Step 4 plus

☐ *3 King's attack / Cooperation (♛♞): A*

1) 1. Rh8+ Kxh8 2. Qh5+ Kg8 3. Qh7#

2) 1. ... Rh1+ 2. Bxh1 Qh2+ 3. Kf1 Qxf2#

3) 1. Rxh5 (1. Nf5 f6) 1. ... gxh5 2. Nf5

4) 1. Bxh6+ Kxh6 (1. ... Kh8 2. Qh3) 2. Qh3+ Kg7 3. Qh7#

5) 1. ... Nxe3+ 2. fxe3 (2. Kh1 Nxf2#) 2. ... Qg3+ 3. Kh1 (3. Kf1 Qf2#) 3. ... Nf2#

6) 1. Rh8+ Bxh8 2. Nh6+ Kf8 3. Qf7#

7) 1. ... Qf3+ 2. Kxh2 Qh3+ 3. Kg1 Nf3#

8) 1. Nxh6+ gxh6 (1. ... Kh8 2. Nexf7#) 2. Qxf7+ Kh8 3. Ng6#

9) 1. Rd7+ Rxd7 (1. ... Kh8 2. Qxf6+ Kg8 3. Nh6#) 2. Qxf6+ Kg8 3. Nh6#

10) 1. ... Rf1+ 2. Kxf1 Qh1+ 3. Kf2 Ng4#

11) 1. ... Rc2 2. Kxc2 Qxa2#

12) 1. Qf6 Qa5 (1. ... Qxe7 2. Qh8#; 1. ... Rxe7 2. Qh8#) 2. Ng6+ Kg8 3. Qh8#

☐ *4 King's attack / Cooperation (♛♝): A*

1) 1. ... Bh2+ 2. Kh1 Bg3+ 3. Kg1 Qh2#

2) 1. ... Bxg2+ 2. Bxg2 Qh4+ 3. Bh3 Qxh3#

3) 1. Rb8+ Bf8 2. Rxf8+ Kxf8 3. Qc8#

4) 1. Rxe7+ Kxe7 2. Qe6+ Kf8 3. Qf7#

5) Drawing

6) 1. Ng5 h6 2. Qg6 hxg5 3. Qh5#

7) 1. Rh8+ Bxh8 2. Qg8+ Kh6 3. Qxh8#

8) 1. ... Rg3+ 2. fxg3 Bh3 3. Re2 Qf1#

9) 1. ... Nxc3+ 2. Bxc3 Qxc3 3. a3 Qa1#

10) 1. ... Qh4+ 2. Kf1 Bh3+ 3. Kg1 Qd4#

11) 1. ... Rxg2 2. Kxg2 Qh3+ 3. Kh1 Qf3#

12) 1. Rh8+ Kxh8 2. Qxh6+ Kg8 3. Qxg7

☐ *5 King's attack / Cooperation (♛♞): B*

1) 1. Nf6 Qxf6 2. Qxf8#

2) 1. Neg5 fxg5 2. Nxg5

3) 1. Rxh5 gxh5 2. Nf5

4) 1. Nh5 gxh5 2. Nf6+

5) 1. Ngf5 exf5 2. Nxf5

6) 1. Nh5 Bf8 2. Nf6+ Kh8 3. Qxh7#

7) 1. Ng5 Bxg5 (1. ... Rg8 2. Qxh7#) 2. Qg7#

8) 1. Rxh5 gxh5 2. Nxh5

9) 1. Ba3 Bxa3 2. Ng5 (of 2. Nf6+)

10) 1. Ng5 Qe8 2. Nxe6+ Kg8

11) 1. Rxh7+ Bxh7 2. Qh5

12) 1. Ne4 Bxg5 2. Nxg5

□ **6** *King's attack / Cooperation (♛♝): B*
  1) 1. Re8+ Bf8 (1. ... Qxe8 2. Qg5+ Ng7 3. Qxg7#) 2. Rxd8
  2) 1. Qg5+ Ng6 2. Qh6
  3) 1. Bf4 Nd7 2. Rxd7 Qxd7 3. Bh6
  4) 1. ... Be5 2. Rd1 Qf3
  5) 1. Qc6 (1. Ba6 Qe4) 1. ... f4 2. Be4; 1. … Be7 2. f3! and 3. Ba6
  6) 1. Rf1 (1. Bxe7 f6 ; 1. Qh6

  Nf5) 1. ... Qd7 2. Qh6
  7) 1. Nh5+ gxh5 2. Qg5+
  8) 1. g4 Nc6 2. Qf6
  9) 1. f5 (1. Qh6 Nf5) 1. ... Qe8 2. Qh6
  10) 1. Bf6 Rc7 2. Qh6
  11) 1. Bf4 (1. Bh6 Qc3) 1. ... Qc3 2. Be5
  12) 1. ... Nxe4 2. Nxe4 (2. Bxe4 Bxc3) 2. ... Qa3+ 3. Kb1 Qb2#

□ **7** *King's attack / Cooperation (♛♝): C*
  1) 1. Rh5 gxh5 2. Qxh7#
  2) 1. Qg4+ Kh8 2. Qf5 (2. Qh5 f5 3. Bxf5 f6)
  3) 1. Rh8+ (1. Qh5 f5) 1. ... Kxh8 2. Qh5+ Kg8 3. Qh7#
  4) 1. Bxf6+ Bxf6 2. Qe4
  5) 1. Nf6 Bxf6 2. Bd3
  6) 1. Bxf6 (1. Rxe7 Qxe7 2. Ne4 Ne5) 1. ... Bxf6 2. Qf5
  7) 1. Qg4+ Kh8 2. Qf5

  8) 1. ... Rxg2+ 2. Bxg2 Bh2+ 3. Kh1 Bg3+
  9) 1. ... Rxh3+ 2. gxh3 (2. Qxh3 Qxd1#) 2. ... Qh2#
  10) 1. Ng6+ fxg6 2. Qxg6
  11) 1. ... Nxe4 2. Nxe4 Qxa2+ 3. Kc1 Qa1#
  12) 1. Bg7 (1. Bg5 Re8 ; 1. Bf4 Re8) 1. ... h6 2. Qxh6 Bxg7 3. Qh7#

□ **8** *King's attack / Open file: A*
  1) 1. Qf6+ Bxf6 2. Rg3+
  2) 1. Qh6 (1. Qh5 Rff8) 1. ... Rff8 2. Qxg7#
  3) 1. Rh7+ Kxh7 2. Qxf7+ Kh8 3. Rh1+
  4) 1. ... Qxc3 2. bxc3 Ne4
  5) 1. Qf6+ Bxf6 2. gxf6+ Kg8 3. Rxh8#
  6) 1. ... Bxa2+ 2. Nxa2 Qa5
  7) Drawing
  8) 1. Bf7 Qxh4 (1. ... c2 2. Rg8+ Rxg8 3. Rxg8# ; 1. ... Qxf7 2.

  Qxd8+) 2. Rg8+ Rxg8 3. Rxg8#
  9) 1. Rh5 Rg6 (1. ... Rg8 2. Qxg8+ Qxg8 3. Rxg8+ Kxg8 4. Rxh6 ; 1. ... Rf7 2. Qg8#) 2. Qxg6
  10) Drawing
  11) 1. ... Rg3 2. Kh1 Rxh3+ 3. Rh2 Qg6
  12) 1. f6 Bxg2 (1. ... Qxf6 2. Qxb4+) 2. Rg8+ Kxg8 3. Qxg2+

☐ **9** *King's attack / Opening files: A*

1) 1. ... Nf3+ 2. gxf3 (2. Kh1 Nxd2) 2. ... gxf3+ 3. Kh1 Qg2#
2) 1. Ng5 Bxg5 2. hxg5+ Kg8 3. Qh7+ Kf8 4. Qh8#
3) 1. Ng5 fxg5 2. hxg5
4) 1. g5 gxh5 2. gxh6
5) 1. Qb6+ cxb6 (1. ... Ka8 2. Qxc5) 2. axb6#
6) 1. ... Bg4 2. Nxg4 hxg4 and wins, i.e. 3. Qc3 Bh2+ 4. Kh1 Bg3+ 5. Kg1 Rh1+ 6. Kxh1

Qh5+ 7. Kg1 Qh2#

7) 1. Rxh5 gxh5 2. g6
8) 1. Nf5 exf5 2. gxf5+ Kh8 3. Qg2
9) 1. Nxg5+ hxg5 2. h6 Rg8 3. hxg7+
10) 1. ... Qg3 2. hxg4 hxg4
11) 1. Qh6+- Bxf6 (1. ... gxh6 2. gxh6#) 2. gxf6
12) 1. Rg4 g5 2. Rxg5

☐ **11** *Vulnerability in the opening / The diagonal h5/e8: A*

1) 1. e6 fxe6 2. Qh5+
2) 1. Be2
3) 1. Ne5 fxe5 2. Qh5+ g6 3. Qxg6#
4) 1. Nd6+ exd6 2. Qh5#
5) Black dot is lacking! 1. ... Ne3 2. fxe3 Bh4+ 3. Nxh4 Qxh4+ 4. g3 Qxg3#
6) 1. Nf6+ gxf6 2. Qh5+ Ke7 3. Qf7#
7) 1. Rxe6+ fxe6 2. Qh5#

8) 1. Ne6 hxg5 (1. ... fxe6 2. Qh5+) 2. Nxd8
9) 1. Bh5+ g6 (1. ... Ke7 2. Ba3#) 2. Nxg6 hxg6 3. Bxg6+ Ke7 4. Ba3#
10) 1. Nxe6 fxe6 2. Bh5+ Ke7 3. Qxd6#
11) 1. Ne5 fxe5 2. Qh5+ Kf8 3. Qf7#
12) Black dot is lacking!1. ... Ng3 2. Rh2 Nxe2

☐ **12** *Vulnerability in the opening / The sham pin: A*

1) 1. Nxe5 Bxd1 2. Bb5+ Qd7 3. Bxd7+
2) 1. Nxe5 Bxd1 2. Bxf7#
3) Drawing
4) 1. Nxe5 Bxd1 (1. ... dxe5 2. Qxg4) 2. Bxf7+ Ke7 3. Bg5#
5) 1. Nxe5 Bxd1 2. Bxd7+ Qxd7 3. Nxd7 Bxc2 4. Nxf8 with the gain of a piece
6) 1. Nxe5 Qxe5 (1. ... fxe5 2. Qxg4; 1. ... Bxd1 2. Nxc6+ Ne7 3. Nxa5) 2. Rxe5+ Nxe5 3. Be2
7) 1. Nxe5 Bxd1 2. Bxf7+ Ke7 3.

Nf5#

8) 1. Nxe5 Bxe2 (1. ... Nxe5 2. Qxh5+) 2. Bf7+ Kf8 3. Bh6#
9) 1. Nxe5 Nxe5 (1. ... Bxd1 2. Nxc6+) 2. Qxg4 0-0 3. Qd1
10) 1. Nxe5 Bxd1 2. Bb5+ Kd8 3. Nxf7+
11) 1. ... Nxe4 2. Bxe7 Bxf2+ 3. Kf1 Ng3#
12) 1. Nxe5 Bxd1 2. Neg6+ (2. Ne6+ Ke7 3. Nxd8) 2. ... fxg6 3. Nxg6#

☐ *13 Vulnerability in the opening / Sham pin: yes or no?: A*

1) No: 1. Nxe5? Bxd1 2. Bxf7+ Ke7 3. Bg5+ Nf6.
2) No: 1. Nxe5? Bxd1 2. Bxf7+ Kf8. Square f8 is free for the king.
3) Yes: 1. Nxe5 Bxd1 2. Bxf7+ Ke7 3. Bg5#
4) No: 1. Nxe5? Nxe5 and the bishop on g4 is protected; (1. … Bxd1? 2. Bxf7+ Ke7 3. Nd5#)
5) Yes: 1. Nxe5 Bxd1 2. Bxf7+ Ke7 3. Nd5#
6) Yes: 1. Nxe5 Bxd1 (1. ... dxe5 2. Qxg4 Nxc2) 2. Bf7+ Ke7 3. Nd5#
7) No: 1. Nxe5? Nxb3! 2. Nxg4 Nxa1; 1. … Bxd1? 2. Bxf7+ Ke7 3. Nd5#
8) No: 1. Nxe5? Bxd1 2. Bxf7+ Ke7. The move 3. Nd5+ is not possible
9) Yes: 1. Nxe5 Bxd1 2. Nf6+ gxf6 3. Bxf7#
10) No: 1. Nxe5? Bxd1 2. Bxf7+ Ke7 3. Nd5#
11) Yes: 1. Nxe5 Bxd1 2. Nf6+ gxf6 3. Bxf7#
12) Yes: 1. Nxe5 Bxd1 2. Bxf7+ Ke7 3. Nd5#; 1. … dxe5 (the best) 2. Qb3 with advantage.

☐ *14 Vulnerability in the opening / The e-file: A*

1) 1. e5 Qxe5 2. Re1
2) 1. Nxe5 fxe5 (1. ... Bxd1 2. Nxc6+) 2. Qxg4
3) 1. Qxf5 exf5 2. Nxc6+
4) 1. Nd6+ Bxd6 2. Qxf5
5) 1. Nc4 Qc7 2. Nd6+
6) 1. Nf6+ gxf6 2. Qxd5
7) 1. Nf6+ gxf6 2. Qxd5
8) 1. Nxe4 Qxd4 2. Nf6+
9) 1. Qxd5 exd5 2. exd6+
10) 1. Nd6+ Kd7 (1. ... exd6 2. exd6+) 2. Nxf7
11) 1. Nxf7 Nc6 2. Qh4 Bxf7 3. Rxe7+
12) 1. Nd5 Qb7 2. Nc7+ Kd8 3. Rxd7+

☐ *16 Eliminating of the defence / Interfering: A*

1) 1. Ba4+ Nd7 2. Nd6#
2) 1. ... Qh1+ 2. Ke2 Qxg2+
3) 1. ... Qg2+ 2. Ke1 Qxh1+
4) 1. Qg5+ Kf8 2. Qxd8+
5) 1. e5 Ne8 (1. ... Rae8 2. exf6) 2. Qxa8
6) 1. Qf3+ Kg8 2. Qxa8+
7) 1. ... Ba6+ 2. Nge2 Qf2#
8) 1. c5 Be7 2. Bxe6+
9) 1. ... Qg6+ 2. Kf1 Qxb1+
10) 1. h3 Ne5 2. Bxf4
11) 1. a5 Nd7 2. Bxf5
12) 1. ... g5 2. Ne2 Nxe4

☐ *17 Eliminating of the defence / Blocking: A*

1) 1. Rg6 Nf5 2. Re6#
2) 1. Nf7 Rxd7 2. Re5#
3) 1. Ra8 Nc7 2. Rd8#+
4) 1. Kf8 Rb7 2. Rd8#

5) 1. Nd6 Nb6 (1. ... c4+ 2. Nxc4+ Kb5 3. Nb2+) 2. Nb7#
6) 1. Ka3 Nd1 2. Nb3#
7) 1. Bf6 Rxf7 (1. ... Rh2 2. Bg6) 2. Ra8#
8) 1. e5+ Bxe5 (1. ... Kc5 2. Ne6+) 2. Bf8#
9) 1. Qf7 Rg8 2. Qh5#
10) 1. g7 Be6 2. c4#
11) 1. Kb3 Nb6 2. Bb4#
12) Drawing

☐ **18** *Eliminating of the defence / Interfering: B*
1) 1. Be4 Rxe4 (1. ... Bxe4 2. Ne6#) 2. Ng6#
2) 1. Ne6 Rxe6 (1. ... Bxe6 2. e8Q+) 2. c8Q Rxe7 3. Qc5+
3) 1. e7 Bxe7 (1. ... Rd6 2. exd8Q+ Rxd8 3. Nf6#) 2. Ng7#
4) 1. ... Nf3 2. Bxf3 (2. R4xf3 Qg2#) 2. ... Qxf1#
5) 1. Bc6 Bxc6 (1. ... Rxc6 2. Nf3#) 2. Ng6#
6) 1. Nb2 Rxb2 (1. ... Bxb2 2. b8Q) 2. g7
7) 1. Nb7 Bxb7 (1. ... Rxb7 2. c8Q#) 2. cxb8Q+
8) 1. Be4 Bxe4 (1. ... Rxe4 2. Nd5#; 1. ... Qd4 2. Qe1#) 2. Ng4#
9) 1. Bd3 Rdxd3 (1. ... Rcxd3 2. d8Q+ Rxd8 3. Rh1+ Rh2 4. Rxh2#) 2. Rh1+ Rh3 3. d8Q+
10) 1. Nfe4 Bxe4 (1. ... Rxe4 2. Nf5# ; 1. ... b2 2. Bc3#) 2. Ne2#
11) 1. e4 Rf4 (1. ... Rxe4 2. Nf3# ; 1. ... Bxe4 2. Nc4#) 2. Re6#
12) 1. ... Bc3 2. Bxc3 Rxc6

☐ **20** *Draw / Stalemate: A*
1) 1. Re1 Qxe1 stalemate (1. ... Nb3 2. Rxb1+ Kxb1 3. Kxa4)
2) 1. Rc7 Bxc7 stalemate (1. ... Nb7 2. Rxb7 Rxb7 stalemate)
3) 1. ... Qe1+ (1. ... Qf2+ 2. Qxf2 ; 1. ... Qf3+ 2. Bxf3 ; 1. ... Qf4+ 2. Bf3) 2. Kxe1 stalemate
4) 1. Qe1 Qxe1 stalemate (1. ... Bg2 2. Qxf1+ Kxf1 3. Kxg4)
5) 1. b4+ Kxb4 2. Nc6+ Nxc6 stalemate
6) 1. Qxg7+ Kxg7 2. Nxf5+ gxf5 stalemate (2. ... Kf6? 3. Nxg3)
7) 1. Rd8 Rxd8 (1. ... Kxb7? 2. Rxg8) 2. b8Q Rxb8 stalemate
   (2. ... Kd7? 3. Qxe5)
8) 1. Bh5+ Kxh5 2. g4+ Kg6 stalemate
9) 1. d8Q Bxd8 2. Bf4+ Kxf4 stalemate
10) 1. Be3 (1. Bxg5+? Kxg5) 1. ... Qxe3 2. Nf5+ Bxf5 stalemate
11) 1. Nb6 Rb8! 2. Ka1 Rxb6 stalemate (2. ... Rc8 3. Nxc8 stalemate)
12) 1. Kh4 (1. Bxc6+ Kxc6 2. Kf4 Kd6) 1. ... g5+ (1. ... Qxg2 stalemate) 2. Kh5 Qxg2 stalemate

□ *21 Draw / Insufficient material: A*

1) 1. ... Kf4 (1. ... Kg2? 2. h4) 2. Kd4 Kg5 3. Ne3 Kh4
2) Drawing
3) 1. Bg2 Rxh5 2. Kg4+ Rd5
4) 1. Nf6 Nh6 2. Nd7
5) 1. f4+ Kxf4 (1. ... Rxf4 2. Ne6+) 2. Nxa4
6) 1. Rb2+ Kg1 2. Ra2! Nxa2+ (2. ... Rxa2 stalemate) 3. Kb2
7) 1. Nxf4 Bxf4 2. e4
8) 1. Bd7+ Kb4 2. g4
9) 1. Rh6 Nxh6 2. g6 Nhf5
10) 1. Ba3 bxa3 stalemate
11) 1. Ne5 Bc8 2. Nf3+
12) 1. Rxc2 Bxc2+ 2. Ka3 Nc3 3. Kb2

□ *22 Endgame / Avoiding stalemate: A*

1) 1. Ra5+ (1. Rxd5 stalemate?) 1. ... Qxa5 2. b7+ Ka7 3. b8Q+ Ka6 4. Qb7#
2) 1. Bg7+ (1. Rxg1? b1Q+ 2. Rxb1 stalemate) 1. ... Qxg7 2. Rh1+
3) Black dot is wrong! 1. Qe1 Rxe1+ 2. Kh2
4) 1. Bg4+ (1. Bxf5? stalemate) 1. ... Qxg4 (1. ... Kxg4 2. Nh6+ Kxg3 3. Nxf5+ Kg4 4. Ke4) 2. Nf6+ Kg6 3. Nxg4
5) 1. Rf2 (1. Rxa2 stalemate ; 1. Nf2+ Ke1 2. Rxa2 stalemate) 1. ... a1Q 2. Rf1+
6) 1. Bg1 g2 2. Nf2
7) 1. Qd6 Qxd6+ 2. e5+
8) 1. g4 Qxd1+ 2. Kxd1 Kxf3 3. g5; 1. ... Qg6 2. Rd3+
9) 1. c3+ Qxc3 2. Rd8+ Kc5 3. Rc8+ Kd4 4. Rxc3 Kxc3 5. Kg5
10) 1. f7+ (1. Bxe6? stalemate) 1. ... Kxf7 (1. ... Kxe7 2. Bxe6) 2. Bh4
11) 1. Nb4 (1. Bxb6? stalemate) 1. ... Qxb4 (1. ... Qa5 2. Bd2+ Kd4 3. Nc6+ ; 1. ... Kxb4 2. Bxb6) 2. Bd2+ Kd4 3. Bxb4
12) 1. Rb4+ (1. Rxb2 Ra5+ 2. Kb7 Rb5+) 1. ... Kg5 2. Rxb2

□ *23 Draw / Perpetual check: A*

1) 1. ... Nf4+ (1. ... Nxg3+ 2. Ke1) 2. Kg1 Ne2+ 3. Kf1 Nf4+
2) 1. Qh8+ Kd7 (1. ... Qf8 2. Qxf6) 2. Qh3+ Ke8 3. Qh8+
3) 1. Nf5+ (1. Rxh2+ Kg5 2. Rxh8 a2 3. Rh1 a1Q 4. Rxa1 Rxa1) 1. ... Kh5 2. Ng7+ Kh6 3. Nf5+
4) 1. ... Nf5+ 2. Kf1 (2. Kh1 Ng3#) 2. ... Ne3+ 3. Kg1 (3. Ke1 Bc3#)
5) 1. ... Rd1+ (1. ... Qe1+ 2. Bf1) 2. Bxd1 Qe1+ 3. Kh2 Qh4+ 4. Kg1 Qe1+
6) 1. Bb2+ Kh6 (1. ... Kg8 2. Nf6+; 1. ... Kh7 2. Nf6+; 1. ... Kg6 2. Ne5+; 1. ... Kf7 2. Ne5+) 2. Bc1+ Kg7 (2. ... Kh5 3. Nf6+=) 3. Bb2+=
7) 1. Nd7+ Kf7 2. Ne5+ Kf6 3. Nd7+
8) 1. ... Rh1+ 2. Kf2 Rh2+
9) 1. Kf8 b1Q 2. Nf7+ Kh7 3.

Nxg5+ Kh8 4. Nf7+

10) 1. Qh4+ Kg7 2. Re7+ Rxe7 3. Qxe7+ Kg8 4. Qe8+ Kg7 5. Qe7+ Kh6 6. Qh4+

11) 1. Bd7+ Kd8 2. Bb6+ Ke7 3.

Bc5+

12) 1. Rd8+ Bf8 (1. ... Kh7 2. Nf6+ Kg7 3. Nh5+) 2. Nf6+ Kg7 3. Nh5+ Kh7 4. Nf6+

□ *24 Draw / Mix: A*

1) Drawing
2) Drawing
3) 1. Bb3+ Kf5 2. Bc2+ Ke6 3. Bb3+
4) 1. ... Rg8 2. Ne6 Rxg7+
5) 1. Qd5+ Kxd5 stalemate (1. ... Qxd5 stalemate)
6) 1. ... Nc1+ (1. ... Nxb2 2. Bc2 Nd6 3. Rb1 Nbxc4 4. bxc4 Nxc4) 2. Ke1 Nd3+ 3. Ke2 Nc1+ 4. Ke1 Nd3+
7) 1. Kf1 Bh4 2. Ng3+ Bxg3 stalemate
8) 1. Ng5+ Kf8 (1. ... Kf6? 2.

Ne4+ Ke7 3. Nxd6+) 2. Nxh7+ Kf7 (2. ... Kg8? 3. Rxe8+ Kxh7 4. Rd8) 3. Ng5+

9) 1. Nf7+ Rxf7 2. Rg8+ Kxg8 stalemate
10) 1. Nd2 b2 2. Nc4 b1Q 3. Na3+
11) 1. Rc4 Rc2 (1. ... Qa8? 2. Rc1#) 2. Rb4+ (2. Rxc2 Qd4+ 3. Rd2 Qg1+) 2. ... Rb2 (2. ... Qb2 3. Rxb2+ Kxb2=) 3. Rc4
12) 1. g3+ Kg4 2. Bc3 Bxc3 stalemate (2. ... Ne7+ 3. Kh6 Bxc3 stalemate; 3. ... Nf7+ 4. Kh7 Bxc3 stalemate)

□ *26 Mobility / Trapping (chasing): A*

1) 1. Bd2 Qc5 (1. ... Qa4 2. b3) 2. Bb4 (2. b4? Qxf2)
2) 1. Rb3 Qa4 2. Bb5
3) 1. ... Bf4 2. Qd3 Bf5
4) 1. Ng3 Qg4 2. h3
5) 1. Rb3 Qa5 2. Bb6
6) 1. Rb5 Qxc3 2. Bb2
7) 1. ... Bg5 2. Qd3 Ne5
8) 1. ... d4 2. Qf4 g5
9) 1. Bf4 Qd5 2. c4
10) 1. g4 Qa5 (1. ... Qf6 2. Bg5) 2. Bd2
11) 1. e4 Be6 (1. ... Bxe4 2. Nxe4) 2. d5
12) 1. Nd2 Qb2 2. Ra2

□ *27 Mobility / Trapping (eliminating of the defence): B*

1) 1. Bxf7+ Nxf7 2. Ne6
2) 1. Rxf5 gxf5 2. Kd2 Rxc4 3. bxc4
3) 1. Rxc8 Rxc8 2. b3
4) 1. Nxf6+ Qxf6 2. f5
5) 1. ... Bd4+ 2. Kh1 h4
6) 1. ... Rh5 2. Bxh5 g5
7) 1. Bxf6 Bxf6 2. f4
8) 1. a5 Nxc4 2. Bxc4 Qxc4 3. Ra4
9) 1. ... b5 2. Nc5 Ra3
10) 1. Bxd4 exd4 2. Na4
11) 1. Nc4 Qf5 2. f3
12) 1. Re1 Kf7 2. f5

☐ *28 Mobility / Trapping (aiming): C*
1) 1. f4 Nd7 2. f5
2) 1. ... Bh6+ 2. Kb1 Bf4
3) 1. g4
4) Drawing
5) 1. ... Rf4+ 2. Kg1 Rf8
6) 1. ... Nf4 2. Bf1 Bf8
7) 1. Nf5 Bd8 2. Nh4
8) 1. Be7 Rd7 2. Bg5
9) 1. ... Ne5 2. Bb3 Bg4
10) 1. Rd8+ Kh7 2. Bd6
11) 1. Bd6 Rd8 2. b3
12) 1. e5 Ne4 2. Na4

☐ *29 Mobility / Trapping (luring): D*
1) 1. ... axb4 2. Qxa8 Nb6
2) 1. f6 Qxf6 2. Bg5
3) 1. e5 Qxe5 2. Bf4
4) 1. ... g5 2. Qxh5 Bg4
5) 1. ... c6 2. Qxc6+ Bd7
6) 1. ... axb5 2. Qxa8 Nb6
7) 1. Rxe4 Qxe4 2. Bc6
8) 1. ... Nxe5 2. Qxe5 Rd5
9) 1. b6 Bxb6 2. Nd5
10) 1. ... axb4 2. Bxb4 c5
11) 1. c3 Qxc3+ 2. Bd2
12) 1. b4 Qxb4 2. Nc6

☐ *30 Mobility / Trapping (clearing): E*
1) 1. ... Nxf3+ 2. Bxf3 Bf6
2) 1. Nxd5 exd5 2. Bc7
3) 1. e5 Bxe5 2. Bf3
4) 1. Rxd8 Nxd8 2. Nd1
5) 1. Ng5+ Rxg5 2. Bd1
6) 1. Kh1 fxg4 2. Ng1
7) 1. g4 fxg4 2. Ng3
8) 1. e5 dxe5 2. Ne4
9) 1. Qd1 Ne4 2. Be1
10) 1. ... Qd8 (1. ... Qc8 2. Nc4 Be8
    3. Nxb6) 2. Nc4 Be8
11) 1. ... Bh4 2. Qf1 f6
12) 1. d6 Bxd6 2. Nd5

☐ *31 Mobility / Trapping (mix): F*
1) 1. ... c5 2. Qd1 c4
2) 1. a3
3) 1. Nxe4 Qxe4 2. Bf3
4) 1. ... f5 2. Bd3 f4
5) 1. ... Rf7
6) 1. Bg5 hxg5 2. hxg5
7) 1. ... Nxe4 2. fxe4 Be5
8) 1. d5 cxd5 2. f5
9) 1. ... Ng4 2. Re2 f6
10) 1. b4 Bxe2 2. Qxe2
11) 1. Rxe5 Qxe5 2. Bf4
12) 1. Bg5 Qf5 2. g4

☐ *33 Mini plan / Increasing activity: A*
1) 1. Rc1 Nbd7 (1. ... Bd8 2. Nd5
    Qxa2 3. Nc7+) 2. Nd5
2) 1. ... Nb4 2. Qb3 Nd3+
3) 1. Ng3 (followed by 2. Ne4)
4) 1. Be7 (1. Qxh4? Qd7) 1. ...
    Rc7 2. Bf6 Kf8 3. Qxh4 Ke8 4.
    Qh7
5) 1. Nb5 Qb6 2. Nd6+
6) 1. Nb5 Qd8 2. Nd6
7) 1. Bg5 Qd7 2. Bf6+ Kg8 3.
    Qd2
8) 1. Ne4 Bb8 2. Nd6

9) 1. ... Nd5 2. Qf2 f5 3. Qf3 Ne3
10) 1. Qd6! (1. Qd2 d5)
11) Drawing
12) Drawing

☐ *34 Mini plan / Exploiting vulnerability: A*
1) 1. ... Bf8 and 2. ... Bc5
2) 1. Re1 Rxc1 2. Bxc1
3) 1. Bd1 and 2. Bb3
4) 1. Ba5 (threatens 2. Bxb6 and 2. c5)
5) 1. Qf4 Bg7 2. Rxe7+ Kxe7 3. Qf7+
6) 1. Nb5 Nf8 2. Nc7
7) 1. ... Ba3 2. Bxa3 Qxc3+
8) 1. ... Bb7 and 2. ... Ba6+
9) 1. ... Ba6 (threatens 2. .. Bxc3 of 2. ... Bxe2) 2. Na4 Qb5 and Black always wins material, i.e. 3. Nac3 Bxc3 4. Nxc3 Qxf1+ 5. Qxf1 Bxf1 6. Rxf1
10) 1. ... Bg5 2. h4 Bh6
11) 1. ... Rag8 2. g3 Bxf3
12) 1. Qc1 Nh5 2. g3 (Black dot is wrong!)

☐ *35 Mini plan / Exploiting vulnerability: B*
1) 1. Qg3 Bg6 2. Qe5
2) 1. Qa3 (pawn a7 cannot be protected: 1. ... a6 2. Rxb6 or 1. ... Ra8 2. Rxb6)
3) 1. ... Bxd4 2. Qxd4 Qc6
4) 1. ... Qa8 2. Ke2 (2. Bd1 Bc6) 2. ... Bg4
5) 1. Na4 Qc7 (1. ... Rae8 2. Nxb6) 2. Ne6
6) 1. Ng3 Qd7 2. Nxf5
7) 1. ... Bh5
8) 1. Bxh6 Bxh6 2. Qb3
9) 1. ... a4 2. Bc2 Qd5; 1. … c4? 2. Qxd4
10) 1. Nh4 f5 2. Rxg6+
11) the same as 10.
12) 1. Qd6 Bg7 2. Nxc7+ Kf8 3. Nxa8

☐ *36 Mini plan / Opening the position: A*
1) 1. ... e4 2. dxe4 (2. Nd2 exd3 3. exd3 Re8+ 4. Kd1 Qe7) 2. ... fxe4 3. Nd2 Qxf2+
2) 1. e5 Ng8 2. exd6
3) 1. e6 fxe6 2. Qh5+ g6 3. Qh3
4) 1. ... f6 White cannot prevent a loss of material.
5) 1. ... h5 2. h3 hxg4 3. hxg4 Rh4 4. f3 Rah8
6) 1. ... Bxd5 2. exd5 (2. Qxd5
Qh4+ ; 2. Nxd5 Qxb2 3. 0-0 Rab8) 2. ... Rfe8+
7) 1. ... f6 2. exf6 Qxf6
8) 1. d5 Nxd5 2. Nxd5 cxd5 3. Rxd5 Qe8 4. Rd7
9) 1. ... f6 2. exf6 Rxf6
10) 1. f4 gxf4 2. Bxf4
11) 1. ... f5
12) 1. d4 exd3 2. Qxd3+

☐ *38 Pawn ending / Technique: A*
1) 1. ... h5 (1. ... Ke5 2. Kg4 a5
3. bxa5 bxa5 4. a4 Kf6 5.

Kh5 Kxf5 6. Kxh6 g4 7. hxg4+ Kxg4 8. Kg6 Kf4) 2. f6 Ke6 3. Ke4 Kxf6 4. b5 Ke6 5. a4 Kd6 6. Kd4 g4 0-1

2) 1. Kd5 (1. Kc5 Ke6 2. Kc4 Kd6 3. Kxc3 Kc5) 1. ... Kf6 2. Kd4 Ke6 3. Kxc3 Kd5 4. Kb4 1-0

3) 1. a4 Kg8 2. b4 Kf7 3. a5 1-0

4) 1. ... cxb3 (1. ... c3+ 2. Kc2 and the black king can never enter any longer) 2. Kxb3 Kc5 3. Kc2 Kc4 0-1

5) 1. Kd3 Kc5 2. g3 1-0

6) 1. e4+ dxe4+ 2. Ke3 Ke6 3. Kxe4 Kd6 4. Kf5 (of 4. f5) 1-0

7) 1. e4 (1. e3 Kd5) 1. ... dxe3

2. Kxe3 1-0

8) Drawing

9) 1. Kh2 (1. Kf2 Kh3 2. c7 Kh2 3. c8Q g1Q+ 4. Kxf3=) 1. ... Kf4 2. c7 Ke3 3. c8Q 1-0

10) 1. f4 (1. Ke3 e5 2. f4 e4) 1-0

11) 1. g5 (1. Ka8 Kc8 2. g5 hxg5 3. g4) 1. ... hxg5 (1. ... h5 2. g3 Kc8 3. Kb6 Kb8 4. Kc6) 2. g4 Kc8 3. Kb6 1-0

12) 1. g4+ (1. a4 Ke4 2. Kg2 – 2. g4 h5 – 2. ... h5 3. Kh3 g5) 1. ... Ke5 2. g5 Kd5 3. Kg2 Kc4 4. Kf3 Kb4 5. Ke4 Ka3 6. Ke5 Kxa2 7. Kf6 Kb3 8. Kg7 Kc4 9. Kxh7 1-0

□ **39** *Pawn ending / Defending: A*

1) 1. b5 b6 (1. ... Kb4 2. b6 Kb5 3. Kc3 Kxb6 4. Kb4=) 2. Kd2 Kc4 3. Kc2 Kxb5 4. Kb3

2) 1. Kf2 (1. b4 e4 2. Kf2 Kd2 3. b5 e3+ 4. Kf3 e2 5. b6 e1Q) 1. ... Kd2 2. Kf3 Kd3 3. Kf2 e4 4. Ke1 Kc3

3) 1. g6 (1. Kh5? d3 2. g6 d2 3. g7 d1Q+) 1. ... Kxg6 2. Kg4

4) 1. Kf2 (1. Kg3 f4+ 2. Kf2 g3+ 3. Kf1 Kf5 4. Ke2 Ke5 5. Kf1 Kd4 6. Ke2 Kc3 7. Kf1 Kd2) 1. ... Kf4 2. fxg4 fxg4 3. Kg2 g3 4. Kg1 Kg4 5. Kg2 Kh4 6. Kg1 Kh3 7. Kh1 g2+ 8. Kg1 Kg3 stalemate

5) 1. ... Kg2 (1. ... e4 2. Kd6 Kg2 3. Kd5 Kf3 4. Kd4 and White wins) 2. Kd6 Kf3 3. Kxe5

6) 1. Kh8! (1. Kf8? Kf6 2. Kg8 Ke5)

7) 1. ... Kh5 2. Kxf4 Kxh4

8) 1. ... Ka4! (1. ... Kb4? 2. b3) 2. b3+ Kb4

9) 1. b5! axb5 2. b4 Kb1 stalemate

10) 1. Ka8!

11) 1. e5! (1. Kf5 Kd3) 1. ... fxe5+ 2. Kxe5

12) 1. Kb3! (1. c4? bxc3ep) 1. ... Ke2 2. c4! (2. c3? a2! 3. Kxa2 bxc3) 2. ... bxc3ep 3. Kxc3

□ **40** *Pawn ending / Defending (rook's pawn): B*

1) 1. f4 (1. Ke4 Kg4!; 1. ... Kg5? 2. Kxe5 h4 3. f4+ Kh6 4. Ke4!) 1. ... exf4+ 2. Kxf4

2) 1. g5 Kg4 2. Kxc4 Kxg5 3. Kd3 Kg4 4. Ke2 Kg3 5. Kf1

3) 1. Ka1! Kc1 2. Ka2 Kc2 3. Ka1 Kb3 4. a4!

4) 1. a4 Kb4 2. a5 Kxa5 3. Ka3

5) 1. Kb6 (1. a6? bxa6 2. Kxc6 Kb4) 1. ... c5 2. a6! bxa6 3. Kxc5

6) 1. ... Kd4 (1. ... h4 2. Kf5 h3 3. gxh3 Kd6 4. Kf6 Kd7 5. h4 Ke8 6. Kg7; 1. ... Kc6 2. Kf5) 2. Kf5 Ke3 3. Kg5 Kf2

7) 1. ... Kd2 (1. ... Kc2 2. Ke6 Kd3 3. Kd5) 2. Ke6 Ke3 3. Kd5 Kf4

8) 1. ... Kh1

9) 1. ... Kf1 (1. ... Kh1 2. Kf2 Kh2 3. Ke3 Kg3 4. Kd4 Kf4 5. Kc5 Ke5 6. Kb6 Kd6 7. Kxa6) 2. Kf3 Ke1 3. Ke3 Kd1 4. Kd3 Kc1 5. Kc4 Kb2 6. Kc5 Kb3 7. Kb6

10) 1. Kd7 (1. Kd6 h5) 1. ... h5 2. Ke8 Kg5 3. Kf7

11) 1. a3 Kb3 2. a4 Kxa4 3. Kxc2 Ka3 4. Kb1

12) 1. ... Kh3

1) 1. Qe2 Qe7 2. Qxa6 Kd8 3. 0-0

2) 1. Qg4 g6 2. Nh6+

3) 1. Qf3 0-0 2. Nf6+

4) 1. Qa4+ Bd7 (1. ... Qd7 2. Bb5 ; 1. ... Kd8 2. Rd1) 2. Bf7+

5) 1. Qd5 Qc1+ 2. Rf1+

6) 1. Rd1+ Kg7 2. Bh6+

7) 1. ... Rg8 2. Qxe1 Bxd4+ 3. Kh1 Rg1#

8) 1. ... Qb6 2. Qf2 (2. Rac7 Rxg4+ 3. Kf2 (3. Kh1 Qxe3 4. fxg4 Be4#) 3. ... Rg2+ 4. Kxg2 Qxe3) 2. ... Qxa7

9) 1. Qb4 Na6 2. Nxc8++ Ke8 3. Qe7#

10) 1. ... Qf7 2. Re7 Rg1+ 3. Rxg1 Qxh5

11) 1. ... Qg5+ 2. Kh2 Qh6+

12) 1. Qc5 (1. Qe7+ Kg8 2. Rd8+ Kh7 3. Rxc8 Rxc8) 1. ... Qxc5 (1. ... Qb8 2. Rd8#) 2. Rd8#

1) 1. Bb3 Ke5 (1. ... Qg7+ 2. Rg4+) 2. Rc5+

2) 1. Qd8 (1. Qc8 Ke7) 1. ... Qb1+ 2. Bg6#

3) 1. Bd3 Qg1 2. Kc3#

4) 1. Rh4! (1. Rg6+? Kf7 2. Bh5 Rd5 3. Rg5+ (3. Kh4 Be4! 4. Rg4+ Rxh5+ 5. Kxh5 Bf3) 3. ... Kf6) 1. ... Bd5 (1. ... Be4 2. Bf3) 2. Be6+

5) 1. Bh3 Rxc7 (1. ... Kxc7 2. Rc4+ Kd8 3. Rc8#) 2. Rg8#

6) Drawing (Dutch national woman champion Peng – 12x!)

7) 1. Qb1+ Kg2 2. Rxf2+

8) 1. Rf8 Rxh7 2. Kg6+

9) 1. Qb3 Kf5 (1. ... Bc5 2. Ng5+ ; 1. ... Qh7 2. Ng5+; 1. ... g5 2. Qe6+ Kf3 3. Ne5+) 2. Nh6+ gxh6 3. Qxg8

10) 1. Bf1 g1Q 2. Bd3+
11) 1. Qc8 Kf7 (1. ... Bf5 2. Qxf5)
    2. Bc5
12) 1. Qb5 Ke4 (1. ... Qa1 2. Bd4+
    Kxd4 3. Qe5+; 1. ... Qc1 2.
    Bxa3+; 1. ... Qd1 2. Qd7+; 1. ...
    Qe4 2. Qb7+; 1. ... Qe6 2.
    Qb3+; 1. ... Qh4+ 2. Be7+; 1. ...
    Qg3 2. Bf2+; 1. ... Qh1 2.
    Qb7+; 1. ... Ke6 2. Qe8+; 1. ...
    Bxf4 2. Bf2+) 2. Qe8+

□ **45** *Endgame / Strategy: A*
  1) 1. c5 bxc5 2. Nc4
  2) 1. Rc1 (1. Kf2 Bc2 2. Rc1 Bd3
     3. Rc5 Bc4 4. a3 Kd8; 1. Re2
     b4; in both cases White doesn't
     make easy progress) 1. ... Kd8
     2. Kf2 Kd7 3. Ke3
  3) 1. ... e4 2. Rd1 Rf8
  4) 1. b5 (otherwise Black plays
     b5); 1. a4 is also possible.
  5) 1. ... a4 2. Kc2 axb3+ 3. Kxb3
     Ng6 and Nh4
  6) 1. b4 The bishop on a3 is lost!
     The white king goes to b3.
  7) 1. g5 (exchanges the black
     passed pawn against a less
     important pawn) 1. ... Bxg5 (1.
     ... Be5 2. f4) 2. Rxc3
  8) 1. d5 (otherwise Black blocks
     the d-pawn with Nd5; White
     remains with a bad bishop) 1. ...
     Ne8 1. ... Nxd5 2. Bxg7 and
     White is slightly better.
  9) 1. b4 axb4+ 2. cxb4
 10) 1. a5 (otherwise Black keeps
     his pawn structure with Kc6
     together)
 11) 1. ... d4+ 2. Kxd4 Nd5 3. g3
     Nxb4
 12) 1. ... Be5 2. Rxc6 bxc6

□ **46** *Endgame / Strategy: B*
  1) 1. Ra2 (1. Rf2 Ra7) 1. ... Rb7 2.
     Ra6
  2) 1. ... a5 (prevents that White
     makes a passed pawn on the c-
     file with b4)
  3) 1. ... c6 2. Ne6 cxb5 3. axb5 a4
  4) Drawing (Genna Sosonko)
  5) 1. Ke2 (the king must be
     activated in the ending)
  6) 1. Ng1 (knight to a better
     square)
  7) 1. ... f6 (1. ... c5 2. Bxe5+ Bxe5
     3. Rd1)
  8) 1. Qd6+ Qxd6 (1. ... Kg8 2.
     Qxb6 axb6 3. Nd6) 2. Nxd6
  9) 1. Bf7 Kb4 2. Bg6 Ka3 3. Kf1
     Ng3+ 4. Kf2
 10) 1. ... Ne5 2. Qb8+ Kh7 3. Qxb5
     Ng4+ 4. Kg1 Qb3
 11) 1. Rd7 Re8 2. Rc4
 12) 1. Bg5 (1. Ng5 Bxg5 2. Bxg5
     and because of the opposite
     coloured bishops the win is
     difficult)

□ **47** *Endgame / Tactic: A*
  1) 1. Nd4 Kg3 (1. ... Qd8 2. Ne6+)
     2. Nc6

2) 1. d4+ Kxd4 2. Rc8

3) 1. ... b5 (1. … Ra1+ 2. Kh2 b5 Nd2) 2. Nd6 (2. Rd7 Ra1+ 3. Kh2 Bg1+) 2. ... Be5 3. Nxb5 Ra1+

4) 1. Nc7 Bd4 2. Ne6+

5) 1. ... Ra5

6) 1. Ne3! Rd4 (1. ... Ra4 2. Nd5 Kd7 3. Rxe7+ Kd6 4. Rd7+) 2. Rxe7+

7) 1. Rh6 g4 2. hxg4+

8) 1. ... Raf8 (2. Rhf1 Bxe4)

9) 1. Rdc3 Rc8 2. Rxb6

10) 1. Ka1 (1. Nd2 Ne3 2. Ka1 Nc2+ 3. Kb1) 1. ... Ne3 (1. ... Be3 2. Ne1 Bc1 3. Nc2# ; 1. ... Be1 2. Nxe1 Ne3 3. Kb1 Nd5 4. Nc2#) 2. Nd4 Be1 3. Nb5#

11) 1. Rcb1 Rd7 2. c6

12) 1. ... Ra8 2. Bc1 Ra1

☐ **48 Endgame / Tactic: B**

1) 1. ... b5 2. Bxb5 Ncd4+

2) 1. Nb7+ Ka6 2. Nc5+

3) 1. Rf1 Qxf1 2. Ng3+

4) 1. Qc1+ Kb3 2. Qb2+ Kc4 3. Qb4#

5) 1. h6 Bf8 2. Bd5

6) 1. Bh5 Bxh5 2. Rxh6

7) 1. Rc8+ Qxc8 2. bxc8Q+ Rxc8

3. Rb7#

8) 1. ... h5 2. axb6 Bd3#

9) 1. Qg7+ Kc4 (1. ... Kd3 2. Be4+; 1. ... Ke3 2. Qg1+; 1. ... Kc5 2. Qg1+) 2. Bd5+

10) 1. Bh3 Bh4 2. Re1+

11) 1. h8Q+ Kxh8 2. Kg6

12) 1. Rd1+ Kc8 2. Ra1

☐ **49 Rook ending / Strategy: A**

1) 1. Kf3 Rd7 2. Ke3 Rc7 3. Rc2 Kg7 4. d4 with advantage (activating the king).

2) 1. Rd1 (1. h3 Rc1+ 2. Kh2 Ra1 3. Rd5 is less good. The rook belongs **behind** the passed pawn)

3) 1. ... Rd8 (1. ... Rc8 2. a4) 2. Re3 Rd4

4) 1. h6 Kxh6 (1. ... a4 2. hxg7 a3 3. g8Q+ Kxg8 4. Rc8+) 2. Rc8

5) 1. ... Kd6 2. Rxb5 Ra8

6) 1. Re7 (1. Kg6 Kf8 2. Rh1 Ke7=) 1. ... Kf8 2. Rb7

7) 1. Ra8 Kc2 2. Rc8+

8) Black dot is wrong! 1. Kg4 (1. Rxg7 Kf3) 1. ... a6 2. Rxg7

9) 1. e4 dxe4 2. Ke8 Rh8+ 3. f8Q Rxf8+ 4. Kxf8 Kb6 5. Rxh2 Kc5 6. Rh4

10) 1. Re2 (1. Rxe3 Rxb2) 1. ... Rd3 2. Rxe3

11) 1. ... b4 2. Kf2 a4

12) 1. b4

☐ **50 Rook ending / Vulnerability: A**

1) 1. c3 Rg4 2. Ra8#

2) 1. Kg7 Rf8 2. Re5+ Kd7 3. Kxf8+

3) 1. Rg7 Rxh6 (1. ... Rxg7 2. hxg7 Kxb3 3. g8Q+ Kxb2 4. Qc4) 2. Rxb7+

4) 1. Kb7 Ra5 (1. ... Rc8 2. Rd1+) 2. b4 axb3 3. Rxa5

5) 1. Kf6 Kxf3 (1. ... c1Q 2. Rf5#;
1. … Rxf3 2. Rh4#) 2. Rh3+
6) 1. Rh1 Rd8 (1. ... Kf4 2. Rh4+
Kg3 3. Rxd4 Kf2 4. Ke5 Kxe2
5. Ke4 Kf2 6. Kd3 e2 7. Rf4+)
2. Rh4#
7) 1. ... e1Q 2. Rxe1 Kf2
8) 1. Ra5 (1. Ra1 d4 2. Re1+ Kd5)
1. ... Rd8!? 2. Kxd8 Kxf5 3.

Rxd5+ Ke4 4. Rd1 f5 5. Re1+
9) 1. Kf7 Re1 2. Rh8#
10) 1. Rd3+ (1. c8N Rxh3=) 1. ...
Kxd3 2. c8Q
11) 1. Re7 (1. Rf7+ Ke6 2. Rf6+
Ke7 3. Rxg6 is better for
White) 1. ... Ra3+ 2. Re3 Rxa7
3. Re5#
12) 1. Ke1 Rh2 2. Ra2+ Kb4 3. c3+

□ **51** *Endgame / Vulnerability: A*
1) 1. Rg1+ Kd2 2. Kb3
2) 1. Rb7 Bd4 2. Re7+
3) 1. Rf5+ Kg1 2. Re5 Bb5 3.
Re1+ Bf1 4. Ra1
4) 1. Kc7 Ba6 (1. ... Bd7 2. Rh6+)
2. Rh6+
5) 1. Rf3 Bg4 (1. ... Bg2 2. Rg3+ ;
1. ... Bc8 2. Rf8+) 2. Rg3
6) 1. Ke4 Bh2 2. Rg2 Be5 3. Rg6+

7) 1. Rf5 Bg4 2. Rf4+
8) 1. Kf3 Bc7 2. Re8+ Kg7 3.
Re7+
9) Drawing (Kasparov!)
10) 1. Ke3 Bh1 2. Rg1 Be4 3. Rg5+
11) 1. Rb8 Ke7 2. Ra8! Ke8 3. Kd6
12) 1. Kf6 Bb3 (1. ... Ba2 2. Ra5+ ;
1. ... Be8 2. Rc8+) 2. Ra5+ Kb7
3. Rb5+

□ **53** *Mate in two / Cooperation (♕♙): A*
1) 1. Qg7 d4 2. Qg2#
2) 1. Qe3 b1Q (1. ... b1N 2. Qb6#)
2. Qa3#
3) 1. Kd1 Kf1 2. Qe1#
4) 1. Qc8 Kh6 (1. ... h3 2. Qxh3#)
2. Qh8#
5) 1. d4 e4 (1. ... exd4 2. e4#) 2.
Qc5#
6) 1. Qf6 Kg4 2. Qg5#
7) 1. Qe4 Kh5 2. Qh7#

8) 1. Qd4 Kxg5 (1. ... hxg5 2.
Qh8# ; 1. ... c5 2. Qh4#) 2.
Qe5#
9) 1. Qg7 Ka5 (1. ... Ka3 2. Qa1#)
2. Qa7#
10) 1. Kb7 Ka5 2. Qa6#
11) 1. Kf5 g5 (1. ... Kh6 2. Qh8#)
2. hxg6ep#
12) 1. Qa3 Kc4 (1. ... e3 2. Qb4#)
2. Qc5#

□ **54** *Mate in two / Cooperation (♕♖): B*
1) 1. Rb2 Ka6 (1. ... Ka4 2. Qa7#)
2. Qb6#
2) 1. Qb8 Kc4 2. Rc6#
3) 1. Kd3 Ke5 2. Qg5#
4) 1. Qb7 Kxh5 (1. ... Kf6 2.
Rh6#) 2. Qh7#

5) 1. Rd2+ Kf3 2. Qd3#
6) 1. Ke4 Kd2 (1. ... Kf2 2. Qh2#)
2. Qb2#
7) 1. Qf7 Kc6 2. Ra6#
8) 1. Kd5 Kf4 (1. ... Kd3 2. Rg3#)
2. Qg3#

14

9) 1. Qh3 Kd2 (1. ... Kb2 2. Qb3#)
2. Qd3#
10) 1. Rd1 Ke2 (1. ... Kg2 2. Qd2#)
2. Qd2#

11) Drawing
12) 1. Qc2 Kh3 (1. ... Kf3 2. Rc3#)
2. Rc3#

□ *55 Mate in two / Cooperation (♕♗): C*
1) 1. Qg2 Kh5 2. Qg5#
2) 1. Bf1 Kxf1 2. Qd1#
3) 1. Qf5 Kg3 2. Bf2#
4) 1. Qf4+ Kh5 2. Be8#
5) 1. Qc7 Kb4 (1. ... Ka6 2. Be2#)
2. Qc5#
6) 1. Qe7 Kb2 2. Qa3#
7) 1. Ba5 Kd7 2. Qe6#
8) 1. Qe8 Kf4 (1. ... Kh6 2. Qg6# ;
1. ... Kh4 2. Qh5#) 2. Qe3#

9) 1. Qf2 h5 (1. ... Kh5 2. Bf3# ;
1. ... Kh3 2. Be6#) 2. Be6#
10) 1. Bc2 exf6 (1. ... d6 2. Qf5# ;
1. ... Kxf6 2. Qf5# ; 1. ... d5 2.
Qxe7#) 2. Bf5#
11) 1. Qe3 a4 (1. ... Ka4 2. Qb3# ;
1. ... c4 2. Qe8#) 2. Qxc5#
12) 1. Bf8 d4 (1. ... b5 2. Kd7#) 2.
Ke6#

□ *56 Mate in two / Cooperation (♕♘): D*
1) 1. Qf6 Kh5 (1. ... Kh3 2. Qh4#)
2. Qg5#
2) 1. Qh3+ Kg1 2. Nf3#
3) 1. Kb3 Kd1 (1. ... Kxb1 2.
Qf1#) 2. Qf1#
4) 1. Ng2 Kf5 (1. ... Kh6 2. Qh4#)
2. Qf4#
5) 1. Qf1 Kg3 (1. ... Kh1 2. Nf3#)
2. Qh3#

6) 1. Qg8 Ke5 2. Qd5#
7) 1. Qa4 Kd3 2. Qc2#
8) 1. Nb7 Kd5 2. Qe4#
9) 1. Ne5+ Ke3 2. Qf2#
10) 1. Nd5 Ka6 (1. ... b6 2. Qxb6#)
2. Qb6#
11) 1. Ne6+ Kh5 (1. ... Kf5 2.
Qf4#) 2. Qh2#
12) 1. Nd2 c4 2. Qd6#