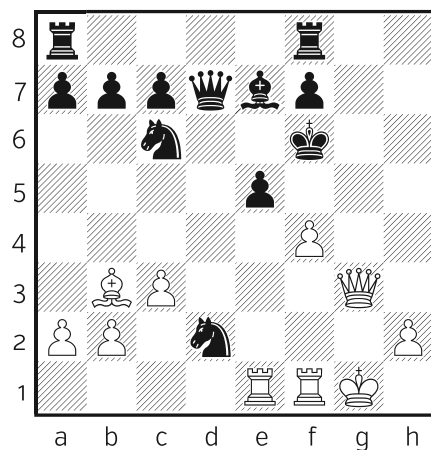
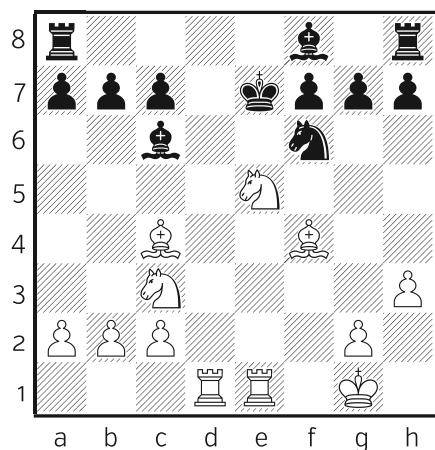


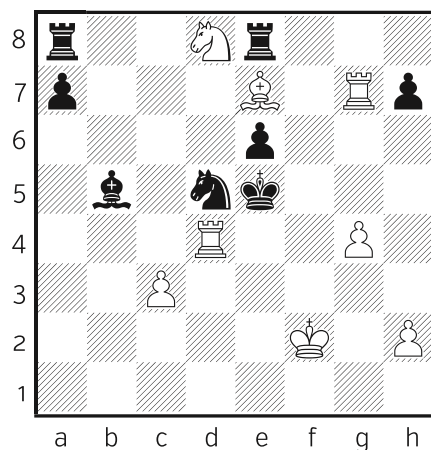
11. ○



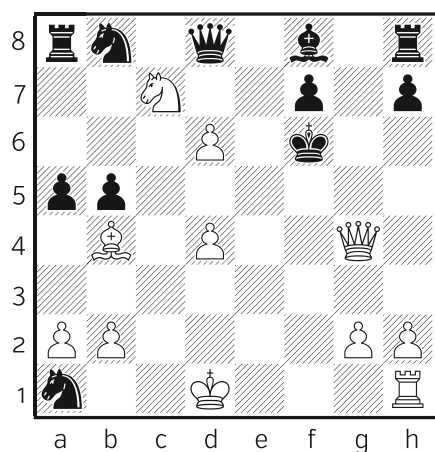
12. ○



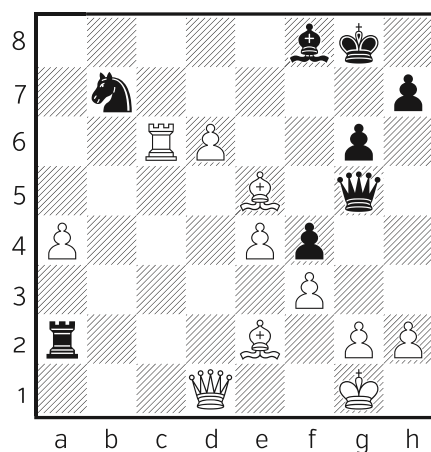
13. ○



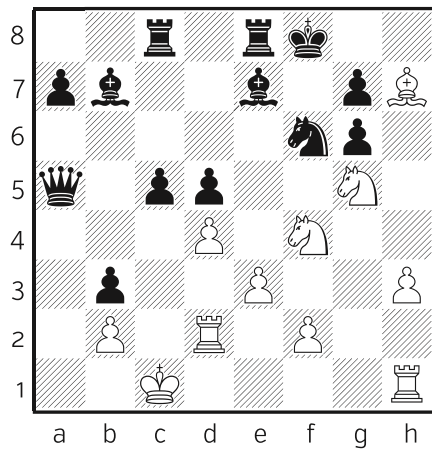
14. ○



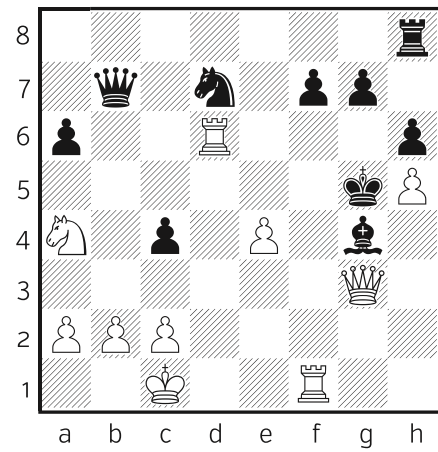
15. ○



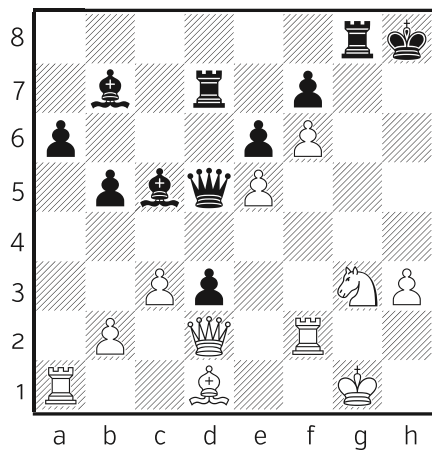
16. ○



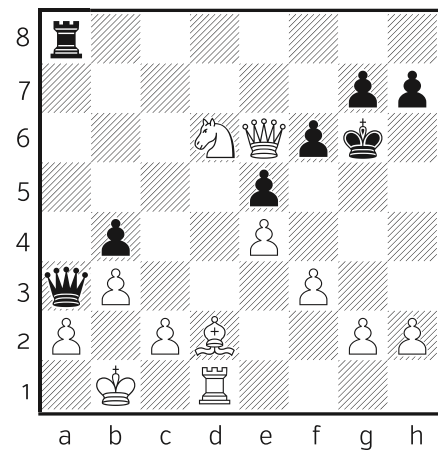
17. ○/●



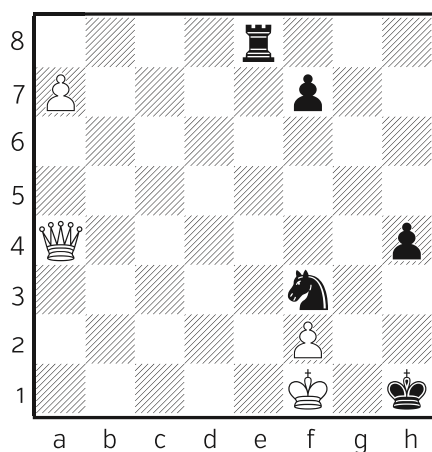
18. ○



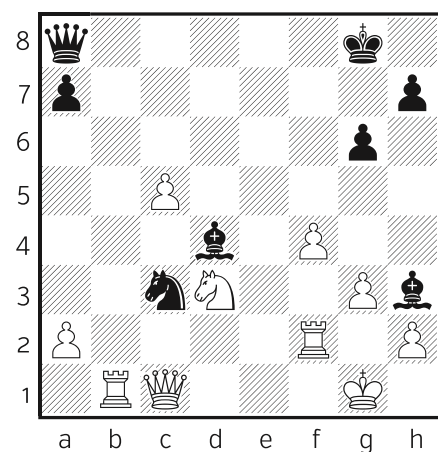
19. ○



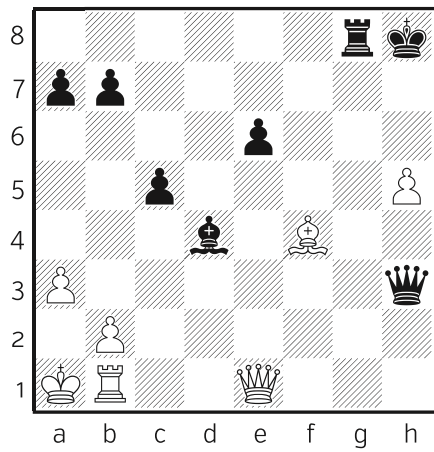
20. ○



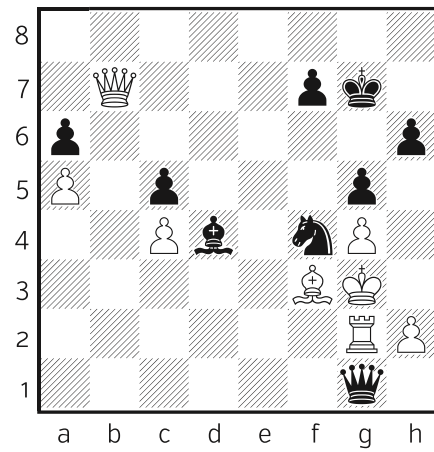
21. ●



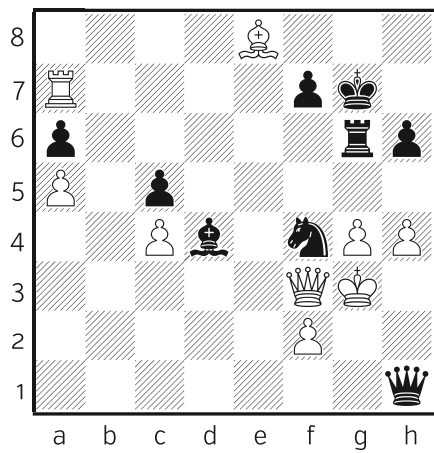
22. ●



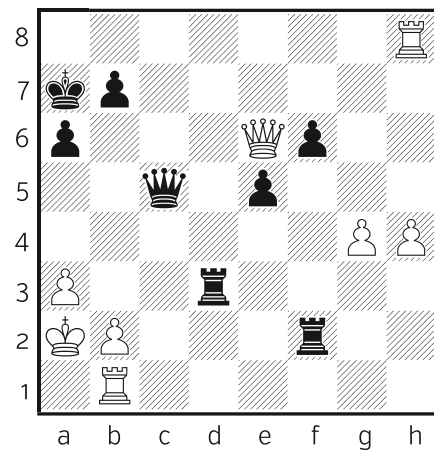
23. ●



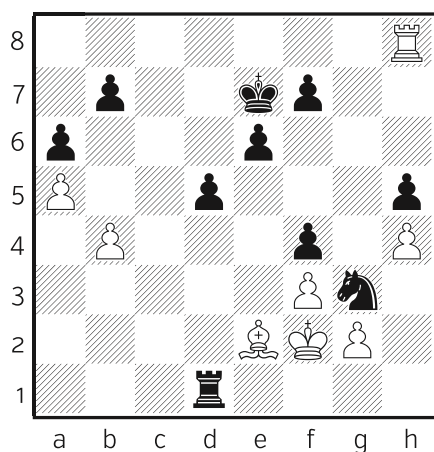
24. ●



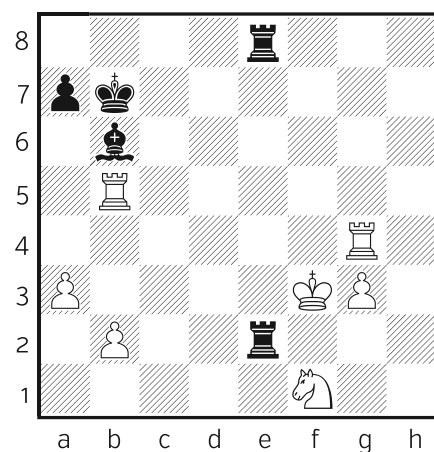
25. ●



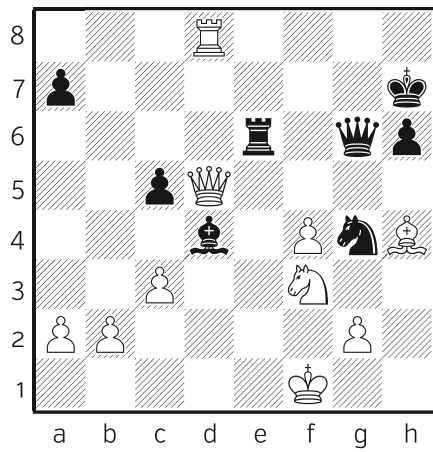
26. ●



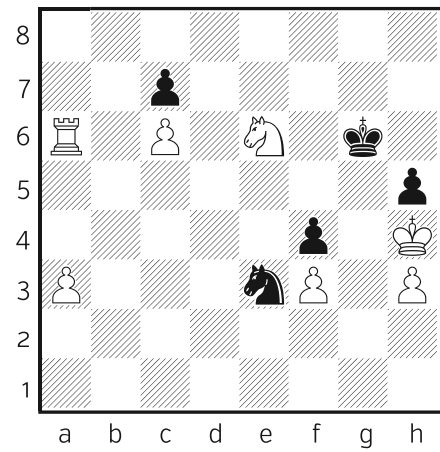
27. ●



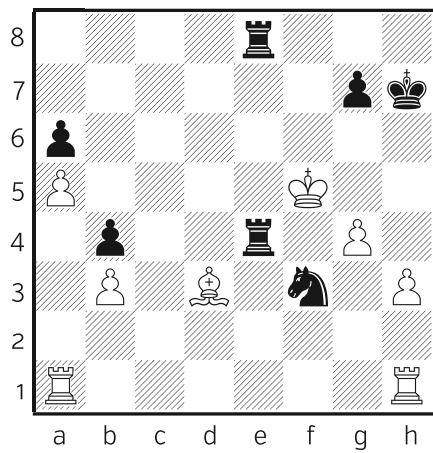
28. ●



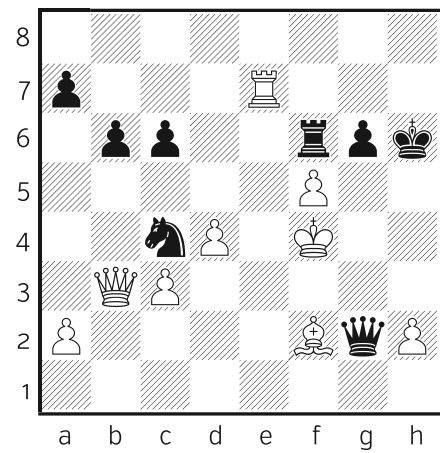
29. ●



30. ●



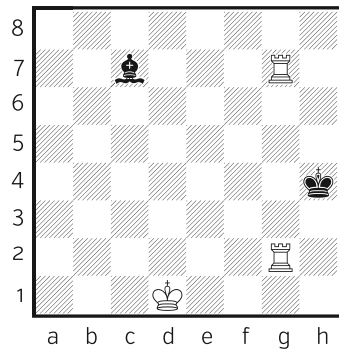
31. ●



32. ●

SOLUTIONS FOR FIND THE CHECKMATE!

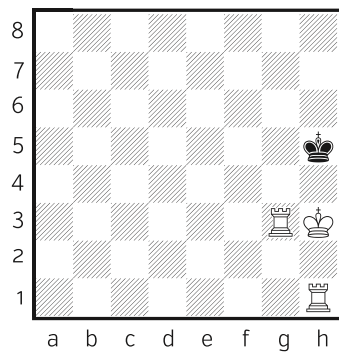
Did you find all the checkmates? Have a look at the solutions.



1.

1. ♖g7-h7#

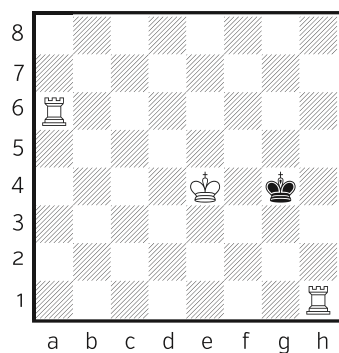
The typical mate with two rooks.



2.

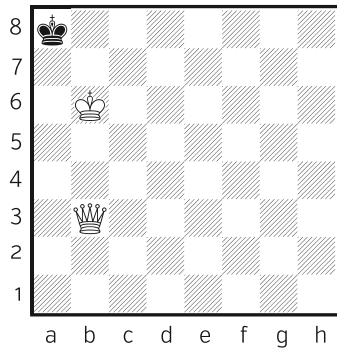
1. ♔h3-g2#

As the rook cannot jump over the king, the king has to give way!



3.

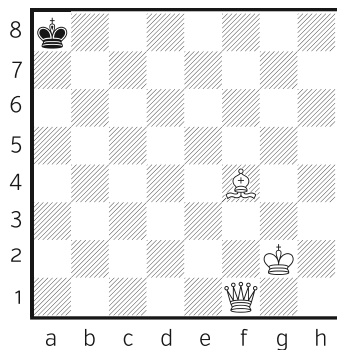
1. ♖a6-g6#



4.

1. ♕b3-g8#

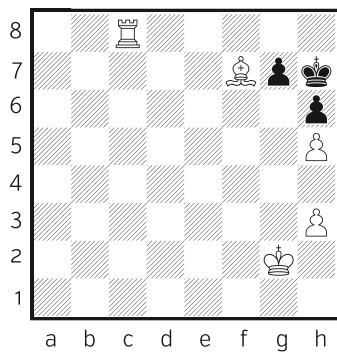
The Queen can give check all over the board but only this one is checkmate in one.



5.

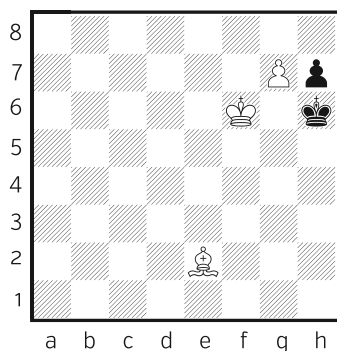
1. ♕f1-a6#

Both the queen and bishop are far away from the black king but a long queen move ends the game.



6.

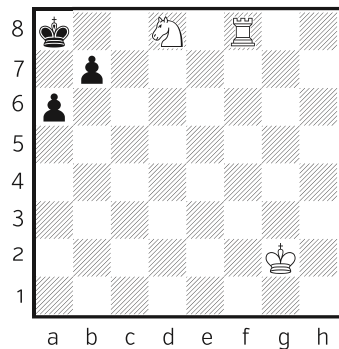
1. ♗f7-g6#



7.

1. g7-g8 ♘#

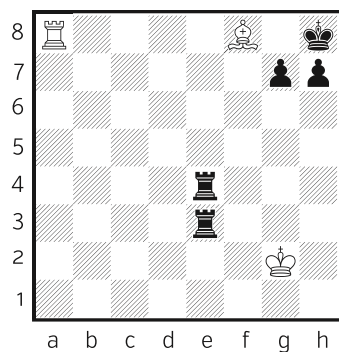
Promotion to a queen or a rook would lead to stalemate. If you promote a pawn to a lesser piece, it's called "**underpromotion**".



8.

1. $\text{N}d8-c6\#$

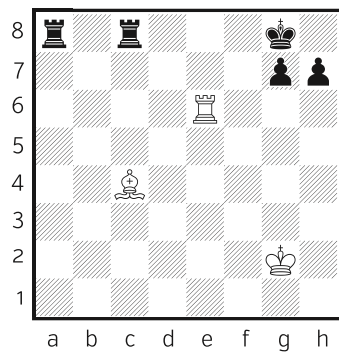
The knight opens the rank for the rook and at the same time takes control of the escape square on a7.



9.

1. $\text{B}f8-e7\#$

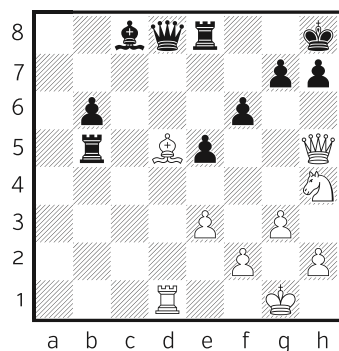
The bishop opens the rank for the rook and at the same time blocks the way to the back rank for the opponent's rook.



10.

1. $\text{R}e6-e8\#$

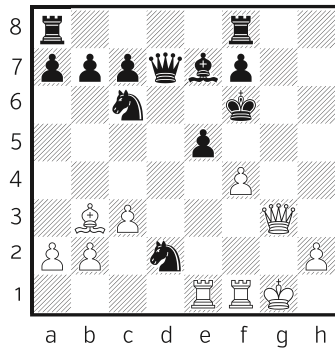
Double check! Black could take the bishop or the rook, but not both at the same time. A double check is often a checkmate.



11.

The pinned pawn on h7 cannot defend against

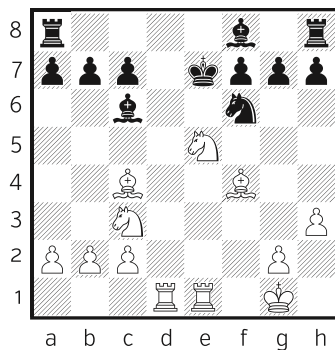
1. $\text{N}h4-g6\#$.



12.

1. f4×e5# / 1. ♔g3-g5#

The lowly pawn and the mighty queen can set up a checkmate!

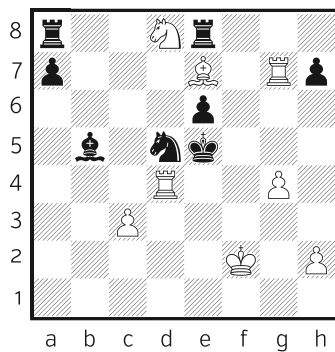


13.

1. ♞e5×c6# / 1. ♞e5-g6#

If the king stays for too long in the middle he is often in grave danger.

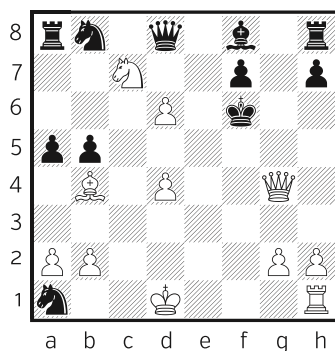
Castle as early as possible!



14.

1. ♞d8-f7# / 1. ♖g7-g5#

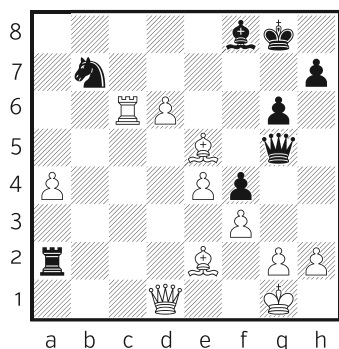
If a king is driven out of his castle then the end is usually near.



15.

1. ♖h1-f1# / 1. ♞c7-d5#

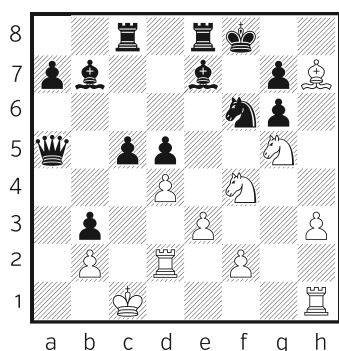
Black has snatched a rook but at the cost of his development. Now the king pays the price!



16.

1. ♖e2-c4# / 1. ♔d1-b3#/d5#

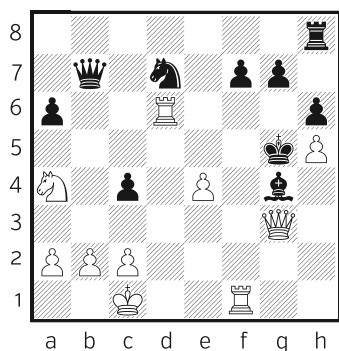
On open diagonals the bishops, and especially the queen, can be very powerful.



17.

○ 1. ♘f4-e6#

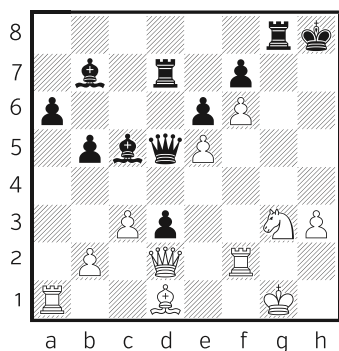
● 1.-- ♔a5-a1#



18.

1. ♖f1-f5#

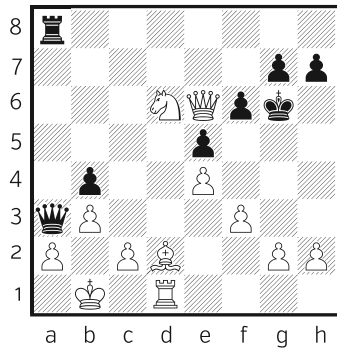
The pinned bishop cannot defend the f5-square.



19.

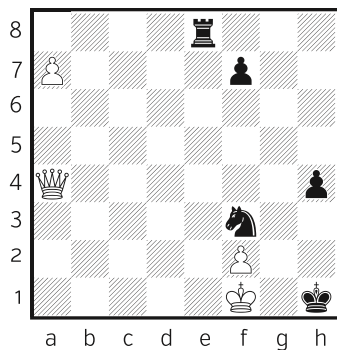
1. ♔d2-h6#

Black was hoping to win with 1.-- ♔d5-h1#. Don't just look at your own attack, always check what your opponent can do to you!

**20.**

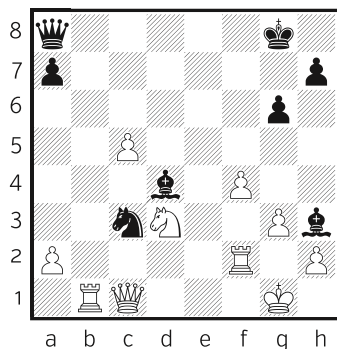
1. ♖e6-f5# / 1. ♖e6-f7# / 1. ♖e6-g4#

Black's attack would lead to checkmate in 2 moves. But the weak position of his king ruins everything.

**21.**

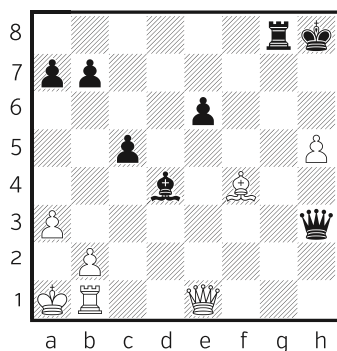
1... ♘f3-d2# / 1... ♘f3-h2# / 1... ♖e8-e1#

On the edge of the board or in a corner the king is often very vulnerable.

**22.**

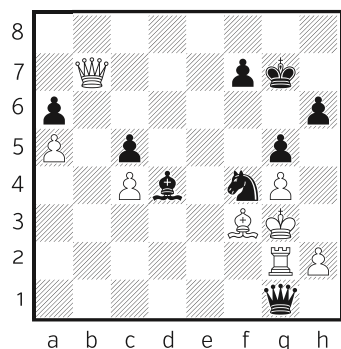
1... ♖a8-g2# / 1... ♘c3-e2#

The pinned rook cannot defend any of the mating squares!

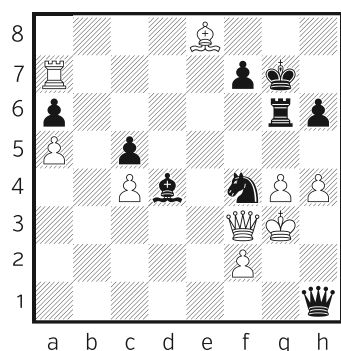
**23.**

1... ♖h3×a3#

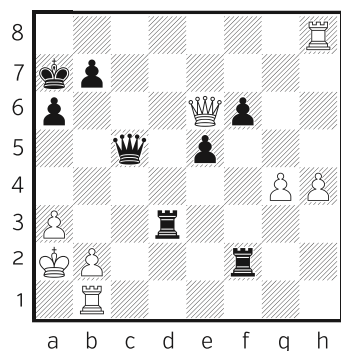
The pinned pawn on b2 cannot protect the a3-pawn. Always remember: a pawn or piece pinned against the king cannot protect another piece or pawn (except against the enemy king).

**24.****1... ♖d4-f2#**

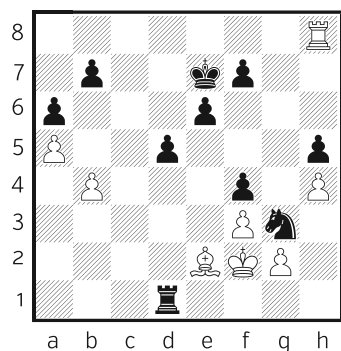
Once again, the defense is handicapped by a pin.

**25.****1... ♞f4-h5#**

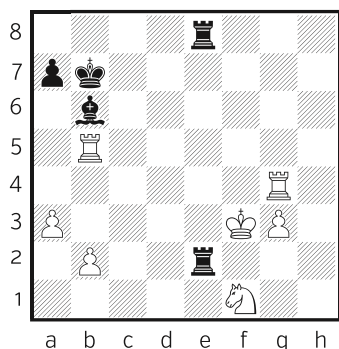
If you let your opponent's queen come into your position, anything can happen — and it is very rarely something good!

**26.****1... ♖d3×a3# / 1... ♚c5×a3#**

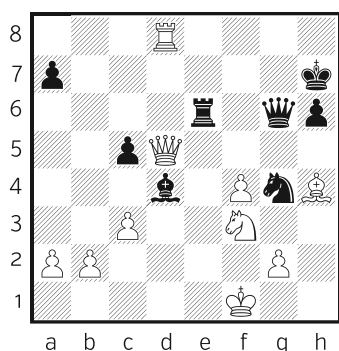
What looks like a relatively safe position is actually full of danger. The pinned pawn on b2 is the source of the problem.

**27.****1... ♞g3-h1#**

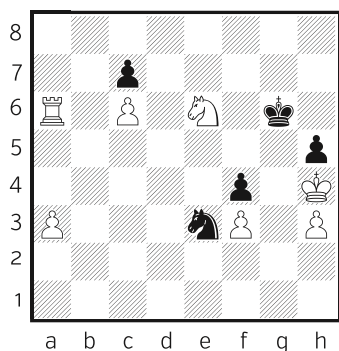
In such a cramped position and with his opponent's rook on the 1st rank, there's no escape for the king.

**28.****1... ♖e2-f2#**

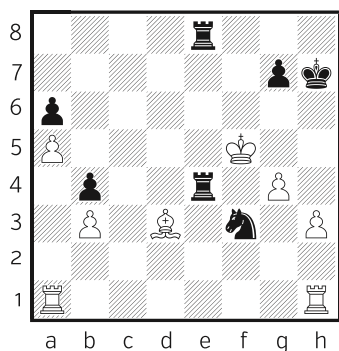
The supporting pieces are far away, and their effect can easily be overlooked. The bishop is pinned but can nevertheless support the rook.

**29.****1... ♔g6-d3#**

Many checks are possible which lead to longer checkmates. For example, one solution which takes an extra move is 1... ♔g6-b1+ 2. ♖f3-e1 ♖g4-h2#.

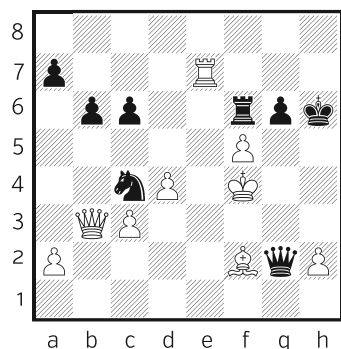
**30.****1... ♞e3-f5# / 1... ♞e3-g2#**

In a nearly hopeless position, the knight saved the day. You have to stay concentrated until the very last moment!

**31.****1... ♖e8-e5#**

The pinned rook cannot move but is able to support the checkmate both in our solution and also in the two-move solution:

1... g7-g6+ 2. ♔f5-f6 ♖e8-f8#.

**32.**

1...g6-g5# / 1...♖f6×f5#

While the white pieces are strewn aimlessly across the board, Black has the king in an iron grip.

Be honest: did you see all the possible checkmates?

On a full board in a game it's often not easy to see a checkmate — especially since you are not expecting one as here in our exercises!

Don't be sad or angry with yourself if you overlooked or missed something. You are only at the beginning of learning how to play better chess. If you work through this book you will see much more than you do now!

CHAPTER 5. THE WINNING MOVE!

In this part it gets much harder and we make a big jump. A check is easily identified; you only have to look around the king. But the bread and butter tactics in chess are those which win material. For this you have to look at the whole board. Where does something look strange, where are the weaknesses? This will demand a lot of concentration from you — good preparation for a real game!

In the following positions one move wins material. It may be a queen or only a lowly pawn, it doesn't matter. The material may be able to be taken directly or on the next move. Often the opponent cannot take the attacker without losing more valuable material.

You have to calculate one or two moves ahead to find the problem. If you are not sure, then there is one helpful method. Look at the important pieces. See where they can move. In your mind, make all the possible moves, including ones that capture an opponent's pawn or piece, even if it's protected and your own piece is more valuable. This is

the same method that you can use in a game if you don't know what to move next. Sometimes you can find a good move or plan by applying this technique.

We begin with 14 exercises where there is not much material on the board. That ought to make it easier for you. Try to solve all 14 in a row.

In the following part 2 the exercises quickly become more complicated. They are taken from real game situations and are not simplified at all. But that's what you have to master in order to improve your chess.

Most readers may find it too hard to solve all 32 positions at once. No problem — take your time and take on only as much as you want. If you can't find a solution, skip the position and go to the next. Long brooding brings nothing. Have a fresh look later at the positions that you skipped.

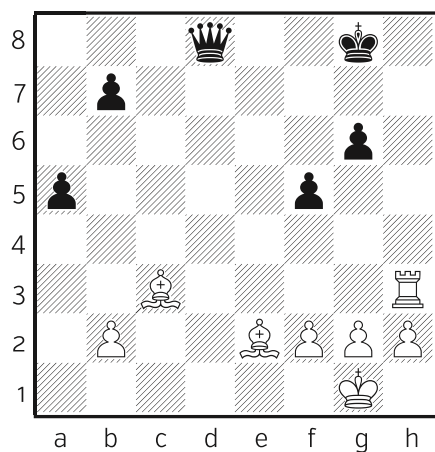
And now let's set off into the whole wide world of winning material!

You can do it!

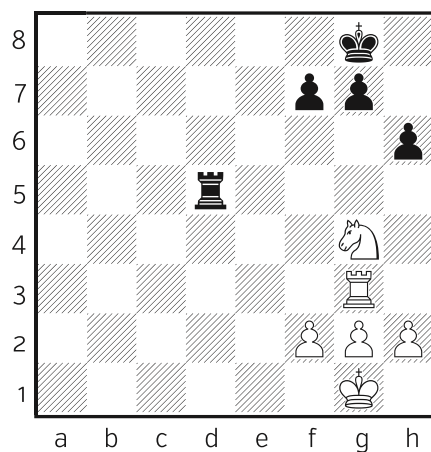
FIND THE WINNING MOVE! – PART 1

Have a good look at the position and work out where the danger is lurking. Write down the first move.

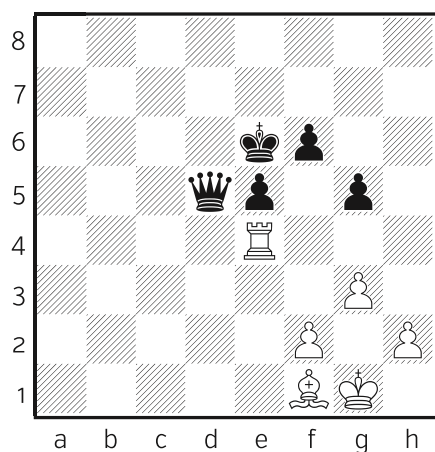
For all the chess friends who think that they are too strong already for these exercises, I invite you to try my suggestion again. Set yourself a time to solve them all! How about 5 minutes? Are you that good?



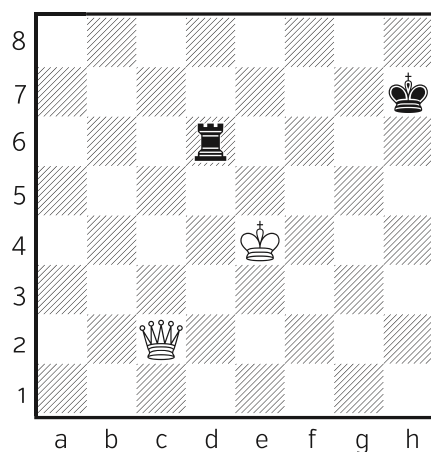
1. ○



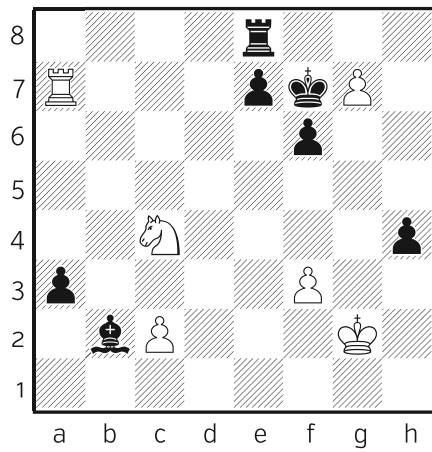
2. ○



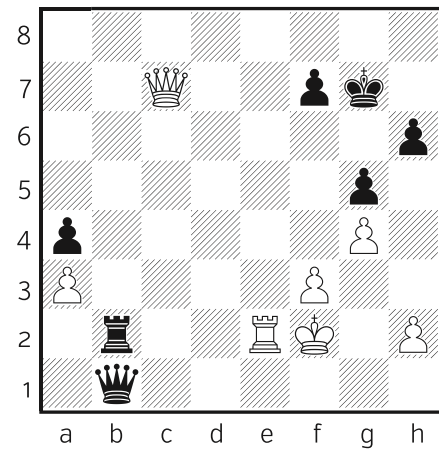
3. ○



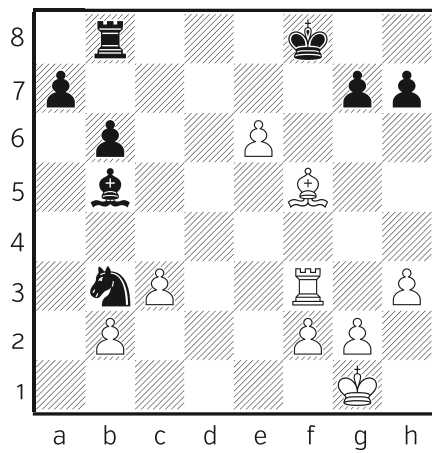
4. ○



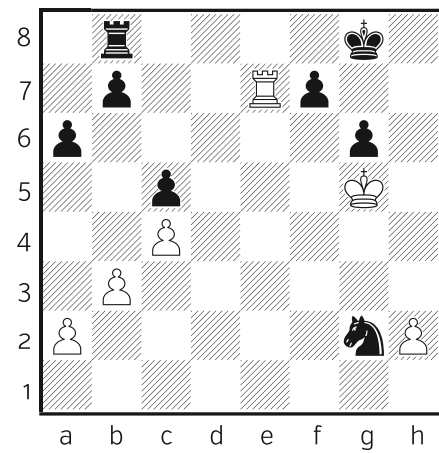
5. ○



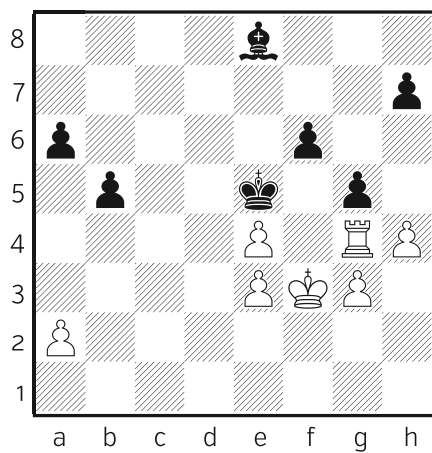
6. ○



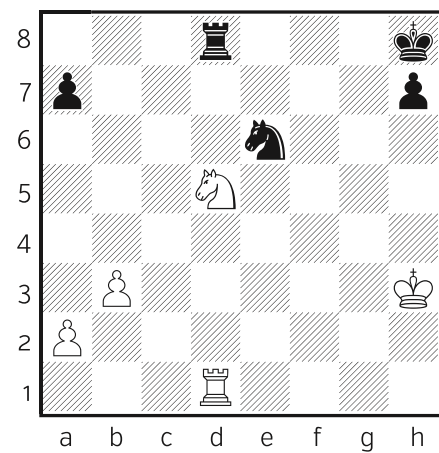
7. ○



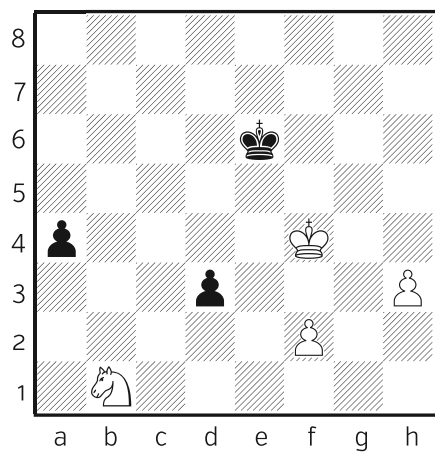
8. ○



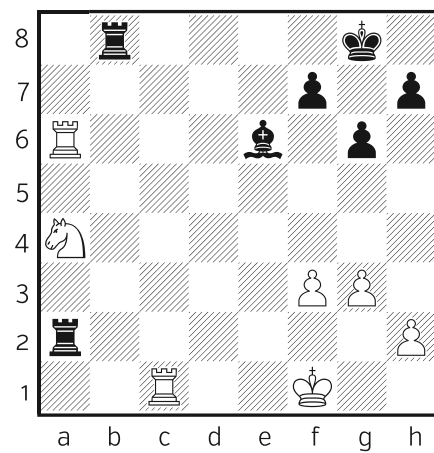
9. ●



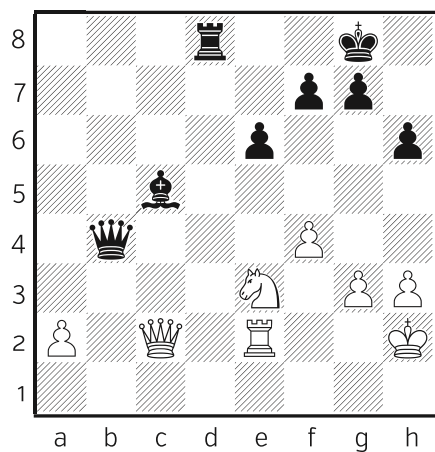
10. ●



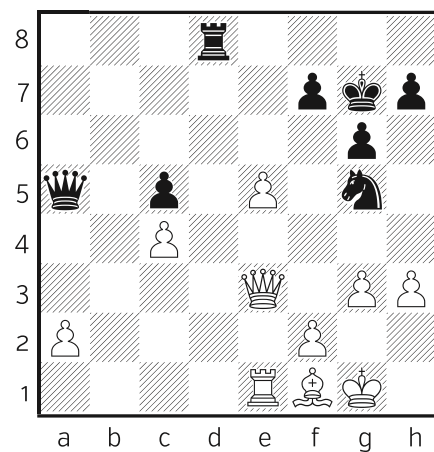
11. ●



12. ●



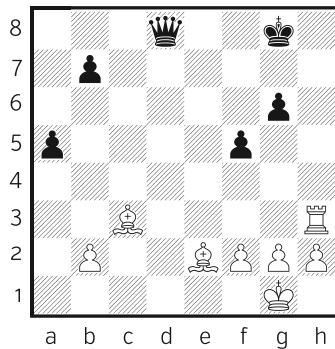
13. ●



14. ●

SOLUTIONS FOR FIND THE WINNING MOVE! – PART 1

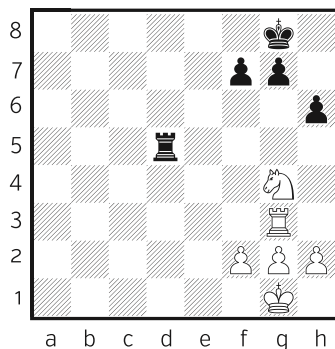
Did you find all the winning moves? Have a look at the solutions.



1.

1. ♖h3-h8+ ♔g8-f7 2. ♖h8×d8

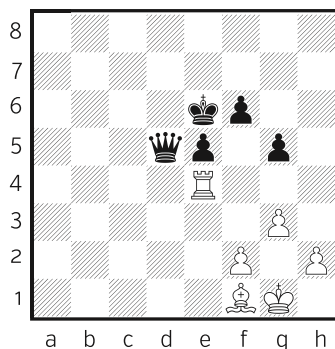
You must look at the whole board, not just the part where the action is!



2.

1. ♞g4-f6+ ♔g8-f8 2. ♞f6×d5

A very bad solution is 1. ♞g4×h6+, winning only a meager pawn and losing the knight as Black threatens mate on d1.

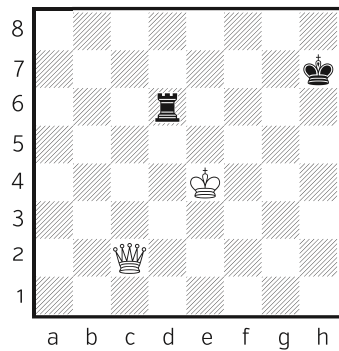


3.

1. ♕f1-c4

Pins the queen to the king.

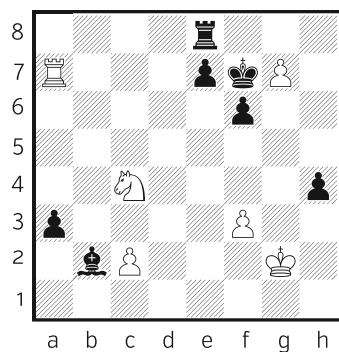
1... ♔d5×c4 2. ♖e4×c4



4.

1. ♔c2-c7+

1. ♔e4-e5+ doesn't do the trick because of
1... ♖d6-g6.

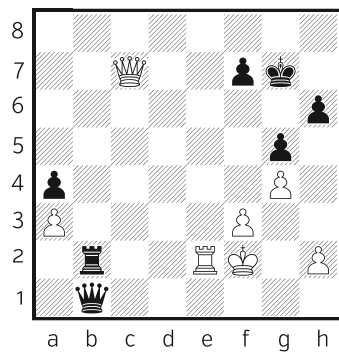


5.

1. ♞c4-d6+

And the pinned pawn cannot take the knight.

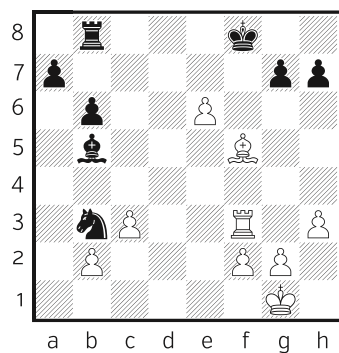
1... ♔f7×g7 2. ♞d6×e8+



6.

1. ♔c7-c3+/e5+ e.g. f7-f6

2. ♔c3×b2.

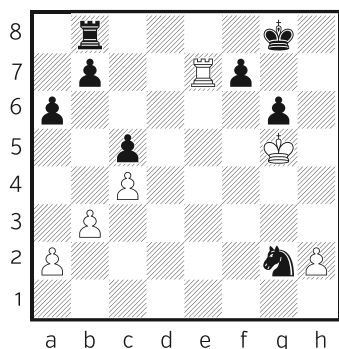


7.

1. ♞f5-d3+ or 1. ♞f5-c2+;

Both winning a piece, whereas there is also the very
meager solution:

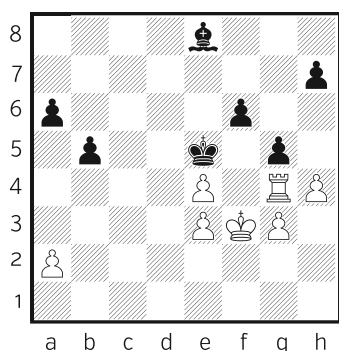
1. ♞f5×h7+.

**8.**

1. ♖e7-e2 Traps the knight.

1... f7-f6+ 2. ♔g5-g4 f6-f5+ 3. ♔g4-g5/g3

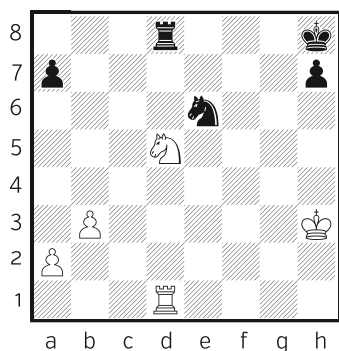
[2. ♔g5×g6?? ♞g2-f4+]

**9.**

The rook is trapped.

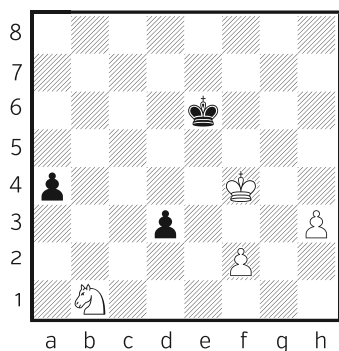
1... ♖e8-h5 / 1... h7-h5 / 1... ♖e8-d7

A rook needs room. Don't let him go into cramped positions!

**10.**

1... ♖d8×d5 2. ♖d1×d5 ♞e6-f4+ 3. ♔h3-g4 ♞f4×d5

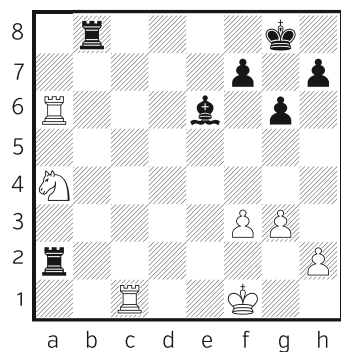
Weaker is 1... ♞e6-f4+ 2. ♞d5×f4 (2. ♔h3-g4? ♞f4×d5) 2... ♖d8×d1.

**11.**

1... a4-a3 And the knight cannot stop both pawns.

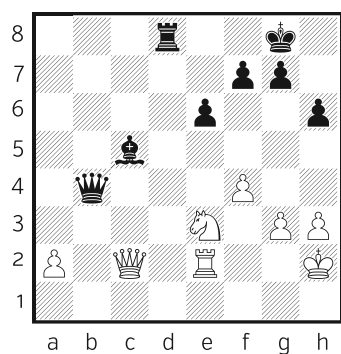
2. ♞b1×a3 d3-d2 3.-- d2-d1 ♔

But 1... d3-d2?? 2. ♞b1×d2 a4-a3 3. ♞d2-b3 and White wins!

**12.**

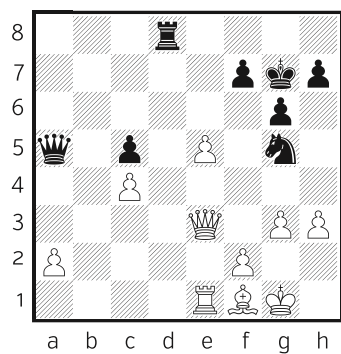
1... ♖e6-c4+ 2. ♔f1-g1 ♖c4×a6

2. ♜c1×c4?? ♜b8-b1+ 3. ♜c4-c1 ♜b1×c1#

**13.**

1... ♖c5×e3 wins the knight.

2. ♜e2×e3?? ♜d8-d2+ 3. ♜e3-e2 ♜d2×c2 4. ♜e2×c2

**14.**

1... ♜a5×e1 2. ♜e3×e1 ♞g5-f3+

wins the queen back with an easy endgame.