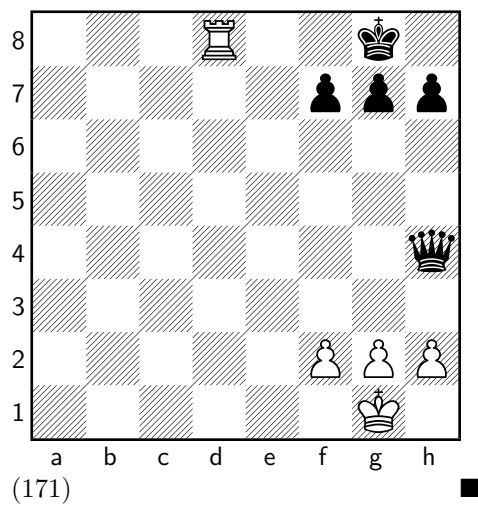
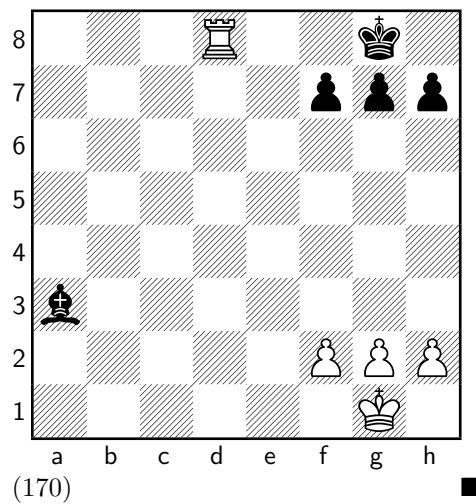
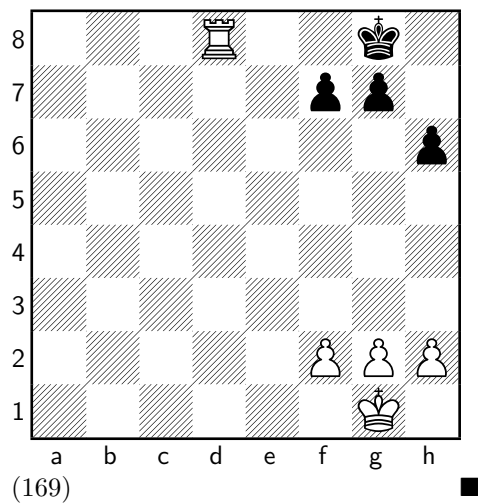
There are three ways to get a king out of check. The first way is to just move the king. Black can escape this check by playing 1.Ke8, 1.Ke7, 1.Kc8, or 1.Kc7.

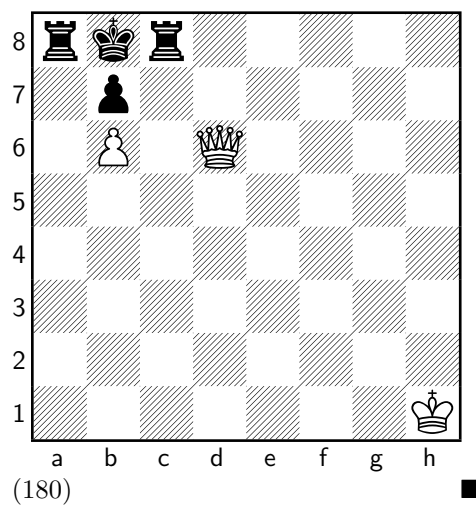
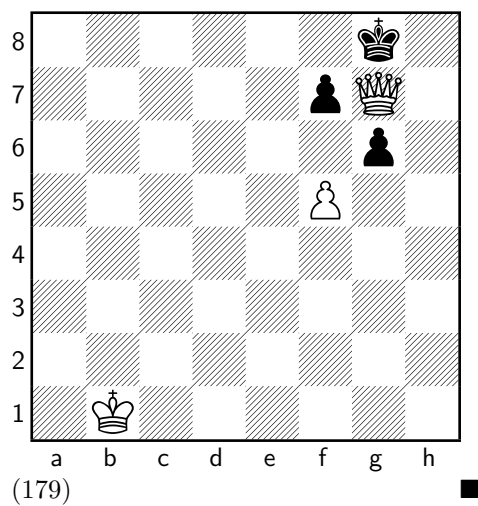
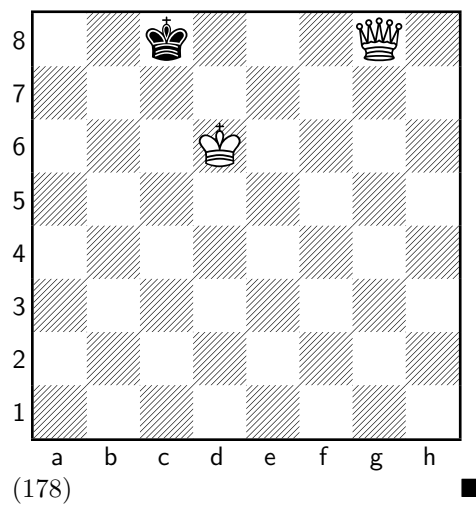
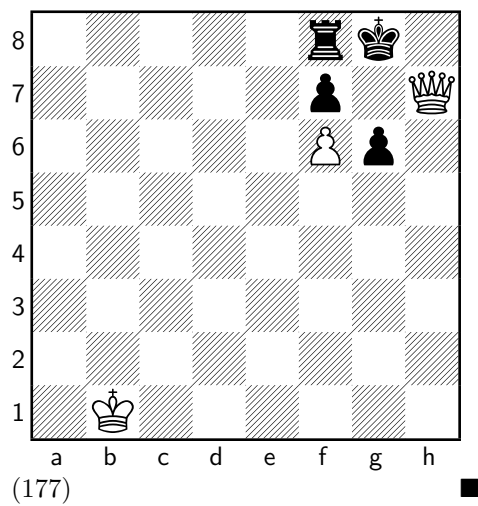
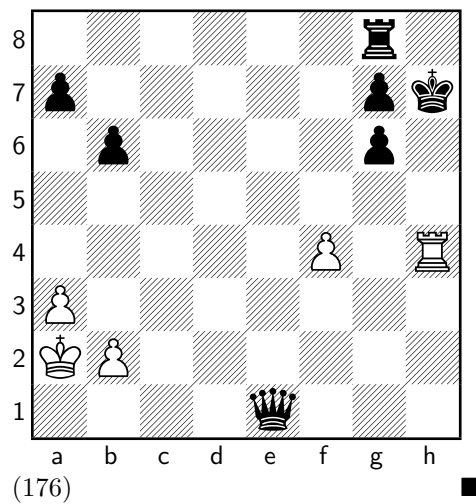
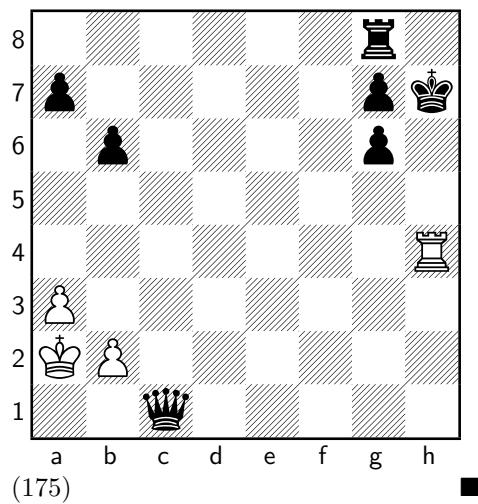
The second way out of check is to capture the checking piece. Black could also escape from the same check by playing 1...Bxd3.

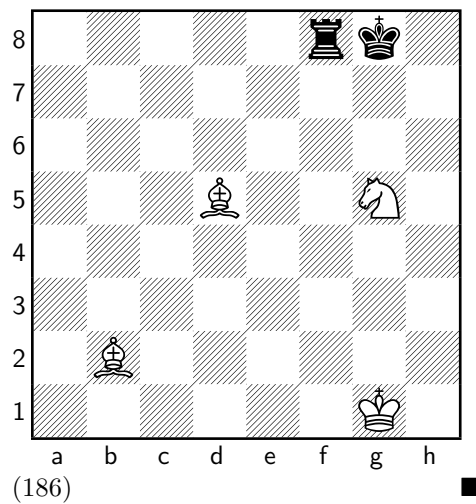
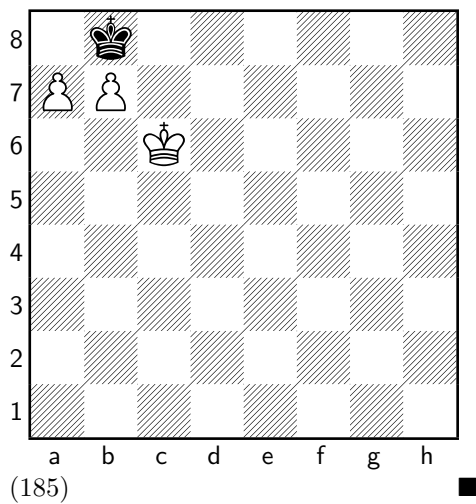
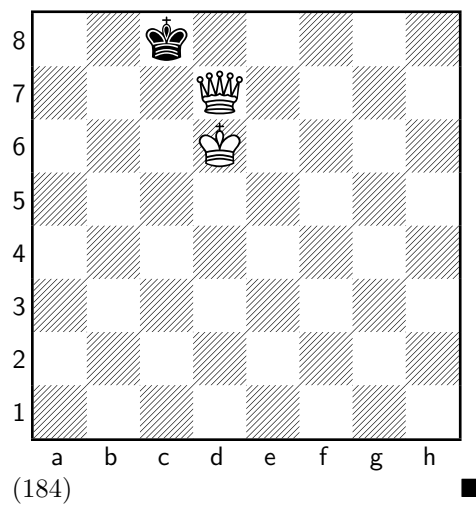
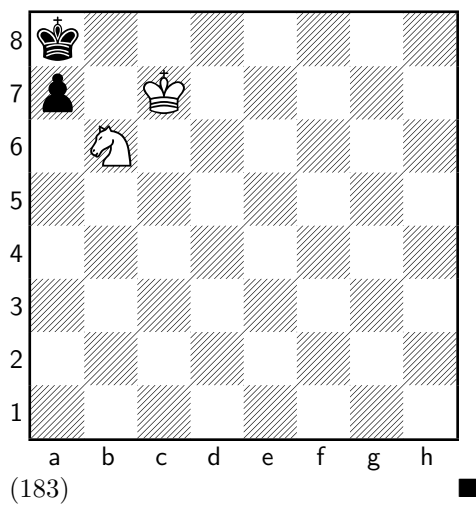
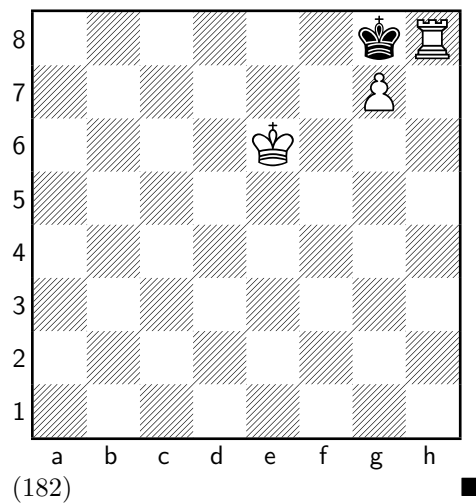
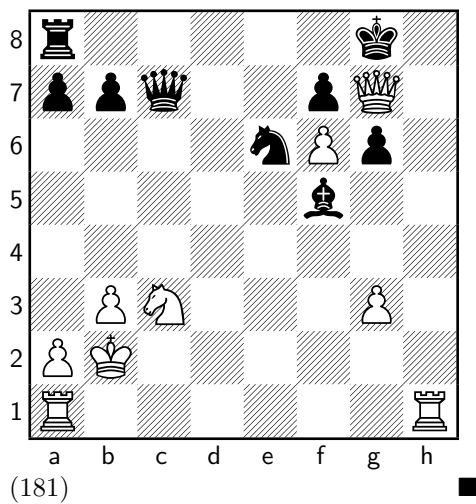


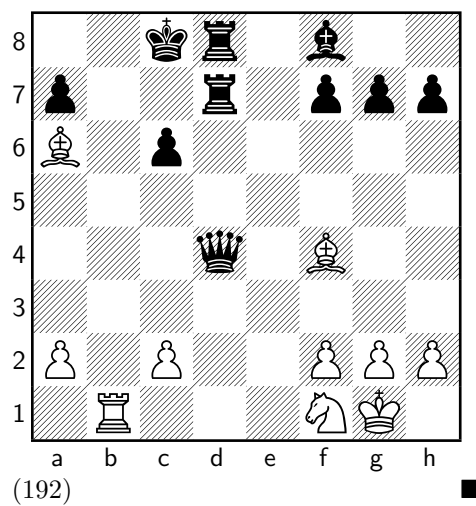
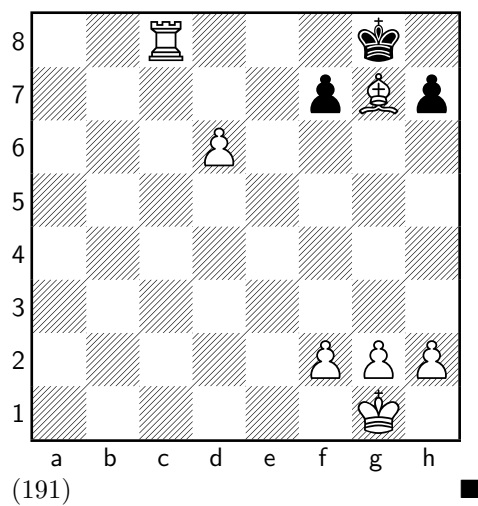
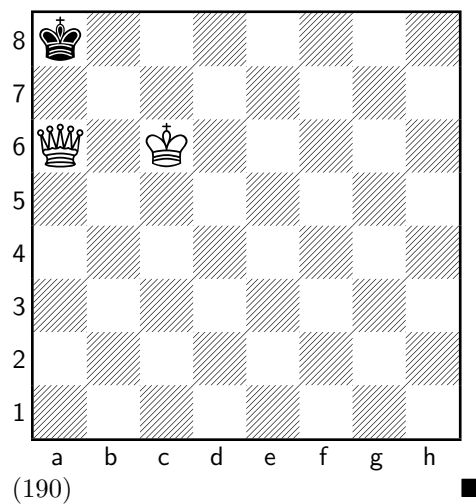
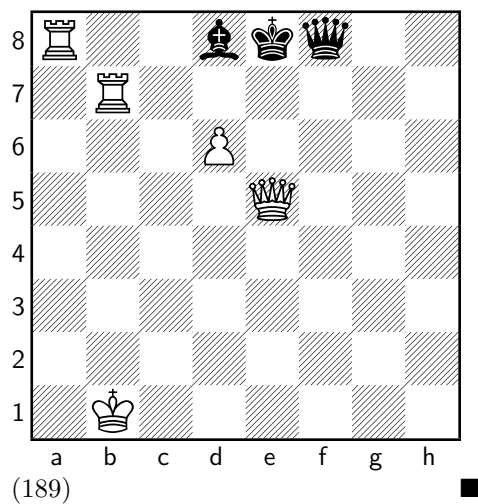
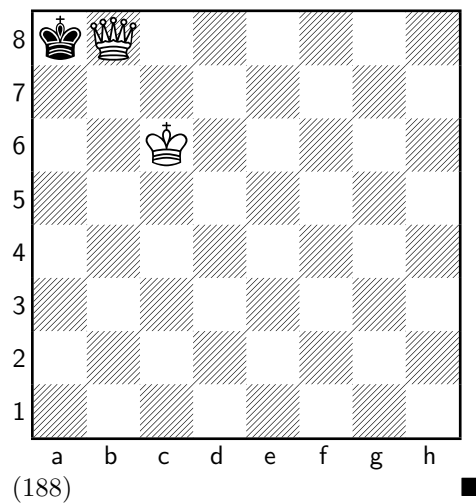
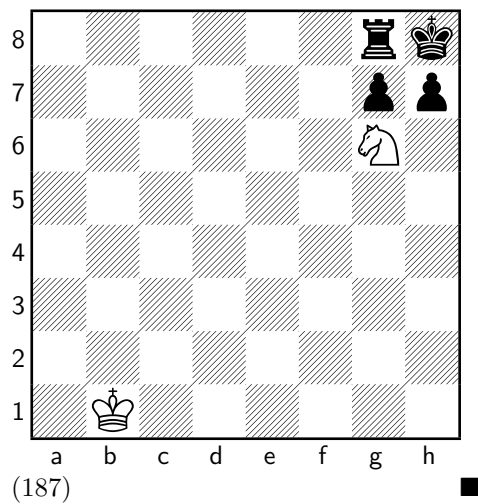
The final way to get out of check is to block the check. Black can also get out of this check by playing 1...Bd7. Note that you can never block a check from a knight.

The next exercises ask you to find a move for Black to save his king from check.



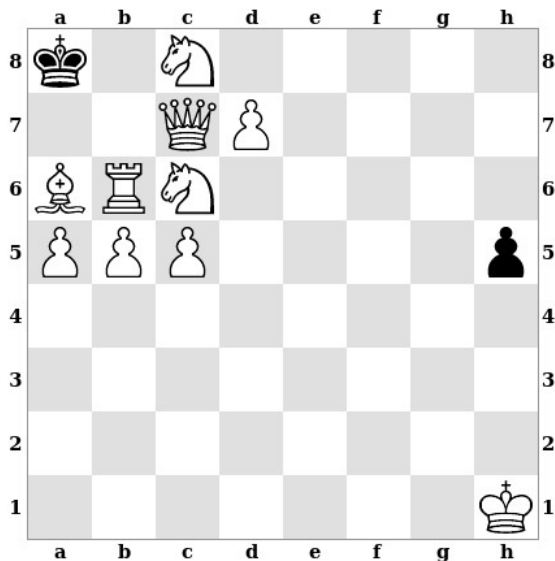
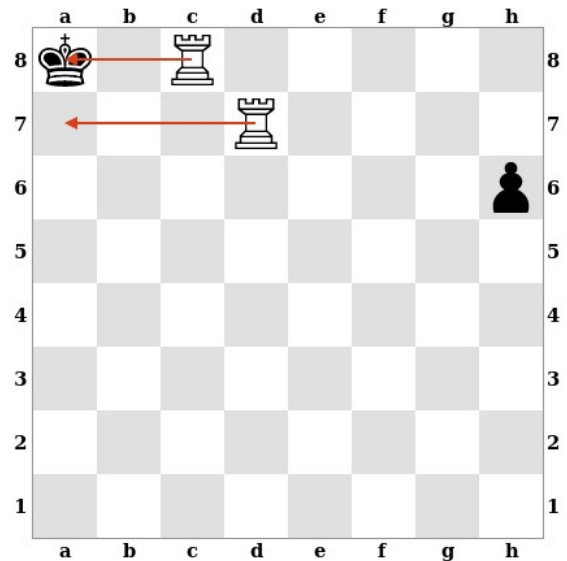






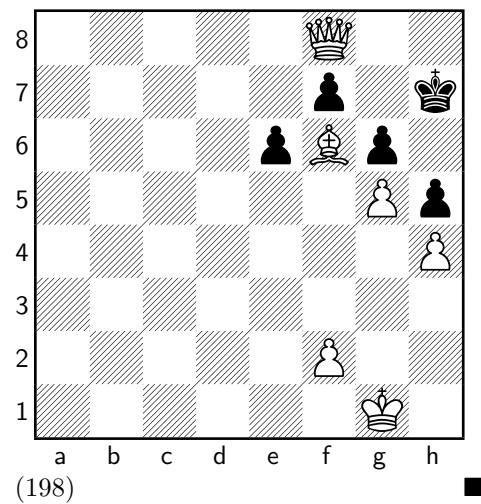
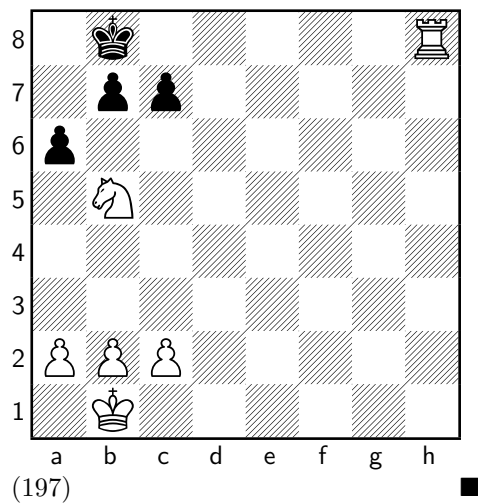
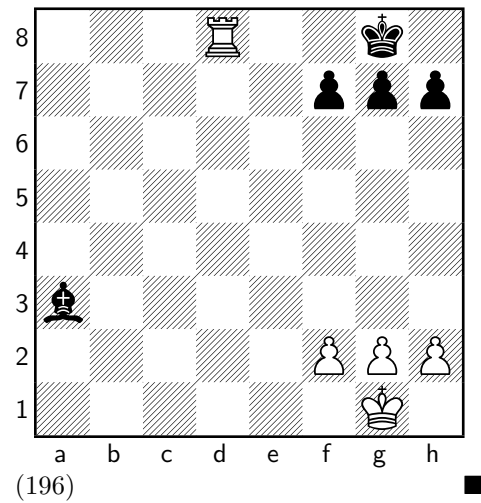
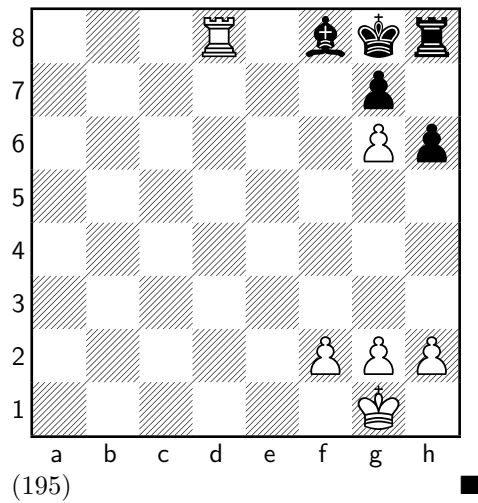
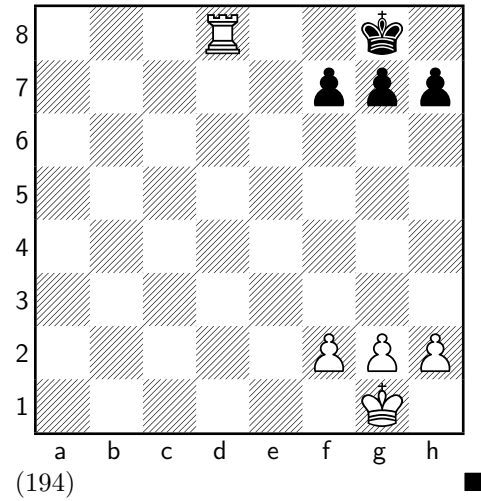
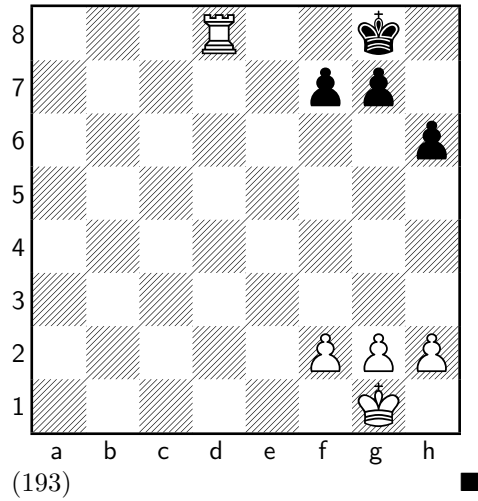
8 - Checkmate

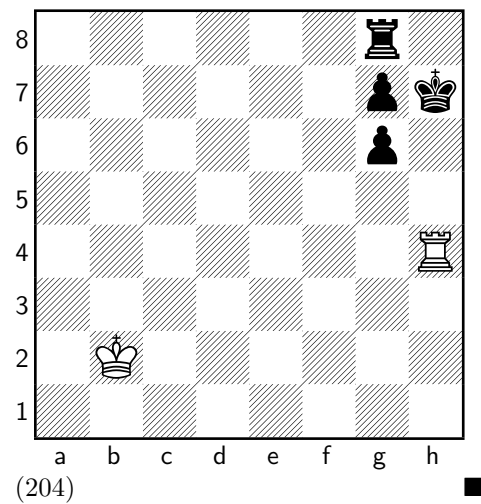
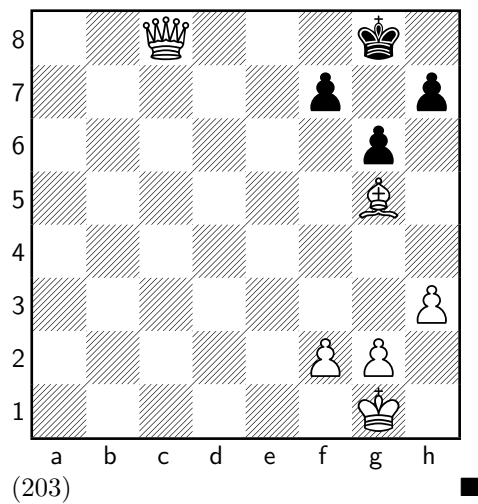
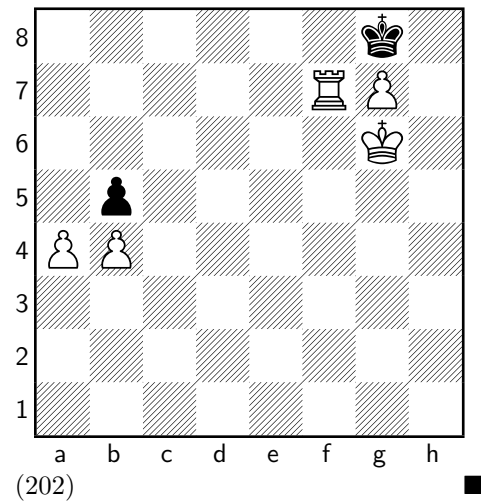
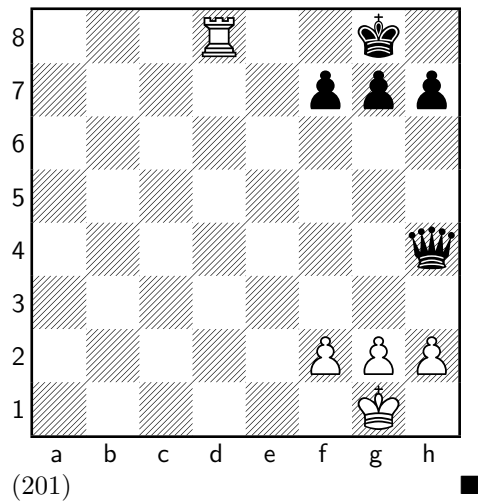
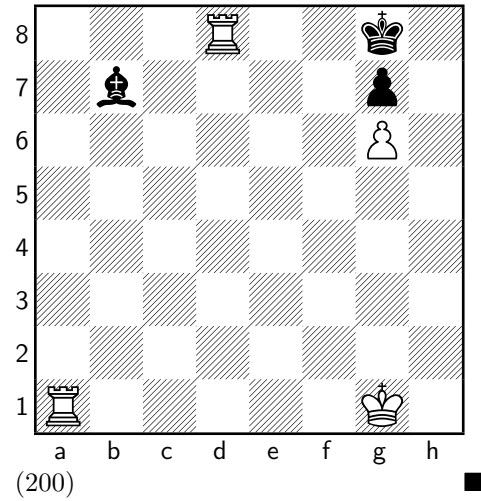
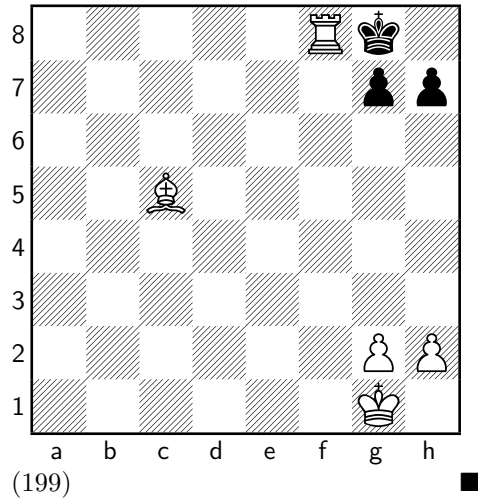
Checkmate occurs when a king is in check and there is no way to save him. Checkmate ends the game and the player who checkmated his opponent wins the game. Here White has checkmated Black, so White wins.

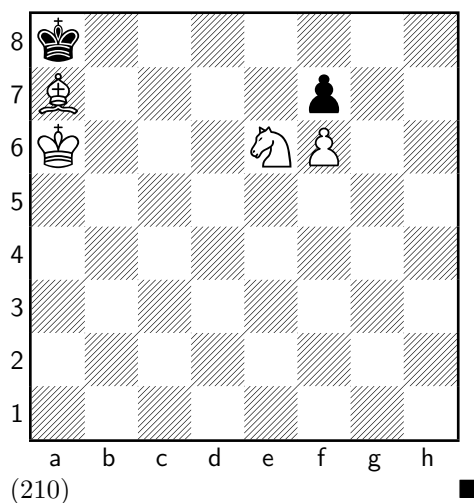
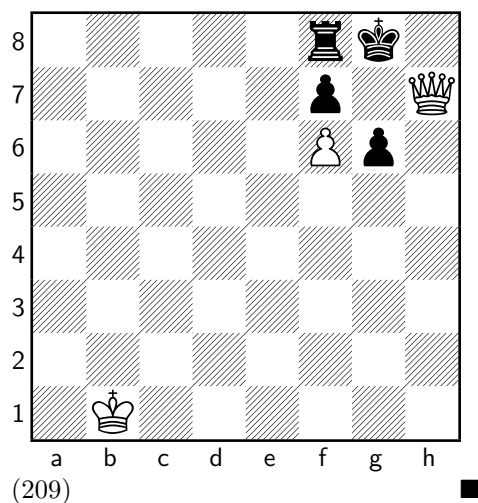
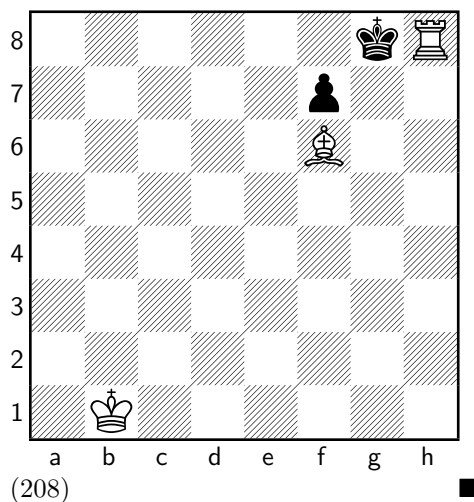
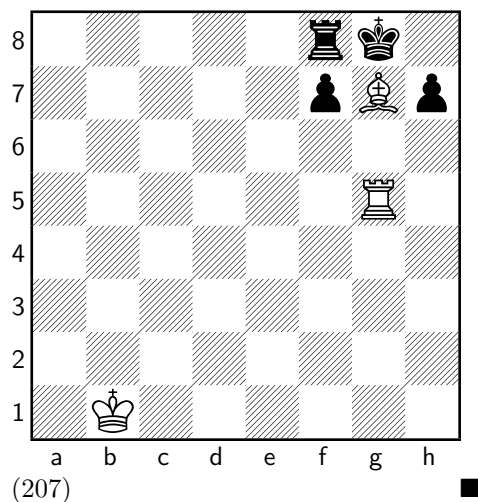
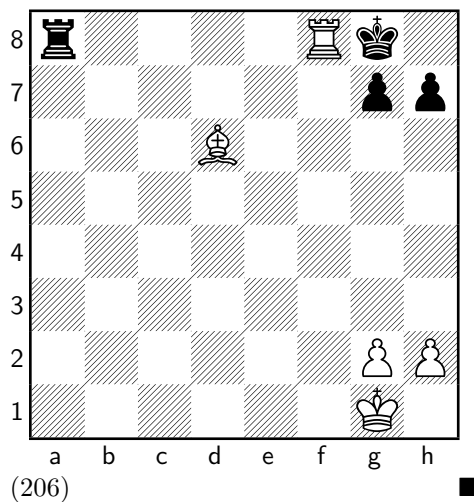
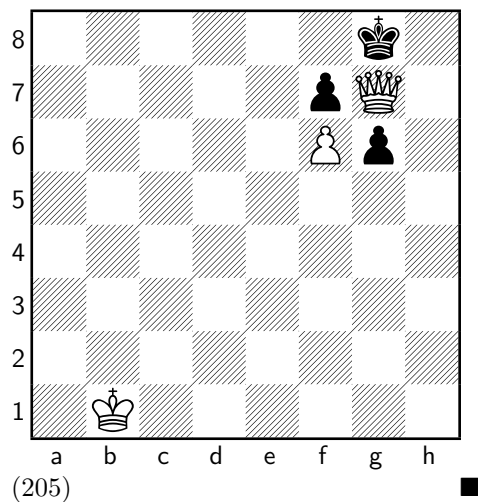


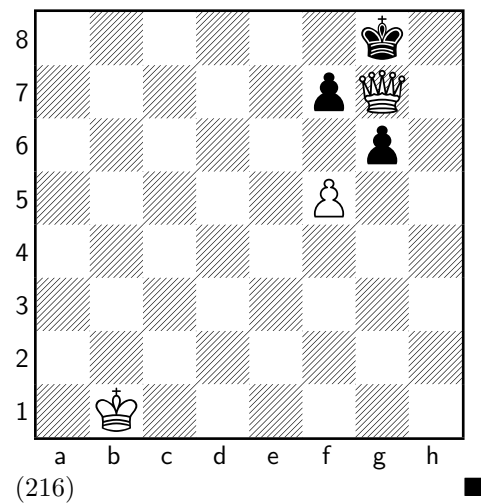
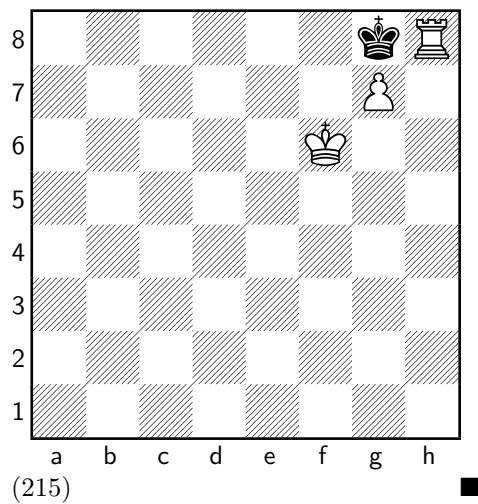
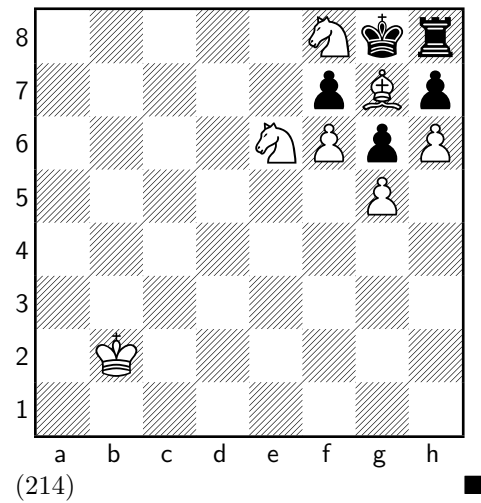
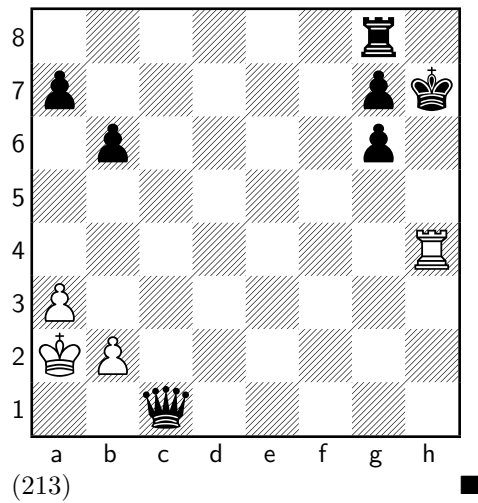
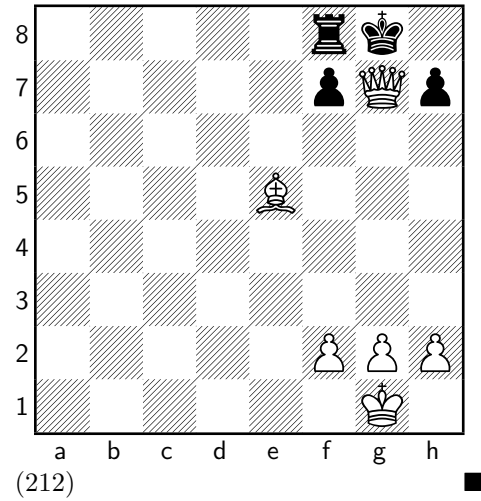
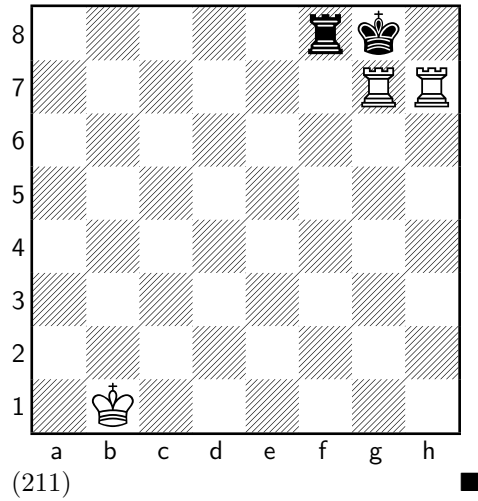
Checkmate is only possible when the king is in check. Black's king isn't in check in this position, so he isn't in checkmate either. You can't have checkmate without check.

The following exercises ask you to determine if Black's king is check (but not checkmate), checkmate, or neither of the two.





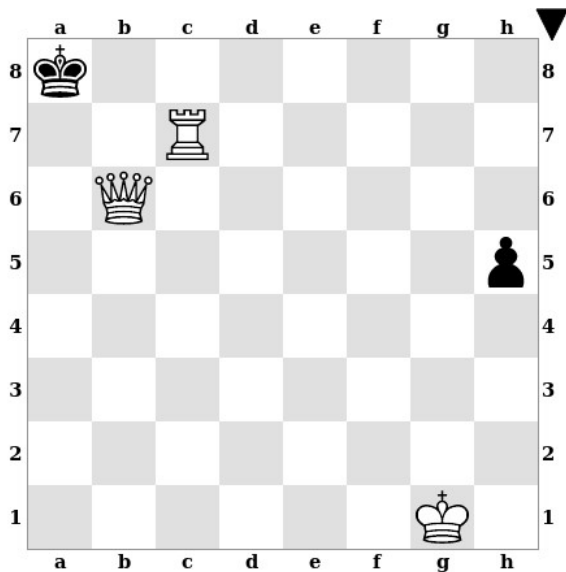
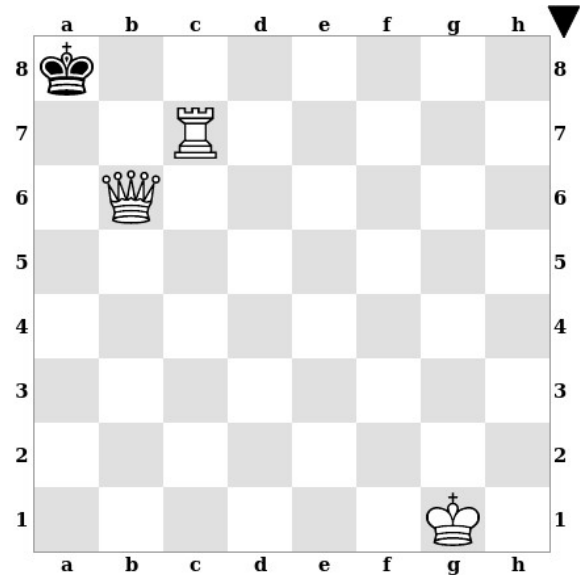




9 - Stalemate

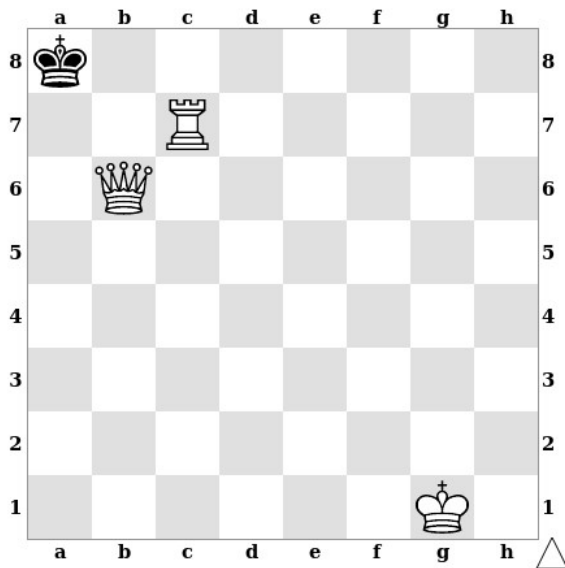
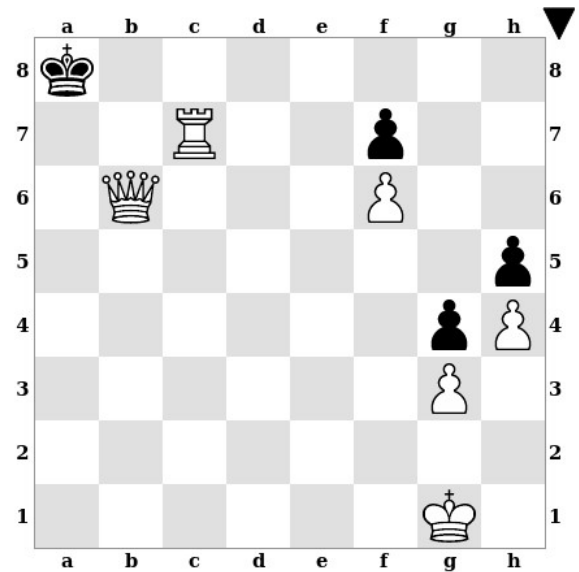
Here Black's king is not in check, but it is Black's turn and he has no legal moves to play. The game can't continue, but no one has been checkmated. What happens?

This is a *stalemate*, a type of *draw* (meaning that the game ends but no one wins or loses). Stalemate occurs when the player whose turn it is can't make any legal move but isn't in check.



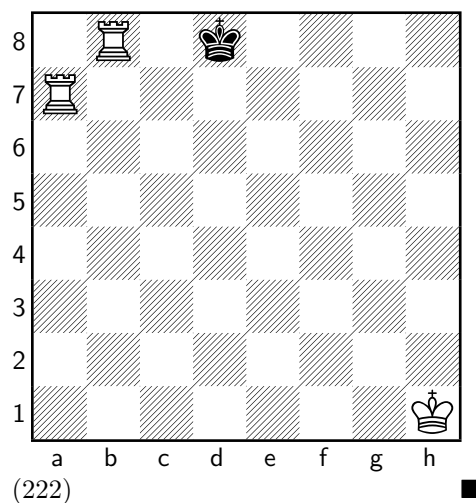
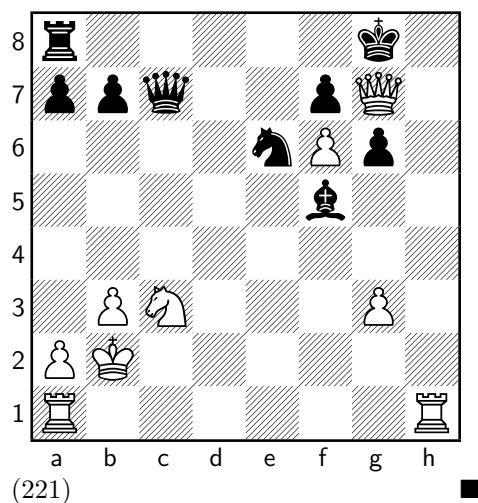
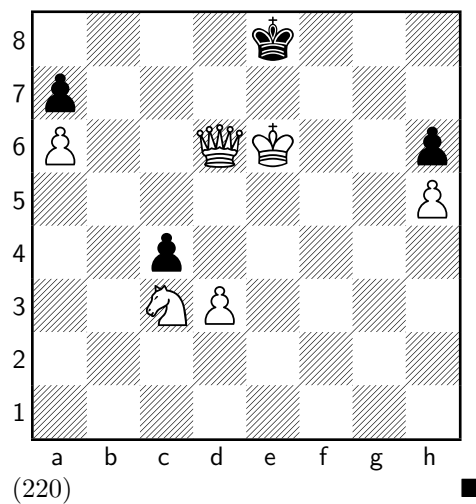
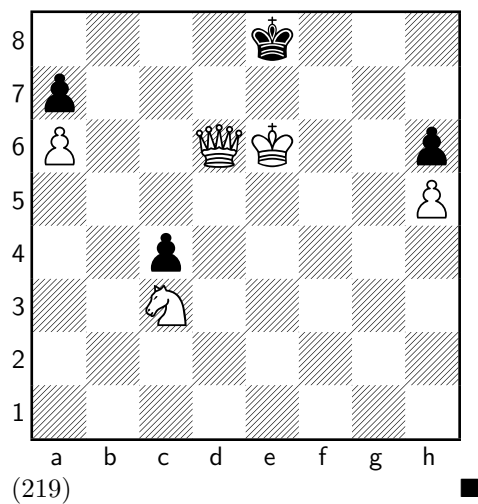
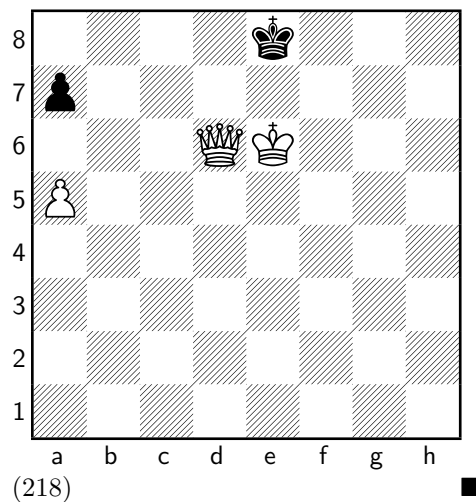
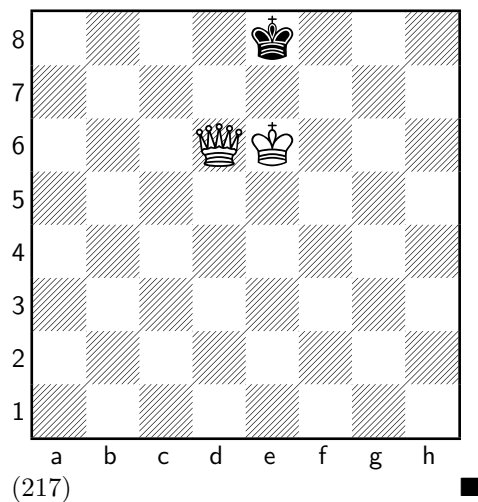
This isn't stalemate since Black can move his pawn. Stalemate doesn't just mean that the king can't move; it means that the player whose turn it is has no move **with any piece** (and is not in check). Black must play 1...h4 and the game continues.

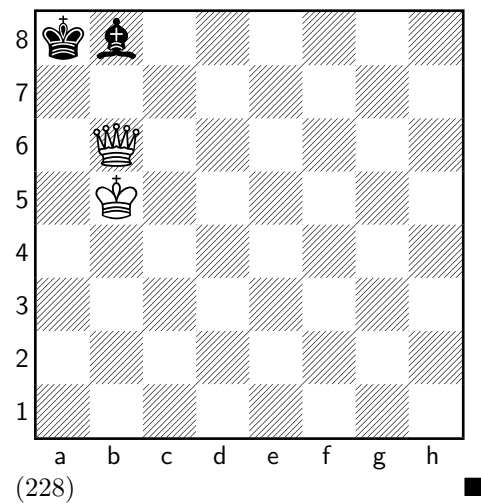
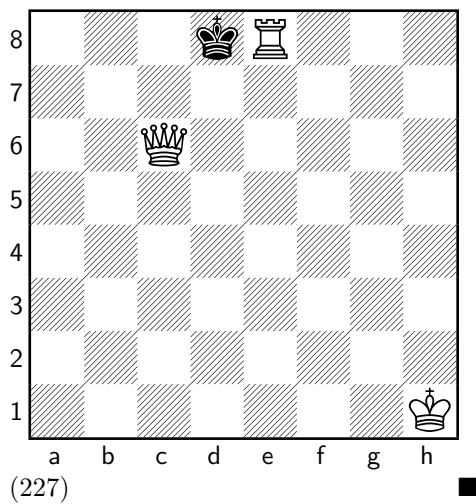
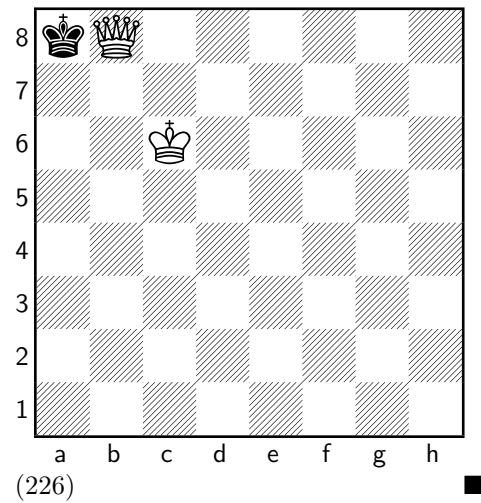
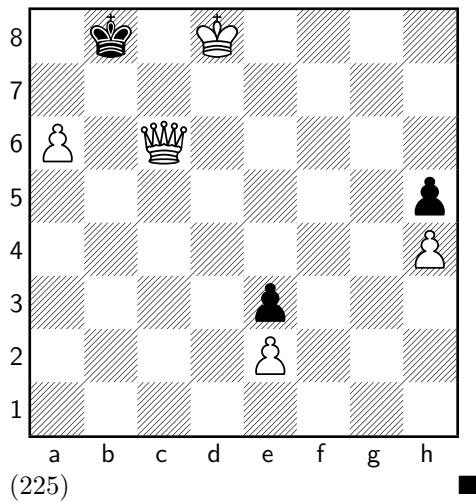
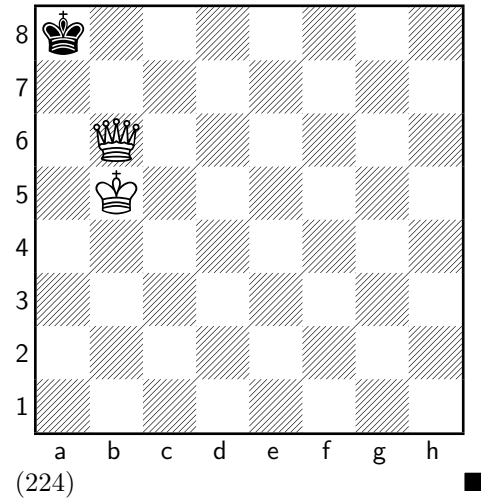
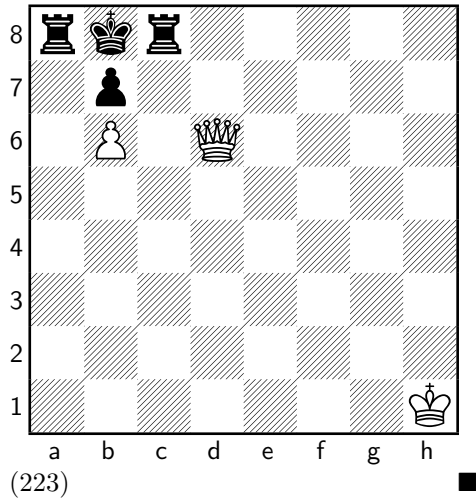
Here Black has a number of pawns in addition to his king, but neither the king nor the pawns have any legal moves. Since it is Black's turn and he isn't in check, this is another stalemate.

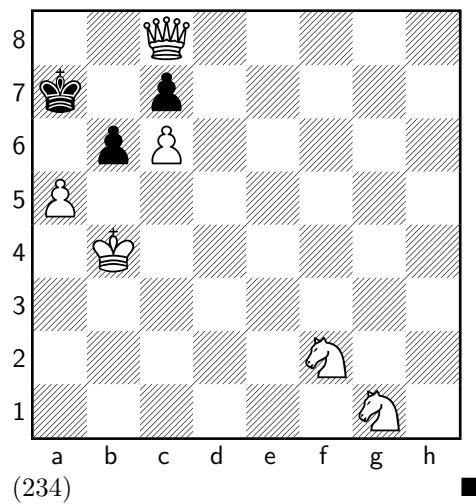
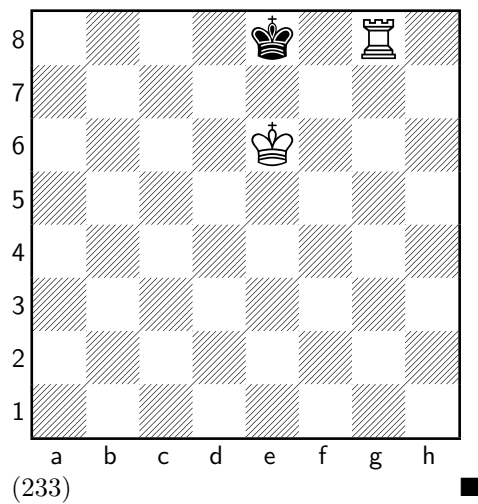
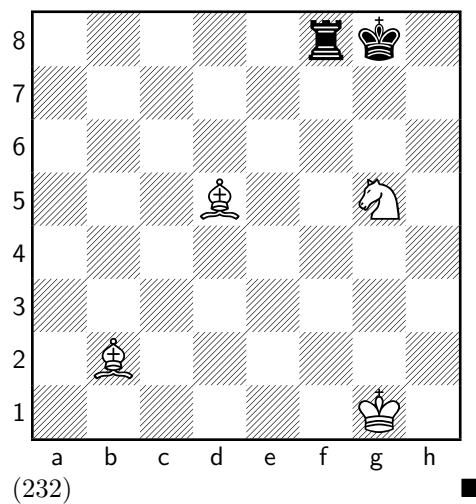
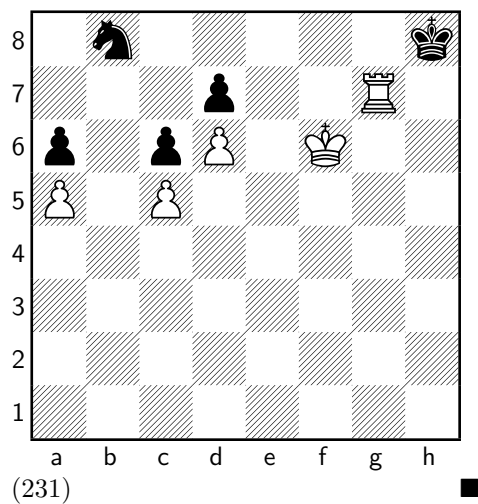
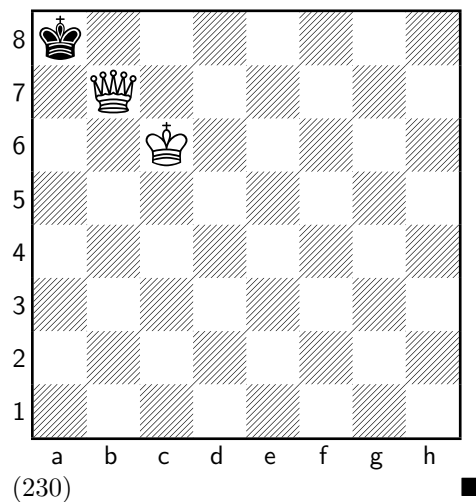
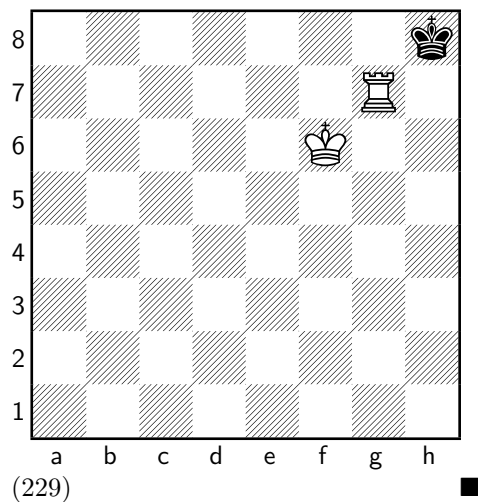


This position is the same as the first stalemate above, but it is White's turn here. This isn't stalemate (yet) because even though Black has no moves, it isn't his turn.

The next exercises ask you to decide if Black's king is in check (but not checkmate), checkmate, stalemate, or none of the above.



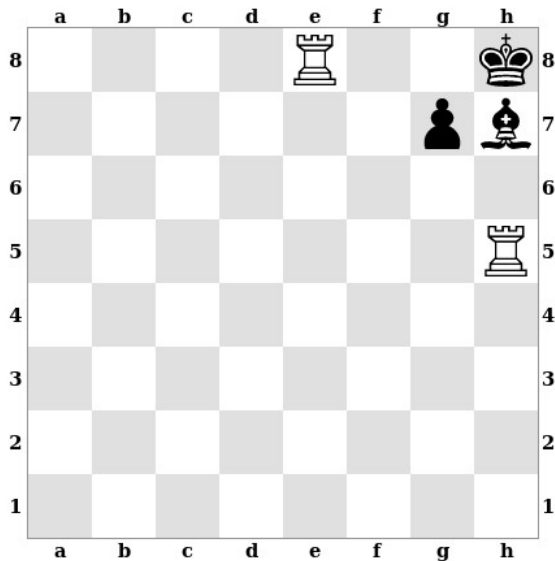
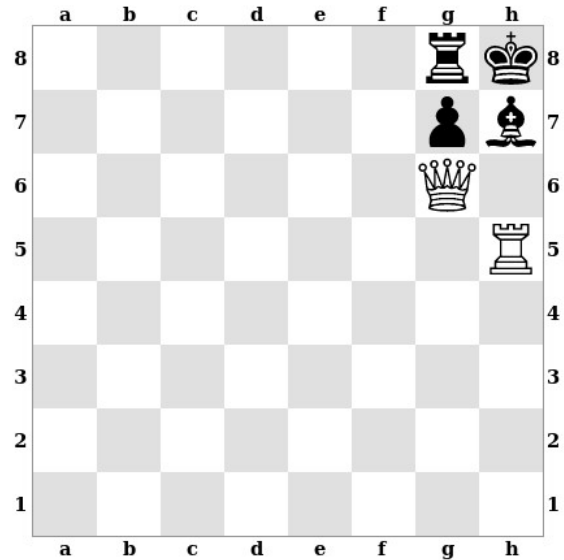




10 - Pins and Double Check

Pins

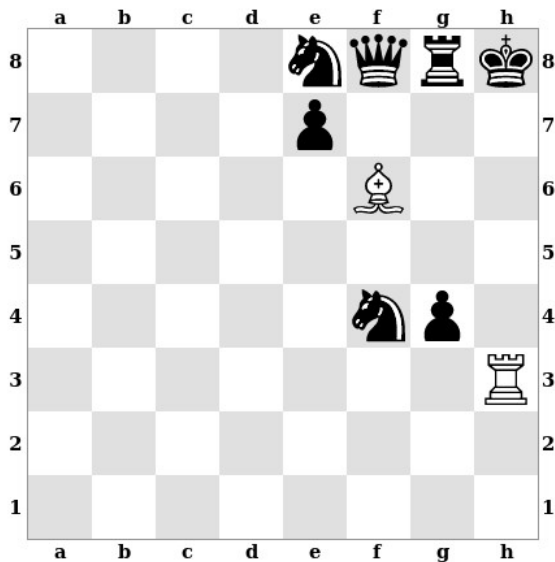
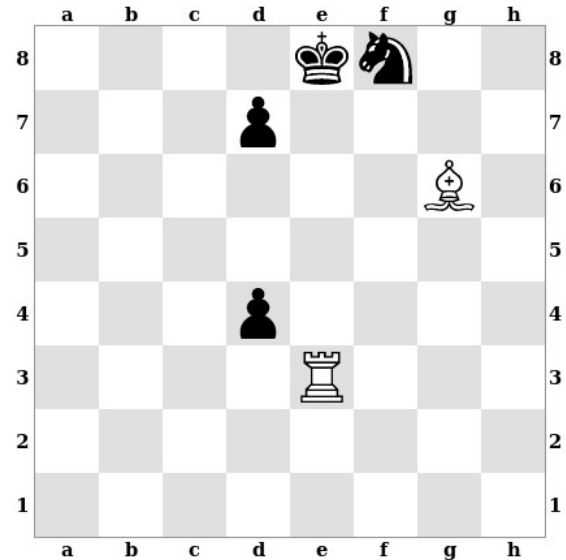
If Black is to move here he might want to capture White's queen with his bishop. However, the move 1...Bxg6 would leave Black's king in check from the white rook, so it is an illegal move. His bishop is *pinned* to the king and can't move.



Some checkmates involve pins. Without the white rook on h5 here, Black could escape from check with 1...Bg8; but with the rook on h5 the bishop is pinned and can't legally move. Black is in checkmate.

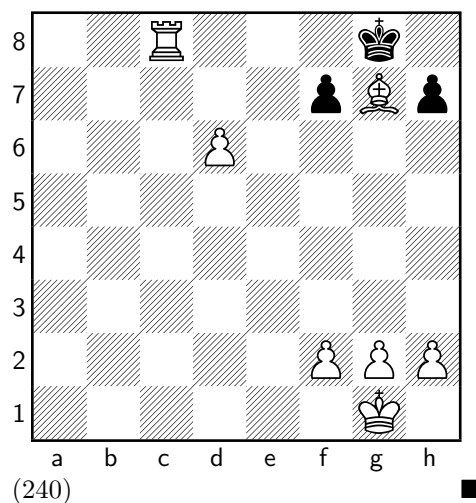
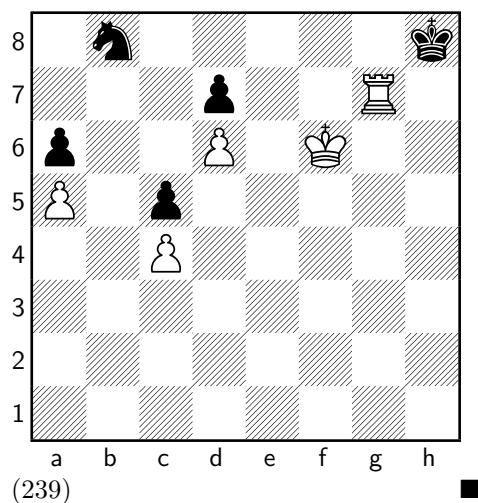
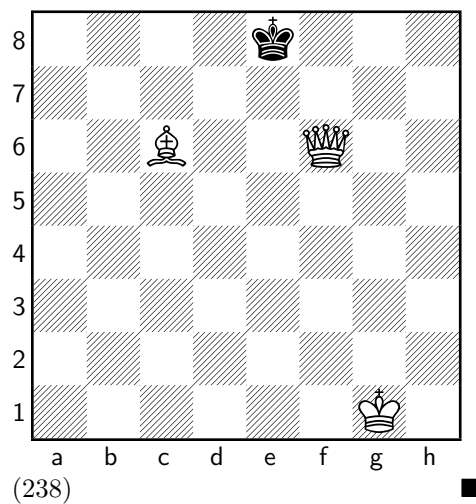
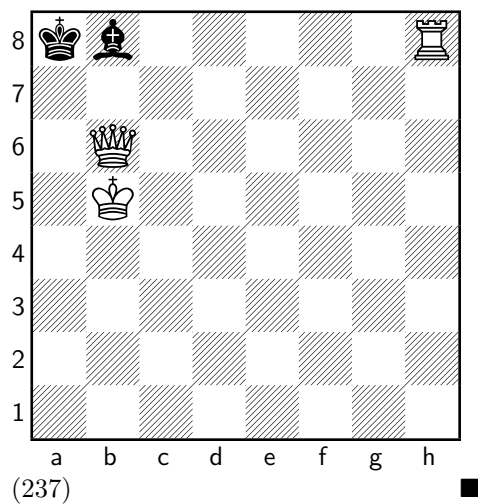
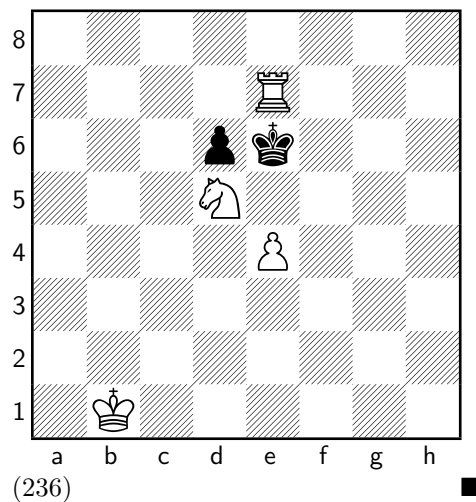
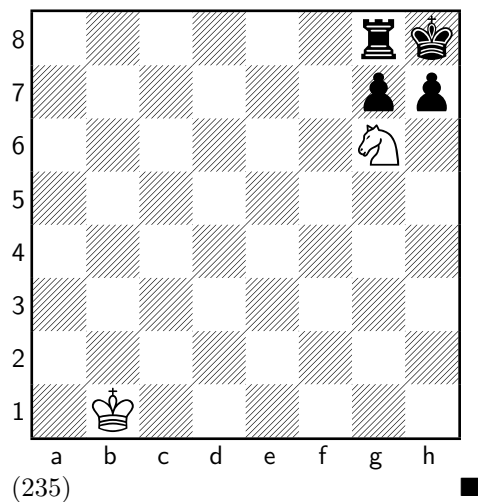
Double Check

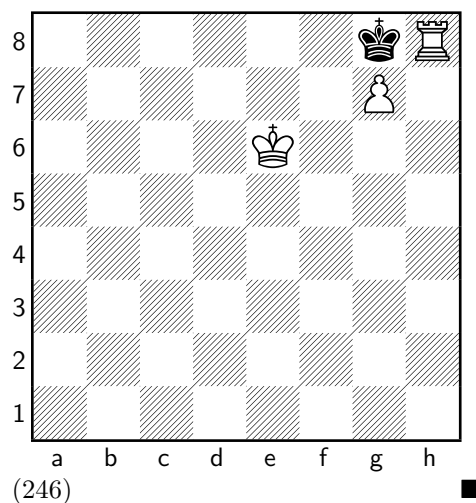
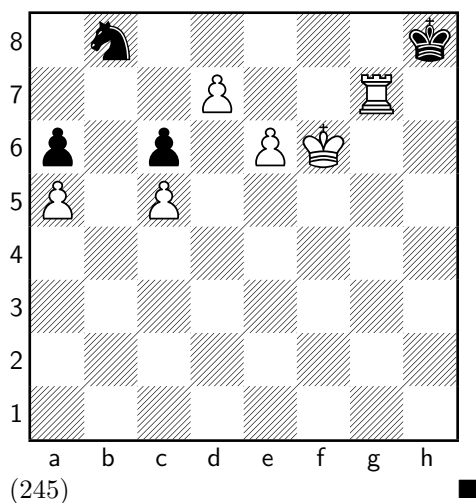
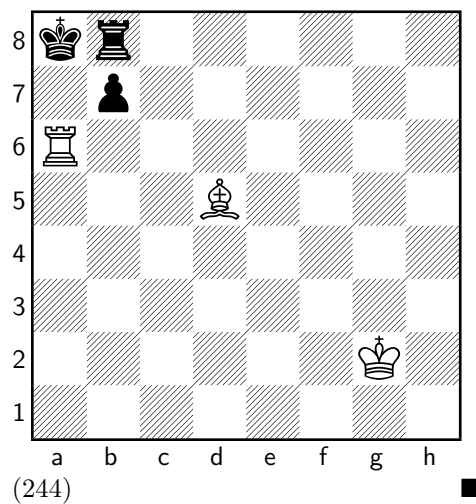
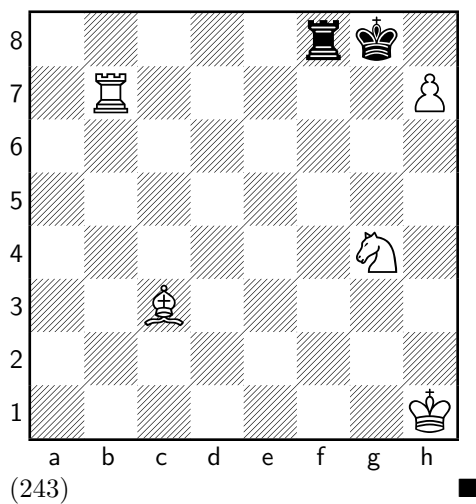
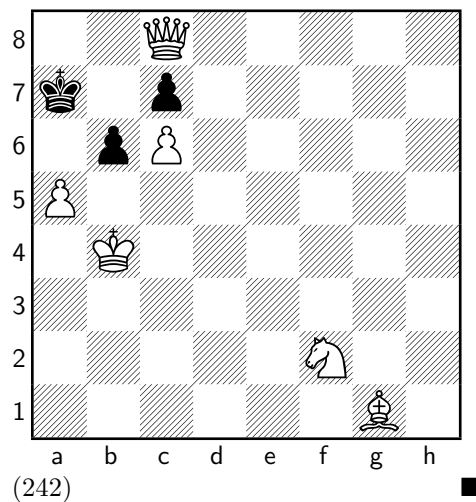
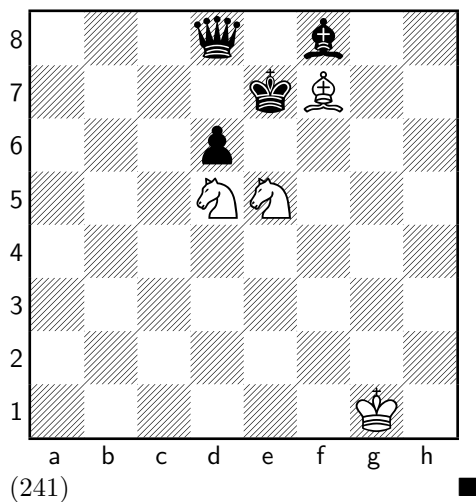
Here it seems Black has a number of ways to get out of check. He might like to capture something or block with his knight. However, Black is actually in *double check*: he is in check from two different pieces at the same time. Capturing or blocking would leave Black's king in check from whichever piece wasn't captured or blocked. The only way to escape from a double check is to move the king. Black will have to play 1...Kd8.

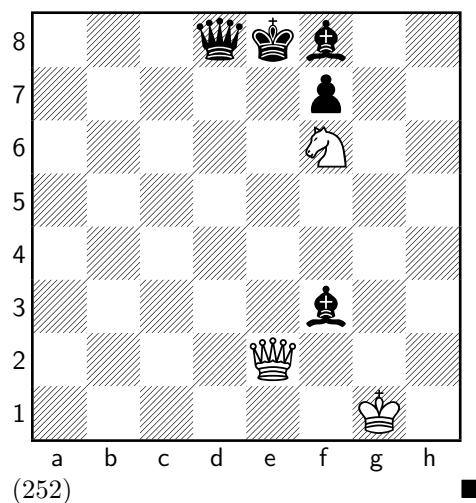
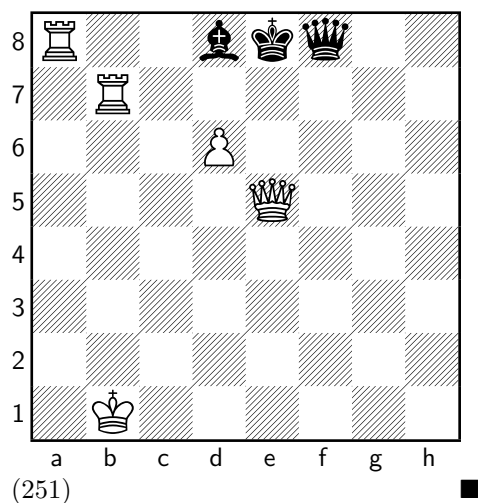
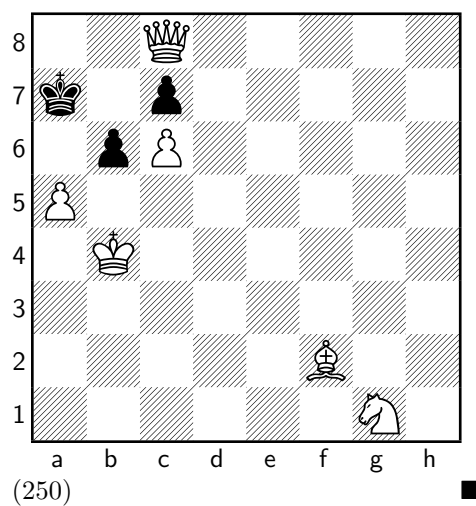
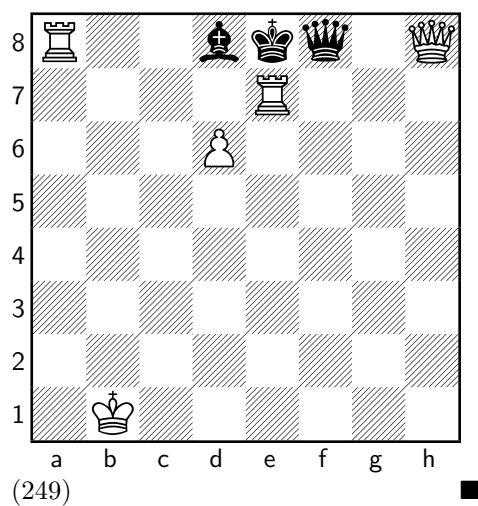
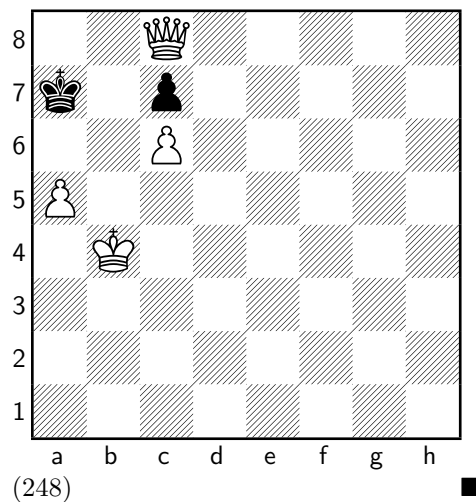
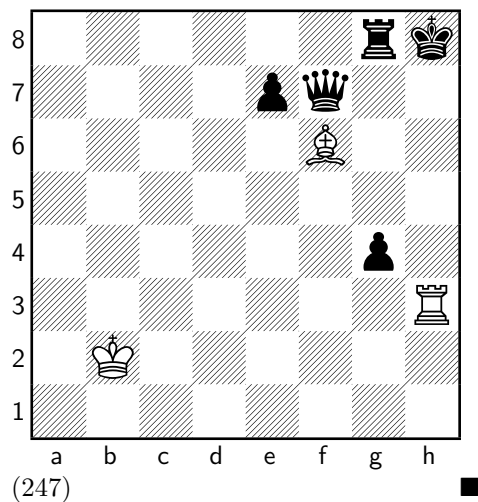


Black's king is in double check here, so he will have to move his king if he is going to escape from check. 1...Kh7 leaves the king in check from the rook, while 1...Kg7 leaves him in check from the bishop. This is checkmate.

With these new ideas in mind we can now solve a few more "check, checkmate, stalemate, or none?" exercises.

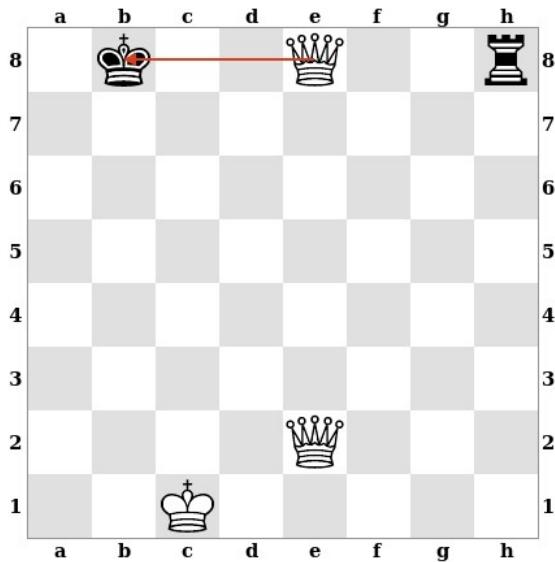
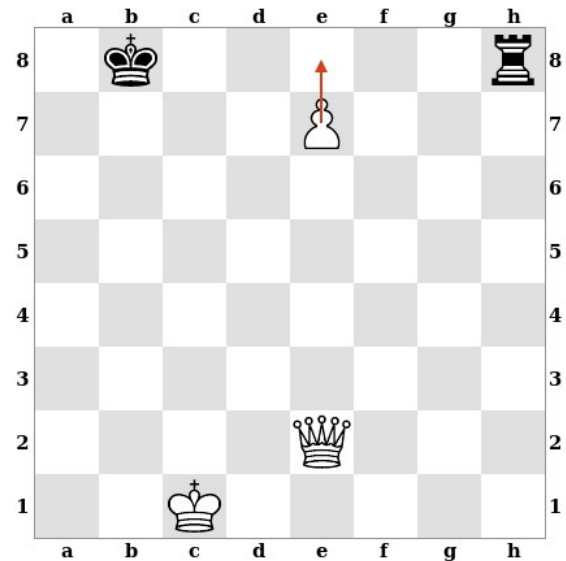






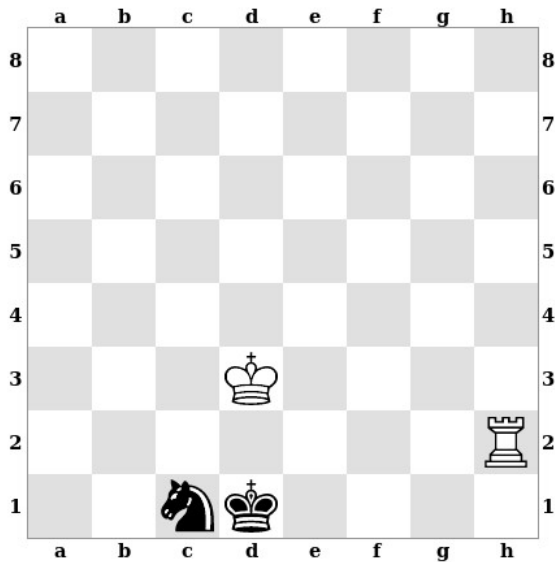
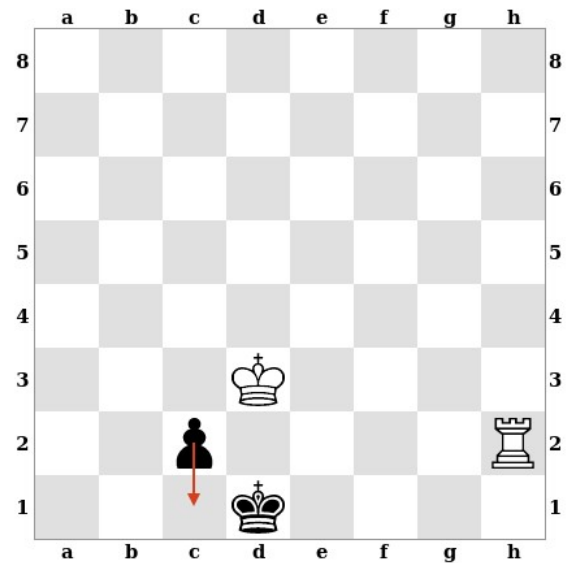
11 - Pawn Promotion

When a pawn gets all the way across the board it is replaced with a different kind of piece of the player's choice. It cannot stay as a pawn and it cannot become a king. However, it may become anything else, including some kind of piece that the player already has. Here White plays 1.e8=Q and gets a second queen.



The new piece goes where the pawn was and immediately affects the position. Here White's new queen puts Black in check. The new piece is also immediately vulnerable. Black can capture White's new queen before it has a chance to move with 1...Rxe8.

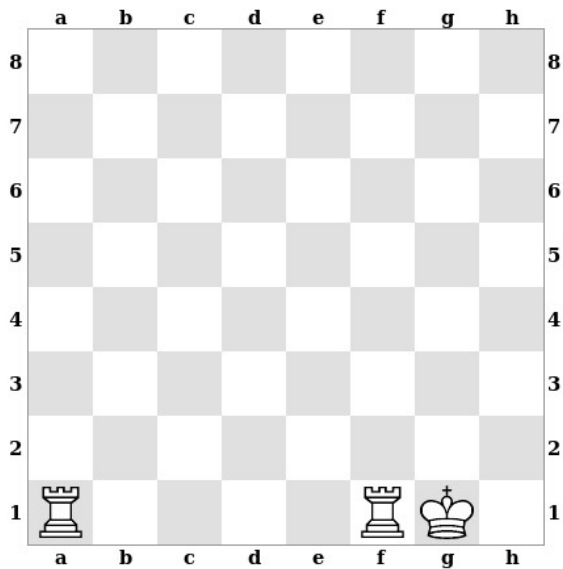
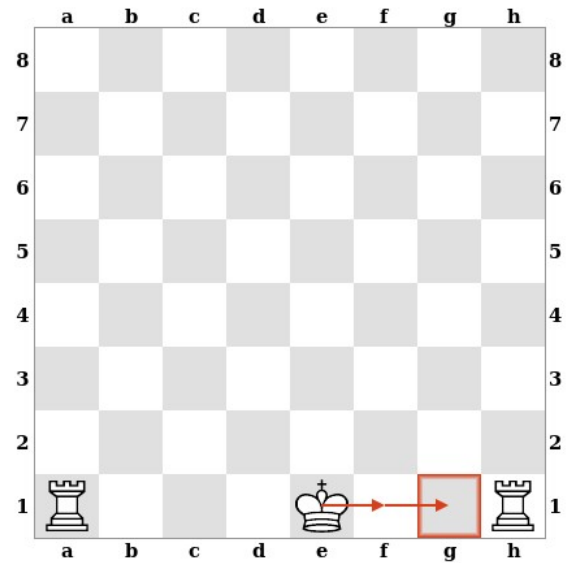
A pawn may be promoted to something other than a queen; occasionally this serves a purpose. Here White would meet 1...c1=Q with 2.Rh1# (checkmate). Instead, Black plays 1...c1=N+.



The new knight immediately puts White's king in check. He must move his king and doesn't have time to checkmate Black right away. Luckily for Black, the endgame rook vs. knight is normally drawn with best play. (The reasons for this are tricky and you shouldn't worry about them for now).

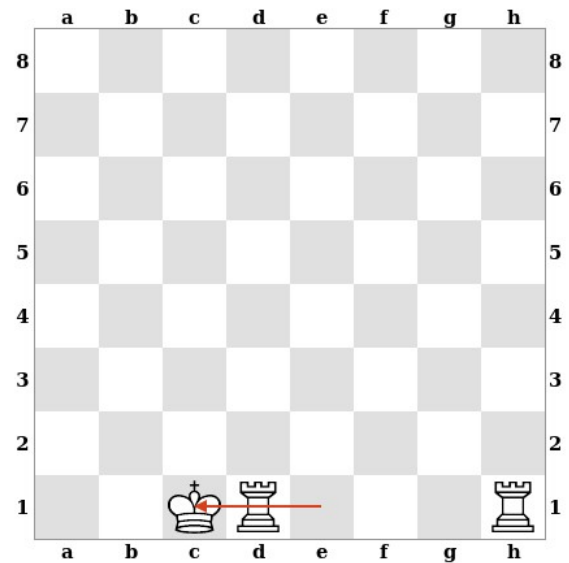
12 - Castling

Castling is a special move in which the king and rook both move. The king moves two squares toward the rook and the rook jumps over to the other side of the king.



All of this is done as a single move. Here White has “castled short” or “castled kingside.”

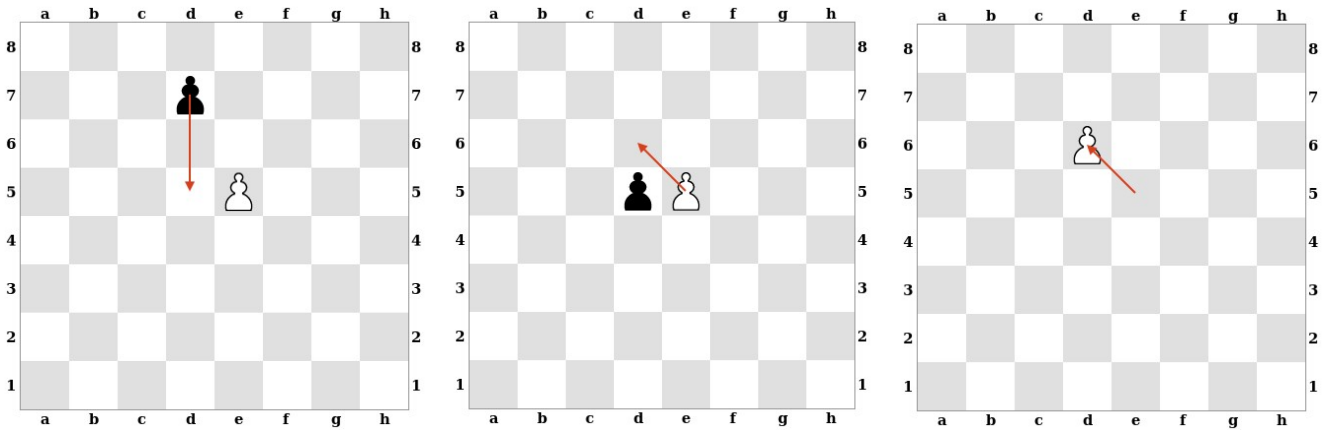
You can also castle with the other rook, which is called “castling long” or “castling queenside.” The king always moves two squares toward the rook no matter which way you are castling.



There are a number of rules about when you can and cannot castle in chess:

1. There must be no pieces (friendly or enemy) between the king and the participating rook
2. Castling must be the king's first move of the game
3. Castling must be the participating rook's first move of the game
4. You cannot castle as a way of escaping check (“castling out of check”)
5. You cannot castle if the square the king passes over is attacked (“castling through check”)
6. You cannot castle if it would leave the king in check (“castling into check”)

13 - En Passant

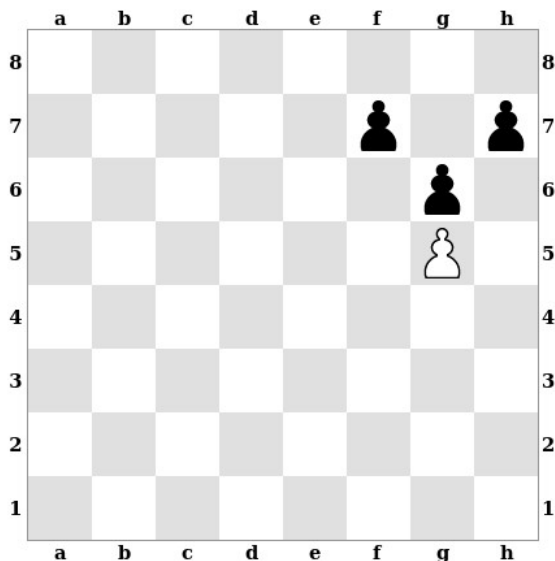


The *en passant* capture is a special type of pawn capture that is possible only in very specific circumstances. It is a strange move and takes some effort to understand. In the first position above, Black plays 1...d5, moving his pawn forward two squares (possible because Black's pawn was on its initial square). The en passant rule now allows White to play 2.exd6, moving his own pawn to d6 (not d5) and capturing Black's pawn in the process. Black's pawn is captured as though Black had played 1...d6.

The en passant capture is only allowed between two pawns and only when both of two things are true:

1. the two pawns stand side-by-side
2. the pawn that will be captured en passant moved two squares on the last move of the game

In the second diagram above both of these things are true: the two pawns are side-by-side and Black's pawn moved two squares on the previous move of the game. Therefore White can make an en passant capture.



This rule has important consequences. In this position, a single White pawn effectively holds back three Black pawns. If Black plays 1...f6 or 1...h6 then White responds 2.gxf6 or 2.gxh6. In either case White wins a pawn and will promote before Black can. But what if Black plays 1...f5 or 1...h5 ? The en passant rule ensures that White can still play 2.gxf6 or 2.gxh6.

14 - Draws

Some chess games end in a *draw*, which means that neither player wins or loses. Stalemate is one way for a game to end in a draw, but there are a number of others. Every stalemate is a draw, but not every draw is a stalemate.

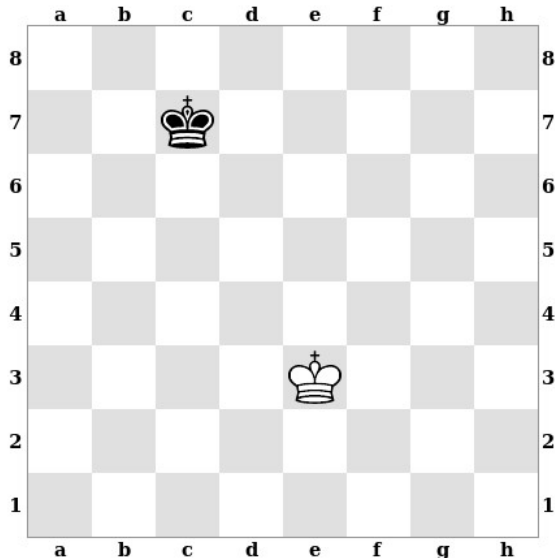
Some draws occur because the two players agree to a draw. Other kinds of draws require one of the two players to *claim* a draw based on certain conditions. Finally, some kinds of draws occur automatically upon reaching certain kinds of positions. Stalemate is an example of this last kind of draw.

Draw by Agreement

The simplest kind of draw is a draw by *agreement*. One player offers a draw and the other player accepts. If you are going to offer a draw it is best to do so during your own turn.

As an inexperienced player you will learn more if you don't agree to draws very often. Playing out the remainder of a game is often instructive, regardless of the outcome.

Insufficient Material / Dead Position

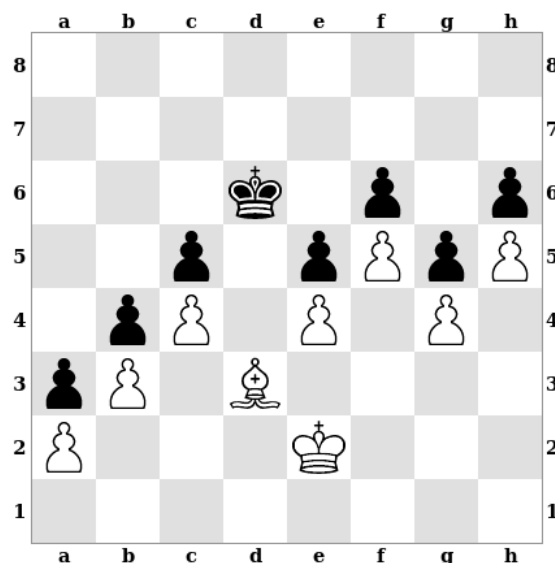


This position is automatically drawn the moment it is reached because no legal sequence of moves can produce checkmate. This might be called a draw by “insufficient material,” a “dead position,” or by some other name.

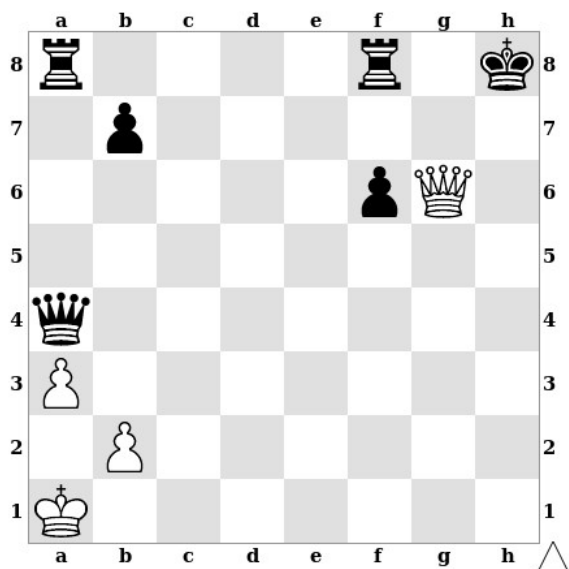
More surprisingly, some other endgames such as K+B vs. K and K+N vs. K (both without pawns) are also drawn for the same reason.

Various related rules state that when playing with a clock, a player who runs out of time does not lose if his opponent could never checkmate him. The exact details of such rules depend on the organization or website handling the game.

This is another position in which no sequence of legal moves can lead to a checkmate. This position shows that such a situation can occur even with many pieces still on the board.



Draw By Repetition



A player may claim a draw if the exact same position occurs three different times in a game. The “same position” means that the same side moves first and that the same moves are available to both sides (castling, en passant, etc.) as well as that the pieces are on the same squares.

By far the most common way for this to happen is that one player can repeat moves over and over. For example, here White is losing and decides to repeat moves for a draw: 1.Qh6+ Kg8 2.Qg6+ Kh8 3.Qh6+ etc. This specific kind of repetition is known informally as *perpetual check*.

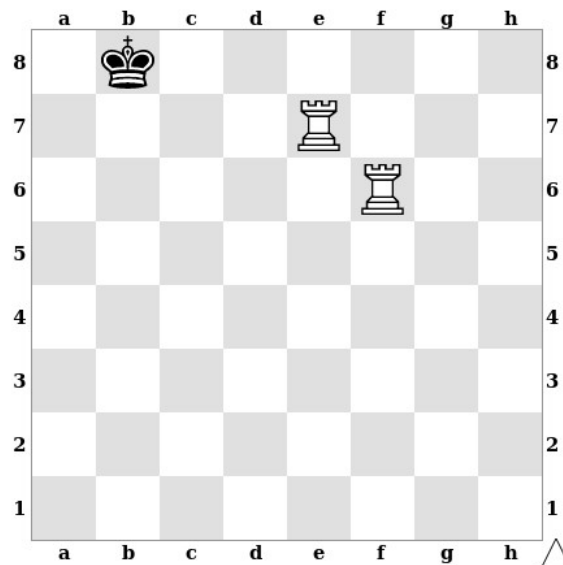
The Fifty-Move Rule

The *fifty move rule* says that if both sides make fifty moves without any capture or pawn move taking place, either player may claim a draw. This rule is designed to make sure that players do not play on forever without making progress in certain kinds of endgames.

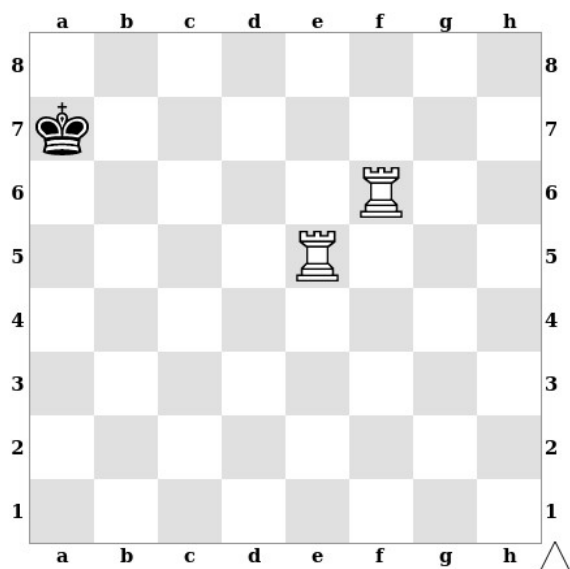
15 - Finding Checkmate

Mate in One Move

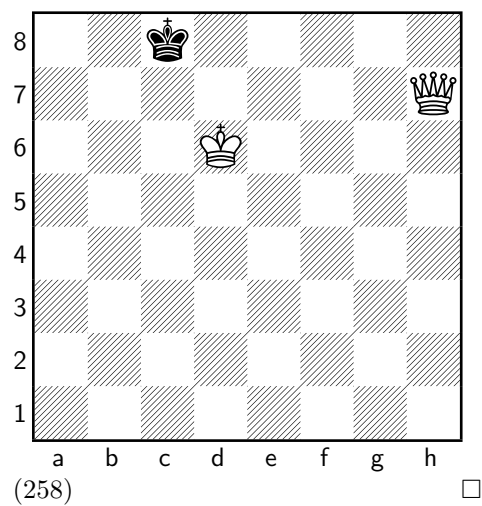
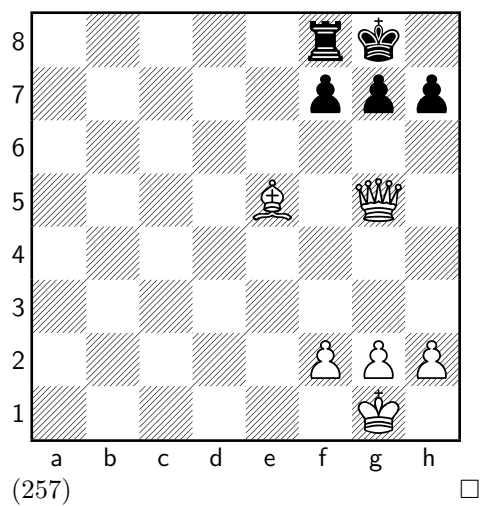
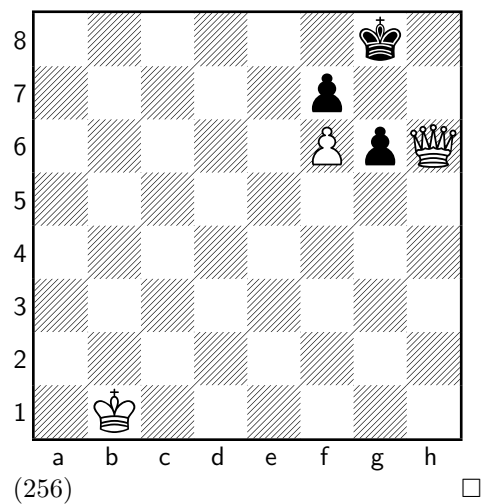
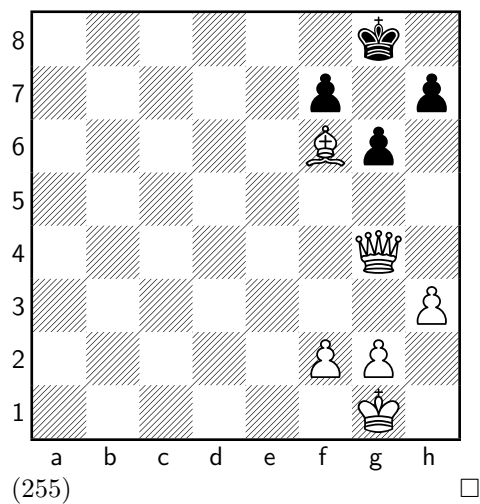
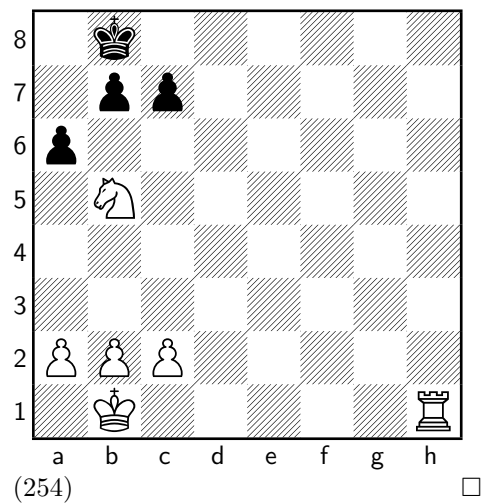
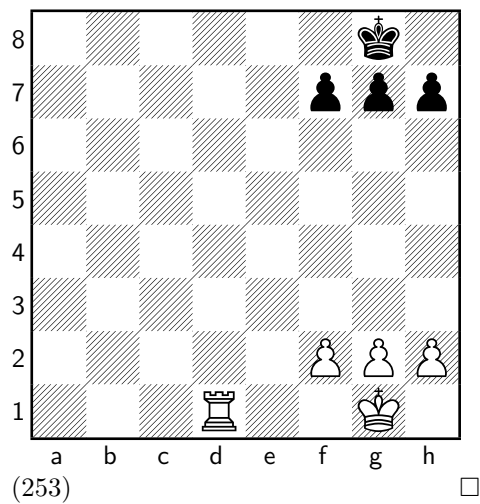
The remaining exercises in this book ask you to find a way to checkmate Black. In this position White can achieve checkmate in one move by playing 1.Rf8#. White has other moves that are check, and some may lead to checkmate eventually, but this is the only move that achieves checkmate in one move.

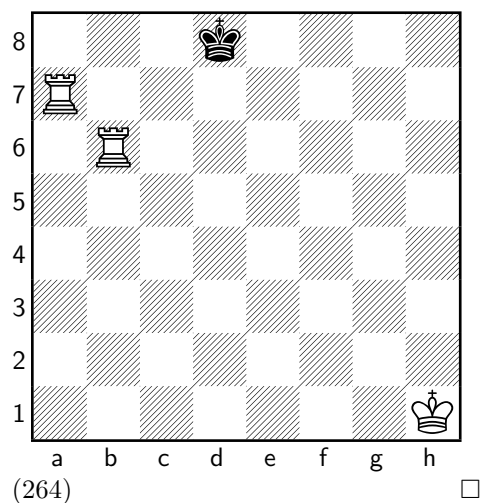
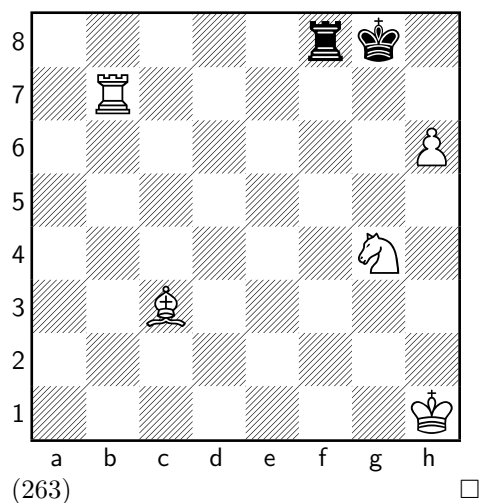
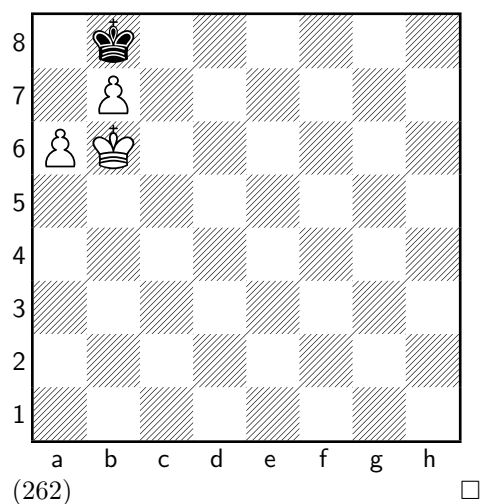
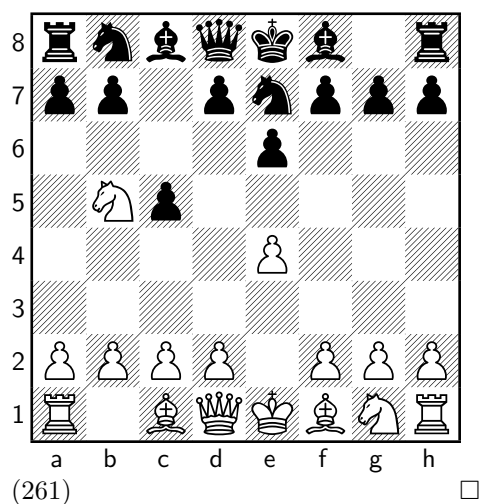
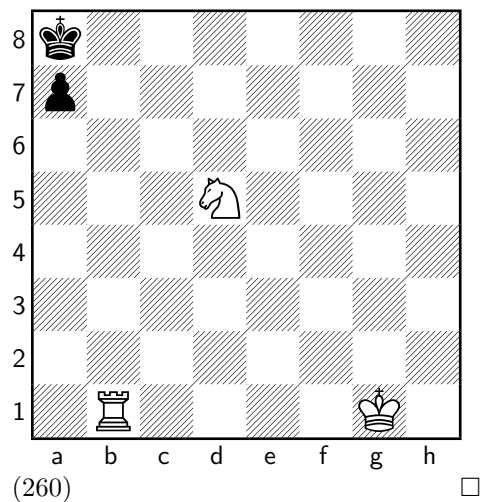
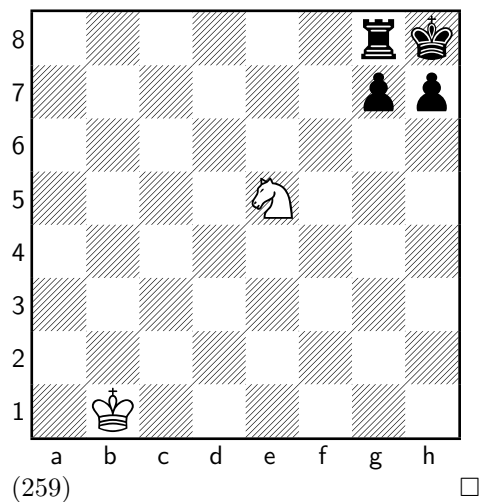


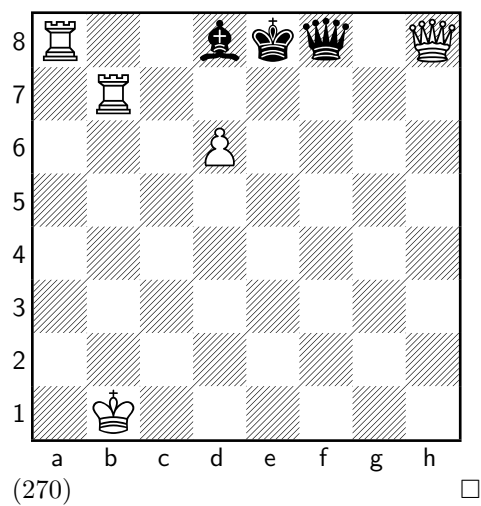
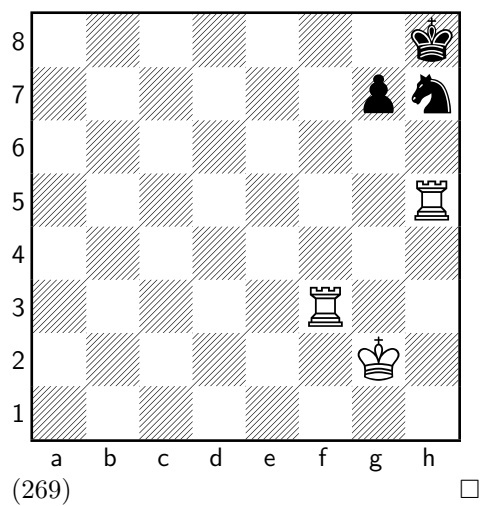
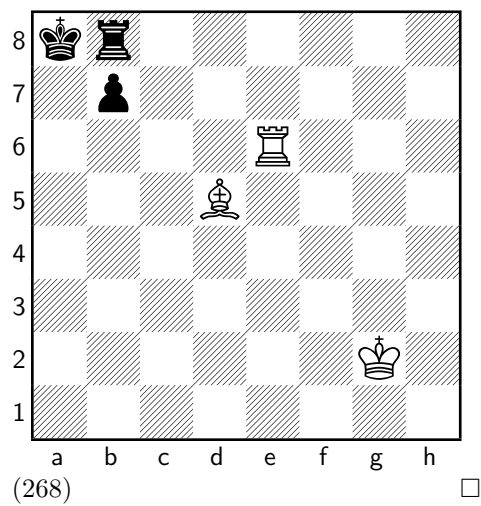
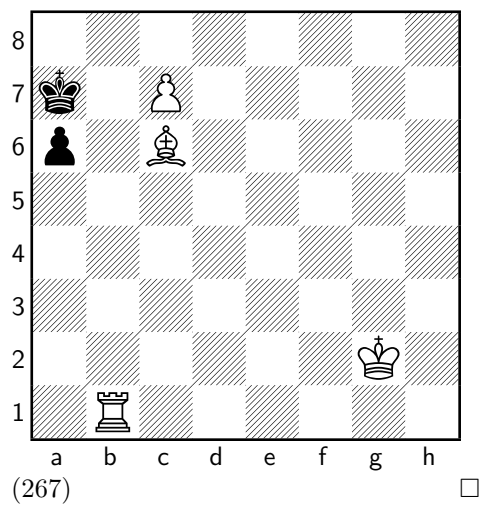
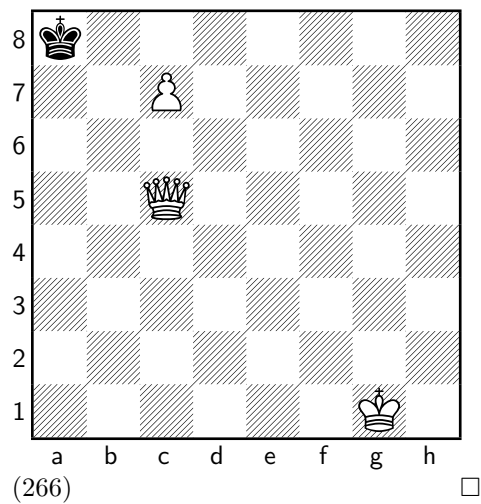
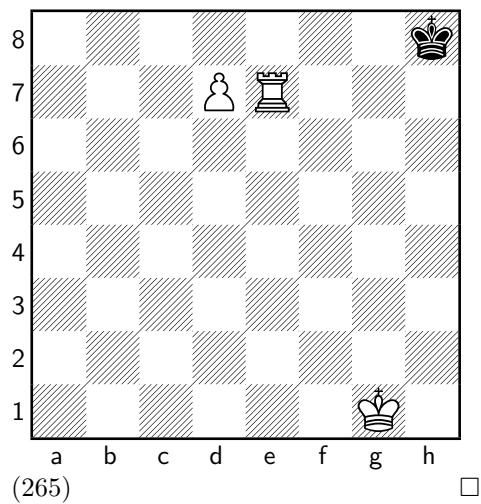
Mate in Two or More Moves

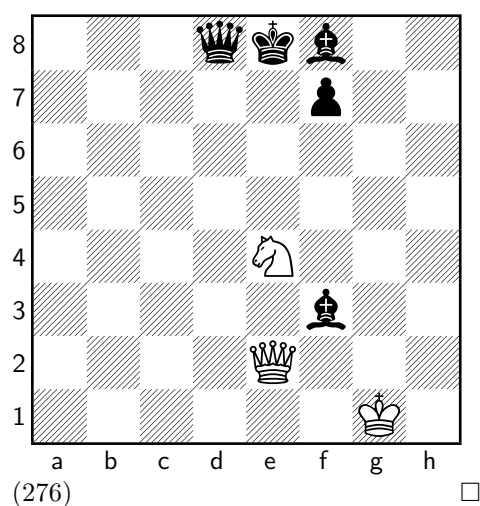
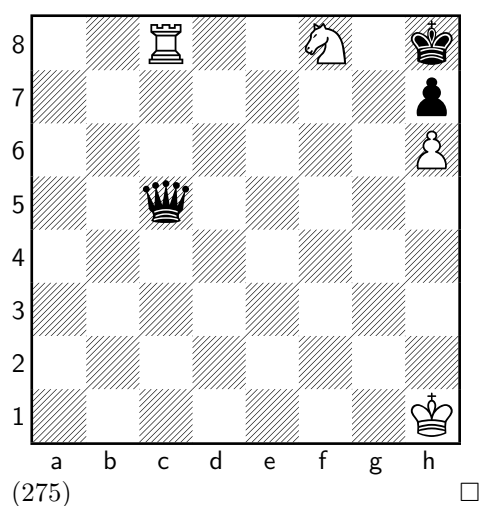
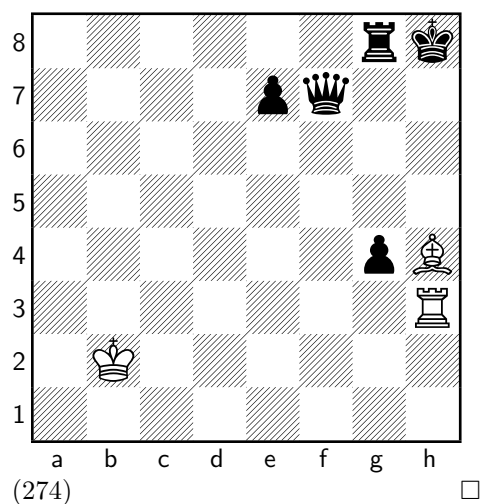
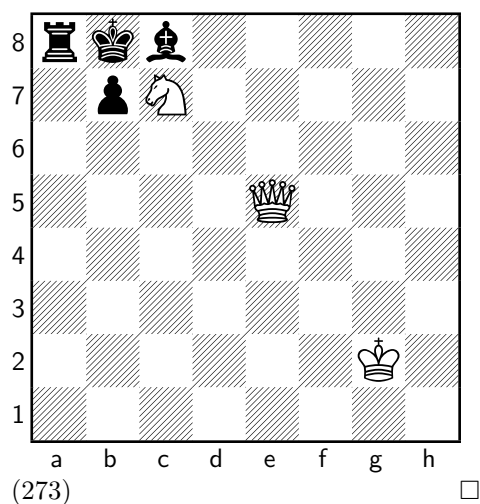
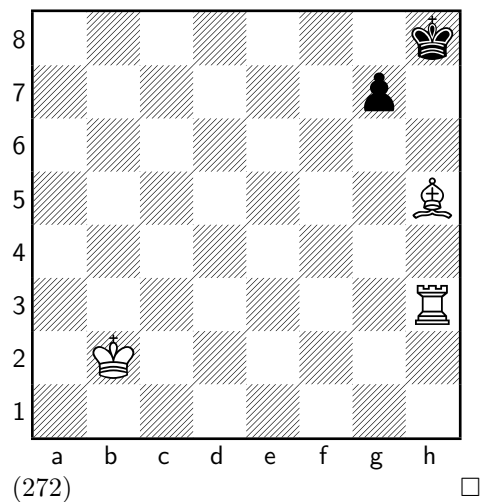
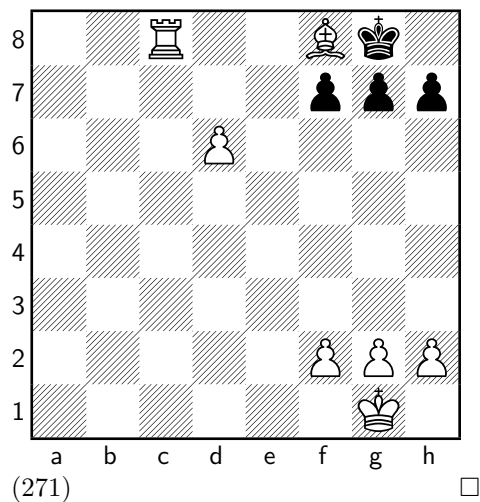


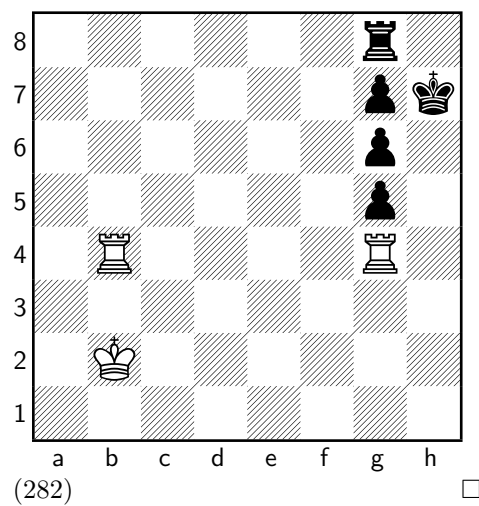
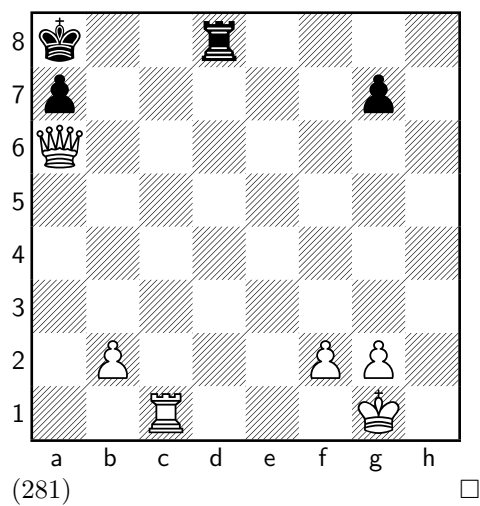
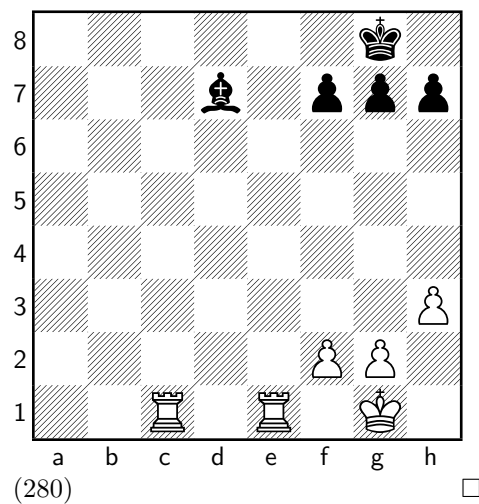
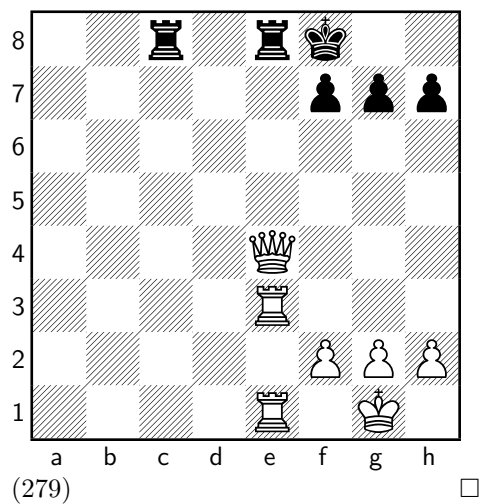
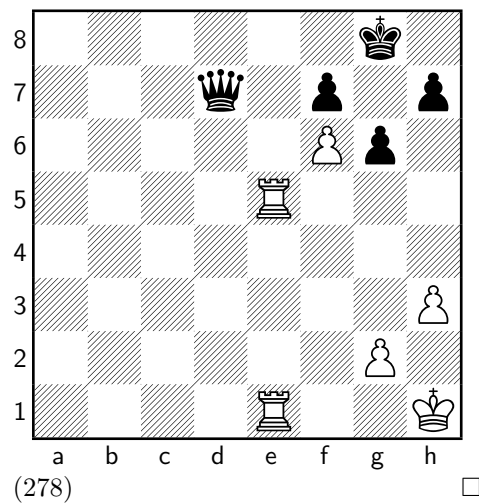
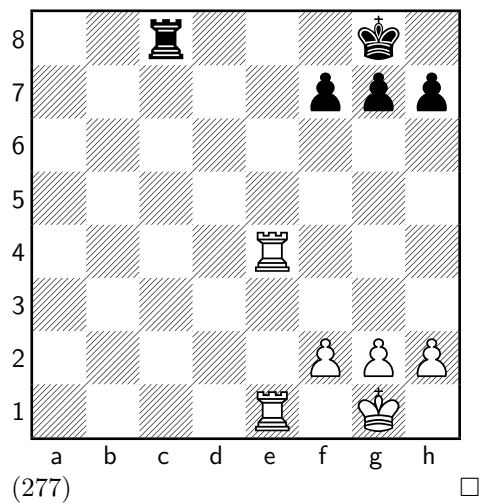
In this position White has no way to checkmate in just one move. However, he can force checkmate in two moves, starting with 1.Re7+. Black can respond with either 1...Ka8 or 1...Kb8, but in either case White can checkmate next move with 2.Rf8#. The solution to a “mate in two” problem must work against any possible response from the opponent in order to be correct.

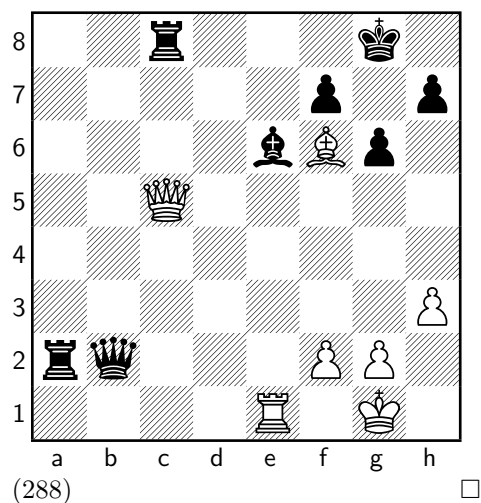
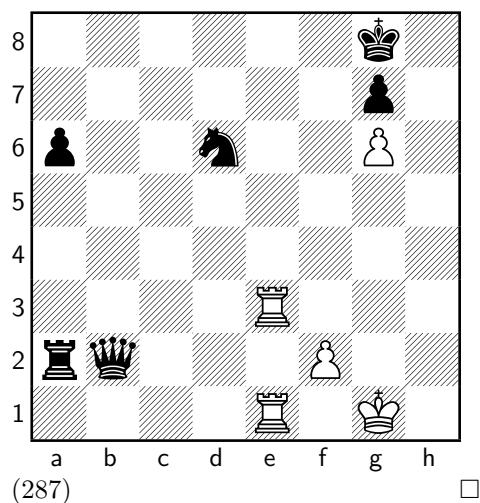
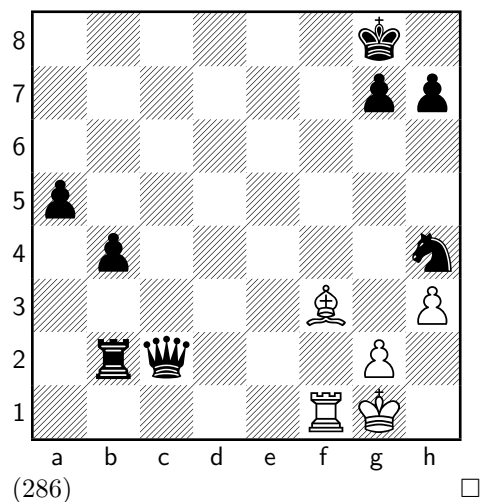
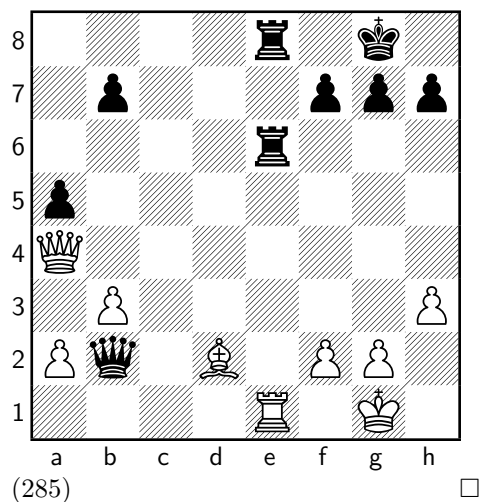
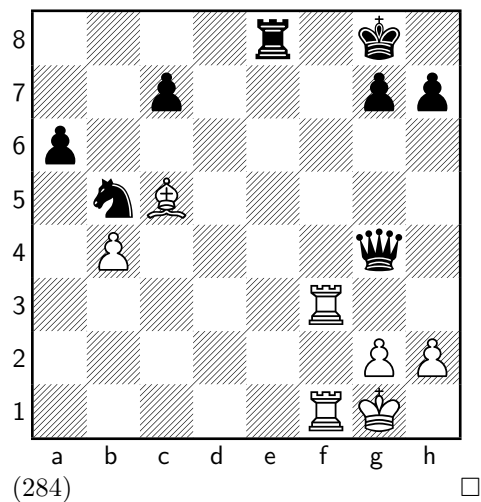
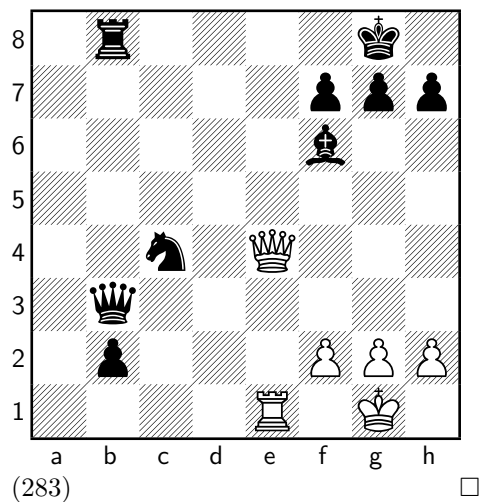












Solutions

1 1.dxe5

2 1.cxb3

3 1.gxh3

4 1.bxa6

5 1.dxc5

6 1.fxg4

7 1...exd4

8 1...fxg6

9 1...bxa6

10 1...gxh3

11 1...exf4

12 1...cxb5

13 1.dxc6

1.dxe6 does not win a pawn because of 1...fxe6

14 1.gxh3

15 1.fxg4

16 1.fxe4

17 1.cxb5

18 1.fxg5

19 1...exf3

20 1...bxa6

21 1...cxb5

22 1...cxd5

23 1...fxg4

24 1...cxb4

25 1.Rxf7

26 1.Rxh2

27 1.Rxd8

28 1.Rxa2

29 1.Rxd2

30 1.Rxf7

31 1.Rxg3

32 1.Rxb7

33 1.Rxc2

34 1.Rxh5

35 1.Rxe8

36 1.Rxh7

37 1.Bxd6

38 1.Bxd1

39 1.Bxh7

40 1.Bxg7

41 1.Bxb1

42 1.Bxg2

43 1.Bxb5

44 1.Bxh6

45 1.Bxa7

46 1.Bxb2
47 1.Bxh5
48 1.Bxh3
49 1.Nxf7
50 1.Nxb4
51 1.Nxf6
52 1.Nxc3
53 1.Nxe3
54 1.Nxc4
55 1.Nxc6
56 1.Nxf5
57 1.Nxe3
58 1.Nxh1
59 1.Nxb4
60 1.Nxa2
61 1.Qxe6
62 1.Qxa7
63 1.Qxg2
64 1.Qxh6
65 1.Qxa4
66 1.Qxe2
67 1.Qxd7
68 1.Qxd6
69 1.Qxh2

70 1.Qxc3
71 1.Qxa2
72 1.Qxh2
73 1.Kxe5
74 1.Kxc4
75 1.Kxf4
76 1.Kxd3
77 1.Kxc3
78 1.Kxf5
79 1.Kxc7
80 1.Kxe8
81 1.Kxd6
82 1.Kxe6
83 1.Kxf7
84 1.Kxg4
85 1.Qxe5+
86 1.Bxf2
87 1.Qxg7
88 1.Qxa8
89 1.Rxb7
90 1.Nxe5
91 1.Qxg3
92 1.Rxg4

93 1.Nxe5
94 1.Bxa6
95 1.Qxg4
96 1.Qxc6
97 1.Bxf4
98 1.Rxe8
99 1.Qxd8
100 1.Rxa6
101 1.Bxa2
102 1.Nxe4
103 1.Qxf7
104 1.Qxf2
105 1.hxg4
106 1.Bxh6
107 1.Qxb2
108 1.Rxf8
109 1.bxc5
110 1.Nxa5
111 1.Qxa8
112 1.Bxd4
113 1.cxd4
114 1.Qxg4
115 1.Bxa6
116 1.Qxg4

117 1.Nxc5

118 1.Kxh1

119 1.Bxb7

120 1.Nxd5

121 1.Qxa8

122 1.Nxg5

123 1.Qxh8

124 1.Nxe2

125 1.hxg7

126 1.Rxa8

127 1.Qxf3

128 1.Qxg4

129 1.Nxf5

130 1.Rxe2

131 1.Kxc2

132 1.Bxg5

133 1.Qxe4

134 1.Rxf8

135 1.axb6

136 1.Qxc6

137 1.Bxg8

138 1.axb3

139 1.Nxc5

140 1.Qxa5

141 1.Bxa8

142 1.Nxh4

143 1.fxe3

144 1.Bxa8

145 Yes, from the queen on d5

146 No, Black's king is not in check.

147 No

148 Yes, from the queen on g7

149 No

150 Yes, from the knight on d6

151 Yes, from the knight on f7

152 No

153 Yes, from the bishop on g1

154 Yes, from the rook on h7

155 Yes, from the rook on e1

156 No

157 No

158 Yes, from the bishop on b2

159 No

160 Yes, from the pawn on e3

161 No

162 Yes, from the bishop on a1

163 No

164 Yes, from the rook on d8

165 Yes, from the queen on a8

166 No

167 No

168 No

169 1...Kh7

170 1...Bf8

171 1...Qxd8

172 1...Kg7

173 1...Rxf8

174 1...Kg8

175 1...Qh6

176 1...Qxh4

177 1...Kxh7

178 1...Kb7

179 1...Kxg7

180 1...Rc7

181 1...Nxc7

182 1...Kxg7

183 1...axb6

184 1...Kb8

185 1...Kxa7

186 1...Rf7

187 1...hxc6

188 1...Kxb8

189 1...Qe7

190 1...Kb8

191 1...Kxc7

192 1...Rb7

193 Check from the rook on d8
1...Kh7

194 Checkmate from the rook on d8

195 Neither - just a normal position

196 Check from the rook on d8
1...Bf8

197 Checkmate from the rook on h8

198 Neither - just a normal position

199 Checkmate from the rook on f8

200 Checkmate from the rook on d8

201 Check from the rook on d8
1...Qxd8

202 Neither

203 Check from the queen on c8
1...Kg7

204 Checkmate from the rook on h4

205 Checkmate from the queen on g7

206 Check from the rook on f8
1...Rxf8

207 Neither

208 Checkmate from the rook on h8

209 Check from the queen on h7
1...Kxh7

210 Neither

211 Checkmate from the rook on g7

212 Checkmate from the queen on g7

213 Check from the rook on h4
1...Qh6

214 Neither

215 Checkmate from the rook on h8

216 Check from the queen on g7
1...Kxg7

217 Stalemate

218 None - just a normal position
1...a6

219 Stalemate

220 None - just a normal position
1...cxd3

221 Check from the queen on g7
1...Nxg7

222 Checkmate from the rook on b8

223 Check from the queen on d6
1...Rc7

224 Stalemate

225 None
1...Ka7

226 Check from the queen on b8
1...Kxb8

227 Checkmate from the rook on e8

228 None

1...Bg3

229 Stalemate

230 Checkmate from the queen on b7

231 Stalemate

232 Check from the bishop on d5

1...Rf7

233 Checkmate from the rook on g8

234 None

1...bxa5+

235 Check from the knight on g6

1...hxg6

236 Checkmate from the rook on e7

237 Stalemate. Black's bishop is pinned.

238 Checkmate from the bishop on c6

239 None

1...Nc6

240 Check from the rook on c8

1...Kxg7

241 Checkmate from the knight on d5

242 None

1...bxa5+

243 Checkmate from the pawn on h7

244 Checkmate from the rook on a6. Black's pawn is pinned.

245 None

1...Nxd7+

246 Check from the rook on h8
1...Kxg7

247 Checkmate from the rook on h3 and the bishop on f6

248 Stalemate

249 Checkmate from the rook on e7. Black's bishop and queen are both pinned.

250 Stalemate. Black's pawn on b6 is pinned.

251 Check from the queen on e5
1...Qe7

252 Checkmate from the queen on e2 and the knight on f6

253 1.Rd8#

254 1.Rh8#

255 1.Qc8#

256 1.Qg7#

257 1.Qxg7#

258 1.Qc7#

259 1.Nf7#

260 1.Nc7#

261 1.Nd6#

262 1.a7#

263 1.h7#

264 1.Rb8#

265 1.d8=Q# (1.d8=R#)

266 1.c8=Q#

267 1.c8=N#

268 1.Ra6#

269 1.Rf8#
270 1.Re7#
271 1.Be7#
272 1.Bf7#
273 1.Nb5#
274 1.Bf6#
275 1.Ng6#
276 1.Nf6#
277 1.Re8+ Rxe8 2.Rxe8#
278 1.Re8+ Qxe8 2.Rxe8#
279 1.Qxe8+ Rxe8 2.Rxe8#
280 1.Rc8+ Bxc8 2.Re8#
281 1.Rc8+ Rxc8 2.Qxc8#
282 1.Rh4+ gxh4 2.Rxh4#
283 1.Qe8+ Rxe8 2.Rxe8#
284 1.Rf8+ Rxf8 2.Rxf8#
285 1.Qxe8+ Rxe8 2.Rxe8#
286 1.Bd5+ Kh8 2.Rf8#
287 1.Re8+ Nxe8 2.Rxe8#
288 1.Qxc8+ Bxc8 2.Re8#