

CHESS PROBLEMS

*being a selection of original positions; to which are
added others, extracted from rare and valuable
works forming together one hundred ends of games;
won or drawn by brilliant and scientific moves; to
which are added the names of the authors.*

BY

W. Lewis

TEACHER OF CHESS

[1827]

PREFACE

Ends of Games or Positions won or drawn by masterly moves, have always been considered by the best Chess players and writers as eminently useful, if not absolutely necessary towards forming the finished player; and though many excellent ones have already been published, yet I am not without hopes that the following work will be favourably received by the Chess world, as it contains forty-eight original positions, besides others extracted from authors little known even to the good Chess player, none of them having been copied from Stamma's Work, the *Stratagems of Chess*, Sarratt's *Treatise*, or the *Oriental Chess*.

I have endeavoured as much as possible to select such Positions as are instructive as well as amusing; accordingly, the reader will observe, that there are many in which the White, though unable to checkmate in a given number of moves, can yet acquire such a superiority as to have a winning game. Such positions are generally the most improving. Among those in which the number of moves is fixed, will be found many in which as the White is not exposed to an immediate checkmate, it by no means follows that he must give check every move: such positions are more difficult than those in which from the situation of the pieces it is evident the Black must be checked every move.

I defer for the present publishing the Solutions, that the reader may solve the Problems without being tempted to refer to the Key. They will however be printed in the course of the present year; and though in such a work it is next to impossible to be perfectly accurate, yet I believe very few errors will be found. In some perhaps the checkmate may be delayed for a move or two by a useless sacrifice, an instance of which occurs in the Forty-fifth Situation, in which the mate cannot be given in less than ten moves.

In conclusion, I have to offer my sincere thanks to those friends whose contributions have enriched the Work, and enabled me to render it more worthy the attention of the scientific player.

W. LEWIS

76, *St. Martin's-lane*,
May 1827.

Explanation of the figures used in the diagrams:

White		Black
K	k	King
Q	q	Queen
R	r	Rook
B	b	Bishop
N	n	Knight
P	p	Pawn

PREFACE TO ELECTRONIC EDITION

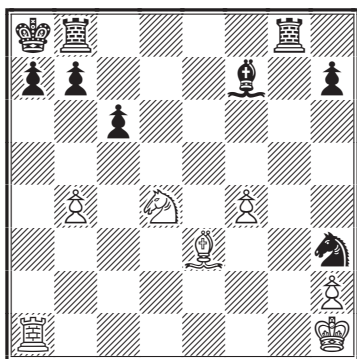
The original text was published in London, 1827. The original preface suggests that the solutions were published separately, though in the copy used there is no obvious break between the first part and the solutions: page numbers, even sheet numbering, is continuous.

Solutions have been converted to modern algebraic form from the extremely extended descriptive notation of the original. The original solution of problem nr 1 has been kept in order to give an idea of the original format.

... Problemiste for problems up to #5.

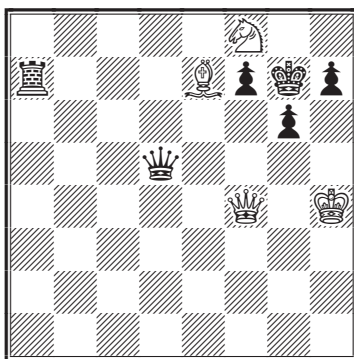
...

1. Cozio



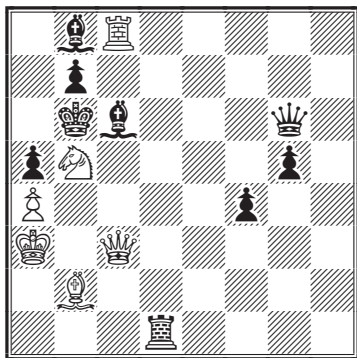
White to win in three moves

2. Ercole del Rio



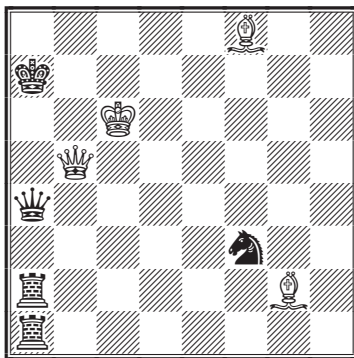
White to win in three moves

3. Jos. Woods, Esq.



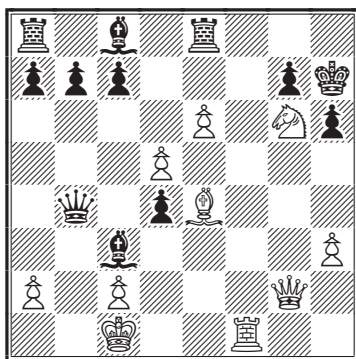
White to win in four moves

4. Gianutio



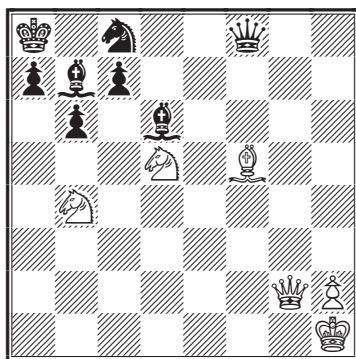
White to win in four moves [+]

5. Cozio



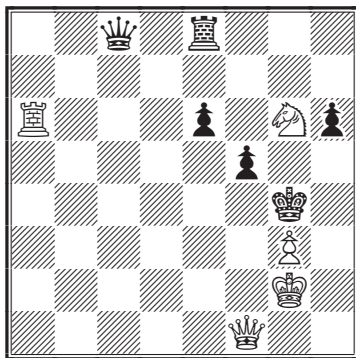
White to win in four moves

6. Ercole del Rio



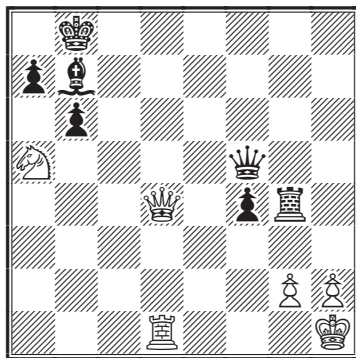
White to win in four moves

7. Ercole del Rio



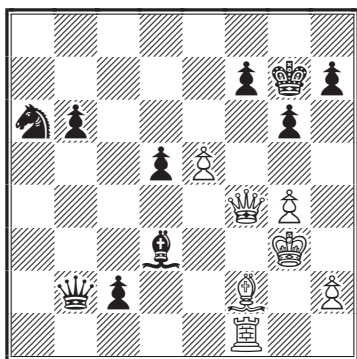
White to win in four moves

8. Ercole del Rio



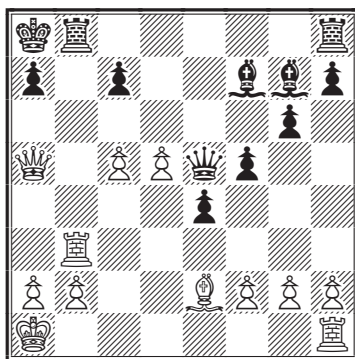
White to win in four moves

9. Rev. H. Bolton



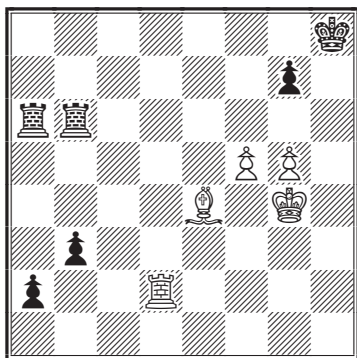
White to win in four moves

10. W. Lewis



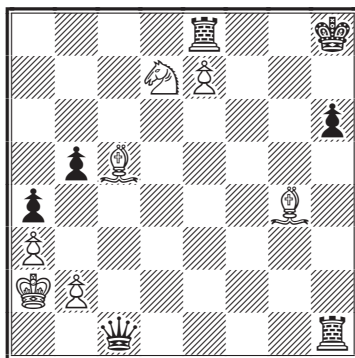
White to win in four moves

11. Cozio



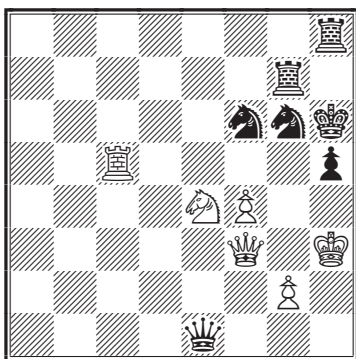
White to win in five moves

12. Cozio



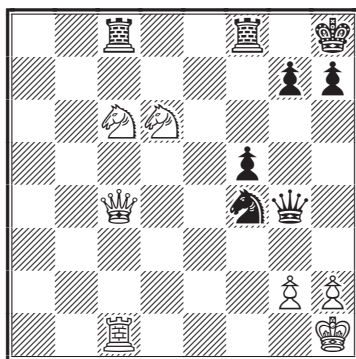
White to win in five moves

13. Author unknown



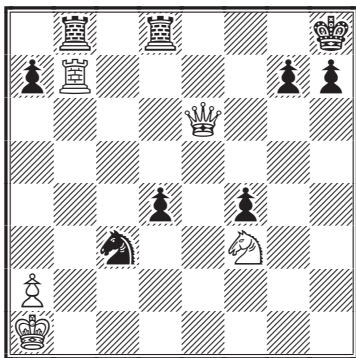
White to win in five moves

14. Ercole del Rio



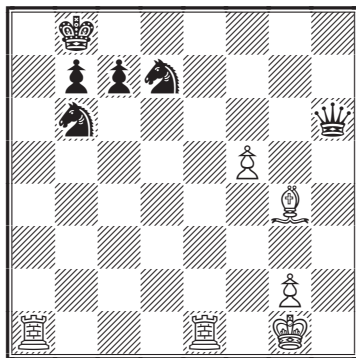
White to win in five moves

15. Ercole del Rio



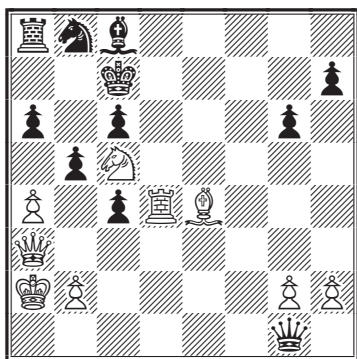
White to win in five moves

16. Ponziani



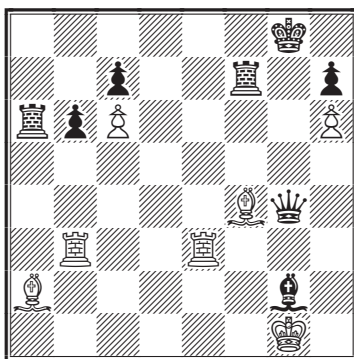
White to win in five moves

17. A. Samuda, Esq.



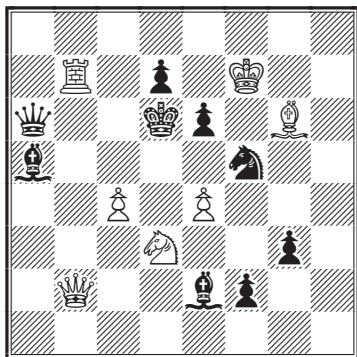
White to win in five moves

18. Rev. H. Bolton



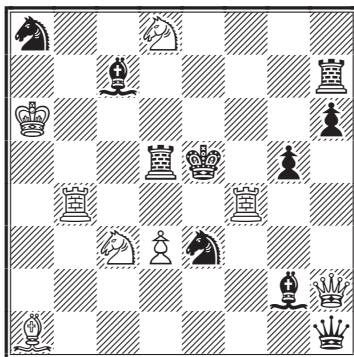
White to win in five moves

19. Rev. H. Bolton



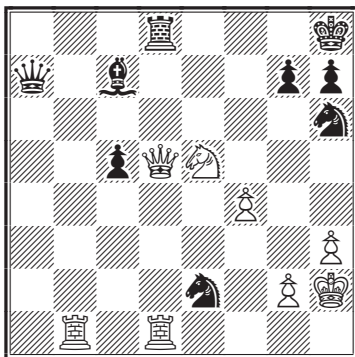
White to win in five moves

20. Rev. H. Bolton



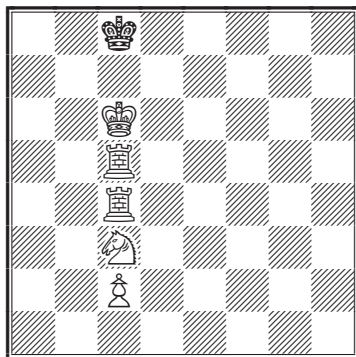
White to win in five moves

21. W. Lewis



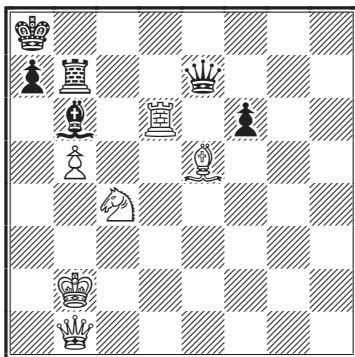
White to win in five moves

22. Damiano



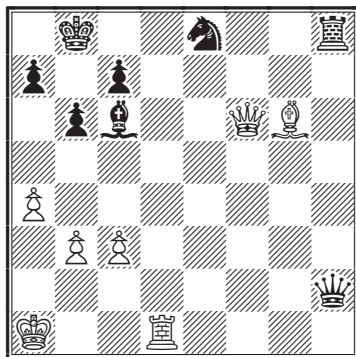
White to win with the Pawn
in six moves

23. Ercole del Rio



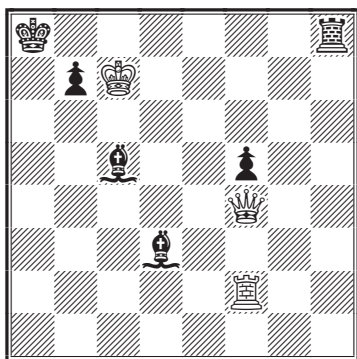
White to win in six moves

24. Ercole del Rio



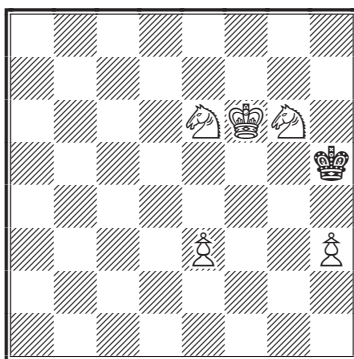
White to win in six moves

25. Ponziani



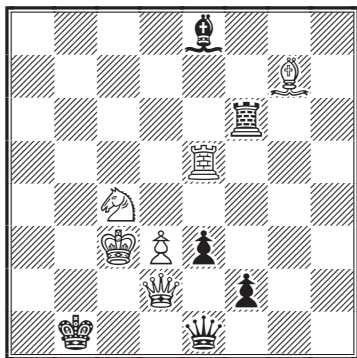
White to win in six moves

26. Rev. H. Bolton



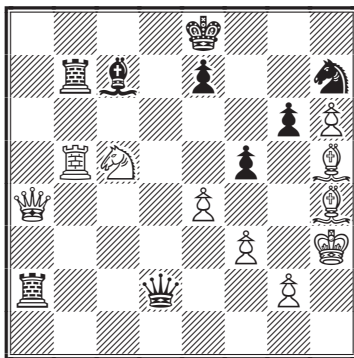
White to win in six moves

27. Rev. H. Bolton



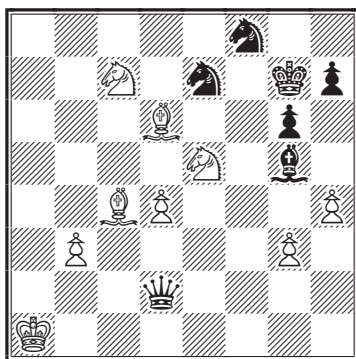
White to win in six moves

28. Rev. H. Bolton



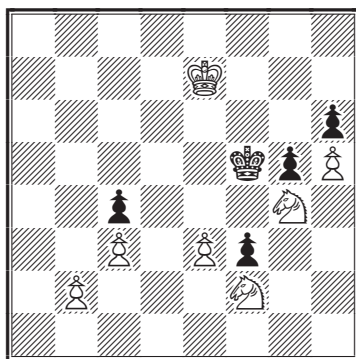
White to win in six moves

29. Rev. H. Bolton



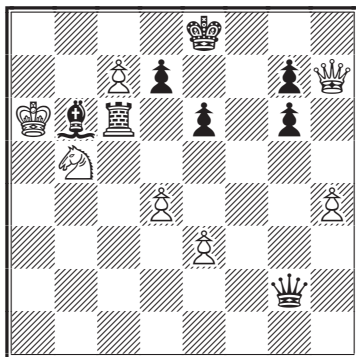
White to win in six moves

30. Rev. H. Bolton



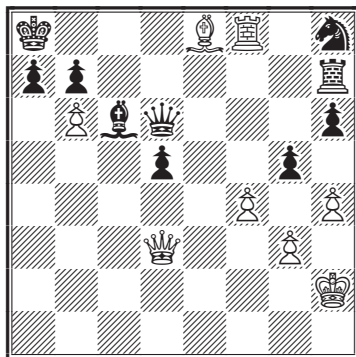
White to win in six moves

31. Rev. H. Bolton



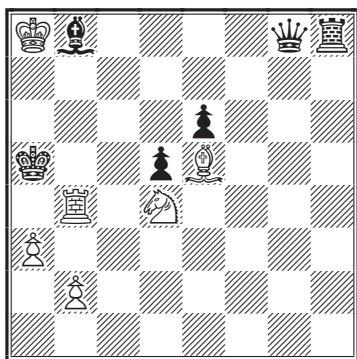
White to win in six moves

32. Rev. H. Bolton



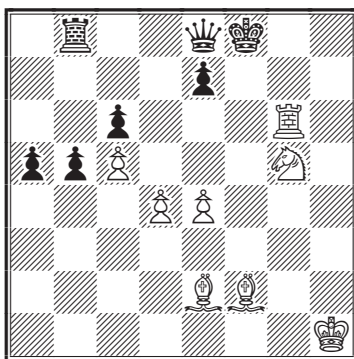
White to win in six moves [†]

33. Rev. H. Bolton



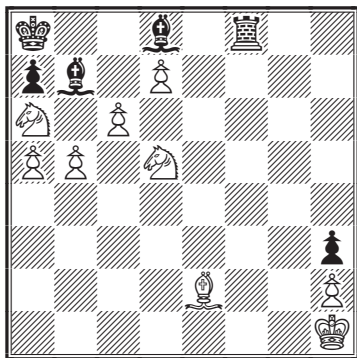
White to win in six moves

34. Rev. H. Bolton



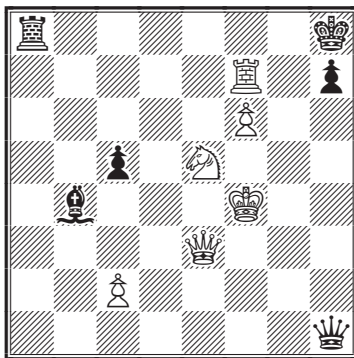
White to win in six moves

35. Rev. H. Bolton



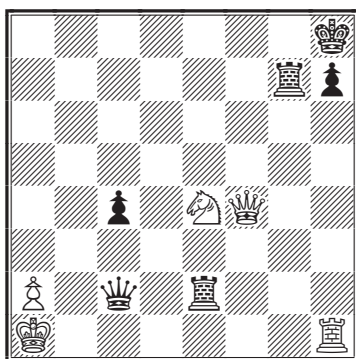
White to win in six moves

36. Ercole del Rio



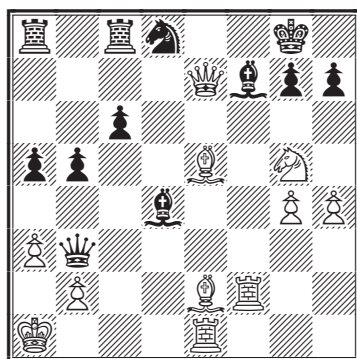
White to win in seven moves

37. Ercole del Rio



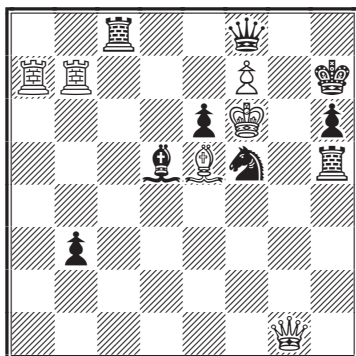
White to win in seven moves

38. Jos. Woods, Esq.



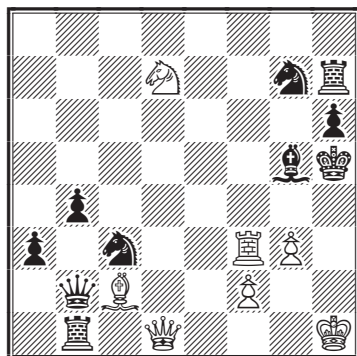
White to win in seven moves [†]

39. Rev. H. Bolton



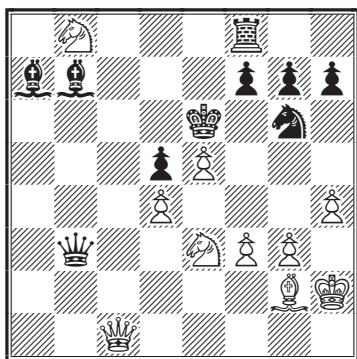
White to win in seven moves

40. Rev. H. Bolton



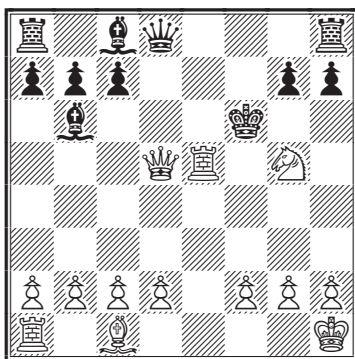
White to win in seven moves

41. Rev. H. Bolton



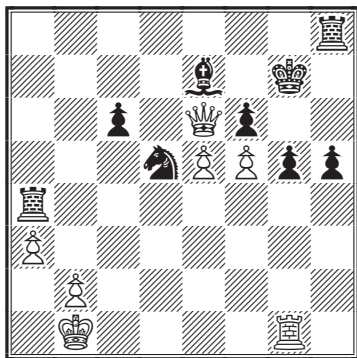
White to win in seven moves

42. W. Lewis



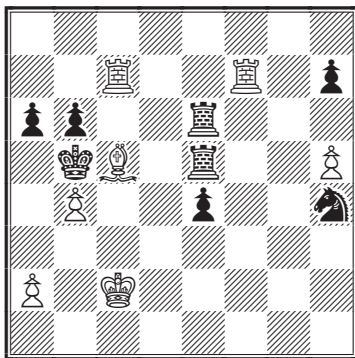
White to win in seven moves

43. W. Lewis



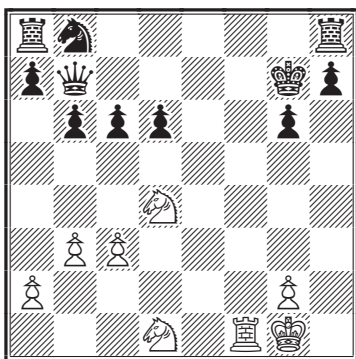
White to win in seven moves

44. W. Lewis



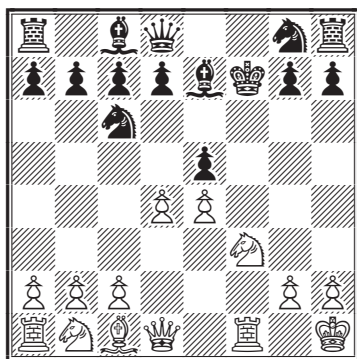
White to win in seven moves

45. Cozio



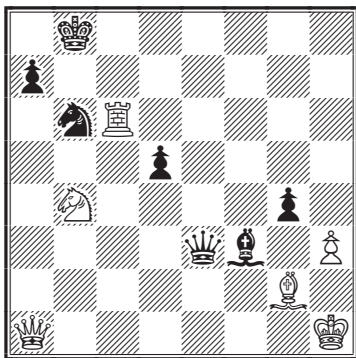
White to win in eight moves

46. Ercole del Rio



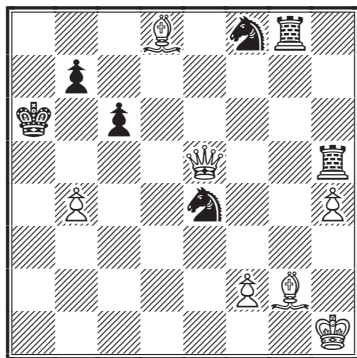
White to win in eight moves

47. Ercole del Rio



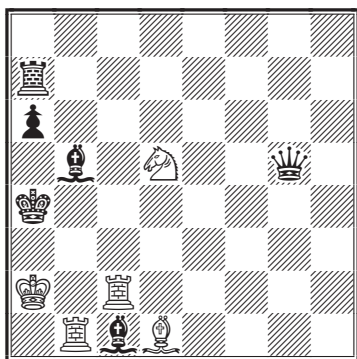
White to win in eight moves

48. Author unknown



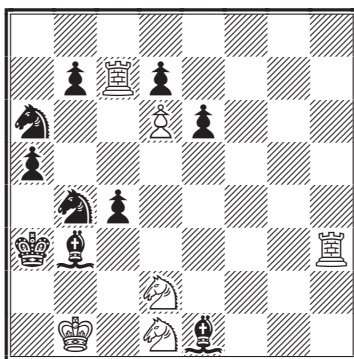
White to win in eight moves

49. Rev. H. Bolton



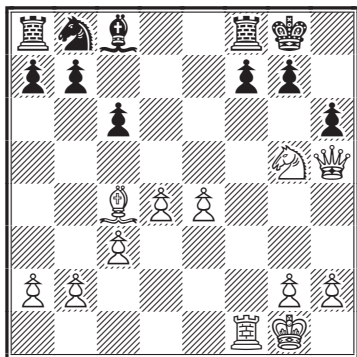
White to win in eight moves

50. Rev. H. Bolton



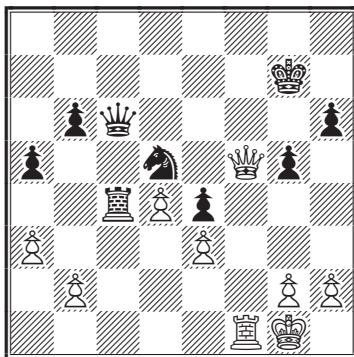
White to win in eight moves

51. W. Lewis



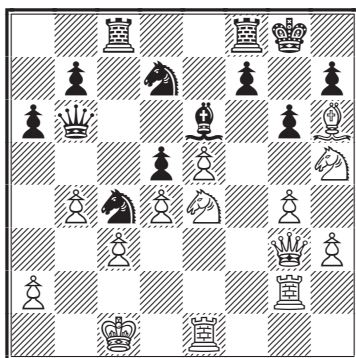
White to win in eight moves

52. W. Lewis



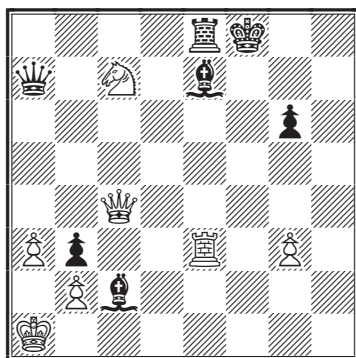
White to win in eight moves

53. W. Lewis



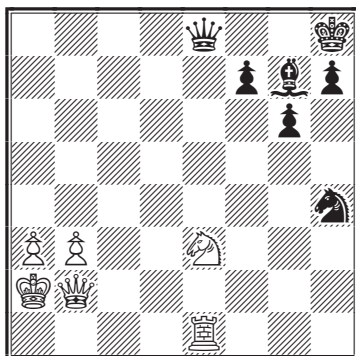
White to win in eight moves

54. Author unknown



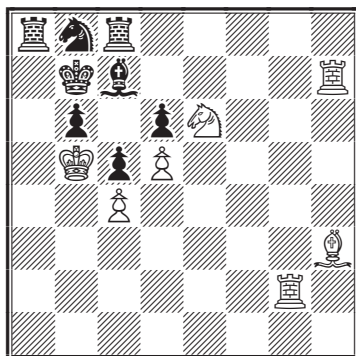
White to win in 9 moves, or Black to move and win in five moves.

55. G. Contarelli



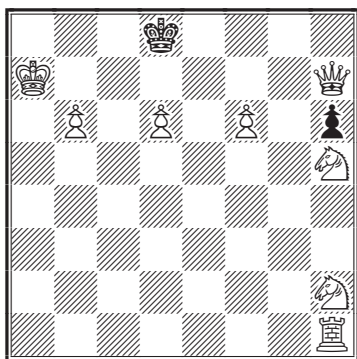
White to win in ten moves

56. Cozio



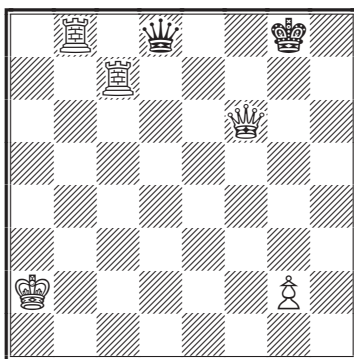
White to win in 13 moves

57. Gianutio



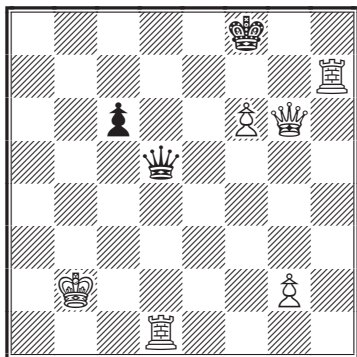
White to win with a Pawn in fifteen moves; to check on the 13th move with one Pawn, on the 14th move with another, and on the 15th move checkmate with the third. Black pawn is not allowed to become any piece but a Queen.

58. Author unknown



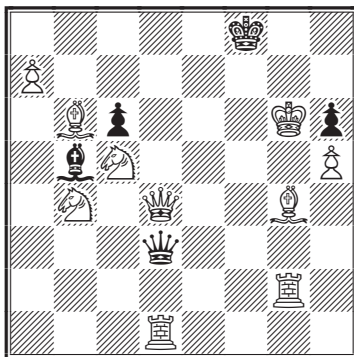
White to win with the Pawn in seventeen moves, without taking the Queen.

59. Author unknown



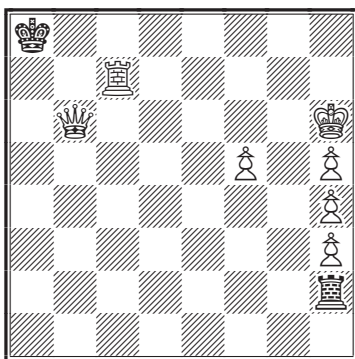
White to win with a Pawn in twenty moves, without taking the Queen.

60. Gianutio



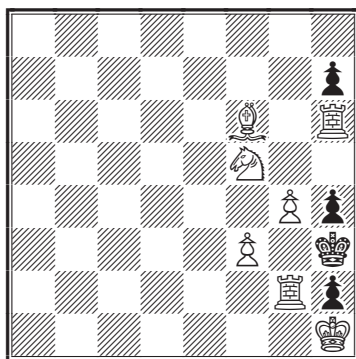
White to win with a Pawn in twenty-three moves, on condition of losing all his pieces but the King and that Pawn. Blacks pawns are not allowed to become any piece but Queen.

61. Author unknown



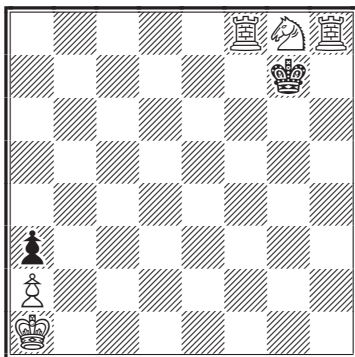
White to win with the Pawn at K. R. third square, in about two hundred and fifty moves, without taking the Rook,

62. de Manteufel



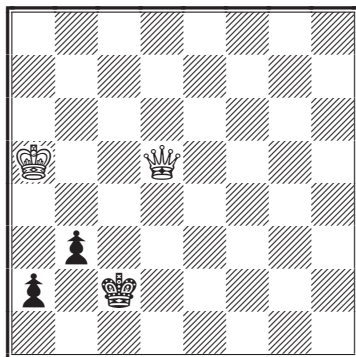
White to force the Black to win with the Pawn at Black K. R. second square, in five moves.

63. Sensuit



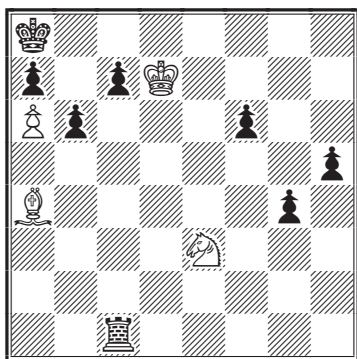
White to compel the Black to win in fifteen moves

64. Cozio



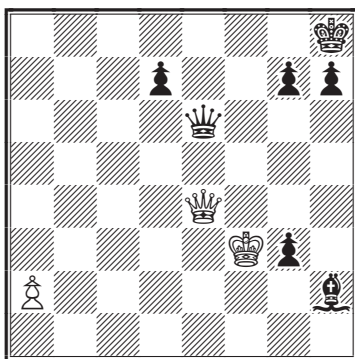
White to win

65. Cozio



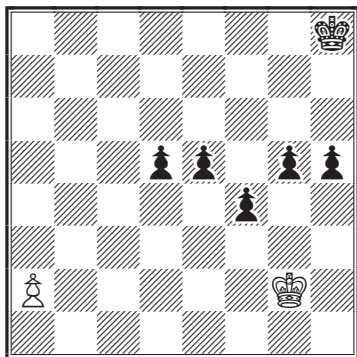
White to win

66. Ponziani



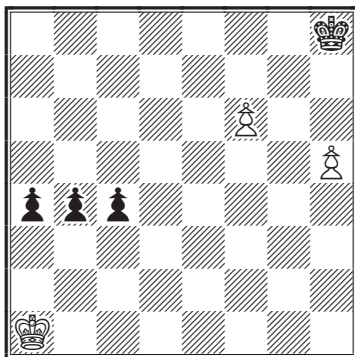
White to win

67. Ponziani



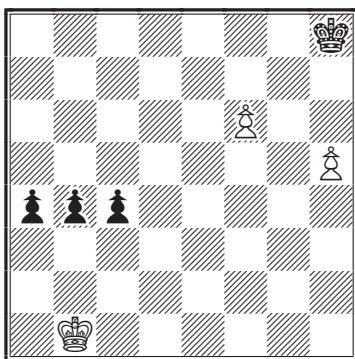
White to win

68. Ponziani



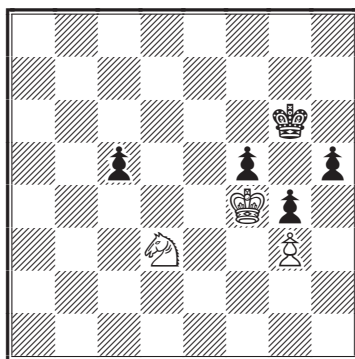
White to win

69. Ponziani



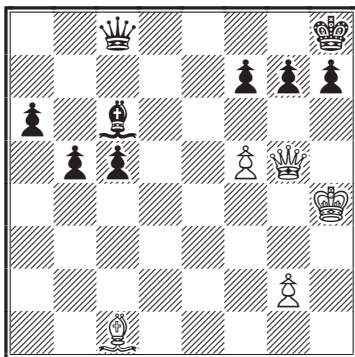
Black to win
even if the White begin

70. Ponziani



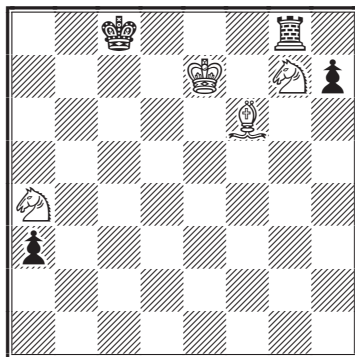
White to win

71. Ponziani



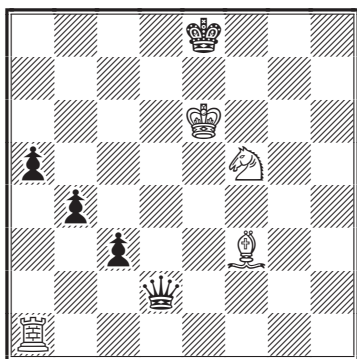
White to win

72. Ponziani



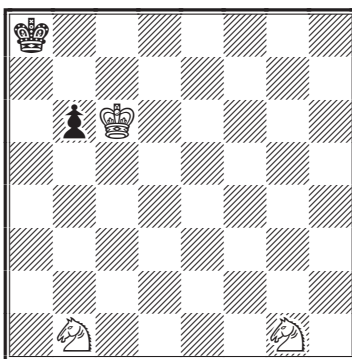
White to win

73. Ponziani



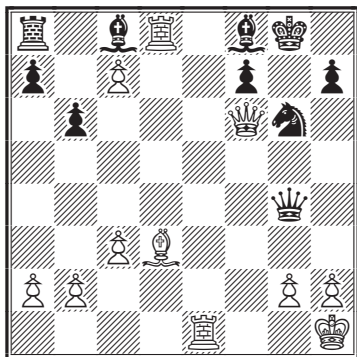
White to win

74. G, Taruffi



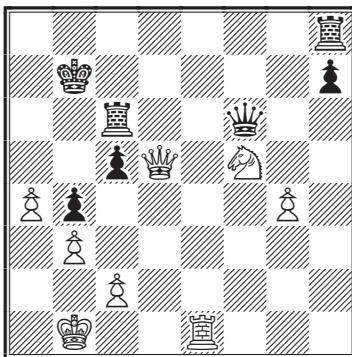
White to win

75. Sarratt



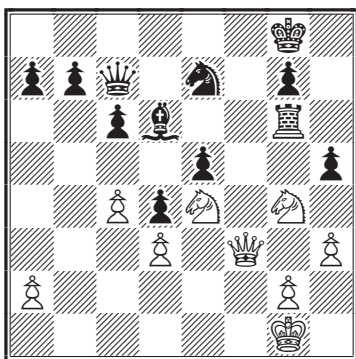
White to win

76. John Brand, Esq.



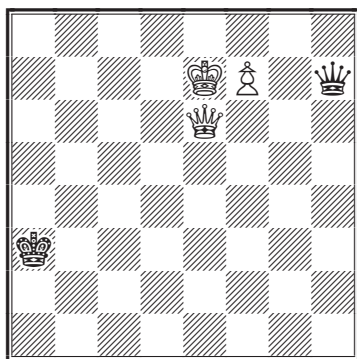
White to win

77. W. Lewis



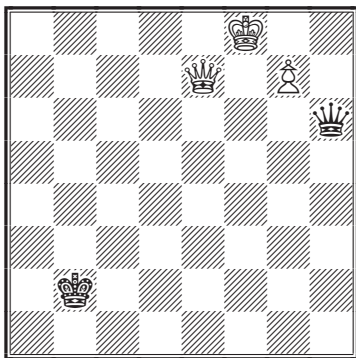
White to win

78. W. Lewis



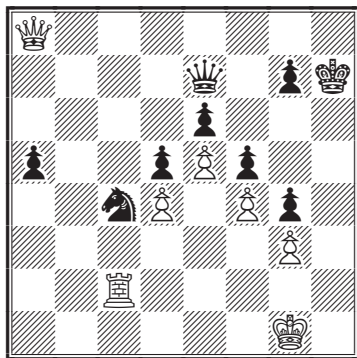
White to win

79. W. Lewis



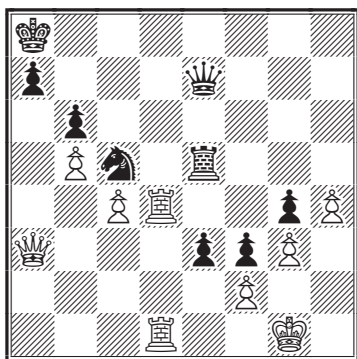
White to win

80. W. Lewis



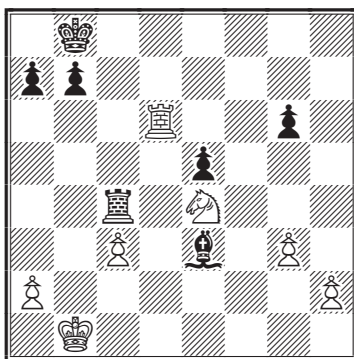
White to win

81. W. Lewis



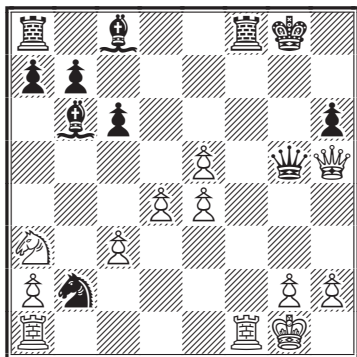
White to win

82. W. Lewis



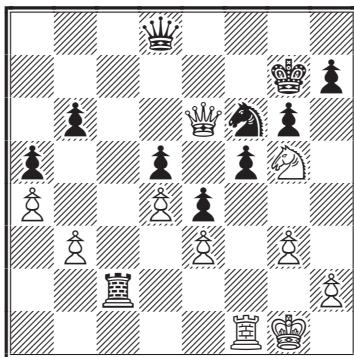
White to win

83. W. Lewis



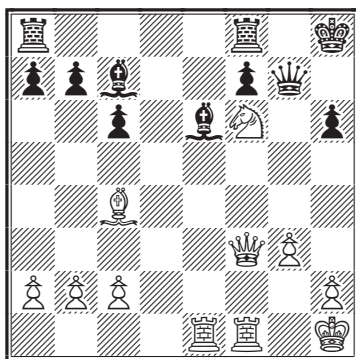
White to win

84. W. Lewis



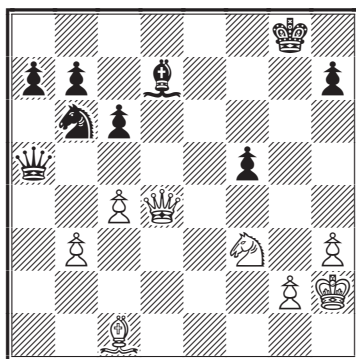
White to win

85. W. Lewis



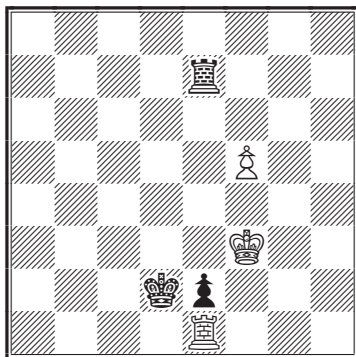
White to win

86. W. Lewis



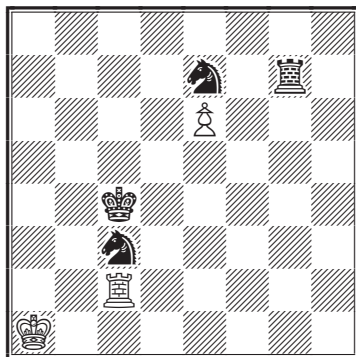
White to win

87. Cozio



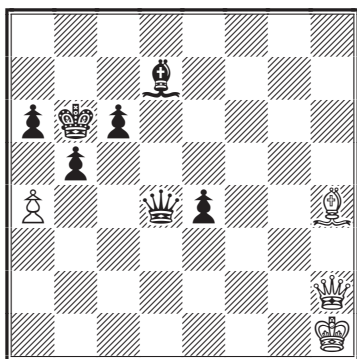
White to draw

88. Ponziani



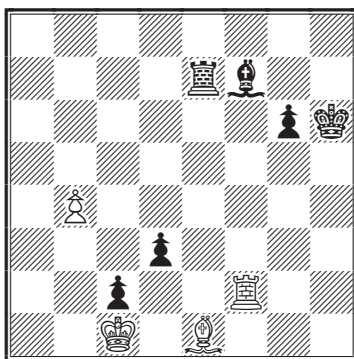
White to draw

89. Ponziani



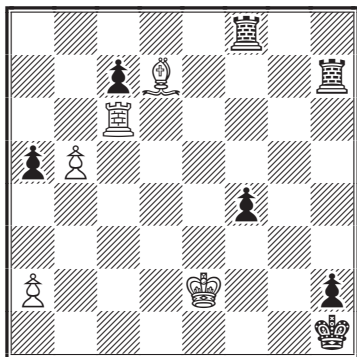
White to draw

90. Ponziani



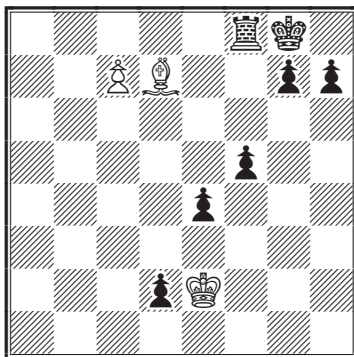
White to draw

91. Ponziani



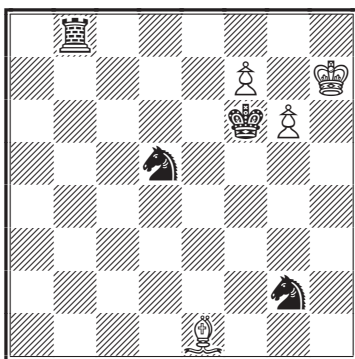
White to draw

92. Ponziani



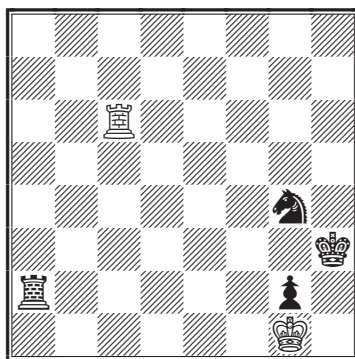
White to draw

93. Ponziani



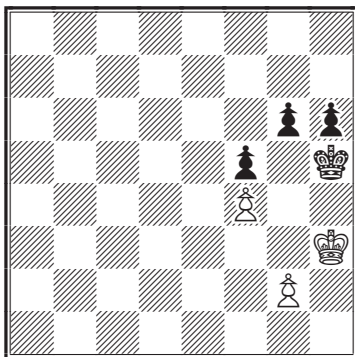
White to draw

94. Ponziani



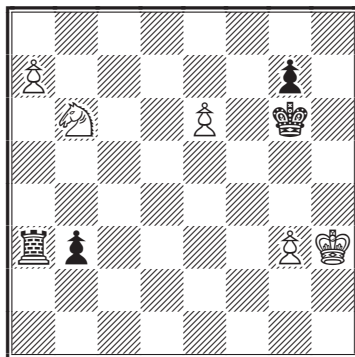
White to draw

95. F. Mercier, Esq.



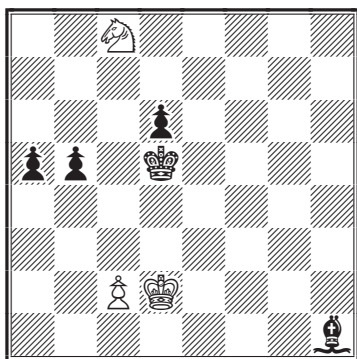
White to draw

96. W. Lewis



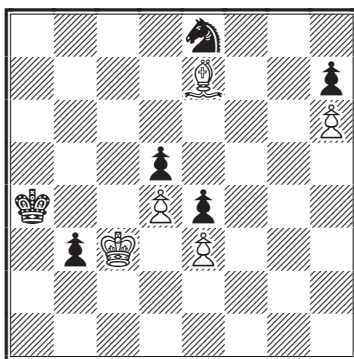
White to draw

97. W. Lewis



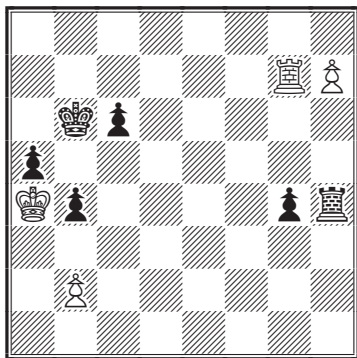
White to draw

98. W. Lewis



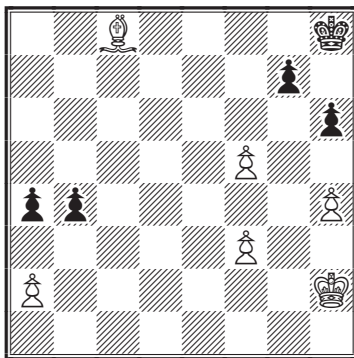
White to move and draw, or
Black to move and win.

99. W. Lewis



White to draw

100. W. Lewis



Black played b4; what must White
play to draw the game?

SOLUTIONS

1. 1. Rxa7†, Kxa7 2. Sb5†, Ka8/Ka6 3. Sc7‡
2. 1. Se6†, Qxe6 2. Qh6†, Kxh6 3. Bf8‡
1. ... fxe6 2. Qf8‡
3. 1. ... Kg8/Kh8 2. Qb8†, Qd8 3. Qxd8‡
4. 1. Qd4†, Rxd4 2. Bxd4†, Ka6 3. Sc7†, Bxc7 4. Ra8‡
1. Bc5†, Ka8 2. Bxf3, Qxb5† 3. Kc7†, Qc6†/Qb7† 4. BxQ‡
2. ... Rf2 3. Kc7†, Rxf3 4. Qb7‡
[1. Bc5†, Ka8 2. Bxf3, Qe4†!]
5. 1. Se7†, Kh8 2. Qxg7†, Kxg7 3. Rf7†, Kh8 4. Rh7‡
6. 1. Sxc7†, Bxc7 2. Qxb7†, Kxb7 3. Be4†, Kb8 4. Sa6‡
1. ... Kb8 2. Sba6†, Bxa6 3. Sxa6‡
7. 1. Qf4†, Kh5 2. Qxf5†, exf5 3. Sf4†, Kg5 4. Rg6‡
8. 1. Qd6†, Ka8 2. Qc6, Bxc6 3. Rd8†, Qc8 4. Rxc8‡
2. ... bxa5 3. Rd8†, Qc8 4. Rxc8‡
2. ... Qc8 3. Rd8, ~ 4. Rxc8/Qxb7 ‡
9. 1. Bc5, Sxc5 2. Qxf7†, Kh6 3. Qf8†, Kg5 4. h4‡
1. ... Bxf1 2. Qh6†, Kxh6 3. Bf8†, Kg5 4. h4‡
1. ... f5 2. Qh6†, Kf7 3. Qf8†, Ke6 4. Qe7‡
10. 1. Qxa7†, Kxa7 2. Ra3†, Kb7 3. Ba6†, Ka7/a8 4. Bc8‡
11. 1. Rd8†, Kh7 2. g6†, Rxg6† 3. fxg6†, Rxg6† 4. Kh5, ~ 5. Bxg6‡
12. 1. Bd4†, Kh7 2. Bf5†, Kg8 3. Be6†, Kh7 4. Sf8†, Rxf8 5. exf8S‡
1. ... Kg8 2. Be6†, Kh7 3. Sf8†, Rxf8 4. exf8S‡
13. 1. Qxh5†, Sxh5 2. Rxh5†, Kxh5 3. g4†, Kh6 4. g5†, Kh7/Kh5 5. Sf6‡
[1. Rxh5†]
14. 1. Qg8†, Kxg8 2. Se7†, Kh8 3. Sf7†, Rxf7 4. Rxc8†, Rf8 5. Rxf8‡
15. 1. Qd7, Rg8 2. Sg5, Rbf8 3. Qh3, h6 4. Qxh6†, gxh6 5. Rh7‡
2. ... h6 3. Qf5, hxg5 4. Qh3‡
16. 1. Re8†, Sc8 2. Rxc8†, Kxc8 3. Ra8†, Sb8 4. f6†, Kd8 5. Rxb8‡
17. 1. Qg3†, Kb6 2. a5†, Kxa5 3. Qc7†, Kb4 4. Sd3†, Ka4 5. b3‡
18. 1. Re8†, Rf8 2. Rf3†, Rxa2 3. Rxf8†, Kxf8 4. Bd6†, Ke8/Kg8 5. Rf8‡
19. 1. Qd4†, Sxd4 2. e5†, Kc6 3. Be4†, d5 4. exd6 ep†, Kxd6 5. c5‡

20. 1. Rf3†, Q×h2 2. Se4†, Rd4 3. Rb5†, Sd5 4. B×d4†, K×d4 5. Sc6‡
 21. 1. Q×d8†, B×d8 2. R×d8†, Sg8 3. Rbb8, Qa2 4. R×g8†, Q×g8 5. Sf7‡
 22. 1. Rd4, Kb8 2. Rd8†, Ka7 3. Sb5†, Ka6 4. Rd3, Ka5 5. Ra3†, Kb4 6. c3‡
 23. 1. S×b6†, R×b6 2. Qh1†, Rb7 3. Qh8†, Rb8 4. Q×b8†, K×b8 5. Rd8†, Kb7
 6. Rb8‡
 2. ... Qb7/Kb8 3. Rd8‡
 1. ... Kb8 2. Rd8‡
 1. ... a×b6 2. Qa2†, Ra7 3. Qg8†, Kb7 4. Rd7†, Q×d7 5. Qb8‡
 24. 1. Rd8†, Kb7 2. Q×c6†, K×c6 3. Be4†, Kc5 4. Rd5†, Kc6 5. Rd4†, Kc5
 6. b4‡
 2. ... Ka6 3. Bd3†, Ka5 4. b4‡
 25. 1. Ra2†, Ba7 2. R×a7†, K×a7 3. Qd4†, Ka8 4. Qa1†, Ba6 5. Q×h8†, Ka7
 6. Qb8‡
 1. ... Ba3 2. R×a6†, b×a6 3. Qf3†, Ka7 4. Qb7‡
 26. 1. e4, Kh6 2. Sef8, Kh5 3. Kg7, Kg5 4. Sd7, Kh5 5. Sf6†, Kg5 6. h4‡
 [1. *Sef8, Kh6* 2. *e4 etc.*]
 27. 1. Rb5†, Ka1 2. Ra5†, Ba4 3. R×a4†, Kb1 4. Sa3†, Ka1 5. Sc2†, Kb1 6. Ra1‡
 1. ... B×b5 2. Sa3†, Ka1 3. B×f6, Qb1 4. Qc1, Q×c1† 5. Kb3†, Q~ 6. B ‡
 4. ... Ka2 5. Q×b1†, K×a3 6. Q ‡
 4. ... B×d3 5. Q×b1†, B×b1 6. Kb3‡
 4. ... f1Q 5. Sc2†, Ka2 6. Qa3‡
 3. ... e×d2 4. Kb3†, Qe5 5. B×e5‡
 3. ... f1Q 4. Kb3†, Q×f6 5. Q×e1‡
 3. ... Qc1† 4. Q×c1†, Ka2 5. Qb2‡
 3. ... Ba4 4. Kb4/Kc4‡
 28. 1. Rb6†, Kf8 2. Se6†, Kf7 3. B×g6†, K×g6 4. Qe8†, K×h6 5. Qh5†, K×h5
 6. Sg7‡
 2. ... Kg8 3. Qe8†, Sf8 4. Q×f8†, Kh7 5. Qg7‡
 [2. *B×e7†! and mate in fifth move*]
 1. ... R×a4 2. R×g6, Kf8 3. B×e7†, K×e7 4. Re6†, Kd8/Kf8 5. Re8‡
 [1. ... *Kd8 leads to mate in sixth move*]
 29. 1. Se8†, Kh8 2. Sf7†, Kg8 3. Sh6†, Kh8 4. Be5†, Bf6 5. B×f6‡
 1. ... Kh6 2. h×g5†, K×g5 3. B×e7†, Kh5 4. Sg7†, Kh6 5. Sg4†, K×g7
 6. Bf6‡
 [4. *g4†!*]
 3. ... Kf5 4. Sd6‡
 3. ... Kh6 4. Sf7†, Kh5 5. Sf6‡
 2. ... Q×g5 3. Sf7†, Kh5 4. Be2†, Qg4 5. S ‡
 2. ... Kh5 3. Sg7†, K×g5 4. B×e7†, Kh6 5. Sg4†, K×g7 6. Bf6‡
 30. 1. b3, c×b3 2. c4, b2 3. S×h6†, Ke5 4. Sf7†, Kf5 5. Sd6†, Ke5 6. Sd3‡
 [1. *b4, c×b3 ep. etc.*]
 31. 1. Qg8†, Ke7 2. Q×g7†, Ke8 3. Sd6†, R×d6 4. Qg8†, Ke7 5. c8S†, Kf6
 6. Qf8‡

32. 1. Qa6, Qb8 2. Qa3, Sg6 3. B×g6, a6 4. R×b8†, K×b8 5. Qf8†, Be8
6. Q×e8‡
2. ... Rc7 3. Bd7, Rc8 4. R×c8, a6 5. R×b8†, K×b8 6. Qf8‡
[2. ... *Re7/Ba4!*]
33. 1. Sb3†, Ka6 2. Sc5†, Ka5 3. Bc3, Be5† 4. Rb8†, B×c3 5. b4†, B×b4
6. a×b4‡
34. 1. Se6†, Kf7 2. Bh5, Qh8 3. Bh4, Ke8 4. Rg7†, Kd7 5. R×e7†, Kc8 6. Rc7‡
2. ... a4/b4/Ra8/Rc8 etc.
3. ... Qh5 4. Rg7†, Ke8/K×e6 5. R×e7‡
[2. ... *Qd8/Qf8/Qg8/Rd8!*]
35. 1. Bf3, R×f3 2. dc7†, B×c7 3. S×c7†, Kb8 4. d8Q†, Bc8 5. Sa6†, Ka8
6. Q×c8‡
1. ... B×a6 2. c7, B×c7 3. S×c7†, Kb8 4. S×a6‡
1. ... B×c6 2. Sdc7†, B×c7 3. B×c6‡
36. 1. Rf8†, R×f8 2. Sf7†, Kg8 3. Qg3†, K×f7 4. Qg7†, Ke6 5. Qe7†, Kd5
6. Qd7†, Kc4 7. Qd3‡
2. ... R×f7 3. Qe8†, Rf8 4. Q×f8‡
37. 1. Qb8†, Rg8 2. Qe5†, Rg7 3. R×h7†, K×h7 4. Qh5†, Kg8 5. Qe8†, Kh7
6. Sf6†, Kh6 7. Qh5‡
38. 1. Bc4, B×b2† 2. R×b2, Q×b2† 3. B×b2, Se6 4. Q×f7†, Kh8 5. B×e6, Rg8
6. Q×g8†, R×g8 7. Sf7‡
[2. ... *Q×c4!*]
[2. *B×b2! and mate in 6th move*]
1. ... Q×c4 2. Qf8†, K×f8 3. Bd6†, Kg8 4. Re8†, B×e8 5. Rf8‡
1. ... Se6 2. Q×f7†, Kh8 3. B×e6 and wins in a few moves. [3. ... *Qa3†!*]
[1. ... *Q×a3†!*]
39. 1. Qg8†, Q×g8 2. f8S†, Kh8 3. Rh7†, Q×h7 4. R×h7†, Kg8 5. Rh8†, K×h8
6. Kf7†, Sg7 7. B×g7‡
40. 1. Bg6†, K×g6 2. Se5†, Kh5 3. g4†, Kh4 4. Sg6†, K×g4 5. Rf4†, Kh3
6. Rh4†, B×h4 7. Sf4‡
1. ... Kg4 2. Se5†, Kh3 3. Bf5†, S×f5 4. g4†, Kh4 5. Sg6†, K×g4 6. Rg3‡
41. 1. Qc7, B×b8 2. Bh3†, f5 3. e×f6†, K×f6 4. Sg4†, Kf5 5. Sh6†, Kf6 6. Qf7†, R×f7 7. Sg8‡
[5. *Qd7‡!*]
4. ... Ke6 5. Sh6†, Rf5 6. B×f5†, Kf6 7. Qf7‡
42. 1. Re6†, B×e6 2. Q×e6†, K×g5 3. d4†, Kh5 4. Qf7†, Kh4 5. g3†, Kg4 6. f3†, Kh3 7. Qf5‡
[5. *Qf5!*]
4. ... g6 5. Qf3†, Kh4 6. Qh3‡
3. ... Kh4 4. Qh3‡

This position occurs in Lolli, page 36, but he does not give it as a forced mate, but wins the Queen or checkmates, the Editor can therefore only claim the solution as his.

43. 1. R×g5†, f×g5 2. Qg6†, Kf8 3. e6, Rh7.
Black might delay the checkmate for one move, by checking with the Knight.
4. Q×h7, Ke8 5. Qg8†, Bf8 6. Qf7†, Kd8 7. Qd7†
44. 1. Kb3, b×c5 2. a4†, Kb6 3. a5†, Kb5 4. Rb7†, Kc6 5. Rb6†, Kd5 6. Rd7†, Rd6 7. R×d6†
1. ... a5 2. a4†, Ka6 3. b5†
45. 1. Se6†, Kh6 2. Rf3, g5 3. Rf6†, Kh5 4. Sf2 g4 5. Nf4† Kh4 6. Rf5
Black may now delay the checkmate by playing 6. ... Qf7 (see below), but if he play any other move, White will win by checking with the Rook at h5, and afterwards checkmating with the Kt. or, (if Black play h5) by checking with the Knight at g6, and the checkmating with the other Knight.
6. ... Qf7 7. R×f7, g3 8. Rg7, h5 9. Checks K and R with the Knight, and wins easily. [9. Se4/Se1!]
7. ... Rg8 8. Rf5, Rg5 9. g3†, K×g3 10. R×g5 and wins.
5. ... Kg5 6. Ne4†, Kh4 7. Rh6†
4. ... Qf7 5. g4†, Kh4 6. Rh6†, Qh5 7. R×h5†, Kg3 8. Rh3†
2. ... Kh5 3. Sf2, g5 4. Rf6 &c. as before
[3. Rh3†!]
46. 1. S×e5†, Ke8 2. Qh5†, g6 3. S×g6
To prevent White from checkmating, by playing N(×)e5† &c, black is compelled to play 3. ... Sf6 4. R×f6, Rg8 5. Se5†, Rg6 6. R×g6, h×g6 7. Q×g6†, Kf8 8. Q/B ‡
6. ... Kf8 7. Bh6† Ke8 8. Rg8†
3. ... Bf6 4. Se5†, Ke7 5. Qf7†, Kd6 6. Sc4†
1. ... Ke6 2. Qg4†, Kd6 3. Sf7†
47. 1. Qh8†, Kb7 2. Qg7†, Ka8 3. Qf8†, Kb7 4. Qf7†, Ka8 5. Rc8†, S×c8 6. Q×d5†, B×d5 7. B×d5†, Kb8 8. Sa6†
2. ... Kb8 3. Qc7†, Ka8 4. Qd8†, Kb7 5. Rc7†
48. 1. b5†, Ka7 2. b6†, Ka8 3. Qa1†, Kb8 4. Bc7†, Kc8 5. Bh3†, Rg4 6. B×g4†, Rf5 7. B×f5†, Sd7 8. Qh8†
49. 1. Rc7†, Ka5 2. R×b5†, K×b5 3. Be2†, Ka4 4. Rc4†, Kb5 5. R×c1†, Ka4 6. Rc4†, Kb5 7. Rc3†, Ka5 8. Ra3†
4. ... Ka5 5. Rc5† Ka4 6. Bd1†
- [1. R×b5!]
50. 1. R×b3†, c×b3 2. Sc4†, Ka4 3. Sdb2†, Kb5 4. Sa3†, Kb6 5. Sbc4†, Ka7 6. Sb5†, Ka8 7. Sb6†, Kb8 8. Rc8†
6. ... Kb8 7. Sb6, S×c7 8. d×c7†