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# 100 Chess Puzzles

*A Collection of 100 Chess Puzzles from Fantastic Games and Endgame Studies*

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Umesh P Narendran

2017

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## Preface

In 2016, I ran a daily column of chess puzzles for almost six months for the chess club in Workday Inc., where I worked then.

There was at least one problem published on every working day (except the days I went on leave), and in case we had a very simple puzzle that got solved before 10am, we had a second puzzle as well. I stopped when we discussed 100 puzzles.

All these puzzles were either positions from some games that actually happened, or some famous endgame studies. We discussed only puzzles that are useful practically, and didn't have any mate-in- $n$ , retrograde, construction, variants or any other kind of puzzles of pure entertainment value.

Discussion on these puzzles were superb. Alternate strategies were discussed and rare variations were analyzed. As a result, we got one of the greatest collection of well-annotated chess puzzles, which is the motivation of publishing this book.

This book contains a little more than puzzles and answers. Many of them discuss the story behind that position or game. Many have discussion on how one can go wrong in solving it. Many of them give cross-references to other similar problems. It also has an appendix (Page 296) on important people (players and composers) mentioned in the book, explaining some historical aspects of the game itself.

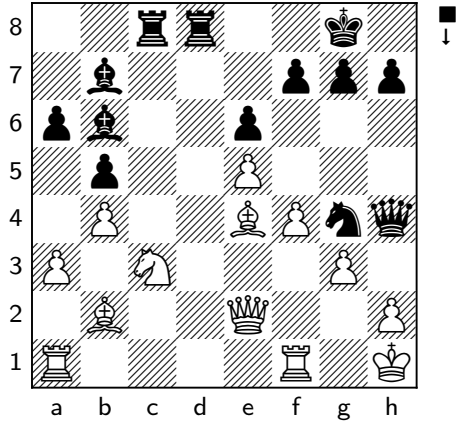
This book can be used in two ways. You can check the problems in pages 7 – 31, which would give you a bunch of chess puzzles with mixed themes. It will be a good exercise. Along with each puzzle, the page where you can find the answer is given. Or, you can directly read Section 2 (Games, starting on page 32) or Section 3 (Endgame Studies, starting on page 172). In future, we will have these arranged by theme.

Please let me know (umesh.p.nair@gmail.com) if you come across any errors, whether it is an error in the chess analysis or just a typo.

UMESH P NARENDRAN

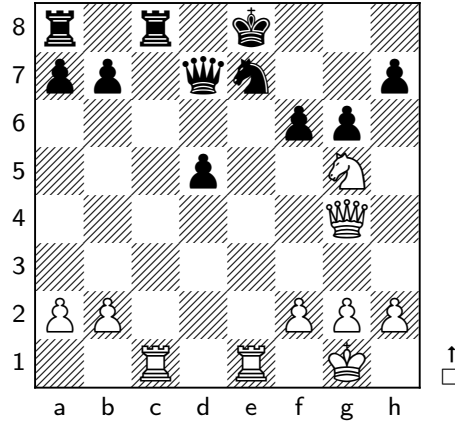
# 1. Problems

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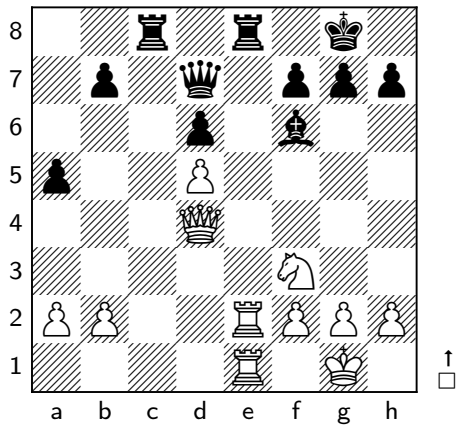
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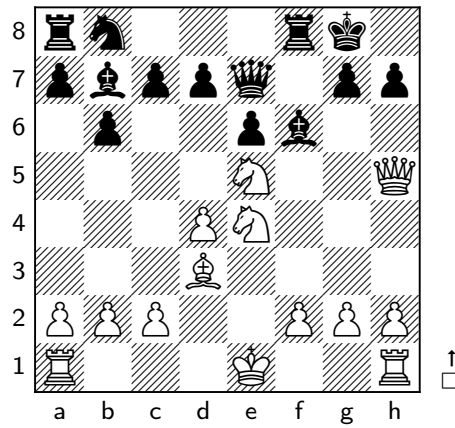
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2016-05-13



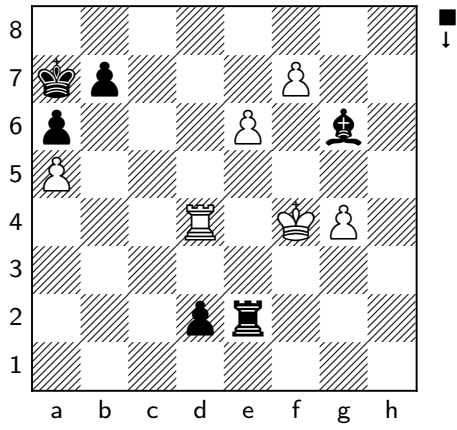
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2016-05-17



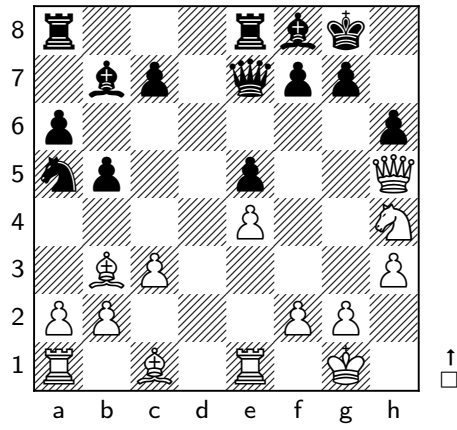
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2016-05-18



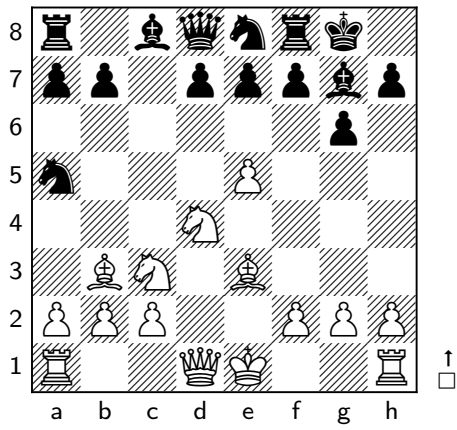
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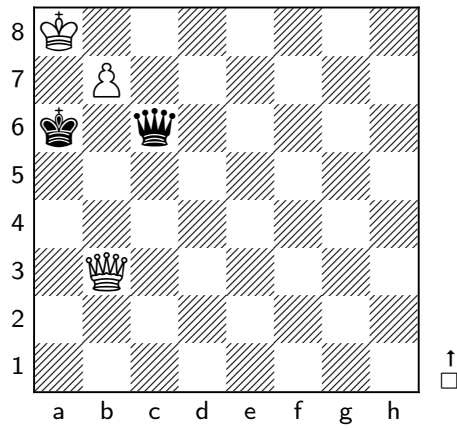
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2016-05-19



10. ? +- (Page 48)

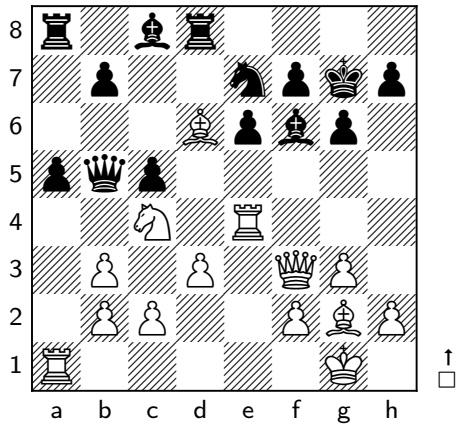
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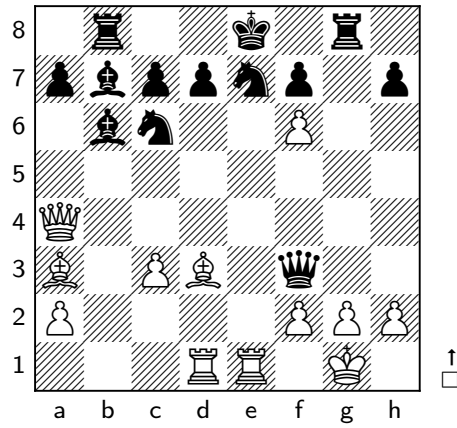


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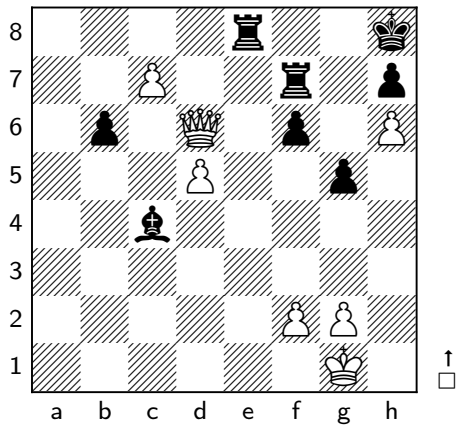
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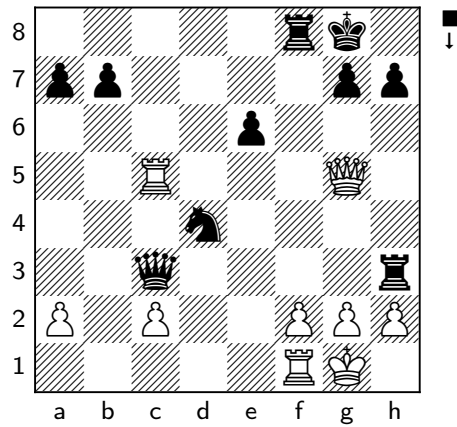
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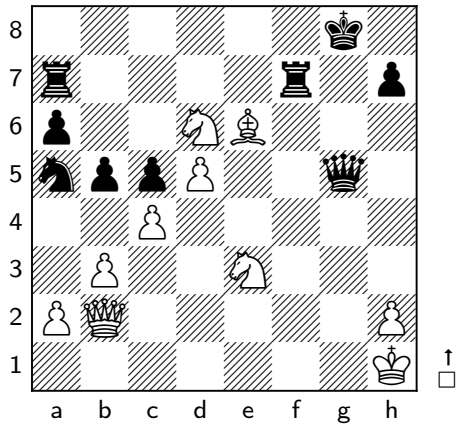
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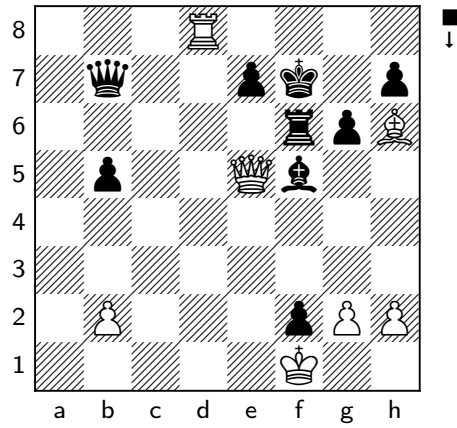
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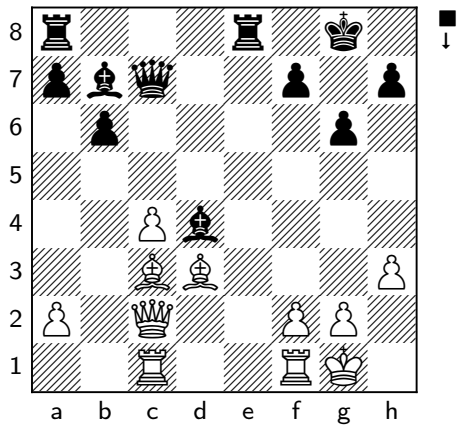
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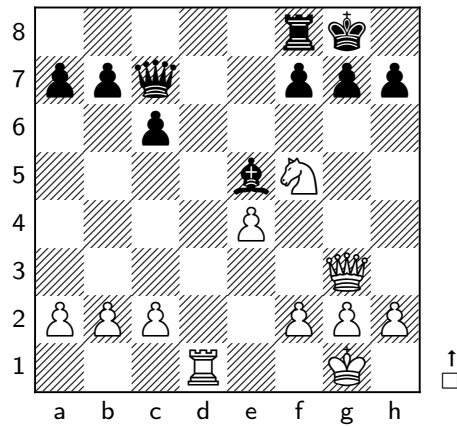
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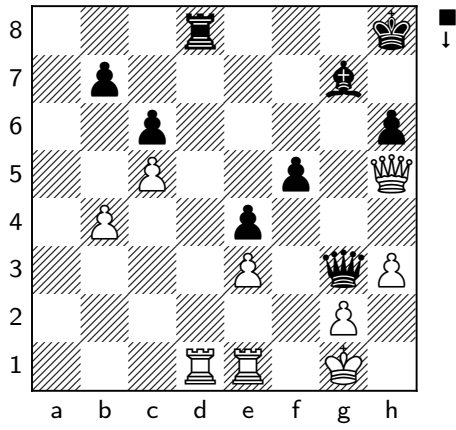
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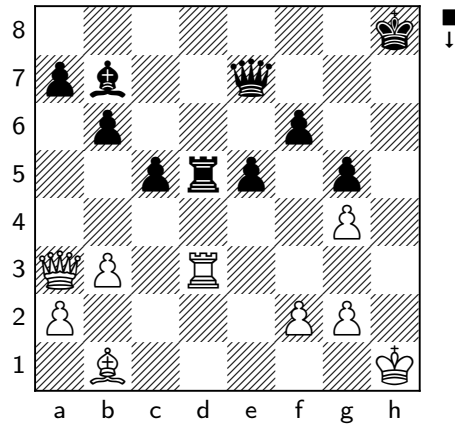
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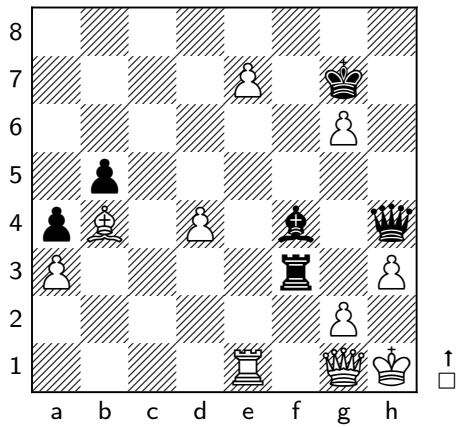
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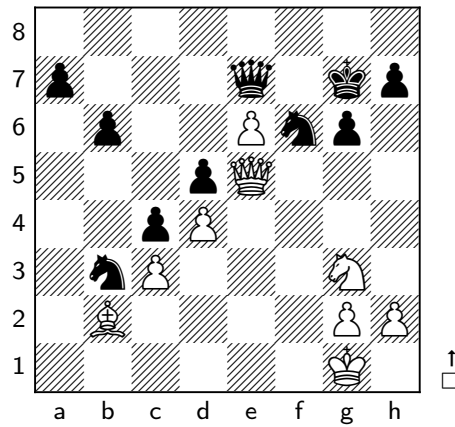
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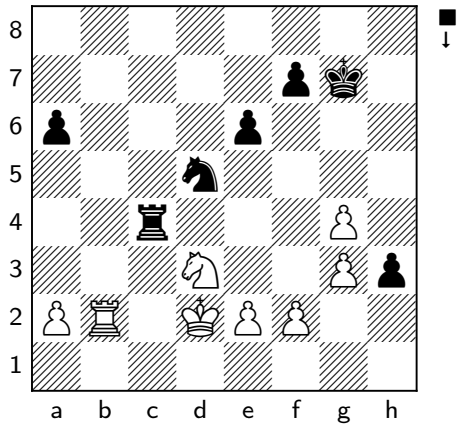
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2016-06-06



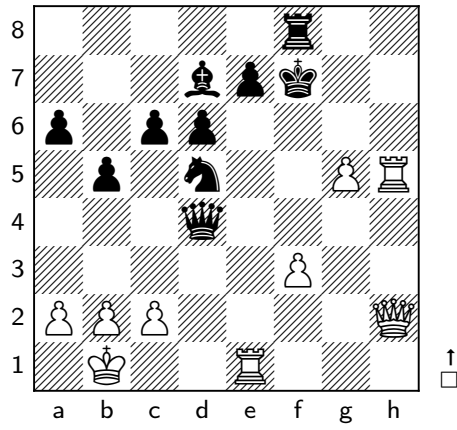
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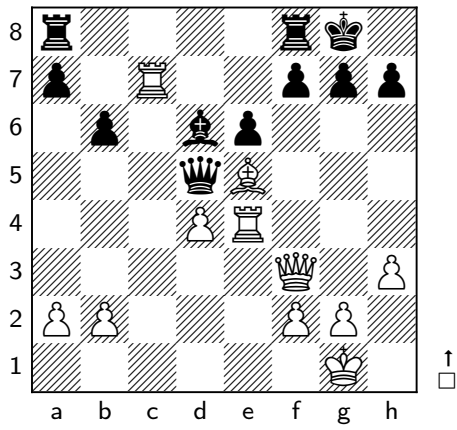
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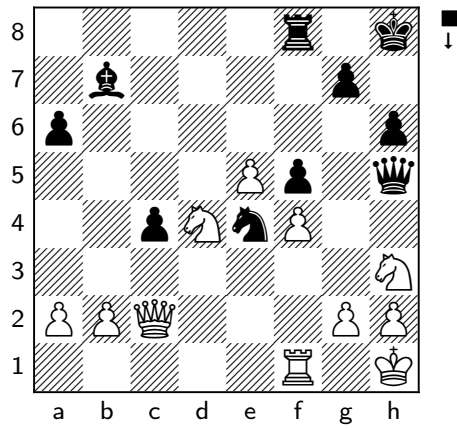
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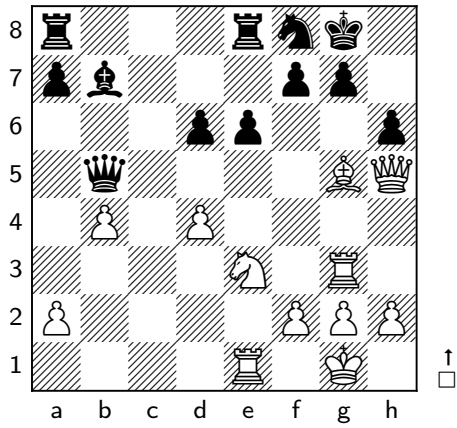
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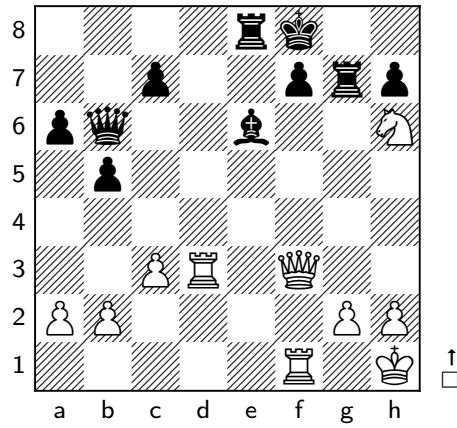
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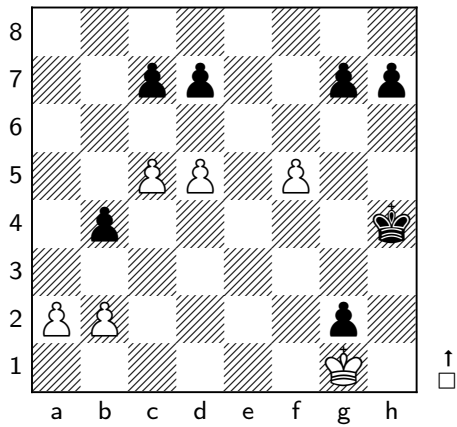
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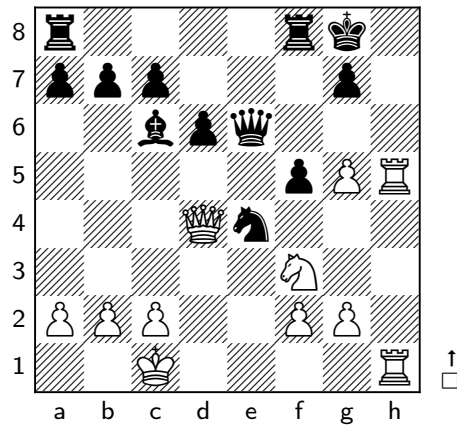
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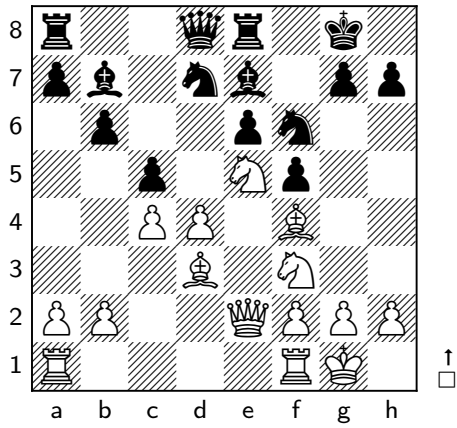
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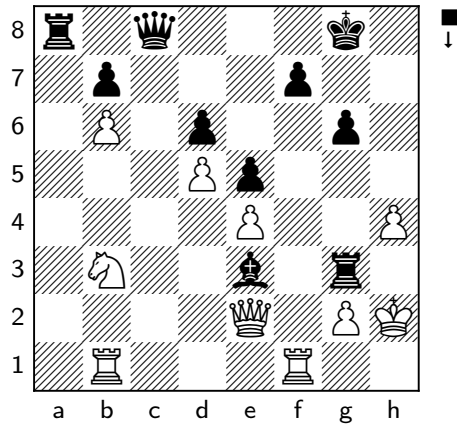
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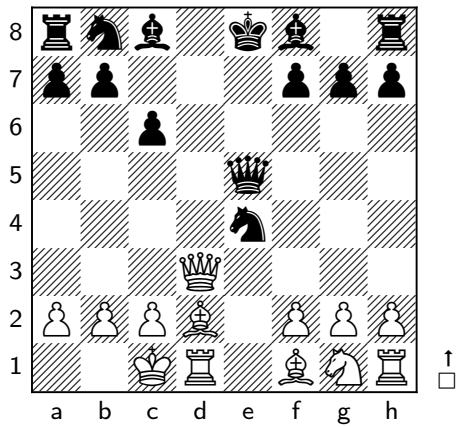
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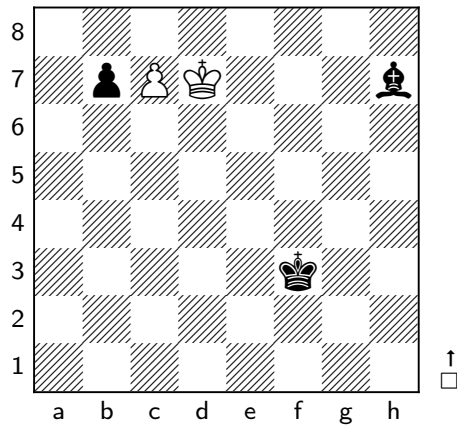
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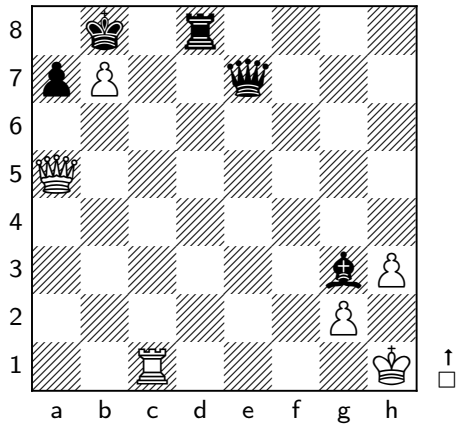
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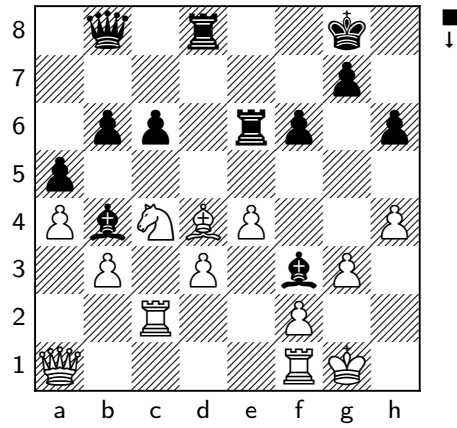
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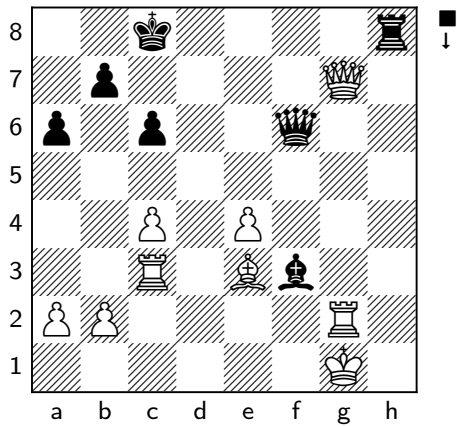
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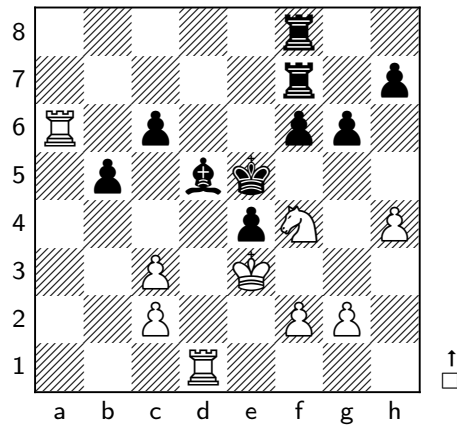
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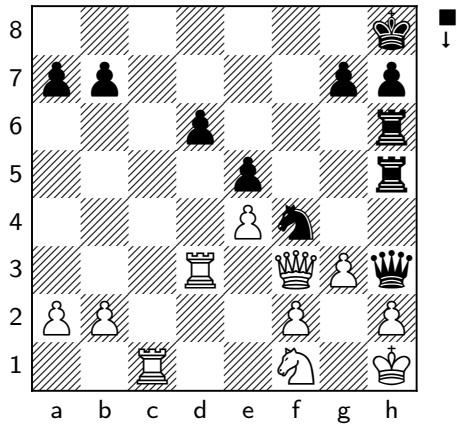
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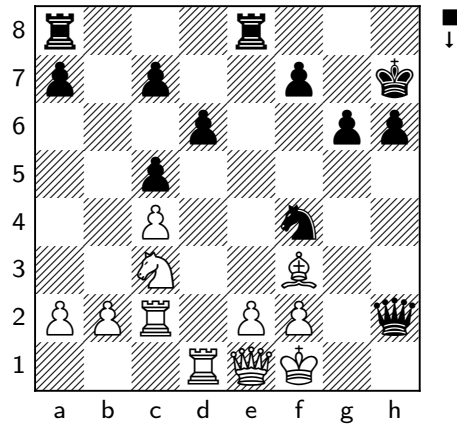
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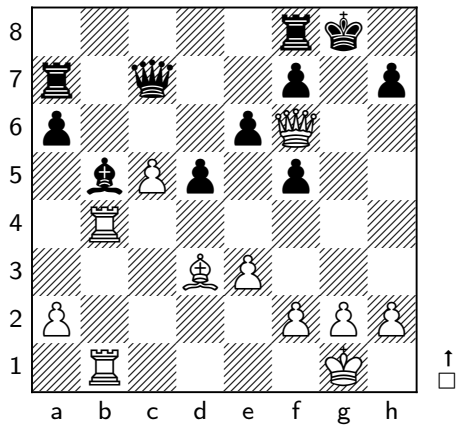
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2016-07-01



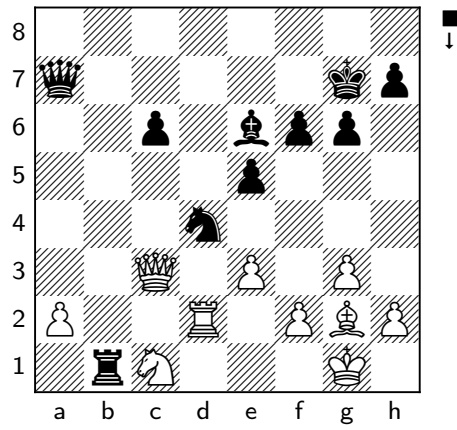
26... ? +- (Page 105)

2016-06-30



30. ? +- (Page 103)

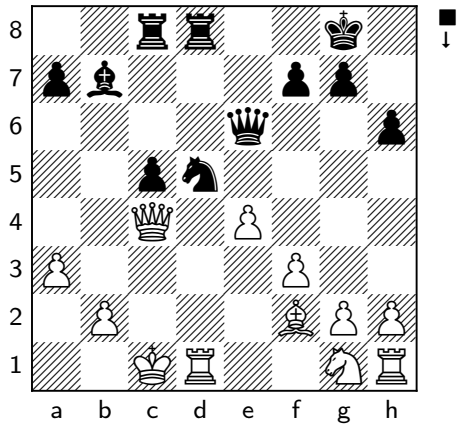
2016-07-05



27... ? +- (Page 106)

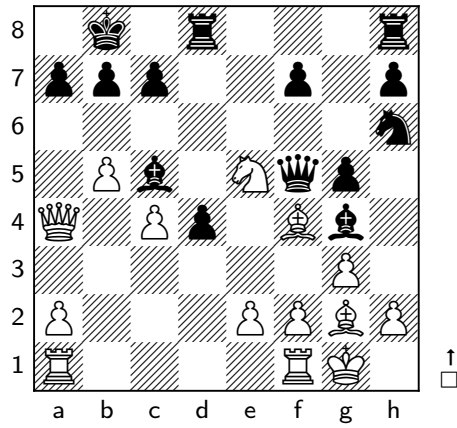


2016-07-06



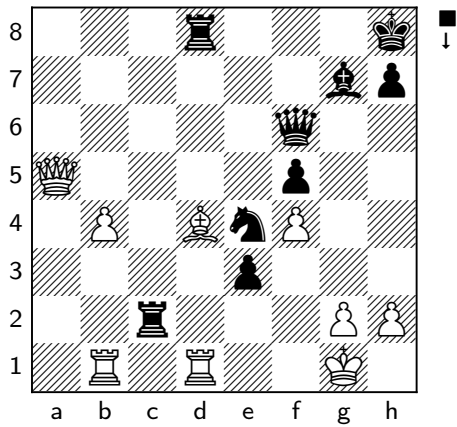
23... ? +- (Page 108)

2016-07-08



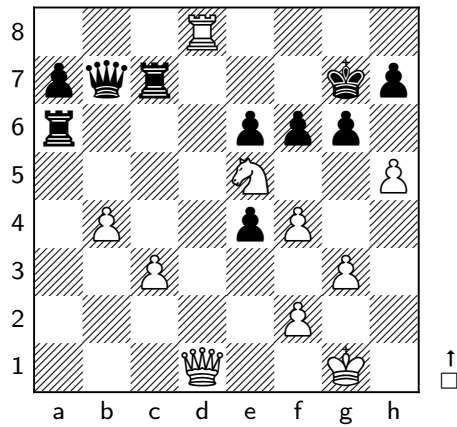
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2016-07-07



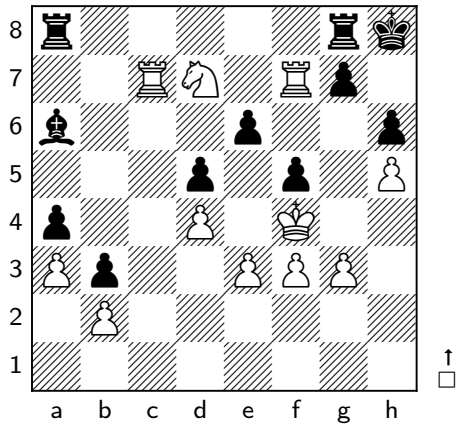
34... ? +- (Page 110)

2016-07-11



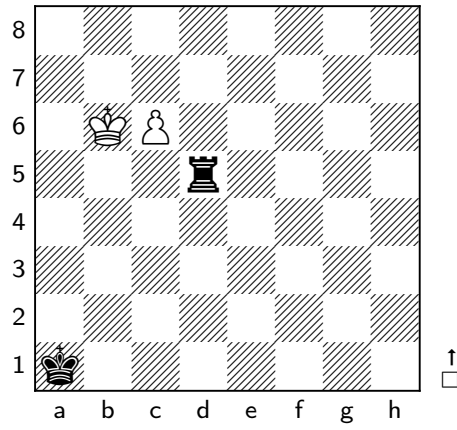
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2016-07-12



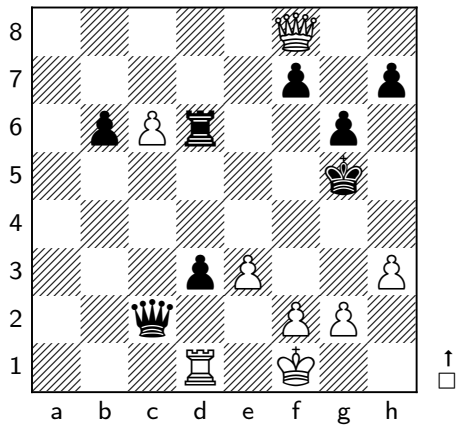
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2016-07-14



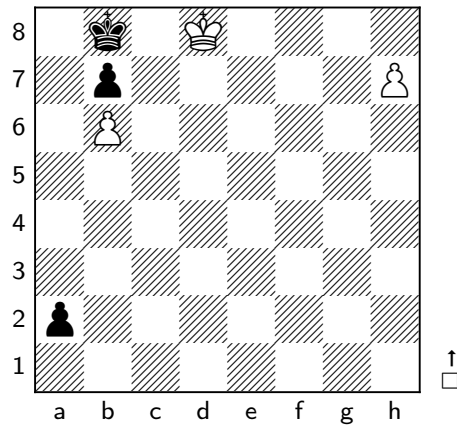
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2016-07-13



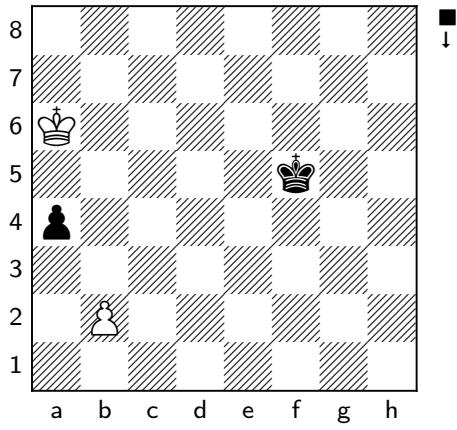
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2016-07-14



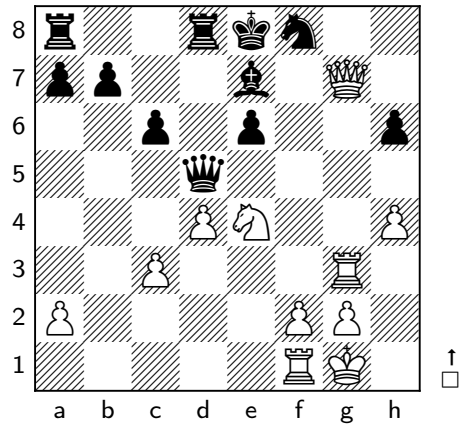
1. ? +- (Page 186)

2016-07-18



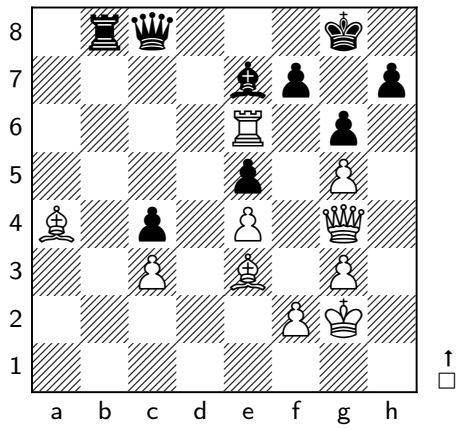
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2016-07-20



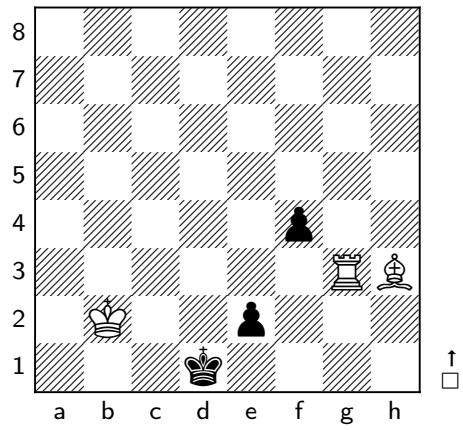
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2016-07-19



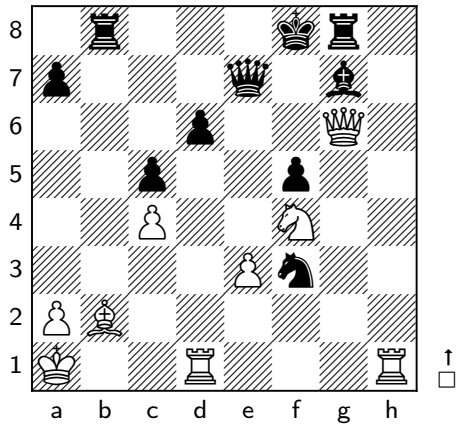
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2016-07-21



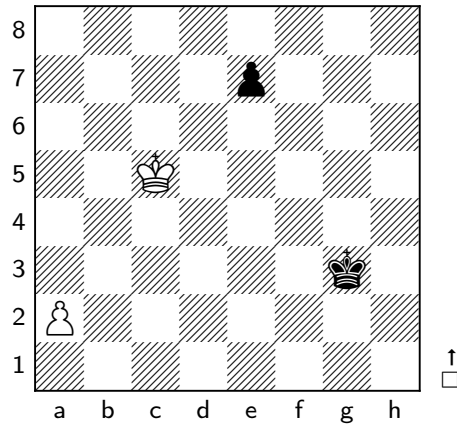
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2016-07-25



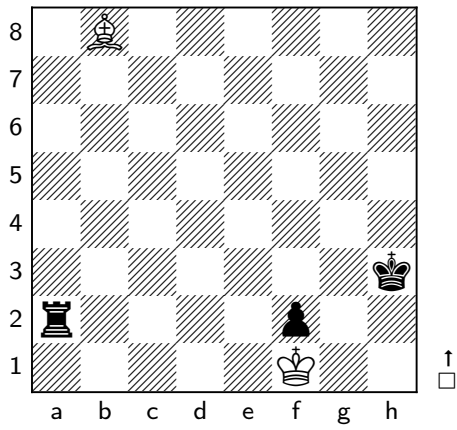
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2016-07-27



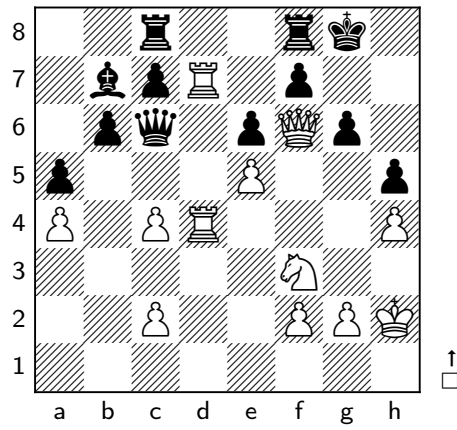
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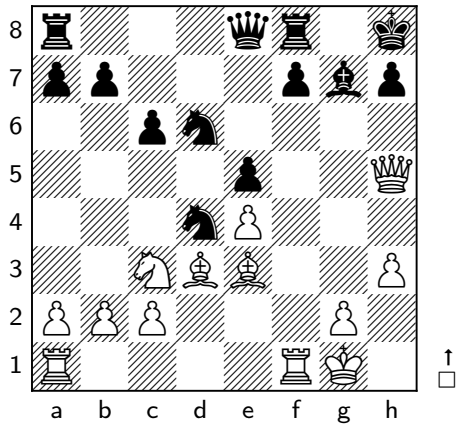
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2016-07-28



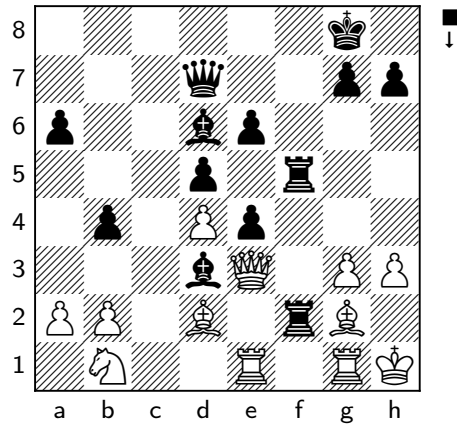
1. ? +- (Page 131)

2016-07-29



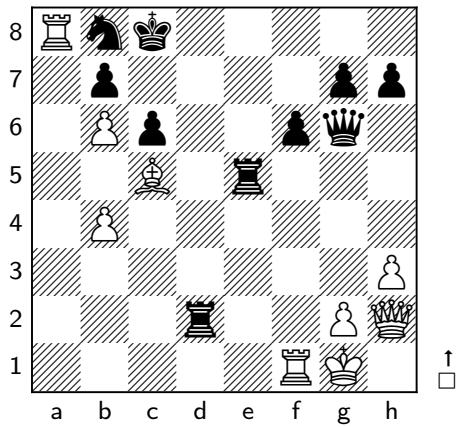
18. ? +- (Page 132)

2016-08-02



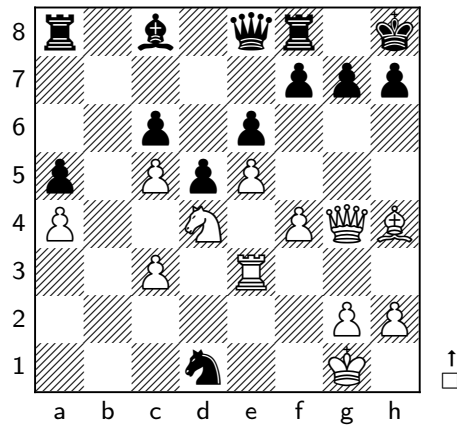
25... ? +- (Page 136)

2016-08-01



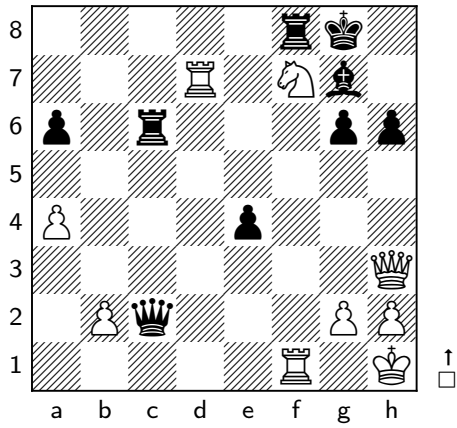
35. ? +- (Page 134)

2016-08-17



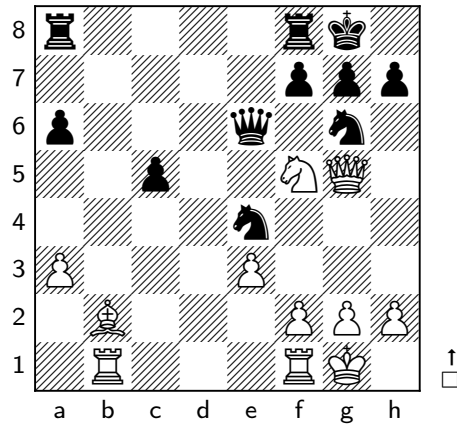
26. ? +- (Page 138)

2016-08-18



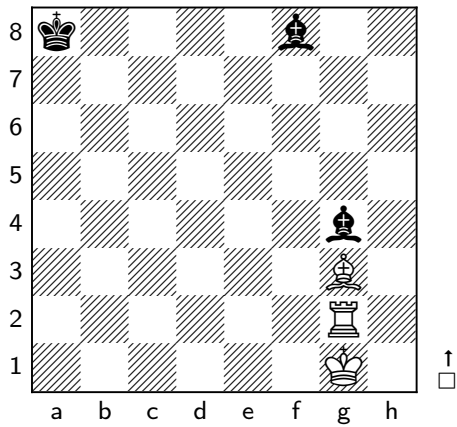
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2016-08-23



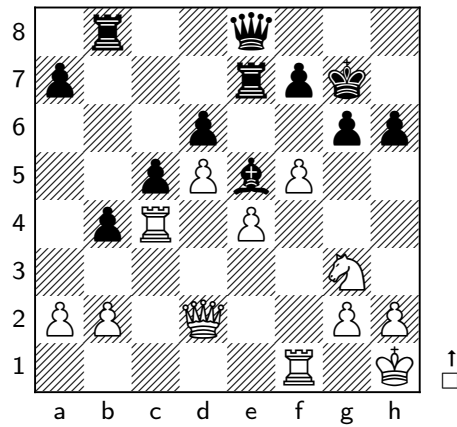
1. ? +- (Page 141)

2016-08-19



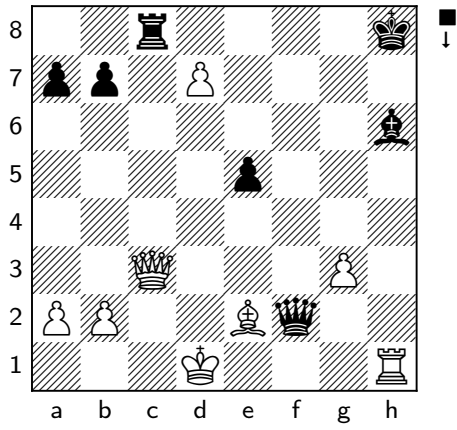
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2016-08-24



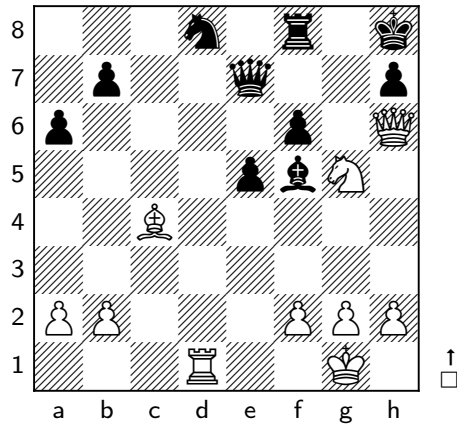
1. ? +- (Page 142)

2016-08-25



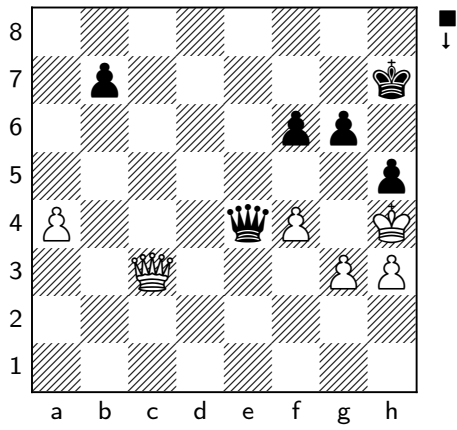
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2016-08-29



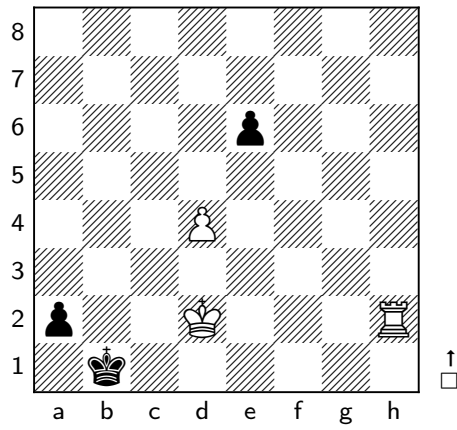
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2016-08-26



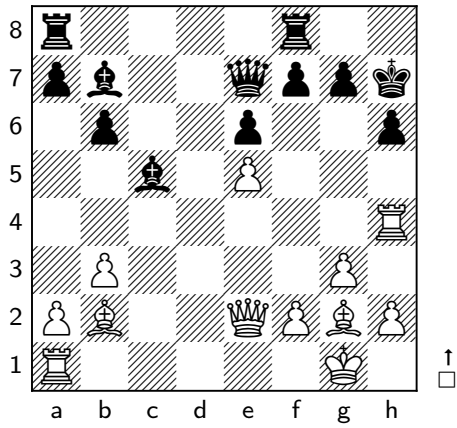
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2016-08-30



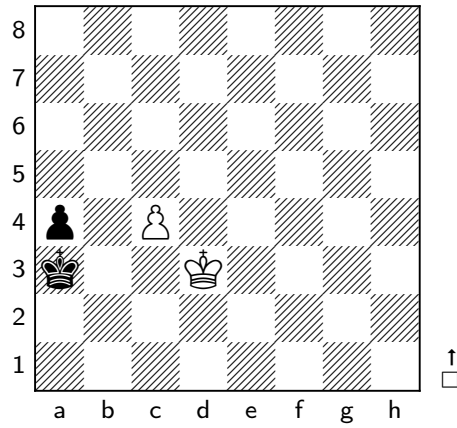
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2016-08-31



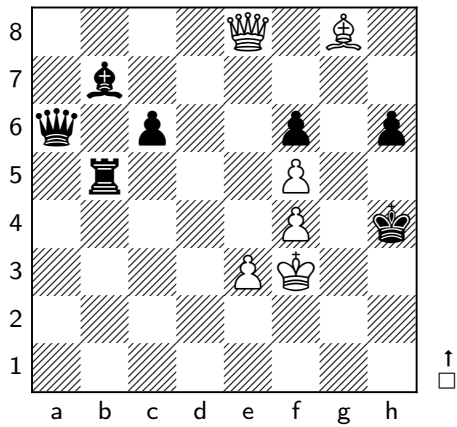
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2016-09-02



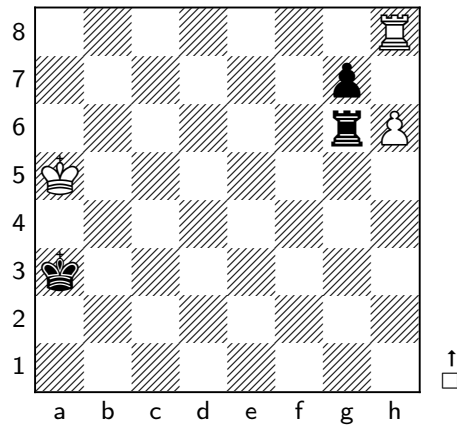
60. ? +- (Page 150)

2016-09-01



1. ? +- (Page 209)

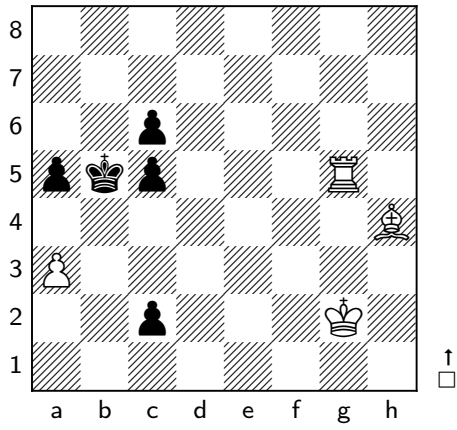
2016-09-06



1. ? +- (Page 212)

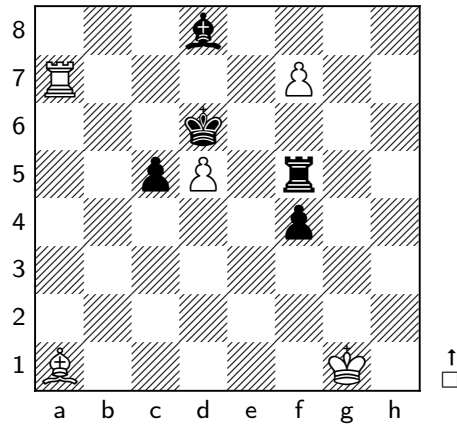


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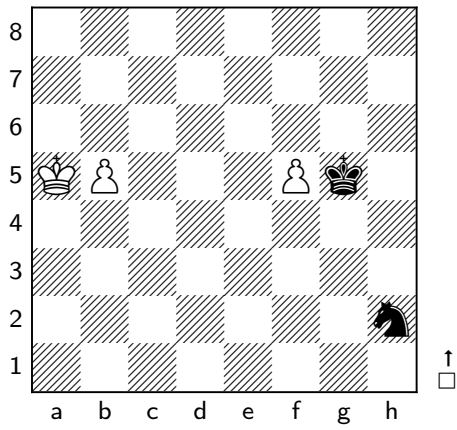
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2016-09-09



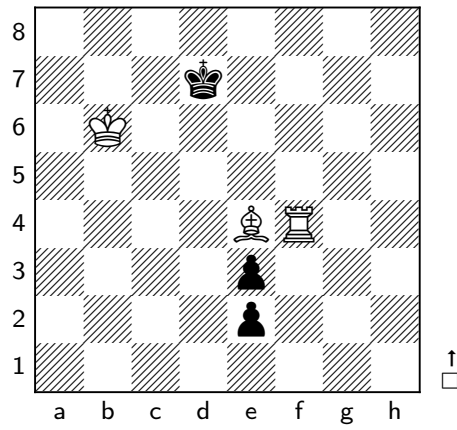
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2016-09-08



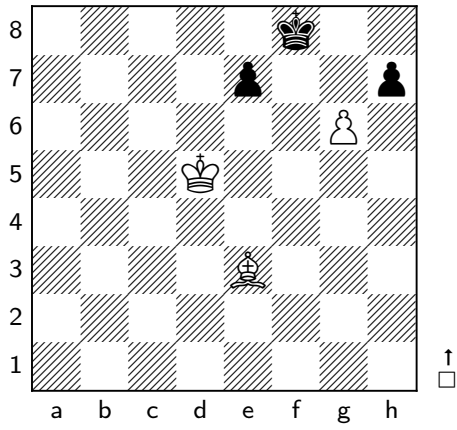
1. ? +- (Page 216)

2016-09-12



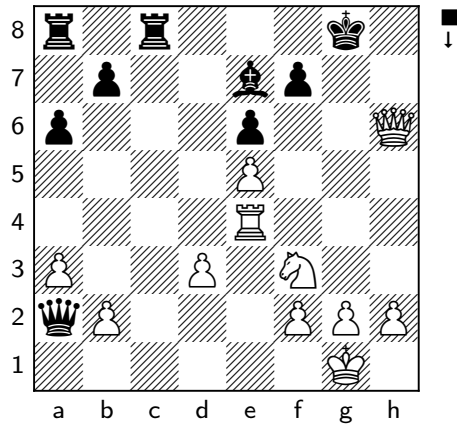
1. ? +- (Page 220)

2016-09-13



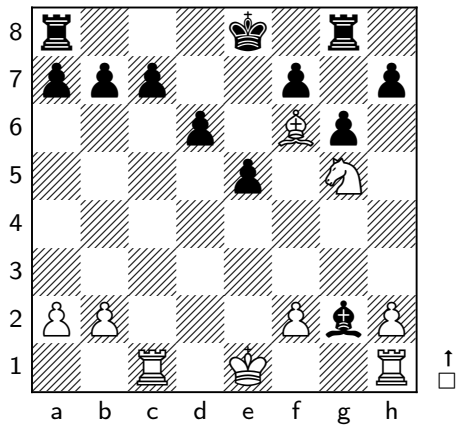
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2016-09-15



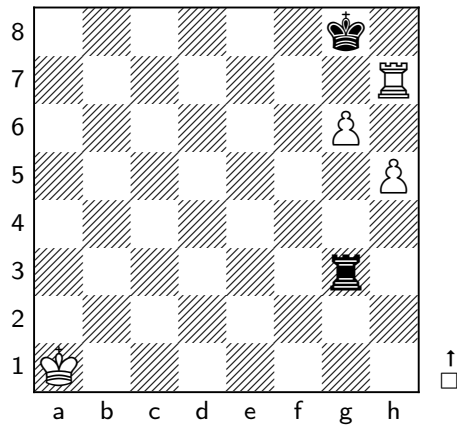
1... ? +- (Page 159)

2016-09-14



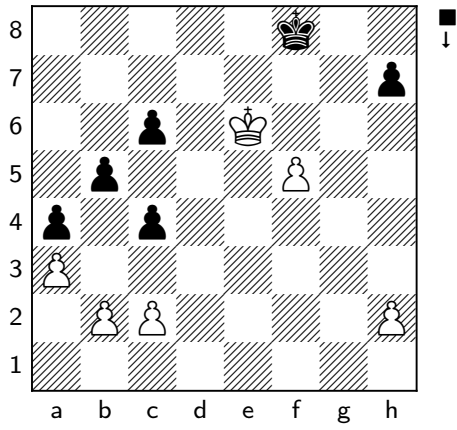
1. ? +- (Page 155)

2016-09-16



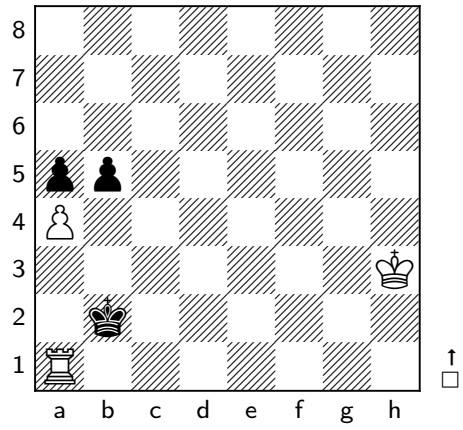
1. ? +- (Page 227)

2016-09-19



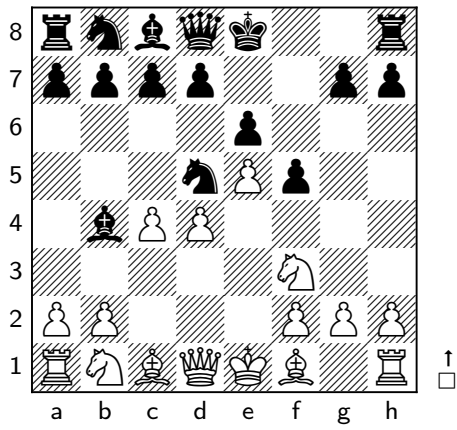
1... ? +- (Page 161)

2016-09-20



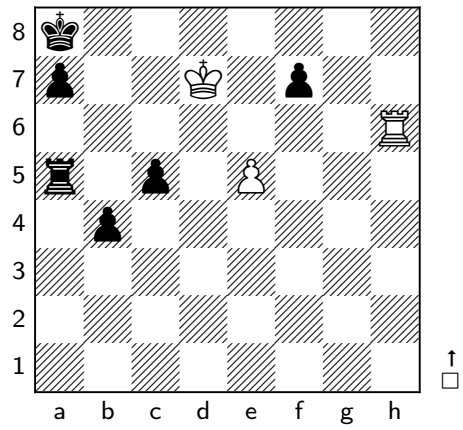
1. ? +- (Page 230)

2016-09-20



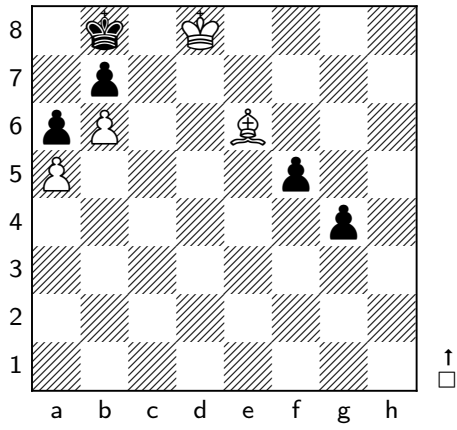
1... ? +- (Page 163)

2016-09-21



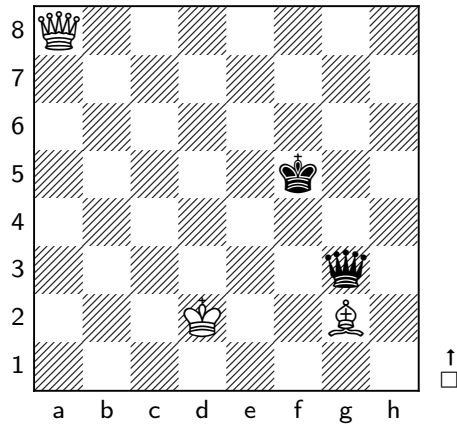
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2016-09-28



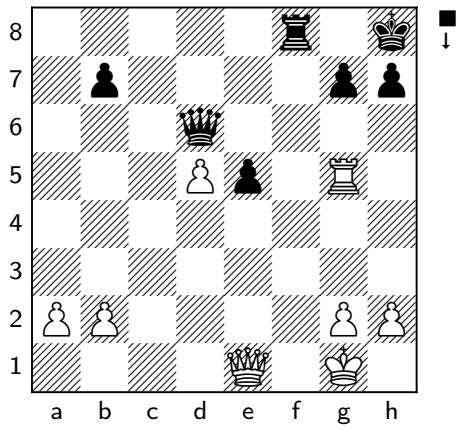
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2016-09-29



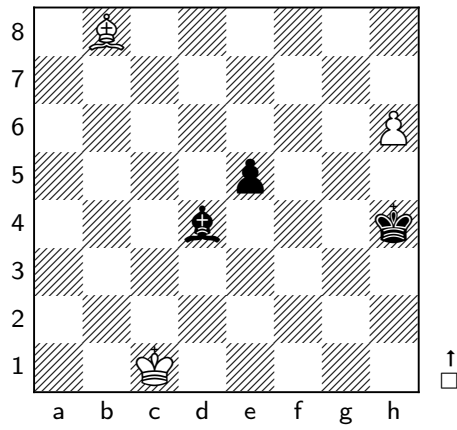
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2016-09-29



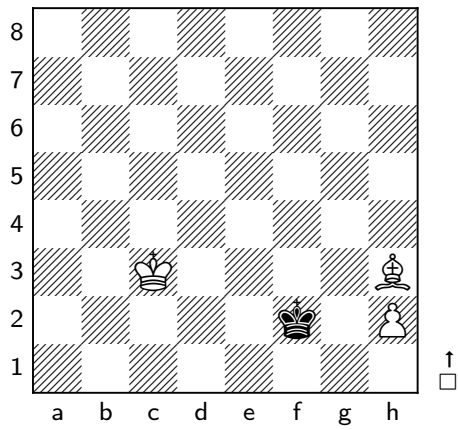
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2016-10-03



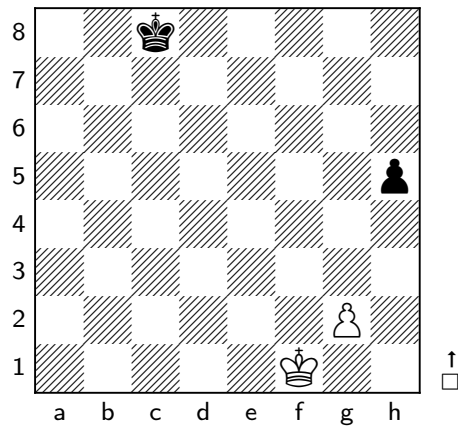
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2016-10-03



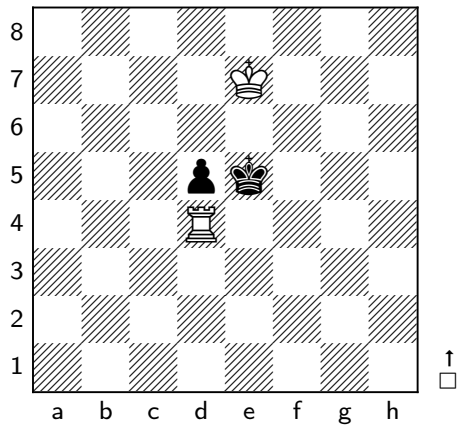
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2016-10-05



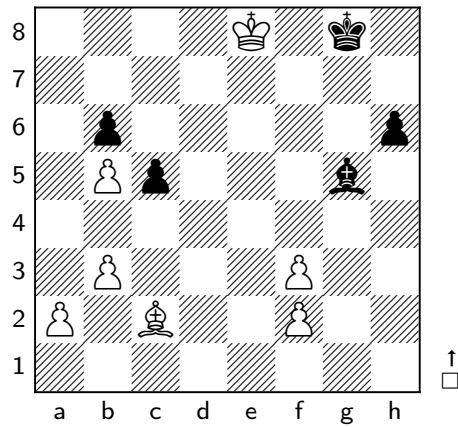
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2016-10-04



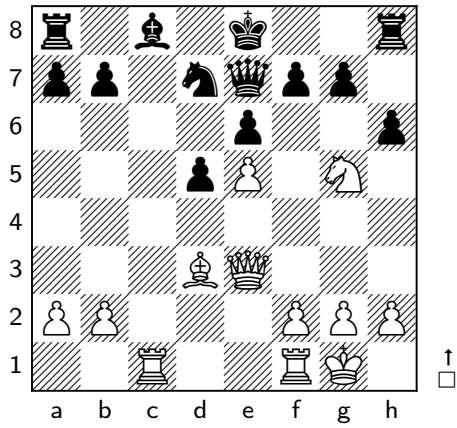
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2016-10-06



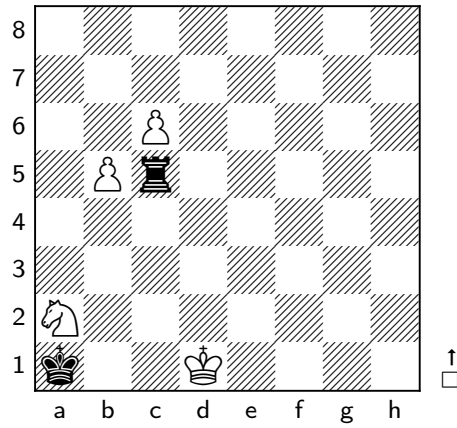
1. ? +- (Page 258)

2016-10-10



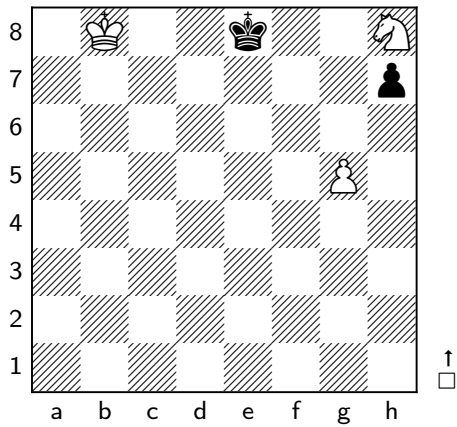
20. ? +- (Page 167)

2016-10-12



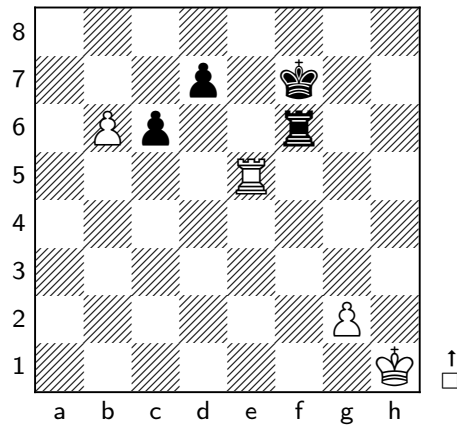
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2016-10-11



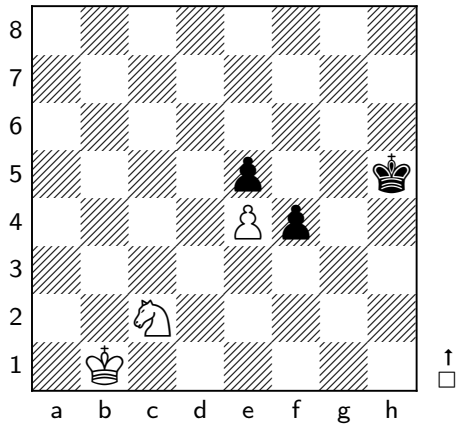
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2016-10-13



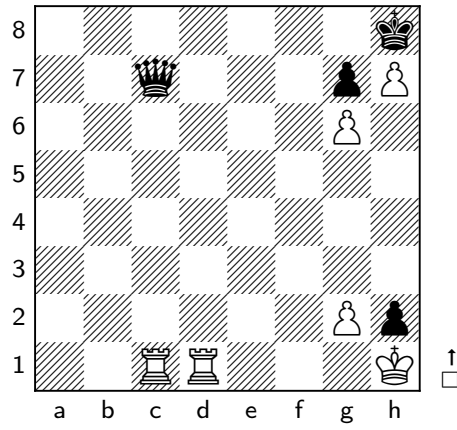
1. ? +- (Page 272)

2016-10-14



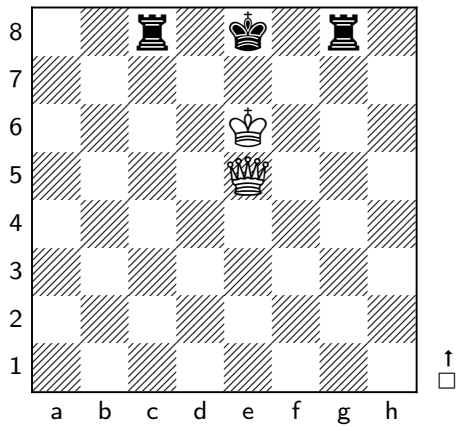
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2016-10-24



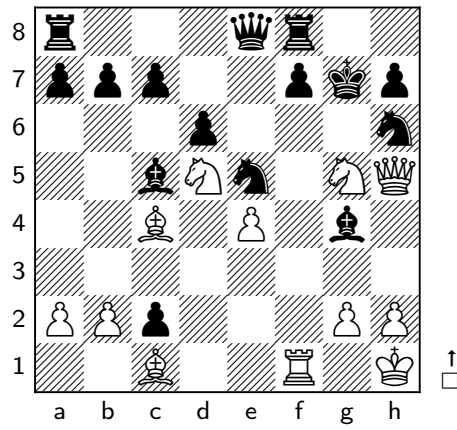
1. ? +- (Page 287)

2016-10-21



1. ? +- (Page 283)

2016-10-31



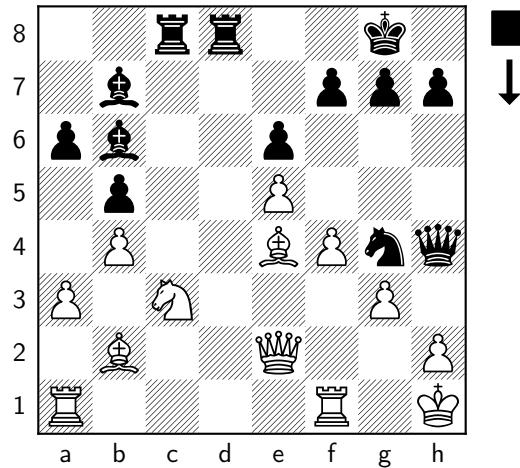
1... ? +- (Page 169)

## 2. Solutions (Games)



2.1. [2016-05-12] Too much overload: Rotlewi – Rubinstein, 1907

GEORGE ROTLEWI – AKIBA RUBINSTEIN  
Lodz: 1907



*Black's pieces are aimed to the White King. How can Black bring home victory, despite the fact that his own Queen is under attack?*

AKIBA RUBINSTEIN (See §34 on Page 302) was an expert of end games and positional play, but this game shows his tactical skills.

All Black pieces are aimed at White's King, and White's Queen is overloaded with protecting the Bishop on e4 and the pawn on h2, preventing ... ♖×e4+ and ... ♔×h2+. However, e4 is protected by the Knight on c3 as well, so 22... ♖×e4+ 23 ♘×e4 defends.

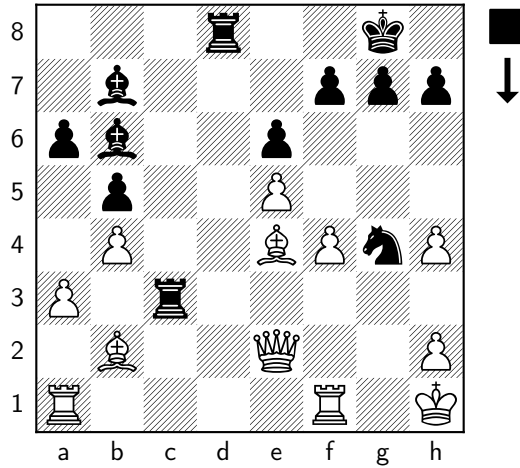
The theme is to deflect the Queen. The game continued...

22 ... ♖×c3!

Removing one protection of e4, so that 23 ♖×c3 will lose to 23... ♖×e4+ 24 ♔g2 ♔×h2#. But White has some other defences as well.

23 g×h4

Another important variation to consider is 23 ♖×b7. Black wins here by 23... ♜×g3!, with the threat 24... ♗×h2 25 ♚×h2 ♜h3 or the simple 24... ♜h3. Here, 24 ♜f3 ♜×f3 25 ♕×f3 will be met with 25... ♗f2+ 26 ♔g1 ♚h3! with the threat 27... ♗e4+ 28 ♔h1 ♗g3#.



23 ... ♜d2!!

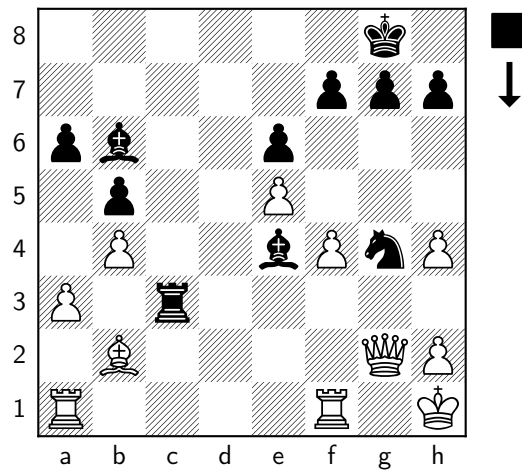
The next deflection!

24 ♚×d2

Since White already got Black's queen, he can afford to lose his own, but there is no way. For example,

- A) 24 ♜f2 ♕×e4+ 25 ♚×e4 ♗×f2+ 26 ♔g1 ♗×e4+ wins.
- B) 24 ♕×c3 ♕×e4+ 25 ♚×e4 ♜×h2#.
- C) 24 ♚×g4 ♕×e4+ 25 ♜f3 ♜×f3 (Threatens 26... ♜×f1#), and now:
  - a) 26 ♚×f3 ♕×f3#
  - b) 26 ♚g2 ♜f1+ 27 ♜×f1 ♕×g2#

24 ... ♕×e4+  
25 ♚g2



Looks like White has defended everything. After 25... ♖xg2+ 26 ♙xg2 ♜c2+ 27 ♙g3 ♘e3 28 ♜fb1, White is an exchange up. But Black has a killing move...

25 ... ♜h3!

There is no defence to the threatened 26... ♜xh2#, so White resigns.

25... ♜c2! also wins in this position.

An amazing combination where all of Black's six pieces took part in the final attack!

## 2.2. [2016-05-13] You don't want my Queen?: Adams – Torre, 1920

EDWIN ADAMS – CARLOS TORRE  
New Orleans: 1920

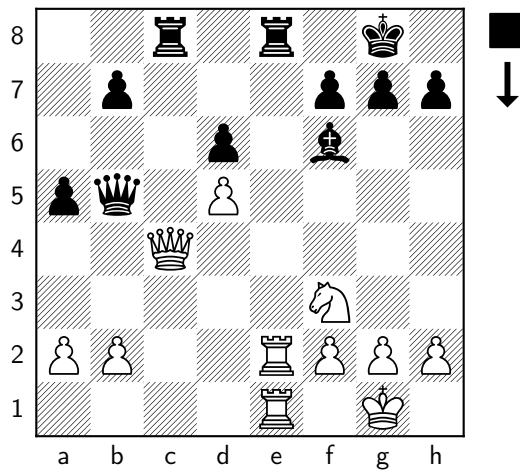
*Both sides have weak back ranks. How can White take advantage of Black's weak back rank without allowing him to exploit his own back rank weakness?*

This is one of the most well known games in chess history, but many people believe that this game was fabricated by CARLOS TORRE (See §42 on Page 304) in honor of his teacher EDWIN ADAMS. In any case, it illustrates an enjoyable combination based on the theme of exploiting weak back rank for both sides.

18                      ♔g4!

Trying to deflect the Black Queen from defending e8. 18... ♔xg4 will be followed by 19 ♖xe8+ ♜xe8 20 ♖xe8#.

18                      ...                      ♔b5!  
19                      ♔c4!



The queen moved to a square that is attacked by both the Black Queen and Rook, but capturing with either piece will drop one support of e8 and will allow 20 ♖xe8+ followed by 21 ♗xe8#.

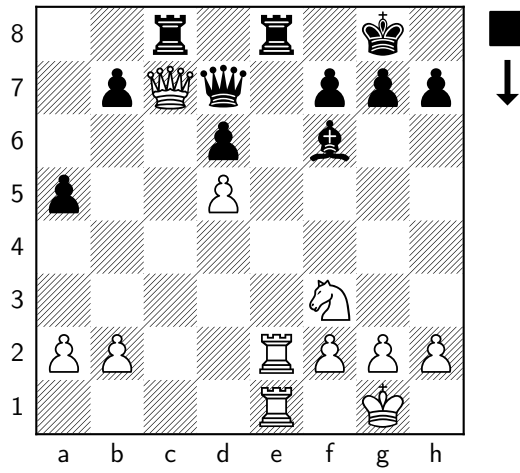
White also has a back rank problem, so 19 a4?? allows 19... ♗xe2!, and now:

A) 20 ♖xe2 ♗c1+ 21 ♗e1 ♖xe1+ 22 ♘xe1 ♖xe1#.

B) 20 ♗xc8 ♗xe1+ 21 ♘xe1 ♗xc8 and Black wins.

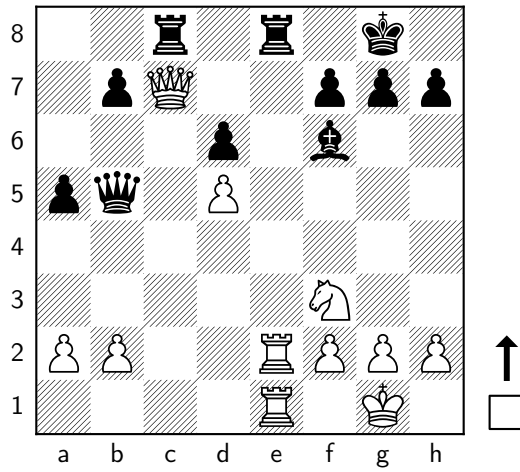
19 ♗c4! not only attacks the Black Queen, but prevents 19... ♗xe2 as well.

19                      ...                      ♗d7  
 20                      ♗c7!



Again, Black cannot take the Queen with Queen or Rook, as 21 ♖×e8+ mates.

20                    ...                    ♙b5

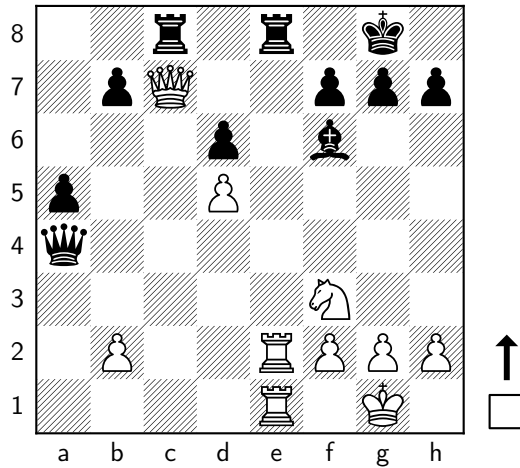


Here, 21 ♙×b7?? is tempting, but fails to 21... ♙×e2! as explained above.

21                    a4!

This works, because 21... ♔xe2 doesn't win here, because after 22 ♖xe2, the White Queen is blocking the Black Rook's path on the c-file. Both 22... ♗xe2 23 ♔xc8+ and 22... ♗xc7 23 ♗xe8# lead to checkmate.

21 ... ♔xa4

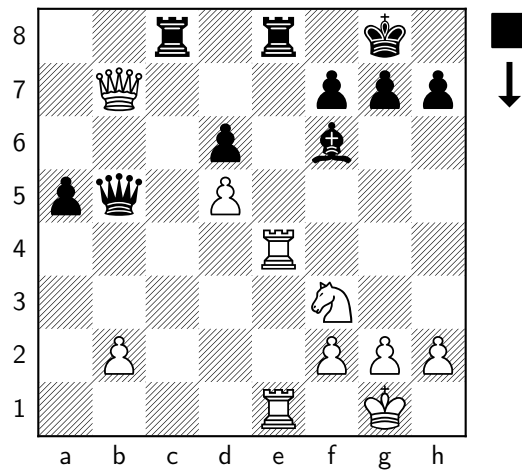


Now what? 22 b3 ♔b5 and now White has nothing better than 23 ♔c4 ♔d7 24 ♔c7, repeating moves.

22 ♖e4!

The crucial move! White avoids any future threats of ... ♔xe2 and controls a4. Here, 22... ♔xe4 23 ♗xe4 and 22... ♗xc7 23 ♗xe8+ wins for White. White also threatens 23 ♗xa4.

22 ... ♔b5  
23 ♔xb7!



Now there is no escape. Black resigns.



### 2.3. [2016-05-16] Relentless harassing: Steinitz – Bardeleben, 1895

WILHELM STEINITZ – CURT VON BARDELEBEN  
Hastings: 1895

*White is a pawn down but Black King is stuck in the center. How can White drive home victory without allowing Black to exploit his back rank weakness?*

WILHELM STEINITZ (See §37 on Page 303) was the first official World Chess Champion. CURT VON BARDELEBEN was also one of the best players in that era.

White has sacrificed a pawn for an attack, so 22 ♖×d7+ ♔×d7 23 ♘×h7 doesn't appeal much. Instead, White launches an attack based on Black King's poor position.

22 ♖×e7+!

White needs to foresee 14 moves ahead to make this sacrifice, because this move leaves White with a very bad back rank, and any non-check continuation will result in ... ♖×c1+, checkmating.

22 ... ♔f8!

22... ♖xe7 23 ♜xc8+ will leave Black with a full piece up, while 22... ♖xe7 leads to 23 ♜b4+, and now:

- A) 23... ♖e8 24 ♜e1+ ♖d6 25 ♗e6+ +-.
- B) 23... ♜d6 24 ♜xb7+ ♜d7 25 ♜e1+ ♖d8 26 ♗f7+ +-.
- C) 23... ♖d8 24 ♜f8+ ♜e8 25 ♗f7+ ♖d7 26 ♜d6#.

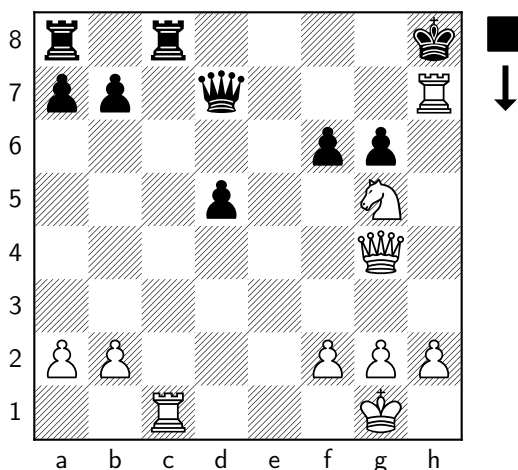
**23**                      ♜f7+!                      ♖g8

Not, of course, 23... ♖e8 24 ♜xd7#, and 23... ♜xf7 24 ♜xc8+, as before.

**24**                      ♜g7+!                      ♖h8

24... ♖xg7 25 ♜xd7+ captures the Queen with check. 24... ♜xg7 25 ♜xc8+ wins. After 24... ♖f8, 25 ♗xh7+ forces Black to make one of these two moves.

**25**                      ♜xh7+



In a very curious incident in chess history, this game showed a peculiar way of resigning: Bardeleben went out of the tournament hall and didn't return that day! May be too much annoyed by the harassing rook!

Stenitz demonstrated that Black cannot escape checkmate: 25... ♖g8 (25... ♜xh7 26 ♜xc8+ wins as before) 26 ♜g7+ ♖h8 27 ♜h4+ ♖xg7 28 ♜h7+ ♖f8 29 ♜h8+ ♖e7 30 ♜g7+ ♖e8 31 ♜g8+ ♖e7 32 ♜f7+ ♖d8 33 ♜f8+ ♜e8 34 ♗f7+ ♖d7 35 ♜d6#.

2.4. [2016-05-17] Bringing the King home: Lasker, Ed. – Thomas, 1912

EDWARD LASKER – GEORGE ALAN THOMAS  
London: 1912

*White achieves nothing by 11 ♖×f6+ g×f6, as the Black Queen protects h7. How can White win by a Kingside attack?*

EDWARD LASKER (See §20 on Page 300) was a strong chess player at the beginning of the 20<sup>th</sup> century. (Don't confuse him with EMMANUEL LASKER(See §21 on Page 300), the second World Champion.) His book *Chess Strategy* was a popular chess book for several decades.

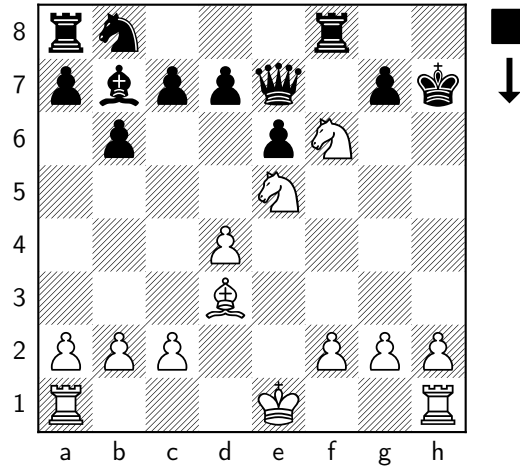
Ed. Lasker's best known game is this one against GEORGE ALAN THOMAS, where he sacrifices his Queen and checkmated eight moves later.

11 ♙×h7+!!

A bold queen sacrifice. The double check following the sacrifice is easy to see, but White needs to see through the end before doing the sacrifice.

11 ... ♙×h7  
12 ♖×f6+

A double check. Either check alone can be parried easily, but for a double check, the King has to move.



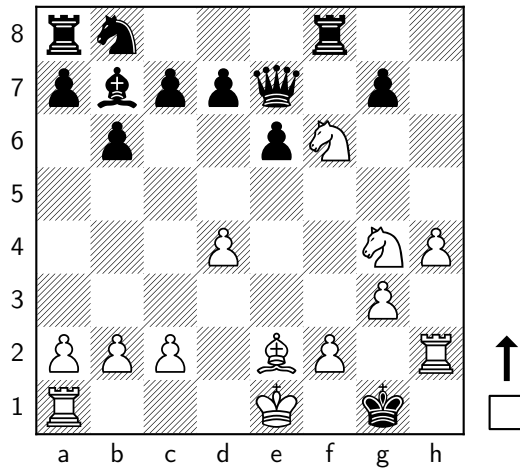
12                    ...                    ♔h6

12... ♔h8 13 ♘g6 is checkmate, so the King has to go forward.

The next few steps are forced.

13	♘eg4+	♔g5
14	h4+	♔f4
15	g3+	♔f3
16	♙e2+	♔g2
17	♖h2+	♔g1

The King is sent from pillar to post. Now it is checkmated in the enemy's rank.



18

♔d2#

One of the rare cases where a King move can checkmate! Another King move – 18 O-O-O, also checkmates.

2.5. [2016-05-18] Divert the guard: Lin – Wu, 2016

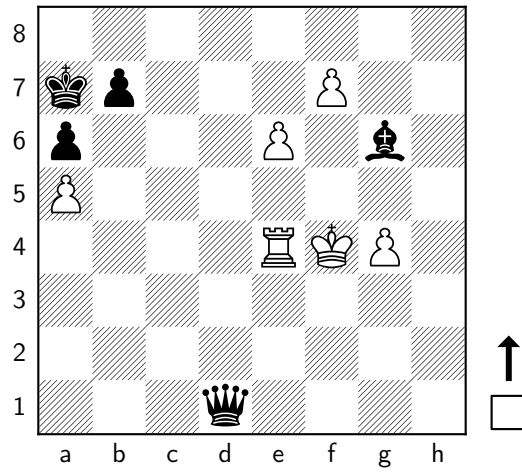
JULIAN LIN – TIN WU  
Pleasanton: 2016

*The game continued 47... ♔×f7 48 e×f7 ♖f2+ 49 ♔e5 ♖×f7 with an equal position, even though White won on move 56. What is the winning move Black missed?*

47 ... ♖e4+!!  
48 ♖×e4

After 48 ♔g5 ♖×d4 49 f8♖ d1♖, Black wins.

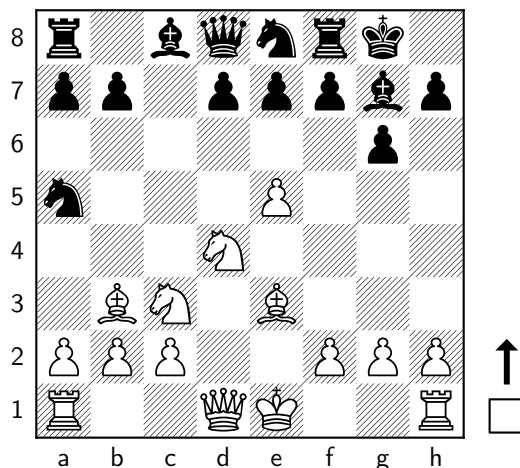
48 ... d1♖



Now, both  $49 \text{ e7 } \text{♙} \times \text{f7}$  and  $49 \text{ f8} \text{♚} \text{ ♚f1+}$  are hopeless for White.

## 2.6. [2016-05-19] King or Queen?: Fischer – Reshevsky, 1958

ROBERT J. FISCHER – SAMUEL RESHEVSKY  
US Championship: 1958/59



*This position occurred in the opening phase after just 9 moves (1 e4 c5 2 ♘f3 ♘c6 3 d4 cxd4 4 ♗xd4 g6 5 ♕e3 ♗f6 6 ♗c3 ♕g7 7 ♕c4 O-O 8 ♕b3 ♗a5? 9 e5 ♗e8) between two of the strongest grandmasters in the United States. How can White punish Black's careless 8<sup>th</sup> move?*

BOBBY FISCHER (See §10 on Page 298) and SAMUEL RESHEVSKY (See §30 on Page 302) were two leading grandmasters and champions in the United States during 1950s to 1970s. Reshevsky, an eight-time US champion, lost his charm after Fischer appeared, and there was a rivalry between the two. This game was played much before this started.

Reshevsky had a problem memorizing opening variations, and took a lot of time finishing the opening phase. In this game also, he falls into a trap in the early opening.

10

♕xf7+!

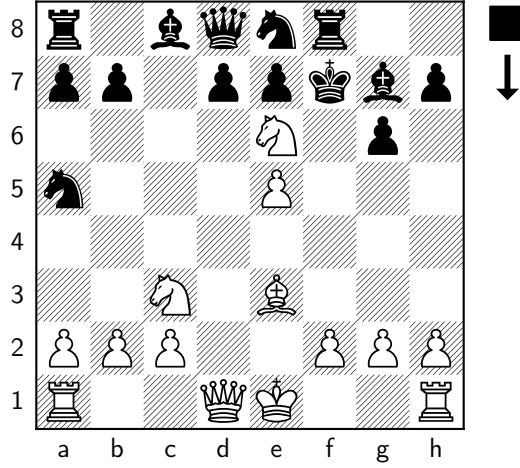
♖xf7

10... ♖h8 is not better, because 11 ♗e6 will still win the Queen.



11

♘e6!



The queen is trapped. Now, Black is faced with the checkmate or loss of the Queen either by suffocation or by 11...dxe6 12 ♖xd8.

11

...

♙xe6

In the game, Reshevsky continued 11...dxe6 12 ♖xd8 ♘c6 and continued for another 30 moves before giving up.

12

♙d5+

♙f5

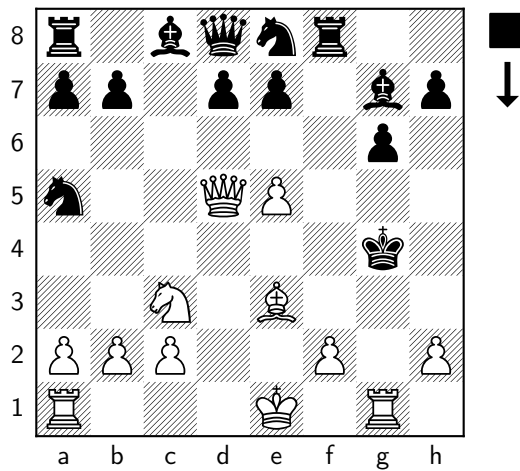
13

g4+!

♙xg4

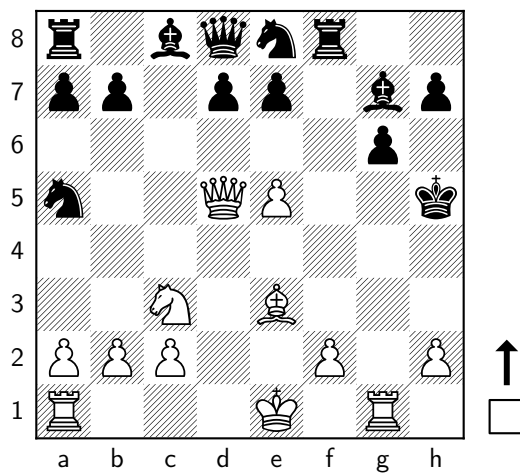
14

♖g1+



14 ... ♖h5

After 14... ♖h4, 15 ♗g5+ ♖h5 16 ♕d1+ ♜f3 17 ♕xf3#.



15 ♕g2!

Checkmates on the next move. 16 ♕d1+ ♜f3 17 ♕xf3+ ♖h4 18 ♗g5# also wins.

## 2.7. [2016-05-20] An attack from nowhere!: Geller – Portisch, 1967

EFIM GELLER – LAJOS PORTISCH  
Moscow: 1967

*In this calm position arising from a Ruy Lopez, Black has just played the thematic 17... ♘a5, and after the normal 18 ♗c2 g6, Black has an equal and comfortable position. But White found an ingenious combination. What?*

The Russian Grandmaster EFIM GELLER (See §11 on Page 298) and the Hungarian Grandmaster LAJOS PORTISCH (See §29 on Page 302) were two prominent grandmasters during the second half of the twentieth century. This game between them, which contributed to the theory of Ruy Lopez, Smyslov variation, was indeed interesting.

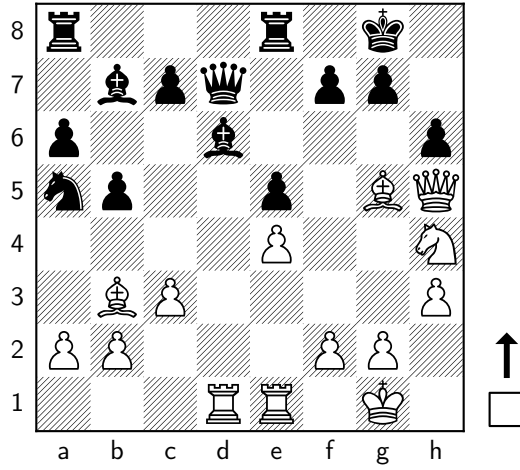
18            ♗g5!

The Bishop is untouchable. 18... ♕×g5 19 ♖×f7+ ♔h8 20 ♖g8 is checkmate, while after 18... h×g5, White continues 19 ♘g6, and there is no defence to the threatened checkmate on h8.

So, the Queen has to move, and while doing that, she should keep protect d7, so Black's move is forced.

18 ... ♔d7  
 19 ♖ad1 ♙d6

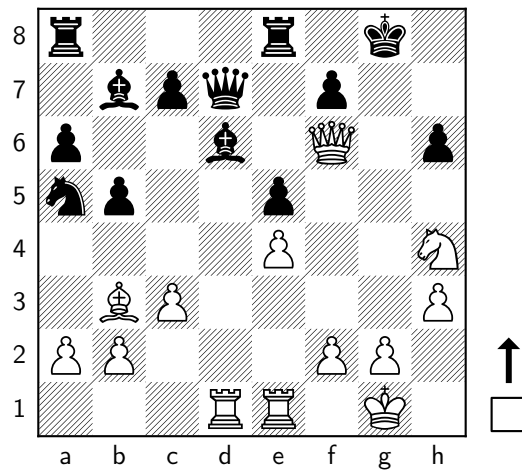
Again forced. Now White breaks Black's King-side.



20 ♙xh6! g×h6  
 21 ♔g6+ ♙f8  
 22 ♔f6

Threatening 23 ♗g6+.

22 ... ♔g8



23

♖e3

Black resigns. White is threatening 24 ♖g3+, and 23... ♖h7 will be met with 24 ♘f5 with checkmate on h6.

In fact, 23 ♘f5 is better than 23 ♖e3. Black has to give up the Queen to prevent the checkmate on g7.

2.8. [2016-05-24] Sac, check and quiet move: Petrosian – Pachman, 1961

TIGRAN PETROSIAN – LUDEK PACHMAN  
Bled: 1961

*The material is even, but White dominates the board with his active pieces. How can he convert it to a winning attack?*

TIGRAN PETROSIAN (See §28 on Page 301), the Russian World Champion during 1963–'69 and one of the greatest positional players, beats LUDEK PACHMAN (See §27 on Page 301), the famous German grandmaster and chess author, in a spectacular combination.

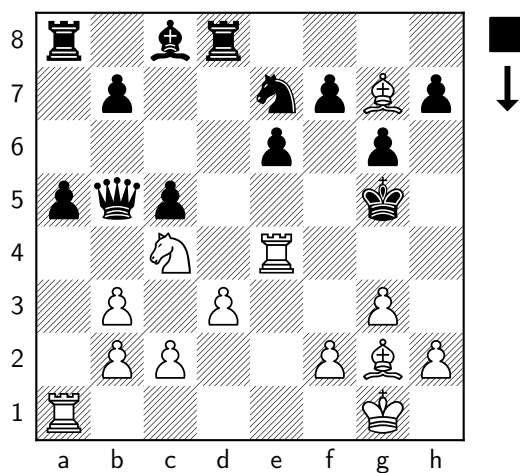
19                      ♔×f6+!

This unexpected queen sacrifice forces checkmate. Many people trying to solve this puzzle suggested 1 ♖f4, but after 1... ♘f5! (1... ♙g8? 2 ♖×f6! ♘×f6 3 ♙e5 is curtains.), Blacks avoids immediate catastrophe even though White still keeps an advantage.

19                      ...                      ♙×f6

After 19... ♔g8 20 ♖f4 ♗f8 21 ♘e5, mate follows.

20 ♘e5+ ♔g5  
21 ♘g7!!



This quiet move decides the game. There is no defence to the threatened 22 h4+ ♔h5 23 ♘f3+.

Black resigns.

2.9. [2016-05-25] Difficult promotion: Anand – Moroviv-Fernadez, 1990

VISWANATHAN ANAND – IVAN MOROVIV-FERNADEZ  
Novi: 1990

*Black has material advantage, but White has a strong pawn on c7, ready to promote. Also his Queen is very strong. How can White convert that into a full point?*

White, Indian Grandmaster and future World Champion VISWANATHAN ANAND (See §2 on Page 296), manages to promote the pawn in a spectacular way and beats the Chilean Grandmaster IVAN MOROVIV-FERNADEZ (See §24 on Page 301).

34 ♖e6!

There are many other ways to win in this position. For example, 34 ♖d8 ♜ff8 35 ♖d7 ♜g8 36 ♖c6! (36 ♖f7 ♜ef8 37 c8♖ ♜xf7 38 ♖xc4 doesn't win.) 36... ♜gf8 (36... ♜ef8 37 c8♖!) 37 d6 ♙e6 38 d7 ♙xd7 39 ♖xd7 ♜g8 40 ♖f7 ♜ef8 41 ♖e7 intending 42 c8♖ also wins.

But Anand's continuation is the strongest.

34 ... ♜ff8



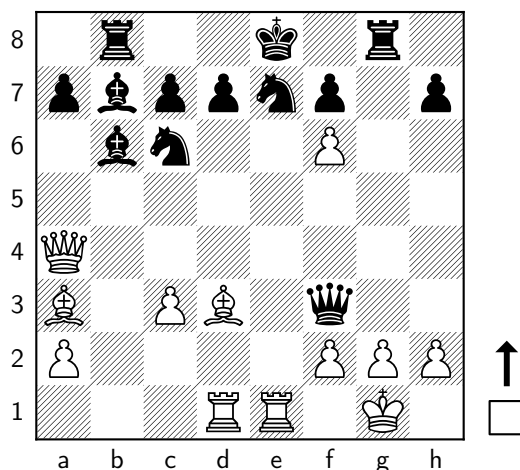
34... ♖×e6 35 c8♔+ checkmates on next move.

**35 c8♔!**

35 ♔d7 or 35 ♔c6 also wins here, but this is immediately winning. After 35... ♖×c8 36 ♔e7! checkmates.

2.10. [2016-05-26] The evergreen finish: Anderssen, A. – Dufresne, J, 1852

ADOLF ANDERSSEN – JEAN DUFERSNE  
Berlin: 1852



Black has just won a piece on f3, and is threatening many things like 20... ♖×g2♯, 20... ♖×g2+, 20... ♗×f2+, 20... ♘×f2+ etc., but White has a forced sequence to win. How?

This happened in a friendly game by the legendary ADOLPH ANDERSSEN (See §3 on Page 296), well-known for his deep combinations.

20 ♖xe7+! ♘xe7

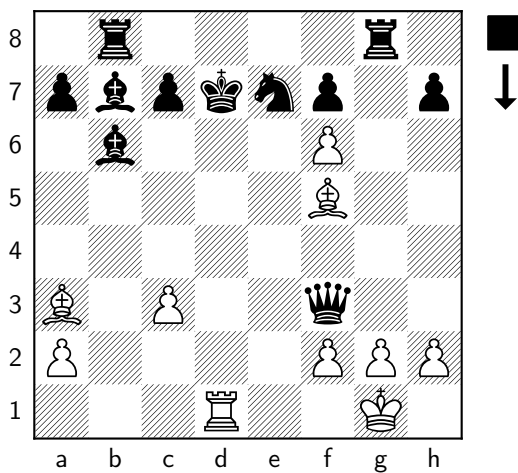
20... ♖f8 21 ♖e3+ d6 22 ♖xf3+- . 20... ♖d8 21 ♖xd7+! ♖c8 (21... ♖xd7 22 ♘f5+ ♖e8 23 ♘d7+ ♖d8 24 ♘xc6 checkmates.) 22 ♖d8+ ♖xd8 (22... ♘xd8 23 ♗d7+! ♖xd7 24 ♘f5+ ♖e8 25 ♘d7♯) 23 ♘f5+ ♖e8 24 ♘d7+ ♖d8 25 ♘xc6+ checkmates.

21 ♗xd7+! ♖xd7

21. ... ♔f8 22 ♜xe7♯.

22 ♜f5+

Power of double check, similar to the RETI - TARTAKOWER game (Game 2.28, Page 92), is demonstrated here.



22 ... ♔e8

22. ... ♔c6 23 ♜d7♯.

23 ♜d7+ ♔f8  
24 ♜xe7♯

2.11. [2016-05-27] What a move!: Levitsky – Marshall, 1912

STEFAN LEVITSKY – FRANK MARSHALL  
18<sup>th</sup> DSB conference: 1912

*Black is a piece up and should win this game in any case, but Marshall found a beautiful move here. Which one?*

This move by FRANK MARSHALL (See §22 on Page 301) is considered to be one of the most beautiful chess moves ever played.

23

...

♙g3!!

White resigns. Black is threatening checkmate by 24... ♙xh2+. The Queen can be taken in three ways, each leading to White's defeat.

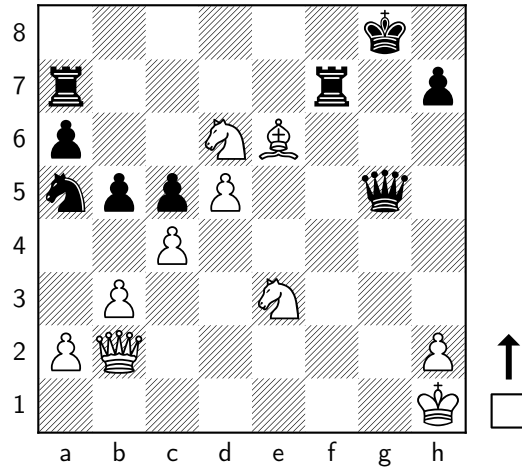
A) 24 h×g3 ♘e2#.

B) 24 f×g3 ♘e2+ 25 ♖h1 ♗xf1#.

C) 24 ♙×g3 ♘e2+ 25 ♖h1 ♘×g3+ 26 ♖g1 (26 f×g3 ♗xf1#) 26... ♘e2+ 27 ♖h1 ♗c3 wins. Here, Black wins by the piece he already won, and not with the combination.

2.12. [2016-05-27] The ultimate deflection: Petrosian – Spassky, 1966

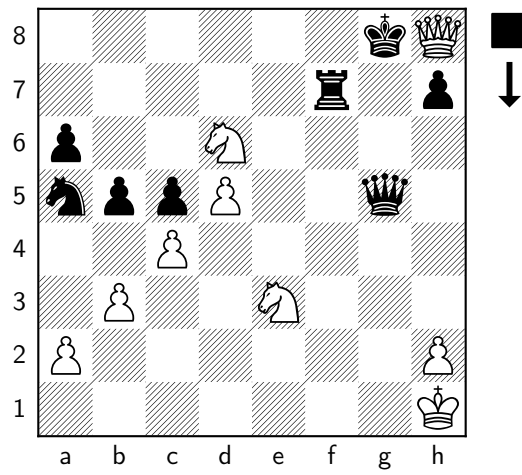
TIGRAN PETROSIAN – BORIS SPASSKY  
World Chess Championship: 1966



*Black is two exchanges down, but he would get it on f7. For example, 29 ♖×f7 ♜×f7  
30 ♘×f7+ ♚×f7, White has an extra pawn in the end game. But there is a better  
path to victory. What?*

This is from a World Championship game between the reigning champion TIGRAN PETROSIAN (See §28 on Page 301) and the challenger BORIS SPASSKY (See §36 on Page 303). Petrosian narrowly won the match  $12\frac{1}{2} - 11\frac{1}{2}$  with +4-3=17. Three years later, Spassky beat Petrosian  $12\frac{1}{2} - 10\frac{1}{2}$  with +6-4=13.

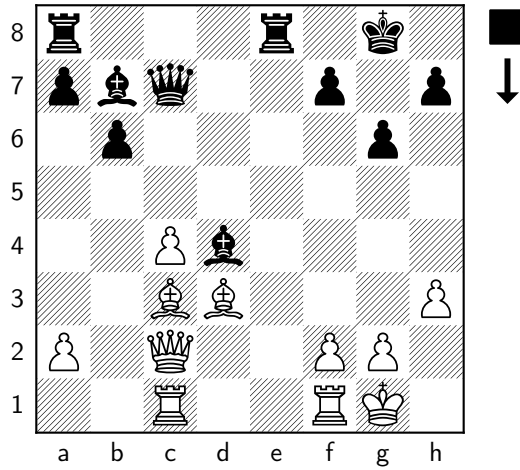
29                    ♘×f7+!                    ♜×f7  
30                    ♚h8!!



Black resigns. After 30... ♔xh8 31 ♘xf7+ ♕g7 32 ♘xg5, White is up a piece and a pawn.

2.13. [2016-05-31] Bolt in the blue: Ruthvik – Umesh, 2016

RUTHVIK SINGIREDDY – UMESH NAIR  
*Best of West 2016, Santa Clara: 2016*



*In this even-looking position, Black has two ways to win. Can you find at least one?*

20 ... ♔g3!!

In the game, Black played the less forcing but still winning 20... ♔c6! 21 ♘e4 ♔xe4 22 ♔xe4 ♙xe4 23 ♘d4 ♙d4 and won after 25 more moves.

21	♘e4	♔xe4
22	♔xe4	♘xf2+
23	♙xf2	♙xe4

And Black wins.





2.15. [2016-06-01] Several ideas: Capablanca – Fonaroff, 1918

JOSE RAUL CAPABLANCA – MARC FONAROFF  
New York: 1918

*White is a pawn up but Black has a strong position and may win back the pawn. But White has a forcing combination to win. What?*

In this game, the future World champion JOSÉ RAÚL CAPABLANCA (See §8 on Page 297) wins by a famous combination that combines multiple themes.

20                      ♖h6+

Attempts to divert the Bishop and attack g7 won't work. For example, 20 f4 ♗xg2 21 e5 g6 and Black is fine.

Theme 1: Pin. The Knight cannot be taken because the g-pawn is pinned.

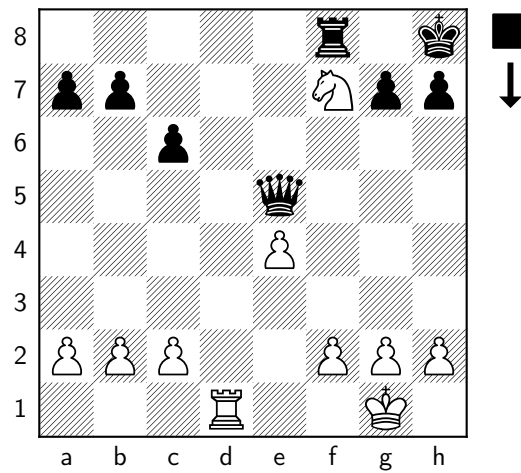
20                      ...                      ♔h8  
21                      ♕xe5!

Theme 2: Deflection. The Queen is deflected from supporting f7.

Theme 3: Queen sacrifice!

21 ... ♔xe5  
22 ♖xf7+

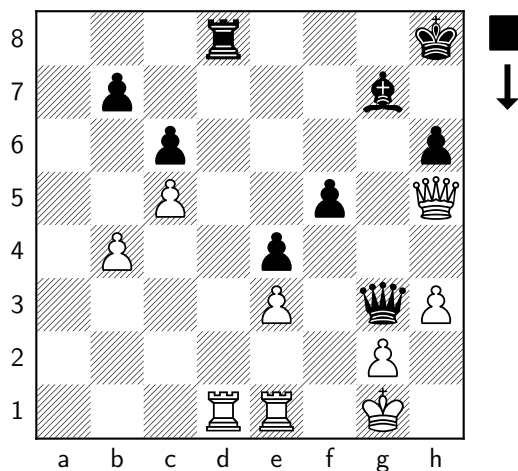
Theme 3: Fork.



Black resigns. After 22... ♖xf7, 23 ♖d8+ mates (Theme 4: Exploiting back rank weakness), while 22... ♔g8 23 ♖xe5 ends up with a piece and a pawn up.

2.16. [2016-06-02] The brave rook: Andersson, U. – Mestel, J., 1982

ULF ANDERSSON – JONATHAN MESTEL  
London: 1982



*Black played 29... ♖d5? and lost the game after 26 more moves. Instead, he could have won with a killing move. Which one?*

The Swedish grandmaster ULF ANDERSSON (See §4 on Page 296), a leading endgame expert, and the English grandmaster JONATHAN MESTEL (See §23 on Page 301), played this game in the famous Philips and Drew Kings 1982, a strong 14-player round-robin tournament.

Andersson and the World Champion ANATOLY KARPOV (See §15 on Page 299) shared the 1-2 places with  $8\frac{1}{2}/13$ .

Mestel shared 12-13 places only with  $5/13$ . If he managed to win this game, Andersson would have pushed to the third place.

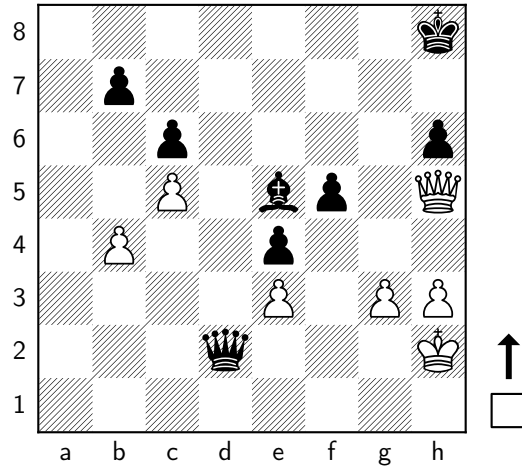
29

...

♖d2!

The mate threat on g2 forces the capture. Instead, Black played 29... ♖d5? and lost eventually.

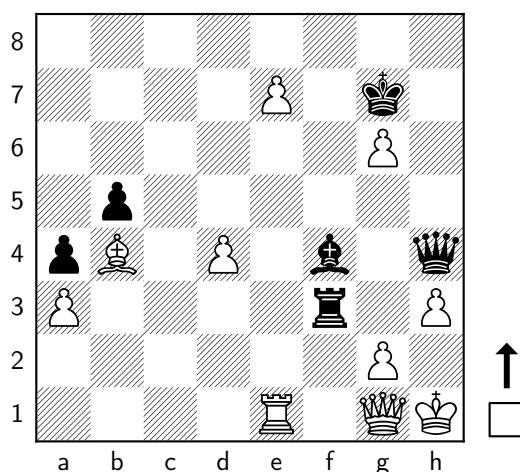
30	♖×d2	♔×e1+
31	♔h2	♘e5+
32	g3	♗×d2+



and Black should win. 33 ♔g1 ♗e1+ 34 ♔g2 ♗×g3+ 35 ♔f1 ♗f3+ forces a queen trade and wins with the extra piece.

2.17. [2016-06-03] Buying time by queen sacrifice: Spassky – Korchnoi, 1955

BORIS SPASSKY – VIKTOR KORCHNOI  
USSR: 1955



*Black is threatening 41... ♖xh3+! with checkmate following. How does White escape from that and win the game?*

BORIS SPASSKY (See §36 on Page 303), the future world champion, and VIKTOR KORCHNOI (See §18 on Page 300), the future World Championship challenger, were two of the strongest young chess players in the world during 1950s. This position is from one of their encounters from the USSR championship 1955. Later, Spassky defected to France and Korchnoi defected to Switzerland.

41 ♕h2!!

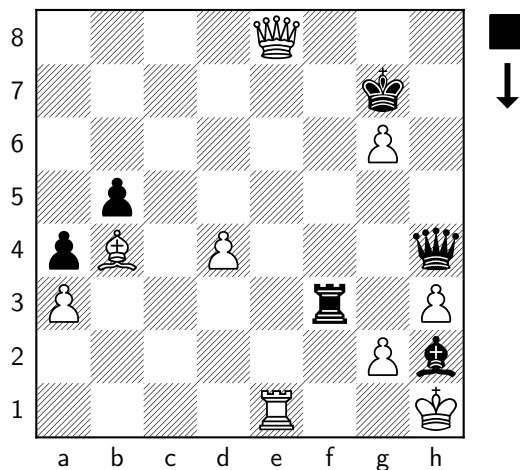
This is brilliant, but 41 e8 ♖+! also wins. For example,

A) 41... ♖xg6 42 gxf3+-.

B) 41... ♖h8 42 g7+ ♖g8 43 ♖f6+ ♕xf6 44 gxf3+-.

- C) 41... ♔g8 42 ♖f6+ ♔g7 43 ♖g4+-.
- D) 41... ♔h6 42 ♗f8+ ♔xg6 43 gxf3+-.

41 ... ♗xh2  
 42 e8♔



White's pieces encircle the Black King before Black has a chance to withdraw the blocking Bishop.

2.18. [2016-06-03] A pin is mightier than... : Schatz – Giegold, 1928

SCHATZ – GIEGOLD  
Hof : 1928

*Black is a pawn up, but there is a neat combination that leads to checkmate. Watch out for pins!*

These players are unknown, but this position appears in many books that talk about tactics, because it is hard to find a better position for different aspects of a pin.

1 ... ♚h7+!

Allowing the Queen to be trapped in a deadly pin. If White plays 2 ♔g1, Black will win a piece with 2... ♜xd3 3 ♘xd3 ♙xd3.

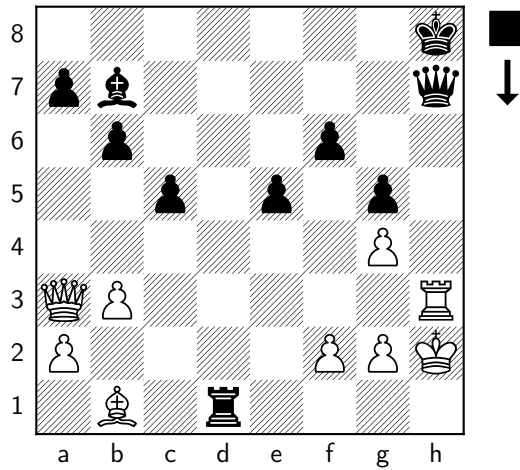
2 ♜h3

The Queen is pinned, but she is not immobile. However, she can move, capture, check and checkmate. This game shows all of that.

2 ... ♖d1+

Reversing the moves won't work: 2... ♙xh3+? 3 g×h3 ♖d1+ 4 ♔h2 ♜h1+ 5 ♔g3+-.

3 ♔h2



3 ... ♜h1+

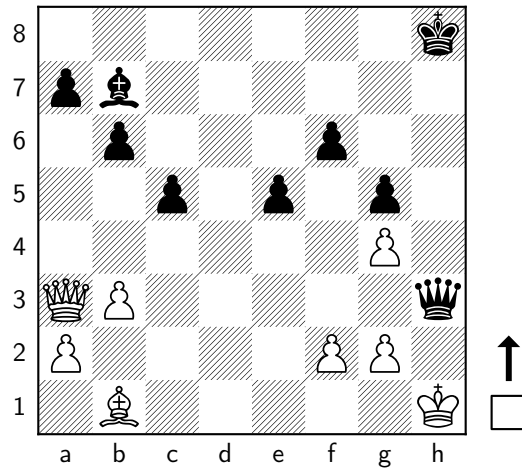
4 ♔×h1

After 4 ♔g3, the Queen demonstrates that she can check leading to checkmate while being in pin: 4... ♙h4+ 5 ♖×h4 g×h4#.

4... ♖×h3+ 5 g×h3 ♙h4# also will work.

4 ... ♙×h3+





The pinner got pinned! The g2 pawn is pinned by the Bishop.

5

♖g1

♜xg2#

## 2.19. [2016-06-06] Winning deflection: Botvinnik – Capablanca, 1938

MIKHAIL BOTVINNIK – JOSE RAUL CAPABLANCA  
Holland: 1938

*White is a pawn down, but his strong pawn on e6 and more active pieces gives him an edge. How can he win this game?*

This historic game, played in the AVRO tournament in 1938, the young future world champion MIKHAIL BOTVINNIK (See §7 on Page 297) grabs a full point from the former world champion JOSE CAPABLANCA (See §8 on Page 297) in a spectacular finish.

**30**                      ♘a3!!                      ♖xa3

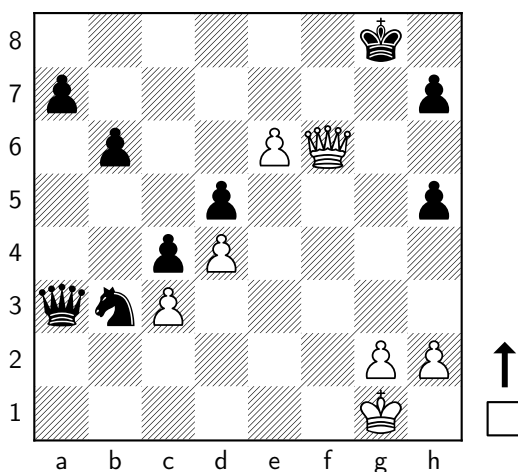
30... ♖e8 31 ♖c7+ ♔g8 32 ♘e7 ♖g7 (32... ♘h5 33 ♘xh5 g×h5 34 ♖g3+ ♖g6 35 ♖b8+-.) 33 ♘d8+-.

**31**                      ♘h5+!

This follow-up with the pseudo-sacrifice of the Knight is essential. 31 e7?? will lose to 31... ♖c1+ 32 ♖f2 ♖f7, defending. For example, 33 ♖x6+ ♔x6 34 e8♖ ♖f4+-.

31 ♖c7+? also is ineffective. After 31... ♔h6, White has nothing better than 32 ♖f4+ ♕g7 33 ♖c7+, with perpetual check.

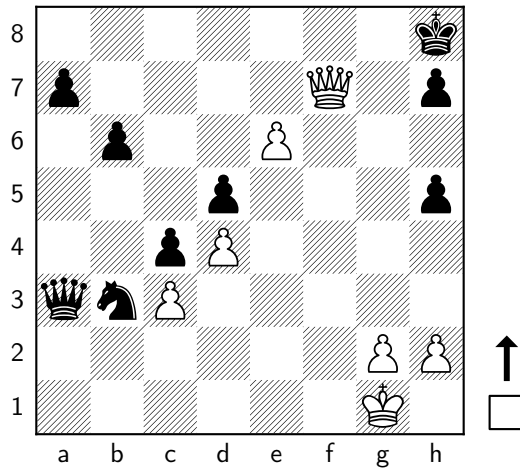
<b>31</b>	...	<b>g×h5</b>
<b>32</b>	♖g5+	♕f8
<b>33</b>	♖×f6+	♕g8



<b>34</b>	♖f7+
-----------	------

In the actual game, Botvinnik continued with 34 e7, and after trying for perpetual check with 34... ♖c1+ 35 ♕f2 ♖c2+ 36 ♕g3 ♖d3+ 37 ♕h4 ♖e4+ 38 ♕×h5 ♖e2+ 39 ♕h4 ♖e4+ 40 g4 ♖e1+ 41 ♕h5, Capablanca resigned. Post-game analysis showed that this move is stronger.

<b>34</b>	...	<b>♕h8</b>
-----------	-----	------------



**35                      g3!**

This move makes sure that White's King can avoid perpetual checks by hiding in the h3 square, and threatens advancing the pawn to e8. Black is helpless in preventing this, as the Knight is far away, the Queen alone cannot prevent it, and there is no perpetual check.

Note that 35 e7? only draws, as Black gets perpetual checks by 35... ♖c1+ 36 ♔f2 (36 ♖f1?? ♖e3+ wins the pawn on e7.) 36... ♖d2+ 37 ♔g3 ♖g5+ 38 ♔f2 ♖d2+ 39 ♔g1 ♖c1+ etc.

2.20. [2016-06-07] On her majesty's service: Averbach – Korchnoi, 1965

YURI AVERBACK – VIKTOR KORCHNOI  
Yerevan URS: 1965

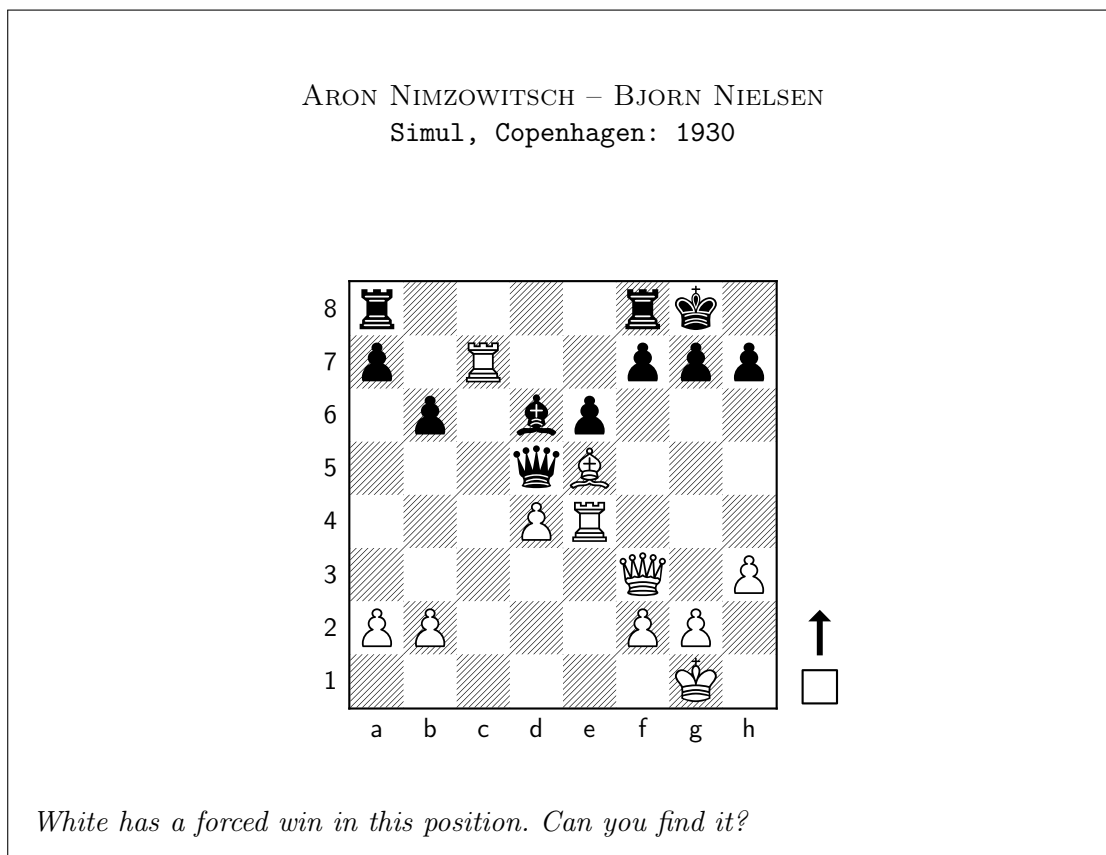
*Black is a pawn down, but his h-pawn is very close to queening. However, the White rook can stop the pawn. Can Black stop the White rook from stopping the pawn?*

This puzzle was posted on the day VIKTOR KORCHNOI (See §18 on Page 300) died. In this game, he finishes off YURI AVERBACK (See §5 on Page 296) one of the best chess theoreticians (has authored some of the best books on endgames) in the world.

39                      ...                      ♖c1!

Threatens to queen the pawn. After 40 ♔xc1 or 40 ♘xc1, Black plays 40...h2 and the pawn cannot be stopped.

2.21. [2016-06-08] Brave queen!: Nimzowitsch – Nielsen, 1930



ARON NIMZOWITSCH (See §26 on Page 301), one of the founders of the modern chess system, played this combination in a simultaneous chess exhibition on 30 boards.

21                      ♖d7!

21 ♙xg7 is tempting, but after 21... ♙xc7 22 ♙f6 (22 ♗g4 h5!-+) 22... ♜d8 23 ♗g4+ ♘f8 24 ♗g7+ ♘e8 25 ♗g8+ ♘d7 26 ♗xf7+ ♘c6 27 ♙xd8 (27 ♜xe6+ ♜d6-+) 27... ♜d8, White's checks are over and Black has material advantage.

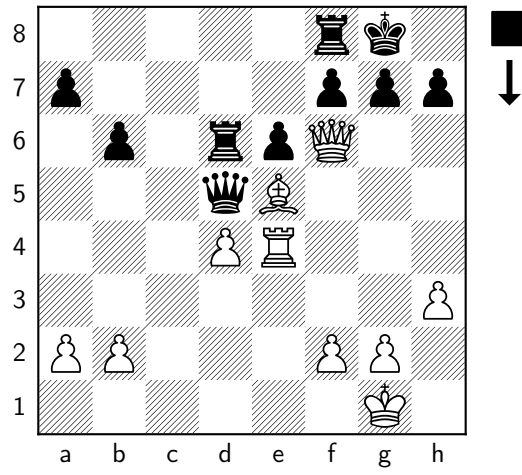
21                      ...                      ♜ad8

After 21... f6, 22 ♜g4, with the threat 23 ♜g×g7+ ♘h8 24 ♜xh7+ ♘g8 25 ♜dg7# is immediately winning. For example, 22... g6 23 ♜xg6+! h×g6 24 ♜d3! (Not 24 ♗g3? ♗e4!±) 24... f5 25 ♗g3! ♜f6 26 ♗h4 and checkmates.

22 ♖×d6!

22 ♔f6? is premature due to 22... ♕×e5! --+.

22 ... ♖×d6  
23 ♔f6!!



Black resigns. After 23... g×f6, 24 ♖g4+ ♔h8 25 ♕×f6#. To avoid checkmate, Black will have to give up his Queen by 25... ♔×e5.

2.22. [2016-06-09] Missed win: Naiditsch – Svidler, 2009

ARKADIJ NAIDITSCH – PETER SVIDLER  
World Cup, Khanty-Mansiysk RUS: 2009

*White played 37 g6+? and lost. Can you find a winning line?*

ARKADIJ NAIDITSCH (See §25 on Page 301) and PETER SVIDLER (See §38 on Page 303), two strong grandmasters currently, played this game in a rapid (G/30) game.

37                    ♖h4!

In the actual game, White played 37 g6+? and lost.

37                    ...                    ♔c5

37... ♔g7 38 ♖h7+-.

38                    ♖f4+!                    ♔e8

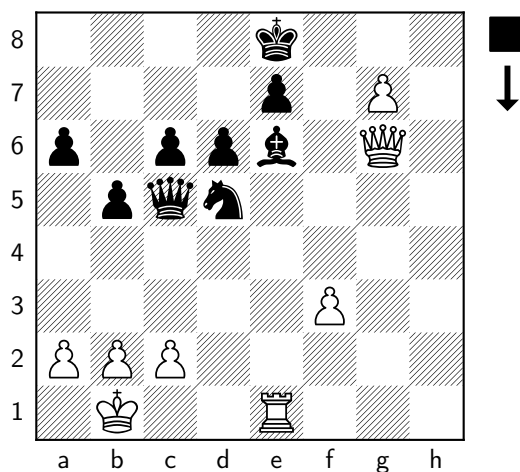


38... ♖xf4 39 ♜h7+ ♔e8 40 ♜xe7# is too fast, while 38... ♗f5 39 ♜xf5+ ♔e8 40 ♜h5+ ♔d7 41 ♜xf8 is too painful.

39	♜xf8+	♔xf8
40	♜h8+	♔f7
41	♜h7+	♔f8

41... ♔e8 42 ♜g8#

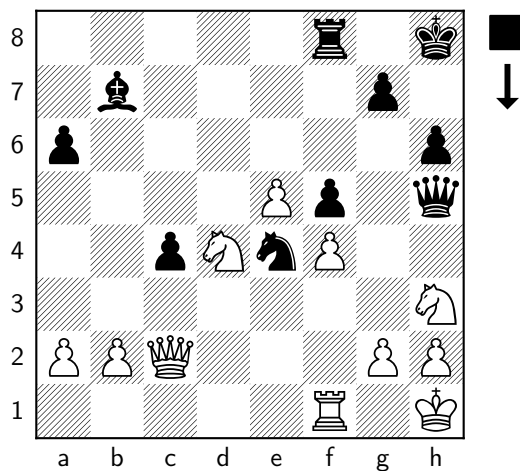
42	g6	♗e6
43	g7+	♔e8
44	♜g6+!	



White wins. Both 44... ♔d8 45 ♜xe6 followed by 46 g8♜+ and 44... ♗f7 45 g8♜+ win.

2.23. [2016-06-10] Power of double check: Torres – Alekhine, 1922

JOAQUIN TORRES – ALEXANDER ALEKHINE  
Sevilla: 1922



*Black is a pawn down, but has a strong attack. How can Black take home victory by a neat combination?*

Another queen sacrifice by World Champion ALEXANDER ALEKHINE (See §1 on Page 296).

28 ... ♔xh3!  
29 g×h3

White could avoid the immediate defeat by a move like 29 ♘f3, but Black will be a piece up.

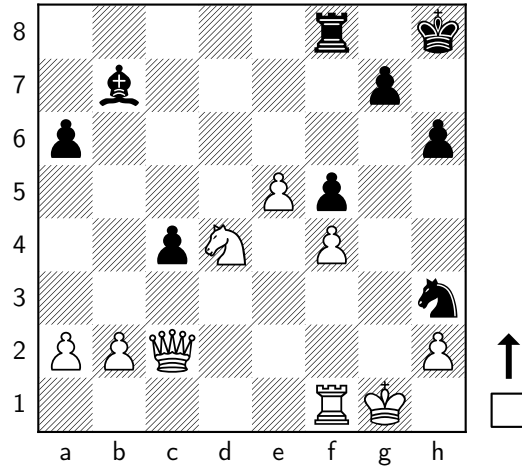
29 ... ♘f2+

The double check!

30

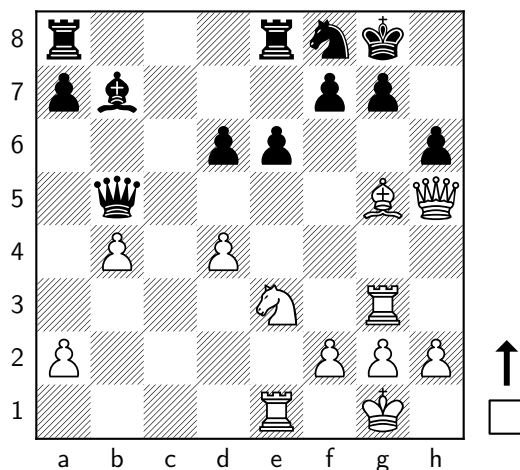
♔g1

♘xh3#



2.24. [2016-06-13] The windmill attack: Torre, C. – Lasker, Em., 1925

CARLOS TORRE – EMMANUEL LASKER  
Moscow: 1925



The material is level, but looks like White will lose the Bishop on g5 because it is pinned against the Queen. How can White avoid it and win the game?

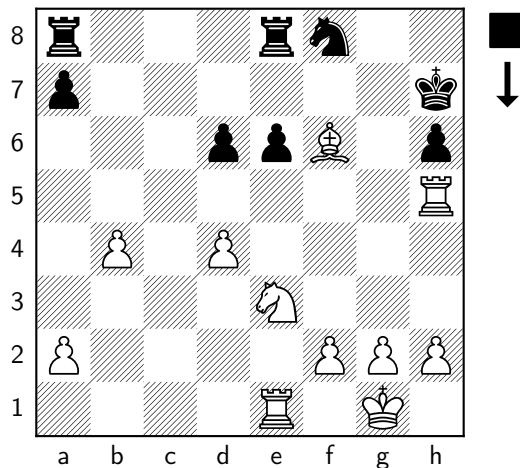
The less known CARLOS TORRE (See §42 on Page 304) beats the former World Champion EMMANUEL LASKER Pl:EmLasker with a spectacular *Wind-mill combination*.

25                    ♖f6!

Black has to accept the Queen sacrifice as his Queen also is *en prise*.

25	...	♙xh5
26	♜xg7+	♘h8
27	♜xf7+	♘g8
28	♜g7+	♘h8
29	♜xb7+	♘g8
30	♜g7+	♘h8

31 ♖g5+ ♔h7  
 32 ♗xh5



White is up a piece and two pawn here. Black gets the piece back but White wins anyway.

32 ... ♔g6  
 33 ♗h3 ♔xf6  
 34 ♗xh6+ ♔g5  
 35 ♗h3

With three extra pawns, White wins easily. The game continued 35... ♖eb8 36 ♖g3+ ♔f6 37 ♖f3+ ♔g6 38 a3 a5 39 bxa5 ♖xa5 40 ♖c4 ♖d5 41 ♖f4 ♖d7 42 ♖xe6+ ♔g5 43 g3 1-0.

## 2.25. [2016-06-15] Shielding Knight: Karpov – Korchnoi, 1978

ANATOLI KARPOV – VIKTOR KORCHNOI  
Wch Game 8, Baguio: 1978

*How can White take advantage of pathetic position of the Black King?*

This was the first decisive game after seven draws in the World Championship match between the champion ANATOLY KARPOV (See §15 on Page 299) and the challenger VIKTOR KORCHNOI (See §18 on Page 300).

Karpov won the match narrowly with +6-5=21. The rule was the first player to win 6 points will win the match, with draws not counting.

The score (Karpov vs Korchnoi) became 1-0 at game 8, 1-1 at game 11, 2-1 at game 13, 3-1 at game 14, 4-1 at game 17, 4-2 at game 21 and 5-2 at game 27. Then it became 5-3 at game 28, 5-4 at game 29 and 5-5 at game 31. Finally, Karpov won the 32<sup>nd</sup> game and won 6-5.

26

♖d7!

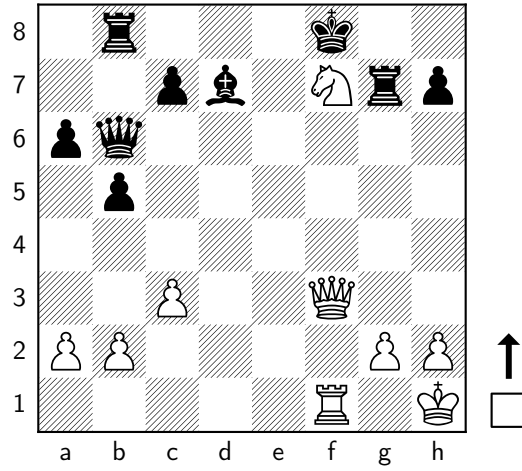
♜b8

26... ♗x d7 27 ♕x f7+! ♜x f7 28 ♜x f7#.

27

$\text{♞}\times\text{f7}$

$\text{♜}\times\text{d7}$



Now, 28  $\text{♞}\text{h6+?}$  allows Black to escape with 28...  $\text{♚}\text{e7}$ . Other discovered checks by the Knight allows 28...  $\text{♜}\text{g8}$ . The move played shields the f8-square from the Rook.

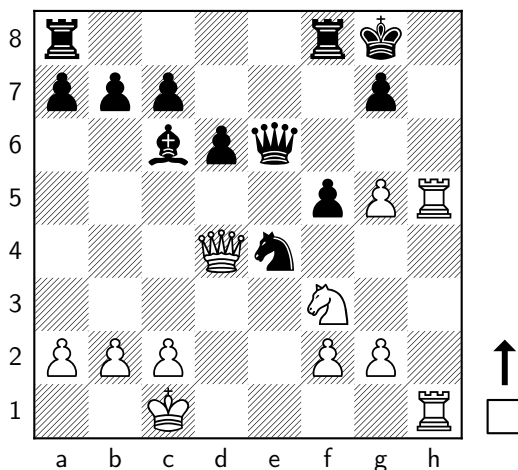
28

$\text{♞}\text{d8+!}$

Now, 28...  $\text{♚}\text{e7}$  will be met with 29  $\text{♞}\text{f8}\#$ . Black resigns.

2.26. [2016-06-16] Reversing moves: Alekhine – Hoelscher, 1933

ALEXANDER ALEKHINE – HOELSCHER  
Simul (50b): 1933



White launched a King-side attack sacrificing a piece. Black just played 15... f5, giving an escape square for the King at f7 to parry the mate threat on h8. How can White force a win?

The clue that Black's last move was 15... f5 is a red herring. 16 gxf6 (en passant) is bad for White after 16... ♖xf6 (16... ♖xa2! also is very strong.), White's attack has ended and Black should win with the extra piece.

White can play 16 g6 but after 16... ♖xg6, White cannot win: 17 ♖c4+ d5 defends, while 17 ♘e5 is met by 17... ♖xh5! (17... dxe5?? 18 ♖c4+ followed by 19 ♖h8#.) 18 ♖xh5 dxe5 and Black wins.

We saw that 16 g6? ♖xg6 17 ♘e5? dxe5?? (17... ♖xh5!-+.) 18 ♖c4+ wins, so a reversal of moves technique suggests 16 ♘e5 dxe5 17 g6.

16 ♘e5!

Guards f7 and threatens 17 ♖h8#.

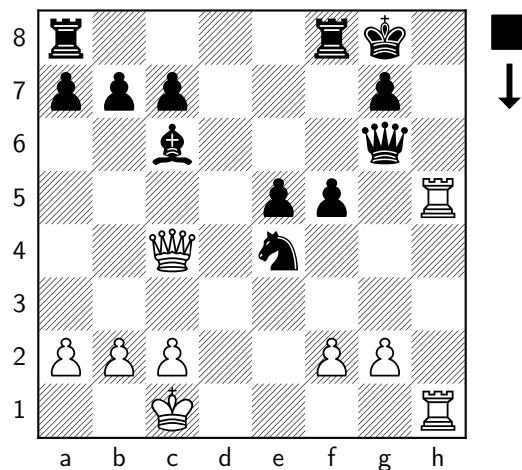


A less colorful way to win is 16 ♖h7 ♗g6 17 ♜c4+ d5 18 ♖h8+ ♔f7 19 ♘e5+ ♙e6 20 ♘xg6 dxc4 21 ♘xf8+, but the move played forces checkmate.

16 ... dxe5

For 16... ♗xe5, the simplest is 17 ♗xe5 dxe5 18 g6, but Black can avoid checkmate by 17... ♔f7. To force checkmate, White can play 17 g6! and now 17... ♗f4+ (Hoping 18 ♔b1 ♗h6) will be met with 18 ♗e3! ♗h6 (18... ♗xe3 19 fxe3 and there nothing can be done for 20 ♖h8#.) 19 ♖xh6 gxh6 20 ♗xh6, and checkmate cannot be avoided.

17 g6! ♗xg6  
18 ♗c4+!



The point! Now, the only way to meet the check is to self-block the f7 square with the Queen or Rook (Not that the first move deflected the d6-pawn), and after that 19 ♖h8# is mate.

This was one of the 50 games played by the World Champion ALEXANDER ALEKHINE (See §1 on Page 296) in simultaneous exhibition.

2.27. [2016-06-17] Blind master's Queen: Alekhine – von Feldt, 1916

ALEXANDER ALEKHINE – M VON FELDT  
Tarnopol UKR: 1916

*White's active pieces and Black's weak pawn on e6 give White a definite advantage. How can White convert that to a quick full point?*

Future World Champion ALEXANDER ALEKHINE (See §1 on Page 296) was playing blind-folded in this friendly game in a hospital after a rescue mission for red cross. However, the pain and inability to see doesn't prevent him from finding this amazing combination!

15                      ♘f7!

15 ♘c6 ♗xc6 16 ♕xe6+ ♔h8 17 ♕xc6 wins a pawn, but the text achieves more.

15                      ...                      ♔xf7

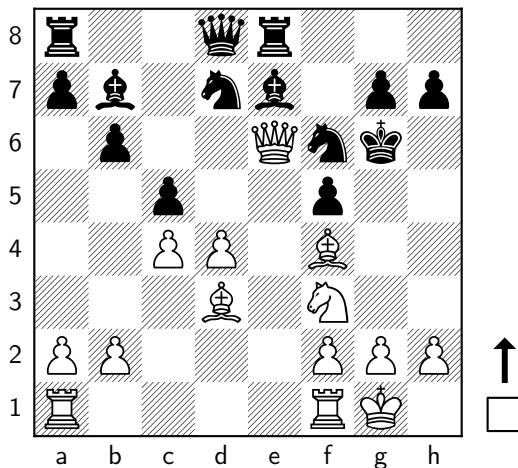
After 15... ♕c8 or 15... ♗xf3, White plays 16 ♕xe6, with the threat of the famous smothered mate: 17 ♘h6+ ♖h8 18 ♕h8+ ♗xg8 19 ♘f7#.

16

♙xe6+

♚g6

16... ♙xe6 17 ♘g5# is checkmate, while after 16... ♙f8 17 ♘g5, Black will have to give up the Queen to avoid checkmate.



17

g4!

The fastest path to checkmate. 17 ♘h4+ ♚h5 18 ♙xf5+ ♚xh4 19 g3# and 17 ♙xf5+ ♚h5 18 g4+ f×g4 19 ♙xg4# also lead to checkmate.

17

...

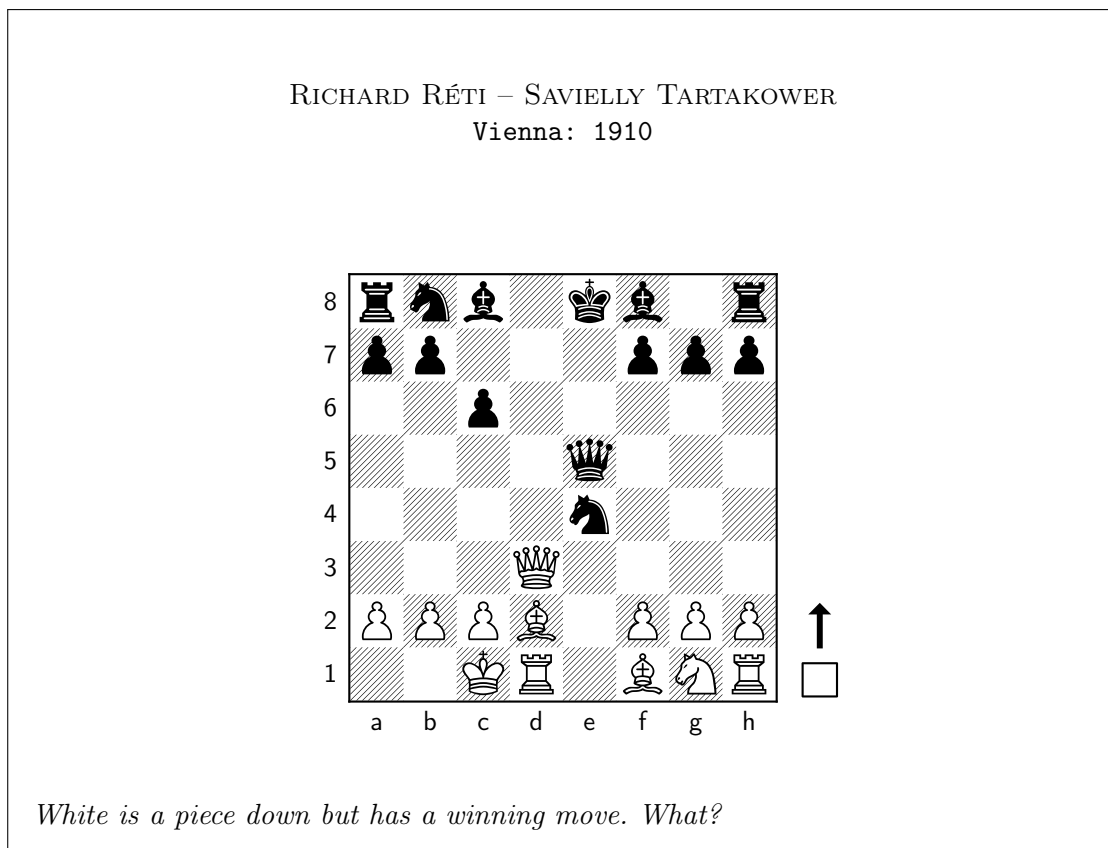
♙e4

Prevents 18 ♙xf5#, but that doesn't prevent

18

♘h4#

2.28. [2016-06-20] The power of double check: Réti – Taratakower, 1910



This very short game was played between RICHARD RÉTI (See §31 on Page 302) and SAVIELLY TARTAKOWER (See §41 on Page 304), two of the leading players in the beginning of the twentieth century.

9                    ♔d8+!!            ♚xd8  
10                   ♗g5+!

Sacrifices a queen for a double check!

10                   ...            ♚c7

10... ♚e8 11 ♖d8# also is equally beautiful.

11                   ♗d8#



3	...	♔g7
4	♖xf7+	♔xf7
5	♗xb7+	

5 ♖f1+ ♘f4 6 ♖xf4+ ♗xf4 and White will have to give up the Queen to avoid checkmate.

5	...	♔g8
6	♗b8+	♔h7
7	♗c7+	♔h6

White resigns.

2.30. [2016-06-24] Double check by undefended pieces: Olei – Grigorov, 1968

OLEI – GRIGOROV  
Correspondence: 1968

*Black is an exchange down, and getting it back looks difficult, as his Queen is undefended. How can Black escape from this position to gain the upper hand?*

1                   ...                   ♖h1+!

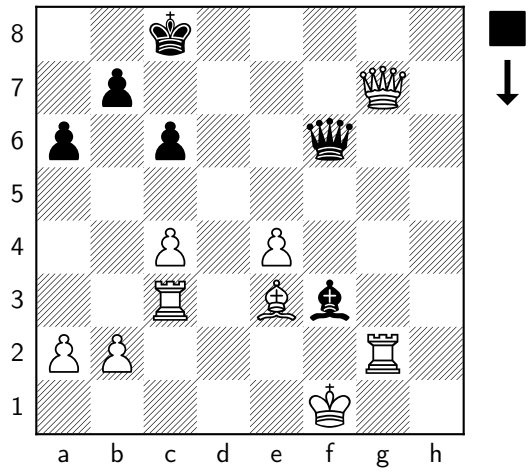
2                   ♙f2

2 ♙xh1 would leave the Rook pinned and Black will win the Queen by 2... ♗xg7.

2                   ...                   ♖f1+!

3                   ♙xf1

3 ♙g3 also will lose the Queen by 3... ♗xg7+.



3

...

$\text{♙} \times \text{g}2+$

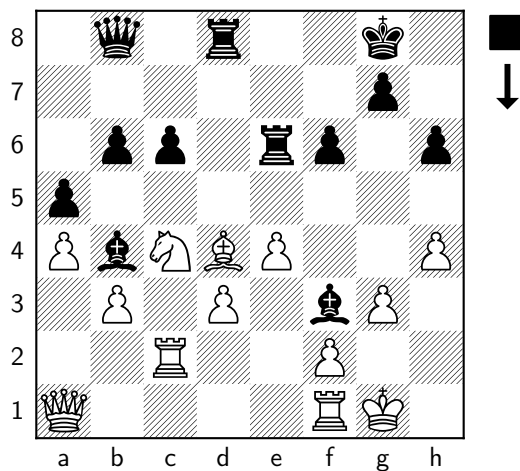
Aha, the double check! Even though the White Queen can take either checking piece for free, his majesty should address a double check!

White resigns, as  $4 \text{ ♙} \times \text{g}2 \text{ ♚} \times \text{g}7+$  wins the Queen and the game.



2.31. [2016-06-27] Exchange sac, pin and mate: Hickl – Pelletier, 2010

JOERG HICKL – YANNICK PELLETIER  
Switzerland: 2010

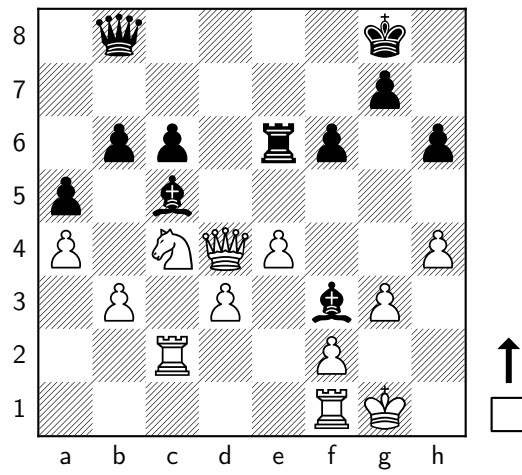


*White has just won a pawn on d4. How does Black punish White for his reckless play?*

37                    ...                    ♖xd4!

Black resigns, because after

38                    ♚xd4                    ♘c5



White will have to give up the Queen, as 39 ♔a1 ♚xg3# is mate.

2.32. [2016-06-28] Karel vs Karel: Opocensky – Hromadka, 1931

KAREL OPOCENSKY – KAREL HROMADKA  
Christmas Tournament: 1931

*Black has an extra pawn, but the vulnerable position of his King gives White a chance to launch a mating attack. Can you spot it?*

Some sources say this game, played on the Christmas day in 1931, was played with colors reversed, i.e., Hromadka played White and Opocensky played Black. Nobody has any more information on this tournament.

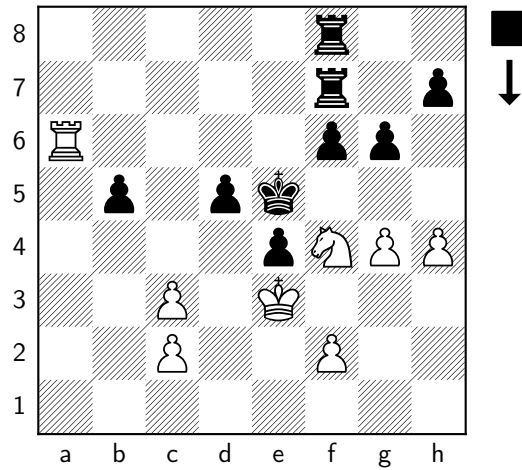
24                      ♖xd5!

In the actual game, White played 24 g4? revealing the intention too early, and the game continued 24... ♖e8? 25 ♖xd5! cxd5 26 ♘d3+ exd3 27 f4#. Black could have avoided the defeat by 24... ♖d8 or 24... ♖d7, so that 25 ♖xd5 can be met with 25... ♖xd5!. White still maintains a small advantage (For example, 24... ♖d8 25 ♖xd5 ♖xd5 26 ♖xc6 (Threat 27 ♖e6#) 26... ♖e7 27 ♘xd5 ♖xd5 28 ♖b6 ♖c4 29 ♖xf6 ♖xc3 30 ♖c7+ ♖b4 31 h5±) but not sufficient to win.

24  
25

...  
g4!

cxd5



White wins, as there is no escape from the threatened checkmate by 25 ♖e6# as well as 26 ♘d3+ exd3 27 f4#. (The knight sacrifice not only clears the f4 square for the pawn, but diverts the Black pawn on e4 from capturing it en passant.) 25... d4+, the only move that gives the Black king a square to escape, will be met with 26 cxd4#.

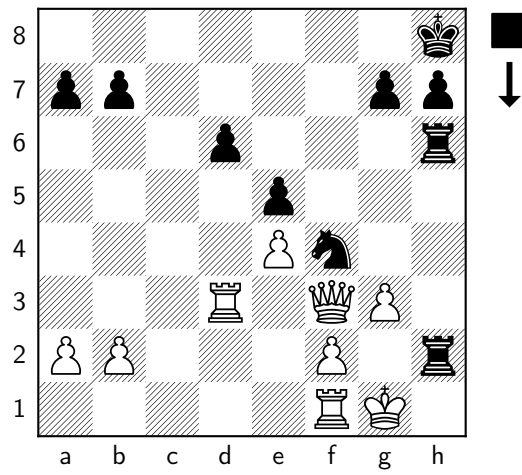
2.33. [2016-06-29] Breaking the fortress: Thybo – Christensen, 2011

THYBO – CHRISTENSEN  
Denmark: 2011

*Black definitely has a strong attack, but looks like White has defended all the points. But there is a weak point. Where?*

Black needs to be careful, because he has a terrible back rank weakness. For example, 1... ♖g6? will be met with 2 ♕f7! and White wins.

1	...	♕xf1+
2	♖xf1	♖xh2+
3	♔g1	



This position itself is a puzzle. Black to play and win.

<b>3</b>	...	♖g2+!
<b>4</b>	♙xg2	♘e2#

2.34. [2016-06-30] Intermediate check: Hort – Portisch, 1973

VLADIMIR HORT – LAJOS PORTISCH  
Madrid ESP: 1973

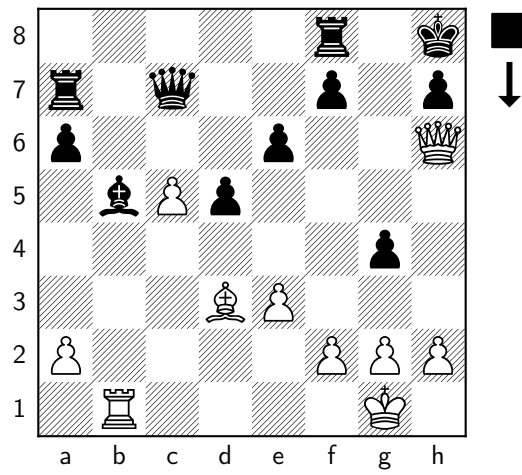
*The material is level, but Black's Kingside is exposed and weak. How does White win this game?*

This game between VLADIMIR HORT (See §13 on Page 298) and LAJOS PORTISCH (See §29 on Page 302), two leading grandmasters in the last decades of the twentieth century, illustrates the power of an intermediate move.

30	♖g4+!	f×g4
31	♗g5+!	

This intermediate move wins the game. The immediate 31 ♗h6?? will be met with 31... f5!.

31	...	♔h8
32	♗h6!	

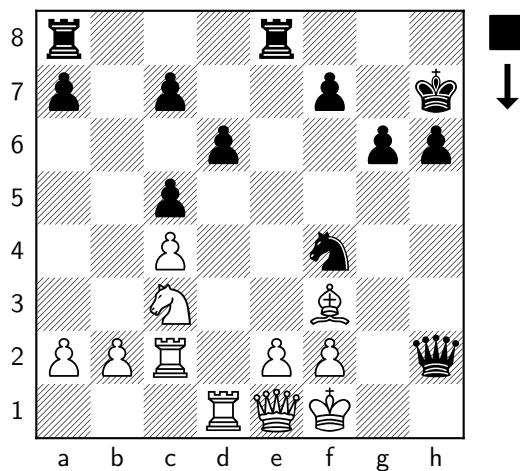


Black resigns. Both 33 ♔xh7# and 33 ♔xf8# are threatened.



2.35. [2016-07-01] Sealing the exit: Friedman – Thornblom, 1973

SHMUEL FRIEDMAN – NILS THORNBLOM  
Stockholm: 1973



*Black sacrificed a piece for two pawns. How can he finish the game off without allowing White to escape?*

26

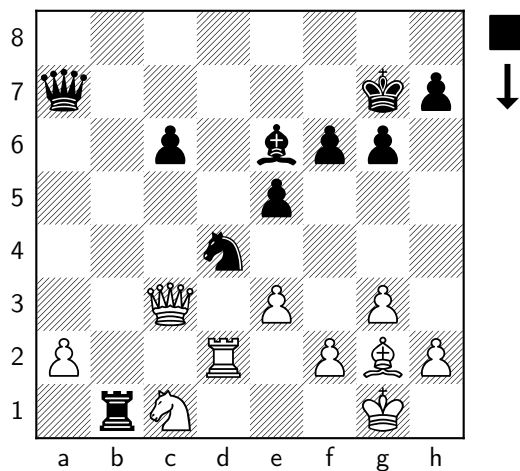
...

**♖e3!**

This move blocks the e-pawn from moving, giving the White King an escape route. Black plays 27... ♘h3 and 28... ♔g1#.

2.36. [2016-07-05] Queen diversion: Trauth – Buglisi, 2010

MICHAEL TRAUTH – MASSIMO BUGLISI  
Arco: 2010

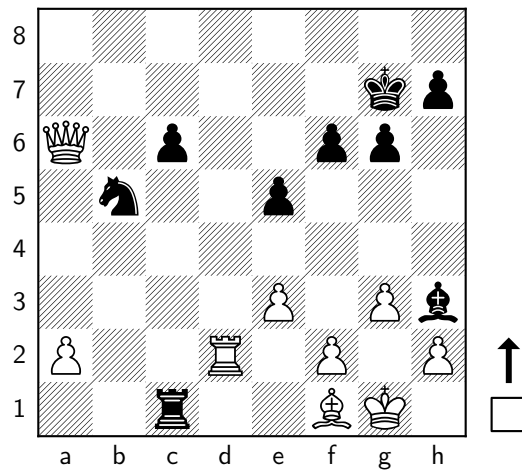


*The material is level, but Black has a winning combination. What?*

27 ... ♕a5!!  
28 ♕xa5

White cannot avoid mate by giving up a piece by 28 ♕d3 ♖xc1+ 29 ♖d1, because of 29... ♗c4!. For example, 30 ♕e4 ♖xd1+ 31 ♗f1 ♖xf1+ 32 ♗g2 ♖xf2+! 33 ♗h3 (33 ♗xf2 ♕d2+ 34 ♗g1 ♕e1+ 35 ♗g2 ♕f1#) 33... ♗f1+ 34 ♗g4 h5+ 35 ♗h4 ♖xh2#.

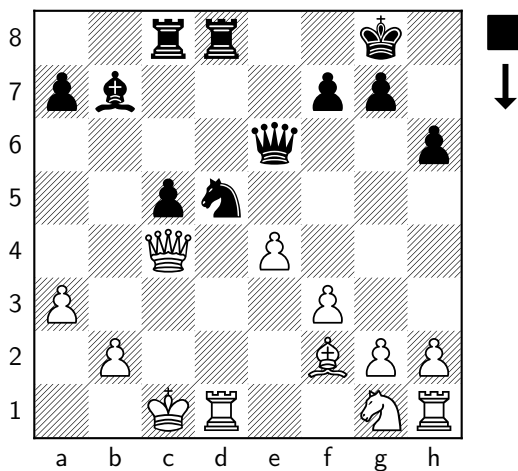
28 ... ♖xc1+  
29 ♗f1 ♗h3  
30 ♕a6 ♗b5!



White cannot avoid the threatened checkmate by ...♖xf1#. He can give a few more checks, but there is no perpetual check.

2.37. [2016-07-06] Unexpected blow: Gaasland – Carlsen, 2001

GLENN GAASLAND – MAGNUS CARLSEN  
Ski NOR: 2001



*The position looks equal, but Black has a winning combination. Can you find it?*

This was played by World Champion MAGNUS CARLSEN (See §9 on Page 297) when he was only 11 years old.

23 ... ♖e3!

Threatens 24... ♖xd1♯ and 24... ♗xc4+.

24 ♖xd8+ ♖xd8

Threatens 24... ♖d1♯ and 24... ♗xc4+.

25 ♗e2

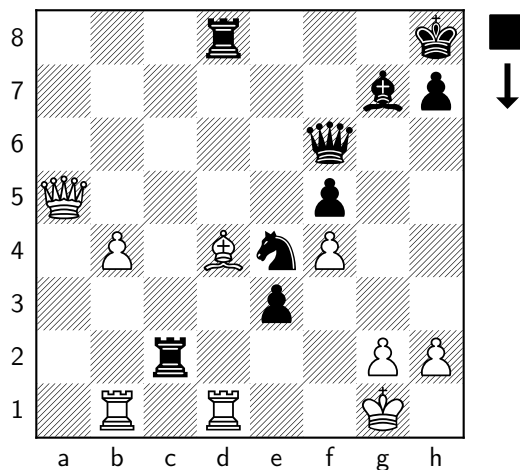
25 ♔f1 also will be met with 25... ♔c4+. The Queen is not defended on f1.

25                                   ...                                   ♔c4+

White resigns, as 26 ♔xc4 ♖d1# is checkmate, while 26 ♖b1 ♖d1+ will lose the Queen for a Rook and checkmate is not very far off.

2.38. [2016-07-07] Unnecessary tactics: Sefchect – Umesh, 1997

MARK M. SEFCHECT – UMESH NAIR  
1997 Midwest Championship, Chicago: 1997



*Black is a piece up but is in a tight corner. His Queen is attacked, and after it moves, 35 ♖xg7+ followed by 36 ♜xd8+ wins for White. How will Black escape from this and win this game?*

Several tries are interesting, but White has resources to beat most of them.

- A) 1... e2? 2 ♜xd8+ ♜xd8 3 ♖xg7+ ♔xg7 4 ♜xd8 +-.
- B) 1... ♜xd4? 2 ♜xd4 ♜xd4 3 ♜a8+ +-.
- C) 1... ♜e7? 2 ♜xd8+ ♜xd8 3 ♖xg7+ ♔xg7 4 ♜xd8 +-.

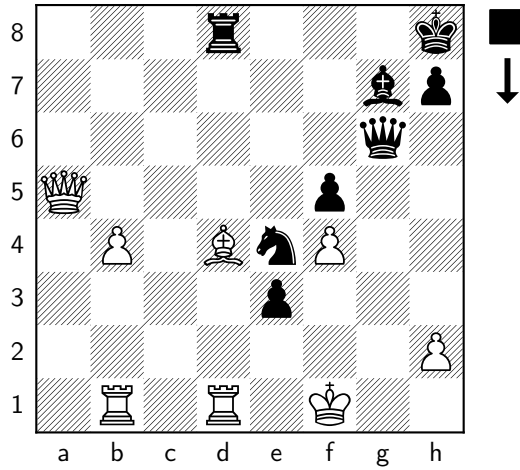
Three moves are interesting to consider:

CASE 1: RISKY SACRIFICE

The game continued

34	...	♖xg2+
35	♔xg2	♗g6+
36	♕f1	

36 ♔h1 ♘f2# is mate, while 36 ♔f3 ♗g4+ 37 ♔xe3 ♙d4+ 38 ♖d4 ♗h3+ 39 ♔e2 ♗g2+ 40 ♔d3 ♗d2+ 41 ♔c4 ♗x d4+ wins as in Case 2.



36	...	e2+!
37	♔xe2	

37 ♔e1 exd1♗+ (See the difference from Case 2: Black doesn't have 37... ♗g1+. 38 ♖d1 ♖e8 and Black wins with the extra piece.)

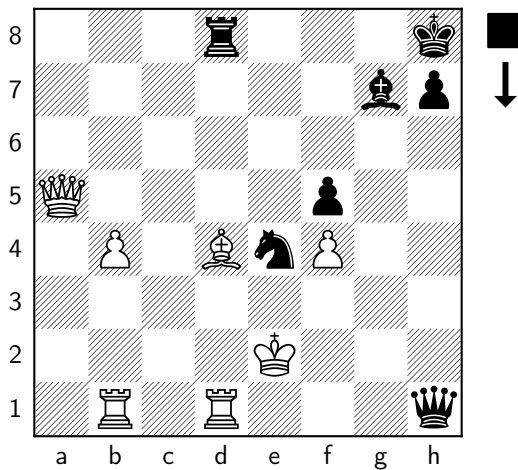
37	...	♗g2+
38	♔e1	

38 ♔d3 ♖d4+ 39 ♔e3 ♗f2# and 38 ♔e3 ♗f2+ 39 ♔d3 ♖d4# end quicker.

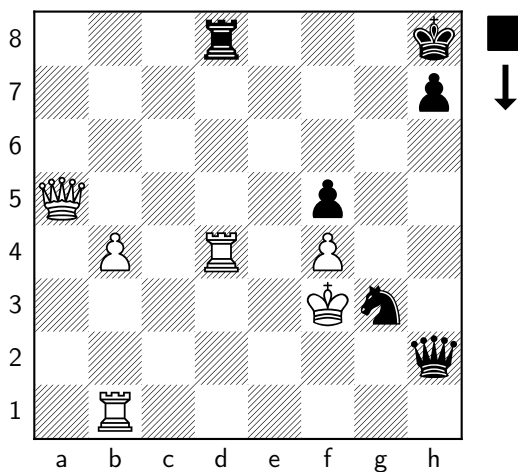
38	...	♗h1+
39	♔e2	♗xh2+
40	♔e1	♗h1+

40... ♔h4+ 41 ♕e2 ♖xh4 wins enough material to win.

41 ♕e2



41	...	♖g3+
42	♕f2	♖xh4+
43	♖xh4	♔h2+
44	♕f3	





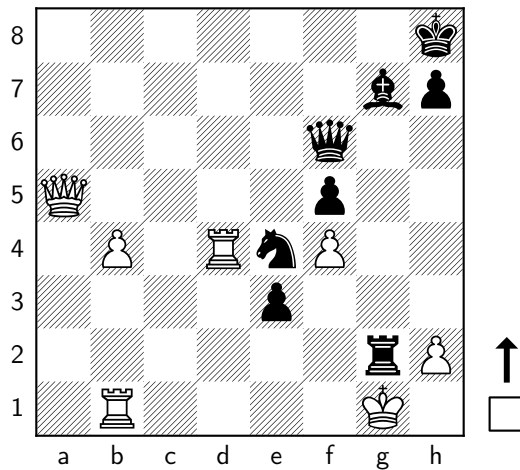
44 ... ♖e2+!

White resigns. After 45 ♖xg3 ♜g8+ mates next move.

CASE 2: SAFER SACRIFICE

Case 1 is an interesting combination, but eliminating the Bishop on d4 helps Black to win more easily: It eliminates any ♗x6 or ♗xg7+ threat and makes the dark squares f2 and g1 available for the Queen.

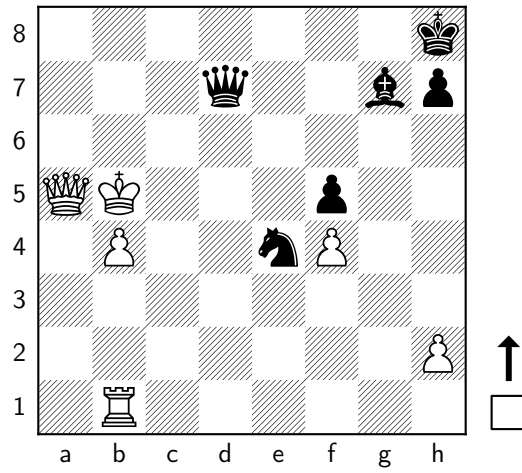
34 ... ♜xd4!  
 35 ♜xd4 ♜xg2+



36 ♖xg2 ♜g6+  
 37 ♖f3

37 ♖f1 e2+ 38 ♖xe2 (38 ♖e1 ♜g1+ 39 ♖xe2 ♜f2+ 40 ♖d1 ♜xd4+--+) 38... ♜g2+ 39 ♖d3 (39 ♖e1 ♜f2+ 40 ♖d1 ♜xd4+--+) 39... ♜d2+ 40 ♖c4 ♜xd4+--+.

37 ... ♜g4+  
 38 ♖xe3 ♜h3+  
 39 ♖e2 ♜g2+  
 40 ♖d3 ♜d2+  
 41 ♖c4 ♜xd4+  
 42 ♖b5 ♜d7+



43                      ♖b6

43 ♖c4 ♜d2+ 44 ♖c5 ♙d4#.

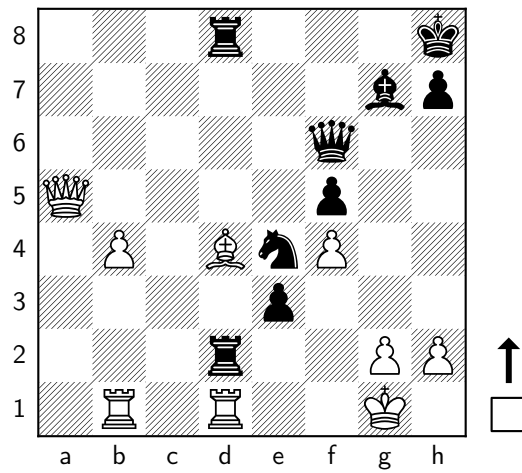
43                      ...                      ♙d4+

+. .

White loses the Queen also and will be checkmated soon.

CASE 3: HARD-TO-FIND, UNBELIEVABLY SIMPLE MOVE

34                      ...                      ♖d2!!



White is lost. Black is threatening 35...♔×d4. If the White Bishop moves (including 35 ♗×f6), Black checkmates with 35...♖×d1+. After 35 ♖×d2 exd2, the same situation arises: Black threatens 36...♔×d4, and any move by Bishop will lead to checkmate after 37...d1♔+.

2.39. [2016-07-08] Deep and wide combination: Ščipkov – Mészáros, 1993

ŠČIPKOV – G. MÉSZÁROS  
Kecskemét: 1993

*All of White's pieces are aimed at Black's King. How can White finish it off?*

1                      b6!!

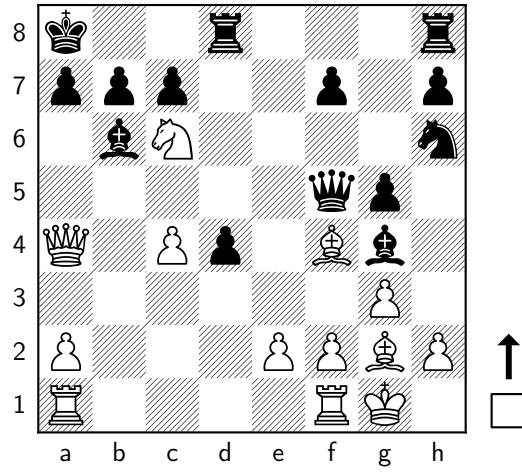
1 ♖c6+ ♔c8 2 b6 also works. For 1...bxc6, White should continue 2 b6!! and not 2 bxc6?? gxf4 +-.

1                      ...                      ♗xb6

1...axb6 2 ♖c6+! ♔c8 (2...bxc6 3 ♗xc6 +-) 3 ♖xa7+ ♔b8 4 ♖b5 gxf4 5 ♗xb7! ♔xb7 6 ♗xa7+ ♔c6 7 ♗xc7#.

2                      ♖c6+!                      ♔a8

2...bxc6 3 ♖xc6 ♔c8 4 ♘xc7!! ♘xc7 5 ♜ab1! +- with the threat of 6 ♜b8+ ♔xb8 7 ♜b7#.



3 ♘xc7! ♔c5  
4 ♘xb6

Black resigns. 4... ♜xb6 5 ♜ab1 +-.

2.40. [2016-07-11] Dancing Knight: Larsen – Kristiansen, 1991

BENT LARSEN – JENS KRISTIANSEN  
Lyngby DEN: 1991

*White is an exchange down, but does he have a winning combination?*

BENT LARSEN (See §19 on Page 300), master of innovative combinations, finds a neat way to win from this position.

32                      ♖g8+!

32 h6+ ♕xh6 33 ♖g8! also wins, but it is more complicated. For example, 33... ♖c8 34 ♘g4+ ♕h5 35 ♘xf6+ ♕h6 36 ♘g4+ ♕h5 37 ♘e3+ ♕h5 38 ♖d4!! (Intending 39 ♖f6!) 38... ♖xg8 39 ♘g4+ ♕h5 40 ♘f6+ ♕h6 41 ♘xg8+ ♕h5 42 ♖d1#

32                      ...                      ♕xg8

32... ♕h6 33 ♘g4+ ♕h5, and White has two ways to win:

A) 34 ♘e3+ ♕h6 35 ♕g2! ♖b5 36 ♖h1+ ♖h5 37 ♘g4#.

B) 34 ♖xf6+ ♔h6 35 ♗g4+ ♔h5 36 ♗e5+ ♔h6 37 g4! and 38 g5#.

<b>33</b>	♗d8+	♔g7
<b>34</b>	h6+	♔xh6
<b>35</b>	♗g4+	♔h5

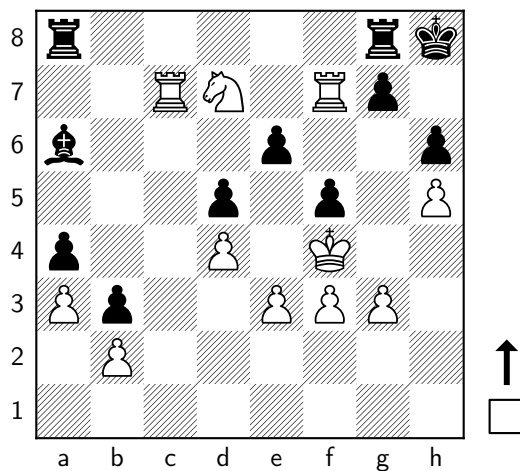
35... ♔g7 36 ♗xf6+ ♔g8 37 ♗h6#.

<b>36</b>	♗xf6+	♔h6
<b>37</b>	♗g4+	

Black resigns. Both 37... ♔g7 38 ♗xf6+ ♔g8 39 ♗h6# and 37... ♔h5 38 ♗h4# are checkmates.

2.41. [2016-07-12] The royal warrior: Alekhine – Yates, 1922

ALEXANDER ALEKHINE – FRED DEWHURST YATES  
London ENG: 1922



*White definitely has an advantage, and there are many ways to win. For example, 36 ♖b6 followed by ♖a4 wins. But there is a more forceful way to win in this position. Can you find it?*

Another famous game by World champion ALEXANDER ALEKHINE (See §1 on Page 296).

36                      ♖f6!                      ♜gf8

36...gxf6 37 ♜h7# is too quick. After 36...♜gc8 37 ♜xg7 ♜xc7 38 ♜xc7 and Black cannot prevent 39 ♜h7#.

37                      ♜xg7!

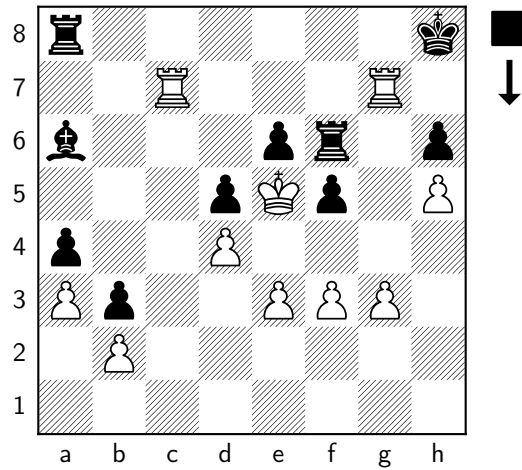
Threatens 38 ♜h7# as g8 is covered by the Knight.



37  
38

...  
♔e5!!

♖xf6

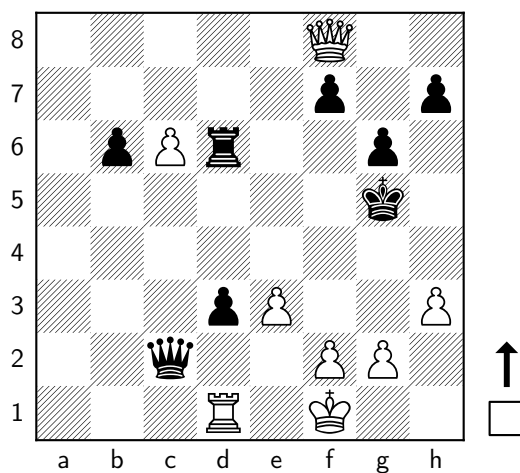


Black resigns. The rook is trapped, as 38... ♖ff8 or 38... ♖af8 will be met with 39 ♖h7+ ♔g8 40 ♖cg7#. After the King captures the rook on f6, Black is not only an exchange down, but will have to address the mate threat by 40 ♖h7+ ♔g8 41 ♖cg7+ ♔f8 42 ♖h8# as well.

An interesting example where the King takes an active part in the middle game.

2.42. [2016-07-13] Fleeing to win: Khismatullin – Eljanov, 2015

DENIS KHISMATULLIN – PAVEL ELJANOV  
Jerusalem ISR: 2015

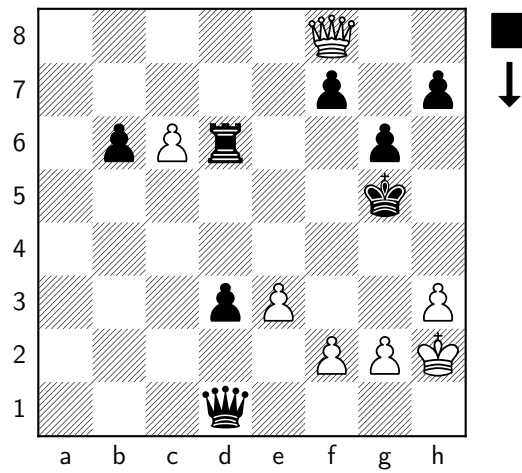


*With ... ♖×e1 ♯ threatened and the presence of a menacing d-pawn makes White's position appear too hopeless. How can White win from this position?*

44                      ♔g1!!

An unexpected move, saving the King by giving up a whole Rook!

44                      ...                      ♖×d1+  
45                      ♔h2

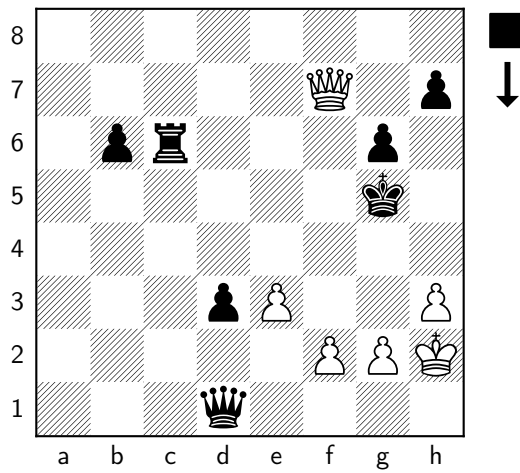


Unbelievable! Black is lost here. Since both ♔×d6 and c7 are threatened, Black's reply is forced.

45 ... ♖×c6  
 46 ♔e7+

In the actual game, White was gaining time. 46 ♔×f7 wins, as happened in move 48.

46 ... ♔h6  
 47 ♔f8+ ♔g5  
 48 ♔×f7



White is threatening both 49 ♕f4# as well as 49 f4+ ♔h6 50 ♕f8+. Black gives up the Rook to avoid checkmate.

48	...	♜f6
49	f4+	♔h6
50	♕xf6	

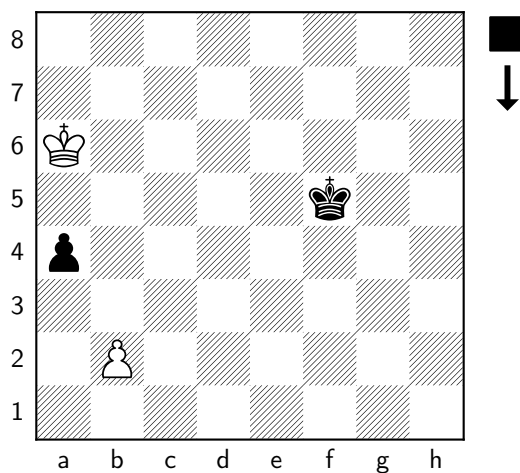
Now Black is lost.

50	...	♕e2
51	♕f8+	♔h5
52	♕g7	h6
53	♕e5+	♔h4
54	♕f6+	♔h5
55	f5	gxf5
56	♕xf5+	♔h4
57	♕g6	

Black resigns.

2.43. [2016-07-18] Basic K+P ending: Tukmakov – Ubilava, 1972

V. TUKMAKOV – E. UBILAVA  
USSR Ch., Moscow: 1972



*With the King so close to the enemy pawn and well-ahead of own pawn, this position looks like an easy win for White. But Black has one way to draw. Which one?*

This was played in a real game, but the solution is like an endgame study. Black has to play very precisely to draw this game.

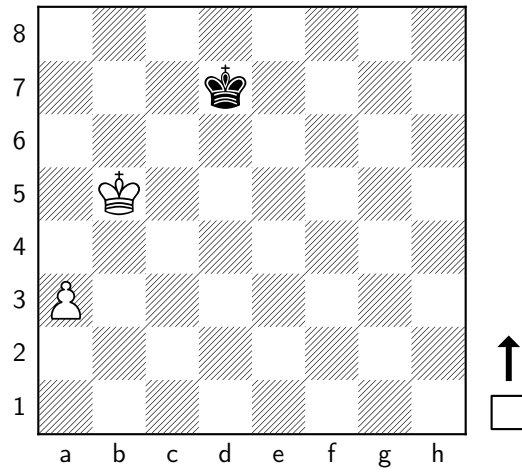
**1** ... ♔e6!

1... a3? 2 bxa3! ♔e6 3 ♔b7 ♔d5 4 a4+-.

**2** ♔b5 a3!

2... ♔d5? 3 ♔xa4 ♔c6 4 ♔a5+-

**3** bxa3! ♔d7!



Black reaches c8 in time, and draws.

2.44. [2016-07-19] Lure and save: Fischer – Shocron, 1959

BOBBY FISCHER – RUBEN SHOCRON  
Mar del Plata ARG: 1959

*White has won a piece, but Black pinned the White Rook against the Queen, and looks like he will win the Rook, ending up an exchange up. How can White make sure that he will end up with a winning material advantage?*

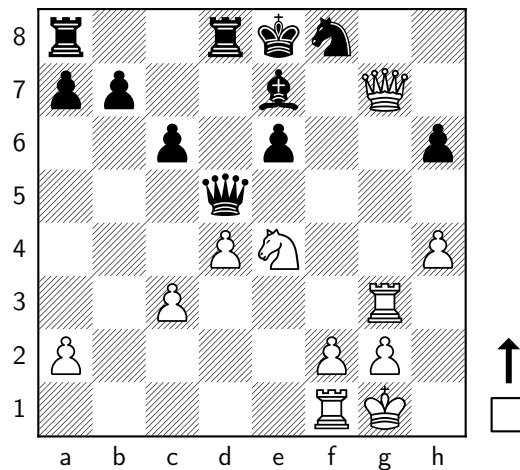
16-year old future World Champion BOBBY FISCHER (See §10 on Page 298) found a hard-to-find move over the board, and he included this game in his famous book *My memorable 60 games*.

40                      ♖d7!

Saves the extra piece. 40... ♙×d7 41 ♜×g6+ win the Queen, while 40... ♙d8 41 ♜×e5 ends up a piece up.

2.45. [2016-07-20] Demolishing Queen sacrifice: Korchnoi – Petersons, 1965

VIKTOR KORCHNOI – ANDREJS PETERSONS  
USSR Ch, Kiev: 1965



*White can increase pressure and win with 32 ♖e1 ♕f5 33 ♖f3 but there is a quicker forced win. Can you find that?*

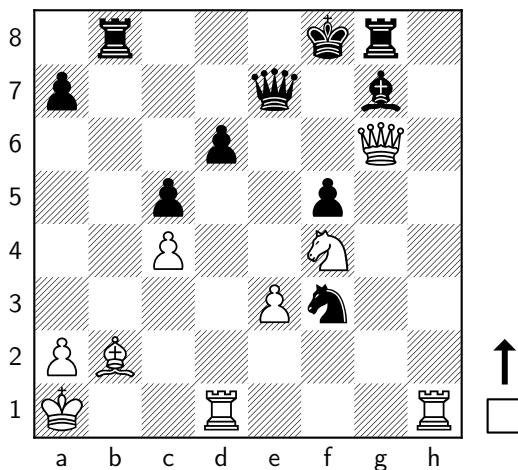
VIKTOR KORCHNOI (See §18 on Page 300), one of the greatest players in recent years, rarely missed tactical chances like this.

32	♕xe7!	♔xe7
33	♖g7+	♕e8
34	♘f6#	



2.46. [2016-07-25] Win by an inch: Larsen – Kavalek, 1970

BENT LARSEN – LUBOMIR KAVALEK  
Lugano SUI: 1970



*White has a decisive advantage, but need to be extremely careful because Black too has some chances. How can White win this game?*

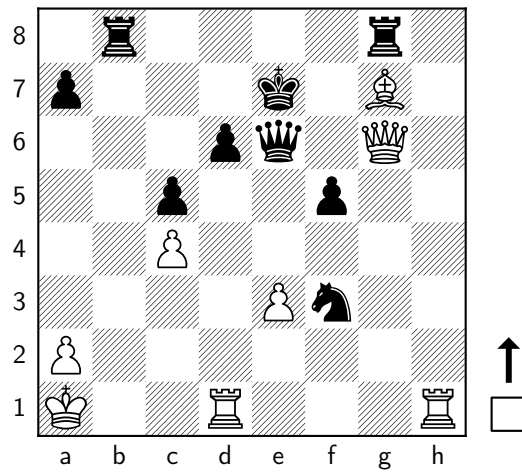
The innovative Danish master BENT LARSEN (See §19 on Page 300) gets the better of the Czechoslovakian (later United States) grandmaster LUBOMIR KAVALEK in this complex game.

30                      ♘e6+!                      ♔xe6  
31                      ♙xg7+

31 ♔xe6? ♙xb2+ 32 ♖b1 ♙a3+ 33 ♖a1 (33 ♖c2? ♗g2+ 34 ♖d3 ♘e5 wins for Black.)  
33... ♙b2+ draws.

31                      ...                      ♖e7

31... ♖xg7 32 ♗xe6+-.



32 ♗f8+!! ♖bxf8

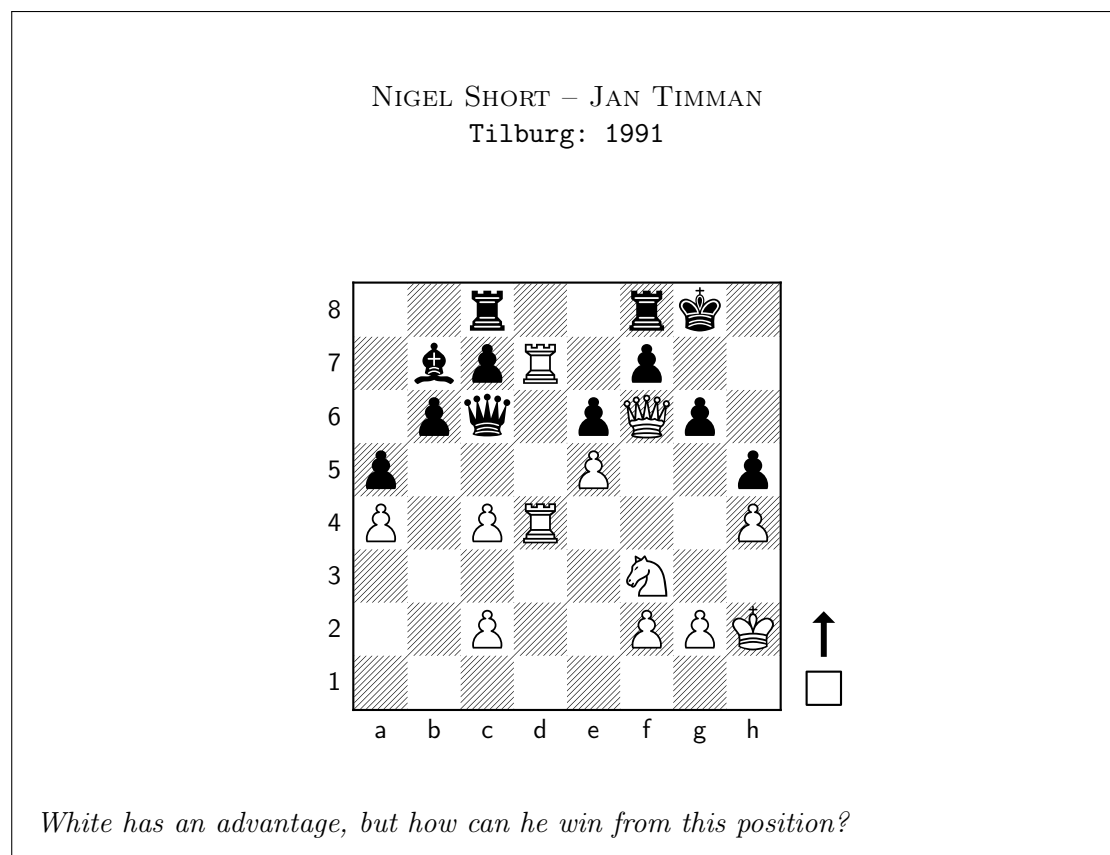
32... ♔xf8 33 ♗xe6+-.

32... ♖gxf8 33 ♖h7+ ♖f7 34 ♖xf7+ ♗xf7 35 ♗xd6+ ♔e8 36 ♗xb8+ ♔e7 37 ♗d6+ ♔e8 38 ♗d8#.

33 ♖h7+

Black resigns. After 33... ♖f7 34 ♖xf7+ ♔d8 (34... ♗xf7 35 ♗xd6+ ♔e8 36 ♗d8#) 35 ♗xg8+ ♗e8 36 ♖xd6+ ♔c8 37 ♗xe8#.

2.47. [2016-07-28] The daredevil King: Short – Timman, 1991



White won the game with one of the strangest sequence of moves in chess history.

**32**                      ♔g3!!

The idea is to march the King through g3-f4-g5-h6 and checkmate with ♔g7. Surprisingly, Black doesn't have a defense. The Rook on f8 cannot move due to ♔xf7+, while moving the Queen to c1 via c5 and a3 can be met by placing the Knight on d2.

The game continued

<b>32</b>	...	♖ce8
<b>33</b>	♔f4	♘c8
<b>34</b>	♔g5	

And Black resigned.

2.48. [2016-07-29] Blocking castle: Fischer – Benko, 1963

BOBBY FISCHER – PAL BENKO  
New York USA: 1963

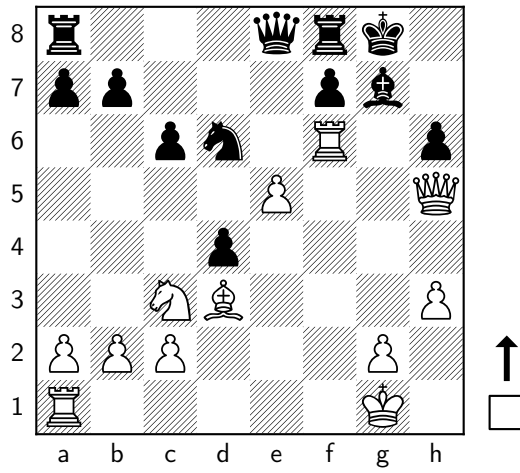
18 ♙×d4 e×d4 19 e5 is tempting but Black defends with 19...f5. How can White win by a tempo?

Future World Champion BOBBY FISCHER (See §10 on Page 298) gets the better of another promising American master of the era, PAL BENKO (See §6 on Page 297).

18 ♙×d4 e×d4  
19 ♖f6!

Preventing ...f5 in a peculiar way. Threatens 20 e5 with mate threat on h7. 20...h6 21 ♖×h6+! checkmates. After 19...♙×f6 20 e5, the checkmate on h7 cannot be avoided.

19 ... ♔g8  
20 e5 h6



21

$\text{N}e2!$

White saves the piece. Black cannot do it, because moving the Knight from d6 will follow 22 ♔f5, with inevitable mate. 22... ♕x6 23 ♔xh6 also will result in checkmate. Black resigns.

2.49. [2016-08-01] Sac, sac and mate: Alekhine – Reshevsky, 1937

ALEXANDER ALEKHINE – SAMUEL RESHEVSKY  
Kemerî LVA: 1937

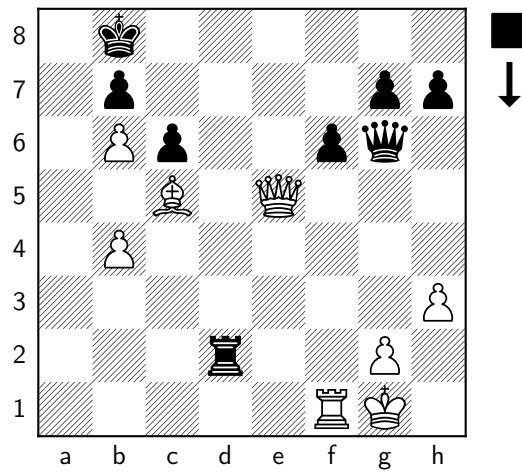
*White is a pawn down but has led Black to a cramped position. How can he bring home the victory?*

World Champion ALEXANDER ALEKHINE (See §1 on Page 296) finishes off the American master SAMUEL RESHEVSKY (See §30 on Page 302) in an elegant way.

35  
36

♖×b8+!  
♔×e5+!

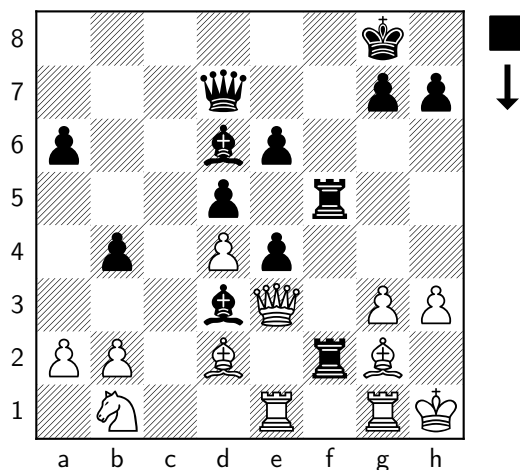
♔×b8



Black resigns. After 36... fxe5 37 ♖f8+ checkmates.

2.50. [2016-08-02] Immortal zugzwang: Sämisch – Nimzowitsch, 1923

FRIEDRICH SÄMISCH – ARON NIMZOWITSCH  
Copenhagen: 1923



*Black is down a piece for two pawns, but the move he made here forced resignation.  
What was the move?*

ARON NIMZOWITSCH (See §26 on Page 301), the father of modern positional chess game, gives a positional lesson to the attacking FRIEDRICH SÄMISCH.

25

...

**h6!!**

This calm move forces resignation. It denies the White Queen the g5 square and threatens ...♖5f3. Any White move loses immediately. For example,

- A) 26 g4 ♖5f3--+.
- B) 26 ♔h2 ♖5f3--+.
- C) 26 ♖c1 ♖e2--+.
- D) 26 ♔c1 ♔xb1 27 ♖gf1 ♗f7 28 ♔g1 ♖xf1 29 ♖xf1 ♔xa2--+.



If White plays one of the limited waiting moves like 26 b3, Black can choose to play 26... ♖5f3 or play a waiting move like 26... ♗b7, forcing a zugzwang.

This game is called *The immortal zugzwang game*.

2.51. [2016-08-17] Rook and Queen Sacrifice: Waitzskin – Frumkin, 1987

JOSHUA WAITZSKIN – EDWARD FRUMKIN  
New York: 1987

*White has just sacrificed a rook on d1. How can he force a win?*

JOSHUA WAITZSKIN, the protagonist in the movie *Searching for Bobby Fischer*, drives home victory with a neat queen sacrifice.

26	♖×g7+!	♔×g7
27	♘f6+	♕g6

27... ♕g8 28 ♖g3# is immediate mate, and 27... ♕h6 28 ♖h3+ ♕g6 29 ♖g3+ transposes to the game.

28	♖g3+	♕h6
29	♘g7+	♕h5
30	♖g5+	♕h4
31	♗f3#	

2.52. [2016-08-18] Missed win against World Champion: Schneider – Tal, 1982

LARS SCHNEIDER – MIKHAIL TAL  
Lucerne Olympiad: 1982

*In an unforgettable game, White missed a chance to beat the former World champion and one of the greatest tacticians in the world. How could White win the game?*

This happened in the Sweden – USSR match in the 1982 Olympiad. The Swedish International Master LARS SCHNEIDER who was paired against the legendary MIKHAIL TAL (See §39 on Page 303) got a winning advantage. When they reached this position, everyone who watched the game, including Tal, saw the winning combination. Well, everyone except Schneider! He played 30 g3 h5 31 ♖g5 ♜×b2 32 ♗e6 ♝×f1+ 33 ♜×f1 ♘f6 34 ♚d8+ ♜f7 35 ♗g5+ ♜e7 36 ♗×e4 ♜×d8, and Black won.

Instead, he had winning combination.

**30** ♜×h6!!

Threatens 31 ♜h8+! ♘×h8 32 ♗h6#. Capturing the Queen will lead to checkmate: 30... ♘×h6 31 ♗×h6+ ♜h8 32 ♝×f8#.

30

...

♖xf7

30... ♔c1 31 ♖xc1 ♕xh6 32 ♗xh6+ ♘h8 33 ♖e1 (33 ♖xc6?? ♖f1 ♯) leaves White with a solid extra piece.

31

♖d8+

♖f8

32

♖xf8+

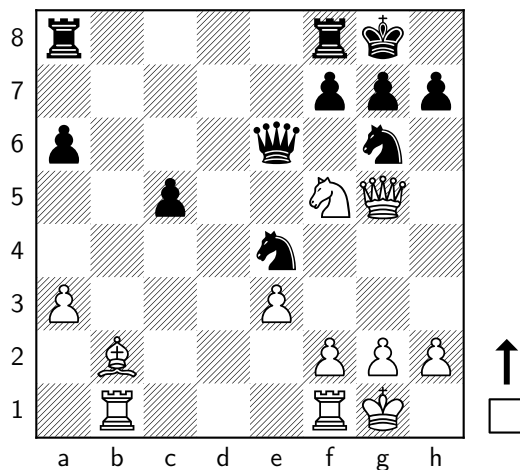
♕xf8

33

♖xf8 ♯

2.53. [2016-08-23] Daring Queen: Rabinovich – Goglidze, 1939

ILYA RABINOVICH – VIKTOR GOGLIDZE  
Leningrad RUS: 1939



*In an even position, Black just moved his Knight from f6 to e4, which allowed White to launch a winning attack. What did White play?*

23

♙h6!

Black resigns. 23... g×h6 24 ♙×h6# is mate, and otherwise Black has no way to prevent the checkmate on g7.

2.54. [2016-08-24] Dragging the King: Ramdas – Joshi, 1987

RAMDAS – S.G. JOSHI  
Bhilai IND: 1987

*White has a winning combination in this even-looking position. Which one?*

- |   |       |      |
|---|-------|------|
| 1 | f6+!  | ♙xf6 |
| 2 | ♖xf6! |      |

Instead, if 2 ♖h5+ g×h5 3 ♖xf6, Black can play 3... ♖xe4 4 ♗×h6+ ♕g8 and White doesn't have anything better than perpetual checks.

- |   |       |      |
|---|-------|------|
| 2 | ...   | ♕xf6 |
| 3 | ♖h5+! | g×h5 |
| 4 | ♖×h6+ | ♕e5  |
| 5 | ♗g5+  | f5   |
| 6 | ♗×f5# |      |

2.55. [2016-08-25] Queen in time: Smirnov – Zelesnov, 1969

SMIRNOV – ZELESNOV  
Correspondence: 1969

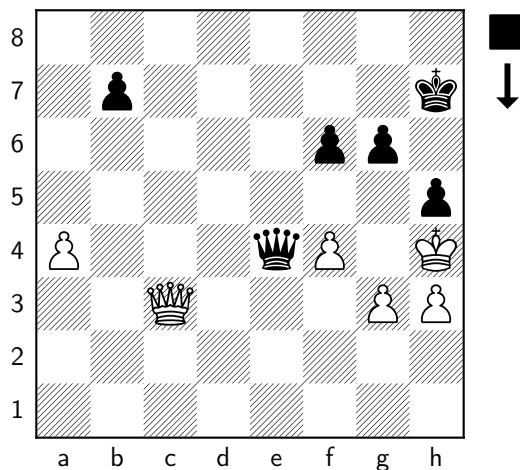
*Black's Rook and Bishop are en prise, and 1... ♖xc3 will be met with 2 d8♙+ ♔g7 3 bxc3+- . But Black has killer move that will win. Which one?*

1                    ...                    ♙d4+!!

White loses the Queen, as 2 ♙xd4 ♜c1# is checkmate. 2 ♔e1 ♜xc3 3 ♜xh6+ ♔g7 4 bxc3 ♙xc3+ 5 ♔g2 ♙d2-+.

2.56. [2016-08-26] Unexpected checkmate: De Roi – Kramer, 1962

DE ROI – KRAMER  
Beverurjik: 1962



*A lot of Queen endings are drawish, due to the chances of perpetual checks, but cramped position of King can cause defeat. How can Black take advantage of the cramped position of the White King?*

<b>1</b>	...	<b>g5+</b>
<b>2</b>	<b>♙xh5</b>	<b>♚e2+</b>
<b>3</b>	<b>g4</b>	<b>♚e8#</b>



2.57. [2016-08-29] Squeeze a piece: Urban – Lason, 1989

URBAN – LASON  
Poland: 1989

*The material is level, but White has two winning combinations. What are they?*

**Solution 1**

This is how the game continued:

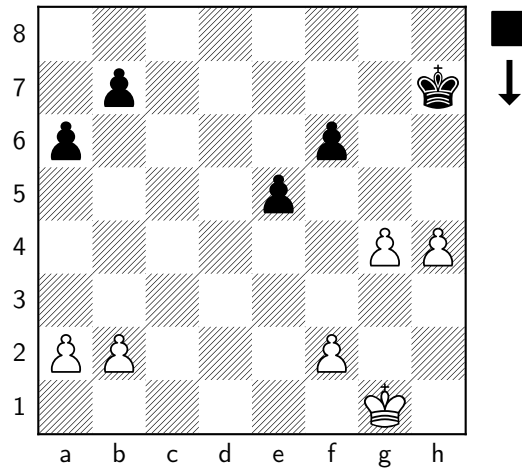
1	♔xf8+!	♔xf8
2	♖xd8!	♔xd8
3	♞f7+	

ends up a piece up and wins.

**Solution 2**

There is another way to win from this position.

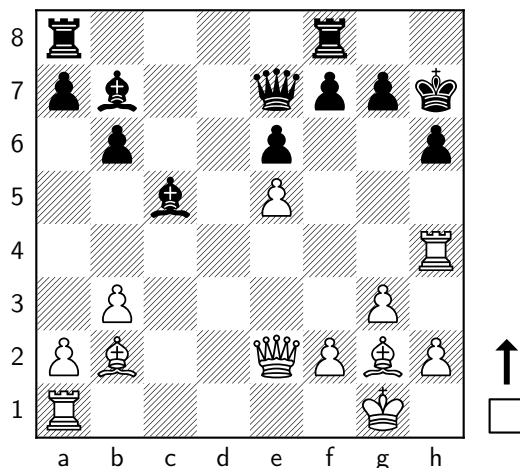




and White wins the King and pawn ending. However, Solution 1 is much better.

2.58. [2016-08-31] Intermezzo: Pakleza – Sjodahl, 2016

ZBIGNIEW PAKLEZA – PONTUS SJODAHL  
 Cellavision Cup, Lund, Sweden: 2016



*White to play and win.*

Looks like White has a King-side attack, but trying to materialize that doesn't lead to anywhere.

Another point is that the Black Bishop on c5 doesn't have anywhere to go, but 22 b4 doesn't work because of 22... ♖xg2 23 ♔xg2 (23 bxc5 ♖b7=.) 23... ♖xb4. Diverting the overloaded Queen by 22 ♖xb7 ♗xb7 23 b4 also don't work, because the Bishop can now go to e7, vacated by the Black Queen.

However, the pathetic case of the Black Queen, overloaded protecting b7 and b4, can be utilized by a powerful *intermezzo*.

22 ♖e4+! ♔g8

22... ♖xe4 23 ♗xe4+ ♔g8 24 b4 also wins a piece.

**23**

**b4!**

Black resigns as he will lose a piece, because 23... ♗×b4 24 ♗×b7 and the Black Queen is overloaded defending both bishops.

2.59. [2016-09-02] Q wins against Q: Anand – Thipsay, 1987

VISWANATHAN ANAND – PRAVEEN THIPSAY  
Coimbatore IND: 1987

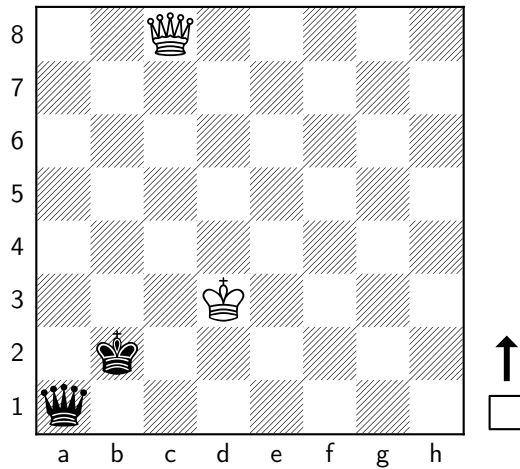
*If both sides push their pawns, they will queen at the same time. How can White from this position?*

Future World Champion VISWANATHAN ANAND gives an endgame lesson to his fellow Indian Grandmaster PRAVIN THIPSAY.

**60**                      **c5**

60 ♔c3? ♕a2 61 ♔c2 (61 c5 ♕b1 62 c6 a3 63 c7 a2 64 c8♙ a1♙+ draws.) 61... a3 62 c5 ♕a1 63 c6 a2 and the threat of stalemate forces White to move the King away, so 64 ♕b3 ♕b1 65 c7 a1♙ 66 c8♙ and Black draws on time.

<b>60</b>	...	♕b2
<b>61</b>	<b>c6</b>	<b>a3</b>
<b>62</b>	<b>c7</b>	<b>a2</b>
<b>63</b>	<b>c8♙</b>	<b>a1♙</b>



A crucial position. The question is whether White can win this K+Q vs K+Q ending.

Here there are four moves that wins. 64 ♚b7+ (Checkmate in 8 moves), 64 ♚b8+ (Checkmate in 8 moves), 64 ♚c2+ (Checkmate in 9 moves) and 64 ♚c3+ (Checkmate in 10 moves).

We examine two lines. The best (quickest) line and the line Anand played.

### Quickest way to checkmate

64 ♚b7+ ♔c1

64... ♕a2 65 ♕c2! and Black has to give up the Queen to avoid 66 ♚b3#.

64... ♕a3 65 ♚a6+ ♕b2 66 ♚b5+ ♕a3 67 ♚a5+ ♕b2 68 ♚b4+ ♕a2 69 ♕c2 wins.

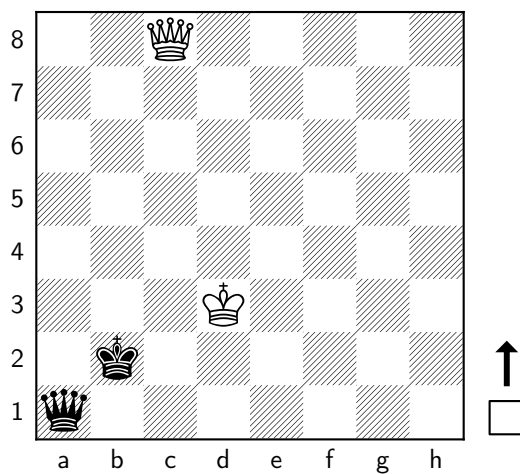
65 ♚c6+ ♕b2

65... ♕b1 66 ♚c2# and 65... ♕d1 66 ♚h1# and mate in ones.

66 ♚b5+ ♔c1  
 67 ♚c4+ ♕b2  
 68 ♚b4+

And now 68... ♕c1 69 ♚d2+ ♕b1 70 ♚c2# or 68... ♕a2 69 ♕c2 wins as above.

## How Anand played



64            ♔c2+            ♚a3  
 65            ♔c5+!

The only move that wins.

65            ...            ♚a2  
 66            ♔c4+!

Again, the only move to win.

66            ...            ♚a3  
 67            ♔a6+

Reaching the 65<sup>th</sup> move in the first line, and the game continued

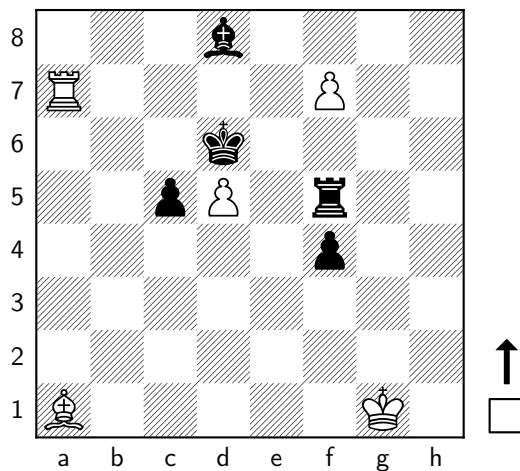
67            ...            ♚b2  
 68            ♔b6+            ♚c1  
 69            ♔c5+            ♚b2  
 70            ♔b4+

Thipsay resigned without playing 70... ♚a2 71 ♚c2.



2.60. [2016-09-09] Olympiad win: Adhiban – Pineda, 2016

BASKARAN ADHIBAN (INDIA) – SERGIO MINERO PINEDA (COSTA RICA)  
Olympiad, Baku: 2016



*This game was played on 2016 September 8, one day before this puzzle was published, in the Baku Olympiad 2016. The material is level but White has a winning line. Find it.*

1                      ♙f6!

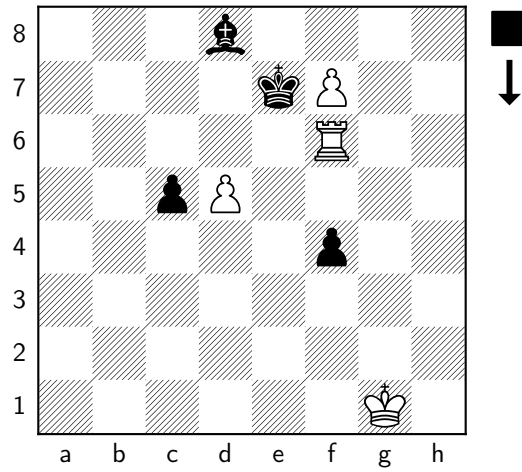
This is possible because after 1... ♙x6 2 f8♚+ is a check.

1 ♖a6+? ♔xd5 2 ♖f6 (2 ♙f6 ♙e7 3 ♙xe7 ♖xf7=) 2... ♙x6 3 f8♚ ♙d4+=.

1                      ...                      ♖x6  
2                      ♖a6+

Black resigned here, foreseeing...

2 ... ♔e7  
 3 ♖xf6

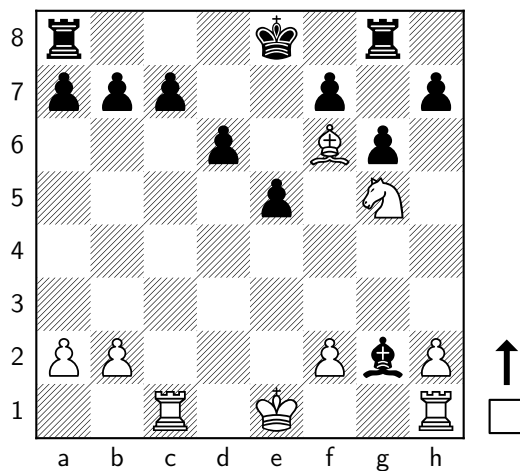


3 ... ♔f8  
 4 ♖xf4

White wins with his extra material.

2.61. [2016-09-14] Paralysis!: Kupferstich – Andreassen, 1953

A. KUPFERSTICH – J. ANDREASSEN  
Denmark: 1953

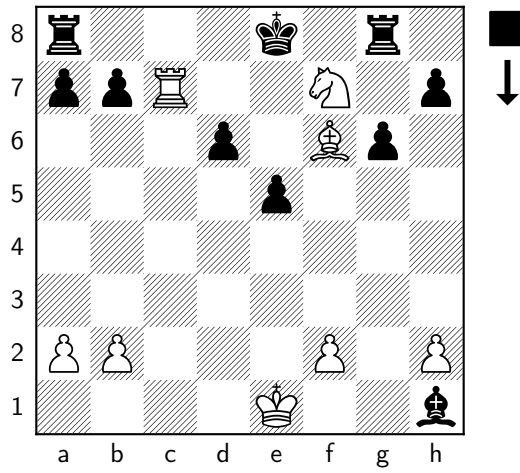


*White is a piece up but Black has four pawns for it, and his Rook is threatened. How can he win from this position?*

21                      ♖xc7!                      ♜xh1

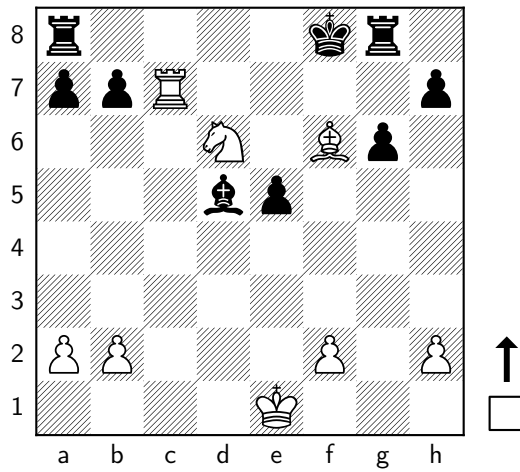
Black cannot defend the oncoming attack by 21... ♞d5 due to 22 ♜e7+ ♔d8 23 ♜xe5+ ♔d7 24 ♜xd5 +-.

22                      ♞xf7



Threatening 23 ♖xd6+ ♔f8 24 ♜f7#.

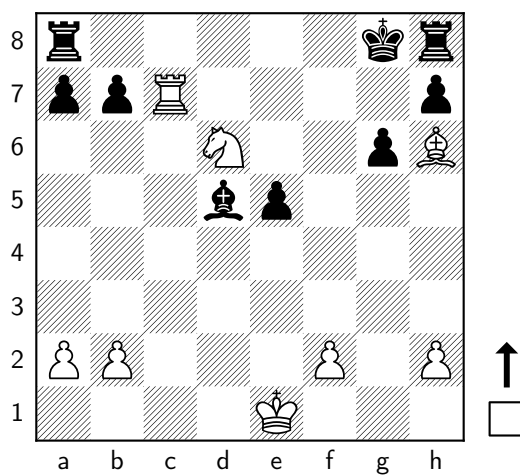
22 ... ♘d5  
 23 ♖xd6+ ♔f8



24 ♘g5

Threatening mate by 25 ♖h6+. 24 ♖e7+ ♔g7 25 ♖g5+ ♔f8 (25... ♔h8 26 ♖f6+ +-) 26 ♖h6+ also wins.

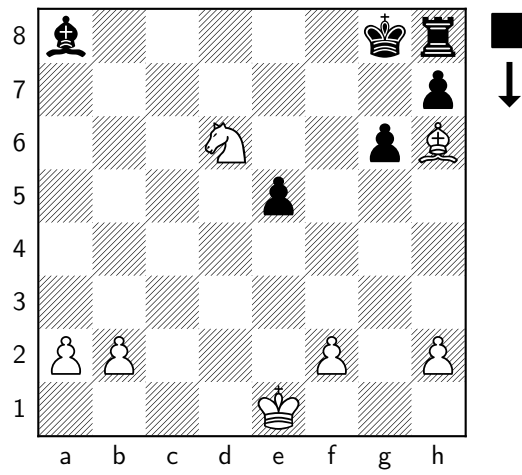
24	...	♖h8
25	♖h6+	♔g8
26	♖g7+	♔f8
27	♖c7+	♔g8



28	♖c8	♖c6
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28... ♖xc8 29 ♖xc8+ ♔f7 30 ♖xh8 +-.

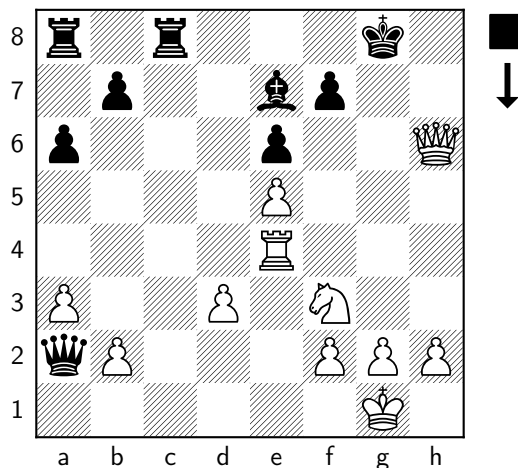
29	♖g7+	♔f8
30	♖xb7+	♔g8
31	♖g7+	♔f8
32	♖xa7+	♔g8
33	♖xa8	♖xa8
34	♖d6	



Black resigns. White's winning method is simple: March the King to e7 to cover f7 and then move the Knight in some route to reach f6 to deliver mate. It may take a lot of moves but Black cannot do anything during that time.

2.62. [2016-09-15] Blitz magic: Geller – Gufeld, 1961

EFFIM GELLER – EDWARD GUFELD  
 Moscow, Blitz: 1961



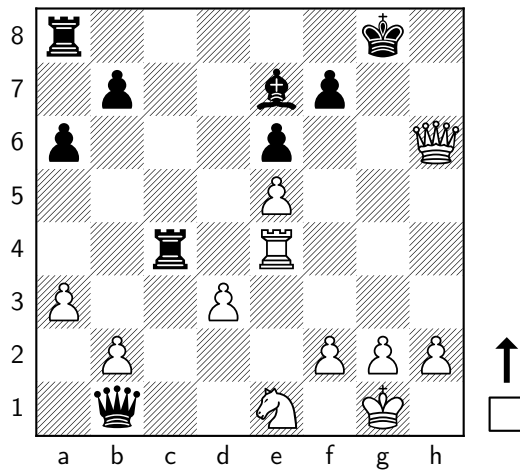
*Black's pieces are too far from the King-side and White's threat of 2 ♖g4+, check-mating, looks very strong. How can Black escape from this mess and actually win the game?*

This position occurred in a blitz game. Despite having very little time to ponder, Russian Grandmaster EDUARD GUFELD (See §12 on Page 298) found the right continuation and beat an equally good EFFIM GELLER (See §11 on Page 298).

1 ... ♔b1+  
 2 ♖e1 ♘e1

2 ♖e1 ♕xd3 and the mate threat is gone and Black in ahead in material.

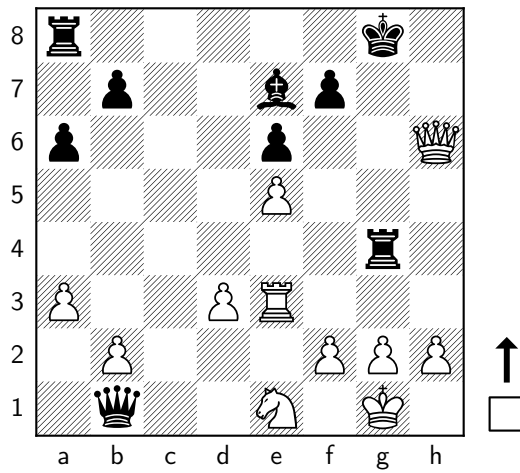
2 ... ♖c4!



3                      ♖e3

Both 3 ♖xc4 ♕xe1# and 3 dxc4 ♕xe4 are bad for White.

3                      ...                      ♖g4!

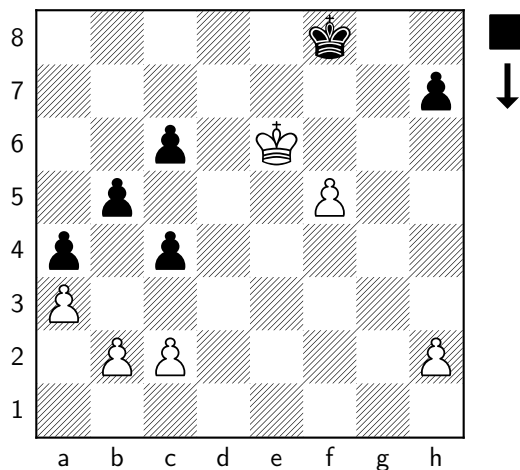


The mate threat is avoided, and Black wins with his extra material.



2.63. [2016-09-19] Pawn power: Vitomski – Volkov, 1975

VITOMSKI – VOLKOV  
Riga: 1975



*Looks like White has an advantage in this King and pawn ending, with the advanced King and a strong passed pawn, but Black, having the move, has a way to win. Can you find that?*

1 ... c3!  
2 bxc3

After 2 b4 or 2 b3, 2... axb3 3 cxb3 c2 ++.

2 ... c5!  
3 ♔d5

3 c4 b4 4 axb4 a3! 5 bxc5 a2 6 c6 a1 ♕7 7 c7 ♕a6+ 8 ♔d7 ♕a4+ 9 ♔d4 ♕xc4 ++.

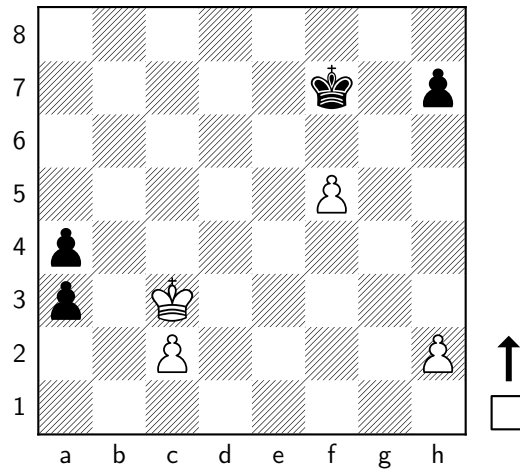
3 ... b4  
4 cxb4

4 ♔xc5 bxa3 -+.

4 ... cxb4  
5 ♔c4

5 axb4 a3 6 b5 a2 7 b6 a1♔ -+.

5 ... bxa3  
6 ♔c3 ♔f7



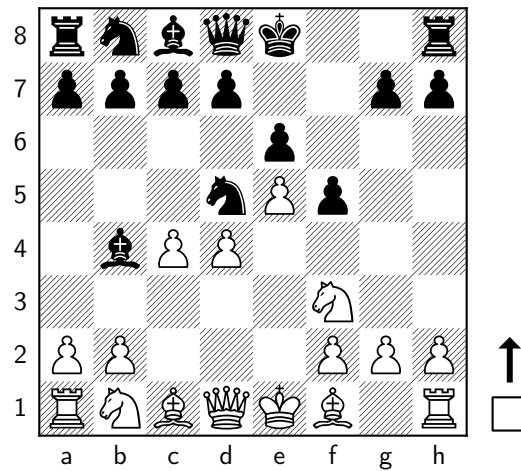
White is in a pathetic situation: His own pawn on c2 is blocking the way of his King. The doubled pawns take care of themselves and the King cannot approach them. (7 ♔b4 a2! -+.) The King cannot go around the pawn either: 7 ♔d2 a2! -+. In short, the King is paralyzed.

7 h4 h5  
8 ♔f6 ♔xf6

Now the White King is forced to move and the a-pawn queens. Black wins.

2.64. [2016-09-20] The last way to handle a check: Umesh – Phil, 1997

UMESH NAIR – PHIL B.  
Chicago: 1997



*This position occurred after 1 e4 ♘f6 2 e5 ♗d5 3 d4 e6 4 ♗f3 f5 5 c4. Black wanted to move the Knight to e7 but that would block his Bishop. So, he played 5...♙b4+, so that after exchanging on c3 or d2, the Knight can go to e7. Was this decision good? What is White's best move after 5...♙b4+?*

**6** ♙e2!!

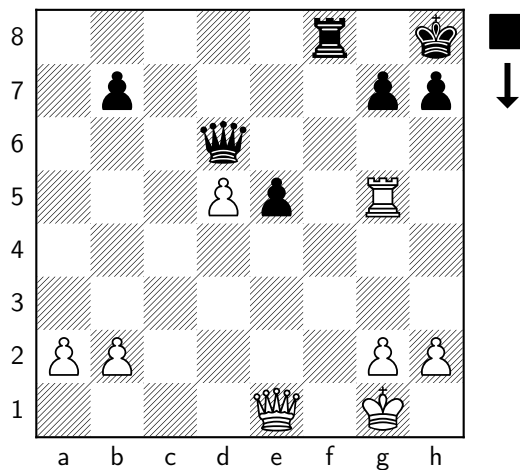
Now, Black loses a piece.

- A) 6...♗e7 7 a3 ♙a5 8 b4 ♙b6 9 c5 wins the Bishop.
- B) 6...♗b6 7 c5! ♗d5 8 a3 ♙a5 9 b4 wins the Bishop. An attempt to win back two pawns by 9...♗x b4 10 a x b4 ♙x b4 or 9...♙x b4 10 a x b4 ♗x b4 will fail to 11 ♙g5, losing the Queen.

White wins a piece and the game.

2.65. [2016-09-29] Climbing the staircase: Lowcki – Tartakower, 1937

MOISHE LEOPOLDOWICZ LOWCKI – SAVIELLY TARTAKOWER  
POL-ch, Jurata: 1937



*Black is a pawn down, but has a neat combination to win. Which one?*

31 ... ♖c5+

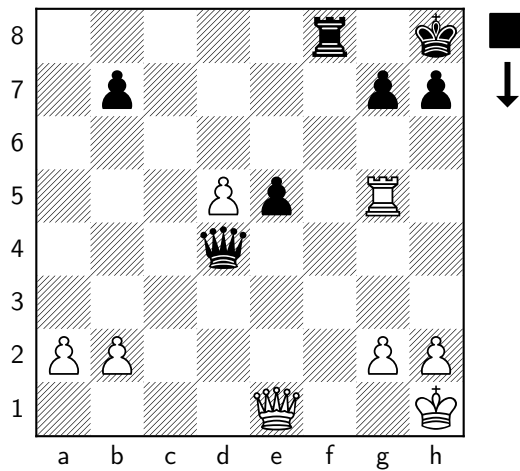
Tartakower took two more moves by 31... ♖b6+ 32 ♔h1 ♖b5 33 ♔g1 ♖c5+.

32 ♔h1 ♖c4

32... ♖e3?? is a blunder losing to 33 ♖xe3 ♖f1+ 34 ♖g1.

32... ♖b4? would lose one more pawn by 33 ♖xe5.

33 ♔g1 ♖d4+  
34 ♔h1



34 ... ♖e4

34... ♕d2? will fail to 35 ♖x e5.

Also, 34... ♖f4? will fail to 35 h4.

35 ♕c1

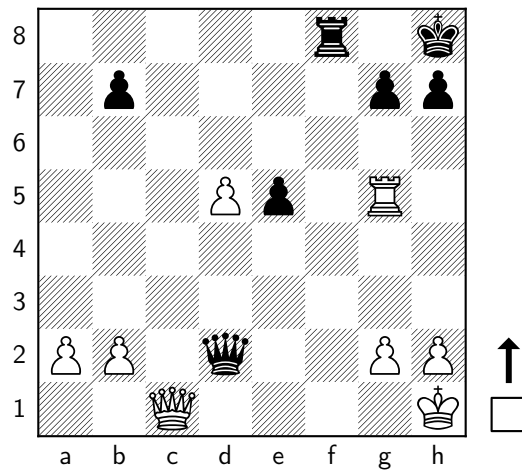
35 ♖g1 will be beaten by 35... ♕e2! (But not 35... ♕d3? 36 ♖x e5!±), with the threat 36... ♖f1. For any other move by the Queen on the first rank, 35... ♖f4 wins due to the threat of 35... ♖f1+, checkmating, and 35... ♕xg5.

35 ... ♕d3

35... ♕e2? will be met by 36 ♖f5! making use of Black's back rank weakness!

35... h6 36 ♖g3 ♕e2 is a possibility but White avoids immediate disaster by 37 ♖f3±.

36 ♔g1 ♕d4+  
37 ♔h1 ♕d2



Black wins, because threats of 38... ♔xc1 and 38... ♔xg5 can be parried only 39 ♔xd2, after which 39... ♖f1# is checkmate!

2.66. [2016-10-10] Dying for a cause: Carlsen – Gulbrandsen, 2002

MAGNUS CARLSEN – GUSTAV GULBRANDSEN  
Norway: 2002

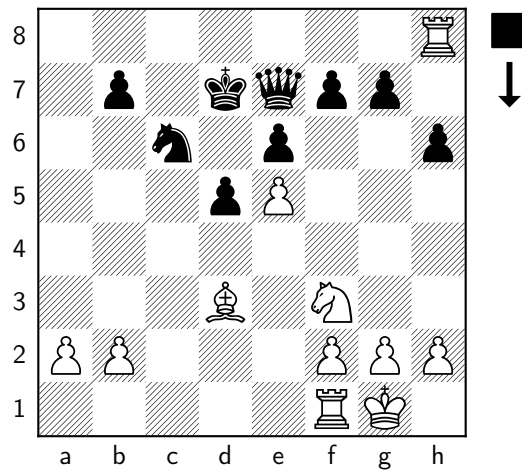
*White has a combination that wins material. Find it.*

A combination by the future world champion MAGNUS CARLSEN (See §9 on Page 297) when he was just 12 years old.

20                      ♖xa7                      ♜b8

20... ♜xa7 21 ♜xc8+ ♖d8 22 ♜xd8+ ♔xd8 23 ♘xf7+ +-.

21                      ♖xb8                      ♘xb8  
22                      ♜xc8+                      ♔d7  
23                      ♜xh8                      ♘c6  
24                      ♘f3



White, having won two rooks and a bishop for the queen, won in another 10 moves.



2.67. [2016-10-31] A deep sacrifice: Tarrasch – Romberg, 1893

SIEGBERT TARRASCH – ROMBERG  
Nuremberg: 1893

*White, playing a Rook odd game, is a Rook and two pawns down. How can he win with a spectacular combination?*

A famous combination by Siegbert Tarrasch (See §40 on Page 303) when played at rook odds, i.e, without the Rook on a1.

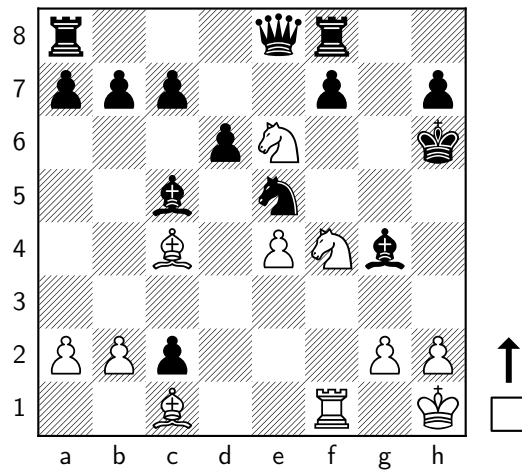
White is a rook (due to the odds) and two pawns down, and need to have some magic to win this game.

15	♔×h6+!!	♕×h6
16	♘e6+	♕h5

16... ♕g6 17 ♖f6+ ♕h5 18 ♖h6#.

17	♘df4+	♕h6
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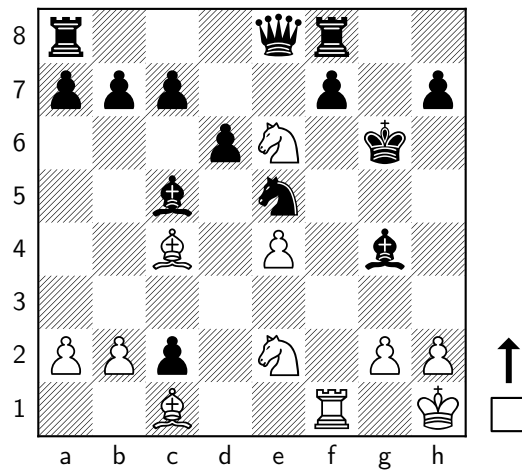
17... ♖h4 18 g3♯.



Does White have anything better than perpetual check?

18 ♖e2+ ♖g6

18... ♖h5 19 ♖g3+ ♖h4 20 ♖g5♯.



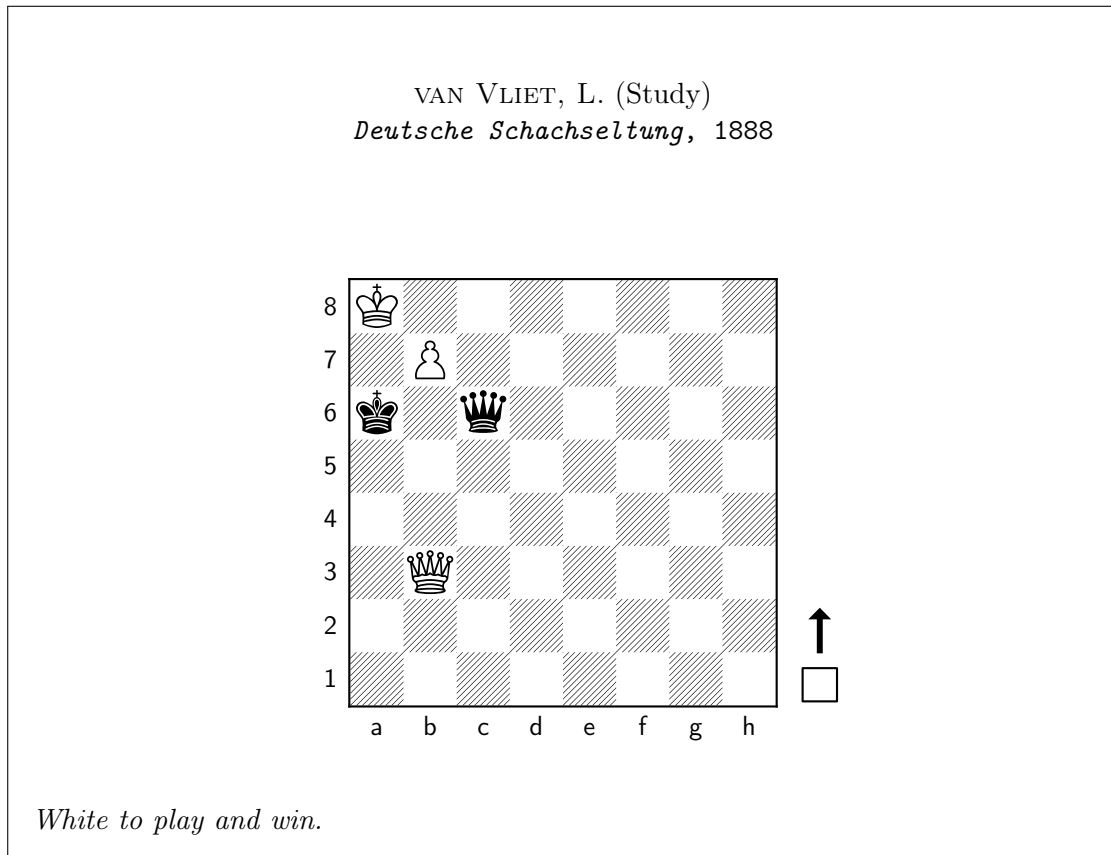
Now what? 19 ♖g3+?? ♖g6 and Black wins!

19	♖f6+	♔xf6
20	♗g5+	♔g6
21	♘2f4#	

White had to foresee seven moves ahead till this checkmate before sacrifices his Queen on move 15!

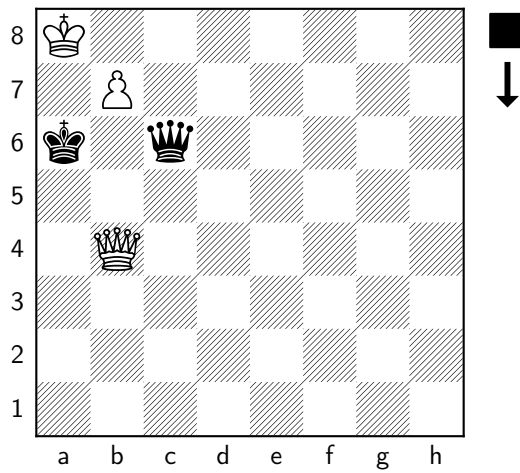
### 3. Solutions (Endgame studies)

3.1. [2016-05-23] Queen's best square: van Vliet, L. (Study), 1888



1 ♔b4!

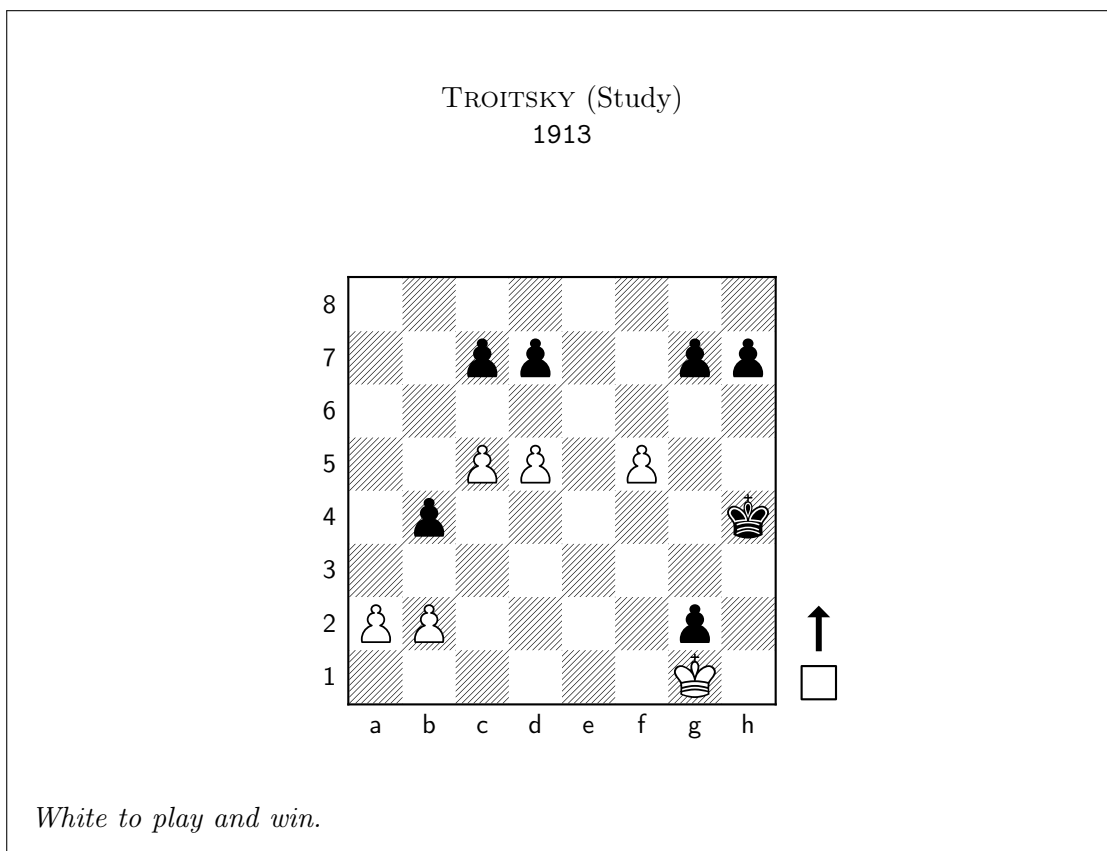
It is amazing that this is the only move that wins.



The Black Queen has to move along the a8–h1 diagonal only, otherwise White will queen the pawn. Each of this squares has its own problem.

- A) 1... ♖d5 2 ♜a4+! ♙b6 3 ♜b3+ ♜×b3 4 b8♜+ +–.
- B) 1... ♜f3 2 ♜a4+! ♙b6 3 ♜b3+ ♜×b3 4 b8♜+ +–.
- C) 1... ♜g2 2 ♜a3+ ♙b6 3 ♜b2+ ♜×b2 4 b8♜+ +–.
- D) 1... ♜h1 2 ♜a3+ ♙b6 (2... ♙b5 3 ♜b2+ ♙c4 4 ♙a7 is similar to variation [Dc.](#)) 3 ♜b2+, and now:
  - a) 3... ♙a6 4 ♜a2+ ♙b6 5 ♜b1+ ♜×b1 6 b8♜+ +–.
  - b) 3... ♙c7 4 ♜h2+ ♜×h2 5 b8♜+ +–.
  - c) 3... ♙c5 4 ♙a7 ♜h7 5 ♜b6+ ♙c4 6 ♙a6+–.

### 3.2. [2016-06-14] Making hurdles: Troitsky, A.A. (Study), 1913



A nice endgame study by the great composer A. TROITSKY (See §43 on Page 304).

The beauty of this study, like most of the studies, is that each of the White moves is the only winning move at that position.

**1**                      **f6!**

Blocking the King's path via the f6-square. Instead, if 1 ♔×g2? ♔g5 2 a4 b×a3 3 b×a3 ♔f6! (3... ♔×f5? 4 a4! ♔e5 5 d6! c×d6 6 c6! d×c6 7 a5! wins as in the main line.) 4 a4 ♔e7! 5 a5 ♔d8! catches the pawn. Now 6 a6? ♔c8 7 a7 ♔b7 actually wins for Black, so White should continue 6 c6 d×c6 7 d×c6 ♔b8 8 ♔f3 to draw the game.

1 a4? will actually lose after 1... b×a3 (1... ♔g3 also wins.) 2 b×a3 ♔g3! and Black mates by h7-h5-h4-h3-h2# before White pawn queens.

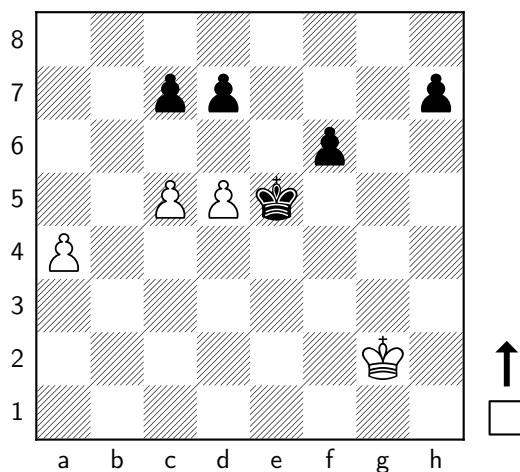
**1**                      ...                      g×f6  
**2**                      ♔×g2!

White should capture this pawn, otherwise ...2... ♔g3! wins.

2	...	♔g5
3	a4!	bxa3
4	bxa3!	♔f5
5	a4!	

Not 5 d6? cxd6! 5 c6 dxc6! 6 a4 ♔e6!-+.

5	...	♔e5
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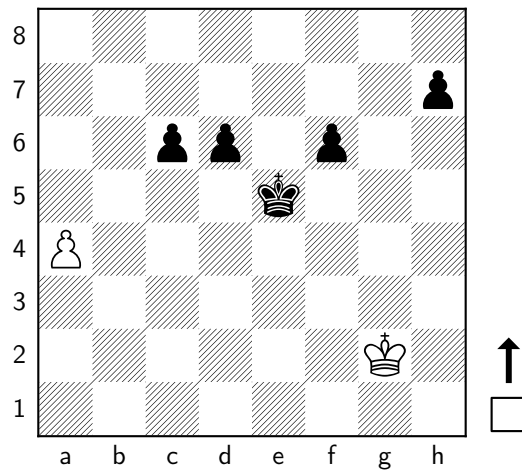
6	d6!	cxd6
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6... c6 completely shuts off the BK from a8 and 7 a5 wins.

7	c6!	dxc6
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7... ♔e6 8 c7 wins.



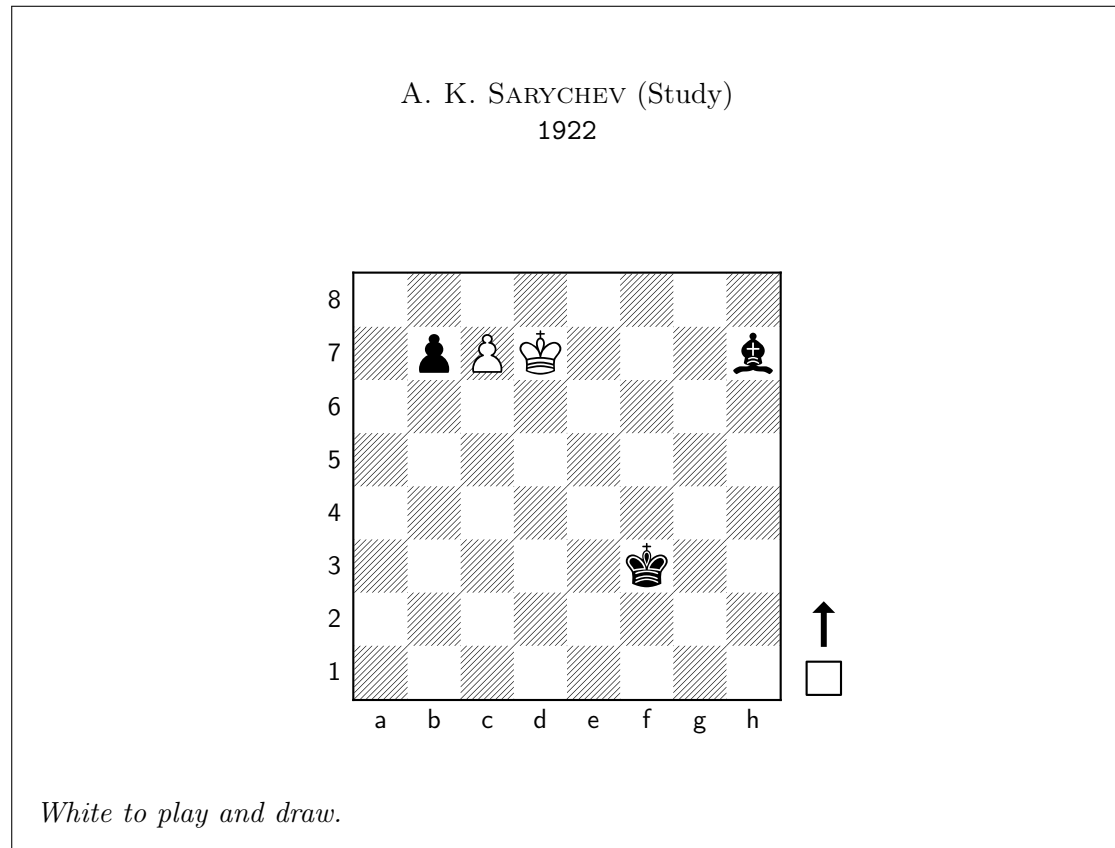


8

a5!

White queens the only remaining pawn. Black is either a rank away (8. . . ♔d5 9 a6! ♕c5 10 a7!) or a file away (8. . . ♔e6 9 a6! ♕d7 10 a7!) from controlling the a8-square before the White pawn reaches there.

### 3.3. [2016-06-22] Surprising first move: Sarychev, A. K. (Study), 1922



**1**                      ♔c8!!

An incredible and unexpected move, going behind the enemy pawn and blocking his own. The idea of this move is force the Black pawn to move so that it can be captured later.

Instead, the obvious 1 ♖d6? loses after 1... ♜f5! 2 ♖c5 ♖e4 3 ♖b6 ♜c8!, as the Bishop is protecting its own pawn and blocks the opponent's pawn. Any attempt to attack the Bishop will allow the pawn to advance uncatchable.

**1**                      ...                      b5

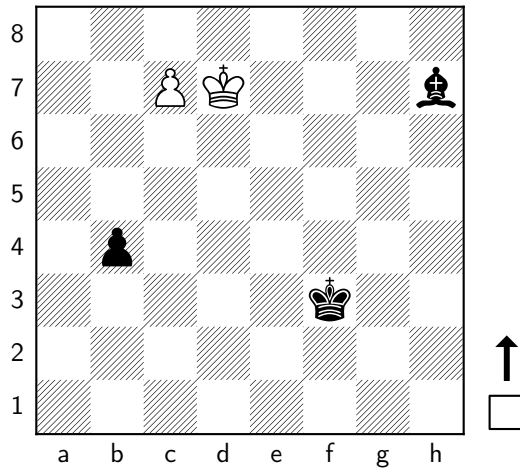
Otherwise, 2 ♖x b7 draws. 1... ♜e4 2 ♖b8! and Black cannot prevent both 3 c8♚ and 3 ♖x b7 simultaneously.

2                      ♔d7!

2 ♖b7? ♜f5! and the b-pawn is unstoppable.

2                      ...                      b4

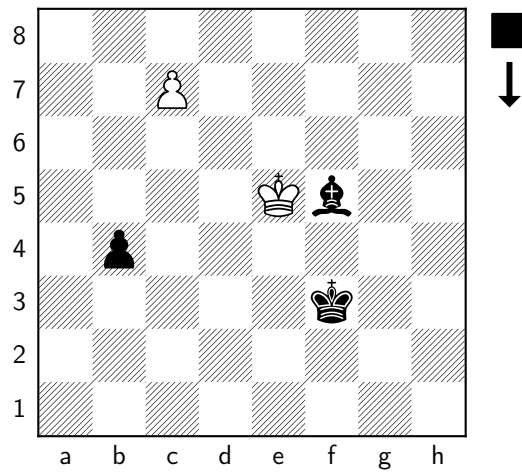
2... ♜f5+ 3 ♔d6 b4 4 ♖e5 transposes to the main line.



3                      ♔d6!

3 ♖e6? fails to 3... ♖e4!, and the White King cannot move to the fifth rank, and 4 c8♖ will be met with 4... ♜f5+.

3                      ...                      ♜f5!  
 4                      ♖e5!



White attacks the Bishop to save time to catch the pawn. Now, 4...b3 will lead to 5 ♔xf5 b2 6 c8♚ b1♚+ with a draw.

4 ... ♔d7  
 5 ♔d4!

White catches the pawn and draws. For example, 5... ♔e6 6 c8♚ ♔xc8! 7 ♔c4! =.

### 3.4. [2016-06-23] Sacrifices and strange promotion: Lasker, Em. (Study),

LASKER, EM. (Study)

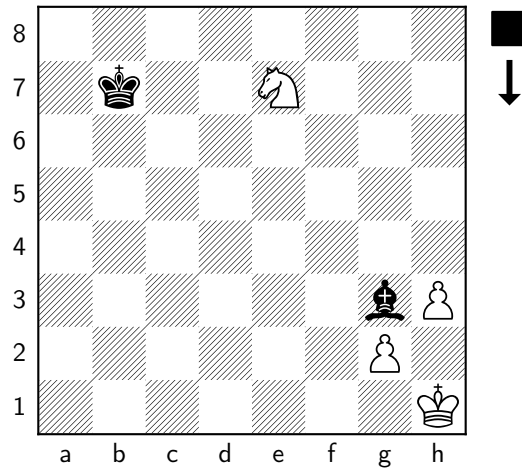
-

*White has only two pawns for a piece, and looks like his powerful pawn on b7 also will fall soon. How can White win this game?*

The world Champion EMMANUEL LASKER (See §21 on Page 300) was a problem composer also. This is one of his compositions, even though inspired by one of the problems by HUNT.

White wins by a spectacular checker combination.

- |   |                 |               |
|---|-----------------|---------------|
| 1 | $\text{♖c8+}$   | $\text{♖xc8}$ |
| 2 | $\text{♗xa7+}$  | $\text{♗xa7}$ |
| 3 | $\text{bxc8♗+}$ | $\text{♗b7}$  |
| 4 | $\text{♗xe7}$   |               |



White will win this endgame easily.

3.5. [2016-07-14] Win or draw, that is the question...: Saavedra (Study), 1895

A. SAAVEDRA (Study)  
1895

*White to play. What is the result?*

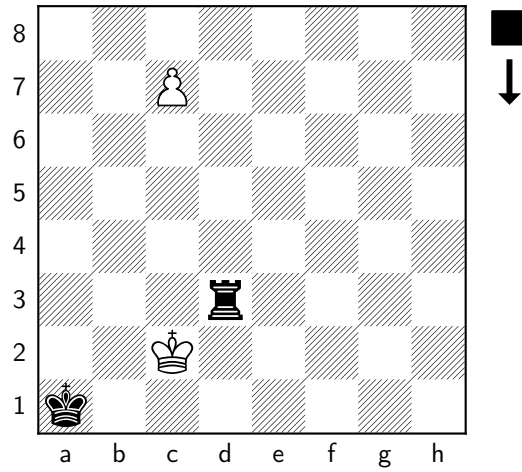
There is a fascinating story behind this position. This was published on April 27, 1895 in the chess column of the *Weekly Citizen* magazine from Glasgow, Scotland, under the title “White to move, Black draws.” A Spanish priest named REV. FERNANDO SAAVEDRA found an amazing way to win from this position by a curious *underpromotion*. Even though Saavedra was a mediocre chess player, he became famous by this discovery.

1                    c7                    ♖d6+  
2                    ♙b5

If 2 ♙c5, Black draws by 2... ♖d1, followed by 3... ♖c1 (with or without check) and capturing the pawn.

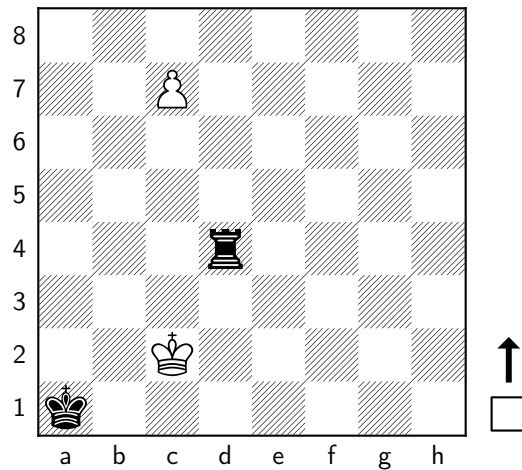
2                    ...                    ♖d5+

3	♔b4	♖d4+
4	♔b3	♖d3+
5	♔c2	



Looks like White will win now, as Black has no way to prevent the pawn from queening. But Black has an unexpected defense.

5	...	♖d4!
---	-----	------





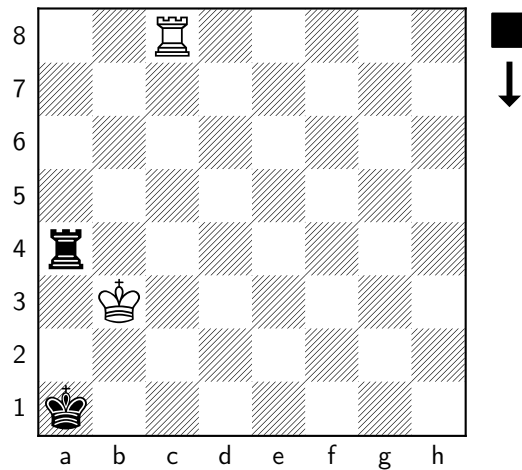
The article mentioned that 6 c8♖ ♜c4+! 7 ♖xc4 is stalemate, so Black draws.  
 Pondering on this position, Saavedra found a surprising way to win.

6 c8♖!!

Now, 6... ♜c4 7 ♖xc4 is not stalemate: 7... ♔a2 8 ♜a4#.

Even though this is K+R vs K+R ending, White is threatening mate in one by 7 ♜a4#. There is only one way to defend against that.

6 ... ♜a4  
 7 ♔b3!



Now White threatens 8 ♜c1# and 8 ♔xa4. Black cannot avoid both, so he will be either checkmated or will lose the Rook.

White wins.

3.6. [2016-07-14] Avoiding draw: Joseph, D. (Study), 1922

JOSEPH, D. (Study)  
1922

*After 1 h8= a1=!, how can White win this game, as 2 =xa1 is stalemate?*

**1**                      **h8=!**                      **a1=**

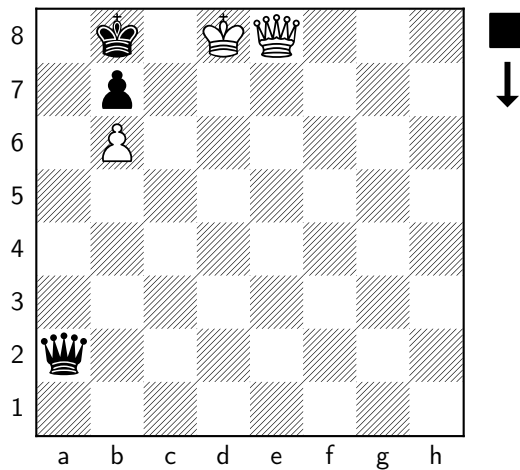
Now, 2 =xa1 is stalemate. White needs to find a way where either (a) his Q is on the eighth rank without being attacked and can checkmate by moving the King, or (b) he can capture the queen without causing a stalemate.

**2**                      **=g8!**

For 2 =e8?, Black will reply with 2... =g7! not allowing the WK to escape the eighth rank.

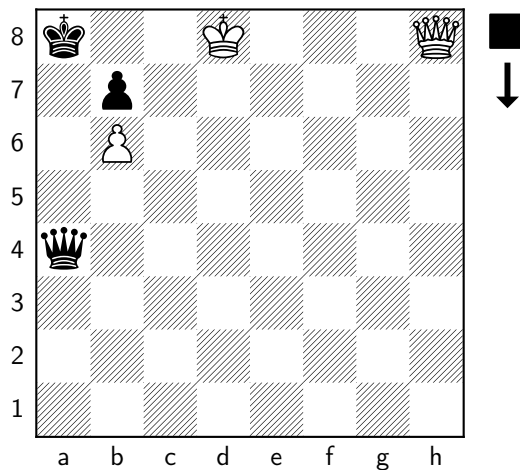
After 2 =f8? =a3! 3 =e8 =d6+! 4 =d7 =xd7+ 5 =xd7 =a8, Black can get a draw by shuttling the King on a8 and b8.

2 ... ♔a2  
 3 ♔e8!



Moving to e8 when ... ♔g7 no longer exists. 3 ♔f8? ♔a3! draws as above.

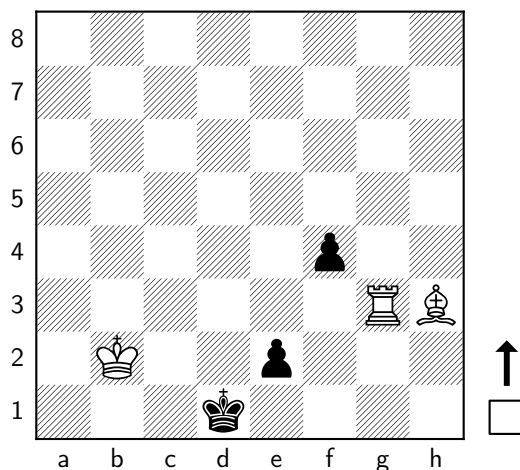
3 ... ♔a4  
 4 ♔e5+! ♔a8  
 5 ♔h8!



The Queen went back to the original square, and White is now threatening to checkmate by moving the King to the seventh rank. Black cannot prevent that, as 5... ♔a1 will be met with 6 ♔x a1+. Black doesn't have a check at d6, so nothing can prevent a discovered check by the King.

### 3.7. [2016-07-21] Stop that pawn!: Réti and Cheron (Study),

RICHARD RÉTI, CORRECTED BY ANDRÉ CHÉRON (Study)

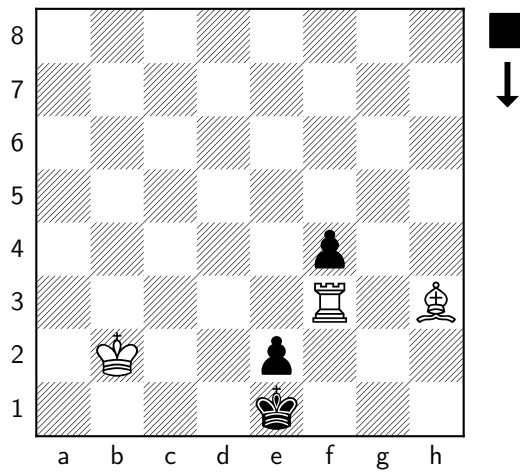


*The Black pawns are too advanced and it is hard to realize the advantage. Even after the Bishop sacrifices itself for a pawn, the pawn on the sixth rank with King support generally draw against rook. How can White win this position?*

RICHARD RÉTI (See §31 on Page 302) is one of the greatest chess players who never became a World champion. He was an excellent problem composer as well.

Réti composed a variation of this puzzle with the Rook on a3 instead of g3 (See later in this section), intending the solution outlined below, but ANDRÉ CHÉRON, a famous composer and an expert in finding errors in composed problems, found a cook for that, and corrected it to this one with a unique solution.

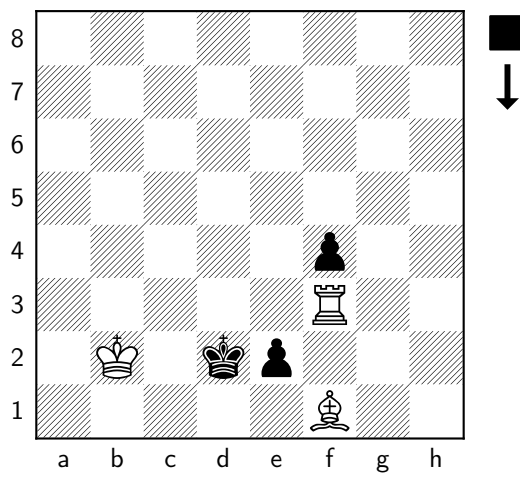
1                    ♖d3+                    ♔e1  
2                    ♖f3!



2 ... ♔d2

2... ♔d1 3 ♘g4+-.

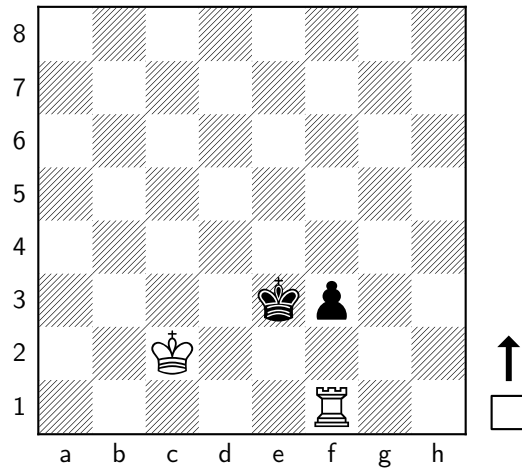
3 ♘f1



3 ... exf1 ♖

3...e1♖ 4 ♜d3♯.

4 ♜xf1 ♖e3  
5 ♖c2 f3



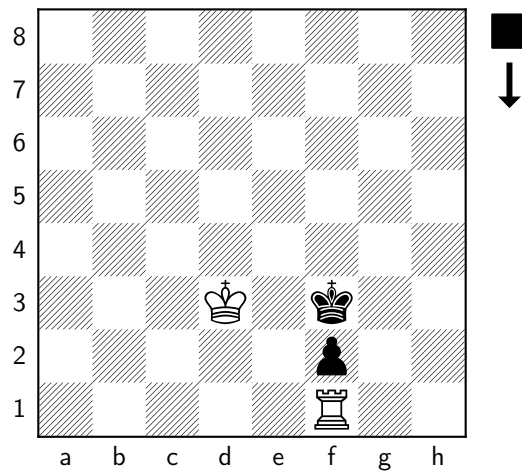
6 ♜e1+

6 ♖d1 f2=

6 ... ♖f4

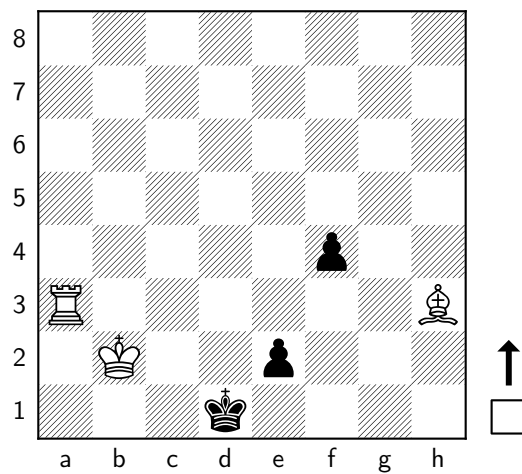
6... ♖f2 7 ♖d2 ♖g2 8 ♖e3 f2 9 ♜e2+-.

7 ♖d2 f2  
8 ♜f1 ♖f3  
9 ♖d3



Black is in zugzwang. After any move, White wins by  $10 \text{ ♔e2}$ .

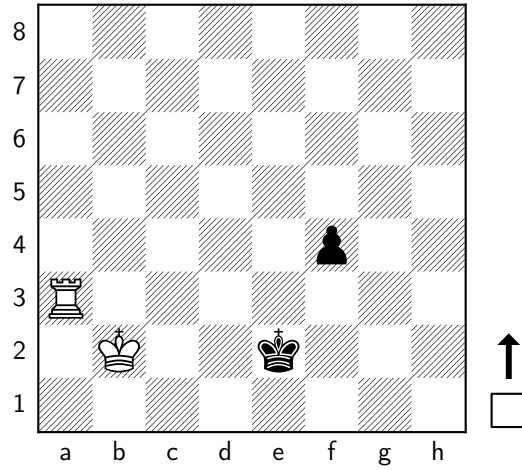
ORIGINAL PROBLEM BY RICHARD RÉTI (Study)



*In addition to  $1 \text{ ♖d3+}$  given above, CHÉRON found another solution if the Rook were on a3 instead of g3. Can you find that?*



1                    ♖g4!                    ♖d2  
 2                    ♖xe2                    ♖xe2



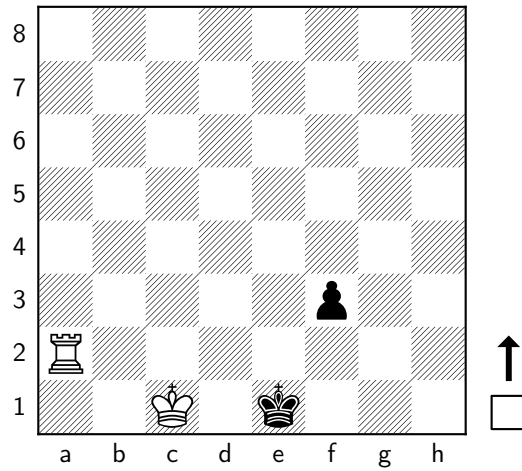
3                    ♖c1

3 ♖a8? f3! 4 ♖c2 f2 5 ♖e8+ ♖f3! (5... ♖f1? 6 ♖d2 ♖g2 7 ♖g8+ ♖f1 8 ♖f8 ♖g2 9 ♖e2+-.) 6 ♖f8+ ♖e2 draws.

3 ♖a2 f3 4 ♖c1+, transposing to the mail line, also draws.

3                    ...                    f3  
 4                    ♖a2+                    ♖e1

4... ♖e3 5 ♖d1 f2 6 ♖a3+ ♖f4 7 ♖e2+-.



Now it becomes a standard Rook against pawn ending, and is won by attacking the pawn from behind with the Rook and moving the King closer.

5	$\text{♖a8}$	$\text{f2}$
6	$\text{♖e8+}$	$\text{♔f1}$
7	$\text{♔d2}$	$\text{♔g2}$
8	$\text{♖g8+}$	$\text{♔f1}$

8...  $\text{♔h2}$  9  $\text{♔e2+-}$ .

9	$\text{♖f8}$	$\text{♔g2}$
10	$\text{♔e2+-}$	

3.8. [2016-07-26] Cat-and-mouse game: Benko (Study), 1967

PAL BENKO (Study)  
1967

*Generally, K+R+P wins against K+B. How can White obtain a draw from this position?*

PAL BENKO (See §6 on Page 297), one of the greatest chess problem composers, created this beautiful study.

1                      ♖c7!

Other moves will not draw.

- A) 1 ♖d6? ♜a6 2 ♖b8 (2 ♖c5 ♘g3! 3 ♖xf2 ♘f3!--+) 2... ♜f6--+
- B) 1 ♖e5? ♜a5 2 ♖b8 (2 ♖d4 ♘g3! 3 ♖xf2 ♘f3!--+) 2... ♜f5--+
- C) 1 ♖f4? ♘g4 2 ♖b8 ♘f3--+
- D) 1 ♖g3? ♘g4 (1... ♘xg3 stalemate.) 2 ♖xf2 ♘f3!--+. Also, 1... ♜a1+ 2 ♘xf2 ♜a2+ wins for Black.
- E) 1 ♖h2? ♜a1+ 2 ♘xf2 ♘xh2--+

If Black leaves the b8-h2 diagonal, Black plays  $1 \dots \text{♖g3}$  and wins.

The technique White adopts here to draw is occupying the right square corresponding to the square of the White Rook.

White R	Black B
a2	c7
b2	d6
c2	e5
d2	f4
e2	b8

Table 1: BR's square and corresponding WB's square

**1**                       $\dots$                       **♖b2**

For moves 1–5, if the Black Rook moves to any of the squares mentioned in Table 1, the White Bishop moves to the corresponding square to draw.

Other attempts fail to win, if White adopts this strategy. Here,  $1 \dots \text{♖a7}$   $2 \text{ ♜b6!}$  followed by capturing the pawn, draws.

**2**                      **♜d6!**                      **♖c2**

Here,  $2 \dots \text{♖b6}$   $3 \text{ ♜c5!} =$ .

**3**                      **♜e5!**                      **♖d2**

Here,  $3 \dots \text{♖c5}$   $4 \text{ ♜d4!} =$ .

**4**                      **♜f4!**                      **♖e2**

$4 \dots \text{♖d4}$   $5 \text{ ♜e3} =$ .

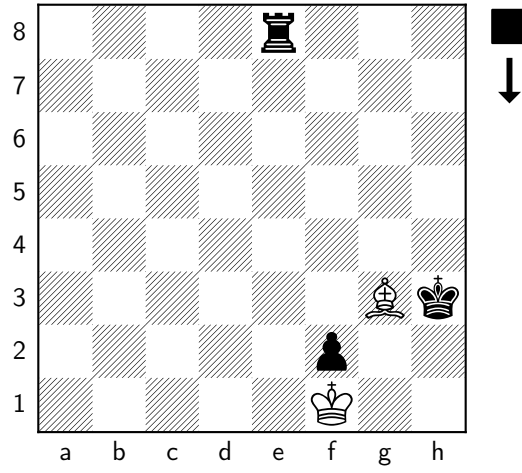
**5**                      **♜b8!**

Not  $5 \text{ ♜xe2? ♜g2!} -+$ .

5  
6

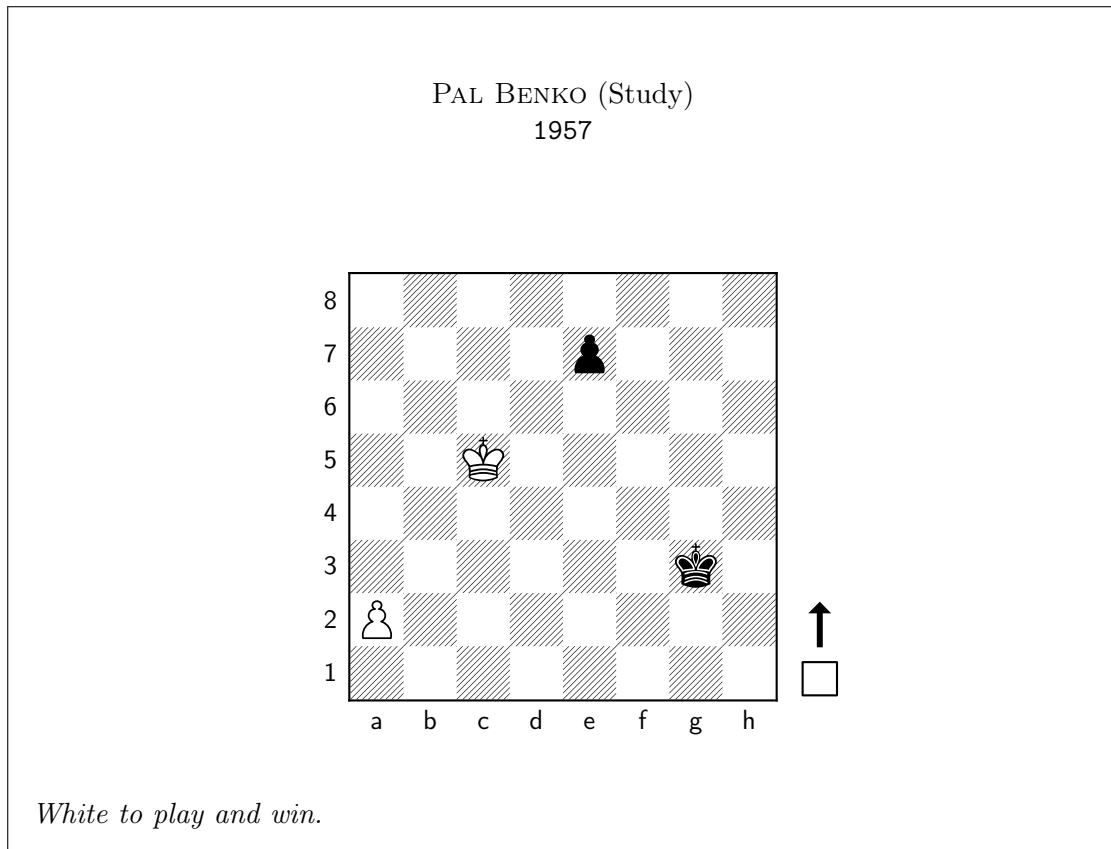
...  
♘g3!

♖e8



Now, 6... ♔xg3 is stalemate, while 6... ♖f8 7 ♘xf2, White draws.

### 3.9. [2016-07-27] Pawn race: Benko (Study), 1957



A simple endgame study by PAL BENKO (See §6 on Page 297).

**1                      a4!**

Other moves won't win.

A) 1 ♔d5? ♕f4! 2 ♖e6 ♗e4 3 ♕xe7 ♔d4=.

B) 1 ♔d4? ♕f4! 2 a4 e5+! 3 ♔d3 ♕f3 (3... e4+ 4 ♔e2 ♗e5 5 a5 ♔d5 also draws.) 4 a5 e4+! 5 ♔d2 ♕f2! 6 a6 e3+! 7 ♔c2 e2 8 a7 e1♚ 9 a8♚=.

**1                      ...                      e5**  
**2                      a5!**

2 ♔d5? ♕f4 3 a5 e4 4 a6 e3 and both pawns promote together.

2 ... e4  
 3 ♔d4!

3 a6 e3!=

3 ... ♔f4

3... ♔f3 places the Black King on the a8-h1 diagonal, so 4 a6 e3 5 a7 e2 6 a8♙+ queens with check and wins.

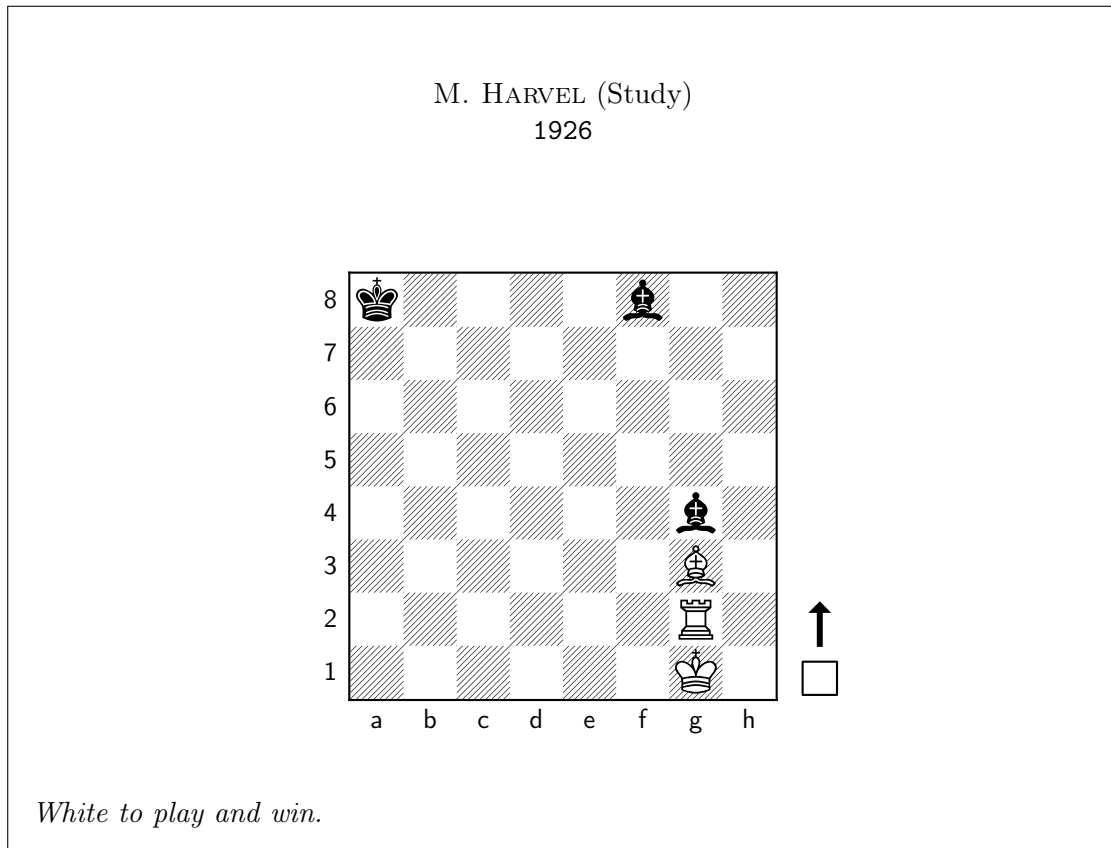
4 a6! e3  
 5 ♔d3! ♔f3

Otherwise, 6 ♔e2 will stop the pawn forever.

6 a7! e2  
 7 a8♙+

Queens with check and wins.

3.10. [2016-08-19] Annoying rook: M. Harvel (Study), 1926



1            ♖f2

White shields the King from any checks and attacks the light-squared Bishop. For a random move by the Black Bishop, 2 ♜g8 wins the other Bishop, so the reply is forced.

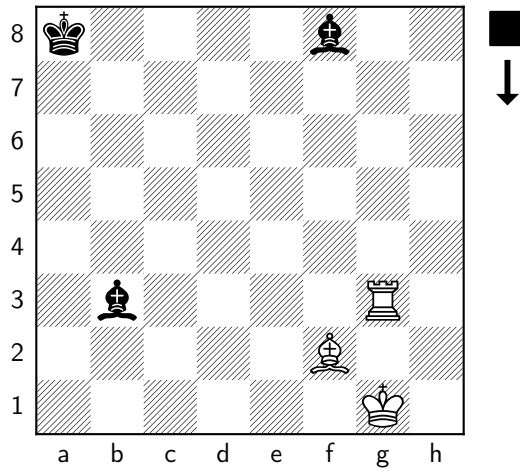
1            ...            ♗e6  
2            ♜g8







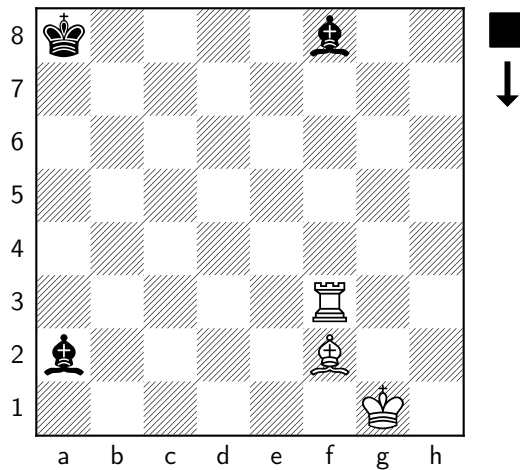
4 ... ♖b3  
 5 ♗g3



Going back to c4, d5, e6 or f7 will be met with 6 ♖c3, 6 ♖d3, 6 ♖e3 or 6 ♖f4, winning a Bishop as explained above.

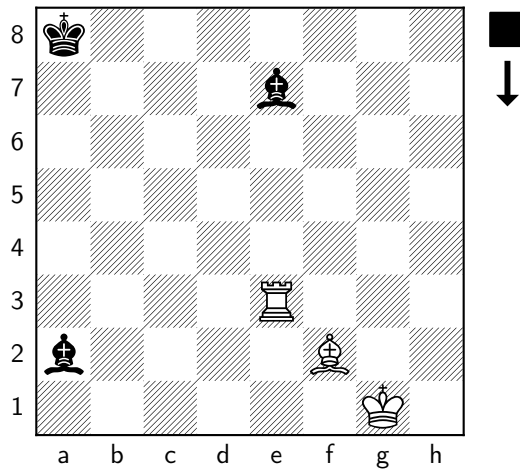
However, it can go to a2 now, as 6 ♖a3+ is not possible due to 6... ♗xa3. So,

5 ... ♗a2  
 6 ♖f3!

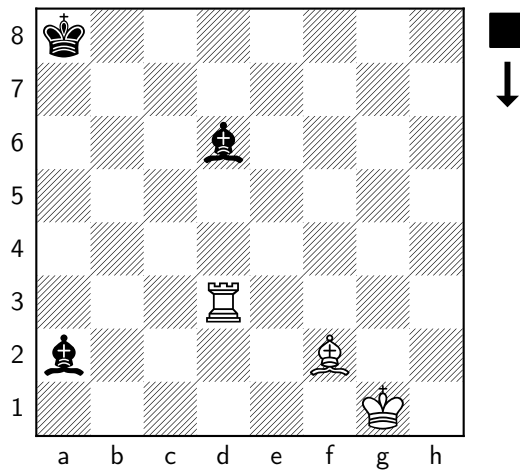


Now, the Rook chases the other Bishop.

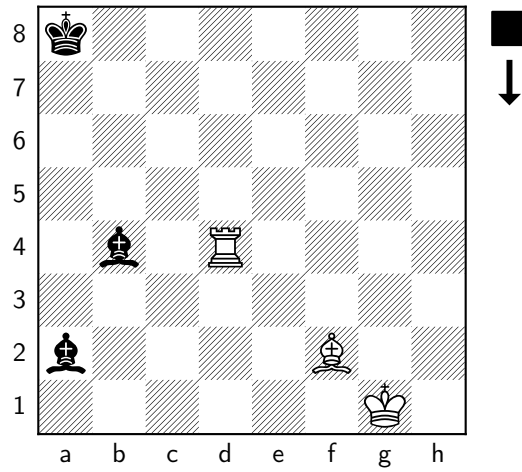
6 ... ♖e7  
7 ♜e3



7 ... ♗d6  
8 ♜d3



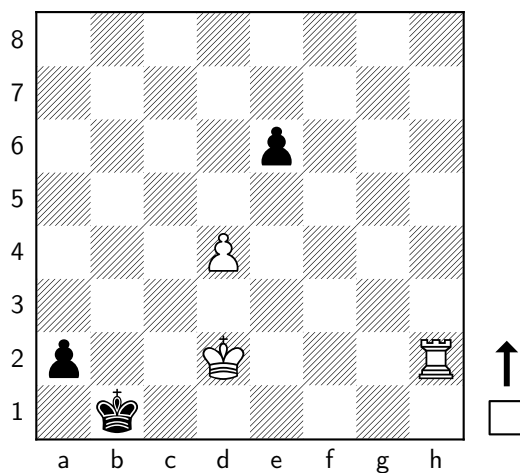
8 ... ♖b4  
9 ♗d4



Now, for any move by Black, 10 ♗a4 wins.

3.11. [2016-08-30] Win by stalemating: Benko (Study), 1980

PAL BENKO (Study)  
*Third prize, Canadian Chess, 1980*

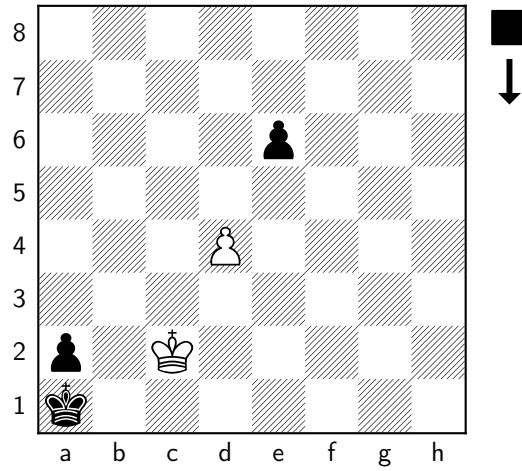


*White to play and win. 1 ♔c3 a1♙+ 2 ♔b3 ♚a8 wins for Black, because the BQ controls h1. An attempt to block the diagonal by 1 d5 exd5 2 ♔c3 also won't win due to 2...d4+ 3 ♔b3 a1♙+!. What is the winning plan?*

A nice endgame study by PAL BENKO (See §6 on Page 297).

White wins by an interesting maneuver.

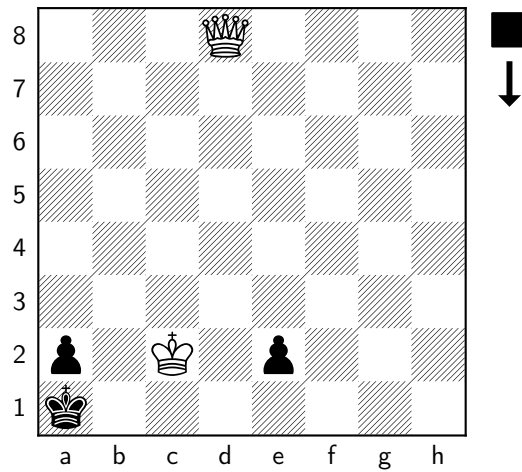
1	♙h1+!	♔b2
2	♙a1!!	♔xa1
3	♔c2!	



Black is stalemated except for the pawn on e6. White uses Black's pawn to win.

<b>3</b>	...	<b>e5</b>
<b>4</b>	<b>d5!</b>	<b>e4</b>
<b>5</b>	<b>d6!</b>	<b>e3</b>
<b>6</b>	<b>d7!</b>	<b>e2</b>
<b>7</b>	<b>d8♔!</b>	

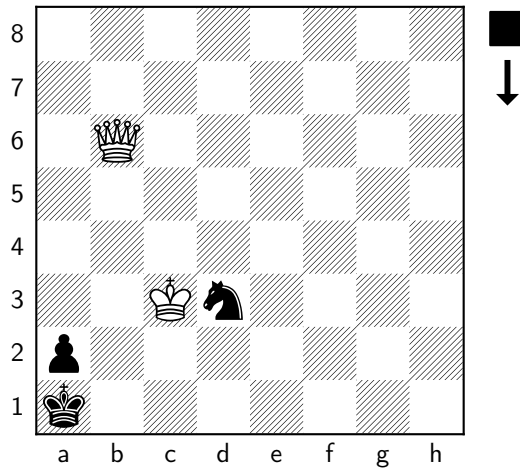
Note that 7 d8♔? won't win because of 7...e1♗+!



7 ... e1♞+

If promoted to anything else, 8 ♖d4+ mates.

8 ♖c3 ♞d3  
9 ♖b6

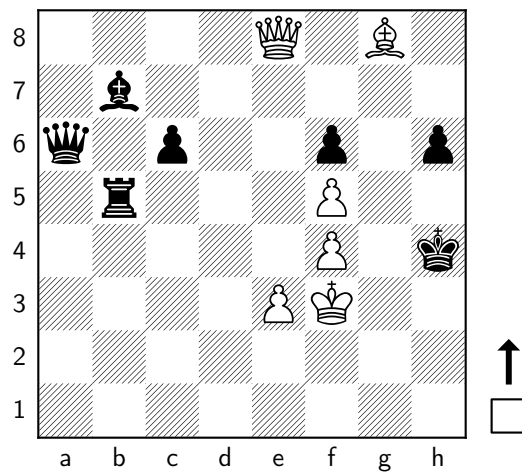


White wins.



3.12. [2016-09-01] The bishop who never gave up: Mitrofanov (Study), 1953

L. MITROFANOV (Study)  
USSR Sports Committee Tourney, 1953-'54



*Black is a full rook up and threatens 1...c5+, checkmating, but White has a surprising sequence to win this game*

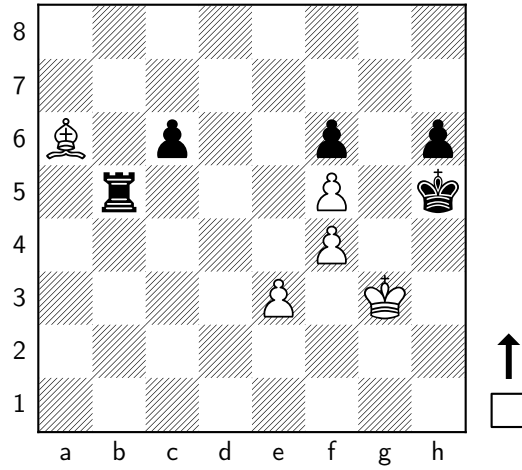
1                    ♖h5+!            ♔xh5  
2                    ♕g3!

Threatens 3 ♘f7#.

2                    ...                ♖a2  
3                    ♘xa2            ♗d5  
4                    ♘c4

Threatens 5 ♘e2#.

4 ... ♖a6  
 5 ♗xa6 ♜b5

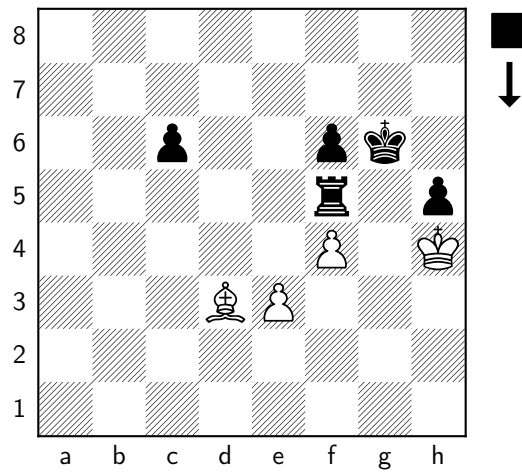


Looks like White's mate threats are over, and 6 ♗xb5 cxb5 is hopeless for White. What next? Moves like 6 ♗c8 ♜b3 are winning for Black.

6 ♔h3!

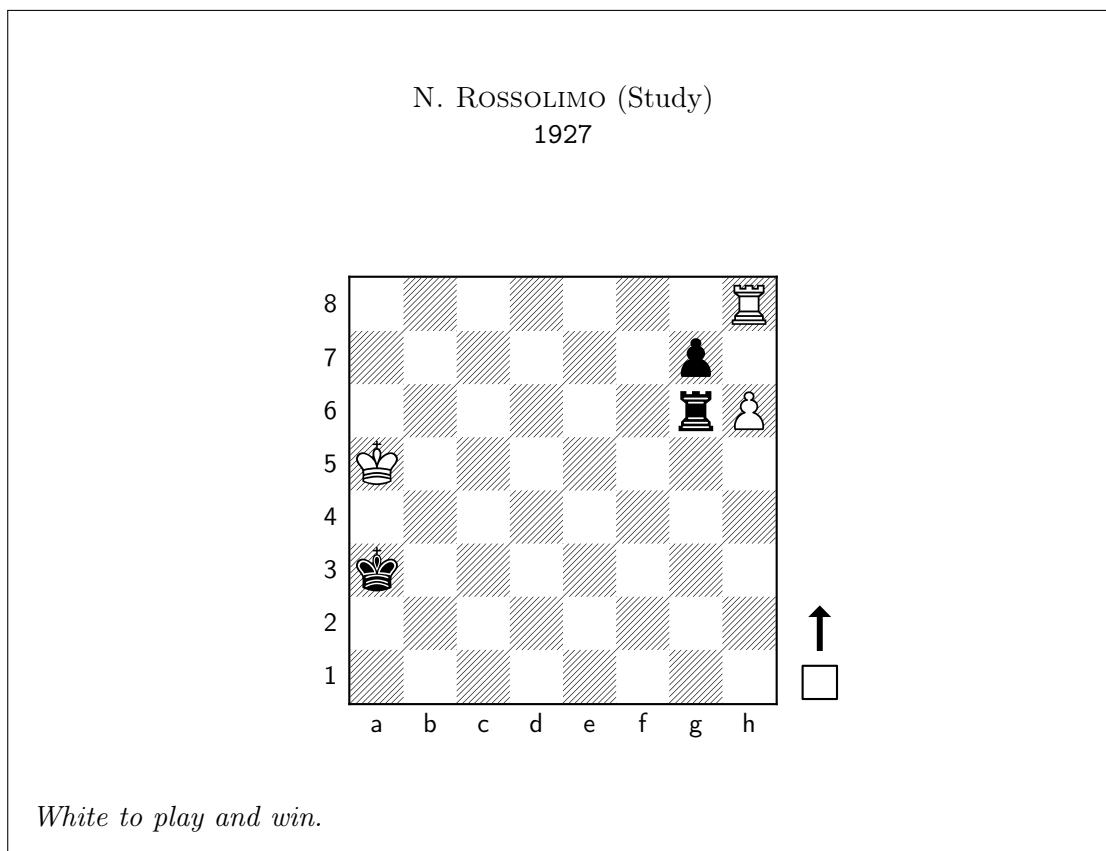
Puts Black in zugzwang.

6 ... ♜xf5  
 7 ♗e2+ ♔g6  
 8 ♗d3! h5  
 9 ♔h4



Putting Black in a zugzwang. If Black moves the c-pawn, White can move the Bishop along the b1-h7 diagonal, capturing or blocking the pawn on c2. Ultimately, Black will have to move the King, after which White will play ♗xf5 and wins with the extra piece.

### 3.13. [2016-09-06] Hiding King: Rossolimo (Study), 1927



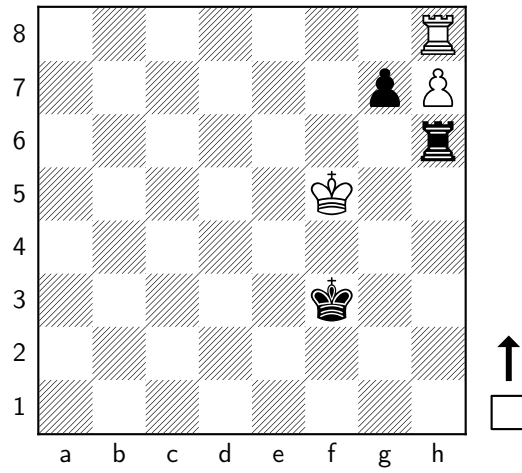
The famous Grandmaster NICOLAS ROSSOLIMO (See §33 on Page 302) was a problem composer also. Here is one of his compositions.

This first move is obvious, as 1 h×g7 ♖×g7 is a draw, and other moves will be met with 1... ♜×h6 or 1... g×h6.

1	h7!	♜h6
2	♚b5!	♚b3

Black King hides behind the White King, otherwise a check by White Rook followed by h8♜ wins.

3	♚c5	♚c3
4	♚d5	♚d3
5	♚e5	♚e3
6	♚f5	♚f3



Enough with hide and seek. Now, a small trick helps White to win.

7                      ♖f8                      ♖xh7

Otherwise 8 h8♔ wins.

8                      ♔g6+!

wins the rook and the game.

3.14. [2016-09-07] Force the draw: H. Mattison (Study), 1913

H. MATTISON (Study)  
1913

*White has a Rook and a Bishop for three pawns, but looks like Black's c-pawn is unstoppable. How can White obtain a draw out of this position?*

Preventing the c-pawn from queening is tricky. After 1 ♖xc5 ♔xc5 2 ♜g5, Black wins White's a-pawn, and easily wins with his three pawns marching against the Bishop. For example, 2... ♕c4 3 ♖f2 ♕b3 4 ♜c1 (4 ♕e2 ♖xa3 5 ♜c1+ ♕b3 6 ♕d3 a4 --+) 4... ♕a2 5 ♕e2 ♕b1 6 ♕d2 a4 --+.

Another try is 1 ♜f2 c1♚ 2 ♖xc5 ♗xc5 3 ♜xc5 ♔xc5, but Black wins after 4 ♕f3 ♕c4 5 ♕e3 ♕b3.

1                      a4+!

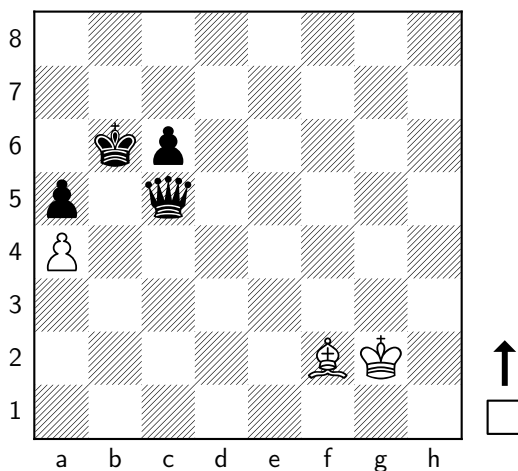
Pushes the King to the b6 square from where it cannot make a move without losing control over c5, and making White run out of moves for the final stalemate.

1                      ...                      ♕b6

After 1... ♔b4, White can stop the pawn by either 2 ♕e1+ followed by 3 ♕d2, or 2 ♖g4+ followed by 3 ♕g5. 1... ♔c4 2 ♕f2 followed by 3 ♖xc5 as well as 1... ♔xa4 2 ♖xc5 also will stop the pawn.

2 ♕f2! c1 ♖  
 3 ♖xc5! ♖xc5

Now, 4 ♕xc5? ♔xc5 will lead to Black's victory, similar to the line given above. So, what can White do?



4 ♔h1!

This fine move leaves Black in a terrible zugzwang. 4... ♖xf2 is stalemate, and every other move will lose the Queen for nothing. For example, 4... ♔c7 5 ♕xc5 =.

Draw.

3.15. [2016-09-08] The tale of two pawns and a Knight: Benko (Study), 1983

PAL BENKO (Study)  
First place, Hungarian Ch., 1983

*Looks like the BK will capture the f-pawn and the BN can sacrifice itself to win the b-pawn. How can White win this game with precise moves?*

Another great study by PAL BENKO (See §6 on Page 297).

1                      ♖b6!

1 b6? ♜g4 (1... ♜f3 also draws.) 2 b7 ♜e5! 3 ♖b6 (3 b8♙ ♜c6+!=.) 3... ♜d7! 4 ♖c7 ♜c5! 5 b8♙ ♜a6+!=.

1                      ...                      ♜g4

1... ♖xf5 2 ♖c7 and the Knight cannot reach in time to refute the b-pawn queening.



2                      ♖c7!                      ♗e3

2... ♗f6 3 ♖d6! ♗e4+ 4 ♖c6! ♗d2 5 ♖d5! (5 b6? ♗c4! 6 b7 ♗a5+!=.) 5... ♗b3 6 b6  
(6 ♖e5 also wins.) 6... ♗a5 7 ♖e6+-.

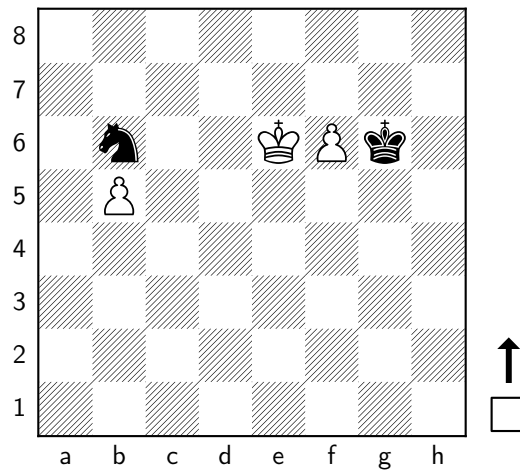
3                      ♖d7!                      ♗d5

3... ♗c4 4 ♖e6+-.

4                      ♖d6!                      ♗b6  
5                      ♖e6!                      ♖h6  
6                      f6

6 ♖f7 also wins.

6                      ...                      ♖g6



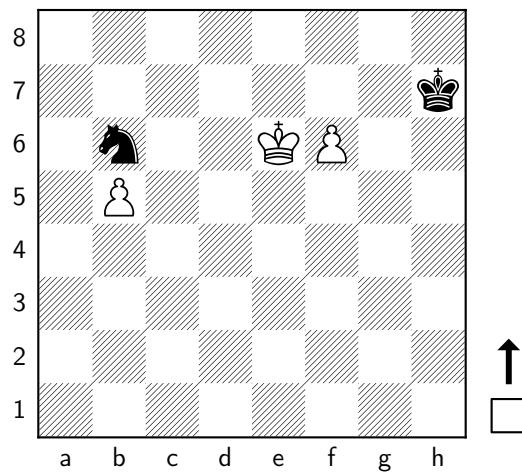
7                      ♖e7!

7 f7? ♖g7 8 ♖e7 ♗d5+ 9 ♖e8 ♗f6+ 10 ♖d8 ♗d5=.

7 ... ♖d5+  
 8 ♔d6

8 ♖e6 ♜b6 9 ♖e7 also wins if White comes back to the main line after 9... ♜d5+.

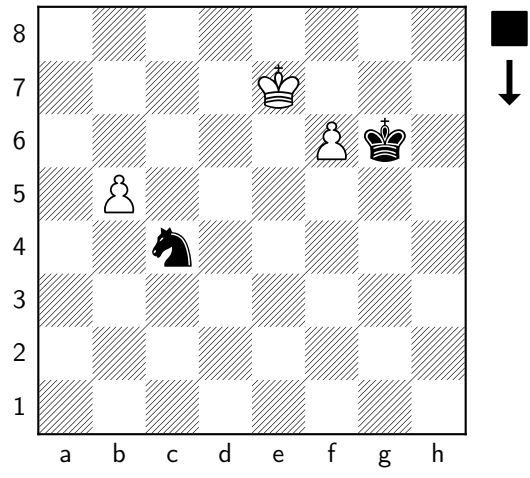
8 ... ♜b6  
 9 ♖e6 ♖h7



10 ♖e7

10 f7? ♖g7 11 ♖e7 ♜d5+= but 10 ♖f7 ♜d5 11 ♖e6, returning to the main line, also wins.

10 ... ♜d5+  
 11 ♖d6 ♜b6  
 12 ♖c6 ♜c4  
 13 ♖d7 ♖g6  
 14 ♖e7



Black cannot stop both pawns.

3.16. [2016-09-12] Stop pawn or stalemate?: Réti and Rinck (Study), 1935

R. RÉTI AND H. RINCK (Study)  
1935

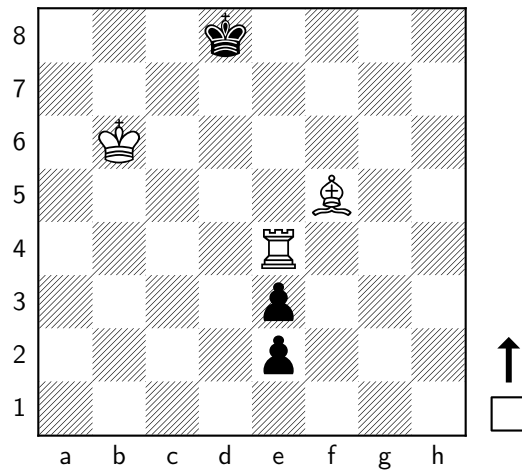
*Looks like it is quite tricky to avoid Black queening the e-pawn. How can White win this game?*

This problem was originally composed by RICHARD RÉTI (See §31 on Page 302), later corrected by H. RINCK (See §32 on Page 302), when he found a *cook*.

1                    ♖f5+

1 ♖c6+? ♔e7 2 ♜e4+ ♔d6! 3 ♜x3 is not effective because of 3... e1♚ 4 ♜x1 stalemate!

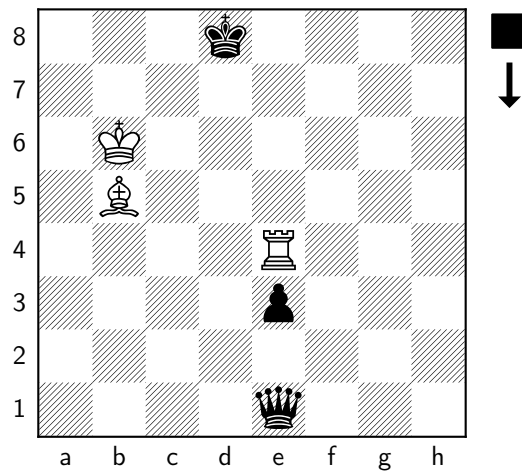
1	...	♔d6
2	♜d4+	♔e7
3	♜e4+	♔d8



4            ♖d7!

This clever move wins. Now, 4... ♙×d7 5 ♖×e3 wins, so...

4            ...            ♙e1 ♖  
 5            ♗b5!

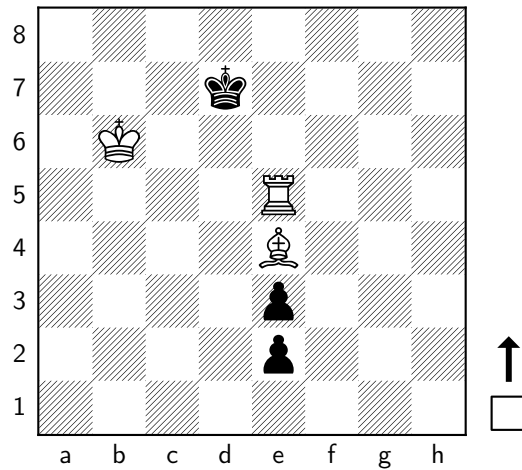


Now, there is no defense to the threatened 6 ♖e8#. White wins.

Note that the Bishop has to move to b5 to avoid the check 5... ♙b1+.

## The original study

Réti's original study was this:



The intended solution was

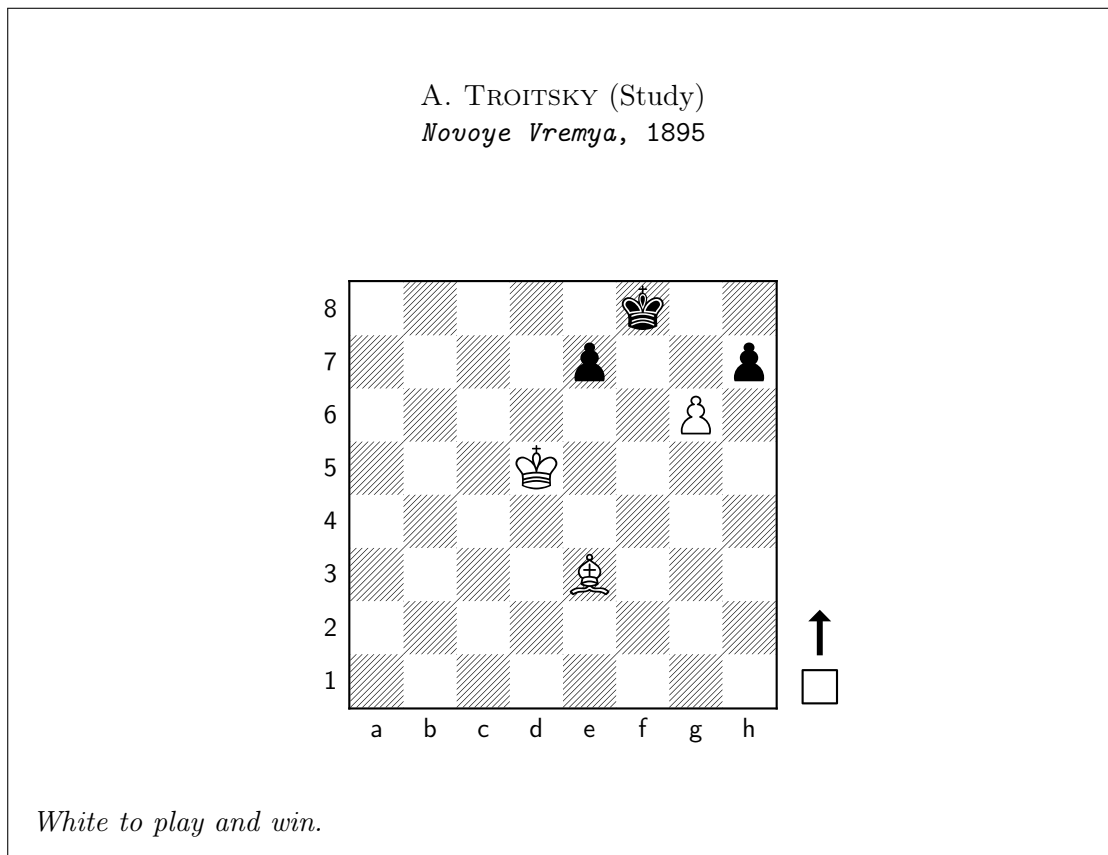
1	♘f5+	♔d8
2	♘d3	e1♚
3	♘b5	

followed by

4	♖e8#
---	------

Later, H. RINCK found a cook 2 ♘d7, and by adjusting the Rook's position slightly, he managed to create a flawless puzzle given above.

3.17. [2016-09-13] Squeeze the King: Troitsky, A.A. (Study), 1895



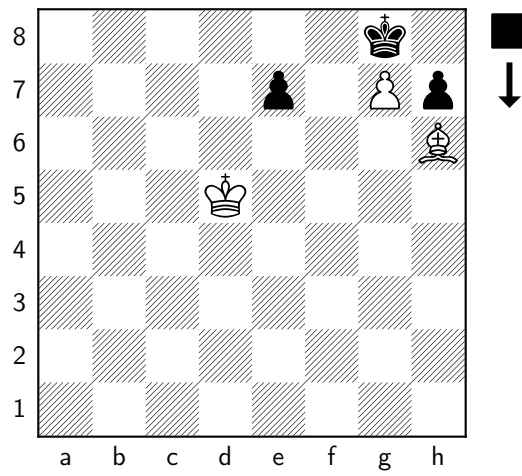
Another endgame study by the great TROITSKY (See §43 on Page 304).

The first two moves are straightforward.

1                    ♖h6+!                    ♔g8

Otherwise, 2 g×h7 wins.

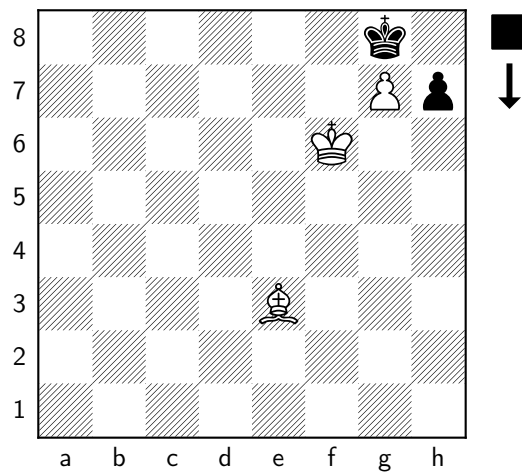
2                    g7



Now Black has several ways to continue.

### Defence 1

2	...	e5
3	♔e6	e4
4	♚f6	e3
5	♗xe3	





allowing Black to move the h-pawn and then the King to h7, after which ♔f7 wins.

## Defence 2

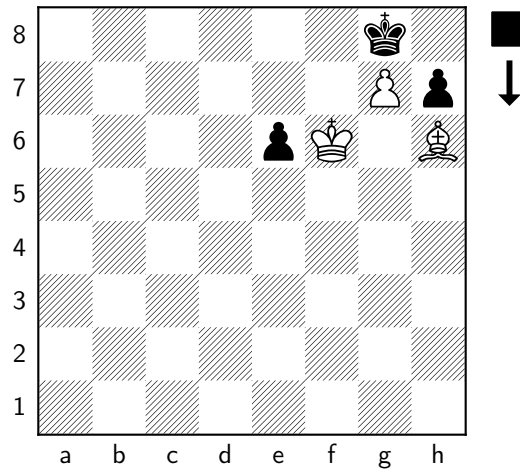
2 ... e6+  
3 ♔d6!

3 ♔xe6 and 3 ♔e5 are stalemates, while 3 ♔c5 ♔f7 (3... e5 also draws.) 4 ♔d6 e5! draws: 5 ♔xe5 ♔g8 and Black King moves from f7 to g8 and back, and White cannot protect the pawn with the King without causing stalemate; while 5 ♔d5 e4 6 ♔d4 e3 and White has to play either 7 ♔xe3 leading to the situation above or 7 ♔x3 giving up the pawn.

3 ... ♔f7

3... e5 4 ♔e6 (4 ♔e7 also wins.) transposes to Defense 1.

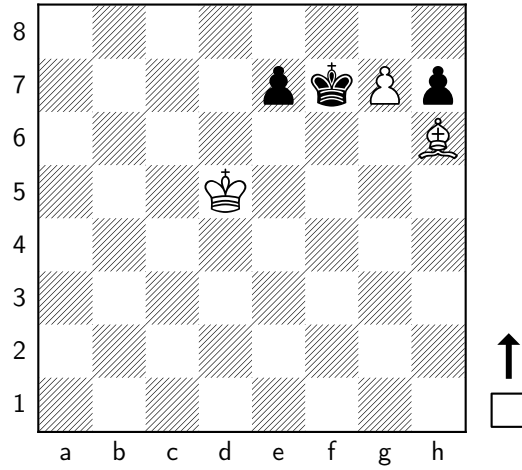
4 ♔e5 ♔g8  
5 ♔f6



and wins.

## Defense 3

2 ... ♔f7



3 g8♞+

Incredibly, giving up the last pawn can also win, with a forced mating attack.

Theoretically, 3 g8♞+ also wins (But 3 g8♞ e6+ 4 ♔e5 ♔xg8 draws, while for 3 g8♞, both 3... e6+ and 3... e5 are fine to draw.), but this is more forcing.

3	...	♔xg8
4	♔e6!	♔h8
5	♔f7	e5
6	♞g7#	

### 3.18. [2016-09-16] Reciprocal zugzwang: Kasparyan (Study), 1946

GENRIKH KASPARYAN (Study)  
1946

*White has two extra connected pawns in this R+P ending, but the winning task is not so easy. What is the right path for White to victory?*

An interesting endgame study by the famous composer GENRIKH KASPARYAN (See §16 on Page 299). This is a practical endgame lesson rather than an endgame study. It illustrates the concept of *reciprocal zugzwang* where both sides are at disadvantage having the move.

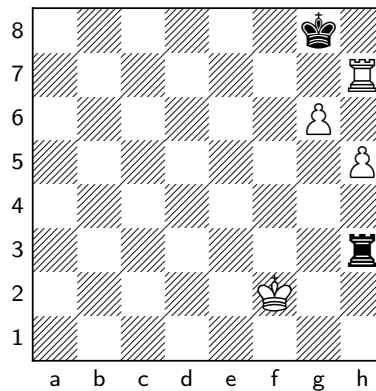
Generally, White should win this ending with two extra connected passed pawns, but White is in a tight corner: The rook doesn't have many moves. It has the responsibility of defending the h5 pawn, so it cannot make waiting moves. If the Rook can get out of h7 and support the pawn along the h-file or the 5<sup>th</sup> rank, it is easy to win this ending. The King and Rook can work together in supporting the pawns by advancing the King and shielding it with the Rook. Also, if the White King can get near the pawns to support them, the win is easy.

Black's defending mechanism rely on shuttling his Rook on g3 and h3. This will help limiting the White King to the first two ranks and keeping the White Rook on h7. If the Black Rook is on h3, White Rook cannot move. It cannot move when the Black Rook is

on g3 either: For example, 1 ♖a7? will lead to 1... ♜g5! and White has nothing better than 2 ♜h7, and Black draws by 2... ♜g2!.

So, the problem reduces to activating the White Rook without losing a pawn. For that, the Black rook should be dislodged from g3 and h3.

Now, consider the following crucial position first.



**Crucial position**

This is a case of *reciprocal zugzwang*. Whoever having the move has a disadvantage.

If it is Black's move, he cannot play 1... ♜g3, so 1... ♖a3 will allow White to reposition the Rook with 2 ♜b7 ♜h3 3 ♜b5!, winning.

Also note that Black cannot move his King: 1... ♔f8 2 ♖g2 ♖a3 (2... ♜h4 3 ♖g3 ♜h1 4 ♖g4 and wins.) 3 ♜f7+ ♖g8 4 h6 wins.

On the other hand, if it is White's move, he cannot move his King and keep g3 under control. 1 ♖g2 will allow 1... ♖a3 2 ♜b7 ♖a5! and now 3 h6 ♜g3+ picks up the pawn on g6. 3 ♜h7 ♖a3 just repeats the position.

So, the solution should aim at reaching the crucial position given above with *black to move*.

**1 ♔a2!!**

The only move to win.

A) 1 ♖b2? ♜h3 2 ♖c2 ♜g3 3 ♖d2 ♜h3 4 ♖e2 ♜g3 5 ♖f2 ♜h3 and we reached the crucial position with White to move. It is a draw.

B) 1 ♖b1? ♜b3+ 2 ♖c1 (2 ♖a2 ♜g3! or 2 ♖b2 ♜h3! or 2 ♖c2 ♜g3! puts White in zugzwang.) 2... ♜c3+ 3 ♖d1 ♜d3+ 4 ♖e1 ♜e3+ 5 ♖f1 ♜f3+ and now 6 ♖f2 ♜h3 or 6 ♖e2 ♜g3 or 6 ♖g2 ♜a3 draws.

1	...	♜h3
2	♖b2	♜g3
3	♖c2	

3 ♖a2 also will win repeating two moves and then continuing with 5 ♖c2, but other moves fail to win. For example, if White plays 5 ♖c1, Black plays 5... ♜c3+, and draws by 6 ♖b2 ♜h3, 6 ♖d2 ♜h3 or 6 ♖d1 ♜d3+ or 6 ♖b1 ♜b3+.

3	...	♜h3
4	♖d2	♜g3
5	♖e2	♜h3
6	♖f2	

Now we have reached the crucial position with Black to move. White wins.

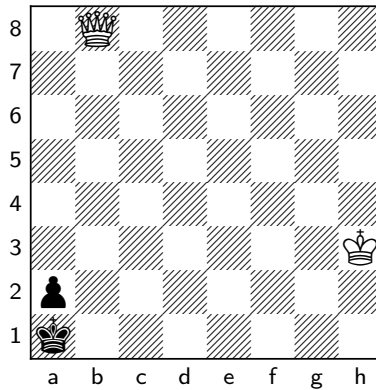
3.19. [2016-09-20] Die for a tempo: Grinfed (Study), 1903

GRINFED (Study)  
1903

*Looks like an easy win for White, but it is not that easy. Black has too many drawing resources. How can White win from this position?*

The first idea is to save the rook and try to win against the rook pawns: 1 ♖g1 b×a4 and White doesn't have anything better than a draw.

Next idea is to give up the Rook and queen the pawn, and then play a ♔+♚ vs ♔+♗ ending. Since the Black pawn is a rook pawn, let us consider some crucial positions:



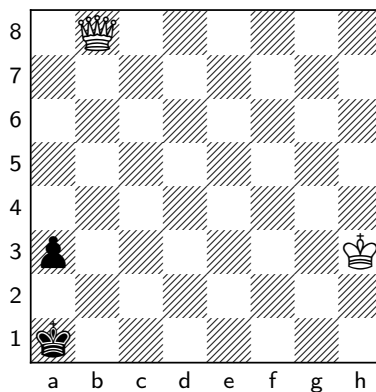
**First crucial position**

Black draws if he can reach this position. With Black to move, it is a stalemate. With the move, White has to move the Queen away from the b-file, and wherever it goes, Black continues with  $1... \text{♞b2}$  or  $1... \text{♞b1}$ , threatening  $2... \text{♞a1}$ . When checked, the Black King will move between b2 and b1, and when both are not possible, move to a1.

When the B♘ is on a2, the only way White can checkmate without bringing his King over is by moving his Queen to c1 when the Black King is on a1, but this is not possible: To deliver checkmate on c1, White will have to give a check to the B♞ standing on b1 or b2 on the previous move, forcing it to a1, and then move to c1 from that square. There is no square that satisfies this.

So, if the first crucial position is reached, Black draws.

Now, let us consider another crucial position.



**Second crucial position**

With move, Black plays 1... a2, reaching the first crucial position, thereby drawing. With move, White can win by continuously checking and creating threats of winning the pawn or checkmating. This is true wherever the Queen is.

For example, from this position, White wins by (This is only one of many ways to win) 1 ♖f4, preventing 1... a2 because of 2 ♕c1#. If Black plays 1... ♖b2 or 1... ♖b1, White wins by 2 ♕b4+ ♗a2 3 ♕g3, and wins the pawn on the next move.

Now, let us come back to the original problem.

The following continuations fail to win by just one tempo.

1. 1 a×b5 ♖×a1 2 b6 a4 3 b7 a3 4 b8♖ a2 and we reached the first crucial position, drawing. We can count four moves for the a4-pawn to reach b8, and Black needs one move to capture the Rook on a1 and three moves for the pawn to reach a2. So, Black draws just in time.
2. 1 ♖b1+ forces the B♖ to be exposed to W♕'s check but allows the B♖ to move without any hinderance: 1... ♖×b1 2 a×b5 a4 3 b6 a3 4 b7 a2 5 b8♖+ ♗a1 reached the first crucial position, drawing. Here, White needs one move for the initial check and four moves to queen the pawn, while Black needs one move to capture the Rook, one move to answer the check and three moves for the pawn to reach a2. Here also, Black draws just in time.
3. 1 ♖a2+ ♖×a2 2 a×b5 a4 3 b6 a3 4 b7 ♖a1 5 b8♖ a2 reaches the first crucial position, drawing. Here also, both White and Black takes five moves to reach the first crucial position.

We need a line where when White pawn reaches b8, Black pawn reaches only a3, reaching the second crucial position. This one tempo can change the outcome. The only remaining possibility is...

1                      ♖a3!!                      ♖×a3

Now, White pawn on a4 can reach b8 in four moves, but Black needs two moves to move the King to a1 and three moves to move the pawn from a5 to a2, ending up one move short. If Black moves the King to b2 instead, the check the W♕ gives forces it to do another move.

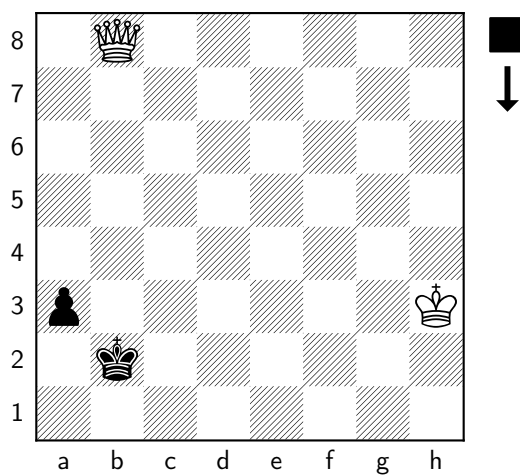
Note that Black doesn't have any alternatives: Both 1... b×a4 2 ♖×a4 is hopeless, while 1... b4 2 ♖g3 intending 3 ♖g5 and 4 ♖×a5 wins for White: The rook can be sacrificed for the Black pawn and the White pawn will queen on a8.

2                      a×b5                      ♖b2



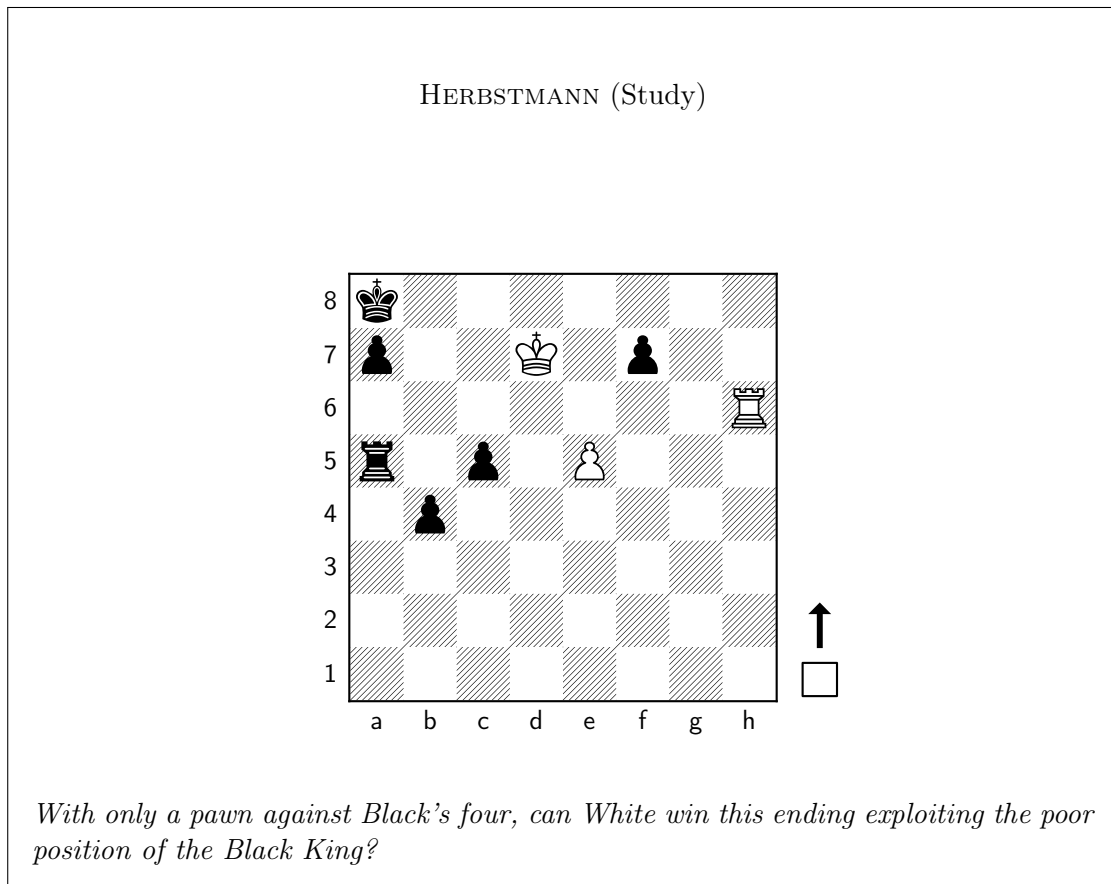
After 2... ♔a2 3 b6 a4 4 b7 a3 5 b8♚ ♔a1, we reached the second crucial position with White to move. White wins.

<b>3</b>	<b>b6</b>	<b>a4</b>
<b>4</b>	<b>b7</b>	<b>a3</b>
<b>5</b>	<b>b8♚+</b>	



After 5... ♔a1, we reached the second crucial position with White's move. White wins.

3.20. [2016-09-21] Mating net with minimum pieces: Herbstmann (Study),



The hardest to find is the first move. After that, it is straightforward.

1 e6!

Unbelievable that the only way to win is to give up the last pawn!

The obvious motive behind this move is to open the seventh rank for a Rook check later, but it also makes ♖c6 possible, as the immediate 1 ♖c6?? will lose to 1... ♜a6+ -+.

1 ♖c7 is another try, but after 1... a6 2 ♖b6 ♜b5+ 3 ♖xa6 ♜b8 =, White cannot win.

1 ... fxe6

1... ♖a6 2 exf7+-.

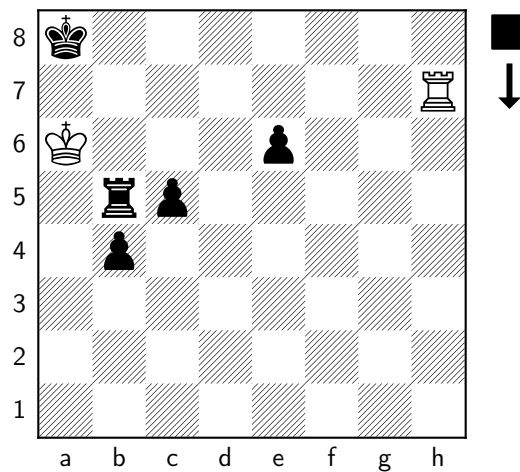
2 ♔c6

Threatens 3 ♖h8#.

2	...	a6
3	♖h8+	♔a7
4	♖h7+	♔a8

4... ♔b8 5 ♔b6 ♖b5+ 6 ♔xa6 and the rook is lost.

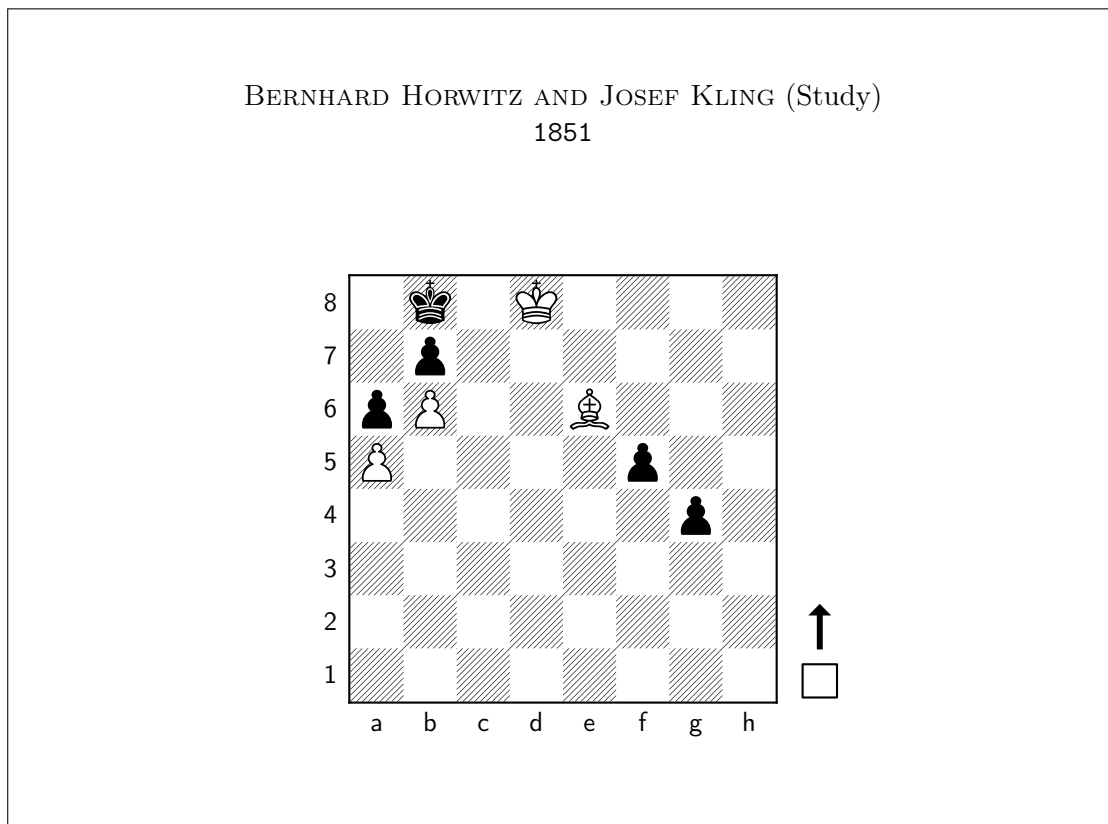
5	♔b6	♖b5+
6	♔xa6	



Black's own pawns block its Rook, so it has only one square to go.

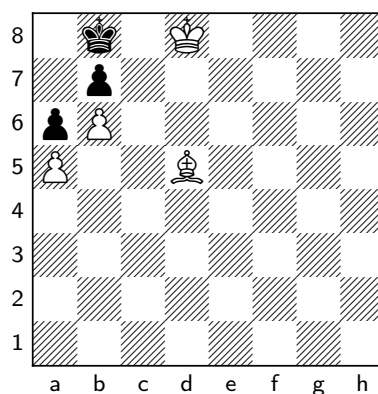
6	...	♖b8
7	♖a7#	

3.21. [2016-09-28] Avoid stalemate: Horwitz and Kling (Study), 1851



This is not an endgame study *per se*, but a position from the classic endgame book *Chess Studies* (first published in 1851) by BERNHARD HORWITZ (See §14 on Page 299) and JOSEF KLING (See §17 on Page 299).

Before analyzing the puzzle, let us check a few crucial positions:

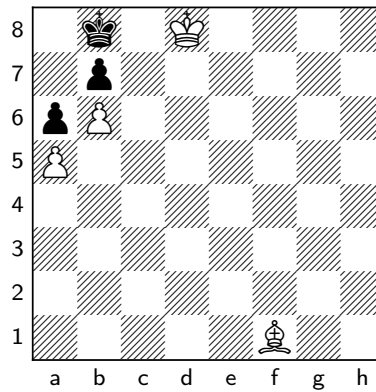


### First crucial position

This is a draw with either side to move.

With Black to move, he plays 1... ♔a8, and White cannot play 2 ♖c7 (threatening 3 ♜x b7#) due stalemate.

With White to move, and if he plays 1 ♔d7, the effect is the same as above. For this puzzle, d8 and d7 are equivalent squares for the White King, and moving from one to the other can be done to lose a move at any time.



### Second crucial position

This is a draw with either side to move.

With Black to move, he plays 1... ♔a8, and an attempt to win by 2 ♜x a6 b x a6 3 ♖c7 (threatening 4 b7#) also leads to stalemate.

White needs to arrive at one of these positions with Black having at least one extra pawn with a move. It should be blocked by the Bishop to force ... ♔a8 then the Bisop should be moved and the King should move to c7 to allow moves by the pawn. Looks like this is hard to do the two moves together.

Now, let us come back to the puzzle.

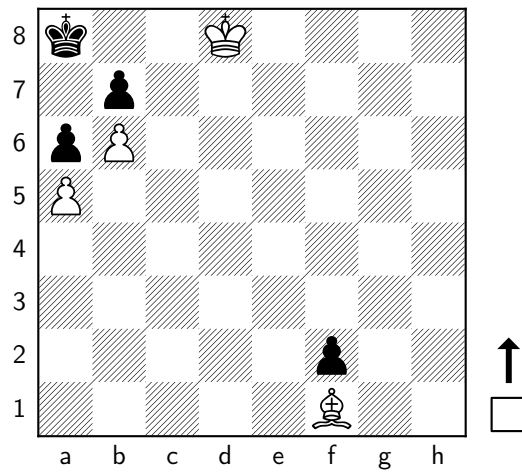
1 ♔d7!

After 1 ♜d5? f4, and Black manages to get rid of the pawns before forced to play ... ♔a8:

A) 2 ♜e6 g3 3 ♜d5 f3 4 ♜x f3 g2 5 ♜xg2=.

B) 2 ♜e4 f3 3 ♔d7 f2 4 ♜g2 g3 and now 5 ♔d8 f1♚ 6 ♜x f1 g2 and 5 ♜f1 g2 6 ♜xg2 f1♚ get rid of both the pawns.





7                      ♗xa6!                      ♖b8

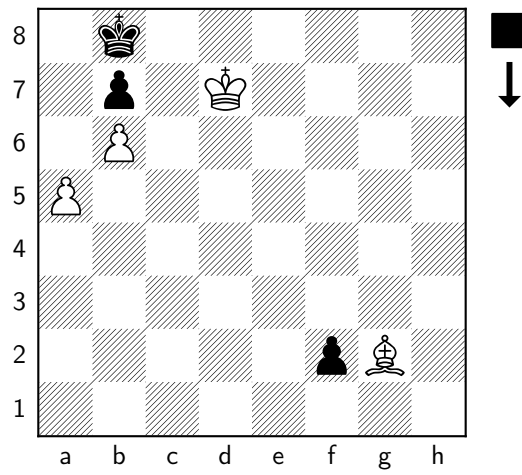
7... bxa6 8 ♖c7 f1♖ 9 b7+ ♖a7 10 b8♖♯.

Or 7... f1♖ 8 ♗xf1 ♖b8 9 ♖d7 ♖a8 10 a6, and now:

A) 10... bxa6 11 ♖c7 a5 12 ♗g2♯.

B) 10... ♖b8 11 a7+, transposing to the 13<sup>th</sup> move of the main line.

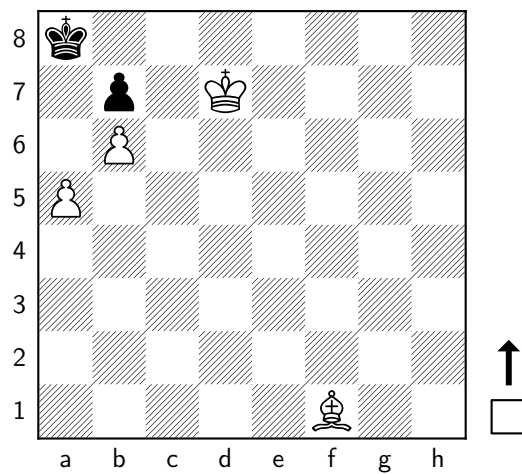
8	♗f1	♖a8
9	♗g2	♖b8
10	♖d7	



10                    ...                    f1♞

10... ♔a8 11 ♕c7 f1♞ 12 ♘xb7♯

11                    ♘xf1                    ♔a8





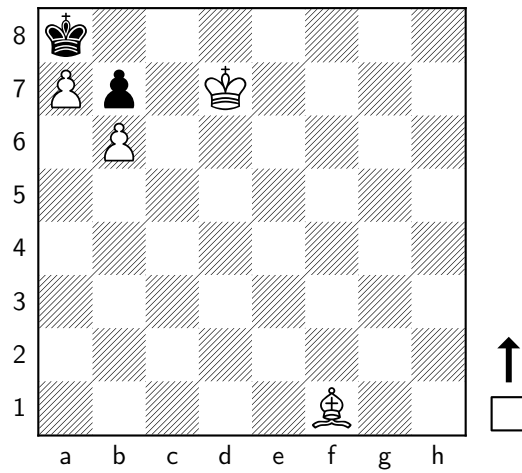
12                    a6                    ♖b8

12... bxa6 13 ♖c7 a5 14 ♔g2#.

13                    a7+

A waiting move like 13 ♔d3 also wins, as 13... bxa6 14 ♔xa6 ♖a8 15 b7+ ♖b8 16 ♖c6 wins.

13                    ...                    ♖a8



14                    ♔a6!

This wins, and all other moves lead to stalemate.

14	...	bxa6
15	♖c7	a5
16	b7+	♖xa7
17	b8♖+	♖a6
18	♖b6#	

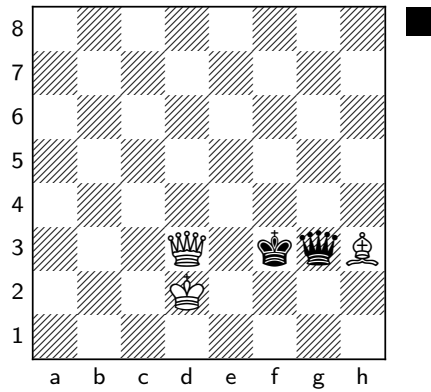
### 3.22. [2016-09-29] Taming the Queen: H. Rinck (Study), 1902

H. RINCK (Study)  
1902

*Winning ♔+♗ (or ♝) vs ♚ is hard, because exchanging queens will lead to draw, and the weaker side has a lot of chances for perpetual checks. The theory is ♔+minor piece vs ♚ has many interesting positions where White forces checkmate or winning of Black Queen by interesting maneuvers. This is one of them. White to play and win.*

First of all, throughout this puzzle, the Black Queen is on g3, and hence the Black King cannot move to e5 due to a check along the b8–h2 diagonal, or g6 due to a check along the g-file, skewering to win the Black Queen. These variations are not separately listed.

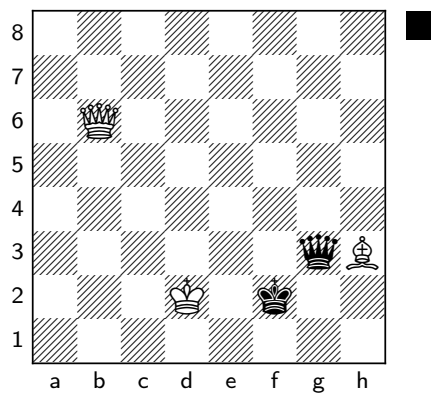
In order to analyze this, let us consider four positions.



Position 1

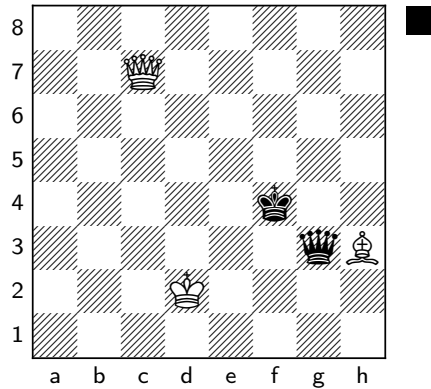
If White achieves this, it is checkmate in one move.

- A) 1... ♔f4 2 ♚f5#.
- B) 1... ♔f2 2 ♚f1#.



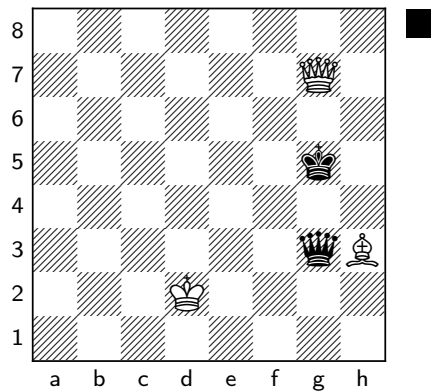
Position 2

Any check on the a7-g1 diagonal in this position achieves mate in one by 1... ♚e3 2 ♚xe3# or 1... ♔f3 2 ♚e3#.



**Position 3**

Here, 1... ♔f3 2 ♚c6+ ♔f4 (2... ♔f2 3 ♚c5+ +- , Position 2) 3 ♚d6+ ♔f3 4 ♚d3 +- , Position 1.



**Position 4**

Here, 1... ♔f4 (1... ♔h4 2 ♚h6#) 2 ♚c7+ +- , Position 3.

Now, let us analyze the position given in the puzzle.

**1** ♘h3+

The only move to win. The Bishop cannot be taken because 1... ♚xh3 2 ♚c8+ wins the Queen.



3.23. [2016-10-03] Stop the Bishop!: Heuacker (Study), 1930

PAUL HEUACKER (Study)  
1930

*If White plays 1 h7 Black prevents the queening by 1... e4. How can White win this game?*

1                    ♖a7!

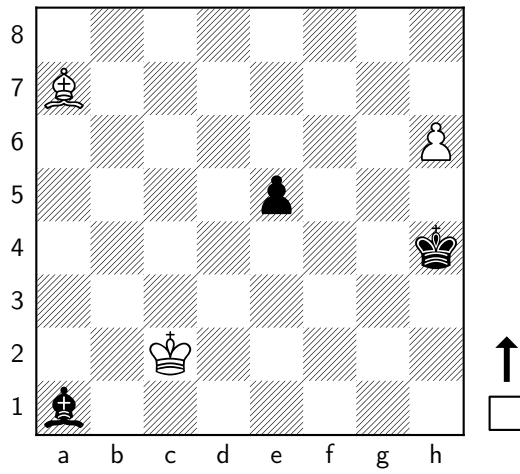
Obviously, 1... ♗xa7 will fail to 2 h7. But it can move to other squares in the diagonal.

1... ♖g5 or 1... ♖h5 will be met with 2 h7, here or any subsequent moves.

1                    ...                    ♗a1

1... ♗c3 2 ♖c2 transposes to the main line.

2                    ♖b1!                    ♗c3  
3                    ♖c2!                    ♗a1

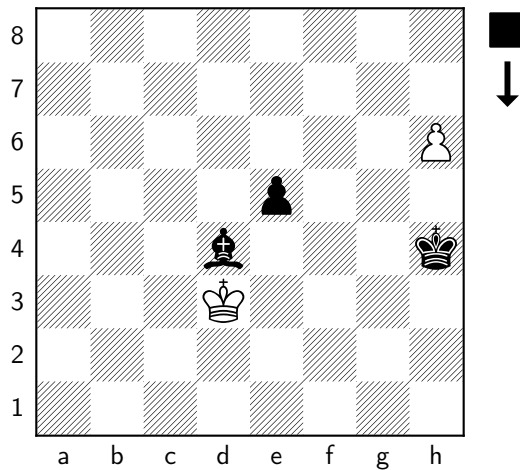


Now what? 4 ♔d3? e4+ 5 ♕xe4 ♜f6 6 ♜d4 ♔g5=.

4 ♜d4!! ♜xd4

For 4...exd4, White continues 5 ♔d3!, blocks the pawn, and cuts the diagonal of the Bishop, and the White pawn queens.

5 ♔d3!



If the Bishop moves, White plays 6 ♖e4 and blocks the pawn. 5... e4+ 6 ♔xd4 also allows White pawn to queen.

White queens the h-pawn and wins.



3.24. [2016-10-03] **Winning with the wrong Bishop: Vancura (Study), 1922**

J. VANCURA (Study)  
Ceské Slovo 1922

*In general, ♔+♘+Rook pawn against ♚ is a draw if the Bishop doesn't control the queening square, like in this case. All Black has to do is get the King to h7, h8, g7 or g8 (or win the pawn) and White cannot force a win. How can White force a win from this position?*

It is clear the first move should be by the Bishop (Otherwise 1... ♔g1 wins the pawn and draws.), but to where?

1                      ♘d7!                      ♔e3

1... ♔f3 2 ♔d4 ♔f4 3 h4 controls all the squares forward for the Black King, forcing it to go back and the White pawn queens.

For all other moves, White plays 2 h4 and The Black King cannot catch the pawn.

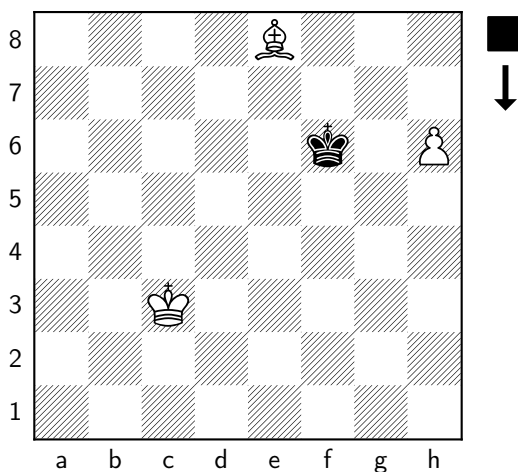
2                      h4!                      ♔e4

2... ♔f4 3 ♔d4 and we are in the line mentioned in the notes of move 1.

3	h5!	♔e5
4	h6	

4 ♕e8 also transposes and wins.

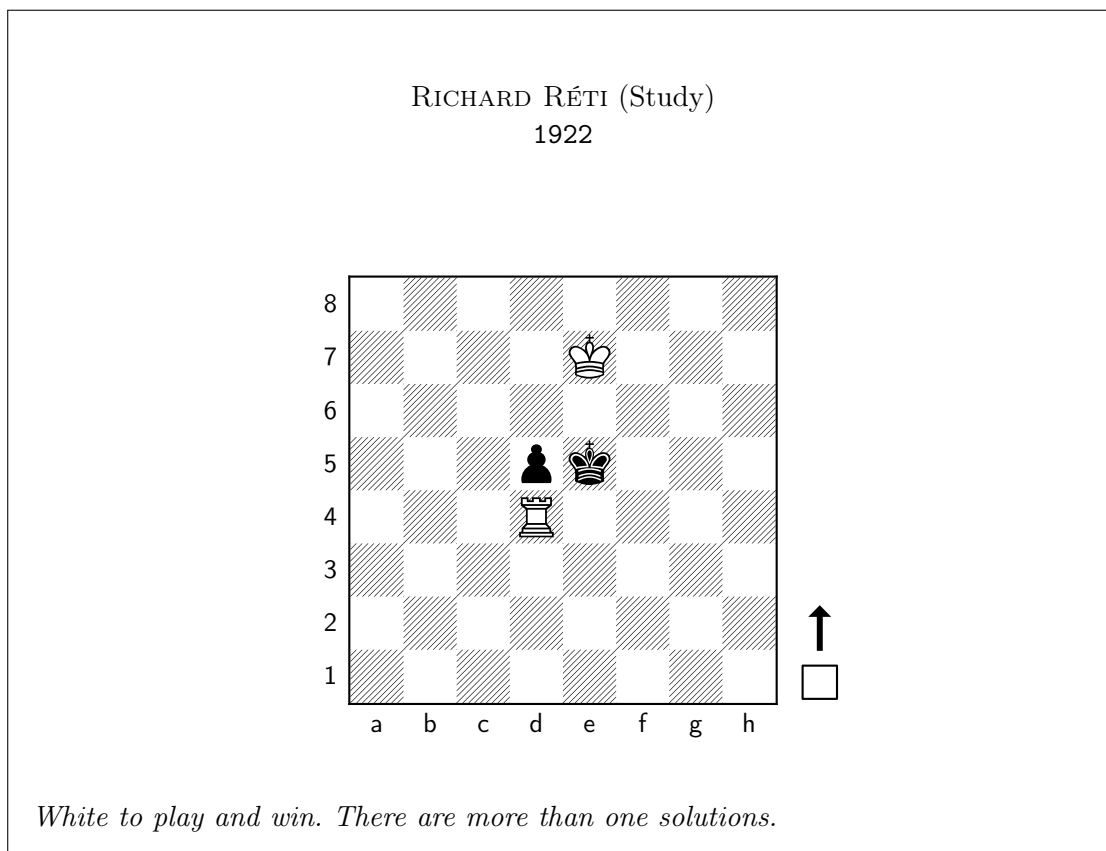
4	...	♔f6
5	♕e8!	



Blocks all paths. This is why the first move should be 1 ♕d7. If it were 1 ♕c8?, this move is not possible. If it were 1 ♕e6?, a 4 ♕f7? here will not work due to 4... ♔xf7!

Black is in a zugzwang. Any move will lose the King's access to g7 and White wins by 6 h7.

3.25. [2016-10-04] Lose a move?: Réti (Study), 1922



Another endgame study by RICHARD RÉTI (See §31 on Page 302).

1                      ♖d2

1 ♖d3 also will win.

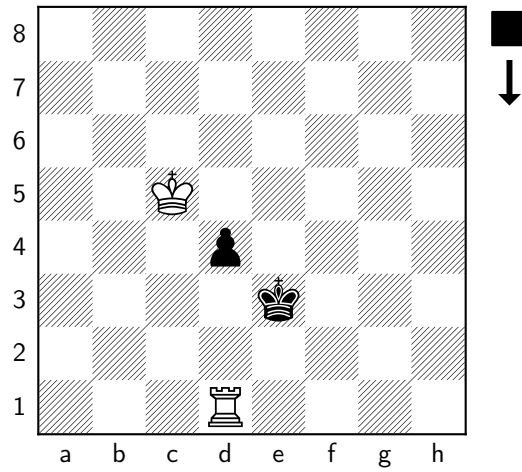
After 1 ♖d1? d4 2 ♔d7 ♔d5 3 ♔c7 ♔c5 4 ♔b7 ♔d5 draws. 2 ♖d2 ♔e4 3 ♔d6 ♔e3 4 ♖d1 d3 5 ♔c5 ♔e2 =.

1 ♖h4? d4 will draw because the WK cannot catch the pawn in time. For example, 2 ♖h5+ ♔e4 3 ♔d6 d3 4 ♖e5 ♔f3 =.

1                      ...                      d4

1... ♔e4 2 ♖d1 d4 3 ♔d6 transposes to the main line.

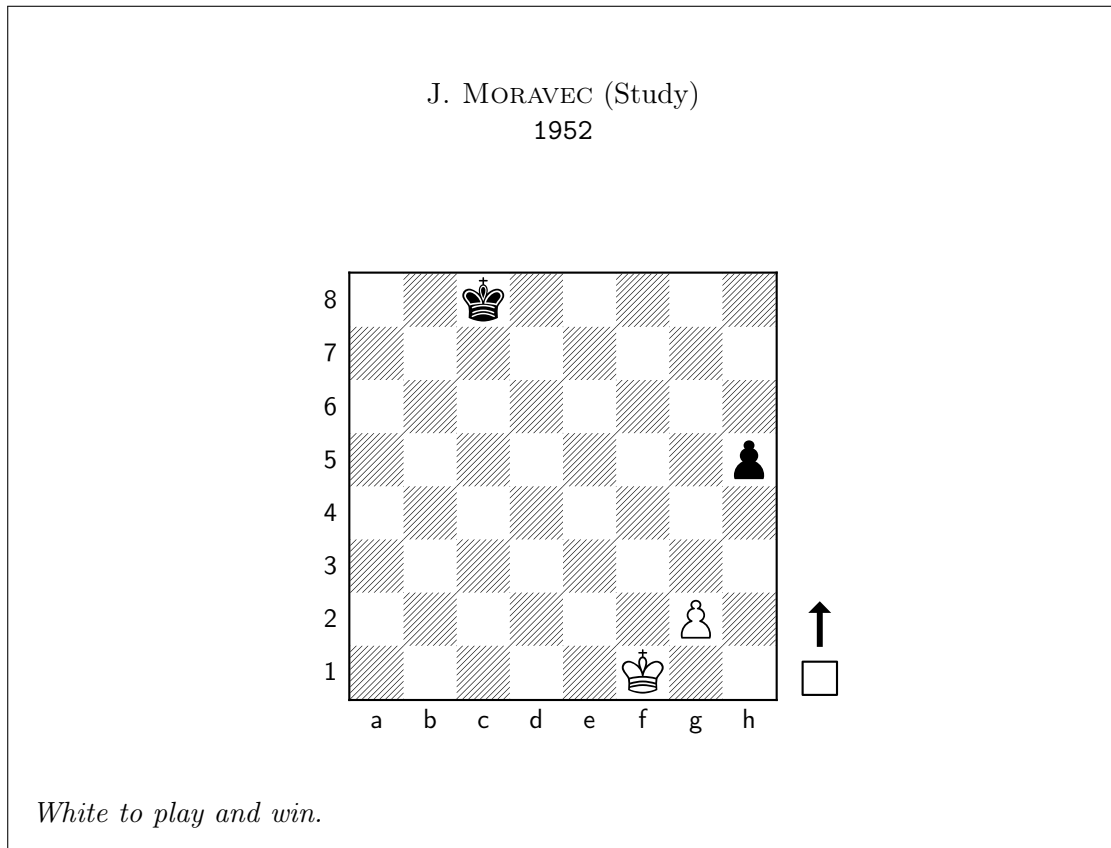
2	♖d1!	♔e4
3	♕d6	♕e3
4	♕c5	



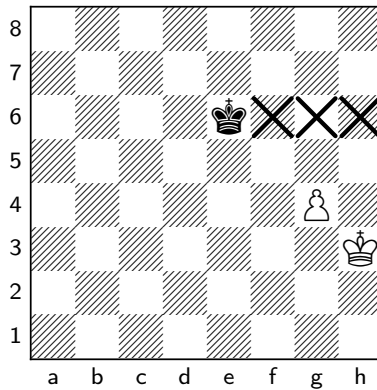
4	...	d3
5	♕c4	d2
6	♕c3	

Wins the pawn and the game.

3.26. [2016-10-05] Watch for key squares: Moravec (Study), 1952



Before solving this puzzle, it will help to revive the theory behind  $\text{♔}+\text{♙}$  vs  $\text{♚}$  endings. For pawns on the ranks 2, 3 or 4, the key squares are the three squares 2 ranks ahead. For example, in Position 1, if the WK manages to reach any of the squares marked with “X”, white wins, irrespective of whose move it is.

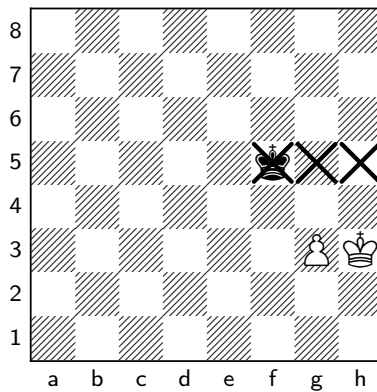


**Position 1**

With White to move, 1 ♔h4! ♕f6 2 ♔h5! (Threatening to occupy the key square h6) 2... ♕g7 3 ♔g5! wins, as the WK can occupy h6 or f6 depending on Black's move.

With Black to move, Black plays 1... ♕f6 2 ♔h4 ♕g6 and draws, because the WK cannot occupy any of the key squares.

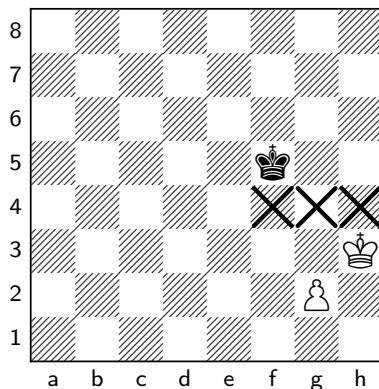
Position 2 gives the situation with the pawn on g3.



**Position 2**

With White to move, 1 ♔h4 ♕g6 2 ♔g4 wins. With the move, Black draws with 1... ♕g5.

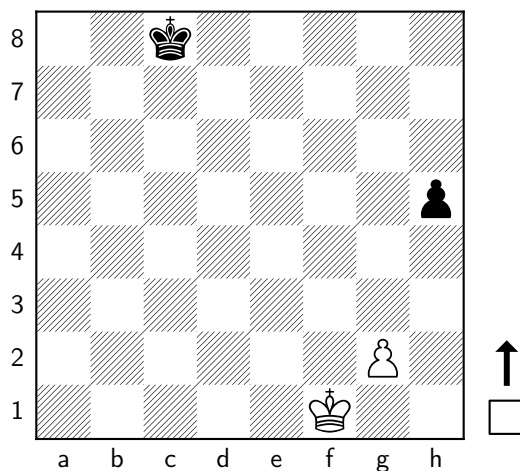
Position 3 gives the situation with the pawn on g2.



**Position 3**

The WK needs to get into the three marked squares to win. White wins irrespective of whose move it is. With White to move, 1 ♔h4 wins. With Black to move, 1... ♔g5 prevents White to reach the key squares on this move, but after 2 ♖g3, it can occupy a key square on the next move.

Now, let us consider the puzzle.

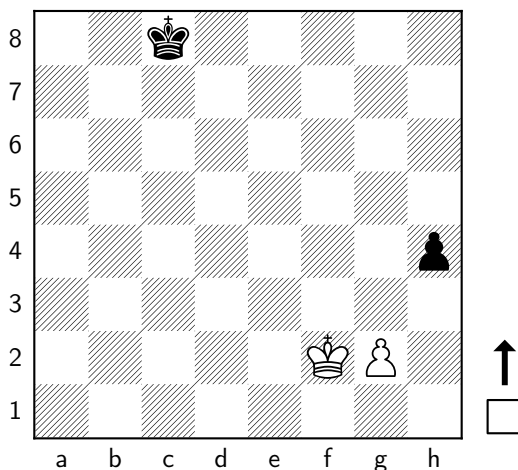


1 ♔f2!

1 ♔g1? is too slow, as 1... ♔d7 2 ♔h2 ♖e6 3 ♔h3 ♖f6 4 ♔h4 ♖g6 supports the pawn and draws.

1 ... h4

1... ♔d7 2 ♖g3 ♕e6 3 ♖h4 ♖f5 4 ♔xh5 and the WK can be placed on a key square (See position 3) on the next move.



2 ♖g1!!

2 ♖f3? h3! 3 g4 (After 3 g3, White will take four moves (♖f3-f2-g1-h2xh3) to capture the Black pawn, and by that time, Black King will reach in front of the White pawn. 3 gxh4 makes the pawn a Rook pawn, and Black draws by rushing the King to h8.) 3... ♔d7 4 ♖g3 ♕e6 5 ♔xh3, we reached Position 1, and Black draws by 5... ♖f6.

2 ... h3  
3 g3!

3 g4? ♔d7 4 ♖h2 ♕e6 5 ♔xh3 ♖f6 draws (Position 1).

3 ... ♔d7  
4 ♖h2 ♕e6  
5 ♔xh3 ♖f5

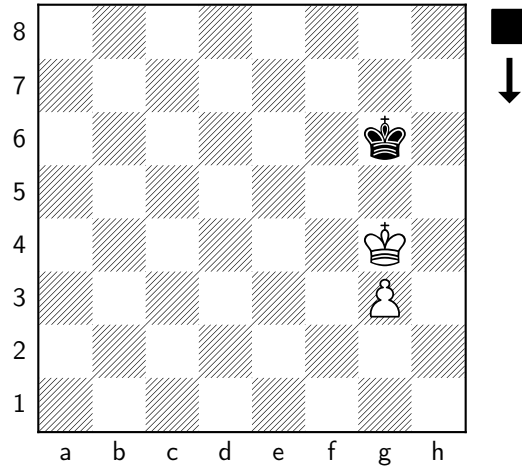
White has reached the Position 2, and wins by



6  
7

♔h4  
♕g4

♕g6



3.27. [2016-10-06] Half Bishop winning over dead Bishop: Salai (Study), 2011

LADISLAV SALAI JR. (Study)  
Šachová skladba 2011

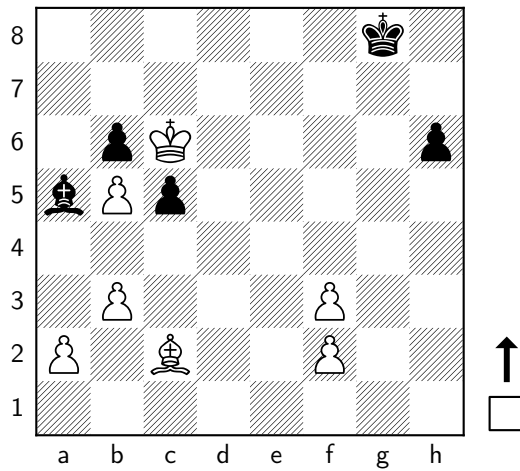
*White is two pawns up, but the opposite colored Bishop's ending makes it difficult for White to win this game. Black's passed h-pawn makes it more complicated. How can White win this game?*

This is a prize-winning study by LADISLAV SALAI, JR. (See §35 on Page 303).

**Almost (but incorrect) solution**

The most obvious way to march the King to the queenside, grab the pawn on b6 and queen the b- or a-pawn. This creates some interesting possibilities.

1	♔d7	♙d2
2	♔c6	♙a5



3                      b4!

3 a3 ♖g7 4 b4 is not sufficient, as 4...cxb4 5 axb4 ♙xb4 6 ♖xb6 ♗f6 7 ♖c6 ♙e1 8 b6 ♙xf2 9 b7 ♙g3 draws.

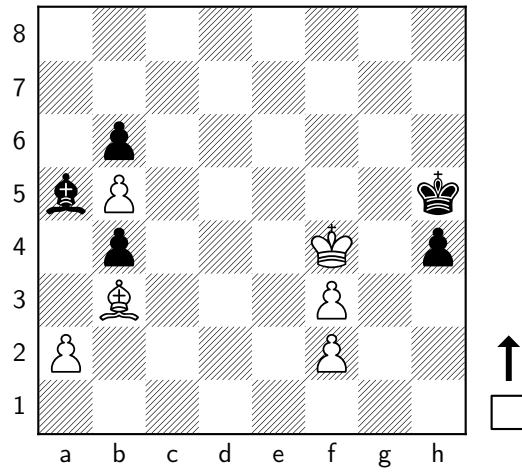
3                      ...                      cxb4  
4                      ♙b3+

The idea behind the pawn sacrifice. The Black Bishop is hemmed in, and Black is immobile except for the King and the h-pawn. On the other hand, while not moving, the White Bishop on b3 plays an important part in the remainder of the game.

4                      ...                      ♖g7

An attempt to work on the other half by 4...♗f8 5 ♖d6 h5 6 ♖e5 ♖e7 7 ♖f6 ♖d6 also fail. See the corresponding discussion in the solution below.

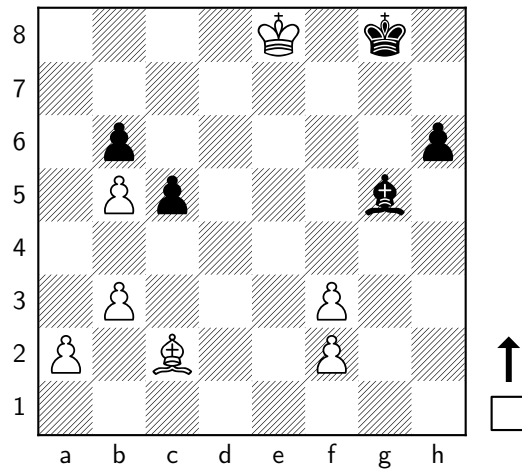
5                      ♖d5                      ♖f6  
6                      ♖e4                      h5  
7                      ♖f4                      ♖g6  
8                      ♖e5                      h4  
9                      ♖f4                      ♖h5



White is in zugzwang. The King cannot move because the Black pawn will queen. White has nothing better than 10 ♖f7+ ♔h6 11 ♔g4 b3 12 ♗×b3 ♗e1=.

White cannot avoid this position in this line. Knowing that there will be a zugzwang here, the solution can be refined.

### The correct solution



1

f4!!

To avoid the zugzwang on the 10<sup>th</sup> move.

1	...	♙xf4
2	♖d7	♙d2

2... h5 3 ♖c6 h4 4 ♖xb6 h3 5 a4 h2 6 ♙e4 +-.

3	♖c6	♙a5
4	b4!	cxb4
5	♙b3+	♖g7

An attempt to work on the other half also still fail: 5... ♖f8 6 ♖d6 h5 7 ♖e5 ♖e7 8 ♖f6 ♖d6 9 ♖g5 ♖c5 10 ♖xh5 ♖xb5 11 f4 ♖c6 12 f5 b5 13 f6 ♙d8 14 ♖g6 ♖d7 15 f7 ♙e7 16 ♖g7 +-.

6	♖d5	♖f6
---	-----	-----

6... h5 7 ♖e5 h4 8 ♖f4 +-.

7	♖e4	h5
---	-----	----

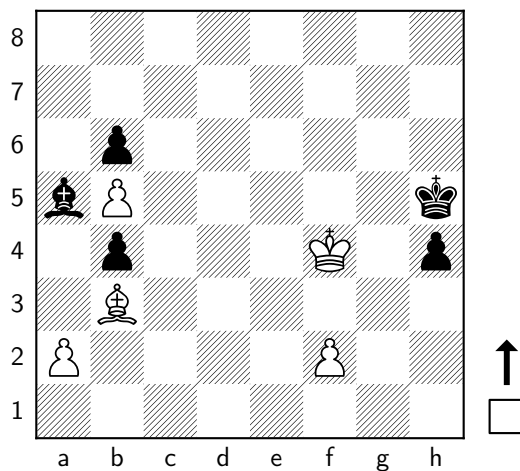
7... ♖g5 8 ♖e5 h5 9 f4+ ♖g6 10 f5+ ♖g7 11 f6+ ♖f8 12 ♖f5 +-.

8	♖f4	♖g6
9	♖e5	h4

9... ♖g5 10 f4+-.

For all other King moves, 10 ♖f5 wins.

10	♖f4	♖h5
----	-----	-----



Here, it will be clear why we needed 1 f4. Without that, there will be an extra pawn on f4 here, and White is in a zugzwang. The absence of that pawn allows White to play...

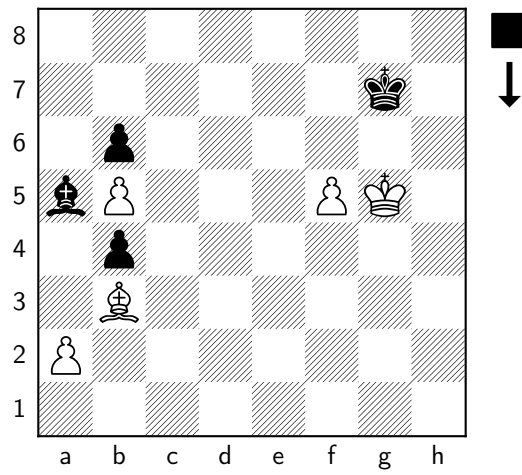
**11                    f3!**

Now, it is Black who is in zugzwang. When the King moves, White King wins the pawn.

<b>11</b>	...	♔h6
<b>12</b>	♔g4	♔g6
<b>13</b>	♔xh4	♔h6

Looks like Black has got the opposition and will be able to hold on, because he has no other move. But White's passed pawn is on the f-file, and the White Bishop controls the crucial f7 square, which forces Black to lose the opposition.

<b>14</b>	♔g4	♔g6
<b>15</b>	f4	♔f6
<b>16</b>	f5	♔g7
<b>17</b>	♔g5	

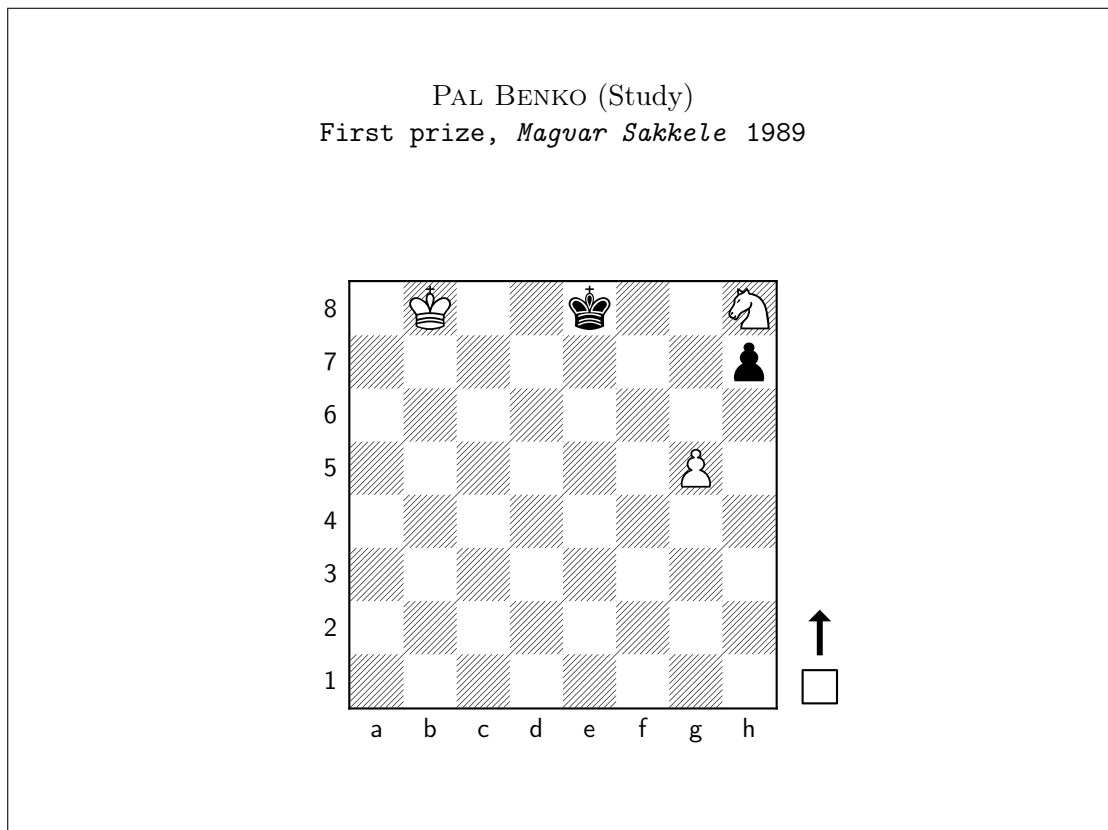


The fact that Black cannot move to f7 and g8 causes a serious handicap.

17	...	♔f8
18	♔f6	♔e8
19	♔g7	

And the pawn queens. White wins.

3.28. [2016-10-11] Win at any cost: Benko (Study), 1989



Another entertaining study by PAL BENKO (See §6 on Page 297).

1                      ♔c8!

1 ♔c7? ♕e7! 2 ♔c6 (2 ♔c8 ♕e8! =) 2... ♕e6 and the g6-pawn is lost.

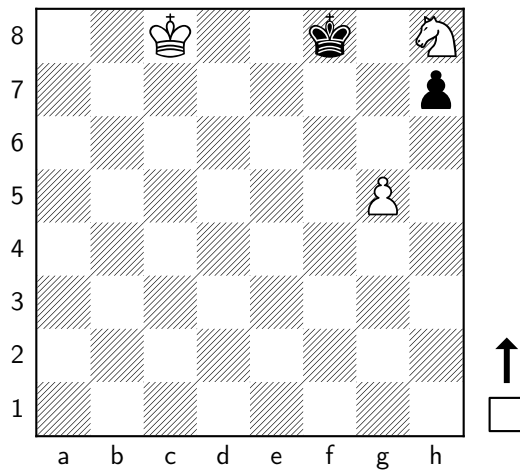
1                      ...                      ♔f8

1... ♕e7 2 ♔c7!, and now:

A) 2... ♕e6 3 ♔d8 ♕f5 4 ♖f7 ♔g6 (4... h6 5 g×h6! ♔g6 6 ♕e7 ♕h7 7 ♔f6 ♔g8 8 ♔g6 +-.) 5 ♕e8 ♔g7 6 ♕e7 +-.

B) 2... ♕e8 3 ♔d6 (3 ♖g6 also wins.) 3... ♔f8 4 ♕e6 (4 ♖g6 also wins.) 4... ♔g8 5 ♕f6 +-.





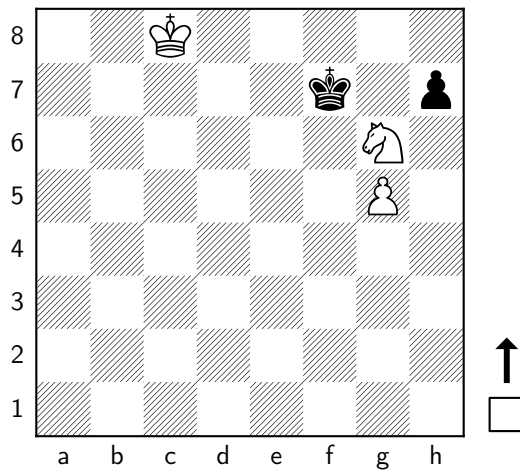
2 ♖g6+!!

2 ♖d8? wins against 2... ♖g8? 3 ♖e8 ♖xh8 4 ♖f7 h6 5 g6 and 2... h5? 3 ♖g6+ ♖g8 4 ♖e7, but 2... h6! draws: 3 g6 ♖g7 4 ♖e8 h5 =.

2 ... ♖f7

2... hxg6 3 ♖d8 (3 ♖d7 ♖f7 4 ♖d6 also sins.) 3... ♖f7 4 ♖d7 ♖f8 5 ♖e6 ♖g7 6 ♖e7 ♖g8 7 ♖f6 ♖h7 8 ♖f7 ♖h8 9 ♖xg6+-.

For 2... ♖g7, both 3 ♖h4 and 3 ♖f4 win.



**3**                    ♖f4!!

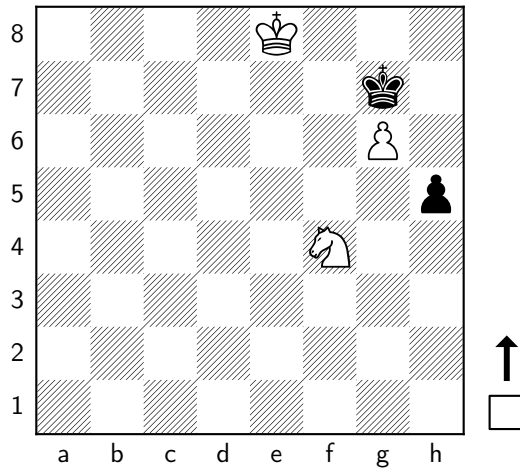
3 ♘h4? ♕e8! (3... ♕e6 4 ♖f8 ♕e5 5 ♕e7 ♖f4 6 ♖f6+-.) 4 ♘g2 ♕e7 5 ♘f4 ♕d6 4 ♘h5 ♕e6 =.

<b>3</b>	...	<b>h6</b>
<b>4</b>	<b>g6+</b>	

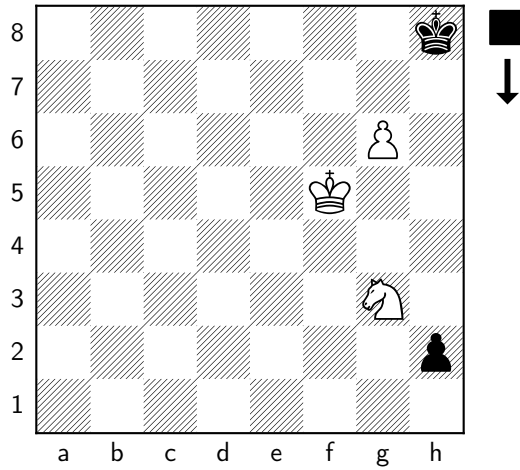
5 g×h6? ♕g8 =.

<b>4</b>	...	<b>♕f6</b>
<b>5</b>	<b>♕d7</b>	<b>h5</b>
<b>6</b>	<b>♕e8</b>	<b>♕g7</b>

6... h4 7 ♕f8 h3 8 g7 h2 9 ♘h5+ followed by 10 ♘g3 +-.



7	♔e7	h4
8	♔e6	h3
9	♔f5	h2
10	♘h5+	♔h8
11	♘g3	

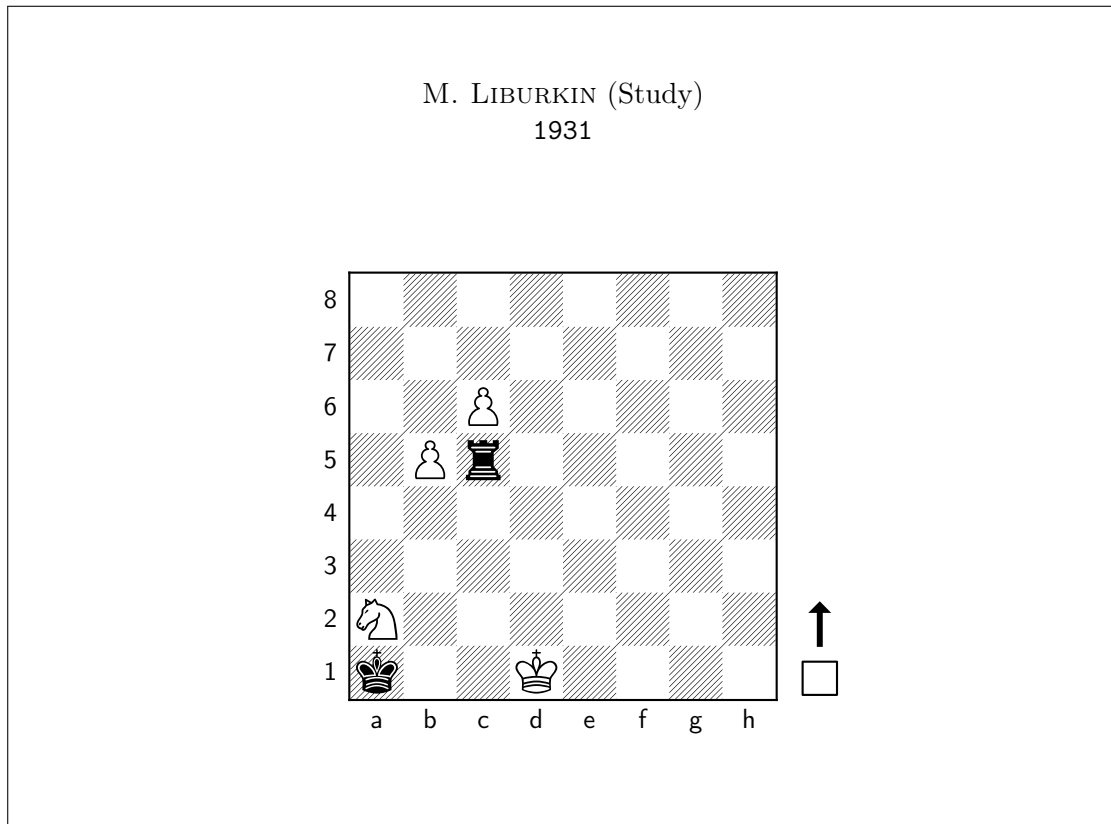


White wins.

<b>11</b>	<b>...</b>	<b>♙g8</b>
<b>12</b>	<b>♙f6</b>	<b>♙f8</b>
<b>13</b>	<b>g7+</b>	<b>♙g8</b>

Now, either 14 ♘h1, forcing 14... ♙h7 15 ♙f7 or 14 ♘f5, threatening a deadly 15 ♘e7+, wins.

3.29. [2016-10-12] **Á la Saavedra: Liburkin (Study), 1931**



**1**                      ♖c1!

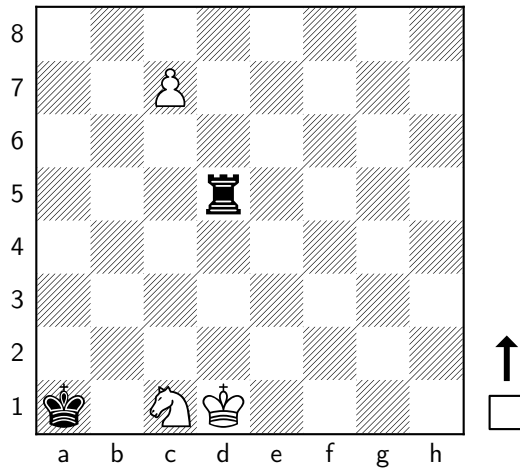
Controls b3 and d3 for two different purposes. 1... ♕b1 2 ♘d3 ♙x5 3 c7 wins.

**1**                      ...                      ♙x5

After 1... ♙d5, White wins by 2 ♕c2! ♙c5+ (2... ♙x5 3 ♘b3+ ♕a2 4 c7 +-.) 3 ♕d3! ♙xc1 4 ♕d4 and escorting the pawns to the eighth rank.

**2**                      c7                      ♙d5+

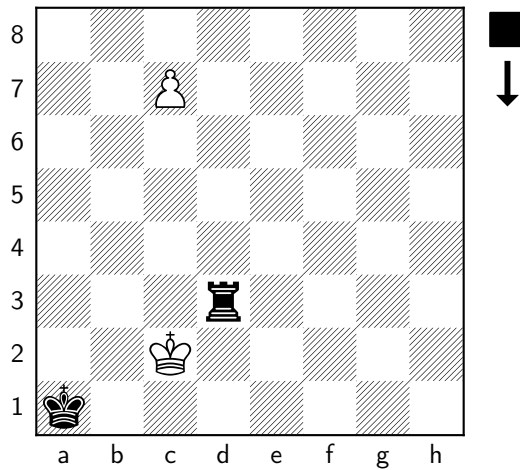
2... ♙c5 3 ♘b3+ +-.



3                      ♞d3!

3 ♔e2? ♜e5+ 4 ♞d3 ♜e8, followed by 5... ♜c8 draws.

3                      ...                      ♜x d3+  
 4                      ♔c2!



Reaching the position after White's 5<sup>th</sup> move in SAAVEDRA'S STUDY, 1895 (See Page [184](#).)  
The play continues 5... ♖d4 6 c8♙!! (6 c8♙? ♖c4 7 ♙×c4 =due to stalemate.) 6... ♖a4  
7 ♙b3 +-.

3.30. [2016-10-13] Stop that rook!: Benko (Study), 1990

PAL BENKO (Study)  
*Inside Chess*, 1990

*White's only hope is to queen the b-pawn, but the Black Rook has too many ways to control b8 because of possible checks. How can White win this game?*

Another miniature by PAL BENKO (See §6 on Page 297).

1 b7? is not effective due to 1... ♖f1+ 2 ♔h2 ♜b1 or 1... ♜h6+ 2 ♔g6 ♜h8.

1 ♜e1? d5 2 b7 ♜h6+ 3 ♔g1 ♜h8 4 ♜b1 ♜b8 5 ♔f2 ♔e6 6 ♔e3 c5 7 g4 ♔f6 =.

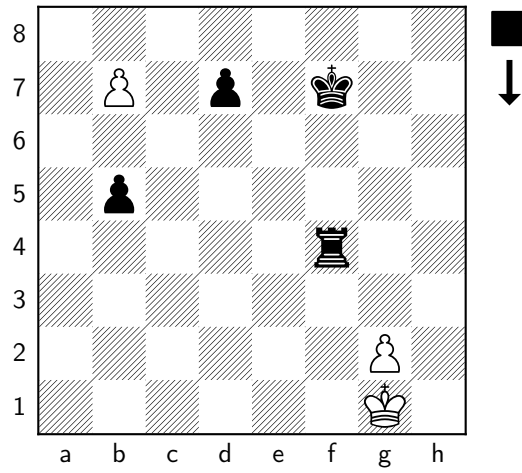
1 ♔g1!

This move wins. The rook is able to block the other Rook's path in all variations.

**Variation 1**

1	...	♜f4
2	♜b5!	cxb5
3	b7!	





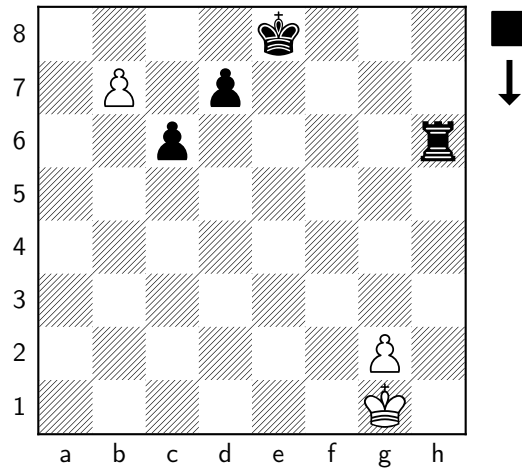
And the pawn queens.

### Variation 2

1                   ...                   ♖h6  
2                   ♜e8!

2 ♜f5+ ♔e7 3 ♜f8! also wins.

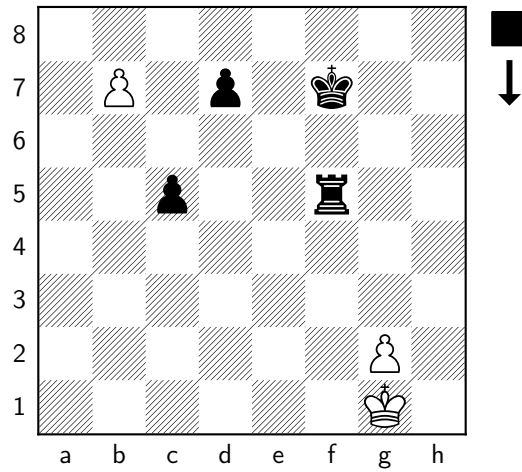
2                   ...                   ♔xe8  
3                   b7!



And the pawn queens.

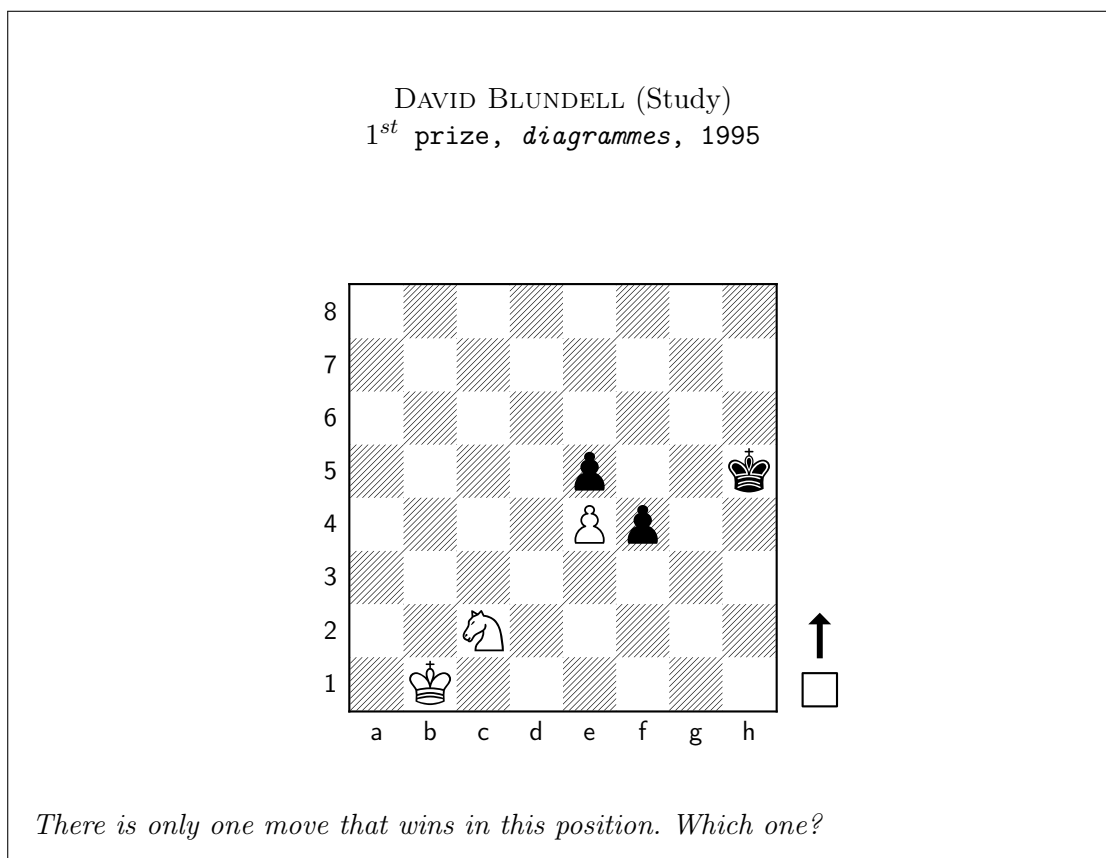
### Variation 3

1	...	c5
2	♖f5!	♖xf5
3	b7!	



And the pawn queens.

### 3.31. [2016-10-14] A Knight in the corner: Blundell (Study), 1995

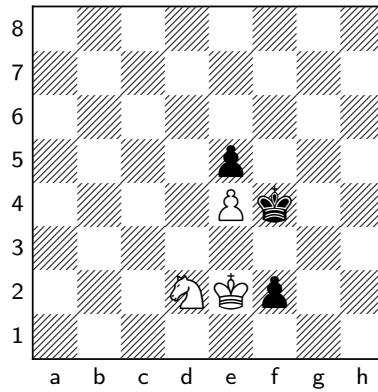


This is a beautiful problem. JOHN BEASLEY, a famous problem composer and editor, said about this study: “David Blundell’s this problem is perhaps the finest original study that I have had the pleasure of publishing as an editor.” In this minimal setting, there are a number of zugzwangs (indicated by the symbol  $\odot$ ) and only moves. The ending is very instructive.

Here are some points to consider:

1. White cannot afford to lose the pawn on e4.
2. White can lose his Knight, if he captures both Black pawns, preserve his pawn, and the WK can forward enough to support the pawn for queening.
3. White should not allow the BP to queen without getting captured immediately.

Before getting into the solution, let us examine some interesting positions:

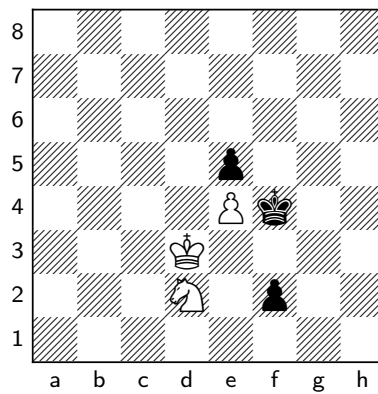


Position 3.31.1: White wins. Black draws.

In Position 3.31.1, with move, White wins with 1 ♔×f2, but with Black to move, Black draws by

<b>1</b>	...	<b>f1 ♖+!</b>
<b>2</b>	♔×f1	<b>♔e3!</b>
<b>3</b>	♔e1	<b>♔d3!</b>
<b>4</b>	♔d1	<b>♔e3!</b>
<b>5</b>	♔c2	<b>♔d4!</b>

And White cannot get to the Black pawn.



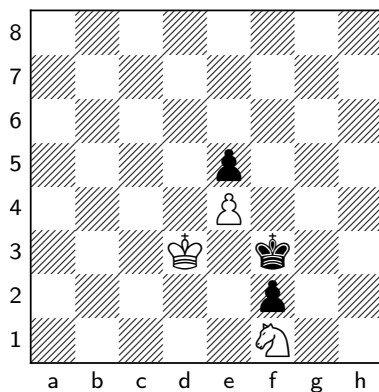
Position 3.31.2: White draws. Black loses.

In Position 3.31.2, with White to move, it is a draw: 1 ♔e2 reaches Position 3.31.1 with Black to move. But with Black to move, it is a zugzwang.

1 ... ♔g3

1... ♔g4 2 ♔e2 ♔g3 3 ♔f1+-.

2 ♔e2 ♔g2  
3 ♔f1+-

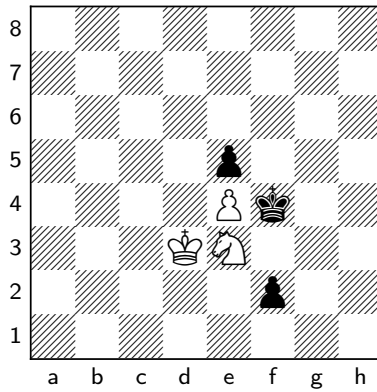


Position 3.31.3: White draws. Black loses.

White to play can only draw: 1 ♘d2+ ♔f4 reaches Position 3.31.2.

With Black to move, all moves lose.

- A) 1... ♔g2 2 ♔e2 ♔h1 (2... ♔g1 3 ♘c3 +-) 3 ♔f3 (3 ♔xf2? stalemate) 3... ♔g1 4 ♘d2 +-.
- B) 1... ♔f4 2 ♘d2 +-, as Position 3.31.2 is reached with Black to move.
- C) 1... ♔g4 2 ♔e3 (2 ♔c4 also wins.) wins the pawn and the game.



Position 3.31.4: White draws. Black draws.

Position 3.31.4 is a draw, irrespective of whose move it is. With White to move, 1 ♔e2 f1♚ 2 ♘xf1 ♕×e4 draws. 1 ♘f1 ♕f3⊕ reaches Position 3.31.3 and draws.

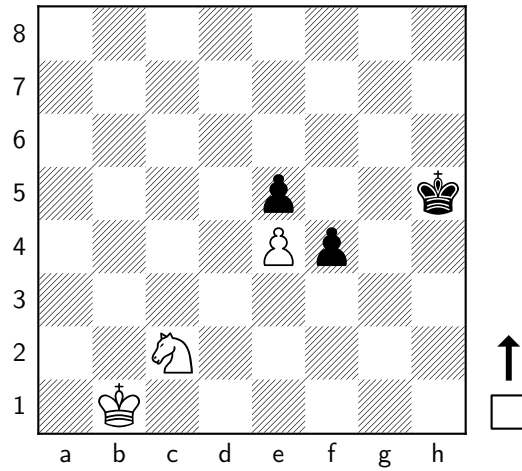
With move, Black draws by

<b>1</b>	...	♕g3!
<b>2</b>	♘f1+	♕f3⊕
<b>3</b>	♘d2+	♕f4⊕

reaching Position 3.31.2 with White to play, drawing.

With the Knight on d2, the situation is a little different. See Position 3.31.2.

Now let us come back to the problem.



### Trial 1

1	♔c1?	f3
2	♔d2	f2
3	♔e2	♔g4
4	♞e3+	

4 ♔×f2 ♔f4 wins the pawn and draws.

4	...	♔f4
---	-----	-----

4... ♔g3 also draws.

5	♔d3	
---	-----	--

Reaches Position 3.31.4. It is a draw.

### Trial 2

An interesting idea to win is to get the Knight to d2, from where it supports e4 and controls f1, so that the King can go up or to the right to win one of the Black pawns. One way is ♞c2-a3-c4-d2.

1                    ♖a3?                    f3  
 2                    ♖c4                    ♖g5

2... ♖h4 also draws, but 2... ♖g4? 3 ♖c2⊕ ♖g3 4 ♖c3⊕ ♖g4 (4... ♖f4 5 ♖d3 +-.) 5 ♖xe5+ ♖f4 6 ♖d4 f2 7 ♖d3+ +-.

2... f2? also loses to 3 ♖d2 ♖g4 4 ♖c2! ♖g3 5 ♖c3 ♖g2 6 ♖c4 +-.

3                    ♖c2

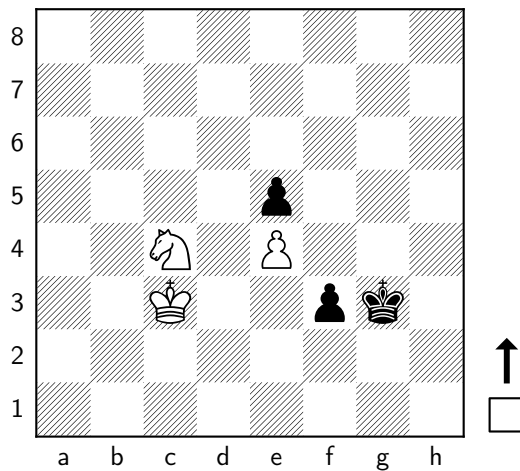
3 ♖d2? ♖f4 4 ♖c2 ♖e3 =

3                    ...                    ♖g4⊕  
 4                    ♖c3

4 ♖d2 ♖f4! 5 ♖d3 f2⊕, draws by reaching Position 3.31.2 with White move.

4                    ...                    ♖g3

4... ♖g5 also draws.



Compare this position with the solution, where the White Knight is on b3 and White can play 5 ♖c4.

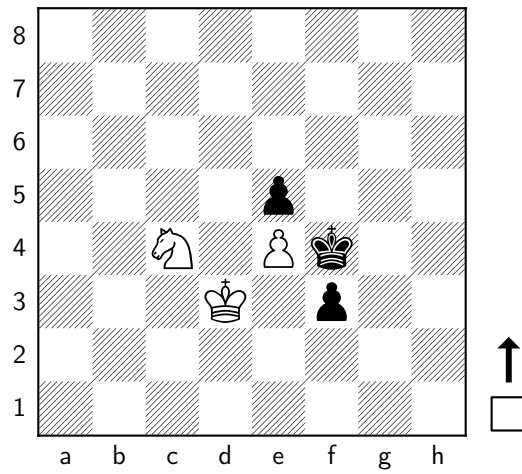


5 ♔d3

5 ♖xe5?? ♕f2 --+.

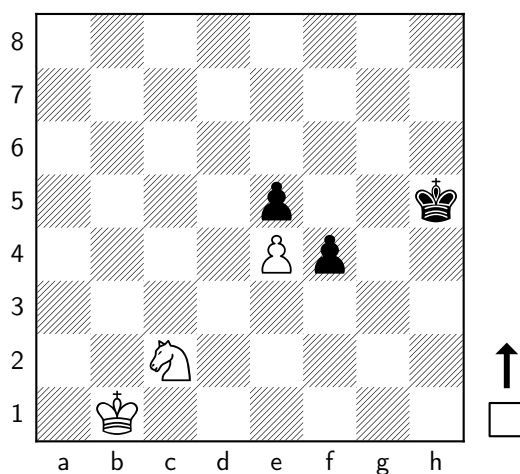
5 ... ♕f4

5... ♕f2 6 ♔e2 ♕f4 7 ♖d2 also is a draw, by reaching the Position [3.31.1](#) with Black to move.



Black draws. 6 ♖d2 ♕f2 is Position [3.31.2](#), while 6 ♖e3 ♕f2 is Position [3.31.4](#), both with White to move. Both are draws.

## The solution



1                    ♞a1!

It is amazing that moving the Knight to the corner is the only solution!

1                    ...                    ♜f3  
2                    ♞b3                    ♜f2

2... ♜g5 3 ♜c2 ♜g4 4 ♜c3 ♜g3 5 ♜c4 ♜f2 6 ♜d3 ♜e1 7 ♜e3 ♜f2 8 ♞d2 +-.

2... ♜g4 3 ♜c2 ♜g3 4 ♜c3 ♜g4 5 ♜c4 ♜g3 6 ♜d5 ♜f4 7 ♞d2 ♜f2 8 ♞f1 +-.

Note that, in both cases, White's ability to get the King to c4 leads to win. This is not possible in the case of 1 ♞a3 ♜f3 2 ♞c4 line.

3                    ♞d2                    ♜g4  
4                    ♜c2                    ♜f4

4... ♜g3 5 ♜c3 ♜g2 6 ♜c4 +-.

5                    ♜d3

Reaches Position [3.31.2](#) with Black to move. White wins.

3.32. [2016-10-21] Helpless rooks: Khortov (Study), 1978

KHORTOV (Study)  
1978

*♔ vs ♖ + ♖ is hard to win, in the absence of tactical motifs. But there is one in this position. What?*

This position is remarkable. With Black to move, every move loses. White only needs to transfer the move back to Black.

1	♔h5+	♔d8
2	♔a5+	♔e8
3	♔e5	

The same position is reached with Black to move. A strange way to do triangulation!\*

Now,

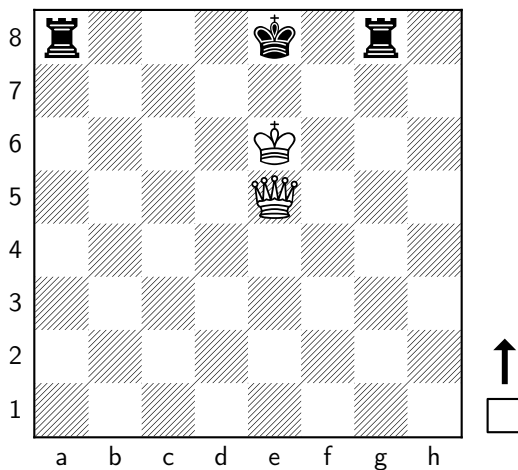
A) 3... ♖d8 4 ♔h5+ ♔f8 5 ♔f7#.

B) 3... ♖f8 4 ♔a5+ ♔d8 5 ♔d7#.

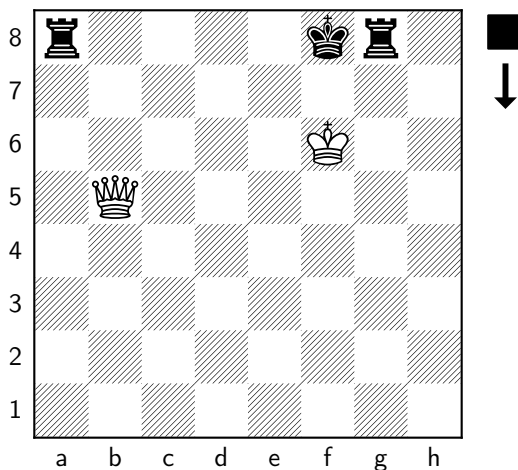
\*See the note at the end of this article for an explanation.

- C) 3... ♖c6+ 4 ♕d5+ (4 ♕f5+ also wins.) 4... ♔d7 5 ♖f5+ ♕c7 6 ♖f7+ wins the g8 rook.
- D) 3... ♖c6+ 4 ♕d5+ (4 ♕d5+ also wins.) 4... ♕f7 5 ♖d5+ ♕g7 6 ♖d7+ wins the c8 rook.

3 ... ♖a8



4 ♖b5+ ♕f8  
5 ♕f6!



Threatens 6 ♖c5+ ♔e8 7 ♗e7#.

5 ... ♜g7

5... ♜h8 6 ♖c5+ ♔g8 7 ♗d5+ ♔h7 8 ♗h5+ ♔g8 9 ♗f7#.

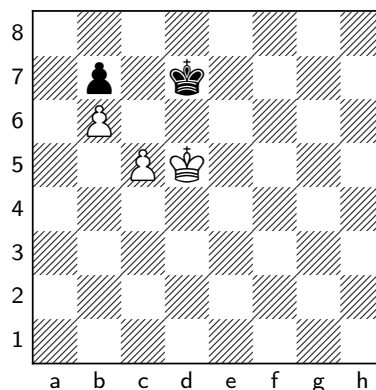
6 ♖c5+ ♔g8  
 7 ♗d5+ ♔h7  
 8 ♗e4+

Wins a rook and the game.

It is interesting that the WQ should be on e5 to win this game. Moving it to another square loses the grip. For 1 ♗e4?, Black can draw with 1... ♔d8 or 1... ♔f8. For 1 ♗e3, 1... ♔d8, 1... ♜g7 or 1... ♜c7 draws.

### Triangulation

Triangulation is a technique used by the attacker in end games to lose a move when the defender will be in zugzwang if it were the latter's move. For example,



Position 3.32.1: White wins. Black loses.

1 c6? bxc6? 2 ♔c5 ♔c8 3 ♔xc6 wins, but Black can draw with 1... ♔c8! 2 ♔d6 (2 c7 ♔d7 3 ♔e5 ♔c8!, and White cannot approach further due to stalemate.) 2... ♔b8! 3 ♔d7 (3 c7+ ♔c8 =) 3... bxc6! 4 ♔xc6 ♔c8 draws.

It is interesting to note that Black will lose if it is Black's move. For example,

- A) At any move, if the BK moves to the e-file, c6 wins.
- B) 1... ♔d8 2 ♕e6 ♖c8 3 ♕e7 ♗b8 4 ♕d7 ♖a8 5 c6 bxc6 6 ♕xc6 (6 ♕c7 wins faster.)  
6... ♗b8 7 b7 wins.
- C) 1... ♖c8 2 ♕d6 ♗b8 (2... ♕d8 3 ♕e6 +-, as above.) 3 ♕d7 +-, as above.

In order to win, White uses triangulation to *lose a move* to reach the position with Black to move.

1 ♕d4

1 ♕e5, 1 ♕e4 or 1 ♕c4 also will win.

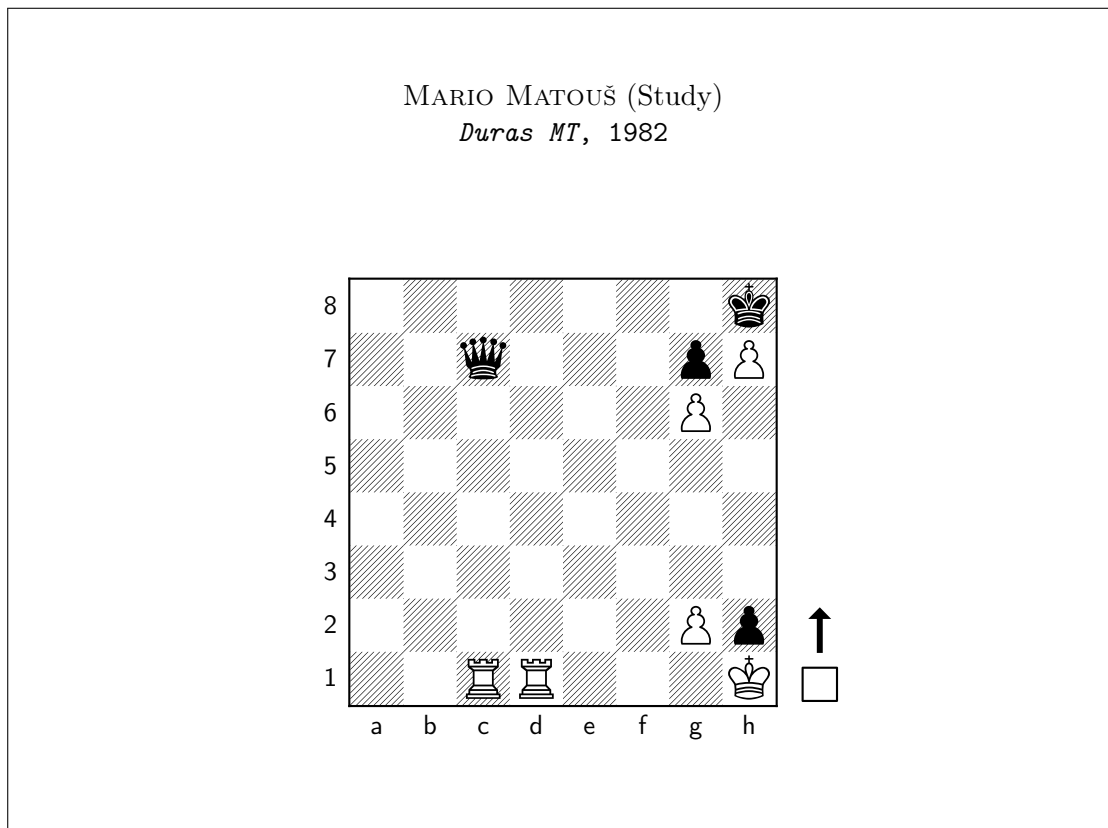
1 ... ♕c6

1... ♕d8 2 ♕e5 ♖c8 (2... ♕d7 3 ♕d5 reaches the original position with Black to move.)  
3 ♕d6 ♕d8 (3... ♗b8 4 ♕d7 ♖a8 5 c6 +-, as above.) 4 ♕e6 +-, as above.

2 ♕c4 ♕d7  
3 ♕d5

reaches the same position with Black to move, and wins as given above. It is called triangulation because the White King traverses a triangle.

3.33. [2016-10-24] Cat-and-mouses game: Matouš (Study), 1982



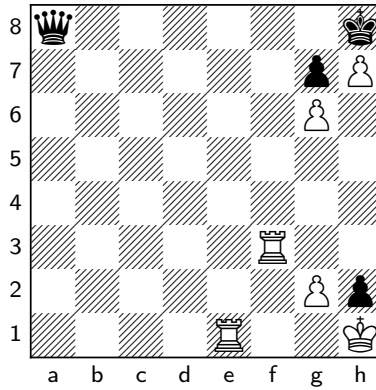
This is a crazy puzzle. Both sides are continuously trying to avoid backrank mate, while White is trying to avoid stalemate.

There are a few things in similar positions with only the Rooks and Queen are repositioned:

1. White should not allow the Black Queen to give a check. The check can be on the back rank or on g2.
2. White cannot capture the pawn on h2 with the King: Black has more chances to give a check in this case.
3. When the BQ is on the a8-h1 diagonal, one Rook should be on the same diagonal blocking a check on g2.
4. In other cases, a White Rook should be on the first rank or should be blocking the path (file or diagonal) to the first rank.
5. If Black is allowed to capture g6, one Rook should be able to check on the 8<sup>th</sup> rank, and the other should deliver check on the h-file. Otherwise, the Black King escapes.

6. If both rooks are allowed to be doubled on a file, White generally wins unless Black can capture wither Rook. However, Black may be able to defend by moving the Queen on a square in front of the rooks.

Before getting into the puzzle, let us examine some key positions that occur many times in the solution.



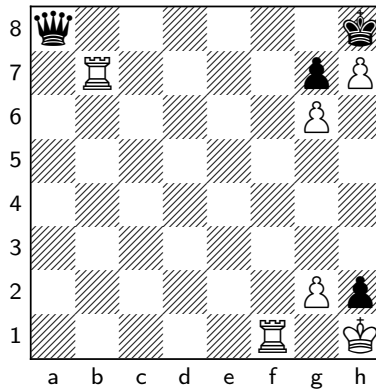
Position 3.33.1: White draws. Black loses.

If it is White's move, the Rook on f3 cannot move due to  $\dots \text{♙} \times g2+$ , and the Rook on e1 cannot leave the first rank due to  $\dots \text{♙} a1+$ . If it moves along the rank leaving e1, Black plays  $1 \dots \text{♙} e8$ , threatening both  $2 \dots \text{♙} e1+$  and  $2 \dots \text{♙} \times g6$ .  $1 \text{ ♖} ef1$  fails to win due to  $1 \dots \text{♙} \times f3$ . All cases end in a draw.

With Black to move, the Queen has to leave the a8-h1 diagonal, which leads to defeat.

$1 \dots \text{♙} b8$   $2 \text{ ♖} fe3$   $\text{♙} e5$   $3 \text{ ♖} f1$   $\text{♙} b8$  ( $3 \dots \text{♙} e7$   $4 \text{ ♖} ef3$   $+-$ .)  $4 \text{ ♖} e7$   $\text{♙} a8$   $5 \text{ ♖} b7$  wins by reaching Position 3.33.2 with Black to move.  $+-$





Position 3.33.2: White wins. Black loses.

This is a win for White, irrespective of whose move it is.

With Black to move, the Queen has to move, and  $1 \dots \text{♕} \times \text{g}2+$  is no longer possible, and White will win by  $2 \text{ ♖} \text{b}7$  and  $3 \text{ ♜} \text{f}8+$ .

1	...	♕e8
2	♖b7!	♕xf7
3	gxf7!	♔xh7
4	f8♜	

and wins  $+ -$ .

With move, White wins by

1	♜e1!
---	------

Leaving Black in a zugzwang.

1	...	♕d8
---	-----	-----

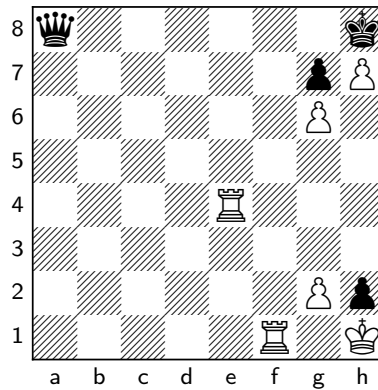
$1 \dots \text{♕} \text{f}8$   $2 \text{ ♜} \text{f}7$ , and now  $2 \dots \text{♕} \times \text{f}7$   $3 \text{ g} \times \text{f}7!$  wins  $+ -$ , while  $2 \dots \text{♕} \text{a}8$   $3 \text{ ♜} \text{f}3$ , wins by reaching Position [3.33.1](#)  $+ -$ .

2                      ♖f7                      ♔a8

For other moves, 3 ♖ef1 wins. 2... ♔e8 3 ♖ef1 ♔×f7 4 g×f7! wins +-.

3                      ♖f3!

wins by reaching Position 3.33.1 without the move +-.



Position 3.33.3: White draws. Black loses.

With move, White is in zugzwang. The Rook on e4 cannot move because of ... ♔×g2+. The Rook on f1 cannot leave the first rank due to ... ♔a1+. The remaining possibilities are:

- A) 1 ♖b1 ♔f8! (Threatens 2... ♔f1+.) 2 ♖f4?? ♔×f4 guards b8.
- B) 1 ♖c1 ♔f8! 2 ♖f4 ♔c5! draws, with c8 and f8 guarded and 3... ♔g1+ being threatened.
- C) 1 ♖d1 ♔f8! 2 ♖f4 ♔e8! 3 ♖e4 (3 ♖ef1 ♔×g6 =.) 3... ♔f8 =.
- D) 1 ♖fe1 ♔×e4 =.

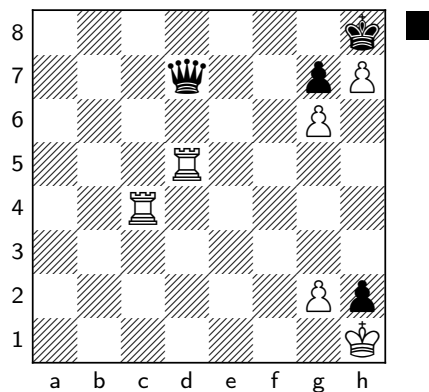
With the move, Black also is in a zugzwang. Moving the Queen from the a8-h1 diagonal allows 2 ♖ef4, because ... ♔×g2+ is no longer possible.

1                      ...                      ♔b8  
2                      ♖e7

After 2 ♖fe1 ♗e5!, White will have to go back to the original position and transpose to the main line with 3 ♖f1 ♗b8 4 ♖e7.

2 ... ♗a8  
3 ♖b7

Reaches Position 3.33.2 and White wins +-.



Position 3.33.4: White wins. Black loses.

With move, White plays 1 ♖f4 ♗e8 2 ♖e4 ♗f8 3 ♖f5 ♗b8 (3... ♗a8 4 ♖f1 =, Position 3.33.3, with Black to move.) 4 ♖e1 ♗a8 5 ♖f3, reaching Position 3.33.1 with Black to move.

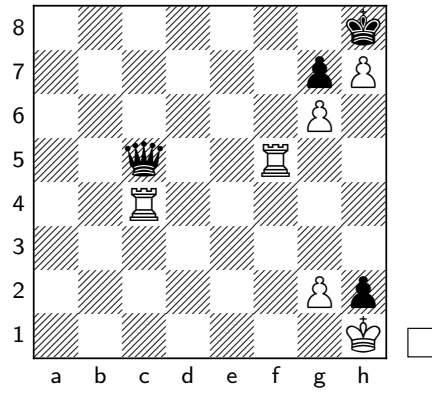
Black to play loses.

1 ... ♗e8  
2 ♖e4 ♗a8

2... ♗xg6 3 ♖d8+ ♔xh7 4 ♖h4+ +-.

3 ♖e1 ♗f8  
4 ♖f5 ♗a8  
5 ♖f3

Reaches Position 3.33.1 and wins  $+-$ .



Position 3.33.5: White wins.

1                      ♖f2

Necessary to prevent 1... ♕g1+.

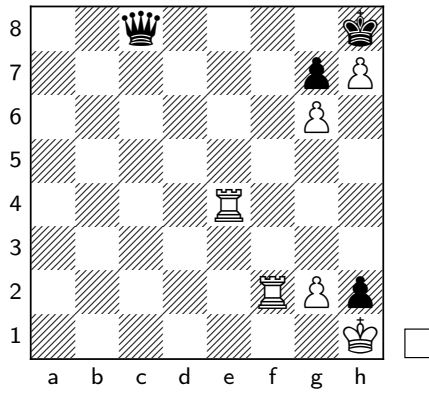
1                      ...                      ♕f5  
2                      ♖e4

To prevent 2... ♕b1+. 2 ♖c1 or 2 ♖c2 is not sufficient due to 2... ♕xg6.

2                      ...                      ♕d8

2... ♕xg6 3 ♖f8+ ♔xh7 4 ♖h4  $+-$ .

We have reached position 3.33.6, and White wins.



Position 3.33.6: White wins.

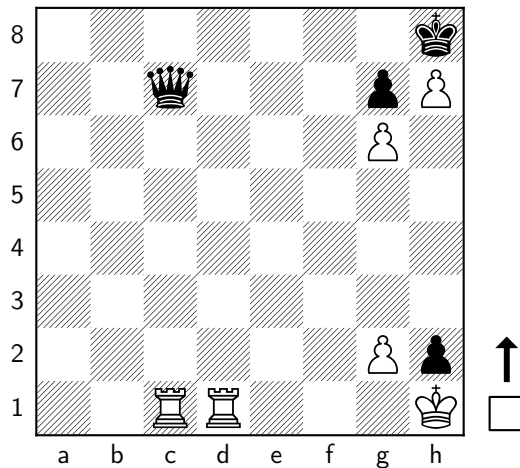
1                    ♖e1

1 ♜f1? ♚a8! draws by reaching the Position 3.33.3 with White to move.

1	...	♚a8
2	♜f3	♚b8
3	♜ff1	♚a8
4	♜e4	

Reaches Position 3.33.3 with Black to move, and wins +-.

Now the main problem.



It is clear that the Rook on c1 should move on the first move, otherwise  $1 \dots \text{♙} \times c1$  draws.

The following fail to win immediately:

- A)  $1 \text{ ♖} a1? \text{ ♙} a5!$ , covers d8 and threatens  $2 \dots \text{♙} \times a1$  and  $2 \dots \text{♙} e1+ =$ .
- B)  $1 \text{ ♖} b1? \text{ ♙} b6!$  ( $1 \dots \text{♙} d6$  also draws.), covers d8 and threatens  $2 \dots \text{♙} \times b1$  and  $2 \dots \text{♙} g1+ =$ .
- C)  $1 \text{ ♖} c2? \text{ ♙} d7!$   $2 \text{ ♖} d5$  (For  $2 \text{ ♖} d6 \text{ ♙} e8$   $3 \text{ ♖} e2$ , Black can draw with  $3 \dots \text{♙} f8$  or  $3 \dots \text{♙} a8$ .)  $2 \dots \text{♙} e8$   $3 \text{ ♖} e2 \text{ ♙} \times g6$ , and the mate threat is gone, as Black can play  $\dots \text{♜} \times h7$  for any back rank check.
- D)  $1 \text{ ♖} c3? \text{ ♙} d7!$  and White has no progress:  $2 \text{ ♖} f1 \text{ ♙} f5$  and  $2 \text{ ♖} d6 \text{ ♙} e8$   $3 \text{ ♖} e3 \text{ ♙} a8$ , with threats of  $\dots \text{♙} \times g2+$  and  $\dots \text{♙} a1+$ , only draw.
- E)  $1 \text{ ♖} c5? \text{ ♙} d7!$  draws as above.
- F)  $1 \text{ ♖} c6 \text{ ♙} d7!$  with similar lines.

So, the only remaining move (which is the solution) is

**1 ♖c4!**

The main difference here is, the defence by  $\dots \text{♙} \times g6$  may not be effective due to a check on the 8<sup>th</sup> rank followed by a check with the other rook on h4.

**1 ... ♙d7**

1... ♔b8 2 ♖f1 ♔a8 3 ♗e4 reaches Position [3.33.3](#).

2 ♗d5

Reaches Position [3.33.4](#) and wins +-.

## A. Famous players and composers mentioned in the puzzles

1. **Alexander ALEKHINE** (1892 – 1946) was the fourth world champion, and the only one who was the world champion when died. He was originally from Russia, and became a French citizen in 1924. He became world champion in 1927 defeating JOSÉ RAÚL CAPABLANCA (See §8 on Page 297), but became alcoholic and lost the title to MAX EUWE in 1935 with +8-9=13. Alekhine regained the title 1937, and retained the title till he died in 1946.

Alekhine is considered as one of the strongest chess players ever lived. He was very versatile in chess, doing numerous simultaneous and blindfold simultaneous (the largest being against 32 players in 1933, with +19-4=9) chess exhibitions, enhancing theory for openings (including *the Alekhine's Defense*) and endgames, composing endgame studies and raising money for chess players. His book *My best games of chess*, published in two volumes, is considered as one of the best game collections.

2. **Viswanathan ANANAD** (1969 – ) became the first Indian Grandmaster in 1988 at the age of 19, when he won the World Junior Championship. He challenged GARY KASPAROV in 1995 for the World Championship title, and became the FIDE world champion in 2000. There was some disputes between the two world chess associations FIDE and PCA, each one having its own world championships. In 2007, Anand became the undisputed World Champion by winning the World Championship tournament, and defended it in matches against VLADIMIR KĀRMANIK in 2008, VESELIN TOPALOV in 2010 (+3-2=7), and BORIS GELFAND in 2012. He lost his title in 2013 against MAGNUS CARLSEN (See §9 on Page 297), and lost the return match in 2014.

Anand is very active in tournament play, and won a number of strong tournaments. He is one of the fastest players in the world, winning many rapid, blitz and blindfold tournaments.

His peak FIDE rating was 2817 (March 2011).

3. **Adolf ANDERSSON** (1818 – 1879) was the world's strongest chess player immediately before the World Championship matches started. He is best known for his combinative style, including *the Immortal game* and *the Evergreen game* (See Section 2.10 on page 58.).
4. **Ulf ANDERSSON** (1951 – ) is a Swedish Grandmaster (Grandmaster since 1972) who is famous for positional games and precise endgame play. He is a grandmaster in correspondence chess as well. His peak FIDE rating was 2655 (January 1997).
5. **Yuri AVERBACK** (1922 – ) is a Russian Grandmaster (Grandmaster since 1952), author and theoretician. In 2016, he is the oldest living grandmaster, aged 94. Apart from his tournament play, he contributed a lot to the chess theory. He was an endgame theoretician, and his books *Chess Endings: Essential knowledge* and *Comprehensive Chess Endings* in five volumes are some of the best resources for



endgame. There are Averbach variations in the openings King's Indian Defense and Modern Defense.

His peak FIDE rating was 2550 (July 1971).

6. **Pal BENKO**(1928 – ) is a Grandmaster (Grandmaster since 1958), writer, theoretician and composer of chess problems. He contributed Benko Gambit and Benko Opening to the opening theory and enhanced the endgame theory with a lot of innovations.

His peak FIDE rating was 2530 (June 1973).

7. **Mikhail BOTVINNIK** (1911 - 1995) was the sixth world champion. He was the world champion three times: In 1948, he became world champion by winning the FIDE tournament after ALEXANDER ALEKHINE (See §1 on Page 296) died. In 1957, he lost the title to VASSILY SMYSLOV but regained the title in the return match next year. This repeated when he lost the title to MIKHAIL TAL (See §39 on Page 303) in 1960 and then regained in the return match next year. In 1963, he lost the title again to TIGRAN PETROSIAN (§28 on Page 301), but FIDE has stopped return matches, and he never came back. Botvinnik later retired from active play and became a chess coach and mentor, and is known as one of the fathers of *Soviet school of chess*, where prominent chess players like world champions ANATOLI KARPOV (See §15 on Page 299), GARY KASPAROV and VLADIMIR KRAMNICK got trained.

Botvinnik introduced scientific treatment to chess theory. He was one of the pioneers who development computer chess. He developed many theories to evaluate a chess position mathematically. He was a master of studying players' styles and preparing against specific players, a skill that helped him to regain the world championship titles twice in return matches.

His peak FIDE rating was 2660 (January 1971).

8. **José Raúl CAPABLANCA** (1888 - 1942) was a Cuban master and the third world champion during 1921 – 1927. He became world champion by ending the 27-year reign of EMMANUEL LASKER in 1921. He lost the title to ALEXANDER ALEKHINE in 1927.

Capablanca was a master of simple games, getting the maximum out of simple positions. There are many tactical combinations he made, but most of his games follow simple realization of positional edge rather than complicated tactical combination. It is said that he was never checkmated (i.e., he always resigned before getting checkmated) and has the best score (% of points won) among all world champions. He has lost only 34 games in his adult career and was undefeated for more than eight years during February 10, 1916 – March 21, 1924.

Capablanca was a chess author also. His *Chess Fundamentals* is considered to be a classic.

9. **Magnus CARLSEN** (1990 – ) is a Norwegian grandmaster (Grandmaster since

2004) and the current world champion. He became the world champion in 2013 by beating VISWANATHAN ANAND, and then retaining the title in the return match next year.

Carlsen has more similarities to Capablanca: His positional mastery, endgame skills and impressive track record resemble Capa. He is a master of complex tactical game as well, but what distinguishes him from others is the ability to materialize miniscule advantage.

He is the number 1 player in the world in classical, rapid and blitz chess.

His peak rating as of 2016 is 2882 (May 2014), the best achieved by any chess player in history.

10. **Robert J. (Bobby) FISCHER** (1943 – 2008) was a chess Grandmaster (Grandmaster since 1958) and World Chess champion during 1972-'75. He is considered as the greatest chess champion by some, and had some great achievements in his career, including winning eight US championships with at least one point margin (In 1963/64, he won the US Championship with a perfect 11/11, the only one who could do that ever), becoming the youngest Grandmaster till then at 15, winning the 1970 interzonal tournament for the World championship with a record 3.5 points margin, beating MARK TAIMANOV and BENT LARSEN in the World championship candidate finals with 6–0 scores etc.

In 1972, Fischer became the world champion by beating BORIS SPASSKY in the most famous world championship match in the history of chess. After winning the world championship, Fischer quit chess and didn't play any public game except a match with Boris Spassky in 1992. In 1995, ANATOLY KARPOV became the world champion without playing a match with Fischer.

His collection of games - *My 60 memorable games* – is one of the best annotated collections of games.

Fischer's peak FIDE rating was 2785 (July 1972).

11. **Efim GELLER** (1925 – 1998) was a Soviet Grandmaster (Grandmaster since 1952). He was one of the top grandmasters in the 1950s, '60s and '70s. He has played with all of the nine world champions (Euwe, Botvinnik, Smyslov, Tal, Petrosian, Spassky, Fischer, Karpov and Kasparov) from MAX EUWE to GARY KASPAROV and has an overall plus score of +39–35=132 against them.

His peak FIDE rating was 2620 (January 1976).

12. **Eduard GUFELD** (1936 – 2002) was a Soviet (later emigrated to United States) grandmaster (Grandmaster since 1967), theoretician, coach and author.

His peak rating was 2570 (January 1997).

13. **Vlastimil HORT** (1944 – ) is a Czechoslovakian Grandmaster (Grandmaster since 1965) who later defected to Germany. He was one of the strongest grandmasters

in the world during 1980s, playing the candidate tournament for World championship but never made it to the finals. He was an expert simultaneous chess player, once giving a simul with more than 600+ opponents immediately after his world championship quarter final match with BORIS SPASSKY (See §36 on Page 303).

14. **Bernhard HORWITZ** (1807 – 1885) was a German (later English) Chess master and composer in the nineteenth century. He had played matches with some strong players of that time including LIONEL KIESERITZKY, HOWARD STAUNTON and HENRY BIRD, and won against Bird.

He was more famous as an endgame specialist and composer. Along with JOSEF KLING, he pioneered systematic analysis of endgames. Their classic book *Chess studies*, first published in 1851, is one of the earliest books on endgame. They also co-edited the weekly journal *The Chess Player*.

15. **Anatoly KARPOV** (1951 – ) is a Soviet/Russian Grandmaster (Grandmaster since 1970) and World Champion during 1975–'85 and FIDE world Champion during 1993-'99.

Karpov became world champion in 1975 without playing a match (The only one who did that) when Bobby Fischer refused to play the world championship. He defended the title against VIKTOR KORCHNOI in 1978 and 1981.

In 1984, Karpov played the world championship match against GARY KASPAROV, but the match was abandoned after 48 games (Karpov leading +5-3=40) because the health of both players were severely affected. In 1985, Karpov and Kasparov met again. Karpov lost the match with 11–13. Karpov played and narrowly lost three more world championships with Kasparov: In 1986, 1987 and 1990.

Later, Kasparov and a few other grandmasters left FIDE and formed PCA, and Karpov again became World Champion in 1993 by beating JAN TIMMAN. He then defended the title against GATA KAMSKY in 1996 and VISWANATHAN ANAND in 1998. Karpov refused to play any more world championships following FIDE introducing new rules.

His peak FIDE rating was 2780 (July 1994).

16. **Genrikh KASPARYAN** (1910 – 1995) is considered one of the greatest composers of endgame studies. He composed more than 600 endgame studies and compiled endgame studies into books, including the famous *Domination in 2,545 Endgame Studies*, a collection of 2545 studies by various composers conforming to the theme of pieces trapping pieces.

In addition to composing endgame studies, he was an International Master of over-the-board chess (IM since 1950) and has won many tournaments and championships. He was also a Gradmaster of Chess Compositions (since 1972) and International Judge of Chess Compositions (since 1956).

17. **Josef KLING** (1811 – 1876) was a German Chess player and composer in the

nineteenth century. He is famous as an endgame expert, and along with BERNHARD HORWITZ, he pioneered systematic analysis of endgames. Their classic book *Chess studies*, first published in 1851, is one of the earliest books on endgame. They also co-edited the weekly journal *The Chess Player*.

18. **Viktor KORCHNOI** (1931 – 2016) is perhaps the strongest chess player ever who never became a world champion. A Grandmaster since 1956, he played for Soviet Union and later for Switzerland (from 1978).

Korchnoi was in the world championship cycle several times. He lost candidate final matches to BOBBY FISCHER in 1971 and ANATOLI KARPOV in 1974. He was the world championship challenger against ANATOLI KARPOV in 1978 and 1981.

He was very active in old age also, and won World senior championship. He passed away recently in June 2016.

His peak FIDE rating was 2695 (January 1979).

19. **Bent LARSEN** (1935 – 2010) was a Danish Grandmaster (Grandmaster since 1956) and four-time World championship candidate. (One of the historic matches in the world championship cycle, he lost 0-6 to BOBBY FISCHER.) He was the first recipient of Chess Oscar award.

Larsen was famous for his unorthodox style. He played a lot of rare and risky openings – Philidor’s defense, Bishop’s opening, Bird’s opening, Larsen-Nimzowtsch opening, Alekhine’s defense, Dutch defense, Scandinavian defense etc. – nobody else dared to play in top chess.

His peak FIDE rating was 2660 (January 1971).

20. **Edward LASKER** (1885 – 1981) was a German chess master who emigrated to America in 1914. He is not to be confused with EMMANUEL LASKER, the second World champion. He was an expert Go player as well.

Lasker was a chess author also. His books, *Chess Strategy*, and *Chess for fun and chess for blood* gained some popularity in the first half of the twentieth century.

21. **Emmanuel LASKER** (1868 – 1941) was a German chess master and the second world champion. He holds the record of the longest reign as the world champion: He became World champion in 1894 beating WILHELM STEINITZ, and held it for 27 years, a record, till he lost the title to JOSÉ RAÚL CAPABLANCA in 1921. During this time, he defended the title against Steinitz in 1897, FRANK MARSHALL in 1907, SIEGBERT TARRASCH in 1908, DAWID JANOWSKI in 1909 and 1910, CARL SCHLECHTER in 1910. (In those days, world championship matches were played based on challenges.)

Lasker was a well-known chess author also. His books, *Common Sense in Chess*, *Lasker’s Manual of Chess* and *Lasker’s Chess Primer* were very popular. He published a chess magazine, *Lasker’s Chess Magazine*, from 1904 to 1909.

Lasker was a psychological player. His style could not be understood by others. He used to play weak and confusing moves only to confuse his opponent. Many of his games are full of such weird moves, aimed only at getting his opponent off the balance.

22. **Frank MARSHALL** (1877 - 1944) was an American Chess master and one of the strongest chess players in the world during early 20<sup>th</sup> century. He was the US Champion for 27 years, 1909 to 1936. He played (and lost) world championship matches against EMMANUEL LASKER and JOSÉ RAÚL CAPABLANCA, and won many international tournaments.

Marshall contributed to the opening theory considerably. There are several opening variations named after him, including the Marshall Defence and the Marshall Attack in the Ruy Lopez.

In 1915, he founded Marshall Chess Club in New York, one of the most popular chess clubs in the world which is still active.

23. **Dr. Andrew Jonathan MESTEL** (1957 – ) is one of the top grandmasters in England. In addition to the over the board play, he is a grandmaster in chess problem solving, a strong contract bridge player (represented England in many international events) and a professor of Applied Mathematics at Imperial College of London.
24. **Ivan MOROVIV-FERNADEZ** (1963 – ) is a Grandmaster from Chile. His peak FIDE rating was 2613 (In 1999).
25. **Arkadij Naiditsch** (1985 – ) is a Grandmaster from Azerbaijan. His peak FIDE rating was 2737 (in December 2013).
26. **Aron NIMZOWITSCH** (1886 – 1935) was a leading chess master during early twentieth century and the most influential chess theoretist. In an era where people were after wild attacks, he introduced the concept of positional play through positions, blockade, getting better pawn formations, overprotection, *prophylaxis* etc. His books explaining his system – *My system*, *Chess Praxis* and *The blockade* – are classics in the chess theory and is read even today. He contributed a lot to the opening theory, founding the *hypermodern school*, where the classical principles like control the center, develop the pieces are abandoned for obtaining a solid position before attempting to seize the center. Many openings – The *Nimzowitsch Indian defense*, commonly known as *Nimzo-Indian*, the *Nimzowitsch defense*, the *Nimzowitsch variation* in the *French defense* etc. – were named after him.
27. **Luděk PACHMAN** (1924 – 2003) was a German Grandmaster in chess writer. He has authored several very classics, including *Modern Chess Strategy*, *Modern Chess Tactics*, *Complete Chess Strategy* and *Chess Endings for the practical player*.  
His peak FIDE rating was 2520 (in January 1976).
28. **Tigran PETROSIAN** (1929 – 1984) was a Soviet/Armenian Grandmaster (Grand-

master since 1952) and the world champion during 1963 – 1969. He became World Champion by beating MIKHAIL BOTVINNIK in 1963, defended the title against BORIS SPASSKY in 1966 and lost the title to Spassky in 1969.

Petrosian was well-known (and notorious) for his ultra-positional and conservative playing style. He was very hard to beat, but because of his non-attacking style, many weak players could draw against him, and he got the nick name *The drawing master*.

His peak FIDE rating was 2645 (in July 1972).

29. **Lajos PORTISCH**(1937 – ) is a Hungarian Grandmaster (Grandmaster since 1961) who was one of the strongest chess players during the 1960s and 1970s. He qualified for eight World championship candidate cycles from 1965 to 1988, but never made to the finals.

His peak FIDE rating was 2655 (in January 1980).

30. **Samuel RESHEVSKY** (1911 – 1992) was one of the strongest chess players in the twentieth century, who has played with all the eleven World champions from EMMANUEL LASKER to ANATOLY KARPOV (Didn't play with the first world champion, WIHELM STEINITZ) and defeated seven of them. He was the US champion eight times, until Fischer came into picture. He was one of the top five players qualified in the 1948 World Championship tournament.

Reshevsky was a chess prodigy, who used to give simuls at the age of eight. He was an expert in playing matches. He won every match, including a four-game match against World champion MIKHAIL BOTVINNIK, except against VIKTOR KORCHNOI.

31. **Richard RÉTI** (1889 – 1929) was Grandmaster from Austria/Hungary/Czechoslovakia, one of the strongest who never became a world champion. He was a famous chess author and composer of endgame studies as well.
32. **Henri RINCK** (1870 – 1952) was one of the prominent early composers of endgame studies. His collection of 1414 endgame studies was published a few days before his death in 1952.
33. **Nicolas ROSSOLIMO** (1910 – 1975) was a Grandmaster (Grandmaster since 1953) and composer who lived in Russia, Greece, France and United States. He had many notable victories in top class tournaments and was World number 15 in 1953. He loved the artistic nature of chess, and was more interested in playing brilliant moves than scoring more points. The *Rossolimo-Nimzowitch Attack* against the Sicilian Defense (with 2 ♖f3 and 3 ♗b5) is named after him.
34. **Akiba Kiewelowicz RUBINSTEIN** (1880 – 1961) was a Polish Chess Grandmaster, who was known to be one of the best chess players in the world at the beginning of the twentieth century and an expert in endgame and positional play. Being a Polish jew in Nazi-occupied Belgium, Rubinstein somehow managed to survive,

but developed anthropophobia in later years, so didn't leave any big chess legacies, except some opening variations named after him.

35. **Ladislav SALAI, Jr.** (1961 – ) is a Slovak chess player, solver and composer. He is an International Solving Grandmaster (since 2011) and International Master of Chess Compositions (Since 2012).

His current solving rating is 2613.

36. **Boris SPASSKY** (1937 – ) was a Soviet (and later France) Grandmaster (since 1955) and World Champion during 1969–1972. He was one of the strongest players during the 1950s and 1960s and continued to be in the top circle during 1980s 1990s.

He challenged the then-World champion TIGRAN PETROSIAN in 1966 but lost. He beat PETROSIAN in 1969 and then lost to BOBBY FISCHER in 1972.

His peak rating was 2690 (January 1971).

37. **Wilhelm STEINITZ** (1836 – 1900) was an Austrian (later American) chess master and the first official World champion during 1886 – '94. He was the first positional player in the history of chess, and argued positional play is superior to attacking game. He won the title by beating JOHANNES ZUKERTORT in 1886 and lost to EMMANUEL LASKER in 1894. He was an author and editor also.

38. **Peter SVIDLER** (1976 – ) is a Russian Grandmaster (Grandmaster since 1994) and one of the top players in the world. He has won seven Russian championships and participated in three world championship tournaments and three world championship candidate tournaments.

His peak FIDE rating was 2769 in May 2013.

39. **Mikhail TAL** (1936 – 1992) was a Soviet Grandmaster (Grandmaster since 1957) and the eighth World Champion during 1960–'61. He is considered as one of the best tactical players ever lived, having produced numerous tactical combinations and attacking games. He was an expert blitz player and could play very complex tactical combinations in blitz as well.

He won the world championship by beating MIKHAIL BOTWINNINK in 1960, but lost the return match in 1961.

He was a skilled author and journalist also.

His peak FIDE rating was 2705 (January 1980). He had a very poor health and died at the age of 55.

40. **Siegbert TARRASCH** (1862 – 1934) was a German master and one of the strongest chess players in the late 19<sup>th</sup> century and early 20<sup>th</sup> century. He had plus positions against all the strong players in that period, except the World Champion EMMANUEL LASKER.

A doctor by profession, he was a famous chess teacher and a very popular chess writer. Several of his works are classics. He followed the classical style and didn't approve the hypermodern school.

Tarrasch contributed a lot to the chess theory. *Tarrasch defense* in Queen's Gambit (1 d4 d5 2 c4 e6 3 ♘f3 c5, *Tarrasch variation* in the French defense (1 e4 e6 2 d4 d5 3 ♘d2) and *Open variation* in the Ruy Lopez (1 e4 e5 2 ♘f3 ♘c6 3 ♗b5 a6 4 ♗a4 ♘f6 5 O-O ♘xe4) are some of them.

41. **Savielly TARTAKOWER** (1887 – 1956) was a Polish (later French) Grandmaster (Grandmaster since 1950), author and journalist. In addition to being a strong chess player, he is remembered for his quotations and aphorisms.
42. **Carlos TORRE** (1904 – 1978) was a Mexican Grandmaster (He was awarded the title in 1977, when he was 73 years old.), who spent most of his life in New Orleans, USA. The chess opening TORRE ATTACK is named after him.

Not to be confused with EUGENIO TORRE, the Grandmaster from Philippines.

43. **Alexei A. TROITSKY** (1866 – 1942) was one of the greatest composers of endgame studies. He developed the theory of many endgames, including ♔+♘+♘ vs ♔+♙. People could not find any flaw in most of his studies even by computer analysis and endgame tablebases later.

In 1942 at the age of 76, Troitsky died of starvation during World war II at the siege of Leningrad.



## B. Notation

Figurine algebraic notation is used in this document. Each piece is indicated by a small icon, as indicated in Table 2. Absence of an icon indicates that the move is by a pawn.







Unit	English Symbol	Figurine Symbol
King	K	
Queen	Q	
Rook	R	
Bishop	B	
Knight	N	
Pawn	(P)	(  )

Table 2: Symbols for pieces in English and Figurine algebraic notations

Squares are indicated in a two-dimensional co-ordinated system. The eight columns (“files”) from White’s left to right are named with letters a–h. The eight rows (“ranks”) from White side to Black side are named with numbers 1–8.

In addition to annotating games with text, many sources use language-less symbols to indicate various elements and ideas. Some of these are used in this document also. Table 3 gives those symbols.

Symbol	Meaning
!	Good move
!!	Very good (excellent) move, often a move that changes the outcome of the game.
?	Bad move
??	Very bad move (blunder), often a move that changes the outcome of the game.
!?	An interesting move, but it is not clear whether it is a good move.
?!	A dubious move, but it is not clear whether it is a bad move.
+	Check
#	Checkmate
⊙	Zugzwang
±	White has a slightly better position.
∓	Black has a slightly better position.
±	White has a clearly better position.
∓	Black has a clearly better position.
+−	White has a winning advantage.
−+	Black has a winning advantage.
=	Even position. No advantage to either player.
∞	An unclear position. Not clear who has the advantage.
∞	The player who made the last ply is down material, but has compensation for that.
<b>1–0</b>	White wins (1 point for White, 0 points for Black)
<b>0–1</b>	Black wins (0 points for White, 1 point for Black)
$\frac{1}{2} - \frac{1}{2}$	Draw ( $\frac{1}{2}$ points each for White and Black)

Table 3: Additional symbols for annotation

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