

The official beginner's puzzle book series of the USCF  USCF

Chess CAMP

Opening Tactics

Volume
7

Igor SUKHIN



Igor Sukhin

Chess Camp

Volume 7: Opening Tactics



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Note for Coaches, Parents, Teachers, and Trainers

By this point in the *Chess Camp* series, the student has acquired experience in solving problems to master both typical tactical techniques for gaining a material advantage (the double attack, discovered check, and so on) and defensive methods (escaping from attack, counterattacking, etc.). In previous volumes, the material was grouped by theme.

Now the student must use his or her acquired skills in conditions where the theme of the attacking or defensive maneuver is unknown. This corresponds more closely to the reality of a chess game, in which you don't immediately know which specific aspect of the position will be the defining one (a pin; the poor position of a piece; something else). Students themselves must carefully analyze the positions that have been created, get a feel for their peculiarities, and work out which specific method of play needs to be used to win material or defend the position.

The contents of this book are classified by opening type. This will help the beginning player to familiarize himself with the fundamental tactical ideas that are characteristic of a particular opening, as well as with some patterns to be found in the treasure trove of the chess arts. The tactical blows most commonly encountered in the games of beginners are presented with a greater number of examples (in different openings) than are other, rarely encountered tactical ideas.

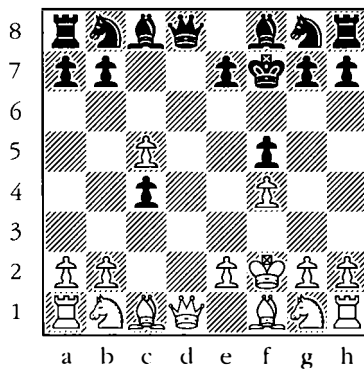
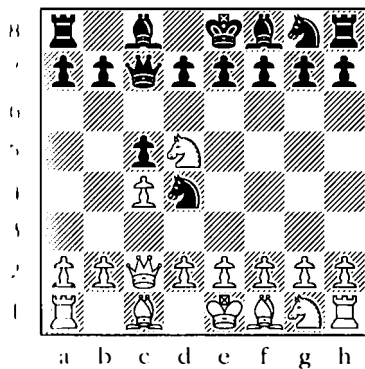
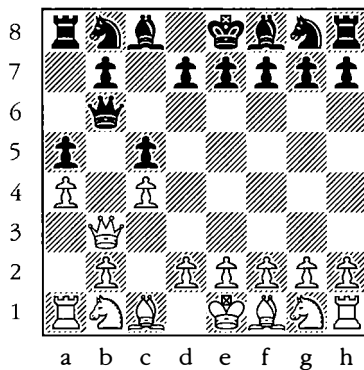
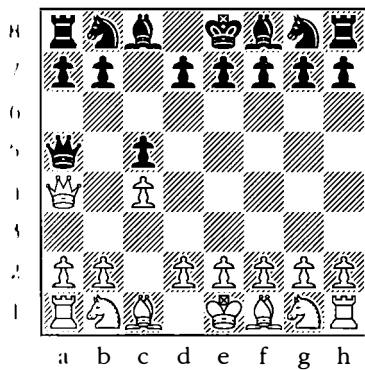
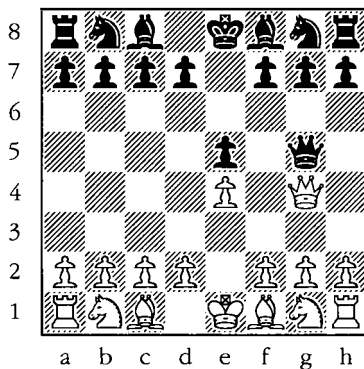
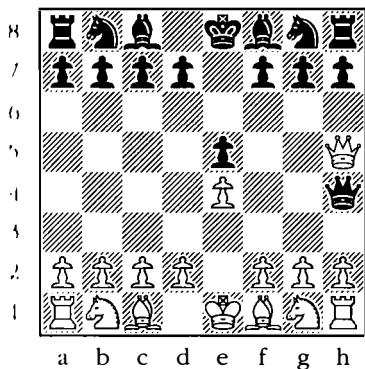
The examples include both very simple, one-move problems and positions in which a beautiful maneuver will not be found right away. Some attention has been given to rare opening systems, such as openings where the queen comes into the game early. These kinds of positions occur frequently in the games of inexperienced players, but they are not always given the amount of attention they deserve in the vast chess literature.

When solving the problems in which a defensive maneuver needs to be found, above all the student must see the threat itself (check, double attack, etc.), and — based on that — start to look for the best defensive move (or maneuver). This defensive idea may be: 1) a counterattack in which you manage to defend and to acquire a material advantage; 2) a defense that preserves material equality; 3) a defense in a difficult position, when even after the defensive maneuver your opponent's position remains preferable (but a quick loss is likely if you fail to find the best move).

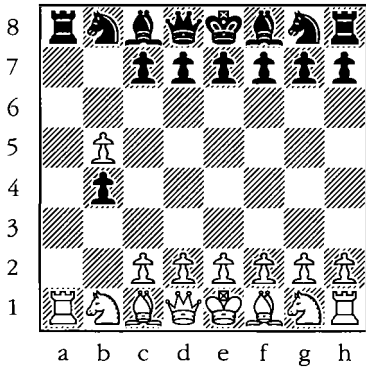
Silly Games

Copycat (mirror-image) games

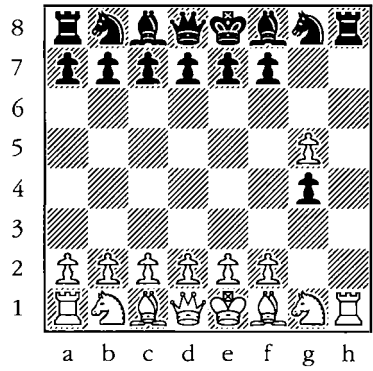
Wanting to take the game to a draw, Black is copying White's moves. Punish him!
White to move. Win the queen.



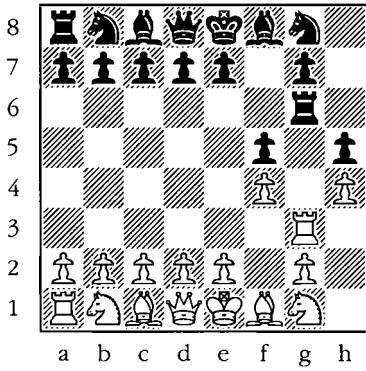
White to move. Win a rook.



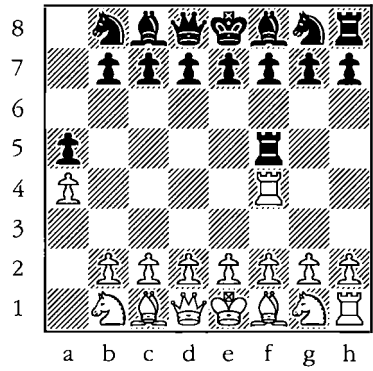
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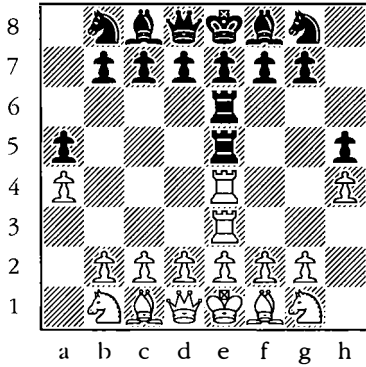
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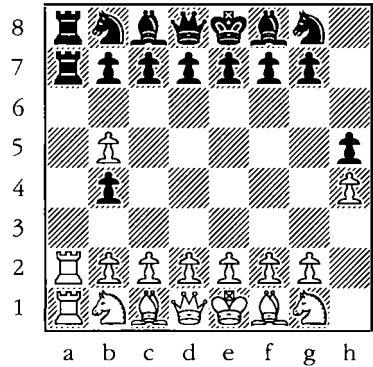
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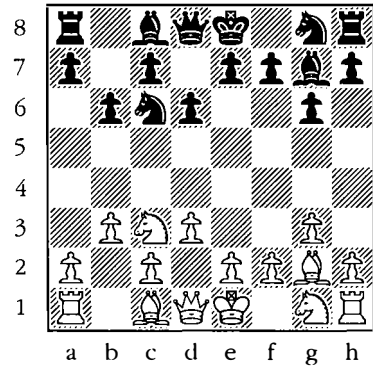
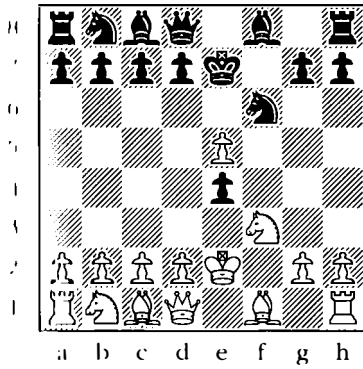
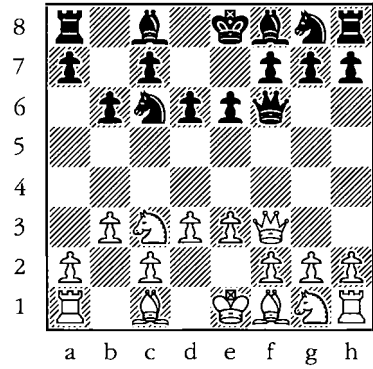
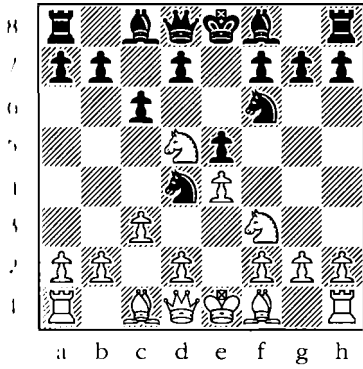
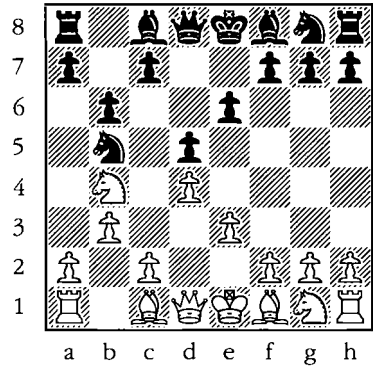
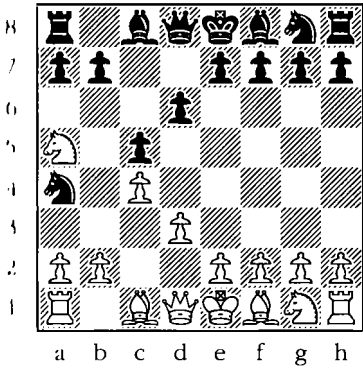


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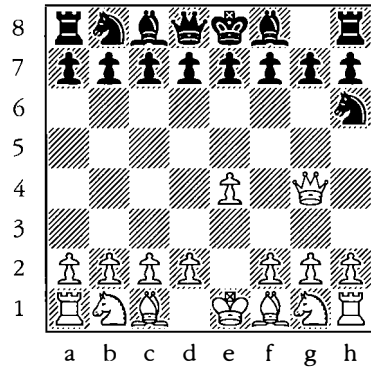
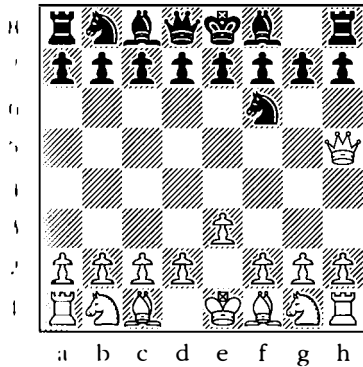
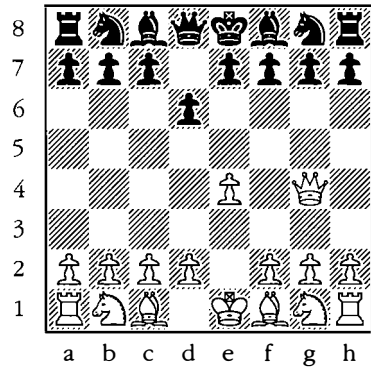
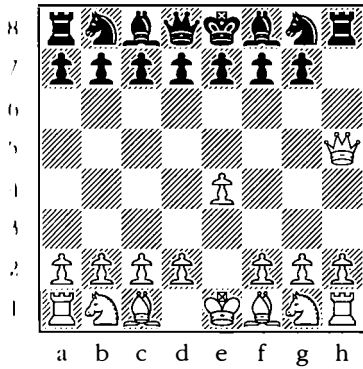
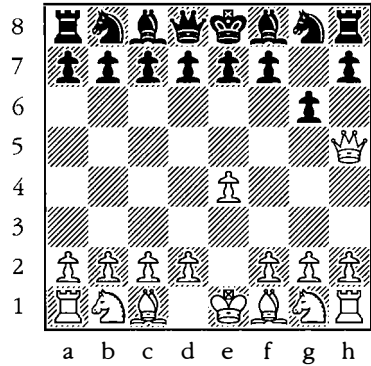
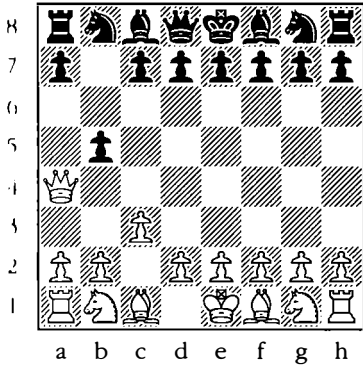
White to move. Win a knight.



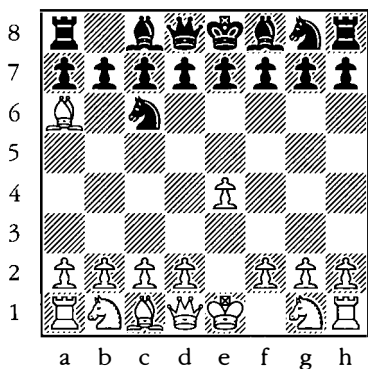
Silly Games

Winning a piece on moves 2-4 of the game

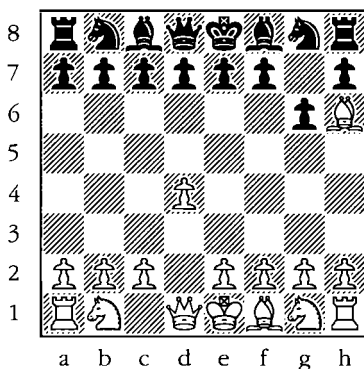
Black to move. Win the queen on the second move of the game.



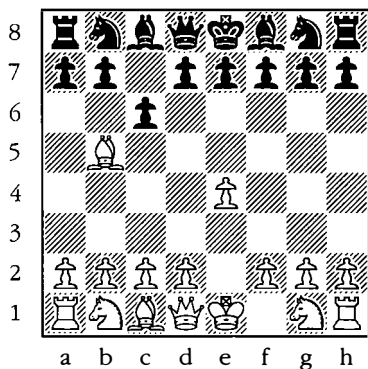
Black to move. Win a bishop on the second move of the game.



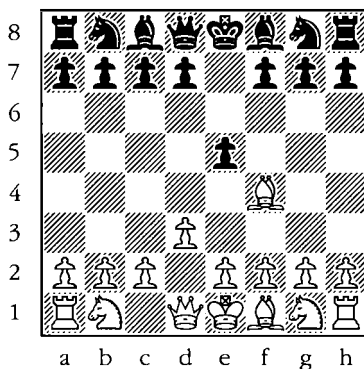
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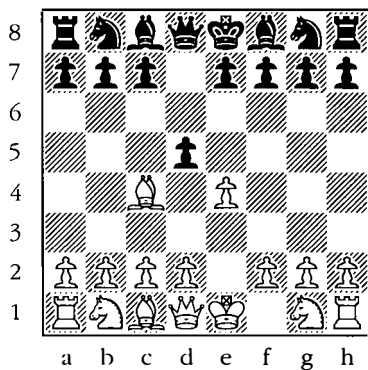
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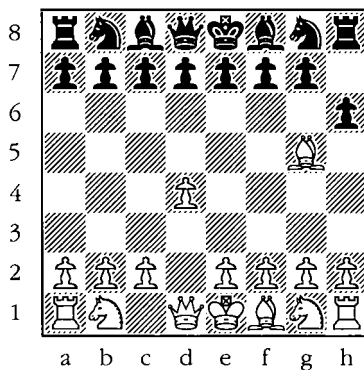
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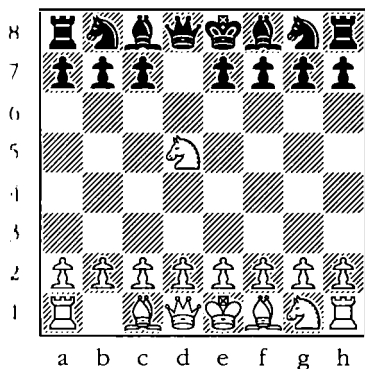


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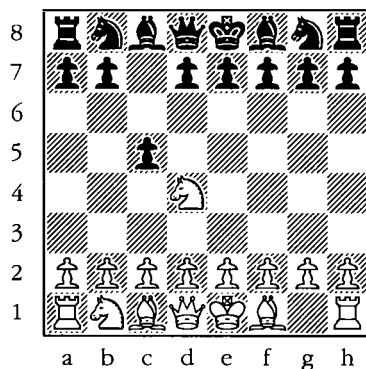


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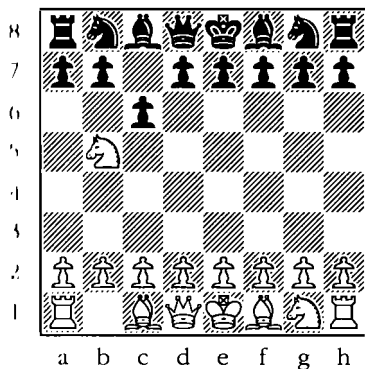
Black to move. Win a knight on the second move of the game.



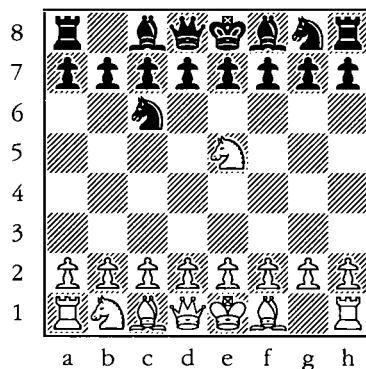
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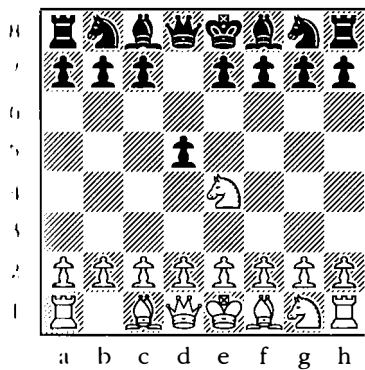
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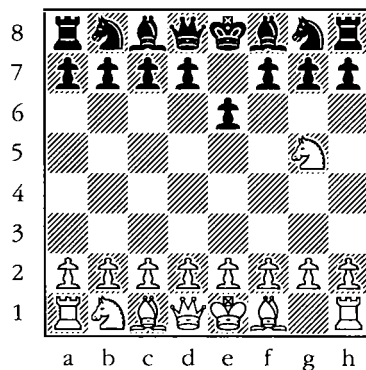
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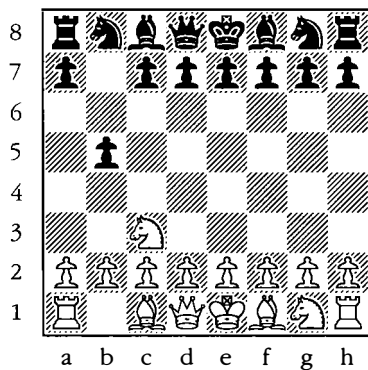
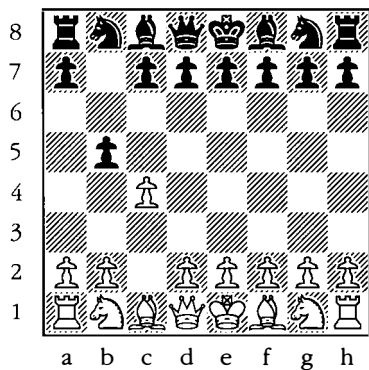
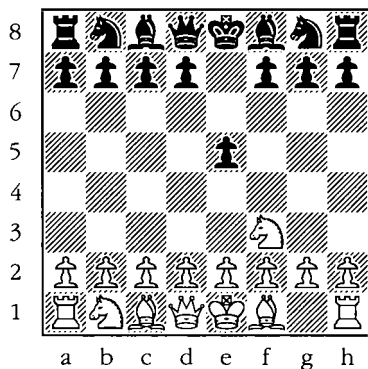
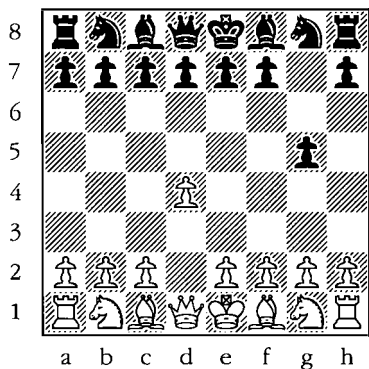
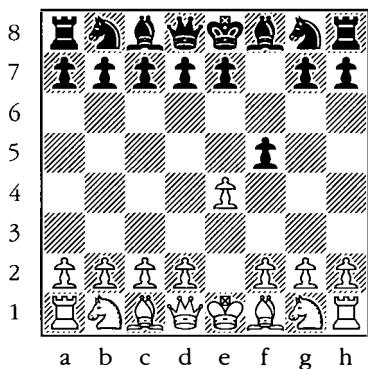
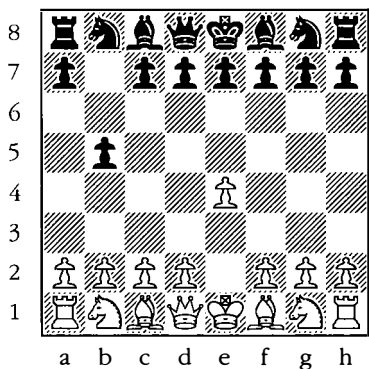


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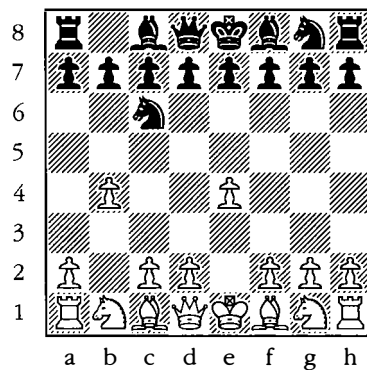
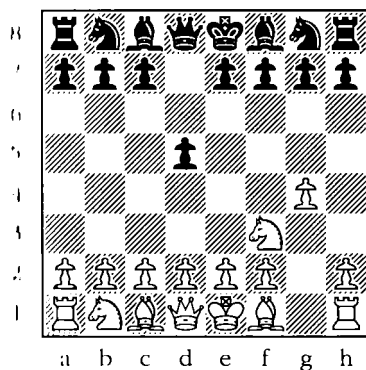
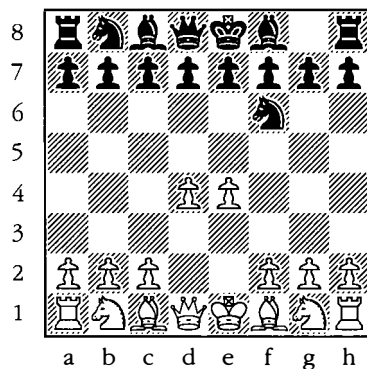
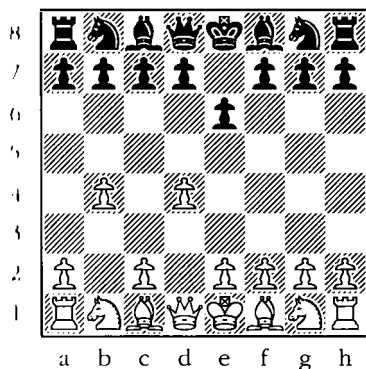
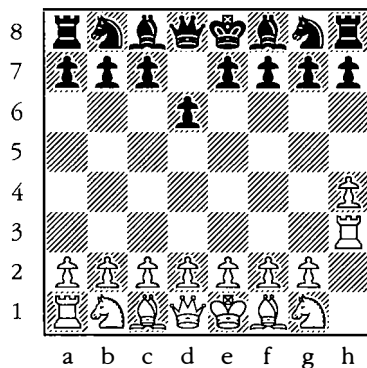
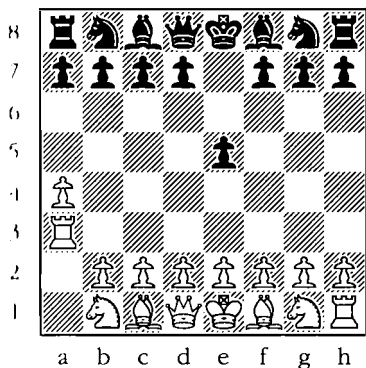


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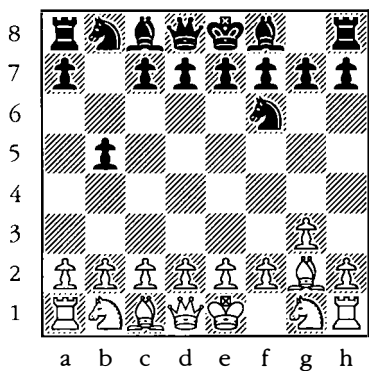
White to move. Win a pawn on the second move of the game.



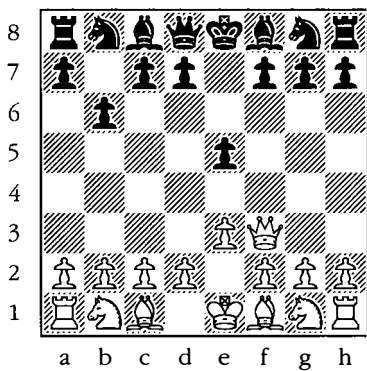
Black to move. Win the exchange or a pawn on the second move of the game.



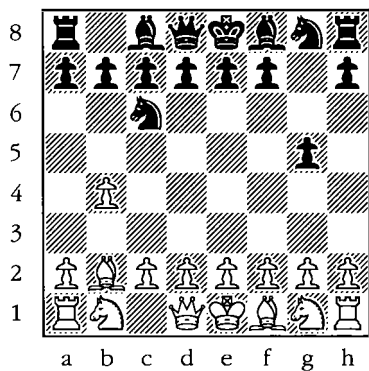
White to move. Win a rook on the third move of the game.



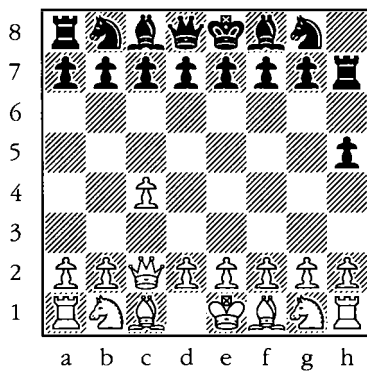
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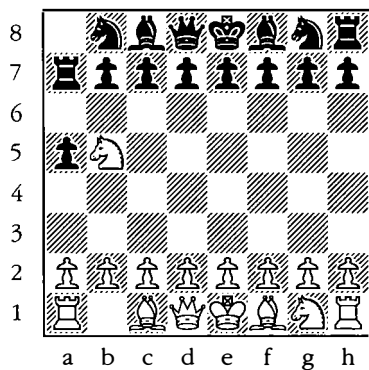
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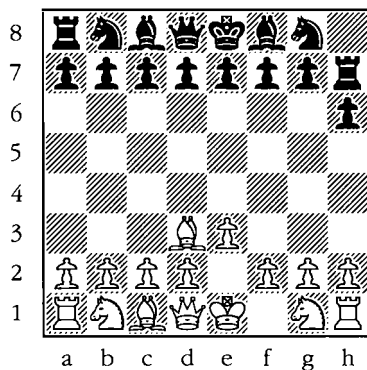
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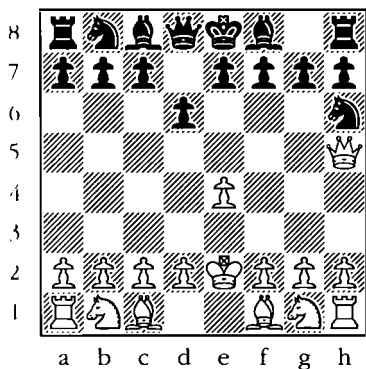


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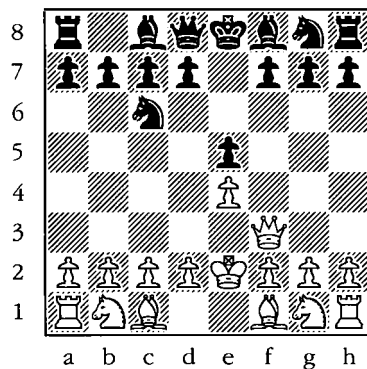


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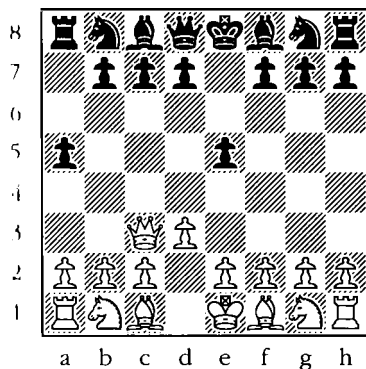
Black to move. Win the queen on the third move of the game.



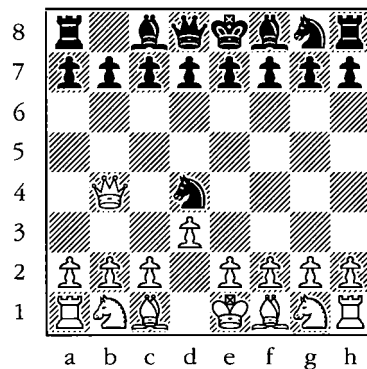
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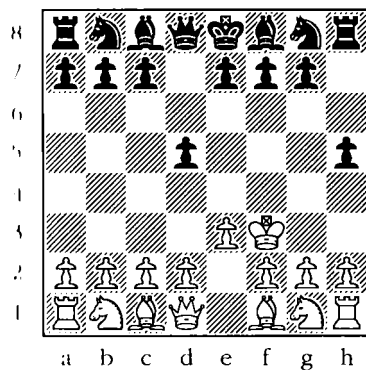
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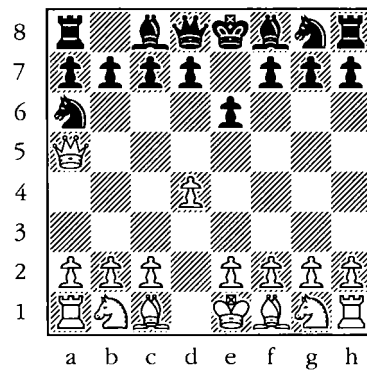
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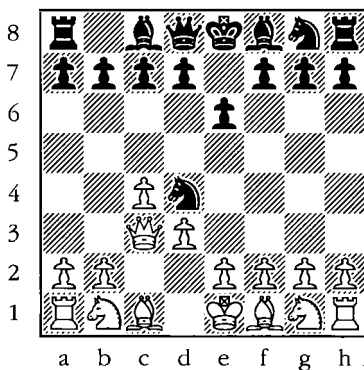
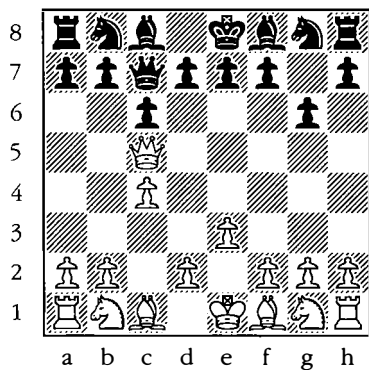
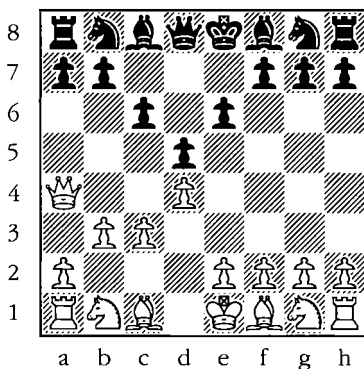
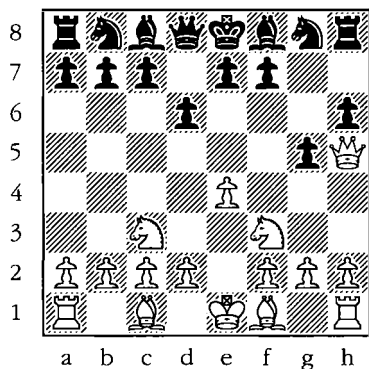
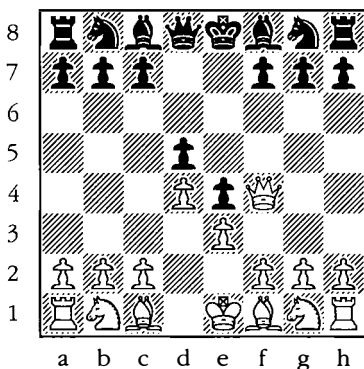
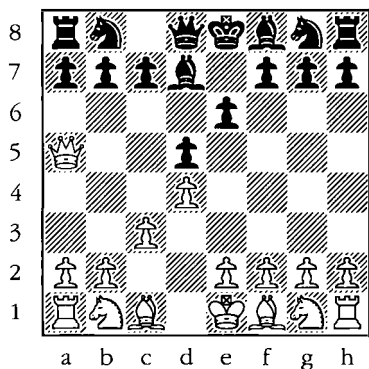


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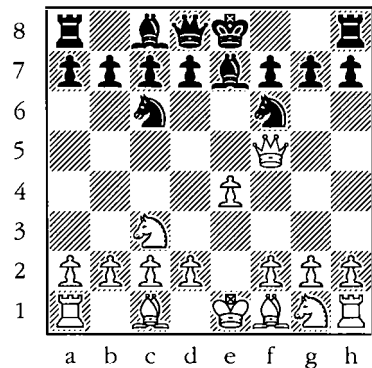
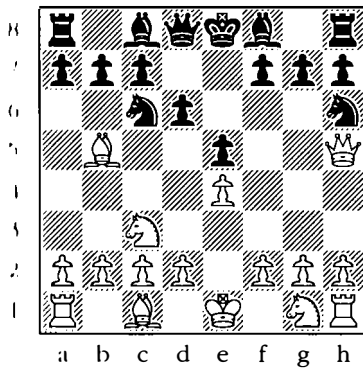
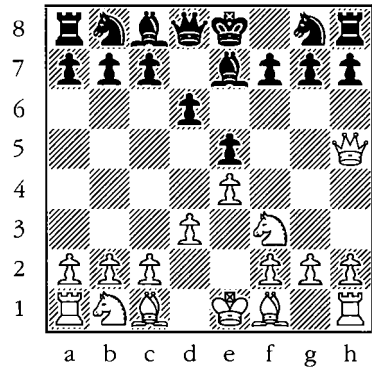
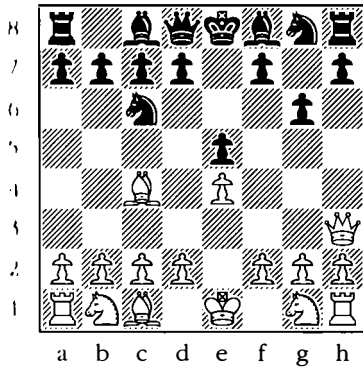
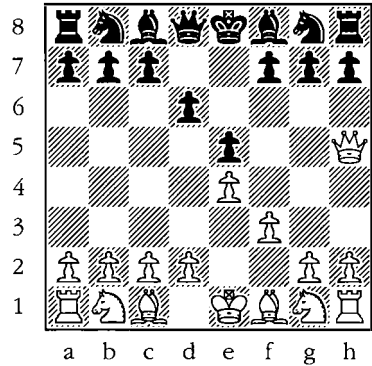
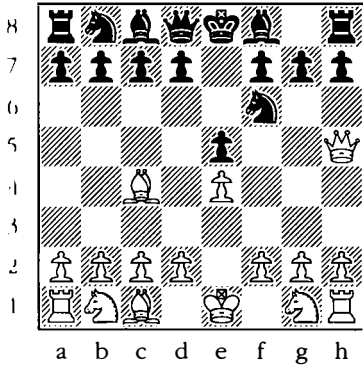
Black to move. Win the queen on the fourth move of the game.



Winning Material in the Open Games

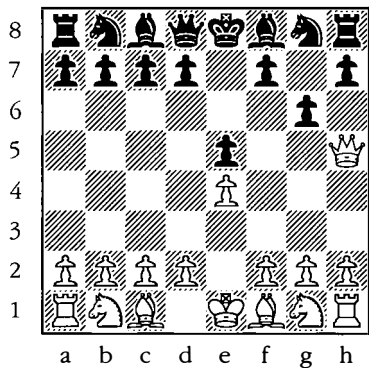
The opening variation 1. e4 e5 2. ♔h5

Black to move. Find the best continuation.

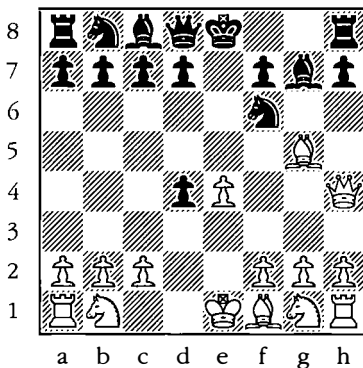


The opening variation 1. e4 e5 2. ♔h5

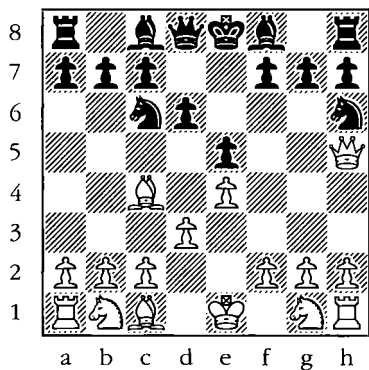
White to move. Find the best continuation.



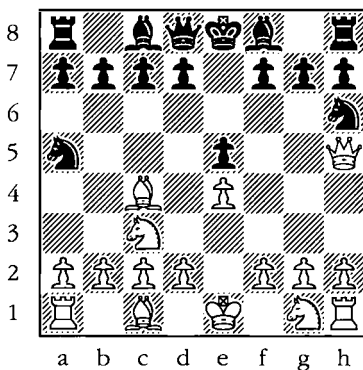
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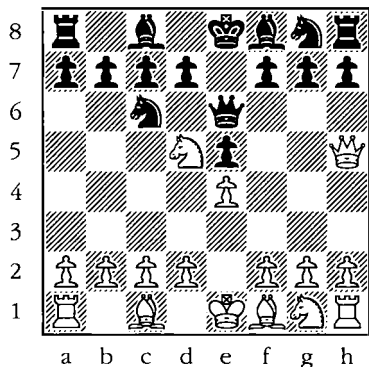
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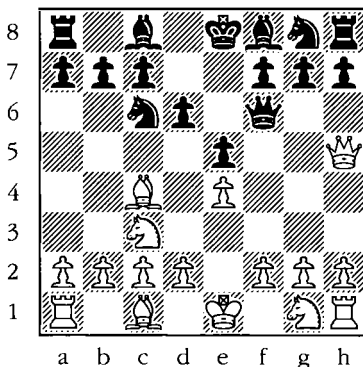
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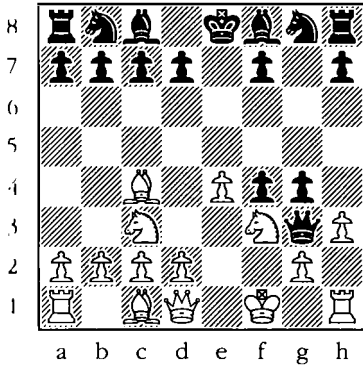


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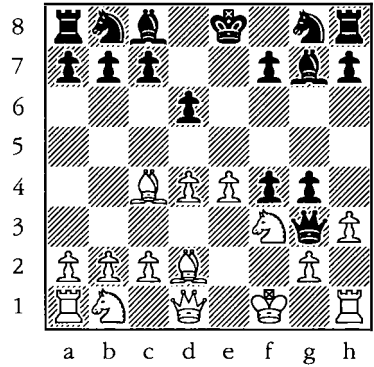
King's Gambit

1. e4 e5 2. f4

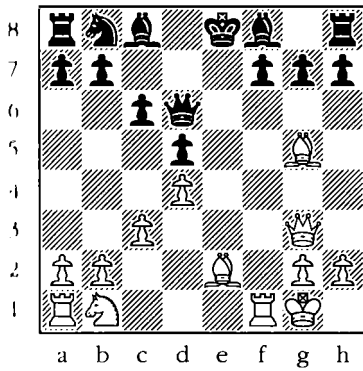
White to move. Find the best continuation.



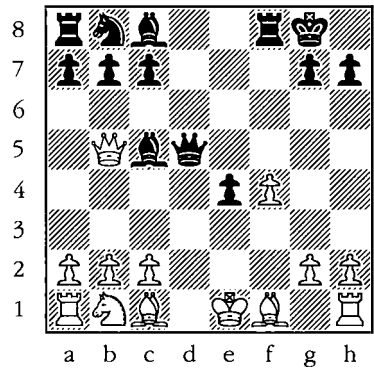
85



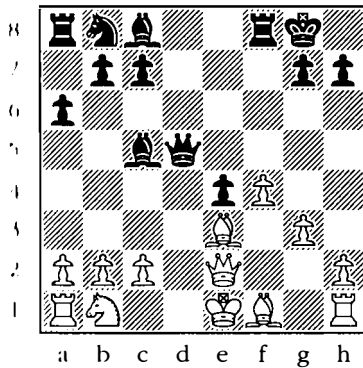
86



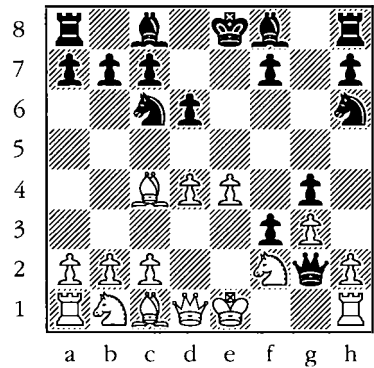
87



88



89

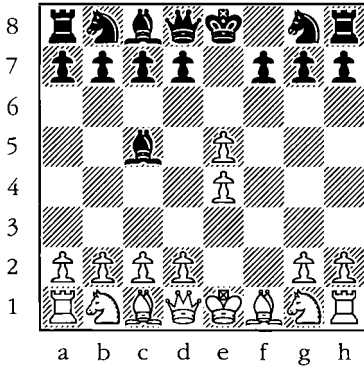


90

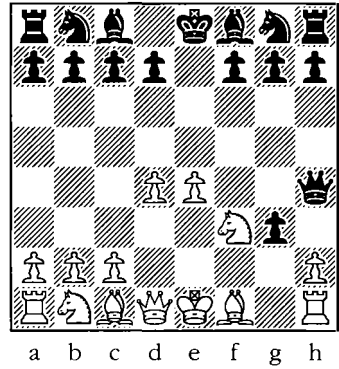
King's Gambit

1. e4 e5 2. f4

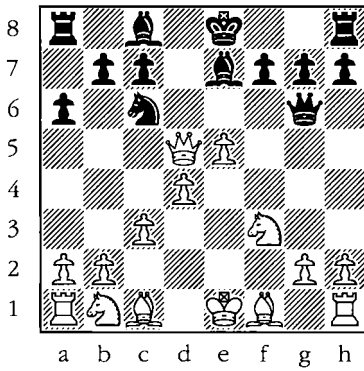
Black to move. Find the best continuation.



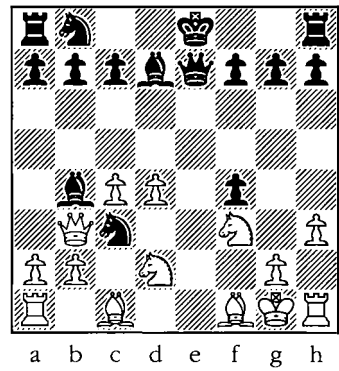
91



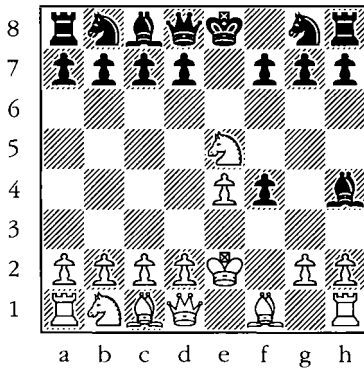
92



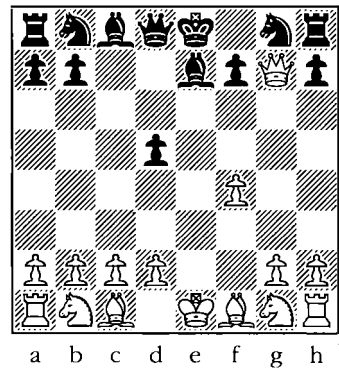
93



94



95

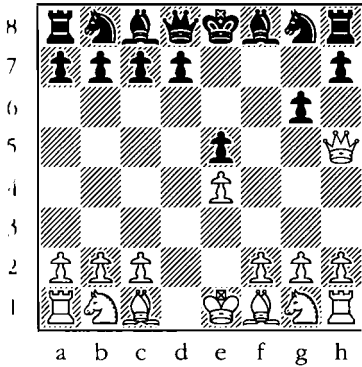


96

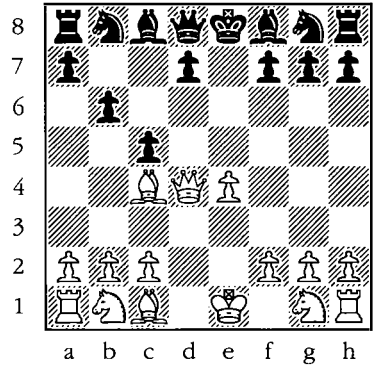
Center Game

1. e4 e5 2. d4

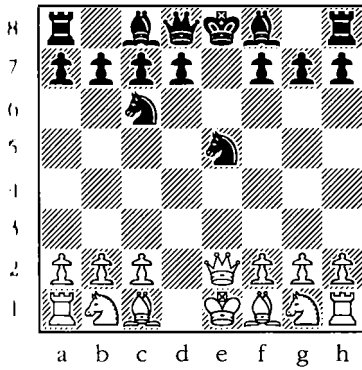
White to move. Find the best continuation.



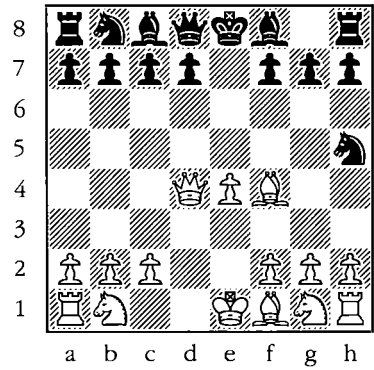
97



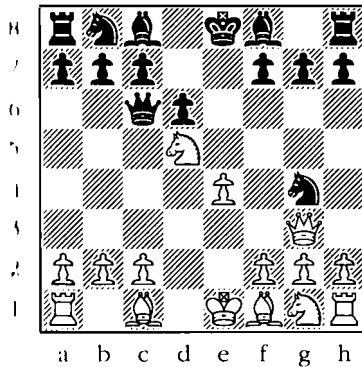
98



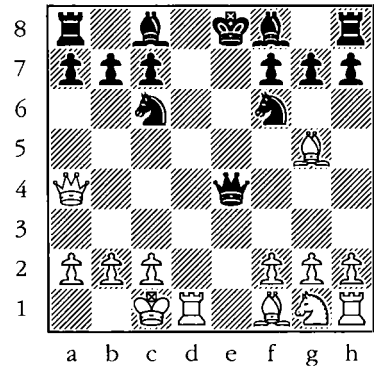
99



100



101

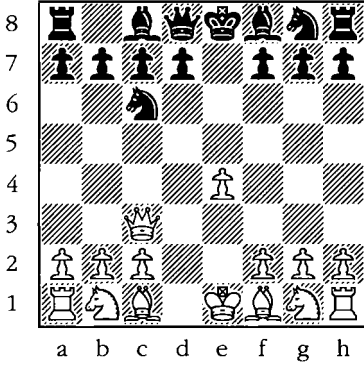


102

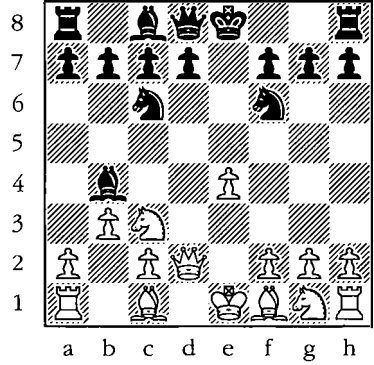
Center Game

1. e4 e5 2. d4

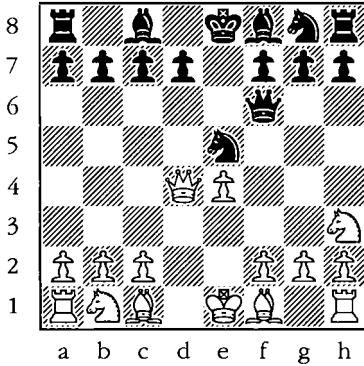
Black to move. Find the best continuation.



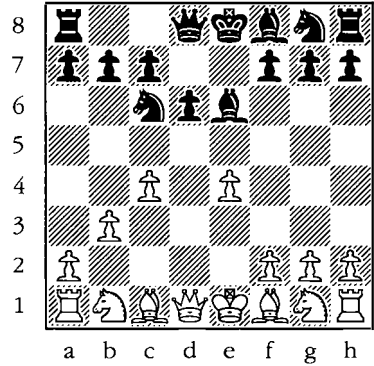
103



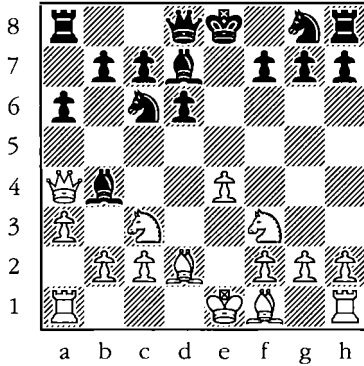
104



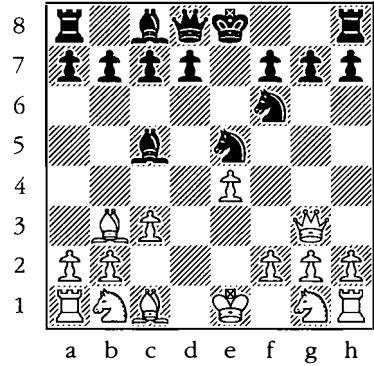
105



106



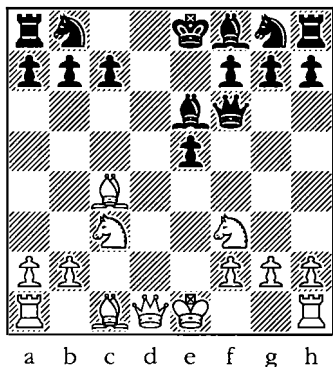
107



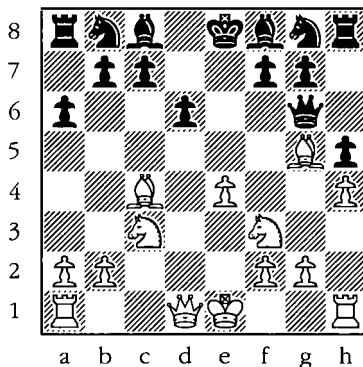
108

1. e4 e5 2. d4 cxd4 3. c3

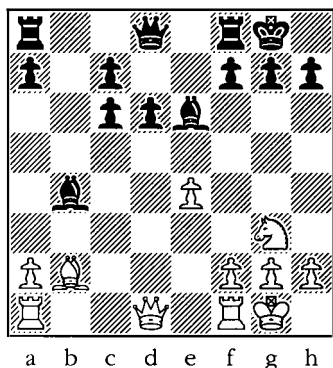
White to move. Find the best continuation.



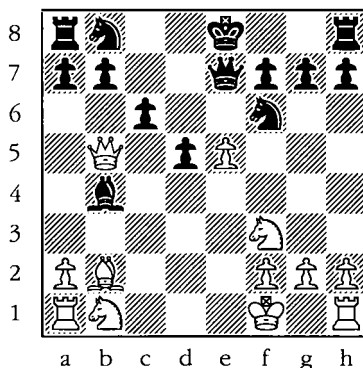
109



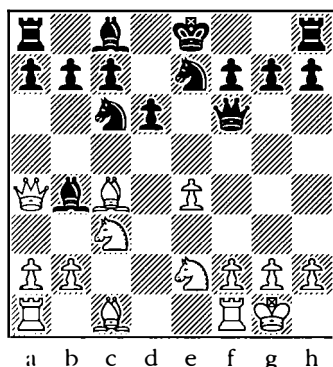
110



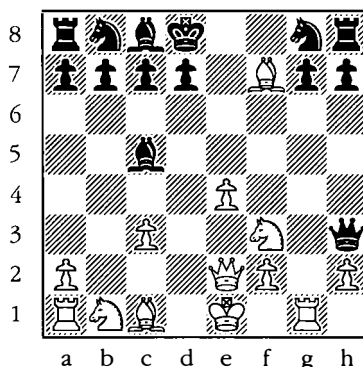
111



112




113

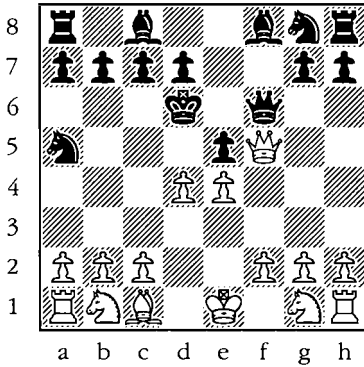


114

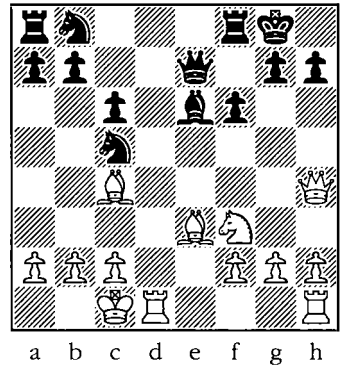
Bishop's Opening

1. e4 e5 2. c4

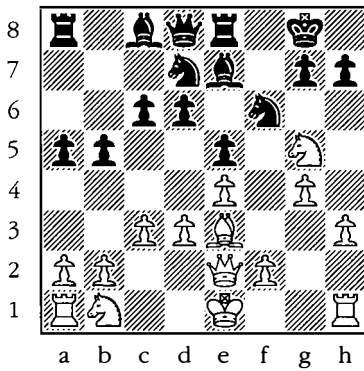
White to move. Find the best continuation.



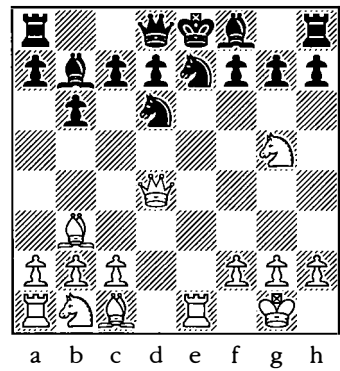
115



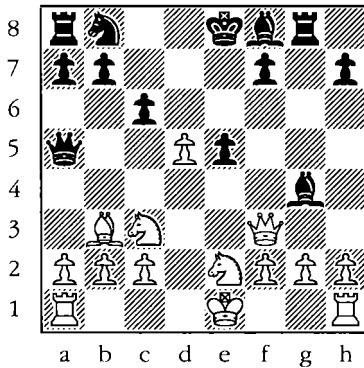
116



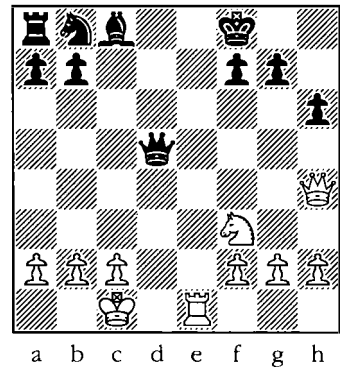
117



118




119

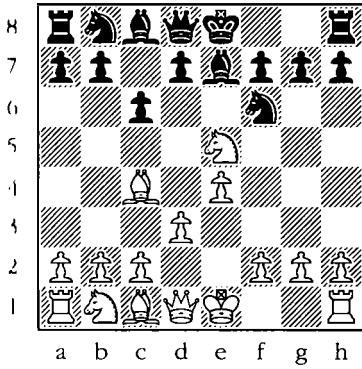


120

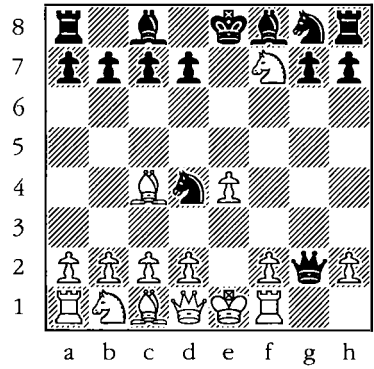
Bishop's Opening

1. e4 e5 2. c4

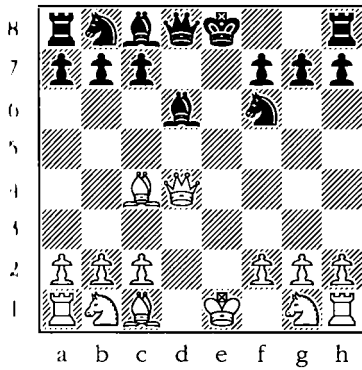
Black to move. Find the best continuation.



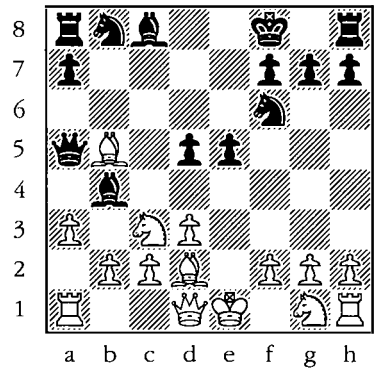
121



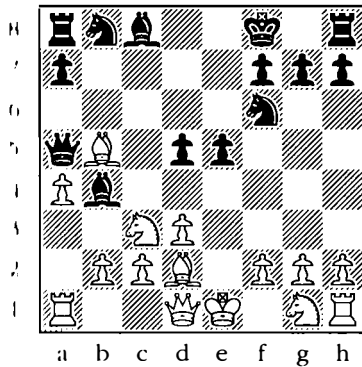
122



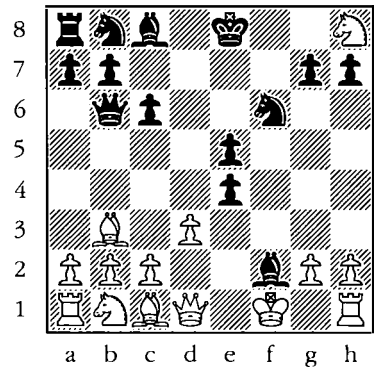
123



124




125

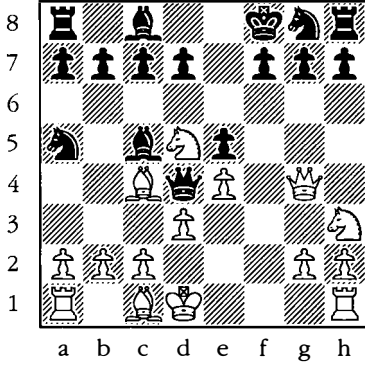


126

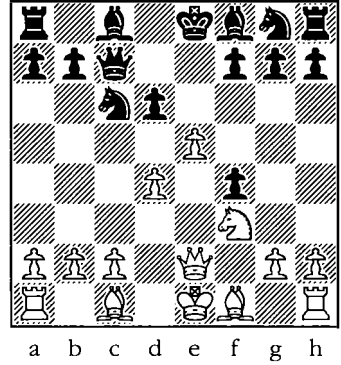
Vienna Game

1. e4 e5 2. c3

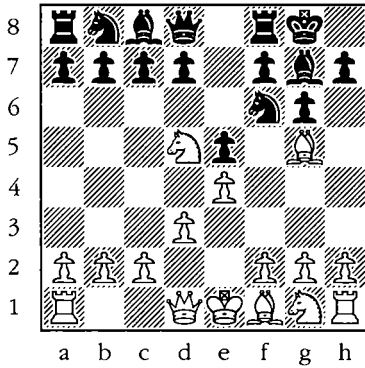
White to move. Find the best continuation.



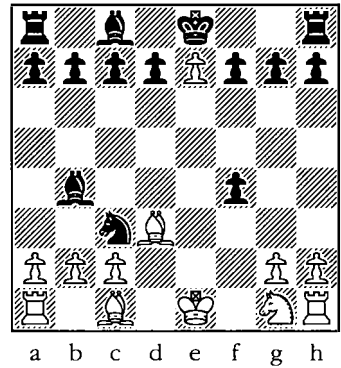
127



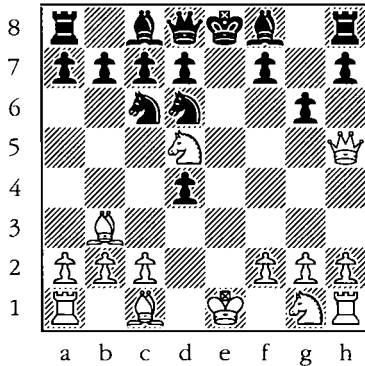
128



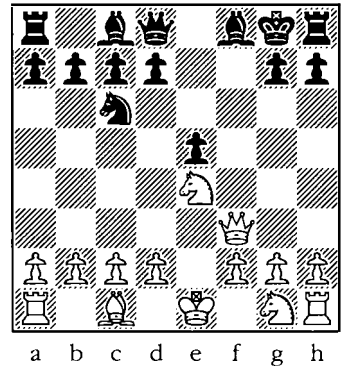
129



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131

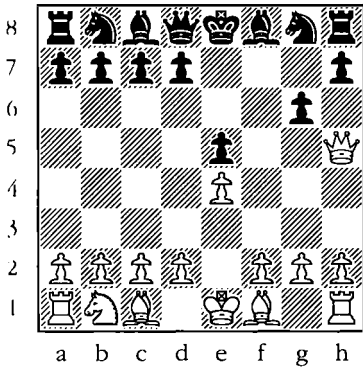


132

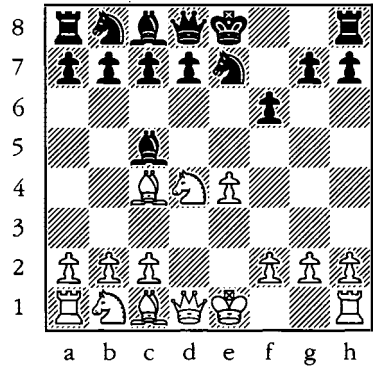
Damiano's Defense

1. e4 e5 2. Nf3 f6

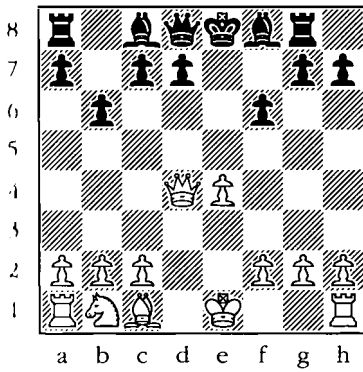
White to move. Find the best continuation.



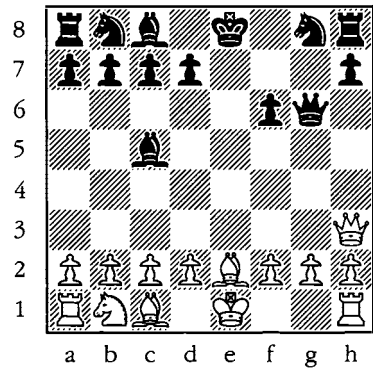
133



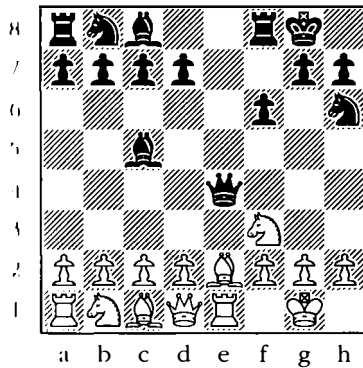
134



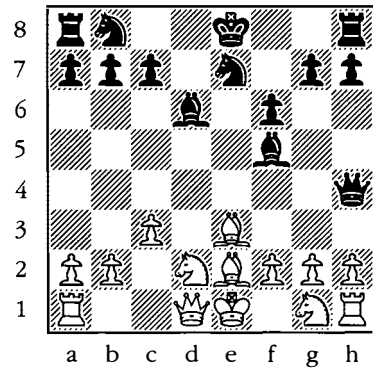
135



136



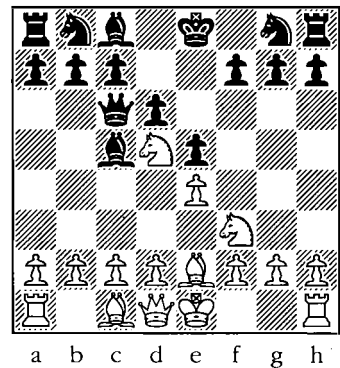
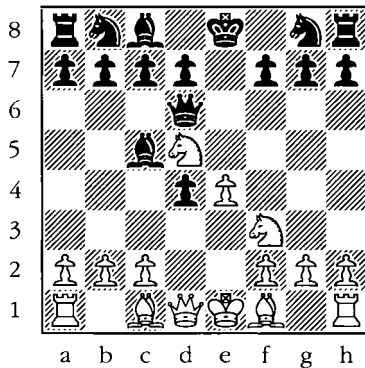
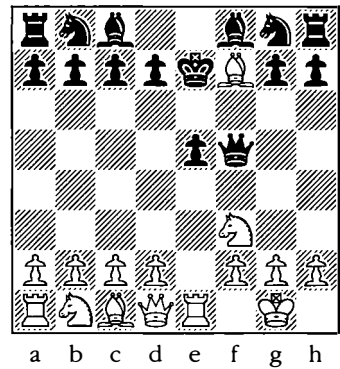
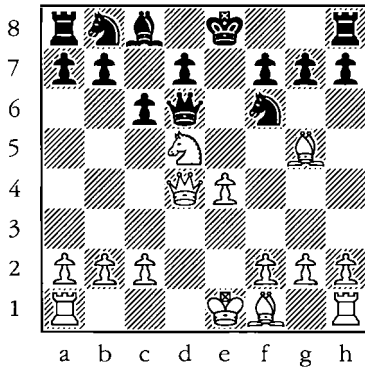
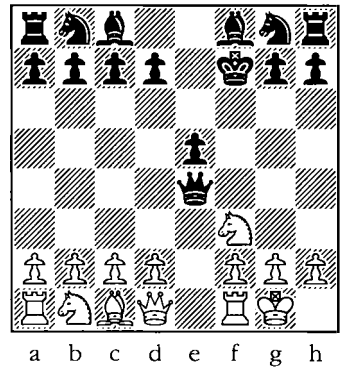
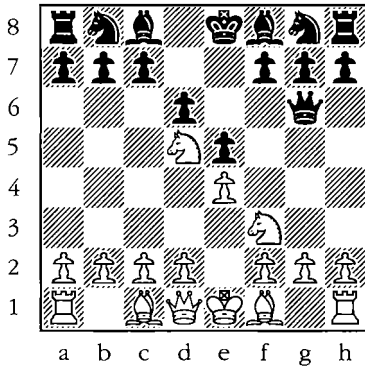
137




138

The opening variation 1. e4 e5 2. ♘f3 ♔f6

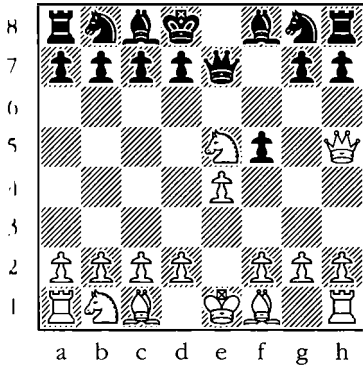
White to move. Find the best continuation.



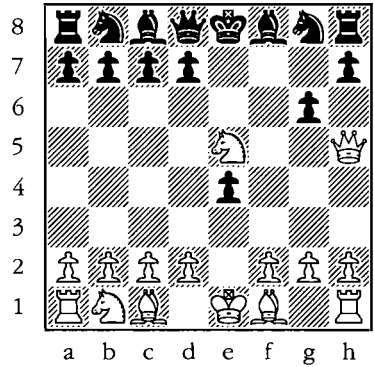
Latvian Gambit

1. e4 e5 2.  f3 f5

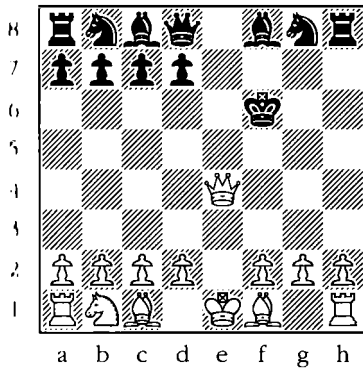
White to move. Find the best continuation.



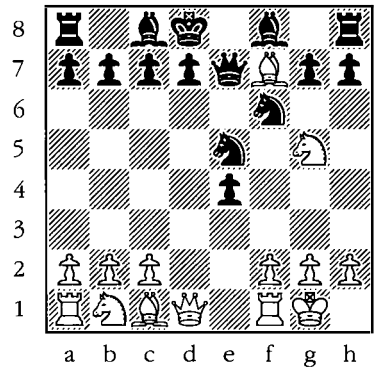
145



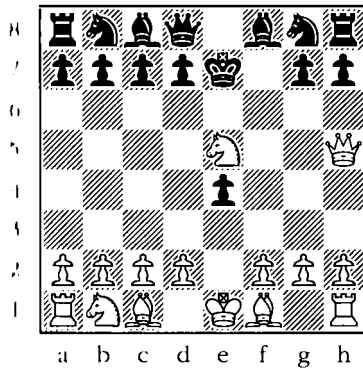
146



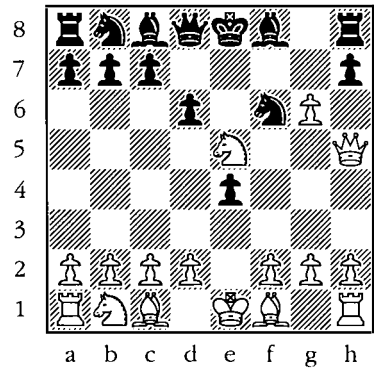
147



148




149

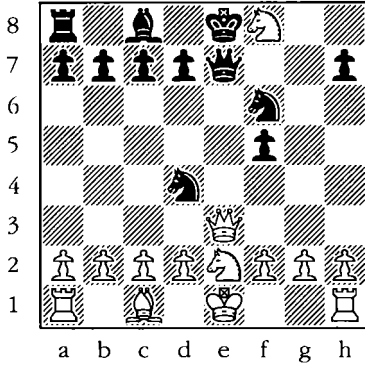


150

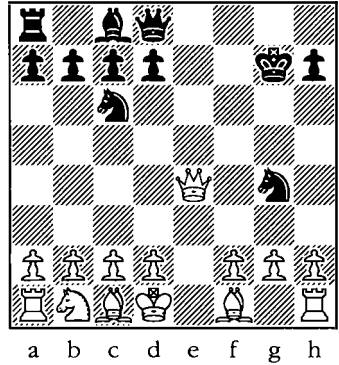
Latvian Gambit

1. e4 e5 2.  f3 f5

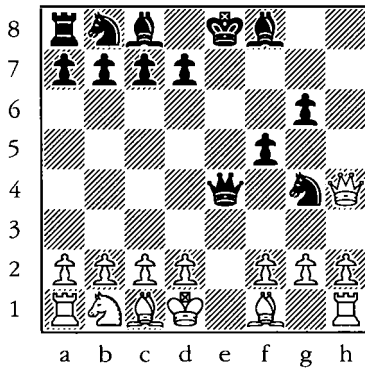
Black to move. Find the best continuation.



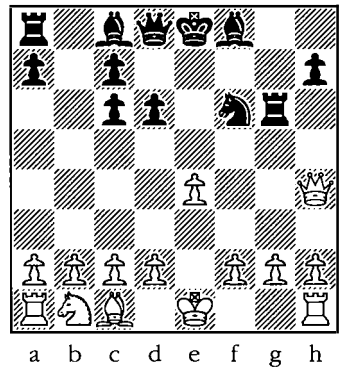
151



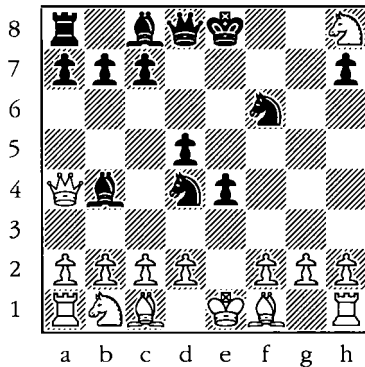
152



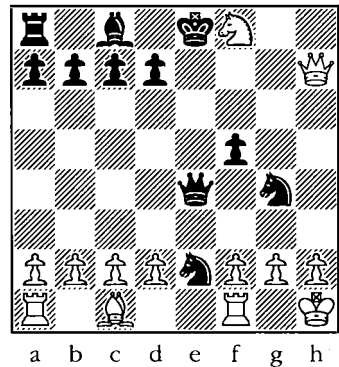
153



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155

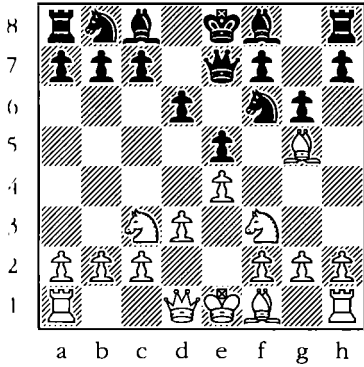


156

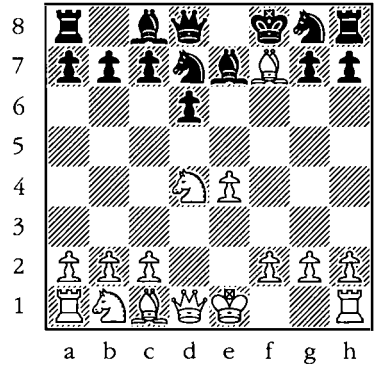
Philidor's Defense

1. e4 e5 2. Nf3 d6

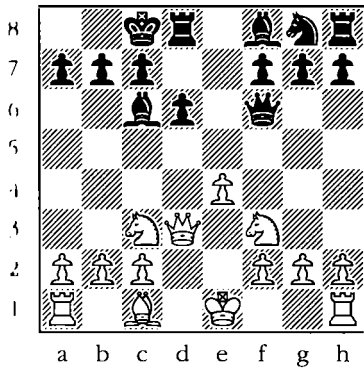
White to move. Find the best continuation.



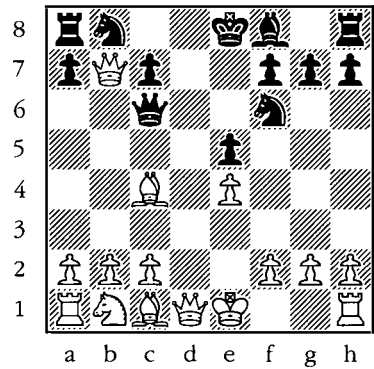
157



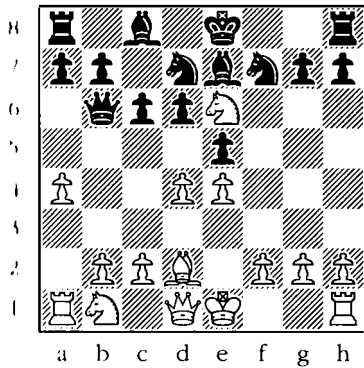
158



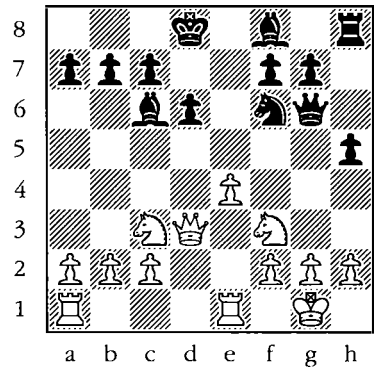
159



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161

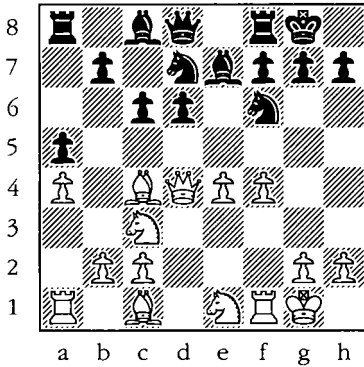


162

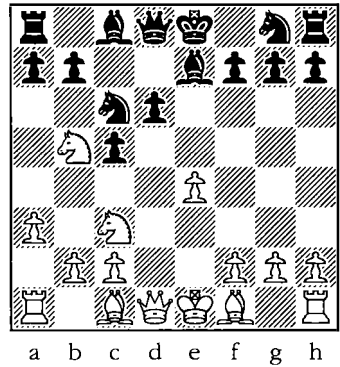
Philidor's Defense

1. e4 e5 2. Nf3 d6

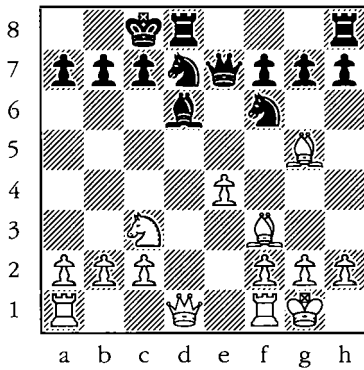
Black to move. Find the best continuation.



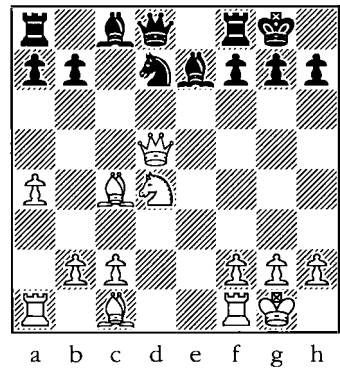
163



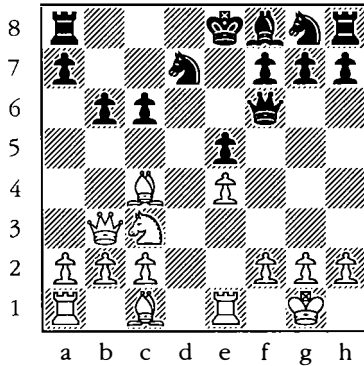
164



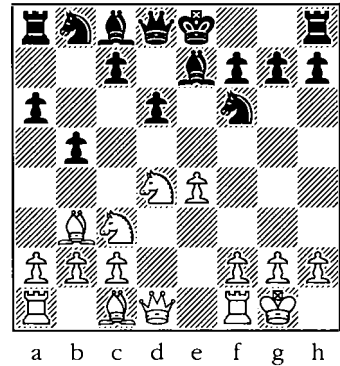
165



166



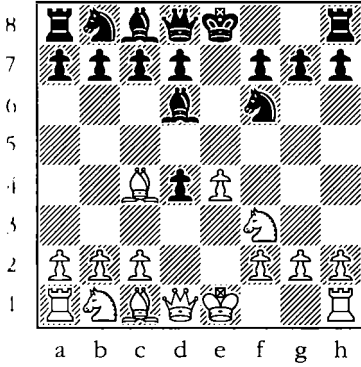
167



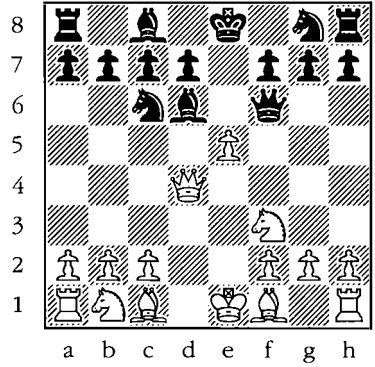
168

The opening variation 1. e4 e5 2. ♘f3 ♙d6

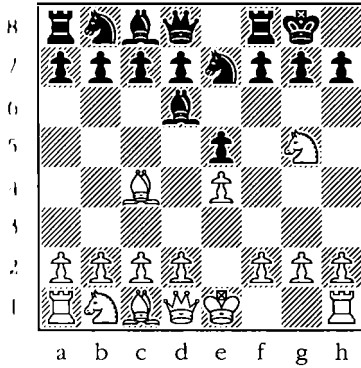
White to move. Find the best continuation.



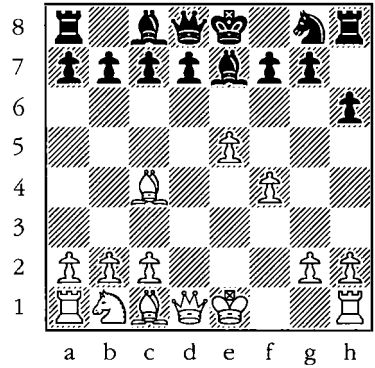
169



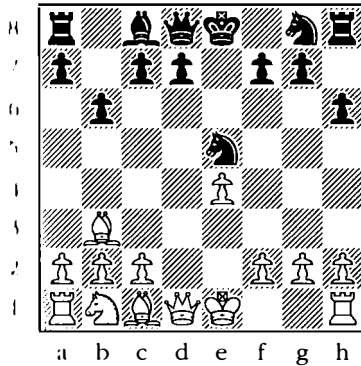
170



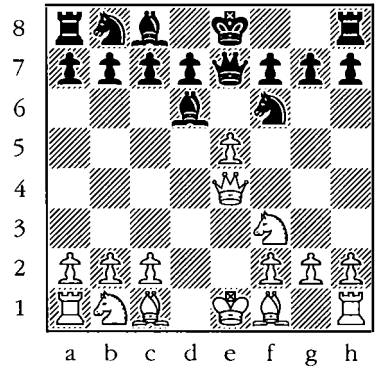
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172



173

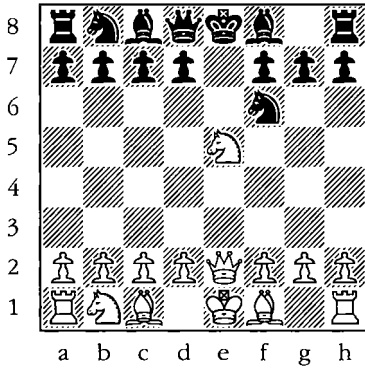


174

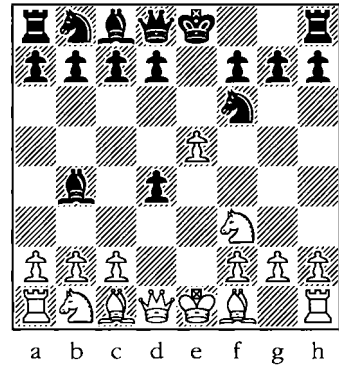
Petroff's Defense

1. e4 e5 2. f3 f6

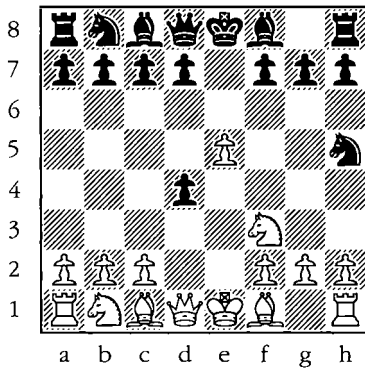
White to move. Find the best continuation.



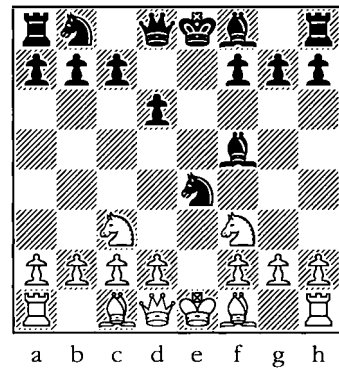
175



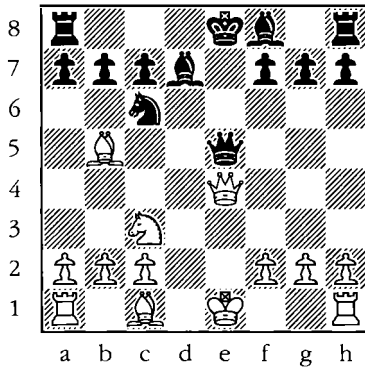
176



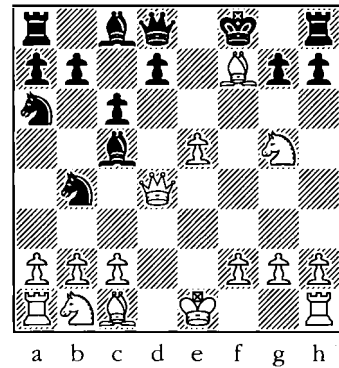
177



178



179

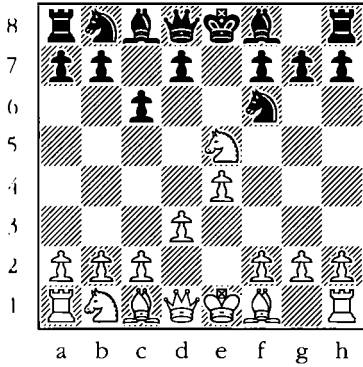


180

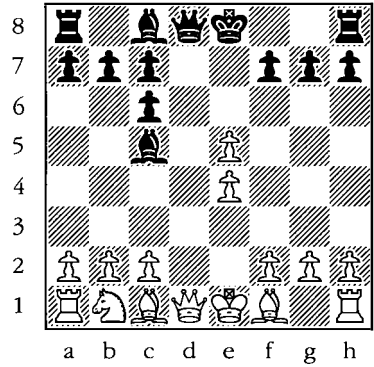
Petroff's Defense

1. e4 e5 2. ♘f3 ♘f6

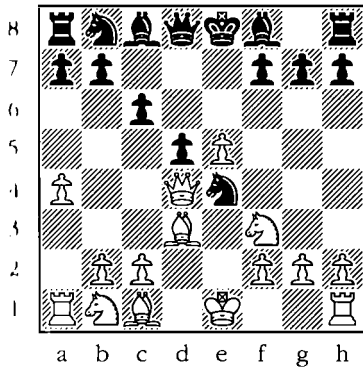
Black to move. Find the best continuation.



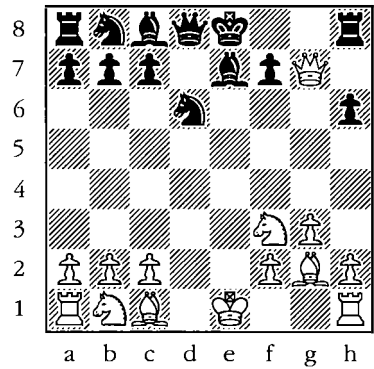
181



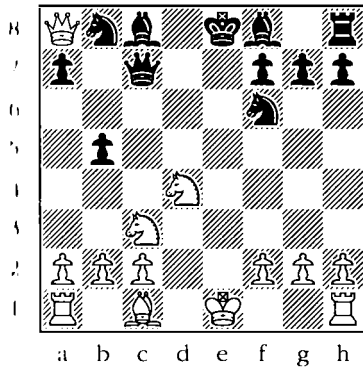
182



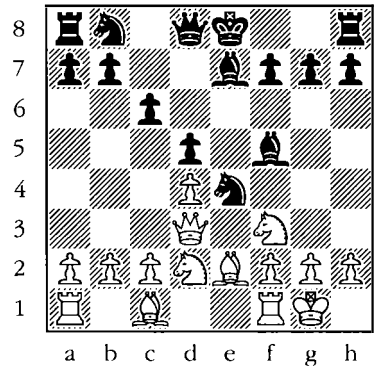
183



184



185

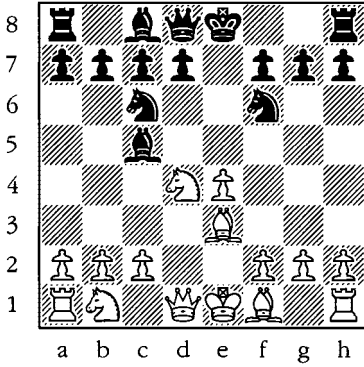


186

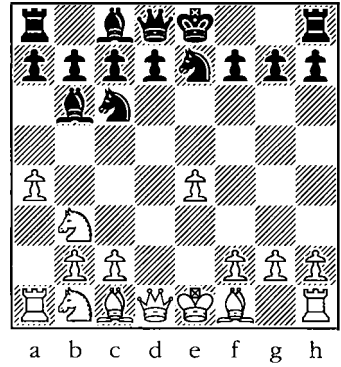
Scotch Game

1. e4 e5 2. f3 c6 3. d4

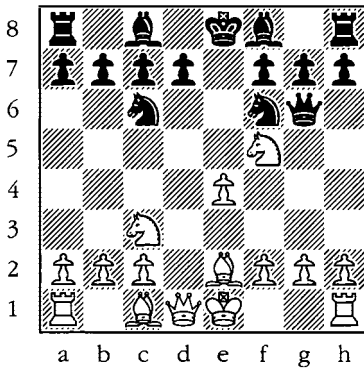
White to move. Find the best continuation.



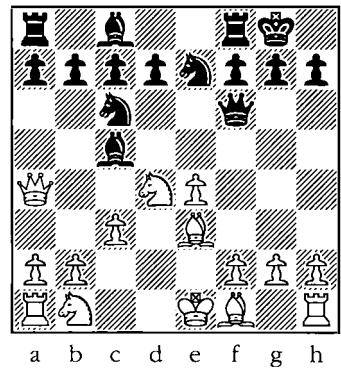
187



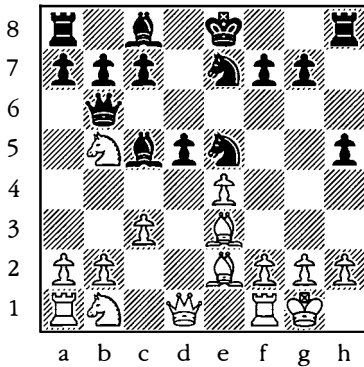
188



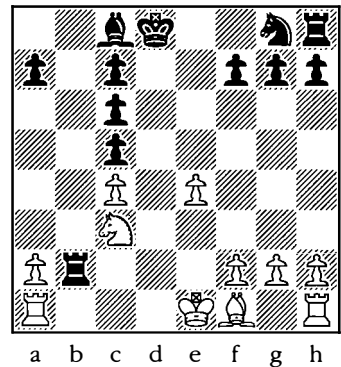
189



190



191

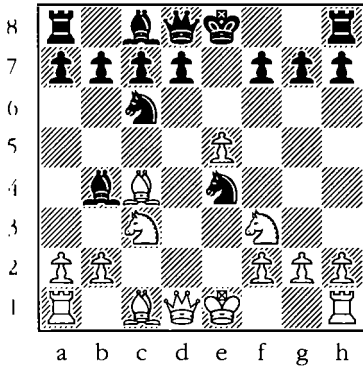


192

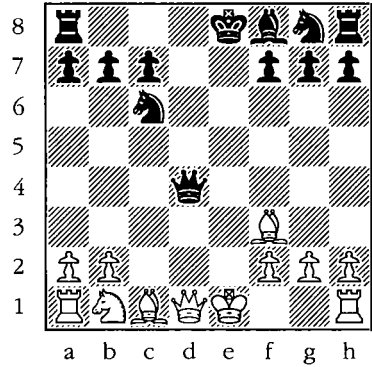
Göring Gambit

1. e4 e5 2. Nf3 Nc6 3. d4 cxd4 4. c3

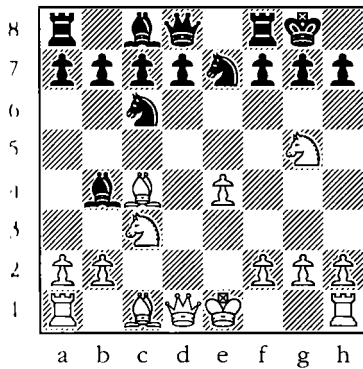
White to move. Find the best continuation.



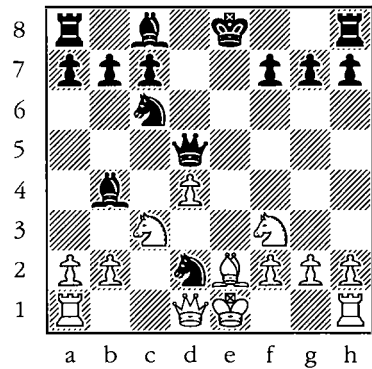
193



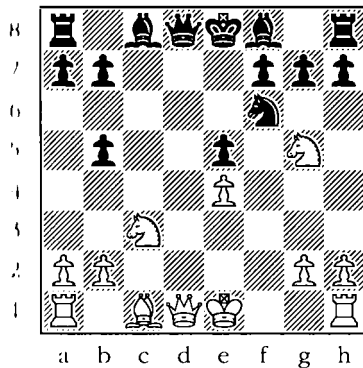
194



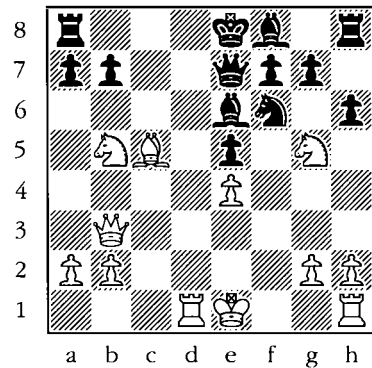
195



196



197

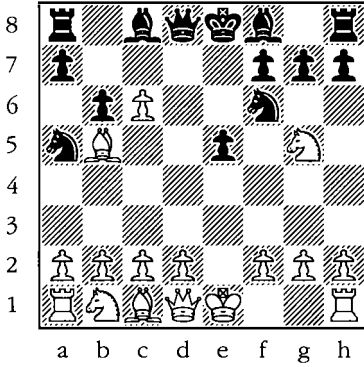


198

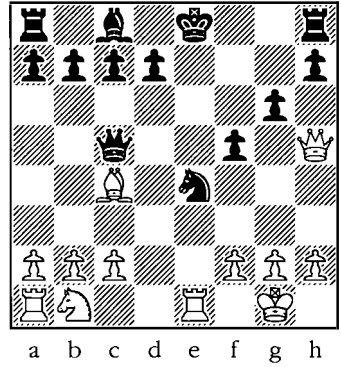
Two Knights' Defense

1. e4 e5 2.  f3  c6 3.  c4  f6

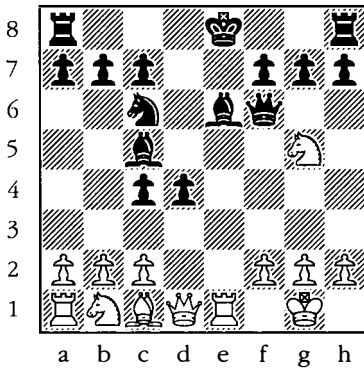
White to move. Find the best continuation.



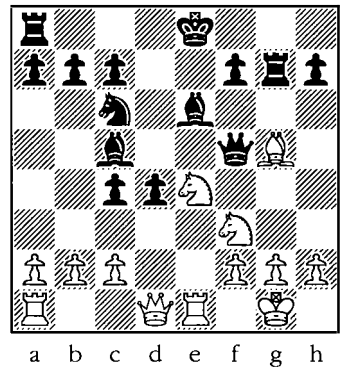
199



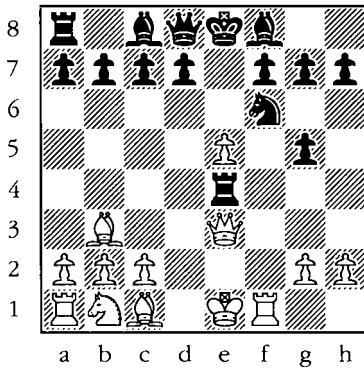
200



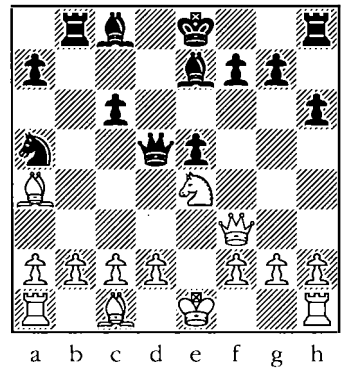
201



202



203

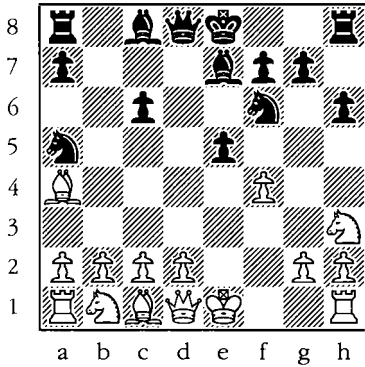


204

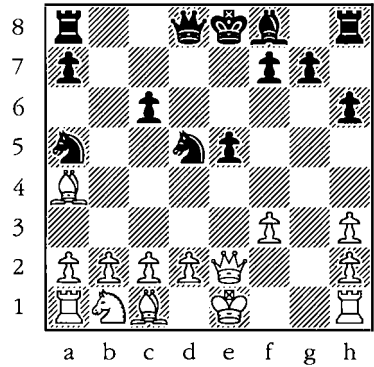
Two Knights' Defense

1. e4 e5 2.  f3  c6 3.  c4  f6

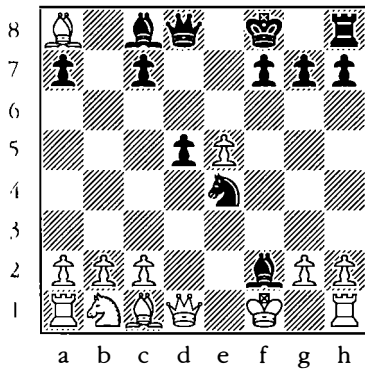
Black to move. Find the best continuation.



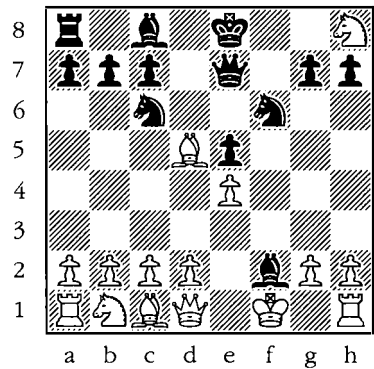
205



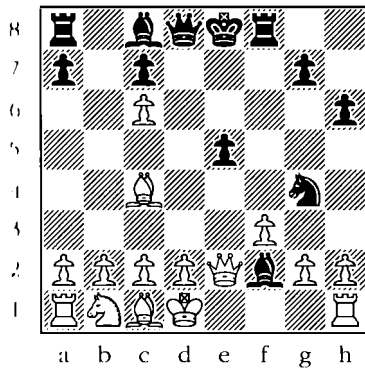
206



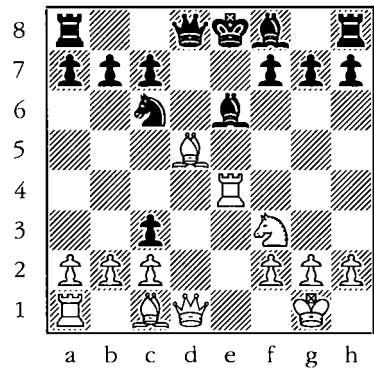
207



208



209

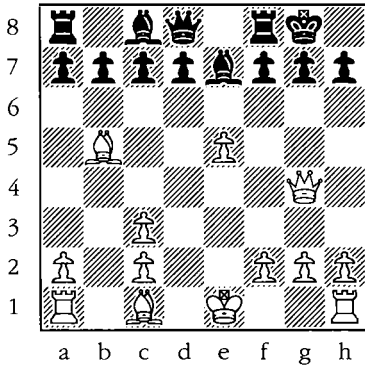


210

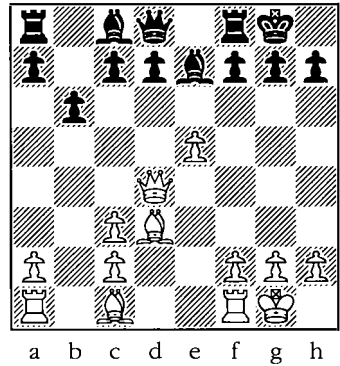
Four Knights' Game

1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6

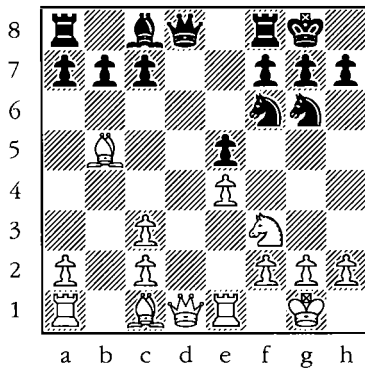
White to move. Find the best continuation.



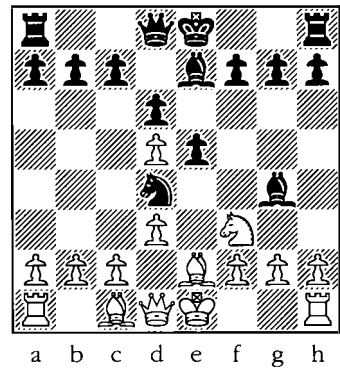
211



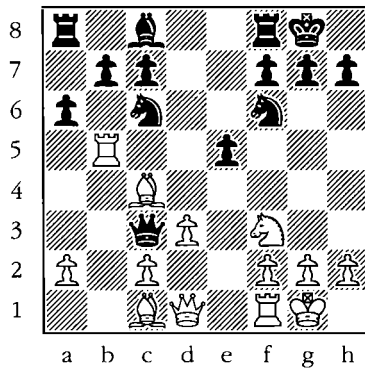
212



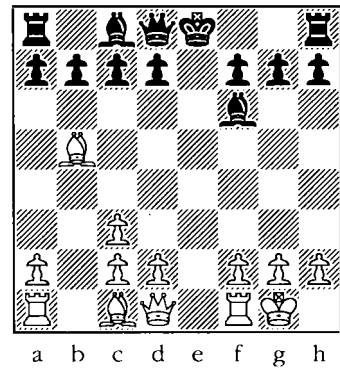
213



214



215

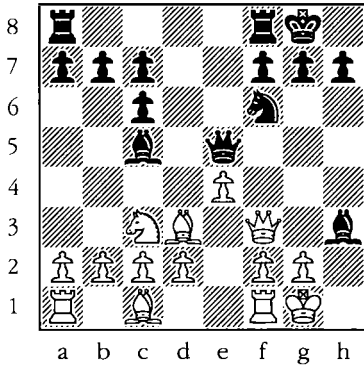


216

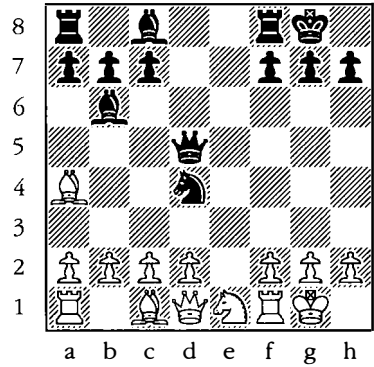
Four Knights' Game

1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6

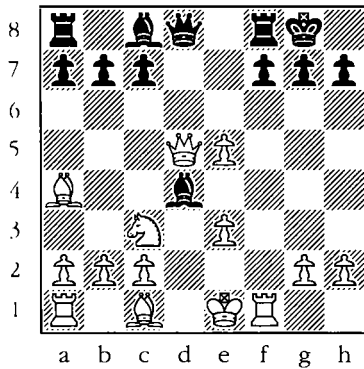
Black to move. Find the best continuation.



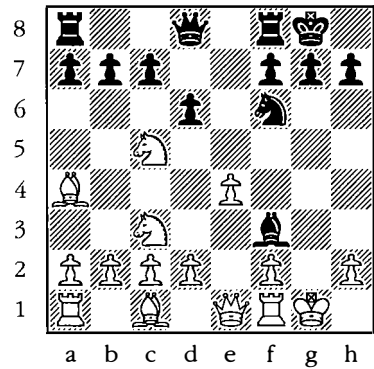
217



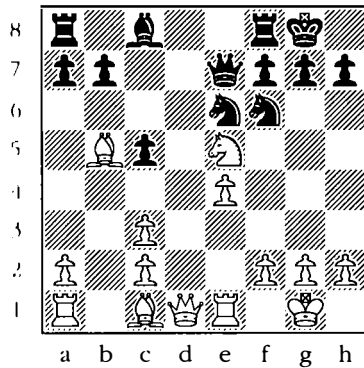
218



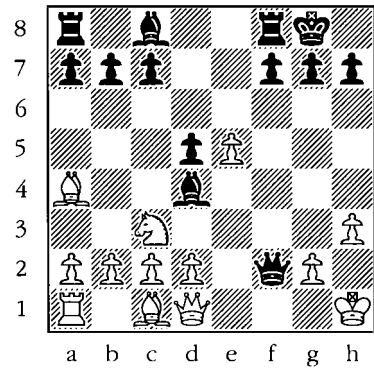
219



220



221

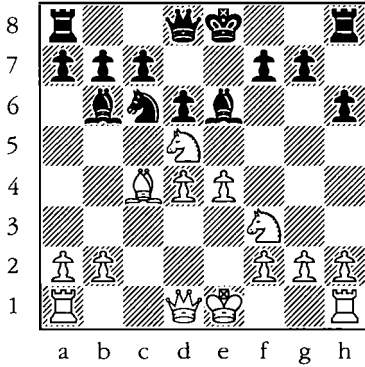


222

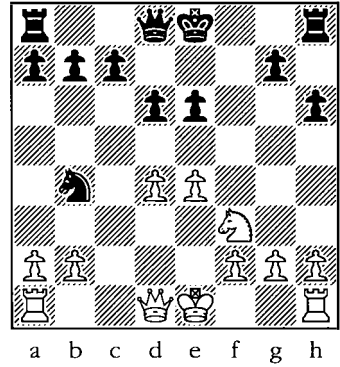
Giuoco Piano

1. e4 e5 2.  f3  c6 3.  c4  c5

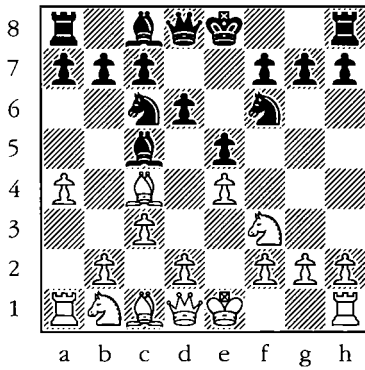
White to move. Find the best continuation.



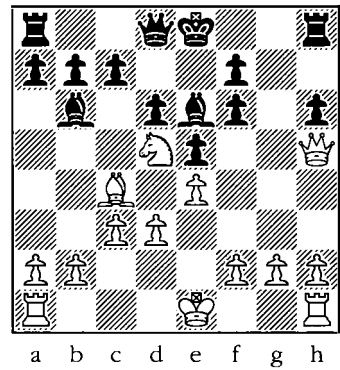
223



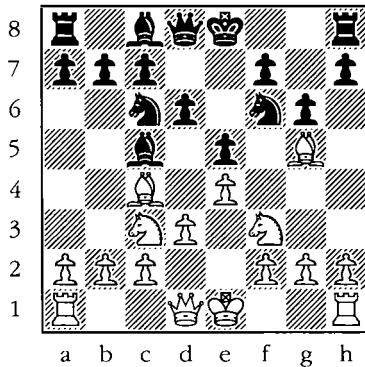
224



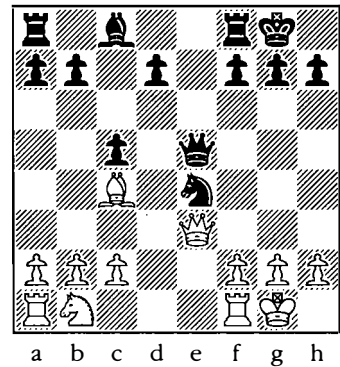
225



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227

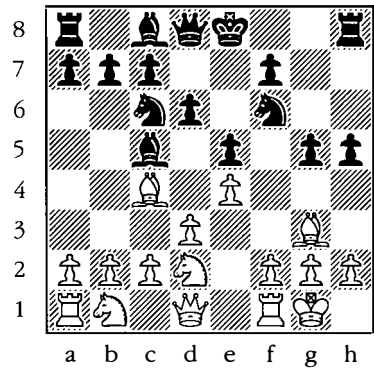
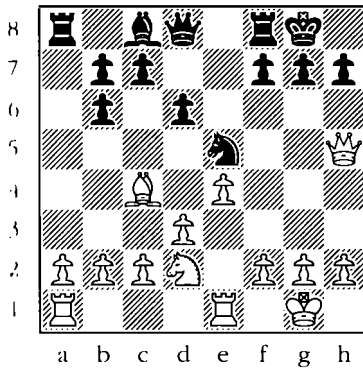
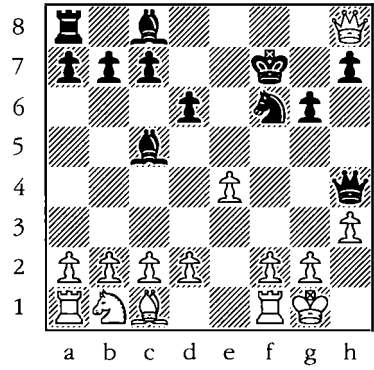
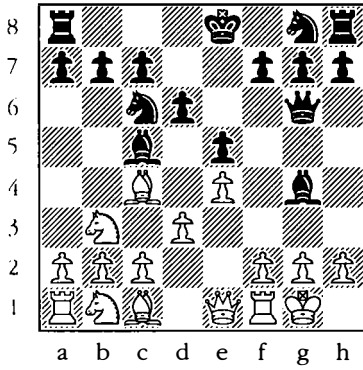
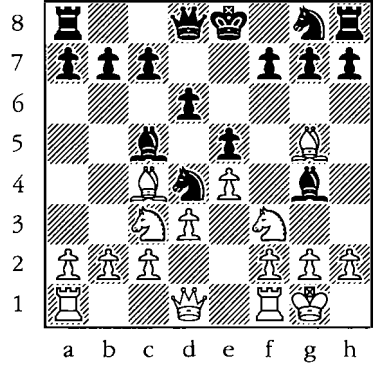
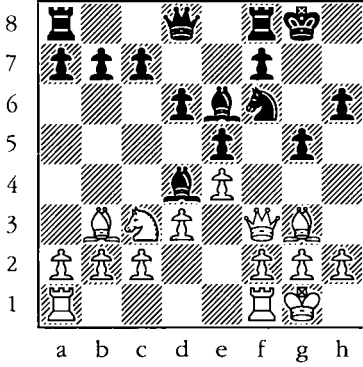


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Giuoco Piano

1. e4 e5 2.  f3  c6 3.  c4  c5

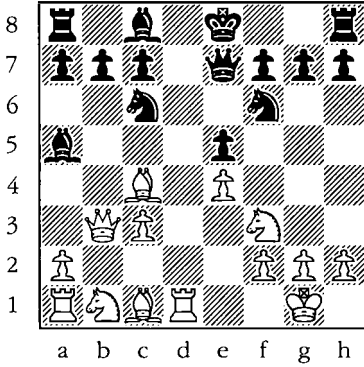
Black to move. Find the best continuation.



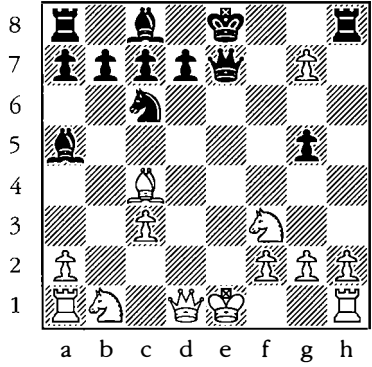
Evans Gambit

1. e4 e5 2.  f3  c6 3.  c4  c5 4. b4

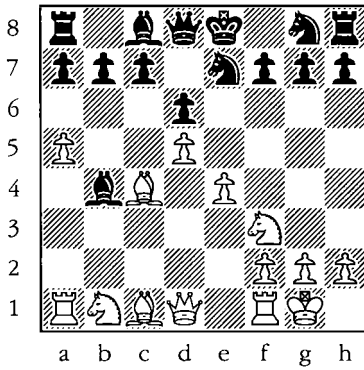
White to move. Find the best continuation.



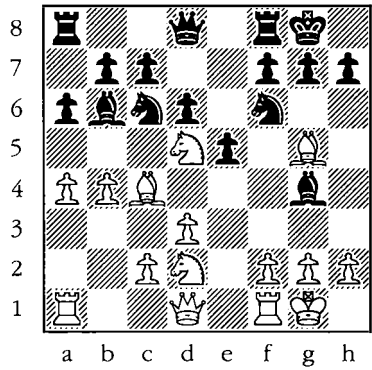
235



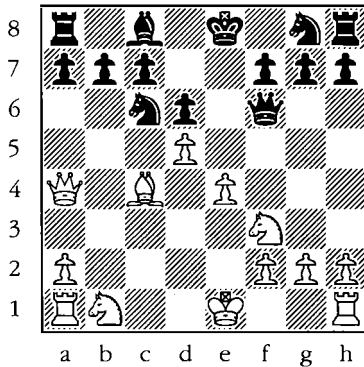
236



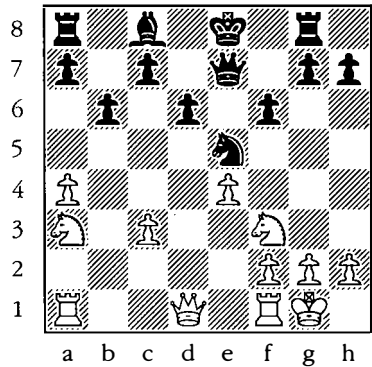
237



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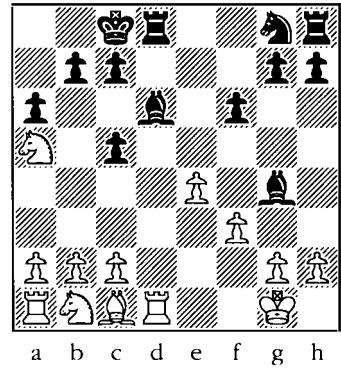
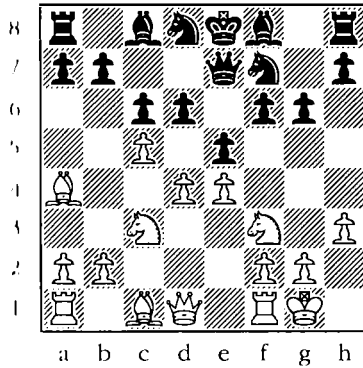
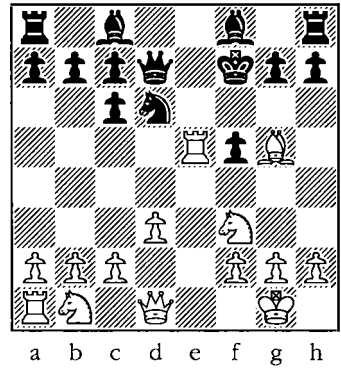
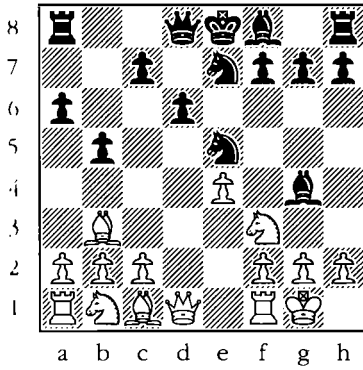
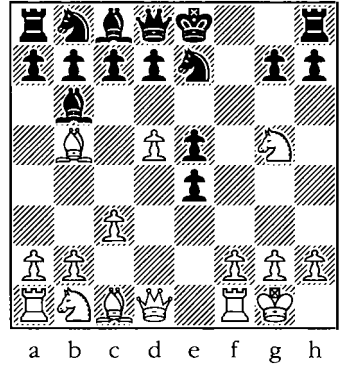
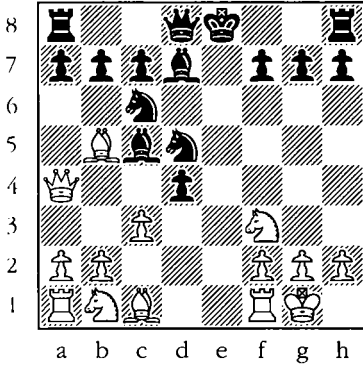


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Ruy López

1. e4 e5 2. ♘f3 ♘c6 3. ♖b5

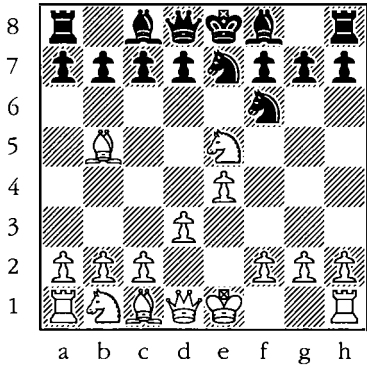
White to move. Find the best continuation.



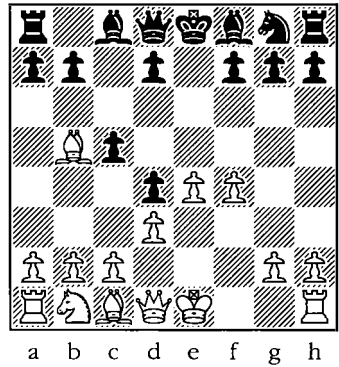
Ruy López

1. e4 e5 2. ♘f3 ♘c6 3. ♖b5

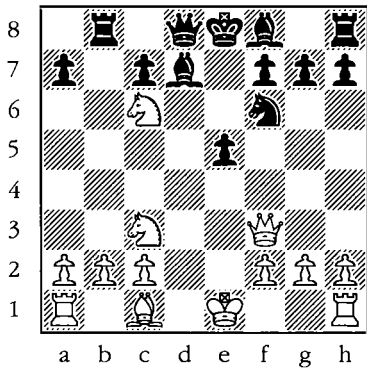
Black to move. Find the best continuation.



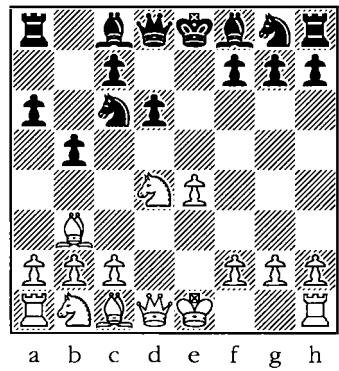
247



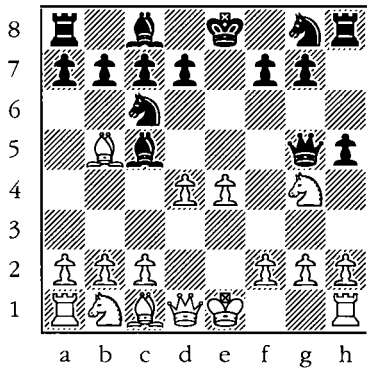
248



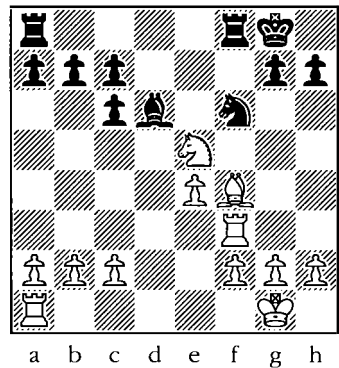
249



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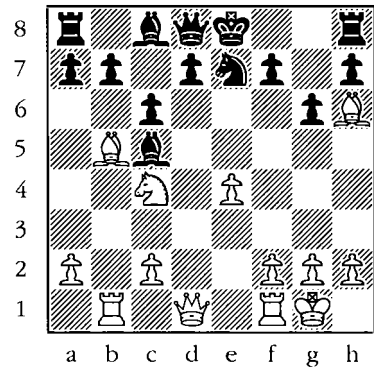
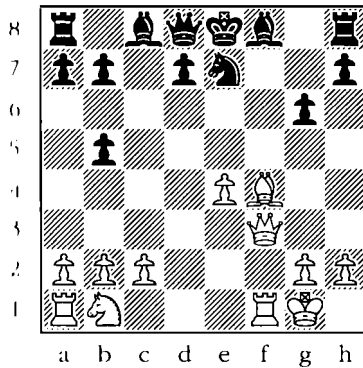
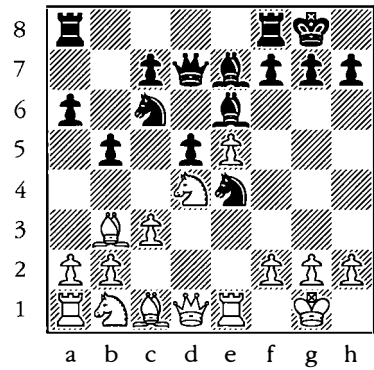
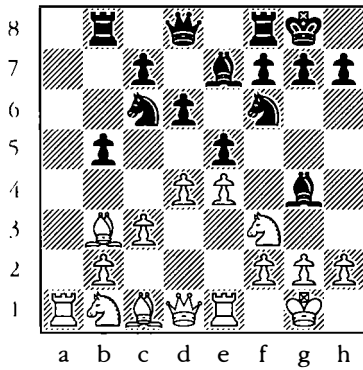
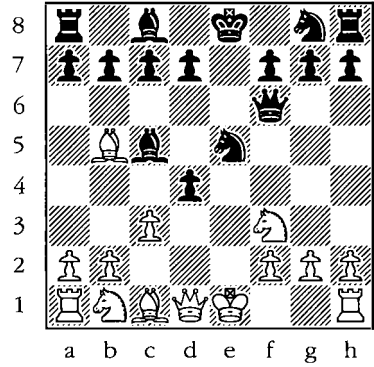
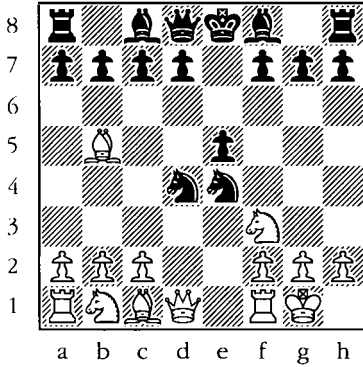


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Ruy López

1. e4 e5 2. ♘f3 ♘c6 3. ♙b5

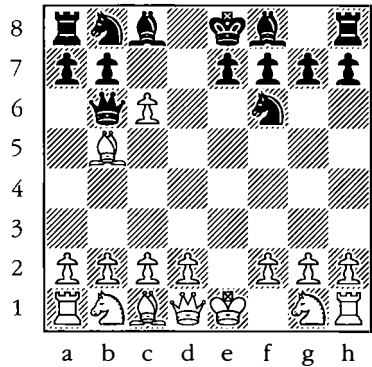
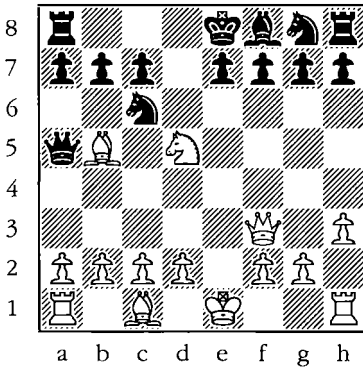
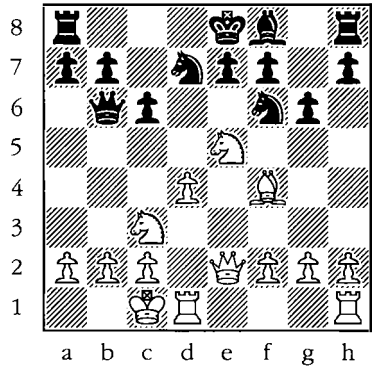
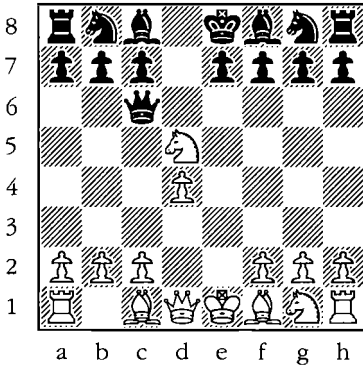
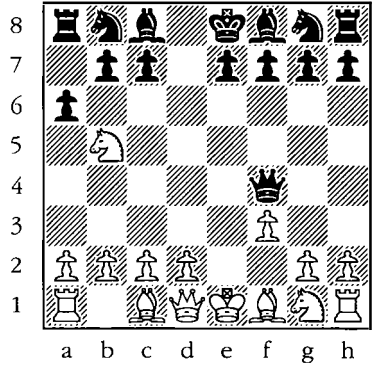
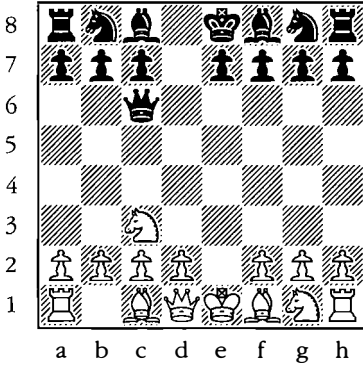
White to move. Find the best continuation.



Winning Material in the Semi-Open Games

Scandinavian Defense 1. e4 d5

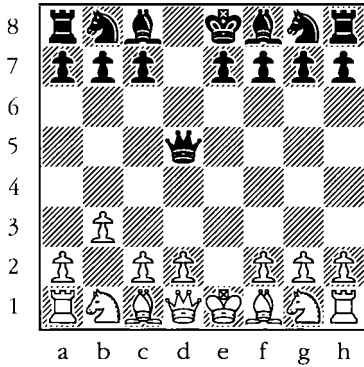
White to move. Find the best continuation.



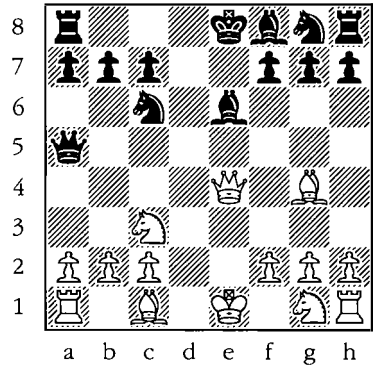
Scandinavian Defense

1. e4 d5

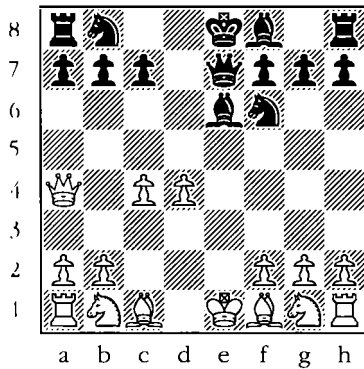
Black to move. Find the best continuation.



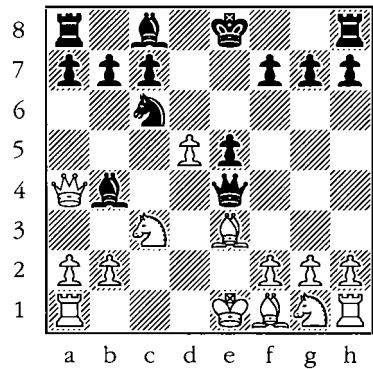
265



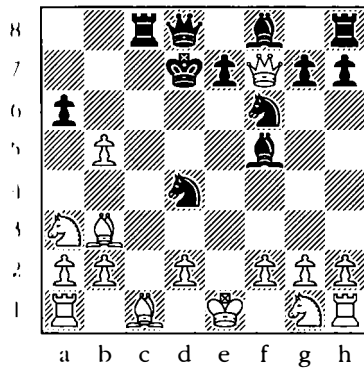
266



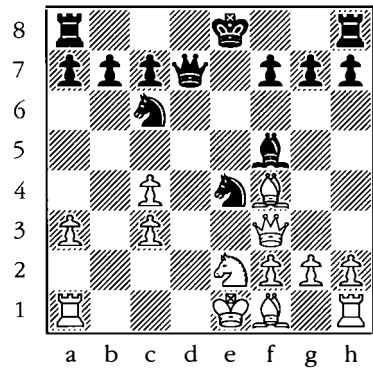
267



268



269

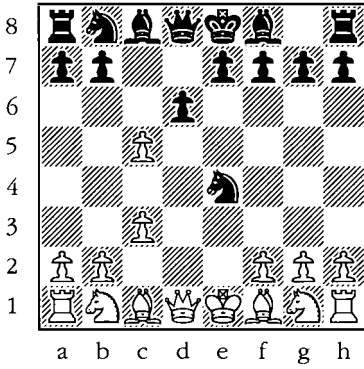


270

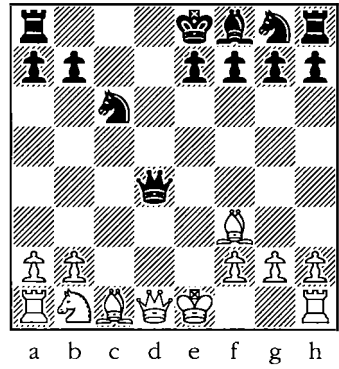
Sicilian Defense

1. e4 c5

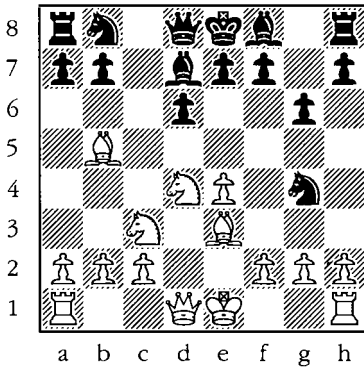
White to move. Find the best continuation.



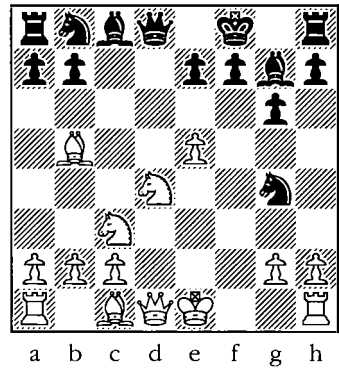
271



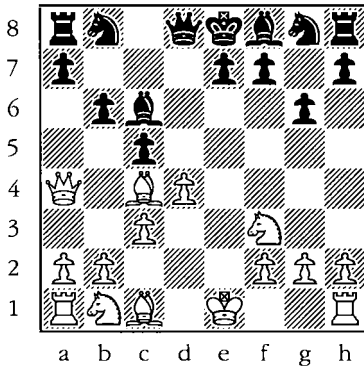
272



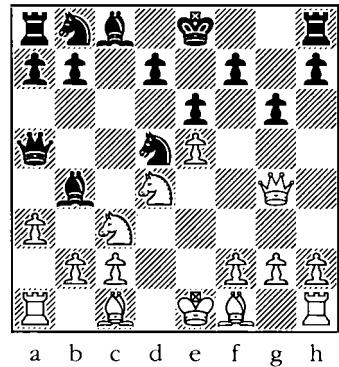
273



274



275

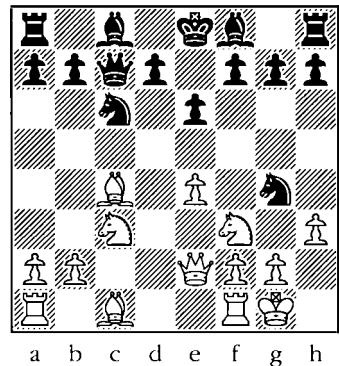
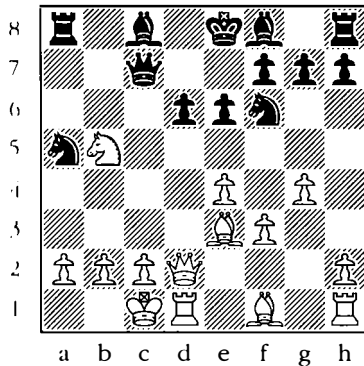
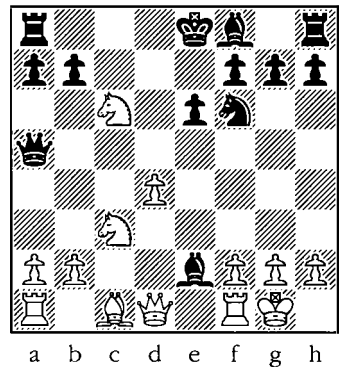
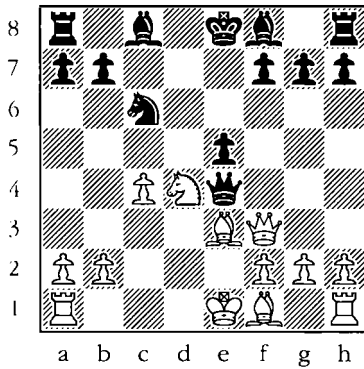
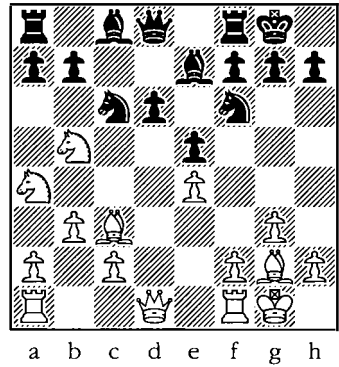
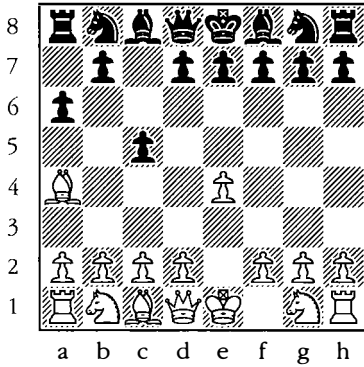


276

Sicilian Defense

1. e4 c5

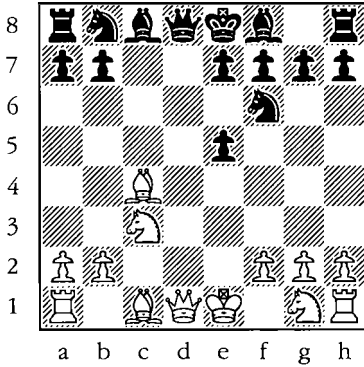
Black to move. Find the best continuation.



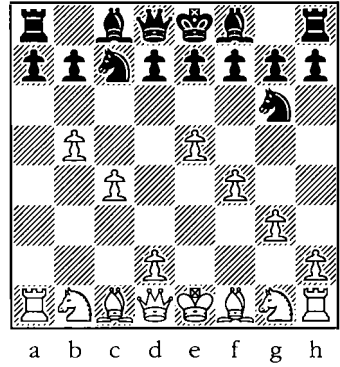
Sicilian Defense

1. e4 c5

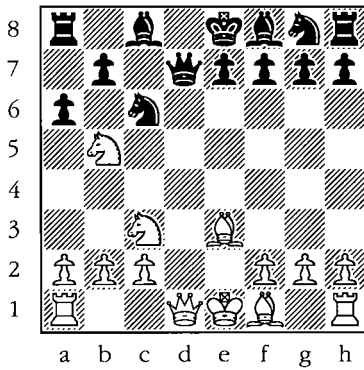
White to move. Find the best continuation.



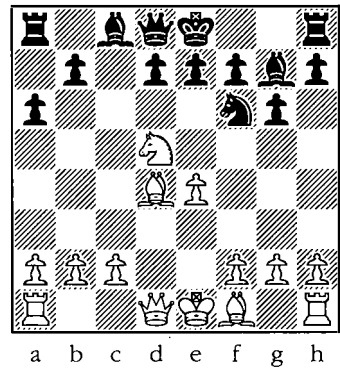
283



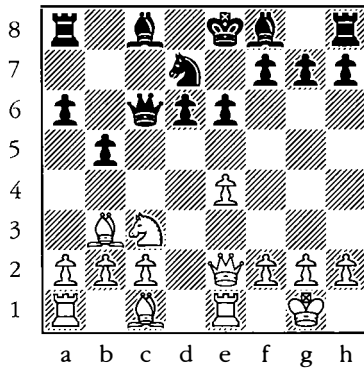
284



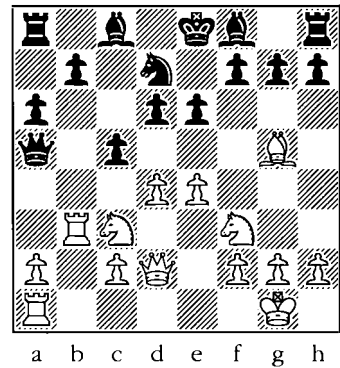
285



286



287

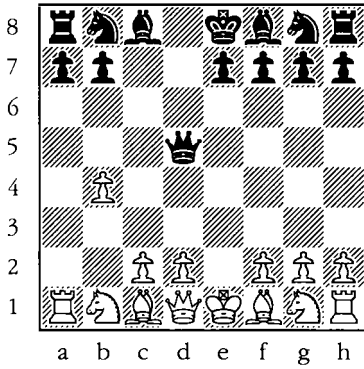


288

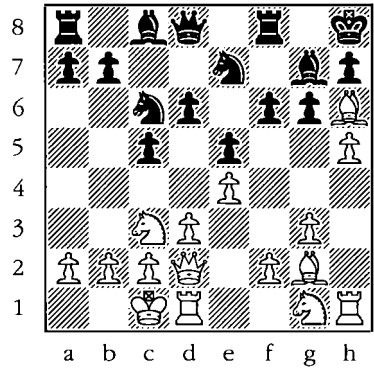
Sicilian Defense

1. e4 c5

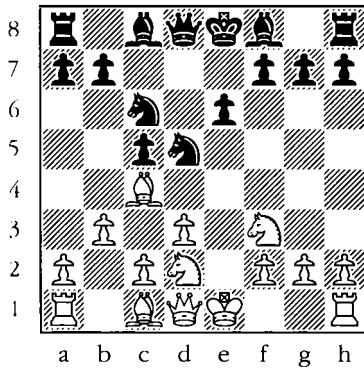
Black to move. Find the best continuation.



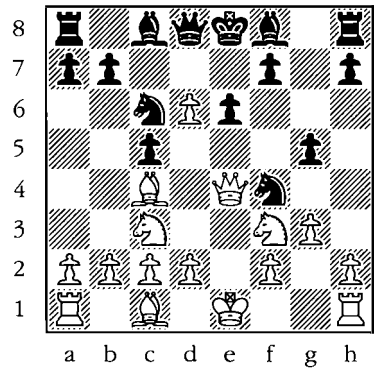
289



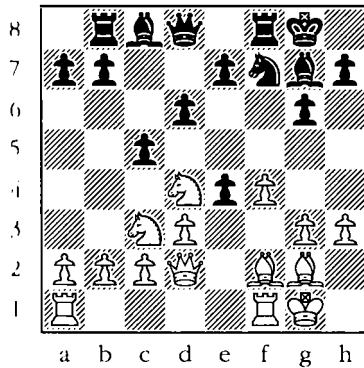
290



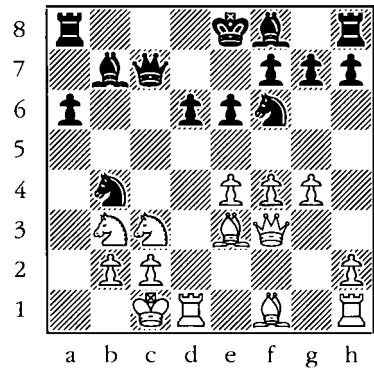
291



292



293

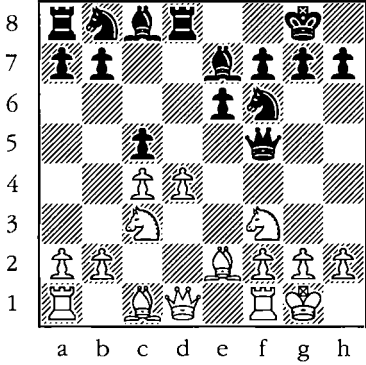


294

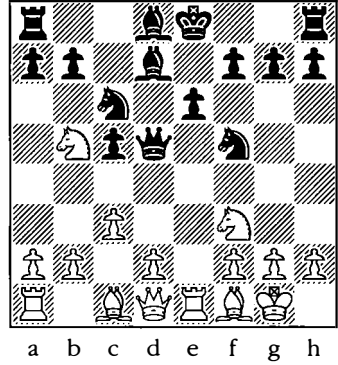
Sicilian Defense

1. e4 c5

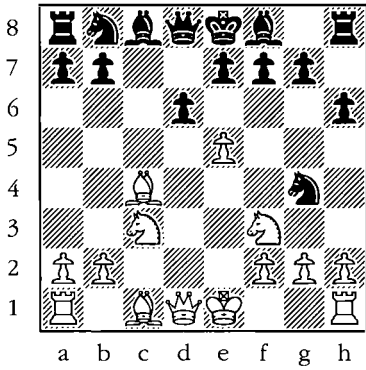
White to move. Find the best continuation.



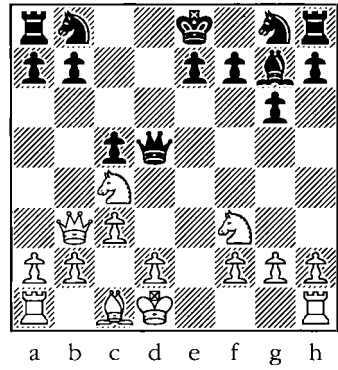
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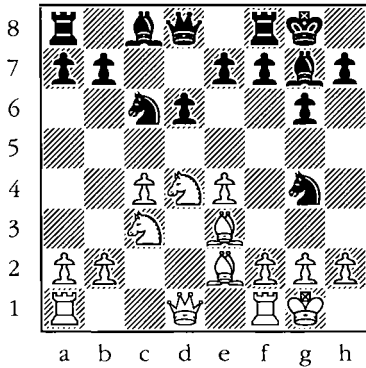
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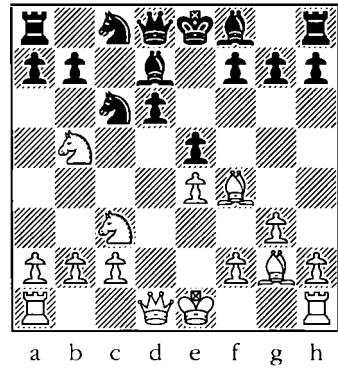
297



298



299

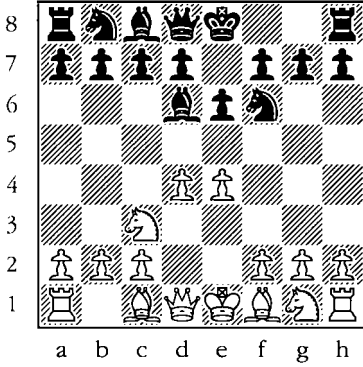


300

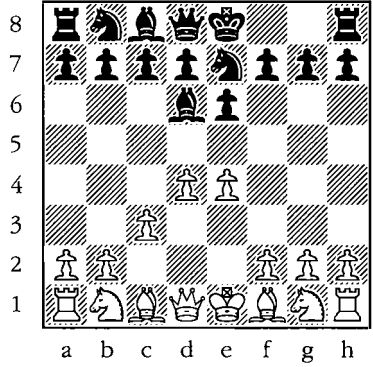
French Defense

1. e4 e6

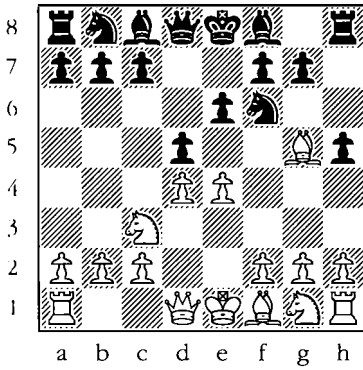
White to move. Find the best continuation.



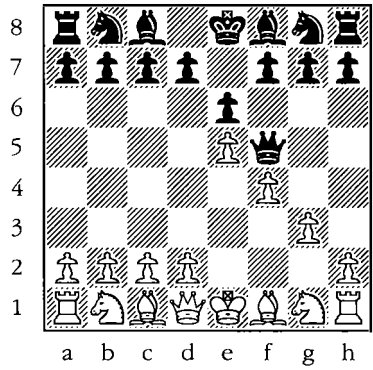
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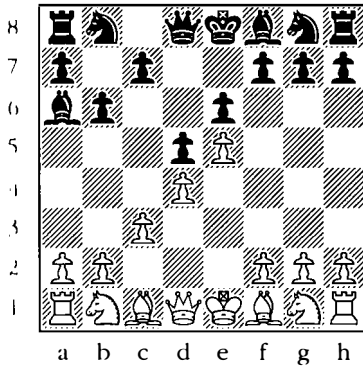
302



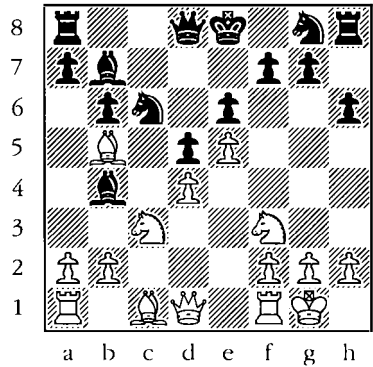
303



304



305

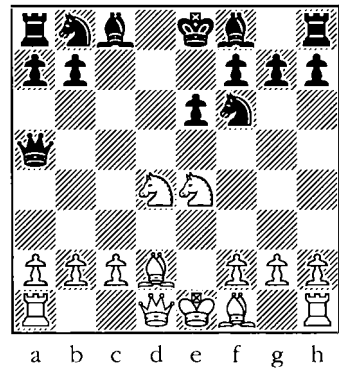
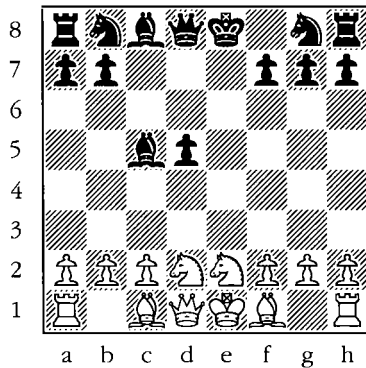
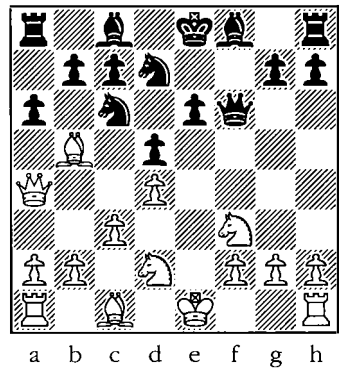
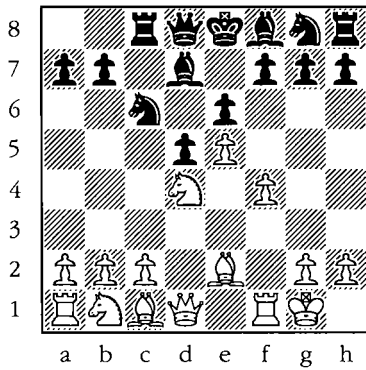
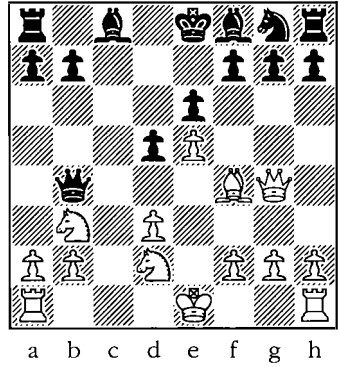
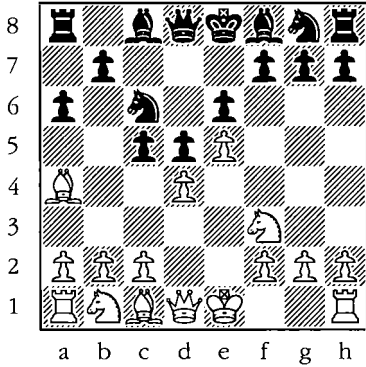


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French Defense

1. e4 e6

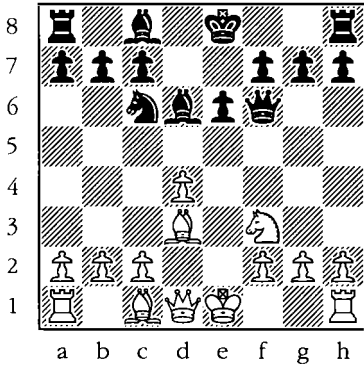
Black to move. Find the best continuation.



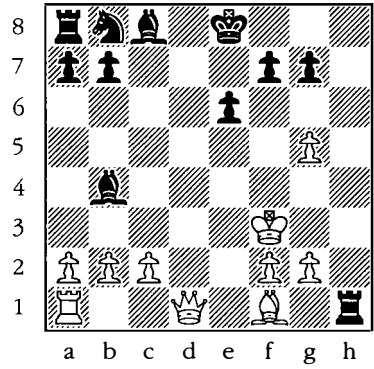
French Defense

1. e4 e6

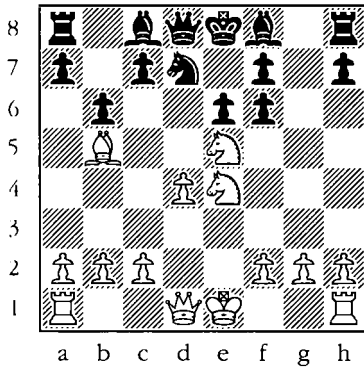
White to move. Find the best continuation.



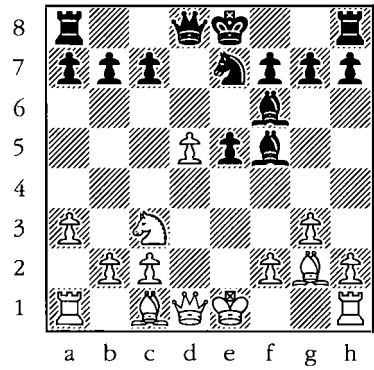
313



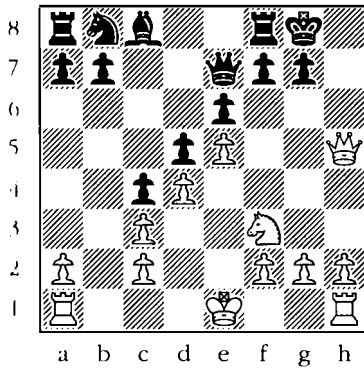
314



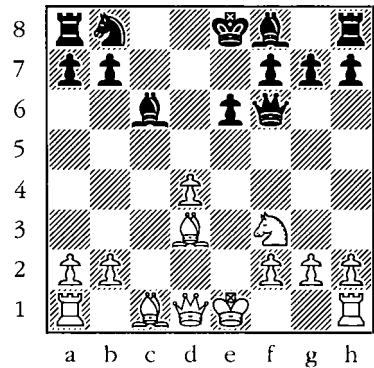
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317

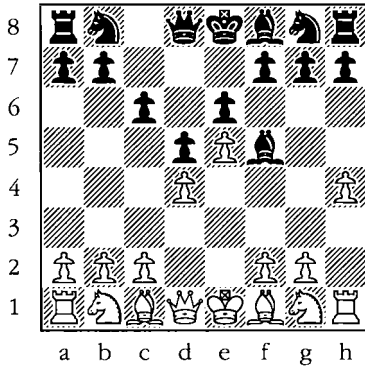


318

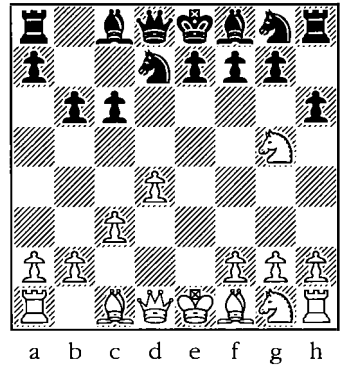
Caro-Kann Defense

1. e4 c6

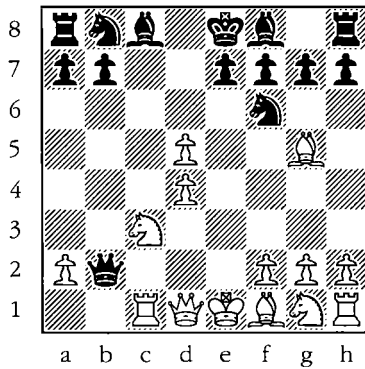
White to move. Find the best continuation.



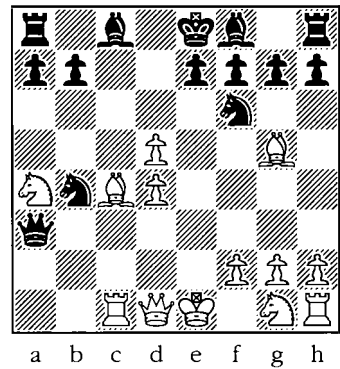
319



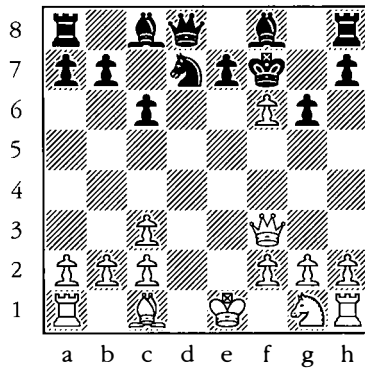
320



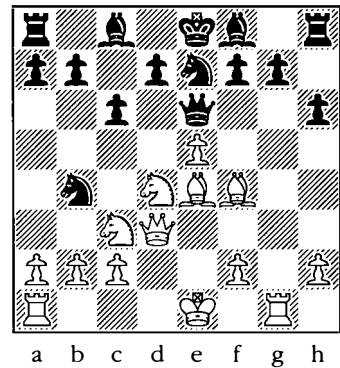
321



322



323

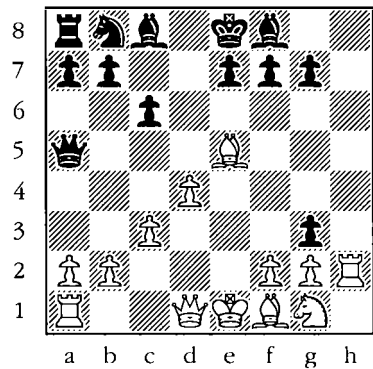
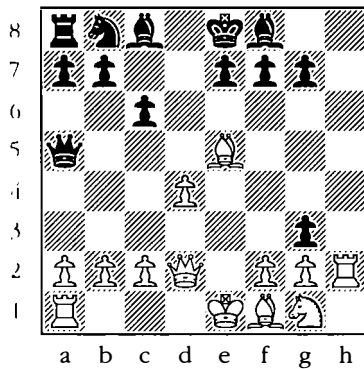
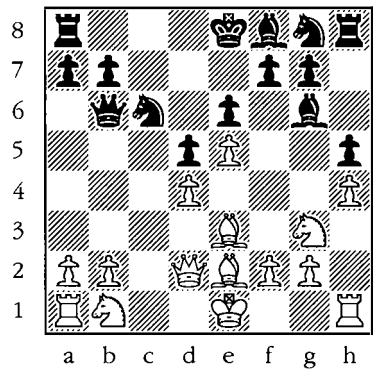
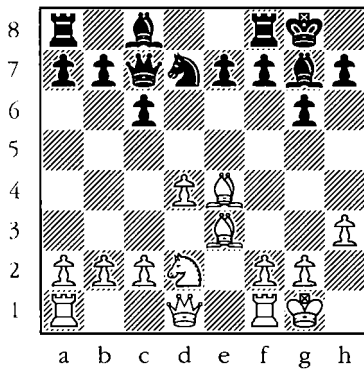
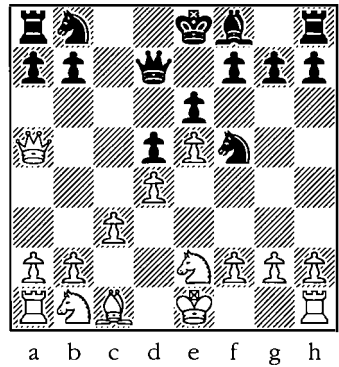
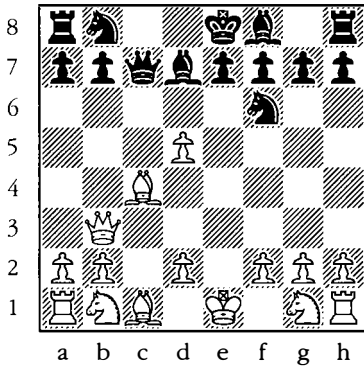


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Caro-Kann Defense

1. e4 c6

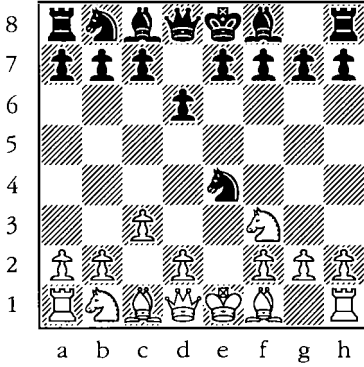
Black to move. Find the best continuation.



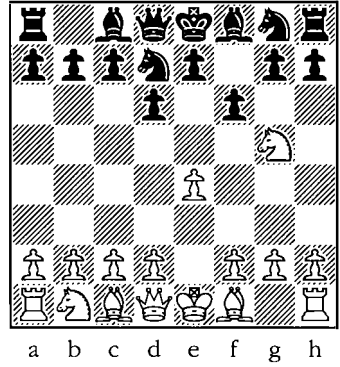
Pirc Defense

1. e4 d6

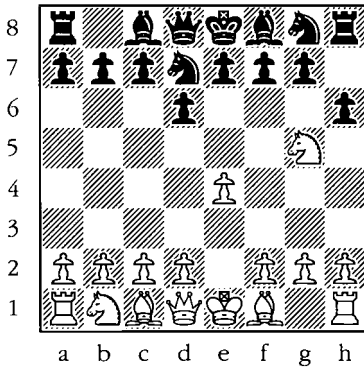
White to move. Find the best continuation.



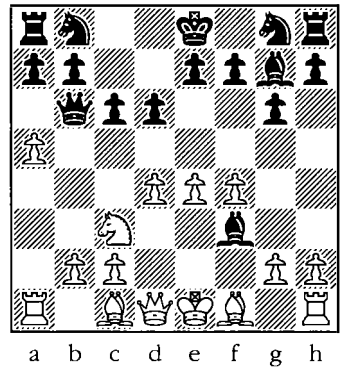
331



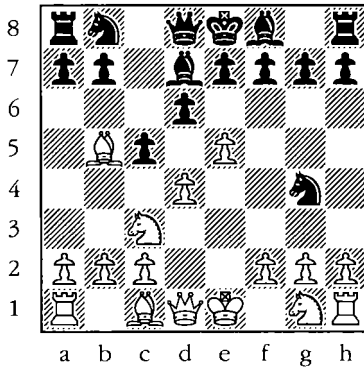
332



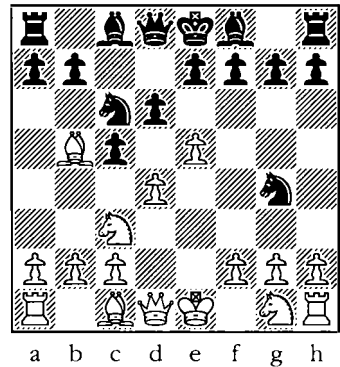
333



334



335

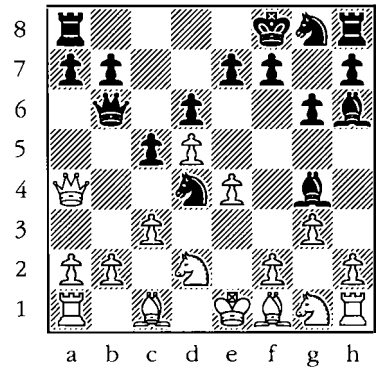
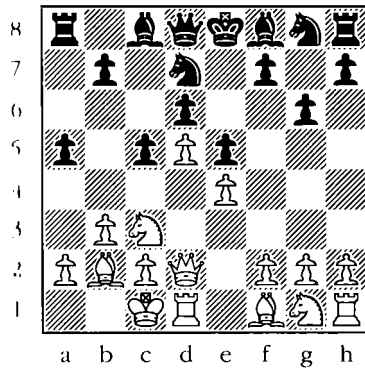
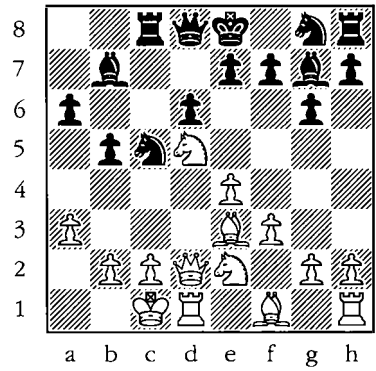
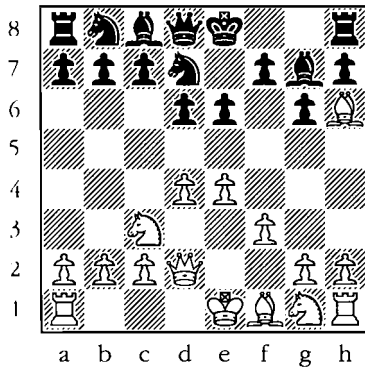
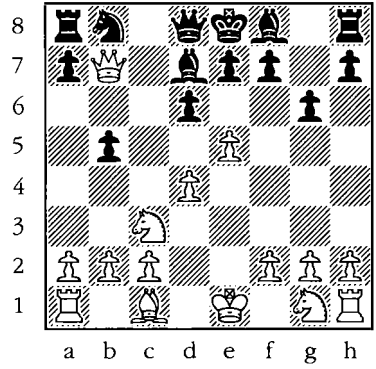
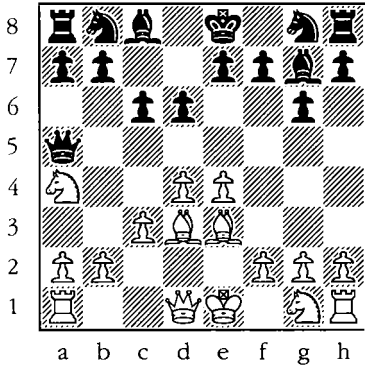


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Pirc Defense

1. e4 d6

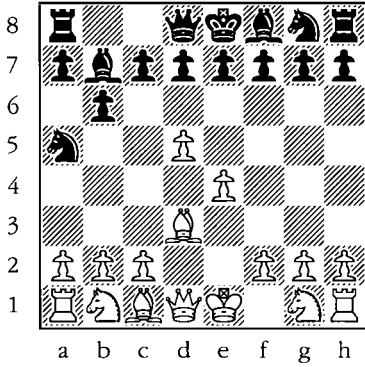
Black to move. Find the best continuation.



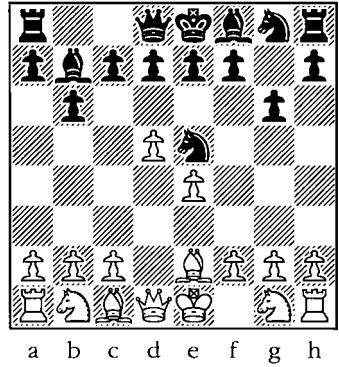
Owen's Defense

1. e4 b6

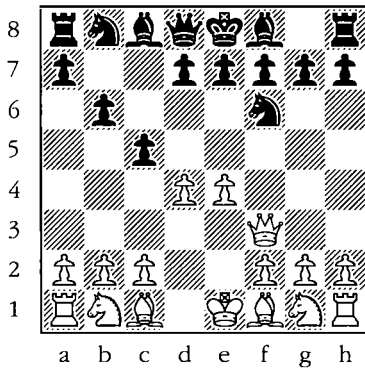
White to move. Find the best continuation.



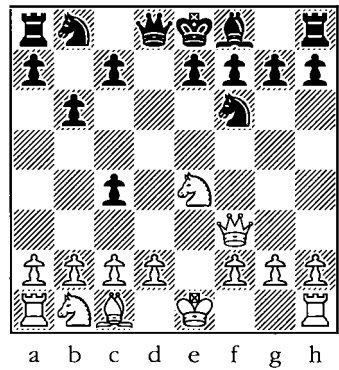
343



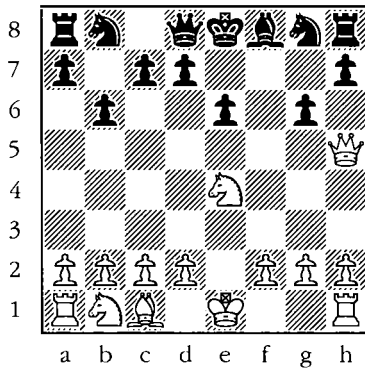
344



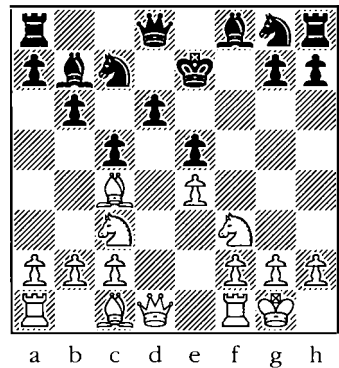
345



346



347

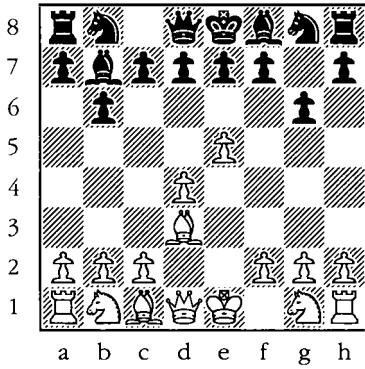


348

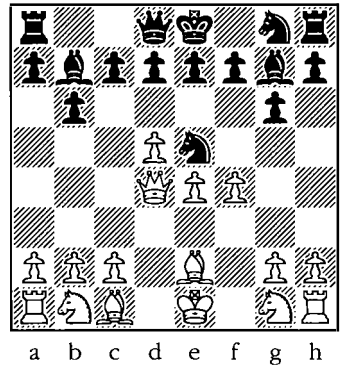
Owen's Defense

1. e4 b6

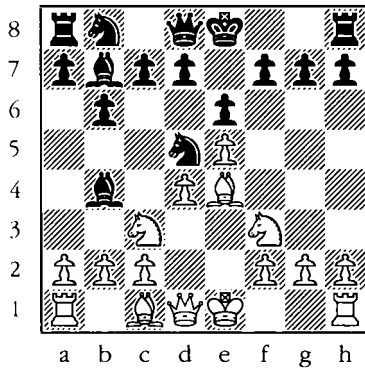
Black to move. Find the best continuation.



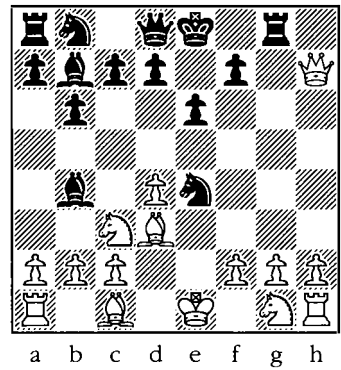
349



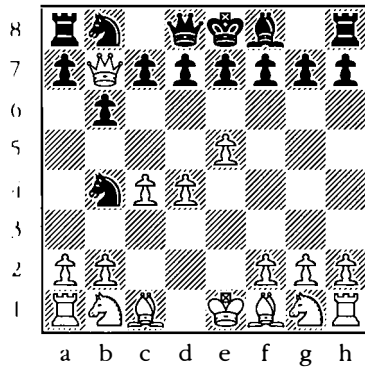
350



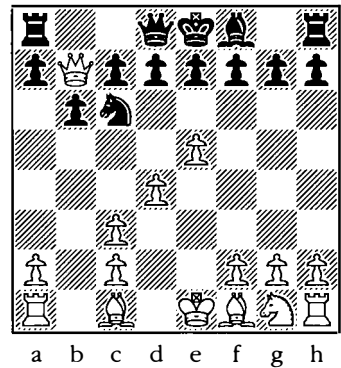
351



352




353

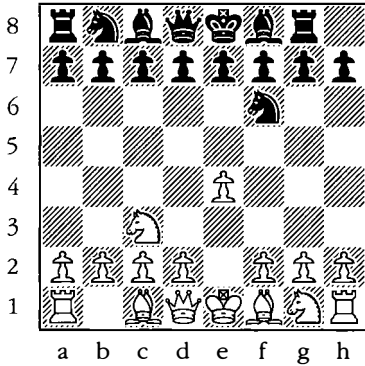


354

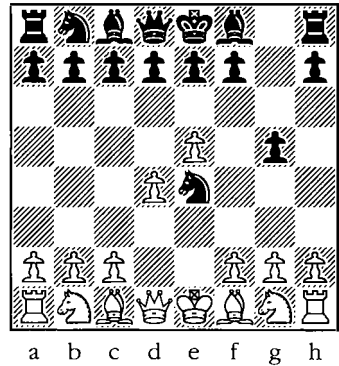
Alekhine's Defense

1. e4 f6

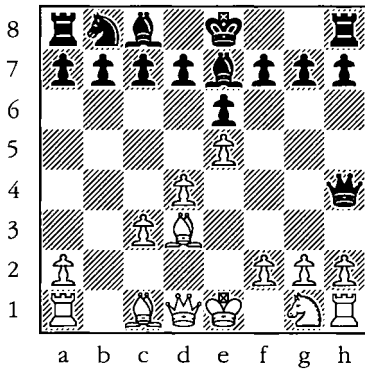
White to move. Find the best continuation.



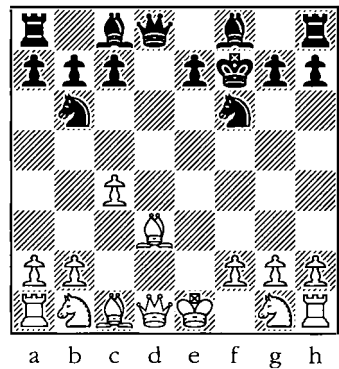
355



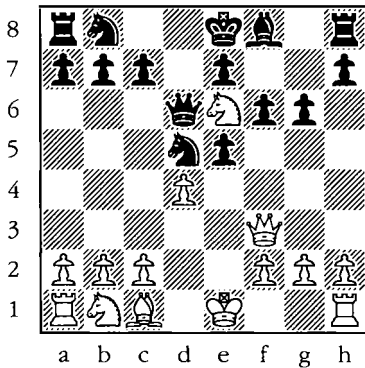
356



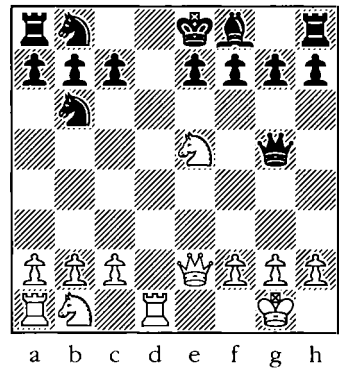
357



358



359

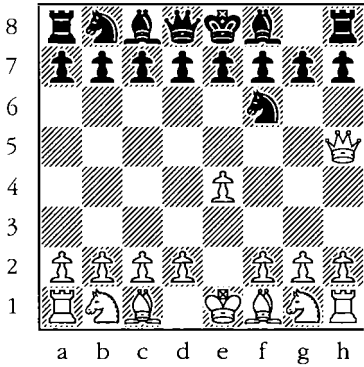


360

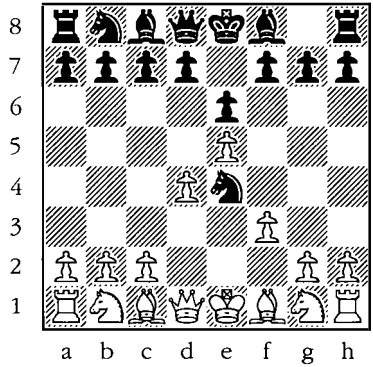
Alekhine's Defense

1. e4 f6

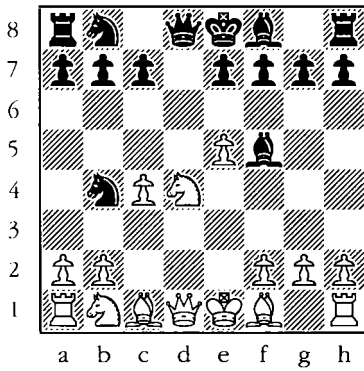
Black to move. Find the best continuation.



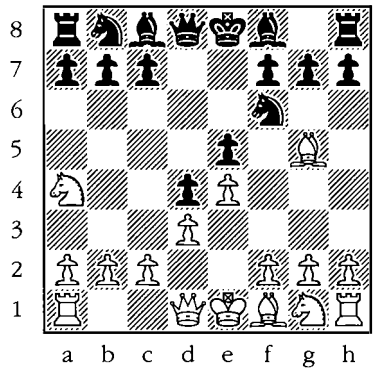
361



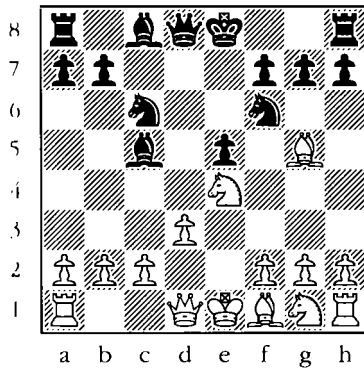
362



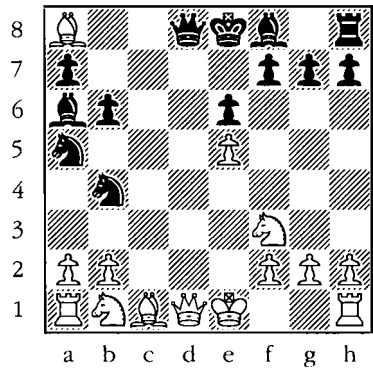
363



364



365

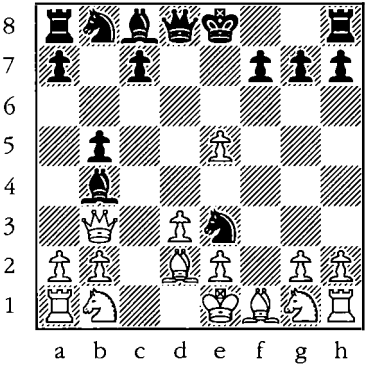


366

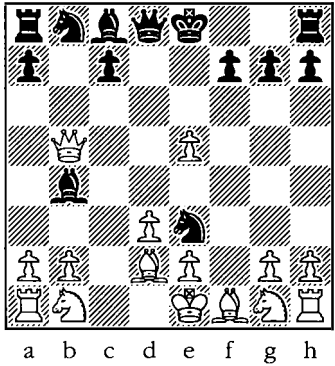
Winning Material in the Closed Games

Bird's Opening 1. f4

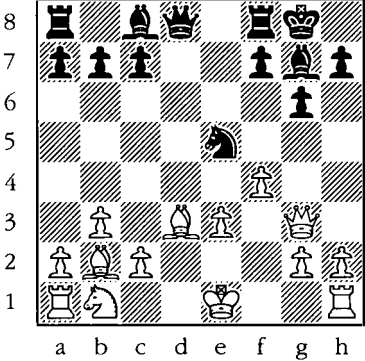
Black to move. Find the best continuation.



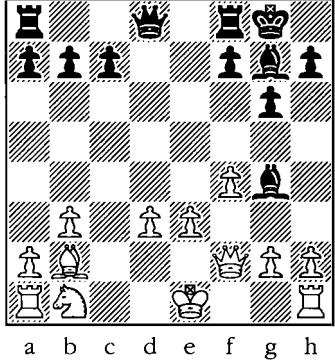
367



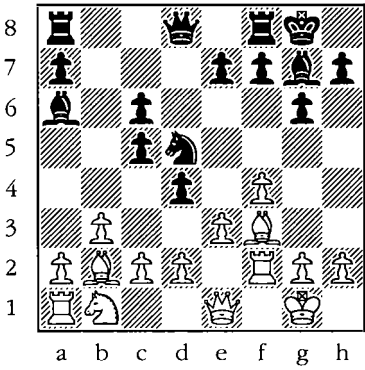
368



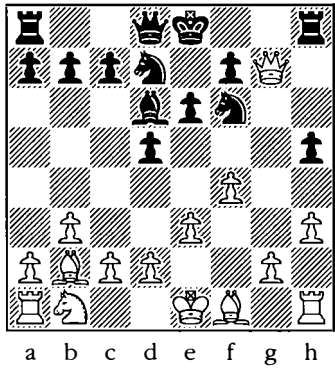
369



370



371

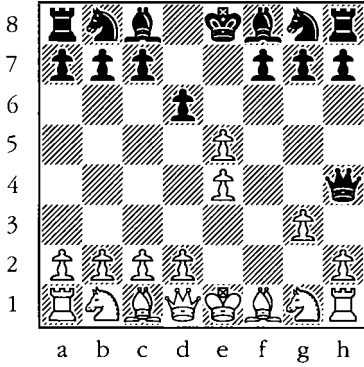


372

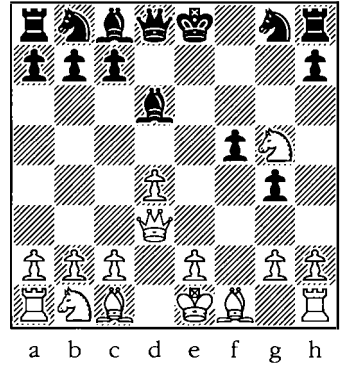
From's Gambit

1. f4 e5

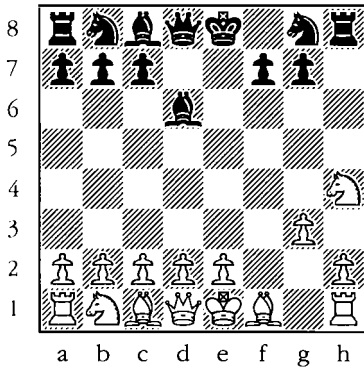
Black to move. Find the best continuation.



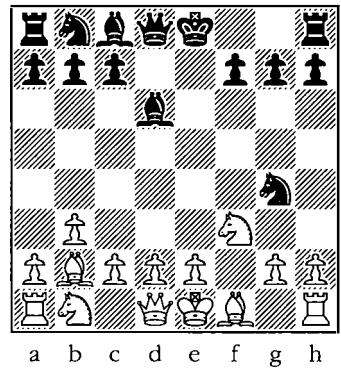
373



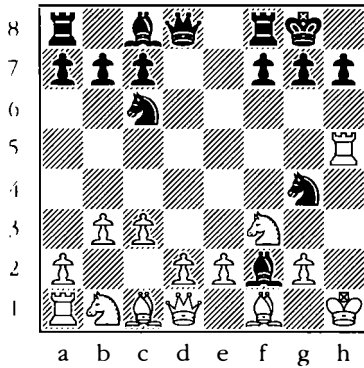
374



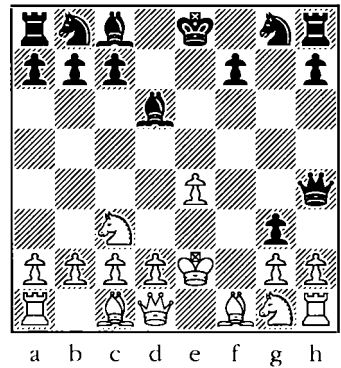
375



376



377

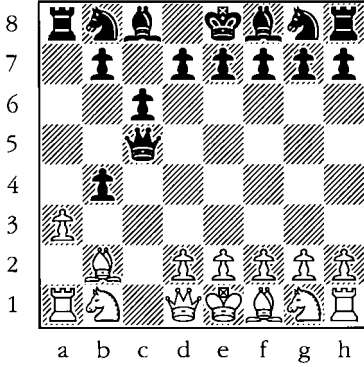


378

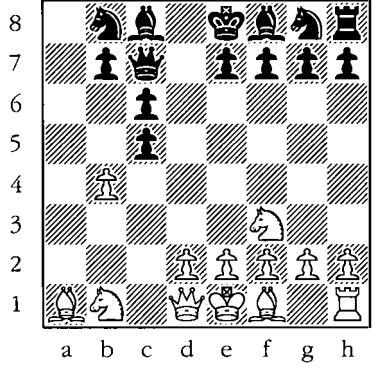
Orangutan Opening

1. b4

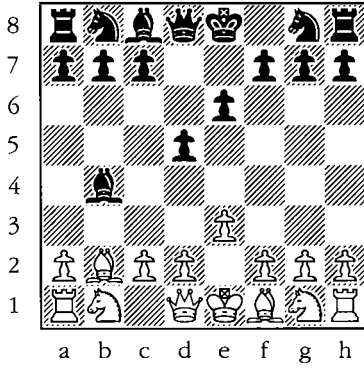
White to move. Find the best continuation.



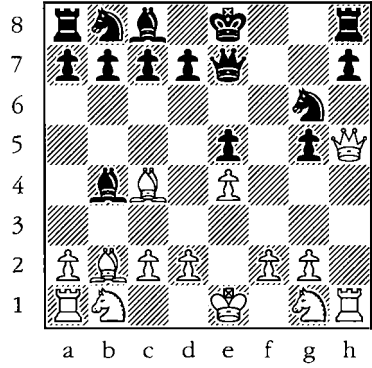
379



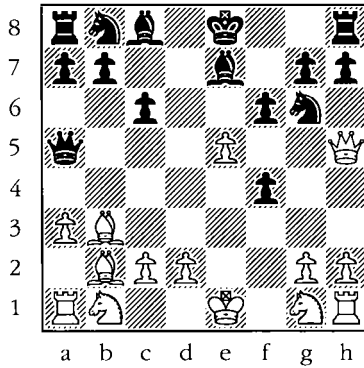
380



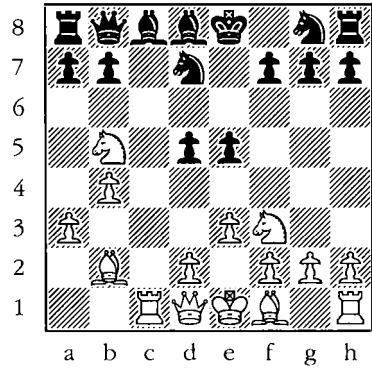
381



382



383

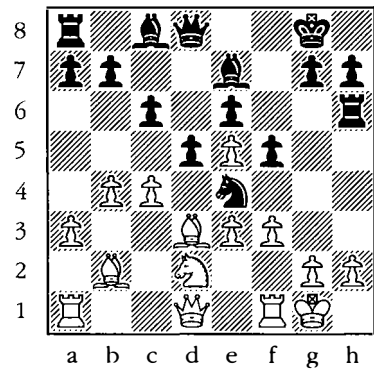
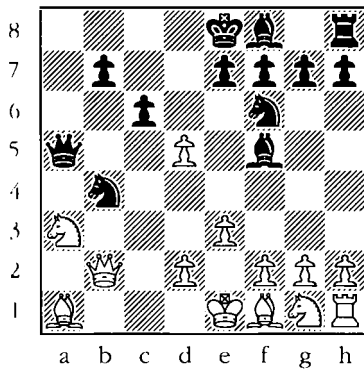
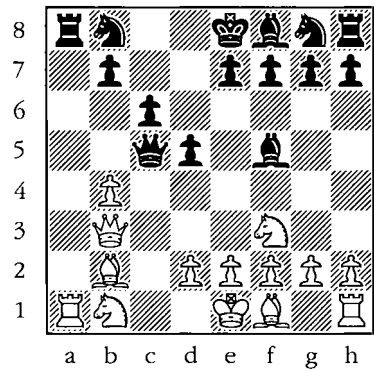
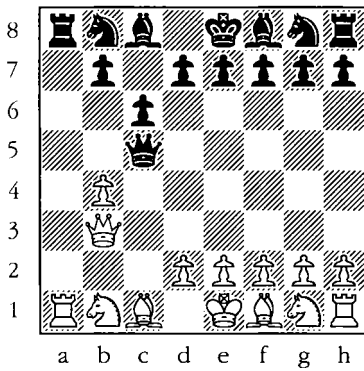
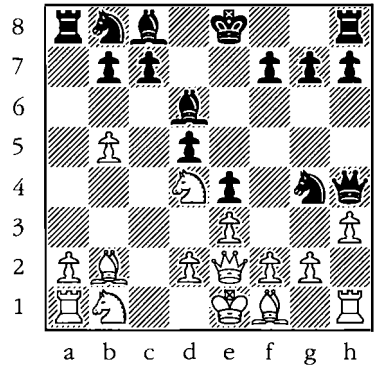
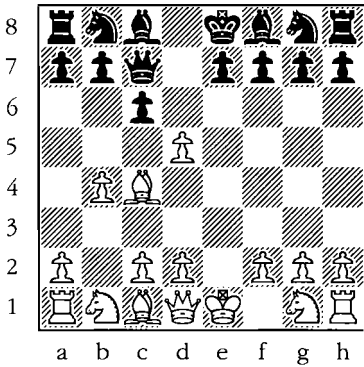


384

Orangutan Opening

1. b4

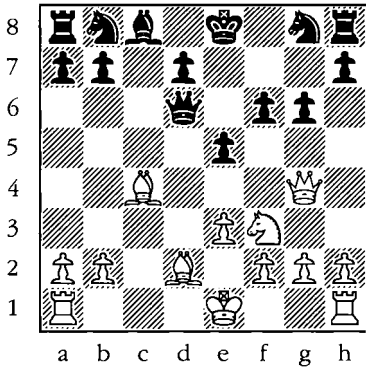
Black to move. Find the best continuation.



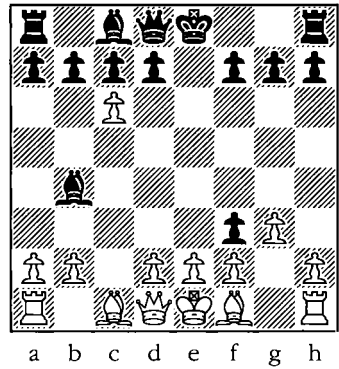
English Opening

1. c4

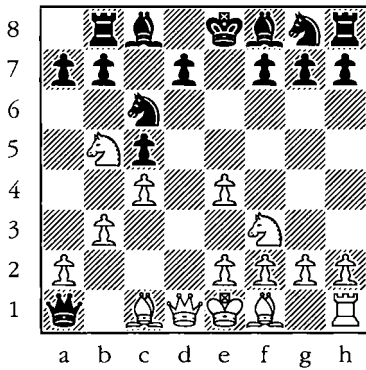
White to move. Find the best continuation.



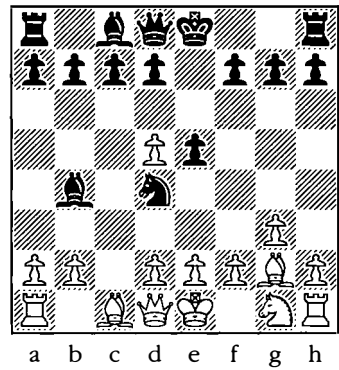
391



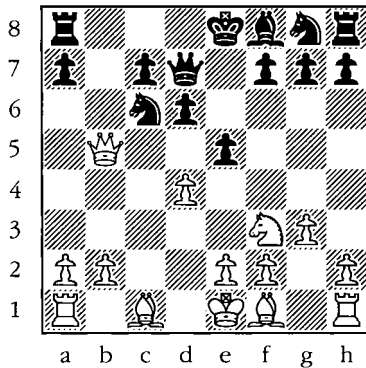
392



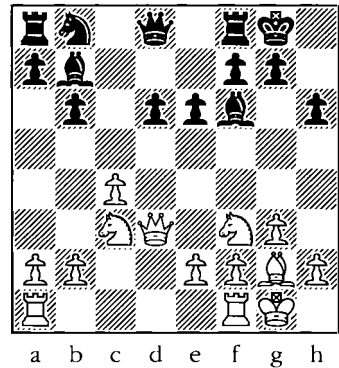
393



394



395

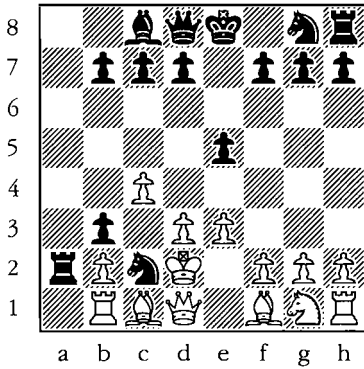


396

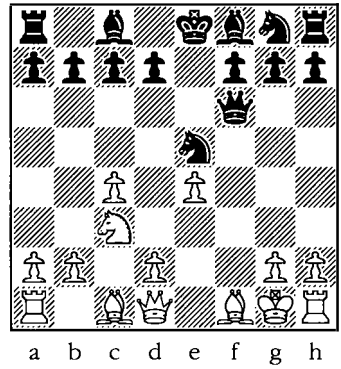
English Opening

1. c4

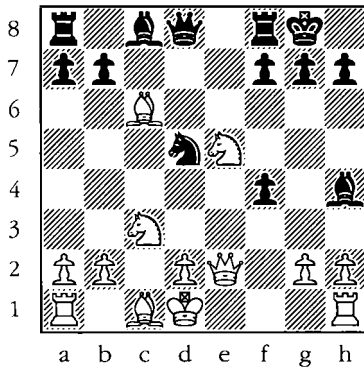
Black to move. Find the best continuation.



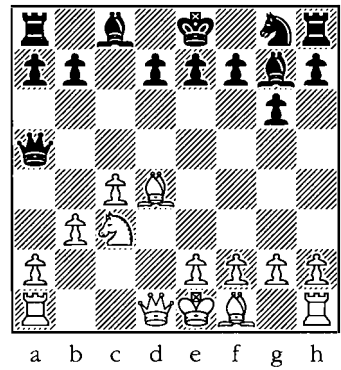
397



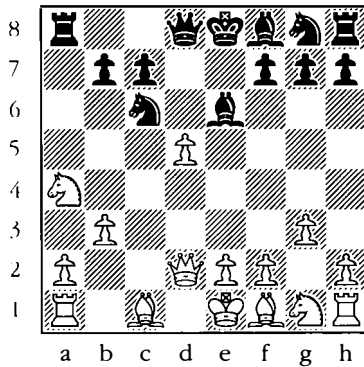
398



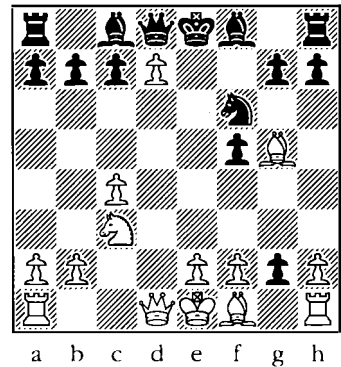
399



400



401

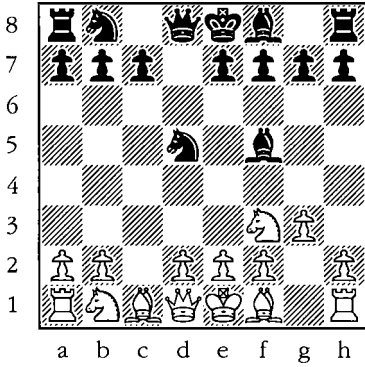


402

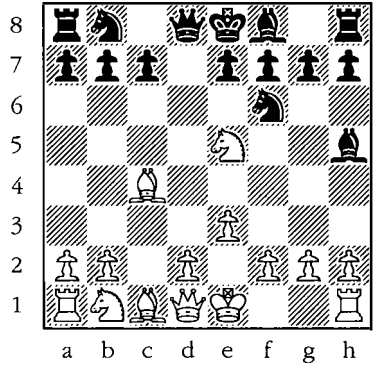
Réti's Opening

1. f3

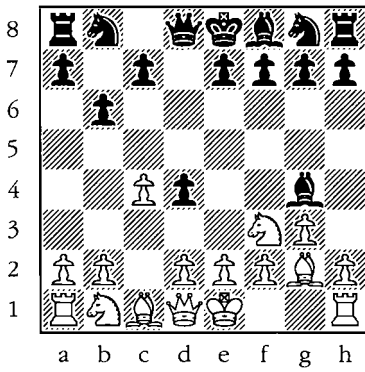
White to move. Find the best continuation.



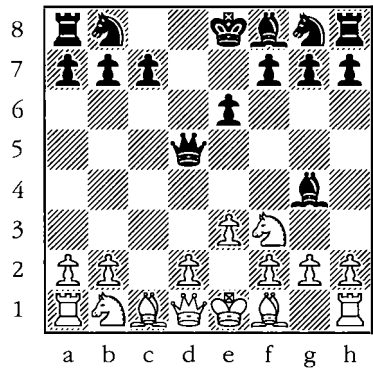
403



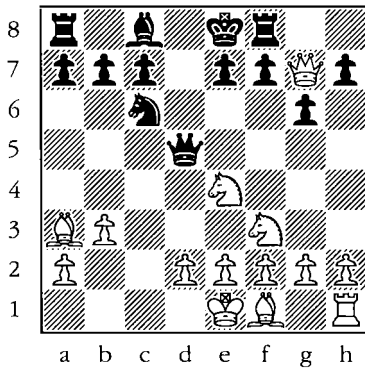
404



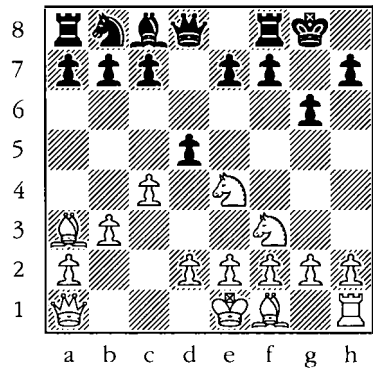
405



406



407

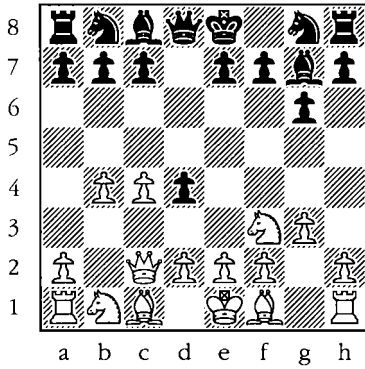


408

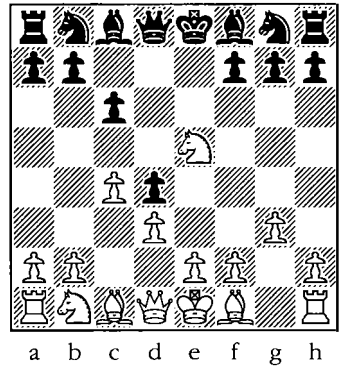
Réti's Opening

1. ♘f3

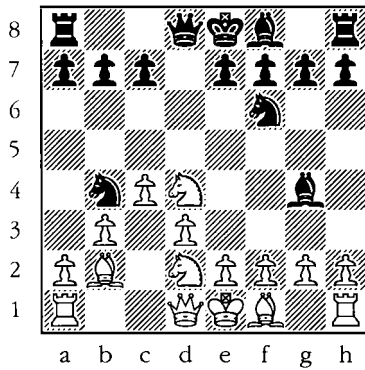
Black to move. Find the best continuation.



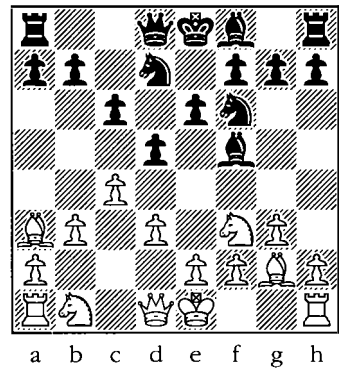
409



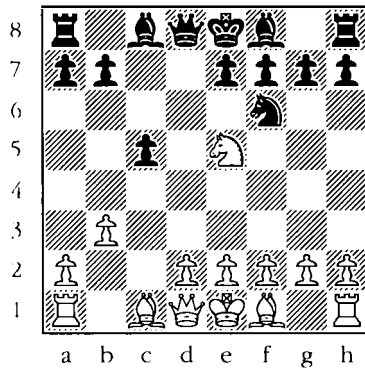
410



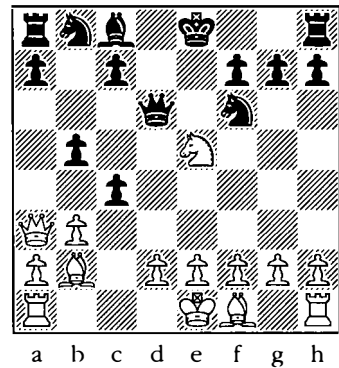
411



412



413

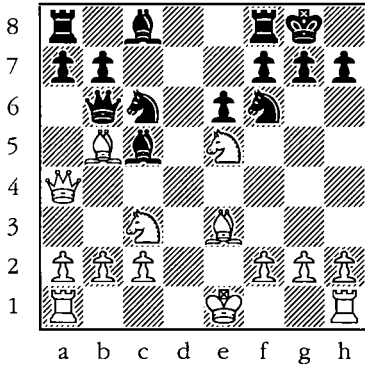


414

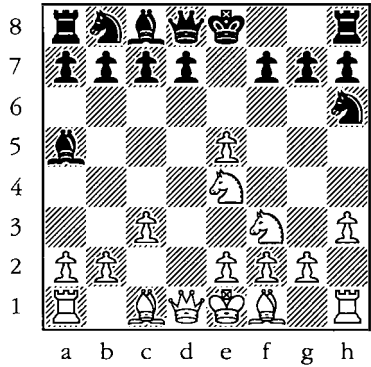
Queen's Pawn Opening

1. d4

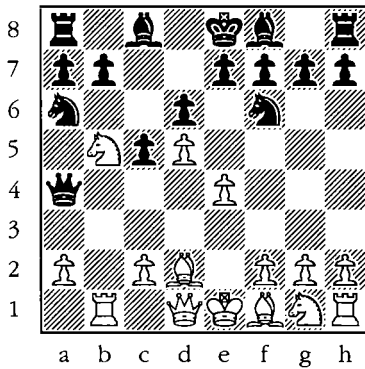
White to move. Find the best continuation.



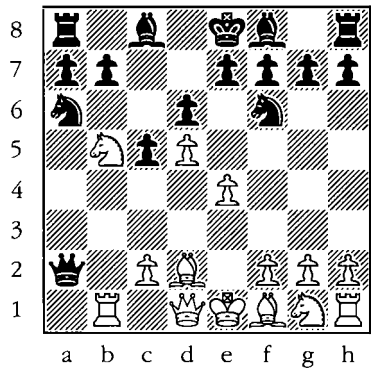
415



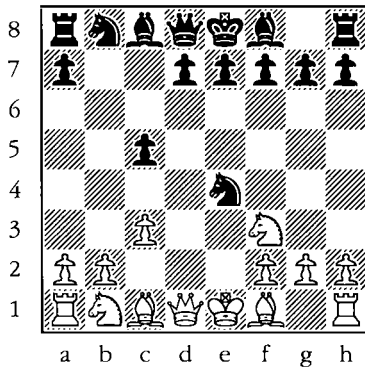
416



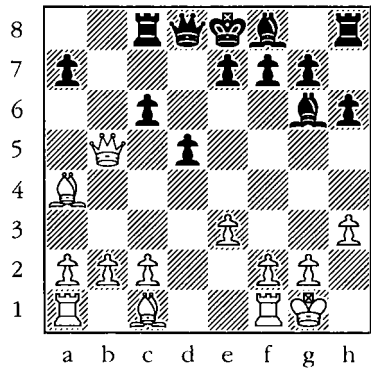
417



418



419

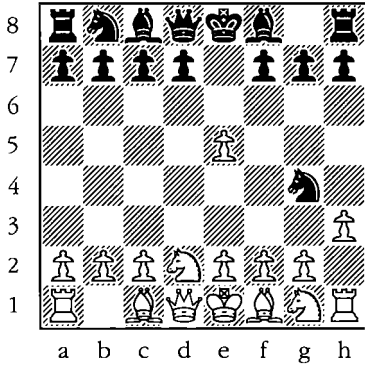


420

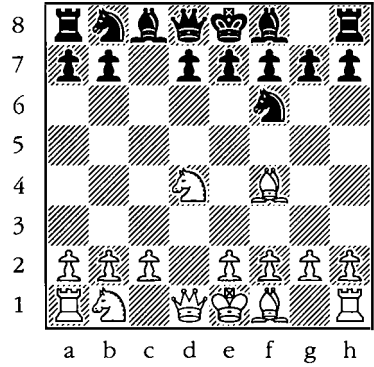
Queen's Pawn Opening

1. d4

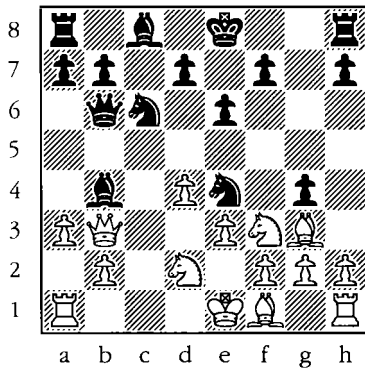
Black to move. Find the best continuation.



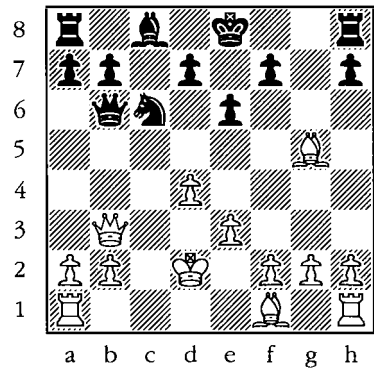
421



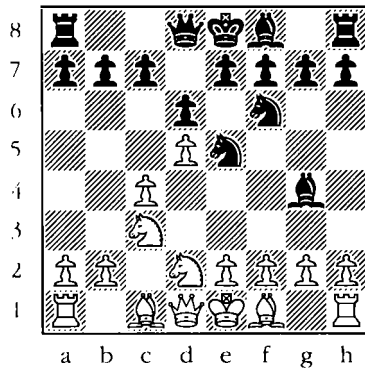
422



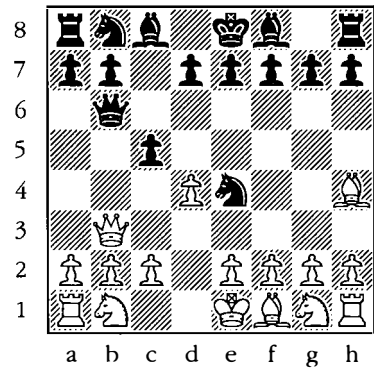
423



424



425

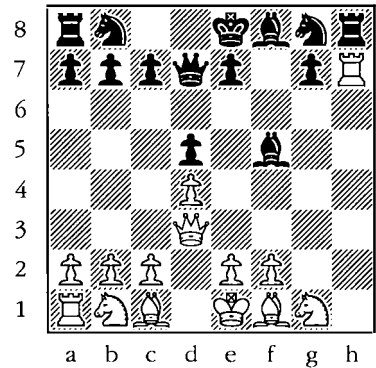
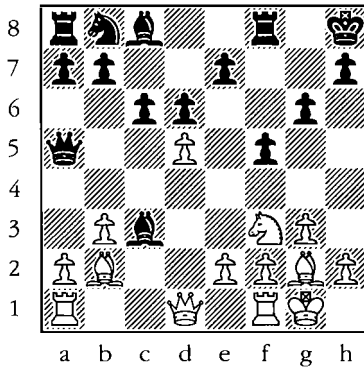
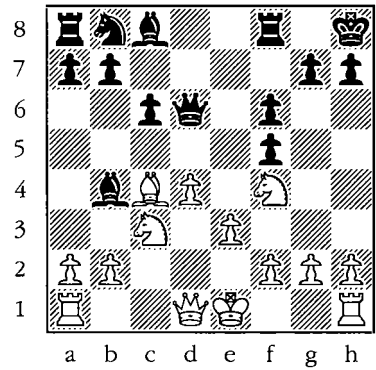
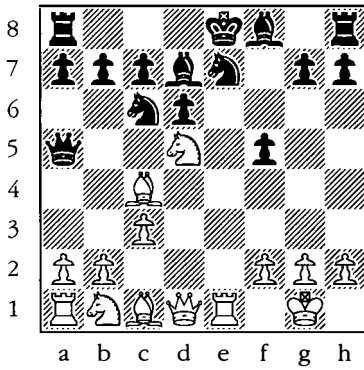
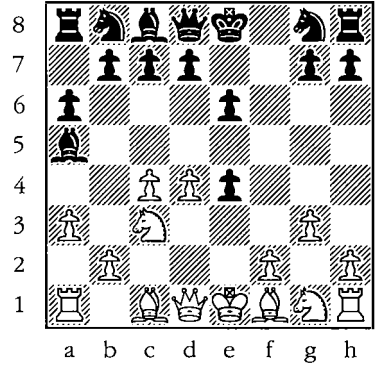
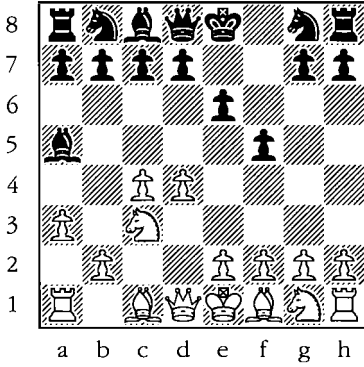


426

Dutch Defense

1. d4 f5

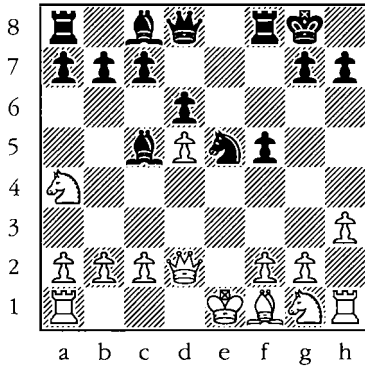
White to move. Find the best continuation.



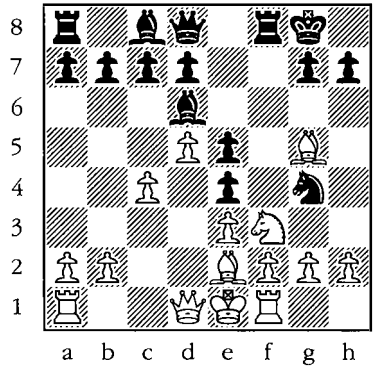
Dutch Defense

1. d4 f5

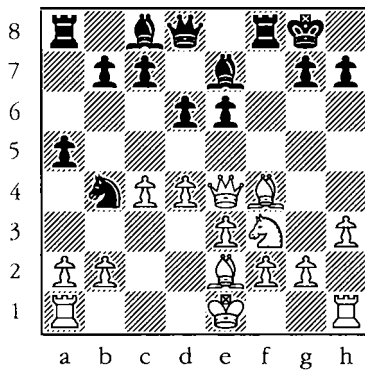
Black to move. Find the best continuation.



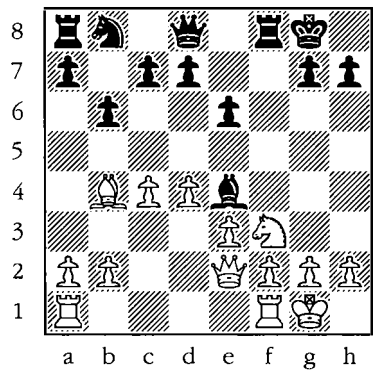
433



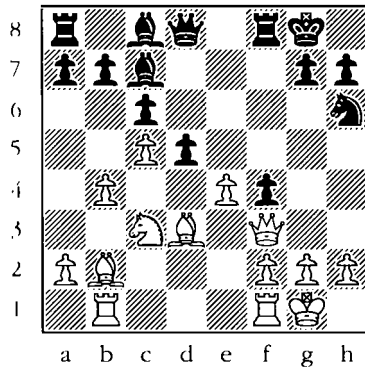
434



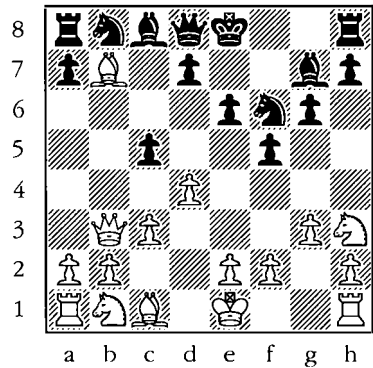
435



436



437

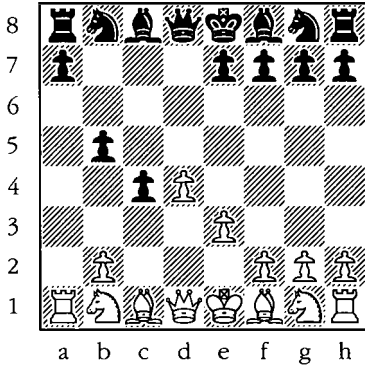


438

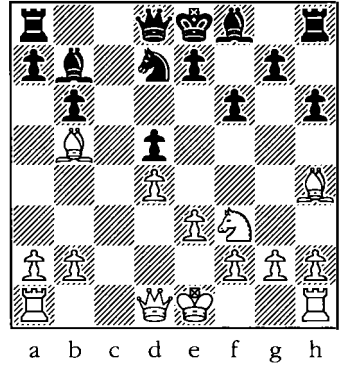
Queen's Gambit

1. d4 d5 2. c4

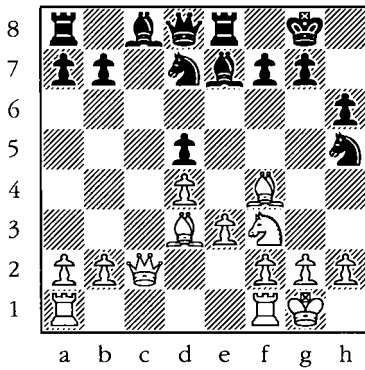
White to move. Find the best continuation.



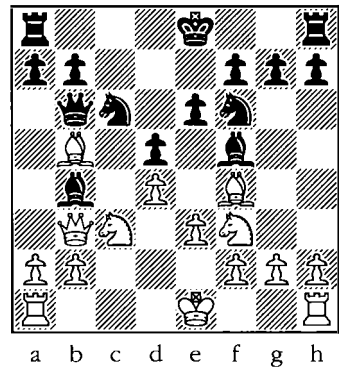
439



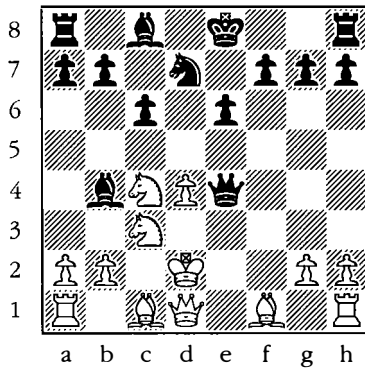
440



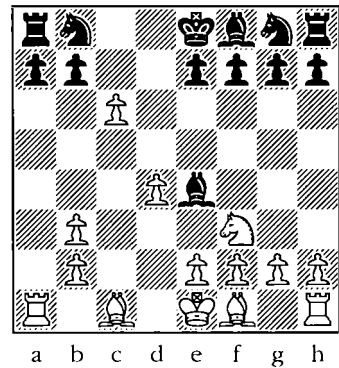
441



442



443

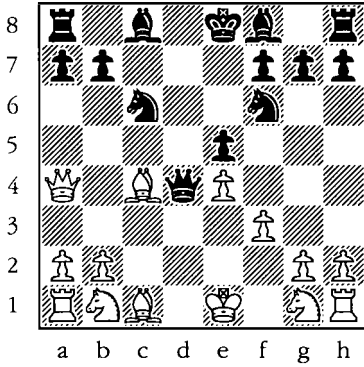


444

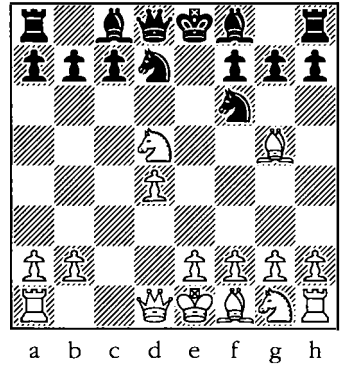
Queen's Gambit

1. d4 d5 2. c4

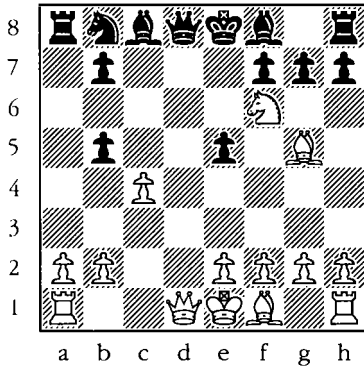
Black to move. Find the best continuation.



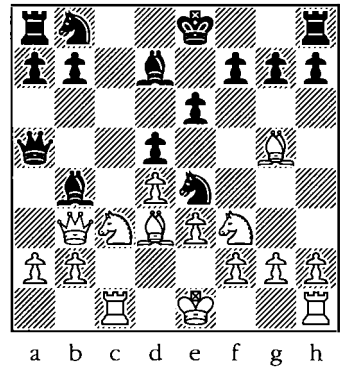
445



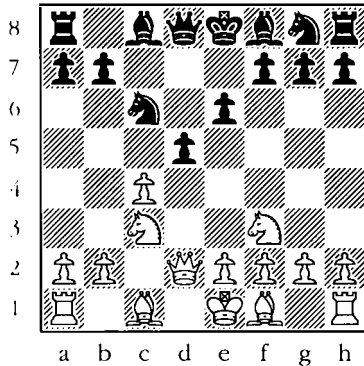
446



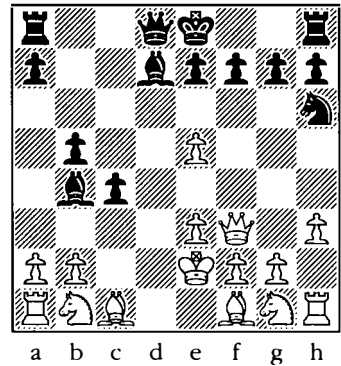
447



448



449

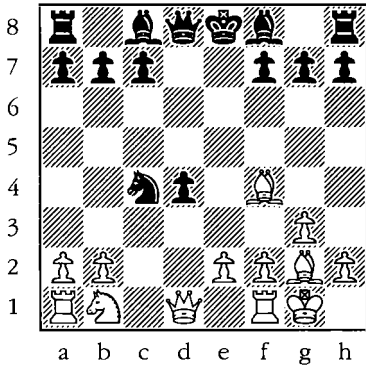


450

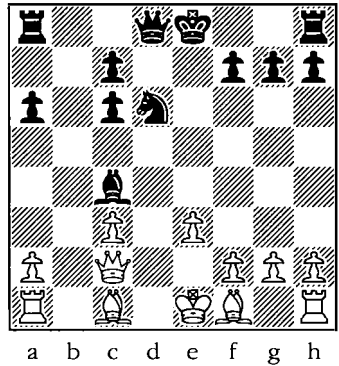
Albin Countergambit

1. d4 d5 2. c4 e5

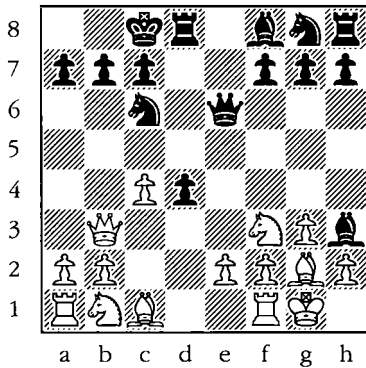
White to move. Find the best continuation.



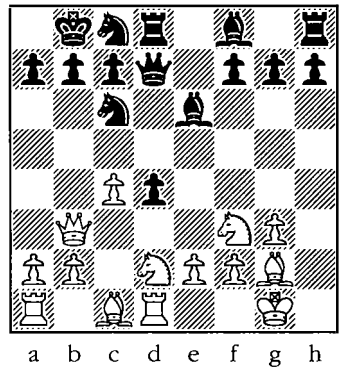
451



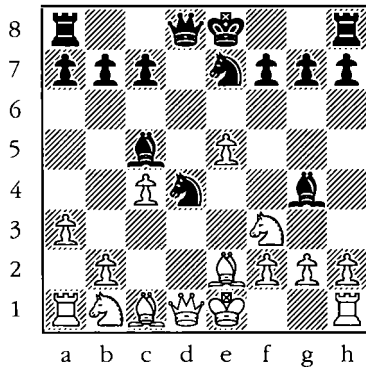
452



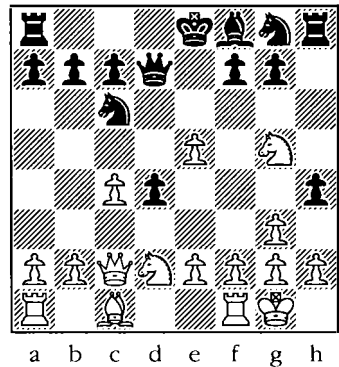
453



454



455



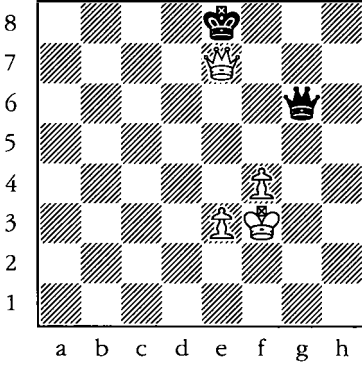
456

Defensive Tactics

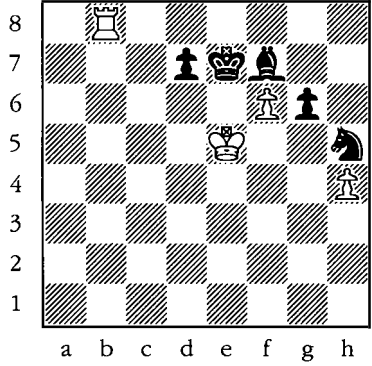
Saving the king

Eliminate the attacker

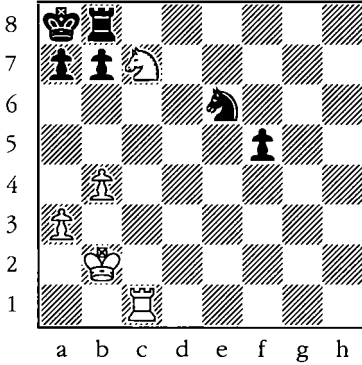
Black to move.



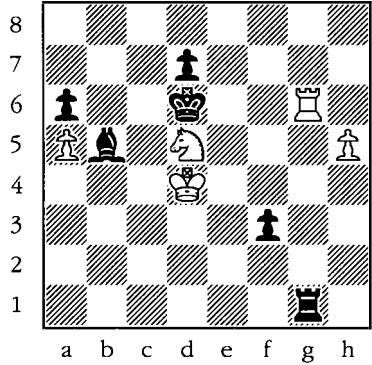
457



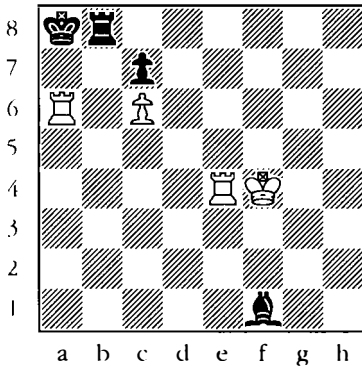
458



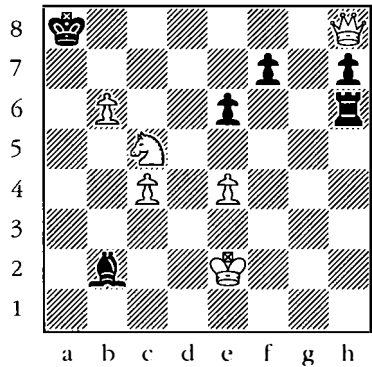
459



460



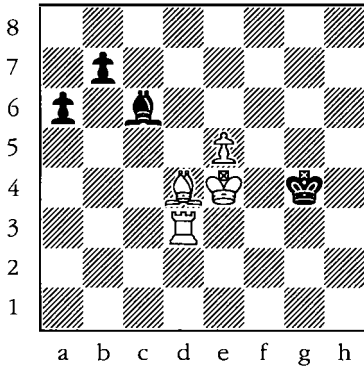
461



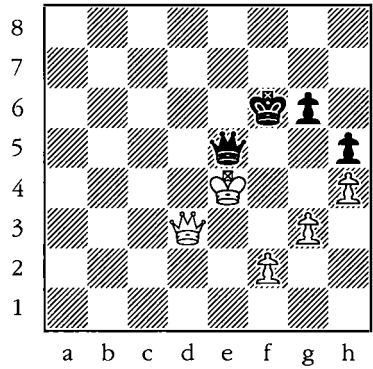
462

Get away from the attacked square

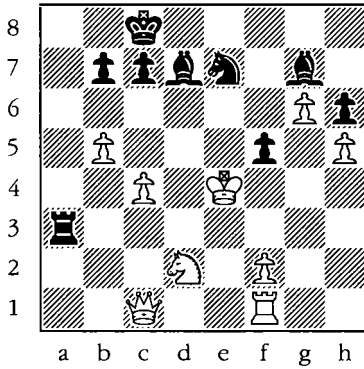
White to move.



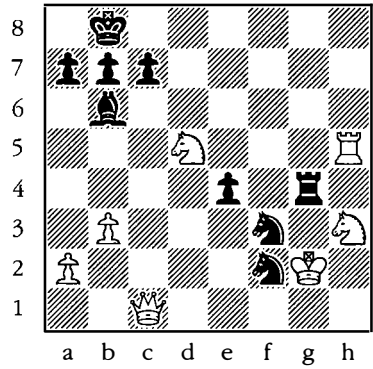
463



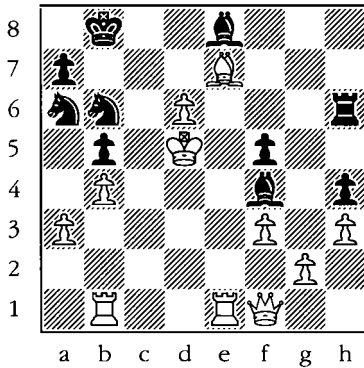
464



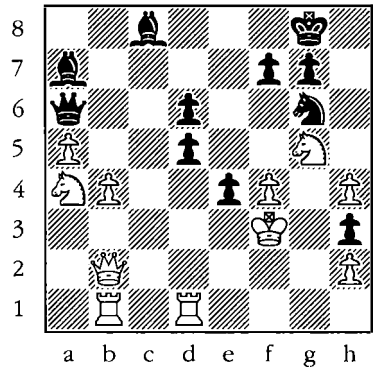
465



466



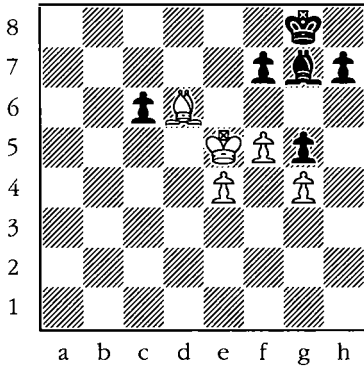
467



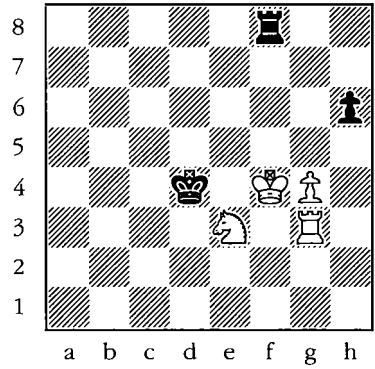
468

Block the check by interposing a piece or pawn

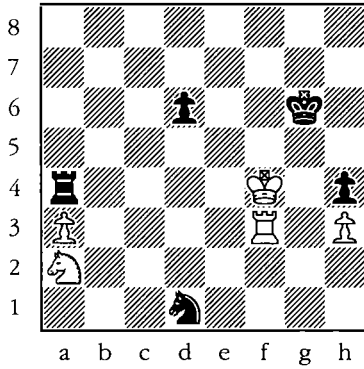
White to move.



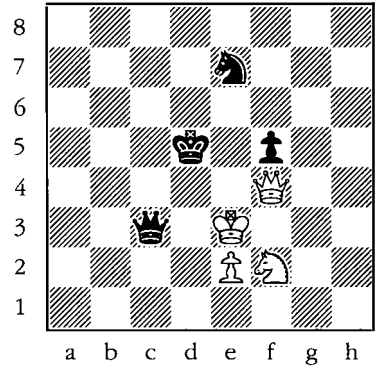
469



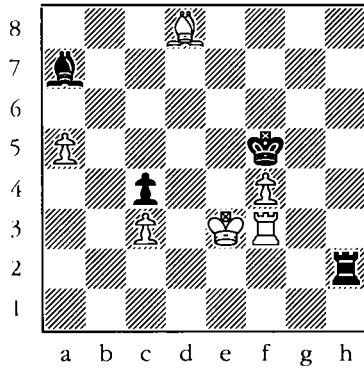
470



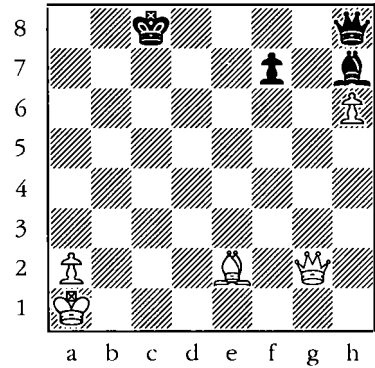
471



472



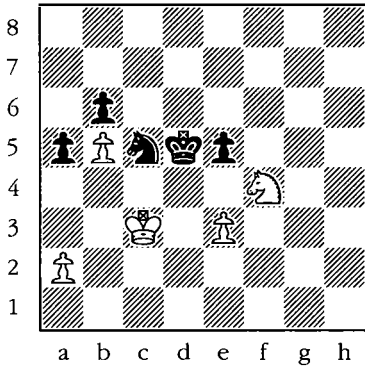
473



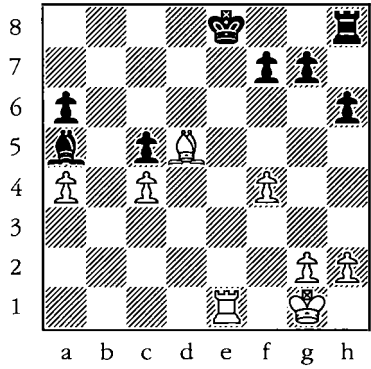
474

Find the best defense

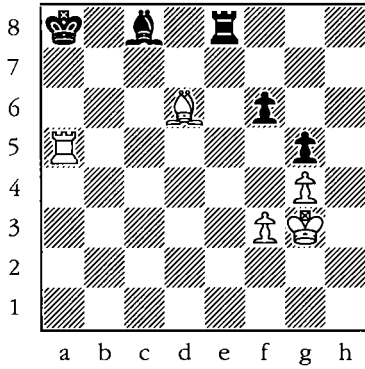
Black to move.



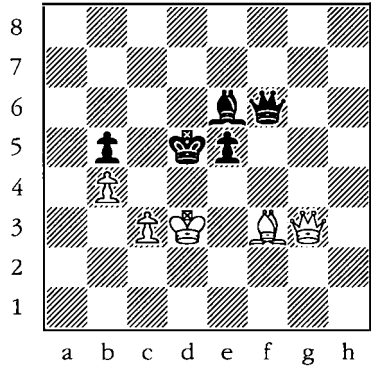
475



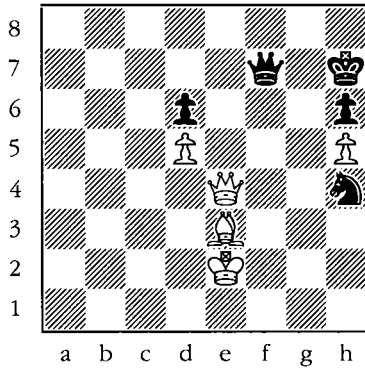
476



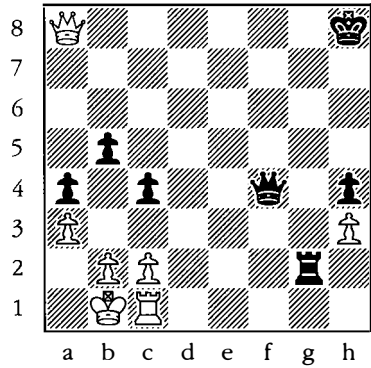
477



478



479

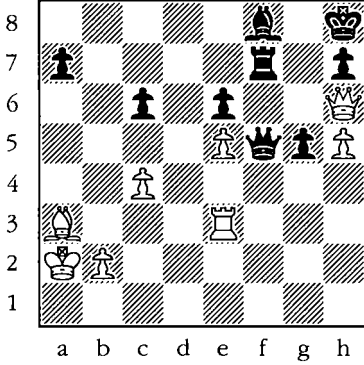


480

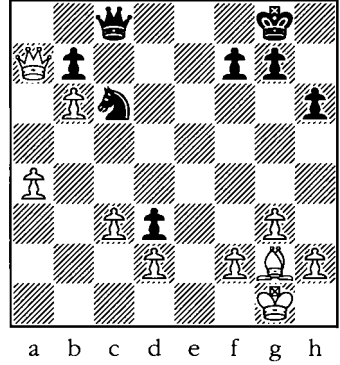
Saving the queen

Eliminate the attacker

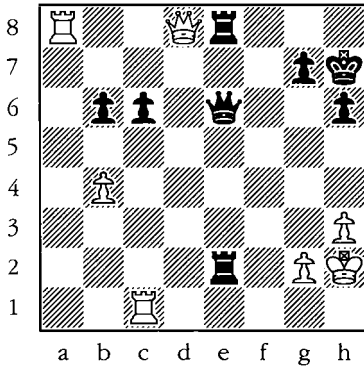
White to move.



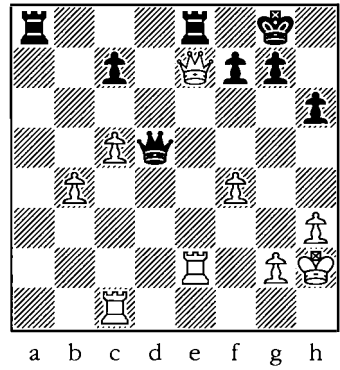
481



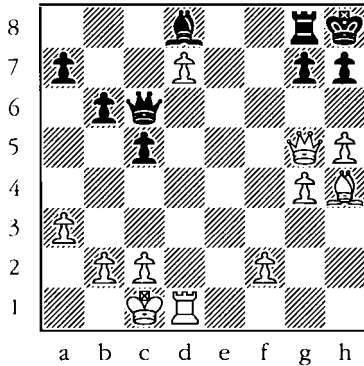
482



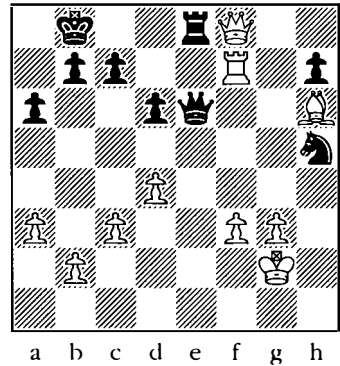
483



484



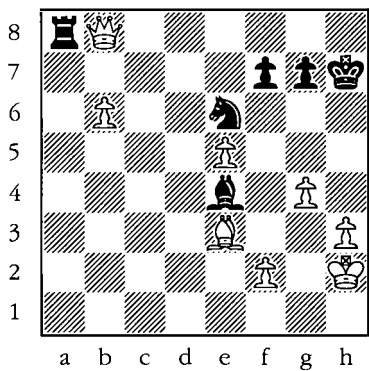
485



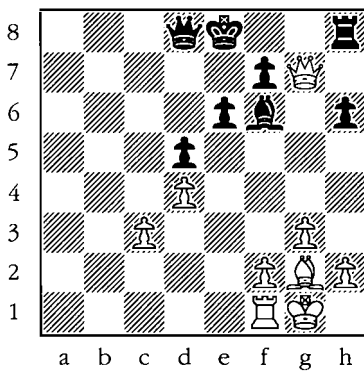
486

Get away from the attacked square

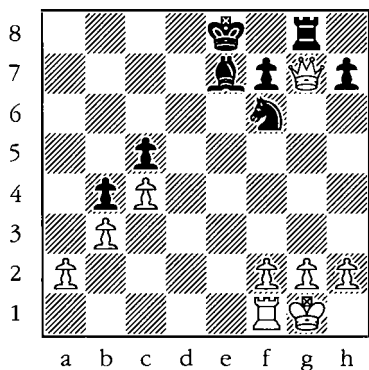
White to move.



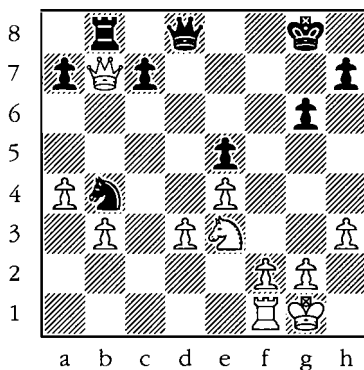
487



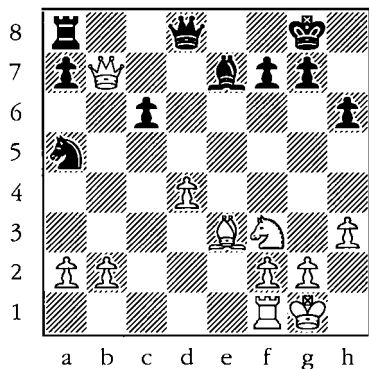
488



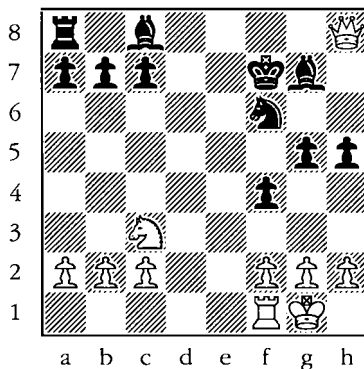
489



490



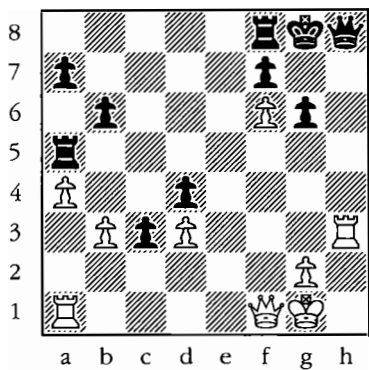
491



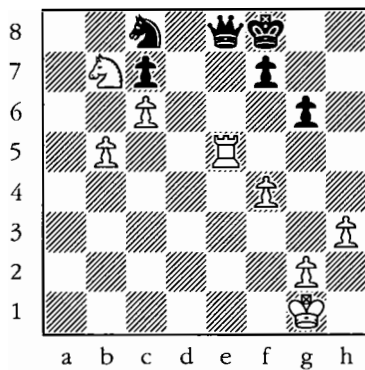
492

Block the attack on the queen

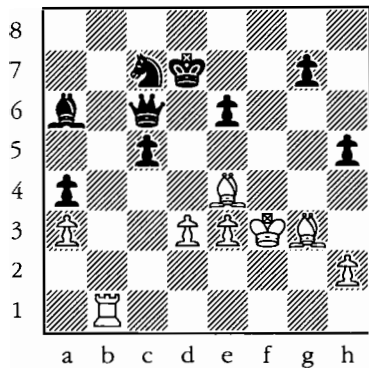
Black to move.



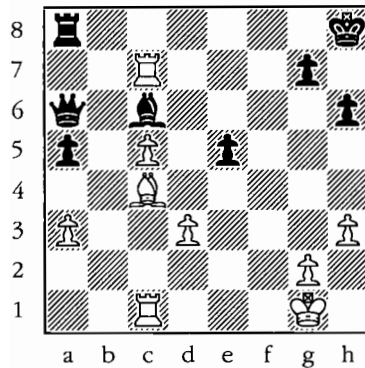
493



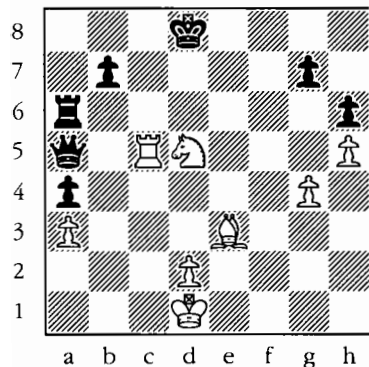
494



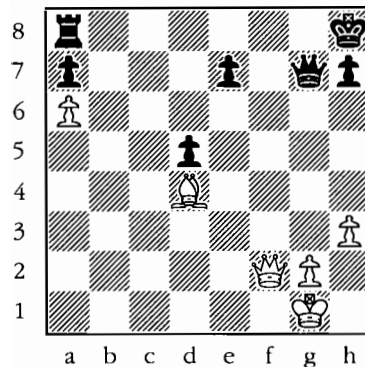
495



496



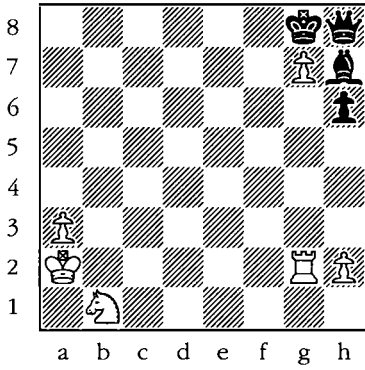
497



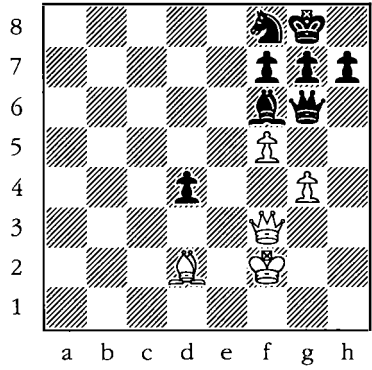
498

Counterattack

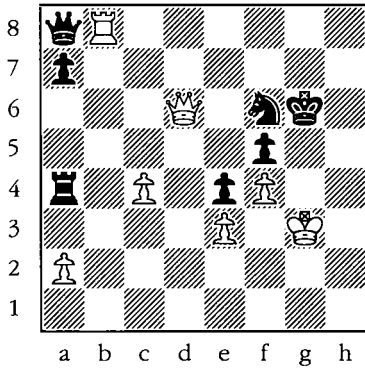
Black to move.



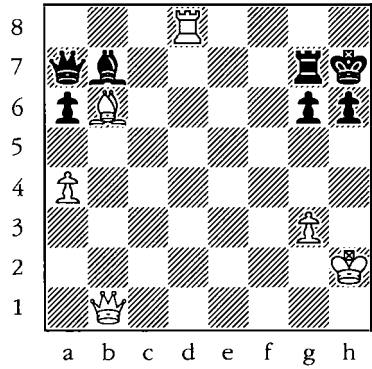
499



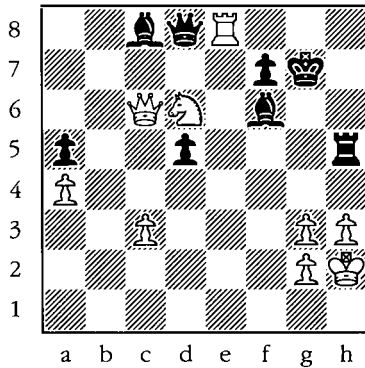
500



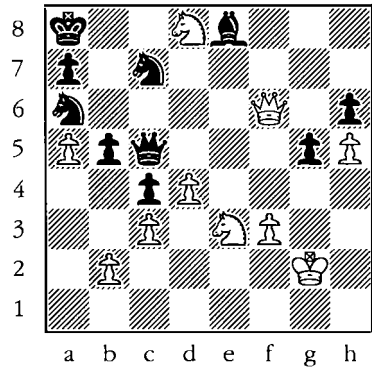
501



502



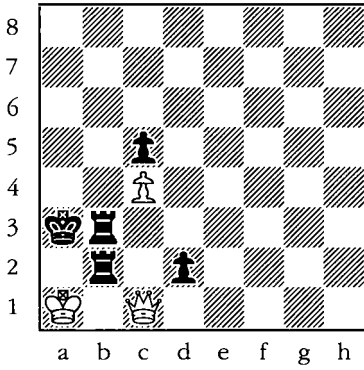
503



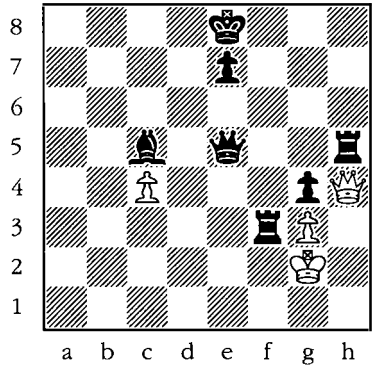
504

Stalemate

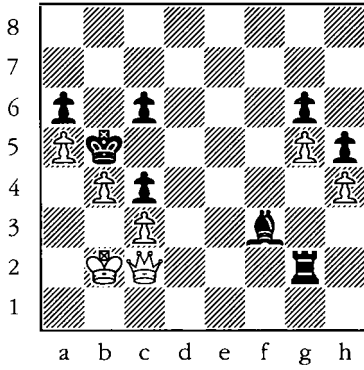
White to move.



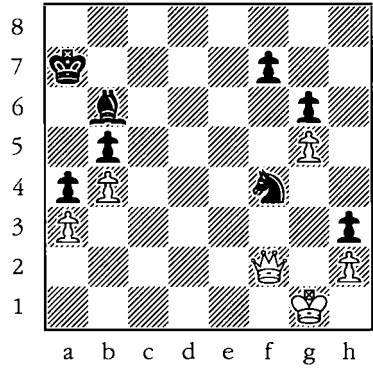
505



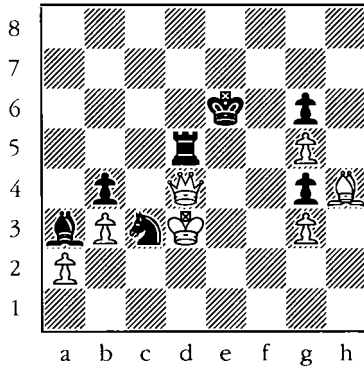
506



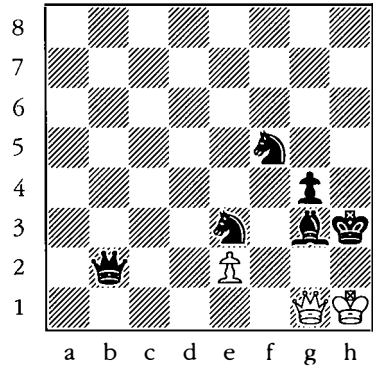
507



508



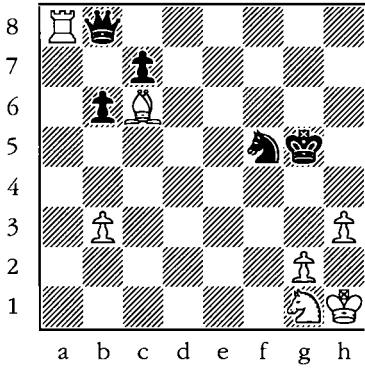
509



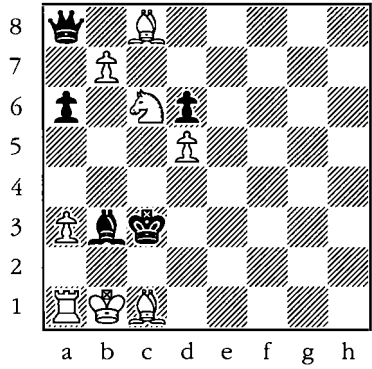
510

Perpetual check

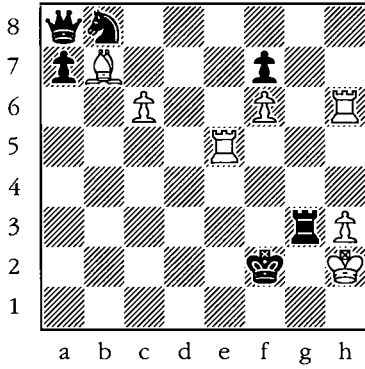
Black to move.



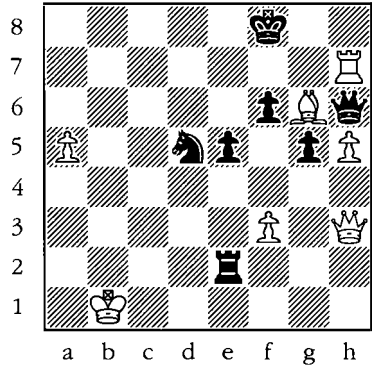
511



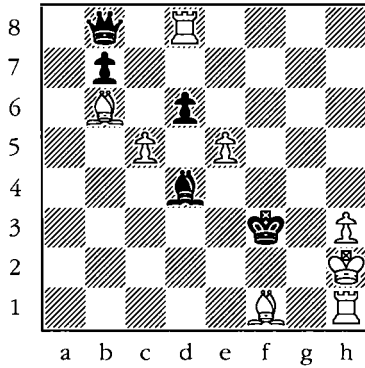
512



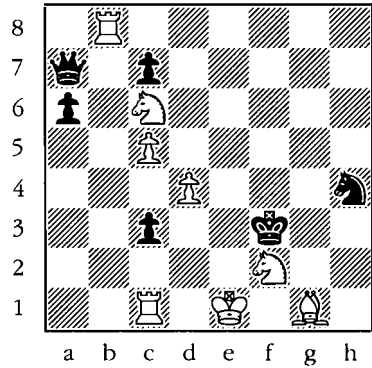
513



514



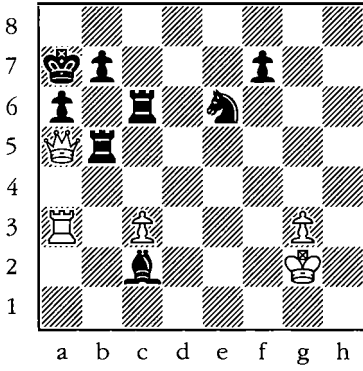
515



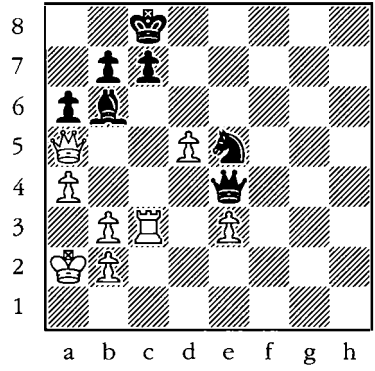
516

Pin

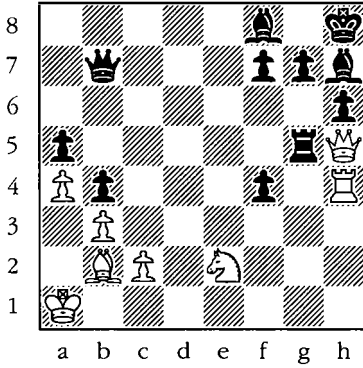
White to move.



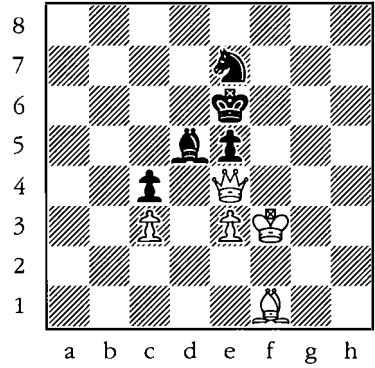
517



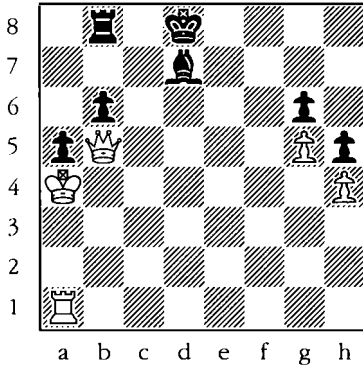
518



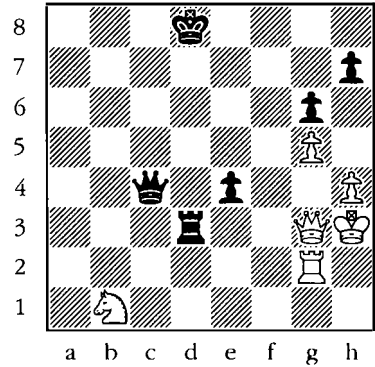
519



520



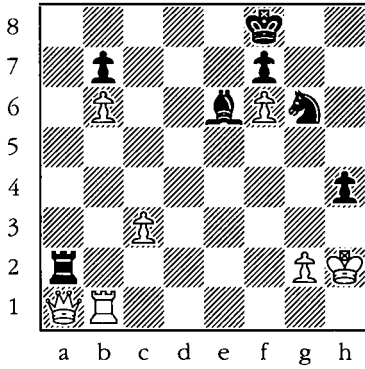
521



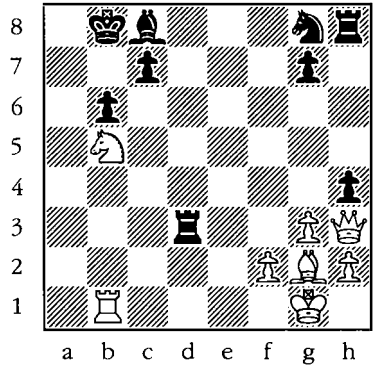
522

Mate threat

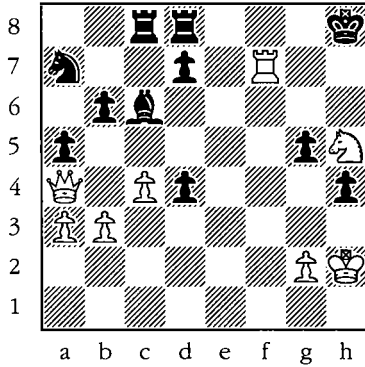
White to move.



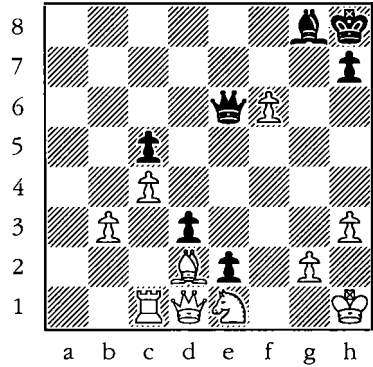
523



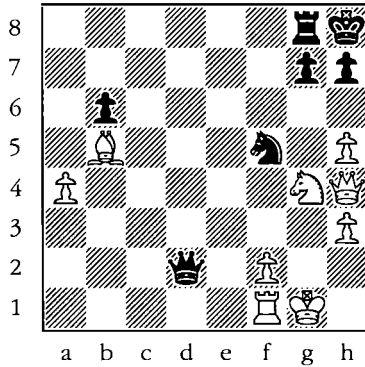
524



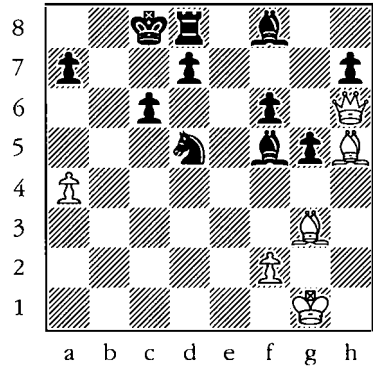
525



526



527

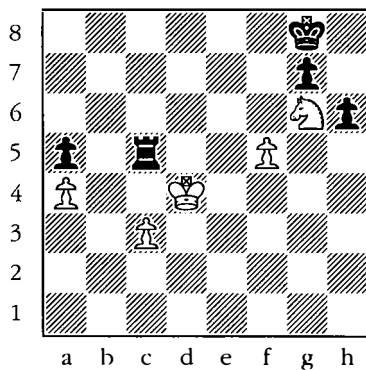
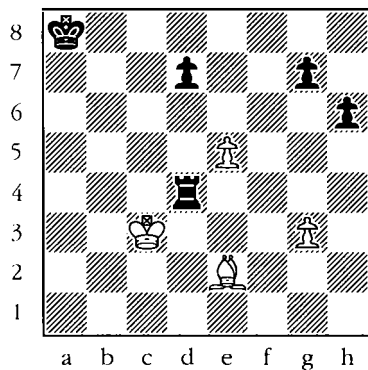
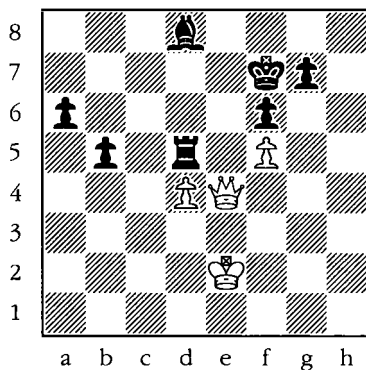
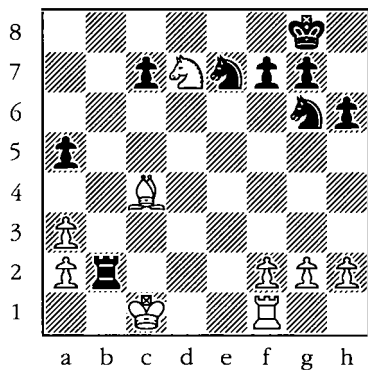
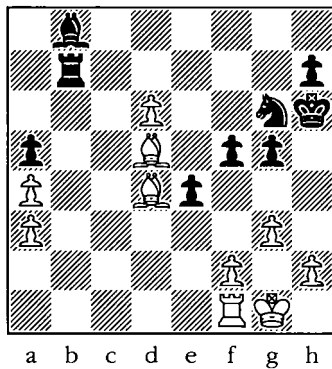
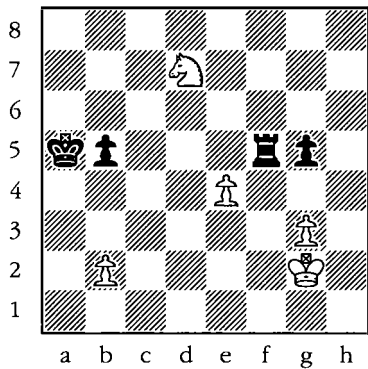


528

Saving a rook

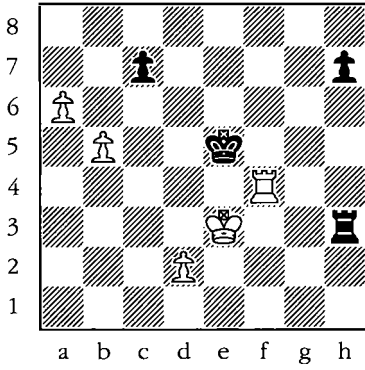
Evacuate the attacked square

Black to move.

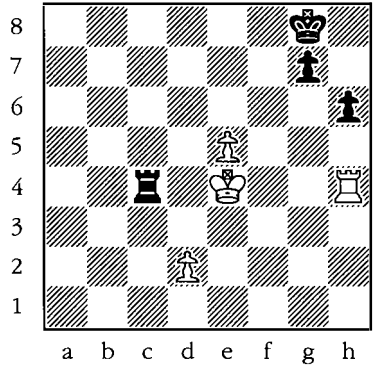


Interpose

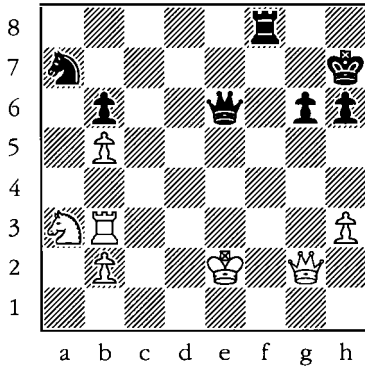
White to move.



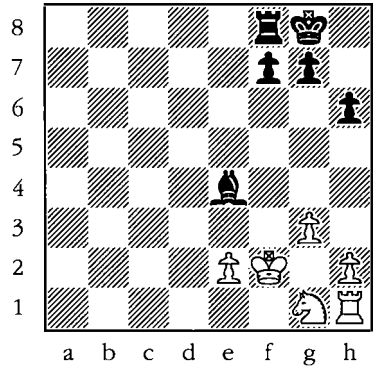
535



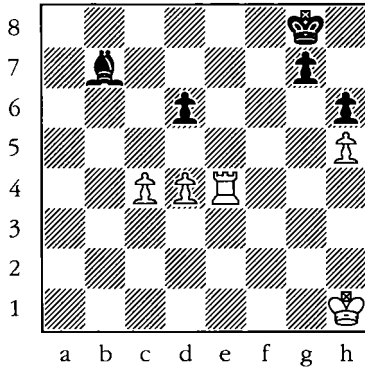
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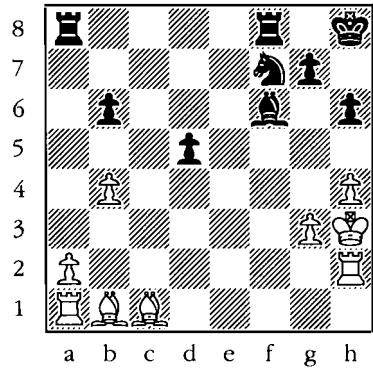
537



538



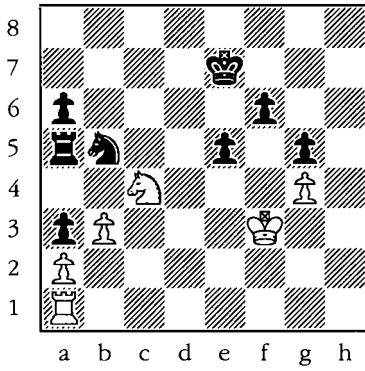
539



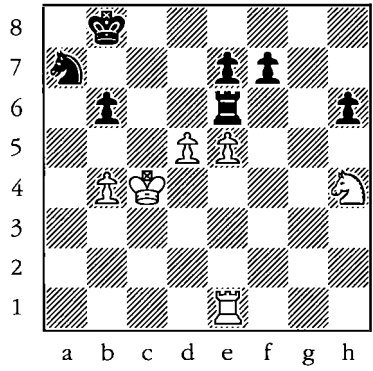
540

Counterattack

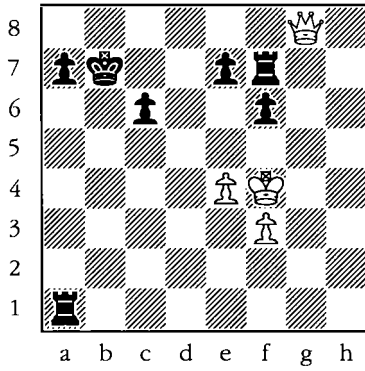
Black to move.



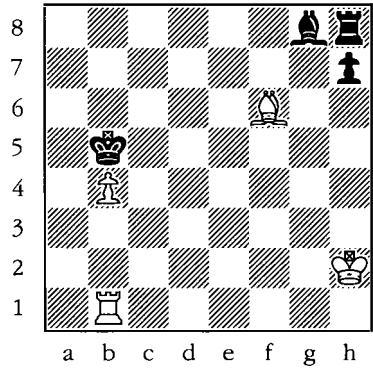
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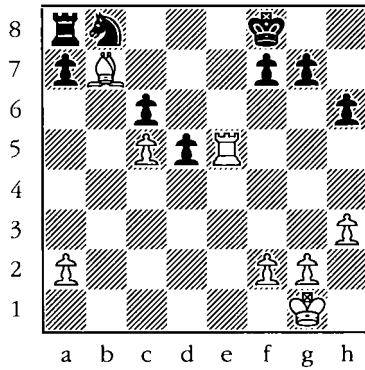
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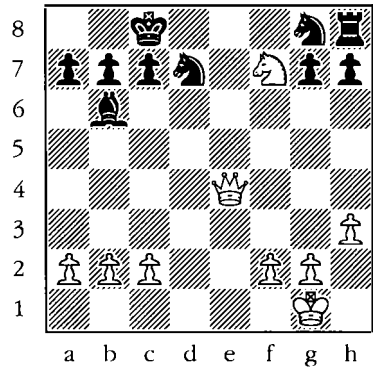
543



544



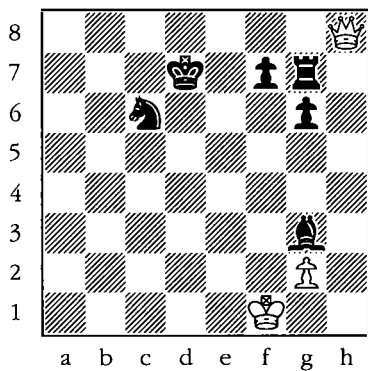
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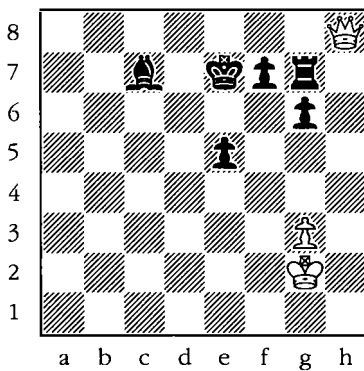
546

Defend with another piece

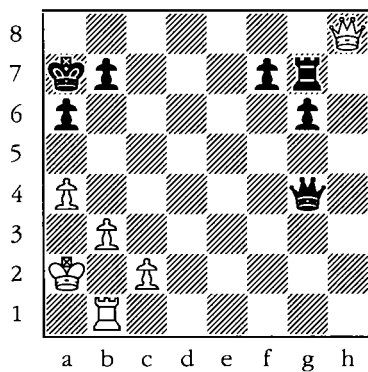
Black to move.



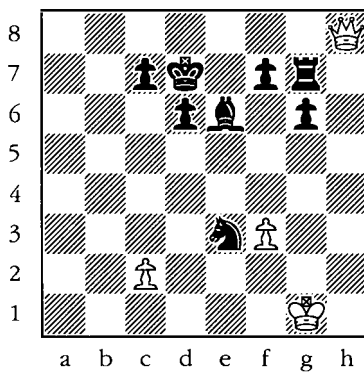
547



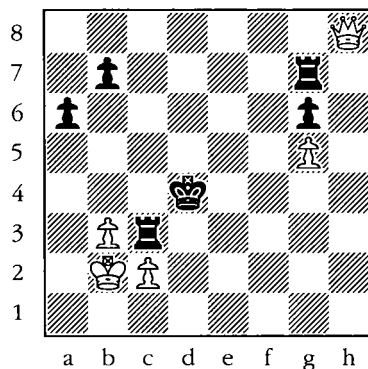
548



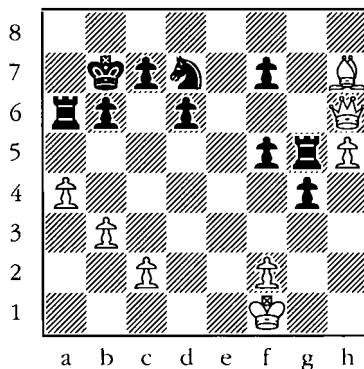
549



550



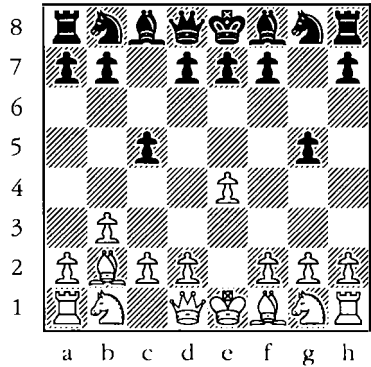
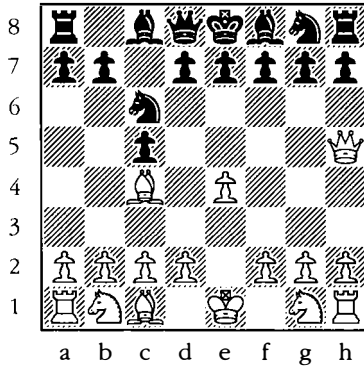
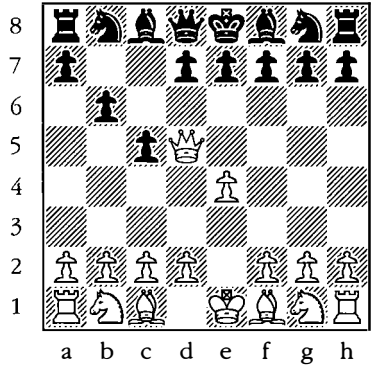
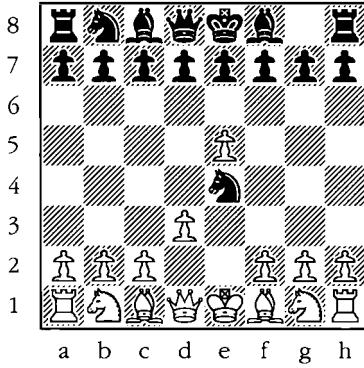
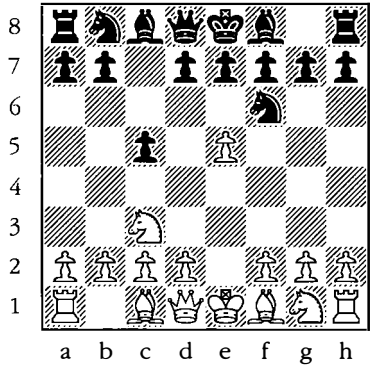
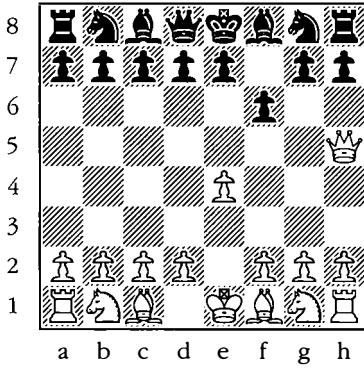
551



552

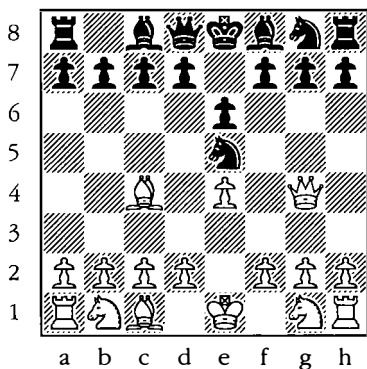
Positions 2-3 moves into the game

Black to move. Find the best move.

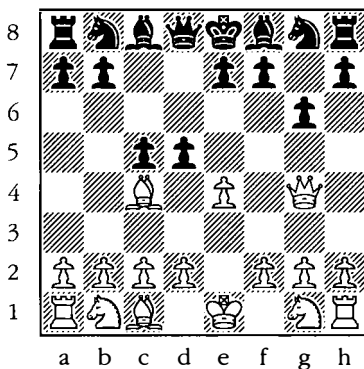


Positions 3-4 moves into the game

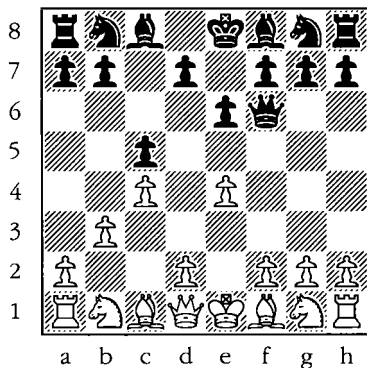
White to move. Find the best move.



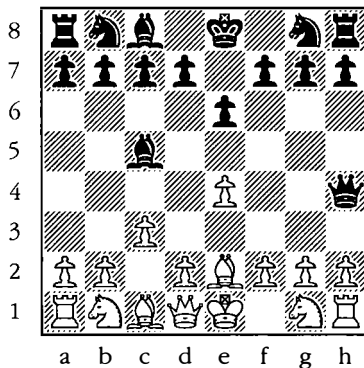
559



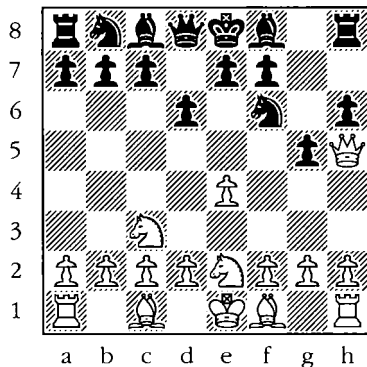
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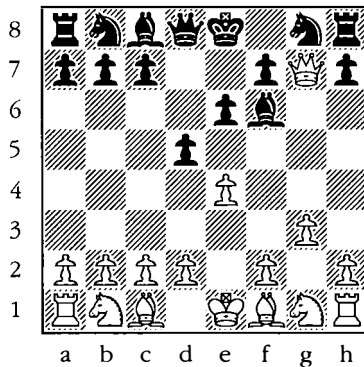
561



562



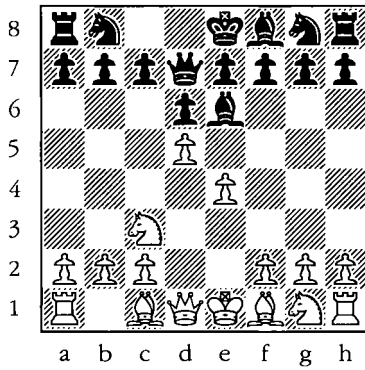
563



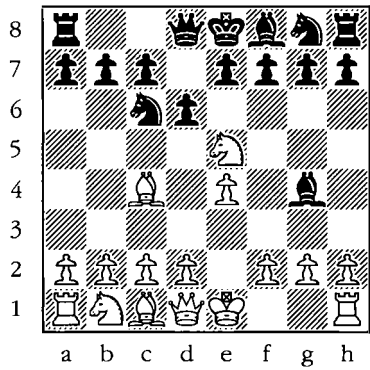
564

Positions 4 moves into the game

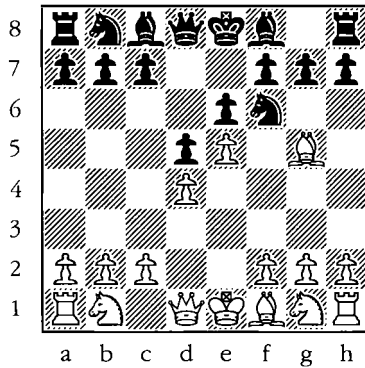
Black to move. Find the best move.



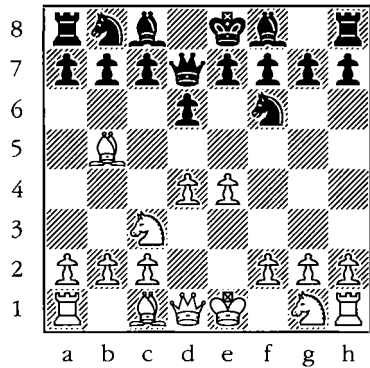
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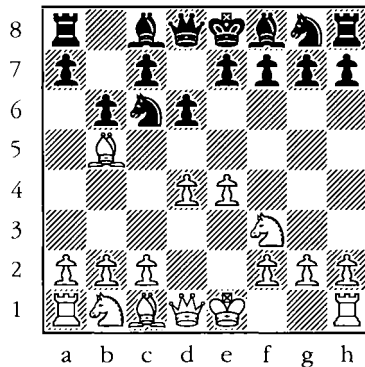
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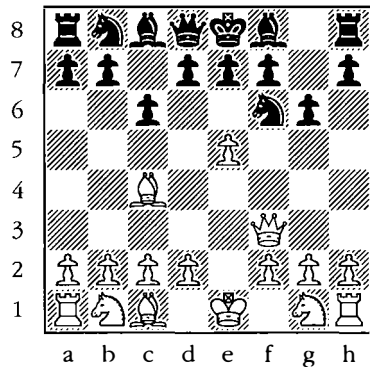
567



568



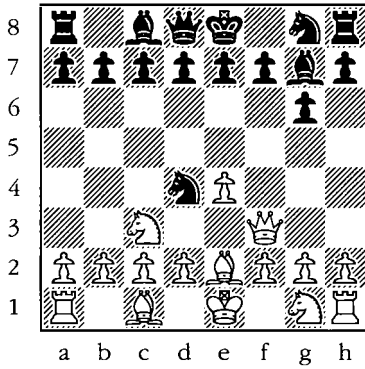
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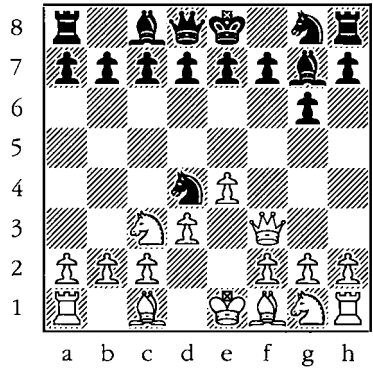
570

Positions 4 moves into the game

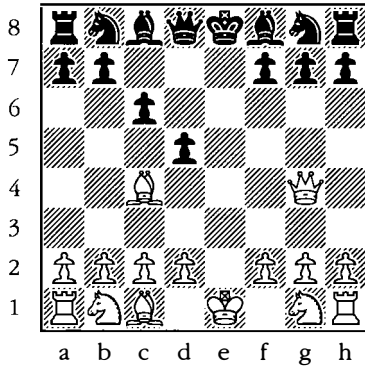
White to move. Find the best move.



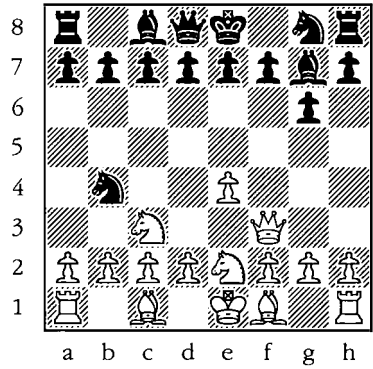
571



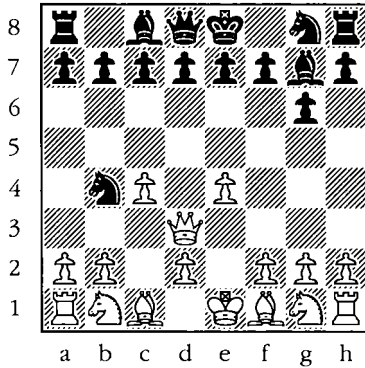
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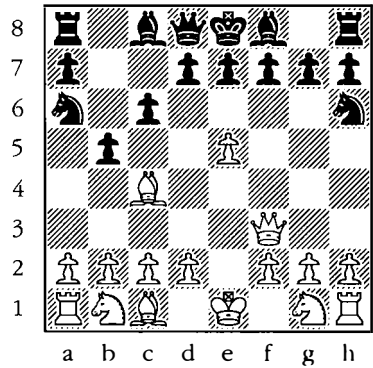
573



574



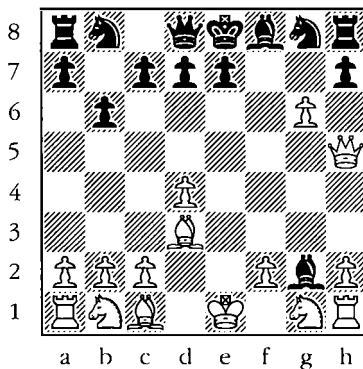
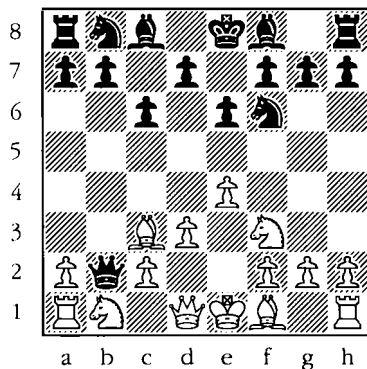
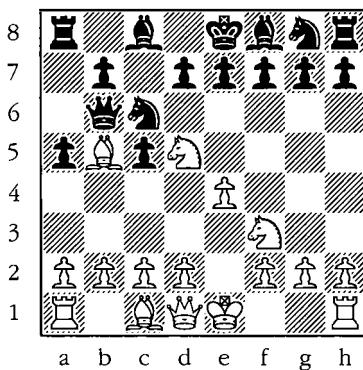
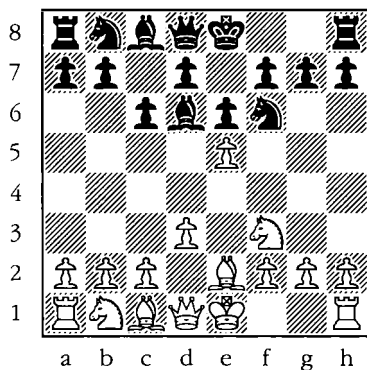
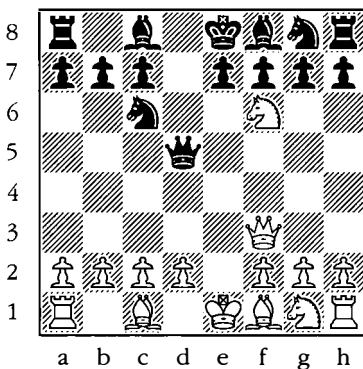
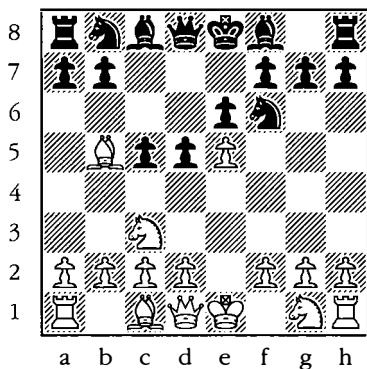
575



576

Positions 5-6 moves into the game

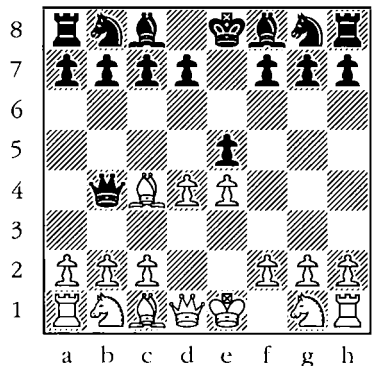
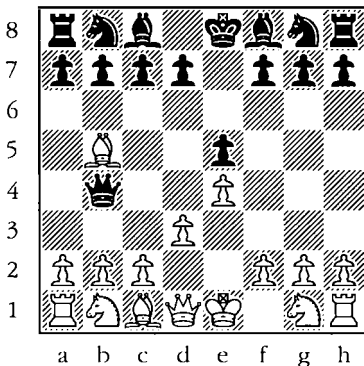
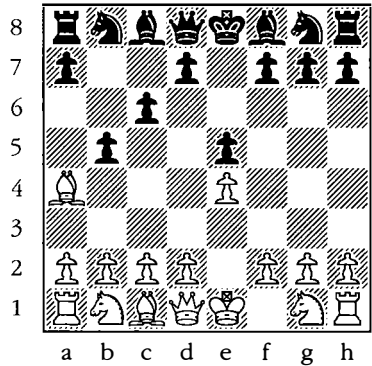
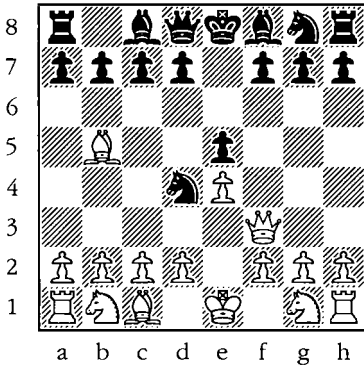
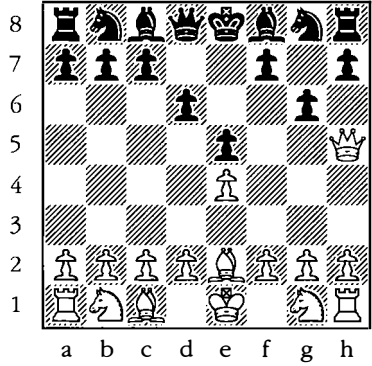
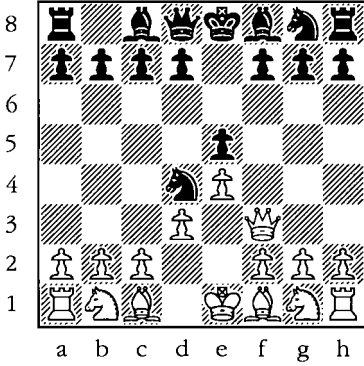
Black to move. Find the best move.



Defending in the Open Games

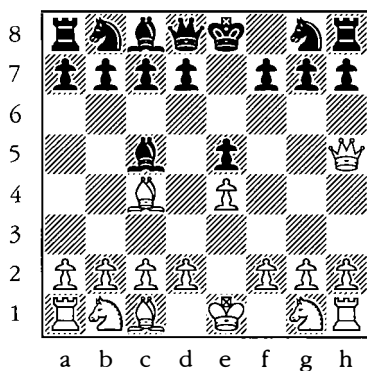
Positions 3 moves into the game

White to move. Find the best move.

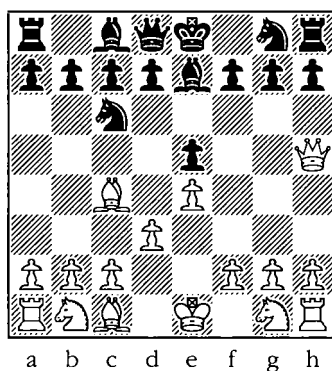


Positions 3-4 moves into the game

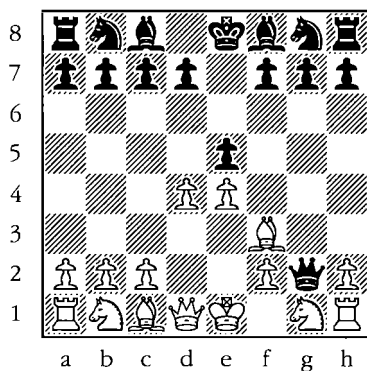
Black to move. Find the best move.



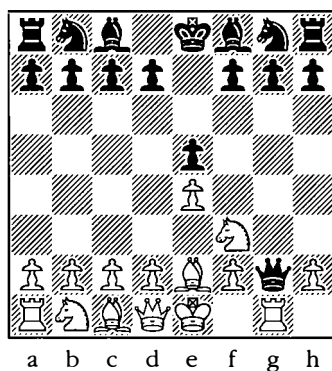
589



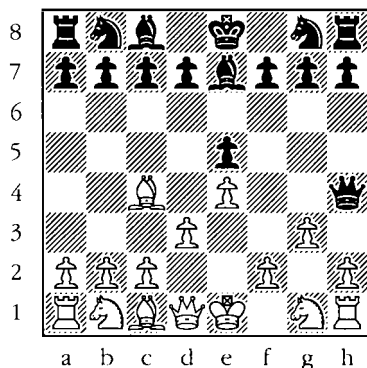
590



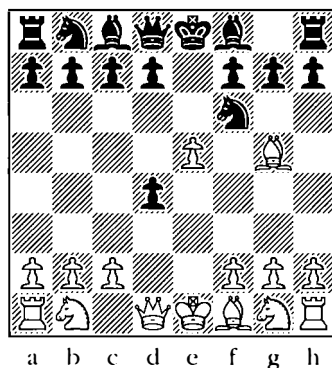
591



592



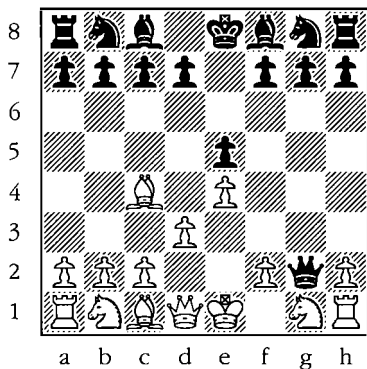
593



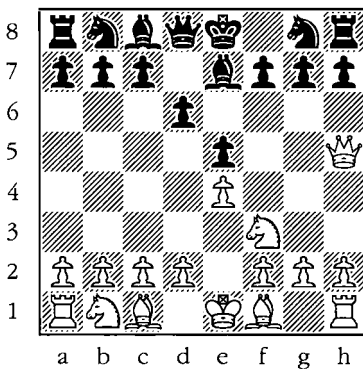
594

Positions 3-4 moves into the game

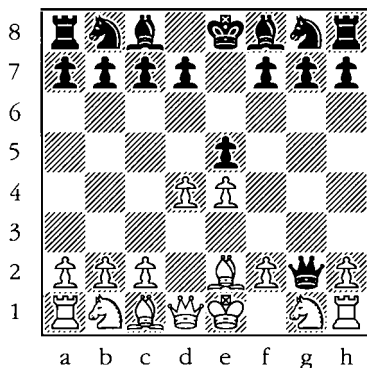
White to move. Find the best move.



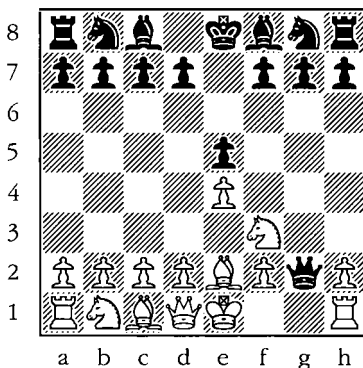
595



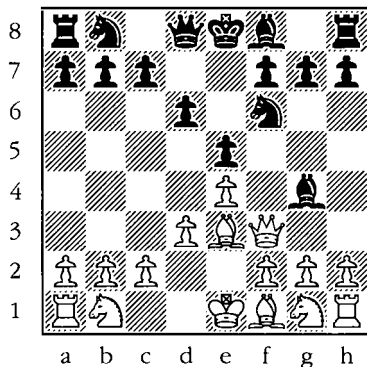
596



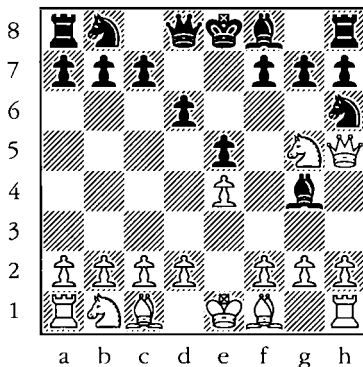
597



598



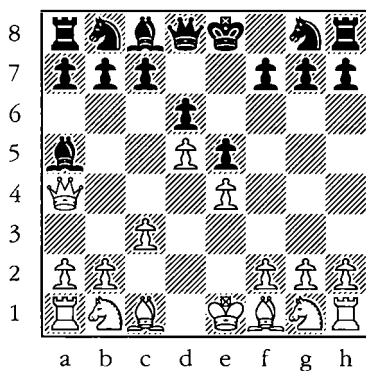
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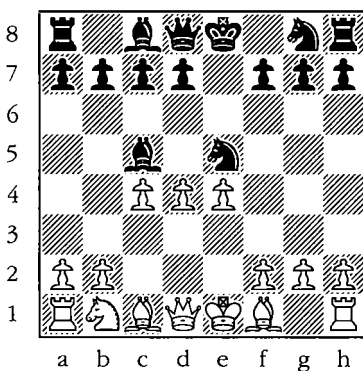
600

Positions 5-6 moves into the game

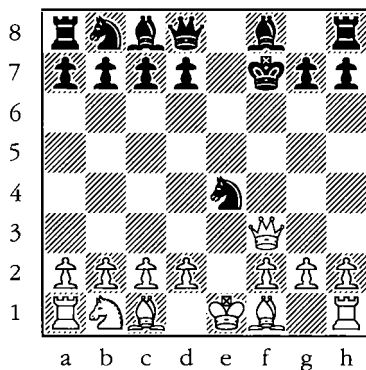
Black to move. Find the best move.



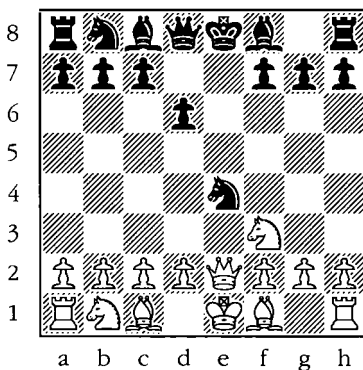
601



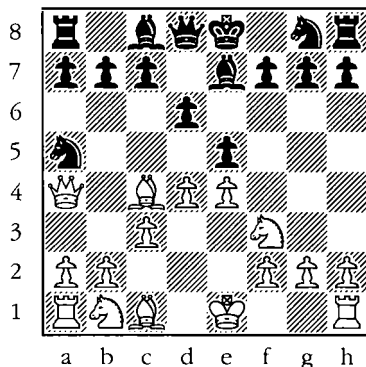
602



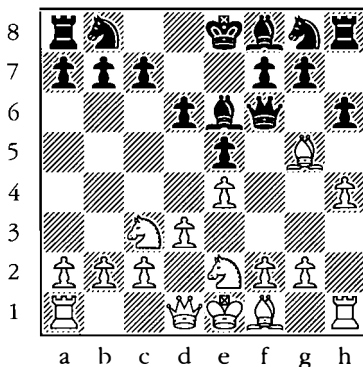
603



604



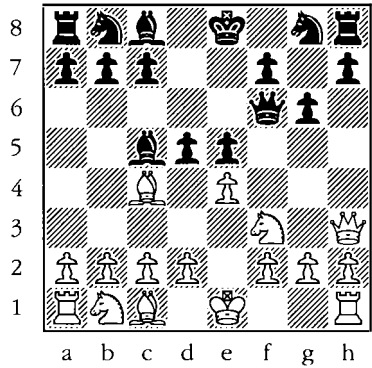
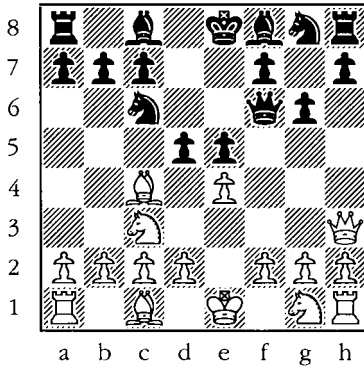
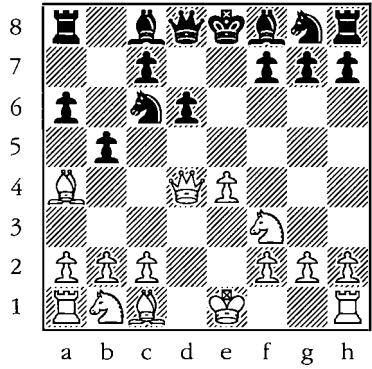
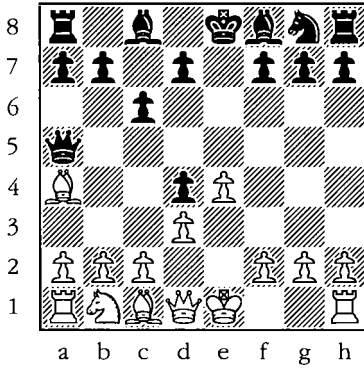
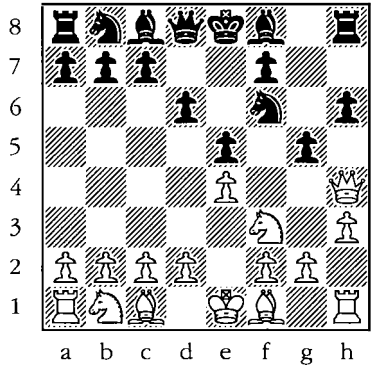
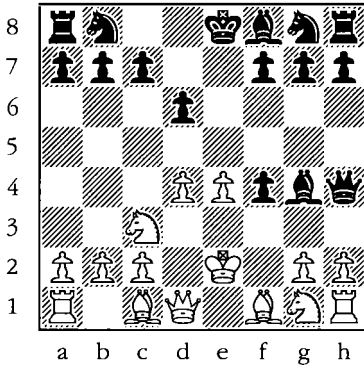
605



606

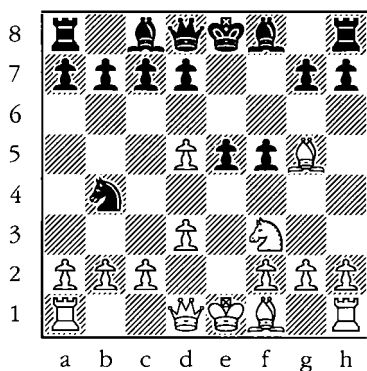
Positions 5-6 moves into the game

White to move. Find the best move.

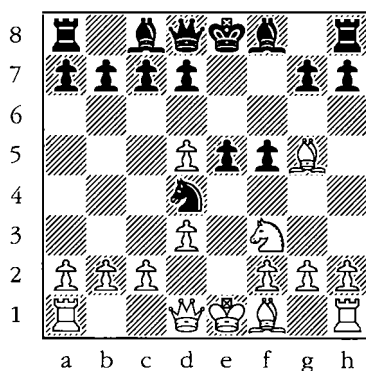


Positions 7-8 moves into the game

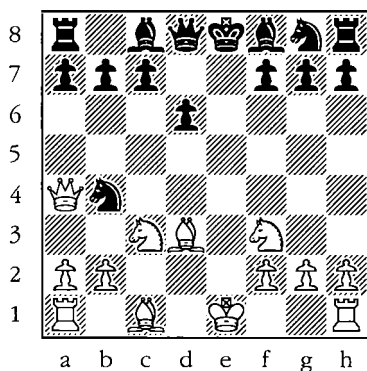
Black to move. Find the best move.



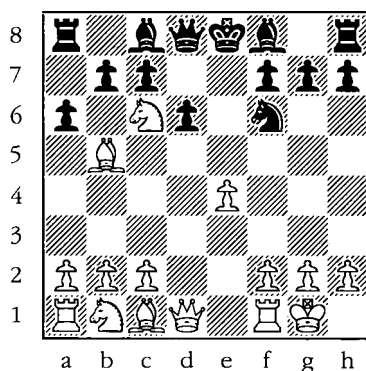
613



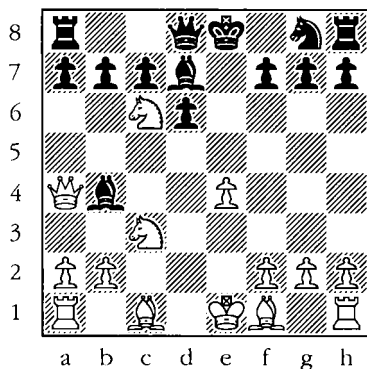
614



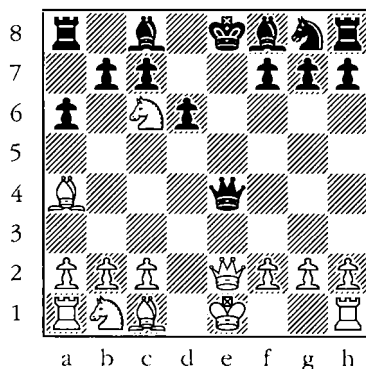
615



616



617



618

Solutions

1. 1. ♖xh4.
2. 1. ♖xg5.
3. 1. ♖xa5.
4. 1. ♖xb6.
5. 1. ♗xc7+.
6. 1. ♖xd8.
7. 1. ♗xa8.
8. 1. ♗xh8.
9. 1. ♗xg6.
10. 1. ♗xf5.
11. 1. ♗xe5.
12. 1. ♗xa7.
13. 1. ♖xa4+.
14. 1. ♗xb5+.
15. 1. ♗xf6+ and 2. cxd4.
16. 1. ♖xc6+.
17. 1. exf6+.
18. 1. ♗xc6+.
19. 1. ♖xc6+.
20. 1. ♖xc8+.
21. 1. ♗xc6+.
22. 1. ♗xb5+.
23. 1. ♖a4+ and 2. ♖xg4.
24. 1. ♖h5+ and 2. ♖xc5.
25. 1...bxa4.
26. 1...gxf5.
27. 1...♗xh5.
28. 1...♗xg4.
29. 1...♗xh5.
30. 1...♗xg4.
31. 1...bxa6.
32. 1...♗(♗)xh6.
33. 1...cxb5.
34. 1...exf4.
35. 1...dxc4.
36. 1...hxf5.
37. 1...♖xd5.
38. 1...cxd4.
39. 1...cxb5.
40. 1...♗xe5.
41. 1...dxe4.
42. 1...♖xg5.
43. 1. ♗xb5.
44. 1. exf5.
45. 1. ♗xg5.
46. 1. ♗xe5.
47. 1. cxb5.
48. 1. ♗xb5.
49. 1...♗xa3.
50. 1...♗xh3.
51. 1...♗xb4+.
52. 1...♗xe4.
53. 1...♗xg4.
54. 1...♗xb4.
55. 1. ♗xa8.
56. 1. ♖xa8.
57. 1. ♗xh8.
58. 1. ♖xh7.
59. 1. ♗xa7.
60. 1. ♗xh7.
61. 1...♗g4+.
62. 1...♗d4+.
63. 1...♗b4.
64. 1...♗xc2+.
65. 1...♗g4+.
66. 1...♗b4+.
67. 1...b6.
68. 1...♗d6.
69. 1...♗f6.
70. 1...b5.
71. 1...e5.
72. 1...♗b4 2. ♖xb4 ♗c2+.
73. 1...♗xh5.
74. 1...g6.
75. 1...d5.
76. 1...g6.
77. 1...♗g4.
78. 1...♗d4 and 2... ♗xc2+.
79. 1. ♖xe5+ and 2. ♖xh8.
80. 1. e5.
81. 1. ♗xh6, and if 1... gxf6 then 2. ♖xf7#.
82. 1. ♖xe5+.
83. 1. ♗xc7+.
84. 1. ♗d5 ♖d8 2. ♗b6 g6 3. ♖f3.
85. 1. ♗e2.
86. 1. ♗e1.
87. 1. ♗f4 ♖e7 2. ♗xb8, when 2...♖xe2 3. ♗e1 is good for White.
88. 1. ♗c4.
89. 1. ♖c4.
90. 1. ♗f1.
91. 1...♖h4+ 2. g3 (2. ♖e2 ♖xe4#) 2... ♖xe4+.
92. 1...g2+ 2. ♗xh4 gxf1 ♖.
93. 1...♗e6, and 2. ♗h4 ♗xh4+.
94. 1...♗a4.
95. 1...♖e7 2. d4 (2. ♗f3 ♖xe4#) 2...d6.
96. 1...♗f6 2. ♖g3 ♗h4.
97. 1. ♖xe5+.
98. 1. ♖d5.
99. 1. f4.
100. 1. ♖e5+.
101. 1. ♗b5 ♖xb5 2. ♗xc7+.
102. 1. ♗d8+ ♖xd8 2. ♖xe4.
103. 1...♗b4.
104. 1...♗xe4.
105. 1...♗f3+.
106. 1...♖f6.
107. 1...♗d4 2. ♖xb4 ♗xc2+.
108. 1...♗xf2+ 2. ♖xf2 (2. ♖xf2 ♗xe4+) 2...♗d3+.
109. 1. ♗g5, and if 1...♖f5(g6) then 2. ♖d8#.
110. 1. ♗e5, when 1... dxe5 2. ♖d8# and 1... ♖h7 2. ♗xf7# win for White.
111. 1. ♖d4.
112. 1. exf6.
113. 1. ♗d5 ♗xd5 2. exd5.
114. 1. ♗g3.
115. 1. dxe5+ ♖xe5 2. ♗f4.
116. 1. ♗xc5.
117. 1. ♗e6.
118. 1. ♖xd6, and if 1...cxd6 then 2. ♗xf7#.
119. 1. ♖xf7+ ♖xf7 2. dxc6+, with the idea of 3. cxb7 and 4. bxa8 ♖.

120. 1. ♖d1.
 121. 1...♗a5+.
 122. 1...♗xe4+, and if 2. ♗e2 then 2... ♗f3#.
 123. 1...♗b4+ 2. c3 ♗xd4.
 124. 1...♗xc3.
 125. 1...a6.
 126. 1...♗g4 2. ♗d2 e3, and if 3. ♗c3 e2#.
 127. 1. c3.
 128. 1. exd6+.
 129. 1. ♗f3.
 130. 1. a3 ♗a5 2. ♗d2.
 131. 1. ♗e2+, when both 1...♗e7 2. ♗f6# and 1...♗e7 2. ♗f6+ ♗f8 3. ♗h6# are good for White.
 132. 1. ♗g5, and if 1... ♗xg5 then 2. ♗d5#.
 133. 1. ♗xe5+.
 134. 1. ♗h5+.
 135. 1. ♗d5.
 136. 1. ♗h5.
 137. 1. d4, threatening 2. ♗c4+.
 138. 1. g3.
 139. 1. ♗xc7+.
 140. 1. ♗g5+.
 141. 1. ♗xf6+.
 142. 1. ♖xe5+.
 143. 1. ♗f4 with the idea of 2. ♗xc7+.
 144. 1. ♗b5 ♗xb5 2. ♗xc7+.
 145. 1. ♗f7+.
 146. 1. ♗xg6.
 147. 1. ♗d4+.
 148. 1. ♗e6+.
149. 1. ♗g6+.
 150. 1. g7+.
 151. 1...♗xc2+.
 152. 1...♗xf2+.
 153. 1...♗e3+.
 154. 1...♖g4 2. ♗h3 ♖xe4+.
 155. 1...♗d7 2. ♗xb4 ♗xc2+.
 156. 1...♗f4, and White has to give up his queen, as 2. f3 ♗e2 doesn't save him.
 157. 1. ♗d5.
 158. 1. ♗e6+.
 159. 1. ♗g5.
 160. 1. ♗b5.
 161. 1. a5 ♗xb2 2. ♗c3.
 162. 1. ♗e5 ♗h7 2. ♗xf7+.
 163. 1...d5 with the idea of 2...♗c5.
 164. 1...a6.
 165. 1...♗e5.
 166. 1...♗b6 2. ♗xd8 ♖xd8.
 167. 1...♗c5 2. ♗xf7+ (2. ♗a3 ♗d3) 2...♗xf7.
 168. 1...c5 with the idea of 2...c4.
 169. 1. e5.
 170. 1. exf6.
 171. 1. ♗h5 h6 2. ♗xf7, and ♗lack must give up the exchange, as 2...♗e8 3. ♗h6+ leads to a quick mate.
 172. 1. ♗d5 ♗b4+ (1...d6 2. ♗xf7+ ♗d7 3. ♗xg7) 2. c3.
173. 1. ♗d5, and 1... ♗c6 2. ♗xf7#.
 174. 1. ♗e2.
 175. 1. ♗c6+.
 176. 1. c3 dxc3 2. bxc3.
 177. 1. g4.
 178. 1. ♗e2 ♗e7 (1... d5 2. d3) 2. ♗d5.
 179. 1. ♗xc6.
 180. 1. ♗e6+.
 181. 1...♗a5+.
 182. 1...♗xf2+ 2. ♗e2 ♗g4+.
 183. 1...♗c5.
 184. 1...♗f6.
 185. 1...♗b7 2. ♗xa7 ♗c5.
 186. 1...♗g3.
 187. 1. ♗xc6 bxc6 2. ♗xc5.
 188. 1. a5.
 189. 1. ♗h4.
 190. 1. ♗xc6.
 191. 1. ♗xc5 ♗xc5 2. ♗d4 ♗xd4 3. cxd4.
 192. 1. 0-0-0+.
 193. 1. ♗d5.
 194. 1. ♗xc6+.
 195. 1. ♗h5 h6 2. ♗xf7.
 196. 1. ♗xd5 ♗xf3+ + 2. ♗f1.
 197. 1. ♗xd8+ ♗xd8 2. ♗xf7+.
 198. 1. ♗xe6, and if 1...♗xe6 then 2. ♗c7#.
 199. 1. c7+.
 200. 1. ♖xe4+.
 201. 1. ♗xe6 fxe6 2. ♗h5+.
202. 1. ♗h4 with the idea of 2. ♗f6+.
 203. 1. ♗xf7+ ♗xf7 (1...♗e7 2. exf6+) 2. ♗xe4.
 204. 1. ♗f6+ ♗xf6 2. ♗xd5.
 205. 1...♗g4.
 206. 1...♗h4+.
 207. 1...♗a6+.
 208. 1...♗g4.
 209. 1...♗e3+.
 210. 1...♗e7 (but not 1...♗b4 2. ♗g5 ♗xd5 3. ♖d4).
 211. 1. ♗h6 g6 2. ♗xf8.
 212. 1. ♗e4.
 213. 1. ♗a3.
 214. 1. ♗xd4.
 215. 1. ♗b2.
 216. 1. ♗a3.
 217. 1...♗g4, when 2. ♗g3 doesn't save White because of 2... ♗xg3.
 218. 1...♗c4, and if 2. ♗b3 then 2...♗e2+ 3. ♗h1 ♗g3+.
 219. 1...♗xc3+.
 220. 1...♗g4, and because of the threat of 2...♗h4 White has to give up his queen.
 221. 1...♗c7.
 222. 1...♗g4, and it's impossible to play either 2. ♗xg4 ♗g1# or 2. hxg4 ♗h4#.
 223. 1. ♗xb6 axb6 2. d5 ♗a5 3. ♗d3 ♗g4 4. b4.
 224. 1. ♗a4+ ♗c6 2. d5.

225. 1. b4 ♖b6 2. a5.
 226. 1. ♖xb6.
 227. 1. ♖d5.
 228. 1. ♖c3.
 229. 1... ♖g4.
 230. 1... ♖xf3 2. ♖xd8 ♖xd1.
 231. 1... ♖h3.
 232. 1... ♖xh3, and White can't play 2. ♖xa8 because of 2... ♖g3 followed by mate.
 233. 1... ♖g4.
 234. 1...h4.
 235. 1. ♖a3.
 236. 1. ♖e2 ♖xe2+ 2. ♖xe2.
 237. 1. ♖a4+.
 238. 1. ♖xf6 ♖c8 2. ♖xb6 cxb6 3. f3.
 239. 1. e5.
 240. 1. ♖d5.
 241. 1. ♖c4.
 242. 1. ♖e6.
 243. 1. ♖xe5, when 1... ♖xd1 2. ♖xf7# is good for White.
 244. 1. ♖e7+ ♖xe7 2. ♖e5+.
 245. 1. ♖d5.
 246. 1. e5.
 247. 1...c6 2. ♖c4 (2. ♖c4 ♖a5+) 2...d5.
 248. 1...♖a5+.
 249. 1...e4 2. ♖xe4 ♖xc6 3. ♖xf6+ ♖xf6.
 250. 1...♖xd4 2. ♖xd4 c5 3. ♖d5 ♖e6 4. ♖c6+ ♖d7 5. ♖d5 c4.
251. 1... ♖b4+ 2. c3 ♖xb5.
 252. 1... ♖h5.
 253. 1. ♖xd4 exd4 2. ♖e1 f5 3. f3.
 254. 1. ♖e2.
 255. 1. d5.
 256. 1. ♖xe6 with the idea of 2. ♖xe4.
 257. 1. ♖c7, and 1... ♖xc7 2. ♖f7+ with mate.
 258. 1. ♖d4, and if 1... ♖xd4 then 2. ♖d6#.
 259. 1. ♖b5.
 260. 1. d4 ♖h4+ 2. g3.
 261. 1. ♖b5 ♖xb5 2. ♖xc7+.
 262. 1. ♖c4 ♖a6 (1... ♖b4 2. a3) 2. ♖d6+ ♖d8 3. ♖xf7+.
 263. 1. b4 ♖xb5 2. ♖xc7+.
 264. 1. cxb7+.
 265. 1...♖e5+.
 266. 1...♖f6.
 267. 1... ♖d7+.
 268. 1... ♖xc3+.
 269. 1... ♖g6.
 270. 1... ♖e5, and if 2. ♖xe5 then 2...♖d2#.
 271. 1. ♖a4+.
 272. 1. ♖xc6+.
 273. 1. ♖xg4.
 274. 1. ♖e6+.
 275. 1. ♖e5, and if 1... ♖xa4 then 2. ♖xf7#.
 276. 1. axb4 ♖xa1 2. ♖b3.
 277. 1...b5 2. ♖b3 c4.
278. 1...a6 2. ♖a3 b5 3. ♖b2 b4.
 279. 1... ♖b4+ 2. ♖d1 ♖g4.
 280. 1... ♖xc3.
 281. 1... ♖b3+ 2. ♖b1 (2. axb3 ♖a1#) 2... ♖xd2+.
 282. 1... ♖d4 2. hxg4 (2. ♖xd4 ♖h2#) 2... ♖xe2+.
 283. 1. ♖xf7+.
 284. 1. f5 ♖xe5 2. d4.
 285. 1. ♖xd7+ ♖xd7 (1... ♖xd7 2. 0-0-0+) 2. ♖c7+.
 286. 1. ♖b6.
 287. 1. ♖d5, when 1... exd5 2. exd5+ wins the black queen.
 288. 1. ♖d5, and if 1... ♖xd2 then 2. ♖c7#.
 289. 1... ♖e5+.
 290. 1... ♖xh6, and if 2. ♖xh6 then 2...g5 and 3... ♖g8.
 291. 1... ♖c3.
 292. 1...f5 2. ♖xc6+ (2. ♖e3 ♖g2+) 2... bxc6.
 293. 1...e3 2. ♖(♖)xe3 cxd4.
 294. 1... ♖xe4 (1... ♖xe4 2. ♖g2 ♖b8 isn't bad either), and if 2. ♖xe4 then 2... ♖xc2#.
 295. 1. ♖h4.
 296. 1. c4.
 297. 1. h3 ♖xe5 2. ♖xe5, and 2...dx5 3. ♖xf7+ wins the black queen.
298. 1. ♖b6 ♖c6 (1... ♖xb3 2. axb3) 2. ♖xa8.
 299. 1. ♖xg4 ♖xg4 (1... ♖xd4 2. ♖xc8; 1... ♖xd4 2. ♖xc8 ♖xc3 3. ♖xb7) 2. ♖xc6 ♖xd1 3. ♖xd8.
 300. 1. ♖d5 ♖e7 (1... ♖a5+ 2. ♖d2) 2. ♖bc7+.
 301. 1. e5.
 302. 1. e5.
 303. 1. e5.
 304. 1. ♖d3.
 305. 1. ♖xa6 ♖xa6 2. ♖a4+.
 306. 1. ♖a4.
 307. 1...b5 2. ♖b3 c4.
 308. 1...g5 2. ♖xg5 ♖h6.
 309. 1... ♖xd4, and 2. ♖xd4 ♖c5.
 310. 1...axb5 2. ♖xa8 ♖b6 traps the queen.
 311. 1... ♖b6, and, for example, 2. ♖b3 ♖xf2+ 3. ♖d2 ♖e3#.
 312. 1... ♖e5.
 313. 1. ♖g5.
 314. 1. ♖b5+.
 315. 1. ♖c6.
 316. 1. g4 with the idea of 2. g5.
 317. 1. ♖g5, and the threat of mate forces Black to give up his queen.
 318. 1. ♖g5 ♖xf3 2. ♖c1 (but not 2. ♖d2 ♖b4) 2... ♖b4+ 3. ♖f1, and the threat of mate forces Black to give up his queen.

319. 1. g4 ♖e4 (1... ♗g6 2. h5 ♗e4 3. f3) 2. f3 ♗g6 3. h5.
320. 1. ♖e6, and 1... fxe6 2. ♖h5+.
321. 1. ♖a4.
322. 1. ♖c3.
323. 1. fxe7+ ♗xe7 2. ♗g5+.
324. 1. ♖f1.
325. 1...b5.
326. 1...b6.
327. 1...f5 and 2...f4.
328. 1...♗xb1, and if 2. ♖xb1 then 2... ♗b4.
329. 1...gxf2+.
330. 1...♖xe5+ 2. dxe5 gxf2.
331. 1. ♖a4+.
332. 1. ♖e6.
333. 1. ♖e6, when 1... fxe6 2. ♖h5+ leads to checkmate.
334. 1. axb6 ♗xd1 2. ♖xa7.
335. 1. ♖xg4.
336. 1. d5 a6 2. dxc6 axb5 3. cxb7 ♗xb7 4. ♖xg4.
337. 1...b5.
338. 1...♗c6.
339. 1...♖h4+.
340. 1...♖b3+.
341. 1...♗h6.
342. 1...♖a5, and if 2. ♖xa5 then 2...♖c2#.
343. 1. b4.
344. 1. f4.
345. 1. e5.
346. 1. ♖xf6+.
347. 1. ♖e5.
348. 1. ♗xg8, threatening 2. ♗g5+.
349. 1...♗xg2.
350. 1...♖f3+.
351. 1...♗xc3+ (1... ♖xc3 2. bxc3 ♗xc3+ 3. ♗d2 is weaker) 2. bxc3 ♖xc3.
352. 1...♖f6 and 2... ♗xg2.
353. 1...♗8c6 2. ♖a3 (2. a3 ♖c2+ 3. ♗d1 ♖xa1) 2... ♖b8.
354. 1...a6 2. e6 (2. d5 ♖a5; 2. ♗xa6 ♖b8) 2... ♖a7.
355. 1. e5.
356. 1. f3.
357. 1. g3.
358. 1. ♗g6+.
359. 1. ♖xd5 ♖xd5 2. ♖xc7+.
360. 1. ♖d8+ ♗xd8 2. ♖xf7+.
361. 1...♖xh5.
362. 1...♖h4+ 2. ♗e2 (2. g3 ♖xg3) 2... ♖g3+ 3. hxg3 ♖xh1.
363. 1...♖xd4.
364. 1...b5.
365. 1...♖xe4, and if 2. ♗xd8 ♗xf2+ 3. ♗e2 ♖d4#.
366. 1...♖d3+.
367. 1...♗e6 2. ♖xb4 ♖c2+.
368. 1...♗d7.
369. 1...♖xd3+.
370. 1...♖xd3 threatening 2...♖d1#.
371. 1...dxe3.
372. 1...♖g8 2. ♖h6 ♗f8.
373. 1...♖xe4+.
374. 1...h6.
375. 1...♖xh4, and if 2. gxf4 then 2... ♖xh4#.
376. 1...♗xh2 (1... ♖xh2 2. e4 is weaker) 2. ♖xh2 ♖xh2.
377. 1...♖e3.
378. 1...♖xh2.
379. 1. axb4.
380. 1. ♗e5.
381. 1. ♗xg7.
382. 1. ♖xg6+.
383. 1. ♗f7+, and 1... ♗xf7 then 2. e6+.
384. 1. ♖xc8 ♖xc8 2. ♖d6+.
385. 1...♖e5+.
386. 1...♖xf2, and if 2. ♖xf2 then 2...♗g3.
387. 1...♖xc1+.
388. 1...♖xa1.
389. 1...♖xa3 2. ♖xa3 ♖c2+.
390. 1...♖xd2 2. ♖xd2 dxc4.
391. 1. ♗xg8 ♖xg8 2. ♖c4.
392. 1. ♖b3 ♖e7 2. a3.
393. 1. ♖c7+ ♗d8 2. ♗g5+.
394. 1. e3 ♖f5 (1... ♖b5 2. ♖a4) 2. ♖g4.
395. 1. ♗h3.
396. 1. ♖g5 ♗xg5 (1...♗xg2 2. ♖h7#) 2. ♗xb7.
397. 1...♖a3 2. ♖xb3 ♖xb1+.
398. 1...♖g4, and if 2. ♖xg4 then 2...♖d4#.
399. 1...♖e3+.
400. 1...♖xc3+.
401. 1... ♖xa4 2. bxa4 ♗b4.
402. 1...♖xd7 2. ♗xg2 (2. ♗xd8 gxf1) 2...♖xg5
403. 1. e4 ♗xc4 2. ♖a4+.
404. 1. ♖xh5, and if 1...♖xh5 then 2. ♗xf7#.
405. 1. ♖e5.
406. 1. ♖a4+.
407. 1. ♖f6+.
408. 1. ♗xe7 ♖xe7 2. ♖f6+ ♖xf6 (2...♗h8 3. ♖xd5+) 3. ♖xf6.
409. 1...d3.
410. 1...♖a5+.
411. 1...♖xd3+.
412. 1...♗xa3 2. ♖xa3 ♖a5+.
413. 1...♖d4.
414. 1...c3 2. ♖xd6 cxd6.
415. 1. ♖c4.
416. 1. ♗g5 f6 2. exf6 ♖f7 3. fxg7.
417. 1. ♖xd6+ exd6 2. ♗b5+.
418. 1. ♖a1 ♖b2 2. ♗c3.
419. 1. ♖d5.
420. 1. ♖xc6+.
421. 1...♖e3, and 2. fxe3 ♖h4+.
422. 1...e5, and if 2. ♗xe5 then 2...♖a5+.
423. 1...♖xd2 (2. ♖xd2 ♗xd2+).
424. 1...♖a5+.
425. 1...♖d3+.

426. 1...♖h6 2.
♗e3 (2...♗c1# was
threatened) 2...♗xh4.
427. 1. b4 ♖b6 2. c5.
428. 1. ♗h5+.
429. 1. b4.
430. 1. ♗h5 with the
idea of 2. ♖g6#.
431. 1. ♗d2(e1).
432. 1. ♖h3.
433. 1...♗e8
threatening 1...♗xa4
and 1...♖f3+.
434. 1...exf3 2. ♖xd8
♖b4+.
435. 1...e5 2. dxe5
♖f5.
436. 1...♖xf3, when
2. gxh3 ♗g5+ 3. ♖h1
♗g4(h5) is good for
Black.
437. 1...♖g4.
438. 1...c4 2. ♗b4 (2.
♗b5 a6) 2...♖f8.
439. 1. ♗f3.
440. 1. ♖e5,
threatening 2. ♗h5+.
441. 1. ♖c7.
442. 1. ♗xb4.
443. 1. ♖d6+ ♖xd6
2. ♖xe4.
444. 1. ♖xa7, and if
1...♖xa7 then 2. c7.
445. 1...♖b4+ with
the idea of 2...♗xc4.
446. 1...♖xd5 2.
♖xd8 ♖b4+.
447. 1...♗xf6 2. ♖xf6
♖b4+.
448. 1...♖a4.
449. 1...d4 with the
idea of 2...♖b4.
450. 1...♖g4, and if 2.
hxg4 ♗d3#.
451. 1. ♗a4+.
452. 1. ♖xc4 ♖xc4 2.
♗e4+.
453. 1. ♖g5.
454. 1. ♖e5, and
if 1...♖xe5 then 2.
♗xb7#.
455. 1. ♖xd4 ♗xd4
(1...♖xe2 2. ♗a4+)
2. ♗xd4 ♖xd4 3.
♖xg4.
456. 1. e6 fxe6 2.
♗g6+ ♖d8 (2...
♗e7 3. ♗f7+ is even
worse) 3. ♖f7+.
457. 1...♗xd4.
458. 1...♖b4.
459. 1...g5 2. a3 ♖e7.
460. 1...♖b4+, and
if 2. ♖e2 then 2...
♗e4#.
461. 1...♗xg5 2.
♖xc6 (2. ♖xg5
♖b4+) 2...♖xf3.
462. 1...exf2+ 2. ♖e2
fxg1 ♖+ 3. ♖e1
♗h4+.
463. 1. b4 ♖b6 2. c5.
464. 1. ♖d5 ♗d6 2.
c5.
465. 1. bxc5.
466. 1. ♖a(f)e1.
467. 1. e4.
468. 1. ♗d5 f5 2. exf6.
469. 1...♖b4+.
470. 1...♖e5 2. ♗g5
♗xg5 3. ♖xg5 ♖xb2.
471. 1...♖b4.
472. 1...♗a5+ 2.
♗d2 ♖b4.
473. 1...♖a4.
474. 1...♖c5.
475. 1. ♖e5.
476. 1. ♖h6 ♖c6
(1...♖e8 2. ♖b5; 1...
♖xc3 2. ♖d3) 2.
♖xf8.
477. 1. ♖a5.
478. 1. ♖b3 ♗a4 2.
♖b5.
479. 1. ♖b6 axb6
(1...♗xb6 2. ♖a5) 2.
♗xa8.
480. 1. ♖h6 (1. ♗xd5
♖xc3+ is bad for
White).
481. 1...♖c3.
482. 1...♖xe4.
483. 1...♖e5, and if 2.
dxe5 then 2...♗xd1#.
484. 1...♗g4 2. ♖xe7
♖xe2.
485. 1...a5 2. ♗xe7 (2.
♗a3 b4) 2...♖e8 3.
♗a3 b4 or 3...♖f8.
486. 1...♗xa2 2.
♖xa2 ♖xa2.
487. 1. ♗xd8 ♗xd8 2.
♖e4 (2. ♖d5 ♖d6 3.
♖xc7 ♖b8) 2...♖xe4
3. ♖xd8.
488. 1. ♖xf6 ♖xc4
(1...♖xf6 2. ♖d5
♗xd2 3. ♖xf6+) 2.
♗f4.
489. 1. ♖h5 ♖f7 2.
♖xf5.
490. 1. ♖e7, and if 1...
♖xe7 then 2. ♖xf6+.
491. 1. ♖xh5, when
1...gxh5 2. ♗g5+
leads to checkmate.
492. 1. ♖d5, and
if 1...♗xd2 then 2.
♖xe7#.
493. 1...f4.
494. 1...♖xd4+, and
if 2. ♗xd4 then 2...
♗xe1#.
495. 1...e5 2. dxe5
dxe5 3. ♖g3 e4.
496. 1...h6 2. ♖gxh4
(2. ♖cxe4 hxg5) 2...
♖xe4 3. ♖xe4 ♖xb2.
497. 1...g5 2. ♖xg5 (2.
♗h5 ♖g4) 2...fxg5.
498. 1...♗xe4, and
if 2. ♖xe4 then 2...
♖f3+ 3. ♖f1 ♖h3#.
499. 1. ♗d1.
500. 1. ♗a4.
501. 1. d6 ♖xg2 2.
dxe7 ♗xe7 3. ♖xg2.
502. 1. ♗d5 ♗xd5
(1...♖c6 2. ♗xc6) 2.
♖xe7+.
503. 1. ♖xf7, and
if 1...♖xf7 then 2.
♗xe6#.
504. 1. ♗e4+ ♖d8 2.
♖c3 ♖xc3 3. ♗xb7.
505. 1...♗xd2+ 2.
♖xd2 ♖e4+.
506. 1...♗xd4.
507. 1...♖c8.
508. 1...♖d4 2. ♗a4
♖xc3.
509. 1...♖xe4, and if
2. ♗xe4 then 2...♖f5
traps the queen.
510. 1...♗xe2+ 2.
♖xe2 ♖xc3+.
511. 1. g3.
512. 1. ♗(♖)d2.
513. 1. ♖f3.
514. 1. ♖c3.
515. 1. ♖d2.
516. 1. ♖c3.
517. 1...g6.
518. 1...♖c6.
519. 1...♖c4.
520. 1...♖a6.
521. 1...♖d5.

522. 1...♙(♘)d7.
523. 1. ♙g3.
524. 1. ♘b5+.
525. 1. ♙c3.
526. 1. ♙h4.
527. 1. ♘c3 (1. ♙xb4 ♘c2+ is bad).
528. 1. ♙a3.
529. 1...♘a5.
530. 1...♘a6.
531. 1...b5.
532. 1...♘h5.
533. 1...♘xe5.
534. 1...d5.
535. 1. ♙d2 ♙f6 2. d4.
536. 1. ♘d2 (otherwise White loses a piece, for example, 1. ♘b2 ♙a5 2. ♙d2 ♘d5).
537. 1. ♘b2 (1. d4 cxd4 and 1. f4 d6 are unfavorable).
538. 1. e3 (1. ♙d3 ♘g7 is weaker), and if 1...h5 then 2. ♘e2 or 2. ♘d3.
539. 1. ♙e2.
540. 1. ♘xc6+.
541. 1...♘xc6.
542. 1...♘f3+ and 2... ♘xb2.
543. 1...♘c3.
544. 1...axb5 2. ♙xa8 ♘c2+.
545. 1...♘e6 (1...♘f5 2. g4 ♘xb2 3. ♙xb2 is bad).
546. 1...♘f5.
547. 1. ♘f4.
548. 1. ♙d3.
549. 1. ♘a4.
550. 1. ♘c3.
551. 1. ♘xb5+.
552. 1. ♘c3.
553. 1...g6.
554. 1...♘g8.
555. 1...♘c5.
556. 1...♘c6.
557. 1...e6 (1...g6 2. ♙xc5 is worse).
558. 1...♘f6 (1...f6 2. ♙h5# is bad) 2. e5 ♘d5.
559. 1. ♙e2.
560. 1. ♘b5+.
561. 1. ♘c3.
562. 1. d4.
563. 1. ♙f3.
564. 1. ♙g4.
565. 1...♘g4.
566. 1...♘xe5 (1... ♘xd1 2. ♘xf7# is bad).
567. 1...h6 2. ♘h4 g5.
568. 1...c6 (1...♘c6 2. d5 is bad).
569. 1...♘d7 (the correct defense against 2. d5).
570. 1...d5.
571. 1. ♙d3.
572. 1. ♙d1.
573. 1. ♙e2+.
574. 1. ♙d1.
575. 1. ♙b3.
576. 1. ♘b5.
577. 1...♘fd7.
578. 1...♘xf6.
579. 1...♘xe5 2. ♘xe5 ♙a5+.
580. 1...♙d8 (1... ♙xb5 2. ♘c7+ is bad).
581. 1...♘b4 2. ♘xb4 (2. ♙d2 ♙xa1) 2... ♙xa1.
582. 1...♘g7 2. gxh7+ (2. ♙f5 ♘f6 also leads to sharp play) 1...♙f8.
583. 1. ♙d1.
584. 1. ♙f3.
585. 1. ♙d3.
586. 1. ♘b3.
587. 1. ♘c3.
588. 1. ♘d2.
589. 1...♙e7(f6).
590. 1...g6.
591. 1...♙g6.
592. 1...♙h3.
593. 1...♙f6.
594. 1...♙e7 (1...h6 2. exf6 hxg5 3. ♙e2+ is bad) 2. ♙e2 h6 3. ♘h4 g5.
595. 1. ♙f3 (after 1. ♙h5 ♘f6 White still has to move his queen to f3).
596. 1. ♘g1 (1. g4 ♘f6 is worse).
597. 1. ♘f3.
598. 1. ♙g1 (1. ♙f1 is passive).
599. 1. ♙g3.
600. 1. ♙h4.
601. 1...c6.
602. 1...♘b4+.
603. 1...♘f6.
604. 1...♙e7 (if, for example, 1...d5, then 2. d3).
605. 1...c6 (1...♘c6 2. d5 is bad).
606. 1...♙g6 (1... hxg5 2. hxg5 ♙xg5 3. ♙xh8 is worse).
607. 1. ♘f3.
608. 1. ♘g5.
609. 1. c3.
610. 1. ♙c3 (1. ♙d5 ♘ge7 is bad).
611. 1. ♘d5 ♘xh3 2. ♘xf6+.
612. 1. ♙xc8+.
613. 1...♘e7.
614. 1...♘xf3+.
615. 1...♘c6.
616. 1...♙d7.
617. 1...♘xc3+.
618. 1...♙xe2+ 2. ♙xe2 ♘d7.



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