TAL'S WINNING CHESS COMBINATIONS

THE SECRETS OF WINNING CHESS COMBINATIONS DESCRIBED AND EXPLAINED BY THE RUSSIAN GRANDMASTER MIKHAIL TAL

Mikhail Tal and Victor Khenkin

$12.95

In this book Mikhail Tal concentrates on the combination, which is the very heart of chess. Tal himself is renowned as possibly the greatest expert in its use. Here he examines more than two hundred mating combinations so that the reader learns both how to *find* and how to *execute* them.

The fourteen chapters are organized according to the number and types of pieces directly involved in the creation of the mating scheme—Rook and Knight, Queen and Bishop, etc. At the end of each chapter, thematic examples for independent study are given.

Many methods are utilized in solving the various tactical problems: the overworked piece, diversion, the double attack, the blockade, and others. Each of these methods is fully and clearly explained.

This book is intended for the general chessplaying public and is particularly recommended for beginning and intermediate players. The text is brightened by many amusing anecdotes and is organized in a way that makes it a handy reference guide.

Mikhail Tal

Mikhail Nekhemyevich Tal has been one of the most popular figures in the chess world for almost two decades. His brilliant tactical conceptions have delighted and thrilled all chessplayers, from novice to grandmaster.

Tal has been Soviet champion no fewer than five times, and in 1960 he became the youngest player ever to become World

(continued on back flap)

Tal's Winning Chess Combinations

The Secrets of Winning Chess Combinations Described and Explained

by the Russian Grandmaster *Mikhail Tal*

by

Mikhail Tal **Victor Khenkin**

Translated from Russian by Hanon W. Russell

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Contents

Publisher's note 5
Translator's foreword 8
Introduction: Don't Re-invent the Wheel! 9
1 The Rook 15
2 The Bishop 40
3 The Knight 54
4 The Queen 80
5 The Pawn 106
6 Two Rooks 114
7 Queen and Bishop 150
8 Queen and Knight 197
9 Rook and Bishop 224
10 Rook and Knight 261
11 Two Bishops 293
12 Two Knights 305
13 Bishop and Knight 320
14 Three Pieces 351
Do-It-Yourself Solutions 389

Publisher's Note

The combination, which has been called "the heart of chess," is far easier to study than to define. We can say, however, that it is a series of moves using two or more pieces acting in concert to gain one of three advantages: capture of material, an improved position, or checkmate. It frequently begins with the sacrifice of a piece, and may proceed to further sacrifices. It threatens, and it so restricts the opponent's choice of answering moves that the outcome is predictable.

To be able to perceive the possibility of a combination is one of the most rewarding experiences in chess, and that is probably why it is so fascinating to watch the masters execute theirs.

Translator's Foreword

The combination in chess has been a source of wonder, delight, surprise, and amazement since the time Caissa, the goddess of chess, bestowed her gift of this game on humanity. In this book, the authors Tal, one of the great combinational geniuses of all time, and Khenkin break down the combination into its basic elements. Particular emphasis is put on the necessary preconditions for various types of combinations, and what the chessplayer should be looking for and anticipating when a combination is in the air.

The book itself is divided into chapters which investigate the cooperation and interaction between different pieces, e.g., Rook and Knight, Queen and Bishop, etc. The book is designed to be read, studied, and enjoyed without the necessity for a board to be set up. It will add valuable insight and understanding to the essence of combinations, and is particularly recommended for beginning and intermediate players.

H.W.R.

Introduction: Don't Re-invent the Wheel!

We admire effective chess combinations—we are surprised by unusual situations when a small detachment of pieces sweeps the opponent's superior forces from their way. Defeat in many positions is paradoxical, a triumph of mind over matter. The secret of the game's attraction is its beauty and logic; the secret of its eternal youth is its variety and inexhaustibility; the secret of mastering it is knowledge and experience.

The master has sacrificed a piece. You still don't know what led him to sacrifice it, and, holding your breath, you follow further developments. But now the situation becomes clearer: the master announces mate. How did he find that combination? How did he come upon it among the dozens of other moves and possibilities?

There is no doubt that there are very complicated combinations in chess which any chessplayer with a sharp tactical bent can find. But regardless of how complicated and original the combination itself is, it usually ends with a position which is easily evaluated. In other words, every combination gives a tangible result. It can lead to mate, to a material or positional advantage, to perpetual check, to stalemate. In undertaking a forced series of moves, the master foresees the final position and strives for it. Of course, along the way to this goal, a fair number of variations must be calculated. But most important (and most difficult) is the ability to discern

this final position from a distance. And this is where knowledge and experience must help.

Modern-day chess came into existence about a century ago, and since that time millions of chessplayers have played hundreds of millions of games. Based on these games, a well-structured theory of the game has emerged. It is impossible to study everything in chess—it would then simply cease to exist. But new pathways have gradually been made into this *terra incognita*, and have taken their place among well-known theoretical positions.

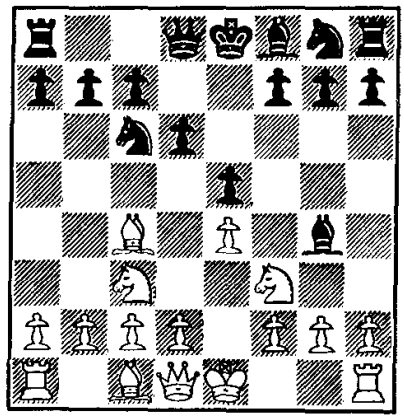
The master studies the position which has arisen. He takes note of its peculiarities, the position of the pieces and their interconnections. A great number of associations arise, for every chess game, in spite of its individuality, works its way through a matrix of typical positions, well known to theory and practice. And now the master fixes his attention on one of these positions. Of course, it has not yet appeared on the board, but the point is that it may. Thus, final goals are formed, toward which one must strive. And so combinations are made.

It happens, of course, that some combinational ideas are unrealizable. One piece cannot get to a certain square, or a pawn gets tangled up in its own feet. Reluctantly, one has to put the thought out of one's mind. But if there can be a semblance of a contest, if the maze of variations might tire the opponent out—then the master sacrifices. . . .

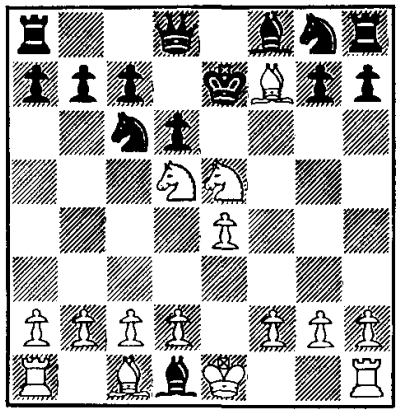
Almost 200 years ago, in 1787 to be precise, one of the shortest and prettiest games was played in Paris.

Légal–Saint-Brix

1	**P–K4**	**P–K4**
2	**B–B4**	**P–Q3**
3	**N–KB3**	**N–QB3**
4	**N–B3**	**B–N5**



5	**NxP**	**BxQ**
6	**BxPch**	**K–K2**
7	**N–Q5 mate**	



One need not be a grandmaster to see through White's thoughtlessness (5NxP?) and Black's greed (5 . . . BxQ?), since the "modest" 5 . . . NxN would have left Black a piece ahead.

However, the final position is quite picturesque and has been embraced by contemporary French masters, who have christened it "Légal's Mate."

Since that time, much water has flowed underneath the bridges; "Légal's Mate" has turned into a combinational curiosity and has not reappeared.

The game Chéron–Amateur (Zurich, 1929) once reached the position in the first diagram.

The well-known French master Chéron was, of course, aware of the incorrectness of Légal's combination and made the inoffensive move **5 P–KR3.** When his unsuspecting opponent quietly retreated the Bishop to R4, Chéron made the famous Knight sacrifice ***6* NxP.**

After ***6* . . . NxN *7* QxB N–KB3** (7 . . . NxB *8* Q–N5ch) ***8* Q–K2,** White would have won a pawn.

Black, however, because of his ignorance, fell into the main variation ***6* . . . BxQ *7* BxPch K–K2 *8* N–Q5 mate,** and no doubt admired Chéron's brilliant "find." The twentieth-century French master, of course, had employed a well-known idea.

Légal's Mate is only a grain of sand within the immense territory of chess, through which every chessplayer who sets out on the path of truth in chess must pass. Theory and practice are known through hundreds of typical mating positions and the ways of attaining them. Grandmasters and masters, these tireless, omnidirectional travelers of the sixty-four squares, known each "road sign." And although the elementary endings are rarely encountered in tournament play among qualified chessplayers, they are always lurking in the background, just as the basic

multiplication table is invisibly incorporated into the most complicated formulae.

Of course, there is no limit to the artistry of chess, and it cannot be catalogued. Views and evaluations change, and each chessplayer during a game improvises with his own talent and imagination. But as for those basic things which simply must be known, the wheel does not have to be reinvented.

The Last Check

Mate in chess can be defined simply as a check to which there is no defense. With the announcement of mate to the enemy King, the objective of a chess game has been reached and the game ends.

In modern chess play, "announcement of mate" does not mean actually announcing, "mate!" It is enough to make the move that produces a mating position on the board. However, it was not always like this. Even at the end of the last century, it was common to proclaim, "Check and mate." It seemed to serve as evidence that mate was not accidental (a "blind mate," as the Russian elders called it) but was the result of precise calculation. It was particularly fashionable to announce the inevitable mate in advance. The statement "Here White (or Black) announced mate in so many moves" can be found not only in the notes of Steinitz's and Chigorin's games, but also in the notes of later annotators.

The crowning glory in chess was long considered to be mating positions. In antiquity the rules of the game differed from modern rules in the slower movement of the pieces (particularly the Queen and the Bishop), and therefore mating finales were encountered relatively more rarely and were more highly prized. Particularly pretty and surprising endings received their acclaim.

Later, as the game was "modified," to use the expression of the Dutch historian A. van der Linde, the oriental slowness was eliminated, and in the newly rapid game, mating positions which had been consigned as museum rarities became common. But nowadays, actual mate on the board is practically never seen, for chessplayers who

have suffered disasters try to shorten their torment and as a rule resign before the final bell.

Nevertheless, the goal in a chess game remains unchanged—to mate the enemy King. This objective generally underlies the thoughts of every chessplayer.

The final blow is, as a rule, dealt by a single piece against the opponent's King. But pieces rarely act alone. One piece has usually managed to announce "Check and mate" while its helpers have done some work, often having offered themselves as sacrifices.

Similarly, as composers create from chaos the sounds of a captivating melody, the chessplayer draws a pretty picture, turning up the best moves among innumerable variations. The chessplayer, like the composer, must abide by the rules of harmony. And harmony in chess is cooperation among pieces. It can be flatly stated that the quality of a player's game is in great part determined by his skill in placing his fighting forces in such a way that they support and complement one another.

The actual cooperation between the pieces depends on their individual attributes, on the problems they solve, and, of course, on the concrete characteristics of the position.

Cooperation between pieces is most graphically illustrated in an attack on the enemy King. Here each piece fully realizes its potential, and the result of their collective play becomes final, and not "subject to appeal." The essence of a chess game is ideally expressed by mating pictures.

Before Reading the Book . . .

This book is dedicated to methods of finding combinations and the tactical means of implementing them. We will examine typical mating finales and will become familiar with techniques of realizing them.

Pieces differ in their long-range ability and movement, and each of us has his own own "favorite." In this respect, chess can be compared to a hockey team, where each player makes a final, exhausted spurt toward the net from different points on the ice. The same can be said about the role of the pieces during a concerted attack on the King. Some pieces prefer

to pass, others try to carry the puck by themselves.

We will examine more than 200 mating positions in this book. To organize the material, the positions have been divided into fourteen chapters, according to the number and types of pieces directly involved in the creation of the mating scheme. At the end of each chapter, thematic examples for independent study are given.

Going from chapter to chapter, you will quickly realize that many methods are utilized in solving the various tactical problems: the overworked piece, diversion, the double attack, the blockade, etc. You will also notice that conditions which are important tactically and combinationally are repeated often, be it in the same decade or century. This pattern of repetition increases the value of accumulated experience. There are numerous instances in the book where familiarity with the games of the past and present great masters helped to solve the most complicated tactical problems quickly and precisely.

We recommend that you read this book without a chessboard in front of you. In this way you not only will develop your tactical acuity, but will produce an automatic response in applying the necessary means to the end. As for the examples to be solved independently, you can skip over those that seem difficult when you first encounter them, but by all means return to them. Along with examples from practice are a number of problems and studies. We also recommend that you try to solve these without the use of a board. This will help you develop your ability to calculate variations during actual games. Of course, when you're really stymied and think it would help to set up your chessboard, go ahead and do it.

This book is intended for the general chess-playing public and can be used both for independent study and as a textbook for teaching chess. We hope that it will give you some pleasant hours and take you to new chess heights.

Mikhail Tal
Victor Khenkin

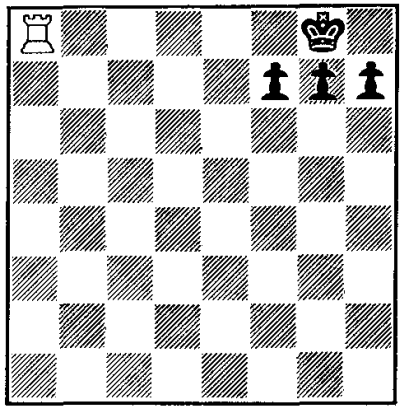
I

The Rook

When There Is No Escape . . . (Luft)

Luft, by no means an aristocratic term, means the King's natural requirement of "fresh air," when after castling short all the pawns on the Kingside are still on the second rank. From his cramped shelter the King cautiously eyes the approaching enemy, and when the shells begin to fall in the immediate vicinity, one of the infantrymen ventures one step forward, so that, in case of a check on the back rank, the monarch can happily scoot to the vacated square.

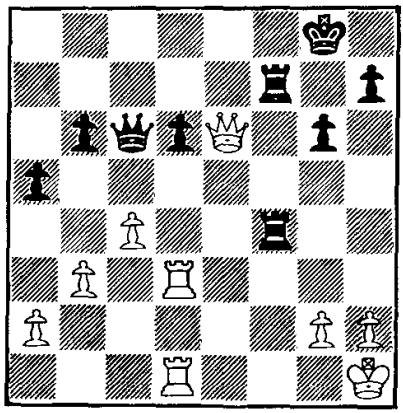
However, in the heat of the chess battle it quite often happens that the move which would create a *Luft* has not been made, and then a check turns out to be fatal. The best actor for this role is the Rook. It draws its strength from its "lineal profession," its power to deliver the decisive blow along a rank. The final mating picture is simple and significant, like the etched drawings of prehistoric man.



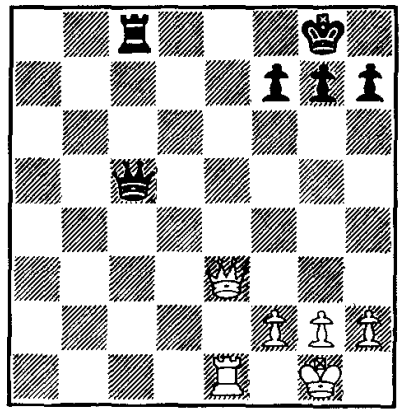
No great imagination is needed to see that were the

Rook to be replaced by a Queen, the landscape would not be spoiled.

Similar situations arise when the back rank is insufficiently defended.

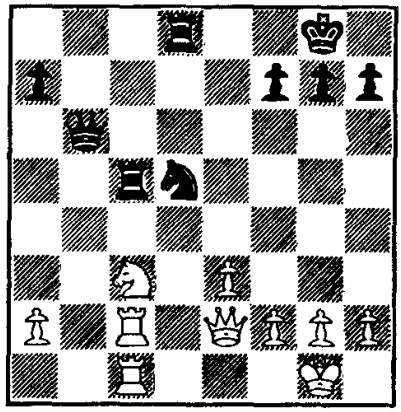


In Geller–Ostoic (1969), White's back rank would be in danger if the Rook on Black's KB2, which is now pinned by the Queen, could support its counterpart. The idea to divert the Queen from its task thus arose. Black solved the problem with his Queen: *1* . . . **Q–K5! White resigns.**



Here, obviously, an immediate move against the Black King *1* Q–K8ch RxQ *2* RxRch, is parried by *2* . . . Q–B1. But this gave rise to an idea about a preliminary exchange—***1* QxQ RxQ**—after which the indefensibility of the last rank is obvious.

In this example, the weakness of the back rank was brought about by an exchange. Capablanca himself made use of this concept in a game against Bernstein (White), 1914:



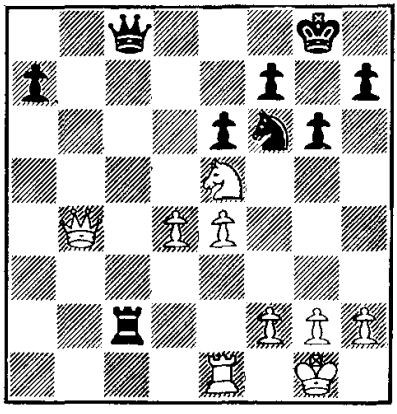
1 . . . **NxN** *2* **RxN RxR** *3* **RxR.**

Now it would seem that the White King could be attacked by *3* . . . Q–N8ch *4* Q–B1 R–Q8 but the trouble is that the Black King does not have a *Luft* and after *5* R–B8ch, he falls first.

The move which decides is *3* . . . **Q–N7!** It diverts the White Queen from its defense of the back rank. But it is simultaneously a double attack, since it also hits the Rook on QB3.

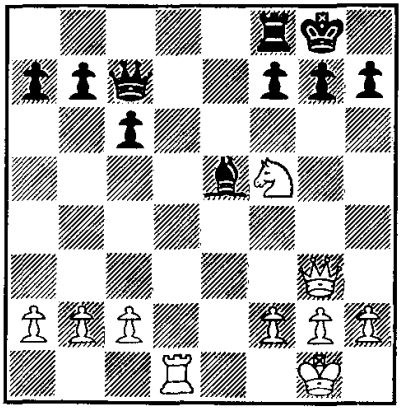
White resigns. (*4* Q–K1 QxR; *4* Q–Q3 Q–R8ch; *4* R–B2 Q–N8ch)

The weakness of the back rank can be exploited by a piece sacrifice, as occurred in Novichkov–Luzganov (1963).



1 . . . **NxP** *2* **RxN** and again, a diversion coupled with a double attack: *2* . . . **Q–N2! White resigns.** (*3* Q–K1 QxR).

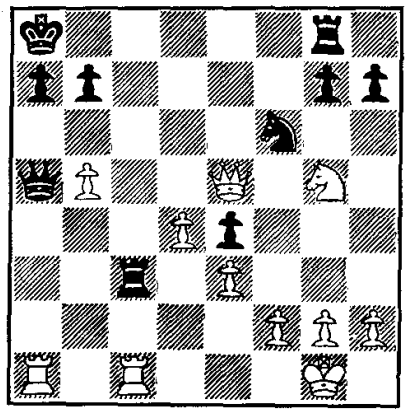
And here is an example where the decisive double attack is carried out by a Knight.



Capablanca–Foncroff (1918): *1* **N–R6ch K–R1** *2* **QxB! QxQ** *3* **NxPch, Black Resigns.** After *3* . . . K–N1 *4* NxQ, Black has lost a piece.

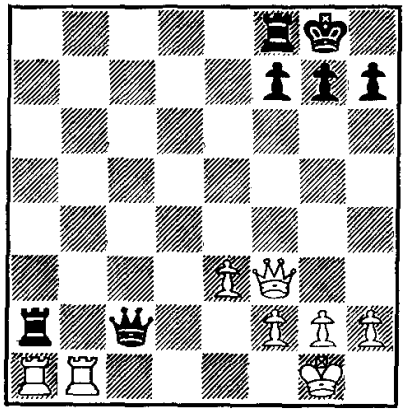
The Great Confrontation

In the presence of a *Luft*, the confrontation of the major pieces becomes particularly dangerous. The simplest example is the ending of Ykes–Flad (1960).



As soon as White tries to capture one of his opponent's pieces, the other immediately deals the reply on the back rank. Taking advantage of this, Black increases his pressure along the open file.

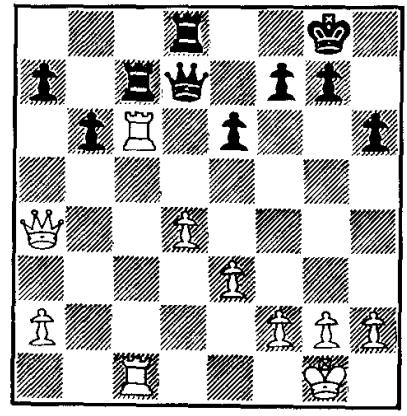
1 . . . **R/1–QB1!** and **White resigns,** since he cannot defend the Rook on B1, and if it retreats, *2* . . . QxR *3* RxQ R–B8ch decides.



This position demands even more careful study. The direct attempt to strengthen the attack along the Queen Rook file with *1* . . . R/1–R1 not only does not accomplish its purpose, but in fact leads to mate starting with *2* QxRch.

The attack on the Rook on R1 can be developed more subtly—*1* . . . **Q–N7!** Now the White Rook is absolutely helpless, and the Queen cannot come to its aid, since after *2* Q–Q1, *2* . . . QxPch leads to mate.

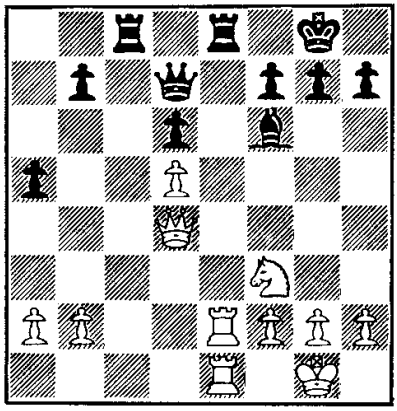
And now another "great confrontation."



Patasius–Purdy (1954): *1* . . . **R/1–QB1** *2* **RxR RxR!** *3* **Q–R3** (better is *3* Q–Q1) *3* . . . **Q–R5!** *4* **Q–N2 QxRP** *5* **Q–R1 R–B7!** *6* **R–KB1 RxP!** and **White resigns.**

The Combination of the Century

In the preceding examples, the weakness of the back rank was readily obvious, and the idea to exploit it lay on the surface. Now let us introduce the reader to a grandiose combination from Adams–Torre (1921).



Black's position, at first glance, does not seem to be dangerous. But there are two serious weaknesses in his camp: there is no *Luft* for the King and the Rook on K1 is not sufficiently defended against White's doubled Rooks. This becomes the motif of a combination which is carried out with a series of brilliant moves centering around diverting the Black Queen and Rook on QB1 from their defense of the critical square K1.

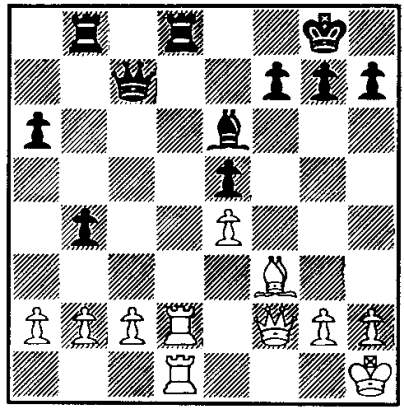
***1* Q–KN4! Q–N4 *2* Q–QB4 Q–Q2 *3* Q–B7! Q–N4.** No help is *3* . . . Q–R5 *4* R–K4 P–R3 *5* QxR QxR *6* QxRch.

***4* P–QR4 QxRP** (or *4* . . . QxR *5* RxQ!)

***5* R–K4! Q–N4 *6* QxNP!, Black resigns.**

The White Queen offered itself for six consecutive moves, for the sake of higher goals!

Familiarity with this classic combination allowed master Rovner, twenty-five years later, to quickly and easily find the win in his game with Kamyshov (Black).

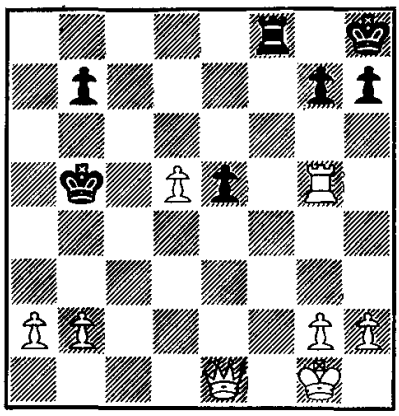


It is not difficult to see the superficial similarity of this position and the previous one.

The finale is similar, if less spectacular.

***1* Q–R7! Q–R4 *2* QxRP! Q–B2 *3* Q–R7! Black resigns.**

The disciplined Queen maneuver again decide the outcome in Lovitsky–Tartakover (1935).



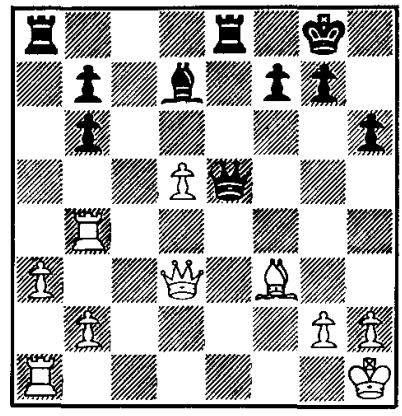
1 **. . . Q–B4ch** ***2*** **K–R1 Q–B5** ***3*** **K–N1.**

The threat of a Rook check on B8 paralyzes White's game; this is the leitmotif of Black's tactical operations.

3 **. . . Q–Q5ch** ***4*** **K–R1 Q–K5!** ***5*** **Q–QB1 Q–Q6!** ***6*** **K–N1 Q–Q5ch** ***7*** **K–R1 Q–Q7!** The White Queen is chained to its post. **White resigns.**

Bronstein's Move

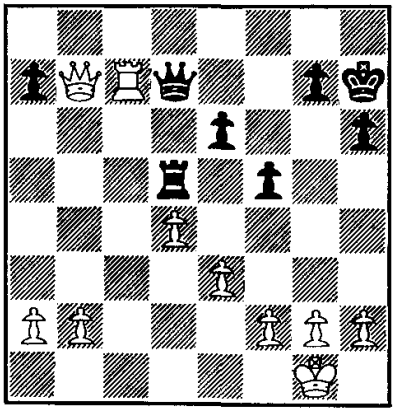
Diversion, as one of the basic tactical themes to take advantage of a weakness on the back rank, has been encountered in many forms.



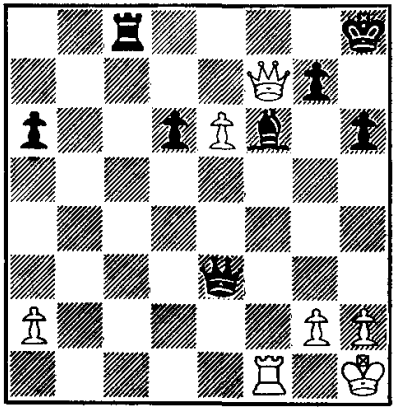
Thus in Mikenas–Bronstein (1962) the Moscow grandmaster, in what appeared to be an absolutely quiet position, literally stunned his opponent with ***1*** **. . . RxP!!** Truly a bolt from the blue! A hundred games might be played for the sake of one such move.

Nevertheless, this paradoxical capture, the purest example of a diversion, is based on diverting any one of the three pieces that help defend the back rank, the Queen, Rook, or pawn. Although the ensuing variations are simple (*2* QxR Q–K8ch *3* RxQ RxRmate; *2* RxR Q–K8ch *3* Q–B1 QxQ mate; *2* PxR QxRch *3* R–N1 R–K8ch *4* RxR QxRch 5 Q–B1 QxQmate), only a chessplayer with a sharp combinational sense would find the move *1* . . . RxP!!

Another surprising move, found by Black in a game played in Yugoslavia (1949), has something in common with "Bronstein's Move."



White evidently was already counting on celebrating his victory, when suddenly a "natural disaster" struck: *1* . . . **R–B4!!**, and nothing can prevent a catastrophe.

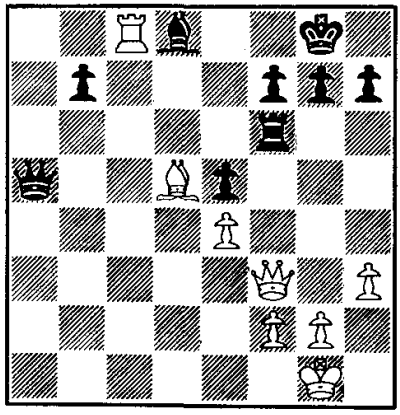


In the game Daja–Staudte (1958), White tried to win a piece at any cost, *1* **RxB,** thinking that on a check on the back rank the Rook could be brought right back. However after *1* . . . **QxP!**, he missed the train.

These are rivals of "Bronstein's Move!"

All Together

Several pieces on the attacking side can take part in diverting the enemy forces from the defense of the back rank.



Liliental–Aronin (1948): *1* **Q–B3! Q–N3** *2* **Q–N2! Q–Q3** (*2* . . . Q–R4 *3* Q–N5!) *3* **P–B4!**

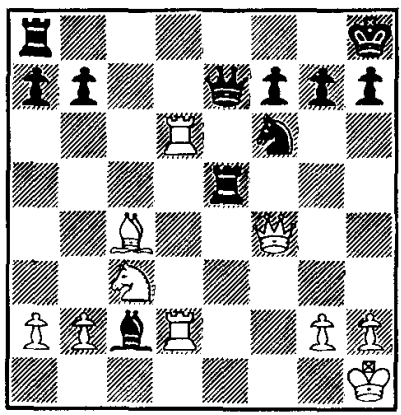
On *3* QxNP or *3* QxKP, Black moves the King up to B1

and keeps his defensive hopes alive. Now the White pawns take on the task of diverting the Queen.

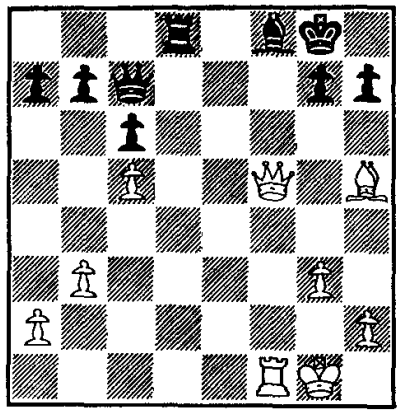
3 . . . **PxP** *4* **P–K5 Q–Q2** *5* **QxNP! Q–K1** *6* **Q–N8 R–Q3** *7* **QxR, Black resigns.**

When the End Justifies the Means

One of the tactical elements used to take advantage of a weak back rank is the so-called line interruption.

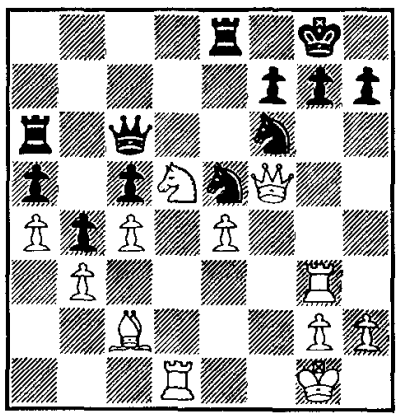


Fuchs–Korchnoy (1965): *1* . . . **B–Q6,** and **White resigns,** since if the Bishop on Q6 is captured by either Rook, the Bishop's cover of KB1 is cut off. And on *2* BxB QxR, Black wins the exchange.



Reti–Bogolyubov (1926): *1* **B–B7ch K–R1** *2* **B–K8!** Here the cooperation between the Black pieces on the last rank has been cut, and without their support, the Bishop on B1 is lost. **Black resigns.**

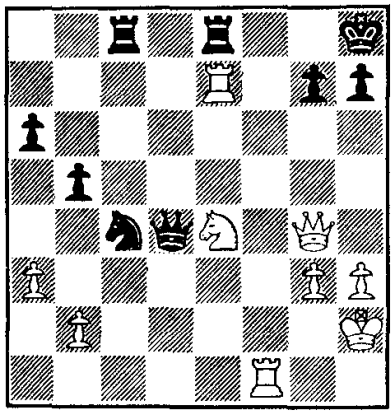
Sometimes the objective is achieved by eliminating the pieces which protect the last rank.



Gragger–Dorn (1959): *1* **N–K7ch!** (simultaneously uncovering the back rank and

opening the file for the Rook) *1* . . . **RxN 2 QxN/6** (and now the Knight which was defending the King is eliminated), **Black resigns.**

It occasionally happens that the threat of mate on the last rank is created by a *Zwischenzug*—an intermediate move. In Kornfilt–Hukel (1965) this led to the gain of a Rook.

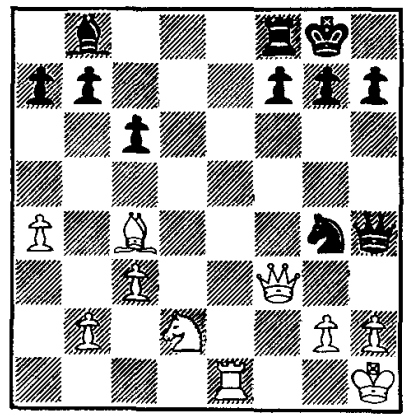


1 **N–B6! QxQ.**

Otherwise KN2 is not defended. *1* . . . Q–Q7ch 2 K–R1 does not help since the Rook on K7 is unassailable, as the Rook on B1 hangs.

2 NxR!

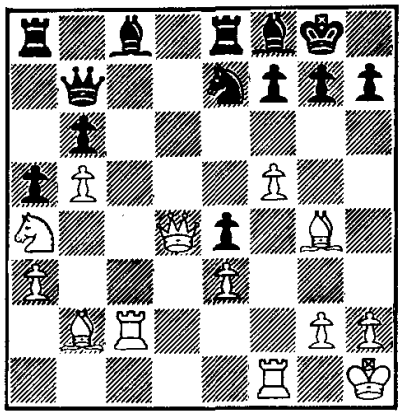
After this *Zwischen*-capture, the threat of mate on B8 arises, to which there is no better defense than 2 . . . P–R3. But then White simply takes the Queen. Realizing that he comes out on the short end of the exchanges, **Black resigns** immediately.



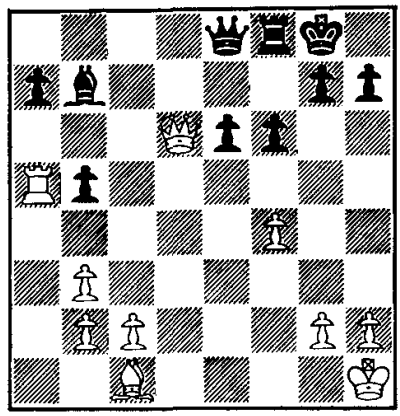
White's position in Harms–Kuppe (1947) seems critical, inasmuch as Black threatens mate on KR7 and the capture of the Rook on K8, but *1* **QxPch! RxQ 2 R–K8 mate.** The pin along the QR2–KN8 diagonal paralyzed the Rook, and it could not come to the aid of its King.

The Road to the Top

Now let us look at ways of getting the major pieces of the attacking side into battle stations. Here occupying the open lines in the shortest amount of time is all important.



This position is from Novotelnov–Rovner (1946). Once again Black brought fire upon himself. *1* . . . **BxP!** *2* **BxB NxB** *3* **RxN,** and then went over to the counterattack, *3* . . . **KR–Q1** *4* **Q–B4** (so that on *4* . . . R–Q8ch he would have the defense *5* R–KB1) *4* . . . **QR–B1** *5* **Q–K2 RxR** *6* **QxR,** and finally a move already familiar to us can be made: *6* . . . **Q–B1!** and **White resigns,** since he has a choice between being mated and losing a Rook.



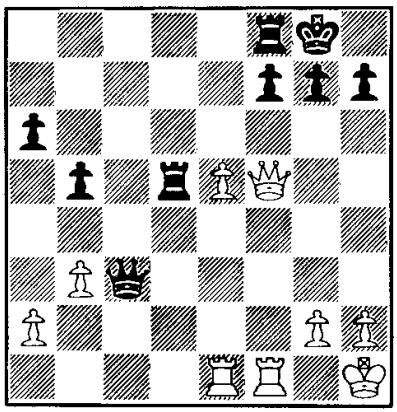
Neikirch–Botvinnik (1960): *1* . . . **Q–Q1!** *2* **QxPch** (and after *2* Q–Q2 QxQ *3* BxQ R–Q1 *4* B–K3 R–Q8ch *5* B–N1 R–Q7, Black wins easily) *2* . . . **R–B2** *3* **Q–K1 R–K2!** and **White resigns.**

"The final position," wrote Botvinnik about this game, "is interesting in that, although the Black and White pieces are placed along the edge of the board, Black's pieces have such long-range effectiveness that there is no defense. From a composer's artistic point of view, it would have been nice to have had the Black Bishop on QR1."

This, though, is connoisseurship . . .

A Pawn's Field Marshal Baton

During a game there often arise positions where it is not easy to detect a weakness on the back rank. However, upon careful analysis, one can manage to find signs of an attack behind enemy lines.

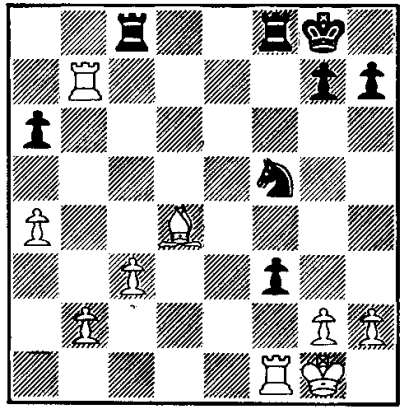


In Gutmayer–Svidersky (1928), after *1* **R–B1!** Black immediately had a dangerous position. Seizing the QB file also threatens the back rank, inasmuch as the defending Rook is tied to its KB2.

The incorrect *1* . . . **QxKP** (correct: *1* . . . Q–Q6) allowed White to decide matters with the simple combination *2* **QxPch RxQ** *3* **R–B8ch R–B1** *4* **R/8xR mate.** Black also loses on *1* . . . Q–R4: *2* R–B8 R/Q–Q1 *3* P–K6! RxR *4* PxPch K–R1 *5* QxR RxQ *6* P–B8/Qch RxQ *7* RxR mate.

In the last variation we are exposed to yet another tactical method of taking advantage of the weakness on the back rank, the promotion of a pawn. At the moment the pawn is rewarded with its "Field Marshal Baton" it perishes like d'Artagnan on the field of battle, but it fulfilled its duty to the very end.

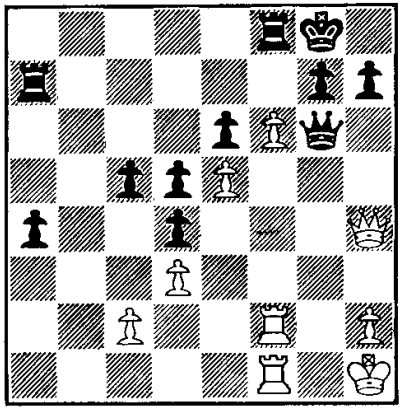
One of the techniques of getting the pawn to its queening square is illustrated by Nedjelkovic–Siladi (1957).



1 . . . **NxB!** (this exchange allows the QB file to be opened) *2* **PxN P–B7ch!** *3* **K–R1 R–B8!** and **White resigns.**

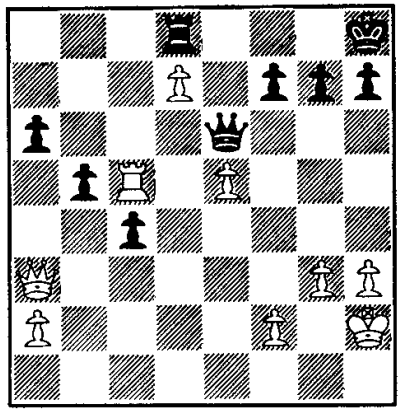
Simple? Quite. However, in

a similar situation in 1959, the future grandmaster Gurgenidze (White) missed an analogous possibility against future world champion Boris Spassky.

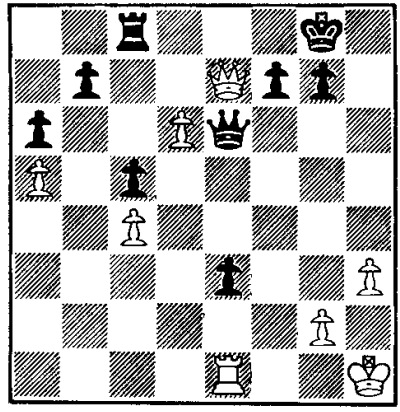


White played *1* PxP? and after *1* . . . RxR *2* RxR KxP the game was quickly drawn. Nevertheless, as we have seen, ***1* P–B7ch!** would have won immediately: ***1* . . . K–R1 *2* Q–Q8!**, the only difference being that it is the Queen which exchanges off the Rook.

Alekhin had a splendid diversionary Queen sacrifice in a game against an amateur in 1939.



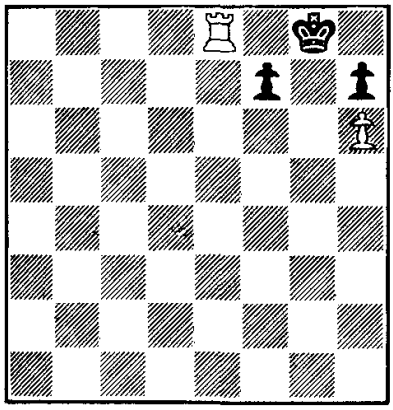
After the obvious ***1* R–B8 RxR** the game was concluded by the far from obvious ***2* Q–K7!**

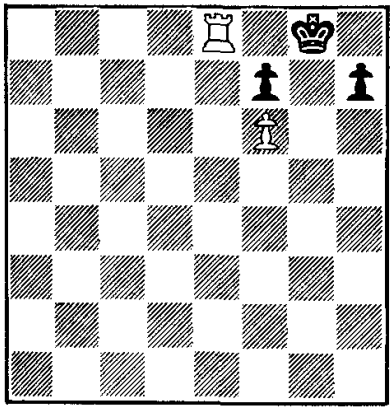


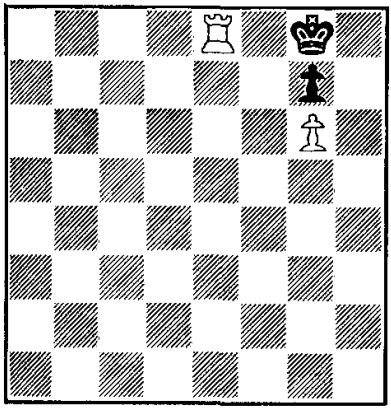
Geller (White) in a game with Ivkov (1973) had a good position when he decided to play à la Alekhin, ***1* P–Q7!**, forcing his opponent's immediate resignation.

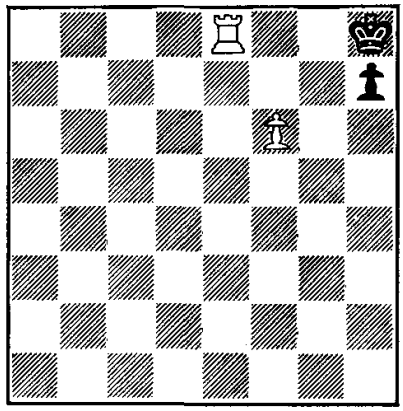
Very often a pawn will participate in the attack against the castled enemy King's position. By advancing to the sixth rank, it acts as a wedge in the

King's pawn cover, sealing up any *Luft*. In the following examples, the final moves have been made in a pattern with which we are already familiar.

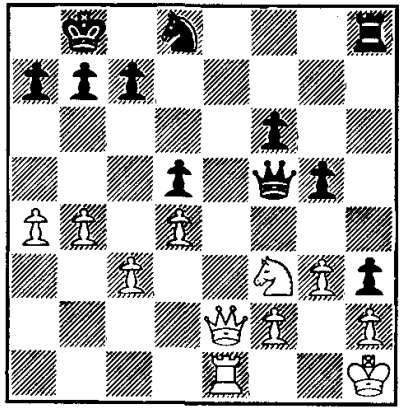








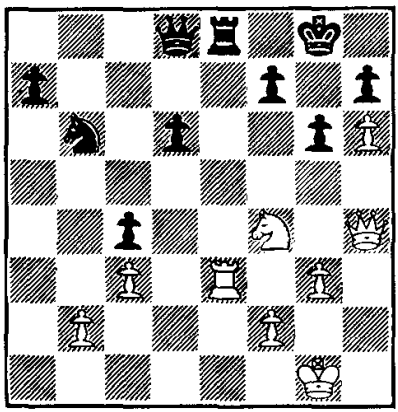
Diversion, of course, is one of the tactical methods of taking advantage of a weak back rank, and here it forms one of the basic operational elements.



Opochensky–Alekhin (1925): *1* . . . **R–K1! 2 Q–Q1 QxNch!** and **White resigns.**

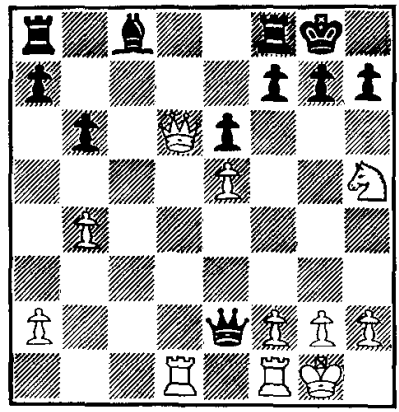
The pawn on R6, as we have already seen, creates additional combinational possibilities, inasmuch as it serves

as a secure strong point for the attacking pieces.



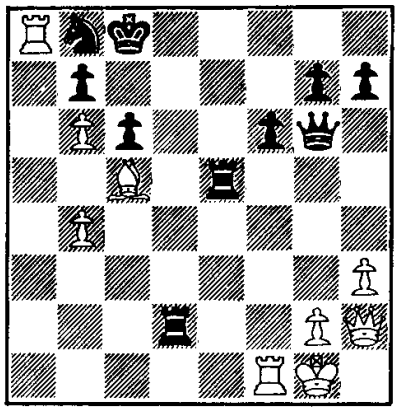
Thus, in Terpugov–Kan (1951), White was able to utilize this circumstance with *1* **Q–B6!** The threat of mate on N7 forced Black to take the Queen, *1* . . . **QxQ.** But then he was subject to a second mate, *2* **RxR mate.** (In the game White avoided this possibility, but nevertheless, after *1* N–R5 K–B1 *2* N–B6 RxR *3* NxPch K–K1 *4* N–B6ch K–K2 *5* N–Q5dbl ch K–Q2 *6* QxQch KxQ *7* NxR, White won, since the pawn on R6 went on unimpeded to queen.)

Making use of a strong point to supplement the threats against an enemy King has occurred in many diverse situations.



The Knight sacrifice, *1* **N–B6ch PxN** *2* **PxP,** in Levenfish–Riumin (1936) would have led to immediate victory, inasmuch as the threat **3 Q–N3ch** could only be parried by moving the Queen to B7, K5 or N5. However, disaster could also strike from the other side; *3* **QxRch! KxQ** *4* **R–Q8 mate.** (*1* N–N3? was played in the actual game.)

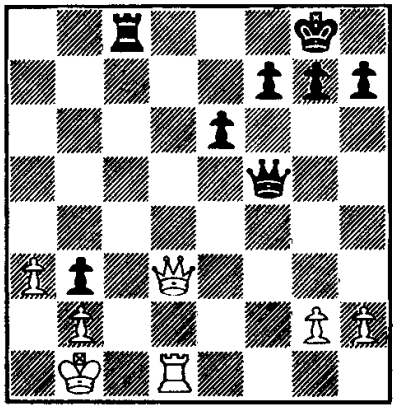
Here we see another tactical element, forcing a piece (in this instance the King) to an unfavorable square. This is the technique that was employed by Alekhin against Reshevsky (1937).



1 **RxNch KxR 2 QxRch! Black resigns,** as after *2* . . . PxQ *3* R–B8ch, Black is mated.

Crisscross

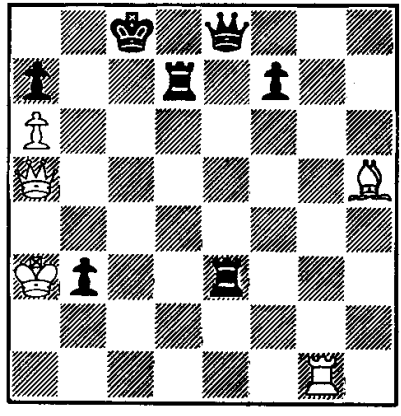
In a number of tactical situations where one side tries to take advantage of a weak last rank, we see a "double pin"; this occurs not infrequently in tournament practice.



In Mikenas–Aronin (1957) the White Queen was pinned along the diagonal by its Black counterpart; after *1* . . . **R–Q1!** it is pinned along the file. **White resigns.**

Everyone Has His problems

A double piece diversion from critical squares concluded one of Duras' games in a simultaneous exhibition (1910).



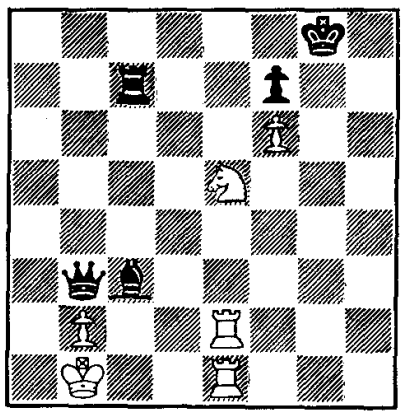
1 **R–B1ch K–N1 2 Q–N4ch K–R1.**

Now, with the opponent's King tucked in the corner, the last rank must be seized. This is done by diverting the Rook from the King file and the Queen from its defense of the rear.

3 B–B3ch! RxB 4 Q–K4ch! Black resigns.

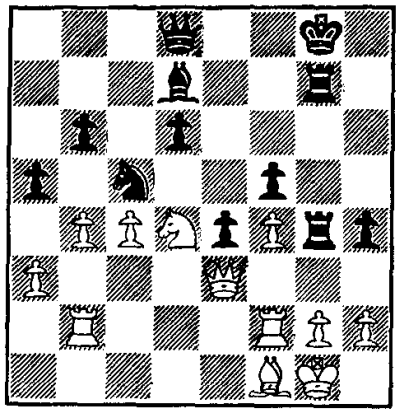
Signal the Assembly!

Often a combinational motif is concerned with cramping the enemy King's position. Ways in which an opponent's pieces can be lured into blockading are illustrated by Stamma's position (1734).



1 R–N2ch K–B1 2 N–Q7ch! RxN 3 R–K8ch! KxR 4 R–N8 mate.

In Keres–Petrosyan (1959), the White King is severely cramped, which allows Black to prepare the final offensive with a series of forced maneuvers.



1 . . . R–N6! 2 PxR RPxP 3 R/B–Q2.

The pawn wedge on N6 has been established, greatly cramping White, and Petrosyan begins to swing the major pieces into the KR file, creating a concrete threat with each move.

3 . . . Q–R5 4 B–K2 R–R2 5 K–B1.

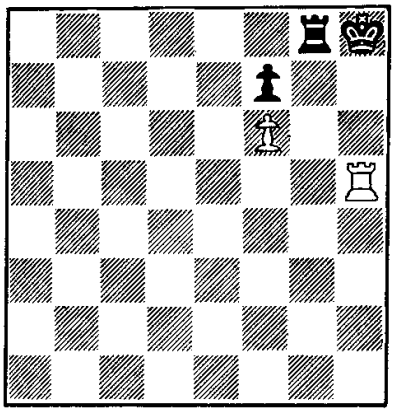
The White King is driven among its own pieces; the time is ripe for the decisive blow.

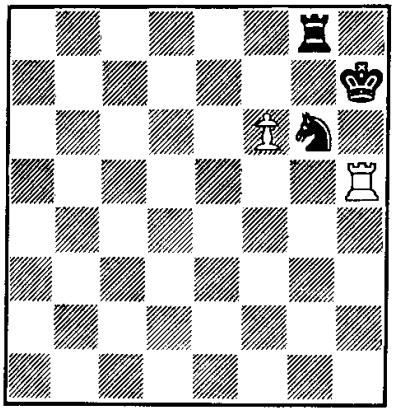
5 . . . QxPch! White resigns (6 QxQ R–R8 mate).

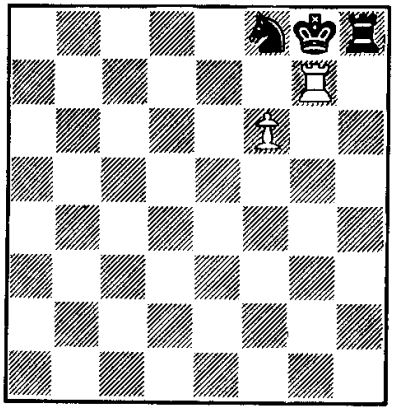
But He Meant Well!?

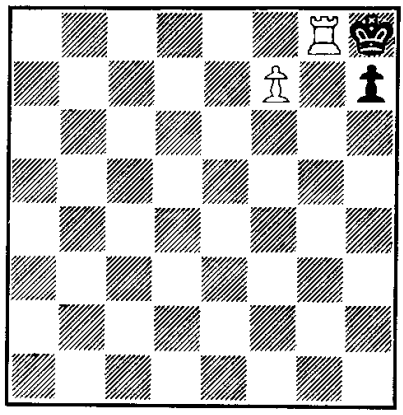
When pieces turn out to be counterproductive for their King, crowding around and limiting its mobility, a Rook

in conjunction with a pawn is able to create different mating patterns. The most typical are the following.

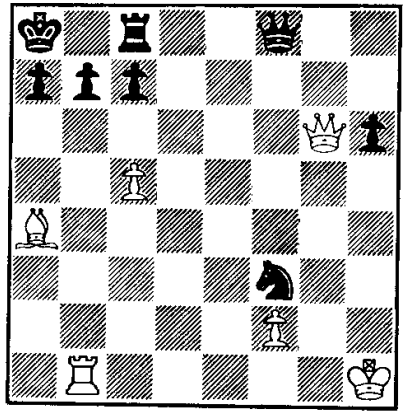








In 1750 the famous Italian chessplayer Ercole del Rio discovered a splendid mating picture, represented in the following position:

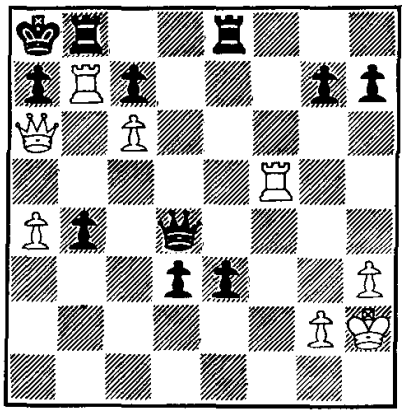


Mate in four moves.

***1* Q–R6! R–N1 *2* B–B6 Q–B1** (now White must react energetically, since mate on R6 is threatened) ***3* QxRPch! KxQ *4* R–R1 mate.**

The combination is possible thanks to the blockading of the enemy King. This motif

has been encountered in modern practice.

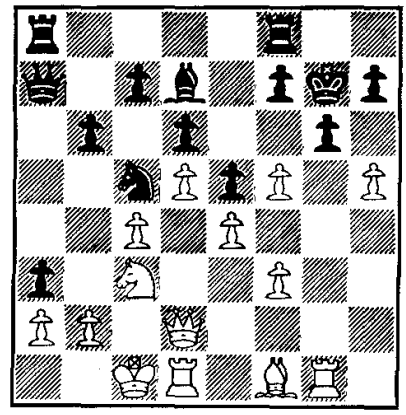


In Capablanca–Raubicek (1908), White must not continue with *1* R–QR5, since Black can get a perpetual check (from KB5, KB7 and KB8). Capablanca finds a forced solution, drawing from del Rio's position.

***1* RxPch! QxR** and now ***2* R–QR5!**, with the inevitable finale **2 . . . QxQ 3 RxQ mate.**

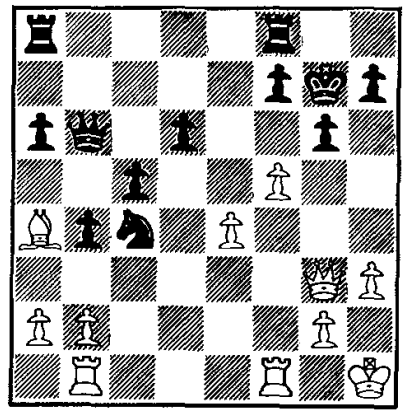
The World Champion's Patent

A typical way of reaching the desired final picture was shown by the first Women's World Champion, Vera Menchik, in a game against the English champion D. Thomas (1932).



***1* P–B6ch!** (In this way White drives the enemy King back and has the possibility of occupying R6 with the Queen; impossible is *1* . . . KxP because of 2 Q–N5 mate.) ***1* . . . K–R1 *2* Q–R6 R–KN1 *3* PxP BPxP *4* QxPch!** and **Black resigns** (*4* . . . KxQ *5* R–R1ch).

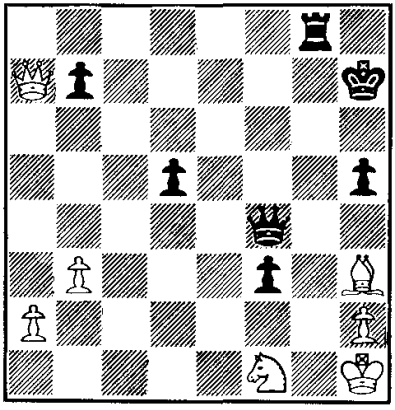
Bronstein, who believes that everything has been known for a long time and one need only know and remember, fully copied the first Women's World Champion combination in a game against Keres.



***1* P–B6ch K–R1 *2* Q–N5 P–N6 *3* PxP Q–N5 *4* PxN** (here *4* R–B4 was possible, as later in the game, but Bronstein is not averse to some "cat-and-mouse" playing, since his opponent is in no position to counter his threats) ***4* . . . QxB *5* R–B4 Q–B7 *6* Q–R6** and **Black resigns** (*6* . . . R–KN1 *7* QxPch).

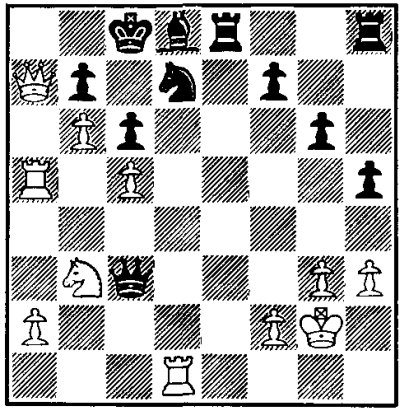
Disrespectful Pawns

The combined strength of Rook and pawn was shown by Kotov (Black) in a decisive attack against Stoltz (1952).



***1* . . . P–B7 *2* B–N2** (*2* N–N3 Q–B6ch *3* B–N2 P–B8/Qch) ***2* . . . Q–B6!** and **White resigns** (3 QxPch K–R1).

In the next position (1896) White achieved a maximum blockade of the King and, by eliminating a piece that was defending a critical square, created a pretty mating picture.



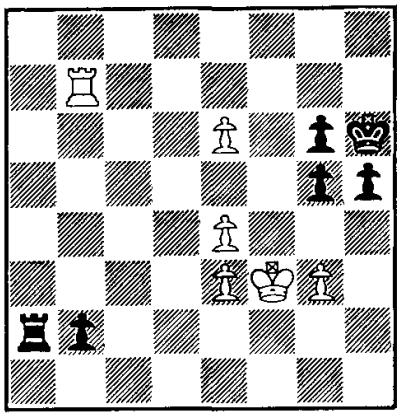
***1* Q–R8ch N–N1 *2* RxBch! RxR.**

No help is *2* . . . KxR *3* QxNch K–K2 *4* Q–Q6 mate.

***3* QxPch! KxQ *4* R–R7ch K–B1 *5* R–B7 mate.**

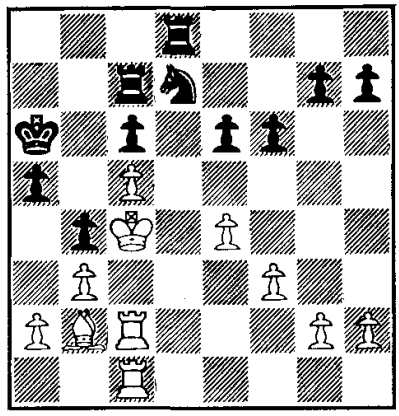
The King in a Mousetrap

A Rook, supported by pawns, can create mating possibilities in the middle of the board. Here are some instructive examples.



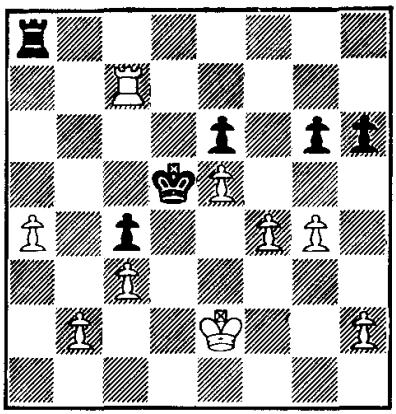
In Goldenov–Zakharian (1960) the White King found himself in a crowded KB corridor, made so by pawns of both sides. The second rank is off limits because of the threat of P–N8/Qdis ch. The Black Rook now executes a neat maneuver based on these considerations.

***1* . . . P–N5ch *2* K–B4 R–R4!** (threatening 3 . . . P–N4 mate) ***3* P–K5 R–R5ch! *4* P–K4 R–R6** and **White resigns.** Mate on B6 can only be avoided at the cost of the Rook.



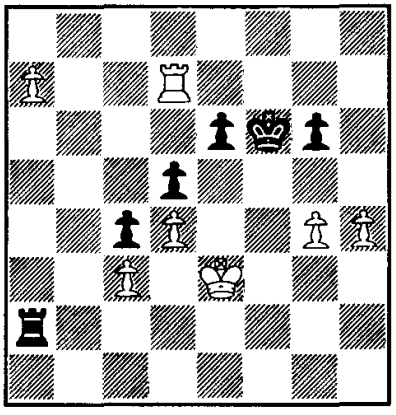
In reply to the incorrect ***1* R–Q1?** (Gligoric–Commons, 1972), Black returned the favor, *1* . . . K–N2? Nevertheless, the Yugoslav grandmaster's security could have been upset if Black had found the splendid combination based on the exposed position of the White King: ***1* . . . N–K4ch! *2* BxN RxR *3* BxR P–K4** and the trap had been sprung (*4* . . . R–Q5 mate).

The Black King found itself in an analogous situation in Fischer–Durao (1966), but the American grandmaster did not miss his chance.



1 **P–N4!** and **Black resigns,** since there are no satisfactory defenses to the threats of *2* K–K3 and *3* R–B5 mate (*1* . . . PxPep *2* K–Q3 RxP *3* P–B4ch).

The mating ideas in Wentzel–Gronau (1975) dealt with the queening of the pawn on QR7.

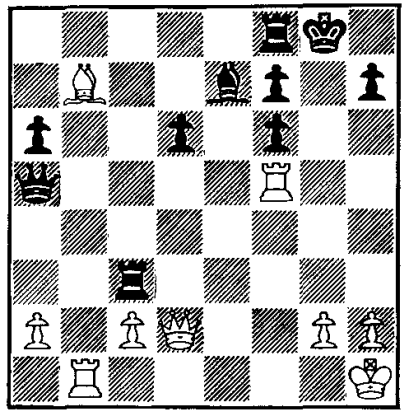


1 **P–N5ch K–B4** *2* **K–B3!** (threatening 3 R–B7 mate) *2* **. . . P–K4 3 R–K7!** (now a different mate looms—*4* RxP, and *3* . . . P–K5ch *4* K–N3 does not help) *3* **. . . PxP** *4* **PxP R–R6ch** *5* **R–K3** (thus forcing the exchange of Rooks, allowing the QRP to queen) *5* **. . . RxRch** *6* **KxR, Black resigns.**

Solve It Yourself

1

Maric–Gligoric (1964)

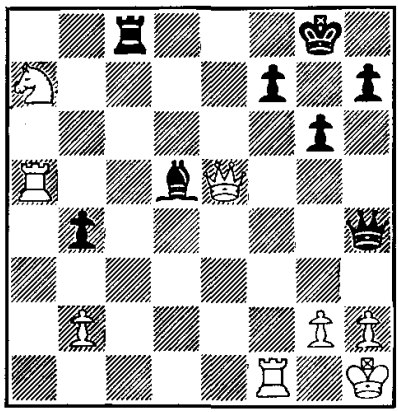


Black's Move

Exchange Rooks (*1* . . . QxR *2* QxR)? Take the QRP? Perhaps . . .

2

Larsen–Ljuboevic (1975)

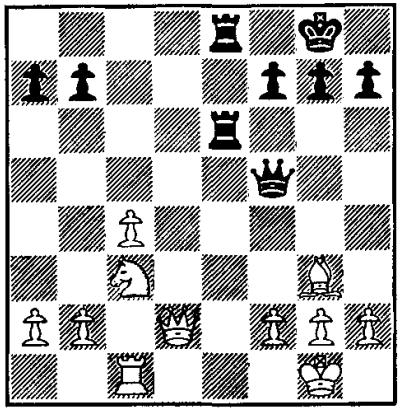


BLACK'S MOVE

Incorrect is *1* . . . BxPch *2* KxB R–B7ch *3* K–R1. Nevertheless . . .

3

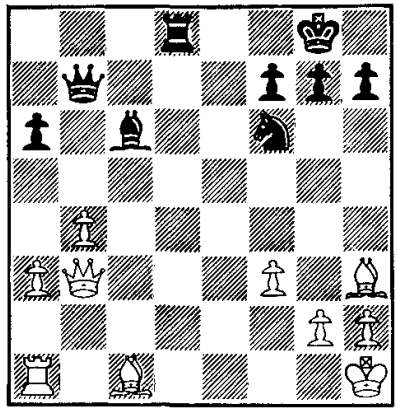
Herman–Walther (1926)



BLACK'S MOVE

Still just one choice . . .

4

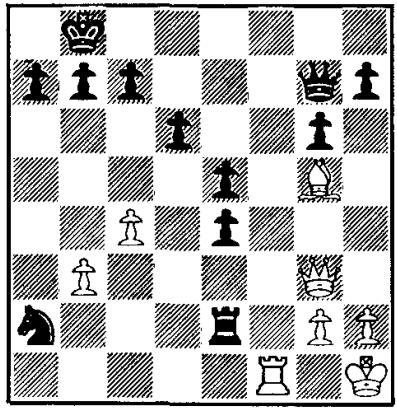


BLACK'S MOVE

Here, two possibilities . . .

5

Streck–Barasch (1912)

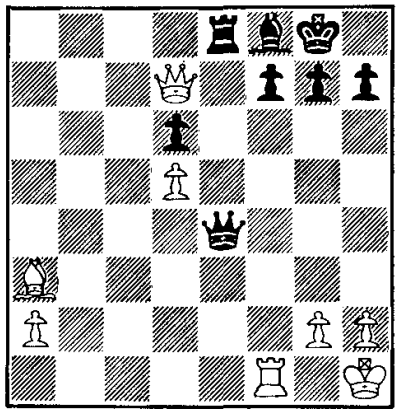


WHITE'S MOVE

A repeat—training for a mate.

6

Reshevsky–Fischer (1971)

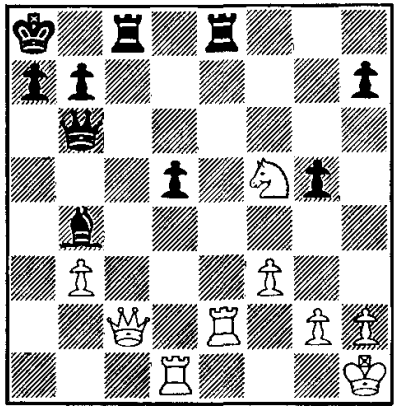


BLACK'S MOVE

1 . . . Q–KB5! (of course) *2* K–N1? (Time pressure; correct is *2* Q–N5.) And now . . .

7

Teschner–Portisch (1969)

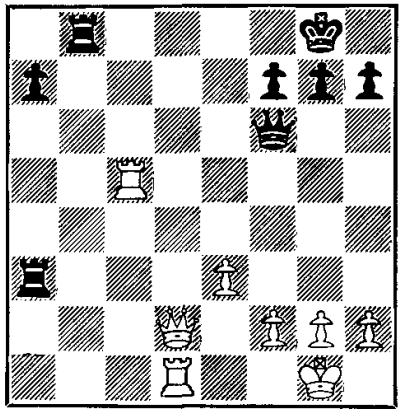


WHITE'S MOVE

1 RxP is not good. Why?

8

Guldin–Bagdatev (1963)

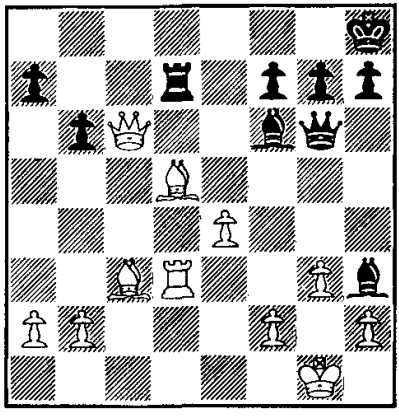


WHITE'S MOVE

Ten seconds to solve.

9

Keres–Levenfish (1947)

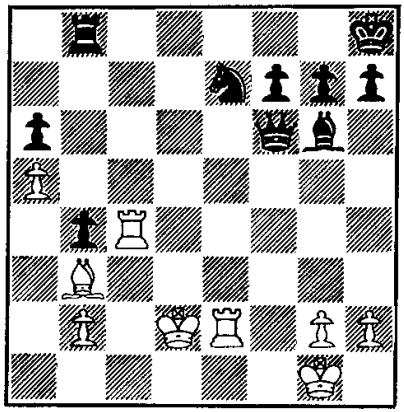


WHITE'S MOVE

Keres never overlooked this kind of move.

10

Keres–Levenfish (1949)

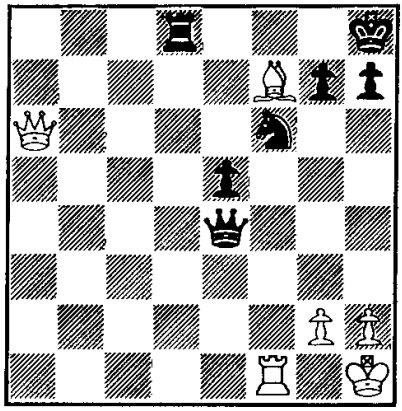


WHITE'S MOVE

Two years later, the same opponent . . .

11

Played in Rumania, 1964

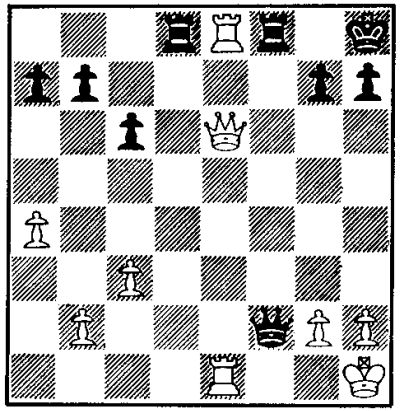


WHITE'S MOVE

1 RxN and White wins?

12

NN–Richter (1957)

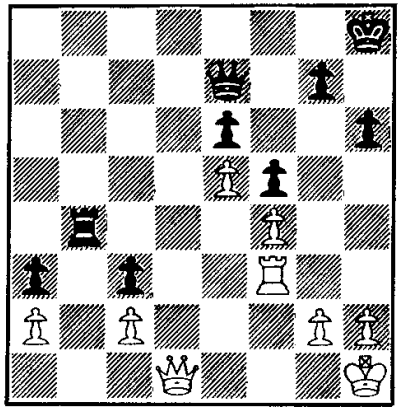


BLACK'S MOVE

When should a *Luft* be opened?

13

Kadiri–Pritchett (1972)

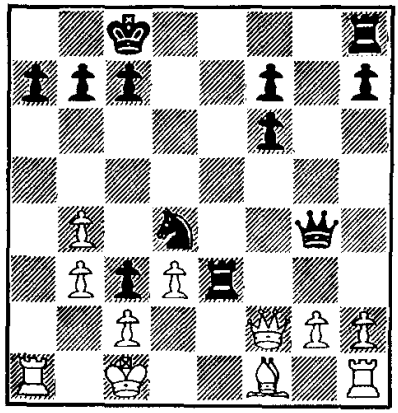


BLACK'S MOVE

A passed pawn is needed . . .

14

Chigorin–Levitsky & Nenarokov (1899)

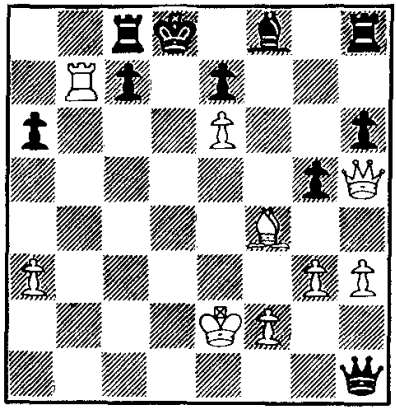


BLACK'S MOVE

Possible, of course, is *1* . . . KR–K1, but there is a prettier and more decisive move . . .

15

Wintz–Videla (1955)

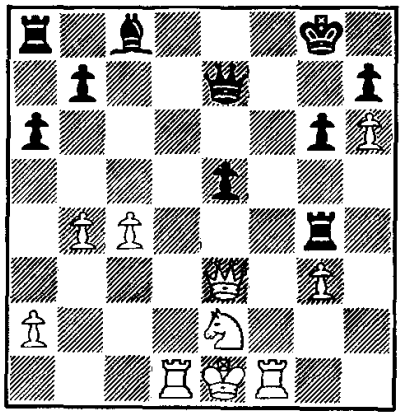


WHITE'S MOVE

Three checks until the curtain falls.

16

Stephenson–Blane (1962)

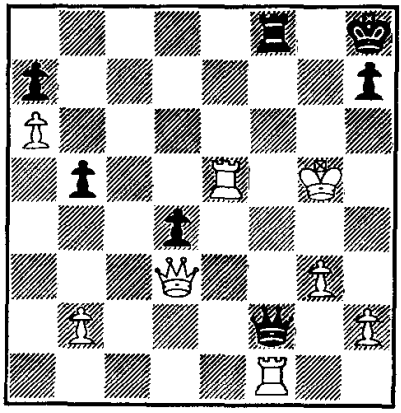


WHITE'S MOVE

This one's for pool players!

17

NN–Lazarevich (1972)



BLACK'S MOVE

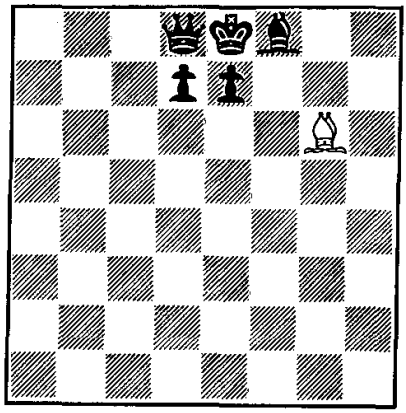
Alas, *1* . . . QxR? Play it *fortissimo.*

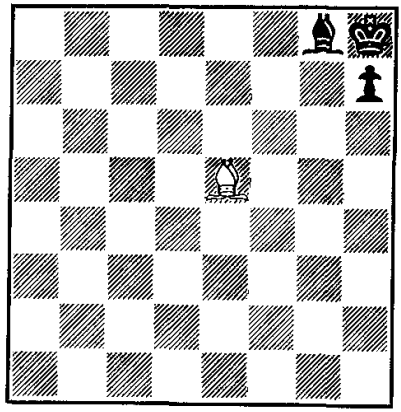
II

The Bishop

Hand-to-Hand Combat

A Bishop can be a godsend in positions where it deals the final stroke, taking away the enemy King's escape squares without any assistance from the other pieces.

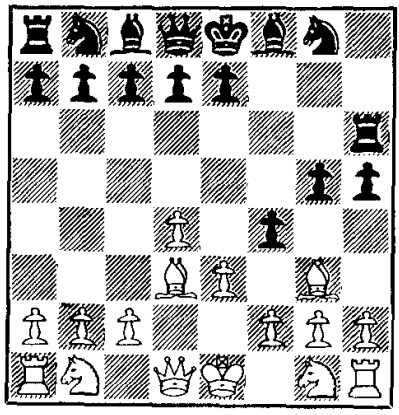




Once F. Olafsson offered to show the shortest game he had ever played in his life. "Here it is," the Icelandic grandmaster said, smiling.

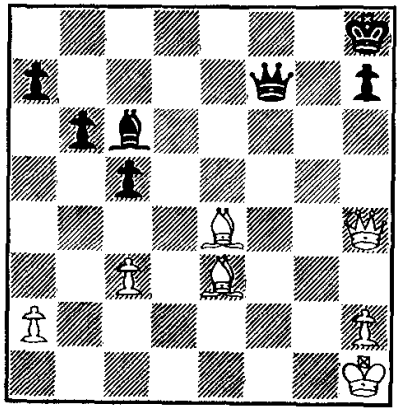
Bodversson–Olaffson (1947): ***1*** **P–KB4 P–K4** ***2*** **PxP P–Q3** ***3*** **PxP BxP** ***4*** **N–KB3 N–QB3** ***5*** **P–KR3?? B–N6 mate!**

Also quite amusing is this position from Tid–Del-Mar (1896), played, it is true, in the last century, which perhaps eases the pain.



***1* QxPch! RxQ *2* B–N6 mate.**

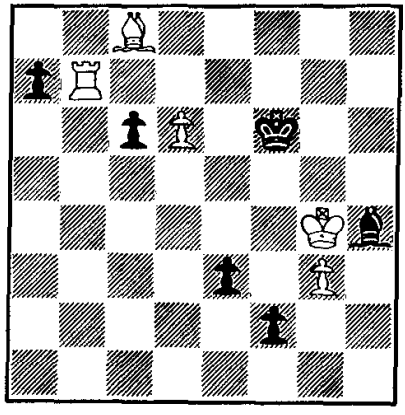
In the preceding examples the final stroke dealt by the Bishop was possible thanks to the cramped position of the enemy King and the weakness of the diagonal leading to it. Such situations arise, as a rule, as a result of clear errors by one of the players; however, one can develop a feeling about how to bring about an effective attack.



NN–Pilsbury (1899): ***1* . . . Q–B8ch!** (Forcing White to blockade KN1) ***2* B–N1 Q–B6ch! *3* BxQ BxB mate.**

No More, No Less

Pretty final positions have caught the attention of chess composers and have been taken into their arsenal by them. V. Korolkov has managed to execute this idea of the blockade of the enemy King with an analogous mating picture, most economically and artfully. Some readers may possibly find this study difficult, but its solution will provide great aesthetic delight.



The position looks as if it arose in actual play. It seems

as if Black has just sacrificed a Rook and the pawns are moving irresistibly ahead to queen. One also gets the impression that Black should win, since the White QP is easily stopped by the King. But . . .

***1* P–Q7 K–K2**

The end? Can the Black pawns be stopped? . . .

2 R–N8!

The first surprise. The Rook lies in ambush, to reply to *2* . . . P–B8/Q with *3* P–Q8/Qch KxQ *4* B–R6dis ch K–B2 *5* BxQ KxR *6* KxB, winning. But Black still has something up his sleeve.

***2* . . . BxP!**

Black threatens not only *3* . . . P–B8/Q but also *3* . . . BxR. *3* KxB does not solve the problem: *3* . . . P–B8/Q *4* P–Q8/Qch KxQ *5* B–R6dis ch K–B2 *6* R–N7ch K–B1 *7* R–N6dis ch K–B2 *8* R–N7ch K–B1 *9* RxPdis ch K–N1 *10* R–N7ch K–R1 with a draw, since White cannot take the Queen without giving up the Rook.

3 R–R8!

To continue the cat-and-mouse game: now the Rook is within the Black pieces' zone of accessibility. But the struggle for that has not yet ended.

***3* . . . P–B8/Q *4* P–Q8/Qch KxQ *5* B–R6dis ch**

"And White wins," many would say. But . . .

***5* . . . B–N1!**

The point! To an undefended square and into a pin! And the Bishop will even give itself up with check. However after *6* RxBch K–B2 the game is drawn, as was shown in the notes to Black's second move.

***6* BxQ K–B2**

It is becoming clear that the King hopes to get to N2 so as to wall the Rook up in the corner. This must be prevented.

***7* B–R6! P–K7!**

Another retort: the Bishop is diverted.

***8* BxP K–N2**

Black has realized his plan, but White will have the last word.

***9* B–B3!! KxR**

It can easily be seen that after *9* . . . P–R3 *10* BxPch KxB *11* RxB White easily stops the QRP.

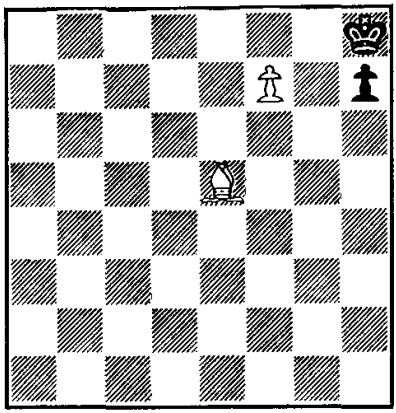
***10* BxP mate.**

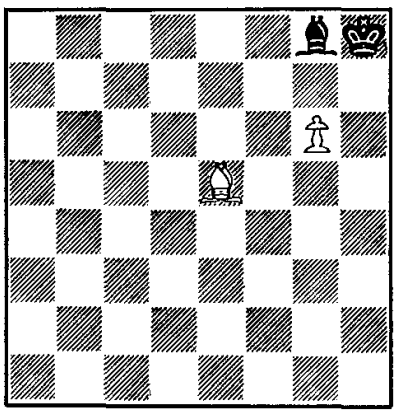
There are no words which can express the joy of this ending. There remains but one

piece on the board, and the entire game has been played for this one, single move.

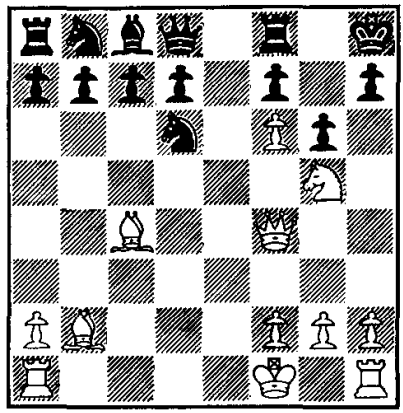
Unbelievable, but True

With the help of pawns, a Bishop sometimes manages to conclude a fight in some very surprising ways.





The ending of Denker–Gonzales (1945) is rarely encountered in tournament play, but there is this unlikely possibility.

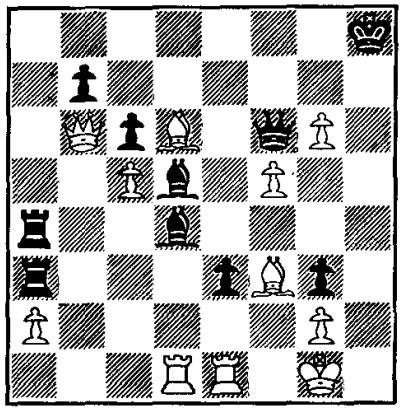


It is hardly believable that the Bishop on N2, blocked by its own pawn on B6, in three moves will deal the decisive blow to the enemy King. But this is brought about with the aid of two tactical techniques already known to us.

1 **NxPch!** (clearing KN5; the Queen will go to R6 without losing a tempo). *1* . . . **NxN** *2* **Q–R6!** (diverting the Knight on B2 which was blocking the KBP). **Black resigns.** On *2* . . . NxQ there follows *3* P–B7 dis ch with mate on the next move.

Note that *1* . . . RxN did not save Black: *2* BxR NxB *3* Q–R6! Q–N1 *4* R–K1! and there is no defense to *5* R–K8.

White finished with a similar combination in Salwe–NN (1906).



Black has some dangerous threats (in particular, P–K7dis ch) but his King is insecure.

1 **RxB**

This sacrifice (forced, it is true) not only eliminates a dangerous enemy, but weakens the black squares in the opponent's position, allowing the Queen to get behind the lines.

1 . . . **QxR**

No better is *1* . . . RxR *2* Q–B7 (threatening *3* Q–R7 mate and *3* B–K5). If Black had not taken the Rook, and played *1* . . . BxB, then he also gets mated: *2* Q–Q8ch K–N2 (*2* . . . QxQ *3* B–K5ch) *3* B–K5 QxB *4* R–Q7ch K–R3 5 R–R7 mate.

2 **Q–Q8ch B–N1** (*2* . . . K–N2 *3* Q–B8 mate)

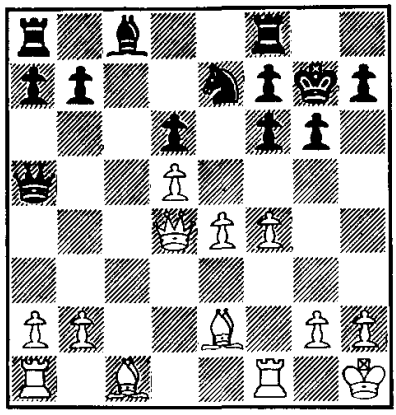
A familiar situation has arisen: The opponent's King has been blocked in by its Bishop and completely restricted spatially. To deal the final blow, only the Queen need be deflected from the long diagonal.

3 **Q–R4ch!** and **Black resigns,** since on *3* . . . QxQ *4* B–K5ch he is mated; and after *3* . . . K–N2 *4* QxQch RxQ *5* B–K5ch, he is no better off than before.

Salwe's combination is even more remarkable if you consider that the famous Polish master found it in a simultaneous exhibition, playing blindfolded!

A Niche in Your Memory

The King can come under the irresistible blows of the Bishop not only in the corner, but also in the center.



In Vanka–Skala (1960), White lured the enemy King out of hiding to meet his death.

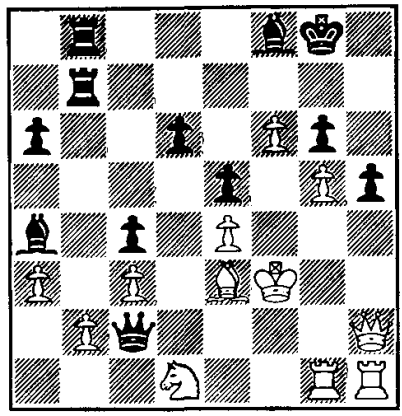
***1* P–QN4!**

The diagonal is opened for the Bishop with tempo and prepares the decisive move.

***1* . . . Q–Q1 2 QxPch!! KxQ** (*2* . . . K–N1 3 B–N2) **3 B–N2 mate!**

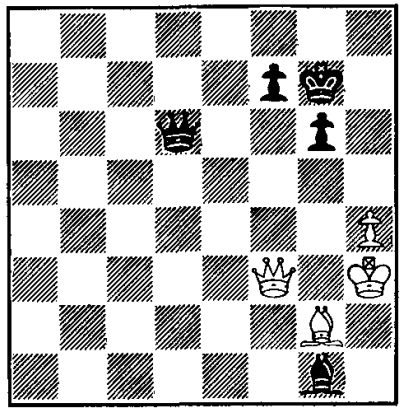
To take advantage of the latent combinational possibilities one needs, of course, to be responsive to tactical opportunities and, to some degree to one's imagination, but certain signs can serve as benchmarks for further search. Above all these are a cramped enemy King's position and open diagonals for the Bishops.

The following uncomplicated but not-so-obvious combination reflects honorably on one of the strongest Soviet women chessplayers.



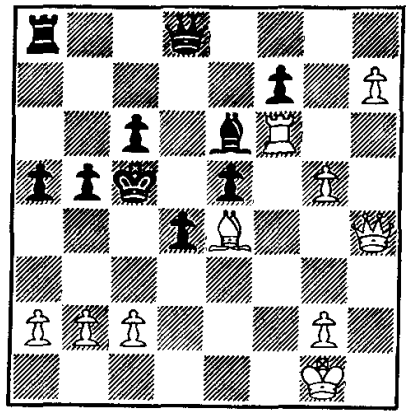
Domsgen–Kozlovskaya (1975): *1* . . . **QxPch!** and **White resigns,** since on *2* KxQ there follows an unusual mate —*2* . . . B–B3!

In some instances the opponent's King is forcibly removed from his shelter and then has death meted out by a not-so courteous Bishop.



Zilberstein–Veresov (1969): ***1 . . . Q–R7ch 2 K–N4 P–B4ch 3 K–N5 QxBch! 4 QxQ B–K6 mate.***

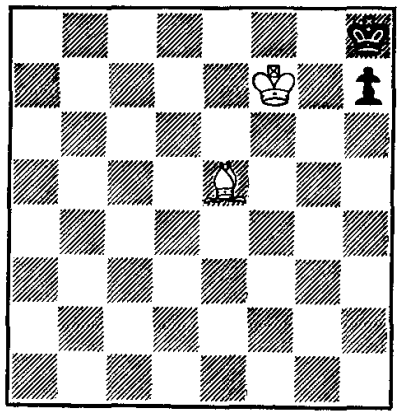
In the game Kliukin-Hergel (1971) the final judgment came in the "outlying districts."

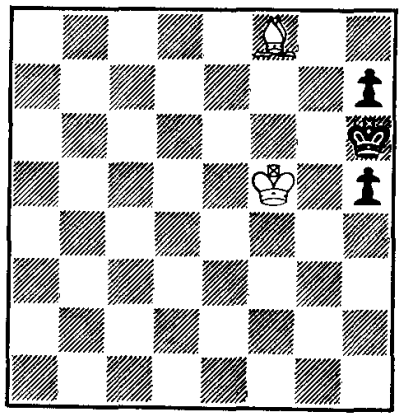


1 P–N6! (this is no simple exchange, but the beginning of a combination) ***1 . . . PxP 2 RxB! QxQ 3 RxPch K–N5 4 P–R3ch K–R5 5 R–B4ch! PxR 6 B–B6 mate.*** A very pretty combination.

Shades of Studies

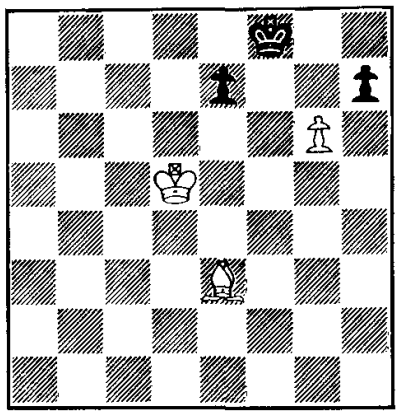
Now let us look at some positions in which the Bishop finishes off the struggle in cooperation with the King and pawns. Inasmuch as the King does not usually obtain complete freedom of movement until the endgame, we must turn to the realm of chess composition for some examples.





The mating patterns presented seem very artful. Nevertheless, they are attainable.

Troitsky (1895)



WIN

***1* B–R6ch K–N1 *2* P–N7 K–B2.**

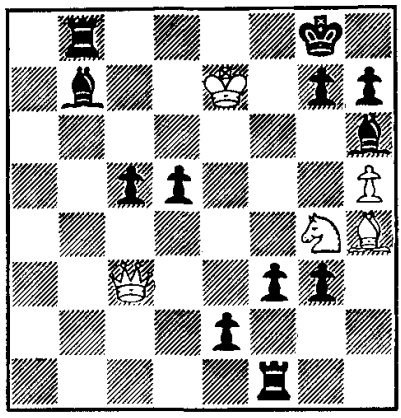
The win is also to be had after *2* . . . P–K3ch *3* K–Q6 K–B2 *4* K–K5 K–N1 *5* K–B6 P–K4 *6* B–K3 P–R4 (*6* . . . P–K5 7 B–R6) *7* B–N5 P–K5 *8* K–N6 or *2* . . . P–K4 *3* K–K6 P–K5 *4* K–B6.

3 P–N8/Qch!!

A paradoxical move, which leads to a marvelous finale.

***3* . . . KxQ *4* K–K6! K–R1 *5* K–B7 P–K3(K4) *6* B–N7 mate.**

A very pretty study. But the final position is not new. It had been known since the 1820s.



We have before us a position from a game between the two great French players Deschapelles (White) and Labourdonnais. It is hard to say just how this "abstract painting" came about, since the opening moves have not been preserved. Nevertheless, chess historians consider this position authentic, not fabricated. In Neistadt's opinion, put forth in his book *Uncrowned Champions* (Moscow, 1975), in that long-ago era in France the game was actually called *partie des pions* or "pawn game." One player could remove any piece from the board and exchange it for several pawns with the condition that they did not cross the halfway line of the board. It seems this

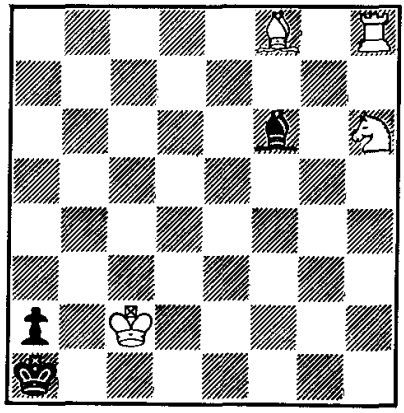
game was played under those rules.

White's position seems completely hopeless, but Deschapelles finds a brilliant combination idea: *1* **NxBch PxN** (1 . . . K–R1 2 N–B7ch K–N1 3 QxPch! KxQ *4* B–B6ch K–N1 5 N–R6 mate) *2* **Q–R8ch!! KxQ** *3* **K–B7! R–B1ch** *4* **KxR** and mate by the Bishop on B6 is unstoppable.

Almost à la Troitsky, but seventy years earlier.

Similar endings have appeared in problem literature.

Chéron (1943)

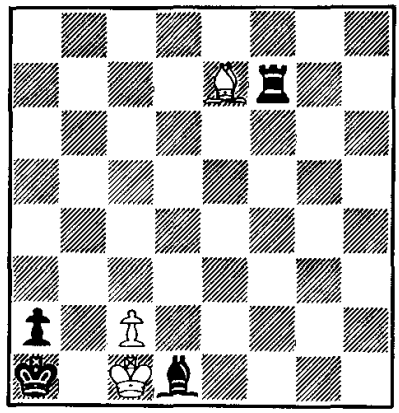


MATE IN THREE MOVES

If the Black Bishop can be diverted from the long diagonal, its White counterpart can deal the fatal blow from N7.

1 **N–B5** (threatening R–R1 mate) *1* . . . **BxR** *2* **N–N7!** (*Zugzwang*) **2 . . . BxN** *3* **BxB mate.**

Gutman (1935)



MATE IN SIX MOVES

The mating mechanism has already been set up, and all that remains is for the Bishop to find its way to the long diagonal. Since the Black Rook is preventing this, the maneuver takes six moves.

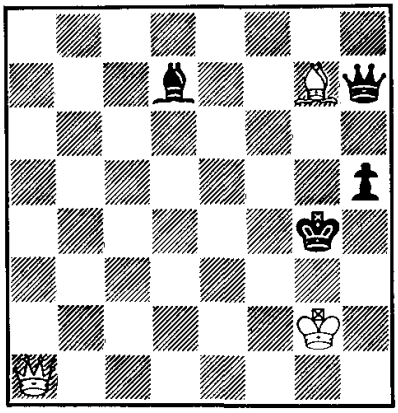
1 **B–Q6!**

Not *1* B–N4? immediately because of *1* . . . R–B2! and White not only does not give mate, but in fact loses: *2* KxB K–N7. *1* B–R3 also does not work in view of *1* . . . R–QN2. White must maneuver so as not to allow the Rook onto the QB or QN files.

1 . . . **R–B4** *2* **B–N4 R–B6** *3* **B–B5 R–B5** (3 . . . R–B6 *4* B–Q4) *4* **B–R3 R–QN5** *5* **BxR** and mate next move.

And now another mating picture.

Troitsky (1916)



WIN

White's problem is to force the White King to occupy one of the squares along the QN1–KR7 diagonal. A diagonal check would then win the Queen. In defending himself Black is ensnared in a mating net.

***1* Q–Q4ch K–N4 *2* Q–B6ch K–N5 *3* Q–B3ch K–N4 *4* Q–N3ch B–N5**

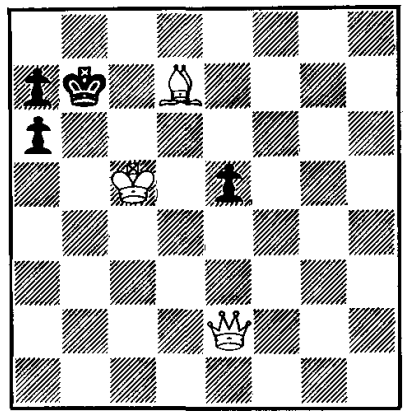
The basic theme: *4* . . . K–B4 5 Q–Q3ch.

***5* Q–R4ch!!**

A clap of thunder! If *5* . . . K–B4, then *6* Q–B6ch K–K5 *7* Q–Q4ch K–B4 *8* Q–Q3ch or *5* . . . K–B5 *6* Q–B2ch B–B6ch *7* QxBch K–N4 *8* Q–N3ch K–B4 and once again *9* Q–Q3ch.

***5* . . . KxQ *6* B–B6 mate!**

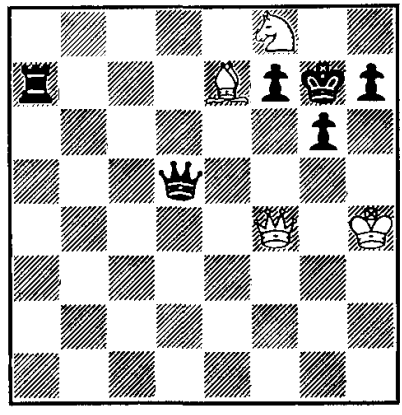
Wurzburg (1896)



MATE IN THREE MOVES

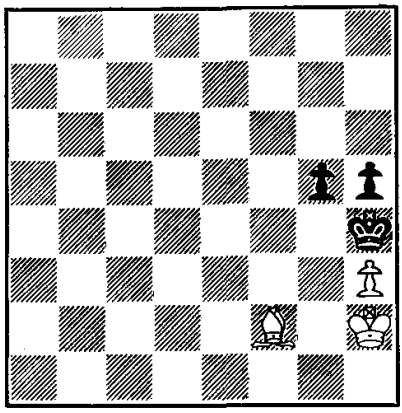
***1* B–R3!** (now on any King move or KP move White replies *2* Q–N4 with unavoidable mate on QB8 or Q7) ***1* . . . P–R4 *2* Q–R6ch!** (the same sacrifice as in the Troitsky study) *2* . . . **KxQ** (*2* . . . K–R1, N1 or B2—*3* Q–B8 mate) ***3* B–B8 mate.**

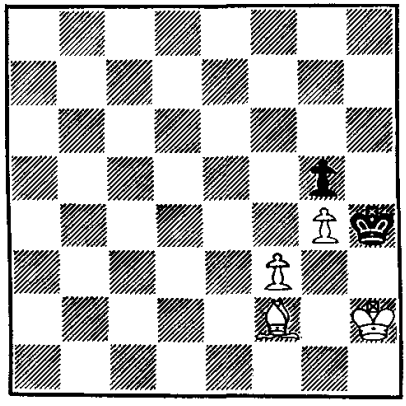
Again an echo from ages past.



This is a position by del Rio (1750). Mate in three. *1* **N–K6ch! QxN** (*1* . . . PxN *2* Q–B8 mate or *1* . . . K–N1 *2* Q–N8ch!) *2* **Q–R6ch! KxQ** *3* **B–B8 mate.**

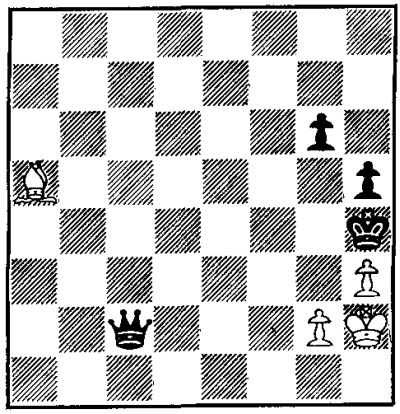
The following mating positions occur at the edge of the board.





The problems arise, as we can see, because of the Black King's cramped position, blocked by its own pawns.

Kaminer (1925), *endgame study*



WIN

One of those positions where the Bishop is stronger than the Queen. *1* **B–Q8ch!**

Forcing Black to self-block his last free square.

1 . . . **P–N4** *2* **B–R5!**

Now Black can only move the Queen (*2* . . . P–N5? *3* B–Q8 mate), but even it does not have free reign. It must stay on the second rank so as not to allow P–N3 mate, and keep an eye on K8, from where the Bishop can deal a death blow.

2 . . . **Q–K7** *3* **B–B7!**

Creating the threat of *4* B–N3 mate, and keeping its eye on Q8 in case the NP moves.

3 . . . **Q–KB7** *4* **B–Q6!**

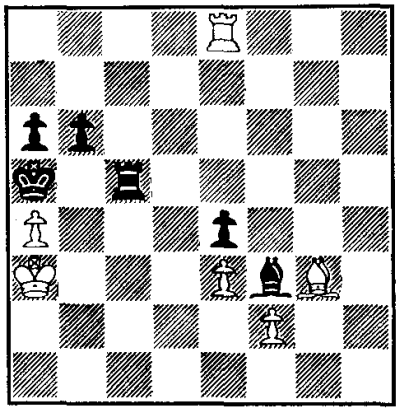
The right place, from where it has the possibility of transferring to the KR4–Q8 diagonal. Black is now in *Zugzwang*: any move leads to a loss.

4 . . . **Q–B5ch.**

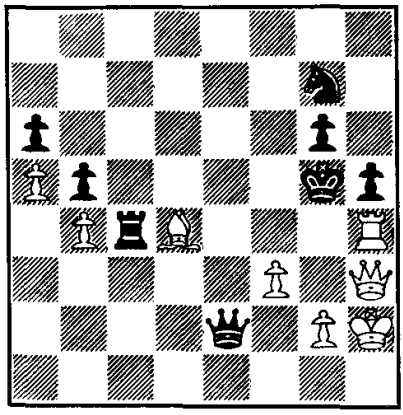
Hoping for 5 BxQ PxB, drawing.

***5* P–N3ch! QxP *6* BxQ mate.**

The idea behind Kaminer's study is by no means abstract and has occasionally been found in tournament play. Here are two examples.



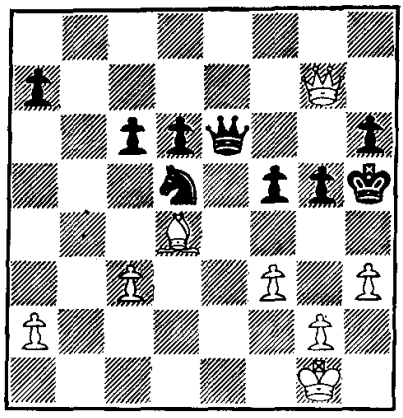
Wachtel–Musiol (1953): ***1* R–K5!** and **Black resigns,** since after *1* . . . RxR *2* BxR mate by the Bishop from B3 (or B7 if Black plays P–N4) cannot be avoided.



Young–Szabados (1952): ***1* BxN! RxR *2* QxRch! KxQ *3* B–B6ch P–N4 *4* B–B3!**

From this square the Bishop controls both critical points, K1 and B6. **Black resigns,** since he is in *Zugzwang*. The Queen cannot leave the second rank because of P–N3 mate and on *4* . . . Q–KB7 there follows *5* B–K1, and on *4* . . . P–N5, *5* B–B6 mate. It is interesting how the study parallels the game almost "word for word."

Schlecter's (White) idea and combination against Meitner (1899) is similar.

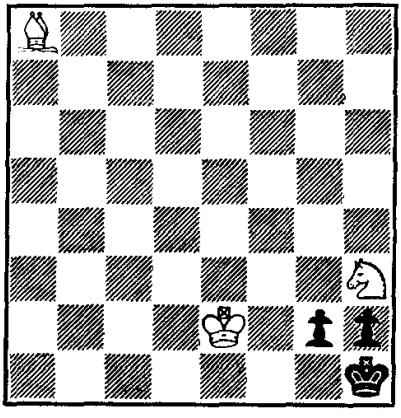


1 **P–N4ch PxP 2RPxPch K–R5** *3* **QxRPch! QxQ** *4* **K–R2** and mate by the Bishop on B2 is inevitable.

Solve It Yourself

18

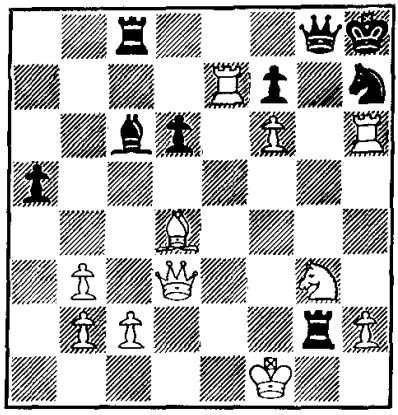
Gulyaev



MATE IN THREE MOVES

19

Mosionzhik–Gorniak (1969)

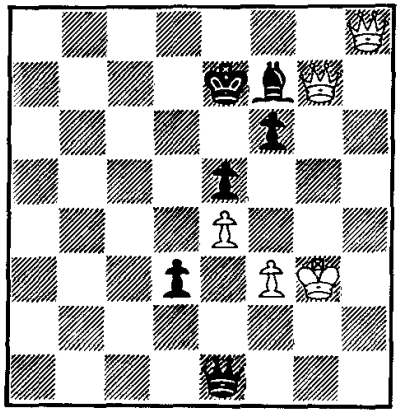


WHITE'S MOVE

Is the Bishop on Q4 good or bad?

20

Eliskases–Berensen (1960)

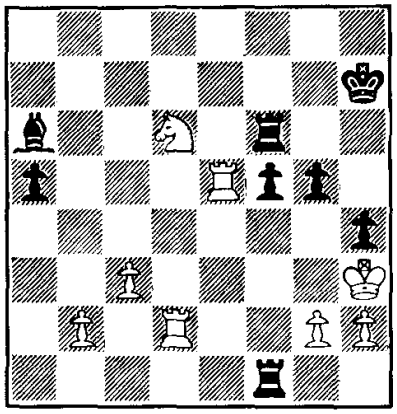


WHITE'S MOVE

A draw by perpetual check. But after *1* K–N4 Q–N8ch, why can't the White King go to B5?

21

Man–Papp (1962)

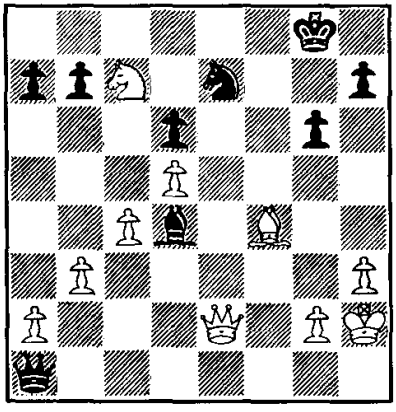


BLACK'S MOVE

The White King is trembling, yet still holding his ground. But . . .

22

Geller–Tal (1975)

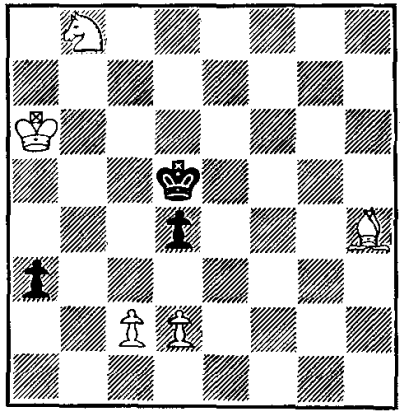


WHITE'S MOVE

1 N–N5. A retreat? Why didn't Geller take the Knight on K7?

23

Kubbel (1922)



WIN

It all happens in six moves.

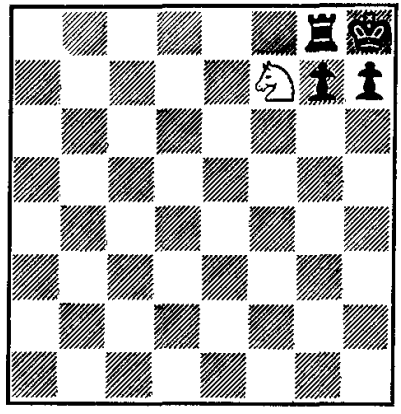
III

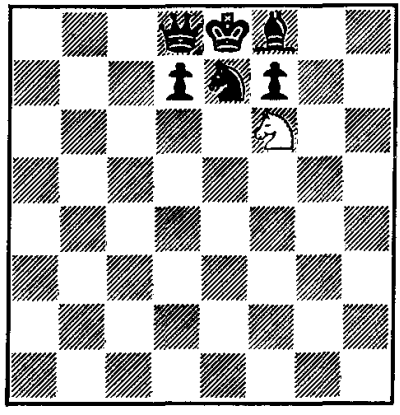
The Knight

As It Was 1,000 Years Ago . . .

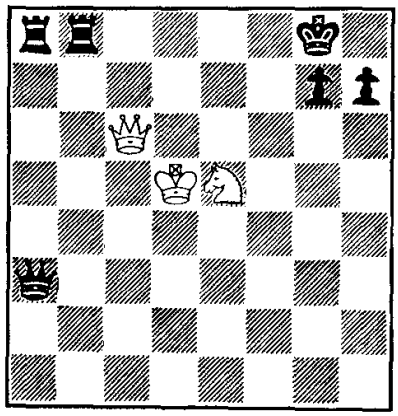
It is well known that the modest Knight is capable of crafty and clever deeds. It steals up quietly, unnoticed, on the enemy citadel. It knows not the meaning of the word "stop." It leaps behind the frontline guards, over the fences of pawns. The enemy King reposes, away from worldly cares in his unassailable fortress, enjoying the pleasures of the royal game, and then suddenly: "Begging your pardon, your highness . . ."

The chess King, like the Babylonian King Balthazar, recognizes his fate at the height of a noisy banquet.





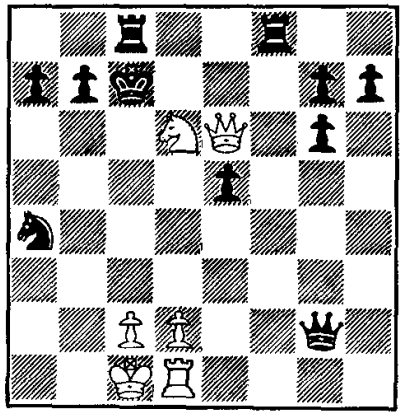
The "smothered mate" has been known since ancient times and was even described in the first chess book, published in 1497 by the Spaniard Lucena.



***1* Q–K6ch K–R1 *2* N–B7ch K–N1 *3* N–R6dbl ch K–R1 *4* Q–N8ch RxQ *5* N–B7 mate** (*3* N–Q8dis ch was also possible).

The "double check" played a major role in the combinational mechanism, and deserves special attention.

Almost half a millennium has passed since that time, but the smothered mate not only continues to be found in modern tournament practice, but continues to be a source of surprise. Although sometimes brilliant combinations emanate from simple tactical motifs, the proudly leaping Knight somehow seems to be able to rise above the material to the spiritual.



In this position of Koehnlein, White mates in six or nine moves: ***1* N–N5ch K–N1 *2* Q–Q6ch! K–R1 *3* N–B7ch.**

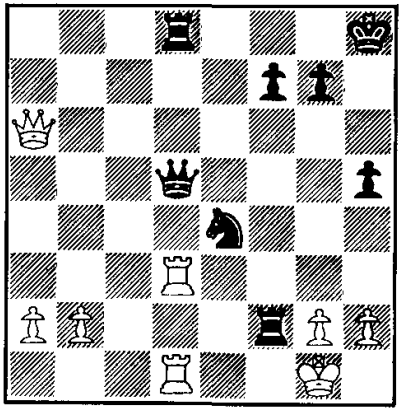
Now it has become clear why the Queen checked from Q6 and not K5. The White Knight is invincible, as the KR comes under attack. This circumstance gives rise to combinations based on a smothered-mate theme.

***3* . . . K–N1 *4* N–R6dbl ch K–R1 *5* Q–N8ch RxQ *6* N–B7 mate.**

Now let us see what happens when the King sets out in the other direction: *1* N–N5ch K–Q1 *2* Q–Q6ch K–K1 *3* QxPch K–B2 (*3* . . . K–Q2

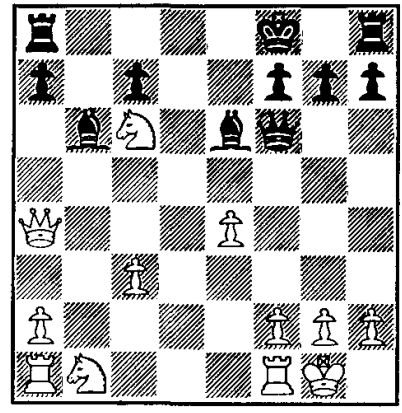
4 Q–Q6ch K–K1 *5* R–K1ch) *4* N–Q6ch K–N1 *5* Q–K6ch (again the Queen forks a Rook, this time the other one) *5* . . . K–R1 *6* N–B7ch K–N1 *7* N–R6dis ch K–R1 *8* Q–N8ch RxQ *9* N–B7 mate.

The device of the double check comes into consideration after the Queen gives a diagonal check.



In Evans–Larsen (1957) the Rook on B7 impedes such a check. Sacrificing it, the Danish grandmaster clears the QR2–KN8 diagonal for the check.

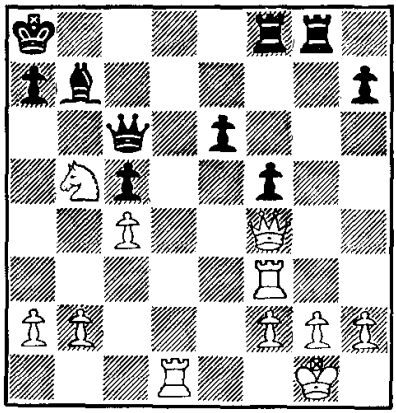
1 . . . **R–B8ch! 2 RxR** (*2* KxR Q–B4ch) *2* . . . **Q–B4ch** and **White resigns** without waiting for the familiar finale.



In Morphy–Bryan (1859) the diagonal leading up to the King has been cleared, but the Black Queen is holding up the combination by controlling K7 (*1* Q–R3ch K–K1). It must be driven from the Q1–KR5 diagonal.

1 **P–K5 Q–N4** *2* **P–R4! Q–N5** (the job is done; now the finishing touch) *3* **Q–R3ch K–N1** *4* **N–K7ch K–B1** *5* **N–N6dbl ch K–N1** *6* **Q–B8ch RxQ 7 N–K7 mate.**

When the conditions for a double check exist, but the smothered mate is being prevented by some piece or other, one must always consider the possibility of diverting it from its defensive duties.

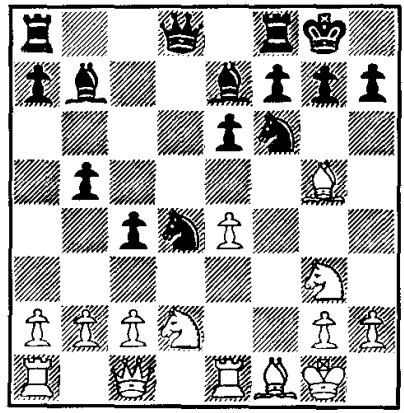


Dal–Sperber (1968). Here White is "tuning his harp" but the final blow is being prevented on B7 by the Black Queen. White finds a chance to divert it.

1 **R–Q6! QxR/B6** (Black also loses on *1* . . . Q–B1 *2* NxP! KxN *3* R–R3ch K–N1 *4* R–Q8 mate) **2 R–Q8ch! RxR *3* N–B7ch K–N1 *4* N–R6ch K–R1 *5* Q–N8ch RxQ *6* N–B7 mate.**

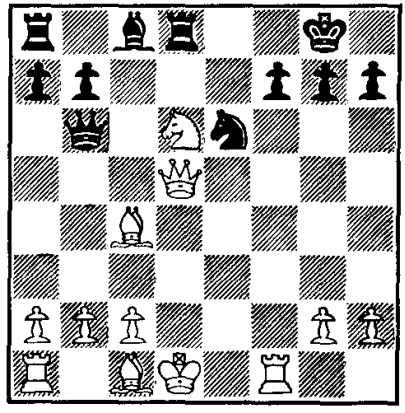
Haste May Not Make Waste

A rapid advance of the Knight and Queen to their battle stations often signals the start of successful attacking operations.



Gandolin–Ojanen (1962): ***1*** **. . . N–N5 *2* BxB Q–N3!** (Black does not waste any time recapturing the Bishop; the threat of discovered check is irresistible) ***3*** **K–R1 N–B7ch *4* K–N1 N–K7ch *5* NxN N–R6ch *6* K–R1 Q–N8ch *7* NxQ N–B7 mate.**

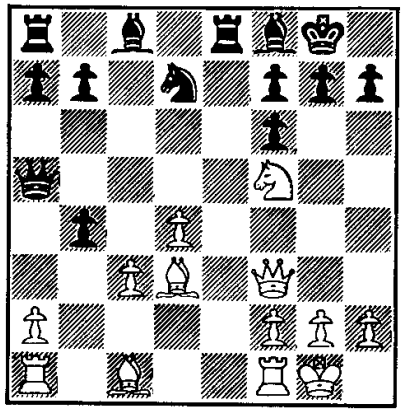
Another way to bring about a smothered mate was seen in Unzicker–Sarapu (1970).



White is a piece up, but on his last move Black played

R–Q1, pinning the Knight. However, White has an indirect defense at his disposal. *1* **B–B4! NxB?** (Black is hypnotized by the pin along the Queen file) *2* **QxPch K–R1** *3* **Q–N8ch!**—shattering the illusion: the Rook is diverted from the lifeline of the Queen file—*3* . . . **RxQ** *4* **N–B7 mate.**

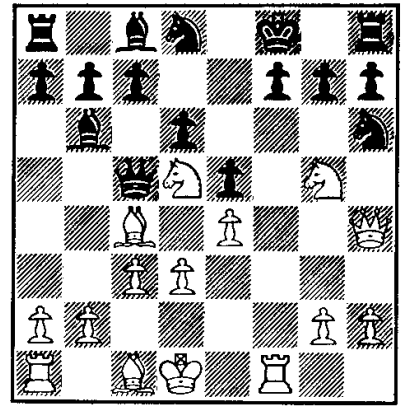
Interesting play preceded the smothered mate in Dragunov–Odrukovsky (1961).



1 **Q–R5!** (threatening *2* N–K7ch or *2* N–R6ch) *1* . . . **K–R1** (black had no choice) *2* ***QxBP*** **Q–Q1** *3* **N–R6!** (threatening *4* Q–N8 mate and on *3* . . . PxN, there follows mate on R7) *3* . . . **B–Q3** *4* **Q–N8ch! RxQ** *5* **N–B7 mate.**

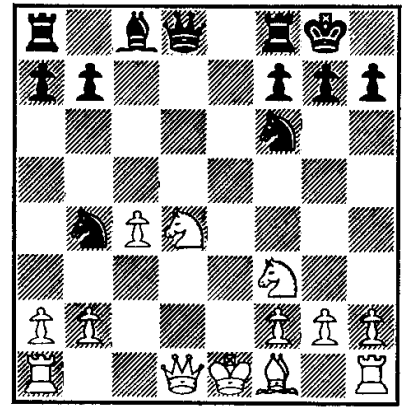
The King in a Straitjacket

One of the preconditions for the smothered mate is the complete blockade of the enemy King. It can be brought about by a sacrifice, as we saw earlier, or a threat, as in Alekhin–Lugovsky (1931).



1 **N–K6ch! NxN** (*1* . . . BxN *2* Q–K7ch K–N1 *3* Q–K8 mate *2* **Q–K7ch K–N1** *3* **Q–K8ch** (forcing Black to block his last escape square) *3* . . . **N–B1** *4* **N–K7 mate.**

Blockading maneuvers can even be undertaken against a King in the center.



In E. Lasker–Horowitz (1946) the world champion's namesake had played the opening very weakly. White, it is true, has won a pawn, but is drastically behind in development. With his Queen maneuver, Black completely disrupts the interaction between his opponent's pieces.

***1* . . . Q–R4!**

The threat of 2 . . . N–B7dbl ch is quite unpleasant. On 2 Q–Q2 there follows, of course, 2 . . . N–K5.

***2* N–Q2 Q–K4ch *3* N–K2** (otherwise the Knight is lost) **3 . . . N–Q6 mate.**

Here are several other "self-blockades."

Granter–Cam (1894): ***1* P–K4 P–QB4 *2* N–KB3 N–QB3 *3* P–Q4 PxP *4* NxP P–K4 *5* N–B5.**

There is no better move because of 5 . . . P–Q4!, but . . .

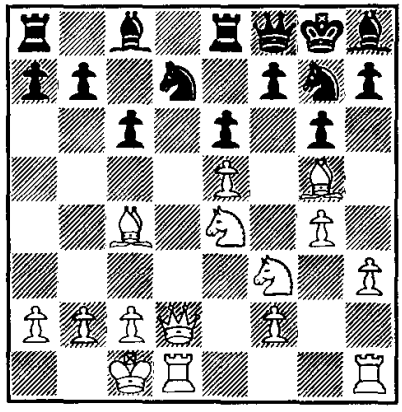
***5* . . . KN–K2?? *6* N–Q6 mate.**

So, you think such things only happen in beginners games? Absolutely not! In the next example, Black was a Polish master, playing in an international tournament, and playing not just anybody, but grandmaster Keres.

Keres–Arlamovsky (1950): ***1* P–K4 P–QB3 *2* N–QB3 P–Q4 *3* N–B3 PxP *4* NxP N–Q2 *5* Q–K2 KN–B3?? *6* N–Q6 mate.**

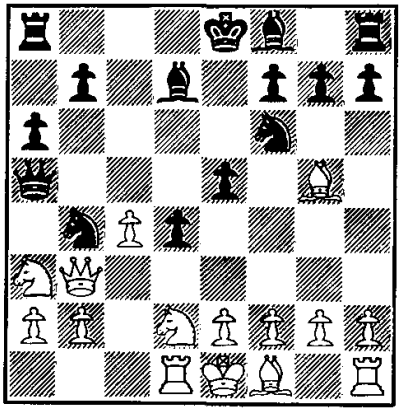
Grandmaster Reshevsky is hardly a novice; however, in a game with Margolit (1958) he was embarrassed: ***1* P–Q4 N–KB3 *2* P–QB4 P–K3 *3* N–QB3 B–N5 *4* P–K3 P–B4 *5* N–K2 N–B3 *6* P–QR3 Q–R4 *7* B–Q2 P–K4 *8* PxB NxNP *9* RxQ?? N–Q6 mate.**

We have presented examples to show that the threat of smothered mate can arise at any time, whenever a Knight takes part in an attack against a King that is hemmed in by its own pieces.



In Schlage–NN (1934) the Black King is already in a straightjacket, and therefore

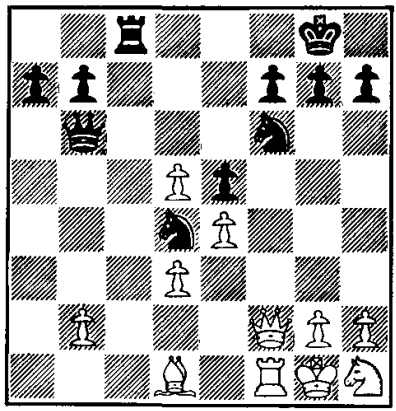
all that remains to be done is to eliminate the piece which is defending the critical square KB6: *1* **QxN, Black resigns.**



In this position from the game Mueller–Weihnacht (1937) the White King is suffocating, but QB7, from where the Knight on N5 would give the decisive check, is defended by two pieces, the Queen and the Knight. Black systematically rids himself of both obstacles.

1 . . . **N–K5!** *2* **B–R4** (*2* NxN N–B7 mate) *2* . . . **N–B4!** *3* **Q–N3** (one piece has been diverted, the other will be immediately destroyed) *3* . . . **QxN, White resigns.**

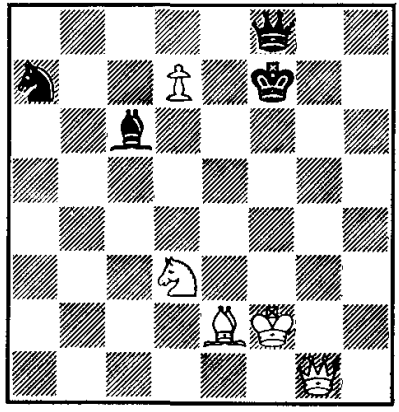
In Bairamov–Gik (1968) the nature of the additional tactical element was the pin.



Seeing the King and Queen along the same diagonal, Black played *1* . . . **R–B7!** Now on *2* Q–K3 there could follow *2* . . . N–K7ch *3* K–B2 N–N5ch. The Rook had to be taken, but after *2* **BxR,** *2* . . . **N–K7 mate.**

The Magic Flute

Here is a pearl of a chess composition—Seletsky's magic study (1933).



Looking at the almost empty board, it is impossible to foresee that in a few moves the Black King will be imprisoned by his own pieces.

1 **Q–N5!**

With the straightforward threat of *2* P–Q8/Q. Impossible is *1* . . . BxP because of *2* N–B4, catching the Black King in a mating net, *3* B–B4ch.

1 . . . **K–K3dis ch** *2* **K–N1!**

Only here will the White King be safe from further checks.

2 . . . KxP.

If *2* . . . BxP, then *3* B–N4ch K–B2 (*3* . . . K–Q3 *4* Q–B5 mate) *4* N–K5ch etc.

***3* N–B5ch K–B1.**

Other withdrawals lead to the loss of the Queen: *3* . . . K–Q3 *4* Q–N3ch! K–Q4 (*4* . . . K–K2 *5* Q–K5ch K–B2 *6* B–B4ch K–N3 *7* B–Q3ch K–R3 *8* Q–R2ch and *9* N–K6) *5* B–B4ch! KxB *6* Q–N3ch (*6* . . . K–Q5 *7* N–K6ch) *6* . . . KxN *7* Q–R3ch.

***4* B–R6ch K–N1 *5* Q–N3ch K–R1 *6* B–N7ch! BxB *7* N–Q7!!**

This is not chess, but magic! *8* N–N6 mate is threatened, along with *8* NxQ. The Queen cannot leave the last rank because of *8* Q–N8 mate.

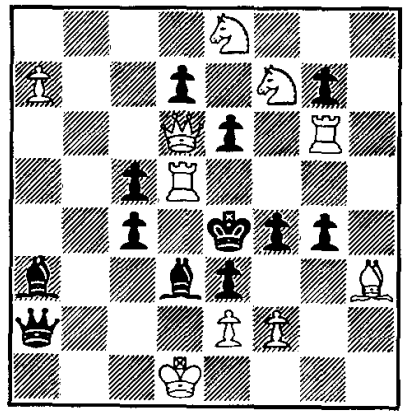
7 . . . Q–Q1

Defending N3 and N1 and getting the Queen out of the line of fire. But finally . . .

***8* Q–N8ch! QxQ *9* N–N6 mate!**

Tamerlane's Steel Cage

The smothered-mate theme has appeared more than once in chess compositions. Here is a problem by the Russian chessplayer Jaenisch, composed in the last century, which he has dubbed "Tamerlane's Steel Cage."



"What is this?" asks the reader. "White has several ways of mating in one."

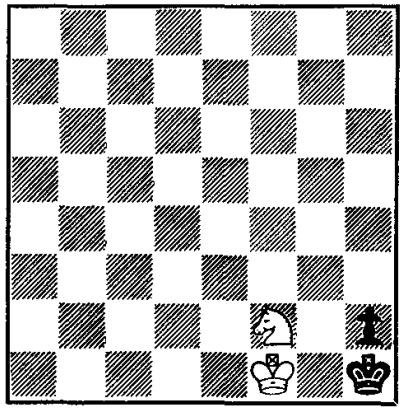
However, that is not the problem: it is White to move

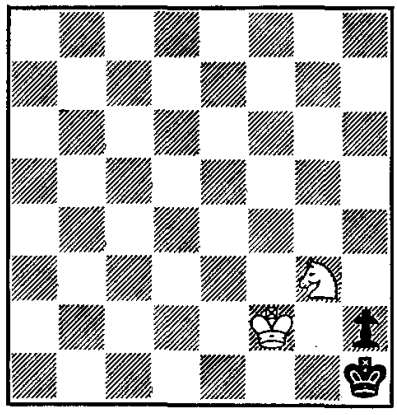
and give a smothered mate in ten moves. It must be a smothered mate; no other kind will do!

***1* P–B3ch PxP *2* PxBch PxP *3* B–B5ch PxB *4* R–K6ch PxR *5* R–Q4ch PxR *6* P–R8/Bch Q–Q4 *7* BxQch PxB *8* N–B6ch PxN *9* Q–K5ch PxQ *10* N–N5 mate.**

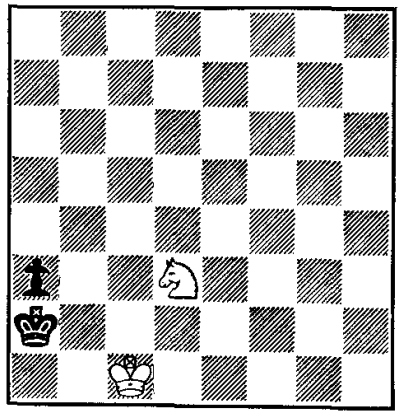
Better to Fight Than Run

We have noted the other capabilities of the Knight. Now let us look at how the Knight performs when supported by the King and pawns. "Punishment" is usually meted out to the enemy on the edge of the board or in the corner. The following endgame positions have practical significance.





Here is the end of an old problem:

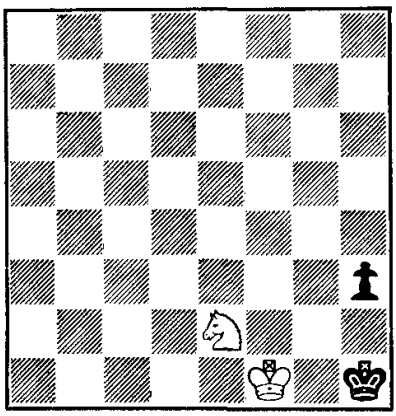


***1* K–B2 K–R8 2 N–B1!**

By forcing the pawn to advance, White creates a position of *Zugzwang*, stalemating the Black King.

2 . . . P–R7 3 N–N3 mate.

Stamma (1737)



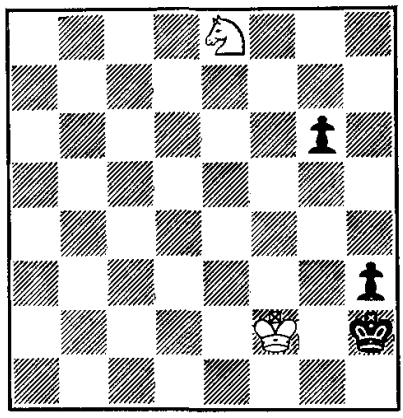
WHITE'S MOVE

On the move, White creates a position of *Zugzwang* similar to the previous problem.

***1* N–N3ch K–R7 *2* N–B5 K–R8 *3* K–B2 K–R7 *4* N–K3 K–R8 *5* N–B1 P–R7 *6* N–N3 mate.**

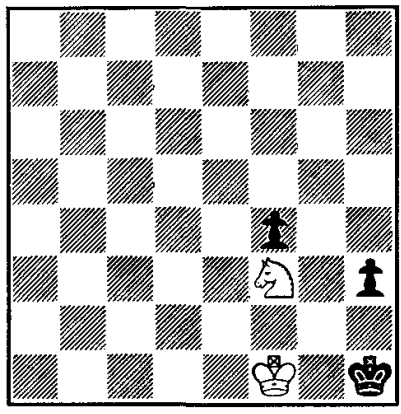
But if it were Black's move in the original position, it would be a draw, since Black could manage to stalemate his King before the Knight is in position to deal the mating blow.

Salvio (1634)



Here White wins regardless of whose move it is: ***1* N–B6 K–R8 *2* N–N4 P–N4 *3* K–B1 P–R7 *4* N–B2 mate,** or ***1* . . . P–N4 2 N–B6 P–N5 *3* NxPch K–R8 *4* K–B1 P–R7 *5* N–B2 mate.** The next position is similar.

Jaenisch (1837)



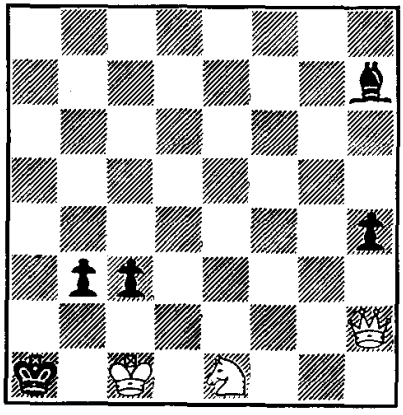
***1* N–K5 K–R7** (*1* . . . P–B6 2 N–N4 P–B7 *3* NxPch K–R7 *4* N–K4 K–R8 *5* K–B2 K–R7 *6*

N–Q2 K–R8 *7* N–B1 P–R7 *8* N–N3 mate) **2 K–B2 K–R8 3 N–N4 P–B6 *4* K–B1 P–B7 *5* NxPch K–R7 *6* N–K4 K–R8 7 K–B2 K–R7 *8* N–Q2 K–R8 9 N–B1 P–R7 *10* N–N3 mate.**

***1* . . . P–R7 *2* N–N5 P–B6 *3* N–K4 P–B7** and now either ***4* N–N3 mate** or ***4* NxP mate,** as you prefer.

Similar mating patterns have been used in various studies and composed problems.

Keres (1936)



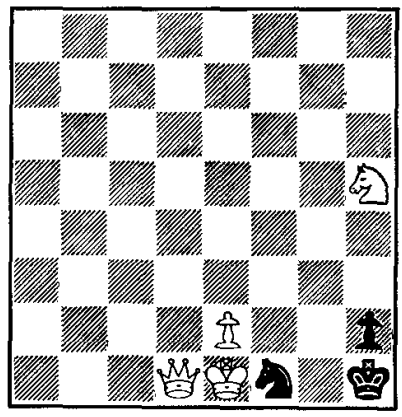
Although White is a Queen up, Black's passed pawns are very dangerous. A mating combination wins.

***1* N–B2ch K–R7** (if *1* . . . BxN, then *2* Q–N8) **2 N–N4ch K–R8.**

2 . . . K–R6 is no help: *3* N–Q3! BxN *4* Q–Q6ch K–R7 *5* Q–Q5! with mate to follow.

***3* Q–R2ch! PxQ *4* N–B6** and there is no defense to the maneuver *5* N–Q4, followed by mate on N3 or B2.

Grasemann (1950)

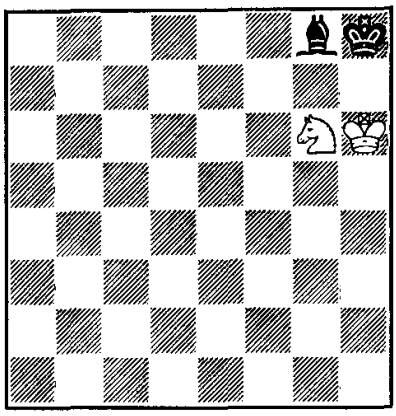


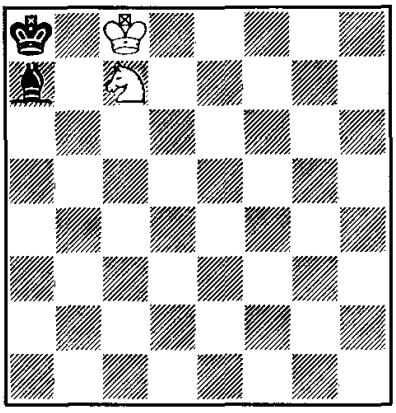
MATE IN FOUR MOVES

The plan is clear: K–B2, and N–N3 mate. However after *1* K–B2 the Black Knight is pinned and a stalemate has arisen. The solution: ***1* Q–Q5ch K–N8 *2* Q–R1ch! KxQ** and only now **3 K–B2,** since the Knight, no longer pinned, can move.

An Undistinguished Understudy

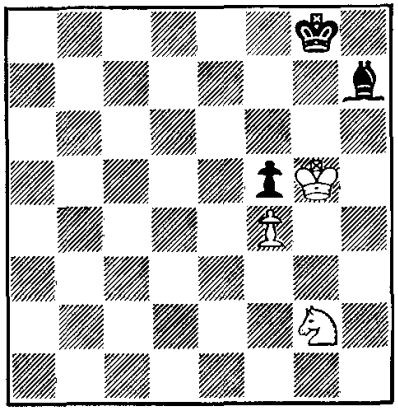
In all the previous examples the major role in sealing the King's fate was played by one of its own pawns. However, there is an understudy—the Bishop.





Note the real-looking pattern and details of the next study.

Troitsky (1924)



The material is even, but White wins due to the unfavorable position of the Bishop.

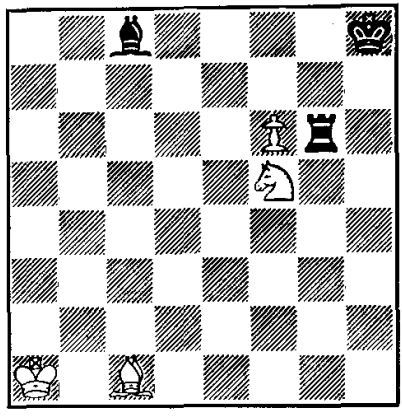
***1* K–R6 K–R1 2N–R4 K–N1.**

Black has no alternative; on *2* . . . B–N1 there follows *3* N–N6 mate. This theme is repeated more than once, particularly in the finale.

***3* N–B3 K–R1 *4* N–K5 K–N1 *5* N–B6 K–R1 *6* N–K7!** (the Knight has arrived at the finish; the Black King is out of moves) ***6* . . . B–N1 *7* N–N6 mate.**

Look at this next splendid miniature.

Korolkov (1951)



WIN

The first move is easy to find, inasmuch as White's trump, his pawn on B6, is under attack.

***1* P–B7**

Now Black has to restrain the pawn. To this end, neither *1* . . . R–KB3 *2* B–N2 nor *1* . . .

R–N1 *2* PxR/Qch KxQ *3* N–K7ch and *4* NxB works.

***1* . . . R–R3ch *2* B–R3!**

A pretty move, although there was no choice: *2* K–N1? BxNch or *2* K–N2 R–KB3.

***2* . . . RxBch *3* K–N2**

Now it seems that Black can resign with a clear conscience, but he finds interesting counterplay.

***3* . . . R–R7ch!**

The Rook is untouchable because of *4* . . . B–K3ch, with a draw. But it is not that simple to extricate oneself from the persistent Rook. The White King must avoid the QR2–KN8, QN1–KR7, KB1–QR6, KR1–QR8, KR3–QB8, and QR4–K8 diagonals—that is, those squares where the Bishop can check it, capture the Knight, or capture the pawn, freeing the last rank for the Rook.

***4* K–B1!**

After *4* K–B3 R–B7ch there is no win.

***4* . . . R–R8ch *5* K–Q2 R–R7ch *6* K–K3 R–R6ch *7* K–B4 R–R5ch *8* K–N5 R–KN5ch!**

There is still one defensive resource: *9* KxR BxNch *10* KxB K–N2 *11* K–K6 K–B1, drawing.

***9* K–R6!**

Now the sacrifice of the Rook does not save Black: *9* . . . R–N3ch *10* KxR BxNch *11* K–R6!

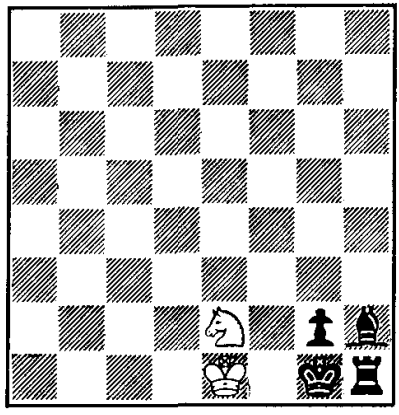
***9* . . . R–N1! *10* N–K7! B–K3**

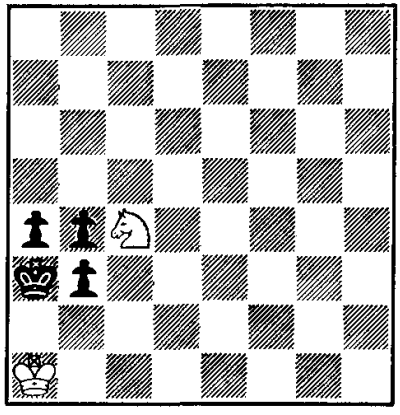
The last line of defense . . .

***11* PxR/Qch! BxQ *12* N–N6 mate.**

Let Me Out of the Dungeon!

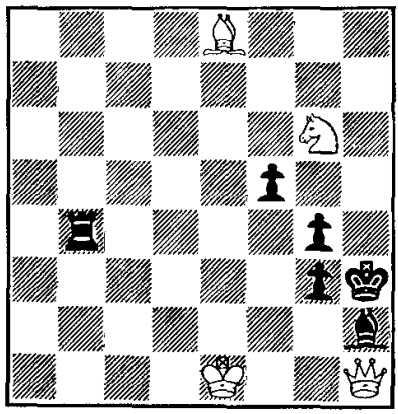
Of course, other pieces can trap their King in the corner.





It is not easy to come across this in practical play—but who knows?

Troitsky (1898)



WIN

White has a great material advantage, but Black has the initiative. He threatens *1* . . . R–N8ch or *1* . . . P–N7. Nevertheless, the King's cramped position allows White to execute a decisive combination.

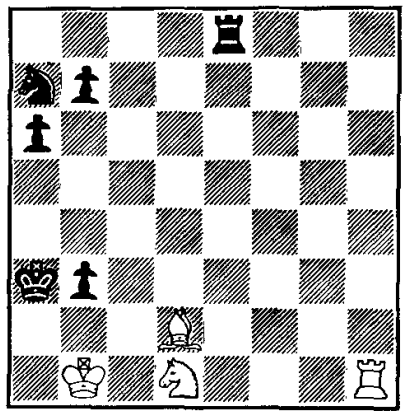
***1* B–B6! R–N8ch *2* K–K2 RxQ *3* B–N2ch! KxB *4* N–B4ch K–N8 *5* K–K1!**

A tragicomic position! Black has been forced to smother himself.

5 . . . P–N7 *6* N–K2 mate.

The last remaining piece brings victory in this uneven fight!

Gurvich (1929)



WIN

***1* N–N2!**

This quiet move carries the threat of *2* R–R4 with unavoidable mate—R–R4 mate or B–N4 mate.

1 . . . R–K5!

The best defense. *1* . . . P–N4 does not help: *2* R–R4 N–B3 *3* R–R4ch PxR *4* N–B4 mate.

2 B–K3! N–B3.

The Bishop, of course, in untouchable, because of the fork on B4.

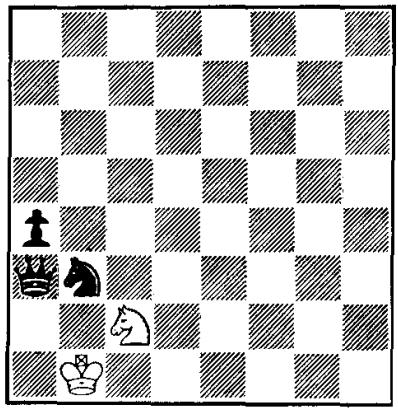
3 B–B5ch N–N5 *4* N–Q3 P–R4 *5* BxNch! PxB *6* R–R8!

Threatening mate on R8. On *6* . . . P–N7 there follows *7* R–R8ch K–N6 8 N–B5ch and on *6* . . . K–R5—immediately *7* N–B5ch. There remains but on move.

6 . . . R–K3 7 R–R8ch R–R3 *8* RxRch! PxR *9* N–N2!

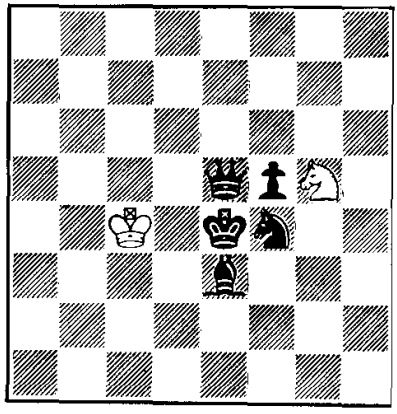
The crowning touch. The dungeon's great door has swung shut.

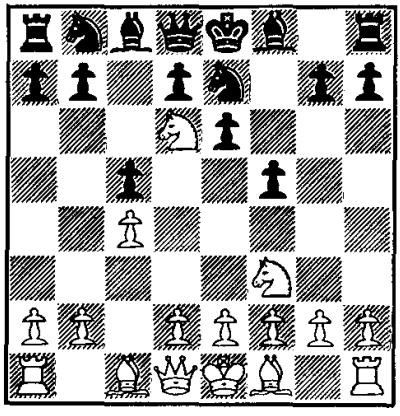
9 . . . P–R4 *10* K–R1 P–R5 *11* N–B4 mate.



The Chase

The Knight is able to take only two squares away from the enemy King. Therefore mates with the Knight the sole actor are encountered relatively rarely. Here is an example not worthy of imitation: ***1* P–QB4 P–QB4 *2* N–QB3 P–K3 *3* N–B3 N–K2? *4* N–K4 P–B4?? *5* N–Q6 mate.**

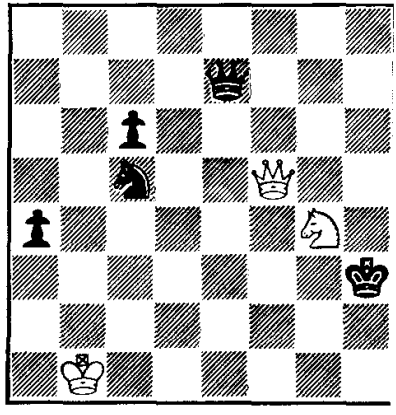




However, with the help of the King or pawns, some pretty mates can be created.

And who among real che connoisseurs is not famili with the following study?

Kubbel (1925)



Win

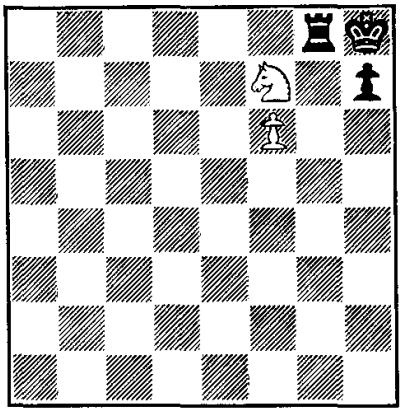
Taking advantage of the unfavorable position of the Black King, White drives the opponent's King to the other flank by a series of forced maneuvers, where enemy forces await him.

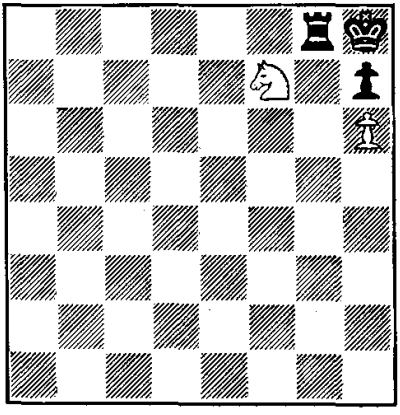
***1* N–K3dis ch! K–N6 *2* Q–N4ch K–B7 *3* Q–B4ch K–K7 *4* Q–B1ch K–Q7.**

The Knight is untouchable, *4* . . . KxN *5* Q–K1ch winning the Queen.

***5* Q–Q1ch K–B6 *6* Q–B2ch K–N5** (otherwise White forks on KB5) ***7* Q–N2ch N–N6.** *7* . . . K–R4 *8* N–B4ch leads to an elementary mate. But now a brilliant Queen sacrifice forces the King to the fatal square.

***8* Q–R3ch!! KxQ *9* N–B2 mate.**

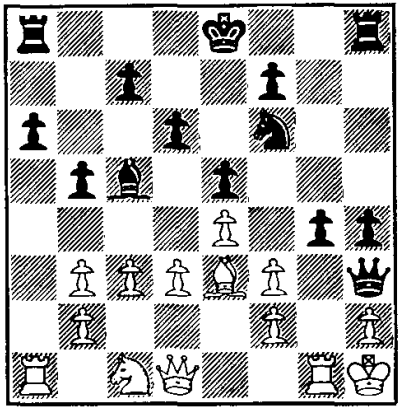




The pawn plays an important role, as we see, cutting off the King's escape.

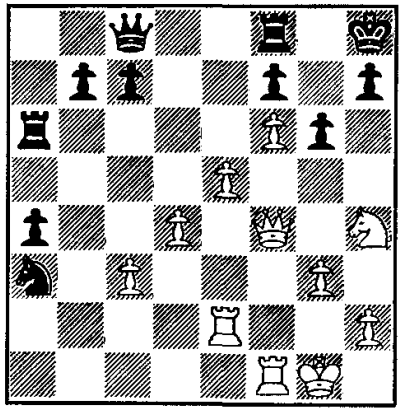
An Incorrigible Sentry

The Knight works extremely well with pawns. During an attack on the castled King, one must keep the following mating positions in mind:



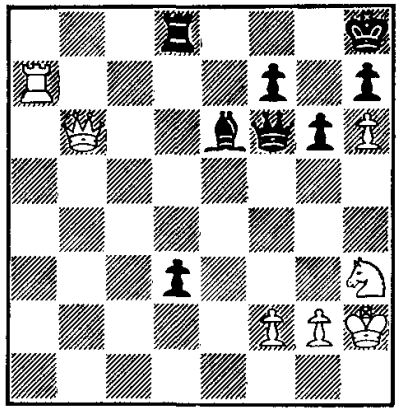
Weiss–Schallopp (1883): *1* . . . **BxB 2 PxB PxP 3 Q–B1** (*3* . . . P–B7 was threatened) **3 . . . N–N5!, White resigns.** Mate on R7 is threatened, and impossible is *4* QxQ because of *4* . . . N–B7 mate.

There was an extremely fine plan of attack in Kolvic–Koch (1959).



1 **Q–R6 R–N1 2 N–B3** (threatening *3* N–N5) *2* . . . **Q–B1,** and nonetheless, *3* **N–N5! Black resigns.**

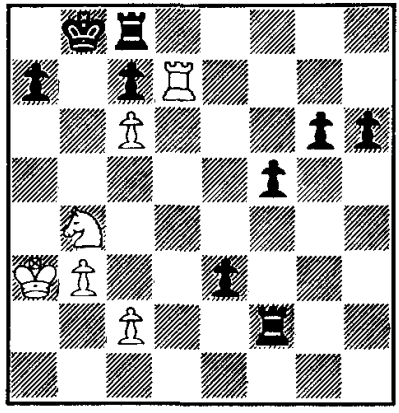
Perez (White) against Chaudé de Silans (1958) had a more complicated plan, but along the same lines.



1 **RxP! Q–K4ch** (*1* . . . QxR *2* QxRch Q–N1 *3* Q–B6ch) *2* **P–B4 Q–Q3 3 Q–N2ch Q–Q5 4 R–B8ch B–N1 5 N–N5!**

Here is the little gem! Using the pin of the Bishop, White threatens mate on B7, to which there is no defense.

In Yanovsky–NN (1900), White concocted an elegant mating scheme.



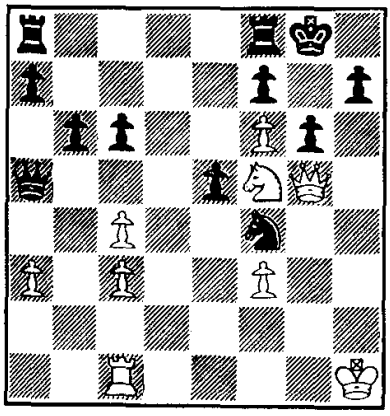
1 **N–R6ch K–R1 2 NxPch K–N1** (impossible of course is *2*

. . . RxN? 3 R–Q8ch) **3 N–R6ch K–R1.**

A draw? No, Yanovsky finds a stunning mating finish: *4* **R–QN7!** and **Black resigns** in view of the inevitable finale —*5* R–N8ch! RxR *6* N–B7 mate.

Brotherly Help

P. Romanovsky (White) repeated the same idea in a game against his brother A. Romanovsky (1907), of course without any help from next of kin.

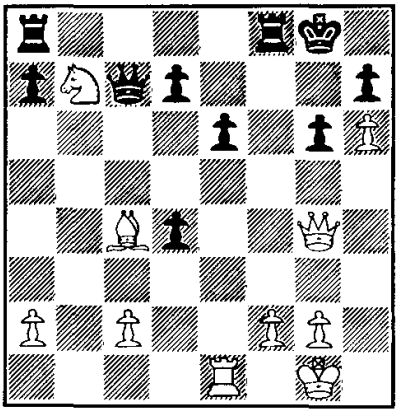


1 **Q–R6 N–R4** (*1* . . . N–K3 *2* N–K7ch K–R1 *3* R–B2 loses, since there is no good defense to *4* QxRPch and *5* R–R2 mate, for on *3* . . . P–K5 there follows simply *4* R–R2) *2* **QxN! PxQ** (*2* . . . K–R1 *3* Q–R6 R–KN1 *4* R–B2 PxN *5* R–R2) *3* **R–N1ch K–R1** *4* **N–R6!** and **Black resigns** in view of the unstoppable *5* R–N8ch RxR *6* N–B7 mate.

So where is the brotherly help? It surfaced on the second move. Instead of *2* . . . PxQ, *2* . . . QxPB! drew—impossible is *3* RxQ because of *3* . . . PxQ and White does not have the same mating mechanisms (*4* N–R6ch K–R1 *5* R–B1 QR–Q1 *6* R–KN1 R–Q2). In the other variations, Black successfully repulses the attack, since the White Queen is chained to the defense of the KBP. To avoid the worst, White would have had to agree to a draw by perpetual check after *3* Q–R6 QxPch *4* K–N1 Q–N5ch *5* K–R1 etc. (the King cannot go to R2 nor onto the KB file because of Q–KB5ch, exchanging Queens).

Blow for Blow

In 1975, fireworks capped one of the games in a simultaneous exhibition given by the young Soviet champion Belyavsky.



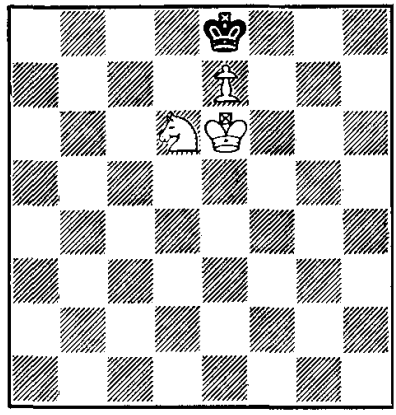
1 **RxP! QxB**

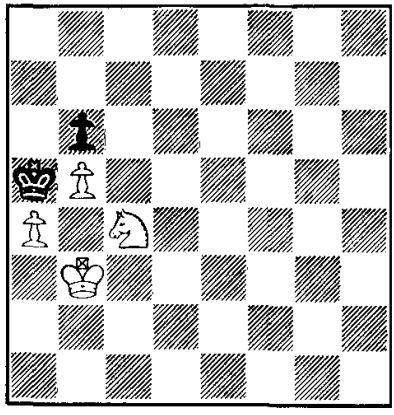
On *1* . . . PxR Belyavsky gave *2* BxPch R–B2 *3* QxQP K–B1 *4* BxR QxB *5* N–Q6 and White wins.

2 RxPch! K–R1 3 N–Q6 Q–Q4 *4* R–N8ch! RxR *5* QxQPch! QxQ *6* N–B7 mate!

Who Is the Craftier?

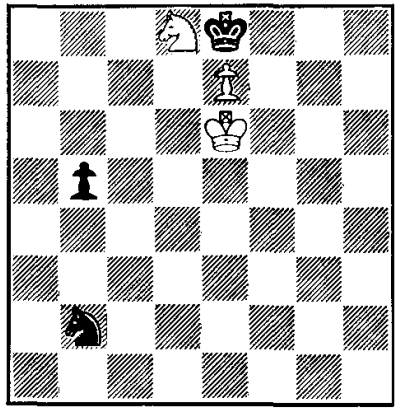
In the endgame, when the Kings unhesitatingly lead their diminished armies, a Knight can force the capitulation of the opponent on the last battlefront.





Two instructive problem can serve to illustrate a number of ideas.

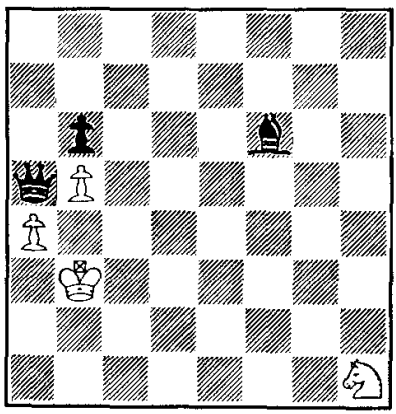
Speckman (1956)



The White Knight will try to get to QB7, Q6, KB6, or KN7, and Black will try to prevent this.

1 **N–N7 N–B5 2 N–B5** (Intending to occupy K4, from where it will overlook the two critical squares, Q6 and KB6) *2* . . . **N–Q3** *3* **N–R6.** Now Black cannot cover QB2, since the QNP gets in the way, and next move White will mate.

Marcelle (1934)



Mate in Six Moves

Here the Black King is stalemated on the edge of the board, and the Knight should take the shortest route to get to one of three squares, QN7, QB4, or QB6. Black, naturally, will try to prevent this, but the clever Knight turns out to be craftier than the straightforward Bishop.

1 **N–N3 B–K2 2 N–K4 B–N5 3 N–N5!**

Now the Bishop must declare itself. But like the proverbial donkey, it cannot make up its mind.

(a) *3* . . . B–B4 *4* N–K6 B–K2 *5* N–Q4.

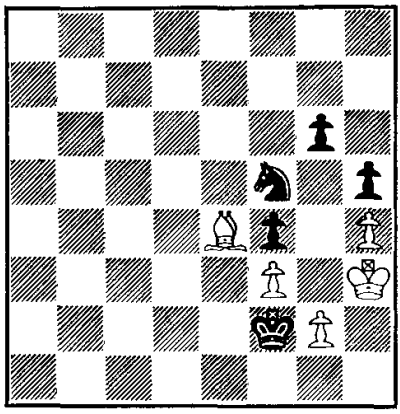
(b) *3* . . . B–Q3 *4* N–B3 B–K4 *5* N–Q2.

(c) *3* . . . B–Q7 *4* N–B7 B–B5 *5* N–Q8.

No matter how much the Bishop may hope and pray, we already know that the Knight will make it to the goal.

Like a Fish on a Hook

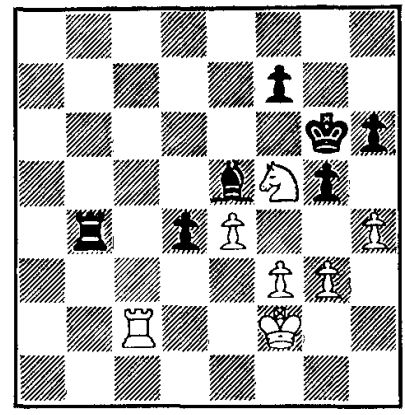
Surprising mating finales with a Knight and pawns participating are found in a great variety of settings, but special characteristics can still be discerned. These include a cramped enemy King's position and the possibility of a Knight's unimpeded maneuver to the critical square.



In this seemingly harmless position Flesch, against Farago (1973) played *1* . . . **K–N8,** and it suddenly became clear that there was no defense to the maneuver N–N6–R8–B7 mate, e.g. *2* BxN (*2* P–N4 N–N6 *3* PxP PxP *4* B–N6 N–R8 *5* BxP N–B7 mate).

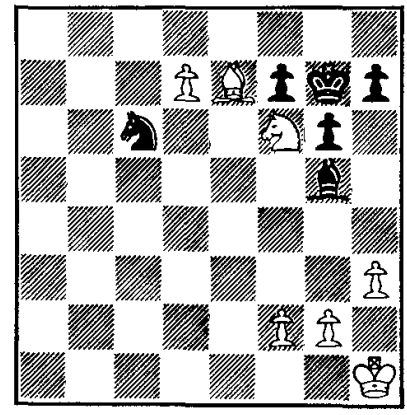
The pawn ending is also lost: *2* . . . PxB *3* P–N3 (*3* P–N4 PxPch *4* PxP P–B6) *3* . . . K–B7! *4* P–N4 PxPch *5* PxP K–K7. **White resigns.**

Black likewise found himself cornered in Jansson–Ivarsson (1973).



1 **N–K7ch K–R4? 2 P–N4ch! KxP 3 K–N2** and **Black resigns** since there is no piece that can prevent the Knight from getting to its KB4.

And here is an example where the King meets a forced death, obliged to be put in place by its own sluggish retinue.



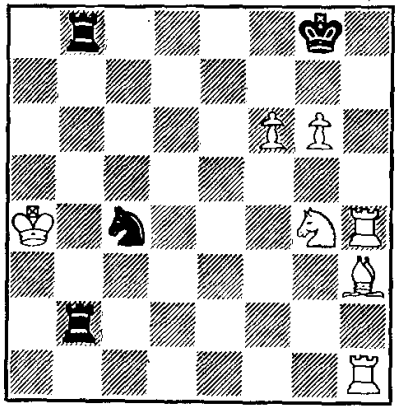
Csom–Ghitescu (1970): *1* **N–K8ch K–R3 2 B–B8ch K–R4 3 N–N7ch K–R5 4 K–R2!** (threatening 5 P–N3 mate) *4*

. . . B–Q1 5 P–B4, Black resigns.

How to Save Your Wife

Dilary's legend is known far and wide. A certain Moslem grandee, who was a terrible chessplayer, having lost his entire fortune, put his favorite wife, Dilary, up as his last stake. And this game seemed to be ending lamentably for him, as you can see by the sad position of the White King.

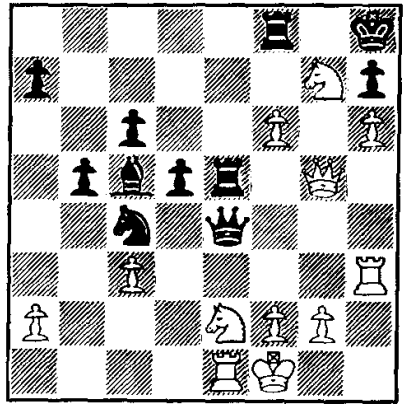
"Dilary's Mate"
(twelfth century)



But Dilary, carefully following the game, and apparently a better chessplayer than her unlucky husband, cried out at that moment: "Sacrifice both Rooks and save your wife." Although little had been heard in those times of women's liberation, the grandee took his wife's advice (according to Arab rules, the Bishop moved only three squares at a time diagonally, and if another piece stood in its way, it jumped it without capturing).

***1* R–R8ch KxR 2 B–B5dis ch R–R7 *3* RxRch K–N1 *4* R–R8ch KxR *5* P–N7ch K–N1 *6* N–R6 mate.**

The combinational technique used by White in Zakharov–Boboljuvic (1960) does not bring to mind "Dilary's Mate," but the final position is extremely similar. At any rate, victory was achieved with less agitation than the Moslem husband suffered.



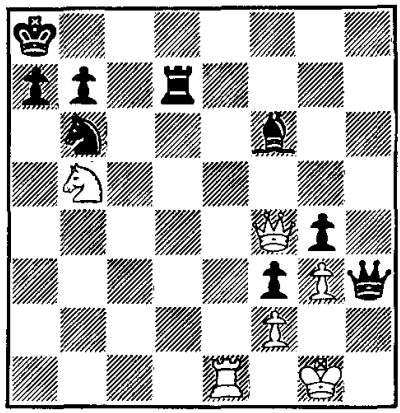
***1* N–B5 N–Q7ch 2 K–N1 BxPch *3* K–R1 R–KN1 *4* Q–**

N7ch! RxQ 5 RPxRch K–N1 6 N–R6 mate.

Solve It Yourself

24

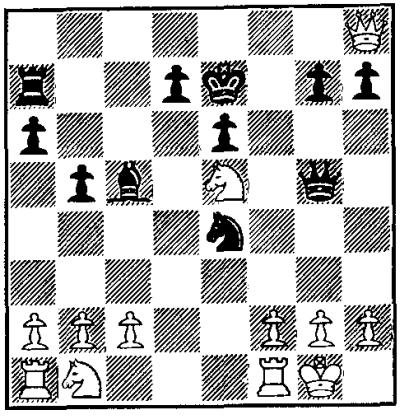
Stamma (1737)



WHITE'S MOVE

250 years ago, as if it were today . . .

25

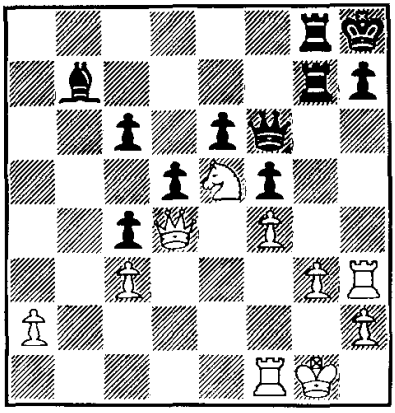


BLACK'S MOVE

Today, as if it were 250 years ago . . .

26

Klir–Reder (1938)

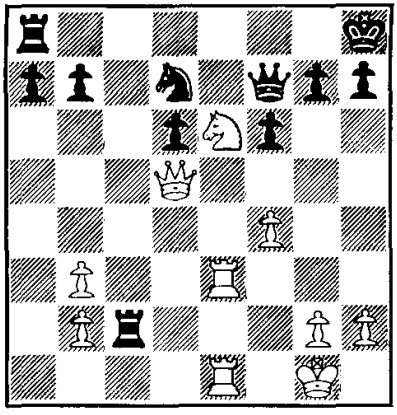


WHITE'S MOVE

Are there too many pieces on the long diagonal?

27

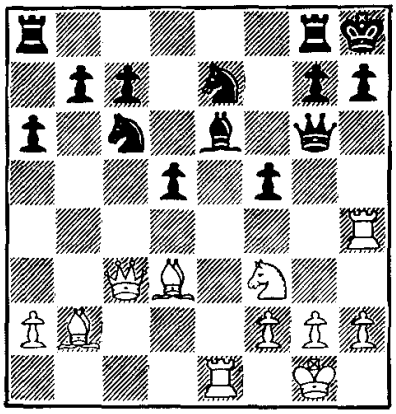
Koch–Stuber (1934)



WHITE'S MOVE

Is the Knight on K6 really pinned?

28

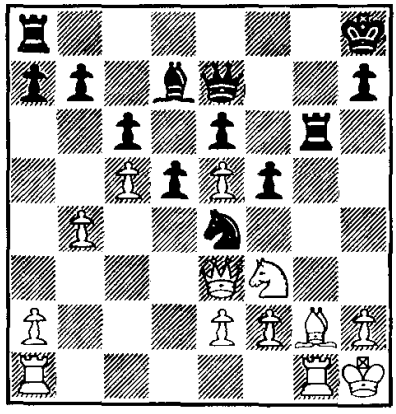


WHITE'S MOVE

How can the Knight on B3 get into the game?

29

Lubensky–Makarov (1963)

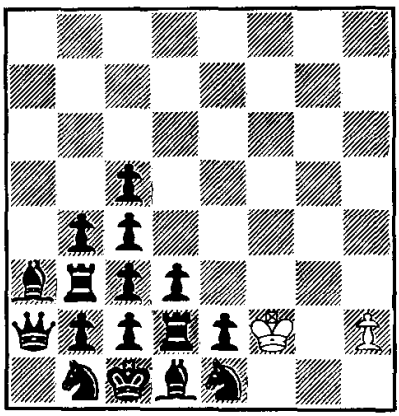


BLACK'S MOVE

He played cleverly, *1* . . . P–N3 2 PxP PxP, waiting for 3 QxP. Such was the game, but now . . .

30

Blaty (1922)

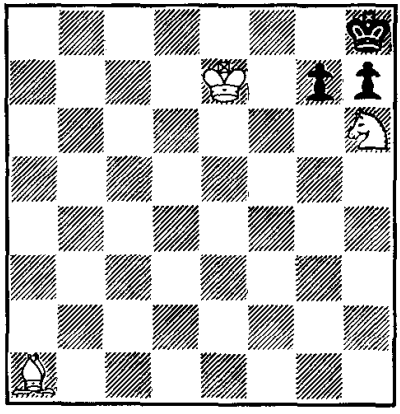


WIN

One pawn versus a mass of pieces. Now what?

31

Galitsky (1900)

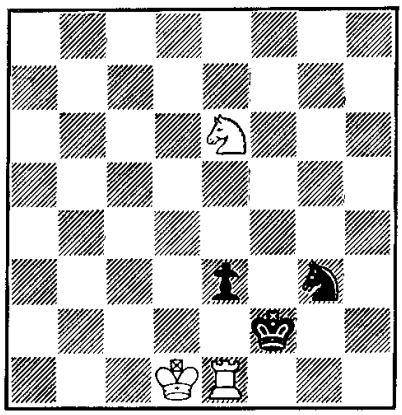


MATE IN THREE MOVES

Compare with No. 18. This is the original, that a remake. The solution is completely different.

32

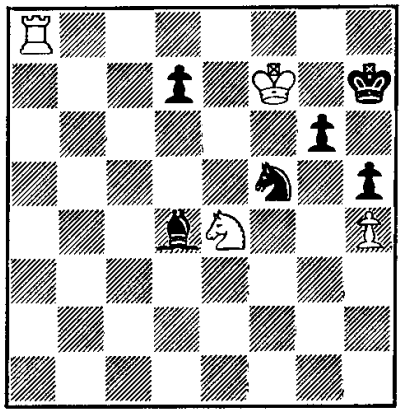
Liburkin (1935)



WIN

33

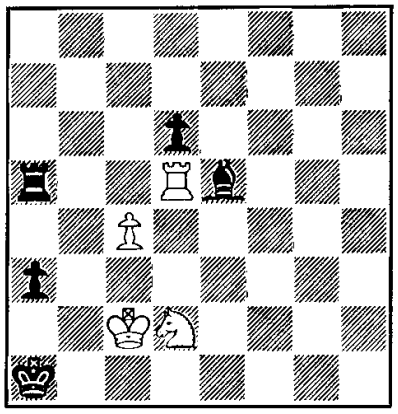
Petrov (1845)



MATE IN FIVE MOVES

34

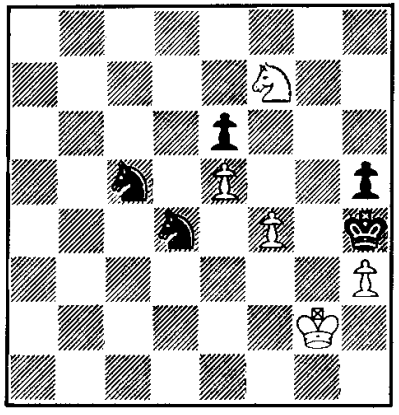
Petrov (1863)



MATE IN FOUR MOVES

35

Shereshevsky–Buslaev (1973)

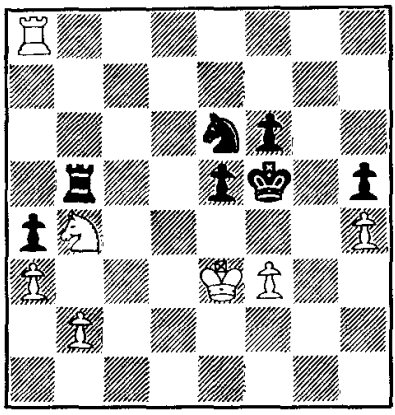


WHITE'S MOVE

1 N–N5? N–Q6 and Black won. Can you come up with something better?

36

Tal–Averkin (1973)

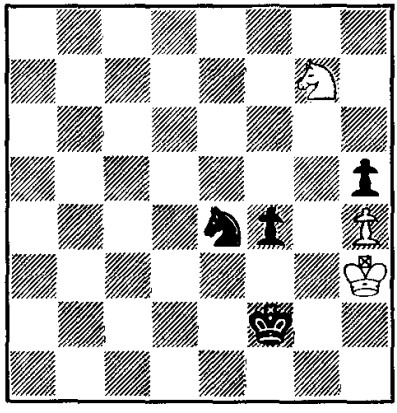


BLACK'S MOVE

1 . . . R–B4? 2 RxP R–R5? Very cooperative. Now it's up to White.

37

Udvocic–Nedeljkovic (1957)

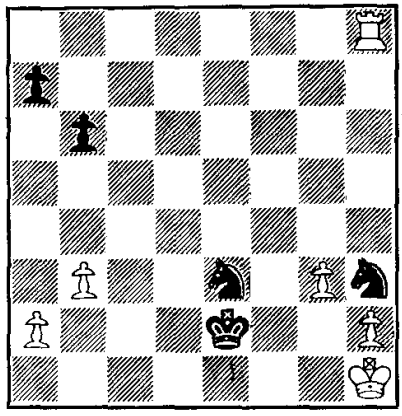


BLACK'S MOVE

Retreat to win!

38

NN–Richter (1938)



BLACK'S MOVE

One more time . . .

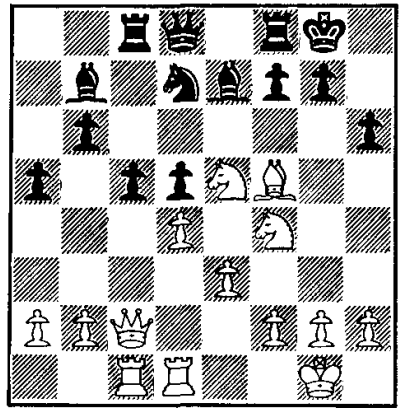
IV
The Queen

"Figaro Here, Figaro There"

The rules of the game of chess have changed substantially from its distant past to the present. One of the most undistinguished pieces was the Queen. It moved only one square at a time diagonally. Opposing Queens, like Bishops of opposite color, never ran into each other, and the King avoided her fleeting threats by going to an opposite-colored square.

As time passed, an unknown reformer suddenly wondered: "What good is the Queen, really?" As a result, this mute parasite was transformed into the game's most powerful piece, combining the powers of the Rook and Bishop. "The all-powerful Queen" it was dubbed in Russia in the Russian Academy Dictionary published in 1737.

The Queen became the terror of the chessboard. "Pretending" to be a Rook, then a Bishop, the Queen quickly and surprisingly found itself in every attack, wreaking havoc and death in the opponent's position.

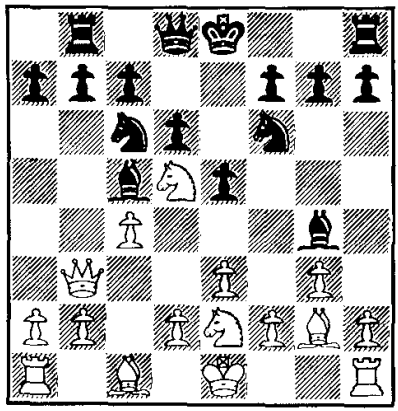


Who might suggest that after *1* . . . **PxP**, in James–

Miles, the White Queen would mate the Black King on KR8? But watch.

2 B–R7ch K–R1 3 NxPch! RxN 4 N–N6ch! KxB 5 N–B8dbl ch K–N1 6 Q–R7ch KxN 7 Q–R8 mate.

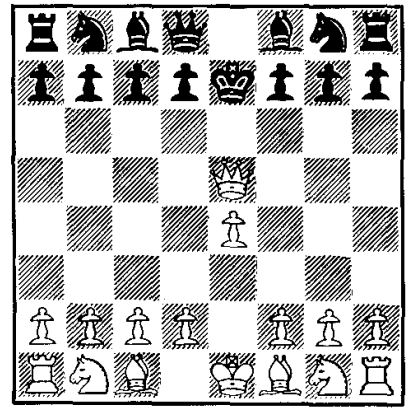
The Queen came to R7 like a Bishop, but dealt the decisive blow on R8 like a Rook. Similar combinations and moves have been found in various forms in many mating patterns involving the Queen.



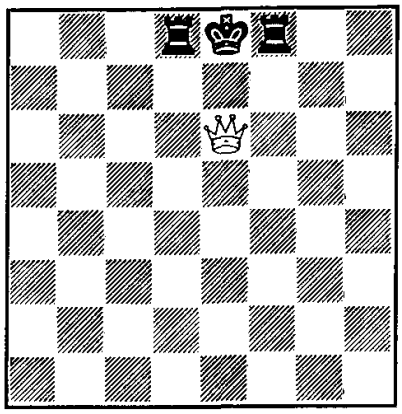
In Graddok–Mieses (1939), White played ***1* NxNch,** only counting on *1* . . . PxN. Mieses, however, surprised his opponent with the reply ***1* . . . QxN.** After **2 BxNch PxB 3 QxRch K–Q2 4 QxR** Black continued **4 . . . Q–B6!** and the White King suddenly found himself in a mating net (5 O–O B–R6). There followed **5 K–Q1 QxNch 6 K–B2 QxBPch 7 K–N1 Q–Q6 mate.**

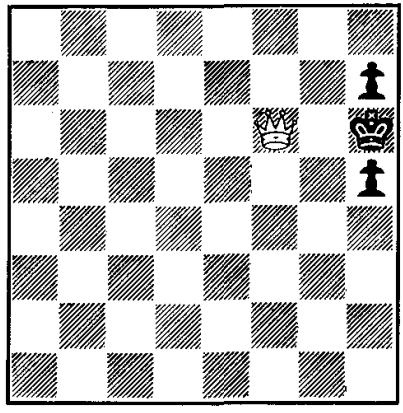
In the final position, the Queen can be regarded as a white-squared Bishop. Another look at the inimitable Queen in the following game.

***1* P–K4 P–K4 2 Q–R5 K–K2 3 QxP mate.**

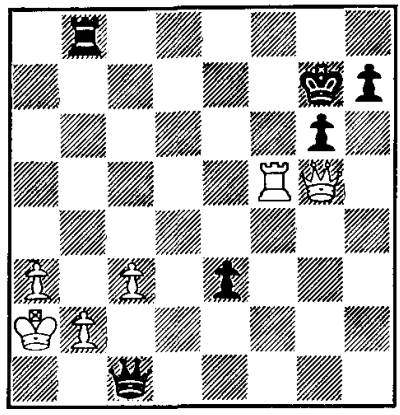


This tragicomic position could put a smile onto everyone's face, except the Black monarch's. The position illustrates the maximum power of the Queen, alone taking away four squares from the enemy King without assistance from other pieces. Here we have an example of what is known as "Epaulette Mate," whose classic form is shown in the following positions.



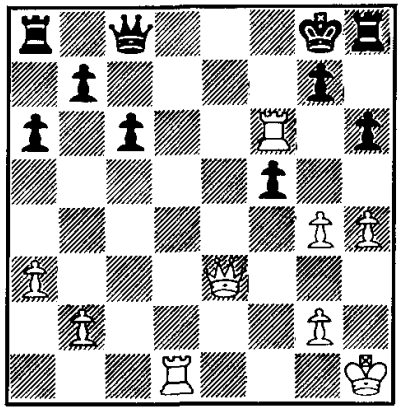


The Black pieces on either side of the King lock it in place, acting as epaulettes for their commander-in-chief. This "Epaulette Mate" was highly regarded by our forefathers. Here is a position from the Italian Dolli's book (1763).

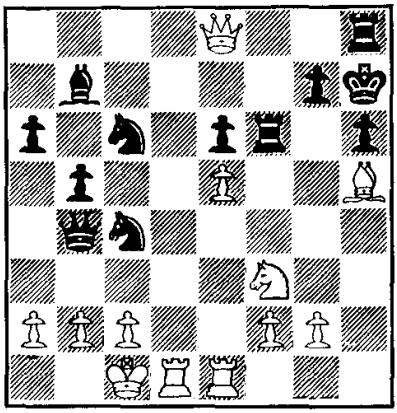


***1* Q–B6ch K–R3** (*1* . . . K–N1 *2* Q–K6ch K–N2 *3* Q–K5ch, keeping the solution within three moves) ***2* Q–R4ch K–N2 *3* Q–Q4ch K–R3 *4* Q–B4ch K–N2 *5* Q–K5ch** (Having reached this square, the Queen begins the final maneuver) ***5* . . . K–R3 *6* R–R5ch! PxR *7* Q–B6 mate.**

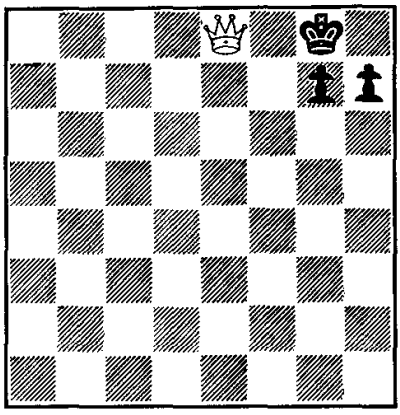
The "Epaulette Mate" is actually rarely encountered. Here are two examples, separated by a century.

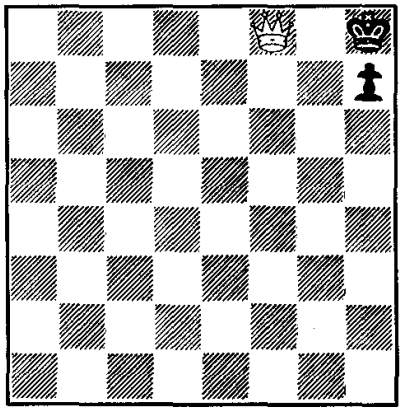


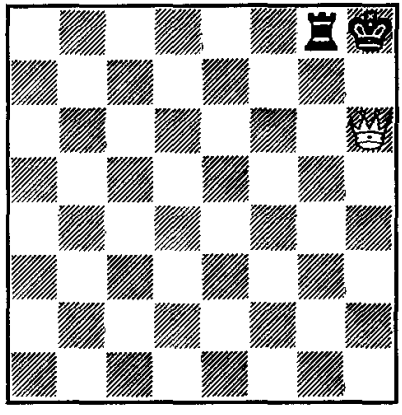
Steinitz–NN (1861): *1* **R–Q8ch!** (The Queen is deflected from its control of K3) *1* . . . **QxR** *2* **Q–K6ch K–R2** *3* **RxPch! PxR** *4* **Q–B7 mate.**



Gollan–Stif (1950): *1* **N–N5ch! PxN** *2* **B–N6ch! RxB** *3* **R–R1ch R–R3** *4* **RxRch PxR** *5* **Q–B7 mate.**

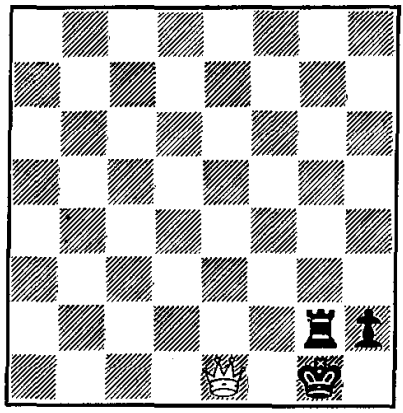




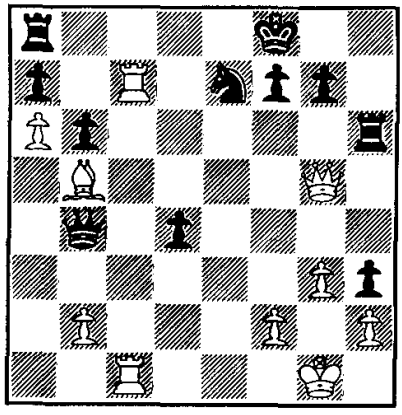


Hot Points

The Queen probably has the most practical significance in mating positions such as the following:

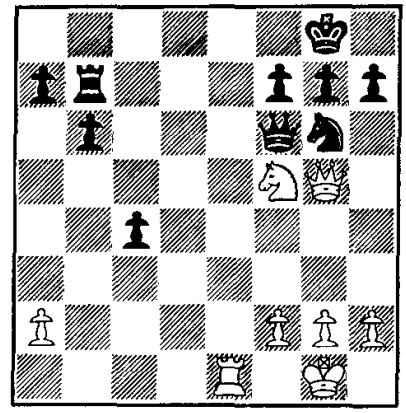


The elementary tactical device of diverting pieces covering critical squares was seen in Gerter–Scheipl (1957).



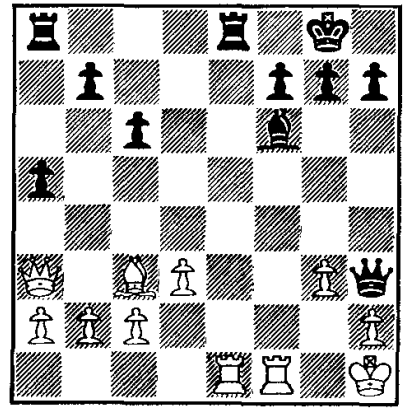
1 **R–B8ch!** and **Black resigns**, inasmuch as after *1* . . . RxR *2* RxRch NxR, he *is* mated on Q1.

An analogous idea, but in different form, was carried out by Alekhin (White).



1 **R–K8ch N–B1** (now the Black Queen must be diverted from B3) *2* **N–R6ch! QxN** (the problem has been solved; we now must "summon" the King to B1) *3* **RxNch KxR** *4* **Q–Q8 mate.**

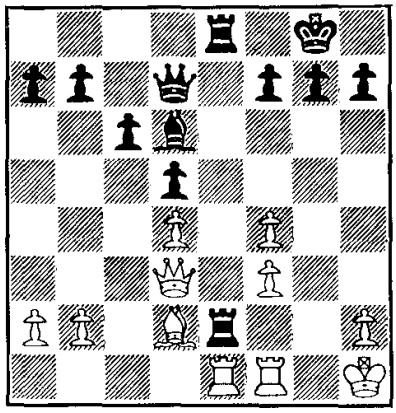
Often KB1 (8) turns out to be the critical square, as, for example in Znosko-Borovsky–Duras (1909).



It seems that the second rank is safely defended from

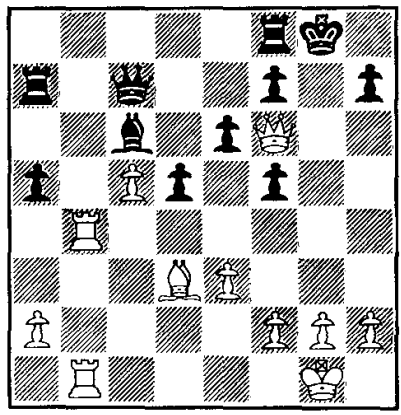
an intrusion by the Black Rook. However on R6, the Queen has her eye on B8, and this leads to the idea of diverting the Rook from its defense of the first rank.

1 . . . **R–K7!** and **White resigns** immediately.

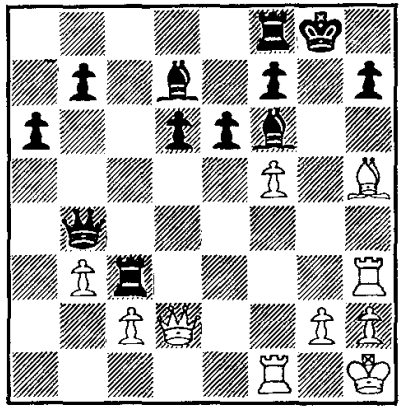


In Pritchard–Cafferty (1957), the Black Rook is already on the seventh rank, and although under attack by White's pieces, the move *1* . . . **Q–R6!** takes B8 under surveillance, paralyzing White's game.

In the previous examples the Queen was attacking two critically important points at the same time, R7 and B8, while supporting its Rook. Other pieces can also work in conjunction with the Queen.



Hort–Portisch (1973): *1* **R–N4ch!** (clearing the diagonal for the Bishop) *1* . . . **PxR** *2* **Q–N5ch** (driving the King into the corner, depriving the Rook of its defender) *2* . . . **K–R1** *3* **Q–R6. Black resigns** since R2 and the Rook on B1 cannot be defended with one move.

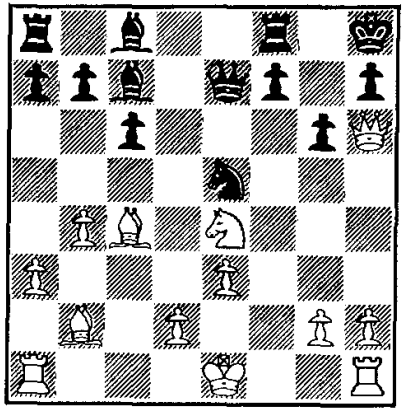


Tal–Platonov (1973): *1* **R–N3ch!** (Here the King is

driven into the corner with the same idea, with White also taking advantage of the pinned Rook) *1* . . . **K–R1** *2* **Q–R6!**

Now both Black's Rook on B1 and Bishop on B3 are under attack. **2 . . . RxR** seems to save him, but then there follows *3* **B–N6!** with mate to follow. This little trick is only preserved in notes, for Platanov preferred to resign immediately.

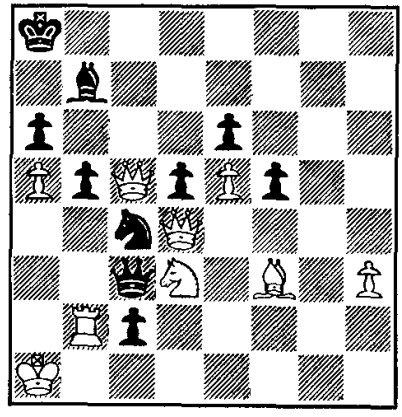
The Knight can also enter into the fray with the same idea.



Antoshin–Tsvetkov (1965): *1* **N–B6;** and **Black resigns,** since mate on R2 can only be prevented by capturing on B3, but then the Rook on B1 is undefended.

Don't Fire at the Fourth One

Here is a position from Chigorin–Blackburn (1898). There are already three Queens on the board, but the fourth "newborn" will have the final word.

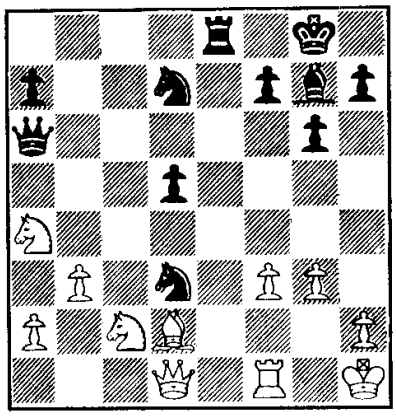


It is Black's move, and in spite of his depleted ranks, he undertakes a forced series of moves leading to mate: *1* . . . **QxPch** *2* **R–R2** (now, when the Rook blocks R2, there follows the diverting sacrifice) *2* . . . **Q–K8ch!** *3* **NxQ P–B8/Q mate.**

With a Telescopic Sight

Let's look at one more position in which the critical square B1 is attacked by the

Queen in an extremely original fashion.



Jones–Dueball (1974): *1* . . . **R–K8!**

This move forces White to interrupt the coordination of his pieces on the first rank, inasmuch as 2 RxR N–B7ch loses the Queen.

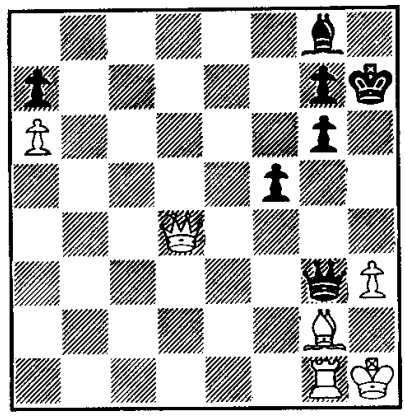
2 BxR N–N7!

An example of a double discovered attack: the Knight attacks the Queen, and the Black Queen the Rook. White must lose material.

3 B–B3 NxQ *4* RxN Q–K7, White resigns.

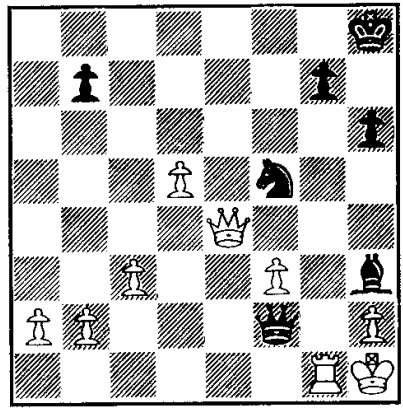
Our Familiar NN

When N1 is occupied by a Rook, with the enemy King on R1, the Queen can deliver the telling blow from R6.



In NN–Elstner (1858), White's Rook plus did not seem to be enough for him and he went after a pawn—*1* **QxRP??** The surprising retort *1* . . . **B–Q4!!** forced his immediate capitulation, inasmuch as the threat of *2* . . . QxP mate can only be met by giving up his Queen. Here we are dealing with the tactical element of a pin, often found in very diverse combinations.

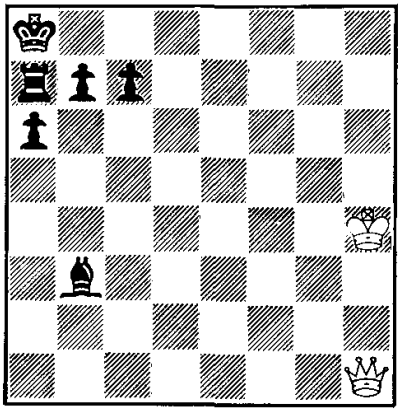
Another "NN" fell to Andersen (1872), who, controlling his R6, sacrificed two pieces.



1 . . . **B–N7ch! 2 RxB Q–B8ch 3 R–N1 N–N6ch! 4 PxN Q–R6 mate.**

One Against All

In the endgame, when the board has cleared like a bus at its last stop, the Queen has even greater freedom of movement and can contribute to victory from long range.



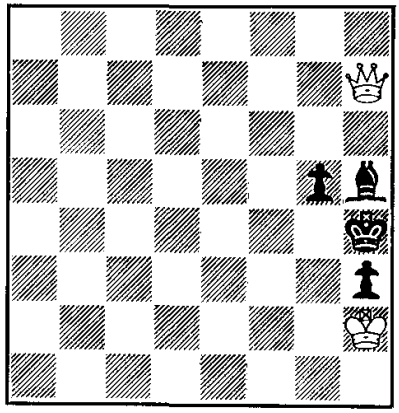
MATE IN FIVE MOVES

White should maneuver to threaten mate on the last rank without allowing the NP to advance.

1 **K–N5 B–N1! 2 Q–B3 B–B2!** (*2* Q–R8? P–N4) *3* **Q–KR3!** Now the Queen is simultaneously hitting the two critical points, QB8 and KR8. There is no defense—mate in two is unavoidable.

Zugzwang—Friend and Foe

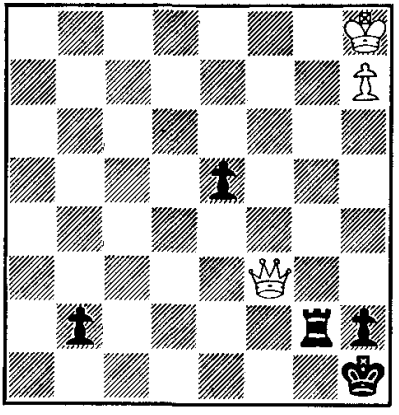
In a problem by Limbach (1950), the Queen forced mate by *Zugzwang*.



MATE IN THREE MOVES

1 **Q–B5 B–N5** (*1* . . . P–N5 *2* Q–B6 mate) **2 Q–K4! K–R4 3 Q–R7 mate.**

The following fine problem was composed by the same author. The White Queen forces three consecutive *Zugzwang* positions.



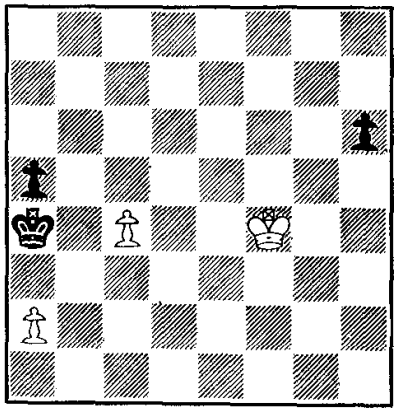
MATE IN EIGHT MOVES

***1* Q–K4! P–N8/Q *2* QxQch R–N8 *3* Q–N7ch P–K5 *4* QxPch R–N7 *5* Q–N1ch R–N8 *6* Q–N7ch R–N7 *7* Q–K4!**
Completing the triangulating maneuver Q–K4–N1–N7–K4 three times, the Queen forces the King to perish in its fortress.

***7* . . . K–N8 *8* Q–K1 mate.**

Down the Stairs

The final position and how it was achieved has great practical significance in Grigoryev's 1925 study.



WIN

White's first task is to queen before his opponent.

***1* P–R3! P–R4 *2* K–N3! P–R5ch *3* K–R3!**

As will soon become clear, the Black KRP must be kept "alive." Black is already in *Zugzwang.*

***3* . . . KxP *4* P–B5 P–R5 *5* P–B6 K–N7 *6* P–B7 P–R6 *7* P–B8/Q P–R7.**

Now the Queen approaches the enemy in a way called by problemists "stair-climbing."

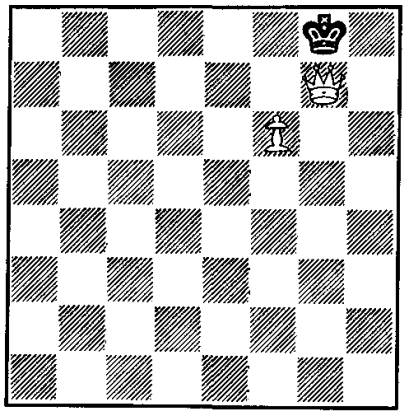
***8* Q–N7ch K–B8 *9* Q–B6ch K–N7 *10* Q–N5ch K–B7 *11* Q–B4ch K–N7 *12* Q–N4ch K–B7 *13* Q–R3 K–N8 *14* Q–N3ch K–R8.**

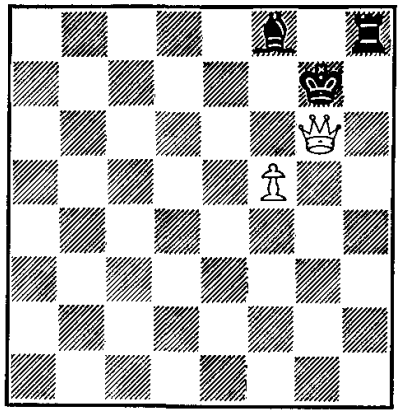
Black has been stalemated, and were it not for the pawn on R5, the game would be drawn. Freeing the way for the pawn, White gets time for the decisive Queen maneuver.

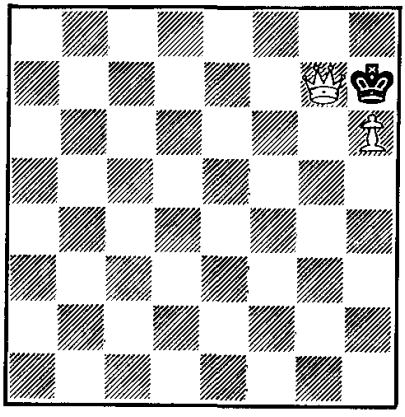
***15* K–N4! P–R6 *16* Q–B2 P–R7 *17* Q–B1 mate.** Just in time!

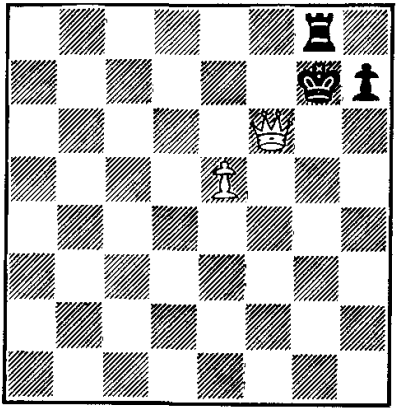
A Dangerous Neighborhood

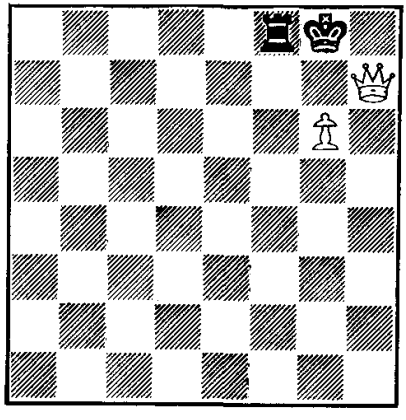
The effectiveness of an attack is sharply increased if the Queen has strong points in the immediate vicinity of the enemy King. Pawns often serve as strong points, when they have advanced to the fifth or sixth rank.

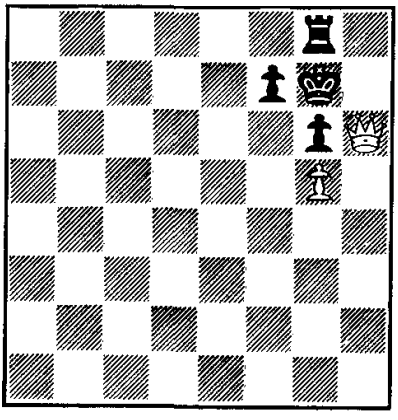




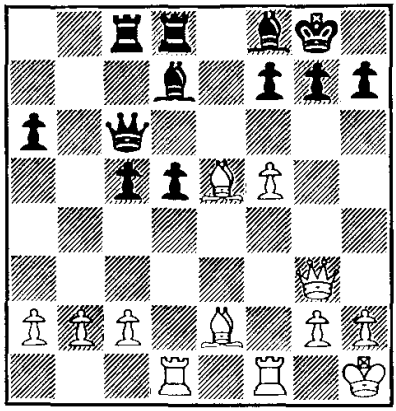








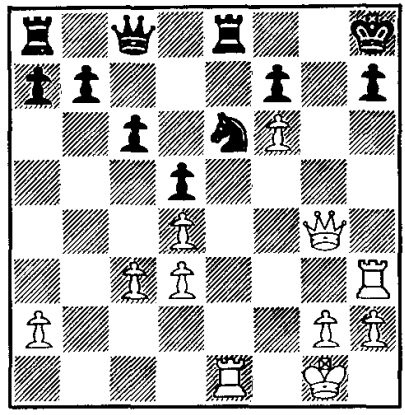
In 1927, in London, there took place the first International Chess Olympiad, or the "Tournament of Nations" as the tournament was called in the prewar years. In the first round, the English and Swiss teams met. They were headed by the national champions Yates (English, White) and Naegeli.



Here White played *1* **BxNP!** and **Black resigns,** without waiting for the obvious end—*1* . . . **BxB** *2* **P–B6.**

It was the very first win at the very first Olympiad.

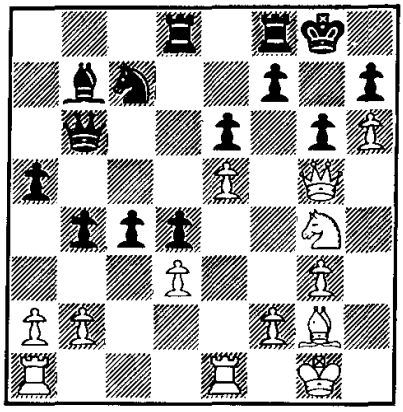
When the Queen is in the middle of a sharp attack, it is as a rule, not too difficult to find a deciding move.



In Chicovani–Aufman (1952), White threatened to take the Knight on K3, followed by mate on N7. *1* . . . R–KN1 did not work because of *2* RxPch KxR *3* Q–R5 mate, nor did *1* . . . Q–Q2 *2* R–K5 and the threat of *3* RxPch is irresistible.

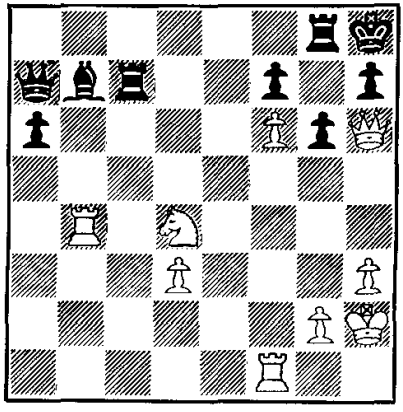
Black tried to defend with *1* . . . **N–N4,** hoping for *2* QxN RxRch *3* K–B2 Q–KN1. However his hopes were dashed by *2* **RxPch. Black resigns,** since after *2* . . . KxR *3* Q–R5ch K–N1 *4* QxNch, he is mated on N2.

Zilberstein elegantly concluded the struggle against Dementiev (1968). The advance of the White pieces reminds one of children playing leapfrog.



1 **Q–B6 N–K1** *2* **Q–K7! N–B2** *3* **N–B6ch K–R1** *4* **N–K8! Black resigns.**

The position of the Queen on R6 with a pawn wedge at B6 always suggests combinational possibilities. The final attack in Seidenschnur–Kohlhagen (1936) serves as an excellent example.



1 **N–B6!**

In view of the threat *2* QxPch KxQ *3* R–R4 mate, Black must give up his Queen, but the fight is still not over.

1 **. . . Q–B4** *2* **R–KR4 Q–KR4** *3* **RxQ PxR.**

Black is counting on counterplay down the KN file. But the KR1-QR8 diagonal has been blocked, which gives White the decisive tempo.

4 **R–QN1!**

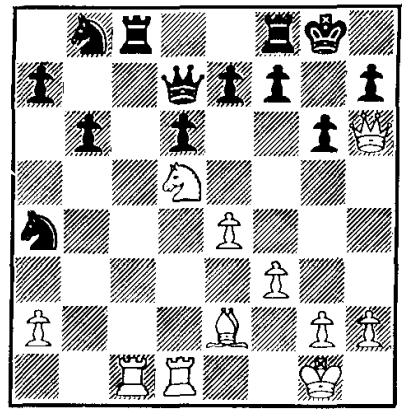
With the direct threat of *5* RxB and *6* N–K7. *4* . . . R–N3 does not help: *5* RxB RxQ *6* R–N8ch.

4 **. . . BxN** *5* **R–N8!**

This technique of diverting the Rook from the critical KN2 is extremely typical. **Black resigns.**

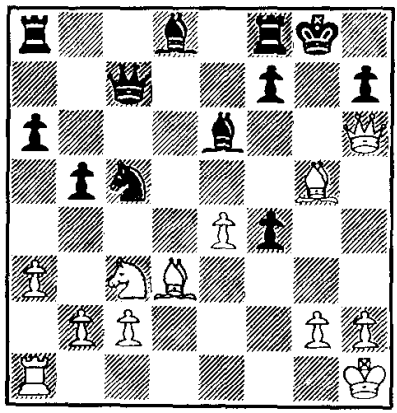
One Is Good But Two Are Better

Here are two examples where the Queen on R6 awaits help which is quick in coming.



Spiller–Maccet (1956): *1* **P–K5 RxR?** (better is *1* . . . Q–K3) **2 N–B6ch PxN 3 PxBP, Black resigns.**

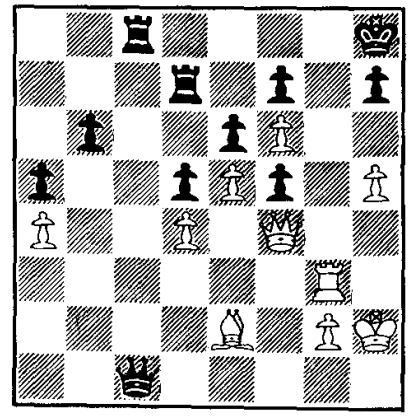
Ravinsky (White) used the same technique, but in a more complicated setting, against Ilivitsky (1952).



1 **B–B6!** (blockading the KBP, not allowing it to advance, which would happen on *1* P–K5) *1* . . . **BxB 2 P–K5!** (in view of the mate threat on R2, Black has no time to punish the impudent pawn) **2 . . . NxB 3 PxB** (the mating net has been cast, while the White King merrily looks on) **3 . . . N–B7ch *4* K–N1 N–R6ch *5* K–B1 B–B5ch *6* N–K2, Black resigns** (*6* . . . BxNch *7* K–K1.)

Teleportation

This term, connected with science fiction, describes the instantaneous transfer of a physical body from one point to another. The transfer of the Queen operating on the secondary echelon can also be done without waste of time in the heat of battle.



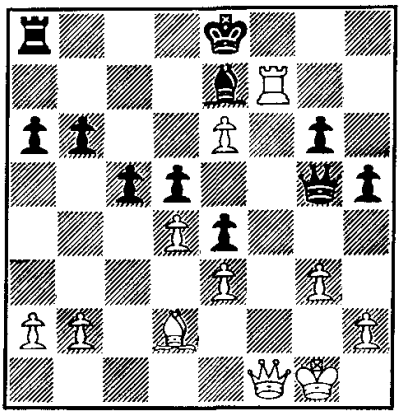
In Sturua–Kozlov (1975), the White Queen would like to meet the Black King on KN7, but it does not seem to be able to find the right road there. The Rook helps out.

1 **R–N8ch!**

This combines three tactical ideas at once: diversion (*1* . . . RxR *2* QxQ), blockade (the King on N1), and clearing (N3 for the Queen).

Here is one of the most

often-encountered tactical devices which assists the Queen in transferring to the hot spots in the position.

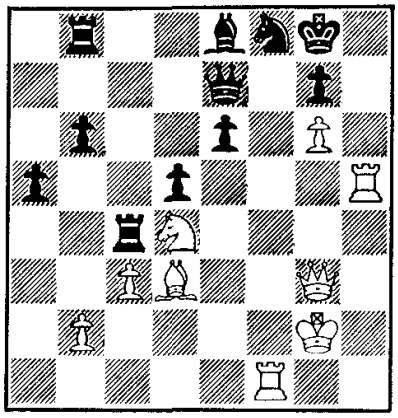


In Betbeder–Tiroler (1930), White's own Rook was holding up the White Queen's infiltration into the enemy position. But if the Rook goes to N7 or R7, then Black, by playing *1* . . . Q–B3, holds the balance.

However, ***1* R–B8ch! BxR *2* Q–B7ch K–Q1 *3* Q–Q7 mate.**

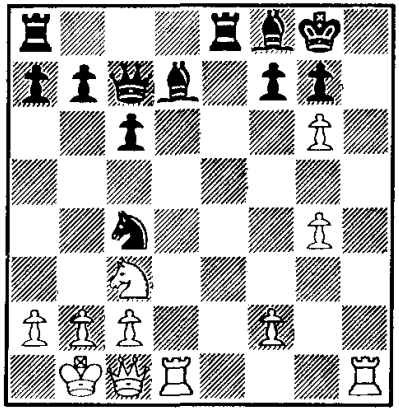
This tactical device is known as "square clearing" or "blockade lifting."

Sometimes the blockade is lifted by eliminating defenders, as in Spassky–Matanovic (1962).



Trying to loosen White's grip, Matanovic gave up the exchange, ***1* . . . RxN.** But Spassky's "bow was strung": ***2* RxNch** (first eliminating the Knight which was covering R2) *2* . . . QxR *3* R–R8ch (clearing the KR file for the Queen, driving the King into it at the same time) *3* . . . **KxR *4* Q–R3ch, Black resigns.**

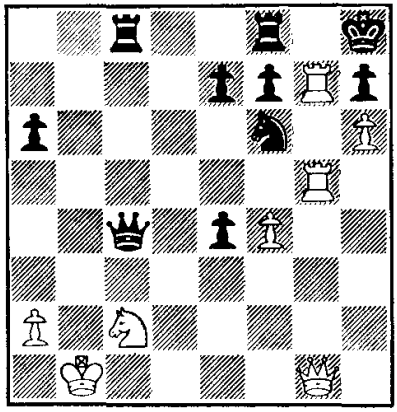
This same tactical device can be repeated several times if the circumstances warrant.



In Mannheim–Regensburg (1912), White had to get the Queen to the KR to win. He could not dawdle in view of Black's material advantage.

***1* R–R8ch! KxR *2* R–R1ch K–N1 *3* R–R8ch KxR *4* Q–R1ch Q–R7 *5* QxQch K–N1 *6* Q–R7 mate.**

Squares are not always cleared with check, but usually with tempo, as was obvious in the ending from Heemsoth–Heissen-buettel (1924).



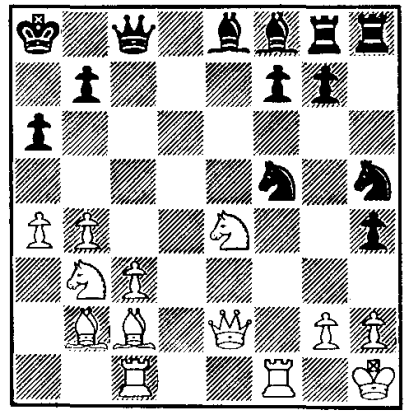
White must free N7 for the Queen. But two Rooks are in the way. One can be sacrificed on R7, but what about the other one? Black's pressure down the QB file aggravates his situation.

***1* R–QB5!**

Not only defending QB2, but also hitting the enemy Queen. White has removed one Rook from the KN file with tempo.

***1* . . . QxR *2* RxPch KxR *3* Q–N7 mate.**

In a more complicated situation, the transfer of the Queen can only be accomplished by a cascade of sacrifices.



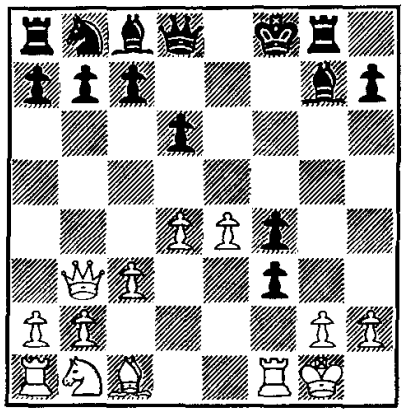
This position is from the game NN–Mason (1948). It is hard to believe that in several moves the Black Queen will be mating the White King via the route QN1-KR1-KR7, though there are now six pieces in the way!

***1* . . . B–N4! *2* PxB N/R–N6ch! *3* NxN NxNch *4* PxN PxPdis ch *5* K–N1 R–R8ch! *6* KxR R–R1ch *7* K–N1 B–B4ch *8* NxB R–R8ch *9* KxR Q–R1ch *10* K–N1 Q–R7 mate.**

All the Black pieces save the Queen have disappeared from the board, but fortunately it is mate.

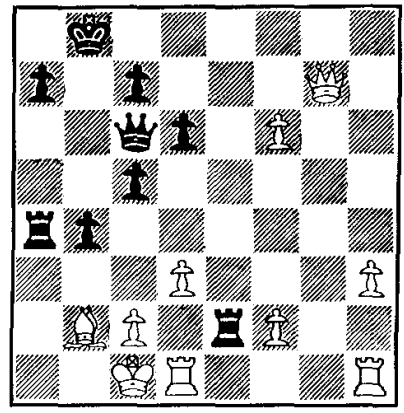
Through the Breach

Often the Queen gets into the thick of things after one of its cohorts has destroyed the enemy King's bastion. In Mayet–Hirschfeld (1861) this task fell to the Rook.



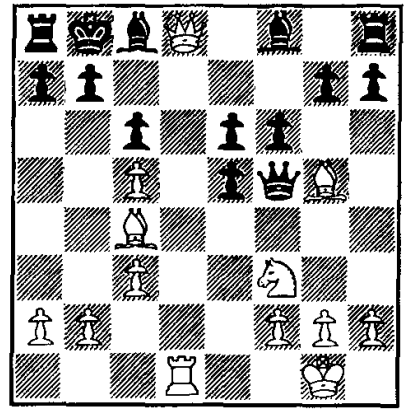
***1 . . .*BxPch *2* PxB RxPch *3* K–R1 RxPch!** (but not *3* . . . Q–R5 *4* BxP QxB *5* RxP) ***4* KxR K–R5ch *5* K–N1 Q–N6ch *6* K–R1 Q–N7 mate.**

In this position from Redel–Baratz (1961) a double Rook sacrifice opened the way to the White King.



***1* . . . R–R8ch! *2* BxR Q–R5 *3* Q–N8ch K–N2 *4* Q–QN3 QxBch *5* Q–N1 RxPch! *6* KxR Q–B6 mate.**

The motif of the combination can be the opponent's cramped King position, as in Khramtsov–Waxberg (1938).



***1* R–Q7! Q–N8ch *2* B–KB1 P–QR3.**

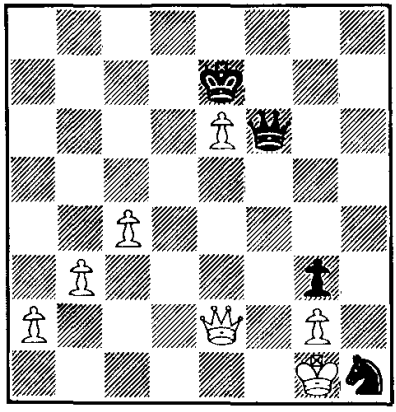
No help is *2* . . . B–Q3 *3* QxR BxP *4* R–Q8 K–B2 *5*

QxPch KxR 6 BxPch K–K1 7 NxP.

3 RxPch! KxR 4 Q–N6 mate.

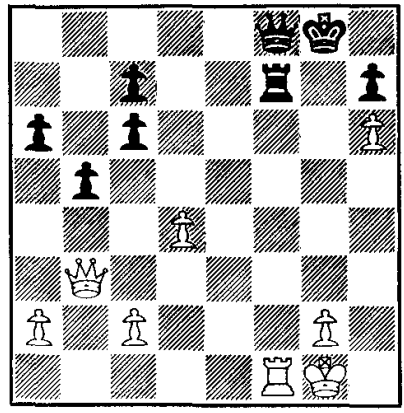
Expert Driver

In some rather favorable positions the Queen, through a series of forced maneuvers, can drive the King into a disadvantageous position. Then the mating finale is reached without wasting material.



Dobberdin–Stark (1962): ***1* . . . Q–R8ch 2 Q–B1 Q–Q5ch 3 KxN Q–R1ch 4 K–N1 Q–R7 mate.**

A similar position arose in Damjanovic–Lutikov (1969).



***1* Q–N3ch K–R1 *2* Q–K5ch K–N1 *3* Q–N5ch K–R1 *4* RxR QxR.**

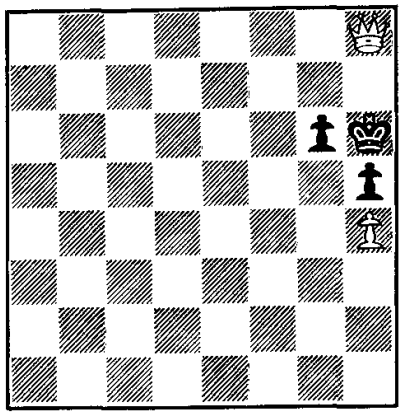
Now, by taking advantage of the Black King's cramped position and the weakness on the back rank, White deals the final blow:

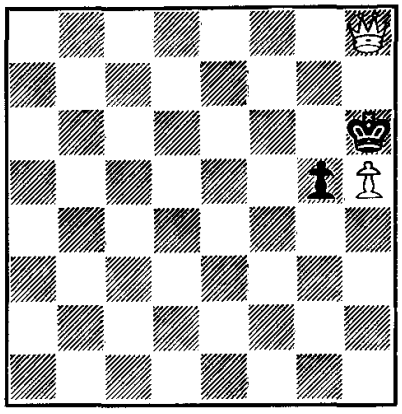
***5* Q–Q8ch Q–N1 *6* Q–B6ch Q–N2 *7* QxQ mate.**

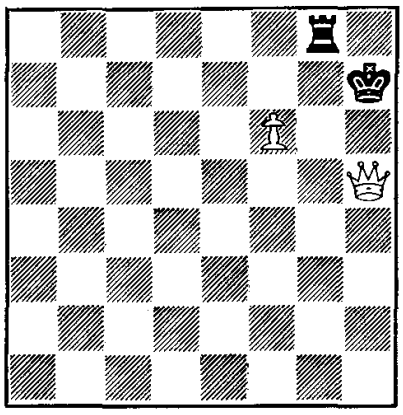
Alas, Damjanovic did not notice this possibility. He played *1* Q–K6? and in the end, the game was drawn.

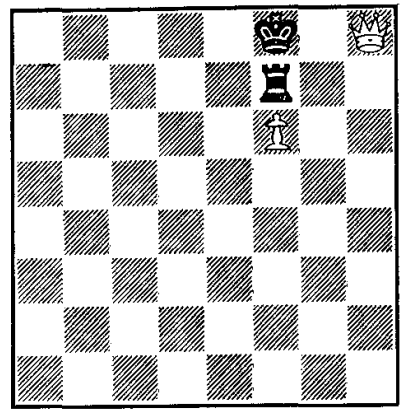
A Royal Maneuver

Pawns taking a direct part in the attack not only serve as strong points for a Queen, but also prevent the enemy King from advancing by helping to create a mating net.

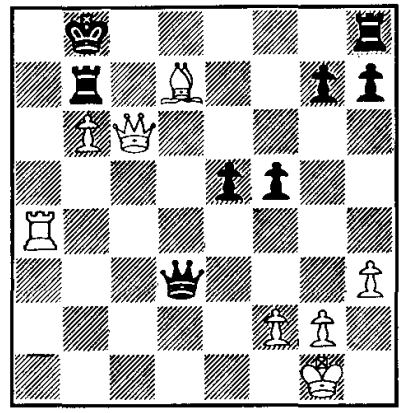








Here is an example from Niderman–Zuks (1895), where the pawn on the sixth rank made itself felt.



***1* B–B8!**

Diverting the Rook to QB1, inasmuch as the variation *1* . . . Q–N8ch *2* K–R2 QxP *3* BxR QxB *4* Q–Q6ch Q–B2 *5* R–R8ch loses the Queen.

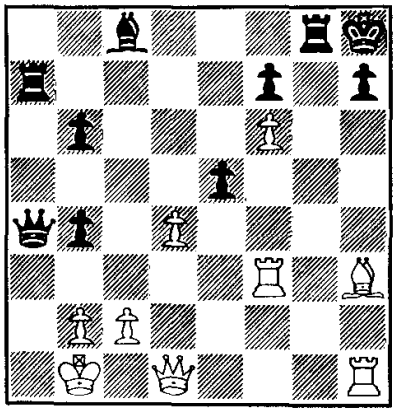
***1* . . . RxB *2* R–R8ch! KxR *3* QxR/Bch R–N1.**

Now, with the back rank

and QR file cleared, the Queen executes its royal maneuver.

4 **Q–B6ch R–N2** *5* **Q–R4ch K–N1** *6* **Q–K8ch Q–Q1** *7* **QxQ mate.**

The same motif can occur on a rank along the edge of the board.



In Sokolov–Mikhailov (1973) both Kings were in danger. White, however, was on the move, and he executed a combination in which the pawn wedge on B6 played an important role.

1 **R–R3!**

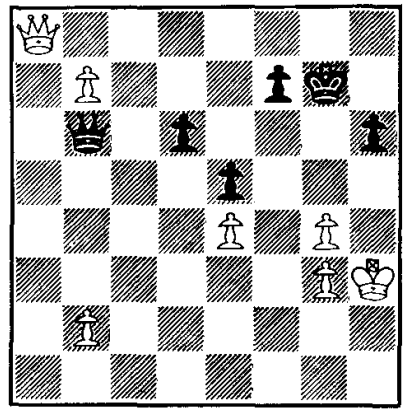
Defending against the mate on R1 and opening the way for the Queen to R5.

2 **. . . PxR** *3* **B–Q7!**

With the aid of a tactical device which we have seen before, White clears the way to the Black King with tempo. Insufficient was *3* BxB RxB, and in view of the threat against B2, White does not manage to finish his attack (*4* RxPch KxR *5* Q–R5ch K–N1 *6* Q–N4ch K–B1 *7* QxRch Q–K1. *4* Q–R5 also does not work: *4* . . . BxB *5* QxB P–R7ch *6* K–R1 QxP).

3 . . . QxB *4* **RxPch! KxR** *5* **Q–R5 mate.**

One must always respect the Queen's great maneuverability, particularly on the flanks.



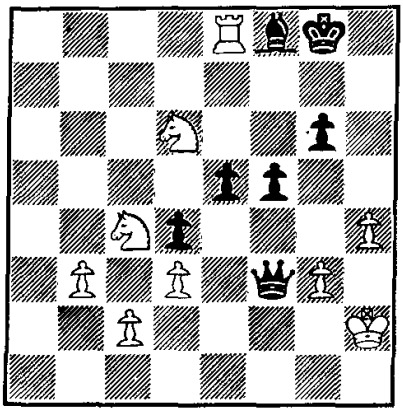
This direct maneuver, Fedorov–Visiliev (1974), is typical. After *1* . . . **Q–N8** White has a bleak position, since the Queen cannot come to the aid of her King.

2 P–N5 P–R4! *3* **P–N4 P–R5!**

White resigns, as one of three mating finales is inevitable: *4* KxP Q–R7 mate; *4* Q–

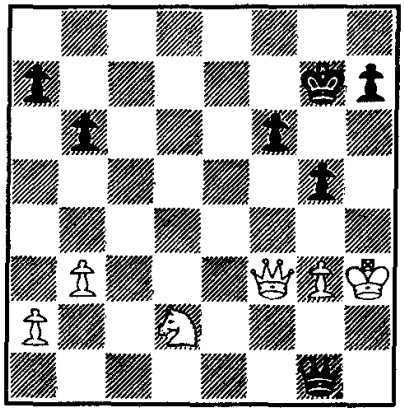
QR1 Q–N6 mate; *4* Q–R6 Q–R8 mate.

Fischer employed the same plan against Mednis (1958).



1 **. . . Q–B7ch *2* K–R3** (otherwise both Kingside pawns are lost) **2 . . . Q–N8 and White resigns.**

In spite of the material advantage, White, in Liutov–Botvinnik (1925), lost because of his King's poor position.



1 **. . . P–KR4!**

How is the threat *2* . . . P–N5ch to be parried? *2* Q–N7ch K–R3 is of no help, while after *2* P–KN4 PxPch *3* QxP Q–R8ch *4* K–N3 Q–K8ch, Black picks up the Knight. There is one more possibility.

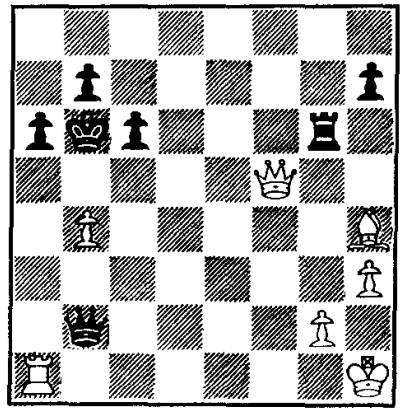
2 **QxRP Q–R8ch *3* K–N4 Q–Q8ch!**

Forcing White to block his KB3, since other replies lose the Queen.

4 **N–B3 Q–Q2 mate.**

Short and Sweet

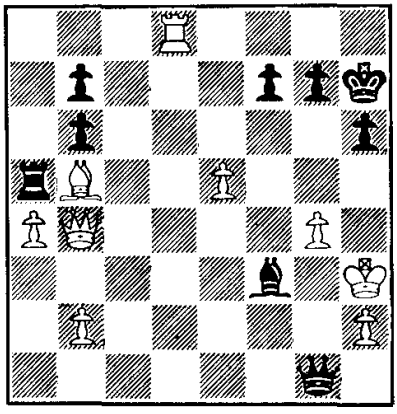
One of the most economical mating positions was illustrated by Ponziani (1769).



1 **B–Q8ch K–R2 *2* RxPch! PxR *3* Q–Q7ch K–N1 *4* Q–**

B7ch K–R1 *5* Q–B8ch K–R2 *6* B–N6ch! KxB *7* Q–N8 mate.

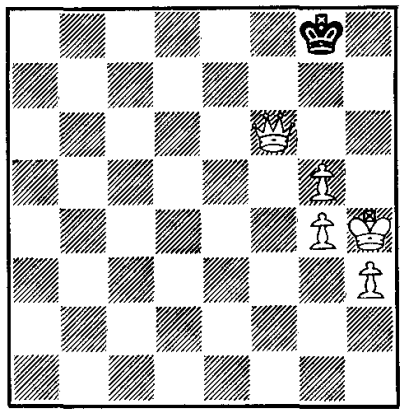
Forintos had a similar idea almost 200 years later against Tomovic (1957).



Black's attack looks irresistible, but White finds a forced win: ***1*** **B–Q3ch P–N3** ***2*** **R–R8ch! KxR** ***3*** **Q–B8ch K–R2** ***4*** **QxBPch K–R1** ***5*** **Q–B8ch K–R2** ***6*** **BxPch! KxB** ***7*** **Q–N8 mate.**

By Its Own Bootstraps

The Queen can create *Zugzwang* positions without any other pieces by forcing the King into a mating net.

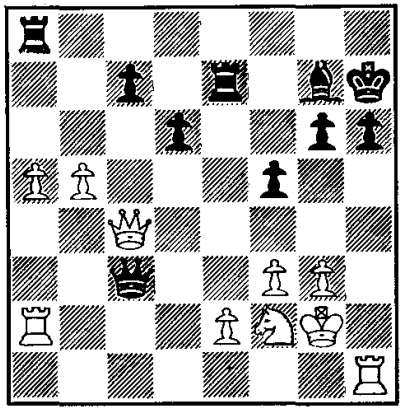


In Koer's problem (1916) White mates in three, forcing the enemy King to go on a death march: ***1*** **K–N3! K–R2** ***2*** **Q–B8! K–N3** ***3*** **Q–N8 mate.**

Solve It Yourself

39

Smejkal–Adorjan (1972)

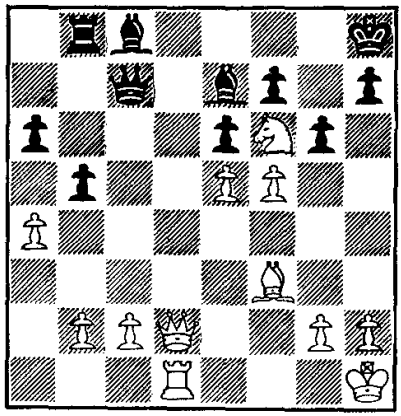


WHITE'S MOVE

Divert or Clear!

40

Aitken–Pane (1962)

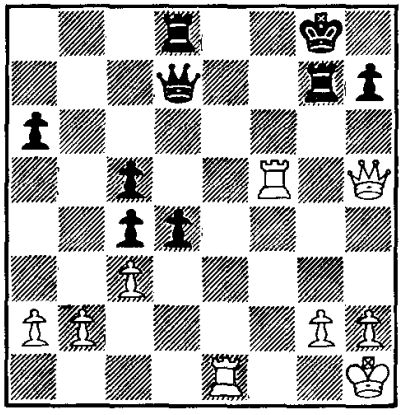


BLACK'S MOVE

He played *1* . . . QxKP. How would you play now?

41

Agzamov–Ruderfer (1974)

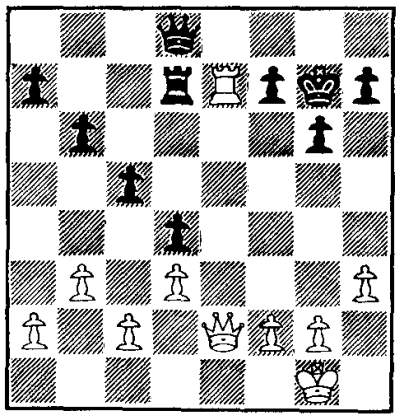


WHITE'S MOVE

Open lines are not trifles.

42

Kviletsky–Roslinsky (1954)

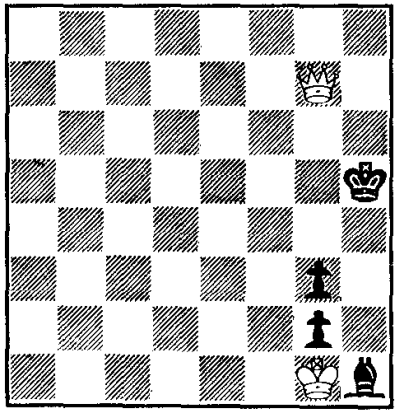


WHITE'S MOVE

Should the Rook retreat?

43

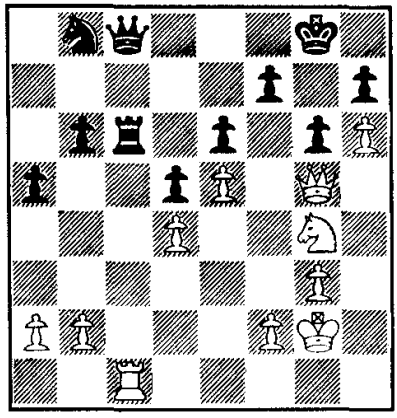
Gruenwald (1971)



MATE IN SEVEN MOVES

44

Kochiev–Ubilava (1975)

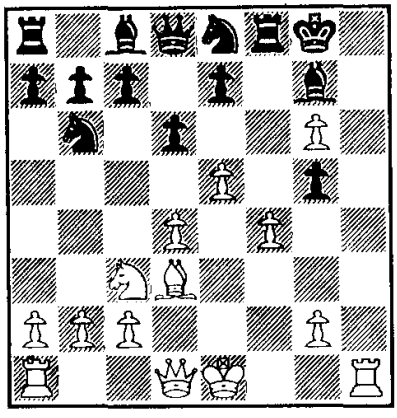


WHITE'S MOVE

1 Q–B6 Q–B1 and Black holds. But . . .

45

Nettheim–Hamilton (1961)

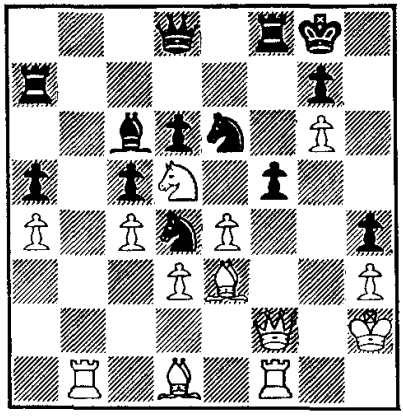


WHITE'S MOVE

What to begin with?

46

Botvinnik–Keres (1966)

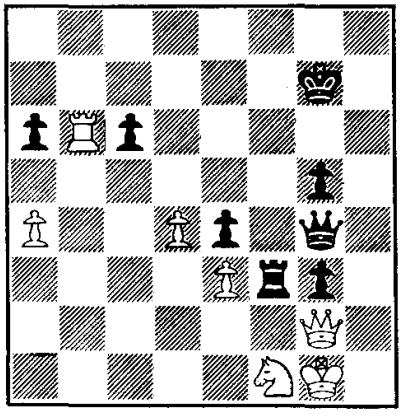


WHITE'S MOVE

This is on the highest plane.

47

Bankov–Lusmiagi (1975)

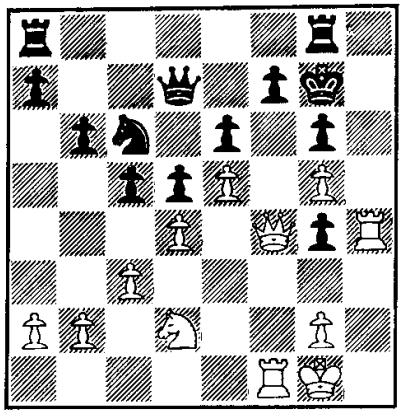


BLACK'S MOVE

Is it safe for the White Queen to defend its King?

48

Strekalovsky–Goliak (1974)

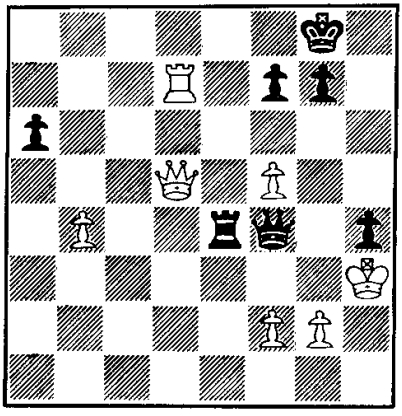


WHITE'S MOVE

Between a rock and a hard place . . .

49

Tarjan–Karpov (1976)

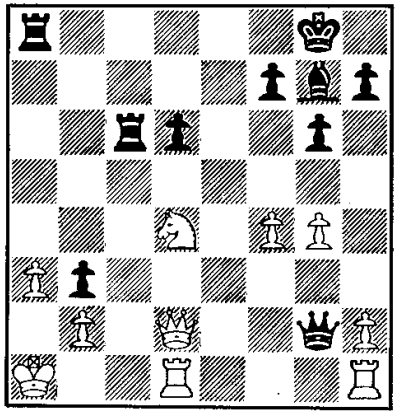


BLACK'S MOVE

A knockout by the champion.

50

Whiller–Hell (1964)

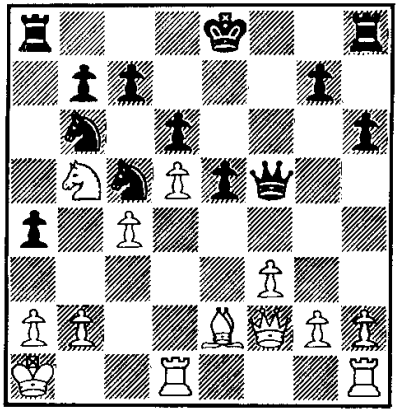


BLACK'S MOVE

White dreams of a Queen exchange, Black of a meeting with the King.

51

Roisen–Sorokin (1952)

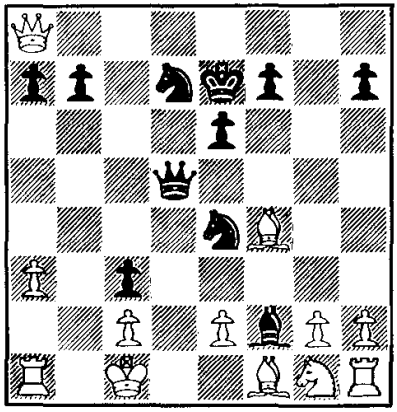


BLACK'S MOVE

Almost like No. 50.

52

Fleisig–Schlechter (1899)

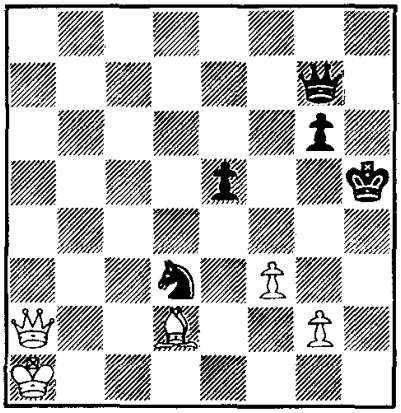


BLACK'S MOVE

How can the Queen get to Q7?

53

Botvinnik (1925)



WIN

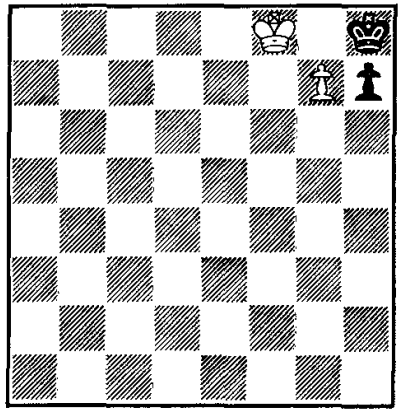
In this study the former World Champion makes use of an idea that occurred in one of his games.

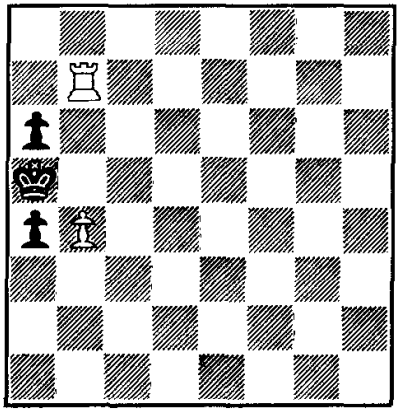
V
The Pawn

Oh, To Say "Pass!"

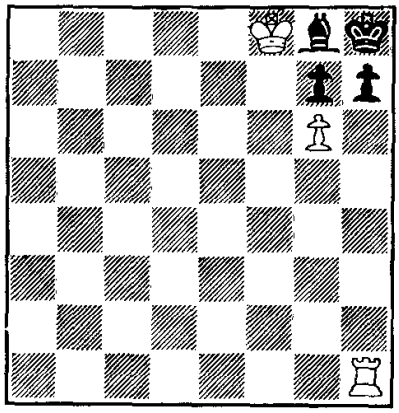
"Check to the King, check to the Queen, and the pawns devour the King." These words end a verse by the poet Argo, written in the 1920s. But it is not so easy for a King to be devoured by a pawn, even if it is made of wood. First of all, without the support of other pieces, the front-line infantrymen are powerless. Secondly, the King is hardly warlike, despite his lofty title, nor is he a scatterbrain, indifferently mixing it up with nearby enemy troops.

The monarch's downfall usually occurs in the corner or on the edge of the board.





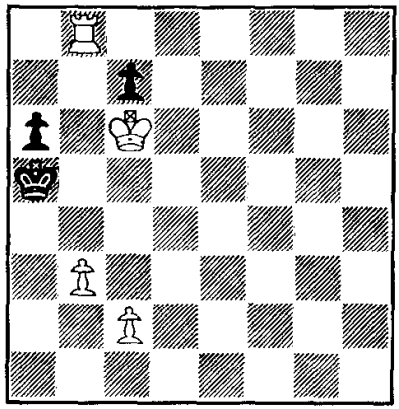
Morphy's problem is simple and elegantly structured.



MATE IN TWO MOVES

After *1* **R–R6!** Black is in *Zugzwang*, since the Bishop cannot leave N1 due to 2 RxP mate, while *1* . . . PxR frees the square N7 for the pawn—2 P–N7 mate.

D'Orville's 1842 problem is also based on *Zugzwang*.

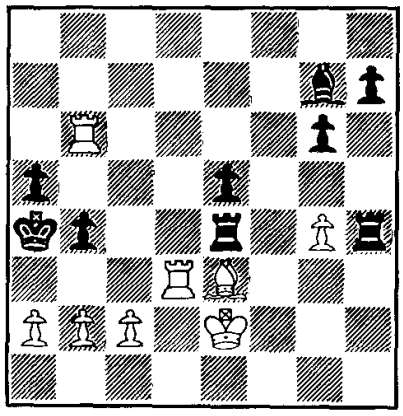


MATE IN FOUR MOVES

1 **R–N6! PxR** *2* **P–B3 P–N4** *3* **K–B4 P–N5** *4* **PxP mate.**

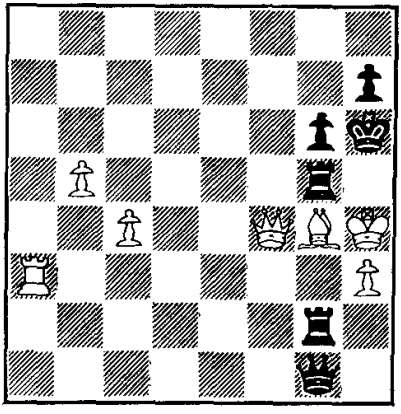
David and Goliath

The final position of Shablinsky–Ushkal (1974) is similar, the difference being that it is a Rook instead of the King which helps out.



1 **R–R3ch! PxR 2 P–N3 mate.**

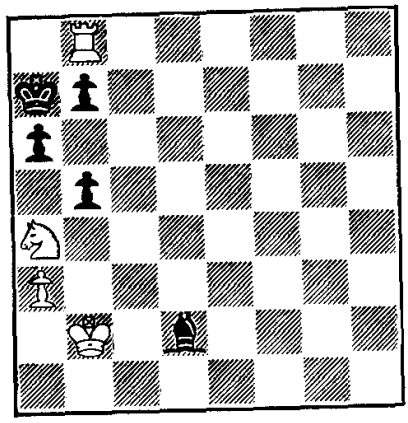
Kuindzhi (Black) had the same idea, although in a somewhat more complicated form, against Georgadze (1973).



1 . . . **Q–B7ch!** (unpinning the Rook on N4) *2* **QxQ R–R4ch!** *3* **BxR P–N4 mate.**

Now let's test the pawn's strength in studies.

Kakovin (1940)



Win

White is a Rook up, but has two pieces under attack. The first two moves are obvious: *1* **R–Q8 B–R4** *2* **R–Q5.**

The Rook has some breathing room, but Black finds a surprising defense.

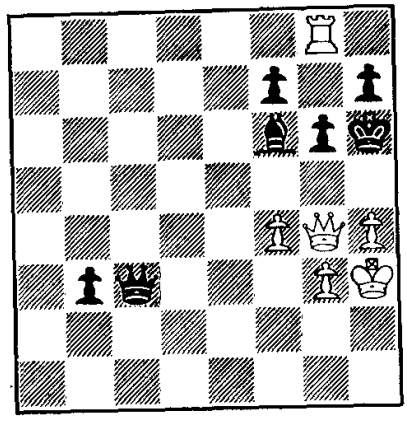
2 . . . PxN! 3 RxB P–N4!

Now the White Rook is trapped and should perish. However, in capturing it, the Black King becomes ensnared in a mating net.

4 **K–B3 K–N2** *5* **K–Q4!** (not *5* K–N4? K–N3 drawing) *5* . . . **K–N3** *6* **K–Q5 KxR** *7* **K–B5! P–N5** *8* **PxP mate.**

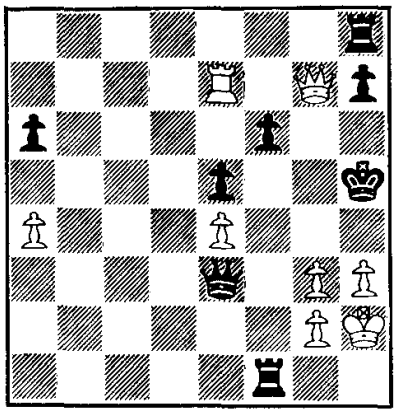
Win Some, Lose Some

White found an absolutely surprising end to a game played in 1962 (players unknown).



1 **Q–N5ch!! BxQ** *2* **RPxBch K–R4** *3* **R–KR8!** and **Black resigns,** since the threat of *4* RxP mate forces the Rook to be captured, which allows the NP to administer mate.

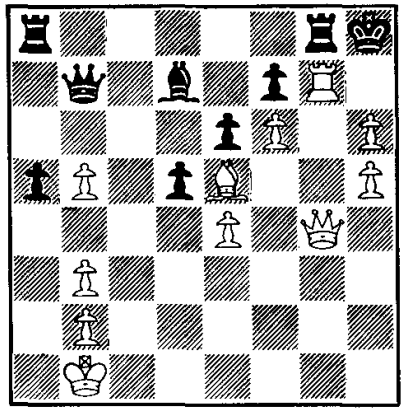
Watch how the Women's World Champion Nona Gaprindashvili unfortunately let such a rare possibility slip by.



In a game with Vorocsy (1974), she forced a draw by perpetual check with *1* Q–N4ch K–R3 *2* Q–N7ch K–R4 *3* Q–N4ch etc. Nevertheless, in the diagrammed position White has a forced win: ***1* RxPch!** (opening the KR4–Q8 diagonal) ***1* . . . PxR *2* P–N4ch K–R5 *3* Q–K7ch!** (forcing Black to blockade its own King) **3 . . . Q–N4 *4* P–N3 mate!**

All Alone, But No Warrior

Not only in the endgame but also in the middlegame the pawn, storming the enemy bastion, is able to deal the enemy King the decisive blow. In Vasyukov–Lukin (1972), in one of the variations, the following position arose:

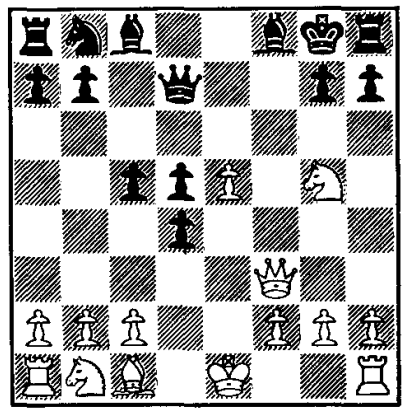


Here White had in mind the continuation ***1* Q–N6! PxQ *2* RPxP RxR *3* BPxRch K–N1 *4* P–R7 mate.**

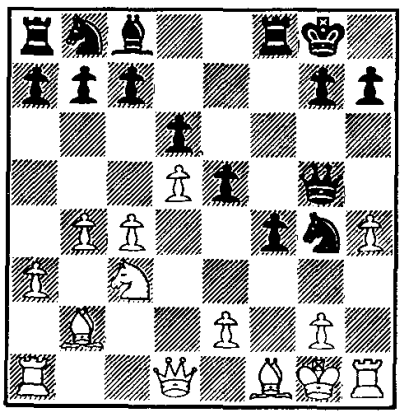
An armada of pawns can literally push an enemy King up against the wall.

All Alone, But Indeed a Warrior

Occasionally one pawn, supporting a piece, is able to conclude a mating combination.

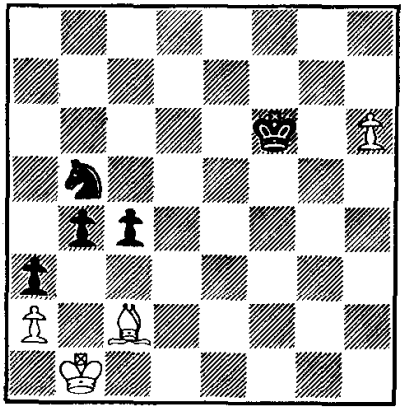


Roganov—Komarov (1944): ***1* P–K6! Q–K2 *2* Q–B7ch QxQ *3* PxQ mate.**
A pawn also did it in Halstei–Gianni (1916).



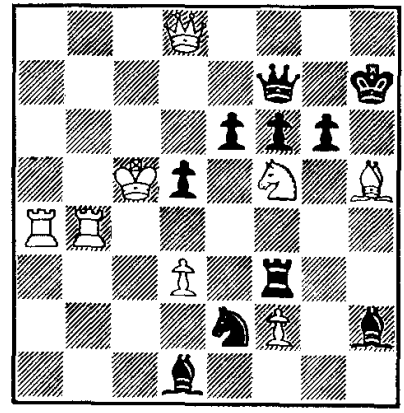
***1* . . . P–B6!** and **White resigns.** Only a large outlay of material can stem the threat of 2 P–B7 mate.

A pawn storm decided the struggle in I. Zaitsev–Bakulin (1964).



***1* . . . N–B6ch *2* K–R1 K–B2 *3* P–R7 K–N2** *(Zugzwang)* ***4* B–Q3 P–N6!** (*4* . . . PxB? *5* P–R8/Qch! KxQ stalemate!) and **White resigns,** as P–N7 mate is inevitable.

Bayer's "Immortal" problem (1856) ends with mate in the center of the board.

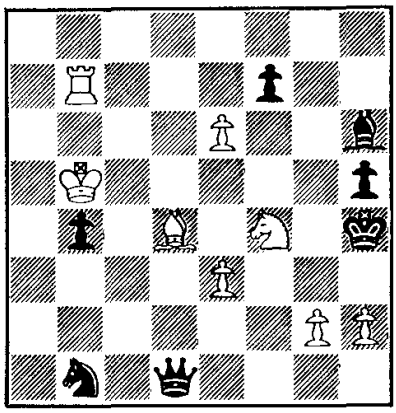


MATE IN NINE MOVES

***1* R–N7! QxR *2* BxPch KxB *3* Q–N8ch KxN *4* Q–N4ch K–K4 *5* Q–R5ch R–B4 *6* P–B4ch BxP *7* QxNch BxQ *8* R–K4ch PxR *9* P–Q4 mate!**

Truly a lone warrior, but what a warrior!

Bayer's idea was further developed, although with somewhat more complicated opening play, in a study by Kazantsev (1967).



WIN

***1* P–K7.**

If White queens, his material advantage will be enough to win. Black therefore tries to eliminate it.

***1* . . . N–R6ch *2* K–N6 N–B5ch.**

On *2* . . . Q–R5 *3* N–Q5, Black will not be in any position to hold back the pawn from queening for long.

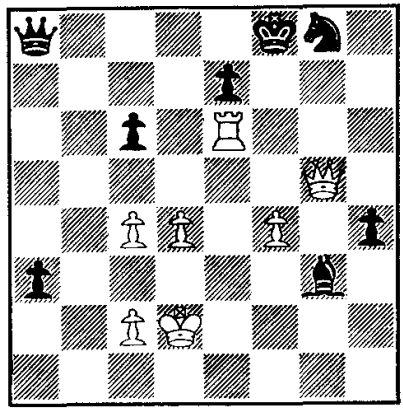
***3* K–B5 Q–R5 *4* RxNP!** (the Rook lies in ambush; this is necessary for the final combination) ***4* . . . Q–R2ch *5* KxN QxP.**

So, Black has captured the threatening pawn and seems to be in no danger. But now with a series of brilliant sacrifices, White "smokes out" his opponent's King, forcing Black to block up all the entrances and exits, with the final blow dealt by a lowly pawn.

***6* N–N6ch PxN *7* B–B6ch QxB *8* K–Q5dis ch** (the Rook comes out of ambush) ***8* . . . K–N4 *9* P–R4ch K–B4 *10* P–N4ch PxP *11* R–B4ch! BxR *12* P–K4 mate!**

This study is particularly pleasing when you consider that in the final position there is not one unnecessary piece on the board for either White or Black.

In the next two positions, White first lures the Black King out of hiding and only then begins to reign blows down upon him. This technique is illustrated in a study by Kubbel (1925).



WIN

***1* R–N6 N–B3 *2* Q–R6ch K–B2.**

The King cannot remain on the last rank, else the Queen is lost.

3 RxNch! PxR 4 Q–R7ch K–K3 5 P–B5ch K–Q3 6 P–B5ch K–Q4.

It seems that White's attack has dissipated, but . . .

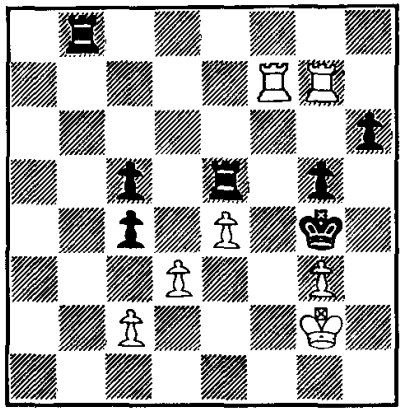
7 Q–N8ch! QxQ 8 K–Q3!

White's play is crowned by a quiet King move. In spite of his huge material advantage, Black cannot stop 9 P–B4 mate.

Solve It Yourself

54

Durao–Katoci (1957)

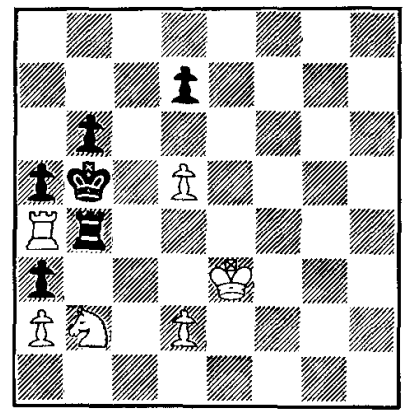


WHITE'S MOVE

Has the Black King wandered too far?

55

Kasparyan (1929)

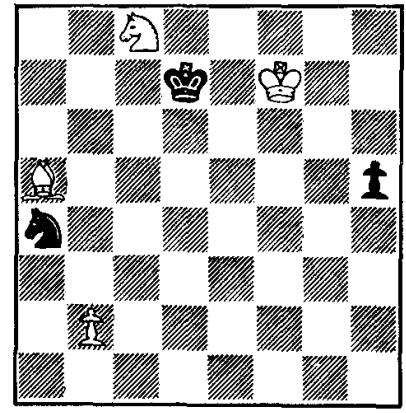


WIN

If 1 RxRch? White even loses: *1* . . . PxR 2 N–Q1 P–N6 3 PxP K–N5 *4* N–B3 KxP etc. Nevertheless . . .

56

Zakhodiakin (1934)



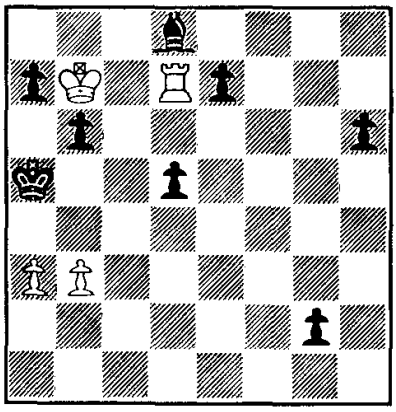
WIN

1 P–N3? KxN, draw. At the same time, Black is threaten-

ing to take the QNP. What is to be done?

57

Duras (1926)



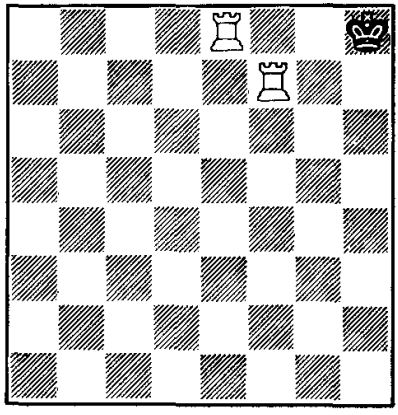
WIN

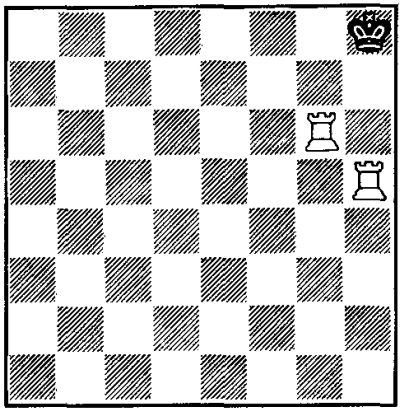
Not luck, but skill . . .

VI
Two Rooks

According to the Laws of Geometry

How do two Rooks mate a lone King? This, of course, is one of the first problems that beginners must deal with in the novice texts. Having hounded the poor King all over the board, they finally find the following positions, joyously.



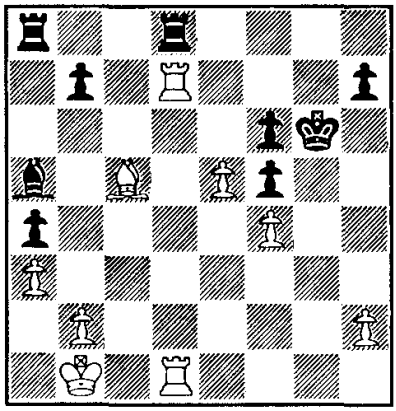


Of course, nothing is changed if either Rook is replaced on the board by a Queen.

"Lineal mate" is the name of the final pattern which finishes many games both in the endgame and middlegame. There is great danger

when the major pieces have freedom of movement while the defending side's King finds itself on the edge of the board without enough protection.

Polugaevsky (White) defeated Siladi with a surprising maneuver (1960).



***1* R–N1ch K–R3.**

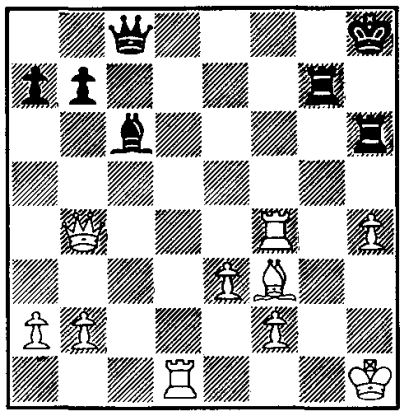
The King has been driven to the edge. *1* . . . K–R4 is impossible of course; *2* RxP mate.

2 B–B8ch!

The Bishop sacrifices itself to deflect the Rook from the Queen file.

2 . . . RxB *3* R–Q3! Black resigns. Mate on R3 is unstoppable.

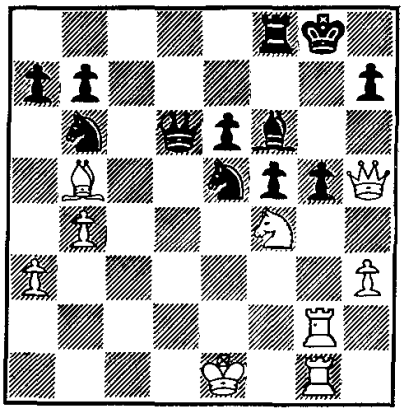
Silic–Rokhlin (1929) ended even more dramatically.



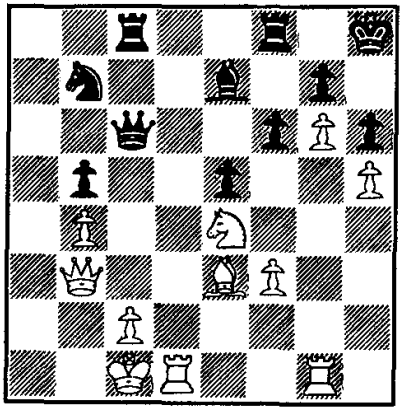
After ***1* R–B8ch K–R2,** White's win was not in doubt, as both *2* RxQ BxBch *3* K–R2 R–N7ch *4* K–R3 and *2* Q–K4ch lead to a simple win. White, however, played *2* **B–K4ch?** on which there followed the thunderous **2 . . . Q–B4!!** and that was the end (*3* RxQ RxP mate or *3* BxB Q–R6 mate).

Files in Disarray

To create lineal-mate threats in the middlegame, usually the pawn cover of the enemy King must first be destroyed. This objective is sometimes brought about by direct sacrifices.

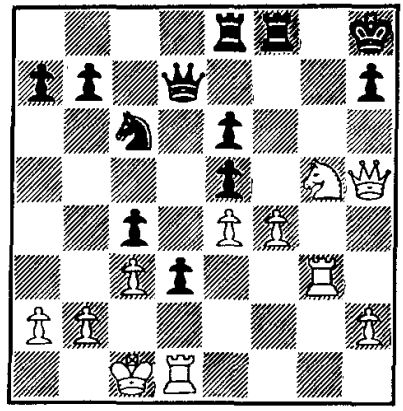


Velimirovic–Gipslis (1971): *1* **RxPch! K–R1** *2* **QxPch! Black resigns.** (*2* . . . KxQ *3* R–R5 mate).



Adorjan–Ostoic (1970): *1* **BxP BxP** *2* **BxPch KxB** *3* **P–R6ch KxP** *4* **P–N7 R–KN1** *5* **R–N2! Black resigns.**

Here is how planned operations went in Sokolov–Osnos (1965).



The open KN file is fine for the Rooks to operate in, the enemy Queen is far from the field of battle, the King is tucked into the corner protected by only one pawn. If the KRP were eliminated, White would have direct mating threats.

1 **QR–N1.**

This simple move immediately decides the game, inasmuch as the threat *2* NxRP QxN *3* QxQch KxQ *4* R–R3 mate is irresistible.

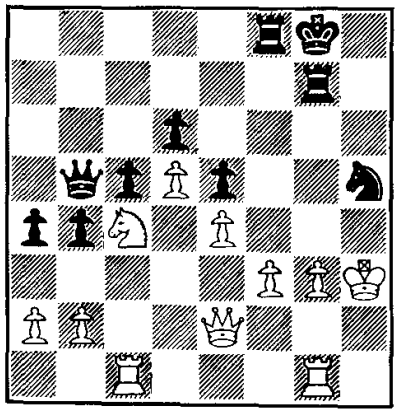
1 . . . **R–K2** *2* **Q–R6 Q–K1.**

In practice it rarely happens that any one idea can proceed so straightforwardly. The Rook could go to KN1, but then 3 N–B7ch and *4* RxR mate. In reply to *2* . . . R–K1 there would follow *3* NxRP RxN *4* Q–B6ch. The move

made in the game allows White to carry out his plan almost ideally.

3 NxRP! Black resigns, in view of the variation in the last note.

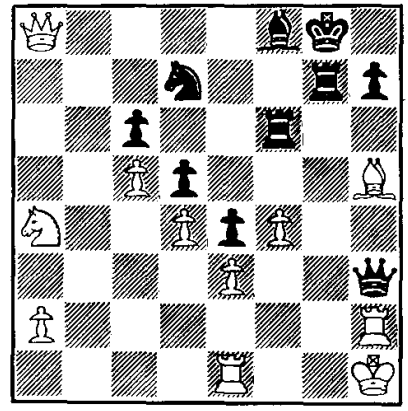
Black had prepared an exquisitely pretty final move in Westin–Carlson (1973).



***1* . . . K–B2!! 2 NxKPch** (*2* NxQPch K–B3) ***2* . . . K–K2 3 QxQ** (3 N–B6ch K–K1!) ***3* . . . N–B5ch!** ***4* PxN R–R1 mate.**

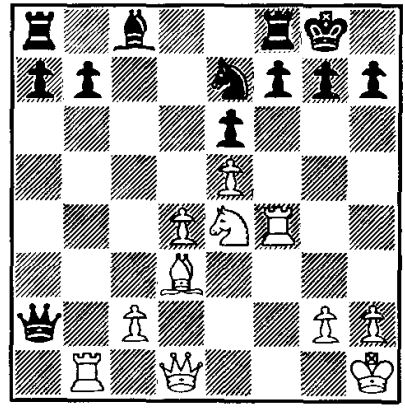
Note that White never really had a defense. On *1* P–N4 N–B5ch *2* K–N3, Black would take the Queen on K7 with check.

In Miles–Uhlmann (1975) the Black Rooks already occupied battle stations and could begin tactical operations without further ado.



***1* . . . QxRch! 2 KxQ R–R3 3 Q–K8 N–B3! White resigns,** since he loses at least a piece.

In some instances the destruction of the castled King's position necessitates more prolonged and complicated play.



To get at the enemy King, Tal, against Gedevanishvili

(1970), did not hesitate to sacrifice two pieces.

***1* N–B6ch! PxN *2* BxPch K–R1.**

The position is such that the White Queen cannot leave the Rook on N1 undefended. On *2* . . . KxB *3* Q–R5ch K–N1 *4* QR–KB1 (threatening *5* R–R4, which also works on *4* . . . QxP) *4* . . . N–N3 *5* PxP followed by the inevitable *6* Q–R6.

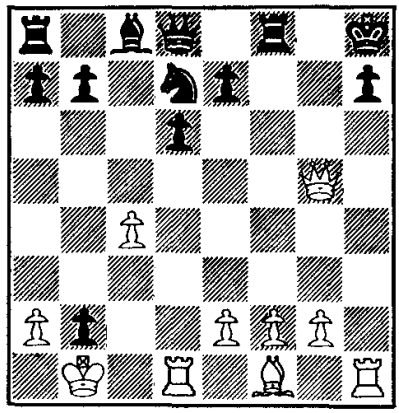
***3* R–R4 K–N2 *4* Q–QB1! N–N1.**

The attempt to buy off the Queen, *4* . . . QxR *5* QxQ, only prolongs the agony.

***5* BxN, Black resigns** (*5* . . . RxB *6* Q–R6 mate; *5* . . . KxB *6* R–N4ch K–R2 *7* R–N3).

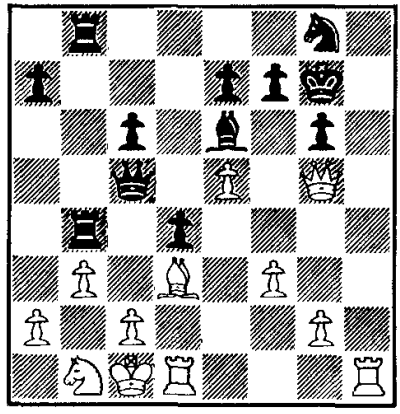
Speed and Agility

In the combinations where one side is trying to rip open the King's pawn cover, the speed with which the major pieces can go over to the offensive is of great significance. One thing is clear: The sacrificed pieces should have reserves waiting in the wings and ready to go before the opponent manages to organize resistance.



In Prytkova–Sharova (1955) after ***1* RxPch! KxR *2* P–K3!, Black resigns,** since White's next move, *3* B–Q3ch, gave White the possibility of transferring his Rook to the mating square R1 without wasting any time.

The lineal-mate idea was the basis of a combination by Henkin (White) against Masic (1957).



The players are attacking on opposite sides, making the struggle quite tense. In these situations, he who breaks through first usually wins.

1 **R–R8!**

This strange-looking move is justified tactically: *1* . . . KxR *2* BxP! PxB (*2* . . . K–N2 *3* B–R7dis ch!) *3* QxNP and mate is inevitable. While White intends to strengthen his attack by doubling Rooks, this also forces his opponent to show his trumps.

1 . . . **BxP!**

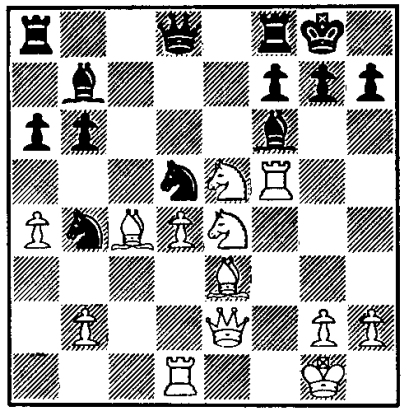
Now Black has the unpleasant threat of *2* . . . BxBP and, if *2* RPxB, *2* . . . RxP, a serious reply.

2 **Q–R4!**

White is first to throw out the mating net (*3* Q–R7ch). Black must go over to the defense.

2 . . . **QxKP** *3* **PxB** and White won with his extra piece.

In the examples we have examined, the "punishing" Rook has thrown itself at the enemy King immediately and with abandon. In the next example, taken from Spassky–Nikolaevsky (1963), this operation took several moves.



It is Black's move. To weaken the grip of the White pieces, Nikolaevsky played *1* . . . **NxB,** counting on *2* QxN KBxN *3* RxB B–Q4. Spassky, however, was thinking about sacrificing a piece, wrecking his opponent's Kingside.

2 **NxBch! PxN** *3* **QxN PxN** *4* **QxP P–R3** (the only defense to *5* R–N5ch) *5* **R–B6 K–R2.**

Again the only move, although it does not save Black. White threatened *6* R–N6ch. On *5* . . . N–Q4 possible was *6* Q–N3ch K–R2 *7* B–Q3ch and after *5* . . . B–Q4 White would have won with *6* RxRP P–B3 *7* Q–N3ch K–B2 *8* R–R7ch K–K2 *9* R–K1ch. In these variations, the strength of the major pieces is particularly evident.

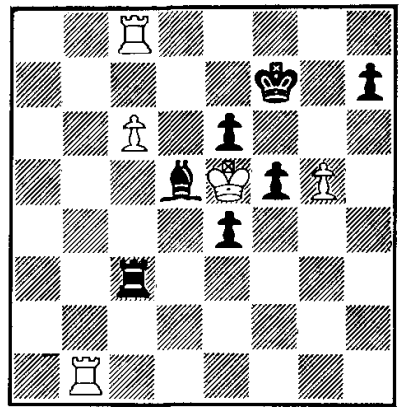
6 **QR–KB1** (White ties his opponent down to the defense

of his KB2, preparing to bring the second Rook within striking distance) *6* . . . **B–Q4** (and now the Queen occupies the KN file with tempo, forcing the King to the edge of the board) *7* **Q–B5ch K–N2** *8* **Q–N4ch K–R2** (and now for the final sacrifice and decisive maneuver) *9* **RxPch! KxR** *10* **R–B5, Black resigns.**

White's attack is very instructive.

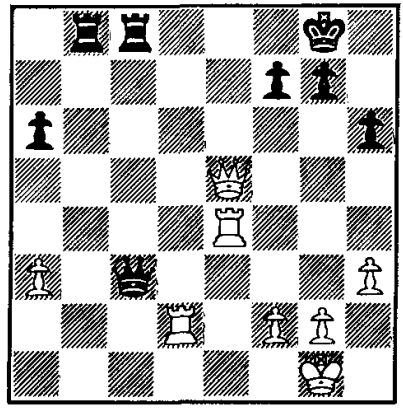
Shut the Door!

Eliminating the King's pawn cover is not always the only way to effect a lineal mate. There are positions where the attacking side utilizes methods which are directly opposite: the blockade. One of these ways was illustrated by the ending in Smyslov–Flohr (1949).



1 **P–N6ch!,** forcing the King to cut off its own escape, for on *1* . . . KxP there follows *2* R–N8ch K–B2 (*2* . . . K–R4 *3* R–R1 mate) *3* R/1–N1, followed by R/1–N7 mate. But after *1* . . . **PxP** mate comes from the other side, *2* **R–N7 mate.**

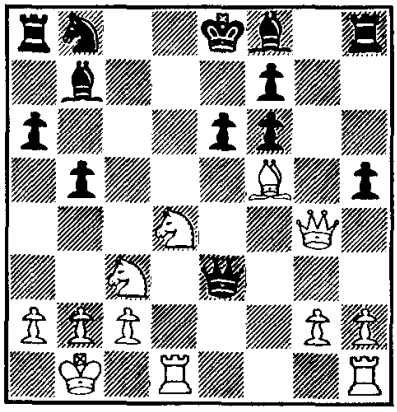
Here is another example of blockading the enemy King, used by Palatnik (White) against Sveshnikov (1976).



1 **R–Q8ch! K–R2 2 Q–B5ch P–N3 3 QxBPch Q–N2 4 R–K7! Black resigns.**

Mate . . . in an Envelope

Until now, we have seen mate occur lineally on the edge of the board. Such a mate in the center of the board is, to say the least, unusual. It arose in Kogan–Kotenko (1972), played by mail.



Black's position looks extremely dangerous. Should the Queen retreat, as Black might have expected, he might have been able to consolidate. However, a surprise awaited him.

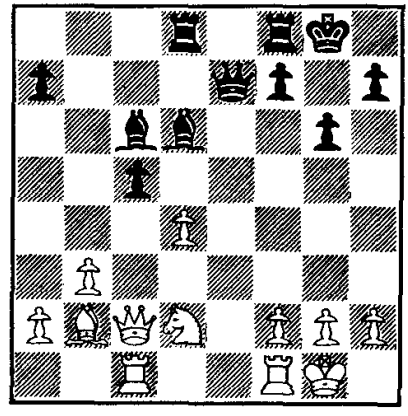
1 **NxKP! QxN/K.**

1 . . . PxN does not work: *2* Q–N6ch K–K2 *3* KR–K1 and after *1* . . . PxQ *2* N–B7ch K–K2 *3* N/3–Q5ch, White wins back the Queen in favorable circumstances.

2 **Q–Q4!** (the Black Queen is under attack and mate on Q8 is threatened; there is only one defense) **2 . . . N–B3** (now White finished Black off effectively) *3* **Q–Q7ch! Black resigns.** After *3* . . . QxQ *4* BxQch K–K2 *5* BxN BxB *6* KR–K1ch, Black is mated in the center!

Unique Beauty

In 1914 at the Petersburg tournament, Tarrasch made a fine sacrifice of two Bishops against Nimzovich, and won a pretty game.



***1* . . . BxPch! *2* KxB Q–R5ch *3* K–N1 BxP!**

Two moves ago, the White King was covered by darkness, and now disaster awaits it. *4* . . . Q–R8 mate is threatened, and if *4* KxB Q–N4ch *5* K–R2 R–Q4, we have our lineal mate. Nimzovich tries to get the King out of the danger zone, but the Black pieces relentlessly pursue it across the board.

***4* P–B3 KR–K1 *5* N–K4 Q–R8ch *6* K–B2 BxR *7* P–Q5** (*7* RxB Q–R7ch winning the Queen) ***7* . . . P–B4 *8* Q–B3 Q–N7ch *9* K–K3 RxNch!! *10* PxR P–B5ch *11* KxP R–B1ch *12* K–K5 Q–R7ch *13* K–K6 R–K1ch, White resigns** (*14* K–Q7 B–N4 mate).

You can certainly appreciate Tarrasch's consternation when the tournament committee did not award him first prize for the most beautiful game. At the final banquet, the perplexed grandmaster asked Emanuel Lasker:

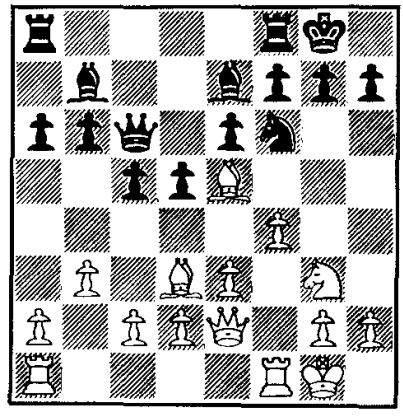
"Tell me, Doctor, wasn't my combination against Nimzovich very beautiful?"

"Not only beautiful," noted the World Champion, "but exceedingly rare. Similar combinations are found only once every twenty-five years."

To appreciate Lasker's allusion—he had been the first, twenty-five years earlier, to demonstrate the possibility of such a combination.

Therefore Tarrasch's idea, in spite of its effect, was not original, but its beauty will always be unique.

Let us look at the original, Lasker's ending against Bauer (1889).



***1* N–R5 NxN.**

This allows White to carry out his famous combination. But we must not judge Bauer too harshly. The tactical operations which Lasker had conceived were not known and difficult to foresee.

2 BxPch! KxB *3* **QxNch K–N1** *4* **BxP!**

Black must gobble up this Bishop too, although his appetite has been sufficiently sated. Mate on R8 is threatened, and if *4* . . . P–B4, then *5* R–B3 Q–K1 *6* Q–R6 B–KB3 *7* R–N3 with a quick win.

***4* . . . KxB.**

Now, when the King's pawn cover has been peeled away, the heavy pieces quickly are thrown into the breach.

***5* Q–N4ch.**

Driving the King onto the Rook file, preventing its escape.

***5* . . . K–R2 *6* R–B3.**

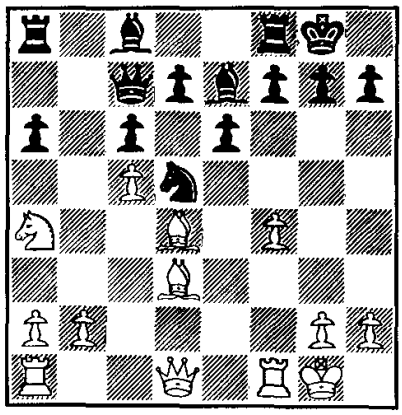
The Rook is ready to deal the decisive blow from R3. The Queen must be given up.

***6* . . . P–K4 *7* R–R3ch Q–R6 *8* RxQch KxR.**

It seems as if Black has sufficient material for the Queen, but Lasker concludes the combination with a final shot.

***9* Q–Q7! Black resigns,** as one more Bishop is lost.

Lasker's combination is rarely encountered as a typical tactical plan in higher-class tournaments. But, in 1973, in the USSR Championship, Kuzmin (White) managed to carry it out in its pure form. His opponent was the young grandmaster Sveshnikov.

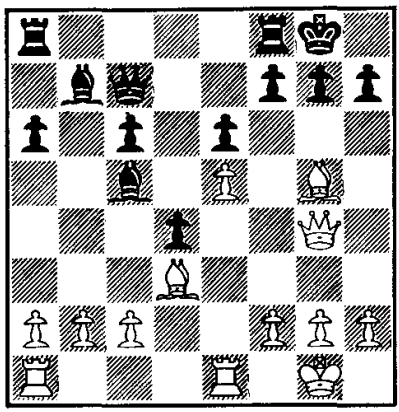


The White Bishops are aimed at the Kingside, ready to do their dirty work. Note that the combination does not work immediately: *1* BxPch KxB *2* Q–R5ch K–N1 *3* BxP KxB *4* Q–N4ch K–R2 *5* R–B3 and Black finds a defense: *5* . . . NxP, *6* RxN P–B4. Therefore the Knight must first be dislodged from Q4.

***1* N–N6! NxN** (the job has been done; now to the known path) **2 BxPch KxB *3* Q–R5ch K–N1** *4* **BxP KxB *5* Q–N4ch K–R2** *6* **R–B3, Black resigns.**

In the final position, White is down three pieces, but the mate on R3 is irresistible.

Once again, a pair of marauding Bishops in somewhat different form.



This position arose in Mering–Finsh (1961). Black's position is, to say the least, uninspiring. *1* B–B6 P–N3 *2* Q–N5 KR–B1 *3* R–K4 would be decisive. White, however, finds a forced win based on Lasker's famous combination.

***1* BxPch! KxB *2* B–B6! PxB.**

It is easy to see that this is the only defense to mate. But White wants the King!

3 Q–R4ch K–N1 *4* Q–N3ch! K–R2 *5* R–K4.

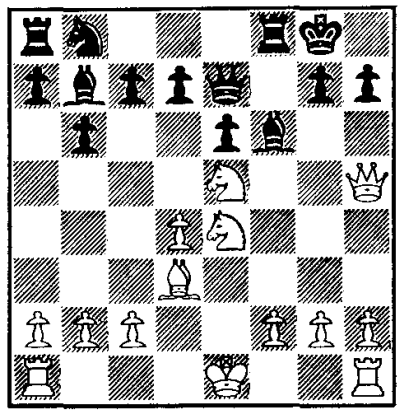
The idea behind the last two checks is that the King is not only kept from the KN file, but the Queen has maneuvered out of the way of the Rook. **Black resigns.** Mate by the Rook on R4 is unstoppable.

What a King!

The international master Edward Lasker (USA) is ninety. He played his most famous game more than fifty years ago. Here it is—E. Lasker—Thomas (1922):

***1* P–Q4 P–K3 *2* N–KB3 P–KB4 *3* N–B3 N–KB3 *4* B–N5 B–K2 *5* BxN BxB *6* P–K4 PxP *7* NxP P–QN3 *8* N–K5 O–O *9* B–Q3 B–N2 *10* Q–R5 Q–K2.**

We need not comment on Black's play. Let it be noted that his last move leads to a loss. Necessary was *10* . . . BxN, after which *11* N–B6ch does not work because of *11* . . . RxN. But Thomas' error turns out disastrously (for him), fortunately (for us). It gave Lasker the opportunity for a grand combination, concluding with a rare mating finale.



***11* QxRPch! KxQ *12* NxBdbl ch K–R3 *13* N/K–N4ch K–N4 *14* P–R4ch.** 14 P–B4ch is quicker: *14* . . . K–R5 (*14* . . . KxP *15* P–N3ch K–B6 *16* O–O mate) *15* P–N3ch K–R6 *16* B–B1ch B–N7 *17* N–B2 mate.

***14* . . . K–B5 *15* P–N3ch K–B6 *16* B–K2ch K–N7 *17* R–R2ch K–N8.**

Strange, but true. All of six moves ago, the King was reposing in his own residence, surrounded by faithful servants, while now he perishes alone deep in enemy territory.

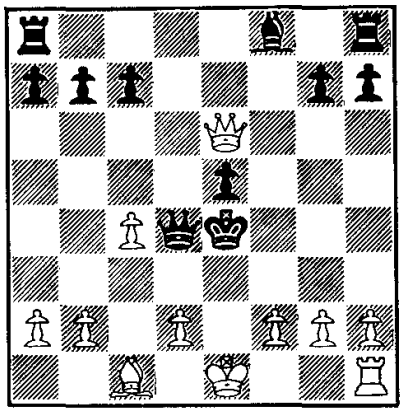
***18* K–Q2 mate!**

The King mates! Do you believe it?

"If Edward Lasker had played only one game in his entire life," noted no less than former World Champion Botvinnik, "this would have been enough to preserve his name in the annals of time."

So This Is Castling!

Now another King move, but from the other side.



This position arose in one of Paul Morphy's games (White) against an unknown amateur in 1858. The reader may well ask what happened to the Queen Rook. It simply has not been there at all. Morphy gave odds of a Rook, and judging by the strangely misplaced King, was fully justified in doing so.

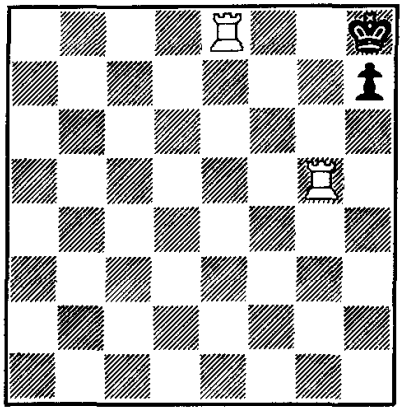
***1* Q–N4ch K–Q6 *2* Q–K2ch K–B7 *3* P–Q3dis ch KxB** (*3* . . . K–N8 does not save Black: *4* O–O KxRP *5* Q–B2) ***4* O–O mate!**

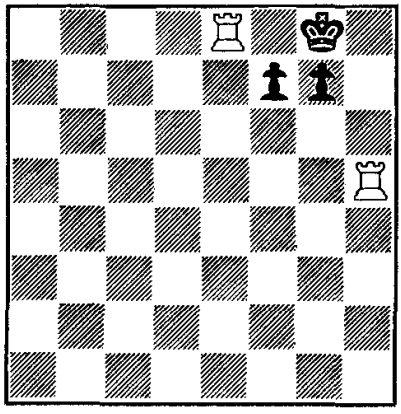
The normal lineal mate, true, from the realm of chess humor.

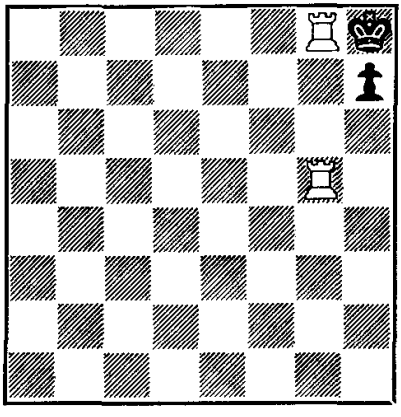
Invasion

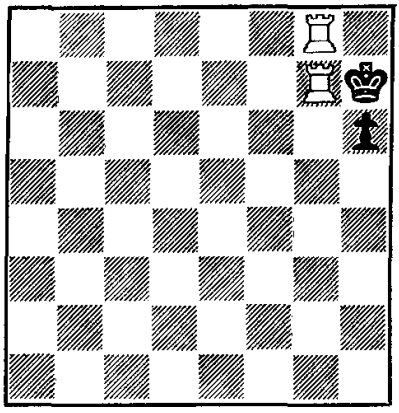
With their long-range powers and special lineal-mate ability, the major pieces are

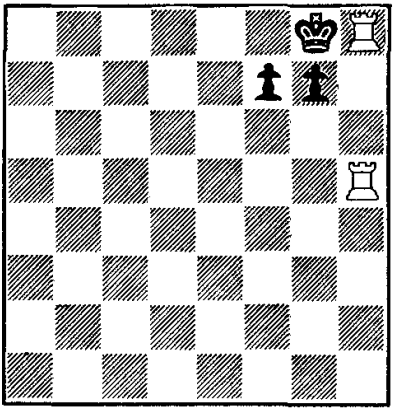
quite dangerous when they break into the enemy position. Their mating positions can be illustrated as follows:

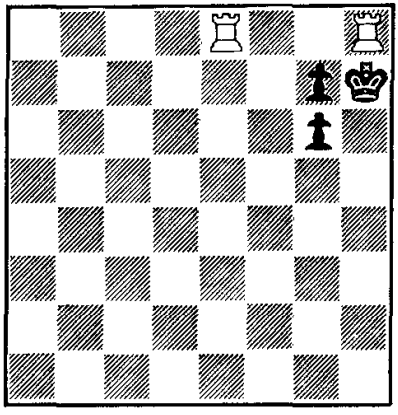






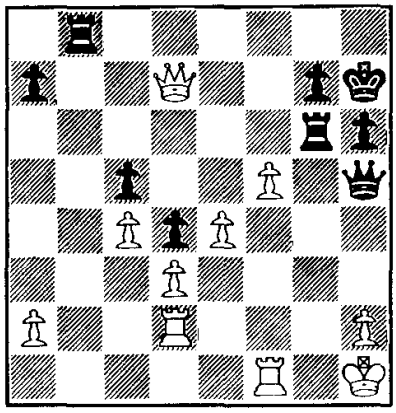






The simplest method of diverting the enemy pieces from their defense of the back ranks is illustrated by a posi-

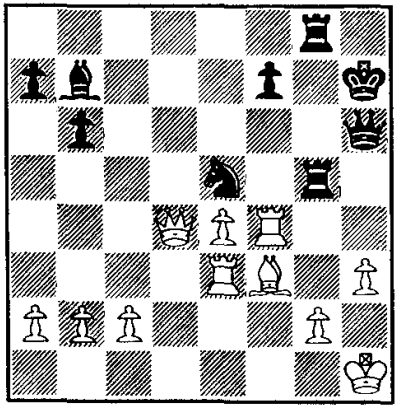
tion from Barcza–Tarnovsky (1950).



1 . . . **Q–B6ch! 2 RxQ R–QN8ch** with mate in two moves.

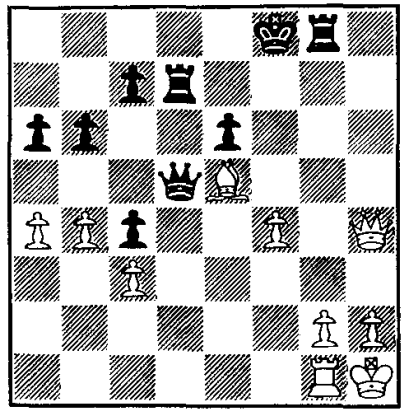
Curiously, neither opponent noticed this elementary possibility. Black played *1* . . . R–N6? and in the end lost.

The diversion of enemy pieces from the back rank can be accomplished by many combinations along our theme.

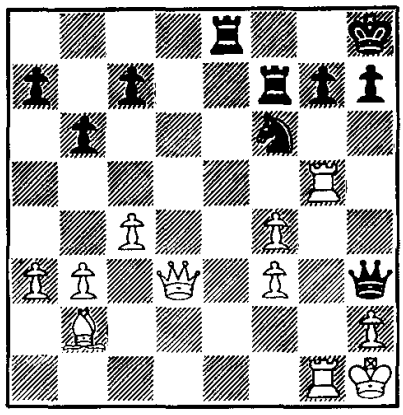


In Essen–Rindel (1955), the KN pawn impedes the way of the Black Rooks. However, it can be cleared out of the way by means of a Queen sacrifice.

1 . . . **QxPch 2 PxQ R–N8ch 3 K–R2 NxBch** *4* **R/3xN R/1–N7 mate.**



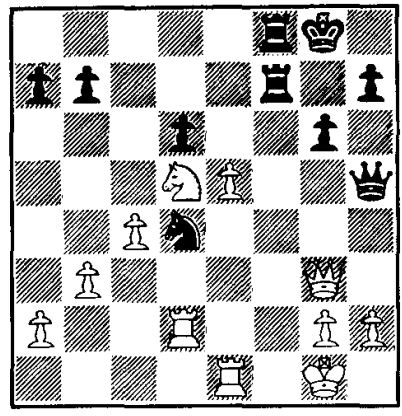
1 . . . **QxPch 2 RxQ R–Q8ch,** which occurred in Kuebart–Mard (1957), is not difficult to find, but an analogous sacrifice in a more complicated position was overlooked by grandmaster Uhlmann in his game with Deli (1962).



In this position, Uhlmann (White) decided to force a win with the standard tactical device ***1* RxP RxR *2* BxN,** thinking that after 2 . . . R–KN1 3 BxRch RxB 4 Q–Q8ch, he mates, as we have already seen. We can imagine the grandmaster's surprise when he himself was the one who was mated!

***2* . . . Q–N7ch! 3 RxQ R–K8ch** and **White resigns.** The Rook on Black's N2, although bound hand and foot, gives its "sister" more than moral support. Uhlmann, who had given Black what he thought was a "fatal pin," found out it was not so fatal.

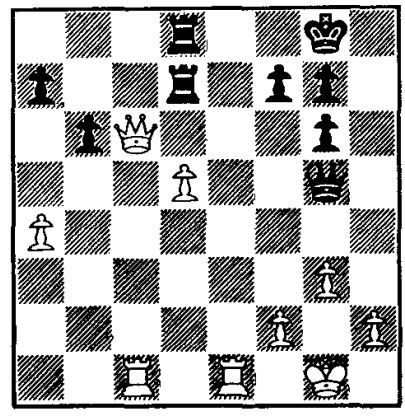
A bolt from the blue ended Panno–Bravo (1975).



***1* . . . Q–K7!** and **White resigns,** since on 2 R/2xQ NxRch he is mated on KB1, while after 2 N–B6ch RxN 3 PxR QxR/2, he is a piece down.

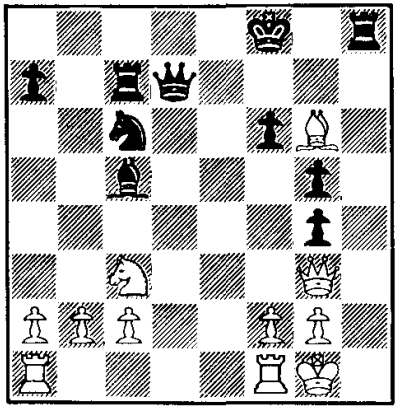
Friends Can Be Worse Than Enemies

The classic example of the work the two Rooks can do on the back ranks is illustrated by Alekhin–Colle (1925).



***1* QxR! RxQ 2 R–K8ch K–R2 *3* R/1–B8 R–Q1 *4* R/KxR, Black resigns.**

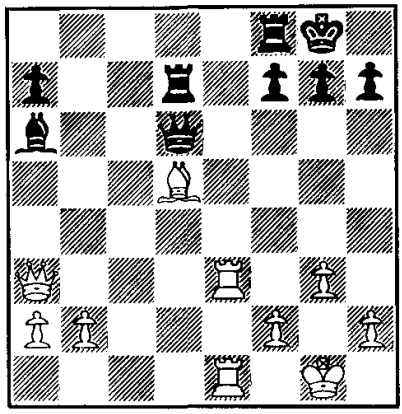
You, of course, have noticed that the pawn on KN3 and the Queen block the King's escape. This condition often is the motif for a combination.



In this position from Crawford–Thacker (1960) White has tried to seize the initiative with ***1* QR–Q1**, but the stunning reply ***1* . . . Q–R2!** made him immediately capitulate. After 2 BxQ R/2xB, the White King, surrounded by its bodyguard, falls to the opponent's doubled Rooks.

By Hook or by Crook

Sometimes the back rank can be taken by eliminating an enemy piece, as happened, for example, in Lombardy–Kramer (1957).

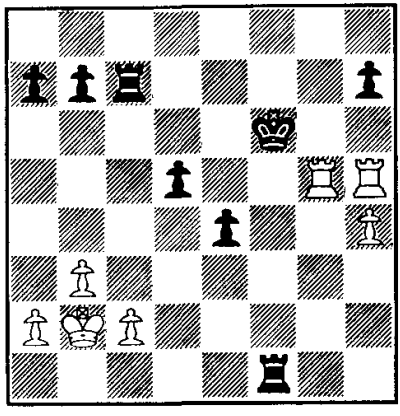


***1* B–B6!**

In this way, White wins the exchange, since *1* . . . QxB is impossible because of *2* QxRch! KxR *3* R–K8 mate; *1* . . . QxQ *2* RxQ also leads to material loss.

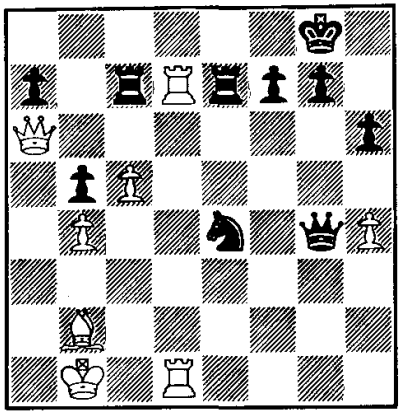
***1* . . . B–B1 *2* BxR QxB *3* R–Q3 Q–B2 *4* Q–Q6, Black resigns.**

The King can be driven to the edge of the board without wasting material.



Schmid–Hoffman (1958): ***1*** **R–R6ch K–K2** ***2*** **R–N7ch K–Q1** (*2* . . . R–B2 *3* RxRch KxR *4* RxPch leads to the loss of a Rook) ***3*** **R–Q6ch K–B1** ***4*** **R–N8 mate.**

In Arakelov–Litvinov (1959), the last rank is absolutely empty and ripe for the White Rooks.



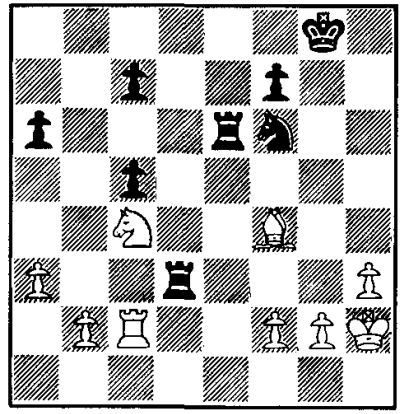
But what should White play after ***1*** **R–Q8ch K–R2?**

There turns out to be a combination based on a pin. It is not easy to see it.

2 **R–R8ch!** (the King is forced onto the QR1–KR8 diagonal, the same one the Bishop is operating on) ***2*** . . . **KxR** ***3*** **QxPch K–N1** ***4*** **R–Q8ch** and mate next move.

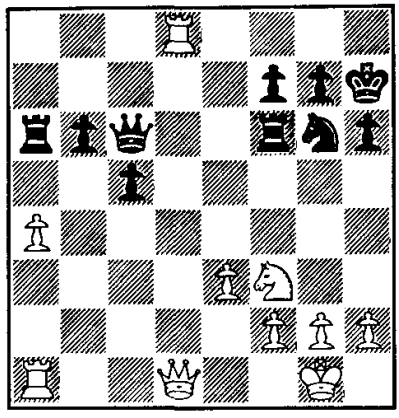
When Cannons Speak

We now have two identical tactical shots in which grandmaster Kholmov was involved.



Simagin–Kholmov (1966): ***1*** **BxP? N–N5ch!** and **White resigns** (*2* PxN R–R3ch *3* K–N1 R–Q8 mate).

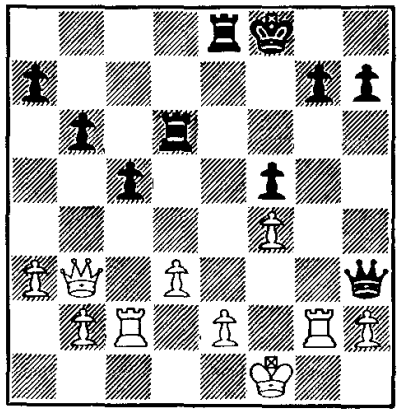
Seven years later:



Estevez–Kholmov (1973): ***1*** . . . **R–K3?** ***2*** **N–N5ch, White**

resigns (*2* . . . PxN *3* Q–R5 mate).

Of course, these tactical strokes are not always so obvious. Not infrequently, final operations are preceded by preliminary play, as occurred, for example, in Hilasson–Boey (1956).



Black's pieces are extremely actively posted, but he makes no obvious real threats. On *1* . . . R–N3, White replies *2* Q–Q5, maintaining equality.

***1* . . . R–K5!**

Taking advantage of the pin along the third rank (the Queen on QN3!), Black zeroes in on his opponent's most vulnerable point, KB4. It cannot be defended: *2* R–B4 R–N3.

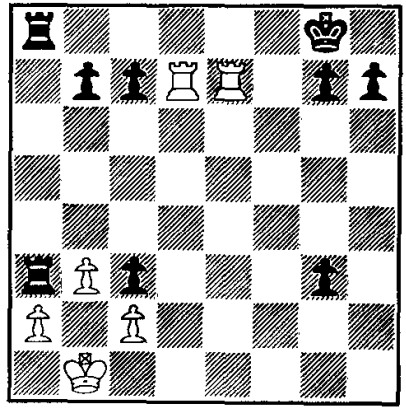
***2* K–N1 Q–K6ch *3* K–R1 RxBP.**

Threatening mate on the last rank, while White's Queenside pieces just look on.

***4* R–N1** (the moment has arrived for cannons to speak) ***4* . . . QxRch! *5* KxQ R–N3ch *6* K–R1 R–B8 mate.**

Horn of Plenty

When the enemy troops have been disrupted, the second (seventh) rank is a natural target. Taking this "horn of plenty" means reaping an abundance of spoils. The insatiable appetite of Rooks doubled on the seventh is illustrated by the following position.



White, on the move, picks up all six Black pawns by his recurring mate threat!

***1* RxPch! K–R1.**

The attempt to get the King over to the other side meets with a sorry end: *1* . . . K–B1 *2* RxRP K–K1 *3* RxP K–Q1 *4* R/B–N7 and mate next move.

2 RxPch K–N1 3 R/Q–N7ch K–B1 *4* RxBP K–N1 *5* R/B–N7ch K–B1 *6* RxQNP.

The repetitious Rook maneuvers remind one of a man who gets bigger by degrees, while the number of pawns dwindles.

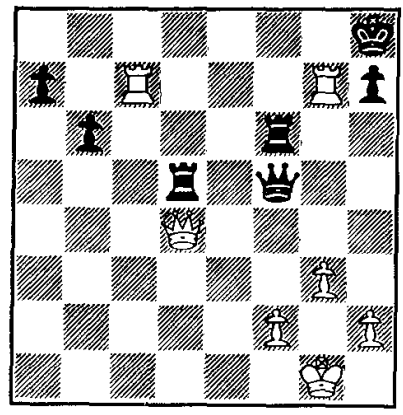
***6* . . . K–N1 *7* R/N–N7ch K–B1 *8* RxP RxRP.**

Black finally has the opportunity to do something. But White still has plenty of time and should not play *9* RxP? R–R8ch *10* K–N2 R/1–R7 mate.

***9* R–R8ch K–K2 *10* RxR RxR *11* RxP** and White won easily.

But in the original position, if it were Black's move, White's initiative would only be good for a draw.

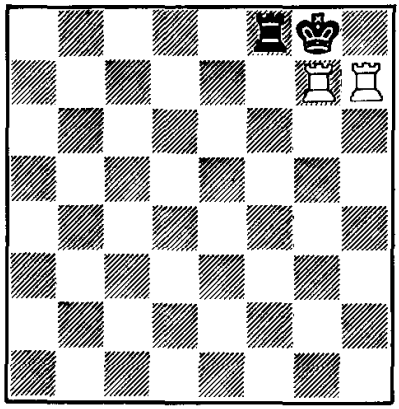
Szabo (White) utilized the Rooks' destructive power in a game against Dueckstein (1957).

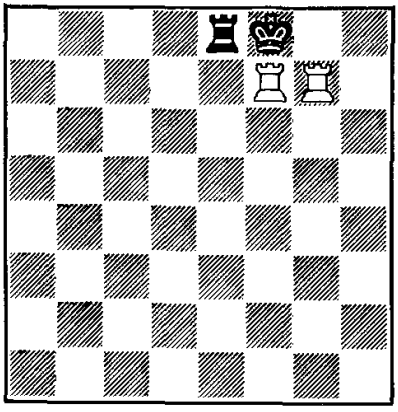


***1* RxPch K–N1 *2* R/B–N7ch K–B1 *3* RxP!** (not winning a pawn for its own sake, but maneuvering the Rook, with tempo, so as to create a mate threat from both Rooks at the same time, on QR8 and KR8) ***3* . . . K–N1 *4* R/KR–N7ch K–R1** (*4* . . . K–B1 *5* R/N–KB7ch! RxR *6* Q–R8 mate) ***5* R/N–KB7!** and **Black resigns**, since he loses a Rook or gets mated.

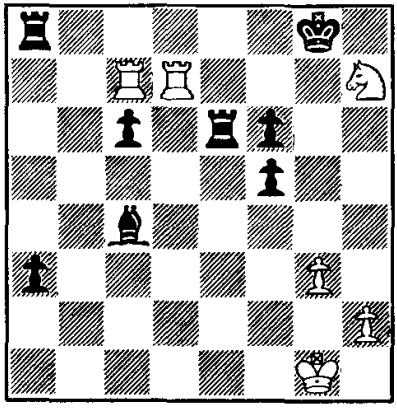
Oasis in the Desert

Mating positions with the Rooks on the seventh rank usually look like this:





They arise in a variety of ways, many of which we are already familiar with.

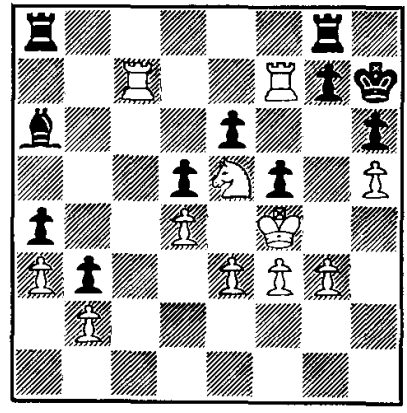


In Morphy–Morian (1866) the seventh rank was empty; the Rooks had already eliminated everything. To move into one of our mating schemes, the Rook must be diverted to KB1. This was the task that befell the Knight.

***1* R–N7ch K–R1 *2* N–B8!** The threat *3* N–N6 mate forces Black to capture the importunate Knight, but then the Rook has cut off the King's escape.

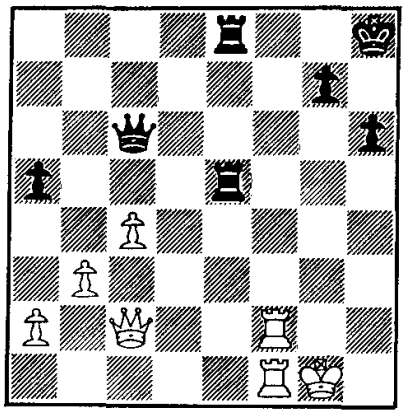
***2* . . . RxN *3* R–R7ch K–N1 *4* R/B–N7 mate.**

The ending of Alekhin–Yates (1922) serves as another example of forcibly blocking the enemy King.



***1* N–Q7!** (threatening the unsubtle *2* N–B6ch) ***1* . . . K–R1 *2* N–B6 R/N–KB1 *3* RxNP RxN *4* K–K5!**, forcing the Rook back to the first rank

and blocking its own King. **Black resigns.**



Cherepkov (Black) against Bannik (1961) created a mating position already familiar to us by a decisive maneuver of his Queen and Rooks.

1 . . . **R–N4ch** *2* **R–N2** (otherwise *2* . . . R–R4ch) *2* . . . **Q–B4ch** *3* **Q–B2.**

If *3* K–R1, then *3* . . . R–R4ch *4* R–R2 R/1–K4! and White must lose.

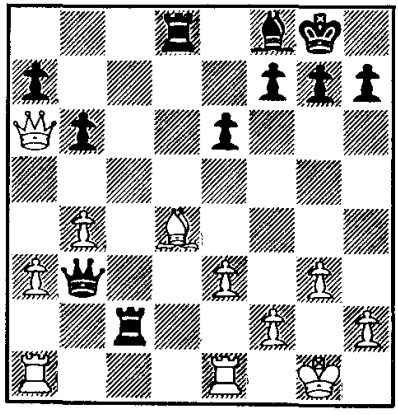
3 . . . **R–K7!**

A tremendous shot! All Black's pieces are *en prise*, but not one can be taken. The main variation leads to a thematic mate: *4* QxQ R/NxRch *5* K–R1 R–R7ch *6* K–N1 R/K–N7 mate.

White continued the battle, *4* **RxR**, but after *4* . . . **QxRch**, put down his arms.

The Fight to Break Through

Seizing the seventh rank almost always gives the attacking side a decisive advantage. The player who has been thus attacked can usually only watch and hope. This means, of course, that the attacking forces must be deployed. Here are two notable games of Capablanca, in which he achieved victory by making use of this tactical idea.



This position arose in Nimzovich–Capablanca (1927). One Rook is already on the seventh, but how is the other one to get there? With the help of a diversionary sacrifice.

1 . . . **P–K4!** *2* **BxKP R/1–Q7.**

The problem has been solved, and White's position is now critical. If 3 Q–B1, then 3 . . . Q–Q4! 4 B–Q4 Q–KR4! (with the threat of 5 . . . RxP 6 QxR RxQ 7 KxR QxPch) 5 P–KR4 Q–B6 and 6 . . . RxP. Black wins in a very pretty manner on 3 R–KB1—3 . . . QxKP! 4 B–B4 RxP! 5 BxQ R–N7ch 6 K–R1 RxPch 7 K–N1 R/B–N7 mate.

3 Q–N7.

Nimzovich defends N2, intending to give up his Queen.

3 . . . RxP 4 P–N4 Q–K3 5 B–N3 RxP!

A new sacrifice conclusively rips off the King's pawn cover. Impossible is 6 BxR due to 6 . . . QxNPch 7 K–R1 Q–R6 with mate.

6 Q–B3 R/B–N7ch 7 QxR RxQch 8 KxR QxNP and Black easily realized his advantage.

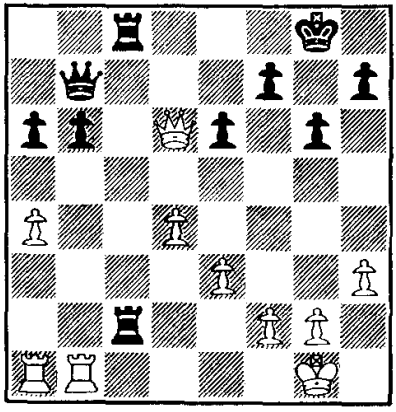
Again Capablanca commanded the Black pieces, and his opponent was Alatortsev (1935). As in the previous position, one Rook is already on the seventh. It does not seem that the second Rook can come to its aid, since the QNP is under attack. But Black finds a tactical retort, destroying the King's pawn cover.

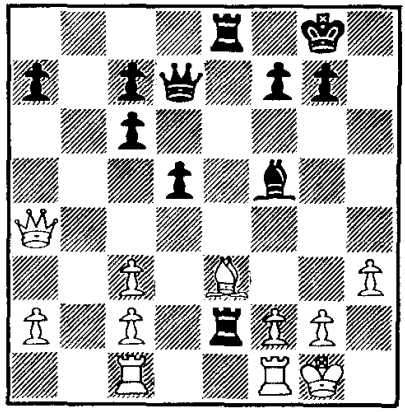
***1* . . . RxP!**

With this sacrifice, Black clears the seventh rank for the other Rook. On 2 KxR there follows 2 . . . R–B7ch 3 K–K1 QxNP with inevitable mate (4 Q–N8ch K–N2 5 Q–K5ch P–B3).

2 Q–N3 (as good as resigning, but there was no defense) **2 . . . R–K7, White resigns.**

Chigorin had a fine combination against Pollock (White) in 1889.





1 . . . BxRP! 2 PxB.

The sacrifice must be accepted, since Black threatens *2* . . . R–K5 and *3* . . . Q–N5.

2 . . . R/1xB!

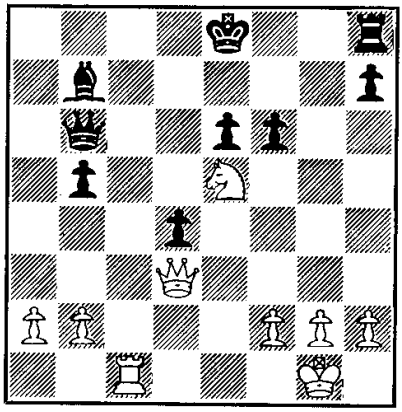
A second sacrifice breaks down the defenses. On *3* PxR there follows, of course, *3* . . . QxP.

3 QR–K1 QxP 4 RxR RxR 5 R–QN1 R–K4, White resigns (*6* R–N4 R–K8 mate).

The maneuver is over; and Black could have safely resigned, inasmuch as hopeless is *3* . . . Q–Q3 *4* RxB P–Q6 *5* R–R7 Q–Q1 QxRP.

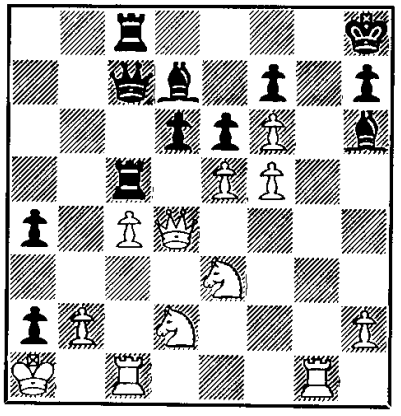
3 . . . QxR 4 QxQ B–Q4 5 QxKP and Euwe soon resigned.

In Skulener–Taborov (1975) White found an original way to invade the seventh rank with his major pieces.



In Botvinnik–Euwe (1948) no White piece had reached the seventh rank. If White withdraws the attacked Knight, Black has time to castle and avoid immediate danger. Botvinnik, leaving the Knight alone, summons the major pieces into his opponent's camp.

1 Q–KN3! PxN 2 Q–N7 R–B1 3 R–B7.



1 Q–R4! BxN.

The Knight has been sacrificed, so now what? If *2* R–N7, then *2* . . . P–R3 and Black holds (*3* Q–N4 B–N4).

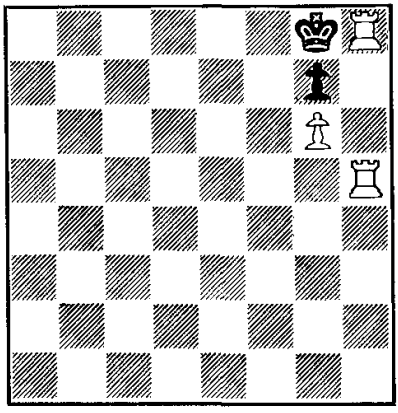
2 Q–N4 B–R3 3 Q–R5! BxN.

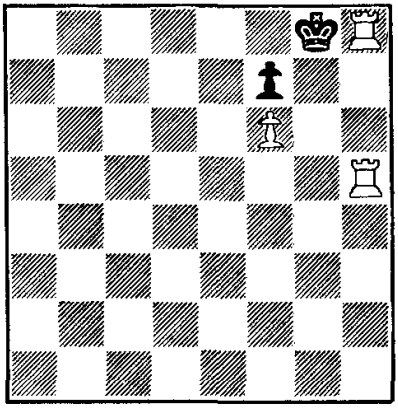
The sacrifice of the second Knight allows the White Queen to approach its objective, the KBP.

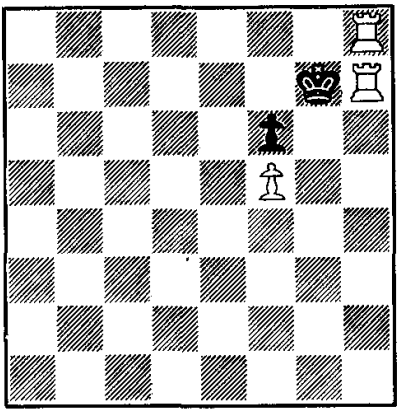
4 R–N7 P–R3 5 QxBP, Black resigns.

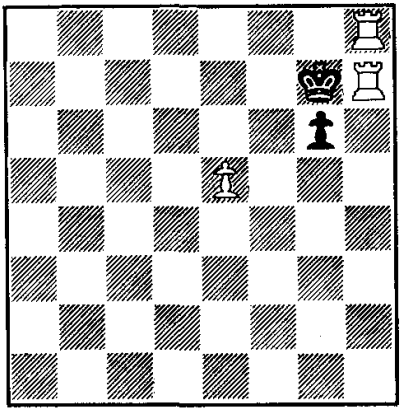
Modest Helpers

Advanced pawns play a major role in the attack on the King. They limit its breathing space, taking away adjacent squares, and create strong points for the attacking pieces.

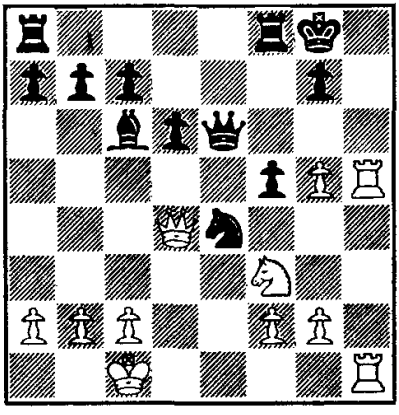








We can find ways to create these mating patterns by studying Alekhin–Mindeno (1935), which is still a classic example.



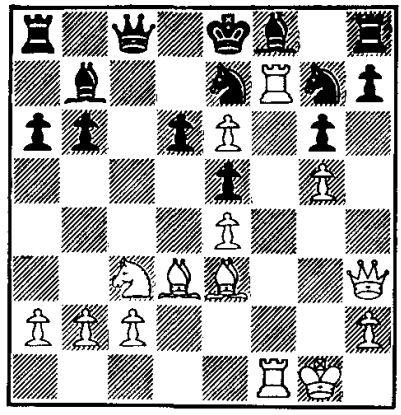
1 P–N6, which would immediately create the threat of mate on R8, is impossible in view of *1* . . . QxNP, and if *2* Q–B4ch (with the idea of causing Black to self-block his KB2), then *2* . . . P–Q4 and White goes nowhere. But if there were no pawn on Q3, then the advance of the KNP would decide the game. This circumstance gives rise to a brilliant solution to the problem.

***1* N–K5!!**

The QP is deflected from the Queen file by a Knight sacrifice. On *1* . . . P–KN3, Black is mated in two moves (*2* R–R8ch K–N2 *3* R/1–R7 mate), and after *1* . . . QxN *2* QxQ PxQ *3* P–N6 gives the same result.

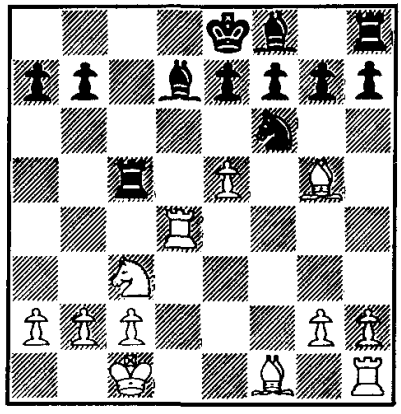
***1* . . . PxN *2* P–N6, Black resigns** (*2* . . . QxNP *3* Q–B4ch).

A similar mating pattern can occur in the center, not only at the edge of the board. The simplest example is from the ending of Zaitsev–Muslimova (1973).



***1* QxP! and Black resigned,** since the Rook has been diverted from its defense of KB8.

One must not get the impression that the solution is always so elementary. In Bykov–Klaman (1963), White had to find a far from obvious way of continuing the attack.

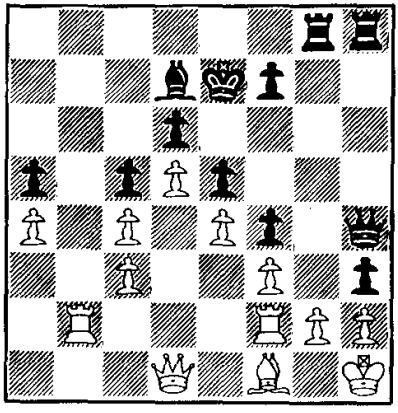


The players have not yet emerged from the opening, but hand-to-hand combat has

already begun. Black's King-side is still virtually in its original state, and in these circumstances it is important that the attacking side bring up the troops rapidly.

1 **B–N5!** (an excellent move, after which things proceed by force) *1* . . . **BxB** *2* **KR–Q1** (one can almost feel the threats now) *2* . . . **N–Q4** *3* **NxN** (threatening "only" *4* N–B7ch) *3* . . . **P–B3** *4* **P–K6 K–Q1** *5* **B–B4, Black resigns.**

Black executed an effective final attack in Bleule–Wegener (1956).

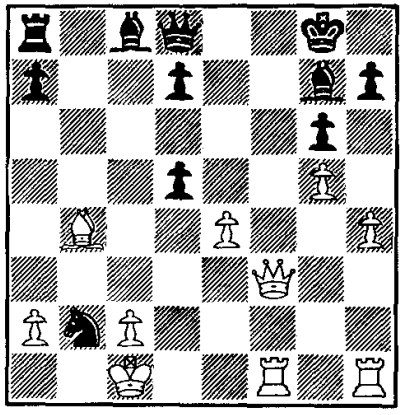


1 . . . **Q–N6!**

The Queen must be taken, otherwise there follows *2* . . . QxRPch! *3* KxQ PxPdis ch *4* K–N1 R–R8 mate.

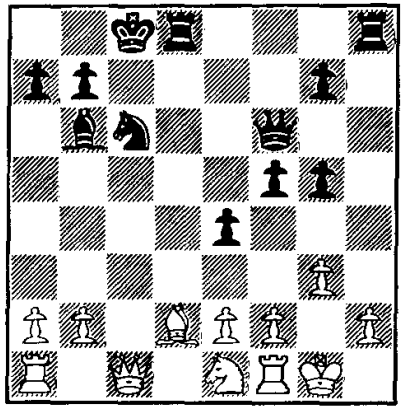
2 PxQ PxPch 3 K–N1 (KxP RxNP mate) *3* . . . **R–R8ch** *4* **KxP R/1–KR1** *5* **PxP PxP, White resigns.**

And now for a disaster down the KB file.



Carlson–Iliushenko (1972): *1* **Q–B7ch K–R1** *2* **B–B3! BxB** *3* **Q–B8ch QxQ** *4* **RxQch K–N2** *5* **R/1–B1 B–Q7ch** *6* **K–N1, Black resigns.**

In a position from Pakulla–Hartman (1957) the KP had the last word.

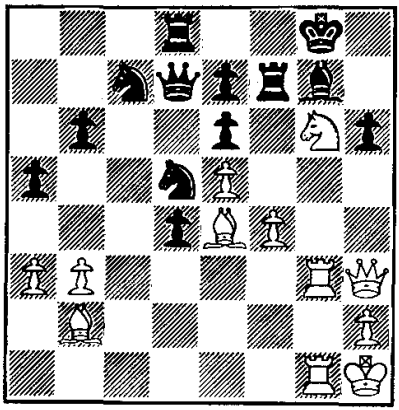


1 . . . RxP! 2 BxP.

Naturally, the Rook cannot be taken at once because of *2 . . .* R–R1ch *3* K–N2 Q–R3. White is counting on this *Zwischenzug*, so that after the Queen removes itself from attack, the Bishop can go to R4. But the Queen does not retreat.

2 . . . QR–R1, White resigns.

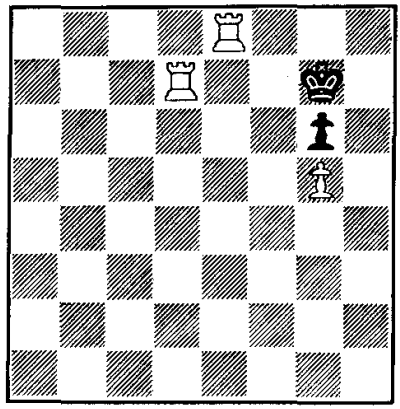
Turukin's (White) combination against Mitin (1974) was held together by the KP.

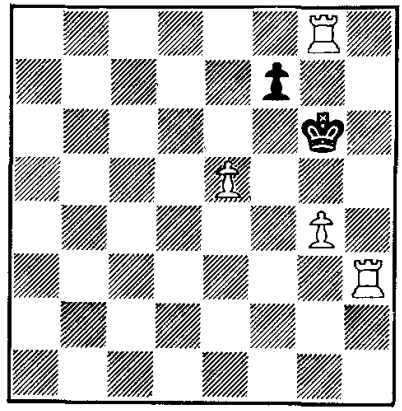


***1* N–B8! KxN *2* QxRP! K–K1 *3* Q–R8ch! B–B1** (*3 . . .* BxQ *4* R–N8ch R–B1 *5* B–N6 mate) ***4* QxBch RxQ *5* B–N6ch R–B2 *6* BxRch KxB *7* R–N7ch K–K1 *8* R–N8ch K–B2 *9* R/1–N7 mate.**

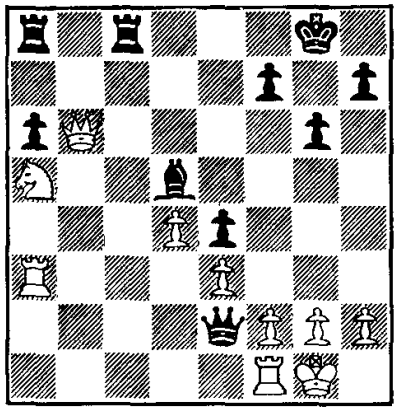
Fatal Raid

During an attack of major pieces along adjacent ranks, an advanced pawn also can aid in establishing mating patterns.



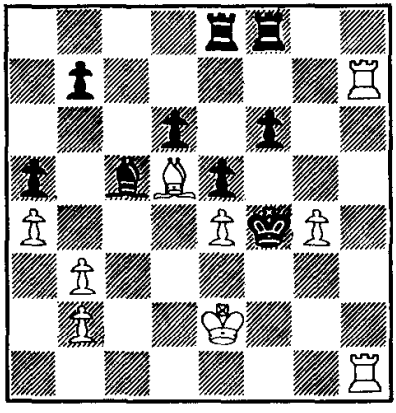


In Goglidze–Botvinnik (1935), Black took advantage of the weakness of the first and second ranks, along with the pawn wedge at K5 in his decisive combination.



1 . . . **QR–N1!** (the Rook moves into striking range with tempo) *2* **Q–Q6 QxRch! 3 KxQ R–N8ch,** and mate next move.

In the international holiday tournament at Hastings, 1972–73, two young grandmasters met, Karpov and Mecking (Black).



The raid of the "Brazilian battleship" on KB5 is not as bold as it is fatal. It immediately gets torpedoed.

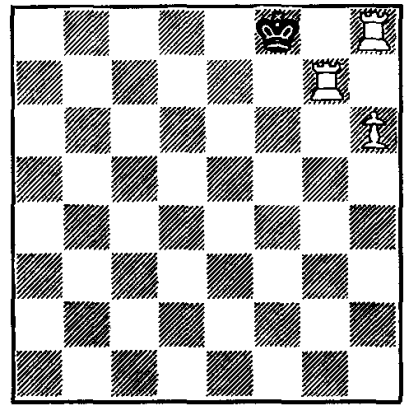
1 **R/1–R3!**

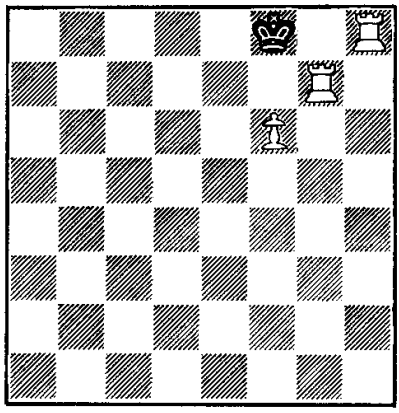
Cutting off the King's escape: *1* . . . K–N4 *2* R–N7ch K–B5 *3* R–B3 mate or *1* . . . KxP *2* R–R1! and Black must give up considerable material to prevent *3* R–N7ch.

1 . . . **B–Q5** (Mecking, evidently, is unaware of what is happening) **2 R–N7!, Black resigns,** since *3* R–B3 mate is impossible to prevent.

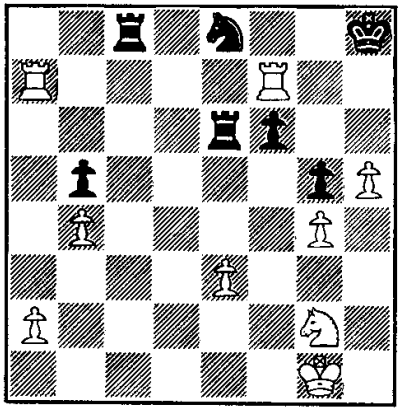
"Perpetual Check" in Reserve

The KR and KB pawns can effectively support a Rook attack on the seventh rank, as can the QR and QB pawns, on the Queenside. These types of mating patterns come about with their help.

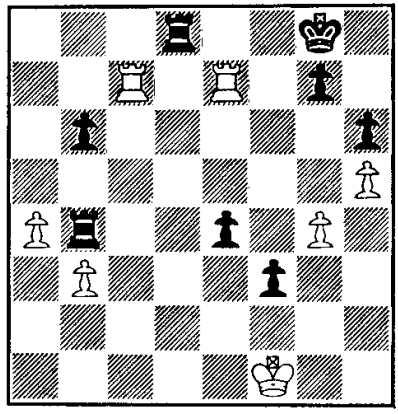




Here are examples taken from tournament practice.



Larsen–Petrosyan (1958) reached this position. To prevent mate on B1, Black played *1* . . . **N–Q3.** There followed *2* **R–R7ch K–N1** *3* **P–R6! N–K1** *4* **R/KR–KB7!** and **Black resigns,** inasmuch as *5* P–R7ch K–R1 *6* R–B8 mate is threatened and on *4* . . . N–Q3 White continues *5* R–N7ch K–R1 *6* R–R7ch K–N1 *7* R/QR–N7ch K–B1 *8* R–R8 mate.



Although in this next position from Botvinnik–Levenfish (1937) Black has two dangerous passed pawns, White cannot lose; he always has the possibility of giving perpetual check. This circumstance gives Botvinnik one last chance, which surprisingly leads to a win.

***1* P–N5! R–Q8ch?**

Now Black loses. *1* . . . P–K6 drew (threatening mate on Q8), and if *2* RxKP, then *2* . . . R–R5.

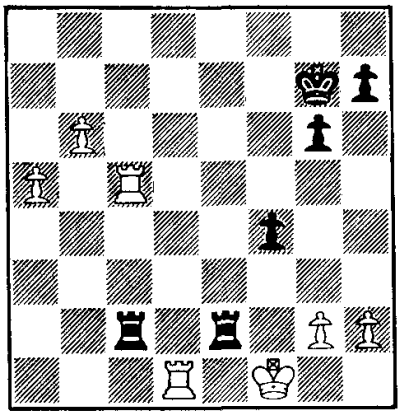
***2* K–B2 R–Q7ch *3* K–K1 R–K7ch *4* K–B1.**

There are no more checks. There is only one way to prevent *5* R–B8ch K–R2 *6* P–N6 mate.

***4* . . . PxP *5* RxPch, Black**

resigns, since *6* P–R6 follows after any move, followed by a rapid mate, as we well know.

A Bishop pawn also serves as a good strong point to support operations along the seventh rank by the Rooks.

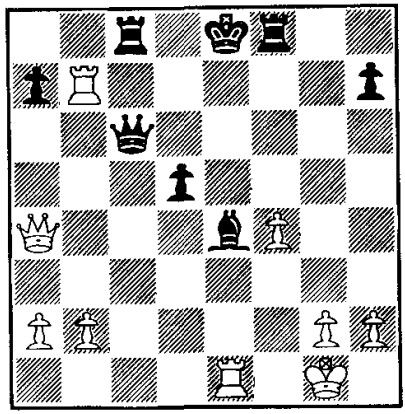


In Romanishin–Savon (1975), on ***1* . . . R–B7ch *2* K–N1 RxPch,** White saw the win after **3 K–B1 R/B–B7ch *4* K–K1 R–R7 *5* K–B1 P–B6 *6* R–B3 RxKRP *7* K–N1 R/R–N7ch *8* K–B1 R–R8 mate.**

Solve It Yourself

58

Shumov–Winawer (1875)

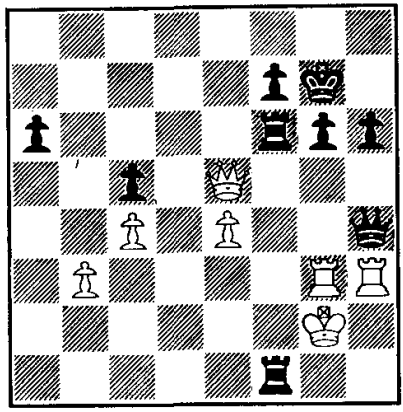


WHITE'S MOVE

On *1* QxP Black can exchange Queens, *1* . . . Q–B4ch, and save the loss. How should White continue?

59

Koniagina–Nakhimovskaya (1963)

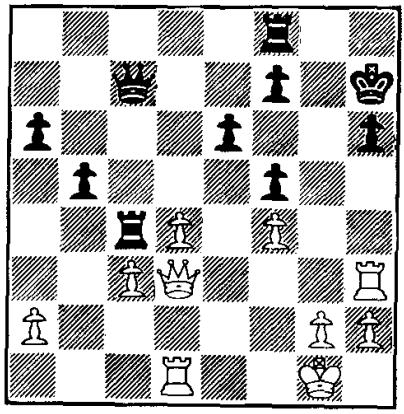


BLACK'S MOVE

The Rook on B3 is pinned and cannot participate in the attack. Or can it?

60

Gunnar–Jonas (1960)

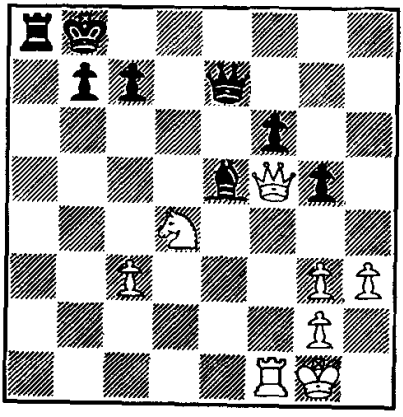


WHITE'S MOVE

A short "ladder."

61

Domuls–Staerman (1972)

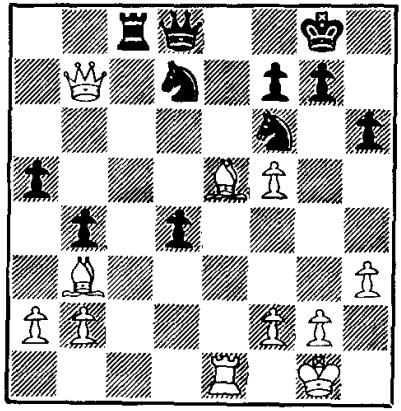


WHITE'S MOVE

How can White get at the King?

62

Butnorius–Panchenko (1975)

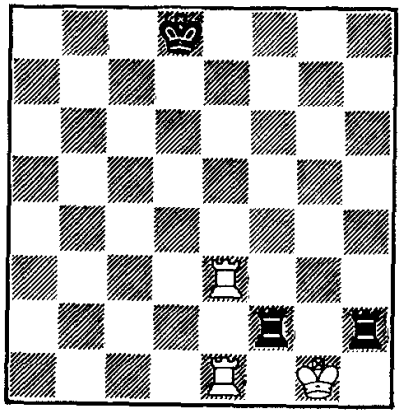


BLACK'S MOVE

Quite unexpectedly . . .

63

Prokesh (1948)

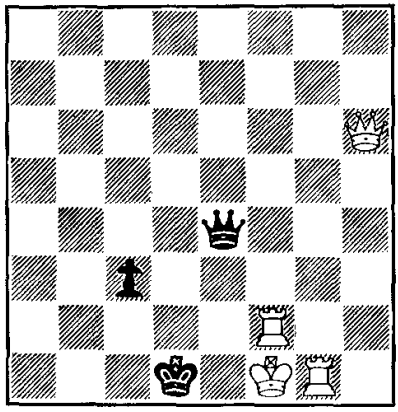


WIN

Start with check? Of course. But with which piece?

64

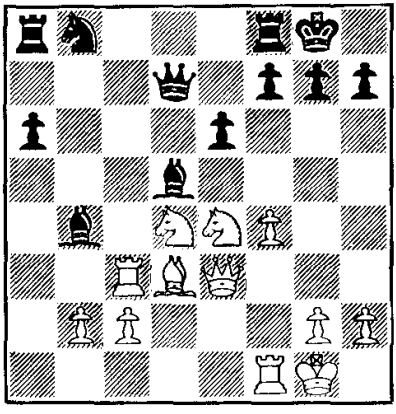
Kipping (1911)



MATE IN THREE MOVES

65

Radovic–Neamtu (1963)

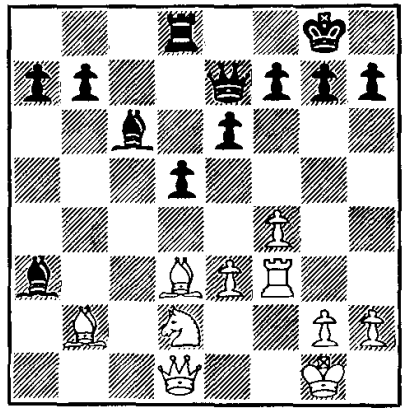


WHITE'S MOVE

Ready? Go!

66

Alekhin–Drewitt (1923)

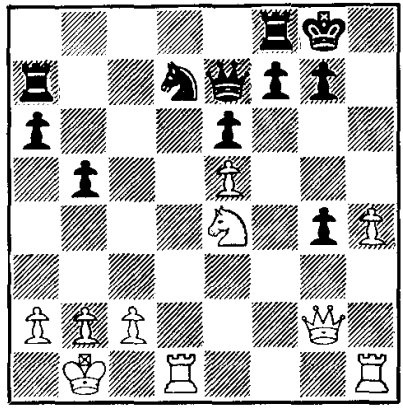


WHITE'S MOVE

Old tune, new melody.

67

Cordovil–Garcia (1970)

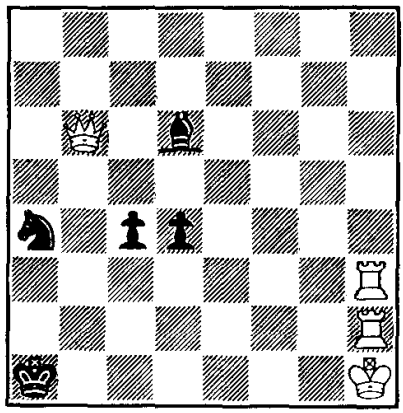


WHITE'S MOVE

What's stopping you?

68

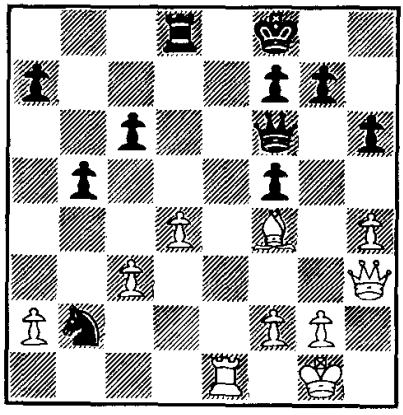
Niemeyer (1964)



MATE IN TWO MOVES

69

Westerhagen–Schmaus (1956)

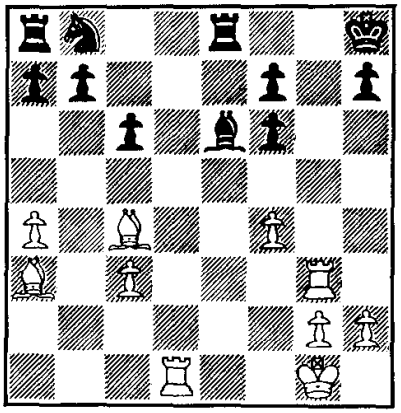


WHITE'S MOVE

Who comes out of ambush?

70

Chigorin–Lebedyev (1901)

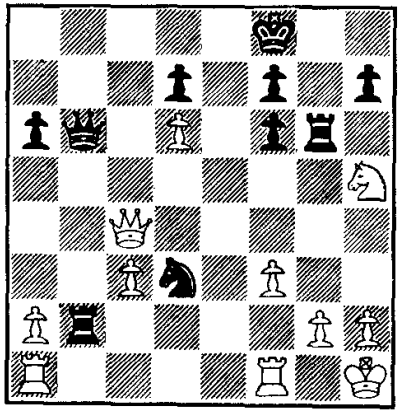


WHITE'S MOVE

To break through, we must . . .

71

Ilchenko–Ziuzina (1971)

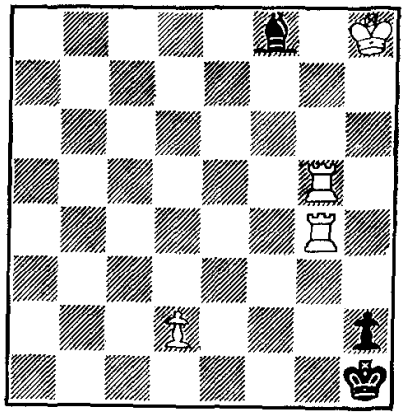


BLACK'S MOVE

White's threat, Q–B mate, makes us uneasy. But Black knows what to do.

72

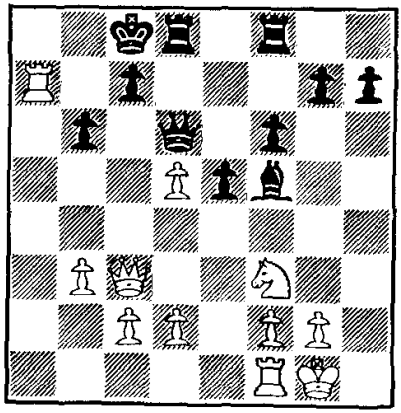
Speckman (1958)



MATE IN SEVEN MOVES

73

Strekalovsky–Sabinin (1974)

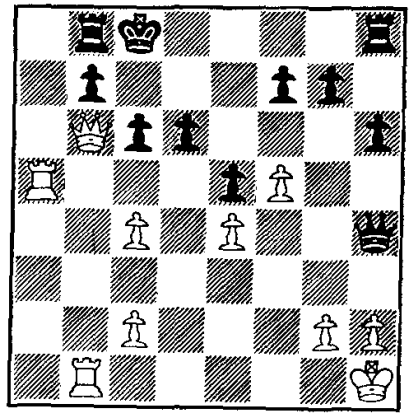


WHITE'S MOVE

No sacrifices now . . .

74

Spielman–Srossl (1912)

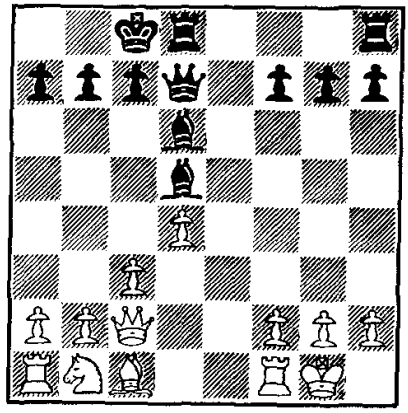


WHITE'S MOVE

Attack QN7! But how?

75

Knuetter–Rodewald (1962)

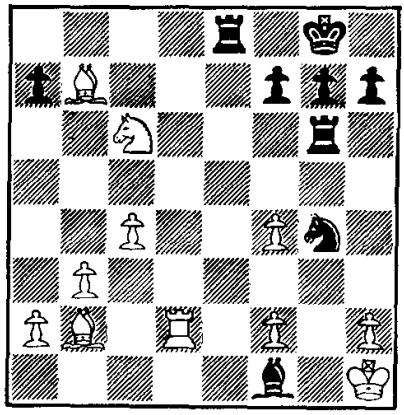


BLACK'S MOVE

Who's first?

76

Padevsky–Belkadi (1962)

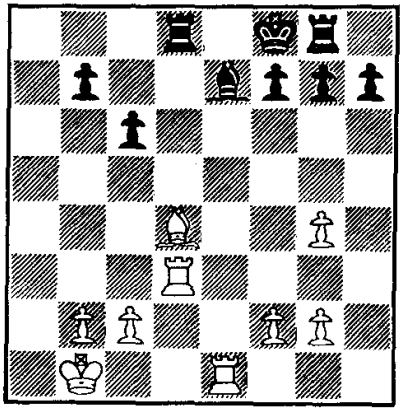


BLACK'S MOVE

Don't tarry one minute!

77

Shagalovich–Levin (1950)

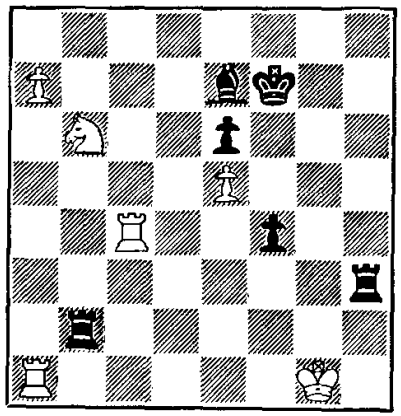


WHITE'S MOVE

The King awaits his fate.

78

Grigoryan–Seredenko (1972)

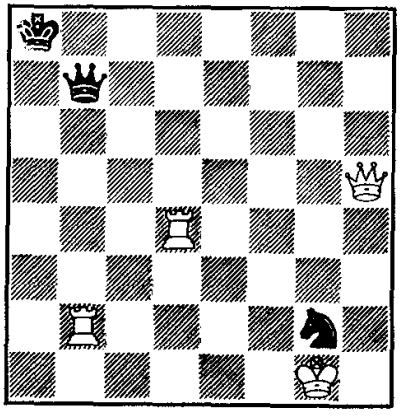


BLACK'S MOVE

1 . . . P–B6, with the inevitable *2* . . . R–N7ch and *3* . . . R–R8 mate. But what about *2* R–B4ch . . .

79

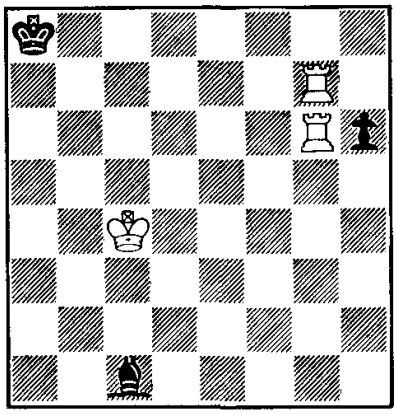
Speckman (1969)



MATE IN TWO MOVES

80

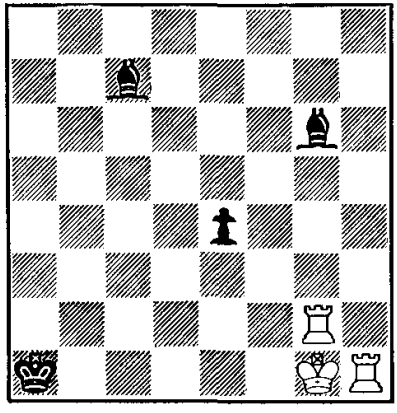
Holzhausen (1921)



MATE IN THREE MOVES

81

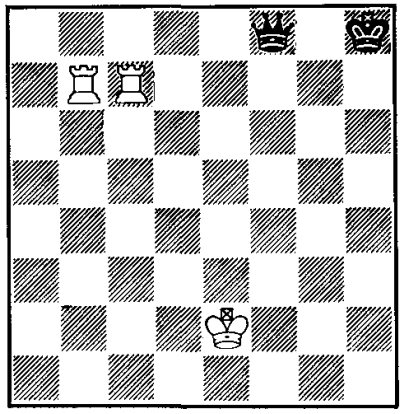
Palats (1934)



MATE IN FIVE MOVES

82

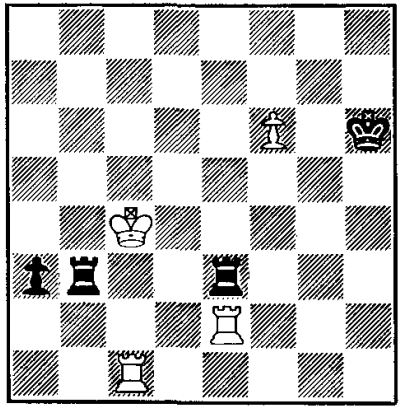
Rink (1916)



WIN

83

Mandler and Koenig (1924)

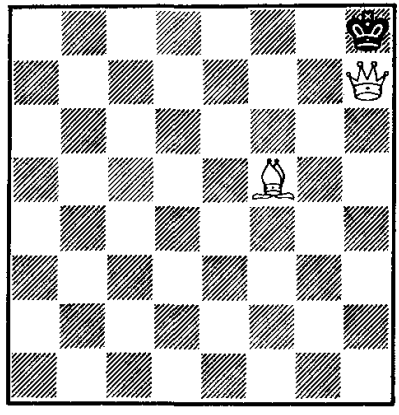


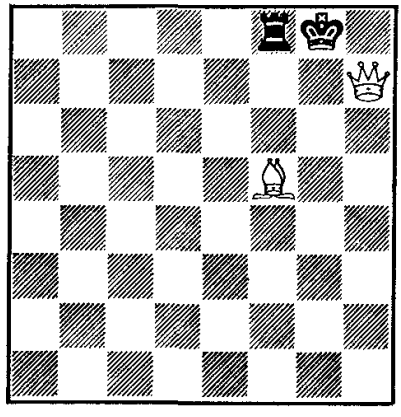
WIN

VII
Queen and Bishop

Achilles Heel

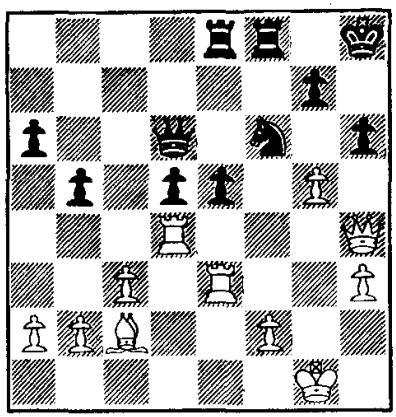
The Queen and Bishop interact particularly well in an attack on the enemy King. After the King has castled short, its KR2 is especially vulnerable. First, it is removed from the main body of the defending side's troops, and second, it is easy for the Bishop, from Q3, to cooperate with the Queen in an attack. The following mating position are well known to chess fans.





There are positions where the enemy forces are so un-

favorably located that they cannot come to the aid of their King. It is then enough to create a threat of mate, which becomes irresistible. It was this theme that underlay the combination in Zita–Grinfeld (1950).

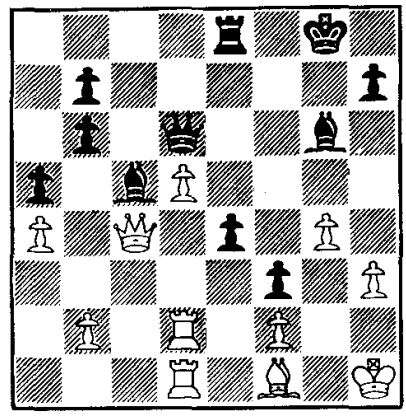


Black has just played P–K4, reckoning that he will drive the Rook away, and then strengthen his position by withdrawing the Knight to N1. However, White has a combination with a well-concealed final maneuver.

***1* PxN! PxR 2 PxPch KxP 3 Q–N4ch K–R1** (3 . . . K–B2 *4* Q–R5ch) ***4* QxPch K–N1 *5* Q–R7!**, and **Black resigns.**

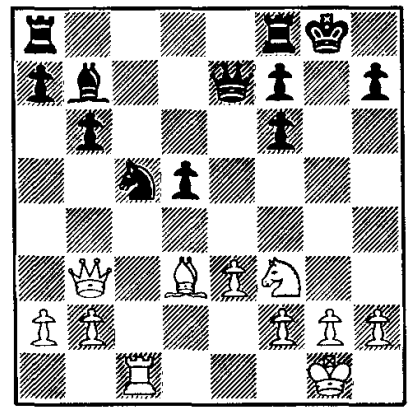
The second rank was not accessible to any of Black's pieces, and he is unable to cover his KR2.

The same theme can occur along a diagonal, as in Heinicke–Pfeifer (1957).



White's KR2 has been denuded, but which piece can aid the Black Queen?

***1* . . . P–N4! *2* PxP B–R2!** and **White resigns**, because of the maneuver B–N1 with unstoppable mate on R7.



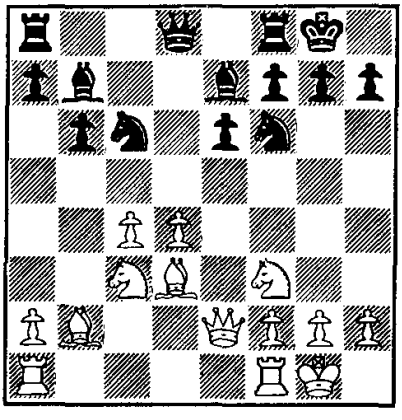
In Marshall–Petrov (1930), White played ***1* Q–N4!**, pinning the Knight. Black erred —***1* . . . K–R1** (correct is *1*

. . . KR–K1), which allowed White to sacrifice the exchange, **2 RxN.** The Bishop on Q3 has been made secure, and after *2* . . . PxR, it falls upon R7 with the Queen after *3* Q–KR4.

The KBP is pinned, and the diagonal cannot be blocked. Mate can be stopped only at the cost of the Queen.

This tactical motif recurs rather often, and neither the attacking nor the defending side should forget it. Here is another opening trap along the same lines—Engels–Vadenstein (1937), Queen's Pawn Opening:

1 **P–QB4 N–KB3** ***2*** **N–KB3 P–K3** ***3*** **N–B3 P–Q4** ***4*** **P–K3 B–K2** ***5*** **P–QN3 O–O** ***6*** **B–N2 P–QN3** ***7*** **P–Q4 B–N2** ***8*** **B–Q3 PxP** ***9*** **NPxP P–B4** ***10*** **O–O PxP** ***11*** **PxP N–B3** ***12*** **Q–K2.**



12 **. . . NxP.**

Black snatches a poisoned pawn. Correct was *12* . . . R–K1. Now he loses by force.

13 **NxN QxN** ***14*** **N–Q5! Q–B4** ***15*** **BxN! PxB.**

If *15* . . . BxB, then *16* Q–K4, threatening on KR7, and *17* NxBch, from which there is no defense.

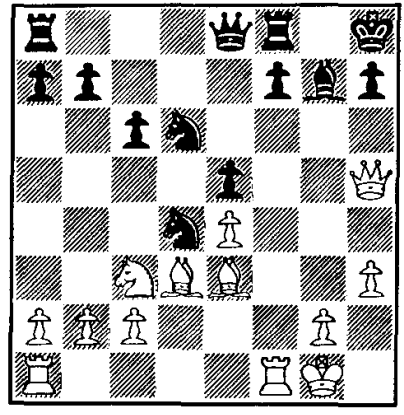
16 **NxBch QxN** ***17*** **Q–N4ch!**

No *17* Q–R5 immediately, when Black could reply *17* . . . P–B4.

17 **. . . K–R1** ***18*** **Q–R4!**

This is the right square, pinning the KBP. **Black resigns.**

To "freeze" the KBP, it is sometimes necessary to blockade it. An example of such a blockade was encountered in Fischer–Benko, 1963.



1 **BxN.**

The beginning of the combination. By removing the Knight on Q4, White clears the way for the KP to advance, thus opening the diagonal for the Bishop on Q3.

1 . . . **PxB.**

Now 2 P–K5 suggests itself, but it is premature, since after *2* . . . P–KB4, Black maintains equality.

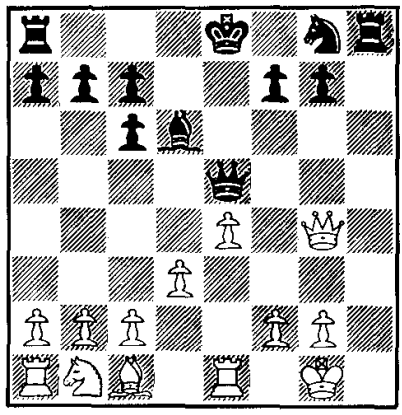
2 **R–B6!**

A beautiful move, blocking the KBP. On *2* . . . BxR or *2* . . . PxN, there follows, of course, *3* P–K5.

2 . . . **K–N1** *3* **P–K5 P–KR3** *4* **N–K2.**

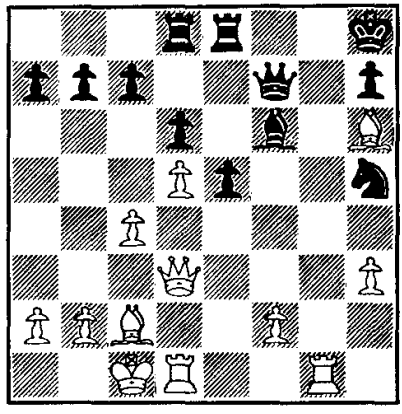
This simple retreat underscores his opponent's helplessness. If *4* . . . N–N4, then *5* Q–B5; *4* . . . BxR does not work either—*5* QxRP. **Black resigns.**

When the Queen-plus-Bishop battery has its sights trained on the Kingside, the opponent must always beware of tactical shots. Sometimes these are easy to see, as for example in a position from Mitchell–Madsen (1967).



1 . . . **R–R8ch!**—an elementary diversion of the King to the fateful square.

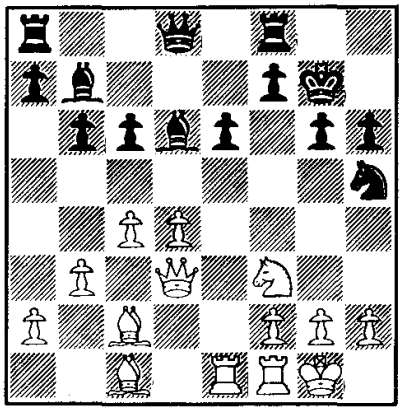
And now an example which is no more complicated from the game Maderna–Villegas (1943).



1 **B–N7ch!**—a tactical shot with line interruption as its theme.

These kinds of possibilities do not, of course, arise that often in games between experienced players. The basis

of the tactical device is the destruction of the King's pawn cover. We have already looked at some examples. Perhaps the most clear and conclusive example of this was in Capablanca–Joffe (1910).



The Queen/Bishop battery is prepared to open fire on the fortified King. But first the road must be cleared.

***1* RxP! N–B3.**

The Rook, of course, cannot be taken: *1* . . . PxR *2* QxPch K–R1 *3* Q–R7 mate.

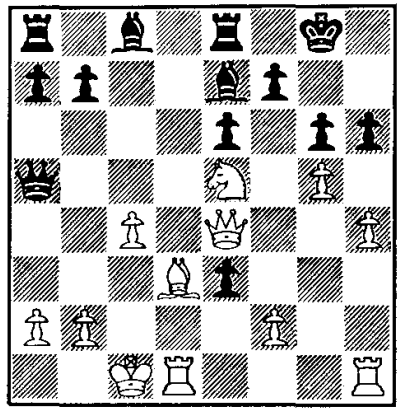
***2* N–K5! P–QB4.**

After *2* . . . BxN *3* RxB, White is a pawn up with a won position. Bad is *2* . . . PxR *3* QxPch K–R1 *4* QxRPch K–N1 *5* Q–N6ch K–R1 *6* B–N5 Q–K2 *7* N–N4.

***3* BxPch! KxB *4* NxBPch!**

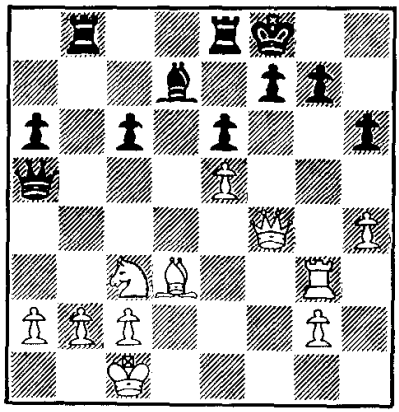
Capablanca executes his concept in its purest form. He has sacrificed a Rook, Bishop, and Knight, consecutively, completely destroying the King's pawn cover. **Black resigns,** not waiting for White's big guns to open fire.

The elimination of the Kingside pawns often is initiated with a Knight sacrifice on KB7.



Tolush–Niemela (1959): ***1* NxBP!,** and if the Knight is captured, White forces mate —*1* . . . KxN *2* QxPch K–B1 *3* QxRPch K–N1 *4* B–R7ch K–B2 *5* B–N6ch K–N1 *6* Q–R7ch K–B1 *7* Q–B7 mate.

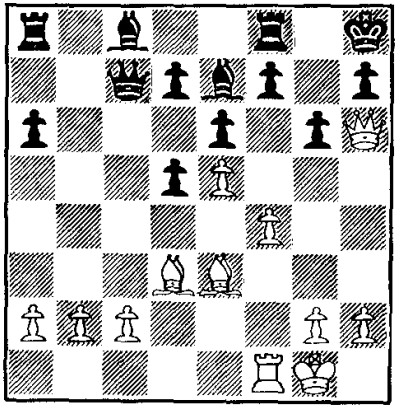
In some instances, a Rook can be sacrificed on KN7 to allow the Queen to approach the enemy King.



Keres–Szabo (1955): *1* **RxP! KxR** *2* **Q–B6ch K–B1** (*2 . . .* K–N1 3 QxRP and there is no defense to the thematic *4* B–R7ch K–R1 *5* B–N6dis ch K–N1 *6* Q–R7ch K–B1 *7* QxP mate **3 B–N6, Black resigns.**

The Pawn Commences

A pawn break can serve as the prelude to tactical operations, as was shown in Pak–Piatov (1970).



***1* P–B5 KPxP.**

Forced, in view of the threat *2* P–B6. If *1 . . .* R–KN1, then *2* PxNP PxP *3* R–B7.

2 RxP!

This move decides, inasmuch as the Rook cannot be taken: *3* BxP (after *2 . . .* PxR) and mate cannot be prevented.

2 . . . B–B4 *3* K–R1!

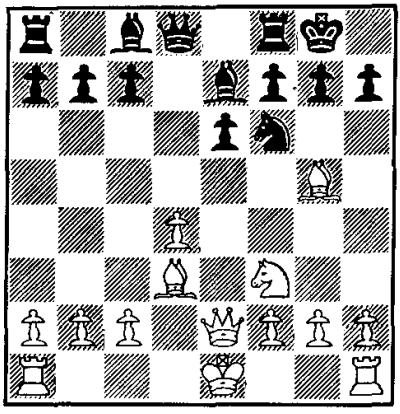
The simplest. **Black resigns,** since on *3 . . .* BxB there follows *4* QxR mate.

On Two Fronts

The double attack is the Queen's powerful weapon. While simultaneously creating mating threats with a Bishop, the Queen can attack a significant number of squares. If there is an undefended piece or pawn within the Queen's operating zone, it may fall, since the defending side must first provide for the safety of its King.

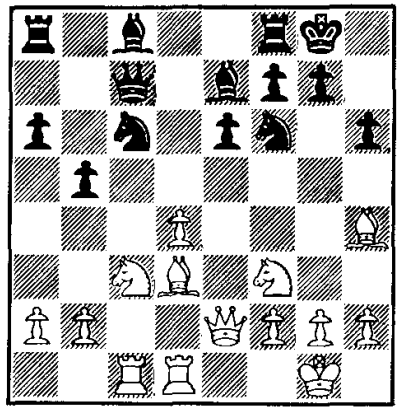
The threat of a double attack can arise even right in the opening. Thus, in the French Defense, after *1* P–K4 P–K3 2 P–Q4 P–Q4 3 N–QB3 N–KB3 *4* B–KN5 PxP *5* NxP

QN–Q2 *6* N–KB3 B–K2 *7* NxNch NxN *8* B–Q3 O–O *9* Q–K2, a well-known theoretical position arises.



Here, the correct continuation is *9* . . . P–B4. However, the desire to free the QB as rapidly as possible might lead unwary players into the incorrect **9 . . . P–QN3?** It is refuted by the tactical device ***10* BxN! BxB *11* Q–K4.** Now both the QR and the KR7 square are under attack. This double attack cannot be parried. This is a classic example of a double attack on two vulnerable points.

Within limits, the Queen can attack other undefended or insufficiently defended pieces. In Erglis–Krumkali (1950), the piece was on QB6.



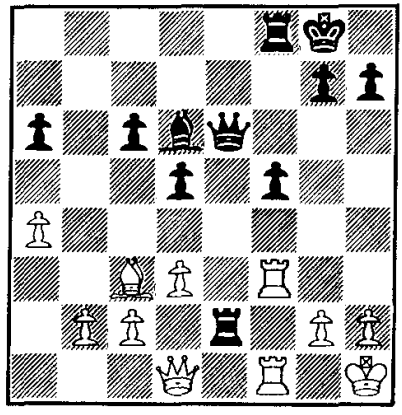
***1* P–Q5! PxP.**

Black has no choice: *1* . . . NxP *2* NxN PxN *3* BxB loses a piece.

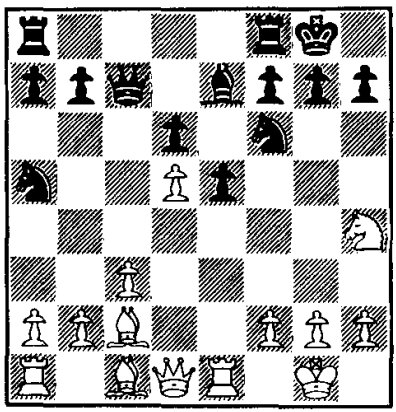
***2* BxN BxB *3* NxP Q–Q3 *4* NxBch QxN.**

The pieces defending KR7 have been exchanged and the KR1–QR8 diagonal has been cleared, on which the Knight hangs by a thread. It is now snared by White.

***5* Q–K4, Black resigns.**

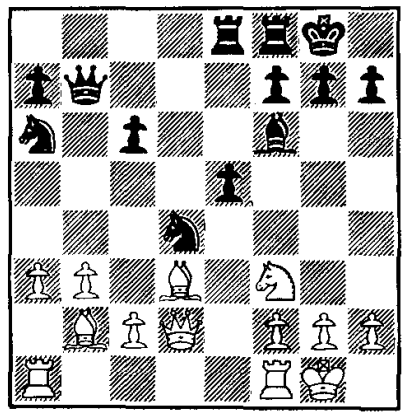


Under pressure from his opponent, Geller (White), in a game with Tseshkovsky, went in for exchanges: *1* **RxP RxR** *2* **RxR,** counting on *2* . . . RxNP *3* KxR QxR *4* Q–K2 with approximate equality. Tseshkovsky, however, does not comply: **2 . . . P–Q5! 3 B–R5** (3 B–Q2 RxB or 3 BxP R–K8) **3 . . . R–K4!** and **White resigns,** *since after 4* RxR (*4* P–KN4 RxR does not change matters) *4* . . . QxR, his KR2 and the Bishop on K5 are both under attack.



Tolush–NN (1959). Black tried the unsubtle *1* . . . **NxP,** winning a pawn. The pawn was won, but after *2* **QxN BxN** *3* **Q–K4,** the Bishop was lost.

In some situations the attack on KR7 presents one's opponent with other problems, and a piece becomes undefended or a pawn can be easily picked up.



In Henkin–Lebedev (1961), Black seems in no danger. Nevertheless, he loses by force.

1 **QBxN PxB** *2* **Q–R5!**

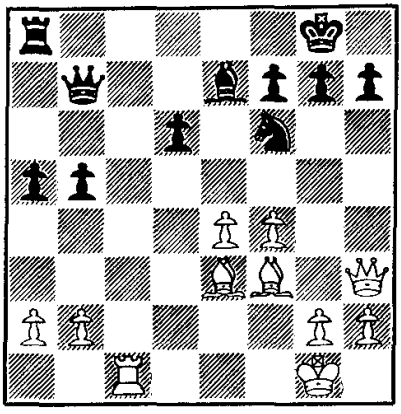
The German grandmaster Tarrasch said in his time: "If one piece stands badly, the entire game is bad." This maxim is justified in the given instance. Black loses because of the poor position of the Knight on R3: he has to spend a tempo protecting it.

2 . . . **N–B2** *3* **Q–KB5.**

The Queen's sweeping maneuver has led to a position in which Black can prevent mate only by *3* . . . P–N3. But then

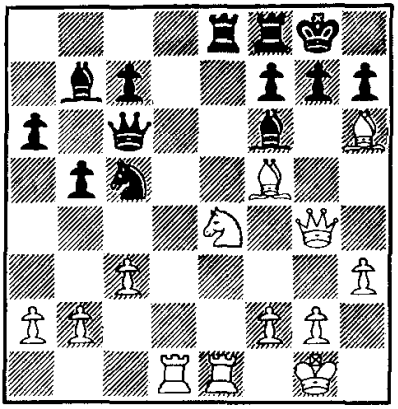
the Bishop on KB3 is defenseless. **Black resigns.**

A double attack by the Bishop is rarer, but should still be considered.



In Filipovich–Silwa (1962), Black was hard pressed to find a good move, so strong was the threat P–K5. He therefore played *1* . . . **NxP**, hoping to keep the balance after 2 Q–B5 P–Q4. White, however, had prepared a fine move: **2 R–B7! QxR 3 BxN,** and **Black resigns,** since he loses a piece.

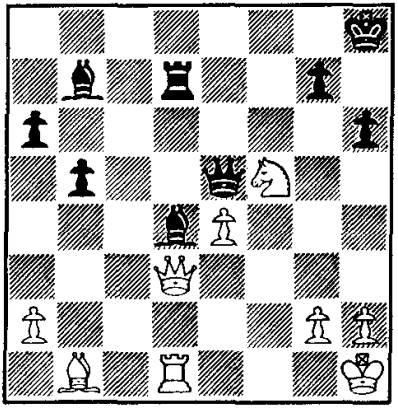
The ending of Vasyukov–Kholmov (1964) illustrates another type of double attack.



1 **NxN QxN 2 BxNP BxB 3 Q–R5.**

Not only threatening mate on R7, but *4* BxPch, winning the Queen, which is impossible to prevent. The game ended *3* . . . **P–R3 4 B–R7ch,** and **Black resigns.**

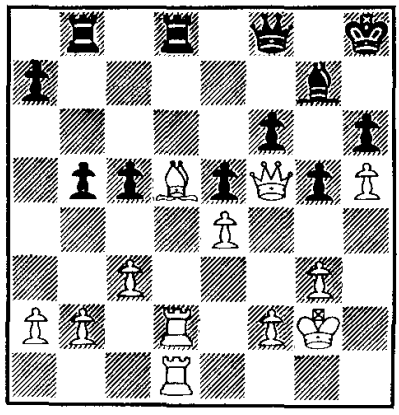
Finally a curiosity which illustrates that all things come to him who waits.



In this position, the Rumanian master Marco, playing

Black against Popil (1902), thought himself lost, thinking that the Bishop pinned on Q5 was lost. Nevertheless, he had a win, if he had noticed the surprising shot *1* . . . **B–N8!**, simultaneously hitting R7 and the Queen.

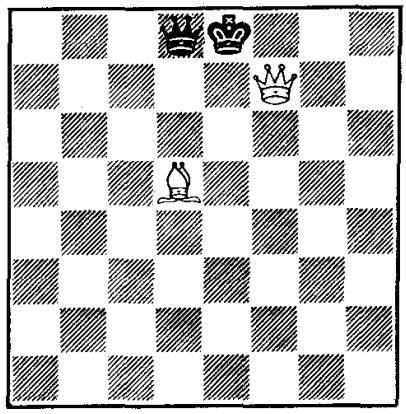
But Trifunovic (White) against Aaron (1962) did not miss his chance.

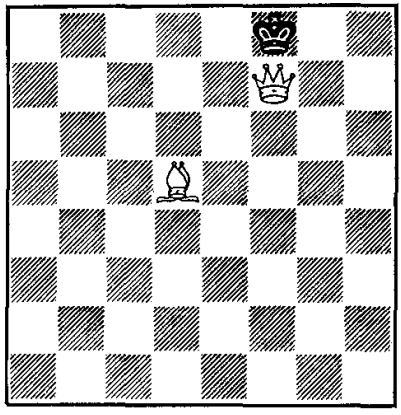


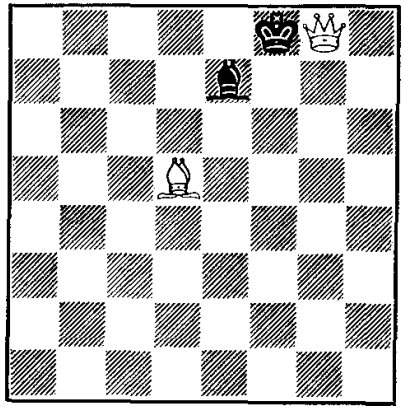
In reply to *1* . . . **R–N3?** he played **2 B–N8!** and his opponent immediately resigned.

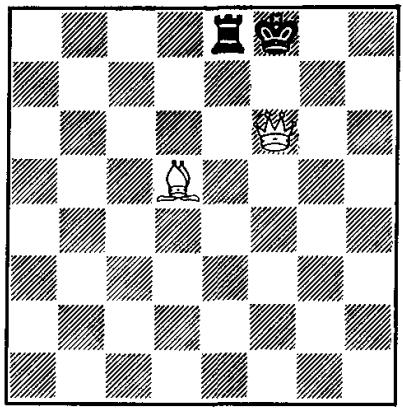
Not Just a Child's Mate

The most vulnerable point in the chess army's position is KB2. Before the King has castled, a Bishop need only go to QB4 and the Queen to KB3 or KR5 to threaten mate. When successfully carried out, the usual mating positions resemble these:



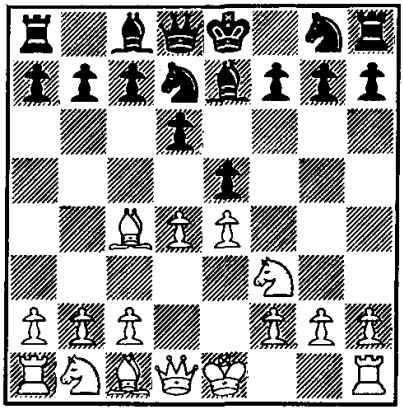






We might recall how all of us learned the Child's Mate—*1* P–K4 P–K4 *2* B–QB4 N–QB3 *3* Q–R5 N–B3 *4* QxP mate. Let us turn to some light but more instructive examples.

Thus, in the Philidor Defense, after *1* P–K4 P–K4 *2* N–KB3 P–Q3 *3* P–Q4 N–Q2 *4* B–QB4, there arises a position in which the inexperienced player, fearing N–N5, prevents it with ***4 . . . B–K2?***



This move loses at least a pawn, ***5 PxP NxP 6 NxN PxN 7 Q–R5***, hitting KB2 and K5, and on *5* . . . PxP, the game is lost after the simple *6* Q–Q5!, and KB2 is indefensible (*6* . . . N–R3 *7* BxN).

The correct move (instead of *4* . . . B–K2) is *4* . . . P–QB3 (*5* N–N5 N–R3) *5* O–O and only now *5* . . . B–K2, since the Queen cannot go to Q5.

The dangerous double attack, a natural result of an attack on KB7, can arise right in the opening.

Mohrlok–Kramer (1962), Ruy Lopez: ***1 P–K4 P–K4 2 N–KB3 N–QB3 3 B–N5 P–QR3 4 B–R4 P–Q3 5 P–Q4 P–QN4 6 B–N3 NxP 7 NxN PxN 8 P–QB3.***

A good pawn sacrifice. After *8* . . . PxP *9* NxP, White has the lead in development and a good game. On the other hand, bad is *8* QxP, because of *8* . . . P–B4. Now it seems that White has the double attack *9* Q–Q5, but on that follows *9* . . . B–K3 *10* Q–B6ch B–Q2 *11* Q–Q5 P–B5 and Black wins a piece.

8 . . . P–Q6.

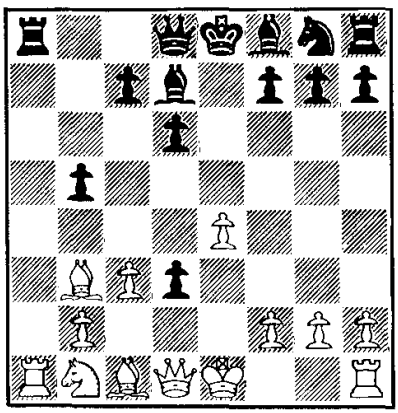
Wasting time. Better is *8* . . . B–N2 *9* PxP N–B3.

9 P–QR4 B–Q2.

An inaccuracy. Correct is 9 . . . R–N1.

***10* PxP PxP?**

Strange as it may seem, this is the decisive error. *10* . . . BxP was necessary, although after *11* N–R3 B–Q2 *12* QxP, White has a significant positional advantage.



***11* Q–R5!**

A bolt from the blue! KB2 can only be defended via *11* . . . P–N3, but then there follows *12* Q–Q5, again simultaneously hitting the weak square and the QR.

***11* . . . P–Q7ch.**

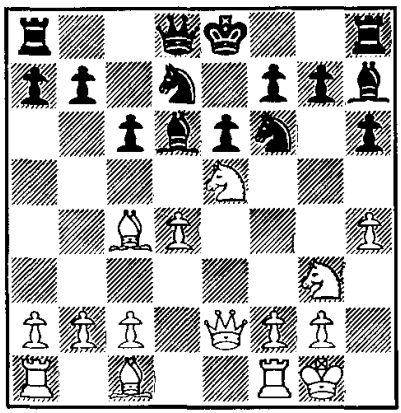
A spite check, with the slim hope of *12* NxP? N–R3.

***12* BxP, Black resigns.**

Another example of a quick opening loss.

Borges–Rokha (1933), Caro–Kann Defense: ***1* P–Q4 P–Q4 *2* N–QB3 P–QB3 *3* P–K4 PxP *4* NxP B–B4 *5* N–N3 B–N3 *6* P–KR4 P–KR3 *7* N–KB3 N–Q2 *8* B–QB4 P–K3 *9* Q–K2 B–Q3 *10* O–O KN–B3 *11* N–K5 B–R2?**

The first mistake . . . and the last. *11* . . . BxN was necessary, *12* PxB N–Q4.



***12* NxKBP, Black resigns** (*12* . . . KxN *13* QxPch leading to mate).

After Castling

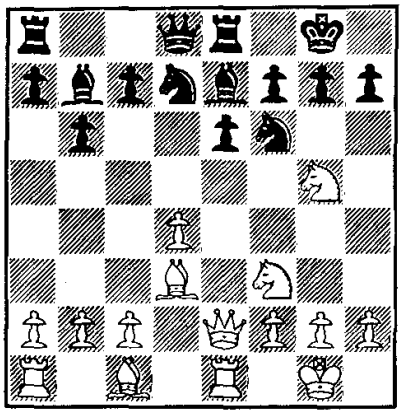
The sacrifice on KB7 which draws the King from its shelter and opens the QR2–KN8 diagonal for the attacking Queen and Bishop occurs in many forms of tournament practice.

Van Steinis–Gommez

(1939), French Defense: *1* **P–K4 P–K3 2 P–Q4 P–Q4 3 N–Q2 PxP** *4* **NxP N–Q2** *5* **N–KB3 KN–B3** *6* **B–Q3 P–QN3** *7* **O–O B–N2** *8* **Q–K2 B–K2** *9* **R–K1 O–O.**

Evidently the tension will have to be relieved by exchanges on K5.

10 **N/4–N5 R–K1?**



As opposed to previous examples, Black has managed to castle, but the basic pattern of White's attack is unchanged.

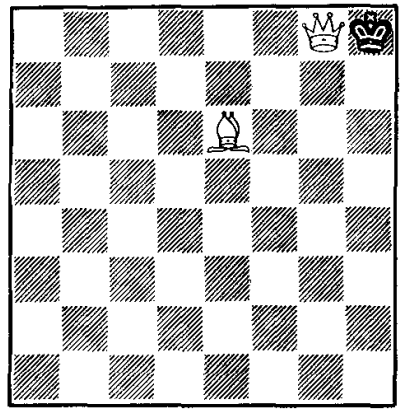
11 **NxBP! BxN** *12* **PxB, Black resigns.**

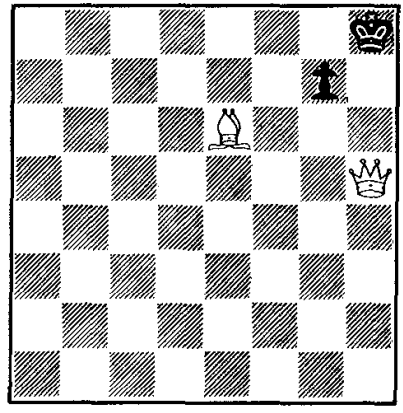
After *12* . . . KxN *13* QxPch K–B1 *14* B–QB4, mate is unavoidable.

Note: in the last three games catastrophe struck in twelve moves. Be careful!

At the Crossroads

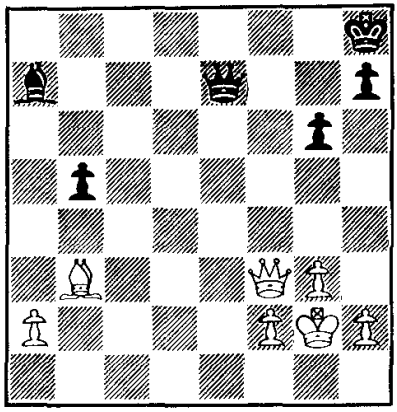
The Bishop will often cut the enemy King off on the edge of the board when it operates along the QR2–KN8 diagonal. The Queen can then deliver the final blow from near or afar.





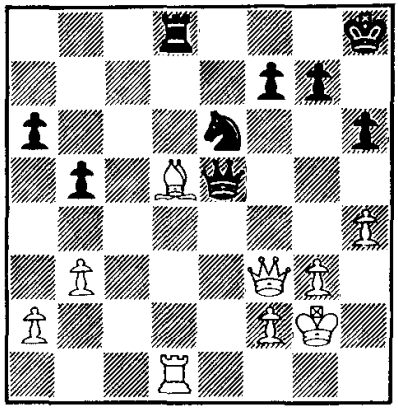
The danger would be increased if the diagonal were cleared of defending pawns,

as illustrated in Dyakov–Ayansky (1962).



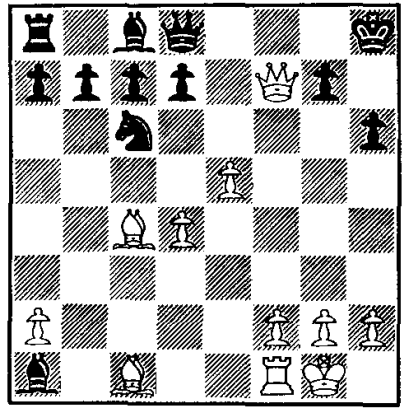
White played *1* Q–Q5? and after *1* . . . K–N2, Black was able to draw. Nevertheless, White had a characteristic maneuver at his disposal which would have led to an immediate win: ***1* Q–B3ch Q–N2 *2* Q–B8ch** and mate next move.

Bilek (White) penetrated the last rank with his Queen in a game with Farago (1973).



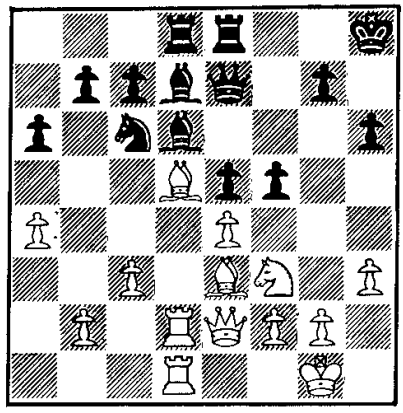
***1* BxN RxR** (Black only sees a normal exchange of pieces, *2* QxR QxB, drawing, but White has something else in mind) ***2* Q–R8ch!** and **Black resigns**, for after *2* . . . K–R2 *3* BxP, there is no defense to mate.

The course of the attack can change, depending on the situation on the board, as shown in Felner–Bancroft (1960).



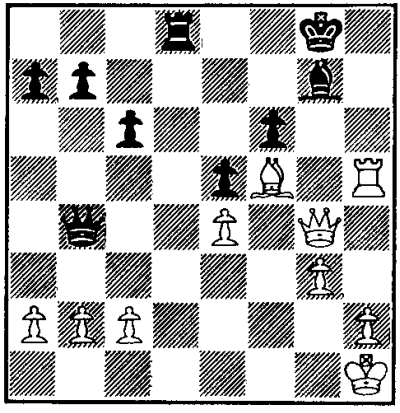
***1* B–KN5!** and **Black resigns**, inasmuch as 1 . . . PxB (*1* . . . QxB *2* Q–N8 mate) *2* Q–R4 leads to mate.

White's tactical operations are based on deflecting the pawn on KR6, and this is often seen in combinations against the castled King.



Lukovnikov–Sergeev (1974): *1* **B–N5! PxB** *2* **NxKP!** clearing the way to R5 for the Queen with tempo (*3* N–N6ch is threatened). **Black resigns.**

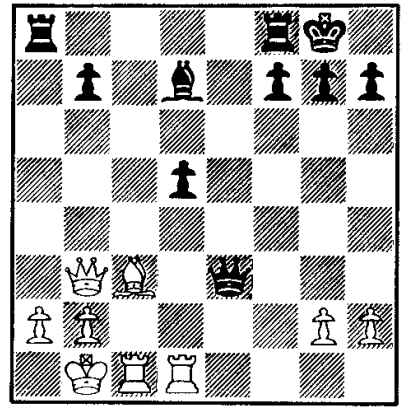
It may be extremely important to take the QR2–KN8 diagonal with tempo, creating various combinational possibilities.



In A. Petrosyan–Moldagaliev (1969), White could not tarry, as his King was insecure (*1* . . . Q–K8ch *2* K–N2 R–Q7ch is threatened). *1* B–K6ch K–B1 *2* Q–N6 also does not work, since it gives his opponent the necessary tempo.

A forced series of moves wins: *1* **R–R8ch! KxR** (*1* . . . K–B2 *2* Q–N6ch) *2* **Q–R5ch, Black resigns.** After *2* . . . K–N1, the Bishop goes to the QR2–KN8 diagonal with check, *3* B–K6ch, and the Queen then mates on B7.

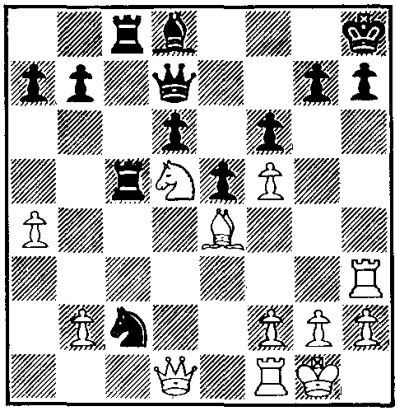
There were analogous themes in Marovic–Ciric (1962), the difference being that the King has castled long.



White carelessly played *1* **QxNP**, and came to a quick end: *1* . . . **Q–K5ch** *2* **K–R1** (*2* R–B2 B–B4) *2* . . . **RxPch!** *3* **KxR Q–R5ch** *4* **K–N1 B–B4ch,** and **White resigns** (*5* R–B2 QxRch *6* K–R2 Q–R5 mate).

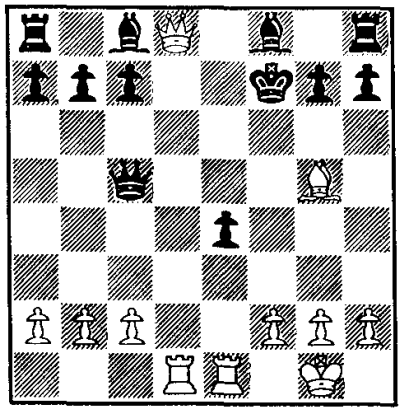
Tactical means can also be

employed to transfer the Bishop to the explosive diagonal.



Drimer-Guensberger (1959): *1* **P–QN4!** (taking over Q5, to where the Bishop will be transferred) *1* . . . **R–B5** *2* **RxPch! KxR** *3* **Q–R5ch K–N1** *4* **N–K7ch** (freeing Q5 for the Bishop) *4* . . . **QxN** *5* **B–Q5ch K–B1** *6* **Q–R8 mate.**

Reti (Black) had an effective combination against Euwe (1920).



Black has a material advantage, but better development and the insecure position of the enemy King give White counterplay. Reti dashes his opponent's hopes with a stunning sacrifice of both Rooks.

1 . . . **B–Q3!** *2* **QxR QxB.**

Now *3* . . . B–KR6 is threatened, and on *3* QxRP there follows *3* . . . B–KB4, snaring the Queen.

3 **P–KB4.**

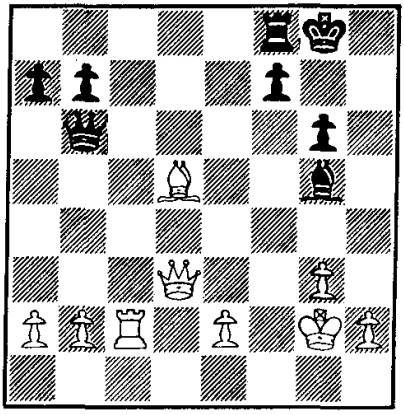
Taking advantage of the fact that neither *3* . . . QxBP *4* R–KB1 nor *3* . . . PxPep *4* Q–K8ch is possible, White tries to drive the Black Queen from its imposing position, but in doing so weakens the KN1–QR7 diagonal.

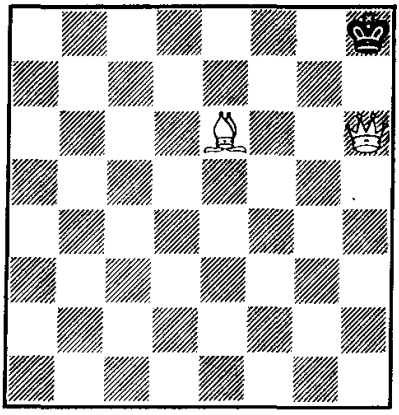
3 . . . **Q–R5** *4* **RxP B–KR6!**

The second Rook sacrifice forces mate.

5 **QxR B–B4ch** *6* **K–R1 BxPch!** *7* **KxB Q–N5ch, White resigns** (*8* K–B1 Q–B6ch *9* K–K1 Q–B7 mate).

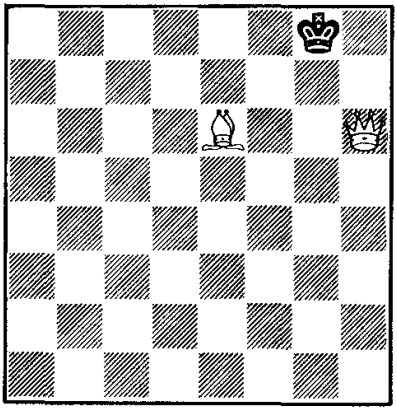
Klinger–Kenerlich (1963) illustrates another method of attacking along the diagonal.

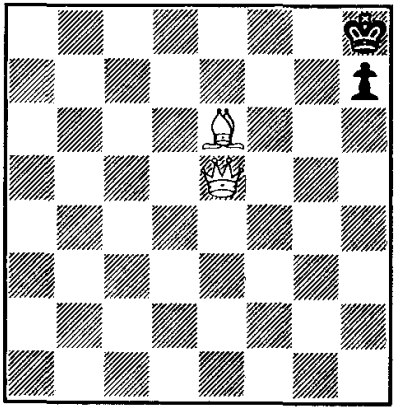




With the surprising *1* **R–B6!** White interrupted the sixth rank, cutting off the Black Queen from the defense of the Kingside. After the forced *1* . . . **PxR,** White utilized the pin of the KBP by *2* **QxPch,** to break through to the enemy King.

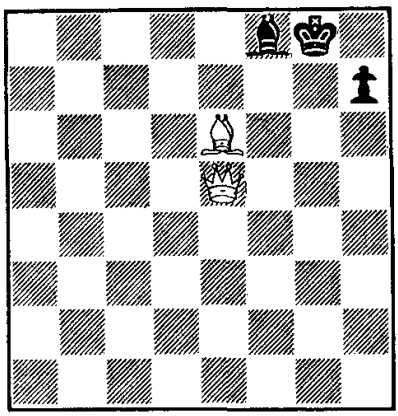
There followed: *2* . . . **K–R1** *3* **Q–R5ch K–N2** *4* **QxBch K–R1** *5* **Q–R6ch K–N1** *6* **B–K4 P–KB4** *7* **B–B2!** and **Black resigns,** since the Bishop will get to the QR2–KN8 diagonal with check.



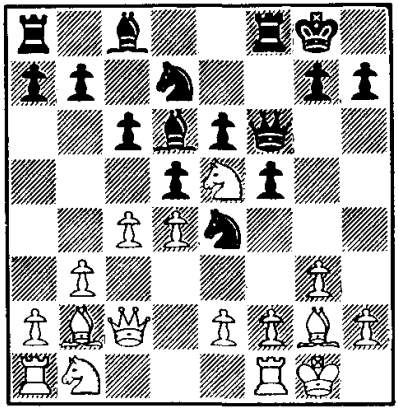


The Main Course of Direction

The following positions have great practical significance:

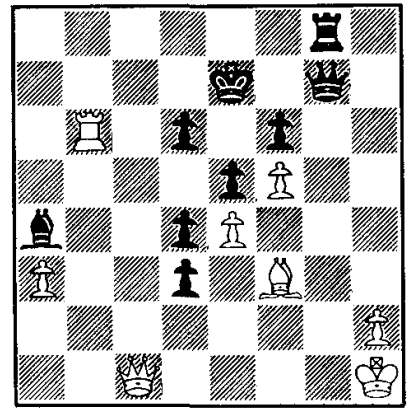


Once again the main thrust of the attack is along the QR2–KN8 diagonal.



In Gruenfeld–Torre (1925), White weakened this diagonal with *1* **P–B3?**. There followed ***1 . . .* NxN! 2 QPxN** (*2* BPxN N–N5 *3* P–K5 Q–R3 loses material in the face of the threats *4 . . .* QxP mate and *4 . . .* N–K6). But now the diagonal has been cleared of White pawns, and Black played decisively: **2 . . . B–B4ch 3 K–R1 NxPch! and White resigns** (*4* PxN Q–R3ch *5* B–R3 QxB mate).

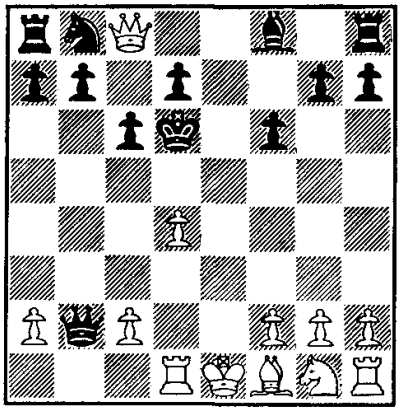
The Queen is able to take similar action in various kinds of attacks. Here is an example of an attack on the last rank.



Stolz–L. Steiner (1933): ***1* Q–B7ch K–B1 *2* R–N8ch B–K1 *3* RxBch, Black resigns** (*3 . . .* KxR *4* B–R5ch K–B1 *5* Q–Q8 mate).

The Intrepid King

An extremely amusing position arose in NN–Steinitz (1873).



It is said that in the heat of an argument, Steinitz once exclaimed, "I have found new principles in chess! What did Morphy do? He castled. He stuck his King in a safe corner. And me? I play my King to the center of the board. I compel it to join in the battle! With its help, it's like playing with an extra piece!"

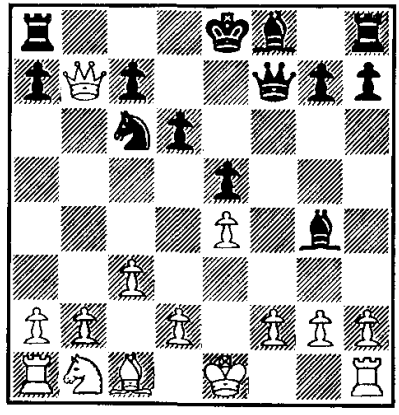
Looking at the position, the Black King is in the thick of things, participating in the struggle with abandon. Of course, such a daring must be precisely calculated. Steinitz has already prepared a brilliant maneuver, abruptly changing the nature of the fight.

1 **. . . N–R3! 2 QxR K–B2! 3 QxRP** (forced, due to the threat of 3 . . . B–N5ch).

In just two moves, Black has readied his pieces for active operations. Now they go over to the decisive counterattack.

3 **. . . B–N5ch *4* K–K2 QxPch *5* K–B3 Q–B4ch *6* K–N3** (*6* K–K2 R–K8 mate) ***6*** **. . . B–Q3ch *7* K–R4 Q–N4ch *8* K–R3 Q–R4 mate,** and we have our familiar mating picture.

The young Alekhin (Black) executed a precisely calculated combination against Rodzinsky (1913).



One of Black's two pieces under attack should fall. But Alekhin puts greater value on play directed against the enemy King.

1 **. . . K–Q2! 2 QxR Q–QB5 3 P–B3 BxP! *4* PxB N–Q5! *5* P–Q3.**

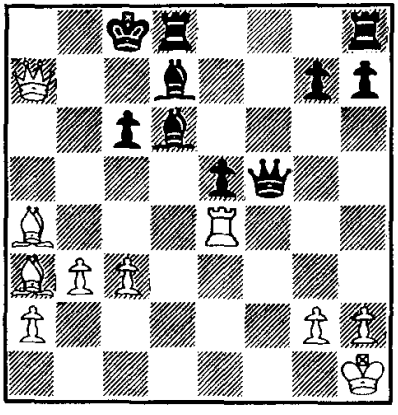
Desperation, but the game

cannot be saved. As Alekhin showed, even after the best defense, *5* PxN QxBch *6* K–K2 QxR *7* P–Q5, Black has a decisive advantage, continuing *7* . . . QxRPch *8* K–Q3 Q–N8! *9* Q–B6ch K–Q1 etc. Now the game is economically concluded in three moves by mate.

***5* . . . QxQP *6* PxN B–K2! *7* QxR B–R5 mate.**

Scrambled Egg

The young Yugoslav grandmaster Ljubojevic has been praised for his tactics. Looking at his brilliant move in the following game against Durao (1974), one can see why.



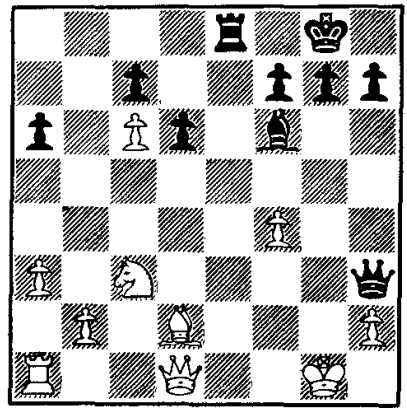
***1* B–N5!!**

"Simply" defending the back rank against a Queen check. White now has three pieces *en prise*, but not one can be taken: *1* . . . QxR *2* B–R6 mate or *1* . . . PxB *2* Q–R6ch K–N1 (or B2) *3* BxB mate.

Black resigns, in the opinion of several annotators, prematurely, although after *1* . . . KR–B1 *2* BxB Q–B8ch *3* BxQ RxBch *4* Q–N1 RxQch *5* KxR, White, taking on K5, will be two pawns up.

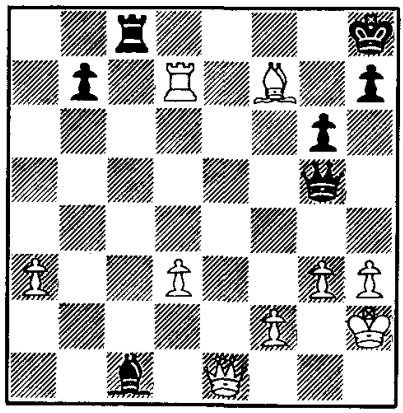
A Master Has Everything in Hand

The Queen's power is equivalent to that of a Rook and Bishop together. It can, therefore, like a Bishop, open fire along a diagonal while also throwing its weight around ranks and files.



In Beland–Mayer (1959), after *1* . . . **B–Q5ch** *2* **K–R1** Black played the simple but effective *2* . . . **R–K8ch** and **White resigns,** since on BxR there follows 3 . . . Q–B8 mate and on 3 QxR, 3 . . . Q–B6 mate.

The Queen's finest qualities appear in Ludolf–Kots (1962).



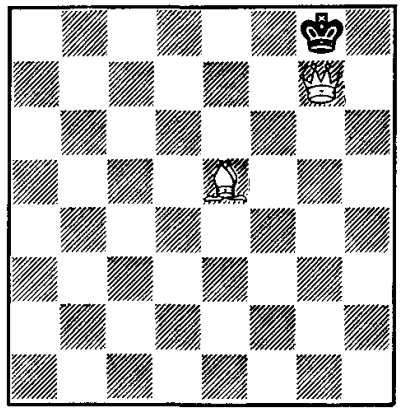
Any check by the White Queen on the QR1–KR8 diagonal will be fatal, but QB3 and K5, most accessible to it, are defended. Is it impossible to remove the defending pieces?

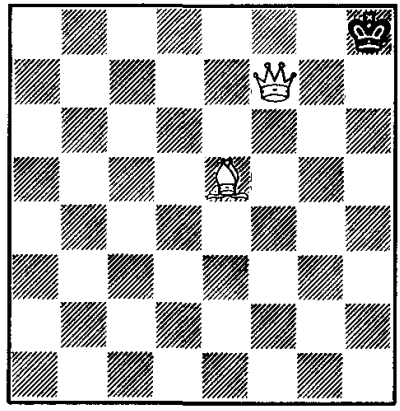
1 **R–Q8ch!**

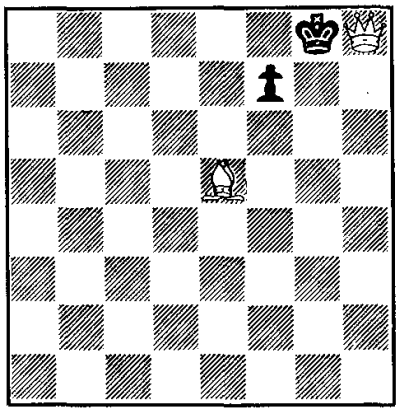
The problem has been solved; either the Rook is diverted from defending QB3 or the Queen from K5. Therefore **Black resigns.**

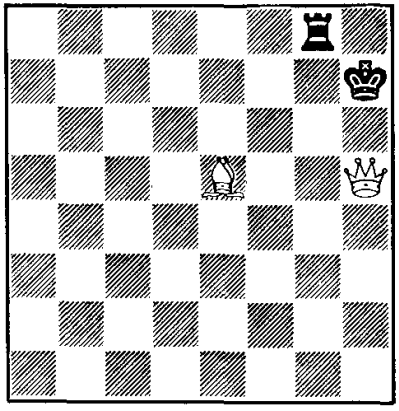
A Draft Along the Diagonal

Cooperation between Queen and Bishop is enhanced when they attack in tandem down the long diagonal, QR1–KR8. The usual mating positions are these:

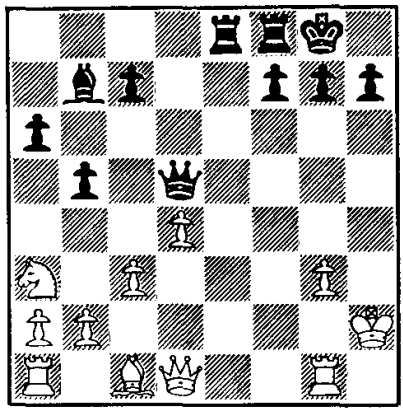






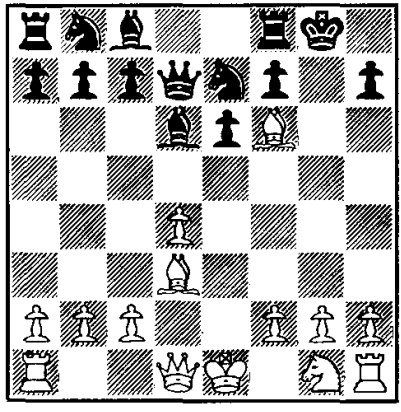


If one has weakened his Kingside castled King's position with P–KN3, then the range of the attacking pieces is increased and dangerous mating positions arise.



Belenky–Pirogov (1957): *1 . . .* **R–K8 and White resigns,** since taking with the Queen allows mate from KR5, or with the Rook, on N2.

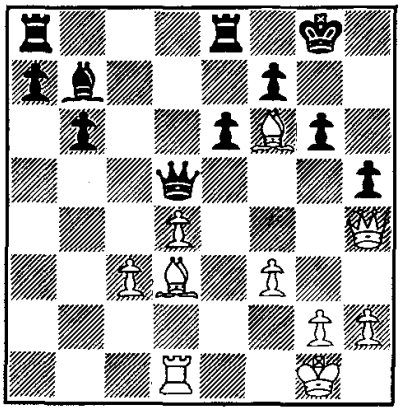
Positions where the Bishop is in the neighborhood of the King, such as on KB6, are particularly dangerous. In these situations it is very difficult to interrupt or defend the critical squares N2 or R1.



The Queen check on N4 can be parried by Black by N–N3,

Blom–Jensen (1938). But Black is defenseless against the maneuver *1* Q–R5 N–N3 *2* Q–R6. On the other hand, there is another no less typical tactical device available to White in the diagrammed position: ***1* BxPch KxB *2* Q–R5ch K–N1 *3* Q–R8 mate.**

With the Bishop on KB6, the attacking side will try to get the Queen to KR6, even if sacrifices are necessary.

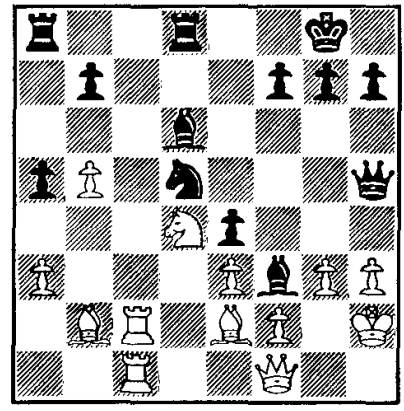


In Pogats–Ciric (1962), White hesitated and lost a precious tempo. He played *1* R–K1? *counting on transferring the Queen after the maneuver* R–K1–K5. Black, however, found the defensive possibility *1* . . . P–K4!

Now neither *2* PxP QxB *3* Q–N5 K–R2 nor the immediate *2* Q–N5 R–K3 *3* PxP RxB! works. After *2* BxP R–K3, Black is out of any immediate danger, and the game finally ended drawn.

Nevertheless, in the diagrammed position, White has a forced win: ***1* B–K4 Q–N6** (the only answer; if *1* . . . Q–Q2, then, naturally, *2* Q–N5) ***2* R–N1 Q–R7** (the Bishop on N2 cannot be taken, but now the way to R6 is open for the Queen) ***3* Q–N5! BxB** (*3* . . . K–R2 *4* QxRPch!) ***4* Q–R6 QxRch *5* K–B2 Q–B7ch *6* K–N3** and Black gets mated on N2 or R1.

To clear a path to the King, different tactical devices are used, in particular, the destruction of the enemy King's pawn cover, already familiar to us, which was decisively employed by Keres (Black) against Blumenov (1933).



1 . . . NxP! 2 PxN BxPch! 3 KxB.

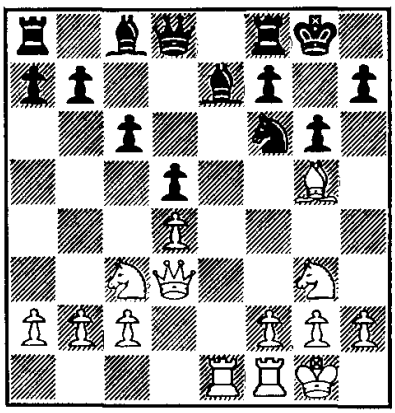
3 K–N1 B–R7ch does not change anything.

3 . . . Q–N4ch.

Not *3* . . . Q–K4ch immediately because of *4* K–B2, but now *4* . . . Q–R5ch would immediately follow, cutting off the King's escape on K1.

***4* K–R2 Q–K4ch *5* K–N1 Q–N6ch** and mate next move.

The ending of Spielman–Waale (1926) illustrates one of the ways the Bishop can tactically be brought to KB6.



Disaster strikes on KB6, the tactical motif being a pin.

***1* RxB! QxR *2* Q–B3 K–N2 *3* N/N–K4! PxN *4* NxP.**

The Knight is attacked three times, and has no defensive reserves.

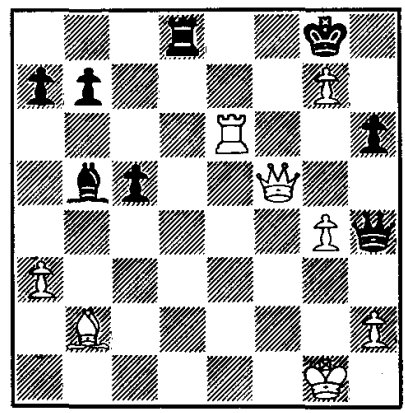
***4 . . . Q–K3 5* BxNch K–N1.**

The Bishop has made it to B6, now it is up to the Queen.

***6* Q–B4, Black resigns.** The Queen automatically falls upon R6, and the game is over.

From Queen to King Rook

In the course of a game it often happens that the scope of activity of the attacking side is limited by its own pieces or pawns. In these situations, they can be cleared away by sacrifices.

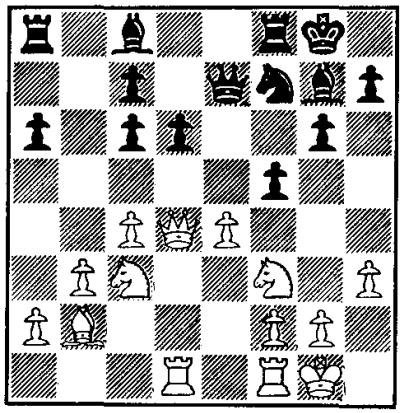


In Dobza–Dinnies (1936) the White KNP is in White's way, covering the Black King. If this pawn were not there, the result of the game would be taken for granted. However, White has at his disposal

a combination which eliminates this blockader, opening the diagonal for his Bishop on N2.

1 **R–K8ch! RxR** *2* **Q–Q5ch K–R2** *3* **P–N8/Qch! RxQ** *4* **Q–B7ch!** and **Black resigns.**

One more rather amusing clearing example from Illingworth–Alexander (1931).

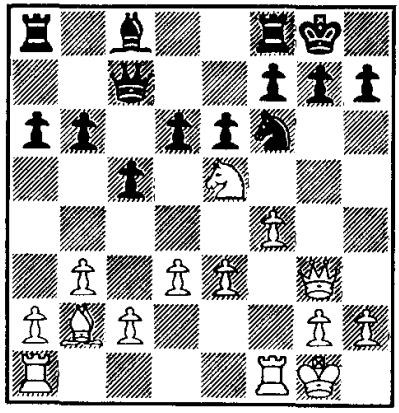


By all accounts, the attacked White Queen should retreat, but this does not happen.

1 **N–Q5!**, and **Black resigns.** Black loses a piece; his Queen is attacked.

You Want to Take, You Don't Want to Take

An attack along the long diagonal often is swift and fruitful. If the castled King's position has not been weakened by pawn moves, there are a number of ways they can be induced, sometimes by sacrifice. Here are several examples. The "diagonal motif" was elegantly used by Durst against Alster (1965).



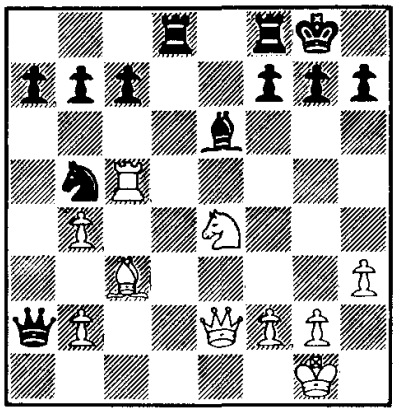
1 **N–Q7!**

An amusing position, from a higher perspective! The Knight can be taken by three pieces. But it simply cannot be taken, cannot be taken . . .

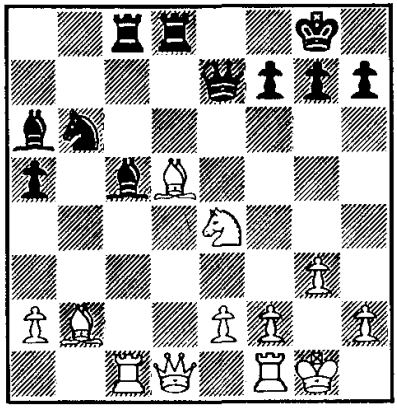
1 **. . . QxN.**

Black is walking a thin line between good and evil. On *1* . . . N–K1 or 1 . . . N–R4 White would boldly reply *2* N–B6ch!, which would steer the game into the same lines as actually happened.

2 BxN P–N3 3 Q–N5, Black resigns.

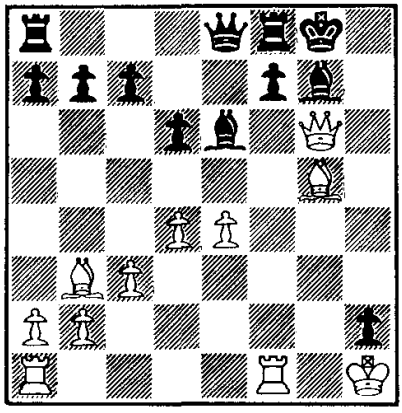


Kinzel–Dueckstein (1958): *1* **N–B6ch PxN** (*1* . . . K–R1 *2* Q–R5) *2* **BxP** (threatening *3* R–N5 mate) *2* . . . **R–Q4** *3* **Q–Q2!**, and **Black resigns,** as there is no defense to *4* Q–R6.



Alburt–Sveshnikov (1974): *1* **RxB! RxR** *2* **Q–Q4 Q–B1** (it is now not enough for White to capture on B5, inasmuch as Black takes the Bishop on Q4, but White has a familiar sacrifice in reserve) *3* **N–B6ch! K–R1** *4* **Q–K4, Black resigns,** after the forced *4* . . . PxN *5* QxPch, it is all over.

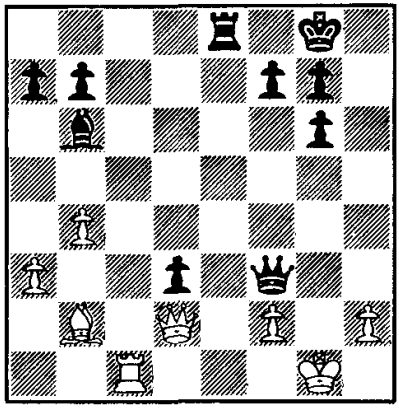
Alekhin's tactics (White) against Mikulka (1923) were based on a pin.



1 **RxP! BxR** *2* **B–B6, Black resigns.**

It Happens to Everyone

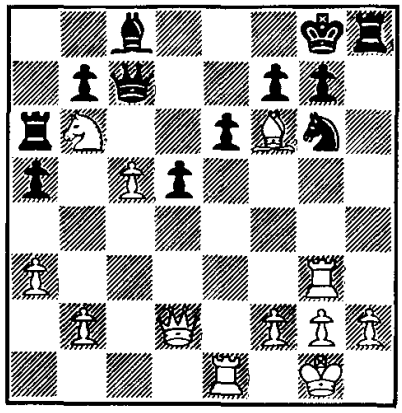
Let us look at one more typical tactical device which once even as famous a tactician as grandmaster Spielman (Black) overlooked in a game with Fazekash (1938).



1 . . . **R–K7? 2 R–B8ch K–R2 3 R–R8ch!** and **Black resigns**, since after 3 . . . KxR *4* Q–R6ch, he is mated on N2.

Here we had two tactical elements at work, deflection and the pin.

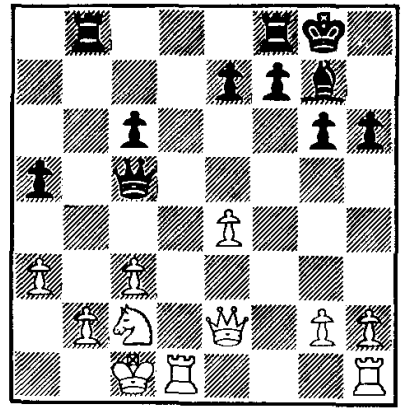
Shcherbakov–Barskauskas (1959) was almost as complicated:



Things get under way with a diversion, *1* **NxP!**, when after *1* . . . **PxN**, the King file was opened, leading the way to the win: **2 R–K8ch K–R2 3 RxRch KxR *4* Q–R6ch** and **Black resigns.**

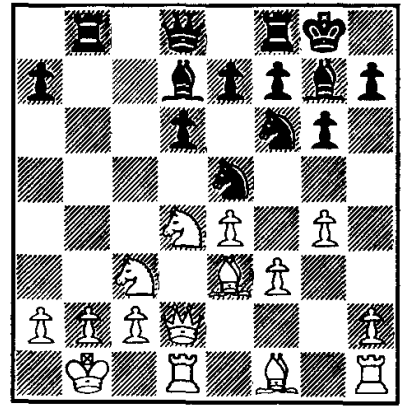
Rush Hour

The long diagonal also gives rise to combinational possibilities when the King has castled long. The tactics are often initiated by a Rook sacrifice on QN7.



Kapengut–Vaganian (1970): *1* . . . **RxP 2 KxR QxBPch 3 K–B1, R–N1, White resigns.** *4* . . . R–N8ch! and 5 . . . Q–N7 mate are unstoppable.

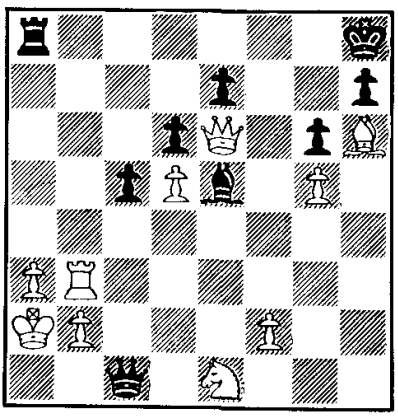
In Zhuravlev–Koskin, the fianchettoed KB also had the last word, striking out like a bus in rush-hour traffic. See how nimbly the "unticketed passengers" flee.



1 . . . **NxBP!** *2* **NxN** (two down, two to go) *2* . . . **NxKP!** *3* **NxN** (the road is clear) *3* . . . **RxPch** *4* **K–B1** (now what, after two Knights have been given up?) *4* . . . **R–N8ch!** *5* **KxR Q–N1ch.** The "conductor" has appeared. **White resigns.**

Maidenly Godsend

Fourteen-year-old Moscow schoolgirl Tanya Nadyseva found a remarkable move against her peer Grigoriev (1973).

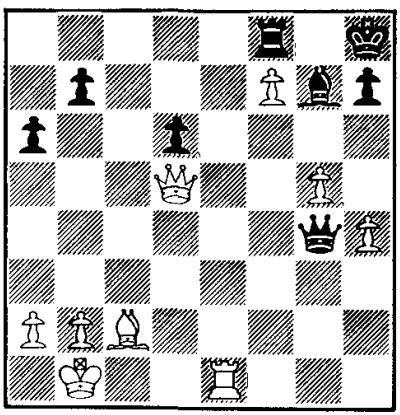


1 . . . **RxPch!!** and whether or not the Rook is taken, in any way, White is mated immediately.

A Look Around

We have already seen how the Queen can strike out at several objectives at once, "in passing." This phenomenon can cost surrounding pieces dearly. Thus, the advice from experienced players is useful: Before making your move, make sure you're not missing anything. Nevertheless, this rule is often forgotten—even by grandmasters.

At the XIX International Olympiade in Siegen (1970), Portisch–Gligoric arrived at this position:

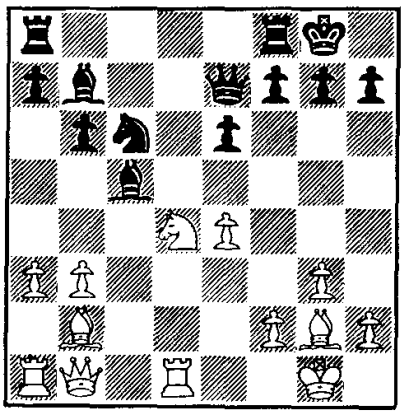


It is White's move, and if the Hungarian grandmaster had simply played *1* P–R3, then he would have maintained his advantage. Portisch, however, committed a grave

oversight, *1* **P–R5??**, and after *1* . . . **Q–N5** had to resign immediately, since both mate on N7 and *2* . . . QxR are threatened.

"The mistake of a beginner," noted the tournament bulletin. "This is an unfair comparison," replied grandmaster Taimanov. "How many beginners could stay in the game for five hours against a world class player without making an error?"

Here is Konstantinopolsky's cleverly masked maneuver (White) in a game versus Byvshev (1951), which was difficult to foresee even with a clear head.

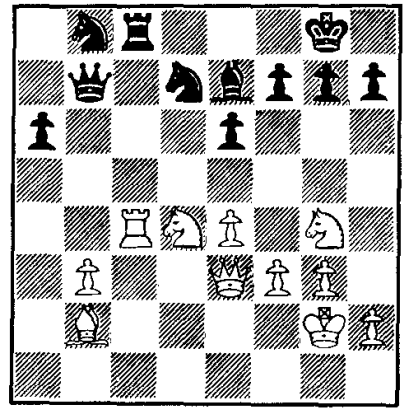


1 **NxN BxN** (first the exchange) *2* **P–QN4 B–Q3** (next the Bishop is driven into a poor position) *3* **Q–Q3** (and finally the pieces regroup for the decisive action), **Black resigns.** If the Bishop retreats anywhere, or is defended (*3* . . . KR–Q1), there follows *4* Q–QB3! hitting KN7 and the QB simultaneously.

Note, instead of *3* Q–Q3, *3* P–K5 BxB *4* PxB is insufficient because of *4* . . . Q–N2.

A Choice of Mates

In Larsen's combination (White) against Matanovic (1965), the double attack was again one of the tactical elements.



1 **NxP!**

The reason for this move will soon become clear. On *1* . . . PxN, White had *2* Q–B3! prepared, hitting both KN7 and QB8.

1 . . . **RxR.**

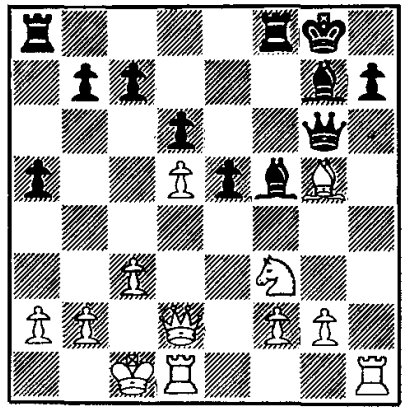
Black is anticipating the double attack, but White continues with a sacrificial symphony.

2 **N–R6ch!** and **Black resigns.**

If he does not care to be mated "abstractly" after *2* . . . K–R1 *3* BxP mate, the Knight has to be taken, after which *3* . . . QxP leads to the thematic mate, inasmuch as the Knight on K6 and Bishop on N2 cannot both be eliminated in one move.

The Gallant Bishop

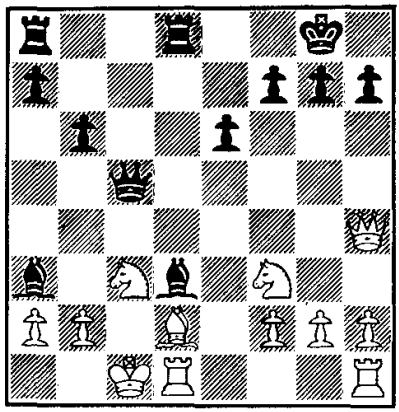
Against a King castled long, the weakness of the KR2–QN8 diagonal can serve as a catalyst for solving tactical problems. We are familiar with one "bloodless" method, involving a simple but far from obvious piece regrouping.

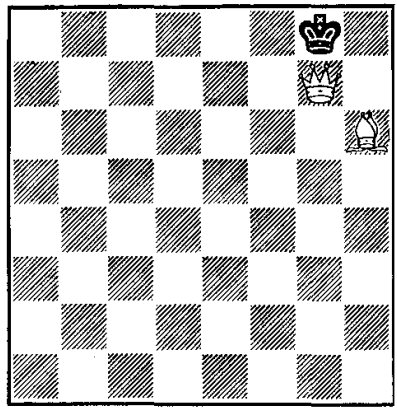


This is a position from Lasker–Yates (1924). One is immediately struck by the fact that the Queen and Bishop are not, so to speak, in the right order on the QN8–KR2 diagonal. Can they change places? The gallant Bishop has no objections.

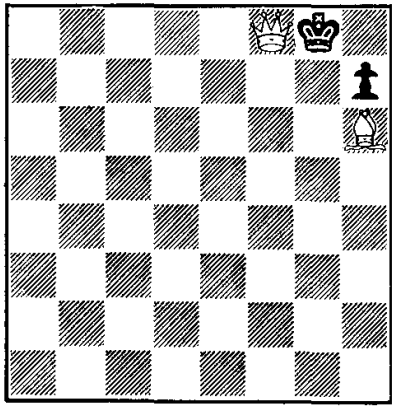
1 . . . **Q–B2! 2 B–R6 B–N3 3 BxB Q–B4!** and after the forced Q–Q3, Black had the advantage, although Lasker was eventually able to secure a draw.

The same maneuver in Rabinovich–Romanovsky (1925) immediately won for Black.



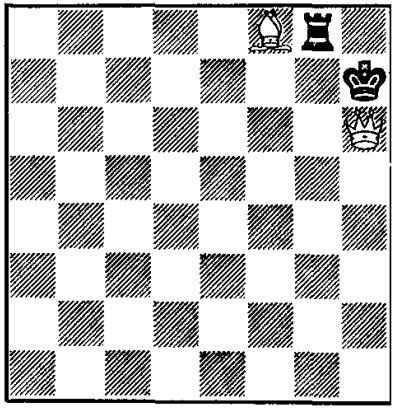


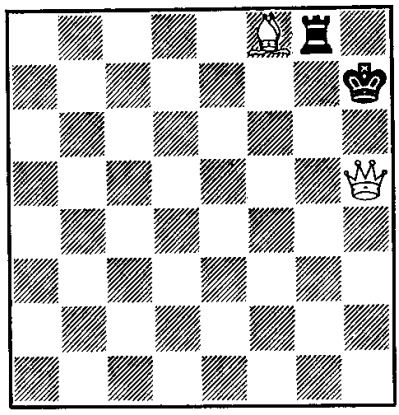
***1* . . . B–N3 2 Q–R4 P–QN4!** (not *2* . . . Q–KB4 immediately, after which White defends à la Lasker with *3* Q–K4) ***3* QxB** and only now **3 . . . Q–BK4! White resigns.** If *4* Q–N3, then *4* . . . QR–B1.



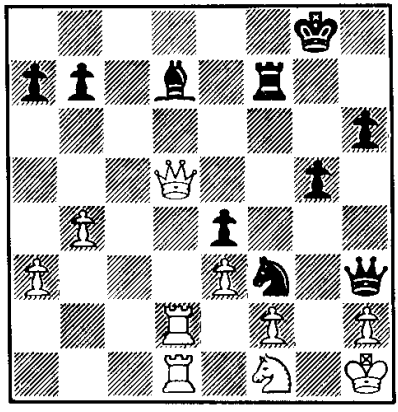
Sheer Trouble

The Bishop is more than a small annoyance when, during an attack on the King castled short, it establishes itself on R6. From this battle station, it helps to cut off the enemy King's escape and lend support to mating threats, which usually occur as follows:





There are a variety of ways they can be attained tactically.



Thus, in Salwe–Speyer (1910), Black twice used cleared squares and self-blockading techniques.

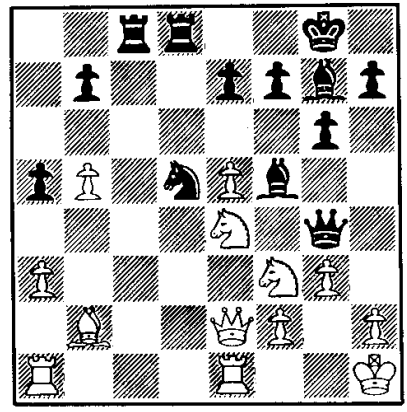
1 . . . **N–K8!**

The Knight with tempo (mate on N7 and B8 are threatened) frees KB6 for the Queen.

2 RxN Q–B6ch.

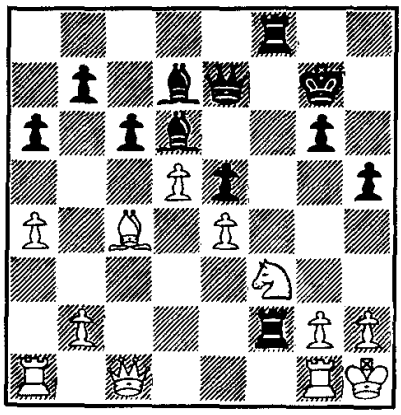
The Queen clears R for the Bishop, also with tempo.

3 K–N1 B–R6, White resigns.

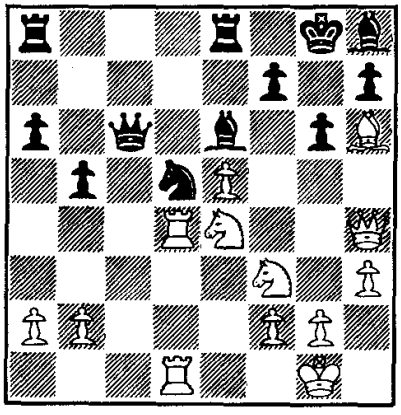


One can almost feel the chagrin of the young Latvian master Mikenas when in the international tournament at Kemeri (1937) he, versus Alekhin (White), did not find a move based on elementary diversion, *1* . . . **R–B7!**, which would have led to an immediate win, **2 QxR QxNch 3 K–N1 B–R6.**

The transfer of the Bishop to KR6 can be brought about in subtler ways, one of which was employed by Spassky (Black) against Vizantiadis (1970).

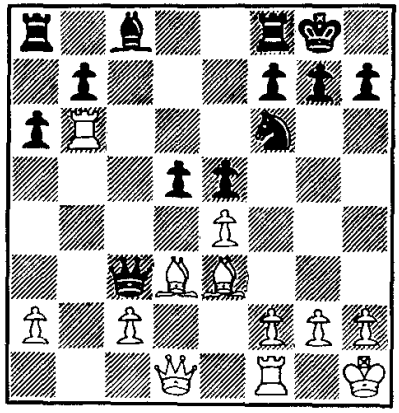


1 . . . **R/1xN!** and **White resigns**, without waiting for the elegant finish: *2* PxR RxPch *3* KxR Q–R5ch *4* K–N2 B–R6ch *5* K–R2 (or R1) B–B8 mate.



In Vasyukov–Pfleger (1966) the White Bishop had already made its way to R6; however, KB6, where the Queen would have liked to go, was under the control of the enemy Knight and Bishop. Vasyukov eliminates each in succession.

1 **RxN! BxR** *2* **RxB QxR** *3* **N–B6ch BxN** *4* **QxB, Black resigns.**

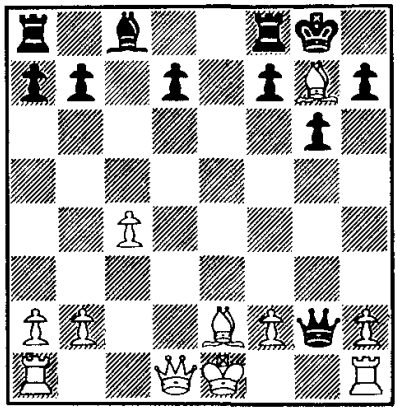


After the exchange sacrifice *1* **RxN! PxR** *2* **B–R6**, White's Bishop in Kolmogorov–Seledkov (1974) took up its battle station. Black continued *2* . . . **PxP** *3* **BxKP P–B4.** Now White was faced with the task of transferring the Queen to the Kingside. If it just walks through the open door directly, *4* Q–R5, then after *4* . . . P–B3, it cannot reach the King. White finds a more circuitous maneuver: ***4* Q–Q6! B–K3** (*4* . . . P–B3 *5* Q–K2) ***5* Q–K7! Q–B5** (capitulation) ***6* Q–N5ch, Black resigns.**

Involuntary Plagiarism

In the Dortmund International Tournament (1974),

Nona Gaprindashvili had a pretty double Rook sacrifice, defeating the master Servati (Black).



***1* Q–Q4 QxRch *2* K–Q2 QxR *3* Q–B6!** and **Black resigns,** since there is no satisfactory defense to *4* B–R6.

Several months later at the international tournament in Les Halles, a game between Tal (White) and a young German master, Petz, arrived at the identical position (although by a transposition of moves). White, against his will, was forced to commit plagiarism.

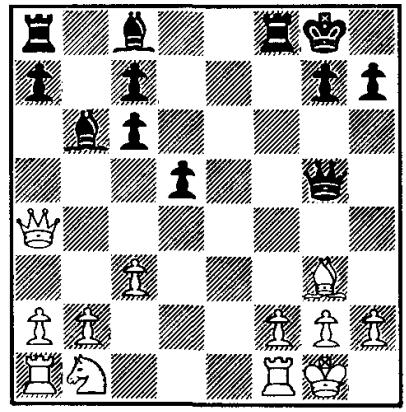
***1* Q–Q4 QxRch *2* K–Q2.**

Here Petz realized what his opponent was up to, but it was too late. After ***2* . . . QxP *3* BxR KxB *4* B–B3 P–Q4 *5* BxP R–N1 *6* R–K1 B–K3 *7* RxB,** Black realized he was lost.

"I owe a sincere debt of gratitude to the Women's World Champion," jokingly wrote Tal in the Latvian magazine *Chess,* "for her active participation in my appearance at Les Halles."

From All Sides

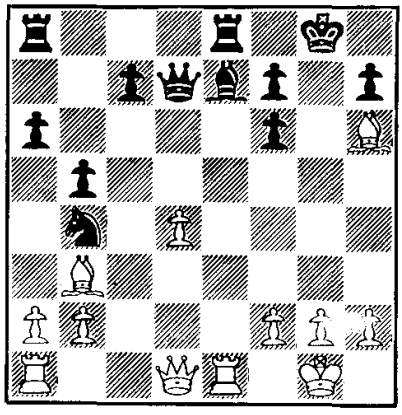
The attack can be conducted combinationally, both against KN7 and the last rank. This was illustrated in Volchok–Nakonechny (1964).



White's KN2 is covered by the Bishop on KN3, but it can be combinationally diverted: ***1* . . . RxP! *2* BxR** (*2* RxR Q–B8ch) ***2* . . . B–R6 *3* P–N3 BxBch. White resigns.** On *4*

KxB there follows *4* . . . R–B1ch and on *4* RxB White is mated in three after *4* . . . Q–B8ch.

When attacking KN7, the Queen can also simultaneously direct itself to other undefended objectives, as was the case in Zuckerman–Hartoch (1968).



All Black needed to play was *1* . . . B–B1 to secure himself against the various threats. However, it was White's move, and he made the most out of the long-range powers of his Queen.

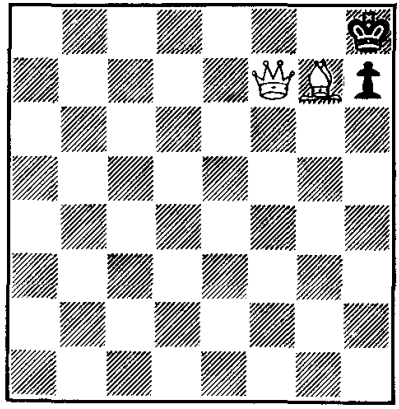
***1* RxB! RxR.**

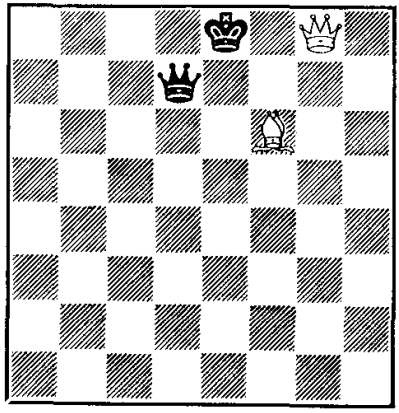
The Black Queen must keep KN5 under surveillance. But now both KN2 and QR1 are not defended.

2 Q–B3! and **Black resigns.**

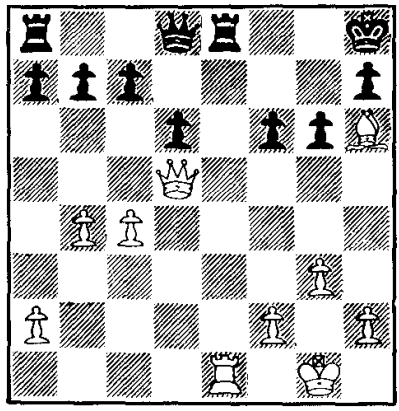
Starting with a Sacrifice

Let us look at two typical mating positions.



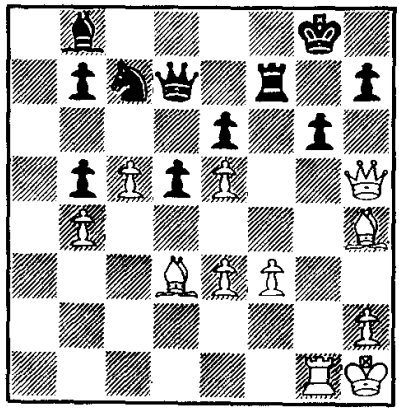


Corbet–Tyler (1963) arrived at the first position.



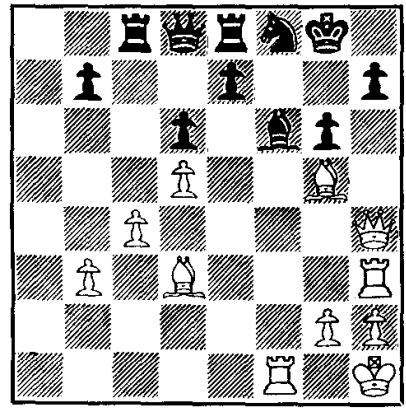
After *1* **Q–B7! RxRch** (*1* . . . R–KN1 *2* R–K7) *2* **K–N2,** Black, in spite of his huge material plus, could not parry the threat of 3 B–N7 mate (*2* . . . Q–KN1 *3* QxBPch) and lost.

The other finale was seen in Korchnoy–Nedjelkovic (1957).



The longer one looks at this position, the clearer it becomes that Black's pieces are really disorganized. This allows White to freely execute a sacrificial combination.

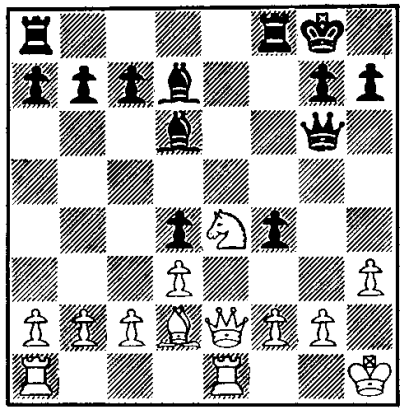
1 **BxP! PxB** *2* **RxPch R–N2** *3* **B–B6! N–K1** *4* **R–R6 K–B1** *5* **R–R8ch R–N1** *6* **RxRch KxR** *7* **Q–R8ch** and **Black resigns,** since after *7* . . . K–B2 *8* Q–R7ch N–N2 *9* QxNch K–K1, Black is mated thematically—*10* Q–N8.



Portisch–Reshevsky (1973): *1* **BxP PxB** *2* **RxB!** and **Black resigns** (*2* . . . PxR 3 Q–R8ch K–B2 *4* R–R7ch NxR 5 QxNch K–B1 *6* B–R6 mate).

Escape Attempt

Let us examine two more original positions in which the Queen successfully cooperates with the Bishop.



In Herman–Charousek (1896), Black first destroyed the pawn cover of the White King, and then with a series of energetic and pretty moves, forced it into a desperate position.

***1* . . . P–B6! *2* PxP BxP *3* R–KN1 Q–R4 *4* R–N5 Q–R5 *5* K–N1.**

It is not difficult to see that all White's replies were forced. Now a series of splendid moves begins whose goal is to prevent the enemy King from escaping.

***5* . . . B–R7ch! *6* K–R1.**

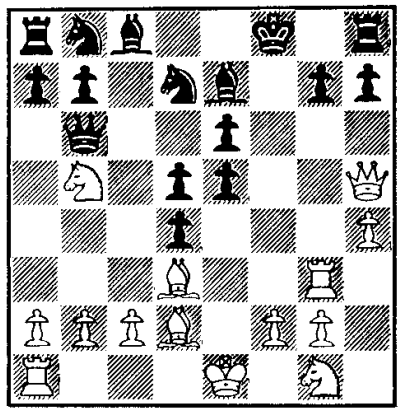
Bad is *6* KxB B–B8dis ch and White loses the Queen.

***6* . . . B–B8! *7* Q–Q1.**

Of course, the capture on KB1 is impossible because of *7* . . . B–N6dis ch followed by mate on R7. Now on *7* . . . B–N6dis ch *8* K–N1, White, attacking the Bishop on B1, gets some time to defend.

7 . . . B–K7!

Closing the King's last route of escape. **White resigns.** If the persistent Bishop is captured, there follows *8* . . . B–N6dis ch and mate in two.



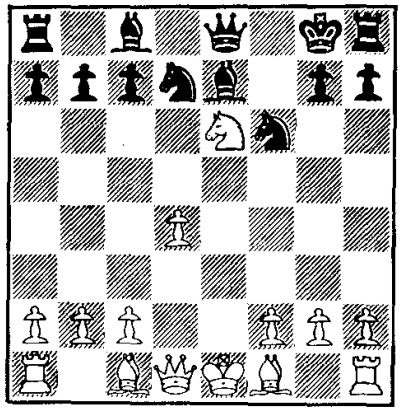
In this position from Liuboshitz–Shagalovich (1956), the major work is left to the Bishops.

***1* RxP! KxR *2* B–R6ch K–N1 *3* B–N6!** and **Black resigns.**

Black cannot defend KB2, since *3* . . . PxB leads to mate —*4* QxNP.

In One Instant

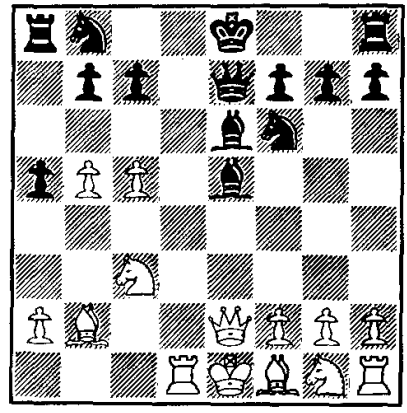
Loman-Teschner (1950) became a tragicomedy.



It is White's move. He has sacrificed a piece right in the opening, intending to disorganize his opponent. After *1* B–QB4! his attack would have become threatening. There followed, however, *1* **NxBP??** and it was all over in an instant—***1* . . . B–N5 mate!**

Attacking with one piece! On the other hand, it illustrates the tremendous power of the double check, which one should always look for, look for, and then look for again.

White fell victim to the double check in Shaposhnikov–Smolensky (1968), but Black's tactics were better disguised in comparison with the previous example.

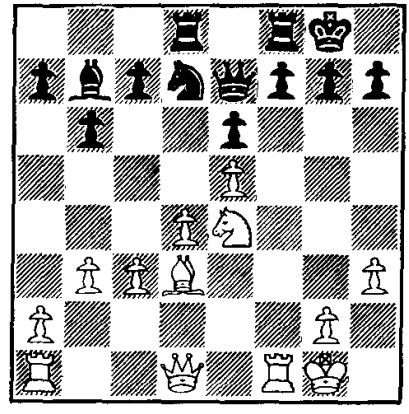


***1* . . . B–QB5!** and **White resigned,** for the King is mated after *2* QxQB BxN mate. The Queen also cannot stay on the King file: *2* Q–K3 N–N5 *3* Q–K4 BxNch, winning the Queen.

Solve It Yourself

84

Safonov–Kutepov (1954)

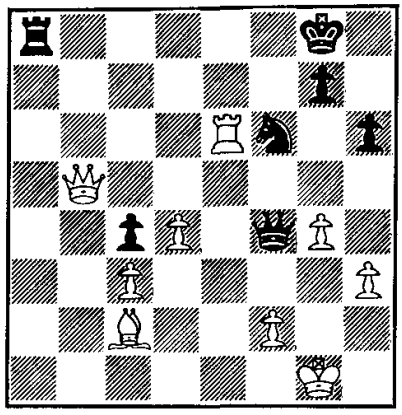


WHITE'S MOVE

1 Q–R5 seems right, but after *1* . . . P–KR3, Black holds. Is there anything else?

85

Reshevsky–Tan (1973)

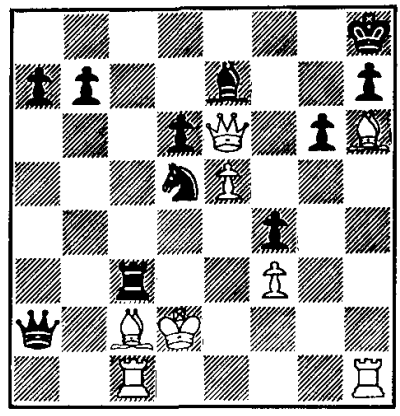


WHITE'S MOVE

1 RxN, so as to check on Q5 after *1*. . . QxR. Black replied *1* . . . R–R8ch and only after *2* K–N2 took the Rook, *2* . . . P–R (bad is *2* . . . QxR *3* Q–K8ch Q–B1 *4* B–R7ch). Who has swindled whom?

86

Martin–Jimeno (1957)

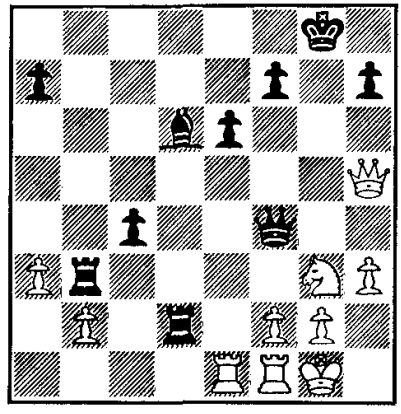


WHITE'S MOVE

It's not so simple: *1* Q–B7? R–Q6ch! and Black strikes first (*2* KxR? N–N5ch and *3* . . . QxQ). But . . .

87

Traeger–Weise (1964)

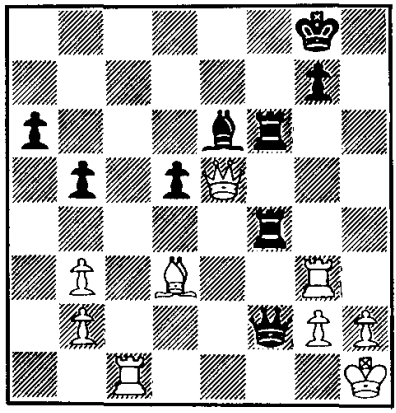


BLACK'S MOVE

Every piece is attacking, but White also has his own threats (R–K4).

88

Horowitz–NN (1944)

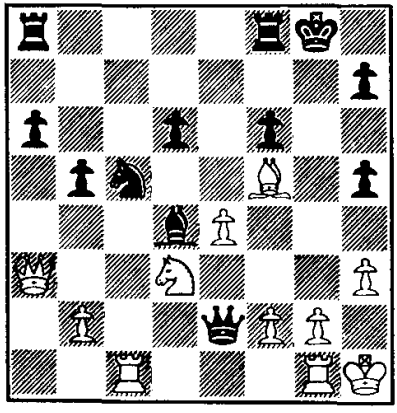


WHITE'S MOVE

1 . . . Q–B8ch is threatened. The best defense is an offense!

89

Ivanov–Litvinov (1972)

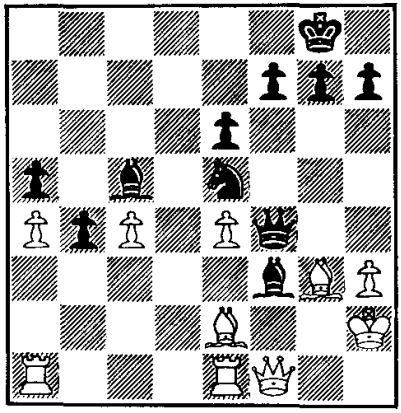


WHITE'S MOVE

It is clear after a glance that . . .

90

Cabral–Molinary (1943)

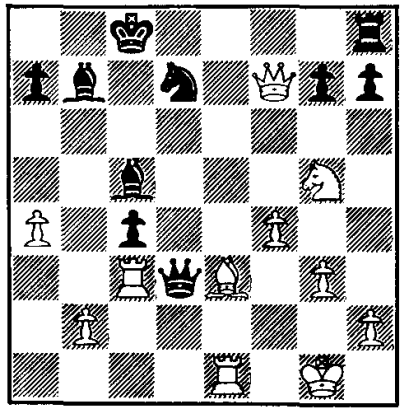


BLACK'S MOVE

Is the attack over? No, it continues!

91

Peev–Pedersen (1972)

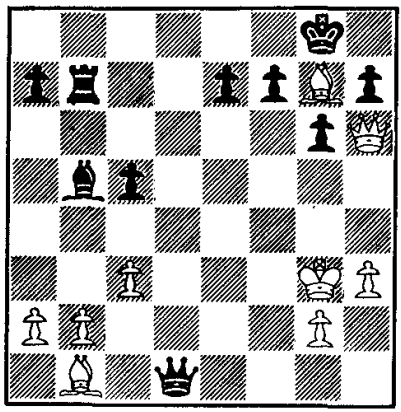


BLACK'S MOVE

Simple and quiet, nothing special.

92

Bartrina–Ghitescu (1974)

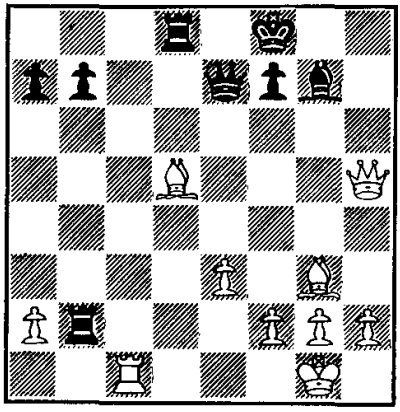


WHITE'S MOVE

Can the White King be checked much?

93

Lednev and Henkin (1973)

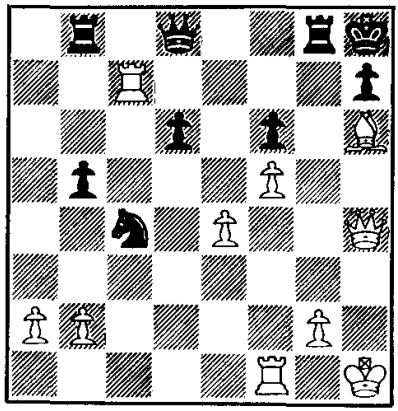


WHITE'S MOVE

A gallant Knight, above reproach.

94

Piarnpuu–Barbet de Marni (1972)

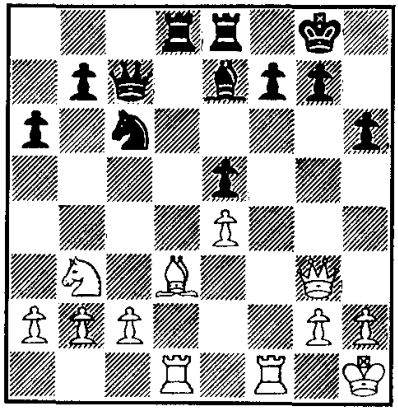


WHITE'S MOVE

An arrow shot into the air . . .

95

Hartston–Penrose (1963)

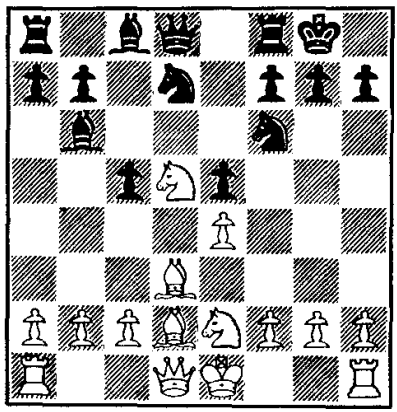


WHITE'S MOVE

When royalty walked the face of the earth . . .

96

Samarin–Kolesov (1973)

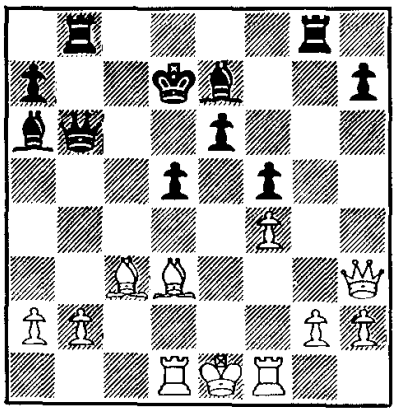


BLACK'S MOVE

As long as White hasn't castled...

97

Reggio–Mieses (1901)

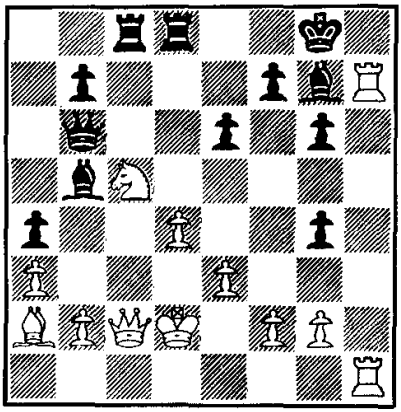


BLACK'S MOVE

Both are pretty.

98

Apshenek–Hartman (1959)

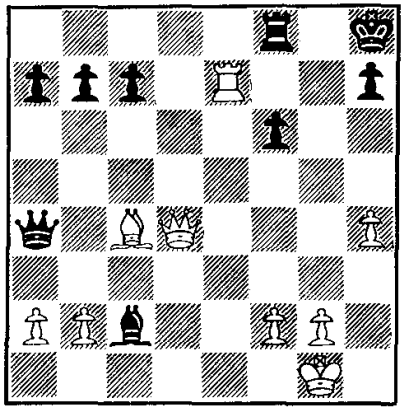


WHITE'S MOVE

Think a while. Black threatens to take the Knight, and it's pinned, and the White Queen would be taken with check, after *1* NxKP. What should White do?

99

Littlewood–Rot (1966)

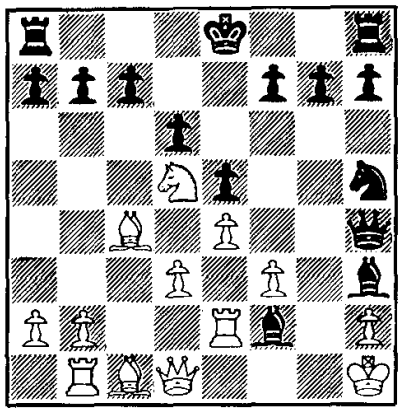


BLACK'S MOVE

Can Black take advantage of the pinned Bishop by *1* . . . P–N4?

100

Sallay–Barabash (1959)

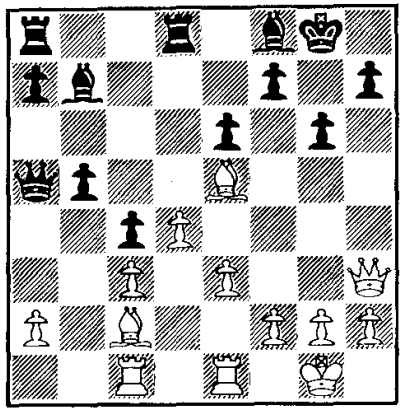


BLACK'S MOVE

All for one . . .

101

Redikan–NN (1957)

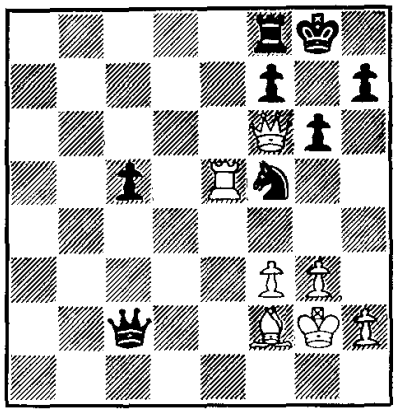


WHITE'S MOVE

A bolt of lightning.

102

Elstner–Holze (1959)

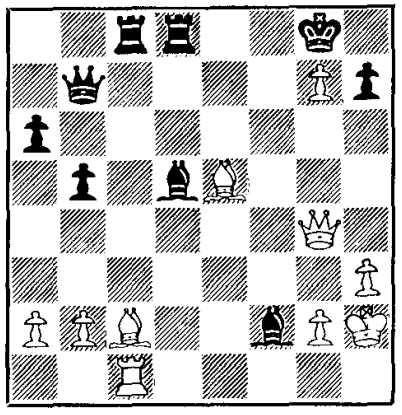


WHITE'S MOVE

He played *1* P–N4, since bad was *1* RxP due to *1* . . . N–K6ch. The correct *1* . . . N–N2 gave Black defensive chances. Black, however, tried to keep the pawn and played *1* . . . N–Q5? overlooking his opponent's trap. Which one?

103

Negiesi–Denez (1948)

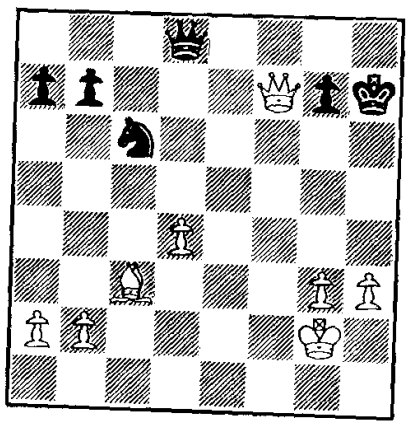


WHITE'S MOVE

If only the pawn weren't there!

104

Hennings–Uhlmann (1963)

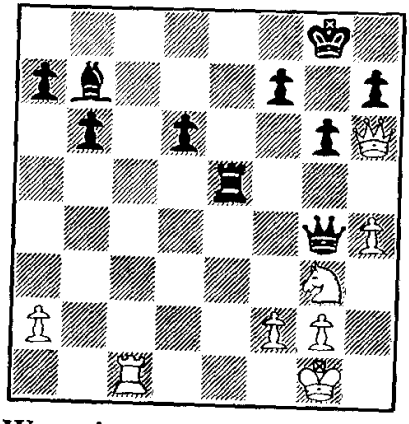


BLACK'S MOVE

What happens after *1* . . . NxP?

105

Maedler–Uhlmann (1963)

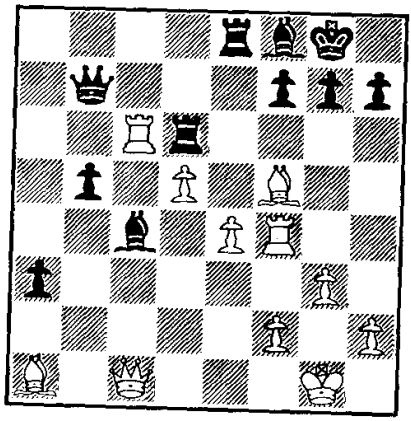


WHITE'S MOVE

Is *1* R–B7 correct?

106

Sakharov–Cherepkov (1969)

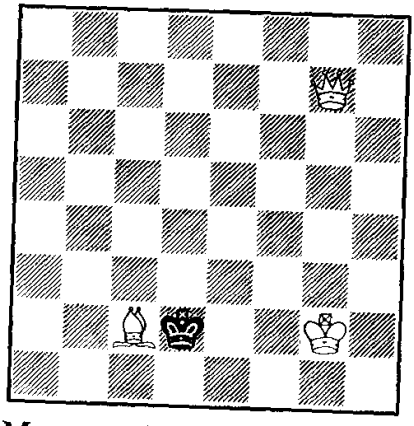


WHITE'S MOVE

An opera with an overture.

107

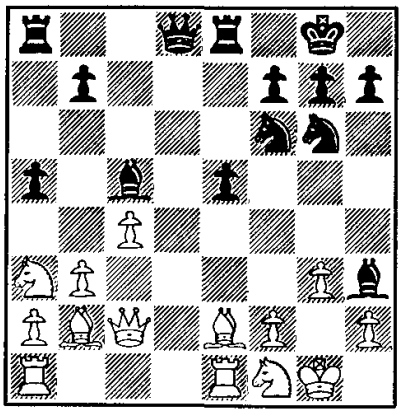
Golubenko (1974)



MATE IN THREE MOVES

108

Rozov–Kozlov (1973)

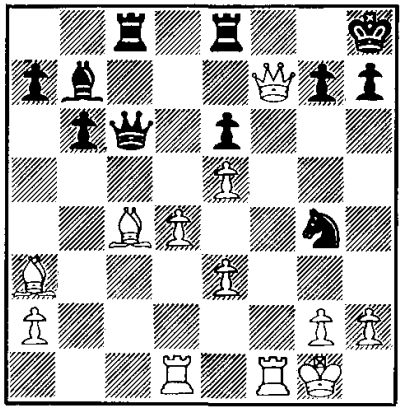


BLACK'S MOVE

Which piece will White miss most of all?

109

Sorokin–Kapustin (1959)

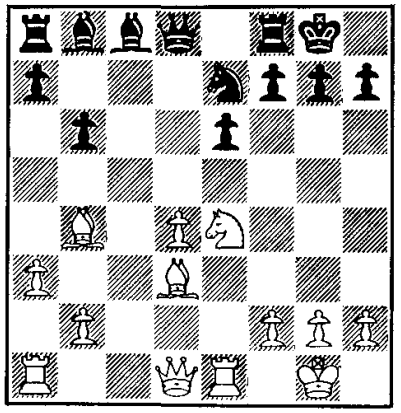


WHITE'S MOVE

Don't forget about the mate on KN2!

110

Wibe–Schneider (1975)

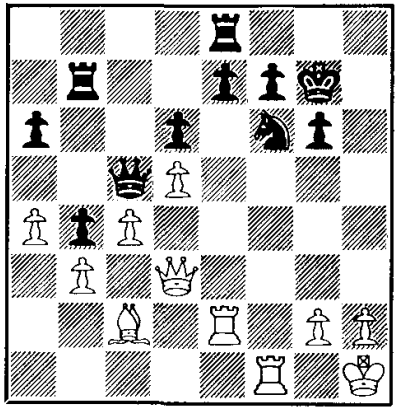


WHITE'S MOVE

Thunder from a clear sky.

111

Chukaev–Malev (1964)

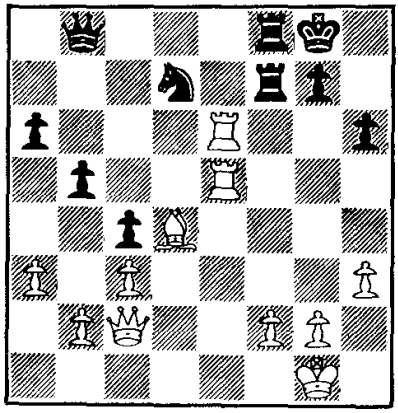


WHITE'S MOVE

The King is out for a stroll.

112

Delplange–Felsing (1958)

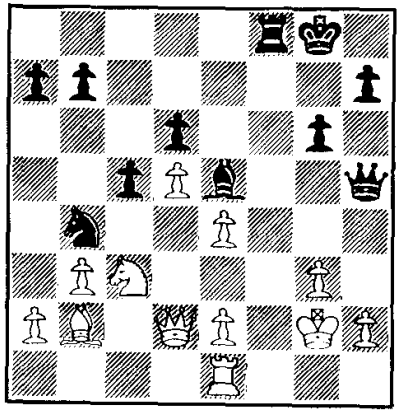


WHITE'S MOVE

Blow for blow . . .

113

Rukavina–Larsen (1973)

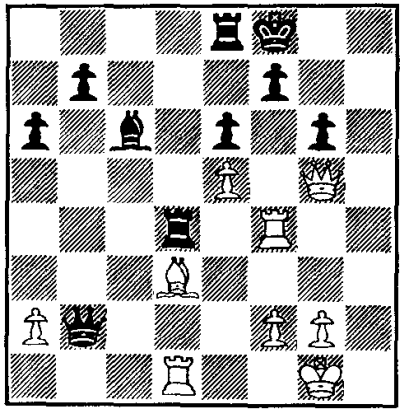


BLACK'S MOVE

As in the era of the Vikings.

114

Gligoric–Tolush (1957)

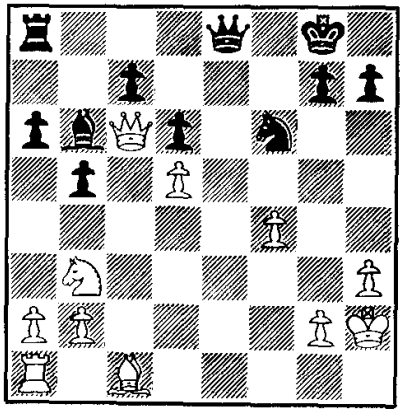


WHITE'S MOVE

An exhausted monarch.

115

Hennings–Dane (1959)

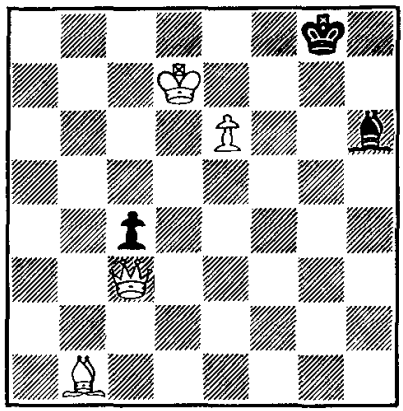


BLACK'S MOVE

"Draw?" asked Black. "Draw!" White shot back. Who was taken?

116

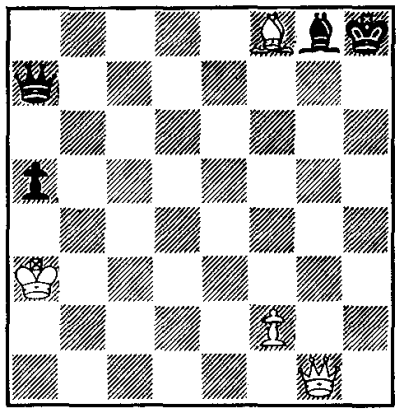
Grin (1974)



MATE IN THREE MOVES

117

Kubbel (1935)

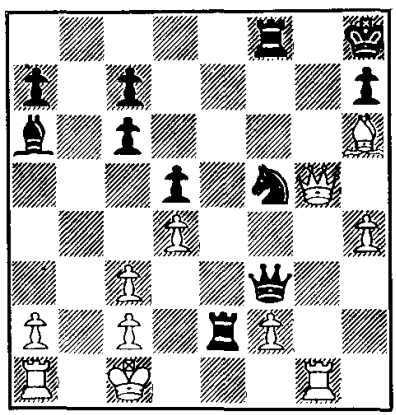


WIN

VIII
Queen and Knight

Annihilation

The Queen is the strongest piece, with the longest range and powers. The Knight is famous for its sly moves, breaking through seemingly impassable enemy barriers. The different fighting abilities of these pieces make them the ideal combination, particularly against the King.



In Forself–Plame (1959) the players are locked in bitter combat on both flanks. But it is Black's move, and he resolves the struggle by sacrificing everything he does not need in order to mate.

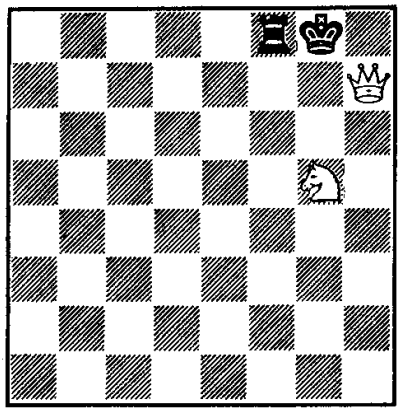
1 . . . RxPch! 2 KxR Q–Q6ch 3 K–B1.

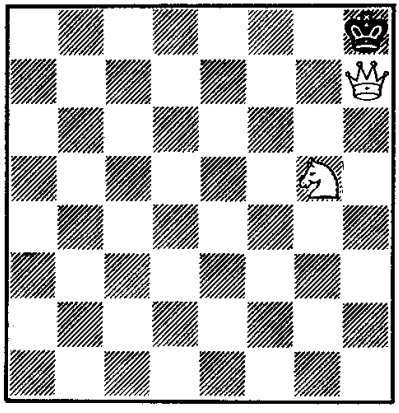
The King dare not enter the QN file, since then the Rook on KB1 enters the attack.

3 . . . QxPch 4 K–Q1 B–K7ch! 5 KxB NxPch 6 K–B1 RxPch! 7 KxR Q–B6ch 8 K–K1 Q–K7 mate.

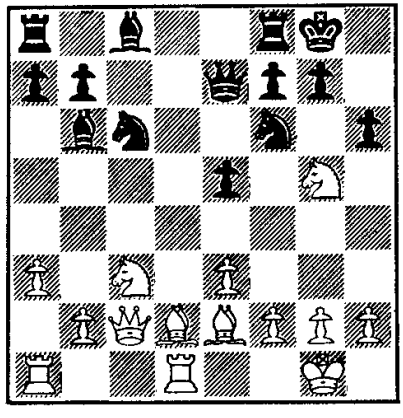
You Can't Please Everyone

Let us examine the way the Queen and Knight cooperate in attacking the King, which has castled short. Mating finales resemble the following when KR7 is under attack:





In Flohr–Hilg (1934), Black, at first glance, is not threatened by anything.



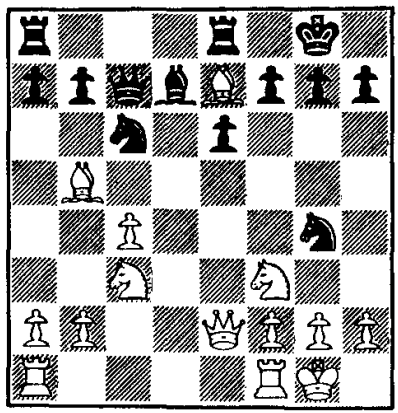
However, this is only a superficial impression. The Knight on KB3 is covering two critical squares, its Q4 and KR2, and after *1* **N–Q5!** it is apparent that it is "serving too many masters." One must fall.

Similar tactics have occurred in tournament games, separated by many years.

Joner–Tartakover (1928): *1* **P–K4 P–QB4** *2* **N–KB3 N–KB3** *3* **N–B3 P–Q4** *4* **PxP NxP** *5* **N–K4 P–K3** *6* **P–Q4 PxP** *7* **NxP B–K2** *8* **B–N5ch B–Q2** *9* **P–QB4 N–KB3** *10* **N–QB3 O–O** *11* **O–O Q–B2** *12* **Q–K2 N–B3** *13* **N–B3.**

Strange opening strategy. White refrains from all exchanges, losing tempo after tempo. It is not surprising that Black has managed to develop nicely and has an easy game.

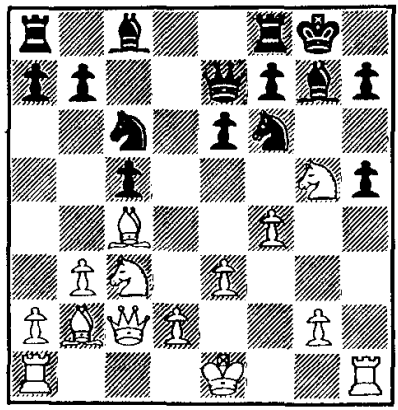
13 . . . **KR–K1** *14* **B–KN5 N–KN5!** *15* **BxB?**



White finally decides to exchange something—and is lost in one move. *15* B–K3 was the only defense.

15 . . . **N–Q5!** and **White resigns.**

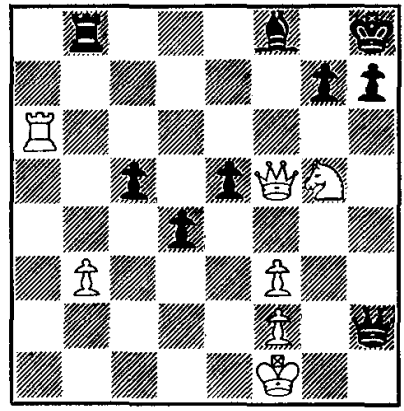
Sometimes the defender of KR7 can be eliminated directly.



In Dely–Mengarini (1937) after *1* **N–Q5! PxN** *2* **BxN,** White had removed the only defender of the enemy King and immediately forced its capitulation.

Having Slammed the Door . . .

Note one other tactical device—line interruption, which we illustrate with an example from Kireev–Mironov (1963).

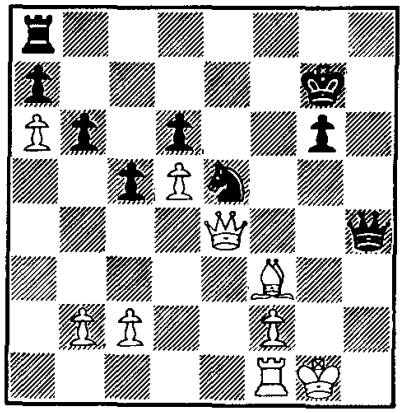


KR7 is defended by the Black Queen. But the KR file can be cut off from the King on R1.

1 **R–R6!** and **Black resigns,** since he is left with an unpleasant choice, the loss of the Queen (*1* . . . QxR *2* N–B7ch) or mate.

A Sorry Sight

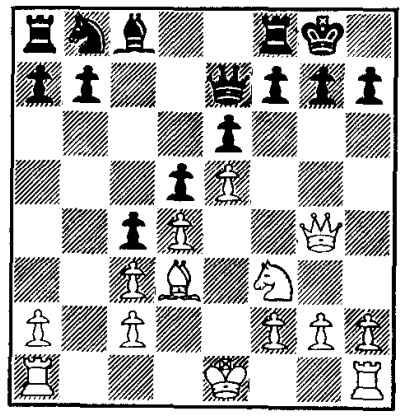
Dvoretsky (Black) constructed an original *Zugzwang* position in his game versus Podgaets (1974).



1 . . . **R–KB1!** *2* **B–R1** (*2* QxQ NxBch) *2* . . . **N–N5** *3* **Q–N2 R–B6!** *4* **P–QB4 K–R3!** A tragicomic position! In view of the mate threat on KR2, the White Queen is completely paralyzed, the Rook is fending off mate on KB2, and the Bishop has been incarcerated. When White runs out of pawn moves, he will be in complete *Zugzwang*. Therefore **White resigns.**

A Fatal Liaison

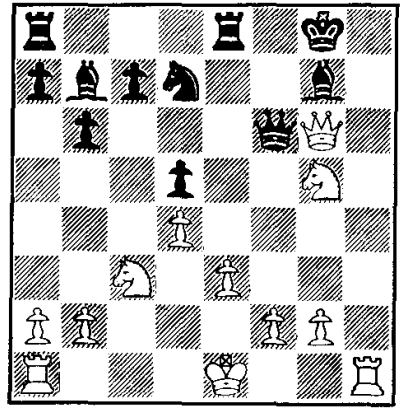
Among the tactical shots available for breaching the enemy King's fortress, first place must undoubtedly be held by a Bishop sacrifice on KR7. This age-old combination is often finished by a mating finale where Queen and Knight cooperate. We need only note one example of this elementary attack.



Black's last move in Yates–Marin (1930) was P–B5. What is this? Carelessness? Oversight? Or fatalism?

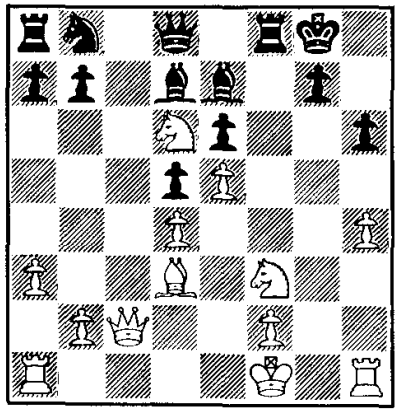
***1* BxPch KxB *2* Q–R5ch K–N1 *3* N–N5, Black resigns.**

The Rook sacrifice which drives the King to the fatal square is also well known.



Marshall–Burn (1900): *1* **R–R8ch! KxR 2 Q–R7 mate.**

Often the threat is latent, so that it cannot be detected. In those instances, the loser usually exclaims, "Why didn't I see that move earlier?"



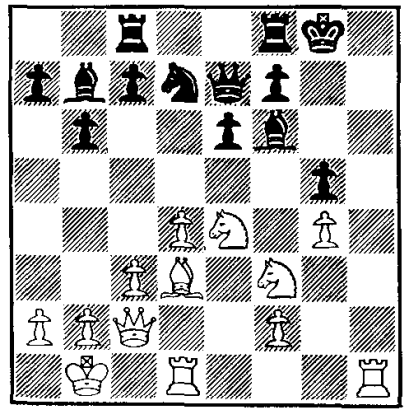
After *1* **N–KN5,** in Holditz–Legel (1959), Black had the following question put to him: Which Knight is more dangerous? He answered it incorrectly.

1 **BxN/Q.**

Better, of course, was *1* . . . BxN/N 2 PxB QxP, although White's attack still seems dangerous. But Black had evidently only counted on 2 PxB PxN 3 PxP QxP, and the burden is on White to prove that his initiative is worth the sacrificed piece. However, as in checkers, nothing should be taken for granted.

2 B–R7ch K–R1 3 B–N8! and regardless of which piece he takes, Black is mated on R7.

In that example, White made use of the tactical device of clearing a square. In the next position, taken from Rather–Belcher (1940), the path to the King is opened by a sacrifice.



The diagonal along which the Queen seeks to meet the enemy King is often unfortunately crowded with friends. Each must be dealt with separately, given its own task. The Bishop is first up.

1 **B–R6! BxB.**

On *1* . . . BxN 2 QxB, KR7 and the Rook on QB1 are under fire. Now it is the Knight's turn.

2 N/4xP KR–Q1.

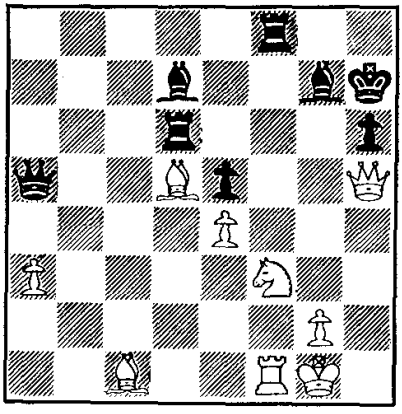
The job is done. On 3 Q–

R7ch, the meeting with the King will only be fleeting: the Black monarch will retire to KB1. But as we know, under these conditions it is possible to switch tactics—diversion!

3 R–R8ch!

This is how we must deal with the King. **Black resigns.** Any capture leads to mate.

Now here is a combination from Tal–Carlton (1974), where the former World Champion maneuvered the Queen to the seventh rank in an extremely clever way.



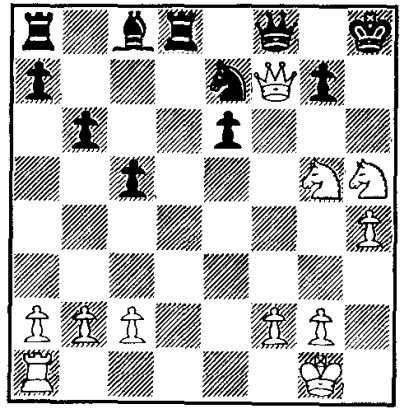
Hoping to break his opponent's bind, Black returned the exchange with *1* . . . **RxB.** But we already know that material in chess may not be everything.

2 BxP!

A curious situation has arisen. If Black now tries to go over to the defense, with, for example, 2 . . . B–K1, then after *3* N–N5ch K–N1 *4* RxRch BxR 5 QxB, he is no better off than before. It seems as if he can play "fortissimo"—2 . . . RxN—but then *3* BxBdis ch KxB *4* RxR and Black cannot avoid mate. He chooses the game variation, going directly into the lion's den.

2 . . . BxB 3 N–N5ch K–N2 *4* R–B7ch! and **Black resigns.**

Capablanca executed one of his "mini-combinations" against an unknown amateur in 1935.



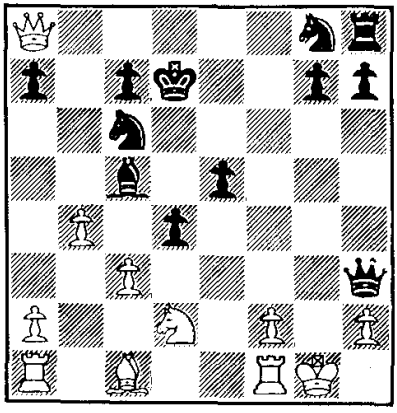
Black is a Rook up, while the exchange of Queens seems inevitable. Capablanca changes the battle scene with a surprising stroke.

***1* N–B6!**

Take what you wish, but you must take something: *1* . . . QxQ *2* NxQ mate or *1* . . . PxN *2* Q–R7 mate.

***1* . . . N–N1 *2* Q–R5ch N–R3 *3* Q–N6;** and **Black resigns**, since R2 is untenable.

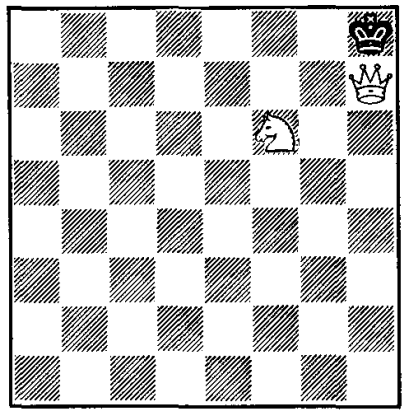
In Strautmanis–Palau (1928), it was a frontal assault on the weakened White castled position.

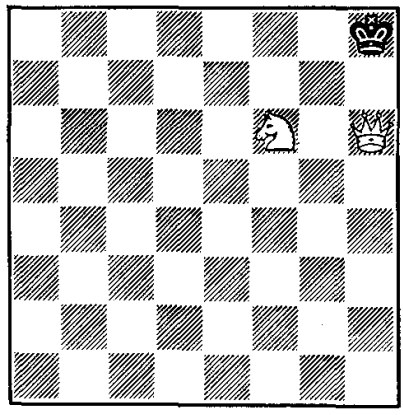


***1* . . . N–B3! *2* QxR N–KN5! *3* QxNPch B–K2 *4* N–B3 P–K5 *5* N–K5ch N/BxN *6* B–B4 N–B6ch *7* K–R1 N/BxP, White resigns.**

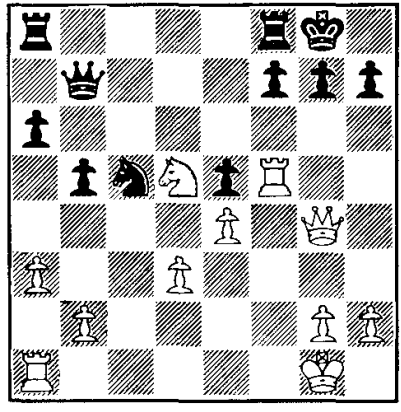
Up Front, and on the Sly

KR2 can be attacked not only by a Knight on N5, but also by a Knight on B6.

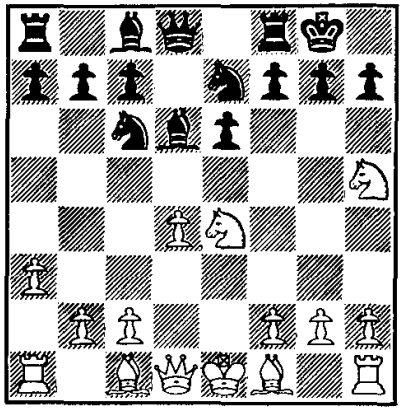




Sometimes the Knight joins the fight, with uncharacteristic directness.

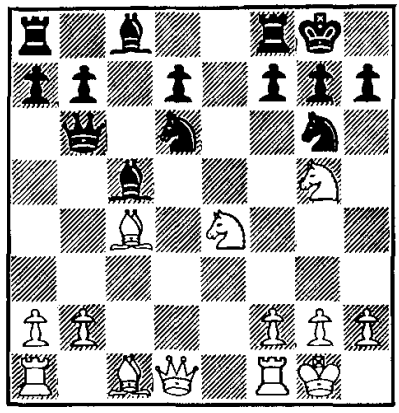


Vujanovich–Konopleva (1970): *1* **N–B6ch K–R1 *2* Q–R4 P–R3 *3* R–R5** and **Black resigns**, since it is impossible to parry the threat *4* RxPch PxR *5* QxP mate.



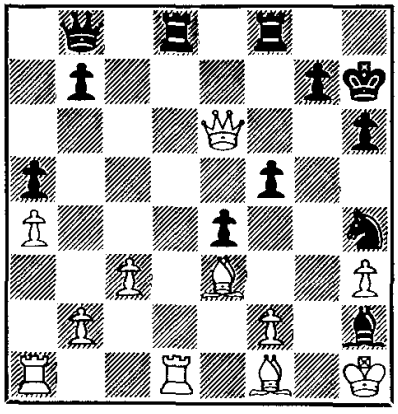
Perez–Fernandez (1968): ***1* N/5–B6ch! PxN *2* NxPch K–N2 *3* Q–R5 N–B4** (*3* . . . KxN Q–N5 mate) ***4* B–KN5 P–KR3 *5* BxPch NxB *6* Q–N5ch, Black resigns** (*6* . . . K–R1 *7* QxN mate).

In Kretchmar–Vasitsa (1938) the same tactics were based on a pin.



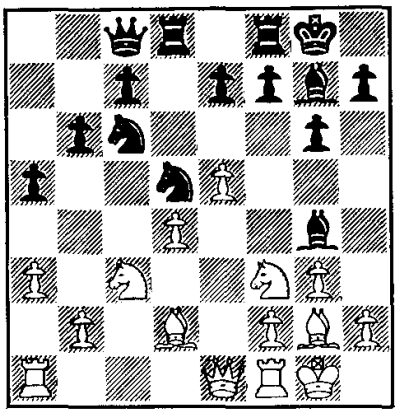
***1* Q–R5 P–KR3 *2* QxN PxN *3* N–B6ch, Black resigns.**

Here is a self-blockade.



Kupert–Muehl (1962): ***1* . . . B–N8! *2* KxB N–B6ch, White resigns.**

Alster (Black) against Petrov (1950) is a particularly good example of the Knight and Queen advancing in tandem.

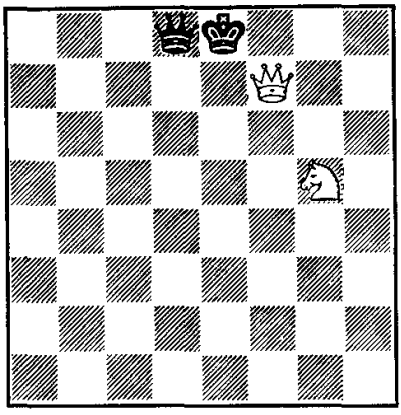


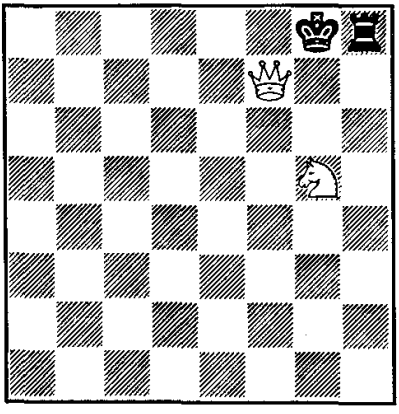
1 . . . BxN 2 BxB NxQP 3 BxN RxB 4 NxR N–B6ch, White resigns.

The King cannot go to N2, since the Queen on K1 is taken with check (on the other hand, White also threatened to win the Queen with NxPch) and after 5 K–R1 Q–R6, mate cannot be stopped.

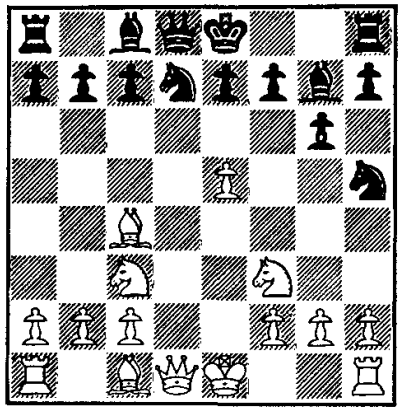
The Signal for Attack

The mating patterns do not change during an attack on KB7, just the piece supporting the final move.



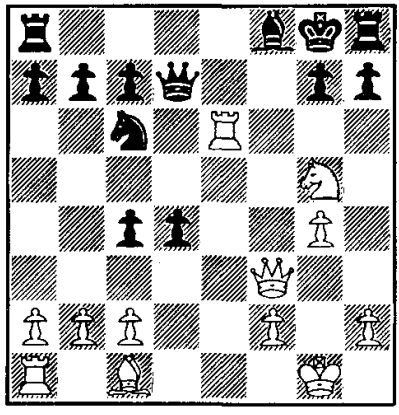


Danger has arisen in the very opening; with a Bishop on the QR2–KN8 diagonal, it gives the attack signal by sacrificing itself.



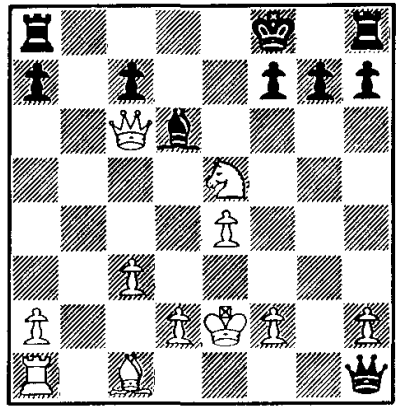
In Chéron–Polikier (1927) this signal emanated from the diagrammed position: *1* **BxPch! KxB 2 N–N5ch K–N1** (otherwise after 3 N–K6 the Queen is lost) **3 Q–Q5ch** and mate in two.

Maroczy (White) energetically took advantage of Vidmar's poor King position (1923).



The Queen on K2 is preventing mate on KB2. But the Queen must also look after Q5. It does not have the strength for both after the splendid *1* **R–K7!** This not only interrupts the line, but is a diversion too. Black's choice is not particularly pleasant: *1* . . . BxR (NxR) 2 Q–B7 mate or *1* . . . QxR 2 Q–Q5ch and on *1* . . . N–K4 2 RxN, Black loses a piece. The Yugoslav grandmaster therefore resigned.

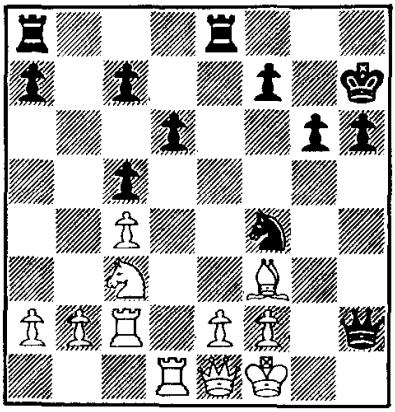
Pytliakovsky found a clever maneuver in his game against Makarchik (1947).



Possibly just as good was the simple *1* QxRch K–K2 *2* Q–Q5 (but not 2 QxR QxKPch 3 K–Q1 Q–R5ch with perpetual check), but White played more decisively.

1 **B–R3! QxR 2 Q–Q5!** and it became clear that mate on KB7 could not be prevented.

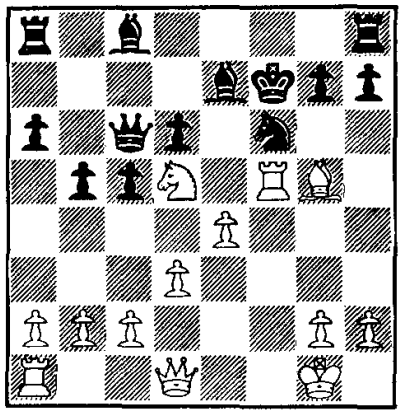
Under favorable conditions, the attack can take place behind enemy lines.



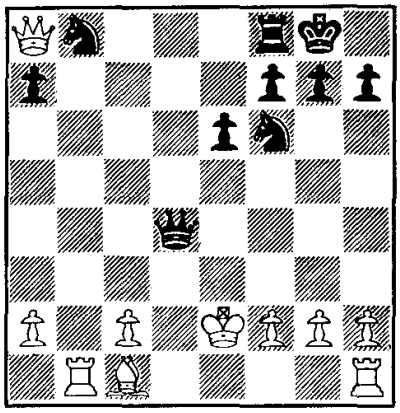
Friedman–Tornblom (1974): *1* . . . N–R6 seems correct, but after 2 P–K3, the White King slips out of the net. *1* . . . **R–K6!** yields the desired result. Now 2 . . . N–R6 is inevitable (*2* . . . RxB is also threatened). **White resigns.**

Seeing Everything

When the King is caught in the center, it must be on the lookout for all sorts of trouble. With a Knight on Q5, matters may end with mate on K2.



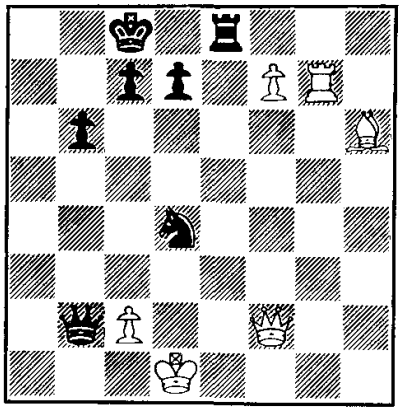
Lovas–Sanadi (1964): *1* **Q–R5ch K–K3** (*1* . . . P–N3 *2* RxNch BxR *3* Q–B3) *2* **BxN BxB** *3* **RxBch PxR** *4* **Q–B5ch, Black resigns** (*4* . . . K–B2 *5* QxPch and mate next move).



Winawer–de Vère (1870). Black's move. It is instructive to follow how Black diverts the enemy Queen from the theater of war, bringing up its own pieces into attacking positions.

1 . . . Q–B5ch 2 K–K1 N–B3 3 Q–N7 N–Q5! **and White resigns.**

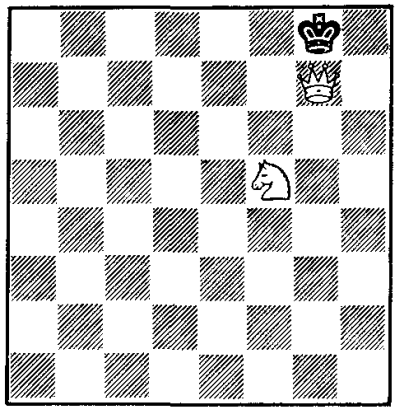
Here is an example of mating attack in the endgame.

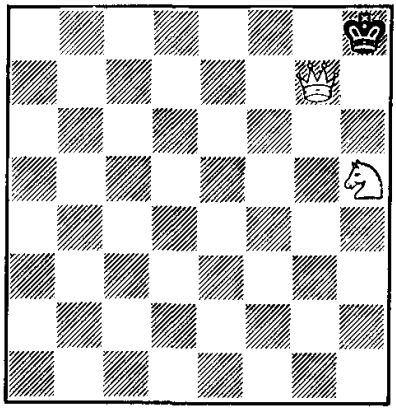


Vatnikov–Borovoy (1957): ***1 . . . Q–N8ch 2 B–B1 R–K8ch!*** **and White resigns.**

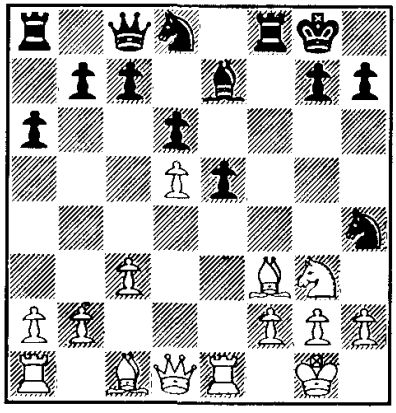
Along Well-Trodden Paths

Let us examine the attack on KN7. The Knight is usually posted on KB5 or KR5. The Queen can create threats against the enemy King from KB6 or (as often happens) from KR6. The mating finales look like this:



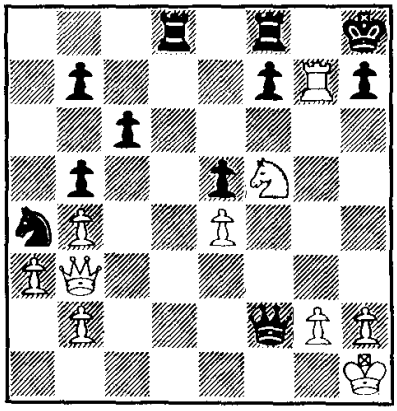


The attacking pattern is usually very simple, as can be seen from Svensson–Berg (1966).



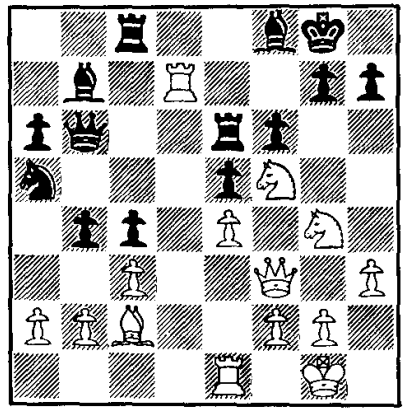
1 . . . **RxB 2 PxR Q–R6** and **White resigns.** Notice how the Queen was able to conclude matters with its entrance from far off.

When the Kingside has been destroyed, the Queen can attack with a frontal assault.



Huber–Achatz (1957): ***1* RxPch! K–N1 2 R–R8ch KxR 3 Q–Rch, Black resigns.** (*3* . . . K–N1 *4* Q–N4ch and *5* Q–N7 mate).

Mueller–Pichler (1972) set the stage for an analogous finale.



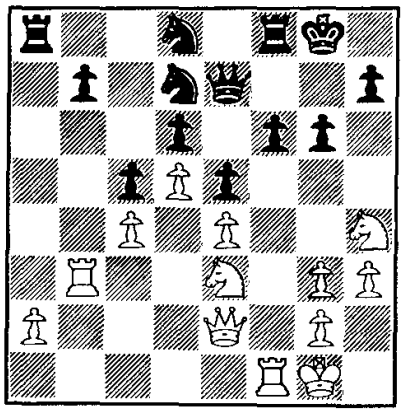
***1* N/4–R6ch! PxN.**

Refusal of the sacrifice also leads to mate: *1* . . . K–R1 *2* N–B7ch K–N1 *3* N/5–R6ch! PxN *4* Q–N4ch B–N2 *5* NxRPch.

2 Q–N4ch B–N2 3 R–N7! and **Black resigns.** *4* R–N8 mate is threatened; if *3* . . . B–B4, then *4* RxPch KxR *5* Q–N7 mate.

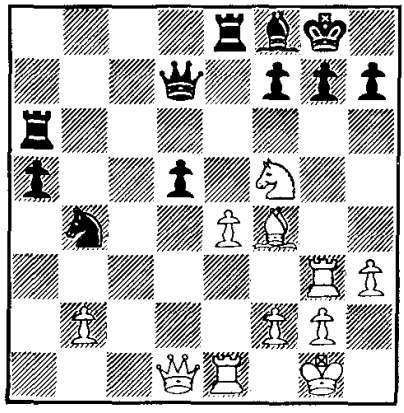
In the Same Place

White made use of typical attacking tactics in the next position.



Bilek–Gligoric (1962): ***1 N/3–B5! PxN 2 NxP*** and Black must lose his Queen (*2* . . . R–B2 *3* NxQch), since there are no other squares available from which to defend against Q–N4ch. For example, *2* . . . Q–B2 *3* N–R6ch or *2* . . . Q–K1 *3* Q–N4ch Q–N3 *4* N–K7ch. This situation arises quite often.

Another view of the same tactical idea was encountered in Keres–Gligoric (1959).

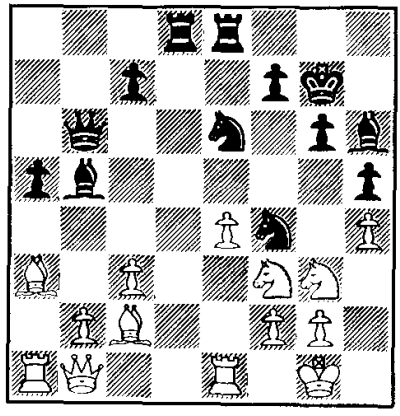


***1* RxPch! BxR *2* Q–N4.**

This position is typical: Not only is *3* QxB mate threatened, but *3* N–R6ch, with a discovered attack on the Queen. **Black resigns.** Thus the Yugoslav grandmaster lost two queens in two games on the same spot!

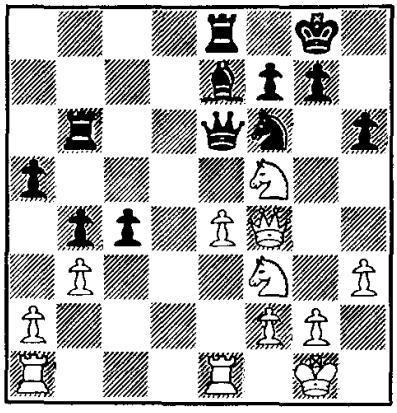
Mutual Assistance

If one Knight sacrifices itself for the sake of destroying the castled King's position, the other can take up its fallen comrade's battle station.



Boleslavsky–Nezhmetdinov (1958): ***1* . . . NxP! 2 KxN N–B5ch *3* K–R1** (*3* K–N1 N–R6ch) ***3* . . . QxP, White resigns.**

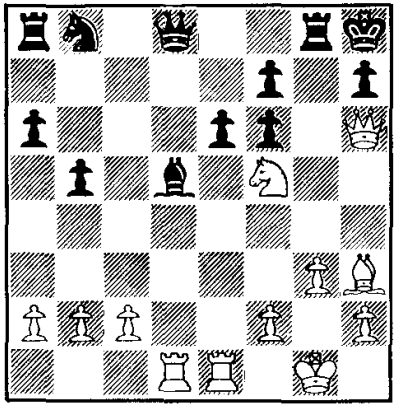
It may be extremely important for the second Knight to occupy the freed square at the right time.



Nezhmetdinov–Estrin (1951): *1* **NxNB! KxN** *2* **N–Q4! Q–B1** *3* **N–B5ch K–N1** *4* **Q–N3ch N–N5** *5* **QxNch, Black resigns.**

Both Simple and Complicated

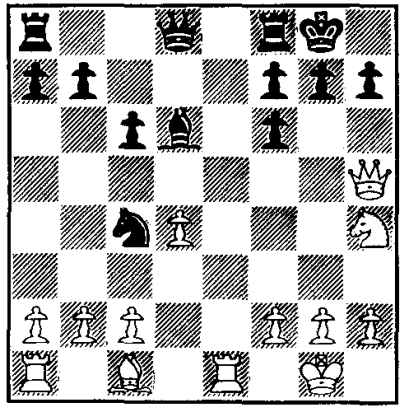
In Skuya–Abrosimov (1965), the Knight and Queen had already taken up their attacking positions.



The Rook on N1 is preventing mate on N2, while KB3 is defended by the enemy Queen. White executes a combination designed to divert one of the Black pieces from its defensive task.

1 **RxB! PxR** *2* **R–K8!**, and **Black resigns.**

Although the next combination is based on elementary tactics, it is far from simple in view of the ensuing subtleties.



This is a position from Ragozin–Boleslavsky (1941). White has a preponderance of forces on the Kingside and begins a direct storm of the royal fortress.

1 **B–R6!**

A typical move to remove the King's pawn cover. *1* . . . P–KN3 does not work because

of 2 Q–K2, and Black loses the exchange.

***1* . . . PxB 2 P–QN3!**

An important *Zwischenzug*. If 2 N–B5 (*2* QxRP Q–Q2) then *2* . . . B–B5 *3* Q–N4ch B–N4 *4* P–KR4 N–Q3! and by returning the piece, Black manages to dislodge the Knight from its strong outpost.

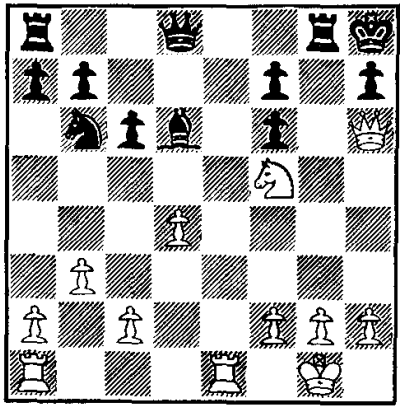
2 . . . N–N3.

On *2* . . . B–B5, White would simply reply *3* PxN, re-establishing material equality, maintaining all the advantages of the position.

3 N–B5 K–R1.

After *3* . . . B–B5 *4* Q–N4ch B–N4 *5* P–KR4 K–R1 *6* PxB RPxP *7* R–K3! the transfer of the Rook to the Rook file decides matters.

4 QxRP R–KN1.



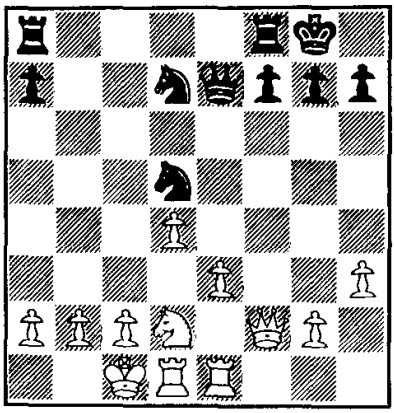
Comparing this diagram with the previous game, you will easily find **5 R–Q8!**, disrupting the interaction among Black's pieces. True, Black does have *5* . . . B–B1, defending. White then has nothing better than *6* RxQ BxQ *7* RxR/R RxR *8* NxB. He has only won a pawn, but this should be enough to win.

Alas, none of this took place in the game itself.

After *1* B–R6, Boleslavsky missed the point of White's main line and played *1* . . . Q–Q2, which led to a rapid win: *2* BxP KxB *3* N–B5ch K–R1 *4* R–K4 BxPch (not *5* QxB? QxN) *5* K–R1, and **Black resigns.**

140 Years Ago

The same kind of tactics may be employed against a King which has castled long. The next game, Bilguer–Angerstein, although played in 1835, shows that our forefathers were able to make combinations as well as we.



White has three pawns for a piece, i.e., material equivalent. But . . .

***1* . . . N–B6! *2* PxN Q–R6ch *3* K–N1.**

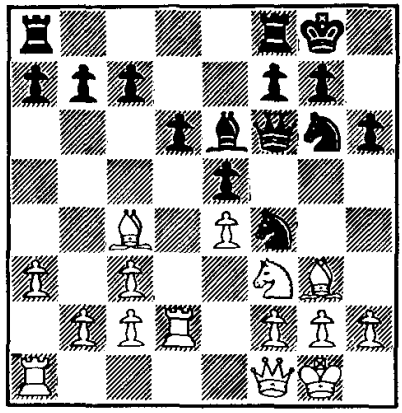
Who would not have now checked with a Rook from QN1? Nevertheless, after *3* . . . QR–N1ch *4* N–N3 White still has defensive chances (*4* . . . N–N3 *5* K–R1).

3 . . . N–N3.

Now **White resigns**, since there is no defense to *4* . . . N–R5; on *4* K–R1, *4* . . . QxBPch returns the King to its former square.

Thus It Happened

Let us look at the mating position Engertu (Black) created against Huelsman (1965).



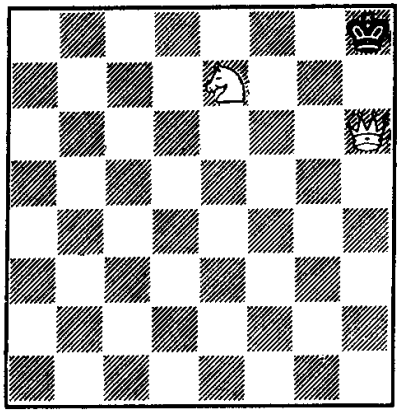
***1* . . . NxP! *2* KxN?**

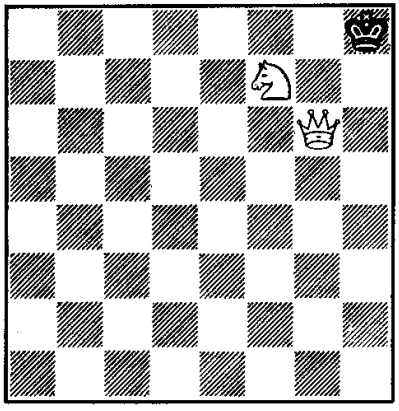
White should have resigned himself to the loss of a pawn (*2* QxN BxB).

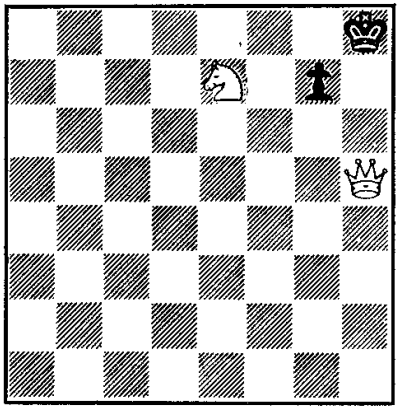
2 . . . B–R6ch! *3* KxB QxN, White resigns. There is no defense to *4* N–B4ch.

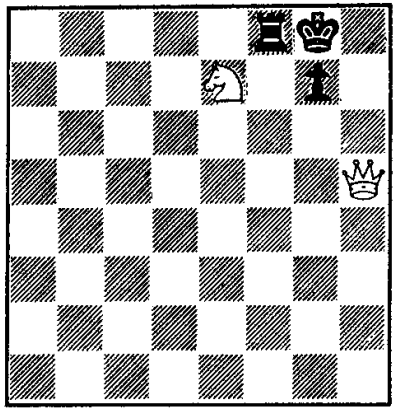
The King in the Corner

We are familiar with several positions where the attacking pieces have put the King in desperate straits, from a respectable distance.

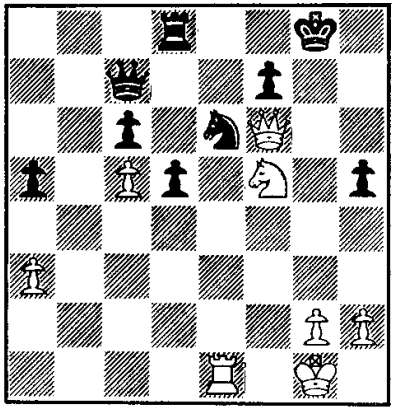






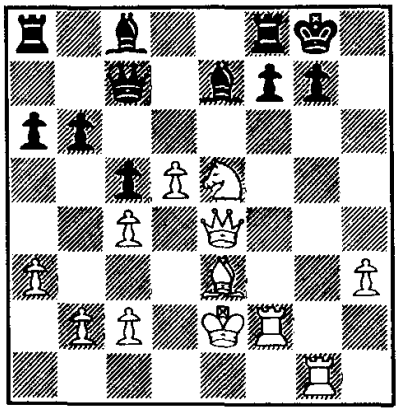


In Mueller–Haaze (1959) the Black King's position was defended only by the Knight on K3.



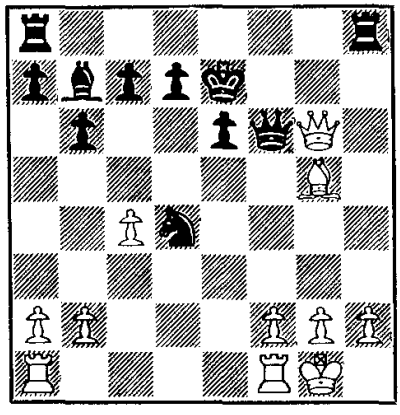
White removes the defender: *1* **RxN PxR** *2* **N–K7ch** and **Black resigns**, without waiting for the obvious *2* . . . K–R2 *3* Q–N6ch K–R1 *4* Q–R6 mate.

The same idea, staged more ceremoniously, was seen in Vorobil–Marek (1961).



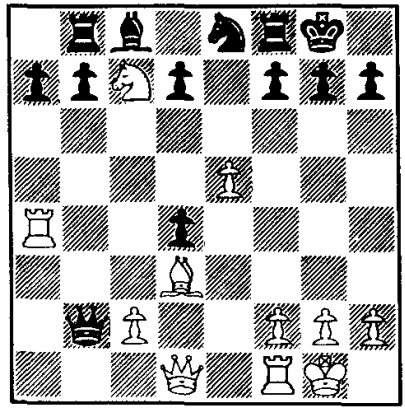
Here the elimination of the King's pawn cover is called for, and White did it by sacrificing both Rooks: *1* **RxPch! KxR** *2* **RxPch, Black resigns** (*2* . . . RxR *3* Q–N6ch K–R1 *4* NxR mate).

Notice that in both examples, the Queen forced the King into the corner by checking on KN6. Should this task fall to the Knight (by checking from K7), then the KR file becomes dangerous.



In Richter–Tarrasch (1892), White intended to win the Queen, which was pinned by the Bishop, but actually lost after a simple tactical maneuver, *1* . . . **N–K7ch** *2* **K–R1 RxPch** *3* **KxR R–R1ch** *4* **B–R6 Q–R5 mate.**

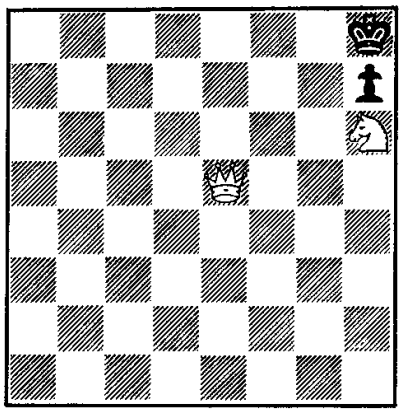
On the other hand, if the KR file is opened and the Queen occupies it, the Knight is often able to give a decisive check from K7.

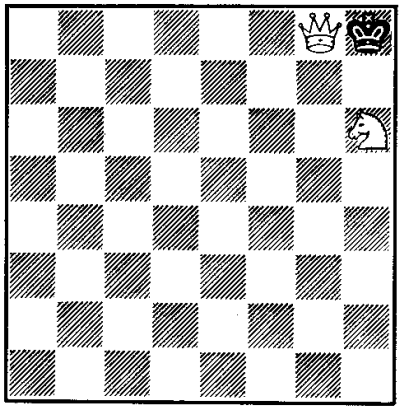


1 **BxPch! KxB** *2* **Q–R5ch K–N1** *3* **N–Q5!**, and **Black resigns**, since it is impossible to prevent mate by the Knight from K7 (*3* . . . P–KN3 *4* Q–R6).

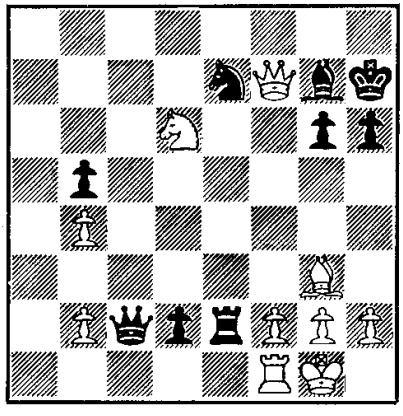
Fighting in Close Quarters

Here are two more mating positions involving Queen and Knight.





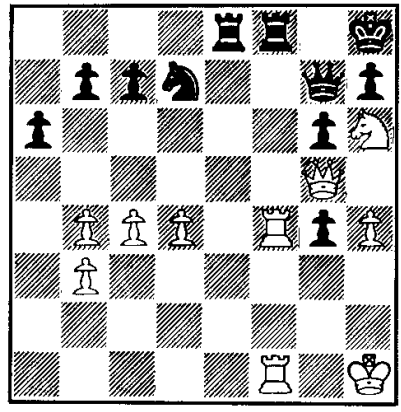
The problematical line interruption was the essence of Keller's tactics against Nivergelt (1960).



A direct assault on N7, *1* N–K8, is parried by *1* . . . QxP. How else can the QR1–KR8 diagonal be interrupted?

***1* B–K5! RxB *2* N–K8 N–B4 *3* N–B6ch, Black resigns** (*3* . . . K–R1 *4* Q–N8 mate).

In Alexandria–Kristol (1969) the same position came about through a forced maneuver.



***1* N–B7ch K–N1 *2* Q–Q5!**

The discovered check which has been readied will have destructive effect, and so Black takes aim at the enemy Queen.

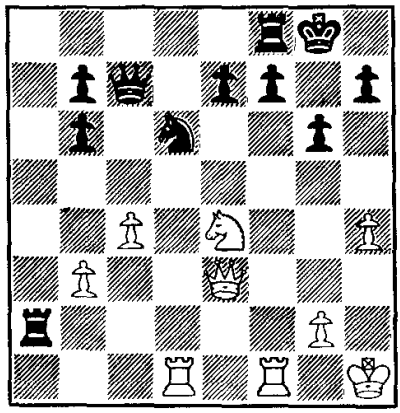
***2* . . . N–N3.**

But now another threat arises.

***3* N–R6dbl ch K–R1 *4* RxRch RxR *5* RxRch, Black resigns.** On *5* . . . QxR there follows *6* Q–K5ch Q–N2 *7* Q–K8ch with mate next move.

Check Plus Check

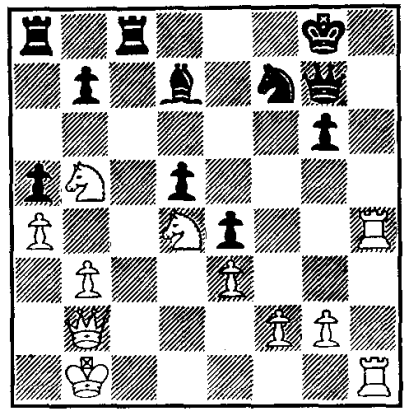
Having just mentioned the discovered check, we are now familiar with another attacking tactic.



Henkin–Aronson (1954): ***1*** **RxN! PxR 2 N–B6ch K–N2** (2 . . . K–R1 3 Q–R6) **3 Q–Q4.**

White has set up the terrible battery on the long diagonal. The Knight threatens to withdraw to Q5, K8, and R5, in the last two instances, with a double check. Such positions are usually indefensible.

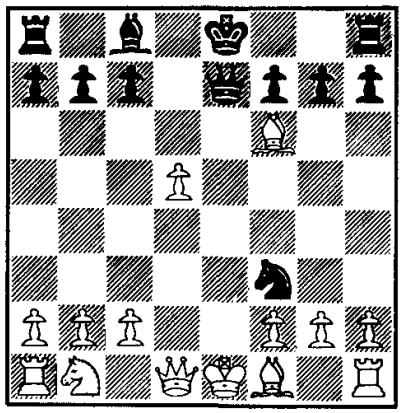
3 . . . Q–K2 ***4*** **N–K8dbl ch K–R3** ***5*** **Q–N7ch K–R4** ***6*** **N–B6ch KxP 7 Q–R6ch K–N6** ***8*** **Q–N5 mate.**



In Ljubisavlevic–Albano (1973), White got his discovered check through a series of tactical moves: ***1*** **N–Q6!** (deflecting the Knight from its defense of R1) ***1*** **. . . NxN** ***2*** **R–R8ch QxR** ***3*** **RxQch KxR** (the motor is turned on) ***4*** **N–K6dis ch K–R2** ***5*** **Q–N7 mate.**

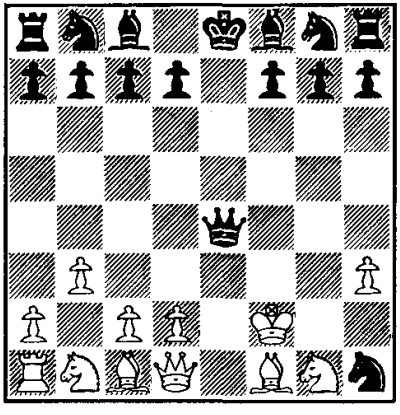
We have already noted the special qualities of the double check. Here is an amusing but instructive miniature, where the first check is also the last.

Milev–Cherney (1935): ***1*** **P–K4 P–K4 2 N–KB3 N–QB3** ***3*** **P–Q4 PxP** ***4*** **NxP N–KB3** ***5*** **B–KN5 B–K2** ***6*** **N–B5 P–Q4 7 PxP N–K4** ***8*** **NxB QxN** ***9*** **BxN?? N–B6 mate.**



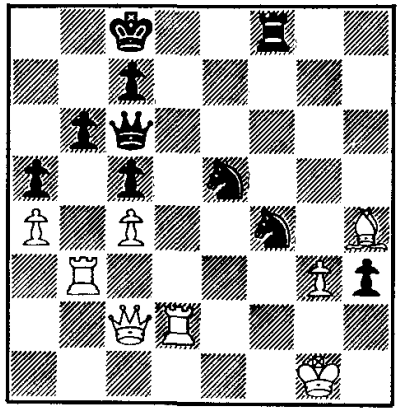
The Third One Is Not Superfluous

The Queen and Knight can create a number of unique mating pictures. The following "game," which we shall present without comment in view of its absurdity, has a key final position: *1* P–K4 P–K4 *2* P–KB4 PxP *3* P–QN3 Q–R5ch *4* P–N3 PxP *5* P–KR3 P–N7dis ch *6* K–K2 QxKPch *7* K–B2 PxR/N mate!



A bad joke with a third Knight!

Nevertheless, a similar mating pattern occurred in one international tournament, and on the receiving end was none other than grandmaster Bogolyubov (White) in a game against Monticelli (1930).



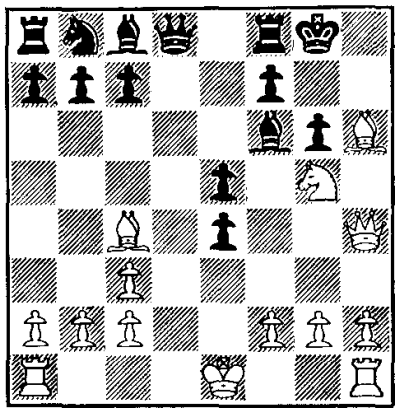
***1* . . . N–K7ch! *2* RxN R–B8ch! *3* KxR Q–R8ch *4* K–B2 N–N5 mate.**

If the "extra" pawn on R3 were removed, we would then have a "pure" mate before us, but this makes it no less colorful than the previous diagram!

Solve It Yourself

118

Gumprich–NN (1929)

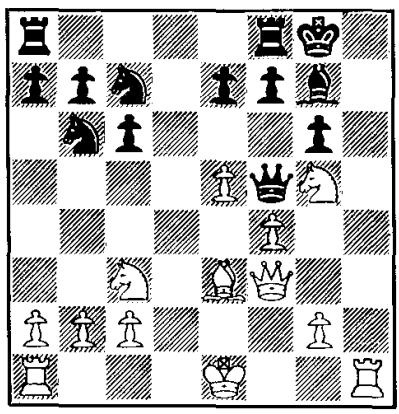


WHITE'S MOVE

A Bishop in a chinashop? But it doesn't break one teacup!

119

Makarov–Schmit (1964)

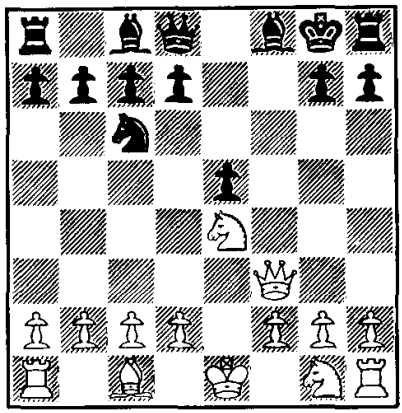


WHITE'S MOVE

Of course the KR file is open, but take your time.

120

Imbish–Hering (1899)

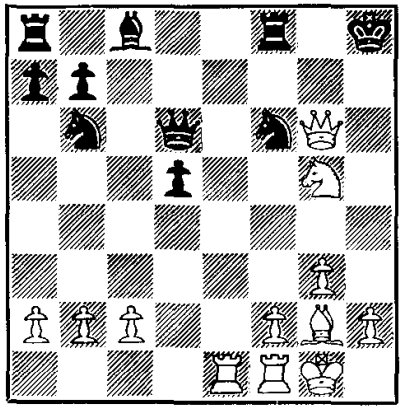


WHITE'S MOVE

Is everything clear?

121

Royan–Petersen (1957)

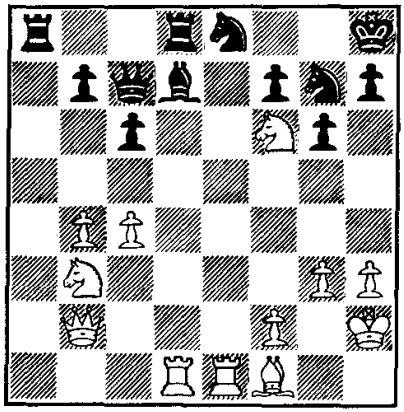


WHITE'S MOVE

Next . . .

122

Daroczy–Dozha (1956)

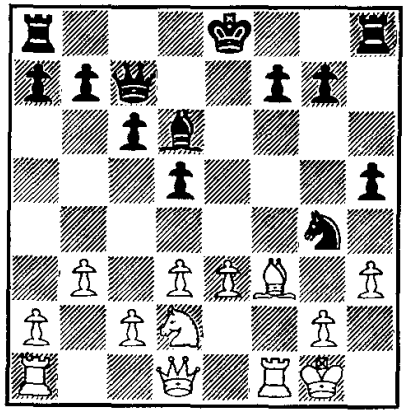


WHITE'S MOVE

Like a mountain avalanche.

123

Vis–Barcza (1939)

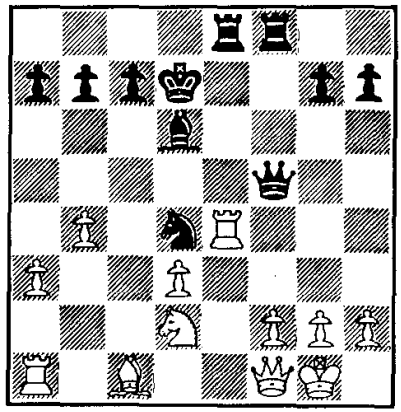


BLACK'S MOVE

Relieving the guard.

124

Katz–Schulman (1962)

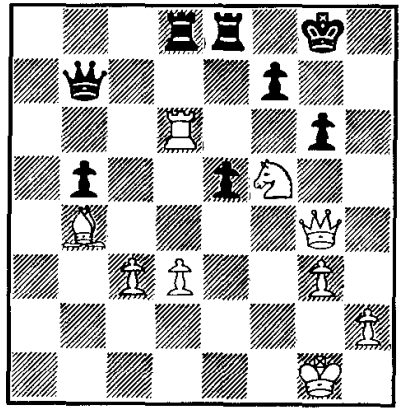


BLACK'S MOVE

How many times before . . .

125

Romanovsky–Karazian (1959)

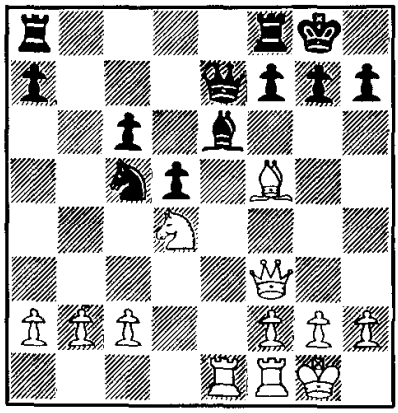


WHITE'S MOVE

Of course, *1* RxPch PxR *2* QxPch K–R1, but where is the mate? Try something else.

126

Kirillov–Halibeili (1959)

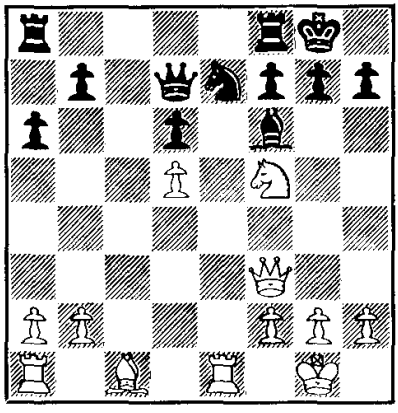


BLACK'S MOVE

After *1* . . . Q–B3? (correct is *1* . . . Q–Q2) 2 NxP QxP, White easily holds.

127

Kruusiauk–Fokina (1975)

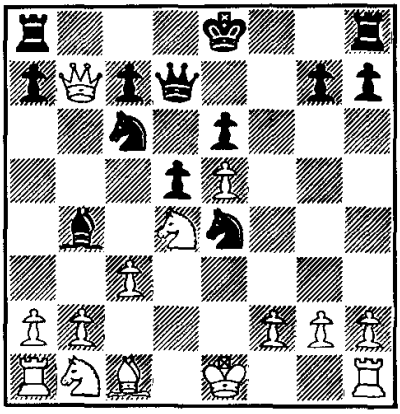


WHITE'S MOVE

Women players know everything!

128

Bernstein–Tartakover (1937)

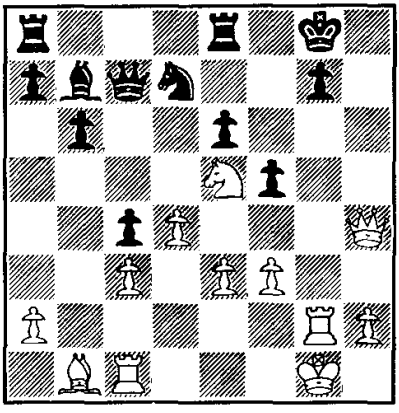


BLACK'S MOVE

To save or not to save the Rook?

129

Fogelman–Olivero (1960)

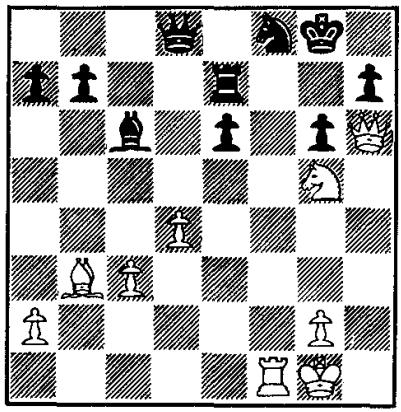


WHITE'S MOVE

A check from ambush.

130

Gonsior–Novak (1963)

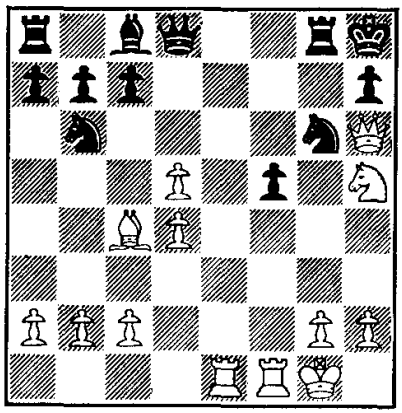


WHITE'S MOVE

Is everything defended? We'll see.

131

Reti–Freiman (1912)

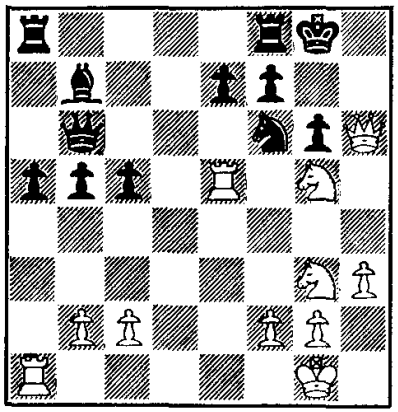


WHITE'S MOVE

Reti played *1* P–Q6! (a) What happens after *1* . . . NxB? (b) How does White continue after *1* . . . Q–B1?

132

Bjorquit–Timman (1971–2)

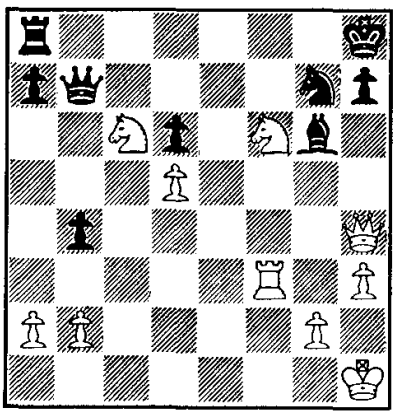


WHITE'S MOVE

A combination with a dual solution.

133

Portisch–Gligoric (1975)

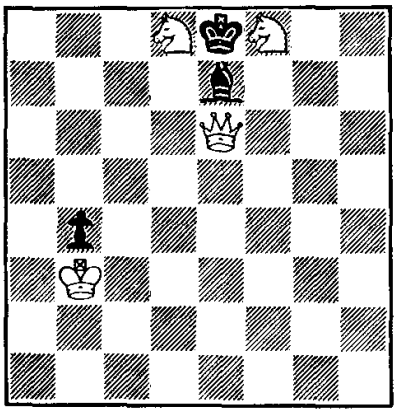


WHITE'S MOVE

Portisch began *1* NxKRP! (a) Why is *1* . . . BxN bad? (b) What's after *1* . . . N–B4?

134

Williams (1917)

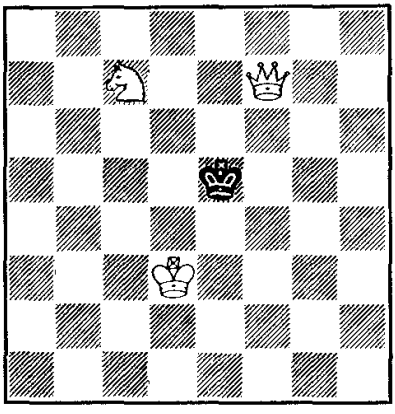


MATE IN TWO MOVES

As soon as the Black King takes either Knight, he is mated on Q7 or B7. But does White have a waiting move?

135

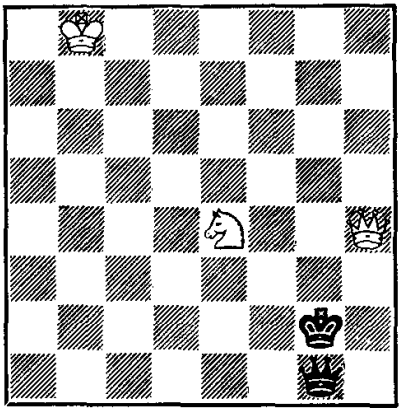
Schinkman (1938)



MATE IN THREE MOVES

136

Yanovsky–Golombek (1951-2)

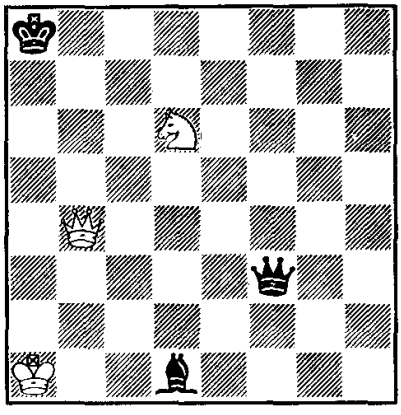


WHITE'S MOVE

It is theoretically drawn, but practically . . .

137

Gunst (1926)



WIN

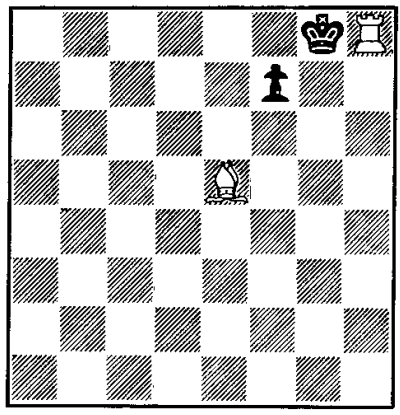
Impossible? Try it.

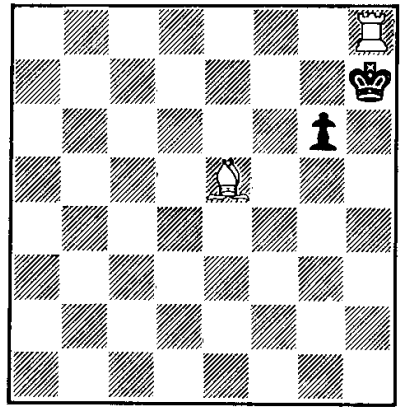
IX
Rook and Bishop

The Highwayman

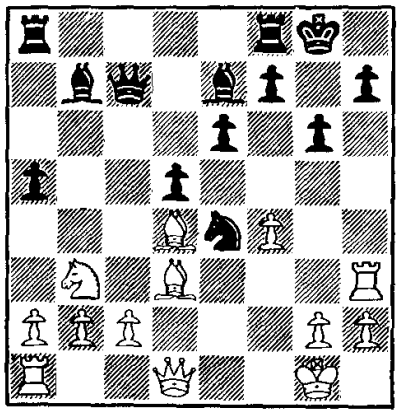
Let us examine how the Rook and Bishop interact in an attack on the King. The pieces have varied spheres of activity and the ability to deal blows from afar. Each chess army has two Bishops, and the Rook is ready to collaborate with both of them. The Rook will always be on the lookout for that Bishop which has taken the better position, and seek to cooperate with it. Inasmuch as the Bishops occupy squares of different colors and therefore strike out at different targets, which Bishop cooperates with the Rook in the attack depends on the individual position.

When the King has castled short and then weakened its position with P–KN3, the seizure of the long diagonal can end in these typical mating positions.





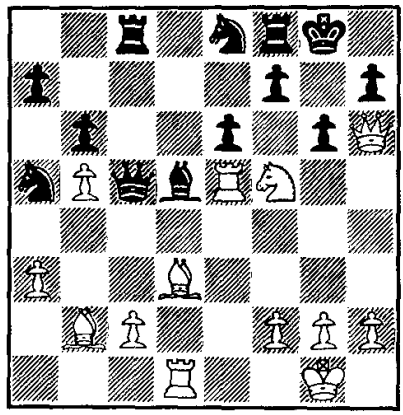
In Wilen–Stroem (1933) the Bishop on Q4 is an uninvited guest on the long diagonal.



White makes good use of this situation *1* **BxN 2 PxB 2 Q–R5!**

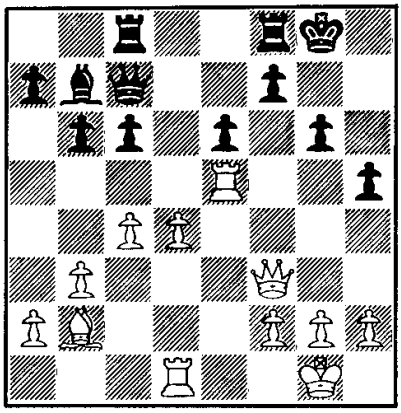
It is of course impossible to take the Queen, because of 3 R–N3ch followed by mate next move. Therefore Black replied 2 . . . **B–R5**, hoping for 3 QxB P–B4, putting up some resistance. But the finishing touch is not hard to find: *3* **QxRPch! KxQ** *4* **RxBch K–N1** *5* **R–R8 mate.**

An analogous motif was seen in Spielman–Henlinger (1929).



1 **N–K7ch! QxN** *2* **QxRPch! KxQ** *3* **R–R5ch K–N1** *4* **R–R8 mate.**

White has made use of the device of clearing squares three times. First he sacrificed the Knight, clearing the fifth rank, then with *2* QxRPch he cleared the KR file for the Rook, and finally with *3* R–R5ch he opened the QR1–KR8 diagonal for the Bishop. Note the Bishop on Q3, playing a passive but important role in the transfer of the Rook to the file.

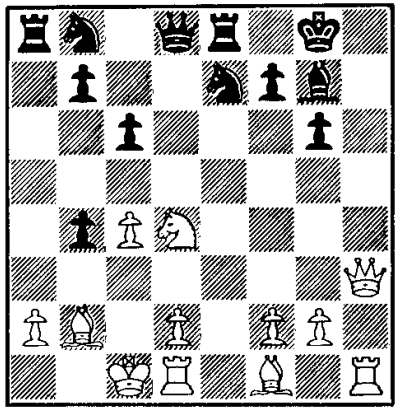


The long diagonal can be opened by a pawn break, as in Larsen–Andersson (1971): *1* **P–Q5! BPxP** *2* **Q–B6 Q–Q1** *3* **Q–R8ch!** and **Black resigns.** (*3* . . . KxQ *4* RxRPdbl ch K–N1 *5* R–R8 mate).

The Rook was transferred with the help of a double check.

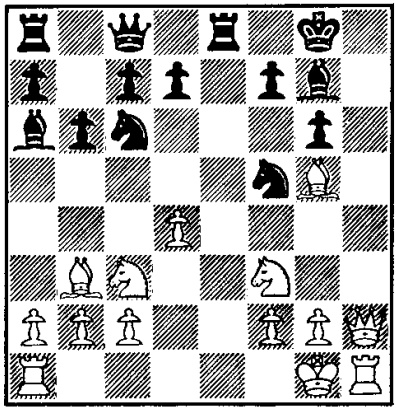
X-Rays

In Euwe–Loman (1923), White threatened *1* Q–R7ch K–B1 *2* N–K6ch PxN *3* QxB mate.



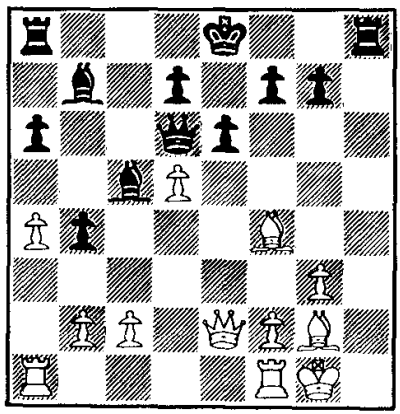
1 . . . N–B4 was the natural defensive move. Black, however, played *1* . . . **BxN?** and there followed *2* **Q–R8ch! BxQ** *3* **RxB mate.**

Here we have the tactical device known as the X-ray. The Bishop on QN2 radiated through its Black counterpart into the opponent's position. This situation is often overlooked.



Rytov (White) needed but one move in his game with Zhelevinsky (1969) to decide matters in his favor: *1* **B–B6!** and **Black resigns,** since impossible is *1* . . . BxB because of 2 Q–R7ch and 3 QxBP mate, while 2 Q–R8ch is irresistible (*1* . . . B–R3 *2* QxB NxQ *3* RxN).

Hutop–Rushal (1963) ended with a surprising sacrificial shot.

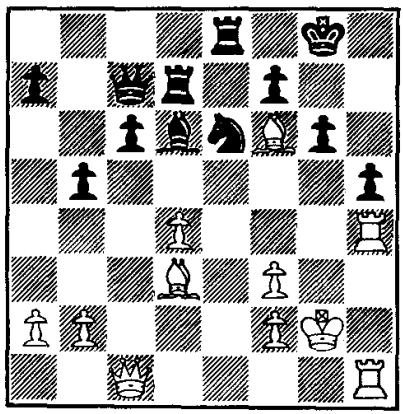


1 . . . **QxP!**

A tragicomic position. After the forced 2 BxQ BxB, White, in spite of his huge material advantage, cannot prevent mate on R1. The major role in this combination was played by the Bishop on QB4, pinning the KBP.

A Taut Bowstring

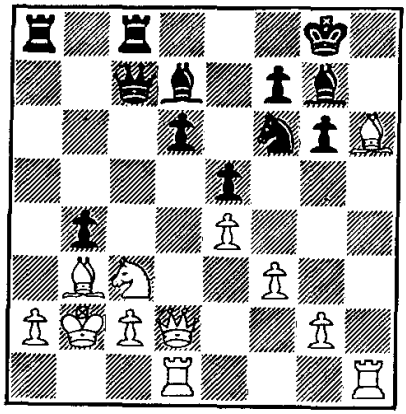
Sometimes the defending side's pieces are unable to get to the aid of their King and then a simple mate threat proves fatal. These situations typically occur with a Bishop on KB6 and a Rook in the KR file.



In reply to *1* . . . **N–B5ch,** Blackburn, against Scwarz (1881), countered with a simple combination. *2* **QxN! BxQ** *3* **RxP! PxR** *4* **RxP** and **Black resigns,** since mate on R8 can only be delayed, not prevented.

Gaprindashvili in her game with Vujanovic (1975) demonstrated one of the ways the Bishop can be gotten to KB6. This was at a Rumanian international tournament, where the Women's World Cham-

pion scored thirteen out of a *possible thirteen points!*



Black awaits the Knight's withdrawal from B3, but suddenly . . .

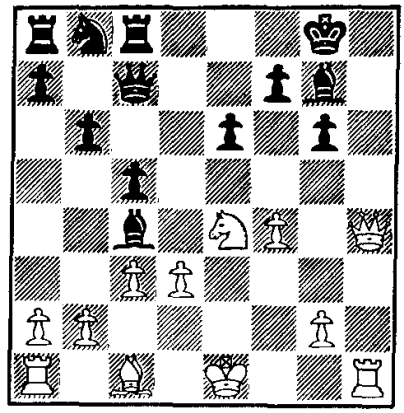
***1* BxB!! QxNch.**

Impossible, of course, is *1* . . . KxB *2* Q–R6ch and on *1* . . . PxNch, White would answer, as in the game, *2* K–N1!

***2* K–N1! QxQ *3* BxN.**

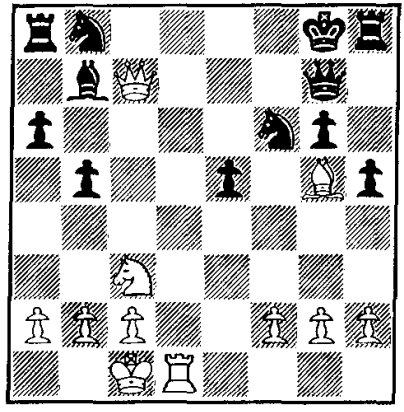
The goal has been reached. Mate on R1 can be prevented only by a great loss of material (*3* . . . **QxRch *4* RxQ K–B1 *5* R–R1 B–R6 *6* RxB K–K1 *7* R–R8ch K–Q2 *8* R–R7 R–KB1 *9* B–N7,** and **Black resigns**).

In the next example, from Bruentse–Hjort (1973), the QB is still in its "primordial state." It is extremely interesting to follow the clever way in which it quickly reaches KB6.



***1* P–B5! KPxP *2* Q–R7ch K–B1 *3* QxBch!** and **Black resigns,** in view of the forced variation *3* . . . KxQ *4* B–R6ch K–R1 *5* B–N5dis ch K–N1 *6* B–B6.

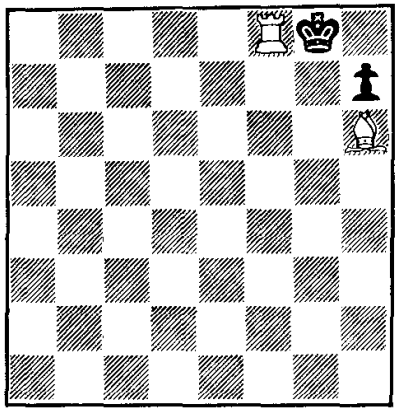
In all the preceding examples, the final blow by the Rook was delivered down the KR file. But it does happen that the Rook goes to KR8 from the other side, along the eighth rank.

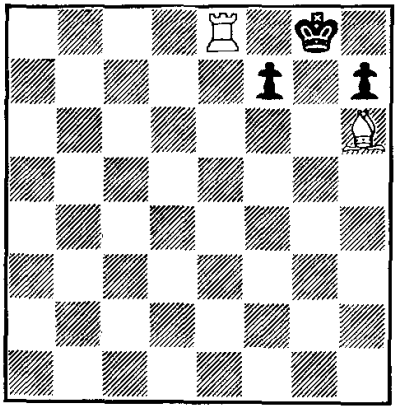


Rek–Sternberg (1957): *1* **R–Q8ch K–R2 2 BxN!** and **Black resigns** (*2* . . . QxQ *3* RxR mate).

Shot from the Corner

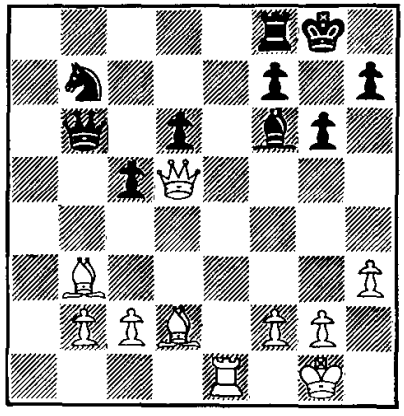
The Bishop working in cooperation with the Rook can also operate effectively against the King along the short diagonals, not only along the long ones.





The decisive shot, as we see, is delivered by the Rook on the last rank, while the Bishop plays a supporting role, simultaneously cutting off the King's escape squares.

This attacking scheme, encountered in Pritchett–Malouf (1972), has been known for a long time.



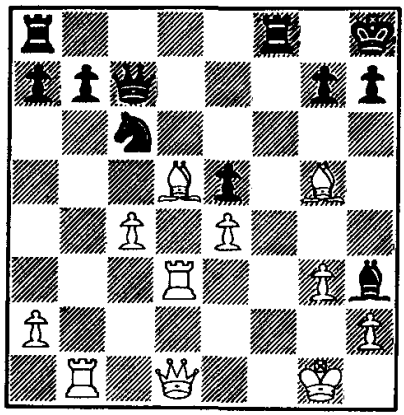
White played *1* **B–R6** and after *1* . . . **B–N2,** sacrificed the Queen, deflecting the Rook from its defense of the back rank: *2* **QxPch! RxQ** *3* **R–K8ch B–B1** *4* **RxB mate.**

Two tactical devices were used, the pin and the diversion.

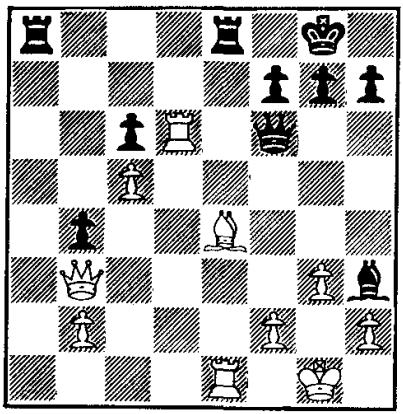
Get Out of the Way!

The diversion of pieces which are defending the last

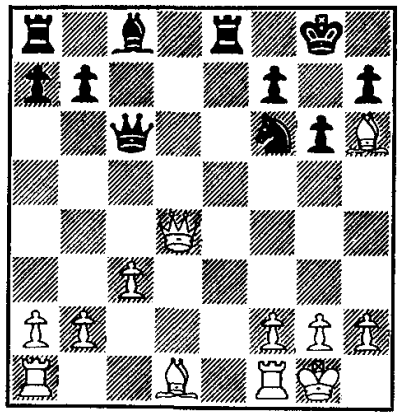
rank is a constant companion of combinations of this sort.



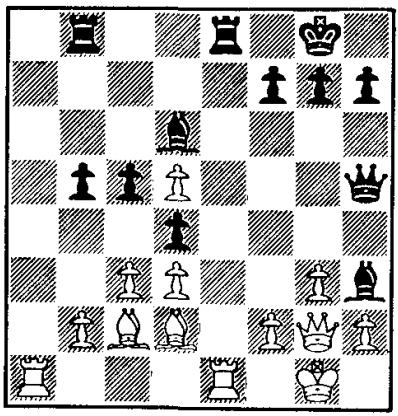
In Ujtelky–Alster (1957), White tried to drive the dangerous Bishop from KR3 by *1* **Q–R5?**, but after *1* . . . **Q–N3ch!** immediately put down his arms: the Rook on N1 was diverted from the back rank.



Korchnoy (Black) versus Levenfish (1953) made use of two tactical elements: *1* . . . **RxB!** (diversion) *2* **RxR QxR!** (eliminating the Rook which would cover the first rank on a check from QR1).



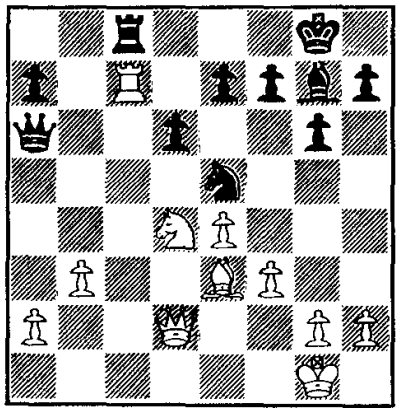
In Koltanowsky–Garcia (1959) White won by a multiple diversion of the Queen from critical squares: *1* **B–R4! P–QN4** *2* **BxP QxB** *3* **QxN Q–K4** *4* **QR–K1, Black resigns.**



White really did not want to withdraw the Queen to R1 in Montell–Serrano (1962) and decided on counterplay

with *1* **B–Q1?** But *1* . . . **Q–R3** forced his resignation: the Bishop on Q2 will be diverted from its defense of K1.

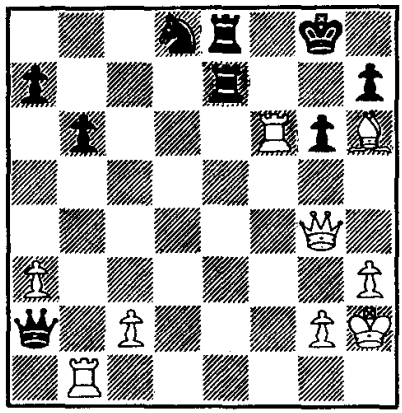
The same concept appeared in Radulov–Cuellar (1973).



1 **Q–K2!** (diverting the Queen from its defense of the Rook) *1* . . . **NxPch** *2* **NxN QxQ** *3* **RxRch B–B1** *4* **B–R6** (the mating pattern has been constructed, and the White King will easily get out of check) *4* . . . **Q–Q8ch** *5* **K–B2 Q–B7ch** *6* **RxQ, Black resigns.**

The King File

Analogous mating positions often arise in an attack on the KB file.



In this position, taken from Mueller–NN (1937), the critical point is Black's KB1, around which the ensuing fight revolves.

1 **R/1–KB1 R–KB2.**

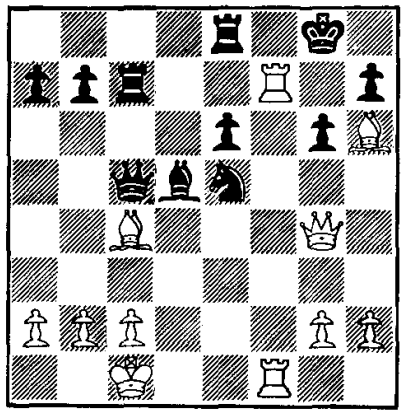
The best defense. If *1* . . . N–B2, then *2* RxPch, and on *1* . . . N–K3, there follows, of course, *2* QxNch and *3* R–B8ch.

2 **Q–Q7!**

The familiar diversion: *2* . . . RxQ is impossible because of *3* R–B8ch.

2 . . . **R/1–KB1** *3* **Q–K7!** and **Black resigns.**

There is no satisfactory defense to *4* QxR/1ch. A characteristic "X-ray" down the KB file, with the Rook hitting KB8 through its own and enemy pieces.



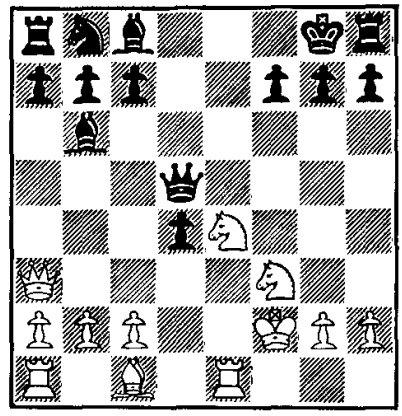
Tseshkovsky–Korensky (1972): *1* **Q–Q4!**

The Black Queen cannot leave the KB1–QR6 diagonal in view of the mate on KB1, while also impossible is *1* . . . NxR *2* Q–N7 mate.

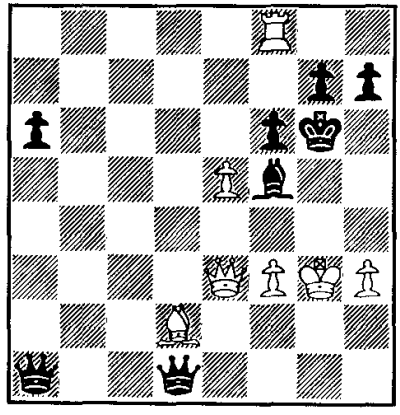
After *1* . . . **BxB** *2* **QxQ RxR** *3* **R–K1** White won easily.

The Bishops Shall Not Be Denied

We are familiar with several tactical ways of getting the Bishop to its attacking post.



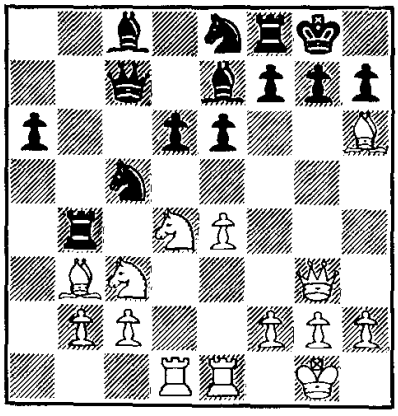
Richardson–Delmar (1887): ***1* N–N6ch! PxN *2* Q–B8ch! KxQ *3* B–R6ch K–N1 *4* R–K8 mate.**



Novozhenin–Panfilov (1975): ***1* Q–R6ch! PxQ *2* RxPch, Black resigns.** (*2* . . . K–N2 *3* B–R6ch K–N1 *4* R–B8 mate).

In this position from Vasyukov–Rech (1962) it is hard to believe that in just a few moves the White Rook will be

behind enemy lines, and together with the Bishop, threatening thematic mate on KB8.



***1* N–B5! PxN *2* N–Q5 Q–N2.**

Actually, in the game, there was *2* . . . P–B5 *3* QBxBP RxB *4* PxR and White won; we are looking at White's main combinational line.

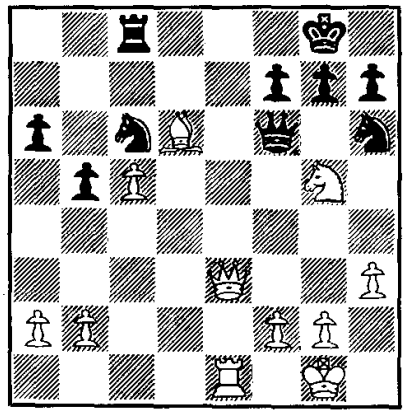
3 PxP.

Now the King file is open and the Bishop on K7 is under attack, with *4* P–B6 being threatened.

3 . . . B–R5 (Black parries two threats with tempo, but White has a third) ***4* RxN! BxQ *5* N–B6ch! PxN *6* RxR mate.**

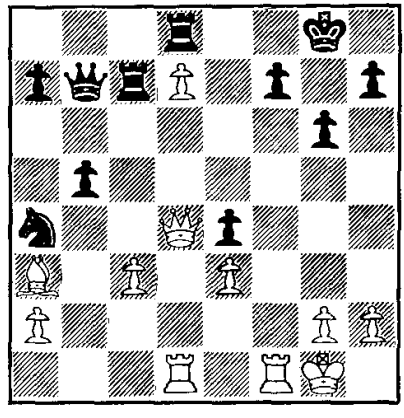
Lucky Zigzag

In the previous examples the Bishop got where it was going by traveling along the QB1–KR6 diagonal. However, there are other lines of communication available.



Black's position in Petzold–Kretschmar (1963) does not inspire confidence. But he should not lose in one move: ***1* . . . P–N3? *2* Q–K8ch RxQ *3* RxRch K–N2 *4* B–B8ch K–N1 *5* BxN mate.**

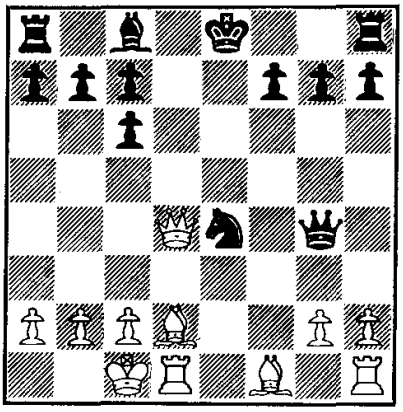
The Bishop used the same route in Kroning–Strerod (1963).



1 Q–B6! R/1xP 2 Q–Q8ch! RxQ 3 RxRch K–N2 4 B–B8ch K–N1 5 B–R6 mate.

Salvo in the Center

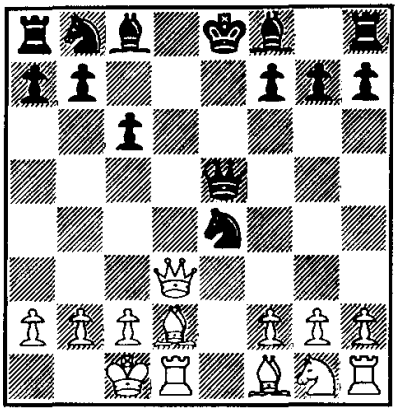
A mate with Rooks supported by a Bishop can also occur when the King is locked in the center. There have been many games that have ended with this type of combination.



Maktsusky–Kolisch (1864): **1 Q–Q8ch! KxQ 2 B–N5dbl ch K–K1 3 R–Q8 mate.**

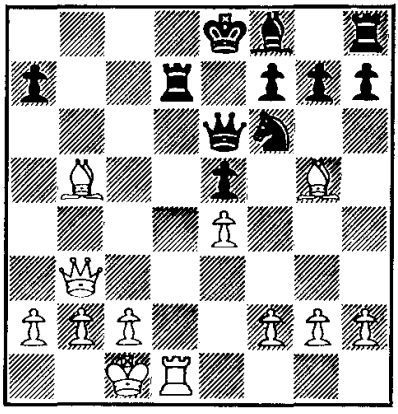
Let us make note of the tactical elements of the combination: *1* Q–Q8ch, the opponent's King is deflected; *2* B–N5ch, the discovered check. Typical tactics in these combinations.

The final mating position in analogous situations is typified by Reti–Tartakover (1910).



1 Q–Q8ch! KxQ 2 B–N5ch K–B2 3 B–Q8 mate.

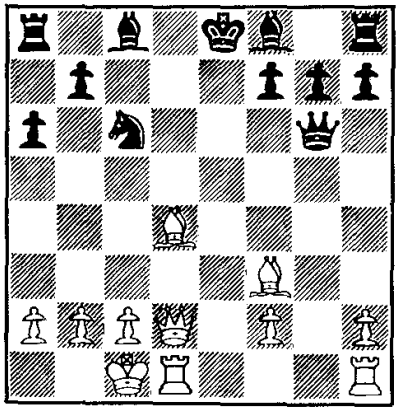
Morphy had a pretty finish in his game against the allies, the Duke of Brunswick and Count Isouard (1858).



1 BxRch NxB 2 Q–N8ch! NxQ 3 R–Q8 mate.

Nimzovich, against Alapin (1912), conducted a swift attack in which different pairs

of Rooks and Bishops alternated with mating threats.



***1* B–B6!**

With the direct threat of *2* Q–Q8ch. Black can defend only by removing the impudent Bishop. Neither *1* . . . B–K2 nor *1* . . . B–K3 works because of *2* BxNch PxB *3* Q–Q8ch.

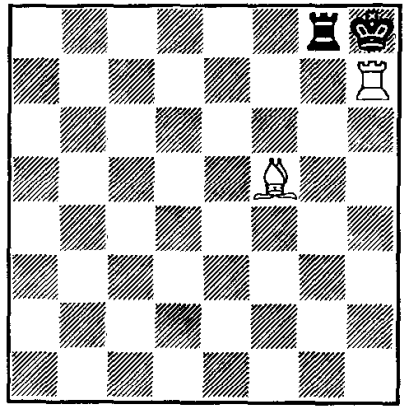
***1* . . . QxB *2* KR–K1ch B–K2.**

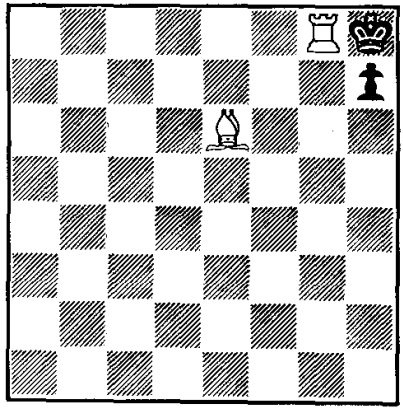
There is nothing better: *2* . . . B–K3 *3* Q–Q7 mate; *2* . . . N–K2 *3* Q–Q8 mate; *2* . . . Q–K2 *3* BxNch PxB *4* Q–Q8 mate.

***3* BxNch K–B1 *4* Q–Q8ch! BxQ *5* R–K8 mate.**

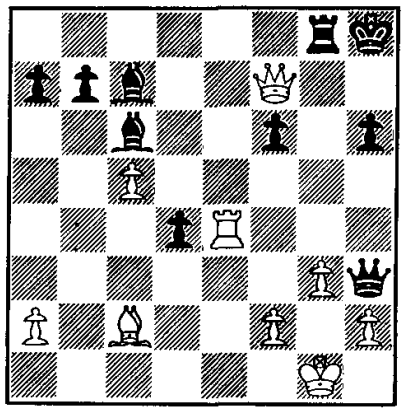
On the Boards

Like a hockey player who finds himself along the boards, the King is quite uncomfortable when up against the edge of the board, as in these situations:





The Rook delivers the final move along the rank or file while the Bishop makes it inviolable.



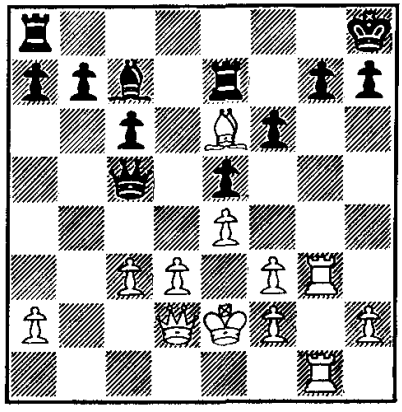
Wagenheim, in a game played in 1898, was able to maneuver his Rook to K7 with a gain of tempo.

***1* Q–R7ch! KxQ.**

The Queen has rudely vacated its square, but the goaltender has been lured out.

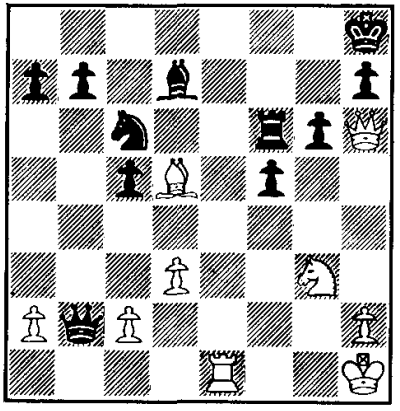
***2* R–K7dbl ch K–R1 *3* R–R7 mate.**

If White resorted to two tactical devices, the deflection and double check, only one was needed—a diversion—in Kramer–Ruester (1926).



***1* Q–R6!**

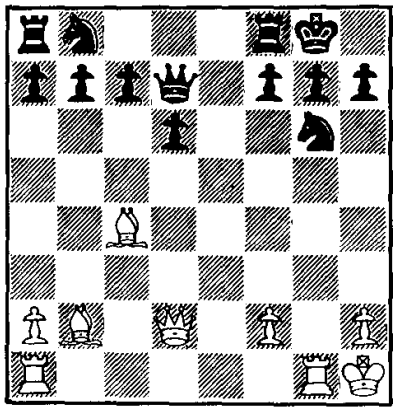
The basic idea is *1* . . . PxQ *2* R–N8ch RxR *2* RxR mate; likewise *2* QxRPch KxQ *3* R–R3 mate is threatened. Besides this, the simple capture by the Rook on N7 is in the air. Black therefore resigns.



Another way of deflecting the KNP was shown by Krutikhin against Chaplinsky (1950).

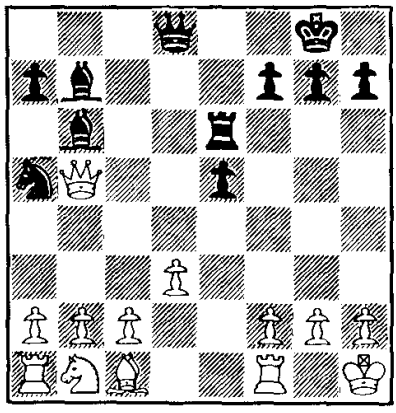
***1* N–R5! PxN *2* R–KN1! and Black resigns.**

Let us look at two more complicated combinations, ending with thematic patterns. Hartlaub–Test (1913):



1 **Q–Q4!** (a preliminary move, after which matters proceed at a lightning pace) ***1 . . .*** **N–K4 *2*** **RxPch! KxR *3*** **R–N1ch K–R1** (*3 . . .* K–B3 *4* Q–R4ch leads to a quick mate) ***4*** **QxNch! PxQ *5*** **BxPch, Black resigns.**

Black does not wait for *5 . . .* P–B3 *6* BxPch! RxB *7* R–N8 mate.

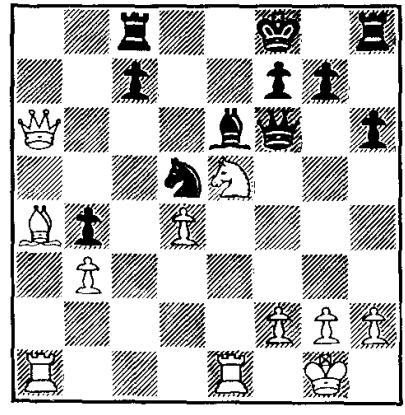


In this position from Young–Barden, there is nothing to suggest a quick outcome. Nevertheless the White King will perish at the edge of the board. The sacrifice ***1 . . .*** **BxPch!** decides matters.

White resigns in view of the variation *2* KxB Q–R1ch *3* P–B3 (*3* K–N1 R–N3ch or *3* K–R3 Q–B6ch) *3 . . .* R–N3ch *4* K–R1 (*4* K–R3 Q–B1ch *5* K–R4 B–Q1ch) *4 . . .* QxPch! *5* RxQ R–N8 mate.

The Last Rank Once Again

Different situations have produced similar finales.



Friedrich–Bantelon (1967): ***1 . . .*** **N–Q7ch!**

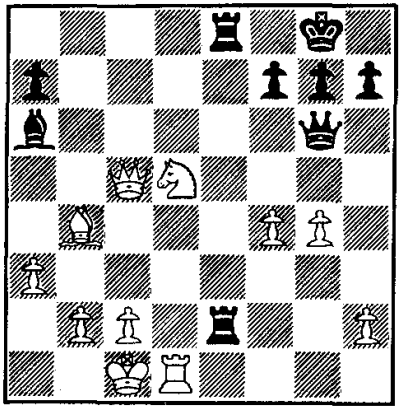
First the King file is opened, activating the White Rook.

1 . . . **BxN *2*** **QxRch!**

Now the QR4–K8 diagonal is cleared for the Bishop while the Rook defending the back rank is eliminated.

2 . . . BxQ 3 R–K8 mate.

White's play in Chigorin–Znosko-Borovsky (1903) was simple and economical.



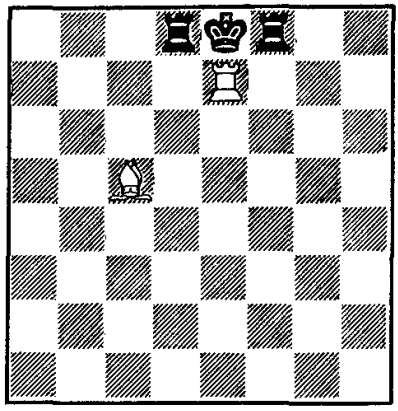
***1* N–K7ch! R/1xN.**

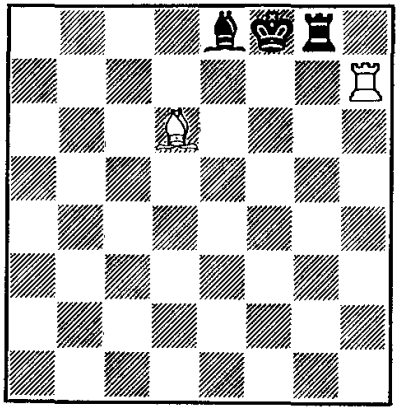
On *1* . . . R/7xN there would follow 2 QxR. Now this capture does not work because of mate on B2. But White finds another solution.

2 R–Q8ch R–K1 3 Q–B8ch! RxQ *4* RxR mate.

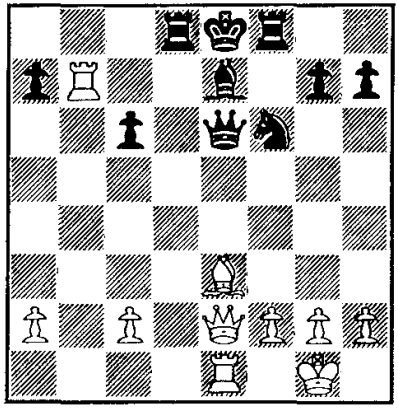
Rare, but on Point

A Rook/Bishop epaulette mate is rare in tournament play.





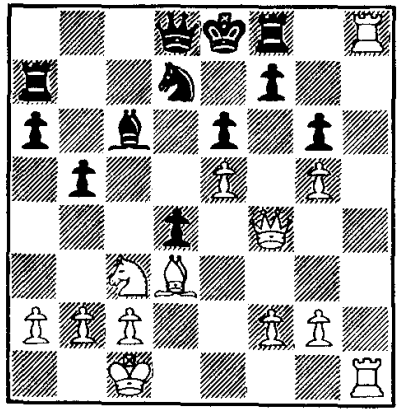
The Black King's cramped position is splendidly exploited by Bogolyubov against an unknown amateur in a simultaneous exhibition (1935).



***1* B–B5! QxQ *2* RxBch QxR *3* RxQ mate.**

The X-ray power of the Rook on K1 is particularly evident in this last example.

A surprising Queen sacrifice put an end to resistance in Zeidman–Mrazek (1936).

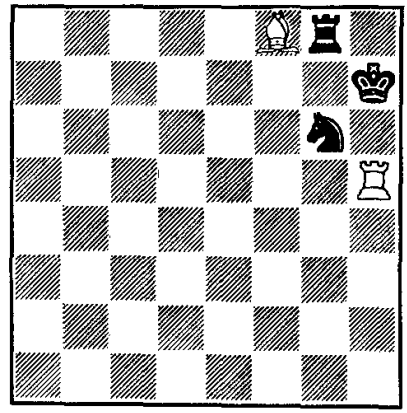


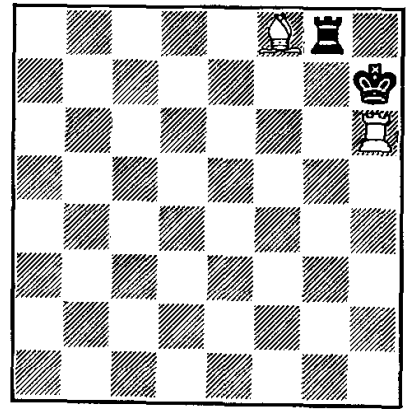
***1* QxPch! KxQ *2* R/1–R7ch K–K1 *3* BxP mate.**

Here the Bishop delivers the final blow as the Rook on KB1 is unable to come to the aid of its King.

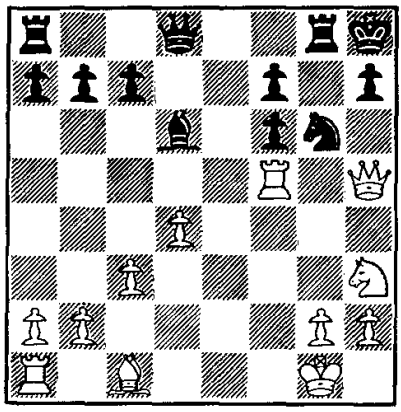
A File "Without a Conscience"

"The King Rook file has many sacrifices on its conscience," said Tartakover, the author of many famous chess aphorisms. Truly, the underestimation of threats along this file (after castling short) has often proved fatal. Danger arises whenever an enemy Rook occupies the KR file. It is particularly dangerous when a Bishop is supporting it, cutting off the enemy King's escape.





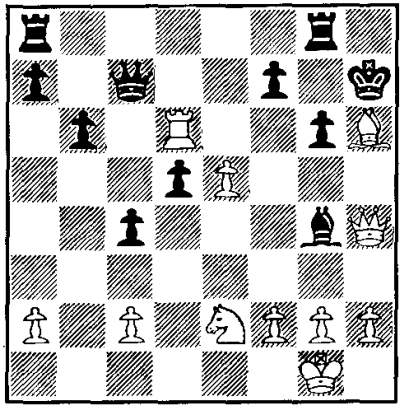
Santasiere–Adams (1926) illustrates one way of reaching this position.



1 QxPch! KxQ 2 R–R5ch K–N2 3 B–R6ch K–R2 4 B–B8 mate.

The combination was made possible by the King's cramped position. In particular, note the poor position of the Rook on KN1, and the tactical element—the Bishop's discovered check on B8.

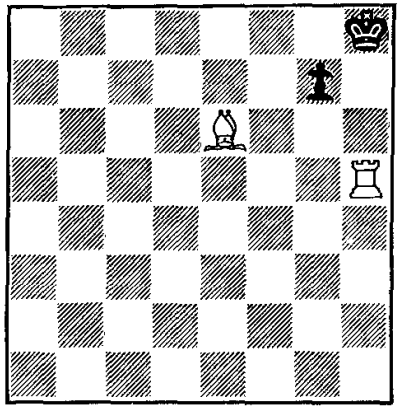
Another wrinkle in the same combination was encountered in Duras–Olland (1907).

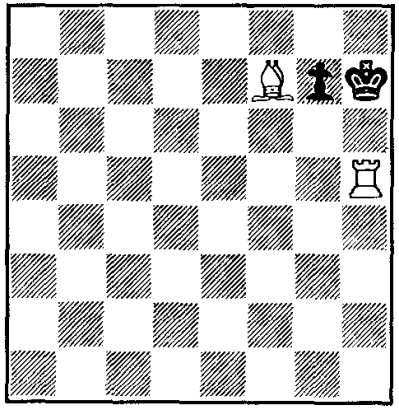


1 B–B8dis ch! B–R4 2 QxBch PxQ 3 R–R6 mate.

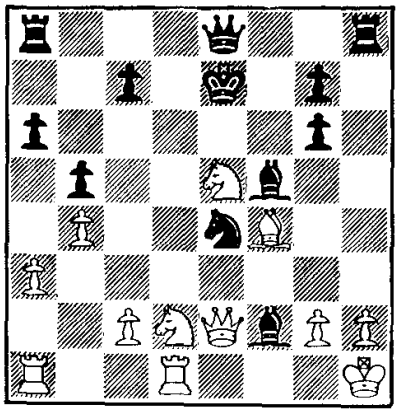
Curtain of Fire

A Bishop situated on the QR2–KN8 diagonal can take away KN1 from the King.



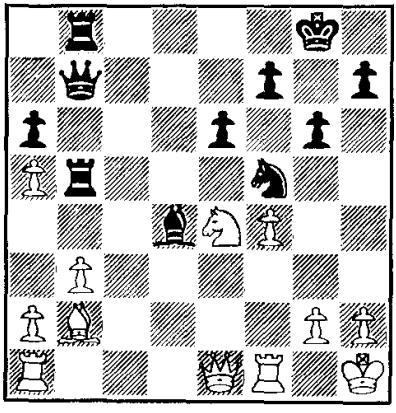


In NN–Stoner (1929) the Rook and Bishop had already taken up their battle stations, and the decisive combination came about without any further ado.



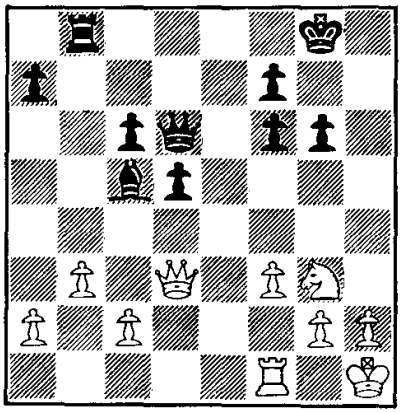
1 . . . **RxPch!** *2* **BxR** (*2* KxR Q–R1ch) *2* . . . **N–N6ch!** *3* **BxN Q–R1ch** *4* **B–R2 QxBch** *5* **KxQ R–R1ch** and mate next move.

In the last example, the Rook broke through on the KR file from the first rank. In Gochin–Bennet (1962), this same tactic took place on the fourth rank.

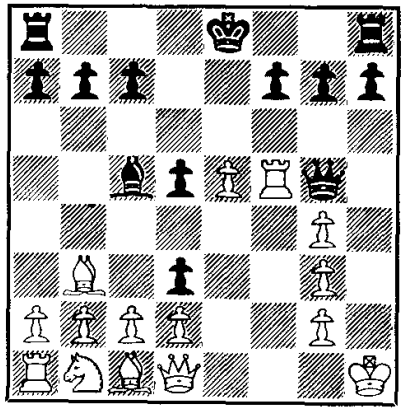


1 . . . **QxN!** *2* **QxQ N–N6ch** *3* **PxN R–R4 mate.**

A "quiet" move concluded a combination in Alapin–Schiffers (1902).



1 . . . **QxN!** *2* **PxQ K–N2!** and White, despite being on move, cannot protect either the KR file or QR7–KN1 diagonal.



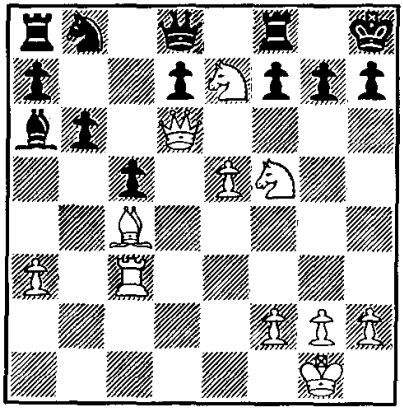
This position is from the famous game Andersen–Lange (1859). The KR file has already been opened, but the

KR is closed in. Black utilizes a typical pawn lever.

1 . . . **P–KR4!** *2* **NPxP** (*2* RxQ PxPdis ch leads to mate) *2* . . . **QxR** *3* **P–N4 Q–B7** *4* **P–N3 QxNP** *5* **Q–B1 QxP, White resigns.**

Enemy Battery Under Fire

Alekhin's combination against Supiko (Black) was camouflaged (1924).



At first glance, there does not seem to be any way to reach a familiar mating pattern, but Alekhin has managed to find a latent possibility.

1 **Q–N6!!**

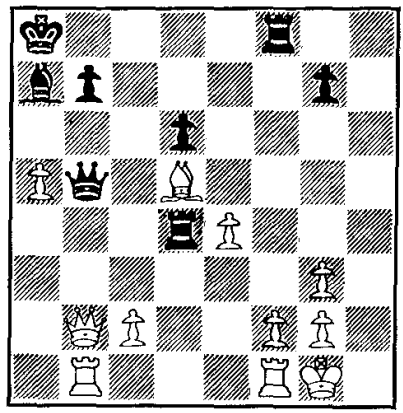
Walking into the jaws of the lion! In view of the threat *2* QxNP mate (*1* . . . R–N1 *2* QxRPch KxQ *3* R–R3 mate) the sacrifice must be accepted.

1 . . . **BPxQ** (of course, not *1* . . . RPxQ *2* R–R3 mate) *2* **NxPch! PxN.**

White has opened the QR2–KN8 diagonal and the KR file in succession. The game has gone from a sharp position to a simple mating position. This transformation is characteristic of many of the most complicated combinations.

3 **R–R3ch Q–R5** *4* **RxQ mate.**

Notable combinations have also occurred in the games of Rossolimo, who had a great chess imagination. Here is one by him.



NN–Rossolimo (1957): *1* . . . **R–Q8!**

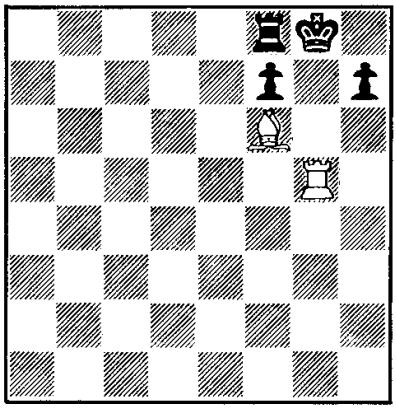
This tremendous move combines several tactical concepts: diversion (the Rook on

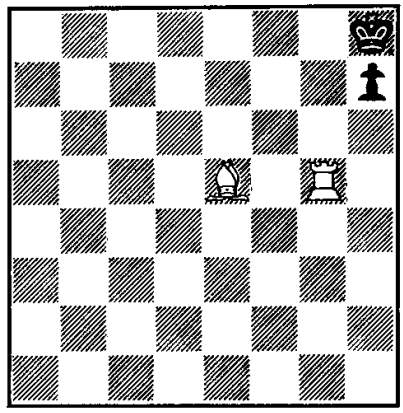
QN1, after which the Queen is undefended), line interruption (the connection between the White Rooks has been severed, and *2* QxRch is threatened), line clearing and the pin (the Bishop on QR2 is in the game, supporting the attack on White's KB2). There is no defense.

2 BxPch K–N1 3 P–QB4 (*3* QxQ BxPch *4* K–R2 R–R1 mate, with the same finish on 3 KRxR) *3* . . . **BxPch** *4* **K–R2** (*4* QxB RxQ) *4* . . . **R–R1 mate.**

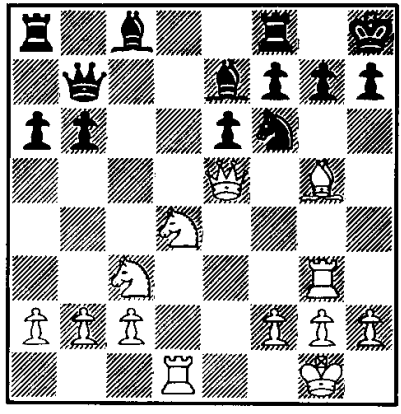
From Great Distances

In an attack along the KN file, both the Rook and Bishop can deliver the fatal blow, without coming into direct contact with the enemy King.

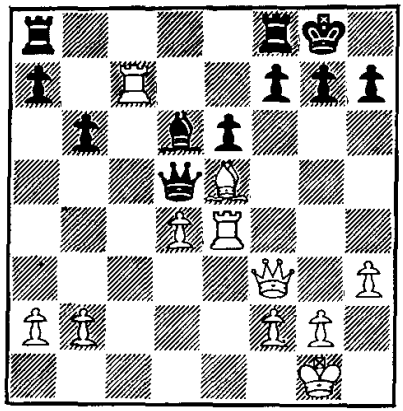




In Bronstein–Kotov (1946) Black tried to exchange some pieces with ***1* . . . N–Q2.**



Black immediately put down his arms after **2 B–R6!:** *2* . . . NxQ *3* BxPch K–N1 *4* BxNdis ch B–N4 *5* RxB mate. The opening of the KN file can be achieved not only by direct means, as in the last example, but also by deflection. Nimzovich's tactics against Nilsen (Black) are instructive.

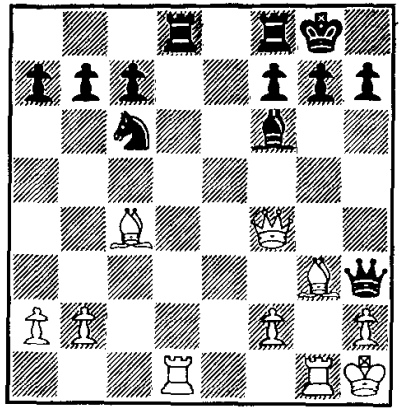


The Bishop on K5, actively participated in the attack, must be preserved: *1* **R–Q7 QR–Q1 2 RxB! RxR.**

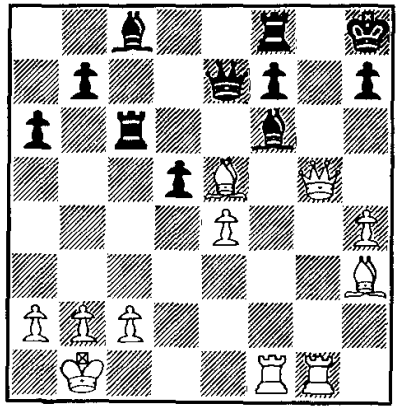
Now, on 3 R–N4, Black has *3* . . . P–B3 as a defense. Nimzovich found a fine solution: *3* **Q–B6!** and **Black resigns,** since on *3* . . . PxQ (deflection!) there follows *4* R–N4ch K–R1 *5* BxP mate.

Is Giving Better than Receiving?

The deflection of the KN pawn is sometimes accomplished by a piece capture on KB6, which often is caused by a sacrifice.



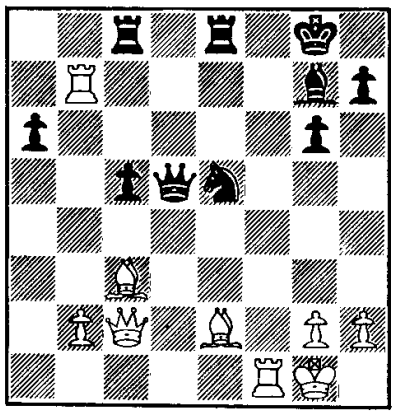
Neuman–Bergman (1913): *1* **QxB! PxQ** (*1* . . . RxR *2* QxNPch! KxQ *3* B–K5ch K–R3 *4* B–B4ch K–R4 *5* B–K2ch) *2* **B–R4dis ch K–R1** *3* **BxP mate.**



And here is an example of an X-ray.

Zhuravlev–Romanov (1952): *1* **Q–N7ch!** (the Bishop on K5 skewers the Bishop on KB6) *1* **. . . BxQ 2 BxBch K–N1 3 B–B6 mate.**

Taimanov (White) demonstrated a splendid mating finale to one of his games in a simultaneous exhibition (1964).



The opposition of the Bishops along the long diagonal gives rise to sharp combinational motifs, demanding, however, very precise calculation.

***1* B–B4! QxB *2* RxBch!**

Now it becomes clear why the Queen was deflected to QB5. Black cannot now take the Rook because of *3* BxNch.

***2* . . . K–R1 *3* BxN!**

The Queen is sacrificed, but now White has a discovered check.

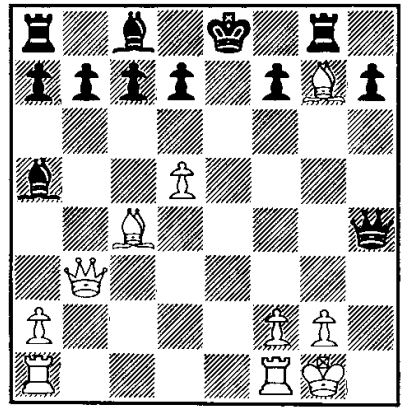
***3* . . . QxQ *4* R–B8ch!**

A new sacrifice, diverting the Rook from K1, from where it was attacking the Bishop, and allowing the standard finish.

***4* . . . RxR *5* RxPdbl ch!** and mate next move.

Small, but We'll Take It

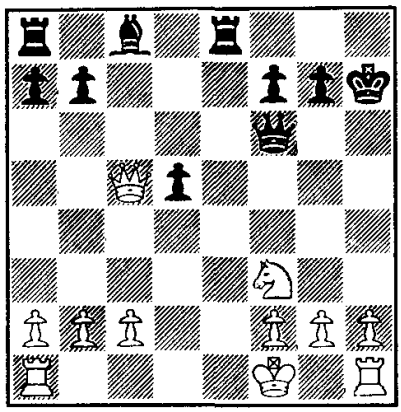
Now let's look at the possibility for analogous tactics against the King caught in the center of the board:



Here is how Fischer finished an offhand game against Fine (1963): ***1* KR–K1ch K–Q1** (*1* . . . BxR *2* RxBch does not change anything) **2 Q–N3!** and **Black resigns.** On *2* . . . QxQ there follows *3* B–B6 mate. On any other retreat by the Queen, control over the critical KB6 is lost.

Two Directions

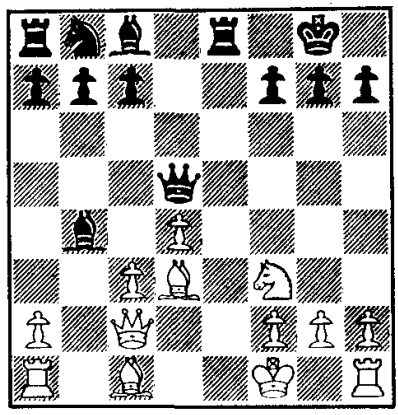
A mate threat down the KN file often combines with a similar threat on the back rank.



Kirdetsof–Kann (1918): ***1 . . . QxN! 2 PxQ B–R6ch 3 K–N1 R–K3 4 Q–B7.***

On *4* . . . R–N3ch, White has *5* Q–N3. Better was *4* Q–Q4 R–N3ch *5* Q–KN4 although even then *5* . . . R–K8! *6* QxRch KxQ *7* P–KB4 R–K7 *8* R–QB1 P–Q5! *9* P–KB3 K–B4 and White is helpless.

4 . . . **QR–K1!** and **White resigns.** *5* . . . R–K8 mate can be prevented only by *5* Q–B3, but then the Rook mates from N3.



This position is from Janowsky–Marshall (1912). The American carries out a long combination, where the Rook and Bishop play a major role cooperating with each other.

1 . . . QxN! 2 PxB.

The Queen clearly cannot be taken because of *2* . . . B–R6ch *3* K–N1 R–K8ch *4* B–B1 RxB mate, but *2* P–KR3 is worth consideration.

2 . . . N–B3! 3 B–N2.

The Queen is still untouchable. *3* B–K3 does not work in view of *3* . . . B–R6! *4* PxB RxB.

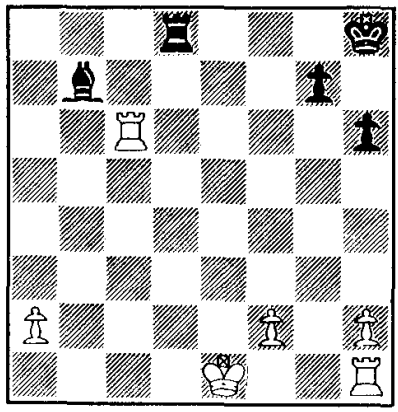
3 . . . NxNP! 4 BxPch K–R1 5 PxQ B–R6ch 6 K–N1 NxQ 7 BxN R–K7 8 R–QB1 QR–K1 9 B–B3.

It seems that White might be out of immediate danger, with a material advantage, but

its King is not yet out of the mating net.

9 . . . RxB! 10 RxR R–K3! and mate from KN3 is inevitable. (Marshall missed this possibility but still won after 9 . . . R/1–K6 *10* B–N4 RxKBP *11* B–Q1 R–B3.

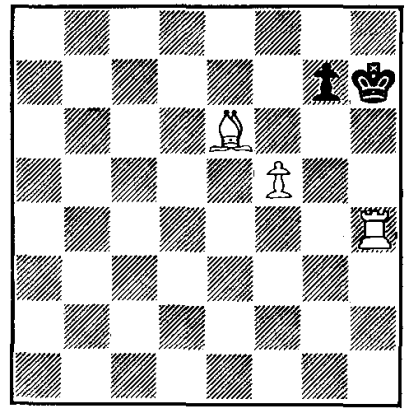
In one of the variations in the Spassky–Tal game, played in the 1973 Tallin International Tournament, this position might have arisen:

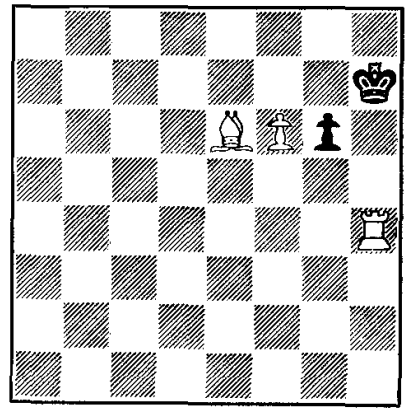


In spite of being on the move, White must lose a Rook. Even if White plays the "desperado" *1* RxPch, an amusing position arises after *1* . . . PxR, where any move by the Rook leads to mate: *2* O–O R–N1 mate or *2* R–N1 (or B1) *2* . . . B–B6 followed by *3* . . . R–Q8 mate. Of course *1* P–B3 BxR *2* R–KN1 R–Q8ch *3* K–B2 RxR gives Black an easy win.

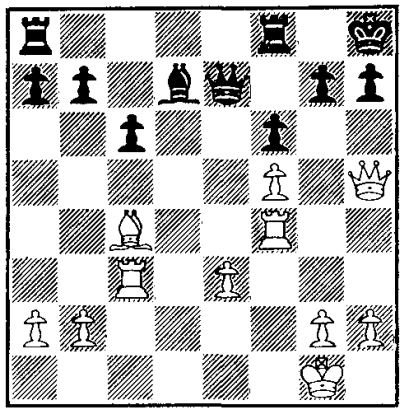
Like Fish in a Barrel

Advanced pawns can also work with the Rook and Bishop to create mating situations when they cut off nearby escape squares from the enemy King.



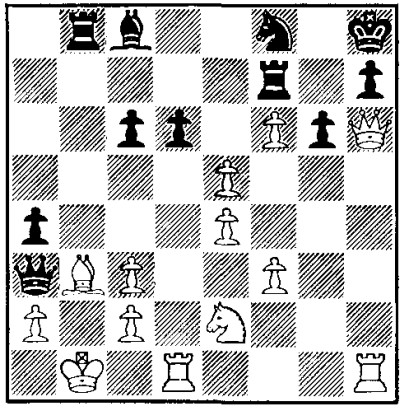


Once again, there are many tactical elements available.

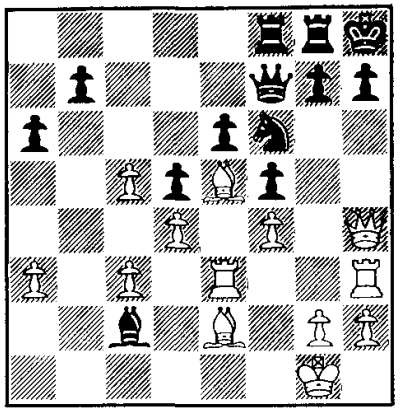


Wagenfuehrer–NN (1945): ***1* QxPch KxQ *2* R–R4 mate.**

The Queen opened the KR file, the Rook followed on its heels, while the pawn and Bishop took nearby squares away from the King.



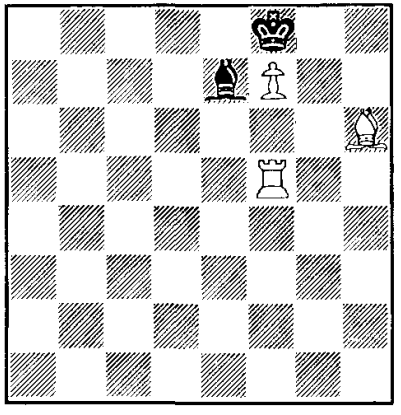
Skuya–Rosenberg (1962): ***1* QxNch!** (with this sacrifice, White eliminates both pieces covering KR2) ***1* . . . RxQ *2* RxPch KxR *3* R–R1 mate.**

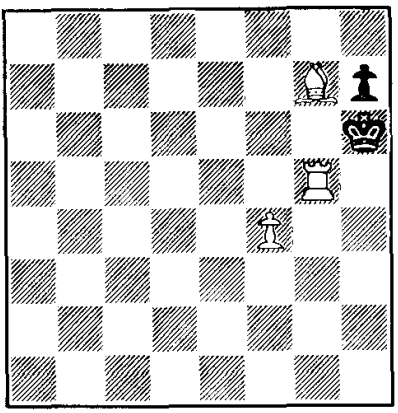


Kozlovskaya–Cardosso (1971): ***1* QxPch! NxQ *2* RxNch KxR *3* R–R3ch Q–R4** (*3* . . . K–N3 *4* B–R5ch K–R3 *5* BxQ mate) ***4* BxQ, Black resigns.**

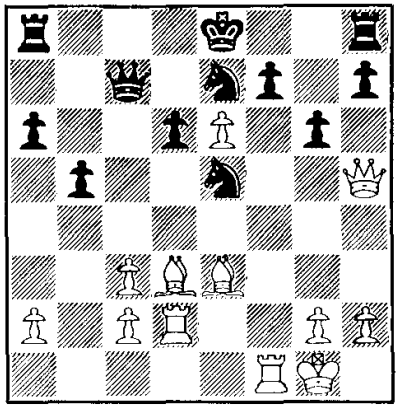
So Be It

Two more mating positions which occur in practice:



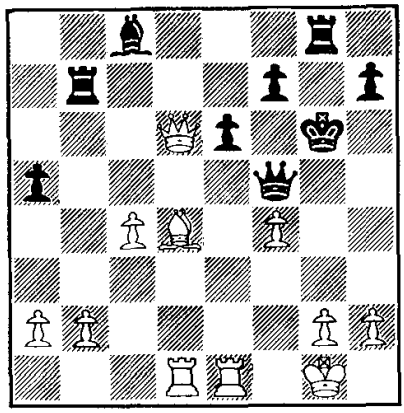


Tal (White) had a combination based on the first position against Suetin (1969).



1 **QxN!** (the Knight defending KB2 must be eliminated) *1* . . . **PxQ 2 PxPch, Black resigns.** 2 . . . K–Q2 (or Q1) 3 B–B5ch loses quickly, and on 2 . . . K–B1 3 B–R6ch, we have one of our basic mates.

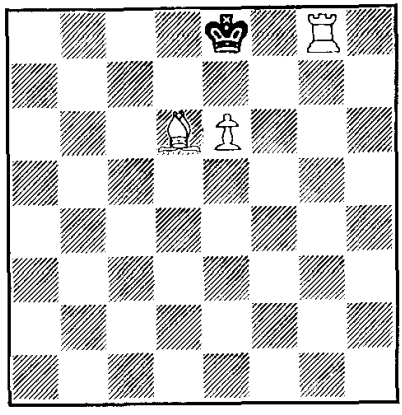
Tseitlin (White) had a striking finish in his speed game with Kuzmin (1975).

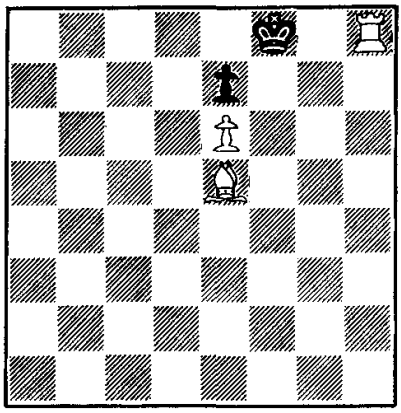


1 **R–K5 Q–B7 *2* R–N5ch K–R3** and then came the surprising *3* **Q–B8ch! RxQ *4* B–N7 mate.**

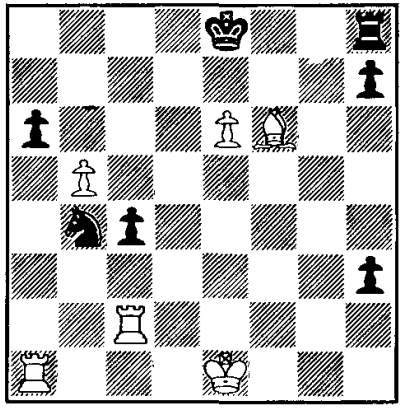
Siamese Twins

In the endgame, when passed pawns are supported by Rooks and Bishops, and then advance, mating nets are often formed on the edge of the board.

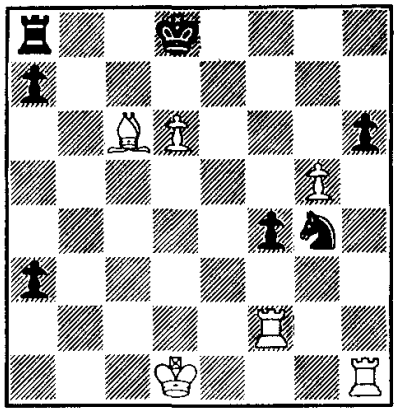




This situation is neatly depicted in twin problems by Pauli (1911). The task: mate in three moves.



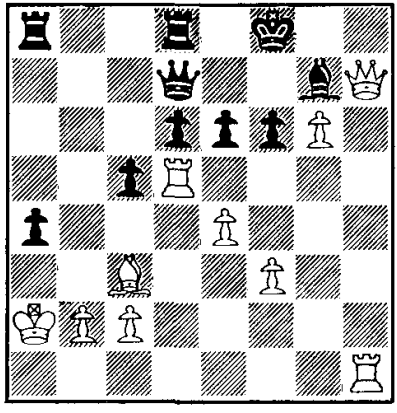
1 **O–O–O N–Q6ch** *2* **RxN.** Now only 2 . . . O–O will prevent mate on the back rank, but then 3 R–N3 mate.



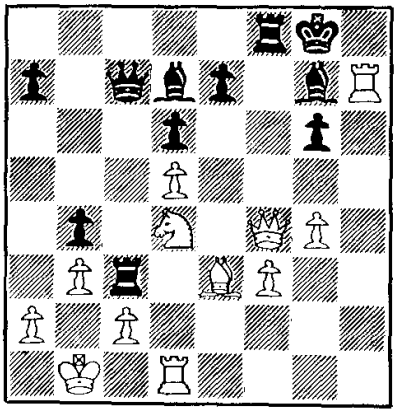
Here both sides have lost the right to castle, therefore *1* **RxRP** with the following variations: *1* . . . NxR/3 *2* R–K2 and *3* R–K8 mate; *1* . . . NxRch *2* K–B2; *1* . . . N–K6ch *2* K–B1.

Not Only in the Endgame

Analogous positions can arise in the middlegame.



Rybakov–Sveshnikov (1974): *1* **RxQP! QxR** *2* **BxP Q–Q2** *3* **Q–R8ch BxQ** *4* **RxB mate.** (In the game Black declined the Rook sacrifice—*1* . . . Q–K2—but this of course did not save him from defeat.)

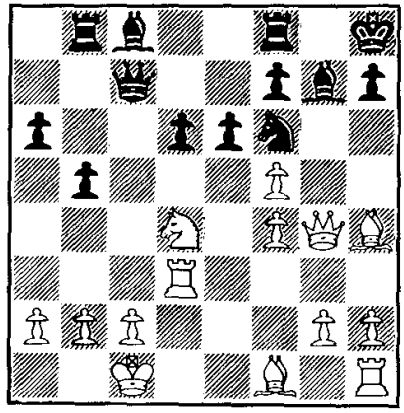


Lodge–Smith (1971-2, correspondence): *1* **RxBch! KxR** *2* **N–K6ch BxN** *3* **B–Q4ch K–N1** (3 . . . R–B3 *4* PxB) *4* **Q–R6 K–B2** *5* **PxBch K–K1** *6* **QxRch! KxQ** *7* **R–R1, Black resigns.**

Solve It Yourself

138

Seidler–Wexler (1972)

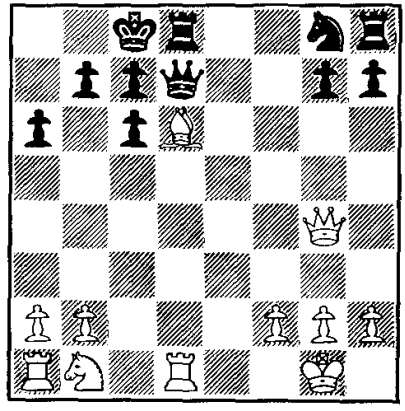


WHITE'S MOVE

When the sentry perishes . . .

139

Volchok–Kreslavsky (1970)

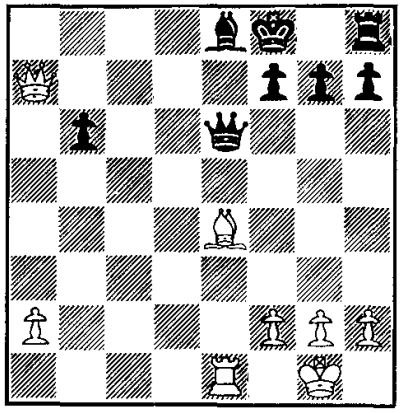


WHITE'S MOVE

Can you take advantage of the pinned Black Queen?

140

Evans–Bisguier (1958)

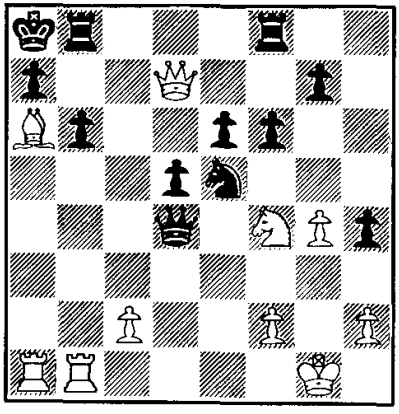


WHITE'S MOVE

Pin and counterpin.

141

Dely–Grags (1953)

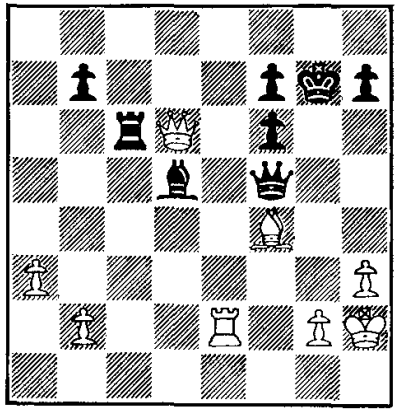


WHITE'S MOVE

The gun is cocked.

142

Belov–Osatchuk (1965)

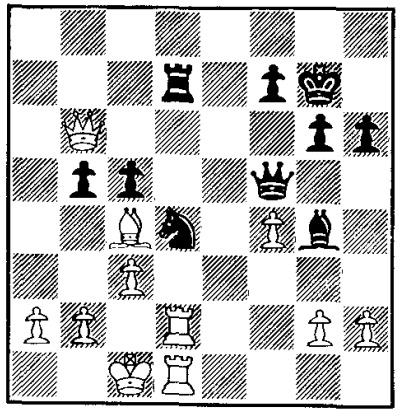


WHITE'S MOVE

Like a machine gun.

143

Driksna–Strautinsh (1968)

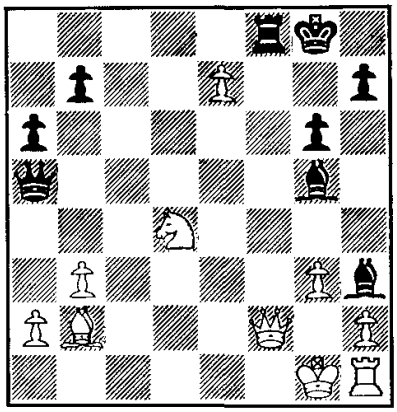


BLACK'S MOVE

On *1* . . . BxR White replies *2* PxN and breathes freely. But if . . .

144

Snyder–Browne (1974)

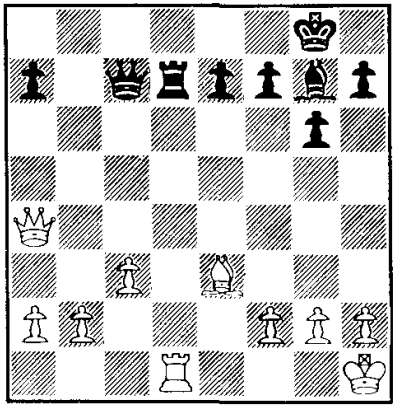


BLACK'S MOVE

1 . . . BxP is prose, but is there poetry?

145

Koltanowsky–Krause (1957)

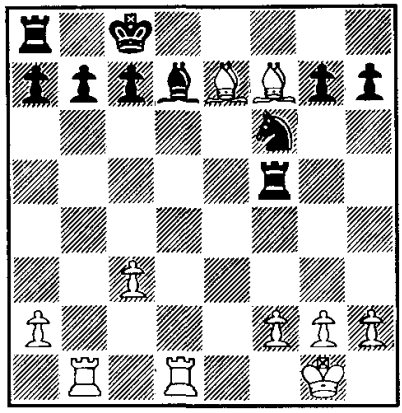


BLACK'S MOVE

He played the "pretty" *1* . . . Q–B3? The American master smiled.

146

Koshevoy–Ruinsky (1972)

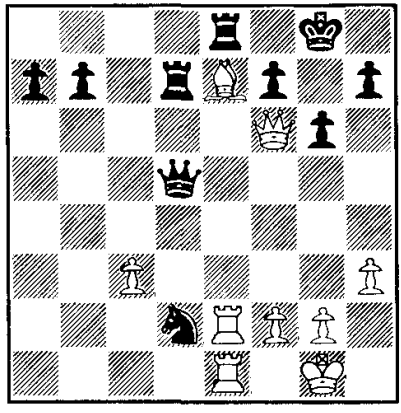


BLACK'S MOVE

1 . . . N–K5? and the QBP can be safely taken after the Bishop retreats. The Bishop retreated, but not where Black was thinking.

147

Butnorus–Gutman (1974)

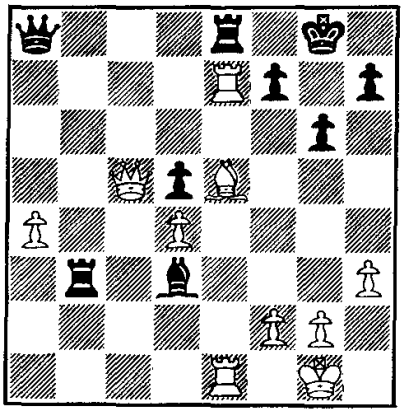


WHITE'S MOVE

In broad daylight . . .

148

Dementiev–Karpov (1970)

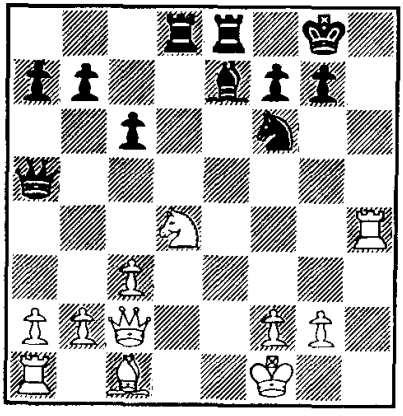


WHITE'S MOVE

"I was still a boy then," said the World Champion.

149

Heissert–Stark (1973)

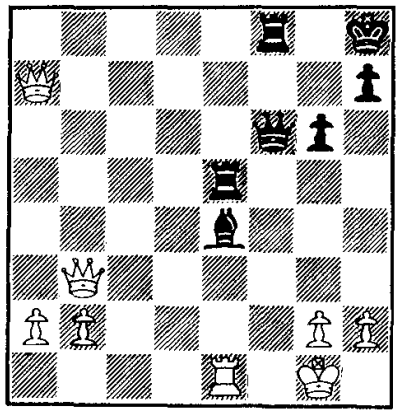


BLACK'S MOVE

1 . . . RxN, so as, after 2 RxR, to attack with 2 . . . Q–R4? (but is this worth the exchange?). White, however, answered 2 PxR.

150

Tseshkovsky–Gufeld (1975)

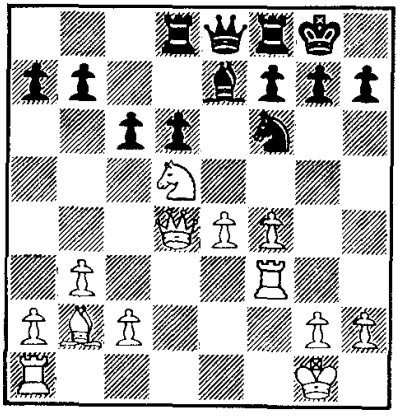


BLACK'S MOVE

Two Queens are no problem.

151

Meyer–Mek (1932)

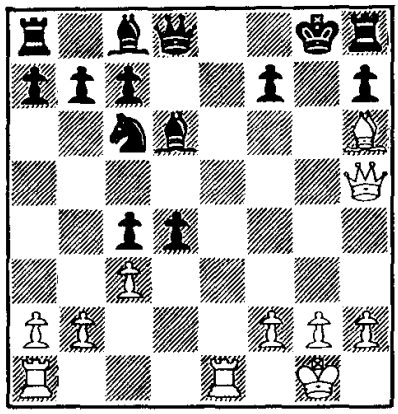


WHITE'S MOVE

There are more than exchanges.

152

Winawer–NN (1896)

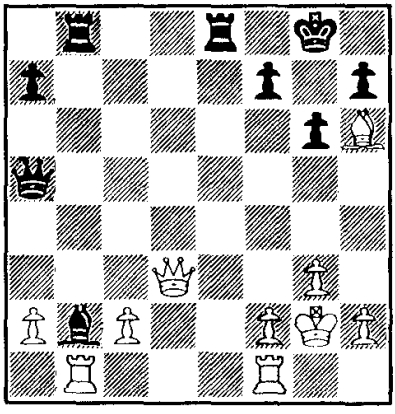


WHITE'S MOVE

You can do it like this or like that.

153

Castel–Rada (1932)

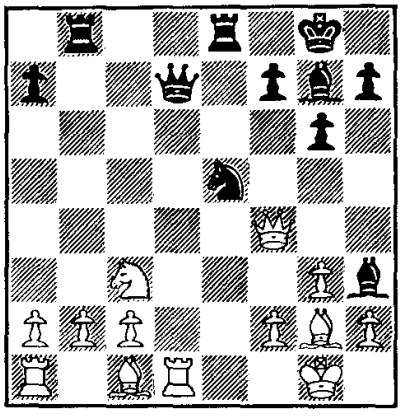


WHITE'S MOVE

A kaleidoscope of devices.

154

Aitken–Kefler (1955)

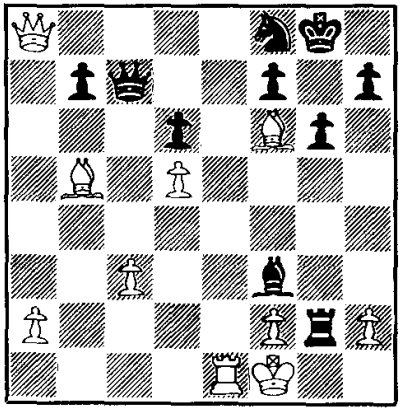


BLACK'S MOVE

Queens don't retreat.

155

Bungan–Grovl (1933)

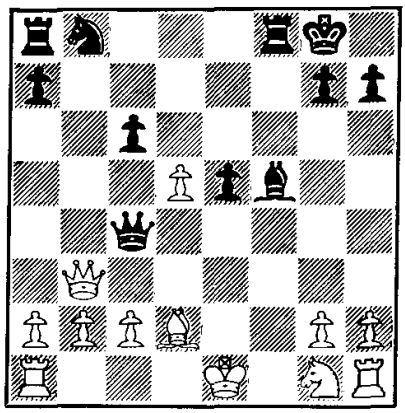


BLACK'S MOVE

So who wins?

156

Schulten–Horwitz (1846)

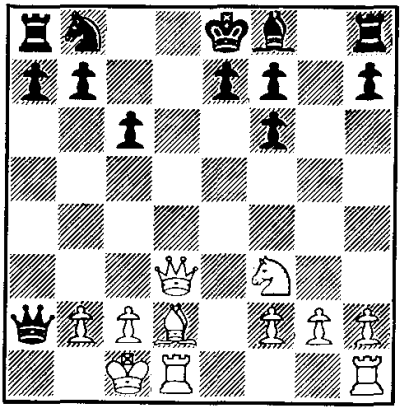


BLACK'S MOVE

As old as the hills.

157

Tarrasch–NN (1931)

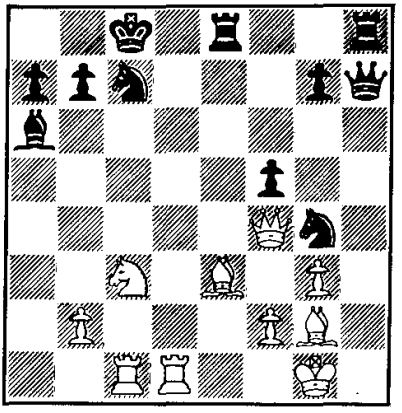


WHITE'S MOVE

A breath of fresh air.

158

Alexandrov–S. Zaitsev (1974)

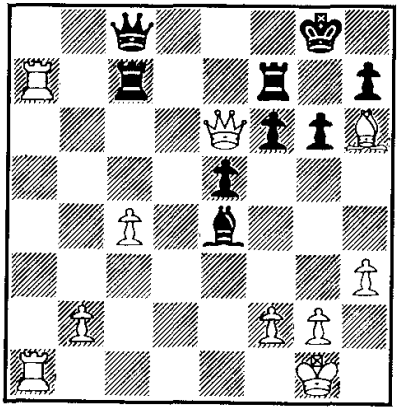


WHITE'S MOVE

The "Devil's Wheel."

159

Vikman–Kamko (1973)

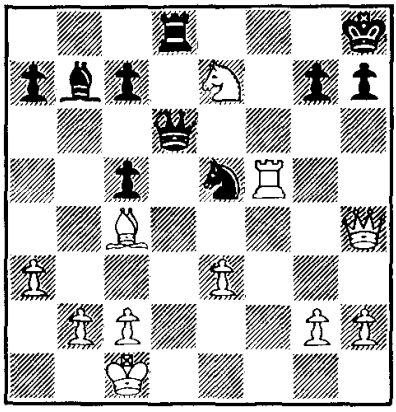


WHITE'S MOVE

How can he break through to the back rank?

160

Richter–NN (1957)

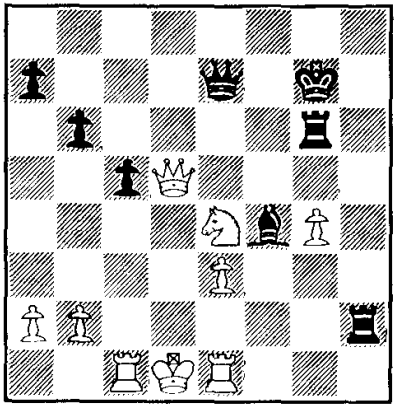


WHITE'S MOVE

Three moves as a warning.

161

Markov–Luzganov (1963)

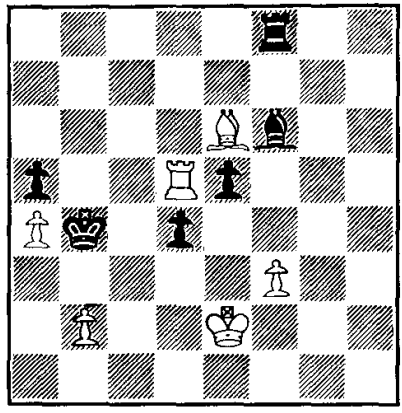


BLACK'S MOVE

We have the epaulettes—now all we need is a general.

162

Selivanovsky–Yaroshevsky (1958)

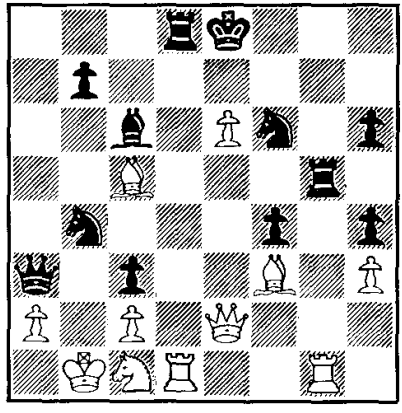


WHITE'S MOVE

The road to the scaffold.

163

Komov–Kharitonov (1973)

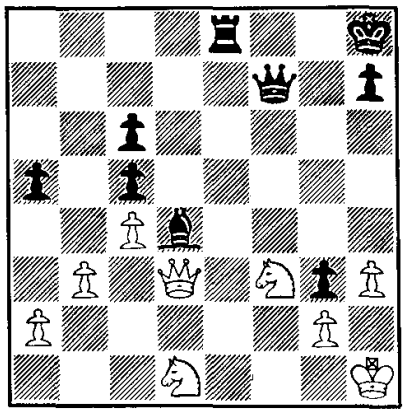


WHITE'S MOVE

One move from mate . . .

164

Oberle–Pfister (1958)

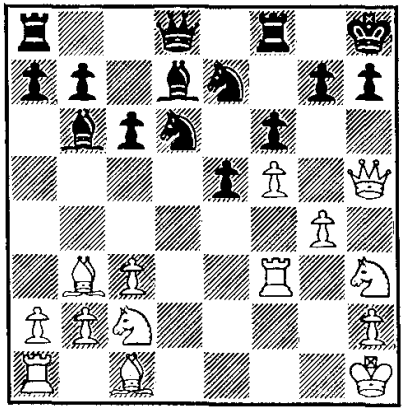


BLACK'S MOVE

A topsy-turvy epaulette.

165

Rosenthal–NN (1873)

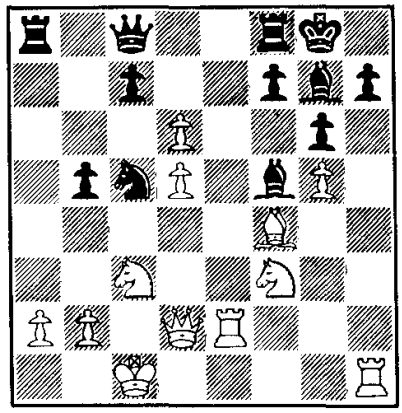


WHITE'S MOVE

All according to plan.

166

Vilerte–Kostina (1972)

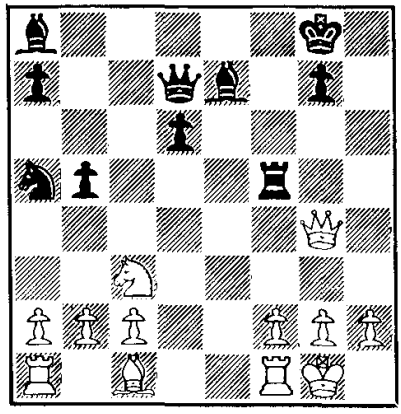


BLACK'S MOVE

Simple and convincing.

167

Moura–Roha (1955)

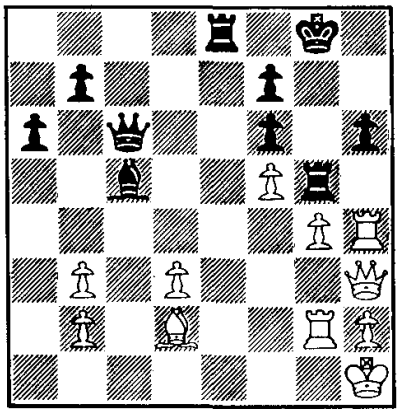


BLACK'S MOVE

Decisive and surprising.

168

Amrein–Lummar (1955)

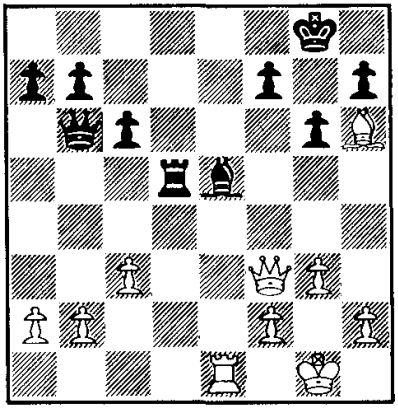


BLACK'S MOVE

Astonishing and irresistible.

169

Kunnerman–NN (1934)

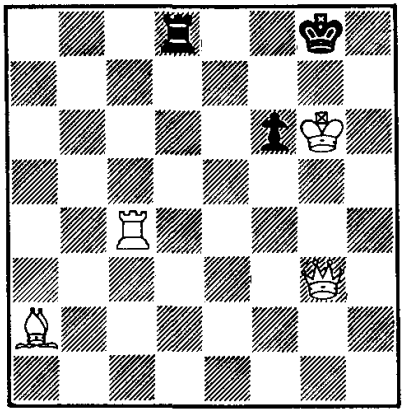


BLACK'S MOVE

In reply to *1* . . . QxNP White answered 2 Q–B6! (a) What follows 2 . . . QxQBP? (b) Does Black have a defense?

170

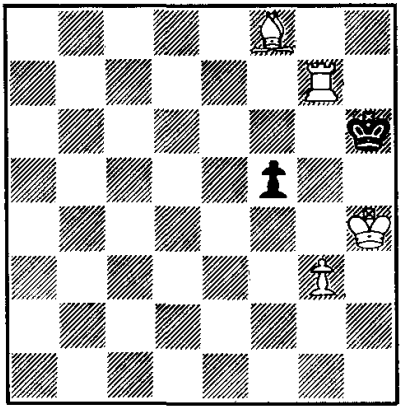
Speckman (1968)



MATE IN TWO MOVES

171

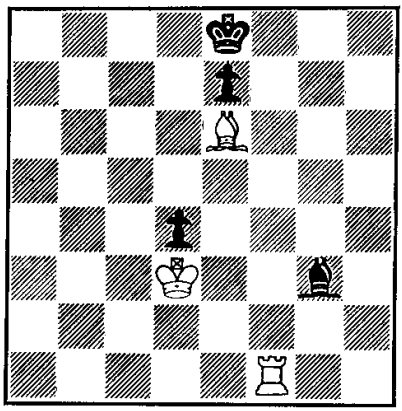
Drozdovich (1974)



MATE IN THREE MOVES

172

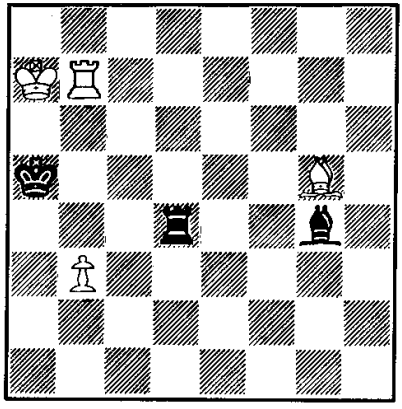
Palatz (1932)



MATE IN FIVE MOVES

173

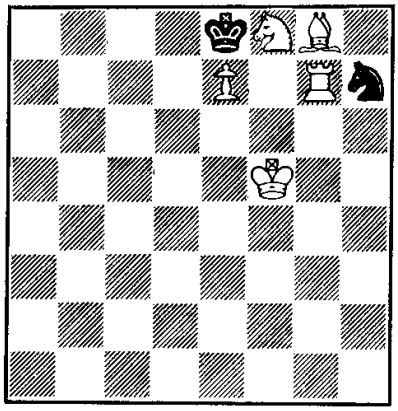
Nisl (1910)



MATE IN SIX MOVES

174

Kotz and Kockelkorn (1912)



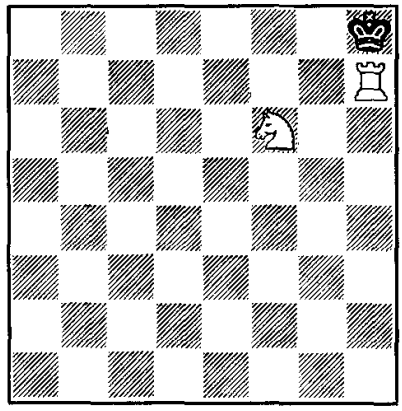
MATE IN THREE MOVES

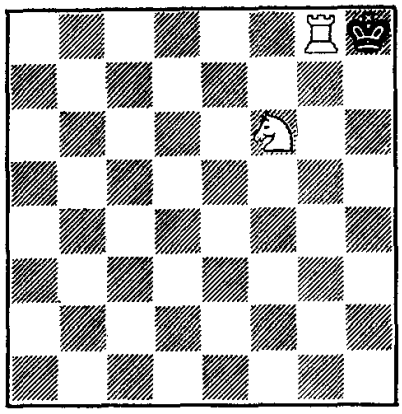
X
Rook and Knight
Longtime Friends

The rules governing the movement of the Rook and Knight (in contrast to the Queen and Bishop) have not changed at all over the course of the many centuries of chess history. These longtime friends still retain the same fighting qualities with which they were endowed by the unknown inventor of chess. The Knight's surprising hop and the direct, ramming movement of the Rook obviously have no correlation to the names of these pieces, but they do harmoniously fill out the complicated picture of chess weapons.

In ancient times, the Rook and Knight were the most powerful pieces. It is no accident that chess problems that have been passed down to us through the ages often end as mating positions with cooperating Rooks and Knights.

Here are these mating finales from out of the past:





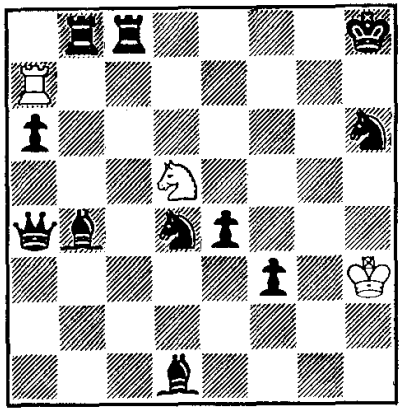
These are unique positions where the Rook and Knight cover all the free squares around the enemy King, without any assistance.

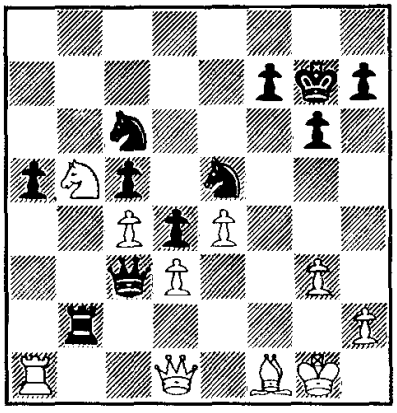
This, of course, is not from a game, but has been fabricated; it is difficult to see how chessplayers could have reached this position. It does neatly illustrate the interaction between the Rook and Knight. White plays *1* N–B6! and Black can do nothing to prevent mate on R7. It can only be delayed by giving up the Rooks on QN2 and QB2, the Queen on Q2, Bishop on K2 and Knight on KB2.

To create these kinds of situations, the Rook must be on a cleared seventh rank, and the Knight must have unimpeded access to KB6.

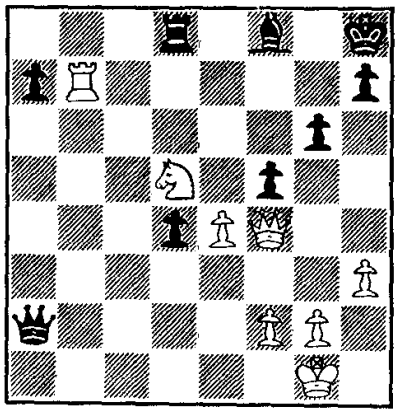
Record Jump

There are a great many ways these final positions can be reached. Let us begin with the simplest, but most surprising.





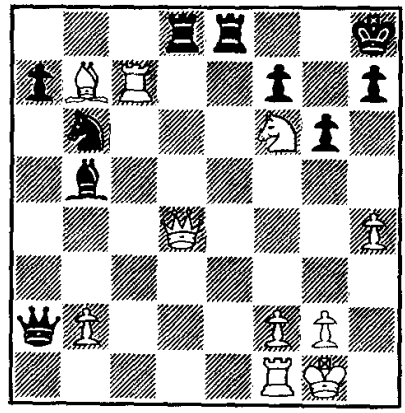
The White Queen in Ugoltsev–Ashikhin (1976) prevents the Knight from getting to KB6. *1* . . . **Q–K8!** (diversion) decides matters. *2* **QxQ N–B6ch 3 K–R1 RxP mate.**



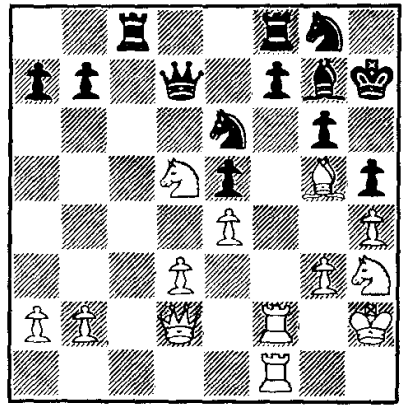
In Barkovsky–Korchnoy (1969) the White Knight can occupy KB6, but it is Black's move, and the grandmaster offered a draw, thinking of parrying the threat with *1* . . . **B–Q3.** White accepted the offer, and was somewhat perplexed when it was shown that he had a win. ***After* 2 N–B6! Q–R8ch 3 K–R2 BxQch *4* P–N3 BxPch *5* K–N2,** Black has no more checks, and the Rook plus Knight machine rolls on unhindered.

Gordian Knot

In Urgeanu–Anastasides (1949), the Black KBP, defended by the Queen on QR7, blocks the Rook's path. It should be noted that White has no good way to make use of a discovered check inasmuch as the Queen is under attack by the Rook on Q1.



The Gordian knot is cut with the problematical *1* **B–Q5!** This can be regarded as a "double line interruption" (the Bishop places itself at the intersection of the Queen and Rook's sphere of influence) which creates unstoppable mating threats. There followed *1* . . . **RxB** *2* **RxBP, Black resigns.**



In this position from Stern–Holke (1956) not one White piece has yet taken up its assault position. It thus becomes even more instructive to see how White artfully weaves the mating net.

***1* B–K7!**

Once again making use of the familiar line interruption. The Black Queen has been cut off from KB2, and the KR is attacked.

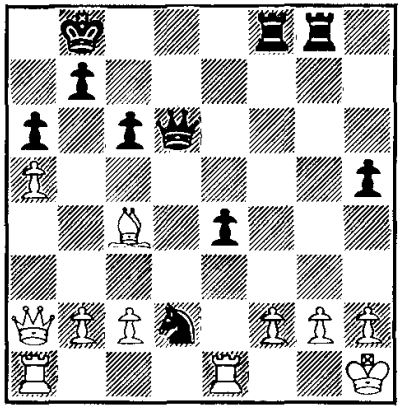
***1* . . . NxB *2* RxP RxR.**

Now not only is 4 RxN threatened, but also 4 N–B6ch.

***3* . . . Q–R5 *4* N–B6ch K–R1.**

It has taken White all of four moves to bring the Rook and Knight to their battle posts. Only the Bishop on N2 remains to be eliminated.

***5* Q–R6ch!** (diversion) ***5* . . . BxQ *6* R–R7 mate.**

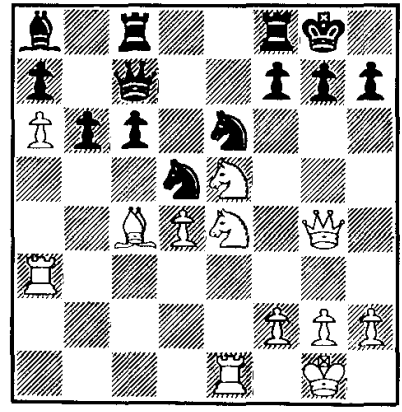


Parma–Damjanovic (1960) also made use of the Rook plus Knight tactical combination.

***1* . . . RxNP! *2* KxR Q–N3ch *3* K–R1 RxP *4* R–KN1 N–B6!** and **White resigns.**

A New Route

The combined attack of the Rook and Knight can materialize not only along the seventh rank, but also up the KR and KN files.

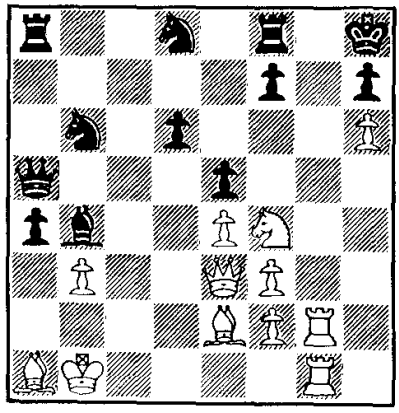


Rossolimo–Raizman (1967): ***1* BxN PxB *2* N–B6ch K–R1 *3* Q–N6!**

This striking move is based on the variation *3* . . . BPxQ *4* NxPch PxN *5* R–R3 mate or *3* . . . PxN *4* QxPBch N–N2 *5* R–KN3 R–KN1 *6* NxPch.

In both cases, the transfer of the Rook from the Queenside to the Kingside is decisive.

3 . . . **Q–B7** (defending against the immediate *4* QxRP mate) *4* **R–KR3! Black resigns.** After the forced *4* . . . QxQ *5* NxQch PxN, *6* RxP mate.



White's problems in Sumpter–Strin (1964) is how to bring the Knight on B4 to KB6, where it greatly strengthens the attack. *1* N–R5 suggests itself, but then Black can defend with *1* . . . N–Q2. White decides to sacrifice his Queen to attain his main objective.

1 **QxN! QxQ** *2* **N–Q5** (the Knight goes to B6 with tempo as Black's position falls to pieces) **2 . . . Q–R4.**

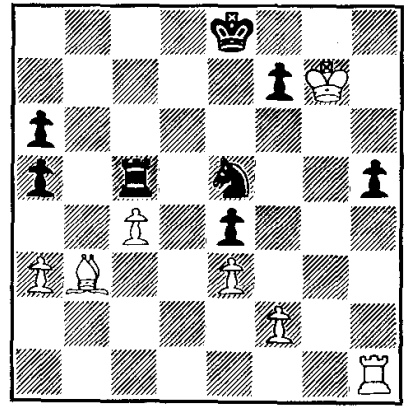
2 . . . B–B4 does not help: 3 N–B6! QxPch *4* B–N2, as in the game, or *2* . . . QxBP *3* RxQ B–B4 *4* R–N7 N–K3 *5* R/2–KN2.

3 N–B6 N–K3 *4* R–N7!

The Rook of course cannot be taken, and KR2 cannot be defended. Therefore **Black resigns.**

The Rook into the Breach

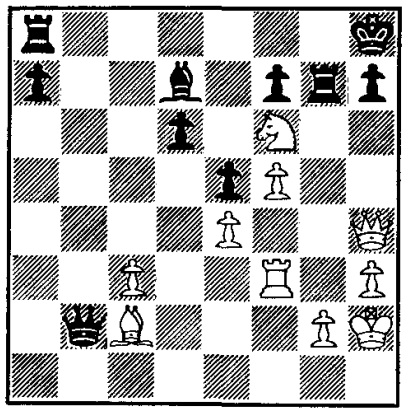
Now let us look at several positions where the Rook delivers final blow from KN8. The KN file is the main communication line in these cases.



Larsen (Black) wove the mating net artfully against Taimanov (1967), after which the Leningrad grandmaster carelessly allowed his King to wander behind enemy lines.

***1* . . . N–N5!** (cutting off the King's retreat) **2 R–Q1 R–**

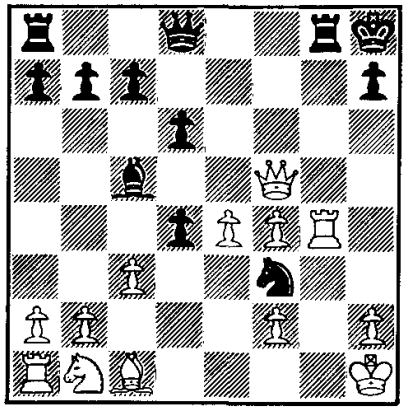
N4ch 3 K–R8 N–B3 (Black is ready) **4 B–R4ch K–K2** and **White resigns.**



It seems that Black controls the KN file in Koltanowsky–Halsey (1959), but the Rook is chained to the defense of KR2.

***1* R–N3! QxB *2* Q–R6 QR–KN1 *3* QxPch! RxQ *4* RxR mate.**

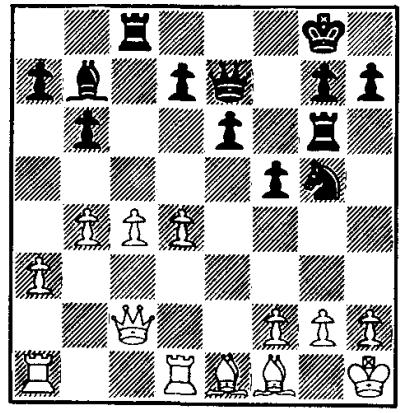
A famous American grandmaster played this game blindfolded.



The White Rook on N4 is preventing mate by the Rook on KN8 (Rainer–Steinitz, 1860). The first World Champion breaks through, offering up his Queen twice.

***1* . . . Q–R5! *2* R–N2 QxPch *3* RxQ R–N8 mate.**

The ending of Winter-Colle (1930) demonstrated another way of opening the KN file.



***1* . . . N–B6!**

It is impossible to take the Knight (*2* PxN Q–N4), even though this move does not threaten anything directly. But Black has already prepared the decisive follow-up.

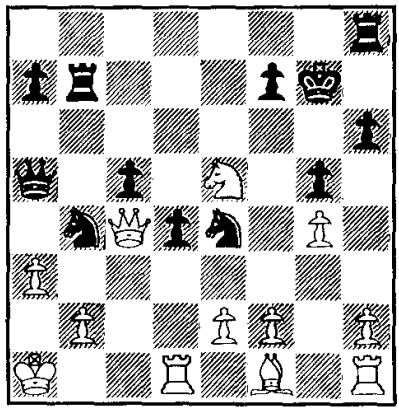
***2* P–Q5** (trying to close the Bishop's diagonal and thereby loosen Black's grip) **2 . . . Q–R5!**

As in the previous example, White creates a mate threat on KR7, but its primary pur-

pose is to get the KN file open.

3 P–R3 QxPch! 4 PxQ R–N8 mate.

In an attack on the King castled long, the QN file becomes the important trunk line.

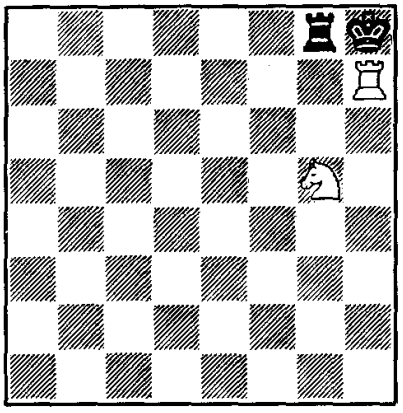


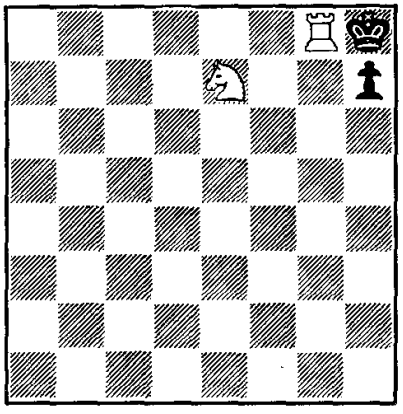
Porrall–Burgalat (1945): ***1 . . . N–B6! 2 R–B1 QxPch! 3 PxQ N–B7ch 4 RxN R–N8 mate.***

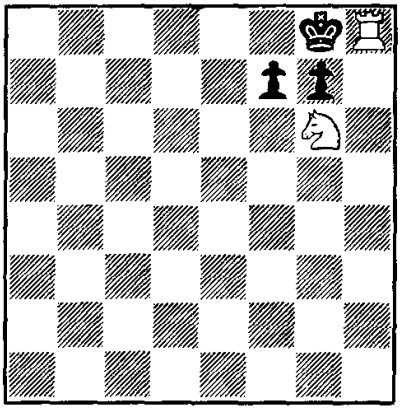
The More the Merrier

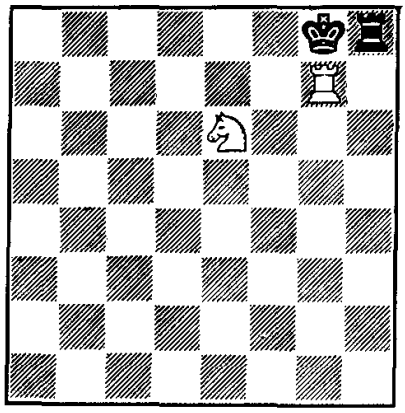
"Every cramped position is fraught with danger," said Tarrasch, one of the strongest past German masters. It would be an error to apply this rule to every position, but there is a grain of truth in it. In previous chapters we have seen more than once the danger that can befall a King which has had its freedom of movement restricted.

Here are four final positions where the King has been suffocated.

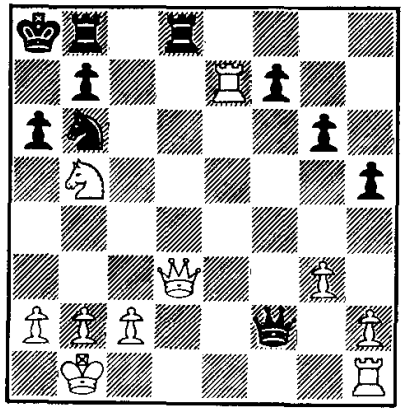








Black's position in Munk–NN (1914) seemed safe enough.

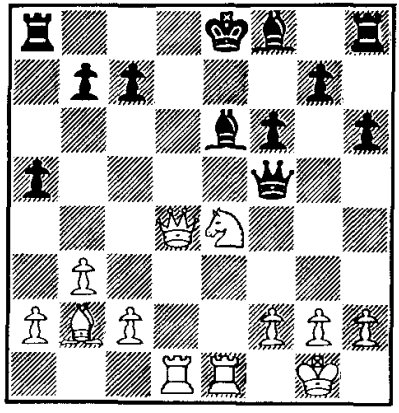


However, his cramped King's position allows White to carry out the decisive combination.

***1* N–B7ch K–R2 *2* QxPch! PxQ *3* N–N5dbl ch K–R1 *4* R–R7 mate.**

The double check was the triggering mechanism in this combination.

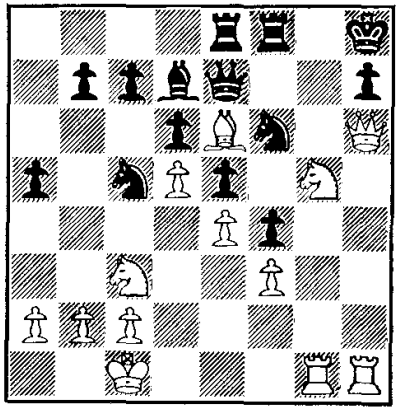
Pollock, versus Allies (1893), made use of an analogous tactic.



***1* Q–Q7ch! BxQ *2* N–Q6ch K–Q1 *3* N–B7ch K–B1 *4* R–K8ch! BxR *5* R–Q8 mate.**

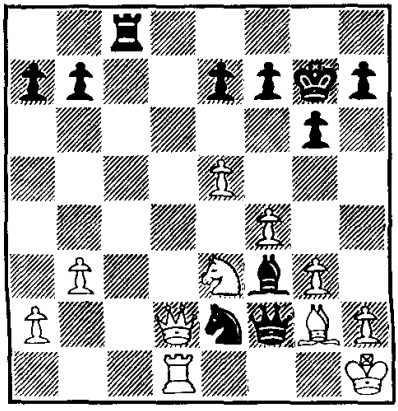
A pretty combination. The successive diversion of the white-squared Bishop from the critical Queen and King files was very striking.

Sometimes the final move is preceded by a blockading of the King.



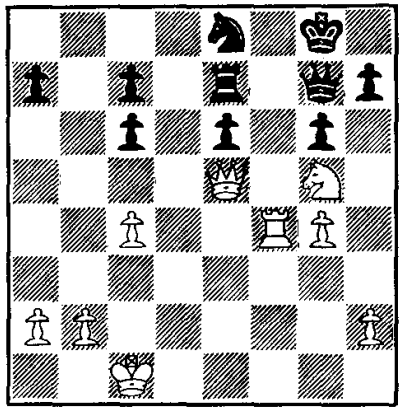
Fuchs–Harel (1959): *1* **B–N8!**

Any capture on KN1 by Black leads to mate: *1* . . . NxB *2* QxPch QxQ *3* RxQ mate or *1* . . . RxB *2* QxNch QxQ *3* RxP mate. Black played *1* . . . **N–N5** but after *2* **Q–N6, Black resigns.**



After the "long distance" *1* . . . **R–B8!**, in Dieks–Miles (1973), White turned out to be in *Zugzwang* (bad is *2* RxR due to *2* . . . NxPch). The reply *2* **BxB** led to mate: *2* . . . **Q–N8ch** (X-ray) *3* **RxQ RxR mate.**

Often only a minimum of material is needed to carry out the final attack against a cramped King, as happened in Lutikov–Gorniak (1972).



1 **NxKP!**

The Queen, of course, is untouchable because of *2* R–B8 mate. At the same time White threatens *2* QxQch with mate next move.

1 . . . **P–KR4?**

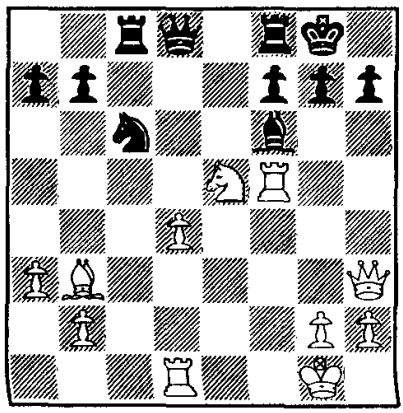
A *Luft* for the King should be created by the quieter *1* . . . P–KR3, although even after that, *2* NxQ RxQ *3* NxN RxN *4* R–B6 gives White a winning Rook endgame. Now Lutikov decides matters with a forced maneuver.

***2* QxQch NxQ *3* R–B8ch K–R2 *4* N–N5ch K–R3 *5* N–B7ch, Black resigns.**

6 R–R8 mate can only be stopped by an exchange sacrifice on B2, which is tantamount to capitulation.

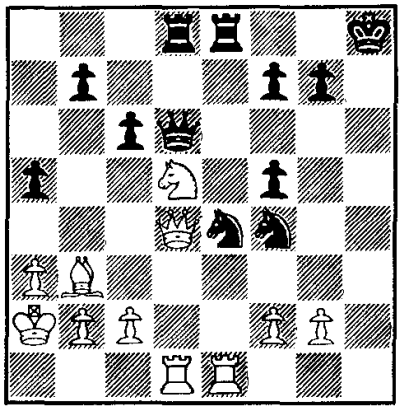
Witness for the Prosecution

Let us familiarize ourselves with another tactical device encountered in Kogan–Fuester (1937).



***1* QxPch! KxQ *2* R–R5ch K–N1 *3* N–N6 BxPch *4* K–R1, Black resigns.** Mate by the Rook on R8 cannot be stopped.

The same idea was the basis of List's combination against Manheimer (1930).



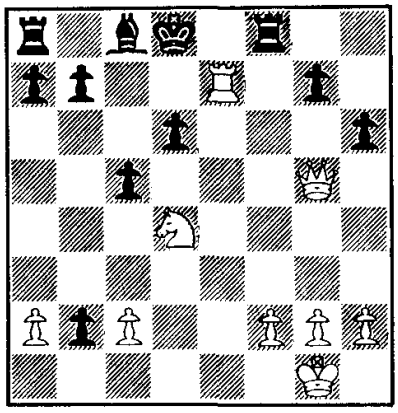
White's position looks critical. He is two pawns down and the Knight at Q5 is about to fall. A surprising counter-blow radically changes the picture.

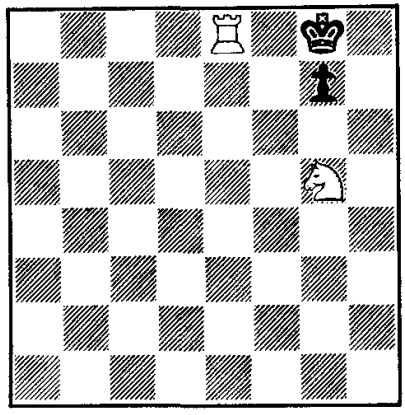
***1* NxN!** (the pin is illusory) ***1* . . . QxQ** (if *1* . . . QxN, then *2* R–R1ch K–N1 *3* QxR) **2 R–R1ch K–N1 *3* N–N6!** and **Black resigns.**

Note the Bishop on QN3, the main "witness for the prosecution." Pinning the KBP, it allowed the Knight to go to N6 with such force that Black was to be mated (*3* . . . N–B6ch *4* PxN Q–KR5 *5* RxQ and *6* R–R8 mate).

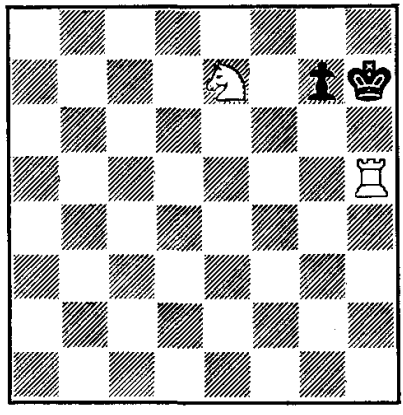
In the Marketplace . . .

The King does not have to be restrained on the edge of the board, but can also be caught in the center for combinational themes to arise.



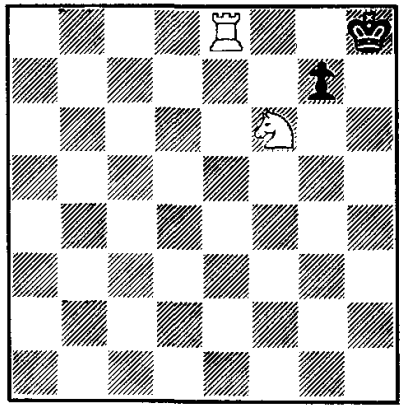


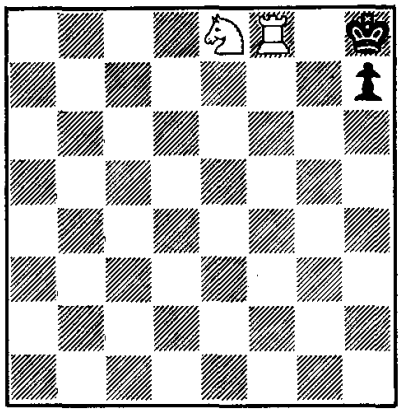
In Sokolov–Ruzhnikov (1967), Black tried to deprive White of the discovered check with his last move P–KR3. He also has high hopes for his pawn on QN7, a candidate for queening . . . Alas, the struggle is over in three moves: ***1*** **RxQNPdis ch! PxQ 2 N–B6ch K–K1 3 R–K7 mate.**



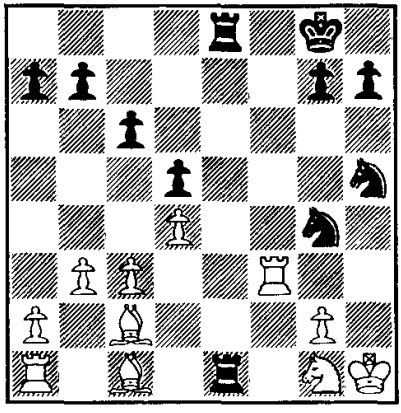
The Tragedy of One Tempo

If the Knight is able to cut off all escape routes, then the Rook can deliver mate from a respectable distance.



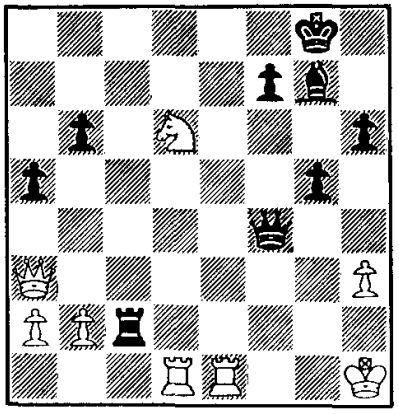


The Georgian Prince Dadian Mingelsky was a great chess fan. In 1898 he managed to win a game from an unknown opponent with a direct but elegant combination.



The desperate position of the White King soon tells: *1* . . . **N–N6ch! 2 RxN RxNch! KxR 3 R–K8 mate.**

And here is the mating attack on the grandmaster level, Vidmar–Euwe (1929).



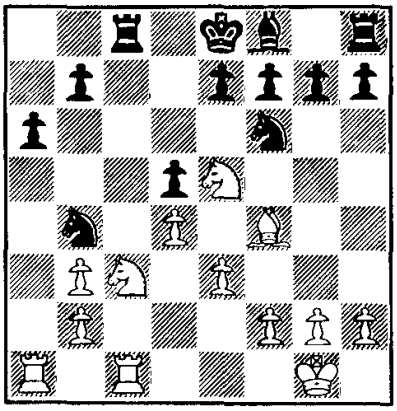
It is not possible to prevent the mate on R2, but as Tartakover said, "Chess—the tragedy of one tempo." White to move.

1 **R–K8ch B–B1** (*1* . . . K–R2 *2* Q–Q3ch) **2 RxBch KxR 3 N–B5dis ch K–N1 *4* Q–B8ch!** and **Black resigns** (*4* . . . KxQ 5 R–Q8 mate).

The Yugoslav grandmaster made fine use of the rich tactical arsenal at his disposal.

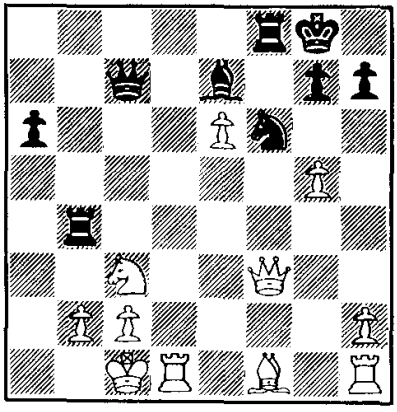
Breaking Silence

Surprising dangers can ambush the unsuspecting player even in seemingly quiet positions.



Hoffmann–Foerder (1927): *1* **N/BxP!** (the Rook on QB1 is unprotected) *1* . . . **N–B7** *2* **N–N4!** and **Black resigns.**

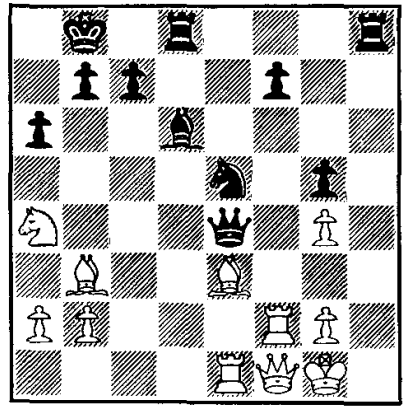
Three Tricks, One Objective



Semashov–Zhuravlev (1968): *1* . . . **N–K5.**

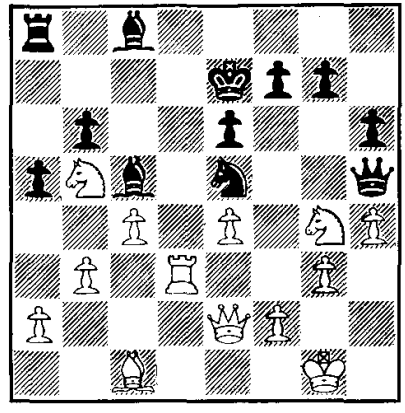
This move, of course, was no surprise to White; he had pinned his hopes on the counter *2* **N–Q5.** However, after the exchange of Queens, **2 . . . RxQ 3 NxQ,** Black drove the King into the corner with two checks, *3* . . . **BxPch** *4* **K–N1 N–B6ch!** *5* **K–R1,** after which he was mated, *5* . . . **R–R5 mate.**

In Komov–Sydor (1952), Black forced the King to KR2 with the idea of utilizing a double check and maneuvering the Knight into position.



1 . . . **R–R8ch!** *2* **KxR Q–R2ch** *3* **K–N1 Q–R7ch!** *4* **KxQ N–B6dbl ch** *5* **K–R1 R–R1 mate.**

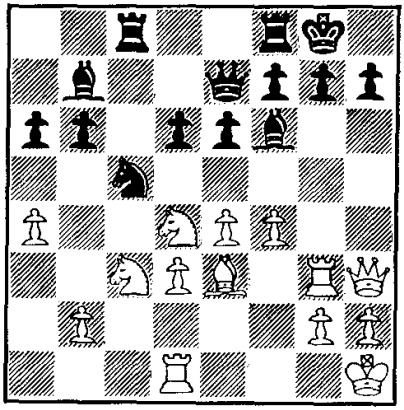
In Ivanov–Mashin (1971) there was an illusory pin.



How can the Knight on N4 be saved? Like this: *1* **N–B6! QxQ** *2* **N–N8ch K–K1** *3* **N–B7ch K–B1** *4* **R–Q8 mate.** An astonishing finish!

Making an Adjustment

With a Knight on KB5, the Rook is able to mate on the back rank, when it makes its way behind enemy lines down the KR file. This idea was the basis of Mikhalchishin's combination against Kozlov (Black, 1974).



***1* N–Q5!**

A typical Knight sacrifice, whose purpose is to deflect the King pawn and control KB5. Now Black should play *1* . . . BxN, refusing the gift, but White's combination has been cleverly masked, and Kozlov has not seen it.

***1* . . . PxN? *2* N–B5 Q–Q1 *3* BxN!**

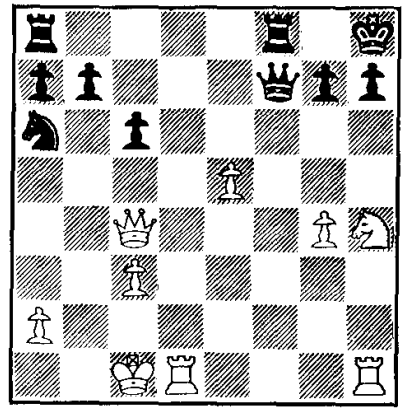
This Knight must be removed so it cannot come back and defend the Kingside via K3.

***3* . . . K–R1.**

Black finally sees that a recapture on QB4 with the Rook or pawn leads to a forced mate: for example, *3* . . . PxB *4* Q–R6 P–N3 *5* R–R3 R–K1 *6* QxRPch K–B1 *7* Q–R8ch! BxQ *8* RxB mate; we now have before us a familiar finale.

There followed: *4* **BxQP PxP** *5* **Q–R5!** and **Black resigns.**

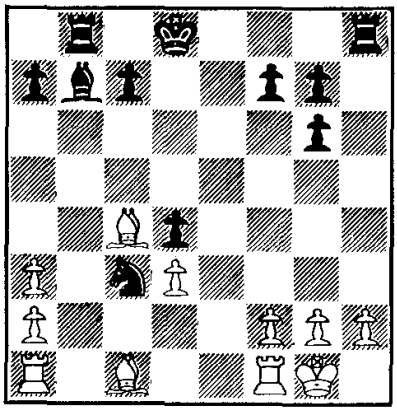
Now several examples of an attack down the KR file.



Gottschall–NN (1901): *1* **QR–KB1! QxQ** (*1* . . . Q–K1 *2* RxRch QxR *3* N–N6 mate) **2 N–N6ch K–N1 3 N–K7ch K–R1 *4* RxPch KxR *5* R–R1 mate.**

Note the tactic employed here: the Knight drives the King to the edge of the board, one of the major pieces sacrifices itself on KR2, and then the final shot is delivered by a Rook along the KR file.

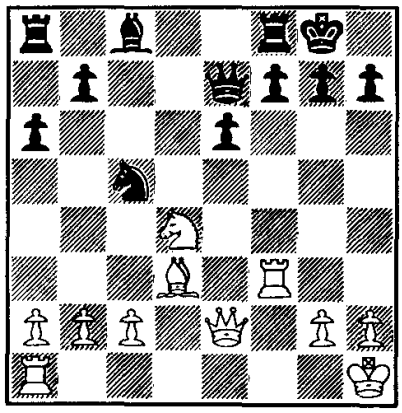
In Leonhardt–Englund (1908), the struggle was ended with only the threat of a combination.



Black first maneuvered the Knight to its post, *1* . . . **N–K7ch** *2* **K–R1**, and then with *2* . . . **K–K2!**, he cleared the first rank for the QR to transfer to the KR file. Clearly, there is no defense to 3 RxP, and therefore **White resigns.**

In Sight and Out of Sight

Let us look at another combination ending with a thematic mate.



The White pieces were directed by Tal against an unknown player in a simultaneous exhibition (1974).

1 **BxPch KxB** *2* **R–R3ch K–N1.**

The Bishop is gone, but how should the assault be continued? On 3 Q–R5 there follows 3 . . . P–B3 and White has nothing obvious.

3 N–B5!

Another piece is brought into the attack, but it still seems that Black has a good defense.

3 . . . Q–N4.

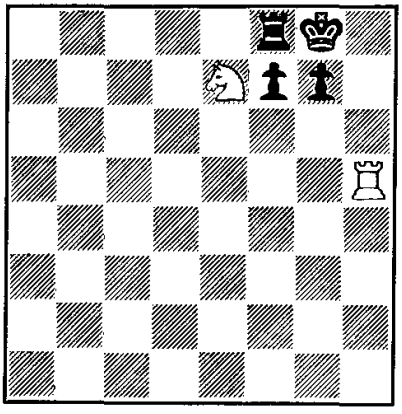
Preventing the Queen from getting to R5, but . . .

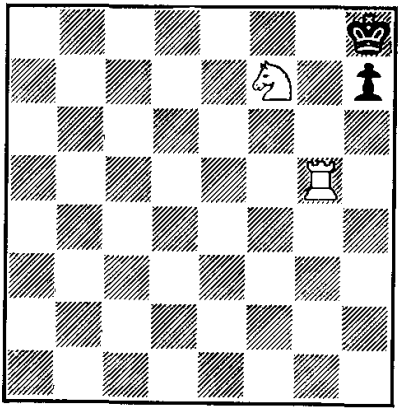
4 **Q–R5!** and **Black resigns.**

If *4* . . . P–B3, then 5 N–K7 mate, and after *4* . . . QxQ, matters conclude in the familiar way: 5 N–K7ch K–R2 *6* RxQ mate.

Queen of the Road

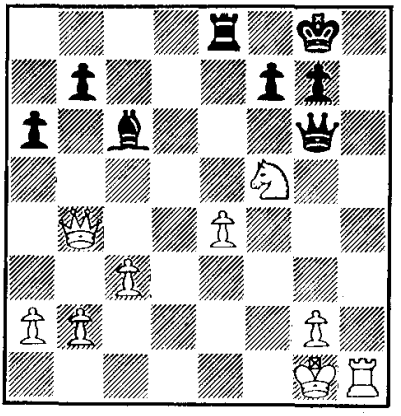
Let us examine in earnest the following mating pictures:



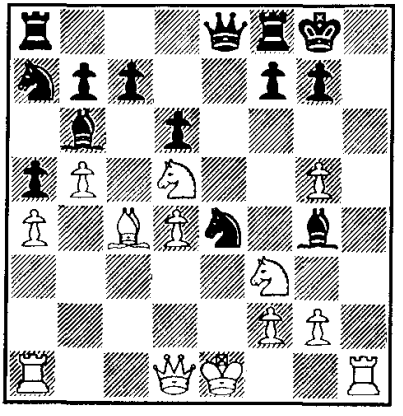


Here the Knight is administering the mate while the Rook cuts off the King's escape. In these cases the Rook operates along the KR on KN file, while the Knight checks from K7 or KB7.

To successfully conclude similar operations, the remaining squares around the enemy King must be blockaded. One of the ways to do it was seen in a game by Romanovsky in a 1936 simultaneous exhibition.



1 **Q–B8ch! RxQ** (*1* . . . KxQ 2 R–R8 mate) *2* **N–K7 mate.**



In the game Kolisch–Mandolfo (1843), the Black King was already in a straightjacket, but how could the Knight get to K7 from Q5? The other Knight helps, using a clever maneuver in combination with a pretty Queen sacrifice.

***1* N–K5!! BxQ.**

If *1* . . . PxN, then *2* QxB and the threat of *3* Q–R5 decides inasmuch as *2* . . . PxP *3* O–O–O gives Black nothing.

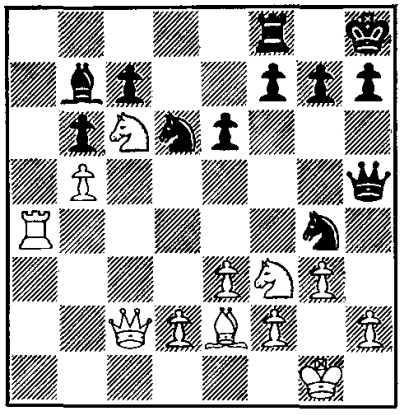
2 N–N6!

It is Black's move, he is a Queen up, and he can further withdraw the Knight from K5 with check, and **he** nevertheless **resigns,** since mate on K7, by either Knight, is irresistible.

In every example we have examined, the KR file was free of enemy pieces, and the Rook became a guest thereon.

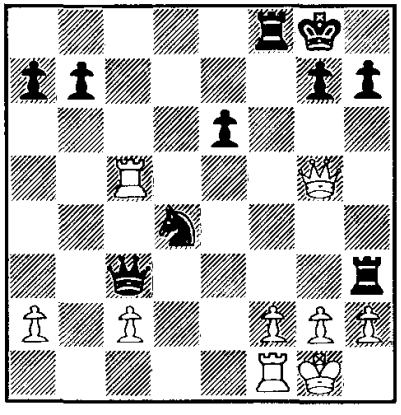
Breaking Down Barriers

Now let us familiarize ourselves with ways of destroying barriers that the opponent has constructed.



After the careless ***1* . . . NxRP?** in Bernstein–Zaidman (1959) White replied **2 N/3–K5!,** and in view of the threat *3* R–R4, Black had no better than **2 . . . QxB.** There followed **3 QxPch! KxQ *4* R–R4ch K–N1 *5* N–K7 mate.**

Marshall (Black) concluded his game with Levitsky (1912) with an absolutely paradoxical move.



Black is a piece up, but the Queen and Rook are under

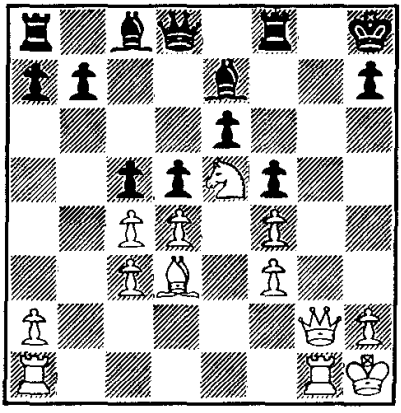
attack. White further threatens to go over to the counter-attack (R–B7). It is hard to believe that in this position, White will not get to make one more move.

1 . . . **Q–KN6!!**

White resigns: *2* RPxQ N–K7 mate; *2* BPxQ N–K7ch *3* K–R1 RxR mate; *2* Q–K5 N–K7ch *3* QxN QxRP mate; *2* QxQ N–K7ch *3* K–R1 NxQch *4* K–N1 NxR and Black wins easily, having won a piece.

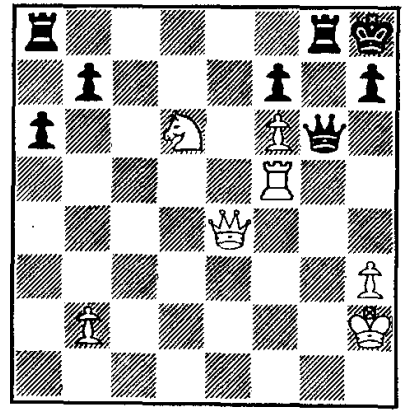
Queens Don't Count

Zoiner–Haan (1934) illustrates an elementary combinational tactic often encountered in practice.



Defending against mate on N2, Black played *1* . . . **B–B3,** but disaster struck from the other side: *2* **Q–N8ch** (diverting the Rook from its defense of KB2) *2* . . . **RxQ** *3* **N–B7 mate.**

Combinations ending in similar mates do not always turn out to be so simple.



In Zuta–Sutey (1953) Black had a large material advantage. He also has absolute control of the KN file, and this hampers his opponent's activity. Nevertheless, White found a remarkable combinational possibility, based on several peculiarities of the position.

First, note the cramped position of the King. It is also easy to see that the Knight could give a fatal check on KB7 if that square were not defended by the Queen. Thus

comes the idea of diverting the Queen from its defense of KB2.

1 **R–KN5!**

This is not difficult, since *1* . . . QxR or *1* . . . QxQ *2* NxP mate are quite obvious. However, White must also account for stronger resistance.

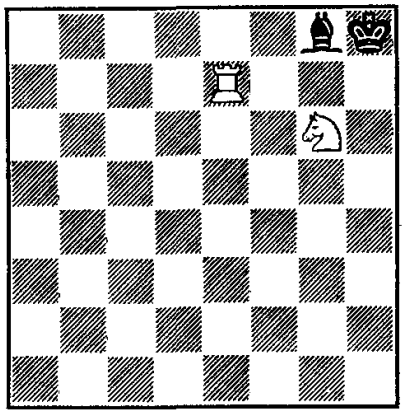
1 . . . **QxP.**

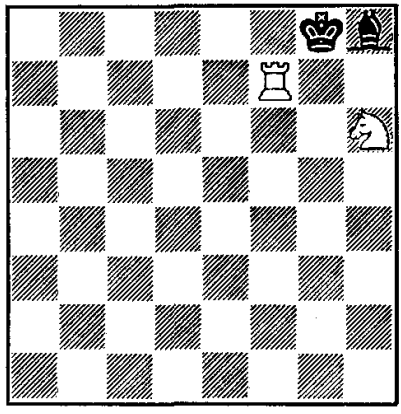
It seems that Black has beaten back the assault, but White follows his concept through, diverting the Queen from KB2 again. *2* **Q–Q4!!**

A stunning move! White's pieces are cooperating ideally.

2 . . . **R–N3** *3* **RxR!** and **Black resigns.**

3 . . . QxQ *4* NxP mate gives us our familiar mating pattern.

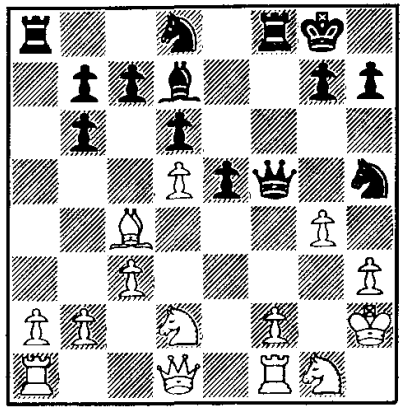




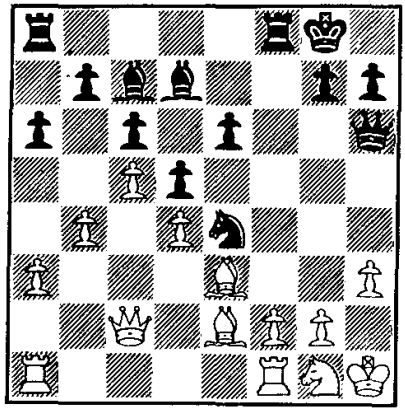
In Popert–Cochrane (1841) this thankless role was assumed by the Knight on KN1.

A Tactless Courtier

When the monarch's subjects get in his way, the mating pictures can look like this:



1 . . . **QxPch! 2 RxQ RxRch 3 K–R1 N–N6 mate.**



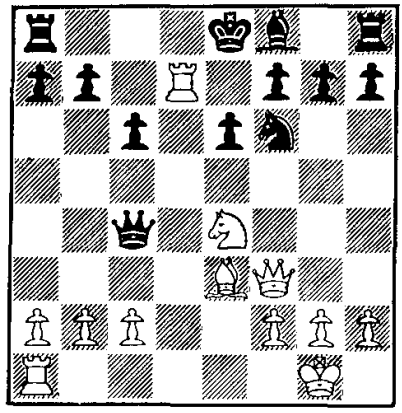
In this position, from Niener–Weissinger (1955), the Knight again crowded its King on KN1.

1 . . . **QxB! 2 PxQ N–N6ch 3 K–R2 NxRch 4 K–R1 N–N6ch 5 K–R2.**

Perpetual check? No. Black has eliminated all the King's defenders and now executes the decisive maneuver.

5 . . . **N–K5dis ch 6 P–N3** (*6* K–R1 N–B7 mate) *6* . . . **R–B7ch 7 K–R1 NxP mate.**

The black King manifested the same flaw in the game Mueller–Reichthoffer (1937).

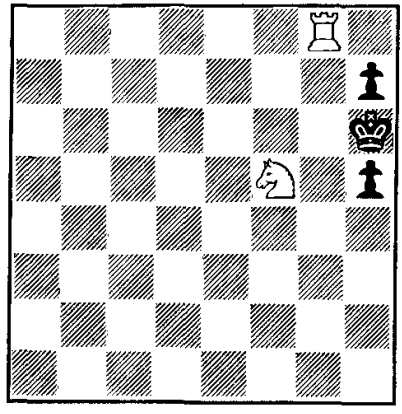


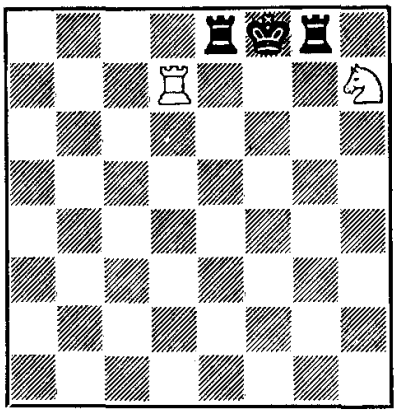
Here the culprit is the well-meaning Bishop on B1.

1 **QxN!** and **Black resigns,** since on *1* . . . PxQ there follows 2 NxP mate and on *1* . . . KxR, *2* QxBPch B–K2 *3* R–Q1ch.

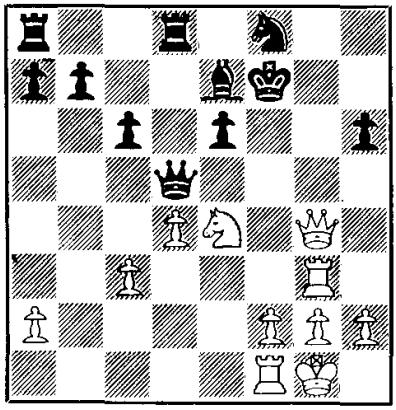
Involuntary Epaulettes

The Rook and Knight can sometimes combine to create epaulette mates.



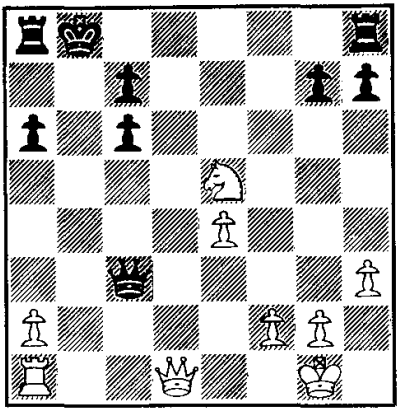


Here is how Korchnoy concluded his attack against Petrosyan (1965):



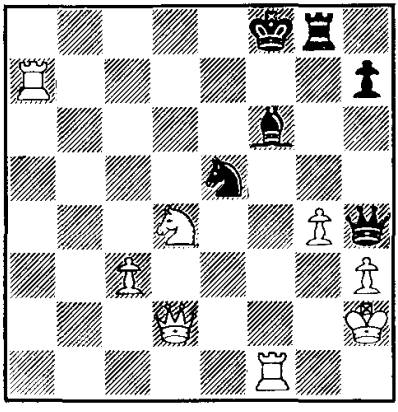
1 **Q–N7ch K–K1** *2* **QxBch! KxQ** *3* **R–N7ch K–K1** *4* **N–B6 mate.**

In Mecking–Roha (1964) the epaulette mate occurred on the file.



1 **R–N1ch K–R2** (*1* . . . K–B1 *2* Q–Q7 mate) *2* **Q–Q4ch! QxQ** *3* **NxP mate.**

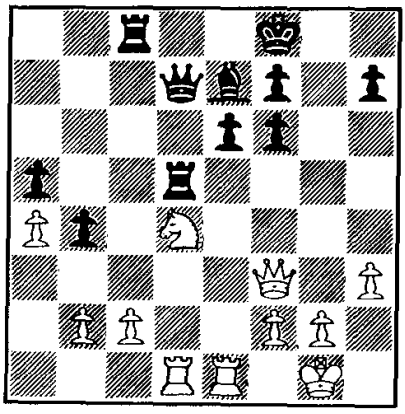
It sometimes happens that the attacking side forces the enemy pieces into unfavorable positions. The tactic of blockading is illustrated by a position of the noted French master of the beginning of the last century, Labourdonnais (1833).



1 **N–K6ch K–K1** *2* **Q–Q8ch! BxQ** *3* **R–B8ch! RxR** *4* **N–N7 mate.**

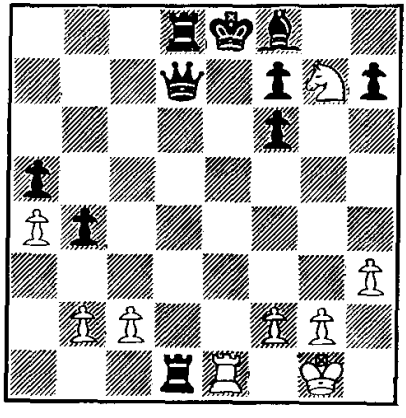
A Tainted Tale

Here is one of the most incredible mating positions ever to occur in tournament play.



Feldman–Amman (1956): ***1* N–B5 R–Q1 *2* Q–K3! RxR *3* Q–R6ch K–K1 *4* N–N7ch K–B1 *5* NxPch K–K1.**

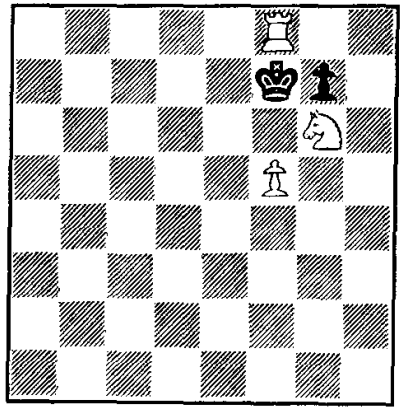
Here White "spoiled the story" with 6 N–N7ch K–B1 7 N–R5dis ch K–K1 8 NxP mate. Nevertheless, after ***6* Q–B8ch!! BxQ** he had the fantastic mate **7 N–N7 mate** (or 7 N–B7).

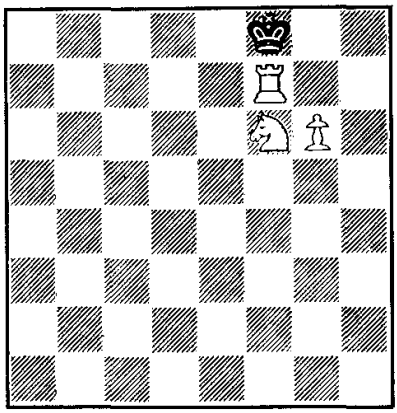


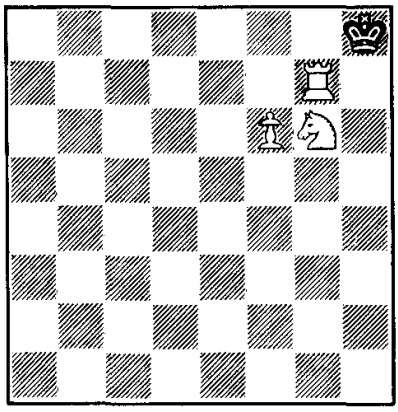
Both attacking pieces are under attack and Black has a huge material advantage. But this is an instance of mind over matter!

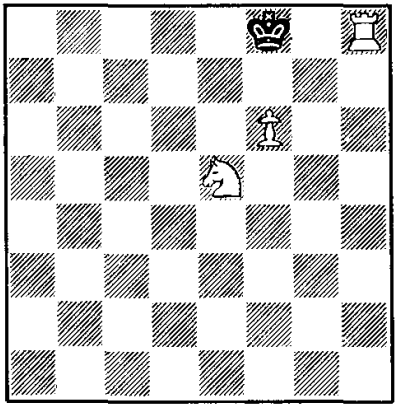
A Fighting Chariot

In the preceding chapters we have seen more than once how pieces with different fighting characteristics successfully cooperate in an attack on the enemy King, harmoniously complementing one another. The same can be said of the "fighting chariot": Knight, Rook, and pawn.

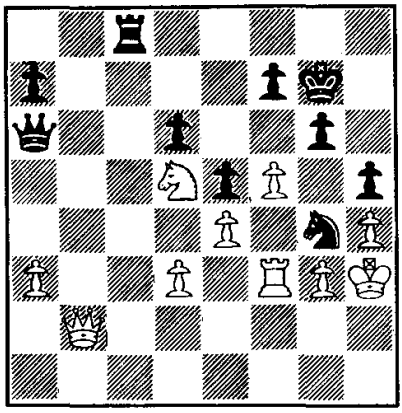








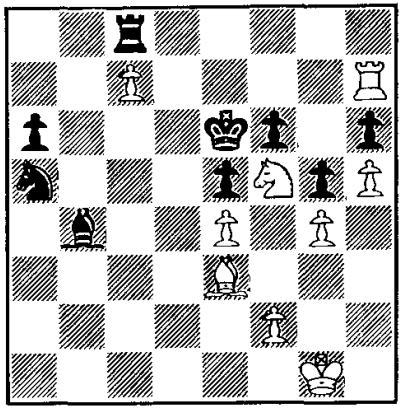
The Knight, supported by a pawn, is a formidable menace when it is in direct proximity to the enemy King.



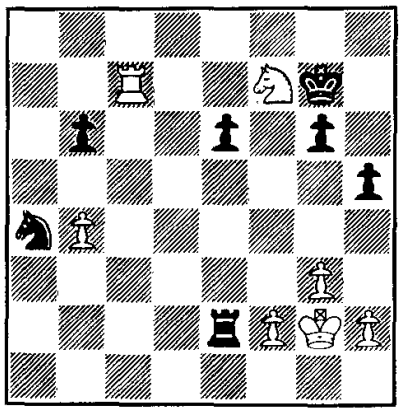
In Rudik–Golikov (1969), should the Black Rook take the seventh, the threat of mate on KR2 would be irresistible. Therefore, the Queen must be deflected from its control of QB2.

1 . . . **QxRP!** *2* **P–B6ch K–R1** *3* **Q–K2 Q–B8** *4* **R–B1 R–B7!** and **White resigns,** since after 5 RxQ RxQ *6* R–R1 he loses the exchange.

Similar situations can also arise in the center of the board.



Fischer–Sanchez (1959): *1* **B–Q2!** and **Black resigns.** The threat of mate on K7 will cost Black a piece.



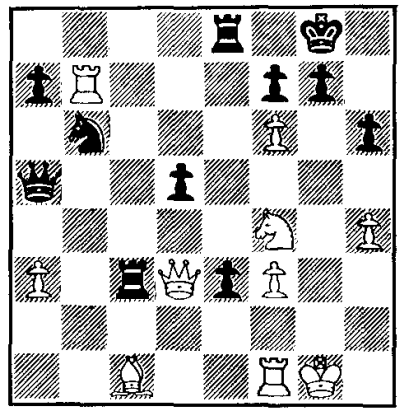
Smyslov–Benko (1969): *1* **N–N5dis ch K–B3.**

On *1* . . . K–B1 *2* R–B7ch and *3* R–B6, Black loses a pawn. On *1* . . . K–N1, possible is *2* R–B6 N–N7 *3* K–B3 with the same result. Nevertheless, Black should select one of these variations. Benko thought, however, that *2* P–B4, which creates mating threats, was impossible due to the pin. But it is only an illusion. . . .

2 K–B1! (White breaks the pin with tempo, winning the game) **2 . . . R–K4 3 P–B4 RxN** (the only move to stave off immediate mate) ***4*** **PxRch** and **Black** soon **resigns.**

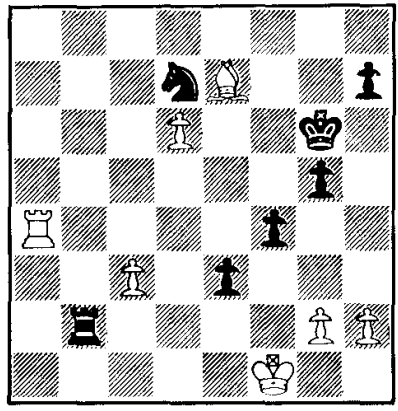
"Give Me a Place to Stand . . ."

When a pawn has advanced into the raging battle, it can serve as a strong point for the Rook, as occurred in Bronstein–Geller (1961).



1 **Q–N6!**

With the Queen sacrifice, White deflects the pawn on KB2 from the seventh rank, allowing the Rook to propose a dialogue with the Black King (*1* . . . PxQ 2 RxPch and *3* NxP mate). **Black resigns.**



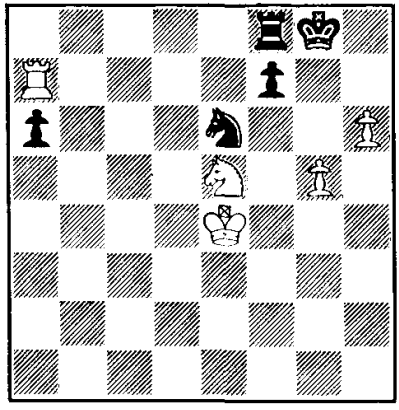
This is a position from Hamann–Gligoric (1972). Black needs his Knight for a mating attack; however, the direct route, *1* . . . N–K4, is not available because of *2* R–K4 and if *2* . . . P–B6 (*2* . . . N–Q6 *3* P–Q7) then *3* RxKP. Gligoric achieves the desired end by transposing moves.

***1* . . . P–B6! *2* PxP.**

There was another mate after *2* R–R1 PxPch *3* K–N1 N–K4 and *4* . . . N–B6 mate.

***2* . . . N–K4 *3* R–K4 R–B7ch *4* K–K1 N–Q6ch *5* K–Q1 R–Q7 mate.**

Smyslov (White) created irresistible threats with the barest amount of material against Penrose (1954).



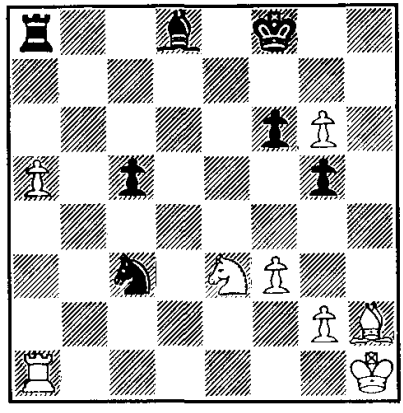
***1* P–N6!**

A familiar trick. On *1* . . . PxP the seventh rank is clear and the Black King perishes, *2* P–R7ch K–R1 *3* NxP mate.

***1* . . . N–Q1 *2* N–Q7! R–K1ch *3* K–Q5, Black resigns.** *4* N–B6ch is threatened, and on *3* . . . R–K3 there follows *4* R–R8! RxP *5* RxNch K–R2 *6* N–B8ch.

On the Outskirts

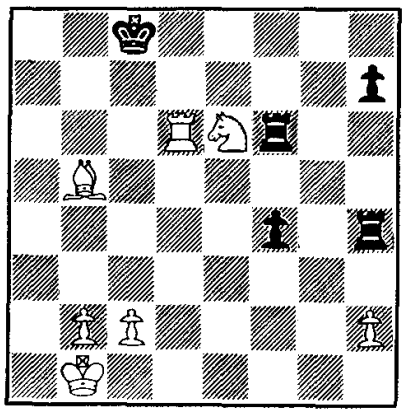
Sometimes mate threats arise on the back rank in endgame positions. In these cases the Rook delivers the fatal check while the Rook and pawn take away the King's escape squares.



Keres–Foltis (1950). If Black manages to capture the advanced KNP, he can put up successful resistance. Keres therefore played ***1* N–B5!**, sac-

rificing the passed pawn for the sake of an attack. After *1* . . . **RxP 2 R–K1,** White threatens to win the game with *3* P–N7ch K–B2 *4* R–K8. In reply to *2* . . . **R–R2** there followed *3* **B–Q6ch, Black resigns,** since after *3* . . . K–N1, he is mated—*4* R–K8.

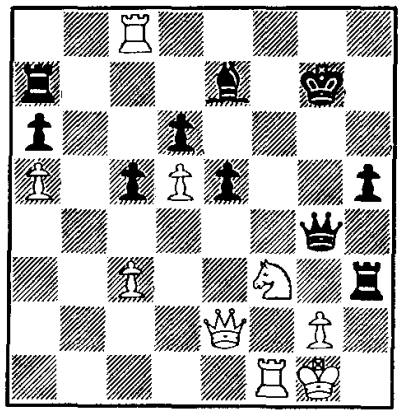
Mating situations can also arise in the Rook files.



The Black King is forced into the mating net.

Belinkov–Lapienis (1968): ***1* B–R6ch K–N1 *2* R–N6ch K–R2 *3* R–N7ch! Black resigns** (*3* . . . KxB *4* N–B5ch K–R4 *5* P–N4 mate).

In these situations, the Knight can also deliver the final blow, as happened in Karpov–Zholdosh (1973).

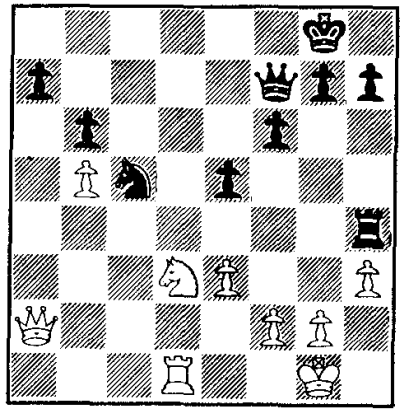


***1* NxP! QxQ *2* R–B7ch K–R3 *3* R–R8ch K–N4 *4* R–N8ch K–R5** (*4* . . . K–R3 *5* R–N6 mate) ***5* N–N6ch K–N4** (*5* . . . K–N6 *6* NxBdis ch) ***6* NxBdis ch K–R5 *7* N–B5 mate.**

Solve It Yourself

175

Bronstein–Vasyukov (1973)



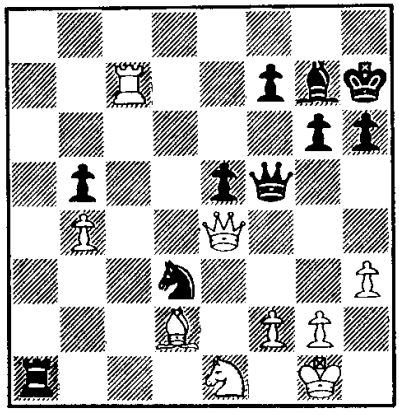
WHITE'S MOVE

A position from a speed game. White's flag was about to fall,

but he still found some "hocus-pocus." What?

176

Barcza–Bronstein (1949)

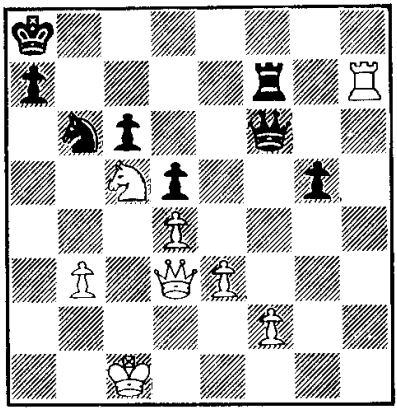


WHITE'S MOVE

Another Bronstein joke. White decided to exchange Queens, *1* QxQ and . . .

177

Katalymov–Kolpakov (1975)

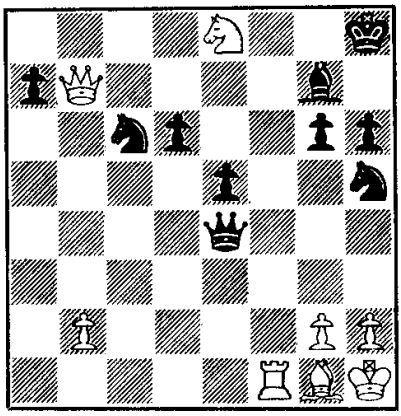


WHITE'S MOVE

Again the last rank!

178

Buskenstrom–Bilsson (1963)

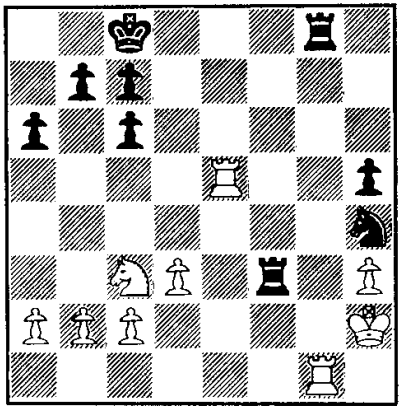


WHITE'S MOVE

In three jumps.

179

Tartakover–Schlechter (1908)

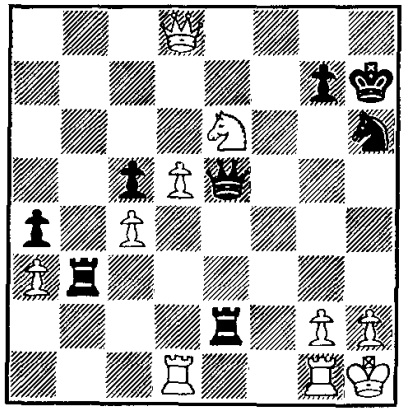


BLACK'S MOVE

Mutual assistance.

180

Polvin–Kreipchik (1954)

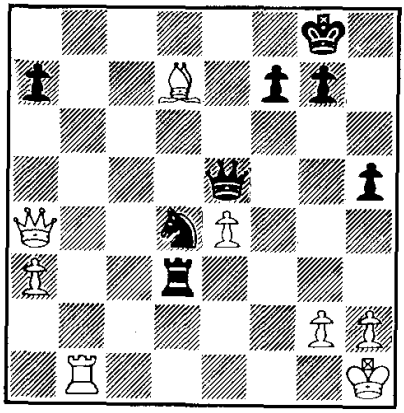


BLACK'S MOVE

No time to waste. N–B8ch is threatened.

181

Stahlberg–Keres (1936)

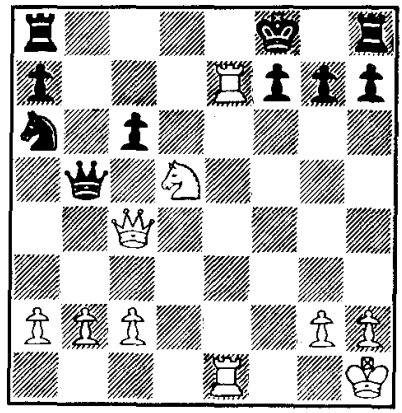


BLACK'S MOVE

Approach the King . . .

182

Kristol–Morozova (1969)

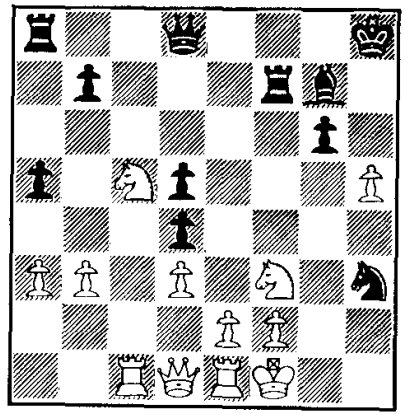


WHITE'S MOVE

1 Q–B4? *1* . . . QxN. *1* Q–K4? *1* . . . PxN. Now what?

183

Farbot–Panno (1962)

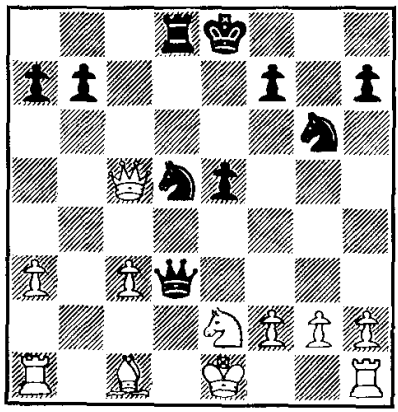


BLACK'S MOVE

A home without walls.

184

Chistiakov–Kogan (1933)

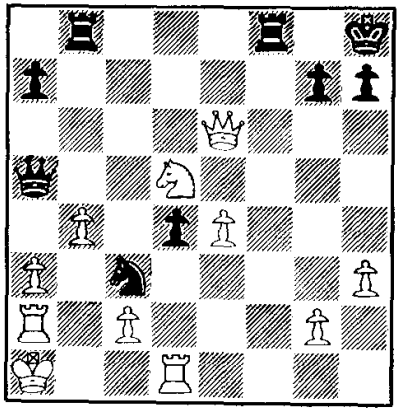


BLACK'S MOVE

An unexpected meeting.

185

Kogan–Petriaev (1969)

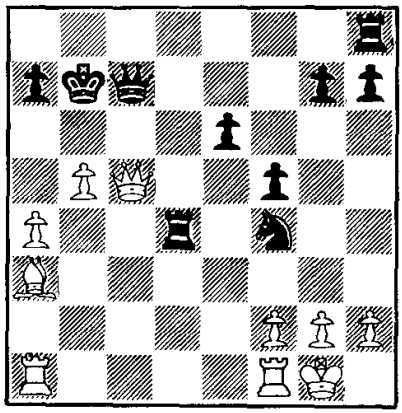


BLACK'S MOVE

A step forward, a step backward.

186

Meo–Giustolisi (1959)

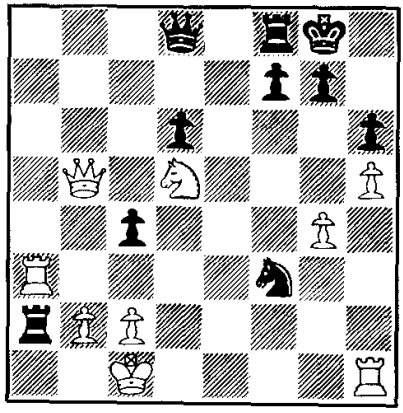


BLACK'S MOVE

Where there's smoke, there's fire.

187

Golmayo–Loyd (1867)

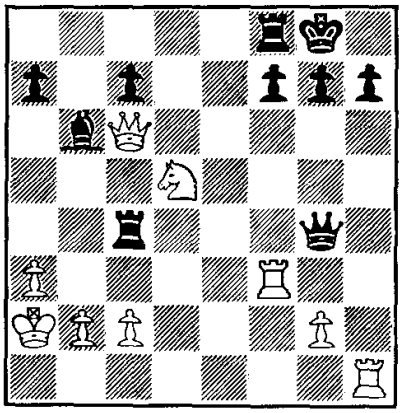


BLACK'S MOVE

As in Loyd's problems.

188

Marshall (1912)

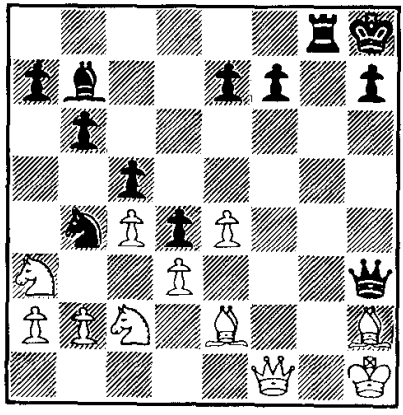


WHITE'S MOVE

There was such a game.

189

Garcia–Soribas (1955)

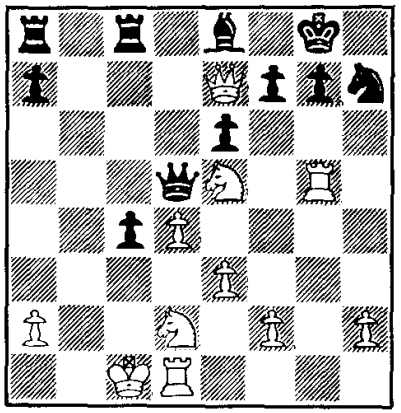


BLACK'S MOVE

Cracking the foundation.

190

Von Rein–Klisch (1963)

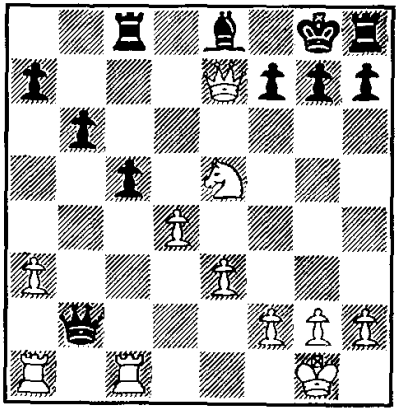


WHITE'S MOVE

Sweep all obstacles away.

191

Heir–Olafsson (1953)

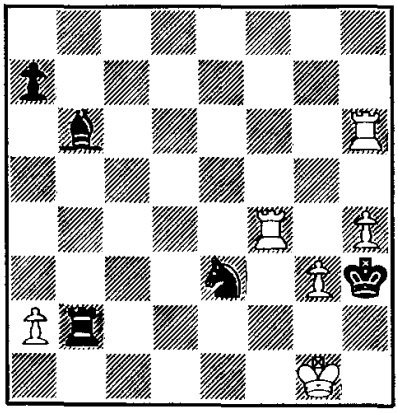


BLACK'S MOVE

1 . . . PxP—mate on the first rank? No, the second!

192

Timman–Debarnot (1972)

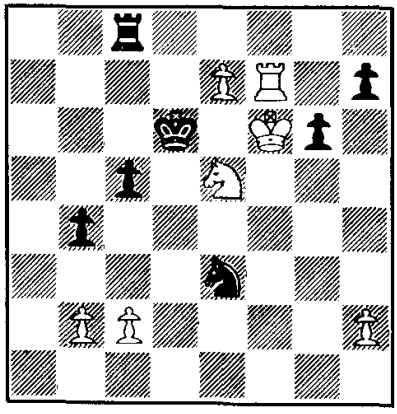


BLACK'S MOVE

Discovered check . . . is it worth it?

193

Torlldalen–Bronstein (1975)

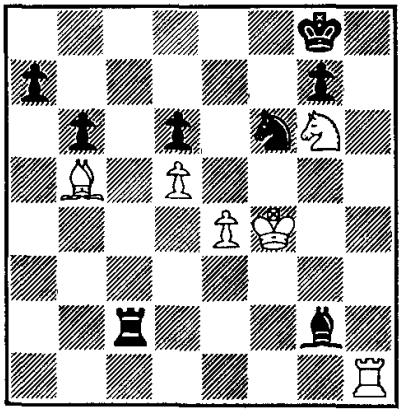


WHITE'S MOVE

1 R–B8 is parried by *1* . . . N–Q4ch. Good is *1* N–B4ch NxN *2* R–B8. But there is better.

194

Bondarevsky–Ufimtsev (1936)

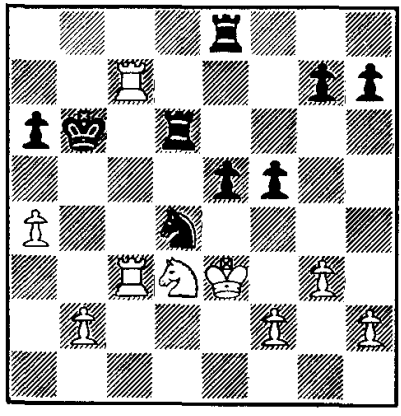


WHITE'S MOVE

A study concept in a real game. White's second move is particularly difficult.

195

Kristoffel–Mueller (1965)

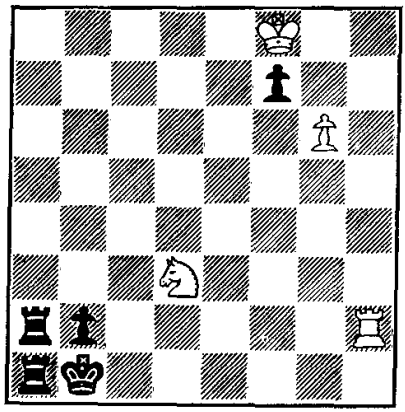


WHITE'S MOVE

The King has lost his way.

196

Korolkov (1950)

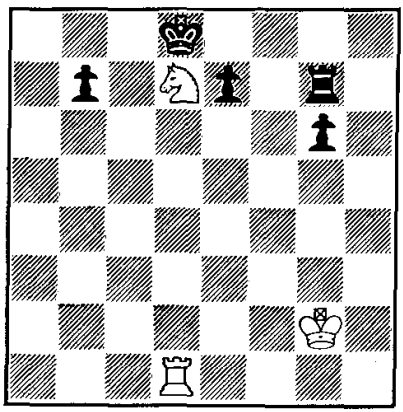


WIN

Is the mating picture clear? How can the Rook be forced to leave its harbor on QR7?

197

Kubbel (1938–9)

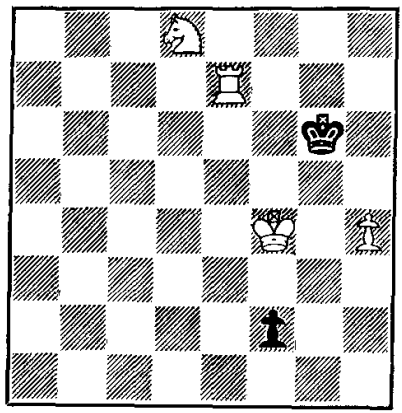


WIN

Go to the left, you lose the King, go to the right . . .

198

Kasparyan (1936)

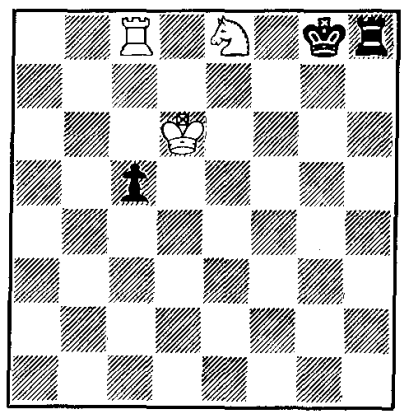


WIN

Will the pawn queen? Let it try!

199

Mandler (1927)



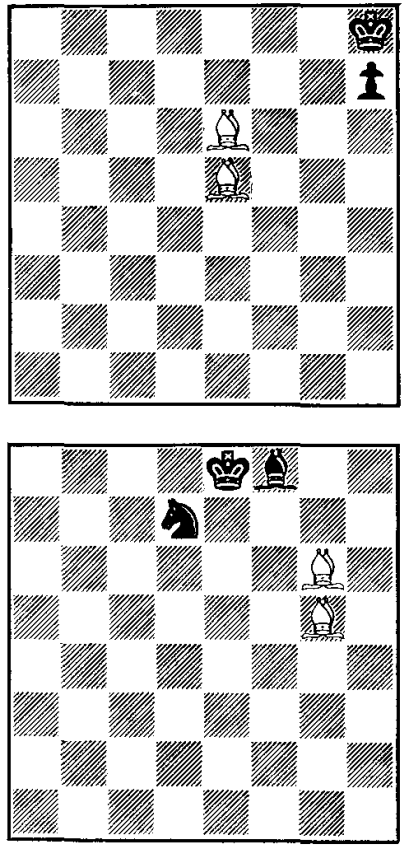
WIN

Oh, the poor King . . .

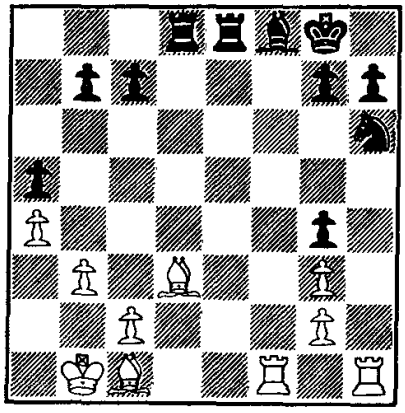
XI
Two Bishops
Shoulder to Shoulder

The two Bishops are a powerful addition to any arsenal. They are particularly powerful in open positions, when pawn chains do not hamper their freedom of movement. In these cases, it is easy to find well-masked and well-maneuvered Bishops delivering the final blows against the enemy King from afar.

When the Bishop pair is operating on adjacent diagonals, mating situations, as a rule, arise in the corner, and less commonly, on the edge of the board.

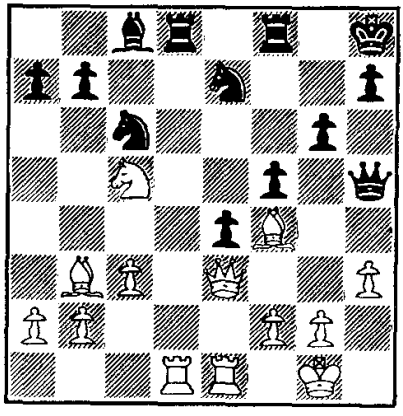


An attack along adjoining diagonals finished Kostin–Sokolov (1975).



1 **B–B4ch K–R1** *2* **RxN! PxR** *3* **RxBch! RxR** *4* **B–N2ch** and **Black resigns** in view of mate in two. The successive exchange sacrifices opened the long diagonal and eliminated the only defender, the Bishop on B1.

The same obvious tactic occurred in Henkin–Maltsev (1953).



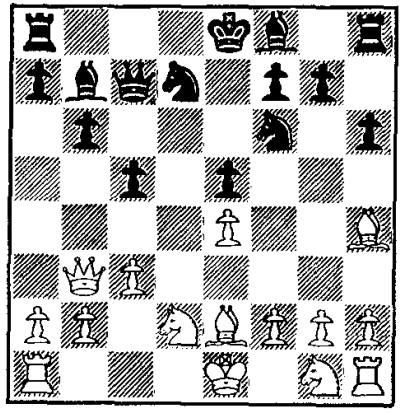
White's goal is to seize the QR1–KR8 diagonal with his Queen or Bishop. The squares Q4 and K5 are controlled by Black pieces. How can they be diverted?

1 **N–Q7!** (cutting off the enemy Rook's file) *1* . . . **RxN** *2* **RxR BxR.**

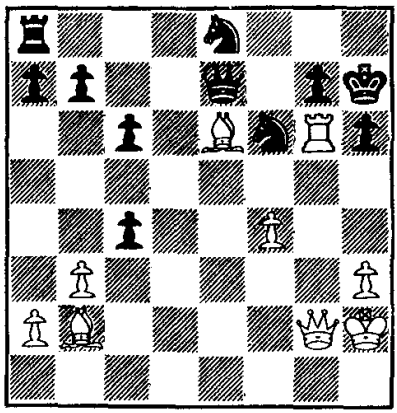
Now only the Knight on B3 covers both critical squares, but this poses no great problems.

3 **Q–Q4ch! NxQ** (one enemy has been destroyed by the Knight, but now another appears) *4* **B–K5ch, Black resigns.**

Here is a less common example of the King perishing on the edge of the board.



In this quiet position Wolz (Black) against Mueller (1940) snapped off a pawn—*1* . . . **NxP?** There followed the stunning *2* **Q–K6ch! PxQ** *3* **B–R5ch** and mate next move.

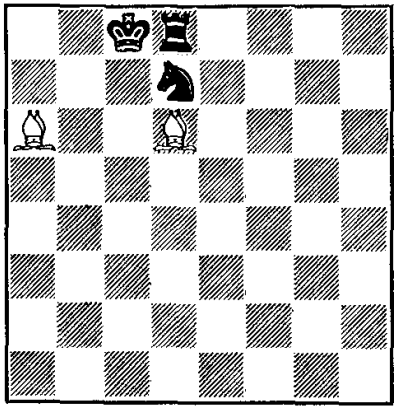


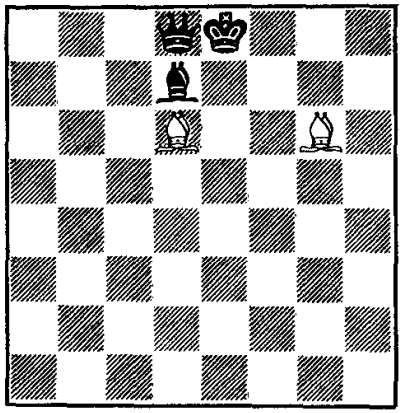
It seems that in Bauer–Hellner (1956) the Black King is safely defended by its pieces, but White finds a way to break through with two effective sacrifices.

1 **RxRPch! PxR** (if *1* . . . KxR then *2* Q–N5ch K–R2 *3* Q–R4ch K–N3 *4* P–B5 mate) **2 Q–N8ch! NxQ 3 B–B5 mate.**

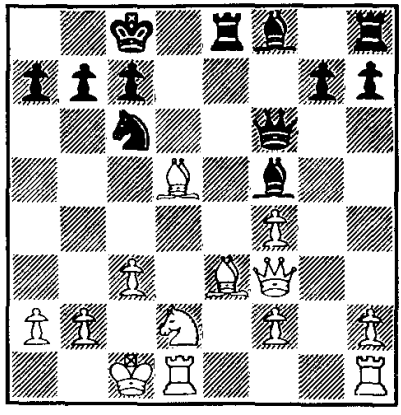
In the Ring of Fire

These mating positions are often seen:





Here the Bishops are attacking the enemy King from different sides, encircling it in a ring of fire. The King's escape is also blocked by its own pieces. This blockade often occurs as a result of tangible defects in the position. Schulder–Boden (1960) is a classic example.

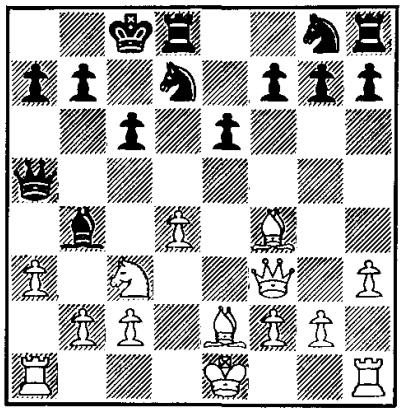


1 . . . **QxPch! 2 PxQ B–R6 mate.**

Similar situations recur especially when one side has

castled long, advanced the QBP, and a Bishop is on the KR2–QN8 diagonal, preventing the King from fleeing into the Queenside and the edge of the board.

In Canal–NN (1934), all the preconditions were present, but QR6, which from the KB could deal the fatal blow, was defended by both the QNP and the Queen.



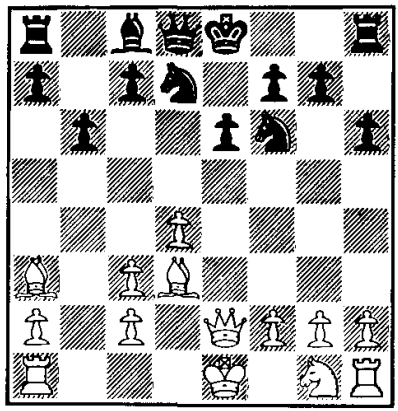
The pawn can be removed by a Queen sacrifice on B6, but what about the Queen?

***1* PxB! QxRch *2* K–Q2 QxR.**

There is no alternative, as all the squares on the QR file are controlled by White. But now a situation analogous to the last example has arisen, the only difference being that the colors are reversed.

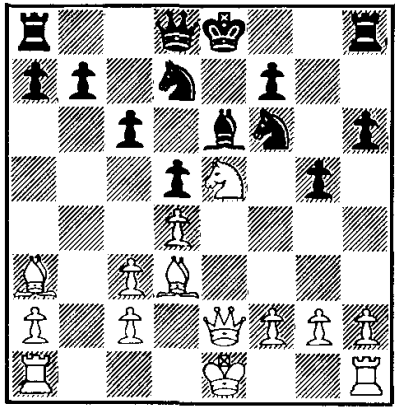
3 QxPch! PxQ *4* B–R6 mate.

The same tactics can work against a King in the center.



In Alekhin–Vasic (1931) the Bishop on QR3 takes nearby squares away from the King, while KN3 has been weakened by P–KR3.

These conditions create the theme for our familiar operations: ***1* QxPch! PxQ *2* B–N6 mate.**

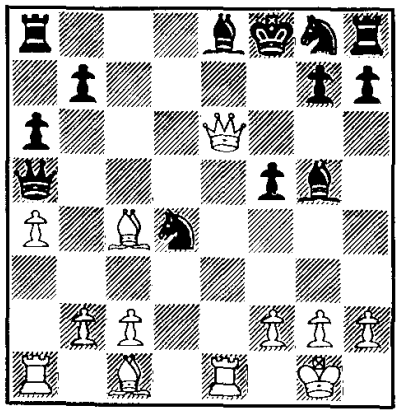


This is a position from Kaufman–Filatov (1962), which is

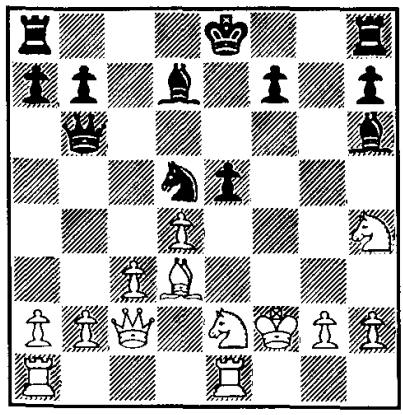
strikingly similar to the last one. Were the White Knight not on K5, the game could be immediately ended with *1* QxBch! This simply means that the Knight must vacate the King file with tempo.

1 **NxQBP! PxN** (a retreat by the Queen will change nothing) *2* **QxBch PxQ** *3* **B–N6 mate.**

The same patterns occur on the Kingside less frequently; usually under particularly unfavorable circumstances for the defending side.

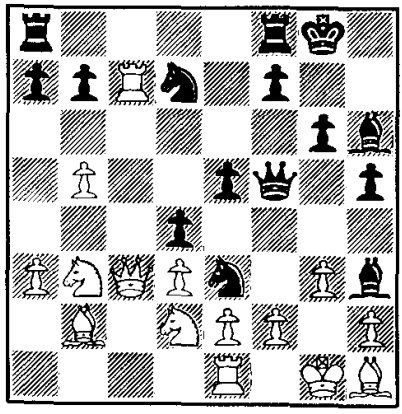


In Ofstad–Uhlman (1963), Black, in spite of two extra pieces, loses because of his King's poor position: *1* **Q–Q6ch B–K2** (there is nothing in *1* . . . N–K2 *2* BxB) *2* **RxB NxR** *3* **Q–B6ch! PxQ** *4* **B–R6 mate.**



Kellerman–Friedl (1955): *1* . . . **Q–B3ch** *2* **N–B3** (*2* N–B5 N–K6) *2* . . . **B–K6ch** *3* **K–B1 QxNch!** *4* **PxQ B–R6 mate.**

Black had a stunning combination in Devos–O'Kelly (1937).



White played *1* **NxP**, counting on *1* . . . PxN *2* QxP P–B3 *3* PxN, but the Belgian grandmaster had prepared a counter.

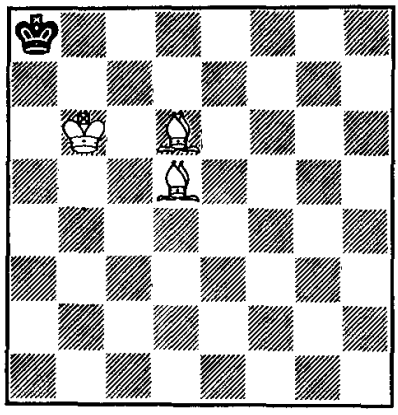
1 . . . **QxPch!** *2* **KxQ N–N5ch** *3* **K–B3.**

The King cannot return to KN1 because of B–K6 mate, but Black drives it there with a series of forced moves.

3 . . . P–K5ch! 4 KxP N/2–B3ch 5 K–B3 N–K4ch 6 K–B2 N/3–N5ch 7 K–N1.

White's replies were all obviously forced.

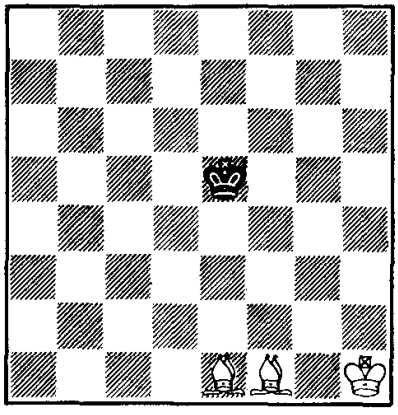
7 . . . B–K6 mate.

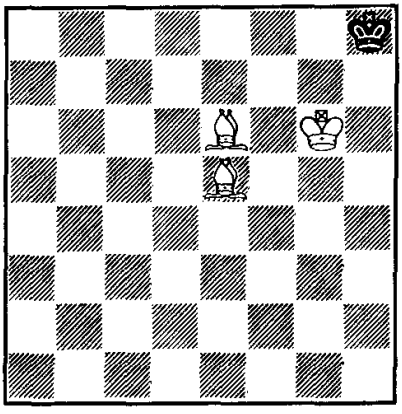


Let us see how the King is driven into the corner.

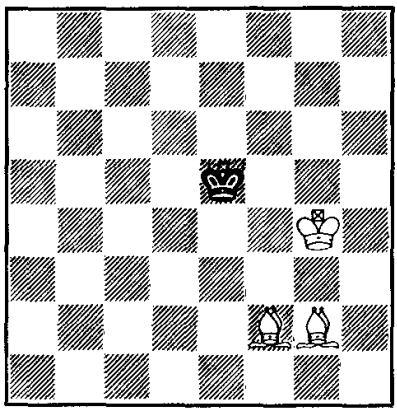
An Insurmountable Barrier

Two Bishops versus a lone King does not present any particularly difficult mating problems. When supported by the King, the final mating positions in the corner look like this:



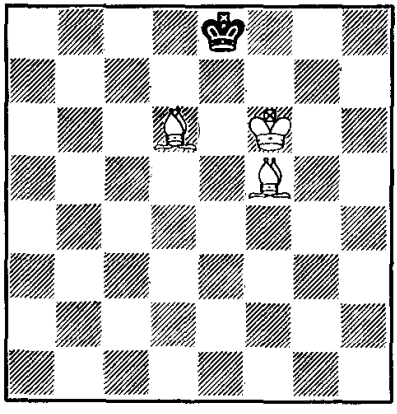


***1* B–N2 K–Q5 *2* B–B2ch K–K4 *3* K–R2 K–B5 *4* K–R3 K–K4 *5* K–N4.**



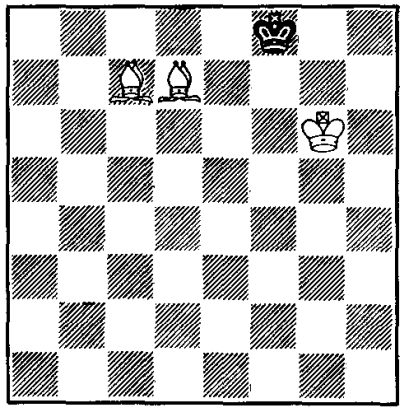
Zugzwang. The Bishops, operating on adjacent diagonals, cut the King off from the right side of the board, creating an insurmountable "static" barrier. Black must give way.

***5* . . . K–K3 *6* B–N3 K–B3 *7* B–K4 K–K3 *8* K–N5 K–K2 *9* B–B5 K–B2 *10* B–Q6 K–K1 *11* K–B6.**



Now the King must be forced into the corner, which presents no great difficulty as long as you are careful to avoid stalemate.

***11* . . . K–Q1 *12* B–K6** (*12* K–B7?—stalemate) ***12* . . . K–K1 *13* B–QB7** (*13* B–K7?—stalemate) ***13* . . . K–B1 *14* B–Q7 K–N1 *15* K–N6 K–B1.**

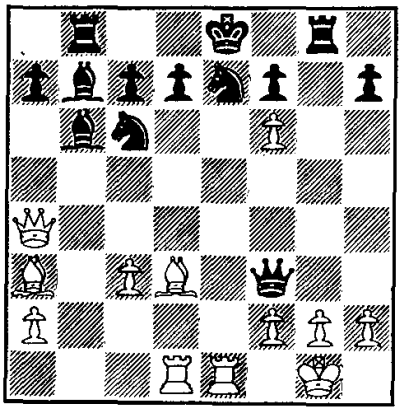


The stage is set: ***16* B–Q6ch K–N1 *17* B–K6ch,** and ***18* B–K5 mate.**

Anderssen's Immortal . . . .

Chessplayers the world over will never cease to marvel at the combination of a famous German master of the last century, Adolph Anderssen. In this book we have already seen his brilliance more than once. The next game (1852), whose ending we will examine, has been dubbed "immortal." Black was playing the

well-known French master and popular chess author Dufresne.

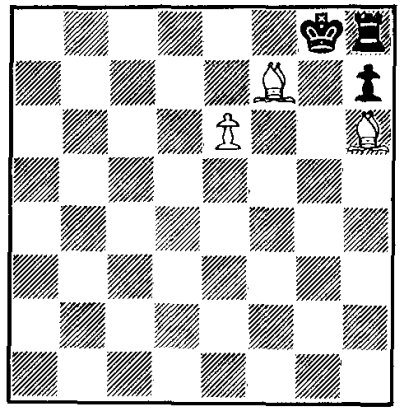


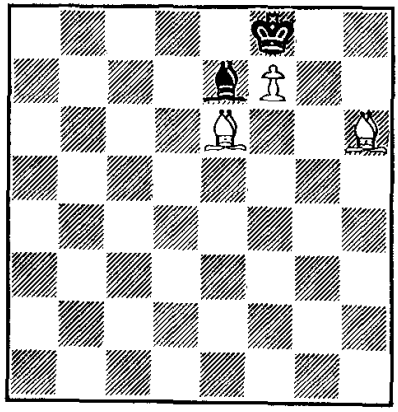
Both sides are attacking, and it is not clear who will get there first. White has even sacrificed two pieces. It is White's move, and he concludes the battle with a stunning combination.

1 **RxNch! NxR** *2* **QxPch! KxQ** *3* **B–B5dbl ch K–K1** *4* **B–Q7ch** and on any retreat by the King, there follows *5* **BxN mate.**

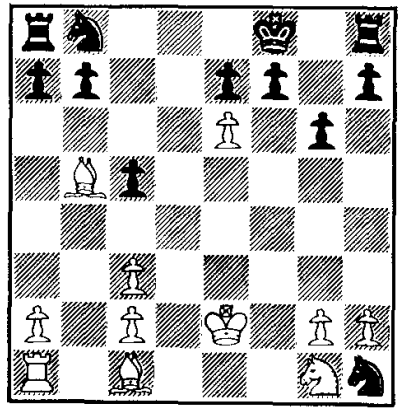
. . . and Its Successors

The two Bishops and the pawn which supported them played a major role in Andersen's attack. Similar mating attacks have occurred more recently.





Let us look at several ways of reaching these positions.

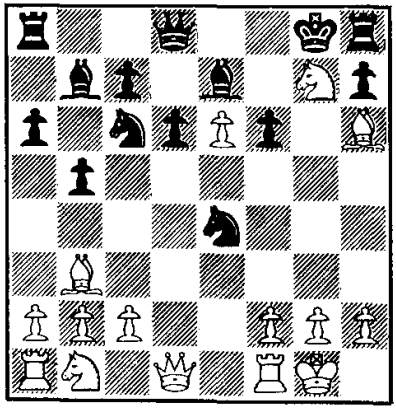


In Stakhovich–Gechler (1955), the pawn on K6 and

the cramped enemy King's position are the prerequisites for a final attack. White's maneuver is extremely amusing.

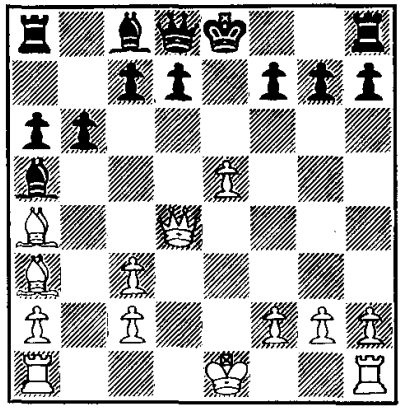
***1* B–R6ch K–N1 *2* R–KB1 P–B3 *3* B–K8!** and **Black resigns**, since mate by the Bishop on KB7 is unstoppable.

The same idea can be seen in the concluding operations in Euwe–Blek (1928).



***1* Q–R5 N–K4 *2* Q–B7ch! NxQ *3* PxNch K–B1 *4* N–B5 mate.**

And here is how Alekhin (White) brought it off against Forrester (1923).

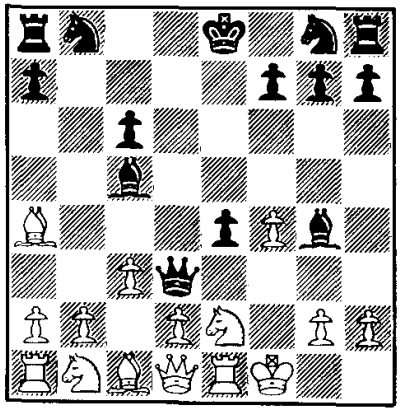


***1* P–K6! Q–B3 *2* BxPch K–Q1 *3* B–B6dis ch! QxQ *4* P–K7 mate.**

Solve It Yourself

200

The City of Cardiff vs. the City of Bristol (1884)

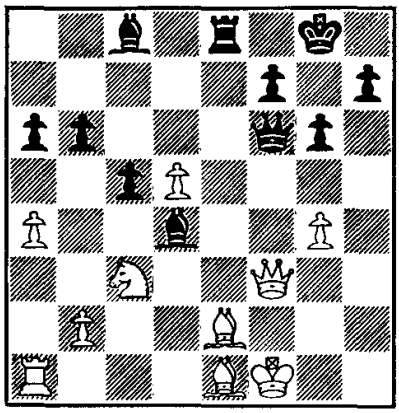


BLACK'S MOVE

Bristol, of course, is winning. It is a postal game.

201

Ivanov–Kutuev (1964)

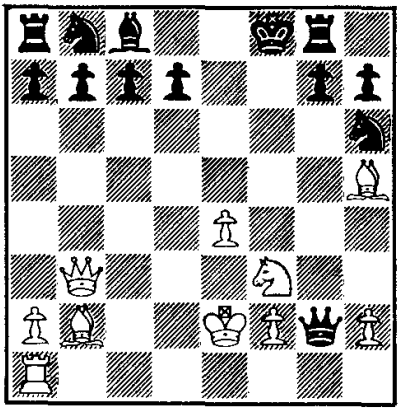


BLACK'S MOVE

How eighty years fly by!

202

Sergeev–Lebedev (1928)

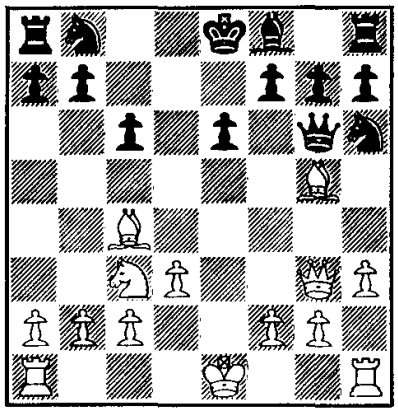


WHITE'S MOVE

This is subtler.

203

Teichman–NN (1914)

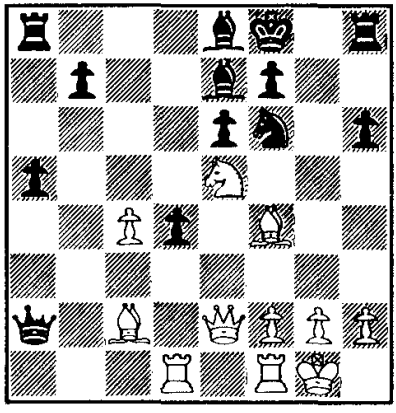


WHITE'S MOVE

1 N–N5! What follows *1* . . PxN?

204

Chetkovich–Molerovich (1951)

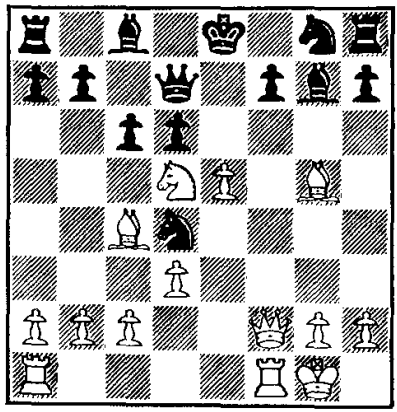


WHITE'S MOVE

Far and near.

205

Nimzovich–Neumann (1899)

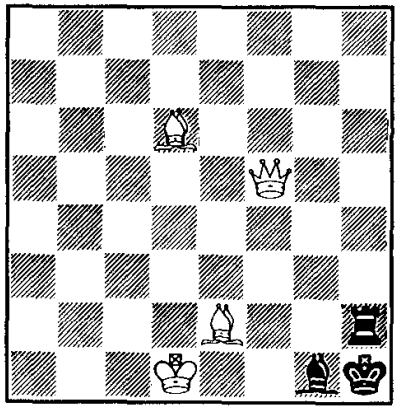


WHITE'S MOVE

The winner was thirteen years old.

206

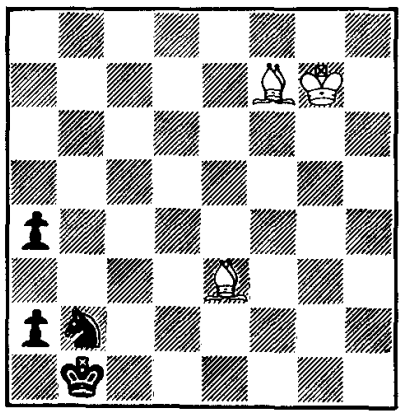
Bruchner (1948)



MATE IN TWO MOVES

207

Troitsky and Platov (1925)

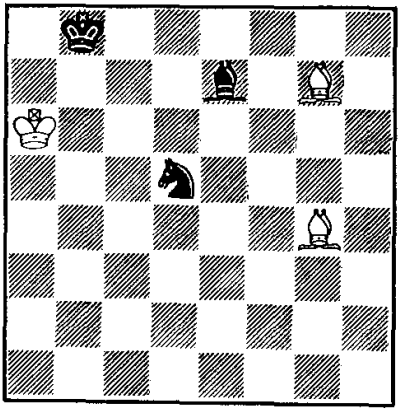


WIN

Easy to trap, but how to hold?

208

Goldberg (1931)

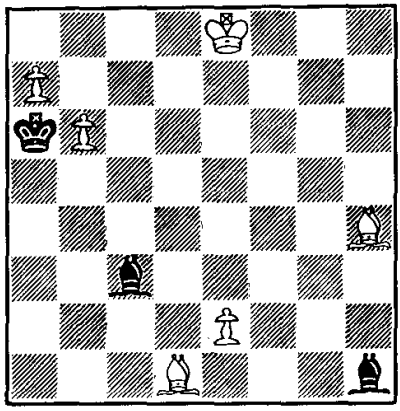


WIN

Everything revolves around one small finesse.

209

Kayev (1932)



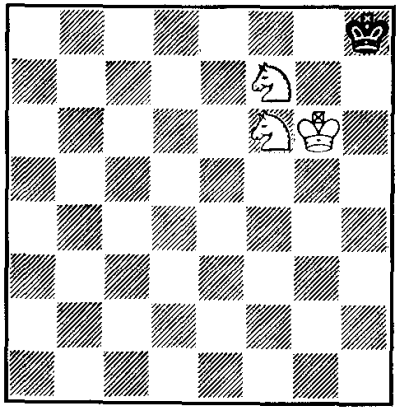
WIN

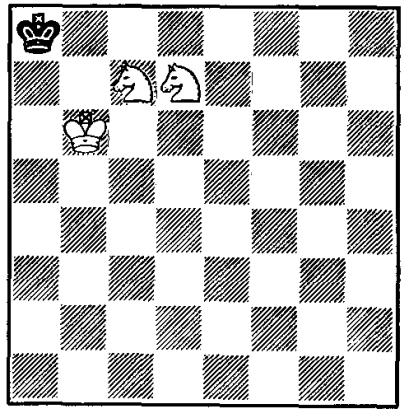
White has three extra pawns, but they will perish infamously. Let them die a hero's death!

XII
Two Knights

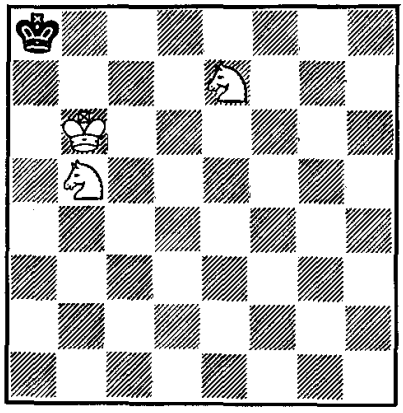
One Person's Stalemate is Another's Checkmate!

It is common knowledge that with correct defense, two Knights cannot mate a lone King. In theory, however, these final positions can arise:

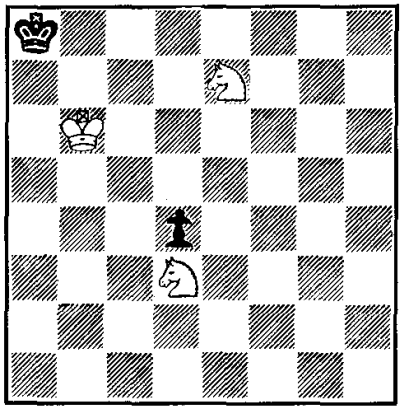




They will arise only after a terrible blunder by the defending side.



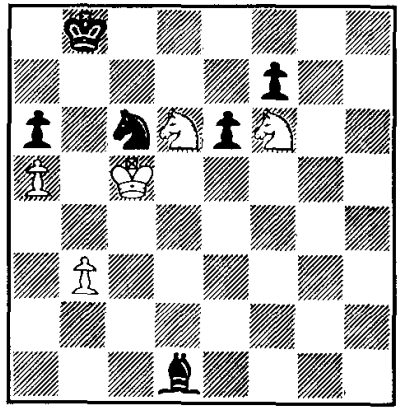
Here it is impossible to play *1* N–B6, hoping to play *2* N–B7 mate, since Black will be stalemated in one move. Coming at the King from the other side also does not work: *1* N–Q6 K–N1 *2* N–Q5 K–R1 *3* K–B7 K–R2 *4* N–N5ch, unless Black plays *4* . . . K–R1?? *5* N–N6 mate, instead of *4* . . . K–R3, escaping the mating net.



In this position, White wins, thanks to the presence of the Black pawn, which eliminates stalemate positions. White is able to mate just as a new Queen comes into being.

***1* N–N4 P–Q6 *2* N–B6 P–Q7 *3* N–Q5 P–Q8/Q *4* N–B7 mate.**

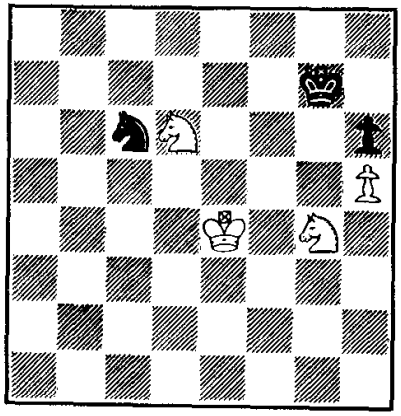
Similar finishes are rare in tournament play. Here is an example where inattention to threats leads to a rapid demise.



After ***1* . . . NxP? *2* K–N6!** Black, in Bauer–Barabas (1961), no longer had any satisfactory defense to N–Q7ch and N–K8–B7 mate. *2* . . . N–B5ch does not help in view of *3* PxN B–R5 *4* N/B–K4 and *5* N–QB5.

Black's chances of saving the game in Bilek–Ciocoltea (1972) lie in being able to give up the Knight for the KRP, although even after this,

White should win, as shown by familiar analysis of Troitsky.

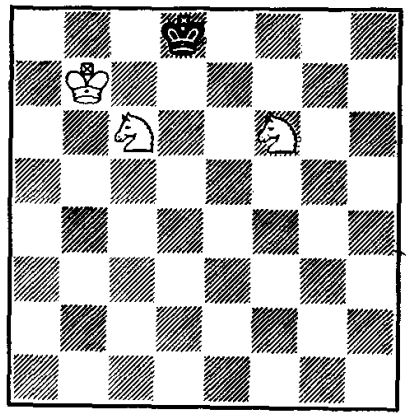


White, however, extinguishes his opponent's only hope by not giving the Knight the opportunity to approach the theater of battle, and slowly but surely slips the noose around Black's neck.

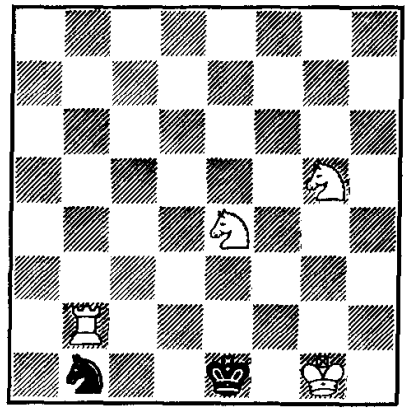
***1* N–B5ch K–R2 *2* K–Q5 N–N5ch 3 K–K6 K–N1 *4* N–K5 K–R1 *5* K–B7 N–Q4 *6* N–K7, Black resigns.** The exchange of Knights is equivalent to a loss, and any other reply leads to mate.

To the Surprise of All

One of the most surprising mating pictures was encountered in the ancient Eastern problems.



This final position, found by some unknown chessplayer about a thousand years ago, is a model of beauty and economy. Many chess problemists have used it in problems and studies, surprising and delighting the chess world. The noted French poet Alfred de Musset was no stranger to the beauty of chess. Here is his problem, circa 1845.

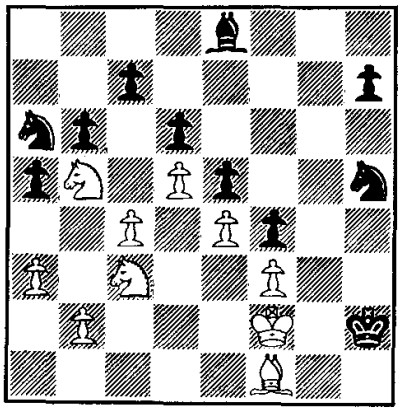


MATE IN THREE MOVES

The solution is not complicated: *1* **R–Q2! NxR** *2* **N–QB3** and regardless of what Black plays, *3* **N–B3** is mate.

"Alas, that only happens in studies and problems artfully constructed," said one young Moscow grandmaster. "In practice, I have not come across anything similar."

And so we thought, until we came across this position from Turoverov–Asumanian (1957).



Black has an extra pawn on the Kingside, and with N–N6, threatens to advance it. White therefore begins forcing play to obtain counter-chances on the other side.

1 **P–B5.**

Played hoping for *1*. . . NPxP *2* N–R7 N–N1 *3* N/7–N5 or *1* . . . QPxP *2* P–Q6 PxP *3* NxQP N–B2 *4* N–B4, with counterplay for White in both cases. White evidently thought his opponent's next move impossible because of the combination which takes a surprising turn.

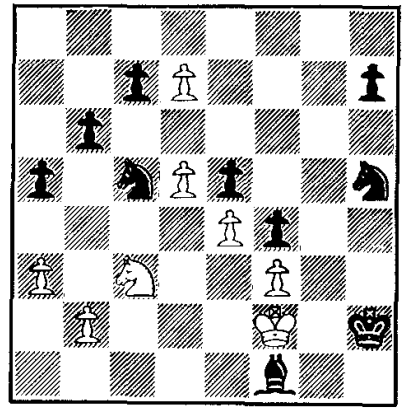
1 . . . **BxN** *2* **PxQP?**

True to himself. The lesser evil was *2* NxB.

2 . . . **BxB!** *3* **P–Q7.**

The essence of White's concept: he must get a new queen. However, the exceptional nature of the position allows Black to create a mating attack with a minimum of forces.

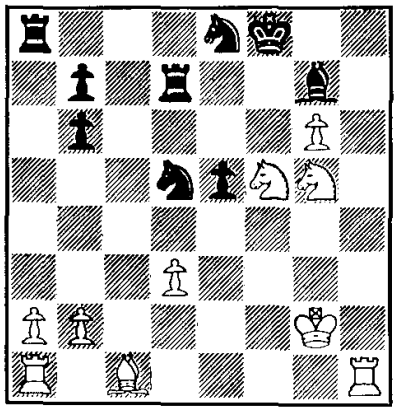
3 . . . **N–B4!**



White resigns. After *4* KxB NxQP, Black is a piece up, while *4* P–Q8/Q N–Q6ch *5* KxB leads to the shortest endgame in practice—*5* . . . N–N6 mate!

The elegant combination of

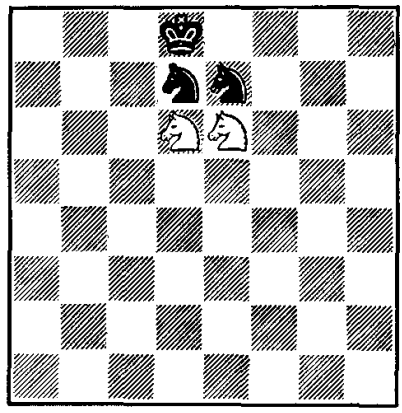
the Georgian woman chess-player Togonidze in her game with the Hungarian Bilek (1960) led to an almost identical finish, the only difference being that in the last example the Black King took on the role of a pawn.



1 **R–R8ch! BxR 2 N–K6ch K–N1 3 N–R6mate.**

"Coin Chase!"

More than a few fine mating positions have come down to us through the ages. Here is one of the most famous. This position is 600 years old.



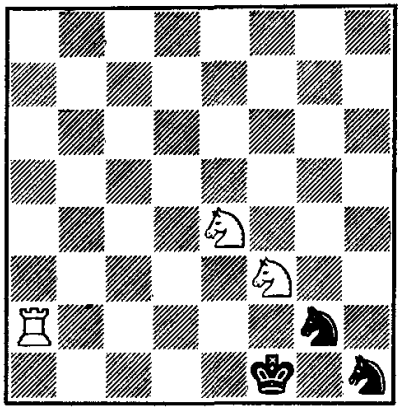
A medieval Eastern bazaar. The hubbub of the multitude. The heyday of trade and barter. In the midst of shopkeepers hawking their wares, dusty dervishes, cunning rogues and thieves, a man with a chessboard sits on a dirty, threadbare rug. And around him gathers a widening ring of curious onlookers who watch, play, or, if worse comes to worst, even give advice.

"Well, true believers, who would like to separate me from my silver? Who can find the right move? I will wager no one will be able!"

All you have to do . . . very tempting. And now, out of the crowd steps forth a true believer, or more probably, a gullible soul. Even in those times weak players often

considered themselves great players.

The pieces are quickly set up on the board.



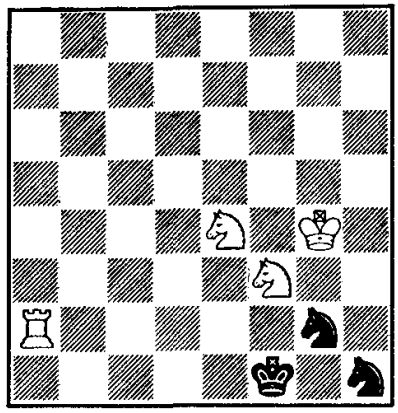
"Tell me, can the Black King be mated in two moves?"

"You lose, wise one!" exclaims the great player. "I see the mate in two!"

And then, with great glee, he gives the clever solution, *1* R–B2ch! NxR *2* N–N3 mate.

"Oh my! What a forgetful jackal I am!," exclaims the loser, "I forgot to put the White King on the board!"

He puts the King on KN4.

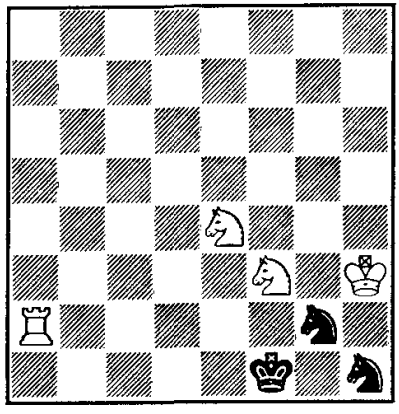


"Nothing has changed, my friend," smiles the great player, quite satisfied with himself. "You still lose the same way!"

"But the problem has not been solved. On *1* R–B2ch I take your Rook with check."

The crowd laughs. The embarrassed great player pays his money.

"But you can win it back," continues the other, and puts the White King on KR3, instead of KN4.

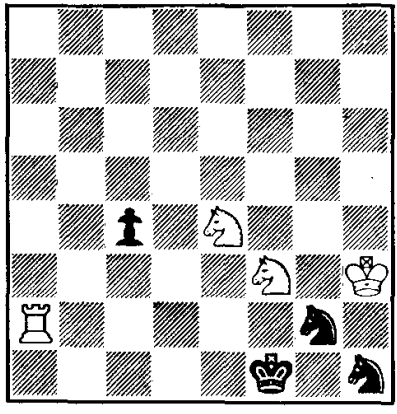


"Tell me, can the Black King be mated in two moves?" he asks again.

"Do you take me for—an idiot?" answers the great player, beginning to get excited. "Of course it's impossible; the Rook is taken with check."

"You missed it again: I play *1* RxN and I mate with the Knight on N3 after any move. But you win everything back if you can tell me whether the Black King can be mated now in two moves."

And he adds a small pawn.

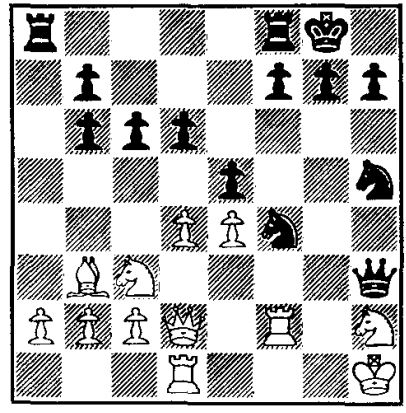


Now agitated, the great player does not see the meaning of the modest pawn on B5, and automatically plays *1* RxN, but after *1* . . . P–B6! he cannot find the last move.

He pays his three pieces of silver and quickly retires from the derisive glares of the onlookers. The crafty con man sets up a new position and once again offers the crowd "easy money."

All these amusing tales and caricatures have faded into history, but these old problems have not been relegated to the archives, but are still seen in practice.

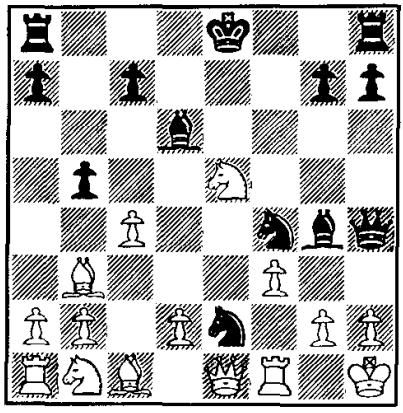
Yesterday and Today



NN–Blackburn (1902): *1* **. . . N–N6ch 2 K–N1 Q–N7ch! 3 RxQ N–R6 mate.**

The basic prerequisites for these kinds of tactics are the cramped King's position and the opportunity to blockade.

In Gennikov–Radchenko (1958), sharp preliminary play set the stage for an analogous finale.



With his last move (*1* P–B3) White is attacking the Bishop on N4 and is also offering an exchange of Queens, which would be advantageous to the defending side. However, Black finds an interesting tactical possibility.

***1* . . . B–KR6!**

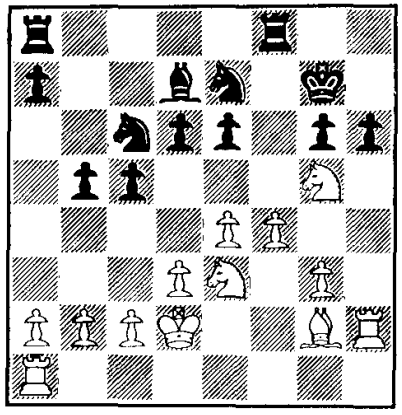
No more and no less than mate on N7 is threatened.

2 PxB QxRP 3 R–B2.

On 3 Q–B2, sufficient was the simple 3 . . . BxN. But now a familiar mating position has arisen.

3 . . . N–N6ch *4* K–N1 Q–N7ch! *5* RxQ N–R6 mate.

In Josselin–Kumur (1965) White found a far from obvious combination.

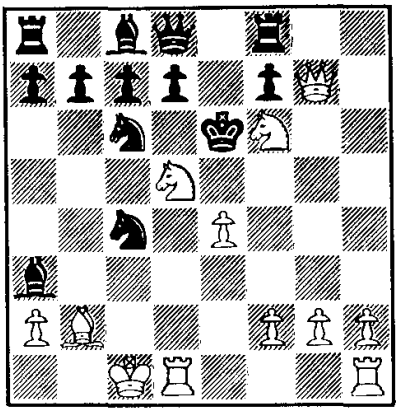


***1* RxP! KxR 2 R–R1ch K–N2 3 R–R7ch K–N1 *4* N–N4.**

Now 5 N–R6 mate is threatened. Black gets mated another way if the Rook on B1 leaves the first rank—*5* N–B6ch K–B1 *6* R–B7 mate. The Rook must be returned, but White's attack is undiminished.

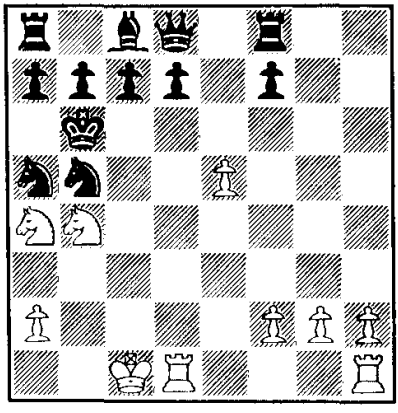
***4* . . . RxP *5* PxR K–B1 *6* N–B6 N–Q1** (mate on B7 is threatened) **7 NxBch K–K1 *8* N–B6ch K–B1 9 R–B7ch! NxR *10* NxP mate.**

Zaitsev (White) against Storozhenko (1970) constructed a rather unusual mating position with his two Knights.



1 Q–N4ch K–Q3 2 P–K5ch K–B4 3 BxBch NxB 4 N–K4ch K–N4 5 N/4–B3ch K–R3 6 Q–R4ch N–R4 7 Q–N5ch! NxQ 8 N–N4ch K–N3 9 N–R4 mate!

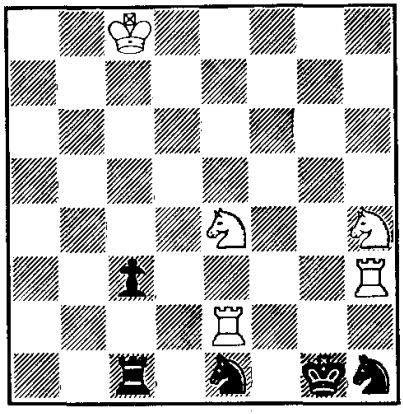
This position deserves a diagram.



Two Horsepower

In a number of better contemporary studies and problems, the two Knights lead the way to mate, as in the two following examples.

Havel (1955)

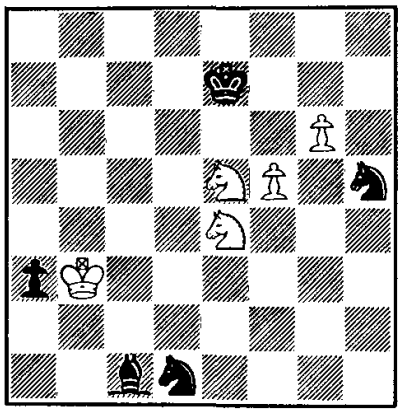


MATE IN FIVE MOVES

***1* R/3–R2.**

Now on *1* . . . R–R8, there follows *2* R/R–N2ch! NxR *3* N–B3ch K–B8 *4* R–B7ch! NxR 5 N–N3 mate. The second thematic (or, as problem composers call it, "echo-chameleon") variation arises after *1* . . . K–B8 *2* R/K–B7ch NxR *3* N–N3ch K–N8 *4* R–N7ch! NxR 5 N–B3 mate. The third correct mate comes about if Black plays *1* . . . R–B7 2 RxR NxR *3* N–B3ch K–B8 *4* RxN N–B7 5 RxN mate.

Mikhailov (1955)



WIN

***1* P–N7! NxP *2* P–B6ch K–B1 *3* N–B5!**

It seems as if the White pawn must go on unhampered to queen (*4* N/B–Q7ch *5* P–B7ch and *6* P–B8/Q), but Black finds counterplay.

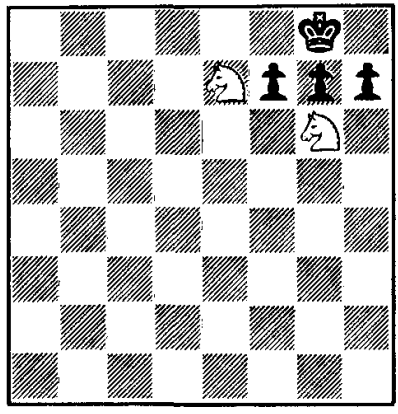
***3* . . . P–R7! *4* KxP N–B6ch *5* K–N3 B–R6! *6* KxB N–N4ch *7* K–N2 N–Q3.**

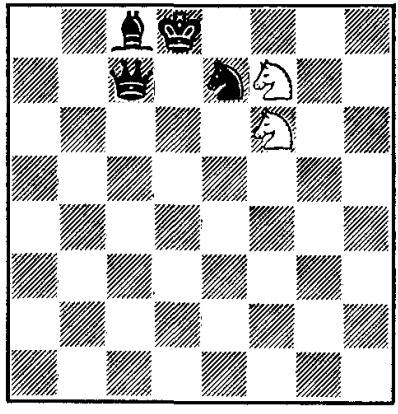
The pawn has been held back, but now a familiar position has arisen on the board.

***8* N/B–Q7ch K–N1 *9* P–B7ch! NxP *10* N–B6ch K–B1 *11* N–N6 mate.**

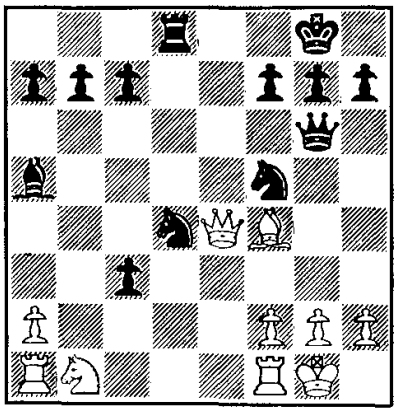
Morphy Was the First

Mate with two Knights in an actual game is as pretty as it is unexpected. The main prerequisite, as we have noted, is the blockading of the enemy King.





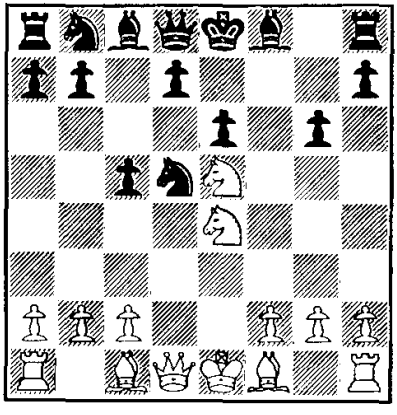
The famous American chessplayer Paul Morphy was the first to discover one of the most striking mating positions. In a game with Marache (1857) he executed a combination which has become enshrined in the chess hall of fame.



1 . . . N/B–N6!! 2 QxQ N–K7 mate.

In Another Era

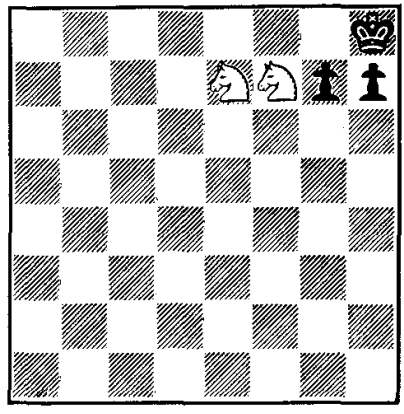
In Zalbach–Polmecher (1861) Black has badly misplayed the opening, and White whipped up a decisive attack within a series of energetic moves.

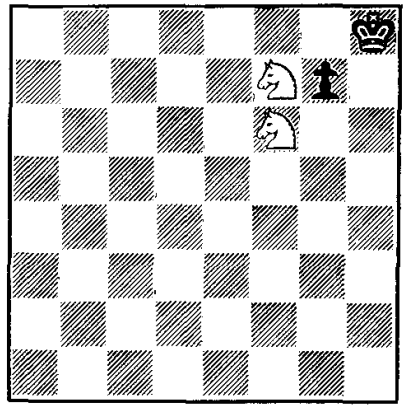


***1* Q–B3 Q–B2** (if *1* . . . Q–K2, then *2* B–KN5 Q–N2 *3* N–B6ch) ***2* Q–B7ch K–Q1 *3* B–N5ch N–K2** (or *3* . . . B–K2 *4* Q–N7) ***4* Q–K8ch! KxQ *5* N–B6ch K–Q1 *6* N–B7 mate.**

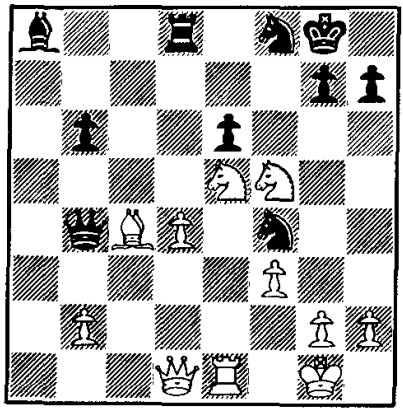
Cavalry Charge

In the corner of the board, where the King's mobility is restrained by "natural conditions," a cavalry charge can end in the following mating pictures:





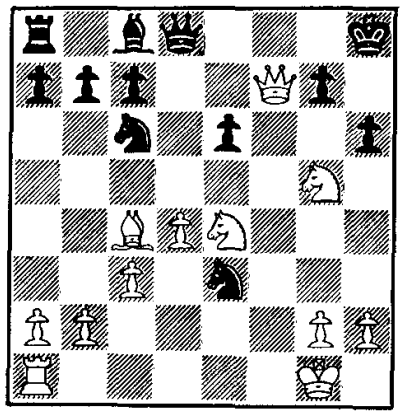
In Egenberger–Schumacher (1959) the Queen on QN5 was hindering the decisive check on K7 by a Knight.



Can this interference be eliminated?

1 **Q–Q2! QxQ** (the Black Queen has no free squares along the KB1–QR6 diagonal) *2* **N–K7ch K–R1** *3* **N–B7 mate.**

The final phase of Erdesch–Lichtner (1922) was pretty and rich with tactical concepts.



1 **N–B6!** Creating the threat *2* Q–N6. The White cavalry is untouchable: *1* . . . RPxN *2* Q–R5 mate; *1* . . . NPxN *2* Q–R7 mate; *1* . . . QxN Q–K8ch.

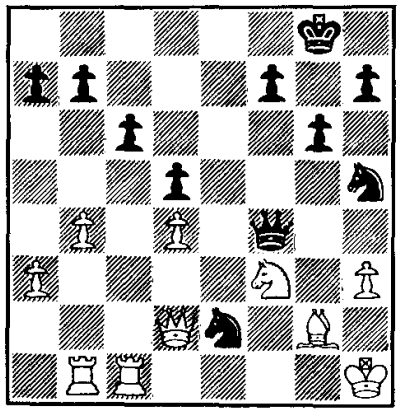
1 . . . **N–K2.** It seems as if Black has defended against all threats.

2 **Q–N6!** (the point!) *2* . . . **Q–N1** *3* **Q–R7ch! QxQ** *4* **N–B7 mate.**

Solve It Yourself

210

NN–Kashdan (1948)

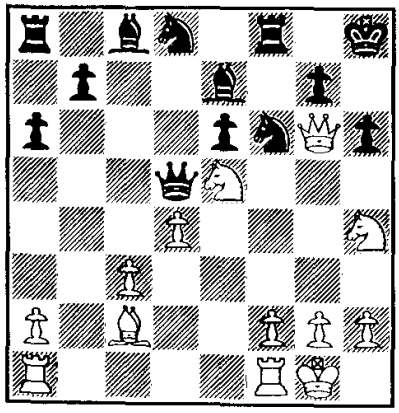


BLACK'S MOVE

It is not worth chasing the Queen . . .

211

Mayevskaya–Kirienko (1974)

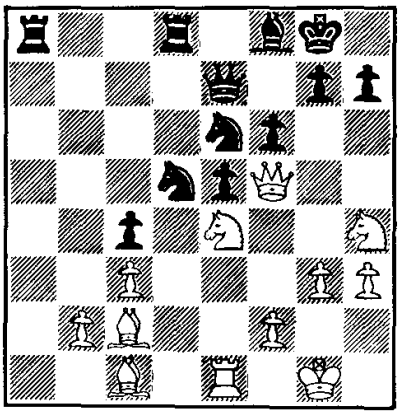


WHITE'S MOVE

Start differently, end up the same.

212

Labutin–Panov (1969)

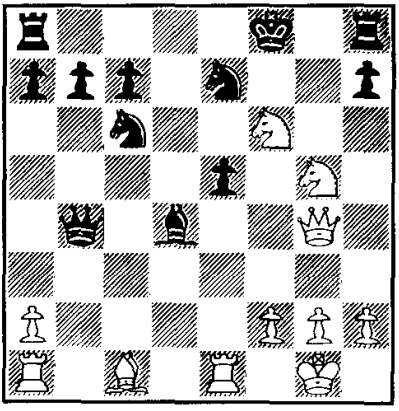


WHITE'S MOVE

Eyes right.

213

Somov–Razumov (1971)

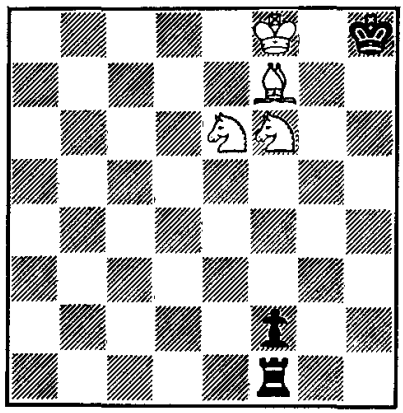


WHITE'S MOVE

Should you waste any time defending the Rook at K1?

214

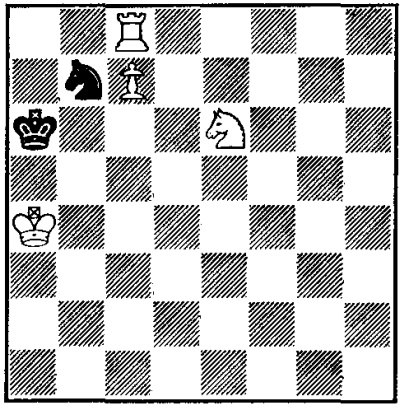
Gruenwald (1960)



MATE IN THREE MOVES

215

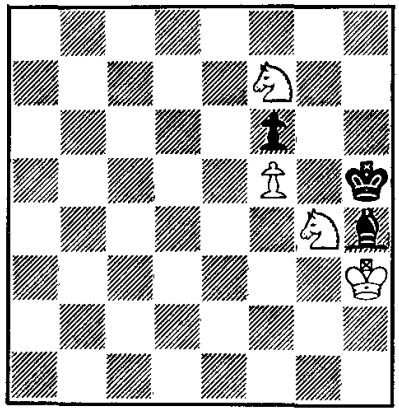
Pogosiants (1973)



MATE IN FOUR MOVES

216

Kupper (1957)

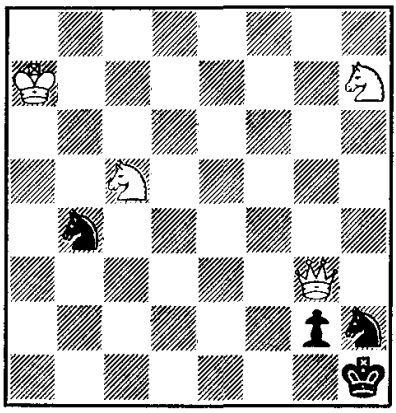


MATE IN EIGHT MOVES

The Black King is being stalked, like a wolf in a hunt. The Knight on KN4 should find the shortest way of getting to K6, when the Bishop is no longer able to control . . . but surely you've seen this already.

217

Guvrich (1927)

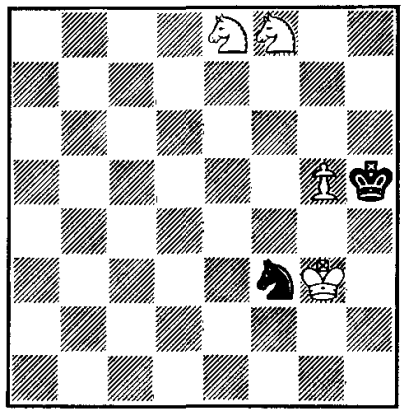


WIN

Don't forget that Black threatens to queen!

218

Gorgiev (1928)



WIN

If Black manages to give up the Knight for the pawn, it is drawn. White only allows this possibility when the typical mating situation has arisen.

XIII
Bishop and Knight

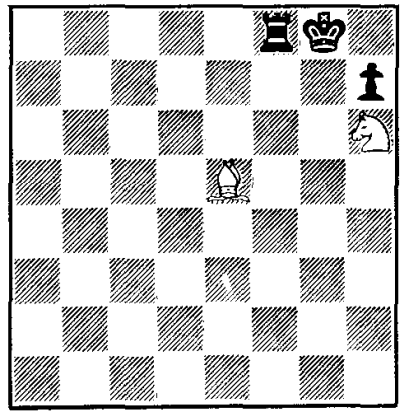
Tastes Differ

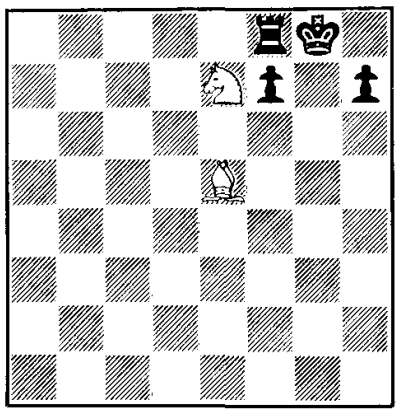
Mayakovsky's comic "Verses About Different Tastes" goes:

The horse said, having cast a glance at a camel:
"What a gigantic mongrel-horse."
The camel exclaimed: "Are you really a horse?
You simply look Like an under-developed camel."
And only the gray-bearded Lord knew
That they were Beasts of different species.

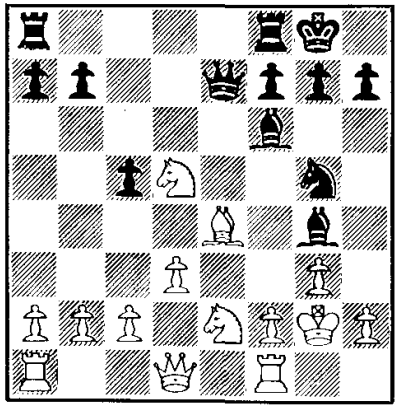
If chess pieces possessed the gift of speech, the same conversation might arise between the Bishop and Knight. Chessplayers would not dispute it. Some would give their sympathy to the long-range Bishop, others to the versatile Knight. But experienced players know that these are "beasts of different species," and try to utilize their individual qualities. The goal of any chess game, as is well known, is to mate the enemy King. Toward this end, the symbiosis of these "different species" turns out to be extremely successful.

When the enemy King's position has been weakened by P–KN3, the mating net can be woven by simple tactical means.



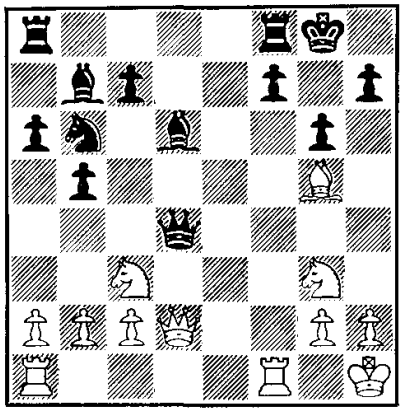


In Alexandrov–Pokrovsky (1939), the White Bishop on K4 prevents the Black Bishop on KN5 from getting to KB6. The elementary tactical device of removing the guard follows.



1 . . . **QxBch!** *2* **PxQ** (the road is now clear) *2* . . . **B–B6ch** *3* **K–N1 N–R6 mate.**

In Koretsky–Engert (1942), White brought first the Bishop and then the Knight into position.



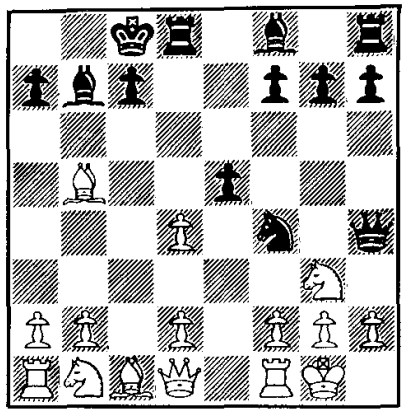
1 **B–B6 B–K4** (*2* Q–R6 decides if the Queen retreats) *2* **N–B5!** and **Black resigns.** The Queen is under attack; impossible is *2* . . . PxN because of *3* Q–N5 mate, while the Knight is now ready to deliver the final blow at K7 or R6.

Everything does not always go so smoothly. In the majority of cases the opponent should already be on shaky ground, with the approach to the King clear.

Removing the Guard!

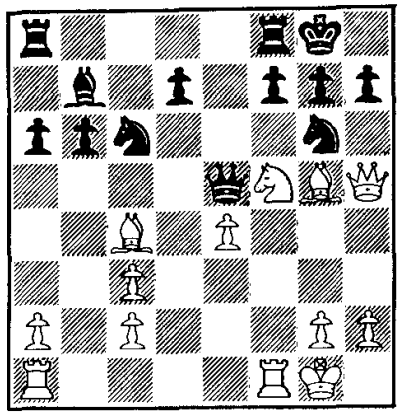
During an attack on the King's castled position on the Kingside, when the Bishop and Knight are already in position, the basic tactical problem of diverting the KNP arises. Even the most valuable

piece, the Queen, may be sacrificed to reach this end. Here is how Radchenko concluded the struggle against Lvov (1955).



Black's move. The simplest might seem to take the KNP with the Bishop, which also clears the approach to the King. But White is a piece up, and after *1* . . , BxP *2* P–Q3 he maintains defensive chances.

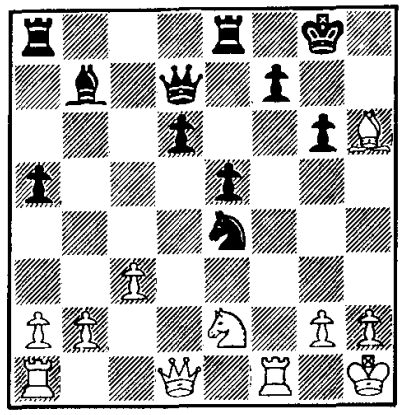
Nevertheless, the outcome of the fight is resolved in one move—***1* . . . Q–R6!** The threat of mate on KN2 forces White to take the audacious Queen, but then a different mating picture arises—***2* . . . NxP mate.**



In Kinmark–Strom (1927), White moved the Bishop into position with ***1* B–B6!**

Inasmuch as neither *1* . . . PxB *2* Q–R6 nor *1* . . . QxB *2* N–R6ch helps Black, he replied ***1* . . . Q–B4ch *2* K–R1 QxB.** But then with the familiar sacrifice, *3* **Q–R6!**, his suffering was immediately ended.

Here is a typical tactic from Giusti–Nutrizio (1958) by which the Knight is maneuvered into the desired outpost.

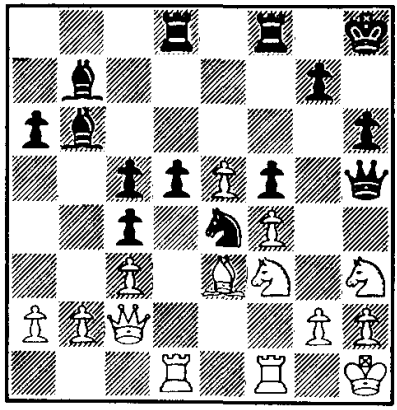


1 . . . **Q–R6!** This move carries two threats: the direct *2* . . . QxB and the concealed *2* . . . N–N6ch and *3* . . . QxNP mate.

2 **PxQ.** But now the QR1–KR8 diagonal has been opened, and the double check can now be employed.

2 . . . **N–B7dbl ch** *3* **K–N1 NxP mate.**

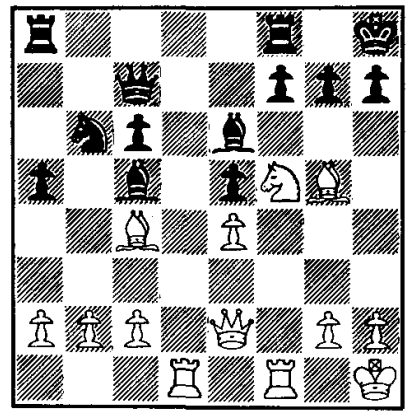
The same idea was behind a combination of Alekhin (Black) against Torres (1922).



1 . . . **P–Q5!** Black opens the main line for the Bishop with this break.

2 **PxP PxP** *3* **BxP BxB** *4* **RxB RxR** *5* **NxR QxN!** *6* **PxQ N–B7dbl ch** *7* **K–N1 NxP mate.**

The KNP can be eliminated also by immediate capture, as in Stein–Portisch (1962).



1 **NxP! BxB.**

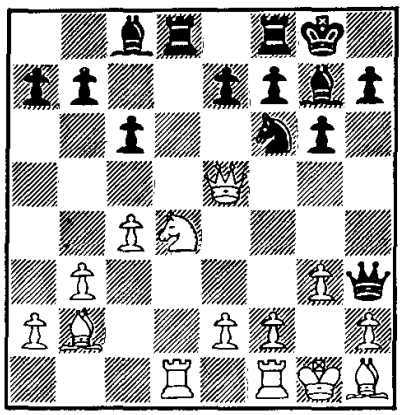
Impossible, of course, is *1* . . . KxN because of *2* B–B6ch.

2 **B–B6!** *3* N–B5dis ch K–N1 *4* N–R6 mate is threatened. There is no salvation in *2* . . . KR–Q1, on which there follows *3* N–K6dis ch K–N1 *4* Q–N4 mate.

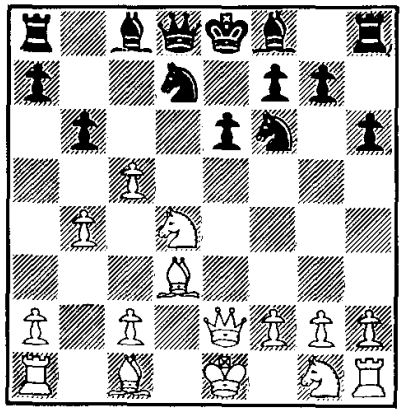
2 . . . **B–K2** *3* **Q–B3, Black resigns.**

The Crazy Queens

Let us look at several more combinations where the major role is played by the Bishop and Knight.

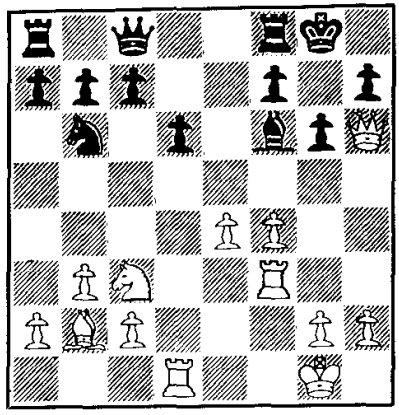


Anticipating a rapid victory, Safronov (Black) against Satikov (1953) played *1* . . . **N–N5?** and was quite surprised by the retort: *2* **QxBch! KxQ** *3* **N–B5ch, Black resigns** (*3* . . . K–N1 *4* NxP mate).



In Perenyi–Eperiesi (1974), Black did not sense the danger and carelessly played *1* . . . **PxP?** He did not have to wait long for his punishment: *2* **N–B6 Q–B2** *3* **QxPch!** and **Black resigns** (*3* . . . PxQ *4* B–N6 mate).

Honfi–Lockwenth (1962) ended with an original Bishop deflection.

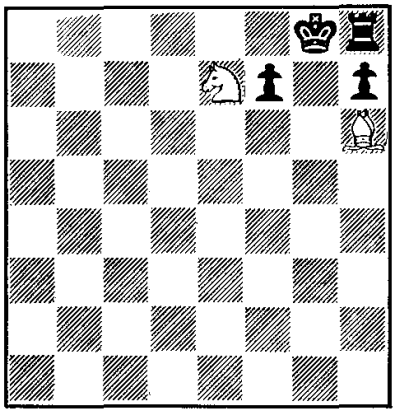


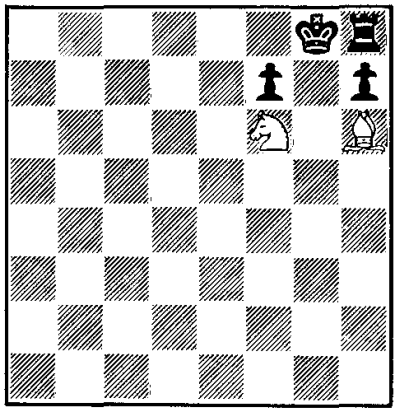
Defending against R–R3, Black played *1* . . . **B–N2,** after which there followed the stunning move *2* **N–Q5!.** Now both *2* . . . BxQ *3* N–K7ch and *2* . . . NxN QxB lead to mate. On *2* . . . BxB the Queen is lost—3 N–K7ch and after *2* . . . P–B3 *3* N–K7ch K–B2 *4* QxRP, White has an irresistible attack. Therefore **Black resigns.**

A Choice of Checks

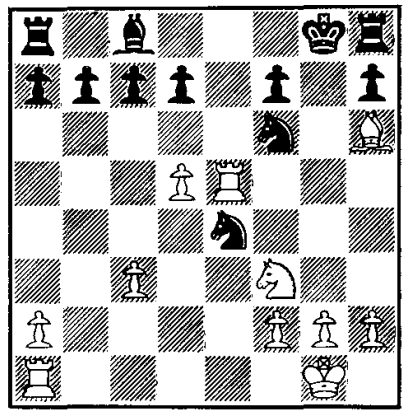
The positions where the Bishop stalemates a blockaded King are well known. In these

situations, any check by the Knight is fatal.





These usually arise on the Kingside, when the King for some reason or other has not managed to castle, and has had to retire on its own.



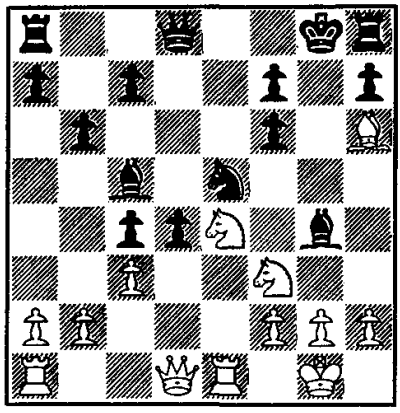
In a position from Gren–Lin (1919), the Rook on K5 could deliver the decisive check from KN5 if there were no Knight on K5 controlling it. This means, naturally, that this Knight must be removed.

***1* N–Q2! P–Q3.**

It seems as if *2* RxN NxR *3* NxN leads to a win. But Black can save himself with *3* . . . P–KB4, and the King has a *Luft*. The exchange is begun with the other piece.

***2* NxN! PxR *3* NxN mate.**

The diverting of pieces controlling critical squares has been a basic element in our tactics. It is often the prelude to different combinational themes. Here is one from Kazic–Vukovic (1940).



The Bishop on R6 has stalemated the King. The critical point in Black's position is KB3, at which the Knight on K4 is aiming. The idea behind White's combination is to remove the Queen's guard from KB3. This is accomplished by a series of sacrifices.

***1* NxN! BxQ *2* N–Q7! B–K2.**

Black does not let his Queen get sidetracked and strengthens his hold on KB3, which is attacked twice.

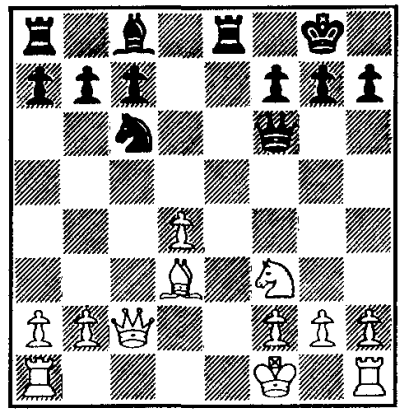
***3* N/4xPch! BxN *4* R–K8ch!**

Now the Queen is forced to lay down her arms, stripped of her defense.

***4* . . . QxR *5* NxB mate.**

A Parent's Lesson

One way often used to bring up pieces into the attack is illustrated by a position from R. Pletner–V. Pletner (1958) in which the father, playing Black, taught his son a useful lesson.



It seems that the White King is not threatened by any danger, but Black opens attacking lines with a typical shot.

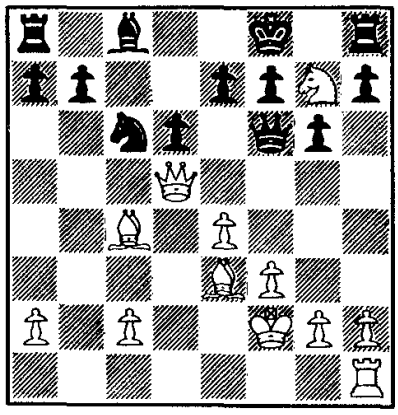
***1* . . . QxN! *2* PxQ B–R6ch *3* K–N1 NxP.**

A typical situation has arisen. *4* . . . NxP mate is threatened, and the Queen is attacked. On *4* BxPch K–R1 *5* Q–Q3 N–K7ch *6* QxN RxQ White's position is hopeless.

***4* Q–Q1** (we've already worked this out . . .) ***4* R–K8ch! *5* QxR NxP mate.**

A Raid Behind the Lines

In Golenev–Lokhanin (1962), White, having sacrificed the exchange, obtained a unique attacking position.



1 **B–KR6** (not only defending the wayward Knight, but threatening a discovered check on R5) *1* . . . **K–N1 2 N–K8!**

The Knight is surprisingly restive, and it goes on a dangerous raid behind enemy lines.

2 . . . **Q–Q5ch 3 QxQ NxQ *4* N–B7 R–N1.**

The Queens have been exchanged and the impression has been created that White's attack has been dissipated. But there are reserves.

5 R–Q1 N–B3.

In reply to *5* . . . N–K3, Black feared *6* N–Q5, but *5* . . . P–QN4! deserved consideration. Now an unexpected shot follows.

***6* RxP!**

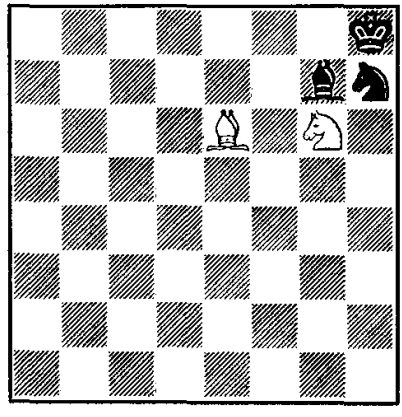
To execute his final maneuver, White has to deflect the KP from its defense of KB3.

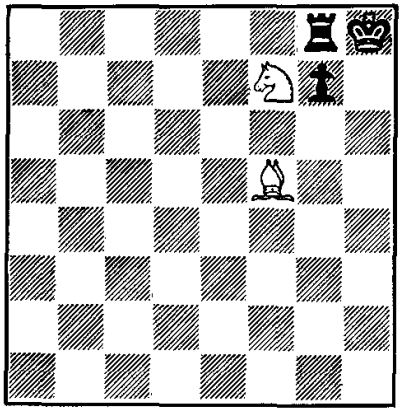
***6* . . . PxR *7* N–K8!**

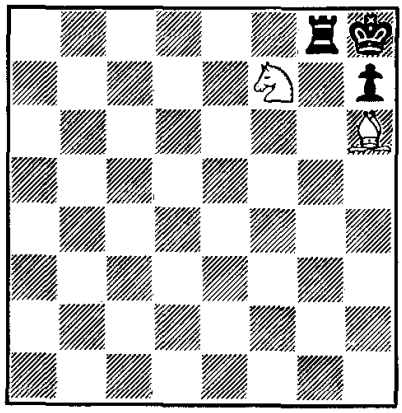
A "quiet" move with grave consequences. Mate by the Knight on B6 cannot be prevented. **Black resigns.**

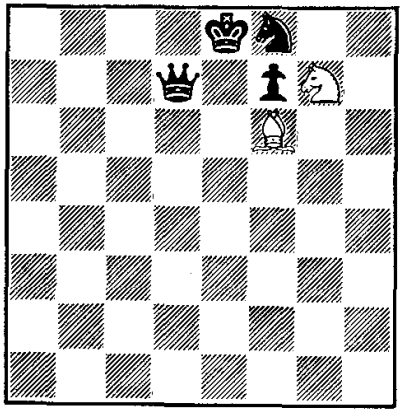
Road to the Top

Let us look at four final positions in which the long-range ability of the Bishop and the versatility of the Knight are successfully utilized.

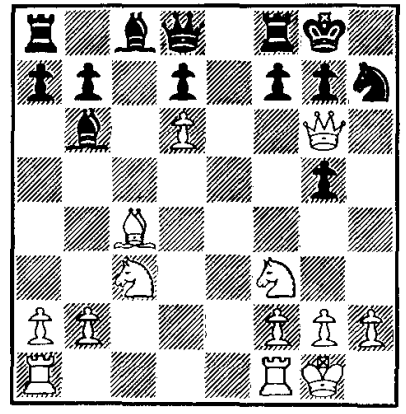






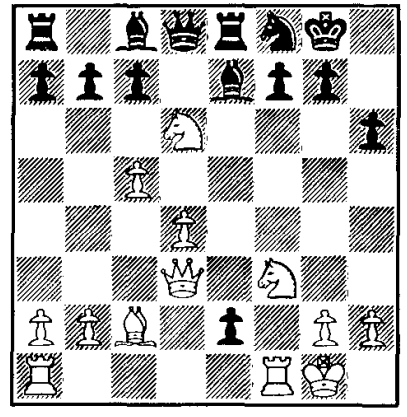


Black's position in Albin–Shipley (1894) is critical. It is always delightful to see the shortest and prettiest route to victory.



***1* N–Q5! PxQ** (on *1* . . . K–R1 there would follow *2* N–K5 Q–K1 *3* N–K7) ***2* N–K7dbl ch K–R1 *3* NxP mate.**

Spassky (White) had the same finale in mind when he began a brilliant combination against Bronstein (1960).

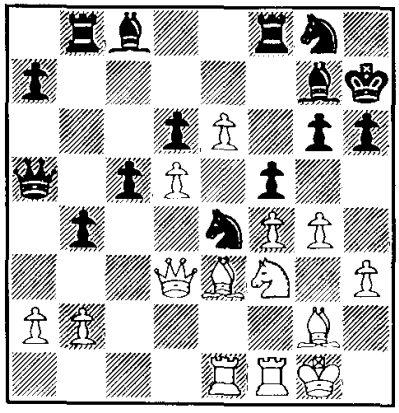


***1* NxBP! PxR/Qch *2* RxQ KxN.**

White is already down a Rook and minor piece, and where is his compensation? Here it is: *3* **N–K5ch K–N1** *4* **Q–R7ch! NxQ** *5* **B–N3ch K–R1** *6* **N–N6 mate.**

Alas, this never happened in the game. Bronstein foresaw White's plan and did not accept the second sacrifice. After *2* RxQ, he tried to buy White off with *2* . . . B–B4, which however did not save him from defeat: *3* QxB Q–Q2 *4* Q–B4 B–B3 *5* N/3–K5 Q–K2 *6* B–N3 BxN *7* NxBdis ch K–R2 *8* Q–K4ch, and **Black resigns.**

Alekhin (White) had a simpler combination against an unknown amateur.



Black's position would become dangerous if his outpost on K5 fell. White's next few moves are directed to this end.

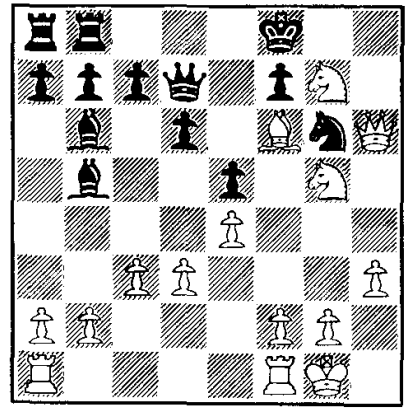
1 **PxP PxP** *2* **N–R4** (*3* BxN is threatened and *3* NxP) *2* **. . . B–R3.**

Should the Queen spend a tempo to retreat? No! The combinational machinery has already been put in motion.

3 **QxN! PxQ** *4* **BxPch K–R1** *5* **N–N6ch K–R2** *6* **NxRdbl ch K–R1** *7* **N–N6ch K–R2** *8* **N–K5dis ch K–R1** *9* **N–B7 mate.**

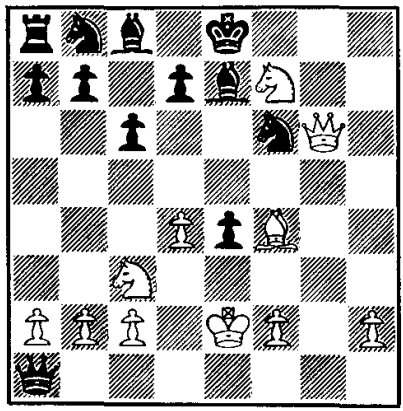
A Stuffy Check

Another mating finale was seen in Leisen–Duras (1905), where the Queen played the decisive role, sacrificing itself for the sake of blockading the enemy King.

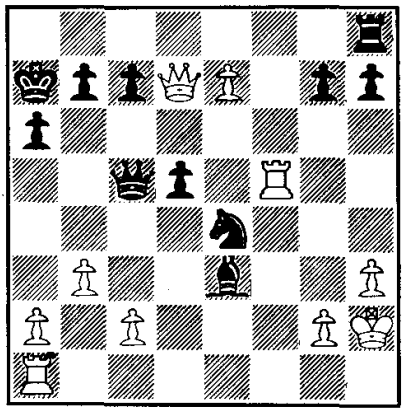


1 **N/7–K6dbl ch K–K1** *2* **Q–B8ch! NxQ** *3* **N–N7 mate.**

The double check and Queen sacrifice, typical for a smothered mate, are often involved in endings we have examined. Here are two more examples.



Borik–Novak (1969): *1* **N–Q6ch K–Q1 2 Q–K8ch NxQ 3 N–B7 mate.**



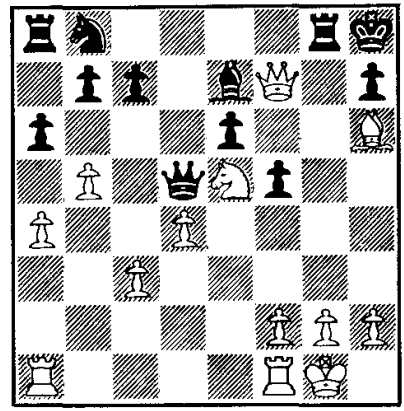
Sapunov–Bobotsov (1949): *1* **. . . R–K1!**

In this way Black neutralizes the passed pawn. Now 2 QxR does not work because of 2 . . . Q–Q3ch 3 K–R1 N–N6ch 4 K–R2 N–B8dbl ch and 5 . . . Q–R7 mate, and also bad is 2 QxQP B–B5ch! On 2 R–B7 there follows 2 . . . RxP 3 QxR B–B5ch!

After 2 **RxP** the game ended thematically—**2 . . . B–B5ch 3 K–R1 N–B7ch 4 K–N1 NxPch 5 K–R1 Q–N8ch 6 RxQ N–B7 mate.**

Move, Please!

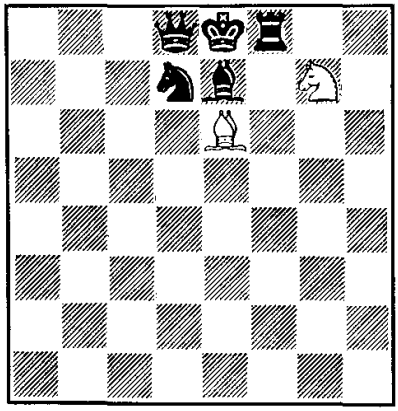
Here is an example of square clearance for a more suitable piece.

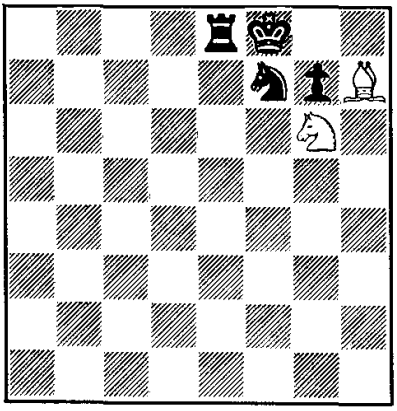


Semenov–Loginov (1952): *1* **Q–B6ch** (the Queen clears B7 for the Knight with tempo) *1* **. . . BxQ 2 N–B7 mate.**

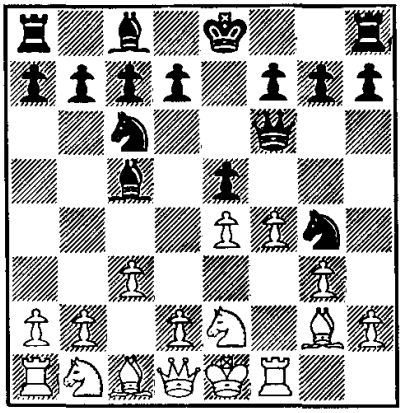
Ignorance is Punished

A cramped King's position sometimes leads to completely unexpected finishes.





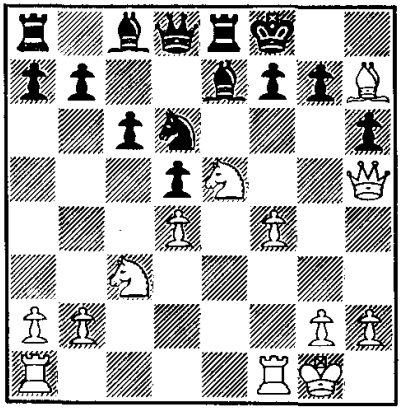
Even a quick glance at this position from NN–Yankovich (1952) is enough to realize that White has played the opening weakly.



Punishment swiftly followed: *1* . . . **NxP** *2* **PxP QxRch!** *3* **BxQ N–B6 mate.**

The Bishop can also operate effectively on the shortest diagonal, taking only one square away from the King. In some cases this is enough.

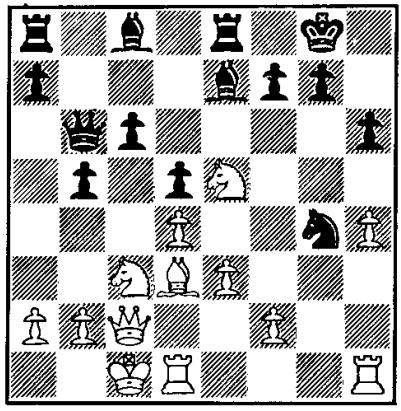
Typical is the combination in Wikstrom–Wood (1947).



1 **QxPch!** (the KBP, which prevents the Knight from checking on N6, is replaced

by a piece) *1* . . . **NxQ 2 N–N6 mate.**

Sojnecken–Schomburg (1957) shows how similar situations can arise.



1 **B–R7ch K–B1** *2* **P–B4 NxP?**

This loses, but after *2* . . . NxN *3* BPxN Black has a difficult position.

3 Q–K2! NxR.

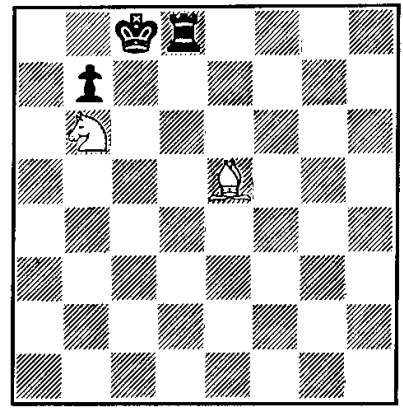
3 . . . N–B4 does not help: *4* Q–R5 P–N3 (*4* . . . N–Q3 *5* QxPch! NxQ *6* N–N6 mate) *5* BxP PxB *6* QxNP.

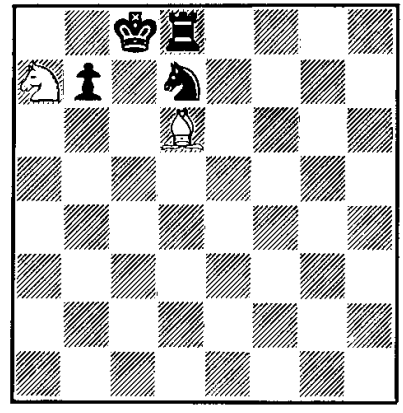
4 **Q–R5 B–K3** *5* **QxPch! BxQ *6* N–Q7 mate.**

In contrast to the preceding example, here the Bishop was diverted from its control of Q2.

No Rest for Kings

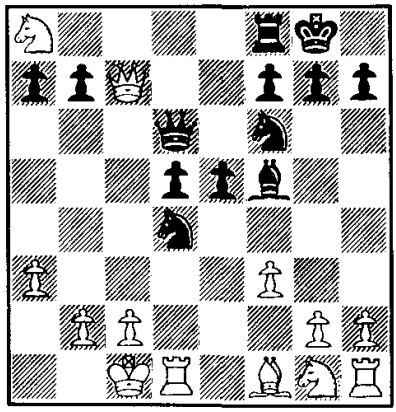
During an attack on a King castled long, a Bishop posted on the KR2–QN8 plays a major role. If a Knight is also participating, the following mating positions can arise:





In Kunde–Kamphenkel (1957) White had an extra Rook, and he therefore quite willingly went in for the exchange of Queens. But the

Black pieces already had their sights trained on the King.

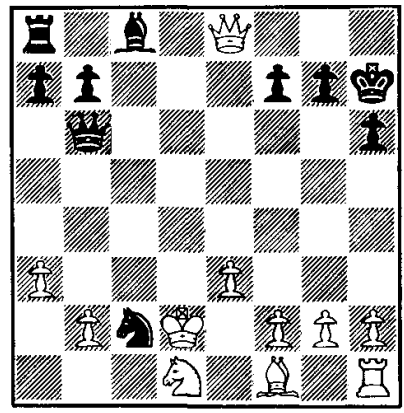


1 . . . **R–B1!** *2* **QxQ.**

Perishing as the harps play. After *2* QxRch BxQ, Black will also pick up the Knight on R1, with a decisive material advantage.

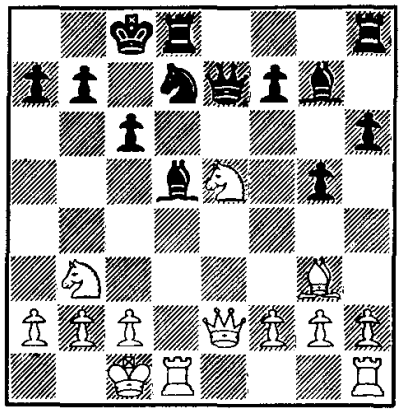
2 . . . **RxPch** *3* **K–N1 R–B8ch!** *4* **KxR** (the alternative, *4* K–R2 B–N8ch *5* K–R1 N–N6 mate) *4* . . . **N–N6 mate.**

Planinc (Black) concluded his attack very nicely against Vaganian (1974–5).



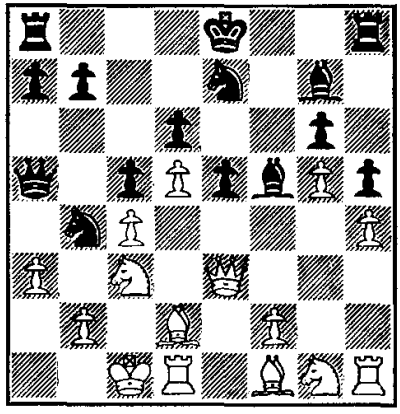
First he brought the Bishop into position, sacrificing a Rook in the process—*1* . . . **B–B4!** *2* **QxR**—and then he set the stage for the thematic mate with *2* . . . **Q–Q3ch** *3* **K–B1 N–R8!**, and when White defended his QN3 (*4* **QxNP**), he deflected it with one more sacrifice, *4* . . . **Q–B2ch!** and **White resigns**, without waiting for *5* QxQ N–N6 mate.

In the next position, Sharkovsky needed only one move against Michnev (1974).



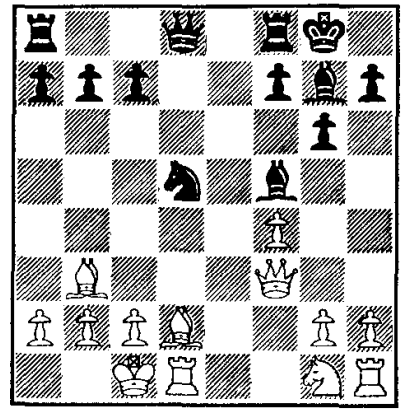
1 **NxQBP!, Black resigns,** inasmuch as it is impossible to stop both the loss of the Queen and mate on QR2 by the Knight.

There also was no prolonged struggle in Minsheev–Motylev (1971).



1 **. . . Q–R5!** (the Knight is deflected from its defense of QR2, while mate on B7 is also threatened) *2* **B–Q3 BxB, White resigns.**

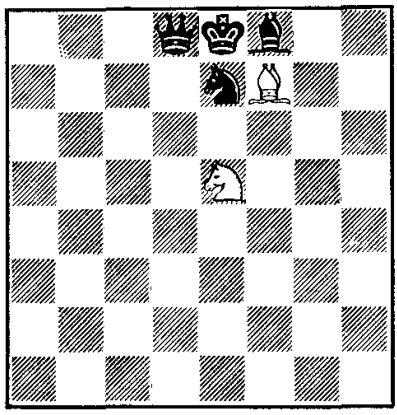
In the celebrated game Allies–Blackburn (1901), an analogous mating finale was prolonged somewhat by the main theme of the combination.

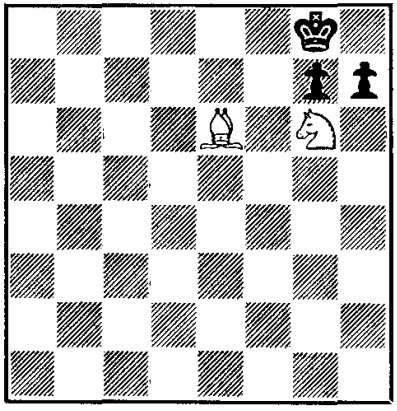


1 **. . . Q–B3** *2* **P–B3 N–N5!** *3* **B–B4** (defending against the Knight check on Q3) *3* **. . . Q–R3!** *4* **P–KN4 QxRP!** *5* **B–K3** (freeing the way for the King) *5* **. . . BxBP, White resigns.**

Then There Were Two

Let us look at two more positions where the Bishop is the piece that mates.

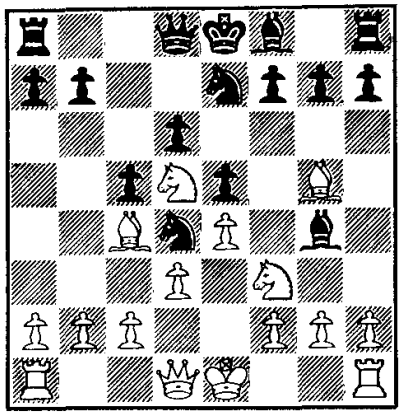




At times, inattention to an opponent's threats leads to disaster right in the opening.

Buckley–NN (1840) *1* **P–K4 P–QB4 *2* N–KB3 P–Q3 *3* N–B3 P–K4 *4* B–B4 N–QB3 *5* P–Q3 KN–K2 *6* B–KN5 B–N5 *7* N–Q5 N–Q5?**

Tweedledum following Tweedledee.



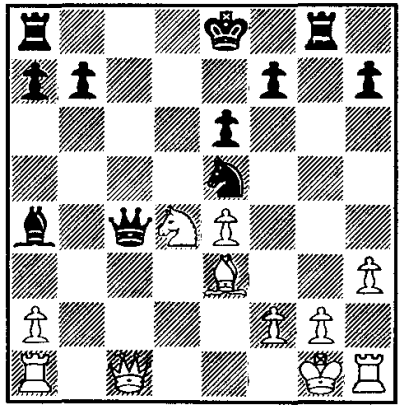
***8* NxP! BxQ.**

The lesser evil was *8* . . . PxN *9* QxB.

***9* N–B6ch PxN *10* BxP mate.**

An Idea is Born

Shubarich–Trifunovic (1947) ended elegantly.

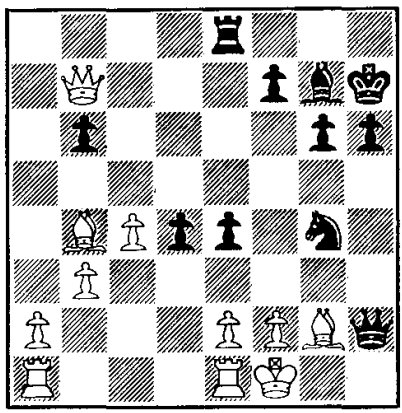


Were the White Knight not on Q4, it would be mate in one—*1* . . . N–B6 mate. This led to another idea.

1 . . . QxN! 2 BxQ N–B6ch 3 K–B1 B–N4ch 4 Q–B4 BxQ mate.

A Combinational Song of Praise

A most rare and beautiful mating picture capped the (postal!) game Gergey–Tsivits (1970/72).



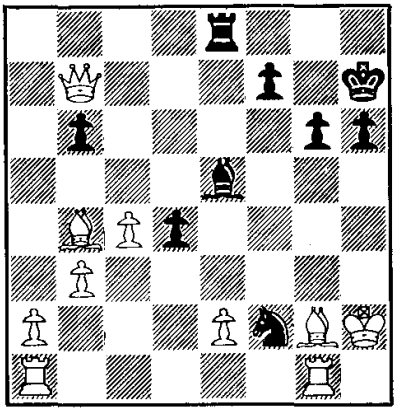
1 . . . P–K6!

Black wants to play *2 . . .* PxP. If *2* P–B3, then *2 . . .* N–B7 (with the threat of *3 . . .* N–R6) and *3* Q–Q7 does not help in view of *3 . . .* R–K3. The pawn must be taken.

2 PxP Q–N6! 3 K–N1 QxPch 4 K–R1 N–B7ch 5 K–N1 N–R6dbl ch 6 K–R1.

A splendid finale now follows.

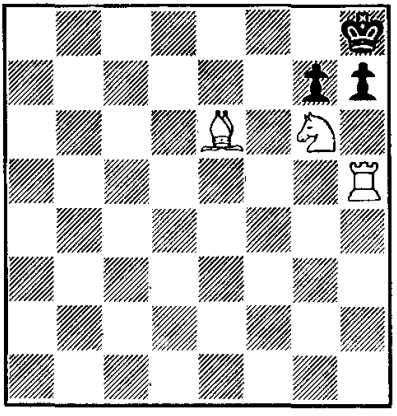
6 . . . Q–N8ch! 7 RxQ N–B7ch 8 K–R2 B–K4 mate!

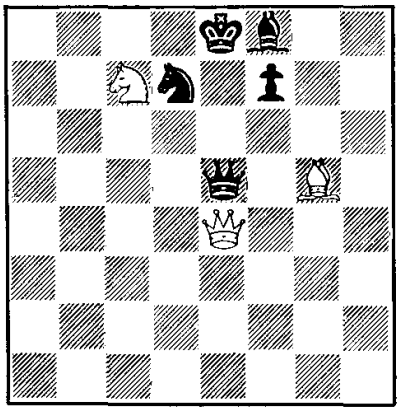


A genuine combinational hymn!

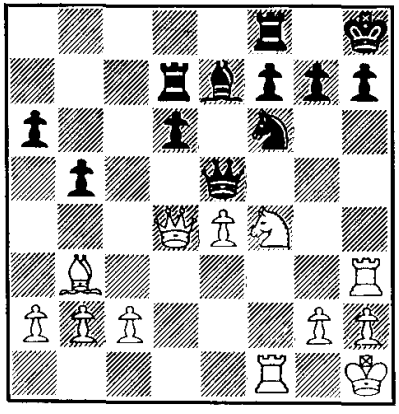
Safety Pins

Sometimes a Knight is able to reach the mating square thanks to a pin. The Queen or Rook can serve as the "safety pin."



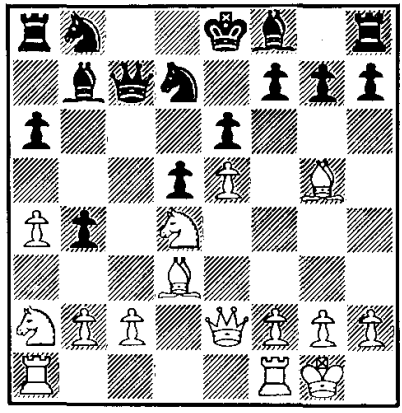


In Wade–Boxal (1953) the White Rook is pinning the KRP. If the KBP were eliminated, the Knight could go to KN6 with the most serious consequences.



This end is reached by the simple pawn capture *1* **BxP!**, and **Black resigns,** since either 2 N–N6 mate or the loss of the Queen is unstoppable.

The next combination, ending unexpectedly, is also based on a pin.



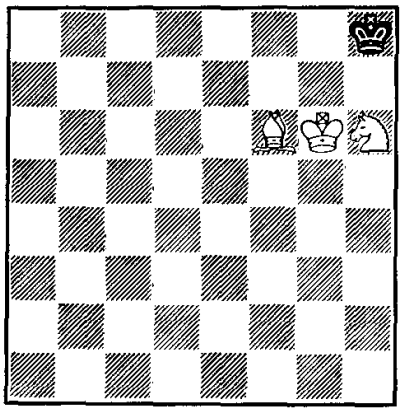
Benkovich–Kachaev (1969): *1* **NxKP! QxKP.**

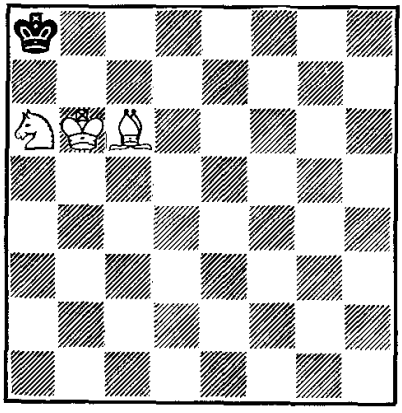
The Knight of course cannot be taken because of 2 Q–R5ch P–N3 3 BxPch (or even 3 QxPch!); the move played by Black also leads to a quick demise.

2 **N–B7 mate!** The pin on the King file paves the way for the Knight.

"It Won't Go There!"

A Bishop and Knight supported by a King will always win against a lone King. The usual end occurs in the corner.



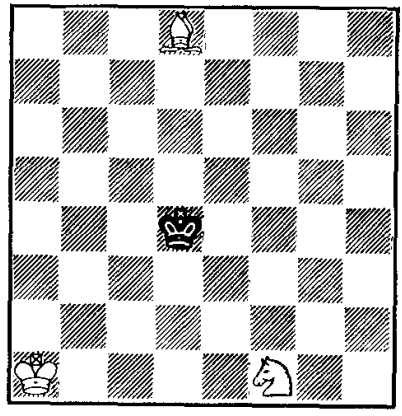


It is easy to see that mate can only occur in the corner of the same color as the Bishop: with a black-squared Bishop, on QR1 or KR8, with a white-squared Bishop, on QR8 or KR1. But to reach the final position the King must be driven into this corner, and this is not a simple task, as might first appear. In a famous incident, the Kiev master Poliak did not manage to do it in the prescribed fifty moves and the game ended drawn.

"Why didn't you drive the enemy King into the proper corner?" one of his friends asked him.

"Oh, I drove him there, but he wouldn't stay," answered the dismayed master.

Actually, several difficulties arise in the attempt to corner a King which is constantly trying to escape. The point is that in contrast to a Rook or two Bishops, which can erect an impenetrable barrier in front of the enemy King, the Knight and Bishop must cooperate ideally with each other and make use of the limiting effect of the board to drive the King into the corner.

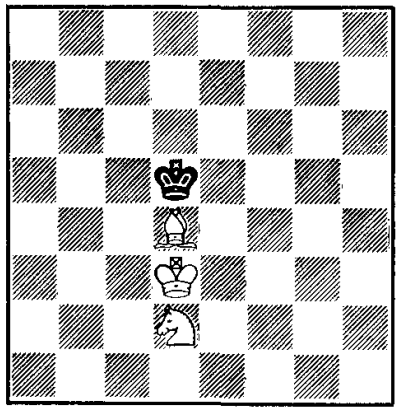


White's road to mate is long and winding, and is in three

stages: (1) driving the King from the center to the edge of the board; (2) driving the King into one of the black-squared corners, QR1 or KR8; (3) mating the King at once.

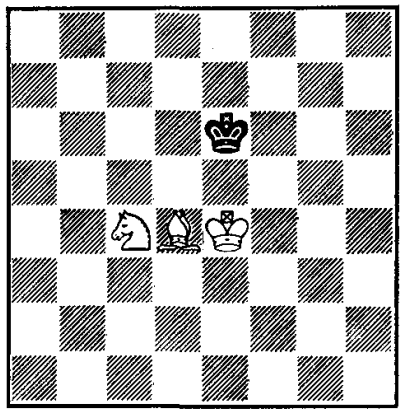
During all three stages it will be necessary to have one's own King supporting the Knight and Bishop.

***1* K–N2 K–B5 *2* K–B2 K–Q5 *3* B–B6ch K–K5 *4* K–B3 K–B4 *5* B–Q4 K–K5 *6* N–Q2ch K–Q4 *7* K–Q3.**



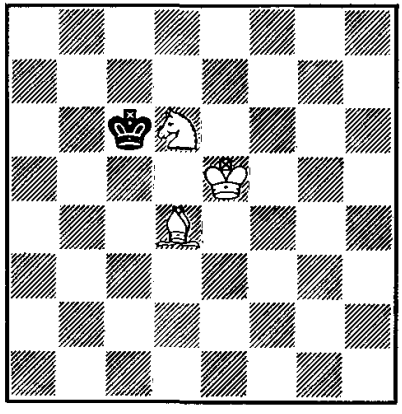
Now the Black King must abandon the center squares and leave the fourth rank.

***7* . . . K–Q3 *8* K–K4 K–K3 *9* N–B4.**



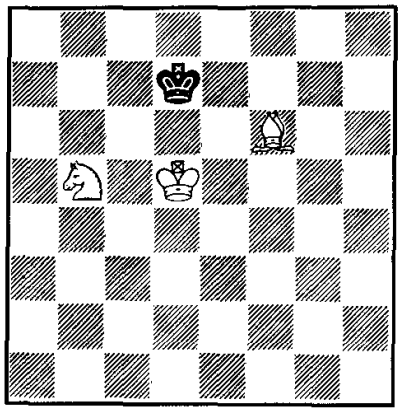
Zugzwang—The White pieces have again forced the King to give ground. Of course, it heads for the safe white-squared corner.

***9* . . . K–K2 *10* K–B5 K–Q2 *11* K–K5 K–B3 *12* N–Q6.**



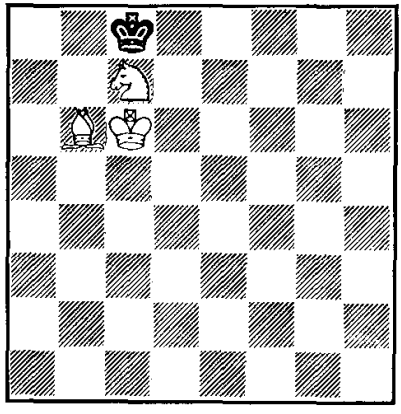
Once again the White pieces have greatly reduced the King's mobility and slowly but surely begin to force it to the edge of the board.

***12* . . . K–Q2 *13* K–Q5 K–B2 *14* B–B6 K–Q2 *15* N–N5.**



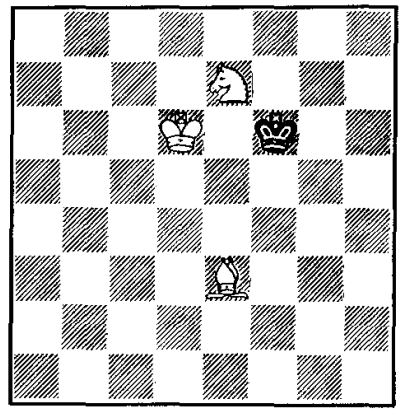
A position where the interaction of the pieces is most harmonious; they are creating a "dynamic barrier" in front of the enemy King.

15 **. . . K–B1** ***16*** **K–B6 K–N1** ***17*** **N–B7 K–R2** ***18*** **B–Q4ch K–N1** ***19*** **B–N6 K–B1.**



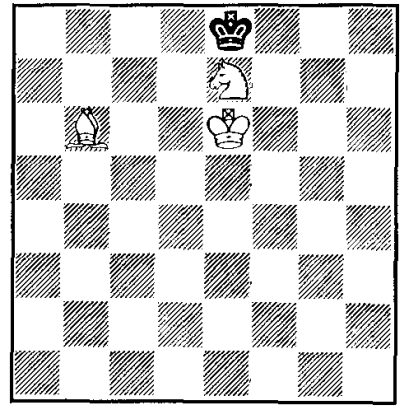
Now White is ready for the second stage of his task: forcing it into KR8.

20 **B–R7 K–Q1** ***21*** **N–Q5 K–K1** (***21*** . . . K–B1 ***22*** N–K7ch K–Q1 ***23*** K–Q6) ***22*** **K–Q6 K–B2** ***23*** **N–K7! K–B3** ***24*** **B–K3.**



White's last two moves were probably the most difficult. The Black King's safety is but an illusion, and he is again put "under arrest."

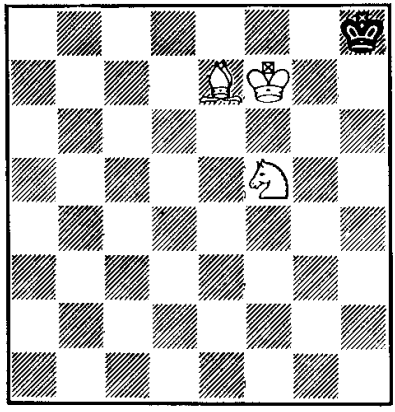
24 **. . . K–B2** ***25*** **B–Q4 K–K1** ***26*** **K–K6 K–Q1** ***27*** **B–N6ch K–K1.**



We have the same position we had after move 20, the only difference being that the

Black King is two squares closer to KR8. White has prepared a familiar maneuver to complete this stage.

28 N–B5 K–B1 29 B–Q4 K–K1 *30* B–B6 K–B1 *31* B–K7ch K–N1 32 K–B6 K–R2 33 K–B7 K–R1.

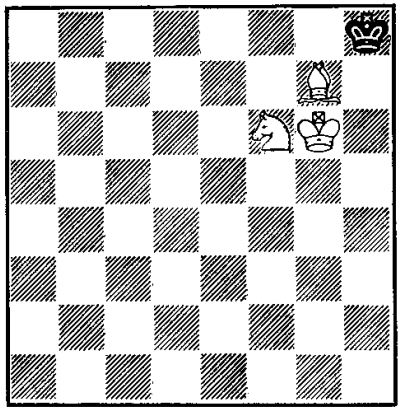


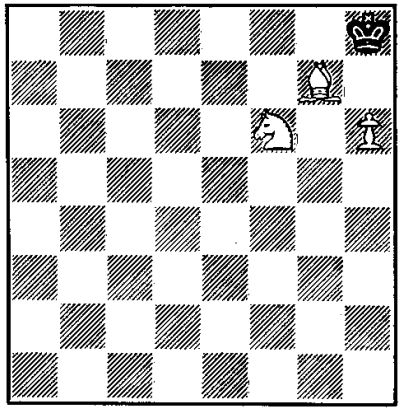
The objective has been reached . . . now the finale.

34 K–N6 K–N1 *35* N–R6ch K–R1 *36* B–B6 mate.

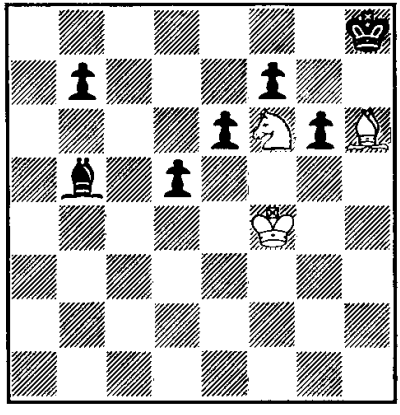
Stalemate or Checkmate?

Let us look at two mating pictures closely related to the previous ending.





The following amusing position arose in a speed game, Vasyukov–Frankle (1973):

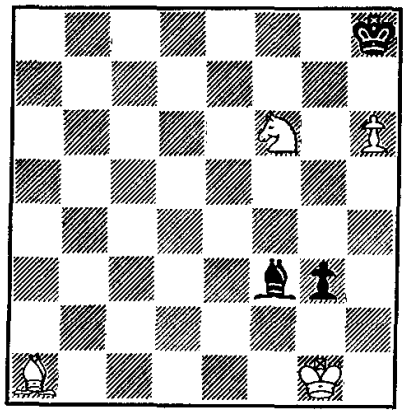


The tragicomic position of the Black King led to this end:

***1* K–K5 P–Q5 *2* K–Q6! P–Q6 *3* K–K7 P–Q7 *4* K–B1 P–Q8/Q *5* B–N7 mate.**

It is interesting that there was not one Black piece that could have prevented the maneuver by the White King.

A similar mating finale had been encountered in a problem by Kotz and Kockelkorn (1875).



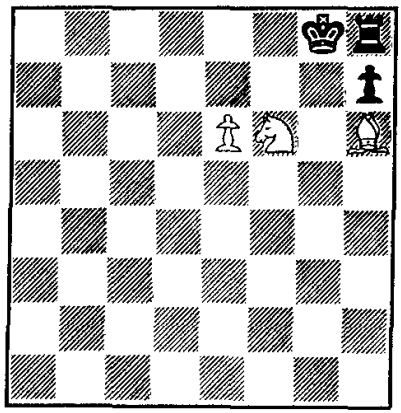
MATE IN FIVE MOVES

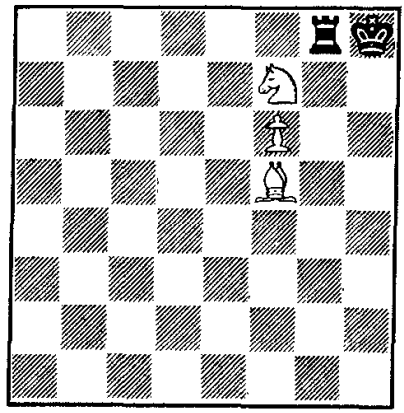
It seems that White will reach his goal quickly: *1* B–N2, *2* B–R3 *3* B–B8, *4* B–N7 mate, since Black does not have the wherewithal to prevent the Bishop maneuver. However, he does have this clever defense: *1* B–N2 B–R8! *2* B–R3 P–N7 *3* B–B8 stalemate. Even if *3* K–B2, after *3* . . . P–N8/Qch *4* KxQ; mate comes only on the sixth move.

The solution: ***1* B–K5! B–R8 *2* BxP** and only now ***3* B–Q6, *4* B–B8** and ***5* B–N7 mate.**

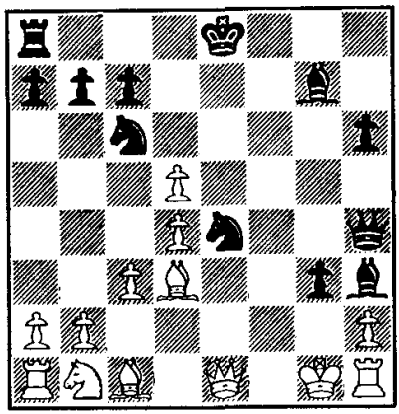
At the Point of a Bayonet!

Let us look at several endings where the Knight and Bishop are helped by a pawn in their mate.





In a position from Joy–Labourdonnais (1824), one's first impression is that Black's attack has ground to a halt. But the famous French master has prepared a decisive tactical maneuver.

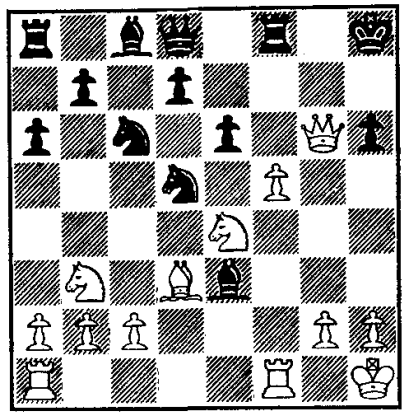


1 . . . NxQP! 2 QxNch.

2 . . . N–B6 mate was threatened. On *2* BxN there would have followed *2* . . . PxPch *3* KxP B–K4ch. If *2* PxN, then first *2* . . . BxPch *3* B–K3 PxPch and then as noted in the previous variation. Now everything is quite simple.

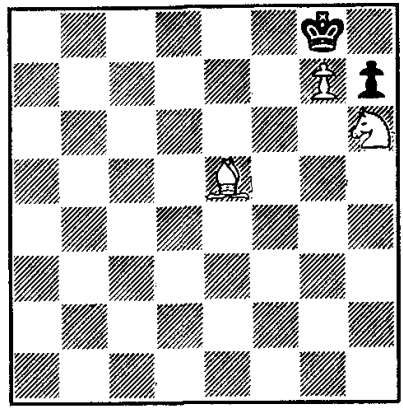
2 . . . QxQ 3 BxQ N–K7 mate.

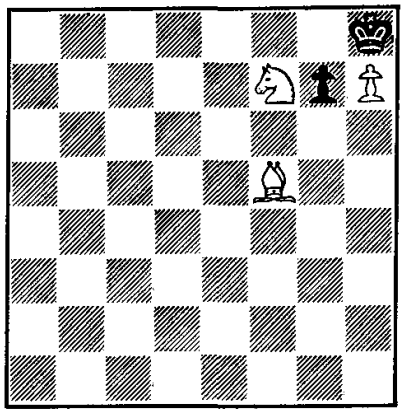
The strength of the double check was again revealed in the following game between two unknown amateurs (1965).

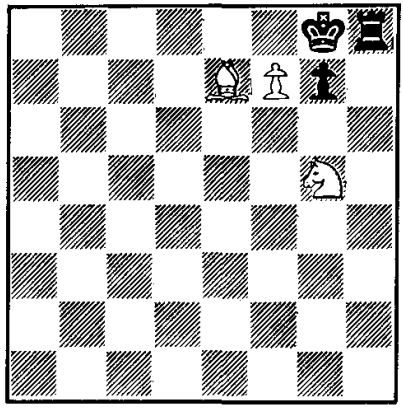


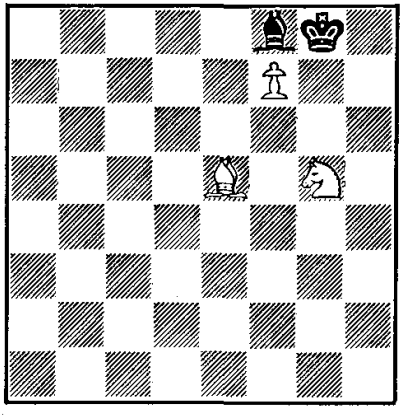
***1* P–B6** (driving the pawn deeper into Black's position, threatening mate on N7) ***1* . . . R–KN1 *2* Q–R7ch! KxQ *3* N–N5dbl ch K–R1 *4* N–B7 mate.**

The following mating positions should be known:

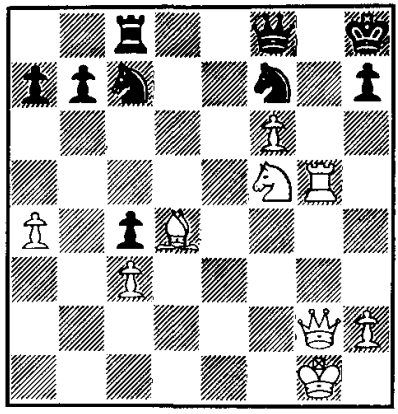








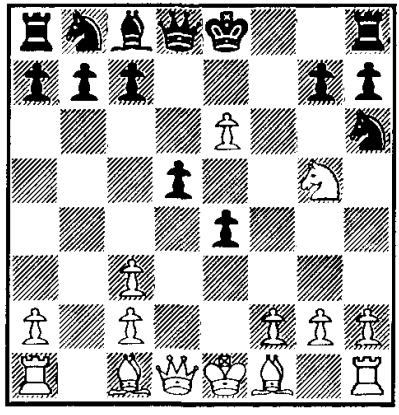
In Wirtanen–Bjorquist (1974), mate was achieved after a Rook sacrifice and exchange of Queens.



1 **R–N8ch! QxR** ***2*** **Q–N7ch QxQ** ***3*** **PxQch K–N1** ***4*** **N–K7 mate.**

At times the pawn is the mating piece, with the other pieces supporting it, taking escape squares away from the enemy King.

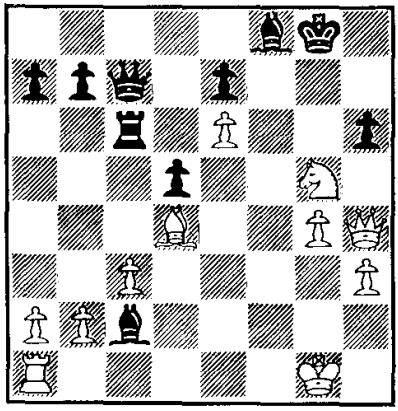
In these instances the tactical concept arises when an advanced pawn finds itself near the immediate object of attack.



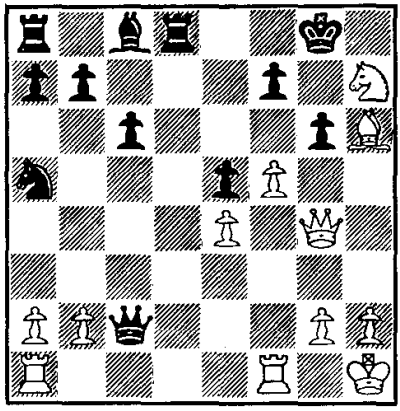
In Molotkovsky–Deacon (1913) White's trump was his pawn on K6.

***1* Q–R5ch K–B1 *2* B–R3ch K–N1 *3* Q–B7ch! NxQ *4* PxN mate.**

In Stark–Berthold (1962) a subtle maneuver led to the tactical finale.



***1* Q–B2!** (threatening mate on KB7 and keeping the Black Queen out of KN3) ***1* . . . B–N3,** but now White wraps things up: ***2* Q–B7ch BxQ *3* PxB mate.**

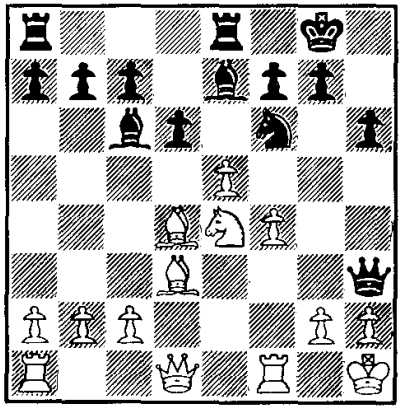


Rosch–Krumbach (1918): ***1* PxP! BxQ *2* N–B6ch K–R1 *3* P–N7 mate.**

Solve It Yourself

219

Varein–Salminger (1902)

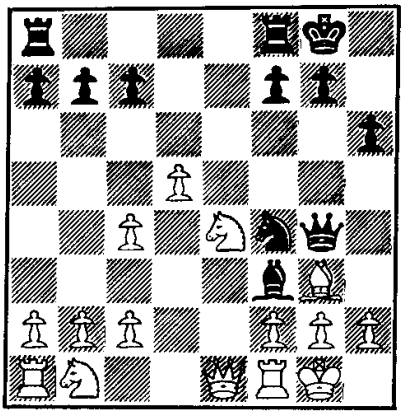


BLACK'S MOVE

In this and the next three positions, the tactical solutions should come rapidly.

220

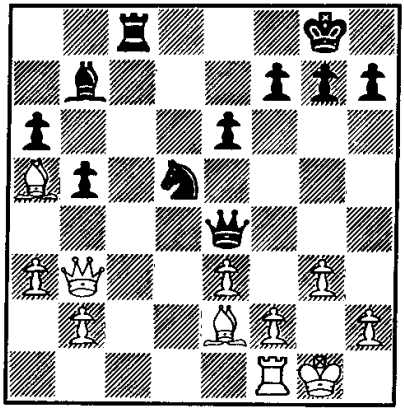
Field–Tenner (1933)



BLACK'S MOVE

221

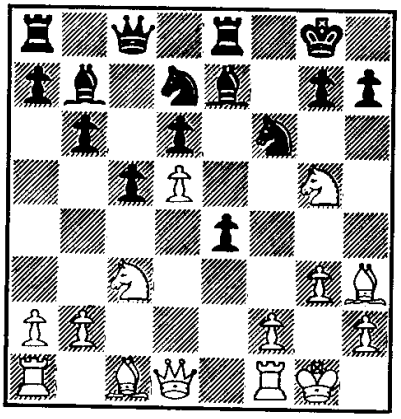
Glass–Russell (1958)



BLACK'S MOVE

222

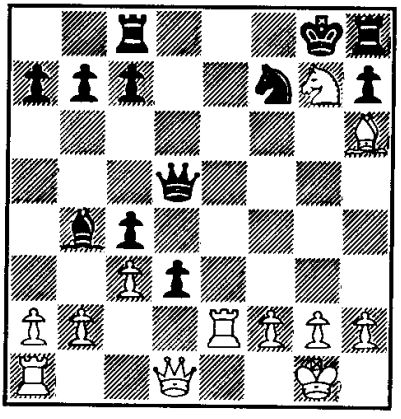
Roisman–Halilbeili (1962)



WHITE'S MOVE

223

Shutov–Korostyler (1968)

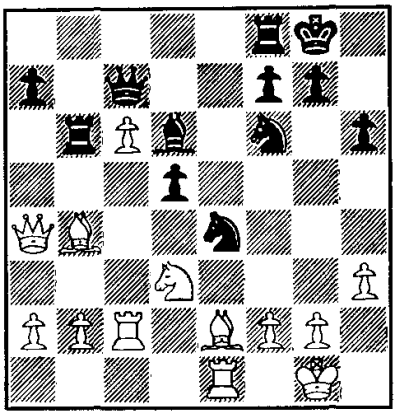


WHITE'S MOVE

How many roads lead to Rome?

224

Mudrov–Henkin (1958)

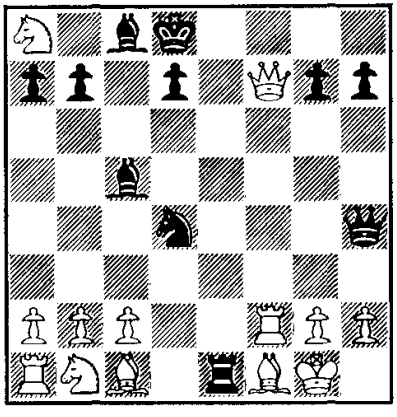


BLACK'S MOVE

From the other side . . .

225

NN–Bird (1878)

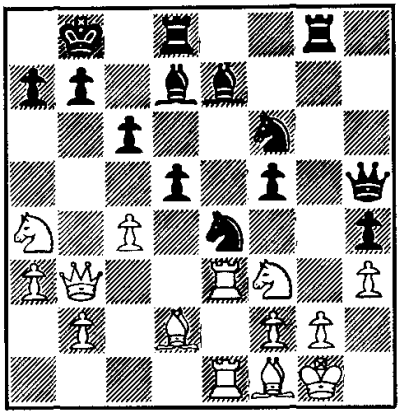


BLACK'S MOVE

Fatal pins.

226

Zhuravlev–Glotov (1962)

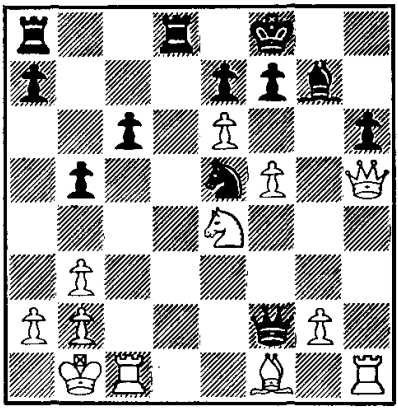


WHITE'S MOVE

How do you get to the King?

227

Elsukov–Ermakov (1969)

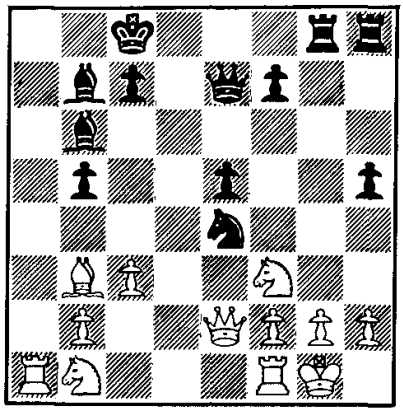


BLACK'S MOVE

The imprisoned Bishop.

228

Lepeshkin–Kosterin (1963)

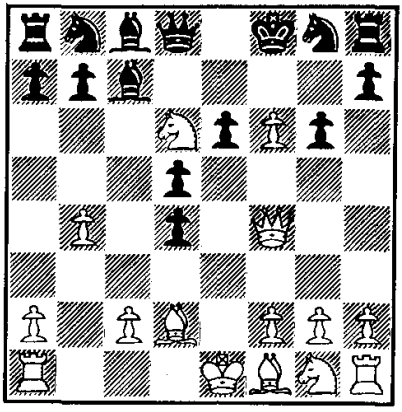


BLACK'S MOVE

The same thing.

229

Marriot–Arnold (1938)

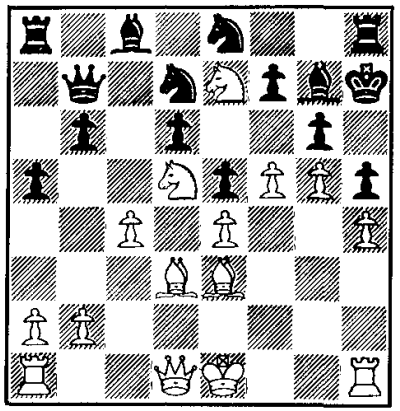


WHITE'S MOVE

Again a pawn on KB6.

230

Kapsenberg–Norman (1946)

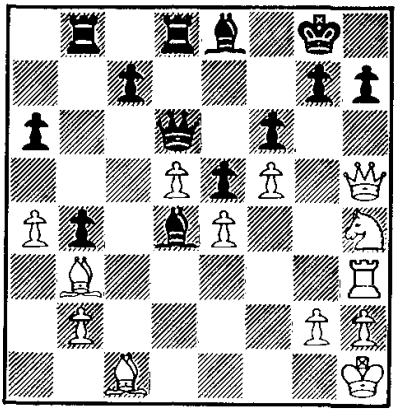


WHITE'S MOVE

It's funny and sad . . .

231

Aues–NN (1932)

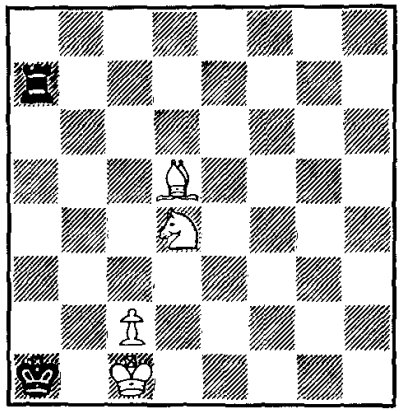


WHITE'S MOVE

At first, according to plan, then on your own.

232

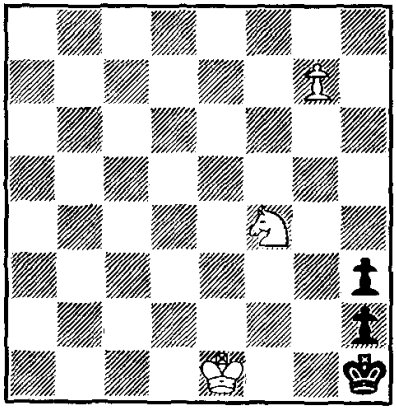
Speckman (1964)



MATE IN TWO MOVES

233

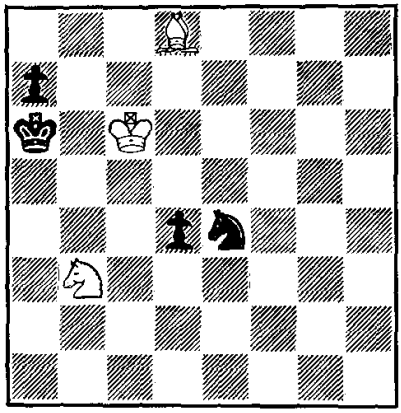
Rot (1974)



MATE IN THREE MOVES

234

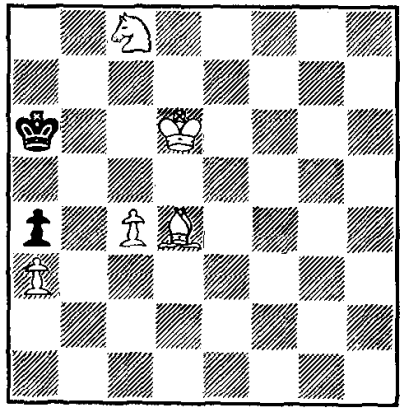
Speckman (1956)



MATE IN FOUR MOVES

235

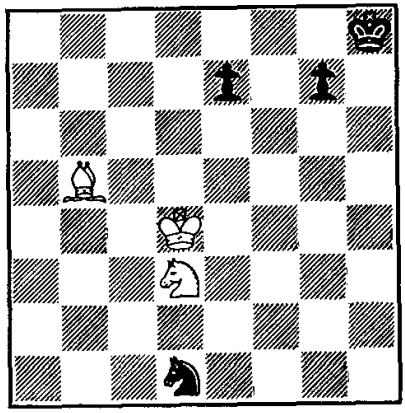
Herlen (1845)



MATE IN FOUR MOVES

236

Birnov (1952)



WIN

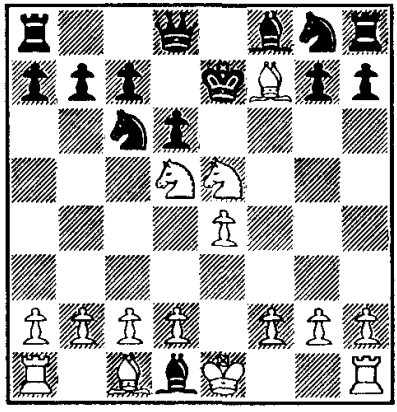
A Knight hunt which nets . . .
the King.

XIV
Three Pieces

When You're Eighty-five . . .

We have already spoken of Légal's mate at the very outset of this book. The combination once again . . .

Légal–Saint-Brix (1787): ***1*** **P–K4 P–K4** ***2*** **B–B4 P–Q3** ***3*** **N–KB3 N–QB3** ***4*** **N–B3 B–N5** ***5*** **NxP BxQ** ***6*** **BxPch K–K2** ***7*** **N–Q5 mate.**



Interestingly enough this very famous game of Monsieur de Légal (who was, by the way, a student of Philidor) was played when he was 85.

. . . And Younger.

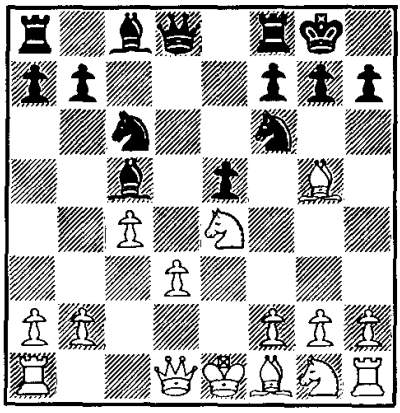
Here is the same combination with colors reversed.

NN–Krueger (1920), Center-counter Defense: ***1*** **P–K4 P–Q4** ***2*** **PxP N–KB3** ***3*** **P–QB4 P–B3** ***4*** **PxP.**

Modern theory frowns upon holding the pawn, since Black gets quite a lead in development. *4* N–QB3 is therefore better.

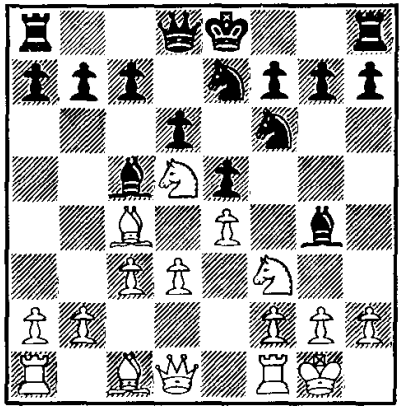
4 **. . . NxP** ***5*** **P–Q3 P–K4** ***6*** **N–QB3 B–QB4** ***7*** **B–KN5 O–O** ***8*** **N–K4?**

Being prematurely active is always dangerous and here it is fatal, since White's Kingside is totally undeveloped.



8 . . . NxN! 9 BxQ BxPch 10 K–K2 N–Q5 mate.

We have become familiar with two varieties of Légal's mate. Although the final positions do differ, the tactical elements involved remain the same.



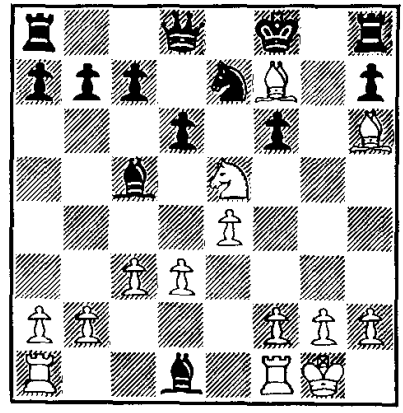
Pollock–Halla (1884): ***1 NxKP! BxQ.***

After *1* . . . NxN *2* NxB or *1* . . . PxN *2* NxNch PxN *3* QxB White is a pawn up with the better position.

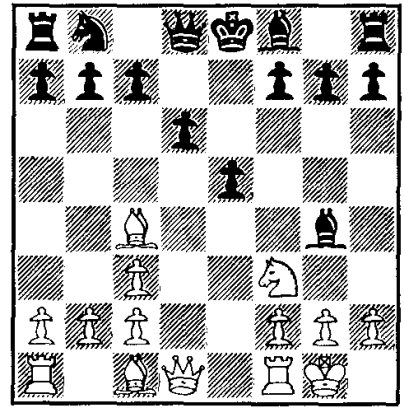
2 NxNch PxN.

Black could buy his way out at the cost of a piece, *2* . . . K–B1 *3* N/5–Q7ch QxN *4* NxQch K–K1 *5* NxB, but that is no comfort. Now matters end with a pretty mate.

***3* BxPch K–B1 *4* B–R6 mate.**



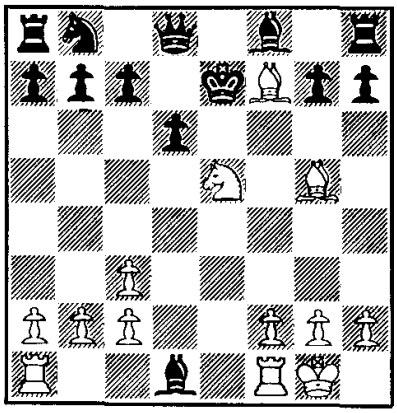
In Taylor–NN (1924) the Bishop once again dealt the mating blow, but from another square.



***1* NxP! BxQ?**

Of course, the more modest capture *1* . . . PxN should be made. But Black does not see the mating threats.

2 BxPch K–K2 3 B–N5 mate.

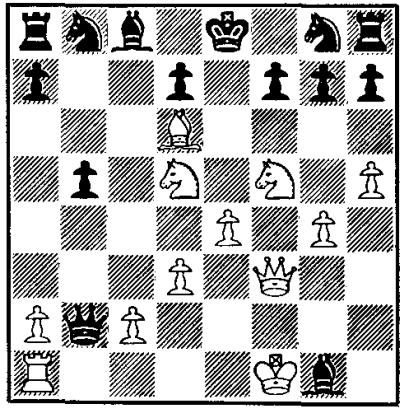


In every example examined thus far, three pieces constitute the mating force. They are materially equivalent to a Queen. But this "minor trio" as a rule is stronger than a Queen, in view of its greater mobility when interacting with one another.

This ideal interaction appears in combinations based on Légal's mate. The tactics are underscored by the illusory pin. In similar operations, as we have already seen, the Knight unexpectedly breaks the pin to support its comrades in a direct attack on the King.

Fantastic!

The famous game Andersen–Kieseritzky (1851) is an example of the wondrous power of the three minor pieces.



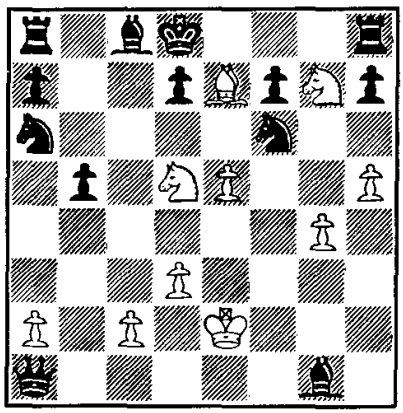
White has already sacrificed a Rook and Bishop, and it is still not clear how he will achieve the final breakthrough.

***1* P–K5! QxRch *2* K–K2.**

Now Black has a huge material advantage, but mate is threatened (*3* NxPch K–Q1 *4* B–B7 mate), and this limits his responses. This position has been subjected to very careful, intensive analysis for the better part of a century by some of the world's strongest chessplayers. Nevertheless, a satisfactory defense for Black has not been found. Kieser-

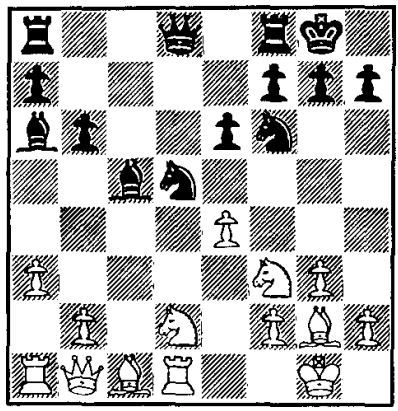
itzky's move, covering QB2, allows a grandiose finish.

2 . . . N–QR3 3 NxPch K–Q1 4 Q–B6ch! NxQ 5 B–K7 mate.



A fantastic position! White has sacrificed all "unnecessary" pieces, that is, the Queen, two Rooks and a Bishop, but on the board is a "clean" mate, meeting the most rigorous standards of any chess problem.

Contemporaries called this game the "Immortal." It went down in history with this title and to this day it continues to surprise and delight chess fans. Although no comparison is intended, there have been pretty combinational attacks ending with unique mates in our own time.



In this position from Aristoffell–Platt (1948), Black is better developed and has made use of his opponent's poorer position to initiate a direct assault.

***1* . . . N–KN5! *2* N–N3.**

White has evidently pinned all his hopes on this move. If now *2* . . . NxBP *3* NxB NxR then *4* NxB and White wins material. On *2* . . . BxPch *3* K–R1, the pin along the Queen file is maintained. But Black still finds a brilliant solution.

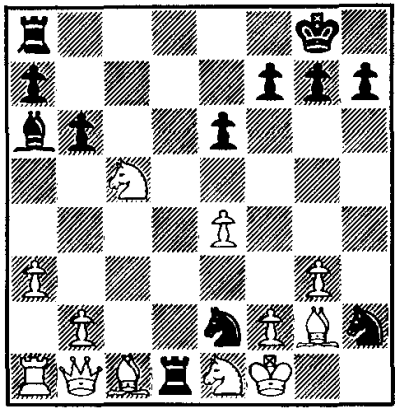
2 . . . N–B6! 3 RxQ N–K7ch *4* K–B1 KRxR.

Now a discovered check is threatened, so White takes aim at the Bishop on QR3, at the same time eliminating the other Bishop.

***5* NxB.**

But disaster strikes from the other side.

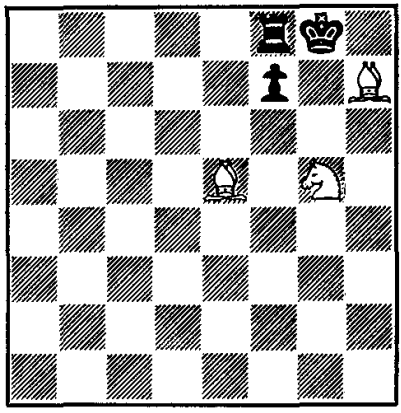
5 . . . R–Q8ch 6 N–K1 NxRP mate.

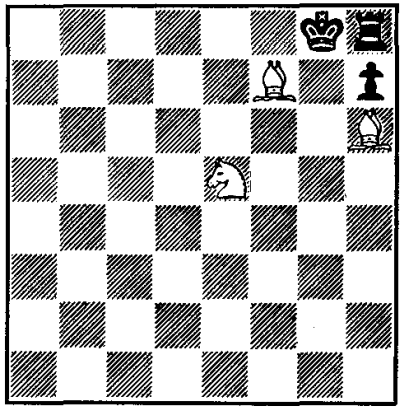


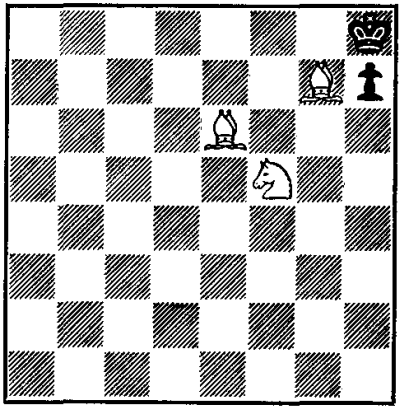
A picturesque finish, strikingly illustrating the minor pieces' interaction.

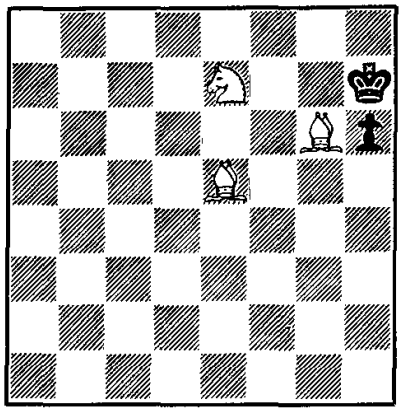
All for One

Among the many positions where three minor pieces catch the enemy King in a mating net, the most typical and best known to tournament players are:

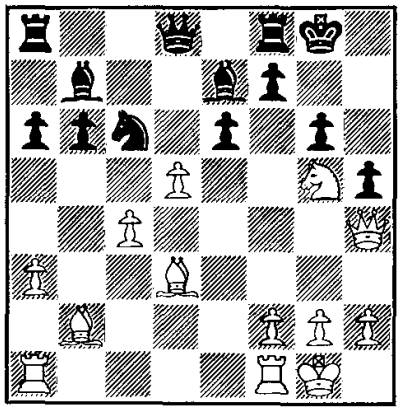






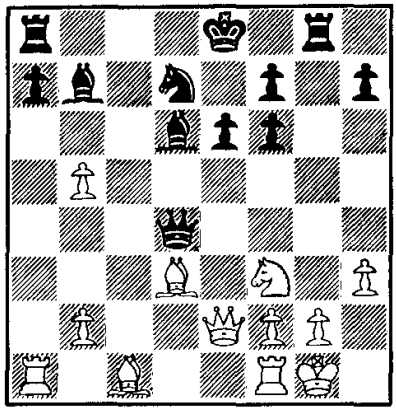


The ending of Koblents–Jameson (1936) illustrates the elementary tactics against the weakened Kingside.



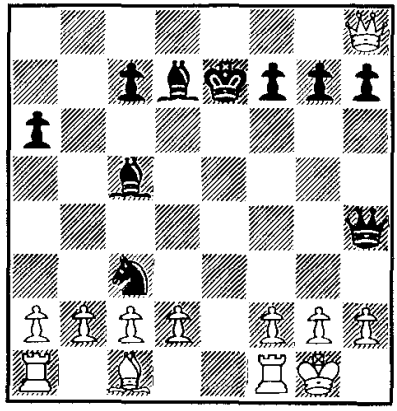
All White's pieces are at their battle stations: ***1* QxP!, Black resigns,** (*1* . . . PxQ *2* B–R7 mate).

And here is how Black prepared the decisive shot in Corody–Benko (1951).



***1* . . . N–K4! *2* NxQ RxPch! *3* K–R1 R–R7dbl ch!** and **White resigns** (*4* KxR N–N5dbl ch *5* K–N1 B–R7 mate).

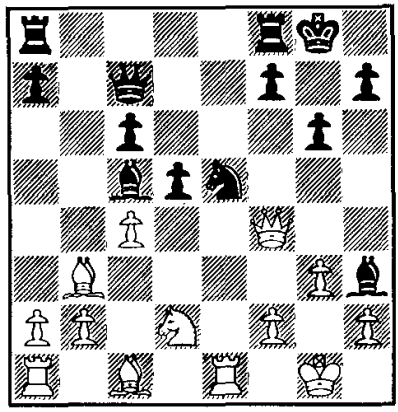
In NN–Tarrasch (1932) Black also sacrificed his Queen, destroying his opponent's castled position.



The White Queen has already "snacked" on two Rooks and now, like a boa constrictor, it is lazily digesting its prey in an out-of-the-way place.

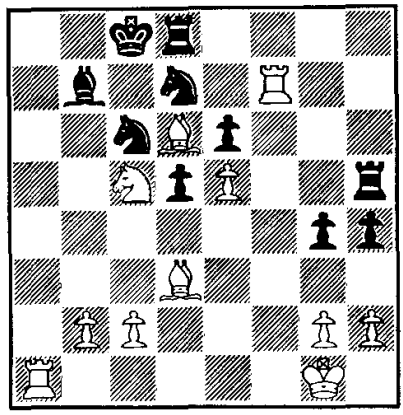
***1 . . .* N–K7ch *2* K–R1 BxP** (the simplest, threatening *3* . . . N–N6 mate) *3* **P–KR3 QxPch! *4* PxQ B–B3ch *5* K–R2 B–N6 mate.**

The Bishop, supported by a Knight, can deliver the final blow on the long diagonal.



Oraevsky–Bubnov (1926): ***1* . . . N–Q6! *2* QxQ BxPch *3* K–R1 NxR** and ***4* . . . B–N7 mate.**

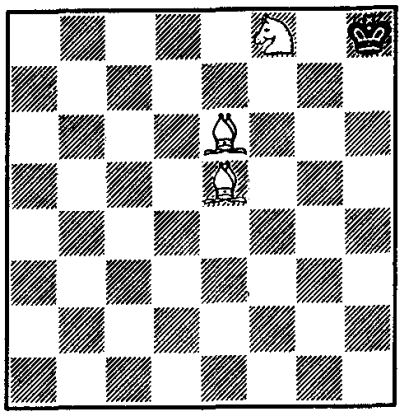
Under favorable circumstances, similar tactics can be undertaken on the Queenside.

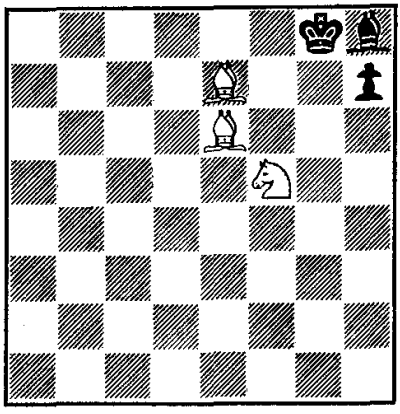


Jamison–Hungaabazar (1974): ***1* R–R8ch!**, and **Black resigns** (*1* . . . N/3–N1 *2* RxNch NxR *3* R–B7 mate or *1* . . . BxR *2* B–R6ch B–N2 *3* BxB mate).

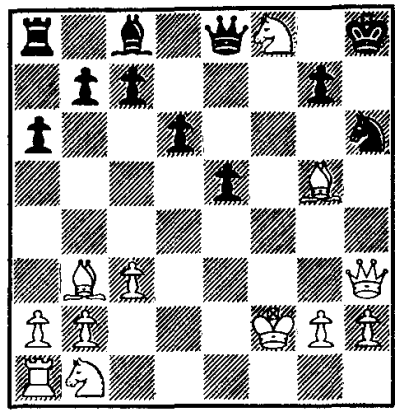
Far and Near

The long-range power of the Bishop allows it to carry out its mission without coming in contact with the opponent's King.



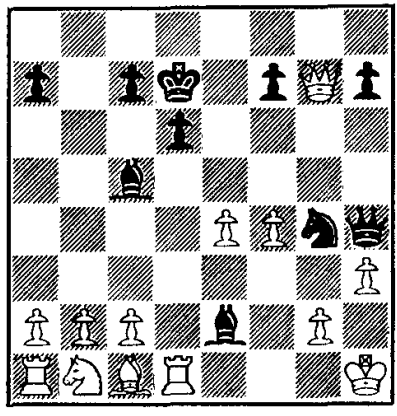


Here the Knight does not defend the Bishop which is mating but, in conjunction with the other Bishop, cuts off the enemy King's escape.



In Exner–Englund (1902) the White Queen is attacked, and inasmuch as *1* BxN does not work, White began to examine the move *1* **QxNch** and immediately found *1* . . . **PxQ 2 B–B6 mate.**

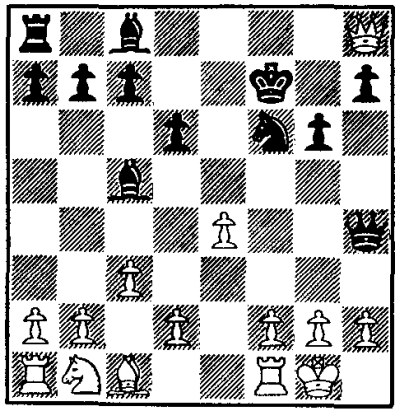
Gianni (Black) made use of the same tactic against Abraham (1923).



1 . . . **QxPch! 2 PxQ B–B6 mate.**

Let us now turn to the ending of NN–Blackburne (1880),

in which the famous English master brought his pieces into attacking positions with typical maneuvers.



***1* . . . N–N5 2 P–KR3 BxPch 3 K–R1.**

If the Black Queen did not have to defend its KR2, *3* . . . Q–N6 would be immediately decisive (*4* PxN Q–R5 mate). Blackburne therefore brings more pieces into the attack.

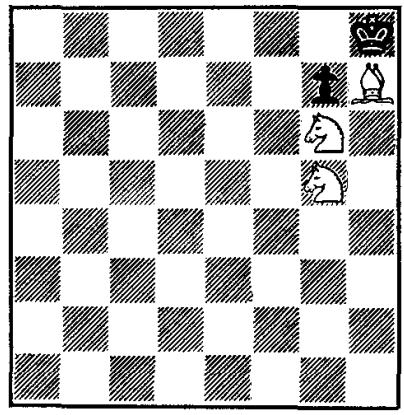
3 . . . B–KB4! *4* QxR.

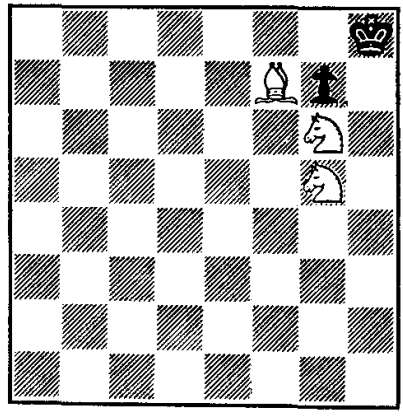
Now another tactical device is triggered.

***4* . . . QxPch! *5* PxQ BxP mate.**

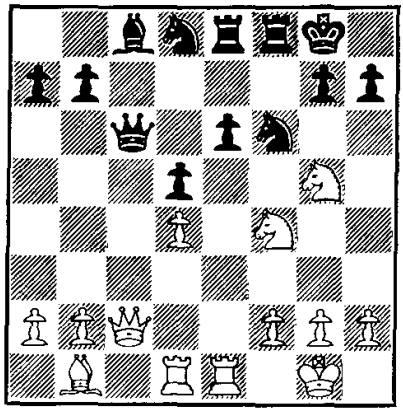
Straw Defense

Mating finales with three minor pieces only can come about when there is a general preponderance of strength in the attacking direction.



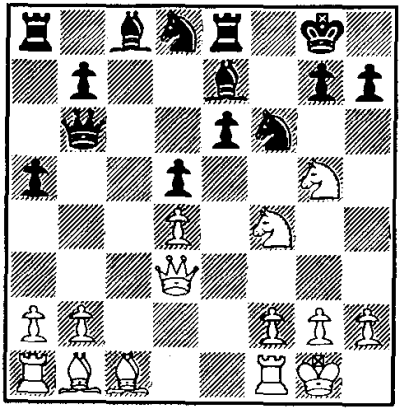


The tactics which lead to these finishes are rather standard.



Lombardy–Sherwin (1959): ***1* QxPch NxQ *2* BxNch K–R1 *3* N–N6 mate.** The King was forced into the corner where it met its end.

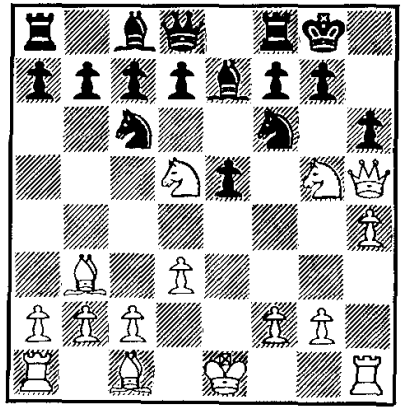
When the King has KB1 free, similar tactics are successful if K1 is blockaded.



Shashin–Dashkevich (1955): ***1* QxPch NxQ *2* BxNch** and regardless of where the King goes, the Knight mates from KN6.

The reader has undoubtedly noticed the typical piece placement in these situations: the "Queen-Bishop battery" is aimed at KR7, the Knights are on KB4 and KN5. These outward signs can serve as an important guide.

When the Bishop is on the QR2–KN8 diagonal, the course of attack changes.



Mieses–NN (1900): ***1* Q–N6!**

The main task is to deflect the KBP, to activate the double check.

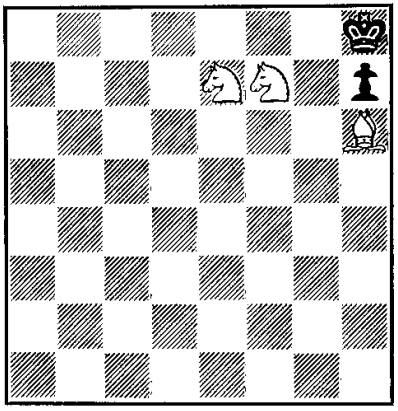
***1* . . . PxQ.**

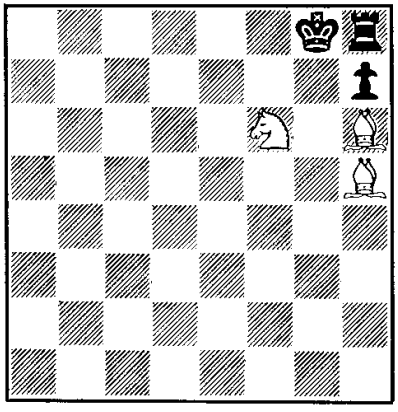
2 NxNch and *3* Q–R7 mate was threatened. *1* . . . PxN *2* PxP does not change things, as the KR assumes the role of the Knight on KN5.

2 NxBdbl ch K–R1 *3* N–N6 mate.

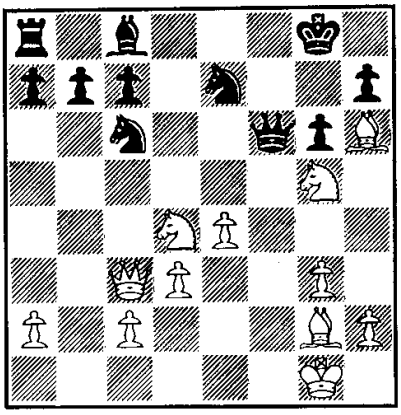
Knights, Knights . . .

Here are two more endings in which the Knight mates, of course with the help of allies.



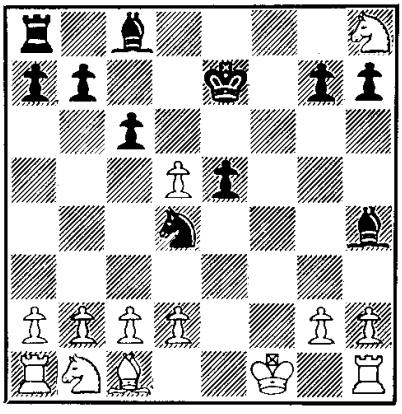


The fragility of the pin is seen once again in the ending of Soika–Kolta (1925).



***1* NxN! QxQ *2* NxNch K–R1 *3* N–B7 mate.**

Zaitsev (Black) against Aparts (1963) attacked rapidly on the Kingside.



***1* . . . B–R6!**

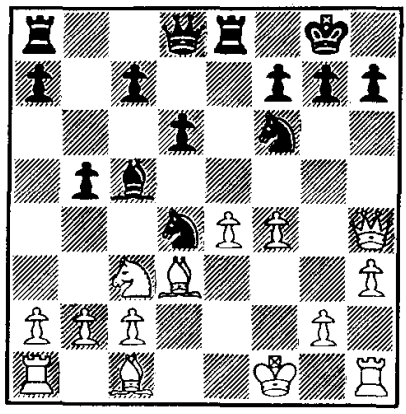
Black brings another piece into play with tempo. Impossible is 2 PxB in view of *2* . . . R–B1ch *3* K–N2 R–B7ch *4* K–N1 N–K7(B6) mate.

At the same time, the Bishop on R6 paralyzes the

KNP and KRP, fixing the entire Kingside.

2 N–B3 R–B1ch 3 K–N1 R–B7 4 P–Q3 RxPch 5 K–B1 R–N8dbl ch! 6 KxR N–B6 mate.

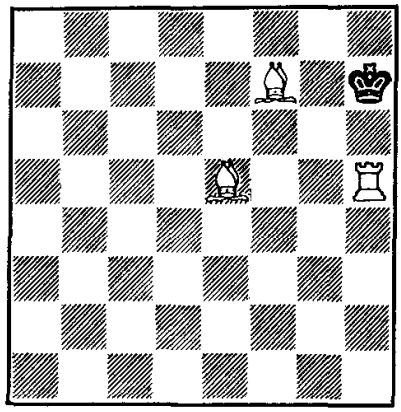
And, finally, an example of a double check becoming mate.

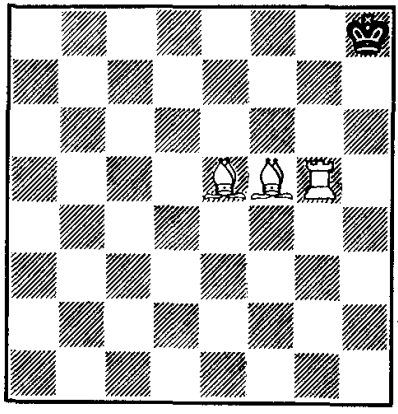


Bartushat–Hirsch (1935): ***1 . . . NxKP! 2 QxQ N–N6ch 3 K–N1 N–B6 mate!***

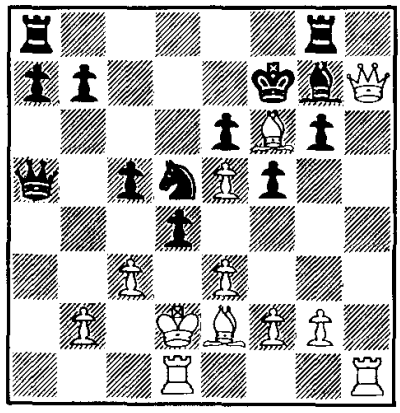
A Lassoed King

A Rook working with two Bishops can force the capitulation of the enemy King in a variety of situations.



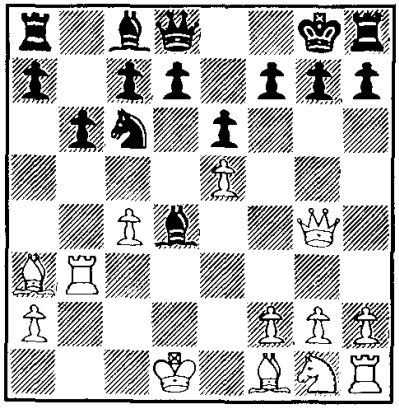


In the first instance the two Bishops operating on adjacent diagonals take away the King's flight squares as the Rook mates on the file, while in the second it is the Rook that has the supporting role.



In Somov–Levin (1972), White smoked the King out of shelter with an unexpected Queen sacrifice: *1* **QxPch! KxQ** *2* **B–R5ch K–R2** *3* **B–B7dis ch B–R3** *4* **RxBch KxR** *5* **R–R1 mate.**

The same idea in slightly different form was used by Alekhin against an unknown amateur (1933).

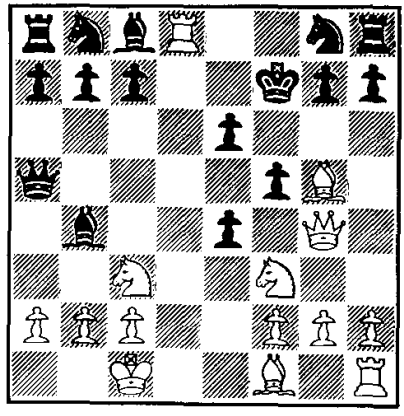


1 **QxPch! KxQ** *2* **R–N3ch K–R3** *3* **B–B1ch K–R4** *4* **B–K2ch K–R5** *5* **R–R3 mate.**

In both examples, the King was first deprived of its cover, and then it was driven to the edge of the board, where it met its end.

Where Does Disaster Lurk?

In a position from Kunin–Oxenhoit (1958), the Black King was in a difficult position but it was no simple matter finding the decisive continuation.

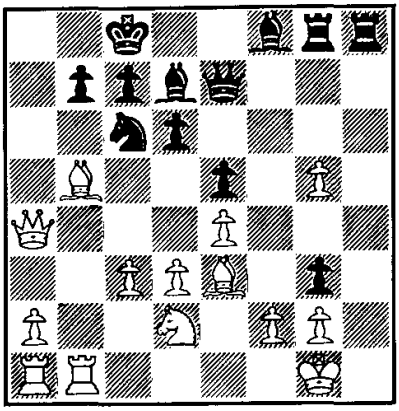


1 **B–N5!** (White threatens mate with the Knight on K5 and simultaneously brings the Bishop into the attack) *1* . . . **N–QB3** (it seems that Black has defended against the immediate threats and covers all critical squares) *2* **N–K5ch!** (this sacrifice leads to a forced

mate) **2 . . . NxN 3 B–K8ch K–B1 4 B–N6 mate.**

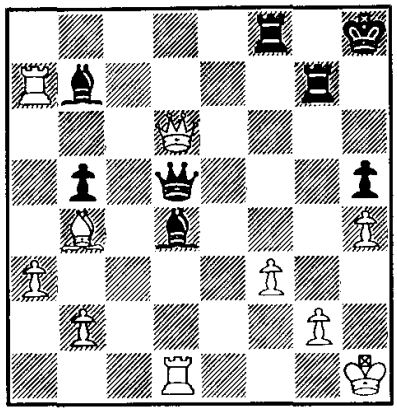
Raining Down Blows

In the next example, the Bishop overtakes the King in the corner.



Balogh–Gromer (1931): ***1* Q–R8ch N–N1 *2* QxPch!** (White cannot tarry; his own King is in danger) **2 . . . KxQ 3 BxBdis ch K–R1** (3 . . . K–R3 also leads to mate: *4* B–B8ch K–R4 *5* N–B4ch K–R5 *6* R–N4 mate) ***4* RxNch! KxR *5* R–N1ch K–R1 *6* B–B6 mate.**

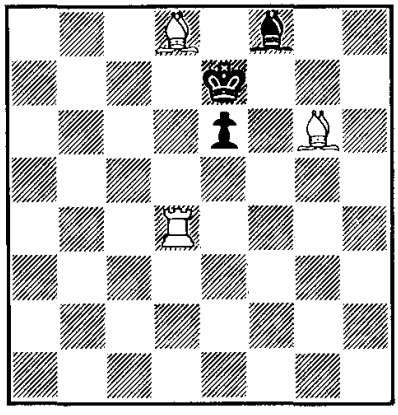
Vizantiadis (Black) against Sigurjonsson (1972) made fine use of his firepower.

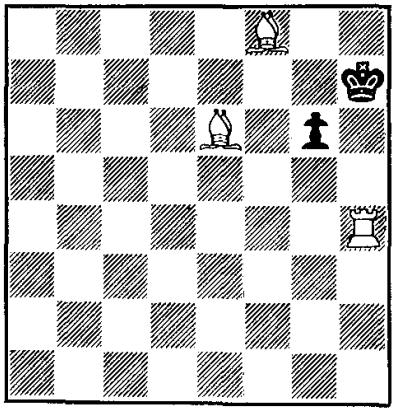


***1* . . . RxBP! *2* QxQ R–R6ch! *3* PxR BxQch *4* K–R2 B–K4 mate.**

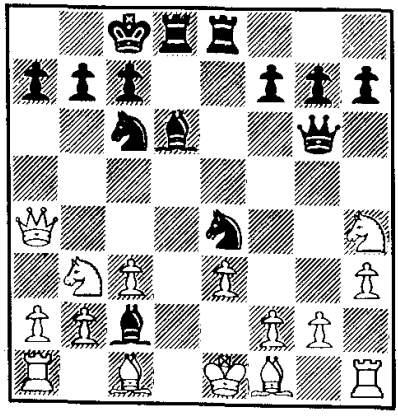
The Rook on Guard . . .

Let us look at two more types of mating positions with a Rook and two Bishops.





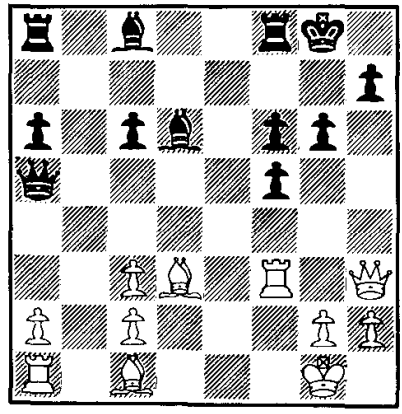
In the game NN–Sharle (1903) Black's preponderance in the center led to the decisive combination:



***1* . . . Q–N6! *2* PxQ BxPch *3* K–K2 B–Q8 mate.**

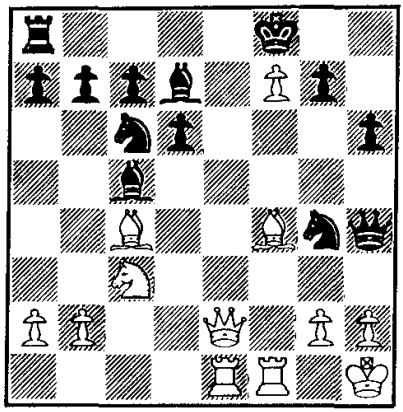
. . . *and in Ambush*

The roles were reversed in the mating finale of Varing–Ferscht (1962): the Rook administered mate after the Bishops had created a tight curtain of fire around the King.



***1* B–B4ch K–R1 *2* QxPch! KxQ *3* R–R3ch K–N2 *4* B–R6ch K–R2 *5* BxR mate.**

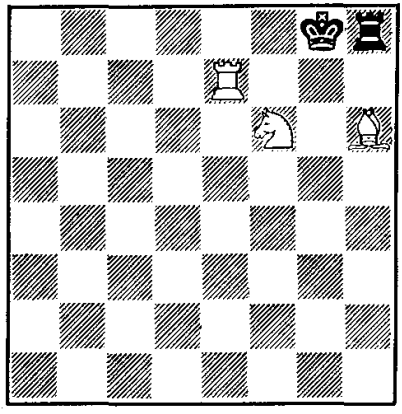
In this and previous examples we have seen how the Rook would lie in ambush behind one of the Bishops. At the decisive moment, the Bishop leaves its post, uncovering the Rook's path to the King. White used the same tactic in the following game.

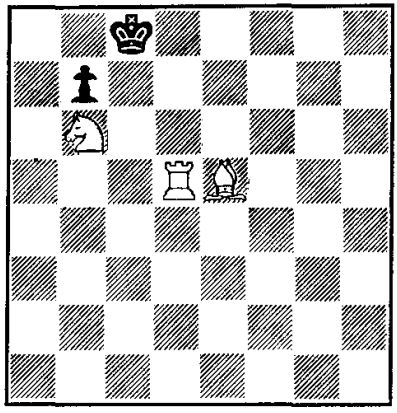


Charousek–NN (1896): *1* **Q–K8ch! RxQ 2 PxR/Qch BxQ 3 BxQP mate.**

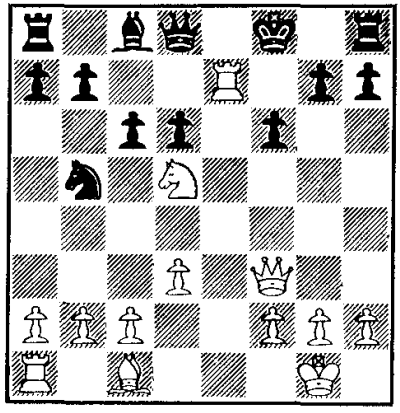
We Find It Everywhere!

Here are typical mating positions with Rook, Bishop, and Knight.



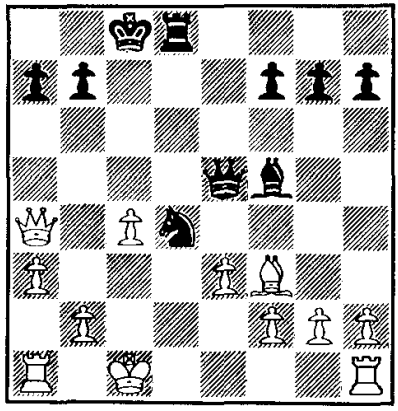


The Knight is the piece that administers mate, but the method of attack is determined in large part by the placement of the enemy King.



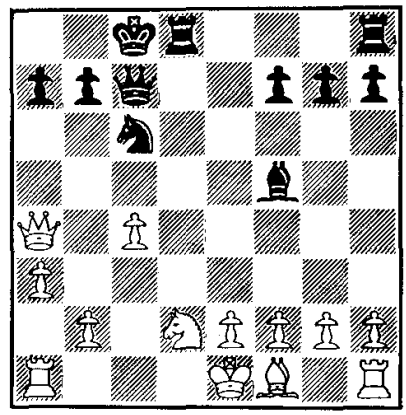
In Bachman–Frechtel (1887) White was attacking on the Kingside. By sacrificing his Queen, he ripped open the pawn cover and freed the entire complex of squares for his pieces: *1* **QxPch! PxQ 2 B–R6ch K–N1 3 NxP mate.**

When the King is on the Queenside, a Bishop, as we have noted more than once, on the KR2–QN8 diagonal plays a major role. It keeps the King on QB1, presenting the Knight with the honor of dealing the final blow.



In Spaner–Lorenz (1965) the White Queen is preventing the fatal Knight check on QN3. Black's task is to deflect it away from its control of this critical square.

1 . . . **Q–R4!**, and **White resigns.** On *2* QxQ there follows *2* . . . N–N6 mate. Other replies do not help: *2* Q–Q1 N–N6ch *3* QxN Q–Q7 mate.



Mues–Reinhardt (1935): *1* . . . **RxN! 2 KxR Q–K4.**

With the exchange sacrifice, Black lured the King out of hiding and will now surround it. *3* . . . QxNPch is threatened.

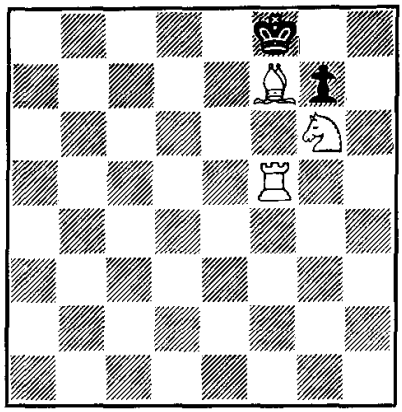
3 **Q–N5 R–Q1ch** *4* **K–B1.**

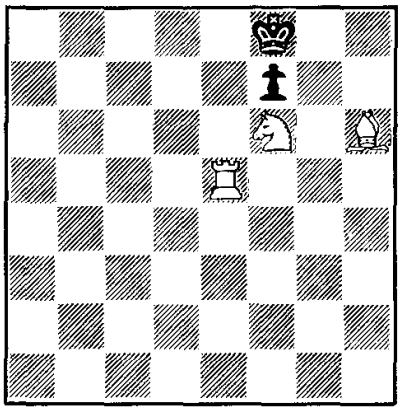
A familiar picture has arisen.

4 . . . **N–Q5!** and **White resigns** (*5* QxQ N–N6 mate or *5* Q–R4 Q–QR4; even if *5* Q–N4, possible is *5* . . . QxKP, followed by mate).

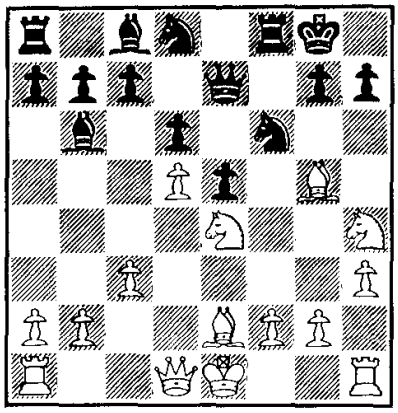
Amicable Children

Here are two mating positions; in the first, the Knight mates, in the second, the Bishop.



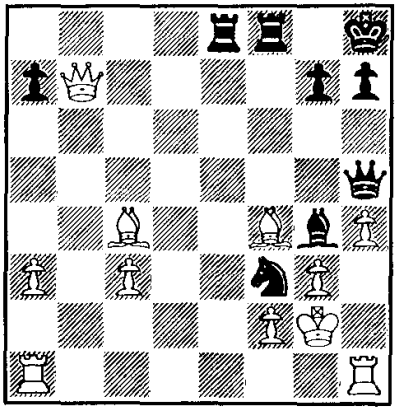


The Bishop on QN3 and the Rook on KB1, in Horwitz–Bledov (1837), created the necessary conditions for an assault on KB7.



***1 . . .* NxN! *2* BxQ BxPch *3* K–B1 N–N6 mate.**

The white-squared weakness in his opponent's position allowed Keller (Black) to break into Bard's King's mansion (1956).



***1 . . .* RxB! *2* PxR B–B4!**

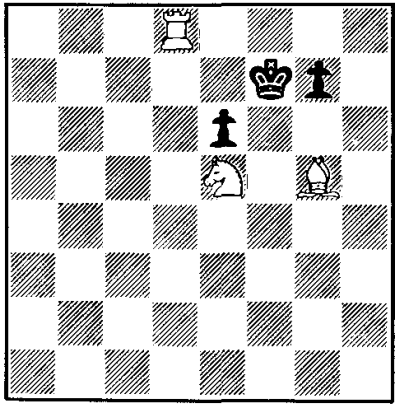
The Knight cannot be taken; *3 . . .* B–K5 is threatened. Black simultaneously frees KN5 for the Queen.

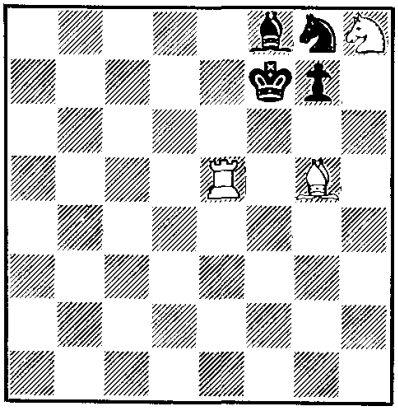
3 **Q–Q5** (offering to exchange, but Black is ready to

strike) 3 . . . **Q–N5ch** *4* **K–B1 Q–R6ch!** and **White resigns.**

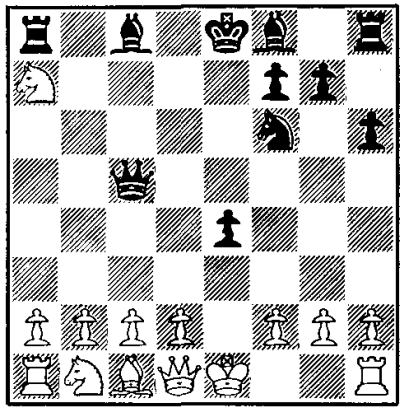
Opening Catastrophe

Under particularly favorable circumstances for the attacking side, the three pieces can mate even in the opening, when the King is still in the center.





Such situations arise, as a rule, when there is a heavy concentration of pieces in the center.



In Kuimin–Grob (1961), Black can reestablish material equality by taking the Knight on QR2. However, taking advantage of his lead in development, he initiates an attack on the uncastled King.

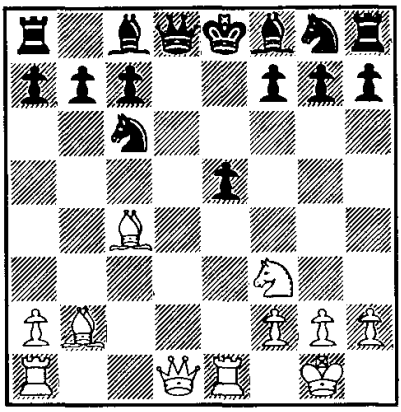
1 . . . **B–N5** *2* **P–Q4 PxPep** *3* **QxP R–Q1.**

Black has used the last three moves to bring more firepower to bear on the King.

4 **Q–K3ch.**

It seems as if White will save himself, since on *4* . . . B–K2 possible is *5* O–O. But Black does not need his Queen.

4 . . . **QxQch!** *5* **PxQ R–Q8ch** (otherwise *5* . . . R–Q8 mate) *6* **K–B2 N–K5 mate.**

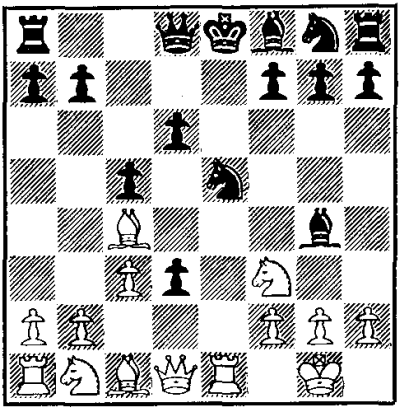


Dorasil–NN (1958): *1* **NxP!**

Although White is still down two pawns, he does not object to the exchange of Queens, having in mind one of the amusing, though typical, mating finales.

1 . . . **QxQ** *2* **BxPch K–K2** (*2* . . . K–Q1 *3* QRxQch B–Q3 *4* NxNch PxN *5* BxP) *3* **N–N6dbl ch! KxB** *4* **NxR mate.**

Here is the plan in somewhat more complicated form.



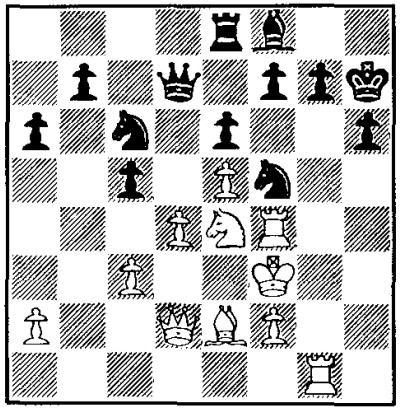
Potter–Methuse (1897): *1* **NxN!**

Along the lines of "Légal's mate," with the only difference that the Rook on K1 is already in the attack.

1 . . . **BxQ** *2* **B–N5ch K–K2** *3* **B–N5ch P–B3** *4* **N–N6dbl ch K–B2** *5* **NxR mate.**

For Dessert

The French grandmaster Rossolimo had a delightful combination in 1944 in a simultaneous exhibition.

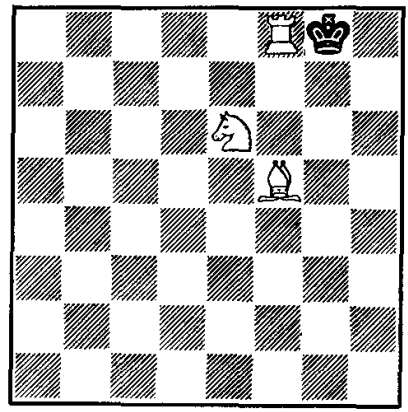


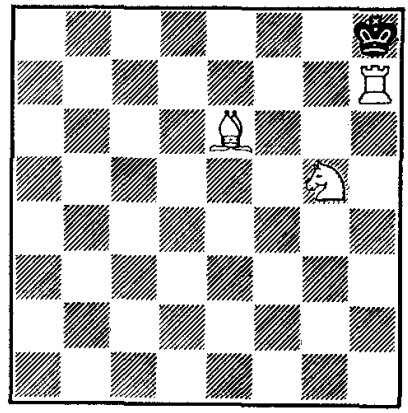
1 **RxN!** (the reason behind this is not yet quite clear, and that makes it even more interesting) *1* . . . **PxR** *2* **QxPch!! KxQ** (impossible of course is *2* . . . PxQ *3* N–B6ch and *4* R–N8 mate) *3* **R–R1ch K–N3**

(White has given up a good number of pieces, and the result is still not obvious) ***4* K–B4!!**

An absolutely unbelievable move. With the board full of pieces, the King plunges into the attack, taking away KN5 from its Black counterpart. White now threatens *5* B–R5ch K–R2 (3) *6* BxP mate.

***4* . . . R–K3** (so as to interpose the Rook in the last variation on KR3) ***5* R–R8!** and **Black resigns.** Now there is no defense to *6* B–R5 mate.

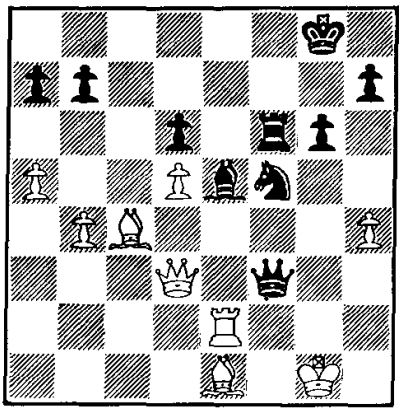




The tactics in Langeweg–Casa (1968) were based on a double check.

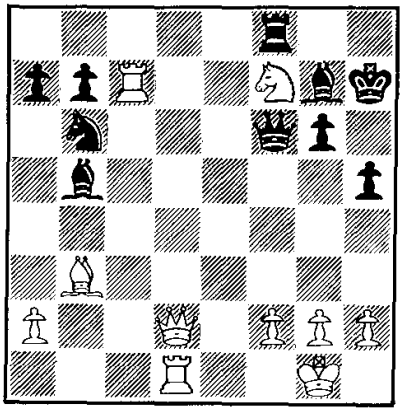
Linking Arms

A Rook, supported by a minor piece, can come into direct contact with the enemy King. The third piece is then able to restrict the King's escape.



1 . . . **Q–B8ch!** (deflection) *2* **KxQ N–K6dbl ch** *3* **K–N1 R–B8 mate.**

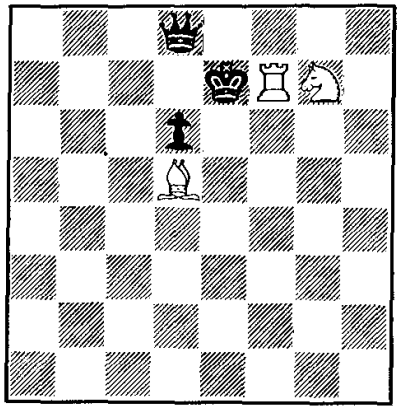
The same thing occurred in Kayaste–Nilsson (1957).

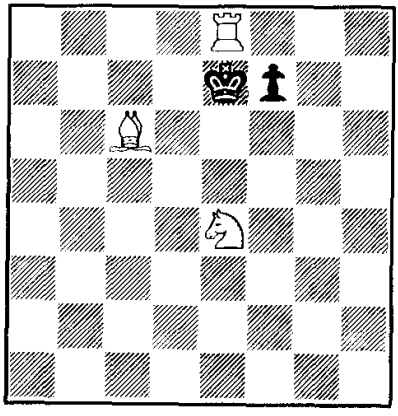


1 **Q–R6ch!** (diversion) *1* . . . **BxQ** *2* **N–N5ch K–R1** *3* **R–R7 mate.**

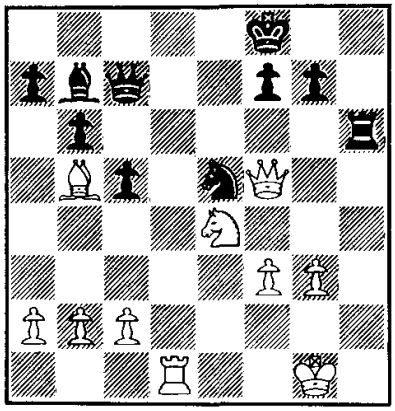
Study Motifs

The following positions are extremely striking, and they can occur both on the edge and in the center of the board.



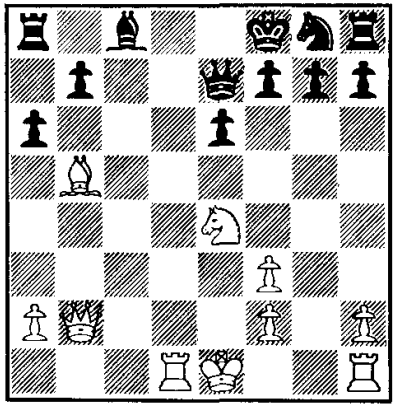


The tactics in King–Bedanian (1962) were along these lines.



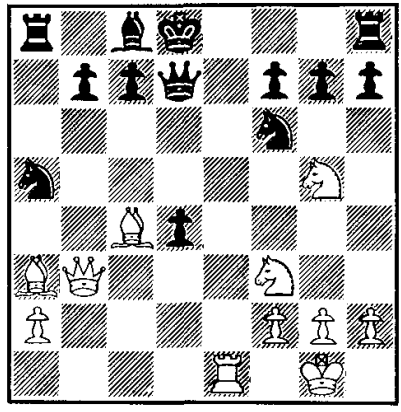
***1* QxN! QxQ *2* R–Q8ch K–K2 *3* R–K8 mate.** Very simple, but pretty, reminicent of studies.

Euwe (White) had the same finish in mind with his splendid move versus Benites (1948).



***1* Q–R3! P–KN3** (*1* . . . QxQ *2* R–Q8ch K–K2 *3* R–K8 mate; *1* . . . P–B3 *2* R–Q8ch K–B2 *3* B–K8ch K–B1 *4* B–N6 mate) ***2* R–Q8ch, Black resigns** (*2* . . . K–N2 *3* RxNch).

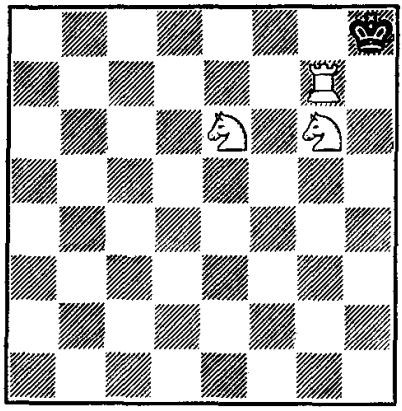
Arnoud de Rivière–Journoux (1848) had a fine finish.

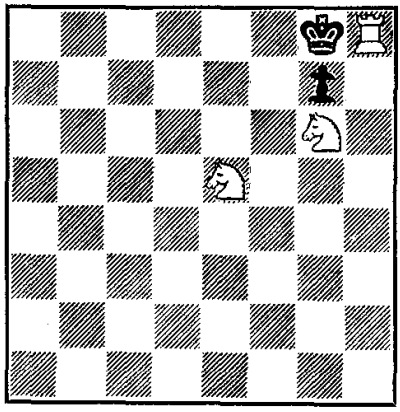


***1* N–K5! NxQ *2* N/KxPch QxN *3* NxQch K–Q2 *4* B–N5ch!** (an important move, forcing Black to blockade his own King) ***4* . . . P–B3 *5* R–K7 mate.**

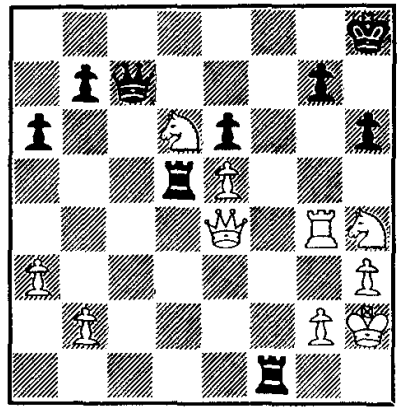
Drawn Swords!

Here is how a Rook cooperates with two Knights.



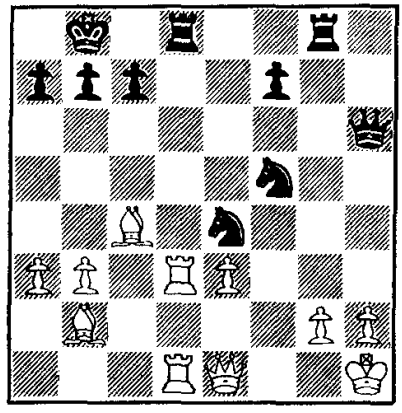


In Bronstein–Kottnauer (1946), White was down the exchange, but his Knights were very active.



1 **N–K8!, and Black resigns.** Bad is *1* . . . QxPch *2* QxQ RxQ *3* N–N6ch and on *1* . . . Q–N3 (threatening *2* . . . Q–N8ch) White forces a win with *2* Q–R7ch! KxQ *3* RxPch K–R1 *4* N–N6 mate.

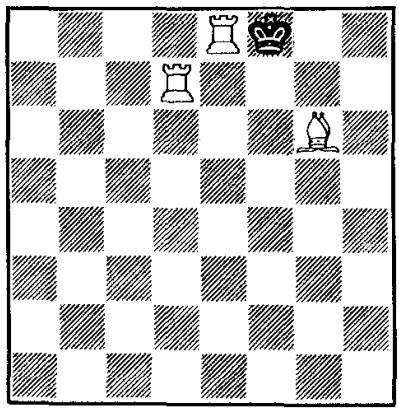
The tactics were simple in Kamyshov–Estrin (1951).

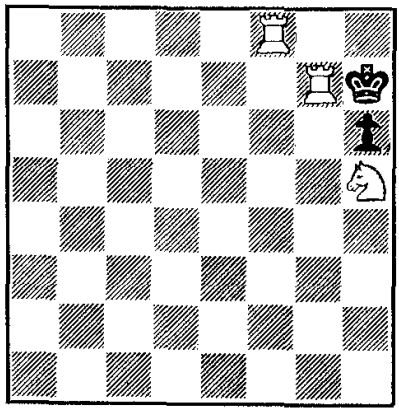


***1* . . . N/4–N6ch *2* K–N1 QxPch! *3* KxQ R–R1ch *4* BxR RxBch *5* K–N1 R–R8 mate.**

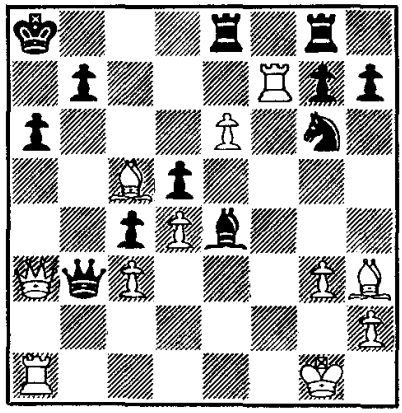
Enviable Directness

When the major pieces are aimed at the King's fortress, one must always be searching for destructive sacrifices. Two Rooks and a minor piece cooperate to form these types of mating finishes:

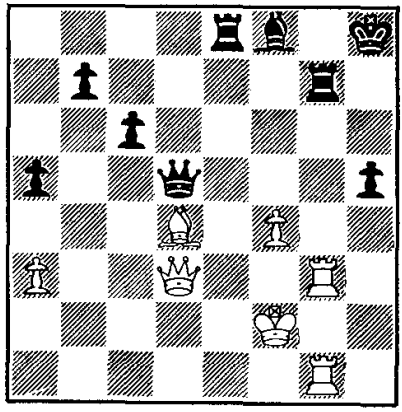




Durao (White) in his game with Olivera (1958) exposed the enemy King with a Queen sacrifice.



***1* QxPch! PxQ *2* RxPch K–N1 *3* B–Q6ch, Black resigns** (*3* . . . K–B1 *4* R–R8ch Q–N1 *5* RxQ mate).



In Mishto–Kloza (1955) Black played ***1* . . . B–B4**, depending on the Bishop pin. However, even under these

circumstances, it is still able to lend support to the doubled Rooks in the KN file.

2 Q–R7ch!

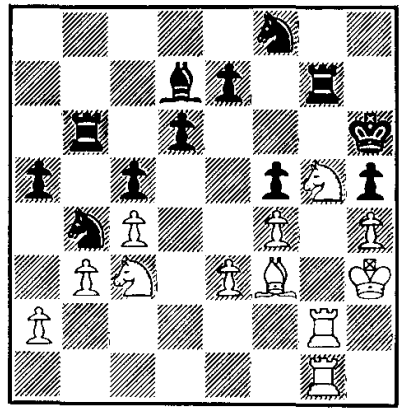
Deflecting the King, enabling the Rook to capture on N7 with check.

2 . . . KxQ 3 RxRch K–R1.

Impossible is *3* . . . K–R3 because of *4* R/1–N6 mate, but now White has a double check, allowing him to forcibly regroup the Rooks for the decisive finale.

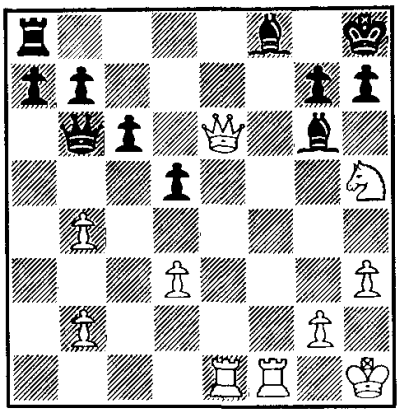
4 R–N8dbl ch K–R2 5 R/1–N7ch K–R3 6 R–N6ch K–R2 7 R/8–N7ch K–R1 8 R–R6 mate.

The finishes in the past few examples have essentially been lineal mates with two Rooks, one of which has been able to come into direct contact with the King, since it was defended by a Bishop. The same mating finale was Smyslov's goal as White against Magrin (1968).



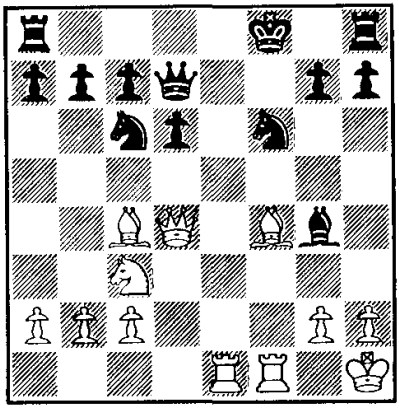
1 **N–B7ch!** (the square KN5 is cleared for the Rook with tempo) *1* . . . **RxN 2 R–N5 N–N3** (the only defense to *3* RxRP mate) **3 RxNch K–R2 4 R/6–N5 P–Q4** (Black opens the third rank for the Rook on QN3, so it can defend against *5* RxRPch) **5 NxP NxN 6 BxN R–B1 7 RxRPch R–R3 8 B–N8ch!** and **Black resigns.**

The Knight can also play a supporting role in lineal mates.



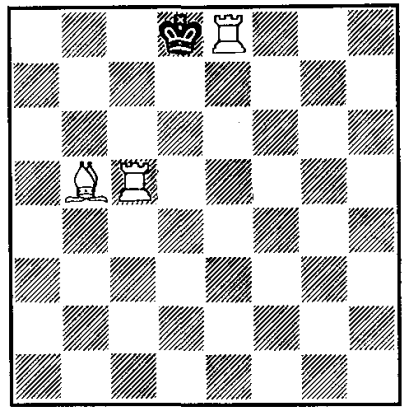
Sigurdsson–Kristiansson (1952): *1* **Q–K8! RxQ** *2* **RxR B–B2** (there is no other defense to 3 R/1xBch) *3* **RxB P–KR3** *4* **R/8xBch, Black resigns** (*4* . . . K–R2 *5* RxNP mate).

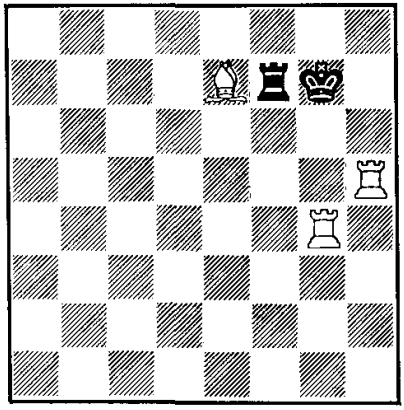
In the final position from Bard–Brown (1901), the Bishops complement the lineal mate, adding their own embellishments.



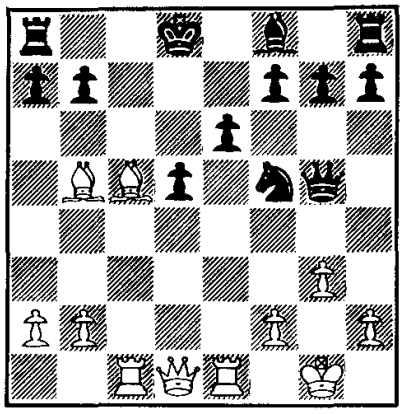
1 **QxNch! PxQ** *2* **B–R6ch Q–N2** *3* **RxP mate.**

Two more original final positions:

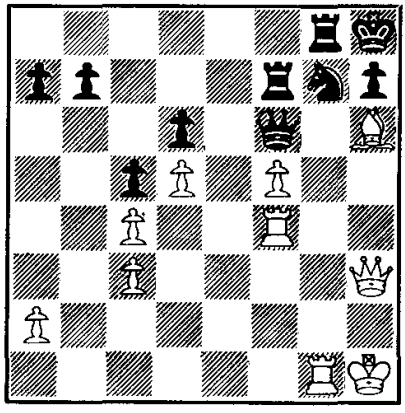




And two illustrations:



Fulds–Lang (1956): *1* **QxPch! PxQ** *2* **B–N6ch! PxB** *3* **R–K8 mate.**

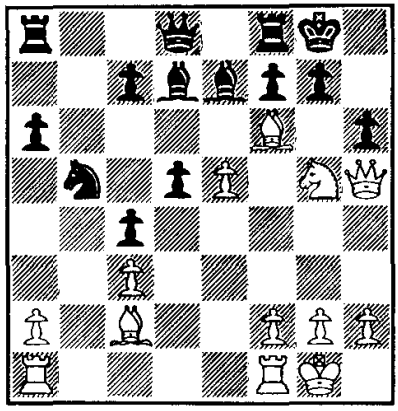


Besser–Haakert (1968): *1* **B–N5** *2* **Q–K4** *2* **QxPch! KxQ** *3* **R–R4ch N–R4** *4* **RxNch K–N2** *5* **B–K7ch, Black resigns.**

Solve It Yourself

237

Malmgren–Quadrado (1953)

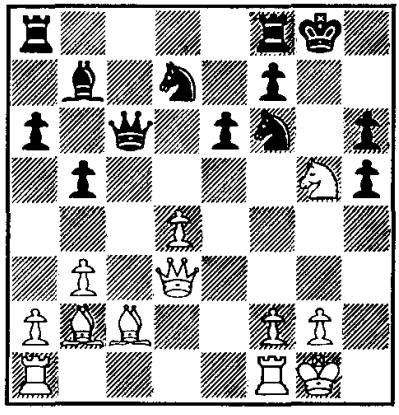


WHITE'S MOVE

The captain always leads the charge.

238

Gorshkov–Nikolaev (1973)

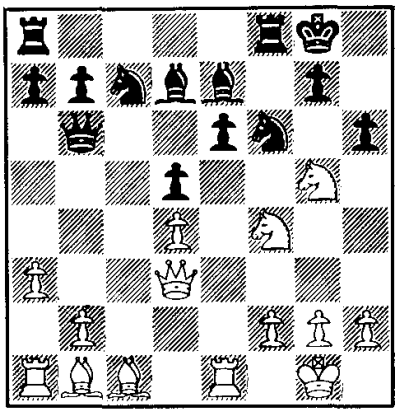


WHITE'S MOVE

How do we begin?

239

Zhelyandinov–Gusev (1967)

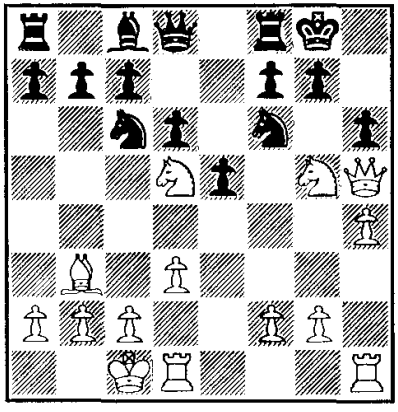


WHITE'S MOVE

Our Knights take the bit between their teeth. . .

240

Duncan–Siegheim (1920)

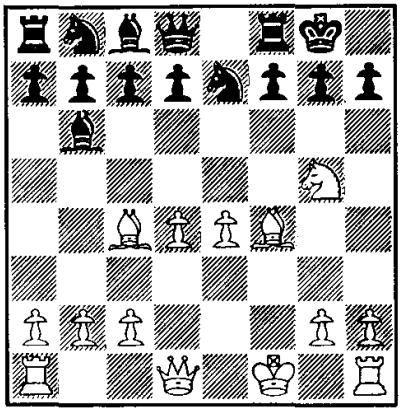


WHITE'S MOVE

Anything for a check!

241

Rudolph–NN (1912)

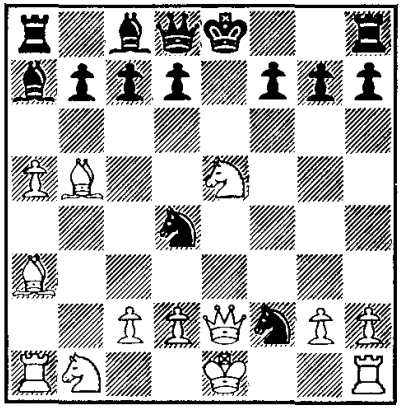


WHITE'S MOVE

Pianissimo and fortissimo.

242

Holms–Tenner (1942)

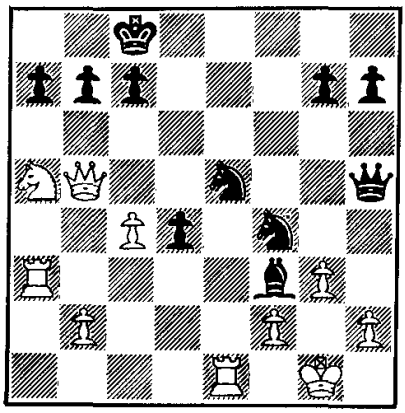


WHITE'S MOVE

Not one step back!

243

Emmerich–Moritz (1922)

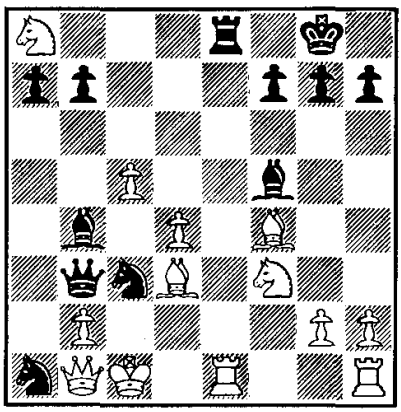


BLACK'S MOVE

Leapfrog.

244

Druganov–Panteleyev (1956)

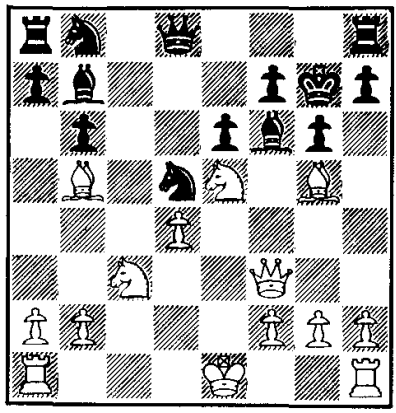


BLACK'S MOVE

1 . . . NxQ? 2 RxR mate. However . . .

245

Marcus–Toma (1937)

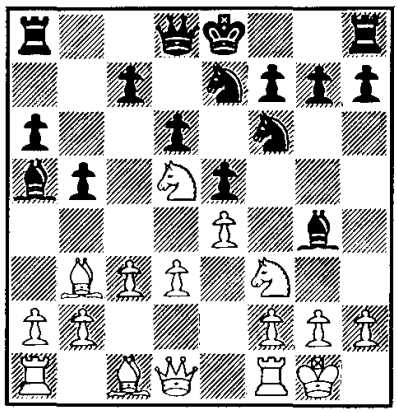


WHITE'S MOVE

1 B–R6ch! And now the unexpected.

246

Tarrasch–Chigorin (1893)

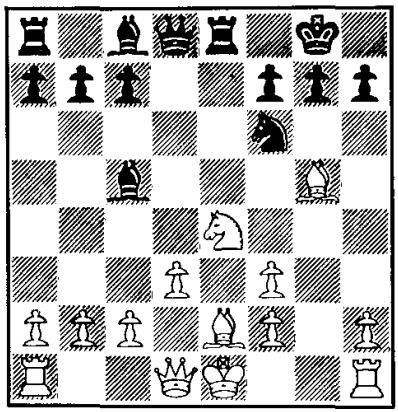


WHITE'S MOVE

Someone has blundered here.

247

Neiburg–Leyepin (1941)

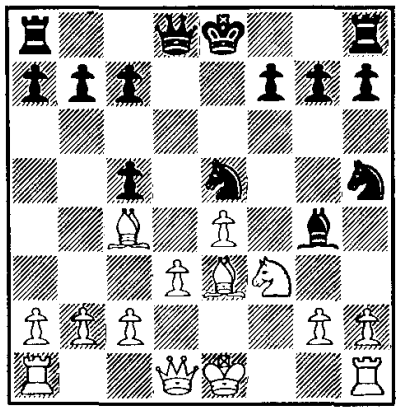


BLACK'S MOVE

History teaches us that history does not teach us anything.

248

Alekhin–Tenner (1911)

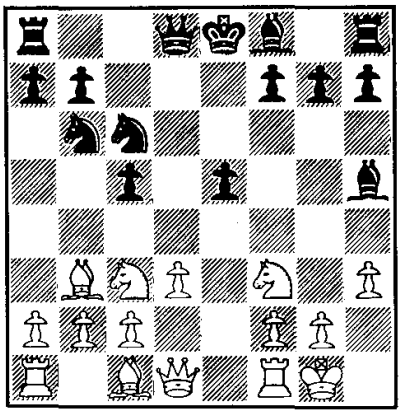


WHITE'S MOVE

You, of course, will begin with *1* NxN, but try to see the whole combination through to the end.

249

Huber–Lemke (1936)

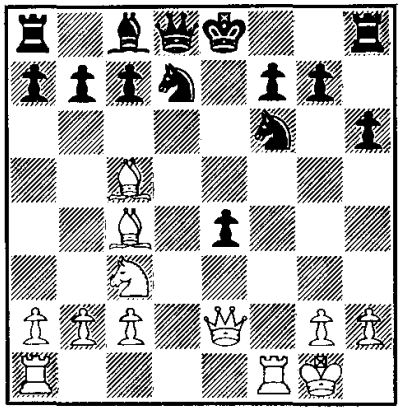


WHITE'S MOVE

An invitation to "dance."

250

Andersen–Schallop (1864)

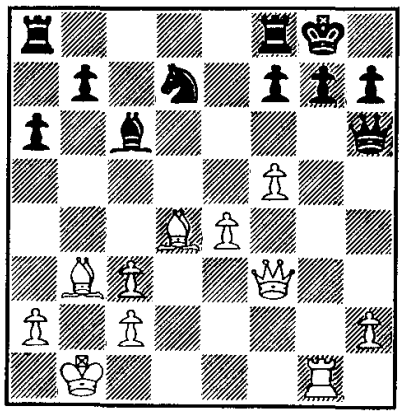


WHITE'S MOVE

The smile of genius.

251

Beni–Schwarzbach (1969)

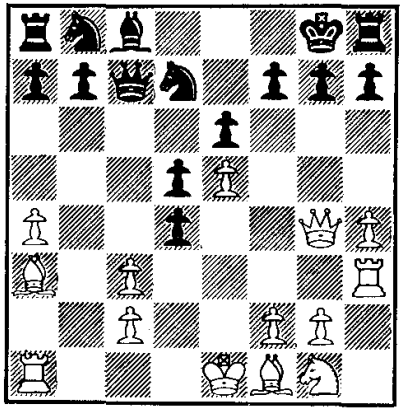


WHITE'S MOVE

1 RxPch QxR *2* BxQ.

252

Torber–Menke (1950)

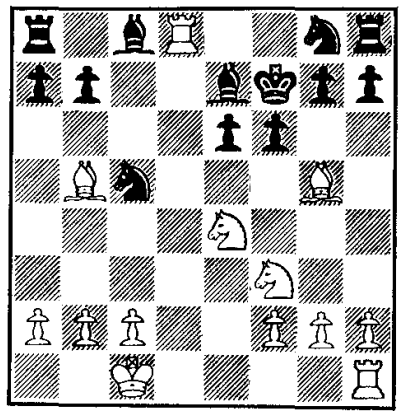


WHITE'S MOVE

Through the eye of the needle.

253

Plessy–Endzelins (1939)

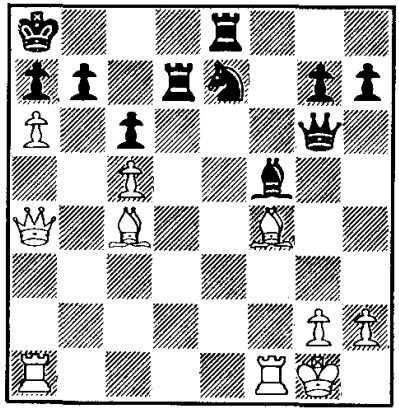


WHITE'S MOVE

The Knights are dying for action!

254

Kutior–Kozma (1959)

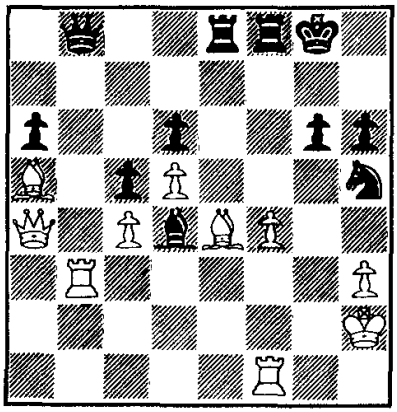


WHITE'S MOVE

The defense breaks like straw.

255

Velikov–Perlins (1972)

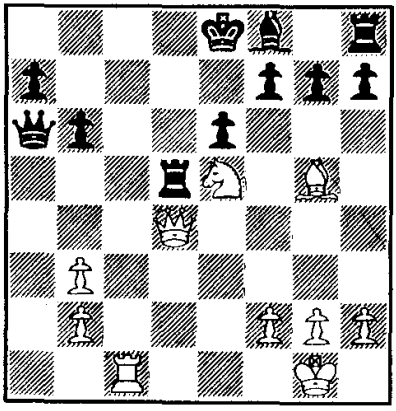


BLACK'S MOVE

Who will be the third?

256

Tal–Petrosyan (1975)

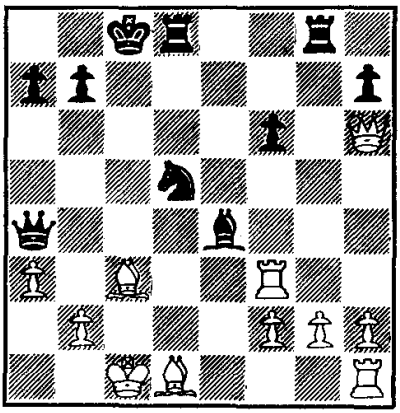


WHITE'S MOVE

A speed game, a timely godsend.

257

Lukovnikov–Alekseyev (1973)

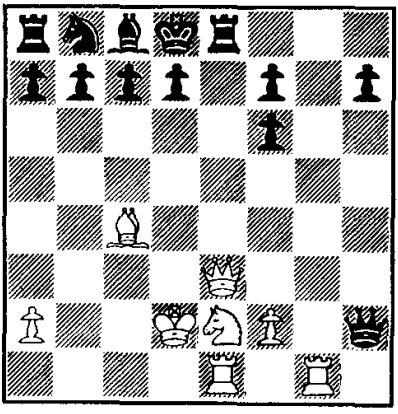


BLACK'S MOVE

Someone wants to break through somewhere . . .

258

Perlaska–Grassy (1907)

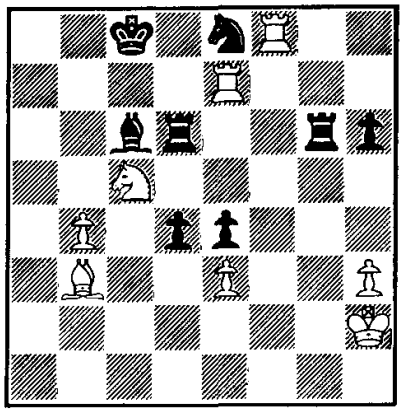


WHITE'S MOVE

Confusion in the land of Nod.

259

Kelner–Zagorovsky (1963)

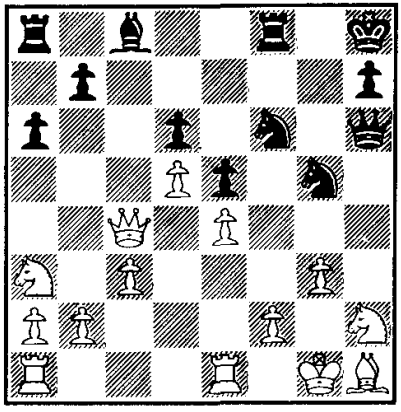


BLACK'S MOVE

What follows *1* . . . K–Q1?

260

Sanz–Franco (1962)

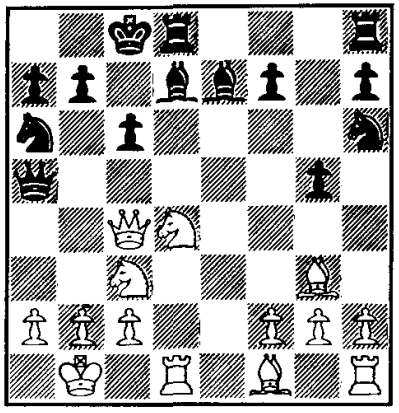


BLACK'S MOVE

A rude awakening.

261

Ryotv–Skuya (1971)

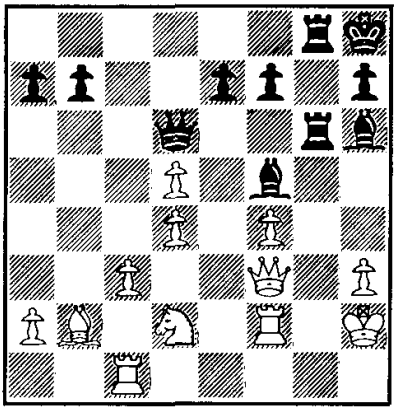


WHITE'S MOVE

Get right into it, but take heed: things are serious.

262

Relstab–Petrov (1937)

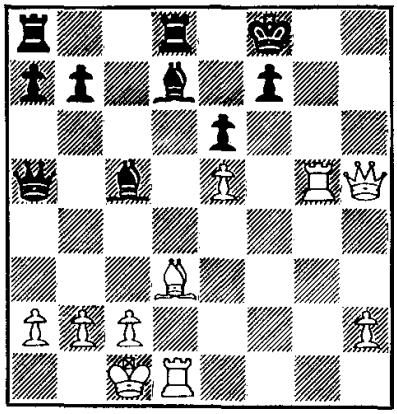


BLACK'S MOVE

Which point in White's position is the weakest?

263

Sikora–Chefranov (1963)

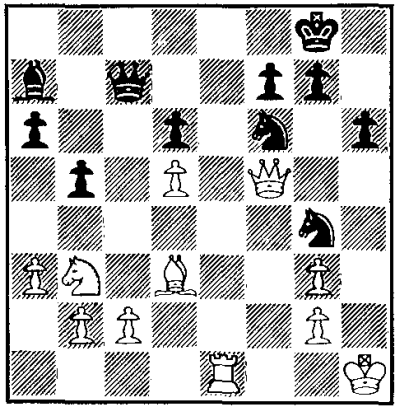


WHITE'S MOVE

You can't escape fate.

264

Alvarez–Karpov (1972)

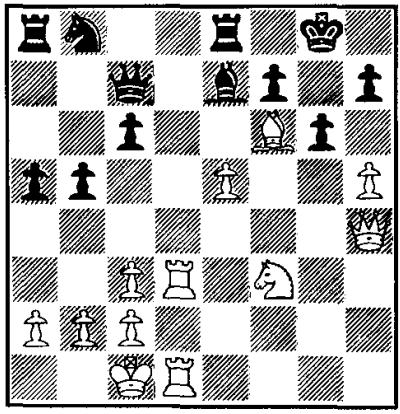


BLACK'S MOVE

The World Champion is not the only one who finds this easy.

265

Popova–Kasinova (1974)

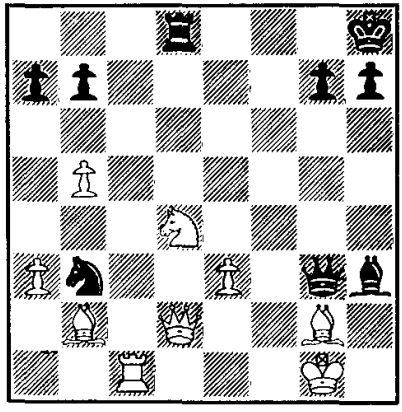


WHITE'S MOVE

If wives begin to make combinations . . .

266

Yudovic–Ragozin (1937)

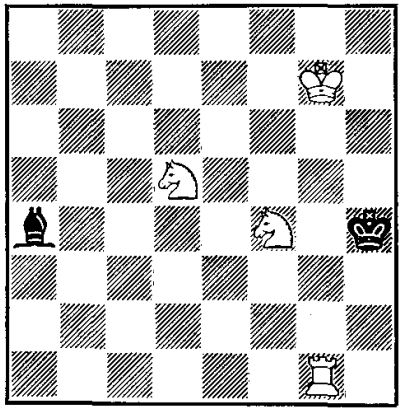


WHITE'S MOVE

He did not play *1* N–B5! What if he did?

267

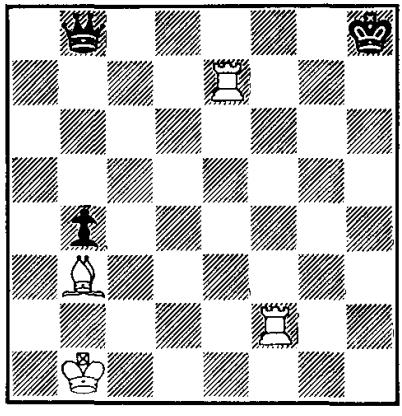
Masman (1935)



MATE IN THREE MOVES

268

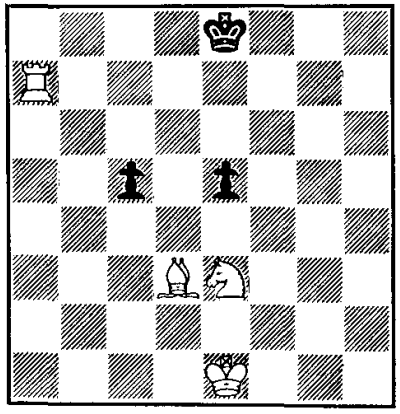
Wurtzburg (1941)



MATE IN THREE MOVES

269

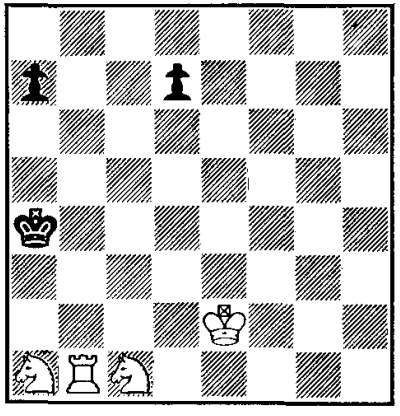
Lindgren (1967)



MATE IN FOUR MOVES

270

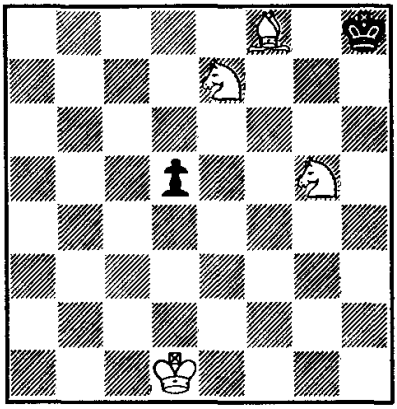
Mandler (1959)



MATE IN FOUR MOVES

271

Masman (1950)



MATE IN FOUR MOVES

Do-It-Yourself Solutions

I. The Rook

1. *1* . . . **R–N6!** and **White resigns.**
2. *1* . . . **Q–B7!** and **White resigns.**
3. *1* . . . **Q–B7!** and **White resigns.**
4. *1* . . . **B–R5! 2 QxB Q–N4!** and **Black resigns.**
5. *1* **B–R6! QxB 2 Q–N5;** and **Black resigns.**
6. *1* . . . **Q–KB5 2 K–N1? Q–Q5ch 3 K–R1 Q–B7!** and **White resigns.** On *4* R–KN1 or *4* Q–N5 there follows *4* . . . R–K8.
7. *1* **RxP? Q–B7** and Black wins. (In the game there was *1* . . . Q–QR3? *2* N–N3! and White maintained equality.)
8. *1* **Q–N4! R–Q1 2 R/5–Q5, Black resigns.**
9. *1* **B–K6!** and **Black resigns** (*1* . . . QBxB *2* Q–B8ch B–Q1 3 QxBch).
10. *1* **QxP!** and **Black resigns** (*1* . . . RxQ *2* R–B8ch N–N1 *3* RxNch KxR *4* R–K8 mate or *1* . . . R–K1 *2* QxN).
11. *1* **RxN? Q–B3!!**—a very pretty move, diverting the Queen or Rook from its defense of KB1. **White resigns,** since he loses the exchange.
12. *1* . . . **R/QxR 2 QxR P–KR3!** and **White resigns** (*3* . . . RxQ is threatened, and if the Queen retreats, *3* . . . Q–B8ch). If *3* Q–K2, then of course, *3* . . . QxQ.
13. *1* . . . **Q–Q2! 2 R–Q3 QxR! *3* PxQ R–N7** and Black won.
14. *1* . . . **Q–B5!** and **White resigns.** Chigorin not only knew how to win prettily, but also lose prettily.
15. *1* **BxPch! RxB 2 Q–K8ch! KxQ *3* R–N8ch, Black resigns.**

16. *1* **R–Q8ch! QxR** *2* **QxP** (threatening mate on N7) *2* . . . **Q–Q2** *3* **Q–R8ch KxQ** *4* **R–B8 mate.** "In the corner pocket."

17. Black has either the epaulette mate or the win of the Queen: *1* . . . **R–N1ch** *2* **K–R6 QxRPch** *3* **R–R5 Q–Q7ch!** *4* **QxQ R–N3 mate!**

II. The Bishop

18. *1* **K–B3! P–N8/Q** *2* **N–B2ch QxNch** *3* **KxQ mate** or *1* . . . **P–N8/Nch** *2* **K–B2dis ch N–B6** *3* **BxN mate.**

19. *1* **RxP! QxR** *2* **QxNch! QxQ** *3* **P–B7 mate.**

20. *1* **K–N4 Q–N8ch** *2* **K–B5?? Q–N3ch!** *3* **QxQ B–K3 mate.**

21. *1* . . . **RxN!** *2* **RxR R–B6ch!** and **White resigns** (*3* PxR B–B8 mate).

22. If *1* **QxN,** *1* . . . **Q–N8ch** *2* **K–N3 Q–B7ch** *3* **K–N4 QxPch** *4* **B–N3 P–R4ch** *5* **K–R4.** Are there no more checks? Yes! *5* . . . **Q–K5ch!!** *6* **QxQ B–B3 mate.** One must be extremely sharp tactically to be able to foresee and avoid such a far-sighted combination.

23. White has a great material advantage. But the Black QRP is moving irresistibly to queen. How can it be stopped?

1 **N–B6!**

This move wins an important tempo, since, in view of the threats 2 N–N4ch or 2 NxP, the Knight must be taken.

1 . . . **KxN** *2* **B–B6 K–Q4.**

On *2* . . . K–B4 there follows, of course, *3* B–K7ch. One is getting the impression that White is only worsening his position, since the QRP is still not being held back.

3 **P–Q3!! P–R7** *4* **P–B4ch! K–B4.**

Naturally, not *4* . . . PxPep *5* BxP, with an easy win for White.

5 **K–N7!!**

The crowning point! On *5* . . . P–R8/Q, White mates in the very center of the board, *6* B–K7 mate, and after *5* . . . K–N5 or

5 . . . K–Q3 *6* BxP, Black can quietly resign. And so it happened, in six moves. But what moves!

III. The Knight

24. ***1* R–K8ch B–Q1 *2* RxBch! RxR *3* N–B7ch K–N1 *4* N–R6dis ch K–R1 *5* Q–N8ch RxQ *6* N–B7 mate.**

25. ***1* . . . BxPch *2* RxB** (*2* K–R1 N–N6ch *3* PxN Q–R4 mate) ***2* . . . Q–B8ch *3* R–B1 Q–K6ch *4* K–R1 N–B7ch *5* K–N1 N–R6dbl ch *6* K–R1 Q–N8ch *7* RxQ N–B7 mate.**

26. ***1* R–R6!** and **Black resigns** (*1* . . . QxR *2* N–B7 mate).

27. ***1* N–Q8! RxPch** (Desperation; if *1* . . . QxQ, then *2* R–K8ch Q–N1 *3* N–B7 mate) ***2* KxR Q–N3ch *3* R–N3, Black resigns.**

28. ***1* RxB! QxR *2* N–N5 Q–N3 *3* RxPch QxR *4* N–B7 mate.**

29. ***1* . . . P–N3 *2* PxP PxP *3* QxP? QxP!** and **White resigns.** White cannot hold his KB2 without great loss (*4* Q–K3 P–B5!).

30. ***1* KxN Q–R8 *2* P–R3!!** (the most difficult move, whose reason becomes clear later) ***2* . . . Q–R7 *3* P–R4 Q–R8 *4* P–R5 Q–R7 *5* P–R6 Q–R8 *6* P–R7 Q–R7 *7* P–R8/N!** (the pawn has noticeably gained weight) ***7* . . . Q–R8 *8* N–B7 Q–R7 *9* N–Q8 Q–R8 *10* N–K6 Q–R7 *11* NxP Q–R8 *12* N–K4 Q–R7 *13* N–Q6 Q–R8 *14* NxP Q–R7 *15* N–R5 Q–R8** (it now becomes clear why *2* P–R3! had to be played instead of *2* P–R4: in the latter instance the Queen would be on R7 with a draw, since the Knight cannot win a tempo) ***16* NxR mate.**

Note that the sequence of pawn captures cannot be changed. For example: *8* N–N6 Q–R7 *9* N–K5 Q–R8 *10* NxP/B4? Q–R7 *11* N–R5 P–B5 ("losing" a tempo) *12* NxP Q–R8 *13* N–R5 Q–R7, Draw.

31. ***1* B–B6!** *(Zugzwang)* ***1* . . . PxB *2* K–B8 P–B4 *3* N–B7 mate.**

32. ***1* N–B5!** (but not *1* N–Q4? P–K7ch *2* NxP N–B8! *3* N–Q4

N–K6ch *4* K–Q2 N–B8ch etc.) ***1 . . . P–K7ch 2 K–Q2 N–B8ch 3 K–B1! KxR 4 N–Q3 mate.***

33. ***1 N–N5ch K–R3 2 R–R8ch! BxR 3 K–N8 N–Q3 4 KxB*** *(Zugzwang)* and ***5 N–B7 mate.***

34. ***1 N–N3ch K–R7 2 R–Q1 R–R5 3 R–R1ch! BxR 4 N–B1 mate.***

35. Instead of *1* N–N5? White wins with the unexpected ***1 N–R8!*** and mate with the Knight on KN6 is unavoidable.

36. ***1 . . . R–B4? 2 RxP R–B5?***—the pin is illusory: ***3 N–Q5!, Black resigns,*** as he loses the exchange (*3* . . . R–B2, otherwise *4* N–K7 mate), which is tantamount to losing the game.

37. ***1 . . . K–N8!*** and **White resigns**—mate with the Knight on B2 cannot be stopped.

38. ***1 . . . K–B8! 2 RxN N–N5*** (also possible is *2* . . . N–Q8) and **White resigns.** Quality, not quantity is important!

IV. The Queen

39. ***1 RxPch!***, and **Black resigns.**

40. ***1 . . . QxKP? 2 Q–R6!***, and **Black resigns** (*2* . . . QxN *3* R–Q8ch BxR *4* Q–B8 mate).

41. ***1 R–Q5!***, and **Black resigns** (*1* . . . QxR *2* R–K8ch RxR *3* QxR mate).

42. ***1 Q–K5ch K–B1*** (*1* . . . K–R3 *2* Q–B4ch) ***2 Q–B6!*** and **Black resigns.** There is only one defense to mate on B2, taking the White Rook, but then the Queen mates on R8.

43. This problem is composed around the theme of *Zugzwang*, and therefore Black must be on the move in the same position: ***1 Q–B6 K–N5 2 Q–B8 K–N4 3 Q–B7 K–N5 4 Q–B6 K–R4 5 Q–N7 !*** (the deed is done and the rest follows easily) ***5 . . . K–R5 6 Q–N6 K–R6 7 Q–R5 mate.*** An extremely typical Queen maneuver.

44. ***1 N–B6ch, Black resigns.*** (*1* . . . K–R1 *2* NxQP).

45. ***1 R–R8ch!*** (on *1* Q–R5 RxP, the Black King escapes to B1) ***1 . . . BxR 2 Q–R5, Black resigns.***

46. *1* **R–N8!** and **Black resigns** (*1* . . . QxR *2* QxRP).

47. *1* . . . **R–B7!** *2* **Q–R1** (*2* QxNP RxNch) *2* . . . **RxNch** *3* **KxR Q–Q8ch, White resigns** (*3* K–N2 Q–B6ch).

48. *1* **R–R7ch!** and **Black resigns.** (*1* . . . KxR *2* Q–R2ch).

49. *1* . . . **R–K6ch!** and **White resigns.**

50. *1* . . . **R–B8ch!** (clearing the seventh rank, since impossible is *2* RxR because of *2* . . . QxQ) *2* **QxR RxPch!** *3* **K–N1 R–R8ch** (deflecting the King to the QR file) *4* **KxR Q–R1ch** (a very long move!) *5* **K–N1 Q–R7 mate.**

51. *1* . . . **N–N6ch!** *2* **PxN PxPdis ch** *3* **N–R3 RxNch!** *4* **PxR Q–B7, White resigns.**

52. *1* . . . **B–K6ch!** *2* **BxB N–B7!** *3* **BxN** (*3* . . . Q–Q8ch was threatened; Black has sacrificed two pieces to divert the Bishop from the KR3–QB8 diagonal) *3* . . . **Q–Q7ch** *4* **K–N1 Q–Q8ch** *5* **K–R2 QxP mate.**

53. *1* **P–N4ch K–R5** *2* **B–R6!** (Black must take the Bishop, since mate on KR2 was threatened, but now the Queen is diverted onto a square which blockades its own King) *2* . . . **QxB** *3* **Q–R2ch K–N4** *4* **Q–Q2ch! N–B5** (the blockade is completed) *5* **Q–Q2 mate.**

V. The Pawn

54. *1* **R–B4ch! K–R4** *2* **R–R4ch! PxR** *3* **P–N4 mate.**

55. *1* **N–Q8! RxR** *2* **N–B3ch K–N5** *3* **K–Q4.** The Black Rook is trapped, and White has further limited the mobility of the other Black pieces. Now two variations are possible:

(a) *3* . . . **P–Q3** *4* **NxR KxN** *5* **K–B4 P–N4ch** *6* **K–B3 P–N5ch** *7* **K–B4 P–N6** *8* **PxP mate;**

(b) *3* . . . **P–N4** *4* **N–K4! P–Q3** *5* **N–B5 PxNch** *6* **K–Q3 P–B5ch** *7* **K–Q4 P–B6** *8* **PxP mate.** A pawn mates in both cases.

56. *1* **N–N6ch K–B3!** (the best defense; if *1* . . . NxN *2* BxN P–R5, then 3 K–N6 P–R6 *4* B–N1 K–B3 *5* K–N5 K–N4 *6* K–N4 K–N5 7 KxP K–N6 8 B–Q4) *2* **NxN K–N4** (now White must lose one of his attacking pieces) *3* **B–B3! KxN** *4* **K–K6! P–R5** *5* **K–Q5**

P–R6 (otherwise the King catches the pawn) *6* **K–B4! P–R7** *7* **B–N4 P–R8/Q** (but White has already constructed his mating net) *8* **P–N3 mate.**

57. Here White weaves the mating net before a Black Queen appears on the board: *1* **K–B6** (without the threat of *2* RxP mate). Now there are two possible variations: (a) *1* . . . **P–R3** *2* **RxPch P–N4** *3* **R–Q4 P–N8/Q** *4* **R–R4ch PxR** *5* **P–N4 mate;** (b) *1* . . . **K–R3** *2* **P–N4 P–N4** *3* **P–R4 PxP** *4* **RxQP** and any move by Black—*5* **R–R5ch** and *6* **P–N5 mate.**

VI. Two Rooks

58. *1* **R–QB1!** (White wins the Queen, since impossible is *1* . . . QxQ because of *2* RxR mate) *1* . . . **R–B3** *2* **RxQ R/3xR** *3* **RxQRP, Black resigns.**

59. *1* . . . **Q–Pch!** and **White resigns.** (*2* QxQ R/3–B7 mate).

60. *1* **RxPch! KxR** *2* **Q–R3ch K–N2** *3* **Q–N3ch K–R2** *4* **Q–R4ch K–N2** *5* **Q–N5ch K–R2** *6* **R–Q3** (only now, when the King has been driven back into the Rook file and the Queen cannot prevent the Rook access to the third rank) and **Black resigns.**

61. *1* **N–B6ch PxN** *2* **R–N1ch K–R2** *3* **Q–KB2ch, Black resigns.**

62. *1* . . . **NxB** (the Rook is deflected from the first rank) *2* **RxN R–B8ch,** and **White resigns** (*3* K–R2 N–N5ch!).

63. *1* **R–Q1ch! K–B2** *2* **R–B3ch K–N3** *3* **R–N1ch R–N7** (otherwise *4* R–R3 mate) *4* **R–N3ch RxR/3** *5* **RxRch and** *6* **KxR.** *1* R–Q3ch? does not win: *1* . . . K–B2 *2* R–B1ch K–N3 *3* R–N3ch K–R4 *4* R–R1ch R–R7 *5* R–R3ch RxR/3 6 RxRch K–N5.

64. *1* **Q–R1! QxQ** *2* **RxQ and** *3* **K–N2 mate;** *1* . . . Q–K8ch *2* K–N2; *1* . . . Q–KN5(3) *2* RxQ; *1* . . . Q–K7ch *2* RxQ; *1* . . . Q–Q6ch *2* K–N2dis ch.

65. *1* **N–B6ch! PxN** *2* **BxPch KxB** (*2* . . . K–N2 *3* Q–N3ch K–R1 *4* Q–R3) *3* **Q–R3ch K–N3** *4* **R–N3 mate.**

66. *1* **BxPch! KxB** *2* **R–R3ch K–N1** *3* **BxP, Black resigns.** He

could have played on: *3* . . . P–B3 *4* B–R6 Q–R2 *5* Q–R5! B–B1 *6* Q–N4ch K–R1 *7* BxB, only not with Alekhin!

67. *1* **RxN! RxR *2* N–B6ch K–R1** (*2* . . . PxN *3* QxPch K–R2 *4* Q–R5ch and *5* R–N1 mate) ***3* QxP P–N3 *4* P–R5, Black resigns.**

68. *1* **R–QB3! PxR *2* Q–KN1 mate;** *1* . . . NxR *2* Q–N2 mate; *1* . . . B–R6 (B5) *2* RxB (R–R3) mate.

69. The Queen!—*1* **B–N!** and **Black resigns** (*1* . . . PxB *2* PxP, and the threat of *3* Q–R8 mate decides).

70. *1* **B–K7!** and White won: *1* . . . **N–Q2** (*1* . . . RxB *2* R–Q8ch) *2* **BxB RxB *3* BxN R–Q1 *4* R3–Q3.**

71. *1* . . . **Q–N8ch!!**—What a pretty move: *2* RxQ N–B7 mate or 2 KxQ R/3xPch 3 K–R1 RxPch *4* K–N1 R/N–N7 mate.

72. *1* **R–KB5 B–B4 *2* P–Q4 BxP *3* RxB K–N2 *4* R–N4ch K–R6 *5* R–N8 K–R5 *6* R–B7;** *1* . . . **B–N2ch 2 K–R7 B–Q5 *3* RxB K–N7 *4* R–N4ch K–R6 *5* R–N7(8) K–R5 *6* R–B6 (K–R6).**

73. *1* **Q–B6!** and **Black resigns** (*1* . . . QxQ *2* PxQ K–N1 *3* R/1–R1).

74. *1* **R–R8 Q–K2** (*1* . . . K–Q2 *2* QxNPch! RxQ 3 RxR mate) **2 QxBPch! Q–B2** (*2* . . . PxQ *3* R/8xRch K–Q2 *4* R/1–N7 mate) *3* **RxP!** and **Black resigns.**

75. *1* . . . **BxNP!** (similar combinations usually begin with a sacrifice on R7) *2* **KxB Q–N5ch *3* K–R1 Q–B6ch *4* K–N1 BxPch! *5* KxB R–Q4** and **White resigns.**

76. *1* . . . **NxBPch! *2* RxN B–N7ch! *3* RxB R–K8ch** and **White resigns.**

77. *1* **B–B5!** and **Black resigns.**

78. *1* . . . **B–B4ch! *2* RxB** and only now *2* . . . **P–B6!** and **White resigns.**

79. *1* **Q–B3 QxQ *2* R–QR4 mate.**

80. *1* **R–QB7** (depriving the Bishop of the opportunity of coming to defend via KB5) *1* . . . **K–N1 *2* R–K7** (now preventing a defense via KN4 and QR6) *2* . . . **any *3* R–N8 mate.**

81. *1* **R–QB2!** (closing the diagonal to the Bishop on N3 after *1* . . . P–K6) *1* . . . **K–N8 *2* R–Q2 K–B8 *3* R–K2 B–N6ch *4* K–N2dis ch.**

82. White maneuvers so as to, first of all, deprive the Black Queen of operating space and secondly, drive it to any other square along the back rank: *1* **R–R7ch** (if *1* R–KB7 immediately, then *1* . . . Q–Q3 and Black keeps the two critical squares QN1 and KB1 under control) *1* . . . **K–N1** *2* **R/R–K7 K–R1** *3* **R/N–B7!** (the idea behind this move is shown in the variation *3* . . . Q–KN1 *4* K–B1 and the Black Queen cannot get to QB5) *3* . . . **K–N1** *4* **R–QR7 K–R1** *5* **R–KB7** (now the Queen is forced to make do for itself on the first rank) *5* . . . **Q–K1ch** *6* **K–B2 K–N1** (*6* . . . Q–KN1 *7* R/R–K7) *7* **R–N7ch K–B1** *8* **R–KR7 K–N1** *9* **R/QR–N7ch K–B1** *10* **R–R8ch** and White wins.

83. The same idea is present here, as in Prokesh's study (No. 63), with an added White pawn: *1* **P–B7 K–N2** *2* **P–B8/Qch KxQ** *3* **R–B1ch K–N2** *4* **R–N2ch K–R3** *5* **R–R1ch R–R6** *6* **R/N–R2 R–B6ch** *7* **K–N4 R–N6ch** *8* **K–R4** and White wins a Rook.

VIII. Queen and Bishop

84. *1* **N–B6ch! PxN** (*1* . . . NxN *2* PxN Q–Q3 *3* BxPch KxB *4* Q–R5ch K–N1 *5* Q–N5) *2* **Q–N4ch K–R1** *3* **Q–R4, Black resigns.**

85. *1* **RxN! R–R8ch** *2* **K–N2 PxR** *3* **Q–K8ch K–N2** *4* **Q–K7ch K–N1** *5* **B–R7ch K–R1** *6* **B–N6, Black resigns.**

86. *1* **B–N7ch! KxB** *2* **RxPch KxR** *3* **QxPch, Black resigns.**

87. *1* . . . **RxN!** *2* **PxR RxPch!** *3* **K–R1 R–R7ch, White resigns.**

88. *1* **R–B8ch! BxR** *2* **Q–K8ch R–B1** *3* **RxPch! KxR** *4* **Q–N6ch K–R1** *5* **Q–R7 mate.**

89. The Queen tries to gain access to the seventh rank: *1* **NxN BxN** *2* **RxB! PxR** (now the lines are clear) *3* **Q–N3ch K–R1** (*3* . . . K–B2 *4* Q–B7ch K–K1 *5* Q–Q7 mate) *4* **Q–B7, Black resigns.**

90. *1* . . . **B–N8ch!** *2* **QxB N–N5ch!** *3* **PxN Q–R3ch** *4* **B–R4 QxB mate.**

91. *1* . . . **Q–Q7!** and **White resigns.**

92. After *1* **B–R8!** there is only *1* . . . **Q–Q3ch** *2* **K–B2. Black resigns.**

93. *1* **B–Q6!** and **Black resigns** (*1* . . . RxB *2* R–B8ch R–Q1 *3* RxRch QxR *4* QxP mate).

94. *1* **RxPch! KxR** *2* **B–B8mate.**

95. *1* **RxP! KxR** *2* **B–B4ch K–B1** *3* **R–B1ch B–B3** *4* **RxBch PxR** *5* **Q–N8ch K–K2** *6* **Q–K6ch K–B1** *7* **QxPch, Black resigns.**

96. *1* . . . **NxN** *2* **PxN P–B5!** *3* **BxBP** (*3* B–B5 Q–B3 or *4* B–K4 P–B4) *3* . . . **Q–R5, White resigns.**

97. *1* . . . **R–N6!** *2* **QxR B–R5!, White resigns** (*3* QxB Q–K6ch).

98. *1* **BxP! RxN** (if *1* . . . QxB, then *2* RxBch! KxR, and now the Black Queen will be taken with check—*3* NxQch; also bad is *1* . . . PxB *2* QxP and the threats *3* QxB mate and *3* R–R8 mate are irresistible) *2* **R–R8ch!** and **Black resigns** (*2* . . . BxR *3* QxPch).

99. *1* . . . **P–N4?** *2* **R–K8!** and **Black resigns.**

100. *1* . . . **N–N6ch** *2* **PxN B–N7ch** (a double check!) *3* **KxB QxPch, White resigns.**

101. *1* **BxP!** and **Black resigns.**

102. *1* **P–N4 N–Q5?** *2* **RxP! QxR** *3* **BxN, Black resigns.**

103. *1* **BxPch KxB** *2* **P–N8/Qch! RxQ** *3* **Q–R5 mate.**

104. *1* . . . **NxP?** *2* **Q–R5ch K–N1** *3* **Q–K5!** and **Black resigns.**

105. *1* **R–B7? R–K8ch** *2* **K–R2 R–R8ch!** and **White resigns.** (*3* KxR Q–R6ch).

106. *1* **BxPch! KxB** *2* **RxR BxR** *3* **R–R4ch, Black resigns** (*3* . . . K–N1 *4* R–R8ch! KxR *5* Q–R6ch!).

107. *1* **B–N6 and** *2* **Q–B3(ch).**

108. The Knight: *1* . . . **Q–Q3** *2* **N–N5 Q–B3!** and **White resigns.**

109. *1* **P–Q6! QxB** *2* **B–B8!** and **Black resigns.**

110. *1* **N–B6ch! PxN** *2* **BxN QxB** *3* **Q–N4ch K–R1** *4* **Q–R4 BxPch** *5* **K–R1** (*5* KxB? Q–B2ch and *6* . . . P–B4). **Black resigns.**

111. *1* **RxN! KxR** *2* **R–K6ch K–N2** *3* **RxNPch! PxR** *4* **QxPch**

K–B1 *5* **Q–R6ch K–B2** *6* **B–N6ch K–B3** *7* **B–R7dis ch K–K4** *8* **Q–N7ch K–B5** *9* **Q–N3 mate.**

112. *1* **RxKRP! PxR** *2* **R–N5ch!** and **Black resigns.**

113. *1* . . . **R–B7ch!** *2* **KxR QxRPch** *3* **K–B1 Q–R6ch, Black resigns.**

114. *1* **RxPch KxR** *2* **BxPch K–N1** *3* **B–R5dis ch K–R2** *4* **Q–N6ch K–R1** *5* **Q–B6ch!** and **Black resigns.** (*5* . . . K–R2 *6* B–N6ch K–R3 *7* B–B7dis ch K–R2 *8* Q–N6ch K–R1 *9* Q–R6 mate).

115. Black had a win with *1* . . . **Q–K8!** *2* **QxRch K–B2** and there is no defense to *3* . . . **N–N5ch** *4* **PxN Q–R5 mate** or *3* . . . **B–N8ch** *4* **K–R1 B–B7dis ch** *5* **K–R2 Q–N8 mate.** If *3* B–K3, then *3* . . . N–N5ch *4* PxN Q–R5ch *5* K–N1 BxBch and *6* . . . Q–B7 mate.

116. *1* **P–K7 B–B1** *2* **Q–R8ch! KxQ** *3* **PxB/Q mate.**

117. Creating mating threats with each move, White surprisingly is able to trap the Black Queen: *1* **Q–QR1ch K–R2** *2* **Q–N1ch K–R1** *3* **Q–N2ch K–R2** *4* **Q–B2ch K–R1** *5* **Q–B3ch K–R2** *6* **Q–Q3ch K–R1** *7* **Q–R3ch!** (forcing the Black Bishop to vacate the first rank, since impossible is *7* . . . Q–R2 because of *8* Q–B3ch) *7* . . . **B–R2** *8* **Q–B3ch K–N1** *9* **Q–B8!** (now the Bishop threatens to deliver a discovered check on B5, and on *9* . . . Q–KB2, White mates with *10* B–R6ch) *9* . . . **K–B2** (the King takes the last square which was available for his Queen) ***10*** **B–B5!** and the Queen is trapped.

VIII. The Queen and Knight

118. *1* **B–N7!** (very subtle), **Black resigns.**

119. *1* **P–KN4 Q–QBP** *2* **R–R8ch!** and **Black resigns.**

120. *1* **N–N5!** and **Black resigns.**

121. *1* **R–K8!** and **Black resigns.**

122. *1* **RxB RxR** *2* **RxNch RxR** *3* **NxR, Black resigns.**

123. *1* . . . **B–R7ch** *2* **K–R1 B–N8!** and **Black resigns.**

124. *1* . . . **BxPch!** *2* **KxB Q–R4ch** *3* **K–N1 RxR, Black resigns** (*4* NxR N–K7ch).

125. *1* **N–K7ch K–N2** *2* **RxPch PxR** *3* **QxPch, Black resigns** (*3* . . . K–R1 *4* Q–R6 mate).

126. *1* . . . **Q–B3?** *2* **NxP QxP** *3* **BxPch! K–R1** (*3* . . . KxB *4* Q–R5ch K–N1 5 N–K7 mate) *4* **Q–R5, Black resigns.**

127. **1 RxN! BxR** *2* **Q–N4, Black resigns** (mate on N2 and *3* . . . N–R3ch is threatened).

128. *1* . . . **NxN!** *2* **QxRch K–B2** *3* **QxR Q–N4, White resigns.**

129. *1* **RxPch! KxR** *2* **Q–N3ch, Black resigns.** The variations: *2* . . . K–B3 *3* N–N4ch; *2* . . . K–B1(R1) *3* N–N6ch (in both cases the Queen is lost); *2* . . . K–R2 *3* Q–N6ch K–R1 *4* N–B7 mate.

130. *1* **RxNch! QxR** *2* **BxPch RxB** *3* **QxRP mate.**

131. *1* **P–Q6! Q–B1** (*1* . . . NxB *2* R–K7! NxR *3* Q–B6ch) *2* **R–K8!** and **Black resigns** (*2* . . . QxQ *3* RxR mate or *2* . . . QxR *3* N–B6!).

132. *1* **N–R5! PxN** *2* **N–K6! PxN** *3* **R–N5ch K–B2** *4* **Q–N6 mate.** Also possible is *1* R–K6! PxR *2* QxPch K–R1 *3* N–R5 with unstoppable mate.

133. *1* **NxKRP! N–B4** (*1* . . . BxN *2* N–Q8!) *2* **RxN BxR** *3* **N–K7, Black resigns** (*3* . . . BxN *4* Q–B6 mate).

134. White has no waiting move. The solution: *1* **Q–K5!**

135. *1* **N–R8! K–Q3** *2* **K–Q4 K–B3** *3* **Q–Q5 mate.**

136. *1* **Q–N3ch K–R8** (*1* . . . K–B8 *2* N–Q7ch) *2* **Q–R3ch!** (but not *2* N–B7ch? QxN *3* QxQ—stalemate) *2* . . . **Q–R7** *3* **N–N3ch K–N8** *4* **Q–B1 mate.**

137. *1* **Q–R5ch K–N1** *2* **Q–N6ch K–R1** *3* **N–N5!** (threatening 4 N–B7 mate) *3* . . . **Q–N2** (now the Black Queen has an extremely poor position crowding its own King and giving rise to the possibility of a fork, and this is the motif which directs the further course of the struggle) *4* **Q–Q8ch Q–N1** *5* **Q–Q5ch Q–N2** *6* **Q–R2ch B–R5.**

Black delays immediate disaster with the Bishop sacrifice: *6*

. . . **K–N1** *7* **Q–N8ch Q–B1** *8* **Q–N3ch! K–R1** (*8* . . . K–N2 *9* N–Q6ch) *9* **Q–R3ch K–N1** (*9* . . . K–N2 *10* N–Q6ch) *10* **Q–R7 mate.**

7 **QxBch K–N1** *8* **Q–B4ch K–R1** *9* **Q–B8ch Q–N1** *10* **Q–B3ch Q–N2** *11* **Q–R3ch K–N1** *12* **Q–B8ch Q–B1** (the Black Queen has been forced to take up the most unfavorable position, as noted earlier) *13* **Q–B4ch K–R1** *14* **Q–R4ch K–N1** *15* **Q–R7 mate.**

IX. Rook and Bishop

138. *1* **QxBch!** and **Black resigns** (*1* . . . KxQ *2* R–N3ch)

139. *1* **B–K7 QxQ** (*1* . . . N–B3 *2* RxQ) *2* **RxR mate.**

140. *1* **Q–R3ch Q–K2** (*1* . . . K–N1 *2* BxPch). But now Black's Queen is pinned—*2* **B–B6!** and **Black resigns.**

141. *1* **QxPch KxQ** *2* **B–B8dis ch, Black resigns.**

142. *1* **Q–B8ch! KxQ** *2* **B–R6ch, Black resigns.**

143. *1* . . . **Q–B7ch!** *2* **RxQ N–N6ch!** and **White resigns.**

144. *1* . . . **Q–K8ch!** *2* **QxQ B–K6ch** *3* **QxB R–B8 mate.** Browne overlooked this possibility, although he won the game.

145. *1* . . . **Q–B3?** *2* **RxR! QxQ** *3* **R–Q8ch B–B1** *4* **B–R6, Black resigns.**

146. *1* . . . **N–K5?** *2* **B–K6!** and **Black resigns.**

147. *1* **Q–R8ch!** and **Black resigns** (*1* . . . KxQ *2* B–B6ch).

148. *1* **QxP!** and **Black resigns.**

149. *1* . . . **RxN** *2* **PxR? Q–K8ch!** and **White resigns** (3 KxQ B–N5dbl ch).

150. *1* . . . **B–Q6!** and **White resigns.**

151. *1* **NxNch BxN** *2* **QxB!** and **Black resigns** (*2* . . . PxQ *3* R–N3ch and *4* BxP mate).

152. *1* **Q–N5ch QxQ** *2* **R–K8ch B–B1** 3 **RxB mate.** White could also start with *1* R–K8ch.

153. *1* **RxB!** (diversion) *1* . . . **RxR** *2* **Q–Q4** (double attack) **2 . . . Q–K4** *3* **R–K1!** (deflection), **Black resigns.**

154. *1* . . . **QxRch! 2 NxQ N–B6ch 3 QxN R–K8ch, White resigns.**

155. It seems thatt here is no defense to QxNch and R–K8, but it is Black's move, and by diverting the Bishop from N5, it is he who mates first: *1* . . . **Q–B5ch! 2 BxQ RxRP, White resigns.**

156. *1* . . **.Q–B8ch! 2 KxQ B–Q6ch 3 K–K1 R–B8 mate.**

157. *1* **Q–Q8ch! KxQ 2 B–R5dbl ch and 3 R–Q8 mate.**

158. *1* **QxNch! KxQ 2 N–N5dbl ch K–N1 3 R–Q8ch RxR 4 B–B4ch K–R1 5 N–B7ch K–N1 6 NxBdbl ch K–R1 7 N–B7ch K–N1 8 N–Q5dis ch K–R1 9N–N6ch PxN *10* R–R1 mate.**

159. *1* **R–Q1!, Black resigns.** The Queen cannot be taken because of *2* R–Q8ch. If *1* . . . B–N2, then *2* RxB or *1* . . . B–B3 *2* RxR QxQ *3* RxB Q–K1 *4* R/6–Q6.

160. *1* **N–N6ch! NxN 2 QxPch! KxQ 3 R–R5 mate.**

161. *1* . . . **QxN! 2 QxQ R–Q3ch 3 Q–Q4 RxQch 4 PxR R–Q7 mate.**

162. *1* **R–N5ch KxP 2 R–N7, Black resigns.**

163. *1* **B–R5ch NxB 2 QxNch! RxQ 3 R–N8 mate.**

164. *1* . . . **QxN! 2 PxQ R–K8ch! 3 K–N2 R–N8 mate.**

165. *1* **QxPch! KxQ 2 N–N5ch PxN 3 R–R3 mate.**

166. *1* . . . **N–N6ch!** and **White resigns.**

167. *1* . . . **RxP! 2 QxQ RxPch, White resigns.**

168. *1* . . . **B–B7!** A beautiful move! White has no satisfactory defense to *2* . . . Q–B8ch 3 BxQ R–K8ch *4* R–N1 RxR mate. If 2 B–B3, then *2*. . . R–K6 winning the Queen.

169. *1* . . **.QxNP 2 Q–B6! QxQBP 3 Q–N7ch!!** and **Black resigns.** (3 . . . BxQ *4* R–K8ch). However, there was a defense: *2* . . . Q–B8!!.

170. *1* **Q–N8! RxQ 2 R–B8 mate;** *1* . . . R–KB1 *2* R–R4 mate.

171. *1* **K–R3 P–B5 2 PxP K–R4 3 R–N5 mate;** *1* . . . K–R4 *2* R–N8 P–B5 3 P–N4 mate.

172. *1* **R–KN1 K–Q1 2 R–QB1 B–B2 3 R–B5! K–K1 4 R–KN5** and **5 R–N8 mate.**

173. Any Bishop check will be fatal for the Black King, and

therefore the Rook must control the two squares from which the Bishop can check: *1* **B–R4 R–Q8** *2* **B–N3 R–QB8** *3* **B–B4 R–B7** *4* **B–N5!**. Now the Rook is powerless, and the White Bishop will go to either Q8 or Q2.

174. *1* **B–Q5!** (threatening B–B6 mate) *1* . . . **NxN** *2* **B–B3!** *(Zugzwang)* and mate from QB6 or KR5.

X. Rook and Knight

175. *1* **NxP!** and **Black resigns** (*1* . . . QxQ *2* R–Q8 mate).

176. *1* **QxQ? NxN!** and **Black resigns,** in view of the threat *2* . . . N–B6 mate, and he loses a piece.

177. *1* **Q–N6!** and **Black resigns.**

178. *1* **QxBch! NxQ** *2* **R–B8ch K–R2** *3* **N–B6 mate.**

179. *1* . . . **R–B7ch** *2* **K–R1 R–R7ch!** *3* **KxR N–B6ch** *4* **K–R1 RxR mate.**

180. *1* . . . **QxPch!** *2* **KxQ N–N5ch** *3* **K–R1 R–R6ch!** *4* **PxR R–R7 mate.**

181. *1* . . . **N–B6!** and **White resigns** (*2* PxN or *2* P–N3—*2* . . . R–Q7).

182. *1* **N–B6!** and **Black resigns** (*1* . . . QxQ *2* R–K8ch).

183. *1* . . . **Q–R5!** and **White resigns.**

184. *1* . . . **Q–Q8ch!** and **White resigns** (*2* KxQ N–K6dbl ch *3* K–K1 R–Q8 mate).

185. *1* . . . **NxR! 2 PxQ N–B6;** and **White resigns** (*3* R–N2 R–B8ch or *3* NxN R–B8ch *4* N–N1 R/8xN mate).

186. *1* . . . **N–K7ch** *2* **K–R1 QxPch!** and **White resigns.**

187. *1* . . . **R–R8ch!!** *2* **RxR Q–N4ch** *3* **K–N1 N–Q7ch** *4* **K–B1 N–N6dbl ch** *5* **K–N1 Q–B8ch!** (a smothered mate!) *6* **RxQ N–Q7ch** *7* **K–R2** (finally) *7* . . . **R–R1ch, White resigns.**

188. À la Levitsky–Marshall (1912): *1* **Q–N6! QxQ** *2* **N–K7ch K–R1** *3* **NxQch K–N1** *4* **N–K7ch K–R1** *5* **RxPch KxR** *6* **R–R3ch R–R5** *7* **RxR mate.**

189. *1* . . . **NxQP!** and **White resigns.** (*2* BxN BxPch or *2* QxQ N–B7 mate).

190. *1* **RxPch! KxR** *2* **R–N1ch K–R1** *3* **QxBP!** and **Black resigns.**

191. *1* . . . **PxP? 2 QxPch!** and **Black resigns.**

192. If *1* . . . N–N5dis ch 2 RxB PxR, then *3* K–B1 and White holds. Mate is had by *1* . . . **R–N7ch 2 K–R1 N–B4!** and there is no defense to the two threats *3* . . . R–N8 mate and *3* . . . NxP mate.

193. *1* **P–K8/Nch!, Black resigns.** (*1* . . . RxN *2* R–Q7 mate or *1* . . . K–Q4 *2* R–Q7ch K–K5 *3* N–Q6ch). *1* P–K8/Q does not work because of *1* . . . N–Q4ch.

194. *1* **R–R8ch K–B2** *2* **B–K8ch!!** Only a chessplayer with a vivid imagination can think of this kind of a move. **2 . . . NxB** *3* **K–N5!** and **Black resigns**—the Rook will mate on KB8.

195. *1* **P–R5ch! KxP** *2* **R–N7 N–N4** *3* **R–R3ch! NxR** *4* **P–N4ch K–R5** *5* **N–B5 mate.**

196. White will put his opponent in *Zugzwang*. To do this he must maneuver with his King, so as not to allow the Rook to check along the rank. *1* **K–N7! PxP** *2* **K–R6! P–N4** *3* **K–R5 P–N5** *4* **K–R4 P–N6** *5* **KxP** and *6* **RxP mate;** *1* . . . P–B4 *2* K–R6 P–B5 *3* R–N2 P–B6 *4* R–KB2 and *5* RxP mate.

197. The Black King is driven to one of the Rook files by forced maneuvers: *1* **N–B8dis ch K–B1** (*1* . . . K–B2 *2* N–K6ch) *2* **R–B1ch K–N1** (*2* . . . K–Q1 *3* N–K6ch) *3* **N–Q7ch K–R2** *4* **R–R1 mate;** *1* . . . K–K1 *2* N–K6! R–N1 (*2* . . . R–B2 *3* R–Q8 mate or *2* . . . R–R2 *3* R–Q8ch K–B2 *4* N–N5ch) *3* N–B7ch K–B2 *4* R–B1ch K–N2 *5* N–K6ch K–R3(R1, R2) *6* R–R1 mate.

198. *1* **P–R5ch K–R3** (*1* . . . K–B3 *2* R–KB7mate) *2* **N–B7ch KxP** (*2* . . . K–N2 *3* N–N5dis ch K–N1 *4* R–K8ch K–N2 *5* P–R6ch K–N3 *6* K–N4! P–B8/Q *7* R–K6ch Q–B3 *8* RxQch KxR *9* K–R5 and White wins) *3* **R–K5ch K–R5** *4* **N–N5 P–B8/Qch** *5* **N–B3ch K–R6** *6* **R–R5ch K–N7** *7* **R–R2 mate.**

199. *1* **K–K7 R–R2ch** (*1* . . . K–R2 *2* RxP) *2* **K–K6 R–R2** *3* **N–B6dbl ch K–N7** *4* **R–N8ch K–R3** *5* **K–B5** and there is no defense

to mate; *1* . . . P–B5 *2* K–K6 K–B1 *3* N–Q6dis ch K–N7 *4* N–B5ch K–R2 *5* R–B7ch K–N3 *6* R–N7ch K–R4 *7* K–K5 R–R1 *8* K–B4. In both variations the White King is protected from checks by the Black pawn.

XI. The Two Bishops

200. *1* . . . **Q–B6ch! *2* PxQ B–R6 mate.** Isn't it nice to play this kind of variation in the mail.!

201. *1* . . . **BxP! *2* QxQ B–R6 mate.**

202. *1* **Q–K6!** and **Black resigns** (*1* . . . PxQ *2* B–R3ch).

203. *1* . . . **PxN *2* QxNch! RxQ *3* BxNP mate.**

204. *1* **B–R7;** Tremendous! **Black resigns** (*1* . . . QxQ *2* BxP mate).

205. *1* **N–B7ch QxN *2* BxPch K–Q2 *3* Q–B5ch!** (deflecting the Knight from its defense of K3) *3* . . . **NxQ *4* P–K6 mate.**

206. *1* **Q–KR5 RxQ *2* B–B3 mate;** *1* . . . K–N7 *2* Q–B3 mate; *1* . . . any *2* QxR mate.

207. *1* **B–N6ch K–R8 *2* K–B7 N–B5 *3* B–Q4ch N–N7 *4* B–N7 P–R6** (stalemate? no!) ***5* K–B6! N–B5 *6* K–K6dis ch N–N7 *7* K–K5 N–B5ch *8* K–Q5dis ch N–N7 *9* K–Q4 N–R5 *10* K–B4dis ch N–N7 *11* K–B3 N–R5ch *12* K–N3dis ch N–N7 *13* B–B8! N–Q6 *14* BxP N–B4ch *15* K–B2 N–R5 *16* K–B1.**

208. *1* **B–K5ch N–B2 ch *2* K–N6 B–Q1 *3* B–Q7!** (Any other waiting move does not produce a win. For example: *3* B–R3? K–R1 *4* B–N2ch N–Q4ch! *5* K–R6 B–B2! *6* BxB stalemate. White must circumscribe Q5) *3* . . . **K–R1 *4* B–B6ch K–N1 *5* B–N7! any *6* BxN mate.**

209. *1* **B–KB2 B–R4 *2* P–K4 BxKP *3* P–R8/Qch! BxQ *4* B–K2ch K–N2 *5* B–B3ch K–R3** 6 **P–N7! BxP *7* B–K2 mate.**

XII. The Two Knights

210. *1* . . . **N/4–N6ch *2* K–R2 N–B8dis ch *3* K–R1 Q–R7ch! *4* NxQ N/8–N6 mate.**

211. *1* **Q–R7ch! NxQ** *2* **N/4–N6ch K–N1** *3* **NxBch K–R1** *4* **N/5–N6 mate.**

212. *1* **QxPch! KxQ** (*1* . . . K–B2 *2* Q–R5ch) *2* **NxPdbl ch K–R1** *3* **N–N6 mate.**

213. *1* **B–R3! QxB** *2* **Q–K6 N–Q1** (*2* . . . K–N2 *3* N–R5ch) *3* **Q–B7ch! NxQ** *4* **N–K6 mate.**

214. *1* **N–Q8.** The Bishop now must vacate B7 for the Knight. The Bishop's next move depends on where the Black Rook goes: *1* . . . **R–QR8** (QN8, QB8, Q8, K8, KN8, KR8) *2* **B–R2** (N3, B4, Q5, K6, N6, R5).

215. *1* **R–R8ch K–N3** *2* **R–R6ch KxR** *3* **P–B8/N! N–any** *4* **N–B5 mate.** We already know this idea from De Musset's problem.

216. *1* **N–K3 B–N6** *2* **N–B4 B–B5** (otherwise *3* N–Q2, *4* N–K4 B–K4 *5* N–B5 B–B5 *6* N–K6 B–R3 *7* K–N3) *3* **N–R5 B–K6** (*3* . . . B–Q3 *4* N–B6, *5* N–Q4 or Q8, *6* N–K6) *4* **N–N7!** (*4* N–B6? B–N3) *4* . . . **B–B5** *5* **N–Q8 any** *6* **N–K6 B–R3** *7* **K–N3,** and mate next move.

217. *1* **N–K4! N–Q6** (after *1* P–N8/Qch *2* N–B2ch Black loses the Queen; now he again threatens to queen the pawn) *2* **Q–B2!! NxQ** (again, impossible is *2* . . . P–N8/Q because of *3* N–N3ch) *3* **N–N3ch K–N8** *4* **N–N5!** An interesting *Zugzwang* position: Black is mated after any move by any Knight.

218. *1* **P–N6 N–R5** *2* **N–N7ch K–N4** (*2* . . . K–R3 *3* KxN KxN *4* K–R5 KxN *5* K–R6 K–N1 *6* P–N7) *3* **N/N–K6ch K–R3** (hoping for *4* KxN—stalemate) *4* **P–N7! N–B4ch** *5* **K–N4 NxP** *6* **N–Q4!.** This is a familiar position. Black is in *Zugzwang;* he is mated after any Knight move.

XIII. Bishop and Knight

219. *1* . . . **NxN!** *2* **PxQ N–B7dbl ch** *3* **K–N1 NxP mate.**

220. *1* . . . **Q–R6!** and **White resigns.**

221. *1* . . . **Q–N7ch!** *2* **KxQ N–B5dbl ch** *3* **K–N1 N–R6 mate.**

222. *1* ***B*–K6ch K–B1** *2* **Q–R5!** and **Black resigns.**

223. In the game there was *1* R–K8ch RxR 2 NxR Q–K3 *3* Q–N4ch! **Black resigns.** The same thing can be accomplished differently: *1* **N–R5 Q–KB4 2 R–K8ch! RxR** *3* **Q–N4ch.**

224. *1* **. . . RxB! 2 NxR B–R7ch** *3* **K–B1 Q–N3, White resigns** (*4* . . . QxPch and *5* . . . N–N6 mate is unstoppable).

225. *1* **. . . N–K7ch 2 K–R1 RxBch** *3* **RxR N–N6 mate.**

226. *1* **RxN! NxR 2 RxN BPxR 3 B–B4ch K–B1** (*3* . . . K–R1 *4* N–N6ch PxN5 Q–R4 mate) *4* **Q–N6!** and **Black resigns.**

227. *1* **. . . QxPch!,** and **White resigns** (*2* KxQ N–B5dbl ch).

228. *1* **. . . RxPch! 2 KxR R–N1ch** *3* **K–R1 Q–N4!** and **White resigns** (*4* NxQ N–N6ch *5* K–N1 NxQ mate).

229. *1* **Q–R6ch! NxQ 2 BxNch K–N1** *4* **P–B7 mate.**

230. *1* **QxPch! PxQ 2 P–N6ch PxP 3 PxP mate.**

231. *1* **QxPch! KxQ 2 N–N6dis ch K–N1** *3* **R–R8ch K–B2** *4* **R–B8ch! QxR** *5* **P–Q6 mate.**

232. *1* **P–B3** (threatening 2 N–B7 mate) *1* **. . . R–R7 2 N–N6 mate.**

233. *1* **P–N8/B K–N8 2 N–K7ch K–N7 3 B–Q5 mate.**

234. *1* **B–B7 P–Q6 2** *N*–B1 **N–B4** *3* **N–R2** and *4* **N–N4 mate.**

235. *1* **K–B7 K–R4 2 B–B6 K–R3** *3* **B–Q8 K–R4** *4* **K–N7 mate.**

236. *1* **B–R4 P–K4ch** (otherwise the Knight cannot be saved) *2* **NxP N–B7** (if *2* . . . N–N7, then *3* B–N3 and *4* K–B3) *3* **K–K3 N–R6** (*3* . . . N–R8 *4* K–B3) *4* **B–Q7 N–N4** *5* **K–B4 N–R2** (the Knight has finally gotten to safety, but now it is blockading its own King) *6* **N–N6ch K–N1** *7* **B–K6 mate.**

XIV. Three Pieces

237. *1* **Q–RP!** and **Black resigns.**

238. *1* **P–Q5! QxP 2 R–Q7ch!** and **Black resigns.**

239. *1* **Q–R7ch!** and **Black resigns.**

240. *1* **Q–N6!** and **Black resigns.**

241. *1* **Q–R5 P–KR3 2 BxPch K–R1** *3* **QxPch! PxQ** *4* **B–K5 mate.**

242. *1* **NxQPdis ch! NxQ 2 N–B6 mate.**

243. *1* . . . **QxPch! 2 KxQ N–N5ch 3 K–N1 N–R6ch 4 K–B1 N–R7 mate.**

244. *1* . . . **Q–Q8ch! 2 RxQ N–K7ch! 3 BxN N–N6 mate.** Pretty!

245. *1* **B–R6ch K–N1 2 B–K8!, Black resigns.** *3* BxPmate is threatened; *2* . . . QxB does not help: *3* NxN B–N2 *4* N–B6ch.

246. *1* **NxP!**, White wins a pawn (and later the game) since on *1* . . . BxQ Black is mated: *2* NxNch PxN *3* BxPch K–B1 *4* B–R6 mate. Surprisingly enough, this elementary combination was overlooked by a player like Chigorin!

247. *1* . . . **NxN!** and **White resigns.**

248. *1* **NxN! BxQ** (*1* . . . Q–R5ch *2* B–B2) *2* **BxPch K–K2** *3* **BxPch K–B3** *4* **O–Och KxN** (*4* . . . K–N4 *5* B–K3ch K–R5 *6* P–N3ch NxP *7* R–B4ch K–R6 *8* B–K6ch) *5* **R–B5 mate.**

249. *1* **NxP! BxQ** *2* **BxPch K–K2** *3* **B–N5ch K–Q3** *4* **N–K4ch! KxN** (*4* . . . K–B2 *5* BxQch RxB *6* NxN) *5* **P–B4ch K–Q5** (*5* . . . K–B4 *6* N–N3 mate) *6* **QRxB! K–K6** (P–B3ch was threatened) *7* **R–B3ch K–K7** *8* **N–B3 mate.**

250. *1* **QxPch! NxQ** *2* **BxP mate.**

251. *1* **Q–R3!** and **Black resigns** (*1* . . . QxQ *2* RxPch K–R1 *3* RxBPdis ch K–N1 *4* R–N7ch K–R1 *5* R–N8 mate).

252. *1* **QxPch!** and **Black resigns** (*1* . . . KxQ *2* R–N3ch K–R3 *3* B–B1ch K–R4 *4* B–K2ch KxP *5* R–R3 mate.)

253. *1* **N–K5ch! PxN** *2* **N–Q6ch! K–N3** *3* **BxB** and White won. If *2* . . . BxN, then *3* B–K8ch K–B1 *4* B–N6 mate.

254. *1* **PxPch RxP** *2* **QxPch! RxQ** *3* **RxRch KxR** *4* **R–R1ch K–N2** *5* **B–R6ch K–R2** *6***B–B8 mate.**

255. *1* . . . **RxB!** and **White resigns** (*2* RxQ R–K7ch *3* K–R1 N–N6 mate).

256. *1* **Q–QR4ch!** and **Black resigns.**

257. *1* . . . **N–N5!** *2* **Q–R3ch K–N1, White resigns.** Impossible is *3* BxQ N–R7 mate; if *3* BxN, then *3* . . . RxBch *4* RxR Q–B7 mate.

258. *1* **QxRch! KxQ** *2* **N–Q4dis ch K–B1** (*2* . . . Q–K4 *3* R–N8ch K–K2 *4* N–B5 mate) *3* **R–K8ch! KxR** *4* **R–N8ch K–K2** *5* **N–B5 mate.** The Black pieces have yet to awaken!

259. *1* . . . **K–Q1? *2* N–N7ch!, Black resigns** (*2* . . . KxR *3* R–B7 mate). This occurred in a postal game,

260. *1* . . . **QxNch! *2* KxQ N–N5ch *3* K–N1 N–R6ch *4* K–N2 RxPch *5* KxN R–R7 mate.**

261. *1* **N–N3! Q–N5** (*1* . . . Q–KB4 *2* QxN) *2* **N–Q5! B–K3** (*2* . . . P–N4 *3* Q–B3!, and White wins a piece) *3* **QxPch!** and **Black resigns** (*3* . . . PxQ *4* BxNch Q–N2 *5* NxB mate).

262. *1* . . . **BxPch! 2 QxB R–N6!** (now nothing defends KR3) **3 QxB R–N7ch, White resigns.**

263. *1* **QxPch! KxQ *2* R–B1ch K–K1 *3* R–N8ch K–K2 *4* R–N7ch K–K1 *5* B–N6 mate.**

264. *1* . . . **N–B7ch *2* K–R2 N/3–N5ch *3* K–N1 N–K5dis ch, White resigns**—on any King move, *4* . . . NxP mate.

265. *1* **PxP BPxP *2* QxPch! KxQ *3* R–R1ch, Black resigns.** (*3* . . . K–N1 *4* R–R8ch K–B2 *5* N–N5 mate).

266. *1* **N–B5! Q–N4 *2* QxRch QxQ *3* R–B8! QxR *4* BxPch K–N1 *5* B–Q5ch** and mate next move.

267. *1* **R–N2** (threatening *2* N–N6ch and *3* N/5–B4 mate) *1* . . . **B–K1** (B–B7) *2* **N–K7** (N–K3) and mate next move.

268. *1* **R–QR2.** Now the Queen cannot simultaneously keep both critical squares, QR1 and KR7, under control, and one of the Rooks will give a fatal check.

269. An interesting problem, neatly illustrating the cooperation between Rook, Bishop, and Knight in a mating attack.

1 **N–Q5!**

(a) *1* . . . **P–B5 *2* B–N6ch K–Q1** (*2* . . . K–B1 *3* N–B6ch and *4* R–B7 mate) *3* **N–N6** and *4* **R–Q7 mate;**

(b) *1* . . . **P–K5 *2* N–B6ch K–Q1** (*2* . . . K–B1 *3* B–B4 and *4* R–B7 mate) *3* **B–R6 and *4* R–Q7 mate.**

(c) *1* . . . **K–Q1 *2* B–N5 K–B1 *3* B–B6** and *4* **R–R8 mate.**

1 N–B5? is a false lead—*1* . . . K–B1!

270. *1* **R–N8 P–Q4 *2* N/R–N3 P–Q5 *3* N–B5ch K–R4 *4* N/1–N3 mate;** *1* . . . P–R3 *2* *N*–B2 P–Q3 *3* R–N4ch; *1* . . . P–Q3 *2* N–B2 K–R4 *3* N–N3ch K–R5 (R3) *4* R–N4 mate (N–N4 mate).

271. It seems that a waiting move will be enough, as after *1* . . . P–Q5, we have the mating device of *2* N–K4, *3* N–KB6 and

4 N–N6 mate. However, *1* K–Q2? leads to stalemate: *1* . . . P–Q5 *2* N–K4 P–Q6 *3* N–KB6. The solution: ***1* B–R6! P–Q5 *2* N–Q5!** (White seeks the same position, changing the position of the Knights) ***2* . . . P–Q6 *3* N–KB6 P–Q7 *4* N–B7 mate.**

Mikhail Tal

Mikhail Nekhemyevich Tal has been one of the most popular figures in the chess world for almost two decades. His brilliant tactical conceptions have delighted and thrilled all chessplayers, from novice to grandmaster.

Tal has been Soviet champion no less than five times and in 1960 he became the youngest player ever to become World Champion, wresting the title from one of the most profound chessplayers of any era, his countryman, Mikhail Botvinnik. Tal's personal account of that match has been translated into many languages and has been recognized as one of the classic works in chess literature.

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(continued from front flap)

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TAL'S WINNING CHESS COMBINATIONS

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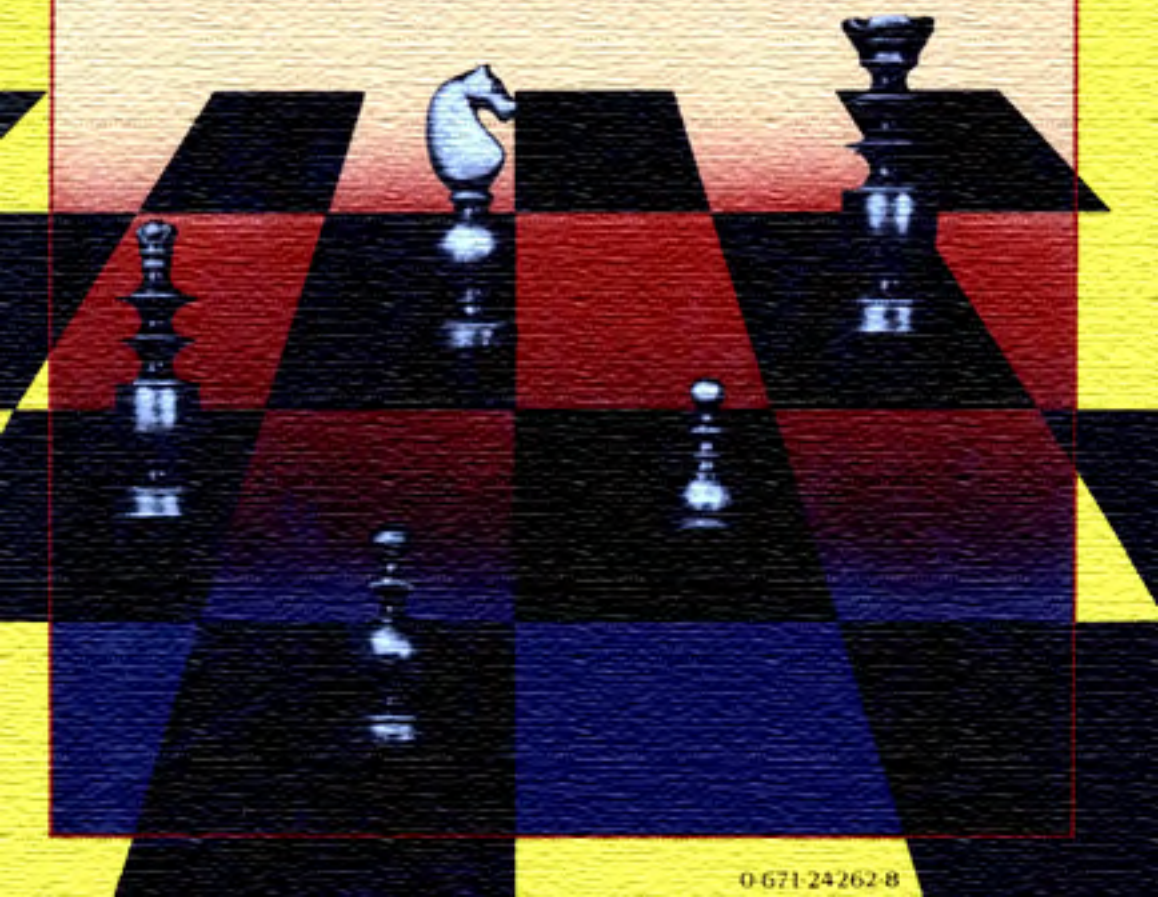
Mikhail Tal and Victor Khenkin



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