

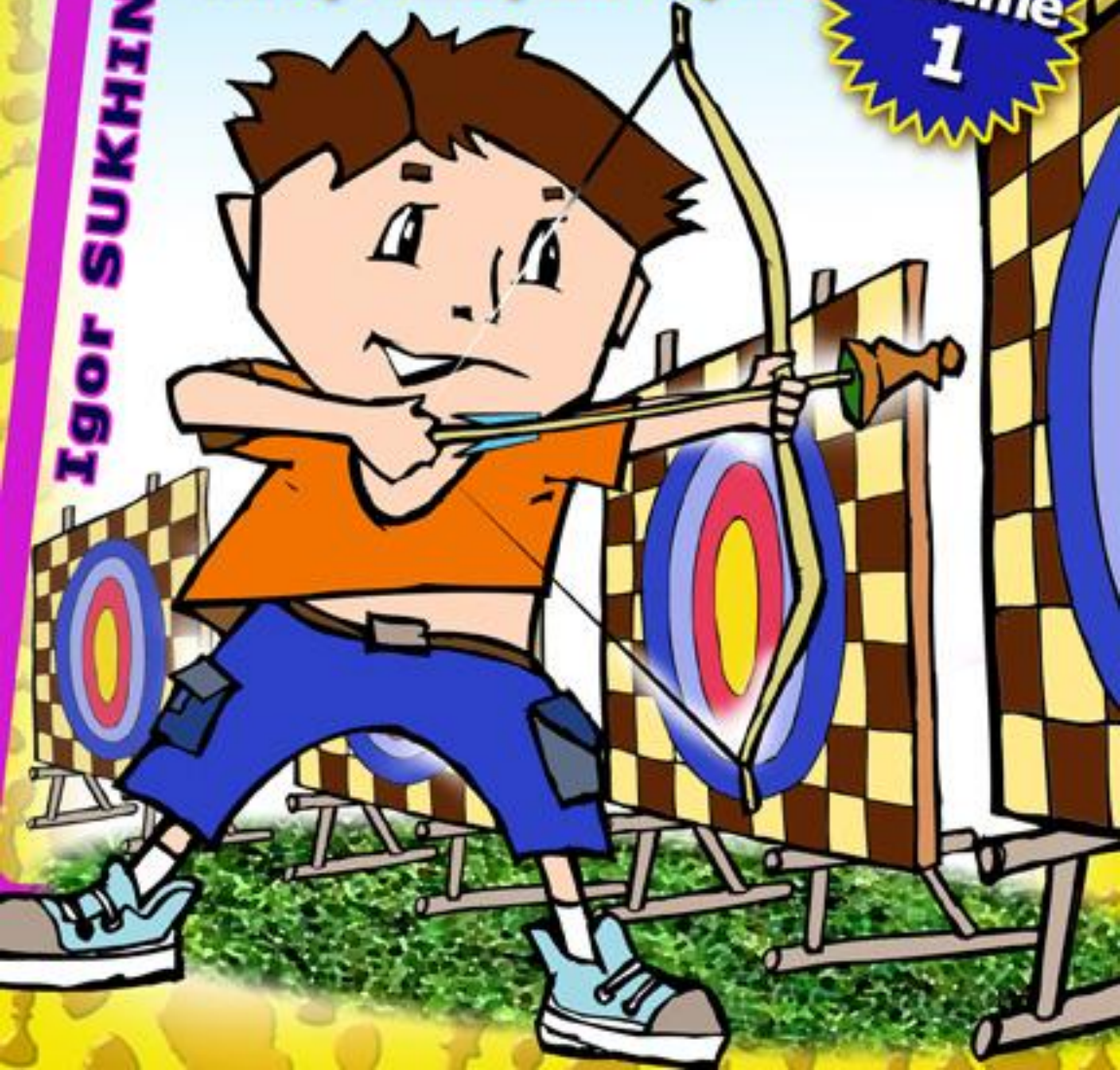
fb/sachcovuahay@gmail.com

Chess CAMP

Move, Attack, and Capture

Volume
1

Igor SUKHIN



Igor Sukhin

Chess Camp

Volume 1: Move, Attack, and Capture



© 2010 Igor Sukhin

All rights reserved. No part of this book may be reproduced or transmitted in any form by any means, electronic or mechanical, including photocopying, recording, or by an information storage and retrieval system, without written permission from the publisher.

Publisher: Mongoose Press

1005 Boylston Street, Suite 324

Newton Highlands, MA 02461

info@mongoosepress.com

www.MongoosePress.com

ISBN: 9781936277070

Library of Congress Control Number: 2010932524

Distributed to the trade by National Book Network

custserv@nbnbooks.com, 800-462-6420

For all other sales inquiries please contact the publisher.

Editor: Jorge Amador

Typesetting: Frisco Del Rosario

Cover Design: Al Dianov

First English edition

0 987654321

Contents

Note for Coaches, Parents, Teachers, and Trainers	5
The Rook	7
The Bishop	11
Rooks and Bishops	14
The Queen	26
Queens, Rooks, and Bishops	27
The Knight	36
Knights, Queens, Rooks, and Bishops	41
The Pawn	50
Pawns, Knights, Queens, Rooks, and Bishops	60
The King	75
Kings, Pawns, Knights, Queens, Rooks, and Bishops	76
Check	88
Checkmate	99
Stalemate	101
Checkmate and Stalemate	103
Perpetual Check	105
Castling	107
Capturing <i>en passant</i>	109
Solutions	111

fb/sachcovuahay@gmail.com

Note for Coaches, Parents, Teachers, and Trainers

This collection of problems opens a series of a new kind of problem books. Some of the problems in it may seem absurdly simple to experienced chessplayers or coaches. But that isn't the case – the simplicity of our problems is superficial. If the required attention hasn't been paid in the past to the development of these kinds of simple problems, that highlights the fact that there are still many blank spots in the matter of how to begin teaching the game of chess. This has to do with the fact that, in every country in the world, these problem books are written by strong practical players, for whom certain subjects seem too simple to be worth any attention at all. Such authors don't take into account the fact that the earliest stage of instruction deserves closer attention.

As a result, in previously published problem collections, a large stratum of useful chess exercises has remained unrevealed. The main goal of our series of problem books is to correct this omission.

In order for the beginning chessplayer to learn to play chess well later on, the coach should first help him or her to establish a solid foundation. To this end, beginning players should first get the feel of the possibilities of each piece separately, and also familiarize themselves with the comparative strengths of the pieces. Our series of thematic exercises with a small number of pieces on the board serves this purpose.

**Problem books are written by strong
practical players for whom certain
subjects seem too simple, leaving many
useful chess exercises unrevealed...**

At the same time problems from the so-called “pre-checkmate” period play a very important role in the initial stage of instruction. Very often there aren't even kings in these diagrams, such that in order to win you simply have to eliminate or immobilize all your opponent's pawns or pieces (as in checkers – play for a wipeout).

The point of these exercises isn't to deliver mate, but to acquire various chess skills, to master the simplest methods of attacking and defending. The purpose is to teach the student to see the chess board, to find hidden threats and connections between different pieces, and to understand how to coordinate the pieces to achieve one goal or another.

By using our problem book, in the course of initial study beginning chessplayers can: 1) familiarize themselves with the possibilities and comparative strengths of each piece; 2) learn to attack one piece with another piece; 3) learn how to restrict the mobil-

ity of their opponents' pieces; 4) learn to see guarded and unguarded pieces on the board; 5) learn to deliver double attacks; 6) learn to find defensive moves; 7) learn to use pins for attack and defense; 8) learn to choose the best capture from several possibilities; 9) master the typical methods of fighting with the various pieces against pawns; 10) learn to see opportunities to announce check in any position; and 11) completely master the rules of the game.

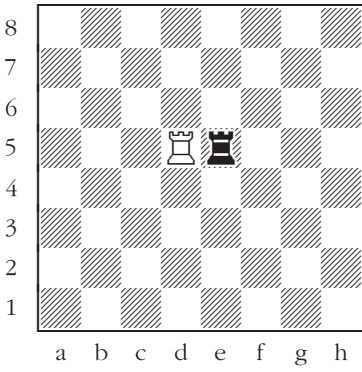
In general, in order to achieve success in chess three stages of instruction need to be covered thoroughly: 1) the “pre-checkmate” stage – here, students should develop a feel for the “pre-checkmate” harmony of the pieces in both attack and defense; 2) the stage of giving mate in one – here students should get a feel for the harmony of the pieces when checkmating; 3) the checkmate stage – here students should get a feel for the harmony of the pieces when using a mate threat. Having said that, the younger the student, the longer the first two stages should last.

This first problem book allows us to work through the first (“pre-checkmate”) stage, while the second and third books focus on working through the second stage (giving mate in one). Subsequent collections will help students and coaches to work through the third (mating) stage.

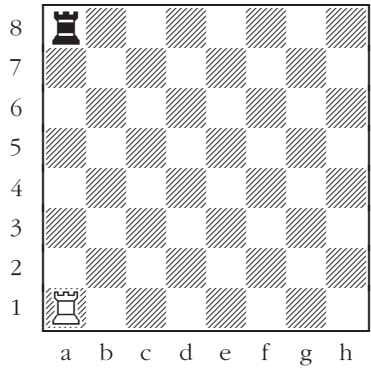
The Rook

Capturing

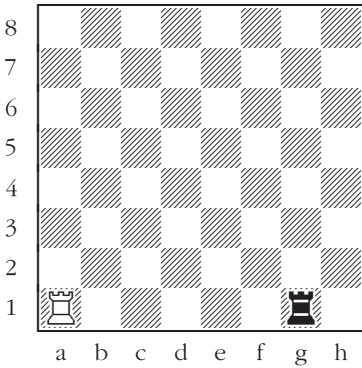
White to move: Can White take Black's rook?



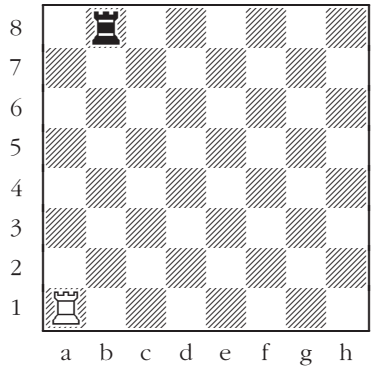
1



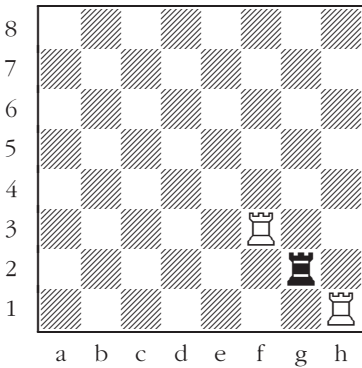
2



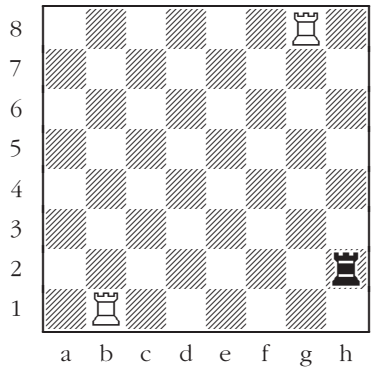
3



4



5

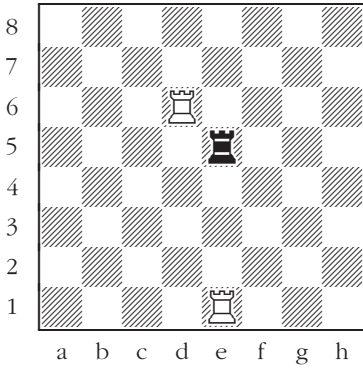


6

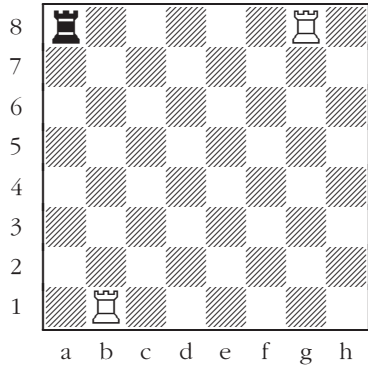
The Rook

Pieces under attack

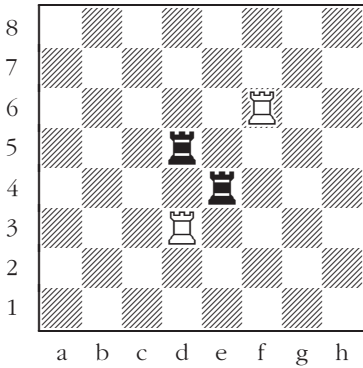
Black to move: Take one of the white rooks.



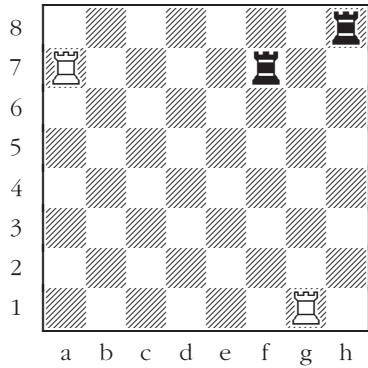
7



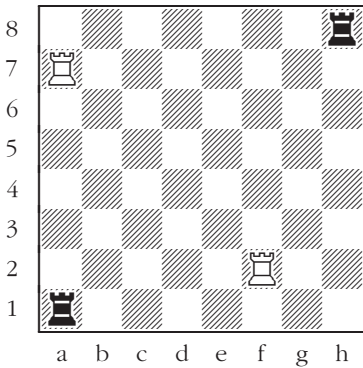
8



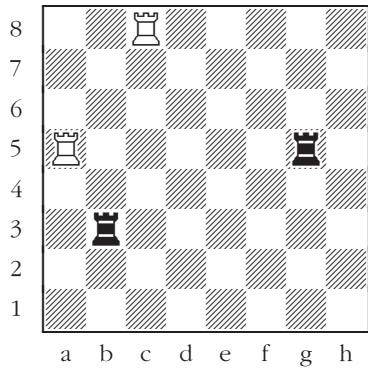
9



10



11

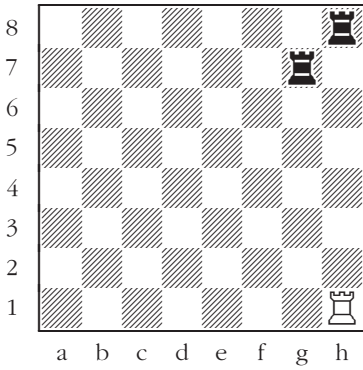


12

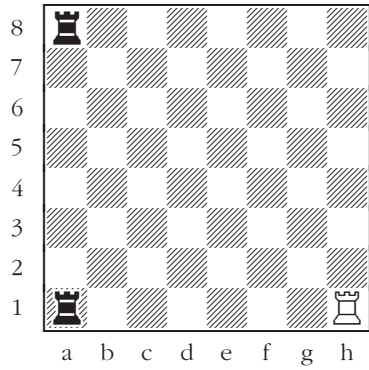
The Rook

To take or not to take?

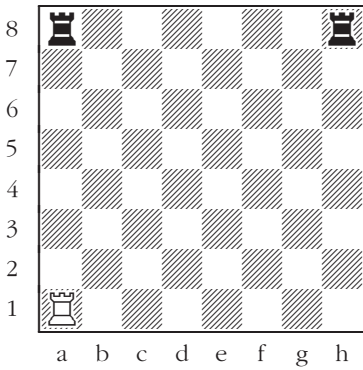
White to move: Should White take (will Black take the white rook in reply)?



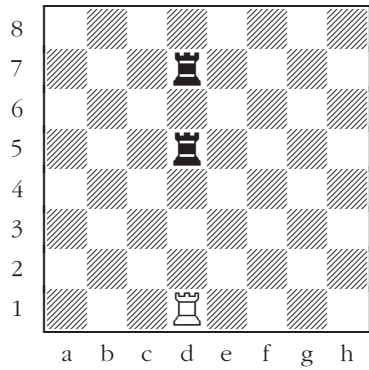
13



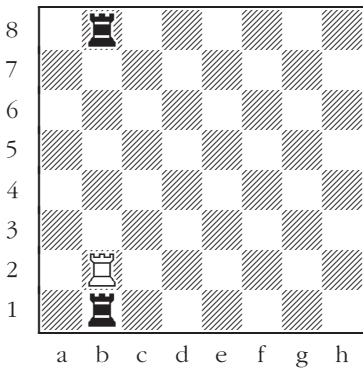
14



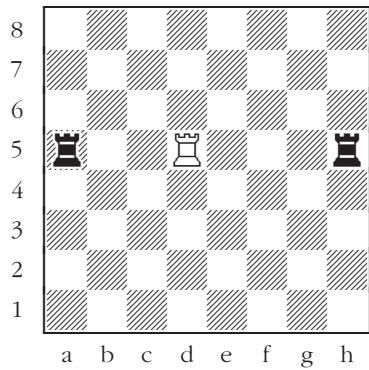
15



16



17

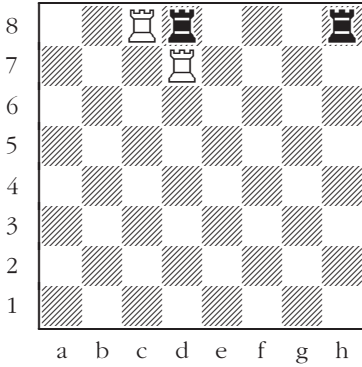


18

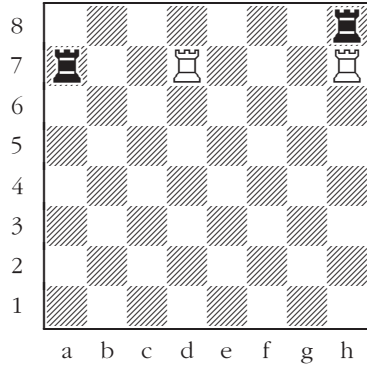
The Rook

The best move

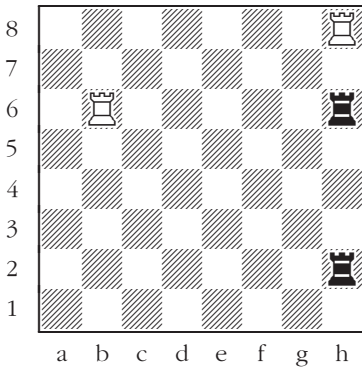
Black to move: Which rook should Black take, so that after the exchanges Black has more rooks than White?



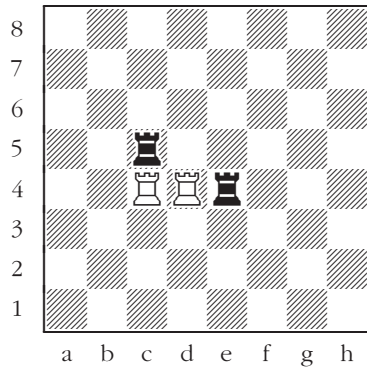
19



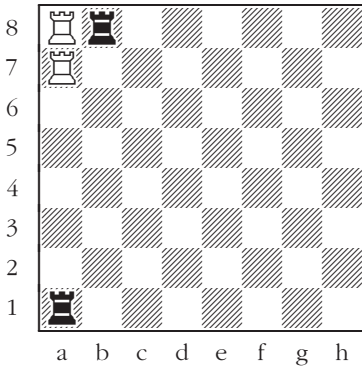
20



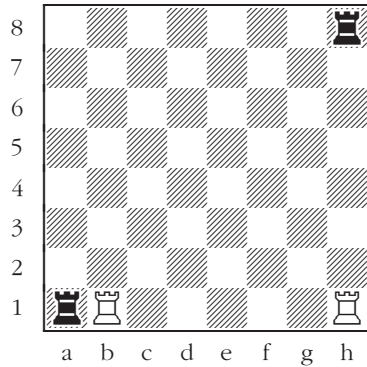
21



22



23

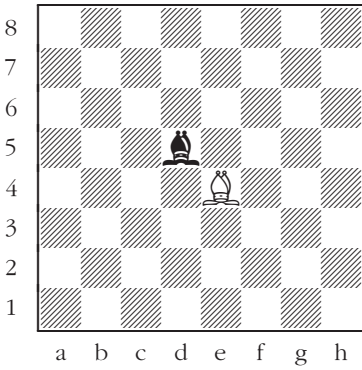


24

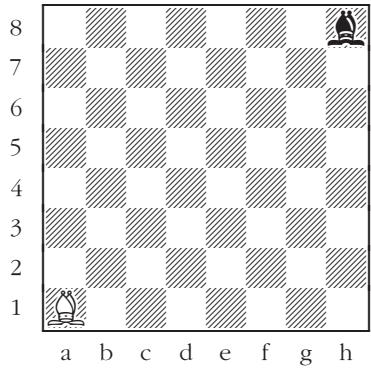
The Bishop

Capturing

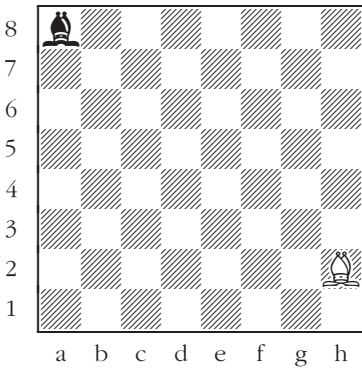
White to move: Can White take the black bishop?



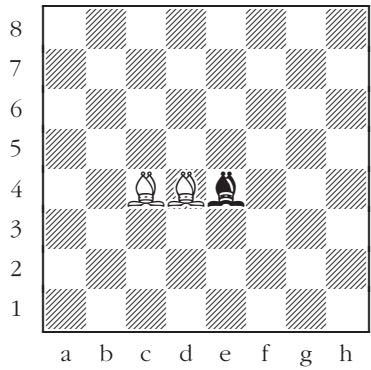
25



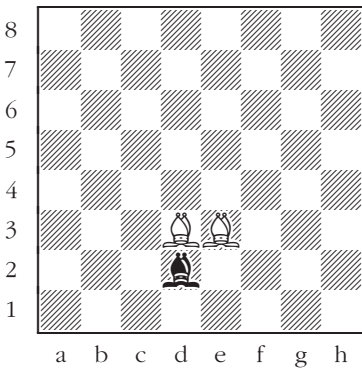
26



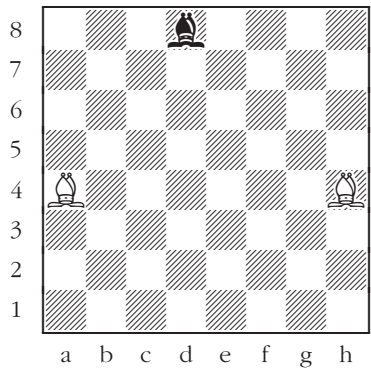
27



28



29

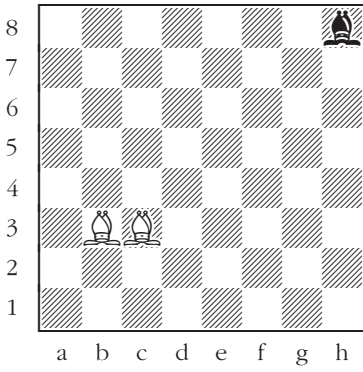


30

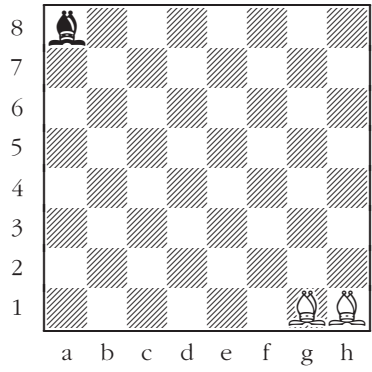
The Bishop

Under attack

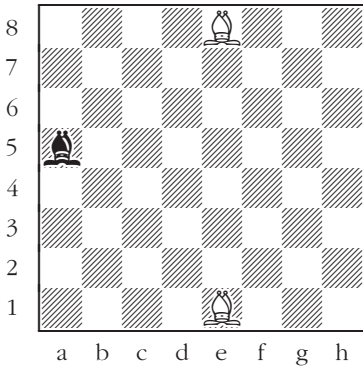
Black to move: Take the white bishop.



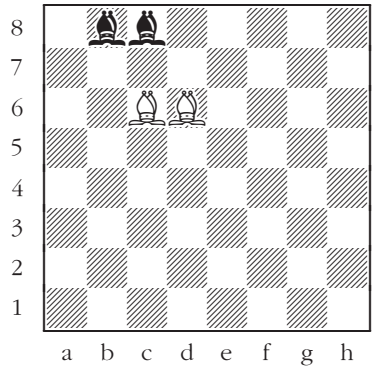
31



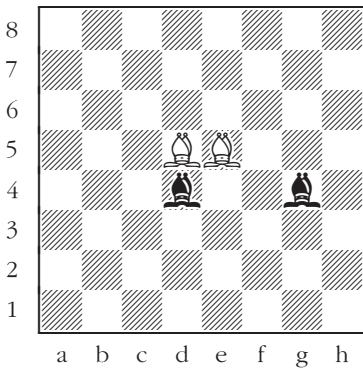
32



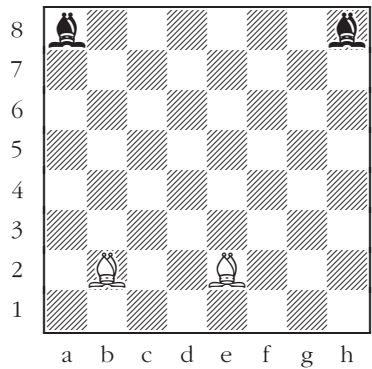
33



34



35

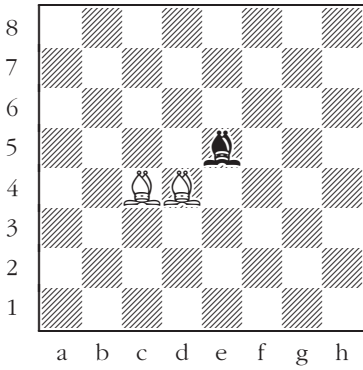


36

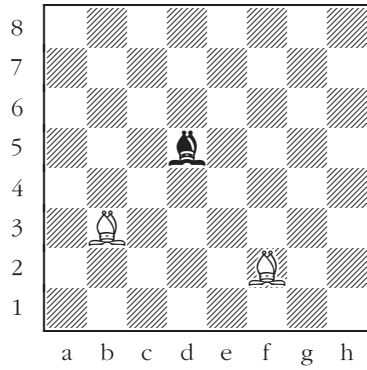
The Bishop

A choice

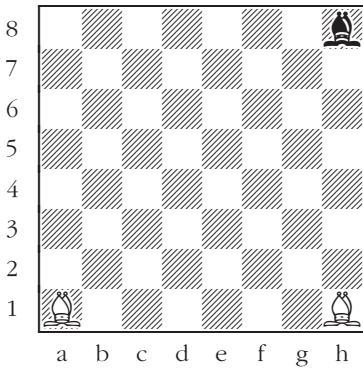
White to move: Which of the white bishops can capture?



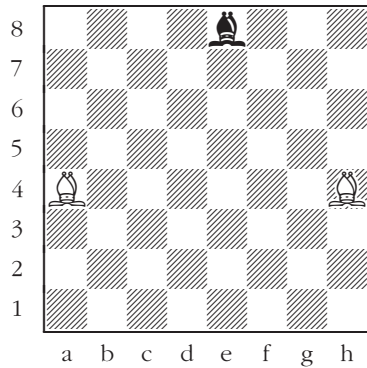
37



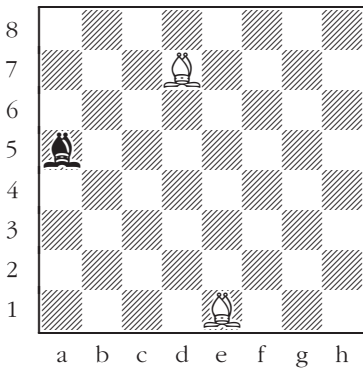
38



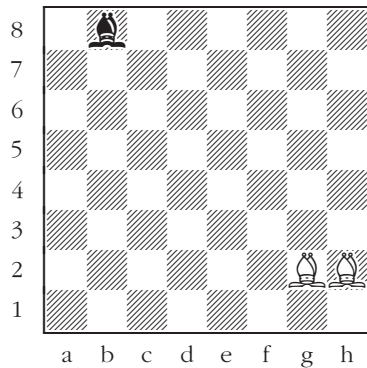
39



40



41

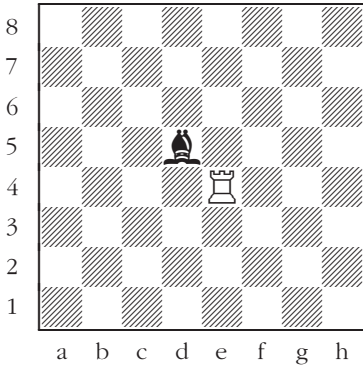


42

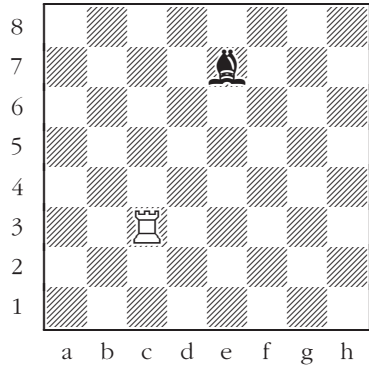
Rooks and Bishops

Attacks by the rook

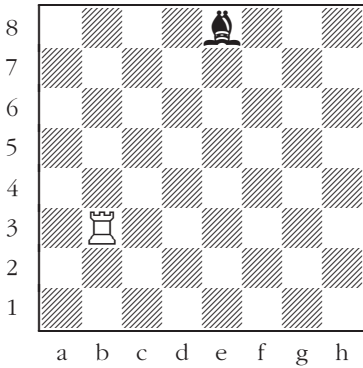
White to move: Attack the bishop with the rook in two different ways.



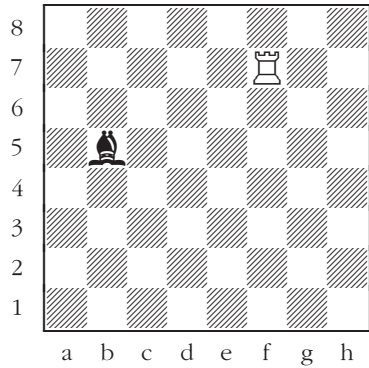
43



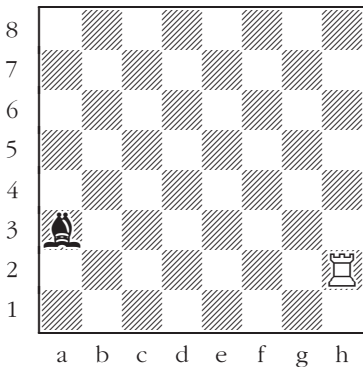
44



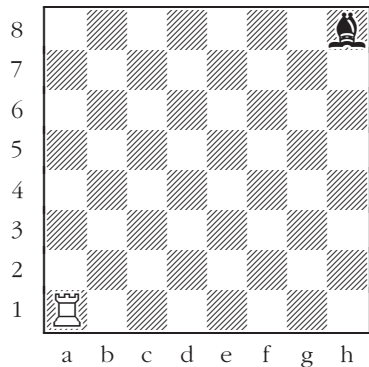
45



46



47

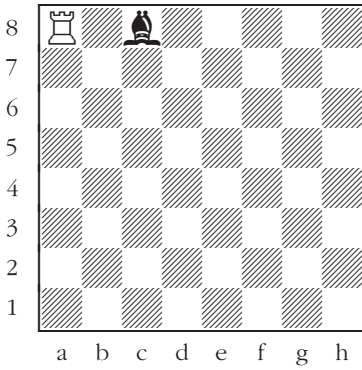


48

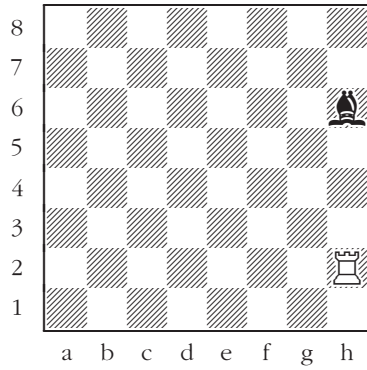
Rooks and Bishops

Bishop attacks

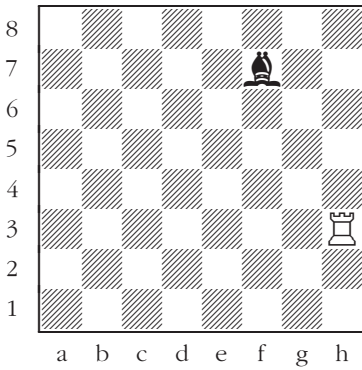
Black to move: Attack the rook with the bishop.



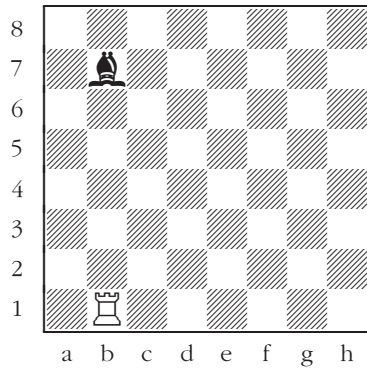
49



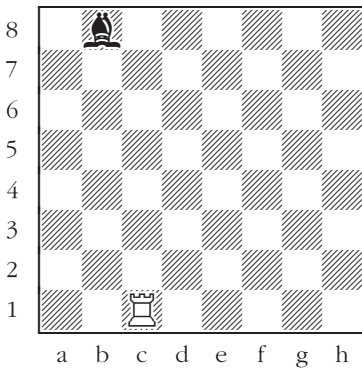
50



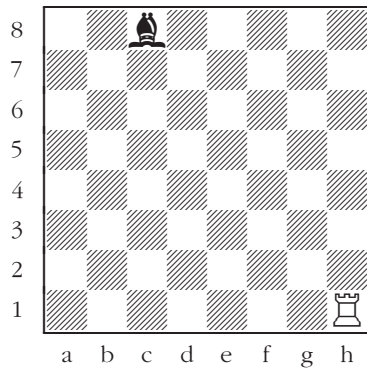
51



52



53

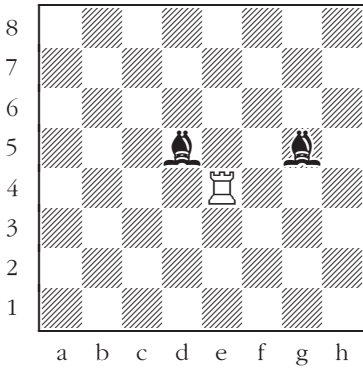


54

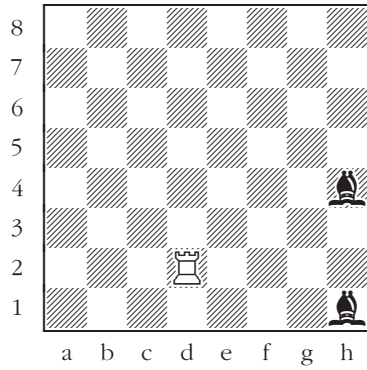
Rooks and Bishops

Double attack by the rook

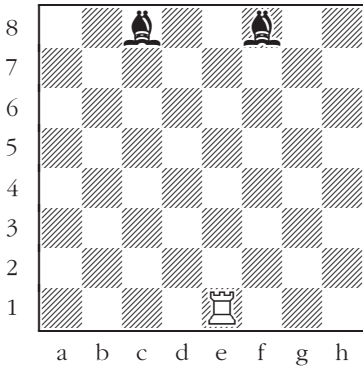
White to move: Attack both bishops with the rook.



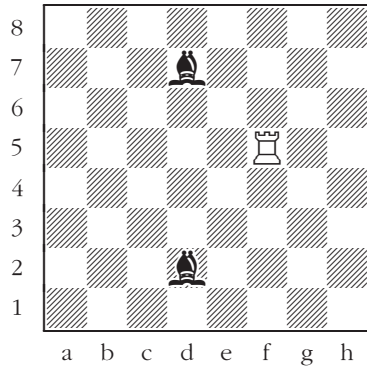
55



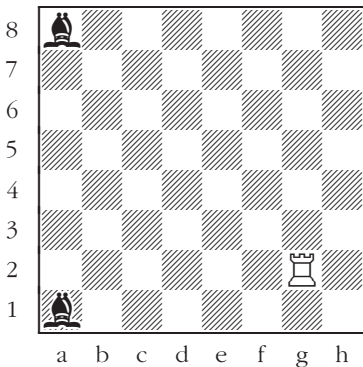
56



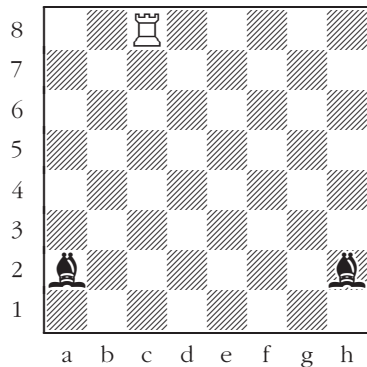
57



58



59

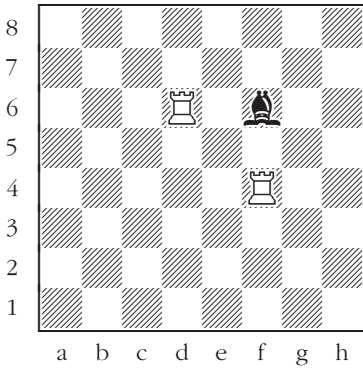


60

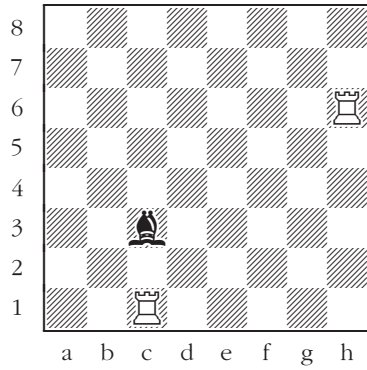
Rooks and Bishops

Double attack by the bishop

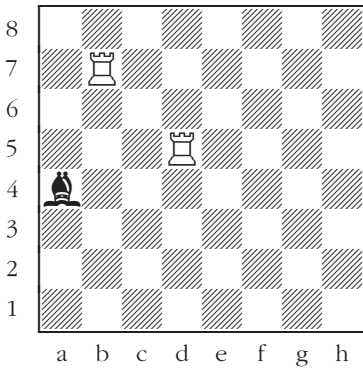
Black to move: Attack both rooks with the bishop.



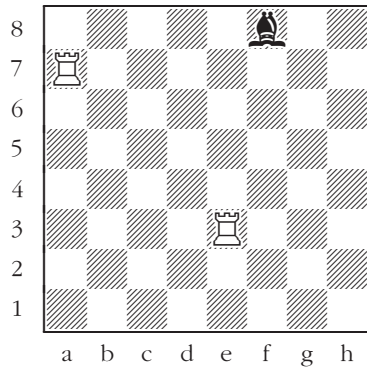
61



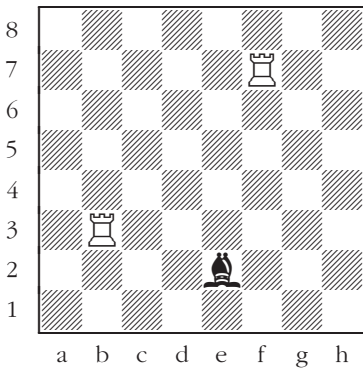
62



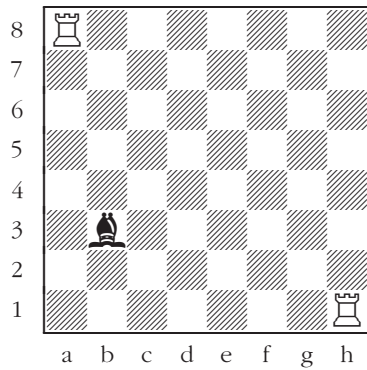
63



64



65

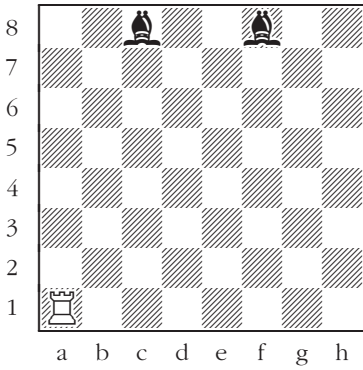


66

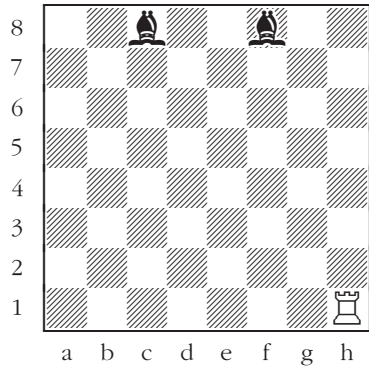
Rooks and Bishops

Laser attack by the rook

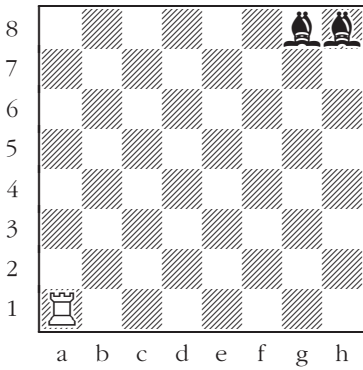
White to move: Win a bishop — put the rook on the same rank or file as the two bishops.



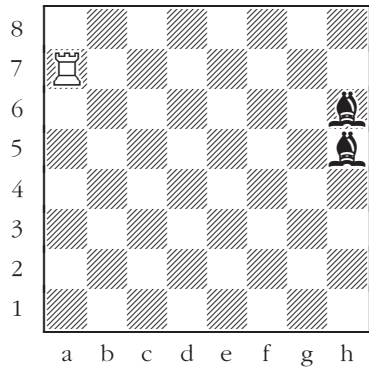
67



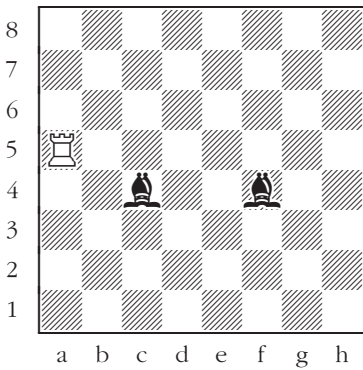
68



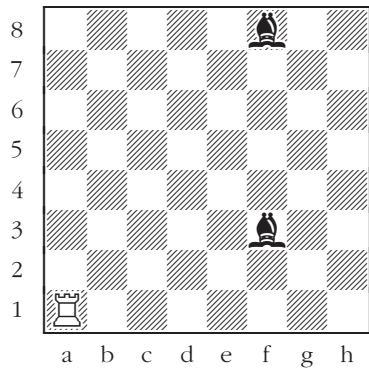
69



70



71

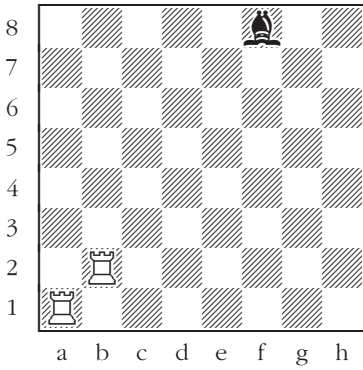


72

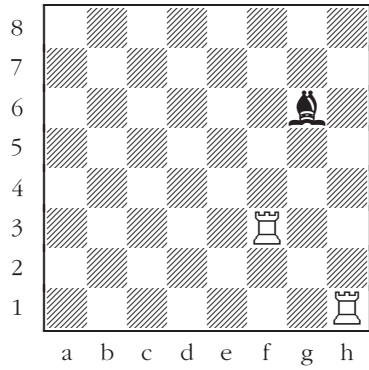
Rooks and Bishops

Laser attack by the bishop

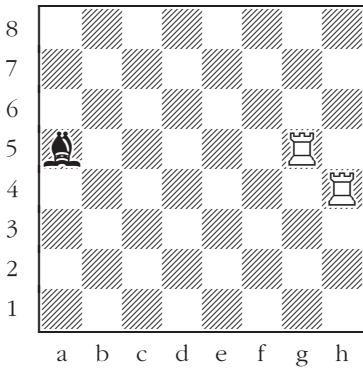
Black to move: Deliver a laser attack — put the bishop on the same diagonal as the rooks.



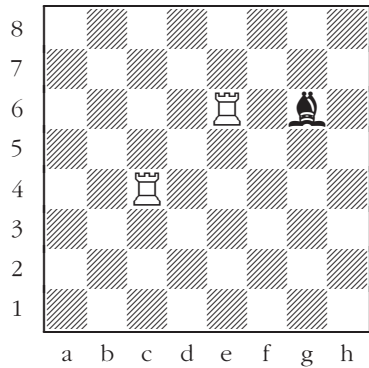
73



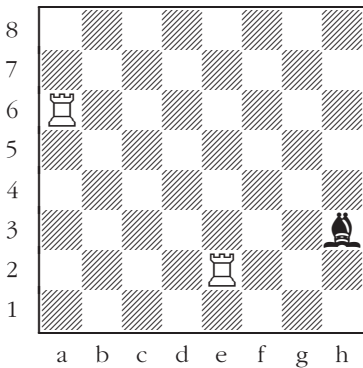
74



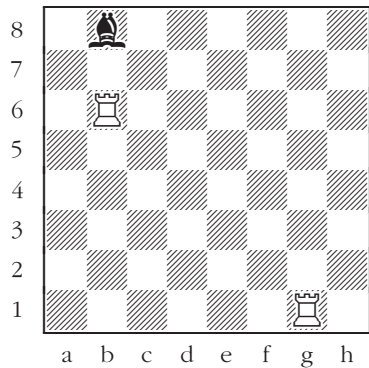
75



76



77

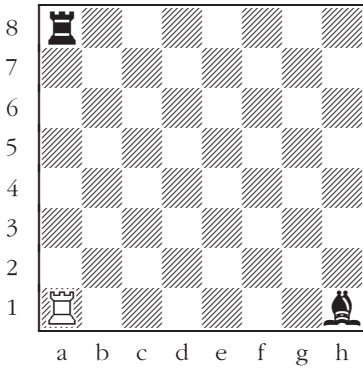


78

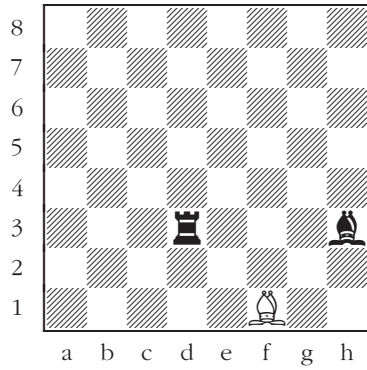
Rooks and Bishops

Capturing

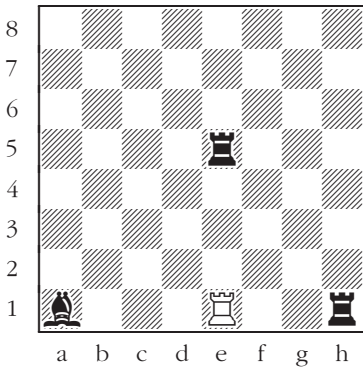
White to move: Take the undefended black piece.



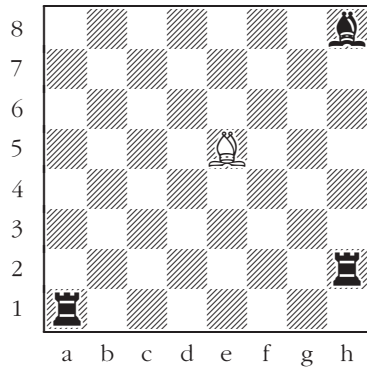
79



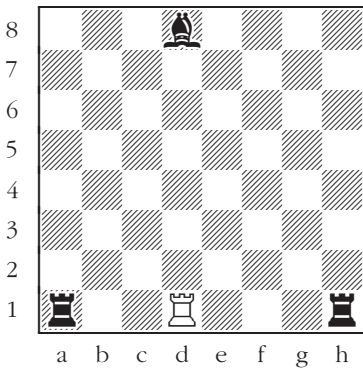
80



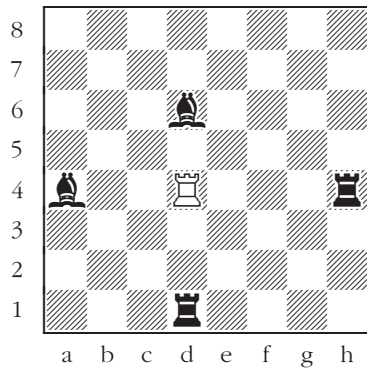
81



82



83

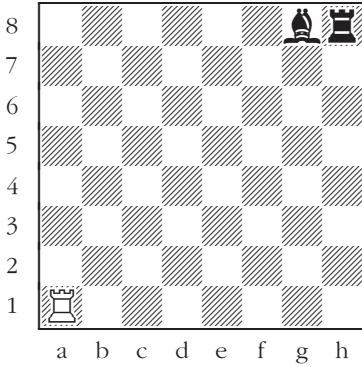


84

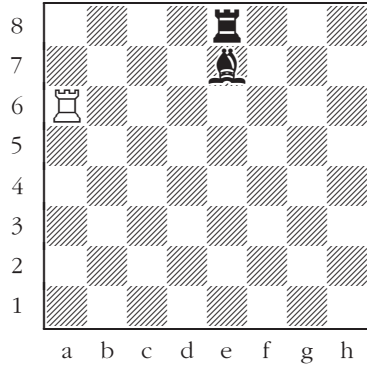
Rooks and Bishops

The pin

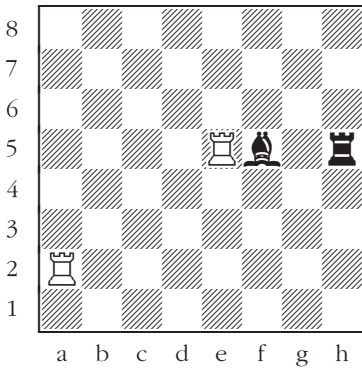
White to move: After which move by White does Black lose either the bishop or the rook, no matter what?



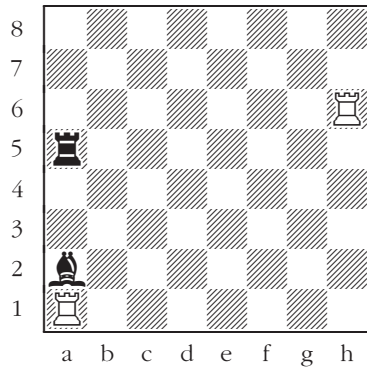
85



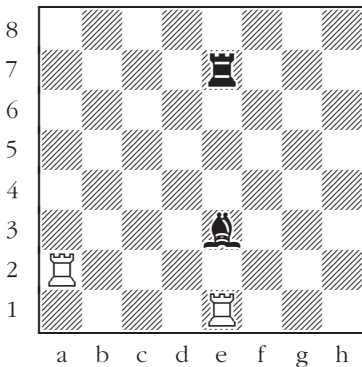
86



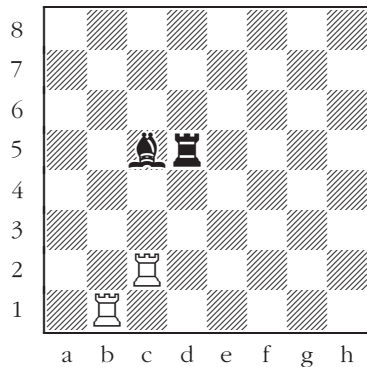
87



88



89

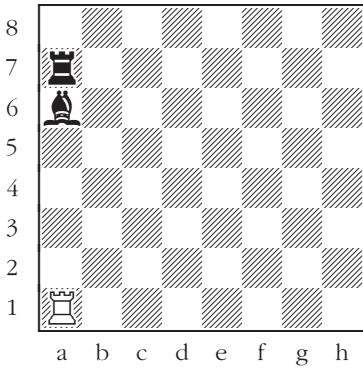


90

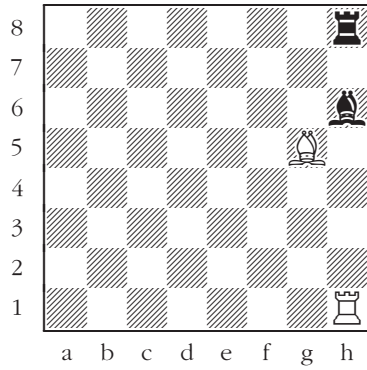
Rooks and Bishops

Escapes

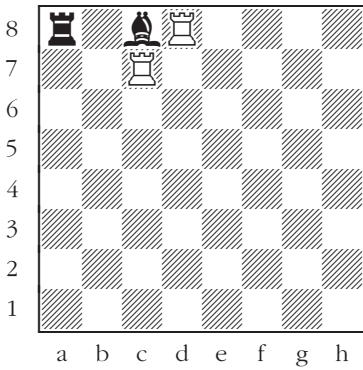
Black to move: How does Black avoid losing material?



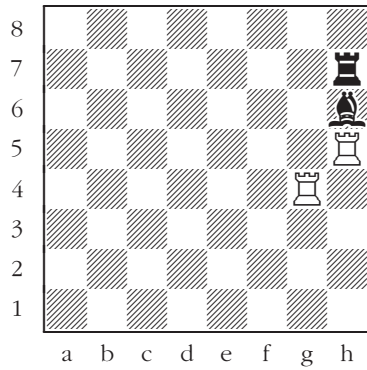
91



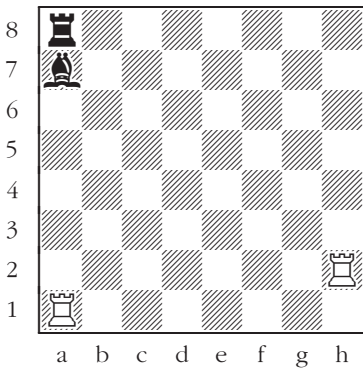
92



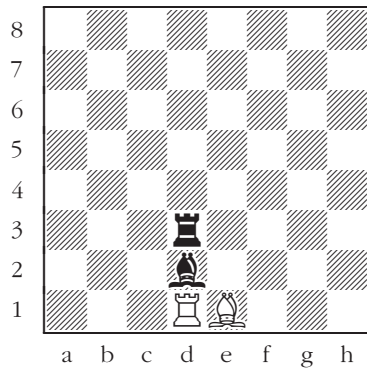
93



94



95

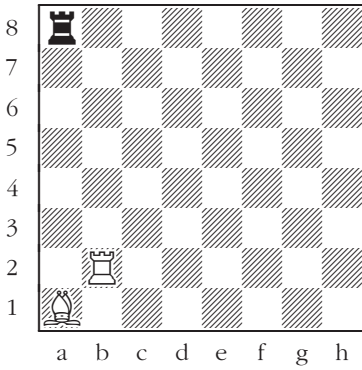


96

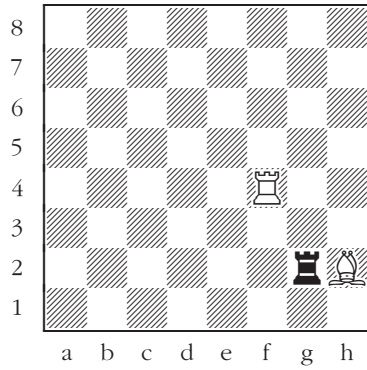
Rooks and Bishops

Defending

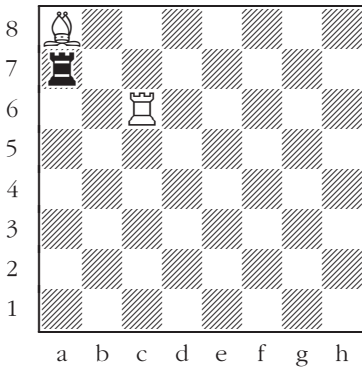
White to move: How does White avoid losing a piece?



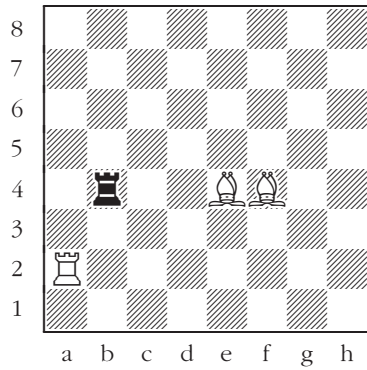
97



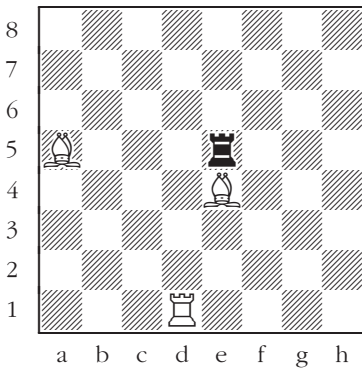
98



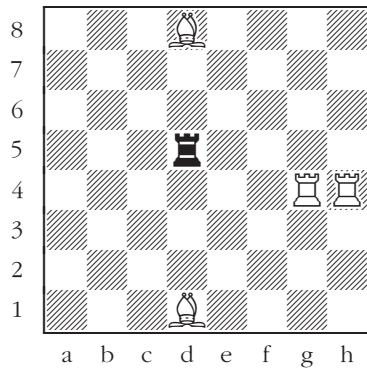
99



100



101

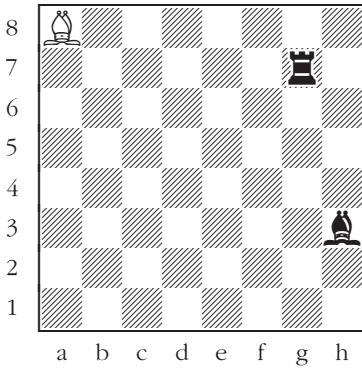


102

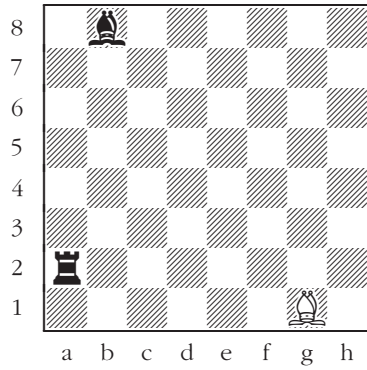
Rooks and Bishops

Exchanging

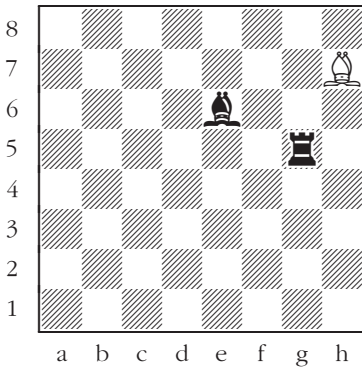
Black to move: Force the exchange of a white piece.



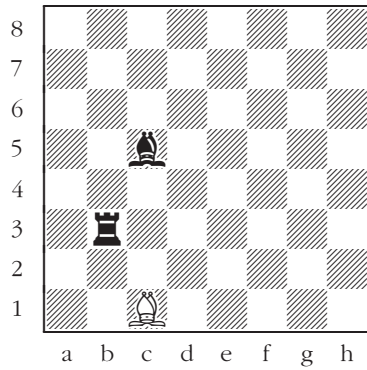
103



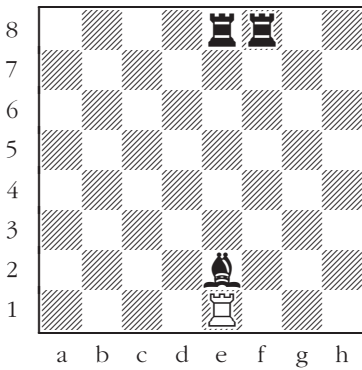
104



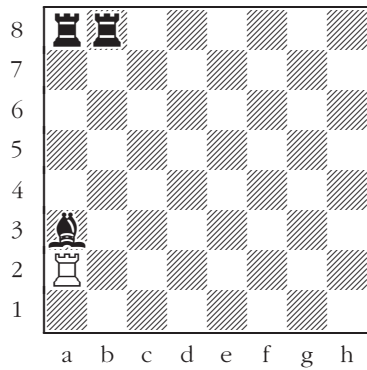
105



106



107

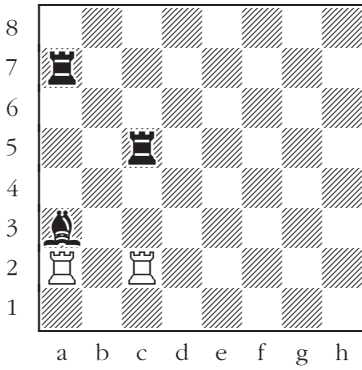


108

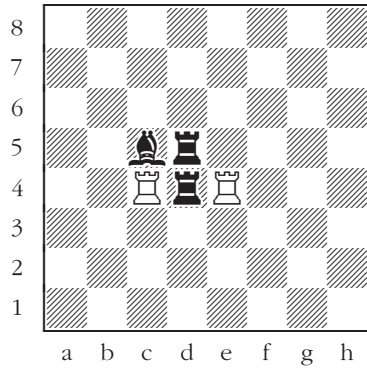
Rooks and Bishops

Combinations

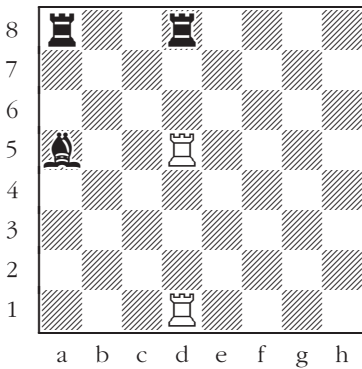
White to move: Find the best maneuver.



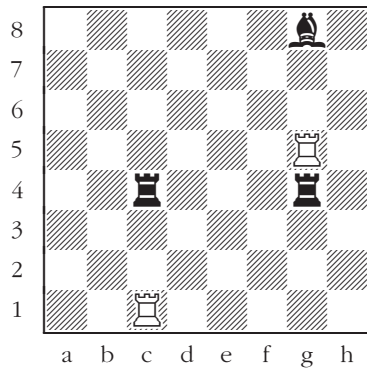
109



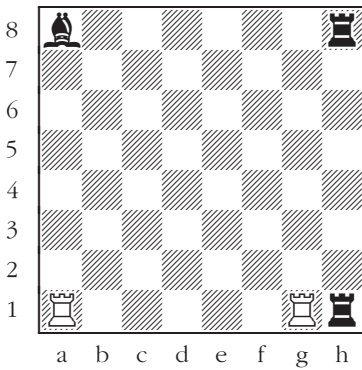
110



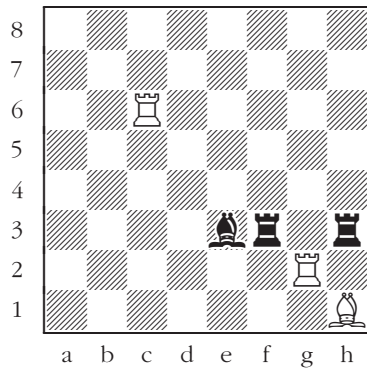
111



112



113

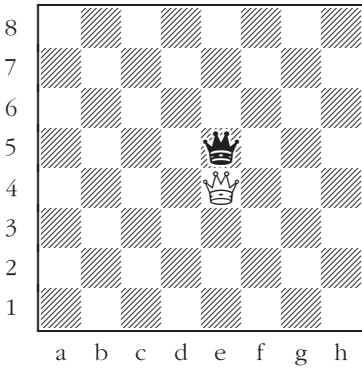


114

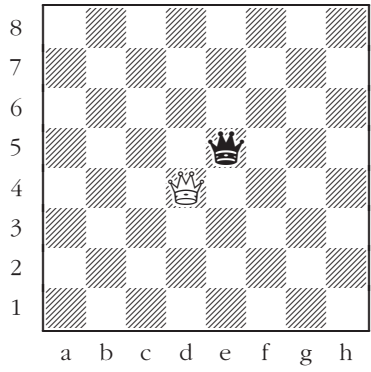
The Queen

Capturing

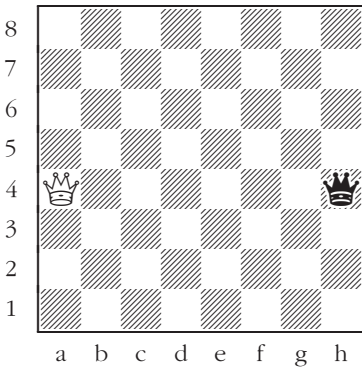
White to move: Can White take Black's queen?



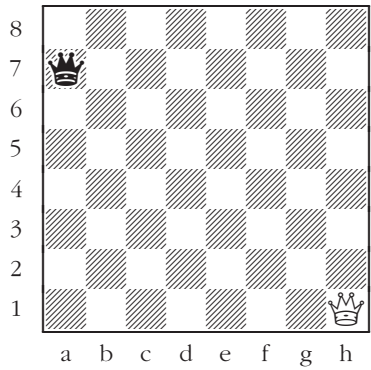
115



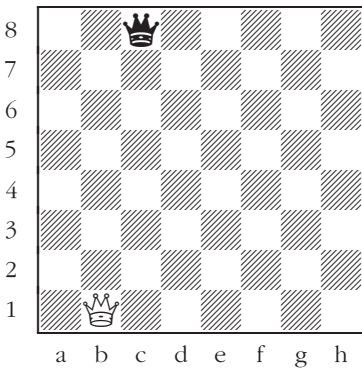
116



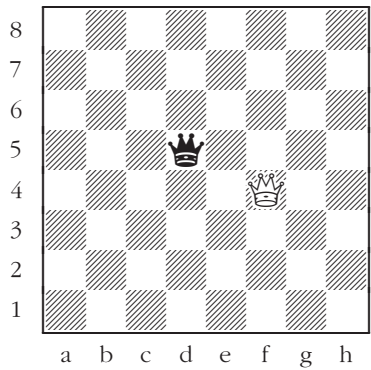
117



118



119

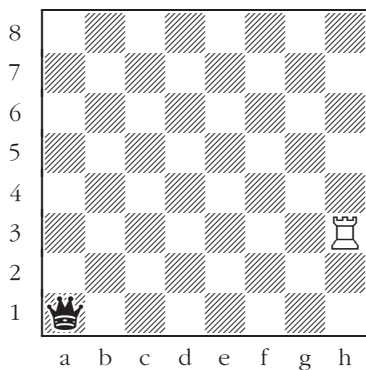


120

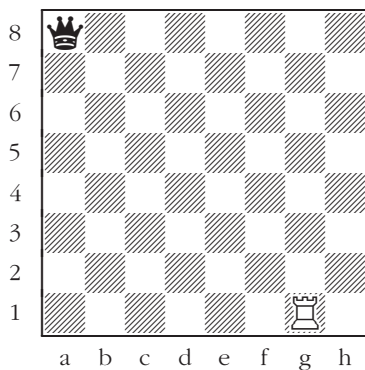
Queens, Rooks, and Bishops

Attack on the rook

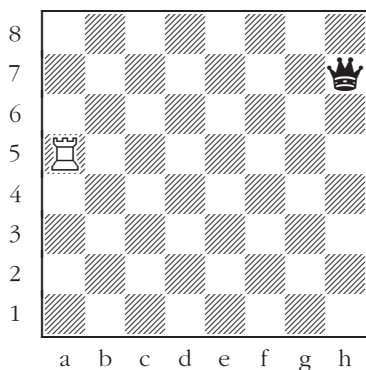
Black to move: Attack the rook with the queen (but don't put the queen under attack).



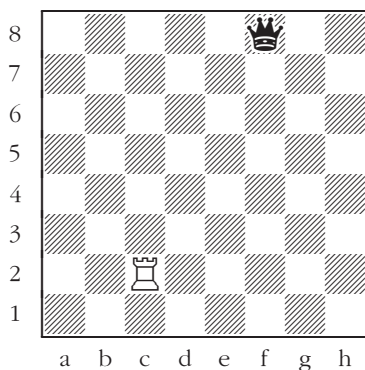
121



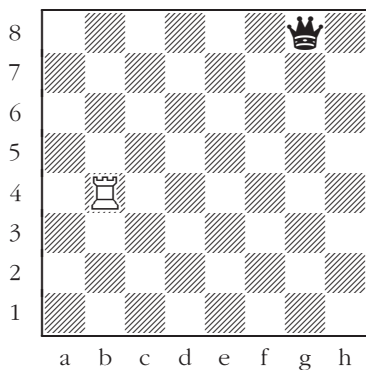
122



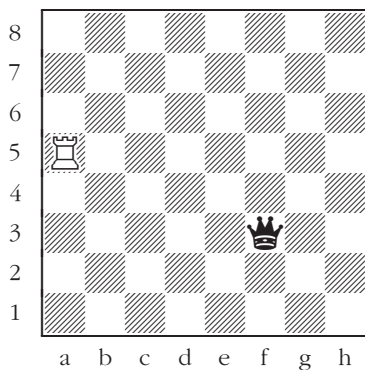
123



124



125



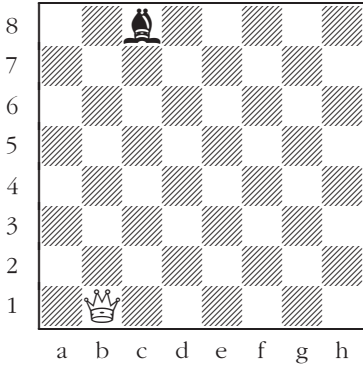
126

Queens, Rooks, and Bishops

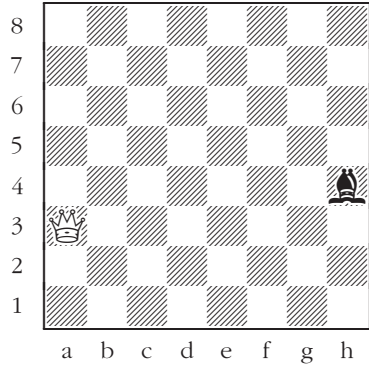
Attack on the bishop

White to move: Attack the bishop with the queen (but don't put the queen under attack).

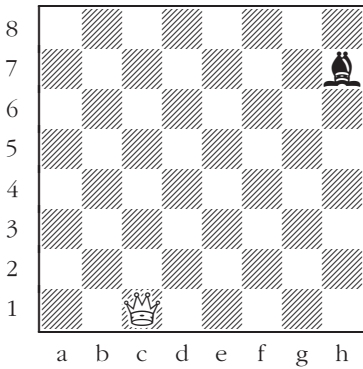
Find three different ways.



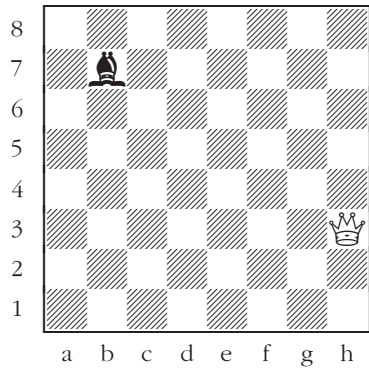
127



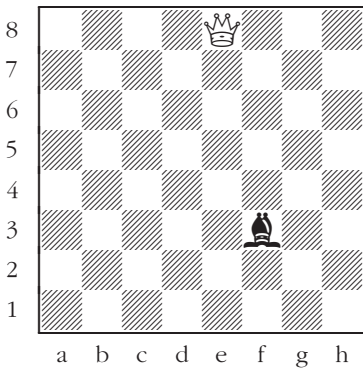
128



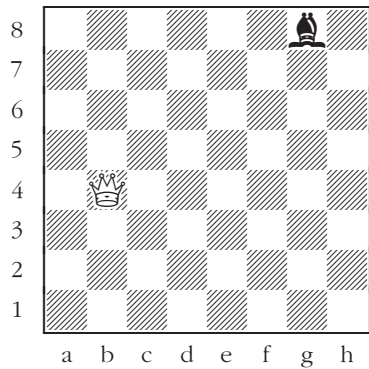
129



130



131

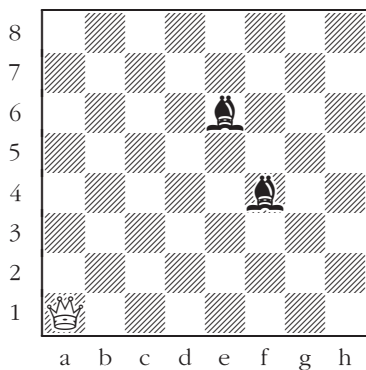


132

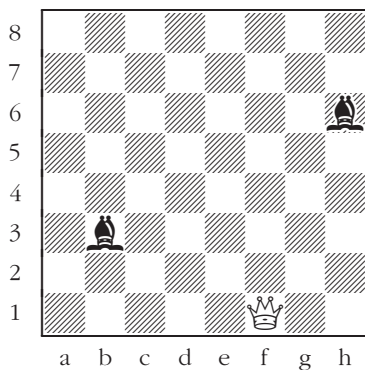
Queens, Rooks, and Bishops

Double attack

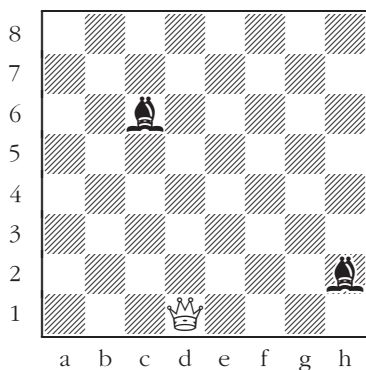
White to move: Attack both bishops with the queen (but don't put the queen under attack).



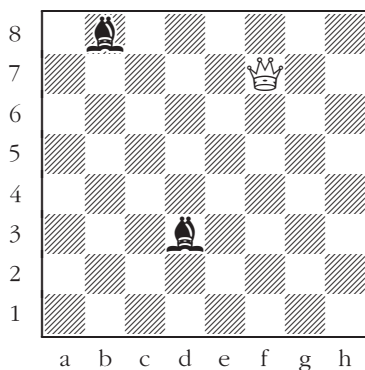
133



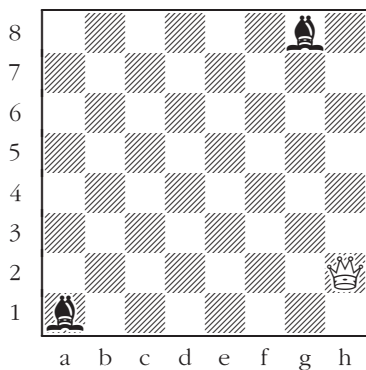
134



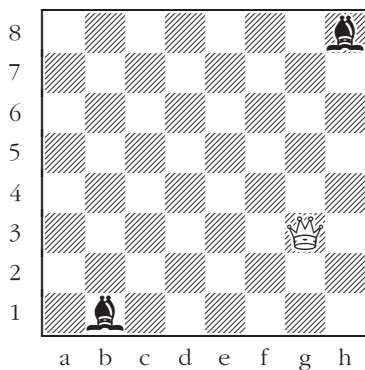
135



136



137

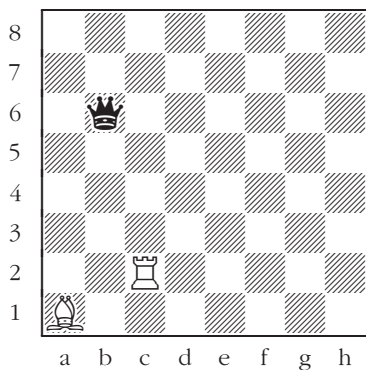


138

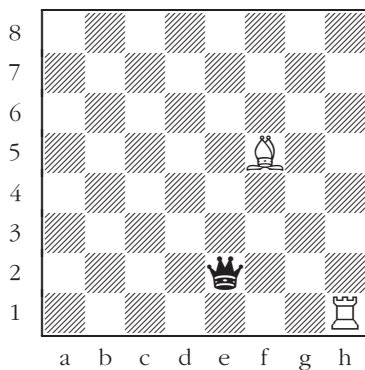
Queens, Rooks, and Bishops

Double attack

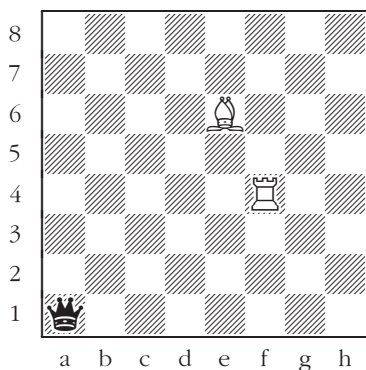
Black to move: Attack two pieces with the queen (but don't put the queen under attack).



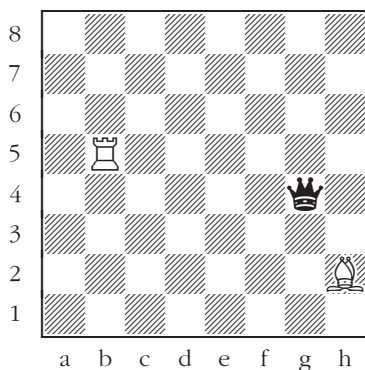
139



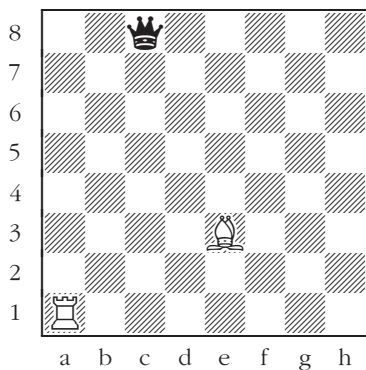
140



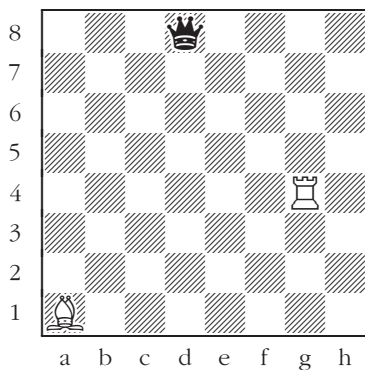
141



142



143

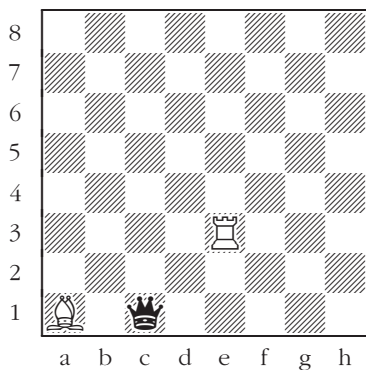


144

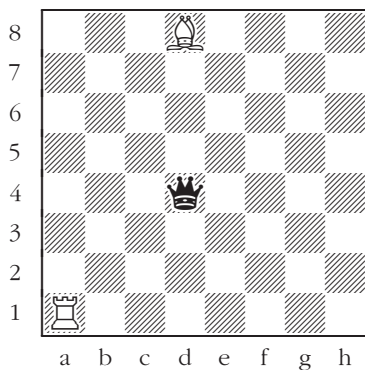
Queens, Rooks, and Bishops

Defending

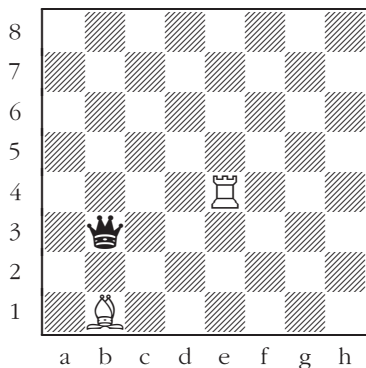
White to move: How can both pieces be saved?



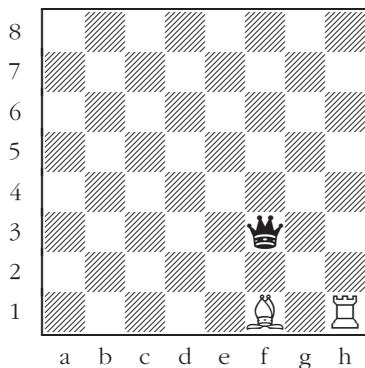
145



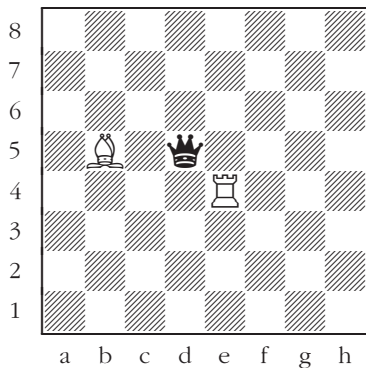
146



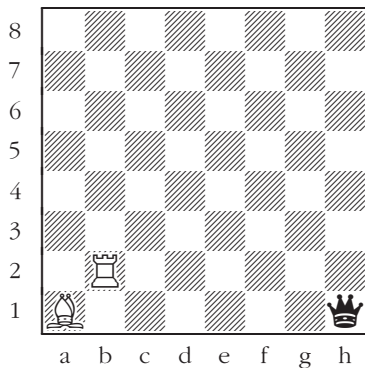
147



148



149

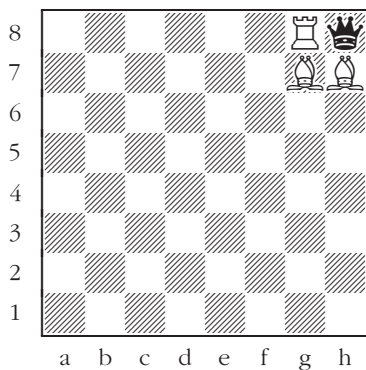


150

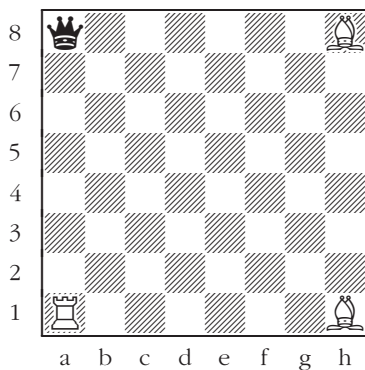
Queens, Rooks, and Bishops

Capturing

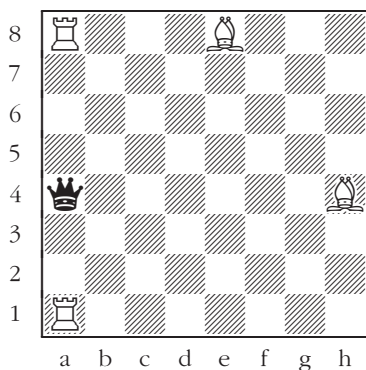
Black to move: Take the undefended piece.



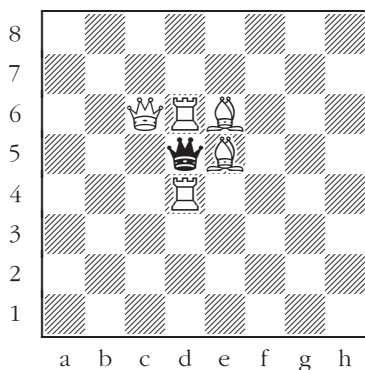
151



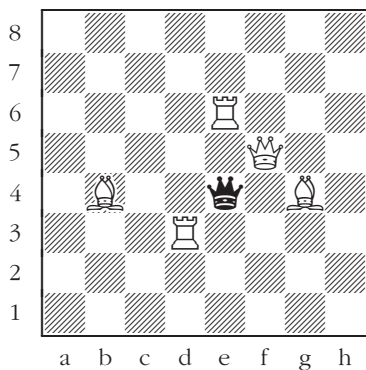
152



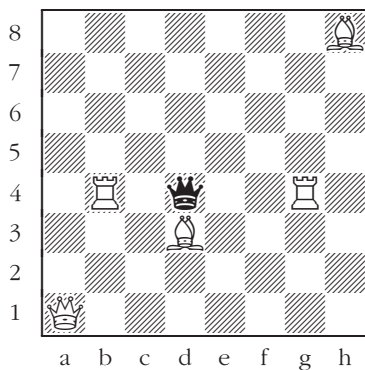
153



154



155

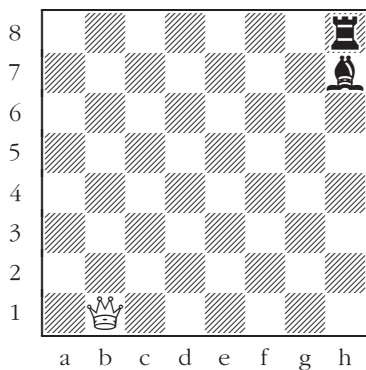


156

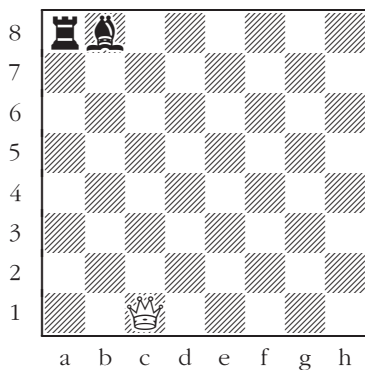
Queens, Rooks, and Bishops

The pin

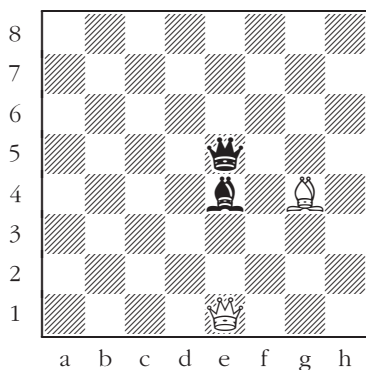
White to move: Find the best chance.



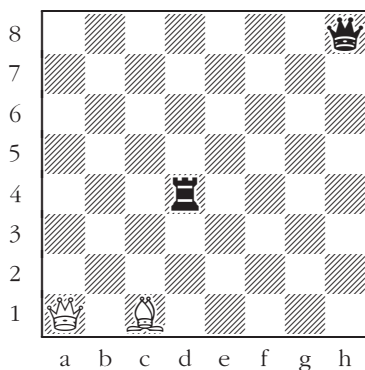
157



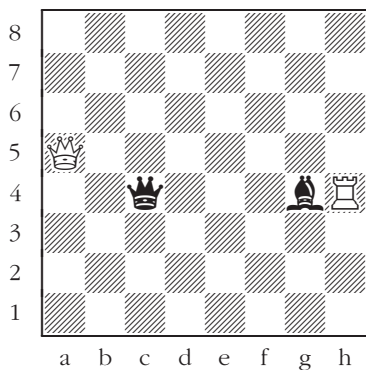
158



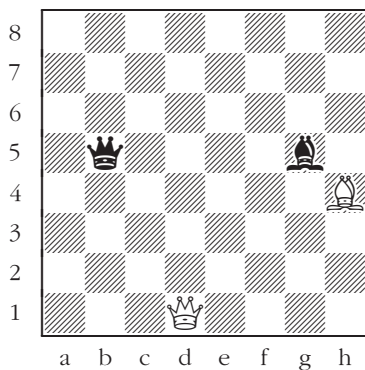
159



160



161

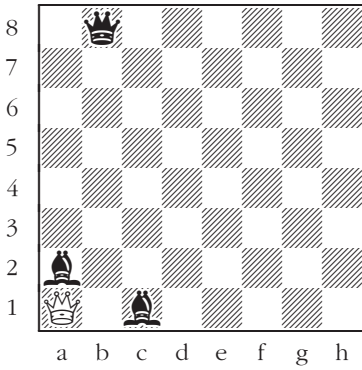


162

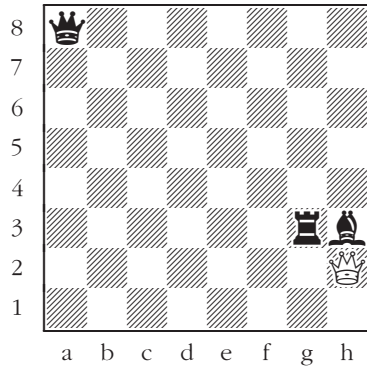
Queens, Rooks, and Bishops

Restricting mobility

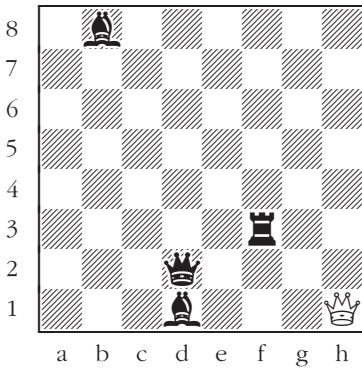
Black to move: Force the white queen to go into an exchange.



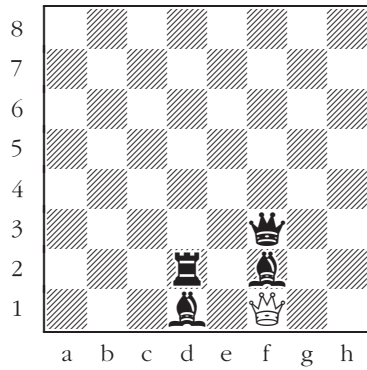
163



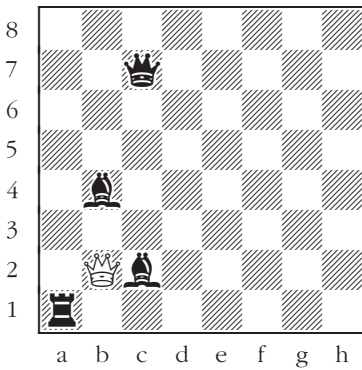
164



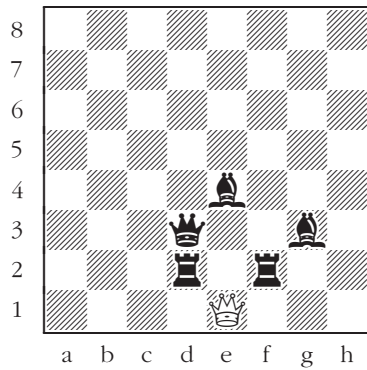
165



166



167

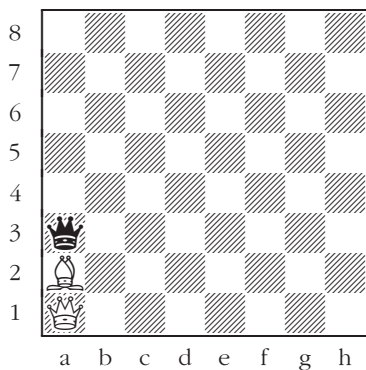


168

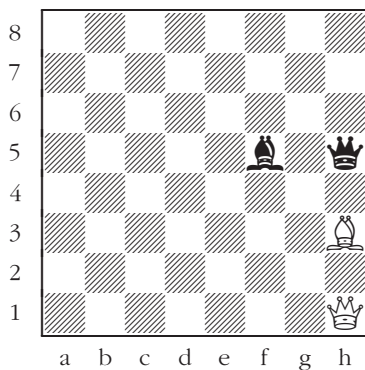
Queens, Rooks, and Bishops

Escapes

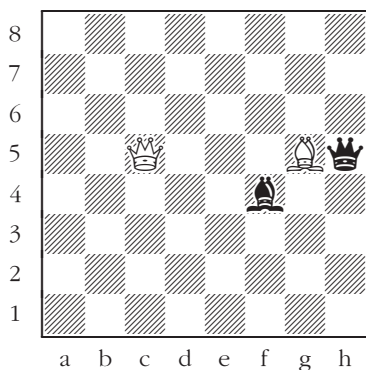
White to move: Find the best move.



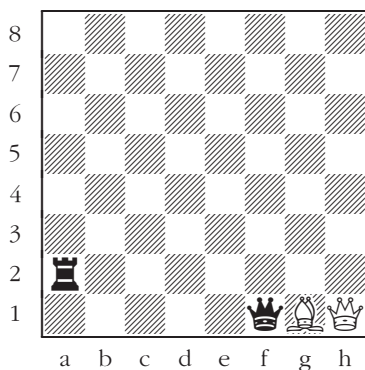
169



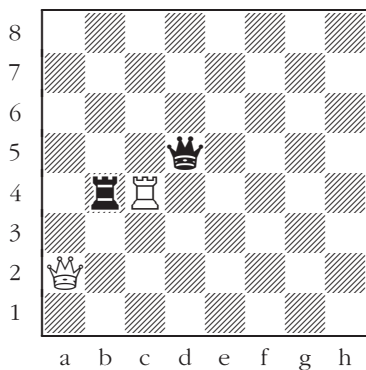
170



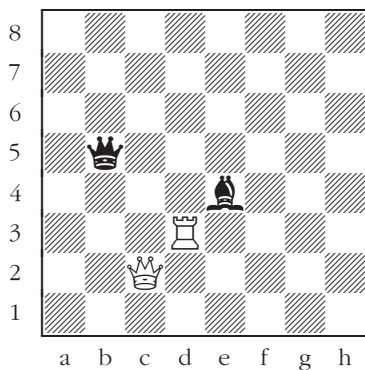
171



172



173

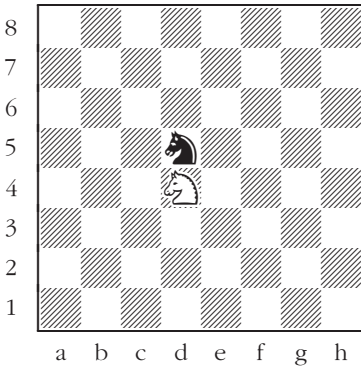


174

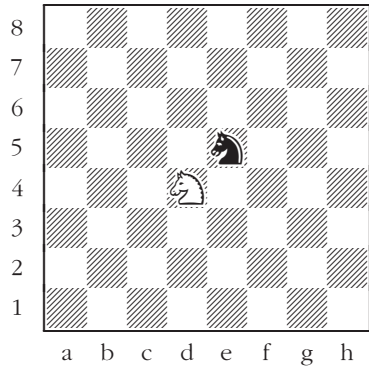
The Knight

Capturing

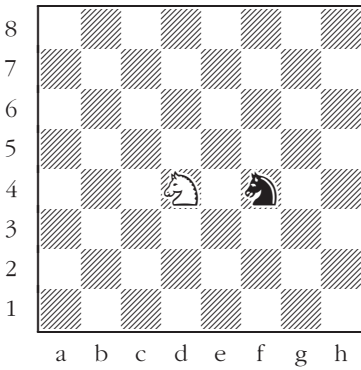
White to move: Can White take the black knight?



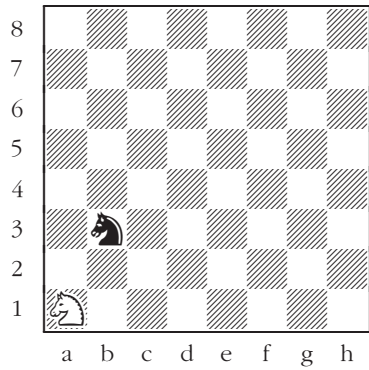
175



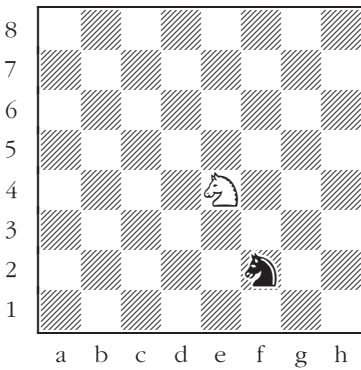
176



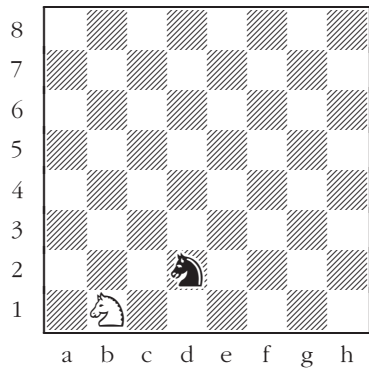
177



178



179

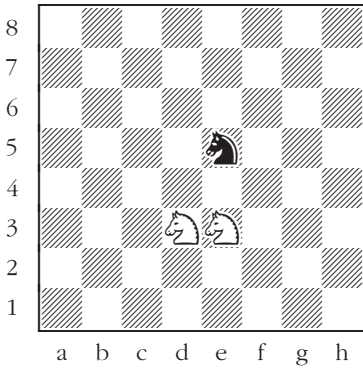


180

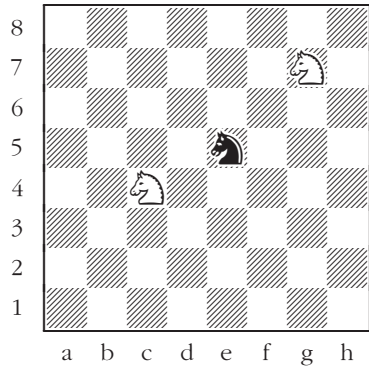
The Knight

The knight under attack

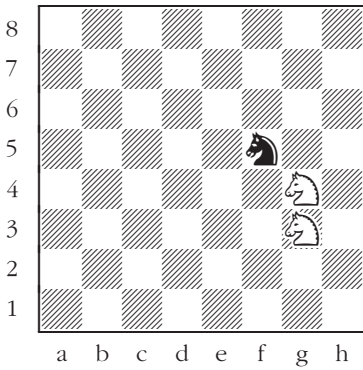
Black to move: Which knight can be taken?



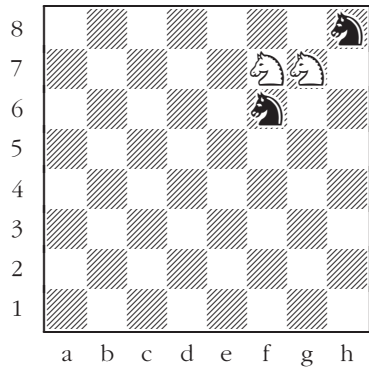
181



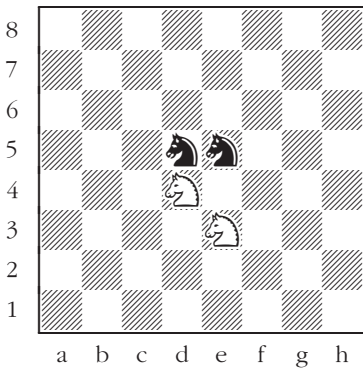
182



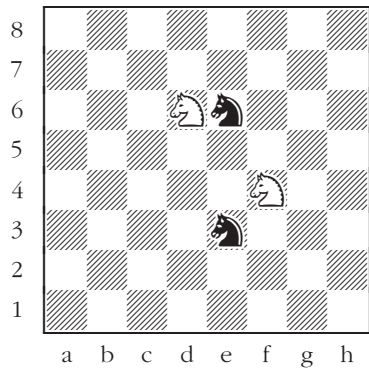
183



184



185

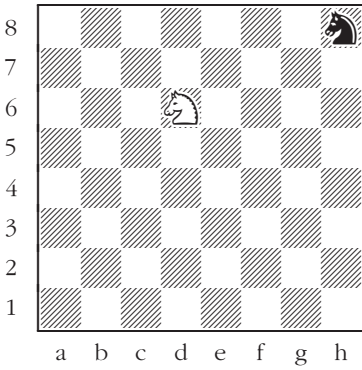


186

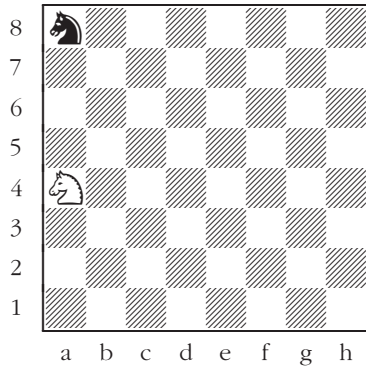
The Knight

Running past the guard

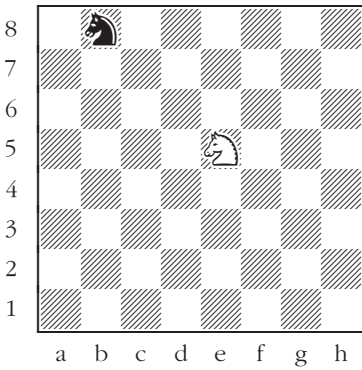
Black to move: Where should the black knight jump?



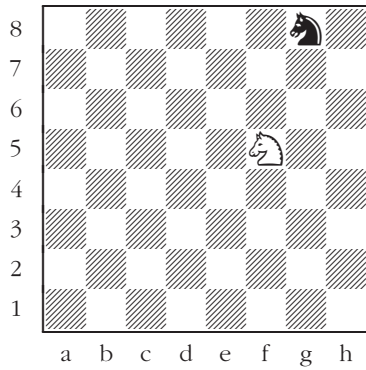
187



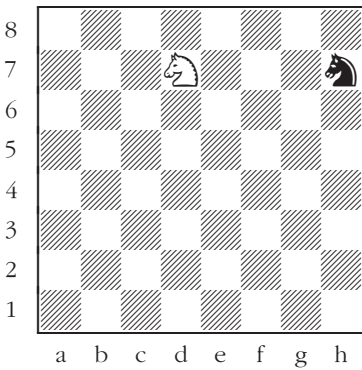
188



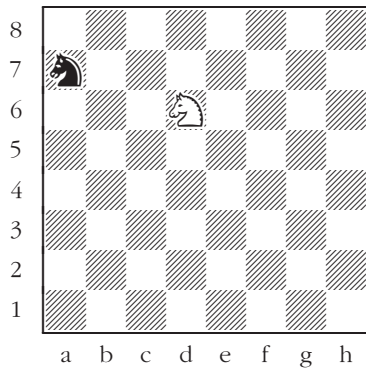
189



190



191

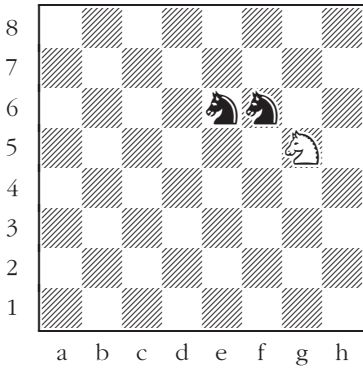


192

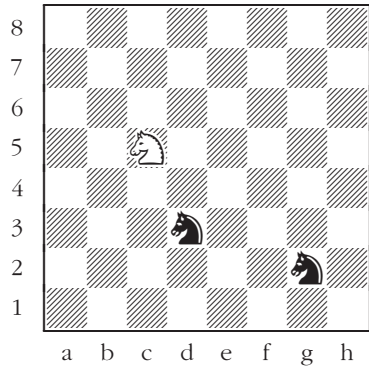
The Knight

To take or not to take?

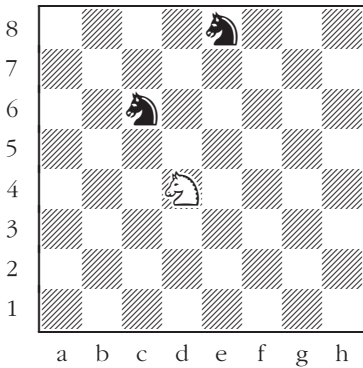
White to move: Is it a good idea to capture the black knight?



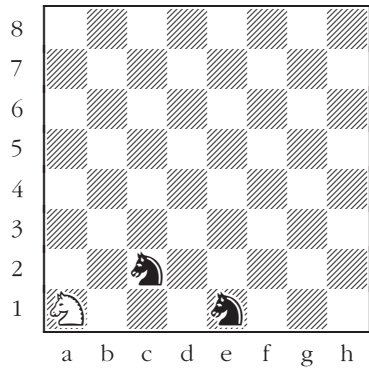
193



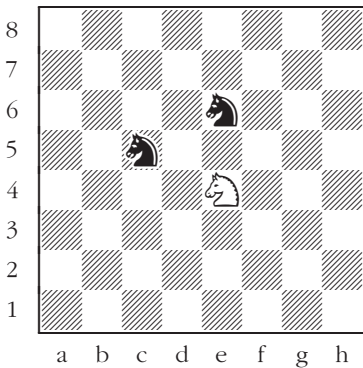
194



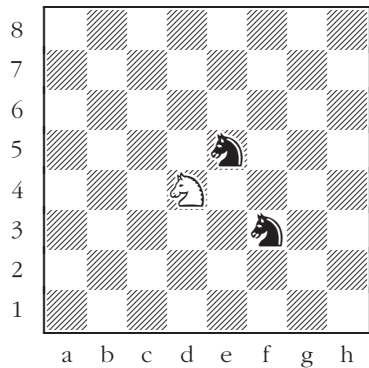
195



196



197

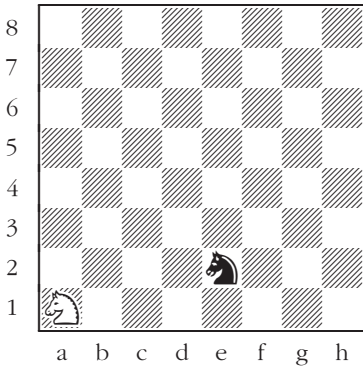


198

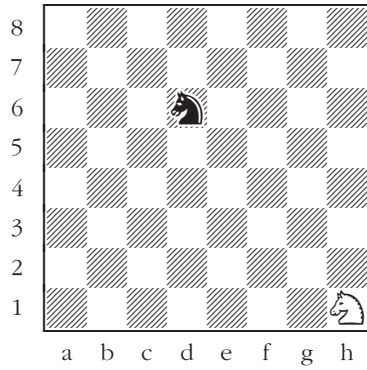
The Knight

Restricting mobility

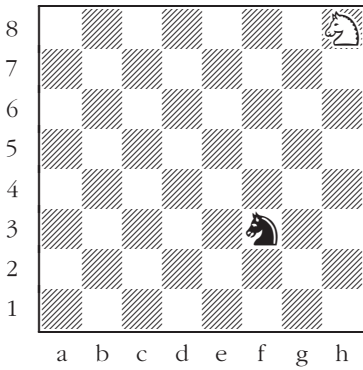
Black to move: Which move leads to capturing the white knight?



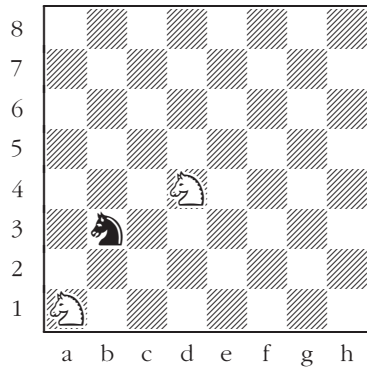
199



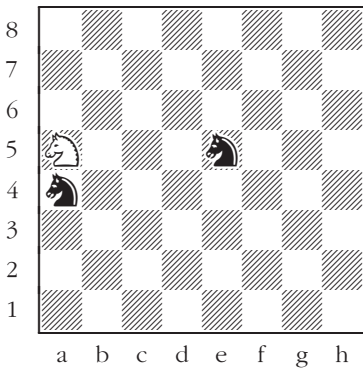
200



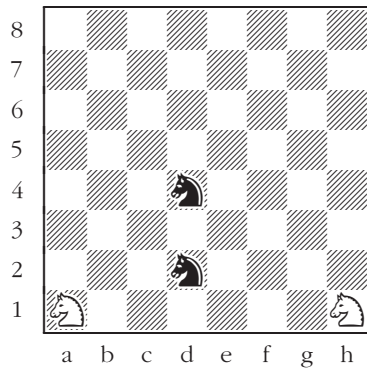
201



202



203

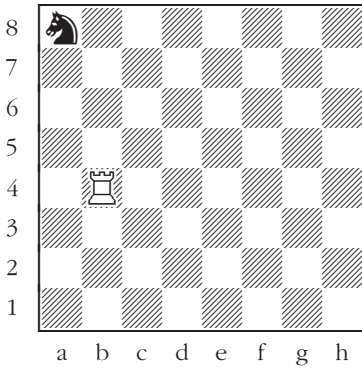


204

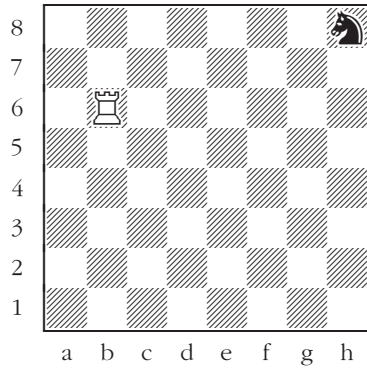
Knights, Queens, Rooks, and Bishops

The rook tames the knight

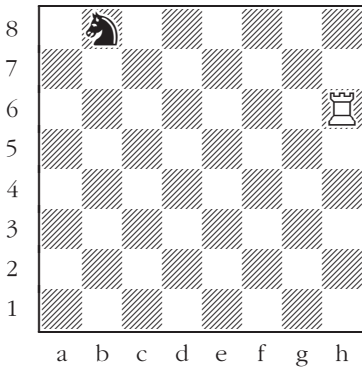
White to move: Which maneuver leads to capturing the black knight?



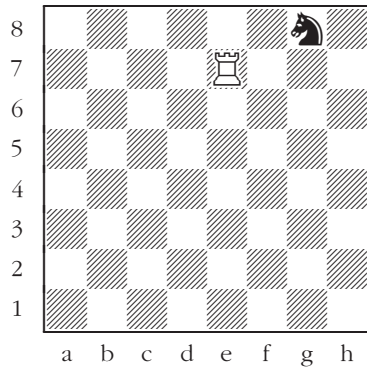
205



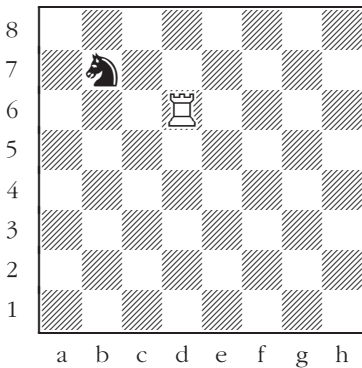
206



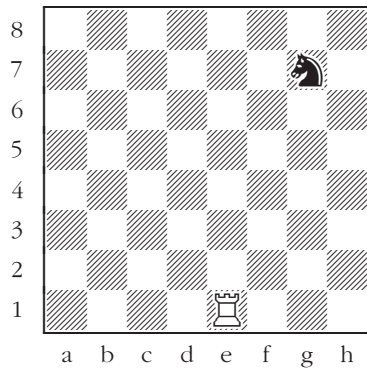
207



208



209

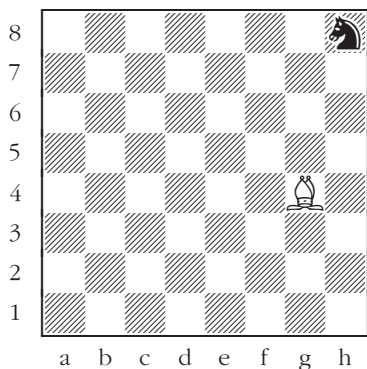


210

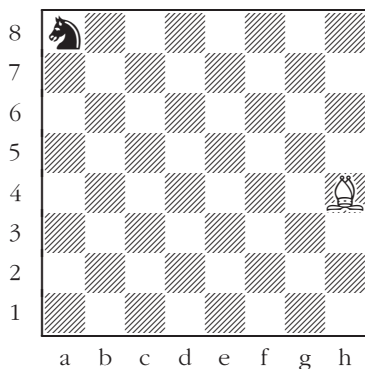
Knights, Queens, Rooks, and Bishops

The bishop tames the knight

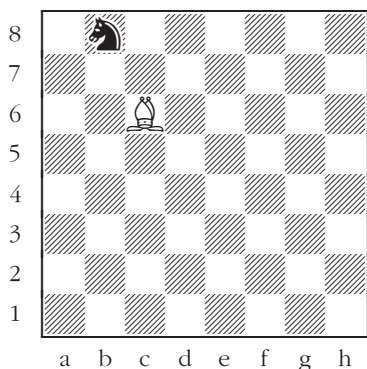
White to move: Catch the black knight in a trap — in one move, take away all of its retreat squares.



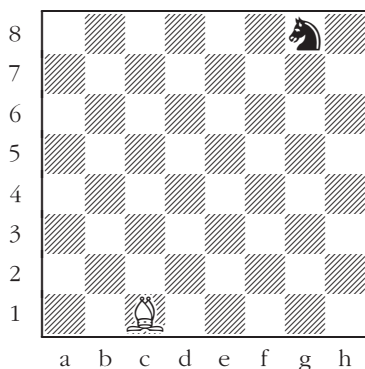
211



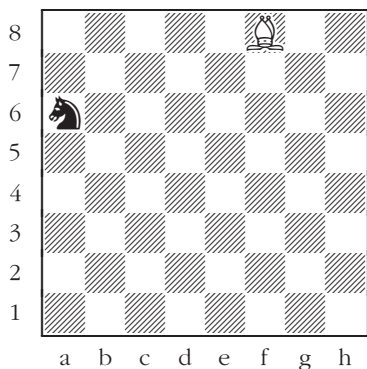
212



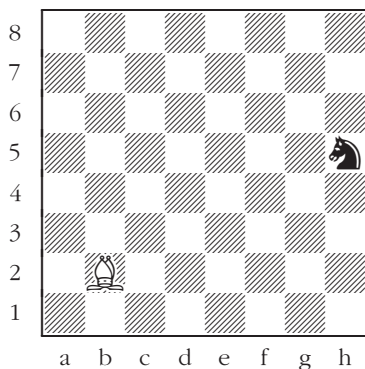
213



214



215

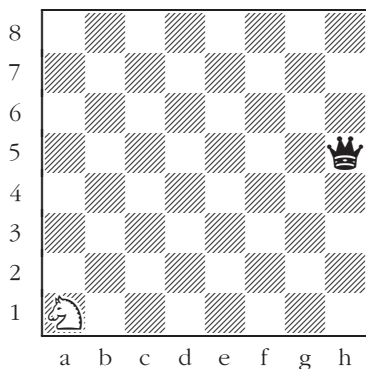


216

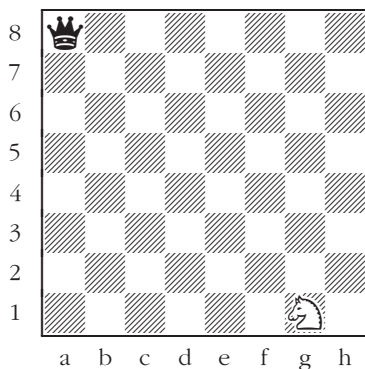
Knights, Queens, Rooks, and Bishops

The queen tames the knight

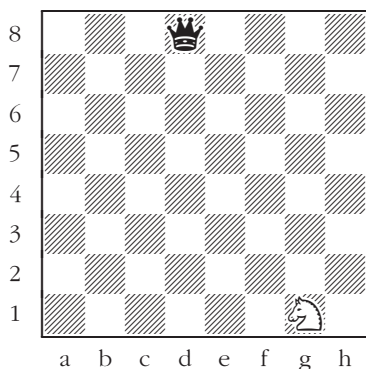
Black to move: Catch the white knight in a trap — in one move, take away all of its retreat squares.



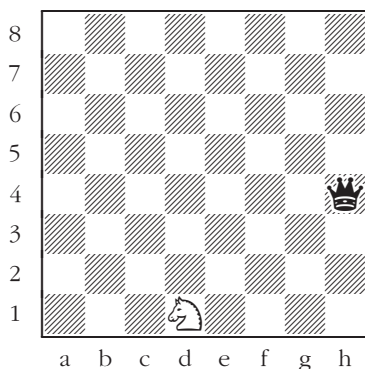
217



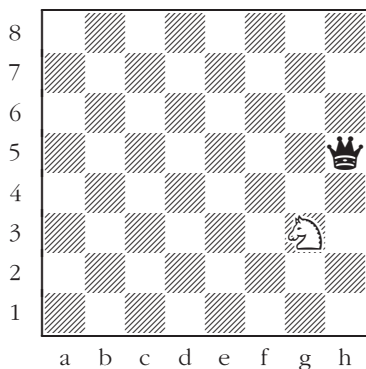
218



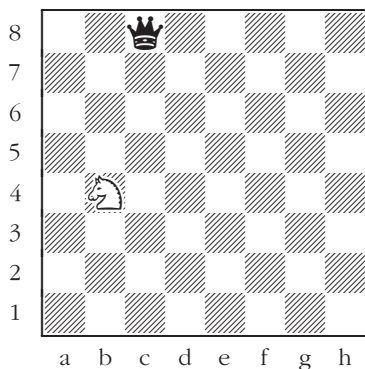
219



220



221

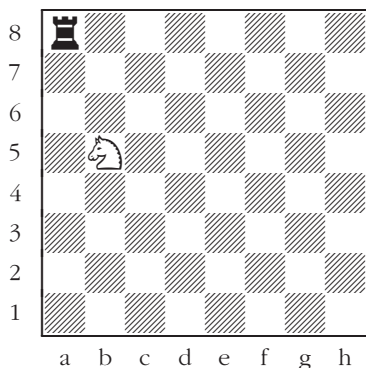


222

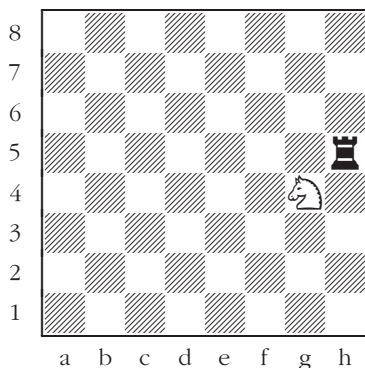
Knights, Queens, Rooks, and Bishops

Attacks by the knight

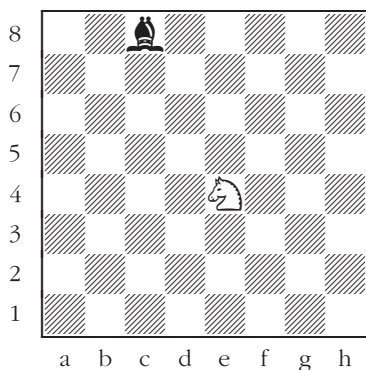
White to move: Attack an enemy piece with the knight.



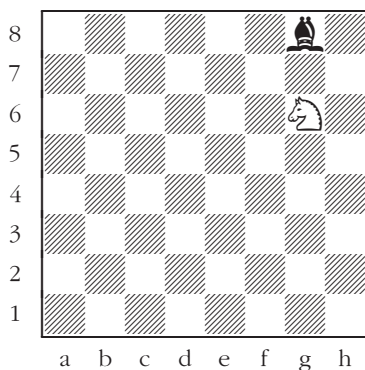
223



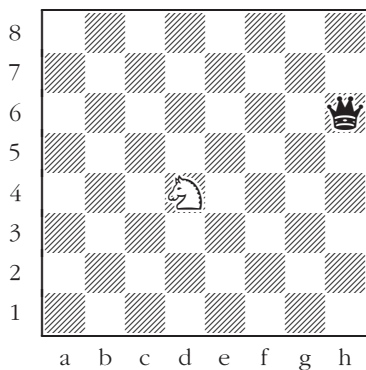
224



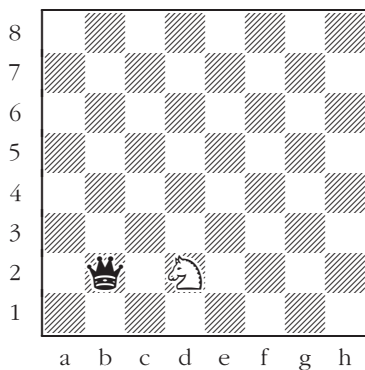
225



226



227

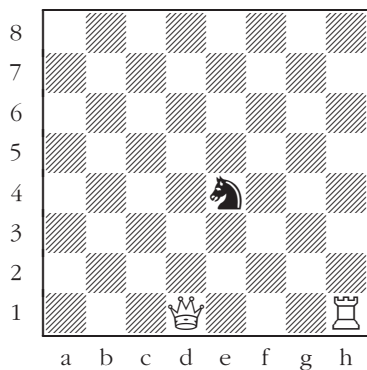


228

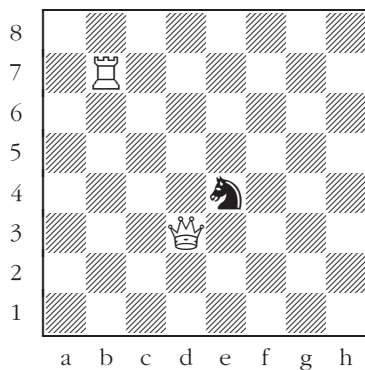
Knights, Queens, Rooks, and Bishops

Double attack

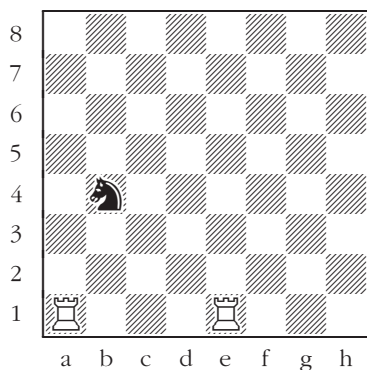
Black to move: Attack two white pieces with the black knight.



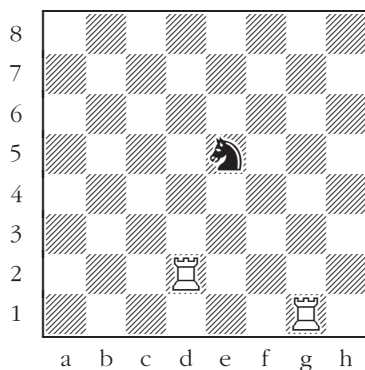
229



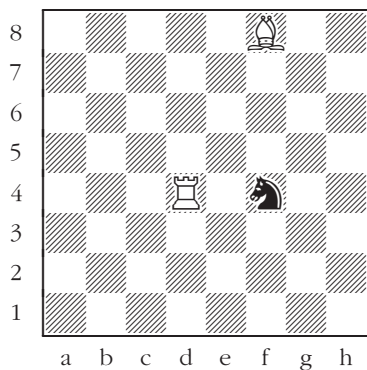
230



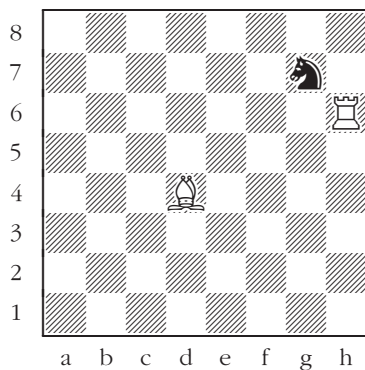
231



232



233

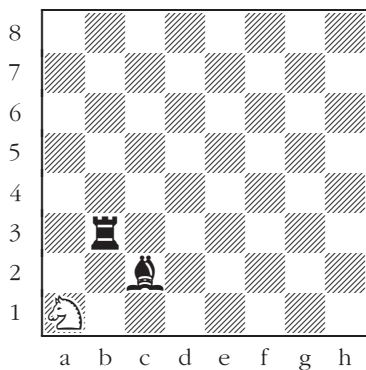


234

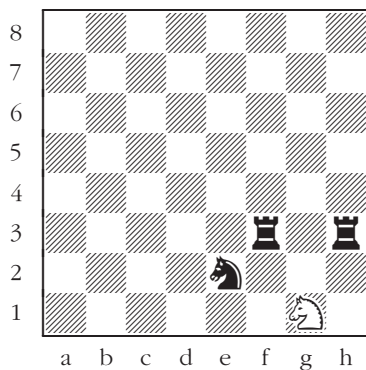
Knights, Queens, Rooks, and Bishops

Capturing an undefended piece

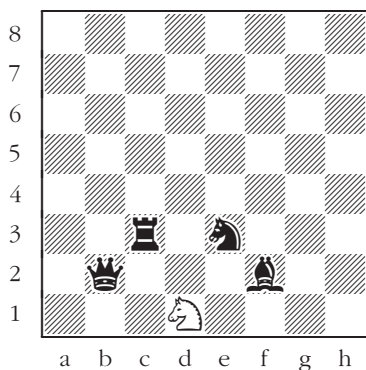
White to move: Take an undefended piece with the knight.



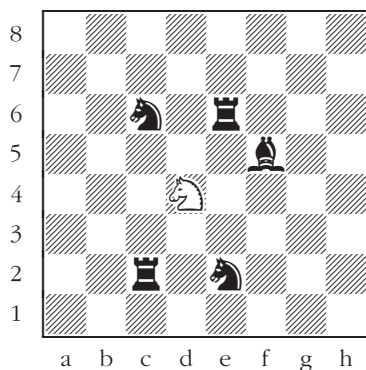
235



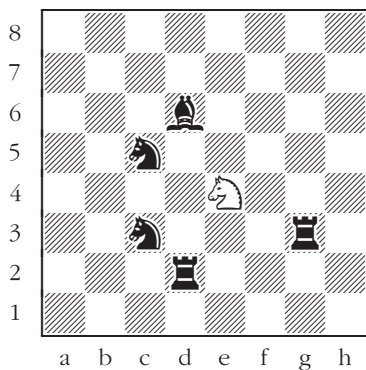
236



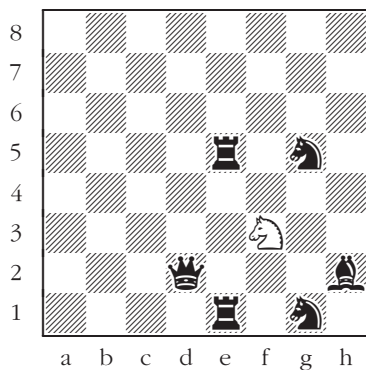
237



238



239

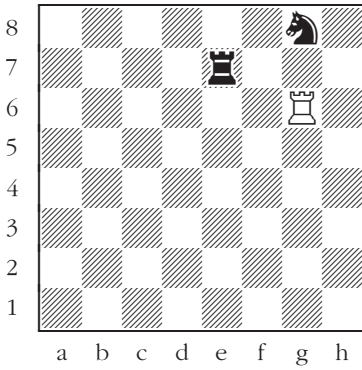


240

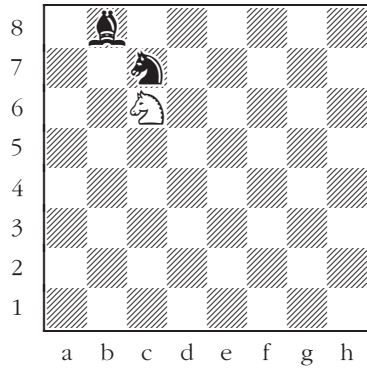
Knights, Queens, Rooks, and Bishops

Defending

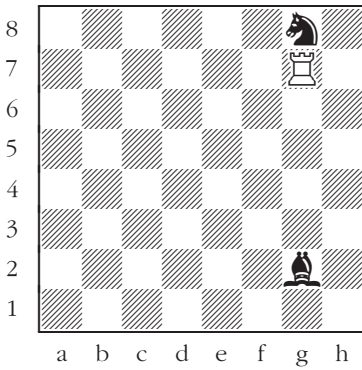
Black to move: How to save the piece?



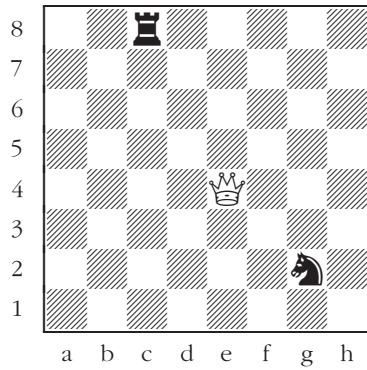
241



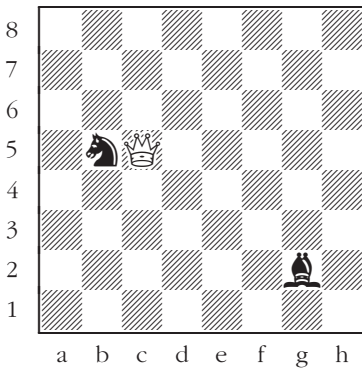
242



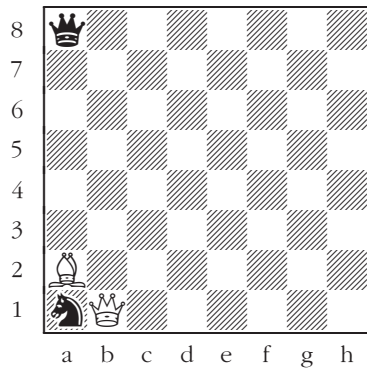
243



244



245

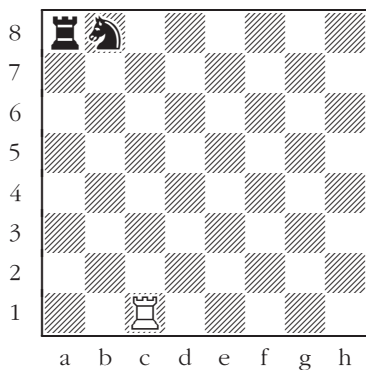


246

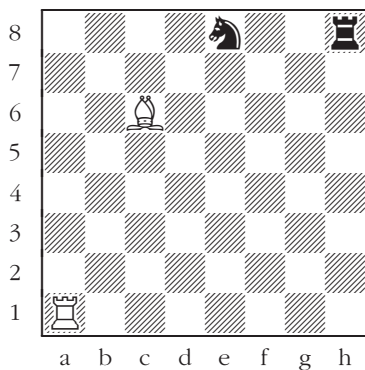
Knights, Queens, Rooks, and Bishops

The pin

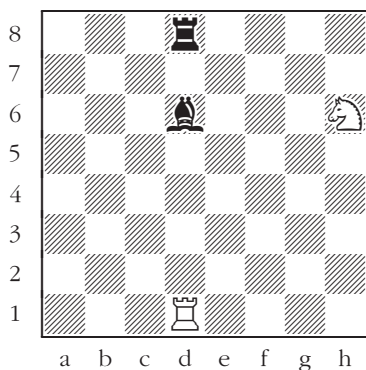
White to move: Win a piece.



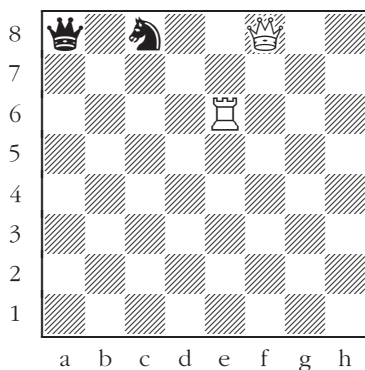
247



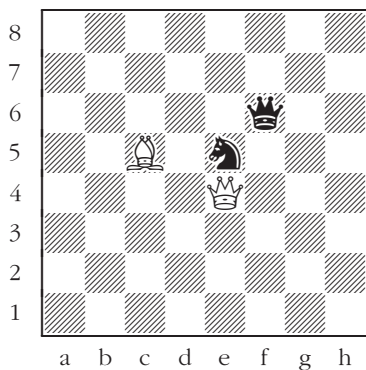
248



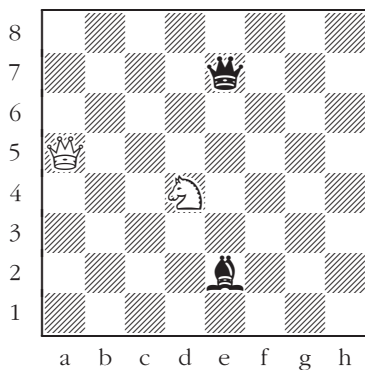
249



250



251

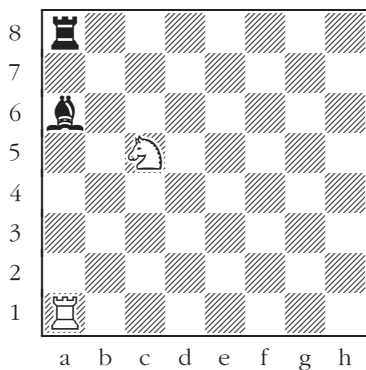


252

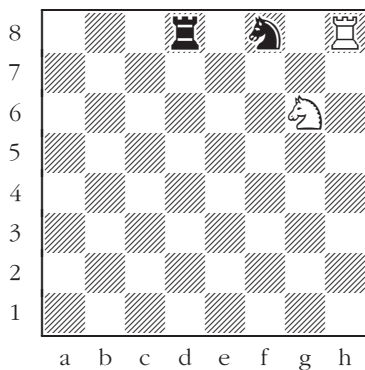
Knights, Queens, Rooks, and Bishops

Escapes

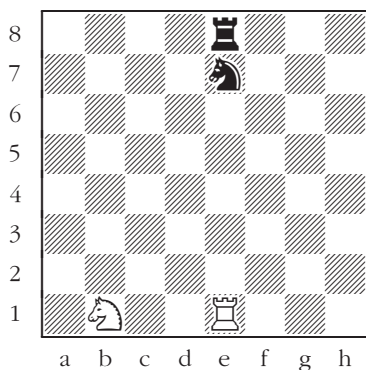
Black to move: Find the best chance.



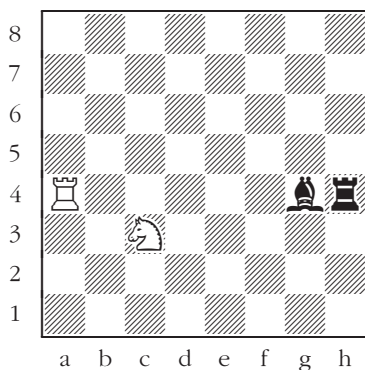
253



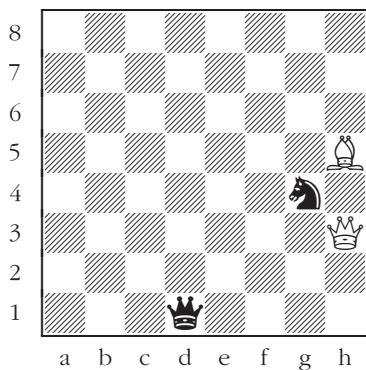
254



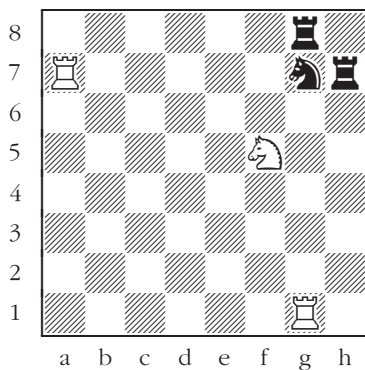
255



256



257

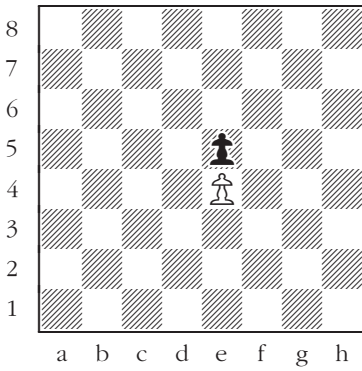


258

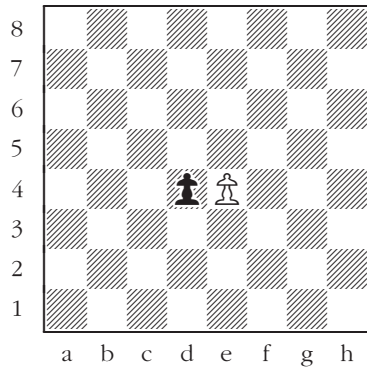
The Pawn

Capturing

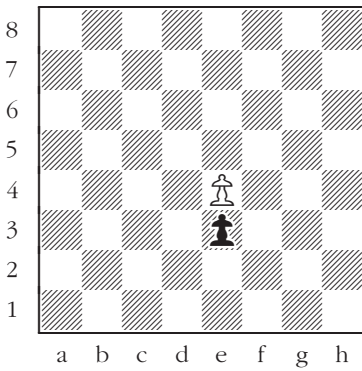
White to move: Can the black pawn be taken?



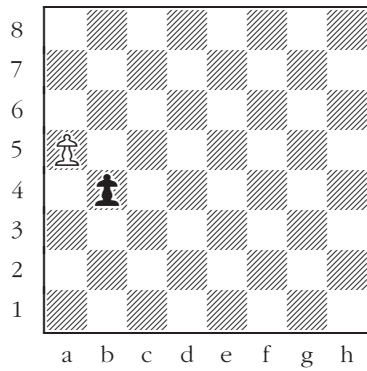
259



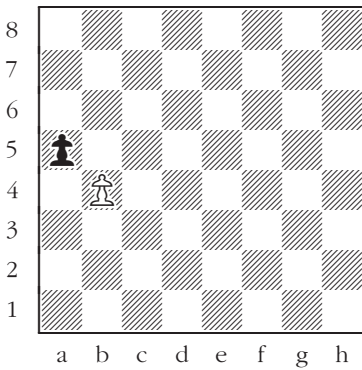
260



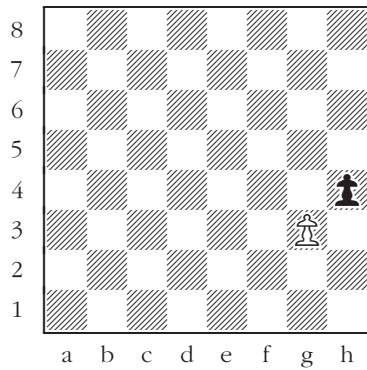
261



262



263

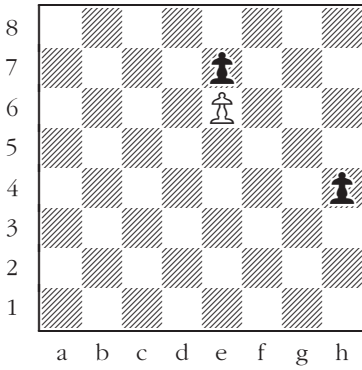


264

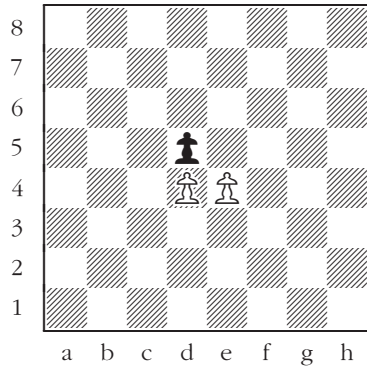
The Pawn

The only move

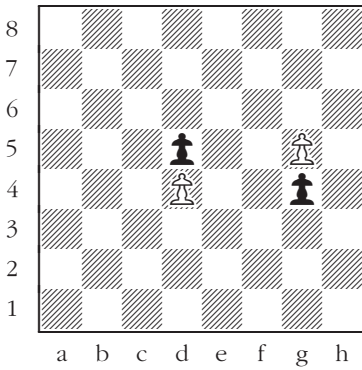
Black to move: There is only one possibility.



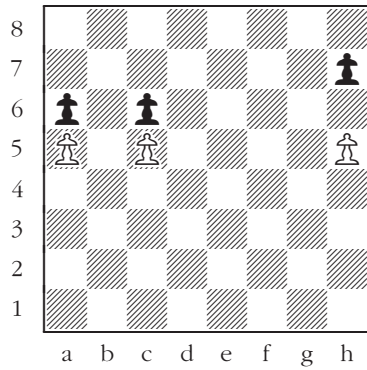
265



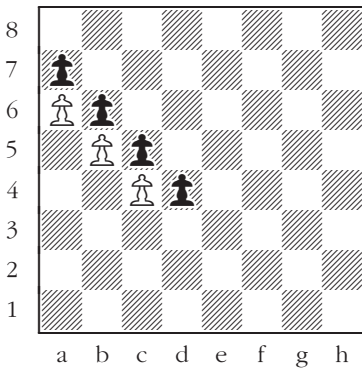
266



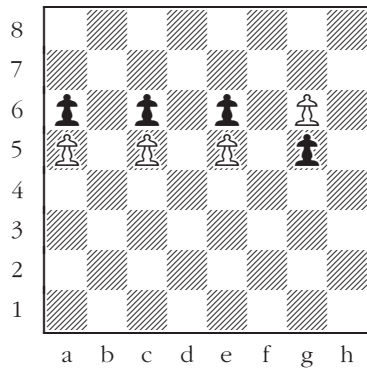
267



268



269

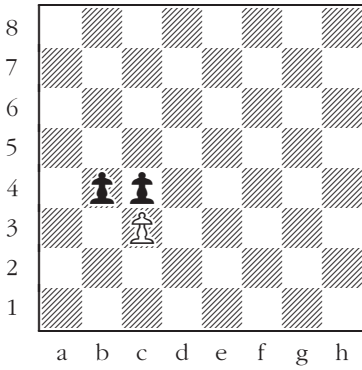


270

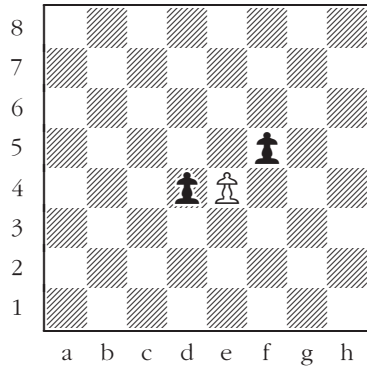
The Pawn

Captures

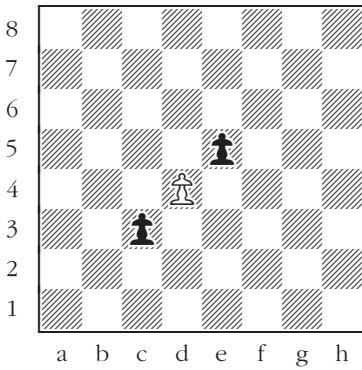
White to move: Which pawn can be taken?



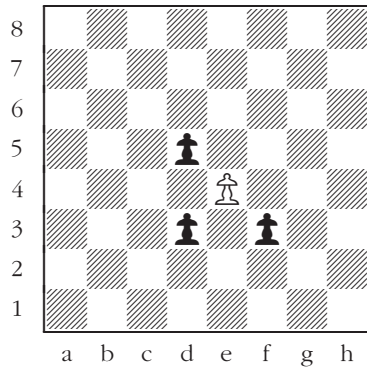
271



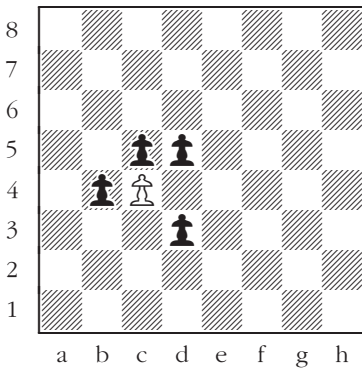
272



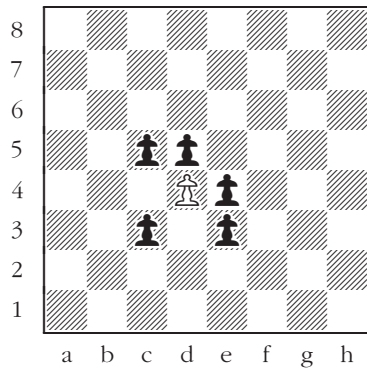
273



274



275

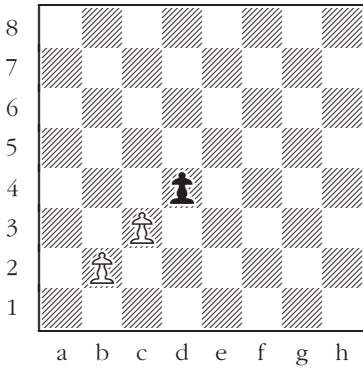


276

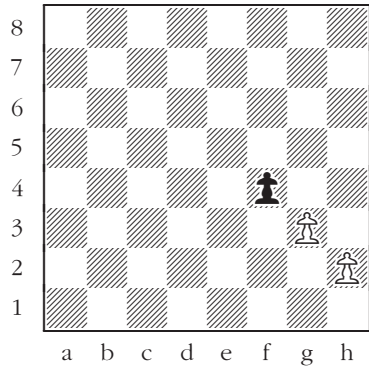
The Pawn

To take or not to take?

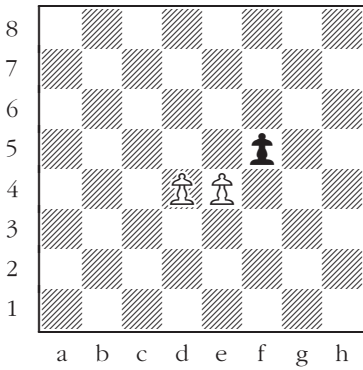
Black to move: Should Black take White's pawn?



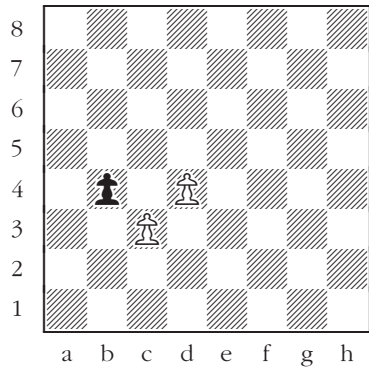
277



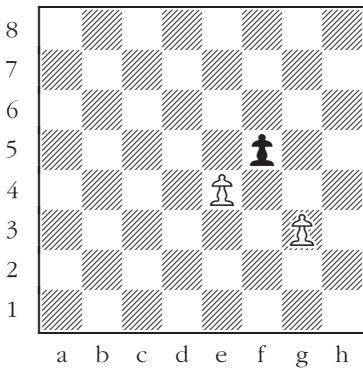
278



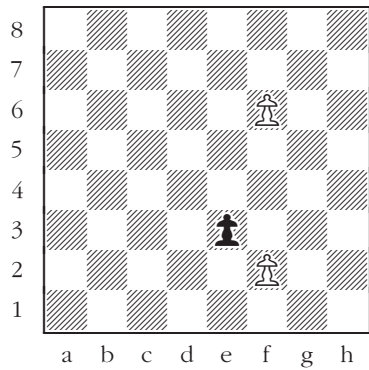
279



280



281

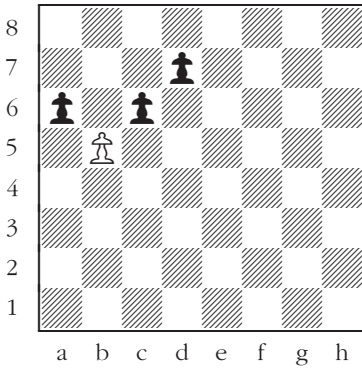


282

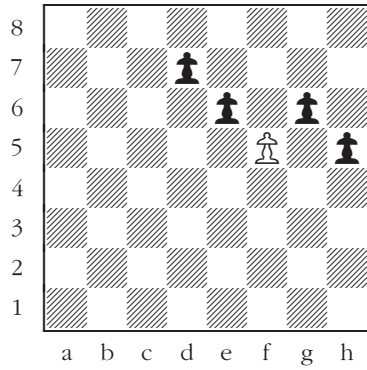
The Pawn

The best capture

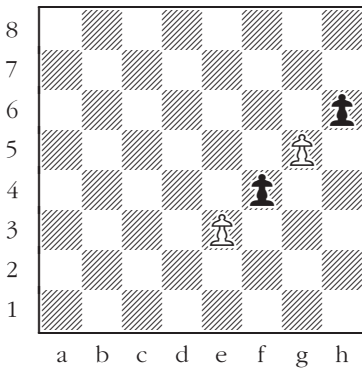
White to move: Which pawn is better to take?



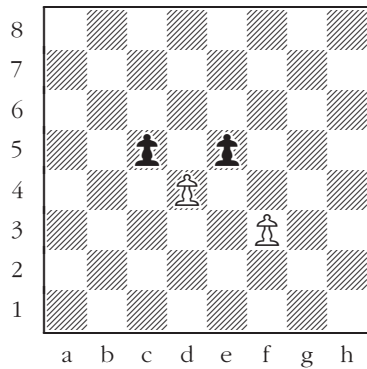
283



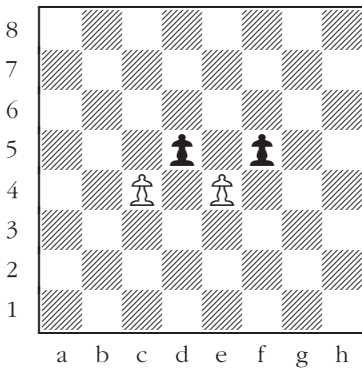
284



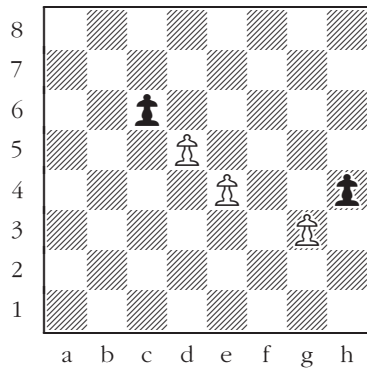
285



286



287

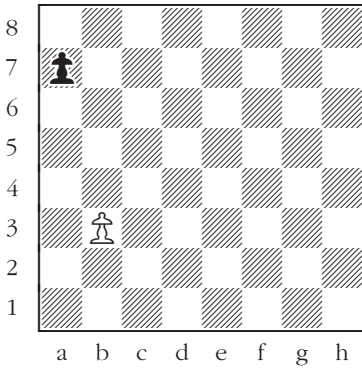


288

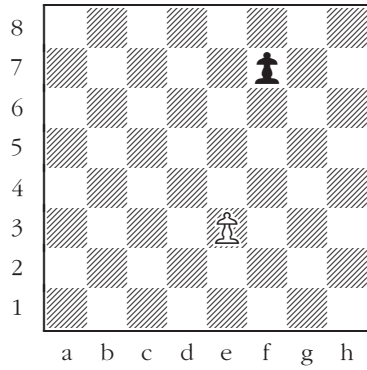
The Pawn

Restricting mobility

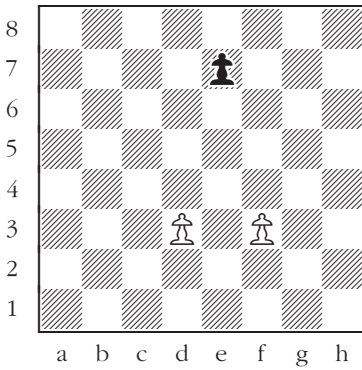
Black to move: Find the best opportunity.



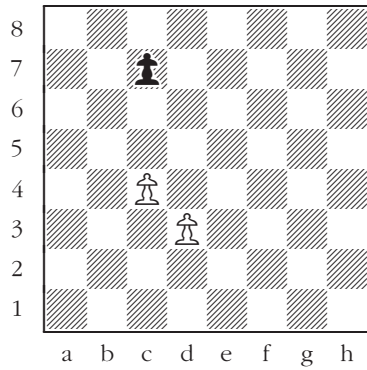
289



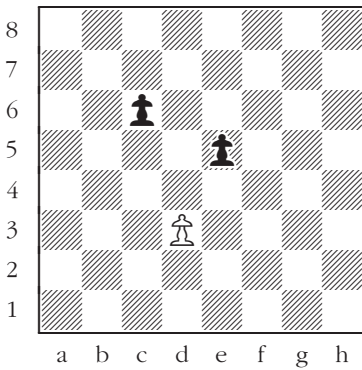
290



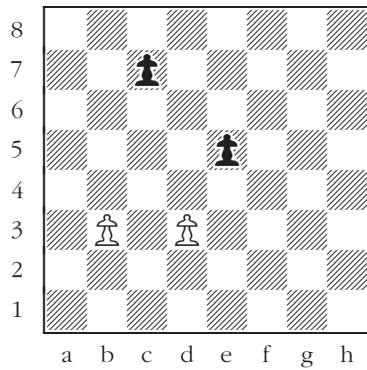
291



292



293

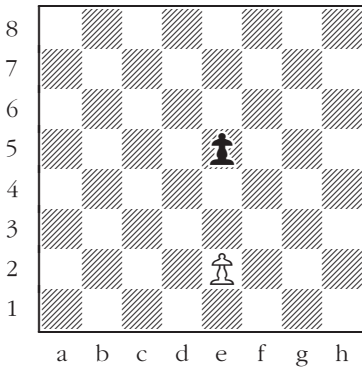


294

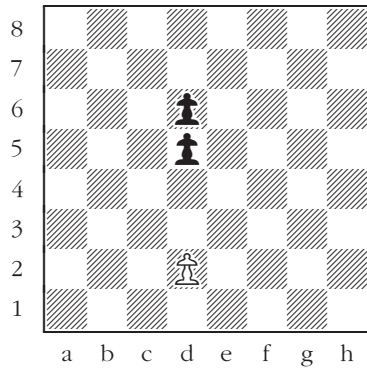
The Pawn

The blockade

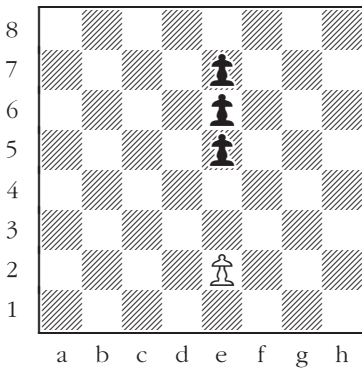
White to move: How to prevent Black from making a move in reply?



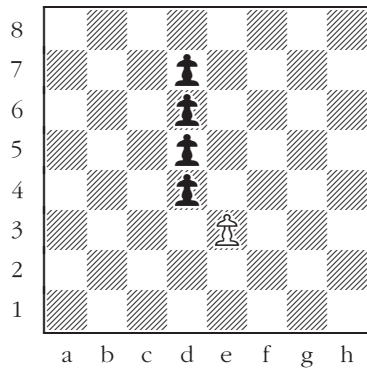
295



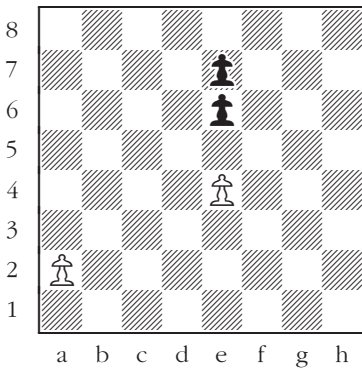
296



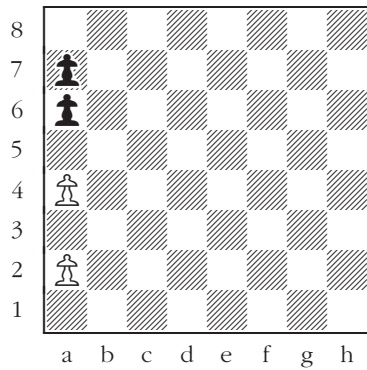
297



298



299

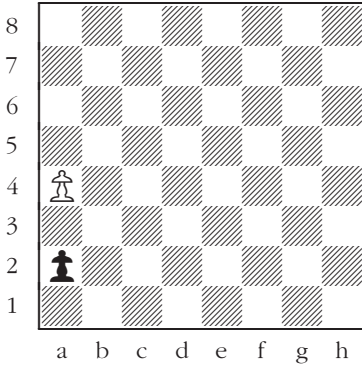


300

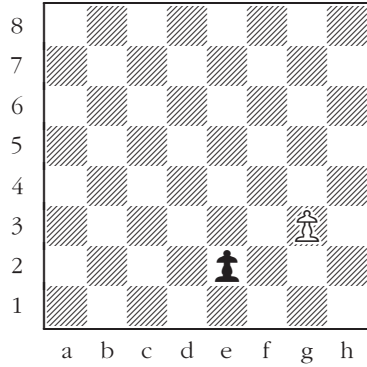
The Pawn

Pawn promotion

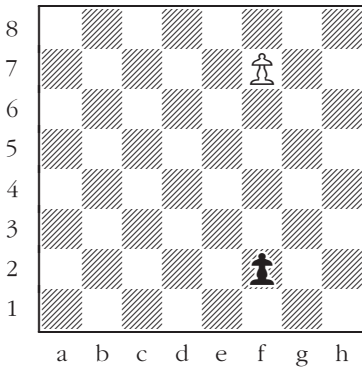
Black to move: Which piece should the black pawn be promoted to, so that the white pawn is under attack?



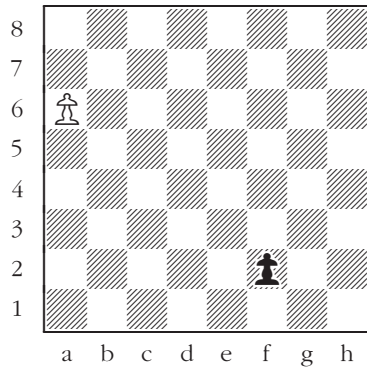
301



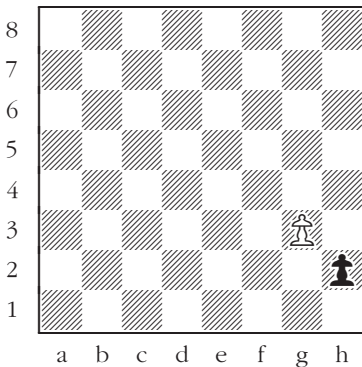
302



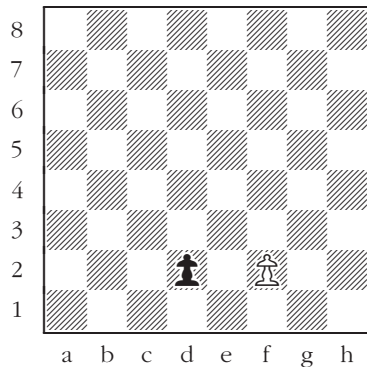
303



304



305

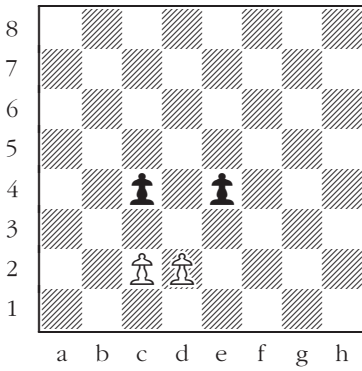


306

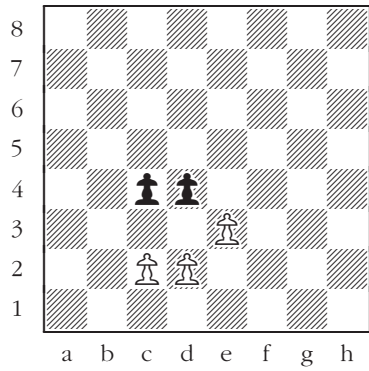
The Pawn

The breakthrough

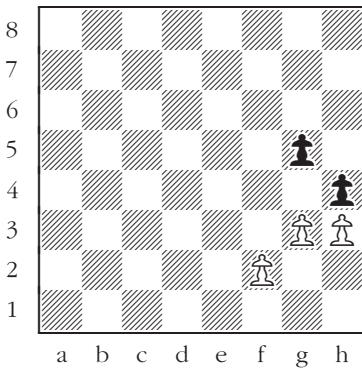
Black to move: Which maneuver allows one of the black pawns to promote to a queen first?



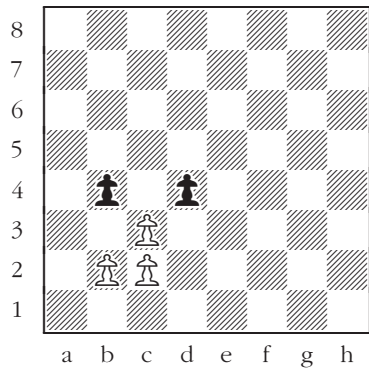
307



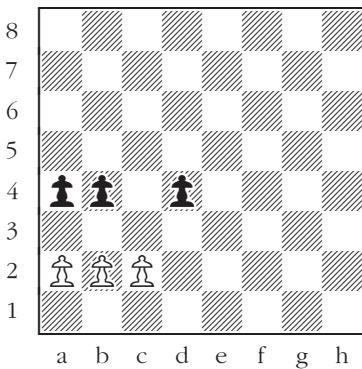
308



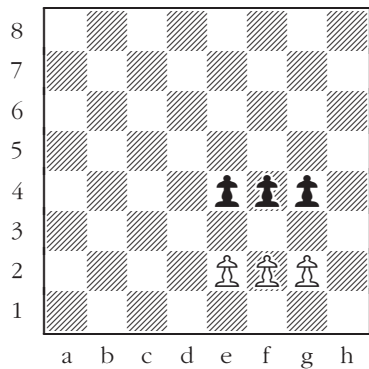
309



310



311

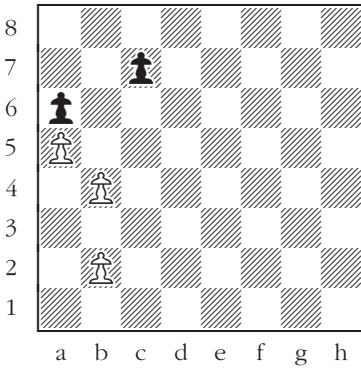


312

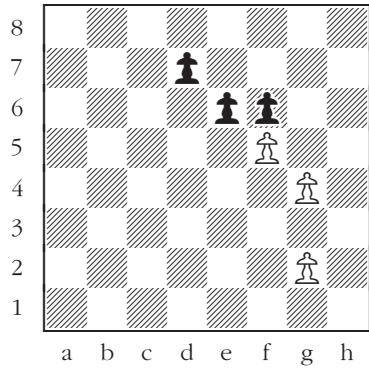
The Pawn

The breakthrough

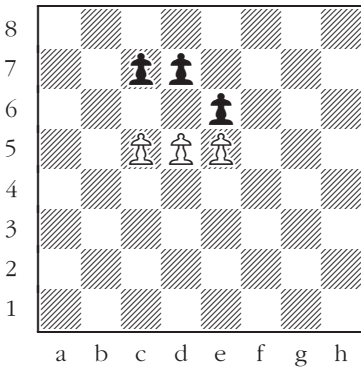
White to move: Which maneuver allows one of the white pawns to promote to a queen first?



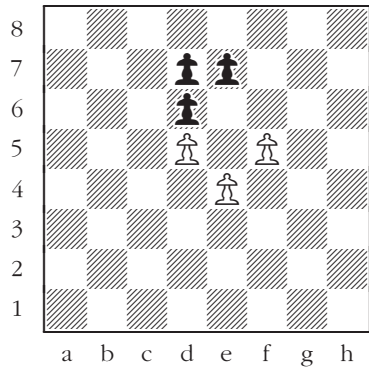
313



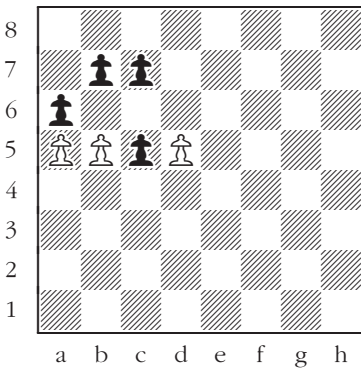
314



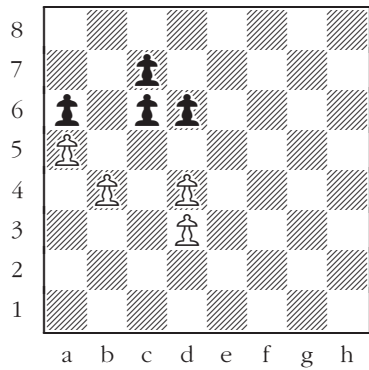
315



316



317

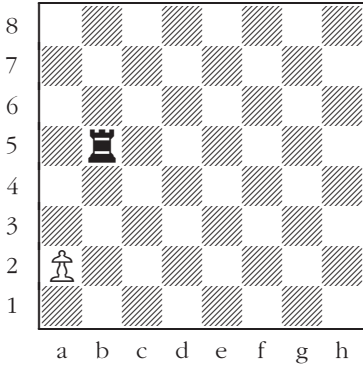


318

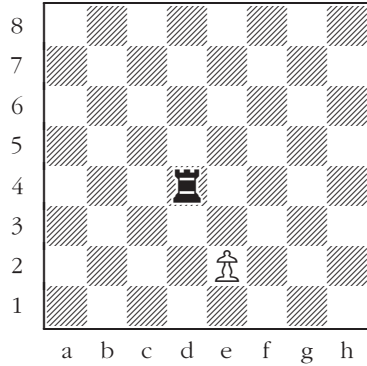
Pawns, Knights, Queens, Rooks, and Bishops

Attacking

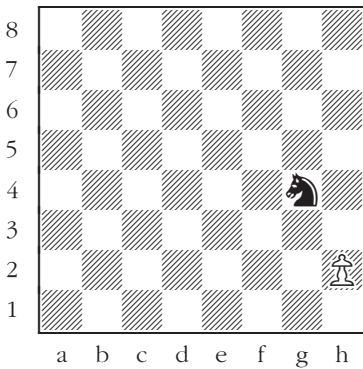
White to move: Attack a black piece with a pawn.



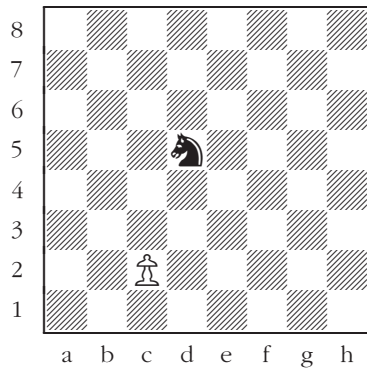
319



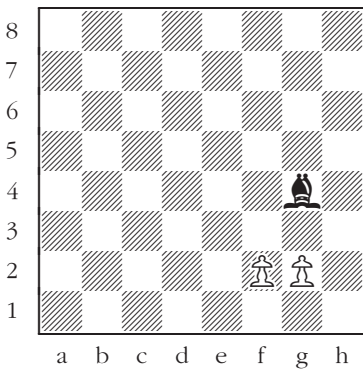
320



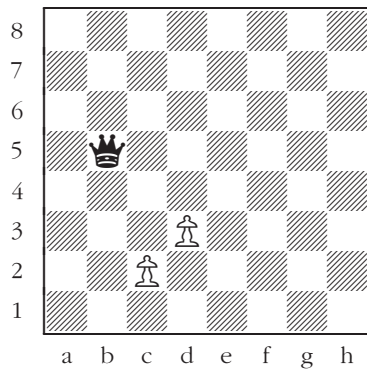
321



322



323

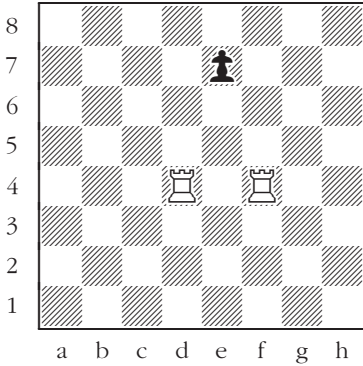


324

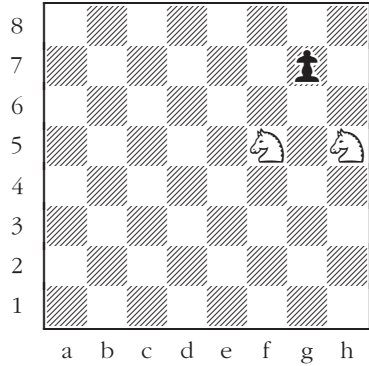
Pawns, Knights, Queens, Rooks, and Bishops

Double attack

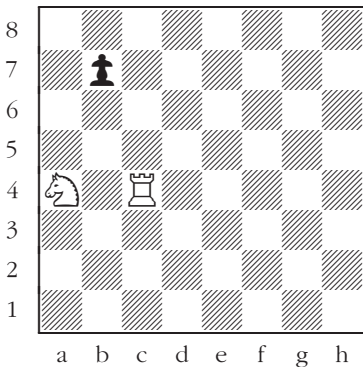
Black to move: Attack two white pieces with a pawn.



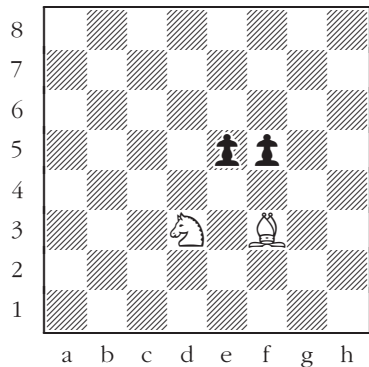
325



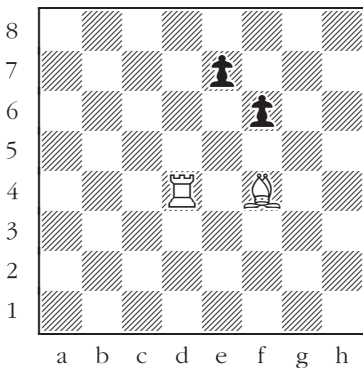
326



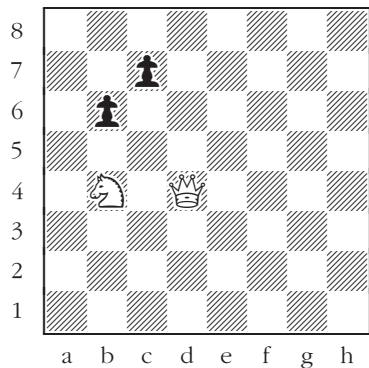
327



328



329

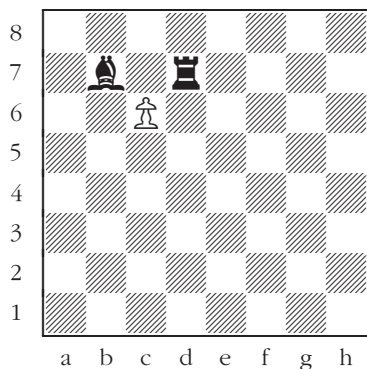


330

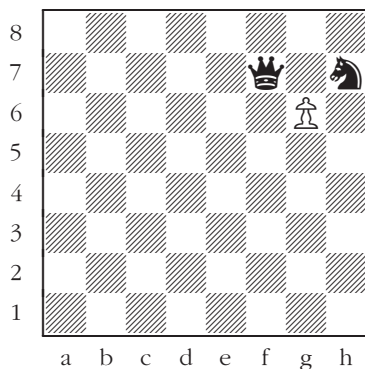
Pawns, Knights, Queens, Rooks, and Bishops

Capturing an undefended piece

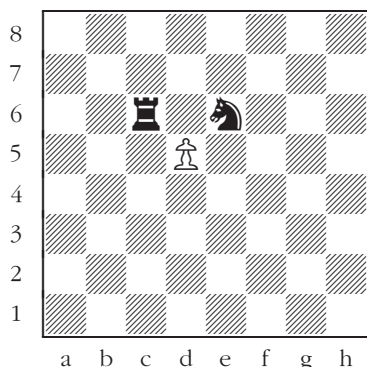
White to move: Take an undefended piece.



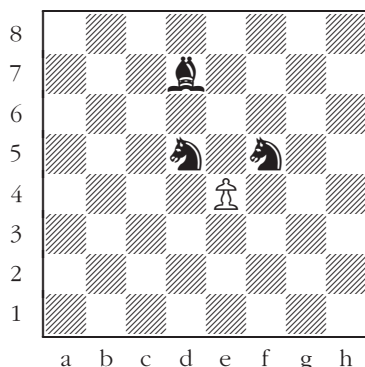
331



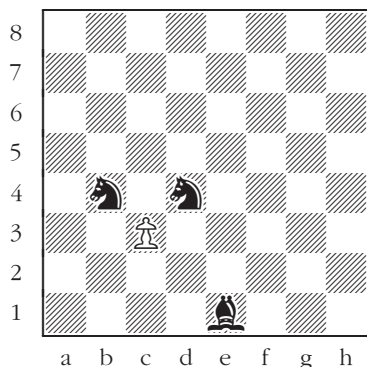
332



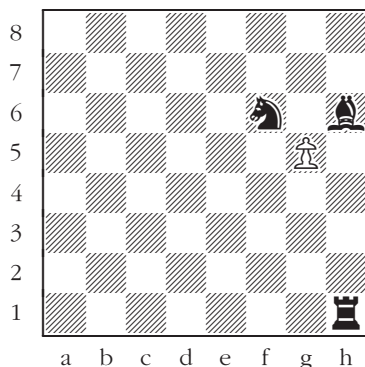
333



334



335

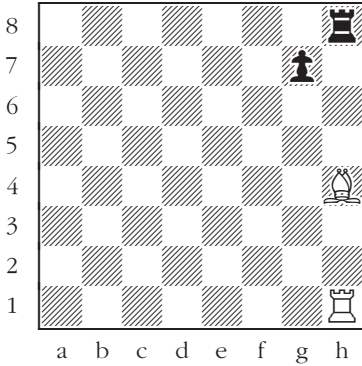


336

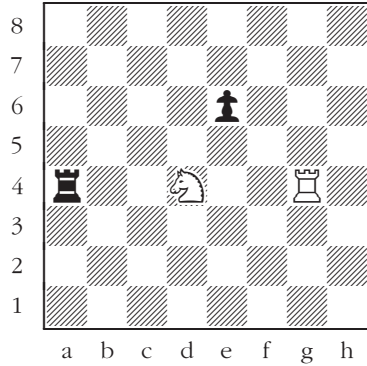
Pawns, Knights, Queens, Rooks, and Bishops

The pin

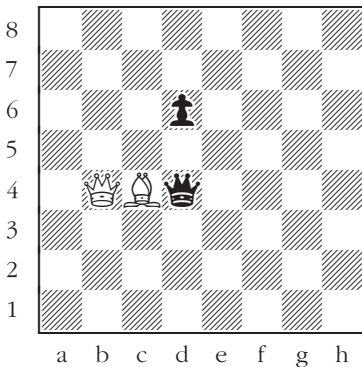
Black to move: Win a piece.



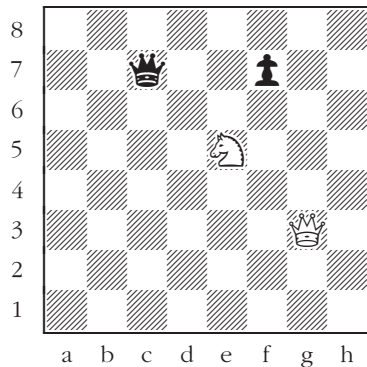
337



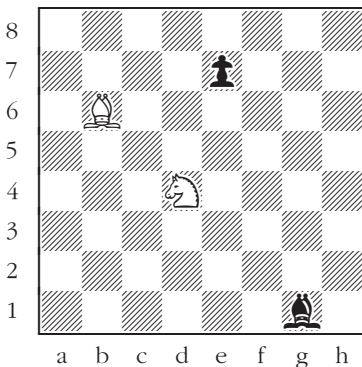
338



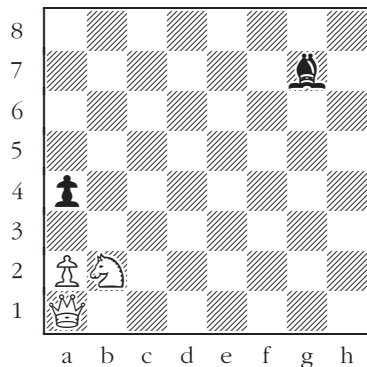
339



340



341

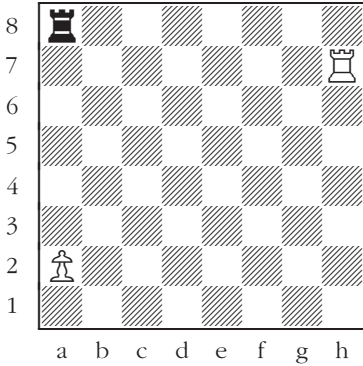


342

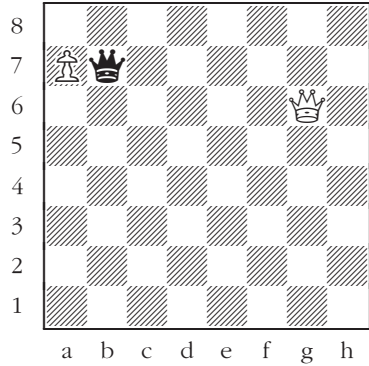
Pawns, Knights, Queens, Rooks, and Bishops

Defending

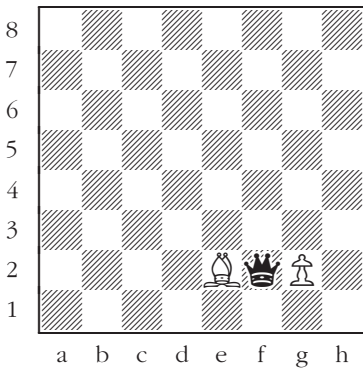
White to move: Defend a pawn or a piece that is under attack.



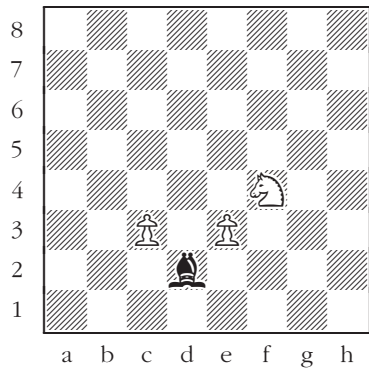
343



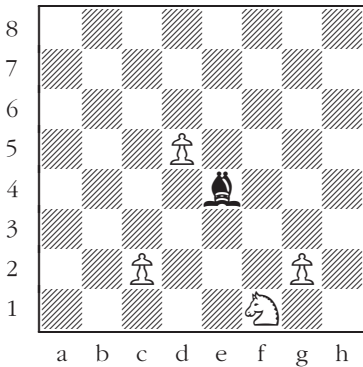
344



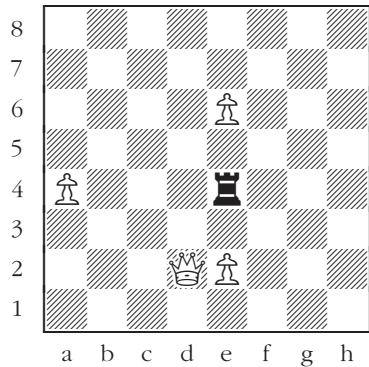
345



346



347

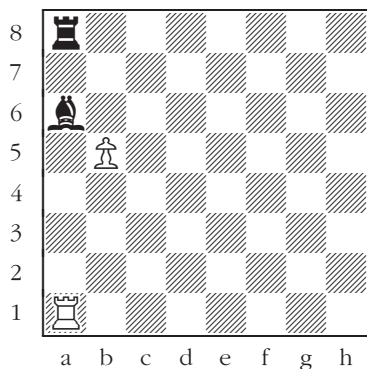


348

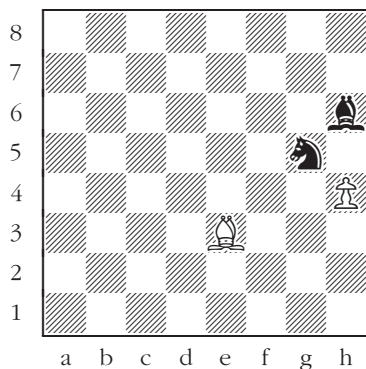
Pawns, Knights, Queens, Rooks, and Bishops

Escapes

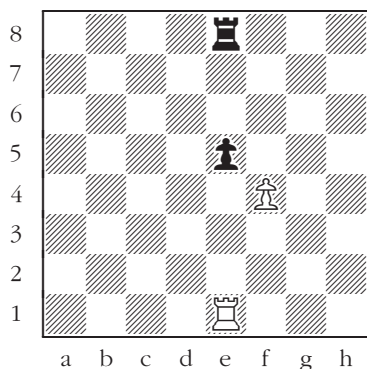
Black to move: Save a pawn or a piece.



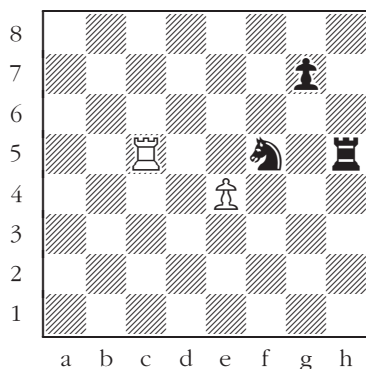
349



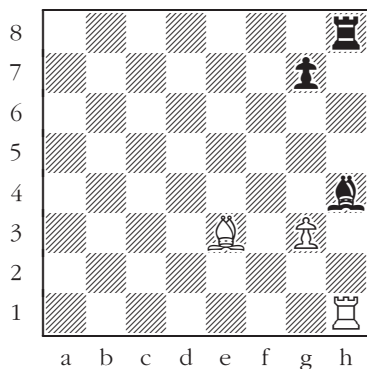
350



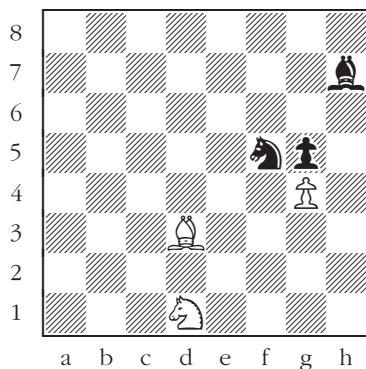
351



352



353

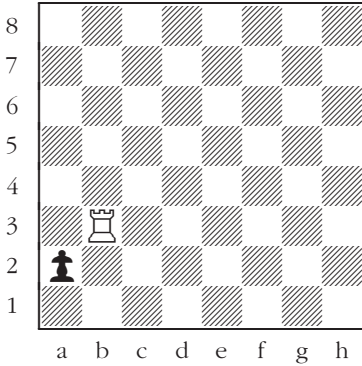


354

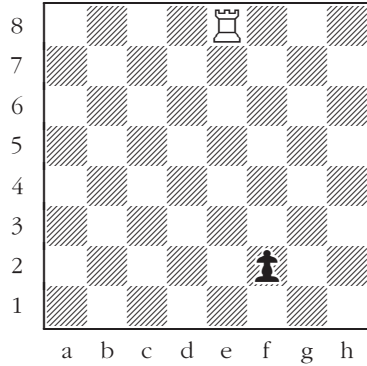
Pawns, Knights, Queens, Rooks, and Bishops

Restricting mobility

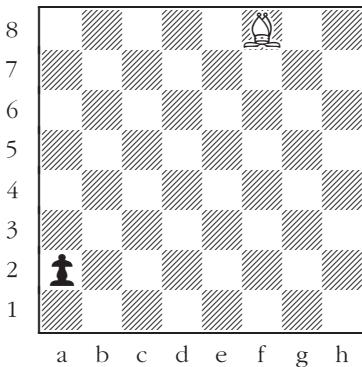
White to move: How to stop the black pawn?



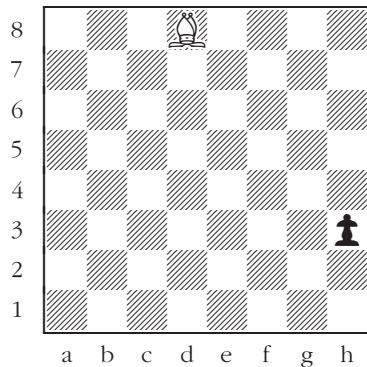
355



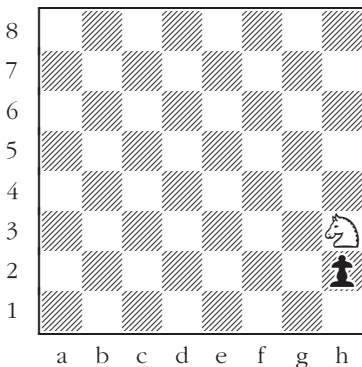
356



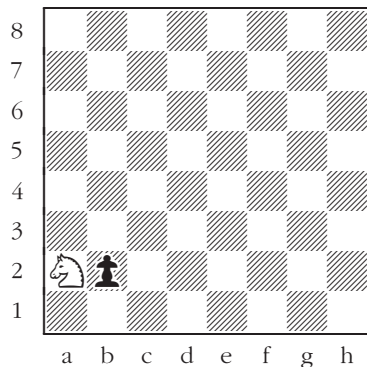
357



358



359

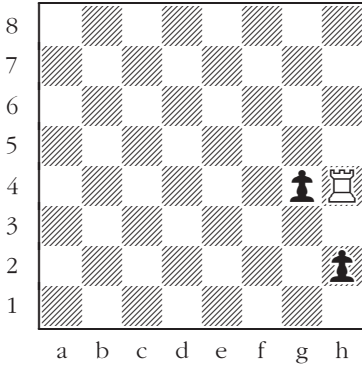


360

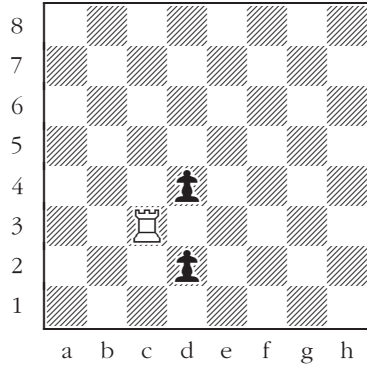
Pawns, Knights, Queens, Rooks, and Bishops

Rook against two pawns

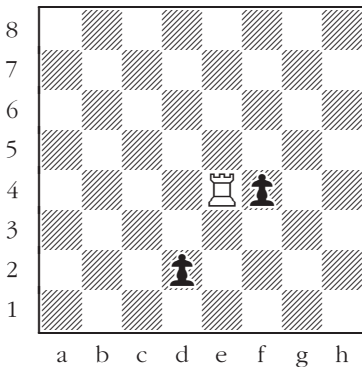
White to move: Find the way to defeat the pawns.



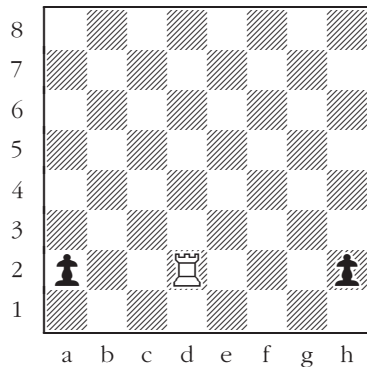
361



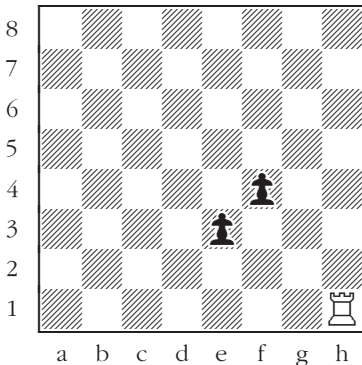
362



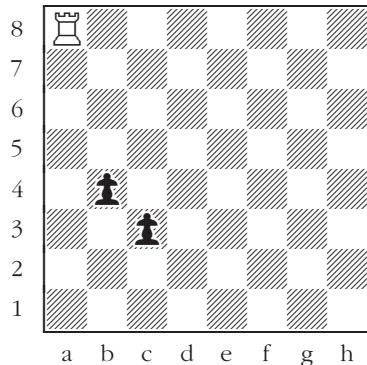
363



364



365

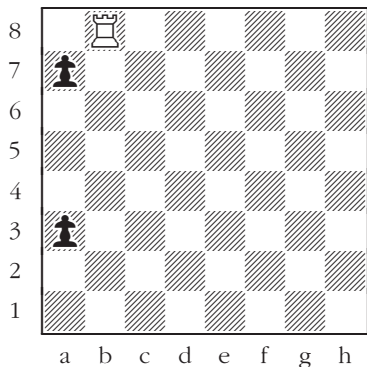


366

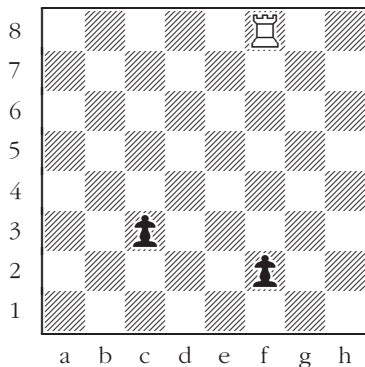
Pawns, Knights, Queens, Rooks, and Bishops

Two pawns against a rook

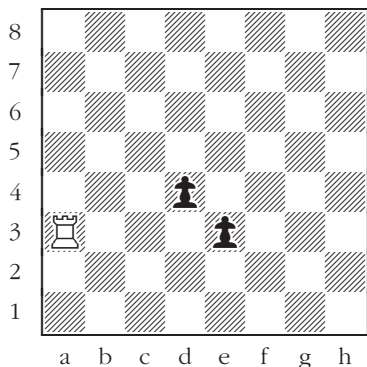
Black to move: Promote at least one of the pawns to a queen.



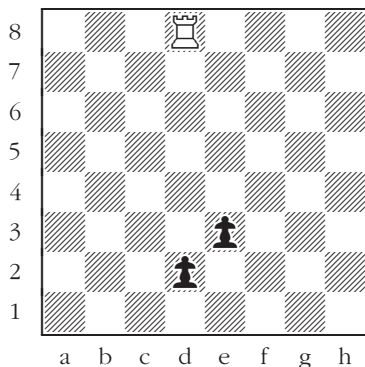
367



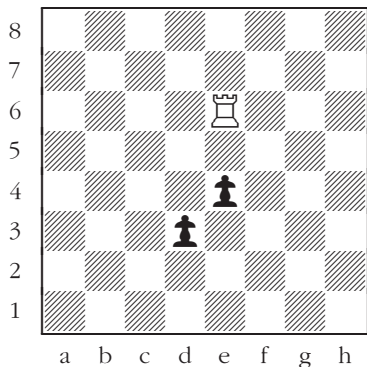
368



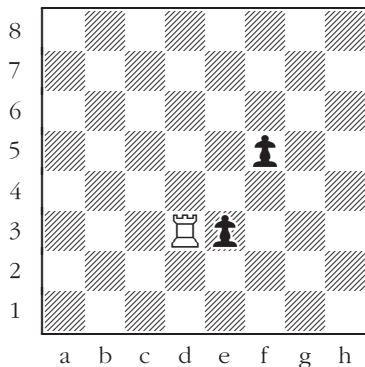
369



370



371

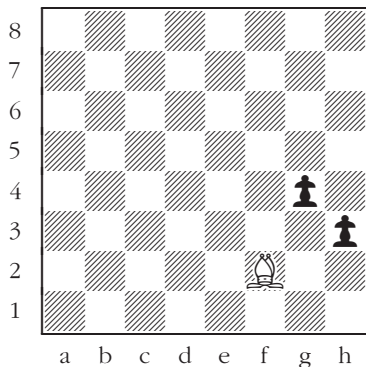


372

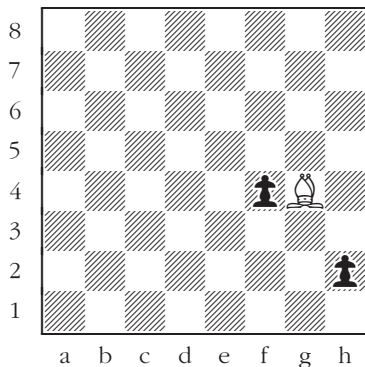
Pawns, Knights, Queens, Rooks, and Bishops

Bishop against two pawns

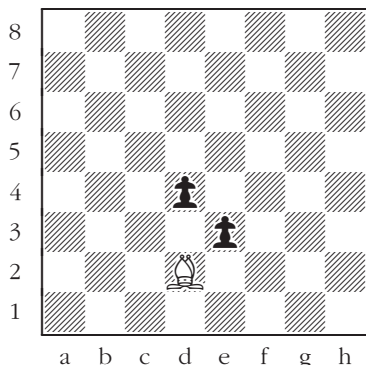
White to move: Find the path to victory.



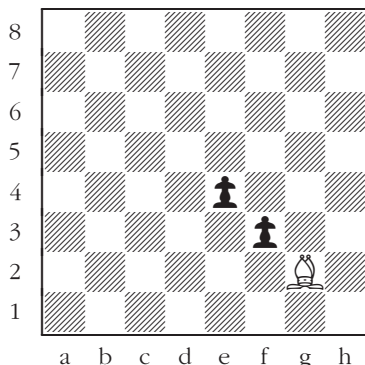
373



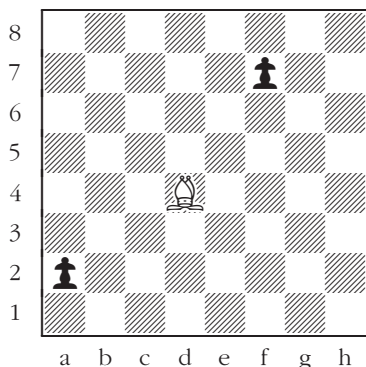
374



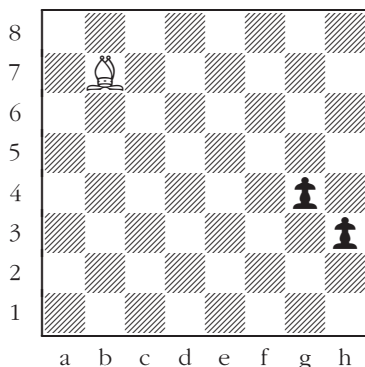
375



376



377

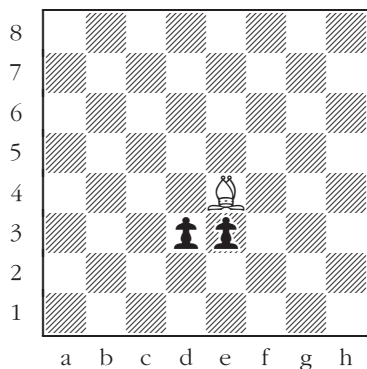


378

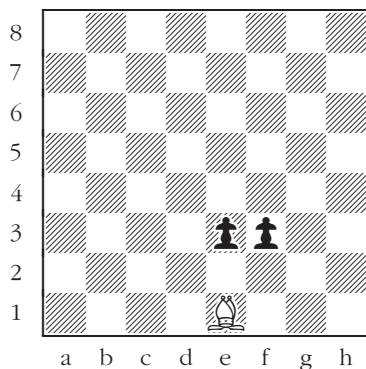
Pawns, Knights, Queens, Rooks, and Bishops

Two pawns against a bishop

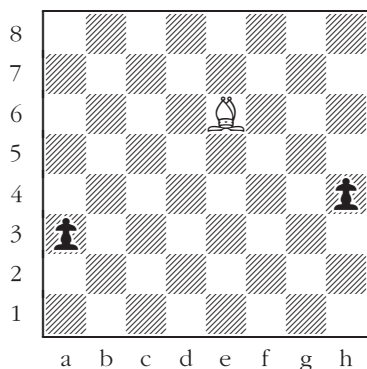
Black to move: Promote at least one of the pawns to a queen.



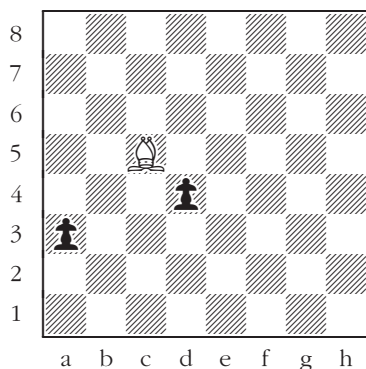
379



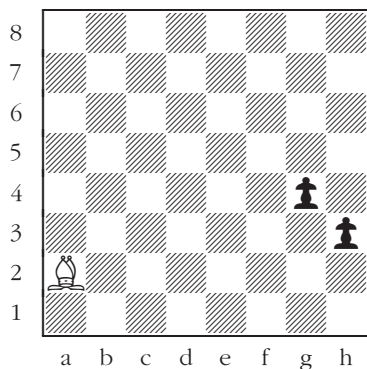
380



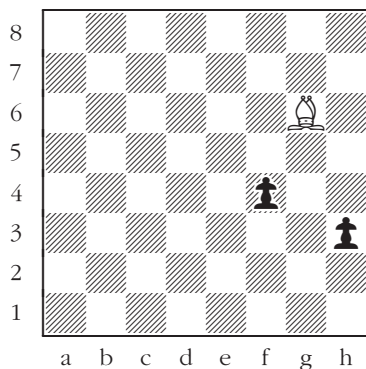
381



382



383

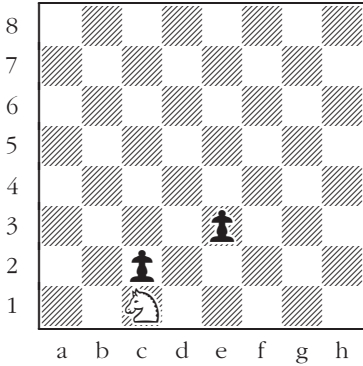


384

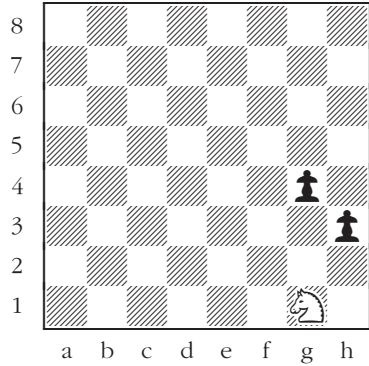
Pawns, Knights, Queens, Rooks, and Bishops

Knight against two pawns

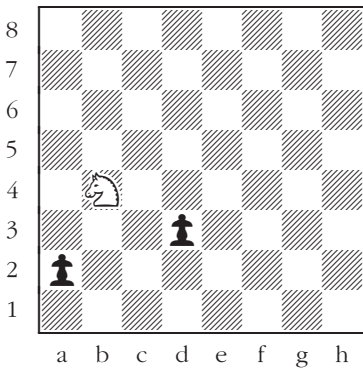
White to move: Find the path to victory.



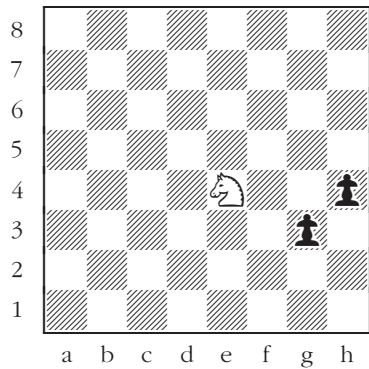
385



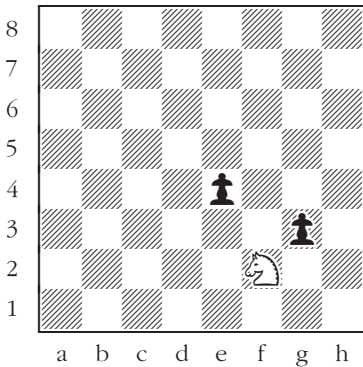
386



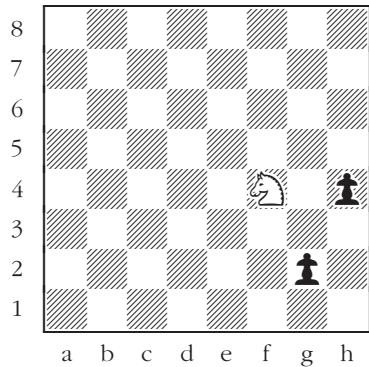
387



388



389

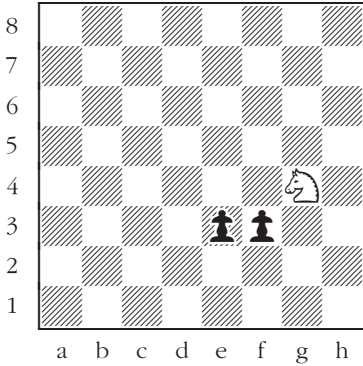


390

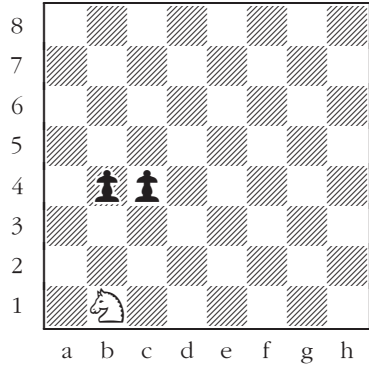
Pawns, Knights, Queens, Rooks, and Bishops

Two pawns against a knight

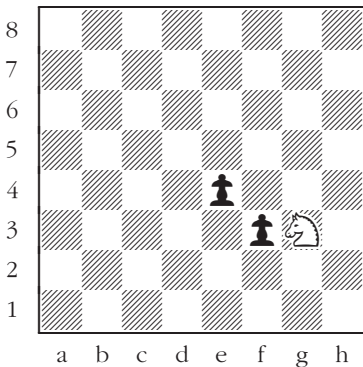
Black to move: Promote at least one of the pawns to a queen, or trap the knight.



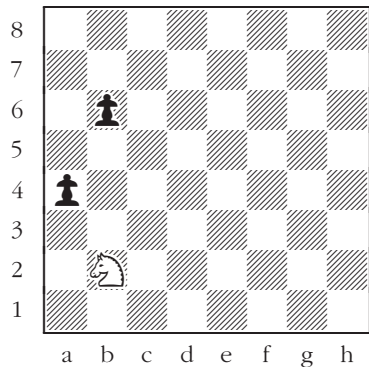
391



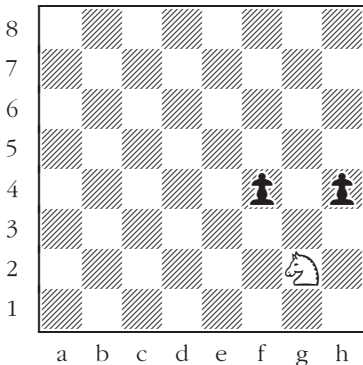
392



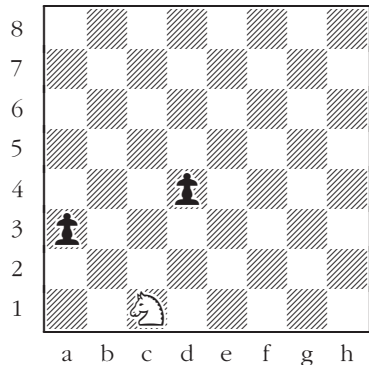
393



394



395

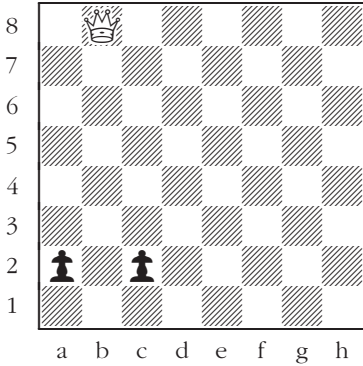


396

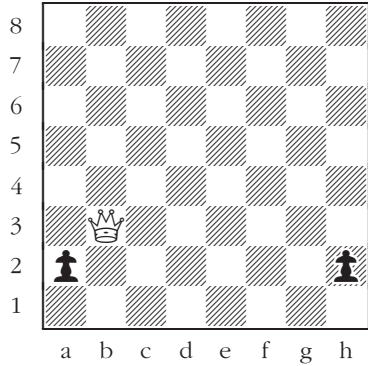
Pawns, Knights, Queens, Rooks, and Bishops

Queen against two pawns

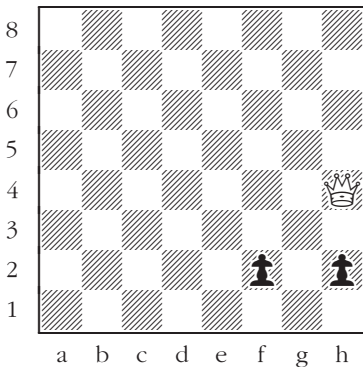
White to move: Find the path to victory.



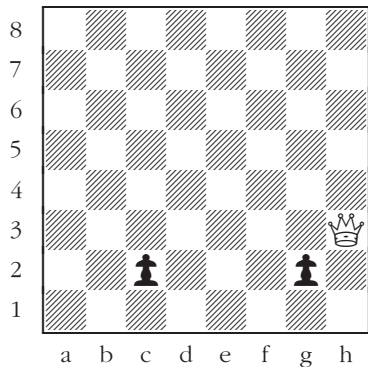
397



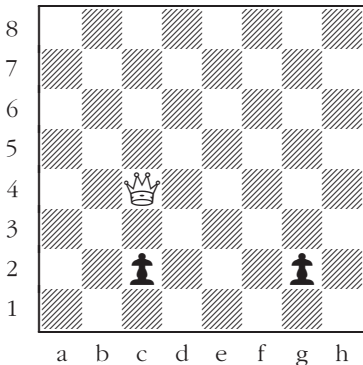
398



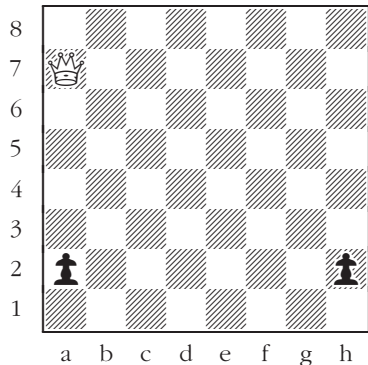
399



400



401

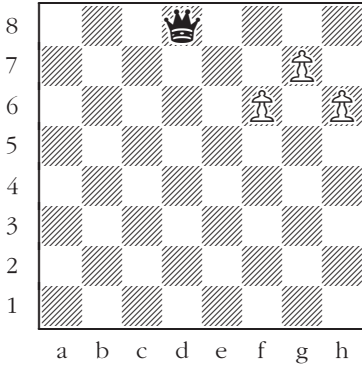


402

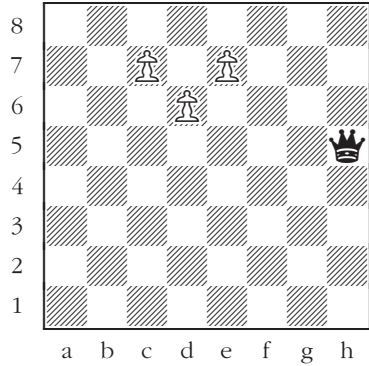
Pawns, Knights, Queens, Rooks, and Bishops

Queen against three pawns

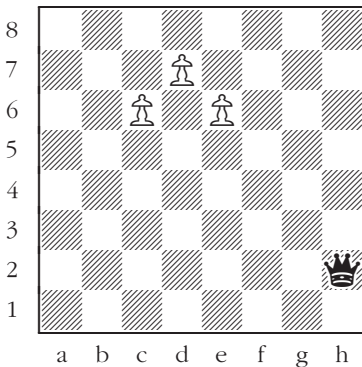
Black to move: Find the path to victory.



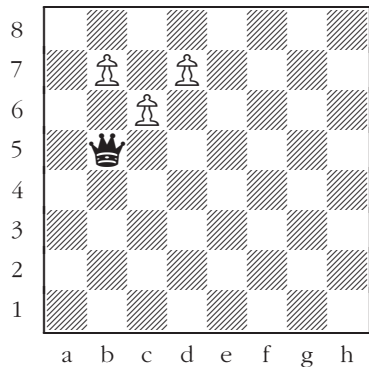
403



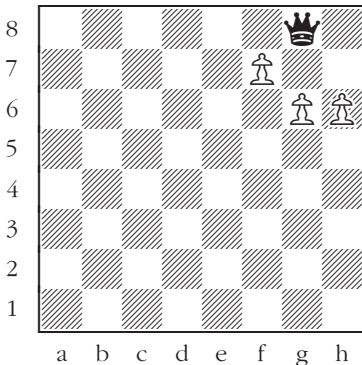
404



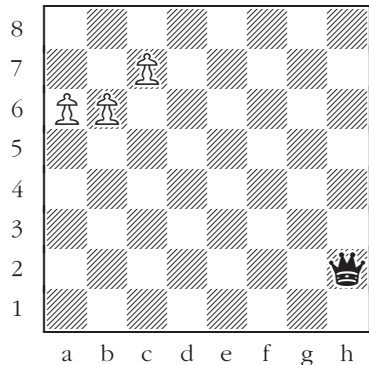
405



406



407

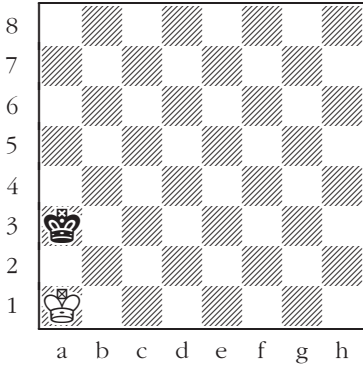


408

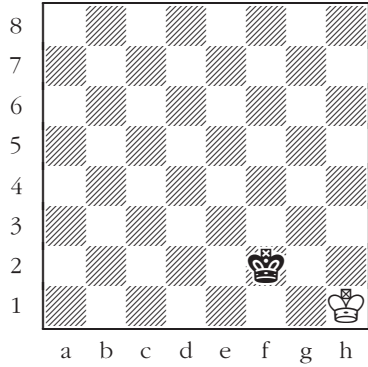
The King

Safe squares

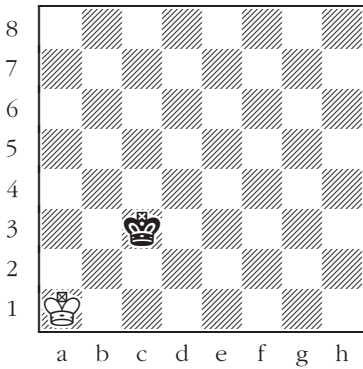
White to move: Where can the white king go?
Find one or two possibilities.



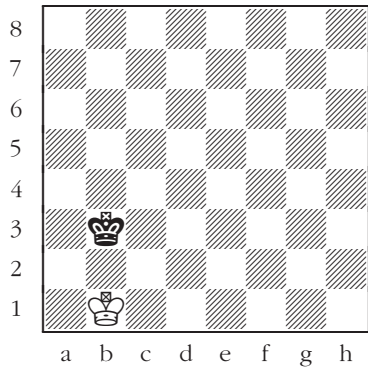
409



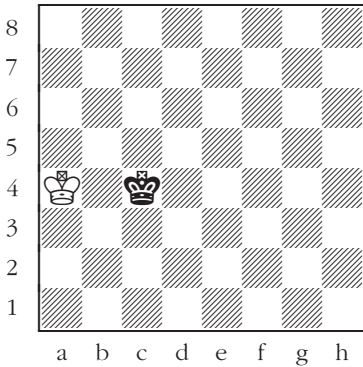
410



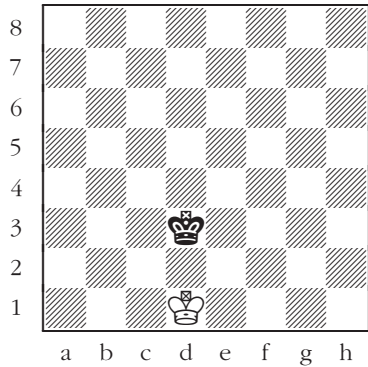
411



412



413

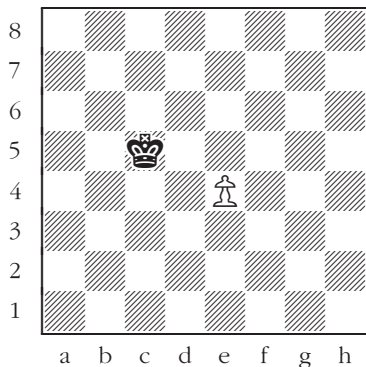


414

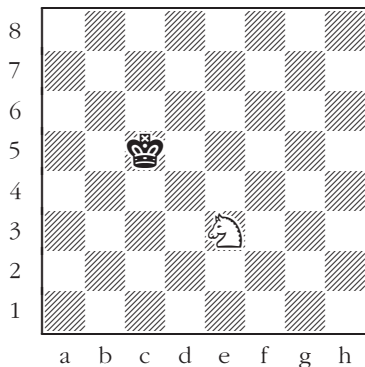
Kings, Pawns, Knights, Queens, Rooks, and Bishops

Attacking

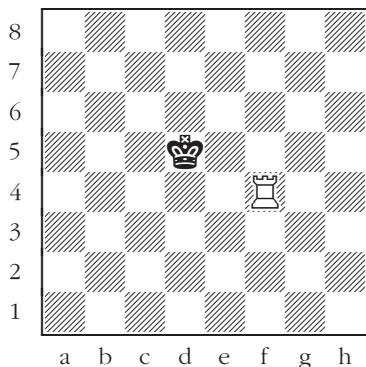
Black to move: Attack a white pawn or piece with the black king.



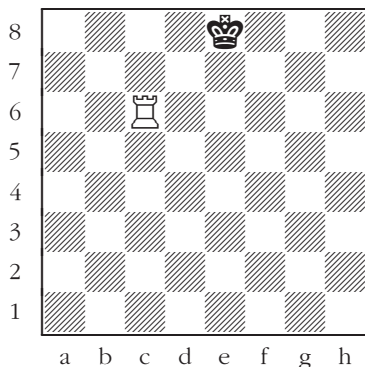
415



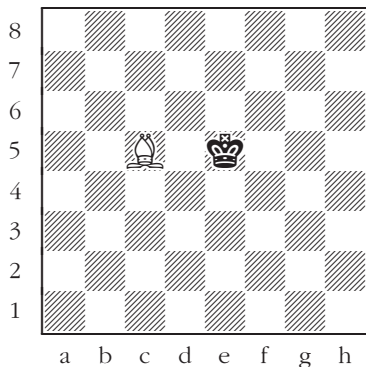
416



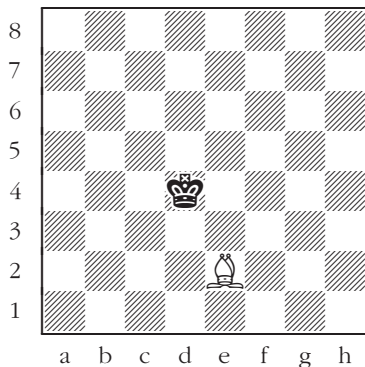
417



418



419

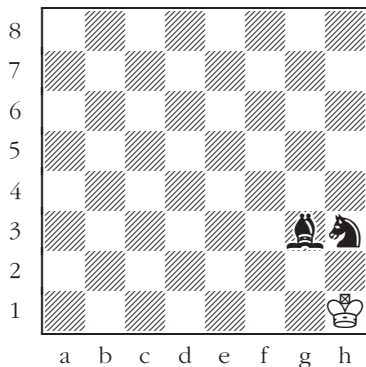


420

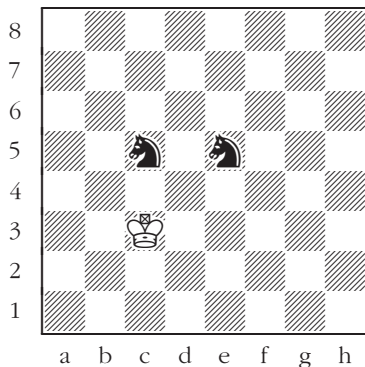
Kings, Pawns, Knights, Queens, Rooks, and Bishops

Double attack

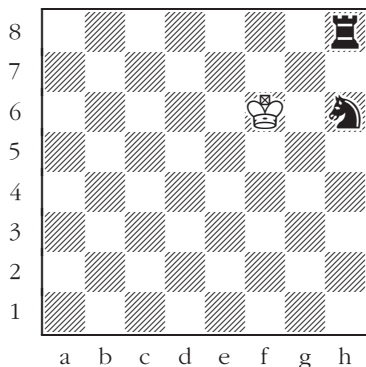
White to move: Attack two black pieces or pawns with the king.



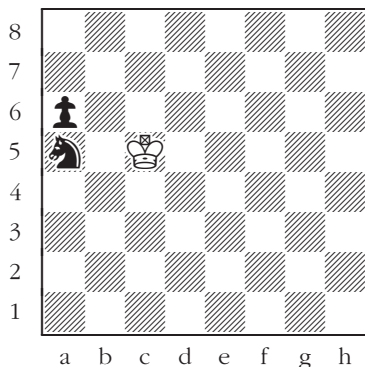
421



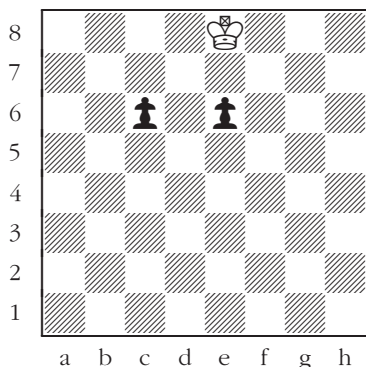
422



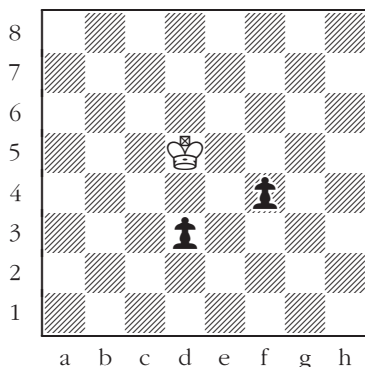
423



424



425

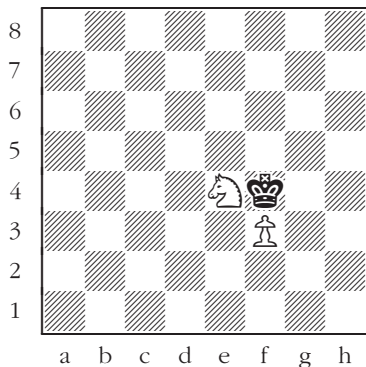


426

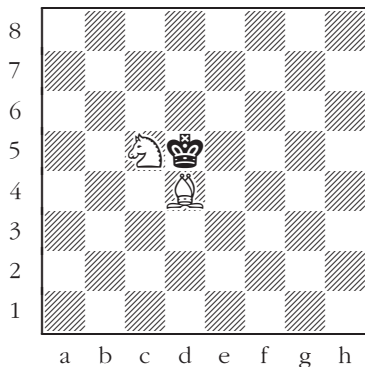
Kings, Pawns, Knights, Queens, Rooks, and Bishops

Capturing an undefended piece

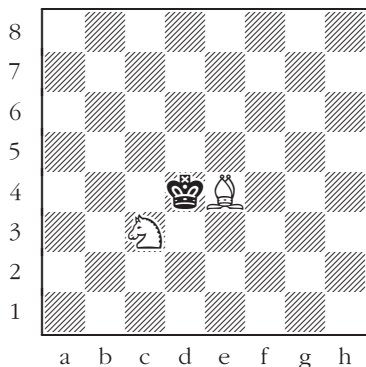
Black to move: Which piece or pawn can be taken?



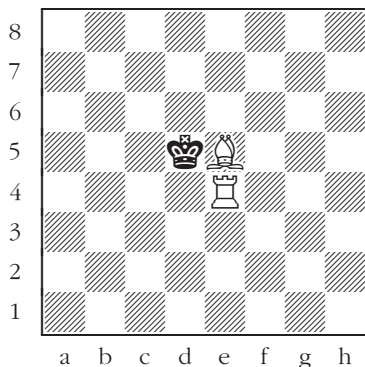
427



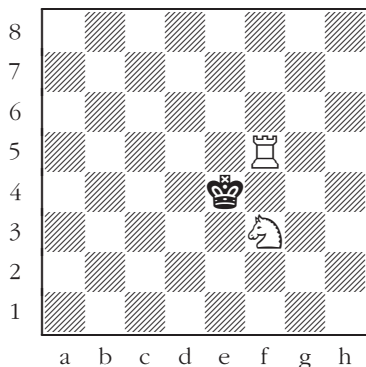
428



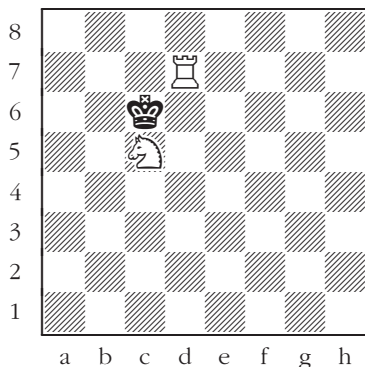
429



430



431

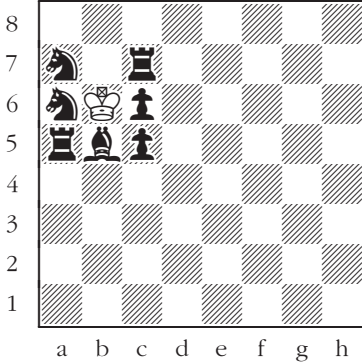


432

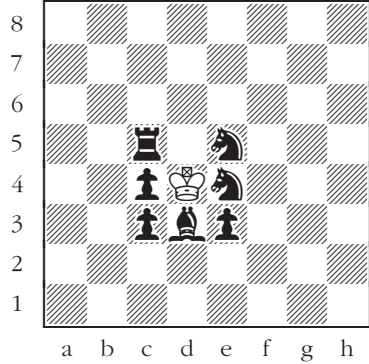
Kings, Pawns, Knights, Queens, Rooks, and Bishops

Escaping from a dungeon

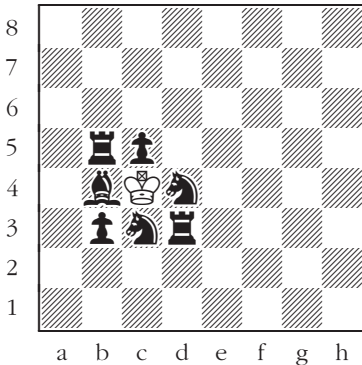
White to move: Which piece or pawn can be taken?



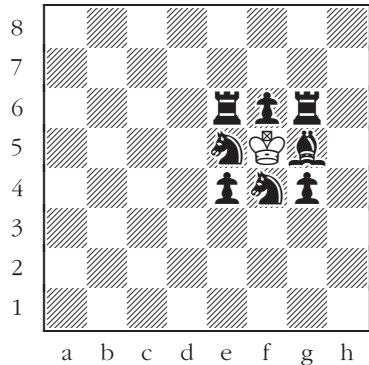
433



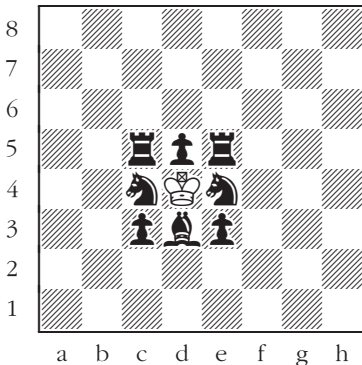
434



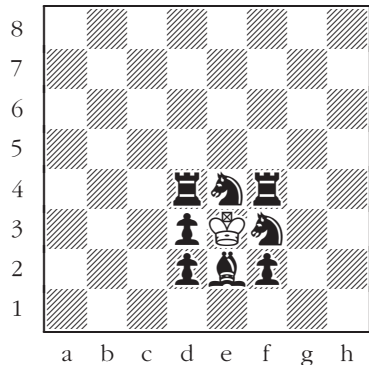
435



436



437

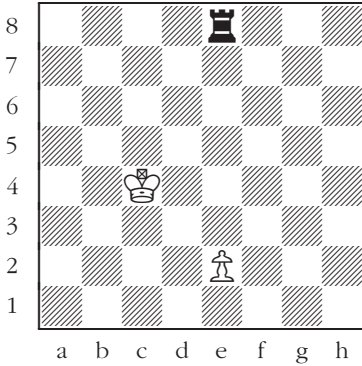


438

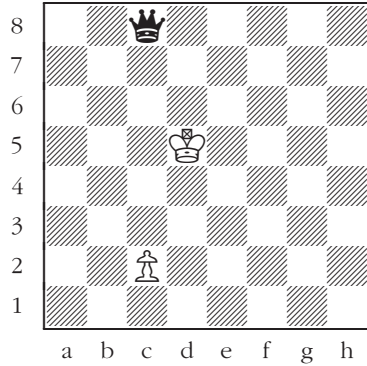
Kings, Pawns, Knights, Queens, Rooks, and Bishops

Defending

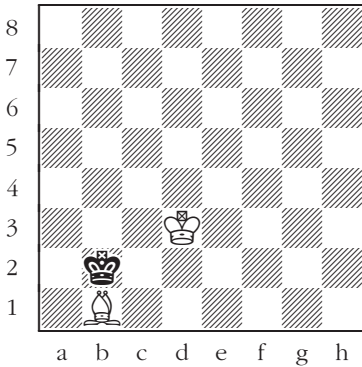
White to move: How to save a pawn or a piece?



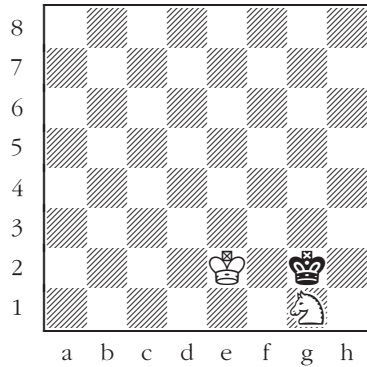
439



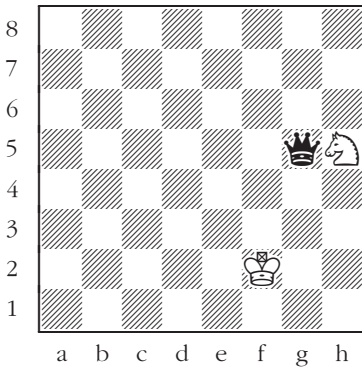
440



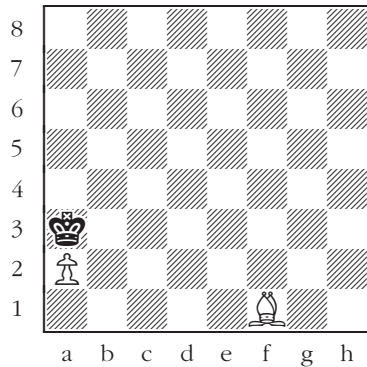
441



442



443

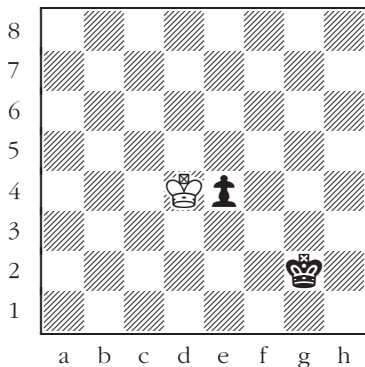


444

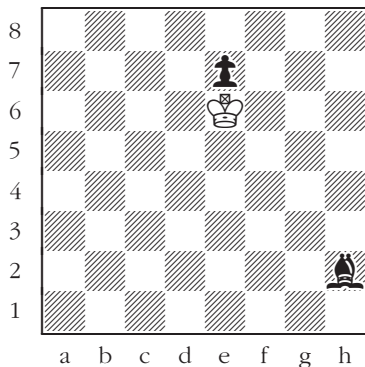
Kings, Pawns, Knights, Queens, Rooks, and Bishops

Defending

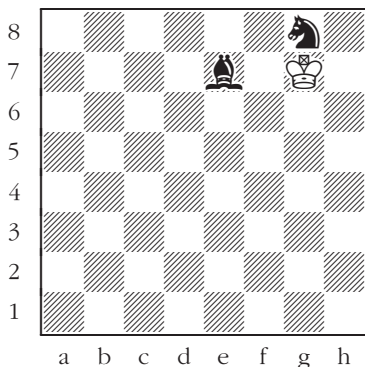
Black to move: How to save a pawn or a piece?



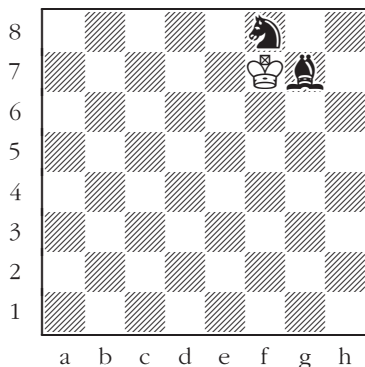
445



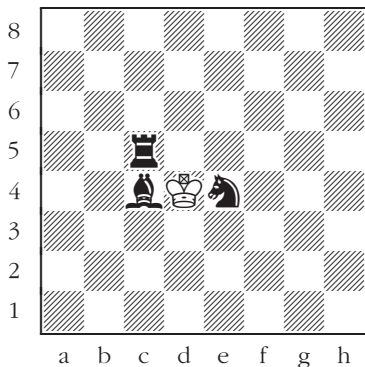
446



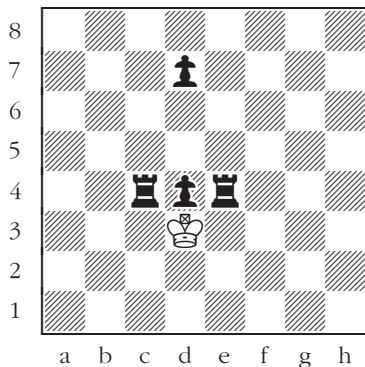
447



448



449

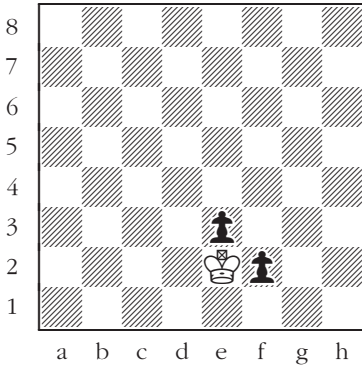


450

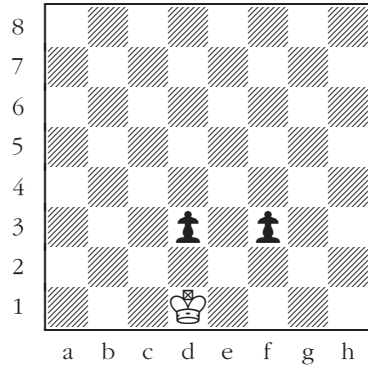
Kings, Pawns, Knights, Queens, Rooks, and Bishops

King against two pawns

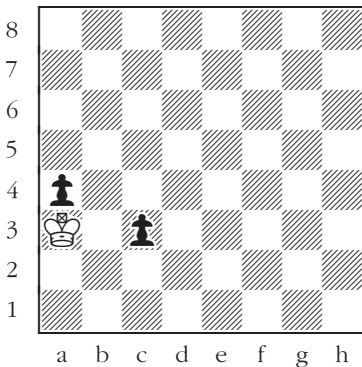
White to move: Find the best move.



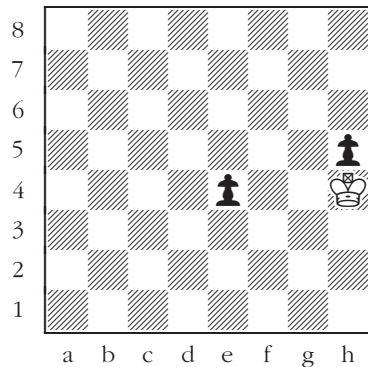
451



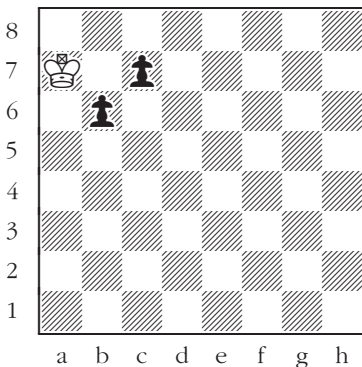
452



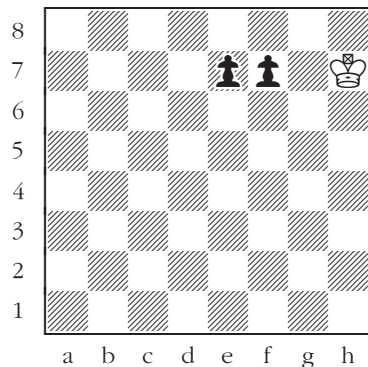
453



454



455

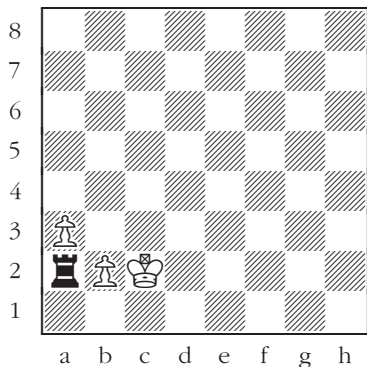


456

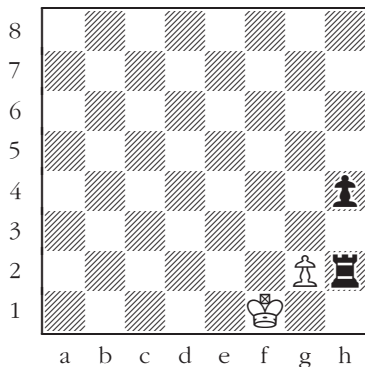
Kings, Pawns, Knights, Queens, Rooks, and Bishops

Trapping the rook

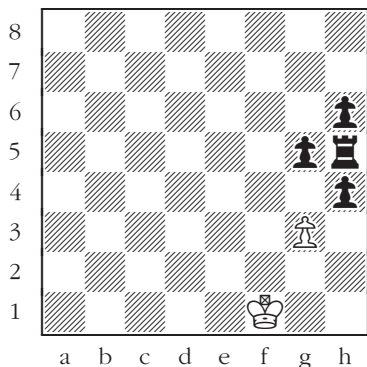
White to move: Catch the rook.



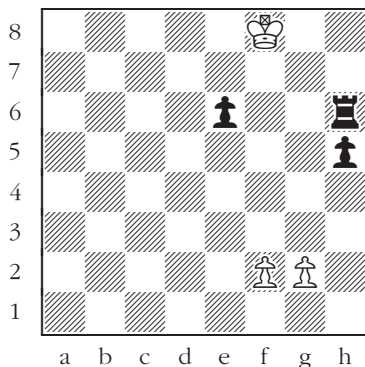
457



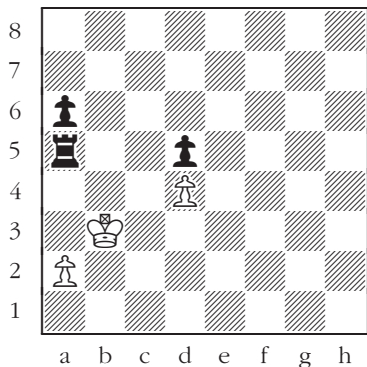
458



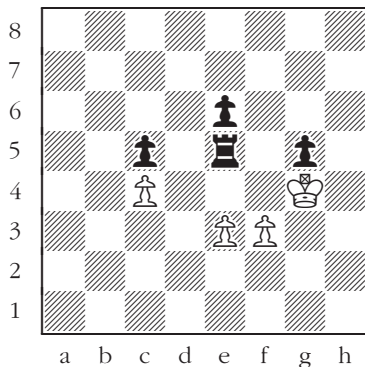
459



460



461

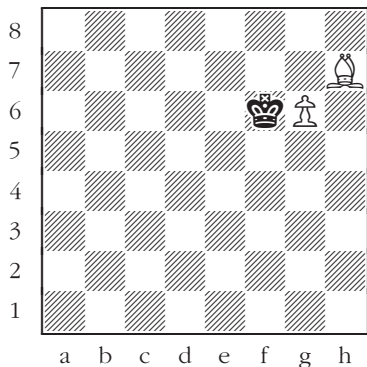


462

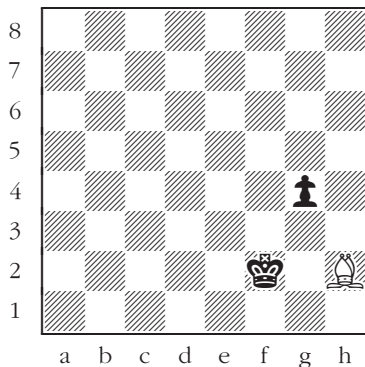
Kings, Pawns, Knights, Queens, Rooks, and Bishops

Trapping the bishop

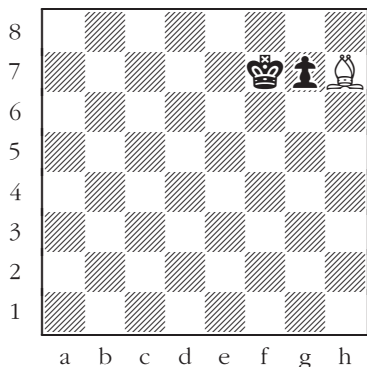
Black to move: Catch the bishop.



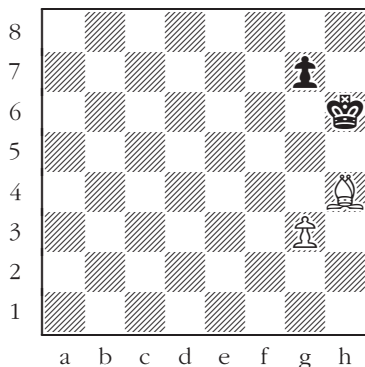
463



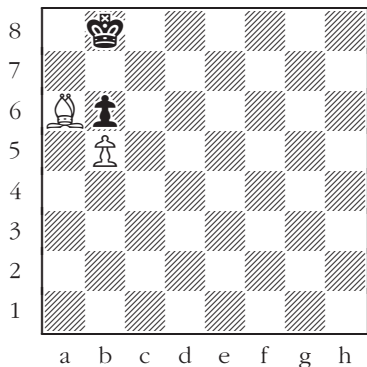
464



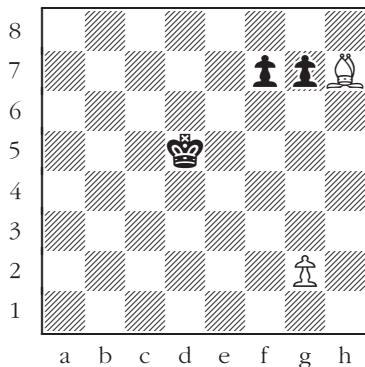
465



466



467

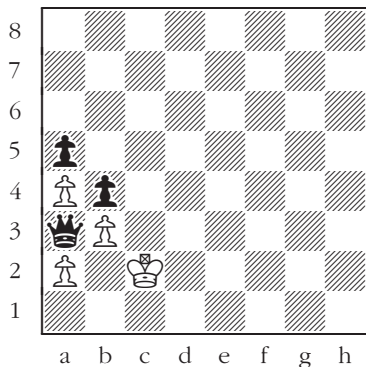


468

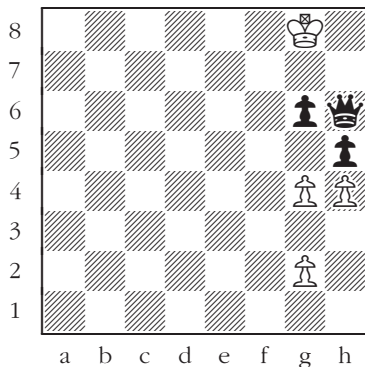
Kings, Pawns, Knights, Queens, Rooks, and Bishops

Trapping the queen

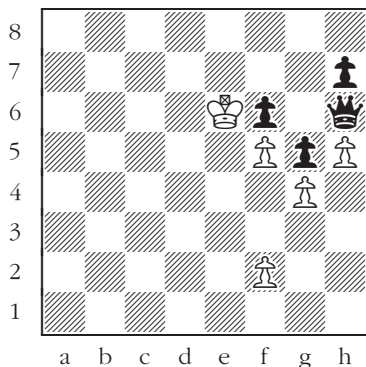
White to move: Catch the queen.



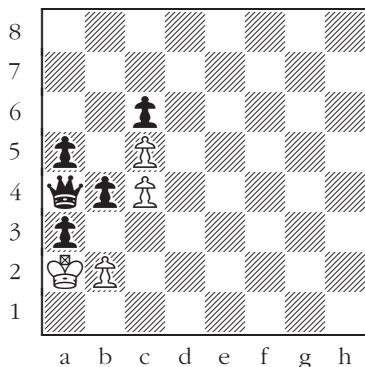
469



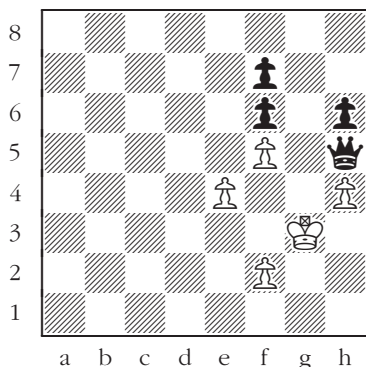
470



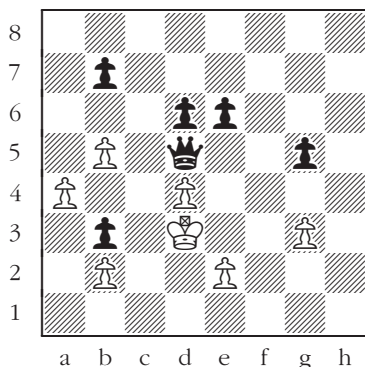
471



472



473

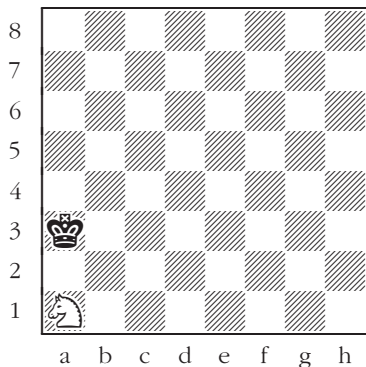


474

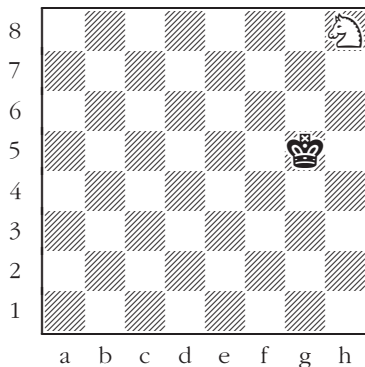
Kings, Pawns, Knights, Queens, Rooks, and Bishops

Trapping the knight

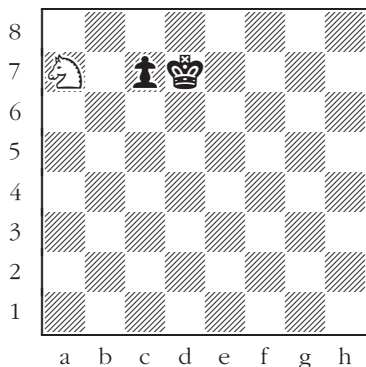
Black to move: Catch the knight.



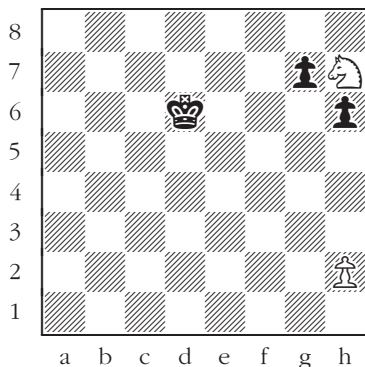
475



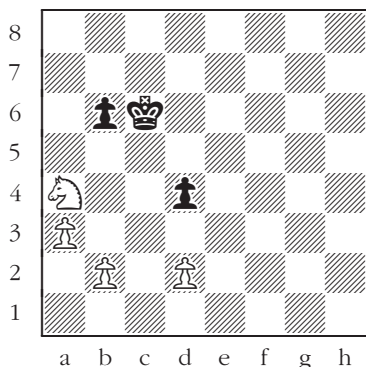
476



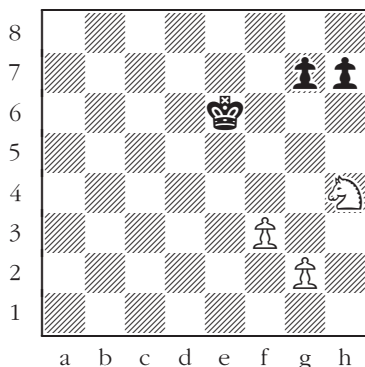
477



478



479

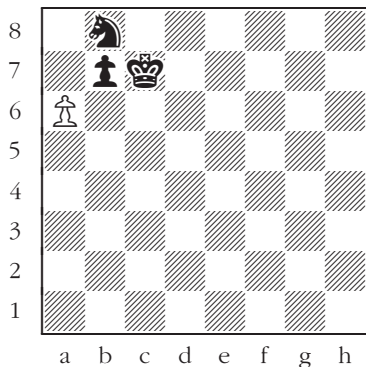


480

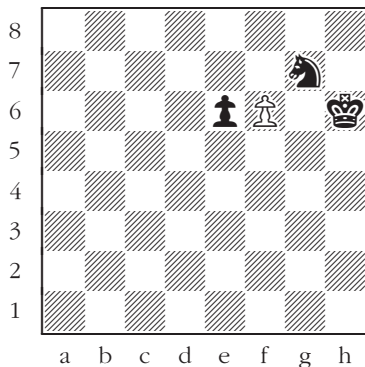
Kings, Pawns, Knights, Queens, Rooks, and Bishops

The pawn is desperate to become a queen

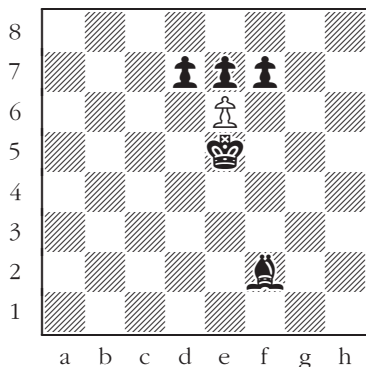
White to move: Find the best opportunity.



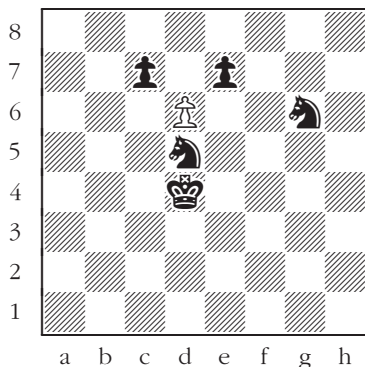
481



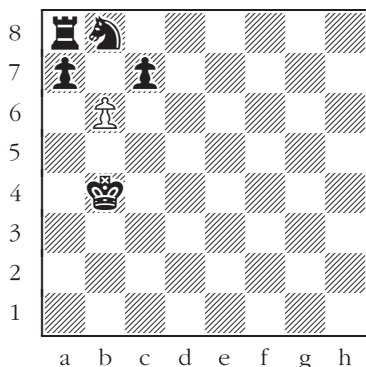
482



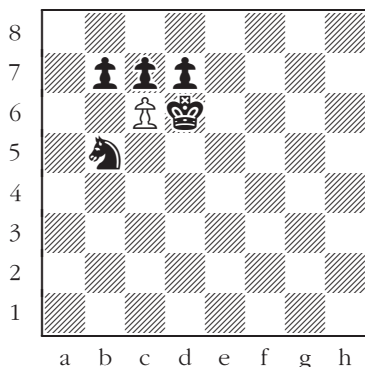
483



484



485

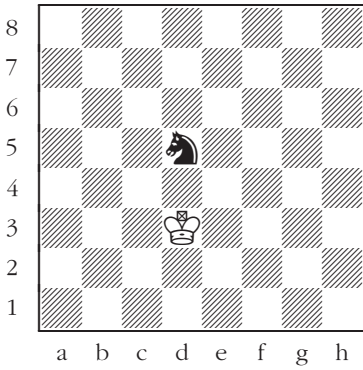


486

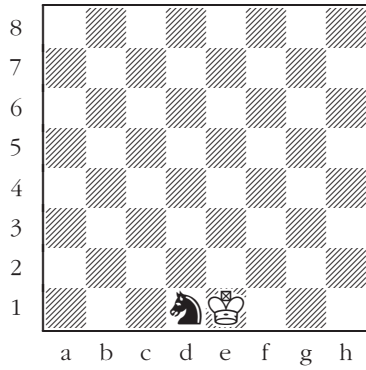
Check

Is it check or not?

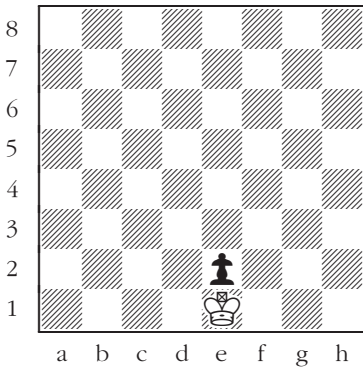
White to move: Is the white king in check?



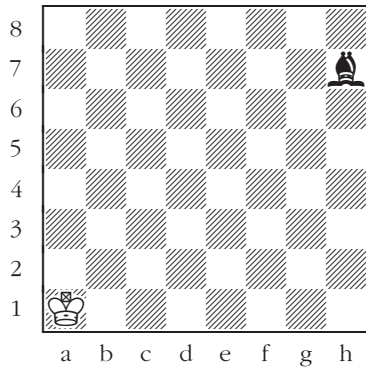
487



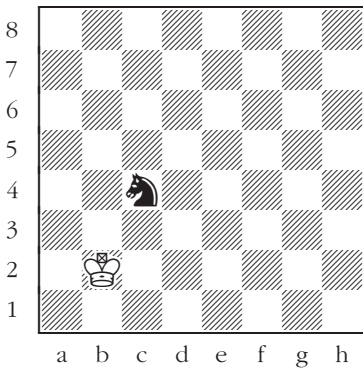
488



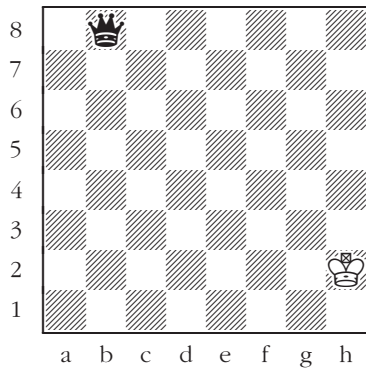
489



490



491

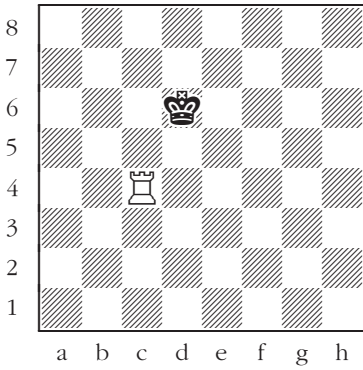


492

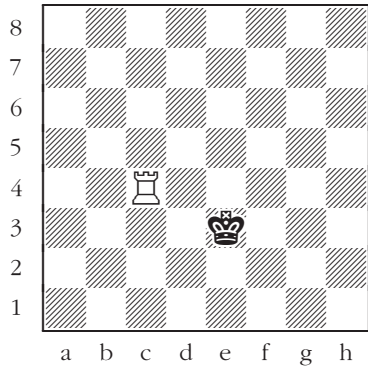
Check

Rook checks

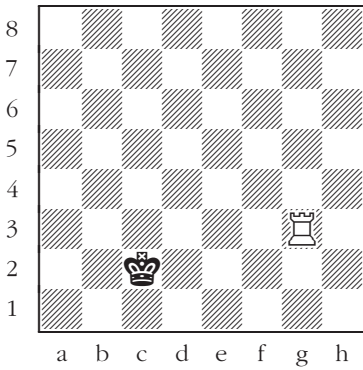
White to move: Check with the rook in such a way that the king can't capture it.



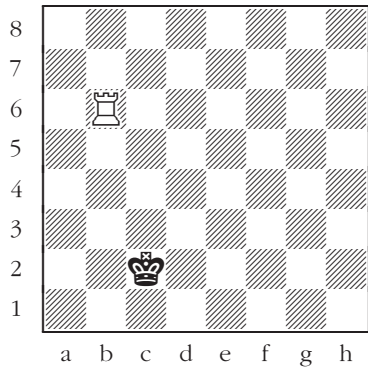
493



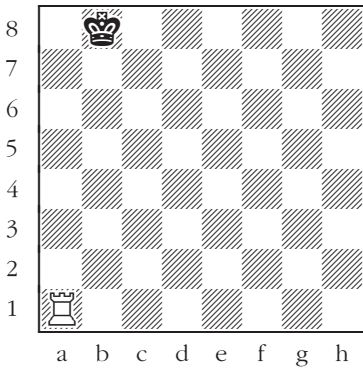
494



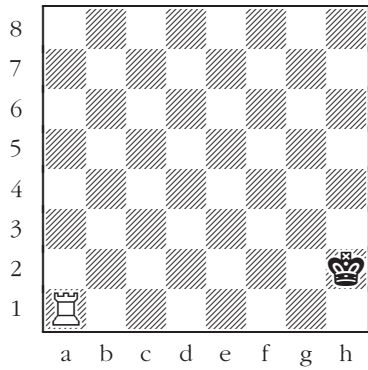
495



496



497

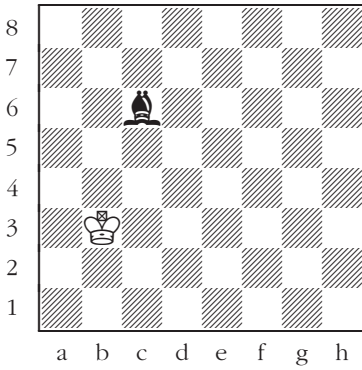


498

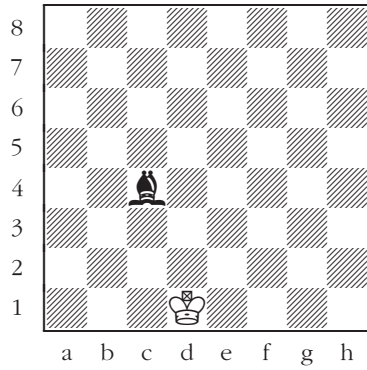
Check

Bishop checks

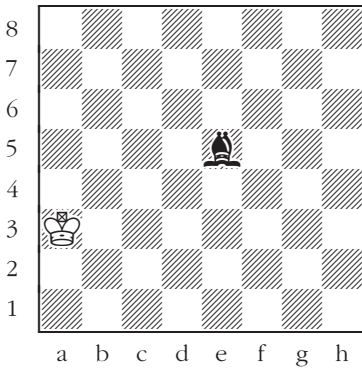
Black to move: Check with the bishop in such a way that the king can't take it.



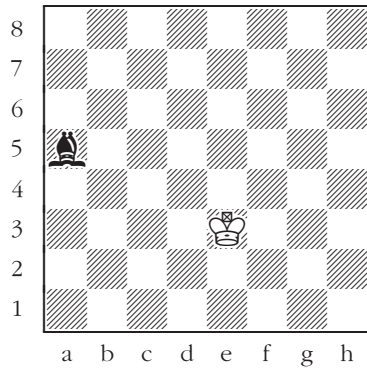
499



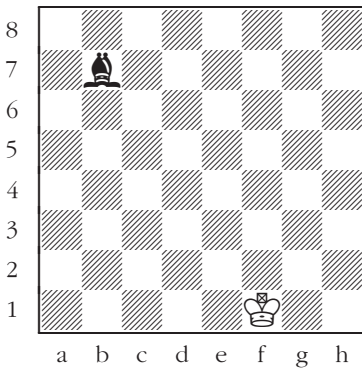
500



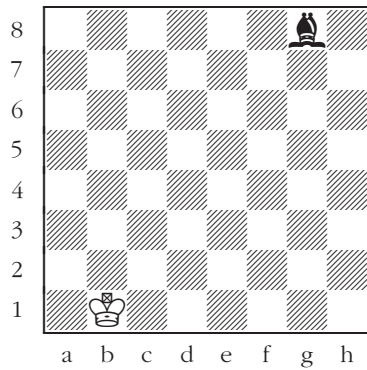
501



502



503

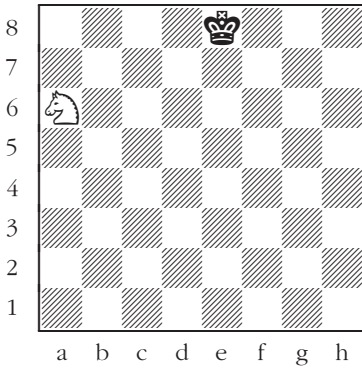


504

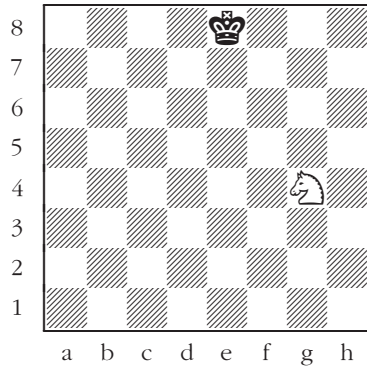
Check

Knight checks

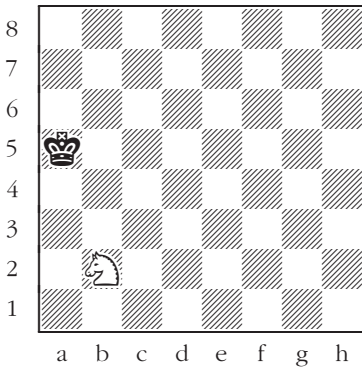
White to move: Give check with the knight.



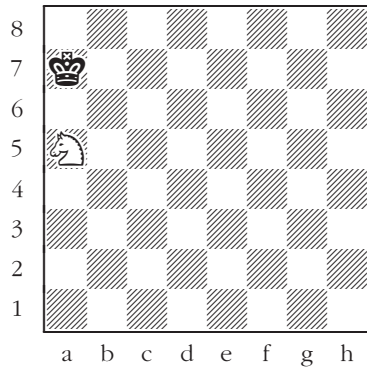
505



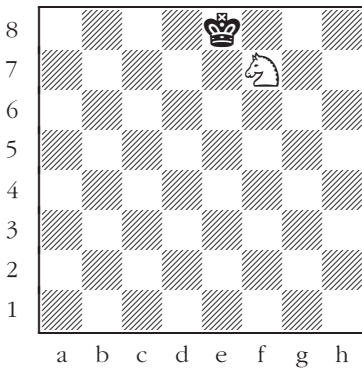
506



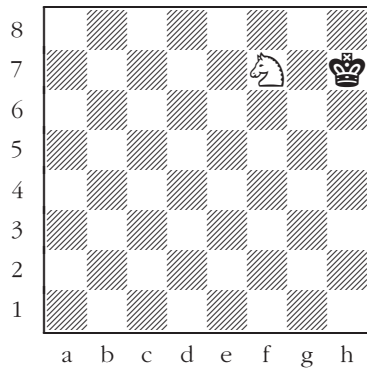
507



508



509

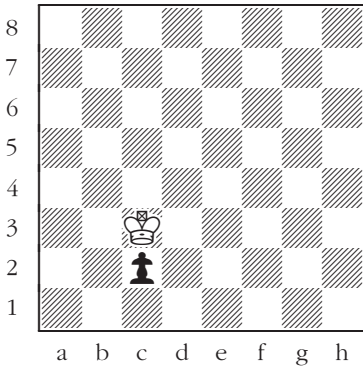


510

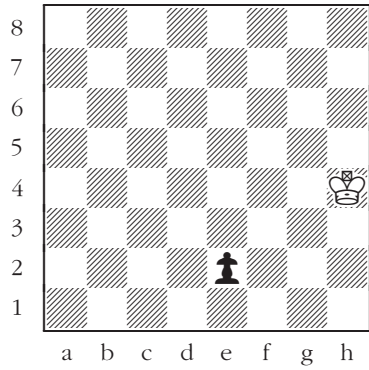
Check

Pawn checks

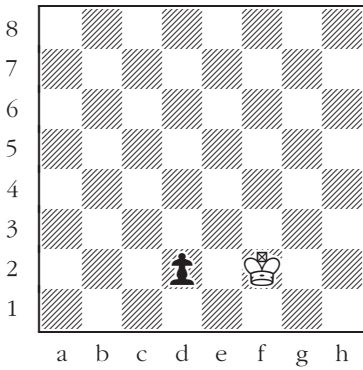
Black to move: Give check with a pawn move.



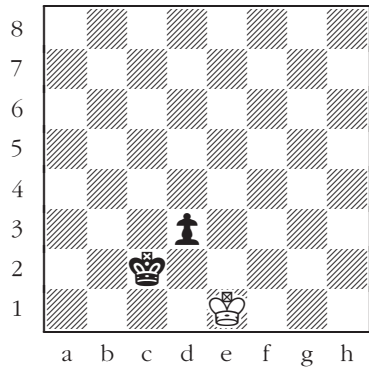
511



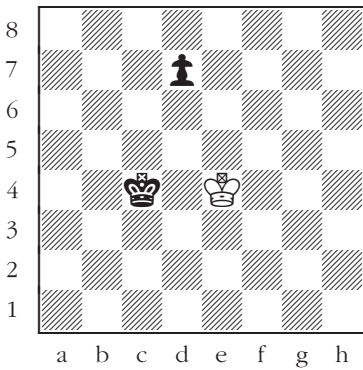
512



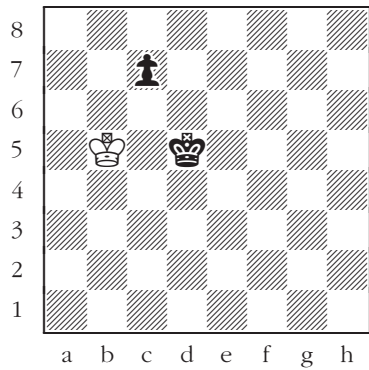
513



514



515

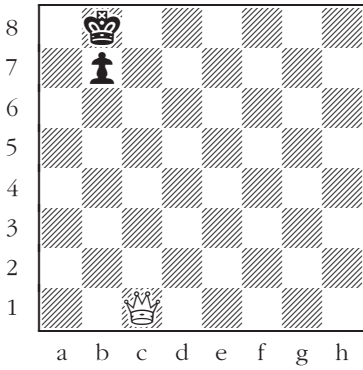


516

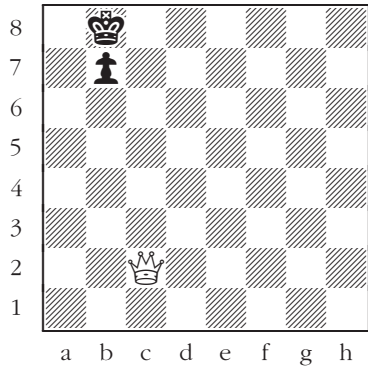
Check

Queen checks

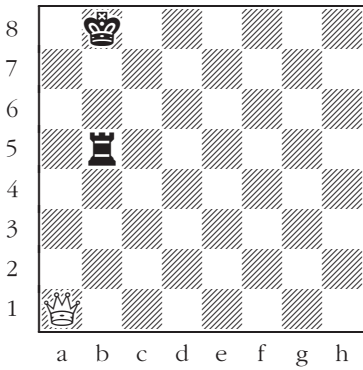
White to move: Check with the queen in such a way that Black can't take it.



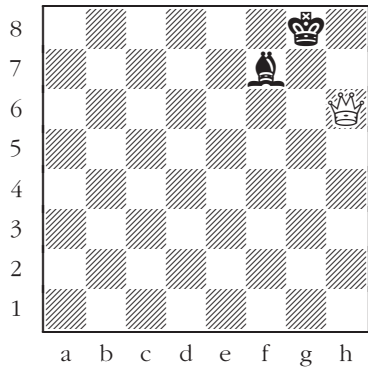
517



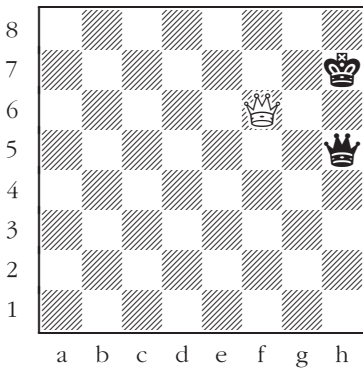
518



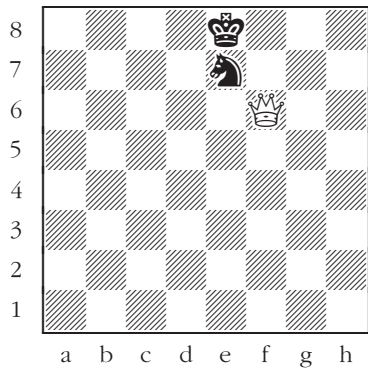
519



520



521

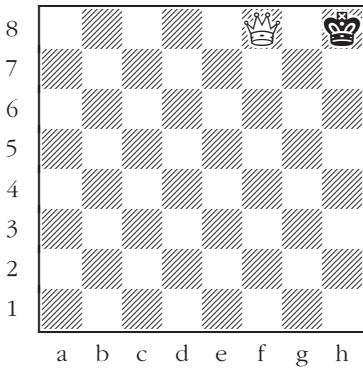


522

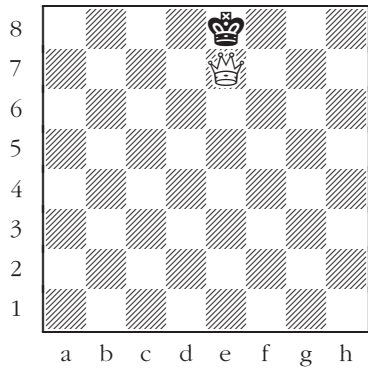
Check

Defending against check

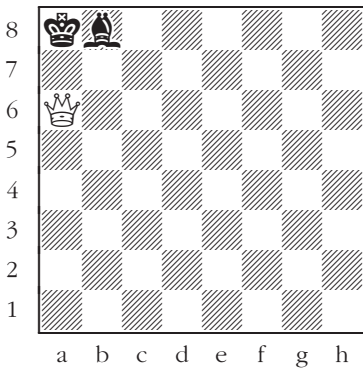
Black to move: Find a defense.



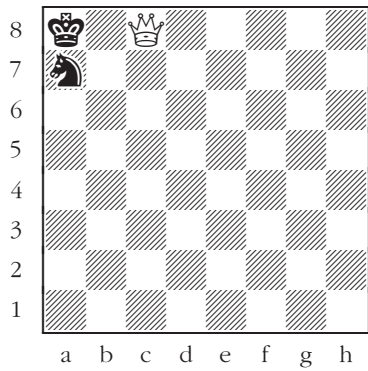
523



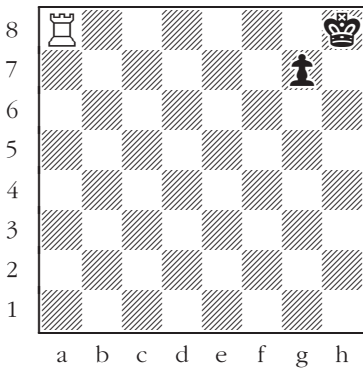
524



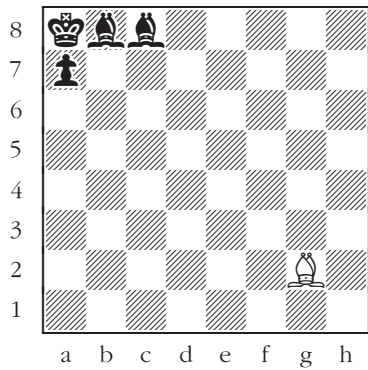
525



526



527

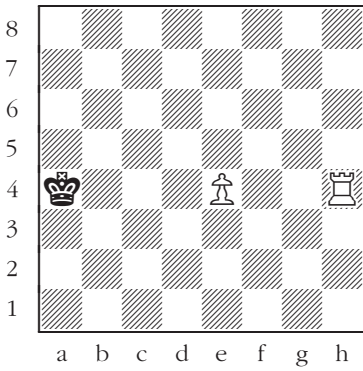


528

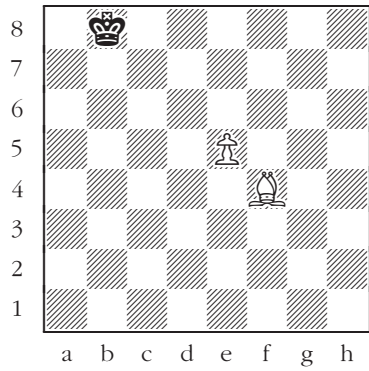
Check

Discovered check

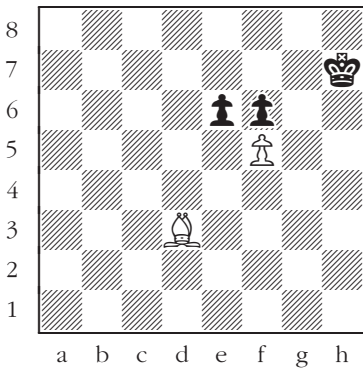
White to move: Give a discovered check.



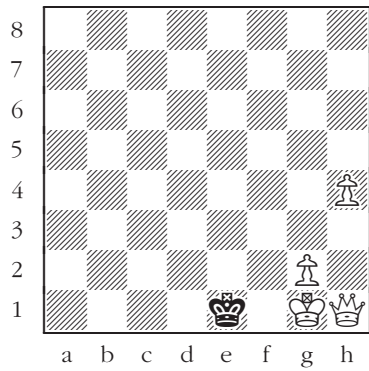
529



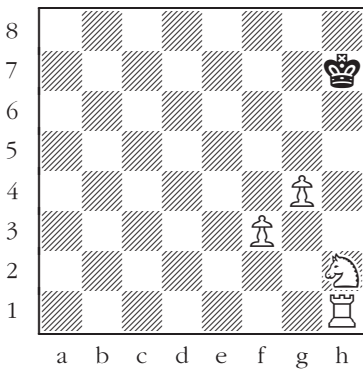
530



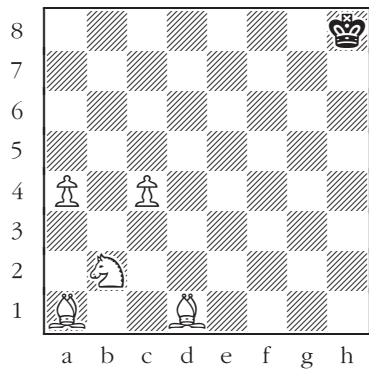
531



532



533

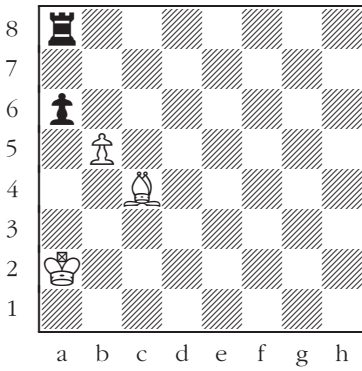


534

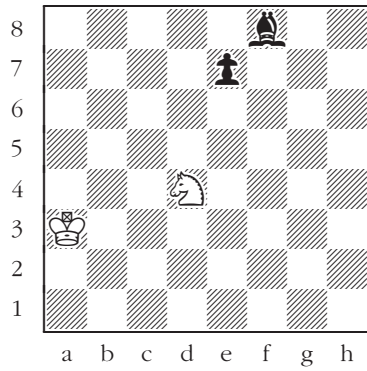
Check

Discovered check winning a piece

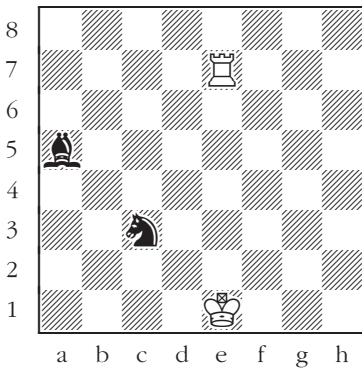
Black to move: Win a piece.



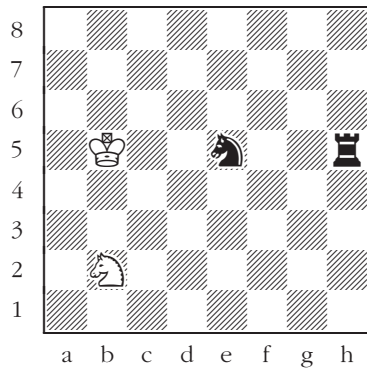
535



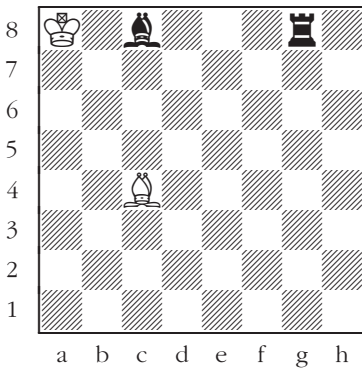
536



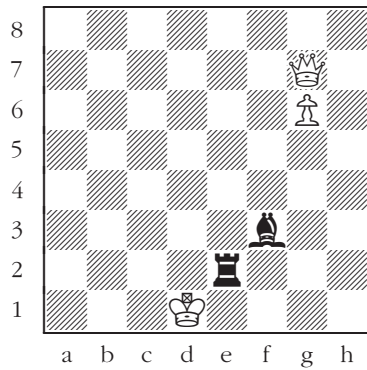
537



538



539

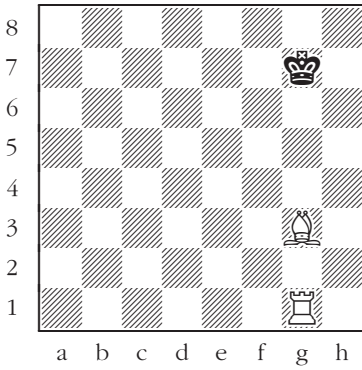


540

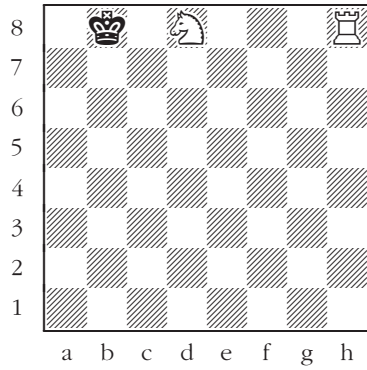
Check

Double check

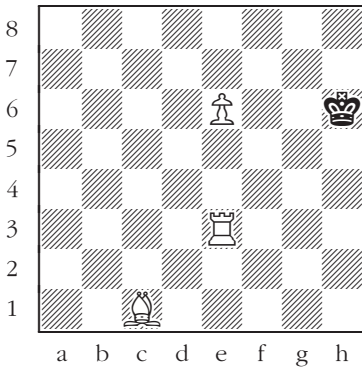
White to move: Give double check.



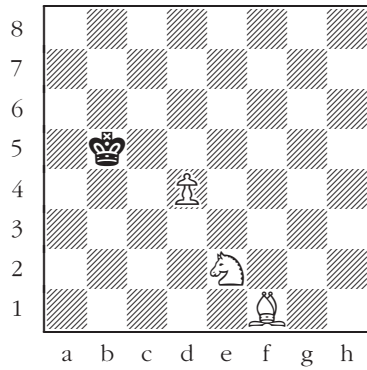
541



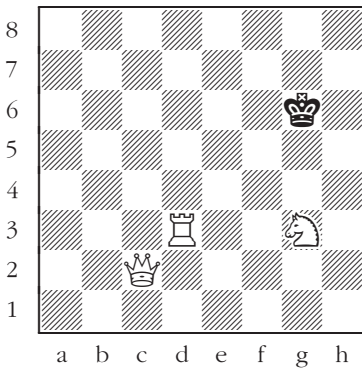
542



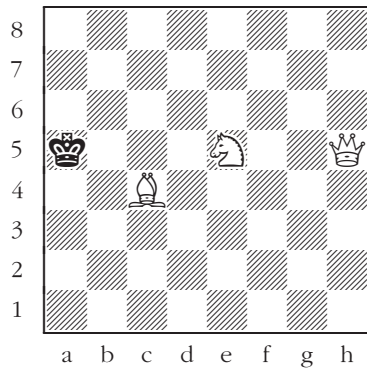
543



544



545

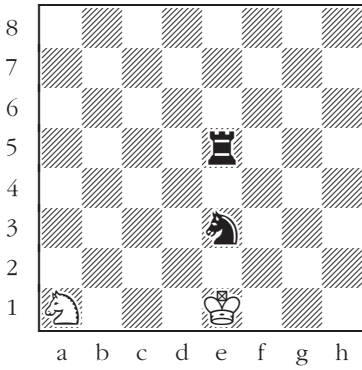


546

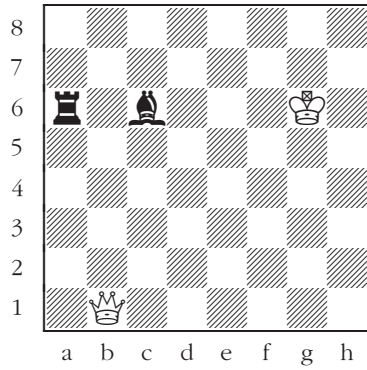
Check

Double check winning a piece

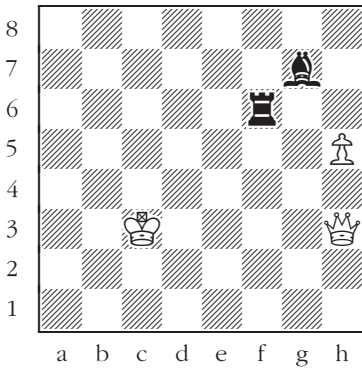
Black to move: Win a piece.



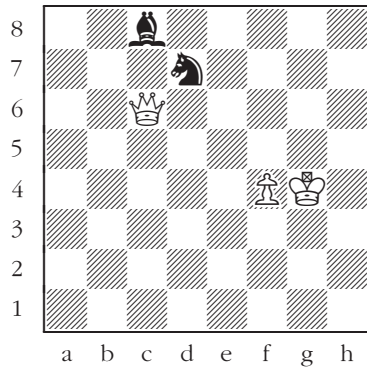
547



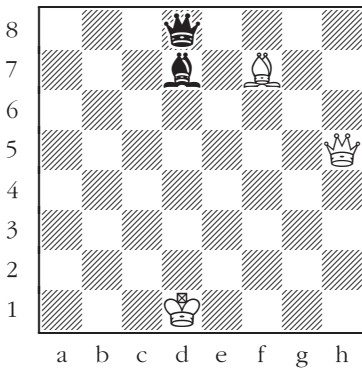
548



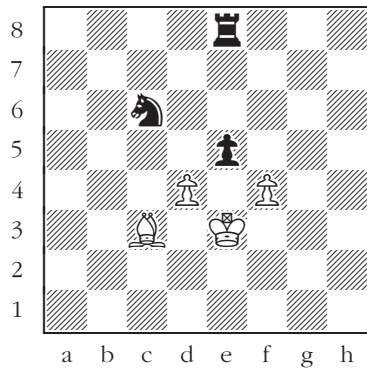
549



550



551

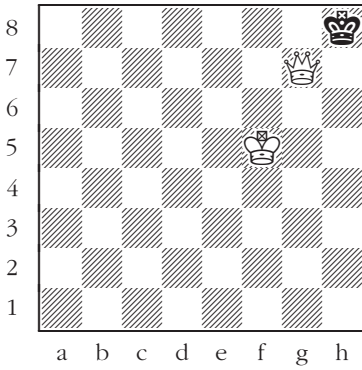


552

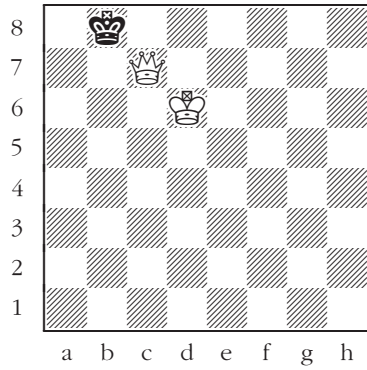
Checkmate

Is it checkmate or not?

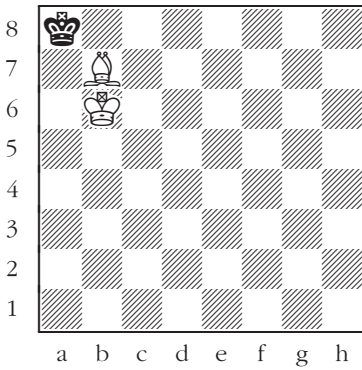
Black to move: Has Black's king been checkmated?



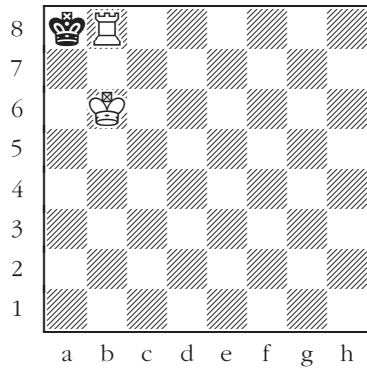
553



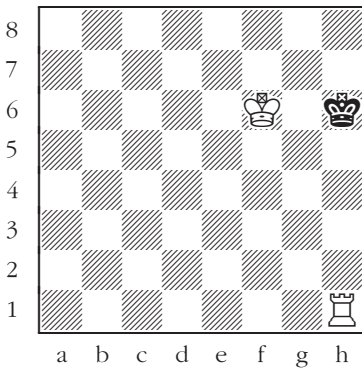
554



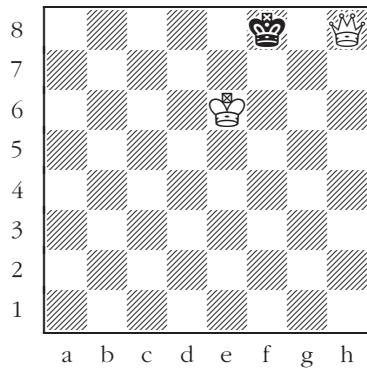
555



556



557

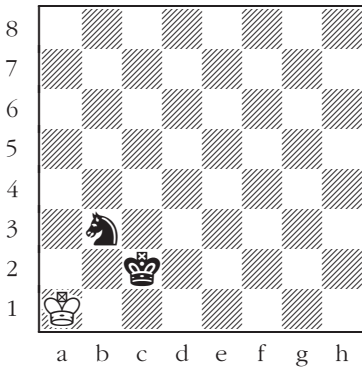


558

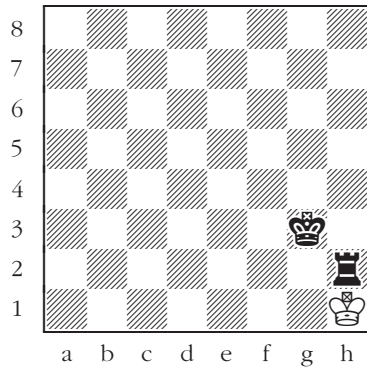
Checkmate

Is it checkmate or not?

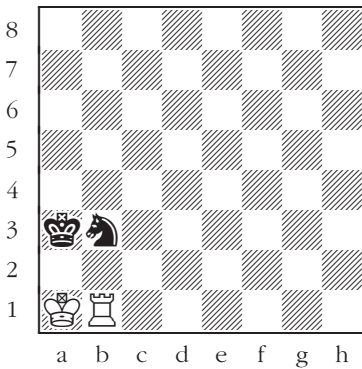
White to move: Has White's king been checkmated?



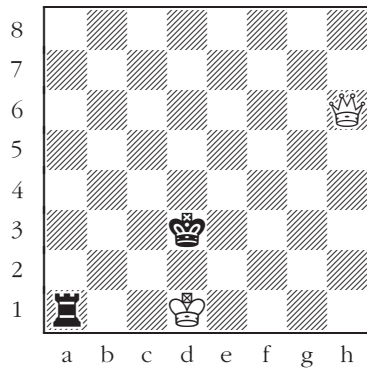
559



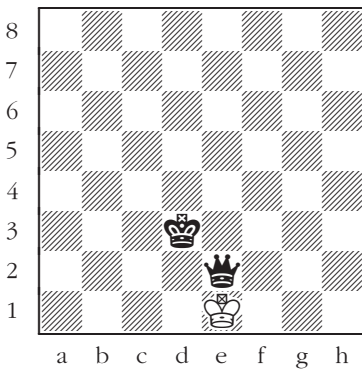
560



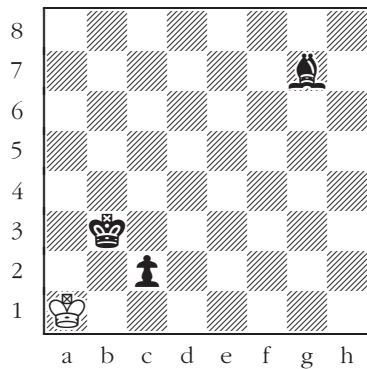
561



562



563

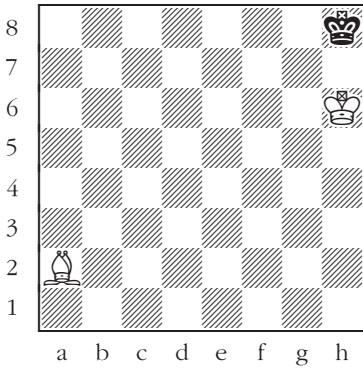


564

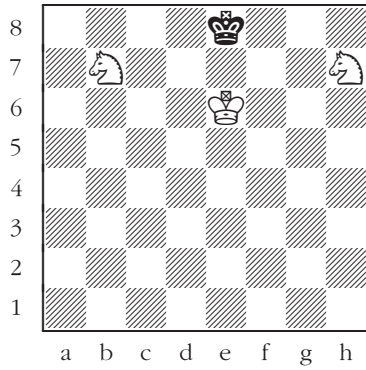
Stalemate

Is it stalemate or not?

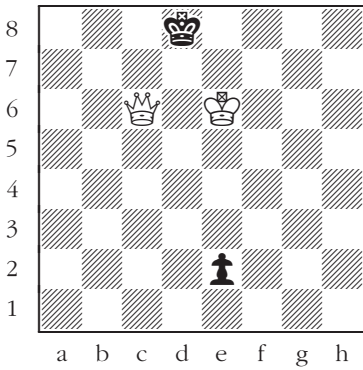
Black to move: Is Black's king stalemated?



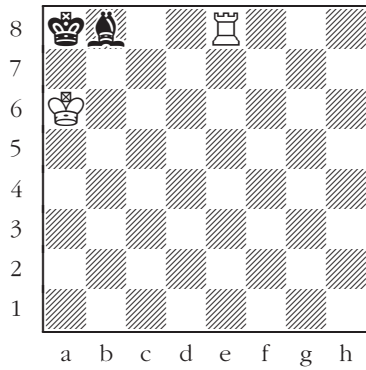
565



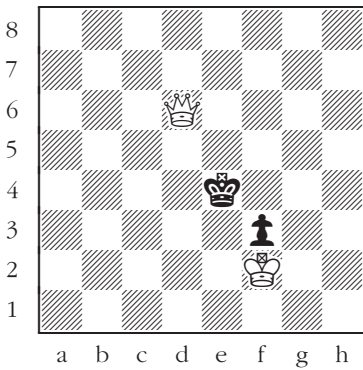
566



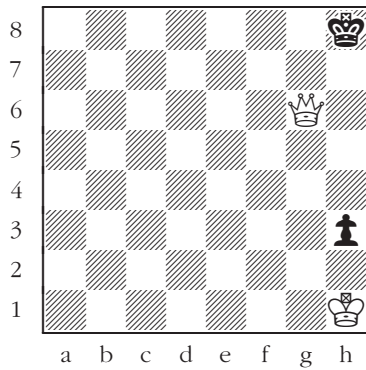
567



568



569

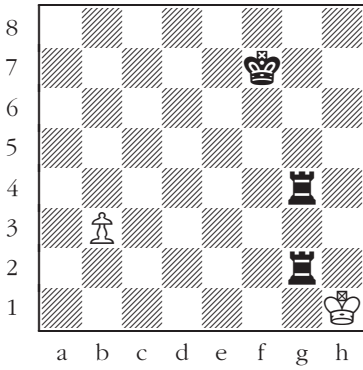


570

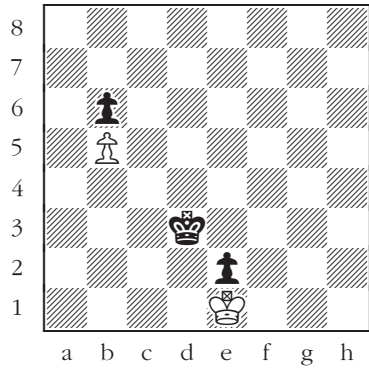
Stalemate

Is it stalemate or not?

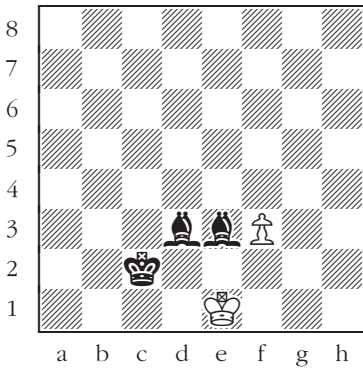
White to move: Is White's king stalemated?



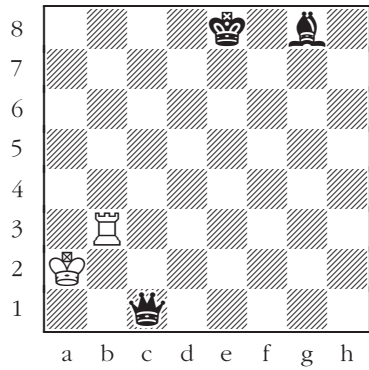
571



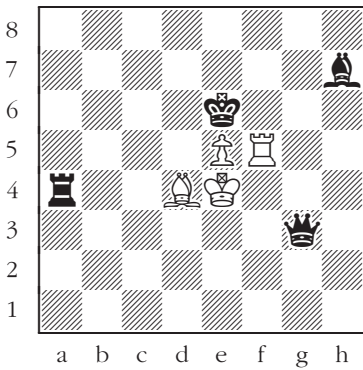
572



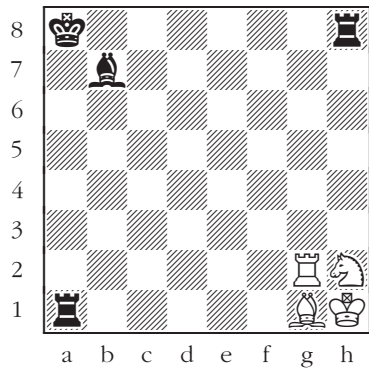
573



574



575

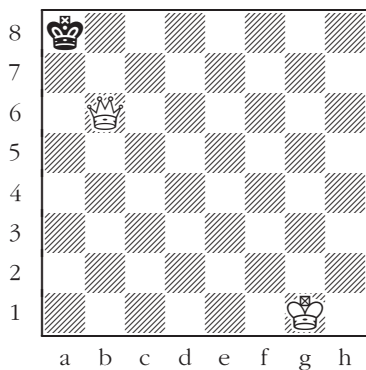


576

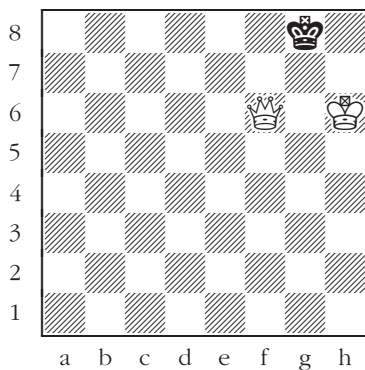
Checkmate and Stalemate

Is it checkmate or stalemate?

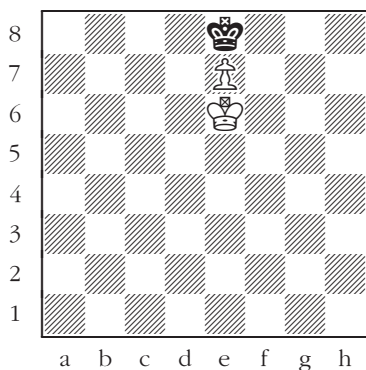
Black to move.



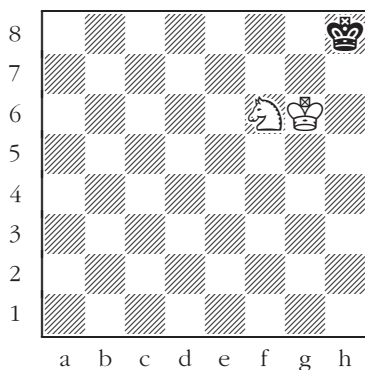
577



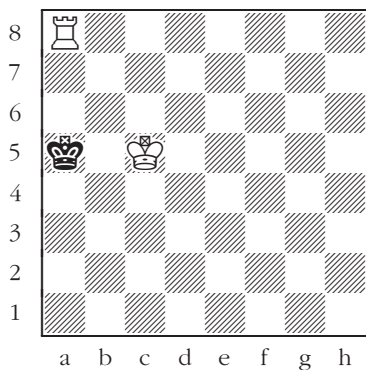
578



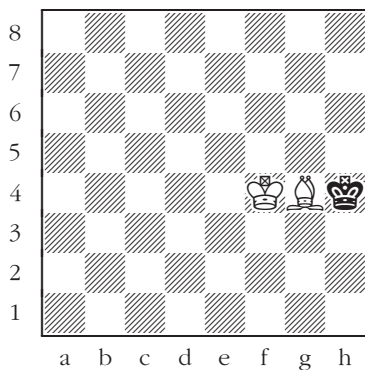
579



580



581

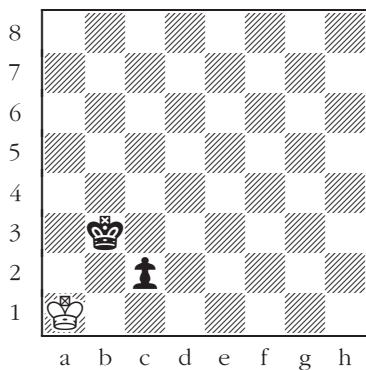


582

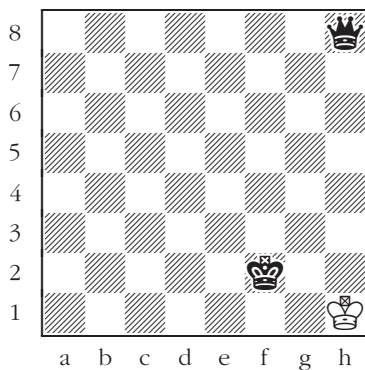
Checkmate and Stalemate

Is it checkmate or stalemate?

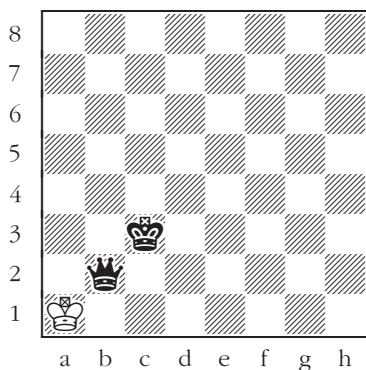
White to move.



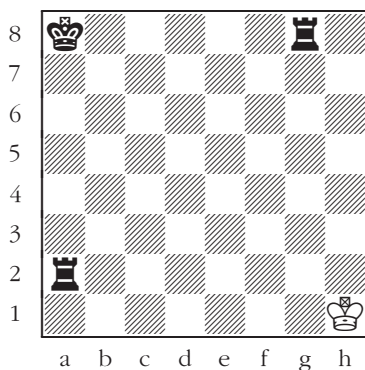
583



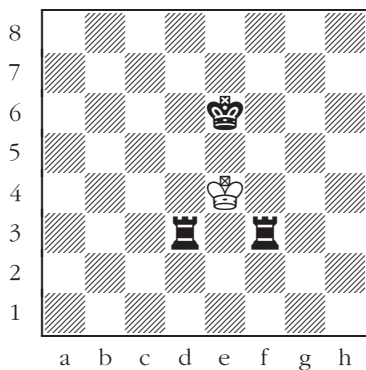
584



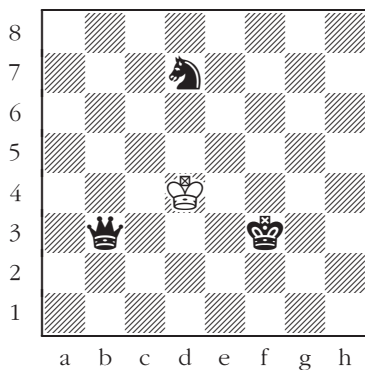
585



586



587

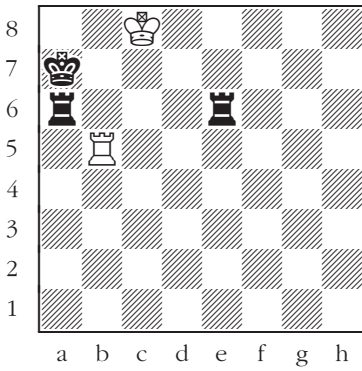


588

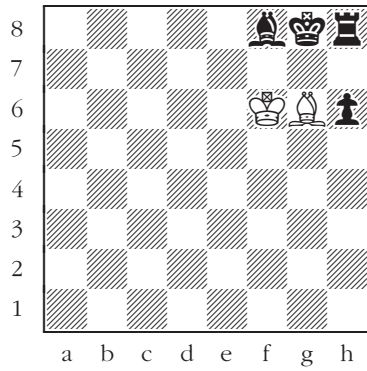
Perpetual Check

Perpetual check

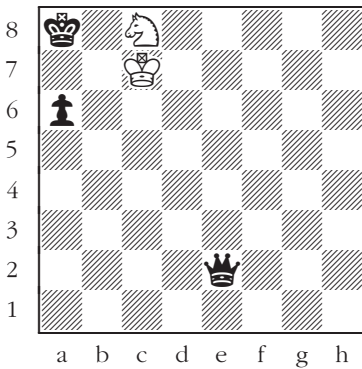
White to move: Give perpetual check.



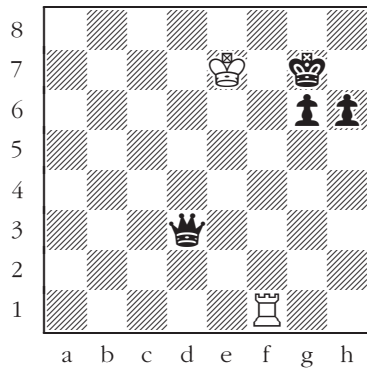
589



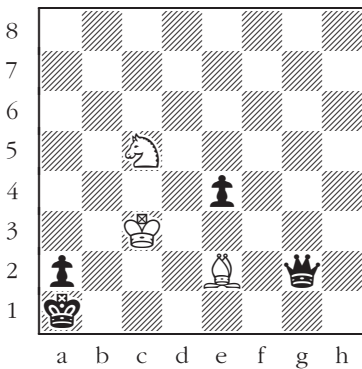
590



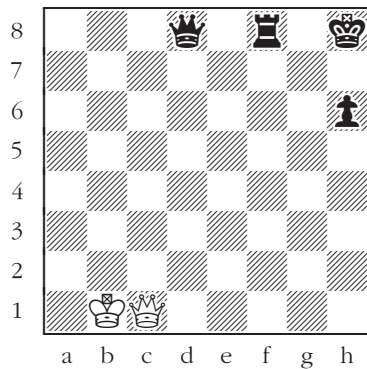
591



592



593

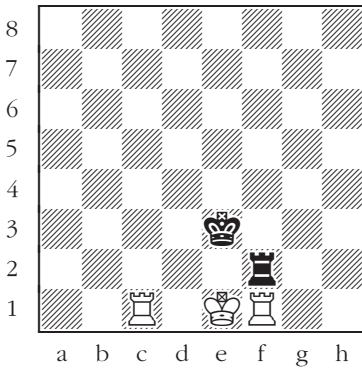


594

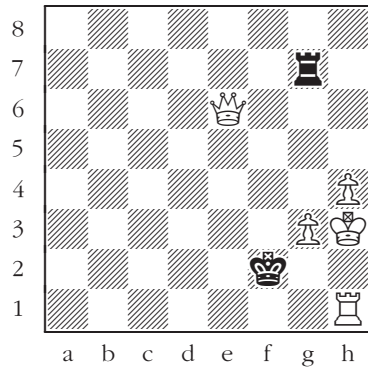
Perpetual Check

Perpetual check

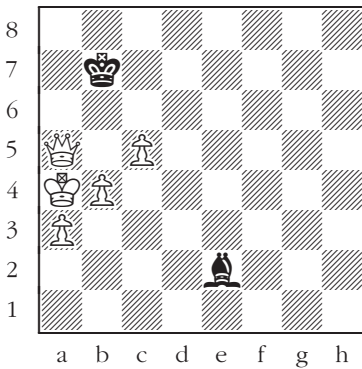
Black to move: Give perpetual check.



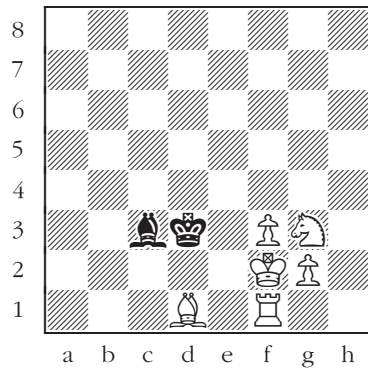
595



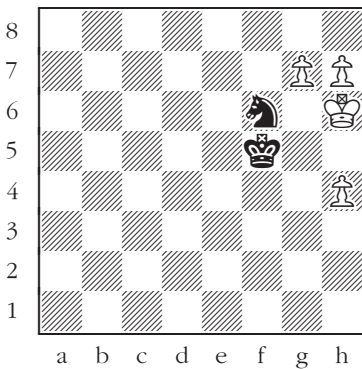
596



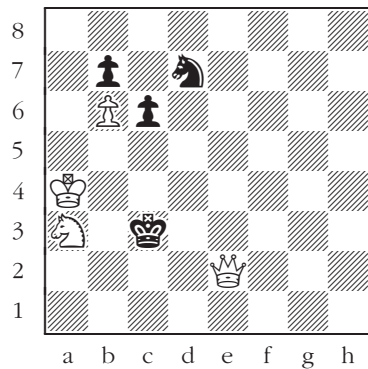
597



598



599

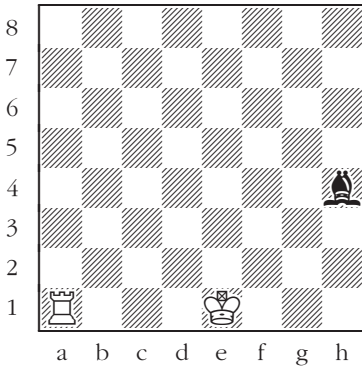


600

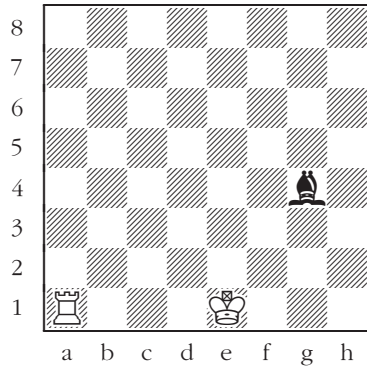
Castling

The rules for castling

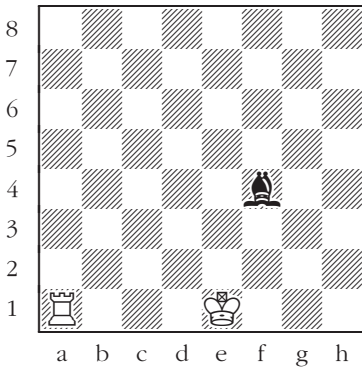
White to move: Is castling allowed here?



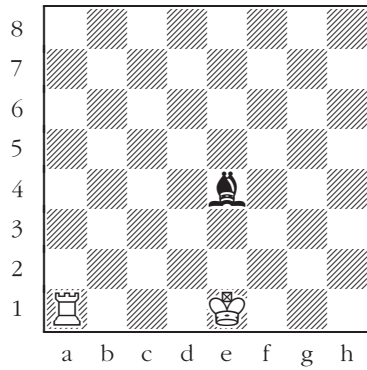
601



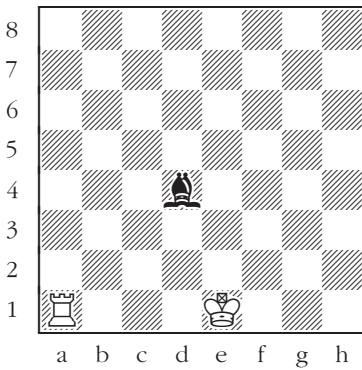
602



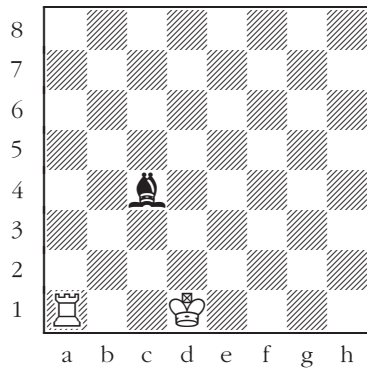
603



604



605

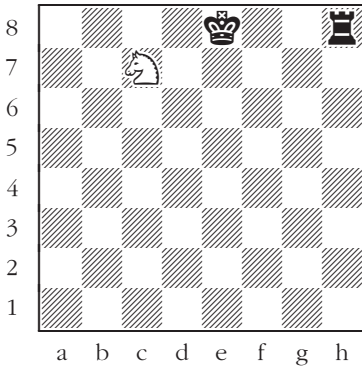


606

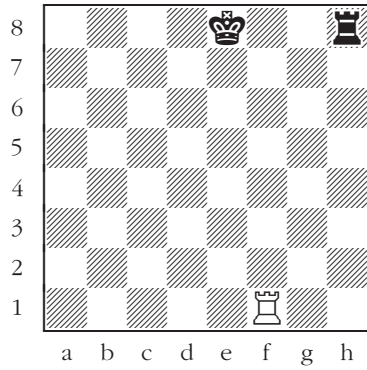
Castling

The rules for castling

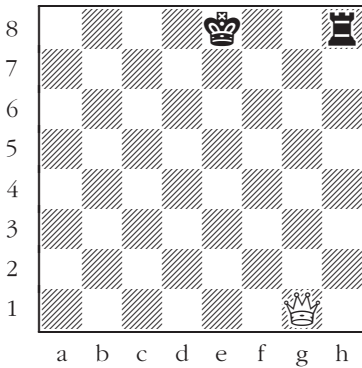
Black to move: Is castling allowed here?



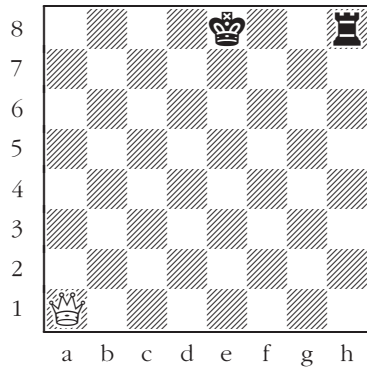
607



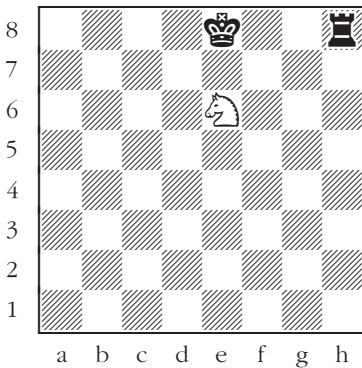
608



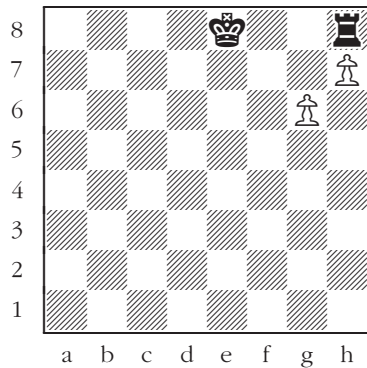
609



610



611

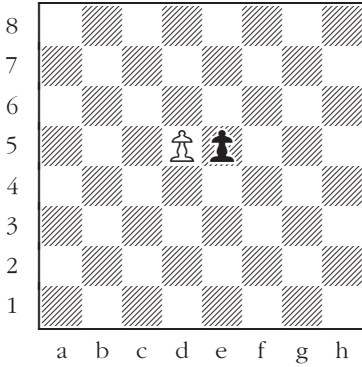


612

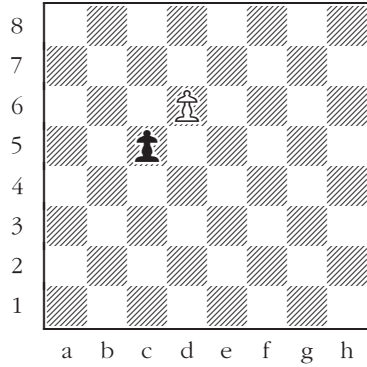
Capturing *en passant*

Captures

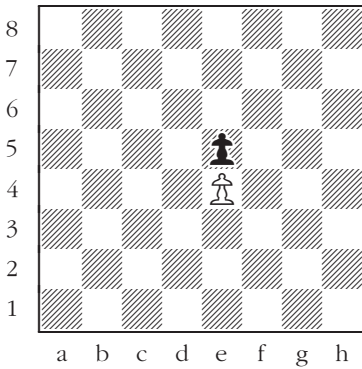
White to move: Black has just moved a pawn forward two squares.
Can it be taken *en passant*?



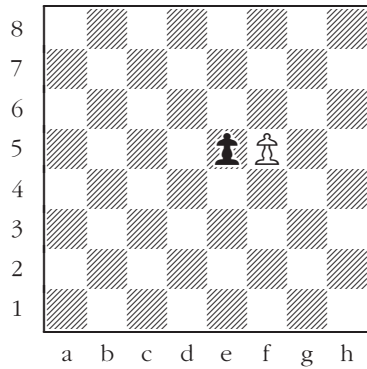
613



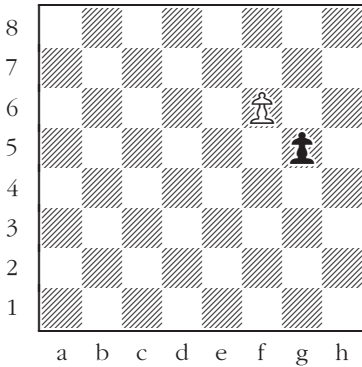
614



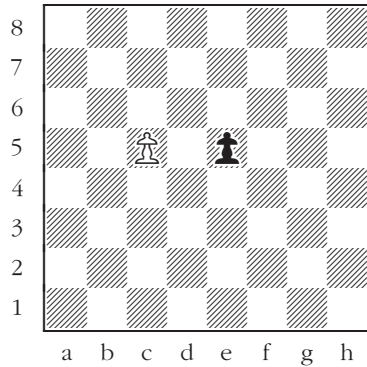
615



616



617

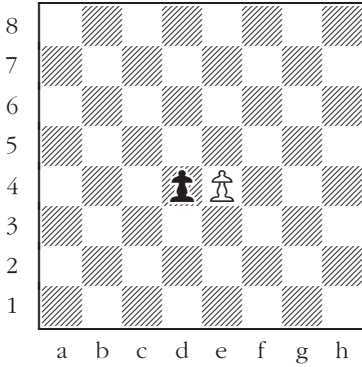


618

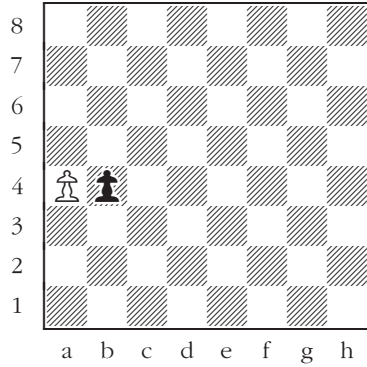
Capturing *en passant*

Captures

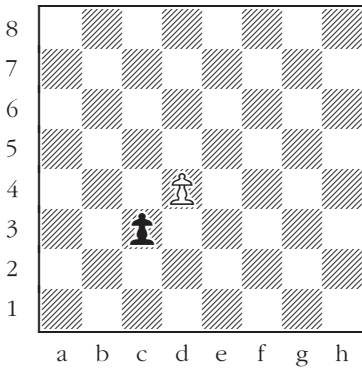
Black to move: White has just moved a pawn forward two squares.
Can it be taken *en passant*?



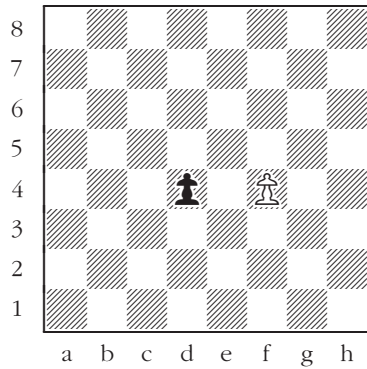
619



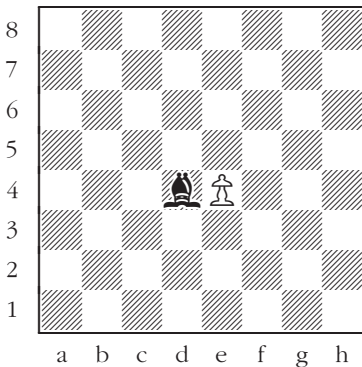
620



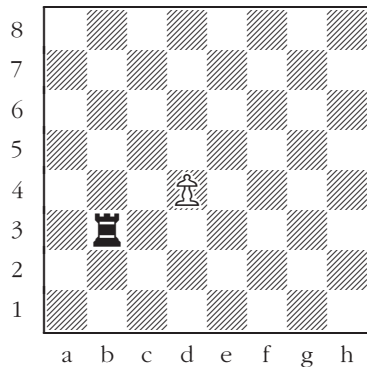
621



622



623



624

Solutions

1. Yes.
2. Yes.
3. Yes.
4. No.
5. No.
6. No.
7. 1... ♖xe1.
8. 1... ♖xg8.
9. 1... ♖xd3.
10. 1... ♖xa7.
11. 1... ♖xa7.
12. 1... ♖xa5.
13. Yes, it's good.
14. No (Black takes the white rook in reply).
15. No.
16. No.
17. No.
18. No.
19. 1... ♖xc8.
20. 1... ♖xh7.
21. 1... ♖xh8.
22. 1... ♖xc4.
23. 1... ♖xa8.
24. 1... ♖xh1.
25. Yes.
26. Yes.
27. No.
28. No.
29. Yes.
30. Yes.
31. 1... ♗xc3.
32. 1... ♗xh1
33. 1... ♗xe1
34. 1... ♗xd6
35. 1... ♗xe5
36. 1... ♗xb2
37. ♗d4.
38. ♗b3.
39. ♗a1.
40. ♗a4.
41. ♘e1.
42. ♘h2.
43. 1. ♖d4, 1. ♖e5.
44. 1. ♖c7, 1. ♖e3.
45. 1. ♖b8, 1. ♖e3.
46. 1. ♖b7, 1. ♖f5.
47. 1. ♖a2, 1. ♖h3.
48. 1. ♖a8, 1. ♖h1.
49. 1... ♗b7.
50. 1... ♗f4.
51. 1... ♗e6.
52. 1... ♗e4.
53. 1... ♗f4.
54. 1... ♗b7.
55. 1. ♖e5.
56. 1. ♖h2.
57. 1. ♖e8.
58. 1. ♖d5.
59. 1. ♖a2.
60. 1. ♖c2.
61. 1... ♗e5.
62. 1... ♗d2.
63. 1... ♗c6.
64. 1... ♗c5.
65. 1... ♗c4.
66. 1... ♗d5.
67. 1. ♖a8.
68. 1. ♖h8.
69. 1. ♖a8.
70. 1. ♖h7.
71. 1. ♖a4.
72. 1. ♖f1.
73. 1... ♗g7.
74. 1... ♗e4.
75. 1... ♗d8.
76. 1... ♗f7.
77. 1... ♗f1.
78. 1... ♗a7.
79. 1. ♖xh1.
80. 1. ♗xd3.
81. 1. ♖xh1.
82. 1. ♗xh2.
83. 1. ♖xd8.
84. 1. ♖xh4.
85. 1. ♖a8 (now one of the black pieces is forced to make a move, leaving the other piece under attack; for example: 1... ♖h4 2. ♖xg8).
86. 1. ♖e6.
87. 1. ♖aa5 (but not 1. ♖f2 because of 1... ♗g4 or 1... ♗g6).
88. 1. ♖h2.
89. 1. ♖ae2.
90. 1. ♖b5.
91. 1... ♖a8, and then, for example: 2. ♖a5 ♗b7.
92. 1... ♗g7.
93. 1... ♗b7.
94. 1... ♖g7.
95. 1... ♗b8 (an attack in reply).
96. 1... ♖e3 2. ♗xd2 ♖d3 (winning back the piece).
97. 1. ♖b1.
98. 1. ♖h4.
99. 1. ♖c8.
100. 1. ♖e2.
101. 1. ♗d5.
102. 1. ♖d4.
103. 1... ♗g2.
104. 1... ♗a7.
105. 1... ♗f5.
106. 1... ♗e3.
107. 1... ♖f1.
108. 1... ♗b2.
109. 1. ♖xa3 (but not 1. ♖xc5 ♗xc5 2. ♖xa7 ♗xa7).
110. 1. ♖xc5.
111. 1. ♖xa5.
112. 1. ♖xg8.
113. 1. ♖xa8.
114. 1. ♖h2 ♖xh2 2. ♗xf3.
115. Yes.
116. Yes.
117. Yes.
118. No.
119. No.
120. No.
121. 1... ♜f1.
122. 1... ♜a7.
123. 1... ♜c7.
124. 1... ♜f5.
125. 1... ♜f8.
126. 1... ♜c3.
127. 1. ♜b8, 1. ♜c1, 1. ♜c2.
128. 1. ♜a4, 1. ♜b4, 1. ♜h3.
129. 1. ♜c7, 1. ♜h1, 1. ♜h6.
130. 1. ♜b3, 1. ♜d7, 1. ♜h7.
131. 1. ♜e3, 1. ♜f7, 1. ♜f8.
132. 1. ♜b8, 1. ♜f8, 1. ♜g4.
133. 1. ♜f6.
134. 1. ♜h3.
135. 1. ♜c2.
136. 1. ♜b3.
137. 1. ♜g1.
138. 1. ♜b8.
139. 1... ♜b1.
140. 1... ♜f3.
141. 1... ♜e5.
142. 1... ♜e2.
143. 1... ♜c3.
144. 1... ♜d1.

145. 1. ♔d4.
146. 1. ♖a8.
147. 1. ♖e1.
148. 1. ♖g1.
149. 1. ♖b4.
150. 1. ♖a2.
151. 1...♗xh7.
152. 1...♗xh8.
153. 1...♗xh4.
154. 1...♗xe5.
155. 1...♗xb4.
156. 1...♗xd3.
157. 1. ♗h1 (and Black loses a piece because of the pin).
158. 1. ♗c8.
159. 1. ♔f3.
160. 1. ♔b2.
161. 1. ♗g5.
162. 1. ♗h5.
163. 1...♗b2.
164. 1...♗g2.
165. 1...♔h2.
166. 1...♖d3.
167. 1...♗c3.
168. 1...♖f1.
169. 1. ♗b1.
170. 1. ♔g2.
171. 1. ♔e7.
172. 1. ♗d5.
173. 1. ♖c2.
174. 1. ♖b3.
175. No.
176. No.
177. No.
178. Yes.
179. Yes.
180. Yes.
181. 1...♗xd3.
182. 1...♗xc4.
183. 1...♗g3.
184. 1...♗xf7.
185. 1...♗xc3.
186. 1...♗xf4.
187. 1...♗g6.
188. 1...♗c7.
189. 1...♗a6.
190. 1...♗f6.
191. 1...♗g5.
192. 1...♗c6.
193. Yes.
194. Yes.
195. Yes.
196. No.
197. No.
198. No.
199. 1...♗d4.
200. 1...♗e4.
201. 1...♗e5.
202. 1...♗xd4.
203. 1...♗c5.
204. 1...♗e4.
205. 1. ♖b7.
206. 1. ♖f6.
207. 1. ♖d6.
208. 1. ♖e6.
209. 1. ♖d5.
210. 1. ♖e5.
211. 1. ♔h5.
212. 1. ♔d8.
213. 1. ♔b5.
214. 1. ♔g5.
215. 1. ♔d6.
216. 1. ♔e5.
217. 1...♗d1.
218. 1...♗g2.
219. 1...♗d3.
220. 1...♗d4.
221. 1...♗f3.
222. 1...♗c4.
223. 1. ♗c7.
224. 1. ♗f6.
225. 1. ♗d6.
226. 1. ♗e7.
227. 1. ♗f5.
228. 1. ♗c4.
229. 1...♗f2.
230. 1...♗c5.
231. 1...♗c2.
232. 1...♗f3.
233. 1...♗e6.
234. 1...♗f5.
235. 1. ♗xc2.
236. 1. ♗xe2.
237. 1. ♗xb2.
238. 1. ♗xf5.
239. 1. ♗xd2.
240. 1. ♗xd2.
241. 1...♖e8.
242. 1...♗a6.
243. 1...♔d5.
244. 1...♖g8.
245. 1...♔f1.
246. 1...♗h8.
247. 1. ♖c8.
248. 1. ♖a8.
249. 1. ♗f7.
250. 1. ♖e8.
251. 1. ♔d4.
252. 1. ♗e1.
253. 1...♔b7.
254. 1...♗e6.
255. 1...♖b8.
256. 1...♖h3.
257. 1...♗f2.
258. 1...♗xf5.
259. No.
260. No.
261. No.
262. No.
263. Yes.
264. Yes.
265. 1...h3.
266. 1...dxc4.
267. 1...g3.
268. 1...h6.
269. 1...d3.
270. 1...g4.
271. 1. cxb4.
272. 1. exf5.
273. 1. dxc5.
274. 1. exd5.
275. 1. cxd5.
276. 1. dxc5.
277. No.
278. No.
279. Yes.
280. Yes.
281. Yes.
282. Yes.
283. 1. bxa6.
284. 1. fxg6.
285. 1. exf4.
286. 1. dxc5.
287. 1. exd5.
288. 1. gxh4.
289. 1...a5.
290. 1...f5.
291. 1...e5.
292. 1...c5.
293. 1...c5.
294. 1...c5.
295. 1. e4.
296. 1. d4.
297. 1. e4.
298. 1. exd4.
299. 1. e5.
300. 1. a5.
301. 1...a1♗, 1...a1♖.
302. 1...e1♗, 1...e1♔.
303. 1...f1♗, 1...f1♖.
304. 1...f1♗, 1...f1♔.
305. 1...h1♗.
306. 1...d1♗.
307. 1...c3 2. dxc3 e3, and the black pawn queens first.
308. 1...c3 2. dxc3 dxe3.
309. 1...g4 2. hxg4 h3.
310. 1...b3 2. cxb3 d3.

311. 1...b3 2. axb3 axb3. 351. 1...e4. 391. 1...e2. 433. 1. ♖xa5.
312. 1...f3 2. exf3 (2. gxf3 e3 3. fxe3 g3) 2...g3 3. fxg3 e3. 352. 1...♗g3. 392. 1...c3. 434. 1. ♖xe3.
313. 1. b5. 353. 1...♞e8. 393. 1...e3. 435. 1. ♖xd3.
314. 1. g5 fxg5 2. f6. 354. 1...♗e3. 394. 1...a3. 436. 1. ♖xe4.
315. 1. c6 dxc6 3. dxe6. 355. 1. ♞a3. 395. 1...h3. 437. 1. ♖xd3.
316. 1. e5 dxe5 2. d6 exd6 3. f6. 356. 1. ♞f8. 396. 1...d3. 438. 1. ♖xf4.
317. 1. b6 cxb6 2. d6. 357. 1. ♗g7. 397. 1. ♖b2. 439. 1. ♖d3.
318. 1. d5 cxd5 2. b5. 358. 1. ♗c7. 398. 1. ♖d1. 440. 1. c4.
319. 1. a4. 359. 1. ♗f2. 399. 1. ♖h3. 441. 1. ♗c2.
320. 1. e3. 360. 1. ♗c3. 400. 1. ♖e3. 442. 1. ♗f3.
321. 1. h3. 361. 1. ♞xh2. 401. 1. ♖c5. 443. 1. ♗g3.
322. 1. c4. 362. 1. ♞d3. 402. 1. ♖a8. 444. 1. ♗c4.
323. 1. f3. 363. 1. ♞d4. 403. 1...♖g8. 445. 1...♖f3.
324. 1. c4. 364. 1. ♞d1. 404. 1...♖e8. 446. 1...♗d6.
325. 1...e5. 365. 1. ♞e1. 405. 1...♖d6. 447. 1...♗f6.
326. 1...g6. 366. 1. ♞c8. 406. 1...♖b6. 448. 1...♗h6.
327. 1...b5. 367. 1...a2. 407. 1...♖f8. 449. 1...♗d5.
328. 1...e4. 368. 1...c2. 408. 1...♖c2 2. a7 ♖c6. 450. 1...d5.
329. 1...e5. 369. 1...e2 2. ♞a1 d3. 409. 1. ♖b1. 451. 1. ♖f1.
330. 1...c5. 370. 1...e2 2. ♞xd2 e1♖. 410. 1. ♖h2. 452. 1. ♖e1.
331. 1. cxd7. 371. 1...d2 2. ♞d6 e3. 411. 1. ♖a2, 1. ♖b1. 453. 1. ♖a2.
332. 1. gxf7. 372. 1...f4 2. ♞d1 e2. 412. 1. ♖a1, 1. ♖c1. 454. 1. ♖g3.
333. 1. dxc6. 373. 1. ♗g3. 413. 1. ♖a3, 1. ♖a5. 455. 1. ♖a6 c5 2. ♖b5.
334. 1. exd5. 374. 1. ♗f3. 414. 1. ♖c1, 1. ♖e1. 456. 1. ♖h6 e5 2. ♖g5 (or 2. ♖h5).
335. 1. cxd4. 375. 1. ♗c1 e2 2. ♗d2. 415. 1...♖d4. 457. 1. ♖b1.
336. 1. gxf6. 376. 1. ♗h1 f2 2. ♗g2. 416. 1...♖d4. 458. 1. ♖g1.
337. 1...g5. 377. 1. ♗f6 (1...f5 was threatened). 417. 1...♖e5. 459. 1. g4.
338. 1...e5. 378. 1. ♗c8 h2 2. ♗b7. 418. 1...♖d7. 460. 1. ♖g7.
339. 1...d5. 379. 1...e2. 419. 1...♖d5. 461. 1. a4.
340. 1...f6. 380. 1...f2. 420. 1...♖e3. 462. 1. e4.
341. 1...e5. 381. 1...h3. 421. 1. ♖g2. 463. 1...♖g7.
342. 1...a3. 382. 1...d3 2. ♗b4 a2. 422. 1. ♖d4. 464. 1...g3.
343. 1. ♞h2. 383. 1...g3 2. ♗e6 g2. 423. 1. ♖g7. 465. 1...g6.
344. 1. ♖g1. 384. 1...f3. 424. 1. ♖b6. 466. 1...g5.
345. 1. ♗f3. 385. 1. ♗e2. 425. 1. ♖d7. 467. 1...♖c7.
346. 1. ♗d5. 386. 1. ♗e2. 426. 1. ♖e4. 468. 1...g6 2. ♗g8 ♖e6.
347. 1. ♗e3. 387. 1. ♗xa2. 427. 1...♖xf3. 469. 1. ♖b1.
348. 1. ♖a2. 388. 1. ♗g5. 428. 1...♖xd4. 470. 1. g5.
349. 1...♗b7. 389. 1. ♗h3. 429. 1...♖xc3. 471. 1. ♖f7.
350. 1...♗f7. 390. 1. ♗h3 (but not 1. ♗xg2 h3). 430. 1...♖xe4. 472. 1. b3.
431. 1...♖xf5. 432. 1...♖xc5. 473. 1. f3.

474. 1. e4.
475. 1...♖b2.
476. 1...♗f6.
477. 1...c6.
478. 1...♗e7.
479. 1...b5.
480. 1...g5.
481. 1. a7.
482. 1. f7.
483. 1. exf7.
484. 1. d7.
485. 1. b7.
486. 1. cxb7.
487. No.
488. No.
489. No.
490. No.
491. Yes.
492. Yes.
493. 1. ♖d4+.
494. 1. ♖c3+.
495. 1. ♖g2+.
496. 1. ♖c6+.
497. 1. ♖b1+.
498. 1. ♖a2+.
499. 1...♗d5+.
500. 1...♗b3+.
501. 1...♗d6+.
502. 1...♗b6+.
503. 1...♗a6+.
504. 1...♗h7+.
505. 1. ♗c7+.
506. 1. ♗f6+.
507. 1. ♗c4+.
508. 1. ♗c6+.
509. 1. ♗d6+.
510. 1. ♗g5+.
511. 1...c1♗+, 1...c1♖+.
512. 1...e1♗+, 1...e1♗+.
513. 1...d1♗+.
514. 1...d2+.
515. 1...d5+.
516. 1...c6+.
517. 1. ♗f4+.
518. 1. ♗h2+.
519. 1. ♗h8+.
520. 1. ♗g5+.
521. 1. ♗e7+.
522. 1. ♗h8+.
523. 1...♗h7.
524. 1...♗xe7.
525. 1...♗a7.
526. 1...♗xc8.
527. 1...♗h7.
528. 1...♗b7.
529. 1. e5+.
530. 1. e6+.
531. 1. fxe6+.
532. 1. ♗h2+.
533. 1. ♗f1+.
534. 1. ♗d3+.
535. 1...axb5+.
536. 1...e5+.
537. 1...♗d5+.
538. 1...♗d3+.
539. 1...♗e6+.
540. 1...♖e7+.
541. 1. ♗e5++.
542. 1. ♗c6++.
543. 1. ♖h3++.
544. 1. ♗c3++.
545. 1. ♖d6++.
546. 1. ♗c6++.
547. 1...♗c2++.
548. 1...♗e4++.
549. 1...♖f3++.
550. 1...♗e5++.
551. 1...♗g4++.
552. 1...exd4++.
553. No.
554. No.
555. No.
556. No.
557. Yes.
558. Yes.
559. No.
560. No.
561. No.
562. No.
563. Yes.
564. Yes.
565. Stalemate.
566. Stalemate.
567. Not stalemate.
568. Stalemate.
569. Not stalemate.
570. Not stalemate.
571. Not stalemate.
572. Not stalemate.
573. Not stalemate.
574. Stalemate.
575. Stalemate.
576. Stalemate.
577. Stalemate.
578. Stalemate.
579. Stalemate.
580. Stalemate.
581. Checkmate.
582. Stalemate.
583. Stalemate.
584. Checkmate.
585. Checkmate.
586. Stalemate.
587. Stalemate.
588. Stalemate.
589. 1. ♖b7+ ♗a8 2. ♖b8+ ♗a7.
590. 1. ♗f7+ ♗h7 2. ♗g6+ ♗g8.
591. 1. ♗b6+ ♗a7 2. ♗c8+ ♗a8.
592. 1. ♖f7+ ♗g8 (or 1...♗h8) 2. ♖f8+ ♗g7 (or 1...♗h7).
593. 1. ♗b3+ ♗b1 2. ♗d2+ ♗a1 (or 2...♗c1) 3. ♗b3+.
594. 1. ♗xh6+ ♗g8 2. ♗g6+ ♗h8.
595. 1...♖e2+ 2. ♗d1 ♖d2+.
596. 1...♖xg3+ 2. ♗h2 ♖g2+.
597. 1...♗d1+ 2. ♗b5 ♗e2+.
598. 1...♗d4+ 2. ♗e1 ♗c3+.
599. 1...♗g4+ 2. ♗h5 ♗f6+.
600. 1...♗c5+ 2. ♗a5 ♗b3+.
601. No.
602. No.
603. No.
604. Yes.
605. Yes.
606. No.
607. No.
608. No.
609. No.
610. Yes.
611. No.
612. No.
613. Yes.
614. No.
615. No.
616. Yes.
617. No.
618. No.
619. Yes.
620. Yes.
621. No.
622. No.
623. No.
624. No.