Step 5 mix

3

1) In this position there is mate on the back rank. Furthermore we see that ♖d7 is pinned. So elimination of the protecting piece wins material: 1. ♖e7 ♕d8 2. ♖xd7 (better than 2. ♗xd8).
2) Rather a difficult problem to begin with but it serves as an example that the correct approach can help you to tackle quite a lot. The first thing that strikes is the possibility of a discovered or double check. What do we know of that theme? The rules are: the front piece attacks a second target and the front piece chases the king (in a mating net). That is by far not all. Here we can see that: the front piece prevents escaping (front piece becomes guard) and the front piece eliminates a defender.
The primitive 1. ♘c5+ ♕e7 brings nothing. Correct is 1. ♘e5+ (chases the king, guards square g6 and interferes the protection from the rook on e1. Suddenly we see the rook as a target: it is unprotected now, so there is a second target. After 1. … ♔f8 two times chasing is enough for a successful double attack with the queen: 2. ♕b8+ ♕e8 3. ♕b4+.
3) Many white attackers and sufficient black defenders, but they hinder mainly their own king. Mate by access is possible: 1. ♘h5+ ♔h7 2. ♕xh6+ ♘xh6 3. ♘g5#
4) A vulnerable king, enough attackers. The bishop check on e7 leads to a quick mate and therefore luring the knight away will do: 1. ... ♖xd4+ 2. ♘xd4 ♗e7+ 3. ♔a4 ♖xa2+
5) Avoiding stalemate (1. ♕xf5?) and not allowing a check on c5: 1. ♕c7 ♕g6 2. ♕g7+ ♕xg7+ 3. hxg7#
6) 1. ♕h5 ♕d3 (1. … h6 2. ♗xh6) 2. ♖e4 h6 3. ♗xh6. Bringing in attackers and eliminating the protecting piece by interfering.
7) The vulnerable position of the black king is decisive. The black pieces cannot help to defend immediately. Black to move would be completely safe after ♖d4. White therefore must hurry.
1. ♕a2 (the threat ♕f7+ is too difficult to parry) 1. ... ♖c4 (1. … ♕c4 2. ♕a7 and the knight cannot be protected) 2. ♕a7 e4 3. ♘e6+. Also without this knight fork the black position is hopeless. Also 3. ♖d1 (bringing in a piece) or 3. g3 ♕e5 4. ♘c6 (elimination of the defender) are winning easily.
1. c6 gives Black the opportunity to attack the knight with 1. … ♖d4.
1. g3 ♕c4 and Black holds the white queen at a distance after both 2. ♕d1 ♕d5 and 2. ♕d2 ♕d4.
8) 1. ♕f8+ (1. ♕b8+ ♔h7 2. ♕f8 ♕g5#) 1. ... ♔h7 2. ♕xh6+ ♔xh6 3. ♖h3#. Both kings are vulnerable. Winning time is essential.
9) 1. ... ♘xd5 2. cxd5! ♘c5 3. a3 and 4. b4 costs a piece, just as 2.... ♘g5 does. Capturing with a piece on d5 is a better solution for White (the pair of bishops, better pawn structure).
10) 1. ... ♕c1+ 2. ♕xc1 ♖c6+. Defending against a pin by luring away the pinning piece.
11) 1. ... ♕c4+ 2. ♔g1 ♕e2 3. ♕b8+ ♘c8. Entering on the second rank is logical. It is important to see in advance the interposing on c8.
12) 1. ♕a7+ ♗b7 (1. ... ♔c8 2. ♕xb6) 2. ♖a6 ♕b8 3. ♕xb6+ ♔c8 4. ♖a5. Vulnerable black king (only a few defenders). Thanks to the pin after the first move White can bring in the rook.

4

1) 1. f7 ♕xf2 2. fxe8♕. Thanks to an in-between move White wins his rook back. He will be two pawns up.
2) The bishop is being attacked. Giving up the pair of bishops is not necessary. Which move with the bishop to choose? The most active one doesn't take the possibilities of the opponent into account.
1. ... ♗e7! The bishop can quickly become more active (f5 in a good moment).
1. ... ♗b6? 2. ♗b5. The bishop on b6 doesn't protect square d6 anymore.
1. ... ♖c8 2. ♘xc5 ♖xc5.
3) 1. ♕g7+ ♖xg7 2. ♖e8+ ♖g8 3. ♖xg8+ ♔xg8 4. ♖d8#. More attackers. The black mating threat forces White to act quickly.
4) 1. ... ♘d3 2. c7 ♘e5+ 3. ♔g3. The only square whereby the knight cannot control square c8 with tempo or win the new queen with a knight fork (i.e. 3. ♔e4 ♘c4 4. c8♕ ♘d6+)
5) 1. ... g5+ 2. ♔g3 ♕e1+ 3. ♔h3 ♕h4#. This is mate in three. Also the cooperation of queen and knight is fatal: 1. … ♕e5+ 2. ♔g4 h5+ 3. ♔h3 ♘f7 4. g3 ♕f5. The human move; the computer gives 4. … ♔h7 and 4. … ♔g8 as quicker. Also 4. … ♕e2 5. ♔xh5 ♕e8+ 6. ♔h4 ♕c8 is not obvious.
6) 1. ♖a4 ♕c8 2. ♖a8 (the pin: chasing the front piece and pin).
7) 1. ... ♘e4 2. ♕d4 ♕xd4 3. ♘xd4 ♘xc3 4. bxc3 ♖xb1+. Exploiting the pin on the b-file. Preparatory move: targeting.
8) 1. d4+ ♕xd4 2. ♖b5+ ♕d5 3. d4#. Winning time. The pawn sacrifice eliminates the queen as a defender with a pin.
9) 1. ♕c8 (1. ♖bf1 g4+ 2. ♔h4 ♖h2+ 3. ♖xh2 ♖xh2#) 1. ... g4+ 2. ♕xg4+ ♘xg4 3. ♔xg4 (defending against mate)
10) 1. b5 ♘c5 2. ♗xc5 bxc5 3. ♕b8+ (elimination of the defence: chasing away+capture and double attack: queen)
11) 1. ♘d4+ ♔xe3 2. ♗b6!. Setting up a battery and zugzwang (every move will cost the bishop).
12) 1. ♘f7+ ♖xf7 2. ♕xf7 ♕f8 3. ♖xa8 ♕xa8 4. ♕xg7#. The check by the knight serves to activate the queen, Black must take (1. … ♔g8 2. ♘e7#). Black can protect g7 but the queen can be lured away in an easy way.

5

1) 1. ♘b5 cxb5 (1. ... ♕c5 2. ♘c7+) 2. ♗xf7+ ♔xf7 3. ♕xa3 (line clearing and discovered attack)

2) 1. ♕f7 ♕e5 2. ♘f8+ (luring, chasing and double attack: knight)
3) 1. ♖xd6 (1. ♘xf8? ♗c5+ 2. ♔g3 ♖xd1 3. ♖xd1 ♗g1) 1. ... cxd6 2. ♘xf8 (defending against a passed pawn)
4) 1. ... ♘xe5 2. fxe5 ♕xe5 3. ♗f4 (trapping)
5) 1. ♔g5 (1. ♔h5? ♔g7 ; 2. e6? ♖e7) 1. ... ♖xe5+ (1. ... ♔g7 2. ♖a7+ ♔h8 3. ♔f6 ♖f8+ 4. ♖f7) 2. ♔g6 ♖e8 3. ♔f7 ♖e1 4. ♖h6# *(Ulrichsen 2001)* Exploiting vulnerability: a bad position of the king.
6) 1. ... ♘f3+ 2. ♔h1 ♘xg3+ 3. ♘xg3 ♖h2# Exploiting vulnerability: a bad position of the king.
7) 1. ... ♗c6 2. ♕xd8 ♗xd8 (trapping)
8) Difficult? No, not with the correct approach. Mate on the back rank catches the eye. The queen on d6 must 'disappear'. Don't forget the unprotected rook on a6. The first move is logical: 1. c5 ♗xc5 (to refute 1. ... ♕d8 the unprotected rook is needed 2. ♕c4 ♖xa5 3. ♕xd4) 2. ♕xc5 ♕xc5 3. ♖b8+ ♖e8 (Easy to miss but harmless here because White is already a piece up) 4. ♖xe8+ ♕f8 5. ♖xf8+.
9) Danger of stalemate because the bishop controls b8.
1. ♗d6. Giving away the bishop is logical. Why on d6 will become clear from the next alternative. After 1. ... ♖xd6+ 2. ♕b6 Black would have to pass. After 2. … ♖xb6 3. axb6 is the appropriate move!
1. ♗f6?. The wrong choice because after 1. … ♖xf6+ 2. ♕b6 ♖d6! (and not 2. ... ♖xb6+? 3. axb6) Black will be stalemated after 3. ♕xd6 and 3. ♔b5 ♖xb6+ 4. axb6 ♔b7 as we know since finishing Step 3.
1. ♕b6? ♖xb6+ 2. axb6 (2. ♔xb6) is stalemate.
10) 1. g6 hxg6 2. h6 a2 3. ♗e5 ♔xe5 4. h7 (defending against a passed pawn)
11) 1. ... ♕e4 2. ♕c1 (2. ♕b1 ♖ad8) 2. ... ♘e2+ (chasing and double attack: knight)
12) 1. ♘d8+ ♔b8 (1. ... ♕xd8 2. ♕c6+; 1. ... ♖xd8 2. ♕a6+ ♔b8 3. ♕a8#) 2. ♖xa8+ ♔xa8 3. ♕a6+ ♔b8 4. ♕b7#

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1) 1. ♕d8+ ♔f7 2. ♕e7+ ♔g8 3. ♕f8# (mate in three)
2) 1. ♗f1 ♘e1 2. ♗xc4 ♘xc2 3. ♗d3 ♘a3 4. ♗b2 (the pin: pin and trapping)
3) 1. ... ♕xd1 2. ♖xd1 ♗xc3 3. bxc3 b2 (the pin: luring the front piece and attacking a pinned piece)
4) 1. ♗g5 ♖e8 2. ♕xe8+ ♔xe8 3. ♗xf6 (combining X-ray attack, luring and discovered attack)
5) 1. ♕h8+ ♗g8 2. ♕f6+ ♗f7 3. ♕e7+ ♔g8 4. ♕xc5 (targeting and double attack: queen)
6) 1. ♕h8+ ♔g5 2. ♗e4 ♗xd5 3. ♕h4# Exploiting vulnerability: a bad position of the king.
7) 1. ♖b4 a1♕ 2. ♘b6+ ♗xb6 3. ♖a4+ ♕xa4 (defending against a passed pawn)
8) White is better due to a better pawn structure. All normal moves are possible to maintain that small advantage. But how to increase it?
1. ♘b5. White exchanges the bishop van d6. After 1. ... ♕b8 2. ♘xd6+ (postponing the exchange is maybe even better because the bishop cannot go away, i.e. 2. ♖fe1) 2. … ♕xd6 3. ♗f4 the bishop becomes more active and the black king is somewhat vulnerable.
1. g3. Disadvantage is that Black can play 1. … ♘e4: 2. ♕c2 ♘xd4 ♘xd4 ♗d7.
1. ♖fe1. Nothing wrong with this move but now also 1. … ♘e4 is possible and after 2. ♕c2 exchanging on d4 followed by the pin on g4.
9) 1. ♕g2 fxg2+ 2. ♔xg2 ♗e3 3. ♔xh1 (theoretical draw)
10) 1. ♖xf6 ♕c6 (elimination of the defence: luring away+mate)
11) 1. ♗b7 ♖6xb7 2. ♕xb7 (2. ♕c8+? ♗xc8 3. ♖xc8+ ♕e8) (elimination of the defence: interfering)
12) 1. ♕d6 ♕c6 2. ♖d8+ ♔h7 3. ♕g6+ ♕xg6 4. hxg6+ ♔xg6 5. ♖xc8 (seventh rank)

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1) 1. ♕d4 ♕e7 (1. ... fxg3 2. ♕h8+ ♔e7 3. ♕d8+ ♔e6 4. ♕d6#) 2. ♕h8+ ♕f8 3. ♖d8+ Exploiting vulnerability: a threat which is difficult to parry.
2) 1. c6 ♘xc6 2. ♖xc6+ (the pin: a pinned piece is not a good defender)
3) 1. ... c2 2. ♖c1 ♗b2 3. d7 ♗xc1 4. d8♕ ♗b2 (cashing in a passed pawn)
4) 1. ♖f8+ ♗xf8 2. c5+ ♔h7 3. ♗b1+ ♔g8 4. ♗a2+ (draw by perpetual check)
5) Anand - Short
6) Picture
7) 1. ... ♕xh3 (1. ♗xa8 ♖xa8) 2. ♗d5+ ♔h8 3. ♗xa8 (in-between move)
8) 1. f4+ (1. ♖xg5? ♖d7+) 1. ... gxf4 2. ♖e3+ fxe3 3. f4# Exploiting vulnerability: a bad position of the king.
9) 1. ♖d5! (1. dxc4+ ♔c3 2. ♖c8 ♘d6) 1. ... ♘b6 (1. ... ♘f6 2. dxc4+ ♔c3 3. ♖f5 ♘e4 4. c5; 1. ... ♔c3 2. dxe4) 2. dxe4+ ♔e3 3. ♖b5 ♘c4 (keeping the last pawn) (Didukh)
10) 1. ... ♕h1+ 2. ♕g1 ♕xh3+ 3. ♕g2 ♕xb3 (elimination of the defence by luring away and double attack: queen)
11) 1. ♕h3. The only move that loses no material. After 1. … ♗xg5 White wins back the piece with 2. e6. After 1. … ♕f5 2. ♘f3 dxe5 the move 3. ♘xe5 is possible.
1. ♕f4. It loses a pawn after 1. … ♘xe5 and f7 is protected.
1. e6 is nice except for 1. … ♘xe3 2. exd7+ ♔xd7 and ♘g5 is also hanging.
12) 1. ♘f5+ gxf5 (1. ... ♔f6 2. ♘xd4; 1. … ♔g8 2. ♖b8#) 2. 2. ♕g5+ (elimination of the defence: luring away+mate) White lures the g-pawn away to give the queen access to the king.

8

1) 1. ♘xc4? (1. ♖d2) 1. ... dxc4 2. ♖xd8 ♘xd8 (and 'suddenly' the queen is protected)

2) 1. ♔e6 ♔d8 2. ♔f7 Exploiting vulnerability: a bad position of the king. *(Manvelyan 2015)*
3) 1. ... bxa4 (1. ... ♖xa6? 2. axb5 ♖a8 3. b6 ♘d8 4. b7 ♖b8 5. ♖b6) 2. ♖b6 a3 3. ♗c4 a2 4. ♗xa2 ♖xa2 (creating a passed pawn)
4) 1. ♖f5! ♖xf5+ (1. ... ♔xe7 2. ♖xf6 ♔xf6 3. ♔f4) 2. ♔g4 ♔xe7 3. ♔xf5 (cashing in a passed pawn)
5) 1. ♕g3 g6 2. ♖xe6 (attacking the king)
6) 1. ... ♕h6 2. ♕xh6 gxh6 (the pin: elimination of the defence by luring away)
7) 1. ♕d8+. Not so difficult, moreover, all other moves end in a disaster. After 1. ... ♖xd8 2. ♖xe1 White is a pawn up.
1. ♕h5? ♖e2 (interfering) 2. ♗xg7 ♕xd1+ 3. ♔b2 ♘c4+ 4. ♔c3 ♖xc2+ *(Mitov-Popov 0–1)*
1. ♕xd2 loses, without forcing Black to play a difficult move: 1. … ♕xd2 2. ♖xd2 ♖e1+
8) 1. ♘b3+ ♔c4 2. ♘xa5+ ♔c5 3. b4# (mate in three)
9) 1. ♖a3+ ♖a7 2. ♖f3 ♖f7 3. ♖a3+ (draw by perpetual attack) *(Amirjan 1987)*
10) 1. ... ♗c6 (1. ... ♔xe7? 2. ♕xd7+ ♔xd7 3. ♘c5+) 2. f3 ♕e3+ 3. ♔h1 ♔xe7 (in-between move)
11) 1. ... ♕g4+ 2. ♔e3 ♕e4+ 3. ♔d2 ♕xb7 (chasing and double attack: queen)
12) 1. ♘f5 gxf5 (1. ... ♘e5 2. dxe5 gxf5 3. exf6) 2. ♕h5+ ♔f8 3. ♗h6+ ♔g8 4. ♖e3 (king in the middle)

9

1) 1. ♖a7+ ♖b7 2. ♘xd6 ♖xa7 3. ♘c8+ ♔d7 4. ♘xa7 (luring and double attack: knight)
2) 1. ... ♘xe2 2. ♕xe2 d6 (more normal than 2. ... 0–0 3. 0–0–0 d6 4. ♕d3 ♘e8 although White has not much advantage. Both minor pieces are not very active) 3. 0–0–0 ♗e6 4. ♕d2 d5.
1. ... ♘c6 costs time and after 2. ♕d2 Black has some problems to solve.
1. ... ♘xb3 The only advantage of this capture is that White gets a double pawn. For the time being it is not weak. The bishop gets a foothold on c4 and the c-file will be opened. After 2. cxb3 d6 3. ♖c1 wins a tempo.
3) 1. ... d5 2. ♗xc4 d4 (in-between move)
4) 1. ♗e2+ b5 2. ♗g4 ♔b7 3. ♗f3+ ♔a6 4. a4 (defending against a passed pawn)
5) 1. b7 (1. ♖c1 ♖g2+ 2. ♔f6 ♔d7) 1. ... ♖a7 2. ♖e1+ ♔d8 3. ♖e7 ♔xe7 4. b8♕ (cashing in a passed pawn)
6) 1. ♘e8+ ♖xe8 2. ♕f6+ ♔h7 3. ♕xf7+ ♔h8 4. ♗xh6 (attacking the king)
7) 1. ♖h5+ ♔xh5 2. ♔f4 b3 3. ♖h1# (mate in three)
8) 1. ♘d6 ♗xd6 (1. ... ♘xf4 2. ♕xf7+ ♔h8 3. ♘xe8 ♖xe8 4. ♕xf4) 2. ♕xd5 ♖ad8 3. ♖xe8+ (elimination of the defence by interfering)
9) 1. ... ♘xd4 (not 1. ... ♖fh8 2. ♘xc6 ♖xh2 3. ♘xa7+ ♔b8 4. ♘b5) 2. ♖xd4 ♖fh8 Combining elimination of the defence by luring away, pinning and an X-ray check.
10) 1. ♕b3+ ♔xa6 (1. ... ♔a5 2. a7 ♕h1 3. ♕d5+) 2. ♔c7 ♔a5 3. ♕b6+ ♔a4 4. ♕a6+ (or 4. ♕a7+) Exploiting vulnerability: a bad position of the king.
11) 1. ... ♗b7 2. ♘d5 ♕c6 3. ♕a7 ♕xd5 (trapping)
12) 1. ... ♗e3+ 2. ♔h1 (2. ♘f2 ♗xf2+) 2. ... ♕xf1+ 3. ♗xf1 ♗xe4+ 4. ♗g2 ♖f1# Exploiting vulnerability: material supremacy.

10

1) 1. h5 hxg5 2. hxg6 (discovered attack)
2) 1. ... ♘xd4 2. ♘xd4 (2. ♕xd4 ♕xd4 3. ♘xd4 ♖xb1) 2. ... ♖xb1 3. ♘c6+ (3. ♘b5+ ♖xb5) 3. … ♔b6 (gain of material by an in-between move; defending against a discovered attack by protecting)
3) 1. ... ♕d2+ 2. ♔g3 ♕d6+ 3. ♔f2 ♖xa1 (gain of material by an in-between move)
4) 1. c5 ♕a6 2. b5 (2. ♖xd4 ♖e1+ 3. ♔g2 ♕f1#) (elimination of the defence by interfering)
5) 1. ♕xf7+ ♔xf7 2. ♘e5+ ♔e7 3. ♘c4 (defending against mate)
6) 1. ♕e3 ♕xc7 2. ♗f6 (defending against a double attack by counter-attack)
7) 1. ♗f5! exf5 (1. ... e5 2. ♗xh7 e4 3. ♗xe4+ ♔xe4 4. h7) 2. h4 c2 (defending by stalemate)
8) 1. ♘c4 The knight is good on c4. After 1. ... ♕c5 2. ♘e4 (now Black can exchange his bishop but White has lost no time: 2. … ♗xe4 3. ♕xe4 ♘f6 4. ♕e2 and White is a bit more active. He will castle queenside.
1. ♘xg6 hxg6 2. ♘e4 ♘f6 and now is playing the knight via d2 to c4 is the best. That could have been played on the first move. In a way more convenient!
1. ♘e4 ♕a5+ is Step 2.
9) 1. ... ♖a1 2. ♔g2 (2. ♖xa1 ♗xf3#) 2. ... ♖xf1 (the pin: elimination of the defence by luring away and a pinned piece is not a good defender)
10) 1. ... ♖fe2 2. ♘g4 h5 (elimination of the defence: chasing away+mate)
11) 1. ... ♗d6 2. ♕a5 (2. ♕h5 ♕f6) 2. ... ♗xh2+ Exploiting vulnerability: a bad position of the king due to insufficient defenders. (standard sacrifice on h2)
12) 1. ♘xe4 (1. ♕xf6? gxf6) 1. ... ♕xd4 2. ♘f6+ (setting up a battery and double check)

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1) 1. ... ♔b4 2. ♗e6 h3 3. ♗xh3 ♔xb3. Endgame technique: creating a second passed pawn.
2) 1. ♖d6+ (1. ♖c6+? ♔b7 2. ♖xe6 ♖d1+ 3. ♔e5 ♖xd8) 1. ... ♖b6 2. ♖cc6 ♖xc6 3. ♖xc6+ ♔b7 4. ♖xe6 Exploiting vulnerability: bad position of the pieces. *(Polasek 2015)*
3) 1. ♗e6+ ♔h8 (1. ... ♔f8 2. ♕c5#) 2. ♗f7 (elimination of the defence: chasing away+mate)
4) 1. ♖c8+ ♔h7 (1. ... ♘f8 2. ♖xf8+ ♔xf8 3. ♕h6+ ♔e8 4. ♕h8#) 2. ♕h6+ ♔xh6 3. ♖h8# Exploiting vulnerability: a bad

position of the king.

5) 1. ... ♗b5 (1. ... d3 2. cxd3 ♗b5 3. ♔f4 exd3 4. ♗xd3 ♗xd3 5. ♔xe3 ♗c2 6. b4) 2. ♗xb5 d3 3. cxd3 e2 (cashing in a passed pawn)
6) 1. h6 ♖xg3 (1. ... gxh6 2. ♘h5) 2. ♖e8+ ♔xe8 3. hxg7 (creating a passed pawn with a breakthrough and cashing it in with luring away)
7) 1. ♖a8+ (1. ♖xg7 ♕xg4) 1. ... ♖g8 2. ♘e7 ♖xa8 3. ♘g6+ ♔g8 4. ♗e6# Exploiting vulnerability: a bad position of the king.
8) 1. ... ♖b8+ 2. ♔a1 (2. ♔c3 ♕a5+ 3. ♔d3 ♖d8) 2. ... ♖d8 3. c3 ♖xd4 (the pin: chasing the front piece and attacking a pinned piece – cross pin and in-between move)
9) 1. ♗xh6 This exchange is only good when there is a direct win. That is true: 1. ... ♗xh6 2. ♕e5. The knight comes to visit.
   1. ♘a3 Good development although Black can limit the damage by 1. … ♘f5 2. ♕xe7+ ♔xe7. It is not easy to finish the development and the king is not quite safe on e7.
   1. ♗e3 ♘f5 2. ♕xe7+ ♔xe7 doesn't differ much from the previous line.
10) 1. ♕h6 ♘e6 2. ♖e1 ♖e7 3. fxe7 ♖e8 4. ♕d2 (attacking the king and elimination of the defence)
11) 1. ... ♗xf3 2. gxf3 ♕xd2 3. ♕xd2 ♘xf3+ 4. ♔g2 ♘xd2 (capture, luring and double attack: knight)
12) The black king is on the battleground but cannot intervene (yet). So Black must make access.
   1. ... a5 (it is logical is to look at 1. ... c4 first, but the white king is amazingly quickly back: 2. bxc4 ♔c5 3. ♔g4 ♔xc4 4. ♔f4 ♔b5 5. ♔e4 ♔a4 6. ♔d4 ♔xa3 7. ♔xc3 a5 8. ♔d2 ♔b2 9. c4 with a draw. Also 1. ... ♔b5 doesn't work because after 2. ♔g4 a5 3. ♔f3 a4 White gets in the square of the c-pawn with 4. ♔e2 and the breakthrough doesn't succeed) 2. ♔g4 (is no chance after 2. a4 c4 3. bxc4 ♔c5) 2. ... a4 (that is the difference: the white king isn't in the square of the pawn yet: 3. bxa4 ♔a5 4. ♔f4 ♔xa4 5. ♔e3 ♔xa3). The extra c-pawn proves its value.

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1) 1. ♔a6 (1. ♔a8? ♔b5 2. c8♕ ♖a1+ 3. ♔b7 ♖a7#) 1. ... ♘e7 2. c8♕ ♘xc8 (stalemate)
2) 1. b3 ♕c5 2. ♖xf7 (chasing away and a pinned piece is not a good defender)
3) 1. f8♕+ ♖xf8 2. ♗b4+ ♔e6 3. ♔xf8 (3. ♗xf8 ♔d5 4. ♗c5 a5 5. ♔g6 a4 6. ♔f5 a3) (keeping the last pawn)
4) 1. ♗g5 (1. g3? ♖xg3+ 2. hxg3 ♕xg3+ 3. ♔h1 ♕h3+ 4. ♔g1 ♖g8+) 1. ... ♖xg5 2. ♕xg5 fxg5 3. gxh3 (defending against mate)
5) 1. ... ♖g3 2. fxg3 ♕xh2+ 3. ♔xh2 ♖h6+ (attacking the king)
6) 1. ♕g6+ ♔f8 2. ♕xe6 ♕d7 3. ♖f1+ Exploiting vulnerability: a bad position of the king.
7) 1. ♕xd4 ♕g5+ 2. ♕g4 (a pinned piece is not a good defender)
8) 1. ♘f8+ ♔g8 2. ♘g6 ♖h7 3. ♘e7# Exploiting vulnerability: a bad position of the king.
9) 1. ... ♘xd4 That looks scary but if 2. ♕h6+ ♔g8 is no mate then it is a fine move. White has only a queen, rook and g-pawn in the attack. Besides that the position of the white king is vulnerable too.
   1. ... fxg6 2. ♘e6+ costs material.
   1. ... hxg6 2. ♕h6+ will be mate.
10) 1. ... ♖xg2+ 2. ♕xg2 ♖xg2+ 3. ♔xg2 ♕g7+ 4. ♔h1 ♕xe5 (luring and double attack: queen)
11) 1. ... g5 (trapping)
12) 1. ... ♖e1+ 2. ♔d2 ♖d4+ 3. ♔c2 ♗e4+ 4. ♔b2 ♖b1# Exploiting vulnerability: a bad position of the king. Chasing the king.

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1) 1. ♕xd6 ♕xd6 2. ♖xd6 ♘g4 (discovered attack)
2) 1. ... ♗xd4+ 2. ♖xd4 ♖xd4 3. ♔xd4 ♘xf3+ (luring and double attack: knight)
3) 1. ♗e2 ♕g5 (♘xe6) (discovered attack)
4) 1. ♘f5+ gxf5 (1. ... ♔f6 2. ♖de1) 2. ♖g3+ ♔h7 3. ♖h3 (attacking the king)
5) 1. a4! (1. ♔b2? ♔b6! 2. ♔b3 ♔b5 3. ♔c3 ♔c5) 1. ... ♔b6 2. a5+! (2. ♔b2? ♔c5) 2. ... ♔xa5 3. ♔b2 ♔b5 4. ♔a3 5. ♔a4 ♔xd5 6. ♔b5 ♔d6 7. ♔b6! (7. a4? ♔c7) 7. ... ♔d7 8. ♔b7 Holding off and prevent holding off.
6) Black has sacrificed a pawn. He has no lead in development and the question is if ♗g4 is so useful, because b7 is weak. How does Black win his pawn back or gets compensation?
   1. ... f6. You will find this move by thinking it through, even if it would not be given away in the list of three. The e-pawn must advance but as it will turn out later the move e6 is too slow. Now e5 will follow on the next move. White cannot allow himself wild actions as 2. b4 e5 3. ♗g3 ♘xb4 4. ♕b3 ♗xc5 5. a3 ♘c6 6. ♕xb7 ♘ge7. Actions with a single piece are most of the time not dangerous. Also 2. a3 e5 3. ♗g3 is not good for White because after 3. … a5! 4. ♘e4 a4 White cannot stop c5 anyway (♗xc5). A better plan is to chase the bishop away first: 2. h3 ♗d7 3. a3 e5 4. ♗h2 e5 5. ♘e4 a4. Black will get his pawn back.
   1. ... ♘f6. A developing move but not good enough to get compensation for the pawn. White can play 2. ♘e5 (without ♘c6 the move b4 will be possible) or 2. ♕b3. Black will not win his pawn back so easily and if he does White is ready with his development.
   1. ... e6. Too slow after 2. ♕b3 ♕d7 (2. … ♗xc5 3. ♘e5) 3. ♘e5 ♘xe5 4. ♗xe5 f6 5. ♗d6
7) 1. ♘e7+ ♔h8 2. ♖f8+ ♖xf8 3. ♕xe5+ Exploiting vulnerability: a bad position of the king.
8) 1. f8♕ ♘xf8 2. ♔f6 ♔d4 3. ♔f5 ♔e3 4. ♔g4 ♘e6 5. ♔h5 Winning the last pawn.
9) 1. ♖g5 (1. ♖b7+? ♔f8) 1. ... ♗f8 (1. ... ♗f4 2. ♖f5+ ♔g6 3. ♖xf4) 2. ♖g7+! (2. ♖xg8? ♗xh6) 2. ... ♗xg7+ (2. ... ♔f6 3. ♔xg8) 3. hxg7 Exploiting vulnerability: bad position of the pieces.
10) 1. ... bxc6 (1. ... ♖xc6? 2. ♖xf7 ♕xd5 3. ♖xg7+ ♔h8 4. ♖d7+ ♔g8 5. ♖xd5; 1. ... ♕xd5 2. ♘e7+ ♔h8 3. ♗xg7+ ♔xg7

4. ♘xd5) Choose the right capture: eliminate.

11) Picture

12) 1. ♔g5 ♗e8+ 2. ♔h6 ♗f7 3. e8♕ ♗xe8 4. ♕f6+ (cashing in a passed pawn)

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1) 1. ... ♕xd4+ 2. ♖xd4 b5 3. ♖c2 bxc4 (elimination of the defence: luring away and attacking a pinned piece)
2) 1. ... a5 2. ♘d3 b5 3. ♗b3 (chasing, targeting, interfering and trapping)
3) 1. ♖b8+ ♗xb8 2. ♖e4+ ♘d4 (defending by stalemate)
4) 1. ♕xh6 ♗g5 2. b4 ♕e5 (maintaining trapping)
5) 1. ♗e7 ♖xe7 2. ♖xf8 (elimination of the defence: interfering)
6) 1. ♔h4 ♔h6 (1. ... ♘f2 2. ♔g5 ♔g7 3. ♔f5) 2. ♘e6 ♗xe6 (draw by stalemate of insufficient material)
7) 1. ♕b7+ ♔d6 2. ♕d7+ ♔c5 3. ♕a7+ (chasing and X-ray check)
8) 1. ♘d5. This seems very easy because of the double attack after 1. ... exd5 (losing but after 1. ... ♕d8 2. ♘xe7+ ♕xe7 3. ♗f4 Black loses a pawn in bad position) 2. ♕xd5+ ♔h8 3. ♖xf8+ (a capture on a8 doesn't win an exchange because e3 remains hanging and Black is just better – White's king is vulnerable) 3. … ♗xf8 4. ♕g8#
   1. ♖xf8+ ♗xf8 now is 2. ♘d5 is still the best move (otherwise ♘c3 and ♗a2 will lose activity because Black can play ♔h8) but 2. …. ♕c5 holds.
   1. ♕b6. Black exchanges and plays 2. … ♖b8 and 3. … ♘e5. Not directly 3. …. ♘e5 4. ♘d5.
9) 1. ♗d5+ ♔h8 2. ♖e3 (clearing and X-ray attack)
10) 1. ♖a4+ ♔xa4 2. ♗c6+ ♔a5 3. b4+ ♔a6 4. ♗b5# Exploiting vulnerability: a bad position of the king.
11) 1. ... ♗c2 2. ♖b6+ ♔f7 (2. ... ♔e7 3. ♘e3 ♖a1+ 4. ♘f1 ♗d3) 3. ♘e3 ♖a1+ 4. ♘f1 ♗d3 Exploiting vulnerability: bad position of the pieces.
12) 1. ... f4 2. ♕f3 ♘xf2+ 3. ♕xf2 ♗g4+ Exploiting vulnerability: a bad position of the king.

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1) 1. ... ♖c1 2. ♖xc1 ♕xe3+ 3. ♔h2 ♕xc1 (defending against mate)
2) 1. ... ♘xc3 2. ♗xc3 ♖a4 3. ♕xb7 ♗xc3 (elimination of the defence: chasing away+material)
3) 1. ... ♔b8 (1. ... ♗b7 2. ♔xa2 ♕a5+ 3. ♕a4) 2. ♕e8+ ♔a7 (2. ... ♔c7? 3. ♕xe7+ ♔b8 4. ♕f8+ ♔a7 5. ♖g7+) 3. ♕d7+ Allowing perpetual check. Interposing and moving away lose.
4) 1. ♖a2 ♕xa2 2. f8♕+ ♔a7 3. ♕f2+ ♕xf2 (draw by stalemate)
5) 1. ... ♗xe4 2. ♕g3 ♕xg3 3. ♘xe4+ ♔xf5 4. ♘xg3+ (luring and double attack: knight)
6) 1. ... ♕d1+ 2. ♕e1 (2. ♔h2 ♗d6) 2. ... ♕xe1+ 3. ♘xe1 ♖d8 Exploiting vulnerability: bad position of the pieces.
7) 1. ♘d7+ ♘xd7 (1. ... ♔g8 2. ♕xe7; 1. ... ♔e8 2. ♘xf6+) 2. ♕xe7+ ♔xe7 3. ♖xd7+ ♔f6 4. ♖xb7 (luring and double attack: rook)
8) 1. ... ♖d1+ (1. ... ♕xb1? 2. ♕xd8+ ♖xd8 3. ♖xb1) 2. ♖xd1 ♖xd1+ 3. ♖xd1 ♗xc7 (discovered attack)
9) 1. ... ♕e1+ 2. ♔h2 ♘g4+ 3. hxg4 ♕h4+ 4. ♔g1 ♖d1+ (mate by access)
10) 1. ♘xe5. The correct choice. White has a better position after 1. ... ♗xe2 2. ♕xe2 ♗xe5. White has more space and the backward pawn on e7 is a weakness. It is even better if you saw that White doesn't need to recapture on e2: 2. ♕a4+ is very strong: 2. … c6 3. dxc6 b5 4. cxb5 brings in two pawns.
    1. 0–0. Healthy development but 1. … ♘f7 is a passive move but a firm defence, i.e. 2. ♗e3 c5 (controls an important square in the centre).
    1. ♘d4. Exchanging bishops is a good idea but Black plays 1. … ♗d7 ready to take the knight when it comes to e6.
11) 1. ♗b7 ♔e7 2. b6 axb6 3. a7 (creating a passed pawn by a breakthrough)
12) 1. ♖xh6+ gxh6 2. f6+ ♔g8 3. ♕e8+ ♔h7 4. ♕xf7# (mate by access)

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1) 1. b4+ ♔xb4 2. ♔e6 (cashing in a passed pawn)
2) 1. ♘c7 (thanks to X-ray attack) 1. … ♖a7 (1. ... ♘xc7 2. ♖c1 ♘b5 3. ♖xc8) 2. ♘xb5
3) 1. ... ♖a4 2. ♖bd1 ♖xa3+ 3. bxa3 ♕xa3+ 4. ♔b1 ♖b8+ (attacking the king)
4) 1. ... ♘b4 2. ♕b1 (2. cxb4 Qxc2 3. Bxc2 Bxc2 wins the exchange) 2. ... ♘xd3 3. ♘xd3 wins material by any move of the rook to d8 or e4.
    1. ... ♗g4. Avoiding the exchanging of bishops would be the best move if the previous move wasn't a better one.
    1. ... ♗e6. See the same previous remark.
5) 1. ♗xc7 ♖xc7 2. ♖xb4 ♖ac8 (lifting the pin)
6) 1. c8♕ ♖xc8 2. ♖f3+ ♖c3 (2. ... ♔a4 3. ♖h3; 2. ... ♔b4 3. ♖h3) 3. ♖h3 ♖xh3 (defending by stalemate)
7) 1. ♘h3+ ♔h5 (1. ... ♔g6 2. ♘e7+) 2. ♘f4+ ♔g5 3. h4# (chasing and double attack or mate)
8) 1. ♗e7+ ♔g7 2. ♘e3 ♕g1 3. ♘f5# Exploiting vulnerability: a bad position of the king.
9) 1. ♖d3+ ♔c8 2. ♖e8+ ♔b7 3. ♖d7+ ♔a6 4. ♖a8# (chasing and mate)
10) 1. ♘xe7+ ♖xe7 2. e4 (elimination of the defence: luring away and attacking a pinned piece)
11) 1. ♔d6! (1. ♖a7? ♖e6! (1. ... ♖xe5+? 2. ♔d6)) 1. ... ♖xe5 2. ♖a7 ♖b5 3. ♖a8+ ♖b8 4. ♖xb8# Exploiting vulnerability: a bad position of the king.
12) 1. ... ♔d8 2. ♔c2 (2. f7 ♖d1+ 3. ♔c2 ♖f1=) 2. ... ♔e8 (2. ... c5 3. f7 ♔e7 4. f8♕+ ♔xf8 5. ♖xd7+–) (defending against a passed pawn)

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1) 1. ... ♖e7 (1. ... ♕d8 2. ♕f7+ ♔h8 3. ♖xh6+; 1. ... ♕b5 2. ♕f7+ ♔h8 3. ♖xh6+) (defending against mate)
2) Black must be satisfied with equal play. Pawn d5 is weaker than d4 and the knight is anyway active at this moment. White's weak back rank plays a role.
   1. ... ♖c7. Protects b7 so that ♕a5 or ♕e6 will be possible. After 2. ♕xd5 Black can play 2. … ♕xa2
   1. ... ♖c2. Active but one rook only cannot do much, pawn d5 cannot to be protected. White makes an escape square with 2. g3 to avoid back rank jokes.
   1. ... ♕xa2 is too optimistic and costs a queen: 2. ♕d1.
3) 1. ♘a5 ♖xb2 2. ♘c6 ♕xc3 3. ♘xe7+ Exploiting vulnerability: a bad position of the king.
4) 1. ♕d6+ ♔g8 2. ♕e6+ (2. ♖e8+ ♖xe8 3. ♕xf4 ♖e1+) 2. ... ♔h7 3. ♕h3+ ♔g8 4. ♕xc8+ (double attack: queen and in-between move)
5) 1. ♖gf6+ ♔g4 2. ♔g2 (2. ♔h2? ♕f3) 2. ... ♕d5+ 3. f3+ Exploiting vulnerability: a bad position of the king.
6) 1. ♘a4 bxa4 2. ♘xc8 (clearing and trapping)
7) 1. fxg8♘ ♖xf6+ 2. ♘xf6+ ♔g6 3. ♘xd5 (lifting the pin, minor-promotion and knight fork)
8) 1. ♔a1 (1. g8♕ ♖b2+ 2. ♔a1 ♖b1+) 1. ... ♖b3 2. ♖h5 (avoiding stalemate)
9) 1. ... b5 2. ♘xb5 (2. ♕xc5 ♖xc5) 2. ... ♗xb5 3. ♗xb5+ ♕xb5 (the pin: attacking a pinned piece)
10) 1. ... ♕d4+ 2. ♖b2 ♕xb2+ 3. ♔xb2 ♗d4+ 4. ♔a3 b4# (mate by access)
11) 1. ♕xd5 e4 2. ♗c4 (in-between move and defending against a discovered attack)
12) 1. 0–0 (1. ♘g1 ♗a6 2. c4 c5 3. ♕xd5 ♗b7) 1. ... ♕xe2? 2. ♖fe1 (defending against mate)

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1) 1. ... ♕d6 2. g3 ♖fb8 (targeting and trapping)
2) 1. ♕f6+ ♔e4 2. ♕e6+ ♔d3 3. ♕h3+ (chasing and X-ray check)
3) 1. ♕xc6+ ♔e7 2. ♕d6+ ♗xd6 3. cxd6+ ♔xd6 4. ♗xd4 (chasing and discovered attack)
4) A tame set up by White and that is why Black has his bishop on f5 (most of the time it is still on c8). The move with the knight to e4 is however too early even if it threatens something.
   1. ♗xe4. Now White wins a pawn or can finish his development with tempo, i.e. 1. ... dxe4 2. ♘g5 ♕d5 3. c4 or 1. ... ♗xe4 2. ♘xe4 dxe4 3. ♘d2 f5 (3. ... ♕d5 4. ♗xc7) 4. ♕b3 ♕c8 and now 5. d5 to make the black king more vulnerable or 5. f3.
   1. ♕c2 protects the bishop but after 1. … ♘xd2 2. ♕xd2 ♗xd3 3. ♕xd3 ♗d6 the tension is gone and the chances are equal.
   1. 0–0 ♘xc3 White knows now what was threatening.
5) 1. ... ♗f2 2. ♖xf2 (2. g3 ♕e3) 2. ... ♕xh4+ 3. ♔g1 ♕h2+ 4. ♔f1 ♘e3# (elimination of the defence by interfering)
6) 1. ... ♘xe5 2. ♘xe5 ♗xe5 3. ♘f6+ (discovered attack and a pinned piece is not a good defender)
7) 1. ... ♗c5 2. ♘xc5 (2. ♕xc5 ♕xg2#) 2. ... ♖xe1+ 3. ♕xe1 ♕xg2# (the pin: elimination of the defence by luring away)
8) 1. ... ♕xg4+ 2. ♔xg4 ♗f5+ 3. ♔h5 g6+ 4. ♔h4 ♖h3# (elimination of the defence: luring away+mate)
9) 1. ♗xd4 ♕xe2 2. ♘f6+ ♔f8 3. ♘xh7+ ♔g8 4. ♘f6+ ♔f8 (4. ... ♔g7 5. ♘xe8+) 5. ♘h7+ (5. ♘d7+) (draw by perpetual check)
10) 1. ... ♕h5+ 2. ♔e1 ♖xg1+ 3. ♕xg1 ♕f3 4. ♗c3 ♖h1 Exploiting vulnerability: bad position of the pieces.
11) 1. ♕b8 h6 2. ♖f8 ♕xc4 3. ♖xg8+ ♕xg8 4. ♖f8 Exploiting vulnerability: a bad position of the king. Back rank.
12) 1. f3! (1. ♔b7? ♔c5! 2. ♔xa8 ♔b6 3. a7 ♔c7 4. f3 ♔c8 5. f4 gxf4; 1. a7? ♔e5! 2. f3 ♔e6 3. ♔b7 ♔d6) 1. ... ♔e5 (1. ... ♔e3 2. a7 ♔xf3 3. ♔b7 g4 4. ♔xa8 g3 5. ♔b8 g2 6. a8♕+) 2. ♔b7 ♔d6 3. ♔xa8 ♔c7 4. ♔a7 ♔c8 5. ♔b6 Zugzwang.

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1) Timman-Kasparov
2) Picture
3) 1. ♗g8+ ♔g6 2. ♕f7+ ♔g5 3. h4+ ♔g4 4. ♕f3# (mate in mistake)
4) 1. g7 ♗xg7 2. ♕h5+ ♔f8 (2. ... ♔d8 3. ♘e6#) 3. ♘h7# (mate in four)
5) 1. ♖f8+ ♔xf8 2. ♘g6+ hxg6 3. ♕h8# (mate in three)
6) 1. ♘h4 ♕f6 2. ♘xf5 ♕xf5 3. ♗g4 (the pin: luring the front piece and pin)
7) The white pawns on the king's wing are advanced pretty far. Counter-play on the queen's wing must start yet.
   1. ... ♘xd4 2. ♕xd4 ♕xd4 Exchanging queens is in principle favourable if the opponent attacks but after 3. ♖xd4 White also destroys pawn structure with 3. … e5 4. ♘d5 (4. fxe5 ♗xg5+) 4. … Bxg5 and 5. ... exd4.
   1. ... ♖d8. White plays his knight away from d4 and continues the attack: i.e.. 2. ♘b3 b5 3. g6.
   1. ... ♗d7. White prevents the total exchange on d4. Besides moving the knight 2. ♘ce2 is a possibility.
8) 1. ♖a8 ♔f7 2. ♖xe8 ♔xe8 3. ♗c6+ (luring and double attack: bishop)
9) 1. ♗xe4 ♘xe4 2. ♕xe4 ♗d6 (discovered attack)
10) 1. ♕c8+ ♔a7 2. ♕b8+ ♔a6 3. ♖a5+ ♔xa5 4. ♕b5# Exploiting vulnerability: a bad position of the king.
11) 1. ... ♖xh3+ 2. gxh3 ♕g3+ 3. ♔h1 ♕xh3+ 4. ♔g1 ♖g6+ (attacking the king: access)
12) 1. ... ♘a8 2. e4 dxe4 3. ♔xe4 ♘b6 (pawn b2 cannot be protected)

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1) 1. ♕h4 h5 2. ♘e4 (weakness)
2) 1. ♘h7+ ♔g8 2. ♘f6+ ♔f8 3. ♖h8+ ♗xh8 4. ♕g8# (attacking the king)
3) 1. ... ♗a5 2. ♖d4 ♗c3 3. ♖d1 ♗b4 (elimination of the defence by chasing away and the pin: attacking a pinned piece)
4) 1. e5 ♔c5 (1. ... c5 2. e6 ♔b3 3. ♔d2 ♔b2 4. e7 c4 5. e8♕ c3+ 6. ♔d3 c2 7. ♕b5+) 2. ♔e4 ♔b6 3. ♔f5 ♔c7 4. ♔f6

(pawn race, holding off and helping)

5) 1. ... ♖g2+ 2. ♔xh3 ♖g3+ 3. ♔h2 ♖g4 (3. ... g4 4. ♕f1+ ♔xf1 5. ♔xg3) Exploiting vulnerability: a bad position of the king.
6) 1. ... b6 2. ♕xg4 ♗a6+ 3. ♔e1 ♕g1+ 4. ♔d2 ♕xf2+ (attacking the king)
7) 1. ♗f7+ ♔h7 2. ♗xe8 ♕xe8 3. ♕xh6+ (the pin: chasing the back piece and a pinned piece is not a good defender)
8) 1. ♖xh7+ ♔g5 2. ♖cf7 ♔g4 (2. ... ♖d8 3. f3) 3. ♔g2 Exploiting vulnerability: a bad position of the king.
9) 1. ... ♗xc3. Black must capture once on c3. White has the pair of bishops but Black a better pawn structure.
   1. ... exd4. After 2. ♘d5 ♗c5 (2. … ♘xd5 3. cxd5 costs material) 3. ♗g5 White has different possibilities after 3. … ♘e5 4. b4. Winning the pawn back or capture on f6 and ♗h6.
   1. ... ♘xd4. The silliest move, after 2. ♕a4+ ♘c6 3. ♗xc6+.
10) 1. ♖c6+ ♔f7 2. ♖xc4 ♖xc4 3. ♘d6+ (chasing, luring and double attack: knight)
11) 1. axb4 ♕xa1 2. ♗b2 ♕xd1+ 3. ♕xd1 (trapping)
12) 1. ♘f6+ gxf6 2. ♕g6+ ♔f8 3. ♕xf6+ ♔e8 4. a3 ♕e7 5. ♕h8+ Exploiting vulnerability: material supremacy.

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1) 1. ... ♗g2 2. ♗xg2 ♕h2+ 3. ♔f1 ♘e3+ (attacking the king: gain of material by chasing and double attack: knight)
2) 1. ♗a7 b5 2. ♔e4 b4 3. ♔d3 b3 4. ♔c3 b2 (defending against a passed pawn – divide the tasks)
3) 1. ♘b6+ axb6 2. ♕a3+ ♔b8 3. ♗f4+ (discovered attack)
4) 1. ♗f6. The pawn will not escape. This bishop is relatively the best piece of the board and that one you don't exchange.
   1. f5. Premature, after 1. … gxf5 2. ♗f6 is still the best move. Flexible play and keeping the possibilities open: f5 can be played later.
   1. ♗xd4. Good move if Black would be obliged to capture but he can insert 1. … a6.
5) 1. ♕xa5 ♘xa5 2. ♗c7 (elimination of the defence: chasing away+material)
6) 1. ♘xd5 ♕xd5 2. ♗c4 ♗b4+ (elimination of the defence by interfering)
7) 1. ♘f6+ gxf6 2. ♕g8+ ♖f8 3. ♕xd5 (elimination of the defence: luring away
8) 1. ♗c5+ ♔b5 2. ♖1a4 Exploiting vulnerability: a bad position of the king.
9) 1. ... ♖h4+ 2. ♗h3 ♖xh3+ 3. ♕xh3 ♕c6+ 4. ♕g2 ♕xe8 (elimination of the defence by luring away and double attack: queen)
10) 1. ... ♕g5 (1. ... ♖e2 2. ♖d8) Exploiting vulnerability: bad position of the pieces.
11) 1. ♖h5+ ♔xg4 2. f3+ ♕xf3+ 3. ♕xf3# (mate in three)
12) 1. ♖xe7+ ♔xe7 2. ♕d6+ ♔e8 3. ♘f6+ gxf6 4. exf6 (king in the middle)

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1) 1. ♖h5 ♖h8 2. d6 ♗f6 3. ♕xc5 (attacking the king and elimination of the defender)
2) 1. ... ♗c5+ 2. ♔h1 ♘g3+ 3. hxg3 ♕g5 4. f4 ♕h6+ (attacking the king by access)
3) White is two pawns down. Winning one back is easy. In what way does he keep the most chances for a draw?
   1. ♕xa4. Rules of thumb are useful but never apply them blindly. Exchange no pieces when you are material down. Helpful rule rule but more important is what will be left on the board. With exchanging queens White can make many black pawns weak: 1. .. bxa4 2. ♖fd1 (strong: the threat to win d6 forces to passivity and lures a rook away from the back rank – 2. ♖c4 is not handy because 2. … d5 can follow and stupid because 2. … ♘d2 wins) 2. … ♖c6 3. ♖c4 f5 4. g4 with a lot of play. Still two pawns downs but that will change quickly.
   1. ♗xe4 ♕xe4 2. ♕xd6 ♕c6. It wins a pawn but Black is a healthy pawn up, no weaknesses and a majority at the queen's wing and that will produce later a passed pawn.
   1. ♕d5. The move played in an U10 game. After 1. … ♖e5 2. ♕b7 ♖ce8 is the position of the rooks improved and White is still 2 pawns down.
4) 1. ♘f5+ gxf5 2. ♖g8+ ♔h6 3. ♖h8+ ♔g5 4. ♖bg8# (elimination of the defence by blocking)
5) 1. ♖xa7+ ♔xa7 2. ♗f2+ ♔a8 3. ♖g4 (defending against mate with tempo protect)
6) 1. ... ♗c7 2. ♗g2 ♕xb7 (discovered attack and interfering)
7) 1. ♕h8+ ♔g5 2. ♕g7+ ♔xh5 3. g4# Exploiting vulnerability: a bad position of the king.
8) 1. ... ♗b2 (1. ... a1♕? 2. ♖c8+) 2. ♖a4 a1♕ 3. ♖xa1 (cashing in a passed pawn)
9) 1. g4 (1. h4 ♖8f7 2. g4?) 1. ... c4 (the pin: attacking a pinned piece)
10) 1. ... b6 2. ♗d3 ♖a8 (trapping)
11) 1. g6 h6 2. ♕h5 (attacking the king)
12) 1. ♖b4 ♗e6 2. e5 ♖b6 3. ♖xb6 ♔xb6 4. ♘xe6 (luring and elimination of the defender by capturing)

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1) 1. ♖g6 (1. ♖g8+? ♔b7 2. ♖g6 ♕h8 3. ♖g7+ ♗c7) 1. ... ♕h7 2. ♖g8+ ♔d7 3. ♖g7+ ♕xg7 (draw by stalemate)
2) 1. ... ♖c8 2. ♕b3 ♖xc1+ 3. ♖xc1 (elimination of the defence by luring away and the pin: attacking a pinned piece)
3) 1. ♕h8+ ♔f7 2. ♖h7+ ♔e6 3. ♕e8+ ♔d5 4. ♖xd7 Exploiting vulnerability: a bad position of the king.
4) 1. ♔f5 ♔h6 2. ♔f6 ♔h7 3. ♔f7 ♔h6 4. ♖h2+ ♔g5 5. f4+ ♔xf4 6. ♖xc2 (chasing and discovered attack).
5) 1. ♘xb4 ♕a5 2. ♕d2 ♘e4 (2. … e5 3. ♘xa6) (elimination of the defence: chasing away+material)
6) White has a small lead in the development. Besides Blacks' pawn formation on the queen's wing is damaged. Square b6 is weak and pawn c5 is in the way.
   1. ♘c4. Nevertheless, it wins a tempo because the queen must play: 1. ... ♕xe4 (1. ... ♕e7 2. ♘d6+ is) 2. ♘xe4 and Black

has no defence against it, at least a loss of a pawn: 2. … ♘f6 3. ♘ed6+ ♔e7 4. ♗xc5 or 2. … b5 3. ♘cd6+ ♗xd6 3. ♘xd6 and 4. ♗xc5.
1. 0–0–0. Excellent possibility. Both after 1. … ♘f6 2. ♕xe5+ ♘xe5 3. ♘c4 and after exchanging queens.
1. ♗c4. Developing move but the bishop stands ♘a3 in the way. Black intercepts the attack on f7 with 1. … ♕xe4 2. ♘xe4 b5 3. ♗e2 c4.

7) 1. ... ♕xg2+ 2. ♔xg2 ♖b2+ 3. ♕f2 ♖xf2+ Exploiting vulnerability: a bad position of the king.
8) 1. ♕h7+ (1. ♕h8+ ♔f7 2. ♕h5+ (2. g8♕+ ♖xg8 3. ♕xf6+ ♔e8) 2. ... ♘7g6; 1. ♘xf6+ ♔f7) 1. ... ♔xh7 2. ♘xf6+ ♔h6 3. ♗c1# (attacking the king magnet)
9) 1. ♕xf4 ♕xf4 2. ♖d8+ ♔f7 3. ♖f8+ ♔g6 4. ♖xf4 (luring and chasing and double attack: X-ray check)
10) 1. g6+ ♔g8 2. ♖d6 ♔f8 3. ♗g5 and Black has some innocent checks. Exploiting vulnerability: a bad position of the king.
11) 1. c5+ ♔e6 2. ♖h7 Exploiting vulnerability: a bad position of the king.
12) 1. ... ♘f4+ 2. ♖xf4 ♕g2+ 3. ♔h4 ♖xf4# (mate in three)

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1) 1. ... ♖f1+ 2. ♖xf1 ♕e2 3. ♖f2 ♕d1+ Exploiting vulnerability: a threat which is difficult to parry.
2) 1. ♖a7! h1♕+ 2. ♖h7 ♕g1 3. ♖g7+ (defending against a passed pawn)
3) 1. ♗xh7+ ♔xh7 2. ♕h5+ ♔g8 3. ♖f8+ ♔xf8 4. ♕f7# (attacking the king: access)
4) 1. ... ♗d8! 2. ♕d4 b4 (elimination of the defence: chasing away and the pin: attacking a pinned piece)
5) 1. ♖dxd5 ♖xd5 2. ♕c8+ ♖d8 3. ♖xe6+ fxe6 4. ♕xe6+ (king in the middle)
6) 1. ... ♘xe4 2. ♗xe4 (2. ♘xe4 ♗xh4) 2. … ♗xe4 3. ♗xe7 (in-between move)
7) 1. ... ♖e6 2. ♕b3 (2. ♖fe1 ♖h6 3. ♘f1 ♖xf4) 2. ... ♖h6 3. h3 ♗xh3 (attacking the king and bringing in pieces)
8) 1. ♖xe7+ ♔xe7 2. f4 ♗xc3 3. ♗d2+ (luring, chasing away and discovered check)
9) 1. ♘f5. Possible because of the indirect protection of the queen (1. … ♕xh5 2. ♘xg7+ gaining a piece). Black is in a bad shape and an extra white piece is disastrous: 1. ... ♗f6 2. ♘d6+ ♔e7 3. ♕xg6 fxg6 4. ♘xb7; 1. ... ♔f8 2. ♕xg6 fxg6 3. ♘xg7; 1. ... ♖g8 2. ♕xg6 fxg6 3. ♘d6+; 1. ... ♘d7 2. ♕xg6 and 1. ... ♗f8 (is relatively the best) 2. ♕xg6 fxg6
1. ♕xg6 fxg6 2. ♔e2 Advantage for White (better pawn structure, better pieces) but quite a job if Black would suddenly start defending very well.
1. ♕e2. It gives almost all advantage away after 1. … ♕xe4 2. ♕b5+ ♘d7.
10) 1. ♕g6 ♘f8 (1. ... ♘f6 2. ♖xf6) 2. ♕f7+ ♔h8 3. ♕xf8+ (attacking the king)
11) Picture
12) 1. ♖xh6+ ♘xh6 2. ♕f6+ ♔h7 3. ♗d3+ Exploiting vulnerability: material supremacy.

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1) 1. ... e5 (1. ... ♗e7 2. ♘xf6) 2. ♘xf6 ♗c5 (defending against a pin)
2) 1. ♖1b5+ ♔a6 2. ♖5b6+ ♔a5 3. ♖a6+ ♖xa6 4. ♖b5# Exploiting vulnerability: a bad position of the king.
3) 1. ... ♘xe3 2. ♘xe3 (2. ♕xe3 ♖xc4) 2. ... ♘c5) (elimination of the defence: chasing away+material)
4) 1. ♕h3 h5 2. ♕xc8 ♖xc8 3. ♘xf7+ (double attack: material + threat)
5) Black is a pawn up in this game U10.
1. ... fxe4. The position has to be opened. ♖f8 becomes active and it allows 2. ♖xe4 ♘f3+ 3. ♔h1 ♘xd2 4. ♕xd2 ♗xc3 possible. White is lucky that the black king is on g8 because now 5. ♕d5+ prevents total damage. The rook ending after 5. … ♕f7 6. ♕xf7 ♖xf7 is somewhat better.
1. ... f4. It is the move Black played but after 2. f3 or 2. ♘d5 there is no compensation for the pawn. The activity of ♗e5 and ♖f8 is reduced and ♘d4 will be chased back soon.
1. ... ♖ce8. Not a good move. White plays 2. f4 ♗f6 3. ♔h1 or 3. ♘d5.
6) 1. ♕a8+ ♖e8 2. ♘de7+ ♔f8 3. ♕xe4 (discovered attack setting up a battery)
7) 1. ♘f6+ ♔h8 (1. ... ♗xf6 2. ♕xh6+ ♔xh6 3. ♖h3+) 2. ♘xe8 (attacking the king: access)
8) 1. ♗xe7! ♔e5 (1. ... ♔e4 2. ♗f6 ♔f4 3. ♗a1 ♔e4 4. ♔xh6) 2. ♗f8 ♔f6 3. ♗g7+ ♔xg7 (3. ... ♔f7 4. ♔xh6 ♔g8 5. ♗a1) (defending by stalemate)
9) 1. hxg4 ♘f3+ (1. ... ♕h4 2. f3) 2. gxf3 ♕h4 (elimination of the defence by blocking)
10) 1. ... f5+ (1. ... gxh5+ 2. ♔xh5 ♔b6 3. ♔g6 ♔b5 4. ♔xf6 ♔xb4 5. ♔e7 ♔c5 6. ♔e6 and White wins.) 2. ♔g5 gxh5 3. ♔xh5 ♔b6 4. ♔g5 ♔b5 5. ♔xf5 ♔xb4 6. ♔e4 (6. ♔e6? ♔c5) and draw.
11) 1. ♖g7+ ♔f8 (1. ... ♔e8 2. ♖g8+ ♔f7 3. ♖g6 ♗xg4+ 4. ♖xg4 f1♕ 5. ♖f4+ ♕xf4) 2. ♖g6 f1♕ (2. ... ♗xg4+ 3. ♔xg4) 3. ♖f6+ ♕xf6 (defending against a passed pawn)
12) 1. g4 ♗g6 2. g5 ♘h5 3. f4 (chasing and trapping)

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1) 1. ♖xh5 gxh5 2. ♕f5 ♔f8 3. ♕h7 (attacking the king: access)
2) 1. ♖a1 ♕b4 2. ♕xb4 axb4 3. ♗xa6 (3. ♖xa6) (the pin: chasing the front piece and a pinned piece is not a good defender)
3) Black's position is excellent: better pawn structure and active pieces.
1. ... ♘g4. Very strong. Black must not be afraid of a double pawn. After 2. ♕xb6 axb6 pawn a2 is hanging and ♘f2 is threatened.
1. ... ♖fd8 Prevents the exchange queens. Black certainly has an attack against the white king although White has sufficient defenders. Certainly not a bad plan but less good than the move with the knight.
1. ... ♕xe3 2. ♘xe3. Better for Black but illogical to let the white knight come into play.

4) 1. ♕d7 ♘xd7 2. ♖g8+ ♔e7 3. ♘f5# (elimination of the defence by blocking) Quite nice!.
5) 1. ... ♖g2 2. f6 ♗b5+ 3. ♔e1 h2 (3. ... ♖g1+ 4. ♔f2 h2 5. ♘g3 ♖xg3 6. ♖d1) (cashing in a passed pawn)
6) 1. ♘xd5 ♕xd5 2. ♗xf6 ♗b7 This in-between move and with a mating threat prevents the winning discovered attack with ♗h7+.
7) 1. a4! (1. ♔d4? ♗e8 2. ♔c4 (2. ♔d3 ♗b5+) 2. ... ♔xe3 3. ♔b4 ♔d4 4. a4 ♗xa4 (4. ... ♔d5 5. a5 b5) 1. ... ♗c2 (1. ... ♗e8 2. a5! bxa5 3. ♔d4) 2. a5 bxa5 3. ♔d4 (wrong bishop thanks to line changing of the pawn)
8) 1. ... b4 (otherwise 2. b4) 2. cxb4 ♔f6 3. ♔e3 ♔e6 4. ♔d2 (making access)
9) 1. ♖xd4 (1. ♗b5 c6; 1. ♖a8+ ♔d7) 1. ... ♕xd4 2. ♖a8+ ♔d7 3. ♕xd4+ (luring and elimination of the defence by interfering)
10) 1. h6 ♗f8 2. ♕h4 (chasing away and the pin: attacking a pinned piece)
11) 1. ... ♘e5+ 2. ♔f4 ♘ed3+ 3. ♔g5 ♘e4+ 4. ♔h4 ♖xh2# Exploiting vulnerability: a bad position of the king.
12) 1. ... ♘f4 (1. ... ♘h4 2. ♕d8+ ♔g6 3. ♖e6+) 2. ♕d8+ ♔g6 3. ♖g8+ ♔h7 Exploiting vulnerability: a threat which is difficult to parry.

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1) 1. ♕h6+ ♔e5 2. d4+ ♕xd4 (2. ... ♔xd4 3. ♕xe3#) 3. ♕g7+ ♔f4 4. ♕xd4+ (luring and double attack: X-ray check)
2) 1. ♘a2. Unpins the a-pawn. After other moves with this knight Black plays 1. … ♗a6. Furthermore the capture on a3 is not possible: 1. ... bxa3 2. b4. After 1. ... ♖b8 2. axb4 ♖xb4 3. ♘xb4 ♕xa1 4. ♖e1 (♗g2 must go to f1 once) has White a clear plan. Put his pieces on the right squares (♘c6 and ♘c4 if possible).
1. ♘c4. If White wants to sacrifice an exchange White must insert this move. After 1. … ♕a6 2. axb4 ♕xa1 3. bxc5 it turns out that White doesn't even get a pawn. Black has the strong in-between move 3. … ♗a6 but 3. … ♘xc5 refutes the sacrifice too.
1. axb4 ♕xa1 2. bxc5 ♘xc5 Even worse than the previous line. No compensation at all.
3) 1. ♕g8+ ♔xg8 2. ♘f6+ (defending against mate)
4) 1. ♕g6 (1. ♘g6+ ♔g8 2. ♕xc6 ♗xc6 3. ♘fe7+) 1. ... fxg6 2. ♘xg6+ hxg6 3. ♖h3+ (attacking the king)
5) 1. ... a4 2. ♘d2 (2. d5 axb3 3. axb3 ♗xc3) 2. ... axb3 3. axb3 ♗xb3 (attacking the king)
6) 1. ♕h7+ ♔f7 2. ♗g6+ ♔f6 3. ♖f4+ gxf4 4. ♗h4# (attacking the king)
7) 1. ... ♘xd4 2. ♘xd4 (2. ♖xc1 ♘xf3+) 2. ... a5 (2. ... ♖xe1+ 3. ♕xe1 ♕xd4 4. ♕xe6+) (elimination of the defence: chasing away+material)
8) 1. ♕a8+ ♔b5 2. ♕b7+ ♔c4 3. ♕c6# Exploiting vulnerability: a bad position of the king.
9) 1. ♕d8 ♕xd8 2. ♘xe6+ ♔g8 3. ♘xd8 b5 4. ♘c6 (transposing / liquidating by a double attack: knight)
10) 1. ... ♘e8 2. ♕c6 ♖c8 (2. ... ♗xc3? 3. ♕xa8) (chasing and trapping)
11) 1. ♖e7+ ♔f3 2. ♖e3+ ♔xe3 3. ♗d4+ ♔xd4 4. ♔g2 ♔e3 5. ♔f1 (defending against a passed pawn)
12) 1. ... ♕xa1 (1. ... ♖xb5? 2. ♖xb5 ♘e2+ 3. ♔f2 ♕xb5 4. ♕xa7) 2. ♖xa1 ♘xf1 3. ♔xf1 ♖xb5 (elimination of the defence: luring away/capturing+material)

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1) 1. ♕g6+ ♖xg6 (1. ... ♔e7 2. ♕xg7+ ♔d6 3. ♕xf6; 1. ... ♔f8 2. ♘xd5) 2. ♘xg6+ ♔e8 3. ♖f8# (luring away and discovered check)
2) 1. ... ♘d1 (1. ... ♘a4? 2. ♖e3) 2. ♗xd1 ♕xc3 (the pin: attacking a pinned piece and luring away+mate)
3) 1. ... ♘g4. Good defence against an eventual ♘xg6. Because h4 is hanging White has no time for f3. The white pieces are clumsy.
1. ... ♔h7. Pawn g6 is now protected for a while and is safe but not the best choice.
1. ... d5 The move played that worked out well after 2. f3 ♘xe4! Basically you may not hesitate in such a position: 2. ♘xg6 fxg6 3. ♕xg6+ ♔h8 4. exd5 ♗xd5 5. ♕h6+ ♔g8 6. ♖e5.
4) 1. ... ♗g4 (1. ... ♖b1 2. ♖g7+ ♔xh6 3. ♘xf5+ ♔h5 4. ♖g5#) (defending against mate)
5) 1. ♖xg7 ♕xg7 2. ♖xh6+ ♕h7 3. ♕f6+ (3. ♕h4) (attacking the king: access)
6) 1. ... ♗xh4 2. ♖xh4 ♖xh4 3. ♗g5 (double attack: bishop)
7) 1. ♗c7+ ♔a6 2. ♘d7! ♘e6 (2. ... ♗c6 3. ♘c5#) 3. ♘b8# Exploiting vulnerability: bad position of the pieces. *(Fomichev 2015)*
8) 1. ... ♗e1 2. ♔xe1 g2 (cashing in a passed pawn)
9) 1. h5 ♖xh5 2. ♖e5 (transposing / liquidating to a pawn ending)
10) 1. ... e3 2. fxe3 ♖c2 (elimination of the defence: luring away and the pin: pin)
11) 1. ♕xc5 (1. ♕xd5 ♘xd5 2. ♗xc5 ♘xc5 3. c4 ♘b4) 1. ... ♘xc5 (1. ... ♕xc5 2. ♗xc5 ♘xc5 3. ♘c7+) 2. ♘c7+ ♔d8 3. ♘xd5 exd5 4. ♗xc5 combining van luring away, double attack: knight, in-between move)
12) 1. ♕d4 ♕f8 2. ♕d8 ♗a6 3. ♗h7+ Exploiting vulnerability: a threat which is difficult to parry.

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1) 1. ... f4 2. ♘h5 (2. ♘f1 fxe3 3. fxe3 ♖xe3) 2. ... fxe3 3. fxe3 ♖xe3 (3. ... ♘xe3+) (luring and double attack: knight)
2) 1. ♘xb7 ♘xb7 2. ♖e7 (luring away and elimination of the defence: chasing away+material)
3) 1. ... ♗xc3 2. ♕g4+ ♗g7 3. ♗h6 ♘g6 (defending against a pin)
4) 1. b4 ♗xb4 2. ♔e3 ♗xc3 (2. ... ♗f1 3. ♖c1 ♗c5+ 4. ♔e4 ♗d3+ 5. ♔d5) (defending by stalemate of insufficient material)
5) White has sacrificed two pawns. Due to the pin of ♗c4 exchanging of queens threatens. A correct feeling is that White may be glad if he doesn't get worse. Just too few attackers and sufficient defenders. After 1. ♕f5 ♕xc4 you must sense that a

queen and a knight against a superior number of pieces is not enough. What is correct?
1. ♖xd5. Takes a pawn back and threatens ♗b5. Black has 1. … ♗a6 and White just holds: 2. ♖d4 ♘e6 3. ♘xe6 fxe6 4. ♖xg4.
1. ♗xd5 is refuted by 1. … ♗b4+ (makes an escape square for the king)
1. ♘xf7 ♕xc4 2. ♕xc4 dxc4 3. ♘xh8 is winning an exchange against two pawns but after 3. … ♗f3 the future of ♖h2 is not rosy. The knight on h8 will be lost for sure.

6) 1. ♕xe6+ ♔h8 2. ♖xh6+ gxh6 3. g7+ ♔xg7 4. ♕g6+ ♔h8 5. ♕h7# (attacking the king)
7) 1. ♘xe6 ♗xe6 (1. ... fxe6 2. ♕xg6+) 2. ♕e4 (luring away and trapping)
8) 1. ♕c3 ♘e4 2. ♖xe4 fxe4 3. ♘e6+ (setting up a battery and discovered attack)
9) 1. ♕xc3 ♕xc3 2. ♘e7+ ♔h8 3. ♖xf8# (elimination of the defence: luring away+mate)
10) 1. ♔f4! (1. gxh6? ♔f6) 1. ... ♘f7 2. g6 ♘h6 3. ♔g5 (zugzwang and trapping)
11) 1. ♖h7+ ♔xg6 (1. ... ♔f8 2. ♖h8+ ♔g7 3. f8♕+ ♔xg6) 2. f8♘+ ♔f6 3. g5# Exploiting vulnerability: a bad position of the king.
12) 1. ♕a6+ ♕a5 (1. ... ♔b3 2. ♕a2+ ♔xc3 3. ♕b2+ X-ray check) 2. ♕c4+ ♔a3 3. ♕a2# Exploiting vulnerability: a bad position of the king.

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1) 1. ... ♖g1+ 2. ♔h3 ♘f4+ 3. ♔h4 ♘g6+ 4. ♔h3 ♖h4# (chasing and double check)
2) 1. ♖b8+ ♔a7 2. ♖a8+ ♔b7 3. ♖b8+ ♔a7 4. ♖a8+ ♔b7 5. ♖b8+ (draw by perpetual check)
3) 1. ♕d7 ♖c8 2. ♕g4+ ♔f8 3. ♕g7+ ♔e8 4. ♕g8+ ♔d7 5. ♕xf7+ ♔c6 6. ♕d5+ Exploiting vulnerability: a bad position of the king.
4) 1. ... ♖e8 2. ♘c5 ♘d8 (the pin: attacking a pinned piece - cross pin)
5) 1. ♔f5 h5 2. ♔e6 ♔f8 3. ♔xd5 h4 4. ♔e4 (with tempo into the square of the pawn)
6) 1. ♕xg4 fxg4 2. ♗e7 ♗xe7 3. ♖xc6 (cashing in a passed pawn)
7) Picture
8) Picture
9) 1. d5 ♗c7 2. ♖xc7 (2. d6 ♗xd6 3. ♕xd6 ♕xa1 4. ♖xf7 ♔xf7 5. ♕d7+ ♔f6 6. ♕xc8 ♔f7) 2. ... ♕xc7 3. d6 (discovered attack and capture/chasing away+mate)
10) This unclear position comes from a game U10. It is a matter of counting. Black has a knight and pawn for the queen. White certainly loses his queen.
1. ♕xf3 ♗xf3 2. ♖xc3 ♖xc3 3. ♗a5 and thanks to this in-between move White gets two pieces against rook and pawn.
1. ♘xf3 (the game) 1. ... ♘xd1 2. ♖xd1 ♖fxd8 and White remains in a worse position just a pawn down (Black has c-file and better minor piece) .
1. gxf3 ♘xd1 2. ♖xd1 ♖fd8. Pawn down, bad pawn structure.
11) 1. ... ♖e3 2. fxe3 ♕xf3 3. ♕c2 fxg3 (elimination of the defence by interfering)
12) 1. ♕d6+ ♘d7 2. ♕xd7+ ♔xd7 3. ♘c5+ ♔d6 4. ♘xe4+ (luring and double attack: knight)

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1) 1. ... ♖h2+ 2. ♔e1 ♘b2 3. ♖b1 (3. ♖c1 ♘d3+) 3. ... ♖h1+ (chasing and double attack: X-ray check)
2) 1. ♗g5+ ♔g8 2. ♕xh8+ ♔xh8 3. ♗f6+ (3. ♖h4+ ♔g8 4. ♗f6) 3. ... ♔g8 4. ♖h4 (attacking the king)
3) This position comes from a game U10. Black can grab a pawn. What is the problem?
1. ... f6 This is the best move and sufficient to draw. 2. ♖xc3 (2. bxc3 fxe5 3. dxe5 ♖c4 is with such an active rook certainly not better for White) 2. … fxe5 3. dxe5 ♖xc3 4. bxc3 ♖c8 and now the activity or the rook is sufficient.
1. ... ♗xd4 The game move costs surprisingly an exchange: 2. ♘c6 (2. ♖xc8 ♖xc8 3. ♘d3 ♖c2 loses material) 2. ... ♗xb2 was played and after 3. ♖a2 ♗f6 4. ♘xd8 ♖xd8 5. ♖c6 White was an exchange up (although Black won). The surprise comes after 2. … ♗f6 3. ♖ac1 and ♘xd8 is threatening and after 3. … ♖e8 the move 4. ♘e7+ follows.
1. ... ♗a5 2. ♘c6 and the knight has three targets in sight, no threats yet because of the pin but Black cannot prevent them all in one move. A possible line 2. … ♖c7 3. ♖ac1 ♖dc8 4. ♘e7+.
4) 1. ... ♔g7 (1. ... h4 2. f5 h3 3. f6 h2 4. f7 h1♕ 5. f8=♕+) 2. ♔e7 ♔g6 3. ♔e6 ♔g7 4. ♔f5 ♔h6 = (defending)
5) 1. ♖xh6+ ♕h7 2. ♕h4 ♖g1+ 3. ♔c2 ♕xh6 4. ♕xh6+ ♔g8 (defending against a double attack by counter-attack)
6) 1. ♘f5 ♕g5 2. h4 ♕g6 3. ♘e7+ (chasing and discovered attack)
7) 1. ♖g3+ ♔f5 2. ♕g5+ ♔e4 3. ♖g4# Exploiting vulnerability: a bad position of the king.
8) 1. f4+! ♗xf4 2. ♘e4+ ♕xe4 (defending by stalemate)
9) 1. ... ♕d1+ 2. ♔g2 ♕e2+ 3. ♔g1 ♔h3 4. ♕d4 ♕e1# Exploiting vulnerability: a bad position of the king.
10) 1. ♖d4 ♕b5 2. ♖fd1 (targeting and the pin: pin)
11) 1. ... e4 2. ♖g8+ ♔h7 3. ♕f8 ♖h1+ (elimination of the defence: interfering)
12) 1. ♔g8! (1. ♔e8? ♕xe2+! 2. ♗xe2 ♔xb7) .1 ... g5 2. ♗h1! ♕h4 3. ♖h7+ (zugzwang and discovered check) *(Timman)*

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1) 1. ♔f6 h2 2. ♕b4 ♕d7 3. cxd7 h1♕ 4. ♕e7# Exploiting vulnerability: a bad position of the king.
2) 1. ... ♗a4 2. ♕d3 (2. ♕xa4 ♕xe3+ 3. ♔f1 ♖xc1) 2. ... ♗xd1 (luring away and double attack: queen)
3) 1. ... ♖a2 2. ♕e8+ ♗d7 (seventh rank)
4) 1. ♗e2 ♖xg3+ 2. ♔f2 (cashing in a passed pawn)
5) 1. ... gxf4 2. ♘xf4 ♖d4+ 3. ♔e3 ♗d2+ (luring, chasing and X-ray check)

6) 1. ... ♕c8 The queen must be protected after 2. ♖xg6 fxg6. Black must be ready to exchange queens (exchanging directly 1. … ♕xf5 2. exf5 ♖xg4 3. hxg4 is playable but unpleasant). Without the move 2. h4 White cannot proceed although h5 is not a threat yet because Black exchanges on f5 then.
1. ... ♕e6 this move fails after 2. ♖xg6 ♖xg6 3. ♖xg6 ♕xf5 on the in-between move 4. ♖g7+.
1. ... ♕a4 The move played in a game U10. The strong 2. h4 was missed (the pin: attacking a pinned piece)
7) 1. ... ♗f6 (1. ... ♗h4 2. ♔f4 ♗g5+ 3. ♔f3 ♗f6) 2. ♔f4 ♗xe5+ (defending against mate)
8) 1. ♘f5 ♕g5 2. h4 ♕g6 3. ♘d6+ (chasing and discovered attack)
9) 1. ... ♘xe5 2. dxe5 ♗xb5 3. ♕b3 (the pin: pin)
10) 1. ♖d7+ ♔e5 2. ♖d5+ ♖xd5 3. ♘c4# (elimination of the defence by luring away and blocking)
11) 1. ... ♖a2 2. ♗c6 (2. c6? ♘h5#; 2. h4 ♘h5+ 3. ♔h3 ♘f4+; 2. ♗d1 ♖d2) 2. ... ♖a3+ 3. ♗f3 ♖a2 (draw by perpetual attack)
12) 1. ♖c8 ♕d5 (1. ... ♖xc8 4. ♕d8+) 2. ♖xf8+ ♔xf8 3. ♕b4+ Exploiting vulnerability: back rank.

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1) 1. ... ♘c3 2. bxc3 (2. ♕d3 ♘xd1) 2. ... ♗a3+ 3. ♔b1 ♕b6+ (attacking the king)
2) Black has a pawn up, but pawn d4 threatens to be lost. The pawns on c5 and e5 are no heroes either.
1. ... ♘d7. Profits the most of the weak pawns. After 2. ♘xd4 ♗xg2 the bishop moves with tempo and the threatens is 3. … bxc5 and after 2. ♕xd4 ♘xc5 White is just a pawn down, 2. cxb6 ♗xf3! is also educative (after the lazy 2. … axb6 Black is better) 3. gxf3 (3. bxc7 ♕xc7 and e5 hangs; 3. b7 ♗xb7 with a pawn up) 3. … c5 and 4. … axb6.
1. ... ♗xf3 (gives some advantage with simple moves) 2. gxf3 ♘d7 3. ♕xd4 and now 3. … bxc5 with pawn up but a double pawn of 3. … ♘xc5 4. ♗b5+ with small problems with the development.
1. ... ♘g4 The game move. Now 2. ♗b5 solves all white's problems.
3) 1. ♖d4 ♗h5 2. ♖h4 (2. g4) (elimination of the defence: chasing away+material)
4) 1. ... ♕b2 2. ♖c4 (2. ♖cd1 ♕c2) 2. ... ♕b1+ 3. ♔g2 ♕b7+ (defending against a passed pawn)
5) 1. ... ♘xe4 2. ♕xf8+ ♔xf8 3. ♗xd8 ♖xd8 4. ♗xe4 (in-between move desperado)
6) 1. ♖xf6 gxf6+ 2. ♔d6 ♔f7 3. ♔c7 (transposing / liquidating to a pawn ending)
7) 1. ♖d8+ ♕xd8 2. ♘e8+ ♕xe8 3. fxe8♘# Exploiting vulnerability: a bad position of the king.
8) 1. ♘e7+ ♔c5 2. ♖c6+ ♔d4 3. ♘f5+ ♔e5 4. ♘xg7 (discovered check, chasing, luring and double attack: knight)
9) 1. ... ♗f4 2. ♕d3 g5 (targeting and trapping)
10) 1. ... h5 2. ♖b8 h4 3. ♖b3 hxg3 Exploiting vulnerability: a square which is difficult to defend.
11) 1. ♔g3 g6 2. ♖f5+ gxf5 3. f4# Exploiting vulnerability: a bad position of the king.
12) 1. ♗xd4 exd4 2. ♕xe7 ♖xe7 3. ♖xc5 (elimination of the defence: capturing+material)

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1) 1. ♗c5 (1. ♔h1 ♖c2 2. c8♕ ♖xc8 3. ♖xc8 ♖xd6) 1. ... ♖c2+ 2. ♗xd4 ♖xc7 (cashing in a passed pawn)
2) 1. ♔h1 (1. ♗c5 ♖c2+) 1. ... ♖c2 2. ♖bb1 (cashing in a passed pawn)
3) 1. ... ♘c3 (targeting and double attack: knight)
4) 1. ... ♘c3+ 2. bxc3 ♖b7 (elimination of the defence and the pin: pin)
5) 1. ... ♖b4+ 2. ♔xh5 ♖b8 (2. ... ♖b5+ 3. ♔h4 ♖b8) 3. ♖h6 ♖b5+ Exploiting vulnerability: a bad position of the king.
6) 1. ♖c7 ♖xc7 2. ♕e8+ ♔g7 3. ♕e5+ ♔g8 4. ♕xc7 (defending against a passed pawn)
7) 1. ... ♖h1+ 2. ♔xh1 ♔g3 3. ♗c4 ♖e1+ 4. ♗f1 ♖xf1# Exploiting vulnerability: a bad position of the king. (Donner-Spanjaard, NED 1961)
8) 1. ♘ce7+ ♔h7 2. ♖h8+ ♘xh8 3. ♘f8# (elimination of the defence by blocking) (elimination of the defence by blocking)
9) 1. ♔c2 (1. ♔a1 ♗d2 2. ♕xf5+ ♔e7) 1. ... ♕h2+ 2. ♔b3 ♕xg1 3. ♕xh6+ Getting out of check and not allowing new attackers.
10) 1. ♘xd5 ♕xd5 2. ♗xf6 ♕a5+ 3. ♕c3 (3. ♕d2 ♕xd2+; 3. b4 ♗xb4+) (in-between move)
11) 1. f3. Preventing the possibilities of the opponent. Allowing the move f3 by Black would activate ♗e5 and the pawn is an attacker and disturbs.
1. c3. Chasing away the knight must wait because the the in-between move 1. … f3 threatens mate on h2 and after 2. g3 ♘e6 White is lucky that Black cannot easily can involve the rook into the attack.
1. h3 The move played in the game makes 1. ... f3 ever stronger. Black won.
12) 1. ♕h6+ gxh6 2. ♘f6+ ♔g7 3. ♘xd7+ ♔f7 4. ♖xd6 (elimination of the defence by luring away, chasing and discovered check)

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1) 1. ♕a8+ ♔xg7 2. ♖g6+ hxg6 3. ♕xd5 (setting up a battery and discovered attack)
2) 1. ... gxf4 (1. ... ♗d2 2. fxg5 ♖d4+ 3. ♔e5 ♖xd3) 2. ♘xf4 ♖d4+ 3. ♔e3 ♗d2+ (luring, chasing and double attack: X-ray check)
3) 1. e4. Black is in problems: 1. … dxe4 2. ♘xe4 ♗e7 3. ♖e1 loses material and 1. ... h6 2. ♗h4 (2. ♗xh6 gxh6 3. e5 is also good) is not really helping. The threat is e5 and after 3. ♘xh6+ gxh6 even 4. exd5 is very strong.
1. ♖e1. Developing move to prepare e4. In the previous move it turned out that the move of the rook is not necessary.
1. ♘xd6. Fans of the pair of bishops play such moves. It is a sin, to give up the active knight.
4) 1. exf6 ♗xd6 2. ♖d1 (cashing in a passed pawn)
5) 1. ... ♘xh5 2. ♘g5+ hxg5 3. ♕xh5+ ♔g8 4. ♖h1 (attacking the king: access)

6) 1. d8♘+ ♔f6 (1. ... ♔e7 2. g8♕ (2. ♘c6+? ♔f6 3. g8♘+ ♔f7!)) 2. g8♘+! ♔g6 (2. ... ♔e5 3. ♘f7+) 3. ♘e7+ (draw due to insufficient material)
7) 1. ♕xf6 ♖xf6 2. ♗xf6 h5 3. ♖f7# (setting up a battery and discovered check)
8) 1. ♘h6 ♕xf3 (1. ... ♘xf3 2. ♖g8+ ♖xg8 3. ♘f7#) 2. ♖xf3 ♘xf3 (2. ... ♖g8 3. ♘xg8 ♘xf3 4. ♘h6) 3. ♖g8+ ♖xg8 4. ♘f7# (attacking the king)
9) 1. ♕xb4+ ♔xb4 2. a3+ ♔a5 3. b4+ ♔b5 4. ♘c3# Exploiting vulnerability: a bad position of the king.
10) 1. ... a5 2. ♘d3 b5 3. ♗b3 a4 (targeting, chasing and trapping)
11) 1. ♘b5+ cxb5 2. ♖c1+ ♔d7 3. ♖d1+ ♗d6 4. ♖xd6+ ♔xd6 5. ♖xd8+ (elimination of the defence, chasing, X-ray check and luring away+material.
12) 1. ♘xc8 ♖xh7 2. ♘e7 ♖h8 (2. ... ♖g7+ 3. ♔f2 ♖f7+ 4. ♔g3) 3. ♘c6+ ♔a3 4. ♘d8 (cashing in a passed pawn)

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1) 1. ♗xe5 ♘xd3+ 2. ♕xd3 ♗b4+ 3. ♗c3 ♕xd3 (luring and discovered attack)
2) 1. ♗b5 ♖e6 2. ♗c4 (2. ♗d7? ♖d6) 2. ... ♖e5 3. ♔d4 (draw due to insufficient material) *(Guljajev 1938)*
3) 1. c3 (1. ♖xf4? ♘e2+ 2. ♕xe2 ♕xf4) 1. ... ♘c6 2. ♖xf4 (elimination of the defence and pin)
4) 1. ♔f1. Prevents check on e1 and forces the queen back. After 1. ... ♕f6 White captures a pawn: 2. ♖xh4
1. ♖d8 is not a problem after 1. … ♕f6 2. ♖xe8+ ♔xe8.
1. ♗xf3. Only counts with taking back. Black doesn't want the bishop at all: 1. … ♖e1+ (1. ... ♘xf3+? 2. ♔f1) 2. ♔g2 h3#
5) 1. f5 gxf5 (1. ... ♗xe4 2. f6 ; exf5 ♖h4+– ; 2. ... ♕e7 fxg6 fxg6 ♖xe6 ♕xe6 3. ♕xg6+) 2. ♕g5+ ♔h7 3. ♖h4# (attacking the king)
6) 1. ... ♗h6 2. ♕d1 ♗e3 Exploiting vulnerability: material supremacy.
7) 1. ... ♗e4 (1. ... ♗h3?) 2. h4 ♔d4 3. h5 ♔e5 Normally the bishop fulfils the double function: protecting the pawn and stopping the enemy pawn. This is an exception: the position is not winning because of the danger of stalemating the opponent. Happily, the king is in the square of the h-pawn.
8) 1. ♕xe3 ♖xe3 2. ♘ge4 ♖d4 3. hxg4 (double attack: 2 pieces)
9) 1. g4 fxg3 2. ♗g5 f6 3. exf6+ (trapping)
10) 1. ♗f3 ♕xf3 2. ♕g8+ ♗e8 3. ♕xe8+ ♔b7 4. ♕b8+ (4. ♕d7+) (elimination of the defence: luring away+mate)
11) 1. ♗b3! (1. ♗c4? a4! 2. ♗d5 ♕c2+ 3. ♗c6 ♕h2+) 1. ... a4 2. ♗c4! (zugzwang)
12) 1. ... ♘e1+ (1. ... ♘h4+ 2. ♔h3 ♕g2+ 3. ♔g4 ♕f3+ 4. ♔h3) 2. ♔h3 ♕g2+ 3. ♔g4 ♕f3+ 4. ♔h3 ♕h5# (double check)

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1) 1. h3 ♕h5 2. ♕e2 (2. g4? ♕d5) (elimination of the defence and pin)
2) 1. ♕f8+ (1–0; Babula-Kislov, Trinec 1999) 1. ... ♔h7 2. ♕g8+ ♔h6 3. ♖h5+ ♔xh5 4. ♕g5# Exploiting vulnerability: a bad position of the king.
3) Drawing
4) 1. ♖g3! ♗xg3+ 2. ♔h3 g1♕ (defending against a passed pawn)
5) 1. ... ♖d5 2. ♖xd5 g3 3. fxg3 fxg3 (defending against mate)
6) 1. 0–0–0 was not played because a2 hangs. Not a bad however: 1. … ♘xa2+ 2. ♔b1 ♕xd2 3. ♖xd2 ♘b4 4. ♗b5+ brings all White's pieces into the attack. After 4. … ♔e7 is 5. ♘d7 illustrative. After 1. … 0–0 plays White 2. a3 or a bit braver 2. ♘c4.
1. ♔d1. The move played prevents the threat (see next move) but the king in the middle is not lethal after 1. … ♗e6 2. ♘d3 but unnecessary.
1. ♗e2 ♘xc2+ That was the threat.
7) 1. ♘xa7+ ♘xa7 2. ♕xa7 ♕d1+ 3. ♔xd1 ♗g4+ (luring and double check)
8) 1. ... ♕c2+ 2. ♔h3 (2. ♔h1 ♕xc1+) 2. ... ♖xg3+ 3. ♔xg3 ♖b3+ Exploiting vulnerability: material supremacy.
9) 1. ♔d7! ♘c4 (1. ... ♔b7 2. ♖b1+ ♘b3 3. ♖xb3#; 1. ... ♘b3 2. ♖b1 ♔b7 3. ♖xb3#; 1. ... ♘b7 2. ♖c8#) 2. ♖xc4 a5 3. ♔c6! a6 4. ♖e4 ♔a7 5. ♖e7+ ♔b8 6. ♔b6 (elimination of the defence by blocking) *(Botokanov 1997)*
10) 1. ... ♖xg3 2. ♗xe4 (2. fxg3 ♕e2+ 3. ♔g1 ♘h3#; 2. f3 ♕g6; 2. ♔xg3 ♘e2+ 3. ♔h3 ♕xh4+ 4. ♔g2 ♕g4+ 5. ♔h2 ♗e5+ 6. f4 ♕g3#) 2. ... ♖h3+ 3. ♔g1 (attacking the king)
11) 1. ♖xb2 ♗xb2 2. ♕b3 ♗d4 3. ♕b8+ ♕d8 4. (double attack: queen material+threat)
12) 1. ♘f6+ ♗xf6 2. ♖c7+ ♔g8 3. ♖xe3 (in-between move)

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1) 1. ♖xg7+ ♖xg7 2. ♘f8+ ♔h8 3. ♖xh6+ ♖h7 4. ♖xh7# (elimination of the defence: capture+mate)
2) 1. ... ♘f3 2. ♕xf3 ♕xb2 (line clearing and trapping)
3) A position from the game De Wind-Michielsen, The Hague 2001. At that time they were both talented juniors, who nevertheless missed something.
1. ♗xe5 ♕xe5 2. ♖fe1. Exchanging is good in this case. All white pieces become active and the d-pawn is not weak but also poses no danger (2. … d4 3. ♘g3).
1. ♗b6. White wants to chase the black rook to a worse square but the rook is not misplaced at all: 1. ... ♖d6 2. ♕b4 (consequent but admit failure with 2. ♗a5 or 2. ♗e3 and sacrificing a pawn is better). The move played fails to 2. ... ♖xb6 (instead of the move played 2. … d4 3. f4) 3. ♕xb6 ♘d4 4. ♕xf6 ♘xe2+ (in-between move) 5. ♔h1 ♗xf6.
1. ♗c3. A loss of time. Black captures on c3.
4) The fragment should be a move longer. The h-pawn is still on h5 and Black is to move: 1... h4 *(0-1; Dvoretsky-Klovans Tbilisi 1973)*. It is insufficient to play 1. … hxg4 2. ♔e5! (but not 2. ♔e4 g3! and wins) 2. … ♔g2 3. ♔f4 ♔h3 4. ♔g5.

White resigned because of 2. ♔e5 ♔g2 3. ♔f6 ♔xh2 4. ♔xg6 h3 5. g5 ♔g3 6. ♔f7 h2 7. g6 h1Q and Black wins against a g-pawn on the seventh rank.

5) 1. ... ♘b5 (1. ... ♖xb8 2. ♖xb8+ ♗f8 3. ♗f6#) (elimination of the defence: interfering)
6) 1. ♖b2! ♖xc7 2. ♖b8+ ♔f7 3. ♖b7 ♖e7+ 4. ♔d6 ♖xb7 5. axb7 (creating a passed pawn)
7) 1. ... g5 2. ♗g3 g4 3. 0–0–0 ♘xg3 (elimination of the defence: chasing away)
8) 1. ♕h7+ ♔g4 2. ♕g6+ ♔f3 (2. ... ♔h3 3. ♕h5# (3. ♕f5#) Exploiting vulnerability: a bad position of the king.
9) 1. ... ♔h7 2. ♕f3 ♕xf3 3. gxf3 b2 4. ♘xb2 (cashing in a passed pawn)
10) 1. ... e5 2. ♕c4 (2. ♕d5 ♕xd7) 2. ... ♖xd7 3. ♖xg6 (a pinned piece is not a good defender)
11) 1. ♖c8 ♕f7 2. ♘b6+ ♔e7 3. ♖c7+ (luring and double attack: knight)
12) 1. ... ♖c5 (1. ... ♕xe7? 2. ♘xf5 ♕e5 3. ♖xh7+ ♔xh7 4. ♕h5#) 2. ♘xf5 ♕xf5 (2. ... ♖a5+) (defend by counter-attack)

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1) 1. ... ♖f4+ 2. ♘xf4 ♘f6+ 3. ♔e5 ♘xg4+ 4. fxg4 g1♕ (cashing in a passed pawn)
2) 1. ♘h2+ ♔h4 2. ♘f3+ ♔g4 3. ♘e5+ ♔h4 4. ♘xg6+ ♔g4 5. ♖g3# Exploiting vulnerability: a bad position of the king.
3) 1. ♕d4 ♕g5 2. ♗d2 ♗h3 3. g4 (defending against mate)
4) 1. ... f5. Black stands good enough so the pawn does not need to be protected. The threat prevents the capture on c4. After 2. gxf5 exf5 White must give up a pawn with 3. ♘e5 ♗xe5 4. dxe5 ♕xe5. The weakness of the king's wing is a pity but no disaster; White has no attackers (if Black plays well).
   1. ... b5. A fine protecting move that brings in ♘b4-d3.
   1. ... ♖c8. Gives White time to make room for the queen: 2. hxg5 hxg5 3. e4 ♘b4 4. ♕e3.
5) 1. ... ♘c2+ 2. ♔f3 ♘e1+ 3. ♔f4 ♘d3+ 4. ♔f3 ♖e3# Exploiting vulnerability: a bad position of the king.
6) 1. ... ♖e6 2. ♖f2 ♖e2 3. c7 ♖xa2 4. ♖xa2 ♕c1 Exploiting vulnerability: a bad position of the king.
7) 1. g4 ♗g6 2. ♗g5 (trapping)
8) 1. ... ♔d3 2. ♗f7 ♘d5 (2. ... ♔d2 3. ♗c4) 3. bxc6 e2 4. ♔f2 ♔d2 5. ♗xd5 (cashing in a passed pawn)
9) 1. ♖d2 b2 2. ♖xd3 ♔c2 3. ♖c3+ ♔d2 4. ♖b3 (defending against a passed pawn)
10) 1. ♖g6 ♘g3 2. ♖g4+ ♖xg4 3. ♘h3# (elimination of the defence by luring away and interfering)
11) 1. ♗e4+ ♔g5 2. ♖g7+ ♔h5 3. ♖h7+ ♔g5 4. ♖xh3 (chasing and double attack: X-ray check)
12) 1. ... ♕f3+ 2. ♕xf3+ exf3+ 3. ♔h2 ♘g4+ 4. ♔h3 ♘xf2+ 5. ♔h2 Exploiting vulnerability: a bad position of the king.

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1) 1. ♕h6 ♖xd8 2. ♕g7+ ♗xg7 3. ♖xd8+ (attacking the king)
2) 1. ♖f7 (1. ♖f8+ ♕xf8 2. ♕e5+ ♖f6 (2. ... ♔g8 3. ♕d5+ ♔h8 4. ♕e5+ ♖f6)) 1. ... ♕xf7 2. ♕b8+ ♖xb8 (2. ... ♕g8? 3. ♕e5+) (defending by stalemate)
3) 1. ♗b4! (1. ♗b6? ♘d6 2. ♗d4 ♘b5+; 1. ♗c7? ♘d2 2. ♗e5 ♘c4+) 1. ... b1♕ (1. ... ♔b1 2. ♔b3 ♔c1 3. ♗a3) 2. ♗c3+ ♘xc3 (defending by stalemate)
4) 1. f4+ ♔f5 2. g4+ ♔xf4 3. ♘f6+ (chasing, luring and double attack: knight)
5) 1. ... ♗g5 2. ♕g3 (2. ♕xg5 ♖xh2+ 3. ♔g1 ♕h3) 2. ... ♖h3 (2. ... ♕h6 3. ♗e1 ♖h3) 3. ♕g2 ♗f4 (elimination of the defence by luring away and bringing in a piece)
6) White is better: the pair of bishops and better pawn structure. The knight on a3 is out of play and is in danger.
   1. c4. Undermining ♘e4 and taking away an escape square from ♘a3. Now White wins material after 1. ... ♘f6 2. ♗b2 dxc4 3. bxc4 ♖ad8 4. ♖xe8+ ♘xe8 5. ♖d1 (threatens ♗h7+). After 1. … ♘d6 White captures on d5.
   1. ♖ad1. Good move but allows 1. … ♘b5.
   1. f3. Unnecessary the knight goes via g5 to e6 and is placed even worse.
7) 1. ... ♘e5 2. ♕f4 g5 3. ♕xg5 ♘xc4 (double attack and luring away+material)
8) 1. ♖xd5 ♗e2 2. ♖d8+ ♔xd8 3. ♕xe2 (in-between move and X-ray attack)
9) 1. ... ♔c4 (1. ... c4 2. a5 ♔c5 3. ♔f3 ♔b5 4. ♔e3 ♔xa5 5. ♔d2 ♔b4 6. ♔c2) 2. ♔f3 ♔b4
10) 1. ♘xe5 fxe5 2. ♗xe5 (a pinned piece is not a good defender)
11) 1. ♗g5 ♗xg5 2. ♘h6+ (clearing a square and discovered attack)
12) 1. ♗c4+ ♘xc4 2. ♖f8+ ♖xf8 3. ♕d5+ ♔h8 4. ♖xf8# (attacking the king)

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1) 1. ... ♕d3+ 2. ♔a1 ♗xb2+ 3. ♔xb2 ♕d2+ 4. ♔b3 (chasing, luring and double attack: queen)
2) 1. ♖d1 ♔f8 2. ♗xc6 ♘xc6 3. ♖a1 Exploiting vulnerability: a bad position of the king.
3) 1. c7+ ♔a7 2. b8♕+ ♖hxb8 3. c8♘# (mate in three)
4) 1. ♗d2 ♕xa4 2. ♕xa4 ♗xa4 3. ♖xe7 (chasing and a pinned piece is not a good defender)
5) 1. d7 ♖b8 2. ♘d6+ ♔e7 3. ♘e4 (3. ♘f5+ ♔xd7) It is surprising that White can exchange his d-pawn for the c-pawn and keep a bit advantage can. After all Black has a king at hand and the white one is doing nothing: 3. ... ♗xd7 4. ♘xc5+ ♔d6 5. ♖d1+ ♔xc5 6. ♖xd7.
6) 1. ♕b3. Exchanging queens is not a strong weapon for many Step 5 players. Yet to be considered. After
   1. ... ♕xb3 (1. ... ♕a6 2. ♗xg7) 2. axb3 b6 (2. ... a6 3. ♗xg7) 3. ♖xa7 or if you miss this 3. ♗xg7.
   1. a4. Black can play 1. … ♕xb2; ♗f5 controls b1.
   1. ♖e1. The bishop wants to go to f6 anyway. Not a smart move.
7) 1. ... ♕g4+ 2. ♔h2 ♕h4+ 3. ♔g1 fxe4 (gain of material by an in-between move necessary to defending against mate)
8) 1. ♗xb7 ♖xb7 2. ♘c6 ♕a8 3. ♖xe7 (elimination of the defence: chasing away+material)

9) 1. f4 ♗d6 2. g4 ♗g6 3. f5 (targeting and trapping)
10) 1. ♖e7+ ♔g8 2. ♔g6 ♖a8 (2. ... a1♕ 3. ♖e8#; 2. ... ♖f4 3. ♖a7) 3. ♖g7+ ♔f8 (3. ... ♔h8 4. ♘f7#) 4. ♔h7! a1♕ (defending against a passed pawn)
11) 1. ♘f6 ♕xc7 (1. ... ♔xf6 2. ♕xc6+) (discovered attack)
12) 1. ♔g7! f2 2. ♖a1 ♖f8 3. ♖a8+ ♔e7 4. ♖xf8 Exploiting vulnerability: bad position of the pieces.

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1) 1. exd5. Due to the exchange White loses no time with a move of the knight and the queen can be positioned in the centre (and is not in danger). After 1. … ♖xd5 2. ♕e4 White can play for b4-b5, sometimes with a pawn sacrifice, otherwise with a move of the rook to b1 as preparation.
   1. ♘cd2. Unfortunate choice. After 1. … g4 2. ♘h4 d4 Black destroys the white pawns and e5 becomes a strong square for the knight.
   1. ♘ce5. The exchanging of a pair of knights helps Black only. After 1. .. ♘xe5 2. ♘xe5 ♕g7 3. ♕e2 White has still the advantage of the weak e-pawn but the double g-pawn does not seem enough counterweight. Black plays the active 3. … ♖f8 and survives. Some attention for 2. … ♕f6 in stead of ♕g7. White captures toe with 2. ♘c6!. Look for the difference!
2) 1. ♖d5+ (1. ♔e5? ♖e6+) 1. ... ♔c6 2. ♔e5 ♖f1 3. ♖d1+ (setting up a battery and discovered check)
3) 1. ♖a8+ ♗f8 2. ♖b2 ♖xb2 3. ♖xf8+ ♔g7 4. ♖xf1 (defending against mate)
4) 1. ♕a7+! (1. ♕h8+? ♗e5) 1. ... ♔e5 (1. ... ♔c3 5. ♕g7+; 1. ... ♔d5 5. ♗b3+; 1. ... ♔c4 5. ♗b5+; 4. ... ♔e4 5. ♗c6+; 1. ... ♔d3 5. ♗b5+) 2. ♕g7+ (discovered attack and X-ray check)
5) 1. ♖d7 ♗f8 2. ♕e8 (elimination of the defence: interfering)
6) 1. ... ♖xg3+? 2. hxg3 (2. ♘xg3 ♖xg3+ 3. hxg3 ♕xe2) 2. ... ♕xe2 3. ♖h4+
7) Drawing GM Nakamura
8) 1. ... ♘xf3+ 2. gxf3 ♗c3 (clearing and discovered attack and pin)
9) 1. ... ♖c2+ 2. ♘xc2 ♕d2+ 3. ♔f1 ♕e2+ 4. ♔g1 ♘xf3# Exploiting vulnerability: a bad position of the king.
10) 1. ♘e3 g4 (1. ... b3 2. ♘g2) 2. ♘g2 ♗d2 3. h3 Exploiting vulnerability: a bad position of the king.
11) 1. ♔d3! ♔f3 2. ♔c3! ♔e4 3. a4 ♔e5 (3. ... ♘c2 4. ♔xc2 ♔d4 5. ♔b3 ♔c5 6. a5 ♔c6 7. ♔b4 ♔b7 8. ♔b5 ♔a7 9. ♔c6) 4. a5 ♔d6 5. a6 ♔c6 6. c5 (holding off, square of the pawn)
12) 1. ♕g2+ ♔f4 2. ♕g5+ ♔f3 3. ♕h5+ (chasing and X-ray check)

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1) 1. e5 ♗xe5 2. ♖xe5 ♕xe5 3. ♗f4 (luring and trapping)
2) 1. ... ♗f2 2. ♕d6 ♗d4 Exploiting vulnerability: a bad position of the king.
3) 1. h7+ ♘xh7 2. ♕h2 and wins, i.e.. 2. … ♔g7 3. ♘d5 (attacking the king)
4) 1. f8♕+ ♔xf8 2. ♔f6 (cashing in a passed pawn)
5) 1. ♘xe5 ♗xf2+ 2. ♔xf2 ♕h4+ 3. ♔g1 ♗xd1 4. ♘f3+ ♕xe1+ (counter-attack)
6) 1. ♖xg4 ♖xe3 2. ♖xg5 (2. ♗d5 ♘f7) 2. ... hxg5 3. d7 ♖d3 4. ♗d5 (cashing in a passed pawn)
7) 1. e5 dxe5 2. ♗xf6 (elimination of the defence: luring away/capturing+material)
8) Attacking the king is striking when there are insufficient defenders. How winning the black position looks, not a single move wins.
   1. ... ♗xg3 2. fxg3 ♖xg3 3. ♕f2 ♖h3+ and wins.
   1. ... ♖g4 gives White the opportunity of 2. ♕h3. After 2. … g5 the capture on h4 is by far not a lethal threat.
   1. ... ♖xg3. If you sacrifice 5 points you must take into account that the opponent gives material back: 2. fxg3 ♕g4 (2. … ♗xg3 3. ♕h3) 3. ♗f4 ♗xf4 4. gxf4 and the queen alone with the f-pawn is not more than draw.
9) 1. c6 ♘d6 2. ♘c5 (2. ♗xd6? ♗xb3 3. ♗xc7 ♗a4) 2. ... ♗c4 3. ♗xd6 (3. b6? cxb6) (creating a passed pawn)
10) 1. ♖f3+ ♔e7 (1. ... ♔g6 2. ♖g3 ♖xg3 3. b7+–; 1. ... ♔g8 2. ♖e3 ♖g5 (2. ... ♖g1+ 3. ♔d2 ♖b1 4. e5 ♖xb4 5. exd6 ♖xb6 6. d7+–) 3. e5 dxe5 4. b7+–) 2. b7 ♖xe4+ 3. ♖e3!! ♖xe3+ 4. ♔d2 ♖e6 5. b8♕+— (in-between move)
11) 1. ♘f5+ ♔f7 2. ♖c7+ ♔e8 3. ♖e7+ ♔f8 4. ♖d8# Exploiting vulnerability: a bad position of the king.
12) 1. ♖h5+ ♔d6 (1. … ♔d4 2. ♖h4+) 2. ♖d5+ ♔c6 3. ♖a5+ (chasing and double attack: discovered check and X-ray check)

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1) 1. ... e5 2. ♗g3 ♗f5 (line clearing and double attack)
2) 1. ♖xe3 ♕xe3 2. ♖d8+ ♔c7 3. ♕xe3 ♖xe3 4. ♖xh8 (elimination of the defence: luring away+material)
3) 1. ♕c7 bxc5 (1. ... ♕d7 2. ♘d6+ ♔e7 3. ♘f5+) 2. ♘d6+ Exploiting vulnerability: a bad position of the king.
4) 1. c3 and 2. d4 (the pin: attacking a pinned piece)
5) 1. ... ♖c1+ 2. ♗f1 ♖xf1+ 3. ♔g2 ♖d1 Exploiting vulnerability: a bad position of the king.
6) 1. ♘f7+ ♔g8 2. ♘h6+ ♗xh6 3. ♕xf5 (luring away, knight fork and a pinned piece is not a good defender.
7) 1. ♘e6 fxe6 2. ♕xe6+ ♔h8 3. ♕xd6 ♖f6 (trapping)
8) Black is a pawn down and that calls for action.
   1. ... d5. A king in the middle means opening the position. After 2. exd5 ♘xd5 3. ♘xd5 ♗xd5 4. c3 ♖fe8 Black wins.
   1. ... ♗xe2 A choice between to capture or let capture. Capture only if it brings something immediately. This move helps White only. After 2. ♕xe2 d5 (also now the best move) White can castle.
   1. ... b5 2. ♗xc4 ♖xc4 3. a3 Black has enough for the pawn but nothing more.
9) 1. ... ♕xg2+ (1. ... ♖xg2+? 2. ♕xg2 ♕xg2+ 3. ♔xg2 d2 4. ♗c2) 2. ♕xg2 ♗d5 3. ♕xe2 (cashing in a passed pawn)
10) 1. ♖xg4 ♔xg4 2. ♖xe5 Exploiting vulnerability: a bad position of the king.

11) 1. ♔h1 ♖c2 2. ♖bb1 (cashing in a passed pawn)
12) 1. ♘d3+ ♔c6 2. ♘xe5+ ♔c5 3. ♘xd7+ ♔c6 4. ♘xb8+ ♔c5 5. a7 (chasing and double attack: knight)

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1) 1. ♖xf6+ ♔g5 2. ♔h3 b1♕ 3. f4+ ♔h5 4. g4 (defending against a passed pawn)
2) 1. ... ♘b4+ 2. axb4 ♕xd3+ 3. ♔c1 ♖xe1+ (discovered attack)
3) 1. ♕xe7+ ♕xe7 2. f6 (transposing / liquidating to a pawn ending)
4) 1. ... ♘e4 This sham sacrifice solves the problems. After 2. fxe4 dxe4 some attackers disappear .
   1. ... ♘e8 2. ♗xe7 ♕xe7 3. ♘e2 gives White decent play. Knight to d4 and attack!.
   1. ... ♕xe5 costs a queen 2. ♗f4 ♕d4 3. ♗xh7+.
5) 1. ... ♗xd4 2. ♗f4 This in-between move refutes the capture on d4. After 2. ♘xd4 ♖xd4 3. ♖h4 (3. ♗f4 ♖xf4 4. gxf4 ♕xf4+ 5. ♔b1 ♘e5) 3. ... f5 4. ♕xe6+ (4. f3 ♕xg3 5. fxg4 ♖e4 6. ♕h2 ♖xc4+ 7. ♗c3) 4. ... ♕d7 there is no advantage for White. Now follows after 2. ... e5 the winning 3. ♘xd4 after which ♘g4 hangs too.
6) 1. h4! (1. c8♕+ ♔xc8 2. h4 ♔d7; 1. h3 ♔xc7) 1. ... gxh3 2. c8♕+ ♔xc8 (defending by stalemate)
7) 1. ♖f5+ g5 2. ♔h3 ♖xf2 3. g4 Exploiting vulnerability: a bad position of the king.
8) 1. ♕c5+ ♔b8 (1. ... ♕c7 2. ♕xd5) 2. e6 fxe6 3. ♗f4+ Exploiting vulnerability: a bad position of the king.
9) 1. ... ♘f2+ 2. ♔h2 ♘g4+ 3. ♘xg4 hxg4 4. ♔g1 ♔e1 and Black is earlier. (transposing / liquidating to a pawn ending)
10) 1. ♗h1 (1. ♗c6 e4 2.. ♔g5 ♔f3) 1. ... e4 2. ♔g5 e5 3. ♔f5 (keeping the last pawn)
11) 1. ♔a1 (1. g8♕ ♖b2+ 2. ♔a1 ♖b1+) 1. ... ♖b3 2. ♖h5 (avoiding stalemate)
12) 1. ♕xh6+ ♗xh6 2. ♖xh6+ ♔g7 3. f8♕+ ♔xf8 4. ♖h8# Exploiting vulnerability: a bad position of the king.

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1) 1. ... ♗xf3 (1. … dxe4 2. ♘xe4 brings in less) 2. ♖xf3 (luring and discovered attack)
2) 1. ... ♘h5. This move comes into view if it turns out that other knight moves lead to a disadvantage. 2. e6 is a dangerous try which can be only answered with 2. … ♗xg5 3. ♘xg5 ♘f4. Op 2. ♕e3 (to take on e7 and to play g4) plays Black 1. … ♖ae8 and on 3. g4 the 3. … f6 is the answer. After 2. g3 develops Black with 2. … ♖ad8
   1. ... ♘e8 2. e6 and Black is in trouble: 2. … ♘f6 (2. … f6 2. ♗f4 and ♖d7 follows) 3. exf7+ ♖xf7 4. ♘e5 and if the move of the rook 5. ♕c4+ will come.
   1. ... ♘d5 costs after 2. ♕e4 a piece.
3) 1. ♖g4+ ♖xg4 (1. ... ♔h8 2. ♖xg3) 2. ♕xe3 (elimination of the defence: luring away+material and a pinned piece is not a good defender)
4) 1. ♖b5 hxg3 (1. ... ♔a7 2. ♕d4+ ♔a8 3. ♕b6 ; 3. ... ♔b8 4. ♕xa6) 2. ♕xa6+ bxa6 3. ♖xa6# (elimination of the defence by interfering)
5) 1. ... ♖xb5 (1. ... ♕e1+? 2. ♔g2 ♖xb5 3. ♕xg7#) 2. ♖4xb5 (2. ♕xe5 ♖xe5) 2. ... ♕e1+ 3. ♔g2 ♕f1+ 4. ♔h2 ♘f3# Exploiting vulnerability: a bad position of the king.
6) 1. ♔e3! (1. g4? c5 2. g5 (2. ♔e4 ♔d2! 3. ♔d5 ♔d3 4. ♔xc5 ♔e4) 2. ... c4; 1. ♔e4 ♔d2 2. g4 c5 3. ♔d5 ♔d3) 1. ... c5 2. ♔d3! ♔b2 3. ♔c4! (3. g4? ♔b3) (pawn race)
7) 1. ♘xa6 ♗h6 (1. ... ♕xa6 2. ♕xc5) 2. ♖xd6 (2. ♕d3 ♕xa6) 2. ... ♕xd6 3. ♕xc5 ♕d2+ (in-between move – square g7 becomes available to the king)
8) 1. ... ♖e8 2. ♕d4+ ♕g7 (2. ... ♕e5 3. ♘f2 ♕xd4 4. ♖xe8+ ♗xe8 5. cxd4) 3. ♕c4 ♕e5 (the pin: attacking a pinned piece)
9) 1. ♗xf7+ ♔xf7 2. ♘g5+ ♔g8 3. luring, targeting and trapping)
10) 1. ♕d4 ♘e5 2. ♗b2 (2. f4? ♖c4 3. ♕e3 b4) 2. ... ♕e7 3. ♖xc8 ♖xc8 4. ♕xe5 (elimination of the defence: luring away+material)
11) 1. ♕a5+ (1. a8♕? ♕c1+) 1. ... ♔xa5 2. a8♖+ (2. a8♕+? ♔b4 3. ♕b8+ ♔c3 4. ♕xb1) 2. ... ♔b6 3. ♖b8+ (X-ray check – avoiding stalemate)
12) 1. ♖dxd7+ ♕xd7 2. ♕f8+ ♕e8 3. ♕d6+ ♔c8 4. ♕c7# Exploiting vulnerability: a bad position of the king.

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1) 1. ♘e5 ♕xd6 2. ♘d7+ (X-ray protection) 2. … ♔g7 3. ♘xf6 (targeting and double attack: knight)
2) 1. c5. Normally you examine moves like this one: the black knight can go to square d5. On the other hand, there is something in favour of, Black must capture (otherwise 2. ♘xf7). After 1. ... ♗xe5 2. ♗xe5 Black must give an exchange with 2. ... ♕e7 3. ♗d6 ♖xd6 4. cxd6 ♕xd6. That is a pleasant advantage for Step 4. Bad is 2. … ♕d7 3. ♗xf6 gxf6 4. ♖g3+.
   1. ♖d1 is a healthy move but with 1. … ♘d7 Black exchanges the active knight. Another plan is 1. … c5.
   1. h3 is useful for later but after 1. … ♘d7 Black exchanges the active white knight.
3) 1. ... ♖xf3 2. ♖xd5 ♖xf4
4) 1. ♕xe4 (1. ♖a7 ♘g5+ 2. ♔h4 ♘f3+) 1. ... ♕xe4 (1. ... ♕d7+ 2. ♔h4 dxe4 3. ♖a7) 2. ♖a7+ ♔h6 3. ♕f8+
5) 1. ... ♘xd4 2. ♕xd4 ♘xd5 3. ♕xd5
6) 1. ♗h4! h1♕ (1. ... ♗xd7 2. exd7 h1♕ 3. d8♕+ ♔f7 4. ♕e7#) 2. e7+ ♔f7 3. d8♘#
7) 1. ... ♔c7 (1. ... ♔b7 2. ♕d7+ ♔b8 3. ♕d6+) 2. ♕f7+ ♗e7 3. ♕xe7+ ♔c6 4. ♕e6+ ♔b5
8) 1. ♕e8 (1. ♕g8 ♘d2+ 2. ♔g1 ♕xe1#) 1. ... ♘d2+ 2. ♔g1
9) 1. ♗g4+ (1. ♖e2? ♕f6) 1. ... ♔h4 2. ♖e2 ♖xe2 3. ♕g3#
10) 1. ♕a5 Exploiting vulnerability: a threat which is difficult to parry.
11) 1. ♗a3 and 2. ♗b2 (trapping)
12) 1. ♗a5 f5 2. b6 (cashing in a passed pawn)

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1) 1. ♗f4 ♘xe6 2. ♗xg3 ♘f6 3. ♖xa5 Exploiting vulnerability: a bad position of the pieces.
2) 1. ... ♕xa1 2. ♘xf6+ ♔f8 (elimination of the defence: luring away+material)
3) 1. ... ♕xc2+ 2. ♗xc2 ♖xc2+ 3. ♔b1 ♗xa2+ 4. ♔a1 ♘b3# (attacking the king)
4) 1. ♘xd5 Exchanging is the best and continuing developing: 1. … ♕xd5 and 2. ♖ad1 (has the disadvantage that a5 is not protected anymore) or 2. ♘d4. Black will play ♗f8, ♖e8 and ♖ac8. For both sides it is difficult to make progress.
   1. f6 doesn't work after 1. … ♘xc3 2. bxc3 gxf6 3. gxf6 ♗xf6 because f7 is protected.
   1. ♖a4 doesn't work because of 1. ... ♘xf4 and check on h3.
5) 1. b4 axb4 2. axb4 ♘b7 3. ♖xd7+ (chasing away and double attack: rook)
6) 1. ... ♘xe4 2. fxe4 ♗xc3 3. ♕e2 After the captures a winning pin remains .
7) 1. ♖xd4 exd4 2. ♕f5+ ♕f7 3. ♕c8+
8) 1. ♖xb2 (1. ♗b4+? ♔g8) 1. ... ♗d4+ (1. ... ♗xb2 2. ♗c3) 2. ♔h1 ♗xb2 3. ♗c3 (3. ♗c1? ♗f6) 3. ... ♔e7 4. ♗xb2 (discovered attack)
9) 1. ♕c2+! ♔e6 (1. ... ♔f4 2. ♕c7+ ♕xc7+ 3. ♔xc7; 1. ... ♔g5 2. ♕g2+; 1. ... ♔e5 2. ♕c3+) 2. ♕c6+! ♔f5 (2. ... ♔e5 3. ♕c3+) 3. ♕d7+ ♕xd7+ 4. ♔xd7 ♔e5 6. ♔c6 (6. b4? ♔d5) (transposing / liquidating)
10) 1. ... ♖g8 2. ♖a4 ♖g3 Exploiting vulnerability: a bad position of the king.
11) 1. ♘f6+ gxf6 2. ♖xd7 (2. ♗c6 ♘c3 3. ♗xd7+ (3. ♖xd7 ♘xd1 4. ♖xd1+ ♔e7) 3. ... ♔e7) 2. ... ♖xd7 3. ♗c6 (clearing and double attack: bishop)
12) 1. ♖xh6+ gxh6 (1. ... ♔g8 2. ♖h7 ♘f5 (2. ... ♖f7 3. ♕h5 g6 4. ♕xg6+ ♔f8 5. ♖h8#) 3. ♕h5 ♘h6 4. ♖xh6 gxh6 5. ♕g6+ ♔h8 6. ♕xh6+ ♔g8 7. ♕g6+ ♔h8 8. ♖f3 e5 9. ♕h5+ ♔g8 10. ♖g3+ ♕g4 11. ♖xg4#) 2. ♕xh6+ ♔g8 3. ♕g6+ ♔h8 4. ♖f3 e5 5. f5 (5. ♕h5+! ♔g8 6. ♖g3+ ♕g4 7. ♖xg4#) (attacking the king: access)

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1) 1. ♗e4 ♕xe4 2. ♕xb5+ ♔c8 3. (elimination of the defence: luring away+material or mate)
2) 1. ♖b7! (1. ♖a5? ♘f6+! 2. ♔d4 ♔c7 3. ♖xa7+ ♔b6) 1. ... a5 2. bxa5! ♘c5+ 3. ♔f3! (3. ♔d4 ♘xb7 4. a6 ♘d6; 3. ♔f4 ♘xb7 4. a6 ♘c5 5. a7 ♘e6+ 6. ♔e5 ♘c7) 3. ... ♘xb7 4. a6 ♔c7 5. a7 (transposing / liquidating and cashing in a passed pawn)
3) 1. ... ♖xh4+ 2. ♔g2 ♕xg3+ 3. fxg3 ♖xg3+ 4. ♔f1 ♖xg1# Exploiting vulnerability: a bad position of the king.
4) A known type of position from the Sicilian. White has a strong knight on d5 but if there is insufficient support then the knight is just standing. Black can try something. The mistakes will come later.
   1. ... f5 2. ♗f3 (bad is 2. f3 fxe4 3. fxe4 ♕a7) 2. ... ♗xd5 3. ♕xd5+ ♕xd5 4. exd5 a5
   1. ... ♖ac8 is another way of playing. The rook will go to c5 and f5 on a later moment.
   1. ... ♗xd5. This move leads to nothing: 2. ♕xd5 (without exchange of queens has Black play) 2. … ♕xd5 3. exd5.
5) 1. ♗c7+ ♔c8 2. ♕a6+ ♕b7 3. ♗d6+ Exploiting vulnerability: a bad position of the king.
6) 1. ♕xb2 (1. ♖xd5? ♖xc2 2. ♗xc5 ♔f6) 1. ... ♕xd1 2. ♕xe5+ (double attack: queen)
7) 1. ... ♖a4+ 2. ♘e4 ♗xe4 3. fxe4 ♖a3 Exploiting vulnerability: a bad position of the king.
8) Picture GM Giri and GM Carlsen, GM Erwin L'Ami in the background.
9) Picture
10) 1. ♕h4 ♕d6 (1. ... g5 2. ♕h6 ♖cc8 3. ♖f7) 2. ♕xd8+ ♕xd8 3. ♖f8+ (elimination of the defence: luring away+mate)
11) 1. ♘c2 ♖xc1 2. ♔b2 ♖g1 3. ♖g8+ (luring and chasing: X-ray check)
12) 1. ♗d5 c6 2. ♖xb7 cxd5 3. ♘xd5 (the pin: attacking a pinned piece)

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1) 1. ♗c5 ♖c2+ 2. ♗xd4 ♖xc7 3. ♖8b7 (cashing in a passed pawn)
2) 1. e5 dxe5 2. ♘xf6+ (2. ♘e7+ ♗xe7+) 2. … ♕xf6 3. ♕xf6 (clearing a square and discovered attack thanks to a pinned piece is not a good defender)
3) 1. ... ♘c3 (1. ... ♘xd2 2. ♖c8+ ♖xc8 3. ♕xd5+) 2. ♖c8+ ♖xc8 3. ♕xd5+ (discovered attack)
4) 1. ♗c5. The bishop has the whole diagonal to f8 under control. Black doesn't need this diagonal so playing the bishop to e3 makes sense. Black can play ♘f6-h5-f4 but with the bishop on e3 that is not promising.
   1. ♖ad1 This developing move is not possible yet. After two times capturing e4 hangs.
   1. c4 This move from a game by a young child is not good. White may not occupy square d4 directly (that happened and brought nothing after 2. ♘xd4 ♖xd4 3. ♗b4). First strengthen the position with 1. ... ♘h5 i.e.. 2. ♗c1 ♘b4 or 2. ♖ad1 ♘f4 3. ♖xd7 ♖xd7 4. ♖d1? ♕g6.
5) 1. ♘c8+ (1. ♘c6+ ♔a6 2. ♘b8+ ♔a7 3. ♘c6+=) 1. ... ♕xc8 2. ♕xe4 ♕c5+ 3. ♔a4 (defending against mate)
6) 1. ... ♕e3 2. ♔f6 ♔f8 3. ♕f5 ♖a6+ Exploiting vulnerability: a bad position of the king.
7) 1. ♗c7 (1. ♗c5 ♘d7 2. ♗b6 ♕c8) 1. ... ♕a8 (1. … ♕c8 2. ♘d6) 2. ♖xe8+ ♕xe8 3. ♖xf6 (discovered attack and elimination of the defence: capturing+material)
8) 1. c4 ♔b3 2. ♔d5 (2. ♔d4 ♔xa4 3. c5 ♔b5) 2. … ♔xa4 3. c5 (exchanging everything except the rook's pawn)
9) 1. ♖e1 (1. ♖f1? ♗f2 2. ♖xf2 exd3) 1. ... e3 2. ♖f1 e2 3. g4# Exploiting vulnerability: a bad position of the king.
10) 1. c6+! ♔xa7 2. ♔g1! (2. ♔g3? ♔a8 3. ♔xh3 ♗a7 4. ♔g4 ♗d4 5. h4 ♗c3 6. h5 ♗xa5 7. h6 ♗c3) 2. ... ♔a8 3. ♔h1 ♗a7 (draw by stalemate)
11) 1. ... d5 2. ♖hb1 ♕d6+ 3. ♖b4 a5 Exploiting vulnerability: a bad position of the king.
12) 1. ... ♖h1+ 2. ♔g3 ♖d1 3. ♕e3 ♖d3 (the pin: chasing the front and back piece)

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1) 1. ♗c8 (1. ♗e2? ♔e6 2. ♗g4+ ♔f6 3. ♔c2 ♖xe7) 1. ... ♖xc8 (1. ... a4 2. ♗g4 a3 3. ♔c2 a2 4. ♔b2) 2. e8♕+ (cashing in a passed pawn) *(Boll 2011)*
2) 1. ... ♖xf3 2. gxf3 ♘d4 3. ♕b1 (3. axb4 ♘cb3+ (3. ... ♕a1+)) 3. ... ♘cb3# (elimination of the defence: capturing)
3) 1. ♖e6 ♗xe6 2. ♗xf6 (elimination of the defence by interfering)
4) 1. ... ♖xd5 2. ♕xd5 ♗xh2+ 3. ♔xh2 ♕xd5 4. ♖xc5+ punishes the capturing on d5.
5) 1. ... ♘c3+ 2. ♔a1 (2. ♔c1 ♕xb2+ 3. ♔xb2 ♖b5+ 4. ♔a3 ♘b1+) 2. ... ♕xb2+ 3. ♔xb2 ♖b5+ 4. ♔a3 ♘b1+ 5. ♔a4 ♘c3+ (draw by perpetual check)
6) 1. ♘xg6+ hxg6 2. ♕h5+ (2. ♖h7+? ♔g8) 2. ... gxh5 3. ♖h7# (attacking the king: access)
7) Fantastic position for White and yet he cannot hesitate. If Black gets his bishop on d8, the rook from a7 is available again.
   1. ♖h4. The right way is: playing a quick g4. After 1. … ♔f7 (1. ... ♖ag7 2. ♖1h3) 2. g4 c5 White waits a moment with taking on f5 and plays 3. ♖1h2 to exchange the rook on g2 later. The plan is gxf5, ♖h5 and ♖g2. After exchanging rooks White can work with ♘d6 thanks to taking in between on h6.
   1. ♖g1 ♗e7 2. g4 ♗d8 3. ♖gg3 and xg4 and ♖g7+. White is better but it is still more difficult to make progress. The black pieces perform their tasks reasonably well.
   1. ♖h5. The game move. Black plays 1. ... ♔h7 and brings his bishop to d8. The game ended in a draw.
8) 1. ... ♕e2 2. f6+ ♔g6 3. ♖c8 ♖g1+ 4. ♔xg1 ♕g2# Exploiting vulnerability: a threat which is difficult to parry.
9) 1. ♕h8+ ♔e7 2. ♕g7 (2. ♕g8 ♖d1+ 3. ♔h2 ♕xe5+) 2. ... ♕c1+ 3. ♔h2 ♔d8 4. ♕f8+ (4. ♕g8+ ♔c7 5. ♖c3+) 4. ... ♔c7 5. ♖c3+ Exploiting vulnerability: a bad position of the king.
10) 1. ♕b3+ ♔h8 2. ♖e1 (targeting and trapping)
11) 1. ... ♗f8 (1. ... ♗c5? 2. ♘d6 c3 (2. ... ♗xd6 stalemate) 3. ♘e4) 2. ♘d6 c3 (avoiding stalemate)
12) 1. ... ♘c5+ 2. ♔d4 ♖f4+ 3. ♔e5 ♘d3+ 4. ♔d6 (chasing and double attack: knight)

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1) 1. ♖h8+ ♔f7 2. ♖c1 ♔e7 3. ♖c7+ (3. ♖hxc8? ♖xc8 4. ♖xc8 ♖xa2) 3. ... ♗d7 4. ♖xa8 Exploiting vulnerability: a bad position of the king.
2) 1. ♖b8+ ♗f8 2. ♖xf8+ ♔xf8 3. ♗d6+ (3. ♕d6+ ♔g8 4. ♕xc5) 3. ... ♔g8 4. ♕xa6 ♖xa6 5. ♗xc5 (elimination of the defence: luring away+material and double attack)
3) 1. ♘d5+ ♔e8 2. ♕xf7+ ♔xf7 3. ♘f4+ ♔e7 4. ♘xh3 (defending against mate)
4) 1. ♕c4 ♕xc4 (1. ... ♕b6 2. ♗xd5) 2. dxc4 (line opening and the pin: pin)
5) 1. ♗h3! ♖a8 2. ♘e5 White activates his pieces, chases the black ones back and prevents castling (♘xf7).
   1. ♘e5 0–0 not a bad plan if White will follow with 2. ♗h3. After 2. … ♖c7 (c6 must remain protected) 3. ♗h6 must Black hand in an exchange.
   1. h3. The move played. For the time being the move has no use nut and the pawn deprives the bishop a square.
6) 1. ♕a2+ ♔h8 2. ♗g5 ♕d6 3. ♕f7 Exploiting vulnerability: a bad position of the king.
7) 1. ♕g3+ ♔xh6 (1. ... ♔f6 2. ♕g7+ ♔e6 3. ♕e7#) 2. ♔f7 ♔h5 (2. ... ♕h5+ 3. ♔f6) 3. ♕g6+ ♔h4 4. ♕h6+ Exploiting vulnerability: a bad position of the king.
8) 1. ... ♖7c3 (1. ... ♖xd2 2. ♖xd2 ♖c1+ 3. ♖d1) 2. ♕d4 ♖c1 3. ♘f1 ♖xd1 4. ♕xd1 ♖c1 (chasing away and pin – exploiting the weakness of the back rank)
9) 1. ♘h6+ ♔h8 2. ♕f6 ♖g8 3. ♕xf7 threatens mate and after 3. … ♖c8 follows 4. ♕xg8+ and smothered mate)
10) 1. ♗e7 ♖f7 2. ♗b4 (setting up a battery and discovered attack)
11) 1. ♔e8! (1. ♔c7? ♕c4+ 2. ♔b6 ♕a6+ 3. ♔xa6) (zugzwang)
12) 1. ♖f8+ ♖xf8 2. d8♕ (cashing in a passed pawn)

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1) 1. ♕g7+ ♔h3 2. ♕g4+ ♔h2 3. ♔f2 (3. ♕xh5+? ♔g2) 3. ... ♖h3 4. ♕f4+ Exploiting vulnerability: a bad position of the king.
2) 1. ♖d8 (1. ♔c4 ♖xb2 2. ♖d8 ♖e4+) 1. ... ♖xe7 2. ♔c4 ♖xb2 (2. ... ♔c7 3. ♖d2) 3. ♖d7+ ♖xd7 (defending by stalemate) *(Belenky 1954)*
3) 1. ♖b3 ♘d4+ 2. ♔d7 ♘xb3 3. ♔c8 Exploiting vulnerability: a bad position of the king.
4) 1. ... g5. Moves that weaken the king's wing are most of the time not considered. A weakness is only a nuisance if the opponent can make profit. The knight is the only piece nearby. After 2. f3 (2. ♘f3 ♗xf3 3. gxf3 ♕f4) 2. ... ♗h5 (logical but also 2. ... ♗f5 is good, because the rooks will be activated after 3. ♘xf5 exf5 4. ♖xe7 ♖xe7 5. ♕c2 ♕e8) 3. g4 gxh4 4. gxh5 ♕f4 Black wins material.
   1. ... ♕f4. Bringing the queen into the attack is logical but after 2. g3 ♕h6 3. f3 or 3. ♕c2 Black has too few attackers. Of course, his position remains OK.
   1. ... e5 tries to activate the rooks but after 2. ♘d2 it will not succeed. The e-pawn hinders the queen and the knight. Besides, ♘h4 can return to f3 safely.
5) 1. ♕e8+ ♔h7 2. ♖xh6+ gxh6 3. ♕xf7+ ♔h8 4. ♗e5+ Exploiting vulnerability: material supremacy.
6) 1. g4 (1. ♕a5 hxg3+ 2. fxg3 ♗xd3) 1. ... ♗g6 2. ♕a5 (preventing counter-attack)
7) 1. ... ♗d4 2. g3 ♖d1+ 3. ♔g2 ♖g1+ 4. ♔h3 ♗xe5 (setting up a battery, in-between move and lifting the pin)
8) 1. c8♖! (1. c8♕? stalemate) 1. ... ♖xc4 2. ♖h8+! (2. ♖xc4?) 2. ... ♔g4 3. ♖h4+ ♔f3 4. ♖xc4 (avoiding stalemate)
9) 1. ♕f3! ♕xf3 2. ♘g5+ ♔d5 3. ♘xf3 (defending against loss of material)
10) 1. ... ♘f3+ 2. gxf3 (2. ♔h1 ♕h4) 2. ... ♕g5+ 3. ♔h1 ♖xa6 (in-between move)

11) 1. ♖h7+ ♔xh7 2. ♕e7+ (2. ♕d7+) 2. ... ♔g6 3. ♕g7+ ♔xh5 4. ♕g4# (magnet)
12) 1. ... ♖e2 (1. ... ♖e3 2. ♕e4) 2. ♕xf3 c6# (mate in two – bringing in the guard)

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1) 1. ♘c7+ ♖xc7 2. ♗xc7 (discovered attack and pin)
2) 1. ♗f8+ ♔g5 2. ♖xb5+ ♔f6 3. ♗h6 (chasing and the pin: pin)
3) Drawing
4) 1. ♗e3. Surprisingly enough only a waiting move wins (to f2, g1 and c5 satisfies as well). Black must move away and the king chases the bishop away: 1. ... ♔c8 2. ♔c6 ♔d8 3. ♔b7.
   1. ♗b6+ ♔c8 (after 1. ... ♔d7? can White make up his mistake 2. ♗f2 ♔c7 3. ♗e3 ♔d8 4. ♔c6 ♔c8 5. ♗d4) 2. ♔c6 ♗c7 (well-known actions in more endgames) 3. a7 ♗b8 and the promotion leads to stalemate or to insufficient material to win.
   1. ♗e5+ ♔c8 2. ♔b6 ♗xe5 3. a7 ♗d4+ costs the a-pawn.
5) 1. ♖h8+ ♔g7 2. ♗xe5+ dxe5 3. ♖h7+ ♔f6 4. ♖xf7+
6) 1. f4 ♘c4 2. ♗c3 f6 3. f5 ♗f7 4. ♗xf6 Exploiting vulnerability: bad position of the pieces: trapping by blocking, in-between move, chasing away and pin play a role.
7) 1. ♕c1+ (1. ♕b1+? ♔xb1 2. bxa3 ♔c2 3. ♔b4 ♔d3 4. ♔xa4 ♔c4 ; bxa3? stalemate) 1. ... ♔a2 2. ♕a1+ (2. bxa3? stalemate) 2. ... ♔xa1 3. bxa3 ♔b2 4. ♔b4 (transposing / liquidating)
8) 1. ... ♘g3+ 2. hxg3 ♗g2+ 3. ♔xg2 ♕xg3+ 4. ♔h1 ♕h3# (attacking the king: access)
9) 1. ♕b5 e2 2. ♖xf2 e1♕+ 3. ♖f1 ♕c3 4. fxe5 (defending against a passed pawn)
10) 1. ♖xb8+ ♕xb8 2. ♕f5 ♔d7 3. ♕f7+ (pin and elimination of the defence)
11) 1. ♔c2 (1. ♗c1 ♕d4+ 2. ♔c2 g1♕; 1. ♔e2 ♕f1+ 2. ♔e3 g1♕+) 1. ... g1♕ (1. ... ♕b2+ 2. ♔d1 ♕b1+ 3. ♗c1) 2. ♗c3+ (defending against a passed pawn)
12) 1. ♗xg7+ ♔e7 2. ♗f8+ (2. … ♔xf8 3. ♕xe6) 2… ♖gxf8 3. ♖h7+ ♖f7 4. ♖xf7+ Exploiting vulnerability: a bad position of the king: luring away of the white rook intervenes.

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1) 1. ♖g5 (1. ♖b7+? ♔f8) 1. ... ♗f8 (1. ... ♗f4 2. ♖f5+ ♔g6 3. ♖xf4) 2. ♖g7+! (2. ♖xg8? ♗xh6) 2. ... ♗xg7+ (2. ... ♔f6 3. ♔xg8) 3. hxg7 (cashing in a passed pawn)
2) 1. ♗a5+ (1. ♗c3? ♕xd5 2. ♗xg7 (2. ♗a5+ ♔e7 3. ♖d1) 2. ... ♖e8) 1. ... ♔e7 2. ♗c3 ♕xd5 3. ♗xg7 (in-between move and X-ray attack)
3) 1. ♖xg7+ ♔xg7 2. ♕e7+ ♔g6 (2. ... ♔g8 3. ♖h7) 3. ♕h7+ ♔g5 4. ♕h6+ ♔g4 5. ♕h4# (attacking the king: access)
4) 1. f4 exf4 2. e5 Of course, White takes away squares from the black knight. 2. … a5 (otherwise plays White a5) 3. ♖xf4 all white pieces are more active than Black's pieces. It is instructive that after 1. … f6 2. fxe5 fxe5 3. ♖h5 ♔f6 White must not directly snap with 4. ♖h6+ and 5. ♖xb6. After 5. … ♘d6 Black can exchange rooks on b8 rooks and he gets counter-play. Correct is: 4. ♔e3 and 5. ♖f1+.
   1. ♖dh1. The game move. Doubling the rooks is useless. Entering doesn't succeed and attacking h7 brings nothing: 1. ... f6 2. ♖g1 a5 3. ♗d3 ♘d6 4. ♖gh1 ♗e8 5. b3 ♗g6 6. ♘e2 ♘b7 7. ♘g3 ♘d6 8. ♔e3 ♘f7
   1. ♖h5 f6. It is pointless to provoke moves that the opponent wants to play anyway.
5) 1. ♕d8+ b6 2. ♕d1 bxc5 (2. ... ♖xc5 3. b4#; 2. ... ♘xa3 3. ♕d2#) 3. ♕d8# Exploiting vulnerability: a bad position of the king.
6) 1. ♔d3 (1. ♔d5 ♔g6 2. ♔e6 ♔h5 3. ♔f6 ♔h4 4. ♔f5 ♔xh3 5. ♔xg5 ♔g3 6. ♔h5 ♔xf3 7. ♔h4 ♔g2 8. ♔g4 f3) (defending)
7) 1. ... dxc4 2. ♖c3 (2. ♗a4 ♖xa2 3. ♗d7 ♖d8) 2. ... ♖d8 3. ♗e3 cxb3 (lifting the pin)
8) 1. ... c4 2. ♘c7+ (2. ♘d4 ♘d3+) 2. ... ♔d8 3. ♕e3 (3. b3 cxb3 4. ♘xa8 b2 5. ♖d1 ♕xa2) 3. ... ♔xc7 (elimination of the defence by interfering)
9) 1. ♖de1 (1. ♖e5? f6) 1. ... ♕d7 2. f6 (elimination of the defence by interfering)
10) 1. ... ♔e8 (1. ... ♘f6 2. ♖xc7+ ♔xd8 3. ♖xg7) 2. ♖xc7 h6 (defending)
11) 1. ... ♗e2 2. ♗d4 ♗xd1 3. ♖xd1 e5 (trapping and pin)
12) 1. ♘d6 ♗xd6 (1. ... ♘xf4 2. ♕xf7+ ♔h8 3. ♘xe8) 2. ♕xd5 ♖xe1+ 3. ♖xe1 ♖d8 4. ♕xd6 (elimination of the defence by interfering) (Movsesian-Van Foreest, Teplice 2016)

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1) 1. ♕a8+ ♔h7 2. ♕e4+ ♖g6 3. ♖xd7 Exploiting vulnerability: bad position of the pieces.
2) 1. ♔xe5! (1. ♕xe5? ♘c6+) 1. ... ♘f7+ 2. ♔f6 ♘xh8 3. e5! (draw due to insufficient material)
3) 1. ♘d6 (1. ♘g5? ♔g8 2. ♕b3+ ♕d5) 1. ... h6 (1. ... ♖xd6 2. ♕b8+; 1. ... ♕xd6 2. ♕e8+) 2. ♘f7+ (elimination of the defence by interfering)
4) 1. b4 axb3 2. axb3 (these moves have been under the diagram since the 2nd edition) 1. … ♖hc8 3. ♔g2 ♖6c7 (defending against a pin). 1. ♖c3 is the best move but Black is just a piece up.
5) 1. ♖h8+ ♔xh8 2. b8♕+ ♔h7 3. ♕g8+ ♔xg8 (3. ... ♔h6 4. ♕h8+ ♔g5 5. ♕h4#) 4. ♕c8+ ♔h7 5. ♕xh3+ (draw by perpetual check)
6) 1. ♕d5 ♕c8 (1. ... ♕d6 2. ♖e1 ♔f7 3. ♕c4) 2. ♖e1 ♔f7 3. ♕c4 (3. ♖e2 ♗d6 4. ♕f5) (the pin: attacking a pinned piece)
7) 1. ♘h5. White has more pieces on the king's wing and can involve the f-rook into the attack with f4-f5; also ♖d1-d3 is an option. After 1. … ♘d7 (1. … ♗xe5 2. ♕xe5 is losing) 2. f4 and White builds an attack.

1. ♘g4. Black can 1. … ♗xd4 play (or 1. ... ♕xc4 2. ♘xf6+ gxf6 3. ♕g4+ ♔f8) and after 2. ♘xh6+ ♔f8 – nothing is going on)
1. c5. Played in an U14 game. After 1. ... ♗xe5 2. dxe5 ♘d7 3. ♕e3 b6 White missed 4. ♖d4 (doubling with tempo and pinning). Black must put his knight on d5 on the second move.

8) 1. ♖d8+ ♘c8 2. ♕xe5+ ♔a7 3. ♘xc8+ ♔a8 4. ♘b6+ ♔a7 5. ♕b8# Exploiting vulnerability: a bad position of the king.
9) 1. f7+ ♖xf7 2. ♕d8+ ♔h7 3. ♗xd5 Exploiting vulnerability: a bad position of the king.
10) 1. ♗xc5 ♗xc5 2. ♖xc5 bxc5 3. ♗b7 (luring away and double attack: bishop)
11) 1. ♗g8 ♖xg8 2. fxg5+ fxg5 3. ♕xf1 (luring away and discovered attack)
12) 1. ♗g7+ ♔g8 2. ♖f8+ ♖xf8 3. ♕h8+ ♔f7 Exploiting vulnerability: a bad position of the king.

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1) 1. ♔a6 e6 (1. ... e5 2. ♕d7#; 1. ... ♔xc6 2. ♕e6#) 2. ♕c5# *(Schneider 2016)*
2) 1. ♔e6 ♔d3 (1. ... ♔f3 2. ♕g3#) 2. ♕c3# *(Holm)*
3) 1. ♕f4 a4 (1. ... ♔b6 2. ♕b8#) 2. ♕b4# *(Kacheev 1976)*
4) 1. ♕e6 b5 (1. ... b6 2. ♕c8#; 1. ... ♔b6 2. ♔d7#) 2. ♔c7# *(Herbert 2016)*
5) 1. ♕e7 ♔a2 (1. ... a2 2. ♕e1#; 1. ... axb2 2. ♕a3#) 2. ♕xa3# (Sjelotnotsko)
6) 1. ♕d8 ♔g4 (1. ... g4 2. ♕h4#; 1. ... ♔h6 2. ♕h8#) 2. ♕d1# *(Redlin 2016)*
7) 1. a4 ♔c5 (1. ... c5 2. ♕a3+; 1. ... ♔xa4 2. ♕c4#) 2. ♕d4# *(Nikitin 1995)*
8) 1. ♕b5 ♔xe6 (1. ... c5 2. ♕d7#; 1. ... c6 2. ♕e5#) 2. ♕c6# (Tylor)
9) 1. ♕a3 d4 (1. ... ♔d4 2. ♕b4#; 1. ... f3 2. ♕e3#) 2. ♕a8# *(Marzwalaschwili)*
10) 1. ♕b5 ♔d6 (1. ... d5 2. ♕c6#; 1. ... d6 2. ♕f5#; 1. ... f6 2. ♕d5#; 1. ... f5 2. ♕e5#) 2. ♕b6# *(Commandeur 1947)*
11) 1. ♕d7 ♔a6 (1. ... a6 2. b4#; 1. ... b5 2. ♕xa7#) 2. ♕a4# *(Ernst 1996)*
12) 1. ♔e7 f2 (1. ... h5 2. ♕f6#; 1. ... ♔h5 2. ♕g4#; 1. ... ♔f4 2. ♕e5#) 2. ♕g4# *(Kuligin 1989)*

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1) 1. ♕g2 ♔f4 (1. ... ♔d3 2. ♖xf3#) 2. ♖xf3# *(Szentgyorghi 1927)*
2) 1. ♔f4 h6 (1. ... hxg6 2. ♕h8#; 1. ... ♔h4 2. ♖h6#) 2. ♖g4# *(Kirichenko 2000)*
3) 1. ♔a5 ♔a2 (1. ... b6+ 2. ♔xb6#; 1. ... (c4 2. ♔b6#) 2. ♔b6#) *(Loyd, 1890)*
4) 1. ♔e5 c6 (1. ... ♔e7 2. ♕h7# ; c5 Qb7#; 1. ... c5 2. ♕b7#) 2. ♕h7# *(Galitzky 1903)*
5) 1. ♖b2 c3 (1. ... ♔c3 2. ♕xe5#; 1. ... ♔e4 2. ♕g4#) 2. ♖b4# *(Di Vinzenci 1996)*
6) 1. ♕f2 e5 (1. ... h3 2. ♖g1#; 1. ... ♔h3 2. ♕f3#) 2. h3# *(Bogdanov 1973)*
7) 1. ♔d3 ♔e5 (1. ... h5 2. ♕d4#) 2. ♕d4#
8) 1. ♖a3 d4 (1. ... c4 2. ♕d1#; 1. ... ♔c4 2. ♕f1#) 2. c4# *(Kirilov 1985)*
9) 1. ♔c5 e3 (1. ... c2 2. ♕a3#; 1. ... ♔e3 2. ♔c4#) 2. ♕h7# *(Gold 1902)*
10) 1. ♕a1 b4 (1. ... e5 2. ♕a2#; 1. ... ♔e5 2. ♖c5#) 2. ♕a5# *(Fadayev 1982)*
11) 1. d4 d6 (1. ... d5 2. ♕a6#; 1. ... ♔f6 2. d5#) 2. d5# *(Keidanski 1902)*
12) 1. ♕h5 d6 (1. ... d5 2. ♖c6#; 1. ... f6 2. ♕d5#; 1. ... f5 2. ♕g6#) 2. ♕f5# *(Groenroos 1980)*

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1) 1. ♘b5 cxb5 2. ♖a6# *(Schachnasarjan 1992)*
2) 1. ♗e4 dxe4 2. ♖d8# *(Anónimo)*
3) 1. ♗d3 g5 (1. ... ♔h7 2. ♖h5#) 2. ♘g8# *(Olejnik 1989)*
4) 1. ♘xc2 dxc2 (1. ... d2 2. ♘e3#) 2. ♖d8# *(Reitman 1994)*
5) 1. ♖d4 f6 (1. ... f4 2. ♖d5#) 2. ♖d5+ *(Popow 2006)*
6) 1. ♖a5 g3 (1. ... g5 2. ♗e8#; 1. ... ♔g5 2. ♗c6#) 2. ♗e2# *(Kowbassa 1987)*
7) 1. ♗e6 h4 (1. ... ♔h4 2. ♘f3#) 2. ♖f5# *(Milošeski 2004)*
8) 1. ♖d4 ♔xe5 2. ♗g7# *(Onada 1995)*
9) 1. ♗e6 ♔a3 (1. ... b2 2. ♔b4#) 2. ♖a1# *(Peretjaka 1990)*
10) 1. ♗e2 f1♕ (1. ... g6 2. ♘f7#; 1. ... g5 2. ♖f6#) 2. ♖h5# *(Saks 1996)*
11) 1. ♗c8 h1♕ (1. ... g2 2. ♖g7#) 2. ♖d2# *(Kowbassa 1994)*
12) 1. ♖a7 ♔b5 (1. ... b6 2. ♗d7#) 2. ♗d7# *(Smoljanovic 2002)*

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1) 1. ♗f5 ♔xf7 2. ♗d7# *(Davey 1947)*
2) 1. ♗g2 ♔d5 2. ♔f4#
3) 1. ♖e5 ♔f4 (1. ... ♔h4 2. ♗f2#) 2. ♗h2# *(Stolbow 1995)*
4) 1. ♔d3 ♔b5 2. ♔c3# *(Efimow 1983)*
5) 1. ♖d5 ♔a3 (1. ... ♔c3 2. ♗e1#) 2. ♗c5# *(Rodionow 1992)*
6) 1. e3 ♔f3 2. ♖d2# *(Galma 1999)*
7) 1. ♘d2 c1♕ (1. ... c1♘ 2. ♖b1#; 1. ... a4 2. ♖a2#) 2. ♘b3# *(Andrejew 1997)*
8) 1. ♔e2 ♔g2 2. ♘f2# *(Speckmann 1972)*
9) 1. ♔b2 ♔b4 2. ♖c4# *(Bantipow 1994)*
10) 1. ♔b6 b3 (1. ... c4 2. ♖xb4#) 2. ♖a1# *(Tschernjawski 1995)*

11) 1. ♖d2 ♔f1 (1. ... h2 2. ♖d1#) 2. ♖d1# *(Schönberger 1925)*
12) 1. ♖b4 g3 2. ♔f5# *(Dzekcer 1969)*

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1) 1. g4 h3 (1. ... hxg4 2. ♖xg4#; 1. ... hxg3 2. ♖xg3#; 1. ... ♔g5 2. ♕f6#) 2. gxh5# *(Koschakin 1999)*
2) 1. ♖h6 ♔b5 (1. ... ♔d5 2. ♕e6#; 1. ... f4 2. ♕d3#) 2. ♕a6# *(Scheltonoschko 1985)*
3) 1. ♖c7 ♔e6 (1. ... e4 2. ♕c4#; 1. ... exd4 2. ♕f5#) 2. d5# *(Sorokin 1969)*
4) 1. ♕c5 ♔f6 (1. ... d6 2. ♕f5#; 1. ... d5 2. ♕e7#) 2. ♕e7# *(Dittkowski 1926)*
5) 1. ♕d3 ♔a6 (1. ... a3 2. ♕xa3#; 1. ... b4 2. ♖d5#) 2. ♖xa4# *(Bolotbekow 1990)*
6) 1. ♕b3 ♔g3 (1. ... g3 2. ♕e6#) 2. ♔e4# *(Djatschuk 1999)*
7) 1. ♖a8 b6 (1. ... ♔a4 2. ♕b4#; 1. ... a4 2. ♕b4+) 2. ♕d7# *(Andrejew 2004)*
8) 1. ♕a6 ♔xc2 (1. ... b3 2. ♕d3#) 2. ♕a2# *(Aliowsadsade 1993)*
9) 1. ♕d5 ♔a3 (1. ... ♔c3 2. ♖xb3#; 1. ... a4 2. ♕c5#) 2. ♕xb3# *(Andrejew 1997)*
10) 1. ♖e8 ♔d4 (1. ... ♔c2 2. ♖c8#; 1. ... d4 2. ♖c8#) 2. ♕b4# *(Szentgyörgyi 1933)*
11) 1. ♖h4 ♔d5 (1. ... d5 2. ♕c2#; 1. ... c5 2. d5#) 2. ♕a2# *(Birnow 1951)*
12) 1. ♕b8 e4 (1. ... ♔e4 2. ♕b1#; 1. ... ♔f6 2. ♕f8#) 2. ♕f4# *(Dorochow 1988)*

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1) 1. ♘a4 a2 (1. ... ♔b4 2. ♖b6#) 2. ♖b6# *(Larsson 1927)*
2) 1. ♘xa2 bxa2 (1. ... b2 2. ♘c3#) 2. ♖b5# *(Reitman 2000)*
3) 1. ♘c1 bxc1♕ (1. ... b1♕ 2. ♖c2#) 2. ♖c2# *(Juschakow 1985)*
4) Drawing
5) Drawing
6) 1. ♖c1 ♔a3 (1. ... a3 2. ♘c5#) 2. ♖c3# *(Kaschtschejew 1979)*
7) 1. ♗b1 ♔f5 (1. ... e3 2. ♘e6#) 2. ♖f3# *(Lichtenfeld 1933)*
8) 1. ♗f7 a3 (1. ... ♔a3 2. ♘c2#) 2. ♖c4# *(Kaschtschejew 1971)*
9) 1. ♗xe6 ♔e2 (1. ... g3 2. ♗g4#; 1. ... ♔g3 2. ♖d3#) 2. ♗xg4# *(Kolpakow 1991)*
10) 1. ♘h5 ♔xh5 (1. ... h3 2. ♖f4#) 2. ♖f5# *(Hoffmann 1967)*
11) 1. ♖f5 ♔xh3 (1. ... e4 2. ♖f4#; 1. ... ♔g4 2. ♖f4#) 2. ♖xh5# *(Parshin 1993)*
12) 1. ♗b5 e4 (1. ... c5 2. ♘c7#; 1. ... c6 2. ♗c4#) 2. ♖g5# *(Lincoln 1996)*

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1) 1. ♗h7 f5 (1. ... f6 2. ♕d5#) 2. ♗g8# *(Gies 1926)*
2) 1. ♕g2+ ♔f4 (1. ... ♔d3 2. ♕c2#) 2. ♕g4# *(Schönberger 1925)*
3) 1. ♗b3 e4 (1. ... ♔d4 2. ♕d5#; 1. ... ♔d2 2. ♕d1#) 2. ♕d1# *(Popov 2009)*
4) 1. ♕a8 ♔c3 (1. ... ♔c1 2. ♕a1#) 2. ♕h8# *(Osipov 1985)*
5) 1. ♔d5 ♔a4 (1. ... b5 2. ♕a3#; 1. ... a4 2. ♗d2#) 2. ♕c4# *(Andreev 1996)*
6) 1. ♗f2 ♔e5 (1. ... e3 2. ♗g3#) 2. ♕g5# *(Andreev 2002)*
7) 1. ♕g5 c5 (1. ... e3 2. ♕xe3#; 1. ... ♔c3 2. ♕d2#) 2. ♕f6# *(Zimmer 2007)*
8) 1. ♗e8 a3 (1. ... ♔a2 2. ♗f7#; 1. ... ♔b4 2. ♕c3#) 2. ♕b1# *(Bogdanov 1974)*
9) 1. ♔f5 ♔f3 (1. ... ♔f1 2. ♕f2#) 2. ♕f2# *(Kovacs 2010)*
10) 1. ♔a3 d1♕ (1. ... ♔d1 2. ♕xd2#; 1. ... d1♘ 2. ♗d2#) 2. ♗h4# *(Shinkman 1905)*
11) 1. ♗c2 b3 (1. ... e1♕ 2. ♕d3#; 1. ... e1♘ 2. ♕f2#) 2. ♕c3# *(Brixi 1930)*
12) 1. ♕h8 b3 (1. ... f3 2. ♕e5#; 1. ... ♔f3 2. ♕h3#) 2. ♕c3# *(Lund 1939)*

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1) 1. ♕c6 ♔b4 (1. ... ♔a6 2. ♕a8#; 1. ... b4 2. ♕a4#) 2. ♕c3# *(Andrejew 1996)*
2) 1. ♕b8 ♔h4 (1. ... g3 2. ♕h8#) 2. ♕h2# *(Antipow 1995)*
3) 1. ♕c5 b6 (1. ... ♔a6 2. ♕a7#; 1. ... ♔a4 2. ♕b4#) 2. ♕a3# *(Kitschigin 1987)*
4) 1. ♕a2 ♔g3 (1. ... g3 2. ♕e6#; 1. ... f3 2. ♕h2#) 2. ♕g2# *(Andrejew 1997)*
5) 1. ♕d7 ♔b6 (1. ... a6 2. ♘c4#; 1. ... c6 2. ♕xa7#) 2. ♕b5# *(Junker 1925)*
6) 1. ♕c4 ♔a4 (1. ... d2 2. ♘c2#; 1. ... a4 2. ♕c3#) 2. ♘c2# *(Andrejew 1997)*
7) 1. ♕a4 ♔c2 (1. ... ♔a1 2. ♘c3#; 1. ... bxa2 2. ♕d1#) 2. ♕e4# *(Biedermann, 1876)*
8) 1. ♕d5 ♔a4 (1. ... c4 2. ♕b5#) 2. ♕c4# *(Antipow 1995)*
9) 1. ♕e6 f4 (1. ... ♔h5 2. ♕h6#; 1. ... h5 2. ♕f6#) 2. ♕g4# *(Bogdanow 1988)*
10) 1. ♔g8 f6 (1. ... f5 2. ♕e8#; 1. ... h5 2. ♕g5#) 2. ♘f8# *(Hobat 1935)*
11) 1. ♕g8 ♔e3 (1. ... e3 2. ♕d5#; 1. ... a3 2. ♕b3#) 2. ♕g3# *(Busch 1967)*
12) 1. ♕e2 c2 (1. ... ♔d5 2. ♕e5#; 1. ... d6 2. ♕c4#; 1. ... d5 2. ♕e3#) 2. ♕c4# *(Grebeshkow 1988)*

Remarks or improvements? Please send a mail to info@stappenmethode.nl
Any suggestions to improve the English translation will be welcome.