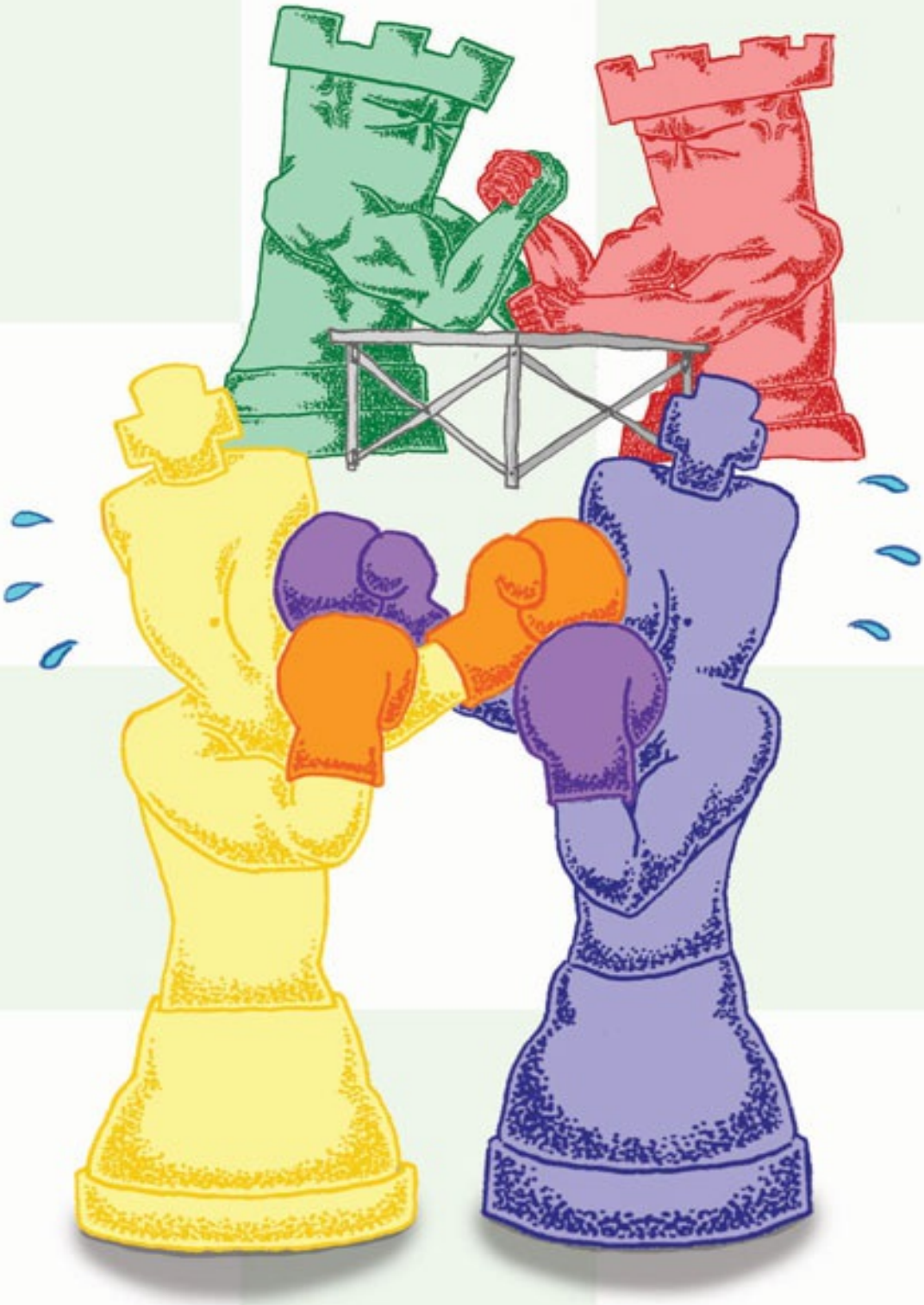
The Tactics Bible

Efstratios Grivas



Always One Move Ahead

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THE TACTICS BIBLE

Magnum Opus

by

Efstratios Grivas

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Foreword

So, here is another one of the thousands of chess books dealing with tactics! Well, nothing new under the sun just a huge collection of categorised material, dealing with tactics and all existing mate patterns.

I am not seeking glory with this book, but I certainly had to have a book in tactics! Thats the main idea of the book; to be a companion for trainers and players who seek improvement simple but effective

The names of the mates are not important. Whats crucial is understanding and sub-consciously memorising these patterns in order to recognise when theyre about to occur in a players own games.

These mating patterns are not confined to chess problems and puzzles. As will be shown, they occur in the games of Grandmasters and even World Champions, past and present! They belong to everybodys games, even beginners !

Each mates theoretical pattern is presented as a diagram, with constructed examples and actual games. It is suggested that students set up and play through these mates from the losers viewpoint as well.

Most difficult of all is recognising patterns when they occur horizontally (i.e., rotated 90 degrees) from the normal orientation. The key to each pattern is the status of the squares surrounding the king: which ones are obstructed, which are potential flight squares that can be controlled with the available pieces. Players are advised to know these patterns forwards, backwards and upside down!

Novice players often complain they are unable to inflict these mates on their opponents and that opponents spot the threat and find a defensive move to prevent the mate.

Knowledge of the game and the defensive skill of todays players, even at the amateur level, is much greater than it was 200 years ago. Players should remember Nimzowitschs advice: A threat is stronger than its execution. Threatening mate can force the opponent to make a defensive move that may compromise his position elsewhere

The knowledgeable player uses a mating threat as a small tactical stepping stone to gain an advantage. Just like any piece of knowledge and its skillful application, a mate threat can be a potent tactical weapon in a players arsenal. One of the critical elements of position analysis is king safety, both ones own king and the opponents.

Armed with knowledge of mating patterns, players can be alert for opportunities to bring their games to a speedy conclusion or prevent a disaster if they find themselves under such pressure.

Frequently, these mating possibilities occur on the kingside because players typically castle on that wing, or else in the middle of the board due to a players failure to castle

Efstratios Grivas September 2018

Bibliography

Books of this kind cannot be exclusively based on previous literature, although I have to pay tributes to various respected authors and trainers, such as Karsten Mueller and Mark Dvoretsky. Many other historical names can be found throughout the book, even dating back to 1500!

Tactics have a longer history than strategical concepts, mainly because they are much easier to understand for everybody!

So, my main sources were a healthy collection of internet sites, especially www. wikipedia.com, and the ChessBase online collection of games. Even www. facebook.com was helpful to fi nd games and examples which fi t in the presented subjects!

PART 1.
A TACTICAL WORLD

TACTICAL EDUCATION

How exactly does our tactical training/learning procedure take place from our very first chess years?

Usually the trainer supports his/ her trainees with some photocopies filled with diagrams and sub-titles like ‘White/Black to play wins/ draws’. The trainees work on these exercises and they find out how their tactical abilities stack up.

Well, this is a very well-known method but I’ve always wondered how correct it is. You see, the trainer already provides a huge amount of information to the trainee. He informs him that there is a combination to be found and that this is a winning or a drawing one!

This is nothing like game conditions, where nobody will give any help or information. In a chess game, the player is alone in the desert, relying only on his own capabilities, seeking his oasis...

I consider that when you tell your students that there is something to find in a given position, you have already given away half of the solution. So, as I believe that training should be a simulation of the battle to come (game), the conditions should be similar.

So, I am trying to provide my trainees with just a position with the only information being whose move it is — sometimes not even that! OK, this sounds pretty hard but nobody promised you an easy job here! If you find it hard to work on chess, then what about working 9–5 in a factory? I often used to remind my trainees of this — after all they had made their hobby a profession and should be thankful for this...

What is certain is that tactical motifs are continuously repeated and can be learned exactly like we learn opening theory. Somebody is obliged to teach them and somebody is obliged to learn them — you need two to tango and you must learn the dance in depth in order to perform it!

There are many ways to teach tactical motifs — no doubt about it, but at the end of the day the most important for the trainer is to have created a teaching program.

I am sure that there are a lot of books on tactics but their main drawback is that the presentation is usually poor, without a concrete thematic outlook.

I feel that the correct approach is to collect some thematic, nearly identical positions which involve similar motifs.

Then again, this leads to an important question; which games should I present to my trainees? Well, nearly every trainer that I know starts from some famous games from the last centuries, like the ‘Immortal Game’ or the ‘Evergreen Game’.

These two games are usually presented with poor analysis, emphasising the winner’s triumph, without any care for the defending resources.

It is then natural that the trainee will mistakenly start thinking that every attack is destined to succeed...

My personal opinion is that those two games were simply played by coffee-house players who were

enjoying their life and their coffee! There is nothing wrong with this; wrong are the trainers who take them seriously!

Yes, these games are spectacular, easy to absorb and nice to present, but that is all. Their tactical education is poor, as they are lacking the defence factor, which is quite important in our modern world.

The other two from this survey are modern, ‘correct’, fierce fights, where both opponents tried their best.

Here I am fully presenting four important games in the Tactical Education of an ambitious chess player and I am putting strong emphasis on the defence factor as well.

The games are:

1. Adolf Anderssen vs Lionel Kizeritzky, London 1851 (The Immortal Game).

2. Anderssen Adolf vs jean Dufresne, Berlin 1852 (The Evergreen Game).

3. Gregory Serper vs Ioannis Nikolaidis, St Petersburg 1993 (The Rainbow Game).

4. Garry Kasparov vs Veselin Topalov, Wijk aan Zee 1999 (The Chess Game).

Try to follow the games, analyse them, understand them, and calculate the variations and I am sure that you will enjoy them even more than when the defence is absent!

CHESS SCHOOLS

In the short chess history of the post 1500 AD years, there have been four main ‘schools’ of chess.

The first was the so-called ‘Romantic Chess’, which was the style of chess prevalent in the 19th century. It was characterised by brash sacrifices and open, tactical games.

Winning was secondary to winning with style, so much, in fact, that it was considered unsportsmanlike to decline a gambit — the sacrifice of a pawn or piece to obtain an attack.

It is no coincidence that the most popular openings played by the Romantics were the ‘King’s Gambit Accepted’ and the ‘Evans Gambit Accepted’. Some of the major players of the Romantic era were Adolf Anderssen, Paul Morphy and Henry Blackburne.

The Romantic style was effectively ended on the highest level by Wilhelm Steinitz, who, with his more positional approach, crushed all of his contemporaries and ushered in the modern age of chess.

The second was the so-called ‘Classical School’. Around 1860, Louis Paulsen realised that many attacks on the king succeeded because of poor defence.

Wilhelm Steinitz agreed with that and rejected the prevailing notion that attack was more honorable than defence. Steinitz strengthened defensive techniques and advocated strategic manoeuvring to gain enough of an advantage before launching an attack.

Steinitz was an advocate of the queenside pawn majority and the use of the bishop pair. He also emphasised occupation of the centre of the board and pawn structure. Steinitz began using his ideas in games in 1872. Steinitz had few followers at first, but by the 1890s most masters had been influenced by his ideas. Siegbert Tarrasch was a great promoter of the Steinitz school.

The third one was the so-called ‘Hypermodern School’. The hypermodern school was founded by Aron Nimzowitsch, Richard Réti, Savielly Tartakower, Gyula Breyer and Grünfeld in the 1920s.

The hypermodernists rejected the idea that occupation of the centre was important. Instead, the hypermodern school emphasises control of the centre by attacking it with pieces, especially from the periphery.

The hypermodern school also denied the superiority of the two bishops in all types of positions and claimed that the bishop pair was only strong in open or semi-open positions.

And the fourth one was the socalled ‘Soviet School’. In the 1940s the Soviet Union began a long domination of chess. The Soviet school agreed with Tarrasch and emphasised mobility.

A weakness that could not be attacked was not a real weakness. The Soviet school was based on teachings of Mikhail Chigorin (1850–1908).

Generally speaking, chess experts in the USSR described the Soviet School of Chess as a fast-paced, daring style of play best exemplified by the young generation of postwar players like David Bronstein.

Not all Soviet players used this playing style, though. The most notable exception was Botvinnik, whom Grandmaster Mark Taimanov compared to the methodical Wilhelm Steinitz.

The main contribution of the Soviet School of Chess was not the style of players but their emphasis on rigorous training and study of the game, i.e. considering chess a sport rather than an art or science.

What I keep telling my trainees is that the level of defence is the greatest improvement in chess over the last 150 years. When there is action it is natural to see a reaction; when there is an attack, a defence is just around the corner.

Also, after the ‘immortal game’, I keep telling them to remember to bring out the queen’s bishop and not to leave the rooks standing in the corners!

At the end of the day, I do not think it is that important which ‘school’ you choose to follow; just do it well and try to play the best moves...

THE OPPONENTS

ADOLF ANDERSSEN

Karl Ernst Adolf Anderssen born in Breslau (now Wrocław), Poland (July 6, 1818 — March 13, 1879) was a German chess master. He is considered to have been the world's leading chess player for much of the 1850s and 1860s. He was quite soundly defeated by Paul Morphy who toured Europe in 1858, but Morphy retired from chess soon after and Anderssen was again considered the leading player.

After his defeat by Steinitz in 1866, Anderssen became the most successful tournament player in Europe, winning over half the events he entered, including the Baden-Baden 1870 chess tournament, one of the strongest tournaments of the era. He achieved most of these successes when he was over the age of 50.

Anderssen is famous even today for his brilliant sacrificial attacking play, particularly in the 'Immortal Game' (1851) and the 'Evergreen Game' (1852). He was a very important figure in the development of chess problems, driving the transition from the 'Old School' of problem composition to the elegance and complexity of modern compositions.

He was also one of the most likeable of chess masters and became an 'elder statesman' of the game, to whom others turned to for advice or arbitration.

LIONEL KIESERITZKY

Lionel Ada lber t Bagration Felix Kieseritzky was born in Dorpat (now Tartu), Livonia, Russian Empire to a Baltic German family (1 January 1806 or 20 December 1805–6 or 18 May 1853 in Paris). From 1825 to 1829 he studied at the University of Dorpat, and then worked as a mathematics teacher, like Anderssen. From 1838 to 1839, he played a correspondence match against Carl Jaenisch — unfinished, because Kieseritzky had to leave for Paris. In Paris he became a chess professional, giving lessons or playing games for five francs an hour, and editing a chess magazine.

Kieseritzky became one of the four leading French masters of the time, alongside Louis de la Bourdonnais, Pierre Charles Fournier de SaintAmant, and Boncourt. For the few years preceeding his death, he was among the top two players in the world along with Howard Staunton. His knowledge of the game was significant and he made contributions to chess theory of his own, but his career was somewhat blighted by misfortune and a passion for the unsound.

In 1842, he tied a match with Ignazio Calvi (+7 −7 =1). In 1846 he won matches against the German masters Bernhard Horwitz (+7 −4 =1) and Daniel Harrwitz (+11 −5 =2). He enjoyed a number of other magnificent victories throughout his career, but he lacked nerve when it came to tournament play.

VENUE

The game was played between the two great players at the Simpson'sin-the-Strand Divan in London, England, in 1851. It was an informal one, played during a break in a formal tournament. Kieseritzky was very impressed when the game was over, and telegraphed the moves of the game to his Parisian

chess club. The French chess magazine La Régence published the game in July 1851. This game was nicknamed ‘The Immortal Game’ in 1855 by the Austrian Ernst Falkbeer.

ATTACK & DEFENCE

The glee a seasoned chess player feels having perfected a war strategy out of the trillions of possible moves using his 16 piece army is almost orgasmic. Pardon me, I’ll stamp out the ‘almost’. It is orgasmic.

In 1851, the first international chess tournament was held in England. Invitations were sent to some of the most renowned chess players in Europe for a knockout style event to declare ‘the World’s Chess Champion’. The foggy streets of London welcomed (among others) the likes of Adolf Anderssen and Lionel Kieseritzsky and a bunch of names I won’t bother boring you with. Anderssen was the eventual winner of the event, and went on to be regarded as one of the finest chess players of all time.

But our story isn’t about his tournament. It isn’t about his victory. It’s about a simple practice match he played against Kieseritzsky in a café on the 21st of June, which ‘screwed Kieser inside out’ by the time it was over. It was a fitting match for the longest day of the year.

To keep it simple, Anderssen was playing with white. Kieseritsky chose black. Anderssen opened by offering his kingside bishop’s pawn, and used this move to gain control of the centre of the board.

He slowly capitalised on this start, building momentum to play a game that relied on an extreme amount of guesswork coupled with some fabulous calculations. Around a quarter way into the game, Anderssen had pinned the black queen, leaving his own bishop up for grabs.

What you must remember is that he wasn’t in a position where he would have surely captured the queen. He was just restricting her movement. To lose a bishop in order to restrict the queen’s walking space was unorthodox, but Anderssen did it anyway. It was the first of his four sacrifices that would shoot this game to the fame it has reached today.

Anderssen had a vague outline of what he was doing, and he decided to be firm and attack whenever he could get the chance. In a crown jewel move at the half-way point, Anderssen used both his rooks as bait to set up a trap of a lifetime, blocking out the black king.

When Kieseritzsky fell for it and realised what Anderssen had done, popular legend goes that he resigned with a smile (which was very rare, he was one of the most arrogant players back then) and continued to play just to see whether Anderssen would win the way he thought he would. Anderssen picked this up and announced the final checkmate move out loud. For a chess player, this is hilarious. It’s like saying, ‘Okay... So you just lost... Now let me show you how I’m about to defeat you’.

Anderssen’s genius didn’t end there. He planned the checkmate in such a way, that Black was forced to take his queen as a final magnificent sacrifice, before he checkmated Kieseritzsky with his remaining bishop, rubbing salt on his wounds.

It was something like Federer nodding to Nadal and saying ‘I’m going to lose this point now, because I know you’re going to make a mistake the next time you serve and give me the match. There you go... Double fault! Game, Set, Match — me’.

One for the ages. Anderssen’s combinative skill and foresight are timeless. Kieseritzky sure showed his

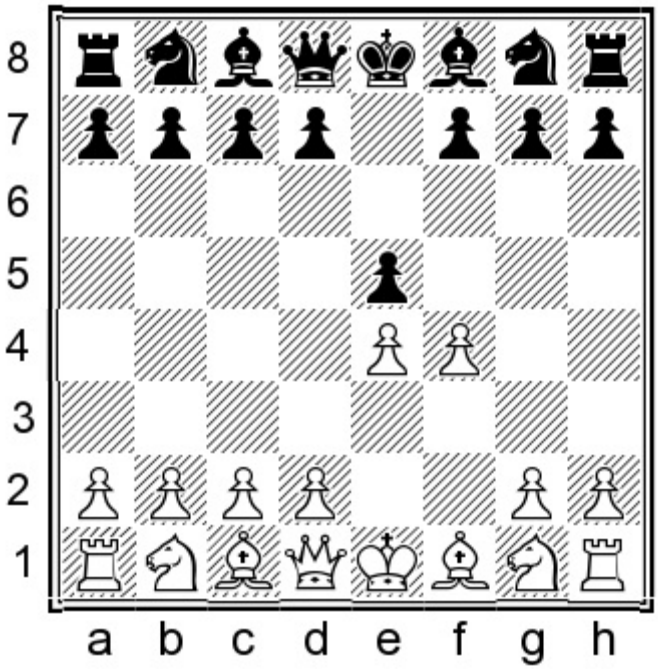
limitation by going for piece-grabs rather than defending his kingside against White's ominous buildup there.

Kieseritzsky recorded this match and shared it with all the other competitors. From then on, he was known till his death as 'the immortal loser'. The world acknowledged its significance, and till date, not a match has been played that rivals its contribution to chess literature. Anderssen proved something, which has stayed with his fans for a lifetime: 'Victory does not depend on the pieces that you lose. It depends entirely on the pieces that you can continue playing with!'.

THE GAME

Game 1
Adolf Anderssen
Lionel Kieseritzky
London 1851

1.e4 e5 2.f4



The 'King's Gambit' was fashionable in those days and every self-respecting player would try it. After all, chess engines did not exist and defence was a rather mystical, unexplored notion, so there was little to worry about or be afraid of.

2...exf4

Black felt obliged to accept the offer, but nowadays most games continue with the 'Anti-King's Gambit' with 2...d5 where White's best option is 3.exd5 c6 with an unclear game. When I was young I won a game where White (a Hungarian IM) played the blunder 4.fxe5? ♕h4+ 5.♔e2 ♕e4+ 6.♔f2 ♗c5+ 7.d4 ♗xd4+ 8.♔g3 ♗xe5+ 9.♔f2 ♗d4+ 10.♔g3 ♕g6+ 11.♔f4 ♕f5+ 12.♔g3 ♗f2# 0–1 Perenyi,B-Grivas,E Athens 1984.

3.♗c4

An aggressive move, which invites Black to destroy White's castling rights. In return, White hopes to benefit from his opponent's early queen trip...

The most popular move nowadays is 3.♘f3 d5 4.exd5 ♘f6 5.♗c4 ♘xd5 6.0-0 ♗e7 7.♘c3 ♗e6 8.♕e2 ♘c6 9.d4 0-0 10.♘xd5 ♗xd5 11.♗xd5 ♕xd5 12.♗xf4 ♗d6, with equal chances, as in Carlsen,M-Aronian,L Stavanger 2015.

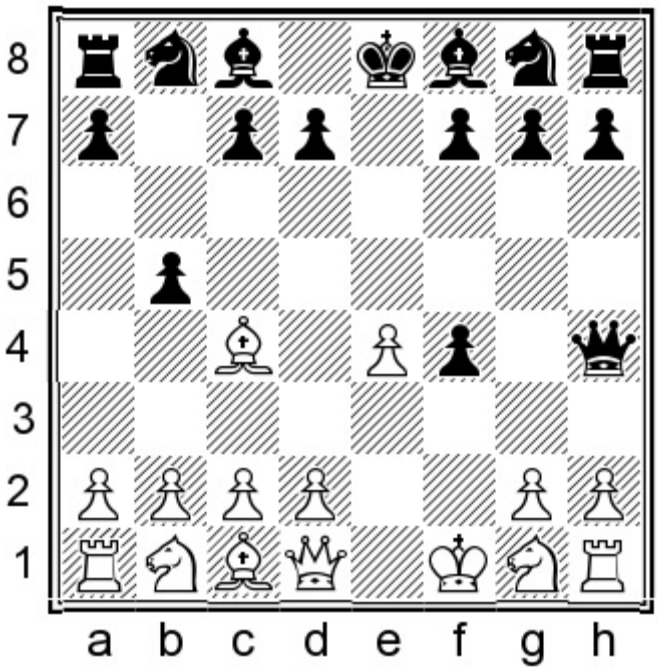
3...♕h4+

A principal move, although Black has tried 3...d5 4.♗xd5 ♘f6 5.♘c3 ♗b4, as in Morozevich,A-Almasi,Z Monte Carlo 2002.

4.♔f1

4.♔e2 is weaker: 4...♘f6 5.♘c3 ♕g4+ 6.♔f1 ♕xd1+ 7.♘xd1 ♘xe4 and Black's material advantage will tell, as in Kozolup,V-Grigoryan, A Nevinnomyssk 2012.

4...b5



A speciality of L. Kieseritzky.

There are more popular moves for Black here, such as 4...d6 5.♘c3 ♗e6 6.♗b3 ♘d7 7.d4 g5 8.♘f3 ♕h5 9.h4!⩲ Ivanchuk,V-Karjakin,S Jurmala 2015 and; 4...g5 5.♘c3 ♗g7 6.d4 ♘e7 7.♘b5 ♘a6 8.♘f3 ♕h5∞ Semcesen,D-Bartel,M Budva 2003.

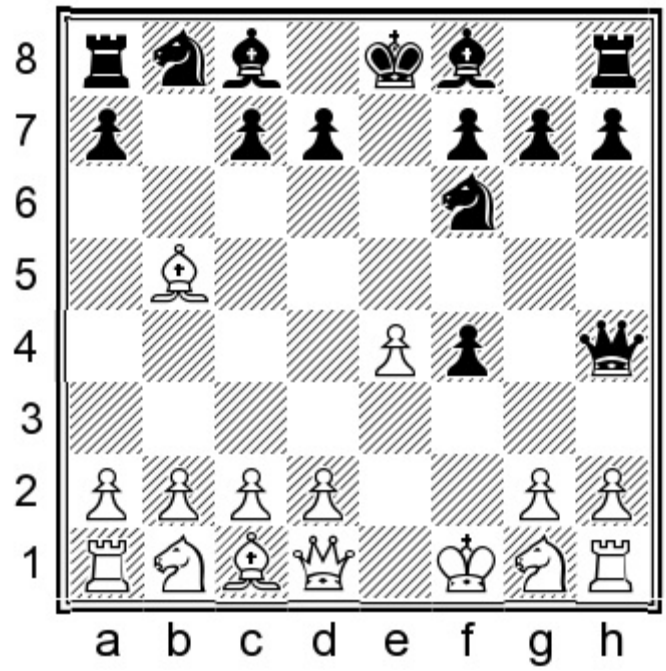
5.♗xb5

a) White has declined the counter-gambit with 5.♘f3 ♕h5 6.♗e2 ♘f6 7.d3 g5 8.e5 ♘d5 9.♘d4 g4

10.♗xg4 ♕xe5 11.♕e2 ♘e3+ 12.♗xe3 fxe3 and Black won in Gaber,J-Rozsa,P Keszthely 1995, or with;

b) 5.♗b3 ♘f6 6.♘f3 ♕h6 7.♘e5 d5 8.♘c3 ♗d6 9.d4 ♘xe4 10.♘xe4 ♗xe5 11.♗xd5 c6 12.dxe5 cxd5 13.♘d6+ ♔d7 14.♕xd5 ♔c7 15.c4 ♕e6 16.♕xa8 ♘c6 17.cxb5 ♕d5 18.♕xc6+ ♕xc6 19.bxc6 ♔xc6 20.♗xf4 ♖d8 21.♔f2 ♗e6 22.♖ac1+ ♔b6 23.♗e3+ ♔a6 24.♖c6+ ♔a5 25.♗d2+ ♔a4 26.♖a6# 1–0 Morphy,P-Maurian,C New Orleans 1858.

5...♘f6



a) A natural developing move, although L. Kieseritzky had previously tried 5...♗b7 6.♘c3 ♗b4 7.d3 ♗xc3 8.bxc3 ♘f6 9.♘f3 ♕h5 10.♖b1! and White had the advantage in Harrwitz,D-Kieseritzky,L Great Britain 1847.

b) Another move is 5...♗a6 6.♗xa6 ♘xa6 7.d4 ♘h6 8.♘f3 ♕f6 9.c3 c5, with an unclear game as in Boussaha,B-Jakubowski,R Montigny le Bretonneux 2004.

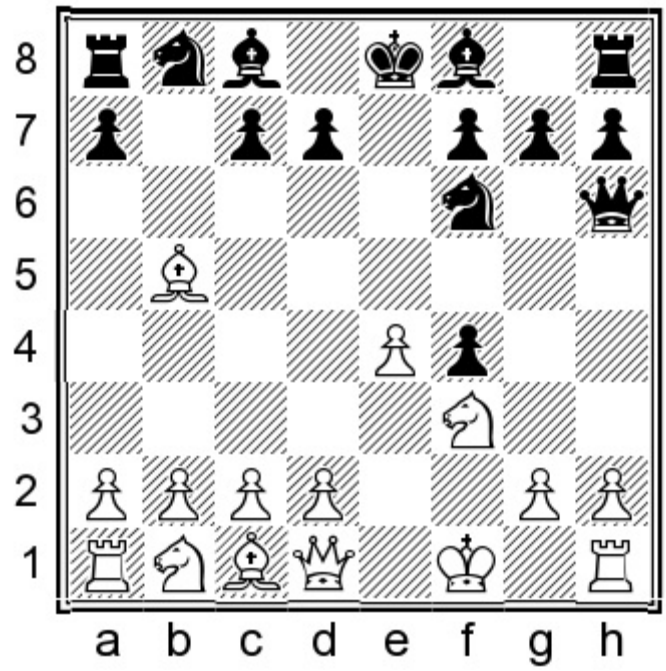
6.♘f3

A logical follow-up, gaining time in development by attacking the black queen.

a) Illogical is 6.♘c3 ♘g4! 7.♘h3 ♘c6 8.♘d5 ♘d4 9.♘xc7+ ♔d8 10.♘xa8 f3 11.d3 f6 12.♗c4 d5 13.♗xd5 ♗d6 14.♕e1? fxg2+ 15.♔xg2 ♕xh3+ 16.♔xh3 ♘e3+ 17.♔h4 ♘f3+ 18.♔h5 ♗g4# 0–1 Schulten,J-Kieseritzky,L Paris 1844;

b) Interesting is 6.♕e2 ♘h5 7.d4 ♘g3+ 8.hxg3 ♕xh1 9.♗xf4 ♘c6 10.♗xc6 dxc6 11.♘c3⩲ Mackenzie,D-Trivett,J Reno 2006.

6...♕h6



The text move looks like the best, although Black has tried 6...♕h5?! as well: 7.♘c3 (7.♗c4 ♗b7 8.d3 ♗d6 9.♘c3 0-0 Deus Filho,J-Do Valle Cardoso,L Registro 2016) 7...♗b7 8.♗c4! A move proposed by Y. Estrin.

[The alternative is 8.e5 ♘e4 (8...♗xf3 9.♕xf3 ♕xf3+ 10.gxf3 ♘h5 11.d4 c6 12.♗d3 d5 13.♘e2 g5 14.h4 h6 15.hxg5 hxg5 16.♗f5+–; 8...♘g4 9.d4 ♘e3+ — or 9...g5 10.h4± — 10.♗xe3 fxe3 11.♕e2±; 8...♘d5!? 9.♗e2∞]

9.♘xe4 ♗xe4 10.d3 ♗c6! (10...♗xf3? 11.♕xf3 ♕xf3+ 12.gxf3 g5 13.h4+–) 11.♗xc6 ♘xc6 12.♗xf4∞) 8...♘xe4 (8...♗b4 9.d3 ♗xc3 10.bxc3 g5 11.h4!±) 9.♘xe4! d5 10.♗b5+ c6 11.♕e2!±.

7.d3?!

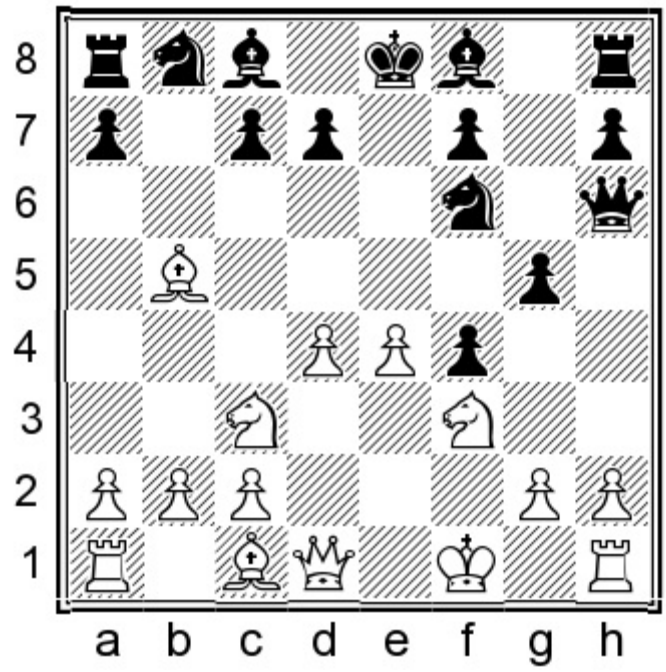
White should try to occupy the centre.

7.♘c3 looks like the most principled move: 7...g5

a) 7...c6 8.♗c4 d6 9.d4 ♘h5 (9...♗e6? 10.d5 cxd5 11.exd5± Anderssen,A-Kieseritzky,L London 1851) 10.♘e2 ♗e7 11.e5 d5 12.♗d3 0-0 13.♖g1∞ Anderssen,A-Kieseritzky,L London 1851;

b) 7...♗b7 8.d4 (8.♕e2 ♗b4 9.e5 ♘h5 10.♖g1 0-0 11.d4 ♕b6∓) 8...♘xe4 9.♕e2 ♕e6 10.♘xe4 ♕xe4 11.♗xf4 ♕xe2+ 12.♔xe2±.

8.d4



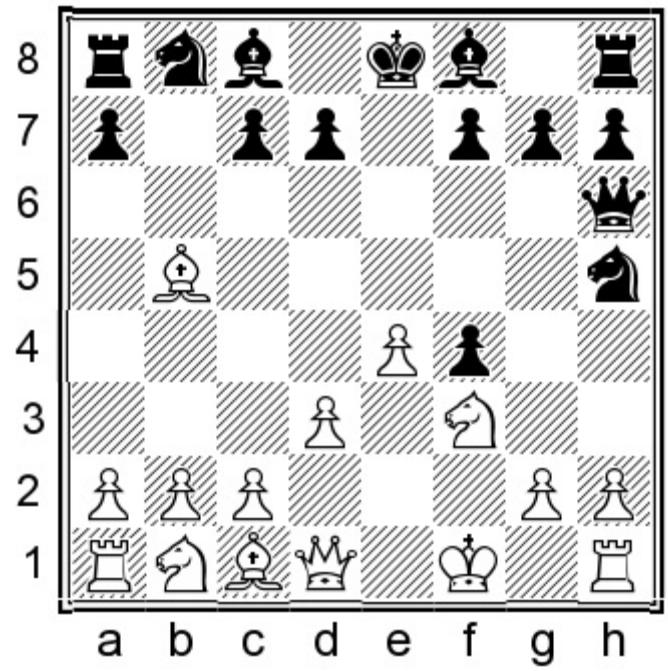
8...c6

a) 8...♗b7? 9.h4 ♖g8 10.♔g1! gxh4 11.♖xh4 ♕g6 12.♕e2 ♘xe4 13.♖xf4 f5 14.♘h4 ♕g3 15.♘xe4 1–0 Short,N-Kasparov,G London 1993;

b) 8...♗g7? 9.e5 ♘h5 10.♘e4! (10.♔g1 ♗b7 11.♗e2 ♖g8 12.♘e1 f3 13.♗xf3 ♗xf3 14.♕xf3 ♘c6 15.♘d5 0-0-0 16.♘e7+ ♔b8 17.♘xg8 ♖xg8 18.♕xf7 ♖f8 19.♕b3+ ♔c8 20.♘f3 ♕g6 21.c3 g4 22.♘h4 ♕d3 23.♗g5 ♘f4 24.♗xf4 ♖xf4 25.♖e1 ♕d2 26.♘f3 gxf3 0–1 Raphael,B-Morphy,P New York 1857) 10...g4 11.♘h4 ♕b6 12.♗e2±;

9.♗c4 ♗a6 10.♗xa6 ♘xa6 11.h4 ♖g8 12.♔g1⩲ Humeau,C-Bologan,V Calvi 2008.;

7...♘h5?



7...♗c5! looks like a better (developing) try: 8.d4 ♗b6 9.♘c3 ♗b7 10.♗d3

[10.e5 ♘g4! (10...♘e4 11.♘xe4 ♗xe4 12.h4∞) 11.♕d3 0-0∓]

10...0-0! (10...♘c6 11.♘e2 ♘h5 12.c3 g5 13.g4!∞ Anderssen,A-Pollmacher,H Leipzig 1852; 10...g5 11.h4 ♖g8 12.♘d5!∞) 11.h4 ♘c6 12.♘e2 ♖ae8 and Black seems to have the better game.

8.♘h4?

Both opponents placed their knights on the edge of the board, which is not a good sign...

a) Superior was 8.♖g1! (aiming for 9.g4) 8...♕b6 9.♘c3 c6 10.♗c4 and White stands better;

b) Note that 8.♔e2?! is poor: 8...♕b6 (8...g5? 9.♘c3 ♘c6 10.♘d5 g4 11.♘xc7+ ♔d8 12.♗xc6 gxf3+ 13.gxf3 ♕xc6 14.♘xa8± Von Jaenisch,C-Kieseritzky,L London 1851) 9.♘c3 c6 10.♗c4 d6 11.♕g1 ♗e7∞.

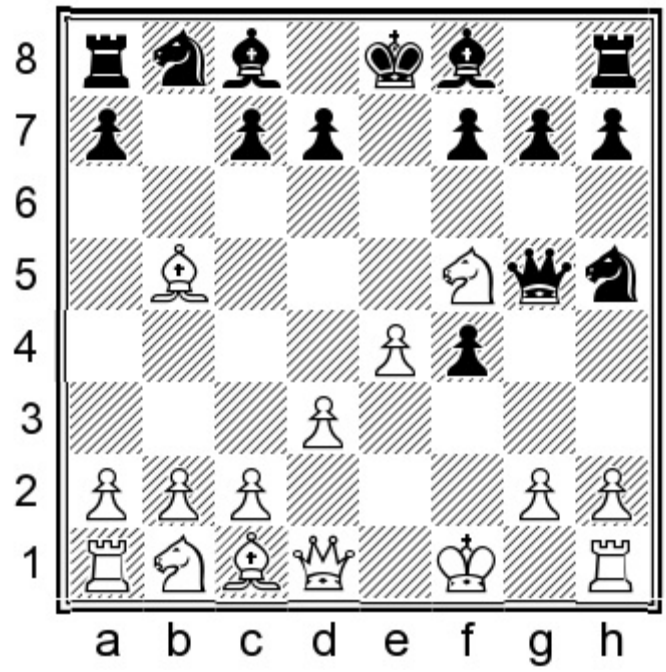
8...♕g5

Well, Black attacks two birds with one stone (the b5-bishop and the h4knight), but also fine is 8...g6 9.g3 (9.g4? ♘f6 10.♘g2 ♕h3 11.♗xf4 ♘xg4∓) 9...♗e7 10.♘c3

[10.♕g4? c6 (10...♔d8 11.♘g2 d6 12.♕f3 c6 13.♗a4 g5∞) 11.♗c4 f5! 12.♕h3 (12.exf5 d5 13.♗b3 g5–+) 12...fxe4 13.dxe4 ♘a6∓]

10...c6 11.♗a4 ♘a6, when Black ’s position is preferable.

9.♘f5



9...c6?

Black should immediately start chasing the white knight away: 9...g6! 10.h4 (10.g4? gxf5 11.gxh5 fxe4–+) 10...♕f6!

[10...♘g3+? 11.♘xg3 (11.♔e1 ♕f6 12.♘xg3 fxg3 13.♖f1! ♕xh4 14.♕f3±) 11...♕xb5 (11...♕xg3? 12.♖h3+–) 12.♘c3±]

11.♘c3 c6 12.♗a4 (12.♗c4? d5–+) 12...♘a6!∓. Here he should be quite comfortable, planning ...♘c5 and completing his development in a more harmonious way than White.

10.g4?

a) Also bad was 10.h4? ♕g6 11.♗a4 d5∓; or 10.♗c4? d5–+;

b) But White should opt for 10.♗a4! d5

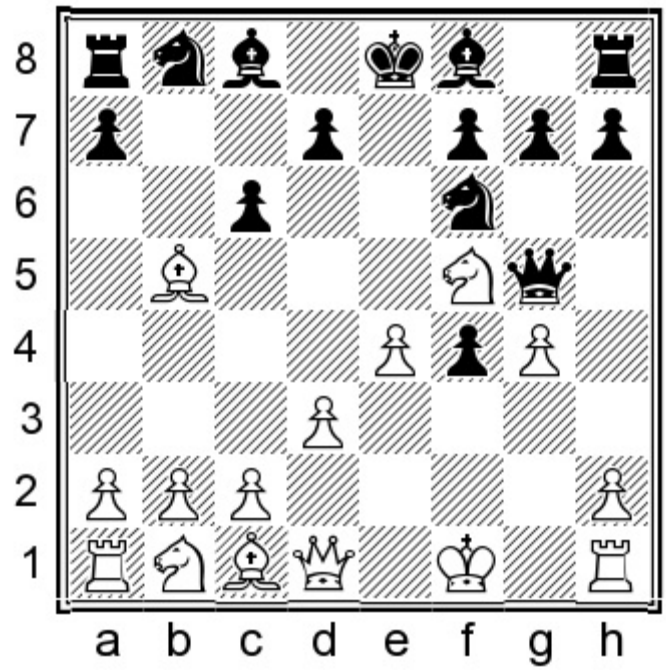
[10...g6 11.♘g3! ♘xg3+ 12.hxg3 ♕xg3 13.♘c3 ♗c5 14.♕e1! (14.d4? ♗a6+∓; 14.♕f3 ♕xf3+ 15.gxf3 g5 16.♖h5 ♗e7 17.♔g2 ♘a6 18.♗d2∞) 14...♕xe1+ (14...♕g4 15.♖h4±) 15.♔xe1 g5 16.♖h5 ♗e7 17.g3! fxg3 18.♗xg5±]

11.♘c3!

[11.g4 dxe4 12.dxe4 g6 (12...♗a6+? 13.♔g2 ♘f6 14.♕f3±) 13.♕d5! ♕xg4 14.♗xc6+ ♘xc6 15.♕xc6+ ♔d8 16.♕d5+=]

11...♗xf5 12.exf5 ♕h4! 13.♕e1+ ♕xe1+ 14.♔xe1±. A. Anderssen was only thinking of the black king; never to exchange queens of course!

10...♘f6?



10...g6! was more to the point. Although the variations that follow are difficult to find over the board, Black would be on the top after 11.gxh5!

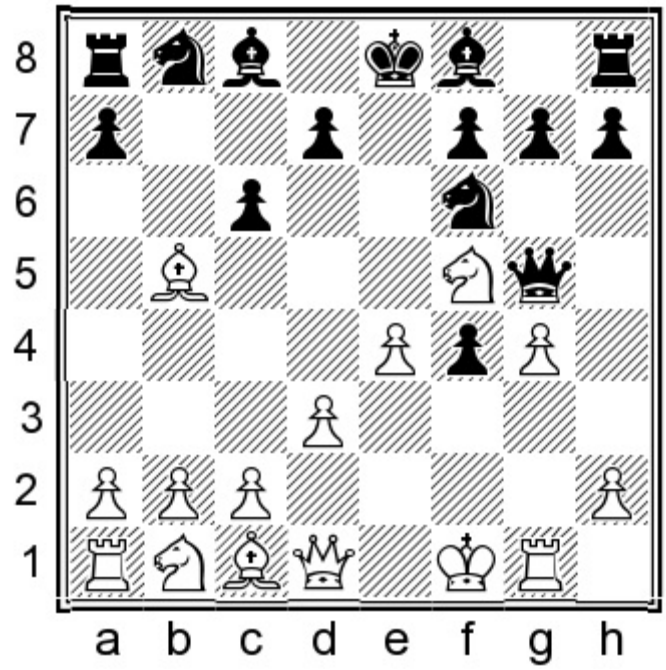
[11.♘d4? ♗g7 12.c3 d6! (12...♗xd4?! 13.cxd4 ♕xb5? 14.♘c3 ♕b6 15.gxh5 ♕xd4 16.♗xf4 ♕f6 17.♕g4±) 13.♗a4 ♗xg4 14.♘f3 ♕h6–+]

11...gxf5 12.♖g1!

[12.h4? ♕g3 (12...♕f6 13.♗c4 fxe4 14.dxe4 ♖g8∓) 13.♕e2 ♖g8–+]

12...♕f6 13.♘c3 ♗c5 14.♖g2 cxb5 15.♘d5 ♕c6∓.

11.♖g1



11...cxb5?

Too greedy! Black shouldn't accept the bishop sac but instead choose one the following variations:

a) 11...d5 12.h4 ♕g6 13.h5 (13.♗xf4?! h5!) 13...♕g5 14.♕f3 ♗xf5 15.exf5 ♗d6!

[15...cxb5? 16.♗xf4 ♕h4 17.♘c3 (17.g5 ♕xh5 18.♕e3+ ♘e4 19.dxe4 ♕d1+ 20.♔g2 ♕xc2+ 21.♔g3 ♗c5 22.♖c1 ♗xe3 23.♖xc2 ♗xf4+ 24.♔xf4±) 17...♗c5 (17...♘c6 18.♖e1+ ♗e7 19.♘xb5±) 18.♖e1+ ♔f8 (18...♕xe1+ 19.♔xe1 ♗xg1 20.g5+–) 19.g5+–]

16.♗a4 0-0 17.♘c3 ♘bd7 18.♘e2∞;

b) 11...h5!? 12.h4 ♕g6 13.g5 ♘g4 14.♗a4!

[14.♗xf4? d5–+; 14.♘c3? cxb5 15.♘d5 (15.♘xb5? ♕b6–+) 15...♘a6! (15...d6? 16.♘d4⩲; 15...♗d6? 16.♖xg4! hxg4 17.♕xg4⩲) 16.♗xf4 ♗b7 17.c4 ♗xd5 18.cxd5 ♕b6–+]

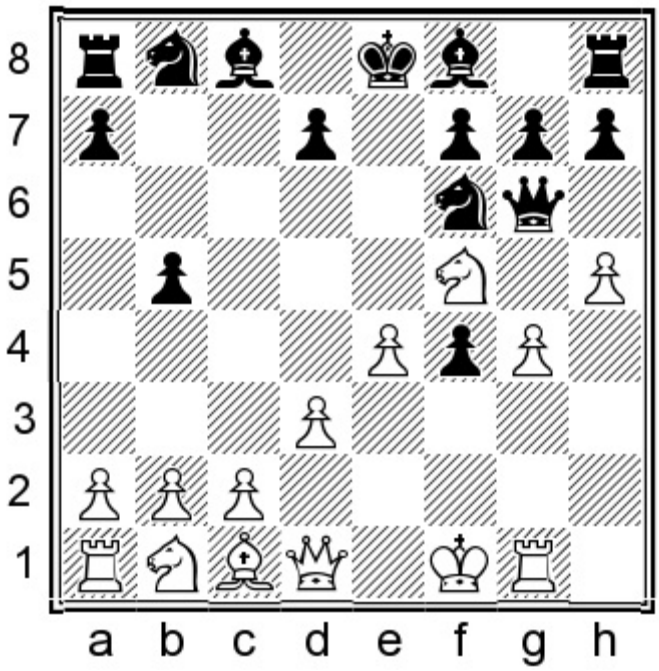
14...d5 15.♕e1! (15.♘d4? ♗c5 16.c3 ♗xd4 17.cxd4 dxe4 18.dxe4 ♕xe4–+) 15...dxe4 16.♕xe4+ ♔d8 17.♘d4 ♕xe4 18.dxe4∞.

12.h4!

Correct.

Of course 12.♕f3? h5 would be out of the question! The placement of the black queen is so ugly and gives White the necessary tempos to develop and to improve, fully compensating for his loss of castling rights.

12...♕g6 13.h5

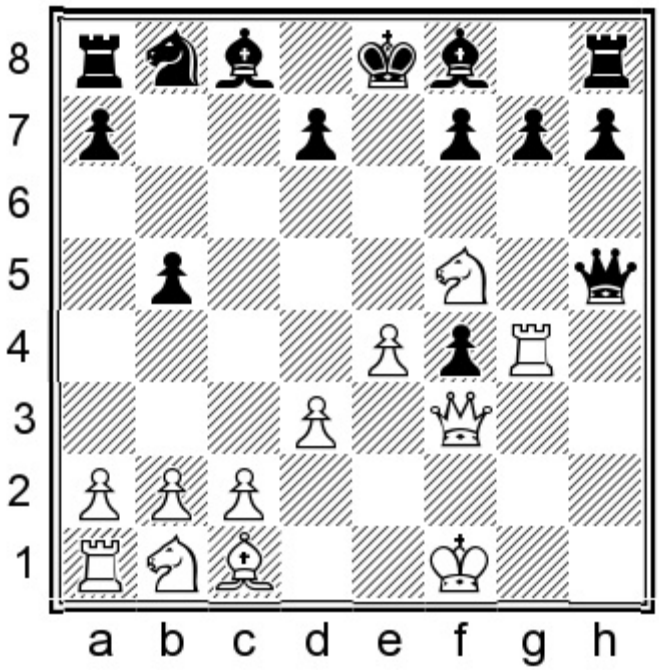


13...♕g5

Returning the piece with 13...♘xh5 wouldn't relieve White's position: 14.gxh5 ♕f6 15.♘c3 ♗b7 16.♗xf4 g6 17.♘xb5+–.

14.♕f3 ♘g8

Again, Black is helpless if he returns the piece: 14...♘xg4 15.♖xg4 ♕xh5



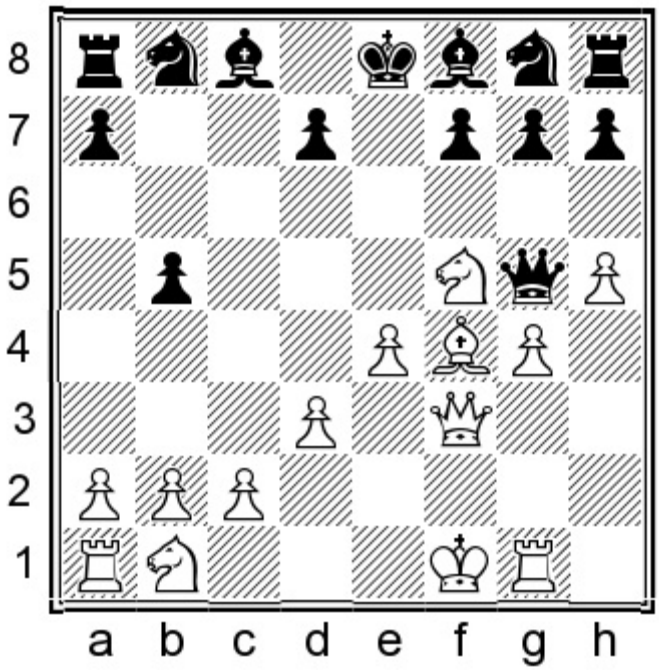
16.♘c3!

[16.♗xf4? ♗b7! (16...g6 17.♘d6+ ♗xd6 18.♗xd6 ♘c6 19.♕f6 ♖g8 20.♘c3+–; 16...d5 17.♘c3 ♗xf5 18.exf5+– or 17...g6? 18.♘xd5+–) 17.♕g3 ♘c6 18.♘xg7+ (18.♘c3 ♕h1+ leads to unclear positions: 19.♔f2 ♕xa1 20.♘xg7+ ♗xg7 21.♖xg7 0-0-0 22.♘xb5 ♗a6 23.♘d6+ ♔b8 24.♘xf7+ ♔a8 25.♘xh8 ♕xb2∓) 18...♗xg7 19.♖xg7 ♘d4 20.♘d2∞]

16...♘c6 17.♗xf4+–.

15.♗xf4

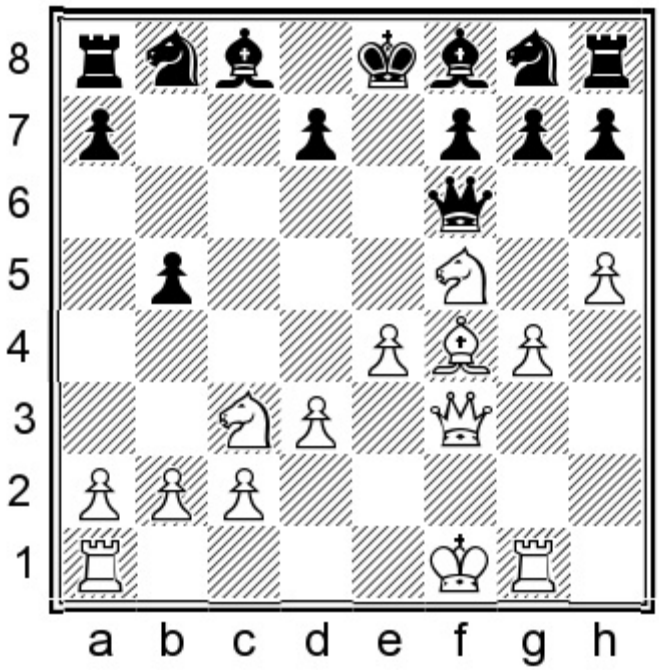
Black's main problem is that he has only developed his queen at this point; you cannot get away with this... He is a piece up, but this is good for the endgame and not for the middlegame where White's pieces will deliver a lethal kiss to the black king...



15...♕f6

15...♕d8 is another try: 16.♘c3 a6 (16...d6 17.♘xb5 ♗xf5 18.exf5+–; 16...g6 17.♘xb5 gxf5 18.♘c7+ ♔e7 19.exf5+–) 17.♗d6! ♗b7 18.♘d5 ♗xd5 19.exd5 ♗xd6 20.♘xd6+ ♔e7 21.♘xf7+–.

16.♘c3



A triumph of quality (developing, space, piece placement) over quantity (material). You simply can't play like this, and it is obvious that Black will very soon be busted.

16...♗c5?!

This loses without a fight.

a) Black will also easily lose after 16...♗b7 17.♘xb5

[17.♕g3 ♘a6 (17...♘c6 18.g5 ♕e6 19.♘xb5+–) 18.♘xb5 ♕xb2 19.♘fd6+ ♗xd6 20.♘xd6+ ♔f8 21.♗e5 ♕b6 22.♕f4 f6 23.g5+–]

17...♕xb2 18.♘c7+ ♔d8 19.♕d1!

[19.♔g2 ♘a6 (19...♘c6 20.♖ab1 ♕xc2+ 21.♔h3 ♖b8 22.♘d5+–) 20.♘xa8 ♗xa8 21.♖ab1 ♕xc2+ 22.♔h1+–]

19...♔c8 20.♖b1 ♕xa2 21.♖a1 ♕b2 22.♘xa8+–.;

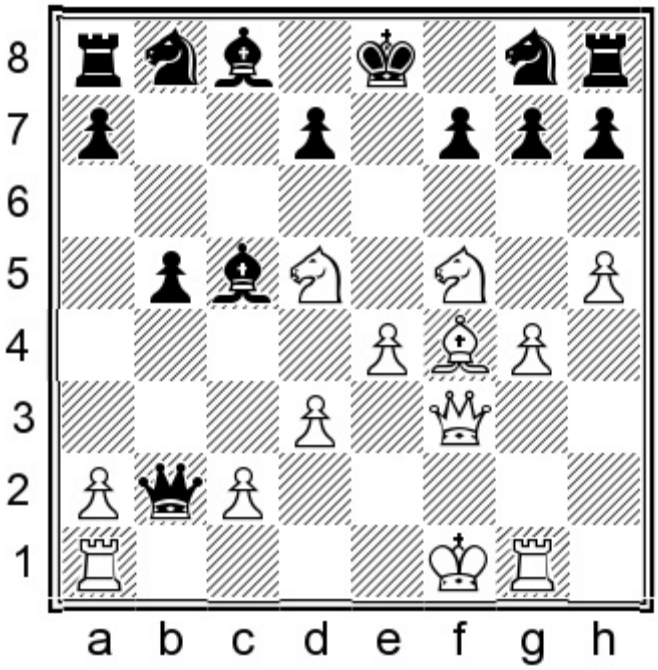
b) He should have tried 16...♕c6 where White would have had to find 17.♕g3 (17.a4!? b4 18.♘b5 d6 19.♘bxd6+ ♗xd6 20.♘xd6+ ♔f8 21.g5±) 17...d6 18.♗xd6 ♘d7 19.♘d5 g6 20.♖e1!+–.

17.♘d5?

Too optimistic.

The simple 17.d4! was curtains: 17...♗e7 (17...♗xd4 18.♘d5 ♕c6 19.♘c7+ ♔d8 20.♘xd4+–) 18.♘d5 ♕c6 19.♘dxe7 ♘xe7 20.♘d6+ ♔f8 21.♕b3!+–.

17...♕xb2



A famous position.

18.♗d6?

Completely wrong. White had at least three other winning continuations at his disposal:

a) 18.d4 ♕xa1+ (18...♗f8 19.♘c7+ ♔d8 20.♕b3!+–) 19.♔g2 ♕b2 20.dxc5 ♘a6 21.♘d6+ ♔f8 22.♗e5

♕xc2+ 23.♔h3 f6 24.♘xf6+–;

b) 18.♗e3 d6

[18...♕xa1+ 19.♔g2 ♕b2 (19...♕xg1+ 20.♗xg1 ♗xg1 21.♘d6++–) 20.♗xc5 ♕xc2+ 21.♔h3 ♕xc5 22.♖c1! d6 (22...♕xc1 23.♘d6++–) 23.♖xc5 ♗xf5 24.♕xf5 dxc5 25.♕c8#]

19.♗d4

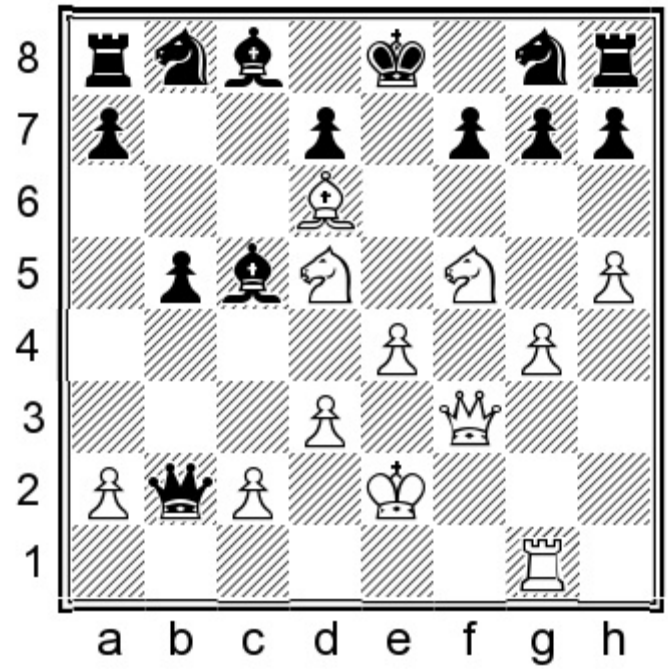
[19.♖e1 ♗xf5 (19...♔d7 20.♗xc5 dxc5 21.♕g3+–) 20.exf5 ♔d7 21.♗xc5 dxc5 22.♘e3+–]

19...♗xd4 20.♘xd6+ ♔d8 (20...♔d7 21.♕xf7+ ♔xd6 22.♕c7+ ♔e6 23.♘f4+ ♔f6 24.g5#) 21.♕xf7+–;

c) 18.♖e1 ♘a6 (18...♗b7 19.d4+–) 19.♗d6 ♗b7 (19...♗xg1 20.e5+–) 20.♗xc5 ♘xc5 21.♘d6+ ♔d8 22.♘xf7++–.

18...♗xg1?

It looks like Black is winning after 18...♕xa1+! 19.♔e2 ♕b2! but this is not the case:

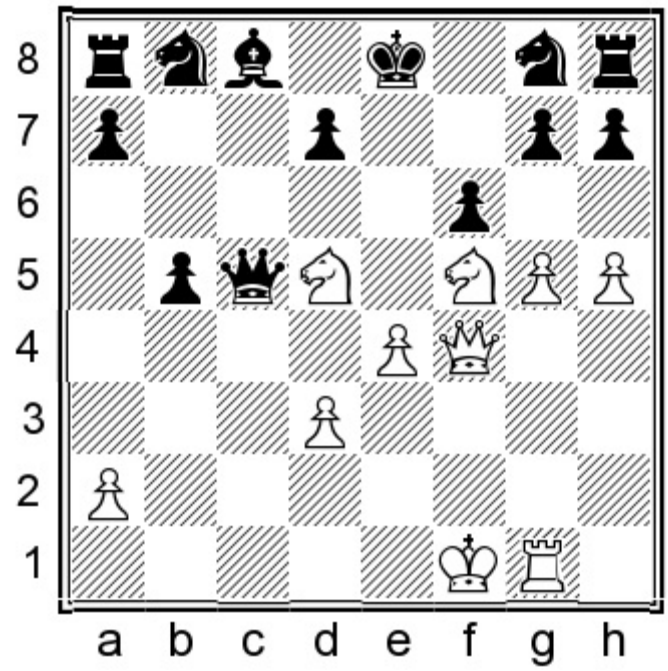


20.♗xc5!?

a) 20.♖c1? g6! (20...♗b7? 21.♗xc5 ♗xd5 22.♕f4!⩱) 21.♗xc5 gxf5 22.exf5 d6–+;

b) 20.♔d2 ♗xg1 (20...g6? 21.♗xc5! gxf5 22.exf5+–) 21.e5 ♗a6! 22.♘c7+! (22.♘xg7+? ♔d8 23.♕xf7 ♘h6 24.♕f6+ ♔c8 25.♘f5 ♘xf5 26.♕xh8+ ♔b7 27.gxf5 b4–+) 22...♔d8 23.♕xa8 (23.♘xa6 ♗b6 24.♕xa8 ♗a5+ 25.♔e3 ♕c1+ 26.♔f2 ♕d2+=) 23...♗b6 24.♕xb8+ ♗c8 25.♘d5 ♗a5+ 26.♔e3 ♕xc2 (26...♕c1+=) 27.♕xa7 ♕d2+ 28.♔f3 ♕d1+ with a perpetual check.;

20...♕xc2+ 21.♔f1 ♕xc5 22.♕f4! f6 23.g5!



And it seems that White's initiative is compensating for his material deficit; the game should end in a draw after 23...♔d8 24.♘d6 ♘e7 25.♘f7+ ♔e8 26.♘d6+ ♔d8 27.♘f7+.

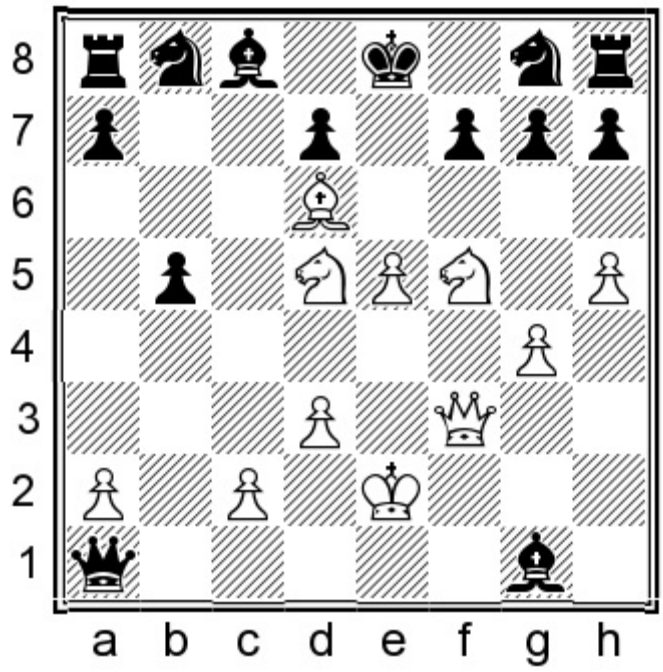
19.e5?!

Although not entirely wrong, much more to the point was 19.♖e1! ♗b7 20.♕f4!, where Black would be helpless. What's the difference? White wouldn't have to find some 'difficult' moves, so he couldn't go wrong...

19...♕xa1+

The other option was 19...♗a6, but White still wins: 20.♘c7+ ♔d8 21.♘xa6 ♕xa1+ (21...♗b6 22.♕xa8 ♕xc2 23.♘c5!+–) 22.♔e2+–.

20.♔e2



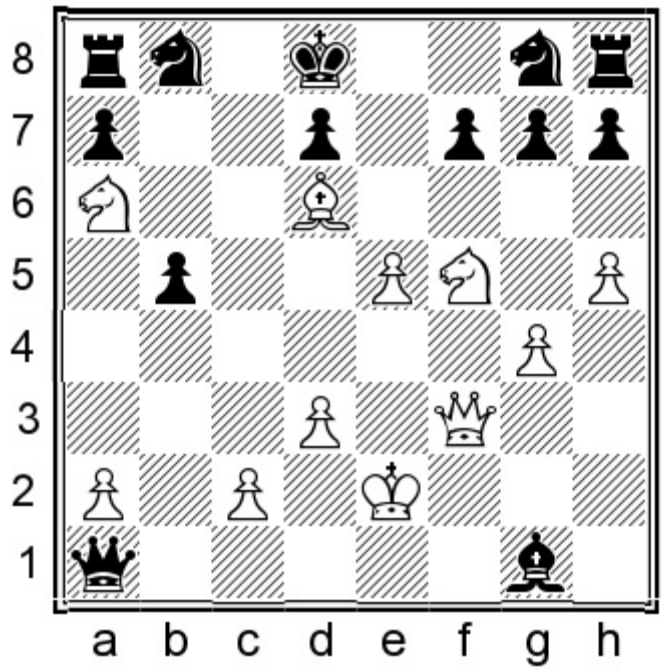
20...♘a6?!

The text allows for a pretty finish with a forced mate. Although Black will not survive, he could pose 'more' problems to his opponent with:

a) 20...f6 21.♘xg7+ ♔f7 22.♘xf6 ♗b7 (22...♔xg7 23.♘e8+ ♔h6 24.♕f4#) 23.♘d5+ ♔xg7 24.♕f8#;

b) 20...♗b7 21.♘xg7+ ♔d8 22.♕xf7 ♘h6 23.♘e6+ dxe6 24.♕c7+ ♔e8 25.♘f6#.;

c) 20...♗a6 21.♘c7+! (21.♘xg7+? ♔d8 22.♕xf7 ♘h6 23.♘e6+ ♔c8–+) 21...♔d8 22.♘xa6!



(22.♕xa8? ♕c3 23.♕xb8+ ♗c8 24.♘d5 ♕xc2+=) 22...♕xa2

c1) 22...♕c3 23.♗c7+ ♕xc7 24.♘xc7 ♔xc7 25.♕xa8 ♘c6 (25...♗c5 26.♘d6 ♗xd6 27.exd6+ ♔c8

28.♕xa7+–) 26.♘d6 ♘xe5 27.♘xb5+ (27.♕f8+–; 27.♘e8+ ♔b6 28.♕b8++–) 27...♔b6 28.♕b8+ ♔c5 29.♕xe5++–.;

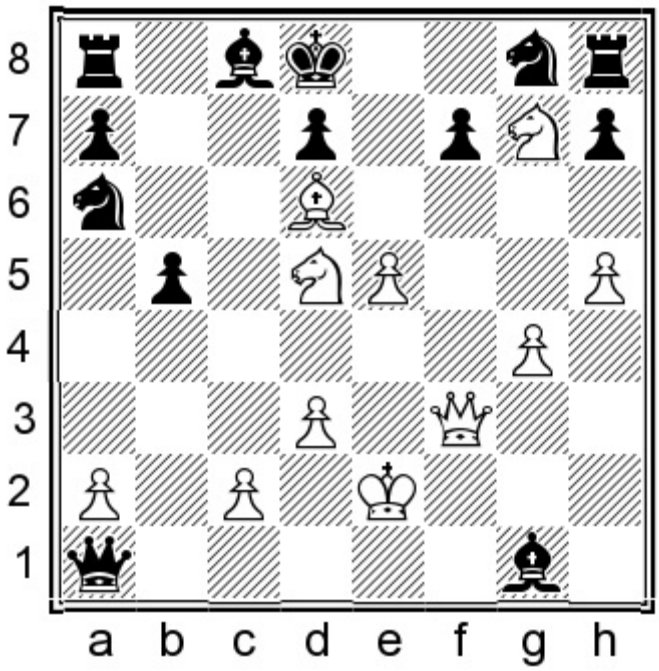
c2) 22...♗b6 23.♕xa8 ♕c3 24.♘b4!

[24.♕xb8+ ♕c8 25.♕xc8+ ♔xc8 26.♗f8 h6 27.♘d6+ (27.♗xg7 ♖h7 28.♘b4± planning 29.♘d5–f6) 27...♔d8 28.♘xf7+ ♔e8 29.♘xh8 ♔xf8 30.♘g6+ ♔f7 31.♔f3+–]

24...♕c8 25.♕d5 ♕c3 26.♕xf7+–;

23.♘b4 (23.♗c7+ ♔e8 24.♘b4 ♘c6 25.♘xa2 ♗c5 26.♕d5 ♗f8 27.♕xb5+–) 23...♘c6 24.♘xa2 (24.♘xc6+ dxc6 25.♕xc6 ♖c8 26.♗e7+ ♘xe7 27.♕d6+ ♔e8 28.♕xe7#) 24...g6 25.♘b4 gxf5 26.♘xc6+ dxc6 27.♕xc6 ♖c8 28.♕b7+–.

21.♘xg7+ ♔d8



22.♕f6+!

A beautiful end to an attractive game...

22...♘xf6 23.♗e7#

1–0

THE EVERGREEN GAME

THE OPPONENTS

ADOLF ANDERSSEN

Karl Ernst Adolf Anderssen born in Breslau (now Wrocław), Poland (July 6, 1818 — March 13, 1879) was a German chess master. He is considered to have been the world's leading chess player for much of the 1850s and 1860s. He was quite soundly defeated by Paul Morphy who toured Europe in 1858, but Morphy retired from chess soon after and Anderssen was again considered the leading player.

After his defeat by Steinitz in 1866, Anderssen became the most successful tournament player in Europe, winning over half the events he entered, including the Baden-Baden 1870 chess tournament, one of the strongest tournaments of the era. He achieved most of these successes when he was over the age of 50.

Anderssen is famous even today for his brilliant sacrificial attacking play, particularly in the 'Immortal Game' (1851) and the 'Evergreen Game' (1852). He was a very important figure in the development of chess problems, driving the transition from the 'Old School' of problem composition to the elegance and complexity of modern compositions.

He was also one of the most likeable of chess masters and became an 'elder statesman' of the game, to whom others turned to for advice or arbitration.

JEAN DUFRESNE

Jean Dufresne (14 February 1829 – 13 April 1893) was a German chess player and chess composer. He was a student of Adolf Anderssen, to whom he lost the 'Evergreen Game' in 1852.

J. Dufresne was born and died in Berlin. The son of a wealthy Jewish businessman, he attended law school but was forced to abandon his studies when his father ran into financial difficulties. He subsequently became a journalist.

J. Dufresne was an unsuccessful novelist under the anagrammatic pseudonym E. S. Freund, but wrote several chess books, one of which, 'Kleines Lehrbuch des Schachspiels' (1881), known in Germany as 'Der Kleine Dufresne' was a huge success and taught several generations of players.

In a letter to Paul Dirac at the end of 1929, Werner Heisenberg deemed Dufresne's handbook 'the best book about the theory of Chess'. He also wrote a popular book on Paul Morphy.

His grave is located in the Jewish Cemetery Berlin-Weißensee.

VENUE

The game was played between the two great players (most probably) in a cafe in Berlin, Germany, in 1852 and it was an informal one. This game was nicknamed 'The Evergreen Game' by the first FIDE World Champion Austrian Wilhem Steinitz.

ATTACK & DEFENCE

There was no formal title of 'World Champion' at the time, but the German mathematics professor

Adolf Anderssen was widely considered to be the best player in the world after winning the first major international chess tournament in London in 1851.

Though not in the same class as A. Anderssen, Jean Dufresne, a popular author of chess books, was also a strong player. This was probably an informal game, like the 'Immortal Game'.

The game was originally published with minimal commentary in the September and October 1852 issues of the 'Deutsche Schachzeitung'.

The venue of the game is usually assumed to be Berlin, where J. Dufresne was a resident and A. Anderssen was a frequent visitor, but no details of the circumstances of the game were provided.

Beginning with Howard Staunton in 1853, the game has been extensively analysed over the years, particularly the critical positions before and after White's remarkable 19th move, 19.♖ad1. Although defensive resources for Black have since been found, A. Anderssen's combination remains muchly admired.

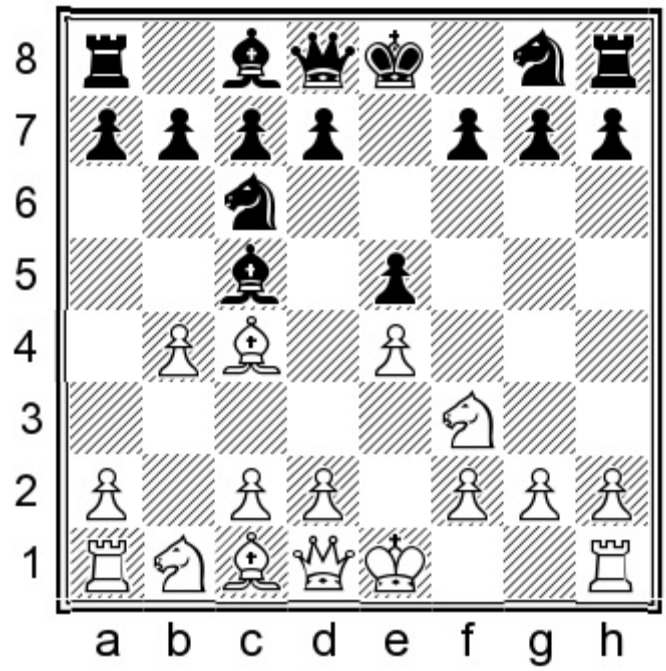
Following A. Anderssen's death in 1879, Wilhelm Steinitz published a tribute in 'The Field' in which he annotated A. Anderssen's two most famous games, the 'Evergreen' and the 'Immortal Game'.

Annotating the famous move 19.♖ad1, W. Steinitz wrote 'An evergreen in the laurel crown of the departed chess hero', thus giving this game its name. W. Steinitz was writing in English, but he may have had in mind the German word Immergrün (Evergreen), which refers to a specific evergreen plant, called Periwinkle (Vinca) in English. The symbolic meaning is expressed in the French translation, the 'Forever Young Game' (La Toujours Jeune).

THE GAME

Game 2
Adolf Anderssen
Jean Dufresne
Berlin 1852

1.e4 e5 2.♘f3 ♘c6 3.♗c4 ♗c5 4.b4



The ‘Evans Gambit’ of the ‘Italian Game’ or ‘Guioco Piano’, a popular opening in the 19th century and still seen occasionally today. White gives up material to gain an advantage in development.

4...♗xb4

A principal move.

The alternative is not to accept the gambit with 4...♗b6 5.b5 ♘d4 6.♘xd4 ♗xd4 7.c3 ♗b6 8.d4 ♕e7 9.0-0 ♘f6 10.a4 a5 11.bxa6 bxa6 12.a5 ♗a7 13.f4 0-0∞ as in Ganguly,S-Aronian,L Dubai 2014.

5.c3 ♗a5

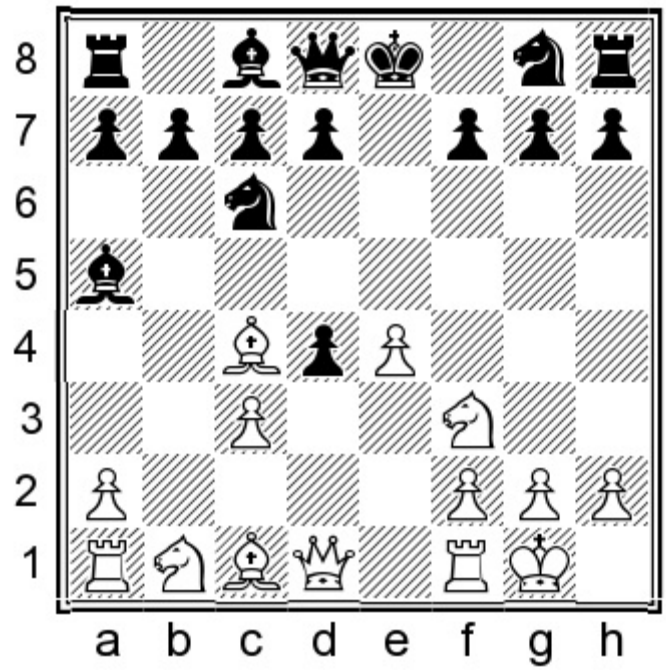
The most popular move, although 5...♗e7 or 5...♗c5 have many followers.

6.d4 exd4

Accepting the second pawn is again the most popular Black response.

The main alternative is 6...d6. A sample game went 7.♕b3 ♕d7 8.dxe5 ♗b6 9.a4 ♘a5 10.♕a2 ♘xc4 11.♕xc4 ♘e7∞ Nakamura,H-Anand,V London 2014.

7.0-0



7.♕b3 usually transposes.

7...d3

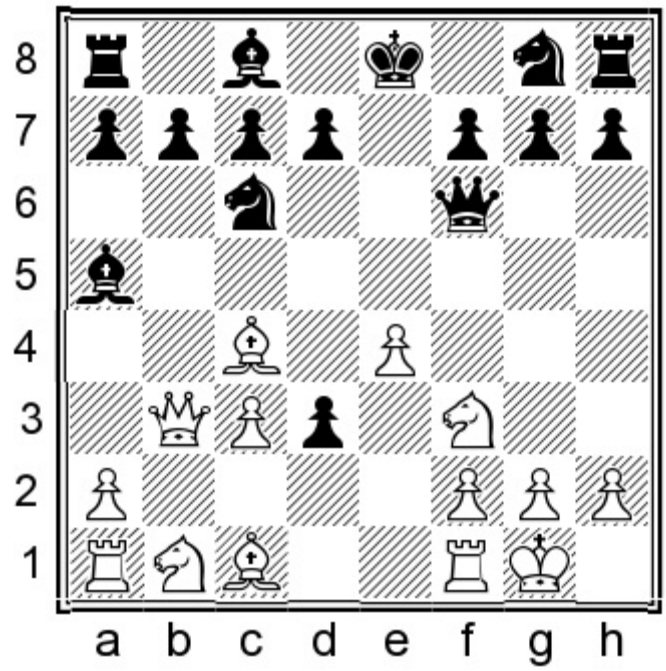
Black attempts to slow down White's rapid development by depriving the queen's knight of its preferred c3 square and forcing White to spend a tempo capturing the pawn. This move was favoured by J. Dufresne, but today it is considered slightly 'inferior'.

Other alternatives include 7...dxc3 8.♕b3 ♕e7 9.♘xc3 ♗xc3 10.♕xc3⩲ Munoz,M-Moreno Perez,N Barcelona 2016 and the most popular; 7...♘ge7 8.♘g5 d5 9.exd5 ♘e5 10.♗b3 0-0∞ Morozevich, A-Adams, M Wijk aan Zee 2001.

8.♕b3

Immediately attacking the f7-pawn. The other suggestion is 8.♖e1 ♗b6 9.e5 h6 10.♕xd3 ♘ge7 11.♘bd2 d5 12.exd6 cxd6 13.♗a3⩲ Vallejo Pons,F-Narciso Dublan,M Palencia 1999.

8...♕f6



8...♕e7?! is inferior due to 9.e5! (9.♖e1 ♗b6 10.♗a3 ♘a5 11.♕a4 c5 12.♗xd3± Grosar,A-Ibragimov,I Portoroz 1996; 9.♗a3 ♕f6 10.e5 ♕g6 11.♖e1 ♘ge7 12.♗xe7 ♘xe7 13.♕a3 b6 14.♘bd2 ♗b7 15.♖e3⩲ Guerrero Sanmarti,R-Barranco Montilla,C Spain 1995) 9...♗b6 10.♗a3 ♘a5 11.♕a4 c5 12.♗xd3± Ibrahim,I-Gameel,M Beirut 2009.

9.e5!

White gains space with tempo, as the e-pawn creates an assault on the black queen.

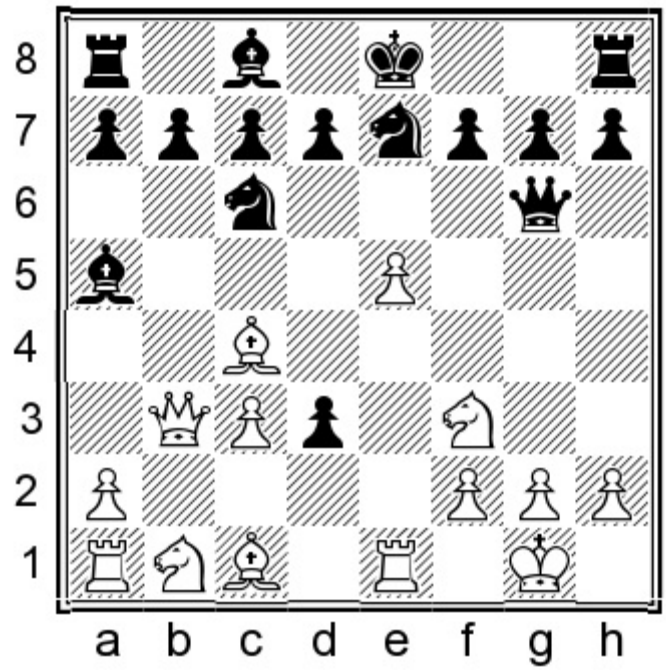
9...♕g6

White's e5-pawn cannot be taken: if 9...♘xe5?, then 10.♖e1 d6 11.♕a4+, forking the king and bishop to win a piece or even (11.♗g5 ♕f5 12.♘xe5 dxe5 13.♕b5++–.)

10.♖e1

Not bad, but today either 10.♗a3 ♘ge7 11.♖d1 0-0 12.♗xd3 ♕h6 13.♘bd2 d5 14.exd6 cxd6 15.♘e4⩲ Short,N-Kasparov,G Leuven 2011 or; 10.♖d1 ♘ge7 11.♗xd3 ♕h5 12.♘bd2 0-0 13.♗a3 d6 14.exd6 cxd6 15.♗xd6 ♖d8 16.♘c4 ♗e6 17.♕a3 ♗xc4 18.♗xc4 ♘f5 19.♗f4 ♕g4 20.♗xf7+ ♔xf7 21.♕b3+ ♔f8 22.♘g5 ♘h6 23.♘xh7+ ♔e8 24.♖e1+ ♘e7 25.♖xe7+ ♔xe7 26.♖e1+ 1–0 Wan,Y-Zeng,C Beijing 2012, are to be preferred.

10...♘ge7



Black must quickly take care of his defence and castle, otherwise dangerous situations might arise. 10...♗b6?! is inferior due to 11.♕d1! ♘h6 12.♗xd3± Goessling,G-Soukup,J Germany 2012.

11.♗a3

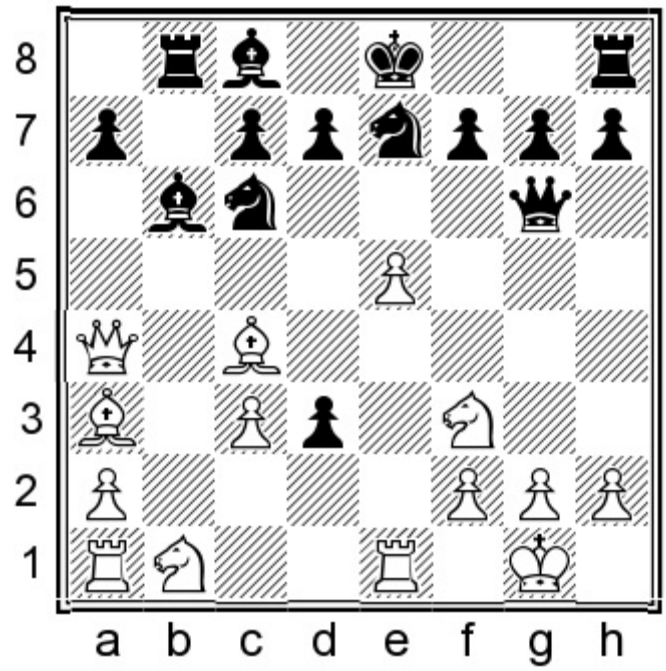
A logical follow-up but probably better is 11.♘bd2 0-0 12.♘e4 d2 13.♗xd2 d5 14.exd6 cxd6 15.♗d3⩲ Losev,D-Kadimova,I Moscow 1991 or 11.♖e3 f5 12.♖xd3± Navarro,T-Miralles Andreu,D Tortosa 1992.

11...b5?

Rather than defending his own position, Black offers a counter-sacrifice to activate his a8-rook with tempo.

But Black should be more than fine after 11...d5! 12.exd6 cxd6 13.♘bd2 0-0 14.♖e3 ♗b6 15.♗xd3 ♗e6.

12.♕xb5 ♖b8 13.♕a4 ♗b6



Black cannot castle here because 14.♗xe7 would win a piece, as the knight on c6 cannot simultaneously protect the knight on e7 and the bishop on a5.

14.♘bd2 ♗b7?

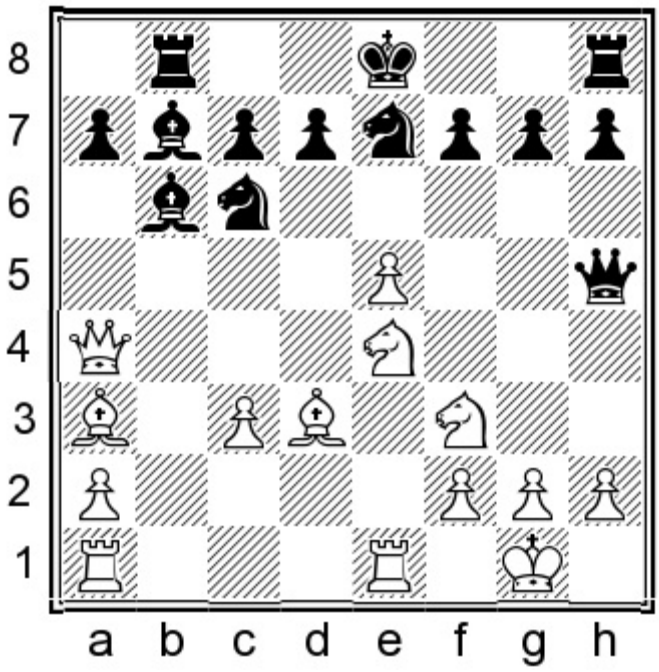
Black must castle without delay: 14...0-0 15.♖ad1 d5 16.exd6 cxd6 17.♘f1 ♕f6 18.♗xd3±.

15.♘e4! ♕f5?

A poor move which loses a tempo. 15...0-0 16.♗xd3 also gives White a very dangerous attack. Better was; 15...d2 16.♘exd2 0-0, though White still has a clear advantage after 17.♘e4.

16.♗xd3 ♕h5

White has a huge advantage and it is time for decisive action. In accordance with his own romantic style and public demand, A. Anderssen played an attractive but bad move...



17.♘f6+?

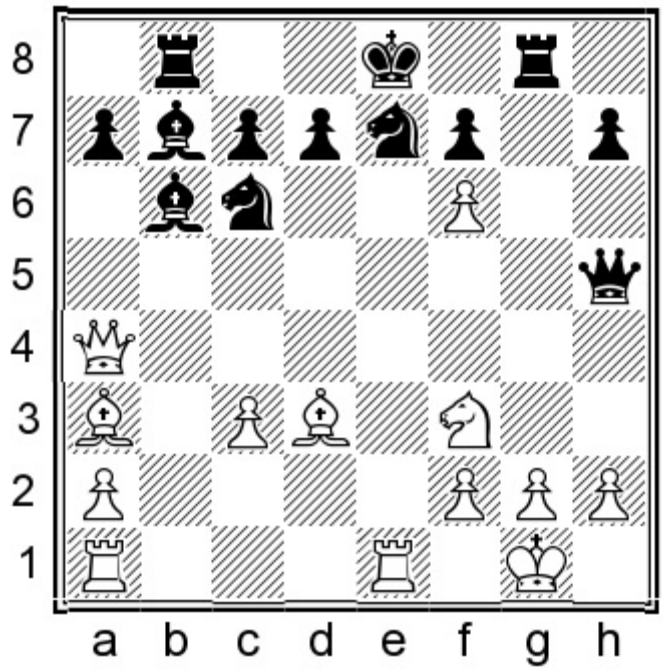
A dramatic sacrifice, although several commentators have pointed out that 17.♘g3 ♕h6 18.♖ad1

[18.♗c1 ♕e6 19.♗c4 ♘d5 (19...♕g6 20.♘h4 ♕g4 21.♗xf7++–) 20.♘g5 ♕g4 21.♖e4+–]

18...0-0 19.♗c1 ♕e6 20.♘g5 would have finished the game without any troubles, but then chess would have lost one of the jewels from its crown! The search for beauty created unnecessary complications.

17...gxf6 18.exf6 ♖g8!

At first sight an open g-file gives Black excellent counter-attacking chances, but A. Anderssen's calculations were beyond the fears of an ordinary human being.



19.♖ad1?!

A somewhat controversial move, which has been both exulted and criticised over the years. It sets a deep trap, which Black walks into. In 'Common Sense in Chess', written in 1895, the then World Champion Emanuel Lasker praised it as 'one of the most subtle and profound moves on record'.

However, probably influenced by the analysis of Paul Lipke which revealed defensive possibilities for Black, he later criticised the move, saying that 19.♗e4! would have won relatively easily. Lasker's analysis turned out to be faulty, however. Analysis by Jacob Murey and German Fridshtein published in the Soviet magazine '64' in 1975 found that after 19...♕h3! 20.g3 ♖xg3+ 21.hxg3 ♕xg3+ 22.♔h1 ♗xf2 23.♗xe7! (23.♖e2? ♘d4!–+) 23...♕h3+! 24.♘h2 ♗xe1 25.♖xe1 ♕h4! 26.♕d1! ♘xe7 27.♗xb7 ♕xf6 it is unclear whether White is winning. Subsequent analysts such as I. Zaitsev and G. Kasparov have agreed with this assessment.

19...♕xf3?

'Who would have played anything else here?!' — Lipke, 1898. White cannot play 20.gxf3 since the g2pawn is pinned by the rook on g8. Black now threatens to take either on f2 or g2, both major threats to the white king, but A. Anderssen has a shattering resource available. Now White's king is suddenly just one step from decapitation. But how can we reproach Dufresne for not recognising the magic of a genius?

Let's see what Black could have played instead of the text move:

a) 19...♖xg2+? would be no improvement over the game continuation. After 20.♔xg2 ♘e5 comes the winning 21.♕xd7+!: 21...♔xd7

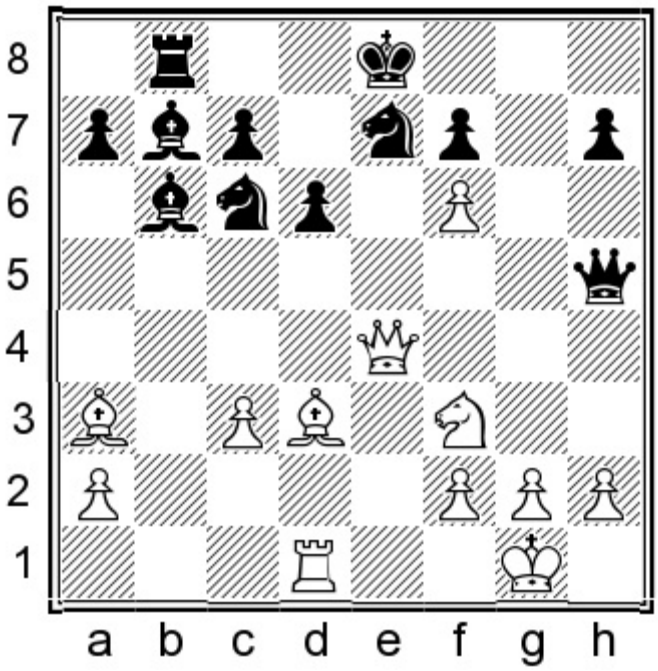
[21...♘xd7 22.♖xe7+ ♔d8 (22...♔f8 23.♖e5++–) 23.♖xd7+ ♔xd7 24.♗f5+ ♔e8 25.♗d7+ ♔d8 26.♗e7#]

22.♗g6+ ♔e6 23.♗xh5 ♖g8+ 24.♔h3+–.

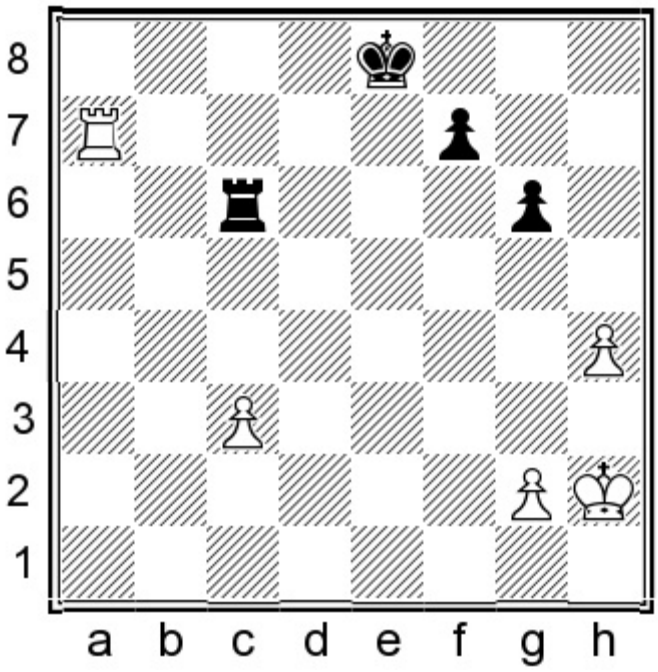
b) Another try is 19...♖g4?!, when White can continue with 20.♖e4!

[20.♗c4 ♕f5 21.♖xd7 ♔xd7 22.♘e5+ ♔c8 23.♘xg4 ♘d5 24.♕d1 ♘xf6 (24...♘d8 25.♗d3 ♕d7 26.♘e5 ♕e6 27.♘xf7!+–) 25.♗d3 ♕xg4 26.♕xg4+ ♘xg4 27.♗f5+ ♔d8 28.♖d1+ ♘d4 29.♗xg4 ♗d5 30.cxd4 ♗xa2∞]

20...♖xe4 21.♕xe4 d6



22.♖e1 (22.fxe7 ♘d4! 23.♕f4 ♘xf3+ 24.gxf3 ♗xf3 25.♖e1 ♕g4+∓) 22...♕g6! (22...♘e5? 23.♗b5++–; 22...♗a8? 23.♕f4 ♔d7 24.fxe7 ♘xe7 25.♘g5 ♖g8 26.♗b5+ ♗c6 27.♗xc6+ ♔xc6 28.♕e4+ ♘d5 29.h4+–) 23.♕xc6+ ♗xc6 24.♗xg6 hxg6 25.♖xe7+ ♔f8 26.♘e5 ♗e8! (26...dxe5? 27.♖xc7+ ♔e8 28.♖xc6 ♗c5! 29.♗b4 ♗xb4 30.cxb4 ♖xb4 31.g3±) 27.♘c4 ♗c5 28.h4 ♖b1+ 29.♔h2 ♗xa3 30.♘xa3 ♖b2 31.♖xc7 ♖xa2 32.♘c4 ♖xf2 33.♘xd6 ♖xf6 34.♘xe8 ♔xe8 35.♖xa7 ♖c6=

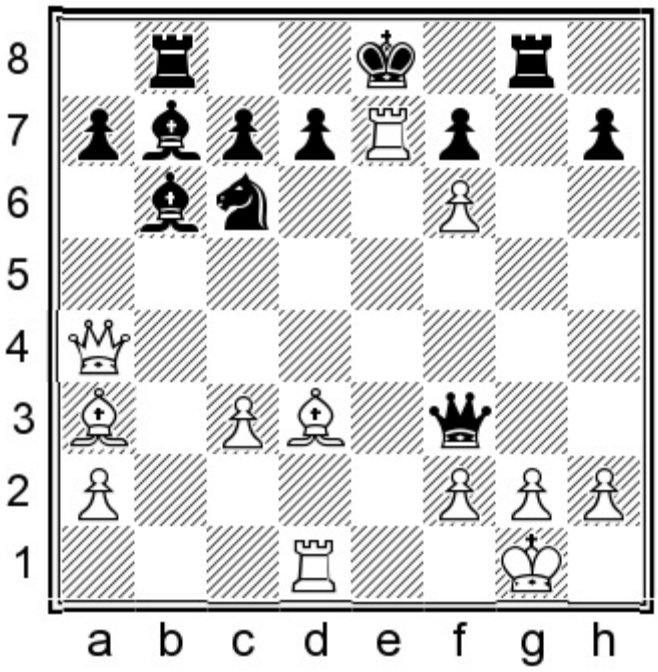


Having a pawn-up in a drawn rook ending.;

c) 19...♗d4 was suggested by many annotators: 20.cxd4 ♕xf3 21.♗e4 ♖xg2+ 22.♔h1 ♖xh2+! 23.♔xh2 ♕xf2+ 24.♔h3 ♕xf6 25.♗xe7 ♘xe7 26.♕xa7 ♕h6+ 27.♔g3 ♕g5+ and Black cannot avoid the perpetual.;

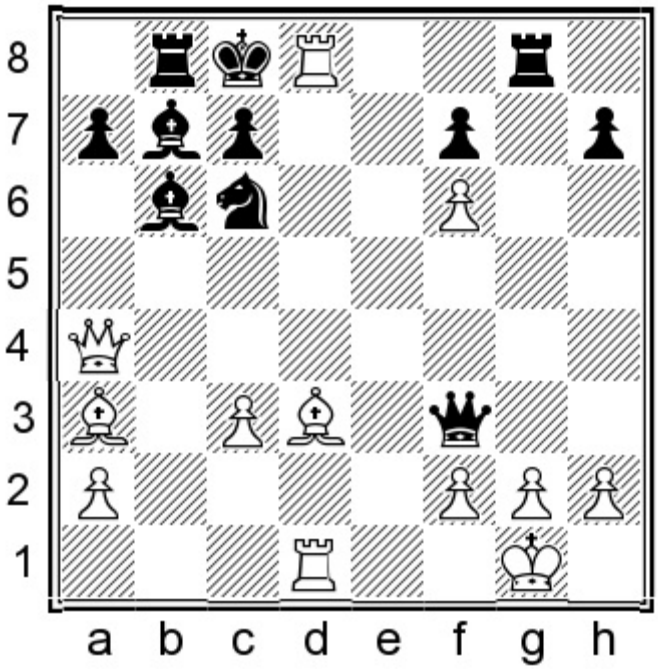
d) But probably the most accurate would be 19...♕h3! 20.♗f1 (20.g3? ♖xg3+ 21.hxg3 ♕xg3+ 22.♔h1 ♕xf3+ 23.♔h2 ♗xf2–+; 20.♘h4? ♖g4 21.♖e4 ♘e5!–+) 20...♕f5 where White is obliged to make a draw by repetition, as 21.♗xe7? is losing to 21...♕xf3 22.♗c5+ ♔d8 23.♖e7 ♗c8 (23...d6 24.♗xb6 axb6 25.♖xf7 ♕h5 26.♕b3 ♘e5 27.♖g7 ♖xg7 28.fxg7 ♔d7 and Black has winning chances) 24.♗xb6 ♕xf6 (24...♖xb6 25.♖xf7 ♕h5 26.♖g7 ♖xg7 27.fxg7 ♕g6∓) 25.♗xa7 ♖a8 26.♖e3 ♖xa7–+.

20.♖xe7+!



20...♘xe7?

This loses instantly to a very attractive mate in four. 20...♔d8 preventing the upcoming demolition, but losing anyway later after 21.♖xd7+! ♔c8 (21...♔xd7 22.♗f5+ ♔e8 23.♗d7+ ♔d8 24.♗xc6+ with mate) 22.♖d8+!



22...♔xd8 (22...♖xd8 23.gxf3 or; 22...♘xd8 23.♕d7+!! — the same motif) 23.♗e2+

[or 23.♗f5+ ♕xd1+ 24.♕xd1+ ♘d4 25.♗h3! (25.g3 ♖g5! 26.♗h3 ♗f3!) 25...♖e8 26.cxd4+–]

23...♘d4 24.♗xf3 ♗xf3 25.g3 ♗xd1 26.♕xd1. More proof that chess masterpieces require the generous cooperation of the defeated!

It is not clear whether the following moves were actually played, or whether A. Anderssen simply ‘announced mate’, a common practice at the time. The ‘Deutsche Schachzeitung’ where the game was originally published simply said ‘Weiss giebt in 4 Zügen Matt’ (White mates in 4 moves), without providing the actual moves.

21.♕xd7+!! ♔xd7 22.♗f5+

Double checks like 22.♗f5+ are powerful because they force the king to move. Here it is decisive.

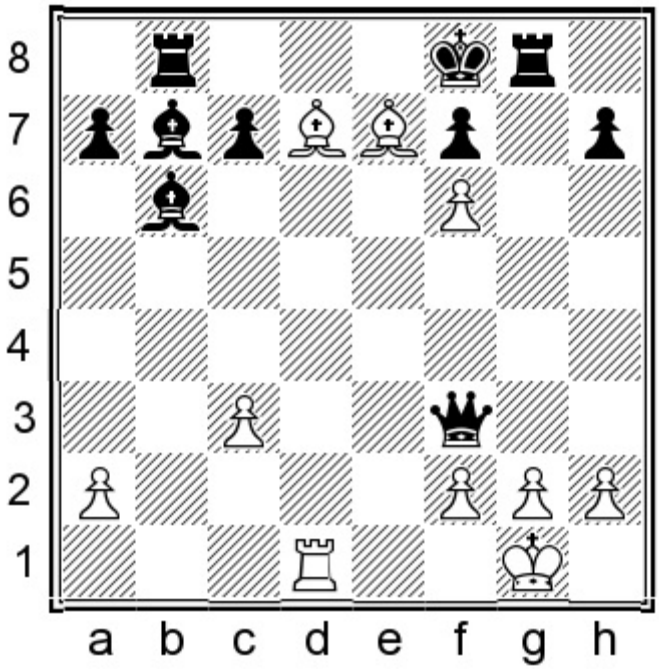
22...♔e8

Or 22...♔c6 23.♗d7#.

23.♗d7+ ♔f8

Or 23...♔d8 24.fxe7#.

24.♗xe7#



Savielly Tartakower commented: ‘A combination second to none in the literature of the game’.

1–0

THE OPPONENTS

GREGORY SERPER

Gregory Serper (born September 14, 1969) is an International Grandmaster. He was born in Tashkent, in the former Uzbek Soviet Socialist Republic of the Soviet Union (present Uzbekistan). At the age of 6, he learned to play chess from his grandfather. In 1985, at age 16, he started studies at Moscow's famous Botvinnik-Kasparov Chess School.

During his military service in Novosibirsk, he attended the 27th World Junior Chess Championship held in 1988 in Adelaide, Australia. In this strong tournament Serper took 3rd place with the same score of 9/13 as his opponents Lautier, Ivanchuk and Gelfand who took 1st, 2nd and 4th place respectively.

In 1992, as a member of the Uzbekistan team, Serper won the silver medal in the 30th Chess Olympiad.

In January 1996 he moved with his family to the United States. In 1999, Serper won the World Open tournament after drawing an Armageddon playoff game as Black against Boris Gulko, who had been one of nine players who had tied with Serper in the main event. In the same year, he advanced to the finals of the U. S. Chess Championship by defeating Alex Yermolinsky in the semifinals, but lost in the finals to Gulko.

IOANNIS NIKOLAIDIS

Ioannis Nikolaidis (born 4 January 1971) is a Greek chess Grandmaster (1995). He won the Greek Chess Championship in 1995 and came third in the Balkan Individual Chess Championship of 2002 in Istanbul. Nikolaidis played for Greece in the Chess Olympiads of 1994, 1996, 1998, 2000, 2002, 2004 and 2006.

Other results include: 7th-11th with Zurab Sturua, Giorgi Bagaturov, Angelos Vouldis and Ashot Nadanian in the Zonal tournament in Panormo, Crete 1998, which was the qualifying tournament for the FIDE World Chess Championship 1999, third in the Bolzano open 2000, first in the 16th international tournament in Nikea 2008. In 2005, he tied for 2nd-3rd places with M. Turov in the Ikaros Chess Festival.

VENUE

The game was played between the two players in St Petersburg (former Leningrad), Russia, in 1993 and it was an official one. This game was nicknamed 'The Rainbow Game' by Grandmaster Efstratios Grivas.

ATTACK & DEFENCE

G. Serper played a fantastic game, where he was 'allowed' to sacrifice everything that the chess rules allowed him to!

Well, he wasn't on ecstasy or had no clue what was going on; he was simply playing the best moves

available, trying to create new queens, combining with an attack on the uncastled black king!

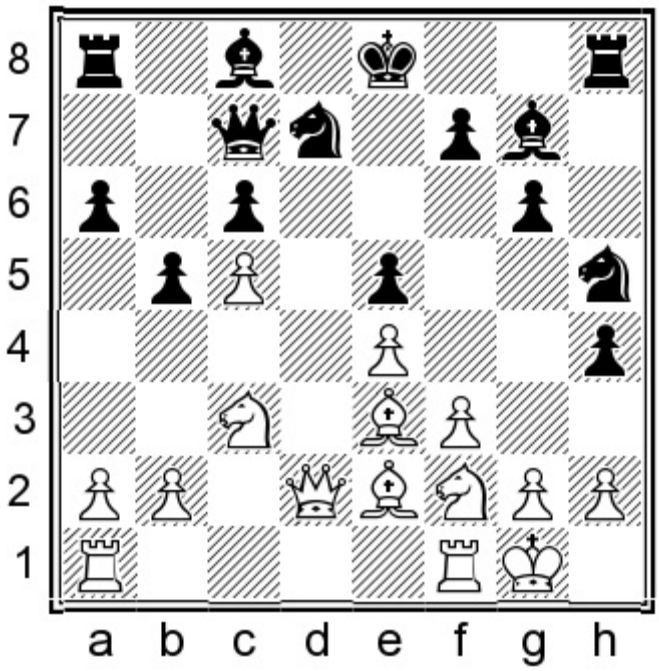
I. Nikolaidis defended greatly, trying his best to confuse the situation and benefit from any White mistake, but in vain!

White kept everything under control and he was rewarded not only by a point as usual, but also by great fame, as this was one of the best games ever played! Immortality is the aim of every sportsman...

THE GAME

Game 3
Grigory Serper
Ioannis Nikolaidis
St Petersburg 1993

1.c4 g6 2.e4 ♗g7 3.d4 d6 4.♘c3 ♘f6 5.♘ge2 ♘bd7 6.♘g3 c6 7.♗e2 a6 8.♗e3 h5 9.f3! b5 10.c5 dxc5 11.dxc5 ♕c7 12.0-0 h4 13.♘h1 ♘h5 14.♕d2 e5 15.♘f2

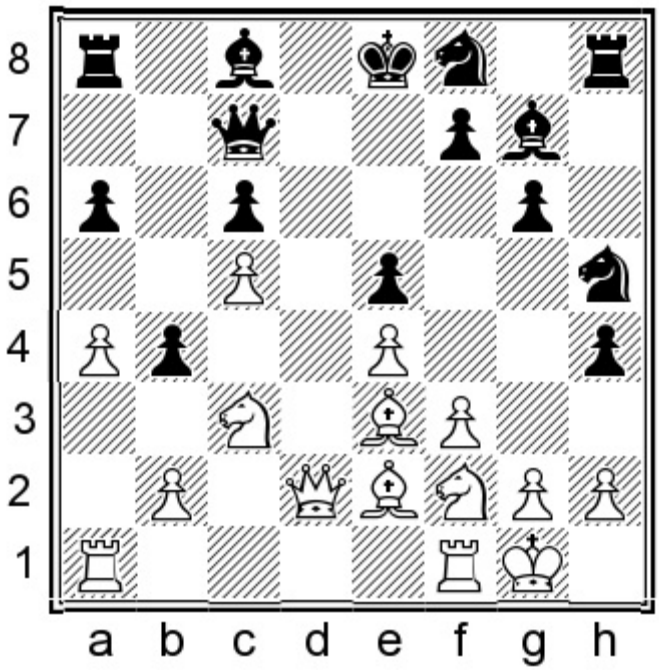


White has emerged from the opening with a slight plus, mainly due to his extra space.

15...♘f8?!

Wit h a sound positiona l idea (...♘e6–d4) in mind but instead 15...♘f4 16.♘d3 ♗h6 17.a4 ♘xd3 18.♗xd3 ♗xe3+ 19.♕xe3 b4 20.♘e2 a5 21.♖fd1 ♘f8 22.♗c4 ♗e6 23.♗xe6 ♘xe6 24.♖d6± was better.

16.a4 b4



17.♘d5!

A 'standard' follow-up, as the natural 17.♘a2 a5 18.♘c1 ♘e6 19.♕d6 ♕xd6 20.cxd6 ♘hf4 would be fine for Black. White needs to attack and lines should be opened!

17...cxd5 18.exd5

Now the connected passed pawns on the 5th give White the initiative. Moves like ♘e4-d6 or c6 with ♖ac1 and d6 look pretty dangerous.

18...f5 19.d6!

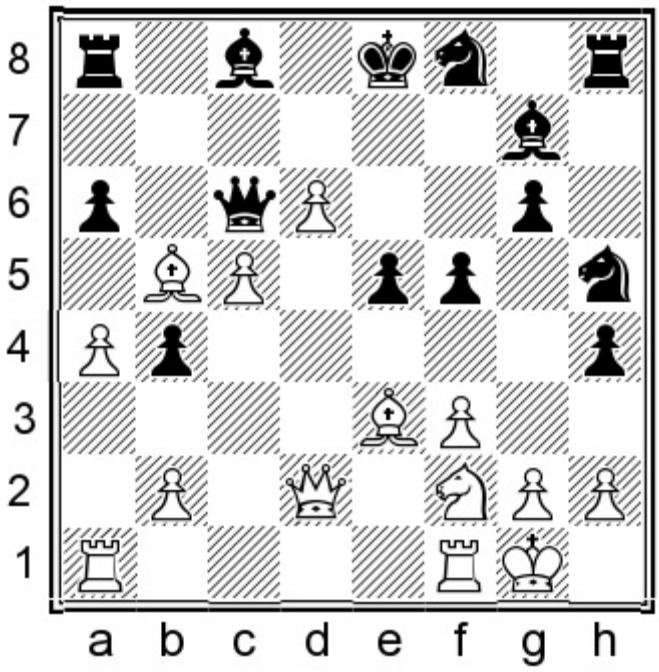
Going forward and avoiding 'silly' moves as 19.♕xb4?! ♖b8 20.♕a3 e4; or 19.♖ac1? f4.

19...♕c6?!

a) 19...♕d7? 20.c6! ♕xc6 21.♖fc1 and ♖c7, the game would soon be over;

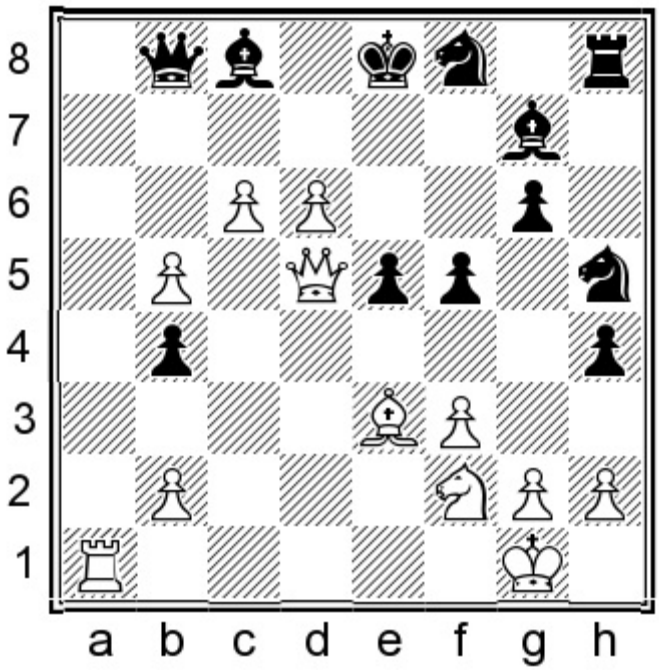
b) But 19...♕a5! 20.♘d3 ♗e6 21.♖fc1 ♔f7 22.c6 ♘f4 23.♖c5 ♘xe2+ 24.♕xe2 ♕d8 25.d7 ♘xd7 26.cxd7 ♕xd7 27.♘xb4± would allow Black to fight.

20.♗b5!!



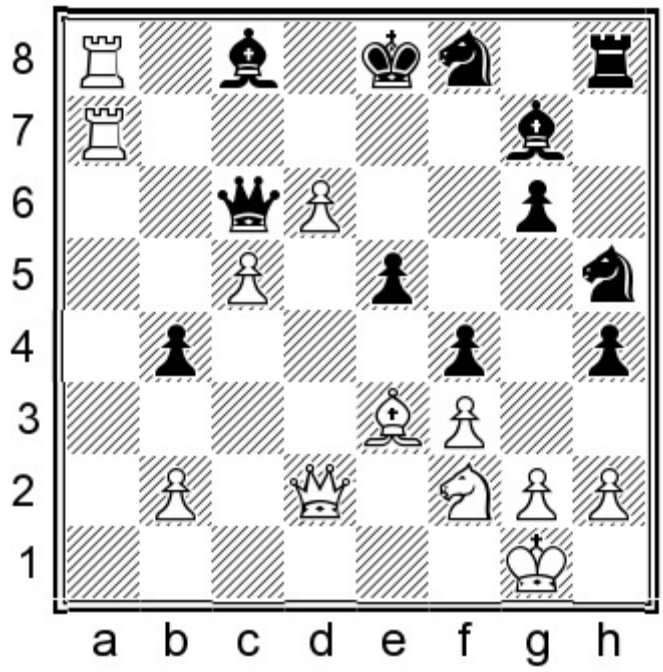
20...axb5 21.axb5 ♕xb5

The alternative was 21...♕b7?! 22.c6 ♕b8 (22...♕xb5 23.d7+!+–) 23.♕d5 (23.b6! wins as well: 23...♘f6 24.♖a7! ♖xa7 25.bxa7 ♕a8 26.♕xb4 ♘8d7 27.♕c4!+–) 23...♖xa1 24.♖xa1



24...♘f6 (24...♗e6 25.d7+ ♔d8 26.♗b6+ ♕xb6 27.♕d6+–) 25.♕xe5+ ♔f7 26.♖a7+ ♗d7 27.c7! ♕c8 (27...♕e8 28.♕xe8 ♔xe8 29.c8=♕+ ♗xc8 30.♖e7+ ♔d8 31.♗b6#) 28.b6+–. The pawn storm cannot be met...

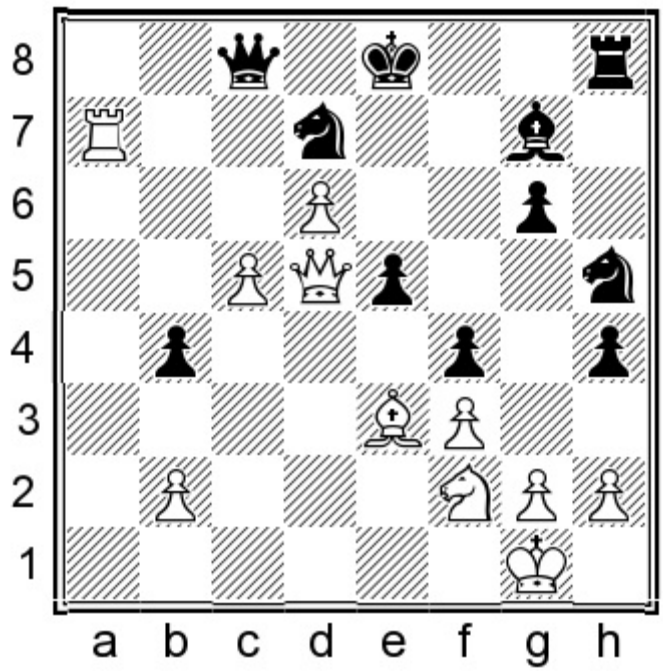
22.♖xa8 ♕c6 23.♖fa1! f4 24.♖1a7!



24...♘d7

24...fxe3?! loses to the tactical trick 25.♕d5!! exf2+ 26.♔xf2 ♕xd5 27.♖xc8#.

25.♖xc8+! ♕xc8 26.♕d5



Domination! Simply, White must be careful not to run out of pieces!

26...fxe3

The a lternative was 26...♘hf6 27.♕e6+ ♔f8 28.♘e4! ♕e8 (28...fxe3 29.♘g5 ♕e8 30.♖a8+–)

29.♕xe8+! ♘xe8 (29...♔xe8 30.♖a8+ ♔f7 31.♘g5#) 30.♖xd7 fxe3 31.c6+–.

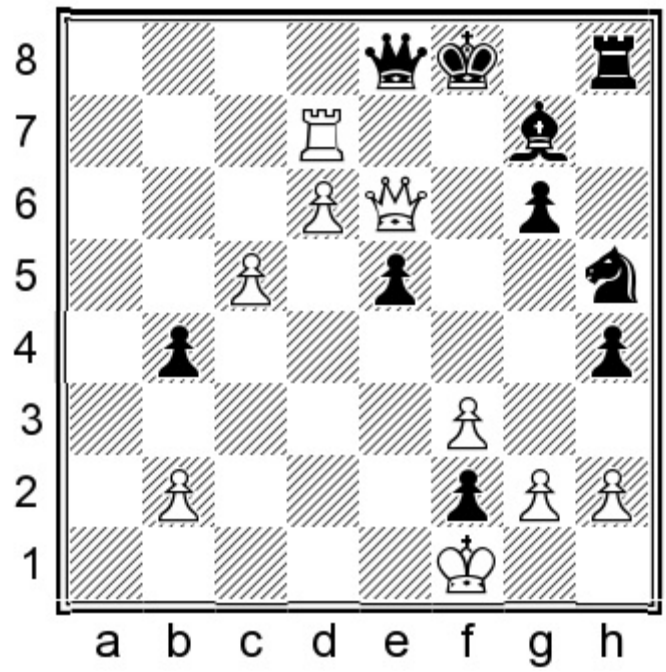
27.♕e6+

27.♘d3! e2 28.c6 was an easier win.

27...♔f8 28.♖xd7?!

The human move but instead the 'correct' continuation was 28.♘e4! e2 29.♔f2 ♘hf6 (29...♕e8 30.♕xd7 ♕xd7 31.♖xd7+–) 30.♔e1!! (30.♘xf6? ♕xc5+; 30.♔xe2 ♘xe4 31.fxe4 ♕c6) 30...♕e8 31.♕xe8+ ♔xe8 32.♖a8+ ♘b8 33.c6 ♘xe4 34.fxe4 ♔f7 35.c7 ♔e6 36.cxb8=♕ ♖xb8 37.♖xb8+–.

28...exf2+ 29.♔f1 ♕e8



a) There is not really much to hope for, even by exchanging queens with 29...♕a6+ 30.♔xf2 ♕e2+! 31.♔xe2 ♘f4+ 32.♔f1 ♘xe6 33.c6 ♔g8 34.♖e7!+–.;

b) The most interesting try was 29...♘g3+ 30.hxg3 ♕xd7 31.♕xd7 hxg3, but White wins: 32.♕e7+ ♔g8 33.♕e8+ ♔h7 (33...♗f8 34.♕xg6+ ♗g7 35.♕xg3+–) 34.♕xh8+ ♗xh8 35.c6+–.

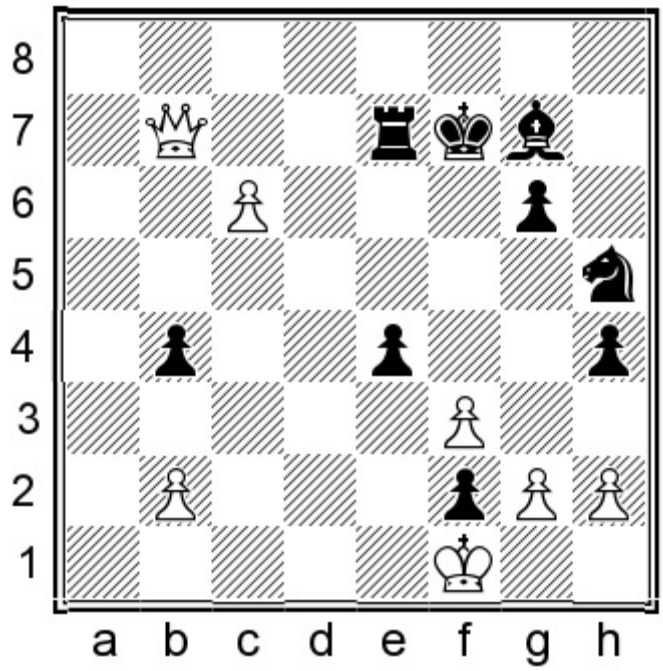
30.♖f7+!!

Only move! Bad was 30.♕xe8+? ♔xe8 31.♖e7+ ♔f8 (31...♔d8 32.c6 ♔c8 33.♖a7 ♔b8 34.d7! ♔xa7 35.c7 ♗f6 36.c8=♕ ♗d8=) 32.♔xf2

[32.c6 ♘g3+!! 33.♔xf2 (33.hxg3 hxg3 34.♔e2 ♖h1–+) 33...♘f5 34.♖xg7 ♘xd6!∓]

32...♘f6 33.♖b7 e4 34.c6 ♖h5 35.♖b8+ ♔f7 36.d7 ♘xd7 37.cxd7 ♗d4+ 38.♔e2 exf3+ 39.♔xf3 ♖f5+ 40.♔e2 ♗f6=.

30...♕xf7 31.♕c8+ ♕e8 32.d7 ♔f7 33.dxe8=♕+ ♖xe8 34.♕b7+ ♖e7 35.c6! e4!



36.c7

And of course not 36.fxe4? ♖xb7 37.cxb7 ♗e5–+.

36...e3 37.♕d5+! ♔f6 38.♕d6+ ♔f7

38...♖e6 39.♕xe6++–

39.♕d5+ ♔f6 40.♕d6+ ♔f7 41.♕xe7+ ♔xe7 42.c8=♕ ♗h6

42...♗d4 loses to 43.♕c4.

43.♕c5+ ♔e8

43...♔f7 44.♕c4+ ♔g7 45.♕xh4+–.

44.♕b5+ ♔d8 45.♕b6+ ♔d7 46.♕xg6 e2+ 47.♔xf2 ♗e3+ 48.♔e1!

a) 48.♔e1 ♘f4 49.♕f7+ ♔d8 50.g3+–. A superb game in which the centre triumphed over the flank!

b) The last trap to be avoided was 48.♔xe2? ♘f4+.

Black resigned. **1–0**

THE OPPONENTS

GARRY KASPAROV

Garry Kimovich Kasparov, born as Garik Kimovich Weinstein, 13 April ter, former World Chess Champion, writer, and political activist, whom many consider to be the greatest chess player of all time.

From 1986 until his retirement in 2005, Kasparov was ranked world No. 1 for 225 out of 228 months. His peak rating of 2851, achieved in 1999, was the highest recorded until being surpassed by Magnus Carlsen in 2013. Kasparov also holds records for consecutive professional tournament victories (15) and Chess Oscars (11).

Kasparov became the youngest ever undisputed World Chess Champion in 1985 at age 22 by defeating then-champion Anatoly Karpov. He held the official FIDE world title until 1993, when a dispute with FIDE led him to set up a rival organisation, the Professional Chess Association.

In 1997 he became the first World Champion to lose a match to a computer under standard time controls, when he lost to the IBM supercomputer Deep Blue in a highly publicised match. He continued to hold the PCA 'Classical' World Chess Championship until his defeat by Vladimir Kramnik in 2000. In spite of losing the PCA World Championship, he continued winning tournaments and maintained a number-one world ranking until his retirement from professional chess.

Kasparov announced his retirement from professional chess on 10 March 2005, after which he devoted his time to politics and writing.

VESELIN TOPALOV

Veselin Aleksandrov Topalov, who born on 15 March 1975, is a Bulgarian chess Grandmaster and former FIDE World Chess Champion.

Topalov became FIDE World Chess Champion by winning the FIDE World Chess Championship 2005. He lost his title in the World Chess Championship 2006 against Vladimir Kramnik. He challenged Viswanathan Anand in the World Chess Championship 2010, losing 6½-5½. He won the 2005 Chess Oscar.

He was ranked world number one from April 2006 to January 2007. He regained the top ranking in October 2008 until January 2010. His peak rating was 2816 in July 2015, placing him equal-tenth on the highest FIDE-rated players of all time.

Topalov has competed at nine Chess Olympiads (1994–2000, 2008–2016), winning board one gold in 2014 and scoring best overall performance in 1994. He also won in Linares, Corus, Dortmund, Stavanger and Pearl Spring tournaments.

VENUE

The game was played between the two great players in Wijk aan Zee, Netherlands, on January 20th, 1999. Wijk aan Zee is a small town on the coast of the North Sea in the municipality of Beverwijk in the province of North Holland of the Netherlands. The prestigious Tata Steel Chess Tournament

(formerly called the Corus chess tournament or the Hoogovens tournament) takes place there every year. This game was nicknamed 'The Chess Game' by Grandmaster Efstratios Grivas, as it should be considered the absolute epitemy of chess in all of its history; something that every chess player should know and enjoy.

ATTACK & DEFENCE

What is G. Kasparov's greatest game of chess? His most epic? His most brilliant? His most accurate contest, maybe by both parties? His best ending? His best attack? The number of possible categories is almost endless.

Unfortunately, without G. Kasparov's direct input, we may never know. It is also a task that is necessarily given to bias, opinion, and many other subjective factors.

To be honest, every good chess player has their own favourite G. Kasparov game, or a J. R. Capablanca game, or a R. Fischer contest... etc.; and they are not always the same game!

After over 35 years of deep study of chess, most of which occurred during G. Kasparov's heyday, I have examined many of these exquisite encounters and I have personally deeply annotated many of these struggles in my books. I have come to the conclusion that his finest game is his victory over GM Veselin Topalov.

While not a perfect game (is there one?), it is one of the most finely and deeply calculated attacks that has ever been played.

Many GM's have praised t his game as the finest of the whole of G. Kasparov's career.

The game that G. Kasparov himself considered his finest game of chess and his greatest creative achievement for many years was the sixteenth game (16) from the second Kasparov-Karpov World Championship Match. However, this game vs V. Topalov is probably my favourite chess game ever. It's a super obvious choice, but most great chess games involve a master playing a lesser player, and that lesser player falling for a trap.

This one involves two Grandmasters playing each other, and one setting multiple traps, but the other not falling for them all the while giving him a line that allows him to eventually win the game.

Of course, computer analysis reveals that declining the gambit and playing 24...♔b6 was the better move. So, you could argue that 24...cxd4 was the trap that V. Topalov fell for, but my God is it a complicated one.

For some time the game was looking like a positional affair, usual in the very elite of chess struggles. Suddenly though, G. Kasparov sacrificed a rook, which V. Topalov quite optimistically accepted...

It then became a wild affair, as Black 's king was trapped on the edge of the board, having to defend against various mating threats.

The tactics worked in G. Kasparov's favour and the game not only became a classic, but probably correctly considered the best ever played!

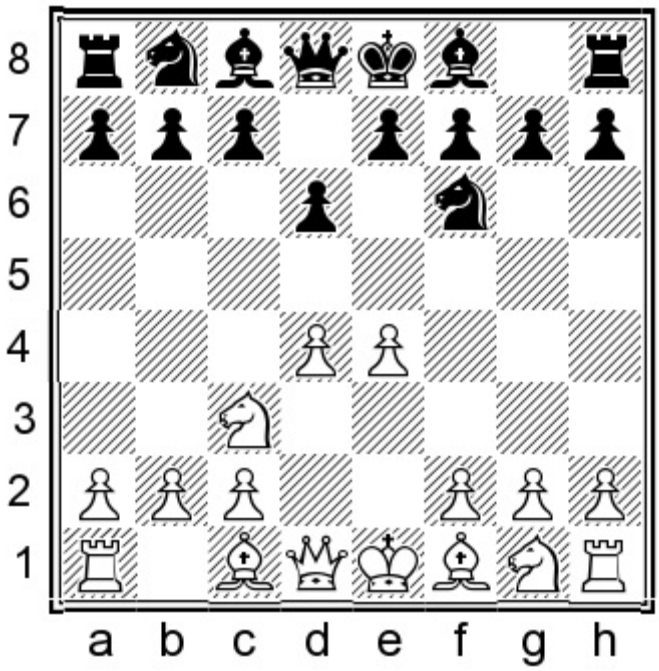
THE GAME

Game 4
Garry Kasparov
Veselin Topalov
Wijk aan Zee 1999

1.e4 d6

V. Topalov is mostly a 'Sicilian Defence' player, but against G. Kasparov he prefers to spring a slight surprise on his well prepared opponent as soon as possible.

2.d4 ♘f6 3.♘c3



The 'Pirc Defence' is a somewhat rare opening in G. Kasparov's practice: 3.f3!? e5 4.d5 c6 5.c4 ♕b6 6.♘c3 ♗e7 7.♘ge2 0-0 8.♘g3 cxd5 9.♘a4! ♕c7 10.cxd5 ♗d7 11.♗e3 ♖c8 12.♘c3 ♘a6 13.♗e2 ♗d8 14.0-0± Kasparov,G-Wahls,M Baden-Baden 1992.

3...g6 4.♗e3 ♗g7

A major exponent of the 4.♗e3 line GM V. Jansa would be dissatisfied with this move, as later Black will have to lose a tempo capturing on h6.

a) 4...♘g4?! 5.♗g5 is also not ideal, as it loses time rather than gains it.;

b) 4...c6!? has the best reputation: 5.h3!. (This useful and flexible move keeps both possibilities of development available for White, ready to adapt to Black 's reaction — f4 or ♘f3. Less dangerous is 5.♕d2 ♘bd7 6.♘f3 (6.♗d3 b5 7.♘f3 e5!?∞) 6...e5 7.0-0-0 ♕e7 8.h3 a6 9.dxe5 dxe5 10.g4± Moiseenko,A-Onischuk,V Bastia 2016.) Now Black 's most reasonable alternative is 5...♘bd7

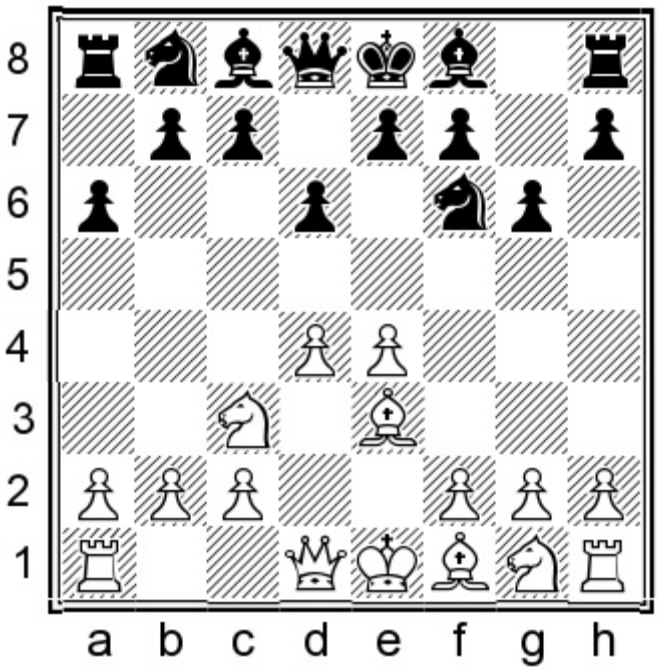
b1) 5...b5?! 6.e5! dxe5 (6...♘fd7 7.exd6 exd6 8.d5 b4 9.dxc6 bxc3 10.cxd7+ ♘xd7 11.b3± Sokolov,A-

Zakharevich,I Elista 1995) 7.dxe5 ♕xd1+ 8.♖xd1 ♘fd7 9.f4 ♗g7 10.♘f3± Jansa,V-Schlosser,M Muenster 1992;

b2) 5...♗g7?! 6.f4! 0-0 7.♘f3 ♘bd7 8.e5 ♘h5 9.♘e2 ♗h8 10.g4 ♘g7 11.♗g2 dxe5 12.fxe5 ♘b6 13.♗h6 ♗e6 14.0-0± Jansa,V-Hoi,C Gausdal 1991;

6.f4 e5 7.♕f3!?± Wagener,C-Andersen,J Szeged 1994. This position is still quite rare in practice.;

c) Lately 4...a6

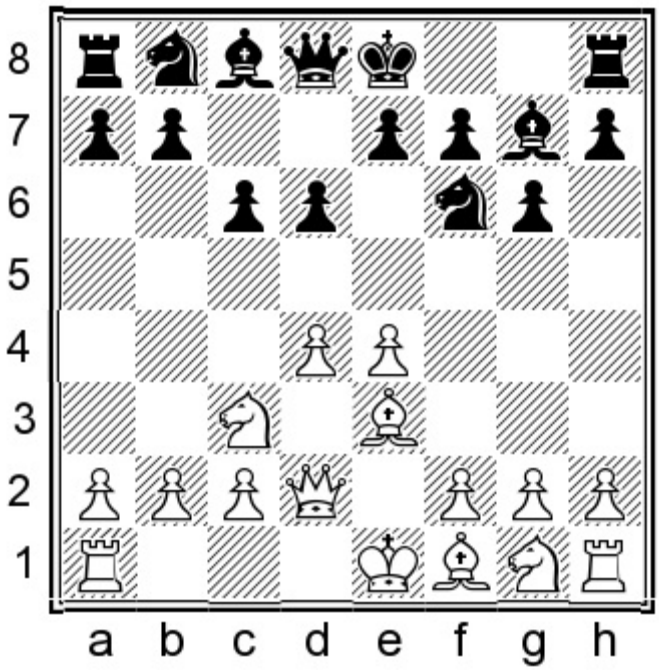


has become fashionable: 5.a4

[5.♕d2 b5 6.f3 ♘bd7 (6...♗b7 7.a4 b4 8.♘d1 a5 9.c3 ♘a6 10.♗d3 ♗g7 11.♘e2 0-0 12.♗h6± Fressinet,L-Nepomniachtchi,I Berlin 2015) 7.g4 ♘b6 8.♗d3 h5 9.g5 ♘fd7 10.a4 ♘c4 11.♗xc4 bxc4 12.♕e2 ♖b8 13.0-0-0 ♖b4∞ Andriasian,Z-Onischuk,V Bastia 2016]

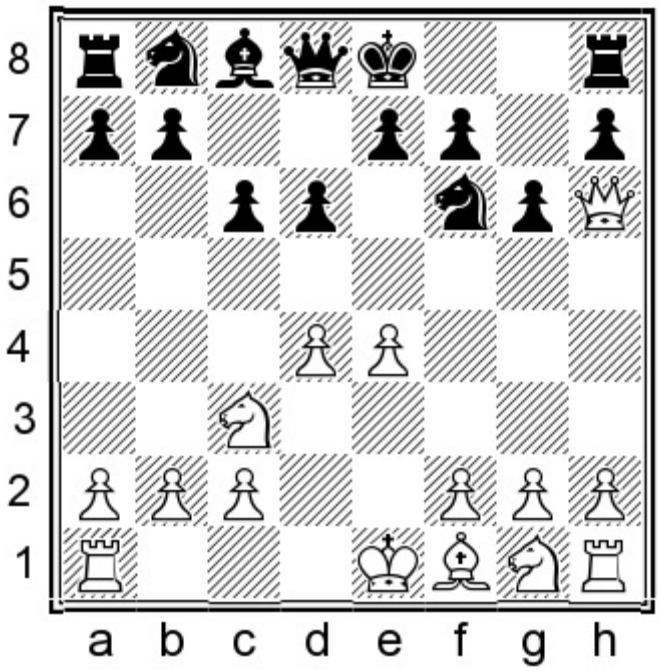
5...♗g7 6.♘f3 0-0 7.♕d2 ♘bd7 8.h3 e5 9.dxe5 dxe5 10.♗c4 b6 11.0-0 ♗b7 12.♖fd1 ♕e7 13.♘d5 ♘xd5 14.♗xd5 ♗xd5 15.♕xd5± Harikrishna,P-Mamedyarov,S Shamkir 2016.

5.♕d2 c6



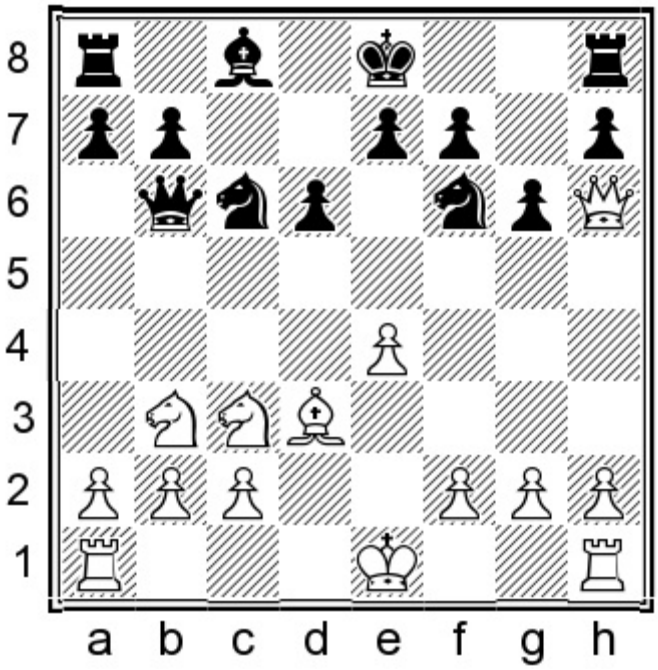
6.f3

More consistent and preferred by V. Jansa is 6.♗h6!? as White can sometimes effectively play f4 later on: 6...♗xh6 7.♕xh6



7...♕a5 (7...b5 8.e5! b4 9.exf6 bxc3 10.bxc3 exf6 11.♗d3 ♕e7+ 12.♘e2 ♕f8 13.♕d2 ♕e7 14.0-0 0-0 15.♖fe1 f5 16.c4 ♘d7 17.♖ab1 ♘b6 18.♕a5 ♗e6 19.♘f4 ♕f6 20.c5 dxc5 21.♘xe6 fxe6 22.♕xc5± Jansa,V-Gazik,I Czechoslovakia 1992) 8.♗d3 c5!? (8...b5 9.♘f3 b4 10.♘e2 ♗a6 11.0-0 ♘bd7 12.♘g3 ♗xd3 13.cxd3 ♖g8 14.♕d2 ♖b8 15.a3 ♕b5 16.axb4 ♕xb4 17.♕xb4 ♖xb4 18.♖fc1 ♘b8 19.♖xa7 ♖xb2 20.e5!± Van der Wiel,J-Azmaiparashvili,Z Wijk aan Zee 1993.; Rather passive is 8...♘bd7 9.♘f3 e5 10.0-0 exd4 11.♘xd4 ♕h5 12.♕d2 0-0 13.♗e2 ♕e5 14.f4 ♕e7 15.♗f3 ♘b6 16.♖ae1 ♖d8 17.b3 c5

18.♘de2 ♗d7 19.♘g3 ♗c6 20.a4± Adams,M-Nogueiras,J Buenos Aires 1991) 9.♘ge2 cxd4 10.♘xd4 ♘c6!? (unplayable is 10...♕b6?! 11.0-0-0 ♘c6 12.♘xc6 bxc6 13.e5! dxe5 14.♘e4 ♗e6 15.♕g7 0-0-0 16.♘xf6 exf6 17.♕xf6 ♖he8 18.♖he1 ♗g4 19.f3 e4 20.♖xe4 ♖xe4 21.♗a6+ ♕xa6 22.♖xd8+ ♔b7 23.♕xf7+ ♔b6 24.fxe4 1–0 Jansa,V-Hoffmann,H Germany 1997) 11.♘b3 ♕b6



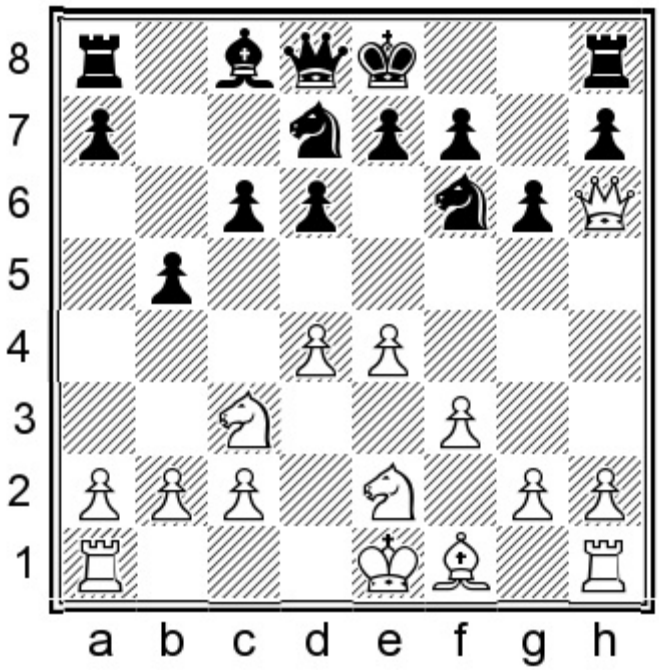
12.♘d5 (12.0-0-0 ♗e6 13.f3 0-0-0 14.♖he1 ♔b8 15.♗f1 ♖c8 16.♕e3 ♕xe3+ 17.♖xe3= Kroeze,F-Beim,V Leeuwarden 1994) 12...♘xd5 13.exd5 ♘e5 (13...♘b4!?) 14.0-0 ♗d7 15.♗e2 0-0-0 16.a4± Hamdouchi,H-Chabanon,J France 1998.

6...b5 7.♘ge2

a) White has various possibilities here. Not too promising is the old line 7.0-0-0 ♕a5 8.♔b1 ♘bd7 9.♗h6 ♗xh6 10.♕xh6 ♘b6 11.♘h3 ♗xh3! 12.♕xh3 ♘a4!∞ Nemeth,Z-Albert,J Hungary 2010.;

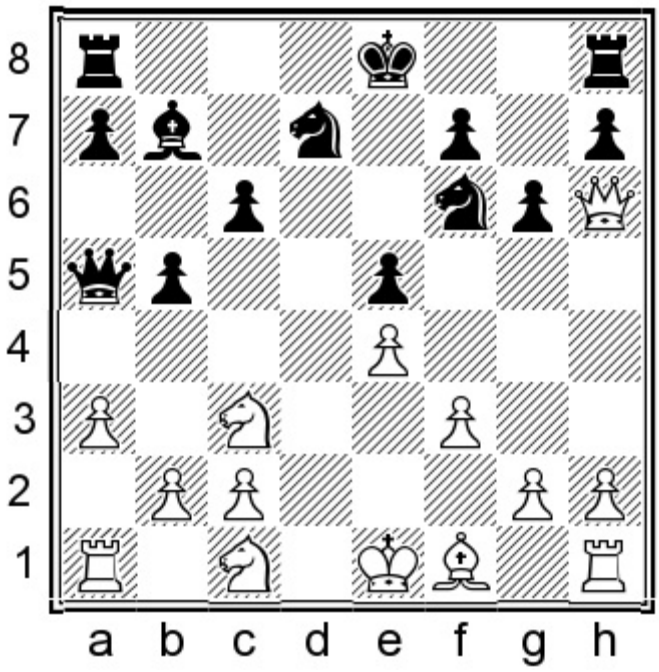
b) Ultra-sharp is 7.g4 h5!? 8.g5 (8.gxh5 ♘xh5 9.♘ge2 ♘d7 10.♖g1 ♕c7 11.♘g3 ♗b7 12.0-0-0 a6 13.f4∞ Beliavsky, A-Chernin, A Reggio Emilia 1996) 8...♘fd7 9.f4 ♘b6∞ Khenkin,I-Fridman,D Santo Domingo 2002.

7...♘bd7 8.♗h6 ♗xh6 9.♕xh6



9...♗b7

a) Black should strive for immediate counterplay: 9...e5!? 10.a3 (10.dxe5?! dxe5 11.♘c1 ♗b7 12.♘d3 ♕e7 13.g3 0-0-0 14.b4 a5 15.a3 ♔c7 16.♗e2 axb4 17.axb4 ♖a8= Kristensen,B-Hansen,C Vejle 1994 ; 10.0-0-0 a6 11.♔b1 ♕e7 12.♘c1 ♗b7 13.♘b3 exd4 14.♖xd4 0-0-0 15.♘a5 ♗a8 16.a4 Cheparinov,I-Lornije,F Albena 2014) and forcing a central exchange costs Black precious time: 10...♕a5 11.dxe5 dxe5 12.♘c1 ♗b7



13.b4! ♕b6 14.♘b3±.;

b) 9...♕a5 is another try: 10.♘c1 b4

[10...♕b6 11.♘b3 a5 12.a4 b4 13.♘d1 ♗a6 14.♘e3 ♗xf1 15.♖xf1 ♕a6 (15...c5 16.0-0-0±) 16.♔f2 ♖c8 17.♔g1 c5 18.dxc5 ♘xc5 19.♘d4 ♕b6 20.♘c4 ♕a6 21.b3 ♘cd7 22.♘b5 ♘e5 23.♘e3 ♕b6 24.♔h1 ♖c5 25.♖ad1 ♖g8 26.♖d2± g5? 27.♘xd6+ ♕xd6 28.♖xd6 ♖g6 29.♖xf6 1–0 Moroz,A-Janda,Z Decin 1998]

11.♘b3 ♕h5 12.♕xh5 ♘xh5 13.♘d1 a5 14.a3 ♗b7 15.axb4 axb4 16.♖xa8+ ♗xa8 17.♘f2 0-0 18.♘d3 c5 19.dxc5 dxc5 20.♘bxc5 ♘xc5 21.♘xc5 ♖c8 22.♘d3 ♖xc2 23.♔d1 b3 24.♗e2 ♗b7 25.♖e1 f5 26.exf5 gxf5 27.♘b4!± Rantanen,Y-Jamieson,R Haifa 1976.

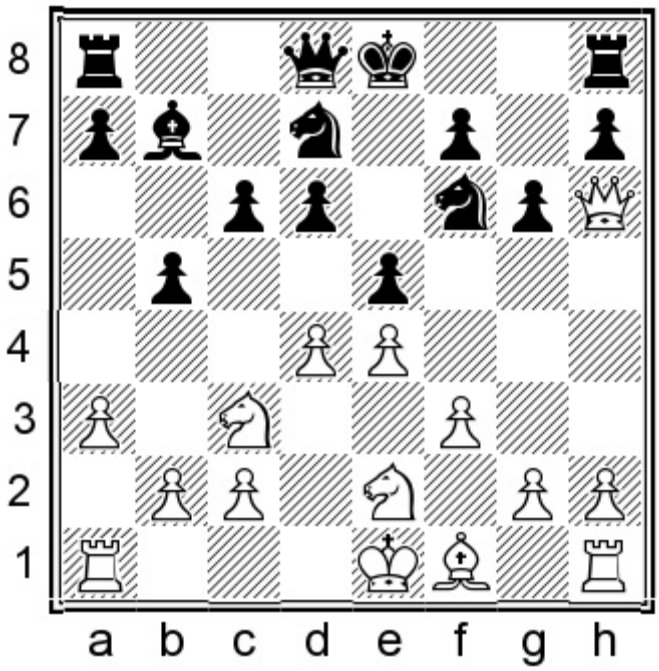
10.a3

A novelty at that time and the right moment for prophylaxis.

a) Black is fine, but G. Kasparov tries to achieve a better version of 10.♘c1 e5 11.dxe5 dxe5 12.♘b3 a6 13.0-0-0 ♕c7!? 14.♕g7 ♖f8 (14...♖g8? 15.♖xd7+–) 15.g3 0-0-0 16.♗h3 ♔b8 17.♗xd7 ♘xd7 18.♕xh7 a5 19.♔b1 a4 20.♘c1 a3 21.b3 b4 22.♘3e2 c5 23.♕h6 f5!?⩲ Moroz,A-Yurasov,A Simferopol 1991.

b) 10.0-0-0?! ♕a5.

10...e5



Many tried the immediate 10...a5 11.♘d1

(11.g4 b4 12.♘a4 (12.♘d1 e5 13.♘g3 ♘g8 14.♕g7 ♕f6 15.♕xf6 ♘gxf6 16.g5 ♘g8 17.axb4 axb4 18.♖xa8+ ♗xa8 19.c3 ♘e7= Istvanovszky,M-Piroska,I Aggtelek 2004) 12...e5 13.♕d2 c5 14.dxc5 dxc5 15.g5 ♗c6 16.♘xc5 ♘xc5 17.♕xd8+ ♔xd8 18.gxf6 ♔c7 (18...♘d7 19.axb4 axb4 20.♖xa8+ ♗xa8 21.♘c1± ½–½ Poteas,I-Khetsuriani,B Glyfada 2000) 19.axb4 axb4 20.♖xa8 ♖xa8∞)

11...b4 12.♘g3!?±. As Black ’s king will have to castle queenside, he doesn’t want to weaken his position there any further. Or 10...♕a5 11.♘c1 0-0-0 12.♘b3 ♕b6 13.a4 b4 14.a5 ♕c7 15.♘a4± Cheparinov,I-Bachmann,A Dos Hermanas 2004.

11.0-0-0

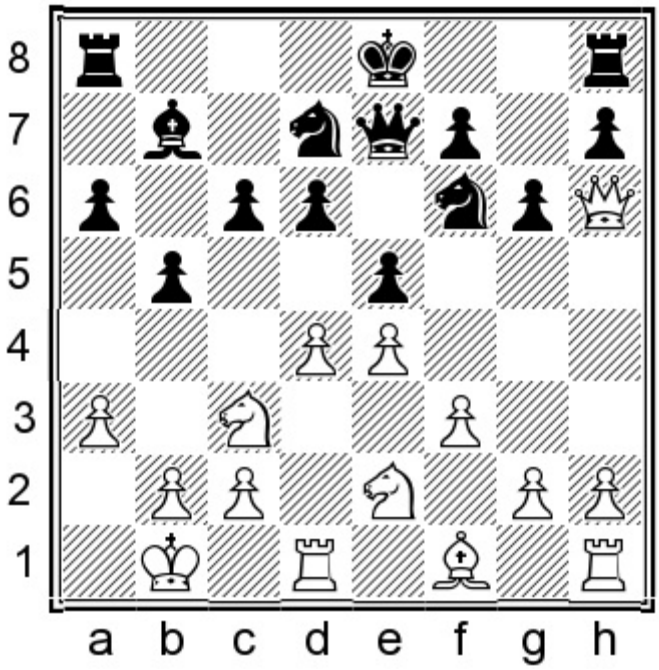
Quite interesting is to castle kingside by 11.♖d1 a6 12.g3 ♕e7 13.♗h3 ♖d8 14.0-0 Lauridsen,J-Danstrup,N Denmark 2002.

11...♕e7

Black wants to get his king to safety as soon as possible.

Interesting was 11...a6!? 12.♔b1 (12.f4 ♘g4 13.♕g7 ♕f6=) 12...♕c7 13.dxe5 dxe5 14.♕g7 ♔e7!?, as it is not easy to expose the black king.; The direct 11...a5 12.♔b1 b4 13.♘a4 ♕c7 14.dxe5 dxe5 15.♘c1 c5 16.♕g7 ♔e7 17.♗c4± Ma,Q-Bachmann,A Barcelona 2016, could be better than its famous conterpart...

12.♔b1 a6



Black can also consider the aggressive 12...a5!? 13.♘c1 b4 14.dxe5! dxe5 (14...♘xe5!?) 15.♘a4 bxa3 16.b3±.

13.♘c1! 0-0-0

13...♕f8?! 14.♕d2 ♕e7 15.♘b3 ♖c8 16.♘a5 ♗a8 17.g3 ♖c7 18.dxe5 dxe5 19.♗h3± Vutov,M-Tashkov,R Sunny Beach 2014.

14.♘b3 exd4!

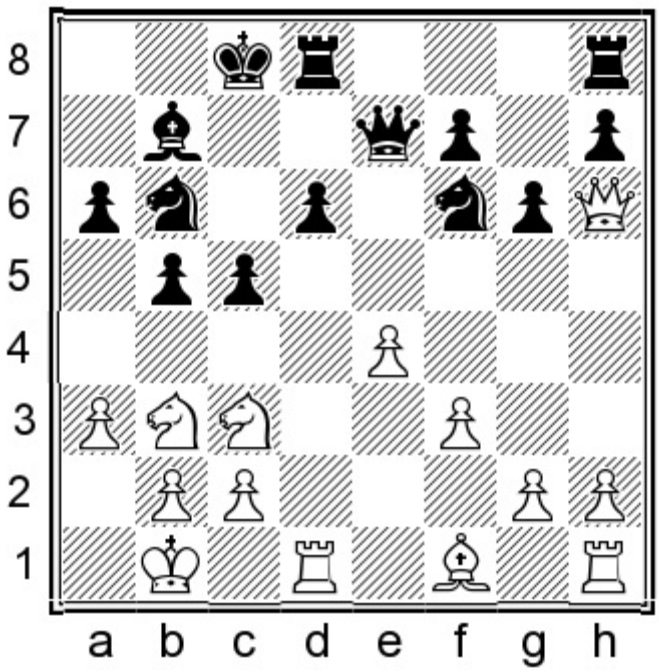
Topalov senses the danger connected with ♘a5 followed by a timely d5 and decides to open up the position and fight.

Passive is 14...c5?! 15.d5±.

15.♖xd4

15.♘xd4 c5 16.♘b3 just transposes.

15...c5 16.♖d1 ♘b6!



Controlling the centre, preparing a timely ...d5.

16...♘e5?! 17.♗e2± d5? 18.f4 and e5± is what White wished for. So now White has to think of how to 'destroy' Black's plan, while simultaneously completing his development.

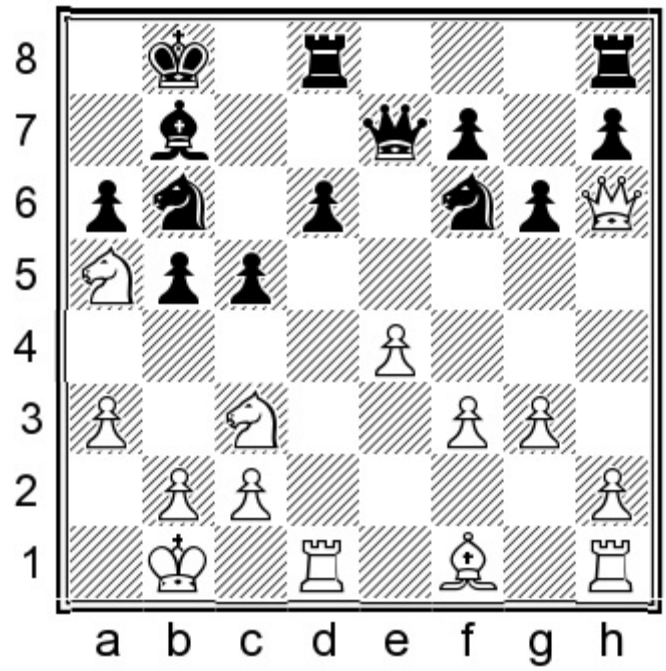
17.g3!

17.a4?! b4 18.a5 bxc3 19.axb6 ♘d7∓ or; 17.♘a5 d5 18.♘xb7 (18.g3 d4∞) 18...♔xb7 19.exd5 ♘bxd5 20.♘xd5 ♘xd5 21.♗d3 f5 22.♖he1 ♕c7 23.♗f1 c4∞ here, cannot be great.

17...♔b8

The direct 17...d5!? deserved attention: 18.♗h3+ (18.♕f4 d4 19.♗h3+ ♘fd7∞) 18...♔b8 19.exd5 (19.♕f4+ ♔a7!∞ 20.♘xc5? ♘h5 21.♕e3 d4!∓) 19...♘bxd5 20.♘xd5 ♘xd5 (20...♖xd5 21.♕f4+!? ♕e5 22.♕xe5+ ♖xe5 23.♖d6±) 21.♘a5, with a tiny white plus.

18.♘a5?!



G. Kasparov already envisages the rich combinational possibilities, but this very natural move is probably objectively not the best.

18.♗h3! d5 19.exd5 transposes to the line above.; Also deserving attention was 18.♕f4 ♔a7 (18...♔a8 19.♘a5) 19.g4!? (19.♗xb5 ♘h5 20.♕h4!? ♕xh4 21.gxh4 axb5 22.♘xb5+ ♔b8 23.♘xd6 f5 24.♘xc5 ♗d5!?∞) and Black can't play 19...d5? 20.♘xc5!±.

18...♗a8 19.♗h3 d5! 20.♕f4+ ♔a7 21.♖he1 d4

Black has achieved impressive success, but his position is a bit precarious. G. Kasparov unleashes a fantastic combination. Opening the position amounts to suicide, after 21...dxe4?! 22.fxe4 ♖xd1+ (22...♘xe4? 23.♘xe4 ♖xd1+ 24.♖xd1 ♗xe4 25.♖e1 ♖e8 26.♖xe4! ♕xe4 27.♕c7+ ♔a8 28.♘c6+–; 22...♖he8 23.♘d5!) 23.♖xd1 ♖d8! (23...♘xe4? 24.♖d7+!+–) 24.♖f1 ♘xe4 25.♘xe4 ♖d4! (25...♗xe4? 26.♖e1 f5 27.♘c6++–) 26.♗g2 (26.♕xf7 ♖xe4=) 26...f5 27.♘b3 ♗xe4 (27...♖xe4 28.♗xe4 ♗xe4 29.♘d2±) 28.♘xd4 ♗xg2 29.♕f2 ♗e4 30.♘e2±.

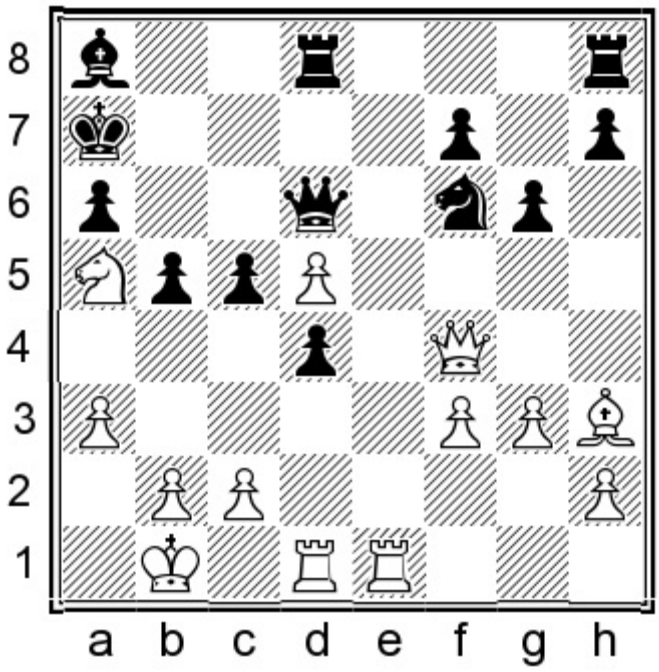
22.♘d5!

The only active way to try for an advantage. 'Naive' would be 22.♘a2 ♖he8∞.

22...♘bxd5

22...♘fxd5? loses to 23.exd5 ♕d6 24.♕xf7++–.

23.exd5 ♕d6



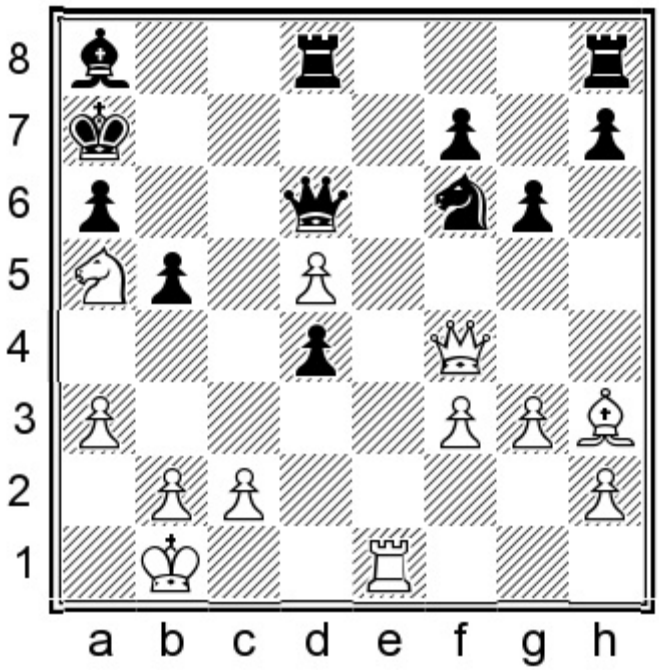
24.♖xd4!

Impressive and forced!

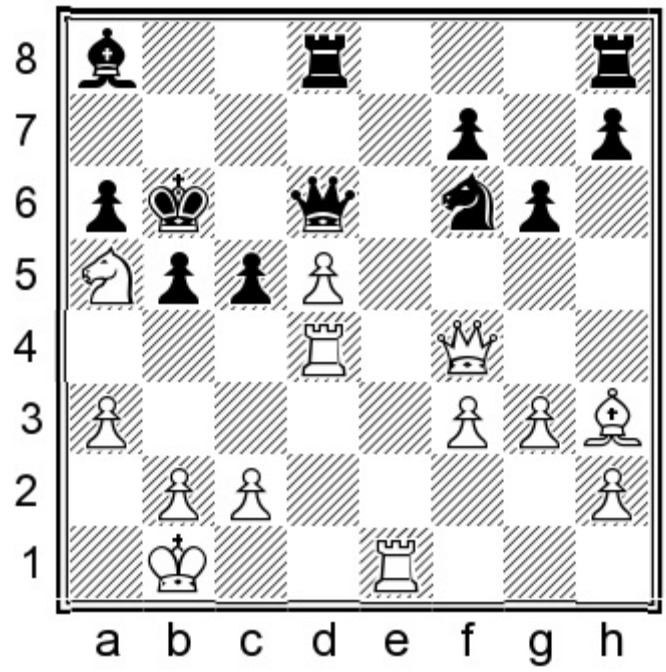
a) Bad would be 24.♕xd6? ♖xd6 25.b4 (25.♘c6+ ♔b6 26.♘e5 ♗xd5∓) 25...cxb4 26.axb4 ♘xd5∓;

b) Or 24.♘c6+ ♗xc6 25.dxc6 ♕xf4 26.♖e7+ (26.gxf4 ♘d5!?∓) 26...♔b6 27.gxf4 ♘d5 28.♖xf7 ♖df8∓.

24...cxd4?



a) It remains true that without proper help no masterpiece could be created. Here, Black should stay calm and opt for 24...♔b6!



Now White should be very careful: 25.♘b3!

[25.♕d2? ♘xd5! 26.♖d3 c4–+; 25.b4 ♕xf4! (25...♘xd5 26.♕xd6+ ♖xd6 27.bxc5+ (27.♖d3? c4) 27...♔xc5 28.♘b3+ ♔b6 29.♔b2 ♖hd8 30.♖ed1=) 26.♖xf4 ♘xd5 27.♖xf7 cxb4 28.axb4 ♘xb4 29.♘b3 ♖d6∓]

25...♗xd5!

[25...cxd4? 26.♕xd4+ ♔c7 27.♕a7+ ♗b7 28.♘c5 ♖b8 29.♖e7+!+–; 25...♘xd5? 26.♕xf7 ♖hf8 27.♕g7 ♕c7 (27...♖g8 28.♕h6 ♕f8 29.♖e6++–) 28.♖e6+ (28.♕xc7+ ♘xc7 29.♖xd8 ♖xd8 30.f4±) 28...♗c6 29.♕xf8 ♖xf8 30.♖xd5 ♖e8 31.♖f6 ♖f8 32.♖fd6 ♔a7 33.♖d2±.]

26.♕xd6+ ♖xd6 27.♖d2 ♖hd8 28.♖ed1 a5∓;

b) Note that 24...♗xd5 is fine for White: 25.♖xd5! ♘xd5

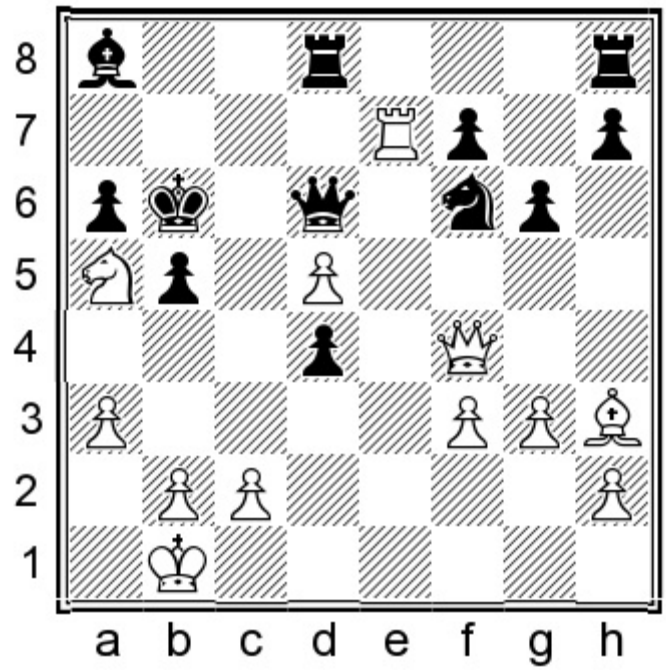
[25...♕xf4? 26.♖xd8 ♕h6 (26...♕c7 27.♖xh8 ♕xa5 28.♖e7++–) 27.♖e7+ ♔b6 28.b4!+–]

26.♕xf7+ ♘c7 27.♖e6 ♕d1+ (27...♖d7 28.♖xd6 ♖xf7 29.♘c6+ ♔a8 30.f4⩲) 28.♔a2 ♖d7 29.♖e7 ♕d5+! 30.♕xd5 ♖xd5 31.♖xc7+ ♔b6 32.♖c6+ ♔xa5 33.♗c8 ♖xc8 34.♖xc8 c4=. But now it seems that White's 'clever' idea had no follow-up, as it is not entirely clear how he should proceed to justify his sacrifice.

25.♖e7+!!

The real point of the combination! Bad would be 25.♕xd4+? ♕b6! 26.♖e7+ ♘d7 27.♖xd7+ (27.♕c3 ♖he8–+) 27...♖xd7 28.♕xh8 ♖xd5–+.

25...♔b6!



Black tries his best.

a) After 25...♕xe7? White mates: 26.♕xd4+ ♔b8 27.♕b6+ ♗b7 28.♘c6+ ♔a8 29.♕a7#.;

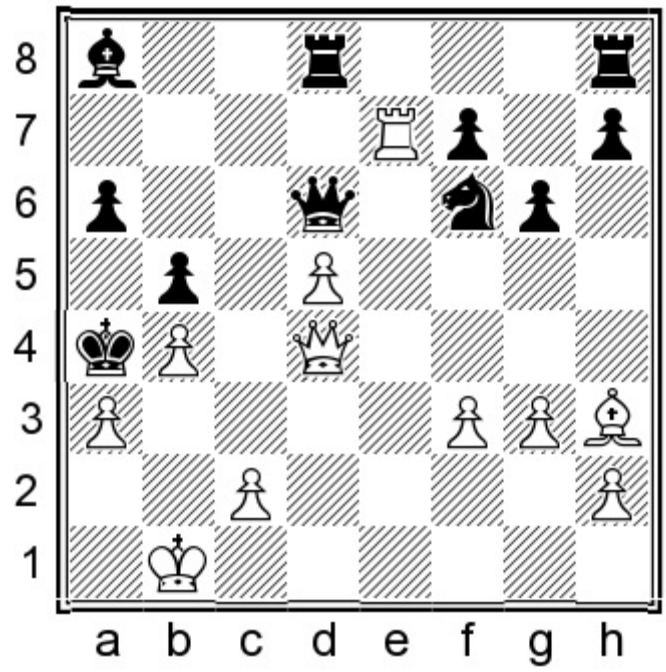
b) And also after 25...♔b8? 26.♕xd4 ♘d7 27.♗xd7 ♗xd5 (27...♖xd7 28.♖xd7 ♕xd7 29.♕xh8++–) 28.c4! ♕xe7 29.♕b6+ ♔a8 30.♕xa6+ ♔b8 31.♕b6+ ♔a8 32.♗c6+! ♗xc6 33.♘xc6+– Black can resign.

26.♕xd4+ ♔xa5

What else?

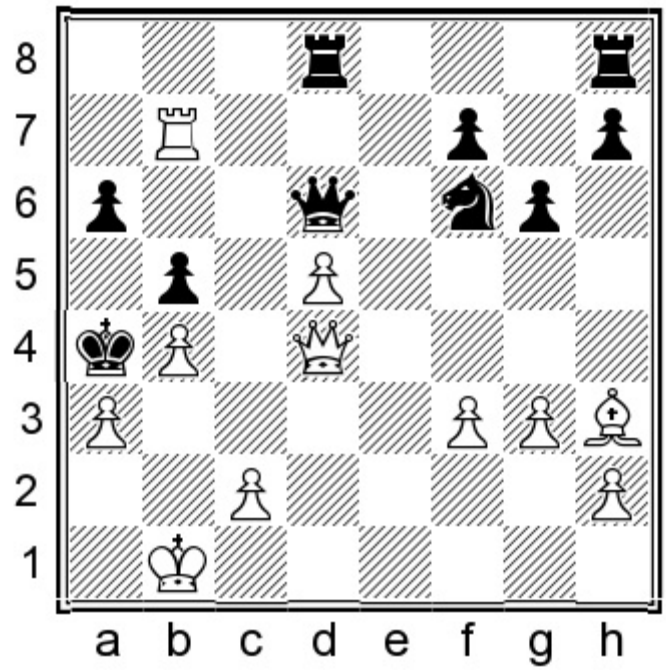
If 26...♕c5 then 27.♕xf6+ ♕d6 28.♗e6!! ♗xd5 (28...♖he8 29.b4! ♖c8 30.♕d4+ ♖c5 31.♖xe8+–) 29.b4 ♗a8 30.♕xf7 ♕d1+ 31.♔b2 ♕xf3 32.♗f5!+–.

27.b4+ ♔a4



28.♕c3?!

The text proves that G. Kasparov's combination was more intuitive, than arithmetically exact. It appears that White could have won more easily with the help of the fine move 28.♖a7! (found by L. Kavalek and L. Ftacnik) 28...♗b7 (28...♘xd5 29.♖xa6+!! ♕xa6 30.♕b2 ♘c3+ 31.♕xc3 ♗d5 32.♔b2! ♕e6 33.♗xe6 fxe6 34.♕b3+! ♗xb3 35.cxb3#; 28...♗xd5 29.♕c3 ♖he8 30.♔b2 ♖e2 31.♕c7!+–) 29.♖xb7



29...♕xd5

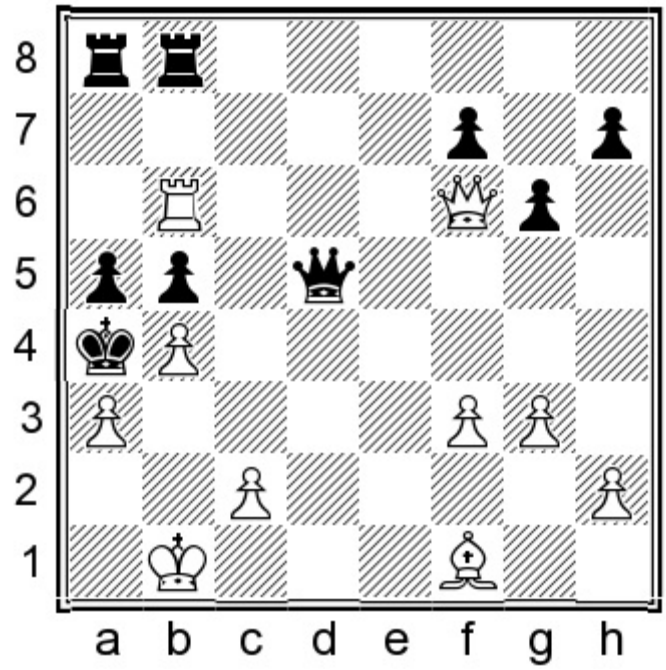
[29...♘xd5 30.♗d7!! ♖a8 (30...♖xd7 31.♕b2 ♘c3+ (31...♘xb4 32.♖xd7 ♕c5 33.♖d4 ♖c8 34.♕b3++–)

32.♕xc3 ♕d1+ 33.♔a2! (33.♔b2? ♕d4! — but not 33...♖d3? 34.♖a7!+– — 34.♖xd7 ♕xc3+ 35.♔xc3 ♔xa3=) 33...♖d3 34.♖a7!+–) 31.♗xb5+ axb5 32.♖a7+ ♕a6 33.♕xd5 ♕xa7 34.♕b3#]

30.♖b6! ♖a8

[30...a5 31.♖a6 ♖a8 32.♕e3!! ♖xa6 (32...♖he8 33.♖xa8 ♖xa8 34.♔b2 axb4 35.axb4 ♔xb4 36.♕c3+ ♔a4 37.♕a3#) 33.♔b2 axb4 34.axb4 ♔xb4 (34...♕a2+ 35.♔xa2 ♔xb4+ 36.♔b2 ♖c6 37.♗f1 ♖a8 38.♕e7+ ♔a5 39.♕b7+–) 35.♕c3+ ♔a4 36.♕a3#]

31.♕xf6 a5 32.♗f1 ♖hb8



33.♕c3! (33.♖d6+–) 33...♖xb6 34.♔b2+–. The motif of ♕c3 and ♔b2, threatening mate on b3, is constantly repeated and seals Black ’s fate...

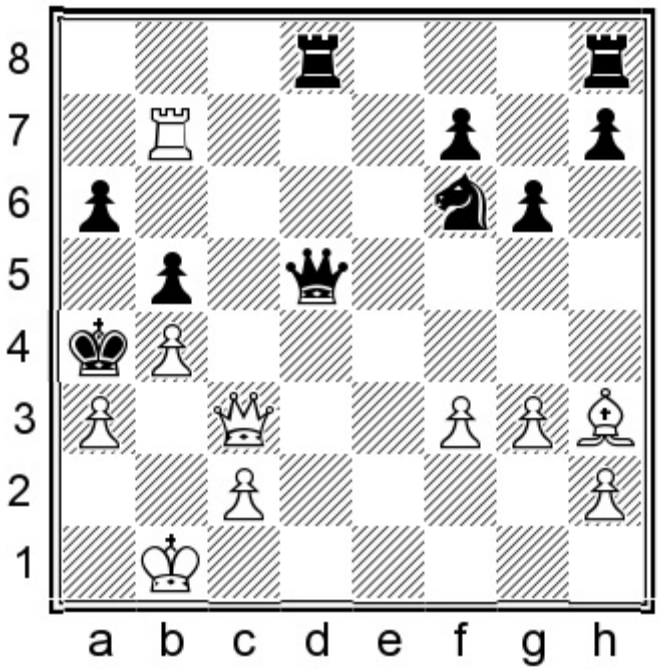
28...♕xd5

28...♗xd5? loses to (the usual) 29.♔b2!.

29.♖a7!

The only way, but not 29.♔b2? ♕d4–+ or 29.♕c7? ♕d1+=.

29...♗b7! 30.♖xb7



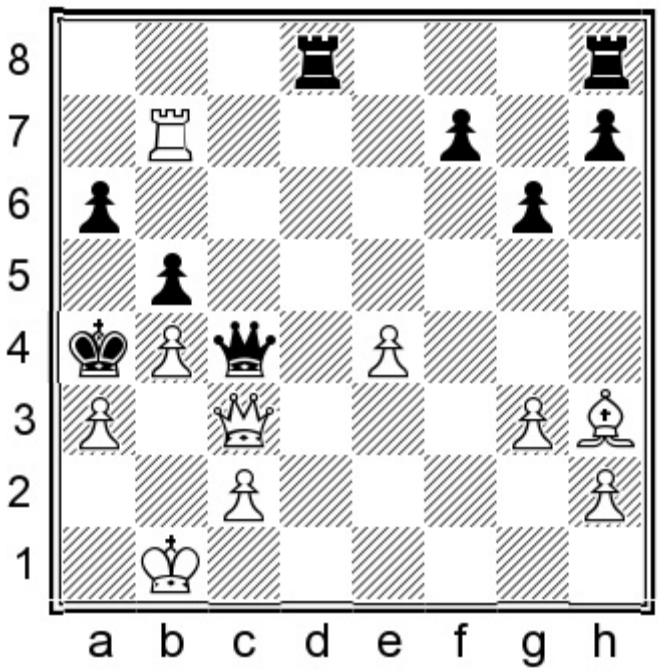
30.♕c7? ♕d1+=.

30...♕c4!

Probably best and certainly a defence that is very hard to find. Black's alternatives were:

a) 30...♖d6 31.♖b6!! ♕c4 32.♖xd6 ♖a8 33.♕xf6+–;

b) 30...♘e4 31.fxe4 ♕c4



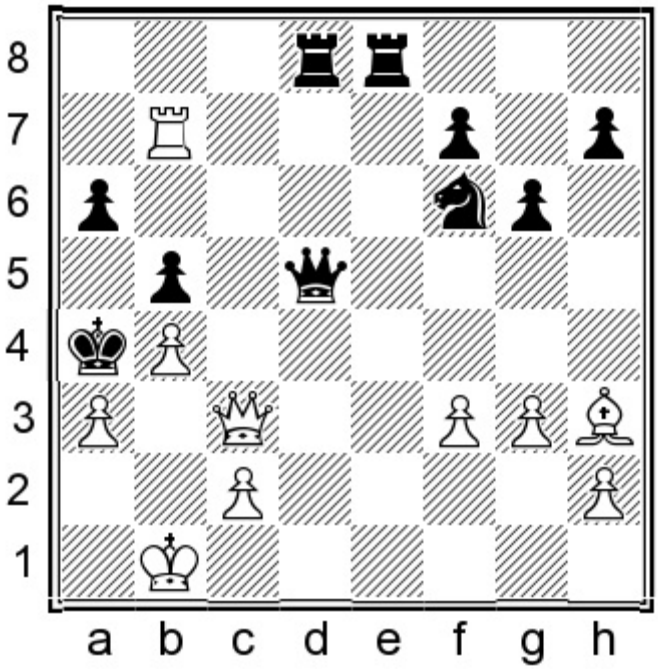
32.♖a7!!

[32.♕e3? ♖c8 33.♗xc8 ♖xc8 34.♕c1 ♕d4!=; 32.♕xc4? bxc4 33.♔b2 f5 (33...a5 34.♗d7+ ♖xd7 35.♖xd7 axb4 36.♖a7+ ♔b5 37.♖b7+±) 34.exf5 ♖d6 (34...c3+ 35.♔xc3 ♔xa3 36.f6 ♖d6 37.f7 ♖c6+

38.♔d4 ♖xc2 39.♗f1±) 35.fxg6 c3+ (35...hxg6 36.♗d7++–) 36.♔a2 hxg6 37.♗f1+–]

32...♖d1+ (32...♖a8 33.♕e3+–) 33.♔b2 ♕xc3+ 34.♔xc3 ♖d6 35.e5 ♖b6 36.♔b2 ♖e8 37.♗g2! ♖d8 (37...♖xe5 38.♗b7+–) 38.♗b7 ♖d7 39.♗c6!! ♖d8 (39...♖d2 40.♗e8+–; 39...♖xa7 40.♗d5 a5 41.♗b3#) 40.♗d7+–.

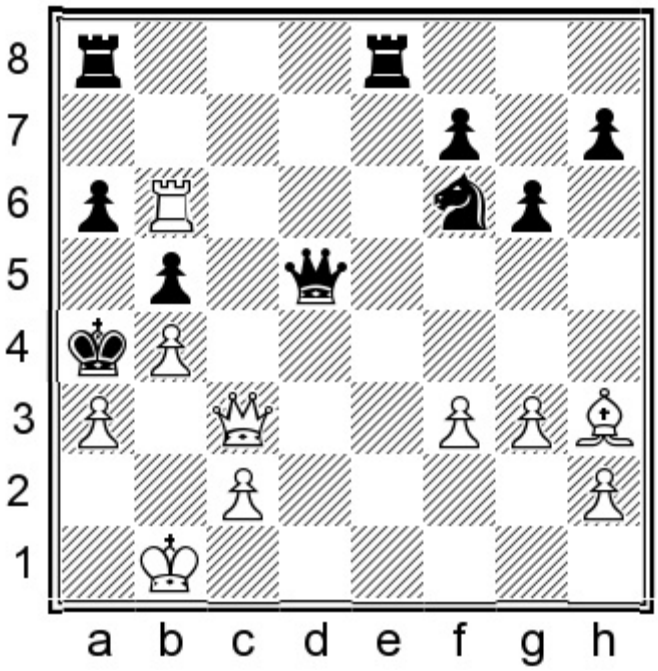
c) 30...♖he8



31.♖b6

[31.♖a7? ♖d6 32.♗c8! (32.♔b2 ♕e5–+) 32...♕c4 (32...♖xc8 33.♕xc8 ♕d1+=) 33.♗xa6 ♖d1+ 34.♔b2 ♕xc3+ 35.♔xc3 ♖e3+ 36.♔b2 ♖xa3 37.♗b7+ ♔xb4 38.♖xa3 ♖b1+ 39.♔xb1 ♔xa3=]

31...♖a8



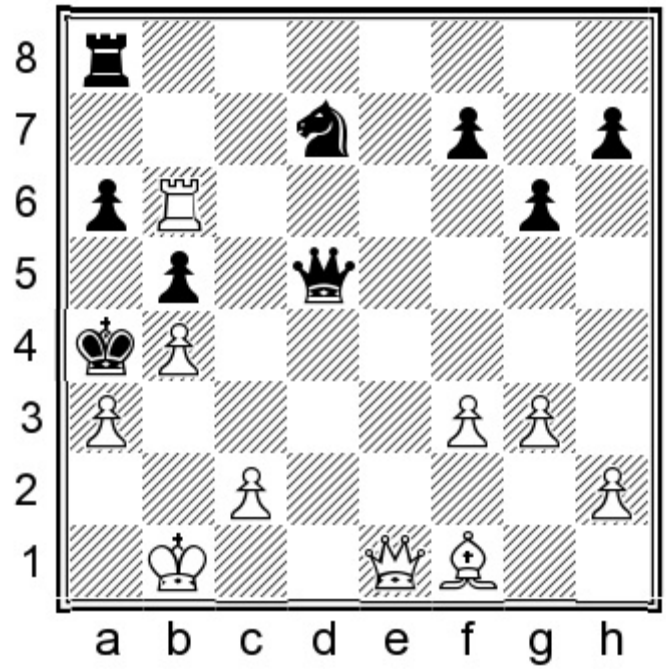
32.♗f1!!

[32.♗e6? ♖xe6 33.♖xe6 ♕c4! (33...♕xe6? 34.♔b2+–) 34.♕xc4 bxc4 35.♖xf6 ♔xa3 36.♖xf7 ♖e8=]

32...♖e1+

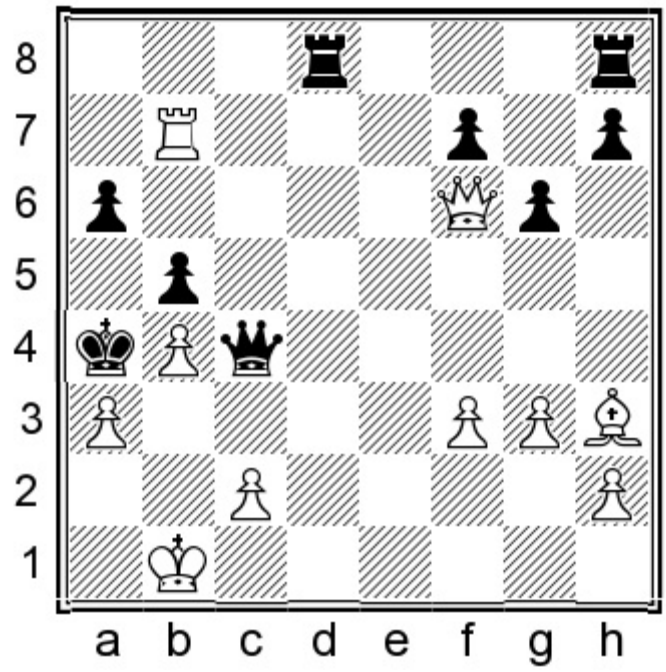
[32...♖ed8 33.♖c6! ♘h5 (33...♘d7 34.♖d6!) 34.♖c5 (34.♗d3+–) 34...♖ac8 35.♔b2!+–; 32...♘d7 33.♖d6! ♖ec8 34.♕b2+–; 32...♖e6 33.♖xe6 fxe6 34.♔b2+–]

33.♕xe1 ♘d7



34.♖b7!! ♕xb7 (34...♘e5 35.♕c3 ♕xf3 36.♗d3 ♕d5 37.♗e4+–) 35.♕d1! ♔xa3 36.c3! ♕b6 37.♕c1+ ♔a4 38.♕c2+ ♔a3 39.♕a2#.;

31.♕xf6

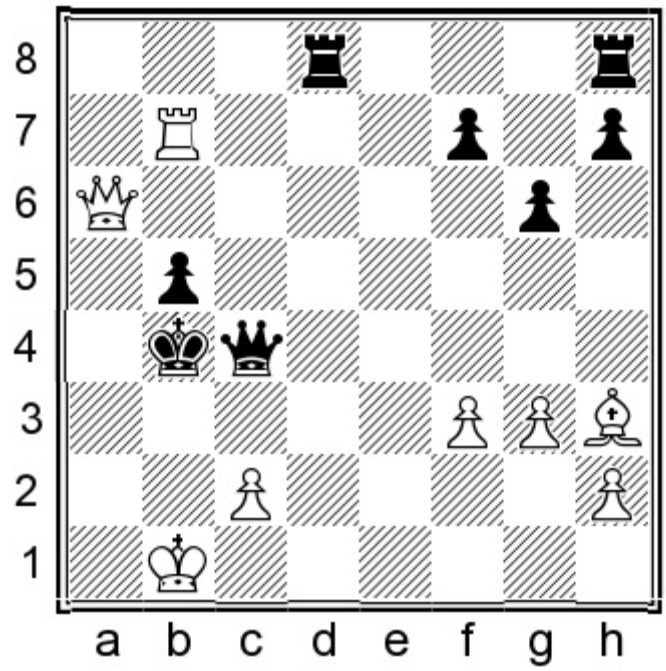


31...♔xa3?

Now White wins by force.

The only way to fight was 31...♖d1+! 32.♔b2 ♖a8 (32...♕d4+ 33.♕xd4 ♖xd4 34.♖xf7 ♖d6 35.♖e7, planning ♗e6+−) 33.♕b6 ♕d4+ (33...a5? 34.♗d7! ♖d5 35.♕e3 axb4 36.♖a7++–) 34.♕xd4 ♖xd4 35.♖xf7 (35.♗d7? ♖d6!) 35...a5 36.♗e6 axb4 37.♗b3+ ♔a5 38.axb4+ ♔b6 (38...♖xb4 39.c3 ♖c4 40.♗xc4 bxc4 41.♖xh7 ♖e8±) 39.♖xh7 and with three pawns for the exchange White gradually wins, but there is still a long way to go.; Note that 31...♖a8? was losing to 32.♕b6 a5 33.♗d7.

32.♕xa6+ ♔xb4



It looks like Black might escape...

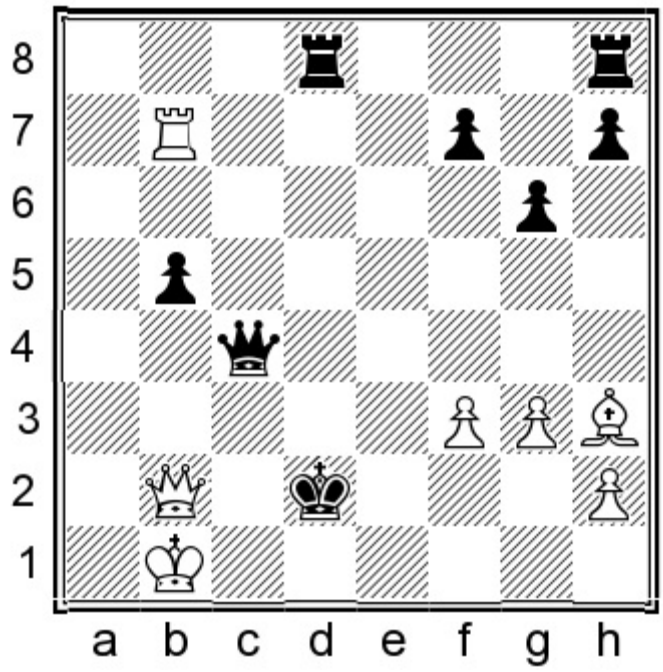
33.c3+! ♔xc3

33...♔b3?! was losing to 34.♕a2+ ♔xc3 35.♕b2+ ♔d3 36.♖e7!+–, as ♗f1+ is following.; 33...♕xc3? 34.♕xb5+ ♔a3 35.♖a7+.

34.♕a1+ ♔d2

No different was 34...♔b4 35.♕b2+ ♔a5 (35...♕b3 36.♖xb5++–) 36.♕a3+ ♕a4 37.♖a7++–.

35.♕b2+



35...♔d1

a) 35...♔e3? 36.♖e7+ ♔d3 37.♗f1#;

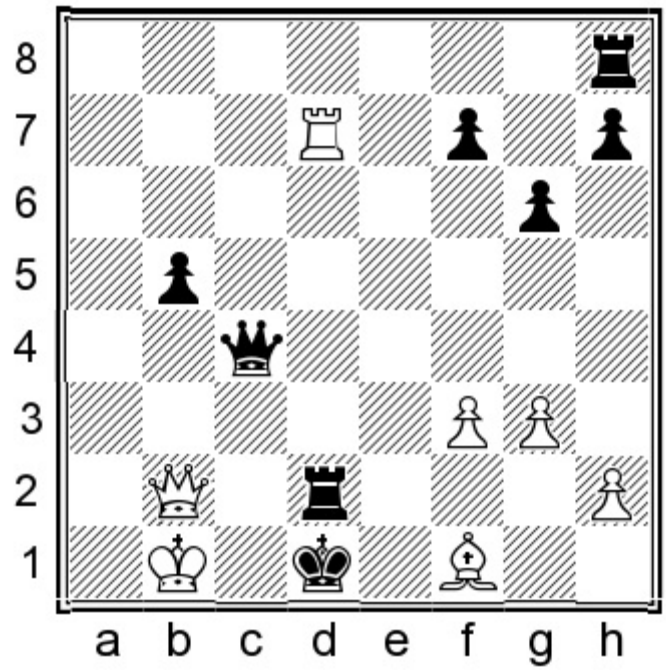
b) 35...♔e1 36.♖e7+ ♔d1 37.♗f1!+– is the same as in the game. You are not dreaming, the black king did indeed go all the way from e8 to d1!

36.♗f1! ♖d2

Black has no alternatives: 36...♕xf1 37.♕c2+ ♔e1 38.♖e7+ ♕e2 39.♕xe2#. Well, it suddenly seems that Black finally managed to defend and is out of danger.

37.♖d7!

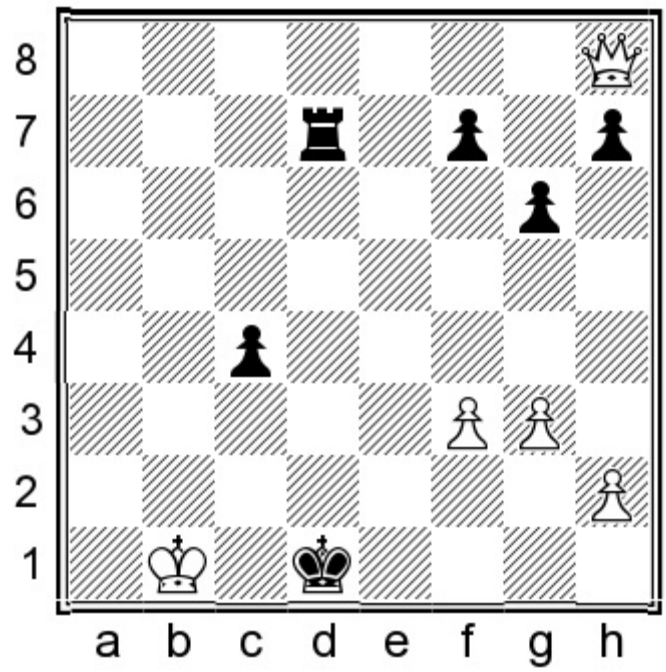
The final trick, which is completely correct; the game is finally over.



37...♖xd7 38.♗xc4 bxc4

38...♖b8 39.♕c1#.

39.♕xh8



39...♖d3

39...♖b7+ 40.♔a2 ♔c2 41.♕d4+–

40.♕a8 c3 41.♕a4+ ♔e1

41...♔d2 42.♕c2+ ♔e3 43.♔c1+–

42.f4 f5 43.♔c1 ♖d2 44.♕a7!

1–0

PART 2.
TACTICAL PLAY

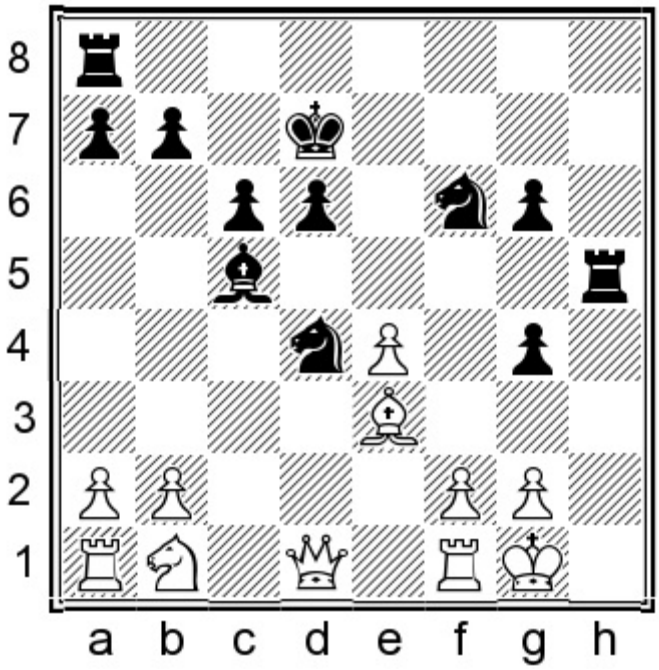
ATTACK VIA THE EDGED FILES

Opening files and diagonals around one's king is not a healthy habit. A nude king is butter on the opponent's bread and should be avoided at nearly any cost.

The usual file to be opened for a successful attack is the rook-file, at least according to practice. This makes sense, as pieces are most often placed towards the centre, a rookfile may be harder to reach for the defender.

Let's see a primitive example to fully understand the concept:

Game 1
Example 1
Attack via the Edged Files
Athens 2013



Black has sacrificed his queen for just a minor piece, but his threats down the h-file are tremendous...

1...♖ah8

Doubling on the open file is as natural as a baby's cry, but Black's position is so strong that even 1...♘e2+ is good as well: 2.♕xe2 ♖ah8 3.f4 g3 (3...♗xe3+ 4.♕xe3 ♘xe4! 5.♕xe4 g3! 6.♕e7+ ♔xe7 7.♖e1+ ♔d7 8.♔f1 ♖h1+ 9.♔e2 ♖e8+ 10.♔d2 ♖exe1–+) 4.♕xh5 ♗xe3+ 5.♖f2 ♘xh5 6.♔f1 gxf2 7.♔e2 f1=♕+ 8.♔xf1 ♘g3+ 9.♔e1 ♖h1#.

1...♖ah8 2.f4

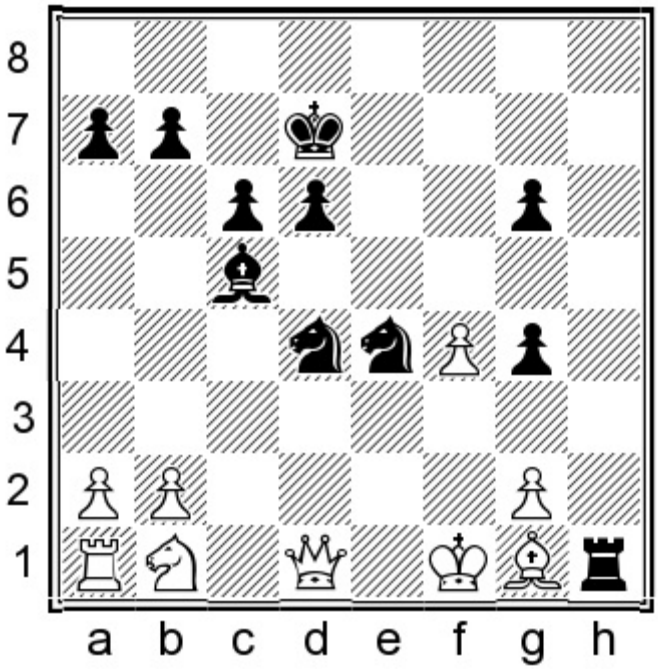
a) 2.g3 ♖h1+ 3.♔g2 ♖8h2#;

b) or 2.f3 g3, leads to mate.

2...♖h1+

2...g3 3.♕xh5 ♘xh5 wins as well for Black.

3.♔f2 ♘xe4+ 4.♔e1 ♖xf1+ 5.♔xf1 ♖h1+ 6.♗g1

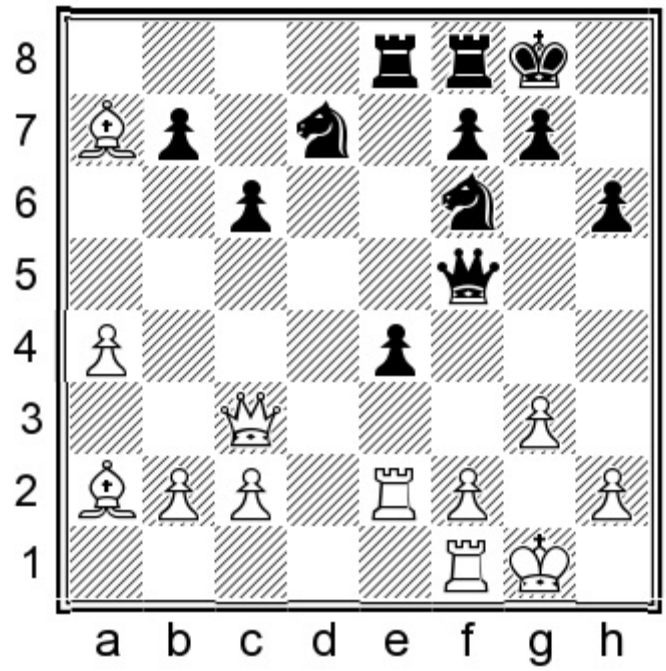


And a nice mate follows:

6...♖xg1+! 7.♔xg1 ♘f3+ 8.♔f1 ♘g3#

0–1

Game 2
Benjamin Bok
Richard Rapport
Riga 2014



White's bishop pair should be decisive in an ending, so Black must act in the middlegame. He is helped by the weaknesses around the white king, especially on the light squares.

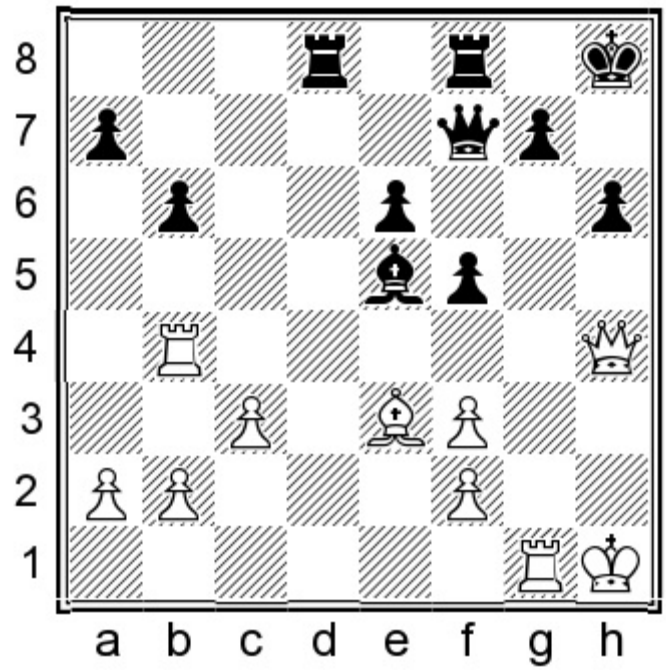
21...♘e5! 22.♗c5 ♘f3+ 23.♔g2 ♖e5!

23...♘g5 24.♔g1 ♕h3 would be good as well, but Black 'dreamed' of something extra-ordinary...

24.♗xf8 ♕h3+! 25.♔xh3 ♖h5+ 26.♔g2 ♖xh2#

0–1

Game 3
Nevzat Suer
Vlastimil Hort
Athens 1969



27.♗xh6!

A nice combination, which allows White to get his pawn back.

27...gxh6?

Blindness? Black had to play 27...♔g8 28.♕h3! (planning ♖h4) 28...f4 29.♖e4 ♕f5 30.♖g4∞.

28.♕xh6+

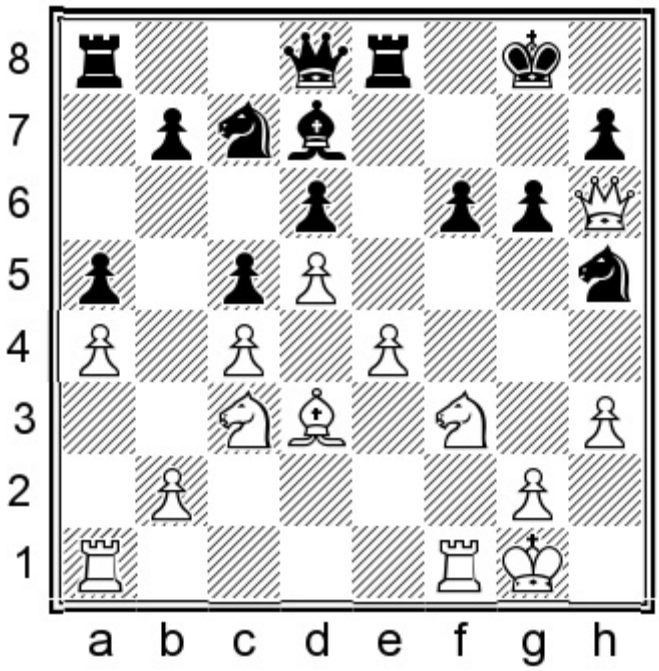
28.♕xh6+ and Black resigned, as he noticed the lethal 28...♕h7 29.♕xh7+ ♔xh7 30.♖h4#.

1–0

When playing 3-minute blitz games on internet, nothing is based on deep calculation, but mainly on intuition.

What is intuition? Of course it's sub-conscious knowledge, which is hidden inside our brain, coming out when needed! Nothing more than this; it just takes a lot of work to build!

Game 4
Efstratios Grivas
Aleksa Strikovic
Internet Chess Club 2015



White's pieces are better and more attackingly placed but obviously some tactics are in need.

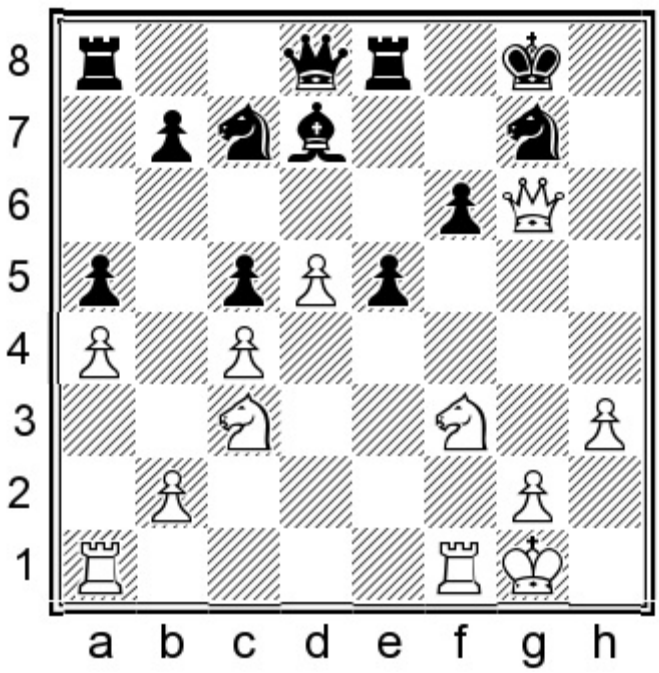
20.e5! dxe5

20...fxe5 loses to 21.♗xg6 hxg6 22.♕xg6+ ♘g7 23.♘g5.

21.♗xg6!

White's kingside is shattered...

21...hxg6 22.♕xg6+ ♘g7



23.♘g5! ♕e7

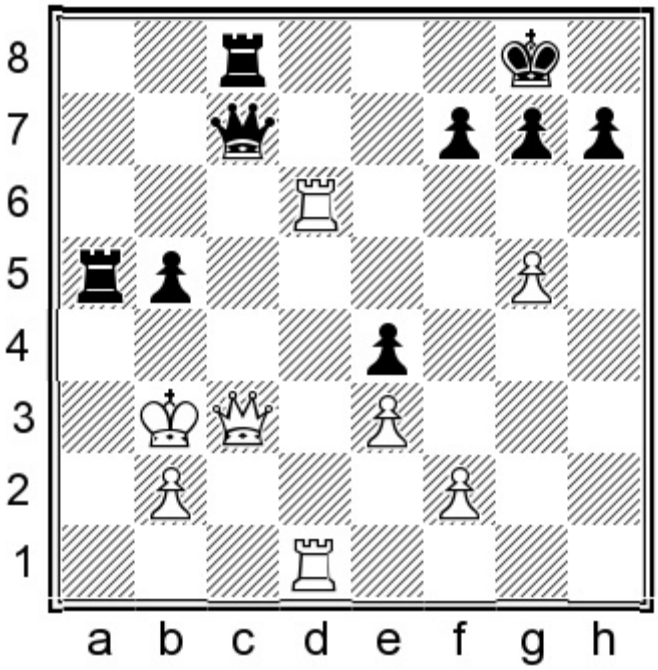
23...fxg5 24.♖f7+–

24.♕h7+

24.♕h7+ ♔f8 25.♕h8#

1–0

Game 5
Davor Palo
Peter Heine Nielsen
Skanderborg 2003



White seems to enjoy an advantage, as the back rank threats force his opponent to exchange queens... or perhaps not?

33...♖a3+!

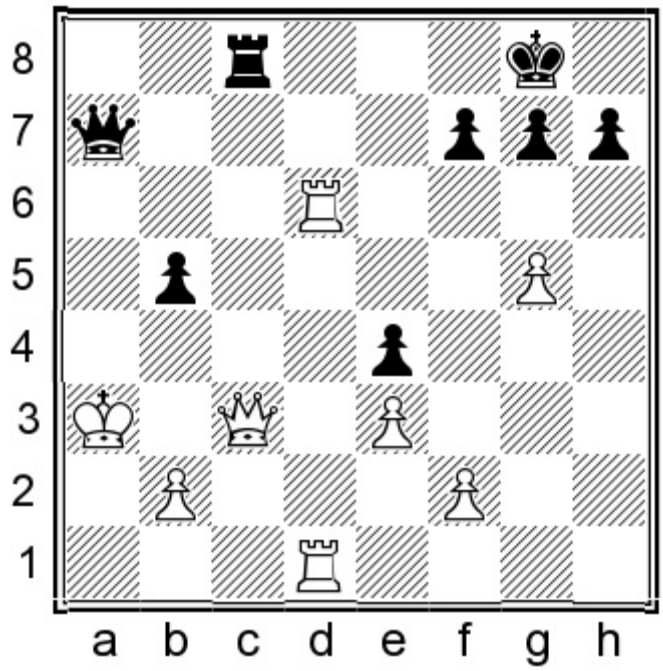
The terrific rook thrust concludes the game in style.

34.♔xa3

Or 34.bxa3 ♕xc3+, winning.

34...♕a7+

34...♕a7+

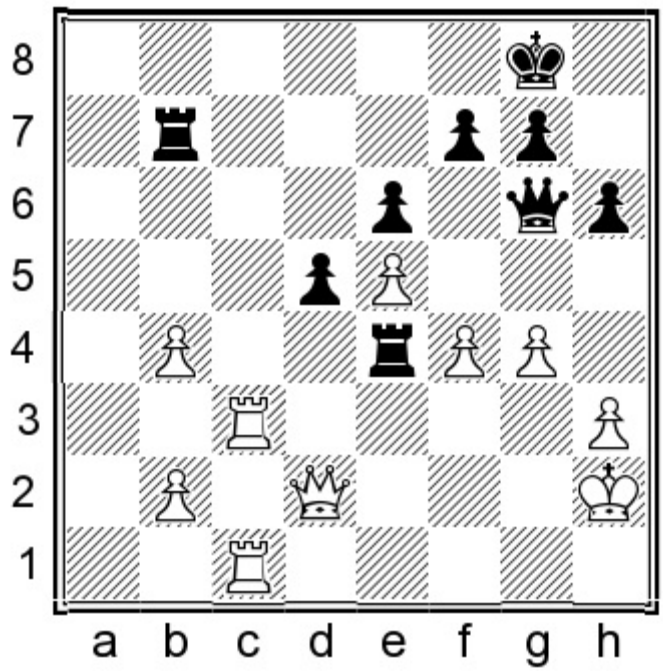


and White resigned in view of the inevitable checkmate: 35.♔b3 ♕a4#.

0–1

Here we have a very similar end to the game M. Carlsen vs. S. Karjakin, last game of the 2016 New York match (16th):

Game 6
Ossip Bernstein
Alexander Kotov
Groningen 1946

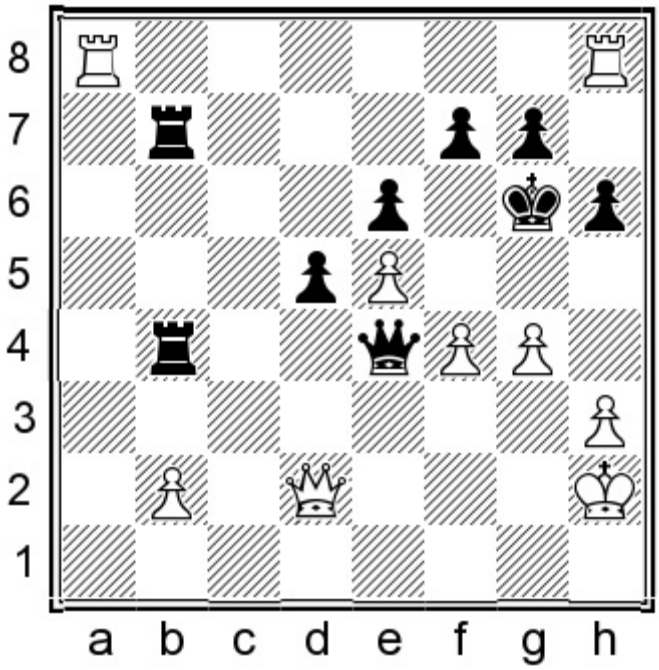


Black feels confident, as his king looks much safer and White's weaknesses are ready to be attacked...

46.♖c8+ ♔h7 47.♖a8 ♖exb4?

But that's a blunder! Black had to opt for 47...♖c4! 48.♖xc4 dxc4 49.♖d8 h5 50.♔g3 ♕b1∞.

48.♖cc8 ♕e4 49.♖h8+ ♔g6

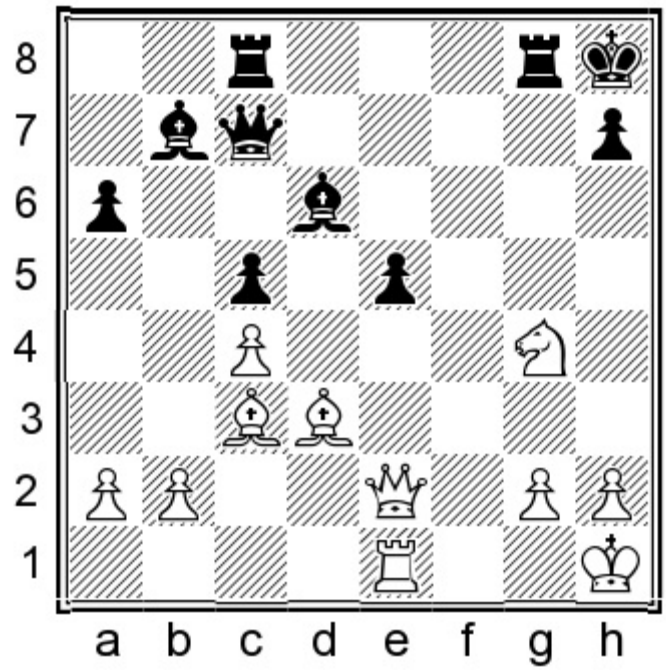


50.f5+!

I think that Black missed this combination, which is conclusive after 50.f5+ exf5 51.♕xh6+! gxh6 52.♖ag8#.

1–0

Game 7
Vitus Lederle
Heiko Mertens
Bonn 2011



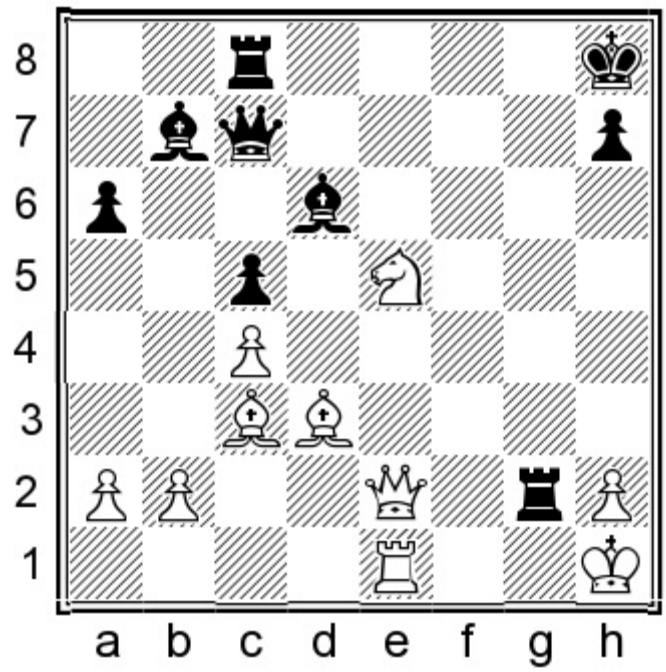
A very interesting scenario, as it looks like both kings will have problems... Note that the assaults are taking place on both the files and the diagonals.

26.♘xe5!

White can calmly allow the strike on g2.

26...♗xg2+

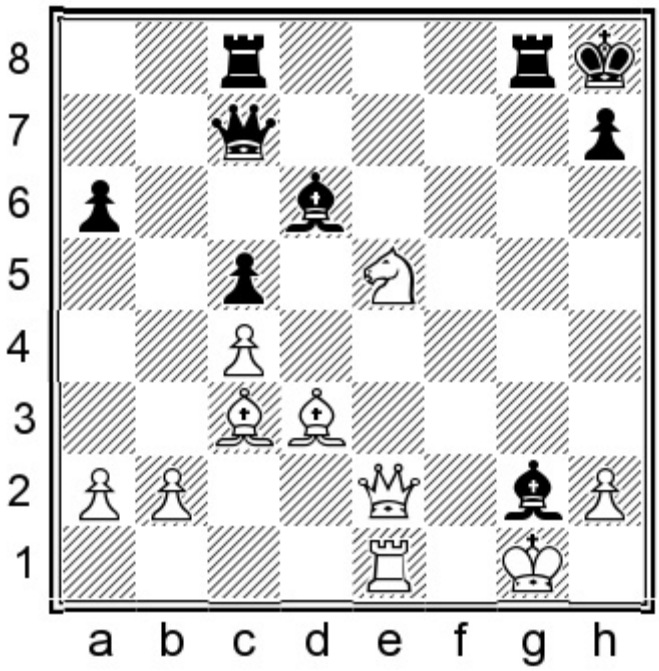
26...♖xg2 would have required White to choose the right discovered check, viz.



27.♘g4+! (instead, wrong would be 27.♘f7+? ♔g8 28.♘h6+ ♔f8 29.♖f1+ (or 29.♕f1+) since now

Black can go for the counterstrike: 29...♖f2+! 30.♔g1 ♗xh2+! 31.♔xf2 ♕g3#) which after 27...♔g8 leads to mate by force: 28.♕e6+! ♔f8 (28...♕f7 29.♘h6+ ♔f8 30.♕xf7#) 29.♕f6+ ♕f7 30.♕h8+ ♕g8 31.♗g7+ ♔f7 32.♘h6#.

27.♔g1!



The immediate 27.♕xg2 ♖xg2 would give the black king the escape square g8, preventing any lethal discovered checks by White.

27...♖g7

27...♗f3+ 28.♘g6# — check and counter mate!

28.♘g4

White should have sealed the g-file: 28.♘g6+! hxg6 29.♕xg2 with a clear advantage.

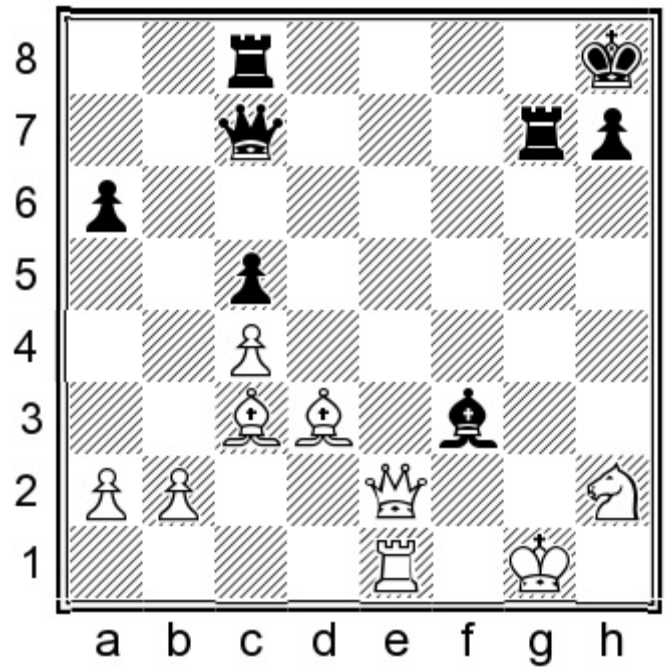
28...♗xh2+

This desperado move was crowned with unexpected success. 28...♗c6! would have made the situation exciting again.

29.♘xh2?

White could simply play 29.♔xg2+−.

29...♗f3+



This discovered check yields rich dividends.

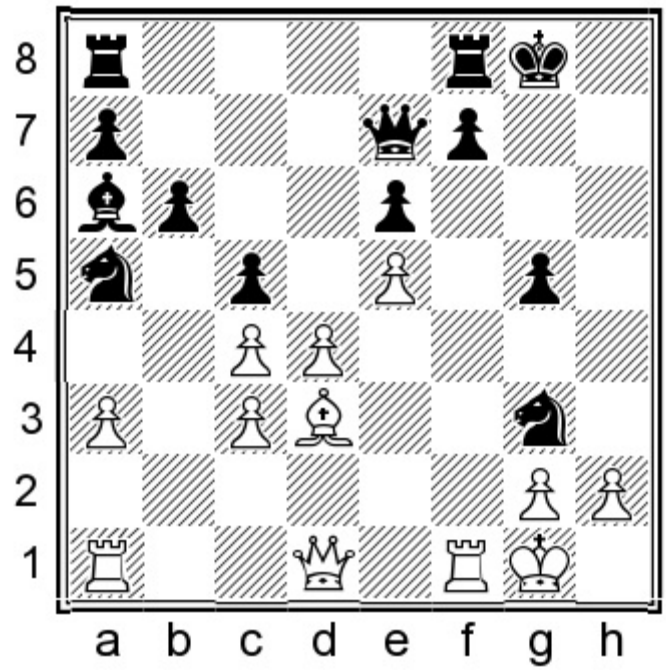
30.♔f1

White possibly overlooked that Black can answer 30.♗xg7+ with 30...♕xg7+–, always these counterchecks!

30...♗xe2+ 31.♖xe2 ♕f4+ 32.♖f2 ♕c1+ 33.♔e2 ♖e8+ 34.♔f3 ♕e3#

0–1

Game 8
Jun Zhao
Deshun Xiu
Xinghua Jiangsu 2011



White has already sacrificed a piece and now goes for more!

19.♖f6!!

Down two pieces, White ensures that the kingside remains cut off with this move. After the naive 19.hxg3?! f5, the attack becomes harder to conduct.

19.♖f6!! ♔g7

19...♗xc4, trying to take some of the steam out of White's attack by exchanging pieces, doesn't quite do it: 20.hxg3 ♗xd3 21.♕xd3. The problem is that White still has a myriad of threats, be it the simplistic ♕d2xg5, ♖af1 or even a d5 thrust if called for. A sample line might go 21...♔g7 22.♕e3 ♖h8 23.♖af1 ♖ag8 24.♕xg5+ ♔f8 25.♖xf7+ ♕xf7 26.♖xf7+ ♔xf7 27.♕f6+ ♔e8 28.♕xe6+ ♔d8 29.d5!+–.

20.♕g4!

Black isn't given a moment's respite.

20...♖g8 21.hxg3 ♘b7

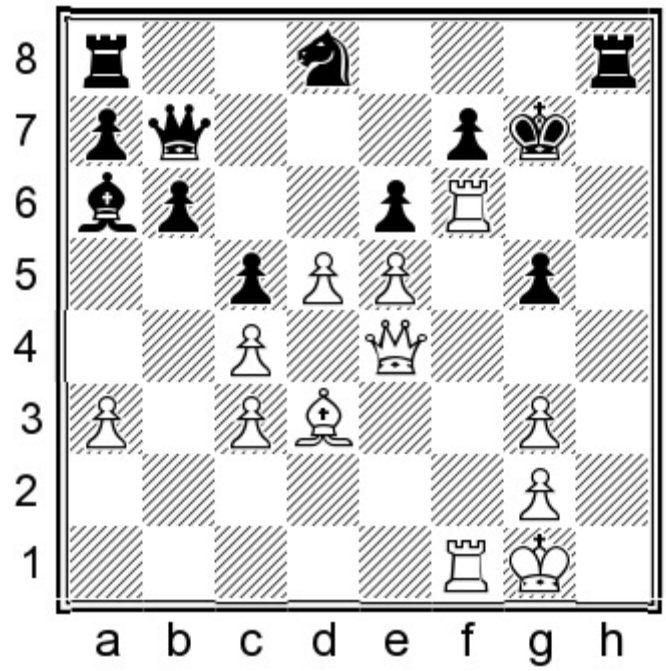
Desperately trying to support f7.

22.♖af1 ♘d8 23.♕e4 ♕b7

Forced.

If 23...♖c8 then 24.♖g6+!+–.

24.d5 ♖h8



And now White is given the chance to perform a ‘Windmill’!

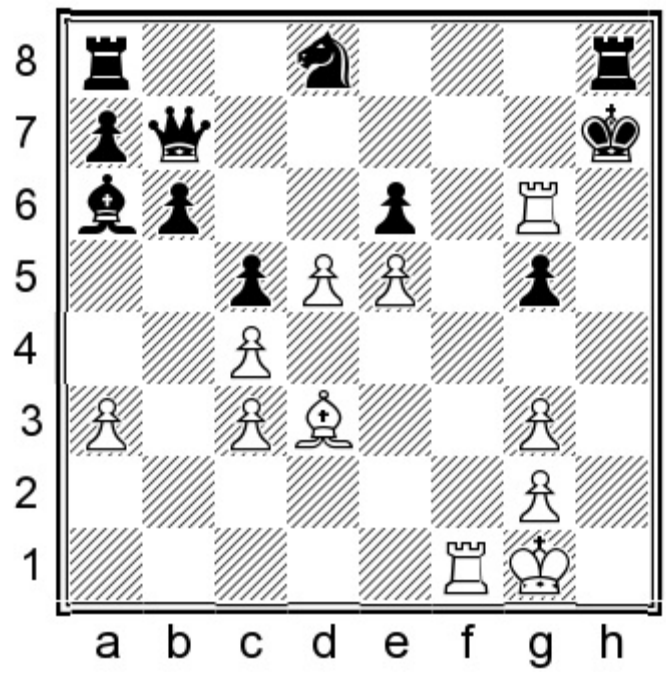
25.♕g6+!!

Just incredible.

25...fxg6

If 25...♔f8 then 26.dxe6 and there is no defence against ♖xf7+.

26.♖xg6+ ♔h7



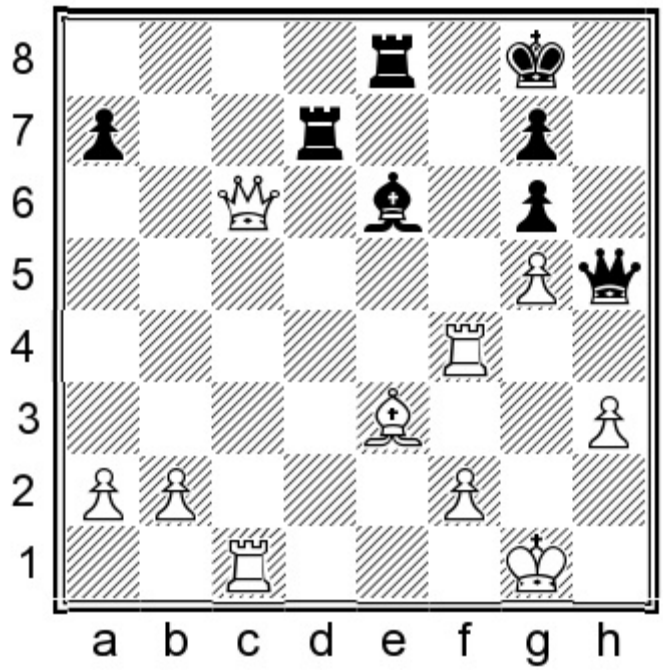
The final windmill is an inescapable mating net.

27.♖xg5+ ♔h6 28.♖g6+ ♔h7 29.♖g4+ ♔h6 30.♖f6+ ♔h5 31.♖h4+

31.♖h4+ ♔g5 32.♖g6#

1–0

Game 9
Gadir Guseinov
Gabriel Sargissian
Porto Carras 2011



A clear king in the cage situation.

33.♕xe6+! ♖xe6 34.♖c8+ ♔h7 35.♖ff8

As White is ready to deliver mate, Black has to work a way out...

35...♕d1+ 36.♔g2!

36.♔h2? ♕d6+ 37.♔g2 ♕xf8 38.♖xf8 ♖c6=.

36...♕d5+ 37.f3 ♖d8

The only way to stop the mate.

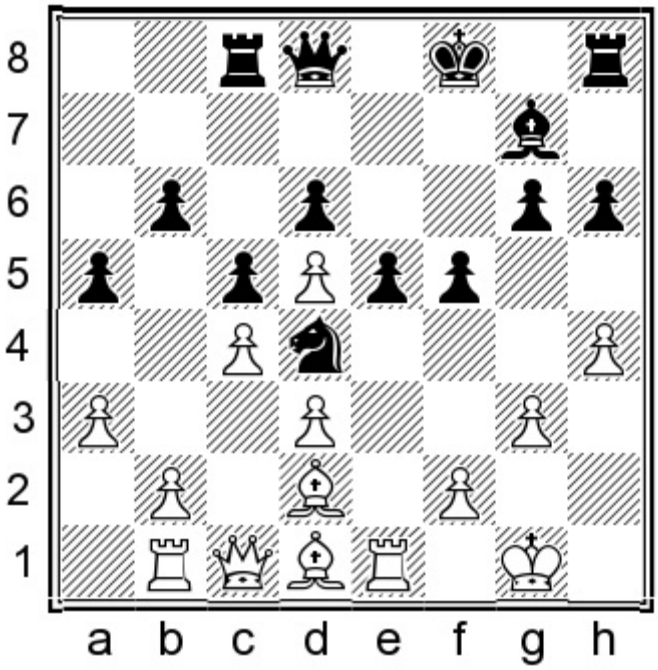
38.♖cxd8 ♕xd8 39.♖xd8 ♖xe3 40.♔f2

And White emerged with two pawns up in the endgame.

40...♖e5 41.h4 ♖a5 42.a3 ♖a4 43.♔g3 ♖c4 44.♖a8 ♖c7 45.b4

1–0

Game 10
Yue Wang
Alexander Grischuk
Istanbul 2012



White seems to be in the driver's seat, as he is planning b4 with initiative.

19...g5!

A pawn sacrifice, aiming to open the h-file for the black heavy pieces.

20.hxg5?

White simply snatches the pawn, but keeping the kingside closed was better, though it was very unclear: 20.h5 ♕d7 21.b4 axb4 22.axb4 f4.

That expansion on the kingside looks threatening and after the text move the h-file is just too dangerous, which is something White might have underestimated.

20...hxg5 21.♗xg5 ♕d7! 22.♕e3

22.b4 f4–+ is already decisive, with the idea of ...♕h3. White must be careful.

22...♕f7

It's honestly hard to find a move here for White. Maybe f4 is necessary but it looks ugly. The move

played in the game is natural, but too slow.

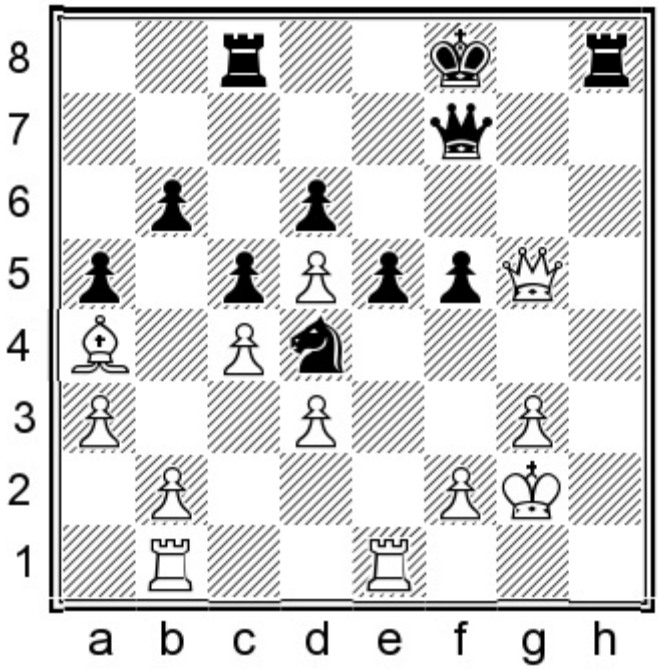
23.♔g2 ♗f6! 24.♗a4?!

The idea is to play ♖h1 and battle for the h-file. However, this is too slow and A. Grischuk exploits this beautifully.

a) 24.♗h6+ ♔e7 leaves the bishop on h6 in a terribly awkward situation.;

b) 24.♗xf6 ♕xf6 and White can't stop the multitude of deadly threats.

24...♗xg5 25.♕xg5



25...♖h2+!

The rook cannot be taken, which allows A. Grischuk to infiltrate with decisive effect!

26.♔f1 ♖h1+ 27.♔g2 ♖h2+

Repeating moves like a pro.

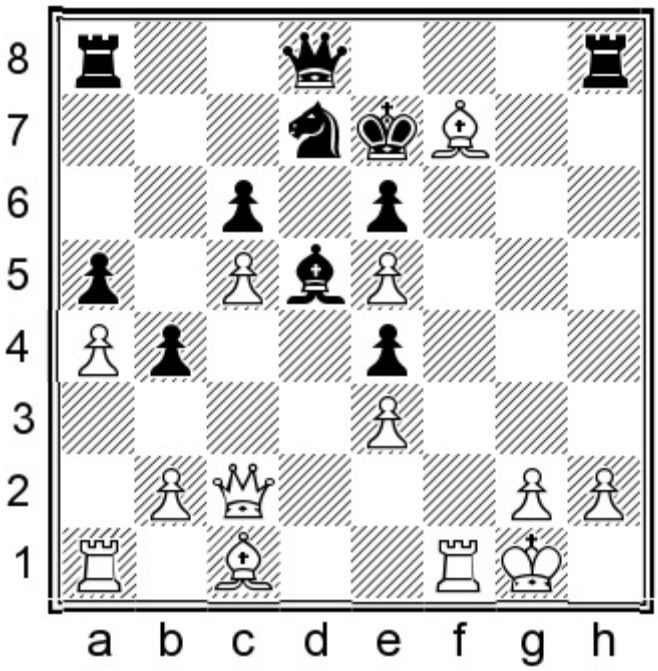
28.♔f1 ♕h7!

Nothing close to a perpetual, and the threats are obviously decisive.

0–1

Wang Yue's sense of danger seemed to have vanished in the previous game. In the next game however, he takes his revenge, using the same motif — attack via the h-file!

Game 11



21...♕c7!

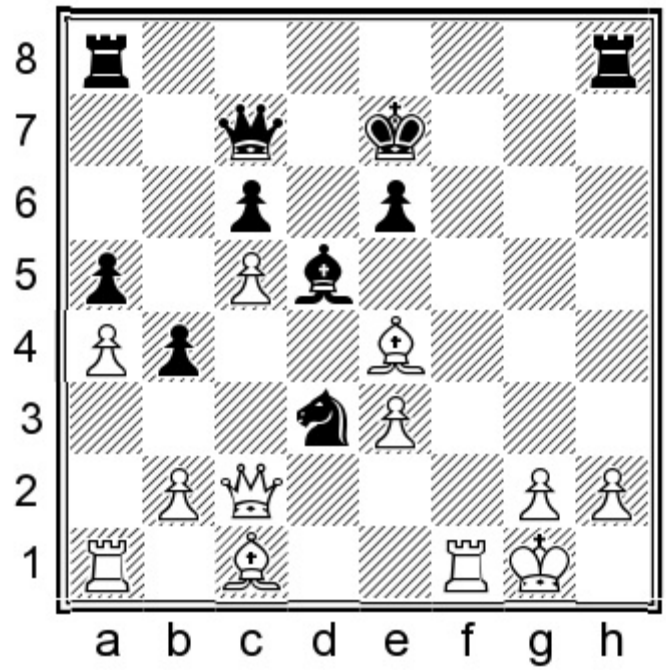
A quiet move before the storm. Black threatens ...♘xe5 and a subsequent discovery. 21...♘xe5? 22.♕f2 spoils the position.

21...♕c7! 22.♗g6

22.♕f2 ♖af8 and since the knight on d7 is covering f6, Black is winning.

22...♘xe5 23.♗xe4 ♘d3!

Beautiful! The assault continues! The knight must be taken because of the interposition between the queen and the bishop, which means e4 is hanging.



24.♕xd3 ♕xh2+ 25.♔f2 ♖af8+ 26.♔e2 ♖xf1 27.♔xf1 ♕g3!

And yet another quiet move to seal the deal. The threat is obviously ...♖h1, and it cannot be stopped.

28.♔e2 ♖h1 29.♗d2 ♖xa1 30.♗xd5 cxd5 31.♕h7+ ♔d8 32.♔d3 ♕g4

The mate threats continue, and since White is down an exchange he can't afford to go around trading queens. This is hopeless.

33.♕h8+ ♔d7 34.b3 ♕f5+

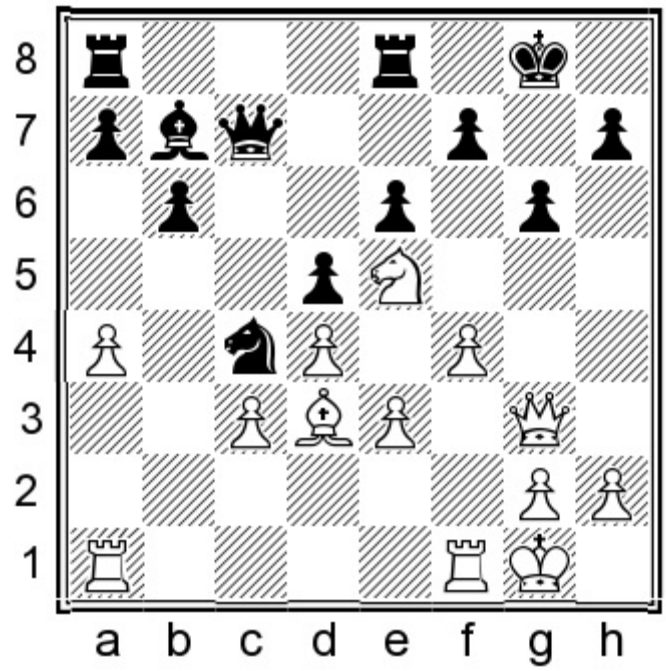
0–1

Up next is an example which I consider a great lesson of strategical tactic or tactical strategy!

What do I mean? Well, there are certain times when calculation is useless, simply because the right moves are as natural as can be!

Of course, at the end of the day — or at the start/end of the combinat ion — concrete ca lcu lat ion is a must, but this comes easily once we have understood what to do!

Game 12
Vassily Ivanchuk
Hao Wang
Istanbul 2012



Black is too weak on the dark squares and has no dark-squared bishop to defend...

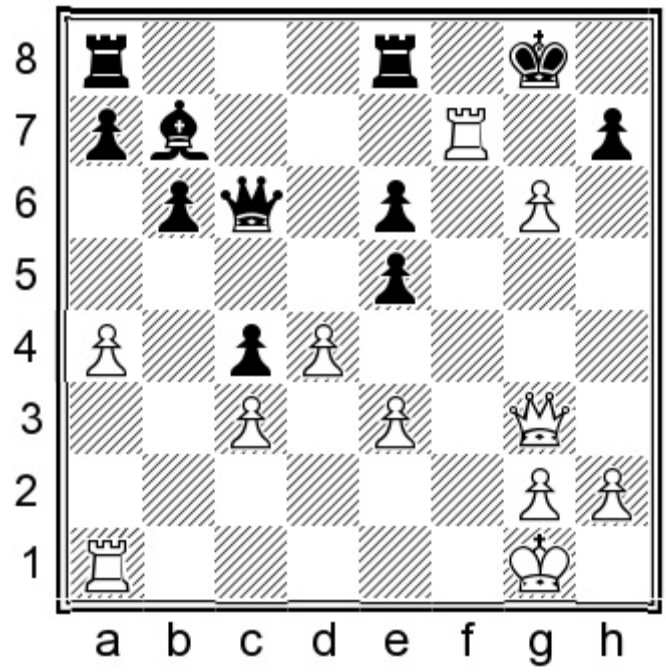
20.♗xc4! dxc4 21.f5! f6

21...exf5 22.♖xf5 ♗d5 23.♖af1 ♖f8 24.♕g5! gives White a winning attack for free. It's possible that Wang Hao simply missed 22.fxg6. We see in this variation why it was so important to keep the queen on e7 and not c7 — the pressure on the f-file is too great.

22.fxg6!

It's all over now.

22...fxe5 23.♖f7 ♕c6



24.gxh7+!

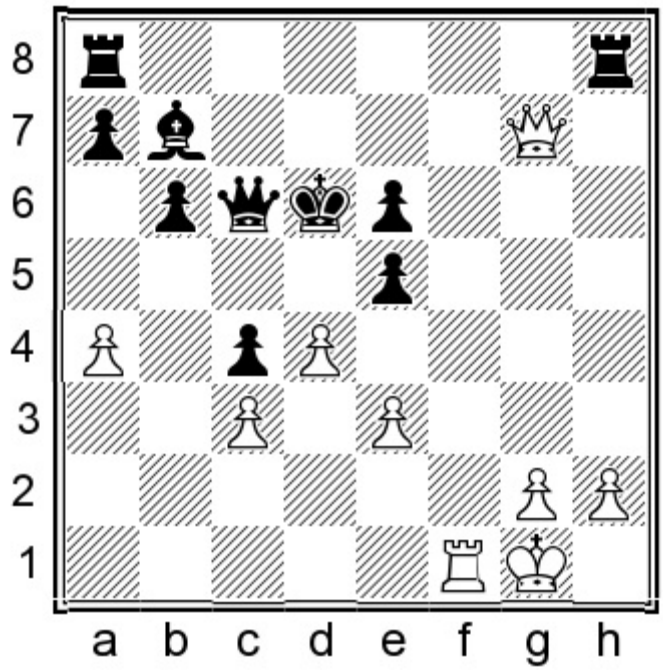
24.♖af1? ♕xg2+ 25.♕xg2 ♗xg2 26.gxh7+ ♔h8 27.♔xg2 exd4 28.exd4 e5± is a very survivable endgame. Maybe the Chinese player was hoping for this, which is not easy to hold, but possible.

24...♔xf7 25.♖f1+ ♔e7 26.h8=♕!

This quiet move is, in essence, the point of the entire combination. The promotion draws the rook to h8, where it is vulnerable and not doing its defensive duties.

26...♖xh8 27.♕g7+ ♔d6

To a mere human, it is still unclear why the sacrifice works. To V. Ivanchuk, this is child's play.

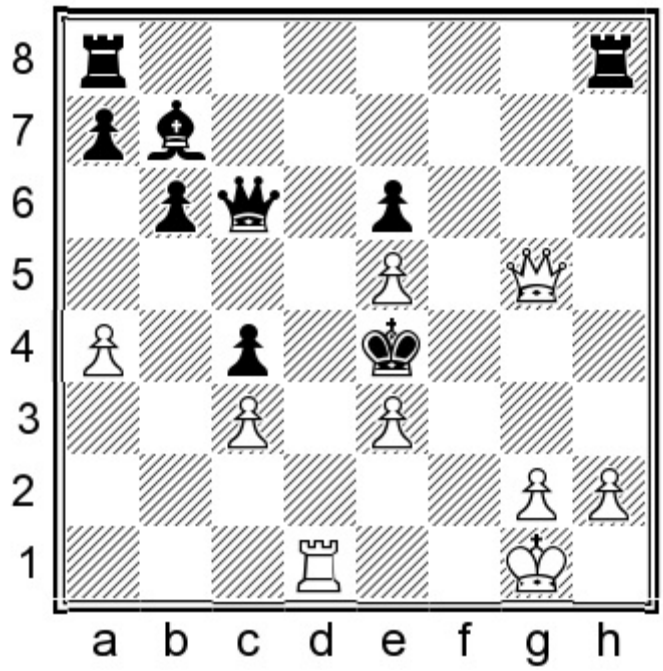


If 27...♔d8, then 28.♕xh8+ ♕e8 (28...♔c7 29.♖f7++–) 29.♖f8+–.

28.dxe5+!

a) 28.♕xe5+? ♔e7 leads to no more than a draw.;

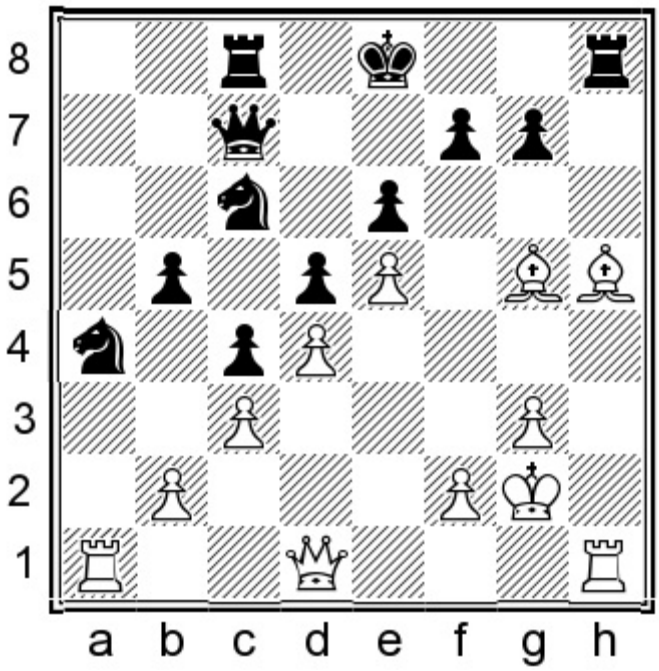
b) 28.dxe5+. After the text, Black resigned. If 28...♔d5 (28...♔c5 29.♕e7+ ♔d5 30.♖d1+ ♔e4 31.♕g5 with unstoppable mate) 29.♖d1+ ♔e4 30.♕g5!



This discrete move is the finishing touch of the combination. White threatens both ♕f4 and ♖d4 mate, and Black cannot stop them both. The king obstructs the a8–g2 diagonal so there is no desperado sacrifice or check of any kind.

1–0

Game 13
Magnus Carlsen
Hao Wang
Wijk aan Zee 2011



24.♗xf7+!

Computer engines could not find the bishop sacrifice quick ly, but once it was played, they were united in high praise for M. Carlsen's tactical skills.

24...♔xf7

24...♕xf7 25.♖xh8+.

25.♕f3+ ♔g8

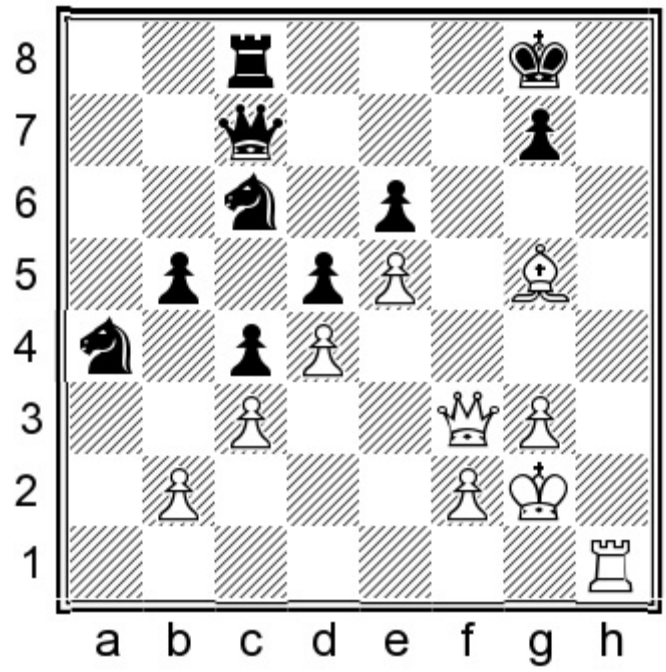
After 25...♔g6 white wins with the spectacular 26.♗f6!! ♖xh1

a) 26...♖cg8 27.♖xh8 ♖xh8 28.♕g4+ ♔h7 (28...♔f7 29.♕xg7+ wins) 29.♕h5+ ♔g8 30.♕e8+ ♔h7 31.♖h1#;

b) 26...gxf6 27.♕xf6#;

27.♖xh1 ♔f7 28.♕h5+ g6 29.♕h7+ ♔e8 30.♕g8+ ♔d7 31.♖h7+.

26.♖xh8+ ♔xh8 27.♖h1+ ♔g8



28.♕h5

All three white pieces aim at the black king and Black has no defence against the beautiful finale.

28...♖f8

a) 28...♘xb2 29.♗f6! ♘e7 (29...♕a7 30.♕h8+ ♔f7 31.♕xg7+ ♔e8 32.♖h8#) 30.♕h8+ ♔f7 31.♕xg7+ ♔e8 32.♖h7 wins;

b) 28...♘e7 29.♗xe7 ♕xe7 30.♕h8+ ♔f7 31.♕xc8 wins;

c) 28...♘d8 29.♕e8#;

d) Or 28...♕f7 29.♕h8#.

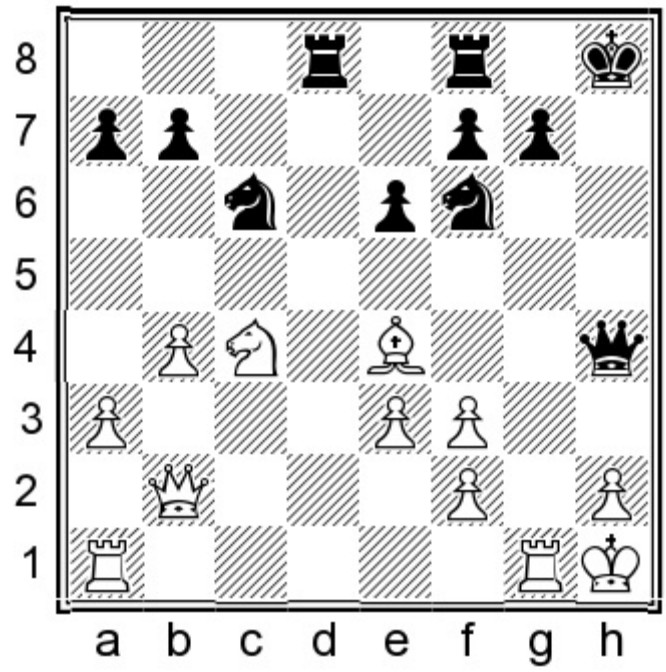
29.♗f6!

29.♗f6 Closing the show with a splendid bishop move: 29...gxf6 (after 29...♕a7 White reshuff les the pieces: 30.♕g6 ♘b6 31.♖h7 ♖f7 32.♕h5 and wins) 30.exf6! ♖xf6 31.♕h8+ ♔f7 32.♖h7+ ♔g6 33.♕g8+ ♔f5 34.♖h5+ ♔e4 35.♕g4+ ♔d3 36.♕d1+ ♔e4 37.♕b1#.

1–0

Game 14
Efstratios Grivas
Farinata
Internet Chess Club 2017

As mentioned, Internet blitz is interesting for tactical training. The black player hasn't identified himself, so we will use his nickname.



20.♗xc6! ♕xc4?

The only way for Black to stay in the game was with 20...bxc6 21.♘e5±.

21.♖xg7!

A nice and effective combination.

21...♕h4

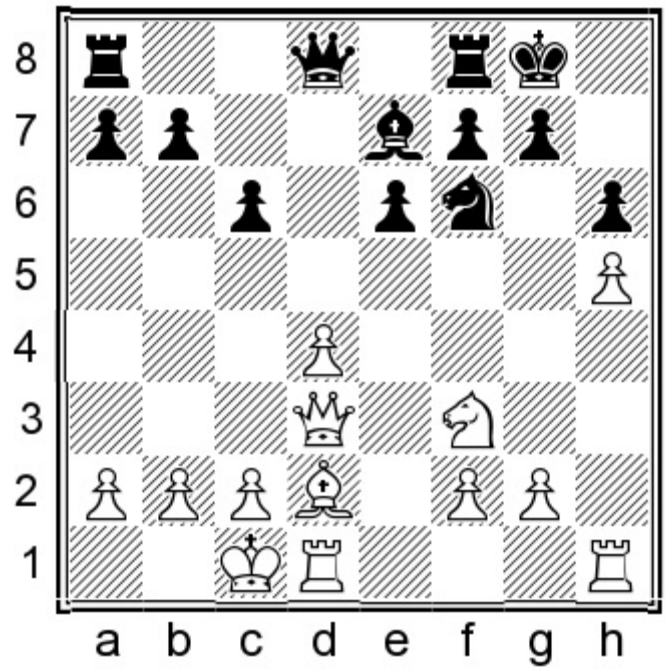
21...♔xg7 22.♖g1+ ♔h7 23.♕xf6+–.

22.♖g4! ♕h6 23.♗e4 ♖g8 24.♖f4! ♔g7 25.♖xf6!

The 'easy' way! Black resigned due to 25.♖xf6 ♕xf6 26.♖g1+.

1–0

Game 15
Gata Kamsky
Yasser Seirawan
Saint Louis 2012



16.♔b1

a) After 16.g4 ♘xg4 17.♖hg1 the novelty 17...♘xf2 was introduced in Hovhannisyan,R-Akopian,V Plovdiv 2012 — see the game.;

b) It has been confirmed in many games that after 16.♘e5?! c5! Black is doing well.

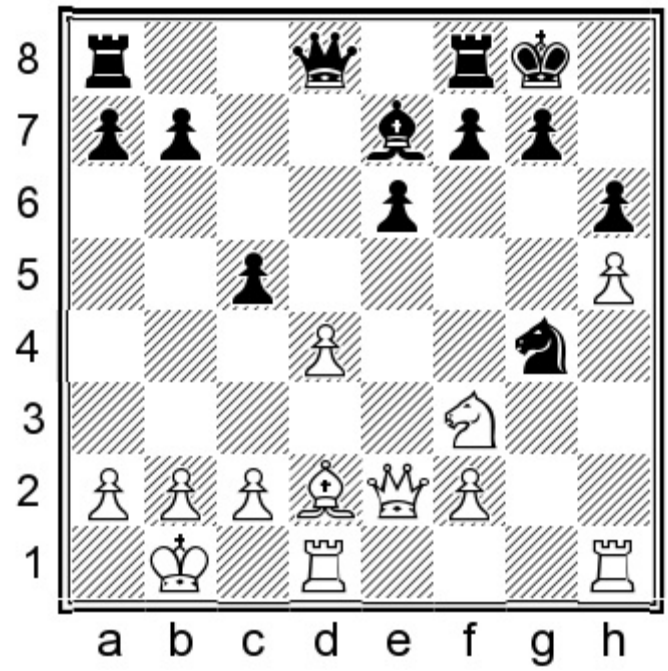
16.♔b1 c5

The second popular and probably safer move is 16...♕d5 as, in particular, in Smeets,J-Kamsky,G Wijk aan Zee 2009.

17.g4 ♘xg4

17...♘h7!? 18.♖hg1 cxd4 19.♘xd4 ♕b6 20.♗c3 ♖fd8 21.f4 ♖d5∓ Zhang,X-Guo,Q Xinghua 2014.

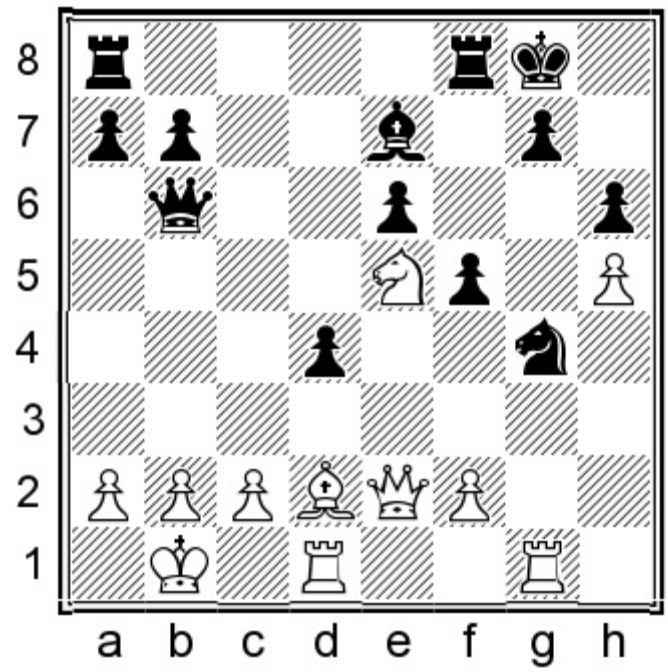
18.♕e2



After 18.♖hg1 (which has occurred more often) it is possibly not bad for Black to go for 18...♘xf2 19.♕e2 ♘xd1 20.♗xh6 ♔h7 21.♗xg7 ♖g8 which has been seen in a number of games.

18...♔h8?!

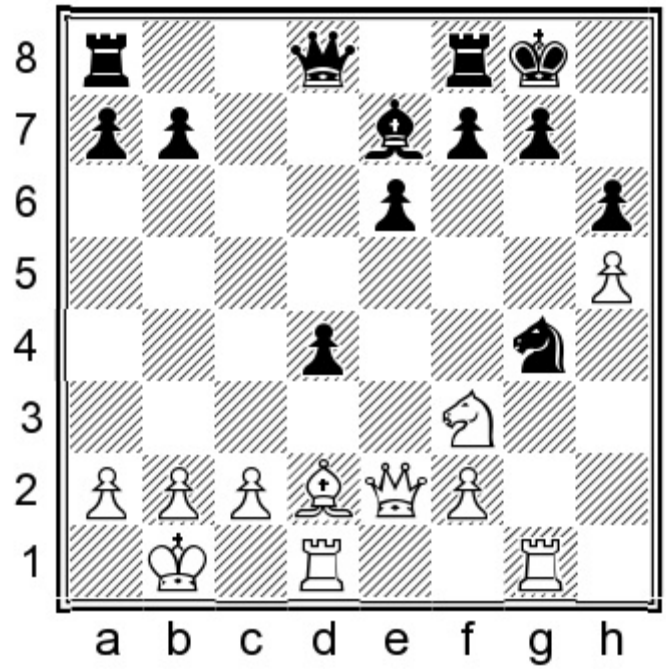
a) It is not easy to determine what Black 's best move is, but the text obviously is not it! Paikidze,N-Girya,O Chennai 2011 followed 18...♕b6 19.♖hg1 f5 20.♘e5 cxd4



21.♘d7 (less ambitious is 21.♘xg4!? fxg4 22.♗xh6 gxh6 23.♕xg4+ ♗g5 24.f4 d3 25.cxd3 ♖f5 26.♕g3 ♔h7 27.fxg5 ½–½ Sutovsky,E-Solak,D Biel 2015) 21...♕a6, and, here, important is the complex endgame which arises after 22.♕xa6 bxa6 23.♘xf8.;

b) After 18...♕d5?! unpleasant for Black is 19.♖hg1! (which is even stronger than the interesting 19.♘e5!? as in Ginsburg,G-Fridman,D Zuerich 2003.);

c) The stem game for 18.♕e2, Fercec,N-Petrov,J Pula 1999, was nearly the most important so far: 18...cxd4!? 19.♖hg1

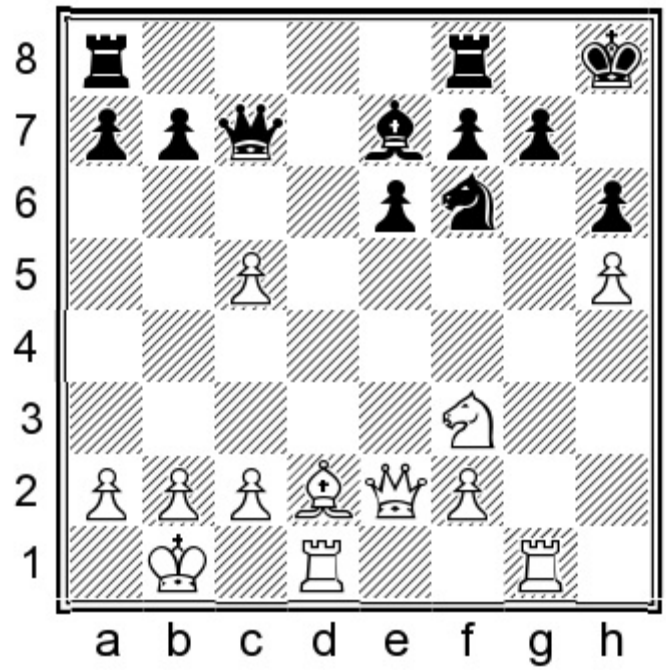


19...d3 (19...f5 20.♕xe6+ ♖f7 21.♘e5 ♘xe5 22.♕xe5 ♕d6 23.♕xd6 ♗xd6 24.♗xh6± Puranik,A-Abelgas,R Olongapo City 2015) 20.cxd3 f5 21.♕xe6+ ♔h8 22.♗c3 (probably preferable is 22.d4!) 22...♗f6 23.♘h4 ♗xh4 24.♖xg4 ♗f6 25.♖xg7 (25.♖g6!? is hardly a radical improvement) 25...♔xg7 26.♖g1+ ♔h8 27.♖g8+ ♔h7! 28.♕xf5+, with a draw.

19.♖hg1 ♘f6

Certainly insufficient for equality is 19...f5.

20.dxc5! ♕c7



21.♘e5!

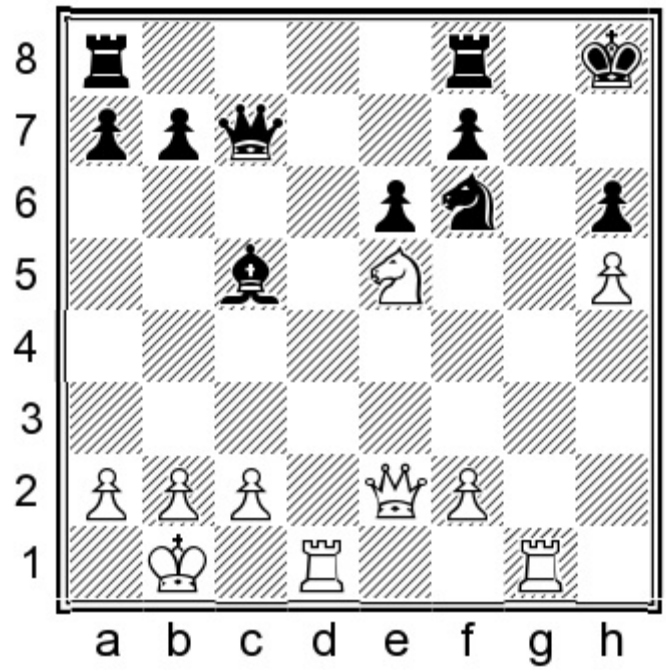
A novelty, and a deadly one! Black is not afraid of 21.♖g2 ♕xc5 22.♖dg1 ♖g8 as in Dziel-Heilmann, ICCF 2003.

21...♗xc5?

a) Black misses some nice blows. Clearly favouring White also is 21...♕xc5?! 22.♗c3!.;

b) The critical line is possibly 21...♖ad8 22.b4 (and if 22...a5 23.a3 axb4 24.axb4), assessed by engines as better for White, which is not totally obvious.

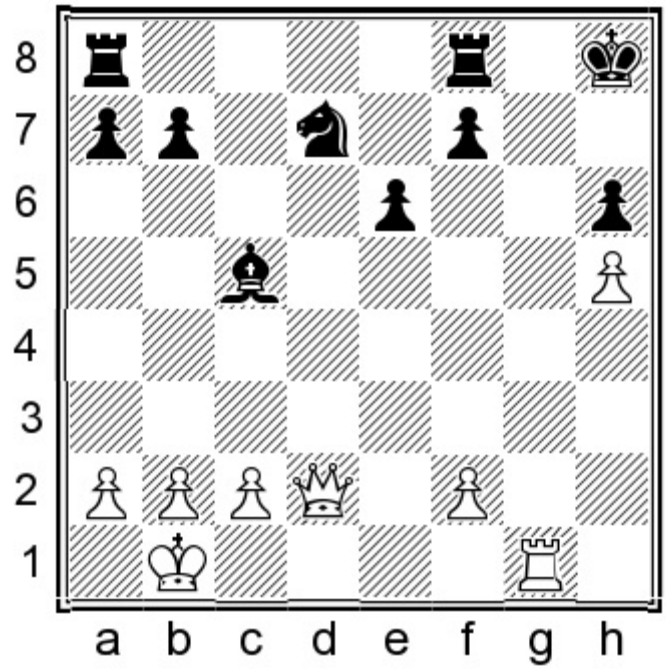
22.♗xh6! gxh6



23.♖d7!! ♕xd7

The point of White's combination was 23...♘xd7 24.♕d2!! ♔h7 25.♘g4!! and wins.

24.♘xd7 ♘xd7 25.♕d2

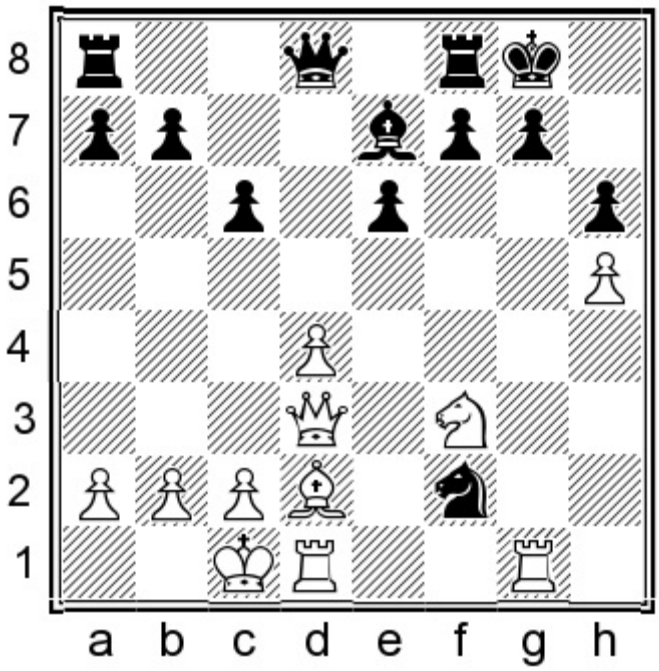


Now White wins much more prosaically.

25...♔h7 26.b4!? ♖ad8 27.bxc5 ♘f6 28.♕f4 ♘e8 29.♕e4+ ♔h8 30.♕xb7 ♘g7 31.♕xa7 ♖c8 32.♖d1 ♘f5 33.♖d7 ♔g7 34.a4 ♔f6 35.a5

1–0

Game 16
Robert Hovhannisyan
Vladimir Akopian
Plovdiv 2012



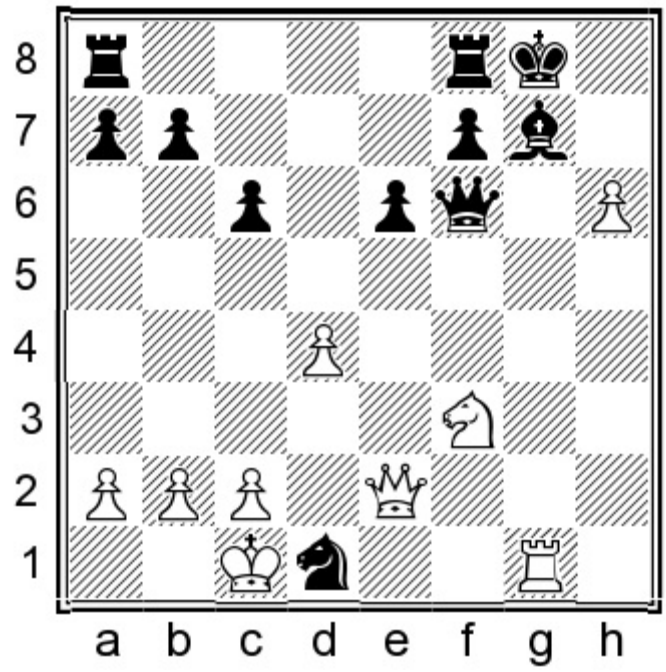
18.♕e2

The move 18.♕e3 leads, as it seems, to a forced draw: 18...♘xd1 19.♕xh6 ♗f6 20.♗f4! ♗xd4! 21.♗e5 ♗e3+ 22.♕xe3 ♘xe3 23.♖xg7+ ♔h8 24.♖xf7+ ♔g8 25.♖g7+= with a perpetual.

18.♕e2 ♘xd1 19.♗xh6 ♗f6

After 19...♔h7 20.♗xg7 one possible idea is 20...♖g8 21.♕e4+ f5 22.♕xe6 ♖xg7 23.♖g6! ♖xg6 (23...♔h8 24.♖h6+ ♖h7 25.♖xh7+ ♔xh7 26.♕g6+ leads to the same) 24.♕xg6+ ♔h8 25.♘e5 ♗g5+ 26.♔b1 ♕f6 27.♘f7+ ♕xf7 28.♕xf7.

20.♗xg7 ♗xg7 21.h6 ♕f6



22.♕h2

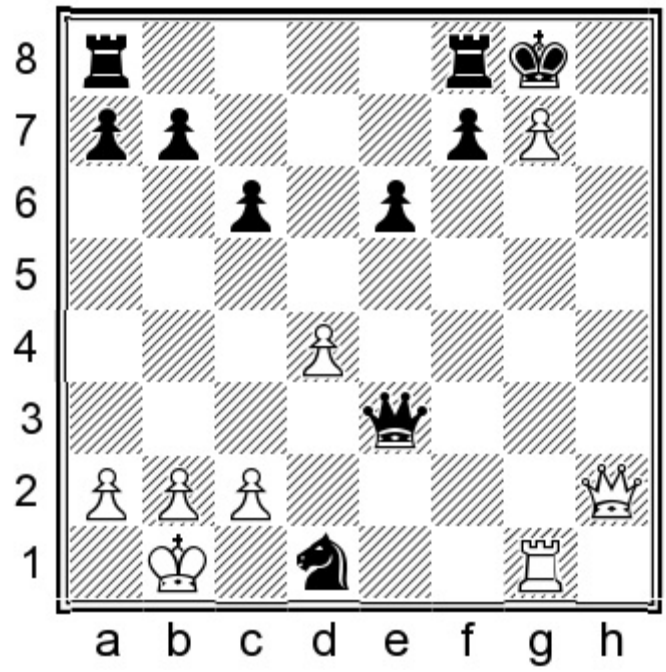
a) Obviously not dangerous for Black is 22.♖xg7+ ♔h8 23.♘g5 where the simple 23...♕xh6 leads to a draw after 24.♖h7+ ♕xh7 25.♘xh7 ♔xh7 26.♕h5+.;

b) But 22.hxg7 ♕h6+! deserves checking. After all, Black is playing with a semi-open king. One line which comes into consideration is 23.♔b1 ♖fd8 24.♕xd1 (24.♖xd1 ♖d5 25.♘e5 ♖ad8 26.a3 ♖xd4 27.♖g1 f5 28.♘g6 ♖d1+ 29.♖xd1 ♖xd1+ 30.♕xd1 ♕xg6 31.♕d8+ ♔xg7 32.♕e7+ ♕f7 33.♕g5+ ♔h7 34.♕h4+ ♔g6 35.♕g3+ ♔f6 36.♕h4+ ♔e5 37.♕h8+ ♕f6 38.♕b8+ ♔e4 39.♕xb7 f4 40.♕xc6+ ♔e3 41.♕h1 f3 42.♕e1+ ♔f4 43.c4 ♕d4 44.♕h4+ ♔e5 45.♕g5+ ♔e4 0–1 Horvath,A-Michalik,P Meissen 2013) 24...♖d5! 25.♘e5 (25.♖h1 is parried by 25...♖h5!) 25...♖ad8 26.♕f3 (26.♖h1? ♖xd4!; 26.♕f1 f5 27.♖h1? ♖xd4!) 26...f5! 27.c3 and here the simplest is 27...♖xe5! 28.dxe5 ♖d7 — Black is even better.

22...♕xf3!

Black ’s moves are forced at this stage.

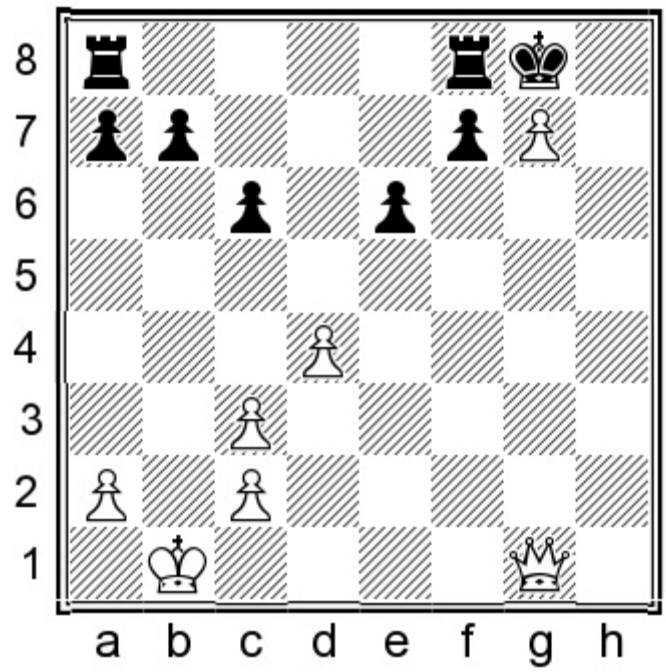
23.hxg7 ♕e3+! 24.♔b1!



24...♘c3+!

24...♕xg1? 25.♕h8#

25.bxc3 ♕xg1+ 26.♕xg1



Black holds easily in this endgame.

26...♖fd8 27.♕g5 ♔h7

Up until now, the whole line was given by Alex Baburin in CT-3056.

28.♕f6 ♖d7 29.♔b2

29.♔c1 ♖ad8 30.a3 ♖g8 31.♕h4+ ♔g6 32.♕g4+ ♔f6 33.♕h4+ ♔xg7 34.♕g3+ ♔f8 35.♕b8+ ♔g7 36.♕g3+ ½–½ Baratosi,D-Manole,S Baile Olanesti 2013.

29...♖g8 30.♕h4+ ♔xg7 31.♕g3+ ♔f8

Or 31...♔h7=; 31...♔h8=.

32.♕b8+ ♔g7 33.♕g3+

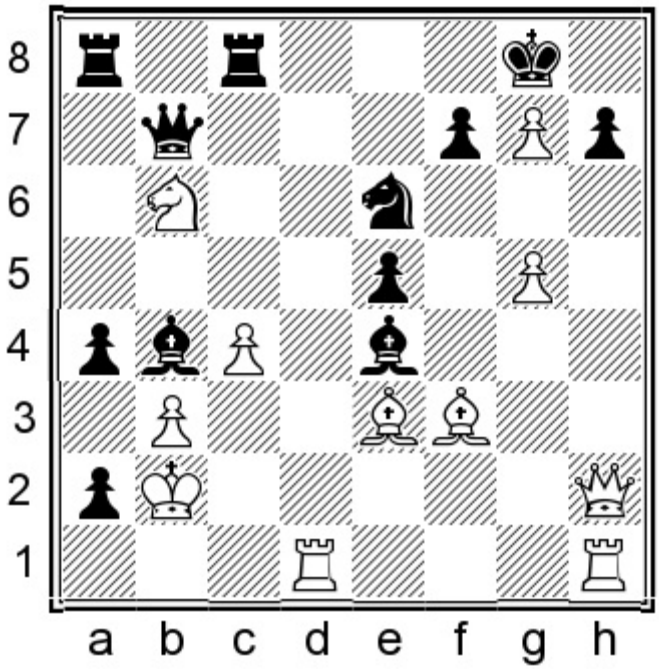
After 33.♕xa7? it's risky for White.

33...♔f8 34.♕b8+ ♔g7 35.♕g3+

½-½

In opposite castling situations, one cannot afford to lose even one tempo.

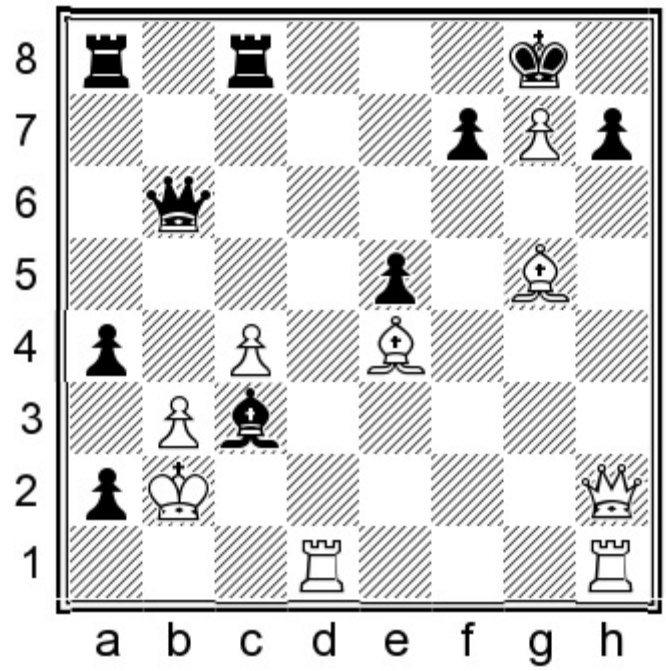
Game 17
Hua Ni
Quang Liem Le
Ho Chi Minh 2012



Opposite-side castling gives the opportunity for both sides to test their knowledge...

28...axb3?

Natural but wrong. Black could prevail with 28...♘xg5! 29.♗xg5 ♕xb6 30.♗xe4 ♗c3+!



31.♔xc3

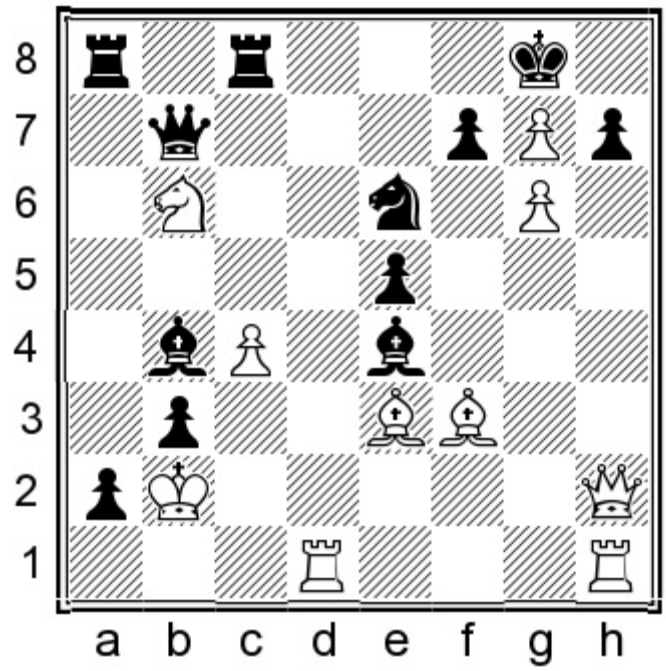
[31.♔c2 axb3+ 32.♔xc3 (32.♔d3 ♕d4+ 33.♔e2 ♕xe4+) 32...a1=♕+]

31...a1=♕+! (31...♕xb3+? 32.♔d2+–) 32.♔d2

[32.♖xa1 ♕d4+ 33.♔c2 (33.♔b4 ♖xc4+!) 33...axb3+ 34.♔xb3 ♕xc4+ 35.♔b2 ♕b4#]

32...♕bd4+ 33.♗d3 (33.♔e2 ♕xe4+) 33...♕ab2+ 34.♔e1 ♕xh2 35.♖xh2 ♕g1+–+.

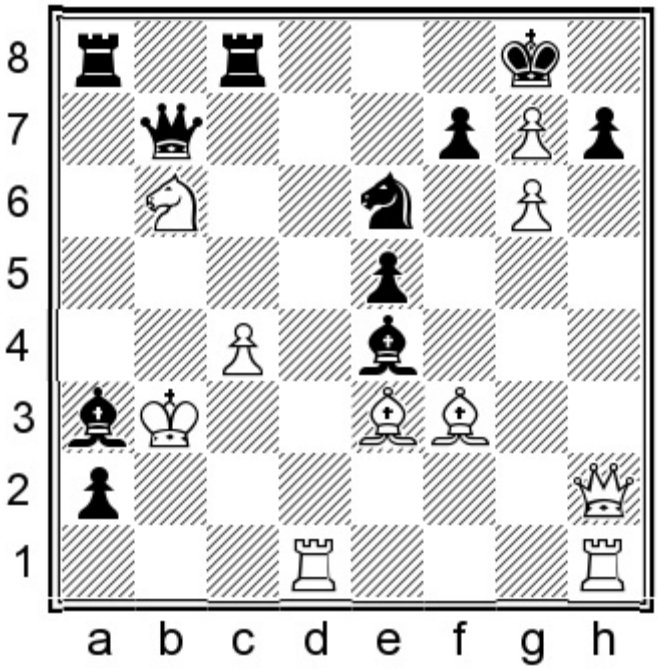
28...axb3? 29.g6!?



Objectively best for White was 29.♕xh7+ ♗xh7 30.♗xb7 a1=♕+ 31.♖xa1 ♖xa1 32.♖xa1 ♖b8∓, but he decided to gamble...

29...h5?

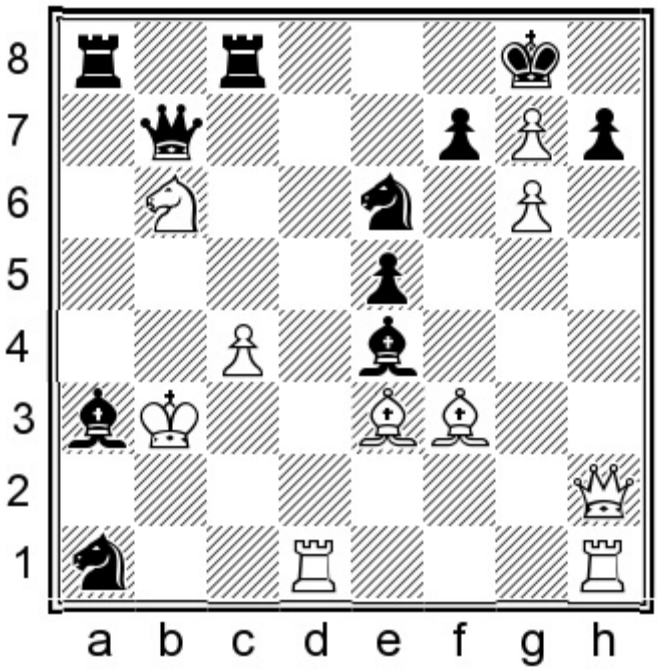
And Black cooperated with pleasure! Good was 29...♗a3+! 30.♔xb3



a) 30.♔a1 b2+ 31.♔xa2 ♗c5+ 32.♔xb2 ♕xb6+ 33.♔c3 ♕b4#;

b) 30.♔c3 a1=♕+ 31.♔d2 (31.♖xa1 ♖xc4+ 32.♔xb3 ♘d4+ 33.♗xd4 ♗c2+ 34.♕xc2 ♖b4+ 35.♔c3 ♕xf3+ 36.♕d3 exd4+ 37.♔c2 ♖b2+) 31...♗b4+ 32.♔e2 ♗xf3+ 33.♔f2 ♖a2+;

30...a1=♘+!

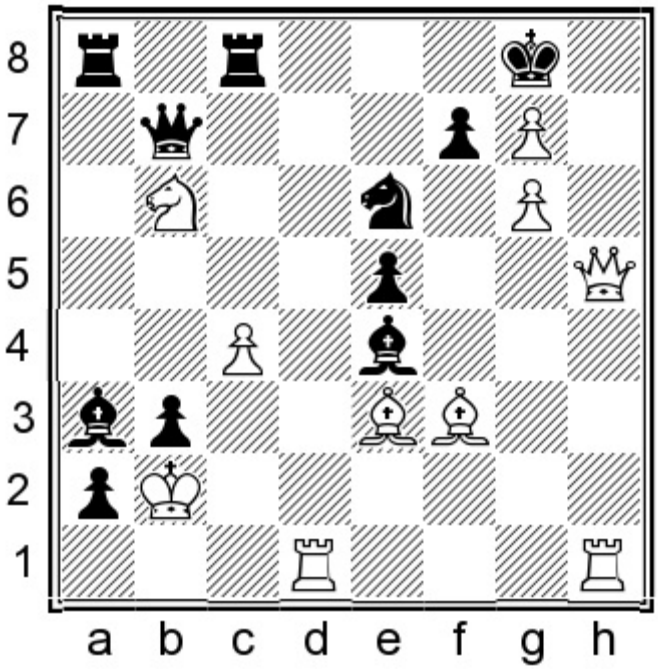


31.♖xa1

[31.♔c3 ♖xc4+! 32.♔d2 (32.♔xc4 ♕c6+ 33.♗c5 ♕xc5#; 32.♘xc4 ♕b4#)]

31...♕xb6+! 32.♗xb6 ♘d4+ 33.♔c3 (33.♗xd4 ♖cb8+ 34.♗b6 ♖xb6+ 35.♔c3 ♗b4+ 36.♔b3 ♗e1#) 33...♖xc4+! 34.♔d2 (34.♔xc4 ♖c8+ 35.♗c7 ♖xc7#) 34...♘xf3+ 35.♔e2 ♘xh2–+.

30.♕xh5 ♗a3+

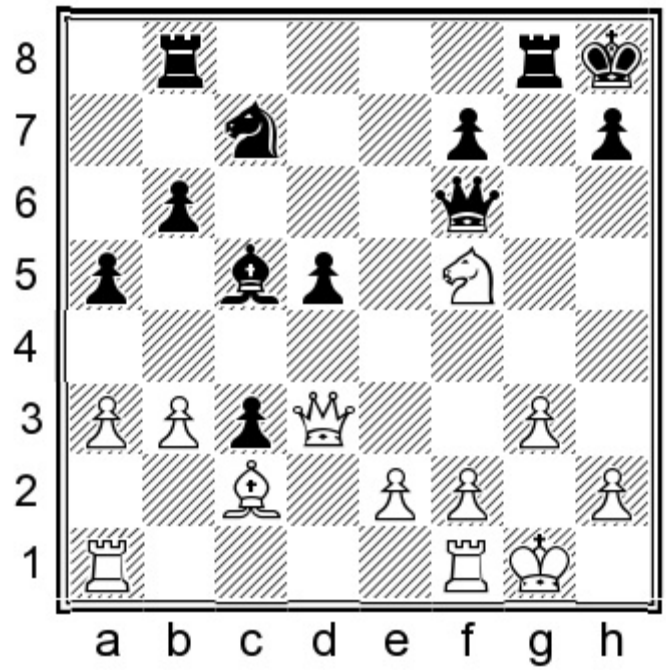


31.♔xb3

And Black resigned: 31.♔xb3 a1=♘+ 32.♖xa1 ♕xb6+ 33.♗xb6 ♘d4+ 34.♔c3 ♖xc4+ 35.♔d2 ♖c2+ 36.♔e3 ♘f5+ 37.♔xe4 ♘g3+ 38.♔d3 ♘xh5 39.♗xa8+–.

1–0

Game 18
Levon Aronian
Vassily Ivanchuk
Istanbul 2012



25.b4!

Surprisingly, the killing blow comes from the queenside. White takes advantage of the open files to deliver irrefutable threats.

25...axb4 26.axb4 ♗xb4 27.♖a7 ♘e6 28.♘e7

That's an exchange, and the attack continues strongly.

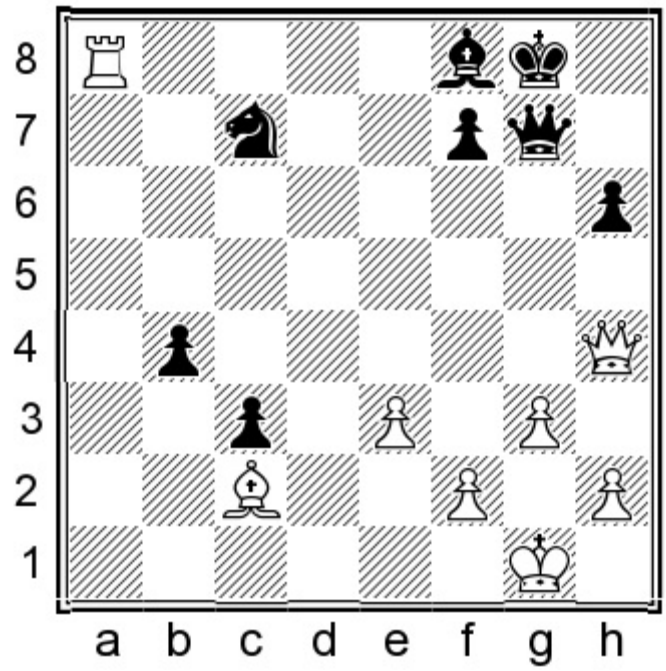
28...♕g7

28...♖g7 29.♘xd5 loses a piece.

29.♘xg8 ♔xg8 30.♕xd5

Up an exchange, the rest is cake. However, the finish is quite pleasant.

30...♗c5 31.e3 b5 32.♖a8 ♖xa8 33.♕xa8+ ♕f8 34.♕e4 ♕h6 35.♖a1 b4 36.♖a5 ♗f8 37.♕g4+ ♕g7 38.♕h4 h6 39.♖a8 ♘c7



Basically any move here wins. Simply ♖c8 creates too many threats. But L. Aronian forces immediate resignation:

40.♖xf8+! ♕xf8 41.♕g4+ ♔h8 42.♕f5

And Black must drop the knight to prevent checkmate.

1–0

CONCLUSION

Violent attacks using open files and diagonals are quite common in all of chess history.

One should be aware of their mechanisms and use prophylaxis to avoid them or take advantage of them if in the driver's seat.

BLOCKING THE F6-SQUARE

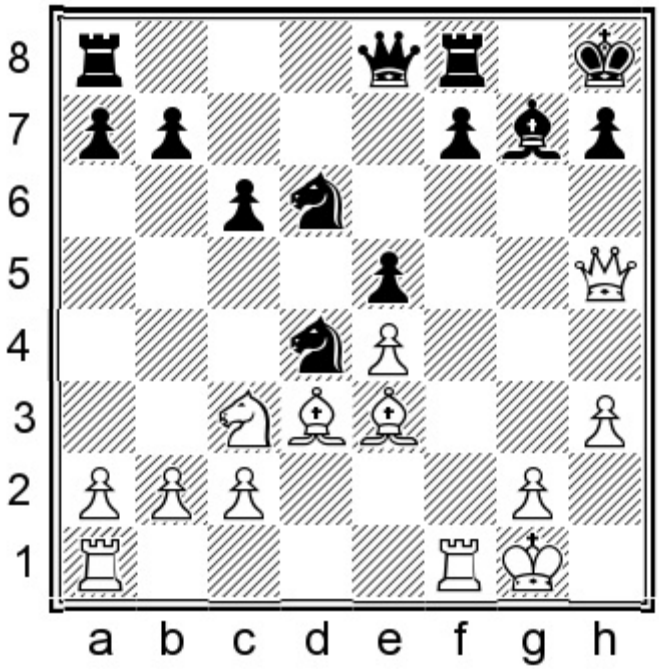
The blocking of the f6(f3)-square in front of a castled king with a piece (knight, bishop or rook), which can be captured by the opponent, is a usual tactical theme which one can often come across in practice.

The idea is rather simple: to immobilise the opponent's f-pawn (mainly), creating the best possiblities for an eventually successfully attack.

The cost of a piece is usually compensated for by the activity of the rest of his army, creating good chances of combinations or lethal attacks.

The most famous example is probably the following one:

Game 19
Robert James Fischer
Pal C. Benko
New York 1963



A famous position which can be found in nearly every tactical themed chess book... well, normally one move later! Fischer's combination actually started here.

18.♗xd4!

This 'un-natural' exchange opens the d3-bishop's way to h7.

18...exd4 19.♖f6!

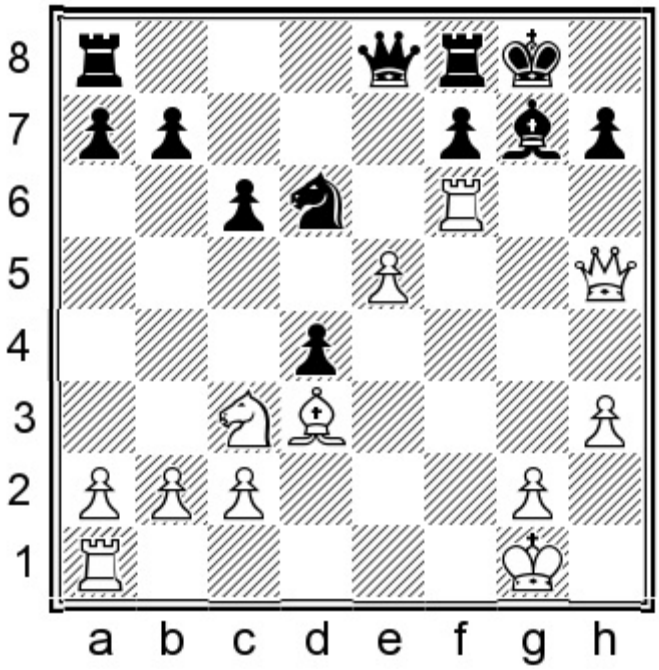
Blocking the f-pawn's advance is the right way to finish-off the job.

Bad would be the immediate 19.e5? due to 19...f5! and Black has no problems!

19...♔g8

There is no way out: 19...dxc3 20.e5+– or 19...♗xf6 20.e5+–.

20.e5



And only now!

20...h6 21.♘e2!

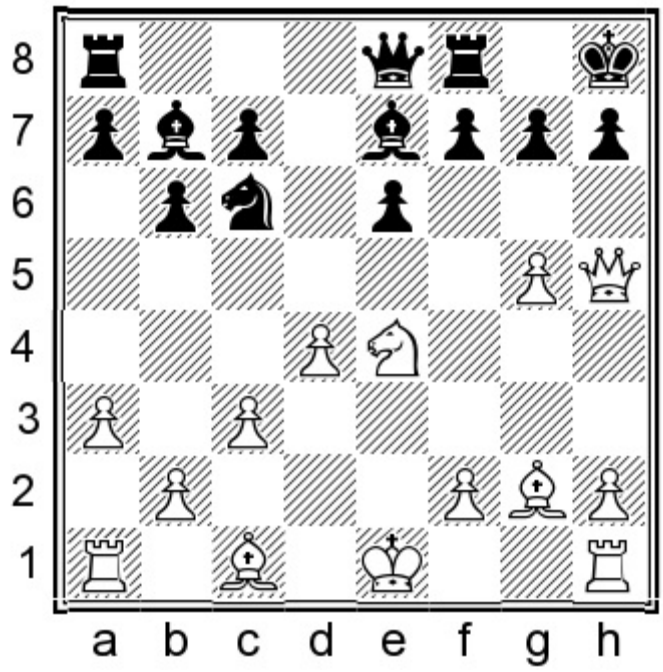
a) 21.♘e2 And Black resigned as after 21...♗xf6 (21...♘b5 22.♕f5 mate follows) 22.♕xh6;

b) White rightly avoided the immediate 21.♖xd6?! due to 21...♕xe5 22.♕xe5 ♗xe5 23.♘e4 ♗xd6 24.♘xd6 ♖ab8 25.g4±.

1–0

Of course this is supposed to be an 'easy' example', so let's try to investigate this attacking theme with the help of various other examples, which are presented in chronological order (but for no particular reason!):

Game 20
Alexander Alekhine
Max Euwe
Utrecht 1935



14.♘f6!

‘A correct offer of a pawn, securing for White a strong and most likely irresistible offensive’ — A. Alekhine.

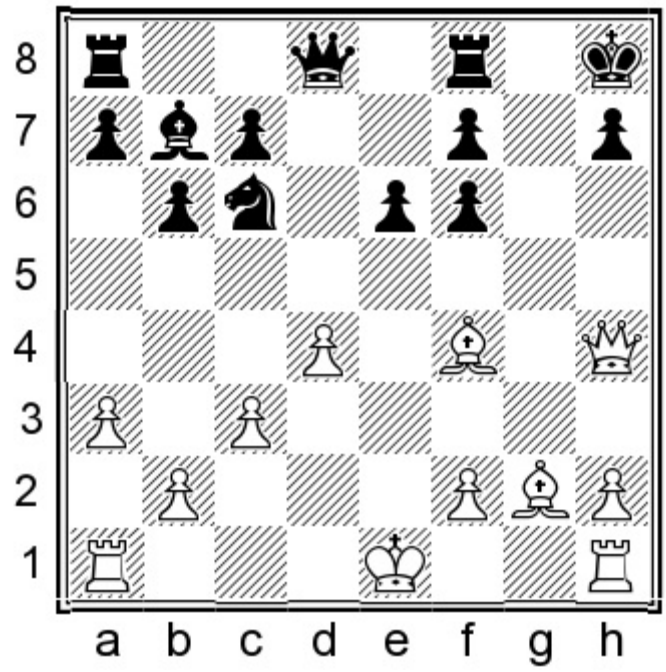
14...♗xf6

If Black accepts the sac with 14...gxf6?! then after 15.gxf6 ♘a5 (15...♗xf6 16.♗e4+–) 16.♗xb7 (16.fxe7 ♕xe7 17.♗xb7 ♘xb7 18.♗g5 f6 19.♗h6 ♖g8 20.0-0-0 ♘d6 21.♖he1±) 16...♘xb7 17.fxe7 ♕xe7 18.♗f4 (18.♗g5 f6 19.♗h6 ♖g8 20.0-0-0 ♘d6 21.♖he1±) 18...♖g8 19.0-0-0± White gets a better position in every variation.

15.gxf6 gxf6 16.♕h4 ♕d8

Forced. If 16...♕e7? then 17.♗e4 wins.

17.♗f4!



17...e5

a) Maybe Black should think of 17...f5!? 18.♕xd8 ♖axd8 19.♗xc7 ♖d7 although after 20.♗g3!

[20.♗f4?! f6 (20...♘a5 21.♗xb7 ♘xb7 22.♖g1±) 21.♖d1 (21.0-0-0? ♘xd4!) 21...♖g8 22.♗f3 ♘e7=]

20...f6 21.0-0-0 White stands better.;

b) It must be noted that bad is 17...♖b8? 18.♗xc7! ♕xc7 19.♕xf6+ ♔g8 20.♗xc6 ♖fd8 21.♕h6+–. The weak black king allows for all kinds of tactical continuations, which help White get an advantage.

18.♗g3 f5

It seems that 18...exd4! is playable: 19.0-0-0 f5 20.♕h6 f6 21.♖hg1 ♖f7 22.cxd4 ♘a5 23.d5 ♘c4 24.♔b1⩲.

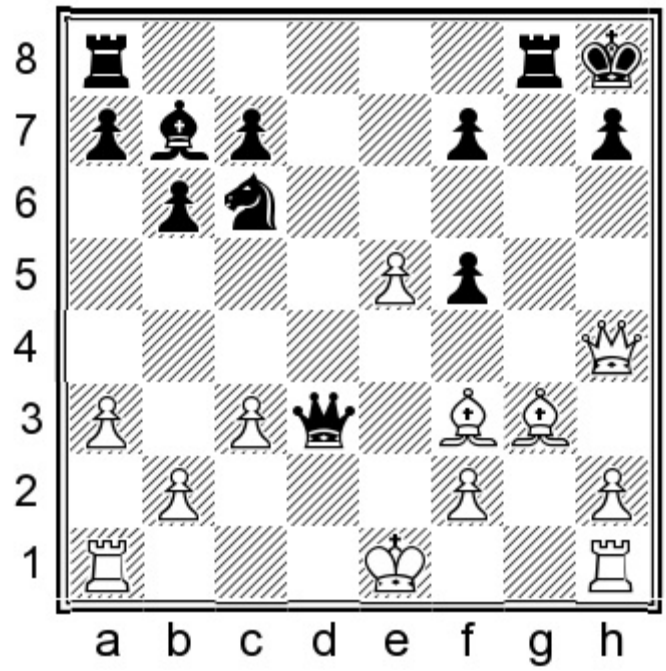
19.dxe5 ♖g8?!

Black should have gone 19...f6! 20.♕h3! (20.e6 ♖e8) 20...♘xe5!! 21.♗xb7 ♕d3! 22.♕f1 (22.♗xa8? ♘f3+ 23.♗xf3 ♖e8+–+) 22...♘f3+ 23.♗xf3 ♕xf3 24.♔d2 ♖ad8+ 25.♔c2 f4 26.♖e1 fxg3 27.fxg3±.

20.♗f3?

White should have played 20.♕f4! ♖g6 21.♖g1 ♕d3 22.♕d2±.

20...♕d3!



‘An ingenious resource; but, as the following shows, Black, in adopting it, did not actually realise how many interesting possibilities it opened to him’ — A. Alekhine.

21.♗e2

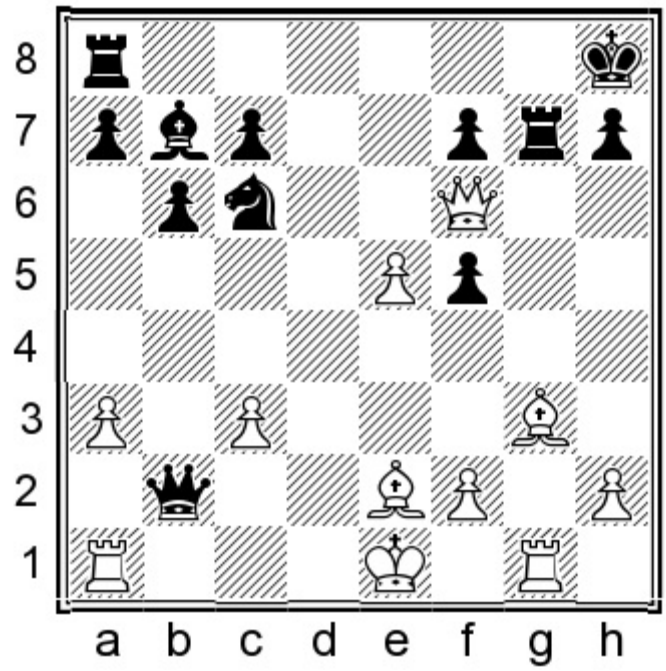
White should be careful now: 21.♗xc6? ♗a6! (21...♗xc6? 22.♕f6+ ♖g7 23.♕xc6) 22.♕h5 ♖g4–+.

21...♕e4?

‘Leading to a lost endgame. From an objective point of view it is certainly a pity that Black avoids the fantastical complications deriving from 21...♕c2!, a move which with the right continuation would have secured him a draw’ — A. Alekhine: 22.♕f6+ ♖g7 23.♖g1!

[23.e6? ♖e8! 24.♖g1! ♗a6!! (24...♖xe6 25.♗e5!+–) 25.♗xa6 ♕xb2!! (25...♖xe6+ 26.♗e5!! ♕e4+! 27.♔f1 ♕xe5! 28.♕xg7+ ♕xg7 29.♖xg7 ♔xg7∓) 26.♖d1 ♖xe6+ 27.♗e5 ♕xc3+–+]

23...♕xb2

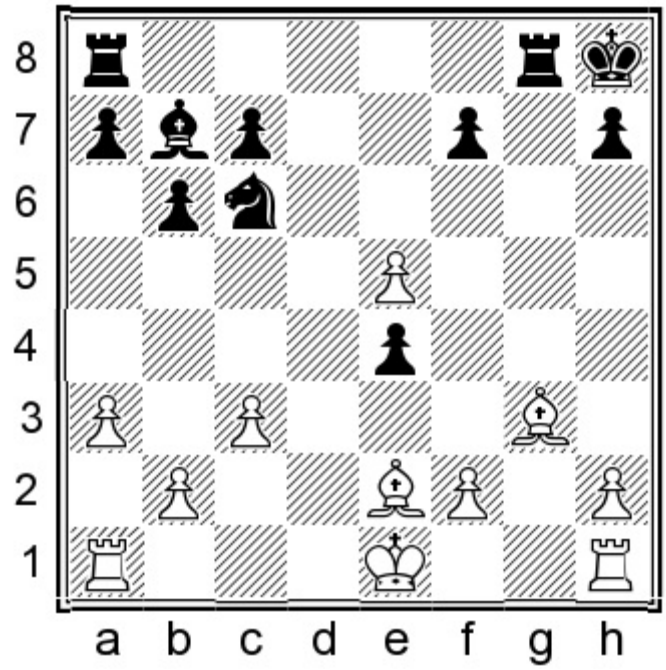


24.e6!! ♕xa1+ 25.♗d1 ♘d4! (25...♖d8? 26.♗d6!+–; 25...♕b1? 26.f3!!±) 26.♕xg7+!

[26.♕xd4? f6! (26...♔g8 27.♕xg7+ ♔xg7 28.♗h4+ ♔h6 29.♗g5+=) 27.♕xf6 ♔g8!! (27...♗f3? 28.♔d2 ♕a2+ 29.♔e3! ♗xd1 30.♖xd1 ♖ag8 31.♗e5 f4+ 32.♔f3 ♕xa3 33.♕xg7+ ♖xg7 34.♖d8+ ♕f8 35.♖xf8#) 28.♔e2 ♕b2+ 29.♔e3 ♕c1+∓]

26...♔xg7 27.♗h4+ ♔h6! (27...♔f8? 28.e7+ ♔e8 29.♖g8+ ♔d7 30.♖d8++–) 28.♗g5+! ♔g7 29.♗h4+=.

22.♕xe4 fxe4

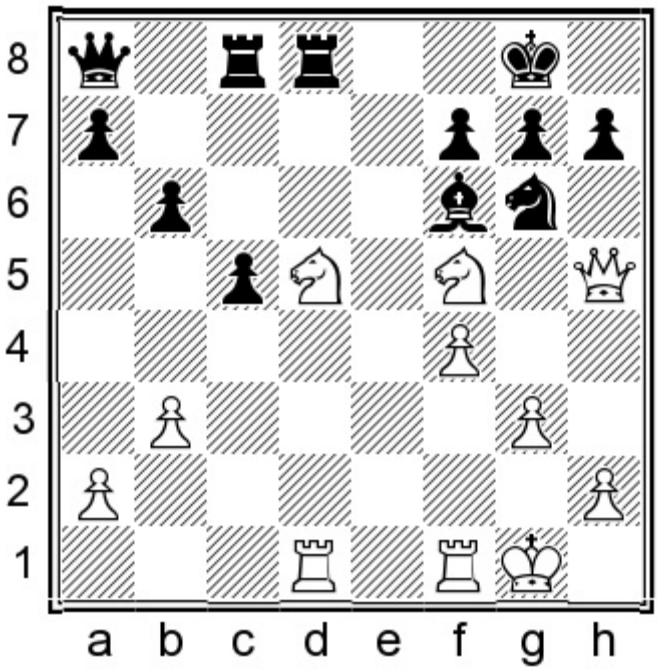


23.♗h4!

‘The winning move, probably overlooked by Black when he played 21...♕e4’ — A. Alekhine. And so, White went on to win, although we must admit that Black did not show the best defensive skills, making things easier for his opponent. Yes, even at the highest level, weak moves lurk everywhere...

23...h6 24.0-0-0 ♖ae8 25.♗f6+ ♔h7 26.f4 exf3 27.♗xf3 ♘a5 28.♗xb7 ♘xb7 29.♖d7 ♘c5 30.♖xf7+ ♔g6 31.♖xc7 ♘d3+ 32.♔b1 ♔f5 33.♖d1 ♘xe5 34.♖f1+ ♔e4 35.♖xa7 ♘c4 36.♖d7 ♔e3 37.♖e1+ ♔f3 38.♖xe8 ♖xe8 39.♖d4 ♘e3 40.♖h4 1–0

Game 21
Fedor Ivanovich Chotimirsky
Anatoly Bannik
Vilnius 1949



25...♗d4+?

Black thought that he was winning with the text move. He should have gone for 25...♖c6 26.♕f3 ♖e6 27.♖d2 ♖de8 28.♖fd1⩲.

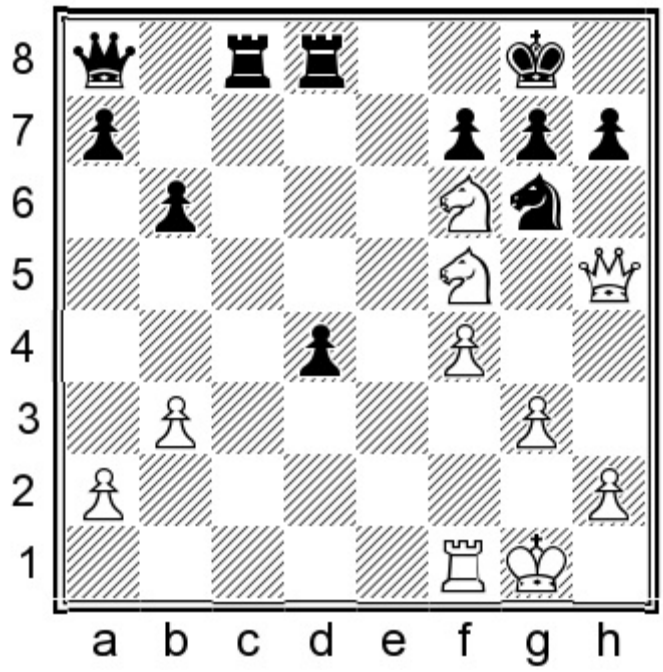
25...♗d4+? 26.♖xd4!

Of course! Black had only calculated 26.♘xd4? ♖xd5 27.♘f5 ♖cd8∓.

26...cxd4

Forced: 26...♖xd5 27.♖xd5 ♕xd5 28.♘h6+.

27.♘f6+!

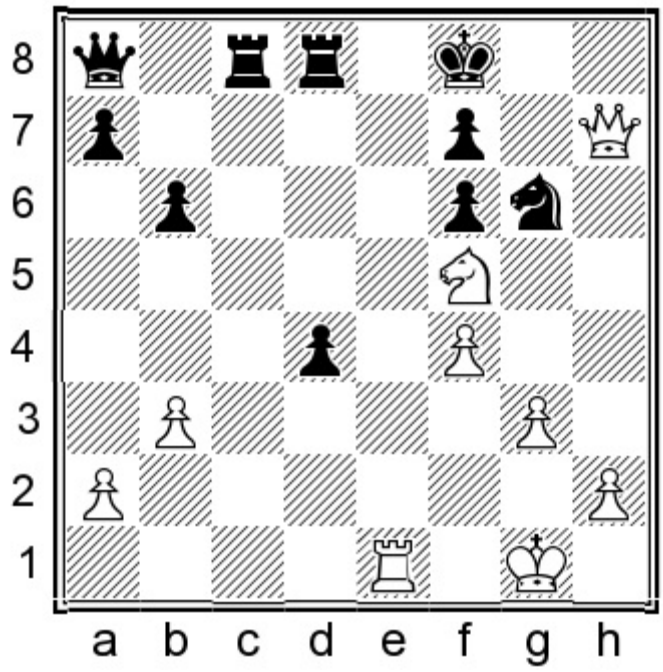


Here it comes again!

27...♔f8

27...gxf6 28.♕h6 mates.

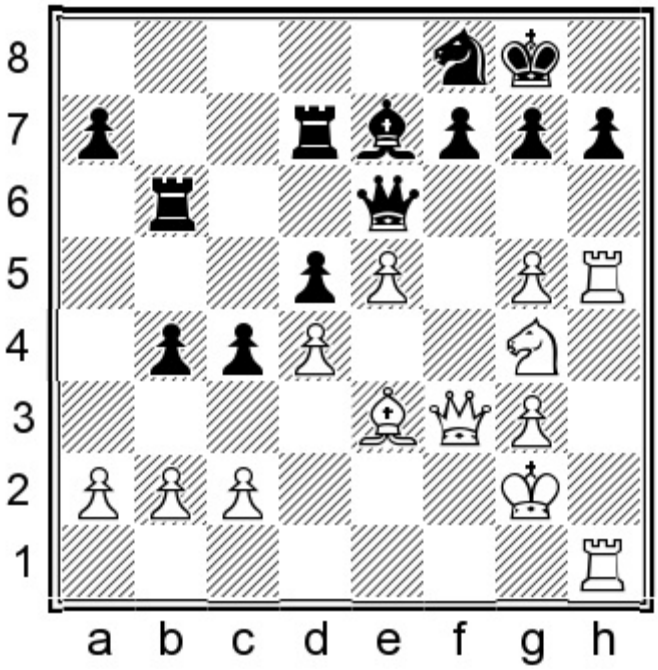
28.♕xh7 gxf6 29.♖e1!



An important final detail, which is usually overlooked or ignored! White cuts off the black king's escape route and mate is inevitable.

1–0

Game 22
Mikhail Botvinnik
Wolfgang Uhlmann
Moscow 1956

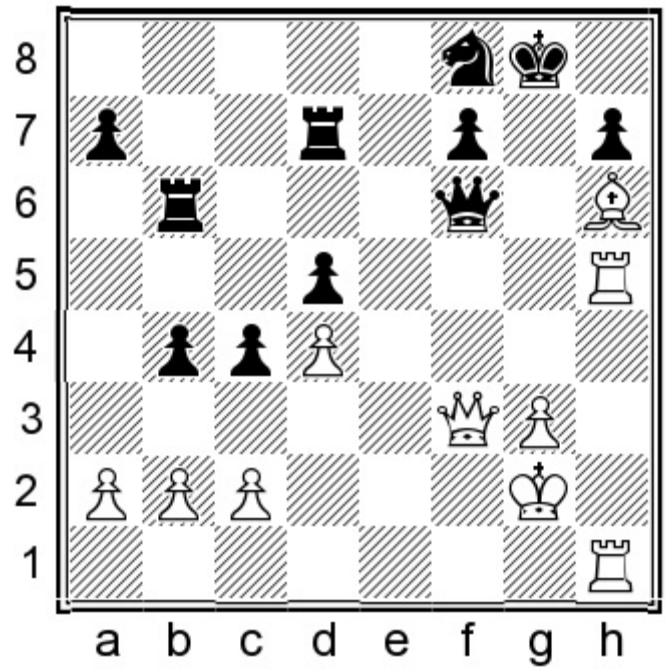


29.♘f6+!

And not the naive 29.♘h6+? gxh6 30.♖xh6 ♘g6 31.♖xh7 ♗f8 32.♕f6! ♕xf6 33.gxf6 ♖a6∓.

29.♘f6+! gxf6 30.gxf6 ♗xf6

Again forced: 30...♗d8?! 31.♗h6! ♗xf6 32.exf6 ♕xf6



33.♕g4++–.

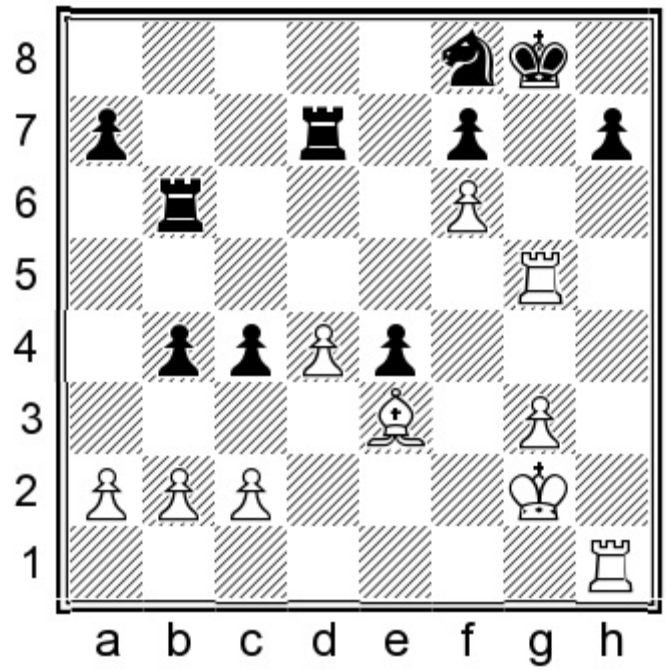
31.exf6 ♕e4?!

A better defensive try was to be found: 31...♕xf6 32.♖g5+!

[32.♕g4+ ♕g7! (32...♘g6? 33.♕xd7+–; 32...♔h8? 33.♖g5 ♘g6 34.♕xd7+–) 33.♕xg7+ ♔xg7 34.♗h6+ ♔g8 35.♗xf8 ♔xf8 36.♖xh7=]

32...♘g6 (32...♔h8? 33.♕g4+–) 33.♕h5 ♖e6 34.♕xh7+ ♔f8 35.♖f1 ♕g7 36.♕h5 ♔g8 37.♕f3±. Black thought that by exchanging queens he would be safe...

32.♕xe4 dxe4 33.♖g5+!



33...♘g6

Or 33...♔h8 34.d5 ♖b5 35.♖h4 ♖bxd5 36.♖xd5 ♖xd5 37.♖xe4+–.

34.♖c5 ♖xf6

34...c3? 35.♖c8++–

35.♖c8+ ♘f8

Nice is 35...♔g7? 36.♗h6#.

36.♖h4!

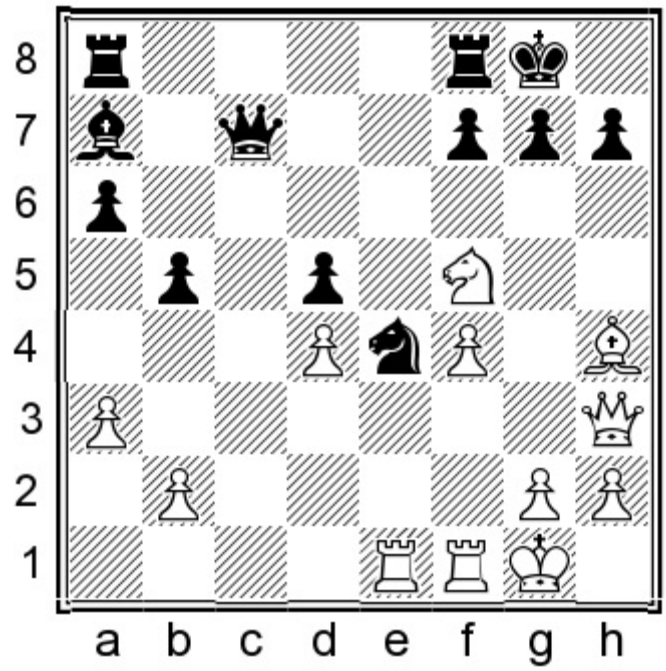
The greedy 36.♗h6? would only help Black: 36...♖xh6! 37.♖xh6 ♖xd4∞. Now White's position is close to winning.

36...♔g7 37.♖xe4 ♖a6 38.♖xc4 ♖b7

38...♖xa2 39.♖xb4+–

39.d5 ♖xa2 40.♖xb4 ♖xb2? 41.♗d4+ 1–0

Game 23
Mihail Tal
Miguel Najdorf
Leipzig 1960



When the great Tal was on the attack, something special was on the cards...

21.♖xe4!

The first sacrifice which aims in weaken the f6-square!

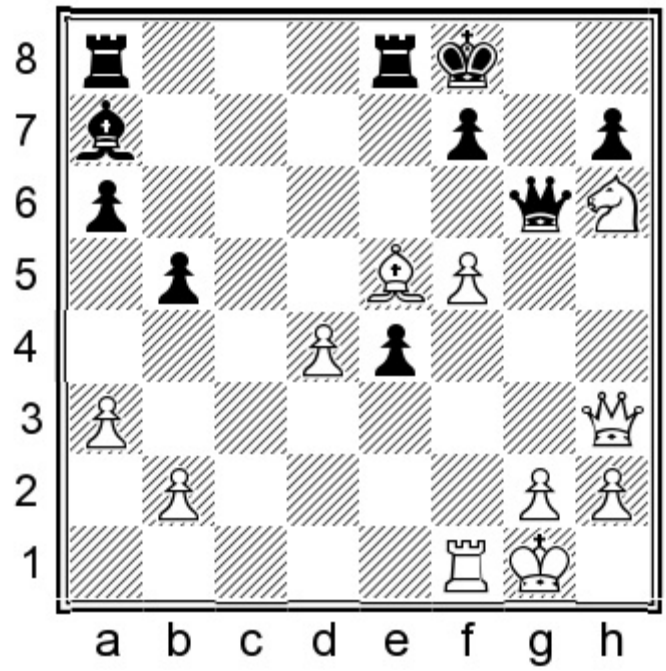
21...dxe4 22.♗f6!

In accordance with the previous move...

22...♕b6

A forced move: 22...gxf6? 23.♕g4+ ♔h8 24.♕g7#; 22...g6? 23.♘h6#.

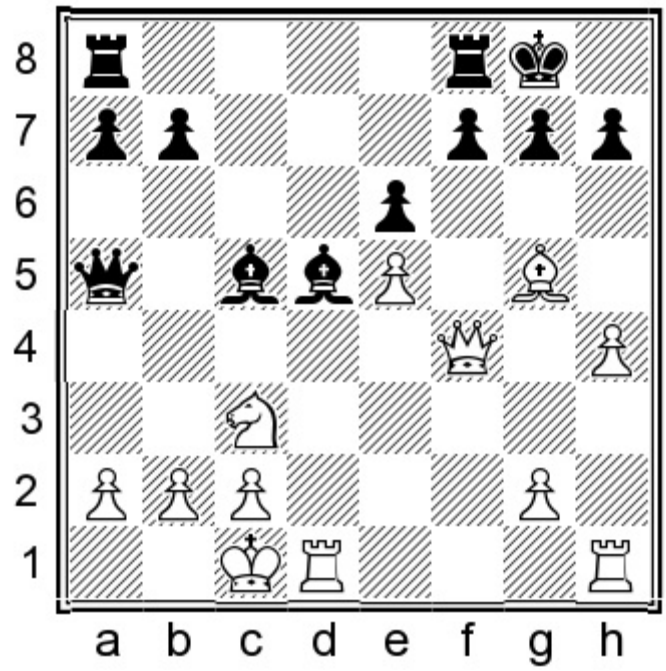
23.♗xg7 ♖fe8 24.♗e5 ♕g6 25.♘h6+ ♔f8 26.f5



Black resigns: 26.f5 ♕g5 (26...♕c6 27.♕h5 ♕c4 28.♗d6+ ♖e7 29.♖d1! f6 30.♘g4+–.) 27.♘xf7! ♔xf7 28.♕xh7+ ♔f8 29.♗d6+ ♖e7 30.f6 ♗xd4+ 31.♔h1 ♗xf6 32.♗xe7++–.

1–0

Game 24
Boris Spassky V
Valeri Korensky S
Sochi 1973



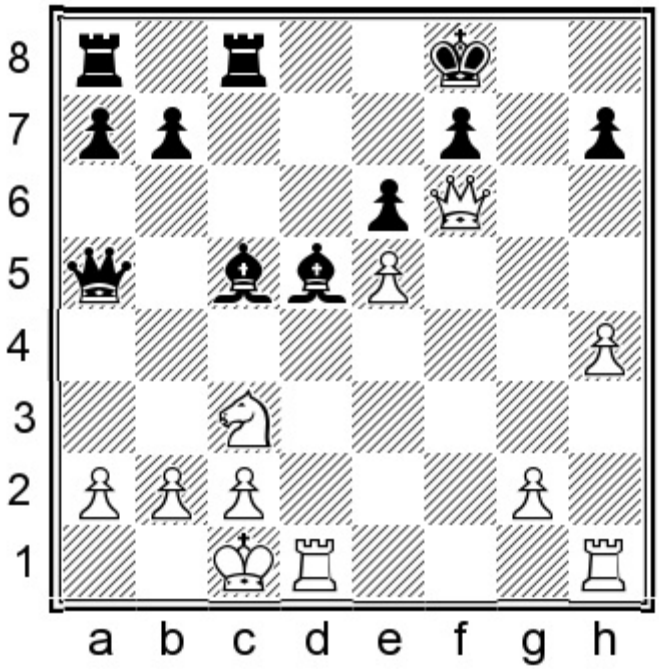
17.♗f6! ♖fc8

On 17...gxf6 18.♖h3! ♖fc8 19.♕h6 wins.

18.♗xg7!

Stripping the black king!

18...♔xg7 19.♕f6+ ♔f8



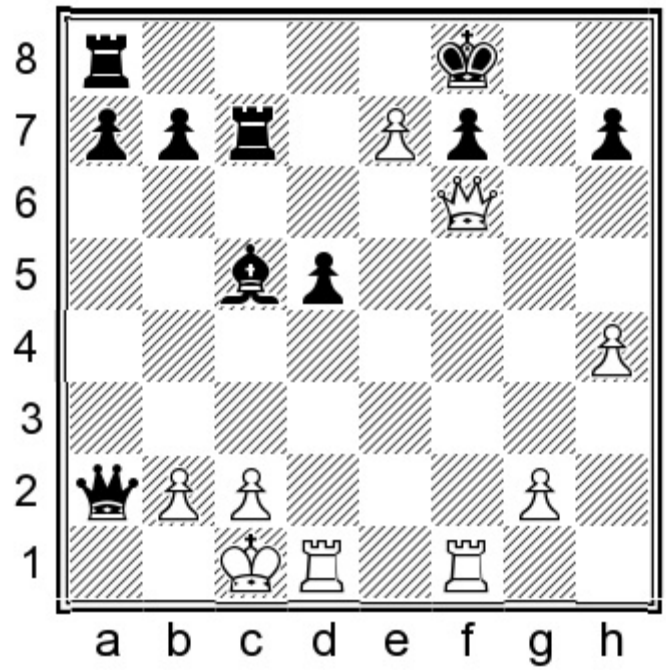
20.♖hf1 ♖c7

Or 20...♕c7 21.♖xd5! ♗e3+ 22.♔b1 exd5 23.♕h8+ ♔e7 24.♘xd5++–.

21.♘xd5 exd5 22.e6! ♕xa2

The main alternative was 22...♗e3+ 23.♔b1 ♕c5 24.c4!! d4 25.e7+ ♔g8 (25...♔e8 26.♕xf7+ ♔d7 27.e8=♕+ ♔d6 28.♖f6#) 26.♕xf7+ ♔h8 27.♕f6+ ♔g8 28.♕e6+ ♔h8 29.♖f7+–.

23.e7+!



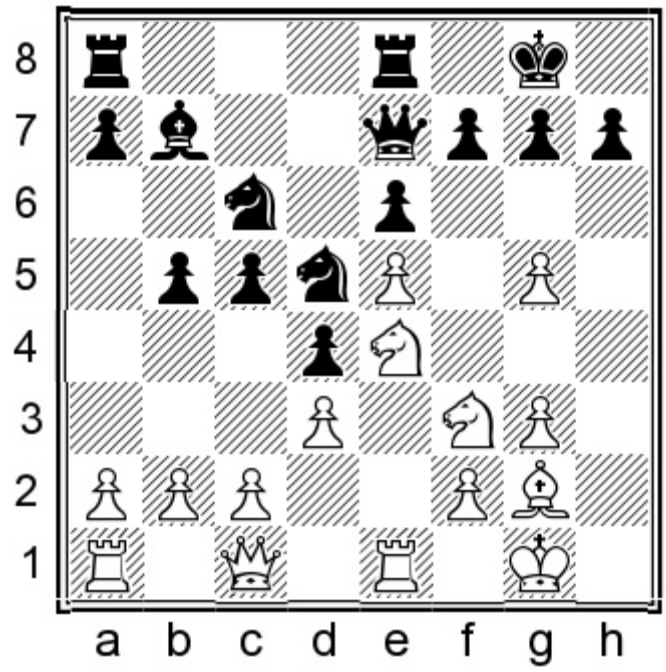
23...♔g8

23...♖xe7 24.♕h8#.

24.♕xf7+ ♔h8 25.e8=♕+ ♖xe8 26.♕xe8+ ♔g7 27.♕e5+ ♔g8 28.♕g5+

1–0

Game 25
Efstratios Grivas
Spyridon Zamit
Athens 1981



White stands better but far from winning — or not so?

17.♘f6+! ♘xf6

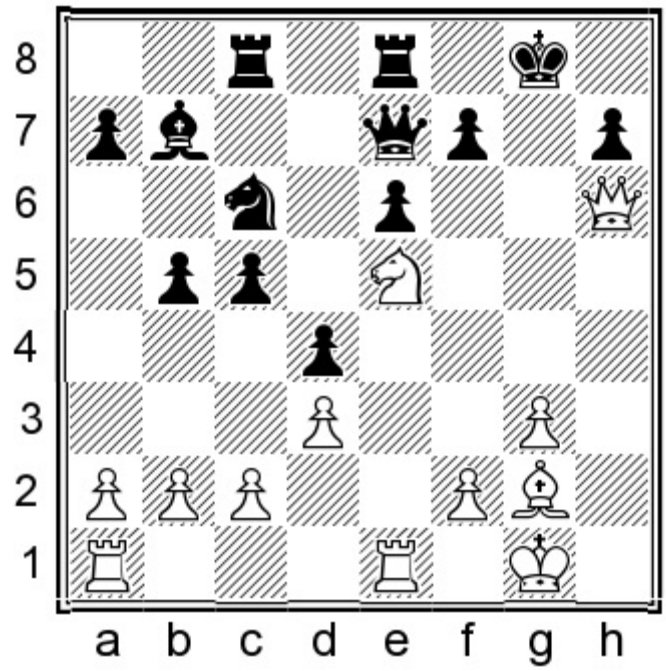
After 17...gxf6?! 18.gxf6 ♕f8 19.♕g5+ ♔h8 20.♕h5 White can calmly continue with ♖e4–h4 and ♘g5, with a winning attack.

18.gxf6 gxf6 19.♕h6! fxe5

The other option was 19...♕f8 when White has a choice between 20.♕xf8+ (and 20.♕xf6 ♘b4 21.♘g5 ♗d5 22.♗e4±.) 20...♖xf8 21.exf6 ♖ab8 22.a3 h6 23.♘d2±.

20.♘xe5 ♖ac8?

A blunder in a difficult position.



Black should continue the fight with 20...♘xe5! 21.♖xe5 f6! 22.♗xb7 ♖ab8! 23.♗c6 fxe5 24.♗xe8 ♖xe8 25.♖e1±.

21.♘g4!

Now White will have big material gains.

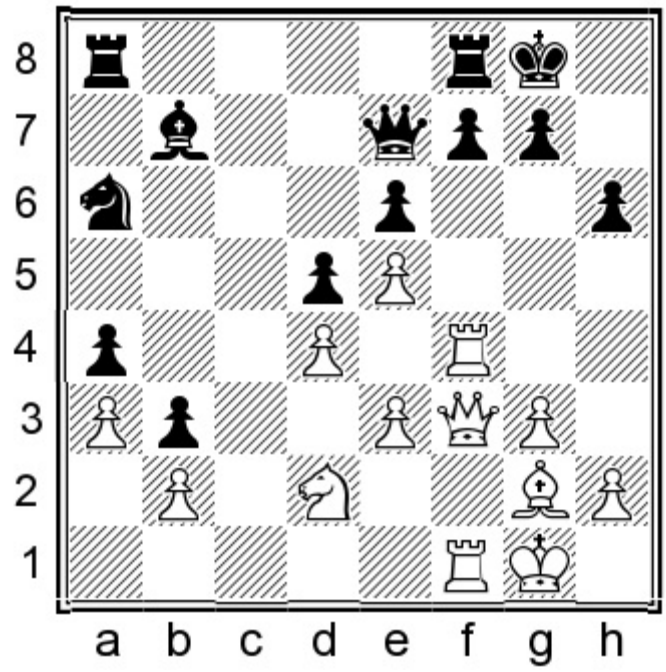
21...f5 22.♘f6+ ♔h8 23.♖xe6! ♕f7 24.♘xe8 ♖xe8 25.♖ae1

25.♖xe8+! ♕xe8 26.♕f6+ ♔g8 27.♗d5+ was simpler.

25...♖g8 26.♗xc6 1–0

The next two games were both lost by the same player; the strong Greek GM Ioannis Papaioannou. Well, this is rather strange, as this player is well-known for his hightened 'sensitivity' to danger. Still, he missed our theme and got punished in no time! As we say in my country: it can happen even to the best families...

Game 26
Efstratios Grivas
Ioannis Papaioannou
Volos 1996



24.♖f6!

White has transferred his forces to the kingside, where Black lacks adequate defence. The black pieces were tied up with the protection of the queenside, where they managed to defend successfully, but are now far from the main theatre of action! With his last move, White immobilises the black f-pawn that, with its freeing advance, would have granted Black with drawing chances and released the black queen from its defensive duties.

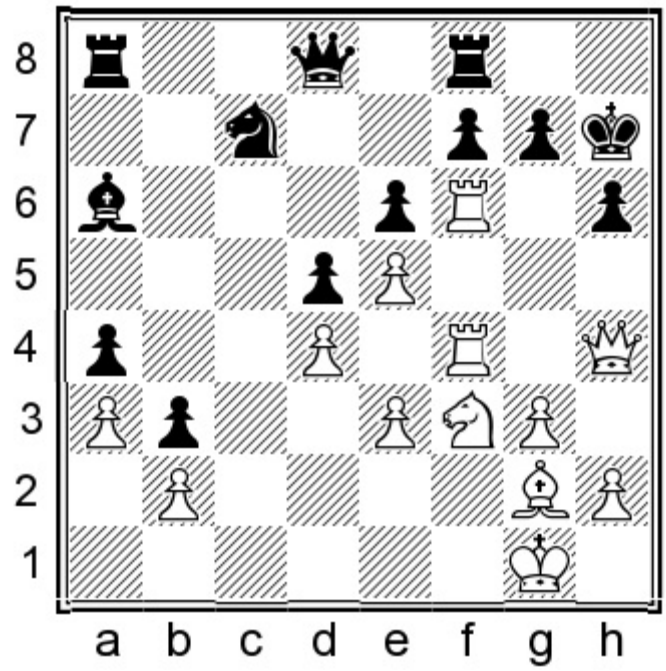
24...♘c7

24...gxf6? 25.exf6 ♕d6 26.♕g4+ ♔h8 27.♕g7#.

25.♕g4 ♗a6 26.♖1f4

Also good was 26.♖xh6 ♗xf1 27.♗xf1 ♖ac8 28.♗d3 f5 29.♕g6±, but White did not want to 'break ' the immobilisation!

26...♔h7 27.♕h4! ♕d8 28.♘f3



Now that almost all the white pieces are participating in the attack, the black king's fortress will soon collapse.

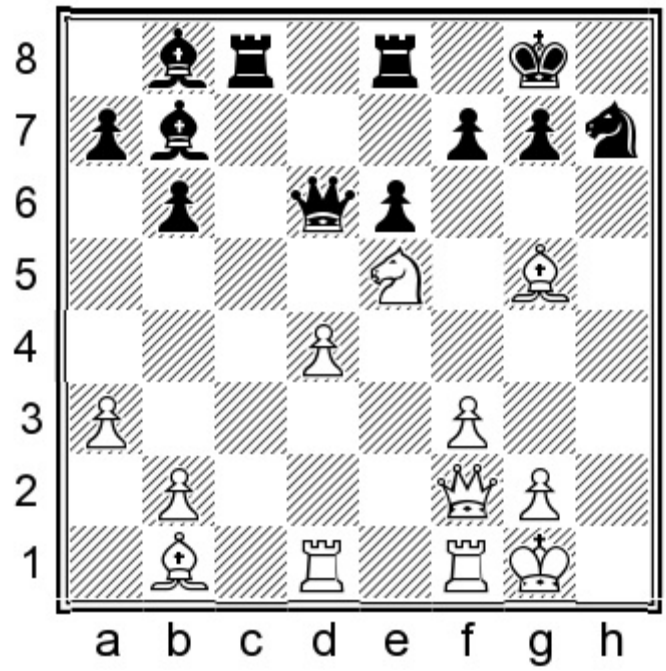
Actually, it seems that 28.♘e4! ♔g8 29.♕h5 wins even faster.

28...gxf6 29.♖xf6 ♗d3

There is no longer any defence for Black, as neither 29...♕xf6 30.exf6 ♖g8 31.♘e5 ♖af8 32.♗f3 ♗b5 33.♗h5 ♗e8 34.♘g4!; nor 29...♖h8 30.♘g5+ ♔g8 31.♘xf7 are sufficient. The finish was brief:

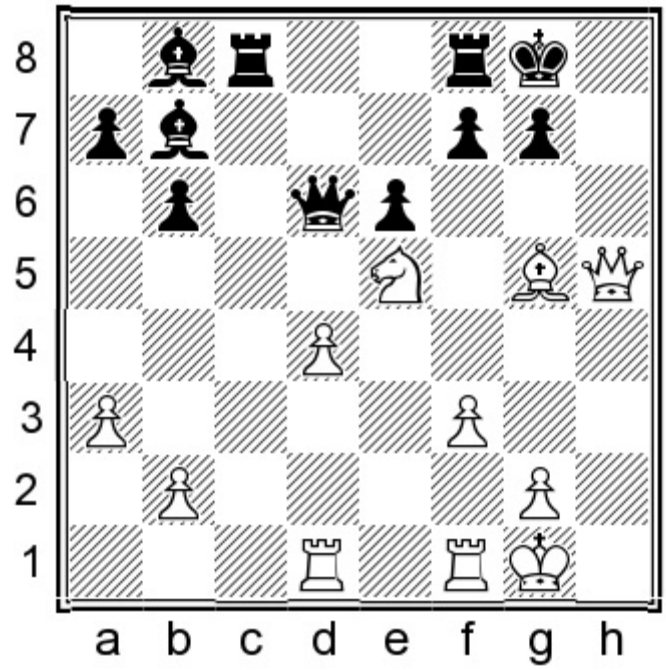
30.♘g5+ ♔g8 31.♖xh6 1–0

Game 27
Michael Adams
Ioannis Papaioannou
Istanbul 2000



White decided to trade off his ‘pride and joy’ in order to weaken the f6-square:

30.♗xh7+!? ♔xh7 31.♕h4+ ♔g8 32.♕h5 ♖f8?



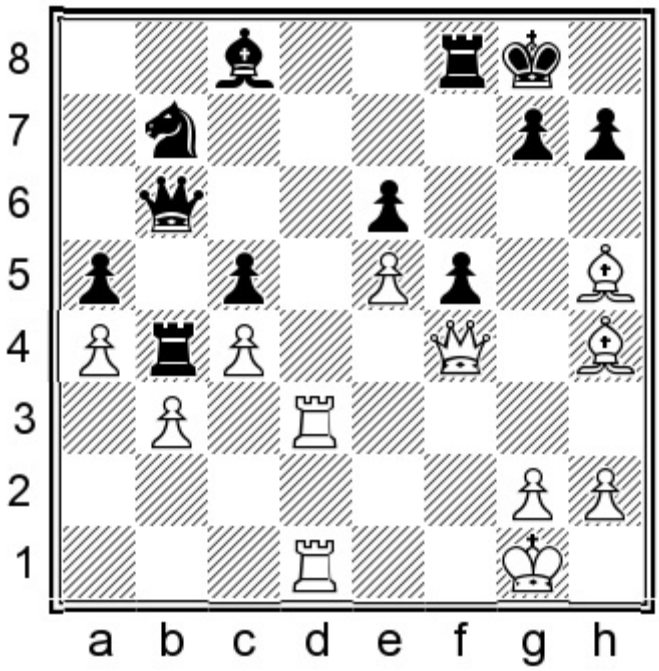
Black missed White’s next move. He should have gone for 32...♕f8 33.♘d7 ♕d6 34.♘f6+ gxf6 35.♗xf6 ♕h2+ 36.♕xh2 ♗xh2+ 37.♔xh2 ♖c2♾.

33.♗f6!

33.♗f6 and as there is no defence against 34.♕g5 (33...gxf6 34.♕g4+ ♔h8 35.♔f2 ♖c2+ 36.♔e3 and ♖h1) Black resigned.

1–0

Game 28
Vadim Zvjaginsev
Yannick Pelletier
Panormo 2001



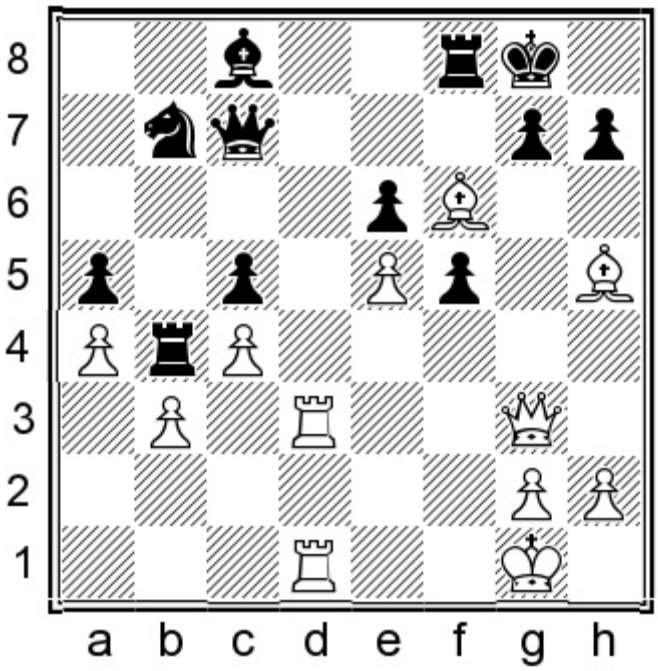
Here the black f-pawn is already on f5, but our theme still applies:

29.♗f6! ♕c7

Black cannot accept the sacrifice: 29...gxf6 30.♖g3+ ♔h8 31.♕h6+–.

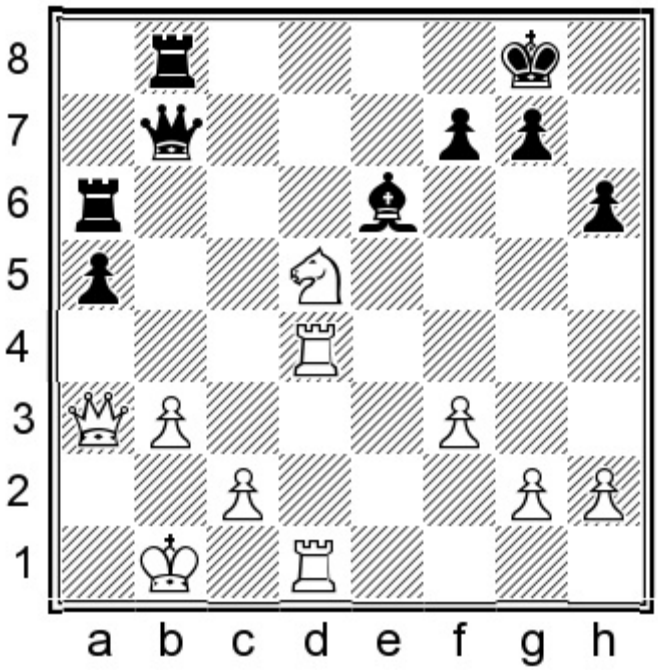
30.♕g3

Black resigned as there is no defence against White's main threat 31.♖d7!.



1–0

Game 29
Veselin Topalov
Christopher Lutz
Dortmund 2002



27.♘f6+!

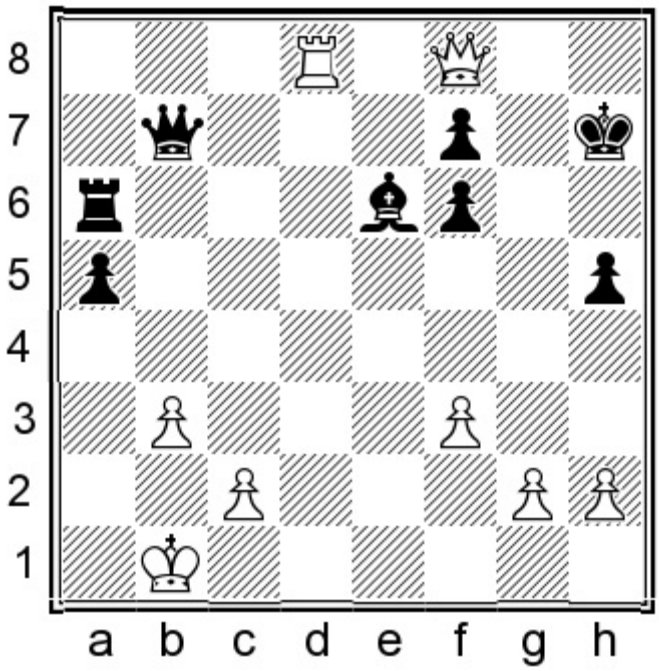
A bolt from the blue! The tactics were well calculated!

27...gxf6 28.♖d8+ ♖xd8 29.♖xd8+ ♔h7 30.♕f8

Now White has mating threats...

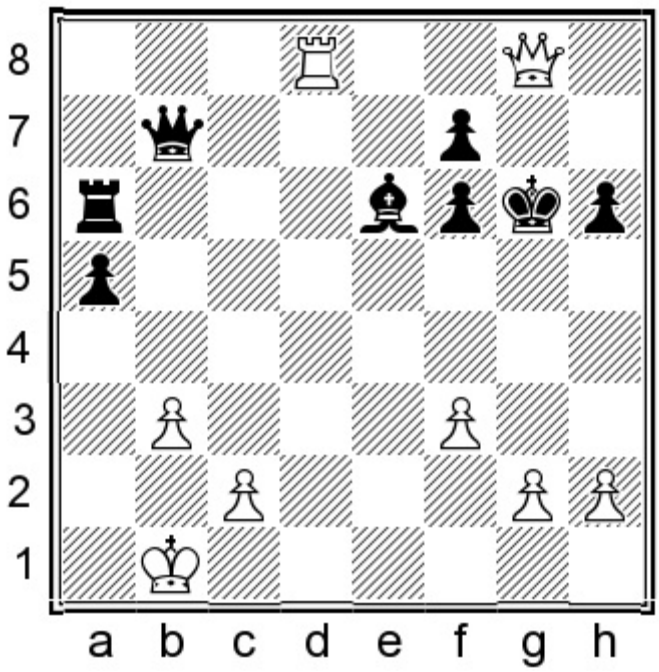
30...♔g6

30...h5 was a ‘better’ try but still not enough to save the game:



31.g4 (31.♕h8+ ♔g6 32.♖g8+ ♔f5 33.♕xh5+ ♔f4 34.♖d8+–) 31...hxg4 32.fxg4 ♔g6 33.♕g8+ ♔h6 34.♕h8+ ♔g5 35.♕g7+ ♔f4 36.♕xf6++–.

31.♕g8+



31...♔h5

Or 31...♔f5 32.♕g4+ ♔e5 33.f4+ ♔e4 34.♕f3++–.

32.♕g7!

Also good was 32.♖d4 ♕b5 33.g3 ♕g5 34.♖h4+ ♕xh4 35.gxh4+–.

32...f5 33.♖d4!

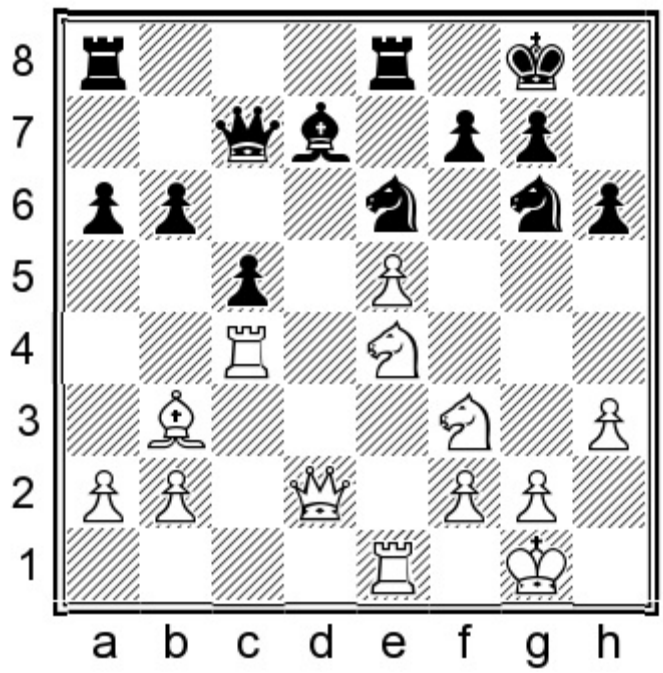
With the lethal threat of 34.♖h4+ ♔xh4 35.♕xh6#.

33...♗c8 34.g3

34.g3 Black resigned due to 34...♕e7 (34...♖g6 35.♖h4+ ♔g5 36.f4#) 35.♖h4+ ♕xh4 36.♕xf7++–, as White's material gains would be too significant...

1–0

Game 30
John Nunn DM
Jan Smeets
Amsterdam 2006



All of White's pieces are ideally placed for a decisive attack...

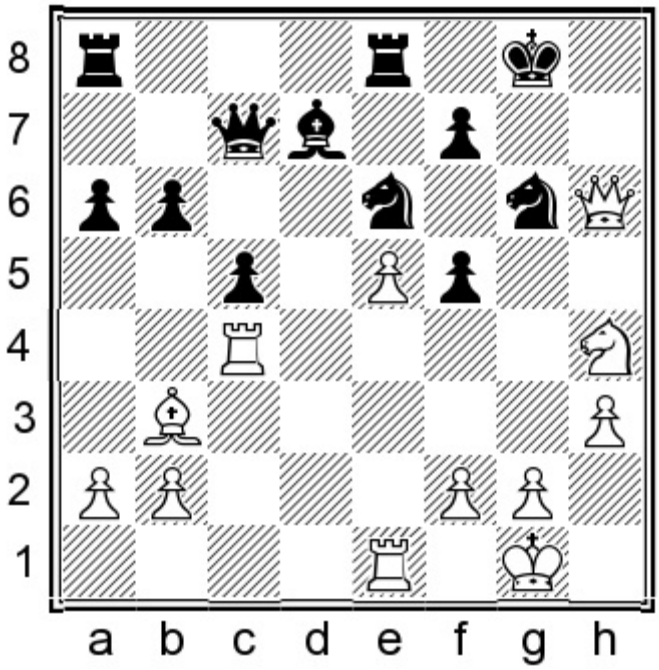
26.♘f6+! gxf6 27.♕xh6

Now the black king will suffer.

27...f5

After 27...fxe5 White wins with 28.♖g4!.

28.♘h4!



28...♗b5

a) There is no defence anymore: 28...♗c6 29.♘xf5 (29.♖e3 ♗d5 30.♘xf5 ♗xc4 31.♗xc4+–) 29...♗d5 30.♖e3 ♗xc4 31.♗xc4+–;

b) Or 28...♘e7 29.♖e3 ♘g7 30.♖g3 ♕xe5 31.♘f3+–.

29.♘xf5 ♖ad8

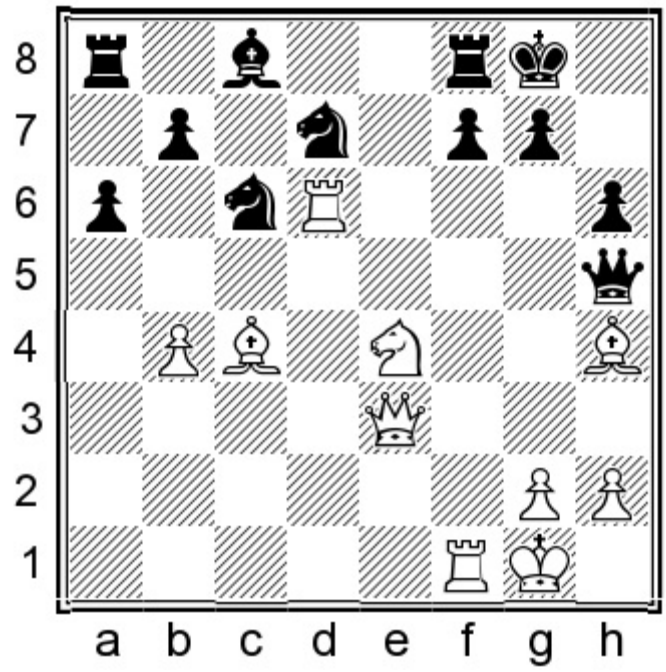
Af ter 29...♗xc4 30.♗xc4 ♘xe5 White wins with 31.♖e4!.

30.♖g4 c4 31.♗c2 ♖d5 32.♖h4

32.♖xg6+ fxg6 33.♕xg6+ ♔f8 34.♕h6+ ♔g8 35.♖e4 ♖d7 36.♖g4+ ♘g7 37.♘xg7 ♖xg7 38.♗h7+ ♔f8 39.♖f4+ was winning as well.

1–0

Game 31
Sanan Sjugirov
Michail Brodsky
St. Petersburg 2008



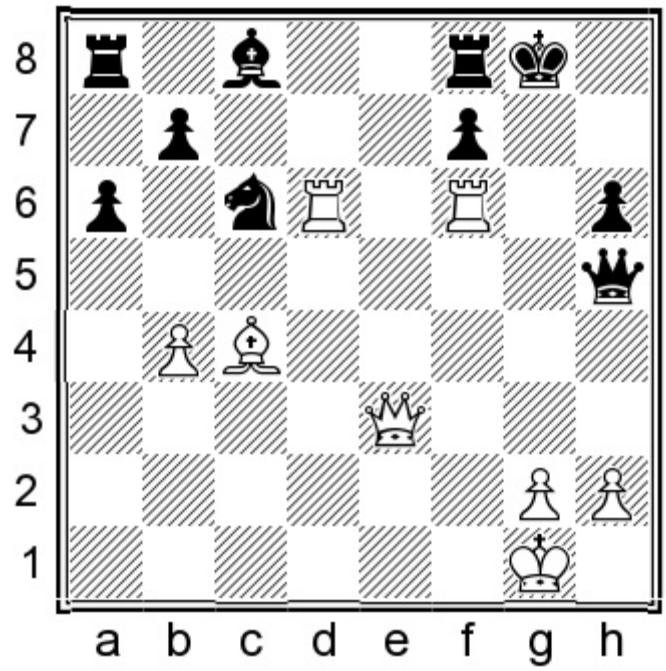
22.♗f6!

The usual beautiful idea; the bishop uses a forbidden square in order to get closer to the black king. Beforehand 22.♕f4 ♘de5? 23.♖xh6 1–0 Shirov,A-Wang Hao Dagomys 2009 had been played.

22.♗f6! ♘xf6

Black is in trouble in all variations: 22...♖e8 23.♗xg7 ♔xg7 24.♖xf7++–; or 22...♘de5 23.♕g3 ♗g4 24.♗d5±.

23.♘xf6+ gxf6 24.♖fxf6



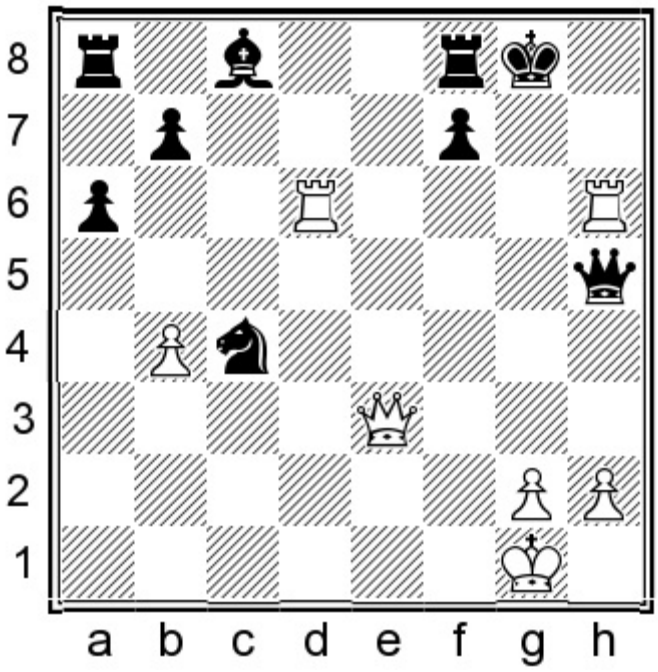
White will have no problems proving that his pieces will roll over the black king due to the number of black pieces which are barely in the game.

24...♘e5?!

This loses quickly but it was very difficult (and probably impossible) for Black to survive.

His main ‘saving’ alternative was 24...♗f5 but W hite w ins anyway after 25.♕g3+ (25.♖xh6 ♕g4 26.♖h3 ♕g7 27.♖g3 ♗g4 28.♕f4 ♘e5 29.♖d5 ♖fc8 30.♗b3± is good as well) 25...♕g5 (25...♔h7?! 26.♖xf5 ♕xf5 27.♗d3+–) 26.♖g6+ (26.♕xg5+ hxg5 27.♖xf5 ♖fd8 28.♖g6+ ♔h8 29.♖gxg5 ♖d1+ 30.♔f2 ♖d4 31.♗d5 ♘xb4 32.♖f6 ♖h4 33.♗xb7±) 26...♗xg6 27.♖xg6+ ♔h7 28.♖xg5 hxg5 29.♗d3+ ♔h6 30.h4+–.

25.♖xh6 ♘xc4

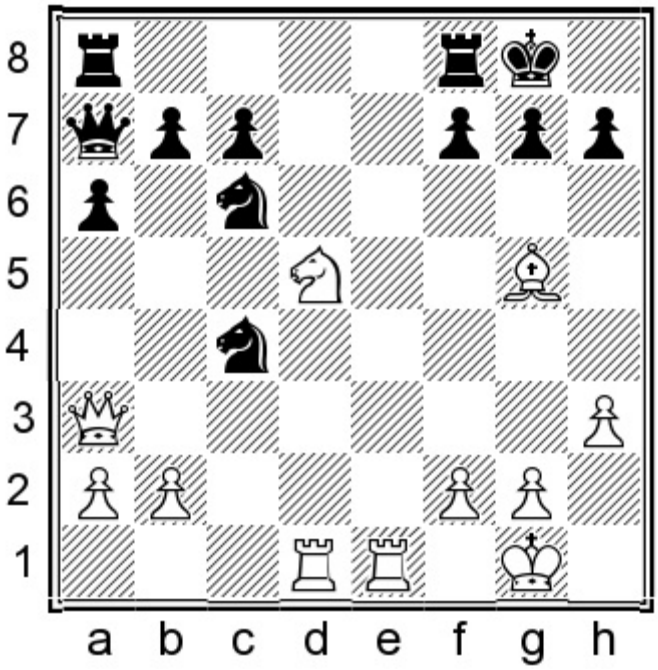


26.♕e7!

A nice move, forcing Black ’s resignation due to 26.♕e7 ♗g4 (26...♕g4 27.♖h8+ ♔xh8 28.♕xf8+ ♔h7 29.♖h6#) 27.♖xh5 ♗xh5 28.♖h6 ♗g6 29.♕f6 ♗h7 30.♕h4 ♗g6 31.♖h8+ ♔g7 32.♕h6++–.

1–0

Game 32
Viktor Bologan
Bartlomiej Heberla
Plovdiv 2008



White's initiative is great and the black king remains without defensive pieces around him...

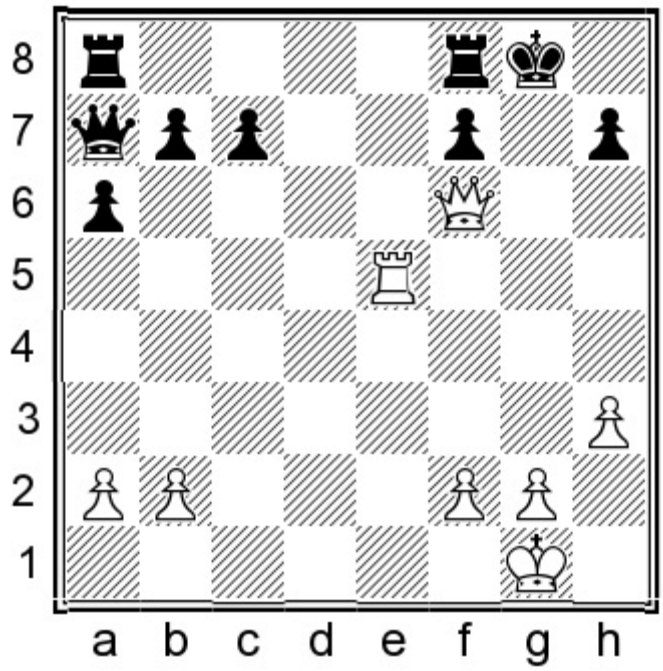
20.♘f6+! gxf6

20...♔h8 21.♕d3 is rather easy.

21.♕g3! fxg5

21...♘4e5 22.♗e3+ ♘g6 23.♗xa7 will lose later!

22.♕xg5+ ♔h8 23.♕f6+ ♔g8 24.♖d5! ♘4e5 25.♖dxe5 ♘xe5 26.♖xe5



26...♖fe8

26...h6 27.♕xh6 ♕b6 (27...f5 28.♕g6+ ♔h8 29.♖e7) 28.♖g5+ ♕g6 29.♖xg6+ fxg6 30.♕xg6+ ♔h8 31.♕h5+ ♔g7 32.♕g4+ ♔h6 33.♕h4+ ♔g7 34.♕g3+ ♔h8 35.♕xc7 was a bit 'better' but still winning for White.

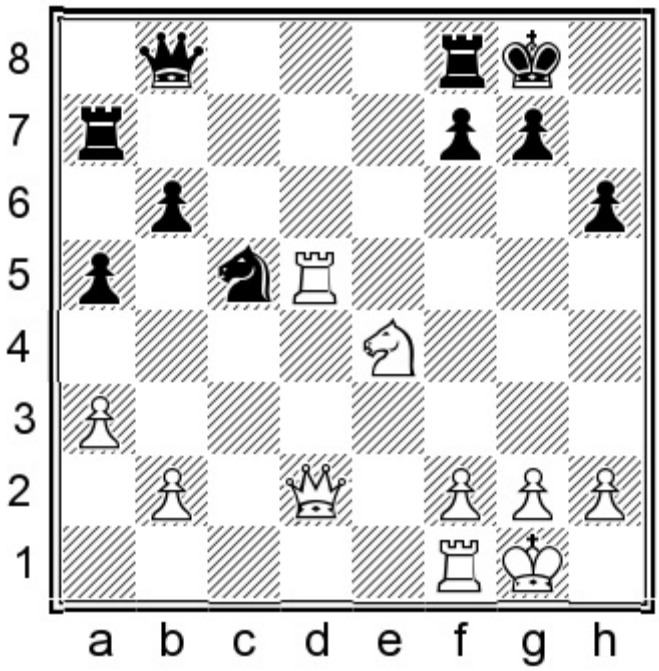
27.♖g5+ ♔f8 28.♖f5!

a) 28.♕h6+ ♔e7 29.♖e5+ ♔d7 30.♕d2+ was an alternative as well, just proving how winning White's position is after all!;

b) 28.♖f5 Here Black decided to resign as there is no defence to parry White's mating threats: 28...♖e1+ (28...♖e7 29.♕h8#) 29.♔h2 ♔e8 30.♕xf7+ ♔d8 31.♖d5+ ♔c8 32.♕f8+ ♖e8 33.♕xe8#.

1–0

Game 33



22.♘f6+!

Brilliant! Kasparov has not lost any of his tactical vision! Black would be happy to see 22.♘xc5? bxc5 23.♖xc5 ♖d8 as he would then have good practical chances for a draw.

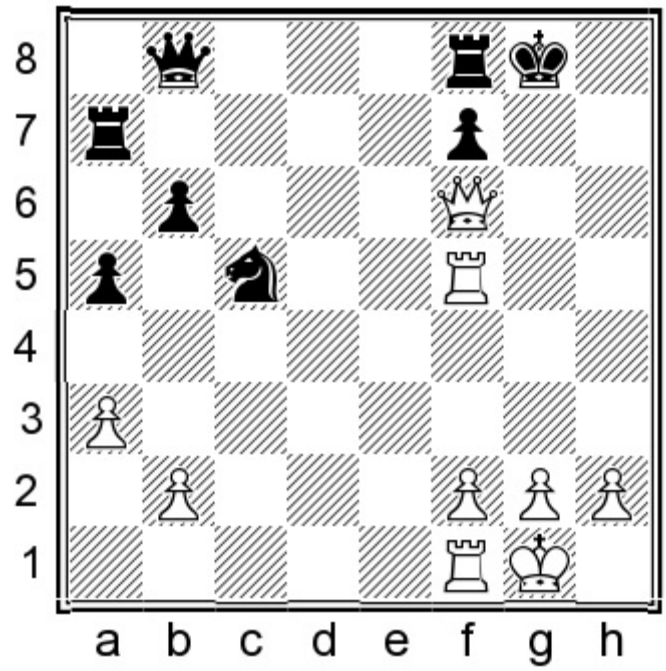
22.♘f6+! gxf6

22...♔h8?! 23.♖h5+– mates soon.

23.♕xh6 f5 24.♕g5+!

24.♖xf5? allows Black to consolidate with 24...f6!.

24...♔h8 25.♕f6+ ♔g8 26.♖xf5



Black's king is too exposed, so the end is near, as it should be in such hopeless cases...

26...♘e4 27.♕h4!

Precise! Black is lost.

27...♖e8

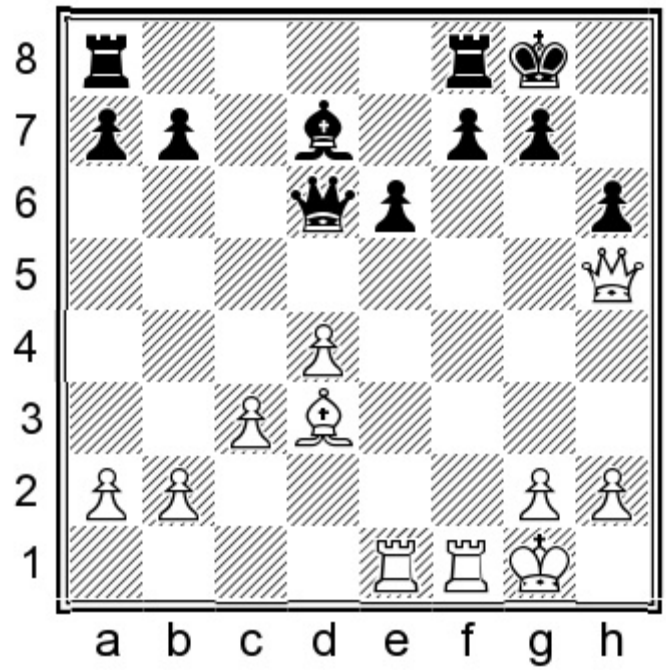
27...f6 averts mate but of course, after 28.♕xe4, White is simply two pawns to the good.

28.♖h5 f5

28...f5 and Black lost on time while making this move, but the result is clear after 29.♖h8+ ♔f7 30.♕h7+ ♔f6 31.♕h6+ ♔e5 32.♖d1.

1–0

Game 34
Fabiano Caruana
Ljubomir Ljubojevic
Amsterdam 2010



18.♖f6! ♕e7

On 18...gxf6 19.♕xh6 f5 20.♕g5+ ♔h8 21.♖e3 mate follows.

19.♖ef1 e5!?

Again 19...gxf6 is not recommended: 20.♕xh6 f5 21.♖f3.

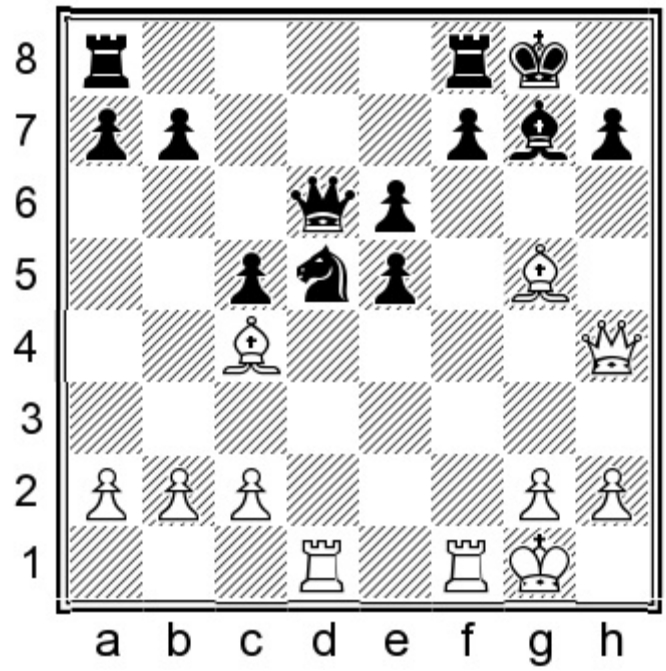
20.dxe5?!

White missed his best chance here: 20.♗c4! ♗e6 (20...exd4? 21.♗xf7+! ♖xf7 22.♖xf7 ♕e3+ 23.♔h1+–) 21.♗xe6 fxe6 22.♖xf8+ ♖xf8 23.♖xf8+ ♔xf8 24.♕xe5±, as he would have a material and positional advantage in the queen's endgame. After the text move, he is still on top but with more complicated play (more pieces on the board) which allowed Black to escape with a draw in the end.

20...♖ae8 21.♖d6 ♗e6 22.♖f4 ♖c8 23.♕f3 ♖fd8 24.♖fd4 ♖e8 25.♕e4 g6 26.♗b5 ♗f5 27.♕f4 ♖f8 28.♗d7 ♗xd7 29.♖xd7 ♕e6 30.♖4d6 ♕xa2 31.e6 ♕b1+ 32.♖d1 ♕xb2 33.♔h1 ♕e2 34.exf7+ ♔h7 35.♕d6 ♕c4 36.♖xb7 ♖xf7 37.♖xf7+ ♕xf7 38.♕e5 ♕g7 39.♕xg7+ ♔xg7 40.♖d7+ ♔f6 41.♖xa7 ♖xc3 42.h3

½-½

Game 35
Fabiano Caruana
Boris Gelfand
Moscow 2010



Open files, a weak black king, active white pieces — something decisive must exist according to chess logic...

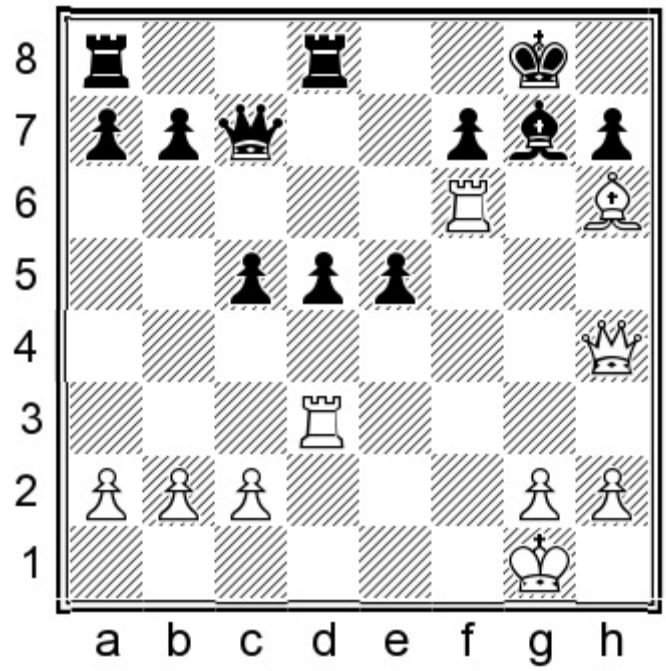
17.♖f6!

17.♗f6! wins as well.

17.♖f6! ♕c7

Maybe Black had to try 17...h6 where White would have to find 18.♖xh6 f6 19.♕g4 ♖ae8 20.♖g6+–.

18.♗xd5 exd5 19.♖d3! ♖fd8 20.♗h6



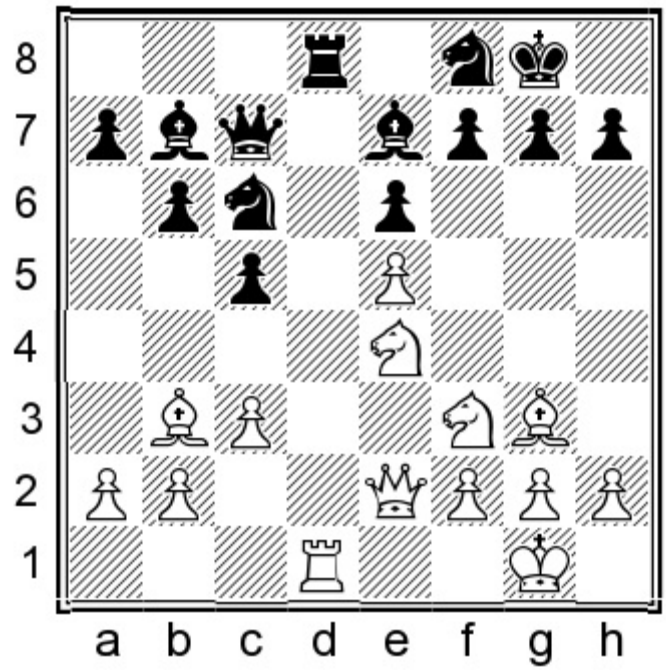
And the black king's days are over...

20...♗xh6 21.♕xh6 e4 22.♖g3+

22.♖h3 ♖d7 23.♕g5+ ♔f8 24.♖xh7 mates as well.

1–0

Game 36
Baira Kovanova
Natalija Pogonina
Antakya 2010



17.♘f6+! ♔h8?!

a) The lesser evil was 17...gxf6 18.exf6 ♖xd1+ 19.♕xd1 ♕d7 20.fxe7 ♘xe7 when White would just have a clear advantage in the ending due to his bishop-pair and his better pawn structure.;

b) 17...♗xf6 18.exf6 ♖xd1+ 19.♗xd1 ♕d8 20.fxg7 ♔xg7 21.♗c2 ♘g6 22.h4± was also better than the text move.

18.♘g5! ♖xd1+ 19.♕xd1 ♘d8

Or 19...gxf6 20.♘xf7+ ♔g8 21.exf6 ♕d7 22.♘h6+ ♔h8 23.♕g4 ♘g6 24.♘f7+ ♔g8 25.♘d6 ♘d8 26.fxe7 ♕xe7 27.h4+–.

20.♕h5!

Another piece joins the attack.

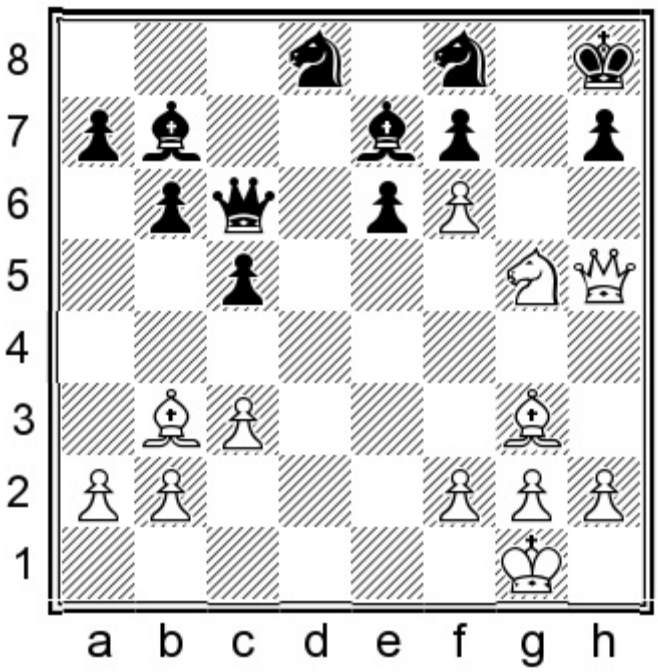
20...gxf6

What else?

a) 20...h6 21.♗a4! ♗a6 22.♘e8 ♕b7 23.♘xf7++–;

b) Or 20...♕c6 21.♗d5! ♕a4 22.h3 gxf6 23.exf6 ♗xf6 24.♘xf7++– is a lost cause.

21.exf6 ♕c6



22.♗d5!

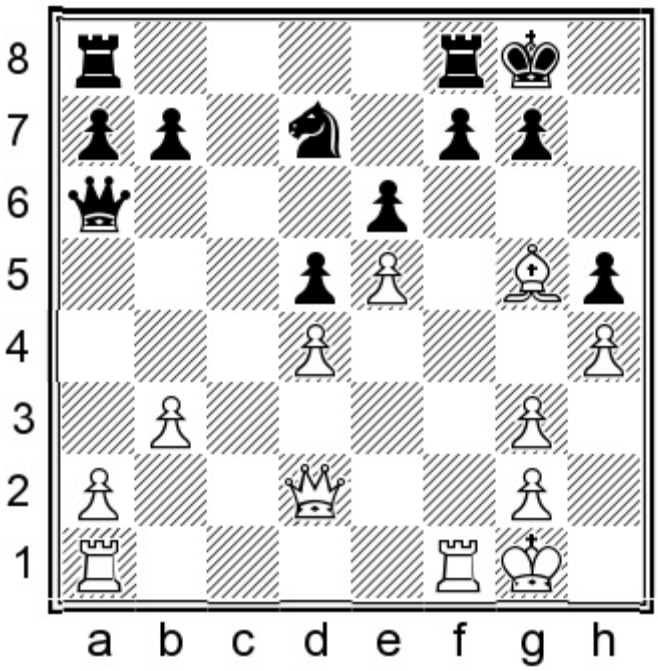
Winning an important tempo.

22...♕e8

22...exd5 23.fxe7 and next White promotes!

23.♕h6! ♗xf6 24.♕xf6+ ♔g8 25.♗e5 1–0

Game 37
Kateryna Lahno
Bela Khotenashvili
Tbilisi 2011



Black's king is rather weak and the attack must be decisive, but accuracy is required.

17.♗f6! gxf6

There is not much that Black can do anymore:

a) 17...♕b6 18.♗xg7! ♔xg7 19.♕g5+ ♔h7 20.♕xh5+ ♔g7 21.♕g5+ ♔h8 22.♖f6! ♕xd4+ 23.♔h2 ♕d3 24.♖h6+ ♕h7 25.♖xh7+ ♔xh7 26.♖f1+–;

b) Or 17...♘xf6 18.exf6 ♔h7 19.fxg7+–.

18.exf6 ♖fc8

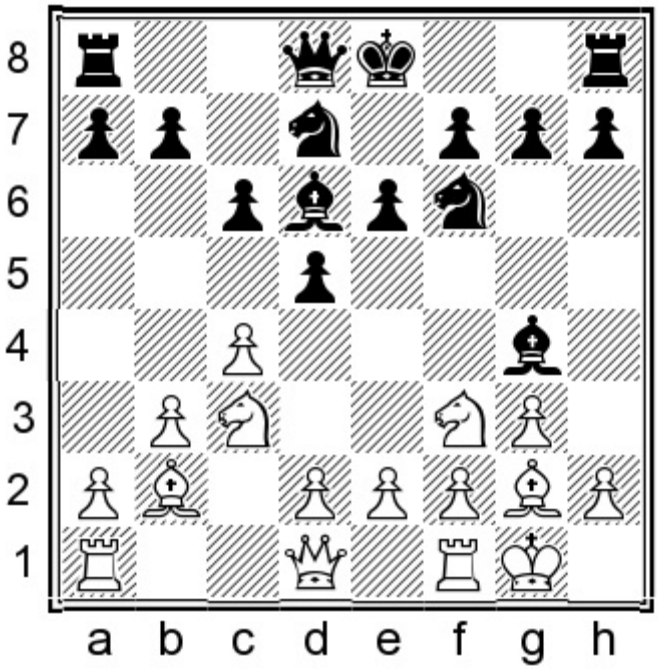
18...♘xf6 19.♕g5+! ♔h8 20.♖xf6+–

19.♕h6! ♘xf6 20.♕g5+! ♔f8 21.♕xf6

And Black resigned!

1–0

Game 38
Jorge Marcos Gomez Sanchez
Diasmany Otero Acosta
Santa Clara 2017



8.d3 is more flexible: 8...0-0 9.♘bd2 ♕e7 10.h3 ♗h5 11.a3 a5 12.♕c2 ♖fc8 13.e4 dxe4 14.dxe4 e5∞ Nepomniachtchi,I-Salem,A Moscow 2017.

8...h5!?

An interesting new and aggressive continuation, instead of the usual 8...♕e7.

8...h5!? 9.d3

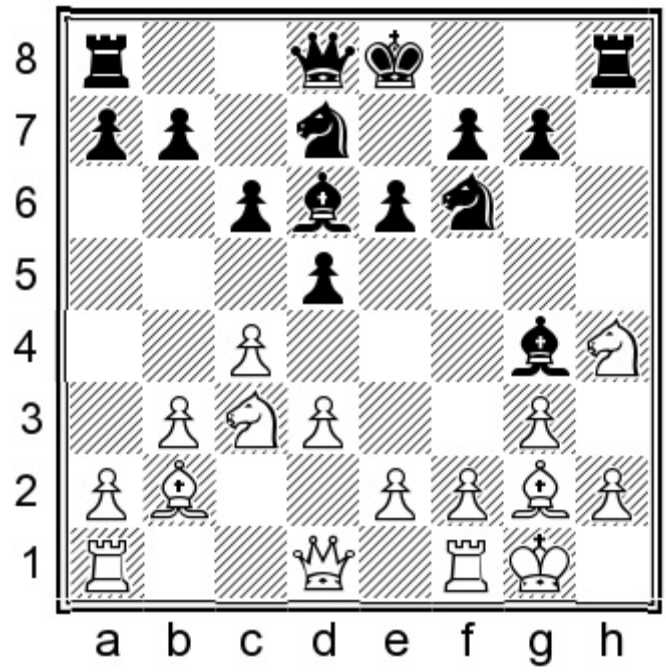
a) After 9.h3?! ♗xf3 10.♗xf3 h4 11.g4 Black has various continuations such as 11...dxc4 (or 11...d4 12.♘e4 ♘xe4 13.♗xe4 ♕g5∓, threatening 14.♕f4.) 12.bxc4 ♘e5∓;

b) 9.h4 dxc4 10.bxc4 ♗xg3!? 11.fxg3 ♕b6+ 12.♔h2 ♕xb2 13.♖b1 ♕a3 14.♖xb7 0-0, and Black is better.

9...h4!

Go forward!

10.♘xh4



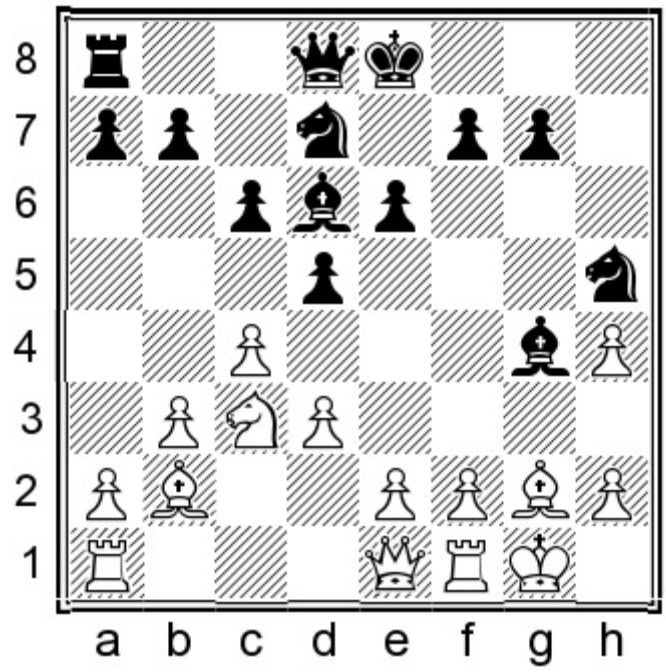
10...♖xh4!

The ‘expected’ follow-up!

11.gxh4 ♘h5! 12.♕e1?

12.f4 was the only move: 12...♘xf4 (12...♕xh4 13.♕e1!) 13.♕e1 ♕b6+ 14.♔h1 ♘xg2 15.♔xg2 ♕e3 16.♕f2 ♕h3+ 17.♔h1 0-0-0⩲, when Black has a strong attack.

Now back to the text move...



White’s idea is to answer 12...♕xh4 with 13.f4!; obviously he didn’t know the game Fischer,R-Benko,P

New York 1963...

12...♗f3!!

Beautiful and well-known!

Of course not 12...♕xh4? 13.f4!; or 12...♘f4? 13.f3!.

13.♗c1

There is no defence: 13.♗xf3 ♕xh4; 13.h3 ♕xh4; 13.exf3 ♕xh4 14.h3 ♕f4.

13...♕xh4 14.h3 ♘f4!

The black knight joins the attack!

15.♗xf3

Or 15.exf3 ♘xh3+ 16.♗xh3 ♕xh3 17.f4 ♕g4+ 18.♔h1 0-0-0–+.

15...♕xh3

And, as mate is near, White resigned!

0–1

CONCLUSION

This tactical theme is often encountered and it is easy to understand and practice. It can prove to be either a short combination or a longterm sacrifice for compensation. Both cases seem pleasant for the attacker!

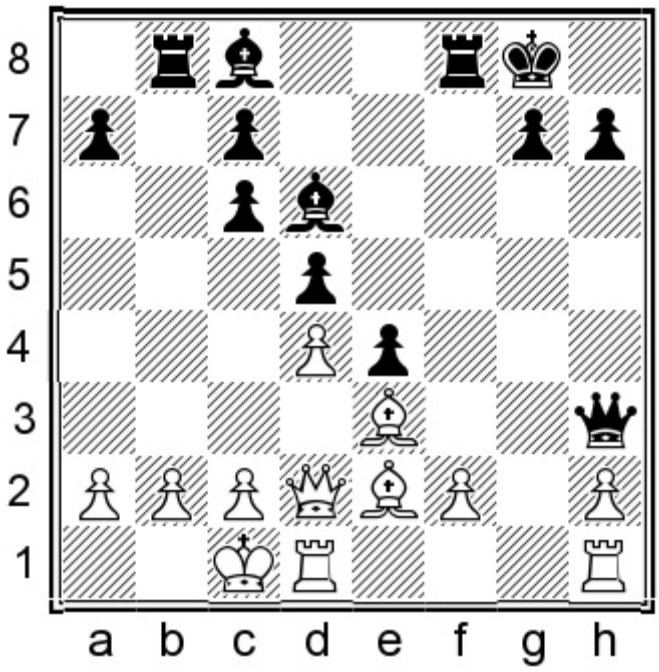
FIERCE QUEEN

The queen is a ‘sensitive’ piece and obviously cannot be exposed to any unnecessary and unforced attack by any of the opponent’s pieces, except her direct counterpart.

Hence, pawns are especially dangerous, as the loss of a queen for insufficient material logically leads to a lost game. However, there are certain cases where the queen ‘doesn’t care’ and isn’t afraid of the opponent’s pawns due to certain tactical continuations.

In these cases, the pawns prove to be ‘false guards’ — let’s start with the famous game nicknamed ‘Meta-Morphysis’!

Game 39
Henry Edward Bird
Paul Morphy
London 1858

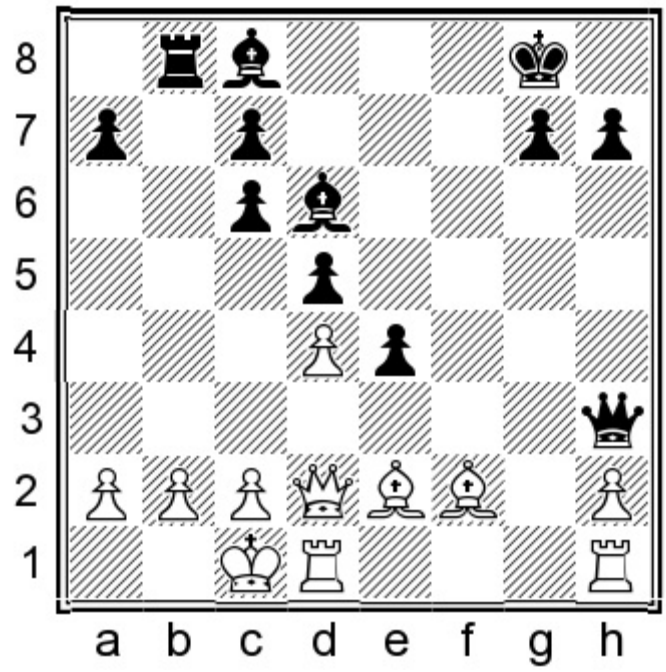


Black has an extra pawn but the position is quite sharp as the kings are on different wings. Now P. Morphy started an amazing combination:

17...♖xf2?!

I take my hat off to the great chess artist, but the simple 17...♗g4! was correct — G. Kasparov. It seems to me that P. Morphy consistently liked to be down in material when it gave him open lines and brilliant mating nets. His prodigious memory allowed him to calculate moves far in advance. Thus he did not consider being pieces down a true detriment. When eagle-eyed P. Morphy stunned H. Bird with the text move, the game had migrated to a completely different level, which left White wandering around like a dazed duck.

17...♖xf2?! 18.♗xf2



18...♕a3!

A beautiful, geometrical and paradoxical move from one end of the board to the other.
18...♗a3? is met by 19.♕e3!±.

19.c3!

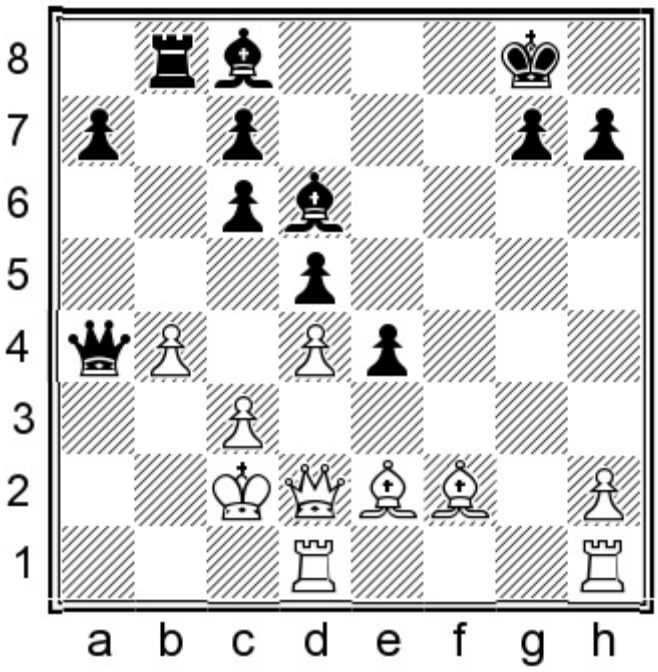
The only defence. 19.♕g5? ♖xb2 20.♕d8+ ♔f7 21.♗h5+ g6; or 19.bxa3? ♗xa3#.

19...♕xa2!

19...e3? is refuted by 20.♗xe3 ♗f5 21.♕c2!.

20.b4 ♕a1+ 21.♔c2 ♕a4+

Black ’s attack has gone smoothly until this critical point.

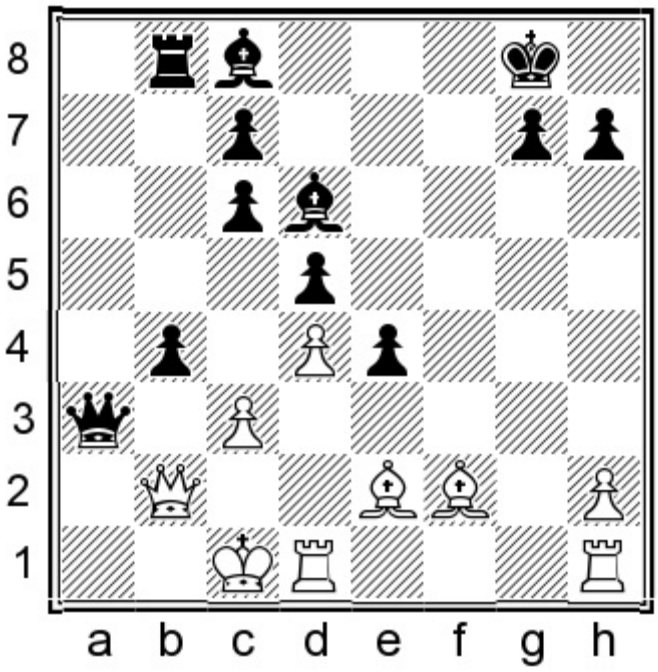


22.♔b2?

H. Bird crumbles under the pressure and loses quickly. This position makes for a good tactical exercise, which was solved by P. Morphy easily. 22.♔c1! is the only move and it now seems that Black cannot win: 22...a5

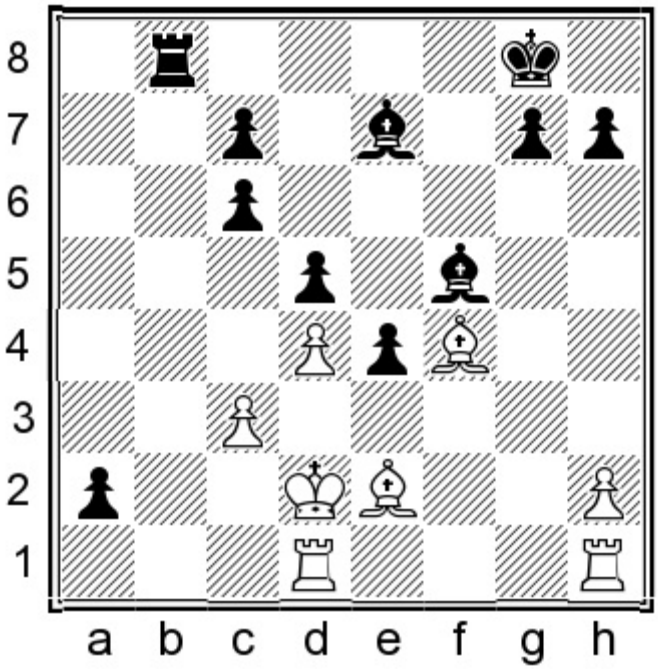
[22...♗f5!? 23.♗e3 (23.♗e1? e3 24.♕b2 a5∓) 23...♗xb4 24.cxb4 ♖xb4 25.♕c2 ♕a3+ 26.♔d2 ♖b2 (26...♖xd4+ 27.♔e1 ♕xe3 28.♖xd4 ♕xd4 29.♕xc6=) 27.♕xb2 ♕xb2+ 28.♔e1, when Black has many pawns, but they are not very mobile]

23.♕c2 ♕a3+ 24.♕b2 axb4



25.♔b1! This is the critical move.

[Previous analysis went as 25.♕xa3? bxa3 26.♗g3! (26.♗e3? ♖b3 27.♔d2 ♖b2+ 28.♔e1 a2 29.♖a1 ♗d7 30.♔d1 c5 31.dxc5 ♗e7 32.h4 h6!–+) 26...♗e7 (26...a2? 27.♔d2 ♗a3 28.♖a1 ♖b2+ 29.♔e3 ♖c2 30.♗xc7 ♖xc3+ 31.♔d2 ♗b2 32.♗f4 ♖a3 33.♗d6 ♖a8 34.♗c5 ♗f5 35.♔c2 ♗xa1 36.♖xa1 e3+ 37.♗d3 g6 38.♗xf5 gxf5 39.♔d3 ♔f7 40.♔xe3 ♔e6 41.♔f4=) 27.♗f4 (27.h4 e3 28.♗xc7 ♖b3 29.♖df1 ♖b2 30.♖h2 ♖b7 31.♗a6 ♖xc7 32.♗xc8 ♖xc8 33.♔c2 c5∓) 27...♗f5 28.♔d2 a2



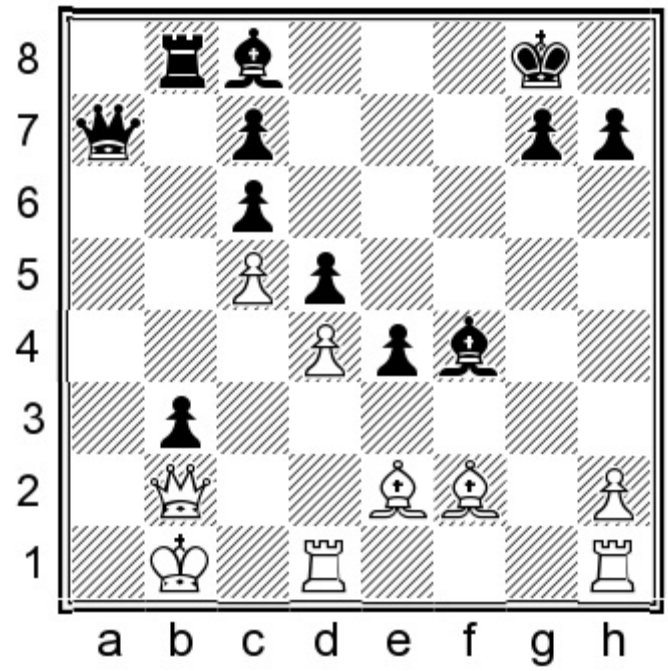
29.♖a1 (29.♔e3 ♖b3 30.♖a1 ♖xc3+ 31.♔d2 ♗b4 32.♔d1 ♖a3 33.♗d2 ♗xd2 34.♔xd2 e3+ 35.♔e1 ♔f7∓) 29...♖b2+ 30.♔e3 c5 31.♗d1 ♔f7 32.♖e1 cxd4+ 33.♔xd4 ♗f6+ 34.♔xd5 ♗xc3 35.♖f1 ♗e6+ 36.♔xe4 ♖b4+ 37.♔e3 ♗d4+ 38.♔d2 ♗c4 39.♗h5+ ♔g8 40.♖xa2 ♗xa2 41.♗xc7 ♗f6∓.]

Now Black can choose: 25...♗f5

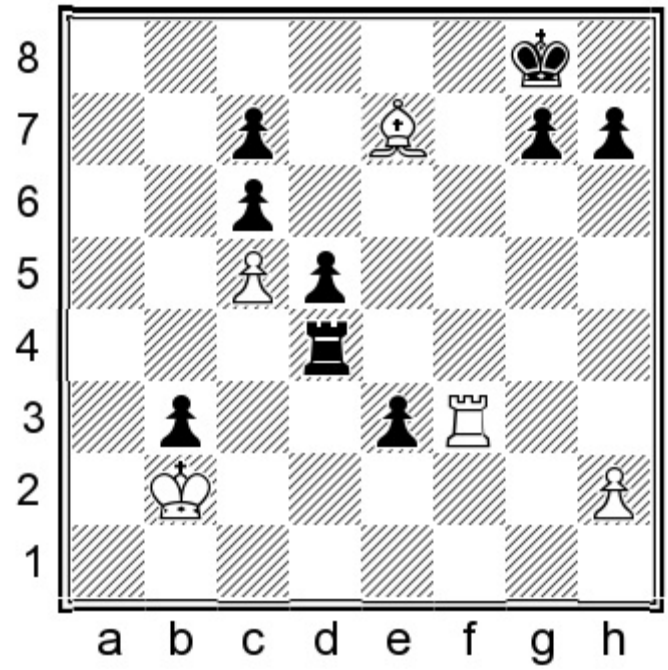
a) 25...♕a7!? 26.c4 b3 27.c5

[27.♖hg1? ♗a3 28.♕a1 (28.♖xg7+? ♔xg7 29.♖g1+ ♔f8 30.♕d2 ♗c1!–+) 28...e3 29.♗h4 ♗f5+ 30.♗d3 e2 31.♗xf5 exd1=♕+ 32.♖xd1 ♕a4–+]

27...♗f4



28.♖hg1! (28.♗g3? ♗h6 29.♗e5 ♖a8 30.♖hg1 ♗f5 31.♖df1 ♗g6 32.h4 ♗d2!–+; 28.♗e1? ♖a8 29.♗c3 ♕b8 30.♖df1 ♗h6 31.♗d1 ♗a6 32.♗xb3 ♕b7 33.♖d1 ♖b8 34.♔a2 ♗e2 35.♖he1 ♗xd1 36.♖xd1 ♗f4 37.♖h1 ♗e3 38.♗a4 ♕a7 39.♕a3 ♖a8∓) 28...♖a8 29.♗h4 ♗f5! 30.♖gf1! e3+ 31.♔c1 ♗c2 32.♖xf4 ♗xd1 33.♗xd1 ♕a1+ 34.♕xa1 ♖xa1+ 35.♔b2 ♖xd1 36.♖f3 ♖xd4 37.♗e7!=



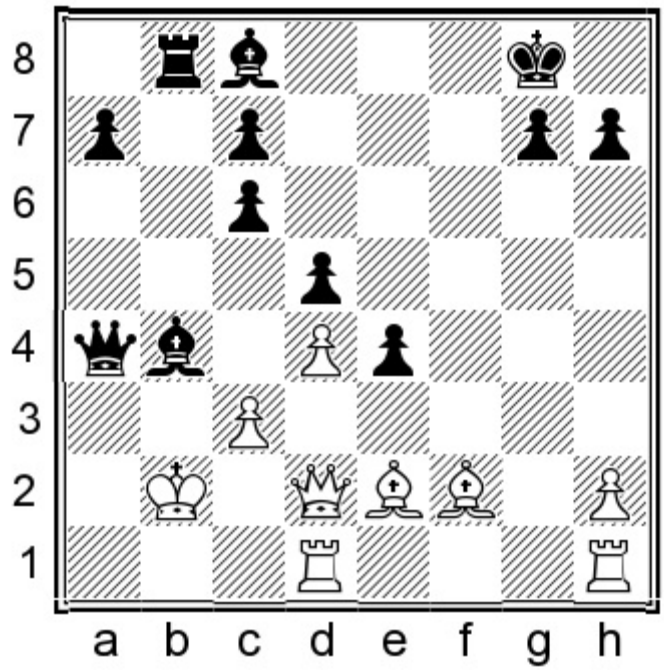
b) 25...♕a4!? 26.c4 b3 27.c5 ♗f4 28.♗g3 ♗h6 29.♕a1! ♕xa1+ 30.♔xa1 ♖a8+ 31.♔b2 ♖a2+ 32.♔xb3 ♖xe2 33.♖a1∞;

c) 25...♗a6 26.♖he1! ♕xb2+ (26...♗xe2 27.♖xe2 ♕a4 28.♖g1 ♗xh2 29.♖c1 b3 30.c4 ♗d6 31.c5 ♗e7 32.♗e3∞) 27.♔xb2 bxc3+ 28.♔xc3 ♗b4+ 29.♔c2 ♗xe1 30.♖xe1 ♗xe2 31.♖xe2=;

d) 25...♕xc3 26.♖c1 ♕h3 (26...♕a3 27.♗g3) 27.♗g3 ♗f5 28.♕b3∞.

26.♕xa3 bxa3+ 27.♔a1 ♖b2 28.♖he1! (28.♖de1? ♗f4!) 28...♗xh2 (28...♗f4 29.♗g3 ♗d2 30.♖xd2 ♖xd2 31.♗xc7∞) 29.♗e3 ♗g3 30.♖g1 ♗h2 31.♖g2 ♗d6 32.♖d2 ♖xd2 33.♗xd2 ♔f7 34.♔a2 c5 35.♗c1 g6 36.♗xa3 ♗f4 37.♖g1 and Black cannot win. So it seems that P. Morphy's amazing sacrifice does not promise victory, objectively.

22...♗xb4!



Black's king hunt flows like a river.

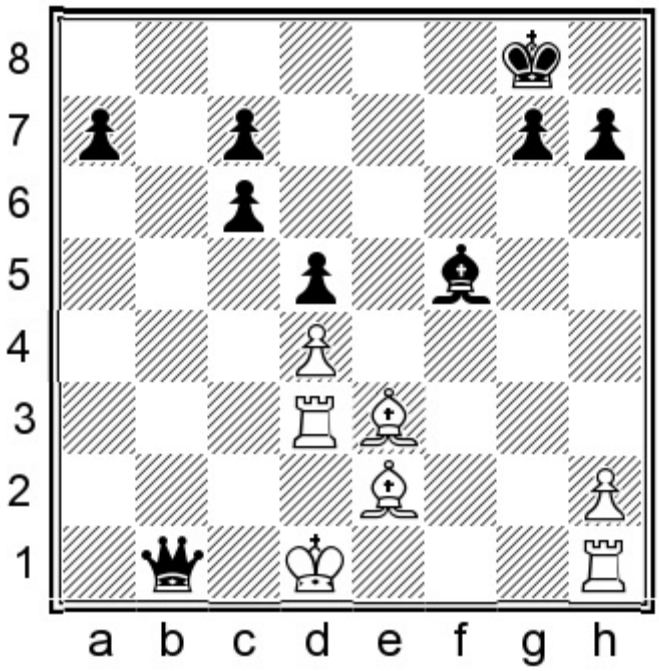
23.cxb4 ♖xb4+ 24.♕xb4

What else? If 24.♔c1? then 24...♕a1+ 25.♔c2 ♕b2#.

24...♕xb4+ 25.♔c2

Or 25.♔a2 c5 26.dxc5 e3 27.♗e1 (27.♗xe3 d4 28.♗xd4 ♗e6+ 29.♔a1 ♕a3+ 30.♔b1 ♗f5+–+) 27...♕e4 28.♗g3 ♕c2+–+.

25...e3 26.♗xe3 ♗f5+ 27.♖d3 ♕c4+ 28.♔d2 ♕a2+ 29.♔d1 ♕b1+



And so, in the end, P. Morphy adds another feather to his cap... When one plays with Morphy, the sensation is as queer as the first electric shock, or first love, or chloroform, or any entirely novel experience — Henry Bird.

0–1

Well, there are many ways to ‘evaluate’ a move, as long as certain criteria are presented:

1. Aesthetic appeal.

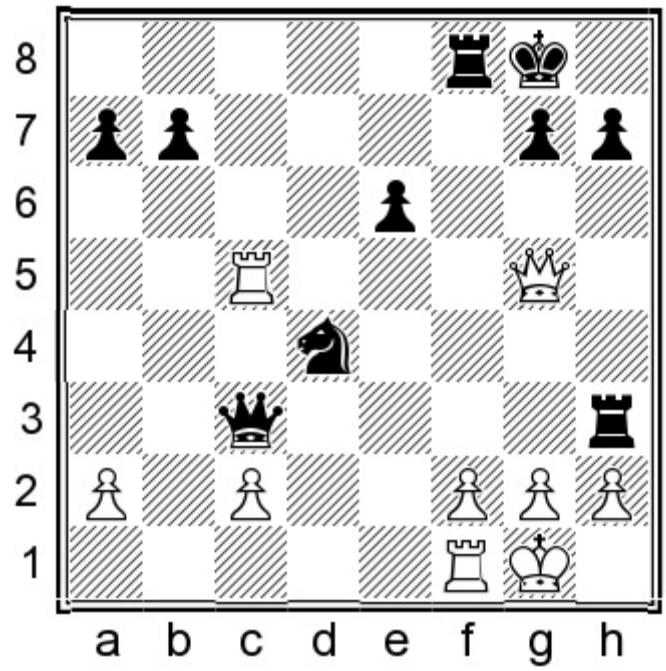
2. Complexity.

3. Efficiency.

4. Effect.

Certainly, the following game can help:

Game 40
Stepan M. Levitsky
Frank James Marshall
Breslau 1912



Black actually has no less than five clear wins here, but the move played is astonishing and one of the most beautiful in chess history...

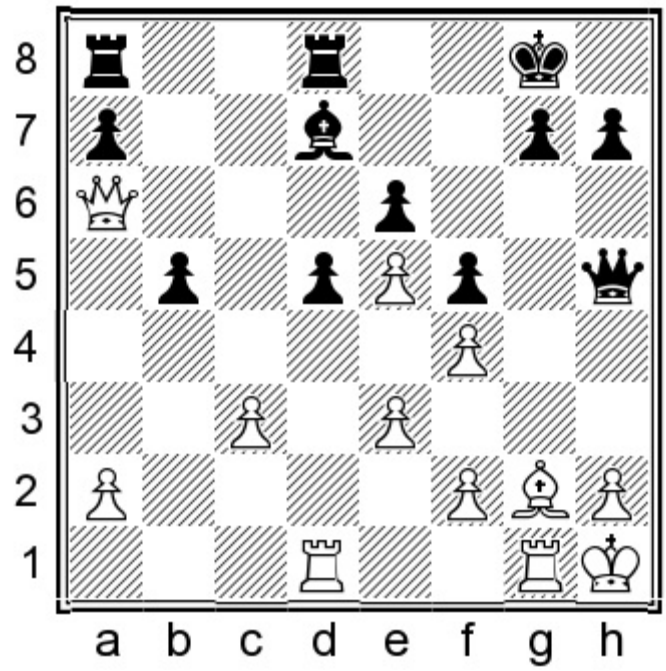
23...♕g3!

23...♕g3 White decided to give-up, as nothing can save him: 24.♕xg3 (24.hxg3 ♘e2#; 24.fxg3 ♘e2+ 25.♔h1 ♖xf1#) 24...♘e2+ 25.♔h1 ♘xg3+ 26.♔g1 (26.fxg3 ♖xf1#) 26...♘e2+ 27.♔h1 ♖c3–+. Well, in this game 23...♕g3 is not necessary at all and some other moves are not worse. Having said that, there is no move obviously stronger and, by forcing liquidation, it also has practical value. The game has been nicknamed 'The Gold Coin Game'.

0–1

The following game does not present any 'strange' queen move around the enemy pawns, but it is aesthetically beautiful, as the white queen joins the attack from far away.

Game 41
Efim Bogoljubow
Jacques Mieses
Baden-Baden 1925

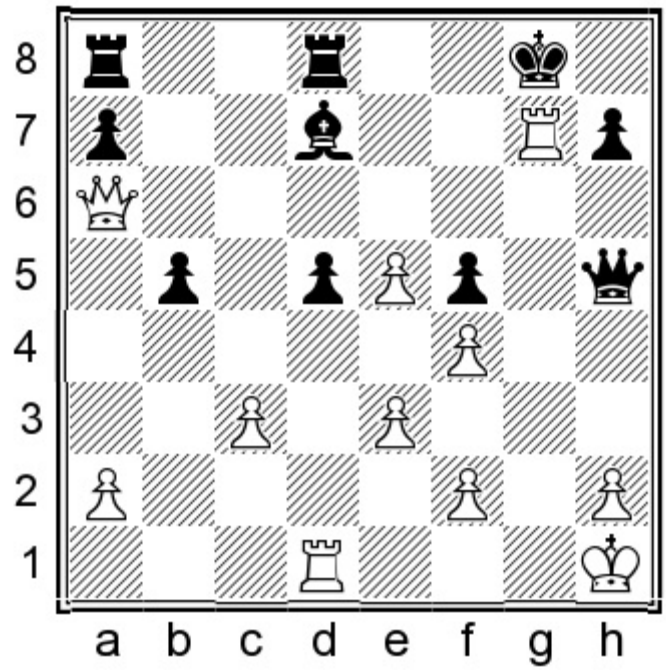


The white queen stands miserably on the queenside, far away from the rest of her army. It looks like Black is holding his own but White found an astonishing continuation:

22.♗xd5!

22.♖xd5? exd5 23.♗xd5+ ♔h8 24.♖xg7 loses to 24...♕d1+. With a sudden change of plan, White assails the fragile position like a streak of lightening — Emanuel Lasker.

22.♗xd5! exd5 23.♖xg7+!



This double sacrifice exhibits the superb talent of the Russian champion. He had to calculate not only the winning of the queen for three pieces, but also several moves after that — Saviely Tartakower.

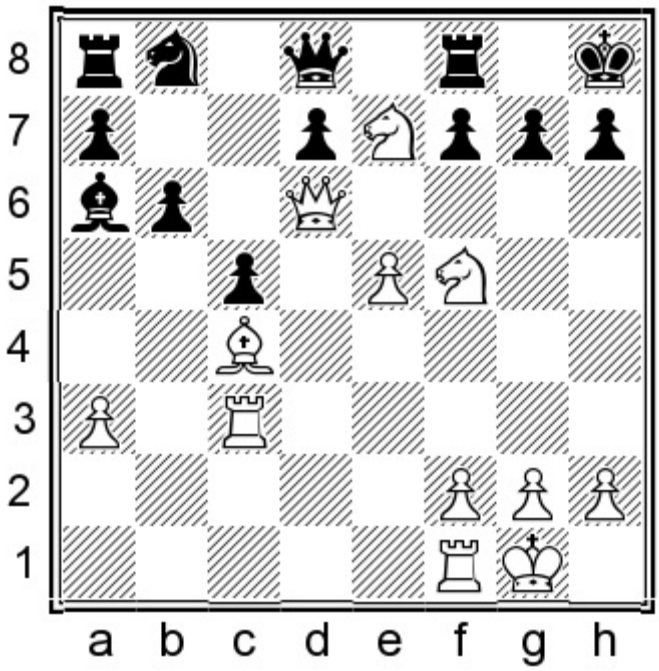
23...♔xg7 24.♕f6+ ♔g8 25.♖g1+ ♕g4 26.♖xg4+ fxg4 27.f5

27.e6 ♗c6 28.♕g5+ ♔h8 29.e7 was easier.

27...♖dc8 28.e6 ♗c6 29.♕f7+ ♔h8 30.f6 ♖g8 31.♕c7 ♖ac8 32.♕e5 d4+ 33.♔g1 ♗d5 34.f7+ ♖g7 35.♕xd5

The game was nicknamed 'I Play Against Mieses'. **1–0**

Game 42
Alexander Alekhine
Supico
Lisbon 1941



This game was played in June 1941 during a blindfold simultaneous display. White is winning anyway, but he found the quickest and most effective continuation:

20.♕g6!

a) As mentioned, Black played horribly and White would have won easily anyway, but the text move still looks spectacular. It's quite a common theme when a castled king is surrounded by knights and a sliding rook is ready to come in: 20.♕g6 fxg6 (20...♖g8 21.♕xh7+ ♔xh7 22.♖h3#; 20...hxg6 21.♖h3#) 21.♘xg6+ hxg6 22.♖h3+ ♕h4 23.♖xh4#.;

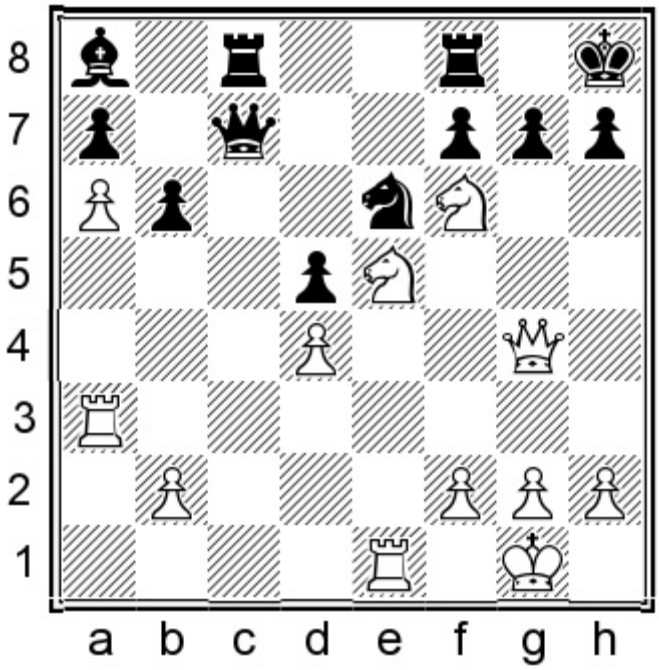
b) By t he way, 20.♘g6+ fxg6 21.♕xg6 ♖xf5 22.♖h3 mates as well.

1–0

American GM Nicolas Rossolimo, with Ukrainian and Italian origins, ran a chess studio in Greenwich Village, NY in the 1960s.

He was a wonderful guy, and had many grandmasters visit the studio, including Bobby Fischer. Rossolimo died way before his time in a tragic fall down a stairway.

Game 43
Nicolas Rossolimo
Paul Reissmann
San Juan 1967



23.♕g6!

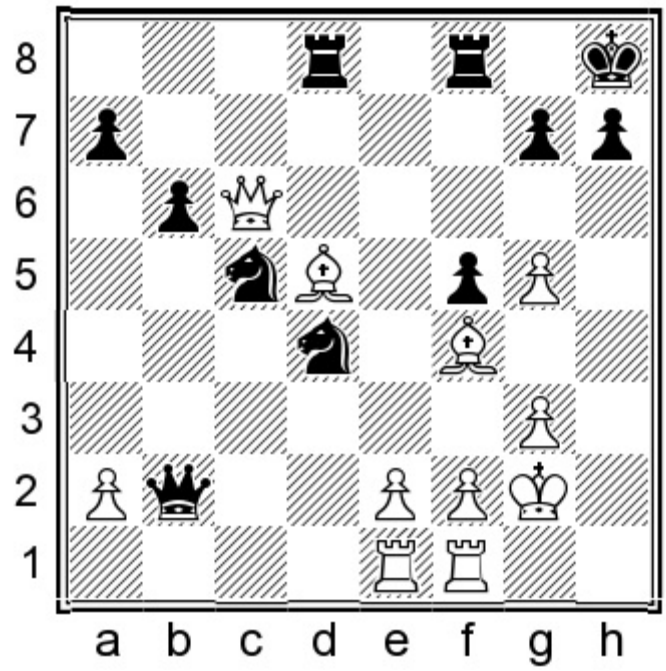
Of course, White could win as well with the 'natural' 23.♕xe6! ♕c1 (23...fxe6 24.♘g6+ hxg6 25.♖h3#) 24.♘xf7+ ♖xf7 25.♖c3, but the move played is far more beautiful!

23.♕g6! ♕c2 24.♖h3

Black resigned due to 24.♖h3 ♘g5 25.♘xf7+ (25.♕xg5+–) 25...♖xf7 26.♕xc2 ♖xc2 27.♖e8+ ♖f8 28.♖xf8#. The game was nicknamed 'La Regina Della Notte'.

1–0

Game 44
Klaus Darga
Andreas Dueckstein
Lucerne 1963



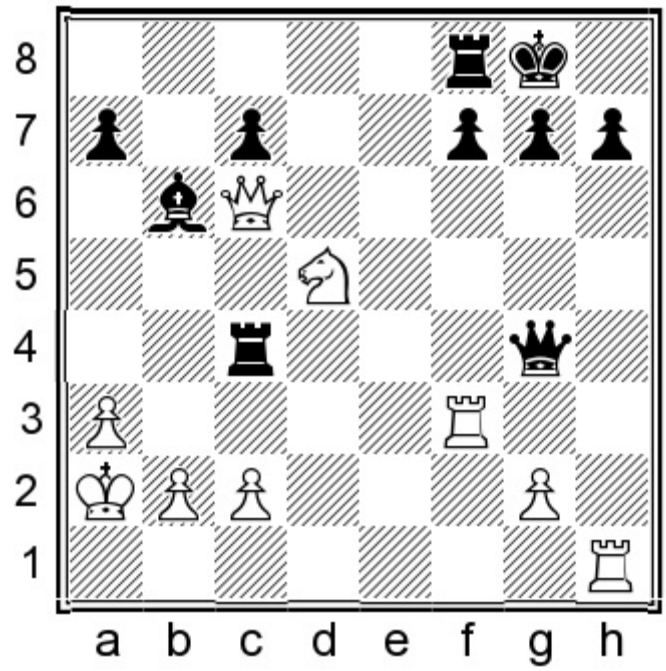
In a way Black forced White to win!

26.♕g6!

Black resigned: 26.♕g6 ♖xd5 27.♖h1 ♔g8 28.♖xh7! ♘xe2 29.♕h5 ♘xf4+ 30.gxf4+–.

1–0

Example 1
Fierce Queen
Athens 2018



Black seems to be doing fine, but this is just an illusion.

1.♕g6! ♕xg6

Alternatives hardly help either: 1...fxg6 2.♘e7+ ♔h8 3.♖xf8#; 1...hxg6 2.♘e7#; 1...h6 2.♘f6+ ♔h8 3.♕h7#.

2.♘e7+ ♔h8 3.♘xg6+ ♔g8 4.♘e7+ ♔h8 5.♖xh7+! ♔xh7 6.♖h3+ ♖h4 7.♖xh4#

1–0

CONCLUSION

Expect the unexpected. Do not be fooled by pawn power and control, they may just be false guards.

KING IN THE BOX

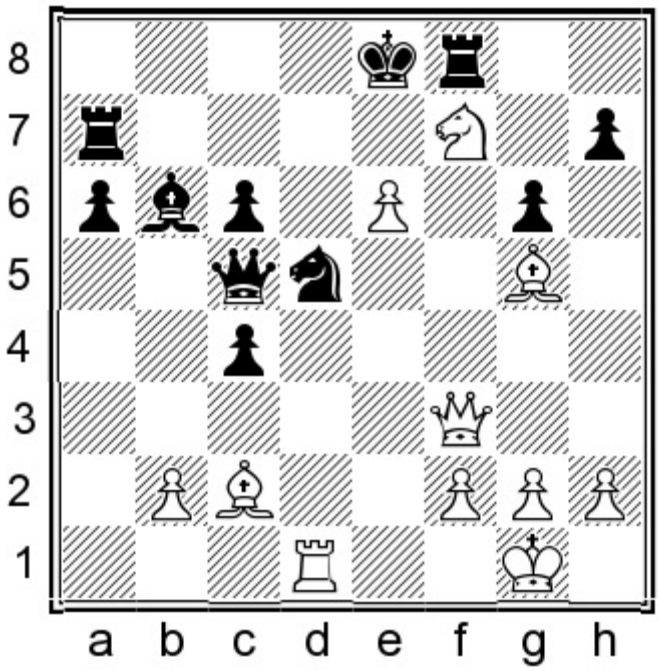
The concept of a boxed king, soon to get mated or simply troubling his army, is a loved one!

After all, the main purpose of the game itself is to mate the enemy king — and hopefully spare your own!

A boxed king can be found anywhere; in the centre, on the flanks, up and down the board! His main problem is being surrounded by many enemy pieces with lethal intentions. Well, usually the only thing left to do is pray...

Let's start with an 'old' game of mine, when I was just 17 years old, played in the World Junior Championship U.20:

Game 45
Sandro Heleno Trindade
Efstratios Grivas
Belfort 1983



Black's king seems to be rather uncomfortable.

26.♖xd5!

A nice and effective solution, aiming to open the diagonal a4-e8.

26...♕xf2+

Black hardly has any moves left:

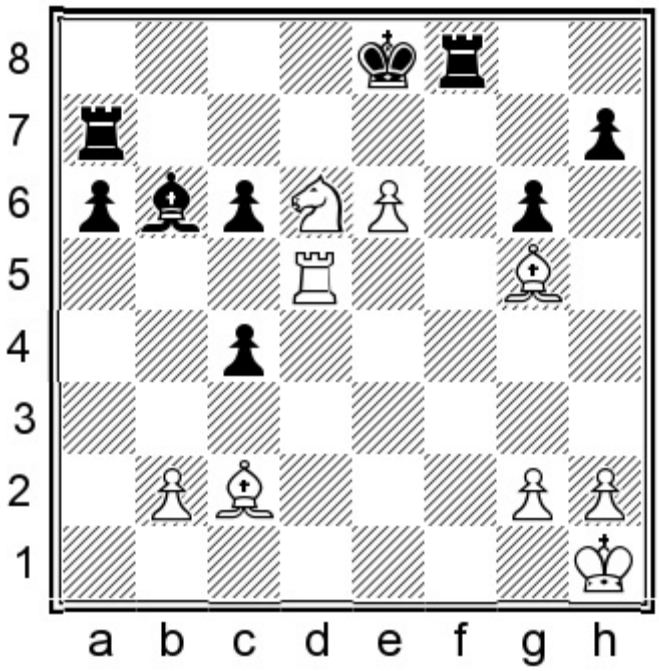
a) 26...♖axf7 27.exf7+ ♖xf7 28.♖xc5 ♖xf3 29.♖e5+ ♔f8 30.gxf3+–;

b) 26...♕xd5 27.♕xd5 cxd5 28.♘d6# (28.♗a4+ ♖d7 29.♗xd7#).

27.♕xf2 ♗xf2+ 28.♔h1!

28.♔xf2? ♖fxf7+ 29.exf7+ ♖xf7+ 30.♖f5 gxf5 31.♗d2± would allow Black to fight. White now threatens 29.♖d8 #, among other things...

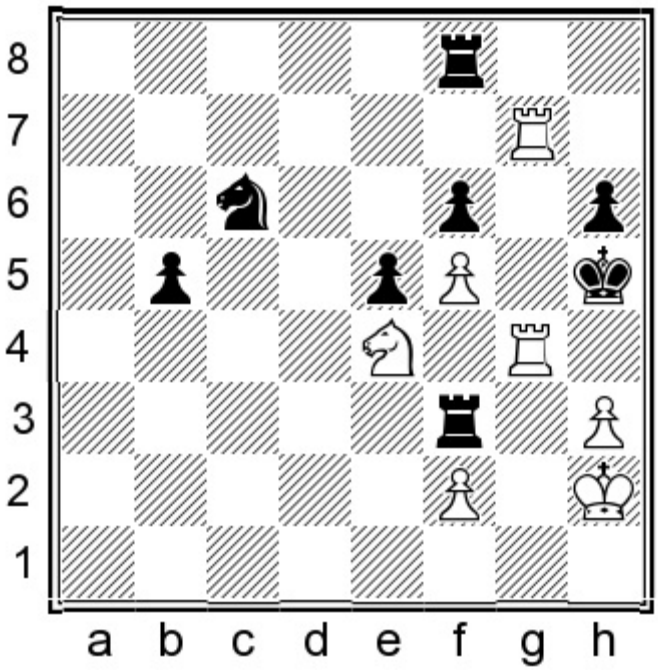
28...♗b6 29.♘d6#



A very beautiful final position! The black king is boxed in the centre!

1–0

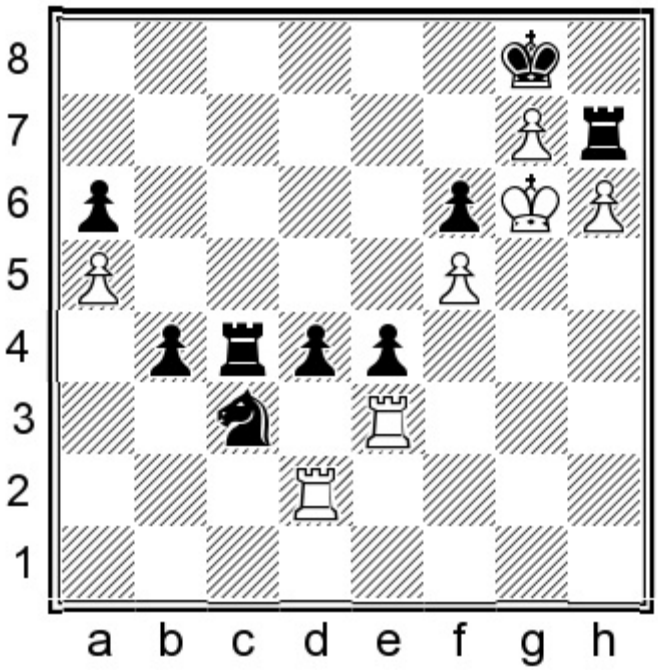
Game 46
Vladimir Kramnik
Ivan Sokolov
Wijk aan Zee 2005



Here Black resigned, but many would like to see the pretty finish after 36.♖1g4 36...♘d4 37.♘g3+ ♖xg3 38.fxg3 ♘xf5 39.♖h4+ ♘xh4 40.g4#.

1–0

Game 47
Huub Van Dongen
Eric Wijsman
Eindhoven 2005



On the one hand, Black is up a k night and pawn with three passed pawns! On the other hand, White has a great back rank mate threat, and has one of Black's rooks tied up along with his king. On the third hand, the white king is tied up tying up the black rook and king! He therefore can't allow the c4 rook to

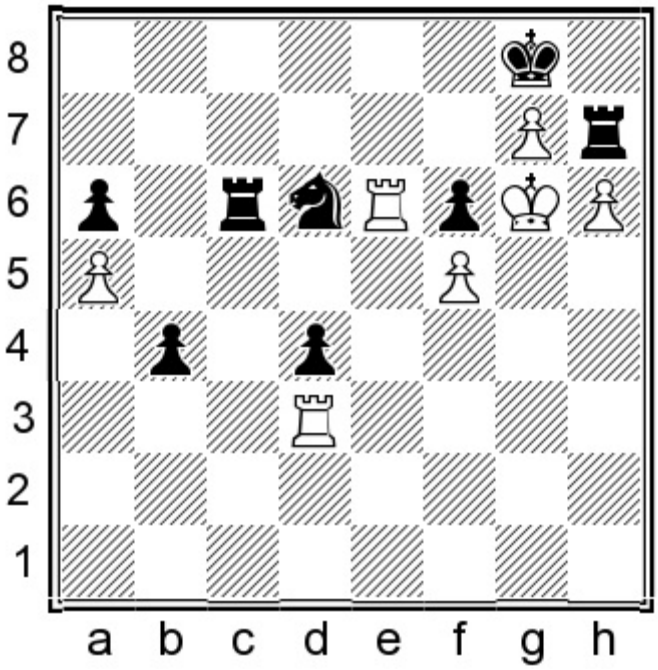
get to the g-file. There's also no simple way to get one of the white rooks to an open file — three passed pawns, remember? A weird position calls for a weird move:

74.♖dd3! ♘b5?

a) Black, in a state of absolute shock, failed to find the only drawing idea: 74...b3! 75.♖xd4 ♖xd4 76.♖xc3 ♖d8 77.♖xb3 Drawn. The white rook can't hoover up the black pawns because it needs to keep an eye on the black e4 pawn. The loose black rook can't go for the white pawns because it must defend against the back rank mate. Nothing else can reasonably move. The main line here is 77...♖e8 78.♖e3 ♖e7 79.♖b3 ♖e8=.;

b) Note that 74...♖c8?, was also losing after 75.♖xd4 ♖b8 76.♖xb4! ♖xb4 77.♖xc3 ♖b8 78.♖c6+–.

75.♖xe4 ♘d6 76.♖e6 ♖c6



77.♖xd4

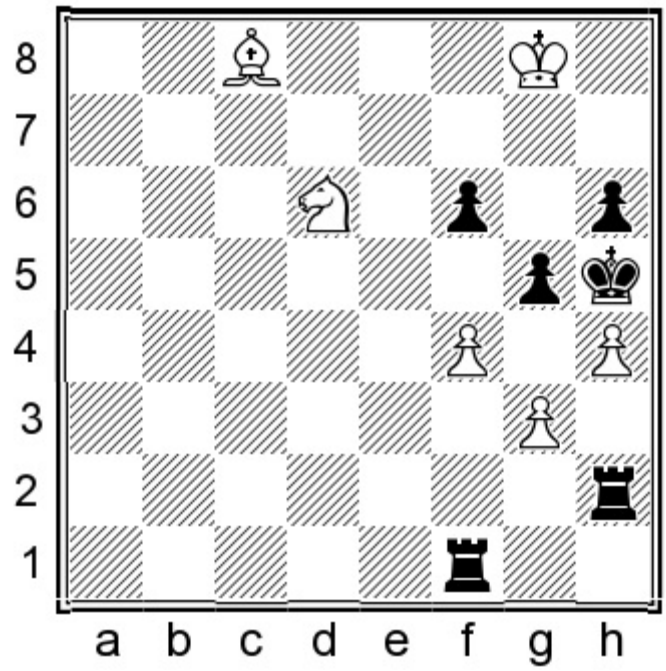
77.♖h3!, was even stronger, putting Black in zugzwang: 77...d3 (77...b3 78.♖xb3 ♖xh6+ 79.♔xh6 ♘xf5+ 80.♔g6+–) 78.♖he3 ♖xh6+ 79.♔xh6 ♘xf5+ 80.♔g6 ♖xe6 81.♖xe6 ♘xg7 82.♖e7+–.

77...♖xh6+ 78.♔xh6 ♘xf5+ 79.♔g6

Black pieces are under attack, while the back rank mate awaits...

1–0

Study 1
Genrikh Moiseevich Kasparian
Yerevan 1935



This is one of the most beautiful final positions I have ever seen.

1.♘e8!

1.♘f5? does not work: 1...♔g4 2.♘e3+ ♔f3 3.♘xf1 ♖f2 and the game is drawn.

1.♘e8! ♔g6 2.h5+!

Accurate, but not 2.♘g7? f5–+.

2...♖xh5

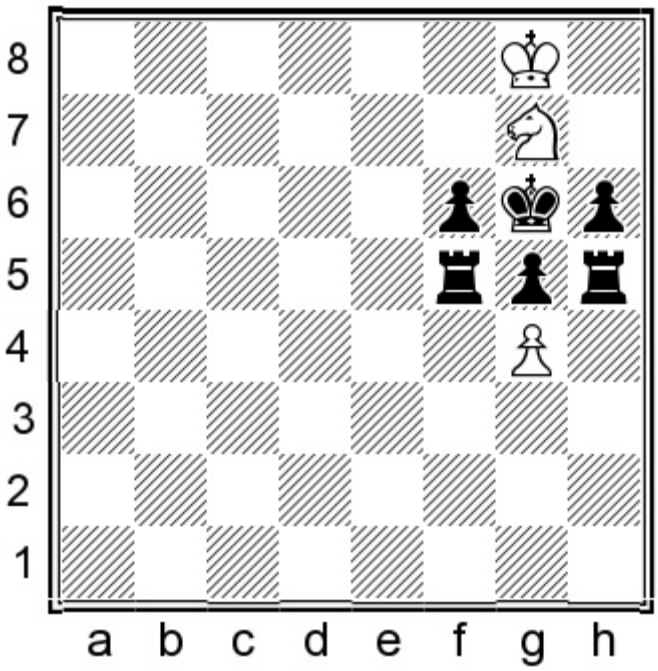
What else? If 2...♔xh5, then 3.♘g7+ ♔g6 4.♗f5#.

3.f5+! ♖xf5 4.g4 ♖e5 5.♗f5+!

Accurate again!

5.♘g7? f5 is a draw.

5...♖xf5 6.♘g7!



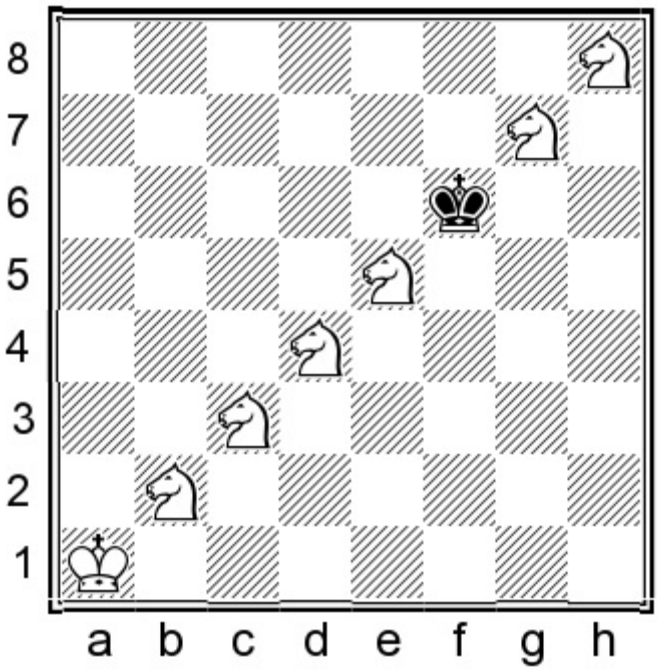
And White will mate with the pawn on the next move! One of the best examples of a boxed king, even if it was ‘constructed’!

1–0

The world of studies if full of ‘weird’ cases. Any thing is allowed and beauty is the main aim!

The following position is obviously a ‘knightmare’ and the black king is boxed by the cooperative power of six knights!

Study 2
Hugh Courtney
London 1981



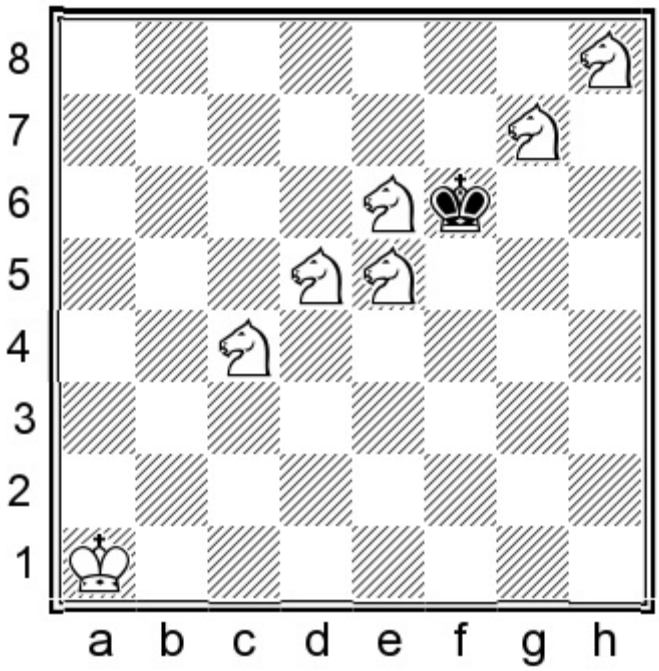
1.♘de6

1.♘df5 is an alternative solution: 1...♔xe5 (1...♔g5 2.♘bd3 ♔f6 3.♘e4#) 2.♘d3+ ♔f6 3.♘e4#.

1.♘de6 ♔e7

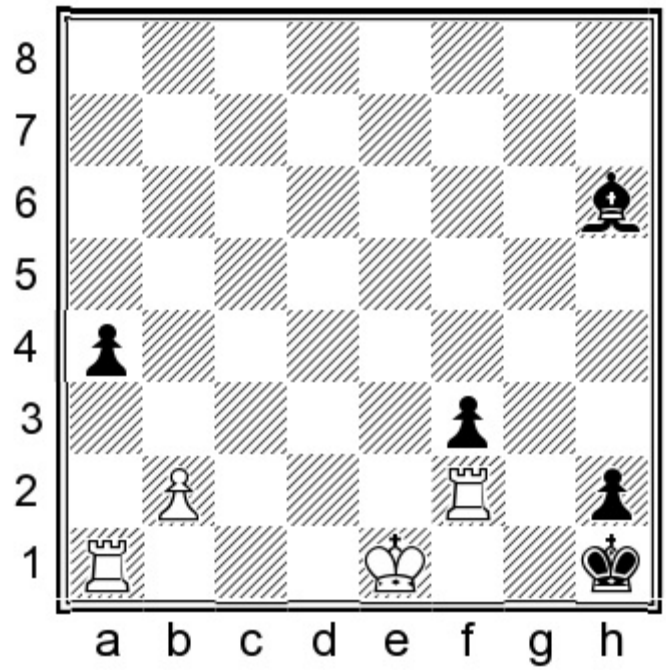
Or 1...♔xe5 2.♘c4+ ♔f6 3.♘d5#.

2.♘bc4 ♔f6 3.♘d5#



1–0

Study 3
W. Pauly
Schachzeitung 1920



1.♖d2

The original problem started with the text move, but it has a flaw, as White can mate a move earlier with 1.♔f1 ♗e3 2.♖xf3 a3 (2...♗a7 3.♖f2 ♗e3 4.♔e2+ ♗c1 5.♖xc1#) 3.♖xe3 axb2 4.♖ae1 b1=♕ 5.♔f2+ ♕xe1+ 6.♖xe1#.

1.♖d2 ♗e3 2.0-0-0+ ♗g1 3.♖f2 a3 4.♔d2 a2 5.♔e1 a1=♕ 6.♖xa1 ♗xf2+ 7.♔xf2#

1–0

An interesting subject in the world of problems & studies is the ‘Caterpillar Theme’ where doubled or tripled pawns move one after the other.

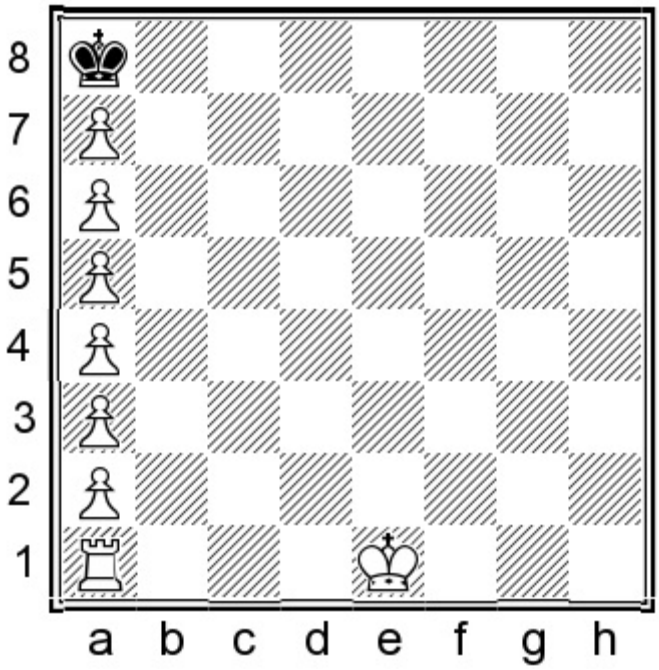
The American composer William A. Shinkman (1847–1933) is famous for composing the study in the next example, with sextupled pawns on the a-file.

Study 4
William Shinkman
Athens 1887

This is the famous W. Shinkman’s problem; White to play and mate in 8 moves (two solutions). However, before we get to it, we should note that a proof game was constructed by Bader Al-Hajiri from Kuwait, which goes as follows:

1.g4 e5 2.♘h3 ♗a3 3.bxa3 h5 4.♗b2 hxg4 5.♗c3 ♖h4 6.♗d4 exd4 7.♘c3 dxc3 8.dxc3 g3 9.♕d3 ♖b4 10.♘f4 g5 11.h4 f5 12.h5 d5 13.h6 ♗d7 14.h7 g2 15.h8=♗ g1=♖ 16.♗d4 ♗a4 17.♖h4 ♖g3 18.♗g2 gxf4 19.♗e3 fxe3 20.♗e4 fxe4 21.fxe3 exd3 22.exd3 c5 23.♖c4 dxc4 24.dxc4 b5 25.cxb4 ♕a5 26.cxb5 ♘a6 27.bxa5 0-0-0 28.bxa6 ♖d4 29.exd4 ♖b3 30.cxb3 ♘e7 31.bxa4 ♘d5 32.dxc5 ♘b6 33.cxb6 ♔b8 34.bxa7+ ♔a8

getting to the diagrammed position.



35.0-0-0

The second solution is ‘trivial ’: 35.♔d2 ♔xa7 36.♖e1 ♔xa6

[36...♔b8 37.♖e8+ ♔a7 (37...♔c7 38.a7 ♔c6 39.a8=♕+ ♔d6 40.♕d8+ ♔c6 41.♖e7 ♔c5 42.♖c7#) 38.♔c3 ♔xa6 39.♖e7 ♔xa5 40.♖e6 ♔xa4 41.♖e5 ♔xa3 42.♖a5#]

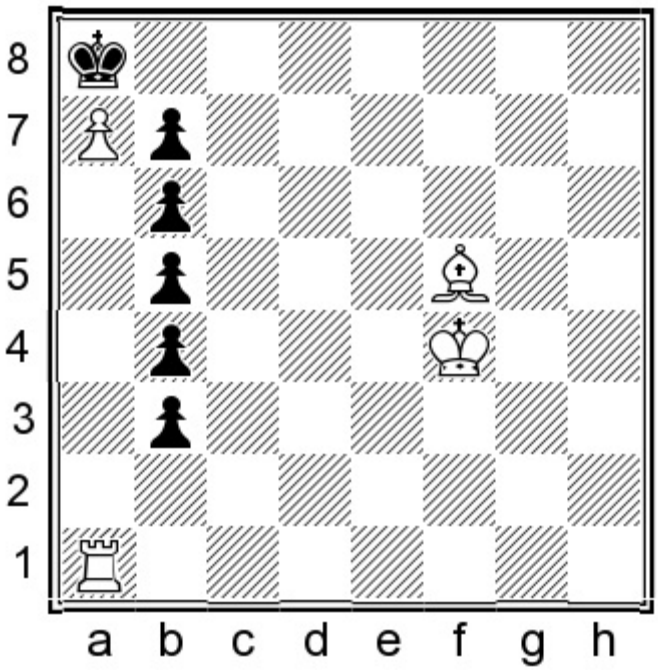
37.♖e7 ♔xa5 38.♖e6 ♔xa4 39.♖e5 ♔xa3 40.♔c3 ♔xa2 (40...♔a4 41.♖h5 ♔a3 42.♖a5#) 41.♖e1 ♔a3 42.♖a1#.

35...♔xa7 36.♖d8 ♔xa6 37.♖d7 ♔xa5 38.♖d6 ♔xa4 39.♖d5 ♔xa3 40.♖d4 ♔xa2 41.♖d3 ♔a1 42.♖a3#

1–0

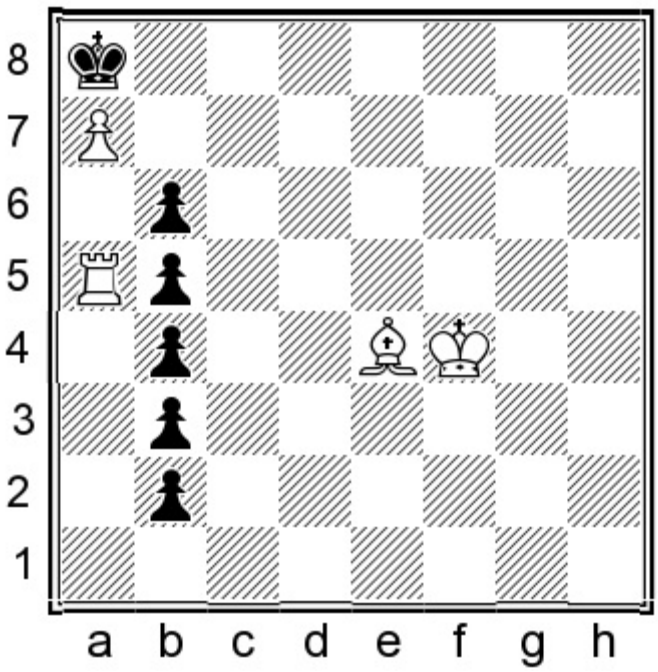
The next two studies are pretty good as well, following the ‘Caterpillar Theme’!

Study 5
Bridgewater,G.
Chess 1936



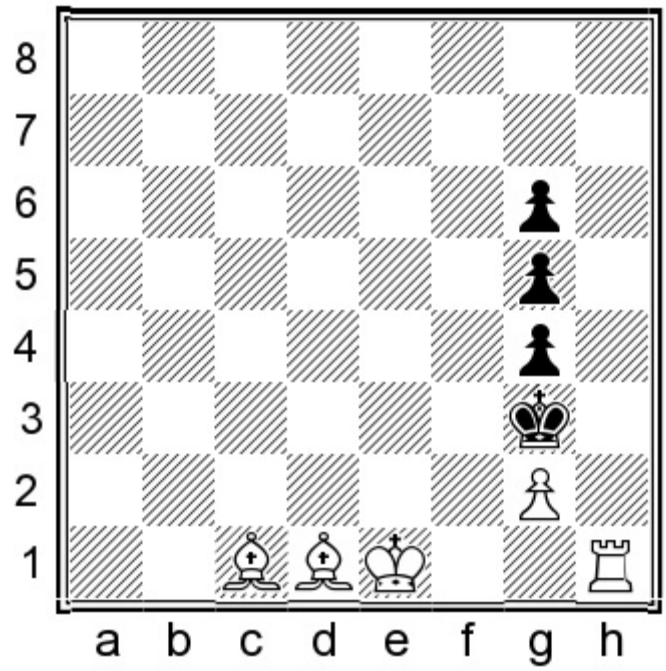
White must force all black pawns to move forward one square, opening the h1-a8 diagonal. Then his bishop will deliver the mate!

1.♗b1 b2 2.♖a2 b3 3.♖a3 b4 4.♖a4 b5 5.♖a5 b6 6.♗e4#



1–0

Study 6
G. F. Anderson
Westminster 1917



Something unusual happens here; yes, castling is still possible!

1.0-0! ♔h4 2.♔f2 g3+ 3.♔e1 g4 4.♖h1#

All white pieces are back where they started, but Black is mate!

1–0

CONCLUSION

A boxed king is something to be avoided. It is dangerous and creates unnecessary headaches!

THE KING HUNT

There is nothing more exciting in chess than going all-in for a king hunt. Everyone loves to hunt the opposing king, but how do you make these attacks successful?

First of all, we have to admit that we play chess for two main reasons: to have fun and to get better.

Modern chess is all about stubborn defence and precise calculation, and such lopsided displays of attacking mastery are exceedingly rare. This is not to say, however, that brilliant king hunts are just a thing of the past.

By virtue of their sacrificial nature, king hunts demand mental composure and ultra-precise calculation. The slightest misstep will nullify hours of hard work, leaving the defending side with a decisive material advantage.

'To me, the term king hunt invariably conjures up an image of a bygone era, when chess was played over coffee and cigars at the Café de la Régence. With defensive tenacity largely considered a hindrance to the game's beauty, spectacular combinations and sacrificial king hunts abounded — GM Daniel Naroditsky'.

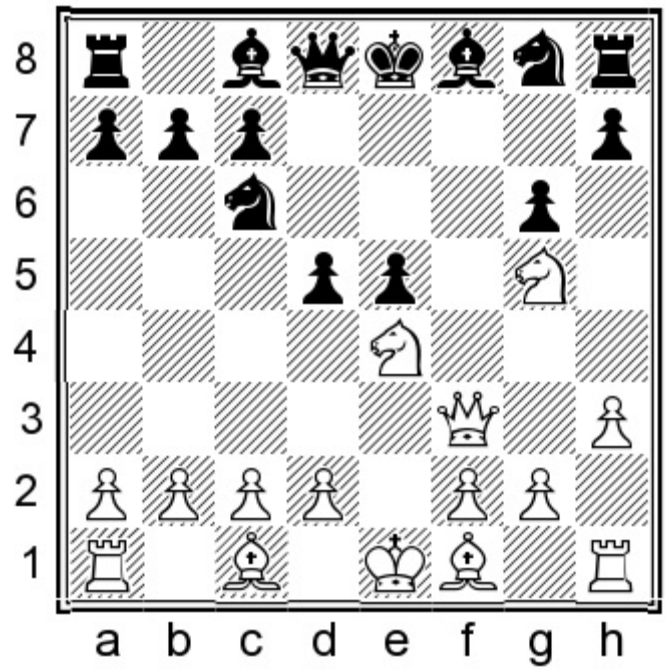
Of course, the king hunt is a result of a clear oversight or simply a blunder, of which the opponent takes ad vantage. Regardless, as in any sport, winning is the result of a mistake and the ensuing exploitation of it!

It's time to cut out the funny business, quit over-thinking, and go mate your opponent. There's no better way to claim a quick victory than an efficient, well-executed attack. You need to have a sharp tactical eye and a will to go all-in!

In previous centuries, the king hunt was more 'light' and more spectacular, as defence was in low gear... Even Napoleon Bonaparte executed a nice king hunt, before being the hunted king himself...

Game 48
Bonaparte Napoleon
Madame de Remusat
Rueil-Malmaison 1804

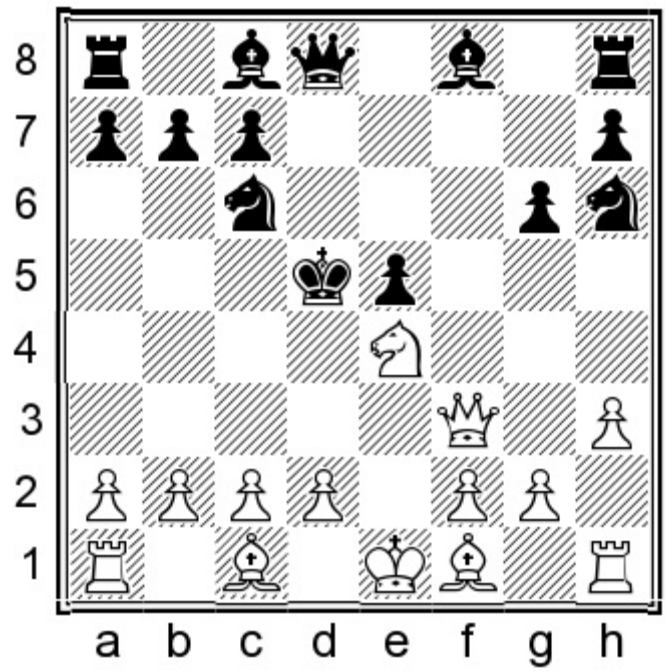
1.♘c3 e5 2.♘f3 d6 3.e4 f5 4.h3 fxe4 5.♘xe4 ♘c6 6.♘fg5 d5 7.♕h5+ g6 8.♕f3



8...♘h6?

A blunder, allowing a nice king hunt. After 8...♗f5, White would be busted...

9.♘f6+ ♔e7 10.♘xd5+ ♔d6 11.♘e4+! ♔xd5



12.♗c4+! ♔xc4 13.♕b3+ ♔d4 14.♕d3#

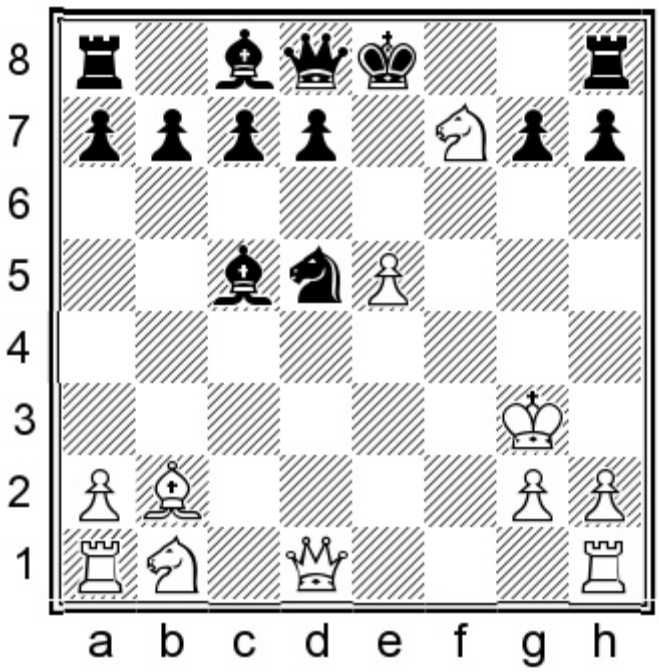
1–0

Game 49

Alexander Hoffman
Alexander Petrov
Warsaw 1844

1.e4 e5 2.♘f3 ♘c6 3.♗c4 ♗c5 4.c3 ♘f6 5.d4 exd4 6.e5 ♘e4 7.♗d5 ♘xf2 8.♔xf2 dxc3+ 9.♔g3 cxb2 10.♗xb2 ♘e7 11.♘g5 ♘xd5 12.♘xf7

It looks like White doesn't stand too badly — suddenly, something completely unexpected happened!

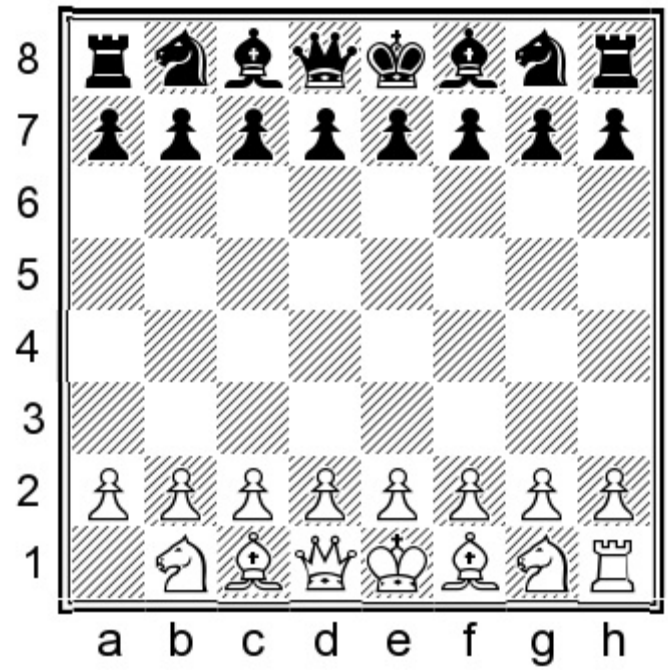


12...0-0! 13.♘xd8

White loses after 13.♕xd5 ♖xf7 14.♕xc5 ♕g5+–+, but the text also leads to mate!

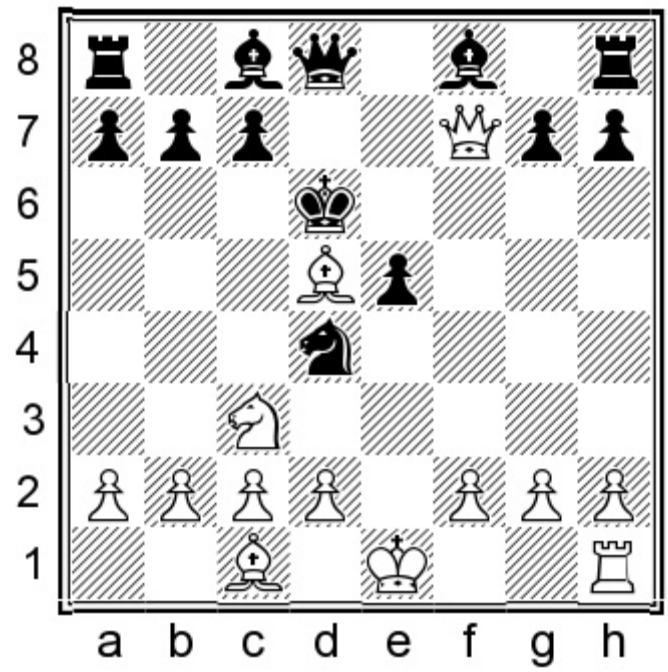
13...♗f2+ 14.♔h3 d6+ 15.e6 ♘f4+ 16.♔g4 ♘xe6! 17.♘xe6 ♗xe6+ 18.♔g5 ♖f5+ 19.♔g4 h5+ 20.♔h3 ♖f3# 0–1

Game 50
Paul Morphy
Alonzo Morphy
New Orleans 1850



(Game of odds — Remove the a1rook)

1.e4 e5 2.♘f3 ♘c6 3.♗c4 ♘f6 4.♘g5 d5 5.exd5 ♘xd5 6.♘xf7 ♔xf7 7.♕f3+ ♔e6 8.♘c3 ♘d4 9.♗xd5+ ♔d6 10.♕f7



10...♗e6?

White has given rook odds, so after 10...♕e7, he should be losing...

11.♗xe6 ♘xe6 12.♘e4+ ♔d5?

12...♔c6 13.♕xe6+ ♗d6 14.0-0±

13.c4+! ♔xe4

13...♔xc4 14.♕xe6+ ♔b5 15.a4+ ♔a5 16.♕xe5+ c5 17.b4+ ♔a6 18.d4+–

14.♕xe6 ♕d4

14...♔d3 15.♕g4 e4 16.b3 and Black will not last long.

15.♕g4+ ♔d3 16.♕e2+ ♔c2 17.d3+ ♔xc1

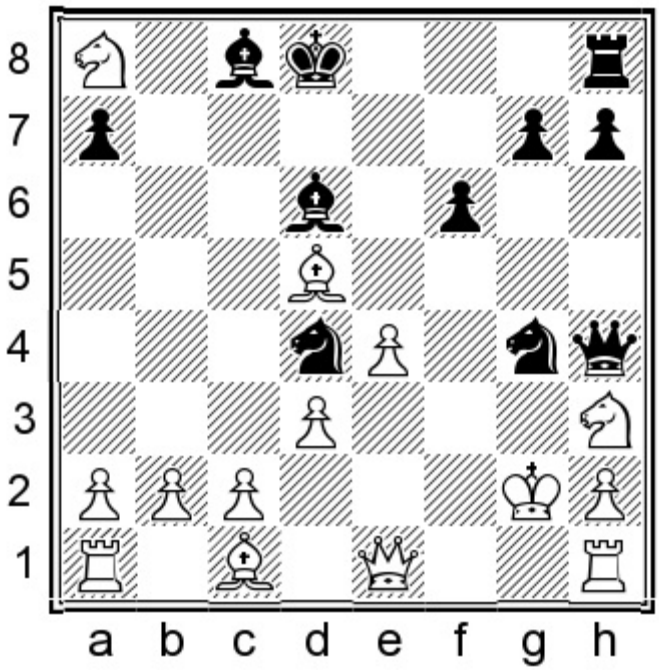
17...♔b1 18.0-0 ♗c5 19.♗e3+ ♔xa2 20.♗xd4 ♗xd4 21.♕c2 b5 22.b4+ ♔a3 23.♖b1 bxc4 24.dxc4+–

18.0-0#!

1–0

Game 51
John William Schulten
Lionel Adalbert Bagration Fel
Paris 1850

1.e4 e5 2.f4 exf4 3.♗c4 ♕h4+ 4.♔f1 b5 5.♗xb5 ♘f6 6.♘c3 ♘g4 7.♘h3 ♘c6 8.♘d5 ♘d4 9.♘xc7+ ♔d8 10.♘xa8 f3 11.d3 f6 12.♗c4 d5 13.♗xd5 ♗d6 14.♕e1 fxg2+ 15.♔xg2

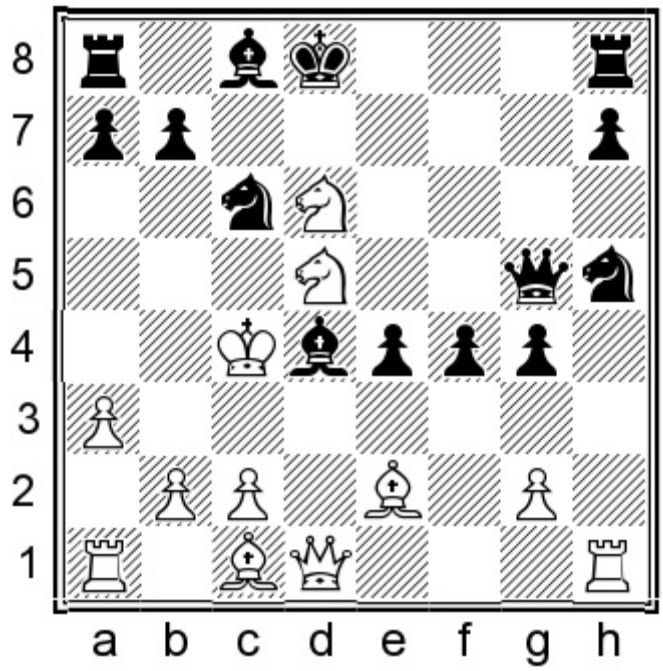


15...♕xh3+! 16.♔xh3 ♘e3+ 17.♔h4 ♘f3+ 18.♔h5 ♗g4#

0–1

Game 52
Josef Matschego
Ernst Karl Falkbeer
Vienna 1853

1.e4 e5 2.f4 exf4 3.♘f3 g5 4.h4 g4 5.♘e5 ♘f6 6.♘c3 d6 7.♘c4 ♗e7 8.d4 ♘h5 9.♗e2 ♗xh4+ 10.♔d2 ♕g5 11.♔d3 ♘c6 12.a3 ♗f2 13.♘d5 ♗xd4 14.♘xc7+ ♔d8 15.♘d5 f5 16.♘xd6 fxe4+ 17.♔c4



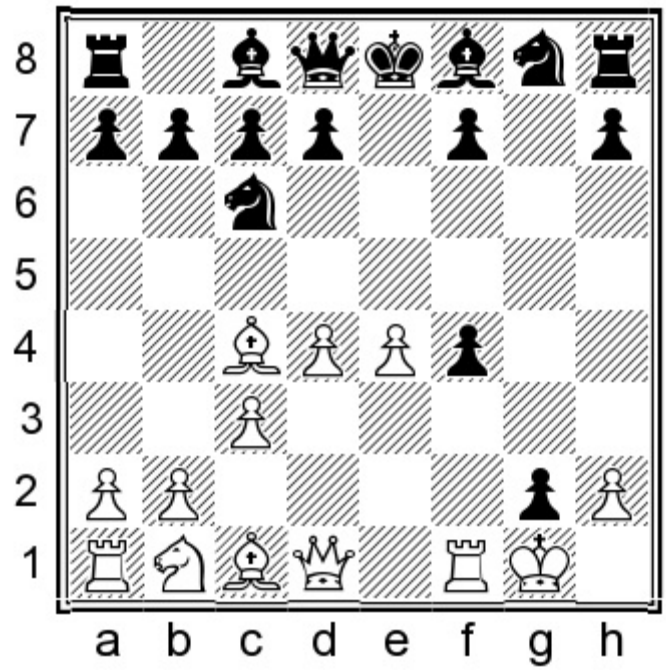
17...♕xd5+! 18.♔xd5 ♘f6+ 19.♔c4 ♗e6+ 20.♔b5 a6+ 21.♔a4 b5+ 22.♘xb5 axb5+ 23.♔xb5 ♖a5+ 24.♔xc6 ♗d5+ 25.♔d6 ♘e8#

0–1

In 1860 the 1st FIDE World Champion played a match with Lang in Vienna. It seemed that Lang was eager to be hunted...

Game 53
Wilhelm Steinitz
Lang
Vienna 1860

1.e4 e5 2.f4 exf4 3.♘f3 g5 4.♗c4 ♘c6 5.d4 g4 6.c3 gxf3 7.0-0 fxg2



8.♗xf7+ ♔xf7 9.♕h5+ ♔e7?

It seems that after 9...♔g7, Black is OK.

10.♖xf4 ♘h6 11.♖xf8 ♕xf8 12.♗g5+ ♔e6

12...♔d6 13.♘a3+–

13.d5+ ♔d6 14.♘d2

14.♘a3!+–

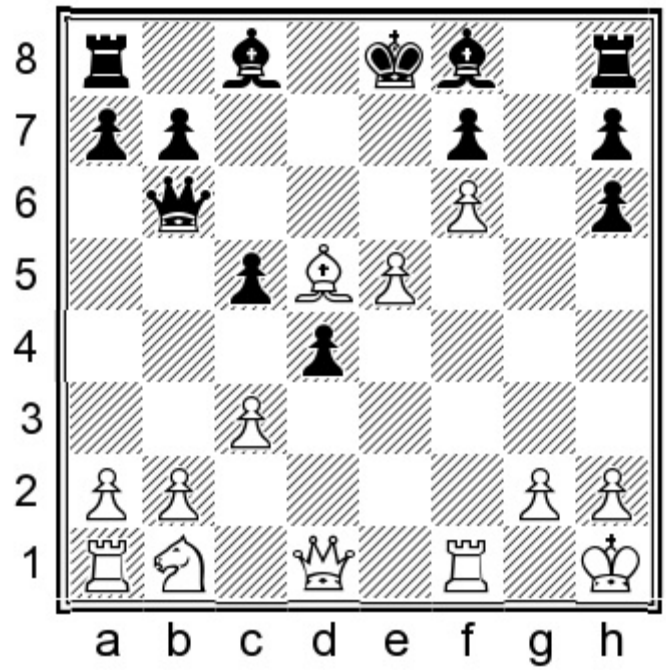
14...♔c5?

14...♘e5 15.♗xh6 ♕f6 16.♗g5 ♕f8 17.♕h4±

15.♗e3+ ♔b5 16.♕e2+ ♔a5 17.♘b3+ ♔a4 18.♕c4+ ♘b4 19.♘c5+

1–0

Game 54
Wilhelm Steinitz
Lang
Vienna 1860



15.♗xf7+! ♔xf7 16.♕h5+ ♔e6

16...♔g8 17.♖f3+–

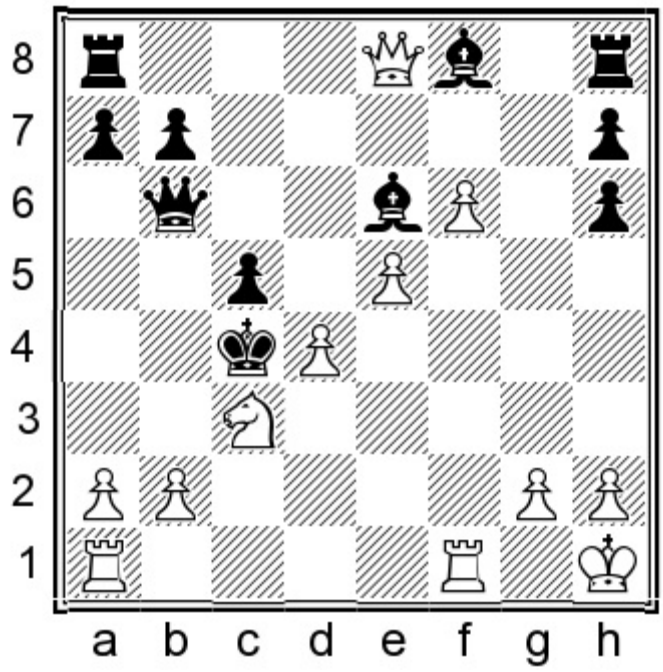
17.♕e8+ ♔d5 18.cxd4?!

18.c4+! ♔xc4 19.b3+ ♔d3 20.♕h5 ♕c6 21.e6 ♗d6 22.♕f5+ ♔e2 23.♕g4+ ♔d3 24.♖d1+ ♔e3 25.♖e1+ ♔d3 26.♕d1#

18...♗e6?!

18...cxd4 19.♘d2 ♗e6 20.♕h5+–

19.♘c3+ ♔c4

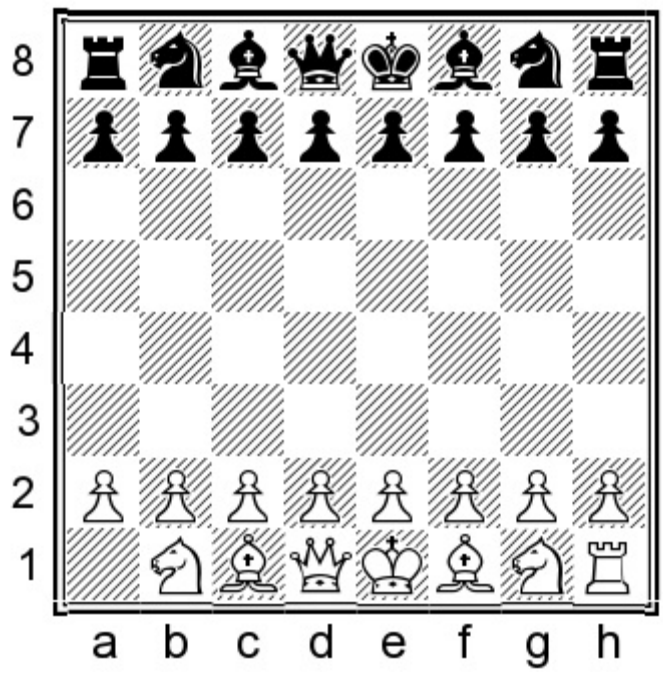


20.d5! ♖xe8 21.♖f4+ ♔d3 22.♖d1+ ♔c2 23.♖f2#

1–0

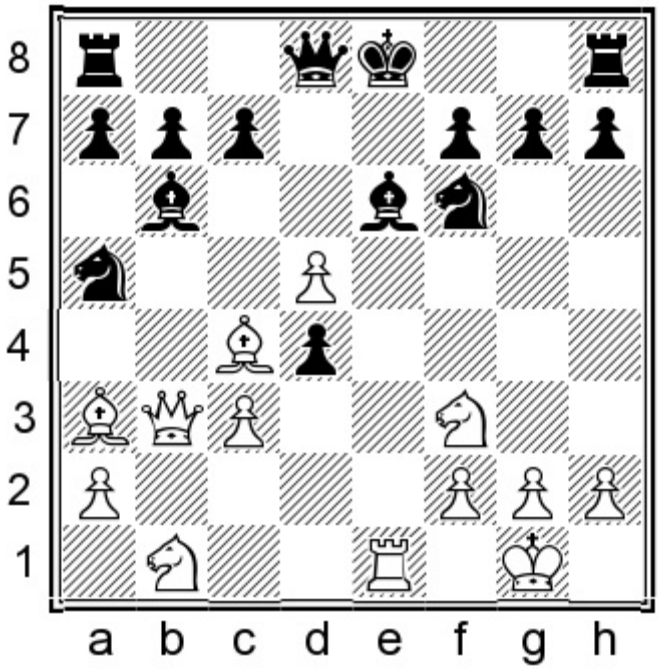
It seemed that W. Steinitz was an expert in hunting — in his next game, his opponent wasn't Lang, but that made no difference.

Game 55
Wilhelm Steinitz
Rock
London 1863



(Game of odds — Remove the a1–rook)

1.e4 e5 2.♘f3 ♘c6 3.♗c4 ♗c5 4.b4 ♗xb4 5.c3 ♗a5 6.d4 exd4 7.0-0 ♘f6 8.♗a3 ♗b6 9.♕b3 d5 10.exd5 ♘a5 11.♖e1+ ♗e6



12.dxe6! ♘xb3?

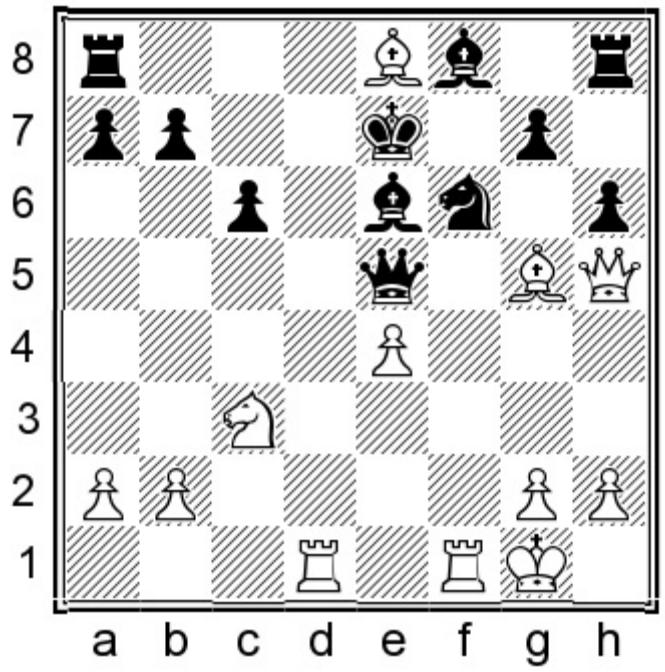
Greedy! Correct was 12...♘xc4! 13.exf7+ ♔xf7∞. Now, the hunting starts!

13.exf7+ ♔d7 14.♗e6+ ♔c6 15.♘e5+ ♔b5 16.♗c4+ ♔a5 17.♗b4+ ♔a4 18.axb3#

1–0

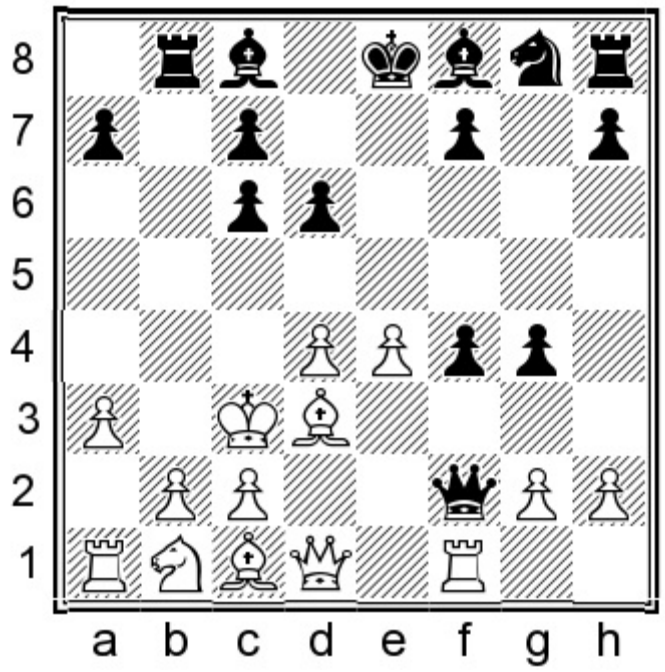
Old masters had a sharp-eye for tactics, even though the following game was part of a blindfold simultaneous! Well, the Black player saw nothing at all, while the White one was all-in!

Game 56
Joseph Henry Blackburne
NN
Kidderminster 1863



16.♖xf6! gxf6 17.♖d7+! ♗xd7 18.♕f7+ ♔d6 19.♕xd7+ ♔c5 20.♗e3+ ♔b4 21.♕xb7+ ♔a5 22.b4+! ♗xb4 23.♗b6+ axb6 24.♕xa8# 1–0

Game 57
D. J. Thompson
George Henry Mackenzie
England 1868



11...♕xd4+!

Another easy case where a queen sacrifice is involved!

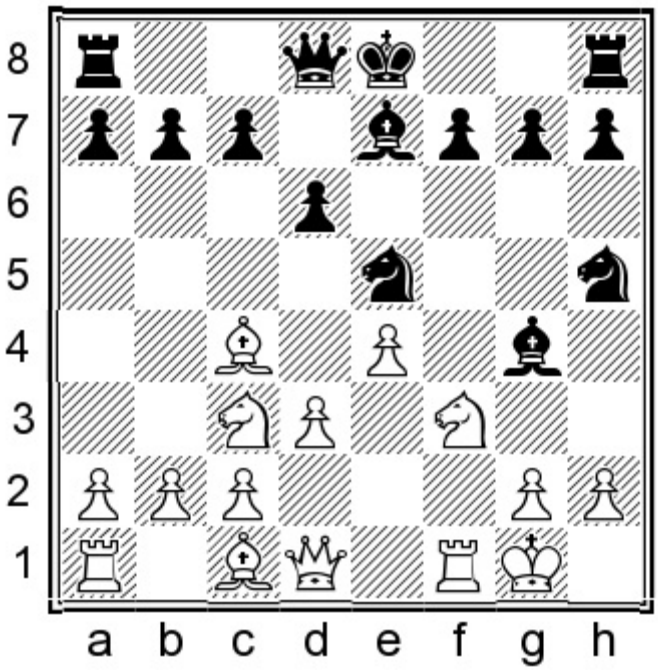
12.♔xd4

12.♔d2 ♕e3+ 13.♔c3 ♗g7+ 14.e5 ♗xe5+ 15.♔c4 ♗e6#

12...♗g7+ 13.e5 ♗xe5+ 14.♔e4 ♘f6#

0–1

Game 58
Johannes Hermann Zukertort
NN
Leipzig 1877



The Black player was quite weak, and rightly unknown!

9.♘xe5! ♗xd1 10.♗xf7+ ♔f8 11.♗xh5+ ♗f6 12.♖xf6+! gxf6

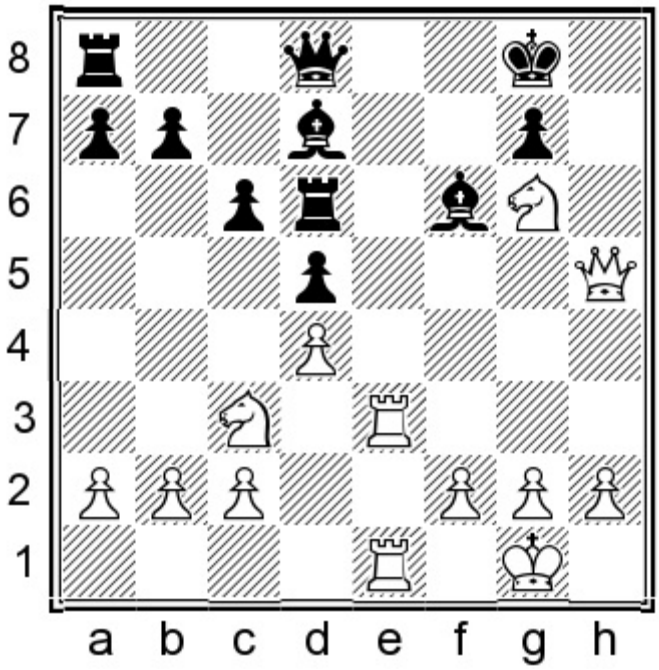
12...♕xf6 13.♘d7+ ♔e7 14.♘xf6+–

13.♗h6+ ♔e7 14.♘d5+ ♔e6 15.♗f7+ ♔xe5 16.c3!

And 17.♗f4 mates!

1–0

Game 59
Joseph Henry Blackburne
Ford



White is winning anyway, but there is no harm in making it look great if you have calculated precisely!

19.♖e7! ♗xe7 20.♕h8+ ♔f7 21.♘e5+ ♔e6 22.♕h3+ ♔f6 23.♕h4+ g5

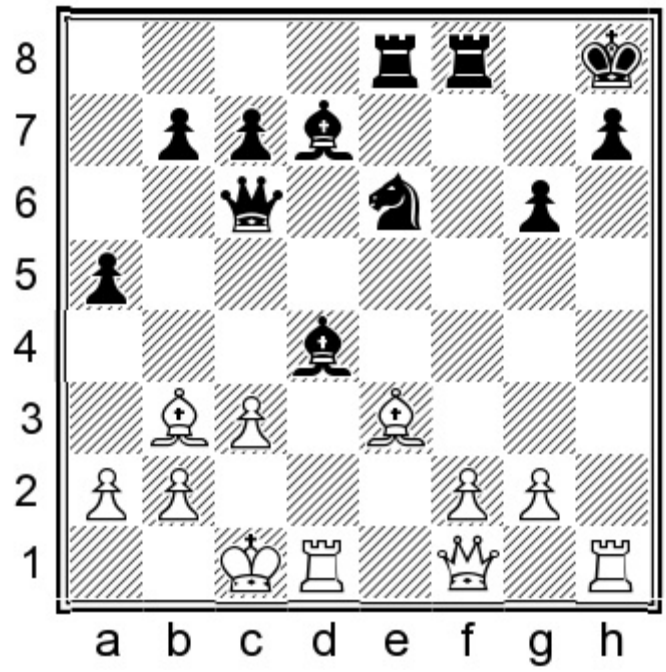
23...♔e6 24.♕g4+ ♔f6 25.♕g6#

24.♕h6+ ♔f5 25.g4+ ♔f4 26.♖e4+! dxe4 27.♘e2#

1–0

In the following game, W. Stenitz' opponent was his great rival, M. Chigorin. Still, a brutal king hunt was on the cards!

Game 60
Wilhelm Steinitz
Mikhail Chigorin
Havana 1892



23.♖xd4! ♘xd4? 24.♖xh7+! ♔xh7 25.♕h1+ ♔g7 26.♗h6+ ♔f6 27.♕h4+ ♔e5 28.♕xd4+

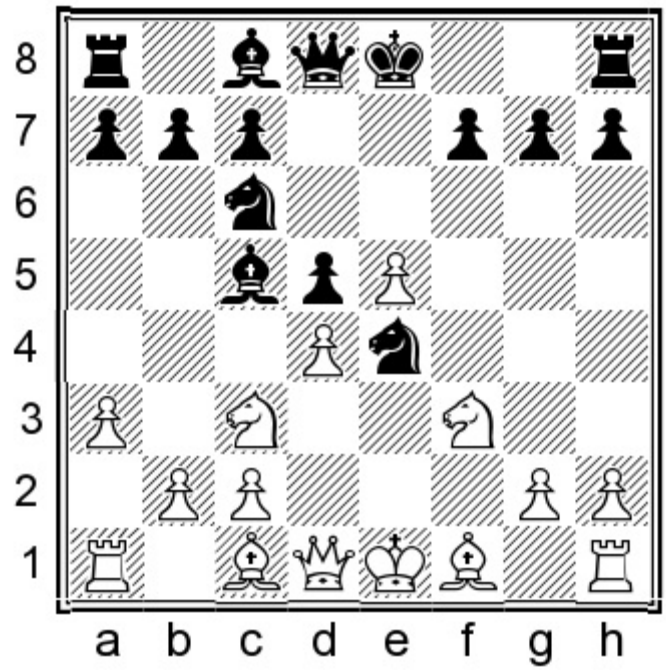
28.♕xd4+ ♔f5 29.g4# (or 29.♕f4#).

1–0

Do not lose tempos, especially in the opening. An old saying that is perfectly illustrated in the following game:

Game 61
George Henry Mackenzie
Frank Hollins
London 1893

1.e4 e5 2.♘c3 ♘f6 3.f4 d5 4.fxe5 ♘xe4 5.♘f3 ♘c6 6.a3 ♗c5 7.d4



7...♘xd4! 8.♘xd4 ♕h4+ 9.g3

9.♔e2 ♕f2+ 10.♔d3 ♕xd4+ 11.♔e2 ♗g4+ 12.♔e1 ♕f2#

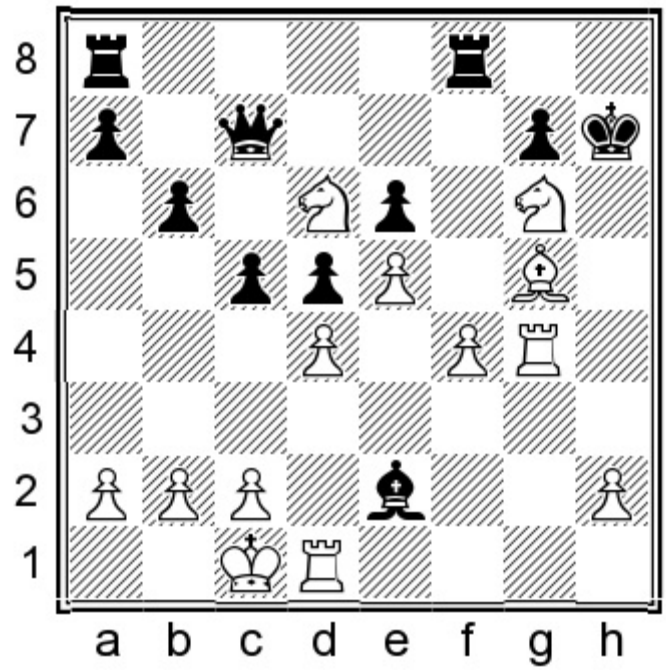
9...♘xg3 10.♘f3?!

10.hxg3 ♕xg3+ 11.♔d2 ♗xd4 12.♘xd5 ♗g4 13.♗e2 ♖d8 14.♗xg4 ♖xd5–+

10...♗f2+! 11.♔xf2 ♘e4+ 12.♔e3 ♕f2+ 13.♔f4 g5#

0–1

Game 62
Emanuel Lasker
William Gooding
Cheltenham 1908



A simul game by the 2 Champion. FIDE World

23.♖h4+! ♔xg6 24.♖g1!

A lethal move — Black has no defence...

24...♕xd6 25.♗f6+ ♔f5 26.♖g5+ ♔e4 27.f5+! ♔f3?!

27...♔e3 28.♖g3+ ♗f3 29.♗g5+ ♔e2 30.exd6+–

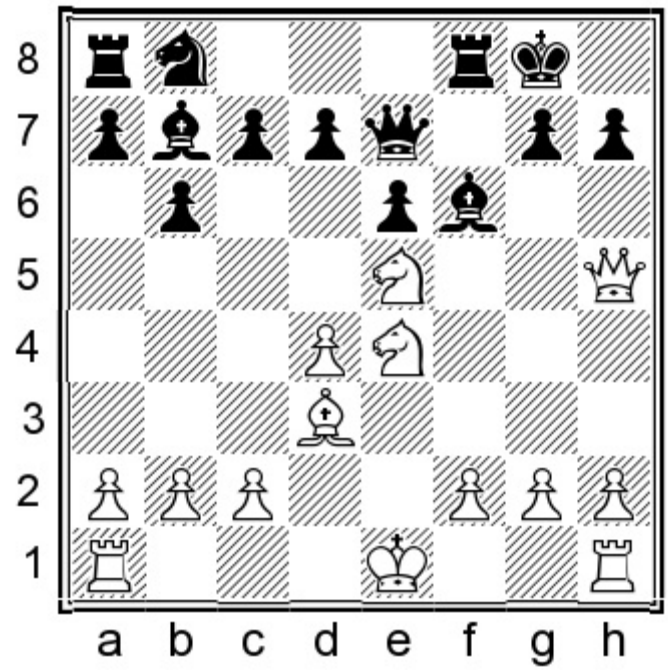
28.♖g3+ ♔f2 29.♖f4+ ♔e1 30.♗h4! ♗f1 31.♖e3#

1–0

Next up comes a very famous game, which has been published in numerous magazines and books. The theme is easy to understand and is also quite impressive; what more could you ask for?

Game 63
Edward Lasker
George Alan Thomas
London 1912

1.d4 e6 2.♘f3 f5 3.♘c3 ♘f6 4.♗g5 ♗e7 5.♗xf6 ♗xf6 6.e4 fxe4 7.♘xe4 b6 8.♘e5 0-0 9.♗d3 ♗b7 10.♕h5 ♕e7



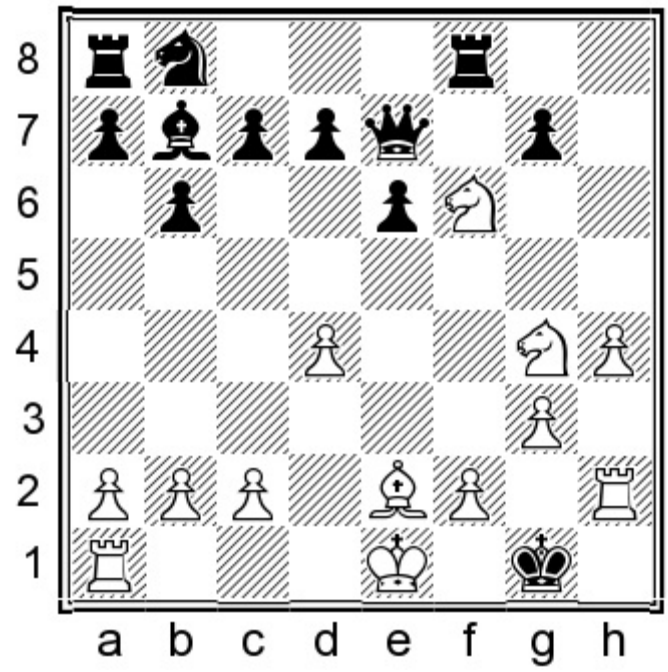
11.♕xh7+! ♔xh7 12.♘xf6+ ♔h6

12...♔h8 13.♘g6#

13.♘eg4+ ♔g5 14.h4+ ♔f4 15.g3+ ♔f3 16.♗e2+

16.0-0 gxf6 17.♘h2#

16...♔g2 17.♖h2+ ♔g1



18.♔d2#

Or 18.0-0-0#.

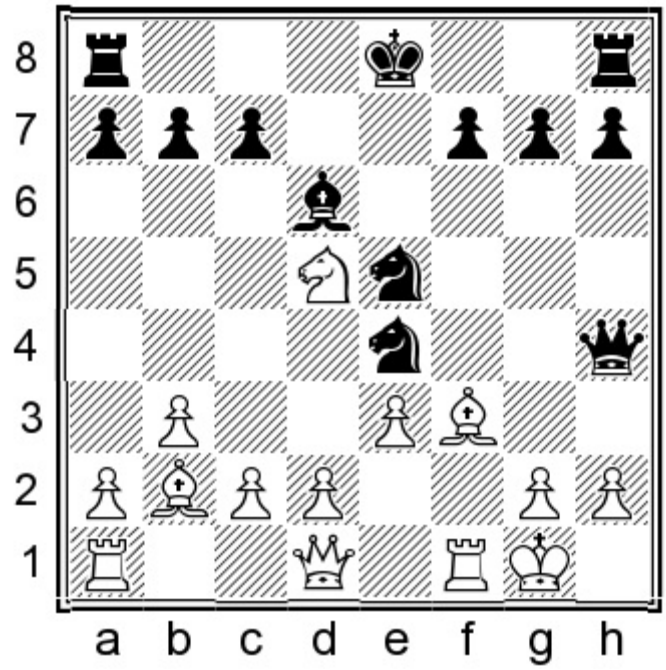
1–0

An impressive game, but still rather ‘easy’ as there was just one forced line and this made the calculation far easier.

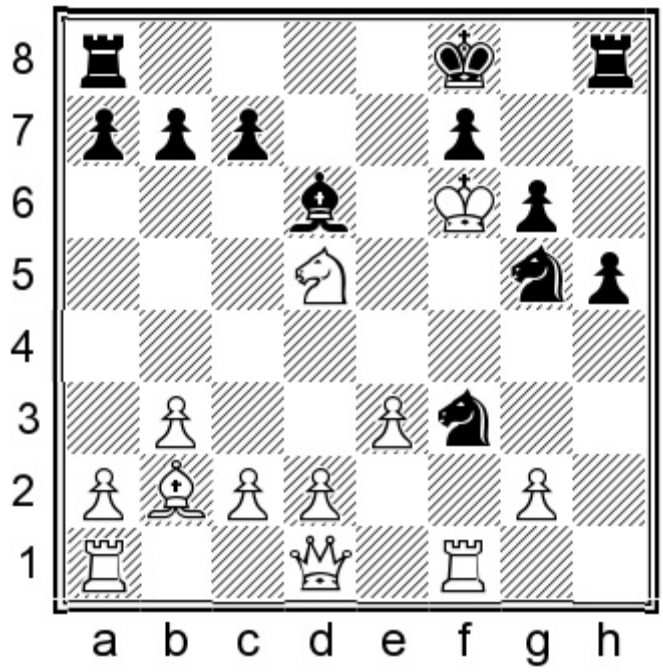
Its twin sister game (a queen sac) went as follows:

Game 64
NN
Robert Crepeaux
Nice 1923

1.f4 d5 2.♘f3 ♘c6 3.e3 ♗g4 4.b3 e5 5.fxe5 ♘xe5 6.♗e2 ♗xf3 7.♗xf3 ♘f6 8.♗b2 ♗d6 9.0-0 ♘e4 10.♘c3 ♕h4 11.♘xd5



11...♕xh2+! 12.♔xh2 ♘xf3+ 13.♔h3 ♘eg5+ 14.♔g4 h5+ 15.♔f5 g6+ 16.♔f6 ♔f8



Mate with 17...♘h7 follows.

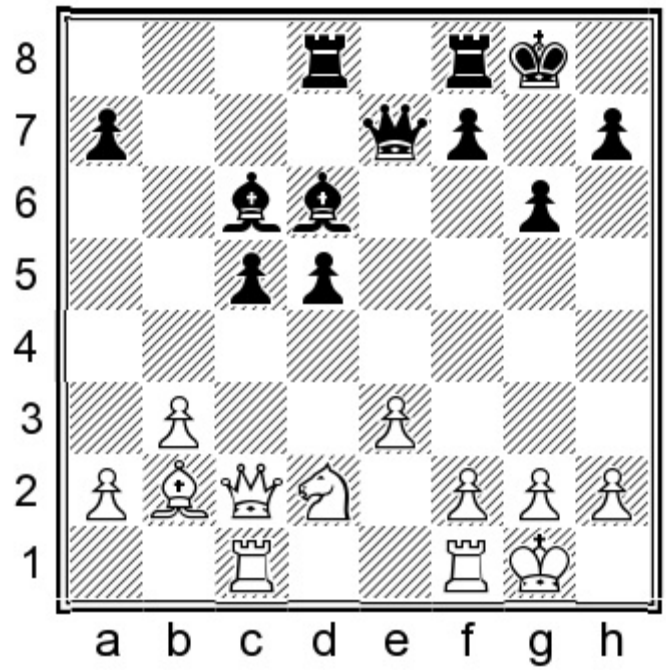
A quite unknown game compared to the previous one!

0–1

A top-game of the early 19th century follows. Though this game is more famous for the ‘Lasker Sacrifice’ (double-bishop sac), than for the king hunt.

Quite understandable, as in this era there were far more king hunts than ‘simple’ double-bishop sacs!

Game 65
Aron Nimzowitsch
Siegbert Tarrasch
St Petersburg 1914



18...d4! 19.exd4 ♗xh2+! 20.♔xh2 ♕h4+ 21.♔g1 ♗xg2! 22.f3

White's best defensive try. After 22.♔xg2 ♕g4+ 23.♔h1 ♖d5 24.♕xc5 ♖h5+ 25.♕xh5 ♕xh5+ 26.♔g2 ♕g5+ Black wins easily.

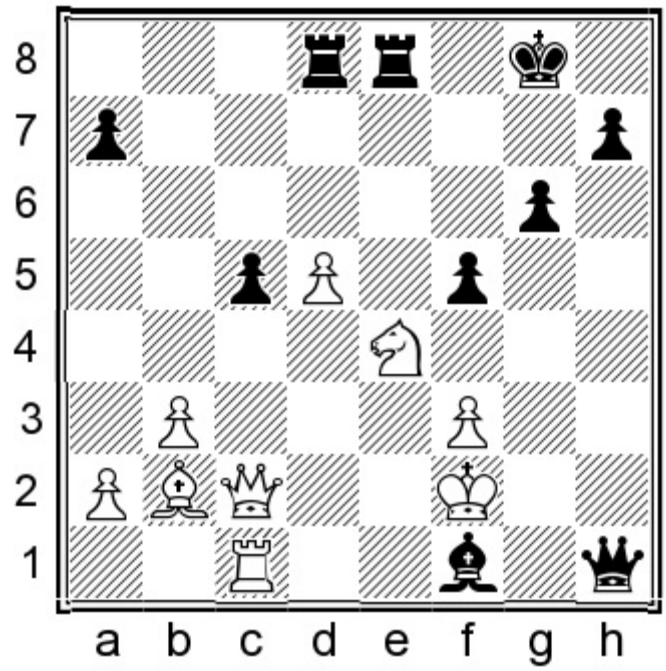
22...♖fe8!

A strong move, threatening 23...♖e2.

23.♘e4

23.♕d3 leads to mate: 23...♕g3 24.♘e4 ♖xe4 25.fxe4 ♗f3#.

23...♕h1+ 24.♔f2 ♗xf1 25.d5 f5!



Black proceeds with great accuracy, meeting White's 'threats' on the long a1–h8 diagonal.

26.♕c3 ♕g2+ 27.♔e3 ♖xe4+ 28.fxe4 f4+

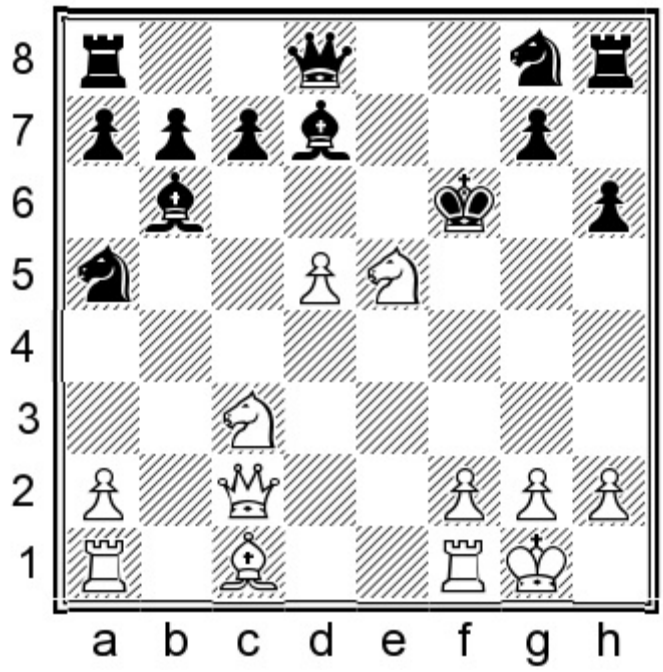
Or 28...♕g3+ 29.♔d2 ♕f2+ 30.♔d1 ♕e2#.

29.♔xf4 ♖f8+ 30.♔e5 ♕h2+ 31.♔e6 ♖e8+ 32.♔d7 ♗b5#

0–1

In the next two games, the hunted king was 'lucky' enough to capture a central knight, but the result wasn't in his favour...

Game 66
Geza Janny
Ion Gudju
Bucharest 1920



17.♕g6+! ♔xe5 18.♖e1+ ♔d4 19.♕e4+ ♔xc3 20.♗b2+ ♔xb2

The black king has devoured every white piece on the long diagonal, but...

21.♖e2+ ♔xa1

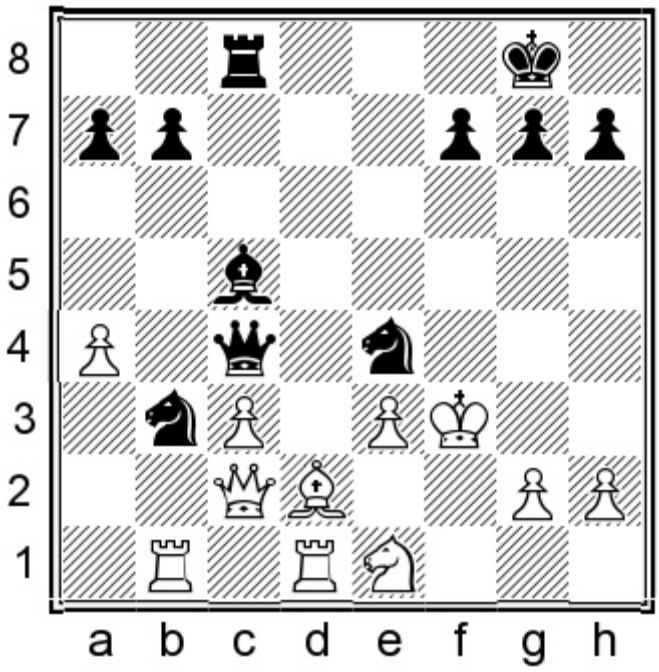
21...♔a3 22.♕d3+ ♔b4 23.♖e4+ ♗d4 24.♖b1+ ♘b3 25.♕xb3+ ♔c5 26.♕b4+ ♔xd5 27.♕xd4+ ♔c6 28.♕c4+ ♔d6 29.♖d1#

22.♕c2

22.♕e5+ ♗d4 23.♕xd4+ ♔b1 24.♕d1#

1–0

Game 67
Geza Fuster
Laszlo Szabo
Budapest 1934



24...♕f1+! 25.♔xe4 ♖e8+ 26.♔d5 ♖d8+ 27.♔e4 f5+ 28.♔e5 ♗d6+ 29.♔d5 ♗c7+

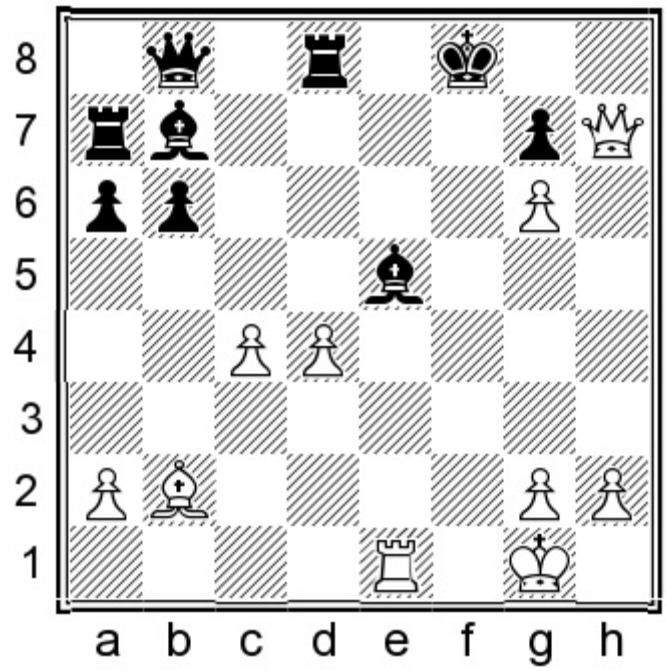
29...♗c7+ 30.♔e6 ♕a6+ 31.♔xf5 ♕g6#

0–1

The Soviets' world superiority was based on sound ideas and precise calculation. Though king hunts can occur even in the best families (!), it is quite rare to see strong Soviet masters fall for it.

Well, blunders are for everyone — nobody is exempt from their off-days, where nothing goes as planned...

Game 68
Mikhail Botvinnik
Vitaly Chekhover
Moscow 1935

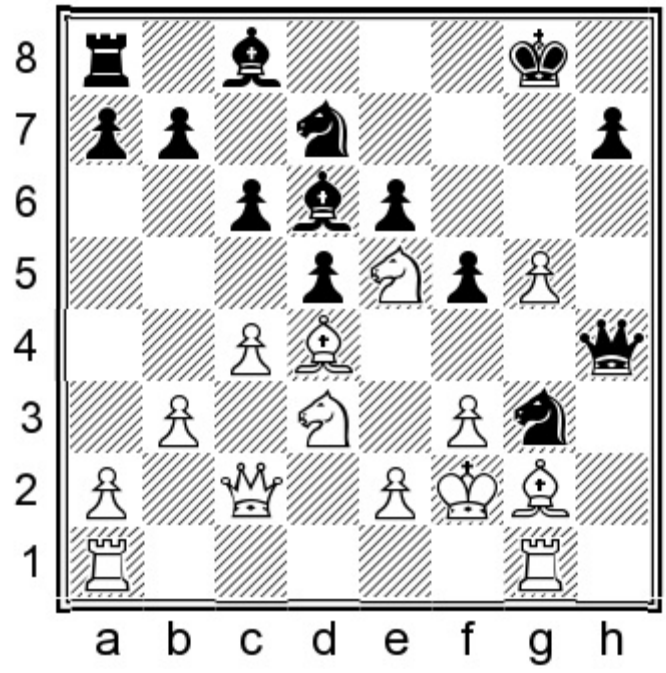


An easy hunt ensued:

35.♕h8+ ♔e7 36.♕xg7+ ♔d6 37.♕xe5+ ♔d7 38.♕f5+ ♔c6 39.d5+ ♔c5 40.♗a3+ ♔xc4 41.♕e4+ ♔c3 42.♗b4+ ♔b2 43.♕b1#

1–0

Game 69
Alexander Kotov
Igor Bondarevsky
Leningrad 1936



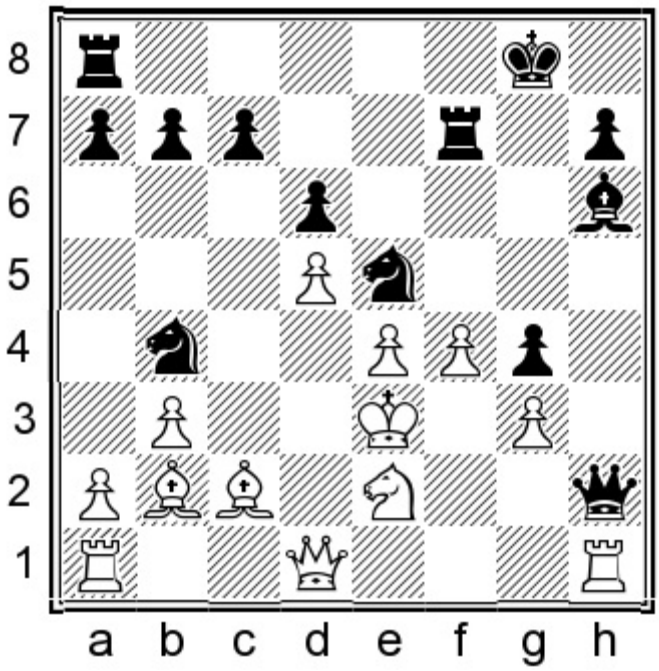
22...♘e4+ 23.♔e3?

Too optimistic! White had to opt for 23.♔f1 ♘g3+ 24.♔f2 ♕xd4+ 25.e3 (25.♔xg3 ♘xe5 26.♔h3 ♘g6–+) 25...♕h4 26.♘xd7 ♗xd7∓ and pray...

23...f4+! 24.♘xf4 ♕f2+ 25.♔d3 ♕xd4+! 26.♔xd4 ♗c5+ 27.♔d3 ♘xe5#

0–1

Game 70
Lev Polugaevsky
Rashid Nezhmetdinov
Sochi 1958



24...♖xf4!

A bolt from the blue!

25.♖xh2

25.gxf4 ♗xf4+ 26.♘xf4 ♘xc2+–+

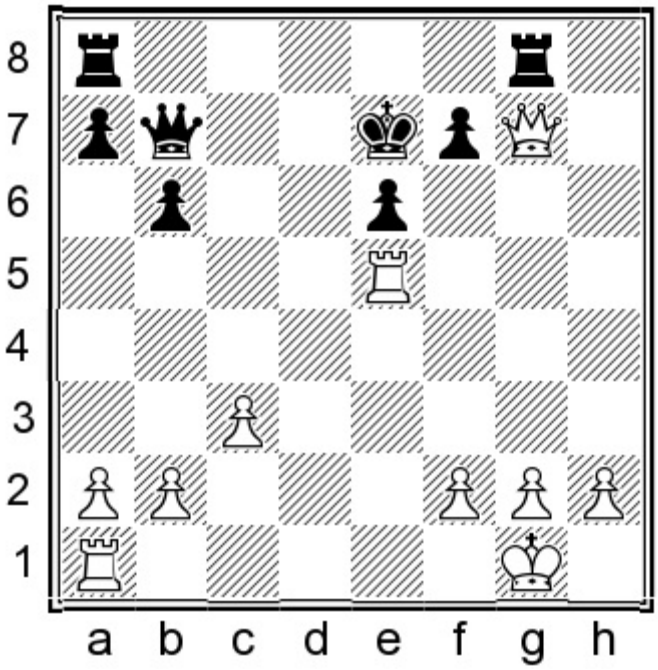
25...♖f3+ 26.♔d4 ♗g7! 27.a4 c5+ 28.dxc6 bxc6 29.♗d3 ♘exd3+ 30.♔c4 d5+ 31.exd5 cxd5+ 32.♔b5 ♖b8+ 33.♔a5 ♘c6+

33...♘c6+ 34.♔a6 ♘db4#

0–1

Time to go back to mere mortals!

Game 71
Daniel Abraham Yanofsky
Alberto Ismodes Dulanto
Buenos Aires 1939



Is White losing, as any queen move will allow mate on g2? Not exactly, as it is his move and he can shoot first!

22.♖xe6+! ♔xe6 23.♖e1+ ♔d6 24.♕f6+ ♔c5 25.♖e5+ ♔c4

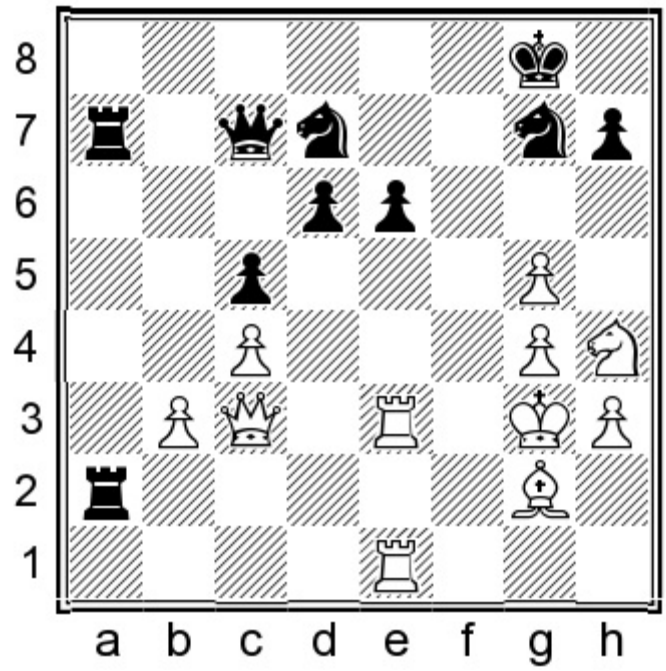
25...♕d5 26.b4+ ♔c4 27.♕f4++–

26.b3+ ♔d3 27.♕d6+ ♔c2 28.♖e2+

28.♖e2+ ♔c1 29.♕d2+ ♔b1 30.♕d1#

1–0

Game 72
Hector Rossetto
Rodolfo Cardoso
Portoroz 1958



Not much was at stake for the past 39 moves, but suddenly White decided to blow-up the position!

40.♗d5! exd5?

Greedy! Black had to go for 40...♘e5 41.♖xe5 dxe5 42.♗e4±.

41.♕xg7+!

The real point of White's 40th move — the black k ing will be caught in a deadly net.

41...♔xg7 42.♘f5+ ♔g6

42...♔g8 43.♘h6+ ♔g7 44.♖e7+ ♔g6 45.♖1e6+ ♔xg5 46.h4#

43.♖e6+ ♘f6 44.♖xf6+ ♔xg5 45.♖ee6! ♖g2+ 46.♔xg2 ♕d8 47.♘e7!

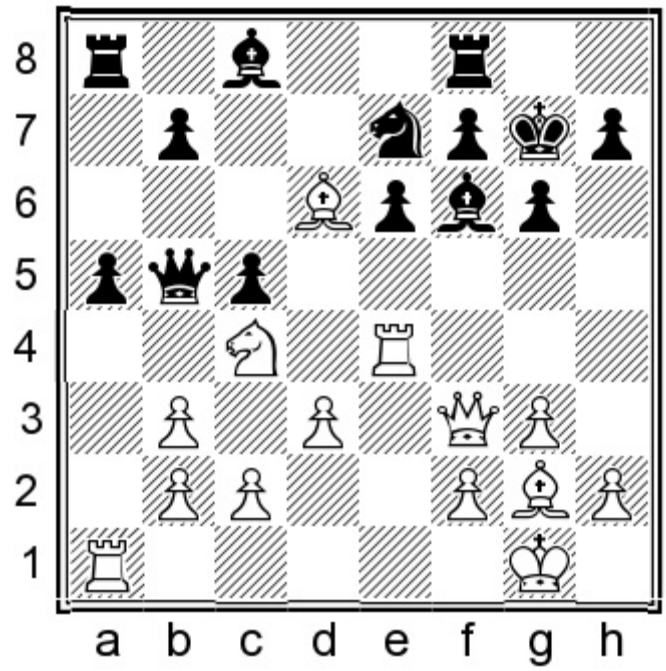
47.♘e7 ♖xe7 48.♖f5+ ♔h4 49.♖h6#

1–0

It is rather unexpected, in this chapter, to meet the hyper-prophylactic 9th FIDE World Champion Tigran Petrosian!

Although, chess is a democratic game — there are good and bad times for all players!

Game 73
Tigran Petrosian V
Ludek Pachman
Bled 1961



‘Now Petrosian is preparing for a very beautiful finish’ — Fischer.

18...♖d8? 19.♕xf6+! ♔xf6 20.♗e5+ ♔g5 21.♗g7!

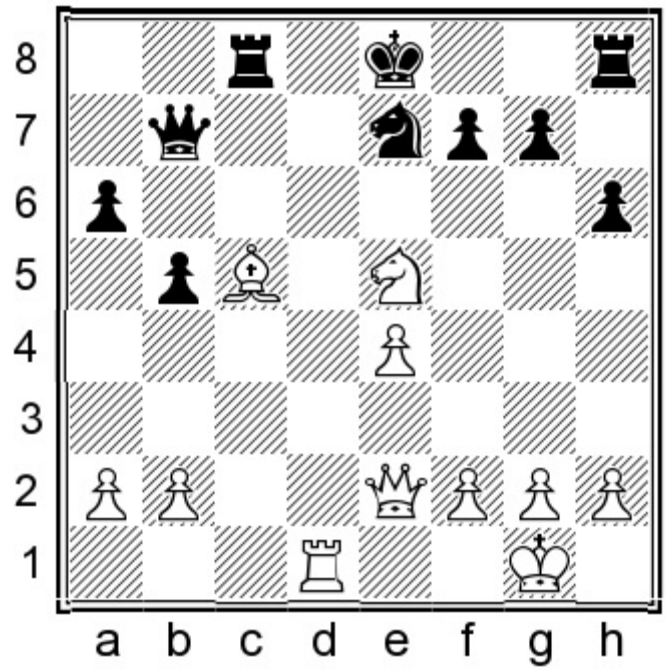
Cutting-off the return of the black king! ‘This is a real problem move’ — Fischer.

Black resigned: 21.♗g7 ♘f5 22.h4+ ♘xh4 23.gxh4+ ♔h5 (23...♔f5 24.♗h3#) 24.♗f3#.

1–0

Getting hunted could be so imminent that you don’t even have time to think about it!

Game 74
Isaak Boleslavsky
Roman Dzindzichashvili
Soviet Union 1967



A theoretical position, not recommended for Black!

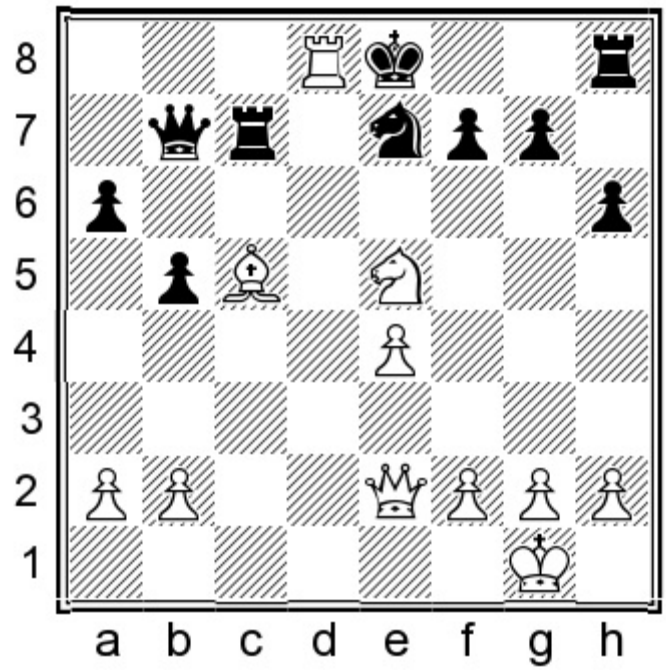
21.♖d7!

The right continuation! In another game, White mistakenly played 21.♕g4? and lost after 21...0-0 22.b4 ♖fd8 23.♖e1 ♘c6 24.♘xc6 ♕xc6 25.h4 ♖d3 26.e5 ♕e6 27.♕e4 ♖cd8 28.♗d6 ♖d2 29.a3 ♖e8 30.♕e3 ♕d5 31.♖c1 ♖d3 32.♕a7 ♖xa3 33.♕d7 ♕e6 34.♕xe6 ♖xe6 35.♖c8+ ♔h7 36.h5 ♖d3 37.♖c6 f6 38.f4 fxe5 39.fxe5 ♖d5 40.♖c8 ♖dxe5 41.♗xe5 ♖xe5 42.♖c5 ♖e4 0–1 Botterill,G-Speelman,J Brighton 1984. Well, J. Speelman was about to be hunted but hardly noticed it. Good job his opponent didn't notice it either!

21.♖d7! ♖c7

21...♕xd7 22.♘xd7 ♔xd7 23.♕d1+ ♔e8 24.♕d6+–

22.♖d8+!

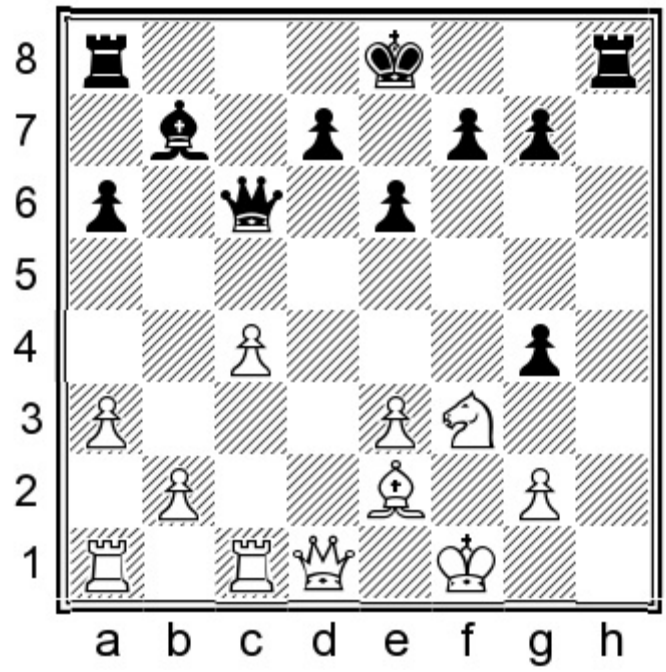


22...♔xd8 23.♘xf7+ ♔d7 24.♕g4+ ♔c6 25.♕e6+

25.♕e6+ ♔xc5 26.♕d6+ ♔c4 27.♘e5#

1–0

Game 75
Lodewijk Prins
Lawrence Day
Lugano 1968



A blunder, leading to a lethal king hunt.

23.♘e1?

Correct was 23.♔f2! gxf3 24.♗xf3=.

23.♘e1? ♖h1+ 24.♔f2 g3+! 25.♔xg3 ♖xe1 26.♕xe1 ♕xg2+ 27.♔f4 g5+

27...e5+ 28.♔xe5 ♕e4+ 29.♔d6 ♕c6+ 30.♔e5 ♕f6#.

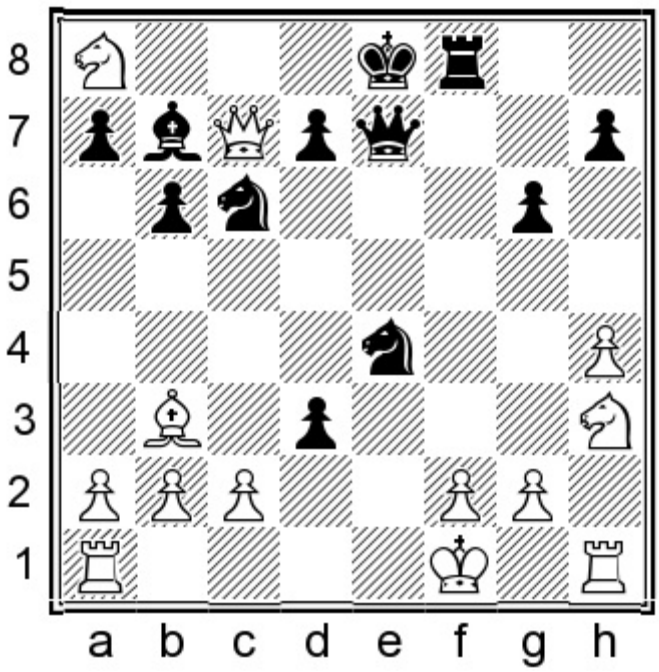
28.♔e5 ♕e4+

28...♕e4+ 29.♔f6 (29.♔d6 ♖c8 30.b4 ♖c6#) 29...♕f5+ 30.♔g7 ♕g6+ 31.♔h8 ♔e7# (or 31...0-0-0#).

0–1

The next example is far from perfect. It is a wild and sharp case, where multiple blunders changed the course of the game:

Game 76
Jacob Ost Hansen
John Nunn DM
Teeside 1974



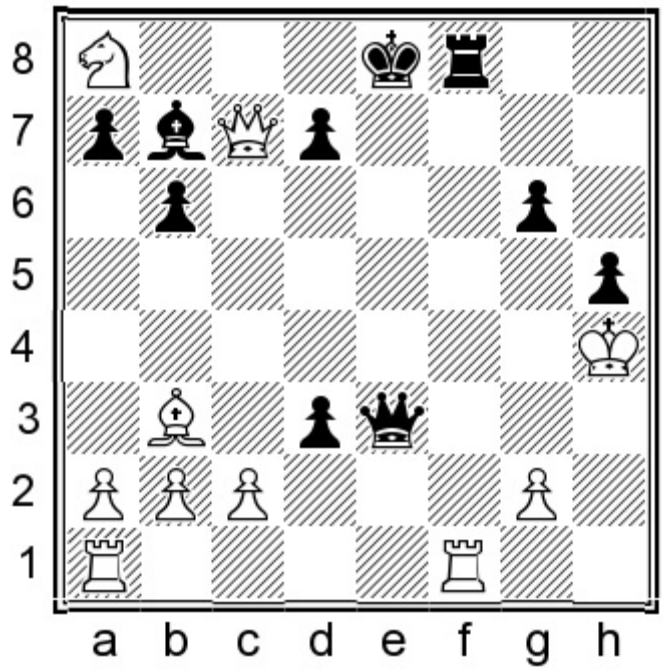
20...♘xf2! 21.♘xf2 ♕e2+ 22.♔g1 ♕xf2+ 23.♔h2 ♕xh4+ 24.♔g1 ♕d4+ 25.♔h2 ♘e5! 26.♖hf1 ♘g4+ 27.♔h3 ♕e3+?

27...♗xg2+! 28.♔g3 (28.♔xg2 ♘e3+ 29.♔h2 ♕h4+ 30.♔g1 ♕g5+–+) 28...♗xf1–+

28.♔xg4?

28.♕g3! ♕h6+ 29.♕h4 ♗xg2+ 30.♔xg2 ♕xh4 31.♖ae1+ ♕xe1 32.♖xe1+ ♔d8 33.cxd3∞

28...h5+ 29.♔h4



29...g5+

29...♕e4+ 30.♖f4 g5+ 31.♔xg5 ♕xg2+ 32.♔h4 ♕h2+ 33.♔g5 ♕g3+–+

30.♔xh5 ♖h8+ 31.♔g6 ♗e4+ 32.♖f5 ♗xf5+ 33.♔xf5 ♖f8+ 34.♔g6 ♕e4+ 35.♔g7 ♕e7+ 36.♔g6 ♕f6+ 37.♔h5 ♕h8+ 38.♔g4

38.♔g6 ♖f6+ 39.♔xg5 ♕g7+ 40.♔h5 ♖h6#

38...♕h4#

0–1

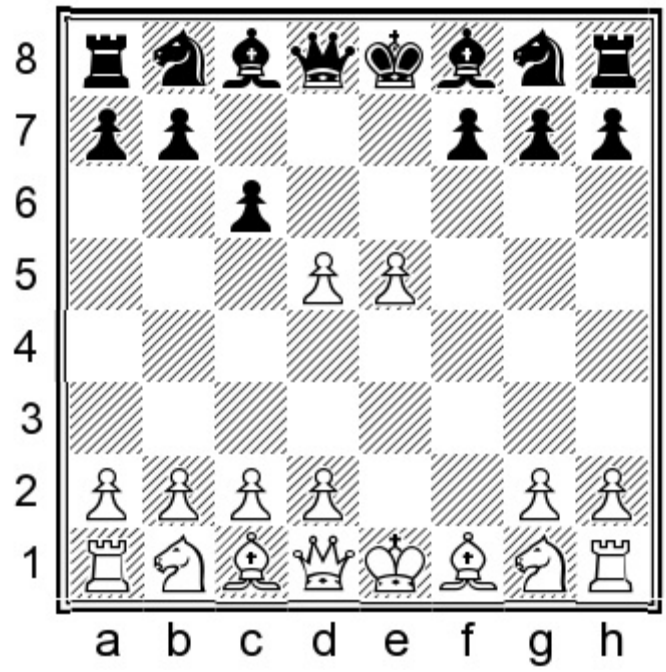
Opening blunders are a usual occurence, even after many years of practice!

The next two examples regard an identical opening blunder. In the first one, there is a clear excuse as the White player wasn't very strong. The second came from the 'Acropolis' international tournament and its victim was a Hungarian IM.

Such games can cost you many hours of sleep!

Game 77
Bosscher
Loek Smit
Zevenbergen 1980

1.e4 e5 2.f4 d5 3.exd5 c6 4.fxe5



4...♕h4+ 5.♔e2 ♕e4+ 6.♔f2 ♗c5+ 7.♔g3 ♕xe5+ 8.♔f3 ♘f6

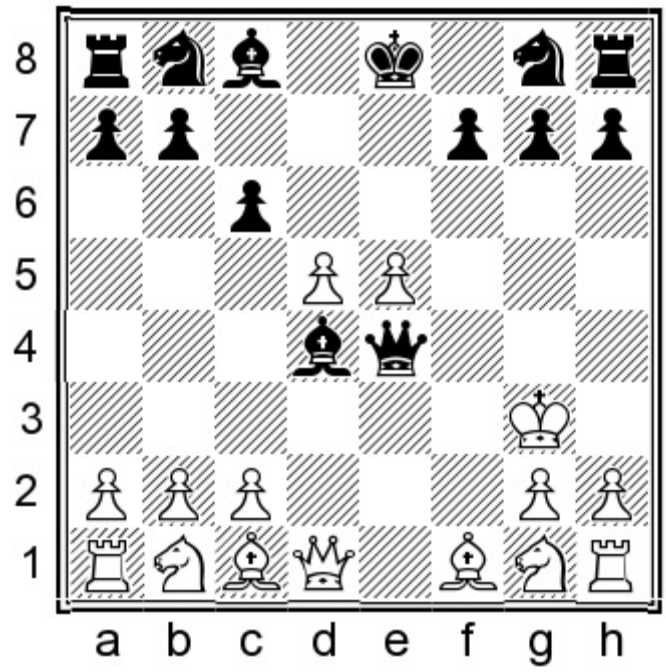
8...♕f5+ 9.♔g3 (9.♔e2 ♕e4#) 9...♗f2#

9.♗e2 ♗g4#

0–1

Game 78
Bela Perenyi
Efstratios Grivas
Athens 1984

1.e4 e5 2.f4 d5 3.exd5 c6 4.fxe5 ♕h4+ 5.♔e2 ♕e4+ 6.♔f2 ♗c5+ 7.d4 ♗xd4+ 8.♔g3



8...♗xe5+

8...♕g6+ 9.♔h4 ♗f2+ 10.g3 ♕e4+ 11.♔h5 g6+ 12.♔g5 h6#

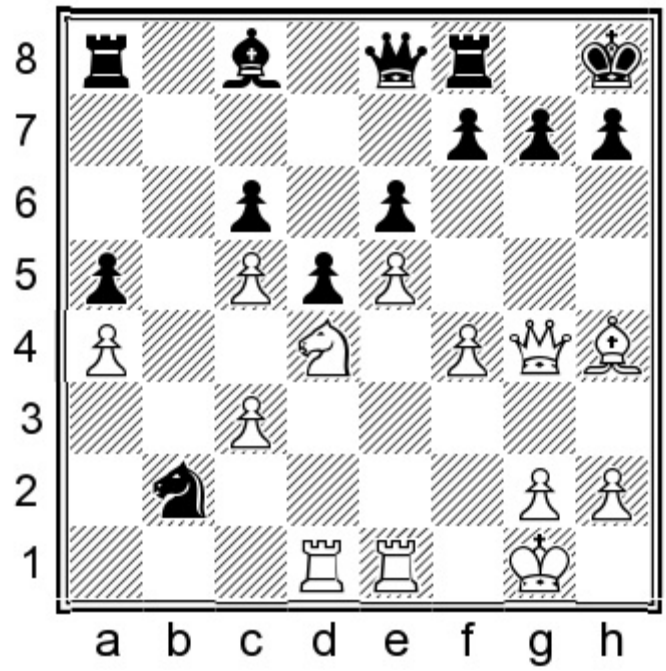
9.♔f2 ♗d4+ 10.♔g3 ♕g6+ 11.♔f4 ♕f5+ 12.♔g3 ♗f2#

My quickest win against a titled player ever!

0–1

Next are some modern examples. Not always perfect but always spectacular!

Game 79
Joshua Waitzkin
Edward Frumkin A
New York 1987



White is clearly on top even if he got a bit passive, but after precise calculation he went for the gold!

25.♖e3! ♘xd1?!

25...♖g8 26.♖h3 f5 27.exf6 e5 28.f5 exd4 29.♗g5+–

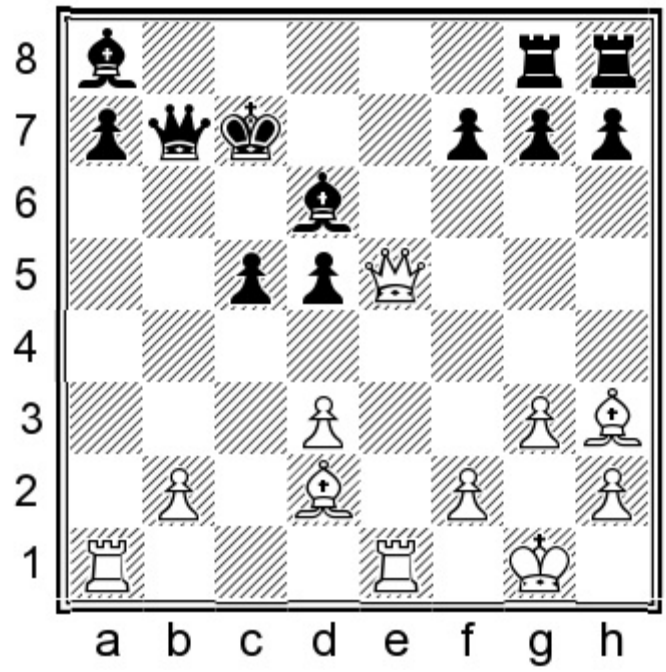
26.♕xg7+!

The point — Black ’s dark squares are bleeding.

26...♔xg7 27.♗f6+ ♔g6 28.♖g3+ ♔h6 29.♗g7+ ♔h5 30.♖g5+ ♔h4 31.♘f3#

1–0

Game 80
Malgorzata Bednarska
Caroline Winkler
France 1990



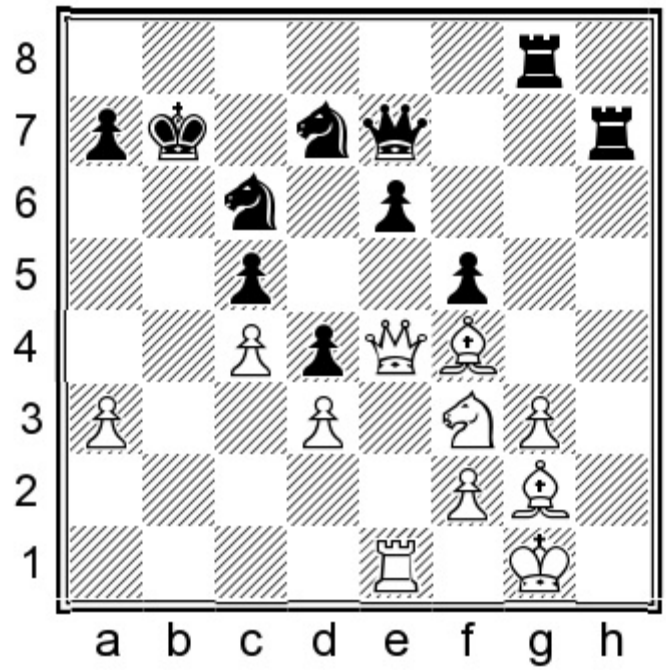
25.♕f5?

Here, White overlooked a nice continuation: 25.♗a5+! ♔c6 26.♕xd5+! ♔xd5 27.♗g2+ ♔d4 28.♗c3+ ♔xd3 29.♗f1+ ♔c2 30.♖ec1+ ♔b3 31.♖a3#. Missing this, the game ended in a draw on the 61st move.

25.♕f5? ♔b8 26.♗f4 ♖d8 27.d4 c4 28.♗xd6+ ♖xd6 29.♕e5 ♖hd8 30.♕xg7 ♕b6 31.♖e7 ♗b7 32.♗f5 h6 33.♕xf7 a6 34.♕g7 ♗c8 35.♗h7 ♗h3 36.♕e5 ♖8d7 37.♖xd7 ♗xd7 38.♖e1 ♔c7 39.♖e2 ♗g4 40.♕e7+ ♖d7 41.♕e5+ ♕d6 42.♕xd6+ ♔xd6 43.f3 ♗xf3 44.♖f2 ♖xh7 45.♖xf3 ♖e7 46.♔f2 ♖b7 47.♖f6+ ♔e7 48.♖xh6 ♖xb2+ 49.♔e3 a5 50.♖a6 ♖xh2 51.♖xa5 ♔e6 52.♖a6+ ♔d7 53.♖a7+ ♔c6 54.♖a6+ ♔b5 55.♖d6 ♔b4 56.♖xd5 c3 57.♖c5 c2 58.♔d3 ♔b3 59.d5 ♔b2 60.♖b5+ ♔c1 61.♔e4

½-½

Game 81
David Norwood
Sean Marsh
Walsall 1992



28.♕xc6+! ♔xc6 29.♘xd4+ ♔b6 30.♖b1+ ♔a6 31.♗b7+ ♔a5 32.♗d2+ ♔a4 33.♗c6+ ♔xa3 34.♗c1+ ♔a2 35.♖b2+ ♔a1

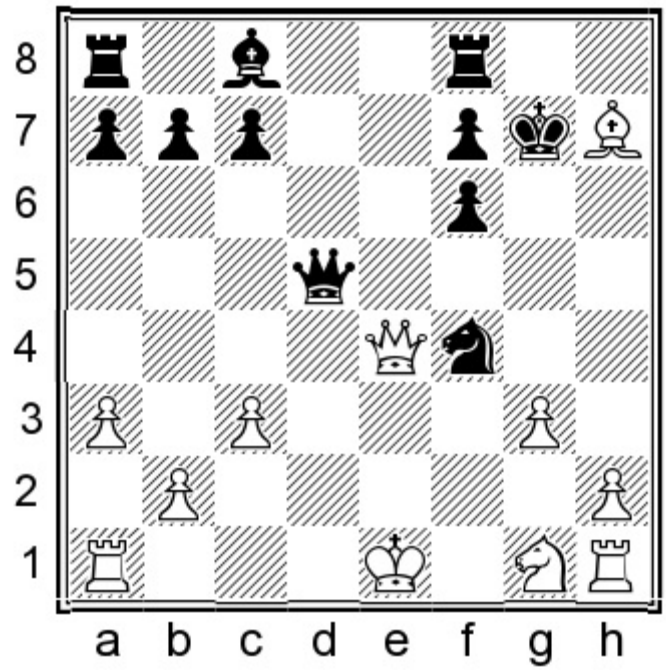
35...♔a3 36.♘c2#

36.♘c2#

1–0

Here is how the ex-FIDE World Champion was crushed by his Russian/Canadian opponent:

Game 82
Veselin Topalov
Evgeny Bareev
Linares 1994



A rather complicated position has arisen. White's king is still in the centre and some sacrifice is necessary in order to exploit this!

16...♖e8! 17.♕xe8 ♗f5!

The second one hits, like in the romantic games of the past centuries.

18.♕xa8

18.♕e7 ♘d3+ 19.♔f1 ♗xh7–+; or 18.♕a4 ♘d3+ 19.♔f1 (19.♔e2 ♕g2+) 19...♔xh7 20.♕d1 ♗e4–+.

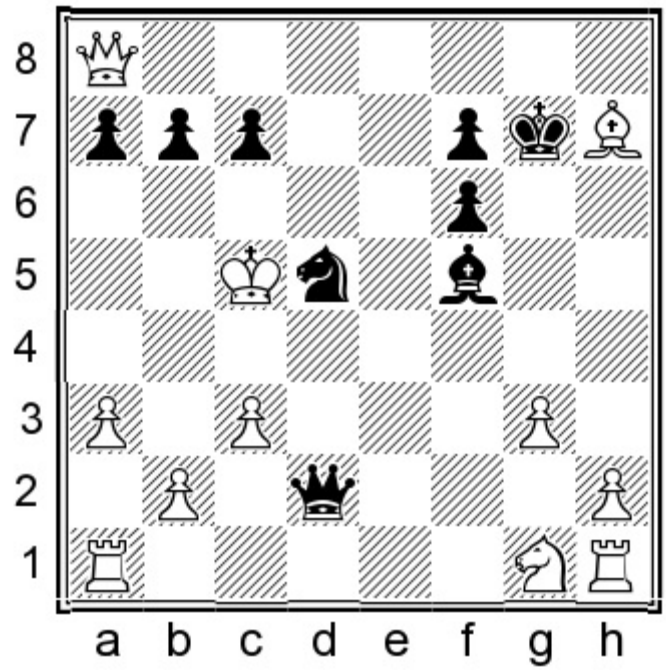
18...♕e4+ 19.♔f2

Any move by the white king leads to the same result:

a) 19.♔d2 ♕g2+! 20.♔e3 (20.♔e1 ♘d3+ 21.♔d1 ♗g4+ 22.♘f3 ♗xf3#) 20...♘d5+ 21.♔d4 ♕d2+; or 19.♔d1 ♕c2+ 20.♔e1 ♘d3+ 21.♔f1 ♕f2#;

b) or finally: 19.♔f1 ♗h3+ 20.♘xh3 ♕g2+ 21.♔e1 ♕e2#. Black, again, uses the 'attack ing units' concept — he is attacking with three coordinated pieces, while White is defending with none!

19...♕g2+ 20.♔e3 ♘d5+ 21.♔d4 ♕d2+ 22.♔c5



22.♔c4 ♘e3+ 23.♔b3 ♕d5+ 24.♔b4 ♘c2+ 25.♔a4 ♗d7#

22...♕e3+!

It was still possible to go wrong: 22...b6+? 23.♔c6 ♘e7+ 24.♔b7 ♗xh7 25.♔xa7∞.

23.♔c4

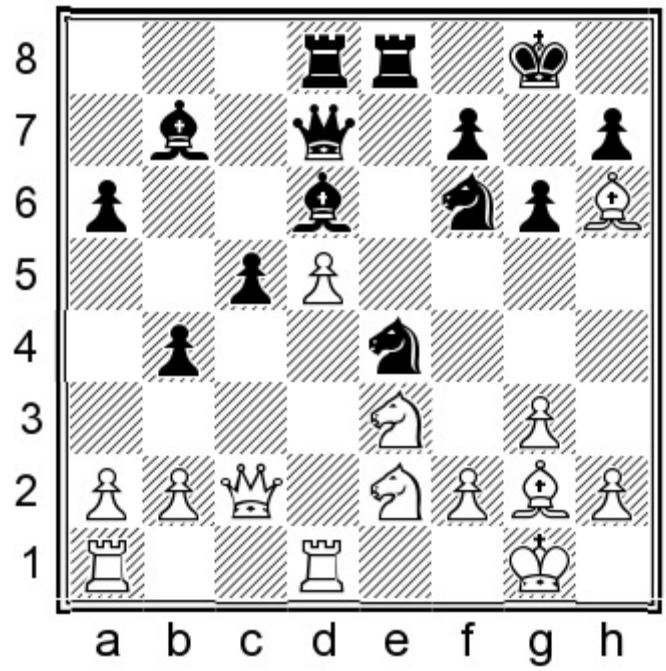
23.♔xd5 ♗e6#; or 23.♔b5 ♕b6+ 24.♔c4 ♘e3#.

23...♘b6+

White resigned, as he will be mated: 23...♘b6+ 24.♔b3 (24.♔b5 c6+ 25.♔b4 ♕e4+ 26.♔c5 ♕e7+ 27.♔d4 c5#) 24...♕e6+ 25.♔b4 ♕c4+ 26.♔a5 ♕c5#.

0–1

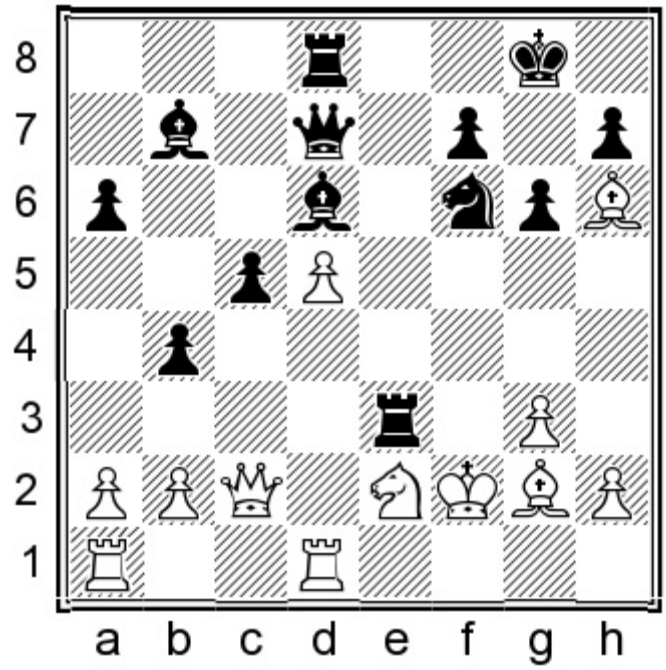
Game 83
Roberto Cifuentes Parada
Vadim Zvjaginsev
Wijk aan Zee 1995



For the past ten moves or so, Black was ‘building’ his position and it is now time to harvest with the help of tactics. Yes, strategy is important, but tactical play is often the way to crown it! The two concepts go hand in hand.

24...♘xf2! 25.♔xf2 ♖xe3!

B follows A!



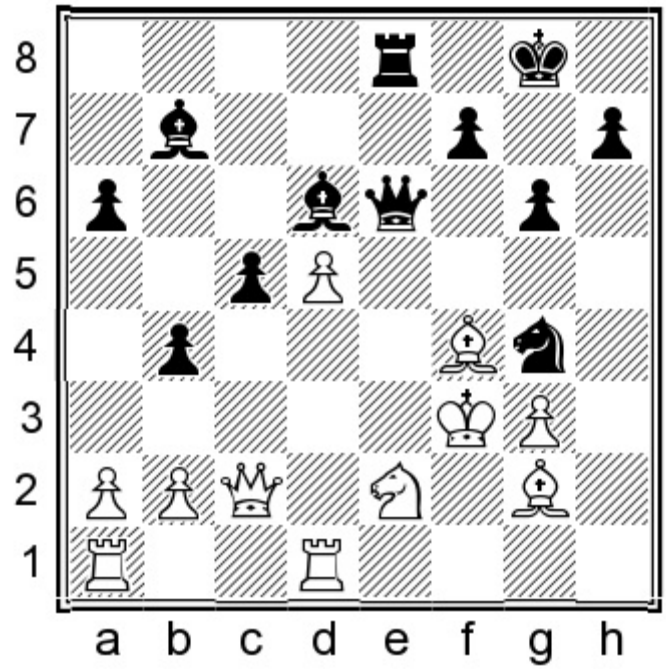
26.♗xe3

26.♔xe3 ♘g4+ 27.♔d2 ♘xh6∓

26...♘g4+ 27.♔f3 ♘xh2+ 28.♔f2 ♘g4+ 29.♔f3 ♕e6! 30.♗f4

30.♕e4 ♕xe4+ 31.♔xe4 ♖e8+–+; 30.♕d2 ♖e8–+; 30.♗c1 h5! 31.♘f4 ♗xf4 32.gxf4 ♖xd5–+

30...♖e8!



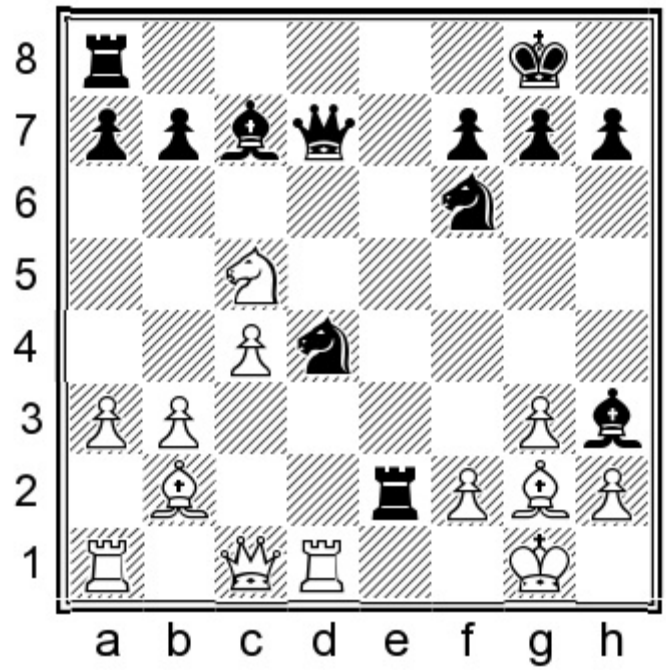
30...♗xf4 31.♕e4! ♕xe4+ 32.♔xe4 ♗e5–+.

31.♕c4 ♕e3+! 32.♗xe3 ♖xe3+ 33.♔xg4 ♗c8+ 34.♔g5 h6+! 35.♔xh6 ♖e5

Mate, with 36...♗f8 or 36...♖h5, follows!

0–1

Game 84
Vadim Datsvich
Bruce Fairsbury
Toronto 1997



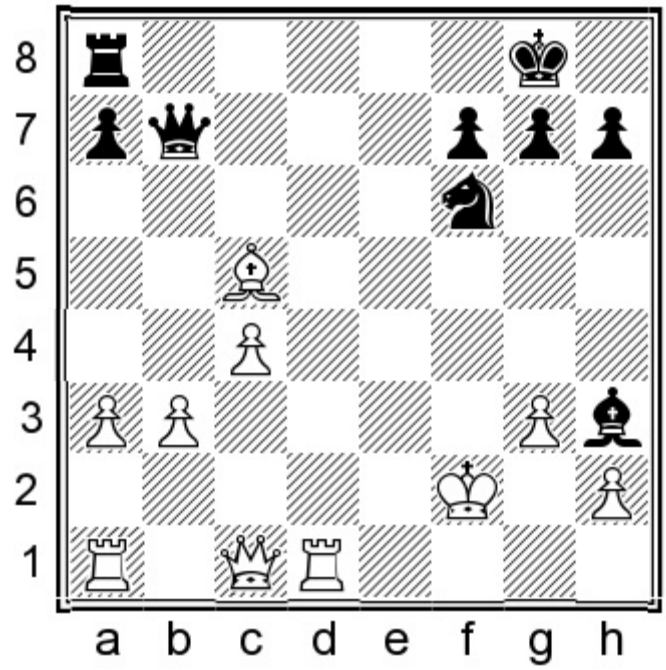
An extremely tactical position, where precise calculation is a must!

22...♖xf2! 23.♗xb7

a) 23.♔xf2 ♕f5+ 24.♔e1 (24.♔g1 ♘e2+–+) 24...♖e8+ 25.♔d2 ♕f2+–+;

b) 23.♗d5 ♕xd5! 24.cxd5 ♖g2+ 25.♔h1 ♘f3–+.

23...♗b6! 24.♗xd4 ♗xc5 25.♗xc5 ♕xb7 26.♔xf2



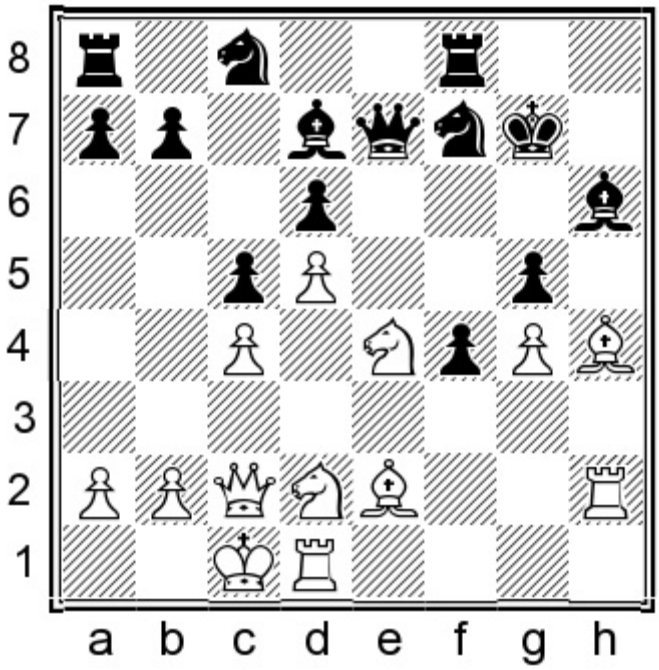
May the hunting begin!

26...♕g2+ 27.♔e3 ♖e8+ 28.♔d3 ♗f5+ 29.♔c3 ♘e4+ 30.♔b4 ♖b8+ 31.♗b6 ♖xb6+ 32.♔a5 ♘d6

33.♖xd6 ♖xd6 34.♕h1 ♕d2+ 35.b4 ♗c8! 0–1

Impressive, but what about the next game?

Game 85
Tegshsuren Enkhbat
Yuri Shulman
Connecticut 2002



24.♗xg5! ♗xg5

24...♘xg5 25.♘xg5 ♕xg5 26.♘f3+–

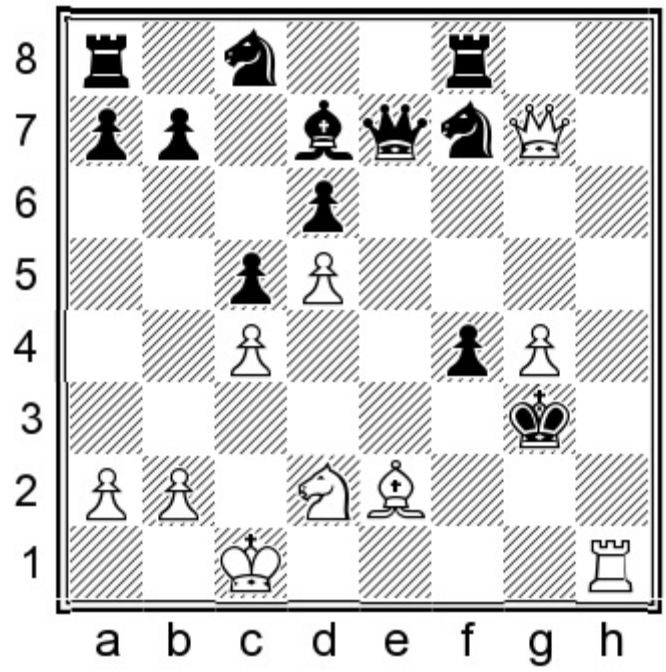
25.♖h7+! ♔xh7

25...♔g8 26.♖dh1 ♗h6 27.♘xc5+–

26.♘xg5+ ♔h6 27.♕h7+

27.♖h1+ ♔xg5 28.♘f3+ ♔f6 29.g5+ ♘xg5 30.♖h6+ ♔g7 31.♕g6# was simpler.

27...♔xg5 28.♕g7+ ♔h4 29.♕h7+ ♔g5 30.♕g7+ ♔h4 31.♖h1+ ♔g3

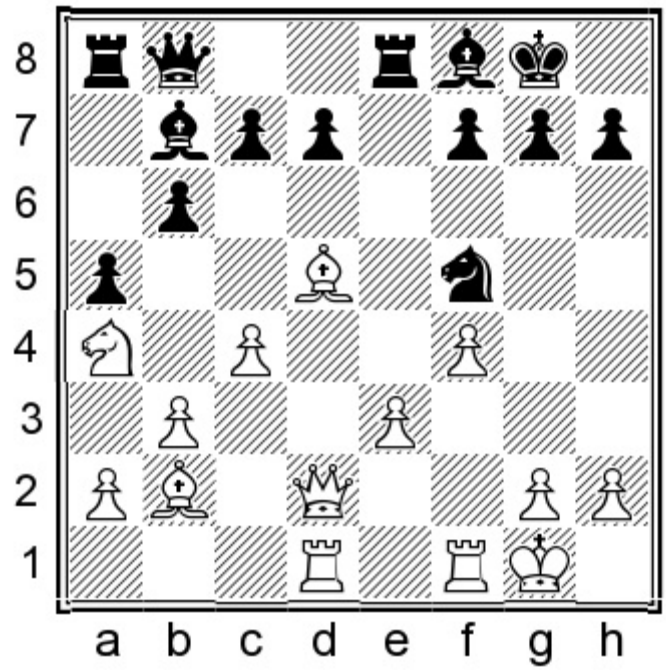


32.♘f1+

32.♕h7 ♘h6 33.♕xh6 f3 34.♘f1+ ♔xg4 35.♖g1+ ♔f5 36.♗d3+ ♔e5 37.♕e3+ ♔f6 38.♕f4+ ♗f5 39.♕xf5#

32...♔f2 33.♖h2+ ♔g1 34.♕c3! ♕e3+ 35.♘xe3 ♔xh2 36.♘f1+ ♔g1 37.♕e1 ♔g2 38.♘d2 ♘e5 39.♗f1+ ♔g1 40.♗e2+ ♔g2 41.♕f1+ ♔h2 42.♕f2+ ♔h3 43.♘e4 ♖g8 44.♕xf4 1–0

Game 86
Francisco Vallejo Pons
Alfonso Romero Holmes
Ayamonte 2002



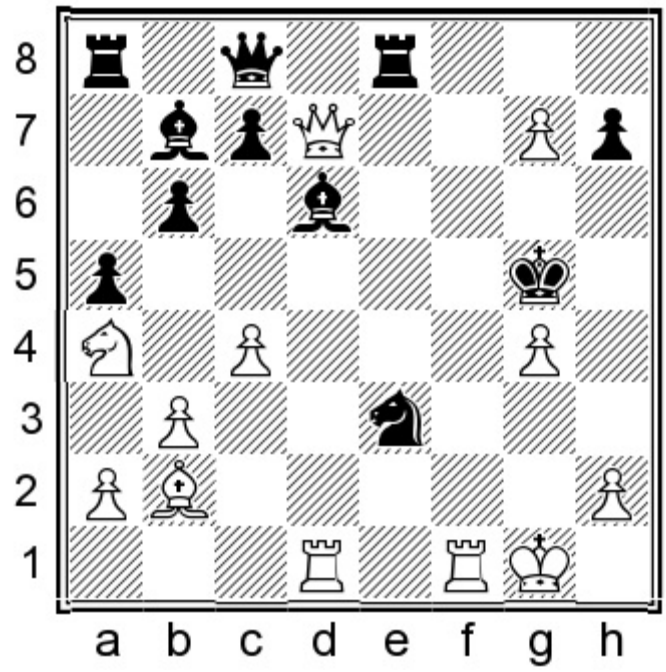
18.♗xf7+! ♔xf7 19.♕xd7+ ♔g6?!

19...♘e7 20.f5 ♕c8 21.f6 ♕xd7 22.♖xd7 gxf6 23.♖xc7 ♖ab8 24.♘xb6±

20.g4! ♘xe3 21.f5+ ♔g5 22.f6?

22.♕f7! ♘xg4 (22...♔xg4 23.h3+) 23.f6+–

22...♕c8! 23.fxg7 ♗d6?



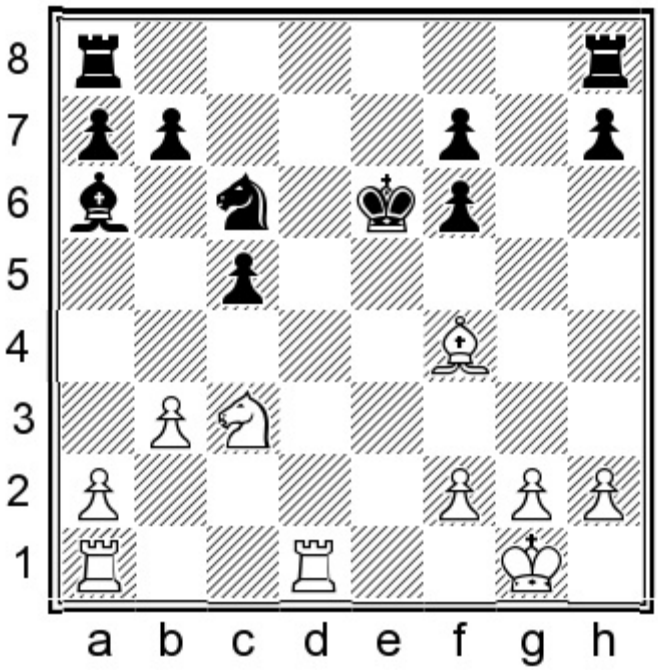
23...♕xd7!∓

24.g8=♕+! ♖xg8 25.h4+ ♔xh4 26.♕xh7+ ♔g3

26...♔xg4 27.♖d4++–

27.♕h2+ ♔xg4 28.♖d4+ 1–0

Game 87
Francisco Vallejo Pons
Tamir Nabaty
Plovdiv 2012



18.♖d6+ ♔f5 19.♘d5! ♘d4 20.♖xf6+ ♔e4 21.f3+! ♔d3

21...♔xd5 22.♖d6#

22.♖d1+ ♔c2 23.♖d2+ ♔b1 24.♘c3+ ♔a1 25.a4

Black resigned: 25.a4 ♘e2+ (25...♘xb3 26.♖a2#) 26.♘xe2 ♗xe2 27.♗e5+ ♔b1 28.♖xe2+–.

1–0

Of course this is just a small sample of king hunts, as plenty of similar killings have taken place!

What can we learn form the above examples? Simply that we have to be alert in order to take advantage of our opponents' gifts, but should also be aware and careful not to fall into traps ourselves! Keep in mind that all coins have two sides...

THE NOVOTNY INTERFERENCE

The ‘Novotny Interference’ (also often spelled as Nowotny, even in non-German sources) is a device found in chess problems and named after its discoverer Antonín Novotný.

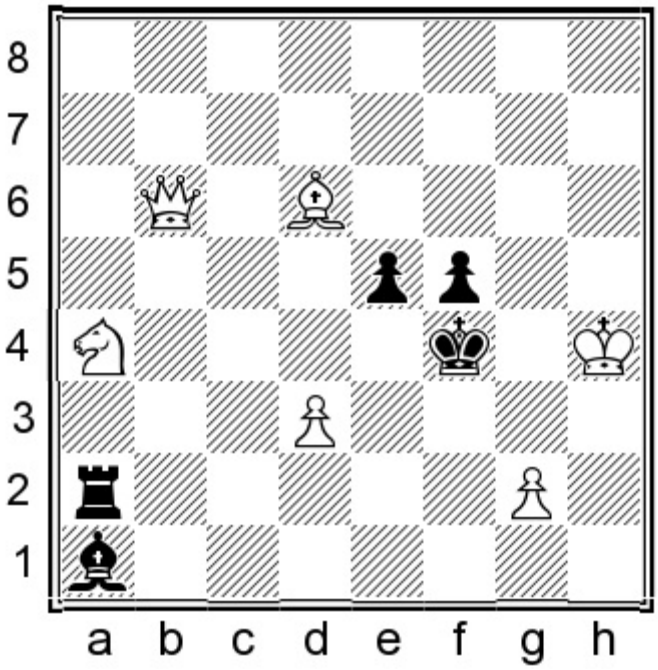
The attacking side sacrifices a piece on a square where it could be taken by two different opponent pieces — whichever piece makes the capture, it interferes with the other.

It is essentially a ‘Grimshaw’ brought about by an attacking side’s sacrifice on the critical square. Or, we can say that a ‘Novotny Interference’ occurs when a piece cuts-off a line of communication of another and causes a defensive weakness.

This pattern can arise as part of a combination in an actual game, but is extremely rare. Most chess players would not use the term ‘Novotny’ to describe such a move, since that term is almost exclusively used in the context of chess problems.

The example below illustrates the ‘Novotny Interference’:

Example 1
The Novotny Interference
Athens 2016



White would love to mate with ♕d4 or ♕f2, but both squares are controlled by black pieces. So the solution is not that difficult...

1.♘b2!

This interferes with Black ’s rook and bishop, and whichever of those pieces takes the knight, it will block the other — this is the ‘Novotny Interference’ idea at its most basic.

1...♖xb2

If Black plays 1...♗xb2, this interferes with his rook and allows 2.♕f2#.

2.♕d4#

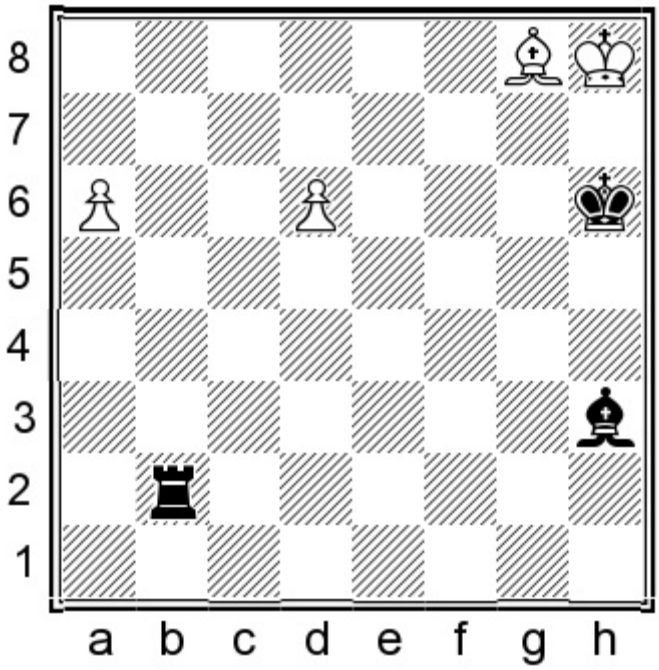
Now it is the bishop that is interfered with.

1–0

Problemists would generally agree that a single ‘Novotny Interference’ with no other play, as in the previous example, makes for a relatively uninteresting problem.

Usually, ‘Novotnys’ are combined in problems with other ideas, or several ‘Novotnys’ are shown in a single problem.

Study 1
Henri Rinck
1906



A simple but effective study.

1.a7 ♗g2 2.d7 ♖d2

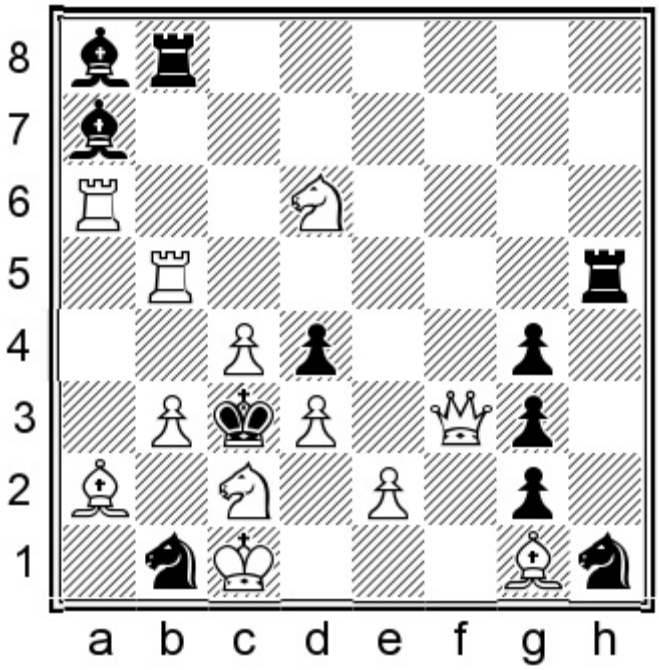
It looks like Black has stopped both pawns and he is ready to collect them...

3.♗d5!

The ‘Novotny Interference’ allows one of the white pawns to queen!

1–0

Study 2
C. O. Matthews



This study is very well known. It contains no fewer than six separate ‘Novotnys’. It is mate in three and the key is

1.b4!

Threatening 2.♗xb1 and 3.♖a3#. Black has seven thematic defences, each of which White meets with a ‘Novotny’ on move two:

1...♗b6

Threatens 2...♗a5, interfering with the path of the white rook to a3. White counters with a ‘Novotny Interference’:

a) 1...♖bxb5 threatens 2...♖a5 stopping the threat. White can now play 2.♕d5 with the same interferences and threats that follow 1...♗b6.;

b) 1...♗c5 threatens 2...♗xb4 to defend a3, stopping White’s threat. White counters with 2.♖b7, interfering with the bishop on a8 and the rook on b8 and leading to the same threats and comparable continuations as after 1...♗b6. Additionally, 2...♗xd6 allows 3.♗xd4#.;

c) 1...♗b7 threatens to capture the white rook which would give mate. White can now play 2.♖c5 interfering with the bishop on a7 and the rook on h5, and so threatening 3.♘b5# and 3.♗xd4#. As before, a capture on c5 stops one of the threats, but not both.;

d) 1...♗d5 threatens 2...♗xc4, after which Black could meet White’s threat of 3.♖a3 with 3...♗b3. White instead plays 2.♖bb6 with the same threats and variations as after 1...♗b7.;

e) 1...♖hxb5 threatens 2...♖a5, stopping the threat. White instead plays 2.♖b6 with the same threats and variations as after 1...♗b7.; Four of White’s ‘Novotnys’ in these variations are executed by the rook on

b5 — only the rook will do in those variations, because the square it comes from, b5, must be vacated for the white knight to deliver mate. In the other two lines, that rook is captured, meaning it cannot execute the 'Novotny', but also meaning that vacating the square is no longer necessary (the white knight can simply capture the black piece on b5). Therefore, another piece can make the 'Novotny Interference' in those lines. There is one other non-thematic defence in the problem:

f) 1...♘d2, threatening a nuisance check on b3. This allows 2.♖a3+ ♘b3+ 3.♖xb3#.

2.♖d5

This interferes with the black rook on h5 and the bishop on a8, and so threatens 3.♘b5# and 3.♘e4#. Black can prevent one by capturing on d5, but not both, because the capturing piece interferes with the other...

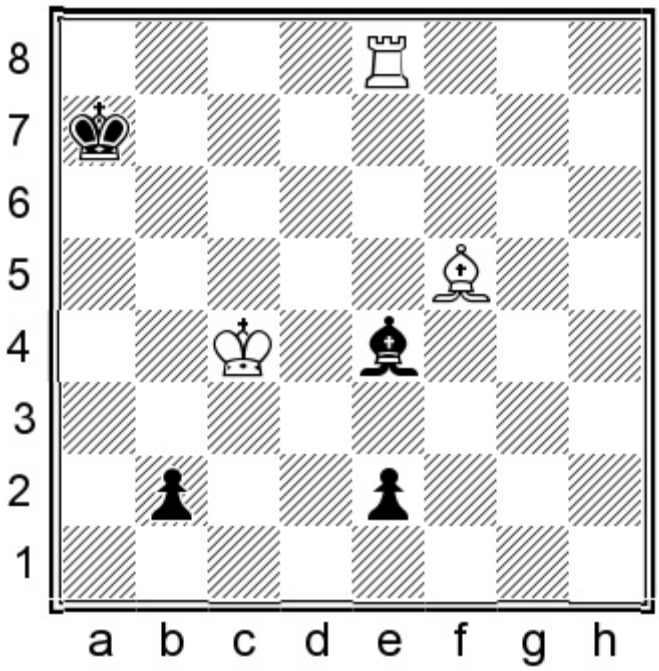
2...♖xd5

Or 2...♗xd5 3.♘b5#.

3.♘e4#

1–0

Study 3
Victor Yakovenko
Athens 1966



It looks like Black will queen one of his pawns, but White is in time...

1.♖e7+! ♔a6

Alternatives are:

a) 1...♔b6 2.♖xe4! b1=♕ 3.♖e6++–;

b) 1...♔b8 2.♖xe4 b1=♕ 3.♖e8++–.

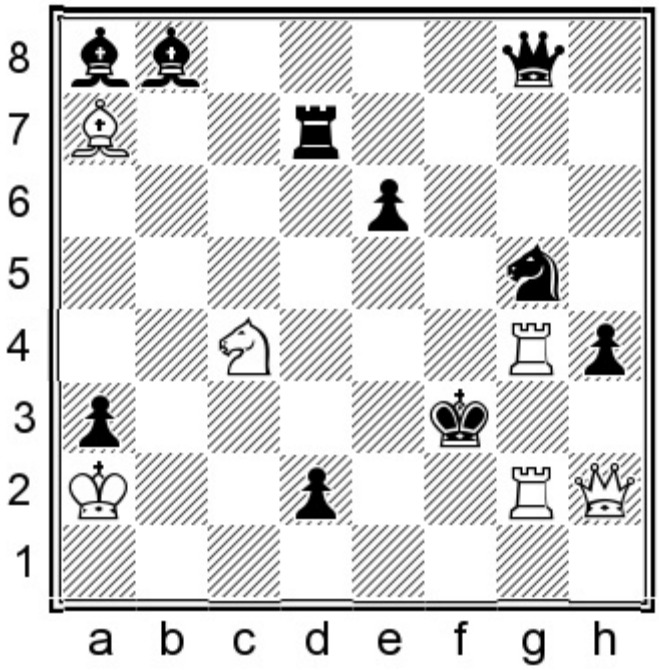
2.♗xe4!

Not 2.♖xe4? b1=♕ 3.♖e6+ ♕b6 4.♖xe2 ♕b5+ 5.♔d4 ♕xf5–+ (and not 5...♕xe2? 6.♗d3+ ♕xd3+ 7.♔xd3=).

2...e1=♕ 3.♗b7+!

1–0

Study 4
Milan Vuksevich
Schach-Echo 1976



Many problems include a ‘Novotny Interference’ as part of some larger scheme. Here is a mate in two.

1.♕d6!

Which is a ‘Novotny Interference’ with the black rook and bishop on b8, so threatening 2.♘e5# and 2.♘xd2#.

1...♖xd6

After the capture of the queen by the rook or bishop, the other black piece is still interfered with by the capturing unit. The text rules out 2.♘xd2, but still allows mate.

a) 1...♗xd6 rules out 2.♘e5, but allows 2.♘xd2#.;

b) Just as these 'Novotny' lines work in pairs, the other black defences work in pairs: 1...♖xa7 removes the white guard of e3, but allows 2.♕d3#.;

c) 1...♗xa7 removes the white guard on e3, but allows 2.♕f4#.;

d) 1...e5 pins the knight that gives the mate in the 'Novotny' lines, but allows 2.♕f6#.;

e) 1...♗d5 pins the knight, but allows 2.♕xa3#, not otherwise possible because of 2...♖d3.

2.♘e5#

1–0

Now, let's move on to the 'real world' and see some 'Novotnys' in over the board games.

These are games in which the rare and beautiful 'Novotny Interference' theme, the sacrifice of a piece at the intersection of two lines (a rank or file, and a diagonal); with the result that one of the opponent's defensive lines is blocked, often resulting in an immediate win for the player playing the 'Novotny' move.

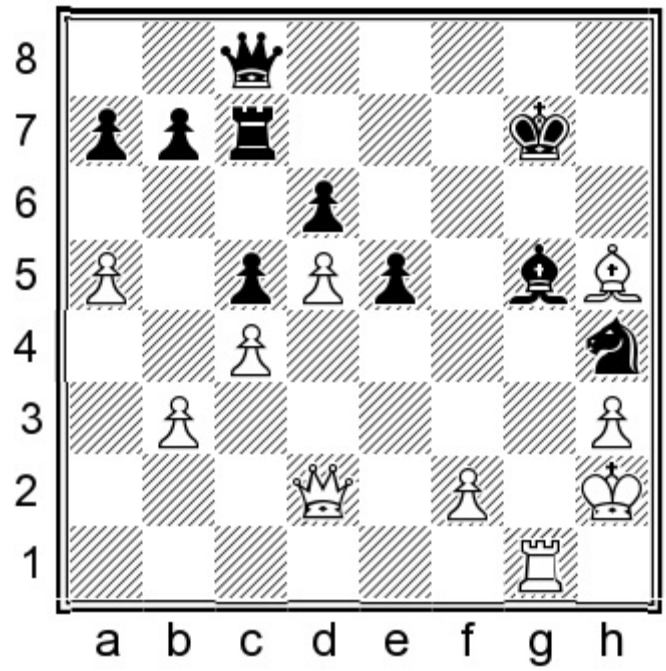
For an easier understanding and training on the subject, we will divide the games into sub-categories, according to the sacrificed piece.

THE NOVOTNY QUEEN

Surprisingly, there are not many good examples on this; it seems that the 'Novotny' doesn't work too well with queens!

Anyway, one of the most beautiful 'combinations' ever played used the 'Novotny Interference':

Game 88
Edmond MacDonald
Amos Burn
Liverpool 1910



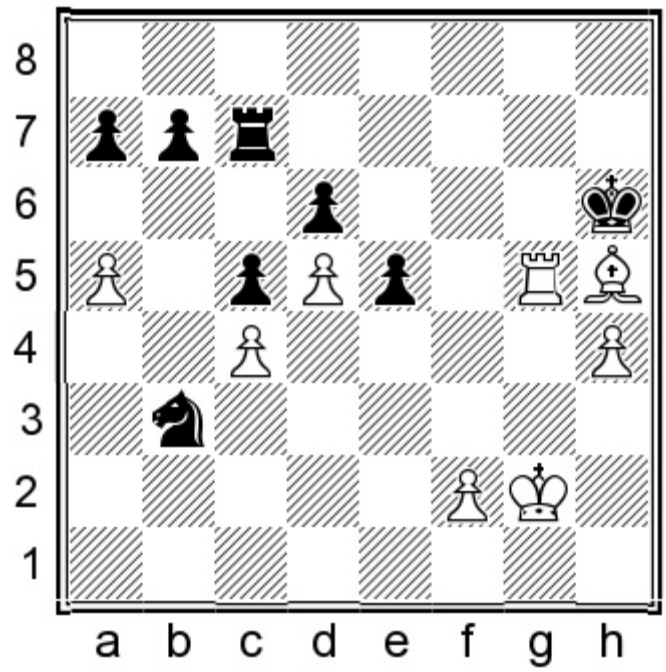
In a seemingly desperate position, with his king on the verge of suffering a powerful attack, Black played...

33...♕g4! 34.♖xg4

If 34.♗xg4 or; 34.hxg4, then 34...♗xd2. Now though, the white bishop no longer protects f3...;

Finally, 34.♕xg5+ ♕xg5 35.♖xg5+ ♔h6 wins a piece.

34...♘f3+ 35.♔g2 ♘xd2 36.♖xg5+ ♔h6 37.h4 ♘xb3



Black ’s material advantage is now huge.

38.♖f5 ♘xa5 39.♗e2 ♔g7 40.h5 ♖f7 41.♖g5+ ♔h8 42.h6 ♖f6 43.♖h5 ♖f4 44.♖g5 ♘xc4 45.♗d3 ♘b2 46.♗c2 c4 47.♖g7 ♘d3 48.♗b1 ♖xf2+ 49.♔g3 ♖b2

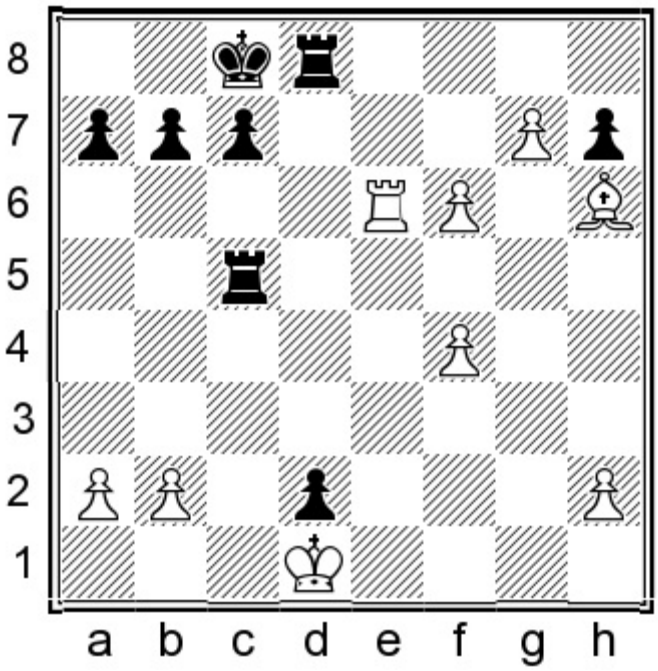
0–1

THE NOVOTNY ROOK

Here we have quite a few cases; easy on the eye and easy to understand:

Game 89
Carlos Torre Repetto
Frank Parker
New York 1924

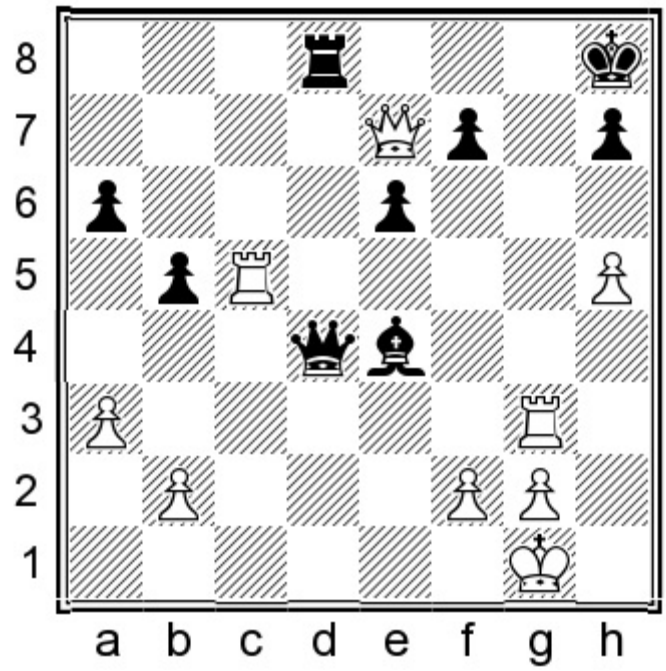
29...♖c5



Here White resigned, but he could have won with 30.♖d6! ♖xd6 (30...cxd6 31.f7+–) 31.g8=♕+ ♔d7 (31...♖d8 32.♕xd8+ ♔xd8 33.f7 ♖f5 34.f8=♕+ ♖xf8 35.♗xf8+–) 32.♕f7+ ♔c6 (32...♔c8 33.♕e8+ ♖d8 34.♕xd8+ ♔xd8 35.f7+–) 33.♕e8+ ♔b6 34.♕e3 ♔c6 35.♕xc5+ ♔xc5 36.f7+–.

0–1

Game 90
Erich Gottlieb Eliskases
Hoelzl
Innsbruck 1929

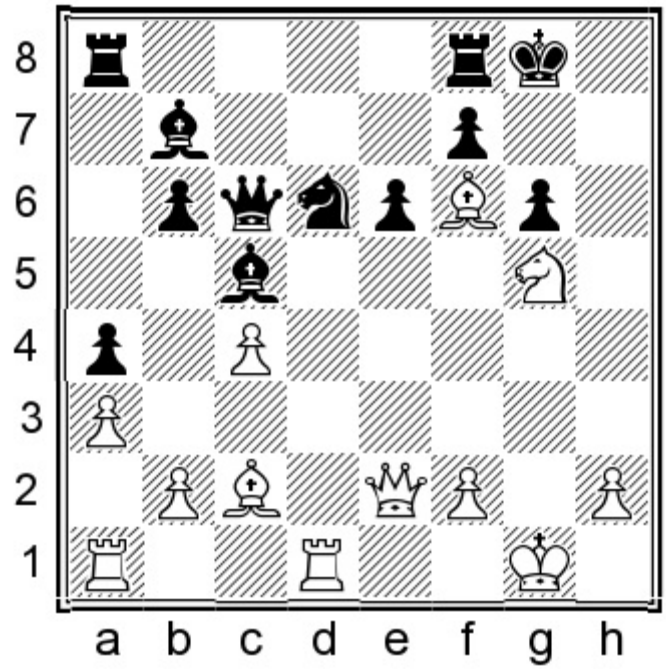


The black queen is overloaded, protecting her rook and f6-square.

43.♖d5!

1–0

Game 91
Hans Joachim Hecht
Raymond Keene
Brunnen 1966



The mating threat on the long diagonal doesn't give White the necessary tempo to finish-off his attack.

25.♖d5! exd5 26.♕h5! ♗xf2+

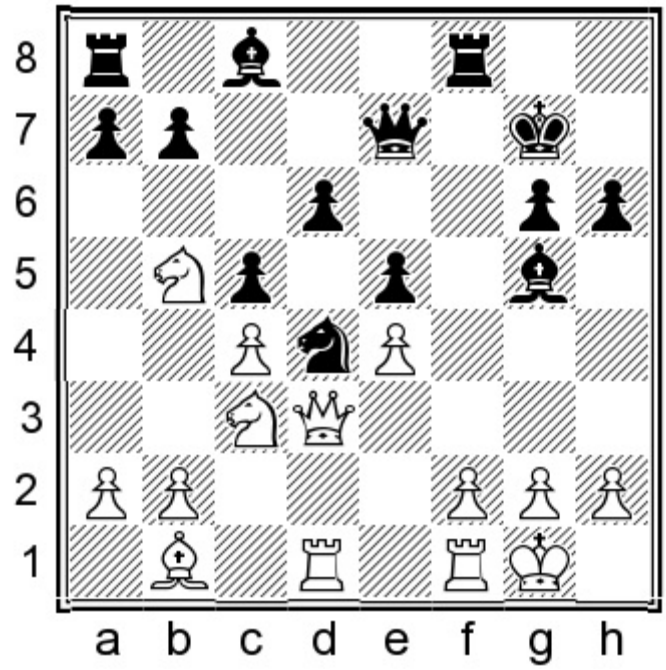
26...gxh5 27.♗h7#

27.♔xf2 ♘e4+ 28.♘xe4 gxh5 29.♖g1+ ♔h7 30.♘c5+

30.♘c5+ ♔h6 31.♗g7#

1–0

Game 92
Sandor Bartha
Gyula Kluger
Hungary 1979



White has mishandled the opening and he stands clearly worse, as Black can launch a lethal attack:

17...♖f3! 18.gxf3 ♗f4 19.♘d5 ♗xh2+! 20.♔xh2 ♕h4+ 21.♔g1 ♗h3 22.f4 ♕g4+ 23.♕g3 ♘e2+ 24.♔h2 ♘xg3 25.fxg3 ♗xf1?!

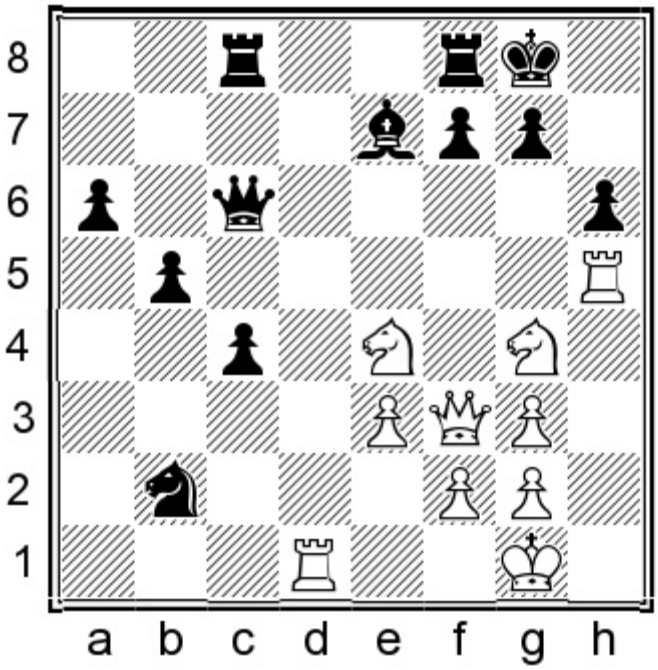
25...♕h5! 26.♖fe1 ♗g4+–+

26.♖xf1 h5 27.f5 ♖h8 28.♘e7 h4 29.♘xg6 hxg3+ 30.♔g1 ♖h1+!

30...♖h1+ A nice touch! White resigned due to 31.♔xh1 ♕h3+ 32.♔g1 ♕h2#.

0–1

Game 93
Mikheil Kantaria
Lilit Mkrtchian



Black ’s material advantage should tell in the long run, so White must think of how to attack the black king.

27.♖d6! f5

27...♗xd6 fails to 28.♘xh6+ gxh6 29.♕g4+ ♔h7 30.♘f6+ ♔h8 31.♖xh6#.

28.♘xh6+ gxh6 29.♖hxh6 ♗xd6 30.♕h5

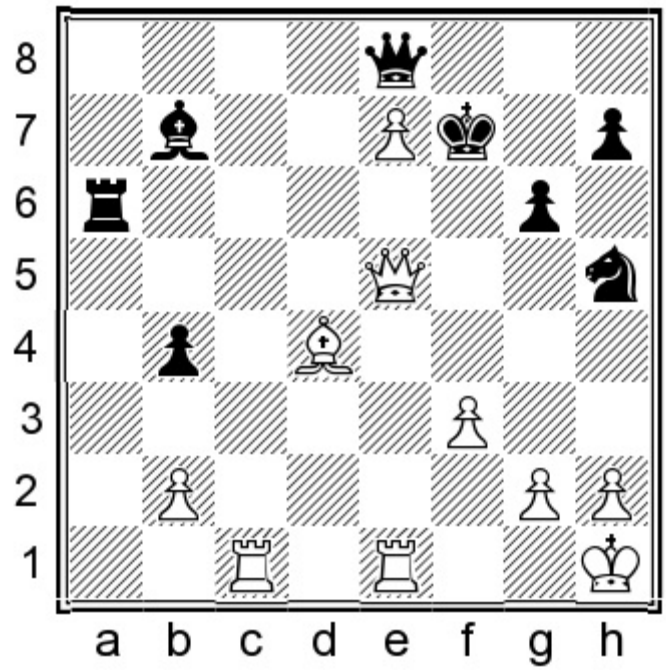
Also winning was 30.♖g6+ ♔f7 31.♕xf5+ ♔e8 32.♘xd6+ ♕xd6 33.♕xc8+ ♔f7 34.♕f5+ ♔e8 35.♖e6+ ♕xe6 36.♕xe6+ ♔d8 37.♕d6+ ♔e8 38.♕e5++–.

30...♗e5 31.♘g5 ♕d7 32.♖g6+

32.♖g6+ ♗g7 33.♕h7#

1–0

Game 94
David Navara
Anna Dergatschova Daus
Mainz 2007



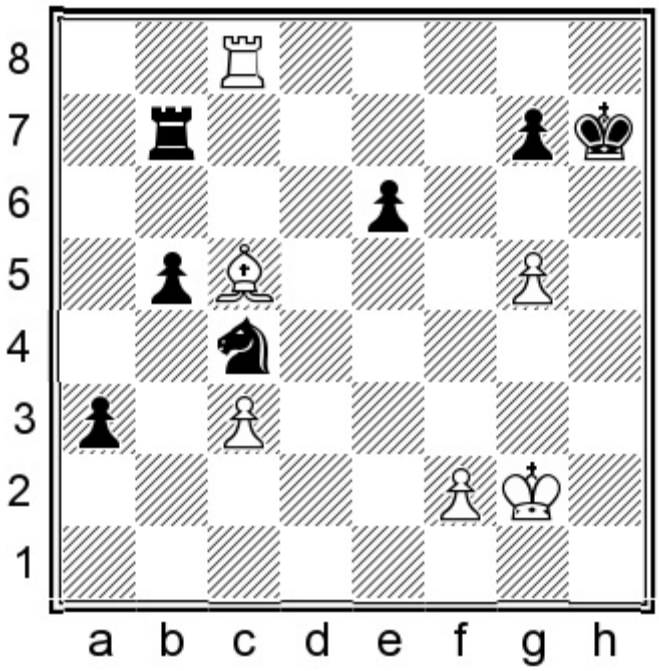
White has a winning position anyway, but it is nice to find the final blow, which is connected to the e6and d5-squares.

36.♖c6!

36.♖c6 ♖xc6 (36...♗xc6 37.♕e6#) 37.♕d5+ ♖e6 38.♕xe6#.

1–0

Game 95
Lela Javakhishvili
Xue Zhao
Batumi 2016



Here the main idea is to allow Black ’s a3-pawn to queen, killing White’s defensive idea of ♖a8.

45...♖a7! 46.g6+ ♔xg6

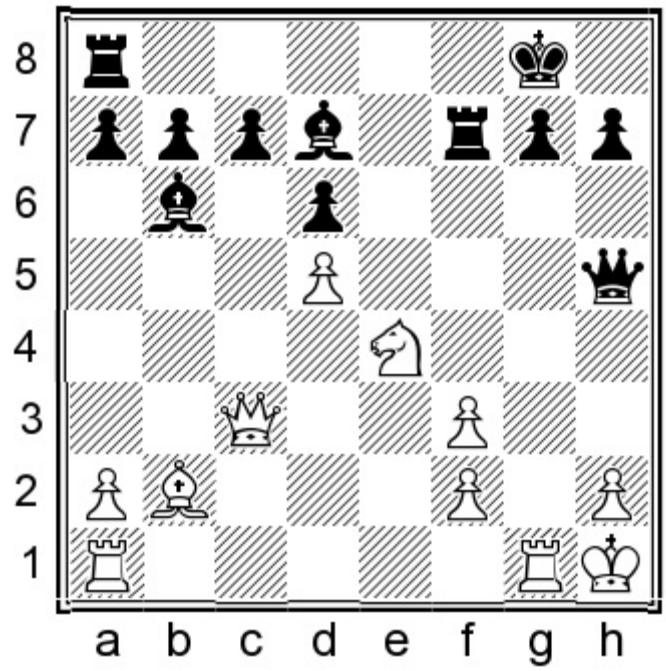
46...♔xg6 47.♗xa7 a2–+

0–1

THE NOVOTNY BISHOP

Here, as it turns out, we have the most games played; it seems that the bishop loves ‘Novotnys’!

Game 96
Simon Winawer
Mikhail Chigorin
Warsaw 1882

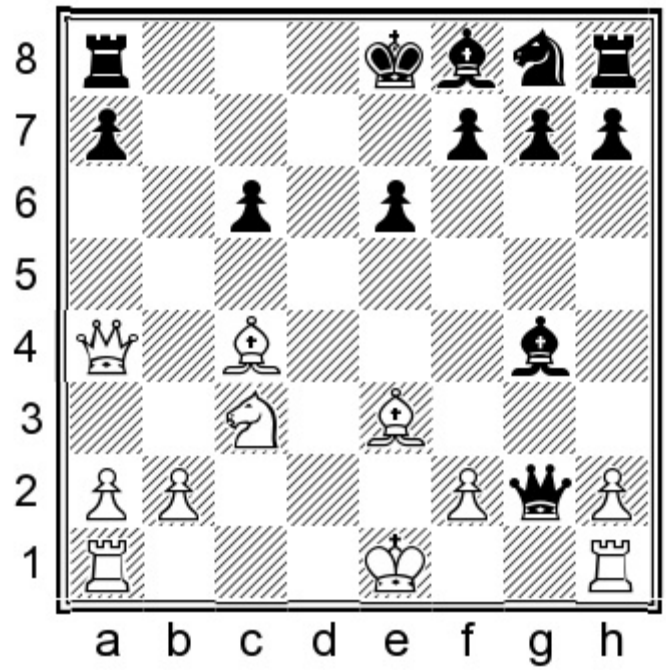


It looks like White has a lethal attack on the f6 and g7-squares, but Black can not only defend, but counterattack!

22...♗d4! 23.♕xd4 ♕xf3+ 24.♖g2 ♗h3 25.♖ag1 ♖e8 26.♕c3 ♗xg2+ 27.♖xg2 ♖xe4 28.♕xf3 ♖e1+

0–1

Game 97
Dawid Markelowicz Janowski
Emil Schallopp
Nuremberg 1896

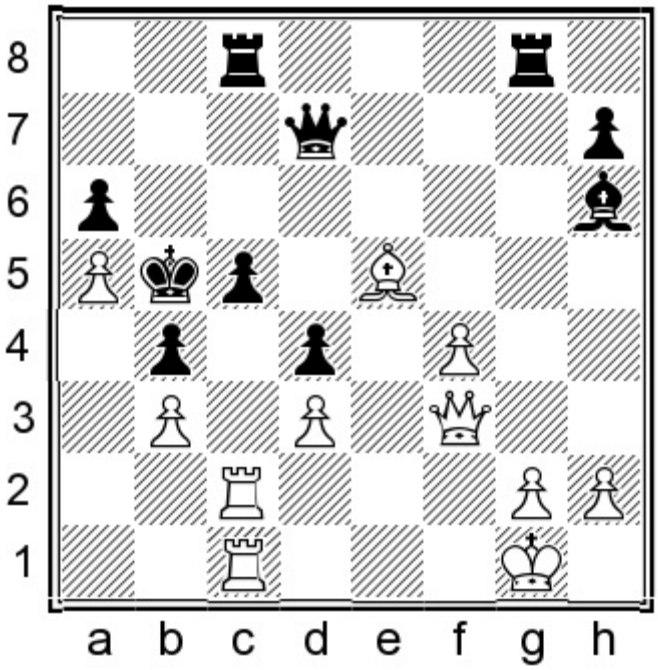


Black's queen is attacking the white rook and defending her own c6pawn, but.

12.♗d5! exd5 13.♕xc6+ ♔d8 14.♕xa8+ ♔d7 15.♕b7+ ♔e6 16.♕c6+ ♗d6 17.♗f4!

1–0

Game 98
Siegbert Tarrasch
Amateurs
Naples 1914



The black king is feeling safe on b5, but White found a way to expose him!

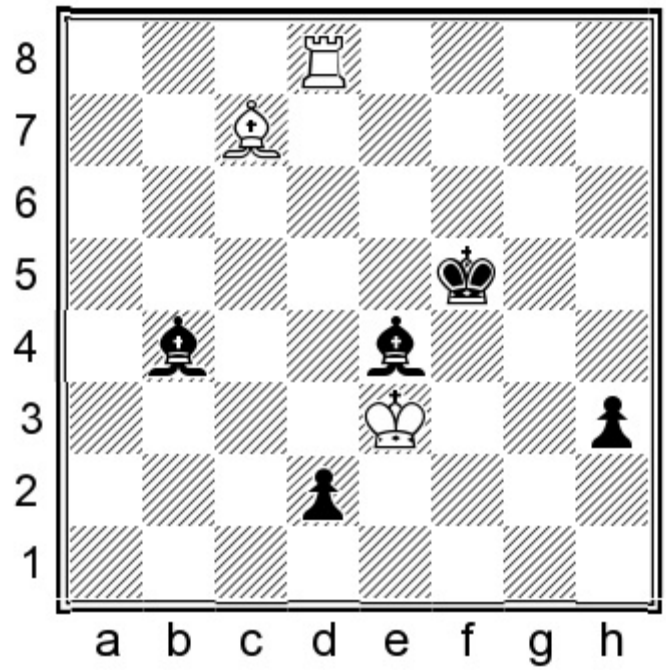
1.♗c7! ♖xc7

If 1...♕xc7, White mates with 2.♖xc5+ ♕xc5 3.♕b7+ ♔xa5 4.♖a1#.

2.♕b7+ ♖xb7 3.♖xc5#

1–0

Game 99
Vladimir Nenarokov
Nikolay Grigoriev
Moscow 1923



The two black passed pawns have been efficiently stopped and it seems that White has everything under control — or does he?

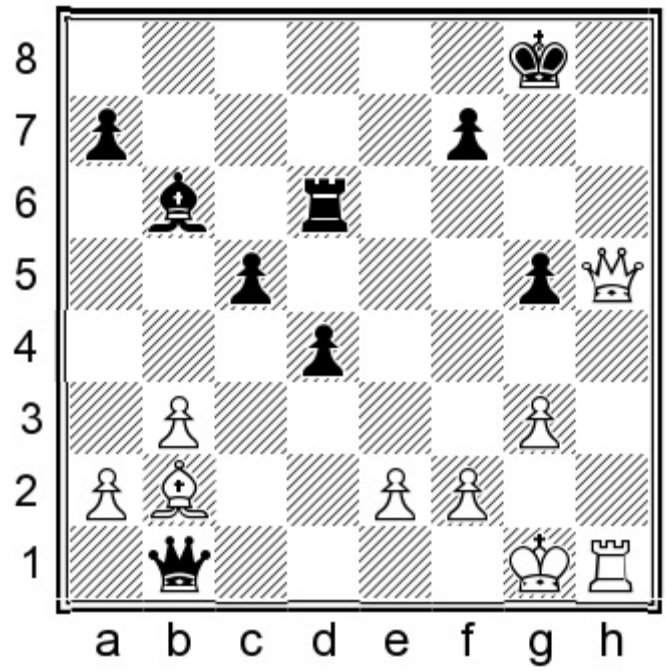
1...♗d6! 2.♖xd6

Or 2.♗xd6 d1=♕.

2...h2

0–1

Game 100
Paul Keres
Efim Bogoljubow
Zandvoort 1936



White has a lethal attack on the h-file, but Black has the time to disturb the white king by checking on squares b1 and e4 on the b1–h7 diagonal.

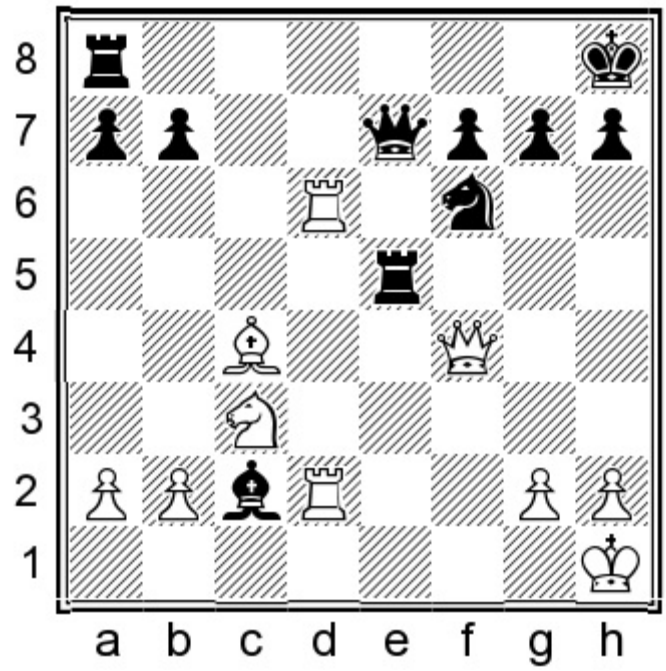
32.♗c1! ♔f8

32...♕xc1+ 33.♔g2+–

33.♕h8+ ♔e7 34.♕e5+ ♔d7 35.♔g2 f6? 36.♕xd6+! ♔xd6 37.♗f4+ gxf4 38.♖xb1 fxg3

1–0

Game 101
Reinhart Fuchs
Viktor Lvovich Kortschnoj
Yerevan 1965



White’s back rank is weak.

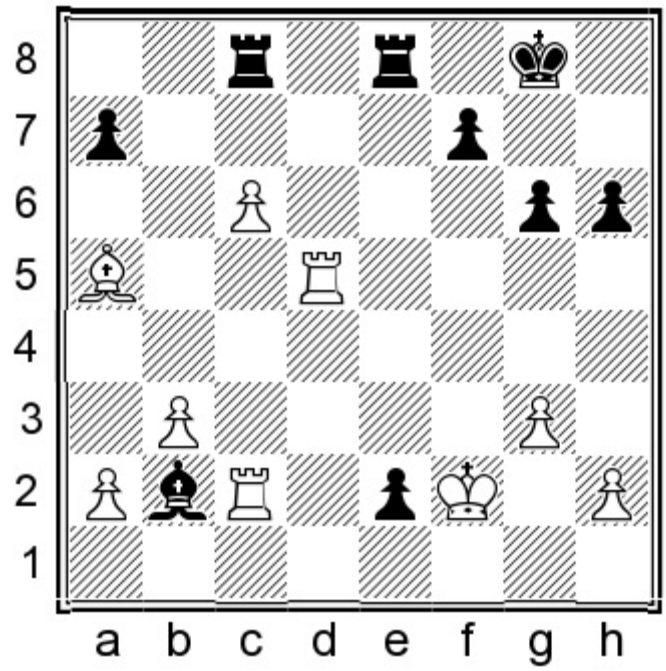
25...♗d3! 26.♗xd3

26.♖6xd3 ♖e1+ 27.♕f1 ♖xf1#; 26.♖2xd3 ♖e1+ 27.♕f1 ♖xf1#

26...♕xd6 27.♗f1 ♕c5

0–1

Game 102
William Hartston R
Istvan Bilek
Praia da Rocha 1969



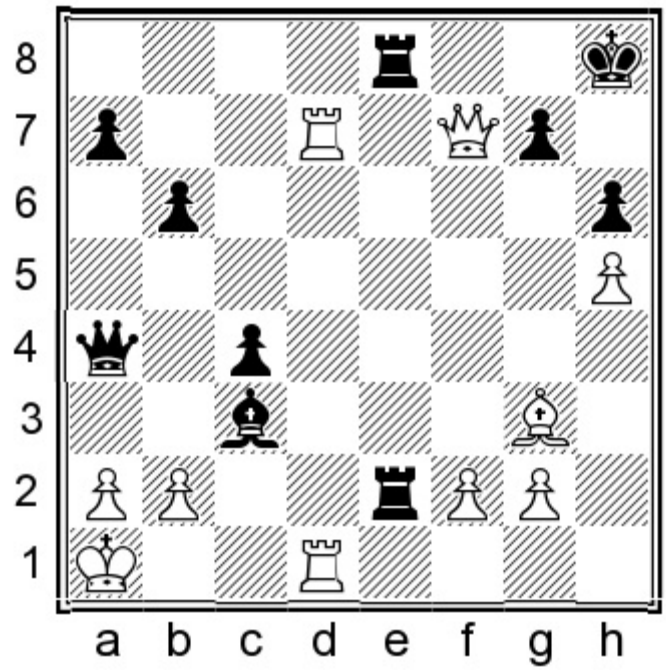
Black can resign; instead, he makes a final attempt...

35...♗c3!? 36.♗xc3 ♖xc6 37.♔e1!

37.♖xe2? ♖xe2+ 38.♔xe2 ♖xc3, would allow Black to hold, but after the text move he had to resign.

1–0

Game 103
Anthony Miles J
Craig William Pritchett
London 1982



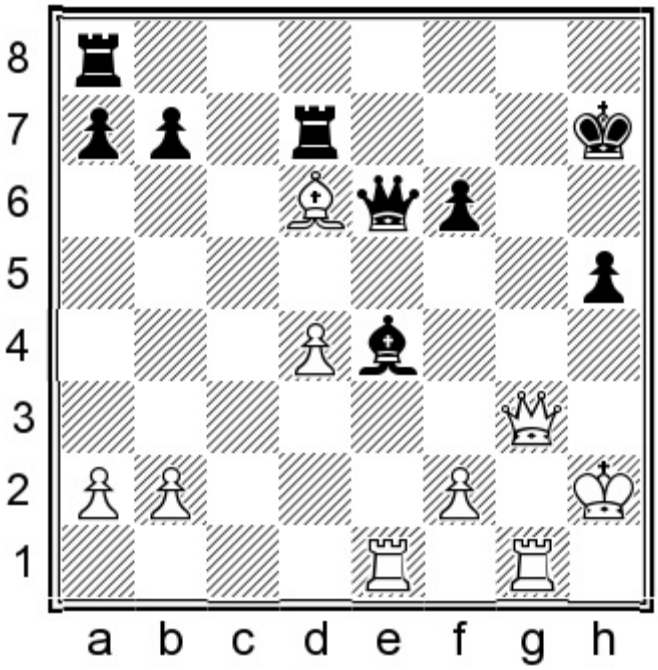
Black is happy here; he defends the crucial g7-square; while his attack seems to be lethal. However, White has everything under control!

34.♗e5!

34.♗e5 and Black resigned due to 34...♗xe5 (34...♖2xe5 35.♕xg7#) 35.♕xe8+ ♔h7 36.♕g6+ ♔h8 37.♖d8+.

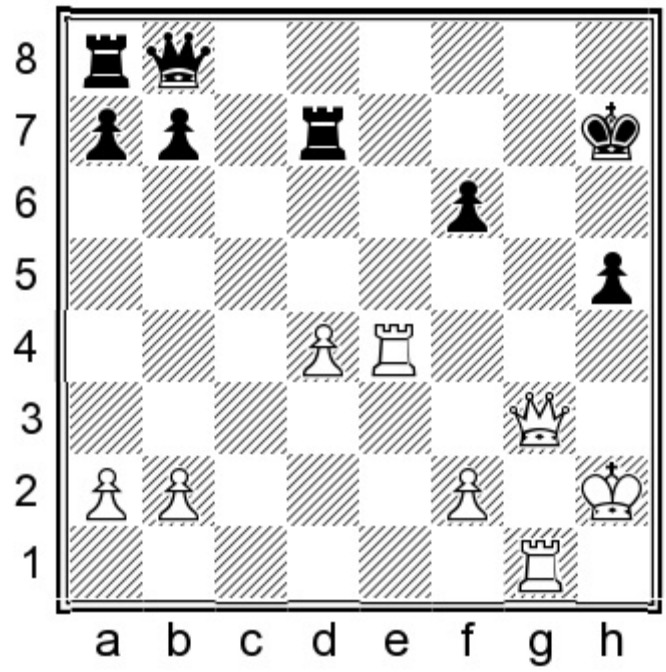
1–0

Game 104
Roman Dzindzichashvili
Walter Browne S
New York 1984



White attacks via the g-file, but Black's rooks control the crucial 7th and 8th rank. White found a way to throw a stick in these defensive works.

33.♗b8! ♕e8 34.♖xe4 ♕xb8



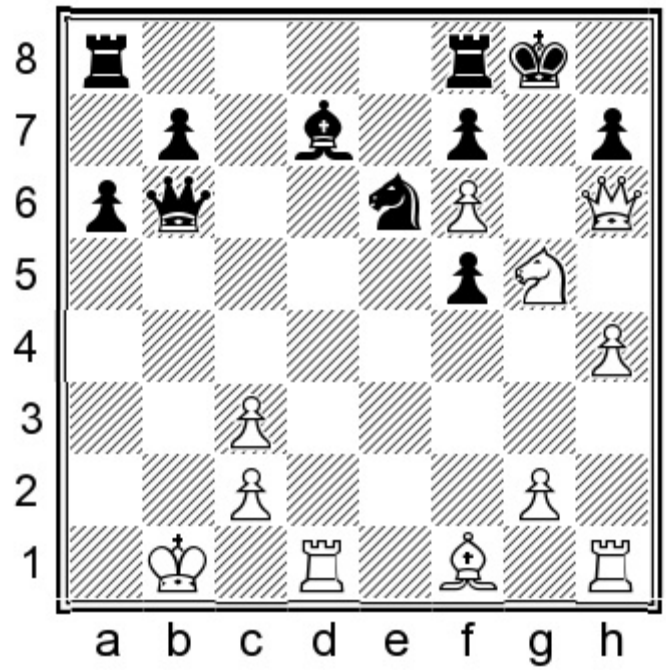
It is now time to think of the ‘Novotny Rook’.

35.♖e5! fxe5 36.♕g6+ ♔h8 37.♕h6+

37.♕h6+ and Black resigned: 37...♖h7 38.♕f6+ ♖g7 39.♕xg7#. A rare case, where we observed two ‘Novotnys’, one with a bishop and one with a rook.

1–0

Game 105
Arkadij Naiditsch
Thanh Trang Hoang
Budapest 1998



White is ready to mate on the kingside, but Black has found some darksquare checks on the queenside. The trick is to change the colour on which the black queen checks!

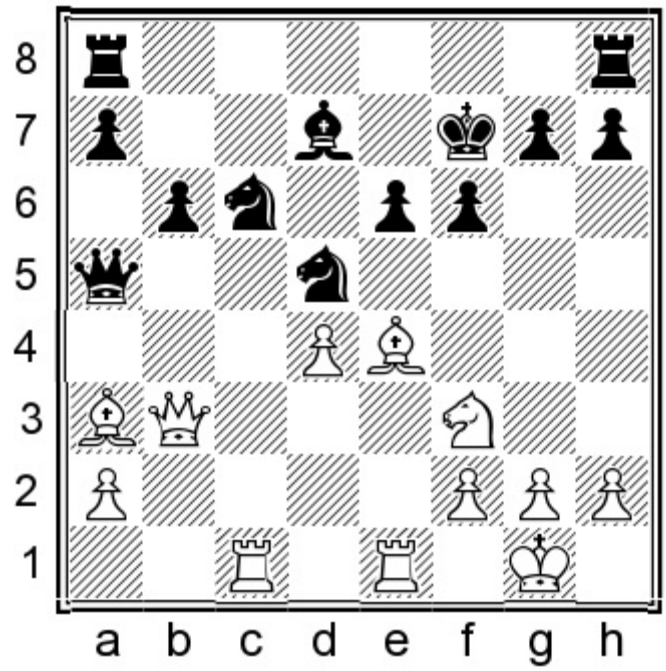
22.♗b5!

The most efficient move that ends the game immediately.

22...♕xb5+ 23.♔c1

1–0

Game 106
Dragan Solak
Vladimir Tukmakov B
Biel 2001



White has sacrificed a pawn and has central pressure as compensation, along with the uncastled Black king and the misplaced queen — but how to proceed?

18.♗c5! bxc5

If 18...♖hd8 then 19.♗xd5 exd5 20.♕xd5+ ♔g6 21.♘h4+ ♔h6 22.♘f5+ ♗xf5 23.♕xf5+–.

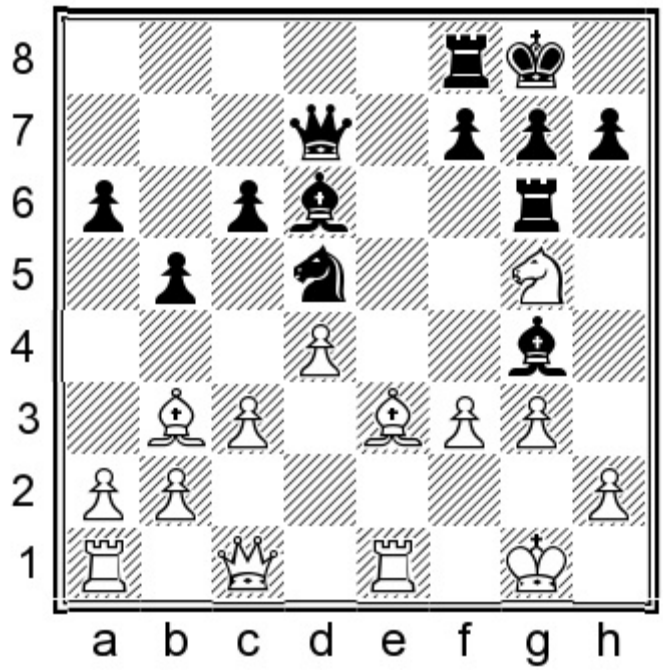
19.♗xd5 ♖he8

19...♘xd4 is also losing to 20.♘xd4 cxd4 21.♗xe6+ ♗xe6 22.♖xe6 ♔g6 23.♕d3+ ♔f7 24.♕c4 ♔g6 25.♖e7+–.

20.♖xc5 ♕b6 21.♗xc6

1–0

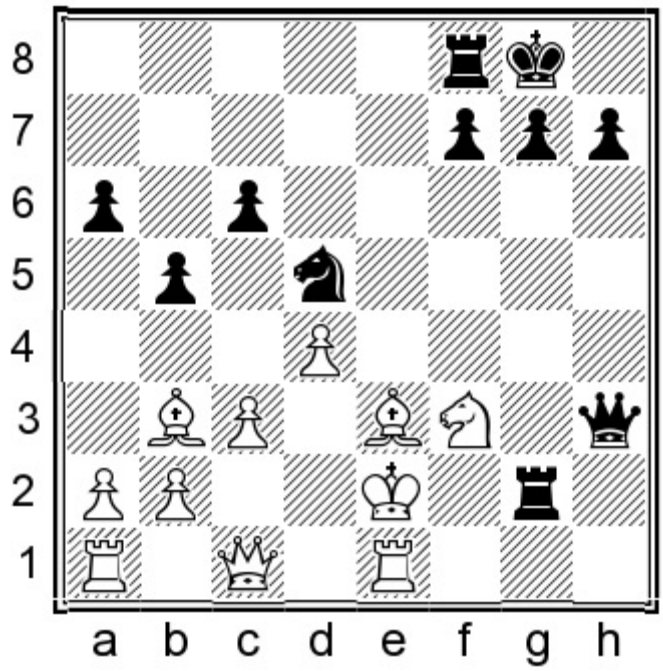
Game 107
Alexander Shabalov
Levon Aronian
Mallorca 2004



Here, Black used his excellent home preparation to strip the white king:

21...♗xf3! 22.♘xf3 ♗xg3 23.hxg3 ♖xg3+ 24.♔f2 ♕h3 25.♔e2 ♕g2+?

Black could have crowned his attack with 25...♖g2+!



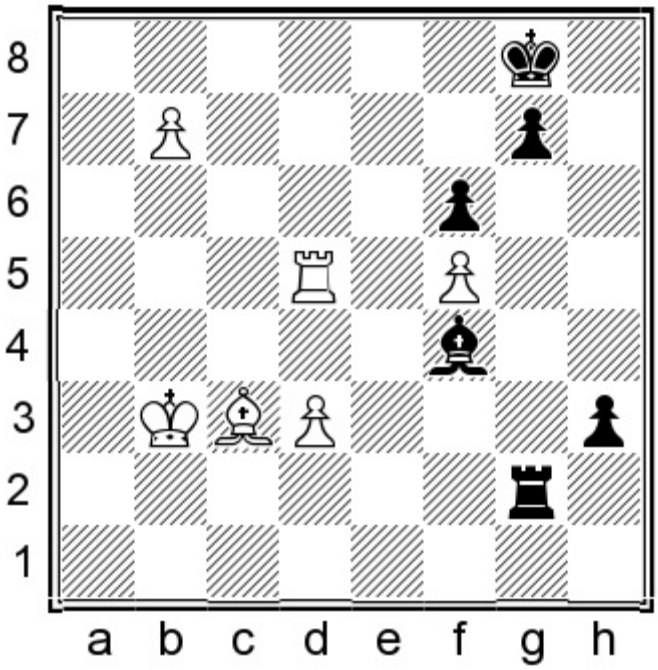
26.♗f2 ♖e8+ 27.♘e5 ♖xe5+! 28.dxe5 ♕g4+–+.

26.♔d3

Now the position is unclear. Nevertheless, Black won on the 47th move.

0–1 (47)

Game 108
Dmitrij Jakovenko
Arkadij Naiditsch
Dortmund 2009



A very difficult position to evaluate. Both sides are about to queen; the black bishop is excellently placed and must be exchanged.

50.♗e5! h2

After 50...♗xe5 51.♖xe5 fxe5 52.b8=♕+ ♔h7 White wins as: 53.♕b7 (53.♕xe5 h2 54.♕e1 ♖g3! 55.f6 gxf6 56.♕e4+ ♔g7 57.♕h1 ♖xd3+ 58.♔c2 ♖a3 59.♔b2 ♖g3 60.♕xh2+–) 53...♖f2 54.♕e4 h2 55.f6+ ♔g8 56.♕d5+ ♔h7 57.fxg7 ♔xg7 58.♕xe5++–.

51.b8=♕+ ♔h7 52.♗xf4!

White avoids the black trap: 52.♖d8? ♖b2+! 53.♗xb2 ♗xb8–+.

52...h1=♕ 53.♖d8! ♕d1+

53...♕b1+ 54.♔c3 ♕xb8 55.♖xb8 ♖f2 56.♖b4+–

54.♔c4 ♖c2+ 55.♔d4

The white king in the centre seems to be vulnerable, but it can count on help from its pieces.

55...♕a1+

55...♕g1+ 56.♗e3 ♕g4+ 57.♕f4+–

56.♔d5 ♕a5+ 57.♔e4!

57.♔e6? ♖e2+ 58.♔d7 ♕d5+–+

57...♕e1+ 58.♗e3 ♕h1+ 59.♔d4 ♕a1+

59...♕h4+ 60.♕f4+–

60.♔d5 ♕a5+

60...♕h1+ 61.♔e6 ♕c6+ 62.♔f7 ♕c7+ 63.♕xc7 ♖xc7+ 64.♔e6+–

61.♔e4

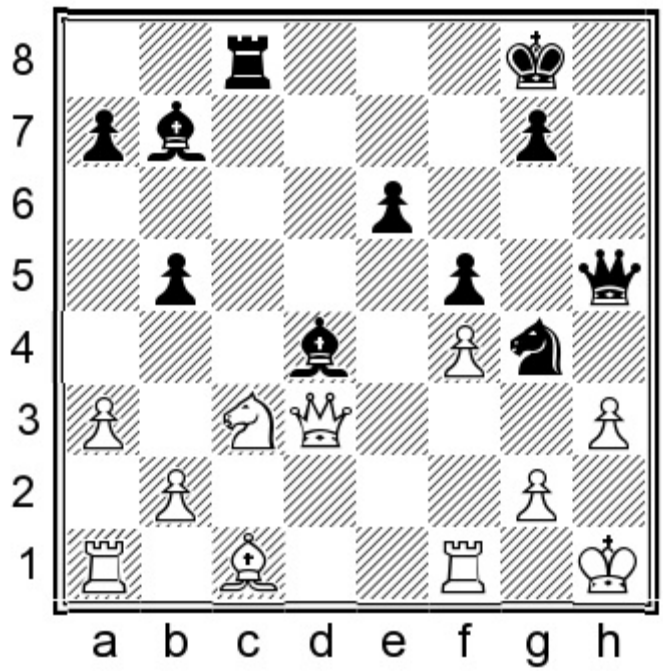
A tidier way to escape than the run to the f7–square. 61.♔e6 ♕a2+ 62.♔e7+–.

61...♕a4+ 62.d4

Black resigned: 62.d4 ♕c6+ 63.♔f4 ♕c7+ 64.♕xc7 ♖xc7 65.d5+–.

1–0

Game 109
Levon Aronian
Viswanathan Anand
Wijk aan Zee 2013



Probably the most famous game of 2013.

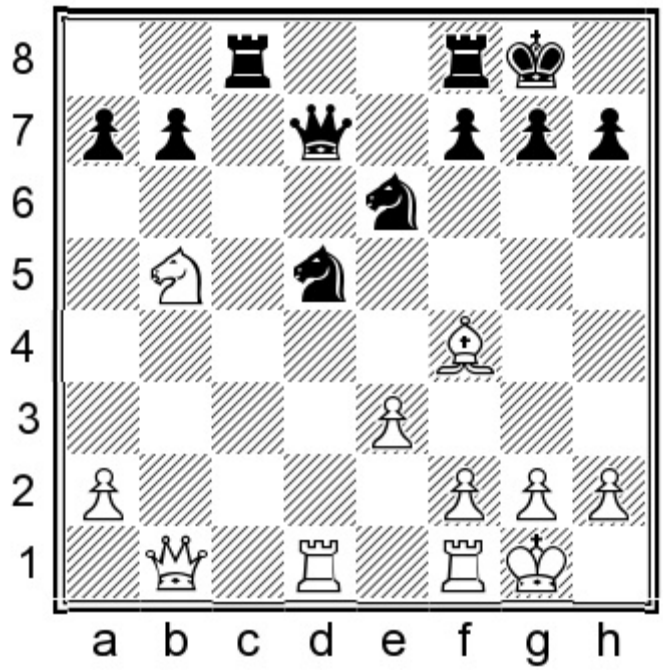
Black had launched a lethal attack and now it is time to convert his efforts:

23...♗e3!

Mate will follow on h3/g2, as White's queen no longer protects h3!

0–1

Game 110
Vlastimil Babula
Jens Uwe Maiwald
Germany 2015



Black seems to be OK, but his d5-knight is not stable enough.

21.♗d6!

And Black resigned: 21.♗d6 a6 22.♗xf8 axb5 23.e4 (23.♗a3+–) 23...♘ef4 24.♕b2!

[24.exd5? ♕g4 25.g3 ♘e2+ 26.♔g2 (26.♔h1? ♕f3#) 26...♘f4+ 27.♔g1=]

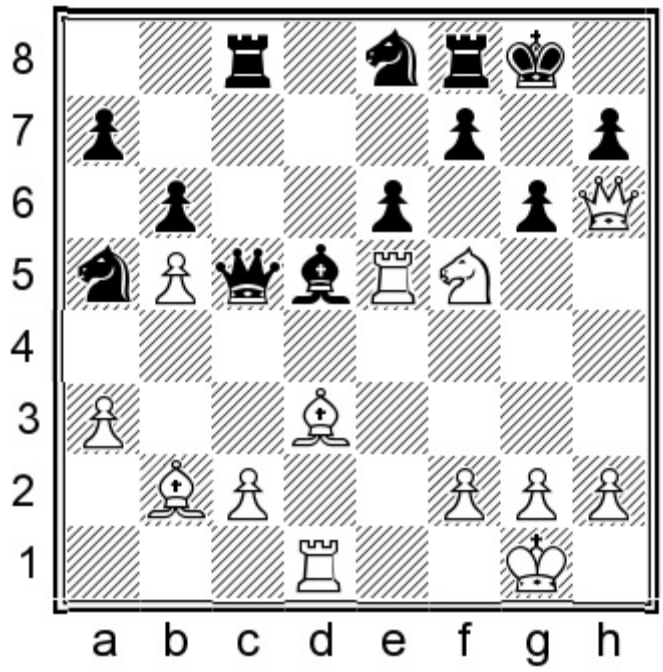
24...♖xf8 25.exd5+–.

1–0

THE NOVOTNY KNIGHT

The knight is a dangerous piece and it is no surprise that we can find many 'Novotnys'.

Game 111
Rudolf Spielmann
Baldur Hoenlinger
Vienna 1929

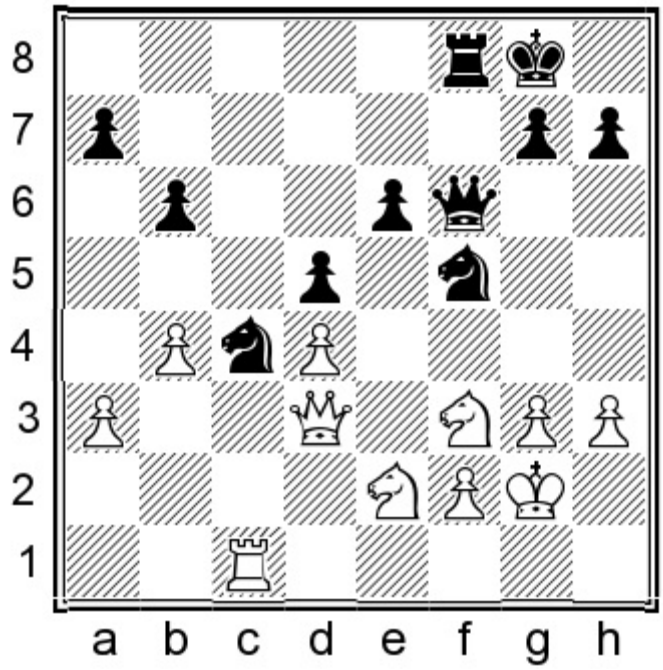


25.♘e7+!

25.♘e7+ Clearing-up the 5th rank. Black resigned due to 25...♕xe7 26.♕xh7+! ♔xh7 27.♖h5+ ♔g8 28.♖h8#.

1–0

Game 112
Karl Gilg
Aron Nimzowitsch
Karlsbad 1929



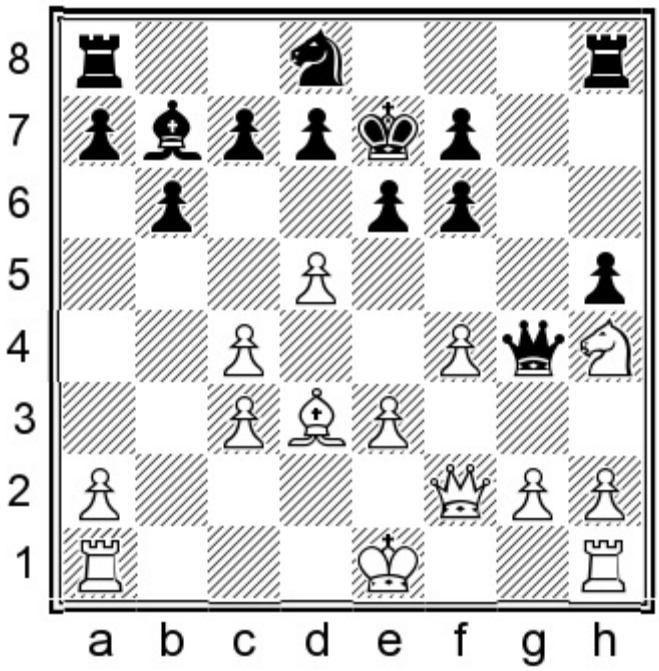
The f-file is weak.

39...♘fe3+! 40.fxe3 ♕xf3+ 41.♔h2 ♘xe3

41...♘xe3 42.♖g1 ♘g4+.

0–1

Game 113
Eduard Dyckhoff
A. H. Priwonitz
Correspondence 1929

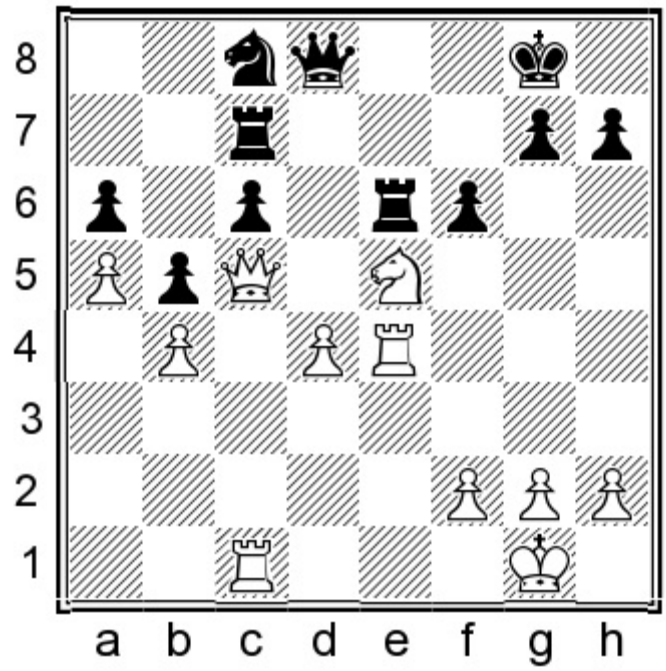


The black queen can be trapped!

15.♘g6+! fxg6 16.h3

1–0

Game 114
Max Euwe
Alexander Alekhine
Zuerich 1934

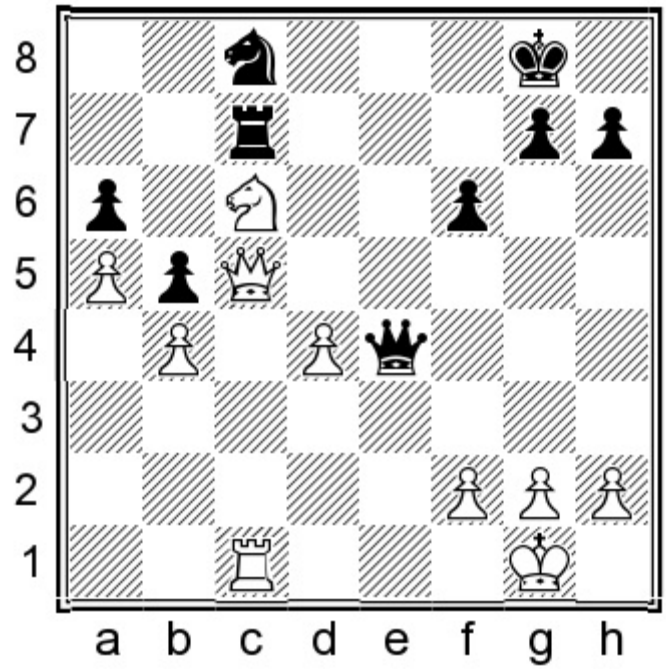


A famous position, between two FIDE World Champions. White took advantage of the unprotected black rook on the e-file.

31.♘f7! ♕e8

31...♔xf7 32.♕h5+ ♔e7 33.♖xe6+ ♔xe6 34.♖e1+ ♔d6 35.♕c5+ ♔d7 36.♕f5+ ♔d6 37.♕e6#; 31...♖xf7 32.♖xe6+–.

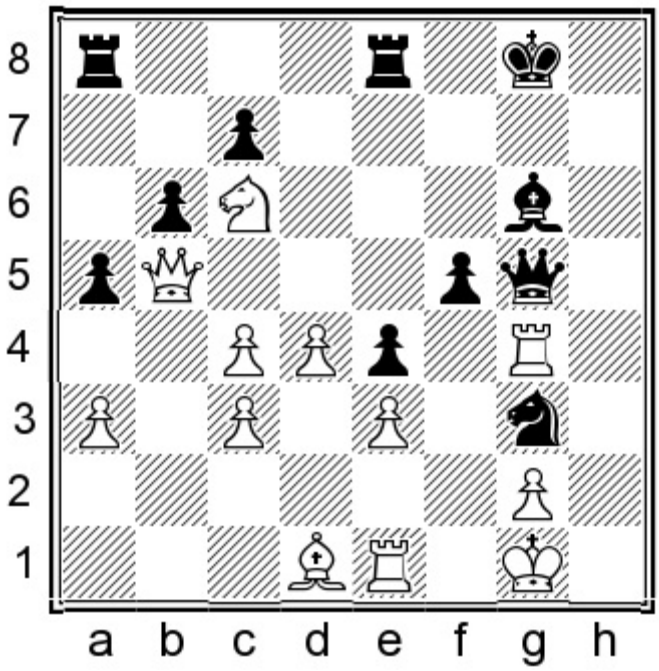
32.♖xe6 ♕xe6 33.♘d8 ♕e4 34.♘xc6



Hence, White won an important pawn and the game on the 53rd move.

34...h6 35.d5 ♕d3 36.h3 ♕d2 37.g3 ♔h8 38.♔g2 ♕d3 39.♖e1 ♔h7 40.♖e3 ♕d2 41.♖e8 ♕d3 42.♕d4 ♕c4 43.♕e4+ ♕xe4+ 44.♖xe4 ♔g8 45.♘b8 ♔f7 46.♘xa6 ♖d7 47.♖d4 ♘e7 48.d6 ♘f5 49.♖d5 ♘xd6 50.♘c5 ♖d8 51.♘e4 ♘b7 52.a6 ♔e6 53.♖xd8 1–0

Game 115
Olga Rubtsova
Valentina Belova M->Borise
Moscow 1945



In this position White has just played the attractive-looking 1.♖g4?. However, Black responded with a decisive 'Novotny':

1...♘e2+!

Black cannot capture the rook: 1...♕xg4? 2.♗xg4;

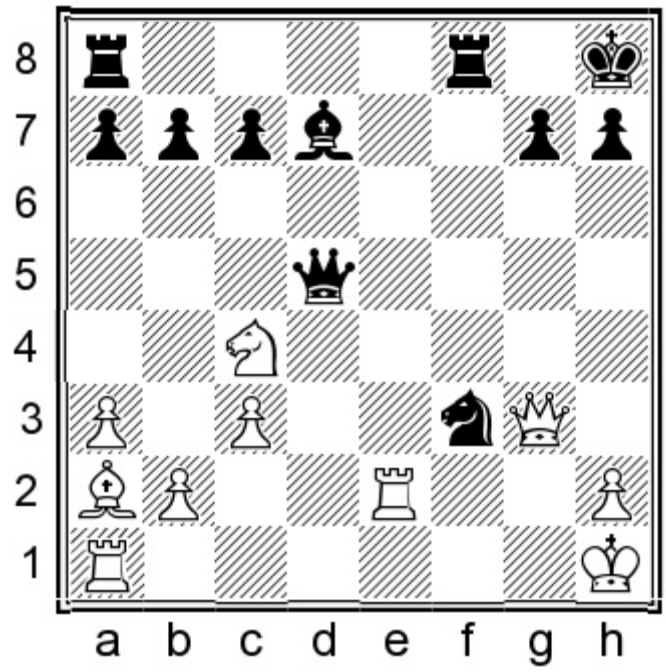
or 1...fxg4? 2.♕xg5;

and White would win a piece after 1...♕f6? 2.♖xg3.

The text move enables Black to win the rook after 1...♘e2+ 2.♖xe2 (or 2.♗xe2 ♕xe3+ 3.♔f1 fxg4; or 2.♔f1 ♕xg4) 2...♕xg4. White resigned.

0–1

Game 116
Janez Barle
Iztok Jelen
Bled/Portoroz 1979

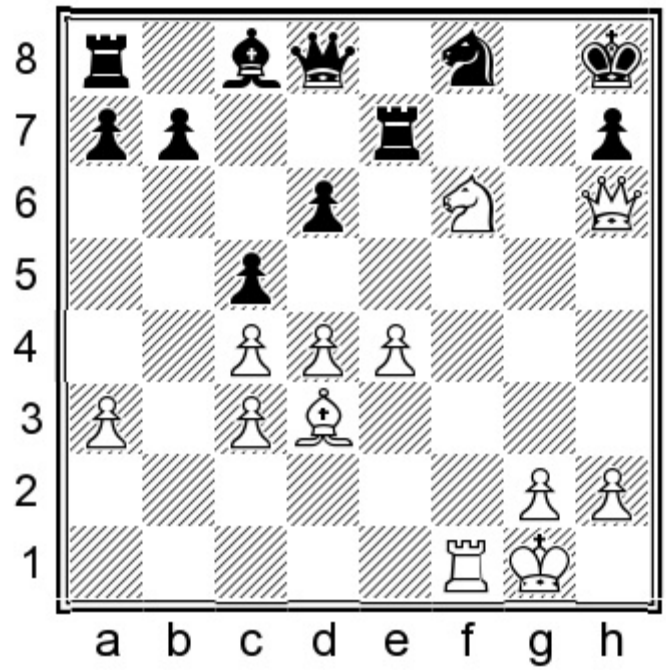


28...♘e1+! 29.♔g1 ♕h1+! 30.♔xh1 ♖f1+

30...♖f1+ 31.♕g1 ♗c6+ 32.♖e4 ♗xe4#

0–1

Game 117
Aldo Haik
Spyridon Skembris
Vrnjacka Banja 1981



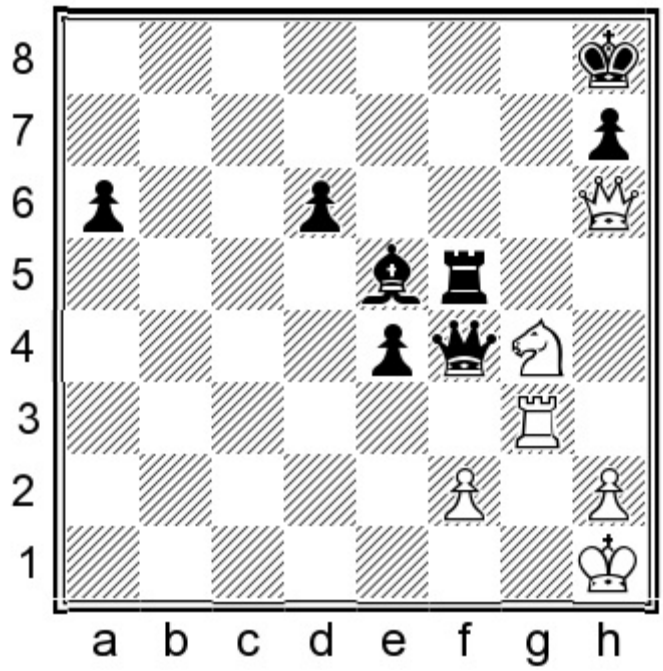
White has sacrificed material for an attack and now he finishes the job:

21.♘e8!

21.♘e8 ♖xe8 (21...♕xe8 22.♖xf8+ ♕xf8 23.♕xf8#; 21...♘g6 22.♖f8+ ♘xf8 23.♕xf8#) 22.♖f7+–

1–0

Game 118
Emanuel Berg
Jurij Zezulkin
Rowy 2000



40.♕e6?

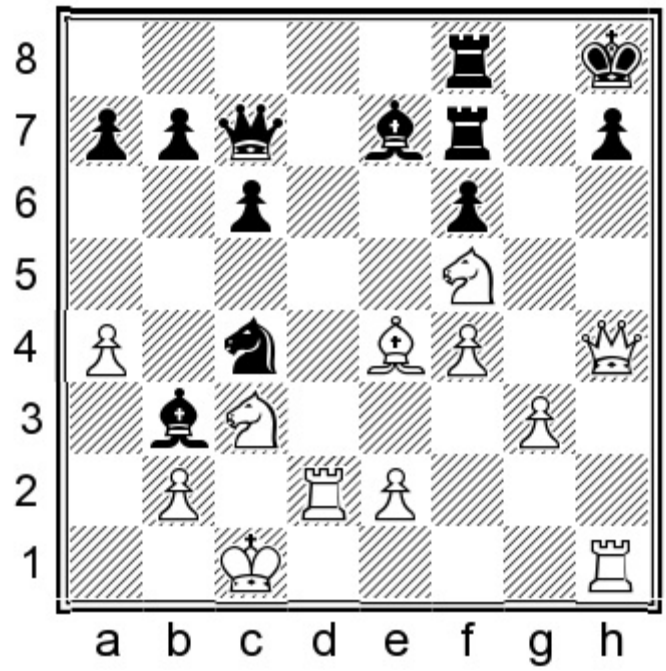
The 'Novotny' theme could also have occurred here with 40.♘f6!, when White would threaten the two thematic mates 41.♕g7# and 41.♕f8# and, in addition, 41.♖g8# and 41.♕xh7#. Now 40...♗xf6 would block Black's rook, allowing 41.♕f8# (while 40...♖xf6 would block Black's bishop, allowing 41.♕g7#; After 40...♕xh6 which parries both thematic threats, White has 41.♖g8#.)

40.♕e6? ♖f8

The game was drawn in 75 moves.

½-½

Game 119
Baadur Jobava
Alexander Grischuk
Mallorca 2004

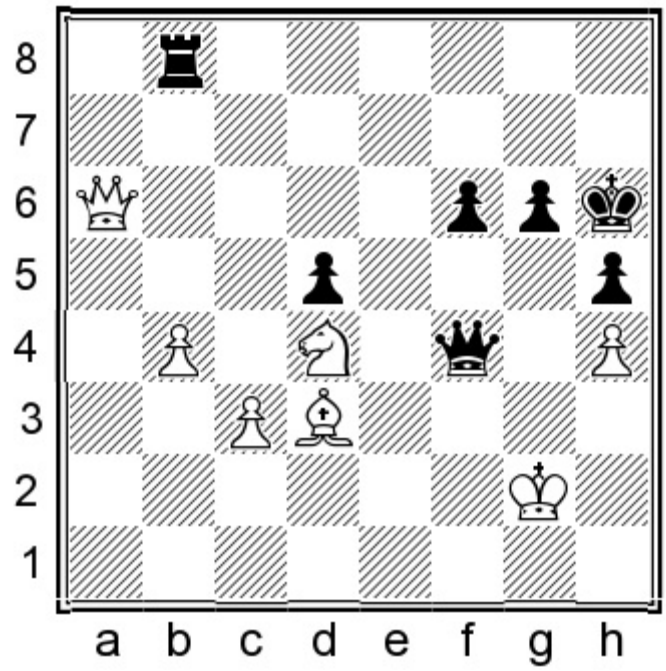


Both sides are attacking, but White's attack should be more dangerous due to the open h-file. Still, as nothing looks completely clear, anything can happen.

23.♘g7! ♖xg7 24.♗xh7 f5 25.♕h5! ♗h4 26.♗xf5+

1–0

Game 120
Magnus Carlsen
Maxime Vachier Lagrave
Cap d'Agde 2006



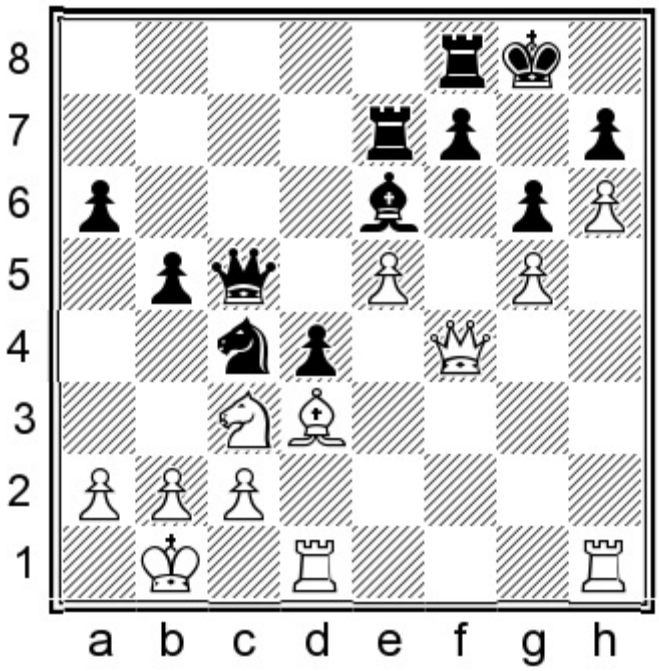
Black is ready for a perpetual check, so White must find something here.

38.♘f5+!

Black resigned: 38.♘f5+ gxf5 (38...♔h7 39.♕a7++–) 39.♕xf6+ ♔h7 40.♗xf5++–.

1–0

Game 121
Sergey Karjakin
Evgeny Alekseev
Khanty-Mansiysk 2007



White wants to play the decisive 25.♕f6 but Black can defend with 25...♕xe5.

25.♘d5! ♕xd5

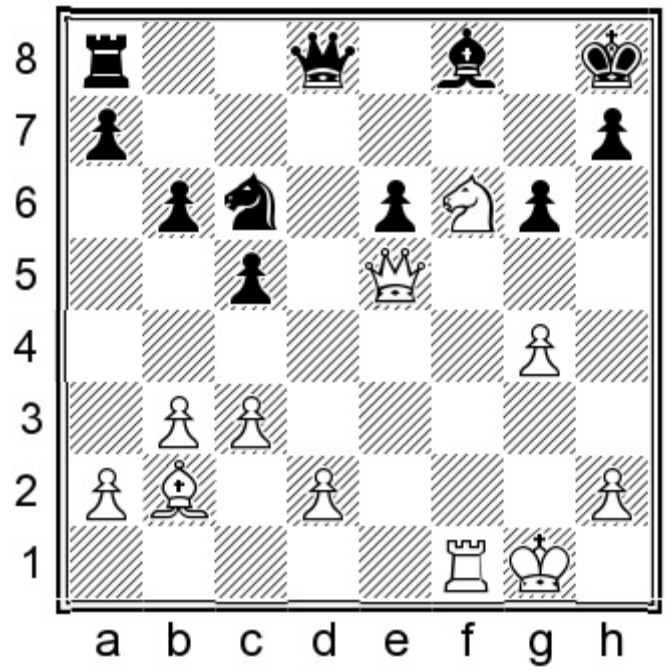
25...♗xd5 26.♕f6+–

26.♗xc4 ♕xc4 27.♕f6

27.♕f6 ♕xa2+ 28.♔c1 ♕a1+ 29.♔d2 ♕a5+ 30.♔e2 d3+ 31.♔f1.

1–0

Game 122
Magnus Carlsen
Viswanathan Anand
Zuerich 2014



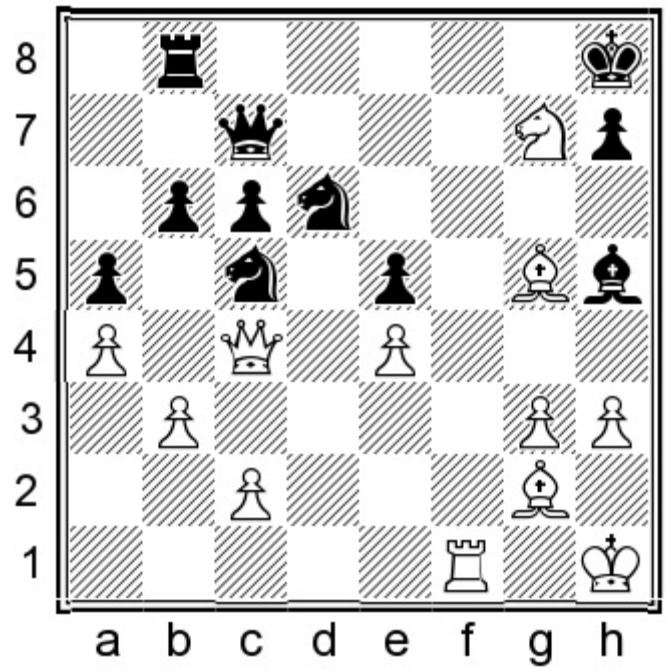
In this blitz game V. Anand played horribly and M. Carlsen finished him off!

21.♘e8+!

21.♘e8+ ♔g8 22.♕xe6+ ♔h8 23.♖xf8#

1–0

Game 123
Santosh Gujrathi Vidit
Falko Bindrich
Moscow 2017



The position is critical, with many hanging pieces...

33.♘e8!

The usual stuff!

33...♗f7

Alternatives also fail to save Black: 33...♘xe8 34.♖f8++–; and 33...♖xe8 34.♗f6++–.

34.♘xc7 ♗xc4 35.bxc4

White has won a piece...

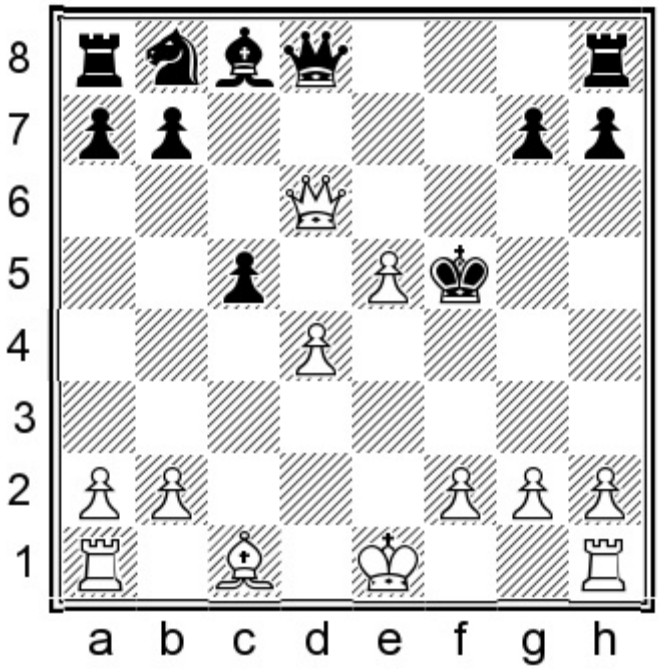
35...♖c8 36.♗f6+ ♔g8 37.♗xe5 ♘xc4 38.♗f4 ♘xa4 39.h4

1–0

THE NOVOTNY PAWN

A rare case, but some examples do exist!

Game 124
Rashid Nezhmetdinov
Vladas Mikenas
Kazan 1948



17.g4+! ♔e4?!

17...♔xg4 18.♖g1+ ♔h5 19.♖g5+ ♔h4 20.♕xc5 ♘c6 21.d5 ♕a5+ 22.♕xa5 ♘xa5 23.e6+–

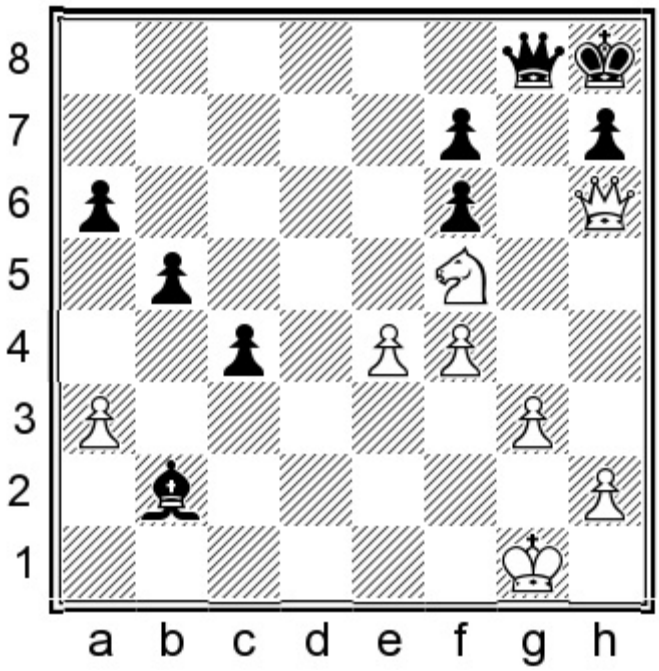
18.♕xc5 ♖f8

18...♕xd4 19.f3+ ♔d3 20.♕b5+ ♕c4 21.♕a5! ♔d4 22.♗f4+–

19.0-0! ♔f3 20.h3! b6 21.♕c3+ ♔e4 22.♕c4!

Black resigned, as mate follows with ♖e1. **1–0**

Game 125
Jeroen Piket
Vladimir Kramnik
Monte Carlo 1999

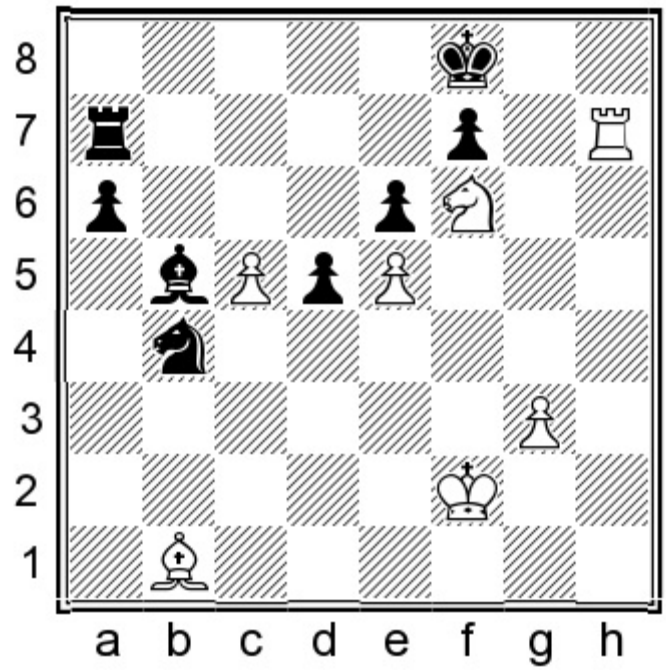


The f6-square is the key here; White should give the lethal check from there.

31.e5! ♕g6 32.♕f8+ ♕g8 33.♕e7! ♕g6 34.♕d8+

1–0

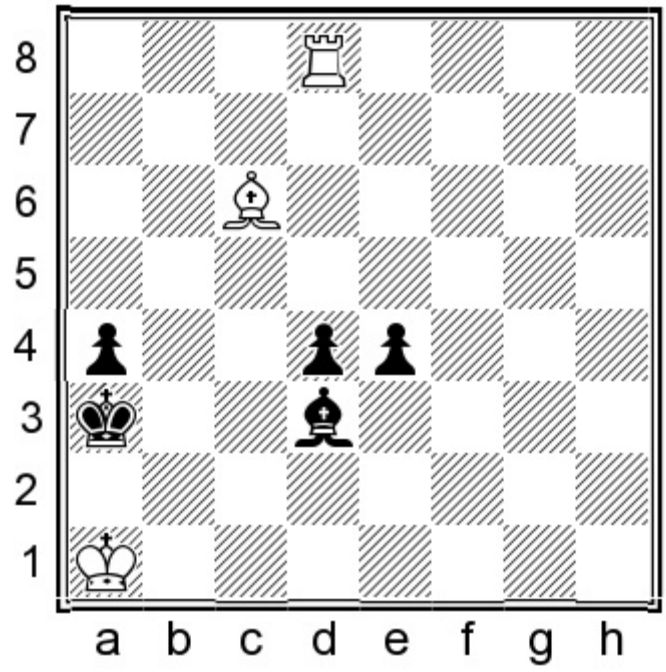
Game 126
Gudmundur Gislason
Viktor Lvovich Kortschnoj
Caleta 2012



45.g4?

White missed a fine pawn ‘Novotny’ with 45.♖h8+ ♔e7 46.♖b8! ♖c7 47.c6! and as mate with ♘g8 or ♖e8 is coming, Black must drop his knight: 47...♗xc6 48.♖xb4+–.

45.g4? ♔e7 46.g5 ♘c6 47.g6 ♘xe5 48.g7 ♖a8 49.g8=♕ ♖xg8 50.♘xg8+ ♔d7 51.♘h6 ♔c6 52.♘xf7 ♘xf7 53.♖xf7 ♔xc5 54.♔e3 a5 55.♖e7 ♗c4 56.♔d2 d4 57.♗d3 ♗d5 58.♖a7 ♔b4 59.♖a6 ♗b3 60.♖b6+ ♔a3 61.♔c1 a4 62.♔b1 ♗a2+ 63.♔a1 ♗b3 64.♗e4 ♗c4 65.♖d6 e5 66.♖b6 ♗e2 67.♗c6 ♗d3 68.♖b8 e4 69.♖d8



69...♔b4?

69...♔b3 70.♖xd4 ♔c3 71.♖xa4 e3=

70.♗xe4 1–0

CONCLUSION

The ‘Novotny Interference’ is an important tactical weapon, which frequently arises in over-the-board games.

A chess player should become familiar with it and learn to recognise the various motifs and patterns that rule the theme.

DEFENCE & COUNTER-ATTACK

Defending against the opponent's assaults is an obligation! You need two to tango, so it is more than natural that during a chess game one will push, having a sort of initiative, and the other will try to hold.

Well, not forever! After a successful defence it is often time to try and test the counter-attack! Though, what is the meaning or definition of the counter-attack? Well, let's try some:

A counter-attack is a tactic employed in response to an attack, with the term originating in 'war games'. The general objective is to negate or thwart the advantage gained by the enemy during the attack, while the specific objectives typically seek to regain lost ground or destroy the attacking enemy.

A saying, attributed to Napoleon Bonaparte, illustrates the tactical importance of the counter-attack: 'the greatest danger occurs at the moment of victory'.

In the same spirit, in his Battle Studies, Ardant du Pic noticed that 'he, general or mere captain, who employs every one in the storming of a position, can be sure of seeing it retaken by an organised counter-attack of four men and a corporal'.

Or perhaps the following is a bit more illuminating:

A counter-attack is a military tactic that occurs when one side successfully defends off the enemy's attack and begins to push the enemy back with an attack of its own. In order to perform a successful counterattack, the defending side must quickly and decisively strike the enemy after defending, with the objective of shocking and overwhelming the enemy.

The main concept of the counter-attack is to catch the enemy by surprise. Many historical counterattacks were successful because the enemy was off guard and not expecting the counter-attack.

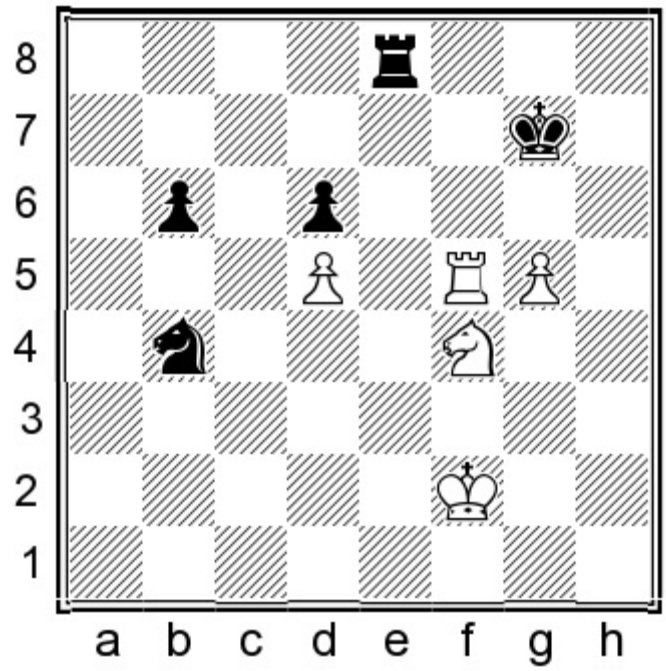
Well, lovely; aren't they? I would like to give my (kind of) 'definition': the counter-attack is an active defence — the result of a successful passive defence!

Unfortunately, we haven't the slightest idea from which point we will have to defend — if we have to at all!

Nowadays, with large databases and plenty of books and articles, it is a bit difficult to end up defending straight from the opening.

There are, of course, certain variations that are less active which may lead to long-term suffering for the defence. Endgames too can be difficult to hold, but activity should always stay at the forfront of our minds.

Game 127
Levon Aronian
Magnus Carlsen
Wijk aan Zee 2013



Black must be careful as in endings with rook and knight against rook and knight, a slight initiative often creates significant imbalance and activity counts for a lot.

43...♖e5!

A well calculated and active counter-attack. 43...b5?! draws as well, but White keeps practical chances after 44.♖f6 ♘xd5 45.♘xd5 ♖e5 46.♖xd6 ♖xg5.

43...♖e5! 44.♘e6+

What else? If 44.♖xe5, then after 44...dxe5 45.♘e6+ ♔g6 46.d6 ♘c6 47.d7 ♔f5 48.d8=♕ ♘xd8 49.♘xd8 ♔xg5, the players can shake hands.

44...♔g6!

Carlsen chooses the active option again.

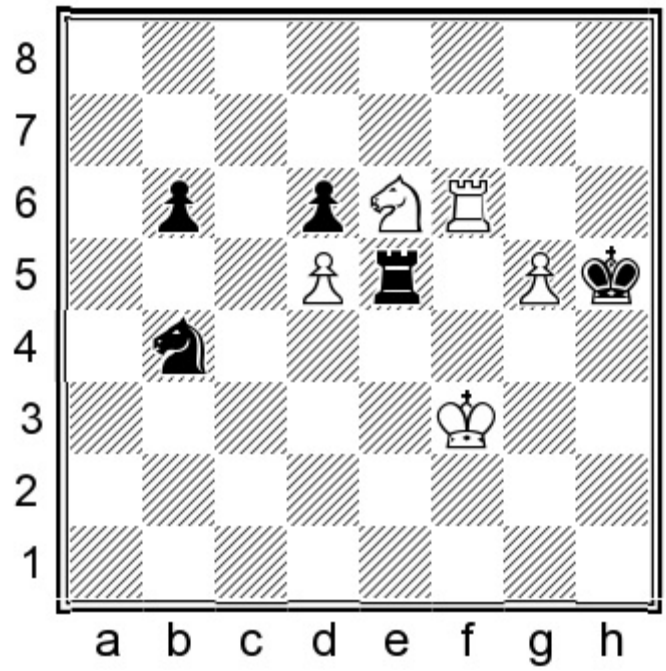
45.♖f6+

45.♖xe5 ♘d3+ 46.♔e3 ♘xe5= is drawish.

45...♔h5!

This time the king's advance is forced as 45...♔h7? loses to 46.g6+ ♔h6 (46...♔g8 47.♖f8#) 47.g7+ ♔h7 48.♖f8+–. Of course Carlsen calculated the text in advance!

46.♔f3



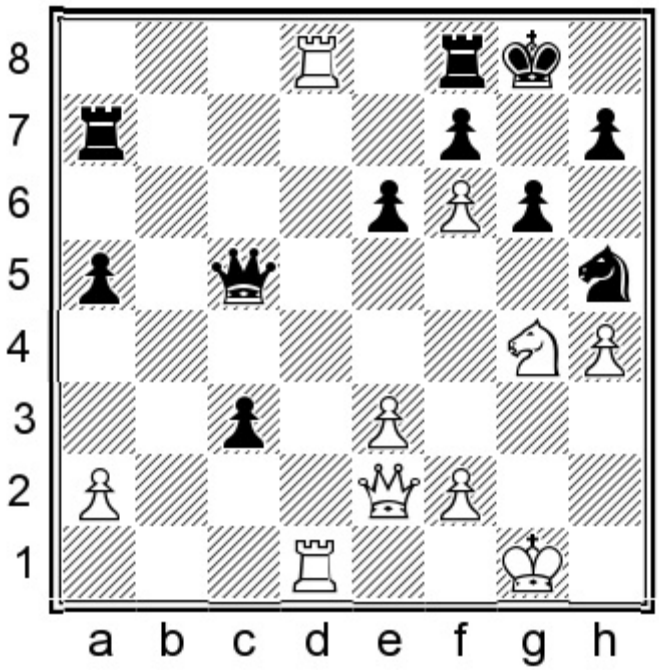
White’s alternatives aren’t scary: 46.♖h6+ ♔g4 47.g6 ♘d3+ 48.♔g2 ♖e2+ 49.♔f1 ♖e1+ 50.♔g2 ♖e2+=; or 46.g6?! ♘xd5 47.♘f4+ ♘xf4 48.♖xf4 ♔xg6 49.♖d4 d5 50.♖b4 ♖e6 51.♖b5 ♖d6 52.♔e3 ♔f5 53.♔d4=.

46...♖e3+!

46...♖e3+! The beautiful point of Magnus Carlsen’s active concept. The draw is now clear due to 47.♔xe3 ♘xd5+ 48.♔d4 ♘xf6 49.gxf6 ♔g6=, so a draw was agreed.

½-½

Game 128
Shakhriyar Mamedyarov
Viswanathan Anand
Ajaccio 2011



Black is a pawn up but White has created dangerous threats around the black king.

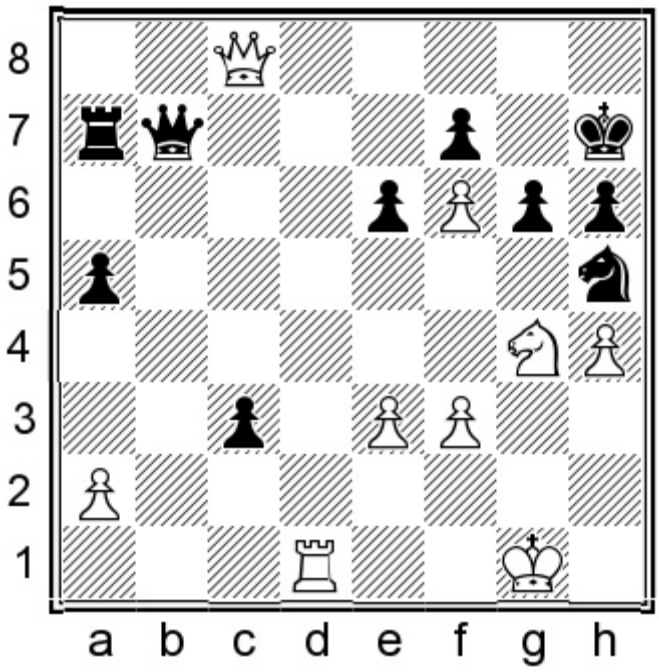
28...h6!

Giving the king some air!

29.♖xf8+ ♕xf8 30.♕c4 ♕b4!

The extra c-pawn must be protected.

31.♕c8+ ♔h7 32.f3 ♕b7



It looks like 32...c2 33.♕xc2 ♕b7 34.e4 ♕b8 35.e5 ♕b4 36.♕c1 ♕f4 37.♕xf4 ♘xf4 38.♖d8 g5 39.hxg5 hxg5∓ was more accurate — a difficult line to find over the board....

33.♕f8?

A blunder. It is true that White is close to threatening mate; nevertheless it remains just a 'threat' until the end of the game. Good was 33.♖d8! ♕xc8 34.♖xc8 g5 35.hxg5 hxg5 36.e4 ♖b7 37.♔f2 ♖b2+ 38.♔e3 a4 39.♖xc3 ♖xa2 40.♘e5 ♘xf6 41.♖c7 and White will hold thanks to his active pieces.

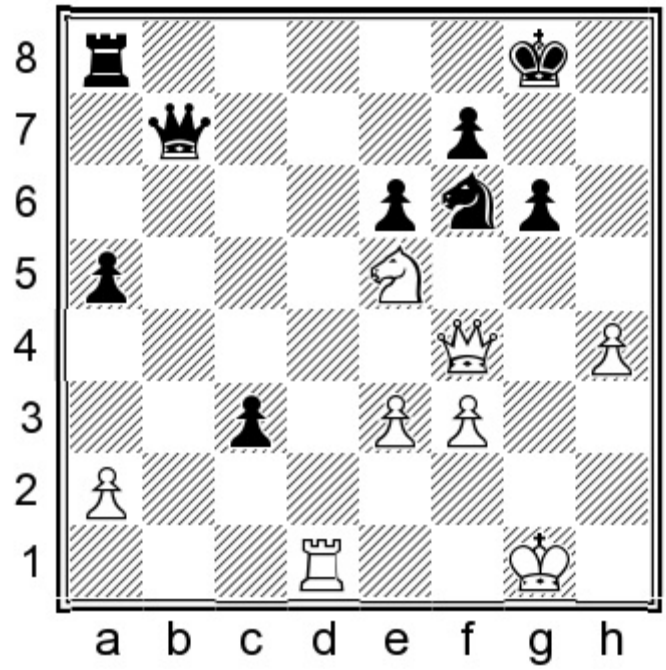
33...♖a8! 34.♕xh6+ ♔g8

The dust has settled, the back rank is covered and the dangerous extra c-pawn will triumph.

35.♘e5 ♘xf6

35...c2 was quicker.

36.♕f4



36.♘xg6 fxg6 37.♕xg6+ ♕g7–+

36...♘d5

36...c2 37.♖c1 ♖d8!–+

37.♕d4 ♕b2 38.♘d3 ♕e2 39.♖e1 ♕xf3 40.h5

White resigned without waiting to see his opponent's move.

0–1

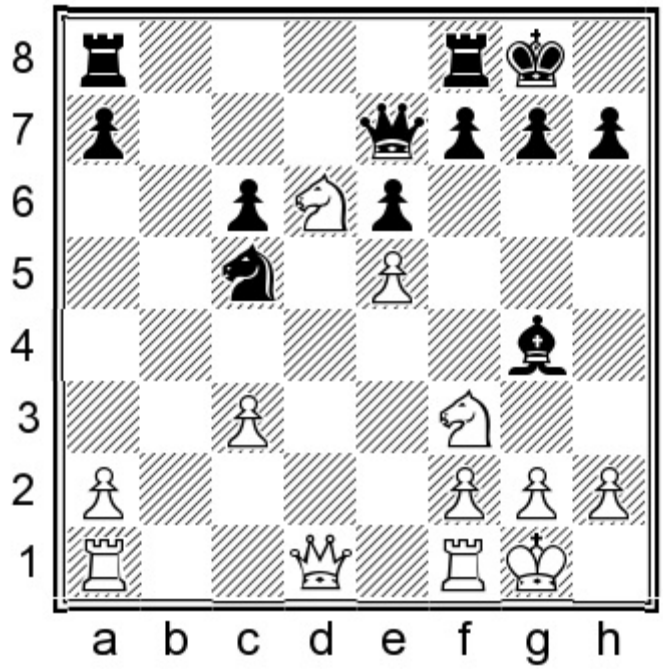
The two previous examples were quite demonstrative of the importance of the defence and counter-attack.

Of course, more are needed to make the subject easier to be absorbed. A classic example is the following battle:

Game 129
Alexei Shirov
Viswanathan Anand
Leon 2011

This was part of a six-game match, played at 40 minutes per game with a 30-second increment after each move.

1.e4 c6 2.d4 d5 3.e5 ♗f5 4.♘f3 e6 5.♗e2 ♘e7 6.0-0 c5 7.dxc5 ♘ec6 8.♗g5 ♗e7 9.♗xe7 ♕xe7 10.c4 dxc4 11.♘a3 c3 12.bxc3 ♘d7 13.♘b5 0-0 14.♘d6 ♘xc5 15.♗b5 ♗g4 16.♗xc6 bxc6



We can now evaluate the opening: Anand seems to have equalised but it did take over twelve minutes, while his opponent still almost has his initial 40 minutes and a strong knight on d6 which may give Black a serious headache in the future. So, Black must find active ways to keep the balance.

17.h3

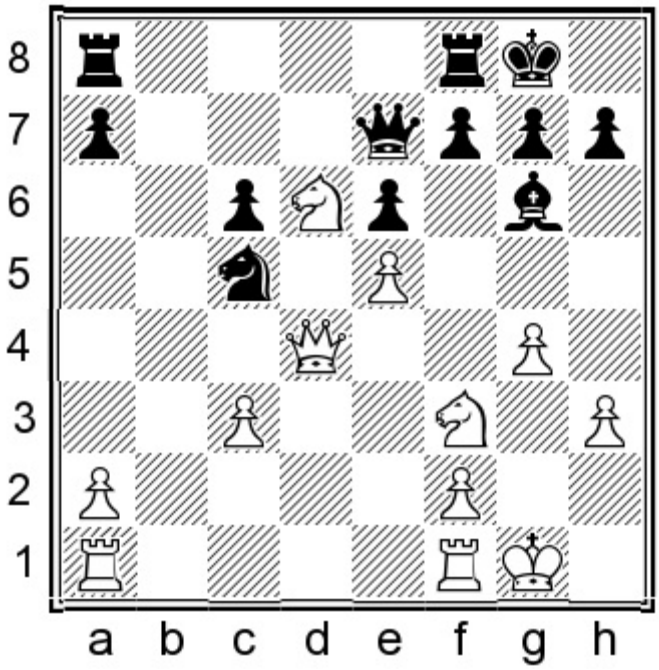
Not 17.♕d4?! since after 17...♗xf3 18.♕xc5 ♕g5! 19.g3 ♕h5, White is starting to get into trouble...

17...♗h5 18.g4!?

A good way to fight for the initiative, unpinning the knight. On the other hand, some weaknesses

around the white king have appeared.

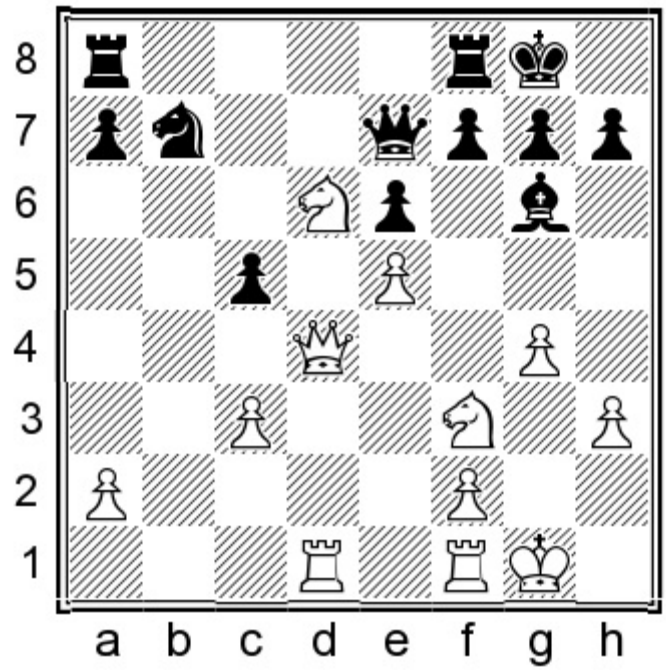
18...♗g6 19.♕d4



19...♘b7!

Active pieces should be exchanged! Another option was to play against e5 with 19...♘d7 20.♖ad1 f6 21.♖fe1 fxe5 22.♘xe5 ♘xe5 23.♕xe5 ♖f3 24.♖e3 ♖xe3 25.♕xe3 and now both 25...e5 26.f4 and 25...♖d8 26.♕e5 seem to give White some small but probably permanent advantage.

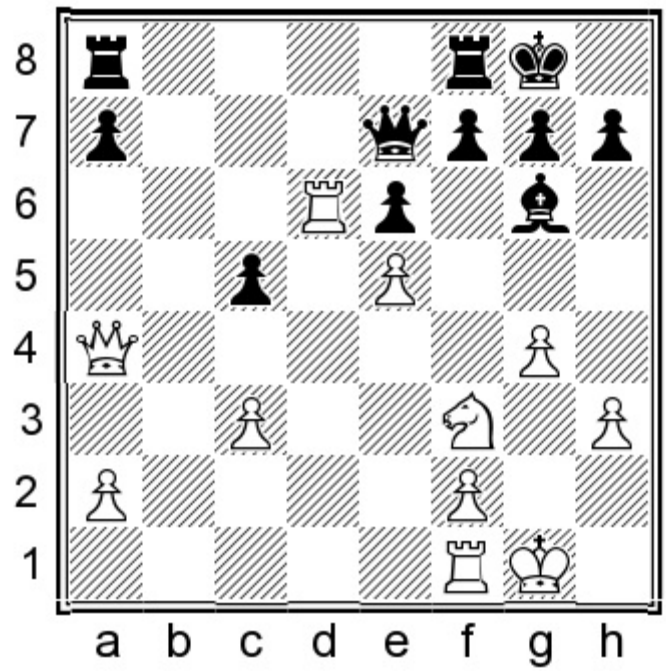
20.♖ad1 c5!



21.♕a4?!

21.♕e3 was safer, keeping c5 under attack and controlling the kingside.

21...♘xd6 22.♖xd6



Not 22.exd6? ♕f6 23.♔g2 ♕xc3, when White would have to deal with both his material deficit and kingside weaknesses.

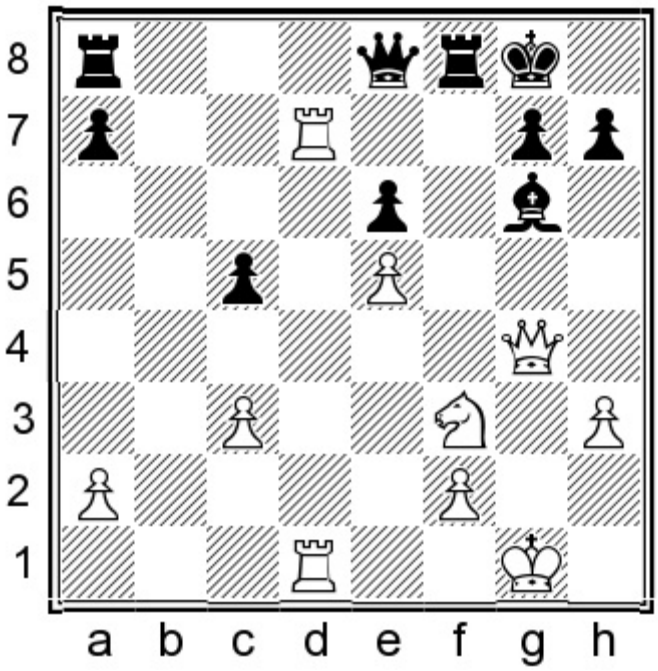
22...f5

Trying to highlight the weakened kingside but also giving White full control of the d-file, so maybe 22...♕b7 23.♘d2 ♖ad8 was better, when Black is obviously doing fine.

23.♖d7 ♕e8!

23...♗e8 was less convincing due to 24.♖xe7 ♗xa4 25.♖b1 fxg4 26.♘g5 ♗c6 27.hxg4± but still, nothing is clear-cut.

24.♖fd1 fxg4 25.♕xg4



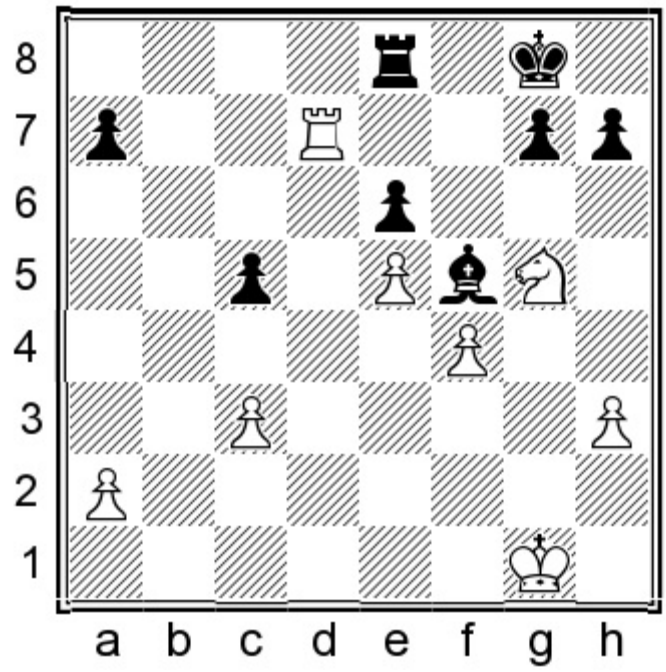
25...♖f7!

Seven is heaven for the rook, so Anand neutralises White's rook activity.

26.♖xf7 ♕xf7 27.♘g5 ♕f5! 28.f4

White decided to avoid 28.♘xe6 ♕xe5 29.♖d7 ♕e1+ (29...♖b8!?; 29...♔h8!?) 30.♔g2 ♗e4+ 31.♔g3 ♕xc3+ (not 31...♕g1+? 32.♔f4 winning) 32.♔h2 ♕e5+ and Black holds.

28...♖e8 29.♕xf5 ♗xf5 30.♖d7



30...♖f8!

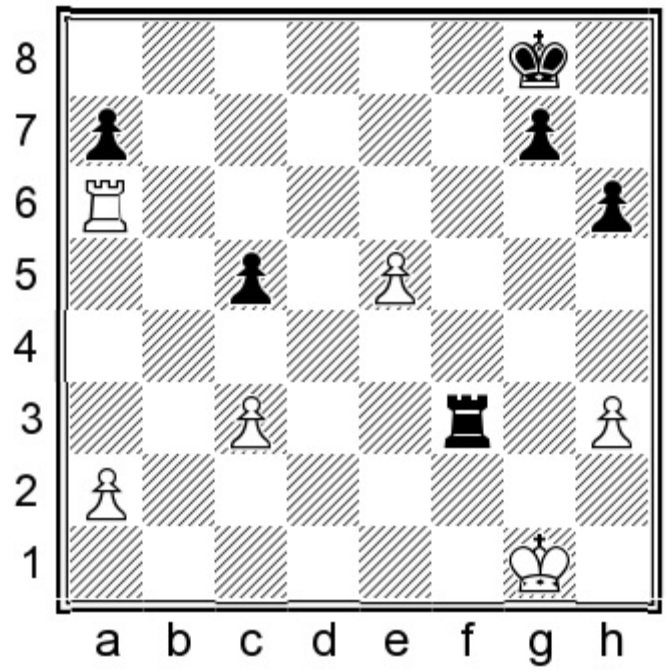
This is what we call active defence! Capturing the h3-pawn with 30...h6?! would be less precise since after 31.♘f7 ♗xh3 32.♘d6! (32.♖xa7? ♖f8 33.♔h2 ♖xf7 34.♖xf7 ♔xf7 35.♔xh3 g6!–+) 32...♖a8 33.♖c7, White gets the advantage.

31.♖e7

White has nothing better: 31.♖xa7?! h6 32.♘f3 ♗xh3 33.♖a4 g5!∓.

31...h6 32.♘xe6 ♗xe6 33.♖xe6 ♖xf4 34.♖a6 ♖f3!

Although the position is drawish, Anand chooses the continuation that gives him the most practical chances: if the h3-pawn is eliminated, things could become perilous for White.

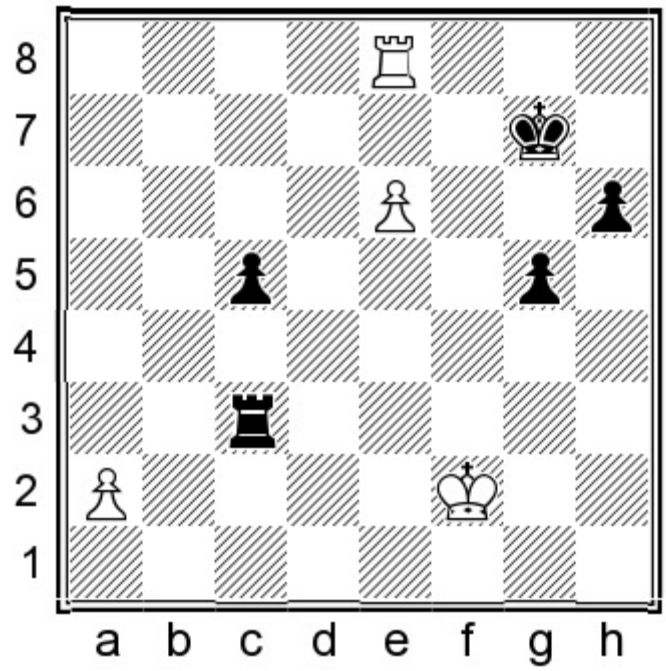


35.♖xa7 ♖xh3 36.e6 ♖e3 37.♖e7

37.a4 seems drawn after 37...♖xe6 38.a5 ♖e2 39.♖c7 ♖a2 40.♖xc5 g5 41.c4 ♔g7 42.♖b5 ♔g6 43.c5.

37...♔f8

Black could try 37...g5 38.♔f2 ♖xc3 39.♖e8+ ♔g7

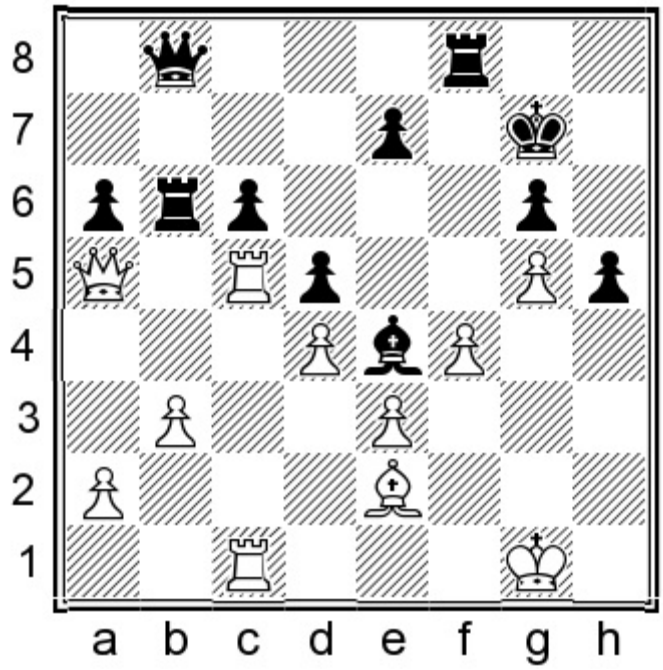


When White would have to find 40.♖h8!! — a study-like move that forces the draw. Another try was; 37...♖xc3 38.♖e8+! ♔h7 39.♔f2! ♖c4 40.♔f3 ♖c1 41.♔f2=.

38.♖f7+ ♔g8 39.♖e7 ♔f8 ½-½

Being under pressure during the entire game is not something to be remembered, but the chance to get activity can be given at any time!

Game 130
Bartlomiej Macieja
Pawel Jaracz
Warsaw 2011



Up until now, White was trying to add pressure on the queenside and to cramp Black ’s position on the kingside. The latter has been carried out at a high cost, which is revealed by the next enterprising rook sacrifice.

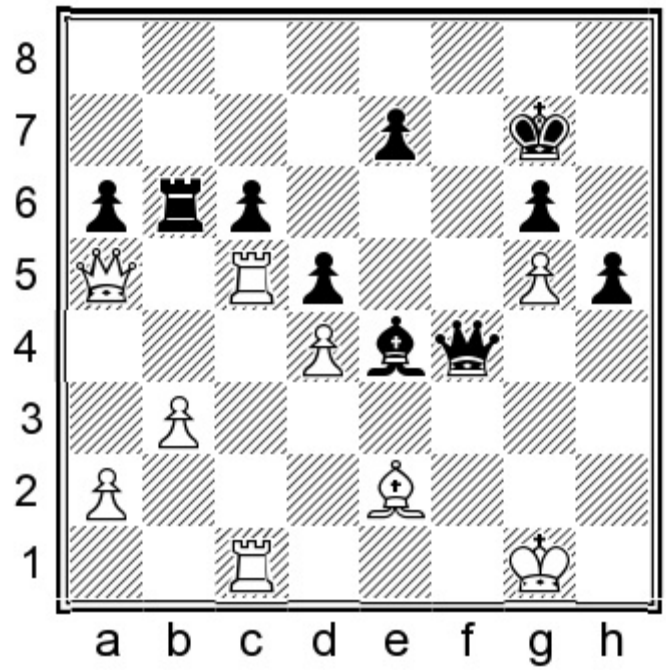
32...♖xf4!

This is the only way to create counterplay.

33.exf4

Forced. Those who like to see mating patterns based on a queen and bishop cooperation can follow the line 33.♕xb6? ♖g4+! (33...♕xb6 is also possible, but less efficient) 34.♗xg4 ♕g3+ 35.♔f1 ♗d3+ 36.♗e2 ♕f3+ 37.♔g1 ♕xe3+ 38.♔g2 ♕xe2+ 39.♔g1 ♕g4+ 40.♔f2 ♕f4+ 41.♔g2 ♗e4+ 42.♔g1 ♕g3+ 43.♔f1 ♗d3#.

33...♕xf4



Now White has to make a difficult decision.

34.♕e1?

A logical reaction — the queen is brought back to defend the king and Black has to do something about the 35.♕f2 threat.

a) The reasonable option was 34.♖5c3! when 34...♕xg5+ 35.♔f1 ♖b8 led to a very sharp and unclear position. It seems that White would be more likely to go wrong than Black. Although, perhaps White again can force a draw with 36.♔e1 ♕g1+ 37.♔d2 ♕xd4+ 38.♔e1 ♕g1+=.;

b) Note that 34.♕xb6? would simply be a blunder: 34...♕g3+ 35.♔f1 ♗g2+ 36.♔g1 ♗f3+ 37.♔f1 ♕g2+ 38.♔e1 ♕xe2#.

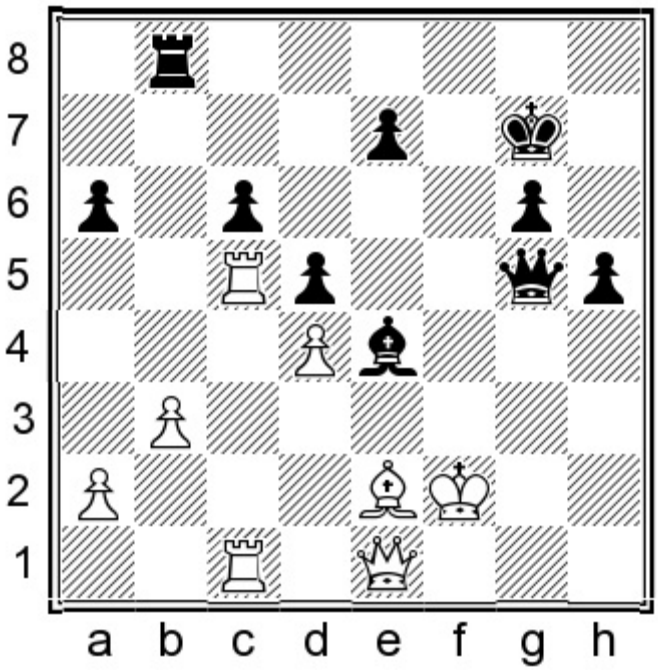
34...♕xg5+

Black could also think of 34...♖b8!? 35.♖5c3 h4, but after 36.♗f3! (36.♕f2?! ♕xg5+ 37.♔h2 ♖f8 38.♕g1 ♕f4+ 39.♔h3 c5!⩲) 36...♗xf3 37.♕e5+ ♕xe5 38.dxe5 ♗g4 39.♖xc6±, White would be happy.

35.♔h2?

Obviously, White should have played 35.♔f2 that could lead to a draw by a perpetual after 35...♕g2+

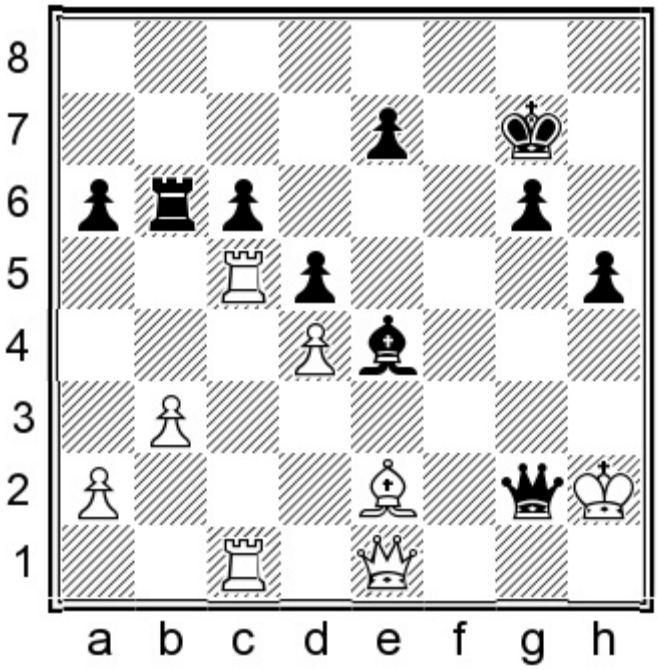
[However, Black should keep the tension with 35...♖b8!



36.♗f3 ♗xf3 (36...♖f8? 37.♕xe4!; 36...♕f6 37.♖5c3 ♖f8 38.♖e3 ♕xd4 39.♔g2 ♕b2+ 40.♔g1 ♗xf3 41.♖xe7+ ♔h8 42.♕e5+ ♕xe5 43.♖xe5 d4∓) 37.♕e5+ ♕xe5 38.dxe5 ♖f8 39.♖xc6 ♗e4+ 40.♔e3 ♖f3+ 41.♔d4 h4∓.]

36.♔e3 ♕g5+ 37.♔f2 ♕g2+ etc.

35...♕g2#



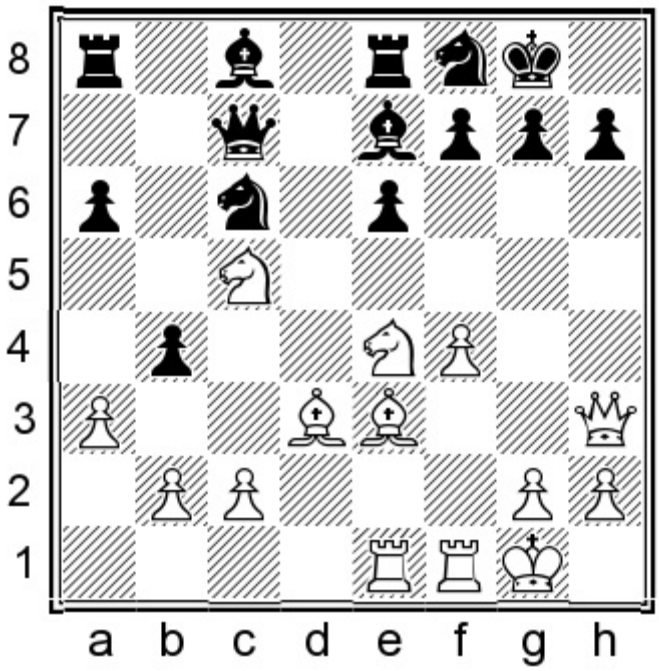
0–1

We have observed many brutal (or less brutal) ‘Sicilian Defence’ attacks; some of which were successful and others not.

The main hint is to remember that activity is a must — an active counter-attack is the best defence; the opponent must not be given a free hand to do whatever he feels like without care for our moves!

This is a vital tip to improve your results and get some counter-attacks as well!

Game 131
Nikolaos Dedes
Efstratios Grivas
Chania 1987



19.g4?!

Starting an attack on the black king, but this aimless move significantly weakens the white king. The correct way to proceed was 19.♘g5 g6 20.♕f3 ♖b8∞.

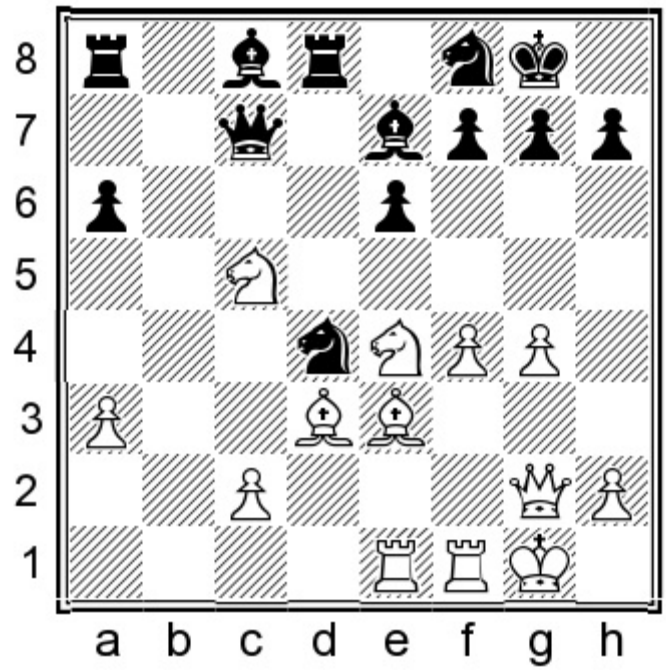
19.g4?! bxa3 20.bxa3 ♖d8!

Black is a little bit short of space, so it is important to complete development and fight for his fair share. The text prepares the ...♘d4 idea, which will harass the dominating white knight on c5.

21.♕g2

From now on, there will be a lot of variations where White can win the exchange, but alas, the resulting positions cannot be recommended for him...

21...♘d4!

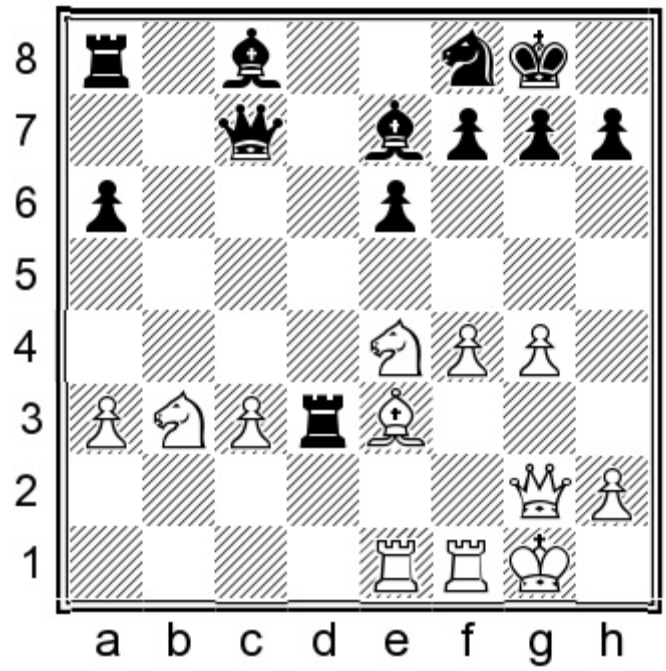


The first exchange sacrifice based on the exposure of the white king.

22.c3

In fact, White cannot accept the offer: 22.♗xd4 ♖xd4 23.♘b3 ♖xd3! 24.cxd3 ♕b6+ 25.♖f2 ♕xb3 26.♘f6+ gxf6 27.♕xa8 ♗b7 28.♕a7 ♕d5!–+.

22...♘b3! 23.♘xb3 ♖xd3



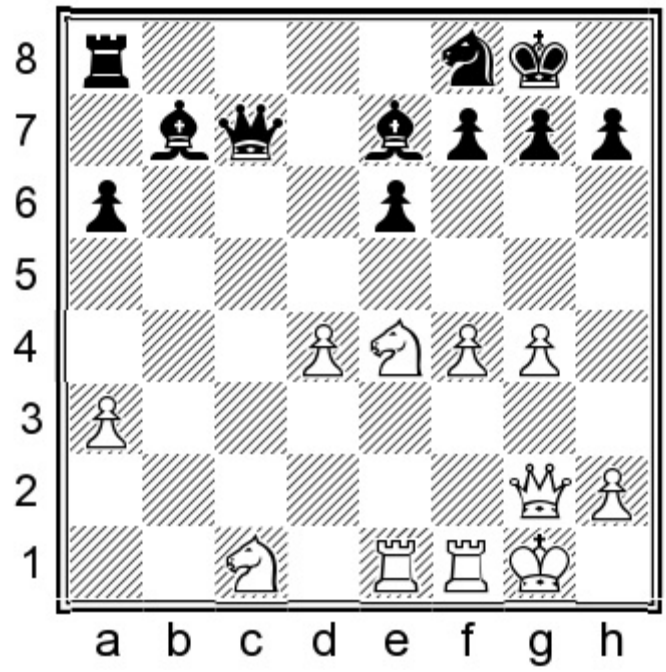
24.♗d4

a) White could again try to win material, but the consequences would be catastrophic: 24.♘f6+? ♗xf6 25.♕xa8 ♗b7 26.♕a7 (26.♕e8? ♗c6–+) 26...♕c6!–+.;

b) No better is 24.♘ec5? ♖xe3! 25.♖xe3 ♗xc5 26.♘xc5 ♕xc5 27.♕f2 ♗b7–+.

With the text move, White locked the black rook inside his camp in order to soon capture it.

24...♗b7 25.♘c1 ♖xd4 26.cxd4



The black rook has finally managed to achieve its aim — to be sacrificed! If we examine the position in detail we will observe that Black has obtained some very important gains as compensation for his slight material investment: he has a very solid and sound position, a better pawn structure, two strong bishops and good attacking possibilities, particularly down the h1–a8 diagonal. Moreover, White's (admittedly slight) initiative has been extinguished, while his pieces are badly coordinated and with no obvious targets. Overall, White's position is very difficult and the practical chances of survival are close to zero.

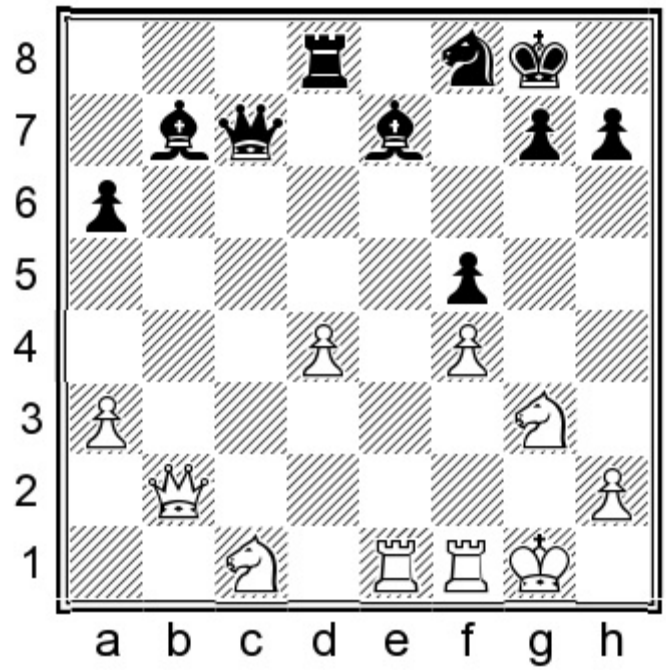
26...♖d8!

Black must not rush. The immediate 26...f5? 27.gxf5 exf5 28.♕a2+! ♔h8 29.♘g5 ♗xg5 30.fxg5 ♕c3 (30...♕c6?! 31.d5!±) 31.♕b3 ♕xd4+ 32.♖f2± would turn out to be a big mistake. But now the pawns on a3 and d4 are attacked, while 27...f5 is on the cards.

27.♕b2

The only way to face both the ...f5 and ...♖xd4 threats.

27...f5! 28.gxf5 exf5 29.♘g3?!



Not, of course, 29.♕a2+? ♗d5–+, but White should have considered the continuation; 29.♘g5 ♗f6 30.♘e2 ♗d5 as better, where Black 's initiative and healthy position (bishop pair and better pawn structure) surely compensate for the deficit of the exchange. Netherless, nothing is clear yet.

29...♗f6 30.♖e5

No salvation was offered by either 30.♘xf5?! g6∓; or 30.♖d1 ♕c6∓.White decided to return the extra material in an effort to reduce the force of Black's assault. From a practical viewpoint, this decision can be considered correct, but it cannot avoid defeat as White's weaknesses remain.

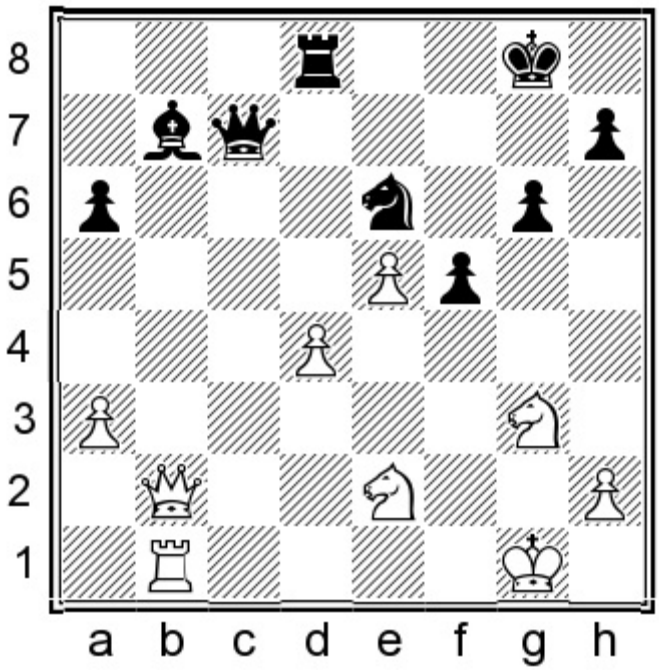
30...♗xe5 31.fxe5

After the alternative 31.dxe5 ♕c6 32.h4 ♘e6 33.♔h2 g6, White will not last long.

31...g6!

Consolidation before the final assault! Black is in no hurry, as White cannot deal with all his problems in the short or the long run!

32.♘ce2 ♘e6 33.♖b1

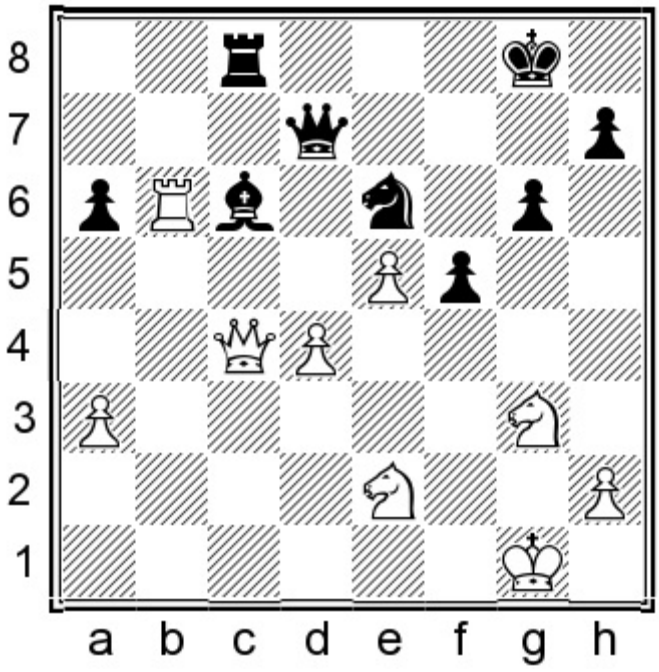


33...♗c6

Even better was 33...♗a8 34.♕b6 ♕e7–+.

34.♕b6?!

White was in time trouble, so he failed to find the best continuation, which was 34.♕c3. A sample line could be 34...♖c8 35.♕c4 ♕d7 36.♖b6



36...♔g7 (36...♗d5?! 37.♖d6) 37.♔f2 f4 38.♘e4 ♗xe4 39.♕xe6 ♕xe6 40.♖xe6 ♖c2 41.♔e1 f3 42.♘g3 f2+ 43.♔d1 ♖a2 44.♖xa6 h5 45.h4 ♗d5–+.

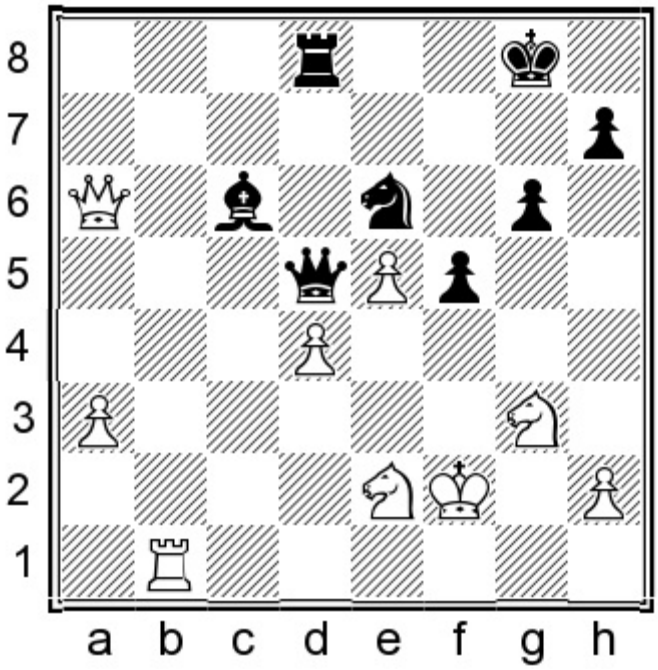
34...♕d7!

Preparing the lethal ...♕d5. The cooperation of the black queen and light-squared bishop along the h1-a8 diagonal will put an end to the white monarch's life — this is a natural idea.

35.♕xa6

White should have tried 35.♖c1 ♗a8 36.♕d6 ♕xd6 37.exd6 ♔f7, although it would also fail to save the game.

35...♕d5 36.♔f2



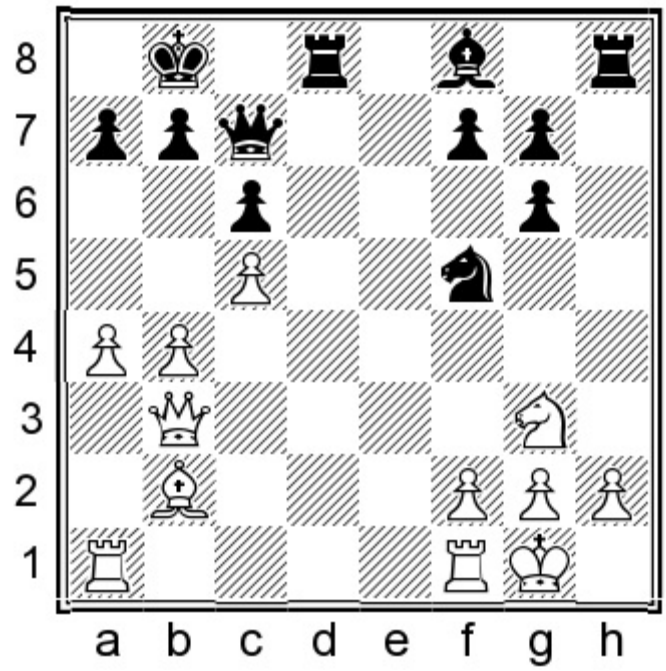
36...f4!

The end...

37.♘f1 ♘xd4 38.♘xd4 ♕xd4+ 39.♔e1 ♕e4+ 40.♔f2 ♕c2+

0–1

Game 132
Andreas Dueckstein
Tigran V. Petrosian
Varna 1962



This is an excellent example of simultaneous attack and defence — the dream of every decent player!

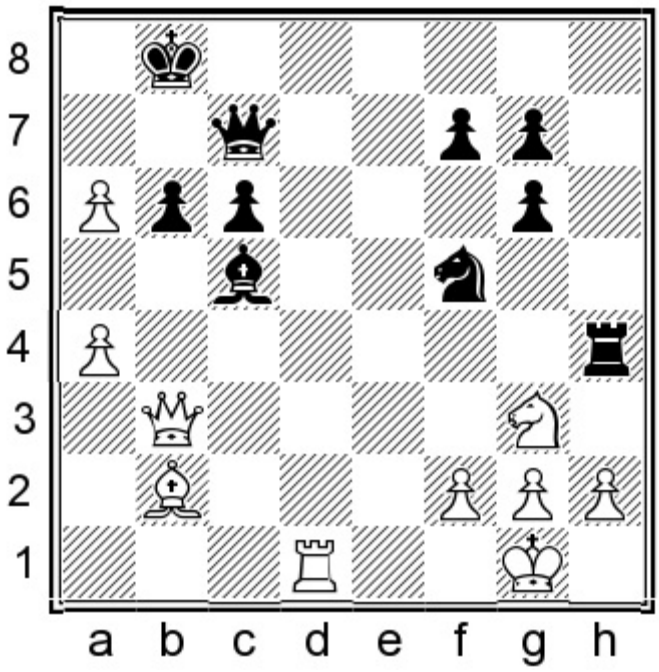
18...a5!

Although it violates a basic rule (do not play pawns in front of your king when under attack), the text destroys White's queenside pawn structure.

19.♖ad1 ♖xd1 20.♖xd1 ♖h4?!

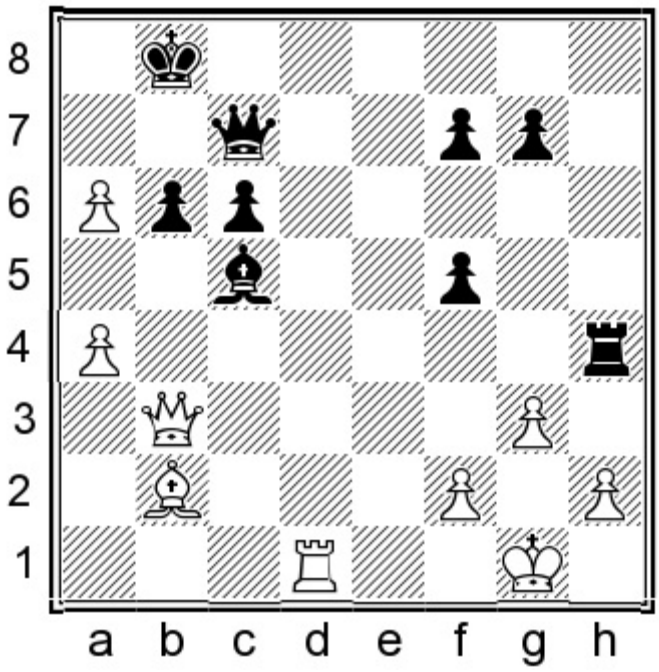
Black tries for something more, but the logical 20...♘xg3! 21.hxg3 axb4 22.♕xb4 ♖h5 23.♗d4 ♖d5 24.♖e1 ♗e7, was perfectly fine — it seems that only he can create winning chances here.

21.bxa5 ♗xc5 22.a6 b6



23.♖e1?

The white player wasn't the best around, so he didn't find the correct 23.♘xf5! gxf5 (23...♕xh2+? 24.♔f1 gxf5 25.♖d8+ ♔c7 26.♖e8+–) 24.g3

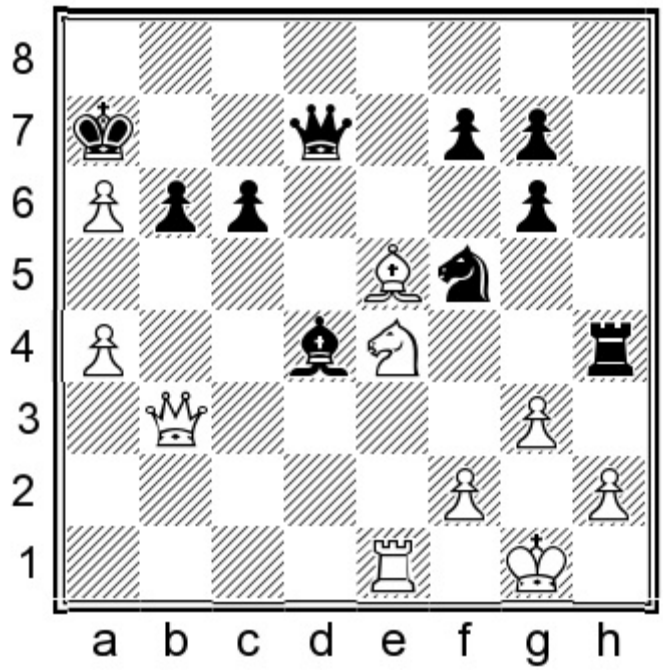


24...♖e4 (maybe better is 24...♖b4!? 25.♕c3 ♖xa4 26.♕xg7 ♖e4 27.♕f6 ♖e2 28.♗d4 ♗xd4 29.♕xd4 ♔a7 30.h4±) 25.♗xg7 f4 26.♔g2 fxg3 27.♕xg3 ♕xg3+ 28.fxg3, where he could have winning chances.

23...♔a7! 24.♗e5 ♕d7

Now Black is on top.

25.♘e4 ♗d4 26.g3



26...♗xe5?!

As usual, Petrosian loved to sac the exchange! Having said that, the modest 26...♖h8 27.♖d1 ♖d8∓, was good enough.

27.gxh4 ♘d4 28.♕d1 ♕d5

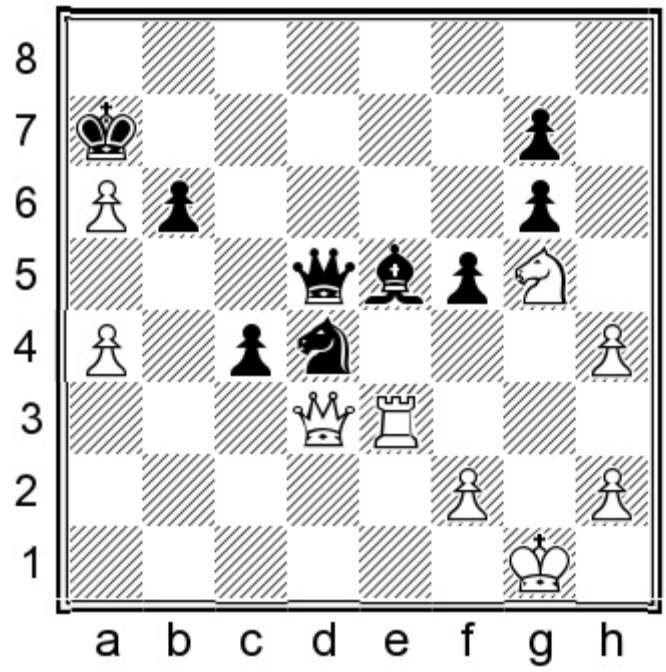
Centralisation — Black has a dream position by the way, though he does remain the exchange down!

29.♖e3 ♘f5 30.♖e1 ♘d4 31.♕d3

What is this?

White tried to win and didn't repeat with 31.♖e3?. I think that Petrosian would have continued with 31...♔xa6 32.♘c3 ♕d6 33.♕d3+ ♔a7, waiting for a blunder from White...

31...f5 32.♘g5 c5 33.♖e3 c4



34.♕d1?

Here it comes! There is no way for Black to win after 34.♖xe5! ♕xe5 35.♕xc4.

34...♔xa6 35.♖a3 ♗f6 36.h3 f4! 37.♕g4?!

37.♔h2 ♗xg5 38.hxg5 f3 39.♖e3 ♕xg5 40.♕f1∓ was a must.

37...♔a5!

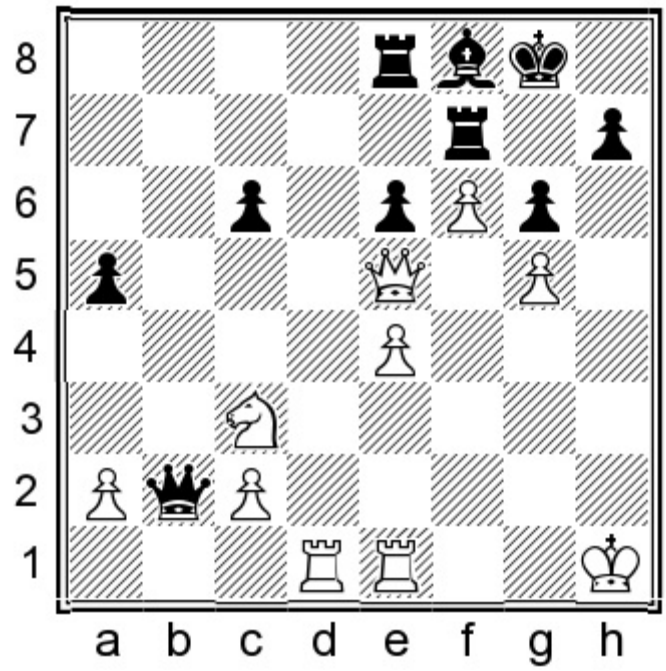
Of course! The king is a valuable piece and can attack as well!

38.♘f3 ♔b4! 39.♘xd4 ♔xa3 40.♘c2+ ♔xa4

0–1

A classical example will complete our search in the world of defences and counter-attacks! The victim? No less than Bobby himself!

Game 133
Robert James Fischer
Svetozar Gligoric
Varna 1962



Black has stopped White's attack and is ready for his counter-chances, based on the weakened opponent's king. First of all, though, some care is needed!

27...h6!

The black king needs some breathing space!

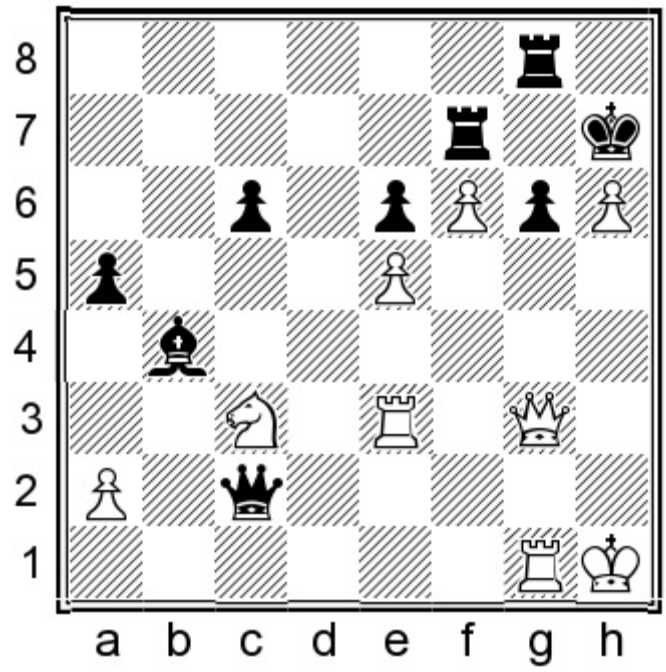
28.♖e3 ♗b4 29.gxh6 ♕xc2

By playing solid defence, Black has managed to thwart the attack and secure his king. Now, he starts to want more.

30.♖g1 ♔h7 31.♕g3

Breaking through with 31.♖xg6 doesn't work as long as the other rook is undefended: 31...♔xg6 32.♖g3+ ♔h7 33.♖g7+ ♖xg7 34.hxg7 ♕c1+ 35.♔g2 ♕d2+ 36.♔f1 ♔g6!–+.

31...♖g8 32.e5



32...♗xc3!

Black eliminates the white knight which was about to jump to g5 (♘e4–g5). White remained without threats and a weak king.

33.♖xc3 ♕e4+ 34.♖g2 ♖d8!

Very strong and Black's first offensive move in many moons. Since the game began, the rooks did what they were asked: sit tight and guard his majesty! Now, they go to war. The black king is in good health, and there are no lines of attack which lead to him. The white king, however...

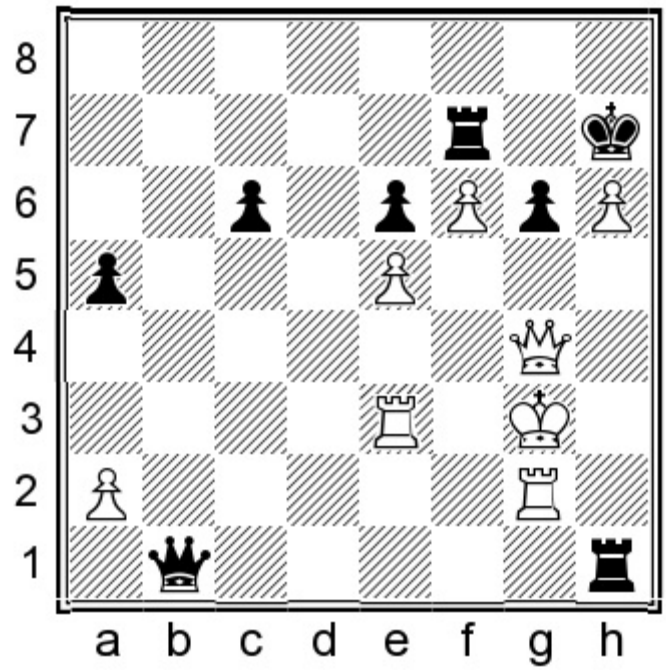
35.♖e3

Or 35.♖c1 ♖d2! (35...♖d3 36.♖e1 ♕f5 37.♕g4=) 36.♖cg1 ♖xg2 37.♖xg2 ♖b7!∓ — the other rook will help with the attack now!

35...♖d1+ 36.♔h2 ♕b1 37.♕g4

37.♖g1 ♕xa2+ 38.♔h3 ♖xg1 39.♕xg1 a4∓

37...♖h1+ 38.♔g3



38...♕c1?

38...♖h5! was rather strong: 39.♕e4 ♕c1 40.♖f3 ♖d7, when there is no hope left for White.

39.♖e4?

Returning the favour. White had to try and save himself with 39.♕d4. Although there is nothing concrete at the moment, it feels very good for Black — such an exposed white king cannot survive forever...

39...♖d7!

Now it's easy. Here comes back-up and suddenly it's all over for White.

40.♕e2 ♕g5+

40...♕xh6! 41.♕g4 ♖h3+! 42.♔f2 ♖d2+ 43.♔f1 ♖h1+ 44.♖g1 ♖xa2 was the accurate finish.

41.♕g4 ♖d3+

Repeating with 41...♕c1 and finding the above line, was the most lethal.

42.♔f2 ♖d2+ 43.♔g3 ♖xg2+

There is some debate on whether the last moves were actually played. Edmar Mednis in 'How to Beat Bobby Fischer' says that Gligoric sealed 43...♖xg2+ and that Fischer resigned after Gligoric demonstrated the simple wins after 44.♔xg2 ♕c1 45.♔f3 ♕f1+ 46.♔e3 ♖h3+, with mate in two.

44.♔xg2 ♕c1

0–1

CONCLUSION

Defend with accuracy and be ready to counter-attack when your time comes...

PART 3.
BASIC MATES

QUEEN MATE

Every typical mate requires cooperation between at least two pieces. The dominant side's king has a decisive part to play in pushing the enemy king to the edge of the board.

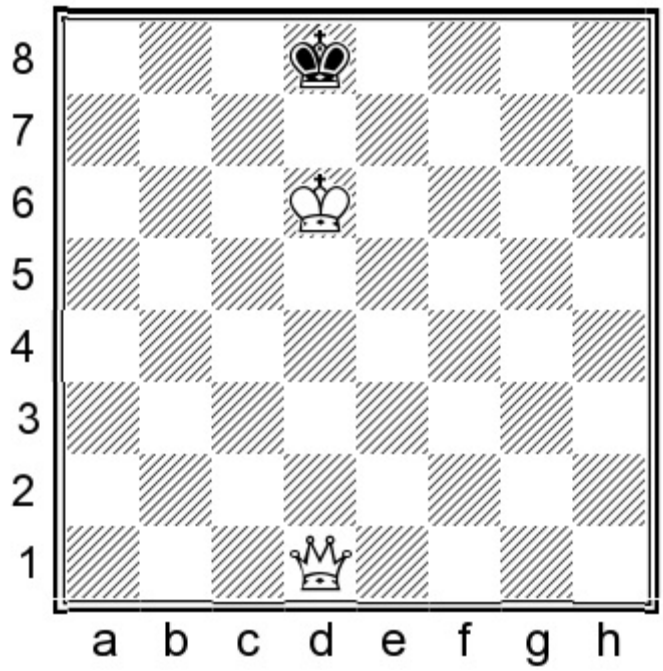
The most typical mate we should know is mate with king & queen vs king. This specific endgame may occur in very many games.

Usually, after we gain some material, we exchange pieces and (might) promote one of our pawns into a queen, or our queen may still be on the board.

Naturally, there are many variations, but here we will carefully examine the main idea.

Let's see an archetypal example:

Example 1



The white king on d6 dominates the enemy king on d8 and is perfectly placed.

1.♕d5

The shortest mate (in two moves!) is found by thinking of how to improve the worst placed white piece while dominating the opponent's king! Other good moves are 1.♕a4 and 1.♕g4. All three moves result in an easy mate either on a8, or on g8, depending on Black's answer.

1...♔e8

Or 1...♔c8 2.♕a8#.

2.♕g8#

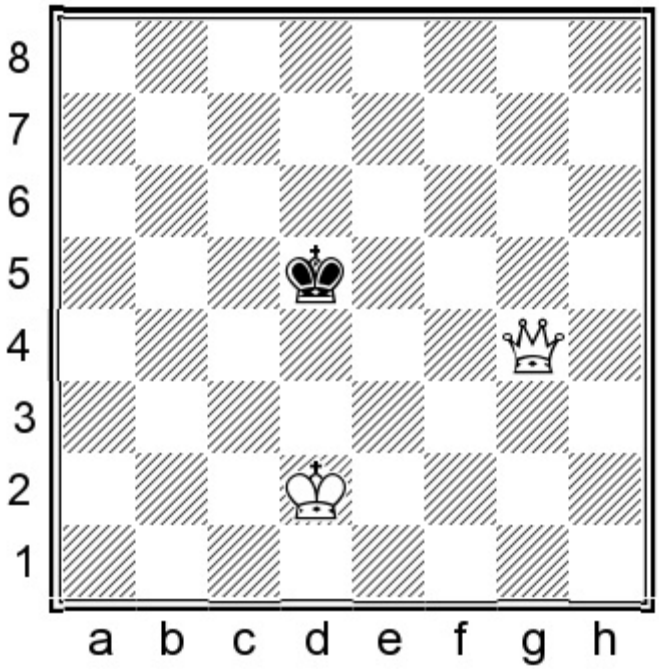
1–0

The simplest mate comes from a coordinated attempt by the two pieces. The king pushes the enemy monarch to the back rank (with casual checking from the queen) in order to force it towards the edge of the board.

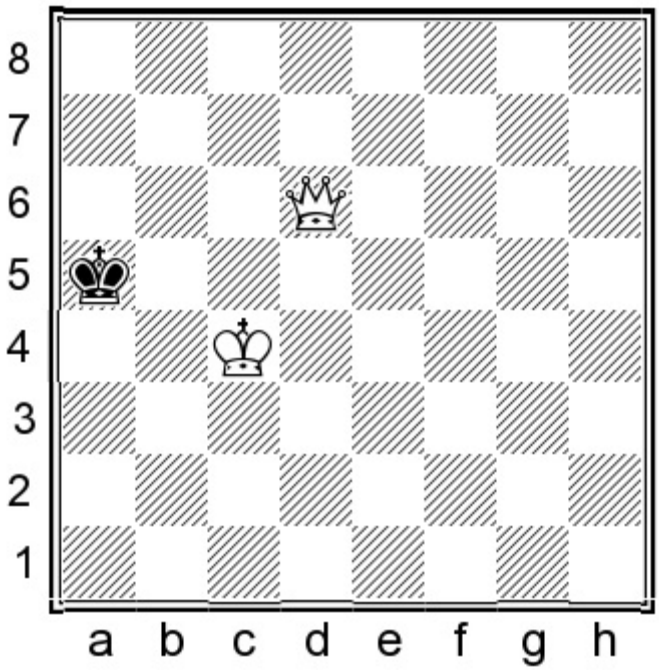
It is important to remember that for this specific mate to occur, the enemy king needs to be isolated on any side of the board, horizontally or vertically!

The king plays two roles when cooperating with the queen. Not only does he help his queen to restrain the enemy king on the edge of the board, but also aids in mating, either by supporting the queen or by controlling escape squares.

Example 2



1.♔c3 ♔e5 2.♔c4 ♔d6 3.♔d4 ♔c6 4.♕e6+ ♔b5 5.♕d6 ♔a4 6.♔c4 ♔a5



7.♕h6!

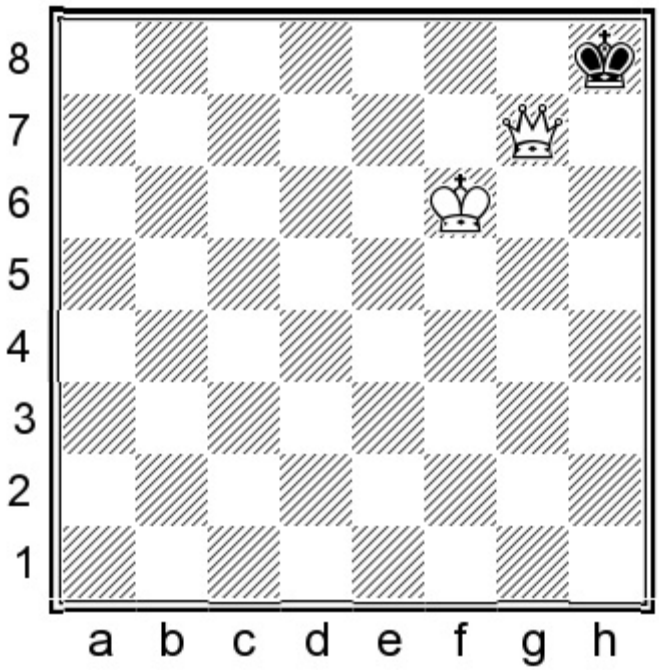
Or any other ‘waiting’ move on the 6th rank, apart from 7.♕c6, when stalemate would occur (!), a rather usual and common beginner’s error.

7...♔a4 8.♕a6#

1–0

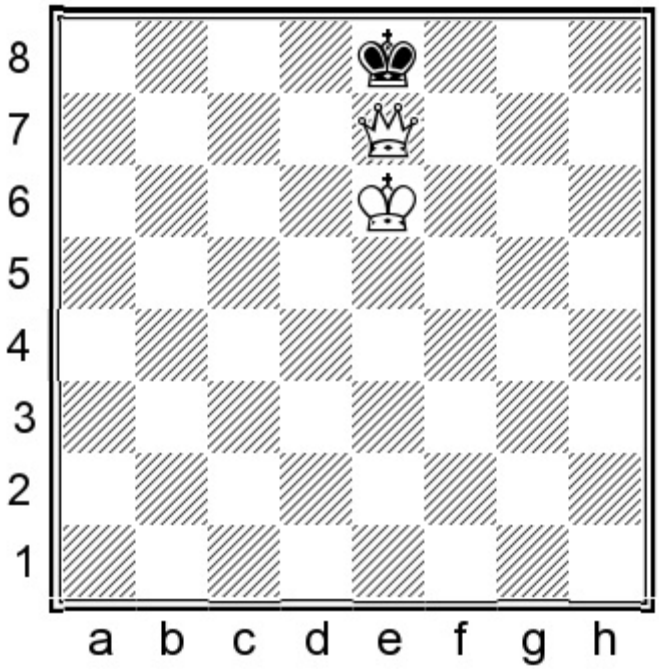
In order to know what we want to achieve, we need images of the final position, mate! The next diagrams show final mating positions that we should opt for:

Example 3



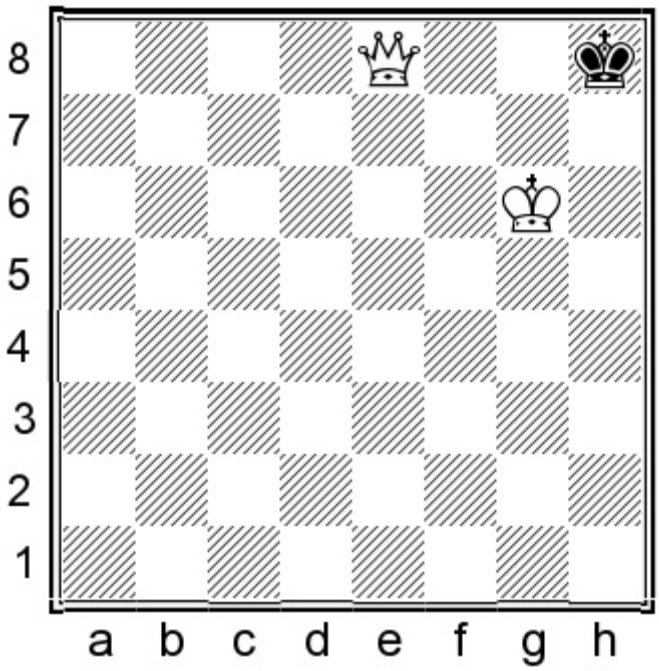
1–0

Example 4



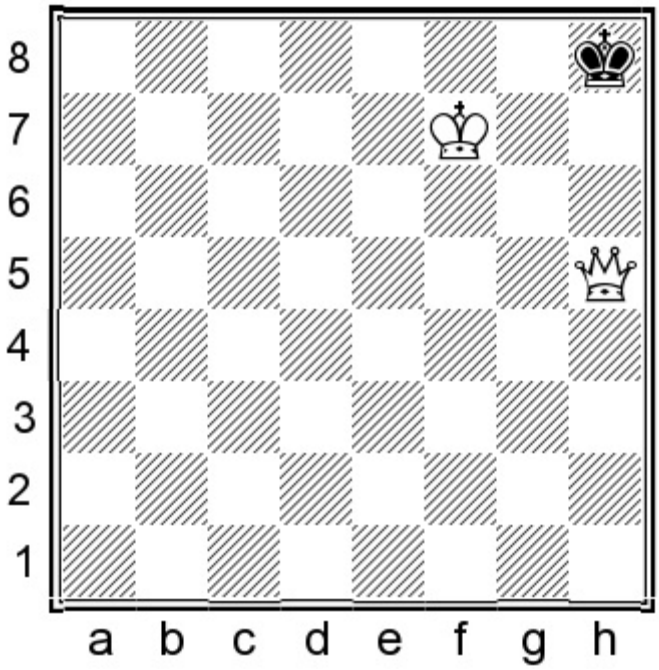
1–0

Example 5



1–0

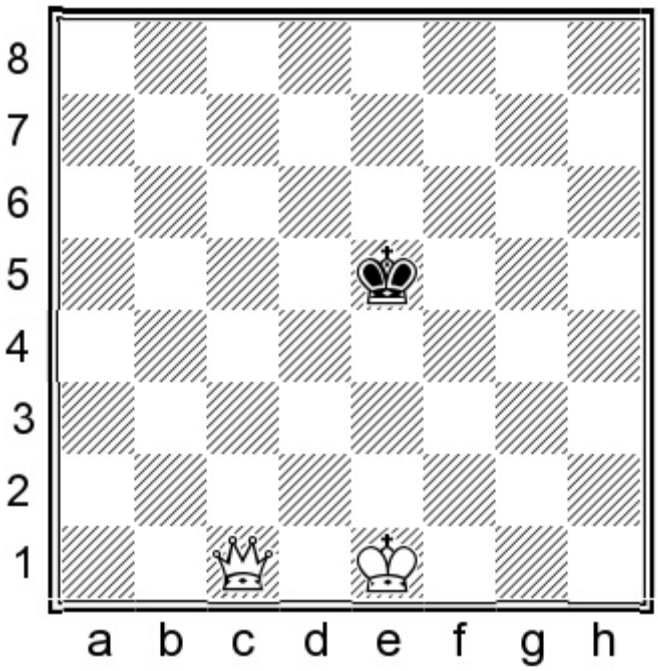
Example 6



1–0

Let’s see yet another technique:

Example 7

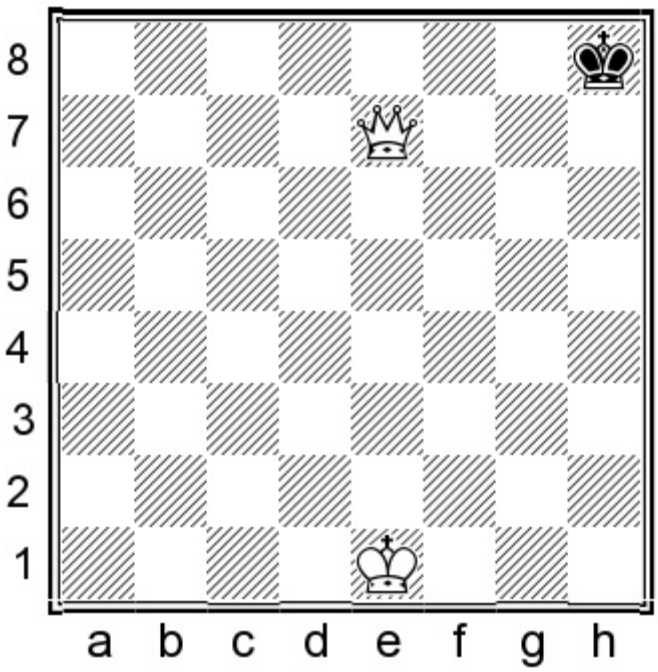


The black king is in the middle of the board. White must force him to the edge:

1.♕c4

The queen moves to a square near to the enemy king. The relative placement of the two pieces reminds us of the knight's move. Next, it will guide the king to the end of the board, using this 'knight move'. The next moves are important in order to learn or teach mate and it is good to repeat them several times, until you are absolutely sure you have understood them:

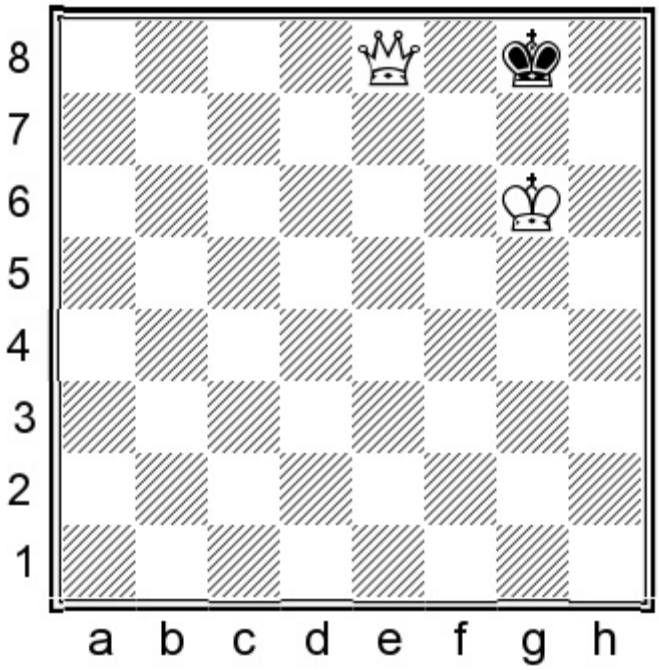
1...♔f5 2.♕d4 ♔e6 3.♕c5 ♔f6 4.♕d5 ♔e7 5.♕c6 ♔f7 6.♕d6 ♔e8 7.♕c7 ♔f8 8.♕d7 ♔g8 9.♕e7 ♔h8



The black king has been restrained to the corner of the board, but here we must pay attention! The

queen must not further approach the king as, if she moves to f7, there will be stalemate and a draw! Hence, the white king now begins his journey, helping his queen deliver mate, working together!

10.♔f2 ♔g8 11.♔g3 ♔h8 12.♔g4 ♔g8 13.♔g5 ♔h8 14.♔g6 ♔g8 15.♕e8#



One of the basic positions we should aim for from the very start of this endgame. **1–0**

CONCLUSION

You should practice the above mates several times. As mentioned, this specific endgame occurs very often and it is important to know how to handle it, to ensure victory and avoid a potential stalemate. Especially if your opponent is extremely stubborn and refuses to give up! Resignation is quite rare amongst beginners, as stalemate is always a possibility!

BOX MATE

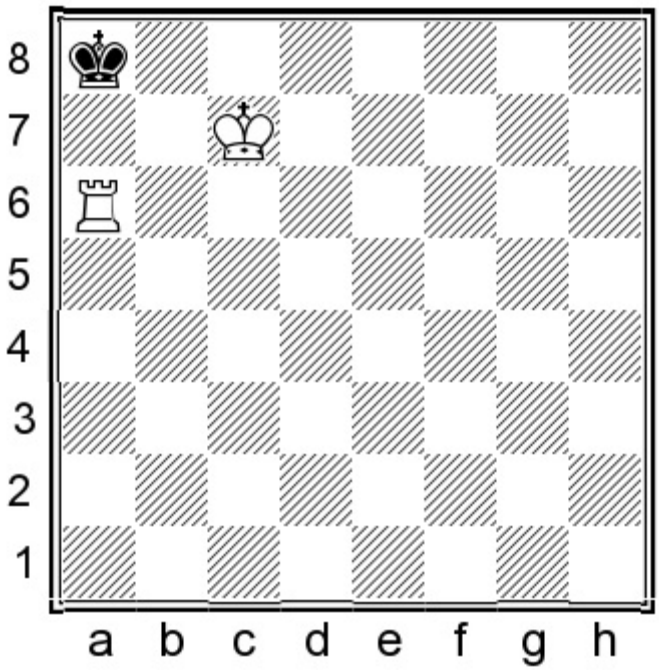
The well-known king & rook vs king mate is called Box mate. This is a little bit harder than mating with king and queen vs king, because the enemy king is able to attack the rook in a way that it can't in the case of the queen.

The king and rook first need to force the enemy king to the edge of the board (as usual) and then proceed to mate.

In order to know what our objective is, we need some images of the final position: mate!

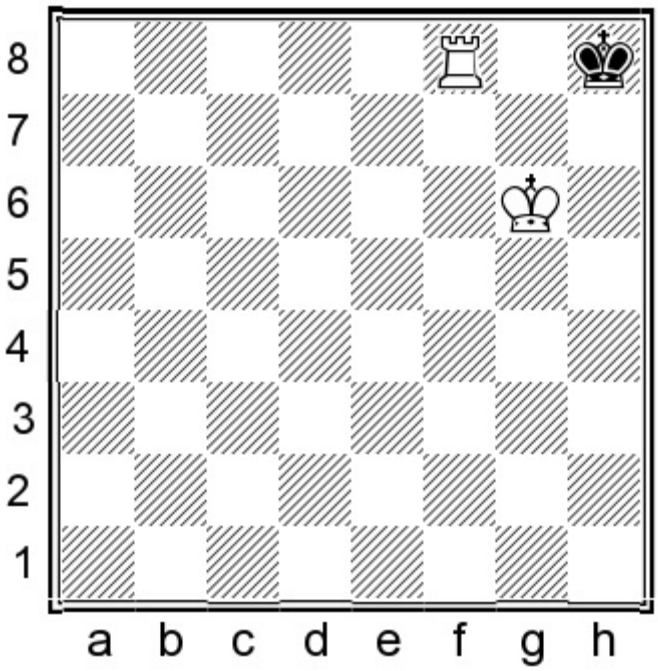
The next examples show final mating positions:

Example 1



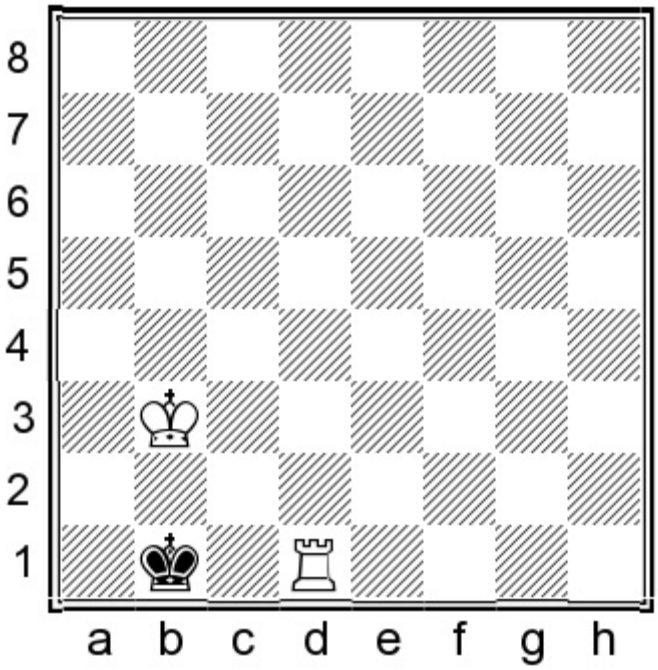
1–0

Example 2



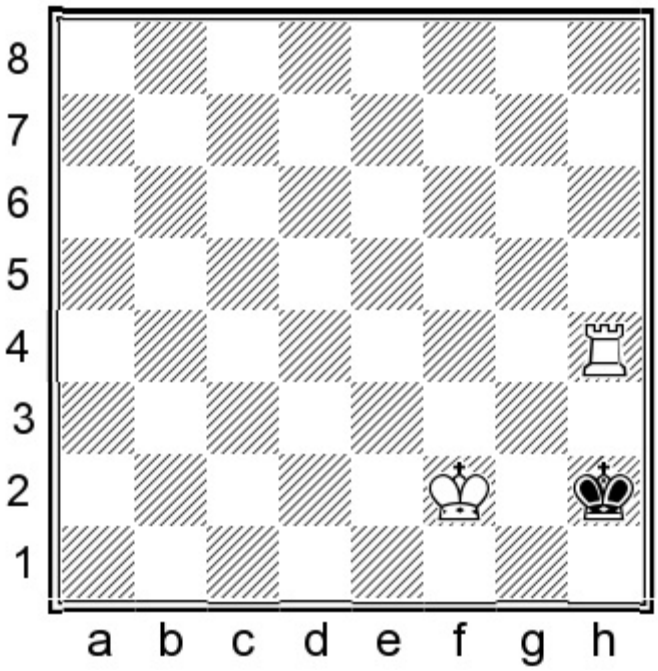
1–0

Example 3



1–0

Example 4

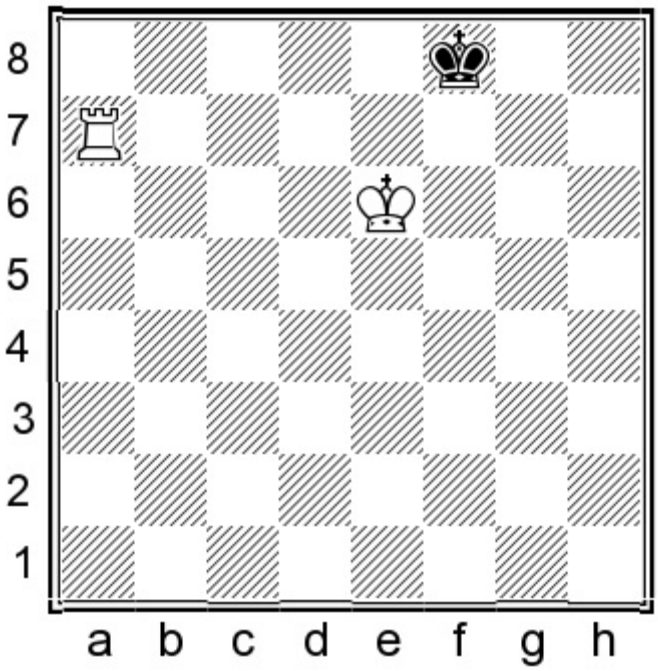


1–0

Therefore, now we know what the end looks like, it will be easier to proceed with the correct moves and plans!

Let’s examine the procedure, with our first main example:

Example 5



1.♖c7

A waiting move of restraint!

1...♔g8

The black king must move to the corner, as now 1...♔e8 is met with 2.♖c8#.

2.♔f6 ♔h8

The black king has nothing else. After 2...♔f8 comes 3.♖c8#.

3.♔g6 ♔g8 4.♖c8#

1–0

This case was rather easy, as the lone defending king had already been restrained at the edge of the board.

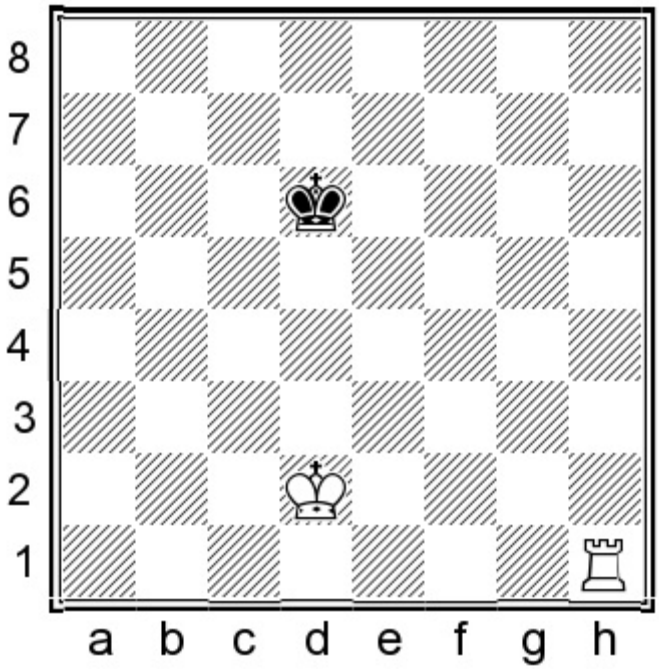
However, when the defending king is in the middle of the board, things are a little harder, as the dominant side needs to push him to the edge in order to mate!

It is not that difficult, it just takes a few more moves and one should always pay attention to avoid possible stalemates.

There are techniques to make this specific mate a piece of cake — after some practice and exercises, as always!

Let’s carefully (you’re going to need to know this well!) study another example:

Example 6



1.♖h5

Now, the black king cannot get through the 5th rank, therefore, he is already restricted to three ranks!

1...♔e6 2.♔e3

The white king rushes to help his rook!

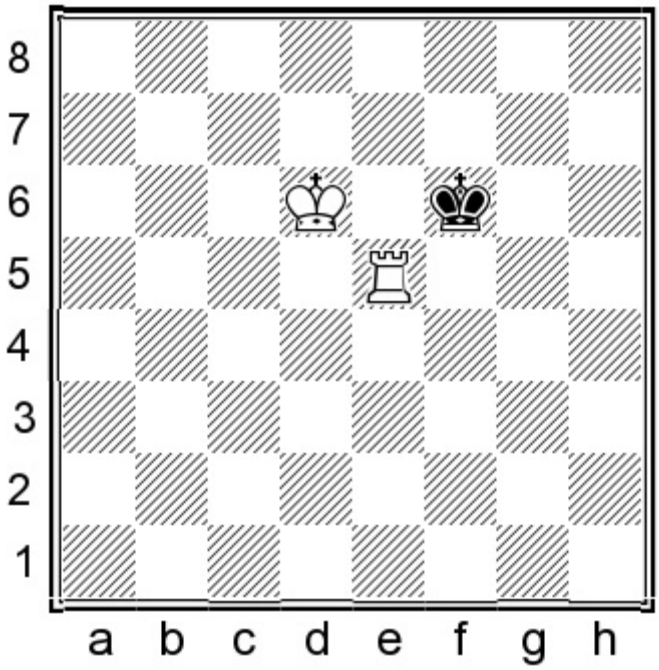
2...♔d6 3.♔d4 ♔e6 4.♖d5

The rook restrains the enemy king further.

4...♔f6 5.♖e5

The restriction increases move by move, step by step!

5...♔f7 6.♔d5 ♔f6 7.♔d6

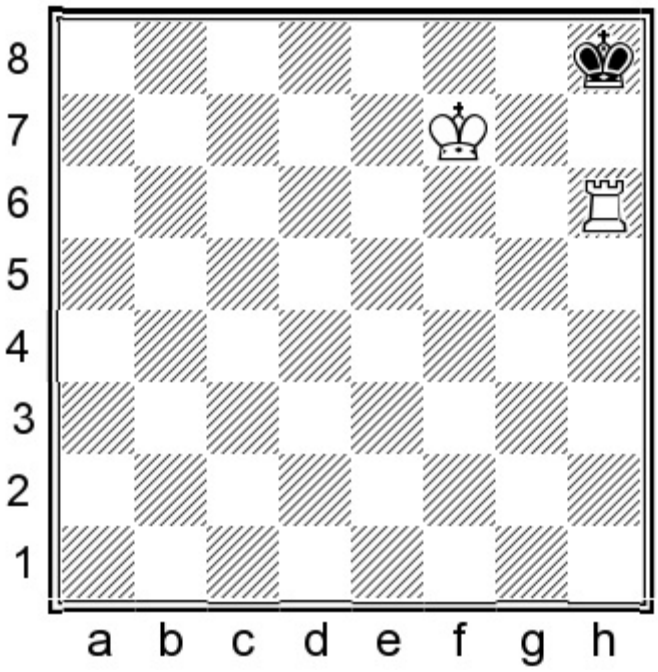


Now the black king is forced to move even closer to the side of the board.

7...♔f7 8.♖e6

More restriction of t he black king — the end is near!

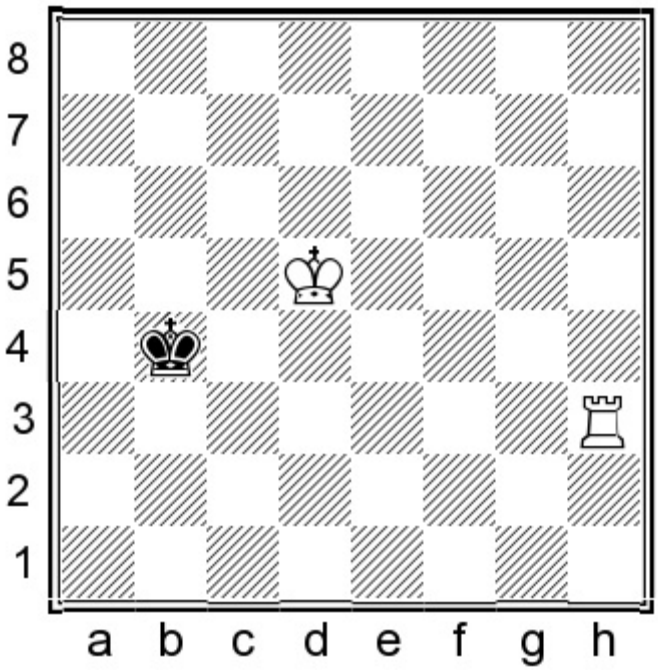
8...♔g7 9.♔e7 ♔g8 10.♖g6+ ♔h7 11.♔f7 ♔h8 12.♖h6#



1–0

Of course, the examples we can look at are countless, but we will complete the chapter with one more:

Example 7



1.♖g3

A waiting move, exactly as described below.

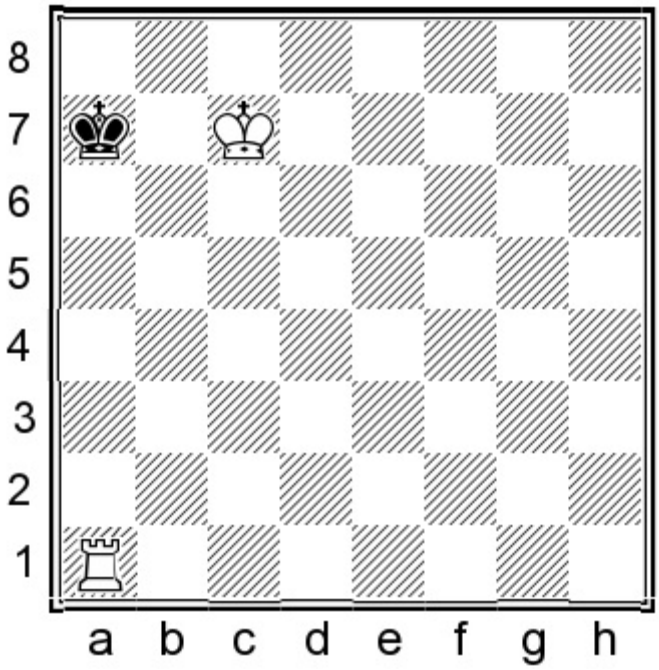
1...♔b5 2.♖b3+

The black king is even more restrained.

2...♔a4 3.♔c4 ♔a5 4.♖b1

A second waiting move!

4...♔a6 5.♔c5 ♔a7 6.♔c6 ♔a8 7.♔c7 ♔a7 8.♖a1#



1–0

CONCLUSION

According to all of the above, we may say that mating with king & rook vs king requires somewhat more of an effort! The winning steps you need to remember are summarised as follows:

1. Use the rook to restrain the enemy king.

2. Support the rook with the king.

3. Restrain the enemy king to as few squares as possible.

4. If restriction is not directly possible, 'lose' a move with your king or rook, in order to force the enemy king to retreat (waiting move).

5. When the enemy king is at the edge of the board, look for one of the typical mating positions to end the game!

6. In general, by playing correctly, it is possible to achieve mate in 15 to 20 moves. Be careful, though, not to exceed 50 moves, because the game would then end in a draw!

The ending is simple but, as in (nearly) every chess position, we should play with a plan!

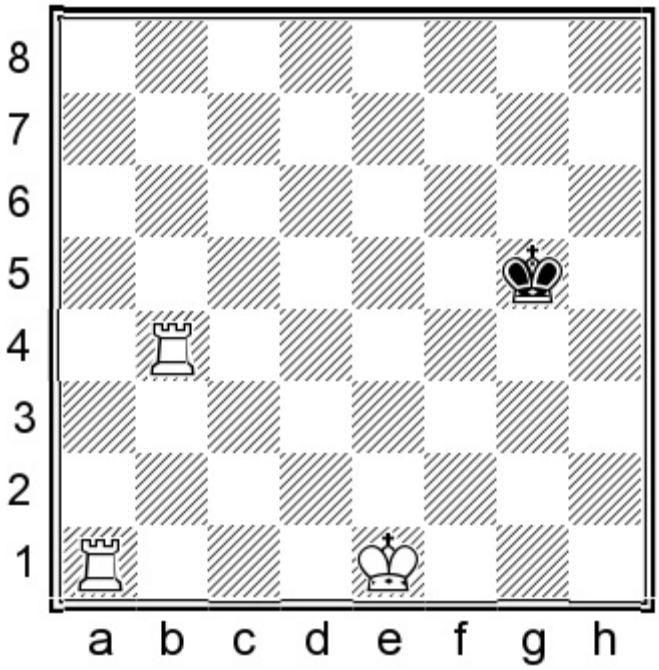
DOUBLE MAJOR PIECE MATE

Every typical mate requires the existence of at least two pieces of the same colour.

The king takes part actively, helping to force the enemy king to the edge of the board.

The king & two rooks vs king is an extremely easy mate, as can been seen below:

Example 1

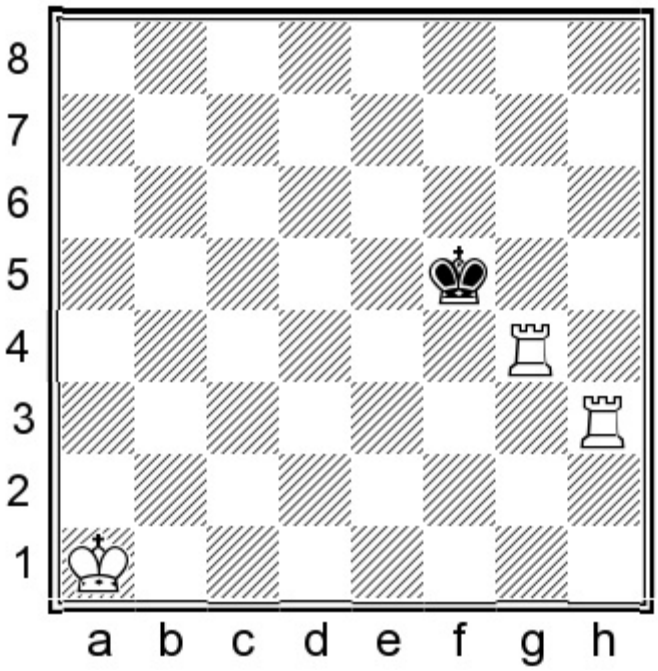


A very usual situation. The winning process is also referred to as a ‘staircase’!

1.♖a5+ ♔f6 2.♖b6+ ♔e7 3.♖a7+ ♔d8 4.♖b8#

1–0

Example 2



If the lone king were to attack any of the rooks, then they should be transferred to the other side of the board, continuing their ‘staircase’ without distraction!

1.♖a4 ♔e5 2.♖h5+ ♔f6 3.♖a6+ ♔g7 4.♖b5 ♔h7 5.♖b7+ ♔h8 6.♖a8#

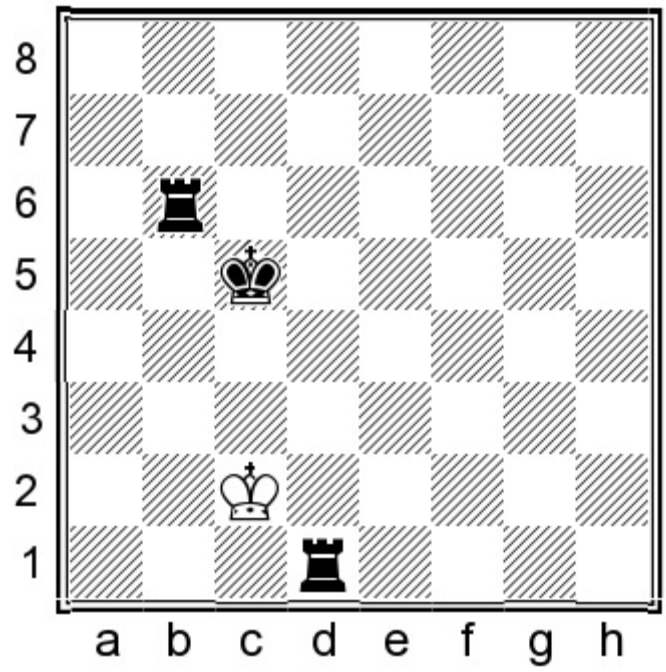
1–0

Beginners or generally very young players do not handle this ending with accuracy. It is probably not that important, as long as the 50-moves draw rule is not being applied!

Let’s examine how two 9-year old boys handled it. It was far from perfect, but still reasonably OK!

Game 1
Sacha Kamotskiy
Matthew Liu
Aberystwyth 2014

60.♔c2



60...♖g1

60...♔d4 61.♔xd1 ♔d3 62.♔c1 (62.♔e1 ♖f6! 63.♔d1 ♖f1#) 62...♖b3 63.♔d1 ♖b1#;
or 60...♖bd6 61.♔c3 ♖1d2 62.♔b3 ♖6d3+ 63.♔a4 ♖a2#, are quicker.

60...♖g1 61.♔d2 ♖f6

61...♔d4 62.♔e2 ♖f6 63.♔d2 ♖f2#

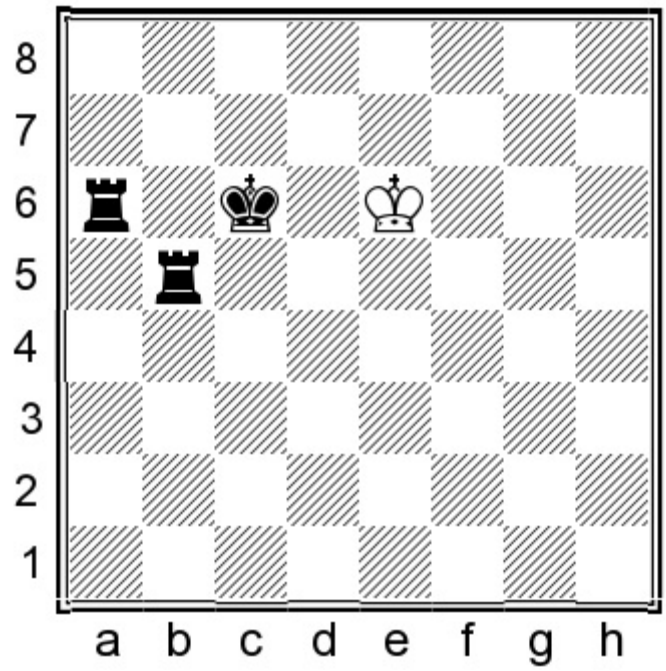
62.♔e2 ♖g2+

62...♔d4 63.♔d2 ♖f2#

63.♔e3 ♖h6

63...♔d5 64.♔d3 ♖f3#

64.♔f3 ♖a2 65.♔e3 ♖h3+ 66.♔f4 ♖a4+ 67.♔g5 ♖b3 68.♔f5 ♖b5 69.♔e5 ♔c6+ 70.♔e6 ♖a6



White resigned: 70...♖a6 71.♔f6 ♔d7+ 72.♔g7 ♖e5 73.♔h8 ♖e7 74.♔g8 ♖a8#.

0–1

CONCLUSION

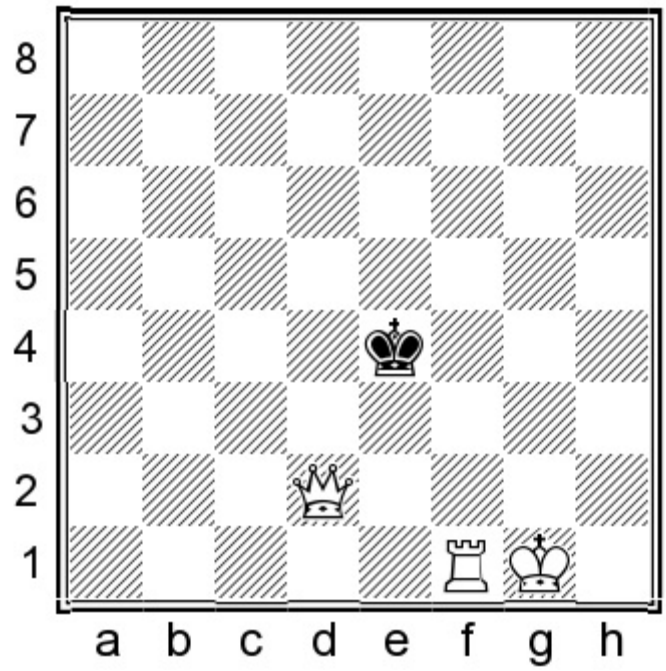
As you have already understood, this specific mate is easy and does not require the king's aid.

The rooks are placed on adjacent files or ranks and, following the 'staircase' motion, cut off and restrict the enemy king and eventually 'capture' it (mate).

Remember that the job is done from a distance and no mutual support is required!

An even easier mate is the case of king & queen & rook vs king:

Example 3



The mate doesn't require assistance from the king. The 'staircase' is once again rather useful; especially as the black king may not attack the enemy pieces.

1.♖f4+

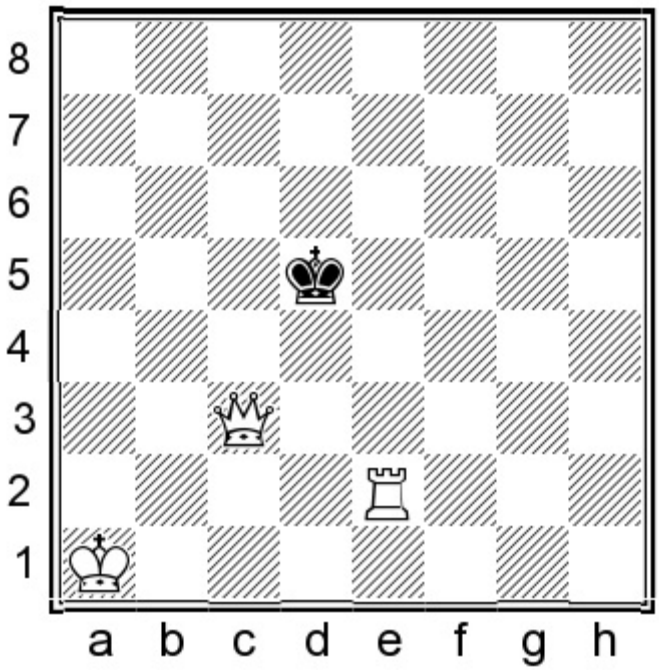
Another way to mate is by playing 1.♕e2+ ♔d4 2.♖d1+ ♔c3 3.♕d2+ ♔b3 4.♖c1 ♔a3 5.♖b1 ♔a4 6.♕a2# (or 6.♕b4#).

1.♖f4+ ♔e5 2.♕d4+ ♔e6 3.♖f6+ ♔e7 4.♕d6+ ♔e8 5.♖f8#

A killer box mate!

1–0

Example 4



Here, once again, mating is quick:

1.♖e5+ ♔d6 2.♕c5+ ♔d7 3.♖e7+ ♔d8 4.♕c7# 1–0

CONCLUSION

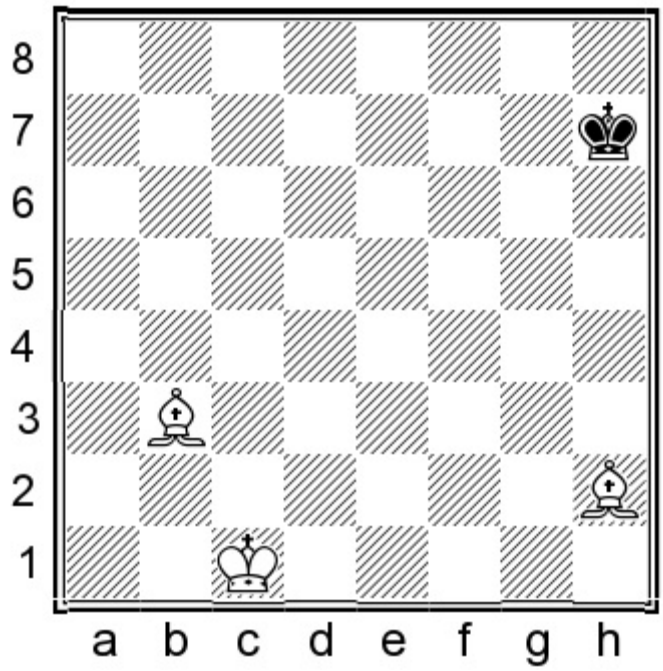
Remember that mutual support of the pieces is (almost) crucial in order to deliver mate!

TWO BISHOPS MATE

The king & two bishops vs king ending is an easy win for the mighty and extremely powerful bishop pair!

Once again using the ‘staircase’ is necessary, but in this case we need assistance from the king.

Example 1



1.♔d2 ♔g6 2.♔e3 ♔f6 3.♔e4 ♔e7 4.♔e5 ♔d7 5.♗g1

Improving the bishop’s position, so that it controls more squares.

5...♔e7 6.♗e6 ♔d8 7.♔d6 ♔e8 8.♗d4 ♔f8

The black king has been restricted to the edge by the two bishops. White begins a diagonal ‘staircase’, so as to push the enemy king to a8.

9.♗c4 ♔e8 10.♗g7 ♔d8 11.♗f7 ♔c8 12.♔c6 ♔b8

If 12...♔d8, then 13.♗f6+ ♔c8 14.♗e6+ ♔b8 15.♔b6 ♔a8 16.♔a6 ♔b8 17.♗e5+ ♔a8 18.♗d5#.

13.♗f6 ♔a8

If Black tries to escape by 13...♔a7, then White continues restricting by 14.♗c4 ♔b8 15.♔b6 ♔c8 16.♗e6+ ♔b8 17.♗e5+ ♔a8 18.♗d5#.

14.♔b6 ♔b8 15.♗e6 ♔a8 16.♔a6

Or any other waiting move apart from 16.♗e5? and stalemate!

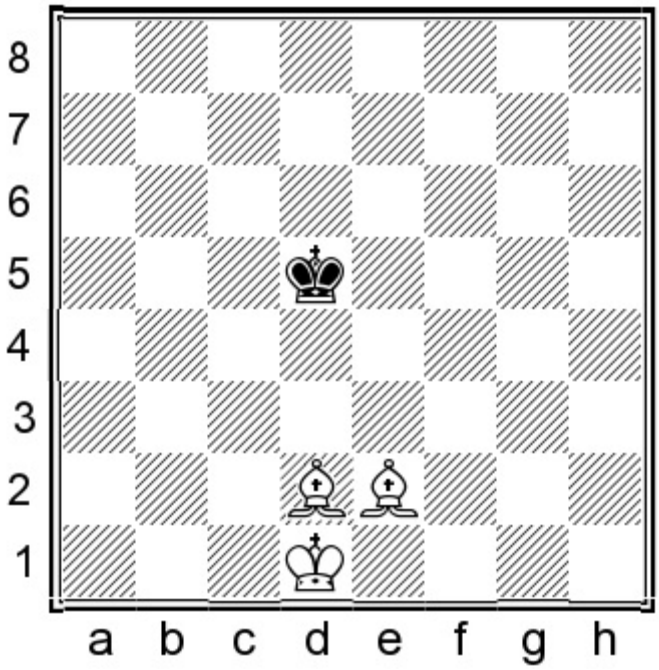
16...♔b8 17.♗e5+ ♔a8 18.♗d5#

1–0

In this mate, the king works in harmony with his two bishops to cut the enemy king's escape routes, thus restraining it and pushing it to the edge of the board. The mate is accomplished in one of the corners.

Yes, it looks easy once you know how to finish the job!

Example 2



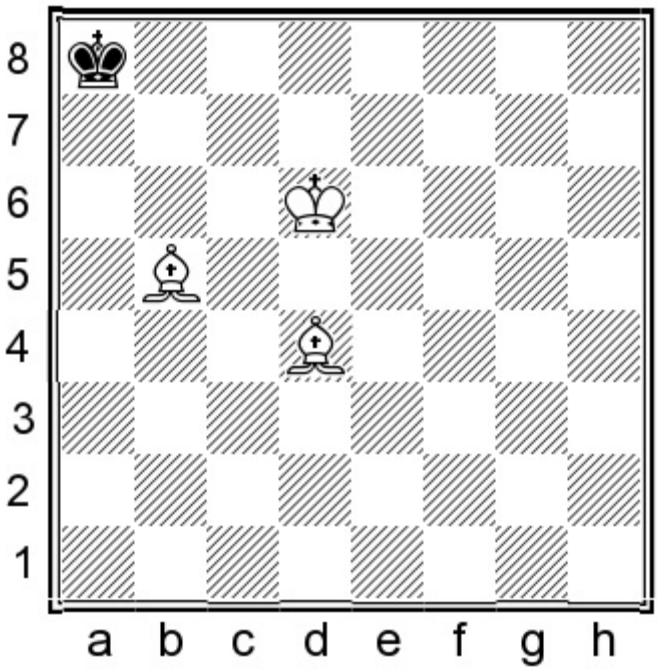
Another example to practice. With your trainer's guidance, analyse more lines on top of the main one:

1.♗c3 ♔c5 2.♔d2 ♔d5 3.♔d3 ♔c5 4.♔e4 ♔d6 5.♗b4+ ♔e6 6.♗c4+ ♔d7 7.♔d5 ♔c7 8.♗c5 ♔d7 9.♗d6 ♔d8 10.♗b5 ♔c8 11.♔c6 ♔d8 12.♔b6 ♔c8 13.♗e7 ♔b8 14.♗a6 ♔a8 15.♗b7+ ♔b8 16.♗d6#

1–0

Three games from practice follow, helping us reach the conclusion that the endgame is basic and a simple win, but some time is needed.

Game 2
Matthew Turner
Colm Daly
Dublin 2018

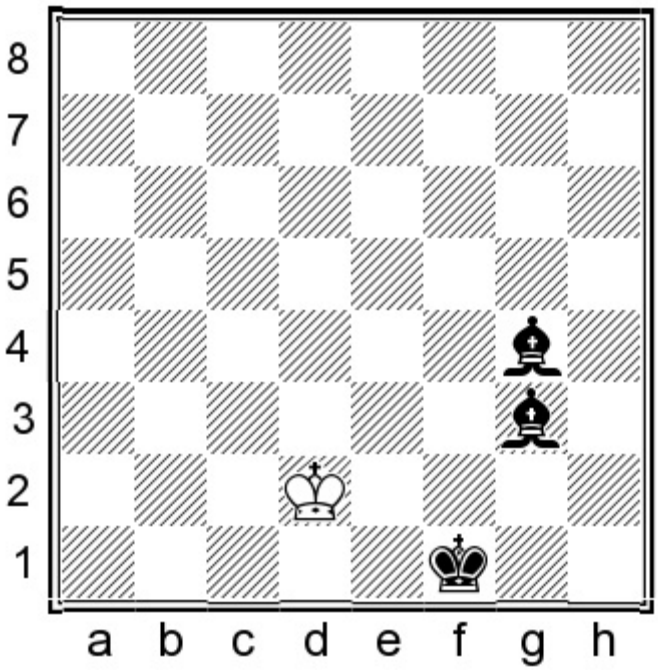


61.♔c6 ♔b8 62.♗a6 ♔a8 63.♔b6

Black resig ned: 63.♔b6 ♔b8 64.♗e5+ ♔a8 65.♗b7#.

1–0

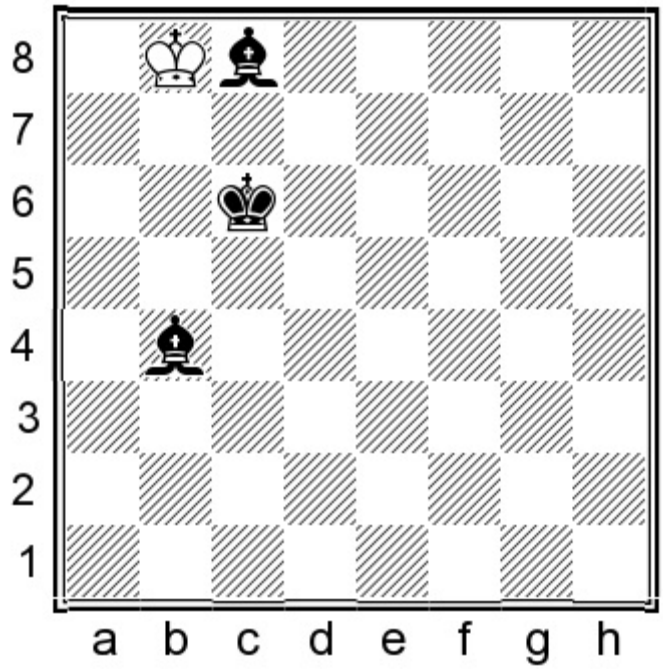
Game 3
Dean Ippolito
Eddie Dearing
Hampstead 1998



Mate needs over 15 moves here:

93...♔f2 94.♔d3 ♗f5+ 95.♔d4 ♗f4 96.♔d5 ♔e3 97.♔c4 ♗e4 98.♔c5 ♗e5 99.♔c4 ♔d2 100.♔c5 ♔d3 101.♔b4 ♗d4 102.♔b5 ♗d5 103.♔b4 ♔c2 104.♔b5 ♔c3 105.♔a4 ♗c4 106.♔a5 ♗c5 107.♔a4 ♗d3 108.♔a5 ♔c4 109.♔a4 ♗e2 110.♔a5 ♗d1 111.♔a6 ♔d5 112.♔b5 ♗b3 113.♔a5 ♔c6 114.♔a6 ♗b4 115.♔a7 ♗c4 116.♔b8 ♗d3 117.♔a7 ♗c4 118.♔b8 ♗a6 119.♔a7 ♗c8 120.♔b8

There are many ways to mate here... Black lost his way and instead made a draw with a three-fold repetition — time shortage!



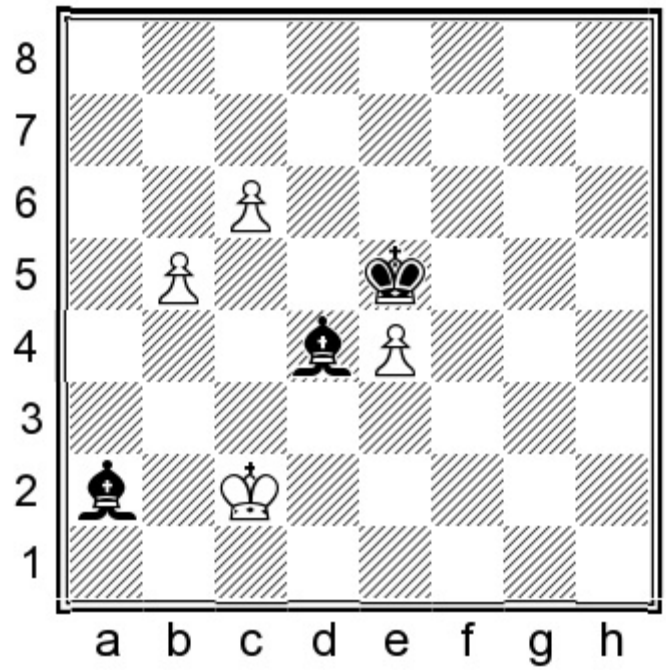
120...♗a6

Simplest is 120...♔d7 121.♔a7 ♔c7 122.♔a8 ♗b7+ 123.♔a7 ♗c5#.

121.♔a7 ♗c8 122.♔b8 ♗b7 123.♔a7 ♗c8 124.♔b8 ♗a6 125.♔a7 ♗c8 126.♔b8

½-½

Game 4
Hrair Simonian
Hikaru Nakamura
Internet 2010



Sometimes, enemy pawns must be cleared first. Note that this was a blitz game!

68...♗b6 69.♔d3 ♗e6 70.♔c3 ♔d6 71.♔b4 ♔e5 72.♔a4 ♔xe4 73.♔b4 ♔d4 74.c7 ♗xc7 75.b6 ♗xb6 76.♔b5 ♗c5 77.♔a6 ♔c4 78.♔b7 ♔b5 79.♔c7 ♗e7 80.♔b8 ♔b6 81.♔a8 ♗d7 82.♔b8 ♗d6+ 83.♔a8 ♗c6#

0–1

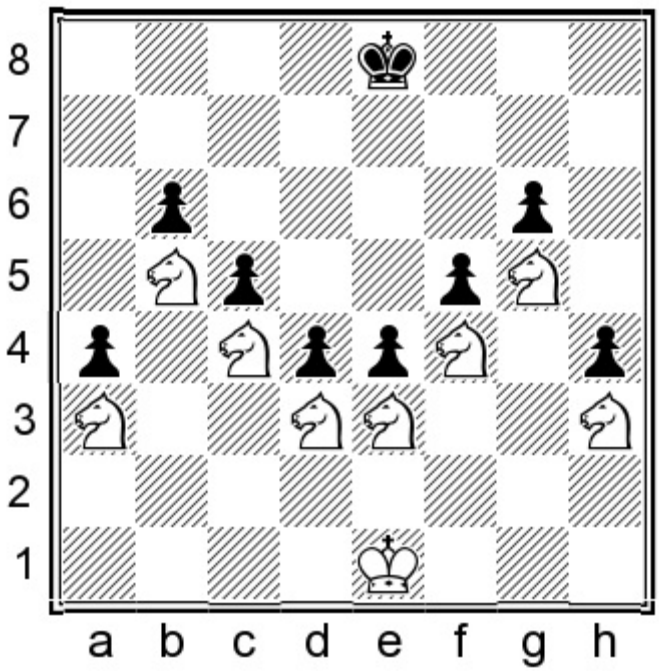
TWO KNIGHTS MATE

It is well-known that two knights cannot force mate (even with the help of their king) against a lone opponent king. However, a decrease in material advantage — allowing the defending king to have a pawn — can actually cause his demise!

The reason that mate can be forced is that the pawn gives the defender a piece to move and deprives him of a stalemate defence. Another reason is that the pawn can hinder its own king without necessarily moving.

The two knights vs pawn endgame is sometimes called the ‘Halley’s Comet’ endgame in chess literature.

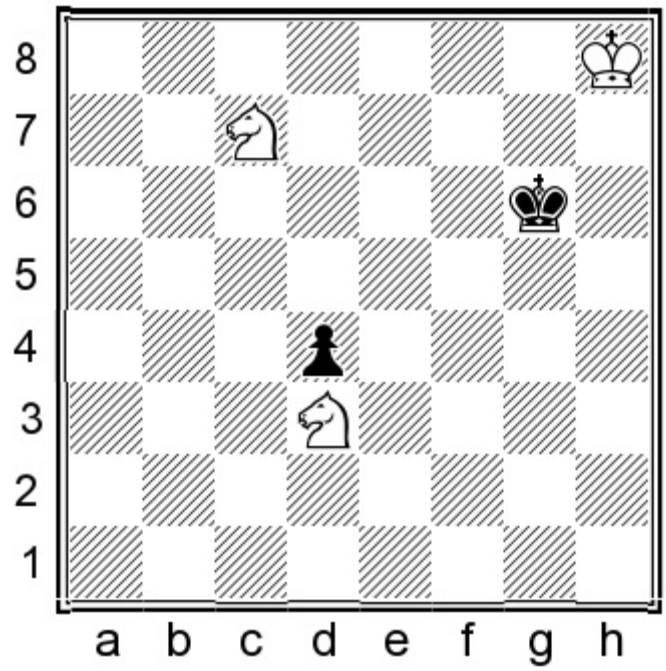
The ‘Troitsky Line’ (or Troitsky position) is a key motif in endgame theory in this rare but theoretically interesting ending. The line, assuming White has the two knights and Black the pawn, is shown below:



This is named after the Russian theoretician Alexey Troitsky who made a detailed study of this ending and discovered the following rule:

‘If the pawn is securely blockaded by a white knight no further down the board than the line, then Black loses, no matter where the kings are.’

There is one caveat: this statement does not take the 50-move-rule into account. So, over the board, you may not be able to win some of the won positions even with optimal play, e.g., many positions with Black’s pawn on d4 are not won due to the 50-move rule like W: ♔h8, ♘d3, ♘c7; B: ♔g6, d4 with Black to move is won in 82 moves.

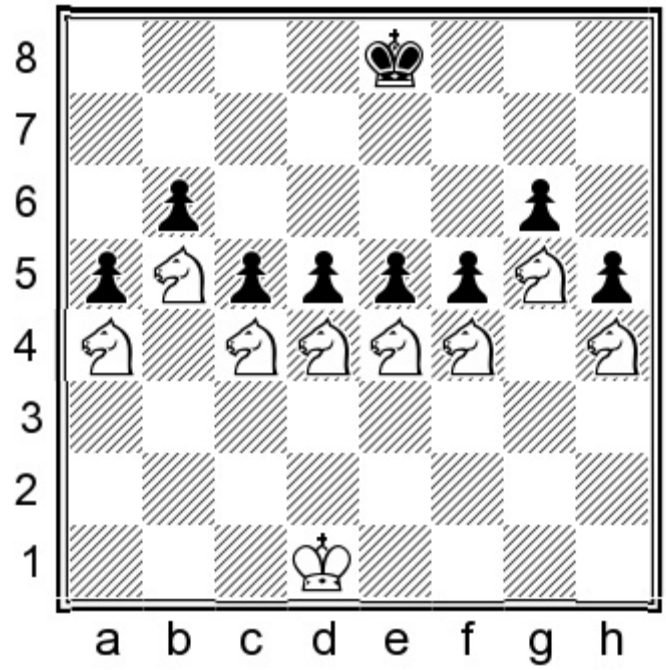


By the way, the longest win in this ending lasts an amazing 115 moves — do try to solve it! However, even when the position is a theoretical win, it is quite complicated and difficult to play correctly. Even Grandmasters fail to win it from time to time!

An important remark: the ‘Nalimov’s Tablebases’ have proved that there is also a win when the bishop’s pawns (c and f) are blockaded on the c4and f4-squares.

Therefore, in a way, the ‘Troitsky Line’ should be modified, but the difference is not that great. It is remarkable that it was created a long time ago without the help of analysis engines!

In competition, a draw by the 50 move rule will often occur first, so a ‘second Troitsky line’, which takes the 50-move-rule into account, has been created:



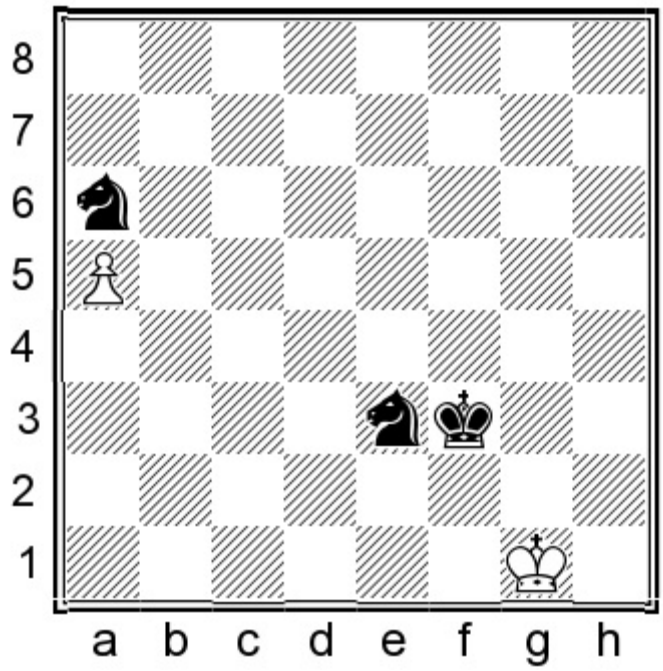
This position corresponds to where the knights can win without the 50 move rule coming into effect.

If Black's pawn is blocked by a white knight on or behind the squares shown, White can force a win within fifty moves.

If the pawn can be blocked on or behind the squares on the knight file, White can force a win within 50-moves more than 99% of the time.

There are some attacking techniques to remember, such as the 'Losing a tempo — triangulation', 'Changing the direction' and 'Henry's sidecheck'.

Game 5
Malo Miguel Angel Quiros
Eduardas Rozentalis
Malaga 2000



As the knight can't lose a tempo, Richard Forster coined the following rule: if you can't make direct progress, consider triangulation. Here is a case in point:

81.♔h2

81.♔h1 ♔g4! is the same.

81.♔h2 ♔g4! 82.♔h1 ♔h3! 83.♔g1 ♔g3 84.♔h1

Now, the rim-knight can assist.

84...♘g4

84...♘c5 85.♔g1 (85.a6 ♘e4 86.a7 ♘f2+ 87.♔g1 ♘h3+ 88.♔h1 ♘g4 89.a8=♕ ♘gf2#) 85...♘e6 86.♔h1 ♘g5 87.♔g1 ♘f3+ 88.♔h1 ♘g4 89.a6 ♘f2#

85.♔g1 ♘h2 86.♔h1 ♘c5 87.♔g1

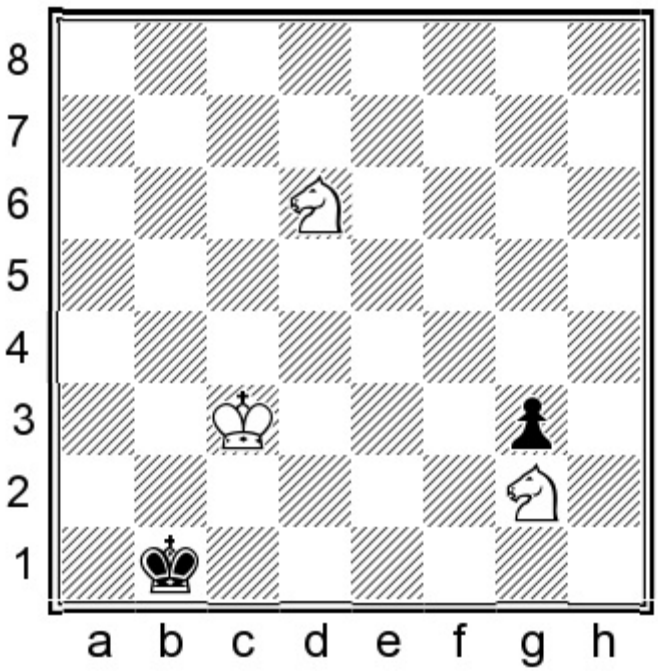
87.a6 ♘f3 88.a7 ♘e4 89.a8=♕ ♘f2#

87...♘e4

87...♘e4 88.a6 ♘c3 89.a7 ♘e2+ 90.♔h1 ♘g4 91.a8=♕ ♘f2#

0–1

Example 1



White can’t mate Black ’s king on the a-file. It must be forced to the 1st rank:

1.♘c4! ♔a2

a) 1...♔c1 2.♘b2 ♔b1 3.♘d3! ♔a2 4.♔b4 ♔a1 5.♔a3 ♔b1 6.♔b3 ♔a1 7.♘e3 g2 8.♘c2+ ♔b1 9.♘a3+ ♔a1 10.♘b4 g1=♕ 11.♘bc2#;

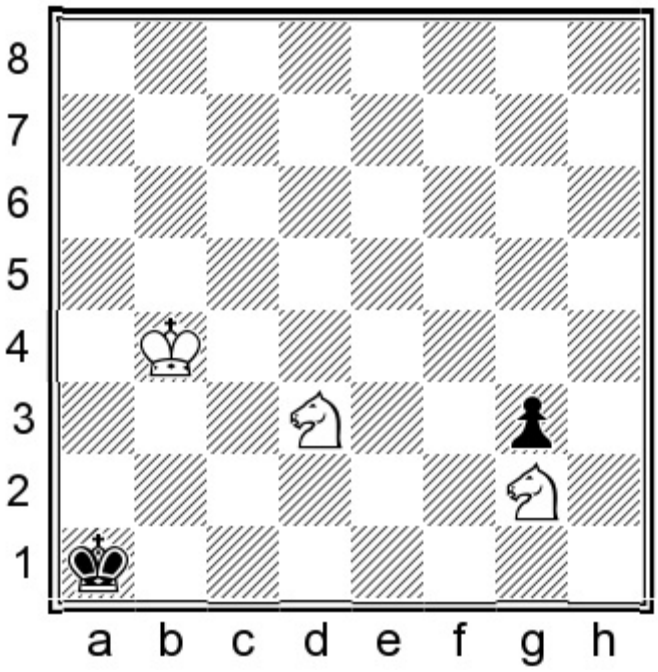
b) or 1...♔a1 2.♔b3 ♔b1 3.♘b2 ♔c1 4.♔c3 ♔b1 5.♘d3 ♔a2 6.♔b4+–.

2.♔c2 ♔a1

Now comes the second step, which changes the direction:

3.♔b3! ♔b1 4.♘b2 ♔c1 5.♔c3 ♔b1 6.♘d3 ♔a1 7.♔b4!

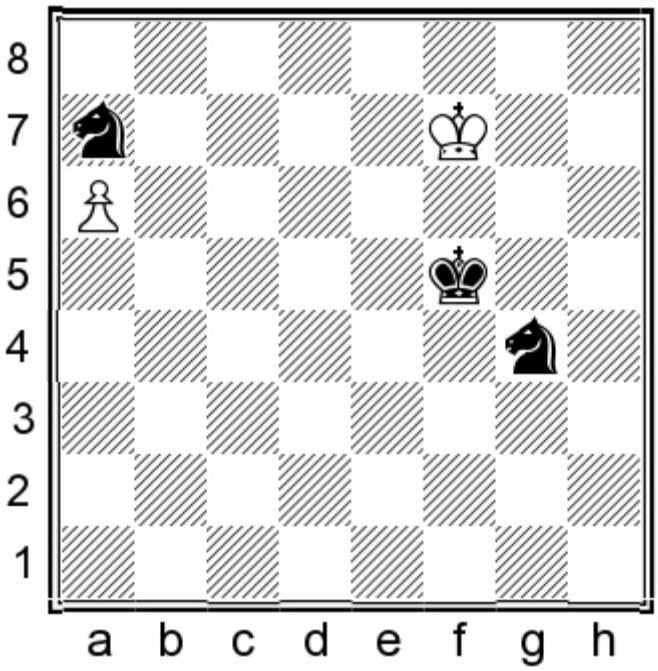
Triangulation.



7...♔a2 8.♔a4 ♔a1 9.♔a3 ♔b1 10.♔b3 ♔a1 11.♘e3 g2 12.♘c2+ ♔b1 13.♘a3+ ♔a1 14.♘b4 g1=♕ 15.♘bc2#

1–0

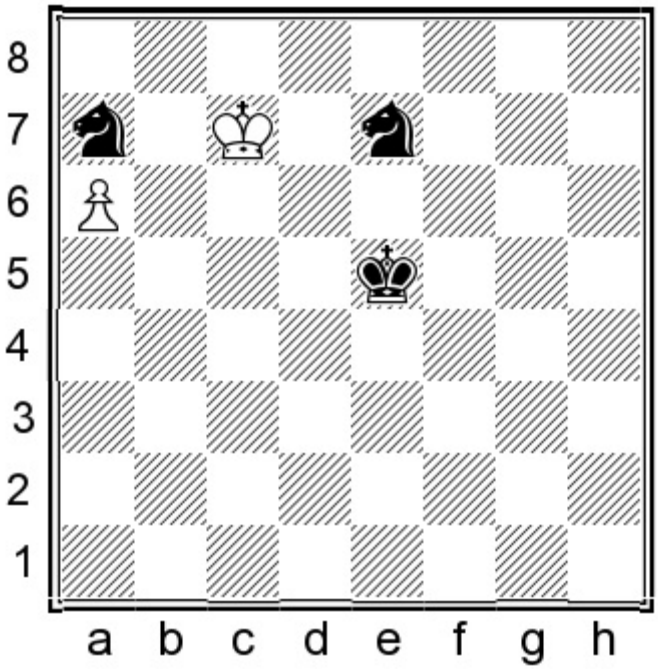
Example 2



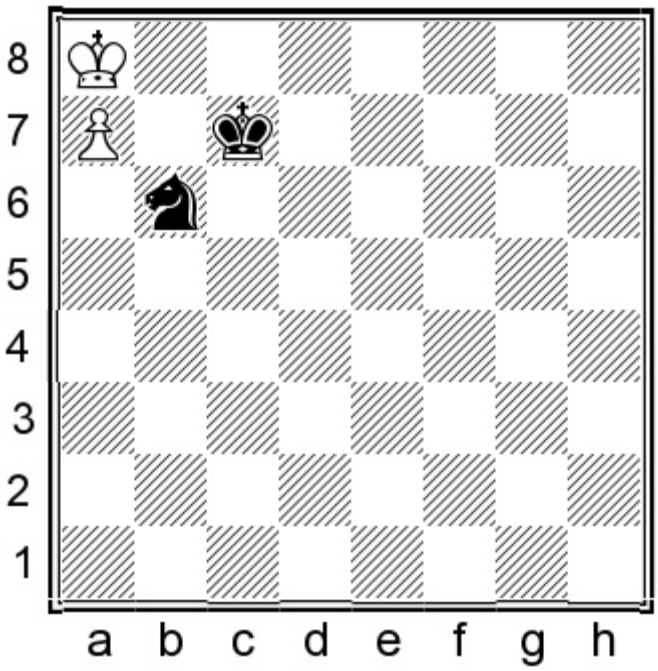
The white a-pawn has crossed the demarcation line, but its king is firmly caught in the losing zone and perishes due to Stamma's mate, sidechecks and changing the direction together with the usual techniques:

1...♘h6+ 2.♔g7

The main alternative is 2.♔e7 ♔e5 3.♔d7 ♘f5 4.♔c7 ♘e7!



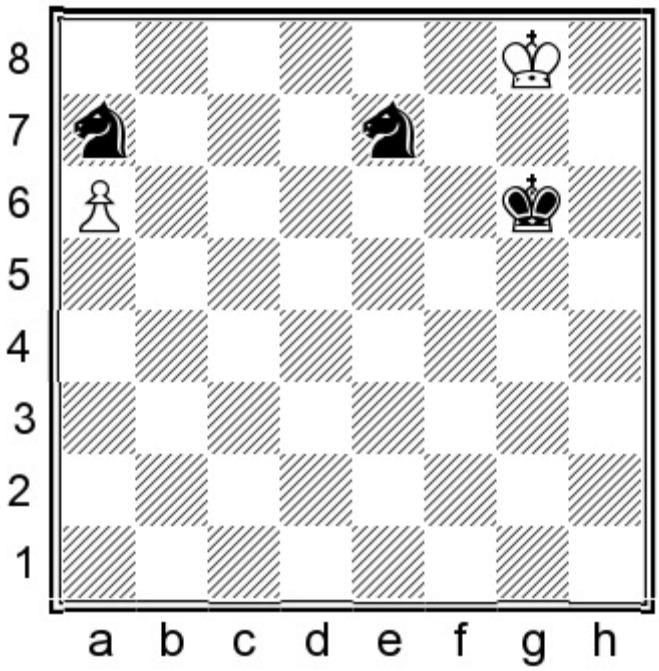
5.♔b7 ♔d6! and White can't take on a7 due to Stamma's mate: 6.♔xa7 (6.♔b8 ♔c6 7.♔a8 ♔b6 8.♔b8 ♘ac6+ 9.♔a8 ♘d5 10.a7 ♘c7#; 6.♔b6 ♘ec8+ 7.♔a5 ♔c5 8.♔a4 ♔c4 9.♔a3 ♔c3 10.♔a2 ♘d6–+) 6...♔c7 7.♔a8 ♘c8 8.a7 ♘b6#.



2...♔g5 3.♔h7

Black must now force White out of the wrong h8-corner into a right corner. Depending on the position of the pawn, mate can be forced only in certain corners.

3...♘f5 4.♔g8 ♔f6 5.♔h7 ♔f7 6.♔h8 ♔g6 7.♔g8 ♘e7+!

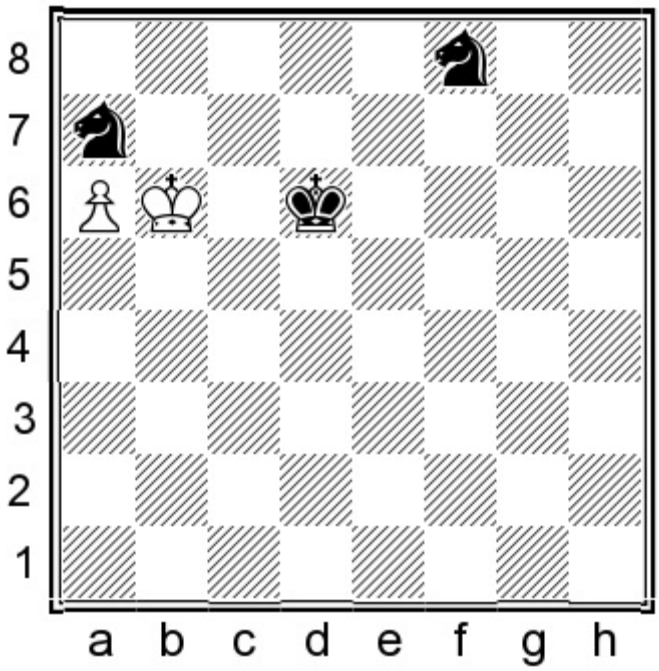


Another nasty sidecheck.

8.♔f8

8.♔h8?! ♘ac6 9.a7 ♘e5 10.a8=♕ ♘f7#

8...♔f6 9.♔e8 ♘g6 10.♔d7 ♔e5! 11.♔c7 ♘f8 12.♔b6 ♔d6!

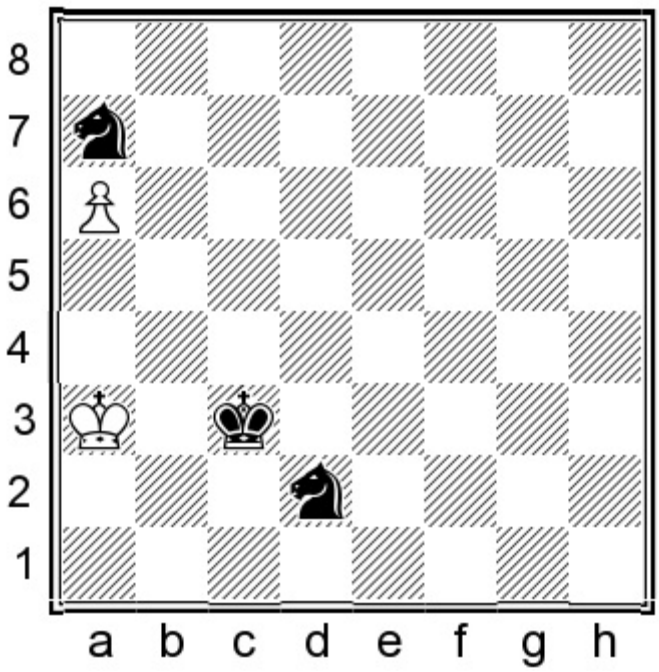


13.♔a5

13.♔xa7?! allows Stamma's mate: 13...♔c7 14.♔a8 ♘d7 15.♔a7 (15.a7 ♘b6#) 15...♘f6 16.♔a8 ♘d5

17.♔a7 ♘e7 18.♔a8 ♘c8 19.a7 ♘b6#.

13...♔c5 14.♔a4 ♔c4 15.♔a3 ♔c3 16.♔a2 ♘d7 17.♔b1 ♔d2 18.♔a2 ♔c2 19.♔a3 ♔c3 20.♔a2 ♘c5 21.♔a3 ♘b3 22.♔a2 ♘d2 23.♔a3



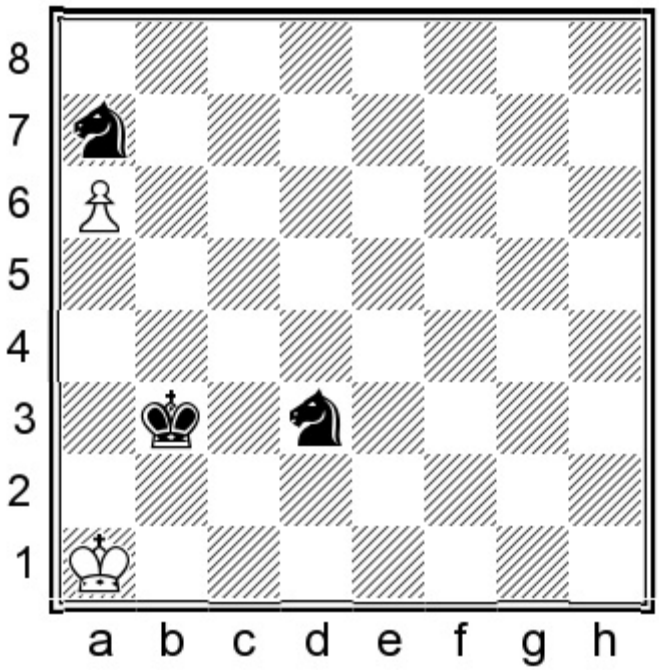
23...♘b1+!

Another sidecheck!

24.♔a2 ♔c2 25.♔a1 ♘d2 26.♔a2 ♘c4 27.♔a1

Now, Black has to change the direction:

27...♔b3! 28.♔b1 ♘b2 29.♔c1 ♔c3 30.♔b1 ♘d3 31.♔a2 ♔b4 32.♔b1 ♔b3 33.♔a1



Again, Black must now change the direction to be able to release the blockading knight:

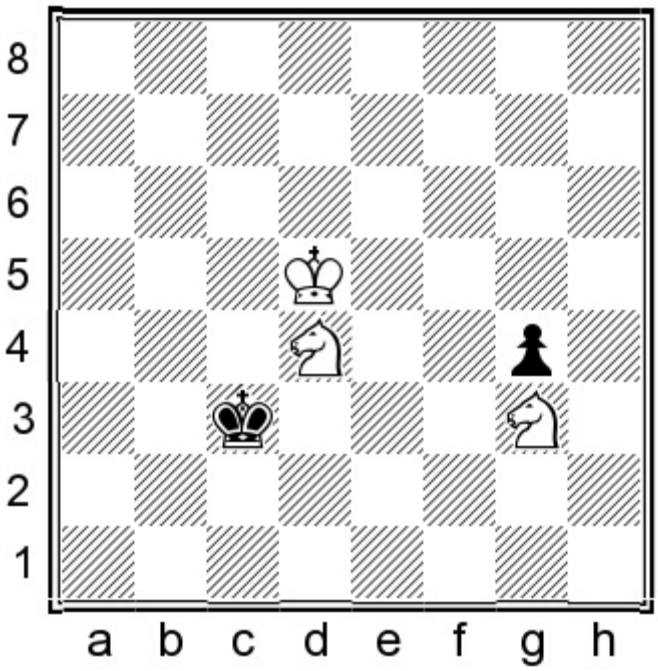
33...♔c2! 34.♔a2 ♘b5! 35.a7 ♘b4+ 36.♔a1 ♘d4 37.a8=♕ ♘b3#

0–1

Even if the pawn has entered the drawing zone (crossed the ‘Troitsky Line’), there are many tricks and zugzwangs which can win the game.

The best defence for the king is to escape as far away as possible.

Game 6
Veselin Topalov
Anatoly Karpov
Monte Carlo 2000



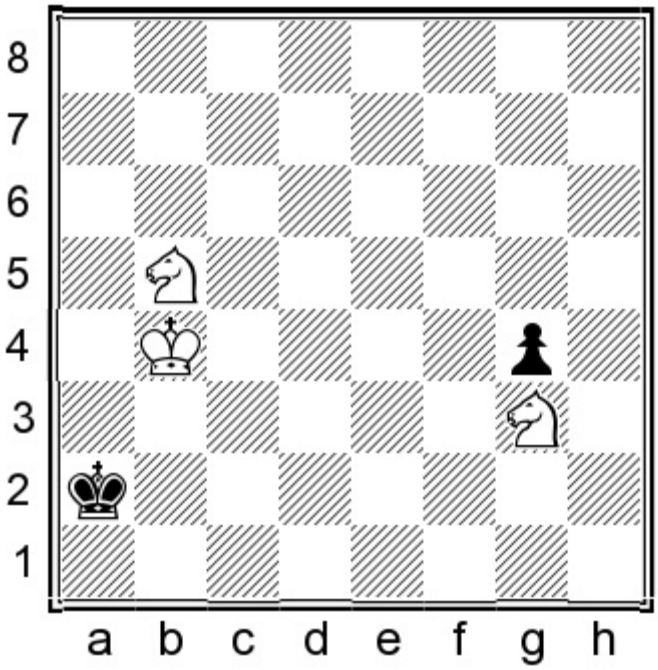
The pawn has crossed the ‘Troitsky Line’, so a draw should be the natural result.

62.♔c5 ♔d3 63.♘de2 ♔d2 64.♔c4 ♔c2 65.♘d4+ ♔b2?

Black voluntarily goes to the corner. There is nothing wrong with 65...♔d2; or 65...♔d1.

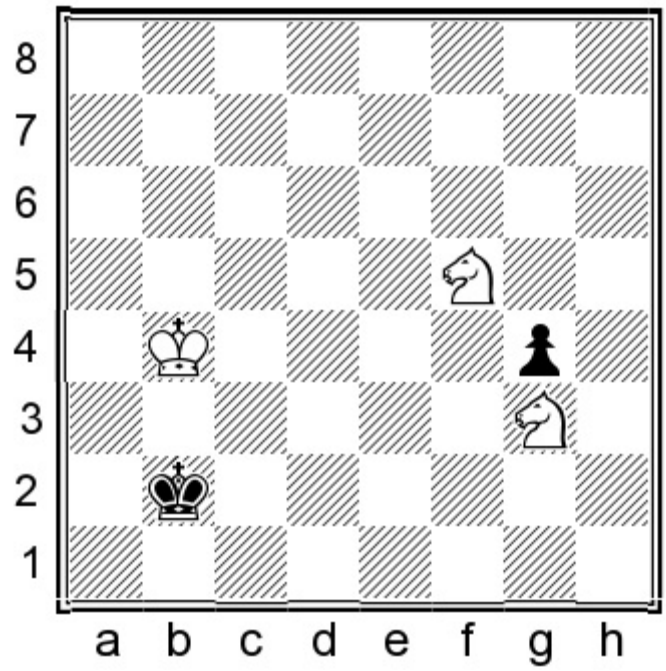
66.♔b4! ♔a2 67.♘df5?

67.♘b5! was called for:



67...♔b2 68.♘a3 ♔c1 69.♔c3 ♔d1 70.♘c2 ♔c1 71.♘e3 ♔b1 72.♘c4 ♔c1 73.♘b2 ♔b1 74.♘d3 ♔a2 75.♔b4! ♔a1 76.♔b3 ♔b1 77.♘e2 g3 78.♘c3+ ♔a1 79.♘b4 g2 80.♘c2#.

67...♔b2?



67...♔b1! was the only move: 68.♘e3 ♔b2!.

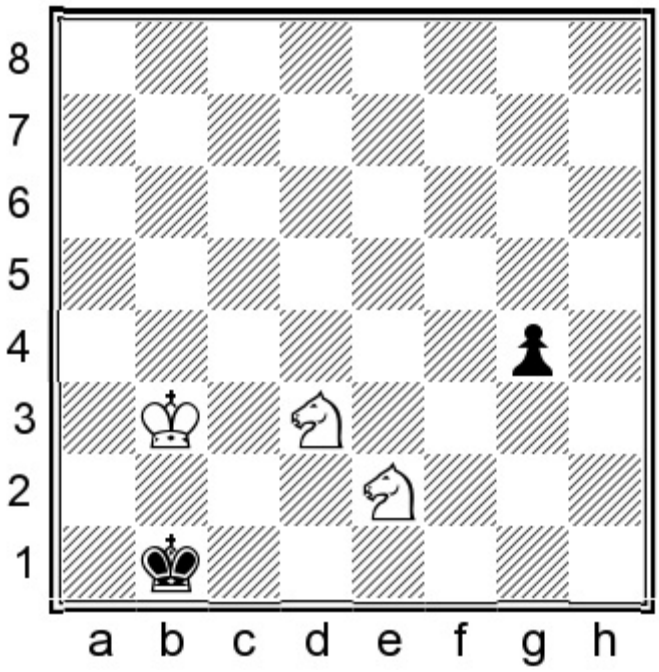
68.♘e3!

It is Black to play, so he is in zugzwang.

68...♔a2

68...♔c1 69.♔c3 ♔b1 70.♘c4+– as above.

69.♘c4 ♔b1 70.♔c3 ♔c1 71.♘b2 ♔b1 72.♘d3 ♔a1 73.♔b3 ♔b1 74.♘e2!

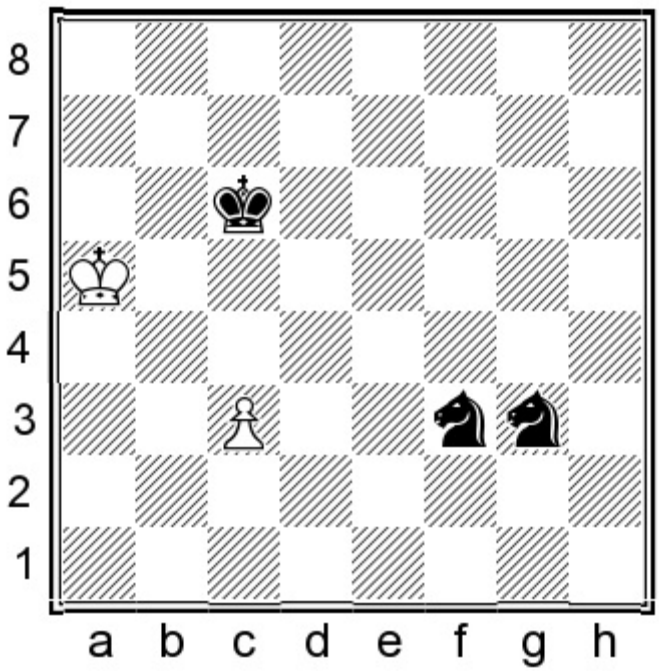


74.♘e2 g3 75.♘c3+ ♔a1 76.♘b4 g2 77.♘c2#

1–0

Great players can easily mishandle this endgame, especially when it is a rapid & blindfold game!

Game 7
Yue Wang
Viswanathan Anand
Nice 2009



61...♔c5?

The pawn should be blockaded by a knight and not by a king! Something like 61...♘e4 62.c4 ♘c5–+ would do the job!

61...♔c5? 62.c4!

Now the draw is clear: when the black king moves, White will play c5 and c6, getting into the drawing zone.

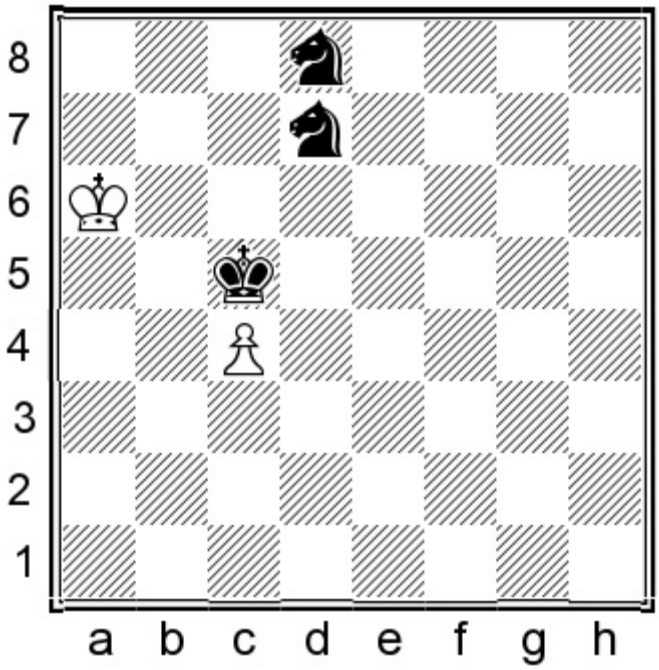
62...♘e4 63.♔a4?

Moving in the wrong direction. Correct was 63.♔a6! ♘d4 64.♔b7=.

63...♘d4 64.♔a5 ♘c3?

Winning was 64...♘c6+!, as now the white pawn will be blocked on c5 — out of the drawing zone: 65.♔a6 (65.♔a4 ♘c3+ 66.♔b3 ♔d4–+) 65...♔d6! 66.c5+ ♔c7–+.

65.♔a6 ♘e6 66.♔b7 ♘a4 67.♔a6 ♘b6 68.♔b7 ♘d7 69.♔a6 ♘d8



70.♔a5?

70.♔a7 ♘c6+ 71.♔b7 ♔d6 72.c5+ ♔d5 73.♔c7 and this position is drawn, as the black king cannot assist his d7-knight to kick away the white king, who will stay on the b6, b7, c7 and c8 squares.

70...♘b6?

a) 70...♘b8! 71.♔a4 ♘e6 72.♔b3 ♔d4 73.c5 ♘c6–+;

b) 70...♘c6+ 71.♔a6 ♔d6 72.c5+ ♔c7–+.

71.♔a6 ♔c6

After this there is no chance for White to go wrong...

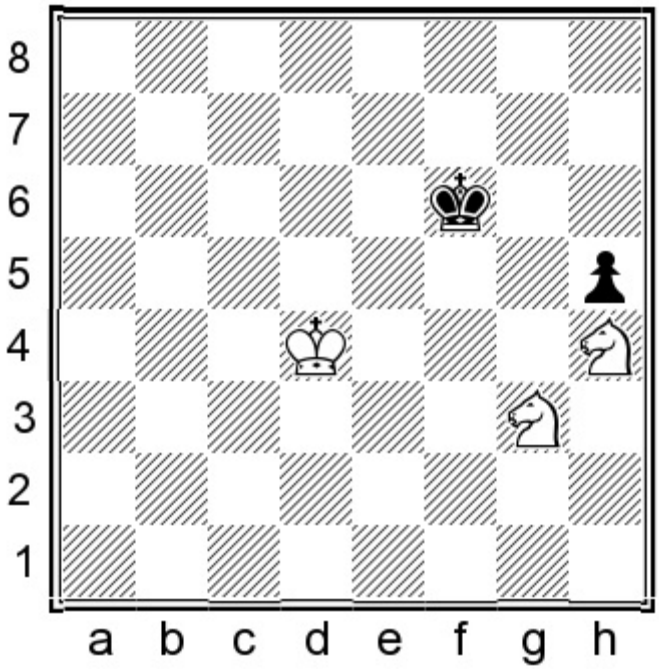
72.c5! ♘c4 73.♔a7 ♘e6 74.♔b8 ♘d8 75.♔a7 ♘b7 76.♔b8 ♘a3 77.♔a7 ♘b5+ 78.♔a6 ♘c3 79.♔a7 ♘d5 80.♔a6 ♘b4+ 81.♔a7 ♔c7 82.c6 ♘c5 83.♔a8 ♘e4 84.♔a7 ♘d6 85.♔a8 ♘xc6

Stalemate!

½-½

The following execution is nearly perfect!

Game 8
Colin McNab
Mika Karttunen
Liverpool 2006



The pawn is behind the ‘Troitsky Line’, so White can win.

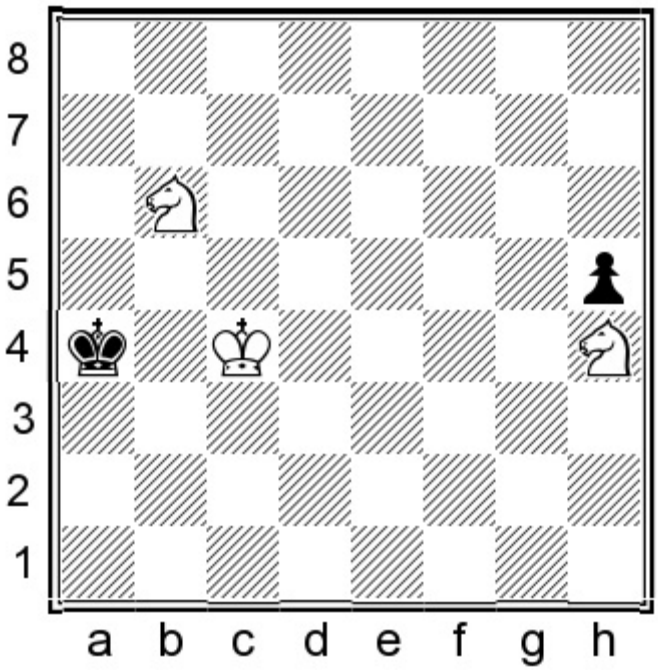
59.♘gf5 ♔e6 60.♔e4 ♔d7 61.♔d5 ♔c7

Correctly, Black heads as far as it possibly can from the blockading h4-knight.

62.♘d4 ♔d7 63.♘c6 ♔c7 64.♘e5

The last two moves are the standard way to restrict the enemy king in this ending.

64...♔b6 65.♔c4 ♔a5 66.♘d7 ♔a4 67.♘b6+



67...♔a5

67...♔a3?! 68.♔c3 ♔a2 69.♘c4 ♔b1 70.♔d2 ♔a2 71.♔c2 ♔a1 72.♘f3 h4 73.♘d4 h3 74.♘b3+ ♔a2 75.♘c1+ ♔a1 76.♘a5 h2 77.♘ab3#

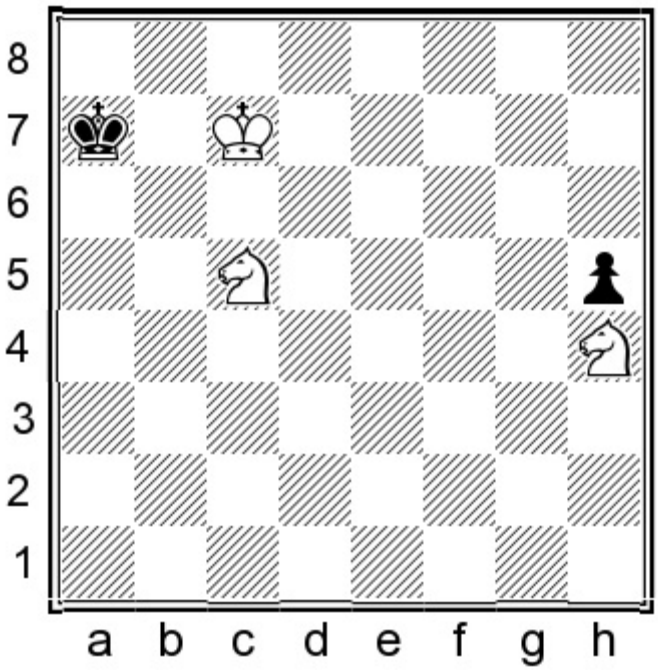
68.♔c5 ♔a6 69.♘c4 ♔b7 70.♔d6

The black king gradually gets surrounded and is prevented from escaping from the corner.

70...♔c8 71.♘a5 ♔b8

If 71...♔d8 72.♘b7+ and the black king can only choose whether to be driven into the a8 or h8 corner: 72...♔e8 (72...♔c8 73.♔c6 ♔b8 74.♘d6 ♔a7 75.♔b5 ♔b8 76.♔b6 ♔a8 77.♘f3 h4 78.♘d4 h3 79.♘c6 h2 80.♘b5 h1=♕ 81.♘c7#) 73.♔e6 ♔f8 74.♘d6 ♔g7 75.♔e7 ♔h6 76.♔f6 ♔h7 77.♔f7 ♔h6 78.♘e4 ♔h7 79.♘f5 h4 80.♘g5+ ♔h8 81.♘e7 h3 82.♘g6#.

72.♔d7 ♔a8 73.♔c7 ♔a7 74.♘b3 ♔a6 75.♔c6 ♔a7 76.♘c5 ♔b8 77.♔d7 ♔a7 78.♔c7



Finally the black king is trapped, and it remains only to bring over the other knight to finish the job.

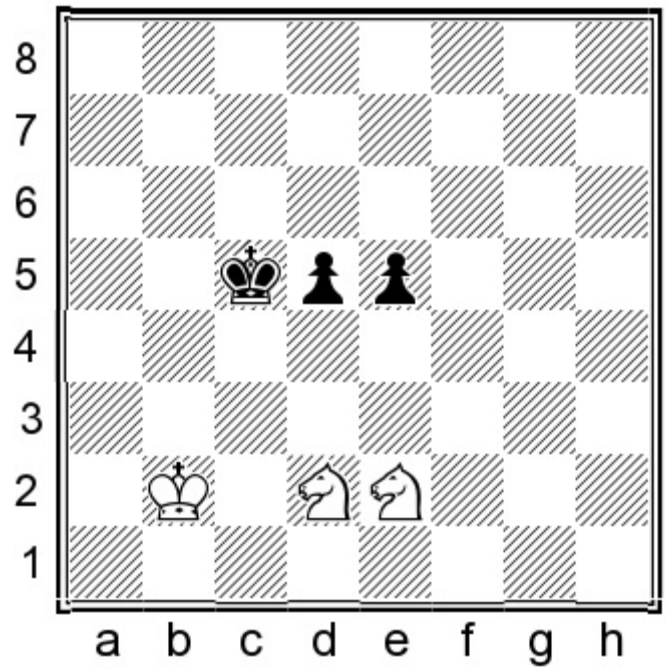
78...♔a8 79.♘f5 h4 80.♘d6

80.♘d6 and mate follows after 80...h3 81.♘b5 h2 82.♘a4 h1=♕ 83.♘b6#, so Black resigned. Excellent technique!

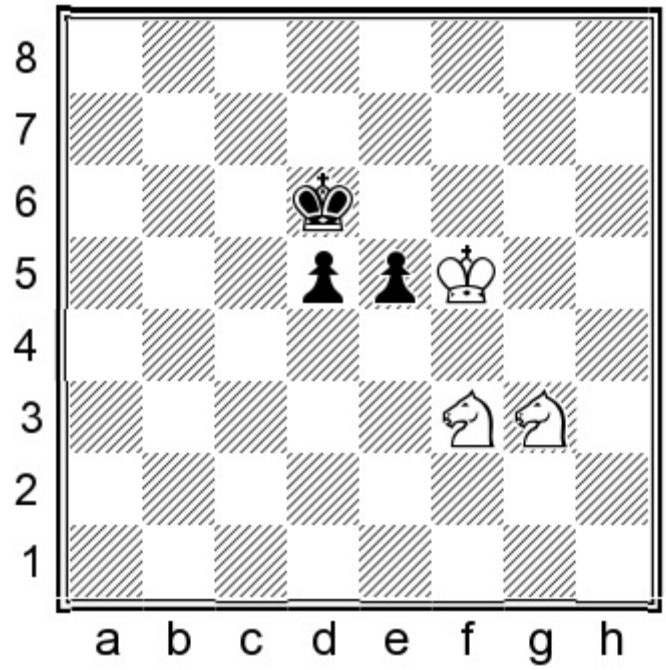
1–0

When the two knights have to face cases with two or more pawns, they must capture all but one pawn (the one behind the 'Troitsky Line') and then reach a position where the only remaining pawn will not have crossed the aforementioned imaginary line.

Example 3



1.♔a3! ♔b5 2.♔b3 ♔a5 3.♔c2!! ♔b5 4.♔d1 ♔c5 5.♔e1 ♔d6 6.♔f2 ♔e6 7.♔g3 ♔f5 8.♔h4! ♔f6 9.♔g4 ♔g6 10.♘f3 ♔f6 11.♘g3 ♔e6 12.♔g5 ♔d6 13.♔f5



13...♔c5

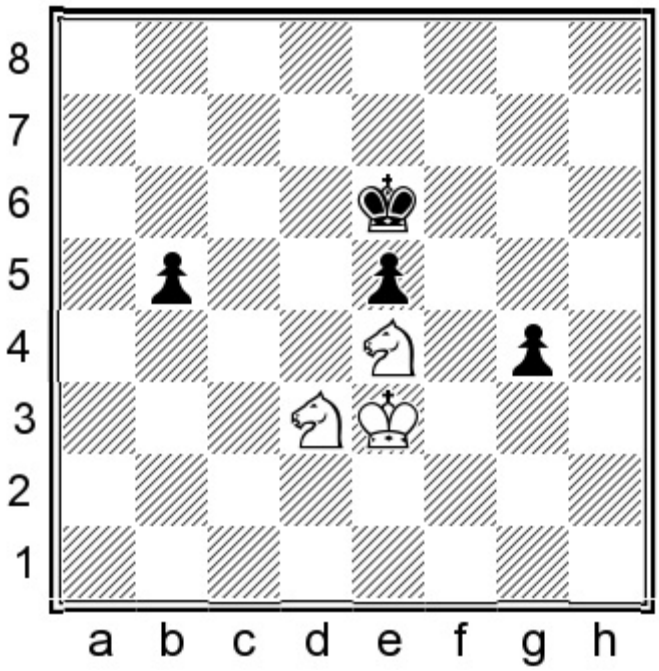
Or 13...d4 14.♘e4+.

14.♘xe5 d4 15.♘d3+ ♔c4 16.♔e4

White will eventually win.

1–0

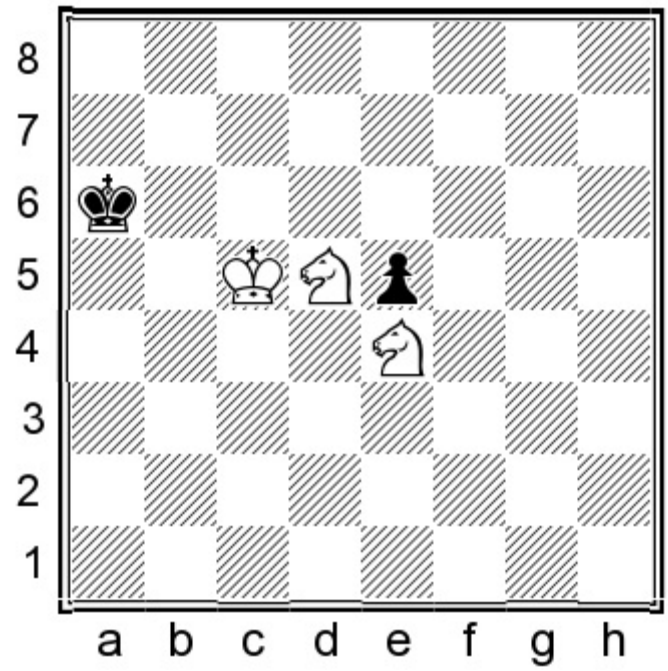
Game 9
Rustam Kasimdzhanov
Darwin Laylo
Doha 2006



61.♘b4 ♔f5 62.♘d5 ♔e6 63.♘c7+ ♔d7 64.♘xb5 ♔c6 65.♘bc3 ♔b6

If 65...g3 then 66.♔f3 ♔d7 67.♔xg3+–.

66.♔f2 ♔a5 67.♘d5 ♔b5 68.♘e3 ♔b4 69.♔g3 ♔b5 70.♔xg4 ♔b4 71.♔f5 ♔b5 72.♔e6 ♔c6 73.♔e7 ♔c7 74.♔e8 ♔c8 75.♘d5 ♔b7 76.♔d7 ♔a6 77.♔c6 ♔a5 78.♔c5 ♔a6

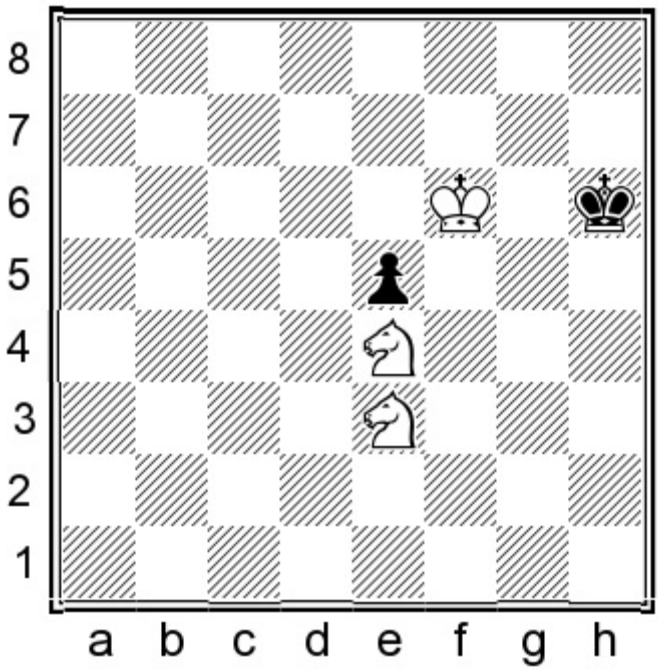


Or 78...♔a4 79.♘d2 e4 80.♘e3 ♔a3 81.♔b5 ♔b2 82.♔b4 ♔c1 83.♘df1 ♔b2 84.♘g3 ♔c1 85.♔c3 ♔b1 86.♘e2 ♔a2 87.♘c4 e3 88.♔c2 ♔a1 89.♔b3 ♔b1 90.♘a3+ ♔a1 91.♘c3 e2 92.♘c2#.

79.♔c6

From now on, White doesn't play perfectly, so the win takes a little longer...

79...♔a5 80.♘e3 ♔b4 81.♔b6 ♔a4 82.♘d5 ♔b3 83.♔b5 ♔c2 84.♔c4 ♔d1 85.♔d3 ♔e1 86.♘dc3 ♔f1 87.♘d1 ♔g2 88.♘df2 ♔f3 89.♘h1 ♔g4 90.♘hg3 ♔f3 91.♔d2 ♔f4 92.♔e2 ♔g4 93.♔e3 ♔h3 94.♘f5 ♔g4 95.♘g7 ♔h3 96.♘h5 ♔g4 97.♘hg3 ♔h3 98.♔f3 ♔h4 99.♘f5+ ♔h5 100.♘e7 ♔h4 101.♘d5 ♔h5 102.♔g3 ♔h6 103.♔h4 ♔g6 104.♔g4 ♔h6 105.♘e7 ♔g7 106.♔f5 ♔h6 107.♘g8+ ♔g7 108.♘gf6 ♔f7 109.♘d5 ♔g7 110.♔e6 ♔h6 111.♔f6 ♔h5 112.♘e3 ♔h6



113.♘g3! ♔h7 114.♘ef5 ♔g8 115.♔e7 e4 116.♘h5 e3 117.♘f6+ ♔h8 118.♔f7

118.♔f7 e2 119.♘e7 e1=♕ 120.♘g6#

1–0

CONCLUSION

The ending is won if the pawn is far back enough, following the ‘Troitsky Line’ rule.

BISHOP & KNIGHT MATE

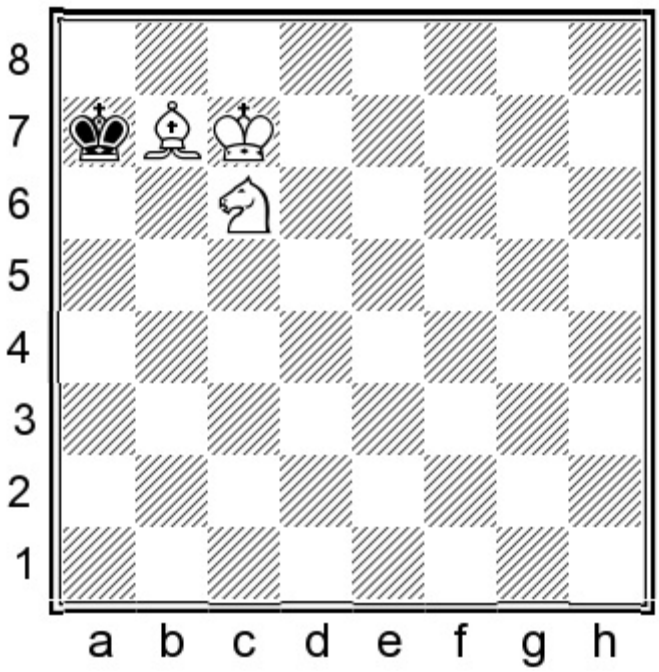
The bishop and knight mate is the scenario where a lone king is mated by a bishop, a knight and a king.

With the winning side to move and with perfect play, mate can be forced within thirty-three moves from any starting position where the defender cannot quickly win one of the pieces.

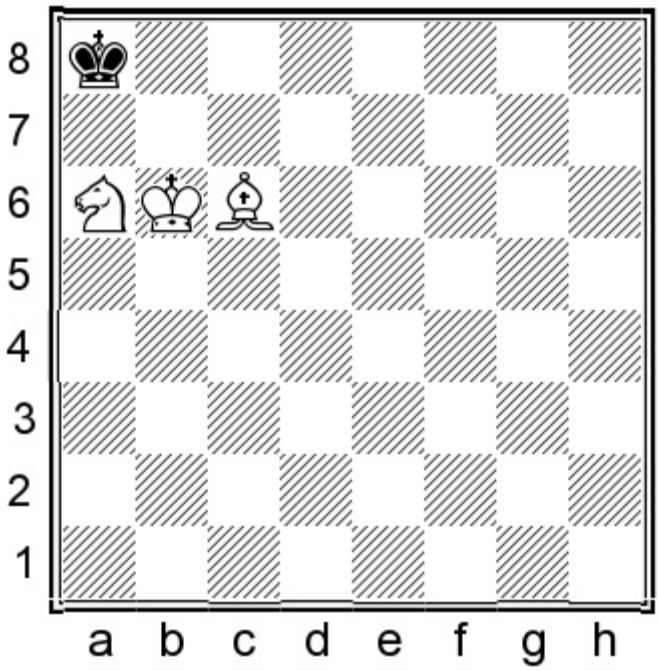
It is important to keep in mind that the mate can only be delivered in the corners of the same colour as the bishop (Examples 1–3).

Alternate mates are possible, but only with the opponent's help (Examples 4–5).

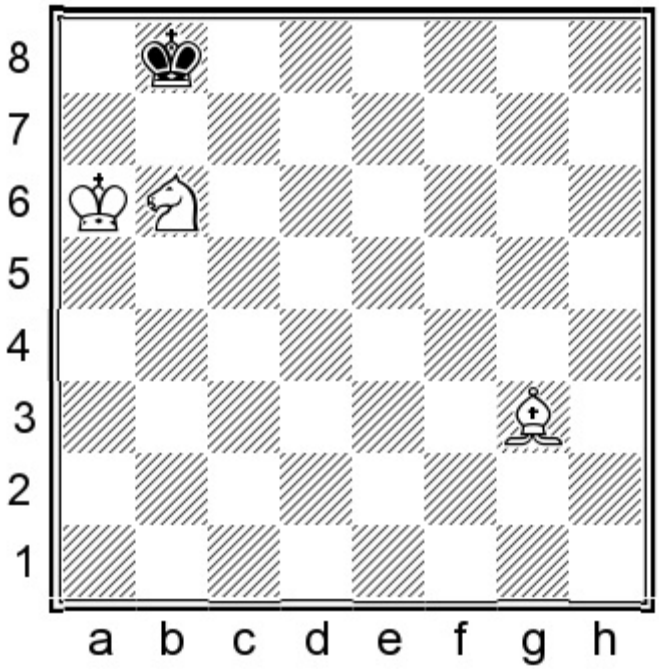
Example 1



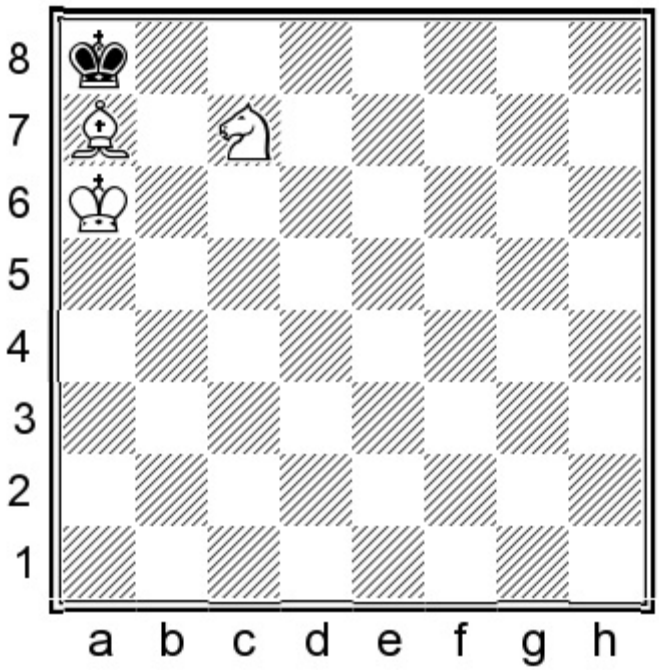
Example 2



Example 3



Example 4



The black king is mated in all four positions.

It is quite rare, as it occurs in practice approximately only 1 in every 6,000 games!

It is quite difficult to say anything about its ‘practical importance’. However, in my opinion, everything should be studied and examined by the ambitious player.

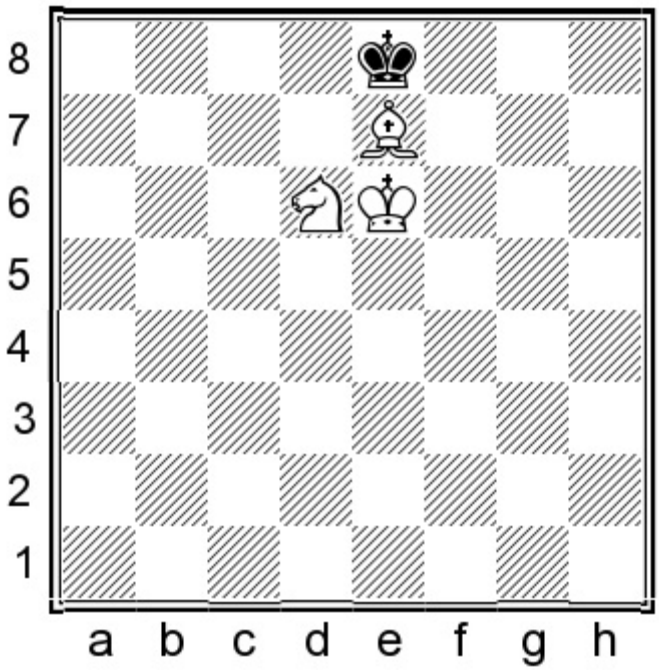
Certain exceptions (which constitute about 0.5% of the positions) occur when:

1. The Defending forks the bishop and knight so that one of them is lost on the next move.

2. The knight is trapped in a corner by the defending king and will be lost in the following moves.

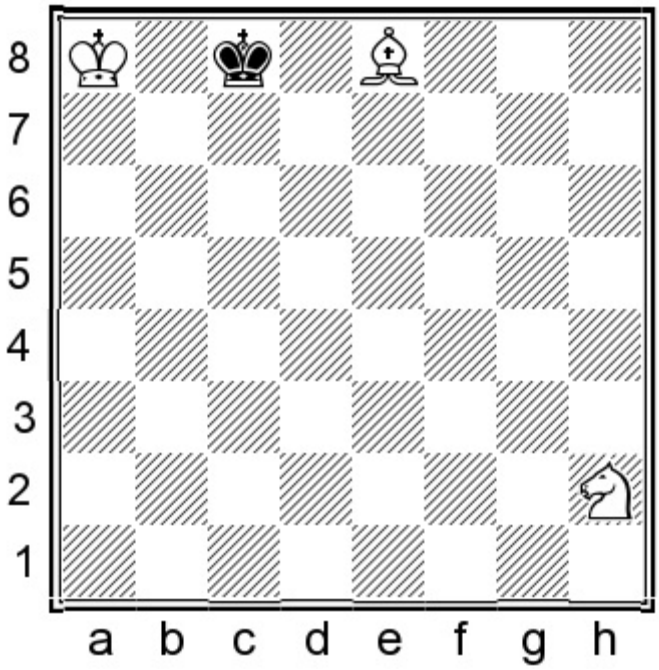
3. The position is the ‘stalemate trap’, which we will examine below.

Example 5



1–0

Example 6



One of the longest examples. White mates in 33 moves assuming the best defence (Mueller & Lamprecht 2001:400).

1–0

The mating method is applicable when the opponent's king is in the corner of the opposite colour to the bishop. It was given by Philidor in the 1777 update of his famous 1749 treatise, L'Analyze des Echecs.

A method known as 'Delétang's Method' or 'Delétang's Triangles', is applicable when the opponent's king is trapped behind one of the seven square diagonals of the same colour as the bishop and involves

confining the opponent's king to a series of three shrinking isosceles right-angled triangles, with the mating corner being the 90-degree angle of the triangle. Sounds a bit complicated but it isn't!

Some of the ideas in this method date back to 1780, but the complete system was first published in 1923 by Daniel Delétang. The method as propounded is not optimal, but it's relatively simple; so long as the stronger side has trapped the opponent king behind the diagonal in a reasonable number of moves, it will lead to mate before the fifty-move rule takes effect.

His 'second triangle' or 'middle triangle' occurs also with the king in the corner of opposite colour to the bishop shown by Rueben Fine in 1941, as well as in Philidor's analysis. Fine's analysis improves on Philidor's. Though, mate can be forced without using either method to complete it.

As can be seen in the excellent endgame book by Karsten Mueller, since mate can only be forced in the corner of the same colour as the squares on which the bishop moves, an opponent who is aware of this will first try to stay in the centre of the board, and then move into the wrong-coloured corner.

Thus there are three phases in the mating process:

1. Driving the king to the edge of the board.

2. Forcing the king out of the 'wrong' and into the 'right' corner, if necessary.

3. Then delivering mate!

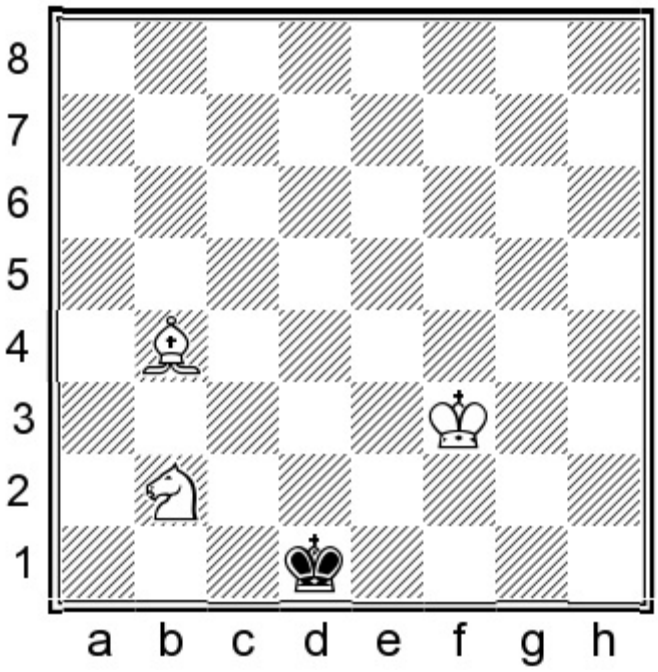
In general, positions fall into four categories:

1. Positions which are stalemate, or in which the stronger side cannot prevent stalemate or the loss of one of his pieces, such as below, in Examples 7 & 8.

These form a significant minority. In almost all of them, the lone king can immediately take a piece or irrecoverably fork the opponent's pieces

Such positions are clearly drawn. All other positions can be won.

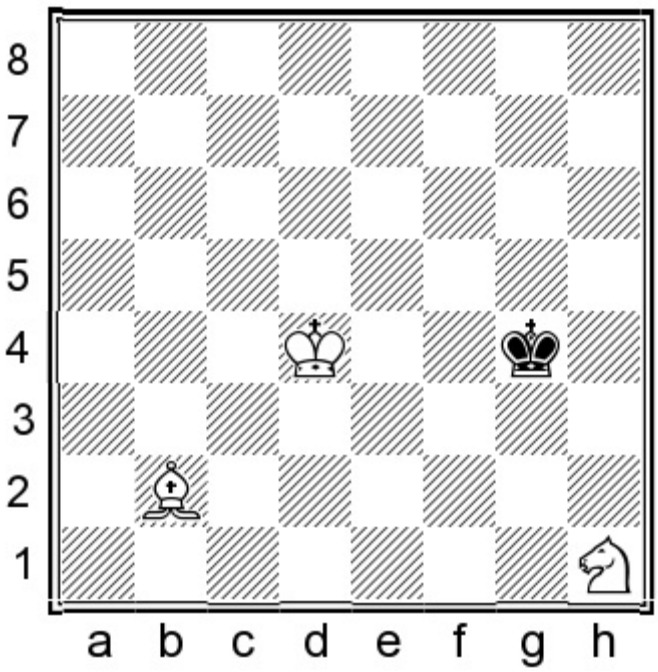
Example 7



1...♔c2 2.♘c4 ♔b3

½-½

Example 8



1...♔f3! 2.♔d3 ♔g2

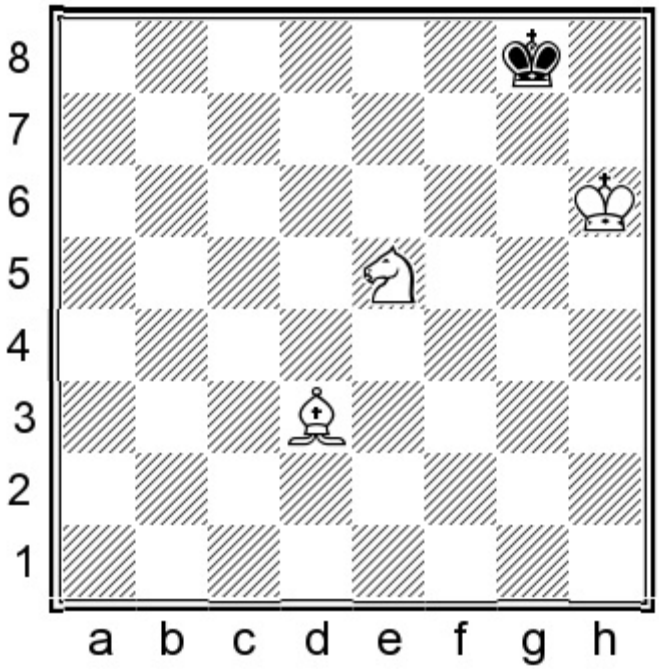
½-½

2. Positions in which mate can be forced on a square adjacent to the ‘wrong’ corner after wrong play (Example 9). These form a tiny minority.

3. Positions (‘closed’) in which the winning side can prevent the opponent’s king from reaching the longest diagonal of the opposite colour to that of the bishop. These form a substantial minority as well, but they will be examined.

4. Positions (‘open’) which are not closed. These make up the majority.

Example 9



1...♔f8

1...♔h8 2.♘g6+ ♔g8 3.♗c4#

1...♔f8 2.♗c4 ♔e7 3.♔g7 ♔d6 4.♘d3

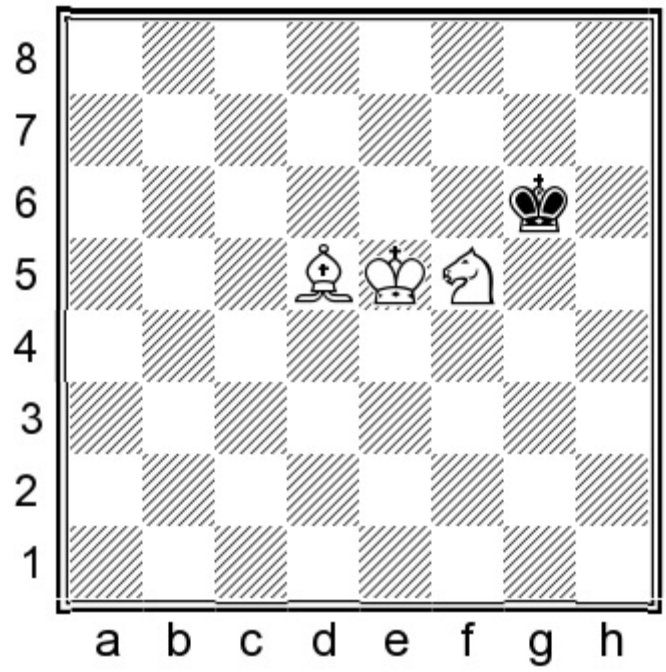
White has reached ‘Delétang’s’ first net.

1–0

Open and closed positions are considered separately. If the opponent king opts not to step into a closed position, phase 1 will inevitably drive him to a wrong corner, when phase 2 will be required.

If the lone king steps into a closed position, phase 2 doesn’t apply, but the completion of phase 1 in the resulting position may lead to one of the lines shown for phase 2 for open positions.

Example 10



Black does equally well after 1...♔h7 (open)

or 1...♔g5 / 1...♔h5 (closed): 2.♘e7 and White mates in 20 moves.

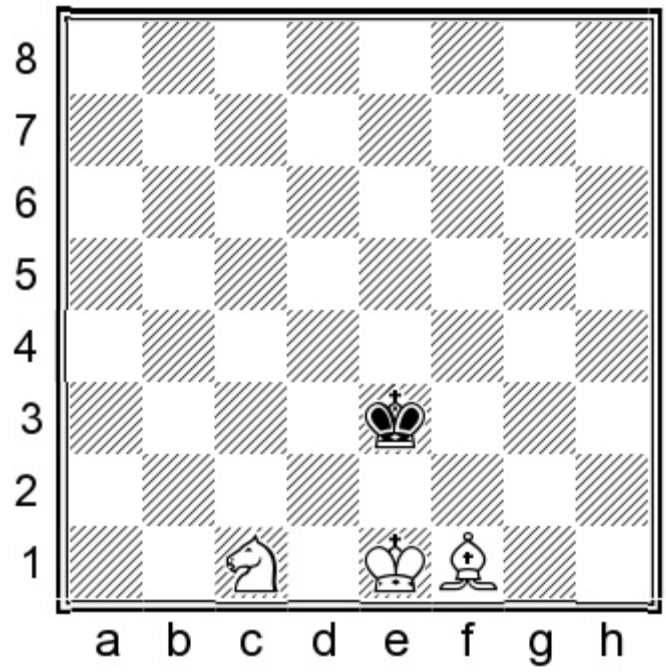
1–0

Mate is usually quicker from closed positions (K. Mueller), so the stronger side should usually try to close open positions, and the lone king should try to avoid closure, but this is a fine balance. In the position above, it doesn't make much difference whether the lone king plays into a closed or an open position.

Let's examine the process in detail.

OPEN POSITIONS — PHASE 1

Example 11



An example of how the first phase can be accomplished, mainly analysed by Yasser Seirawan. In the first phase, the winning side uses his pieces to force the lone king to the edge of the board. Much of the play is explained by the fact that closed positions are usually nearer to mate than open positions.

1.♗g2 ♔d4 2.♔d2 ♔e5 3.♔e3 ♔f5 4.♘d3

Sealing off the e5-square.

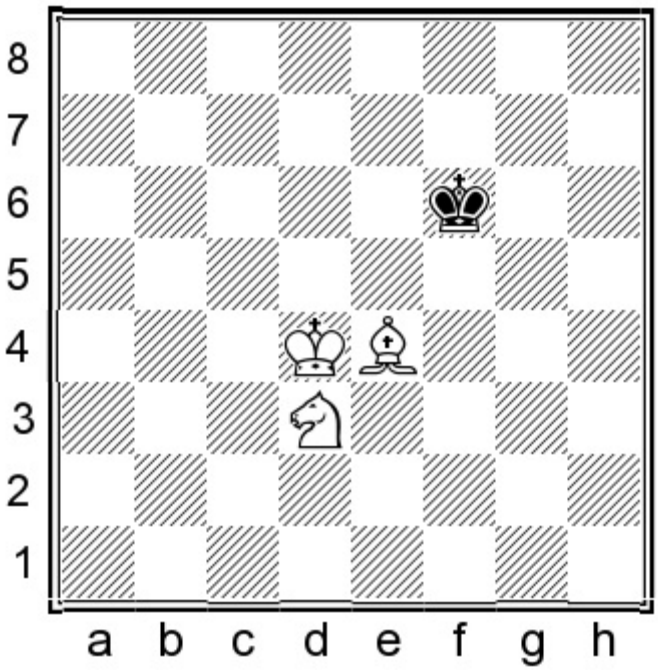
4...♔g5 5.♗e4

White has made a wall and will push the king into a corner.

5...♔f6

If Black moves to the h-file with 5...♔h6, White can play 6.♔f4 followed by ♔f5-f6 and ♘e5 (in any order) reaching the desired position, while if he plays; 5...♔g4, he closes the position.

6.♔d4

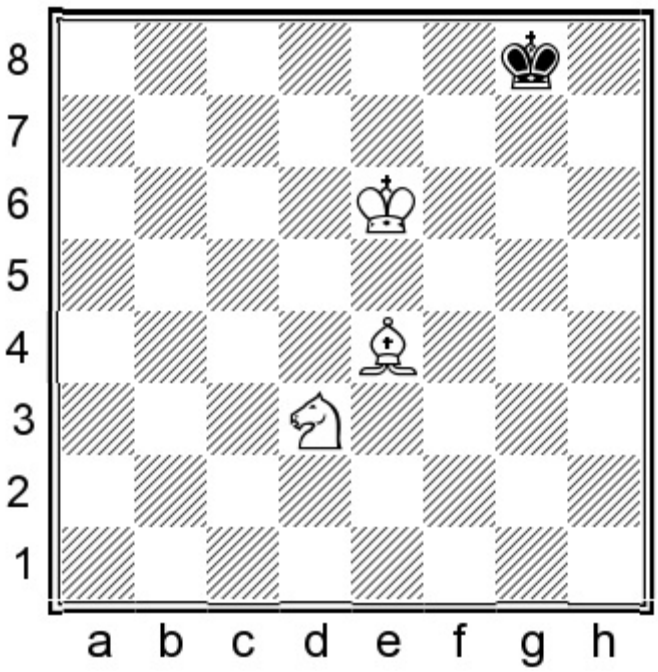


The white king now strikes out for the left hand side of the wall, but this is an inaccuracy, as the detour takes him away from his target square of f6. The wall prevents the black king from escaping down the board, so the white king can use g5 without losing the threat of closure. White could now play ♔f4-g5-f5, followed by ♔f6 and ♘e5, reaching mate earlier. Black cannot prevent this nor stay out of the corner without closing the position.

6...♔e6 7.♔c5 ♔e7 8.♔d5 ♔f6!

The black king had to decide where to go, so he heads to the h8 corner, where mate cannot be forced.

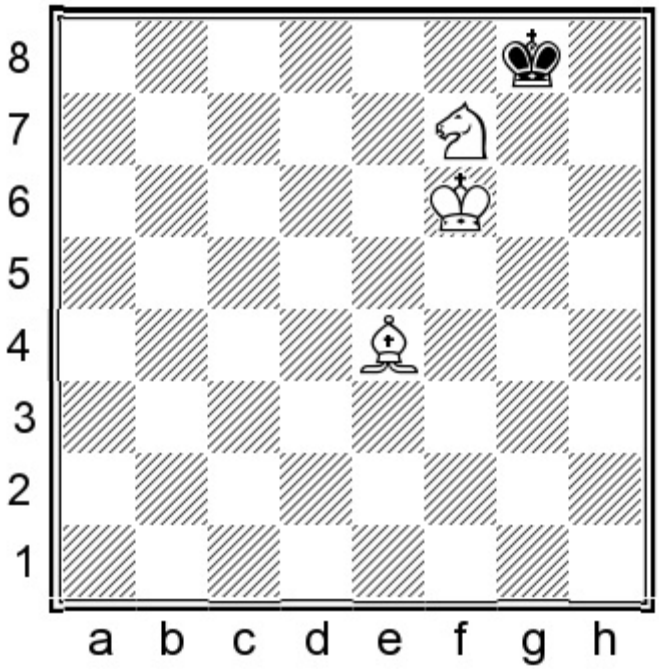
9.♔d6 ♔f7 10.♔e5 ♔g7 11.♔e6 ♔g8



12.♘e5!

Centralising the knight and preparing to force the black king out of the h8 corner.

12...♔f8 13.♔f6 ♔g8 14.♘f7!



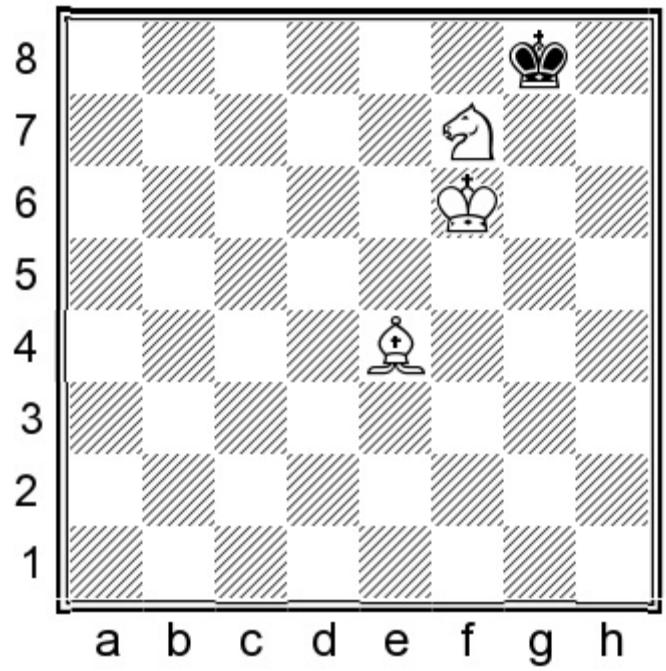
Keeping the black king out of the h8 corner. Now White can force the king to the a8 corner (where mate is possible) by one of the methods below, or by similar techniques.

1–0

OPEN POSITIONS — PHASES 2 & 3

The W-Manoeuvre:

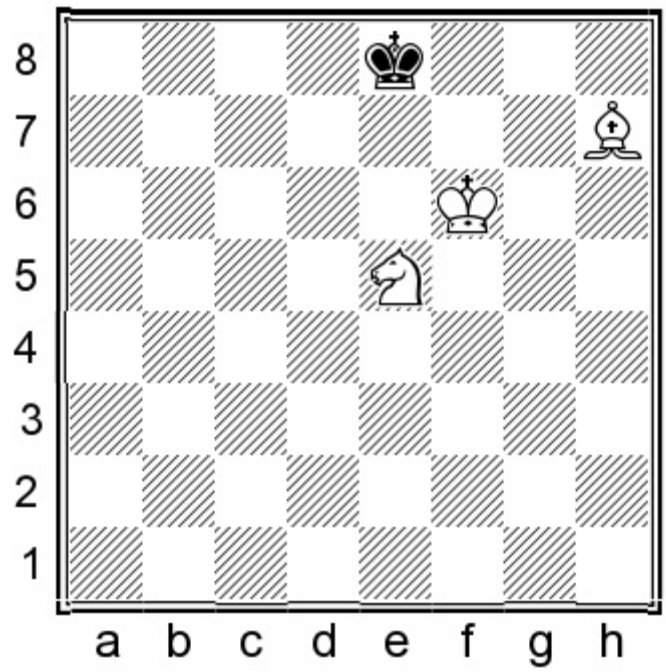
Example 12



A position that typically arises after the first phase has been completed and the defender has headed to a corner of opposite colour to that of the bishop. The following method to push the king to the 'right' corner is commonly given by Karsten Mueller and Mark Dvoretsky:

14...♔f8 15.♗h7 ♔e8 16.♘e5

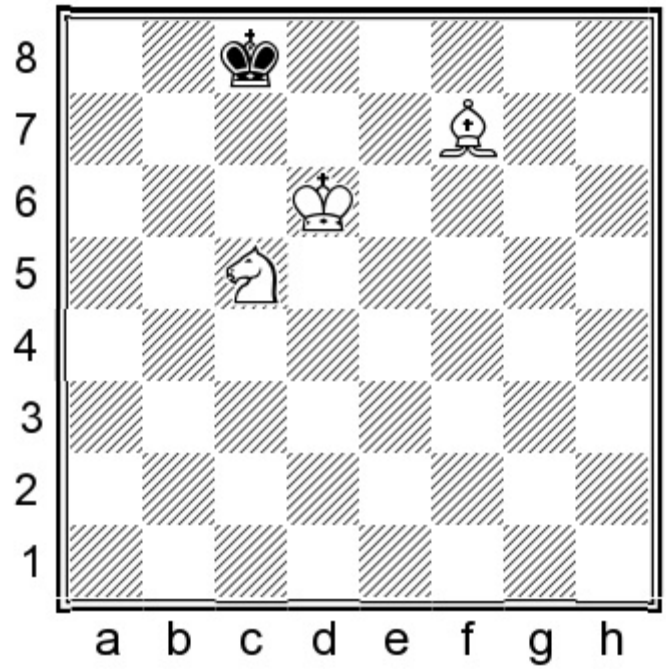
The key to the standard winning method is the ♘e5-d7-c5-b7 movement of the knight, forming a W-shape. Now there are two possible defences:



16...♔d8

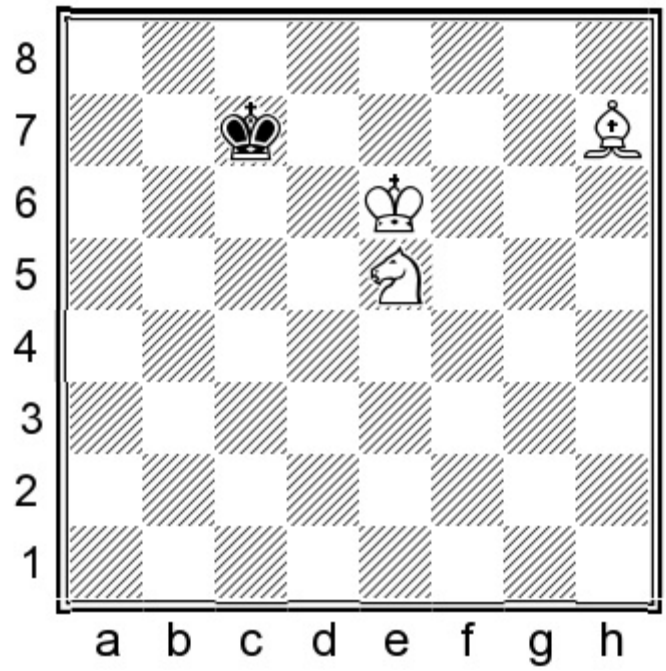
Here, the defending k ing tries to break out from the edge of the board. This holds out longer.

16...♔f8 Black goes for the ‘safe’ corner, but loses more quickly. 17.♘d7+ ♔e8 18.♔e6 ♔d8 19.♔d6 ♔e8 20.♗g6+ ♔d8 21.♗f7 ♔c8 22.♘c5



Continuing the knight’s manoeuvre. 22...♔d8 23.♘b7+ ♔c8 24.♔c6 ♔b8 25.♔b6 Now the king is in the right position; a knight’s move from the mating corner. 25...♔c8 26.♗e6+ ♔b8 27.♗d7 The defending king is confined to the right corner, and mate can be given. 27...♔a8 28.♘c5 ♔b8 29.♘a6+ ♔a8 30.♗c6#

17.♔e6 ♔c7



18.♘d7!

White continues the knight's W manoeuvre, even though Black's king has temporarily left the back-rank.

18...♔b7 19.♗d3

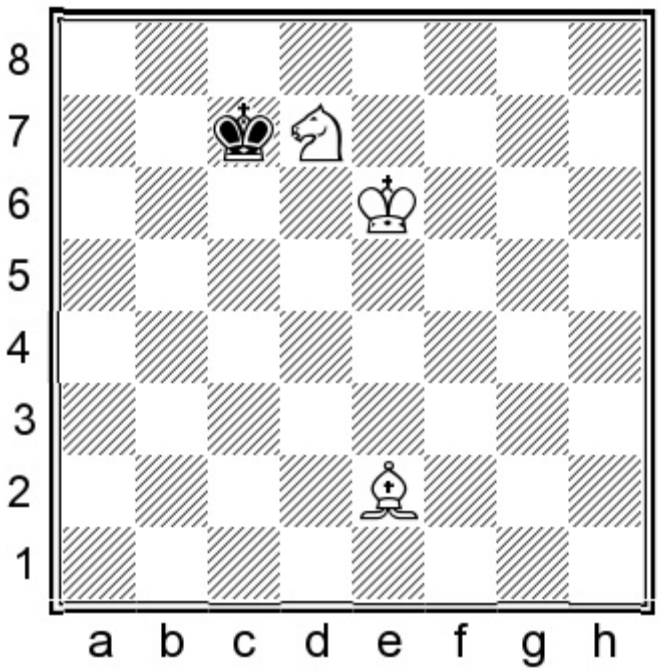
Black's king is now restricted to the correct-coloured corner. The perimeter is bounded by a6, b6, b5, c5, d5, d6, d7, e7, f7, f8 and White's subsequent moves tighten this area further.

19...♔c6 20.♗e2 ♔c7

At this point several ways of continuing are possible, but mainly the 'W-Manoeuvre' and the 'Delétang's Triangles'.

1–0

Example 13



One continuation from this position is to continue the W manoeuvre of the knight, by bringing it to c5 and b7, as R. Fine and K. Mueller indicated.

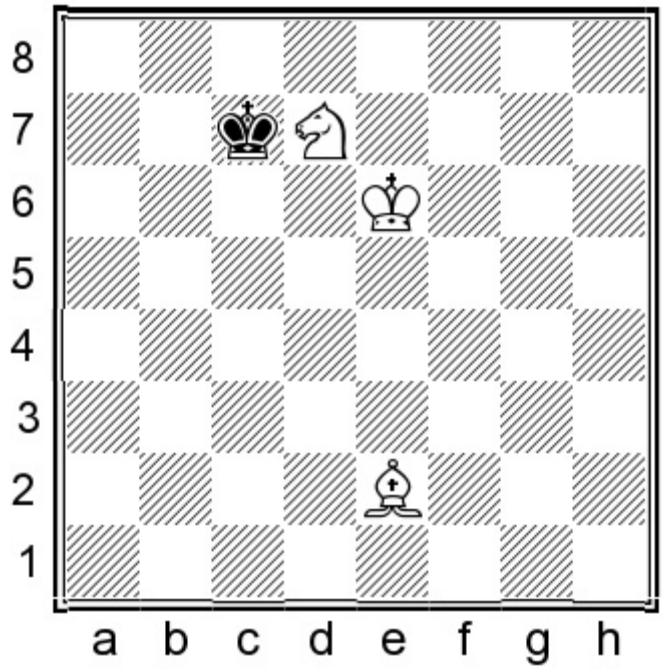
20.♗f3 ♔d8 21.♔d6 ♔e8 22.♗h5+ ♔d8 23.♘c5

23.♗f7 ♔c8 24.♘c5 ♔d8 25.♘b7+ ♔c8 26.♔c6 ♔b8 27.♔b6 ♔c8 28.♗e6+ ♔b8 29.♘c5 ♔a8 30.♗d7 ♔b8 31.♘a6+ ♔a8 32.♗c6#

23...♔c8 24.♗e2 ♔d8 25.♗b5 ♔c8 26.♗d7+ ♔b8 27.♔c6 ♔a7 28.♔c7 ♔a8 29.♔b6 ♔b8 30.♘a6+ ♔a8 31.♗c6#

1–0

Example 14

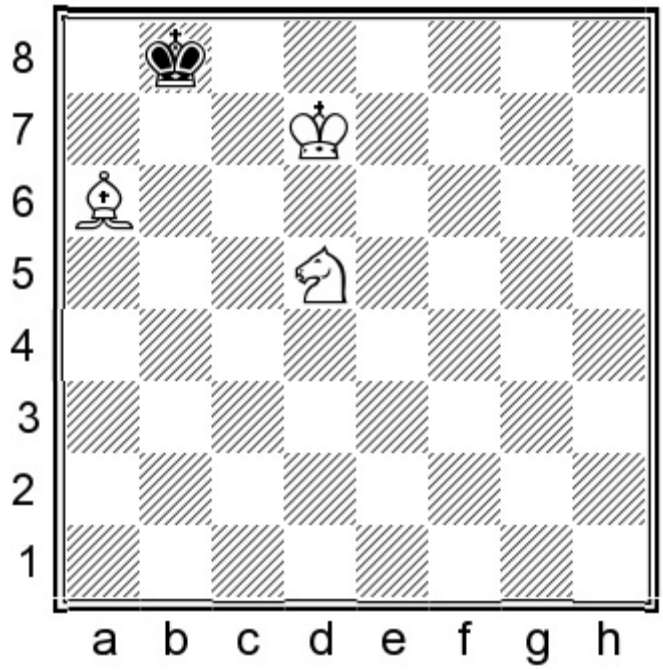


Alternatively, with the irrelevant difference of the bishop on d3 instead of e2, R. Fine gives

20.♗b5

Delétang's second triangle.

20...♔d8 21.♘b6 ♔c7 22.♘d5+ ♔d8 23.♔d6 ♔c8 24.♔e7 ♔b7 25.♔d7 ♔b8 26.♗a6



Delétang's third triangle.

26...♔a7 27.♗c8 ♔b8 28.♘e7 ♔a7

28...♔a8 29.♔c7 ♔a7 30.♘c6+ ♔a8 31.♗b7#

29.♔c7 ♔a8 30.♗b7+ ♔a7 31.♘c6#

1–0

CLOSED POSITIONS — DELÉTANG'S TRIANGLE

The 'Delétang's Triangle Method' produces mate by confining the opponent's king in smaller and smaller areas.

In the first set of three diagrams, the king is confined inside the marked area, and a corner in which the mate can occur is within this area.

The king cannot escape the area nor attack the bishop or knight.

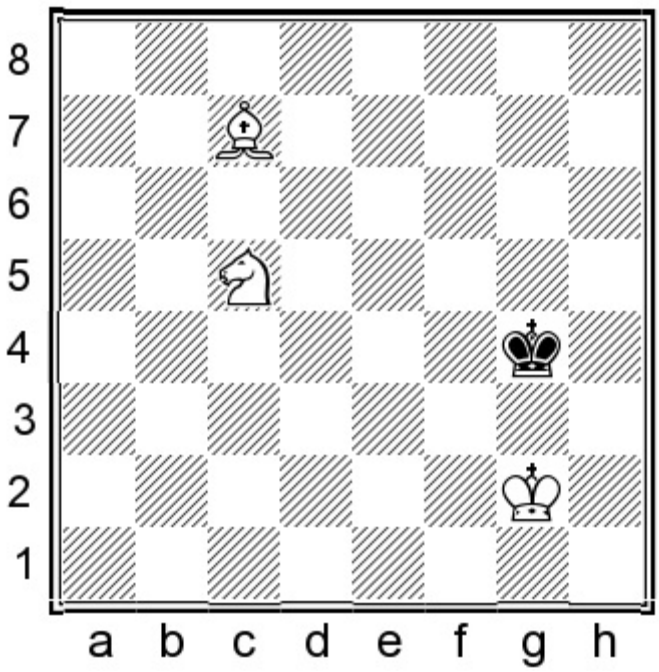
In the first net, all three pieces are required to confine the king.

In the second net only the bishop and knight are needed.

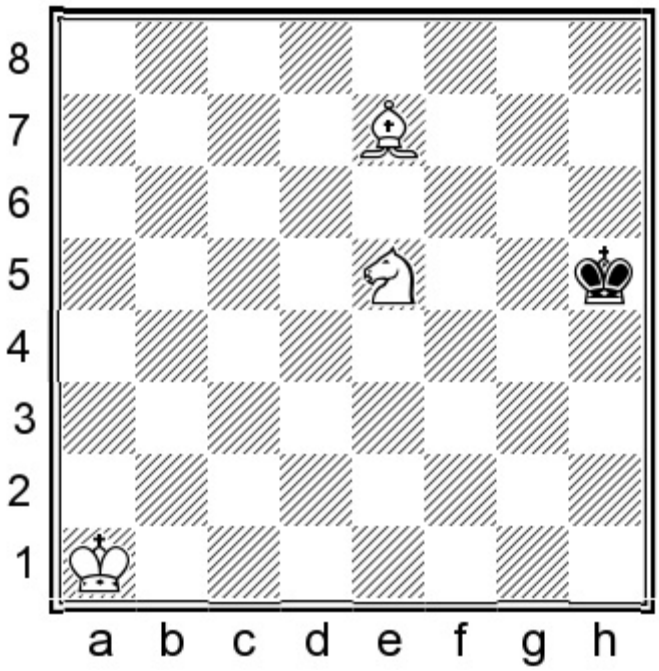
In the third net, the king and bishop confine the king, allowing the knight to either mate or assist in the mate (Jesus de la Villa).

The winning procedure consists of making the king move so that the bishop can reach the hypotenuse of the next smaller triangle (Bruce Pandolfini).

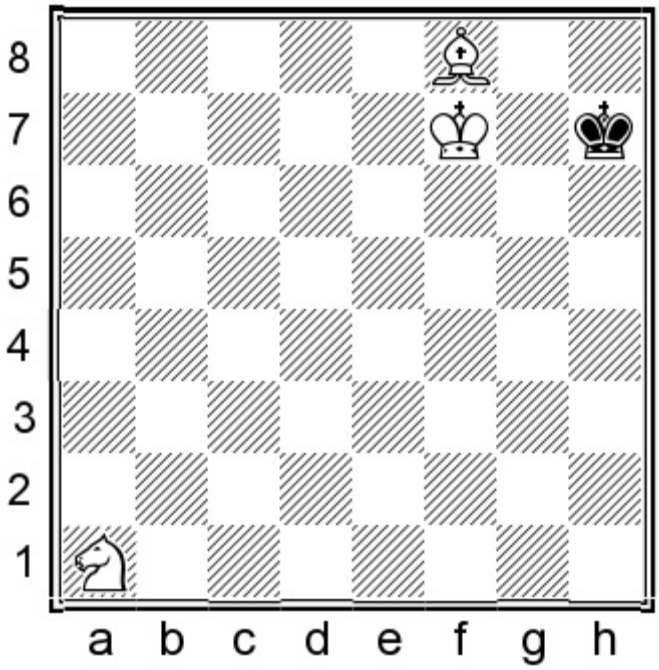
Example 15



Example 16



Example 17



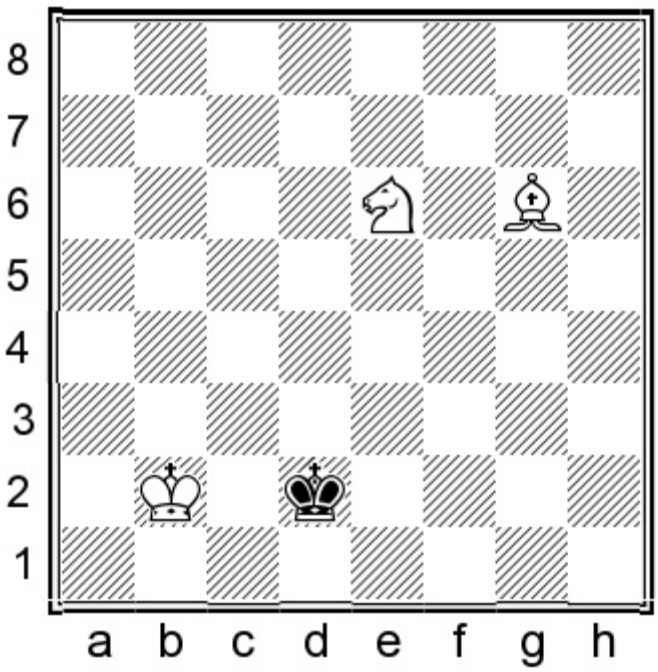
The second set of three diagrams shows the triangles and how the bishop controls the hypotenuse of the triangle, as Bruce Pandolfini indicated.

QUOTATIONS

‘I have seen how many chess players, including very strong ones, either missed learning this technique at an appropriate time or had already forgotten it — Mark Dvoretsky’.

‘Some masters have already gone back home red with embarrassment after failing or showing poor technique in the execution of this checkmate — Jesus de la Villa’.

Example 18



Starting from the position of the first triangle, White wins:

1.♗c2

To push the king towards the corner.

1...♔e3

The king stays as close to the middle as possible.

2.♔c1

To guard e2, probably from d1.

2...♔e2 3.♗g6

A waiting move.

3...♔e3 4.♔d1

Guarding e2.

4...♔f2 5.♔d2 ♔f3 6.♔d3

Still guarding e2.

6...♔g4 7.♔e3 ♔h4

Preventing the bishop from going to h5.

8.♔f4 ♔h3 9.♗h5!

The bishop is on the hypotenuse of the second triangle.

9...♔g2 10.♘c5 ♔f2 11.♘e4+ ♔g2 12.♗g4

The second net.

12...♔f1 13.♔f3 ♔e1 14.♔e3 ♔f1 15.♔d2 ♔g2 16.♔e2 ♔g1 17.♗h3!

The hypotenuse of the third triangle.

17...♔h2 18.♗f1 ♔g1 19.♘g5

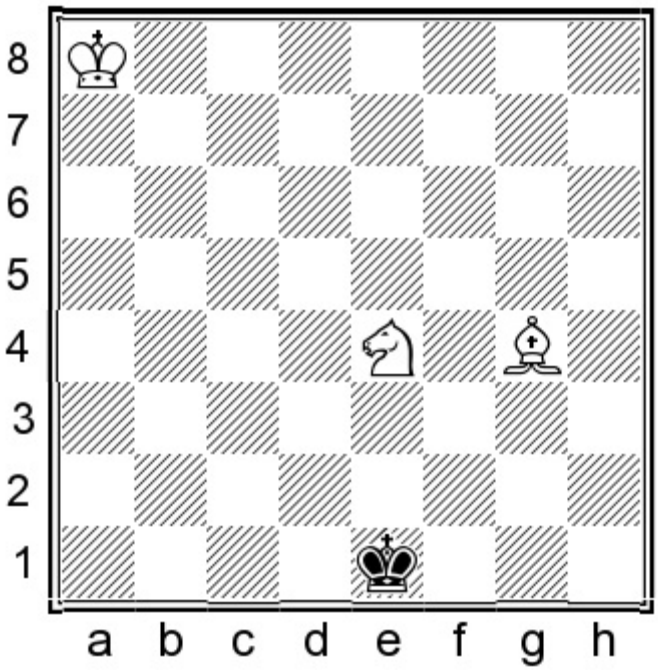
Preparing to guard h2.

19...♔h1 20.♔f2 ♔h2 21.♘f3+ ♔h1 22.♗g2#

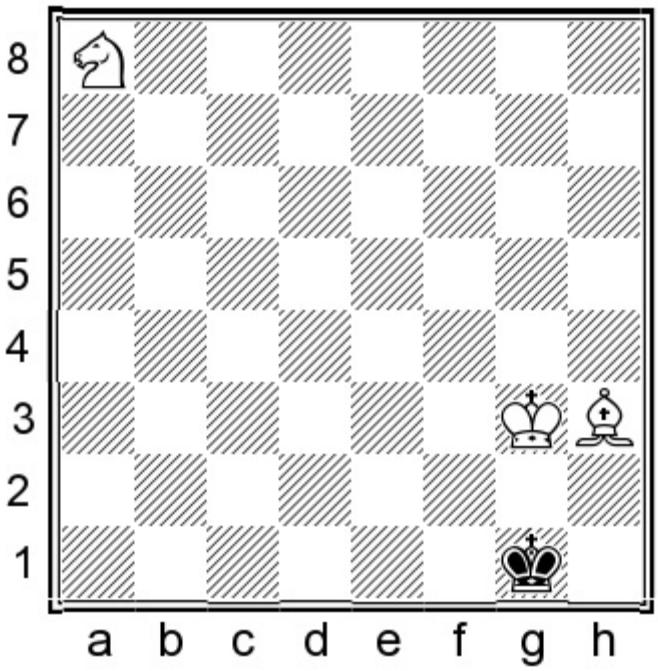
1–0

Of course, it is important that the two other triangles must be known and remembered.

Example 19



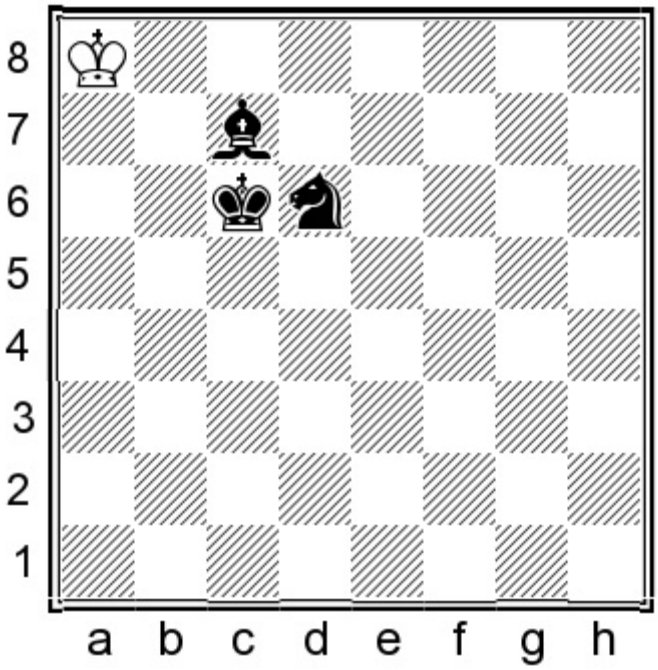
Example 20



Delivering mate is difficult if the technique has not been studied and practiced. Even Grandmasters, including GM Vladimir Epishin and Women's FIDE World Champion GM Anna Ushenina, have obtained the endgame but failed to win it.

Game 10
Robert Kempinski
Vladimir Epishin
Germany 2001

140.♔a8



Both players have made suboptimal moves. The superior side had no idea how to win and ended up

stalemating several moves after the losing side could have claimed a draw under the fifty-move rule.

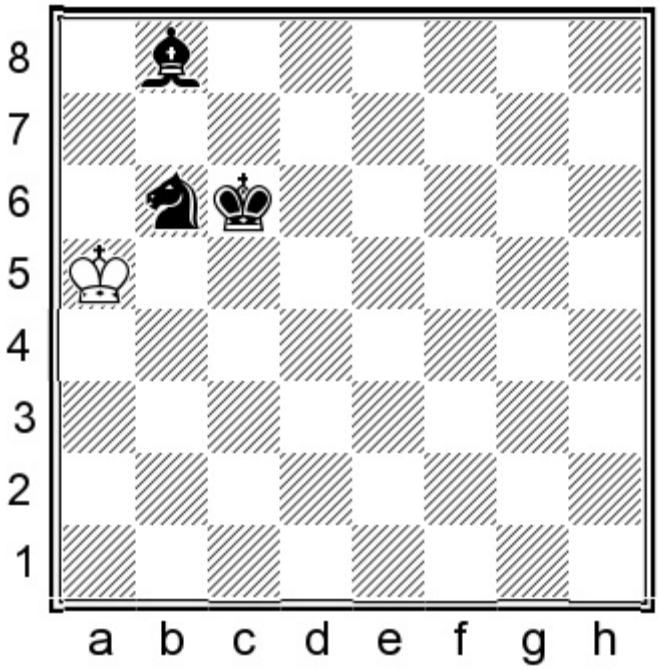
140...♗d8?!

140...♘c4 141.♔a7 ♘b6 142.♔a6 ♗b8 was optimal.

140...♗d8?! 141.♔a7 ♔b5 142.♔b8 ♔b6 143.♔a8 ♘b7 144.♔b8 ♗c7+ 145.♔a8 ♔c6 146.♔a7 ♘c5 147.♔a8 ♘d7 148.♔a7 ♘b6 149.♔a6 ♗b8!

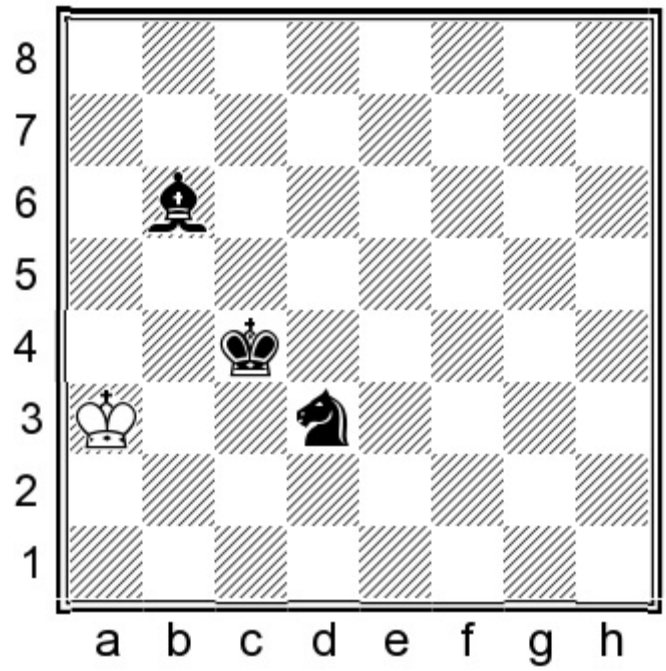
Reaching the same position Black could have forced earlier.

150.♔a5



150...♔c5?!

Good was 150...♘d5! 151.♔a6 ♘b4+ 152.♔a5 ♔c5 153.♔a4 ♔c4 154.♔a5 ♗c7+ 155.♔a4 ♗b6 156.♔a3 ♘d3



157.♔a4 ♘b2+ 158.♔a3 ♔c3 159.♔a2 ♔c2 160.♔a3 ♗c5+ 161.♔a2 ♗b4 162.♔a1 ♘d3 163.♔a2 ♘c1+ 164.♔a1 ♗c3#.

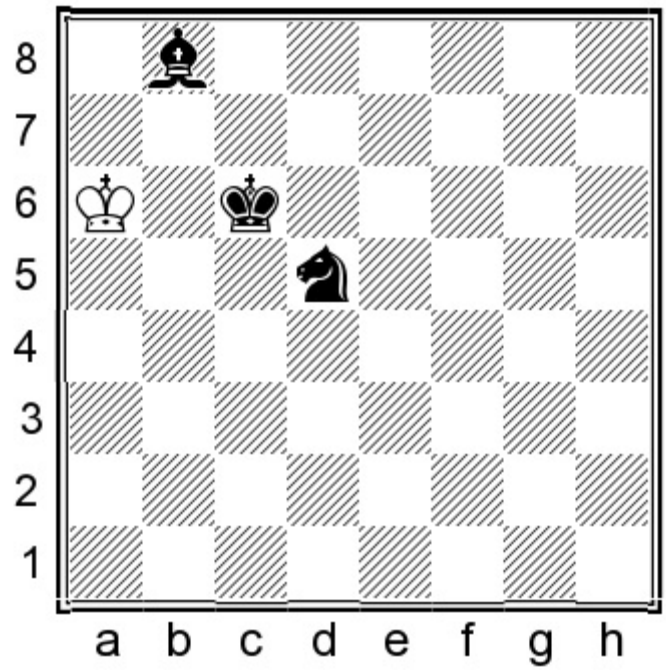
151.♔a6 ♗d6?! 152.♔b7 ♔b5 153.♔a7 ♔c6 154.♔a6 ♗b8!

Reaching the same position as after Black's 149th move.

155.♔a5 ♘d5!

Belatedly finding the winning move he missed five moves ago.

156.♔a6



Objectively best was 156.♔a4.

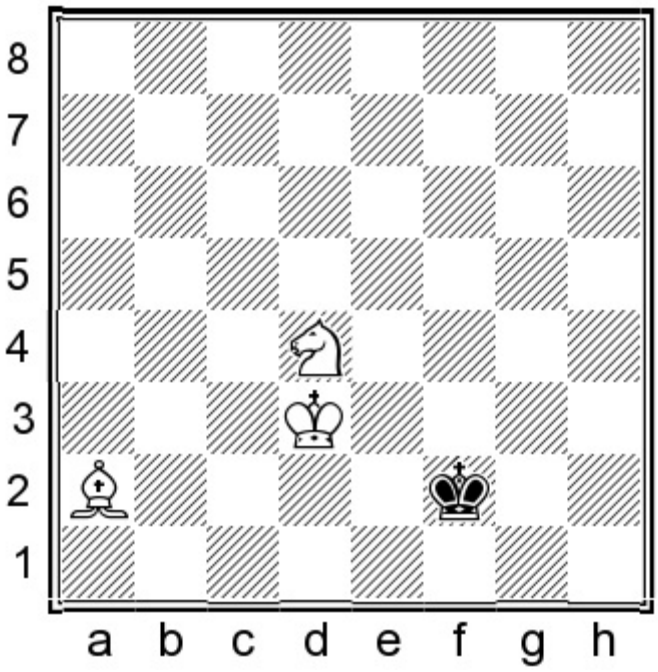
156...♗c7?

Black eventually found a winning line, up to a point, but then failed to find 156...♘b4+ and instead tried to mate in the wrong corner again.

157.♔a7 ♗b6+ 158.♔b8 ♗c5 159.♔a8 ♘c7+ 160.♔b8 ♘b5 161.♔a8 ♔b6 162.♔b8 ♘a7 163.♔a8 ♔a6 164.♔b8 ♗b6 165.♔a8 ♘b5 166.♔b8 ♘d6 167.♔a8 ♔b5 168.♔b8 ♔c6 169.♔a8 ♗c7 170.♔a7 ♘b7 171.♔a8 ♘c5 172.♔a7 ♗b6+ 173.♔a8 ♗c7 174.♔a7 ♘d7 175.♔a8 ♗d6 176.♔a7 ♘b6 177.♔a6 ♗b8 178.♔a5 ♗c7 179.♔a6 ♘c8

½-½

Game 11
Anna Ushenina
Olga Girya
Geneva 2013



82.♗d5?!

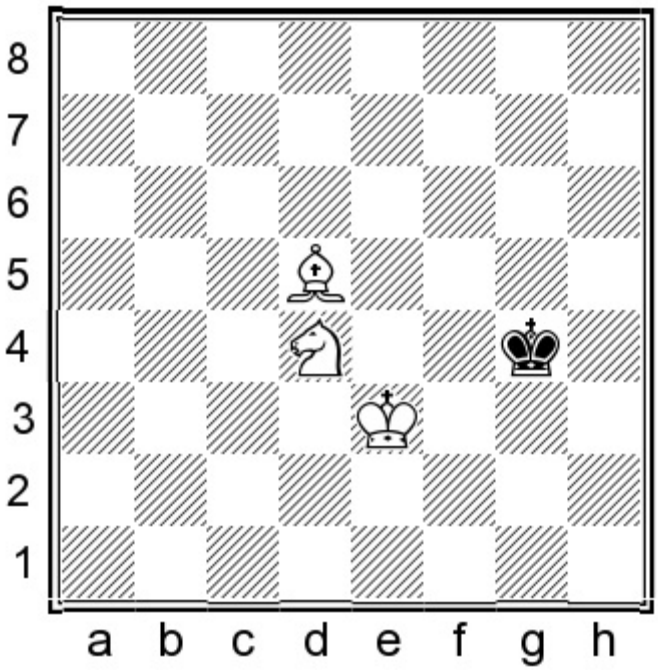
a) White should now continue with Fine's method — with 82.♘e2!. At first, it looks as if the black king might run away with 82...♔f3 (or 82...♔g2, but in either case 83.♗e6 reins it in again).

b) Playing 82.♗d5 at this stage is a half dozen moves slower than Fine's method, but White can still continue to mate in the h1 corner by e.g. ♘e6, ♗c4 sealing the black king behind the b1–h7 diagonal, leading to 'Delétang's' first net.

82.♗d5?! ♔g3 83.♔e3

After this move, White cannot prevent the black king from escaping the b1-h7 diagonal. The black king can travel up the g-file to g6 and the white king has no choice but to follow with opposition on the e-file to at least e5, otherwise the black king can escape to the third perimeter via f5 or f6.

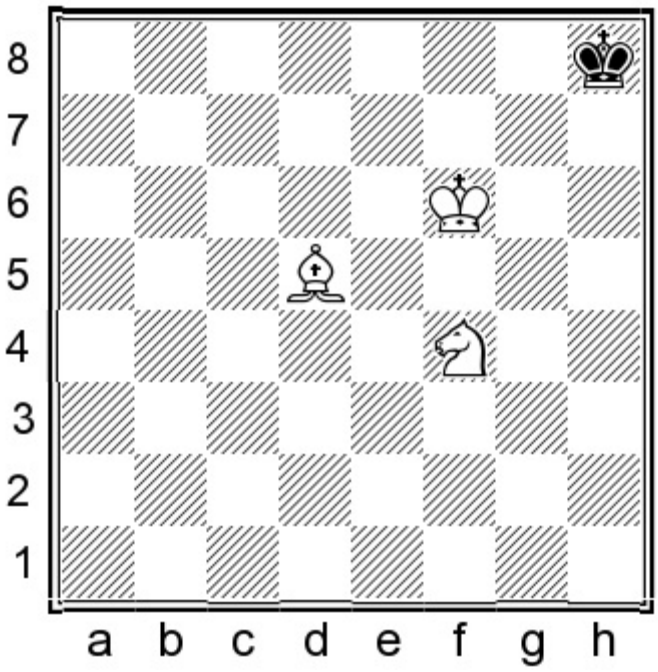
83...♔g4



84.♗e4 ♔g5

The black king can now escape to f6.

85.♔f3 ♔f6 86.♔f4 ♔g7 87.♔g5 ♔f7 88.♔f5 ♔g7 89.♗d5 ♔h6 90.♘e6 ♔h7 91.♔f6 ♔g8 92.♘f4+ ♔h8



93.♗e4

This wastes two moves as the knight needs three moves to reach e7 instead of one to reach g6. White

should have immediately started Fine's method along the h8-h1 edge, with 93.♗f7.

93...♔g8 94.♘h3 ♔h8 95.♘g5 ♔g8 96.♘f7 ♔f8 97.♗h7 ♔e8 98.♗f5

The quickest is to continue with Fine's method with 98.♘e5, but White plans to block g8 with his knight instead of his bishop, which is playable but three moves slower than Fine's method.

98...♔f8 99.♘h6 ♔e8 100.♘f7

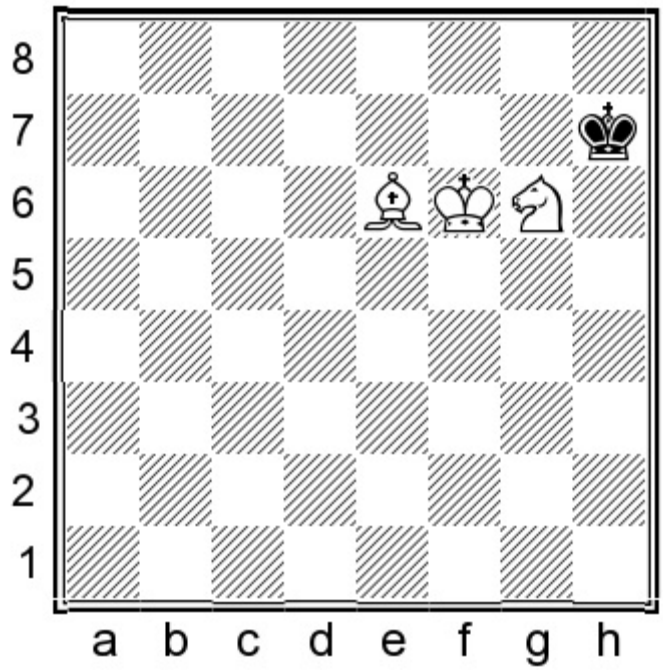
100.♗e6, would seal the king behind the a2-g8 diagonal. White has time to relocate the knight to d3 reaching 'Delétang's' first net. Instead, White abandons the idea.

100...♔f8 101.♘e5 ♔g8 102.♘g6

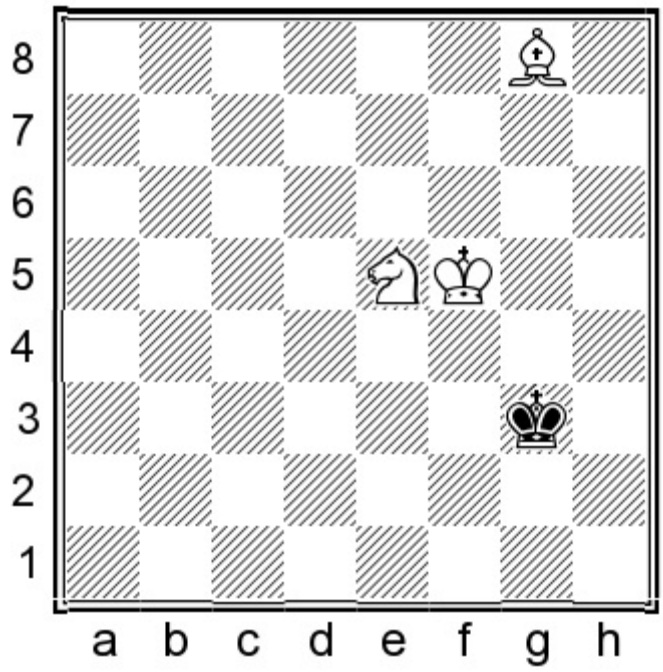
On both preceding moves, playing Fine's method along the h8-a8 edge would have been best.

102...♔h7 103.♗e6

White could have reached this position in two moves after move 92. Anyway, she can still cash in the point.



103...♔h6 104.♗g8 ♔h5 105.♘e5 ♔h4 106.♔f5 ♔g3



107.♗c4?

Missing a second chance to continue Fine's method with 107.♘g4!. After White missed this opportunity, Black can now — with best play — avoid mate long enough for the 50-move draw to come into effect.

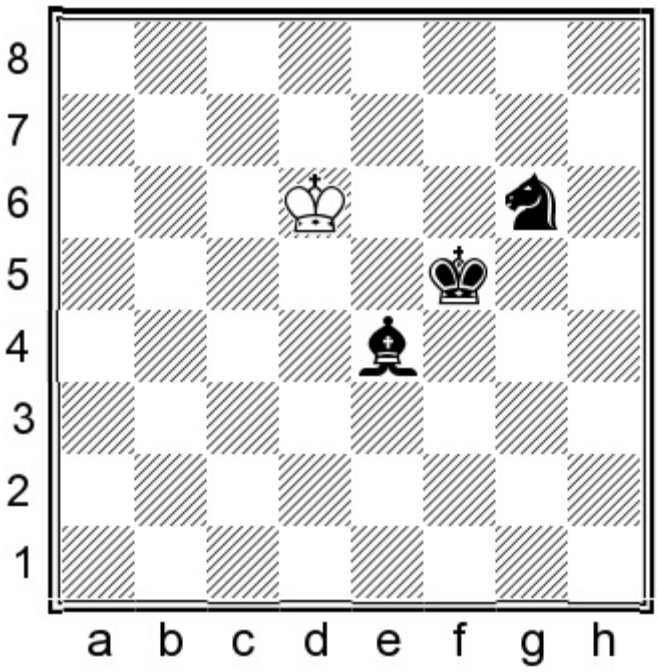
107...♔f2 108.♔f4 ♔e1 109.♔e3 ♔d1 110.♗d3 ♔c1 111.♘c4 ♔d1 112.♘b6 ♔c1 113.♘a4 ♔d1 114.♗e4 ♔c1 115.♗d3 ♔d1 116.♘b2+ ♔c1 117.♘c4 ♔d1 118.♗g6 ♔c1 119.♗f5 ♔d1 120.♘b6 ♔c1 121.♘a4 ♔d1 122.♘b2+

As both players now have made fifty consecutive moves without a capture or pawn move, Black could claim the draw according to the 50 move rule. Black played on for another four moves, before actually taking the draw.

122...♔c1 123.♘c4 ♔d1 124.♔d3 ♔c1 125.♔c3 ♔d1 126.♗d3

½-½

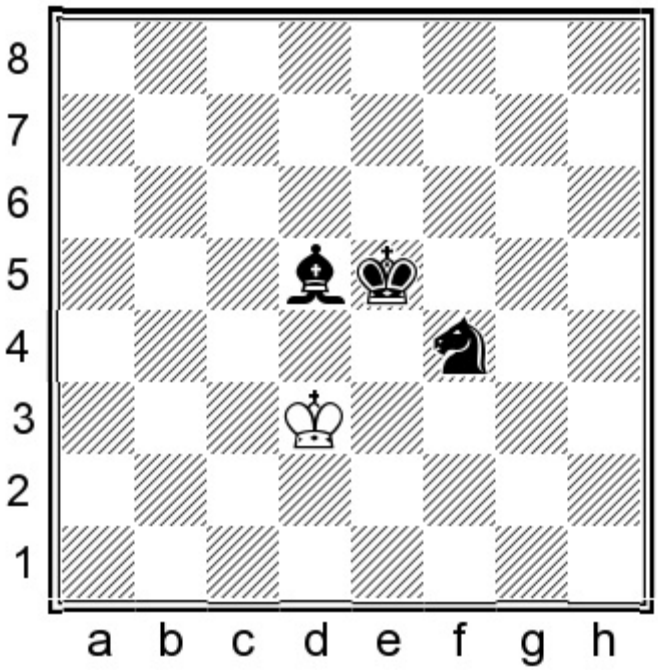
Game 12
Ljubomir Ljubojevic
Judit Polgar
Monte Carlo 1994



84...♔f6?!

Better was 84...♘f4. The White king should run towards a1 so 84...♔f6 is a step in the wrong direction. Black ’s king can arrive on e5 with the knight one move closer to its target.

84...♔f6?! 85.♔c5 ♔e5 86.♔c4 ♗d5+ 87.♔d3 ♘f4+



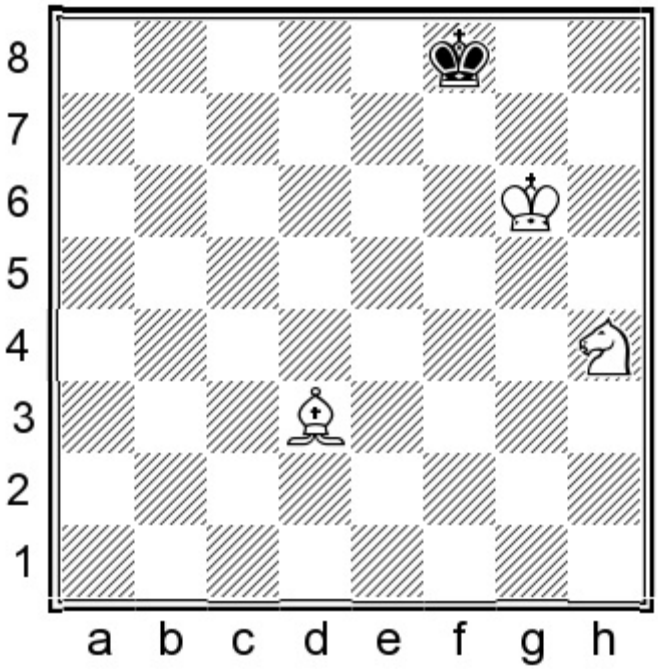
88.♔e3?!

Closing the position. White can survive about seven moves longer with 88.♔c3.

88...♗e4 89.♔d2 ♔d4 90.♔c1 ♔c3 91.♔d1 ♗c2+ 92.♔e1 ♔d3 93.♔f2 ♔e4 94.♔g3 ♗d1 95.♔f2 ♘d3+ 96.♔g3 ♔e3 97.♔h4 ♔f4 98.♔h3 ♘e1 99.♔h4 ♘g2+ 100.♔h3 ♔f3 101.♔h2 ♔f2 102.♔h3 ♗e2 103.♔h2 ♗g4 104.♔h1 ♘e3 105.♔h2 ♘f1+ 106.♔h1 ♗f3#

0–1

Game 13
Tal Shaked
Alexander Morozevich
Zagan 1997



A notable example occurred during an important occasion — White's victory in the penultimate round of the 1997 World Junior Chess Championship catapulted him to becoming World Junior Champion, whereas a draw would have prevented him from winning the title.

82.♔f6! ♔g8 83.♘f3 ♔f8

83...♔h8 84.♘e5 ♔g8 85.♘f7 ♔f8 86.♗h7 is already known.

84.♘e5 ♔g8 85.♘f7 ♔f8 86.♗h7! ♔e8 87.♘e5 ♔d8 88.♔e6 ♔c7 89.♘d7 ♔c6 90.♗d3! ♔c7 91.♗e4

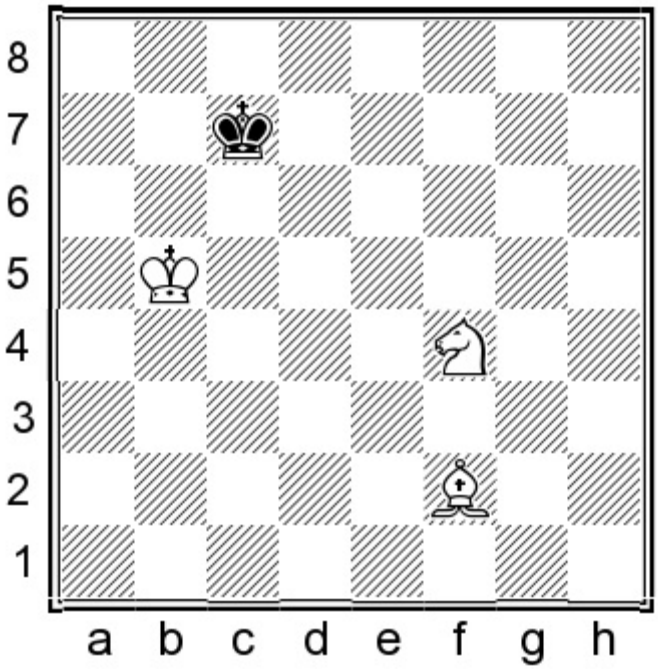
Or 91.♗b5.

91...♔d8 92.♔d6 ♔e8 93.♗d5 ♔d8 94.♗f7! ♔c8 95.♘c5

95.♘c5 and Morozevich decided that it wasn't his tournament and resigned: 95...♔d8 96.♘b7+ ♔c8 97.♔c6 ♔b8 98.♔b6 ♔c8 99.♗e6+ ♔b8 100.♗d7 ♔a8 101.♘c5 ♔b8 102.♘a6+ ♔a8 103.♗c6#.

1–0

Game 14
Mika Karttunen
Vitezslav Rasik
Rethymno 2003



This game shows the W-Manoeuvre.

84.♗c5 ♔b7 85.♘d5 ♔b8 86.♔c6 ♔a8 87.♘c7+ ♔b8 88.♗d4 ♔c8 89.♗a7 ♔d8 90.♘d5 ♔e8 91.♔d6 ♔f7 92.♘e7 ♔f6

92...♔g7 was a bit longer.

93.♗e3 ♔f7 94.♗d4 ♔e8 95.♔e6 ♔d8 96.♗b6+ ♔e8 97.♘f5 ♔f8 98.♗c7

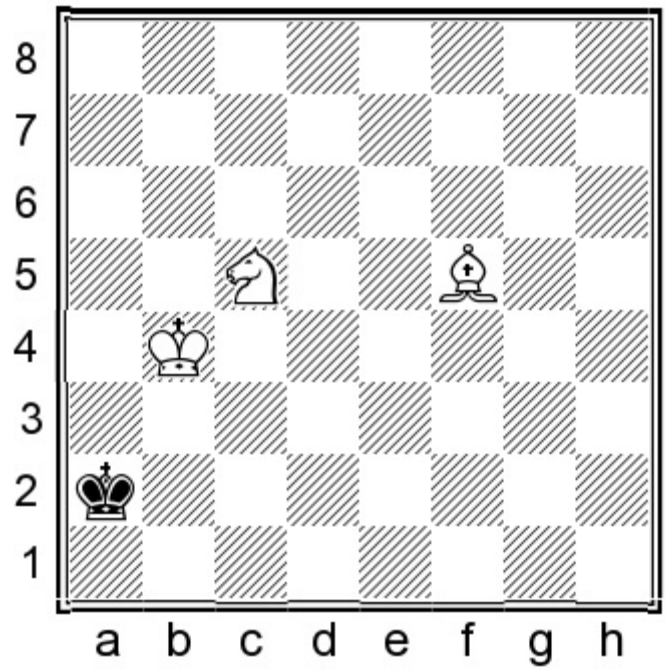
98.♗d8 was quicker.

98...♔e8 99.♘g7+ ♔f8 100.♔f6 ♔g8 101.♗d6 ♔h7 102.♘f5 ♔g8 103.♔g6 ♔h8 104.♗c5

104.♗c5 ♔g8 105.♘h6+ ♔h8 106.♗d4#

1–0

Game 15
Ruslan Ponomariov
Hikaru Nakamura
Saint Louis 2011



Black's king is in the wrong corner.

81.♔c3 ♔a1 82.♘b3+ ♔a2 83.♗e4 ♔a3 84.♗b1! ♔a4 85.♘d4 ♔a5 86.♔c4 ♔b6 87.♘b5 ♔b7

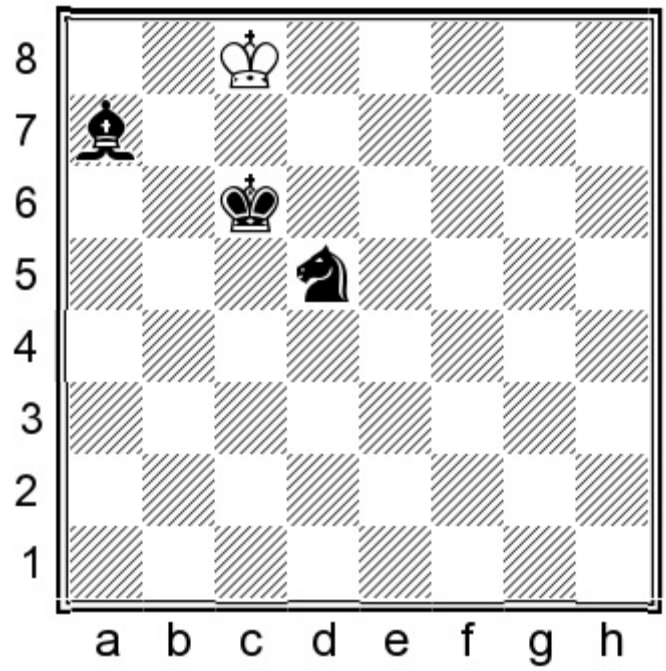
87...♔c6 88.♗f5! ♔b6 89.♗d7.

88.♗f5 ♔c6 89.♗c8 ♔b6 90.♗d7! ♔b7 91.♔c5 ♔a6 92.♘d6 ♔a5 93.♘b7+

Black resigned: 93.♘b7+ ♔a6 94.♔c6 ♔a7 95.♘c5 ♔b8 96.♔b6 ♔a8 97.♗h3 ♔b8 98.♘a6+ ♔a8 99.♗g2#.

1–0

Game 16
Sergey Karjakin
Alexander Grischuk
Moscow 2012



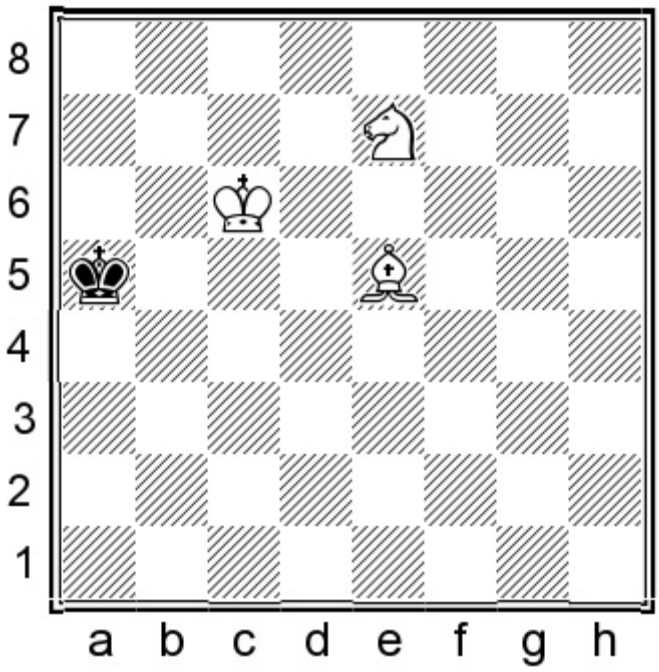
Black ’s excellent chess culture allowed him to play flawlessly:

89...♘e7+! 90.♔d8 ♔d6 91.♔e8 ♔e6 92.♔d8 ♗b6+ 93.♔e8 ♘f5 94.♔f8 ♗c7 95.♔e8 ♘g7+! 96.♔f8 ♔f6 97.♔g8 ♔g6 98.♔f8 ♗d6+ 99.♔g8 ♘f5 100.♔h8 ♗e7 101.♔g8 ♘h6+

101...♘h6+ 102.♔h8 ♗f6#

0–1

Game 17
Bassem Amin
Dmitry Andreikin
Kazan 2013



72.♘d5! ♔a6 73.♘b6?!

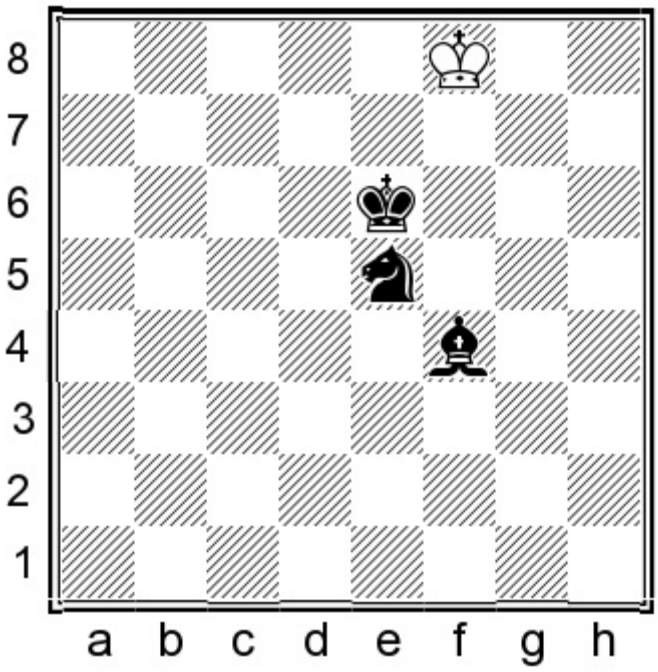
73.♗d4! makes it much shorter.

73...♔a7! 74.♗d6 ♔a6 75.♗b8 ♔a5 76.♘d5 ♔a4 77.♔c5 ♔b3 78.♘b4 ♔c3 79.♗f4! ♔b3 80.♗d2 ♔a3 81.♔c4 ♔b2 82.♗e3 ♔a3 83.♘d3 ♔a4 84.♗d2! ♔a3 85.♗b4+

85.♗b4+ ♔a2 (85...♔a4 86.♘b2#) 86.♔c3 ♔b1 87.♔b3 ♔a1 88.♔c2 ♔a2 89.♘c1+ ♔a1 90.♗c3#

1–0

Game 18
Davit Lobzhanidze
Liafbern Riemersma
Netherlands 2018



90...♗g5

90...♔d7 91.♔g8 ♗h6 92.♔h8 ♗f8 93.♔g8 ♔e8 94.♔h8 ♔f7 95.♔h7 ♘f3 96.♔h8 ♗g7+ 97.♔h7 ♘g5#

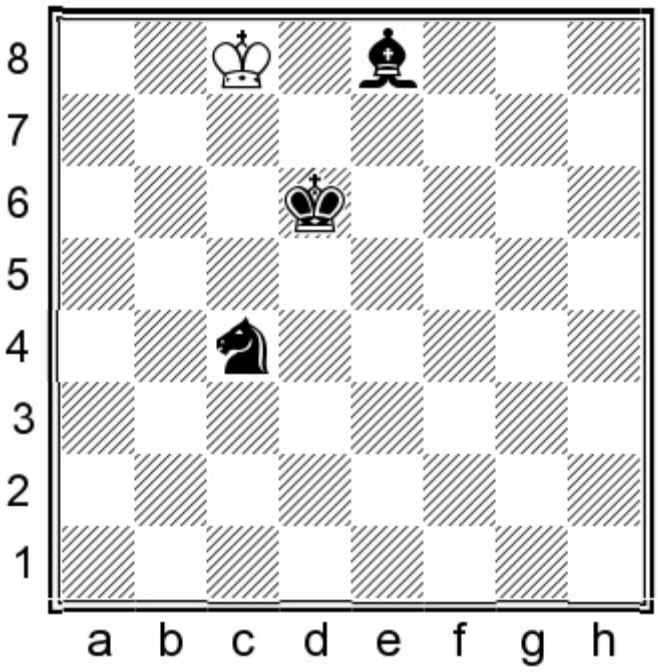
90...♗g5 91.♔e8 ♘f7 92.♔f8 ♘d6 93.♔g7 ♔f5 94.♔f8 ♔g6! 95.♔g8 ♗h6

95...♗h6 96.♔h8 ♘f5 97.♔g8 ♘e7+ 98.♔h8 ♗g7#

0–1

A surprising stalemate trap, not mentioned in endgame treatises, was noted by the American master Frederick Rhine in 2000 and published in Larry Evans' What's the Best Move? column in Chess Life Magazine.

Example 21



1...♘b6+?

A terrible blunder.

Simple was 1...♘a5 2.♔d8 ♗a4 3.♔c8 ♗d7+ 4.♔b8 ♔c6 5.♔a7 ♗c8 6.♔b8 ♔d7 7.♔a8 ♔c7 8.♔a7 ♘c6+ 9.♔a8 ♗b7#.

1...♘b6+? 2.♔d8!

Black would be well on his way to setting up 'Delétang's' second triangle after 2.♔b7? ♘c4.

Now White draws instantly, when the only way for Black to save his bishop is to move it, resulting in stalemate. This position would also be drawn if the knight was on a7 or e7.

½-½

CONCLUSION

A difficult but concrete ending, where incredible work has been done by Francois Andre Danican Philidor, Jesus de la Villa, Karsten Mueller, Mark Dvoretsky, Rueben Fine, Bruce Pandolfini and Daniel Delétang, amongst others.

Wikipedia was quite helpful and most of the chapter's material was taken from there — nothing new to mention or find.

FOOL'S MATE

Fool's mate, also known as the twomove mate, is the mate completed in the fewest possible number of moves from the start of the game.

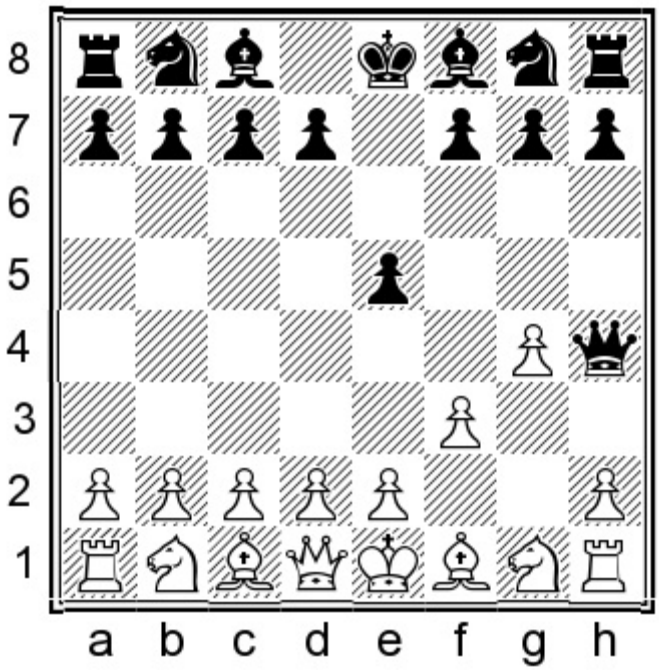
This can be achieved only by Black, who can deliver checkmate on move 2 with the queen.

Fool's mate received its name because it can only occur if White commits an extraordinary blunder. Even among rank beginners, the mate occurs quite rarely in practice.

Here is an archetype example of the mate:

Game 19
Aline Santiago Silveira
Jorge Alberto Duard Boabaid
Juiz de Fora 2014

1.g4 e5 2.f3? ♕h4#



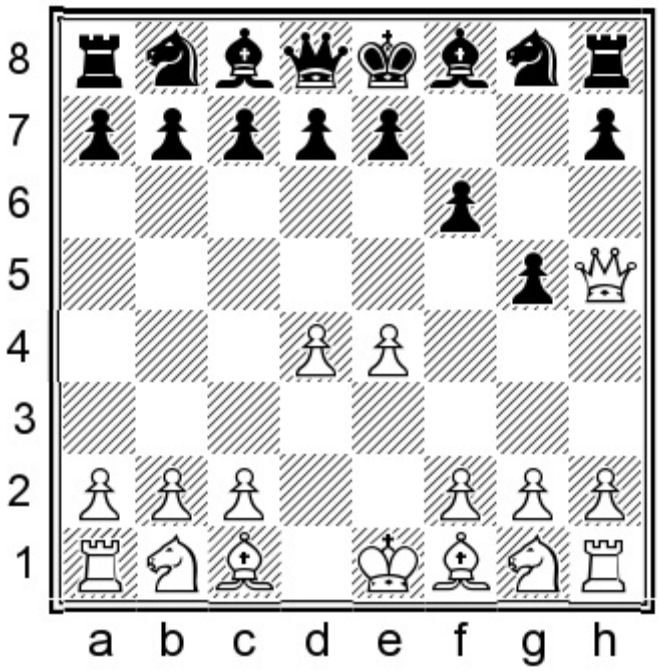
0–1

The pattern can vary slightly; Black could play ...e6 or ...e5, and White could play f4 rather than f3. Additionally, the order in which White advances his fand g-pawns could be inversed.

Similar mating patterns can occur early in the game. In the next example, the basic fool's mate pattern is the same: a player advances his fand g-pawns, which allows the enemy queen to mate along the opened diagonal.

Game 20
Rhoda Masiyazi
Akua Kosife Esse
Tromso 2014

1.e4 g5 2.d4 f6? 3.♕h5#



1–0

Of course, there is a plethora of ways to perform the mate. A similar mate can occur in ‘From’s Gambit’:

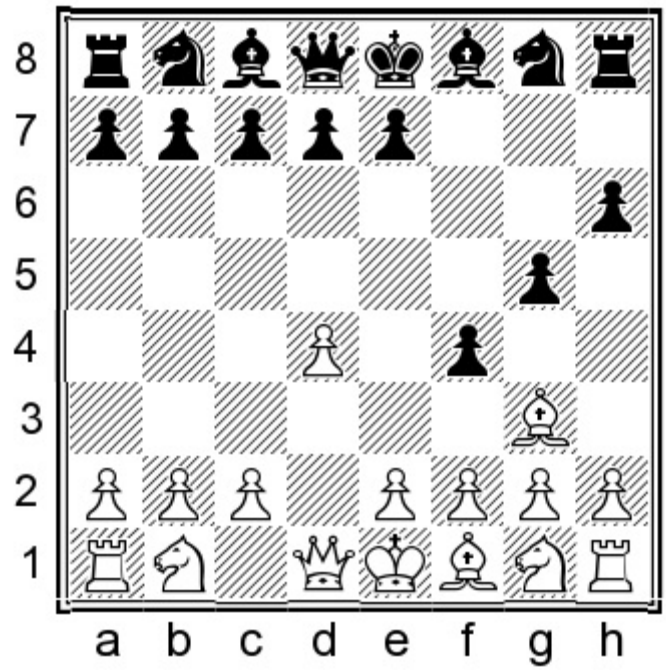
Game 21
Tristan Rienaecker
Matthias Junge
Solingen 2004

1.f4 e5 2.g3 exf4 3.gxf4 ♕h4#

0–1

Game 22
Frank Melville Teed
Eugene Delmar
New York 1896

1.d4 f5 2.♗g5 h6 3.♗h4 g5 4.♗g3 f4



It seems that Black has won the bishop...

5.e3

Threatening 6.♕h5# — a basic fool's mate.

5...h5 6.♗d3

6.♗e2 is a killer!

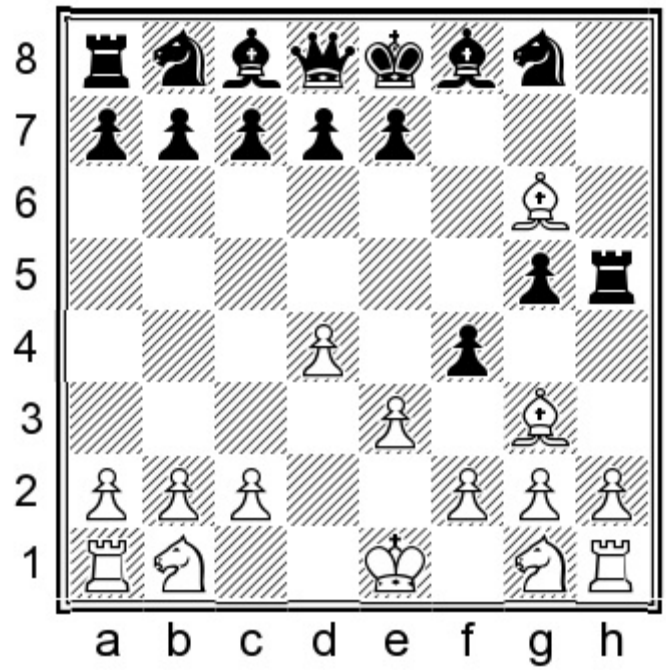
6...♖h6?

Defends against the mate on g6 but allows another one. Black is lost but he should try and play with 6...d6 7.exf4 h4 8.♘f3 hxg3 (8...♗g7 9.♗g6+ ♔d7 10.♘xg5+–) 9.♗g6+ ♔d7 10.♘e5+ dxe5 (10...♔e6 11.♕g4+ ♔d5 12.♘c3+ ♔xd4 13.♕d1+ ♔c5 14.♕d5+ ♔b6 15.♕b5#) 11.dxe5+ ♔c6 12.♕xd8+–.

7.♕xh5+!

White sacrifices his queen to distract the black rook from its control over g6.

7...♖xh5 8.♗g6#

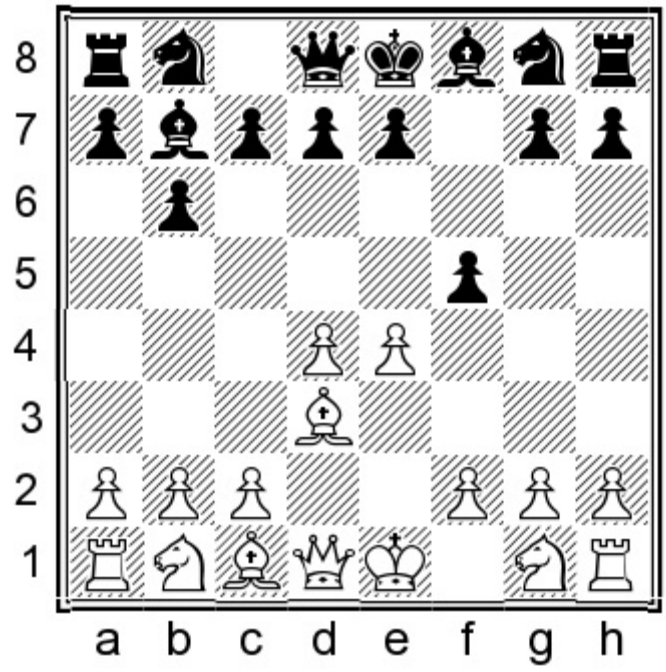


1–0

A similar trap occurred in a game published by Gioachino Greco in 1625:

Game 23
Gioacchino Greco
NN
Europe 1620

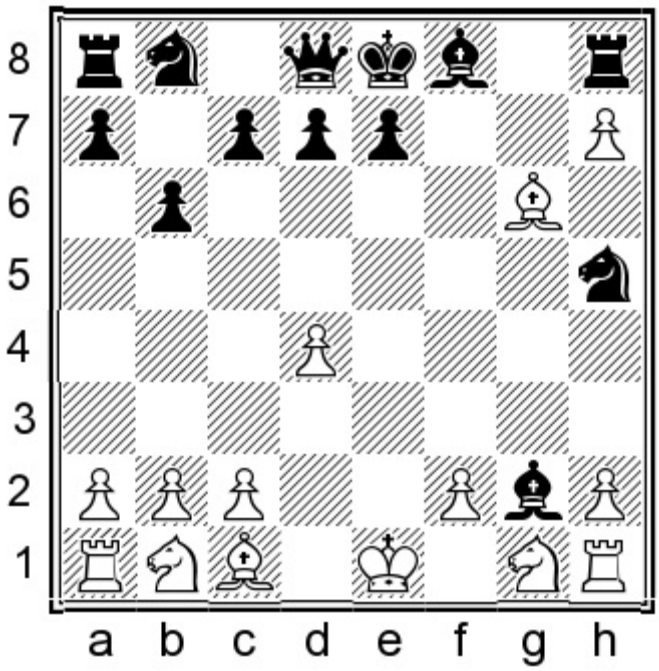
1.e4 b6 2.d4 ♗b7 3.♗d3 f5?



4.exf5! ♗xg2 5.♕h5+ g6 6.fxg6 ♘f6?

Opening up an escape square for the king on f8 with 6...♗g7 is the only way to play: 7.♕f5 ♘f6 8.♗h6 ♗xh6 9.gxh7 ♗xh1 10.♕g6+ ♔f8 11.♕xh6+ ♔f7 12.♘h3 ♕f8 13.♕g6+ ♔e6 14.♘c3 d5 15.0-0-0+– Belov,I-Nagibin,G Moscow 2006.

7.gxh7+! ♘xh5 8.♗g6#



1–0

CONCLUSION

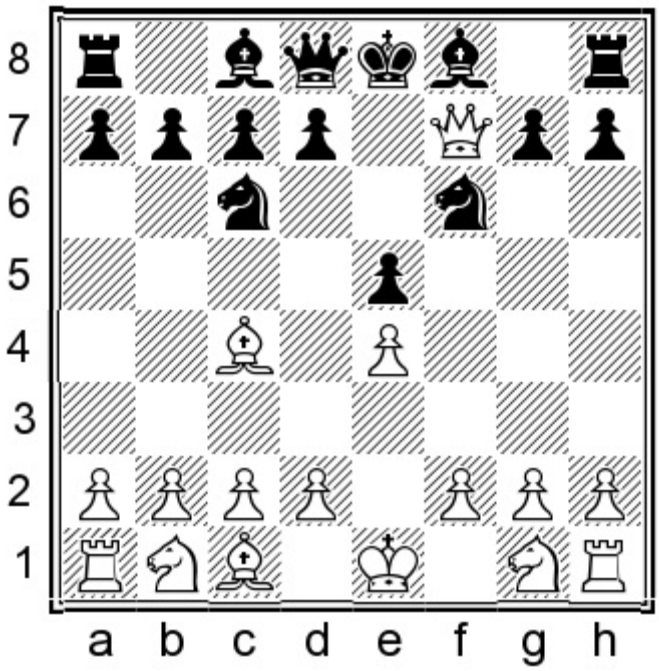
Do not move the pawns next to your king until he is safe enough!

SCHOLAR'S MATE

Scholar's (or shepherd's) mate is reached by the following moves, or similar, in the archetypal example of the mate.

Game 24
Sharif Ssenabulya
Paul Mpagi
Kampala 2017

1.e4 e5 2.♗c4 ♘c6 3.♕h5 ♘f6? 4.♕xf7#



1–0

The same mating pattern may be reached using various move orders.

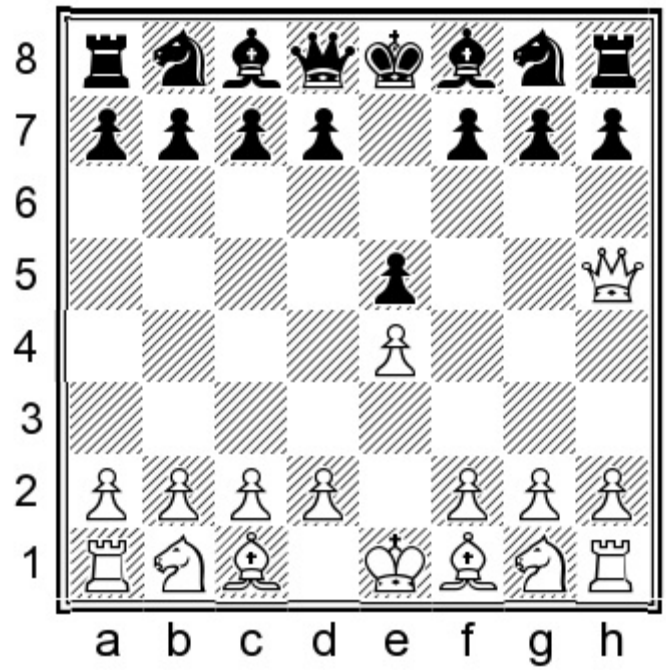
For example, White might play 2.♕h5, or Black might play 2...♗c5.

In all variations, the basic idea is the same: the queen and bishop combine in a simple mating attack on f7, or f2 if Black is performing the mate.

Scholar's mate is sometimes also referred to as the 'Four-Move mate', although there are other ways to mate in four moves.

Game 25
Hikaru Nakamura
Krishnan Sasikiran
Malmo/Copenhagen 2005

1.e4 e5 2.♕h5



After 2.♗c4, the most common response to the 'Bishop's Opening' is 2...♘f6, which completely avoids the scholar's mate.

2...♘c6 3.♗c4 g6

The cleanest way to defend against the mating threat. Now, White can renew the threat with

4.♕f3 ♘f6!

Black defends easily, and will later develop the f8-bishop via fianchetto.

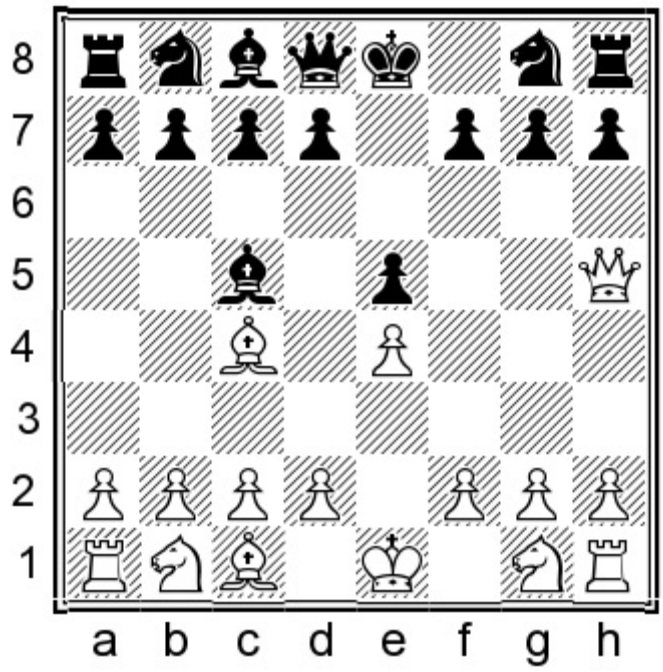
5.♘e2 ♗g7

Black won much later.

0–1 (87)

Game 26
Maxim Novikov
Evgeny Romanov
Tula 2006

1.e4 e5 2.♗c4 ♗c5 3.♕h5



Not a common sight between GMs!

3...♕e7

If Black had played 2...♗c5 instead of 2...♘c6, then 3...g6? is a blunder because Black loses the rook to 4.♕xe5+ ♔f8 5.♕xh8, as in Nemeth,O-Iman,A, Budapest 2017, and many other games!

The text is the best move, which protects both the f7and e5-pawns, and now Black threatens 4...♘f6, gaining a tempo by attacking White's queen. Black is fine — the game ended in 48 moves.

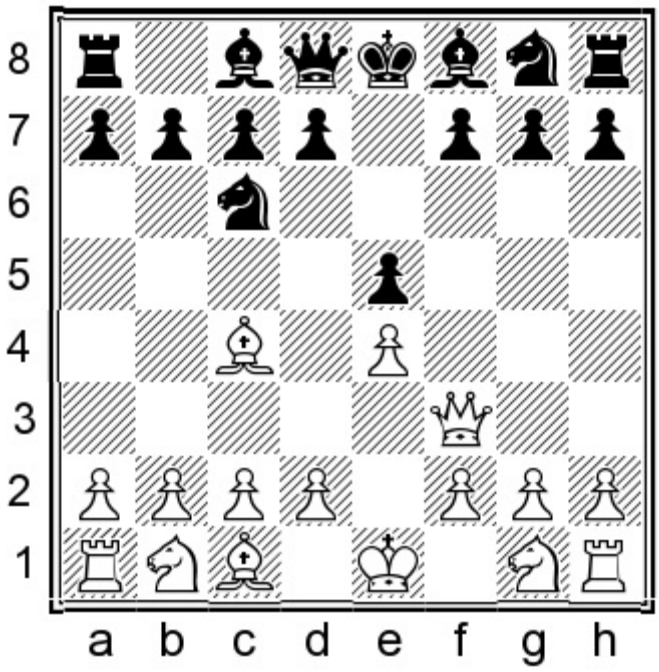
4.♘f3 d6 (...)

1–0 (48)

The ♕f3 (instead of ♕h5) pattern, is referred to as Napoleon's mate.

Game 27
Bonaparte Napoleon
The Automaton
Vienna 1809

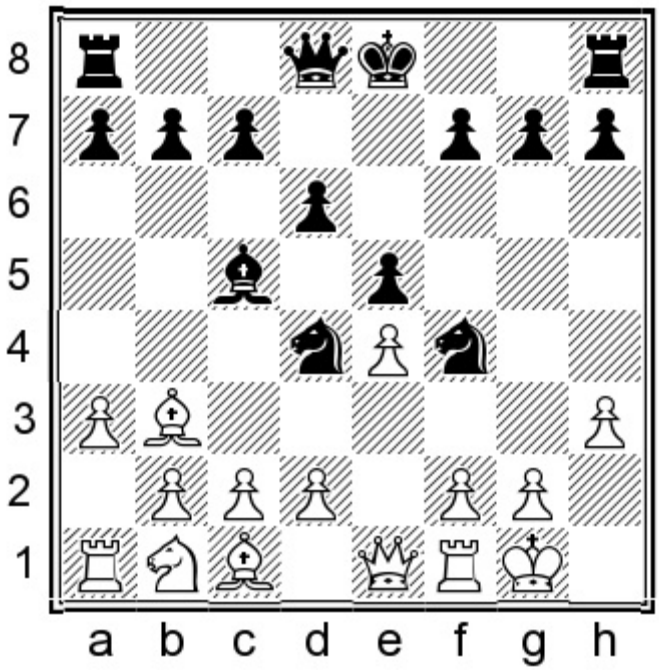
1.e4 e5 2.♕f3 ♘c6 3.♗c4



3...♘f6!

3...♗c5? 4.♕xf7# Lyss,N-Haag,M Sebnitz 2013. Well, there are rumours that Napoleon's generals were happy to be mated quickly and go rest, instead of making the great leader angry. However, the Automaton had different plans.

4.♘e2 ♗c5 5.a3 d6 6.0-0 ♗g4 7.♕d3 ♘h5 8.h3 ♗xe2 9.♕xe2 ♘f4 10.♕e1 ♘d4 11.♗b3



White had played the opening rather badly and is now punished!

11...♘xh3+! 12.♔h2 ♕h4 13.g3 ♘f3+ 14.♔g2 ♘xe1+ 15.♖xe1 ♕g4 16.d3 ♗xf2 17.♖h1 ♕xg3+

18.♔f1 ♗d4 19.♔e2 ♕g2+ 20.♔d1 ♕xh1+ 21.♔d2 ♕g2+ 22.♔e1 ♘g1 23.♘c3 ♗xc3+ 24.bxc3 ♕e2#

0–1

CONCLUSION

Unlike fool's mate, which rarely occurs, at any level, games ending in scholar's mate are quite common amongst beginners. However, it is not difficult to parry.

After 1.e4, Black can play a semi-open defence instead of 1...e5. Openings such as the 'French Defence' (1...e6) or the 'Scandinavian Defence' (1...d5) render the scholar's mate unviable.

Other openings such as the 'Sicilian Defence' (1...c5) make 2.♗c4 an inaccurate move: 1.e4 c5 2.♗c4?! e6, intending ...d5, gaining time by attacking the c4-bishop and attaining equality easily.

PART 4.
COMBINATIVE MATES (QUEEN & ROOK)

ANASTASIA'S MATE

Anastasia's mate is a simple rook & knight mating pattern, most of the time with an 'open' rook-file — but not necessarily.

Usually the queen (or any other piece) is sacrificed, to open the file in order to deliver the mate.

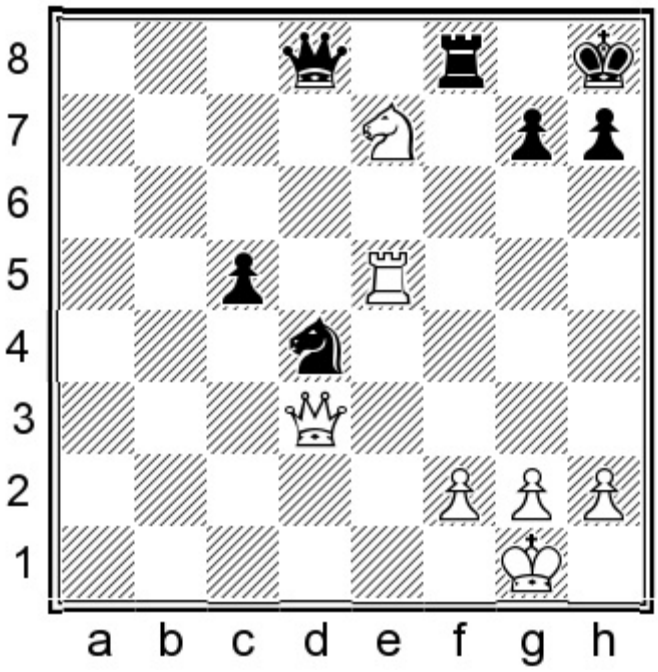
This mate pattern got its name through a novel by Johann Jakob Wilhelm Heinse, Anastasia and Chess — Anastasia und das Schachspiel (1803).

We can safely say that it has the name of the Martyred Princess Romanov; daughter of Nicholas II, murdered by communists.

Hence, it echoes the terror tactics of the Bolsheviks. Suicide bombers force people out of their shelter where they are mercilessly slaughtered.

Let's start our survey by noting the archetypal version of the mating pattern:

Example 1



It seems that Black is doing OK here... hence, the mate is on!

1.♕xh7+! ♔xh7 2.♖h5#

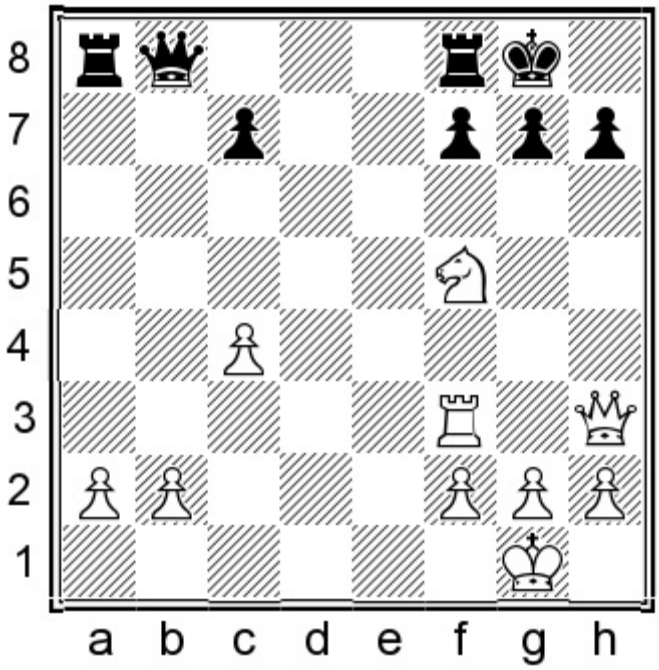
1–0

Nice, but most importantly very effective, as it ended the game immediately!

Well, the main question is whether this pattern is often seen and can be of service in a high number of

games. Simply, the answer is yes. We can now study numerous examples.

Example 2

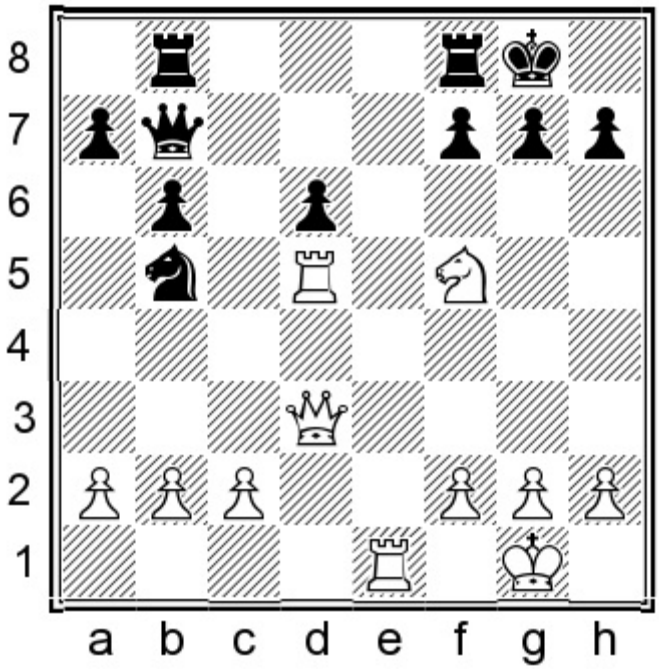


A more complicated position, but the pattern still exists:

1.♘e7+ ♔h8 2.♕xh7+! ♔xh7 3.♖h3#

1–0

Example 3



Black's knight is hanging on b5, so Black hardly has any choice... does he?

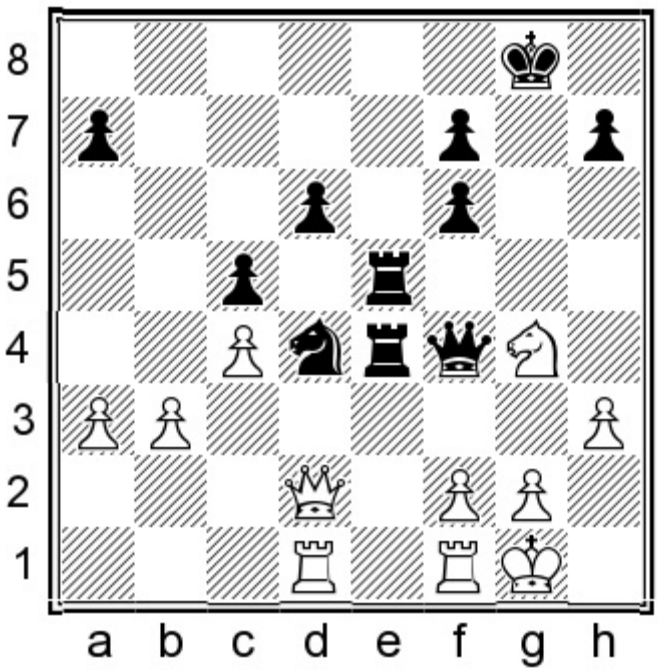
1...♘c7?

If Black had noticed the mating pattern, he could have avoided it and instead gone for 1...♖be8 2.♖xe8 ♖xe8 3.h4 ♘c7 4.♖xd6 ♘e6, not losing immediately...

1...♘c7? 2.♘e7+! ♔h8 3.♕xh7+! ♔xh7 4.♖h5#

1–0

Example 4



White has a better pawn structure, but the centralised black pieces create an unbeatable force!

1...♘e2+! 2.♔h1 ♕xg4!

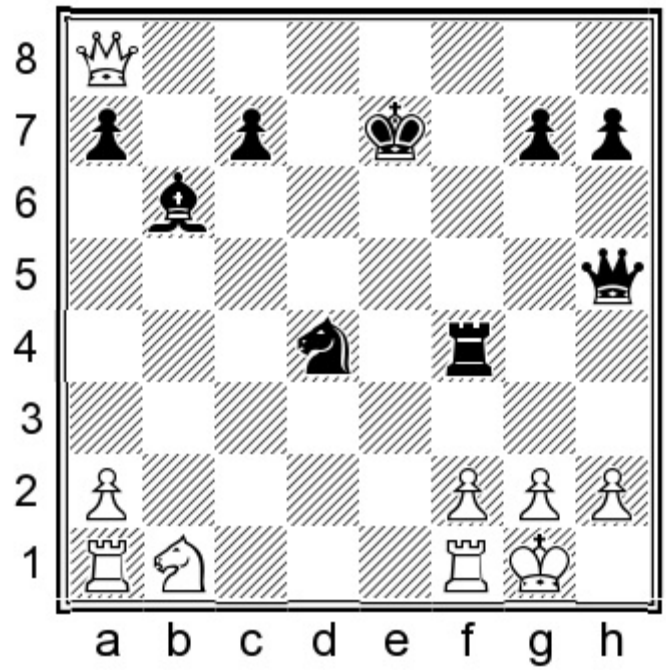
Winning at least a piece.

3.hxg4 ♖h5+ 4.gxh5 ♖h4#

0–1

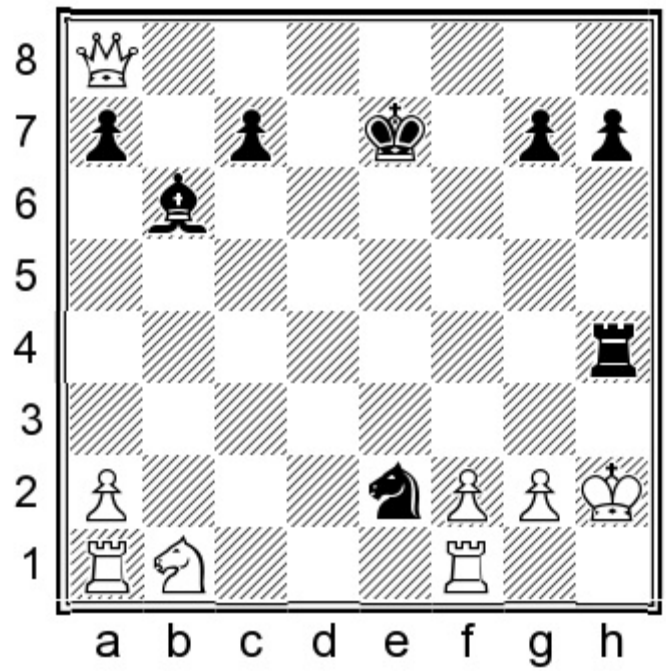
Now it is time to move to some overthe-board examples.

Game 1
Conrad Bayer
Ernst Karl Falkbeer
Vienna 1852



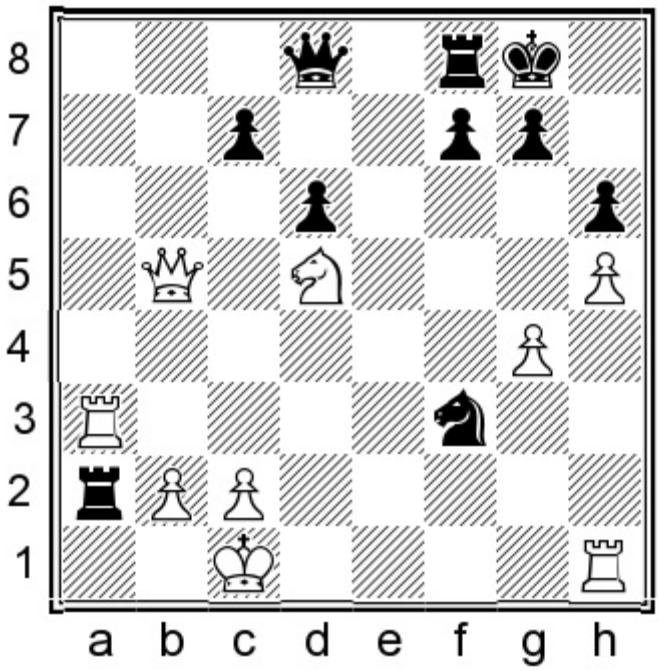
White thought that he had played perfectly as material had been won. However, the truth hit him without mercy:

21...♘e2+ 22.♔h1 ♕xh2+! 23.♔xh2 ♖h4#



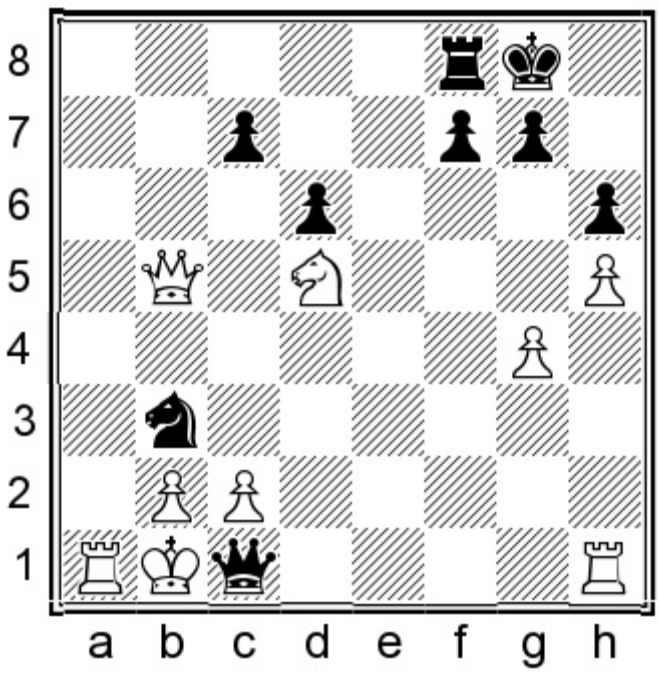
0–1

Game 2
Celso F. Golmayo Zupide
Sam Loyd
Paris 1867



29...♖a1+?

This combination has a fascinating history. Sam Loyd, the great problem composer, announced mate in 8 with 29...♖a1+?. His opponent believed him and resigned, due to 30.♖xa1 ♕g5+ 31.♔b1 ♘d2+ 32.♔c1 ♘b3+ 33.♔b1 ♕c1+

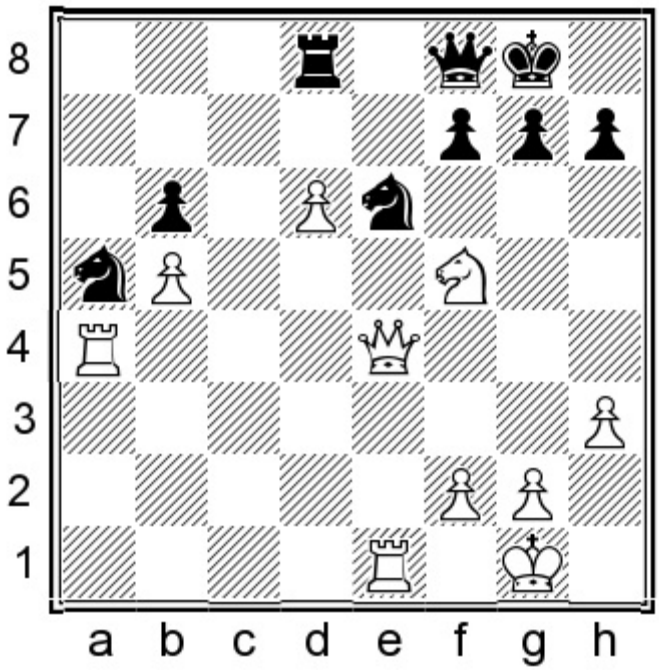


34.♖xc1? (34.♔a2! ♕xc2 35.♕c6! ♘xa1 36.♔xa1±) 34...♘d2+ 35.♔a2 ♖a8+ 36.♕a6 ♖xa6#. White missed the defence on move 34 and, as said, resigned! When the flaw was later found, it was too late to protest, and Loyd retained the full point.

Note that 29...♕g5+! 30.♔b1 ♖xa3 31.bxa3 ♕xg4 was a simple win for Black.

0–1

Game 3
Emanuel Lasker
H. P. Fortuin Harreman
Netherlands 1908



From a simul by E. Lasker. Black thought that the great Lasker had just blundered the exchange, so he was happy to take it:

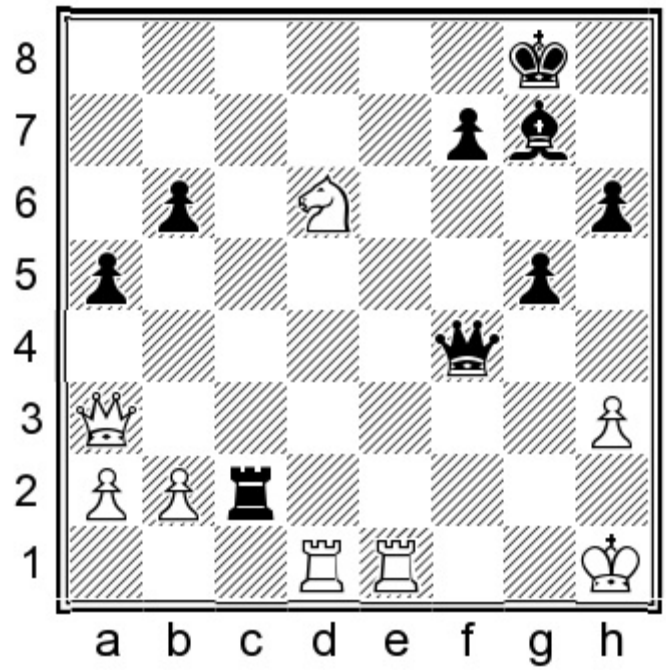
28...♘c5? 29.♘e7+! ♔h8

29...♕xe7 30.dxe7 ♖e8 31.♕a8!+–

30.♕xh7+! ♔xh7 31.♖h4#

1–0

Game 4
Milan Sr Vidmar
Max Euwe
Karlsbad 1929



White seems to be in grave danger, as Black will soon mate. The good thing is that it's his turn!

34.♖e8+! ♗f8

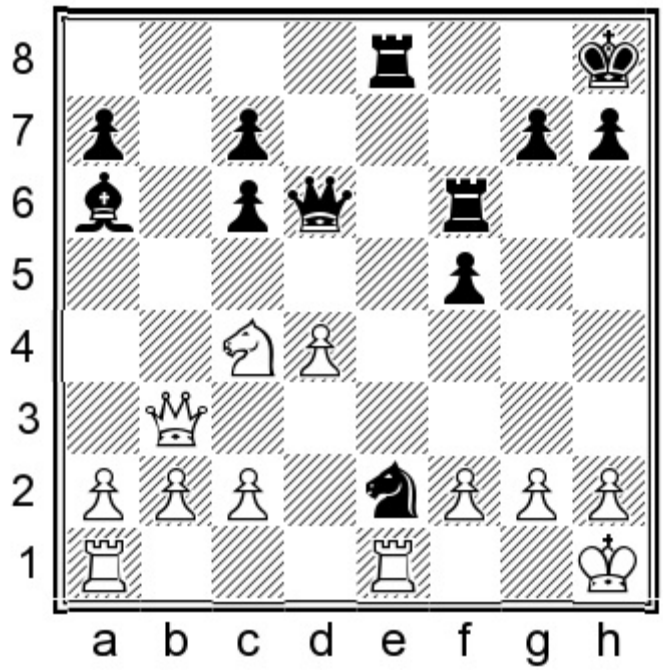
34...♔h7 35.♕d3+ f5 36.♕xc2+–

35.♖xf8+! ♔xf8 36.♘f5+

36.♘f5+ and Black resigned due to 36...♔g8 (36...♔e8 37.♕e7#) 37.♕f8+! ♔xf8 (37...♔h7 38.♕g7#) 38.♖d8#.

1–0

Game 5
Dieter Steinwender
Rene Gralla
Elmshorn 1972

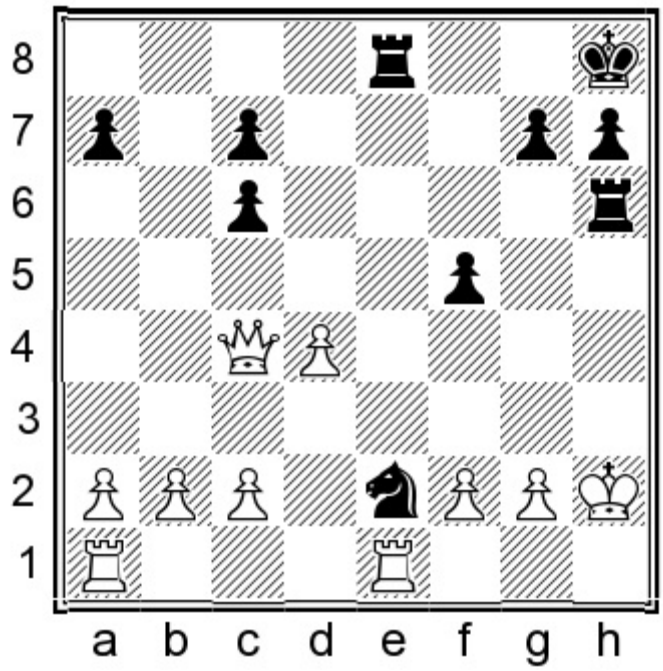


17...♗xc4!

Time to finish the job — the white queen is removed from the protection of h3.

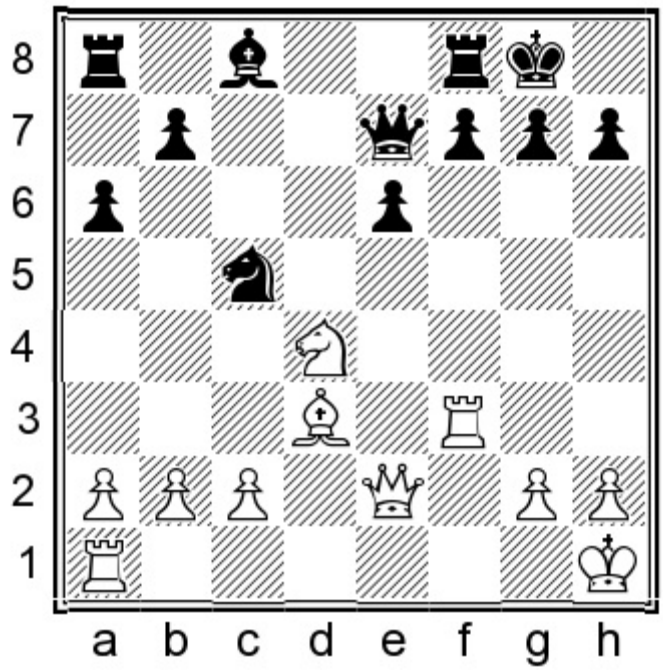
18.♕xc4 ♕xh2+!

18...♕xh2+ 19.♔xh2 ♖h6#



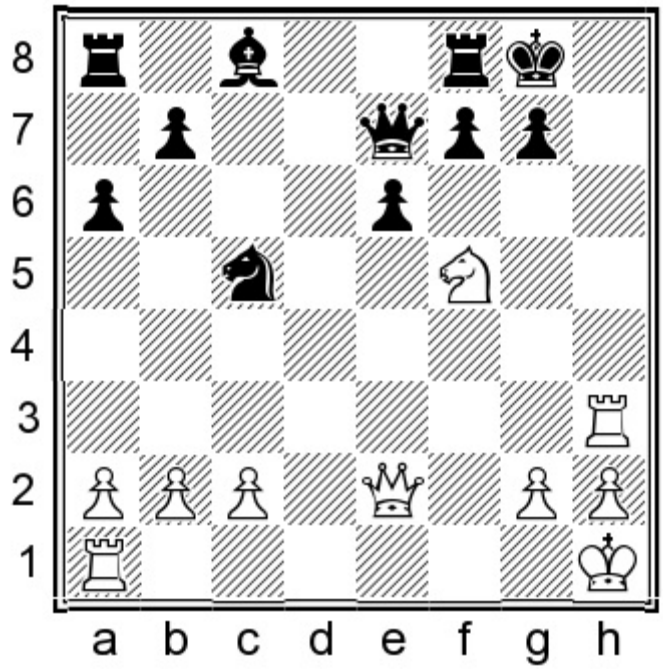
0–1

Game 6
Mihail Tal



From a simul by M. Tal.

17.♗xh7+! ♔xh7 18.♖h3+ ♔g8 19.♘f5!



19.♕h5?, would be naive, as Black can win with 19...f5!–+.

19...♕g5

The main alternative is 19...♕d8, when White mates: 20.♕h5 f6 21.♘h6+ ♔h7 (21...gxh6 22.♕g6+

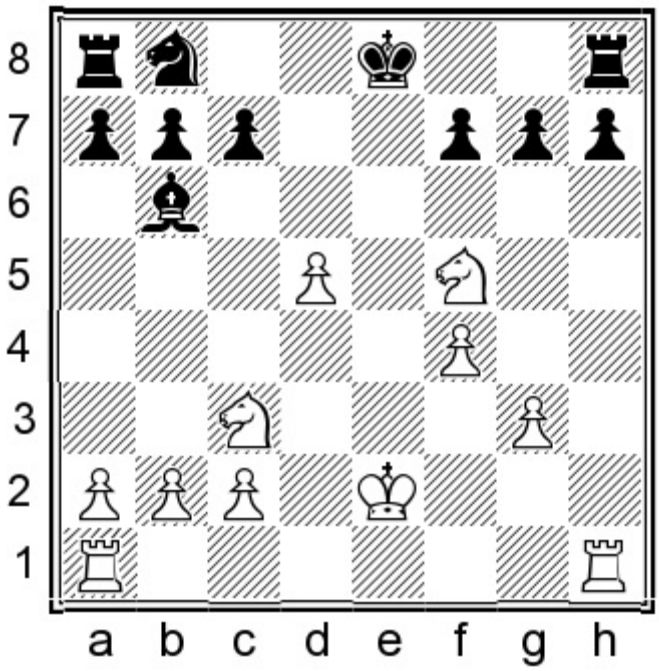
♔h8 23.♖xh6#) 22.♘f7+ ♔g8 23.♘h8!, with mate on h7 to follow.

20.♕h5!

Black resigned due to 20.♕h5 ♕xh5 (20...f6 21.♘e7#) 21.♘e7+ ♔h7 22.♖xh5#.

1–0

Game 7
Peter Roth
George Rajna
Hungary 1975

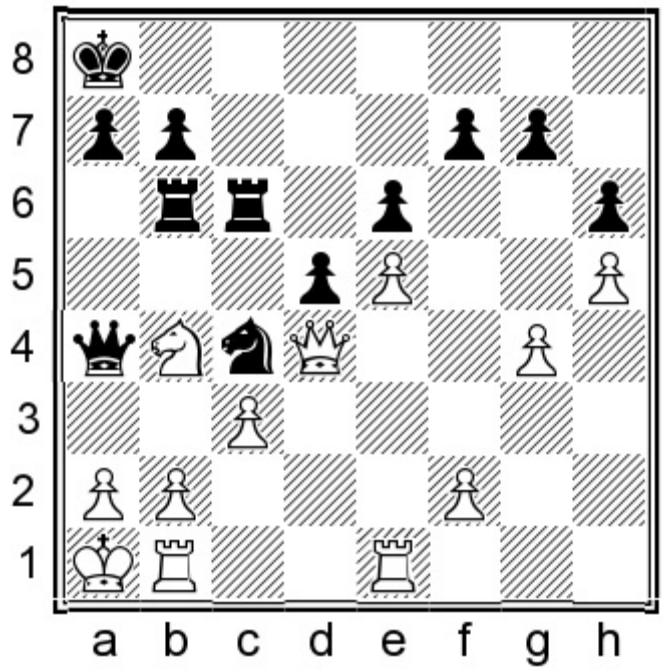


Black thought that it was time to move to safety...

16...0-0? 17.♘e7+ ♔h8 18.♖xh7+! ♔xh7 19.♖h1#

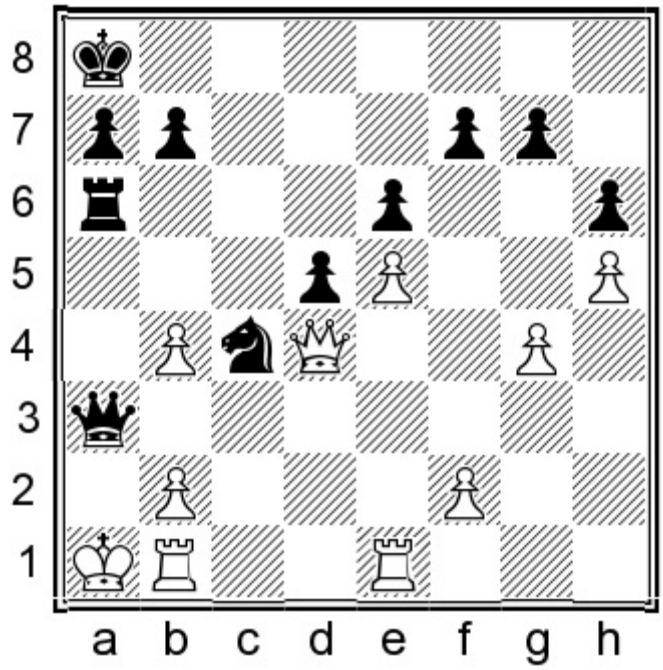
1–0

Game 8
Heinz Dieter Ueter
Martin Fette
Germany 1984



Black seems to have a good attack, but first of all the defender must be removed!

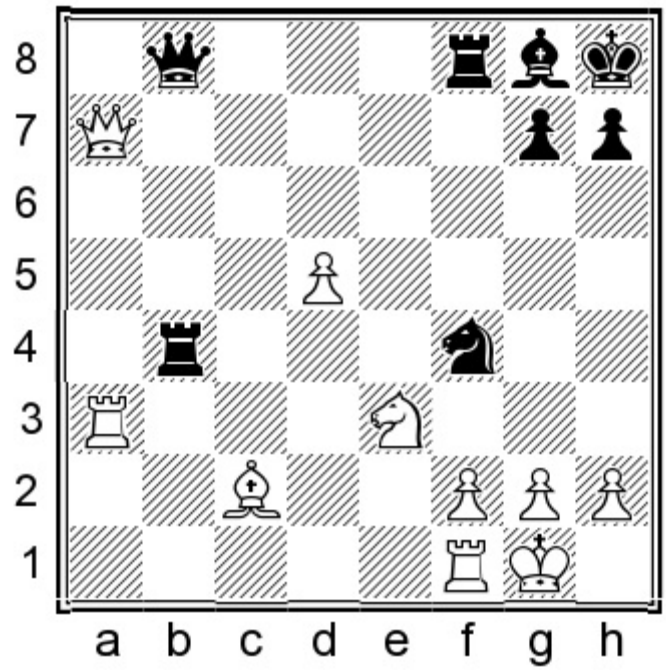
28...♖xb4! 29.cxb4 ♖a6 30.a3 ♕xa3+!



30...♕xa3+ 31.bxa3 ♖xa3#

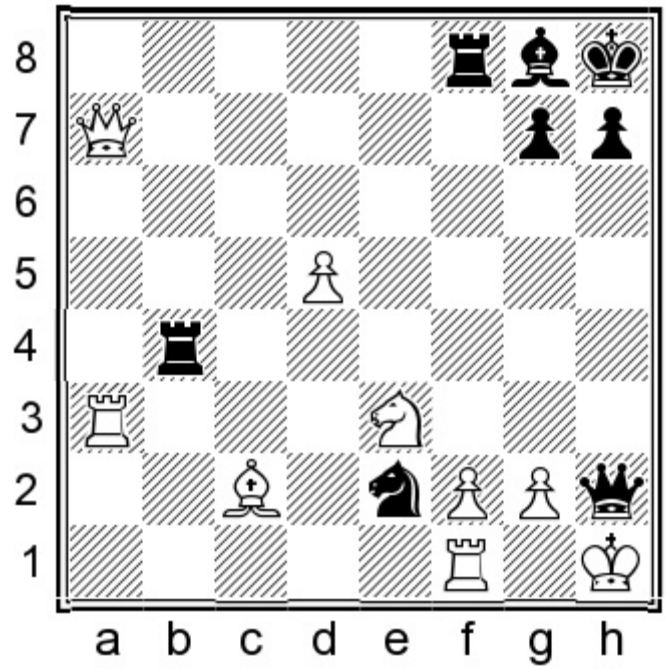
0–1

Game 9
Jonathan Gast
Edwin Bhend
Bern 1987



Two healthy pawns down for Black, so he had two choices: resign or find the combination!

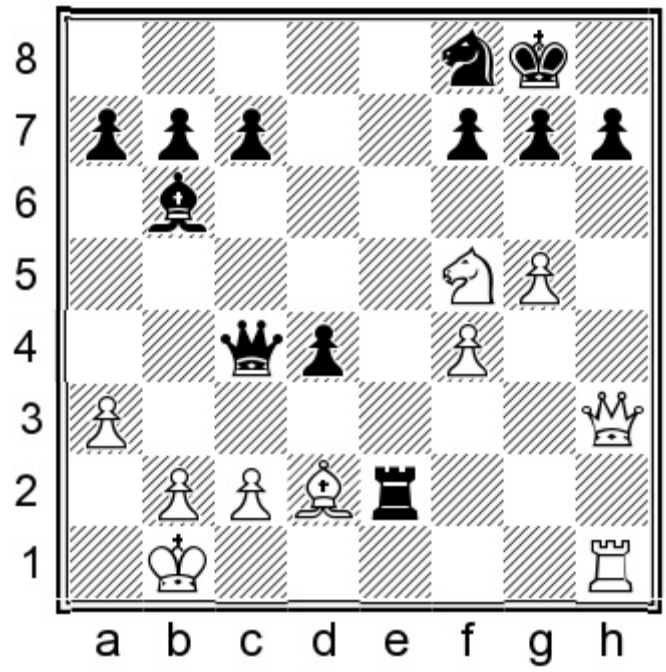
31...♘e2+ 32.♔h1 ♕xh2+!



32...♕xh2+ found by Black and White resigned: 33.♔xh2 ♖h4#.

0–1

Game 10
Jean Marc Degraeve
Zoltan Gyimesi
Groningen 1995



White is in trouble, so he goes all in...

34.♕g4!? ♖xd2?

Black takes the bait! Winning was 34...d3.

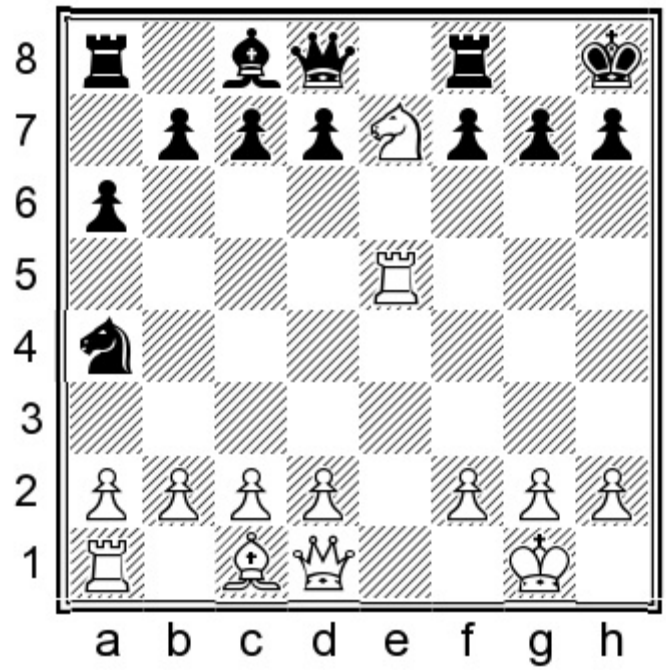
35.♘e7+ ♔h8 36.♖xh7+!

36.♖xh7+ and Black resigned: 36...♘xh7 (36...♔xh7 37.♕h5#) 37.♕c8+ ♘f8 38.♕xf8+ ♔h7 39.♕g8#.

1–0

Game 11
Katarzyna Bukowska
Mariusz Kopec
Koszalin 1997

1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗a4 ♘f6 5.0-0 ♘xe4 6.♖e1 ♘c5 7.♘xe5 ♘xe5 8.♖xe5+ ♗e7 9.♘c3 ♘xa4 10.♘d5 0-0 11.♘xe7+ ♔h8



Walking into a famous opening trap.

12.♕h5! d5?

Allowing mate, but 12...g6 13.♕h4+–, was also curtains.

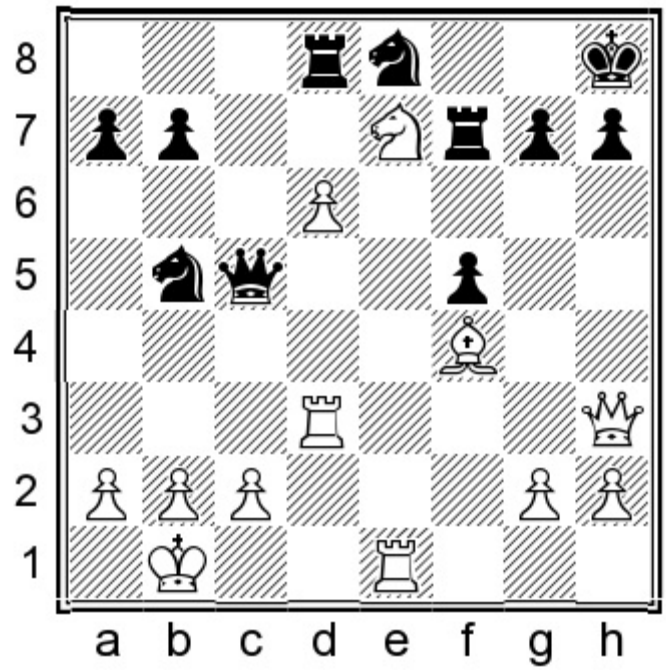
13.♕xh7+!

Black resigned due to 13.♕xh7+ ♔xh7 14.♖h5#.

Note that the ga mes Voronova,T-Vo,H Istanbu l 2000 and Sura,J-Hlavacek,T Czech Republic 2010, ended in this way as well!

1–0

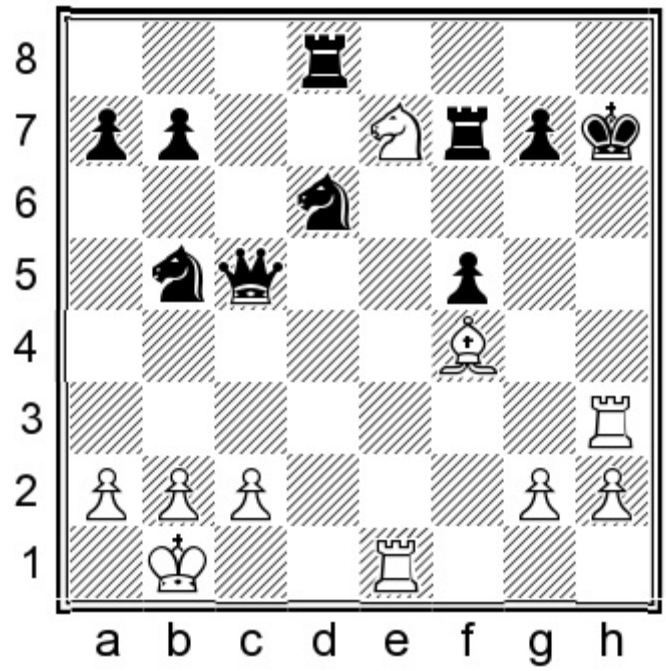
Game 12
Sergei Karjakin
Tauno Metsalu
Tallinn 2001



Black is lost anyway, but his next move ended the game on the spot!

25...♘exd6? 26.♕xh7+!

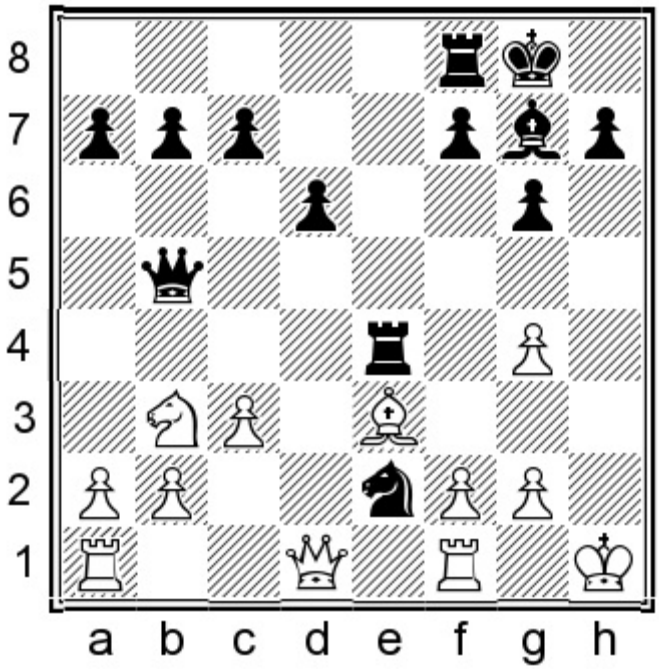
26.♕xh7+ ♔xh7 27.♖h3#



1–0

Game 13
Jon Ludvig Hammer
Magnus Carlsen
Chalkidiki 2003

1.♘f3 d6 2.d4 ♘f6 3.♘bd2 g6 4.e4 ♗g7 5.♗d3 0-0 6.0-0 ♘c6 7.c3 e5 8.h3 ♘h5 9.dxe5 ♘f4 10.♗b5 ♘xe5 11.♘xe5 ♕g5 12.♘g4 ♕xb5 13.♘b3 ♘e2+ 14.♔h1 ♗xg4 15.hxg4 ♖ae8 16.♗e3 ♖xe4



The current FIDE World Champion in a great performance, despite his youth!

17.♖e1?

White missed the pattern. Nevertheless, he could also have resigned after 17.g3 ♖xg4.

17...♕h5+!

17...♕h5+ and he had to resign in view of 18.gxh5 ♖h4#. **0–1**

CONCLUSION

A basic mating pattern, which can be quite useful for beginners but, as observed in the examples, is met even in high rated events. Therefore, it cannot be ignored.

These kind of mating patterns should be ‘understood’ automatically, based on sub-conscious training.

ANDERSSEN'S MATE

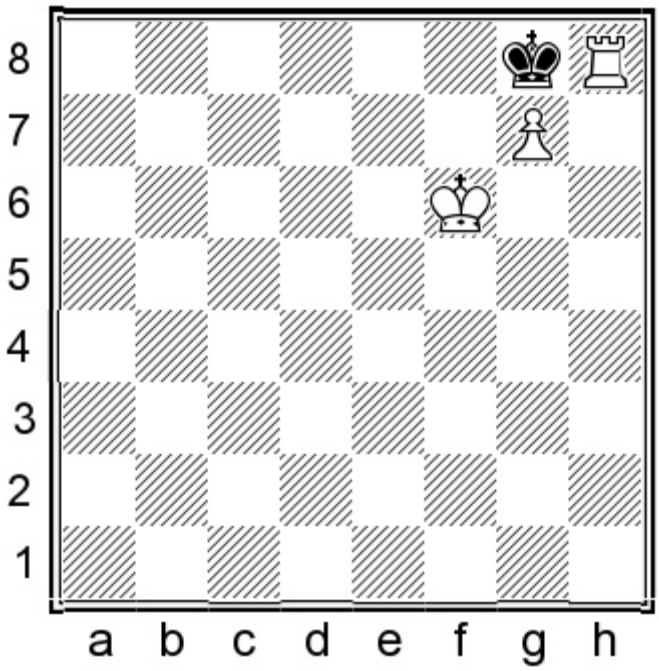
This mating pattern uses an advanced and protected pawn on the g (or b) file to prepare a corridor mate.

A sacrifice is often involved in order to force open the hor a-file, which is required for the invasion of major pieces. Then mate follows on the eighth rank.

Sometimes a distinction is drawn between Anderssen's mate, where the rook is supported by a pawn (which itself is supported by another piece) and Mayet's mate, where the rook is supported by a distant bishop.

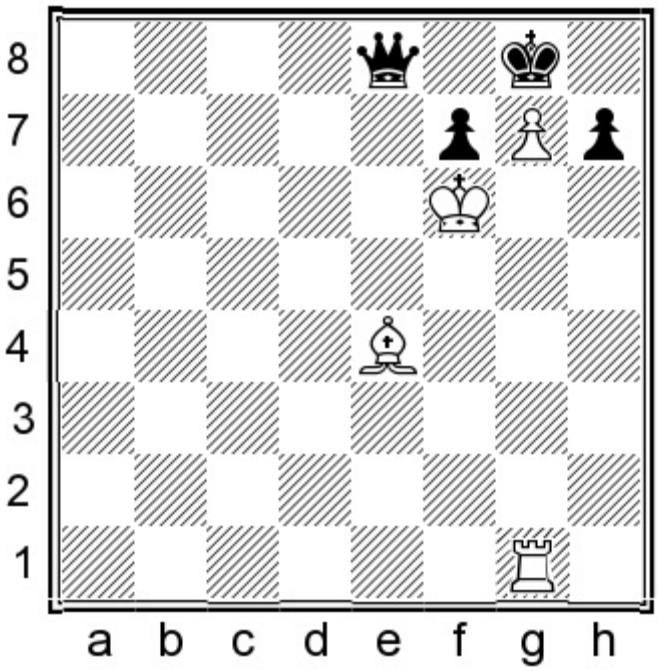
Let's see the archetypal version.

Example 1



1–0

Example 2

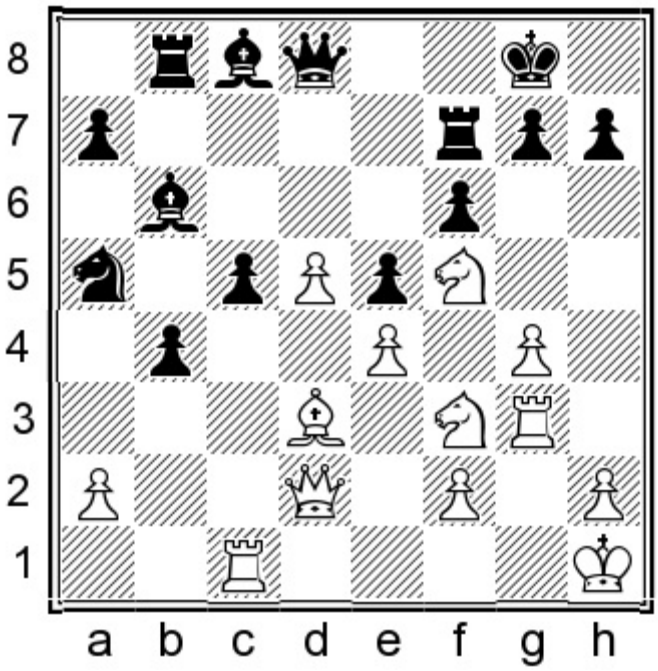


This version is a little bit more complicated but is nearer the ‘truth’, as a sacrifice is often needed. White, on the move, executes Anderssen’s mate:

1.♗xh7+! ♔xh7 2.♖h1+ ♔g8 3.♖h8# 1–0

The combination was named after the following game, where Adolf Anderssen, the great attacker, massacred his opponent.

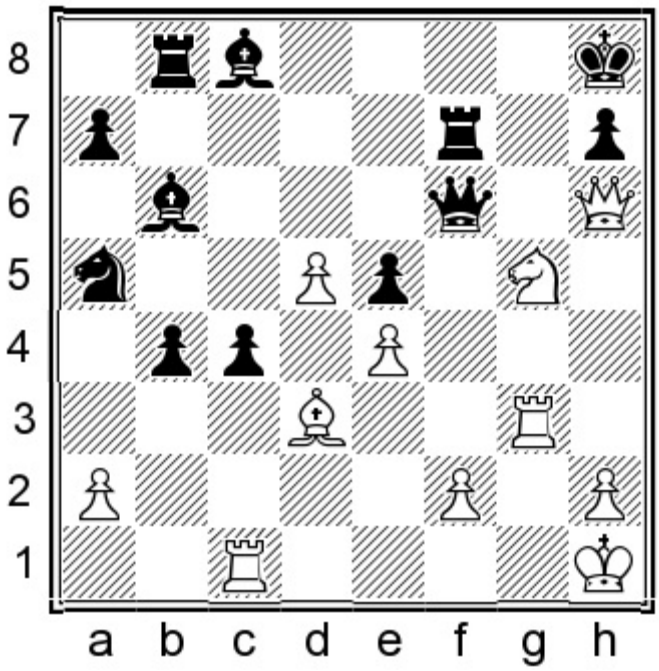
Game 14
Adolf Anderssen
Johannes Hermann Zukertort
Barmen 1869



White stands better, as he can build his attack.

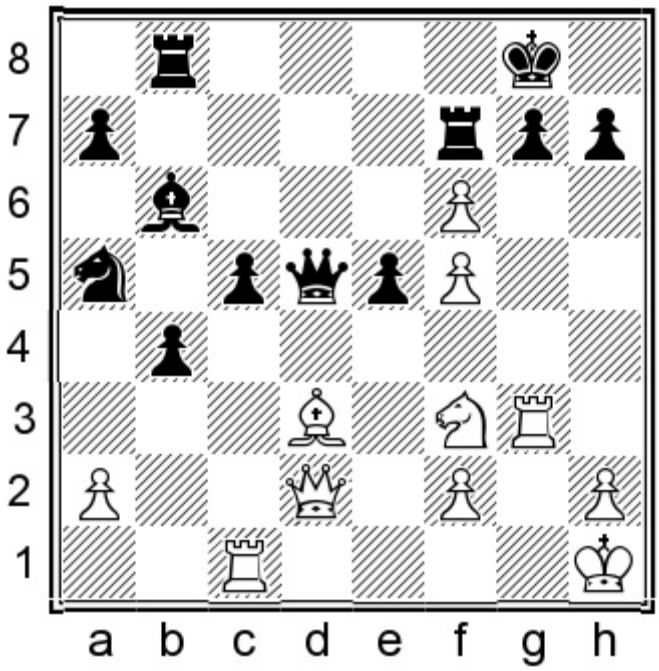
23.g5! ♗xf5

Black should have gone for 23...c4 24.♘h6+ gxh6 25.gxf6+! (25.gxh6+? ♔h8–+) 25...♔h8 26.♕xh6 ♕xf6 27.♘g5!



27...♗g4! (27...♕xh6? 28.♘xf7#) 28.♗f1! (28.♘xf7+ ♕xf7 29.♖xg4 cxd3 30.♖cg1 ♘c4 31.♖g7 ♕f3+ 32.♖1g2 ♕d1+=) 28...♖g8 29.♖xg4 ♖xg5 30.♕xf6+ ♖xf6 31.♖xg5 ♖xf2=.

24.exf5 ♕xd5 25.gxf6



25...♖d8

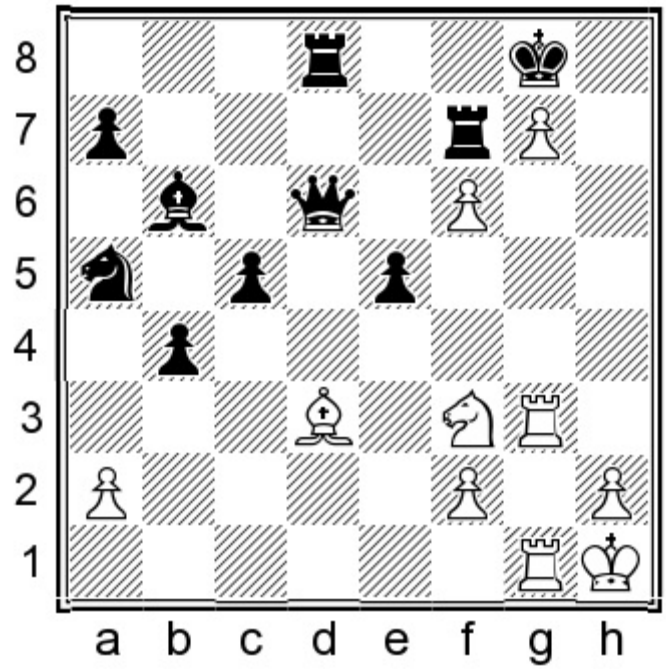
Here, Black probably missed that he couldn't play 25...♖xf6? due to 26.♗c4!+–.

26.♖cg1! ♔h8

Loses quickly, but the alternative 26...♖xf6 27.♖xg7+ ♔h8 28.♕e2!+–, would lose slowly...

27.fxg7+ ♔g8 28.♕h6! ♕d6 29.♕xh7+!

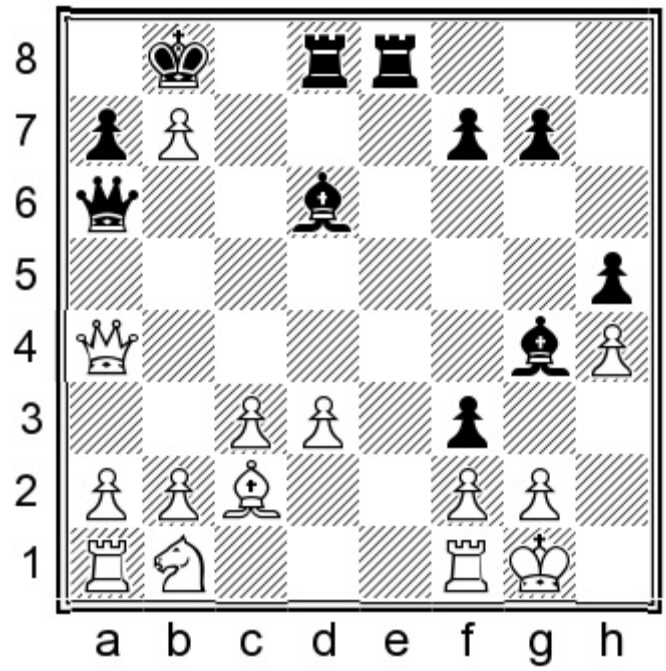
Black resigned: 29.♕xh7+ ♔xh7 30.f6+ ♔g8



31.♗h7+! ♔xh7 32.♖h3+ ♔g8 33.♖h8#.

1–0

Game 15
Isidor Gunsberg
Emil Schallopp
London 1886



Black, on the attack, strips the white king!

19...fxg2! 20.♖c1

Not much choice, as 20.♕xa6? failed to 20...gxf1=♕+ 21.♔xf1 ♗h3+ 22.♔g1 ♖e1#; and 20.♔xg2 to 20...♗f3+! 21.♔xf3 (21.♔g1 ♖e6–+) 21...♕xb7+–+.

20...♕b6

Here Black missed a nice mate starting with 20...♗h2+! 21.♔xh2 ♕f6 22.♕c6 ♕xh4+ 23.♔xg2 ♖e2 24.♖f1 ♗h3+ 25.♔g1 ♕g4+ 26.♔h1 ♗xf1 27.♗b3 ♕h4+ 28.♔g1 ♕xf2+ 29.♔h1 ♕h2#. Still, his position is completely winning.

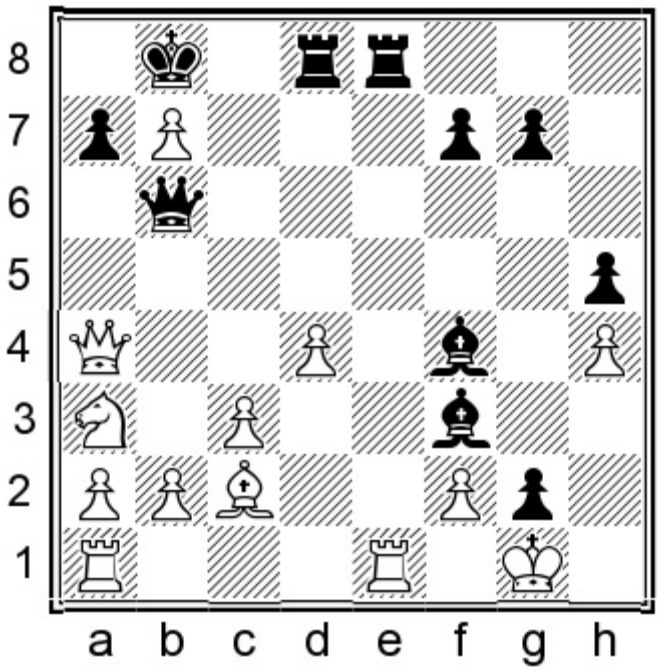
21.d4 ♗f4

Again 21...♗h2+! was curtains.

22.♘a3 ♗f3

Why not the immediate 22...♕f6!...

23.♖e1

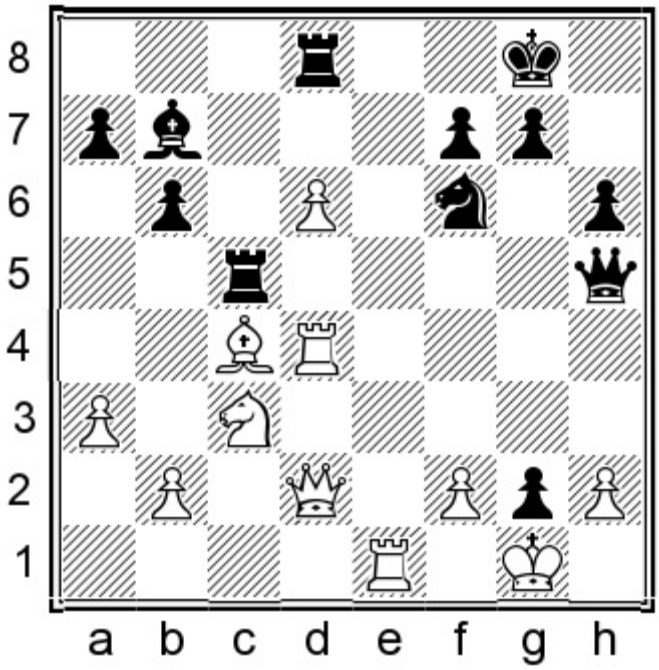


23...♕f6!

Finally, Black noticed the correct idea and White reigned due to 23...♕f6 24.♖xe8 (24.d5 ♕xh4–+) 24...♗h2+ 25.♔xh2 ♕xh4+ 26.♔g1 ♕h1#.

0–1

Game 16
Vladimir Epishin
Kiril Georgiev
Elenite 1994



With his last move, Black set a trap, for which White fell!

25.♖e7?

25.♕e3, was a good way to play on: 25...♖d7 26.♗b3 a6∞.

25.♖e7? ♕xh2+!

25...♕xh2+ and White resigned: 26.♔xh2 ♖h5+ 27.♖h4 ♖xh4+ 28.♔g3 (28.♔g1 ♖h1#) 28...g1=♕+ 29.♔xh4 ♕h2#.

0–1

CONCLUSION

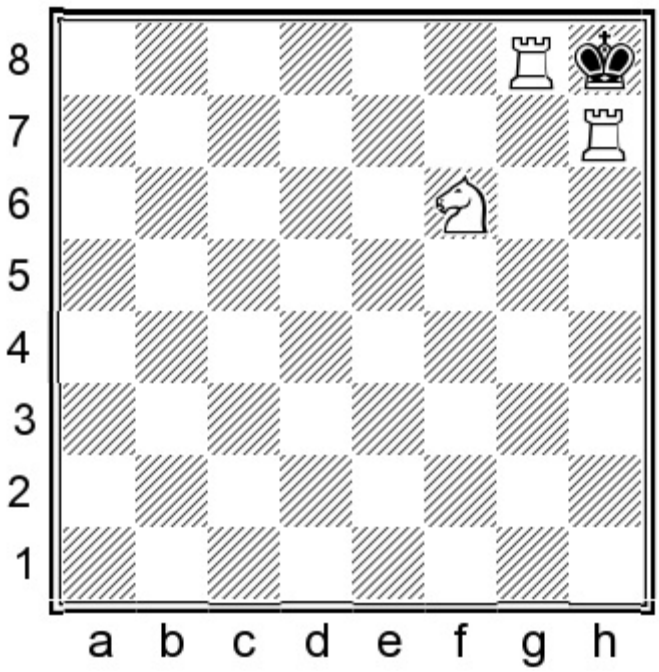
Of course the idea is simple and effective; the knight-pawn protects the major piece, delivering mate on the 8th rank.

ARABIAN MATE

In the Arabian mate, a knight and rook team-up to trap the opposite king in a corner (sometimes even in the middle!) of the board.

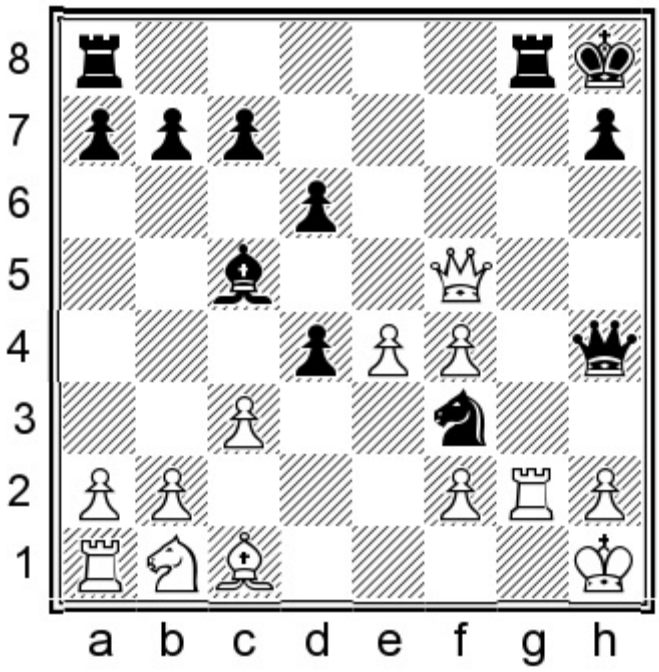
The rook sits on a square adjacent to the king, both to prevent its escape along the diagonal and to deliver mate. The knight sits two squares diagonally away from the king to prevent escape via the square next to the king and to protect the rook. A typical Arabian mate:

Example 1



1–0

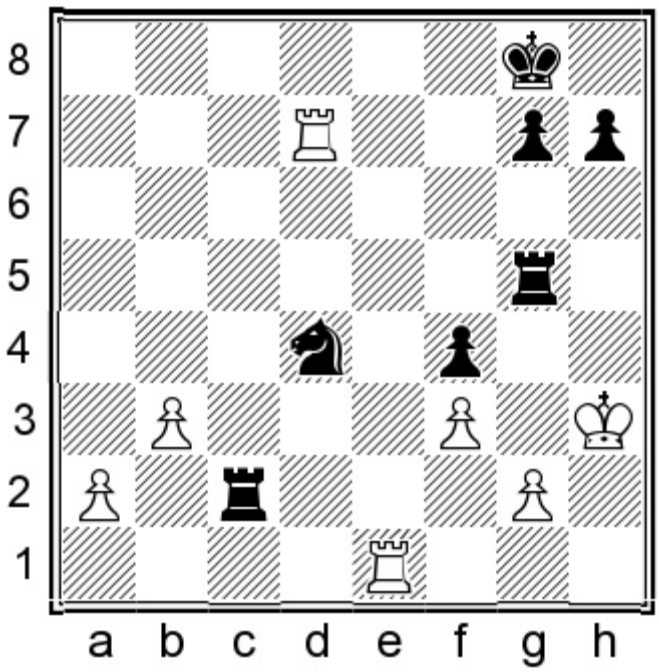
Game 17
M. Reiner
William Steinitz
Vienna 1860



17...♕xh2+! 18.♖xh2 ♖g1#

0–1

Game 18
Adolf Anderssen
Emil Schallopp
Berlin 1864



Black is a piece up and makes the most of it:

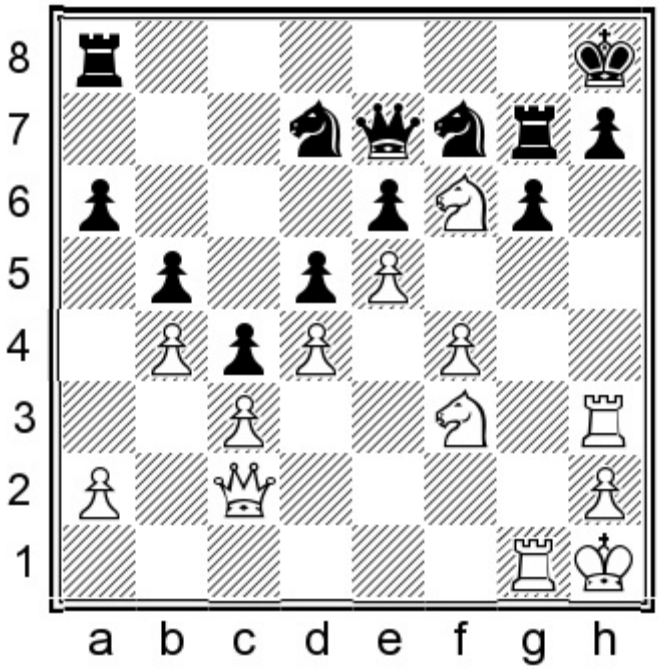
32...♖g3+! 33.♔h2

33.♔h4 ♘f5+ 34.♔h5 g6#

33...♘xf3+ 34.♔h1 ♖h3+! 35.gxh3 ♖h2#

0–1

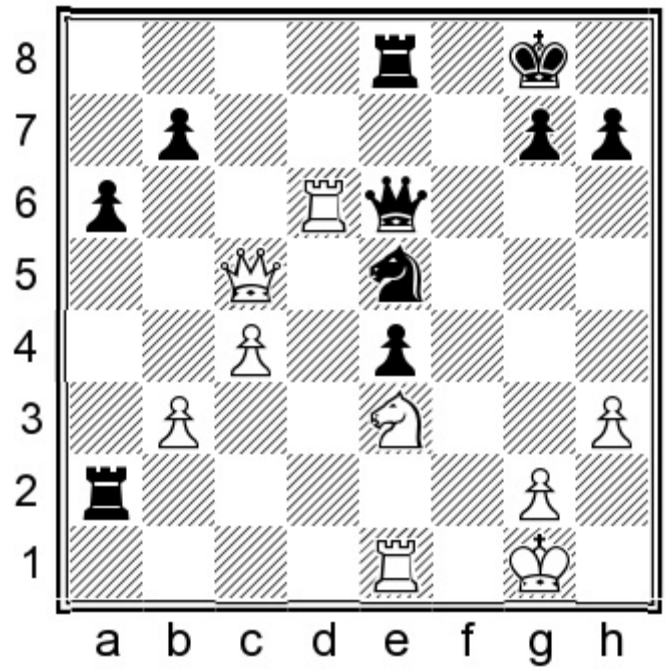
Game 19
Emanuel Lasker
NN
Great Britain 1900



32.♕xg6! ♘fxe5 33.♖xh7+! ♖xh7 34.♕g8+ ♖xg8 35.♖xg8#

1–0

Game 20
Isidor Gunsberg
Dawid Markelowicz Janowski
Hannover 1902



White seems to be doing just fine, but...

28...♘f3+! 29.♔h1?

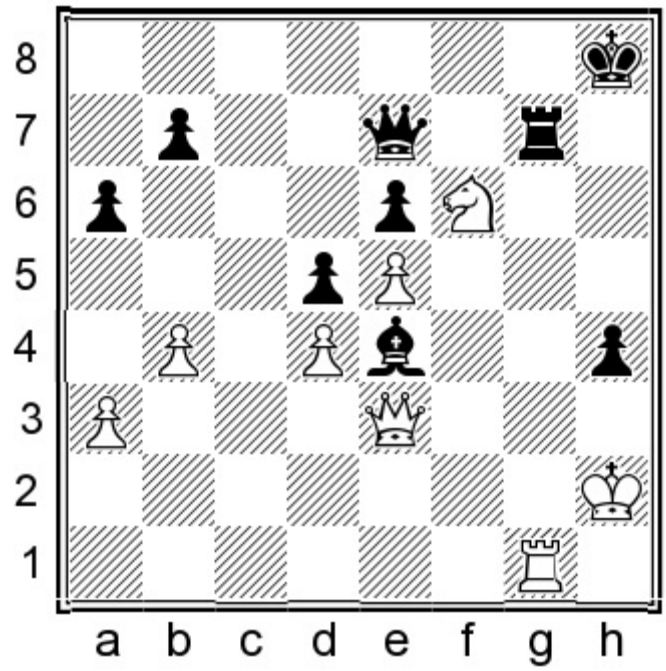
29.gxf3 ♕xh3 30.♕d5+ ♔h8 31.♕e5 ♖f8 32.♖f1 ♖e2!–+

29...♕xh3+!

29...♕xh3+ 30.gxh3 ♖h2#

0–1

Game 21
Paul Johner F
Walter Montague Gattie
Ostend 1906



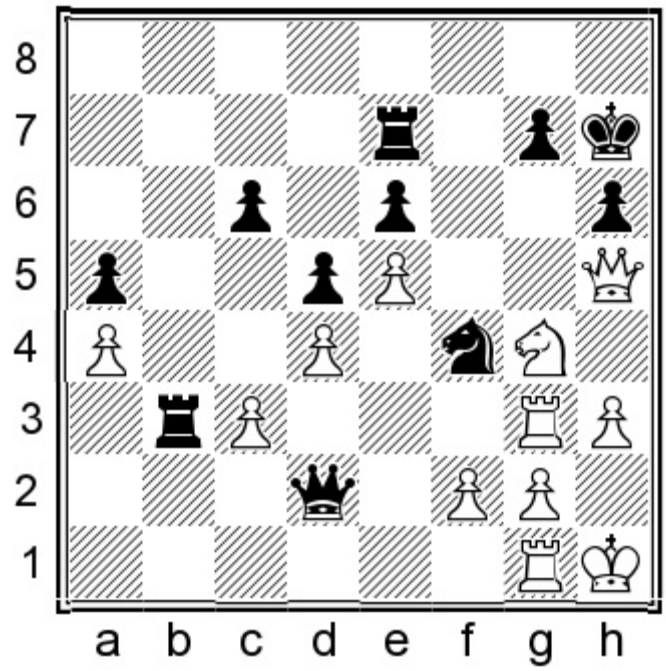
Black has defended successfully, right?

42.♕h6+!

Not quite. Black resigned: 42.♕h6+ ♗h7 (42...♖h7 43.♖g8#) 43.♕xh7+! ♖xh7 44.♖g8#.

1–0

Game 22
Aron Nimzowitsch
Ernests Giese
Riga 1913

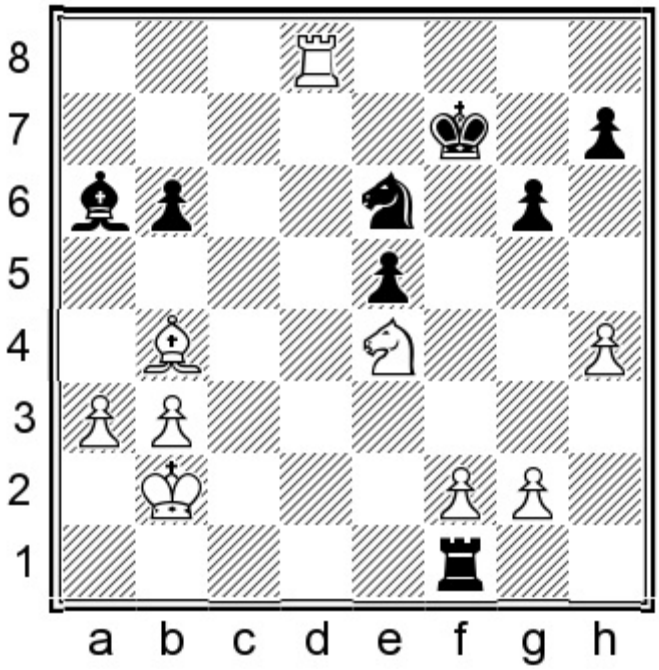


A neat and typical mating pattern follows — an instructive position, which we should remember:

36.♕xh6+! gxh6 37.♘f6+ ♔h8 38.♖g8#

1–0

Game 23
Manuel Golmayo de la Torriente
Hermanis Matisons
Hague 1928



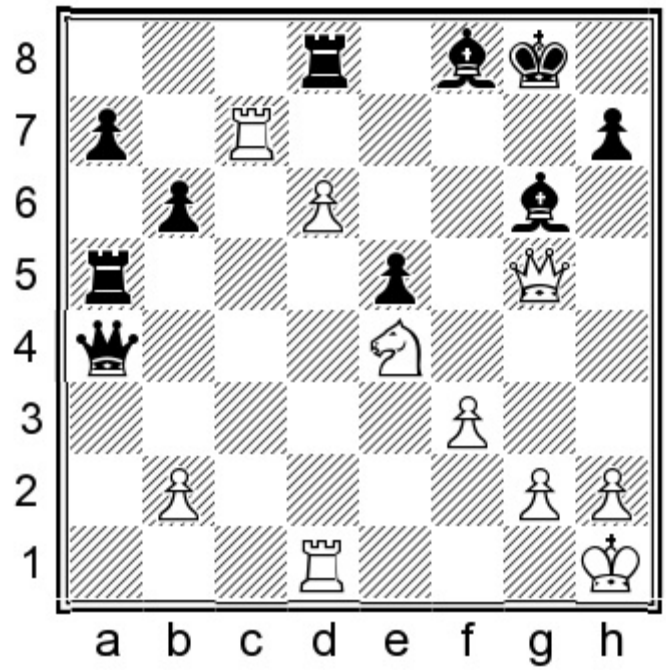
It looks like a simple pawn down for Black.

41.♖d7+!

41.♖d7+ and Black resigned, as he realised that he had fallen into a mating net: 41...♔g8 (41...♔e8 42.♘f6#) 42.♘f6+ ♔h8 43.♖xh7#.

1–0

Game 24
Reuben Fine
Arthur William Dake
Detroit 1933



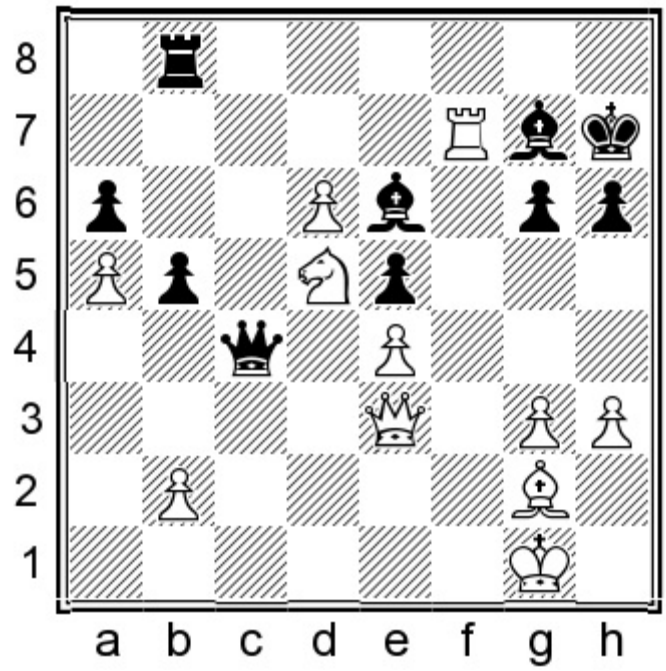
The d1-rook is hanging, but White is on the move:

37.♕xg6+!

37.♕xg6+ hxg6 38.♘f6+ ♔h8 39.♖h7#

1–0

Game 25
William Albert Fairhurst
Vera Menchik
Margate 1935

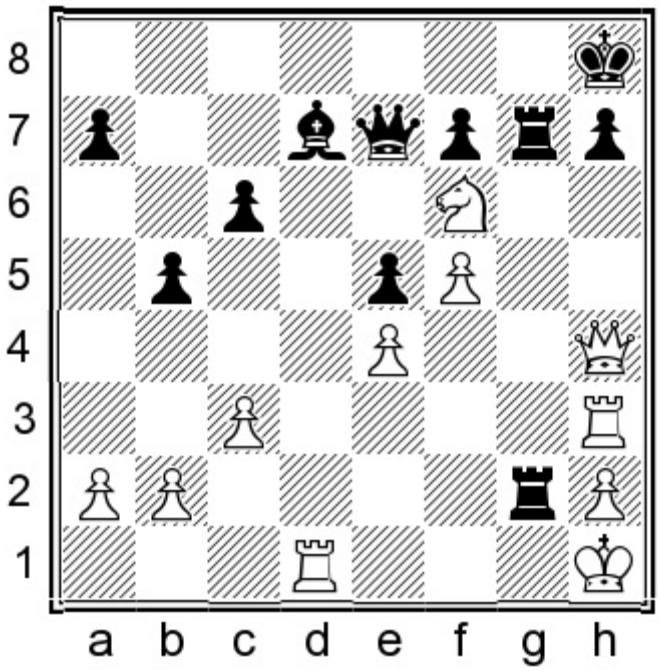


31.♘f6+! ♔h8 32.♕xh6+!

32.♕xh6+ ♗xh6 33.♖h7#

1–0

Game 26
George Koltanowski
NN
Akron 1945



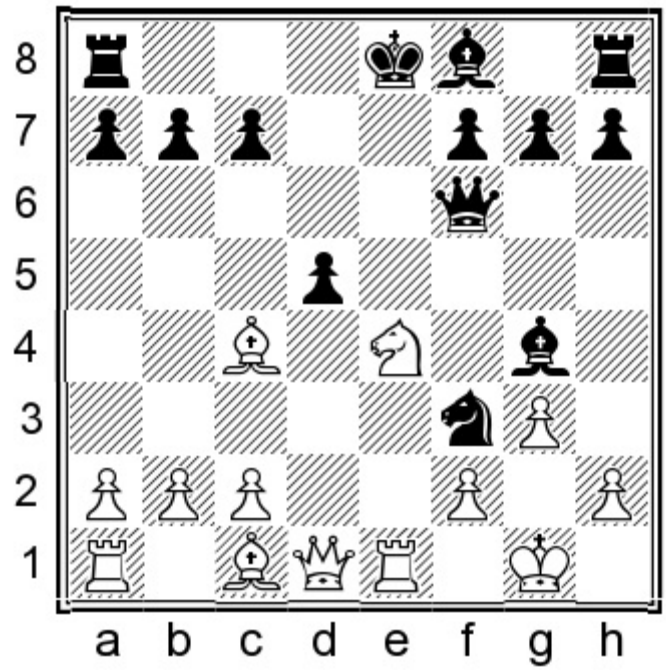
Another typical and instructive way of exploiting the Arabian mate:

25.♕xh7+! ♖xh7 26.♖xh7#

1–0

Game 27
Edward Holt
Ted Bingamon
West Virginia 1947

1.e4 e5 2.♘f3 ♘c6 3.♗c4 ♘f6 4.d4 exd4 5.0-0 ♘xe4 6.♖e1 d5 7.♘xd4 ♕h4 8.g3 ♕f6 9.♘f3 ♗g4 10.♘bd2 ♘d4 11.♘xe4 ♘xf3+

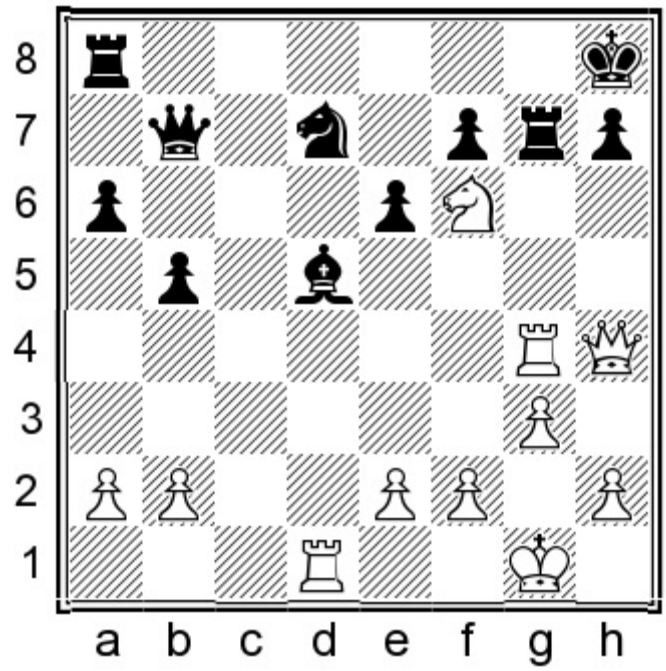


An opening trap, where the black king is trapped in the middle of the board! This creates a rather unusual version of the Arabian mate, where the king is not stuck in a corner.

12.♕xf3! ♕xf3 13.♘f6+ ♔d8 14.♖e8#

1–0

Game 28
Gedeon Barcza
Octavio Troianescu
Karlovy Vary 1948

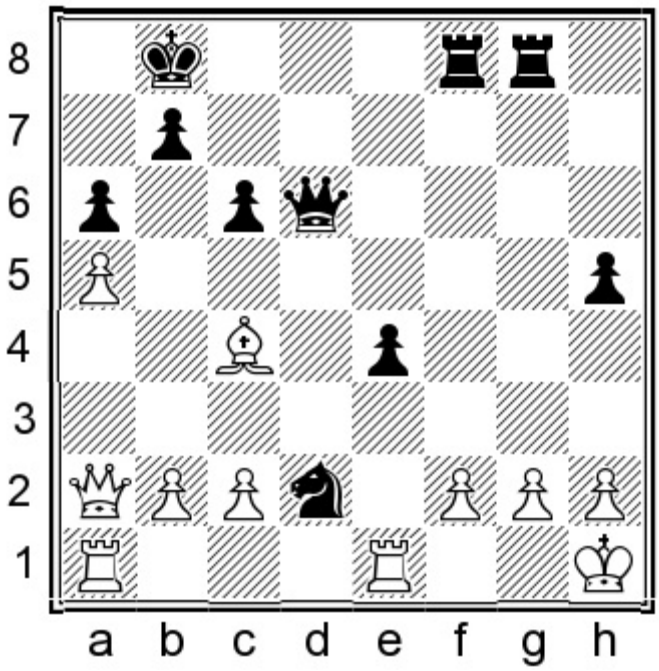


23.♕h6!

23.♕h6 and Black resigned, as mate is just around the corner: 23...♖ag8 (23...♖xg4 24.♕xh7#) 24.♕xh7+ ♖xh7 25.♖xg8#.

1–0

Game 29
Bruno Parma
Mato Damjanovic
Ljubljana 1960



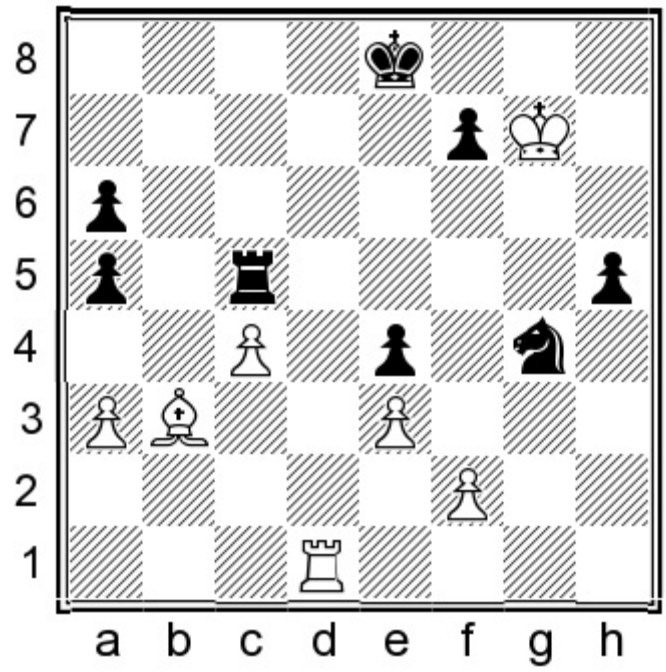
Black ’s attack seems to be going well, as there are many open files on the kingside. Black immediately takes advantage of this:

23...♖xg2! 24.♔xg2 ♕g6+ 25.♔h1 ♖xf2 26.♖g1 ♘f3!

White resigned: 26...♘f3 27.♖xg6 ♖xh2#.

0–1

Game 30
Mark Taimanov E
Bent Larsen
Havana 1967



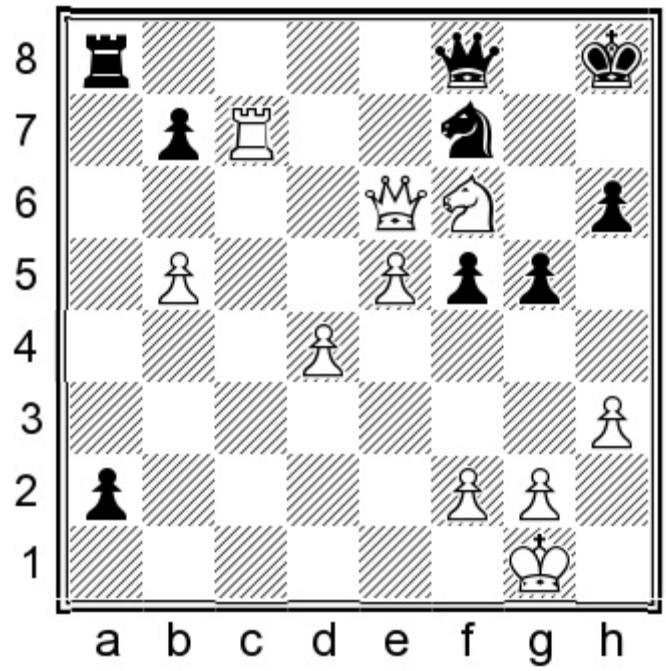
The great Danish player caught White's king in his own corner; something rather unusual.

40...♖g5+! 41.♔h8 ♘f6 42.♗a4+ ♔e7

Mate follows on g8.

0–1

Game 31
Miguel Illescas Cordoba
Nigel Short D
Linares 1995

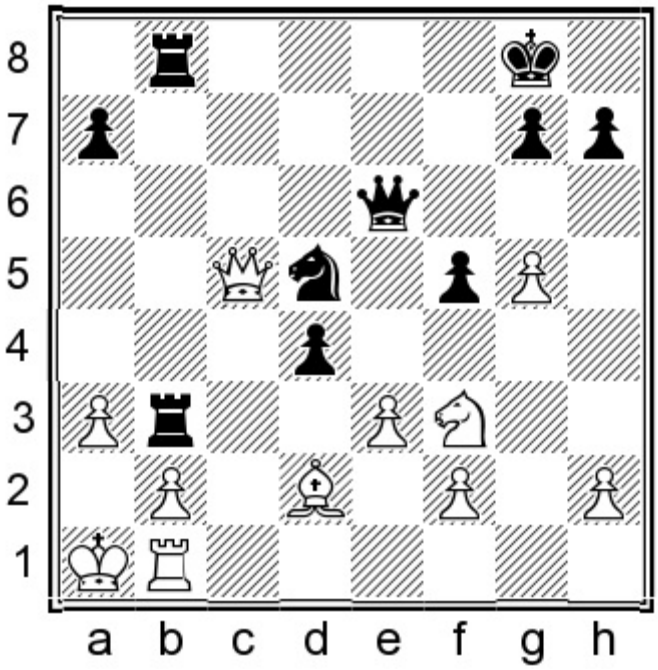


Black's a-pawn seems unstoppable, and indeed it is! However, White calculated a bit further and brings it home with a neat combination!

37.♕xf7! a1=♕+ 38.♔h2 ♕xf7 39.♖xf7 b6 40.♖h7#

1–0

Game 32
Boris Gelfand
Vladimir Kramnik
Berlin 1996



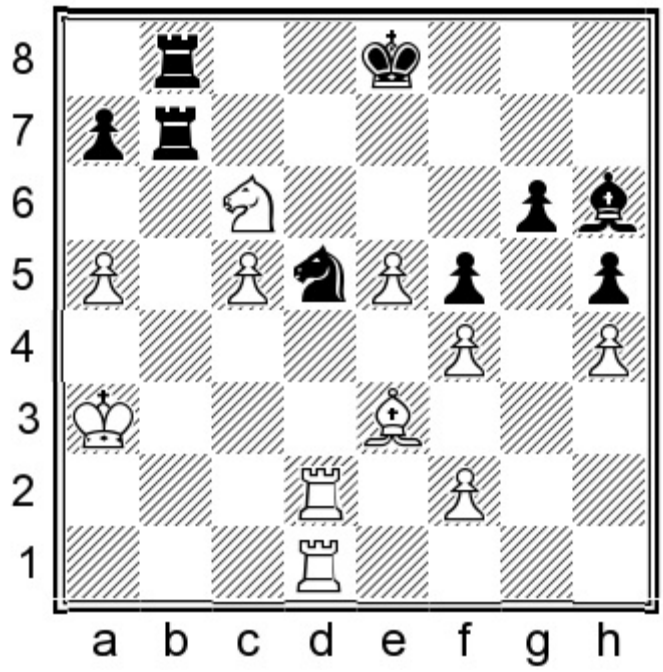
Black is winning anyway, but he finds the quickest and most effective continuation:

26...♘c3! 27.♘xd4 ♖xb2! 28.♖xb2 ♕a2+!

28...♕a2+ 29.♖xa2 ♖b1#

0–1

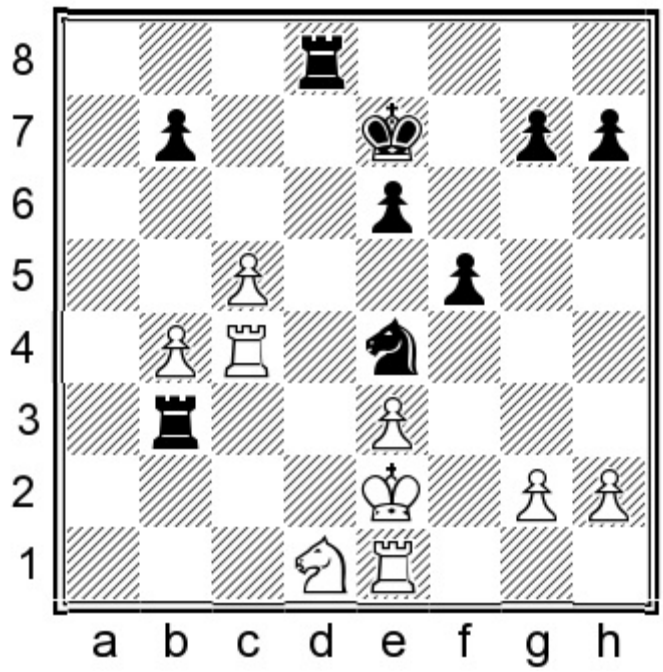
Game 33
Konstantin Maliszewski
Viktoriya Schweitzer
Kiev 1999



36...♖b3+ 37.♔a2 ♘c3+ 38.♔a1 ♖b1+ 39.♖xb1 ♖xb1#

0–1

Game 34
Rodion Rubenchik
Maurice Ashley
Philadelphia 2000



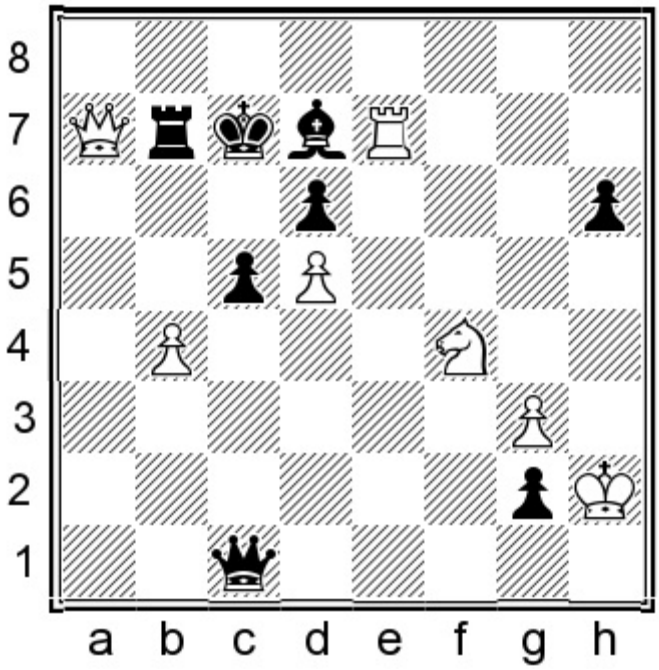
Black is in the driver's seat and finds the most effective way to win material:

28...♖d2+! 29.♔f3 ♖b1 30.♖d4 ♖bxd1!

Winning a piece: 30...♖bxd1 31.♖xd1 (31.♖xd2 ♖xe1–+) 31...♖f2#.

0–1

Game 35
Evgenij Agrest
Dmitry Zilberstein
Kansas 2003

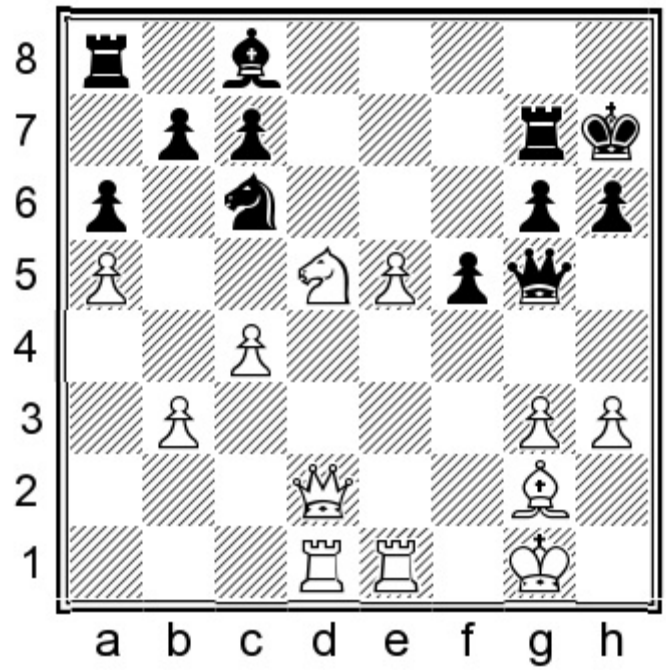


47.♘e6+ ♔c8 48.♕a8+!

48.♕a8+ and Black resigned, as he is getting mated after 48...♖b8 49.♕c6+! ♗xc6 50.♖c7#.

1–0

Game 36
Manfred Willich
Pascal Fink
Bad Zwesten 2004

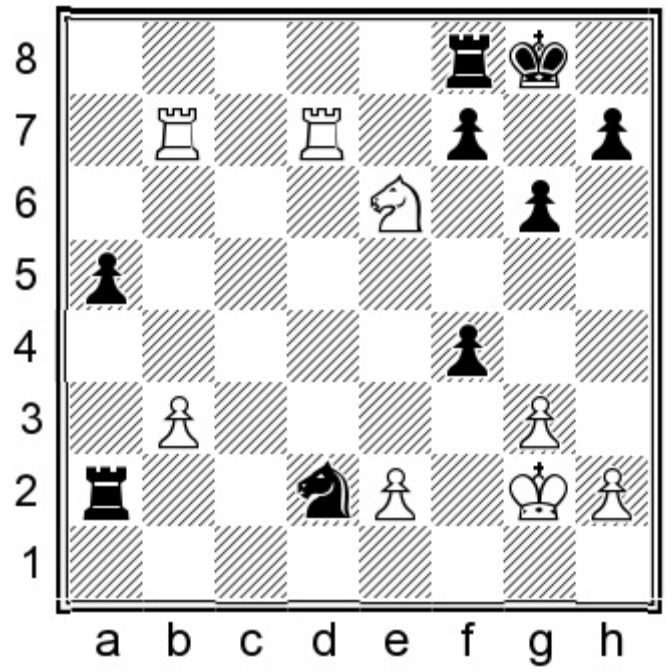


27.♘f6+ ♔h8 28.♕d8+!

28.♕d8+ ♘xd8 29.♖xd8+ ♖g8 30.♖xg8#

1–0

Game 37
Vassily Ivanchuk
Levon Aronian
Morelia/Linares 2006

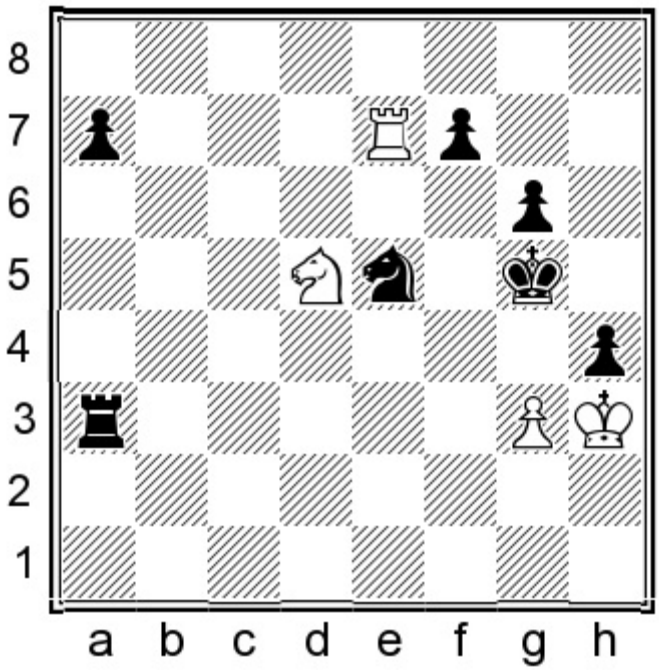


45.♖xf7!

45.♖xf7 and Aronian resigned, due to 45...f3+ 46.♔h3 ♖xf7 (46...♖a8 47.♖g7+ ♔h8 48.♖xh7+ ♔g8 49.♖bg7#) 47.♖b8+ ♖f8 48.♖xf8#.

1–0

Game 38
Elena Nuritdinova
Natalia Khoudgarian
Turin 2006

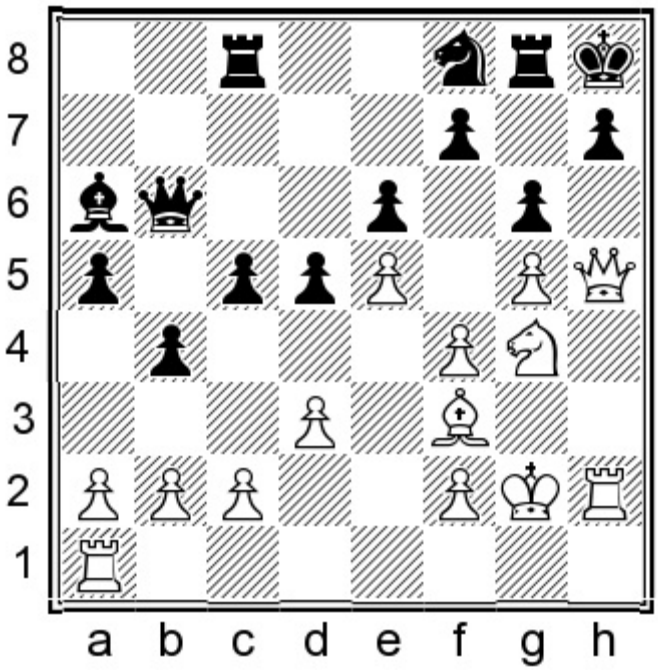


No sacrifices this time, but still a quick way to finish the game:

40...♖xg3+ 41.♔h2 ♘f3+ 42.♔h1 ♖g1#

0–1

Game 39
Andrey Stukopin
Benedict Hasenohr
Vung Tau 2008



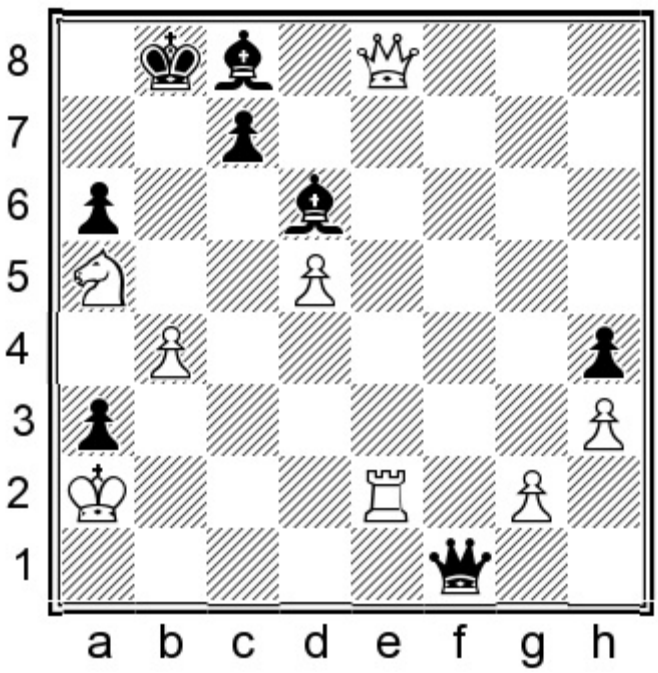
U14 players usually have good tactical vision, and this game is no exception:

24.♕xh7+! ♘xh7 25.♘f6

25.♘f6 ♔g7 (25...♖g7 26.♖ah1+–) 26.♖xh7+ ♔f8 27.♘d7+ ♔e7 28.♘xb6+–.

1–0

Game 40
Ian Nepomniachtchi
Ivan Salgado Lopez
Pamplona 2008

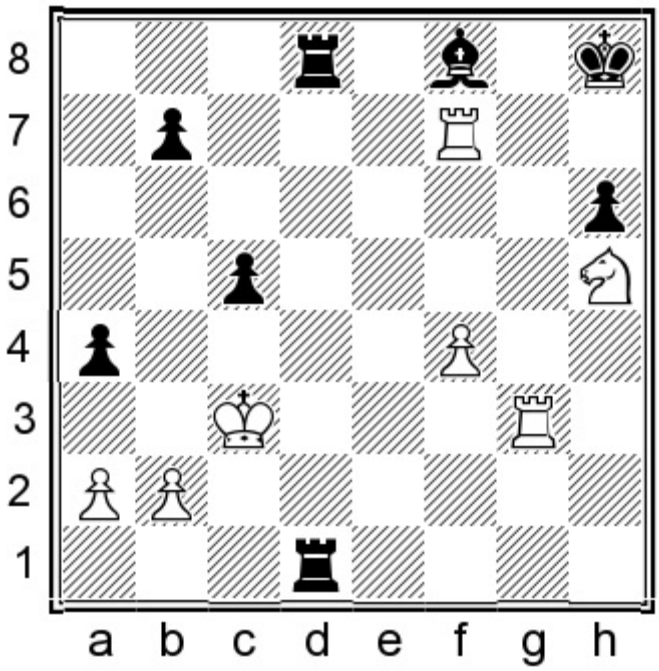


44.♘c6+ ♔b7 45.♕xc8+!

45.♕xc8+ and Black resigned, due to 45...♔xc8 46.♖e8+ ♔d7 (46...♔b7 47.♖b8#) 47.♖d8#.

1–0

Game 41
Vasilios Kotronias
Francisco Vallejo Pons
Budva 2009



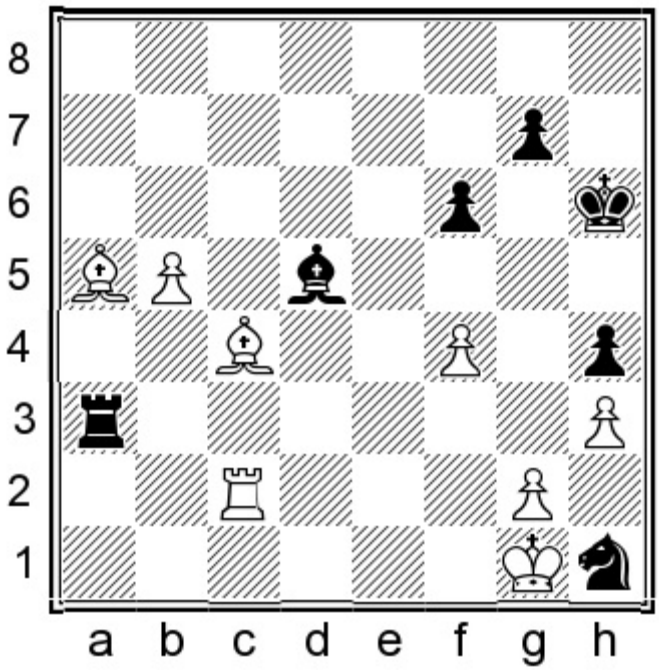
Black believed that he was doing well with an extra pawn and the threat of a mate in one (...♖c1), but White had other plans...

42.♖h7+!

42.♖h7+ and he had to resign: 42...♔xh7 43.♘f6+ ♔h8 44.♖g8#.

1–0

Game 42
Peter Svidler
Boris Gelfand
World Cup ACP Odessa 2009



56.♗xd5?

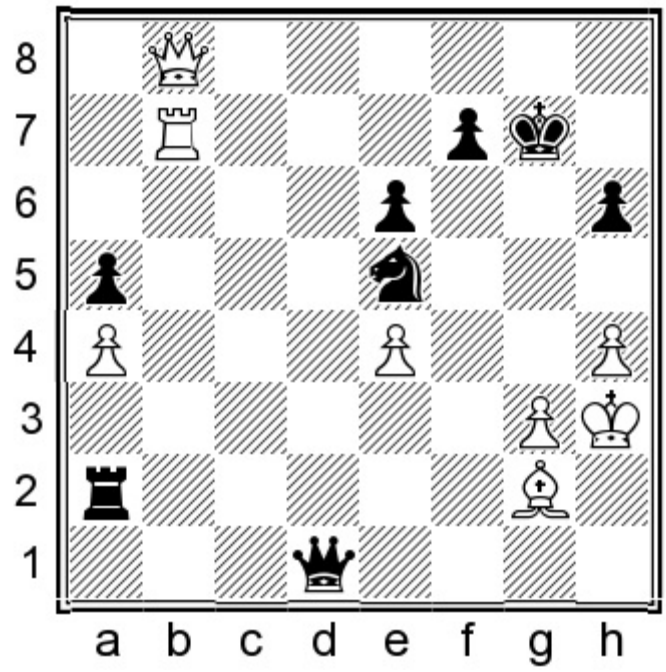
White had a winning position, but he blundered! Better was 56.♔xh1 ♗xc4 57.♖xc4 ♖xa5 58.♖b4+–.

56.♗xd5? ♖a1+

56...♖a1+ and he resigned, as he realised — a little too late — that he is getting mated after 57.♔h2 ♘g3–+.

0–1

Game 43
Daniel Fridman
Aleksandr Lenderman
Caleta 2010

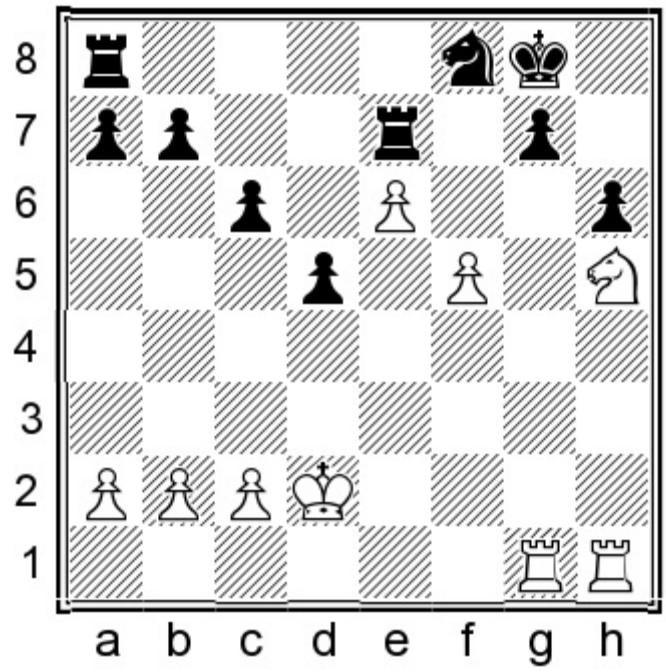


46...♕g4+! 47.♔h2 ♘f3+ 48.♔h1 ♕h3+!

48...♕h3+ 49.♗xh3 ♖h2#

0–1

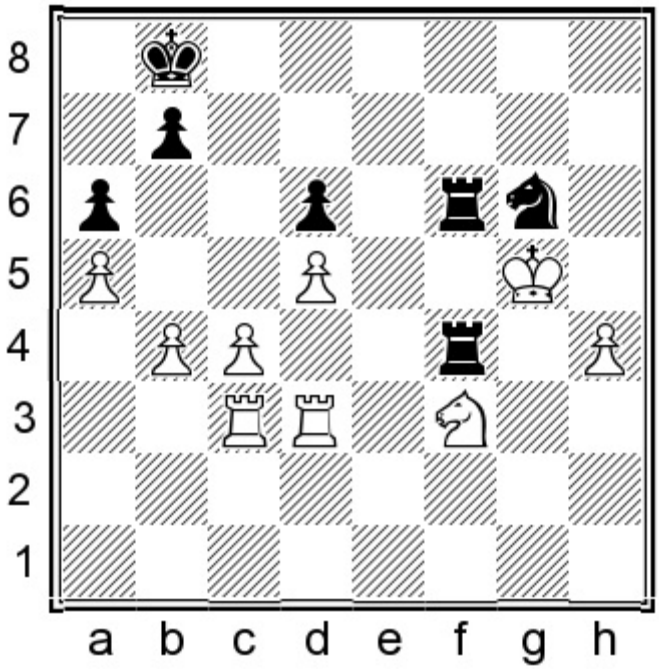
Game 44
Zaven Andriasian
Brent Burg
Groningen 2013



27.♘f6+! ♔h8 28.♖xh6+! gxh6 29.♖g8#

1–0

Game 45
Yuxin Song
Efstratios Grivas
Sharjah 2018



49...♘e7?

Black was in grave time trouble and missed the simple 49...♘h8! 50.c5 ♘f7+ 51.♔h5 ♖h6#.

49...♘e7? 50.♖e3 ♖6f5+ 51.♔h6 ♖f6+ 52.♔g5 ♖6f5+ 53.♔h6 ♖f6+ 54.♔g5

½-½

CONCLUSION

The Arabian mate is often met in practice, either as a continuation over the board, or as a deadly threat.

Being alert is a must for every serious player, as its consequences are direct and decisive, leaving no room for mistakes or carelessness.

The rook and knight team wins on the spot when they encounter a lonely unprotected king on the rim!

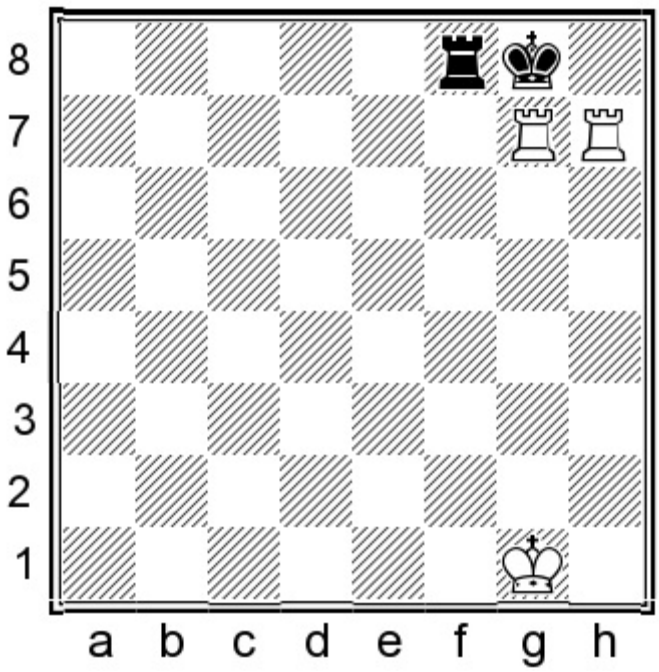
All the above looks like good advice, though someone could question it based on the last example, where your esteemed author failed to complete the job himself!

BLIND SWINE MATE

The name of this mating pattern is attributed to Polish Master Dawid Janowski who referred to doubled rooks on a player's 7th rank as 'swine'.

For this type of mate, the rooks on the 7th rank can start on any two files from a to e (as per Example 1), and although the opponent's pawns are commonly present, they are not necessary to deliver the mate.

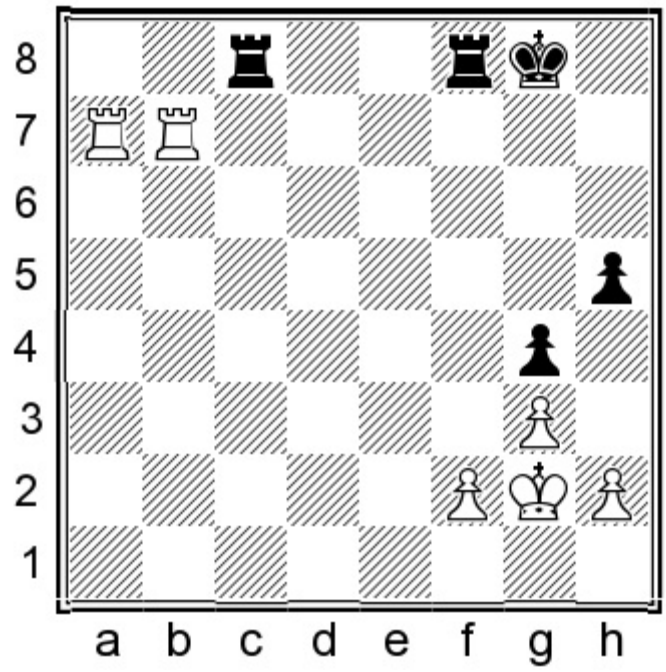
Example 1



An archetypal blind swine mate.

1–0

Example 2



Black has to defend against White's premium threat.

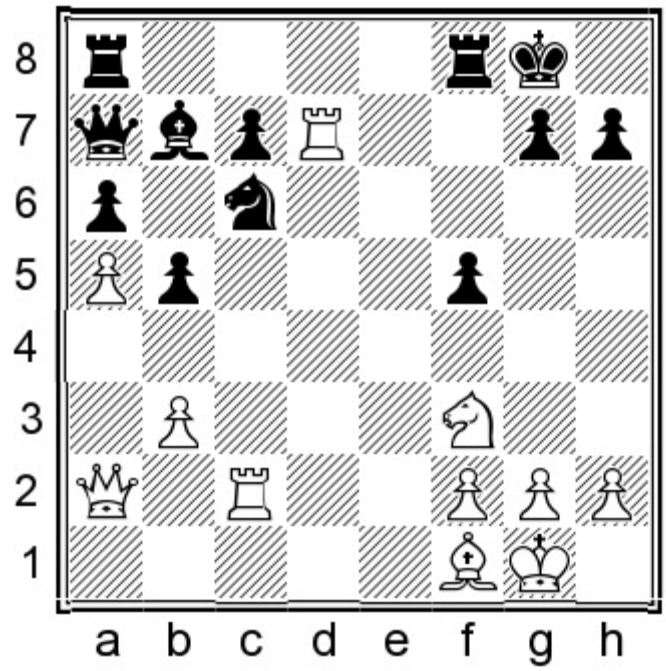
1...♖c2?

This was not the way! He had to opt for 1...♖f5! 2.♖g7+ ♔h8 3.♖h7+ ♔g8 4.♖ag7+ ♔f8 5.♖xg4 ♖c2 6.♖f4 ♖xf4 7.gxf4 ♖c4 8.♔g3 (8.♖xh5 ♖xf4=) 8...♖c3+ 9.♔h4 ♖f3 10.♔g5 ♖xf2 11.♖xh5 ♔f7=. Now, White can deliver the blind swine mate:

1...♖c2? 2.♖g7+ ♔h8 3.♖h7+ ♔g8 4.♖ag7#

1–0

Example 3



Black is under pressure, but there was no need for his next move.

1...♘b4? 2.♖cxc7!

Ignoring the queen, as mate is on!

2...♖f7

The mate appears after 2...♘xa2? 3.♖xg7+ ♔h8 4.♖xh7+ ♔g8 5.♖cg7#.

3.♖xf7! ♘xa2 4.♖xg7+ ♔h8 5.♖xh7+ ♔g8 6.♖hg7+ ♔f8

6...♔h8 7.♘e5, with mate on g6.

7.♖cf7+ ♔e8 8.♘g5

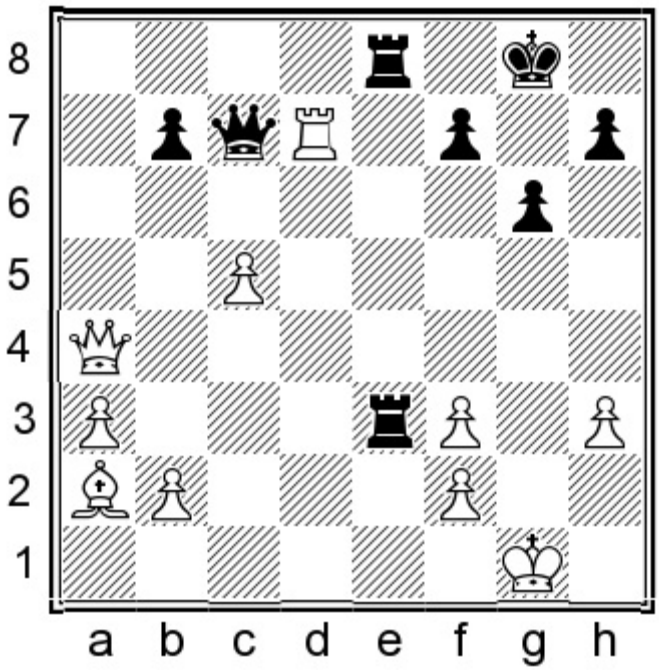
Mate follows with ♖g8.

1–0

As can be seen in the next example, an alternative mating picture does exist; this time the rooks operate on the file and not on the rank!

The result of course is the same — the opponent's king is mated by the two powerful rooks!

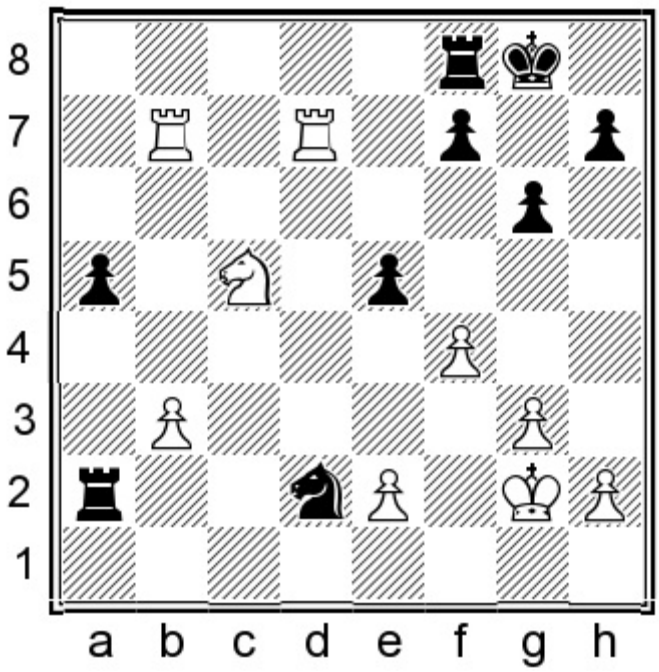
Example 4



1...♕g3+! 2.fxg3 ♖e1+ 3.♔f2 ♖8e2#

0–1

Game 69
Vassily Ivanchuk
Levon Aronian
Morelia/Linares 2006



Black ’s f-pawn is the only frontier between the white rooks and the black monarch. So, White takes advantage of it.

44.♘e6! exf4

There is not much to do as 44...fxe6 loses to 45.♖g7+ ♔h8 46.♖xh7+ ♔g8 47.♖bg7#, or 44...♖e8 loses to 45.♖e7! ♖xe7 46.♖b8+ ♖e8 47.♖xe8#.

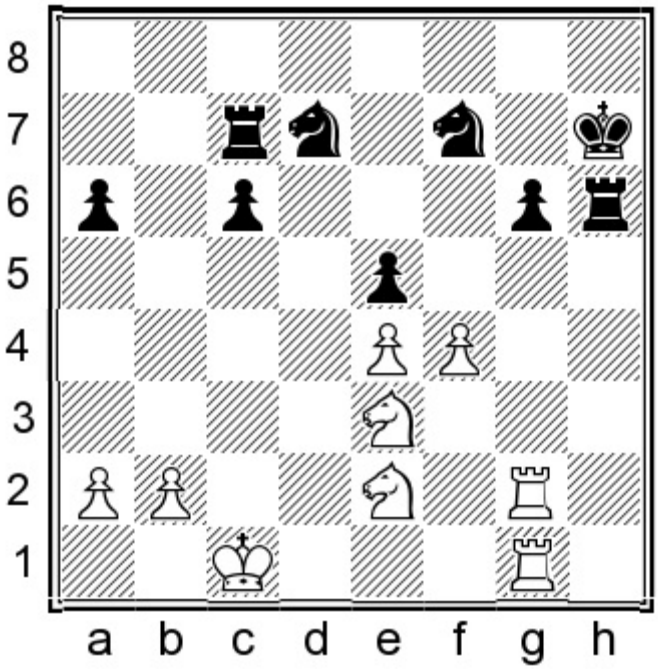
45.♖xf7!

45.♖xf7 and Aronian resigned, due to 45...f3+ 46.♔h3 ♖xf7 (46...♖a8 47.♖g7+ ♔h8 48.♖xh7+ ♔g8 49.♖bg7#) 47.♖b8+ ♖f8 48.♖xf8#.

1–0

The mate can of course be performed vertically as well as horizontally. The following is a very good illustration:

Game 328
Pavel Maletin
Anna Ushenina
St Petersburg 2010



28.♘f5! gxf5?!

28...♖h3 29.♖xg6 is a lost cause...

29.♖g7+ ♔h8 30.♖g8+

Black gets mated: 30.♖g8+ ♔h7 31.♖1g7#.

1–0

CONCLUSION

The concept is simple and the mating pattern is mostly used as a threat for other benefits. That's why there are not many over-the-board examples.

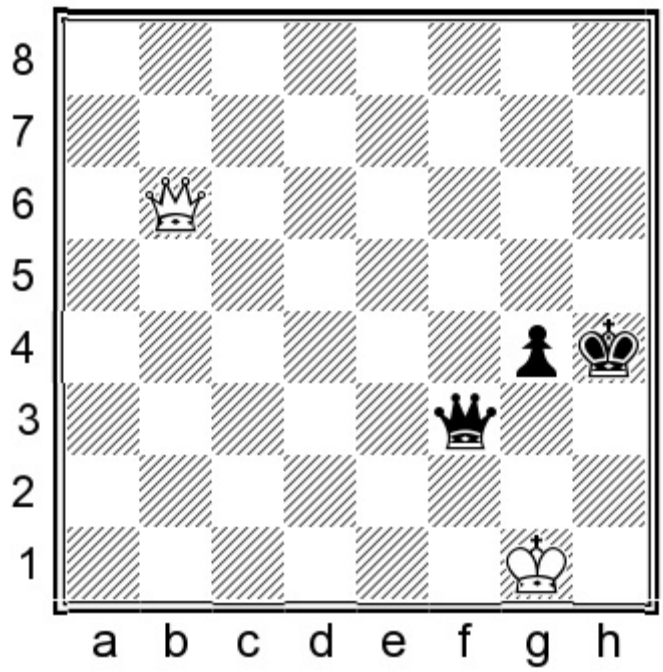
COZIO'S MATE

Cozio's mate is a common method of mating. The mate is a first cousin of the dovetail mate, but here it is the king that supports the queen delivering the mate.

It was named after a study by Carlo Cozio, published in 1766. Carlo Cozio, Count of Montiglio and Salabue (b.1715-d.1780), was an Italian chess player and theorist. He is best remembered for the book Il giuoco degli scacchi, and for the 'Cozio Defence'.

Here is a primitive example of the mate:

Study 1
Carlo Cozio
Turin 1766

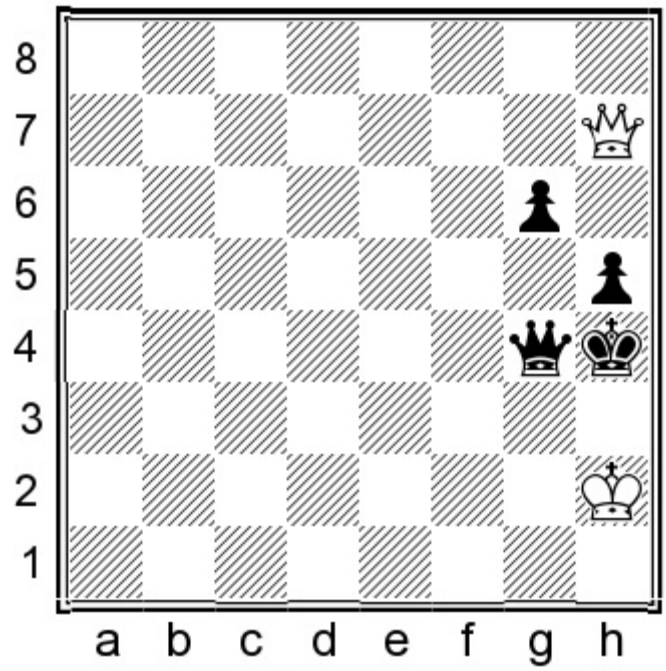


Black has an extra pawn and, under normal circumstances, should be playing for two results. However, the poor placement of his king allows for the third result!

1.♕h6+ ♔g3 2.♕h2#

1–0

Example 1



Again, the bad placement of the black king is in White's favour:

1.♕e7+ ♕g5

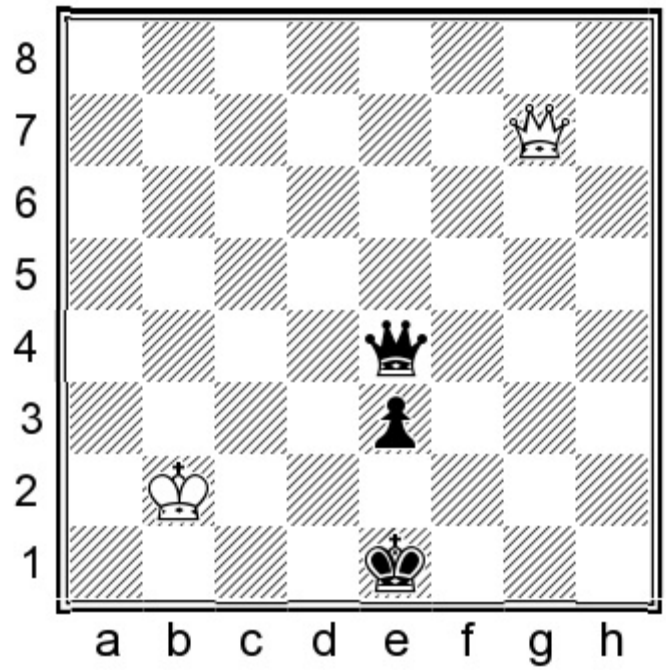
1...g5 2.♕e1+ ♕g3+ 3.♕xg3#

2.♕e4+ ♕g4 3.♕e3!

Black is in zugzwang and will soon be mated.

1–0

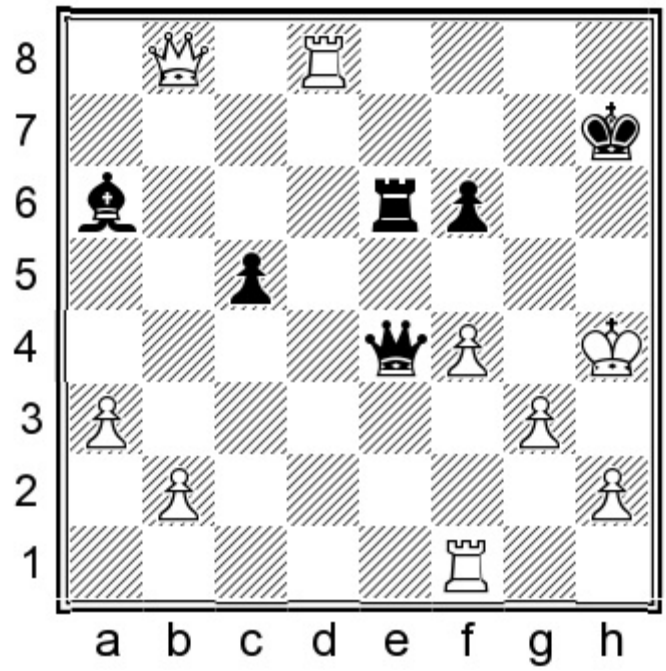
Game 70
Andrey Mikhailovich Batuev
Vladimir Pavlovich Simagin
Riga 1954



Black can win with various moves here.

84...e2? 85.♕g1+ ♔d2 86.♕c1+ ♔d3 87.♕c3# 1–0

Game 71
James Rousselle
David Huang
Pro-Am New Orleans 2012



36.♖h8+ ♔g6 37.♕g8+ ♔f5 38.♕g4# 1–0

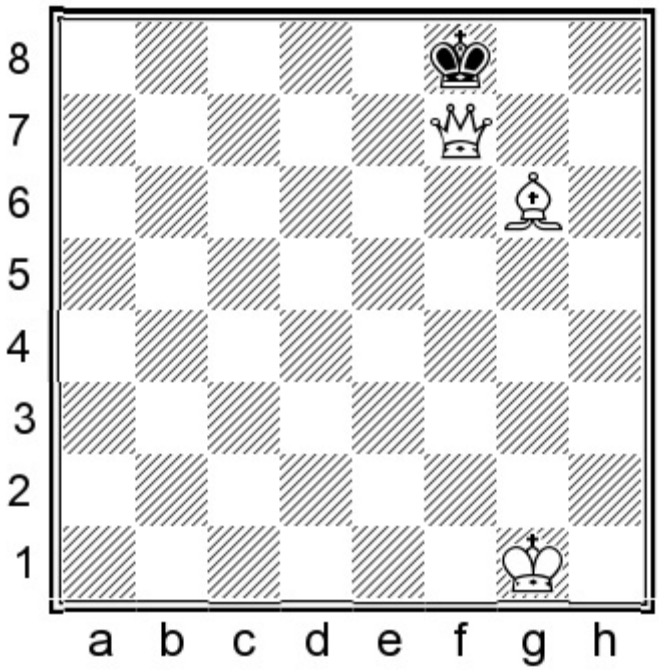
CONCLUSION

A version of the dovetail mate rather than a unique mate itself. It demands the presence of the attacking king and is mostly observed in queen endings.

DAMIANO'S BISHOP MATE

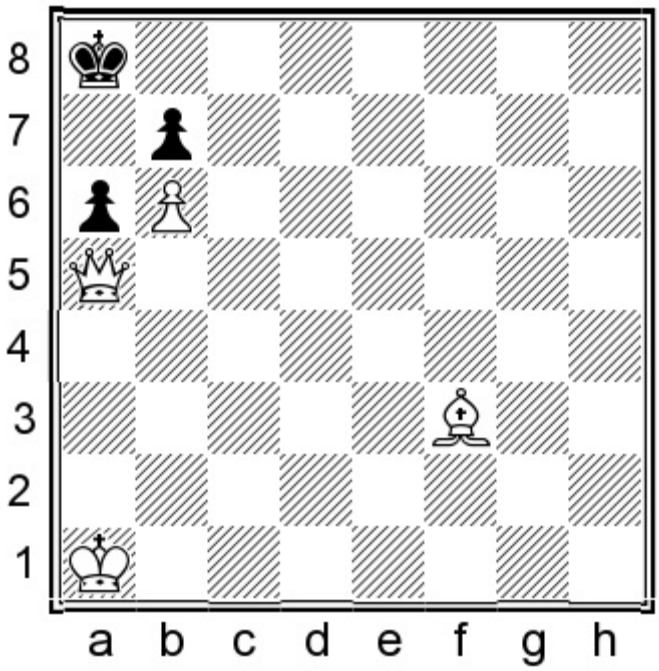
Damiano's bishop mate is a classic and very old method of mating. The mate utilises a queen and bishop, where the bishop is used to support the queen, who delivers the mate. It is named after the Italian Pedro Damiano.

Example 1



1–0

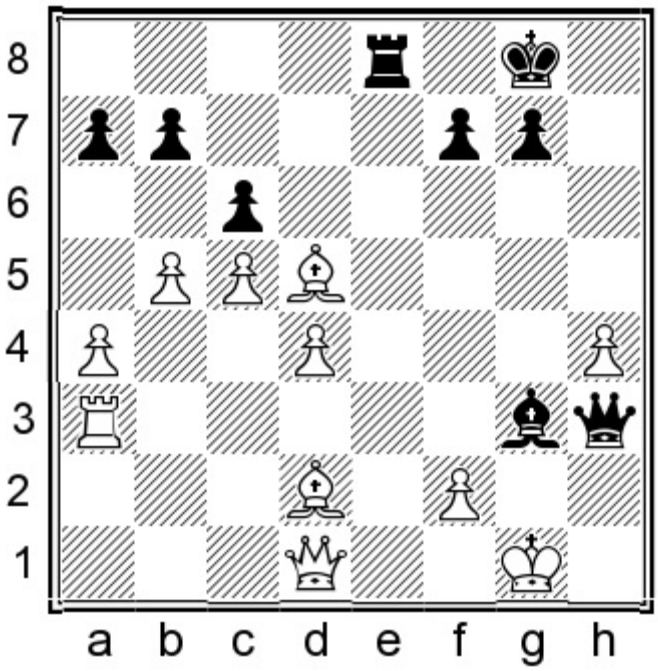
Study 1
Pedro Damiano
Italy 1512



A famous, easy and basic example, which should be remembered.

1.♕xa6+ ♔b8 2.♕xb7# 1–0

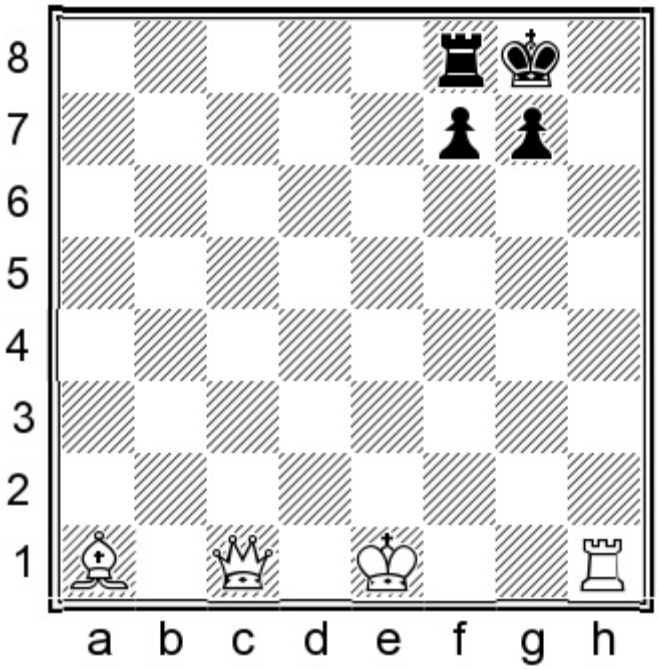
Example 2



Consecutive checks lead to mate:

1...♕h2+ 2.♔f1 ♕xf2# 0–1

Example 3

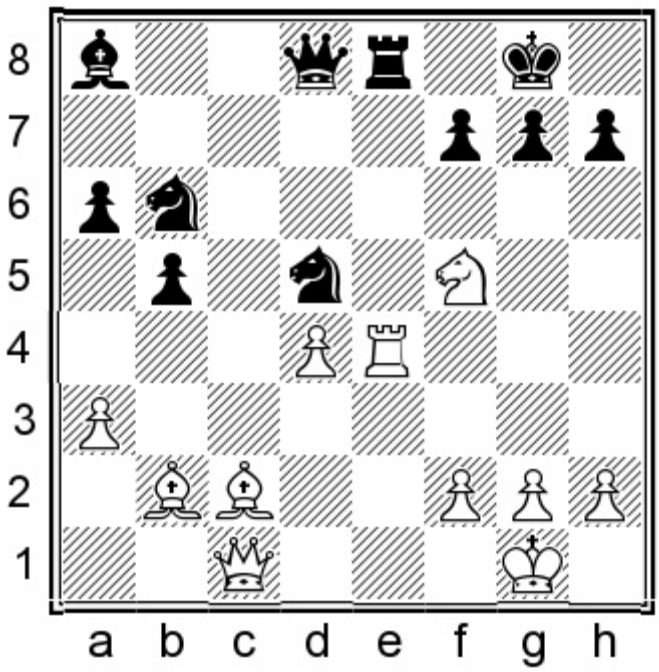


Here, White sacrifices his rook in order to lure the black king towards the desired square:

1.♖h8+! ♔xh8 2.♕h6+ ♔g8 3.♕xg7#

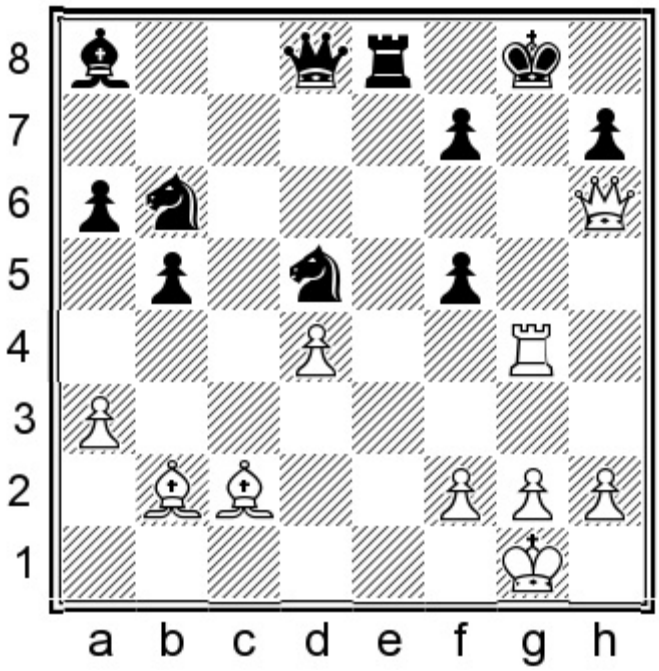
1–0

Example 4



White takes advantage of Black ’s weak back-rank:

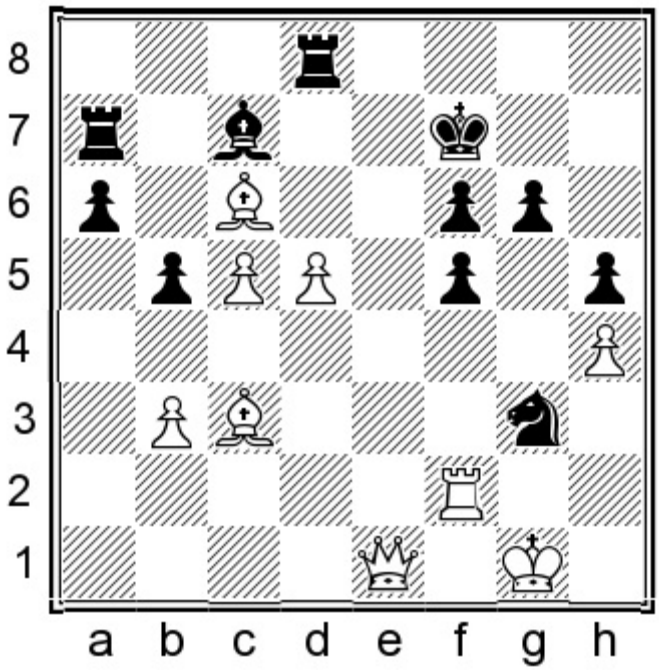
1.♕g5! g6 2.♕h6! gxf5 3.♖g4+!



3...fxg4 4.♗xh7+ ♔h8 5.♗g6+ ♔g8 6.♕h7+ ♔f8 7.♕xf7#

1–0

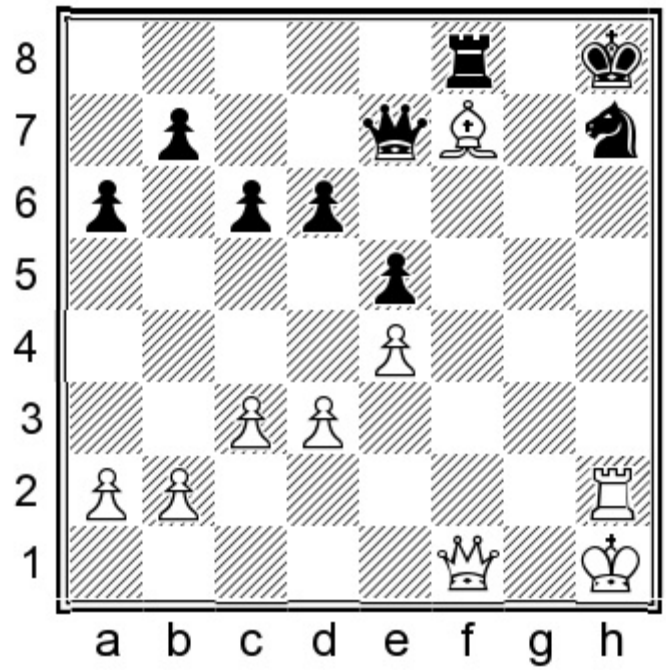
Game 72
Frederic Deacon
Edward Lowe
London 1851



Here, White announced mate in three:

33.♕e6+! ♔g7 34.♕xf6+ ♔h7 35.♕g7# 1–0

Game 73
Joseph Henry Blackburne
James Mortimer
London 1886



It looks as though White is in trouble due to his pinned bishop, but he wasn't going down that easily!

34.♖xh7+! ♔xh7 35.♕f5+ ♔h8

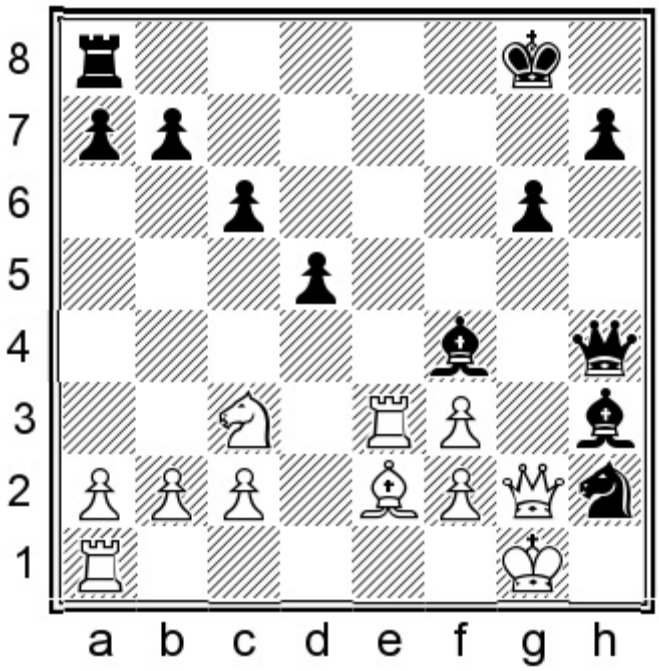
And White mates, as usual:

36.♕h5+ ♔g7 37.♕g6+ ♔h8 38.♕h6#

1–0

Game 74
Gyula Makovetz
Rudolf Rezso Charousek
Budapest 1895

26...♗h3

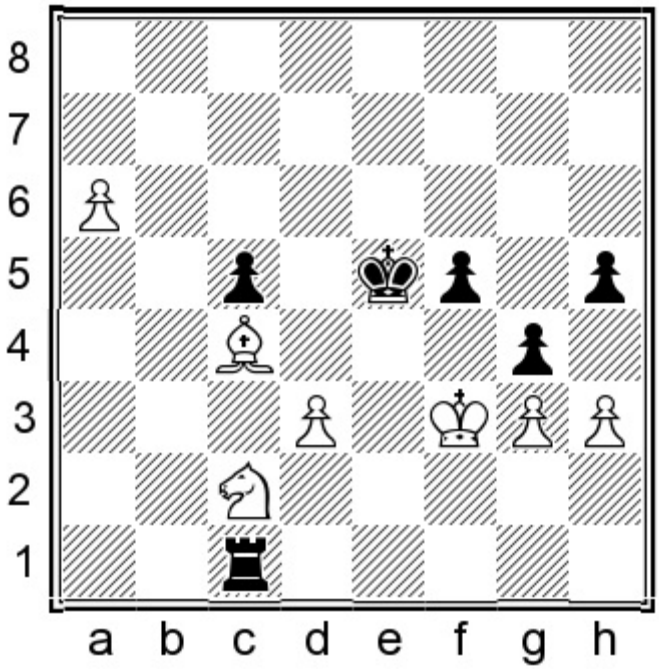


White's shattered kingside and weak king decide the fate of the game.

Here, White resigned, as his queen is lost, or he would be mated after 27.♕h1 ♕g5+ 28.♕g2 ♕xg2#.

0–1

Game 75
Baskaran Adhiban
Dmitry Andreikin
Wijk aan Zee 2017



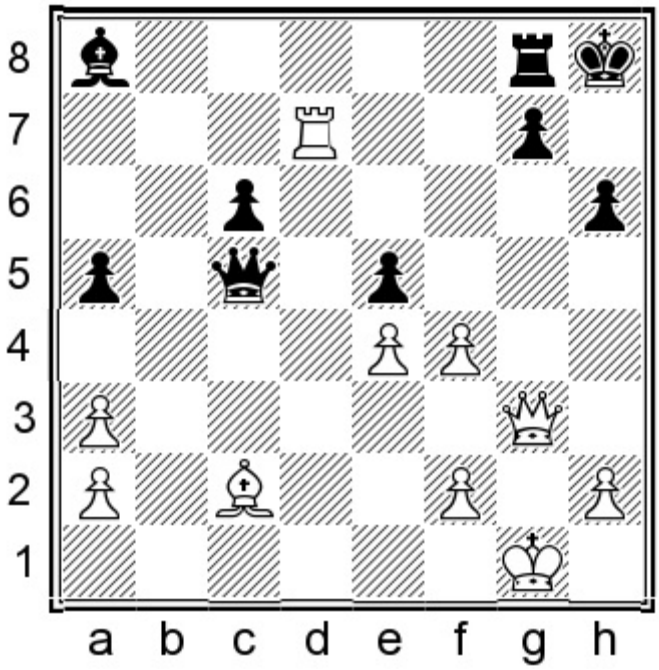
White found a clever way to mate, after both players queened:

41.♔e3! gxh3 42.a7 h2 43.a8=♕ h1=♕ 44.♕b8+! ♔f6 45.♕f8+! ♔g6 46.♗f7+

46.♗f7+ and Black resigned due to 46...♔f6 47.♗g8+ ♔g6 48.♕f7+ ♔h6 49.♕f6#.

1–0

Game 76
Levon Aronian
Anish Giri
Wijk aan Zee 2017



37.♗b3! exf4 38.♕g6! f3 39.h4

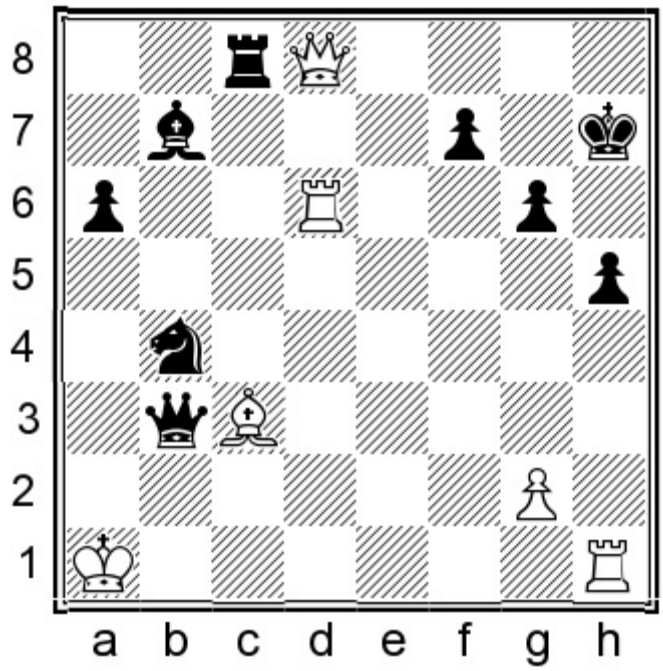
39.♗xg8? ♕c1+ 40.♖d1 ♕xd1#

39...♕c3 40.♗xg8 ♕e1+ 41.♔h2 ♕xf2+ 42.♔h3 ♕f1+ 43.♔g4

43.♔g4 and Black resigned, as the checks wouldn't last long: 43...♕g1+ 44.♔f5 ♕c5+ 45.♗d5 ♕f8+ 46.♕f7.

1–0

Example 5

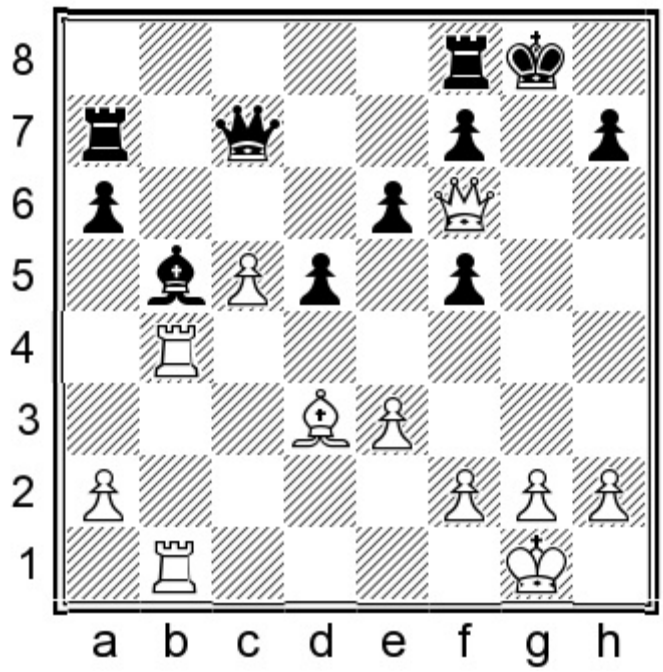


White seems to have a lost position, but...

1.♖xh5+! gxh5 2.♖h6+! ♔xh6 3.♕f6+ ♔h7 4.♕g7#

1–0

Game 77
Vlastimil Hort
Lajos Portisch
Madrid 1973



White performed a nice combination:

30.♖g4+! fxg4 31.♕g5+ ♔h8 32.♕h6

1–0

CONCLUSION

An old and basic mate that players must know. It can easily be combined with other known mates and its power may be lethal!

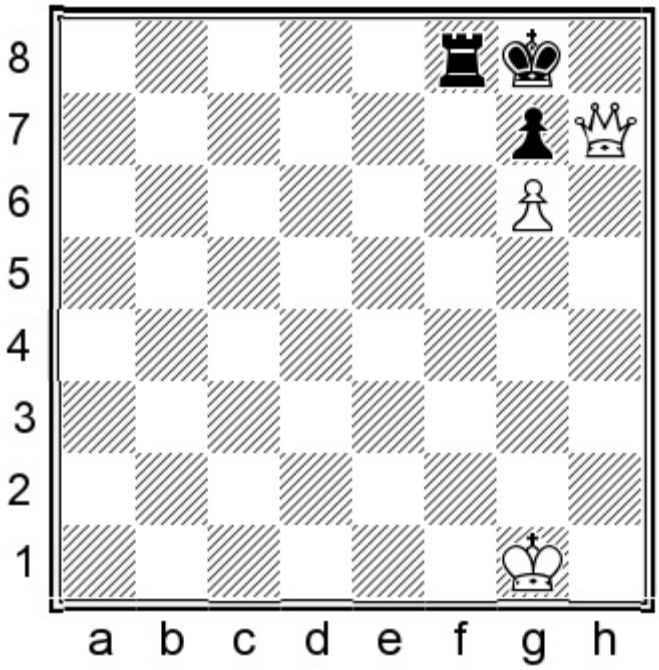
DAMIANO'S MATE

Damiano's mate is a classic mating method and is also one of the oldest. It works by confining the king with a pawn and using a queen to deliver the final blow.

Damiano's mate is often reached by first sacrificing a rook (or two) on a rook-file and mating with the queen on that same file.

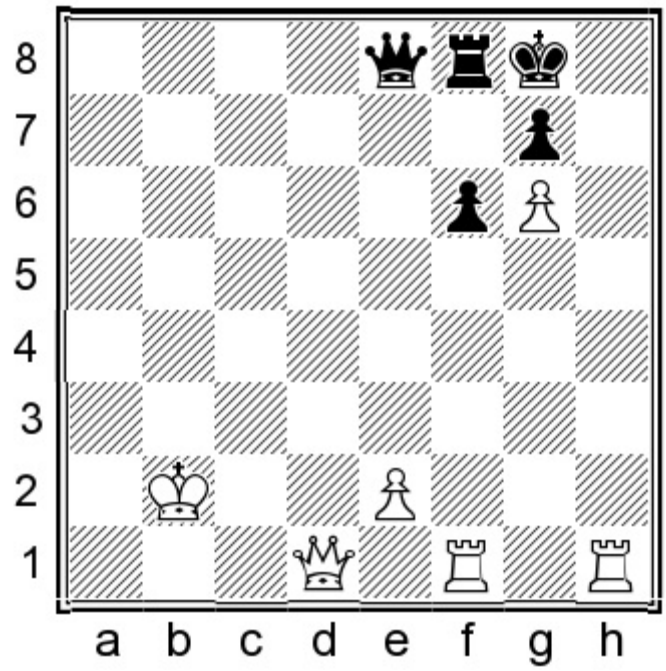
The mate was first published by Pedro Damiano in 1512. Damiano failed to insert the white king on the board which resulted in it not being entered into many databases due to their rejection of illegal positions.

Example 1



1–0

Study 1
Pedro Damiano
Italy 1512



Keeping in mind the basic mating position that we saw in the first example, it isn't difficult to find the winning combination, featuring a double rook sacrifice:

1.♖h8+!

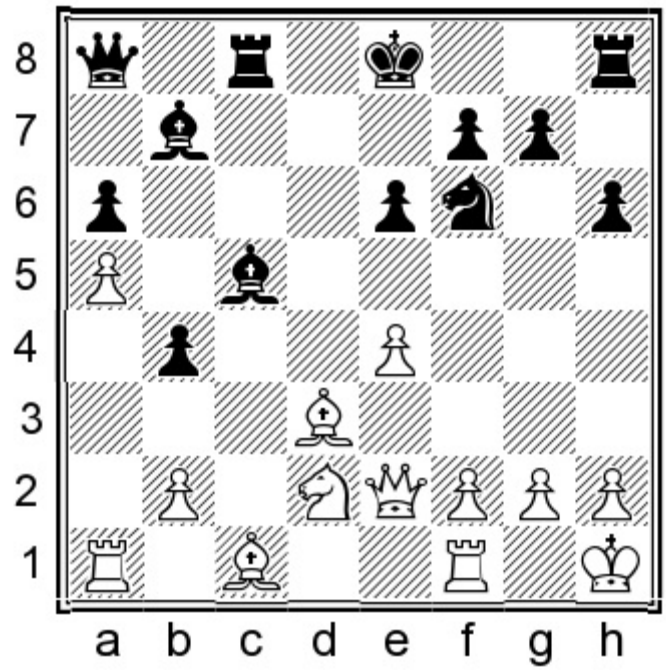
By the way, Damiano placed the pawn on e2 so the white queen can't move to the kingside using the h5square, and therefore the double rook sacrifice must be employed to achieve the mate. Although it is irrelevant for our sake, 1.♕d5+ will also mate in five moves: 1...♖f7 2.gxf7+ ♕xf7 3.♖h8+! ♔xh8 4.♕xf7, followed by 5.♖h1 mate.

1.♖h8+! ♔xh8 2.♖h1+ ♔g8 3.♖h8+ ♔xh8 4.♕h1+ ♔g8 5.♕h7#

Not bad for 1512!

1–0

Game 78
Alexander Baburin
Utut Adianto
Liechtenstein 1993



18...h5!?

An interesting way to attack, planning ...h4 and ...♘h5.

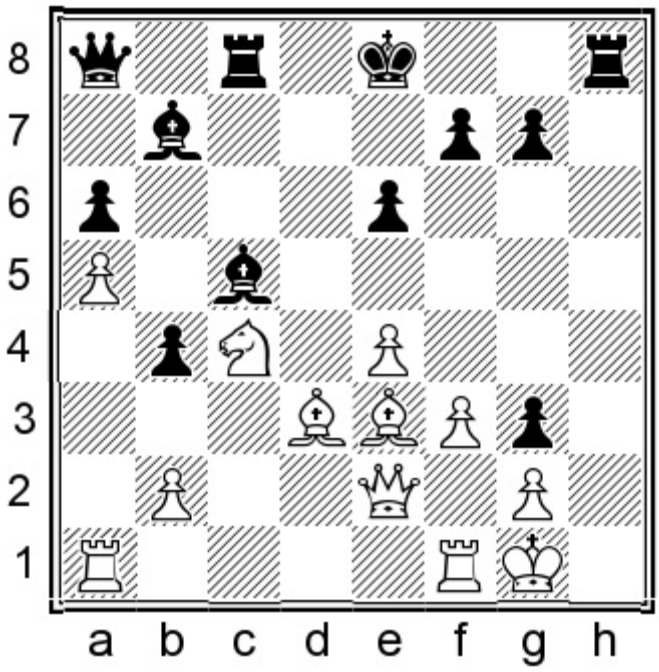
19.f3 h4 20.♘c4?

The only way to defend was to protect the g3-square: 20.♖d1 ♘h5 21.♘f1! ♘g3+ 22.♘xg3 hxg3 23.h3.

20...♘h5! 21.♗e3 ♘g3+!

Remember that this kind of knight sacrifice can frequently be seen in Damiano's mate.

22.hxg3 hxg3+ 23.♔g1



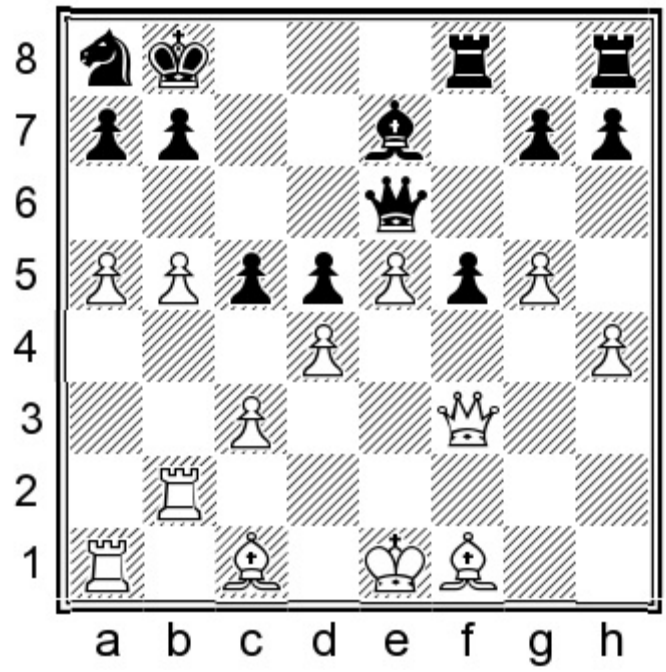
23...♔e7!

His royal highness connects his major pieces on the first rank. The black queen, which seemed to be so far away from the opponent's castled king, will follow the a8-h8-h2 route, winning the game.

24.♕e1 ♖h1+!

Mate follows: 24...♖h1+ 25.♔xh1 ♖h8+ 26.♔g1 ♖h1+ 27.♔xh1 ♕h8+ 28.♔g1 ♕h2#. **0–1**

Game 79
Ernesto Palacios de la Prida
Fernando Visier Segovia
Malaga 1971



White has a clear advantage and finishes the job in style:

24.b6 axb6

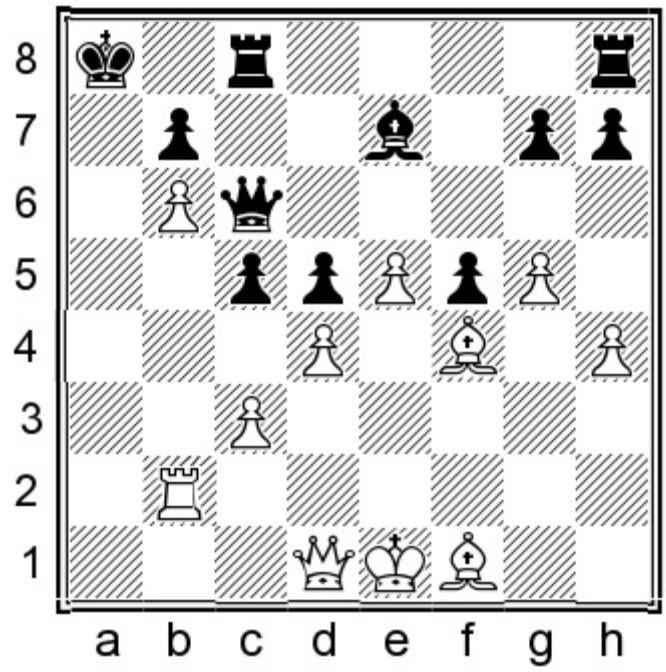
24...a6 was preferable, blocking the queenside. However, in that case the knight on a8 would barely count as a piece for Black.

25.axb6 ♖c8

25...♘xb6 26.♖ab1 ♗d8 27.dxc5+–

26.♖xa8+! ♔xa8 27.♕d1 ♕c6 28.♗f4!

While the black king is trapped in the mouse hole, his hard-working queen can't cope with all the work: by covering the check on a4, she has stopped blocking the e6-advance and White takes advantage of this.

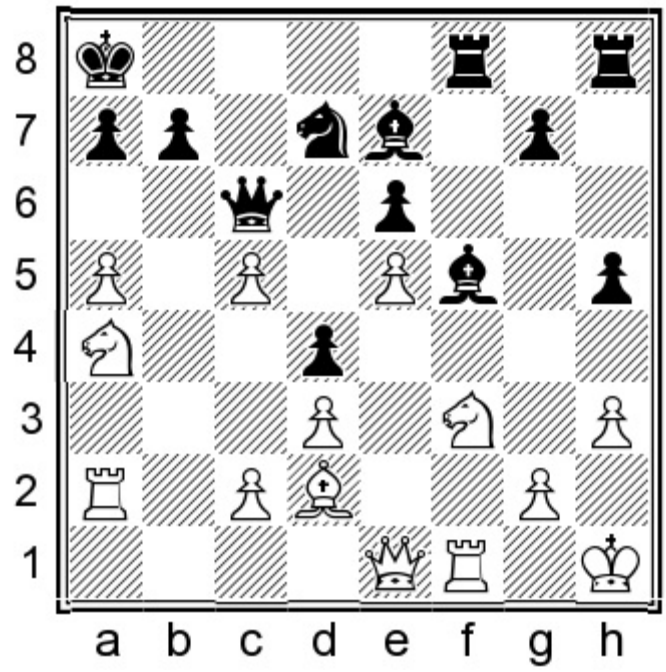


28...♖ce8 29.♕a1+ ♔b8 30.e6+

30.e6+ ♗d6 31.♕a7+ ♔c8 32.♕a8+ ♗b8 33.♕xb8#

1–0

Game 80
Gennadij Rumiancev
Eduard Prokuronov
Arkhangelsk 1996



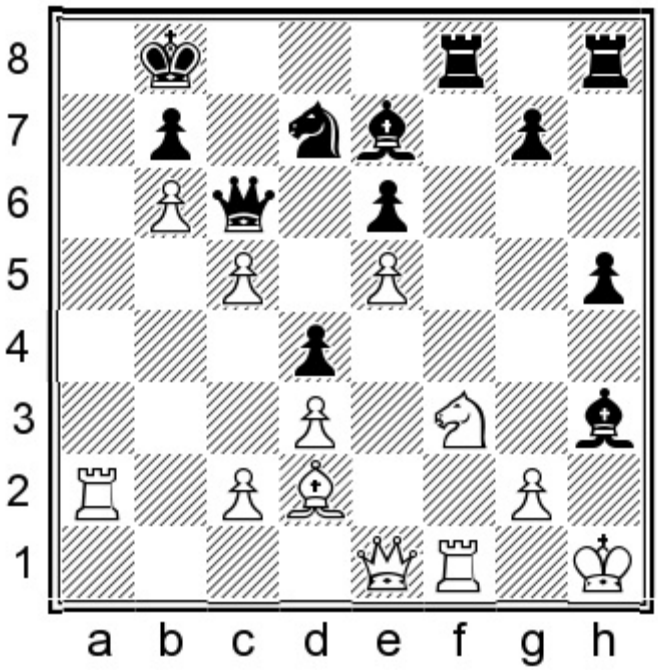
The position is rather complicated.

28...♗xh3! 29.♘b6+! axb6?

Black shouldn't accept the sacrifice.

29...♘xb6 30.axb6 a6 was unclear.

30.axb6+ ♔b8



31.♖a8+?

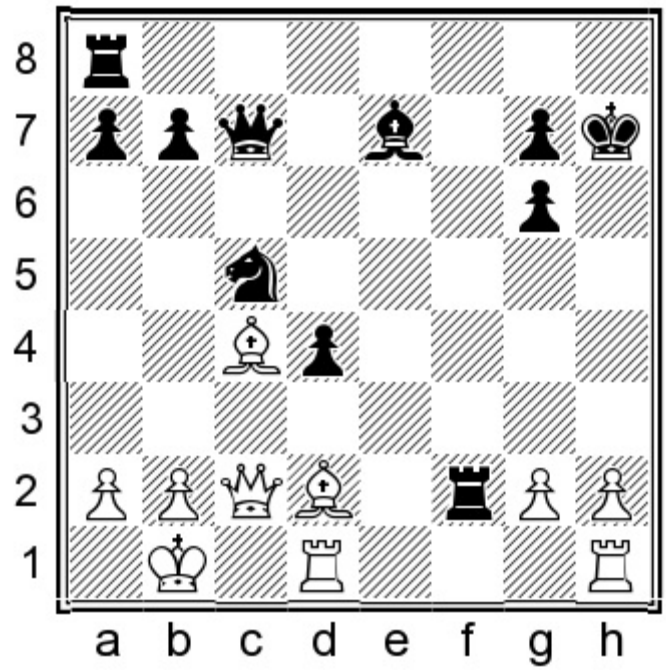
White missed the point! Winning was 31.♕a1! ♔c8 32.♔h2! ♗g4 33.♖a8+ ♘b8 34.♘xd4 ♕xc5 (34...♕d7 35.♖xb8+ ♔xb8 36.♕a7+ ♔c8 37.♕a8#; 34...♕d5 35.♖xb8+ ♔xb8 36.c6!+–) 35.♖xb8+ ♔xb8 36.♕a7+ ♔c8 37.♕a8+ ♔d7 38.♕xb7+ ♔e8 39.♕a8+ ♔d7 40.♕a4+ ♔c8 41.b7++–.

31...♔xa8

31...♔xa8 and White resigned as he noticed his mistake: 32.♕a1+ ♔b8 33.♕a7+ ♔c8 34.♕a8+ ♘b8–+.

0–1

Game 81
Tomi Nyback
Ottomar Ladva
Harjumaa 2010



An unclear position, where every tempo counts.

22.h4! ♕c6?

Loses by force. Correct was 22...♖d8! 23.h5 d3 24.hxg6+ ♔xg6.

23.h5 d3 24.♗xd3 ♘xd3 25.♕xd3 ♖d8

After 25...♔g8, White wins with 26.hxg6 ♕e6 27.♕g3 ♖f6 28.♕h2.

26.hxg6+ ♔g8 27.♖h8+!

The usual proceedings!

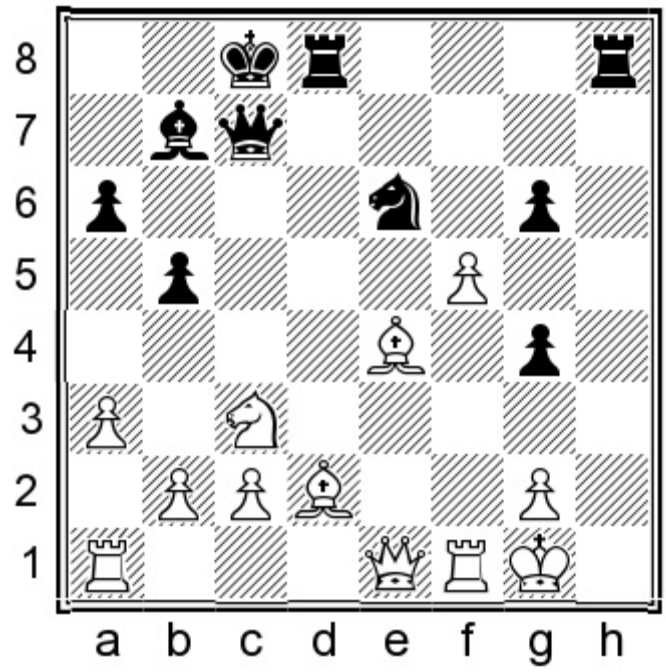
27...♔xh8 28.♕h3+ ♗h4

28...♔g8 29.♕h7+ ♔f8 30.♕h8#

29.♕xh4+ ♔g8 30.♕h7+ ♔f8 31.♗b4+

1–0

Game 82
Konstantin N. Aseev
Tauno Turtiainen
Helsinki 2002



23...g3?

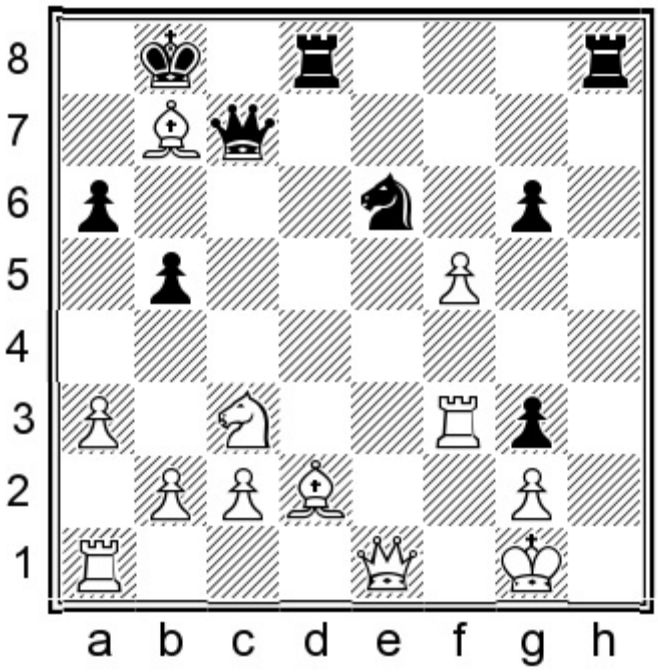
Dreaming of the mate, but Black could have won here with 23...♕h2+ 24.♔f2 g3+ 25.♔e3 ♕h6+ 26.♔e2 ♕h5+ 27.♔e3 ♕g5+ 28.♔e2 ♕g4+ 29.♔e3 ♗xe4 30.♘xe4 gxf5–+.

23...g3? 24.♗xb7+ ♔b8

24...♔xb7 25.♕e4+ ♔b8 26.♗f4! ♘xf4 27.♕xf4+–

25.♖f3!

This move offers White an escape route via f1-e2.

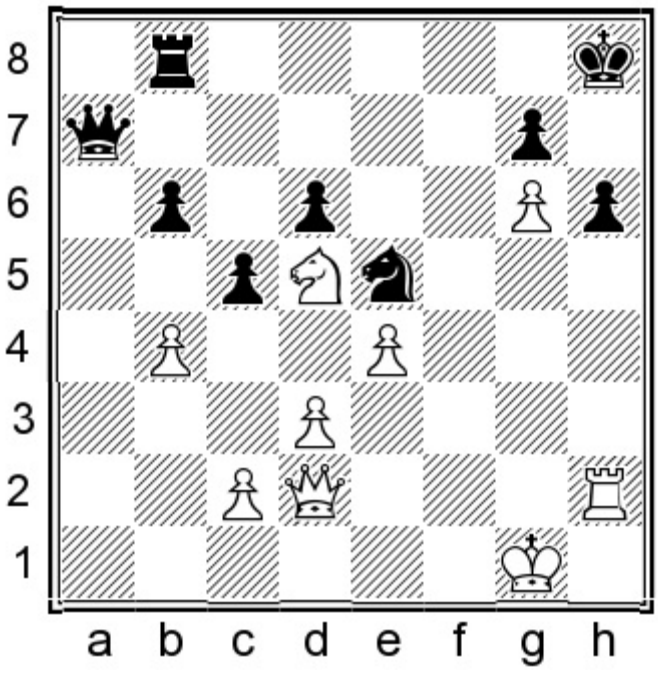


25...♘d4 26.♗e3 ♖h1+ 27.♔xh1 ♕h7+ 28.♔g1 ♕h2+ 29.♔f1 ♔xb7 30.♗xd4 ♖xd4 31.♕e7+ ♔c8 32.♘e2

White now covers g1 with the knight.

1–0

Game 83
Dibyendu Barua
Bajali Kumaran
Mumbai 2009



To access the black king via the h-file, White is forced to sacrifice his rook.

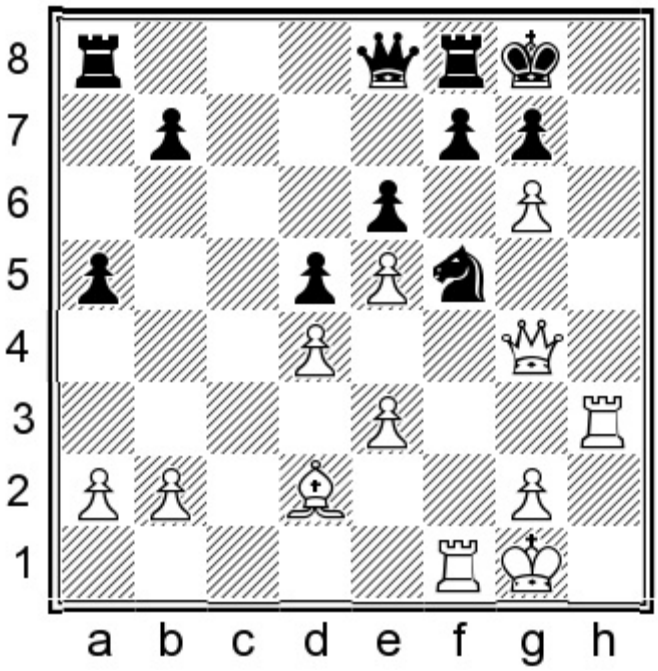
36.♖xh6+! ♔g8

Or 36...gxh6 37.♕xh6+ ♔g8 38.♘f6#.

37.♖h8+! ♔xh8 38.♕h2+ ♔g8 39.♕h7+ ♔f8 40.♕h8#

1–0

Game 84
Pavel Eljanov
Yue Wang
Moscow 2005



Even at the highest level, we find examples in which Damiano's mate appears on the board.

28.♖xf5!

Removing the defender!

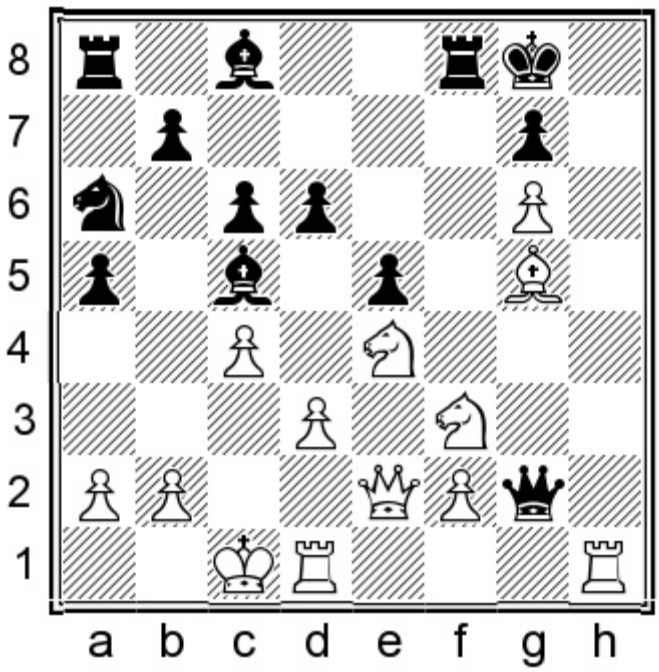
28...exf5 29.♖h8+

Resigned: 29.♖h8+ ♔xh8 30.♕h5+ ♔g8 31.♕h7#.

1–0

Game 85
Normunds Miezis
Craig Hanley

1.c4 c6 2.e4 e5 3.♘c3 ♗c5 4.g3 ♕f6 5.♕e2 ♘e7 6.♗g2 0-0 7.♘f3 d6 8.d3 h6 9.h3 a5 10.g4 ♘g6 11.g5 hxg5 12.♗xg5 ♕e6 13.h4 f5 14.0-0-0 fxe4 15.♘xe4 ♘a6 16.h5 ♕g4 17.hxg6 ♕xg2



18.♘xe5!

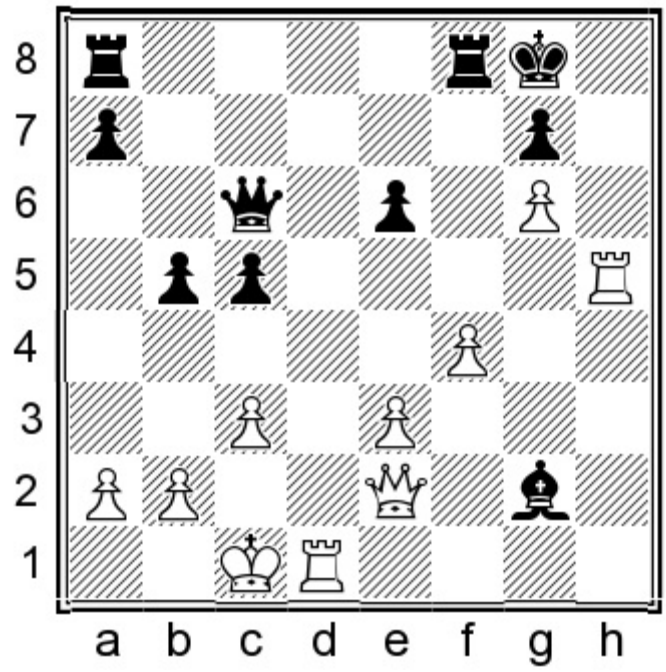
White could also win with 18.♖h2! ♕xf3 19.♖dh1!.

18...♖xf2 19.♖h8+!

Black opted for resignation: 19.♖h8+ ♔xh8 20.♕h5+ ♔g8 21.♕h7+ ♔f8 22.♕h8#.

1–0

Game 86
Peter Horvath
Tibor Gacso
Aggtelek 1996



24...♕f3?

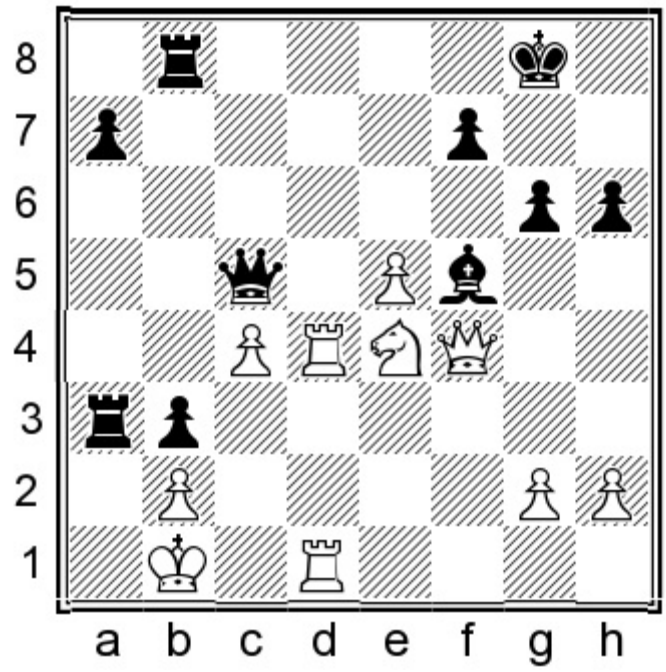
A losing move. Black had to go for 24...♖f5! 25.♖xf5! (25.♖h7? ♕f3! 26.♕xf3 ♗xf3 27.♖d7 ♖f6∓) 25...exf5 26.♕h5 ♗d5 (26...♕e6 27.♕h7+ ♔f8 28.♕h8+ ♕g8 29.♕h5 ♕xa2 30.♕h8+ ♕g8 31.♕h5=) 27.e4! ♗xa2 28.♕h7+ ♔f8 29.♕h8+ ♗g8 30.♖d5! ♖e8 31.♖xf5+ ♔e7 32.♕xg7+ ♔d8 33.♕xa7 ♕xe4.

24...♕f3? 25.♖dh1! ♗xh1 26.♖h8+

26.♖h8+ and the queen finishes the job via h2: 26...♔xh8 27.♕h2+ ♕h5 28.♕xh5+ ♔g8 29.♕h7#.

1–0

Game 87
Miguel Andres Mendez
Jesper Morck Lauridsen
Buenos Aires 1998



32.♕xf5?

A terrible move. Now White is actually losing, whereas he could have won with 32.e6! ♖a1+ 33.♔xa1 ♕a5+ 34.♔b1 ♕a2+ 35.♔c1 ♕a1+ 36.♔d2 ♕xb2+ 37.♔e3+–.

32.♕xf5? ♖a1+! 33.♔xa1 ♕a5+ 34.♔b1 ♕a2+ 35.♔c1 ♕a1+ 36.♔d2 ♕xb2+ 37.♔e3 gxf5

The black queen escaped with tempi and Black won on the 46th move.

38.♘f6+ ♔g7 39.♘h5+ ♔g6 40.♘f4+ ♔g7 41.♘h5+ ♔g6 42.♘f4+ ♔h7 43.e6 fxe6 44.♖d7+ ♔g8 45.♖xa7 ♕e5+ 46.♔f3 ♕e4+

0–1

CONCLUSION

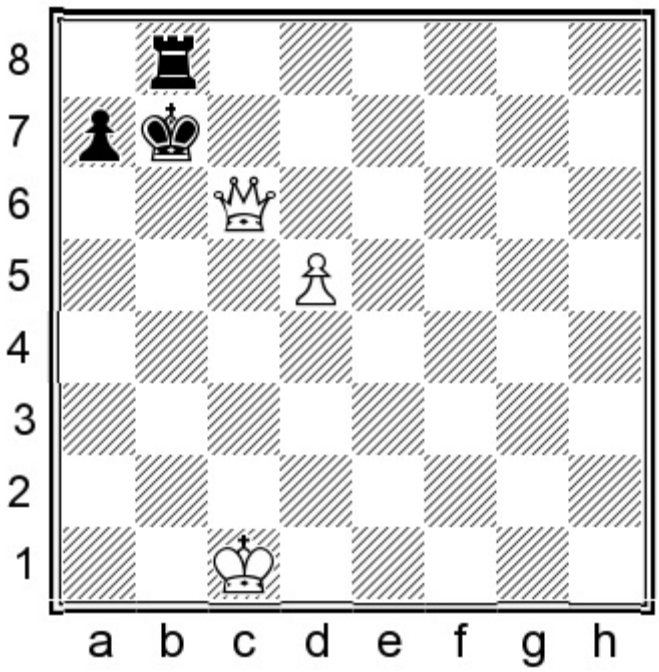
An important mate, as it seems to appear often. An excellent and efficient way of completing a brutal attack, forcing a mate or winning material.

DOVETAIL MATE

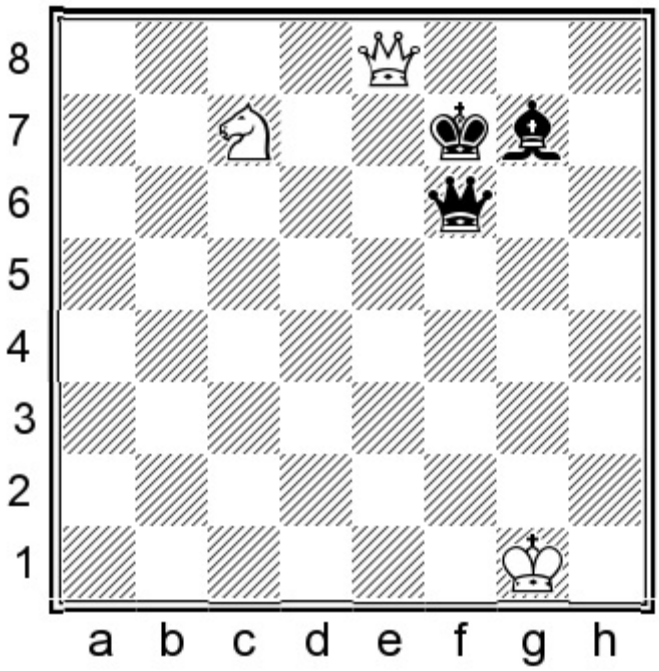
The dovetail mate is a common mating method. It involves trapping the enemy king, as is shown in example 1.

It doesn't matter how the queen is supported (not by the king) and it doesn't matter which of the opponent's two pieces are used, so long as neither are an unpinned knight. Directly related to the Cozio's and swallow's tail mates.

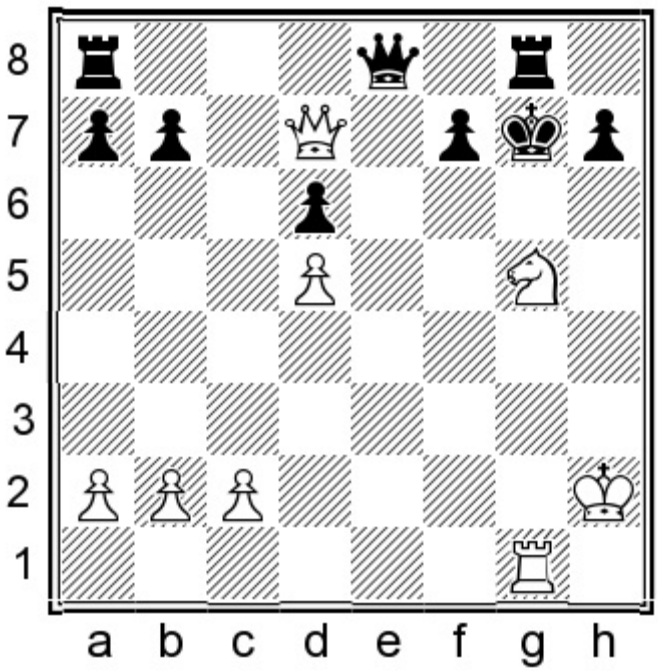
Example 1



Example 2



Example 3



1.♘xf7+ ♔f8 2.♕xd6+ ♔xf7

2...♕e7 3.♖xg8+ ♔xf7 4.♖g7++–

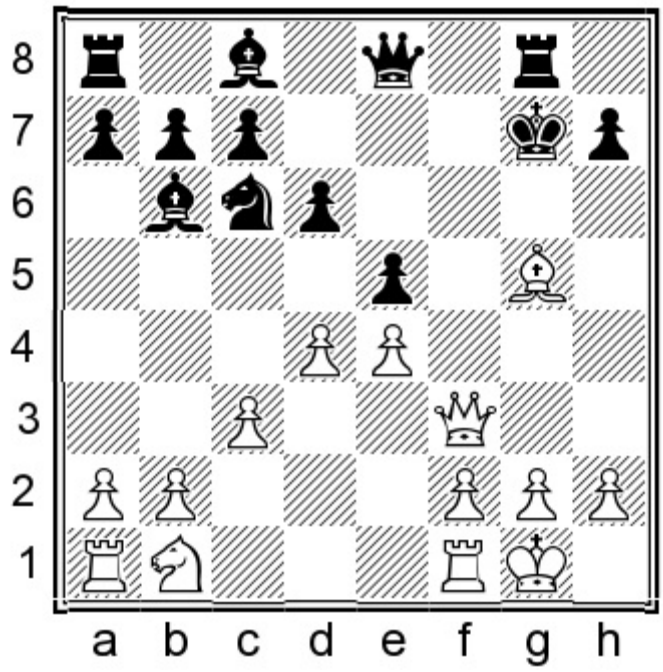
3.♖f1+ ♔g7 4.♕f6#

1–0

The great, 16th century Greek-Italian player is once again associated with this mate:

Game 88
Gioacchino Greco
NN
Europe 1620

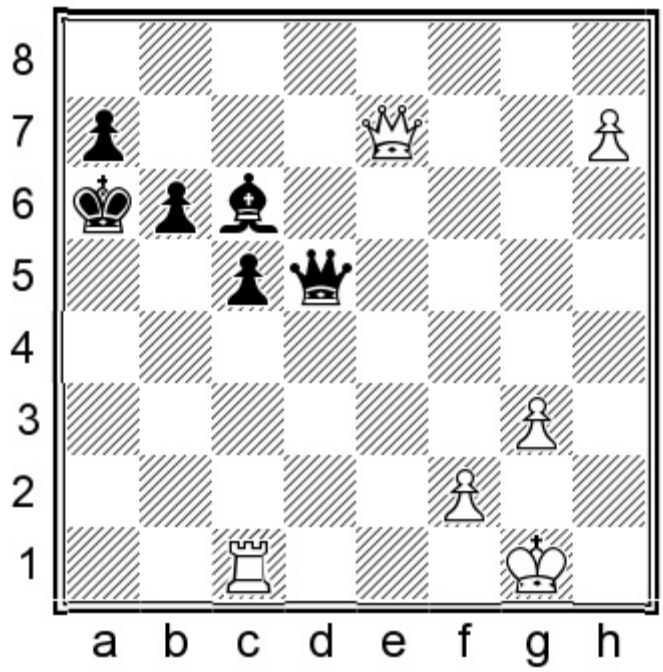
1.e4 e5 2.♘f3 ♘c6 3.♗c4 ♗c5 4.c3 ♕e7 5.0-0 d6 6.d4 ♗b6 7.♗g5 f6 8.♗h4 g5 9.♘xg5 fxg5 10.♕h5+ ♔f8 11.♗xg5 ♕e8 12.♕f3+ ♔g7 13.♗xg8 ♖xg8



14.♕f6#

1–0

Game 89
Joseph Henry Blackburne
Valentine Green
London 1862



Black’s threats down the long diagonal are serious but it’s White’s turn, and this makes a difference:

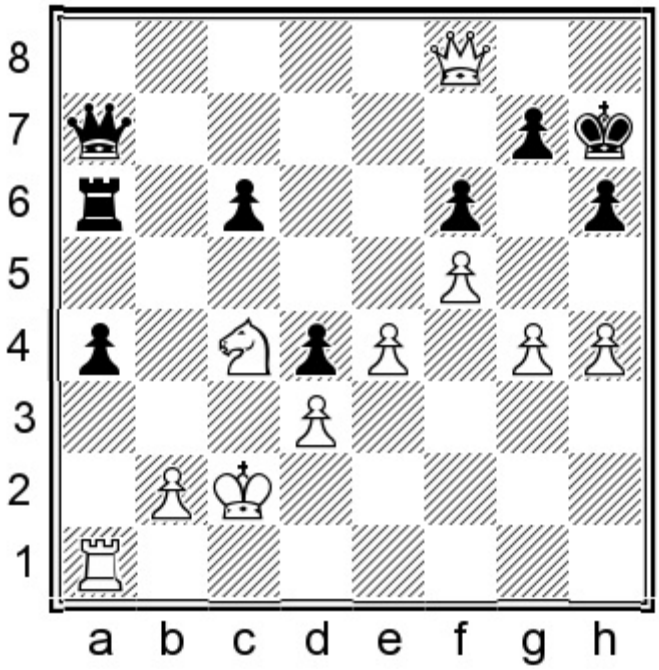
40.♖a1+

40.♕e2+ ♔b7 41.f3 would win in the long run, but mate is better!

40.♖a1+ ♔b5 41.♕e2+ c4 42.♕b2+ ♔c5 43.♕a3+ ♔d4 44.♕e3#

1–0

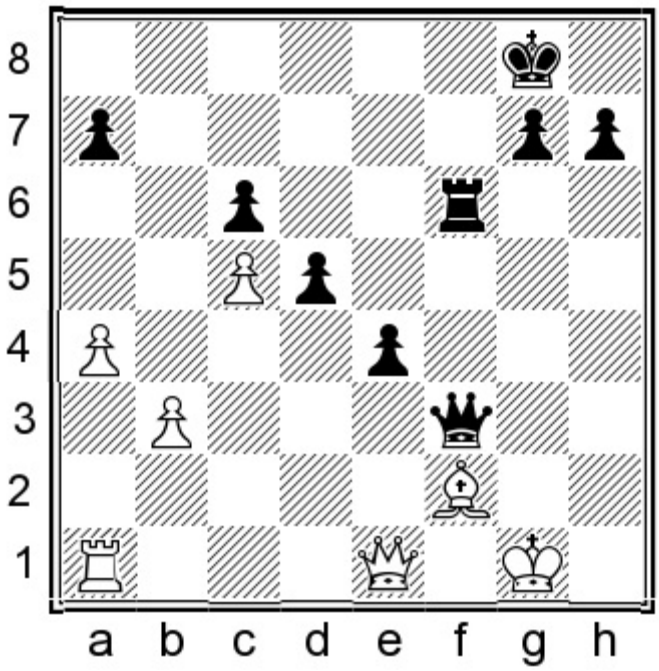
Game 90
William Tullidge
Phillip Lampe
Melbourne 1888



32.g5! fxg5 33.hxg5 c5 34.g6+ ♖xg6 35.fxg6+ ♔xg6 36.♕f5#

1–0

Game 91
Jozsef Szily
David Ionovich Bronstein
Moscow-Budapest 1949

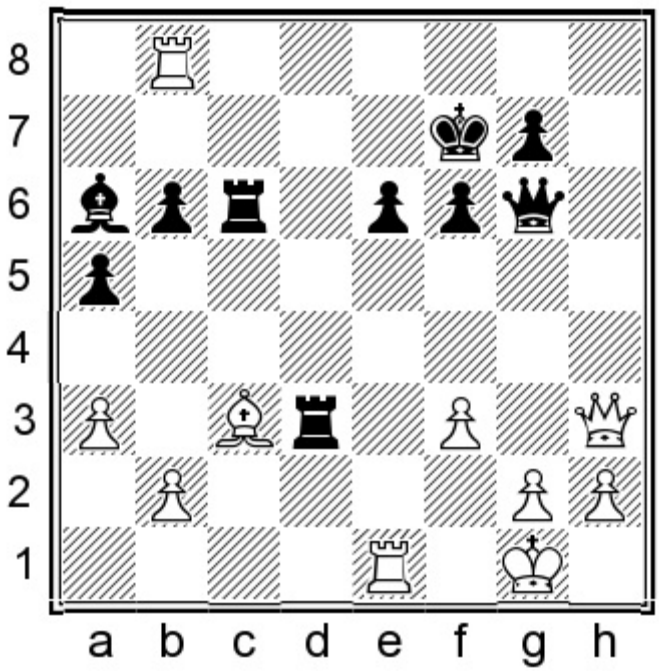


White's king is rather exposed and Black finds the decisive continuation:

37...♖g6+ 38.♔f1 ♕h3+ 39.♔e2 ♕d3#

0–1

Game 92
J. Adamson
J. Mowat
Edinburgh 2006

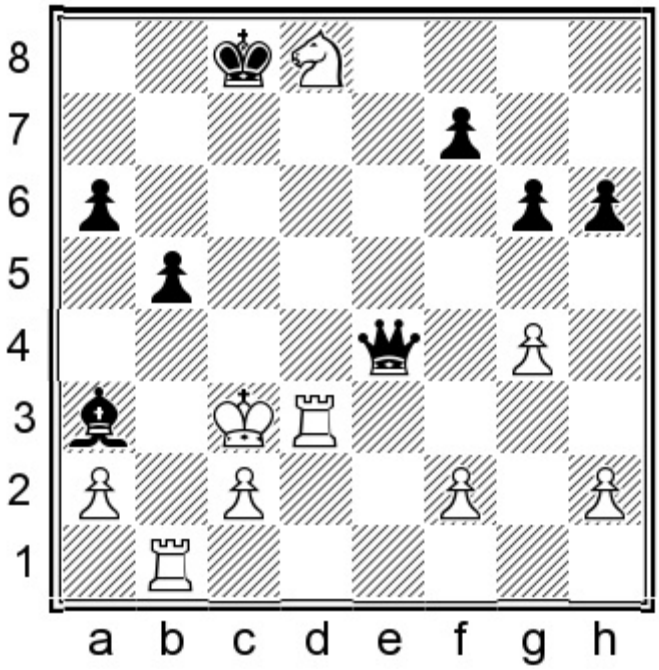


35.♕h8!

It is mate after 35.♕h8 ♔e7 (35...♕g5 36.♕e8#; 35...e5 36.♕e8#) 36.♕f8+ ♔d7 37.♕d8#.

1–0

Game 93
Artur Kogan
Lazaro Bruzon Batista
Havana 2002



The combination of the weak white king and the poorly placed d8knight brings victory to Black:

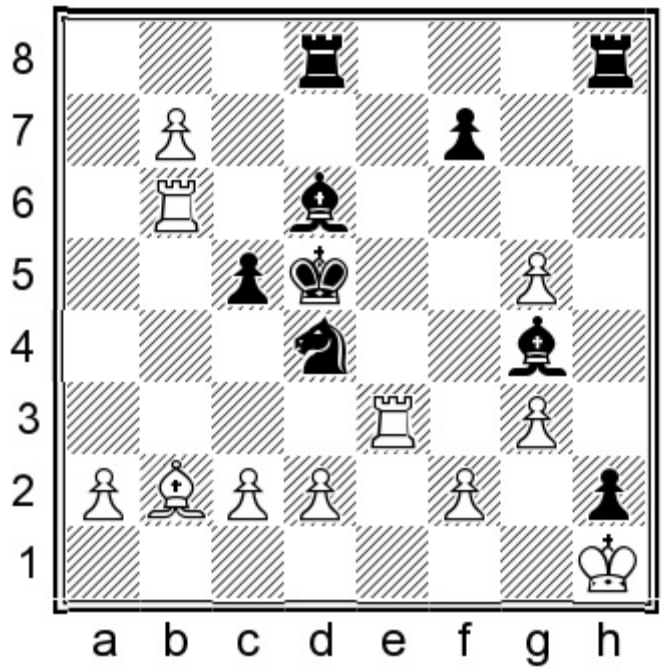
36...♗e7! 37.♖bd1?!

Allows mate in 1, but losing the knight with 37.♘xf7 ♕c4+ 38.♔b2 ♗f6+ 39.♔c1 ♕xf7–+ would lead to the same result.

37...♕b4#

0–1

Game 94
Richard Rapport
Yi Wei
Wijk aan Zee 2017

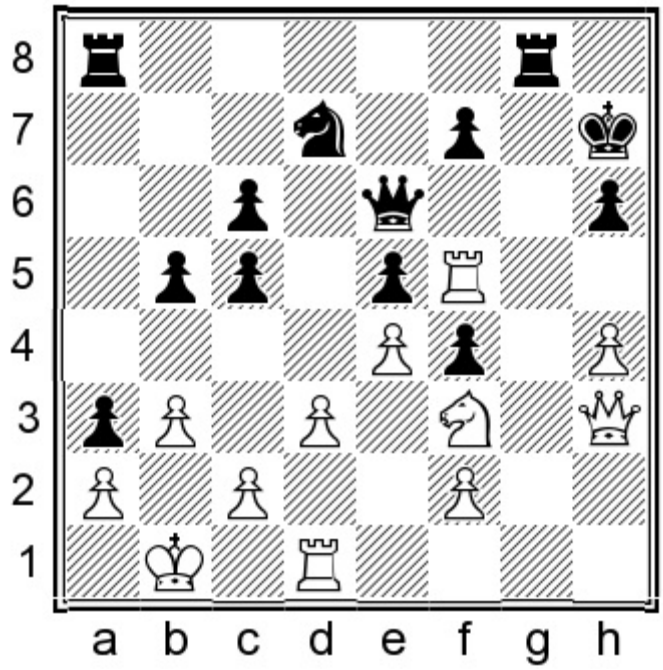


32...♖de8!

A nice move, ending the game on the spot! After 32...♖de8 33.b8=♕ ♗f3+ 34.♖xf3 ♖e1+ 35.♔g2 h1=♕#, we would have a dovetail mate.

0–1

Game 95
Viswanathan Anand
Alexander Grischuk
Moscow 2018



White seems to stand somewhat better but he actually has a winning combination here, ending with the dovetail mate:

27.♘g5+! hxg5?

27...♖xg5 28.hxg5, avoided the mate but the ending was still losing.

28.♖xf7+! ♕xf7 29.hxg5+ ♔g7 30.♕h6#

1–0

CONCLUSION

An easy and relatively simple mate by the queen. Any piece can support the queen except for the king, which would be Cozio's mate.

EPAULETTE MATE

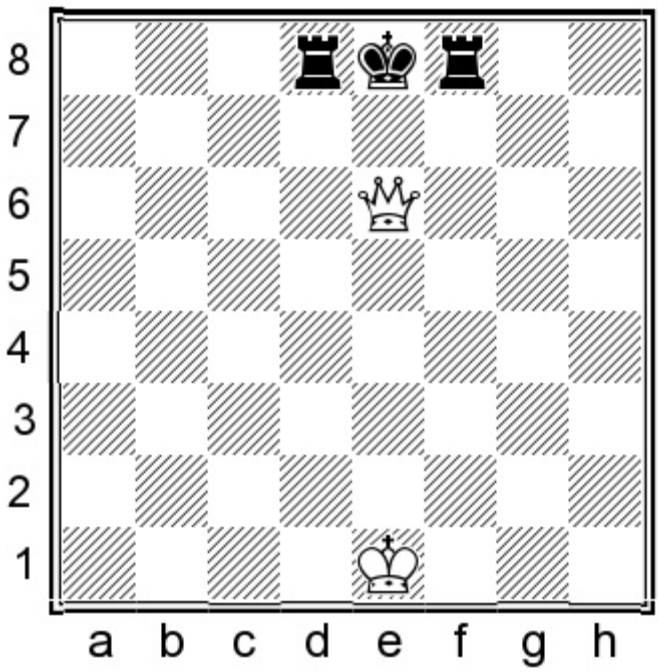
Epaulette or epaulet mate is, in its broadest definition, a mate where two retreat squares, either side of an assaulted king, are occupied by its own pieces, preventing its escape.

The most common epaulette mate involves the king on its back rank, trapped between two rooks.

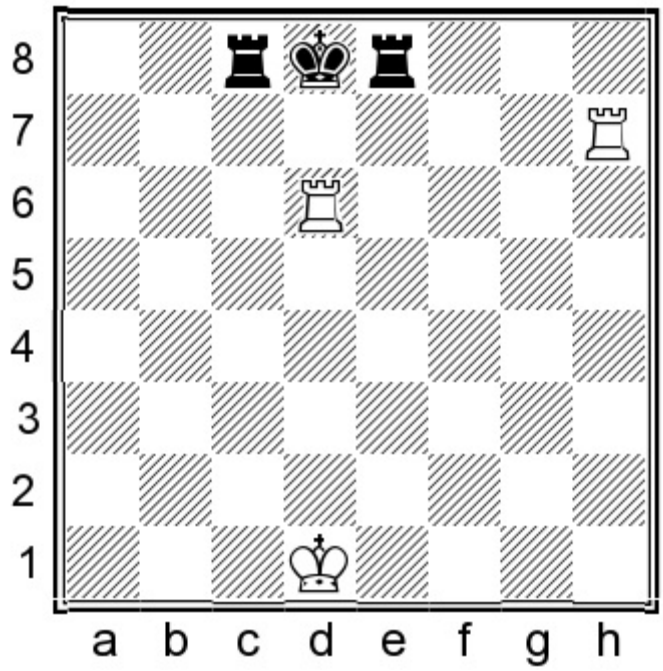
The perceived visual similarity between the rooks and epaulettes, ornamental shoulder pads worn on military uniforms, gave the mate its name.

Here are two archetypal epaulette mates:

Example 1



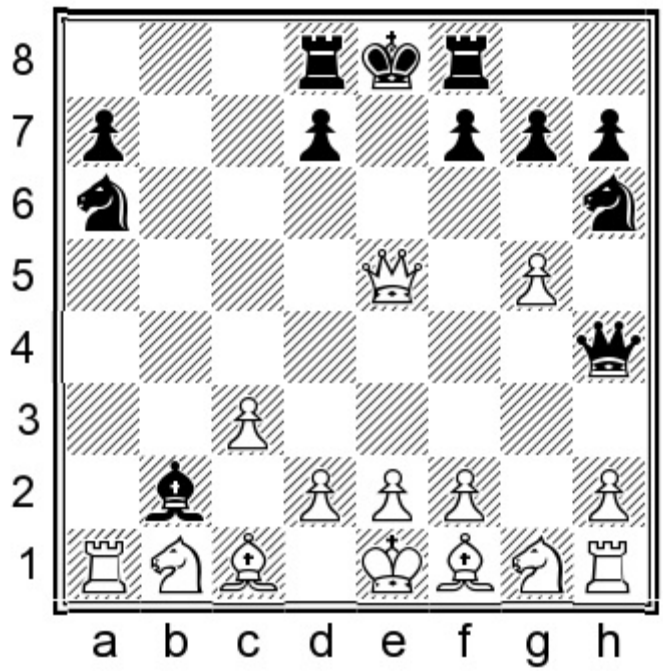
Example 2



Of course, there are many ways to deliver the mate and the next two examples are probably of little practical value, but are still pretty didactic and funny. The fastest epaulette mate for both colours:

Example 3

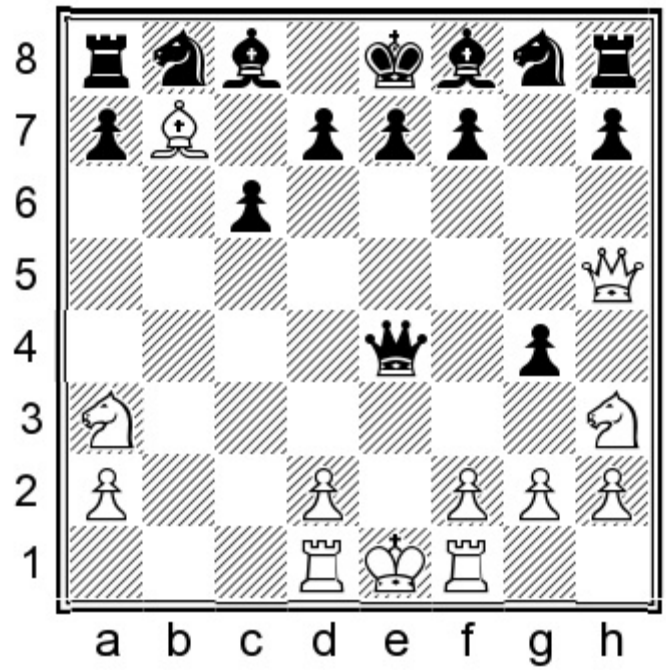
1.a3 e5 2.c3 ♗xa3 3.♕b3 ♗xb2 4.♕xb7 ♘a6 5.♕xc8 ♘h6 6.♕xc7 ♕h4 7.g4 ♖d8 8.g5 ♖f8 9.♕xe5#



1–0

Example 4

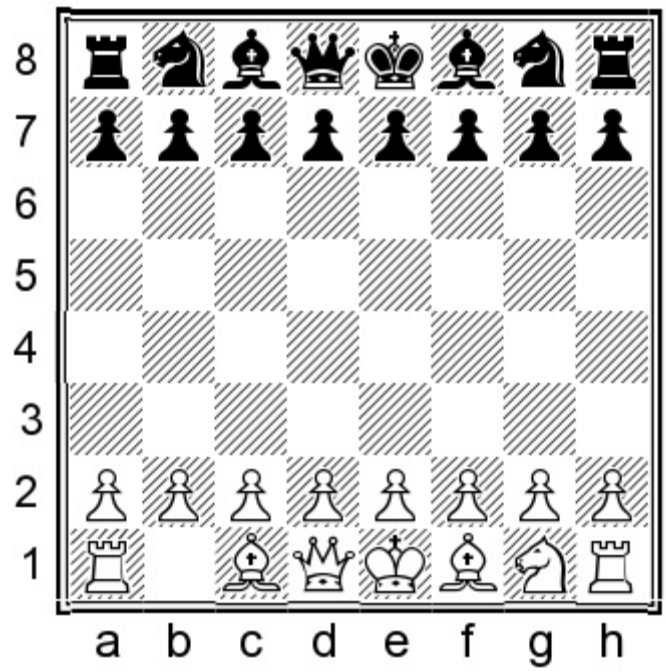
1.e4 c6 2.♗a6 ♕b6 3.♗xb7 ♕xb2 4.♘a3 ♕xc1 5.♘h3 ♕xc2 6.♕h5 g5 7.♖f1 g4 8.♖d1 ♕xe4#



0–1

The first written example of the mate was executed by the famous American prodigy, Paul Morphy:

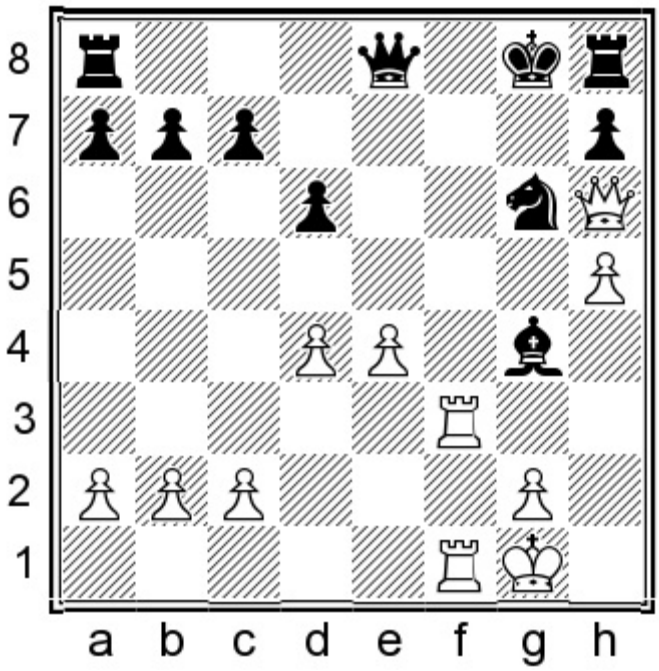
Game 96
Paul Morphy
Thomas Herbert Worrall
Orleans 1857



(Game of odds — Remove the b1knight)

1.e4 e5 2.f4 exf4 3.♘f3 g5 4.♗c4 g4 5.d4 gxf3 6.0-0 ♗h6 7.♕xf3 ♘c6 8.♗xf7+ ♔xf7 9.♕h5+ ♔g7 10.♗xf4 ♗xf4 11.♖xf4 ♘h6 12.♖af1 ♕e8 13.♕h4 d6 14.♕f6+ ♔g8 15.♕xh6 ♗d7 16.♖4f3 ♘e7 17.h4

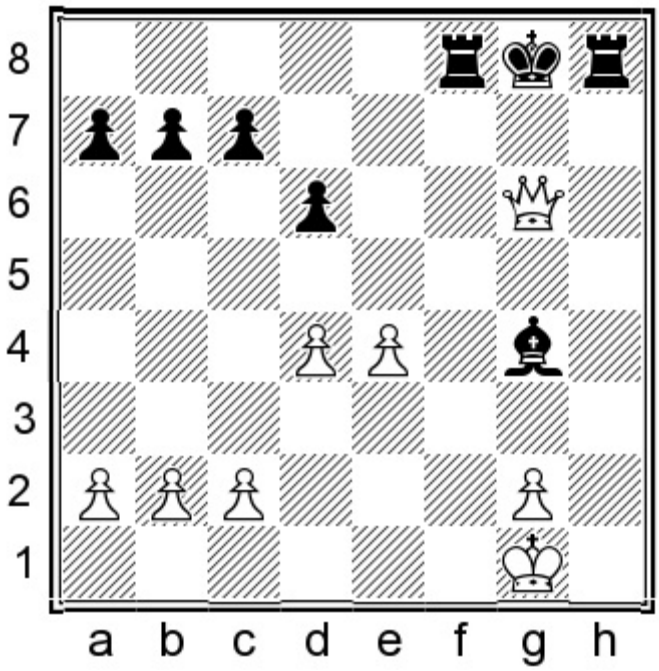
♘g6 18.h5 ♗g4



19.hxg6! hxg6?

A blunder, which allows mate in 3. Black should have tried to save himself in the endgame with 19...♗xf3 20.g7 ♕g6 21.gxh8=♕+ ♔xh8 22.♕xg6 hxg6 23.gxf3.

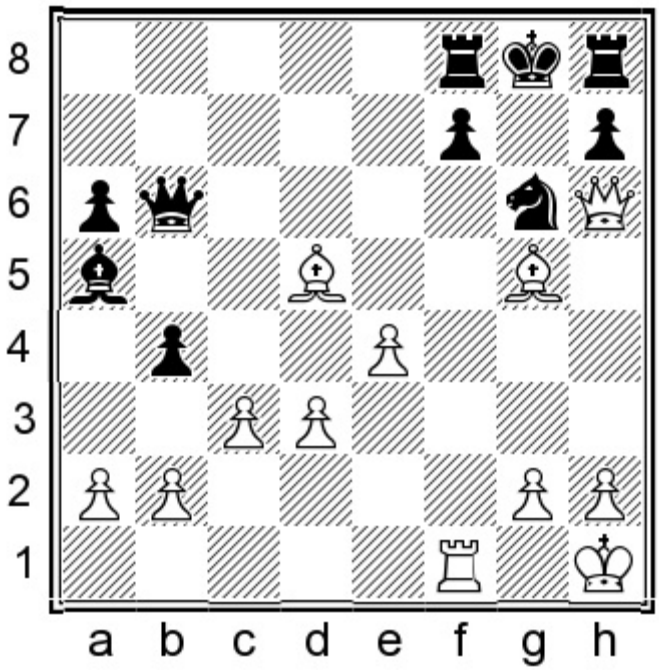
20.♖f8+! ♕xf8 21.♖xf8+ ♖xf8 22.♕xg6#



1–0

Game 97

Siegbert Tarrasch
Mikhail Chigorin
St Petersburg 1893



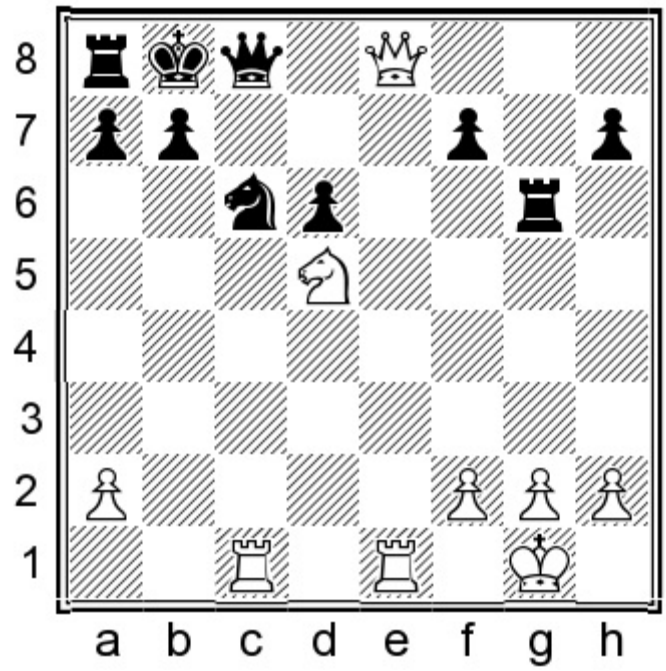
White is a rook down but his attack will soon tell:

25.♗f6! ♕xf6 26.♖xf6

26.♖xf6 and Black resigned, as he is getting mated after 26...bxc3 27.♖xg6+ hxg6 28.♕xg6#. It could also be classified as a swallow tail mate, but I feel that epaulette mate is more accurate.

1–0

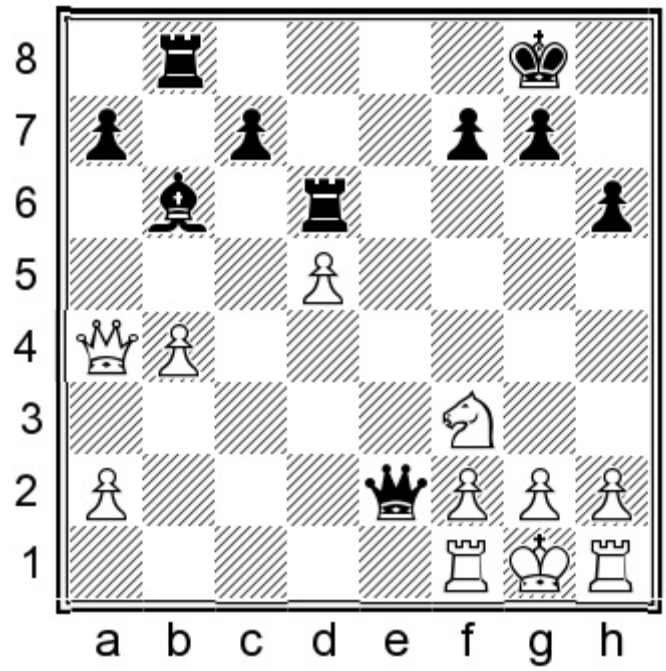
Game 98
Jacques Mieses
Frank James Marshall
Monte Carlo 1903



With such uncoordinated pieces and a poor king, Black won't last long. The way that White won is instructive and should be 'pinned' onto the subconscious.

23.♖xc6! bxc6 24.♖b1# 1–0

Game 99
Adolf Albin
Ossip Samuel Bernstein
Vienna 1904

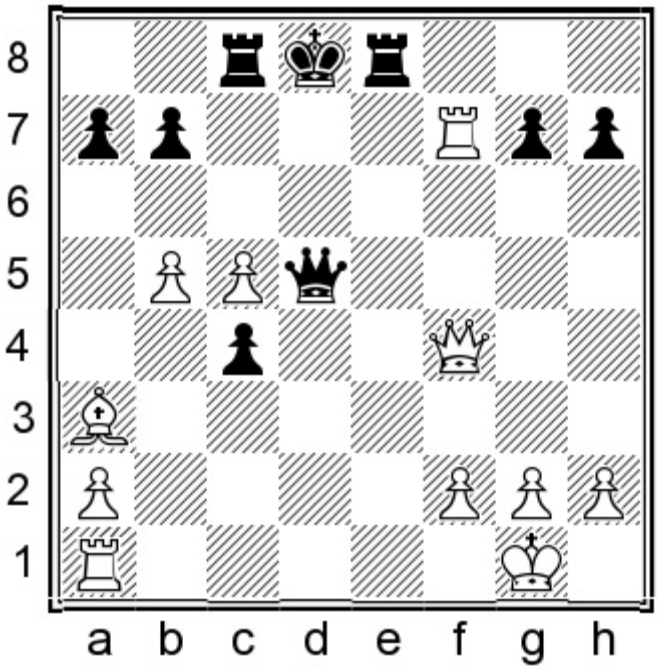


Another famous position, where the white king is suffering.

23...♕xf3! 24.gxf3 ♖g6#

0–1

Game 100
Johannes Hjalmar Giersing
Adolf Georg Olland
Stockholm 1912



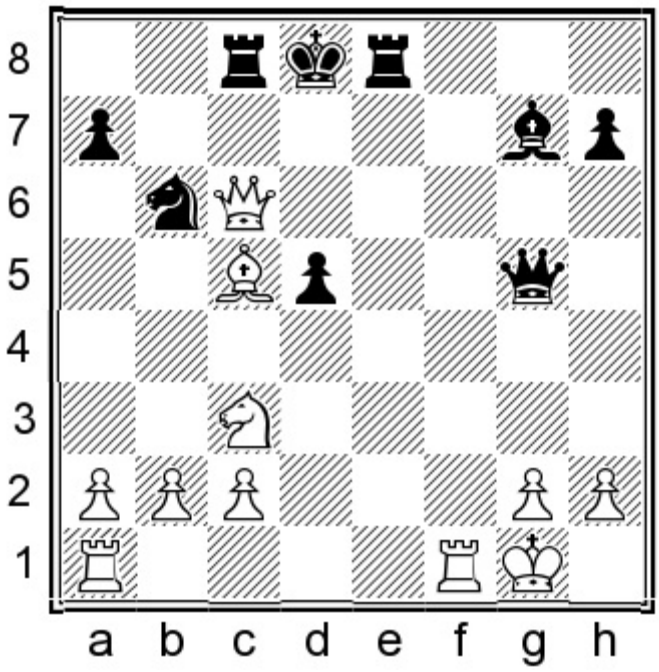
White has many ways to proceed successfully here, but he found the quickest and most efficient one! It is not about beauty — it's about cashing in the point!

22.♕g5+!

22.♕g5+ and Black had to resign: 22...♕xg5 23.♖d1+ ♕d5 24.♖xd5#.

1–0

Game 101
Walter F. Coultas
Stenhouse
Melbourne 1929



20.♗xb6+!

Preparing the mate.

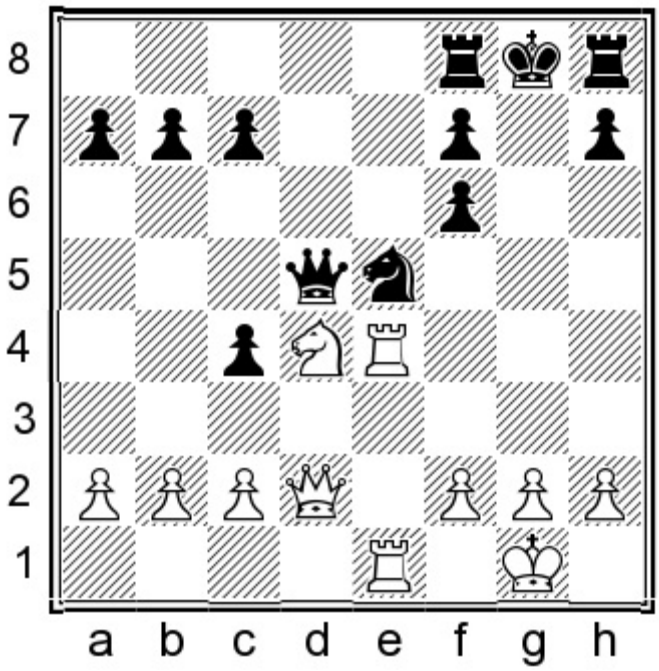
20...axb6

Black couldn't escape the mate any way: 20...♔e7 21.♗c5+ ♔d8 22.♕d6#.

21.♕d6#

1–0

Game 102
Wilhelm Rautenberg
Friedrich Nuernberg
Pyrmont 1949

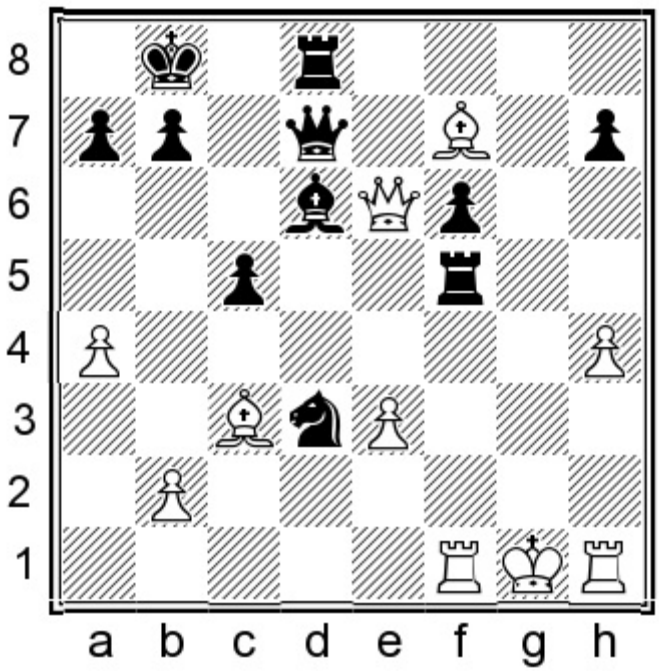


The black king is ‘pressed’ between his rooks and a distant subconscious bell starts to ring...

18.♖xe5! fxe5 19.♕g5#

1–0

Game 103
Loek Van Wely
Alexander Morozevich
Wijk aan Zee 2001



21...♖g8+!

White resigned due to 21...♖g8+ 22.♗xg8 ♕g7#.

0–1

CONCLUSION

A common mate, delivered by major pieces to a self-imprisoned king.

GOLDEN CAGE MATE

The golden cage mate is a version of the back-rank mate which involves two major pieces — usually rooks — delivering a corridor mate along the rook-file.

As always, certain factors are often required:

1. The back rank is not well protected.

2. There are doubled g(or b-) pawns by the opponent's king, or they can be created.

3. The queen can be 'sacrificed', leading the way for the rooks (or other pieces).

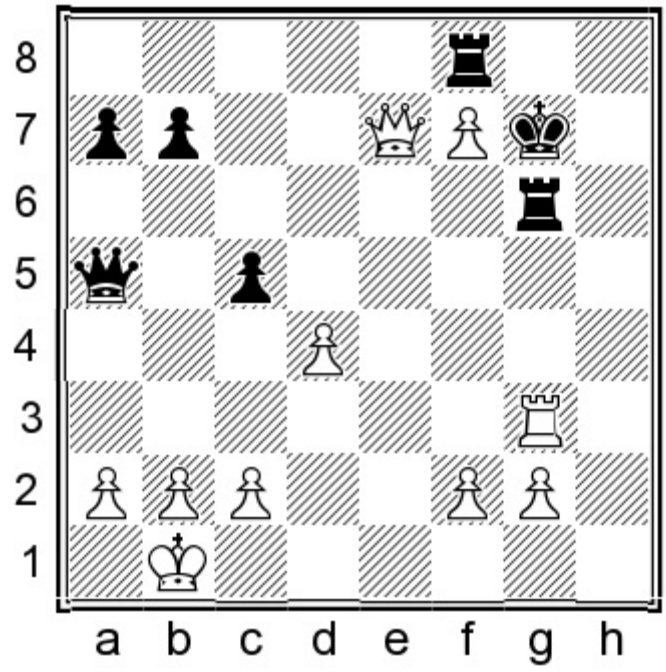
4. The king can be driven to the h(or a-) file.

5. The (doubled) rook(s) can deliver the final blow from the 8th rank.

A typical version can be seen in the diagram below.

Game 104
Magnus Carlsen
Sipke Ernst
Wijk aan Zee 2004

26...♖g6



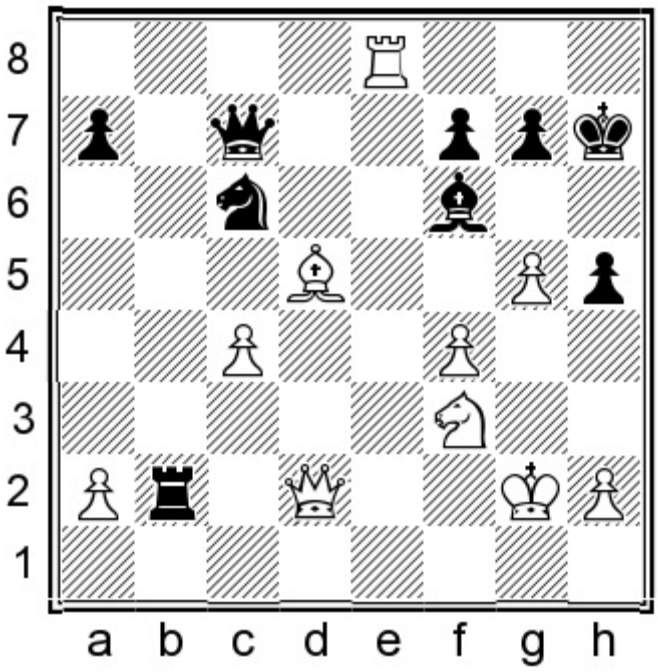
27.♕e5+! ♔xf7 28.♕f5+! ♖f6

28...♔e7 29.♖e3+ ♔d6 30.♕xf8++–

29.♕d7#

1–0

Game 105
Kristanov
Nikolov
Bulgaria 1978



White seems to be in trouble. His queen is attacked and 1.♗e4+ g6 2.♗c2 ♗g7∓ looks like his only defence. However, the truth is very different. The uncomfortable black king will decide the game in no time!

1.g6+! fxg6

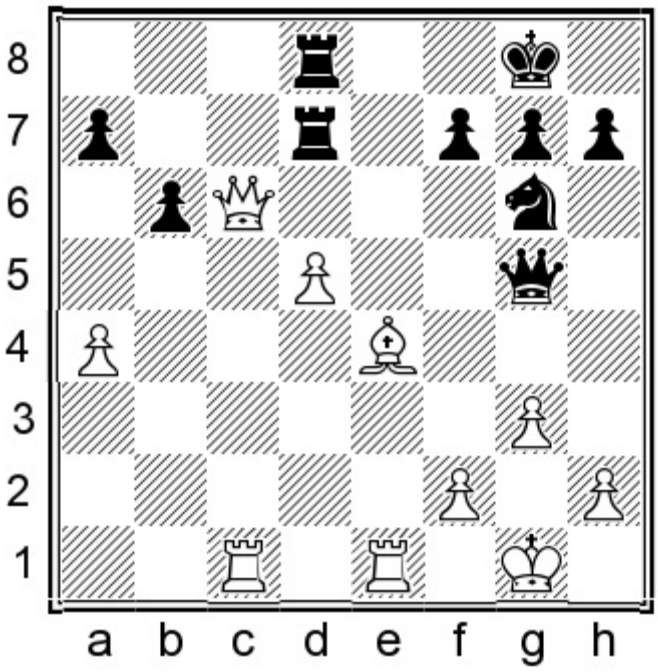
Or 1...♔xg6 2.♗e4+ ♔h6 3.♖h8# but now the golden cage has closed its gates!

2.♕xb2!

The second step: the black bishop must abandon the protection of the g5-square.

2...♗xb2 3.♘g5+ ♔h6 4.♖h8# 1–0

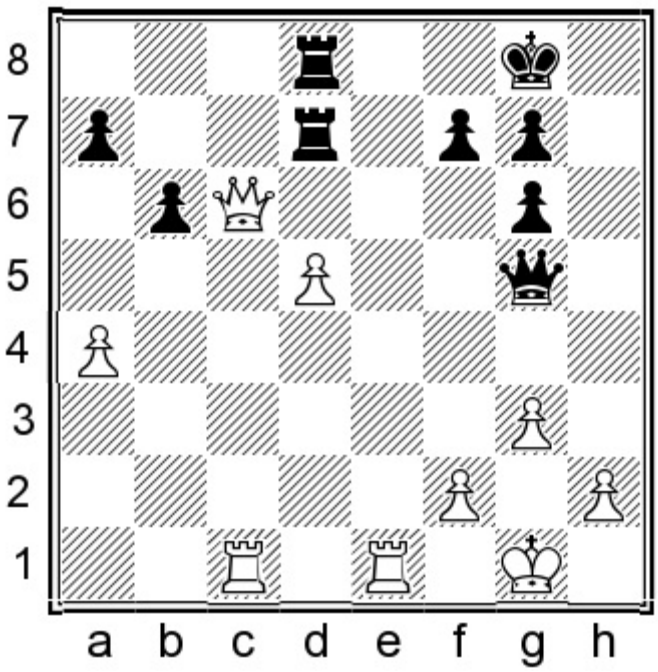
Game 106
Alexander Alekhine
Edgar Colle
Paris 1925



29.♗xg6!

This looks quite strange, since the d-pawn can no longer be protected. Yet Alekhine used this move to support his strategical plan with tactical nuances.

29...hxg6?



The text allows a lethal combination. Obviously 29...♕xg6? was bad due to 30.♕xd7 with a simple mate threat, but what is wrong with Colle's move? After all, it creates a safe haven for the black king on h7. In fact, the only move was 29...fxg6, though it wouldn't have stopped White's decisive advantage: 30.♕e6+ ♖f7 (30...♔f8 31.♖c4! ♖f7 — 31...♖xd5 loses nicely to 32.♖f4+ ♖f5 33.♖e5!! —

32.♖c8 wins) 31.♖c8 ♖xc8 (31...h6 32.f4; 31...♔f8 32.♕e8+ ♖xe8 33.♖cxe8#) 32.♕xc8+ ♖f8 33.♖e8 ♕f6 34.♖xf8+ ♕xf8 35.♕c7! (35.♕c6 ♕d8 36.d6 ♔f7 37.♕c4+ ♔f8 38.♕c7 ♔e8 39.♕xg7 ♕xd6 40.♕g8+ ♔d7 41.♕xh7+ ♔c6 42.h4!±, but not 42.♕xa7? ♕d1+ 43.♔g2 ♕d5+ 44.f3 ♕d2+ 45.♔h3 ♕h6+ 46.♔g4 ♕h5+ 47.♔f4 ♕f5+ 48.♔e3=) 35...♕f3 36.♕b8+ ♕f8 37.♕xa7 ♕d6 38.♕b7 ♔f8 39.♔f1+–.

30.♕xd7! ♖xd7 31.♖e8+

The 'correct' rook.

The alternative 31.♖c8+? ♖d8–+ would have ruined an excellent combination.

31...♔h7 32.♖cc8

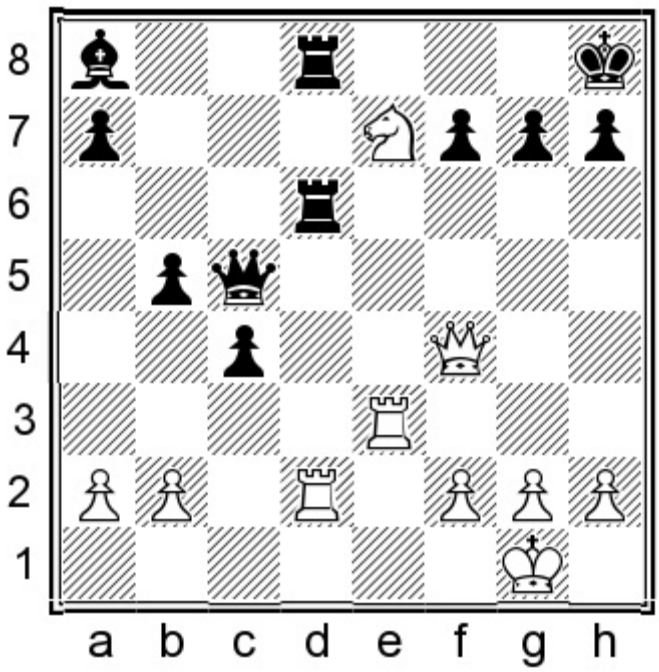
How ironic! The black forces on the g-file create a burial site for their own king. There is no escape...

32...♖d8 33.♖exd8!

33.♖cxd8? prolongs the game: 33...♕c1+ 34.♔g2 g5±. Now though, Black had to resign.

1–0

Game 107
Shakhriyar Mamedyarov
Artyom Timofeev
Moscow 2004



Black seems to be doing well as he has just won the important white pawn on d6, but Mamedyarov had something up his sleeve!

30.♘g6+! hxg6

The a lternatives are: 30...fxg6 31.♕xd6 ♖xd6 32.♖e8#; 30...♖xg6 31.♖xd8+; 30...♔g8 31.♖xd6 ♕xd6 32.♕xd6 ♖xd6 33.♖e8#.

31.♕h4+ ♕h5

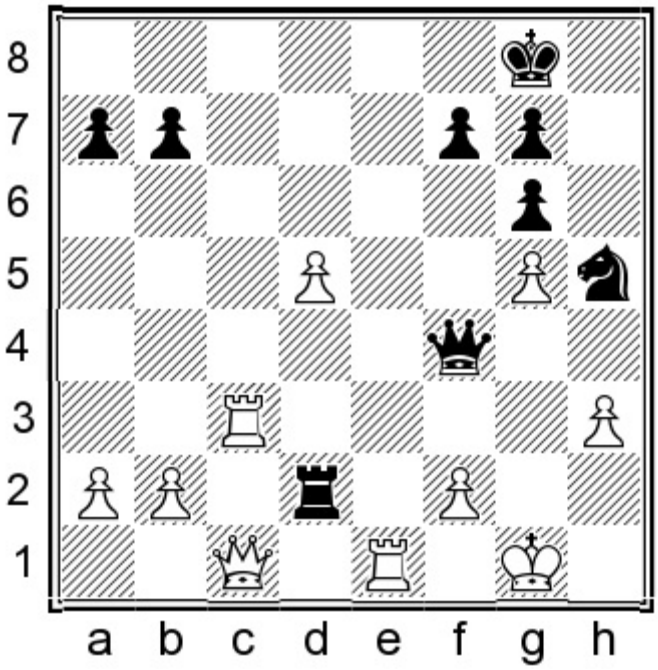
Or 31...♔g8 32.♕xd8+ ♖xd8 33.♖xd8+ ♔h7 34.♖h3++–.

32.♕xd8+! ♖xd8 33.♖xd8+ ♔h7 34.♖ee8

34.♖ee8 and Black resigned as the forced 34...g5 35.♖h8+ ♔g6 36.♖xh5 ♔xh5 37.♖xa8 leaves him a rook down.

1–0

Game 108
Zurab Azmaiparashvili
Alexei Shirov
Dubai 2002



Black is an exchange down, but his remaining pieces are all active and the white king is in danger. In chess, a material advantage is not always “healthy” but in this case it allows White to win on the spot!

29.♖f3?

An interesting moment of mutual blindness. Both players overlooked the thematical combination: 29.♖e8+ ♔h7 30.♕xd2! ♕xd2 31.♖cc8 ♕xg5+ 32.♔f1 ♘g3+ 33.♔e1+–. The only logical explanation is that this was a rapid game, but still...

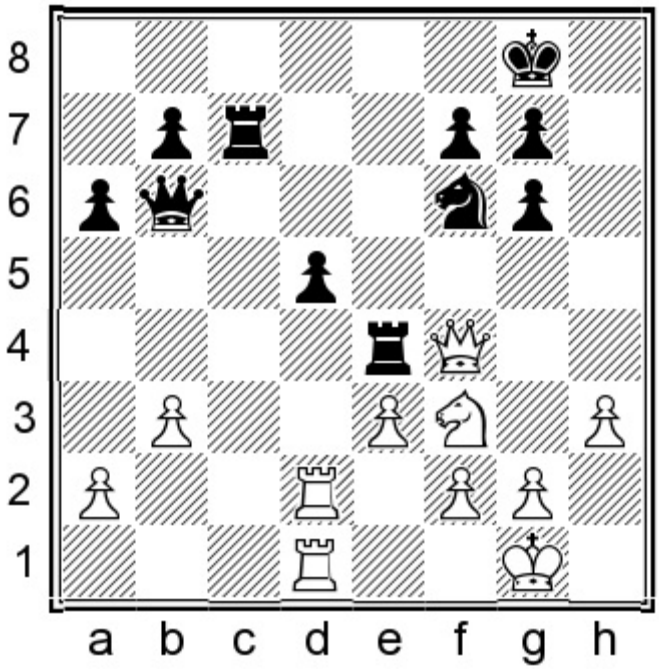
29.♖f3? ♕xf3 30.♕xd2 ♘f4

As White missed his golden ticket, Black now wins!

31.♕xf4 ♕xf4 32.♖d1 ♕xg5+ 33.♔f1 ♔f8

0–1

Game 109
Arkadij Naiditsch
Michael Adams
Baden Baden 2013



27.♖xd5!

Spectacular!

27...♖c8

Ada ms ad mit ted he' d si mply blundered. The minor problem is that taking the queen sees Black being mated: 27...♖xf4? 28.♖d8+ ♔h7 29.♘g5+ ♔h6 30.exf4!.

28.♖d6

The position, surprisingly, was still balanced and after a passage of play in which both players rejected a draw by repetition it was White who emerged with an extra pawn. He converted it in 79 moves.

1–0 (79)

CONCLUSION

When the king can be locked in a golden cage, the shooting will follow!

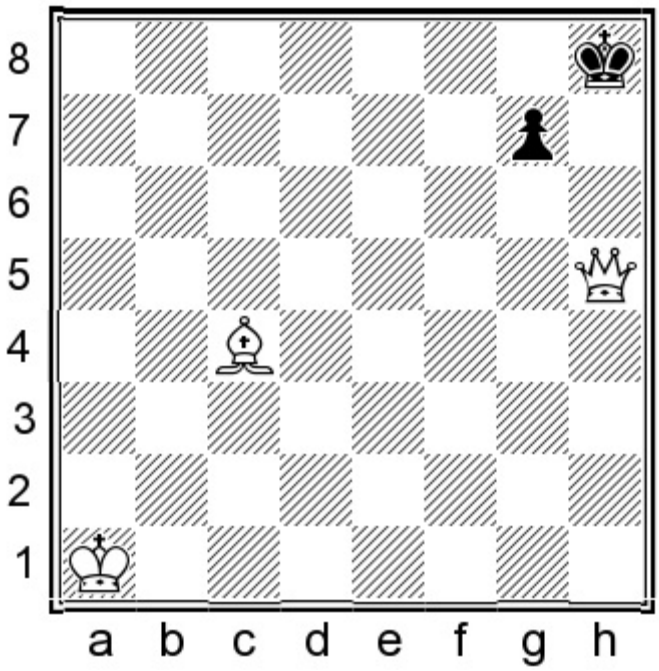
GRECO'S MATE

Greco's mate is a common mating method. The mate is named after the famous Italian player Gioachino Greco.

It works against a castled king, mainly short side. The a2-g8 and h2-b8 diagonals are controlled by a queen or bishop and the mate is delivered on the rook-file by a major piece.

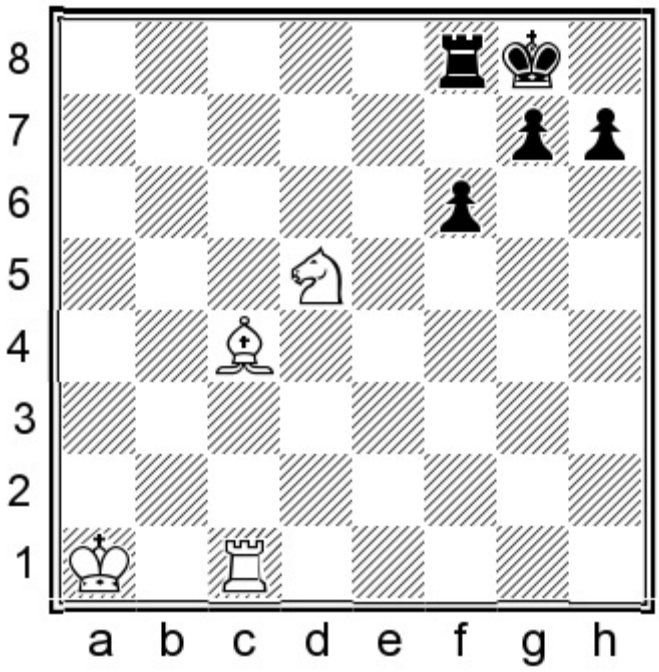
Two archetypal mates follow:

Example 1



1–0

Example 2



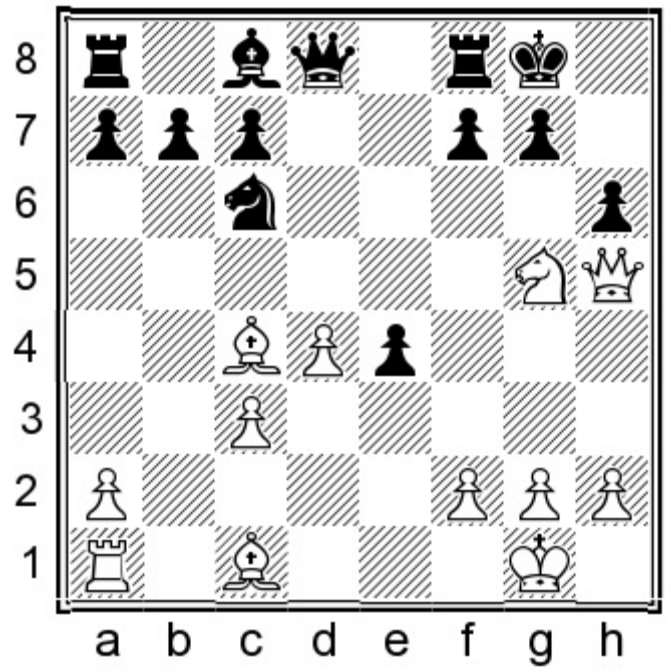
Here, we can observe the basic mating motif:

1.♘e7+ ♔h8 2.♘g6+ hxg6 3.♖h1#

1–0

Game 110
Gioacchino Greco
NN
Europe 1620

1.e4 e5 2.♘f3 ♘c6 3.♗c4 ♗c5 4.c3 d6 5.d4 exd4 6.cxd4 ♗b4+ 7.♘c3 ♘f6 8.0-0 ♗xc3 9.bxc3 ♘xe4 10.♖e1 d5 11.♖xe4+ dxe4 12.♘g5 0-0 13.♕h5 h6



This is a historical game, after which the mate is named. Black has already committed various inaccuracies and his position cannot be saved anymore.

14.♘xf7!

Less accurate is 14.♗xf7+?! ♖xf7 (14...♔h8? 15.♕g6! hxg5 16.♕h5# is the pure version of Greco's mate) 15.♕xf7+ ♔h8 16.♘xe4 ♕e7 17.♕xe7 ♘xe7 18.c4±.

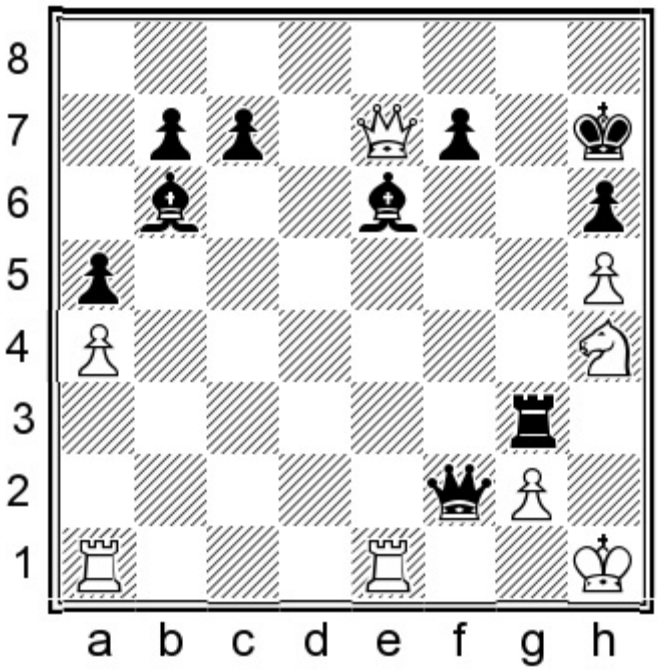
14...♕f6?

This leads to mate. Black was forced to go for the 'ugly' but obligatory 14...♖xf7 15.♗xf7+ ♔f8 (no salvation either after 15...♔h8 16.♗xh6 ♗g4 17.♗xg7+! ♔xg7 18.♕g6+ ♔f8 19.♗b3+–) 16.♗a3+ ♘e7 17.♗c4 (17.♗b3 ♕e8 18.♕e5 ♗d7 19.♕f4+ 1–0 Boudechiche,M-Bouzari,M Chenoua 2011) 17...♕e8 18.♕d5 1–0 Khairul,A-Laksana,A Jakarta 2011.

15.♘xh6+ ♔h8 16.♘f7+ ♔g8 17.♕h8#

1–0

Game 111
Adolf Anderssen
James Gayler Finch
London 1851

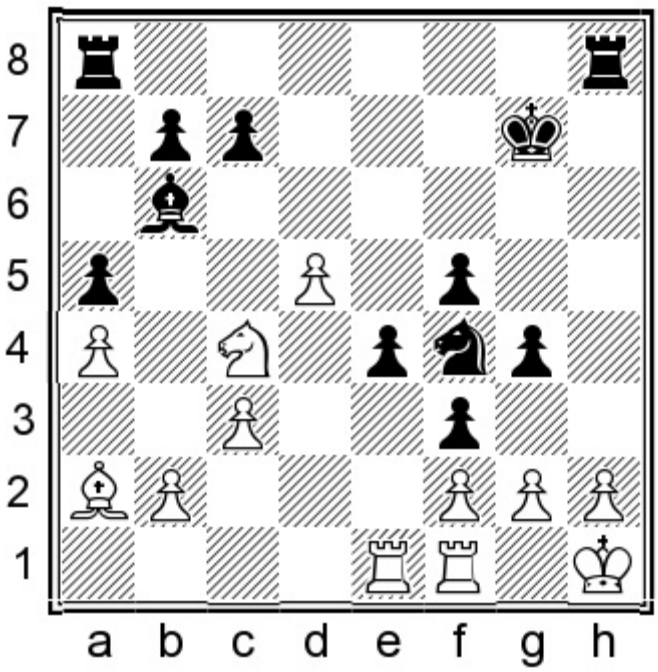


The great tactician Adolf Anderssen was the victim here.

31...♕xg2+! 32.♘xg2 ♖h3#

0–1

Game 112
Carl Hamppe
William Steinitz
Vienna 1860



White is in trouble and there isn't much to be done.

29.gxf3

Alternatively, 29.g3 was losing to 29...♖xh2+ 30.♔xh2 ♖h8+ 31.♔g1 ♘h3+ 32.♔h1 ♘xf2+ 33.♔g1 ♖h1#.

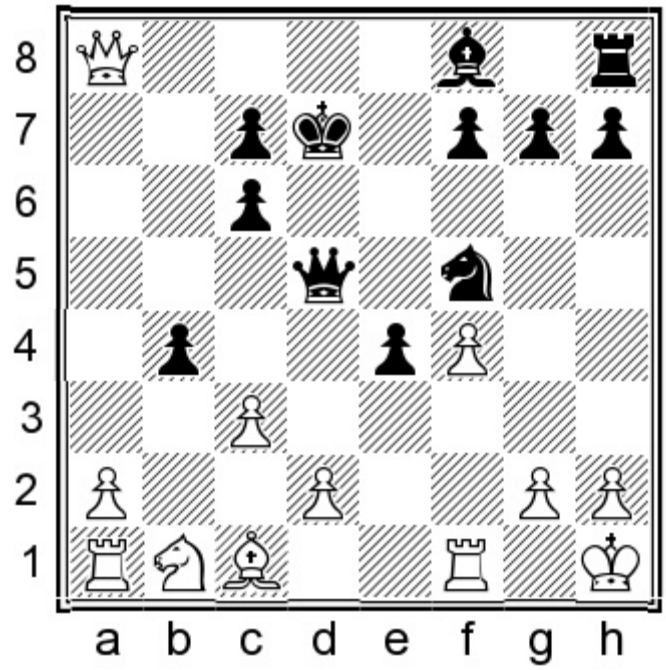
29.gxf3 g3! 30.fxg3

A nice mate occurs after 30.♘xb6 ♖xh2+ 31.♔g1 ♘h3#.

30...♖xh2+! 31.♔xh2 ♖h8#

0–1

Game 113
NN
Amos Burn
England 1866

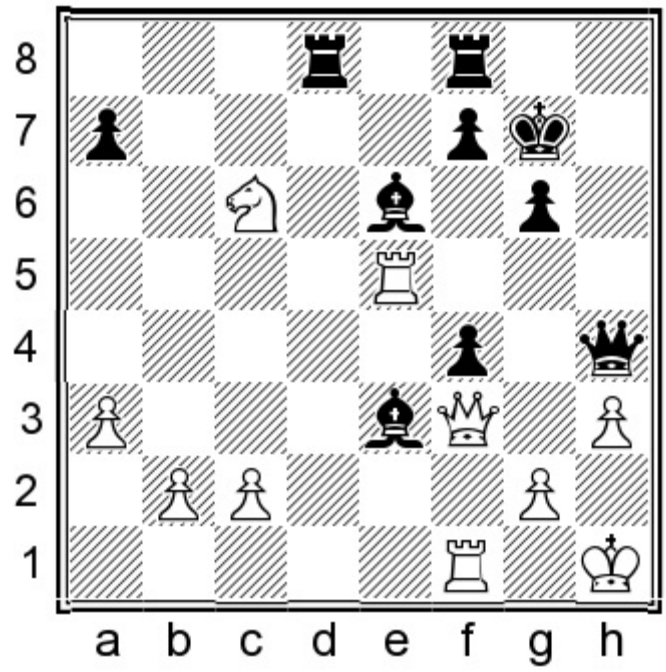


White got greedy and had to pay the price.

13...♗c5! 14.♕xh8 ♘g3+! 15.hxg3 ♕h5#

0–1

Game 114
Dawid Markelowicz Janowski
William Steinitz
Cologne 1898



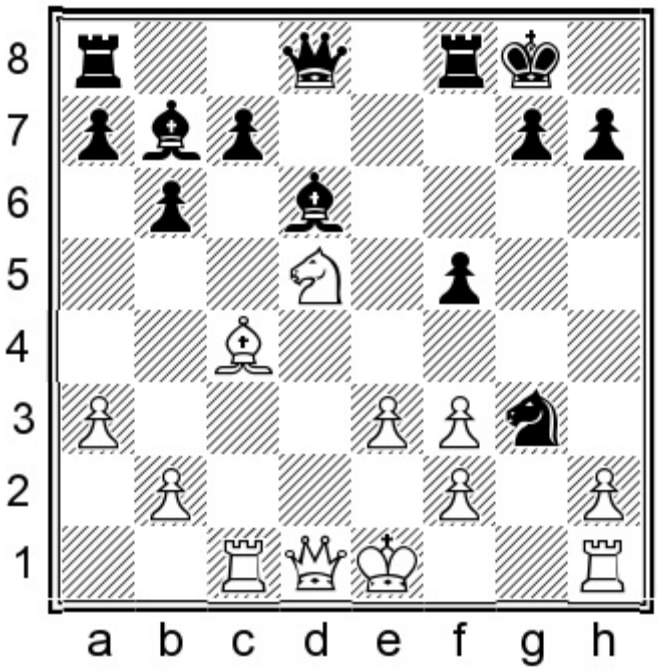
32...♗g4! 33.♕xg4

33.♕e4 ♗xh3 34.gxh3 ♕xh3#

33...♕xg4 34.hxg4 ♖h8+ 35.♖h5 gxh5

0–1

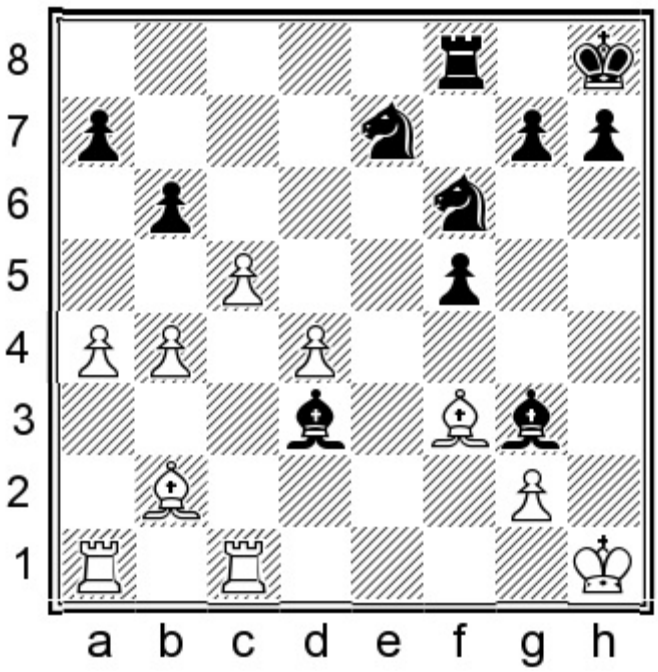
Game 115
Sidney Paine Johnston
Frank James Marshall
Chicago 1899



15.♘e7+! ♔h8 16.♘g6+! hxg6 17.hxg3+ ♕h4 18.♖xh4#

1–0

Game 116
Aron Nimzowitsch
Jose Raul Capablanca
San Sebastian 1911



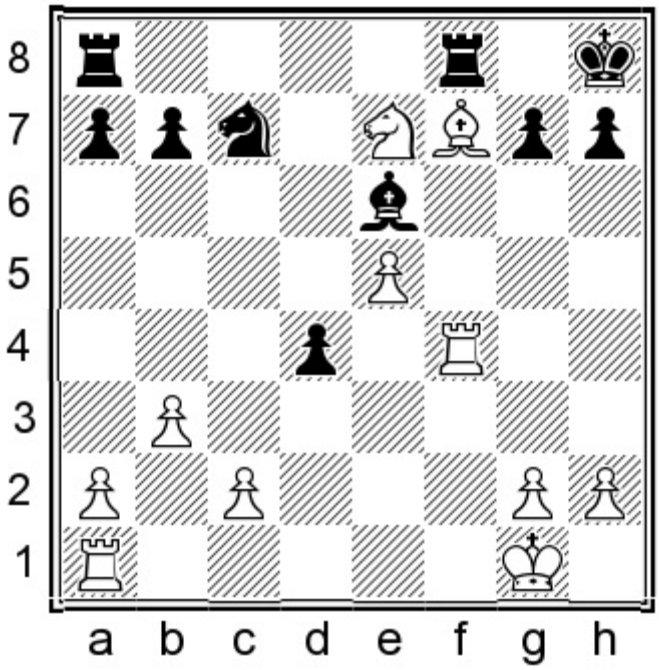
White's queenside pawns have potential, so Black had to act quickly. He noticed the weak white king...

31...♘e4! 32.b5 ♖f6! 33.♗xe4 ♗f2!

White resigned due to 33...♗f2 34.♗xf5 ♘xf5 35.g4 ♗e4+ 36.♔h2 ♖h6#.

0–1

Game 117
Max Euwe
P. Wiersma
Amsterdam 1921

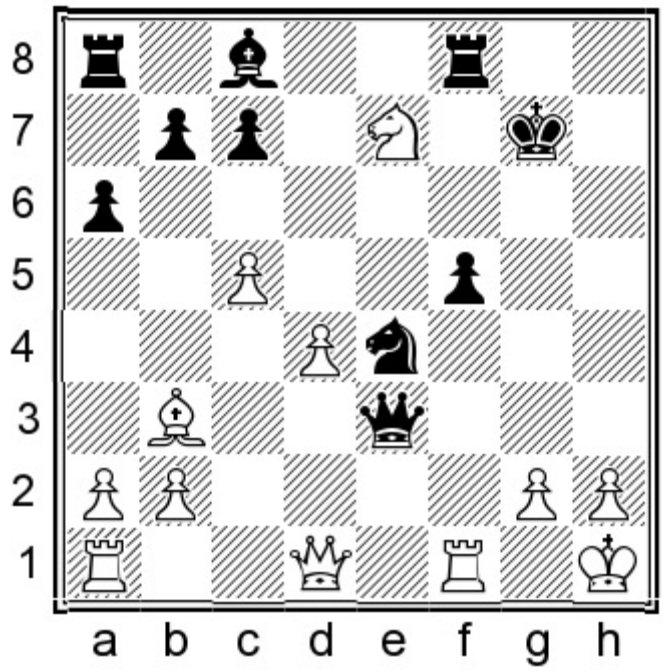


The ex-FIDE World Champion is a pawn up and found the quickest way to conclude!

19.♘g6+! hxg6 20.♖h4#

1–0

Game 118
Reichert
Emil Joseph Diemer
Germany 1950

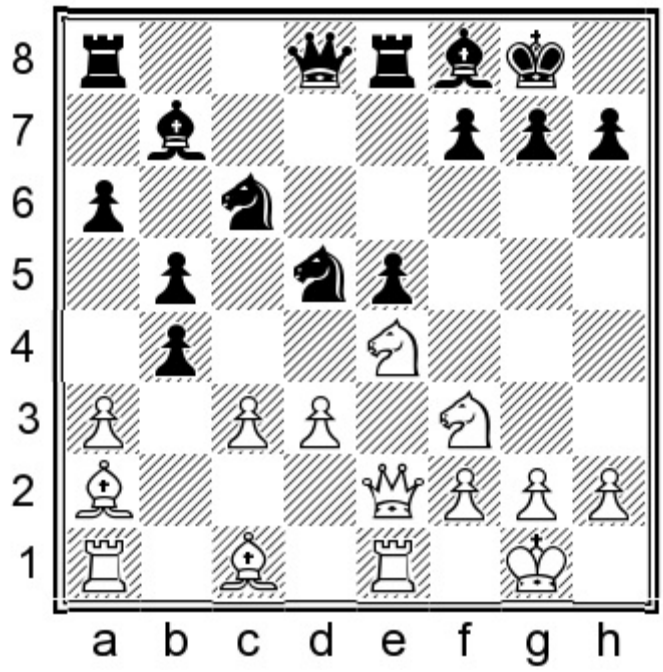


22...♘g3+! 23.hxg3 ♖h8+

0–1

Even in our modern world and in games between top players, opening mistakes still occur.

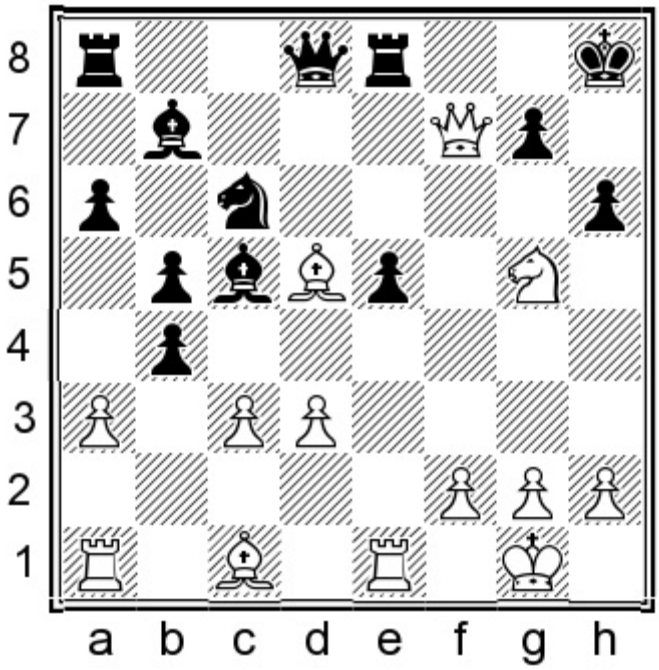
Game 119
Nigel Short D
Ivan Sokolov
London 1995



17.♘fg5! f6?

17...h6 18.♕f3! hxg5 19.♘xg5! ♕f6 20.♕xd5! ♘d8 21.♕d7± Short,N-Huebner,R Manila 1990.

18.♕h5! fxg5 19.♘xg5 h6 20.♕f7+ ♔h8 21.♗xd5 ♗c5



22.♕g6! ♗xf2+

22...hxg5 23.♕h5#

23.♔h1

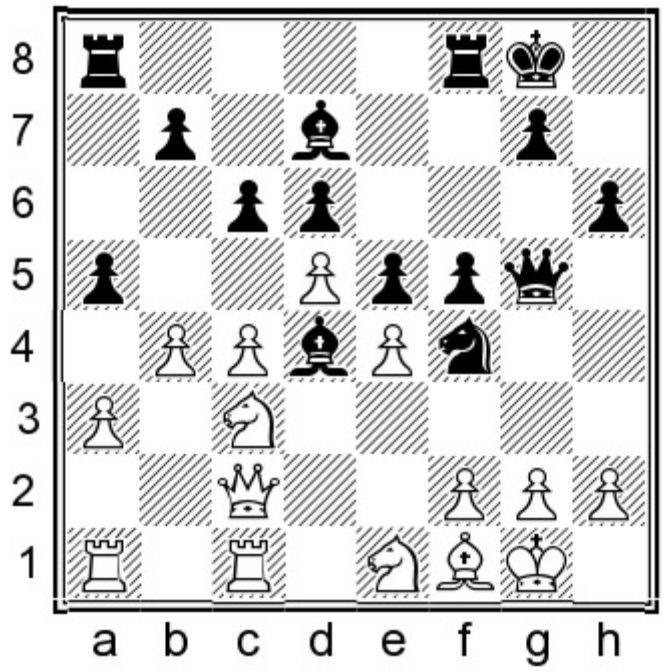
23.♔xf2 ♕f6+ 24.♕xf6 gxf6 25.♘f7+ ♔h7 26.♘d6+–

23...♕xg5 24.♗xg5

24.♗xg5 and resigned due to 24...♗xe1 25.♗f6!+–.

1–0

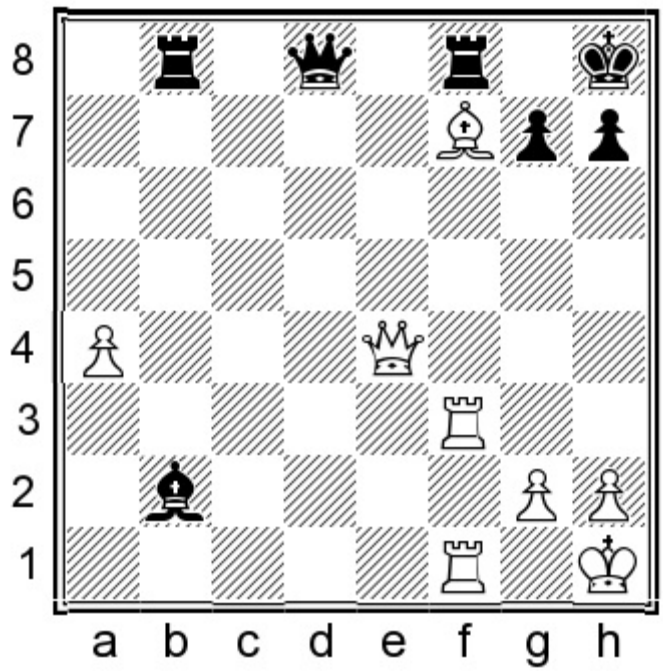
Game 120
Reinhard Koemetter
Gerard Welling J
Velden 1995



18...♘h3+! 19.♔h1 ♘xf2+ 20.♔g1 ♘xe4+ 21.♔h1 ♘g3+! 22.hxg3 ♕h5#

0–1

Game 121
John Emms M
Albert Blees
Isle of Man 1996



White is a healthy pawn up, but the game is still on.

28...♕d4?

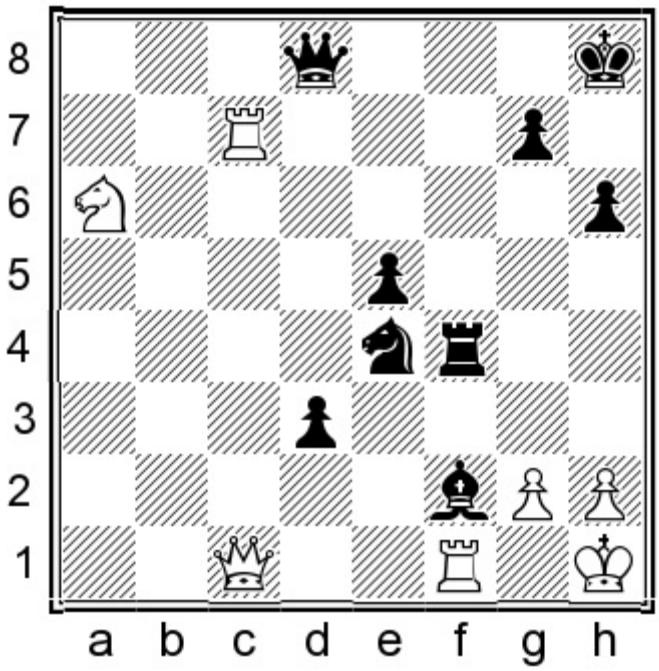
Not the way to go! Forced was 28...g6 29.♗c4±.

28...♕d4? 29.♕xh7+!

29.♕xh7+ ♔xh7 30.♖h3+ ♕h4 31.♖xh4#

1–0

Game 122
Friso Nijboer
Michael Adams
Hoogovens 1998

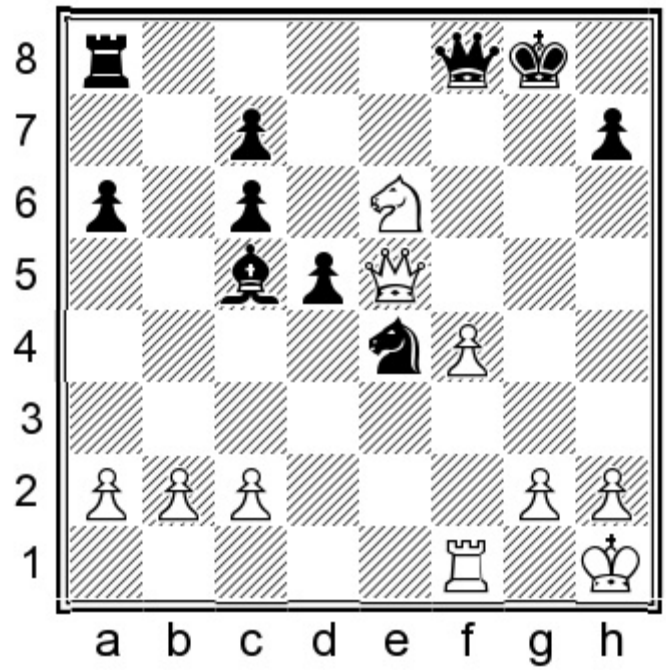


38...♘g3+!

38...♘g3+ and White resigned, as he is getting mated: 39.hxg3 ♕h4+ 40.gxh4 ♖xh4#.

0–1

Game 123
Daniel Hall
Dominic Foord
Yarmouth 2007

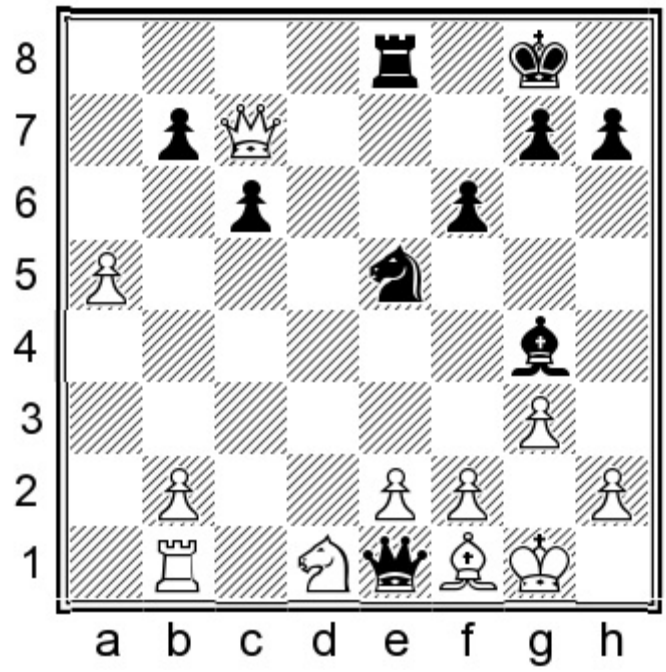


27...♘g3+!

27...♘g3+ and White resigned due to 28.hxg3 ♕h6+ 29.♕h5 ♕xh5#.

0–1

Game 124
Eugenio Torre
Jan Timman H
Hamburg 1982



This example could also fall under various mating patterns such as back-rank and bishop & knight

mates!

27...♘f3+! 28.♔g2

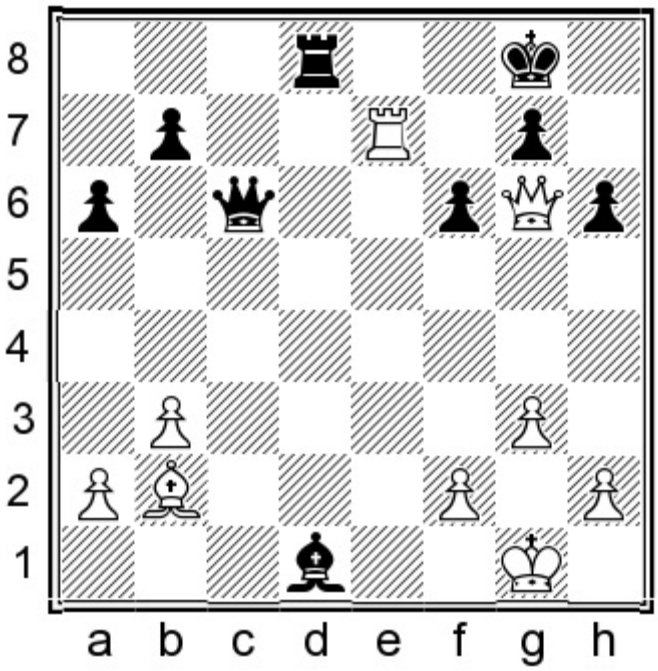
If 28.exf3, then 28...♕xf1+! 29.♔xf1 ♗h3+ 30.♔g1 ♖e1#.

28...♕xf1+!

Resigned: 28...♕xf1+ 29.♔xf1 ♗h3#.

0–1

Example 3



It looks like Black is dead, but he has an unexpected resource at his disposal!

1...♕h1+! 2.♔xh1 ♗f3+ 3.♔g1 ♖d1+ 4.♖e1 ♖xe1#

0–1

CONCLUSION

The mating pattern is crystal-clear and the cooperation between the major and the light pieces is idyllic.

Quite often, a sacrifice (or several) is needed to open the rook-file. Though of course, above all, the opponent's cooperation is always appreciated!

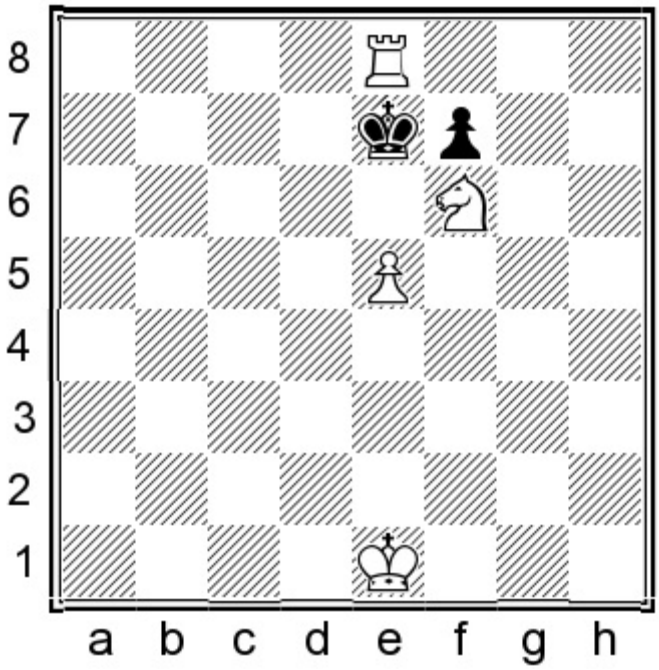
Combinations exist mainly due to mistakes, rather than brilliant play. Unfortunately, this is the simple truth and we have to learn to live with it and adjust our play accordingly.

HOOK MATE

The hook mate involves the cooperation of a rook, knight and pawn along with an enemy pawn, which limits the enemy king's escape route.

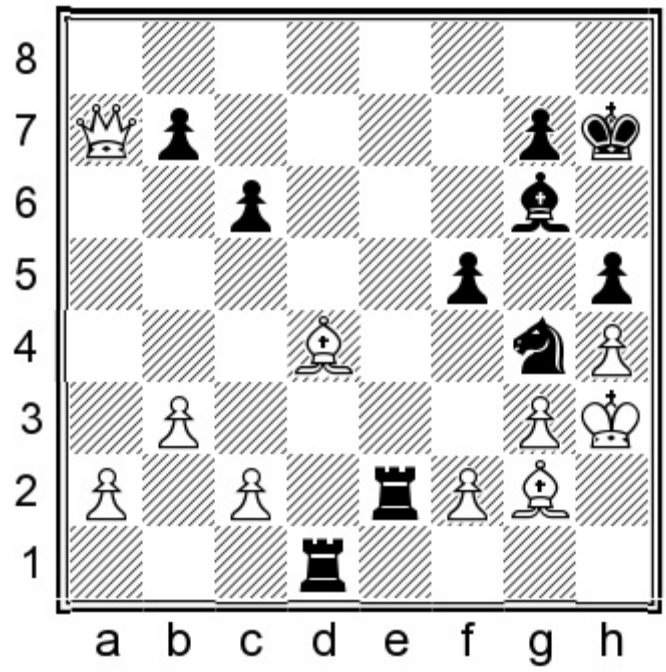
The rook is protected by the knight and the knight is protected by the pawn. Sometimes, the mate is delivered by the queen instead of the rook.

Example 1



1–0

Game 125
James Robey
Adolf Anderssen
London 1862



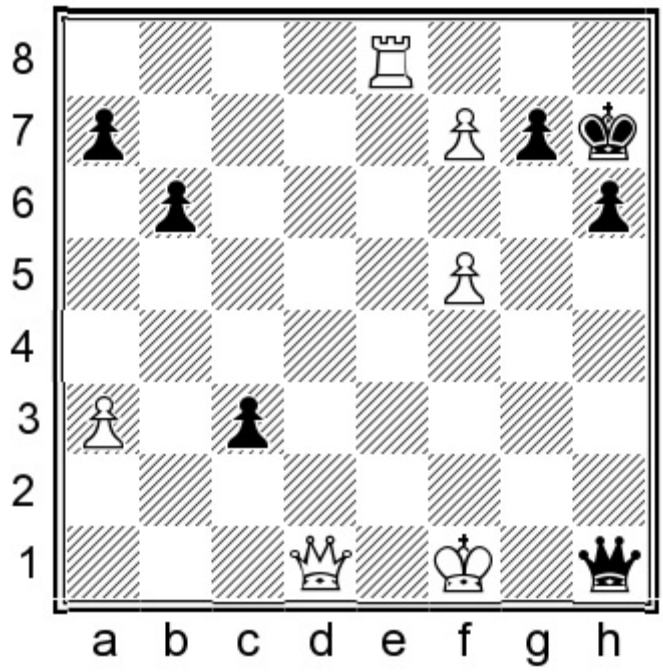
37...♘xf2+! 38.♔h2

Or 38.♗xf2 ♖dd2–+.

38...♘g4+ 39.♔h3 ♖h1+! 40.♗xh1 ♖h2#

0–1

Game 126
Frank James Marshall
William Ewart Napier
New York 1898



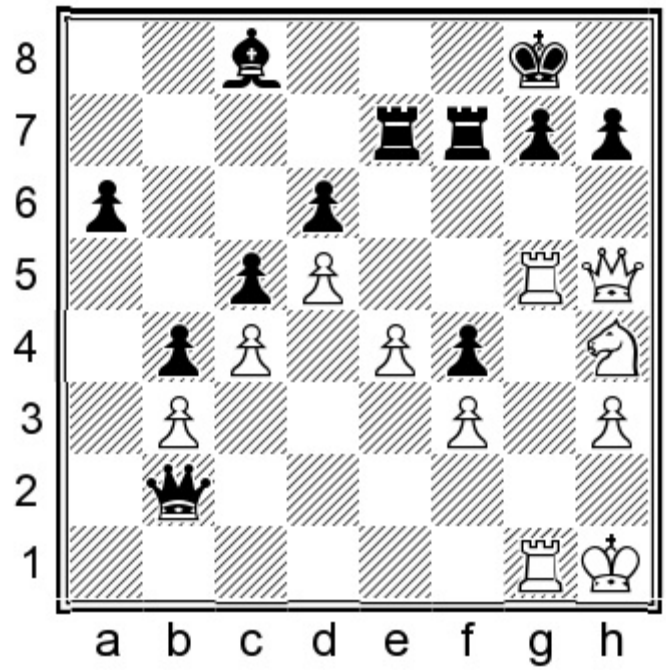
49.♔f2! ♕xd1

49...♕h4+ 50.♔e3 ♕g3+ 51.♕f3 ♕e1+ 52.♕e2 ♕g3+ 53.♔e4 ♕h4+ 54.♔d5 ♕h1+ 55.♔d6+–

50.f8=♘+ ♔g8 51.♘g6+ ♔f7 52.♖f8#

1–0

Game 127
Dawid Markelowicz Janowski
Carl Schlechter
London 1899



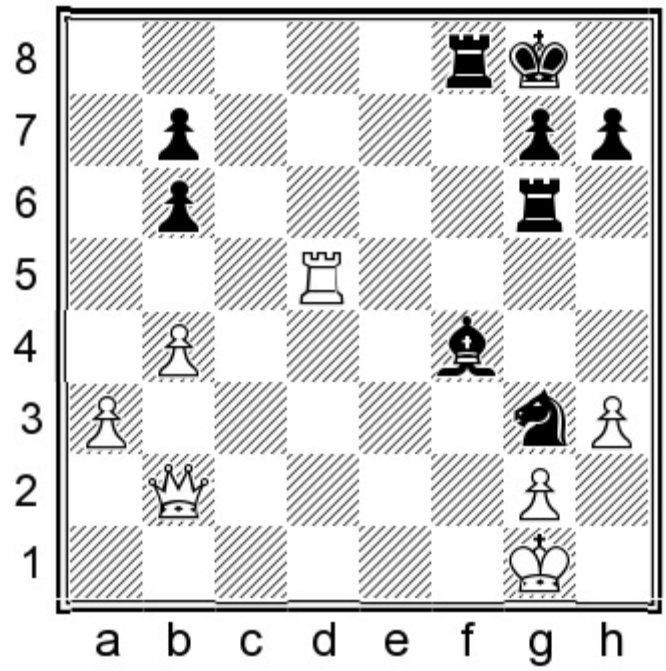
A famous combination.

34.♕xh7+! ♔xh7 35.♖h5+ ♔g8 36.♘g6

36.♘g6 and mate is near: 36...♖f6 37.♖h8+ ♔f7 38.♖f8#.

1–0

Game 128
Ratmir D. Kholmov
Wolfgang Pietzsch
Tbilisi 1965



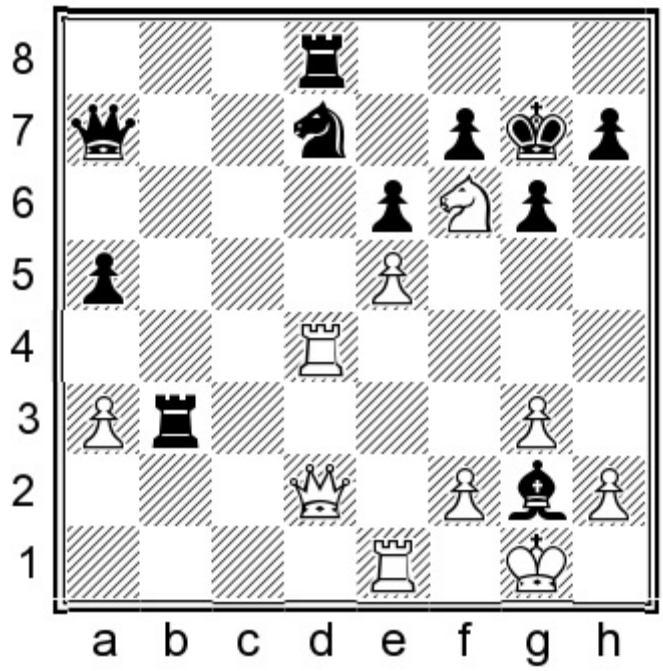
Black's material advantage will tell, but why not convert on the spot?

32...♗e3+! 33.♔h2 ♗g1+!

33...♗g1+ 34.♔xg1 ♖f1+ 35.♔h2 ♖h1#

0–1

Game 129
Paul Van der Sterren
Ljubomir Ljubojevic
Hoogovens 1987



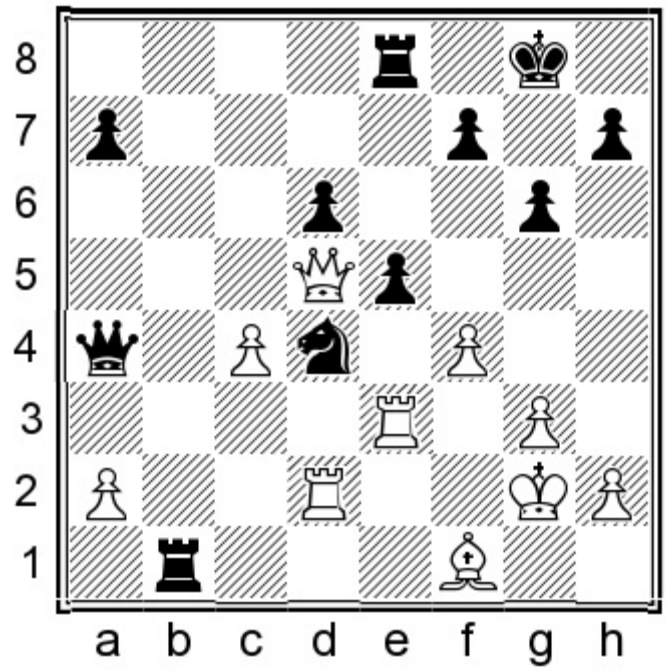
33.♖h4! h5 34.♘xh5+ ♔f8

No sa lvation eit her af ter 34...gxh5 35.♕g5+ ♔f8 36.♕xd8+ ♔g7 37.♖xh5+–.

35.♕d6+! ♔g8 36.♘f6+ ♔g7 37.♖h7#

1–0

Game 130
Dusko Pavasovic
Tibor Fogarasi
Budapest 1994



Black’s attack should tell, but some precision is still needed.

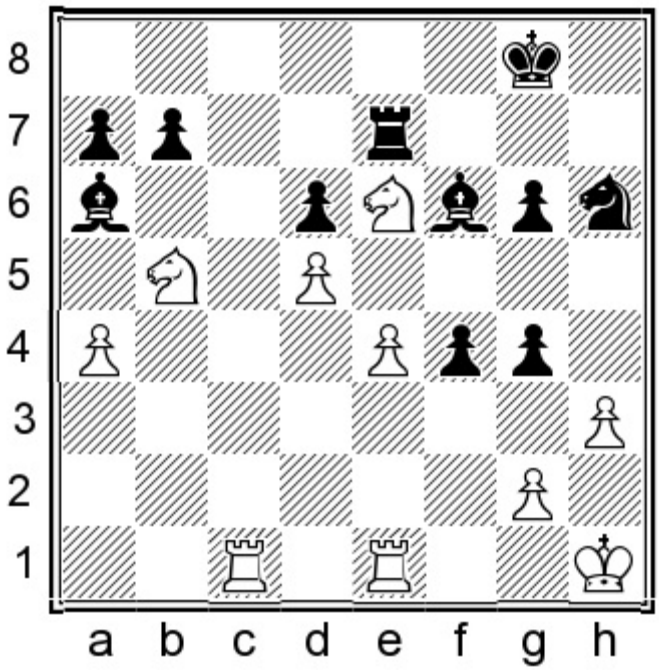
34...♘f5! 35.♖ee2 exf4 36.♕d3

36.gxf4 ♖xe2+ 37.♖xe2 ♕a3–+

36...♘e3+ 37.♔f2?! ♖xf1#

0–1

Game 131
Emmanuel Amigues
Krum Georgiev
France 2002



36.♖c8+ ♔f7?

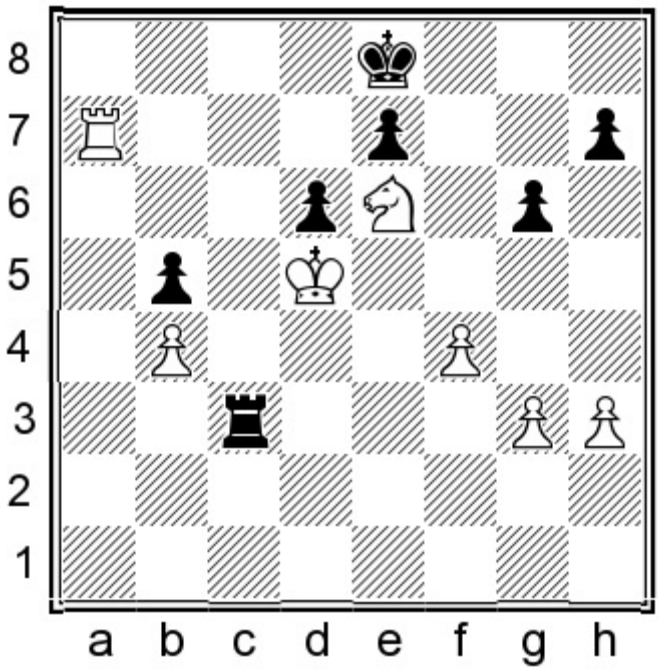
Allowing mate in 1, but Black was lost any way af ter 36...♔h7 37.♘xd6+–.

37.♖f8#

37.♘xd6# was good too!

1–0

Game 132
Simon Kim Williams
James M. Critelli
Internet 2003



44...♖xg3?!

Allowing mate in 2.

44...♖d3+ 45.♔c6 ♖c3+ 46.♔xb5 ♖xg3 47.♔c6+–

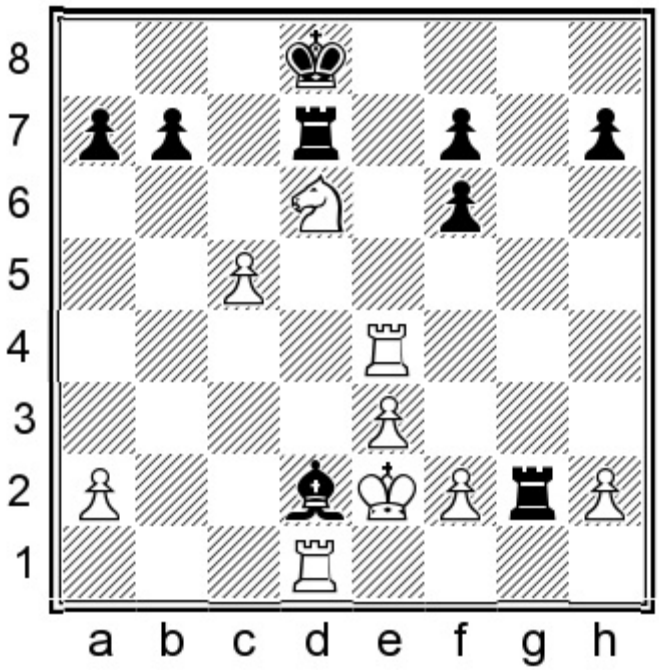
44...♖xg3?! 45.♖a8+ ♔f7

45...♔d7 46.♖d8#

46.♖f8#

1–0

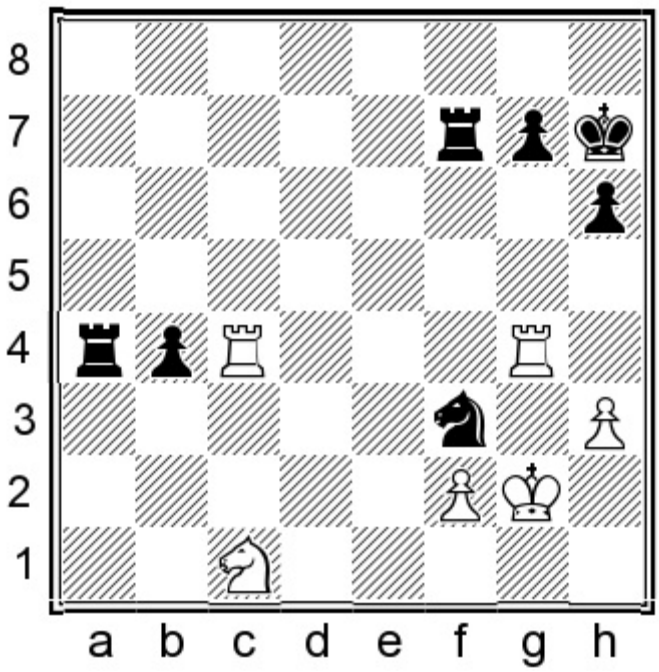
Game 133
Georg Danner
John T. Fletcher
Saint Vincent 2005



26.♖e8+ ♔c7 27.♖c8#

1–0

Game 134
Pia Cramling
Jonny Hector
Malmo 2010



White is about to equalize, so Black has to act fast.

53...♖a1! 54.♘d3?

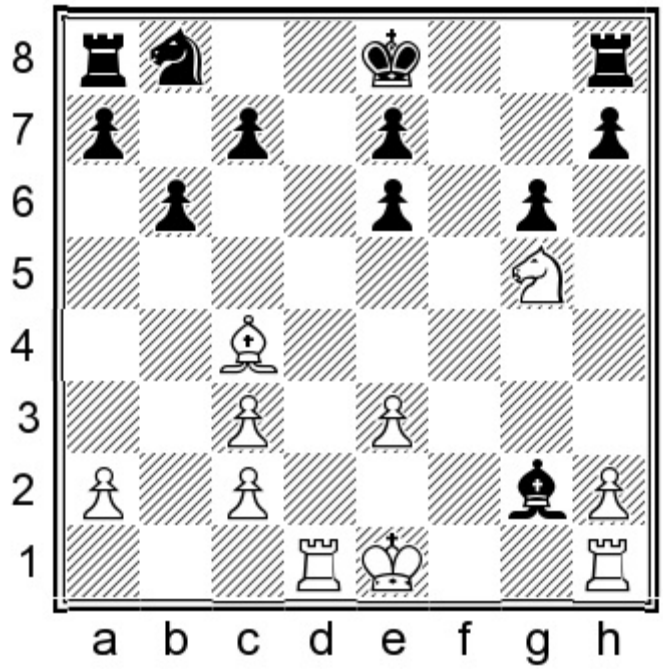
White is lost anyway, but she didn't have to get mated...

54...♖g1#

0–1

Game 135
Tarek Goutali
Osvaldo Gama Dos Santos Lima
Khanty-Mansiysk 2010

1.e4 g6 2.d4 d6 3.♘c3 ♗g7 4.♗e3 ♘f6 5.♘f3 b6 6.♗c4 ♗b7 7.e5 dxe5 8.dxe5 ♕xd1+ 9.♖xd1 ♘g4 10.e6 fxe6 11.♘g5 ♗xc3+ 12.bxc3 ♘xe3 13.fxe3 ♗xg2



14.♘xe6! ♗xh1

Or 14...♘d7 15.♖g1 ♗f3 16.♘xc7+ ♔d8 17.♘e6+ ♔e8 18.♖d4+–.

15.♖d8+ ♔f7 16.♖xh8 b5?

Allowing mate in 1.

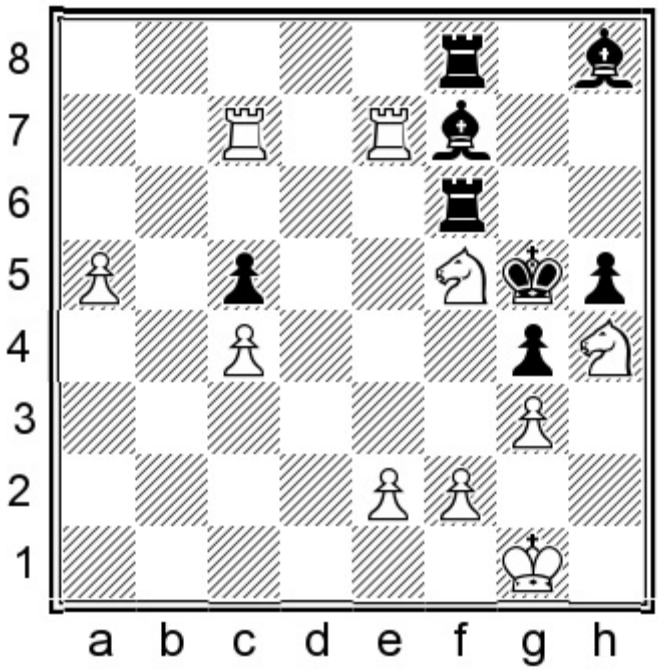
16...♘d7 17.♘xc7+ ♔g7 18.♖xa8 ♗xa8 19.♘xa8+–

17.♖f8#

1–0

Game 136

Vassily Ivanchuk
Levon Aronian
Beijing 2013



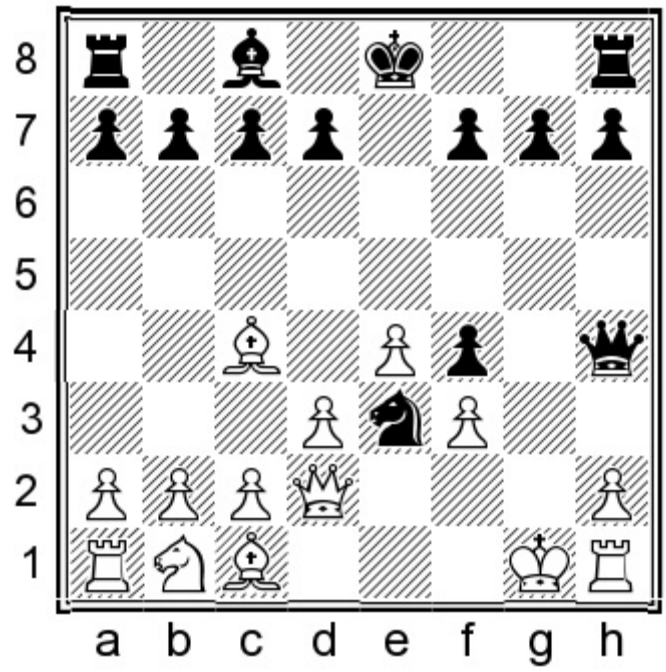
39.a6 ♗xc4?! 40.♖g7+!

40.♖g7+ ♗xg7 41.♖xg7+ ♖g6 42.♖xg6#

1–0

Game 137
George Spreckley
Augustus Mongredien
Liverpool 1845

1.e4 e5 2.f4 exf4 3.♘f3 ♗e7 4.♗c4 ♗h4+ 5.♘xh4 ♕xh4+ 6.♔f1 ♘f6 7.♕f3 ♘c6 8.d3 ♘d4 9.♕d1 ♘g4 10.♕d2 ♘e3+ 11.♔g1 ♘f3+ 12.gxf3

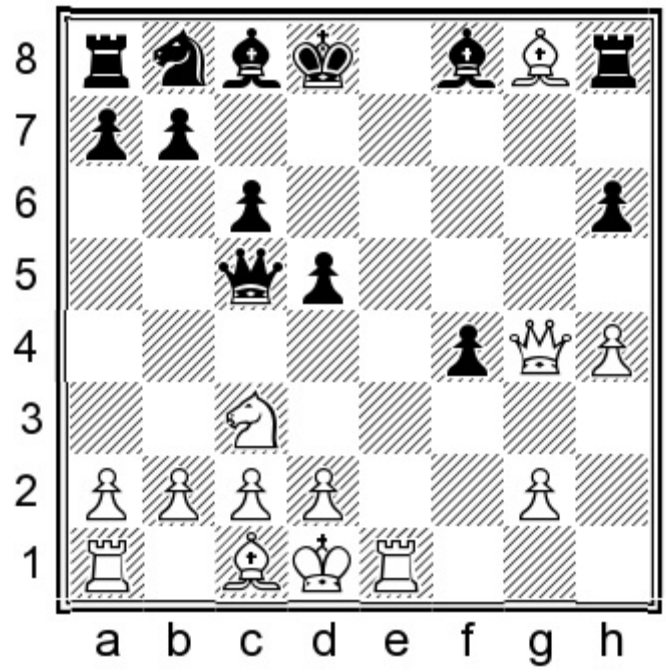


12...♕g5+ 13.♔f2 ♕g2+ 14.♔e1 ♕xh1+ 15.♔f2 ♕f1#

0–1

Game 138
Paul Morphy
Eugene Rousseau
New Orleans 1849

1.e4 e5 2.f4 exf4 3.♘f3 g5 4.h4 g4 5.♘g5 h6 6.♘xf7 ♔xf7 7.♕xg4 ♕f6 8.♗c4+ ♔e7 9.♘c3 c6 10.e5 ♕xe5+ 11.♔d1 ♔d8 12.♖e1 ♕c5 13.♗xg8 d5



Morphy was playing blindfolded, but he still saw a lot!

14.♖e8+! ♔xe8

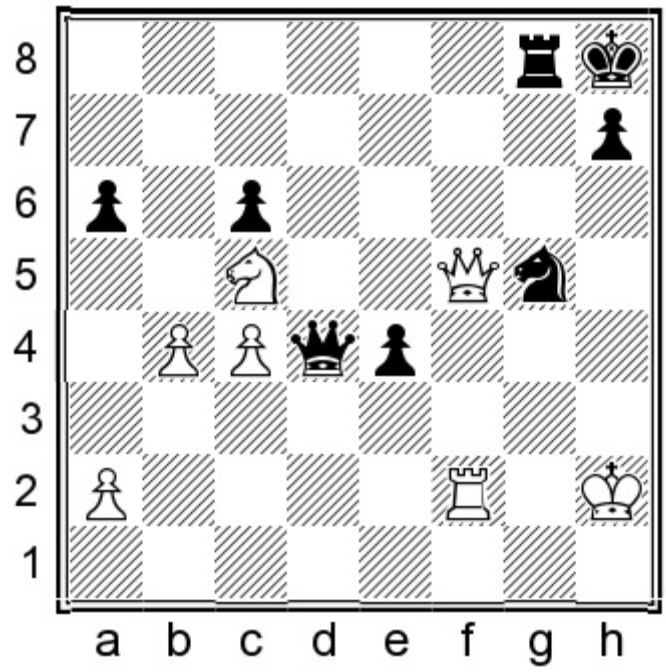
14...♔c7 15.♕xc8+ ♔b6 16.♘a4++–

15.♕xc8+ ♔e7 16.♘xd5+ ♔d6 17.♕c7#

Or 17.♕e6#.

1–0

Game 139
Magnus Carlsen
Hikaru Nakamura
Bilbao 2016



49...♘f3+! 50.♔h3 ♕d6

50...♕g7 51.♕f4 ♕g6 was quicker. White resigned anyway as he cannot avoid the hook mate on h2 without losing material.

0–1

CONCLUSION

A fairly common mating pattern. The combined power of rook (queen), knight and pawn is too much to handle for practically any unprotected enemy king.

KILL BOX MATE

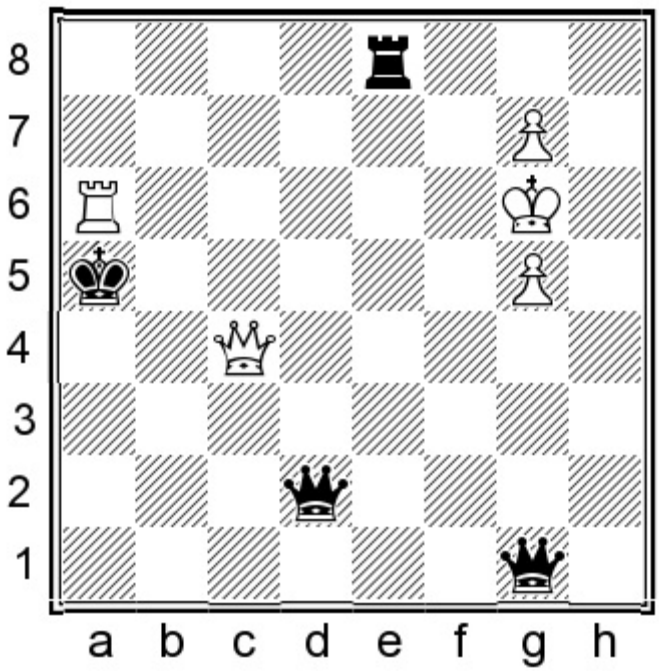
The kill box mate is a box-shaped mate. The mate is delivered by the rook with the queen's assistance.

The rook is next to to the king and the queen supports the rook diagonally two squares away. This forms a 3x3 box shape.

The enemy king could be on the edge of the board. The king can also be anywhere on the board, as long as the escape squares are blocked off to prevent his escape.

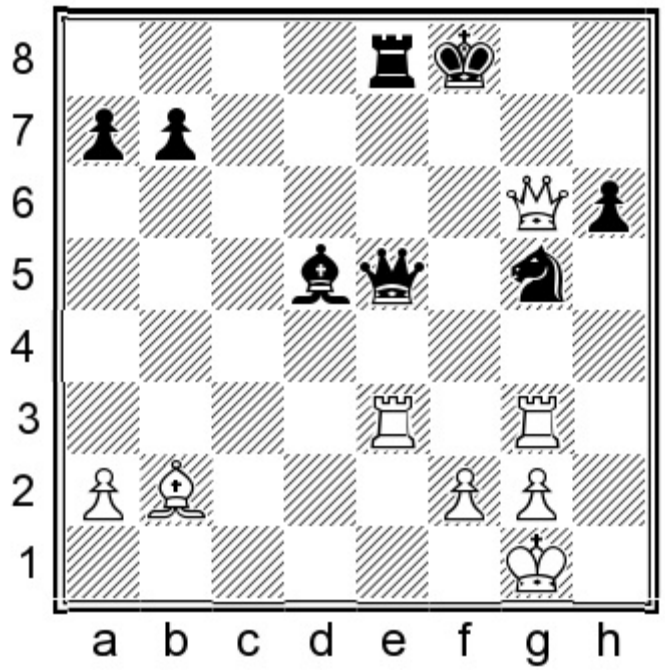
Here is an archetypal example of the mate:

Example 1



1–0

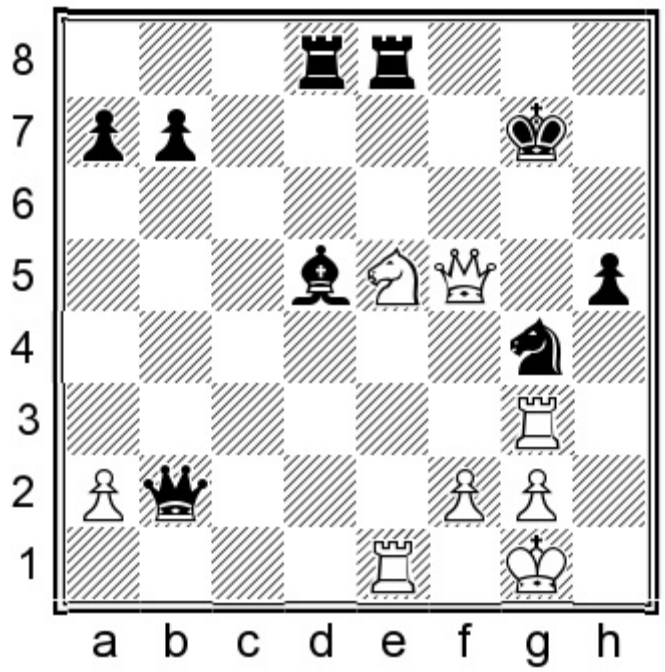
Example 2



1...♕xb2 2.♖xe8#

1–0

Game 140
Andrei Kovalev
Dmitrij Novitzkij
Minsk 2003



Black is in trouble here...

34.♕g6+! ♔f8

Or 34...♔h8 35.♕xh5+ ♔g7 36.♖xg4+ ♔f8 37.♘d7+! ♖xd7 38.♖xe8#.

35.♘d7+!

35.♘d7+ and mate follows after 35...♖xd7 36.♖xe8#.

1–0

CONCLUSION

The combined power of heavy pieces can easily be lethal, as the previous examples demonstrate.

So, the lawnmower mate is delivered by two major pieces, such as two rooks, two queens, or a rook and queen.

The pieces start in a position where they occupy adjacent ranks or files, and then take it in turns to sweep forward two ranks or files at a time, herding the opponent king to the edge of the board where mate is delivered.

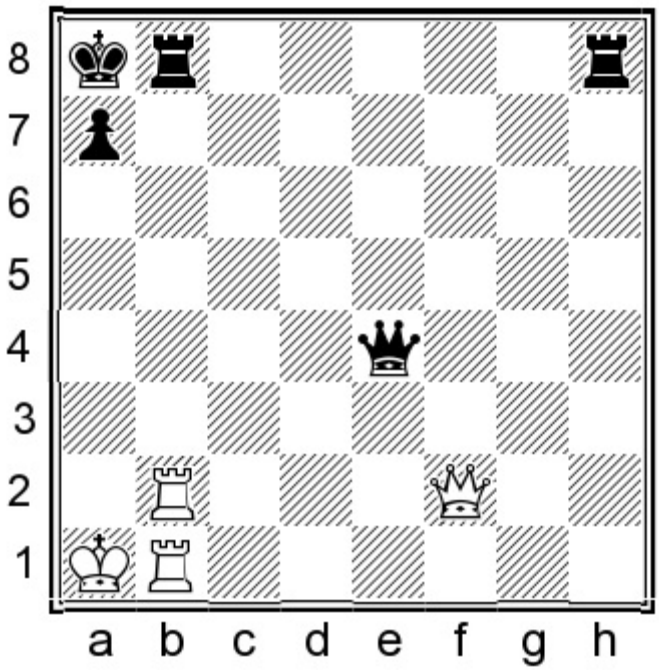
“Lawnmower mate” can be used to describe the multi-move mating procedure or a single move leading to the final position where mate is delivered.

LAWNMOWER MATE

The lawnmower mate functions with the cooperation of two major pieces to mate the opponent's king on a file or a rank.

It is quite a simple concept, demonstrated in the following examples:

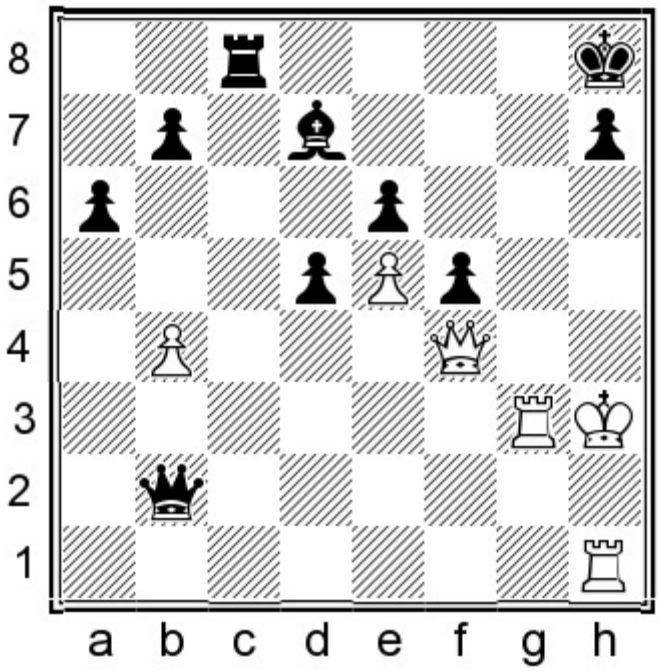
Example 1



1.♕xa7+! ♔xa7 2.♖a2+ ♕a4 3.♖xa4#

1–0

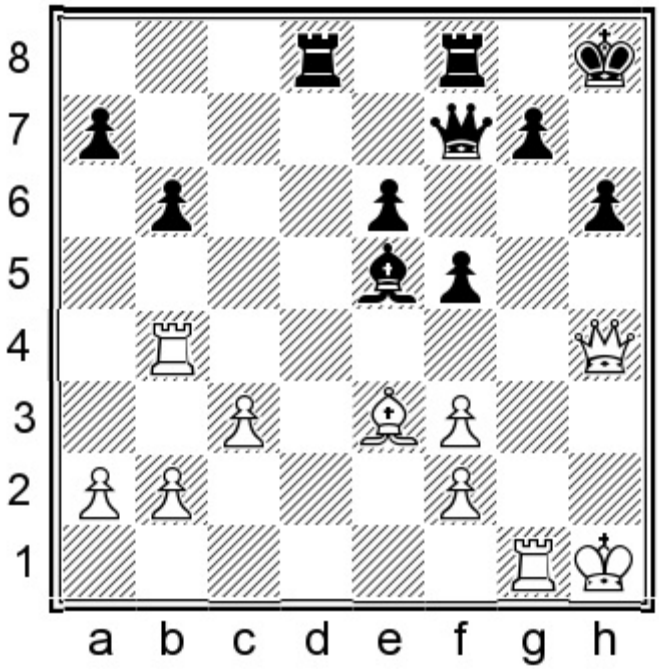
Game 141
Harry Nelson Pillsbury
Geza Maroczy
Paris 1900



44.♕h6! ♕xe5 45.♕xh7+! ♔xh7 46.♔g2#

1–0

Game 142
Nevzat Suer
Vlastimil Hort
Athens 1969



The black king isn't as secure as it looks!

27.♗xh6! gxh6?

A terrible blunder.

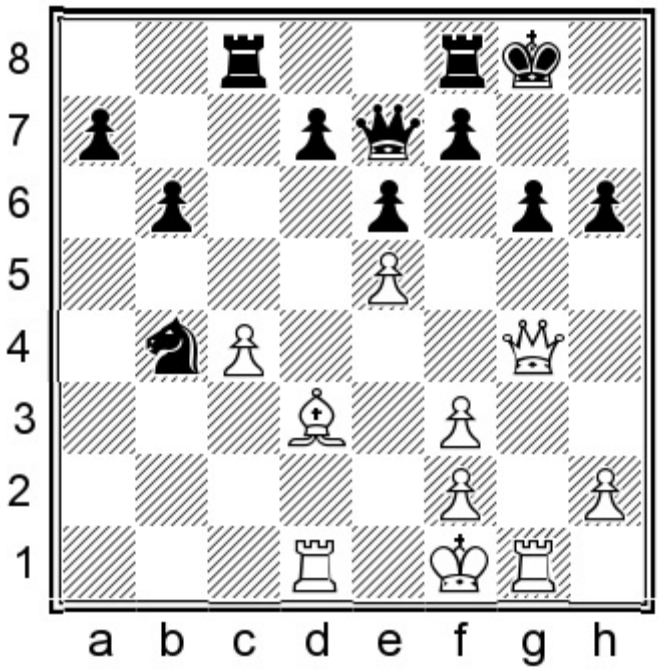
Correct was 27...♔g8 28.♕h3 f4 29.♖e4 ♕f5 30.♖g4 ♖f7∞.

28.♕xh6+

Black forgot about the mate after 28.♕xh6+ ♕h7 29.♕xh7+ ♔xh7 30.♖h4#.

1–0

Game 143
Tea Lanchava
Wouter Spoelman
Wijk aan Zee 2005

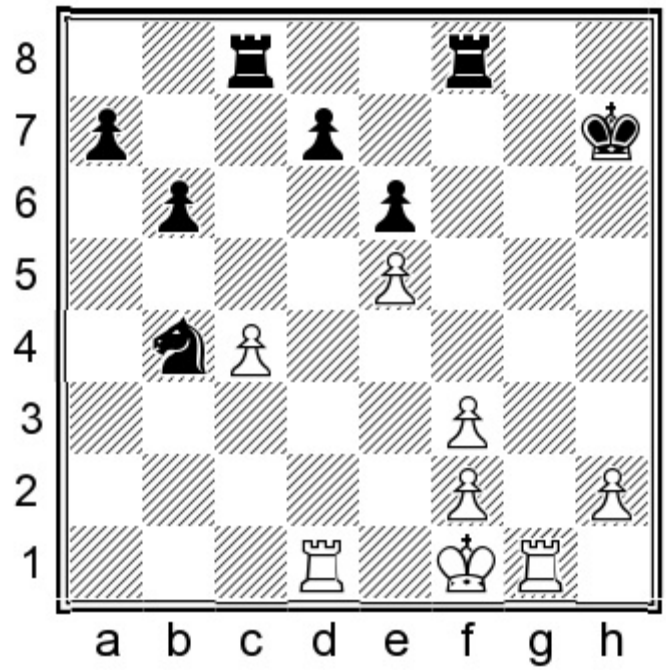


White doesn't have too many options here.

26.♗xg6! fxg6?

Well, Black was lost anyway, but he shouldn't let himself get mated! He had to try and save himself with 26...♔h8 27.♕h3! fxg6 28.♖xg6 ♖f7 29.♖xh6+ ♖h7 30.♖d4+–.

27.♕xg6+ ♔h8 28.♕xh6+ ♕h7 29.♕xh7+ ♔xh7

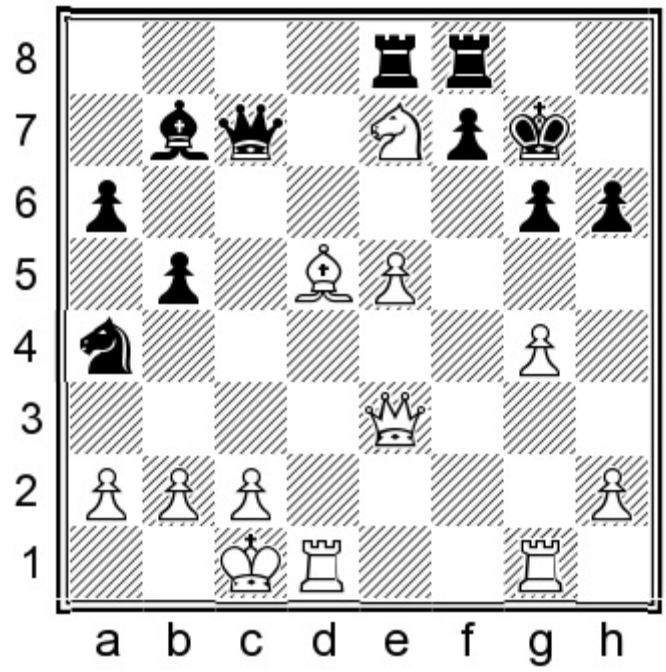


30.♖d4!

As mate follows on h4, Black resigned.

1–0

Game 144
Juan Carlos Klein
Bartolome Jorge Marcussi
Buenos Aires 1963



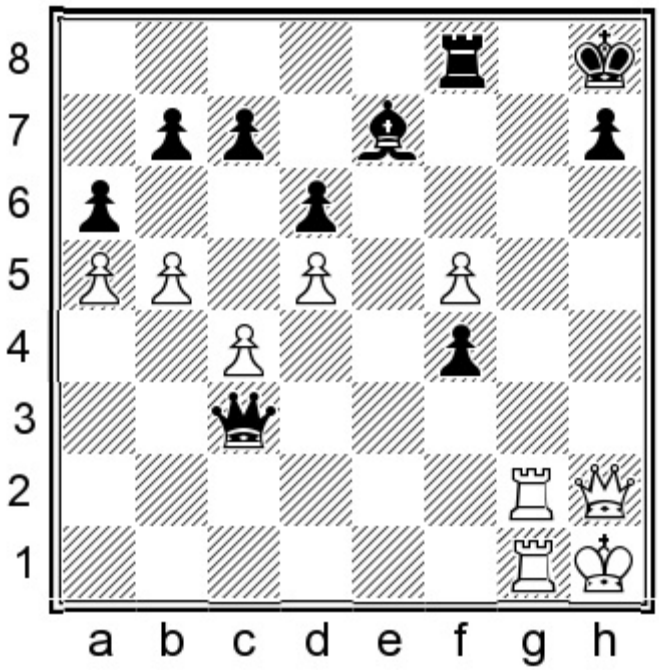
White concluded his attack in didactic fashion:

23.♘f5+! gxf5 24.gxf5+ ♔h7 25.♕xh6+! ♔xh6 26.♖d3

Indeed, mate will soon follow on the h-file!

1–0

Game 145
Simon Kim Williams
Mark Hebden
Hastings 2006



Black is lost but he didn't do himself any favours with his next move.

38...f3?

38...♕f6 was the only way to continue the fight.

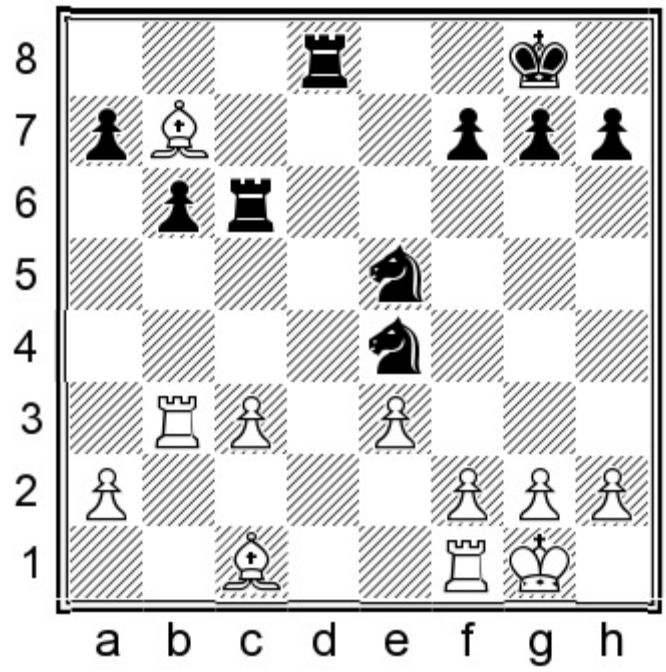
38...f3? 39.♕xh7+!

39.♕xh7+ ♔xh7 40.♖h2+ ♗h4 41.♖xh4#

1–0

The previous examples dealt with mate down a file. Now we will check out some mating patterns along a rank, which are usually connected to back-rank weakness.

Example 2



Black understood that something was wrong with White's piece coordination.

1...♘f3+! 2.gxf3

White gets mated after 2.♔h1 ♘xf2+ 3.♖xf2 ♖d1+ 4.♖f1 ♖xf1# as well.

2...♖g6+ 3.♔h1 ♘xf2+!

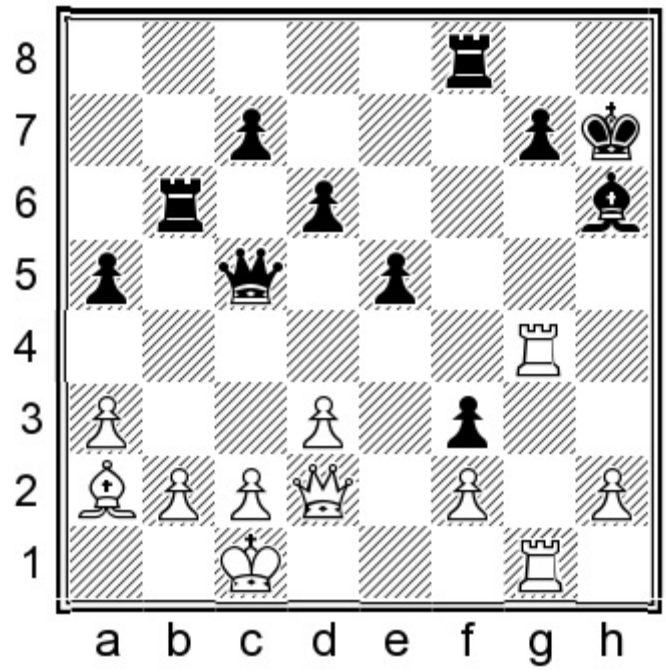
The final blow.

4.♖xf2 ♖d1+ 5.♖f1 ♖xf1#

A nice little combination!

0–1

Example 3



White seems to be in trouble, but he had seen a little further.

1.♕xh6+! gxh6

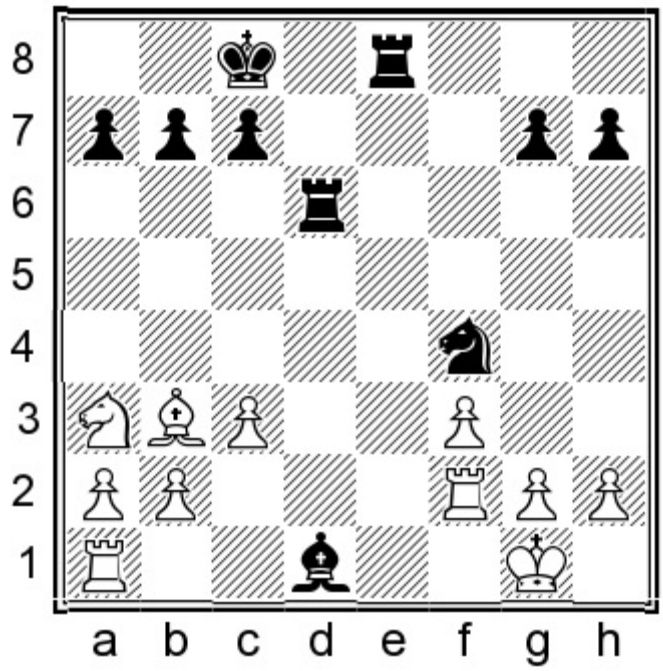
1...♔xh6?! 2.♖h4#, was far easier.

2.♖g7+ ♔h8 3.♗g8!

Black resigned as he cannot avoid mate on h7. This example can be considered both as a file and a rank mate!

1–0

Example 4

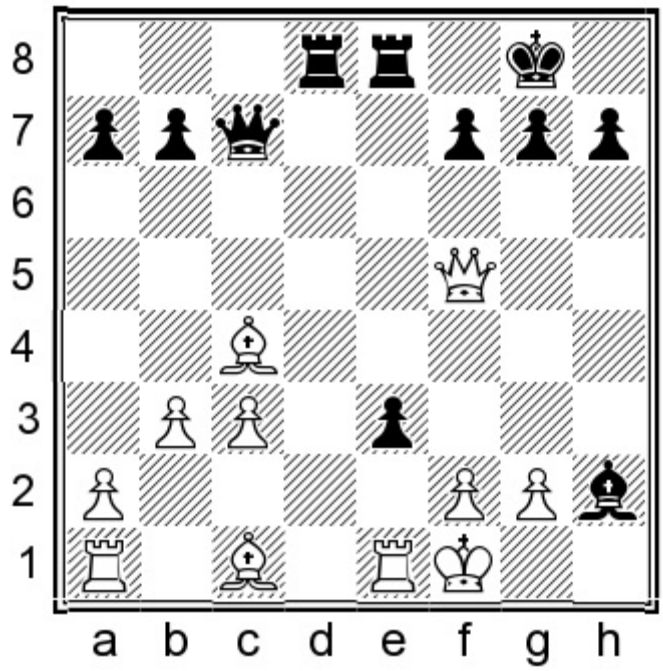


Very similar to example 2.

1...♖e1+ 2.♖f1 ♘h3+! 3.gxh3 ♖g6+ 4.♔h1 ♖xf1#

0–1

Example 5

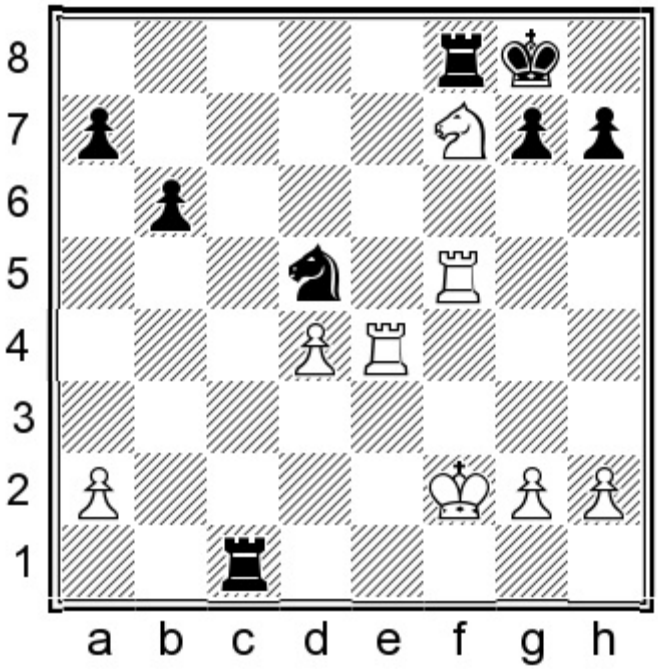


The white king is suffering and it is no wonder that Black can force things here.

1...♕xc4+! 2.bxc4 e2+ 3.♖xe2 ♖d1+ 4.♖e1 ♖dxe1#

0–1

Game 146
Amos Burn
Dawid Markelowicz Janowski
Vienna 1898



28.♘d6?

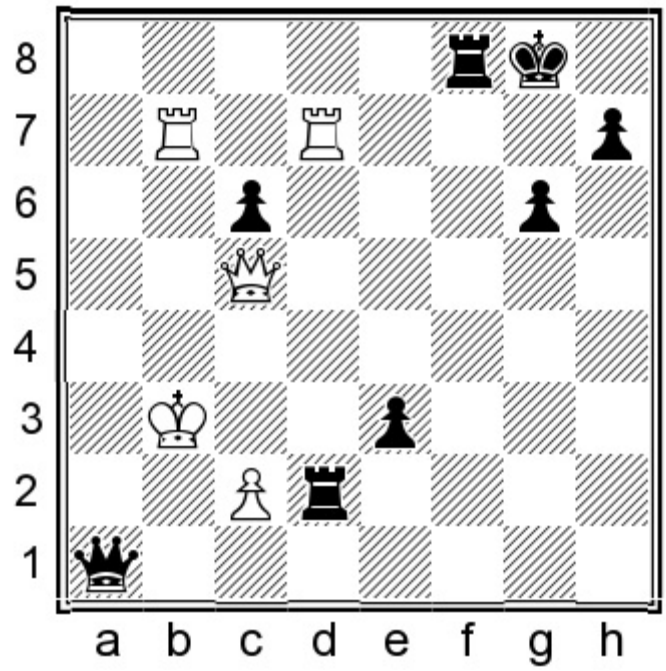
White missed a quick mate after 28.♘h6+! gxh6 29.♖g4+ ♔h8 30.♖xf8#.

The game ended in a draw after 72 moves.

28.♘d6? ♖c2+ 29.♔f3 ♖xf5+ 30.♘xf5 ♖xa2 31.♖e8+ ♔f7 32.♘d6+ ♔g6 33.♖e6+ ♘f6 34.♘c8 b5 35.d5 b4 36.d6 ♔f5 37.♖e7 a5 38.♖xg7 b3 39.g4+ ♔e5 40.d7 ♘xd7 41.♖xd7 b2 42.♖b7 a4 43.♘b6 a3 44.♘a4 ♖a1 45.♘xb2 a2 46.♘d3+ ♔d6 47.♖b6+ ♔c7 48.♖a6 ♖f1+ 49.♔e4 a1=♕ 50.♖xa1 ♖xa1 51.h4 ♔d7 52.♔f5 ♔e7 53.♔g5 ♔f7 54.h5 ♔g7 55.♘e5 h6+ 56.♔f5 ♖a5 57.♔e6 ♖a6+ 58.♔e7 ♖b6 59.♘f3 ♖b5 60.♘d4 ♖b7+ 61.♔e6 ♖b4 62.♔e5 ♔f7 63.♘f5 ♖b6 64.♔f4 ♔g8 65.♔e4 ♔h7 66.♔f4 ♖b4+ 67.♔f3 ♖c4 68.♔g3 ♖c3+ 69.♔f4 ♖a3 70.♔e4 ♖a1 71.♔f4 ♖b1 72.♔f3

½-½

Game 147
John Stuart Morrison
Max Euwe
London 1922



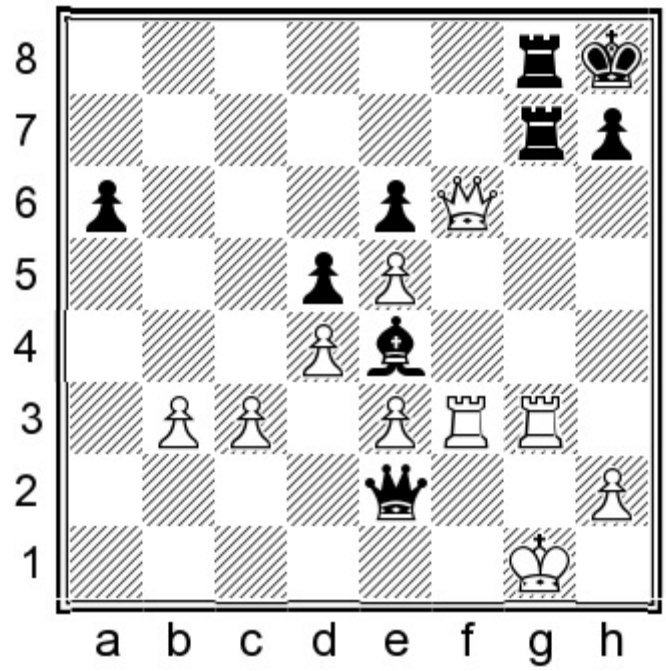
The ex-FIDE World Champion overlooked something simple here:

36.♕xf8+!

36.♕xf8+ ♔xf8 37.♖b8#

1–0

Game 148
Frank James Marshall
Karel Treybal
Hamburg 1930



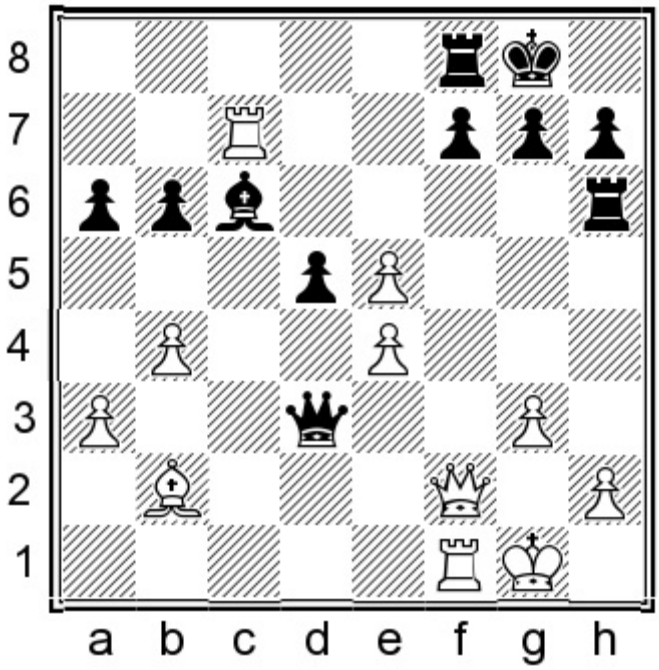
Black looked confident, but he gave his opponent a real chance, which the latter grabbed with both hands!

50.♕xg7+!

50.♕xg7+ ♖xg7 51.♖f8+ ♖g8 52.♖fxg8#

1–0

Game 149
George Alan Thomas
Frank James Marshall
Liege 1930



At first sight, this position looks unclear. However, deeper examination reveals the truth:

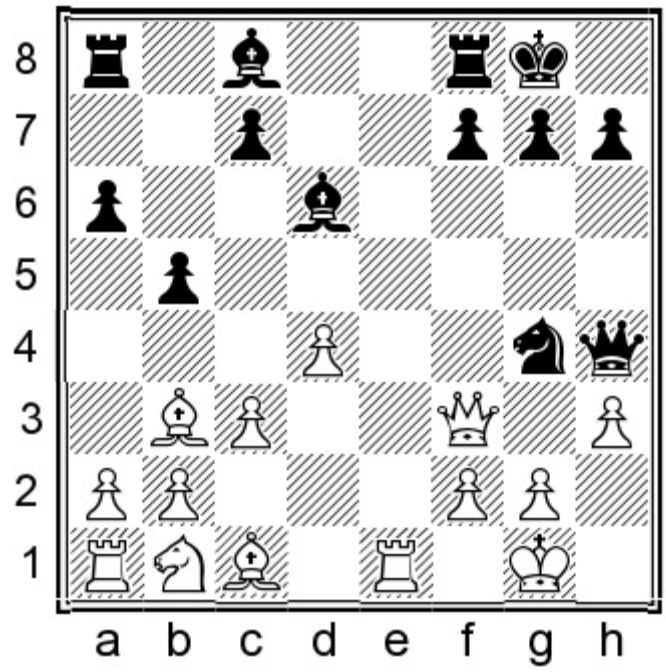
23.♕xf7+!

23.♕xf7+ ♖xf7 24.♖c8+ ♖f8 25.♖cxf8#

1–0

Game 150
Andrea Adam
Victor Meleg
Romania 2013

1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗a4 ♘f6 5.0-0 ♗e7 6.♖e1 b5 7.♗b3 0-0 8.c3 d5 9.exd5 ♘xd5 10.♘xe5 ♘xe5 11.♖xe5 ♘f6 12.d4 ♗d6 13.♖e1 ♘g4 14.h3 ♕h4 15.♕f3



15...♘xf2 16.♕xf2 ♗g3?

16...♗h2+ 17.♔f1 ♗g3 was correct...

17.♕xf7+!

17.♕xf7+ ♖xf7 18.♖e8#

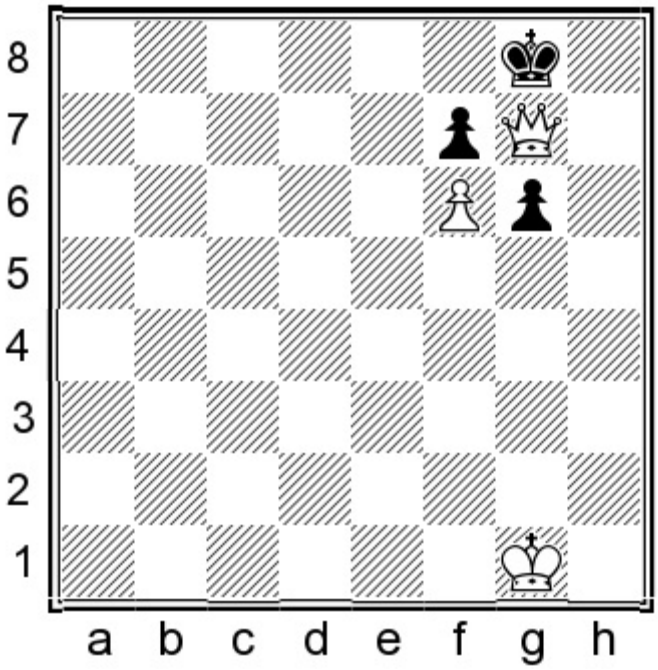
1–0

LOLLI'S MATE

Lolli's mate involves infiltrating the enemy's fianchetto pawn structure using both a pawn and queen. It is very common.

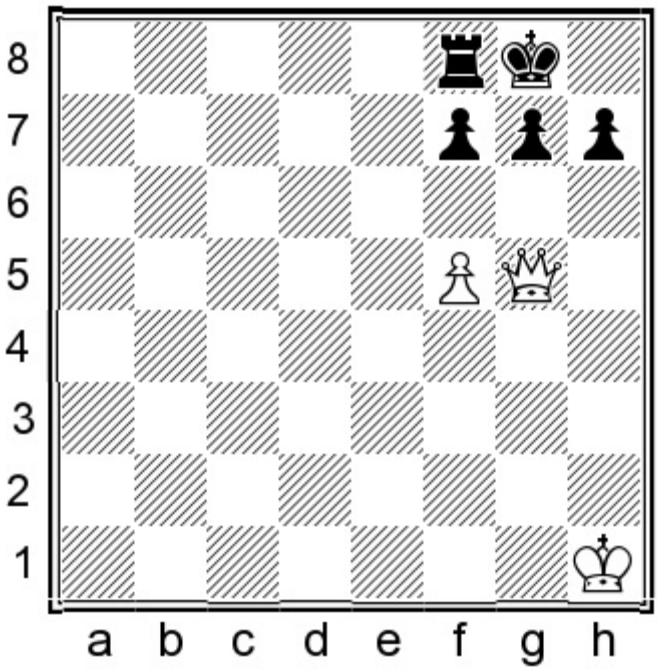
The queen often gets to the h6/a6/ h3/a3 square by means of sacrifices on the rook file. It is named after Giambattista Lolli.

Example 1



1–0

Example 2



Based on internet references, the following diagram appeared for the first time in Lolli's treaty, published in 1763. Giambatista Lolli was an Italian chess player who stood out during his time for his contributions to opening theory, although his work also deals with a hundred endgame positions. In several sources, his name is associated with this mate.

1.f6! g6

The pawn has to advance to prevent mate.

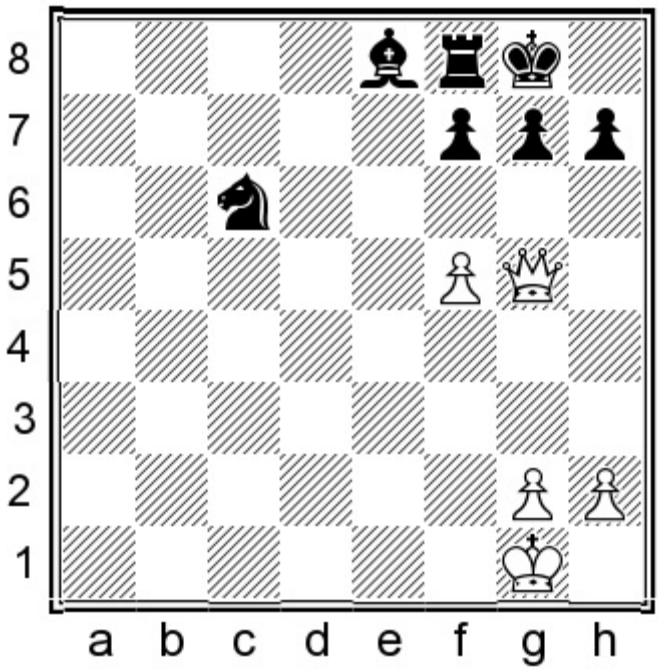
2.♕h6

The queen insists with her fatal intentions, and mate is unstoppable.

2...♖e8 3.♕g7#

1–0

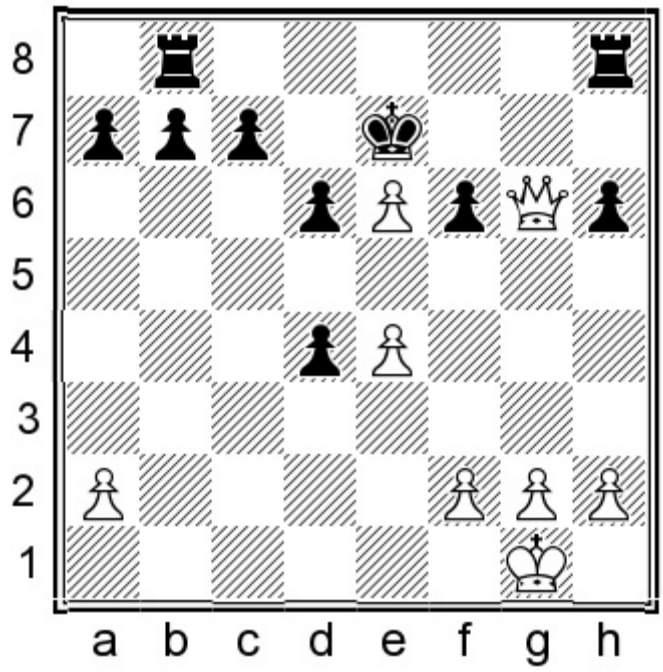
Example 3



1.f6 g6 2.♕h6 ♗d7 3.♕g7#

1–0

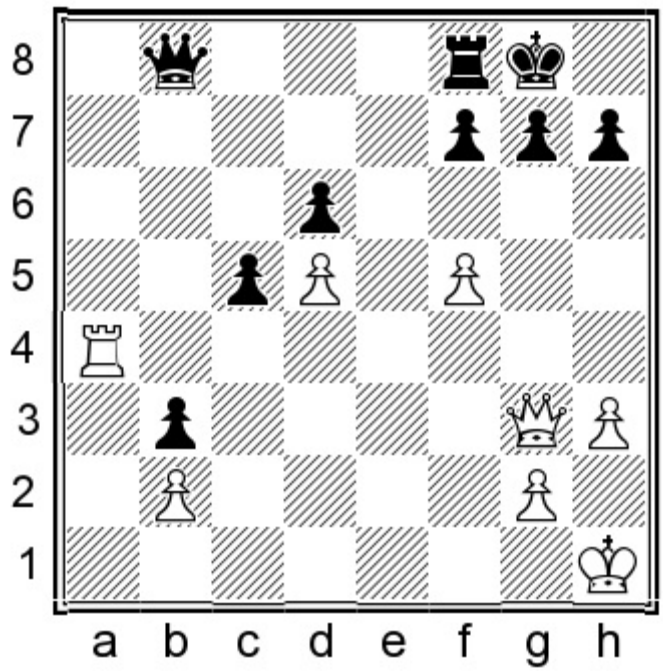
Example 4



1.♕f7+ ♔d8 2.♕d7#

1–0

Example 5



1.f6! g6 2.♕g5 ♕d8

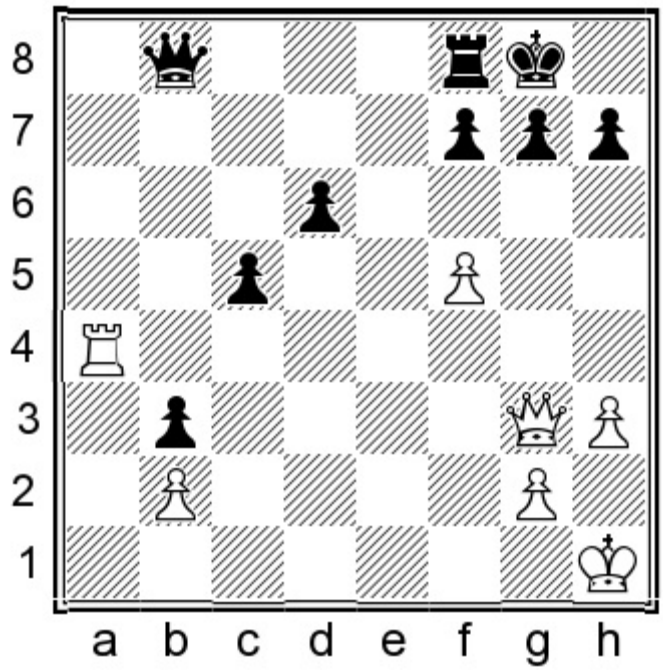
The same thing happens after 2...♖e8 3.♕h6 ♖e1+ 4.♔h2 ♕f8 5.♖a8! followed by mate.

3.♖a8! ♕xa8 4.♕h6

Mate cannot be parried.

1–0

Example 6



1.f6!

This advance is still very strong, although having removed the white pawn on d5, Black has a saving combination. If 1.♖g4 g6 2.fxg6 fxg6 3.♖xg6+ hxg6 4.♕xg6+ is a draw.

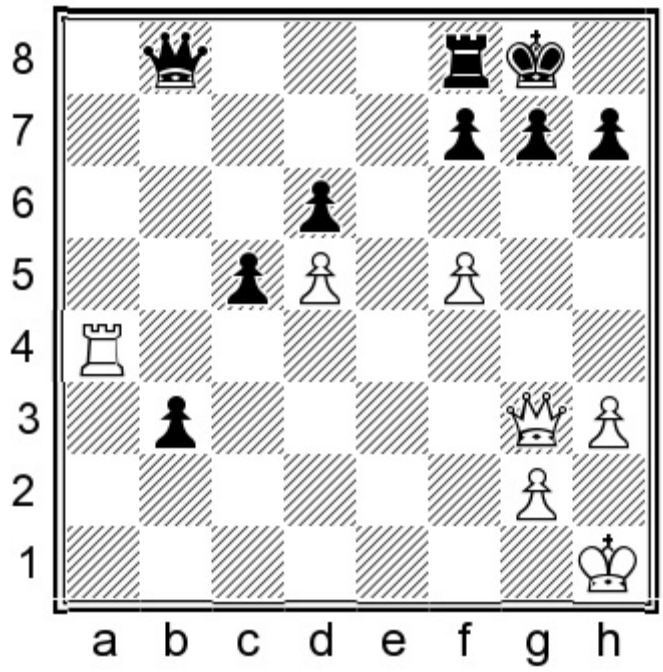
1.f6! g6 2.♕g5 ♖e8! 3.♕h6 ♖e1+ 4.♔h2 d5+!

4...♕f8? 5.♖a8+–

5.g3 ♖e2+ 6.♔h1 ♖e1+ 7.♔g2 ♖g1+! 8.♔xg1 ♕xg3+ 9.♔f1 ♕f3+ 10.♔e1 ♕g3+ 11.♔e2 ♕g2+ 12.♔d1 ♕f1+ 13.♔d2 ♕f2+ 14.♔d1

½-½

Example 7



1.♖g4!

Hav ing removed t he b2-pawn, 1.f6? no longer works because of 1...g6 2.♕g5 ♕d8 3.♖a8 ♕xa8 4.♕h6 ♕a1+! 5.♔h2 ♕xf6–+.

1.♖g4! b2

The position is equal after 1...♔h8 2.♖xg7 ♖g8 3.♖xg8+ ♕xg8 4.♕xb3.

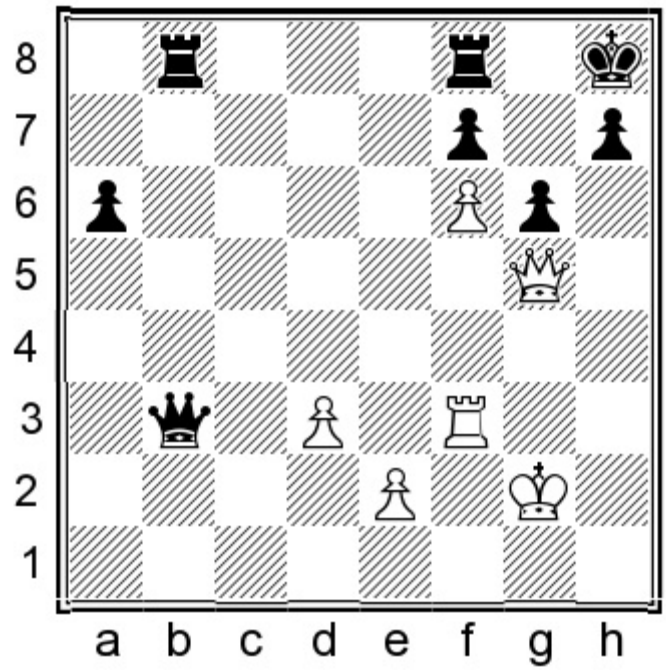
2.♖xg7+ ♔h8 3.♖xh7+! ♔xh7 4.♕h4+

With a draw by perpetual check.

½-½

If the offender is not able to deliver mate on g7, then there is an alternative win. This involves sacrificing the queen on the rook file and delivering mate with a rook, which is a type of corridor mate:

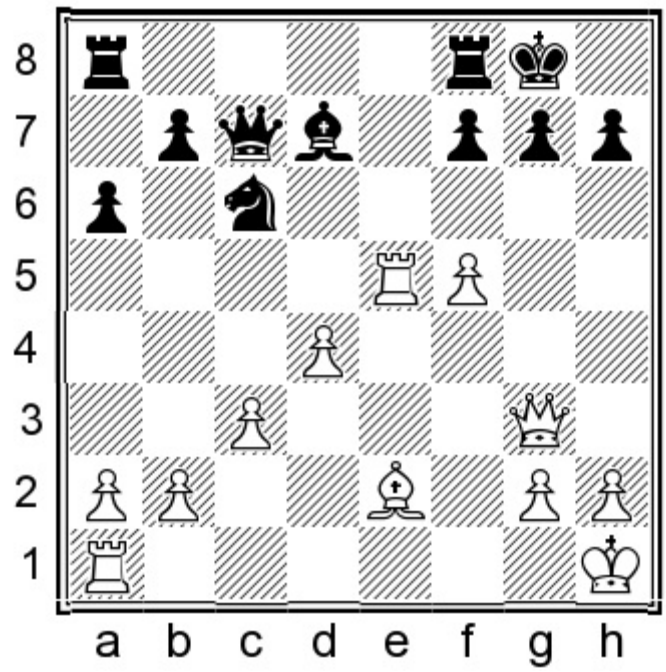
Example 8



1.♕h6 ♖g8 2.♕xh7+! ♔xh7 3.♖h3#

1–0

Example 9



1.f6 g6 2.♕g5 ♔h8

Black can't be helped by 2...♕d6 3.♖d5!+–; nor by 2...♕d8 3.♖f1+–.

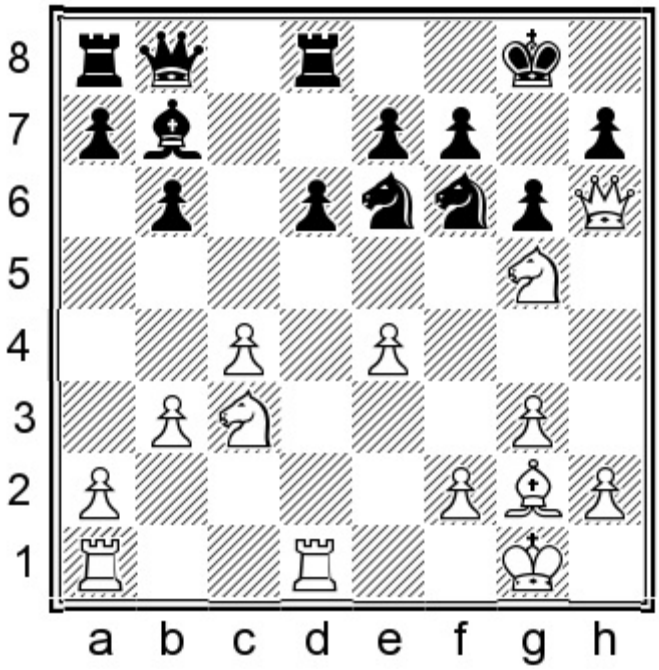
3.♖e4!

This accurate move decides the fight immediately, as Black can't defend against 4.♖h4 followed by 5.♕h6. A huge part of the advantage is lost after the immediate 3.♕h6? as after 3...♖g8 4.♖e4 (4.♖h5 gxh5 5.♗d3 ♗f5! 6.♗xf5 ♖g6! 7.♗xg6 fxg6 8.♖e1 ♕f7 9.d5 ♕xf6 10.dxc6 bxc6 and Black defends successfully) Black has 4...g5! 5.♖f1 ♖g6=.

3...♖g8 4.♖h4

1–0

Game 151
Vlatko Kovacevic
Damir Kovacevic
Virovitica 1977



18.e5! ♘xg5?!

Black is losing as well after 18...dxe5 19.♖xd8+ ♘xd8 20.♗xb7 ♘xb7 21.♘d5 ♕d6 22.f4! exf4 23.♖f1+–, but he should have tried it.

19.exf6 ♗xg2?

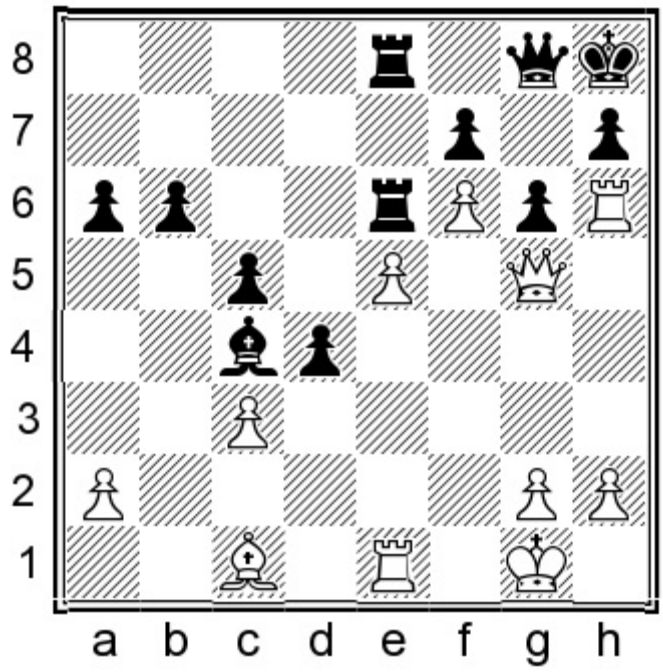
19...exf6 20.♗xb7 ♕xb7 21.♘d5 ♔h8 22.♖d3 ♕d7 23.h4+–

20.♕g7#

1–0

Game 152
Joseph Henry Blackburne

Guenter Steinkuehler
Great Britain 1871



27.♖e4! ♗d5 28.♖eh4 ♖xe5

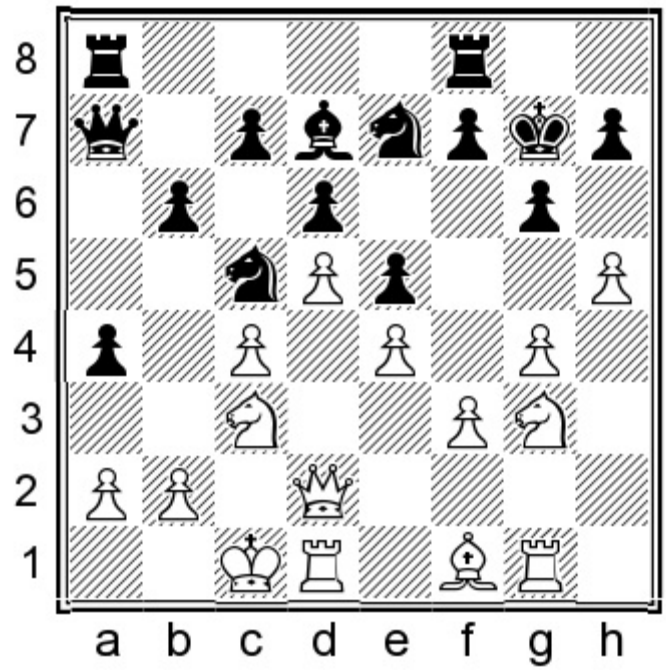
Now comes the final part of this brutal attack:

29.♖xh7+! ♕xh7 30.♖xh7+ ♔g8 31.♖h8+! ♔xh8 32.♕h6+ ♔g8 33.♕g7#

1–0

Game 153
Vera Menchik
George Alan Thomas
London 1932

1.d4 ♘f6 2.c4 g6 3.♘c3 ♗g7 4.e4 d6 5.f3 0-0 6.♗e3 e5 7.♘ge2 b6 8.♕d2 ♘c6 9.d5 ♘e7 10.g4 ♘d7 11.♖g1 a5 12.0-0-0 ♘c5 13.♘g3 ♗d7 14.h4 a4 15.h5 ♕b8 16.♗h6 ♕a7 17.♗xg7 ♔xg7



18.♘f5+! ♘xf5

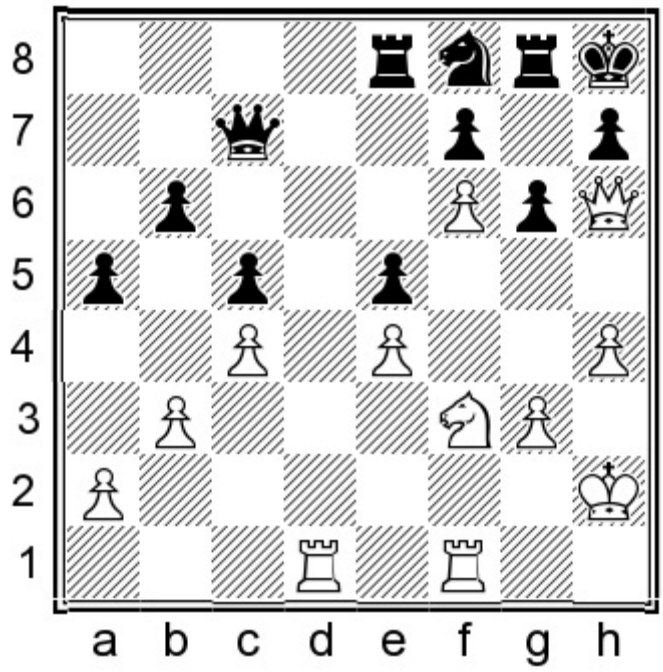
Or 18...gxf5 19.♕g5+ ♘g6 (19...♔h8 20.♕f6+ ♔g8 21.h6+–) 20.h6+ ♔g8 21.♕f6+–.

19.gxf5 a3 20.f6+! ♔h8 21.♕h6 axb2+ 22.♔b1 ♖g8 23.hxg6 fxg6 24.♕xh7+!

Black resigned: 24.♕xh7+ ♔xh7 25.♖h1+ ♗h3 26.♖xh3#.

1–0

Game 154
Alla Kushnir
Tatiana Zatulovskaya
Beltsy 1970



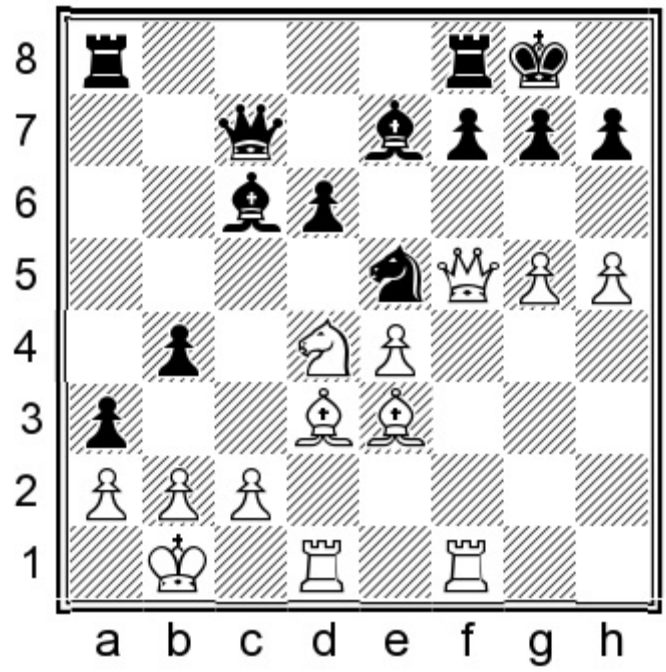
31.♘g5! ♖b8 32.♖d5!

Going for the f8-knight, by doubling the rooks on the d-file and invading Black's first rank.

32...♖b7 33.♖fd1 ♕c6 34.♖d6 ♕c8 35.♖d8! ♕g4 36.♖xf8!

1–0

Game 155
Antonis Antoniou
Efstratios Grivas
Limmasol 1997



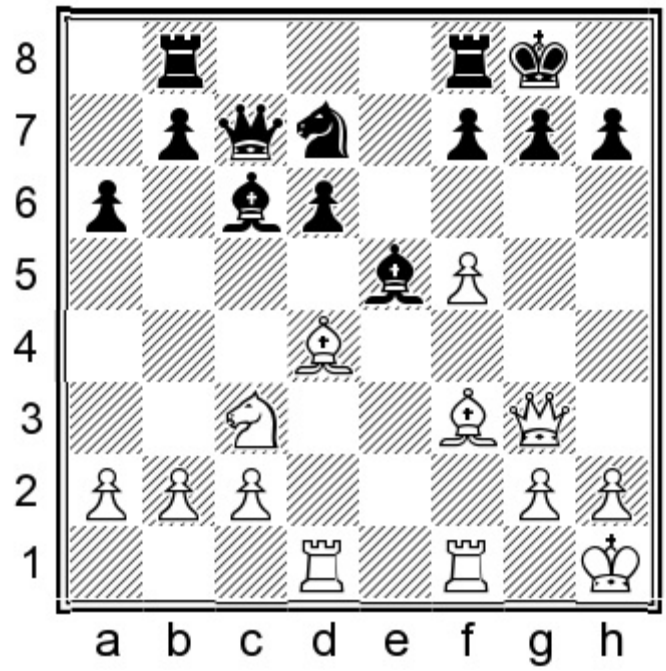
24.b3? ♗d7!

24...♗d7 and White resigned due to 25.♕f2 (25.♕f4 ♕c3 26.♗c1 ♕xd4–+) 25...♘g4 26.♕d2 ♘xe3 27.♕xe3 ♕c3–+.

0–1

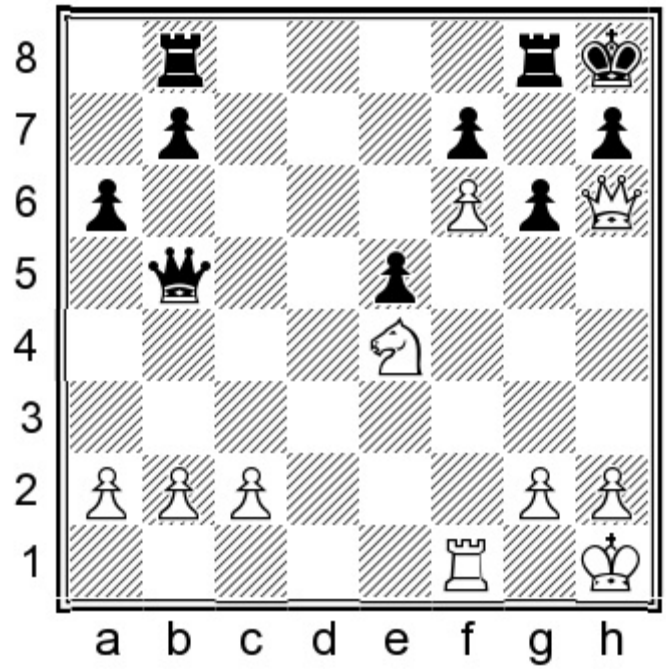
Game 156
Christel Kluss
Lieselotte Janssen
Frankfurt 1977

1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 d6 6.♗e2 ♗e7 7.0-0 ♘c6 8.♗e3 ♗d7 9.♔h1 0-0 10.f4 a6 11.♗f3 ♖b8 12.♕e1 ♘xd4 13.♗xd4 ♗c6 14.♕f2 ♘d7 15.♖ad1 ♕c7 16.f5 exf5 17.exf5 ♗f6 18.♕g3 ♗e5



White prepares his attack.

19.♗xe5 dxe5 20.♗xc6 ♕xc6 21.♖xd7! ♕xd7 22.f6 g6 23.♕g5 ♔h8 24.♕h6 ♖g8 25.♘e4 ♕b5!



26.♖f3?

Too hasty, going for ♕xh7+. Good was 26.♖e1! g5 (26...♕b4? 27.c3 ♕f8 28.♘g5!+–) 27.♘xg5 ♖xg5 28.♕xg5 ♖g8 29.♕xe5+–, winning.

26...♕e2! 27.♕xh7+

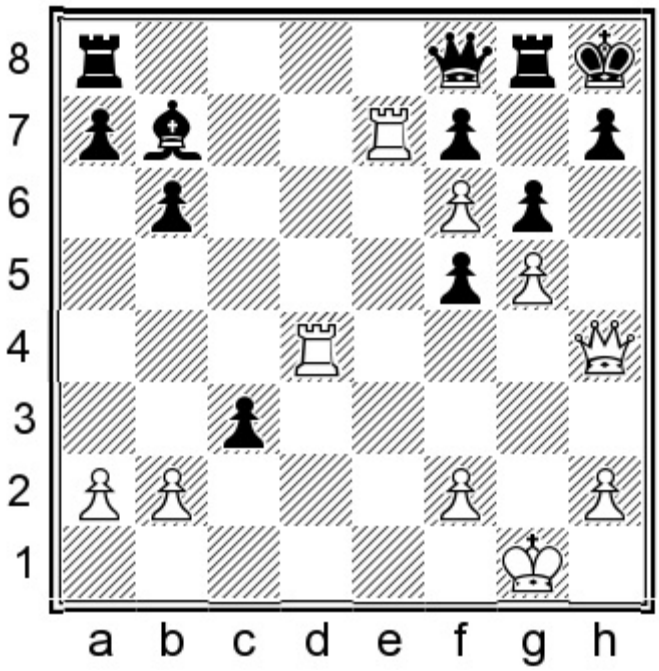
White now has nothing better than to force a draw by perpetual...

27...♔xh7 28.♖h3+ ♕h5 29.♘g5+

29.♘g5+ ♔h6 30.♘xf7+ ♔h7 31.♘g5+=

½-½

Game 157
Christopher Johnson
C. Hutchings
Plymouth 1984



25...c2?

A blunder, allowing White to mate. 25...♗e4

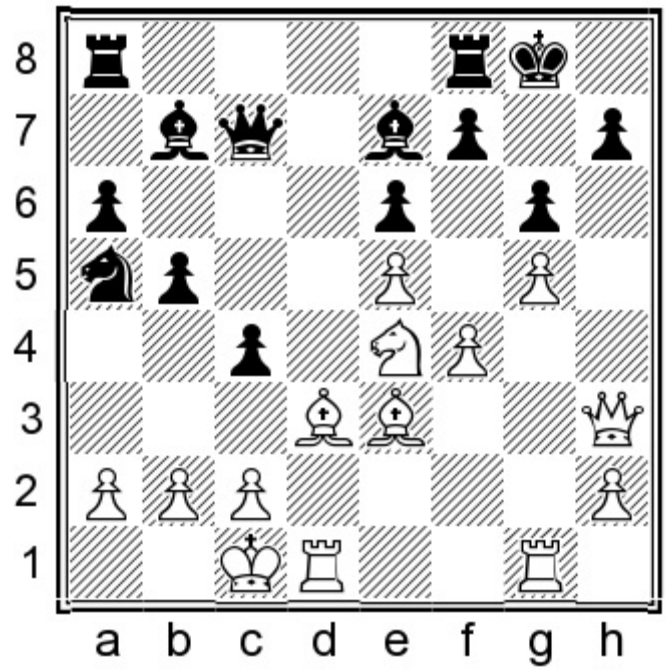
or 25...h5 would be enough for a black win.

25...c2? 26.♕xh7+! ♔xh7 27.♖h4+ ♕h6 28.♖xh6#

1–0

Game 158
Gabor Pirisi
Loek Van Wely
Sas van Gent 1988

1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 d6 6.♗e3 ♘c6 7.f4 ♗e7 8.♕f3 0-0 9.0-0-0 ♕c7 10.♘b3 a6 11.g4 b5 12.♖g1 ♘d7 13.g5 ♘c5 14.♘xc5 dxc5 15.e5 ♗b7 16.♘e4 ♘a5 17.♗d3 g6 18.♕h3 c4



White ignores his bishop and starts the last phase of the attack.

19.♘f6+! ♗xf6 20.gxf6

The pawn occupies the key-square, and the g-file has been opened.

20...cxd3 21.♖xd3 ♖fc8 22.c3 ♔h8

22...h5 23.♕xh5 or 22...♔f8 23.♕xh7, didn't change much.

23.♕h6 ♖g8 24.♗b6!

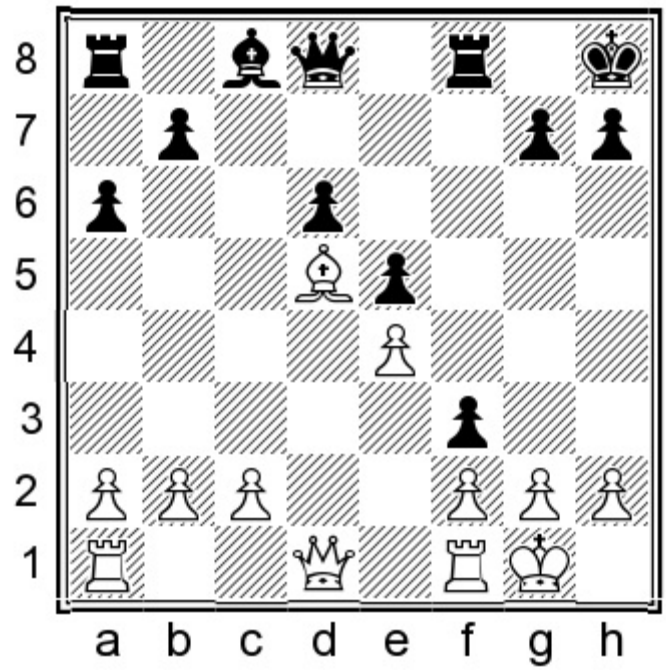
White elegantly clears the 3rd rank for the decisive action of the d3rook.

24...♕xb6 25.♕xh7+! ♔xh7 26.♖h3#

1–0

Game 159
Martin Lanas
Sergio Angelillo
Moron 1992

1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 ♘c6 5.♘b5 d6 6.♗f4 e5 7.♗e3 a6 8.♘5c3 ♘f6 9.♗g5 ♗e7 10.♗xf6 ♗xf6 11.♘d5 0-0 12.♗d3 ♗e7 13.0-0 f5 14.♘bc3 f4 15.♗c4 ♔h8 16.♘xe7 ♘xe7 17.♘d5 ♘xd5 18.♗xd5 f3



19.g3?

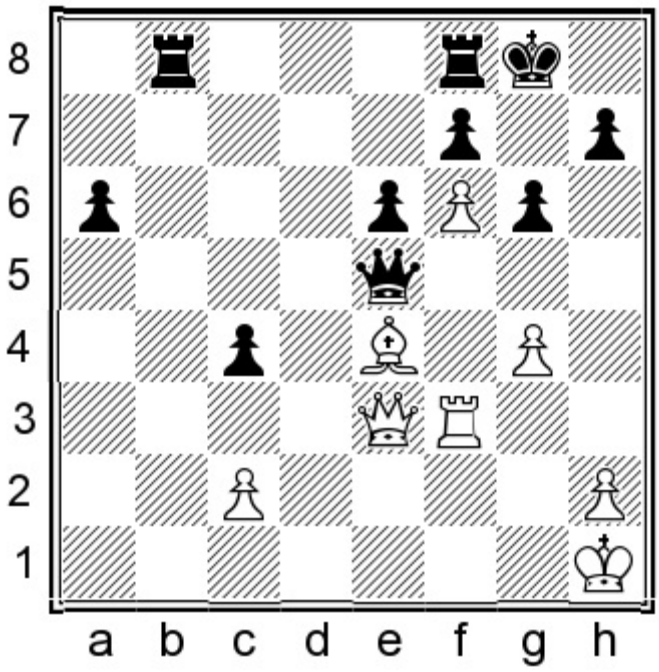
Loses. Forced was 19.♖e1 fxg2 20.♖e3, although Black ’s position would still be preferable.

19...♕d7! 20.♔h1 ♕h3 21.♖g1 ♖f6! 22.♕f1 ♕xh2+! 23.♔xh2 ♖h6+

23...♖h6+ 24.♕h3 ♖xh3#

0–1

Game 160
Radek Sluka
Jozef Michenka
Czech Republic 1995



34...♔h8?

Black blunders.

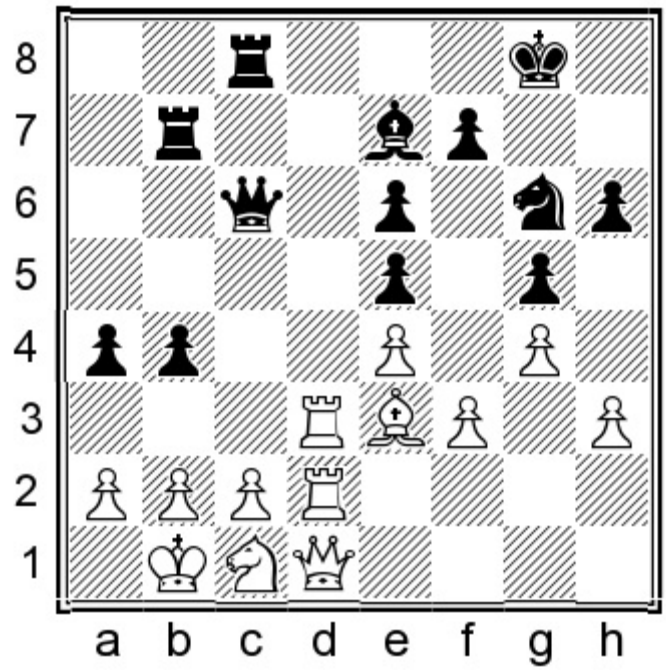
Also bad was 34...g5? 35.♗xh7+ ♔xh7 36.♕xe5+–,

but he could have saved the game by means of 34...♖fd8! 35.♕h6 ♖d1+ 36.♔g2 ♖d2+! 37.♕xd2 ♕xe4 38.♕h6 ♕xg4+ 39.♔f2 ♕d4+=.

34...♔h8? 35.♕h6! ♖g8 36.♕xh7+! ♔xh7 37.♖h3+ ♕h5 38.♖xh5#

1–0

Game 161
David Anton Guijarro
Miguel Illescas Cordoba
El Sauzal 2010



Black's attack looks more promising and Illescas proves it:

34...a3! 35.b3 ♘f4 36.♗xf4 exf4 37.♕e1 ♕c5 38.e5 ♖b5 39.♖d7?

39.♖e2 ♕c7∓

39...♕c3 40.♘d3 ♖xe5!

A small combination, based on the tactical theme of overloaded pieces. The knight protects the mate on b2, therefore the white queen must capture on e5.

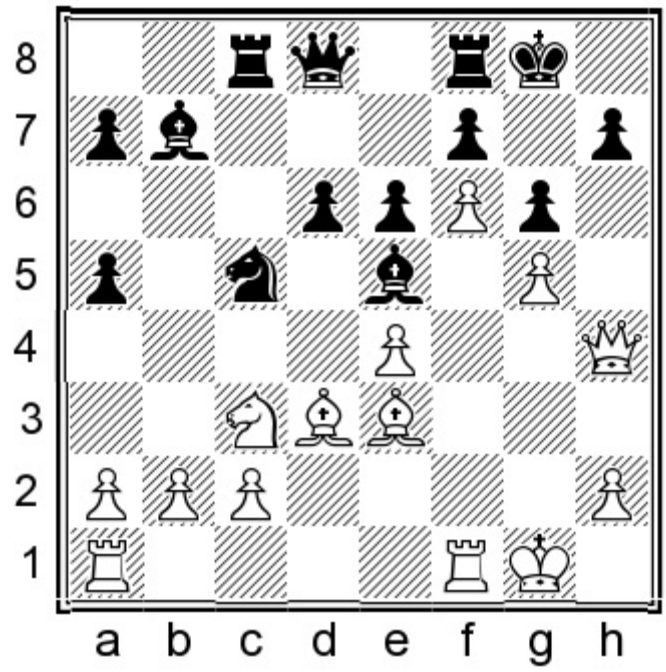
41.♕xe5 ♕xd2 42.♖c7 ♖xc7 43.♕xc7 ♗f6!

0–1

Of course, the defender has resources to avoid Lolli's mate. He needs to keep the enemy queen away from the h6-square and there is an interesting mechanism in order to achieve this: by advancing his rook pawn.

Game 162
Ad Van den Berg
Dusan Rajkovic
St Oerebro 1966

1.e4 c5 2.♘c3 ♘c6 3.♘ge2 g6 4.d4 cxd4 5.♘xd4 ♗g7 6.♗e3 ♘f6 7.♗e2 0-0 8.♘b3 d6 9.f4 ♘a5 10.g4 b6 11.g5 ♘d7 12.0-0 ♗b7 13.♗d3 ♖c8 14.♘xa5 bxa5 15.♕e1 ♘c5 16.f5 ♗e5 17.♕h4 e6 18.f6



18...h5!

Good defence. Wrong would be 18...♔h8? 19.♕h6 ♖g8 20.♖f3+–.

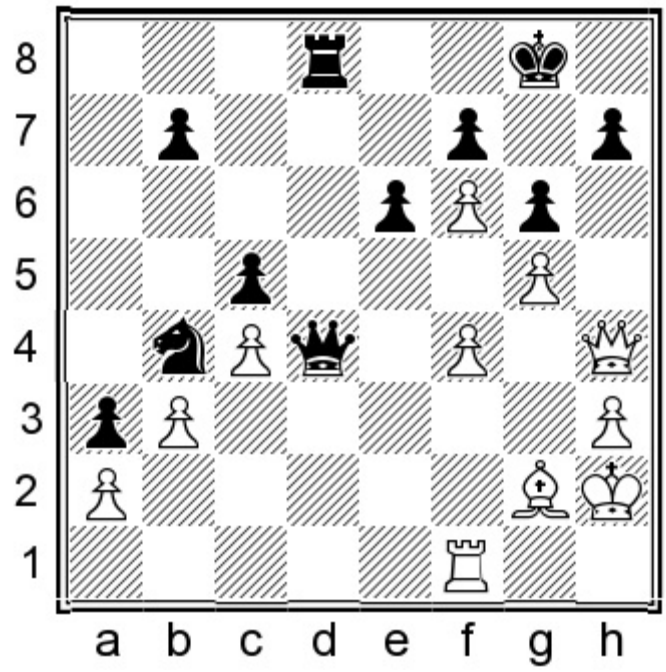
19.♗e2 ♔h7 20.♗xh5?

Opening the h-file will play against White.

20...♖h8! 21.♗f3+ ♔g8 22.♕g4 ♘d7 23.♘d1 ♗xh2+ 24.♔f2 ♘e5 25.♕g2 ♖xc2+ 26.♗e2 ♕a8 27.♖h1 ♗xe4

0–1

Game 163
Shimon Kagan
Arturo Pomar Salamanca
Skopje 1972



31...h5!

The most stable solution, permanently eliminating White's threats.

32.gxh6 ♔h7!

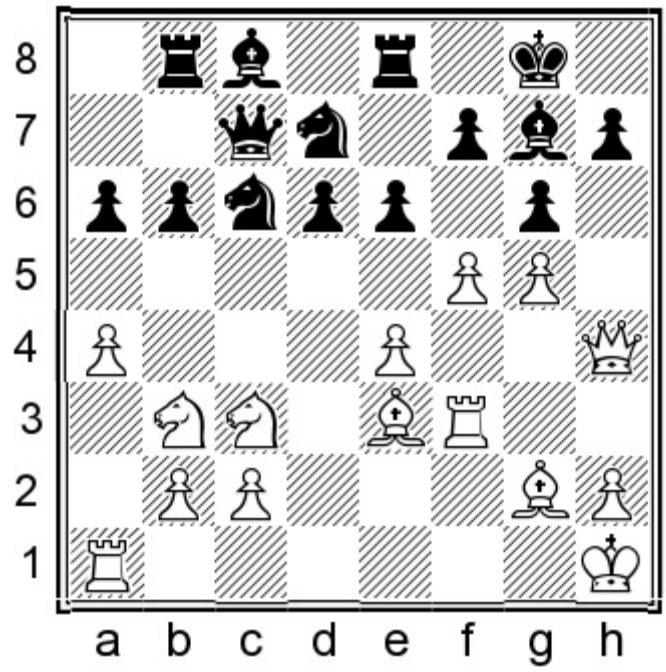
Black 's advantage is now decisive, while White has no threats.

33.♖f2 ♘d3 34.♖f3 e5 35.♕g3 exf4 36.♕g5 ♕b2 37.♔g1 ♕xa2 38.♖f1 ♕b2 39.♗d5 ♕d4+ 40.♔h2 ♕e5 41.♕xe5 ♘xe5 42.♖xf4 a2 43.♖f1 ♖a8 44.♖a1 ♘d3 45.♗xf7 ♘b4 46.♗d5 ♘c2 47.♖c1 a1=♕ 48.♖xa1 ♖xa1 49.♔g3 ♖f1

0–1

Game 164
Tigran L. Petrosian
Suri Vaibhav
Visakhapatnam 2011

1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 ♘c6 5.♘c3 ♕c7 6.♗e2 a6 7.0-0 ♘f6 8.♗e3 ♗e7 9.f4 d6 10.a4 0-0 11.♔h1 ♗d7 12.♘b3 b6 13.♗f3 ♖ab8 14.g4 ♗c8 15.g5 ♘d7 16.♗g2 ♖e8 17.♕h5 g6 18.♕h4 ♗f8 19.♖f3 ♗g7 20.f5



20...♗xc3! 21.f6

Black should be happy after 21.bxc3 exf5 22.exf5 ♘ce5 23.♖h3 h5 24.gxh6 ♔h7∞.

21...h5! 22.gxh6 ♔h7 23.bxc3 ♘ce5

Black is fine and found victory on the 80th move!

24.♖g3 ♕xc3 25.♗c5 ♕xa1+ 26.♘xa1 bxc5 27.♖b3 ♗b7 28.♕e1 ♗c6 29.♖xb8 ♖xb8 30.♘b3 ♗xa4 31.♕d1 ♖b6 32.h3 ♗xb3 33.cxb3 ♘xf6 34.♔h2 ♔xh6 35.♔g3 ♔g7 36.♔h2 ♔f8 37.♔g3 ♔e7 38.♔f4 ♖b4 39.♔g5 ♖b8 40.♔f4 g5+ 41.♔e3 ♖b4 42.♔f2 ♘xe4+ 43.♗xe4 ♖xe4 44.♕h5 ♖f4+ 45.♔g2 f6 46.♕h7+ ♘f7 47.♕d3 ♖b4 48.♕xa6 f5 49.♕d3 ♔f6 50.♕d1 e5 51.♕c2 e4 52.♕d1 f4 53.h4 f3+ 54.♔g3 gxh4+ 55.♔f4 ♖d4 56.♕g1 ♔e7 57.♕h2 ♔d7 58.♕h3+ ♔c7 59.♕f5 ♘e5 60.♔e3 ♖b4 61.♕h7+ ♘d7 62.♕f5 ♔c6 63.♕e6 ♖d4 64.♕e8 ♔c7 65.♕e6 ♘b6 66.♕e7+ ♔c6 67.♕e8+ ♔b7 68.♔f2 ♔a6 69.♕e6 ♖d2+ 70.♔f1 ♖d1+ 71.♔f2 ♖d4 72.♕h6 d5 73.♕f8 ♖d2+ 74.♔e1 ♖e2+ 75.♔f1 h3 76.b4 ♖c2 77.♕h8 h2 78.b5+ ♔xb5 79.♕e8+ ♔b4 80.♕h8 h1=♕+

0–1

CONCLUSION

Lolli's mate is basic and appears in numerous games. There are four outcomes:

1. The game finishes with the simple mate on the knight-file.

2. The game finishes with mate on the rook-file (back-rank or corridor mate).

3. The offender, by threatening mate via 1 or 2, wins material.

4. The defender succeeds in annihilating the attack, achieving a positive result.

All in all, this mate is something that nobody should underestimate, as brutal attacks are very common practice, especially amongst beginners!

LURED MATE

The lured mate is a version of the back-rank mate and contains a queen sacrifice.

As in every strategical or tactical concept, there is a mechanism behind it. Here, the main parts of the mate, which we call the mechanism, are:

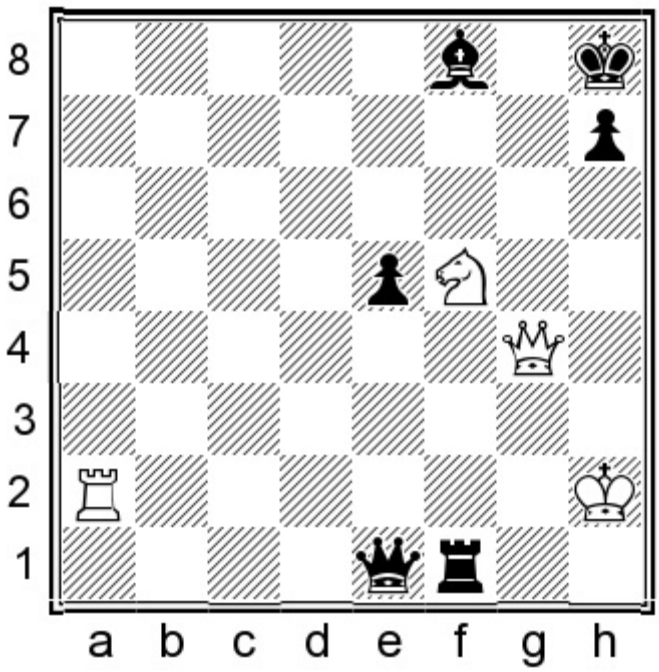
1. The defending king has no escape from the 8th or 7th rank.

2. The attacking side's queen is donated with check to drive the defending bishop from the 8th rank.

3. The attacking side's rook delivers mate on the 8th rank.

A primitive example of the mate is:

Example 1



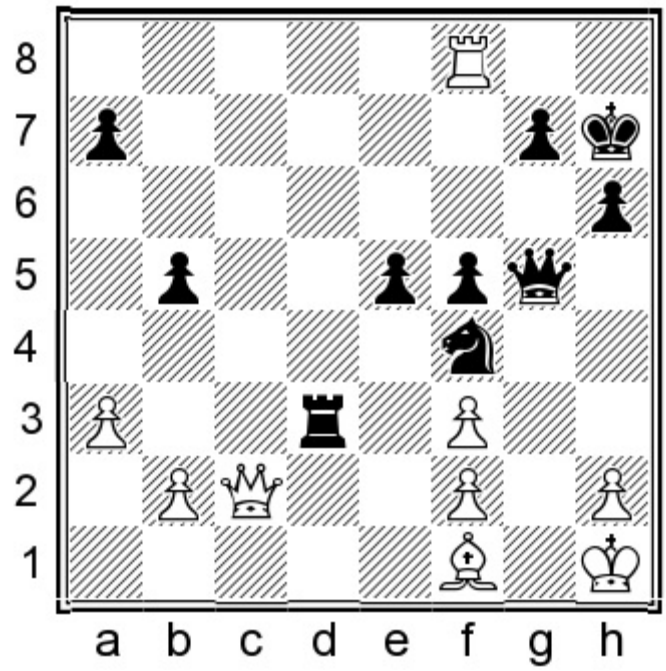
It seems that White is in real trouble, as he is already two pawns down with some lethal threats around his king. However, it's his move, so he can execute the Lured mate:

1.♕g7+! ♗xg7 2.♖a8+ ♗f8 3.♖xf8#

1–0

I do remember that many years ago the following game was a headline in every decent combination's corner, for its simplicity and beauty:

Game 165
Fernando Alberto Braga
Lajos Portisch
Mar del Plata 1982



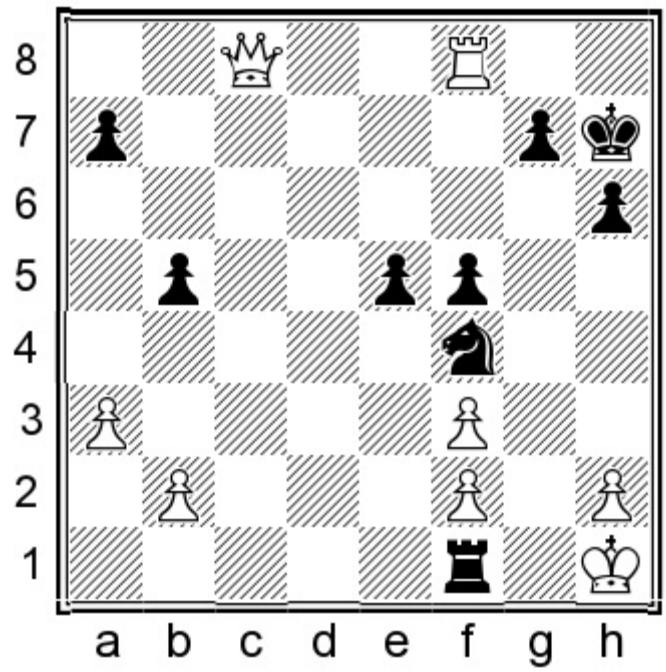
Of course, White is lost; no question about it.

35.♕c8

He thought that he had a chance, threatening some nasty checks. Well, I cannot really add a question mark to this move, as any other move is losing too, but the text makes the finish spectacular...

35...♕g2+!

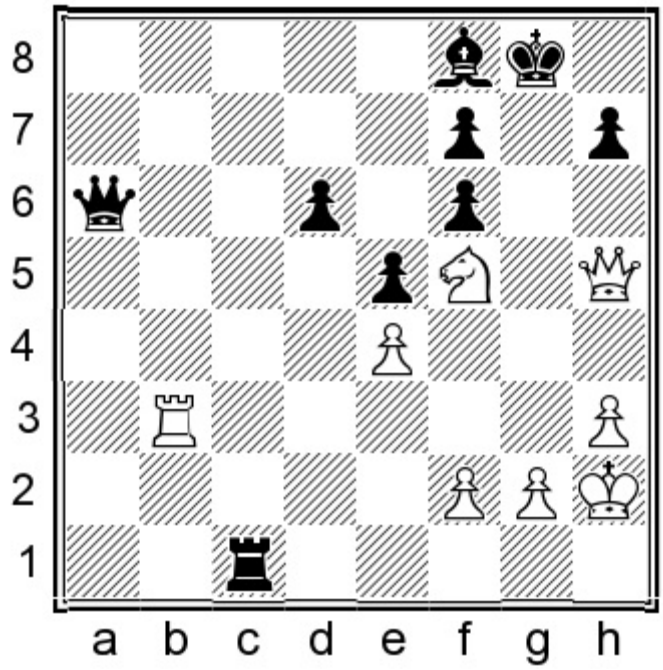
Actually the only winning move! White had to throw in the towel: 36.♗xg2 ♖d1+ 37.♗f1 ♖xf1#.



0–1

Quite recently, in the annual ‘Sigeman’ tournament, Nigel Short was lucky enough to have it on his plate...

Game 166
Nigel D. Short
Erik Blomqvist
Malmo 2017



Although Black is a pawn-up, his position is a mess and he cannot avoid being mated.

34...♕f1

A last ‘try’, although Black hardly threatens anything...

35.♕g4+!

35.♘e7+ ♔h8 36.♕xf7 is another way to mate, but less spectacular...

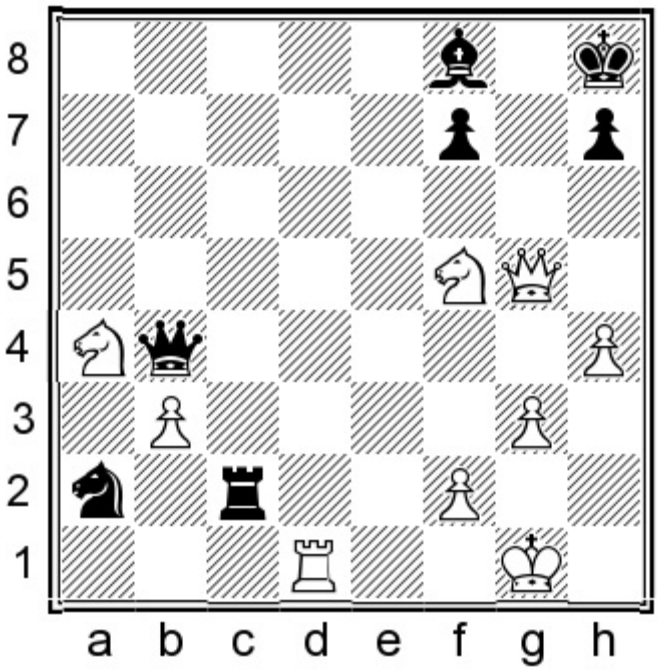
35...♔h8 36.♕g7+!

Black resigned: 36.♕g7+ ♗xg7 37.♖b8+ ♖c8 38.♖xc8+ ♗f8 39.♖xf8#.

1–0

After asking for help on facebook to find more examples on this theme, games started to be revealed!

Game 167
Aaron Summerscale
Paul Roberts
Edinburgh 2009



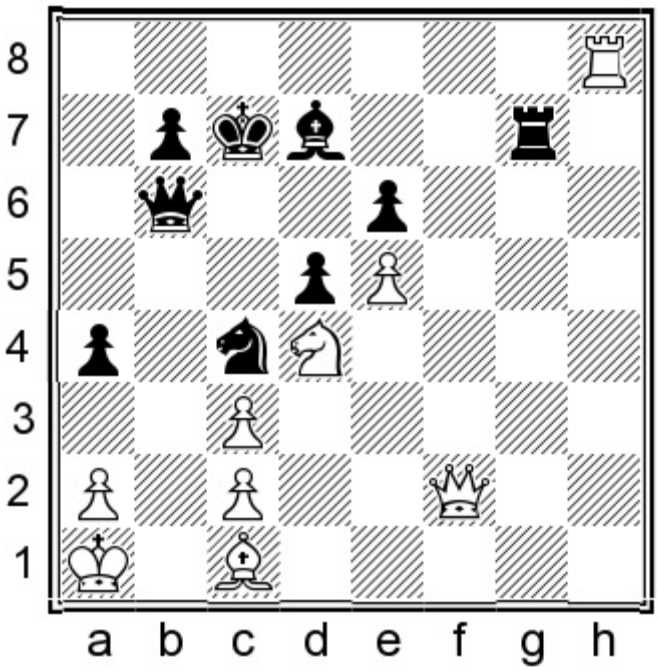
White is two pawns up and obviously winning, but Black helped to end the game quickly!

34...♕xb3?! 35.♕g7+! ♗xg7 36.♖d8+

Black resigned due to 36...♗f8 37.♖xf8#.

1–0

Game 168
Asaf Givon
Oskar Wieczorek
Batumi 2010



White stands much better here, but as both kings are unsafe, blunders are easy to make...

38.♕f8?

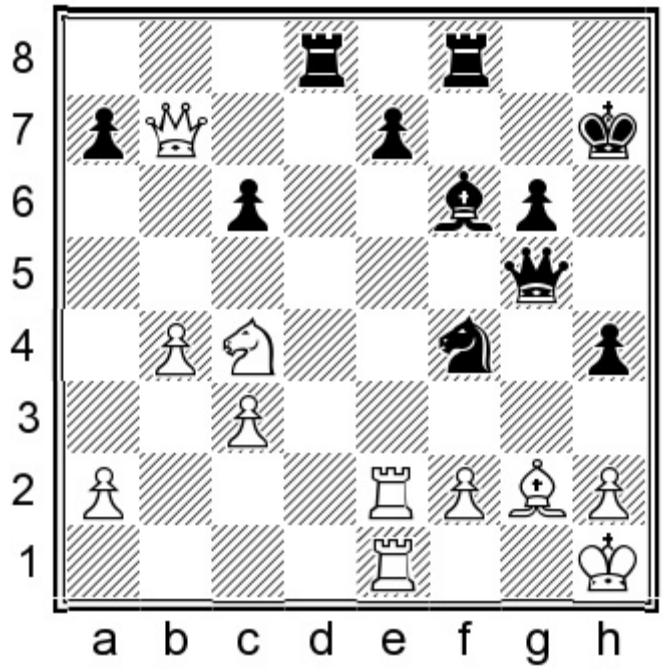
...and that's a decisive one! After 38.♖a8! Black would be in trouble.

38.♕f8? ♕b2+!

White resigned after understanding the devastating truth: 39.♗xb2 ♖g1+ 40.♕f1 ♖xf1+ 41.♗c1 ♖xc1#.

0–1

Game 169
Simon Spivack
Alex Astaneh Lopez
London 2010



Black is on the attack, but White felt that he could create some counterplay...

32.♖xe7+ ♔g8!

32...♗xe7? would lose immediately to 33.♖xe7+.

33.♗f1 ♗xe7 34.♖xe7?!

White's only chance was 34.♕xe7 ♕xe7 35.♖xe7 ♖d1 36.♔g1 ♘h3+ 37.♔g2 ♘xf2 38.♘e3 h3+ 39.♔g3, although his position would be simply

lost, of course.

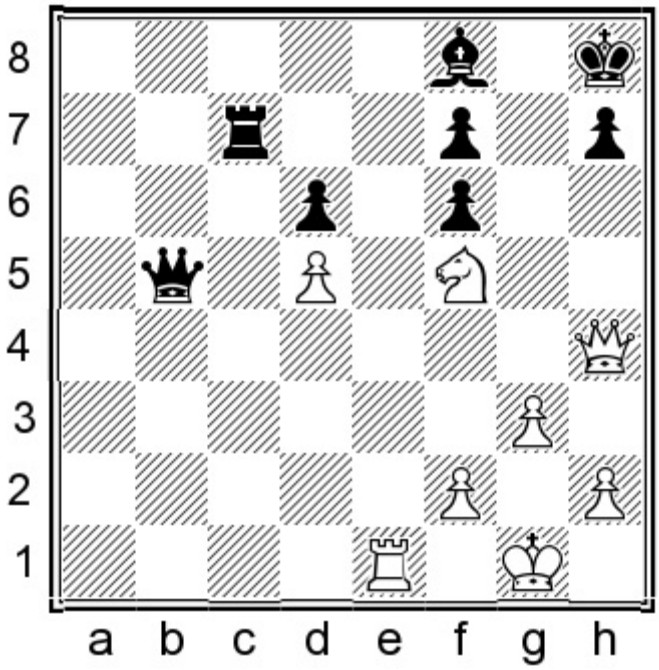
34...♕g2+!

White resigned: 34...♕g2+ 35.♗xg2 ♖d1+ 36.♖e1 ♖xe1+ 37.♗f1 ♖xf1#.

0–1

The combination is easy and contains a queen sacrifice on the square g2/g7/b2/b7, followed by a rook check on the last rank.

Game 170
Miguoel Admiraal
Henk Vedder
Belgium 2017



A typically lost position for Black; the f5-knight is a monster compared to the miserable f8-bishop...

37...♕xd5?!

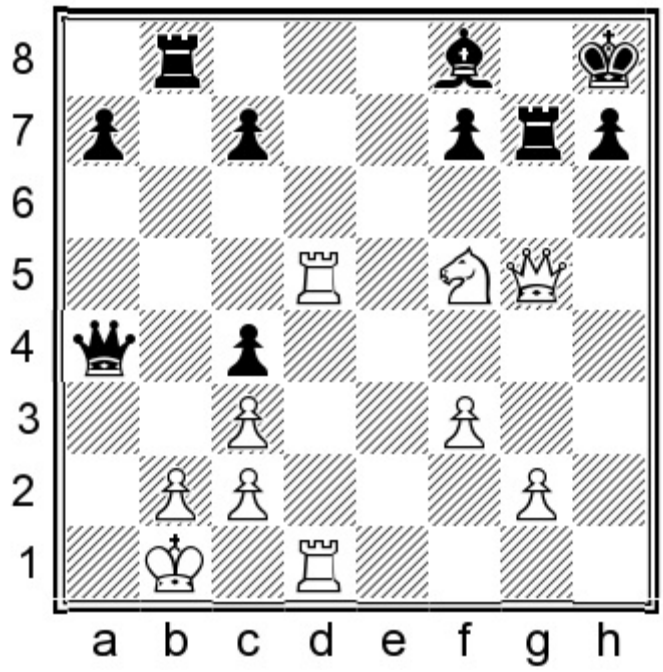
This loses on the spot. Black had to try to fight with 37...♕b2 38.♖e4 (38.♖e8? ♕b1+ 39.♔g2 ♕xf5 40.♖xf8+ ♔g7) 38...♖c5 39.♘e3 ♕b8 40.♔g2+–

37...♕xd5?! 38.♕xf6+ ♔g8 39.♕g5+ ♔h8 40.♕g7+!

As usual! Black resigned: 40...♗xg7 41.♖e8+ ♗f8 42.♖xf8#.

1–0

Game 171
Silvia Collas
Henry Schoucair
Rochefort 2005



27.♕xg7+?!

Of course, here 27.♘xg7 wins on the spot, but White wanted to make it spectacular!

27.♕xg7+?!

After the text move, Black resigned: 27...♗xg7 28.♖d8+ ♕e8 29.♖xe8+ ♖xe8 30.♖d7±.

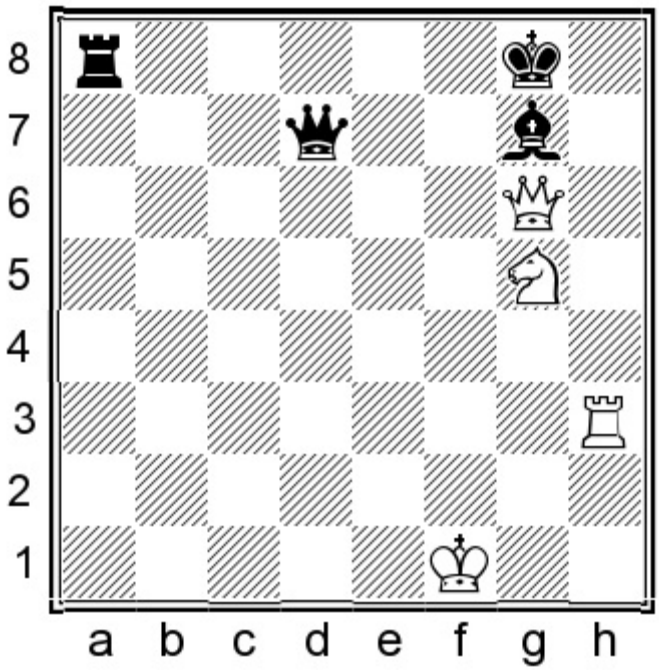
1–0

MARSHALL'S MATE

Marshall's mating method works thanks to a queen and knight cooperation.

The queen delivers the mate, supported by a knight, and a rook sacrifice is mandatory in order to drive the opponent king to the mating square.

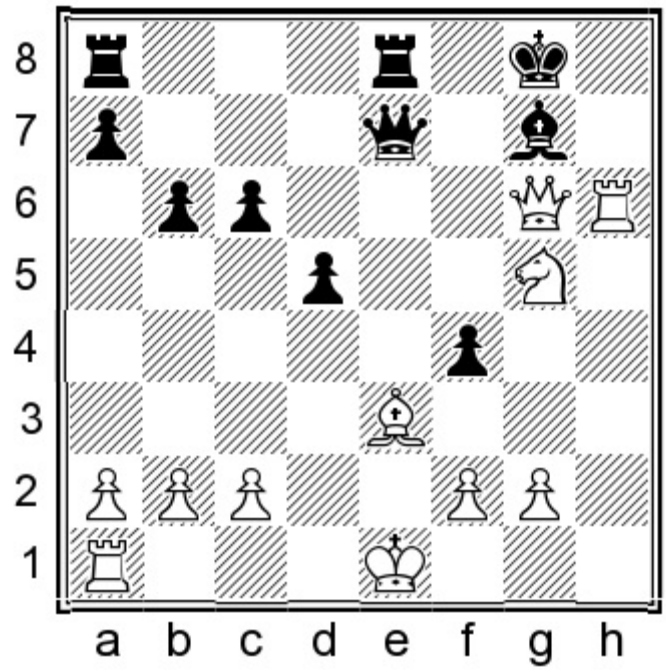
Example 1



1.♖h8+! ♔xh8 2.♕h7#

1–0

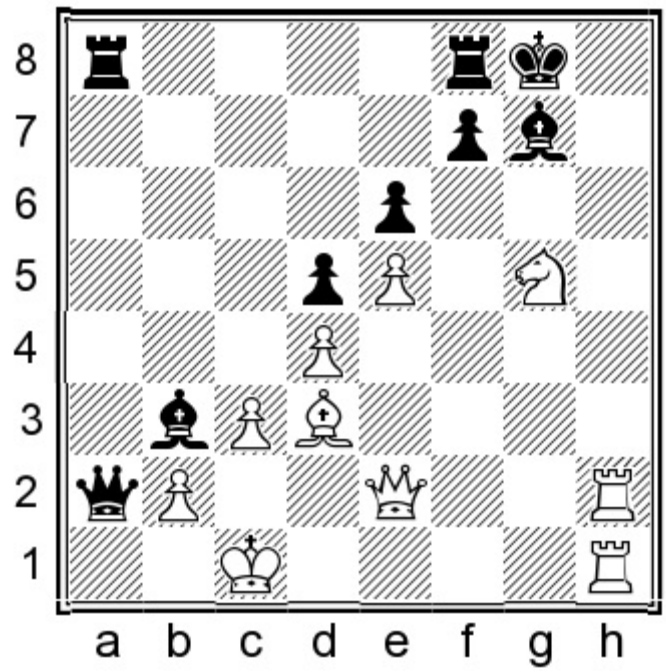
Example 2



1.♖h8+! ♔xh8 2.♕h7#

1–0

Example 3



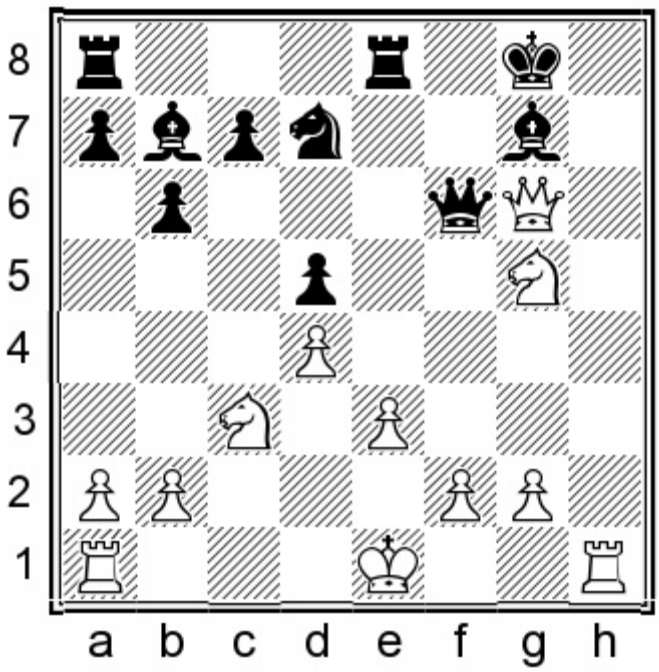
1.♖h8+! ♗xh8 2.♖xh8+ ♔xh8

2...♔g7 3.♘xe6+! fxe6 4.♖h7+ ♔g8 5.♕g2#

3.♕h5+ ♔g7 4.♕h7# 1–0

Game 172
Frank James Marshall
Amos Burn
Paris 1900

1.d4 d5 2.c4 e6 3.♘c3 ♘f6 4.♗g5 ♗e7 5.e3 0-0 6.♘f3 b6 7.♗d3 ♗b7 8.cxd5 exd5 9.♗xf6 ♗xf6 10.h4 g6 11.h5 ♖e8 12.hxg6 hxg6 13.♕c2 ♗g7 14.♗xg6 fxg6 15.♕xg6 ♘d7 16.♘g5 ♕f6

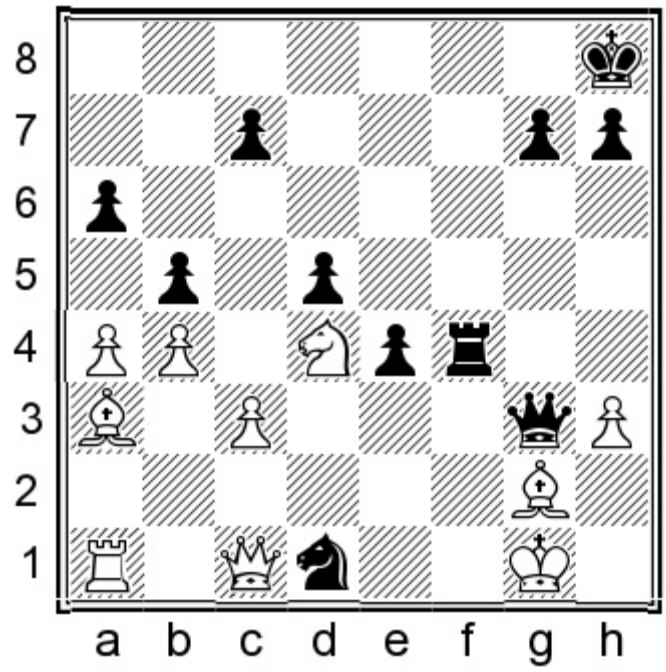


17.♖h8+

Mate fol lows a f ter 17...♔xh8 18.♕h7#.

1–0

Game 173
Wesley So
Anish Giri
Wijk aan Zee 2010



White is winning here, but...

36.♘e2?

A grave blunder! 36.♕xd1 ♖f2 37.♕f1 ♖xf1+ 38.♖xf1, should be enough.

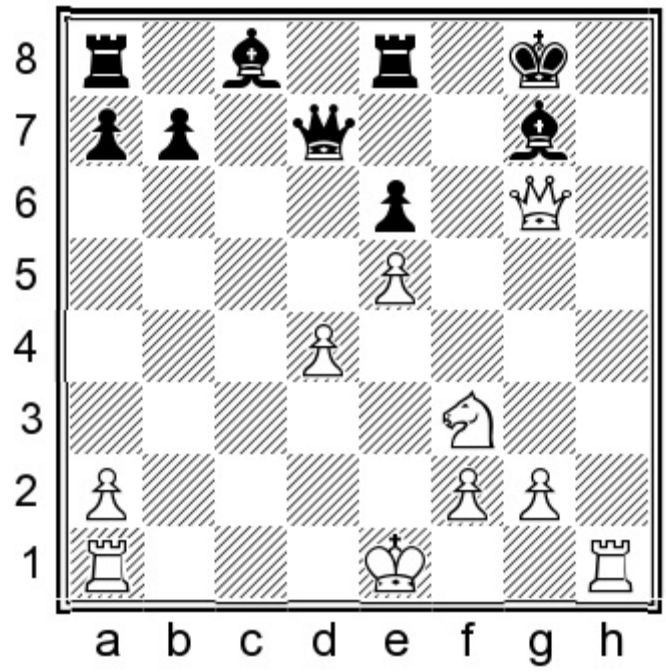
36.♘e2? ♖f1+!

White resigned: if 37.♔xf1 then 37...♕f2#.

0–1

Game 174
Endre Vegh
Sandor Rozsa
Zalakaros 2018

1.d4 ♘f6 2.c4 e6 3.♘c3 ♗b4 4.♕c2 d5 5.cxd5 ♘xd5 6.♗d2 0-0 7.♘f3 ♘d7 8.e4 ♘xc3 9.bxc3 ♗e7 10.♗d3 g6 11.h4 c5 12.e5 cxd4 13.cxd4 ♖e8 14.h5 ♘f8 15.♗h6 ♕d7 16.♗xf8 ♗xf8 17.hxg6 fxg6 18.♗xg6 hxg6 19.♕xg6+ ♗g7



20.♘g5!

Preparing the finish — Black cannot survive with such an exposed king.

20...♖e7

Hastening the end, but Black's position was hopeless: 20...♔f8 21.♖c1! b6 22.♖h4 and it's all over.

21.♖h8+!

Black resigned due to 21...♔xh8 22.♕h7#.

1–0

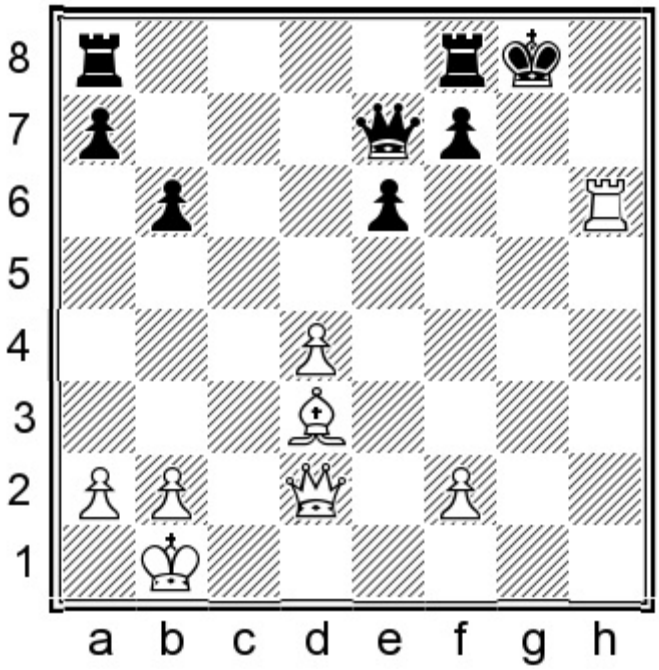
CONCLUSION

The mate is not very often seen in this form, but it is still an important part of mating patterns that a competitive player should be aware of.

MAX LANGE'S MATE

Max Lange's mate is a rather common mating method. The mate is named after Max Lange and occurs when a queen and bishop cooperate to mate the enemy king.

Example 1



1.♖h8+!

A natural sacrifice, driving the enemy king to where the queen can attack it.

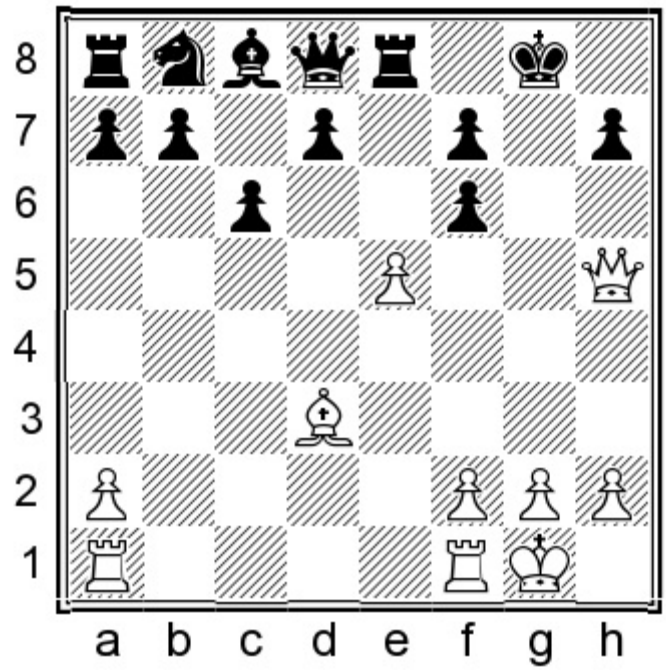
1...♔xh8

Or 1...♔g7 2.♕h6#.

2.♕h6+ ♔g8 3.♕h7#

1–0

Example 2



Here, White is using a common and didactic way to deliver the mate:

1.♕xh7+ ♔f8 2.♕h8+ ♔e7 3.♕xf6+ ♔f8 4.♕h6+ ♔g8

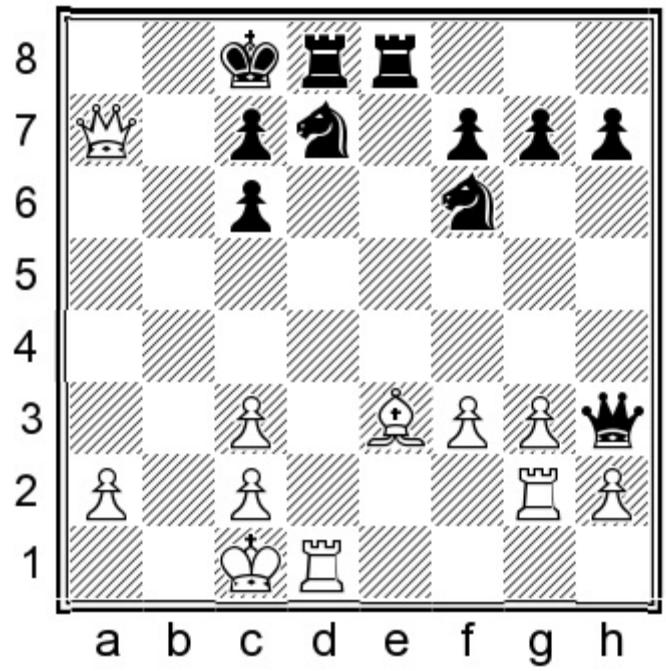
4...♔e7 5.♕d6#. Here, the most interesting part begins:

5.♗h7+! ♔h8 6.♗g6+ ♔g8 7.♕h7+ ♔f8 8.♕xf7#

1–0

Game 175
Efstratios Grivas
Nikolaos Papandreou
Athens 1979

1.e4 d5 2.exd5 ♕xd5 3.♘c3 ♕a5 4.d4 ♘f6 5.g3 ♗g4 6.♘ge2 ♗f3 7.♖g1 ♘bd7 8.♗g2 ♗xg2 9.♖xg2 0-0-0 10.♗e3 e5 11.♕d2 exd4 12.♘xd4 ♕h5 13.♕e2 ♕h3 14.f3 ♗b4 15.0-0-0 ♗xc3 16.bxc3 ♖he8 17.♘c6 bxc6 18.♕a6+ ♔b8 19.♕xa7+ ♔c8



In my first year as a beginner, I knew very little on mating patterns and on chess in general! So, it's no surprise that I was losing many points for not executing simple combinations or even worse, simple mates!

20.♕a8+?

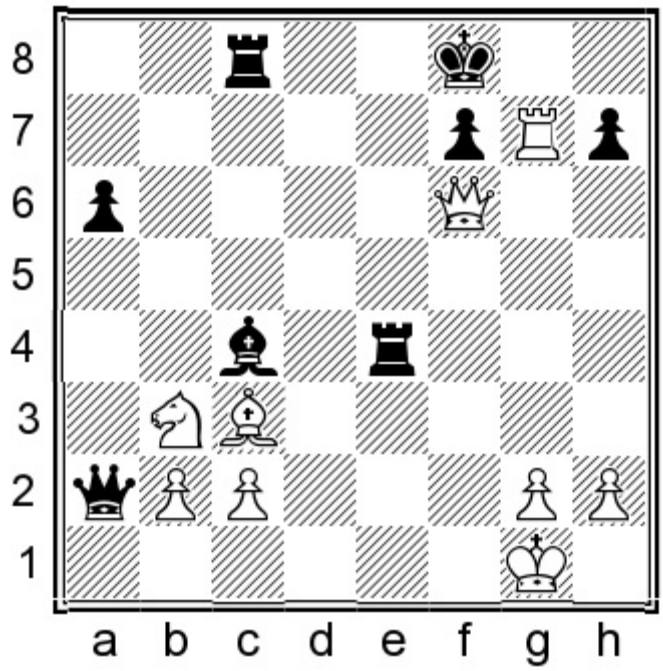
If I k new the previous example's mating mechanism, I would of course have gone for 20.♕a6+ ♔b8 21.♗a7+! ♔a8 22.♗b6+ ♔b8 23.♕a7+ ♔c8 24.♕xc7#. Obviously, I proved that I knew how to give check but didn't know how to give checkmate!

20...♘b8 21.♗a7 ♖xd1+ 22.♔xd1 ♕xg2

I resigned, crying. I cried even more when somebody spotted and showed me the mating pattern I had missed. What a shame.

0–1

Example 3

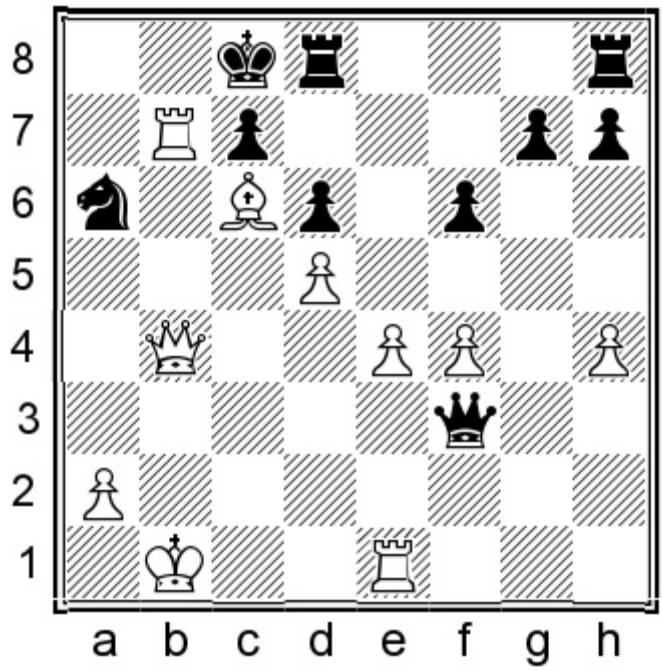


Black has threats, so White must act quickly.

1.♖g8+! ♔xg8 2.♕g7#

1–0

Example 4



1.♖b8+!

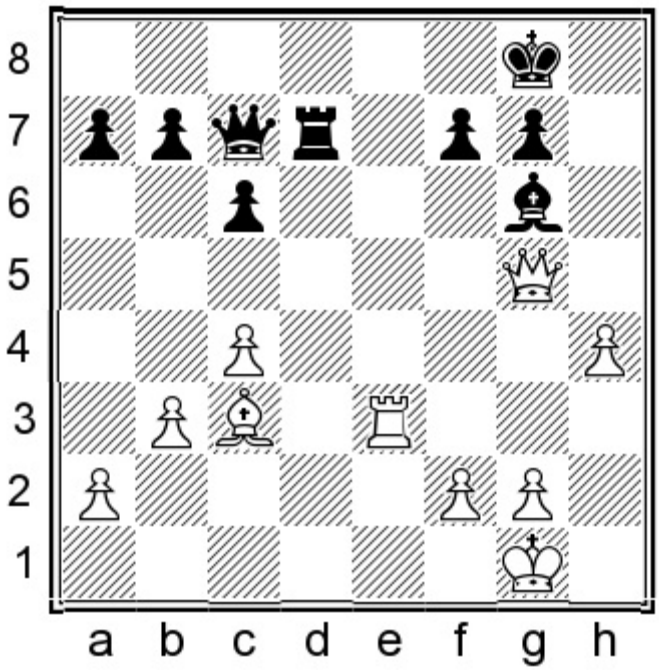
Well, this is not the only solution, as 1.♖xc7+ ♘xc7 2.♕b7#

or 1.♖a7 would also do the job.

1.♖b8+! ♘xb8 2.♕b7#

1–0

Example 5



Here, we can spot another important mating mechanism, with a piece sacrifice to force the enemy king to the desired square:

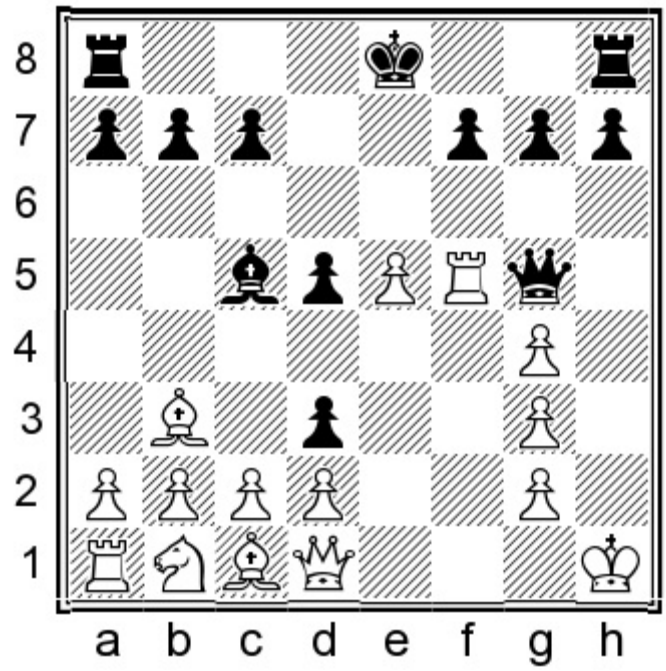
1.♖e8+ ♔h7 2.♖h8+! ♔xh8 3.♕h6+ ♔g8 4.♕xg7#

1–0

The stem game that gave the mate its name was, of course, played by Max Lange:

Game 176
Adolf Anderssen
Max Lange
Breslau 1859

1.e4 e5 2.♘f3 ♘c6 3.♗b5 ♘d4 4.♘xd4 exd4 5.♗c4 ♘f6 6.e5 d5 7.♗b3 ♗g4 8.f3 ♘e4 9.0-0 d3 10.fxg4 ♗c5+ 11.♔h1 ♘g3+ 12.hxg3 ♕g5 13.♖f5



Lange was a well-known attacking player, as Anderssen was, so we couldn't expect anything other than wild complications in their games.

13...h5! 14.gxh5

Black mates after 14.♖xg5 hxg4+ 15.♖h5 ♖xh5# (Greco's mate).

14...♕xf5 15.g4 ♕f2

15...♖xh5+ 16.gxh5 ♕e4 17.♕f3 ♕h4+ 18.♕h3 ♕e1+ 19.♔h2 ♗g1+ 20.♔h1 ♗f2+ 21.♔h2 ♗g1+ is another way to end the game.

16.g3 ♕xg3

0–1 Odebrecht,A-Carra,J Correspondence 1985.

17.♕f1 ♕xg4

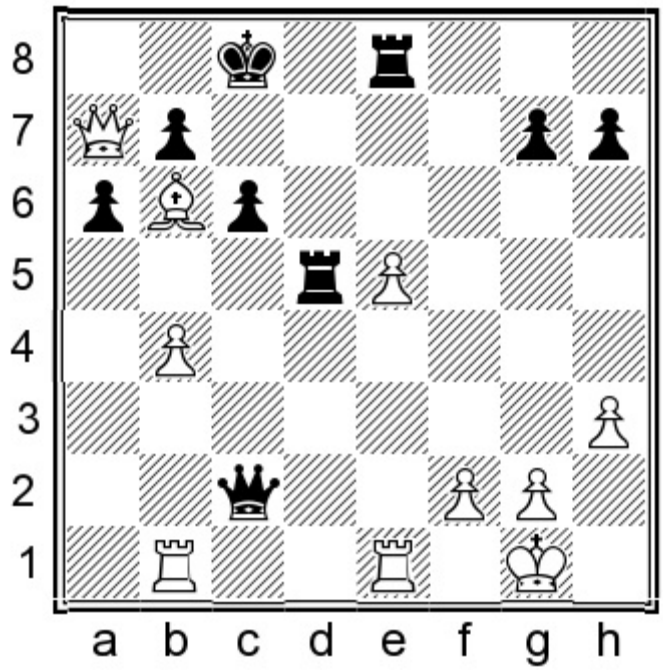
0–1 Kozlitin,O-Sokolovsky,V Voronezh 2010. Well, White could resign here, but it was customary in those days to play until mate.

18.♕xf7+ ♔xf7 19.♗xd5+ ♔e7 20.♗g2 ♕h4+ 21.♗h3 ♕xh3#

The game was impressive and, even though it was just a casual one, found its way into every decent (and not so decent!) publication dealing with tactics.

0–1

Game 177
Max Lange



White is ready to finish the game — he just needs to create a 'net' around the black king.

35.e6!

Threatening mate in one, taking away the e6-square from the enemy king.

35...♖xe6 36.♕a8+ ♔d7 37.♕d8#

1–0

CONCLUSION

Max Lange's mate is quite common, even in its most simple form. Knowing how to mate with queen & bishop should be considered basic knowledge.

MAYET'S MATE

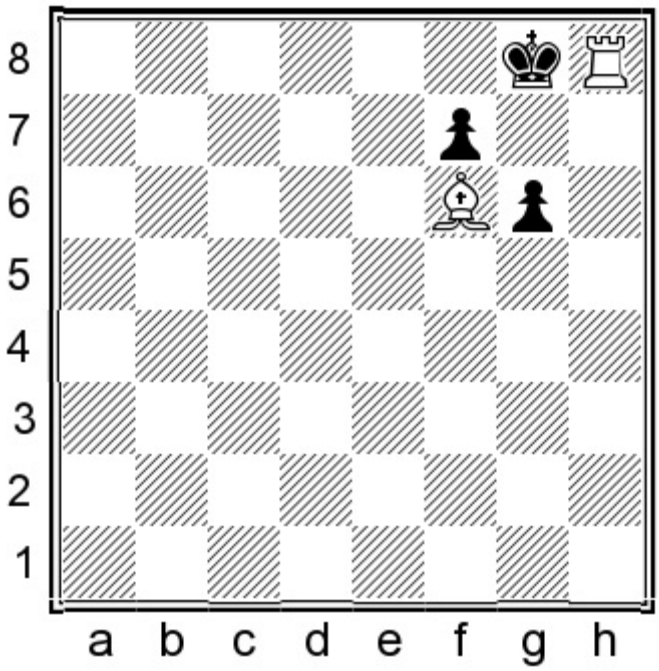
Mayet's mate occurs when the attacking side has a strong bishop that controls the long diagonal that ends on the square next to the attacked king.

Sometimes a distinction is drawn between Anderssen's mate, where the rook is supported by a pawn (which itself is supported by another piece), and Mayet's mate, where the rook is supported by a distant bishop.

Carl (Karl) Mayet (11 August 1810, Berlin — 18 May 1868, Stettin, now Szczecin) was a German chess master.

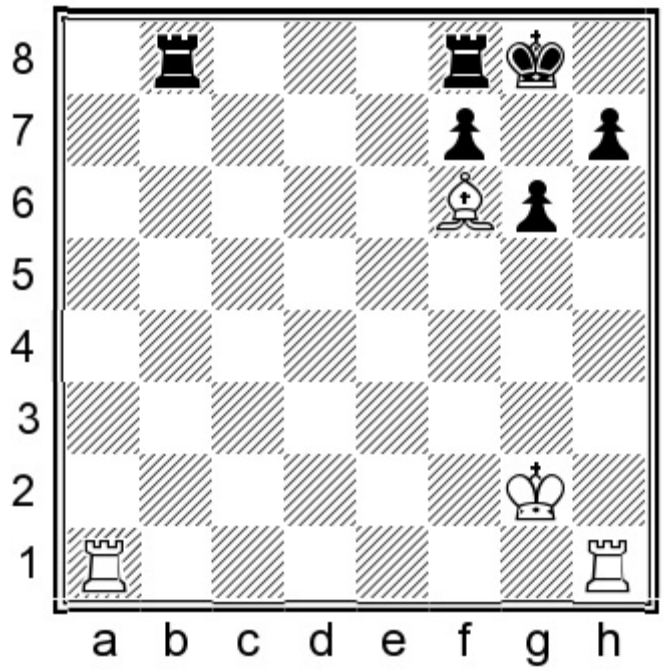
He was one of the most original of the Berlin Pleiades (the seven stars of German chess).

Example 1



So, this is how the mate is delivered, but a sacrifice is generally in need to open the hor a-file.

Example 2

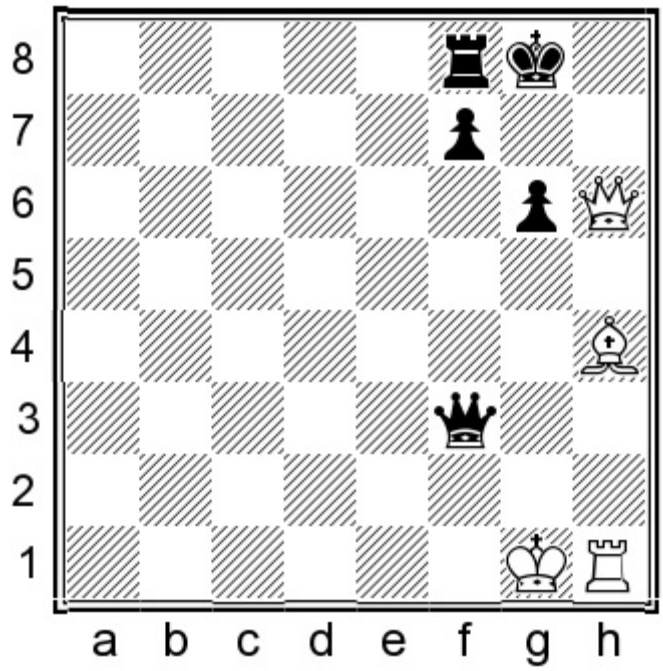


Here, Black seems safe at first sight, until a sacrifice opens the way for the a1-rook!

1.♖xh7! ♔xh7 2.♖h1+ ♔g8 3.♖h8#

1–0

Example 3



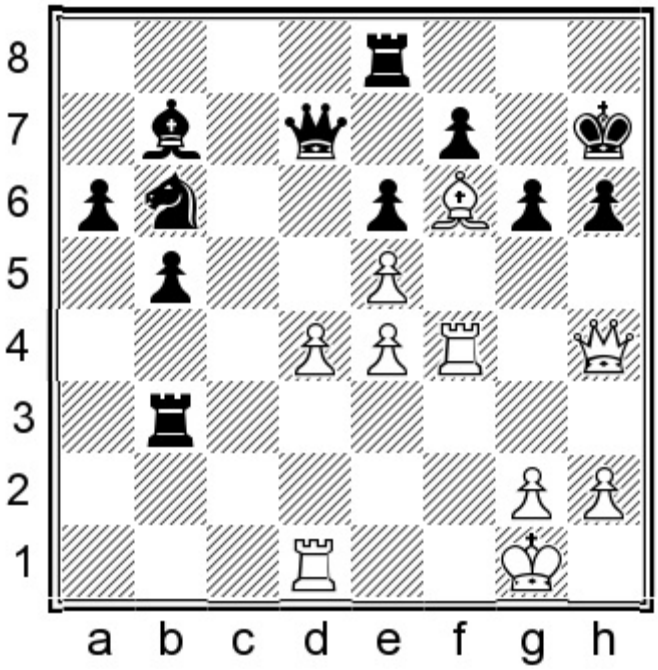
1.♕h8+!

1.♕h7+? ♔xh7 2.♗f6+ ♕xh1+ (or 2...♕h5–+)

1.♕h8+! ♔xh8 2.♗f6+ ♔g8 3.♖h8#

1–0

Example 4



A case which is more or less similar to the previous one. White must open up the rook file by means of a major piece sacrifice:

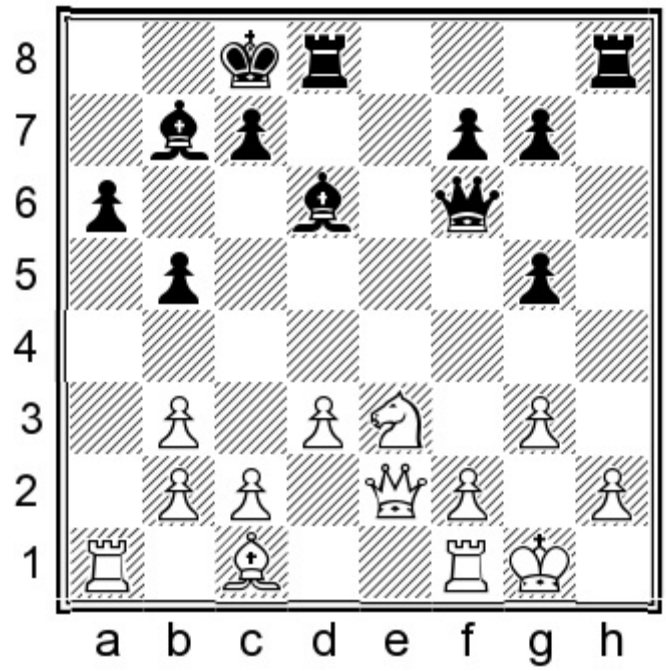
1.♕xh6+! ♔xh6

1...♔g8 2.♕h8#

2.♖h4#

1–0

Example 5



Black's pieces are quite active; especially the lethal b7-bishop! So, it is no wonder that there is something concrete to end the game immediately:

1...♖xh2! 2.♔xh2

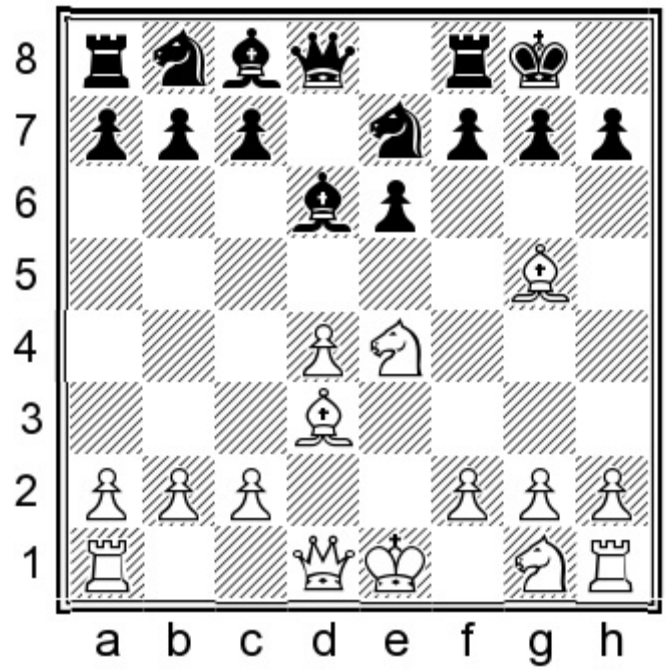
2.♕g4+ ♔b8 3.f3 (3.♔xh2 ♖h8+ 4.♕h3 ♕h6–+) 3...♖dh8 4.♘g2 ♗c5+ 5.♗e3 ♕xb2–+

2...♕h6+ 3.♔g1 ♕h1#

0–1

Example 6

1.e4 e6 2.d4 d5 3.♘d2 dxe4 4.♘xe4 ♗d6 5.♗g5 ♘e7 6.♗d3 0-0

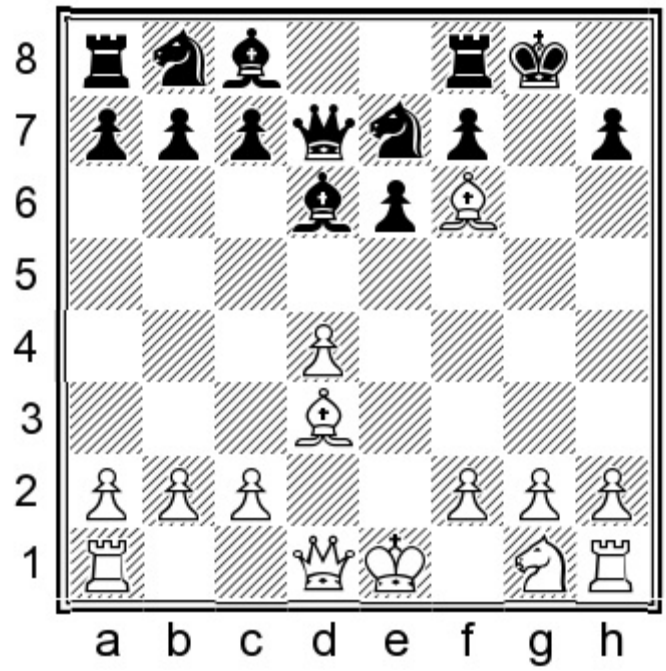


This must be considered more as an opening trap, where Mayet's mate appears quite quickly!

7.♘f6+! gxf6

7...♔h8 8.♕h5 h6 9.♗xh6 mates.

8.♗xf6 ♕d7

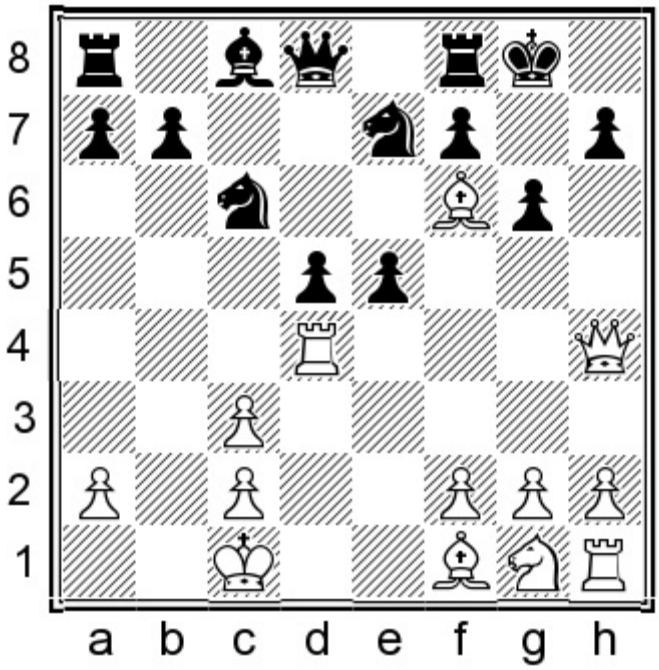


The game is concluded with a minor piece sacrifice this time!

9.♗xh7+! ♔xh7 10.♕h5+ ♔g8 11.♕h8#

1–0

Example 7

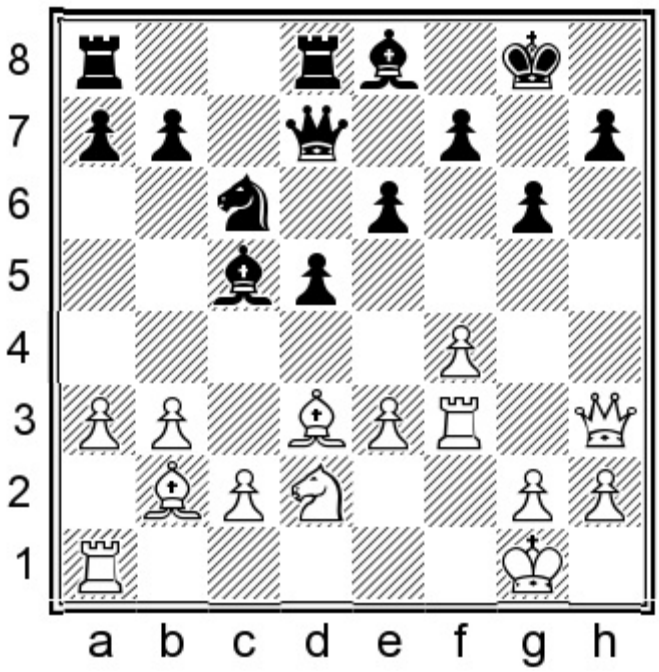


Again, Black overlooked White's threats. With such a bishop on f6, all kinds of mating threats are in the air.

1.♕xh7+! ♔xh7 2.♖h4+ ♔g8 3.♖h8#

1–0

Example 8



When such a 'strong' diagonal is open, your sense of danger should kick in! That's the best advice in

order to execute or defend against Mayet's mate!

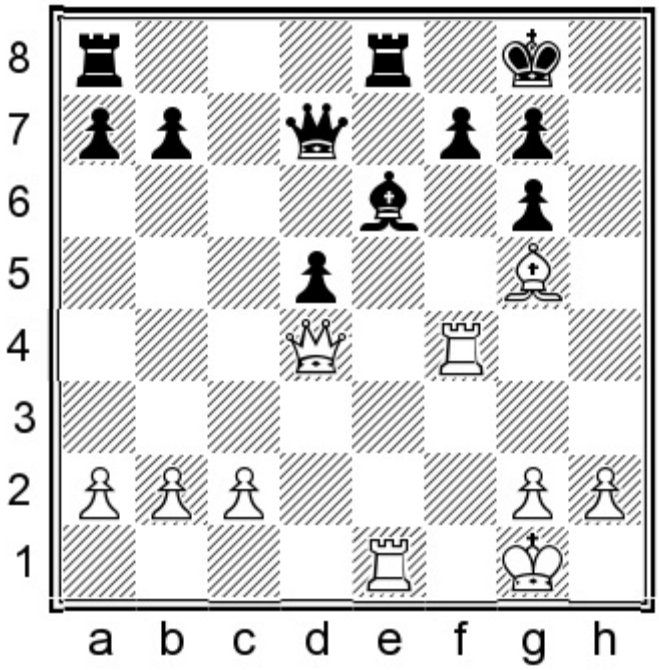
1.♕xh7+! ♔f8

1...♔xh7 2.♖h3+ ♔g8 3.♖h8#

2.♗f6!

1–0

Example 9



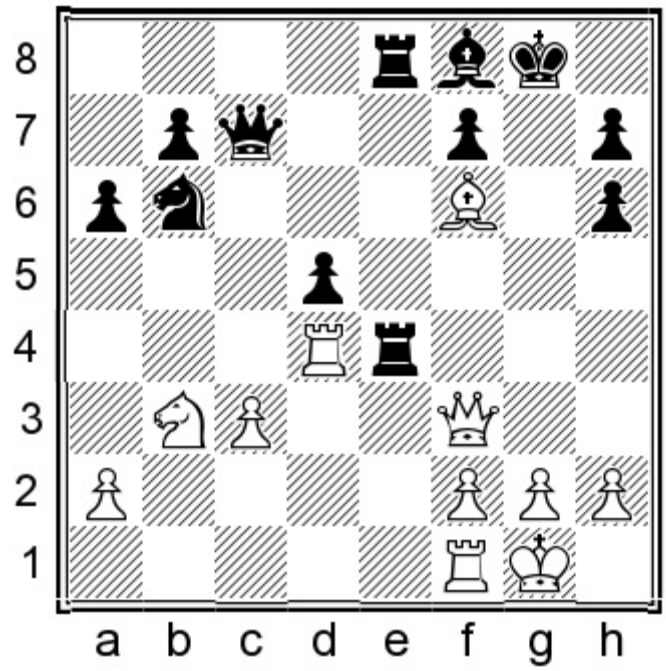
The diagonal is not open yet, but White can still execute the mating combination:

1.♕xg7+! ♔xg7 2.♗f6+ ♔g8 3.♖h4

As mate cannot be prevented, Black resigned.

1–0

Example 10



A series of checks is coming.

1.♕g4+! ♖xg4 2.♖xg4+ ♗g7 3.♖xg7+ ♔f8

3...♔h8 4.♖g3#

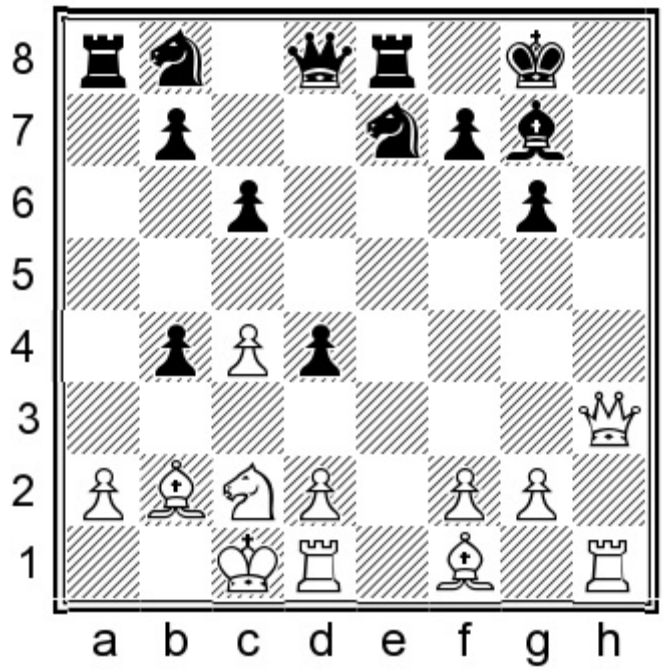
4.♖xh7

Mate follows on h8.

1–0

Game 178
Max Euwe
Rudolf Johannes Loman
Scheveningen 1923

1.♘f3 d5 2.c4 d4 3.b4 g6 4.♗b2 ♗g7 5.♘a3 e5 6.♘c2 ♗g4 7.e3 ♘e7 8.exd4 exd4 9.h3 ♗xf3 10.♕xf3 c6 11.h4 0-0 12.h5 ♖e8 13.0-0-0 a5 14.hxg6 hxg6 15.♕h3 axb4



The FIDE World Champion to be reinforces his attack:

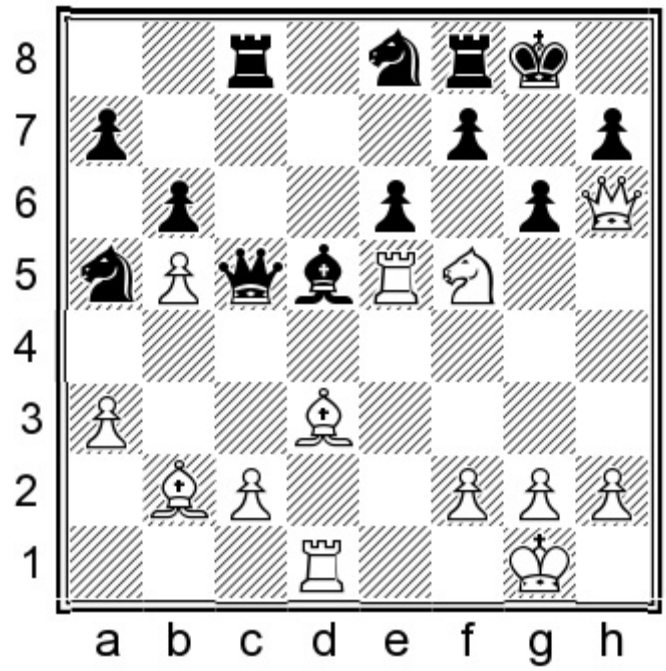
16.♘xd4! ♗xd4?

Black takes the bait!

17.♕h8+!

17.♕h8+ ♗xh8 18.♖xh8# **1–0**

Game 179
Rudolf Spielmann
Baldur Hoenlinger
Vienna 1929



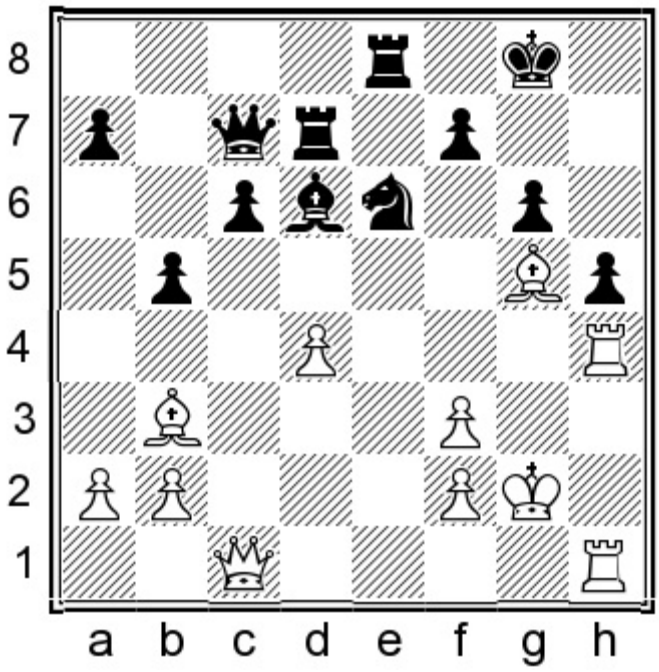
A famous position, published in nearly every decent tactical book/ survey. The long diagonal is 'overloaded' for the moment, so White finds the way to unload it!

25.♘e7+!

25.♘e7+ and Black resigned due to 25...♕xe7 26.♕xh7+! ♔xh7 27.♖h5+ ♔g8 28.♖h8#.

1–0

Game 180
Joseph Henry Blackburne
Jacques Schwarz
Berlin 1881



25.♗f6! ♘f4+?

Black missed the point; he could maintain an equal position after 25...♗e7 26.♗e5 ♗d6=.

26.♕xf4!

Unexpected but easy!

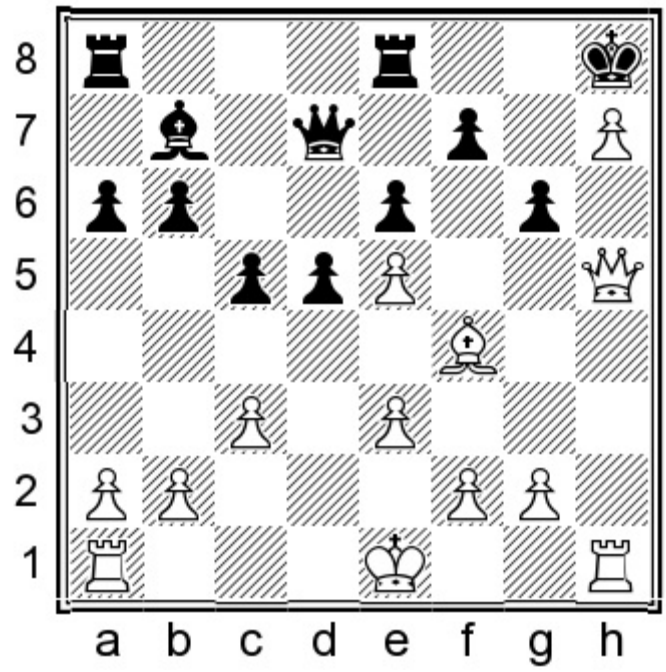
26...♗xf4 27.♖xh5!

27.♖xh5 Black resigned, as after 27...gxh5 28.♖xh5, mate cannot be avoided.

1–0

Game 181
Joseph Wang
Andrew Smith
Phoenix 2018

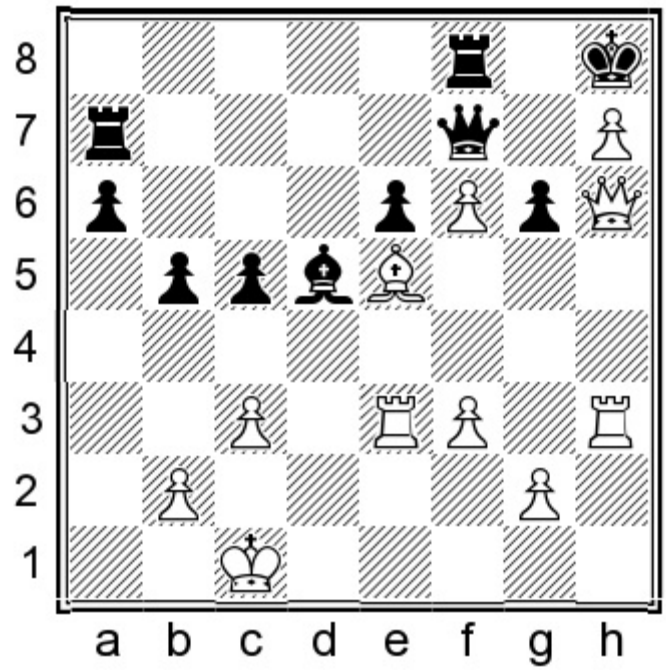
1.d4 ♘f6 2.♘f3 e6 3.♗f4 b6 4.e3 ♗b7 5.♗d3 ♗e7 6.h3 d5 7.♘bd2 ♘bd7 8.c3 c5 9.♕e2 0-0 10.♘e5 ♘xe5 11.dxe5 ♘d7 12.♘f3 ♖e8 13.h4 ♘f8 14.♗b5 ♘d7 15.♘g5 a6 16.♗xd7 ♕xd7 17.♕h5 ♗xg5 18.hxg5 h6 19.gxh6 g6 20.h7+ ♔h8



21.♕h6

Even though White is winning anyway, it would have been nice to play 21.♗g5! gxh5 22.♗f6+ ♔xh7 23.♖xh5+ ♔g6 (23...♔g8 24.♖h8#) 24.♖g5+ ♔h7 25.0-0-0, when mate follows on h1.

21...♖f8 22.♗g5 f6 23.exf6 ♕f7 24.0-0-0 ♗c6 25.♖h3 ♖a7 26.♖dh1 d4 27.f3 dxe3 28.♖e1 ♗d5 29.♖xe3 ♗xa2 30.♗f4 ♗d5 31.♗e5 b5



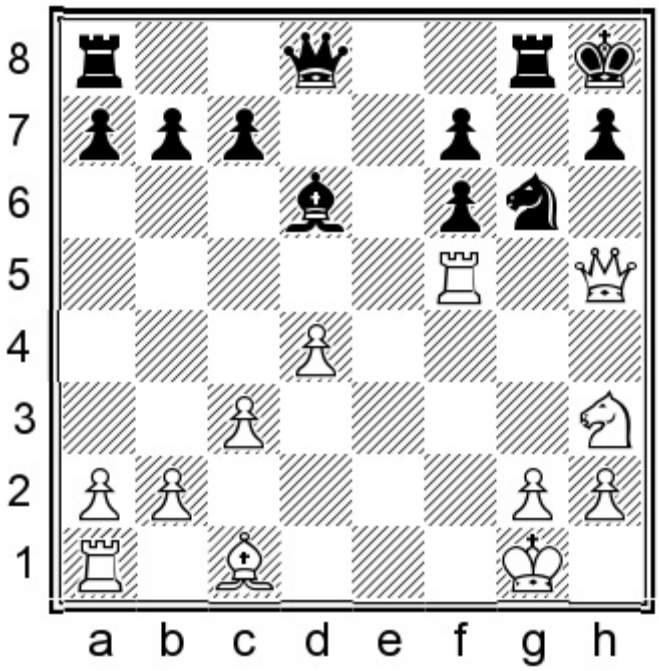
32.♕xf8+!

32.♕xf8+ ♕xf8 33.f7+ ♕g7 34.f8=♕#

1–0

The mate can be carried out in a slightly different manner, and here is how. The next three examples deal with a specific version:

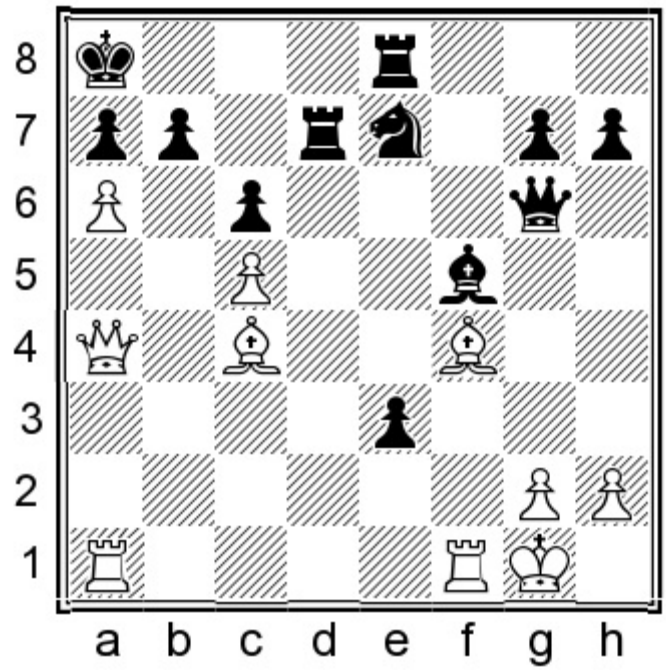
Example 11



The bishop and rook cooperate again!

1.♕xh7+! ♔xh7 2.♖h5+ ♔g7 3.♗h6+ ♔h7 4.♗f8# 1–0

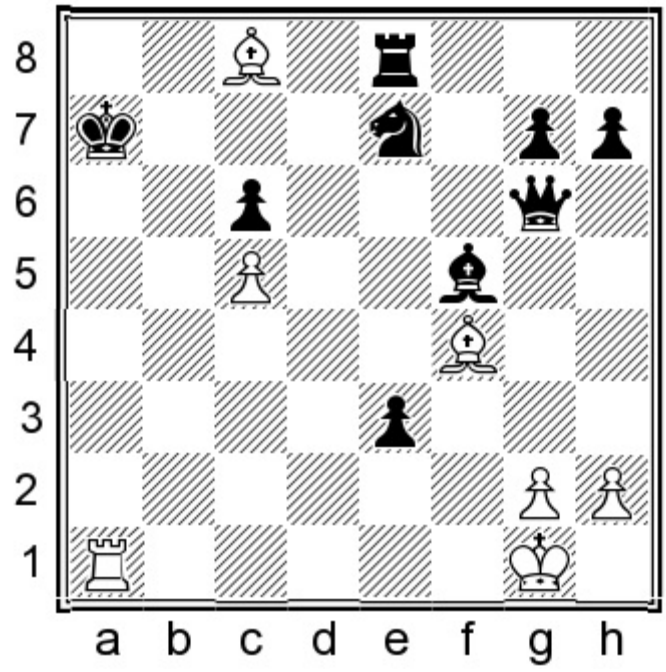
Example 12



1.axb7+ ♖xb7

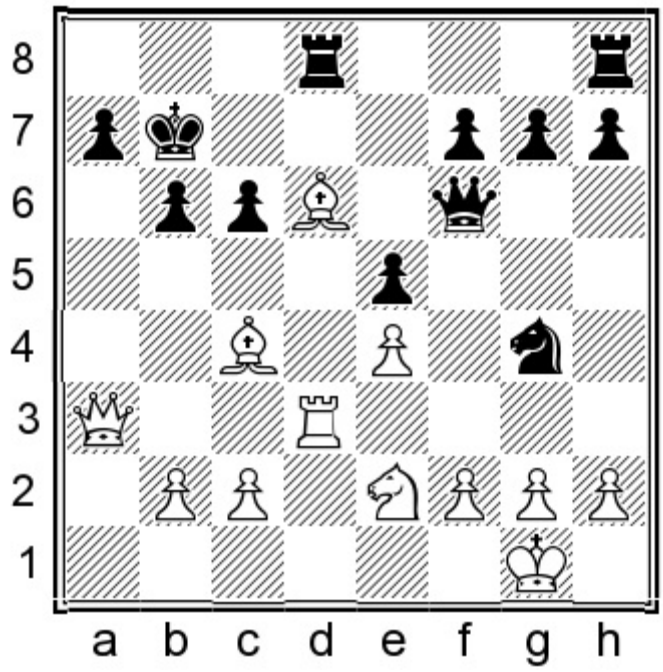
The start is nothing special, but the second move is!

2.♕xa7+! ♖xa7 3.♖xa7+ ♔xa7 4.♖a1+ ♔b7 5.♗a6+ ♔a7 6.♗c8#



1–0

Example 13



1.♕xa7+! ♔xa7 2.♖a3+ ♔b7 3.♗a6+ ♔a7 4.♗c8#

1–0

CONCLUSION

A nice, easy and basic mate, which requires a long-distance bishop (long diagonal) and an open rook file.

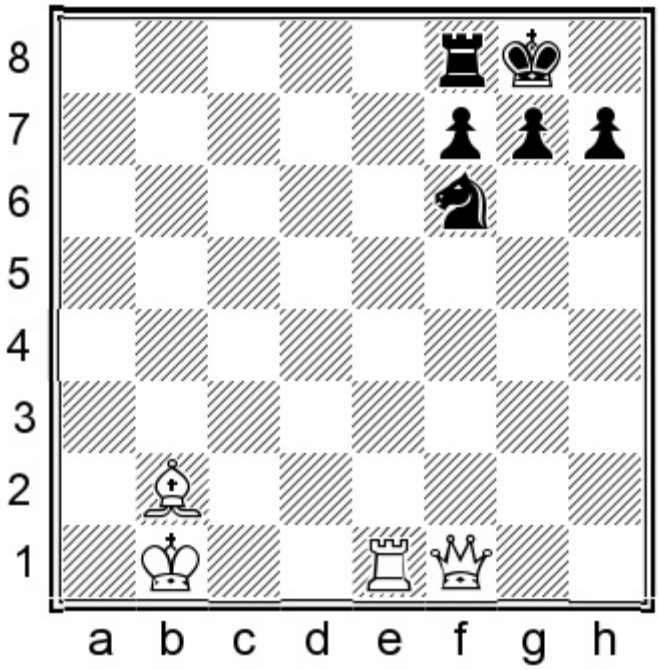
A sacrifice usually takes place and the rook completes the job by delivering the lethal kiss.

MORPHY'S MATE

Morphy's mate is commonly seen in practice. It was named after Paul Morphy and works by using a bishop and rook to attack the enemy king, while an enemy pawn helps to confine him. In many respects, it is very similar to Pillsbury's mate.

An archetypal Morphy mate:

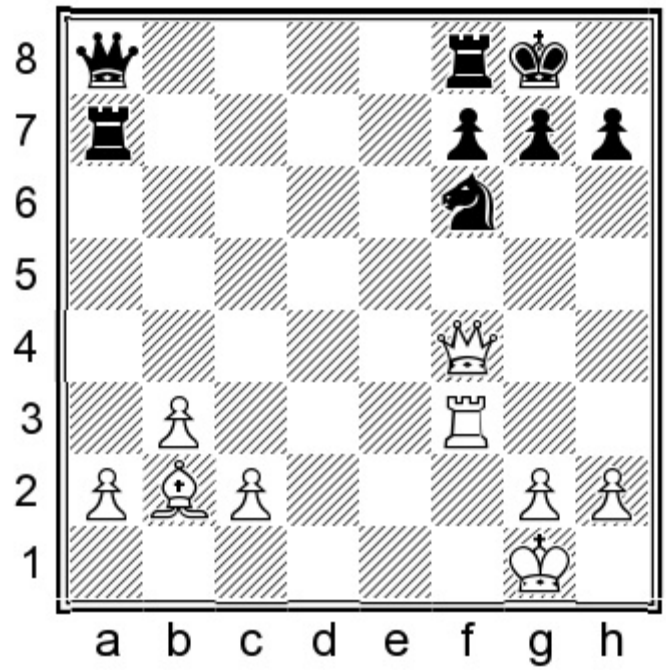
Example 1



1.♕xf6! gxf6 2.♖g1+ ♔h8 3.♗xf6#

1–0

Example 2



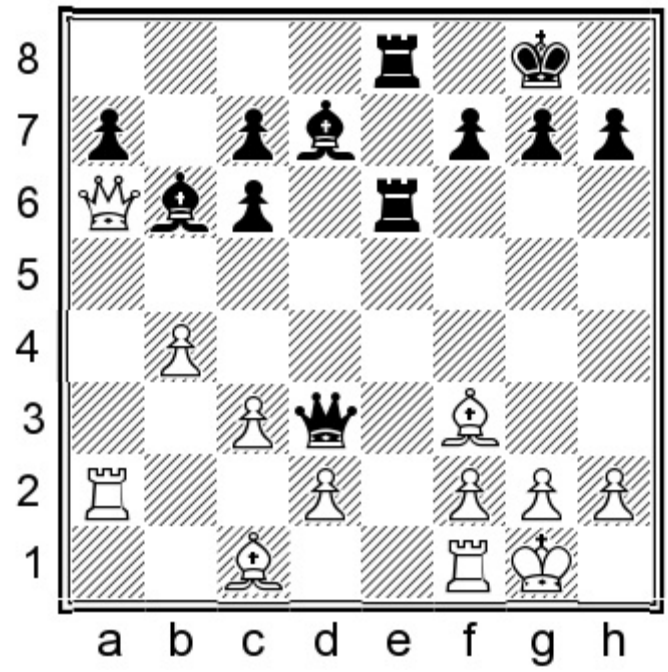
1.♕xf6! gxf6 2.♖g3+ ♔h8 3.♗xf6#

1–0

To use Morphy's mating pattern, a sacrifice is often needed to open the knight file. This is followed by a rook check on the same file, driving the king into the corner and the bishop can deliver the finishing touch.

Game 182
Louis Paulsen
Paul Morphy
New York 1857

1.e4 e5 2.♘f3 ♘c6 3.♘c3 ♘f6 4.♗b5 ♗c5 5.0-0 0-0 6.♘xe5 ♖e8 7.♘xc6 dxc6 8.♗c4 b5 9.♗e2 ♘xe4 10.♘xe4 ♖xe4 11.♗f3 ♖e6 12.c3 ♕d3 13.b4 ♗b6 14.a4 bxa4 15.♕xa4 ♗d7 16.♖a2 ♖ae8 17.♕a6



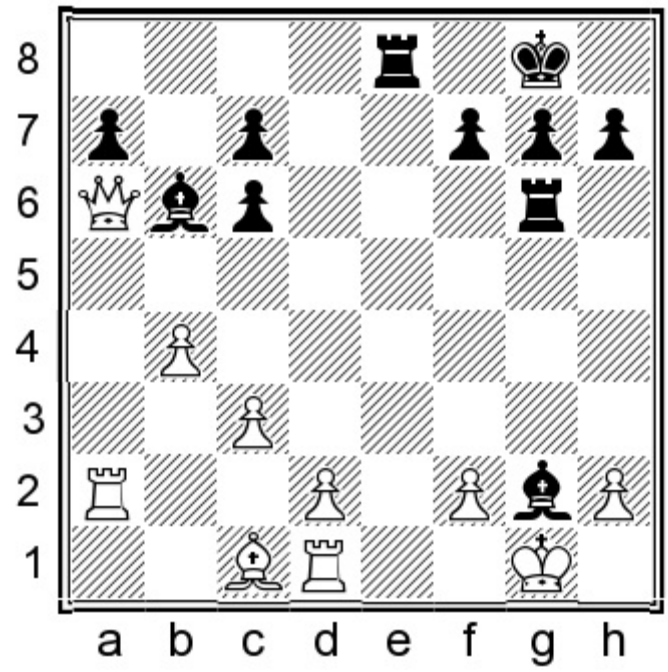
17...♕xf3! 18.gxf3 ♖g6+ 19.♔h1 ♗h3 20.♖d1

Alternatives don't help: 20.♕d3 f5! or 20.♖g1 ♖xg1+ 21.♔xg1 ♖e1+ 22.♕f1 ♖xf1#.

20...♗g2+ 21.♔g1 ♗xf3+ 22.♔f1 ♗g2+

Accurate was 22...♖g2! 23.♕d3 ♖xf2+ 24.♔g1 ♖g2+ 25.♔f1 ♖g1#.

23.♔g1

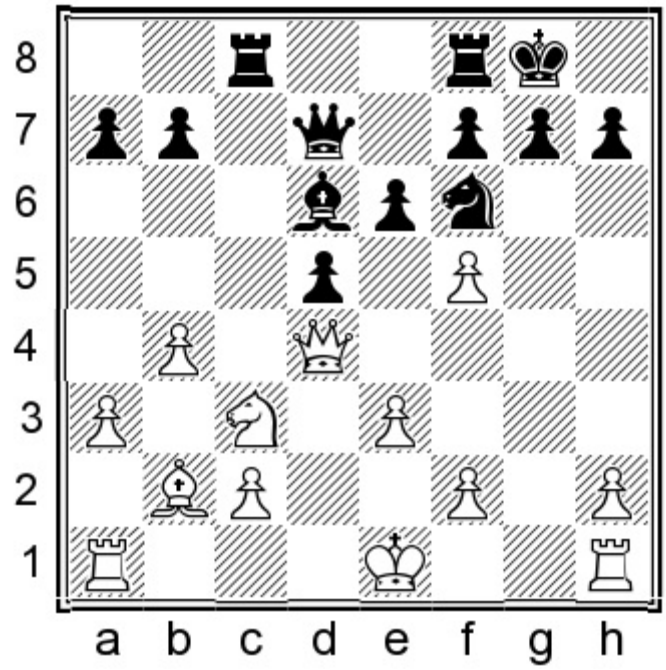


23...♗h3+?!

Black missed a beautiful mate here: 23...♗e4+! 24.♔f1 ♗f5 25.♕e2 ♗h3+ 26.♔e1 ♖g1#. He still won the game though.

24.♔h1 ♗xf2 25.♕f1 ♗xf1 26.♖xf1 ♖e2 27.♖a1 ♖h6 28.d4 ♗e3 0–1

Game 183
John Owen
Amos Burn
London 1887



Open g-file, queen & bishop on the long diagonal; tactics are in the air...

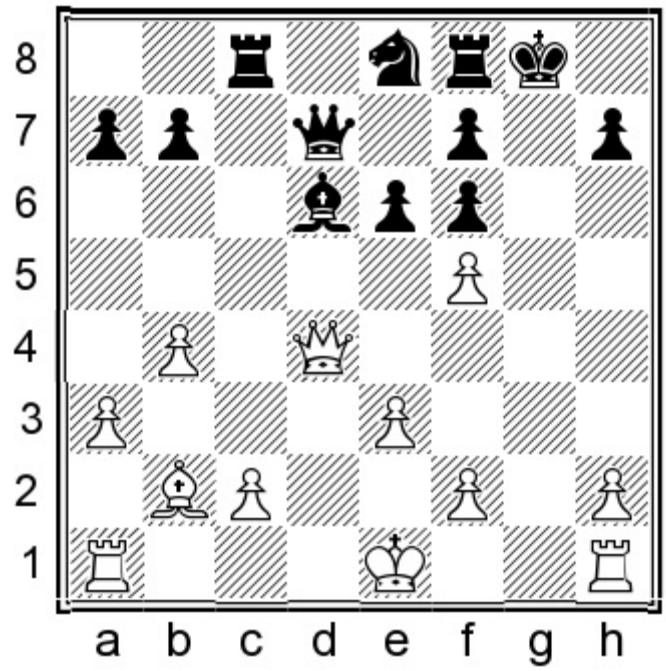
15.♘xd5! ♘e8?

Just as wrong was 15...exd5? 16.♕xf6! gxf6 17.♖g1+ ♔h8 18.♗xf6# but 15...e5 16.♘xf6+ gxf6 17.♖g1+ ♔h8 18.♕e4± was objectively better.

16.♘f6+?

The idea is nice but 16.♕xg7+! ♘xg7 17.♘f6+ ♔h8 18.♘xd7+– was strong.

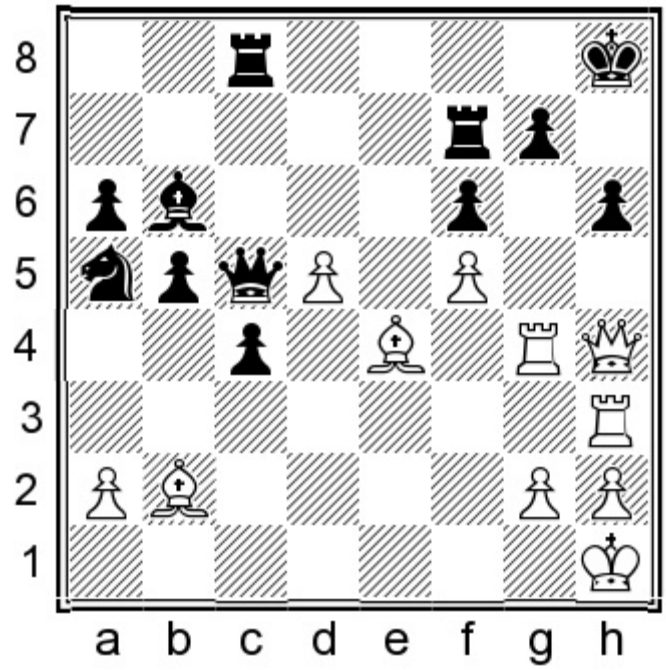
16...gxf6?



Leading to mate. Black should have opted for 16...♘xf6 17.♕xf6 e5 18.♖g1 g6 19.0-0-0 ♕c6±.

17.♖g1+ ♔h8 18.♕xf6+ ♘xf6 19.♗xf6# 1–0

Example 3

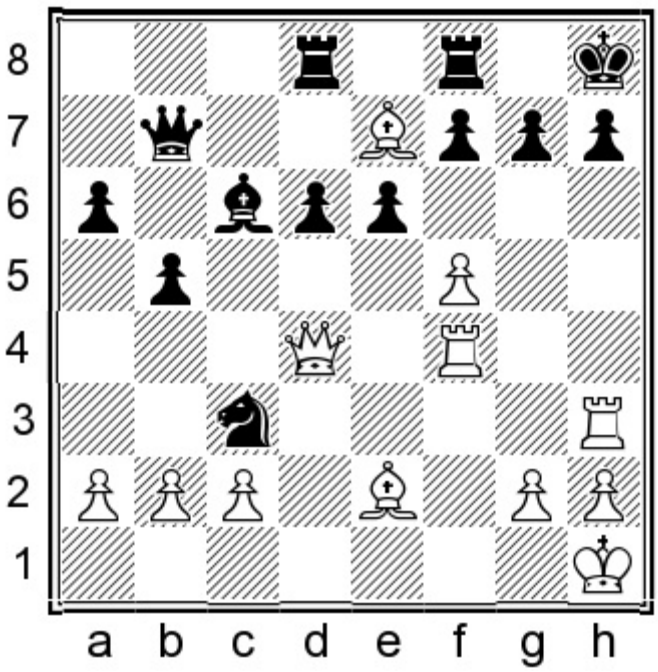


The white army gathers around the black king, so it is only natural that a lethal blow appears.

1.♕xh6+! gxh6 2.♖xh6+ ♖h7 3.♗xf6# 1–0

There are no ‘automatic’ responses in chess. Everything should be carefully checked and intermediate moves should be considered. Otherwise, something resembling the example can occur!

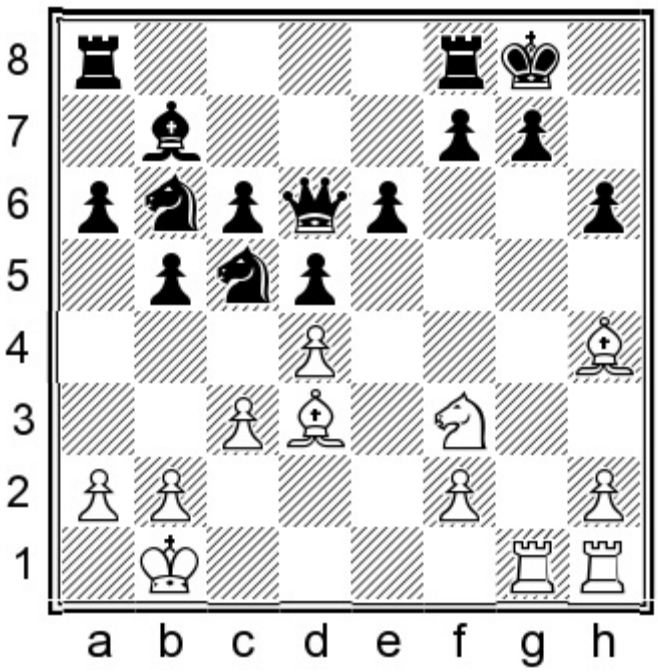
Example 4



1.♕xg7+! ♔xg7 2.♖g4+ ♔h8 3.♗f6#

1–0

Example 5

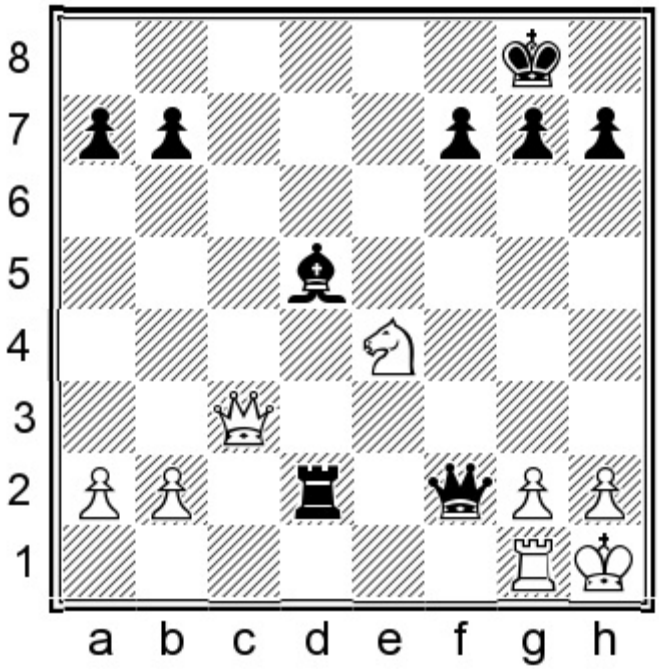


Here, the combination is crystal-clear and rather easy:

1.♖xg7+! ♔xg7 2.♖g1+ ♔h8 3.♗f6#

1–0

Example 6



Slightly different from usual, but still very effective:

1...♕xg2+! 2.♖xg2 ♖d1+ 3.♖g1 ♗xe4+ 4.♕f3 ♗xf3#

0–1

CONCLUSION

Probably Paul Morphy's most beautiful contribution to chess; and he contributed a great deal, by the way!

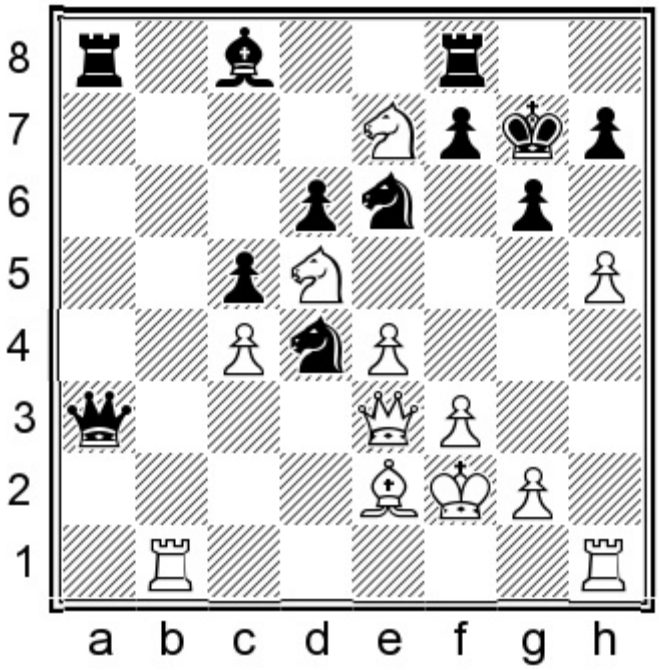
The concept is clear and the cooperation between the rook and bishop is irresistible.

NEW YORK MATE

The New York mate is a version of the back-rank mate, which is delivered by a rook on the back-rank or on the corridor.

The main motif of this mate is that the queen is sacrificed on the 3rd rank (h3/a3 or h6/a6), allowing her rook(s) to deliver the mate.

Example 1



Here is the ‘guide’:

1.♕h6+! ♔xh6

1...♔h8 2.hxg6

2.hxg6+ ♔g5

2...♔g7 3.♖xh7#

3.♖h5+! ♔xh5 4.f4+ ♘xe2

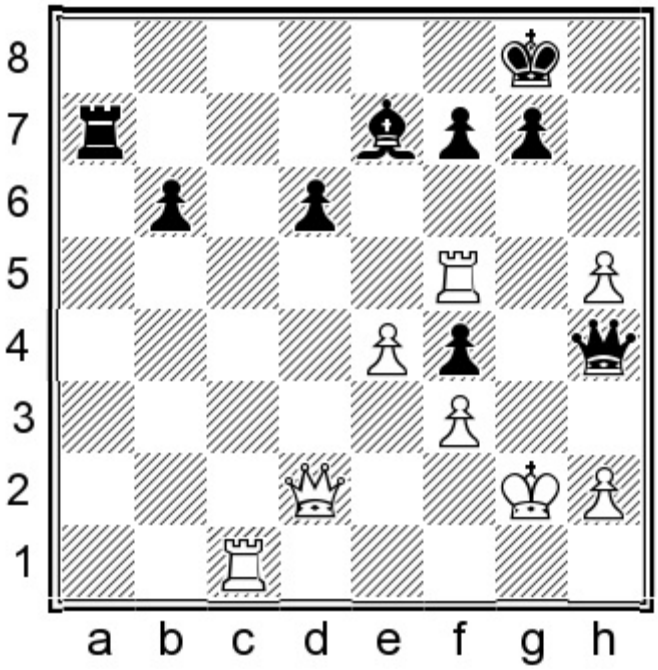
4...♕f3+ 5.♗xf3+ ♘xf3 6.♖h1+ ♘h4 7.♘f6+ ♔h6 8.♖xh4+ ♔g7 9.♘e8+ ♖xe8 10.♖xh7+ ♔f6 11.♖xf7#

5.♘f6+ ♔h6 6.♖h1+ ♔g7 7.♘e8+! ♖xe8 8.♖xh7+ ♔f6 9.♖xf7#

1–0

The mate was named after the famous and spectacular last game (16th) of the FIDE World Championship of 2016, played between M. Carlsen and S. Karjakin, in the city of New York!

Game 184
Magnus Carlsen
Sergey Karjakin
New York 2016

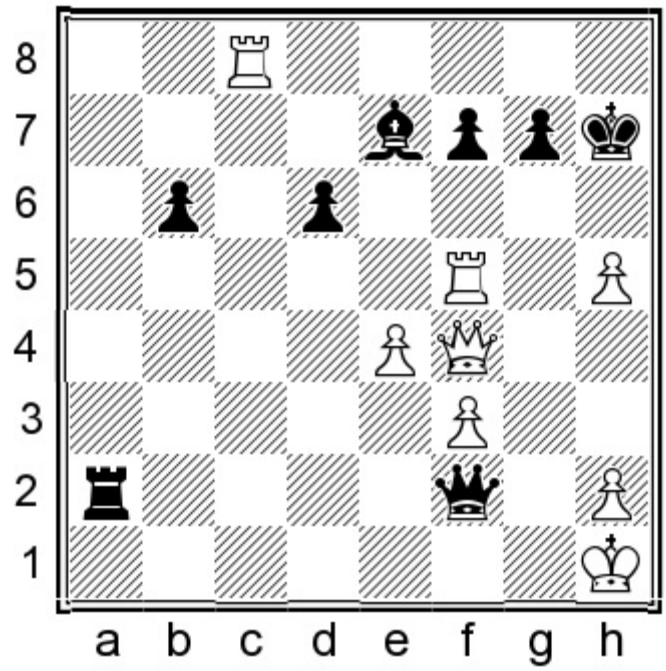


Of course, White is winning here, but why not use some tactics to finish-off the game in style?

47.♕xf4! ♖a2+ 48.♔h1 ♕f2

48...♕xf4 49.♖xf4 ♗f6 50.♖f5 was Black ’s only chance, but White is winning anyway.

49.♖c8+! ♔h7



After 49...♗f8, White mates as well: 50.♖xf8+ ♔xf8 51.♖xf7+ ♔e8 52.♖f8+ ♔d7 53.♕f5+ ♔c6 54.♖c8+ ♔b7 55.♕d7+ ♔a6 56.♖a8#.

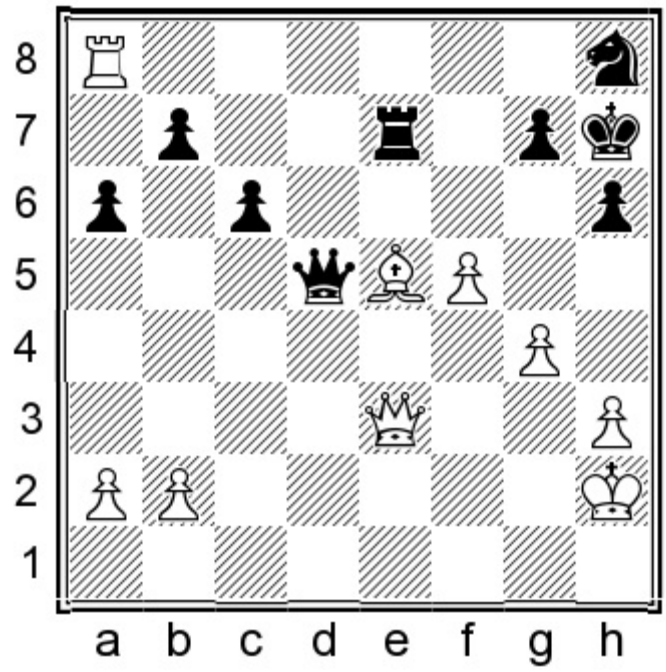
50.♕h6+!

End of story! Black resigned: 50...♔xh6 (or 50...gxh6 51.♖xf7#) 51.♖h8#.

1–0

The following example is the oldest predecessor I could find; it wouldn't surprise me if there were older ones though.

Game 185
Augustin Neumann
David Przepiorka
Vienna 1904

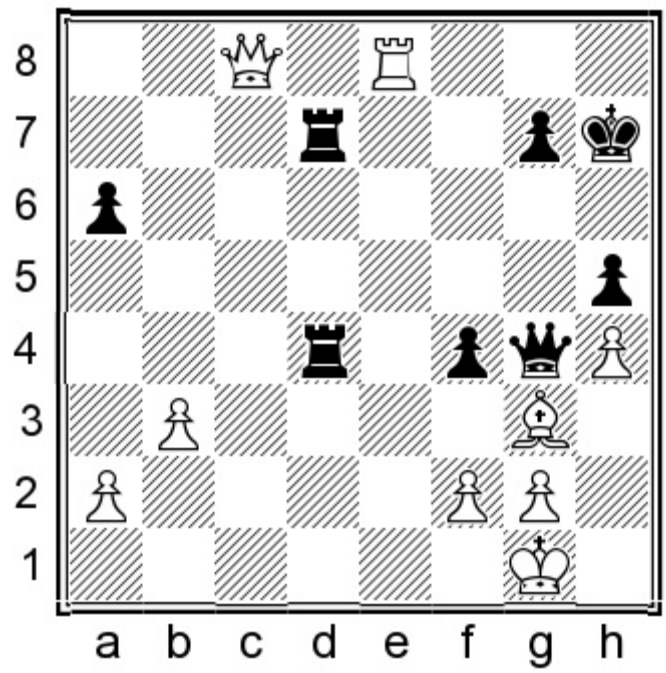


43.♕xh6+! ♔xh6

43...gxh6 44.♖xh8#

44.♖xh8+ ♔g5 45.♖h5# 1–0

Game 186
Werner Hug
Lubomir Kavalek
Haifa 1976



Black is a rook-up and obviously thought that he would cash in the point sooner or later.

35...fxg3?

Black could (and should!) mate by force here with 35...♖d1+ 36.♔h2 fxg3+ 37.fxg3 as now comes the familiar 37...♕h3+! 38.gxh3 (38.♔xh3 ♖h1#) 38...♖7d2+ 39.♖e2 ♖xe2#.

35...fxg3? 36.fxg3?

36.♖h8+ ♔g6 37.♕e8+ ♖f7 38.♕c6+ is a draw by perpetual check!

36...♕f5?

36...♖d1+! 37.♔h2 ♕h3+! would have been a nice finish! Over the next moves, both sides overlook the combination...

37.♖f8? ♕e6?

37...♖d1+ 38.♔h2 ♕h3+!

38.♖e8? ♕f7?

38...♖d1+ 39.♔h2 ♕h3+!

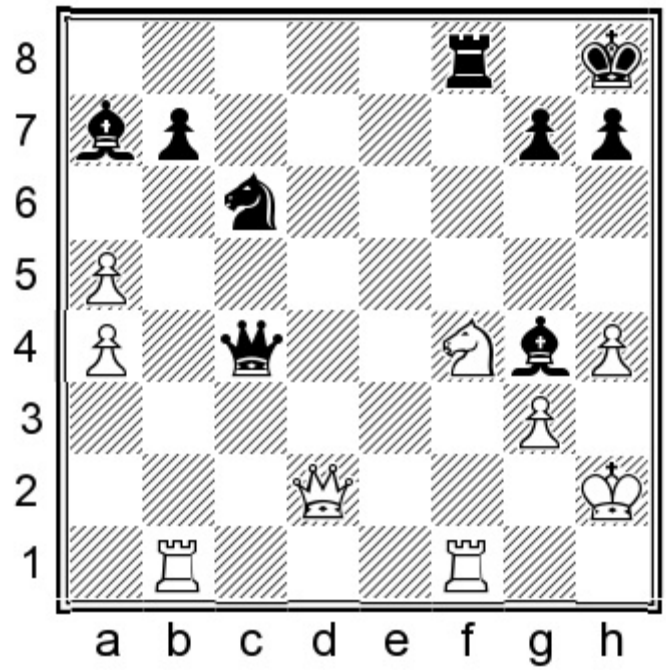
39.♖f8 ♕e6 40.♖e8? ♕d5?

40...♖d1+ 41.♔h2 ♕h3+!

41.♖h8+ ♔g6 42.♕xa6+ ♖d6 43.♕c8 ♕e6 44.♕c3 ♖d3 45.♕a5 ♕e3+ 46.♔h1

0–1

Game 187
Nikolay Popov
Arkady Novopashin
Beltsy 1979



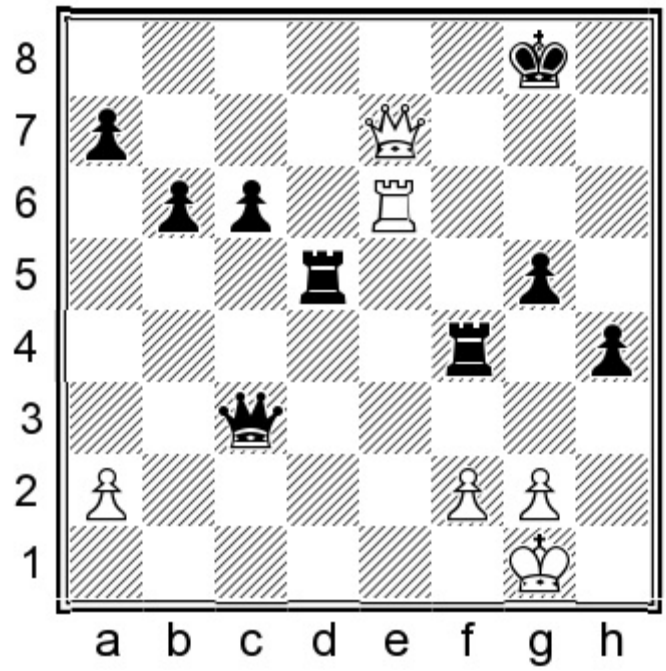
White on the move can already smell blood...

30.♘g6+! hxg6 31.♖xf8+ ♔h7 32.♕h6+!

Black resigned: 32...♔xh6 (or 32...gxh6 33.♖xb7+ ♗d7 34.♖xd7+ ♘e7 35.♖xe7+ ♕f7 36.♖exf7#) 33.♖h8#.

1–0

Game 188
Alexey Vyzmanavin
Vladimir Tukmakov B
Soviet Union 1986



White seems to have lethal threats, but Black has seen further...

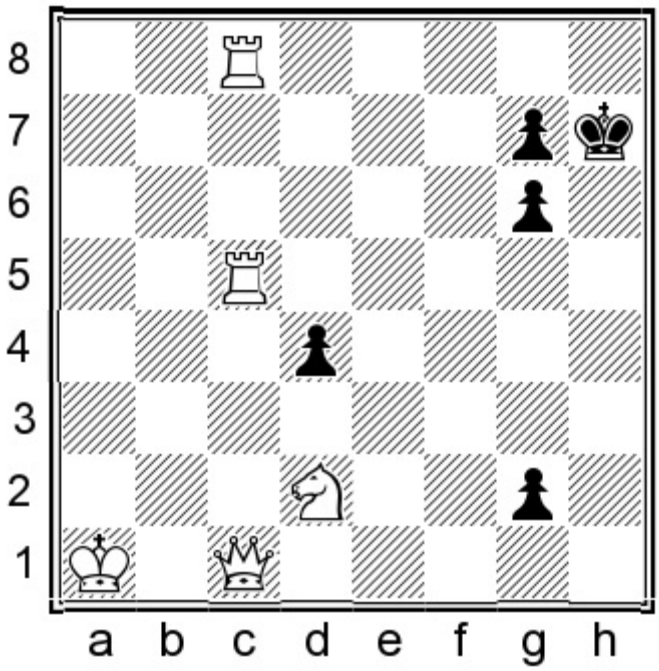
33...♖d1+ 34.♔h2 ♕h3+!

White resigned due to 35.♔xh3 (or 35.gxh3 ♖xf2#) 35...♖h1#.

0–1

The great Jan Timman was inspired, as usual(!), and created two nice studies. I have taken them from the magazine ‘New In Chess’, with his notes:

Study 1
Jan H. Timman
Amsterdam 2017



White mates in three moves. The key move is easy to find, at least if you know what it's all about.

1.♘b1!

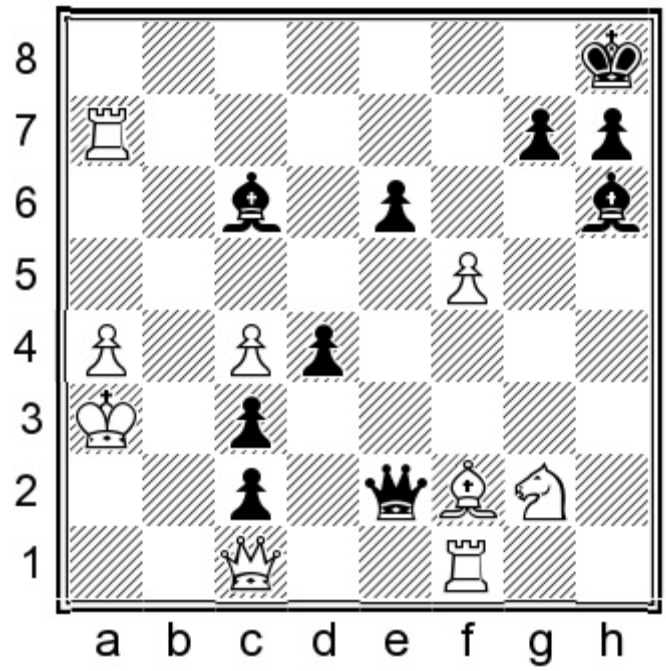
Blocking the back rank and opening the way for the white queen to h6. Insufficient was 1.♕b1 in view of 1...d3!, and there is no mate in two.

1.♘b1! g1=♕ 2.♕h6+! gxh6

2...♔xh6 3.♖h8#

3.♖5c7# 1–0

Study 2
Jan H. Timman
Amsterdam 2017



J. Timman mentions that this study is based on one by the Russian composer Kalyagin from 1988.

1.♘f4 ♕xc4 2.♖a5!

A defensive move that will eventually be important for the final combination.

2...♗g5

Black has dangerous counterplay, threatening a devastating check on e7.

3.f6!

Opening the f-file.

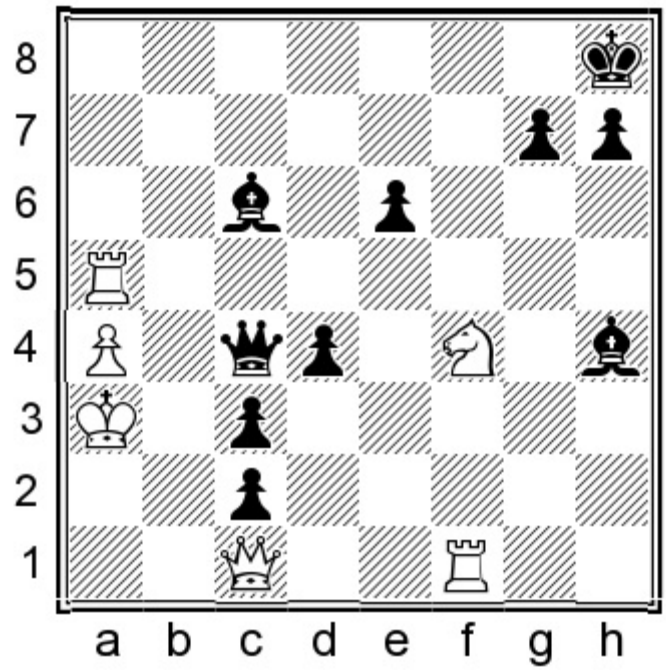
3...♗xf6

After 3...gxf6 4.♗h4! ♗xh4 5.♘g6+! hxg6 6.♕h6+ the white queen will hoover the board up.

4.♗h4!

The open file was still blocked. The bishop sacrifice remedies this.

4...♗xh4



5.♘g6+!

Everything is becoming clear.

5...hxg6 6.♖f8+ ♔h7 7.♕h6+!

Again, one of the rooks will mate.

1–0

CONCLUSION

A nice new addition to the list and a spectacular mate!

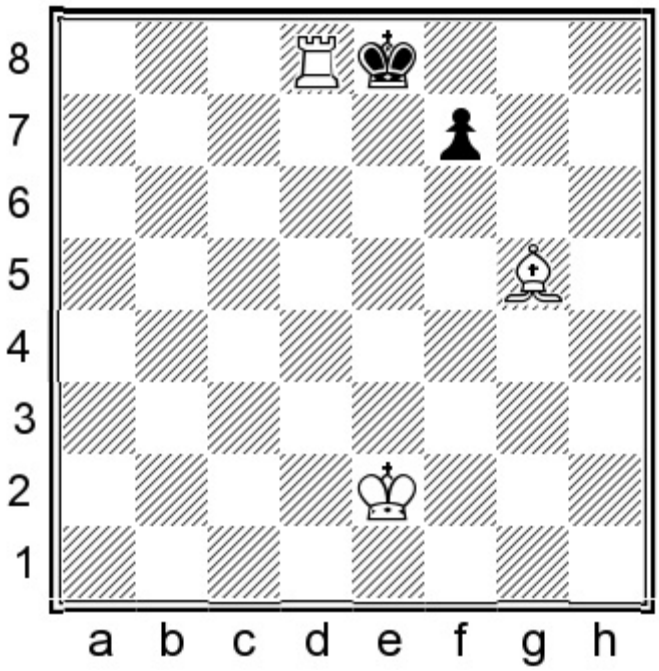
OPERA MATE

The opera mate works by attacking the king on the back rank with a rook, using a bishop to protect it.

An enemy pawn or piece (other than a knight) is used to restrict its movement. This mate is quite similar to Reti's mate and Mayet's mate.

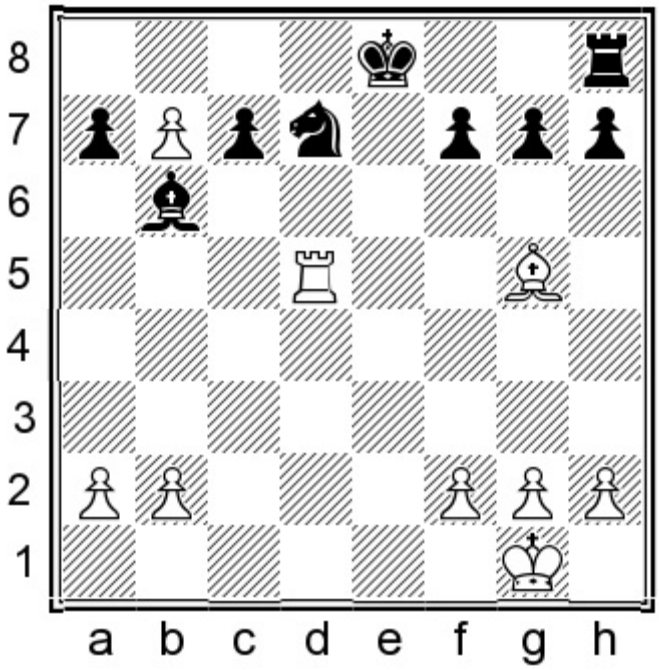
Here is a typical example of the opera mate:

Example 1



1–0

Example 2



White just has to clear the d-file:

1.b8=♕+! ♘xb8 2.♖d8# 1–0

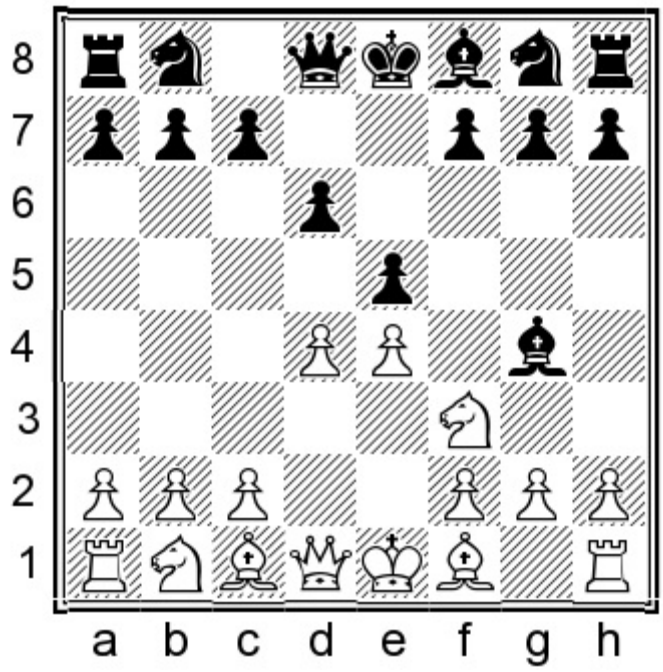
The mate was named after its implementation in an 1858 game at the Paris Opera by Paul Morphy against Duke Karl of Brunswick and Count Isouard.

Game 189
Paul Morphy
Duke of Brunswick/Karl Count Isoua
Paris 1858

Annotations by Bobby Fischer:

1.e4 e5 2.♘f3 d6 3.d4 ♗g4

This is a weak move already. Later Steinitz said you shouldn't get your bishops out before your knights, a very good rule to follow for beginners. The right move was 3...♘d7.



4.dxe5 ♗xf3

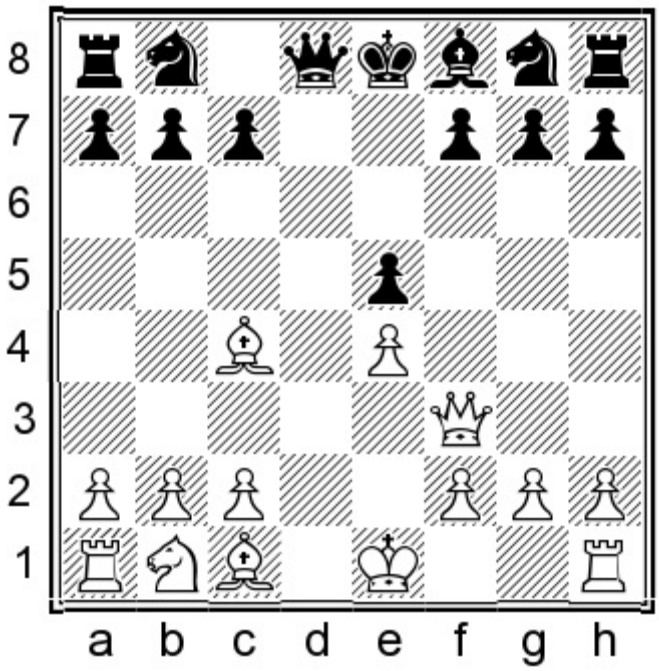
He must part with his bishop, as if 4...dxe5 then 5.♕xd8+ ♔xd8 6.♘xe5.

5.♕xf3

Steinitz also said you should take with the pawn 5.gxf3 dxe5 6.♕xd8+ ♔xd8 7.f4 and you play this endgame with two bishops. He gave one variation to support this: 7...♘f6 8.fxe5 ♘xe4 9.♗g2 ♘c5, defending the pawn, 10.b4 and take on b7 after the knight moves, wins. This is representative of Steinitz's ideas and a typical variation.

5...dxe5 6.♗c4

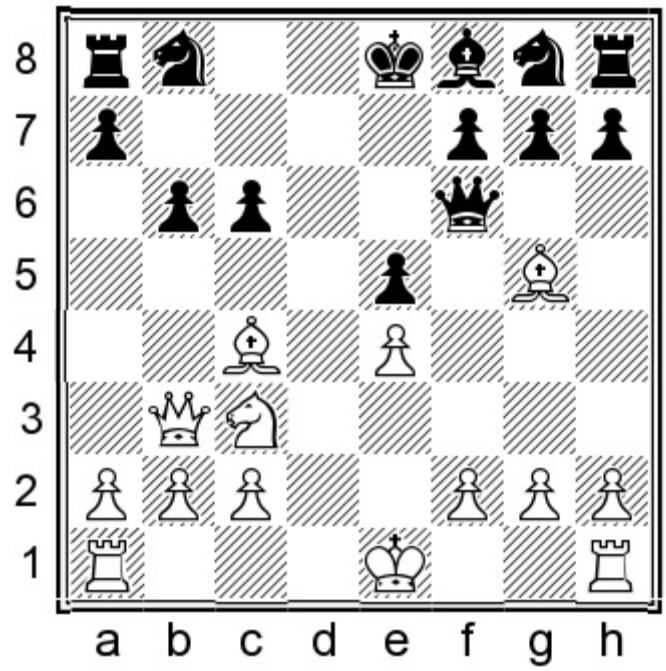
I have a friend who jokingly shows this game and says ‘I can show you my game against the Duke of Brunswick’.



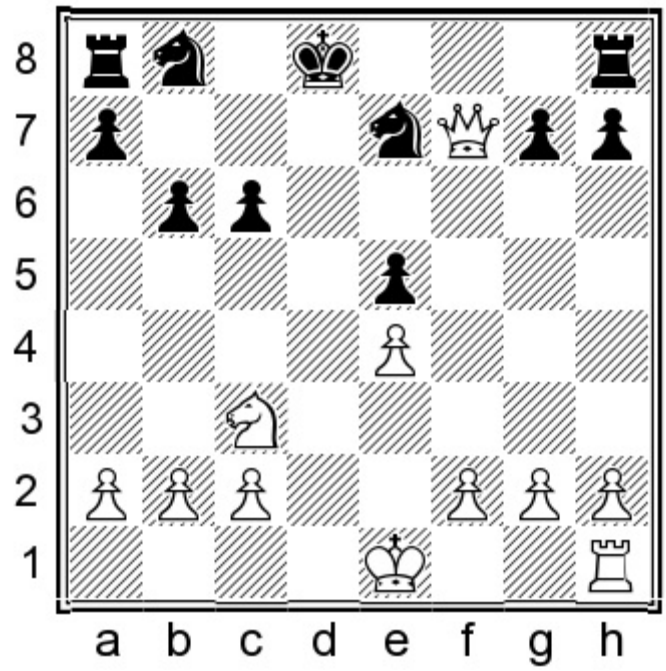
Note: The Morphy game that Fischer is annotating was played at an opera house in Paris against two strong amateurs, the German noble Duke Karl of Brunswick and the French aristocrat Count Isouard.

6...♘f6

To defend against the mate on f7. Funnily enough, I played two simultaneous exhibitions here in Sarajevo, and two players played exactly the same way: 6...♕f6. Maybe they were trying to lose in the same way, as some kind of joke. 7.♕b3 b6 8.♘c3 c6 (to restrict the knight) 9.♗g5 (a very good move)



9...♕g6 (9...♕xg5 10.♗xf7+ ♔e7 11.♗xg8 wins) 10.♖d1 (I couldn't castle: 10.0-0-0 ♕xg5+) 10...♗e7 (10...♘d7 11.♗xf7+ ♕xf7 12.♕xf7+ ♔xf7 13.♖xd7+ and I win a pawn and eventually the endgame) 11.♗xe7 ♘xe7 12.♗xf7+ ♕xf7 13.♖d8+ ♔xd8 14.♕xf7.



Both played in exactly the same way, but diverged from here. They both lost, of course. Bjelica: 'You think Morphy played better than you?' Fischer: 'Well, we both won!'.

7.♕b3

This is already a winning move, because he is threatening two pawns. Now Black played a clever move:

7...♕e7 8.♘c3

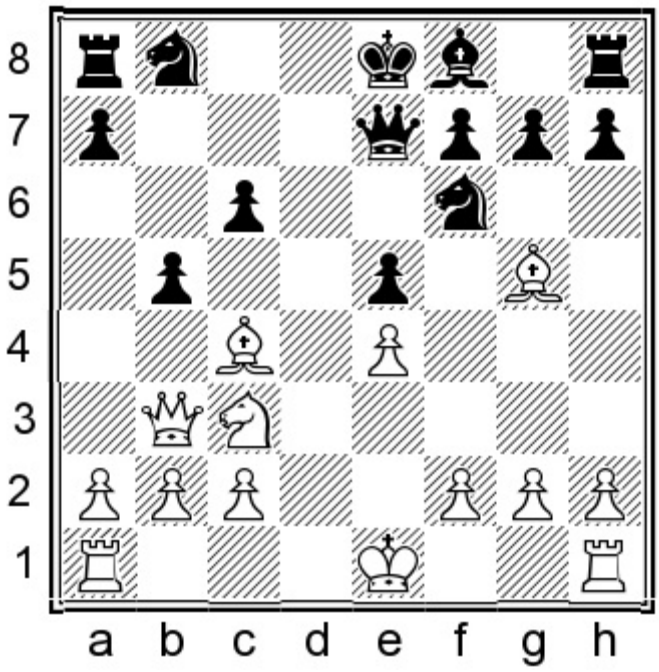
a) Now if he takes 8.♕xb7 ♕b4+ then the queens get traded and play may go on for some time in a lost endgame.

b) 8.♗xf7+ ♕xf7 9.♕xb7 ♗c5 10.♕c8+ ♔e7 11.♕xh8 ♗xf2+ 12.♔e2±

8...c6 9.♗g5

Now Black is in a zugzwang position. He can't develop his b8-knight because his pawn on b7 is hanging, the bishop is blocked by the queen...

9...b5



Now, he finished with a beautiful sacrifice:

10.♘xb5 cxb5 11.♗xb5+ ♘bd7

11...♔d8 12.♗xf6 and ♕d5+ and ♕xa8.

12.0-0-0

He's threatening to take the knight.

12...♖d8

As he can't take back with the knight or queen. He can't castle: 12...0-0-0 13.♗a6+ and ♕b7 mate.

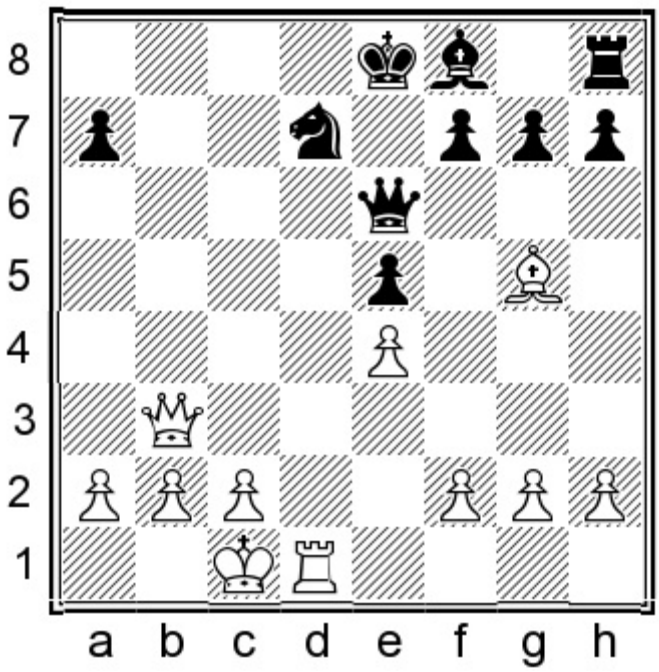
13.♖xd7 ♖xd7 14.♖d1

Now White can simply take the knight and rook and is two pawns up.

14...♕e6 15.♗xd7+

Morphy was looking for brilliancy. 15.♕xe6+ fxe6 16.♗xf6 is a winning ending.

15...♘xd7



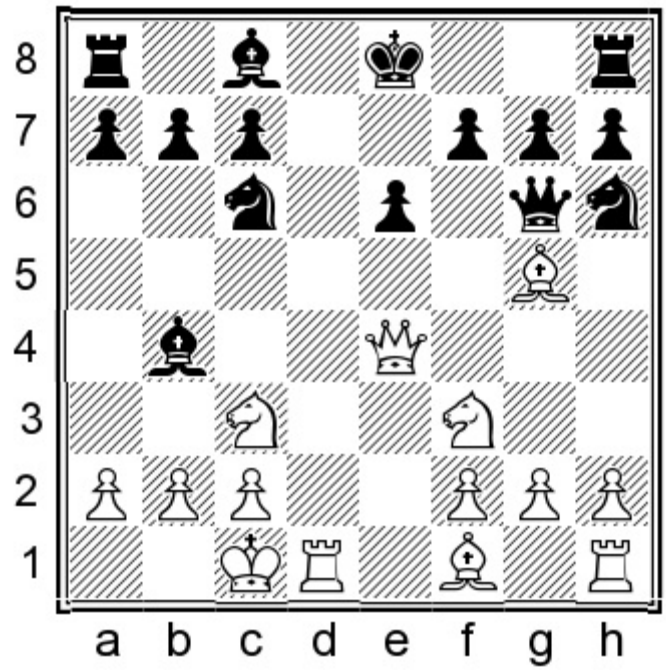
16.♕b8+! ♘xb8 17.♖d8#

A famous game!

1–0

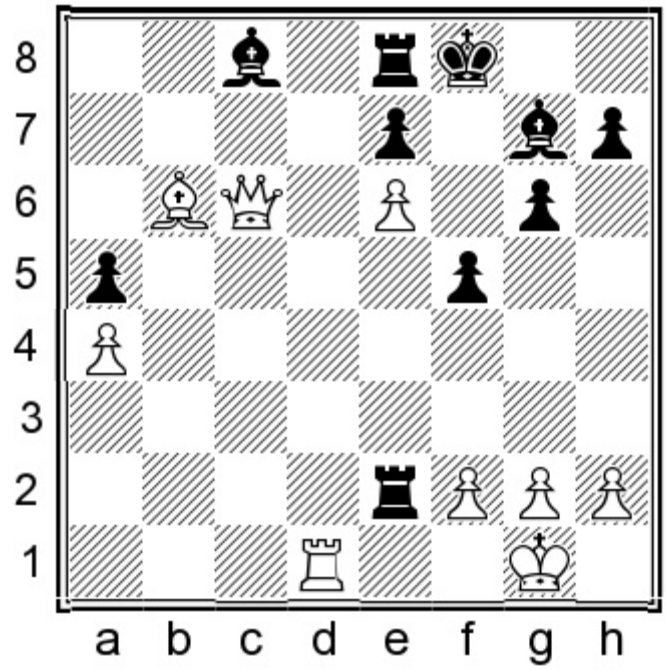
The queen sacrifice is a huge part of this combination and should always be considered:

Game 190
Schwarz
Labau
Germany 1948



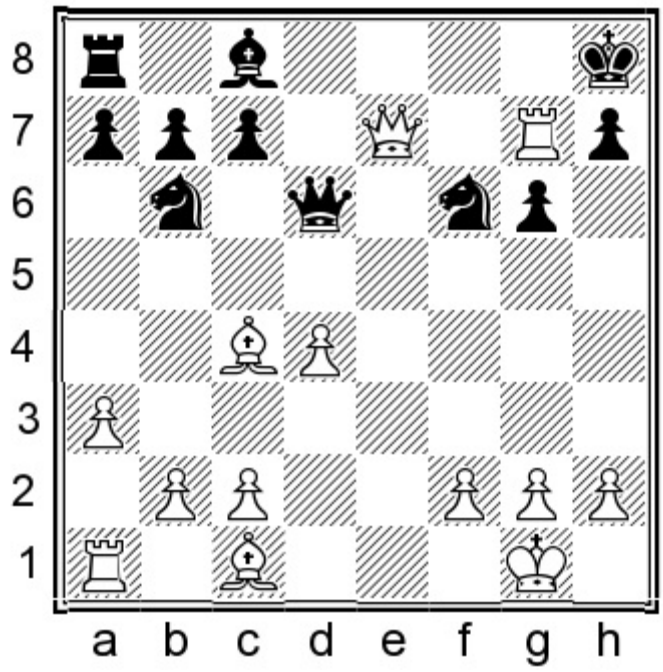
1.♕xc6+! bxc6 2.♖d8# 1–0

Game 191
Edgard Colle
Akiba Rubinstein
Rotterdam 1931



31.♕xe8+ ♔xe8 32.♖d8# 1–0

Example 3



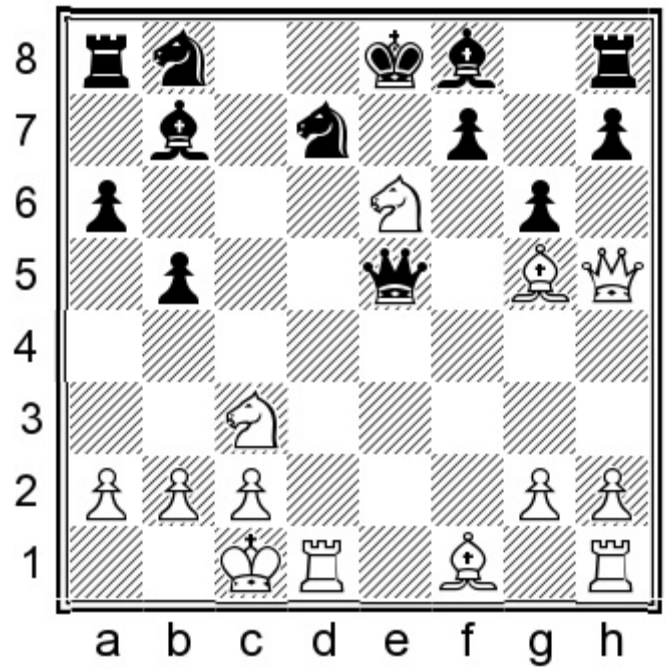
1.♕xf6! ♕xf6

1...♘xc4 2.♕f7.

2.♖g8#

1–0

Game 192
Nicola Pegoraro
Pierangelo Trotto
Arvier 2004



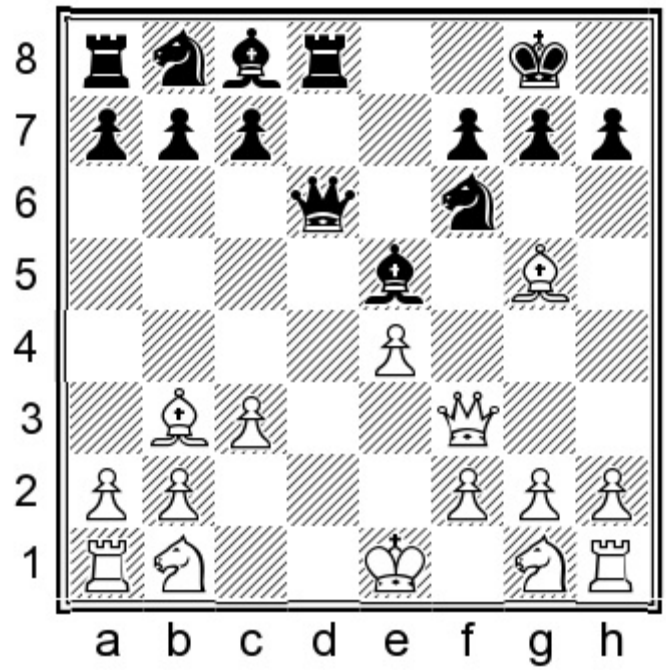
It looks like many white pieces are under attack, so Black should be happy! The white king is doing fine though...

14.♘c7+! ♕xc7 15.♕e2+ ♕e5 16.♕xe5+

16.♕xe5+ ♘xe5 17.♖d8#

1–0

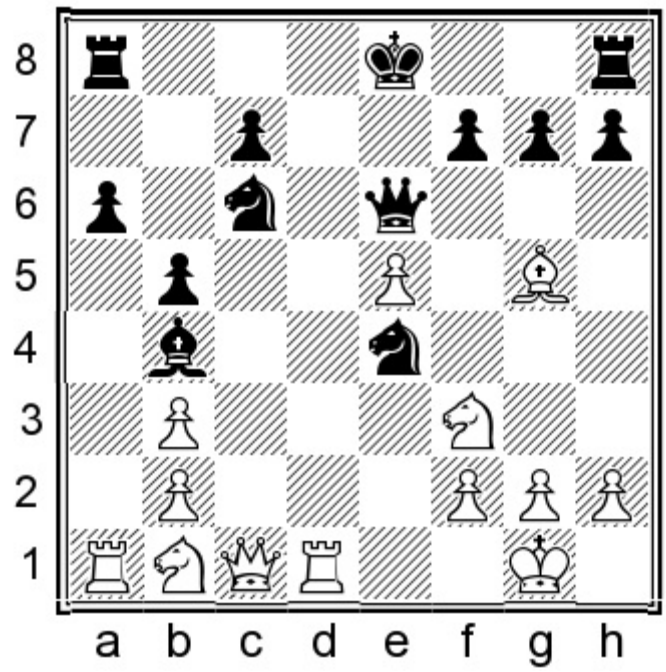
Game 193
Josef Emil Krejcik
Julius Thirring
Correspondence 1898



9...♗g4! 10.♕e3 ♕d1+ 11.♗xd1 ♖xd1#

0–1

Game 194
Victor Ivanovich Soultanbeief
NN
Liege 1923



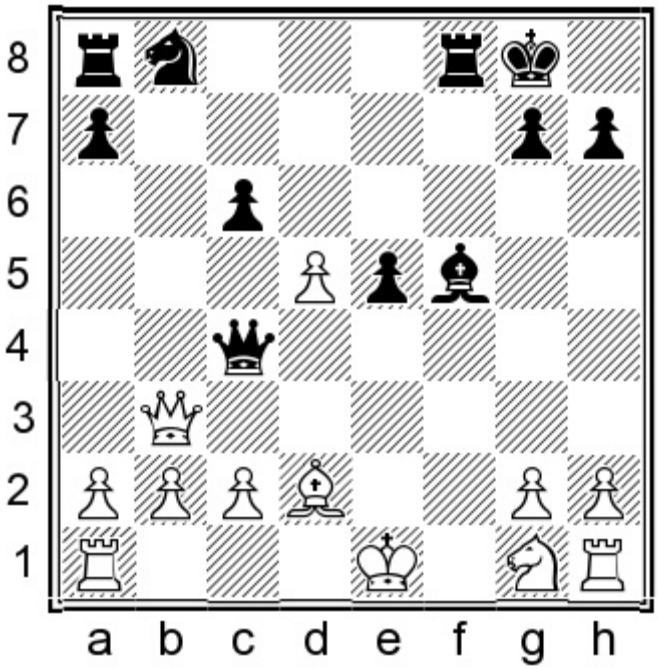
16.♖xa6!

16.♖d6!+– was also good.

16.♖xa6! ♖xa6 17.♕xc6+! ♕xc6 18.♖d8#

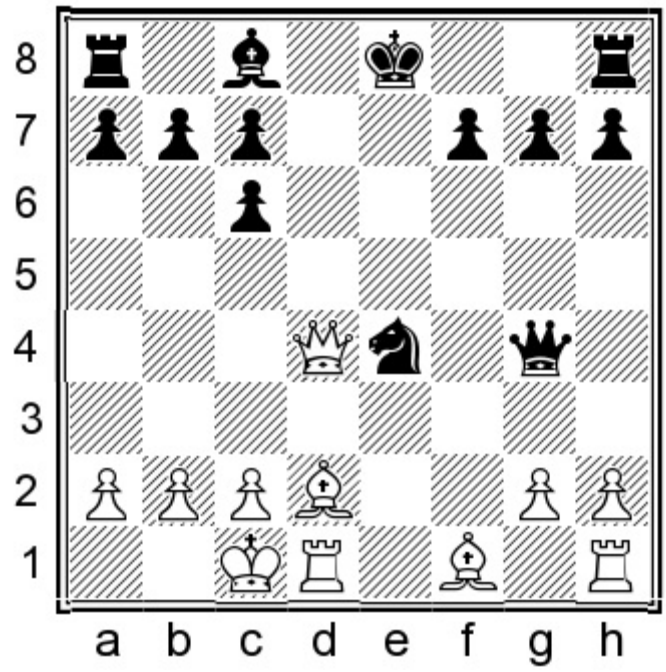
1–0

Game 195
John William Schulten
Bernhard Horwitz
London 1846



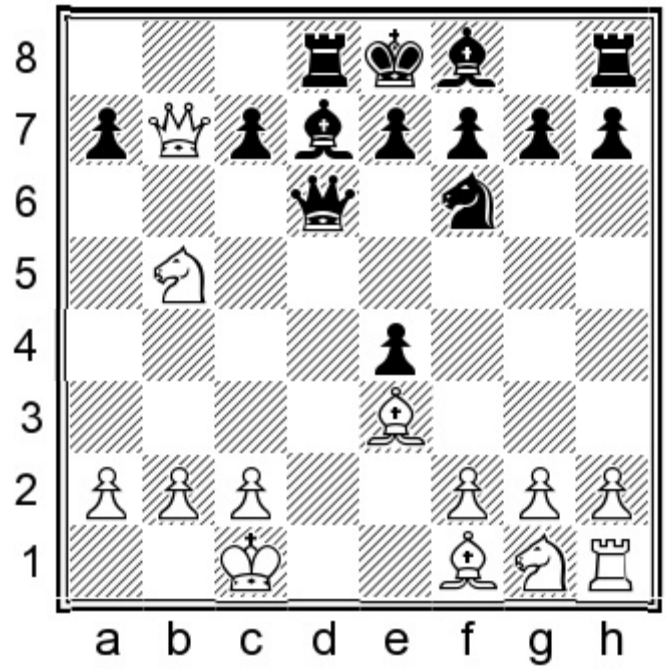
15...♕f1+! 16.♔xf1 ♗d3+ 17.♔e1 ♖f1# 0–1

Game 196
Ladislas Maczuski
Ignatz Von Kolisch
Paris 1864



14.♕d8+! ♔xd8 15.♗g5+ ♔e8 16.♖d8# 1–0

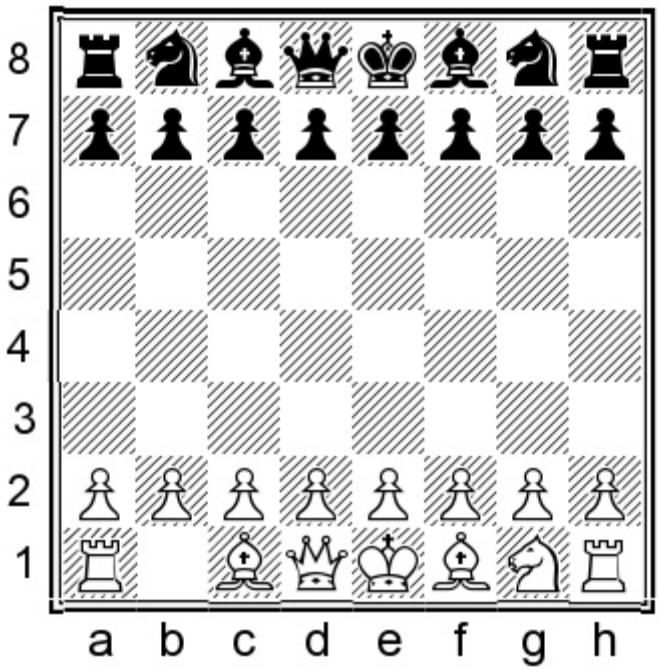
Game 197
Kunath
N. Grant
Postal 1875



11...♕d1+! 12.♔xd1 ♗g4+ 13.♔c1 ♖d1# 0–1

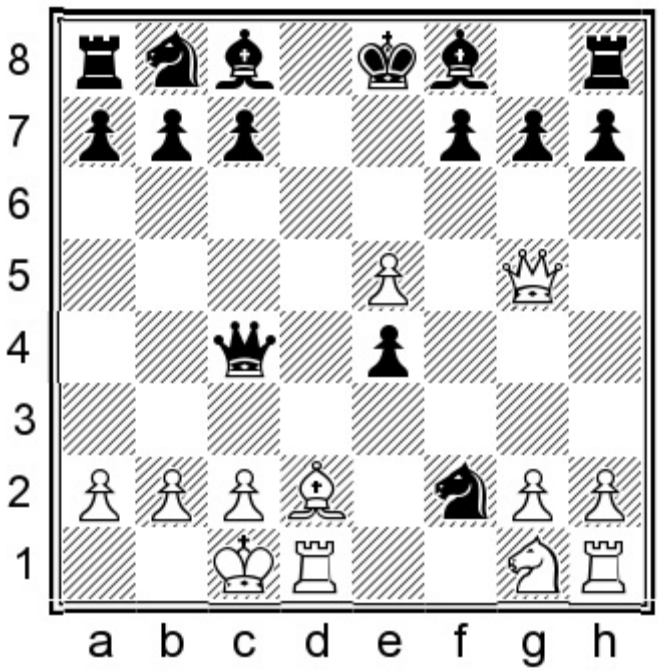
Game 198

Isaac Edward Orchard
W. E. Orchard
Columbia 1886



(Game of odds — Remove White's b1-knight)

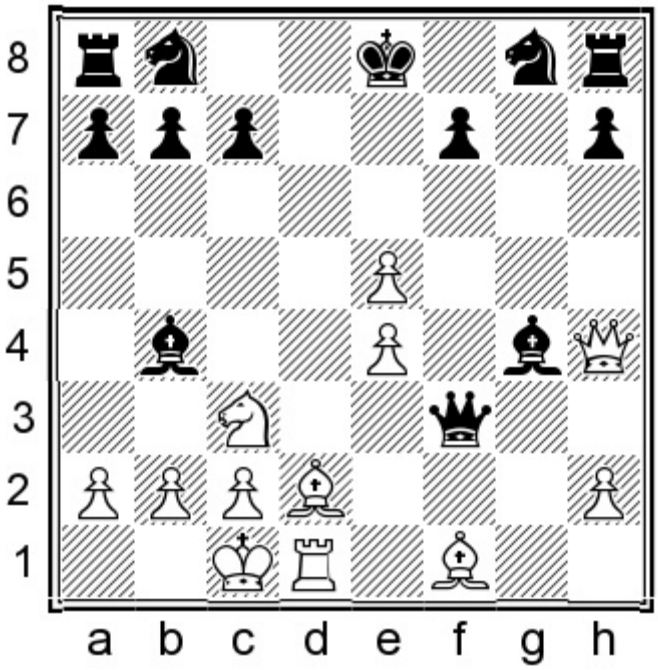
1.e4 e5 2.d4 d5 3.dxe5 dxe4 4.♕h5 ♕d5 5.♗d2 ♘f6 6.♕g5 ♘g4 7.0-0-0 ♘xf2 8.♗c4 ♕xc4



9.♕d8+! ♔xd8 10.♗g5+ ♔e8 11.♖d8#

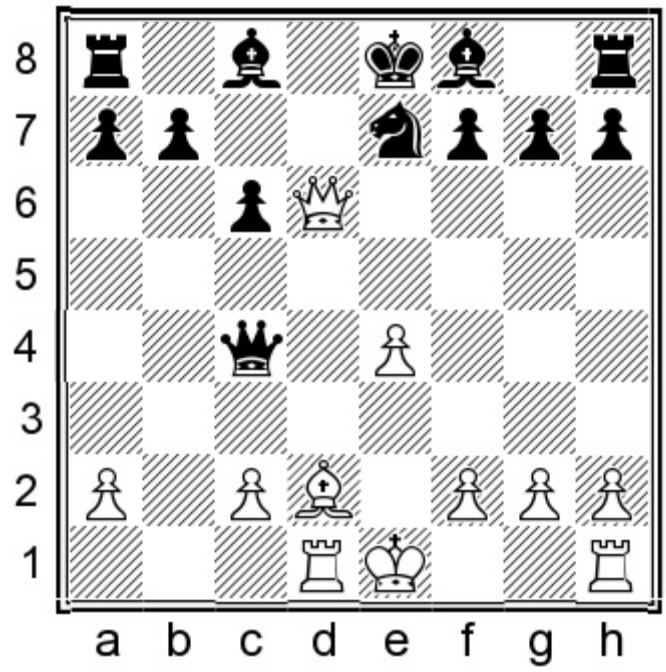
1–0

Game 199
C. E. Hewlett
F. M. Young
Hobart 1890



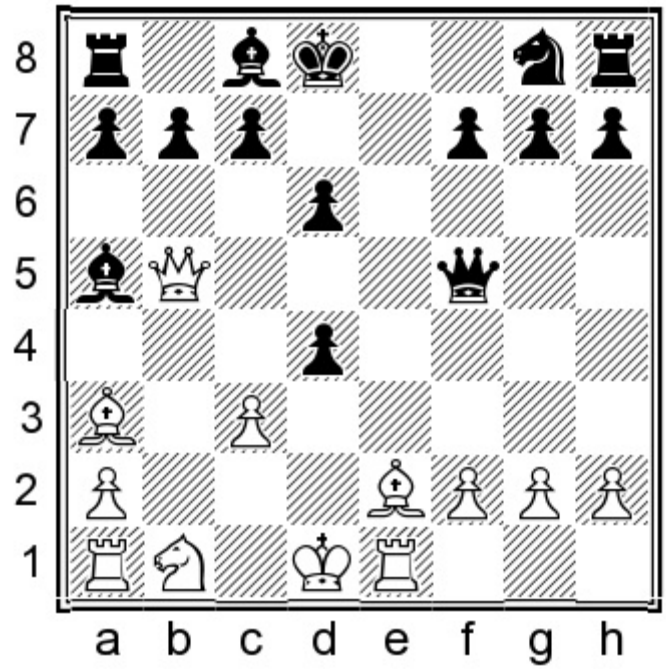
14.♕d8+! ♔xd8 15.♗g5+ ♔e8 16.♖d8# 1–0

Game 200
Distl
Filip Roszypal
Prague 1900



12.♕d8+ ♔xd8 13.♗a5+ ♔e8 14.♖d8# 1–0

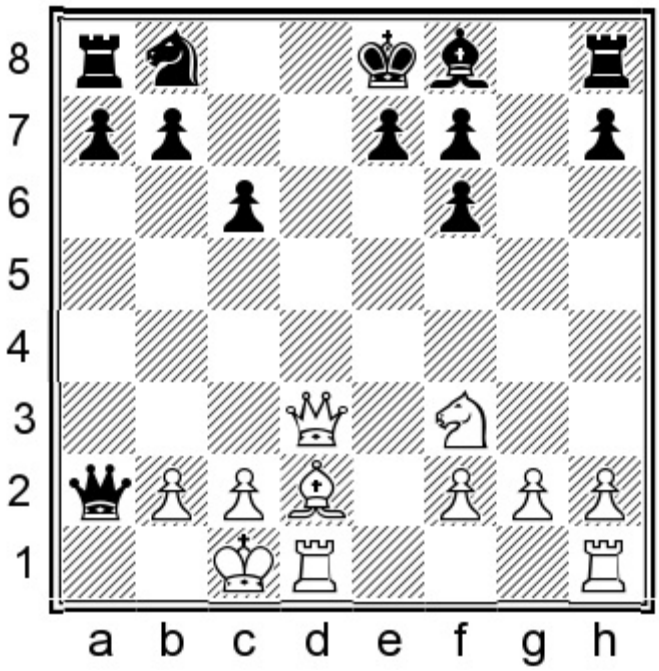
Game 201
Max Raphael Kaldegg
Gustav Zeissl
Vienna 1903



15.♕e8+! ♔xe8 16.♗b5+ ♔f8 17.♖e8# 1–0

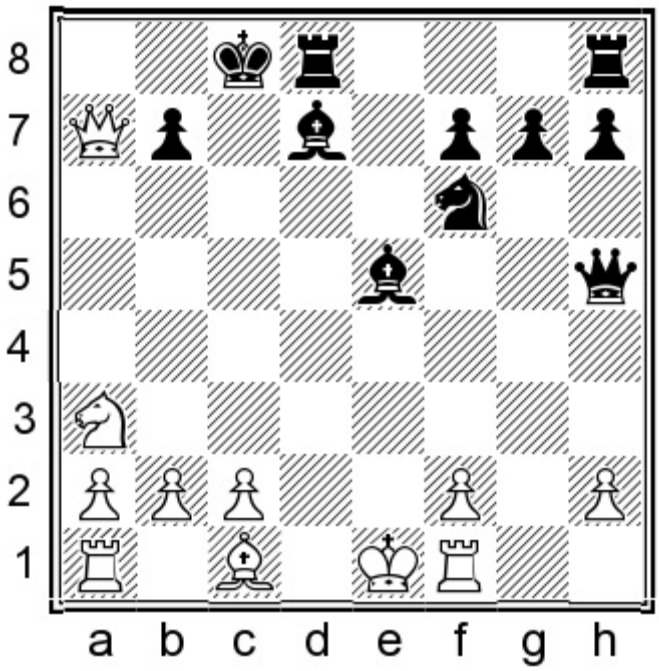
Game 202

Georges Koltanowski
Arthur Dunkelblum
Antwerp 1923



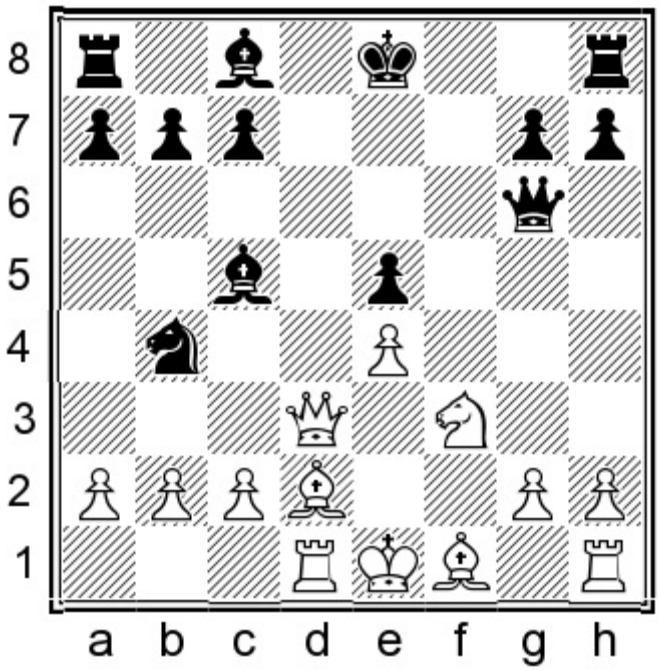
13.♕d8+! ♔xd8 14.♗a5+ ♔c8 15.♖d8# 1–0

Game 203
Mahmood Amini
Rene Gralla
Hamburg 2010



15...♕d1+! 16.♔xd1 ♗g4+ 17.♔e1 ♖d1# 0–1

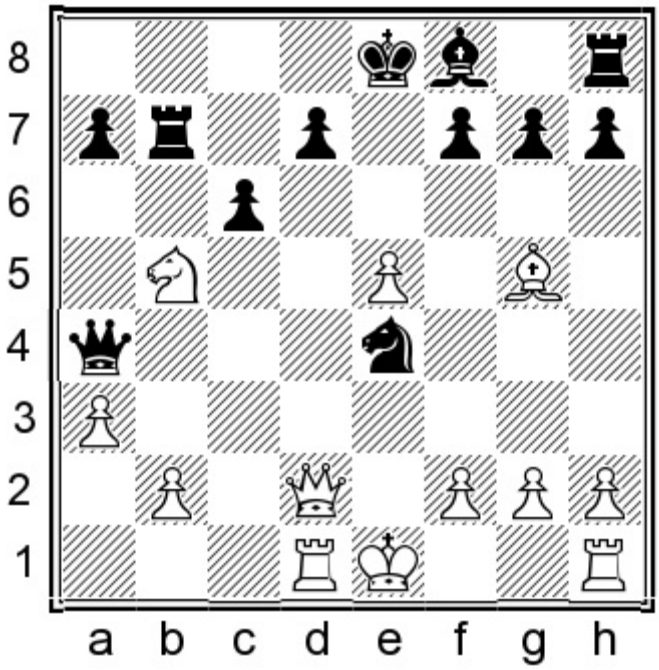
Example 4



As the f7-pawn is missing here, White needs more pieces to complete the job.

1.♕d8+! ♔xd8 2.♗g5+ ♔e8 3.♖d8+ ♔f7 4.♗c4+ ♗e6 5.♘xe5# 1–0

Example 5

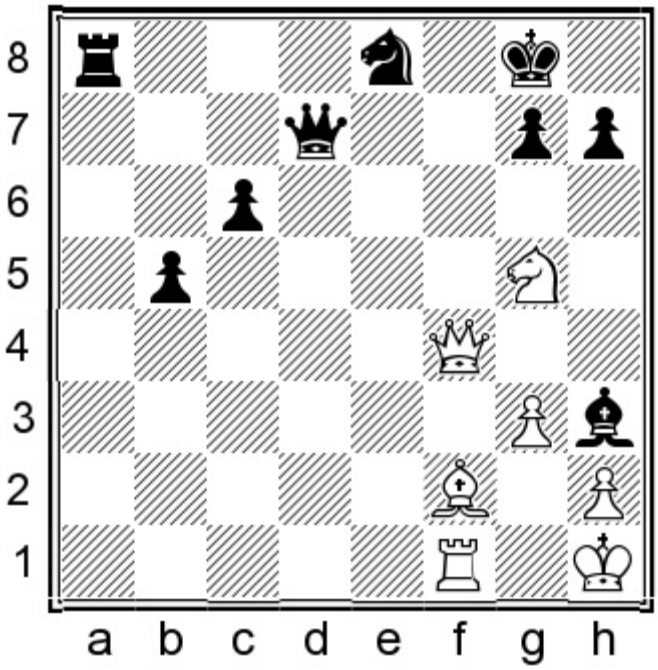


White seems to be in trouble, as three of his pieces are under attack. However, he manages to untie the knot with a double sacrifice!

1.♕xd7+! ♖xd7 2.♘c7+ ♖xc7 3.♖d8#

1–0

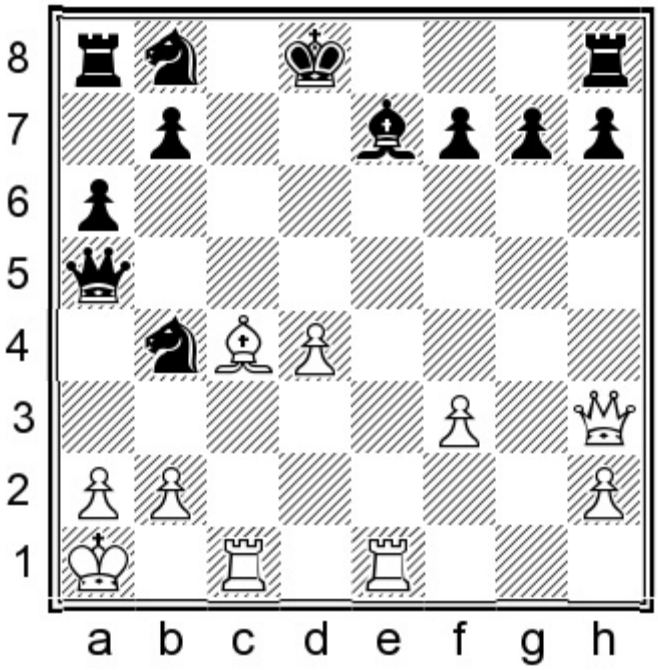
Example 6



1.♕f8+! ♔xf8 2.♗c5+ ♔g8 3.♖f8#

1–0

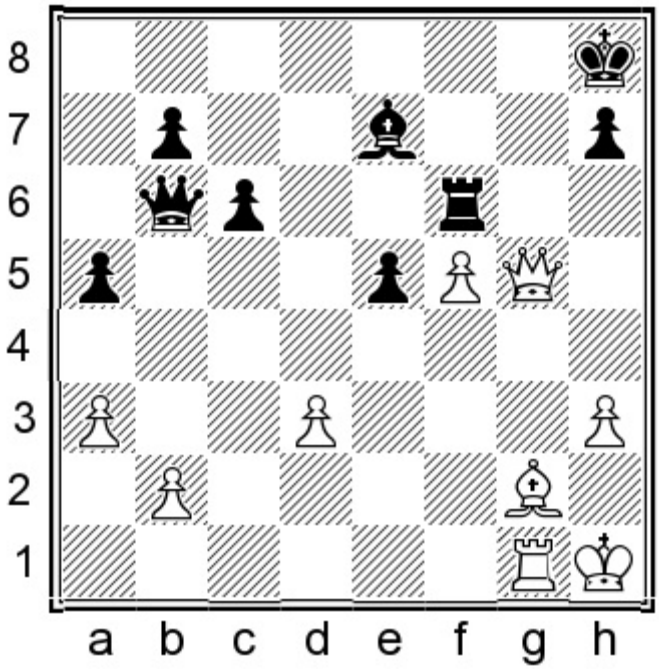
Example 7



1.♕c8+! ♔xc8 2.♗e6+ ♔d8 3.♖c8#

1–0

Game 559
Lubomir Ftacnik
Francisco Vallejo Pons
Germany 2007



43.♕g8+!

43.♕g8+ ♔xg8 44.♗d5+ ♔f8 45.♖g8#.

43.♗d5? also looks good, but it fails to 43...♖g6!–+.

1–0

CONCLUSION

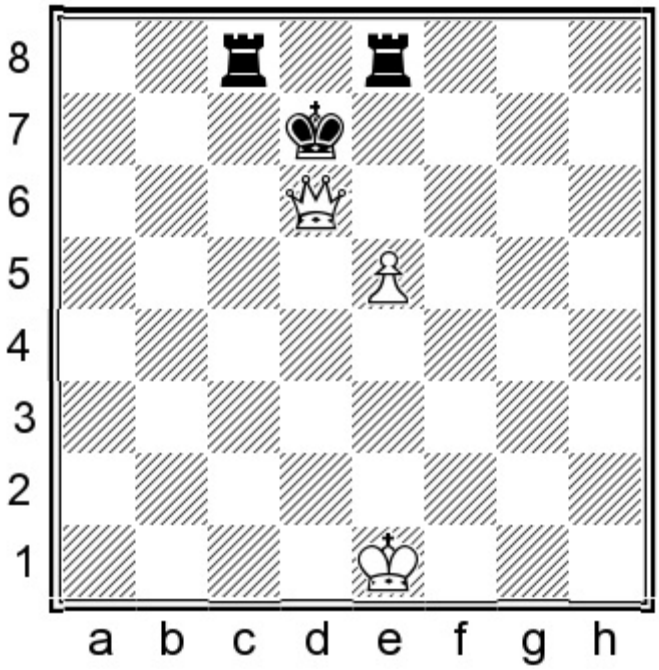
An easy mate to understand, very similar to Reti's and Mayet's mates. Rook & bishop cooperation allows the final blow to be delivered.

SWALLOW'S TAIL MATE

Swallow's tail mate, also known as the Guéridon mate, is a common mating method — a close cousin to the epaulette mate!

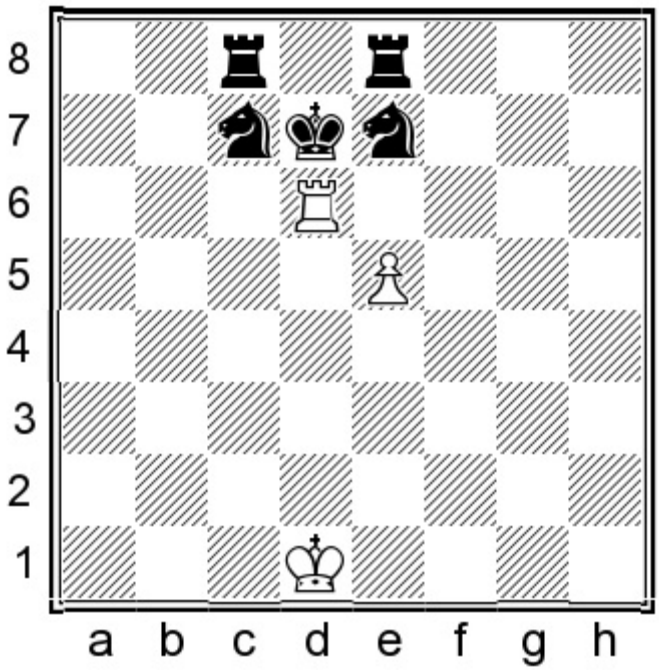
It works by attacking the enemy king with a major piece (queen or rook) that is protected by any other piece. The enemy king's pieces block its escape routes.

Example 1



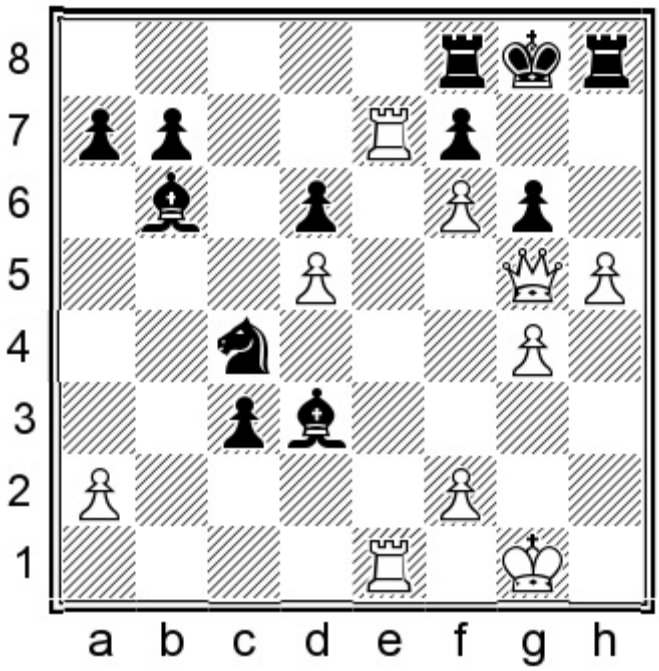
1–0

Example 2



1–0

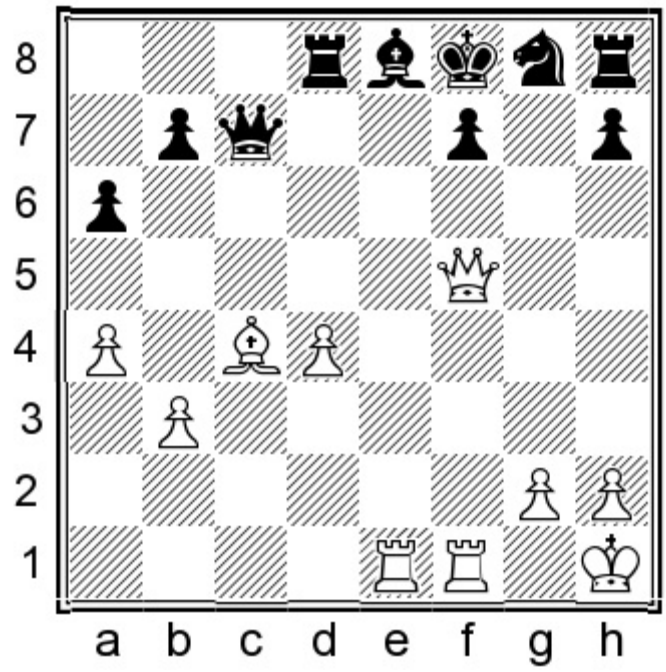
Game 204
Gustav Richard Neumann
Carl Mayet
Berlin 1866



29.hxg6! ♗xg6 30.♕xg6+! fxg6 31.♖g7#

1–0

Game 205
Eugene Delmar
Samuel Lipschuetz
New York 1888



White is on the attack and ends the game in style:

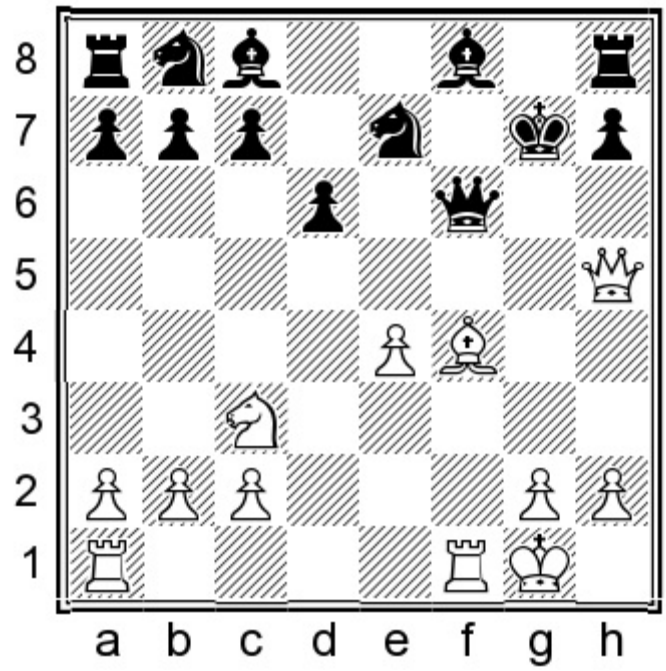
30.♖xe8+! ♖xe8

Or 30...♔xe8 31.♗xf7+ ♔e7 32.♕e6+ ♔f8 33.♗xg8+ ♔g7 34.♕g4+ ♔h6 35.♖f6#.

31.♕xf7+ ♕xf7 32.♖xf7#

1–0

Game 206
Frank James Marshall
NN
Simul 1913



From a simultaneous exhibition.

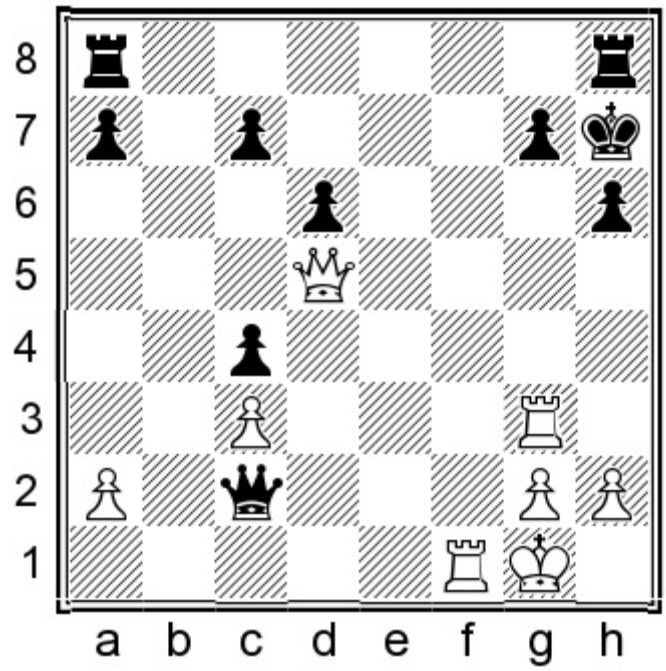
13.♗h6+! ♕xh6

Black cannot avoid mate, even after 13...♔g8: 14.♖xf6 ♘g6 15.♕d5+ ♗e6 16.♕xe6#.

14.♕f7#

1–0

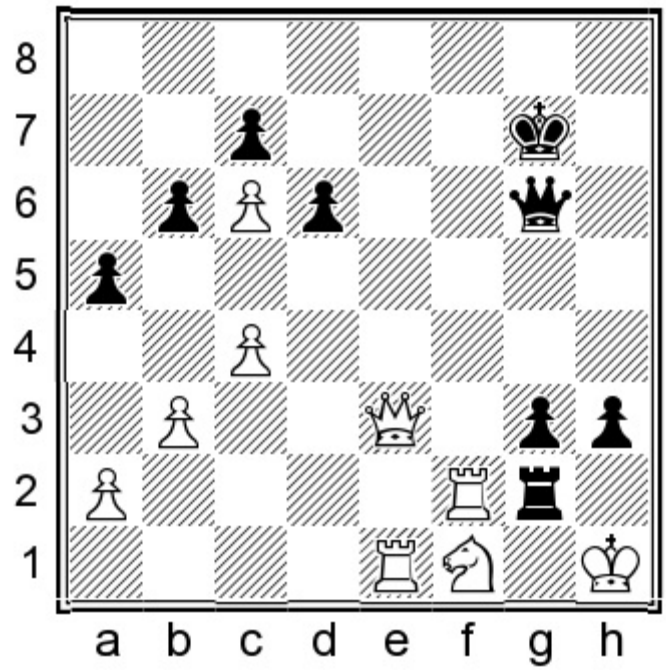
Game 207
Max Euwe
Evill
Broadstairs 1921



The ex-FIDE World Champion takes advantage of his opponent's last move.

1.♖xg7+! ♔xg7 2.♕f7# 1–0

Game 208
Vladimir Ivanovich Nenarokov
Peter Arsenievich Romanovsky
Moscow 1927

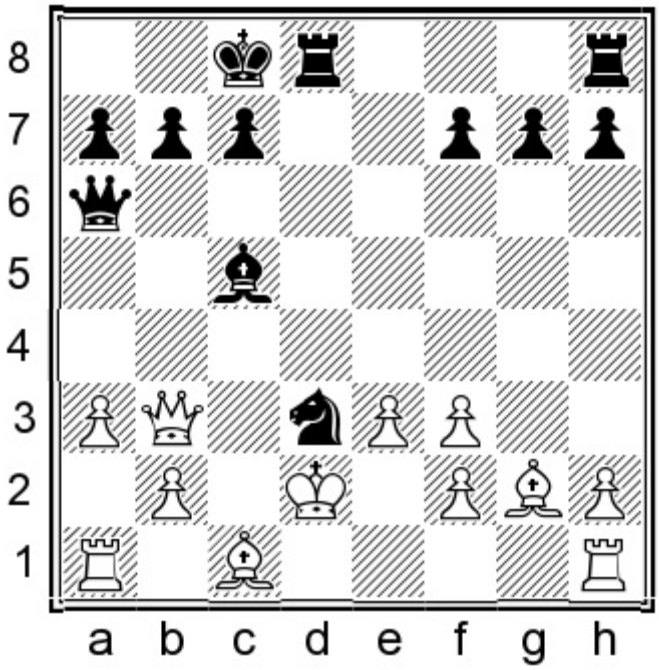


48...♖g1+!

Unexpected. White resigned: 49.♔xg1 gxf2+ 50.♔xf2 ♕g2#.

0–1

Game 209
Strasdas
Kurt Paul Richter
Berlin 1933

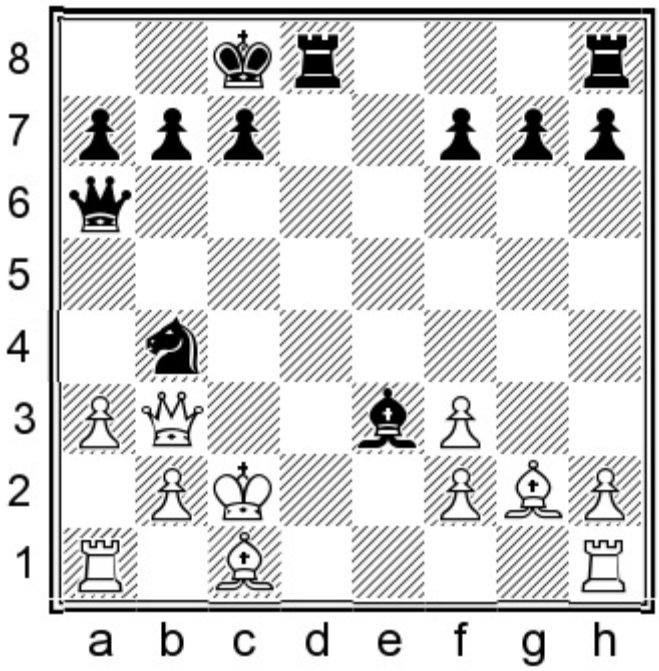


White's king shouldn't survive for long in the centre.

17...♗xe3+! 18.♔c2

There was hardly any alternative: 18.fxe3 ♘c5+ 19.♔c2 ♕g6+ 20.e4 ♕xg2+–+ or 18.♔c3 ♘xc1–+ or finally 18.♔xe3 ♖he8+ 19.♔d2 ♘c5+ 20.♔c2 ♕g6+ 21.♔c3 ♕d3+ 22.♔b4 ♕xb3+ 23.♔xc5 ♖e5#.

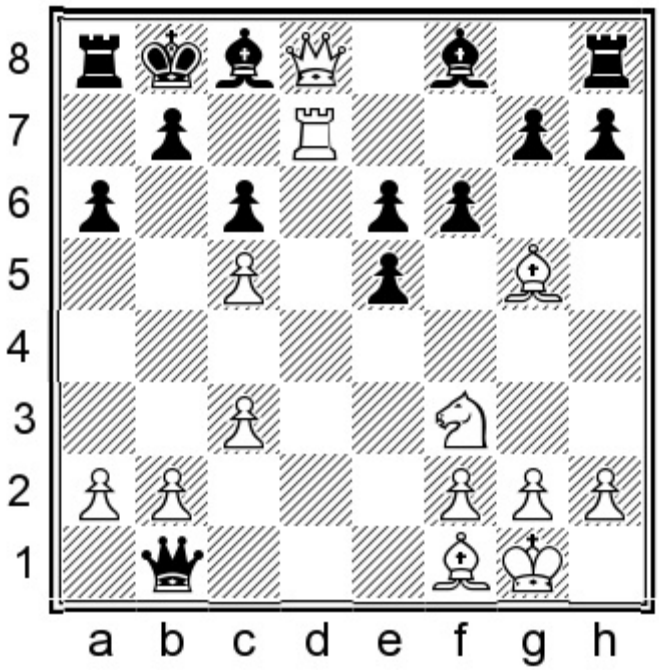
18...♘b4+!



White resigned: 18...♘b4+ 19.axb4 (19.♕xb4 ♕d3#) 19...♕g6+ 20.♔c3 ♕d3#.

0–1

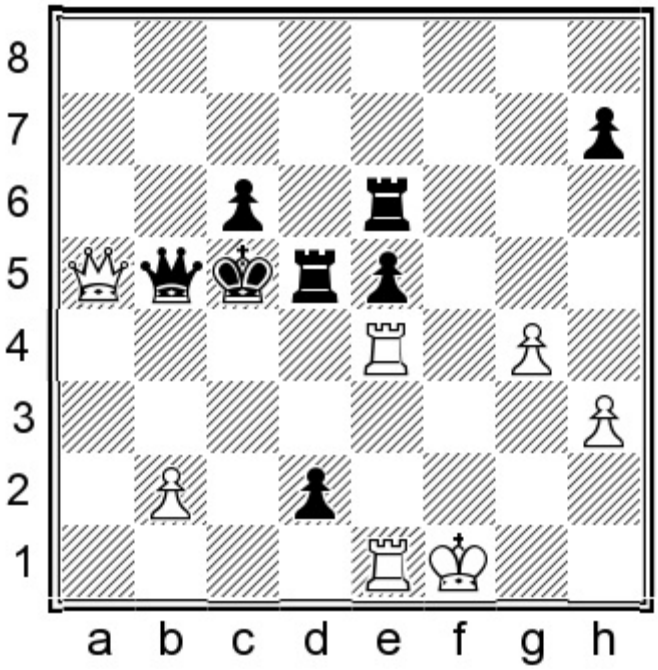
Game 210
Kramstov
Waxburg
Saratov 1938



An easy end to a great attacking game:

19.♖xb7+! ♔xb7 20.♕b6# 1–0

Game 211
Rolf Bucher
Alfred Mueller
Basel 1959



It seems like the black king will escape.

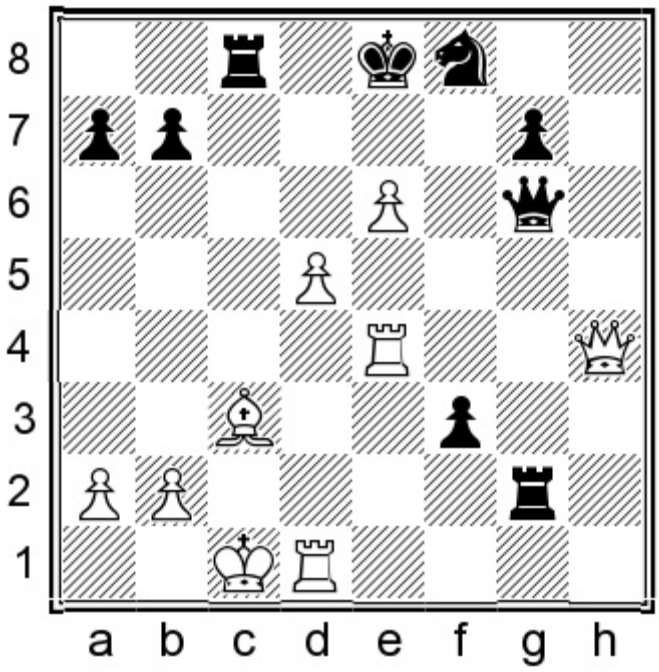
1.♖c4+! ♔xc4

1...♔d6 2.♕d8#

2.♕c3#

1–0

Game 212
Alexei Shirov
Throstur Thorhallsson
Reykjavik 1992



White has suffocated Black and it is time to cash in the point!

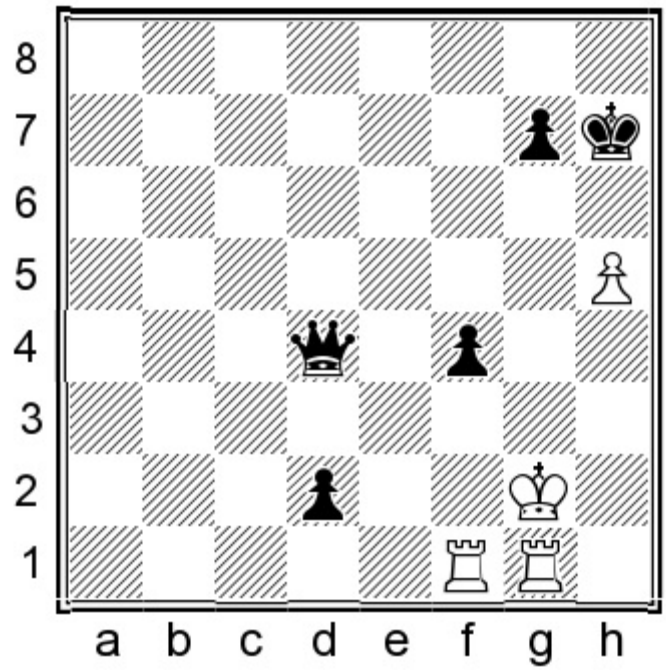
37.d6! ♖d8?!

Black was losing easily anyway, but the text could hardly be recommended.

38.♕e7#

1–0

Game 213
Viswanathan Anand
Magnus Carlsen
Moscow 2009



A blitz game for the FIDE World Championship. Black is winning anyway, but the end came around faster than expected.

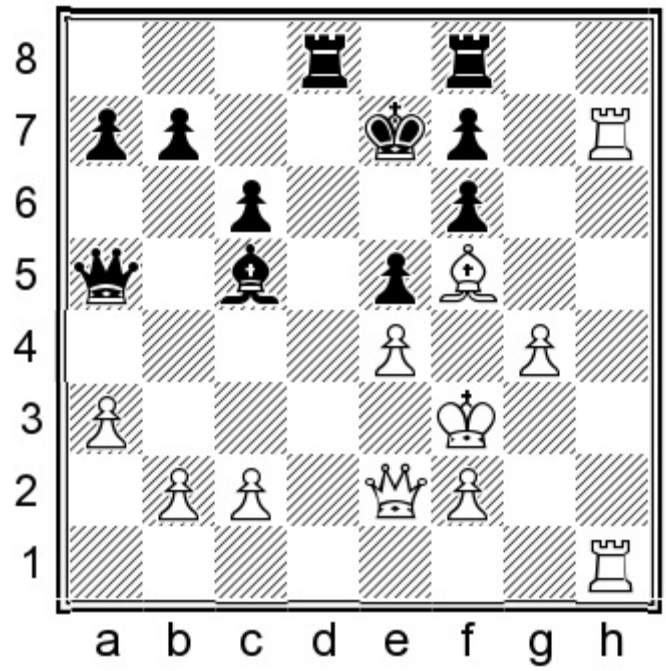
45...♕e3! 46.♖h1?

46.♔h2 ♕e2+ 47.♔h3 ♔h6–+

46...♕g3#

0–1

Game 214
Hikaru Nakamura
Dragan Solak
Istanbul 2012



White’s position is overwhelming and some tactics are needed.

30.♕c4! ♕b5?

Black takes the bait! He should have opted for 30...♖d6, although after 31.♗g6 ♖e6 32.♖d1+–, he should be lost. Though the difference between lost and mate is a huge one!

31.♕e6#

1–0

CONCLUSION

An easy mate, where the targeted king is hindered by his own pieces.

PART 5.
COMBINATIVE MATES (BISHOP, KNIGHT & PAWN)

BLACKBURNE'S MATE

Blackburne's mate is named after Joseph Henry Blackburne and is a rare mating method.

The mate utilises the rook (it could be a bishop or a queen instead) to block the king's escape to the bishop's initial square.

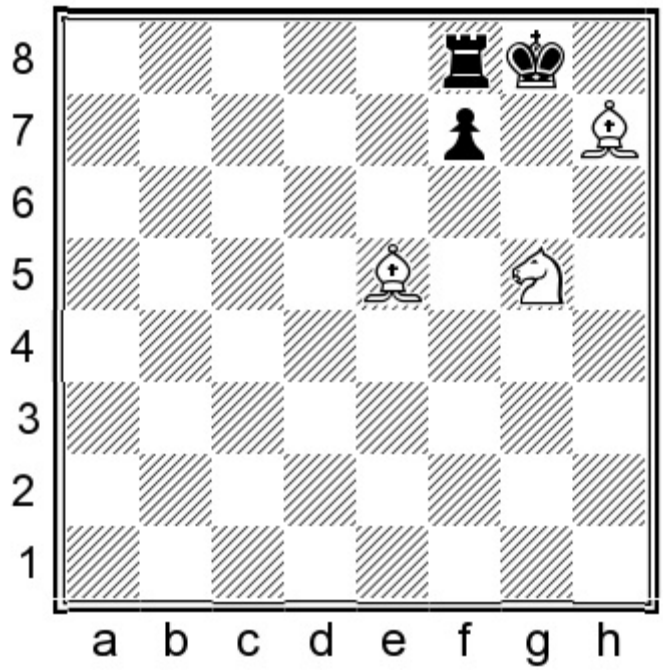
One of the bishops restricts the opponent's king's movement by operating at a distance, while the knight and other bishop operate at close range.

So, it is a mate delivered by three light pieces (two bishops and one knight), plotting against a common target: the opponent's king!

Usually, a major piece sacrifice (a queen at most) to open diagonals, is required.

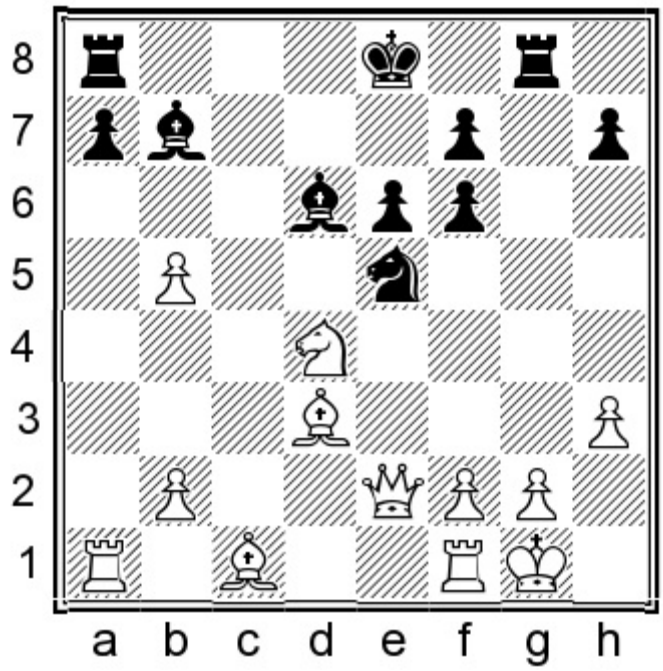
Threatening Blackburne's mate can be used to weaken the opponent's position. An archetypal Blackburne mate is shown below:

Example 1



1–0

Example 2



Black has just sacrificed his queen, but the calculation was precise and efficient!

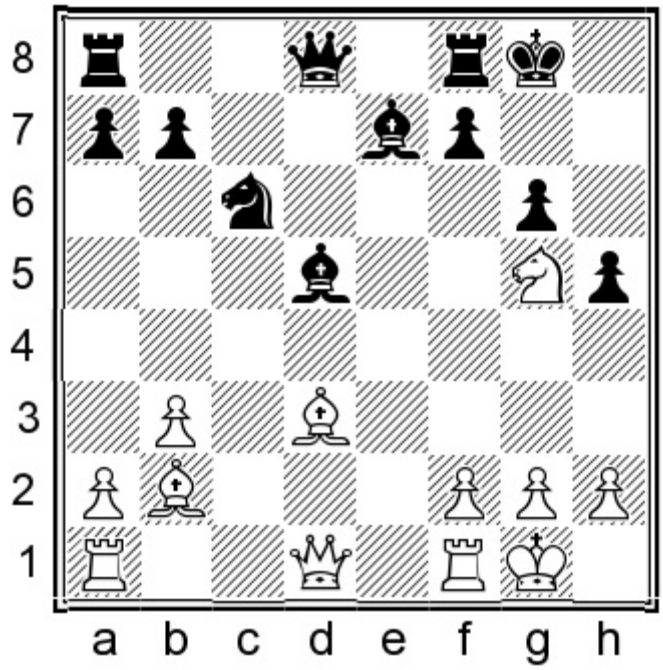
1...♖xg2+ 2.♔h1 ♖h2+!

The point of the combination!

3.♔xh2 ♘g4+ 4.♔g1 ♗h2#

0–1

Example 3



Everything is going well for White, as Black ’s defending resources are limited. He doesn’t miss his

chance!

1.♕xh5! gxh5

1...♗xg5 2.♕h8#

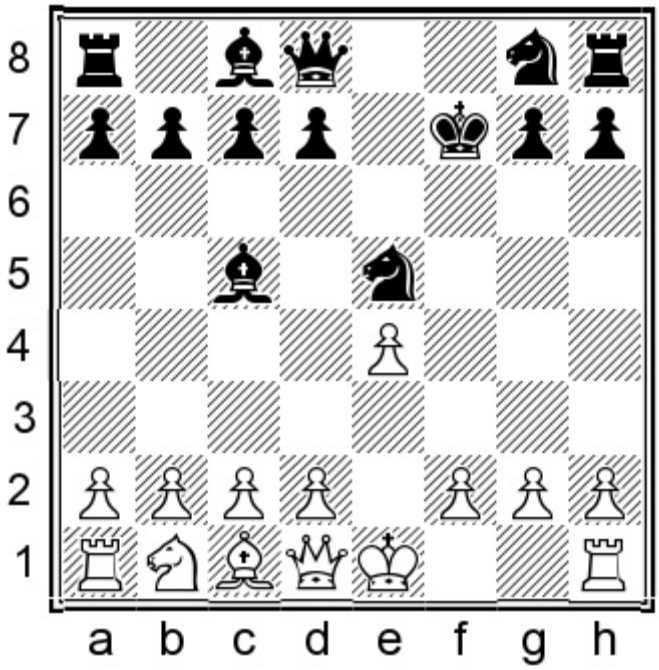
2.♗h7#

1–0

This is the game that won the mating pattern its name, by Joseph Blackburne!

Game 1
NN
Joseph Henry Blackburne
London 1880

1.e4 e5 2.♘f3 ♘c6 3.♗c4 ♗c5 4.♗xf7+ ♔xf7 5.♘xe5+ ♘xe5



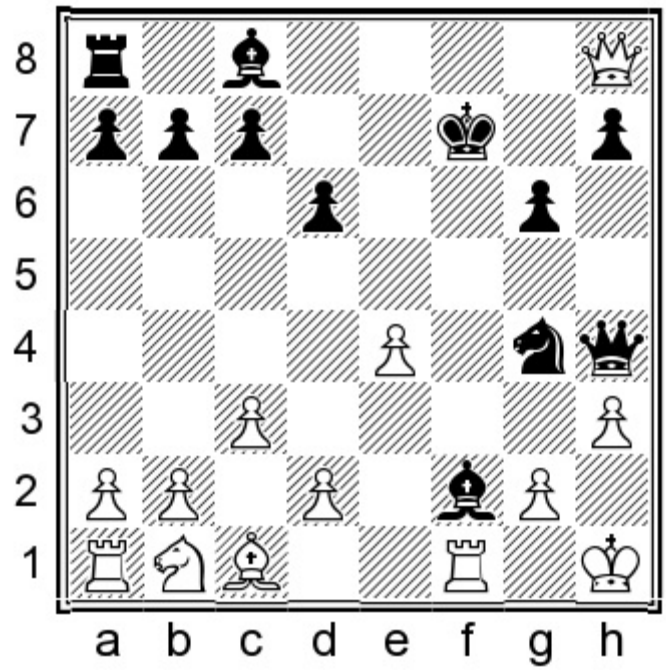
6.♕h5+

I used to call this the Kentucky opening. For a while after its introduction it was greatly favored by certain players, but they soon grew tired of it — J. Blackburne.

6...g6 7.♕xe5 d6

Not to be outdone in generosity!

8.♕xh8 ♕h4 9.0-0 ♘f6 10.c3 ♘g4 11.h3 ♗xf2+ 12.♔h1

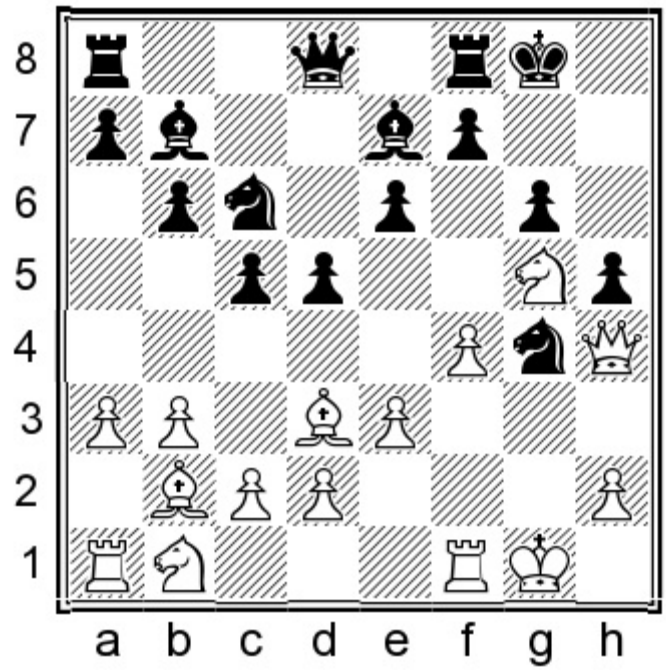


12...♗f5! 13.♕xa8 ♕xh3+! 14.gxh3 ♗xe4#

0–1

Game 2
Henry Edward Bird
NN
London 1880

1.f4 d5 2.e3 c5 3.♘f3 e6 4.b3 ♘c6 5.♗b2 ♘f6 6.a3 ♗e7 7.♗d3 0-0 8.0-0 b6 9.♕e1 ♗b7 10.♕h4 g6 11.♘g5 h5 12.g4 ♘xg4



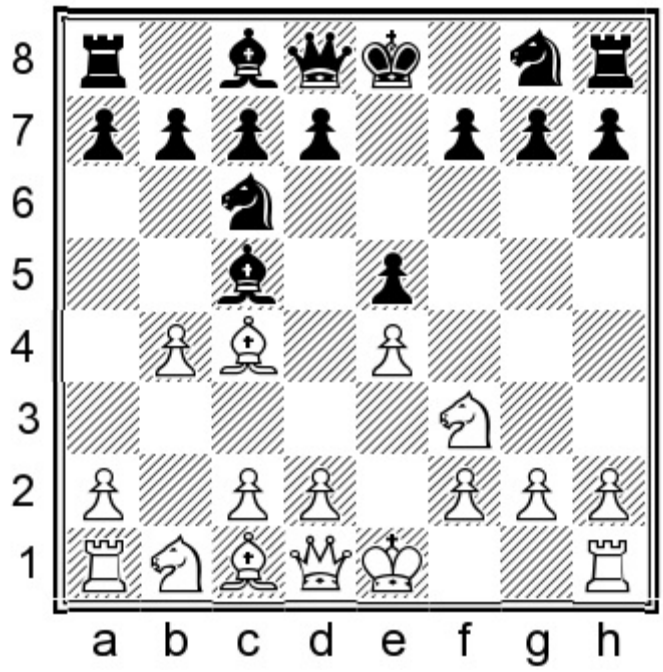
Black shouldn’t have accepted the pawn sacrifice. Now it is too late.

13.♕xh5! gxh5 14.♗h7#

1–0

Game 3
Frank James Marshall
Robert Short
Montreal 1894

1.e4 e5 2.♘f3 ♘c6 3.♗c4 ♗c5 4.b4



4...♗b6

Declining the gambit. This is supposed to be better for Black than the acceptance. However, White gets dangerous attacks in both branches — F. Marshall.

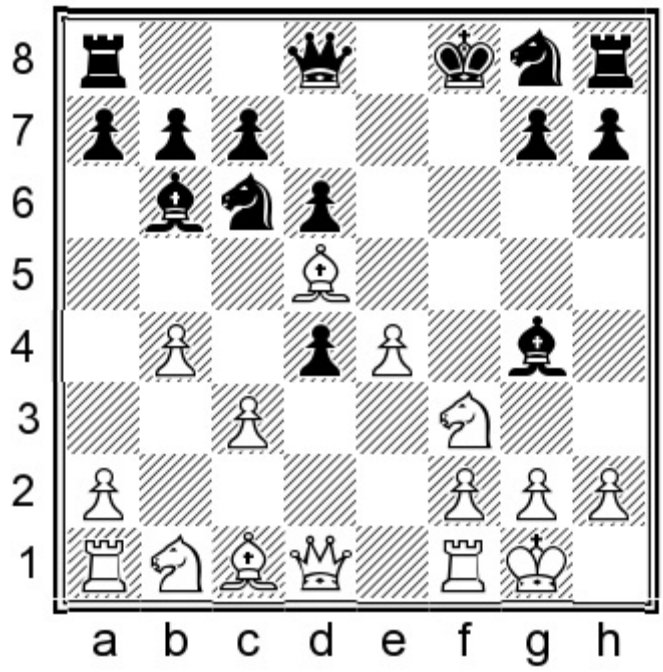
5.c3

To support d4, but too slow. 5.0-0 is stronger. Another good sugges tion by Ulvestad is 5.a4 followed by ♗a3 — F. Marshall.

5...d6 6.0-0 ♗g4 7.d4 exd4 8.♗xf7+? ♔f8?

Black should have accepted. The sacrifice is unsound — F. Marshall.

9.♗d5

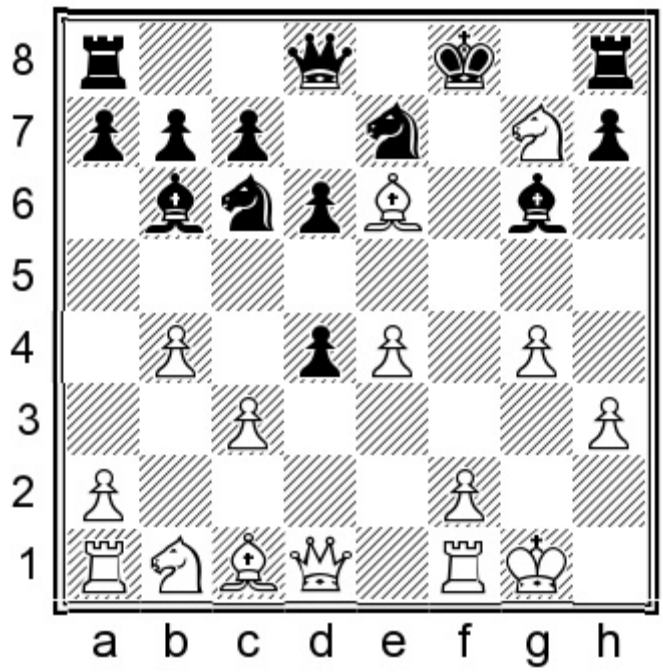


9...♘ge7

9...♘f6 is better as after 10.h3 Black could play 10...♗xf3 without the dangerous recapture by the White queen with a check. The text move enables White to finish with a killing attack — F. Marshall.

10.h3 ♗h5 11.g4 ♗g6 12.♘g5! ♕d7 13.♘e6+ ♔e8 14.♘xg7+ ♔f8 15.♗e6 ♕d8

Black has played rather badly and White just has to finish the job.

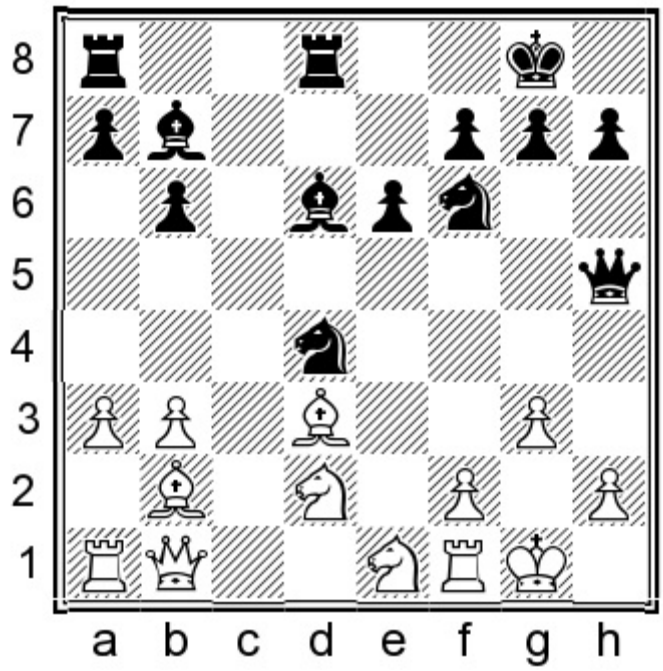


16.♗h6! ♗xe4 17.♘h5+ ♔e8 18.♘f6#

1–0

Game 4
Salomon Flohr
Rudolf Pitschak
Bilin 1930

1.d4 ♘f6 2.♘f3 e6 3.♘bd2 c5 4.e3 b6 5.♗d3 ♗b7 6.0-0 ♗e7 7.c4 0-0 8.b3 d5 9.♕c2 ♘c6 10.a3 cxd4 11.cxd5 ♕xd5 12.exd4 ♘xd4 13.♕b1 ♖fd8 14.♘e1 ♕h5 15.♗b2 ♗d6 16.g3



Black is material up and has a winning attack. It's time for the grand finale!

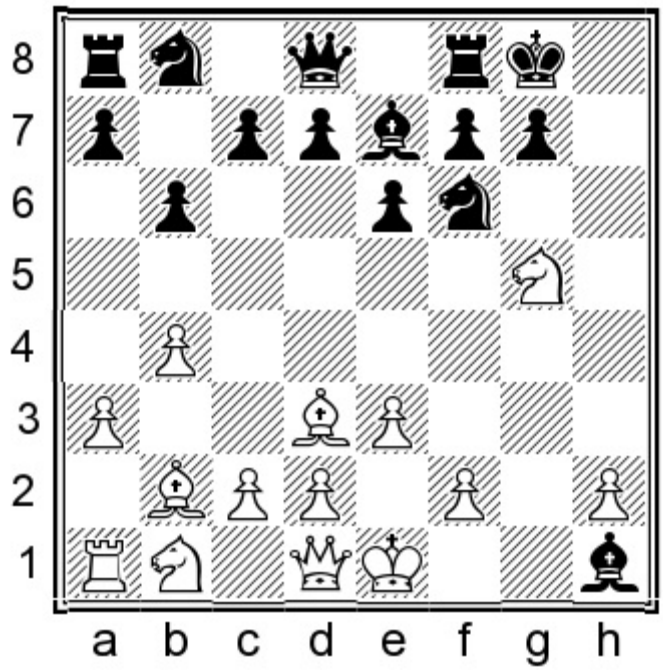
16...♘g4! 17.h4 ♕xh4!

White had to resign, due to the mate following 17...♕xh4 18.gxh4 ♗h2#.

0–1

Game 5
Konstantin Chernyshov
Andrzej Lesiak
Soviet Union 1969

1.b4 e6 2.♗b2 ♘f6 3.a3 ♗e7 4.e3 0-0 5.♗d3 h6 6.♘f3 b6 7.g4 ♗b7 8.g5 hxg5 9.♘xg5 ♗xh1



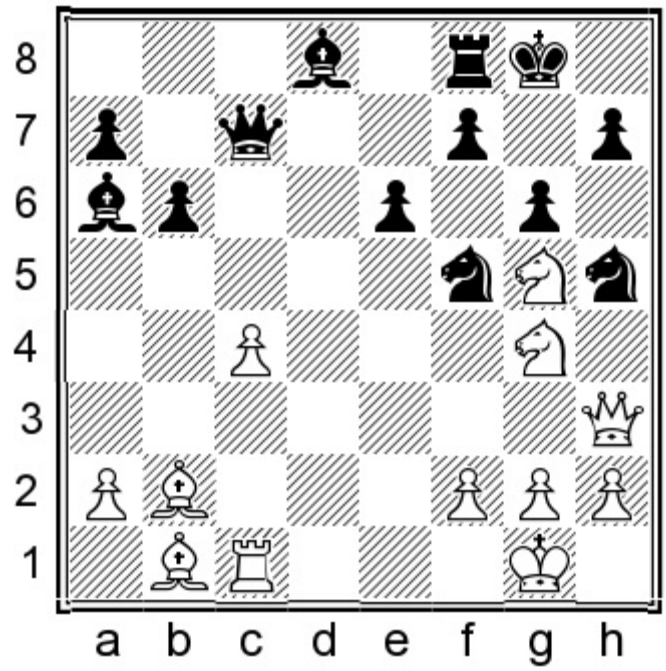
10.♗xf6! g6

10...♗xf6 11.♕h5+–

11.♕h5!

11.♕h5 gxh5 12.♗h7# **1–0**

Game 6
Martin Olesen
Wolfgang Buehl
Dearborn 1992



The combination must be done in two parts:

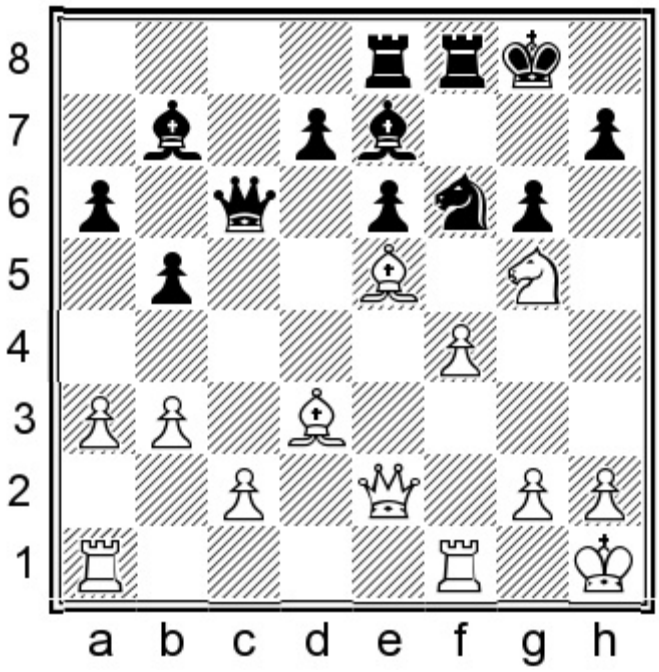
23.♕xh5! gxh5 24.♘h6+!

24.♘h6+ ♘xh6 25.♗xh7#

1–0

Game 7
Hannes Stefansson
Lazaro Bruzon Batista
Havana 2001

1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 ♘c6 5.♘c3 ♕c7 6.♗e3 a6 7.♗d3 b5 8.0-0 ♗b7 9.♘xc6 ♕xc6 10.a3 ♘f6 11.♕e2 ♗e7 12.f4 ♕c7 13.♗d4 0-0 14.♔h1 g6 15.e5 ♘d5 16.♘e4 f5 17.exf6 ♘xf6 18.♗e5 ♕c6 19.♘g5 ♖ae8 20.b3



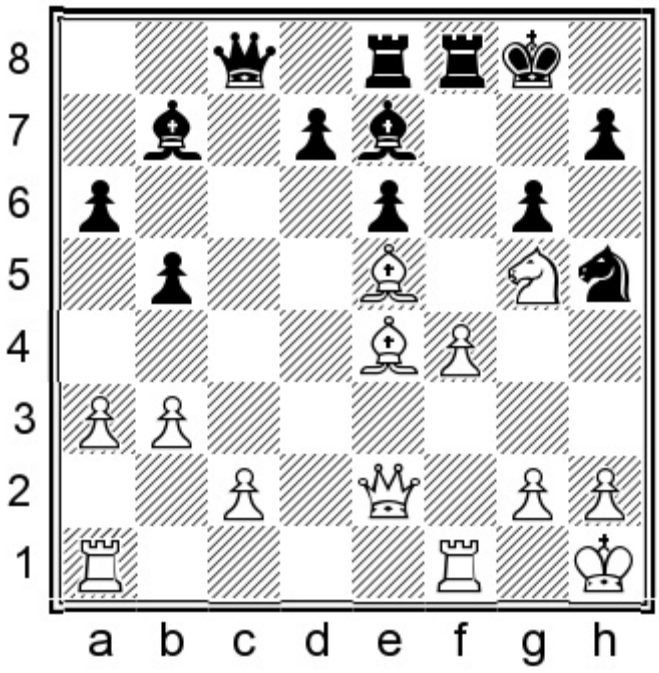
20...♘h5?

A terrible blunder. Although the white pieces are very active, after 20...♗d8 followed by ... ♖e7-g7 planning ...h6, Black has good counter chances.

21.♗e4!

This strong move, disarming the Black battery along the main diagonal, is the first step towards victory.

21...♕c8



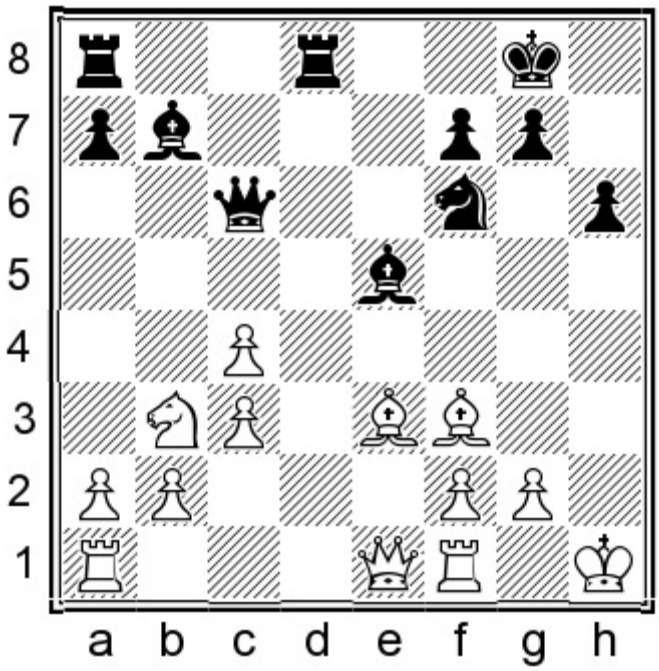
21...d5 is elega nt ly ref uted by 22.♕xh5! ♗xg5 23.♗xg6!.

22.♕xh5!

Black resigned: 22.♕xh5 gxh5 (22...♗xg5 23.♗xg6 hxg6 24.♕xg6#; 22...♗xe4 23.♕xh7#) 23.♗xh7#.

1–0

Game 8
Vadim Malakhatko
Georgy Timoshenko
Kiev 2003



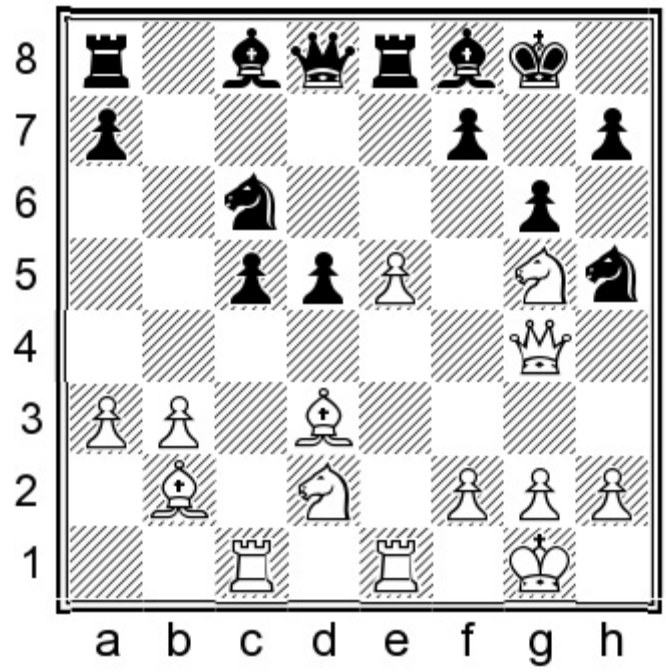
23...♕xf3!

An impressive combination. No check but White can't avoid mate! White resigned: 23...♕xf3 24.gxf3 ♗xf3+ 25.♔g1 ♘g4! and mate follows on h2!

0–1

Game 9
Tomi Nyback
Ulf Von Herman
Germany 2009

1.d4 ♘f6 2.c4 e6 3.♘f3 ♗b4+ 4.♘bd2 d5 5.a3 ♗e7 6.e3 0-0 7.♗d3 c5 8.b3 cxd4 9.exd4 b6 10.0-0 ♗b7 11.♕e2 ♘c6 12.♗b2 ♖e8 13.♖fe1 ♗f8 14.♖ac1 g6 15.c5 e5 16.dxe5 bxc5 17.♘g5 ♘h5 18.♕g4 ♗c8



White seems to be on top.

19.e6! ♖xe6

Alternatives are not helpful:

a) 19...f5 20.♗xf5 ♘f6 (20...♗g7 21.♘xh7 ♖xe6 22.♗xe6+ ♔xh7 23.♖xc5 ♕d6 24.♘e4 ♗xe6 — or 24...dxe4 25.♖xh5+ — 25.♘g5+ ♔g8 26.♕xe6++–) 21.♕h4 ♗g7 22.♗xf6 ♕xf6 23.♕xh7+ ♔f8 24.♗xg6+–

b) or 19...♖e7 20.♕xh5 f6 21.♗xg6 (21.♕h3 fxg5 22.♗xg6 d4 23.♗e4+–) 21...hxg6 22.♕xg6+ ♖g7 23.♕xf6 ♕xf6 24.♗xf6 ♖g6 25.e7 ♗xe7 26.♗xe7 ♘xe7 27.♖xe7 ♖xg5 28.♖xc5+–.

20.♕xh5!

Black resigned, as he is helpless after 20.♕xh5 ♖xe1+ 21.♖xe1 h6 22.♘df3 (22.♗xg6 ♕xg5 23.♗xf7+ ♔h7 24.♕xg5 hxg5 25.♗xd5+–) 22...♘e7 23.♘xf7 ♔xf7 (23...gxh5 24.♘xd8+–) 24.♗xg6+ ♘xg6 25.♘e5++–.

1–0

CONCLUSION

Easy and ‘predictable’, Blackburne’s mate is cute and can occur in any position where two bishops are targeting the enemy king!

BODEN'S MATE

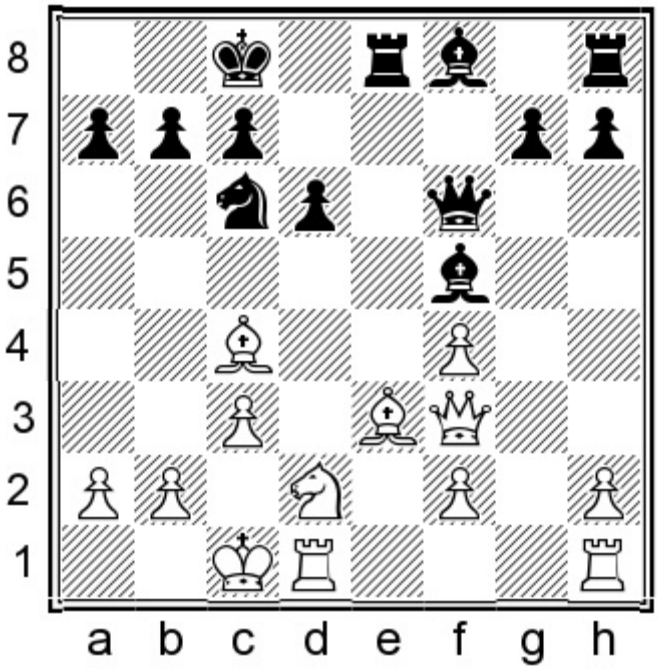
Boden's mate is a mating pattern characterised by bishops on two criss-crossing diagonals (for example, bishops on a6 and f4 delivering mate to a king on c8), with possible flight squares for the king being occupied by friendly pieces.

Most often, the mated king has castled queenside, and is mated on c8 or c1. Many variations on the mate are also seen. For example, a king on e8 mated by bishops on g6 and a3, and a king on f1 mated by bishops on h3 and b6.

The mate is often immediately preceded by a sacrifice that opens up the diagonal on which the bishop delivers mate. The mate is named after Samuel Boden, who played a famous game many years ago.

Game 10
R. Schulder
Samuel Standidge Boden
London 1853

1.e4 e5 2.♘f3 d6 3.c3 f5 4.♗c4 ♘f6 5.d4 fxe4 6.dxe5 exf3 7.exf6 ♕xf6 8.gxf3 ♘c6 9.f4 ♗d7 10.♗e3 0-0-0 11.♘d2 ♖e8 12.♕f3 ♗f5 13.0-0-0

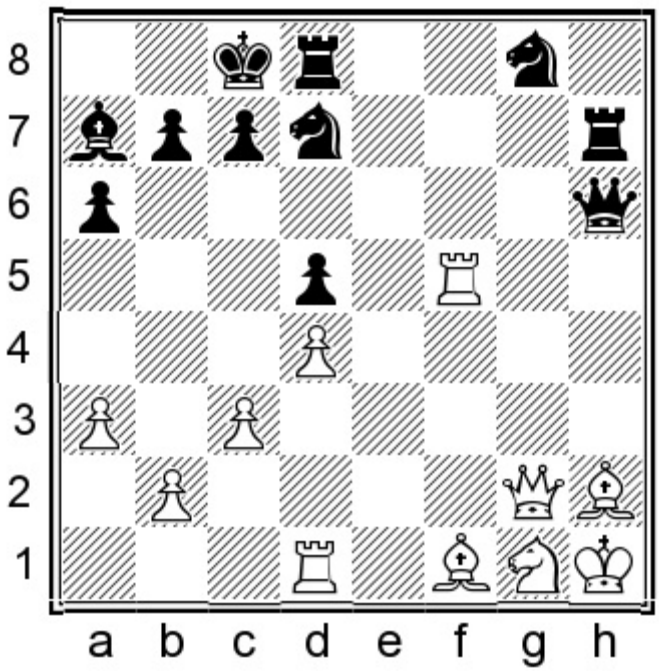


Calm before the storm...

13...d5! 14.♗xd5 ♕xc3+ 15.bxc3 ♗a3# 0–1

However, it had been previously known from the game Horwitz-Popert, Hamburg 1844.

Game 11
Bernhard Horwitz
William M. Popert



Black set a trap with his next move:

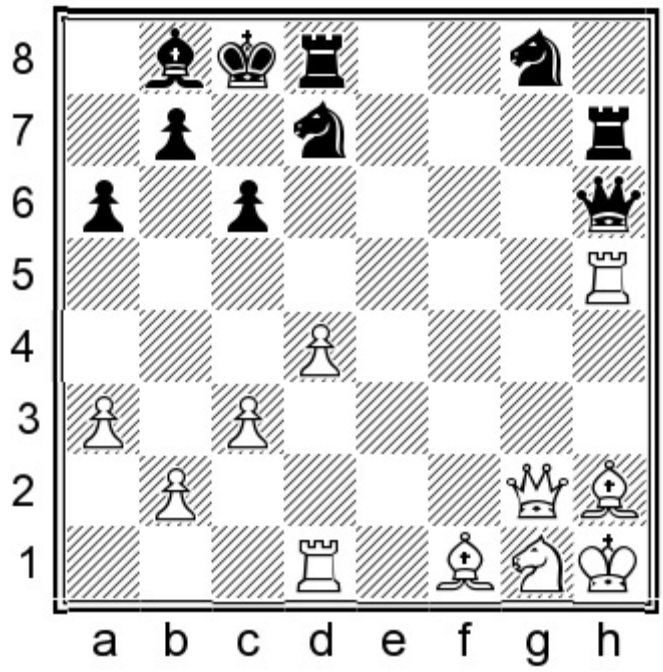
1...♗b8! 2.♖xd5?

Which White fell into!

2...c6?

Black blundered with the text move, instead of playing the winning 2...♕xh2+ 3.♕xh2 ♖xh2+ 4.♔xh2 c6+–+. After the text, White could not save his rook because of the threat of mate in two. Instead, he surprised Black with...

3.♖h5!



3...♕xh5 4.♕xc6+! bxc6 5.♗xa6#

1–0

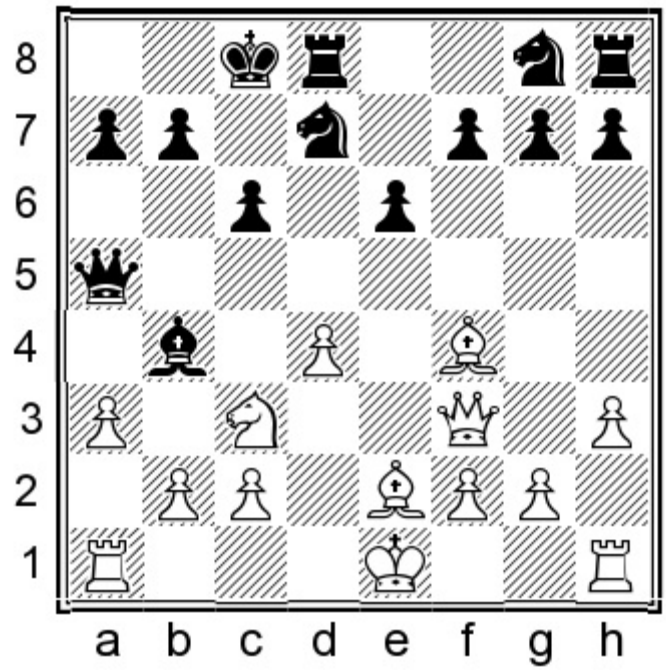
Boden's mate has occurred in many later games.

Usually, as in the Boden and Horwitz games, after the losing king has castled on the queenside, the winner sets up the mate by sacrificing a queen on c3 or c6.

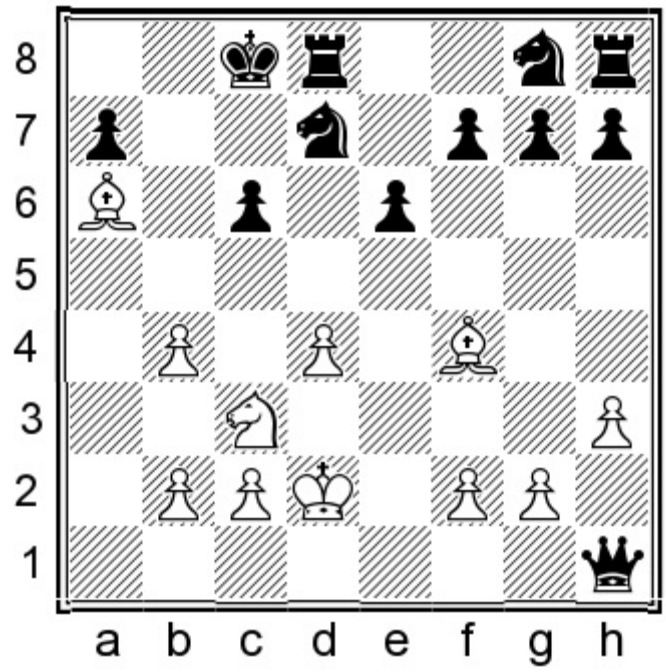
Perhaps the most famous example of Boden's mate is the so-called 'Peruvian Immortal Game':

Game 12
Esteban Canal
NN
Budapest 1934

1.e4 d5 2.exd5 ♕xd5 3.♘c3 ♕a5 4.d4 c6 5.♘f3 ♗g4 6.♗f4 e6 7.h3 ♗xf3 8.♕xf3 ♗b4 9.♗e2 ♘d7 10.a3 0-0-0



11.axb4! ♕xa1+ 12.♔d2 ♕xh1 13.♕xc6+! bxc6 14.♗a6#



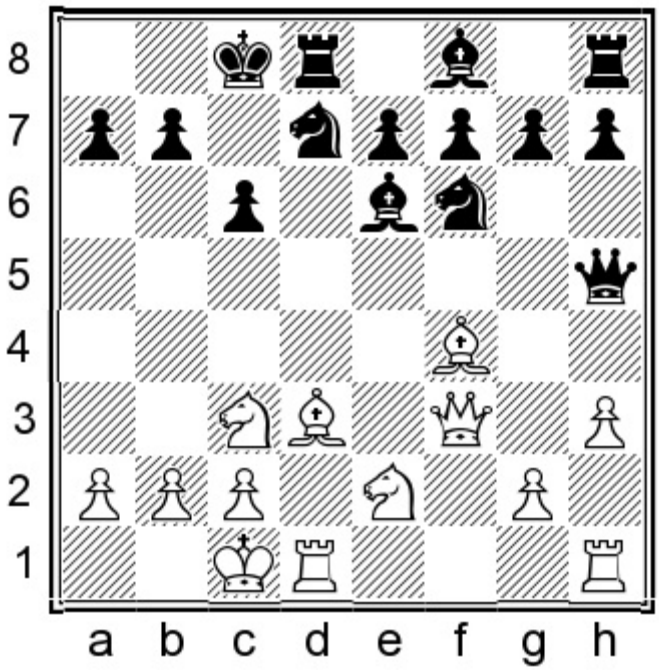
1–0

Here come some more examples to fully illustrate the mechanisms behind the mate:

Game 13
Emil Joseph Diemer
Portz
Lindau 1948

1.d4 d5 2.e4 dxe4 3.♘c3 ♘f6 4.f3 exf3 5.♕xf3 ♕xd4 6.♗e3 ♕e5 7.0-0-0 c6 8.h3 ♗e6 9.♗d3 ♘bd7

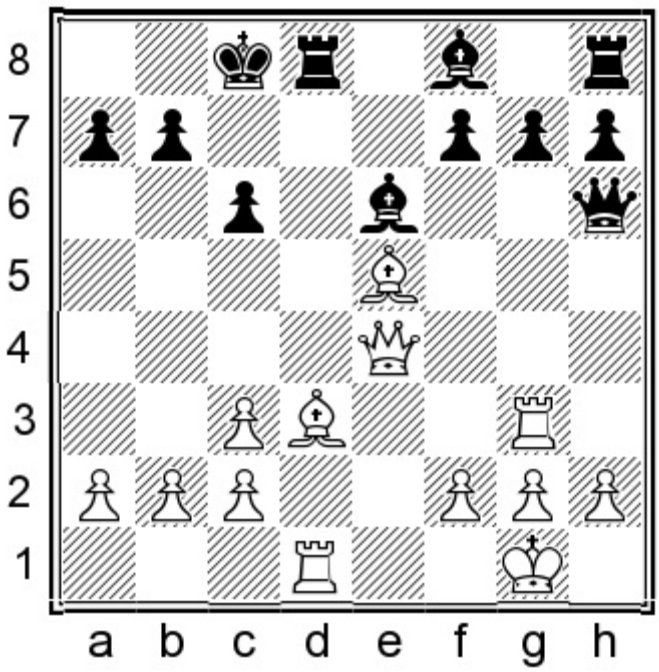
10.♘ge2 0-0-0 11.♗f4 ♕h5



12.♕xc6+! bxc6 13.♗a6#

1–0

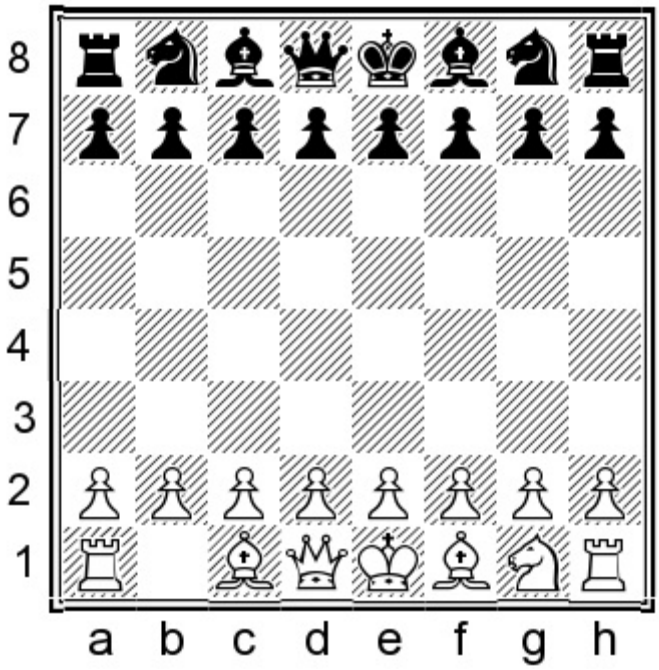
Game 14
Edward Lasker
Fritz Englund
Scheveningen 1913



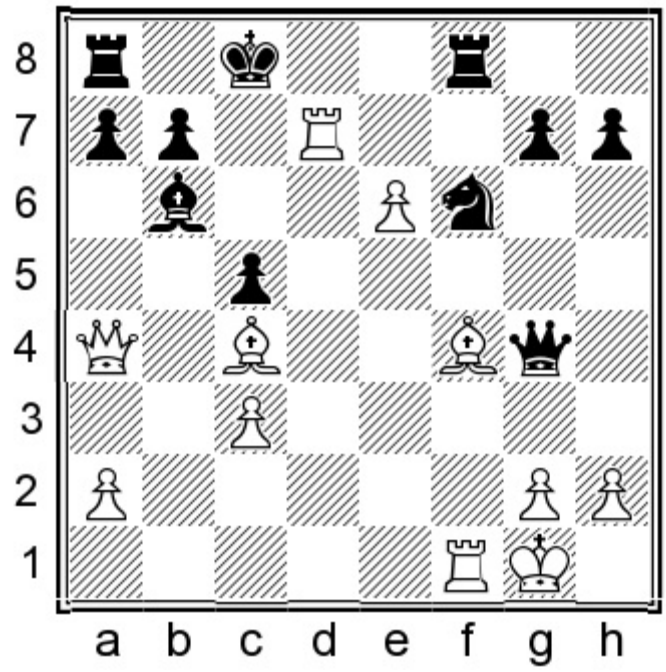
20.♕xc6+! bxc6 21.♗a6# 1–0

The next example is a game of odds — Remove White's queen's knight.

Game 15
Paul Morphy
James Thompson
New York 1859

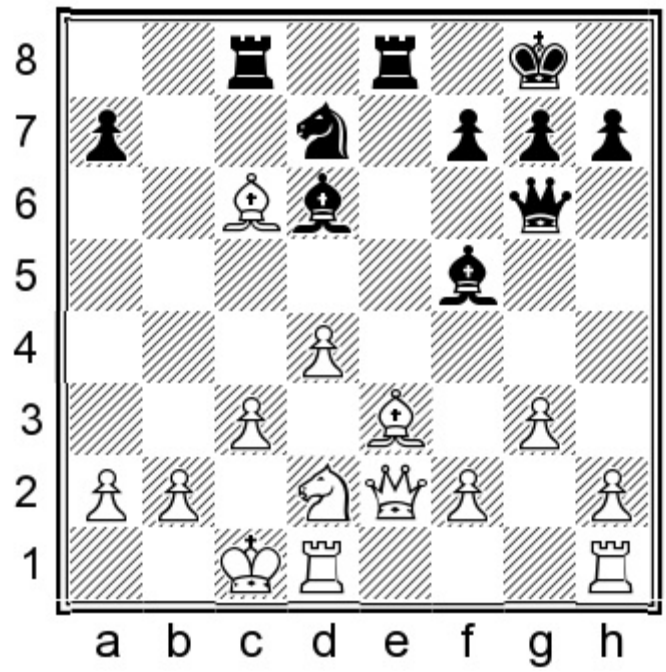


1.e4 e5 2.♘f3 ♘c6 3.♗c4 ♗c5 4.b4 ♗xb4 5.c3 ♗a5 6.0-0 ♗b6 7.d4 d6 8.dxe5 ♘xe5 9.♘xe5 dxe5 10.♗xf7+ ♔e7 11.♕b3 ♘f6 12.♗a3+ c5 13.♖ad1 ♕c7 14.f4 ♖f8 15.♗c4 ♖d8 16.♖de1 ♗d7 17.♗c1 ♖f8 18.fxe5 ♕xe5 19.♗f4 ♕h5 20.♖d1 ♔d8 21.e5 ♘e8 22.♕a4 ♕g4 23.e6 ♘f6 24.♖xd7+ ♔c8



25.♕c6+! bxc6 26.♗a6# 1–0

Game 16
Samuel Herman Reshevsky
Edward Duncan D
St. Louis 1921



17.♗xd7?

17.d5 was White's only chance.

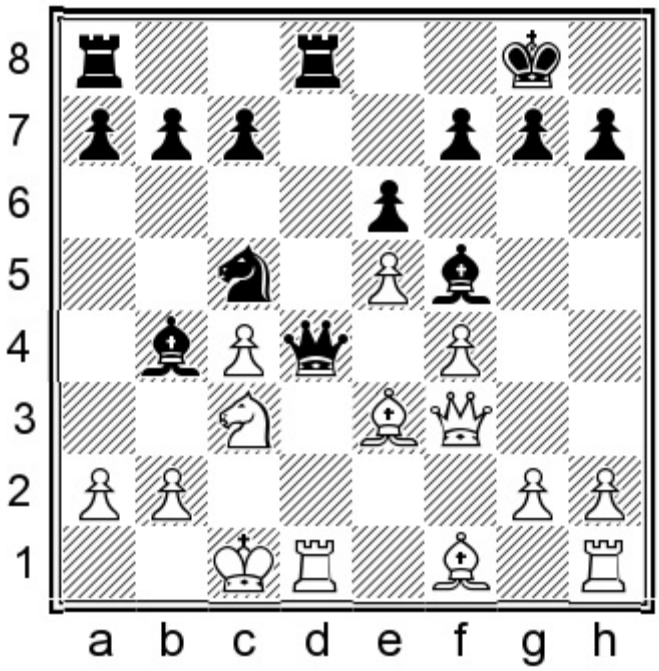
17.♗xd7? ♖xc3+!

White resigned due to 17...♖xc3+ 18.bxc3 ♗a3#.

0–1

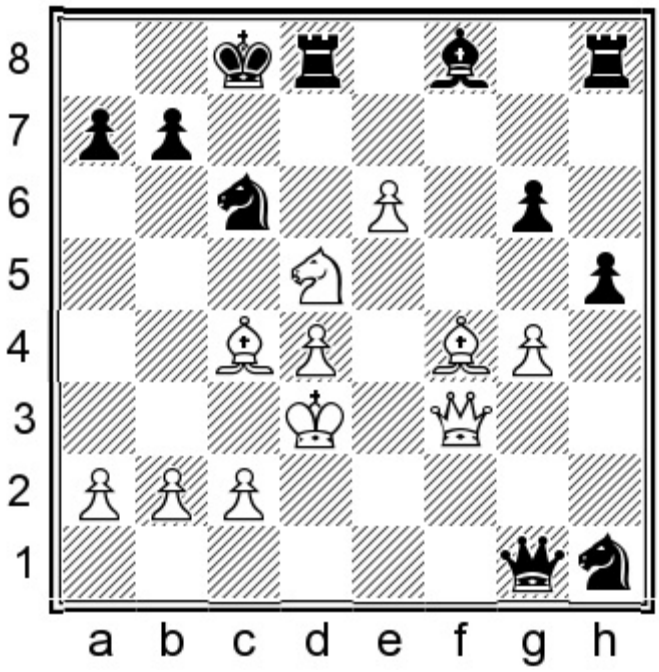
Game 17
A. F. Stroud
Alistair M. Fraser
Corr 1961

1.d4 d5 2.c4 ♗f5 3.♘c3 ♘f6 4.♘f3 e6 5.e3 ♗b4 6.♗d2 0-0 7.♘e5 ♘bd7 8.f3 ♘xe5 9.dxe5 ♘d7 10.f4 ♘c5 11.♕f3 d4 12.exd4 ♕xd4 13.0-0-0 ♖fd8 14.♗e3



14...♕xc3+! 15.bxc3 ♗a3# 0–1

Game 18
Lionel Kieseritzky
Demonche
Paris 1844



1.♘b6+!

Clearing-up the way for the white queen!

1...axb6 2.♕xc6+ bxc6 3.♗a6# 1–0

CONCLUSION

Boden’s mate is characterised by definite and easy-to-learn patterns and mechanisms. Nowadays, the mate occurs less often, as it has even been shown to beginners! Nevertheless, good understanding can help you avoid or execute the combination!

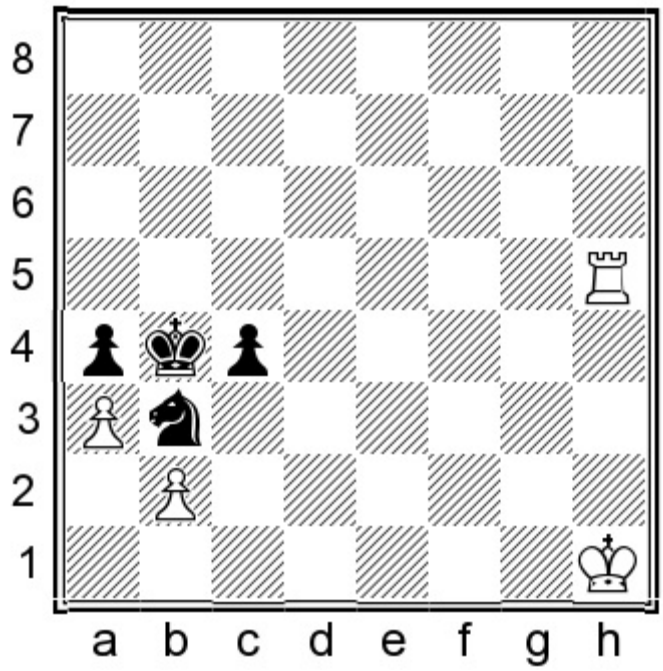
DAVID & GOLIATH MATE

Although the David & Goliath mate can take many forms, it is characterised generally as a mate in which a pawn is the final attacking piece, and enemy pawns are nearby.

Of course its name is taken from the biblical account of David & Goliath. In general, the concept is simple but beautiful, as this mate is fairly rare.

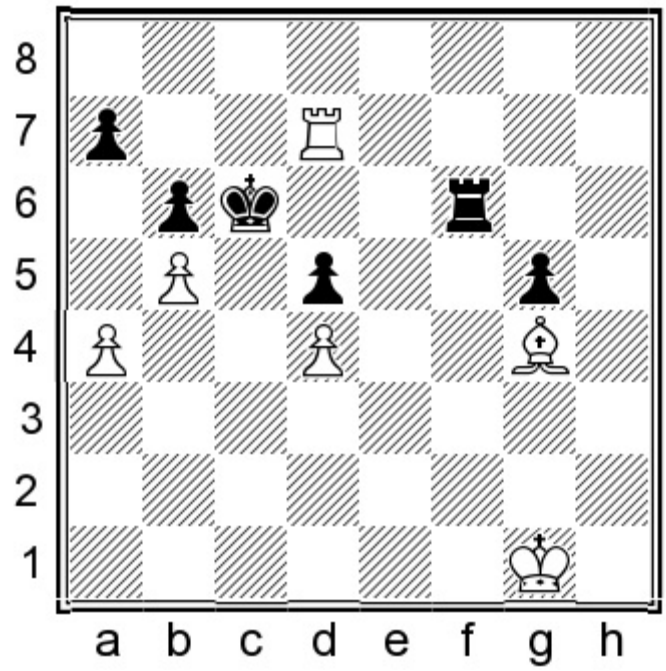
Two archetypal David & Goliath mates follow:

Example 1



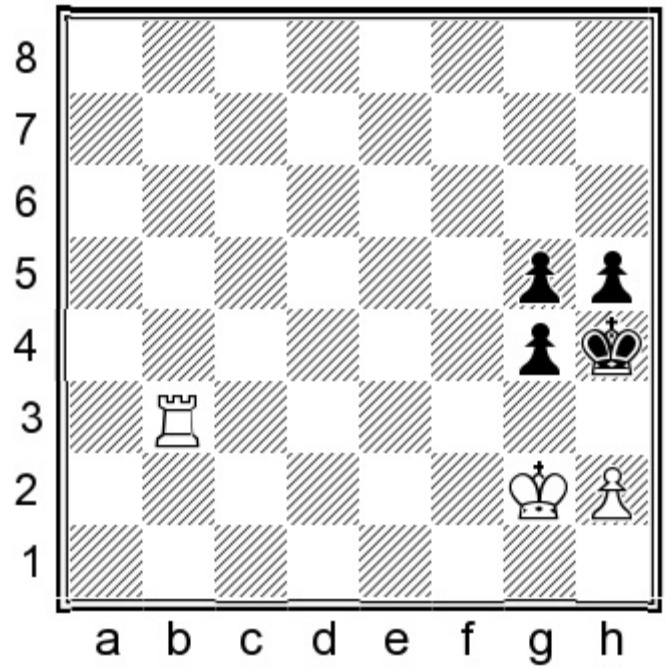
1–0

Example 2



1–0

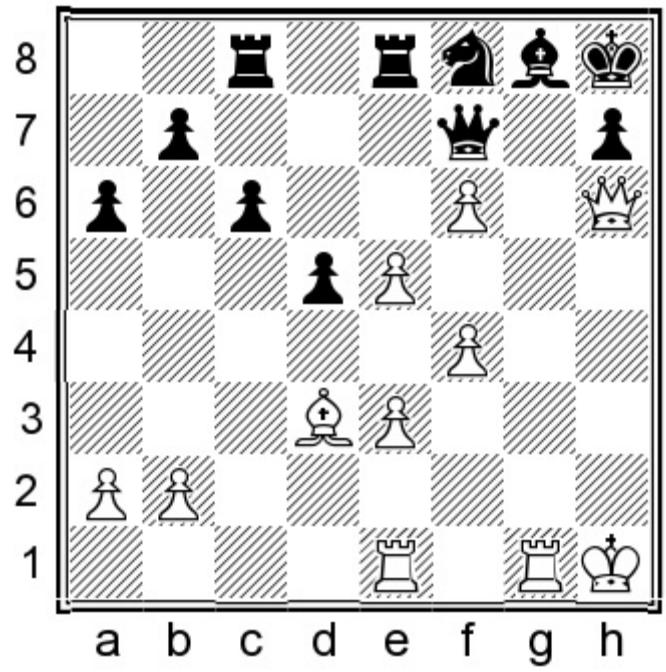
Example 3



1.♖h3+! gxh3+ 2.♔f3 g4+ 3.♔f4 g3 4.hxg3#

1–0

Example 4

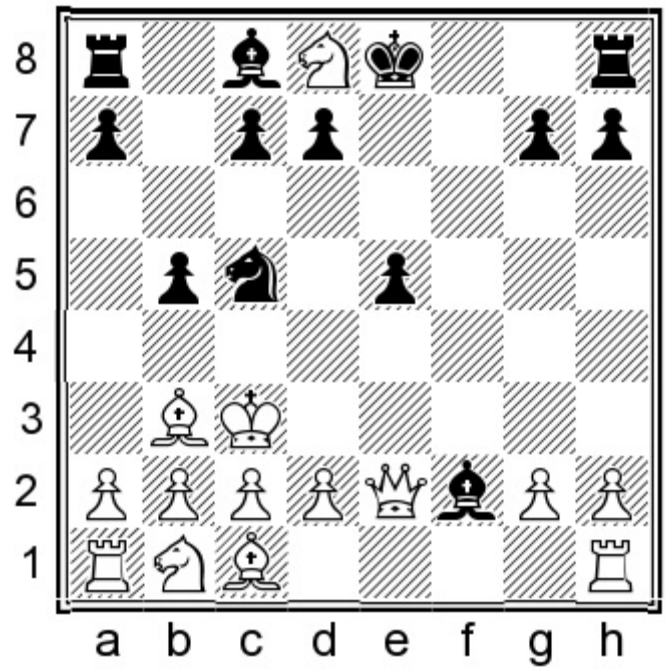


1.♕g7+ ♕xg7 2.fxg7#

1–0

Game 19
Joerg Reinisch
Karel Traxler
Hostoun 1890

1.e4 e5 2.♘f3 ♘c6 3.♗c4 ♘f6 4.♘g5 ♗c5 5.♘xf7 ♗xf2+ 6.♔e2 ♘d4+ 7.♔d3 b5 8.♗b3 ♘xe4 9.♘xd8 ♘c5+ 10.♔c3 ♘e2+ 11.♕xe2

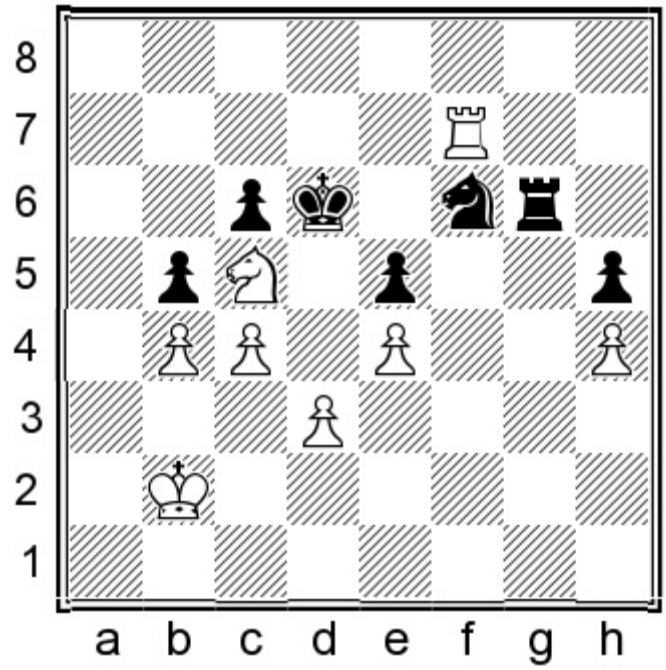


The king's hunt is always a pleasant spectacle, except if you are the one being hunted!

11...♗d4+ 12.♔b4 a5+ 13.♔xb5 ♗a6+ 14.♔xa5 ♗d3+ 15.♔b4 ♘a6+ 16.♔a4 ♘b4+ 17.♔xb4 c5#

0–1

Game 20
Alexander Alekhine
Boris Verlinsky
Odessa 1918



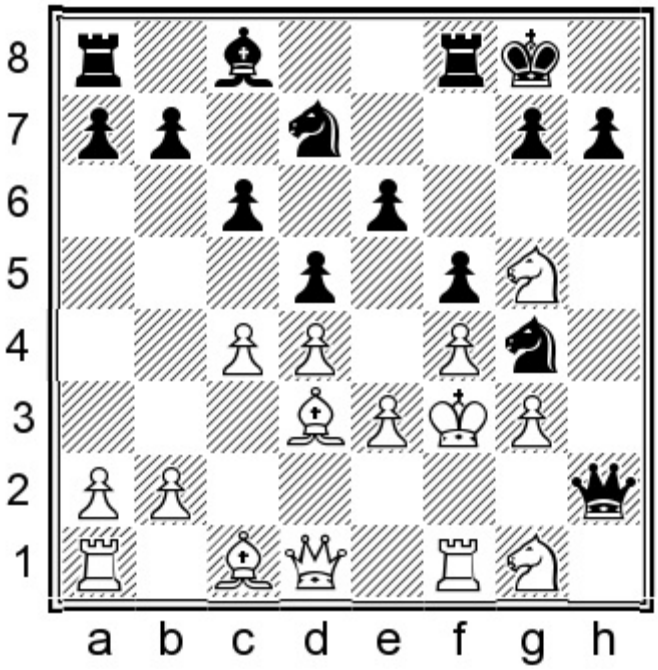
Alekhine is a pawn up and was expected to simply win the endgame. However, he spotted an interesting and effective mate:

39.♘b7+! ♔e6 40.♘d8+ ♔d6 41.c5#

1–0

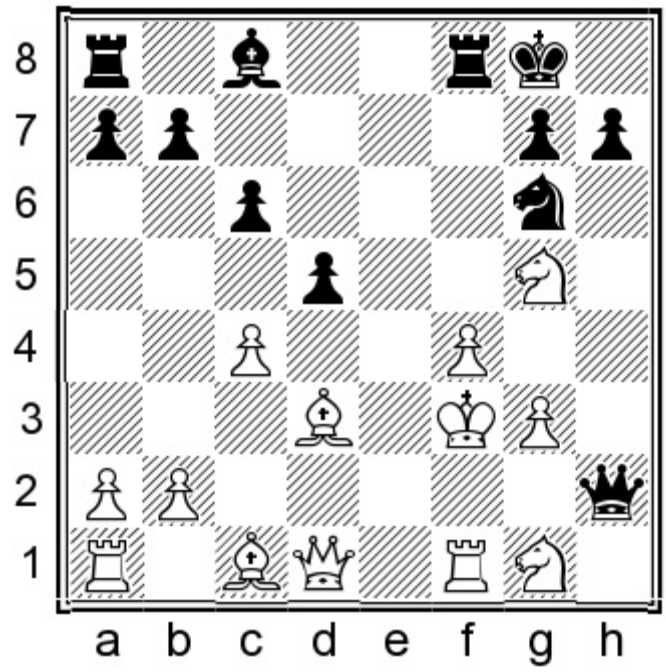
Game 21
B. Gluecksberg
Miguel Najdorf
Warsaw 1935

1.d4 f5 2.c4 ♘f6 3.♘c3 e6 4.♘f3 d5 5.e3 c6 6.♗d3 ♗d6 7.0-0 0-0 8.♘e2 ♘bd7 9.♘g5 ♗xh2+ 10.♔h1 ♘g4 11.f4 ♕e8 12.g3 ♕h5 13.♔g2 ♗g1 14.♘xg1 ♕h2+ 15.♔f3



This game is nicknamed the ‘Polish Immortal’, and with good reason!

15...e5! 16.dxe5 ♘dxe5+ 17.fxe5 ♘xe5+ 18.♔f4 ♘g6+ 19.♔f3 f4 20.exf4

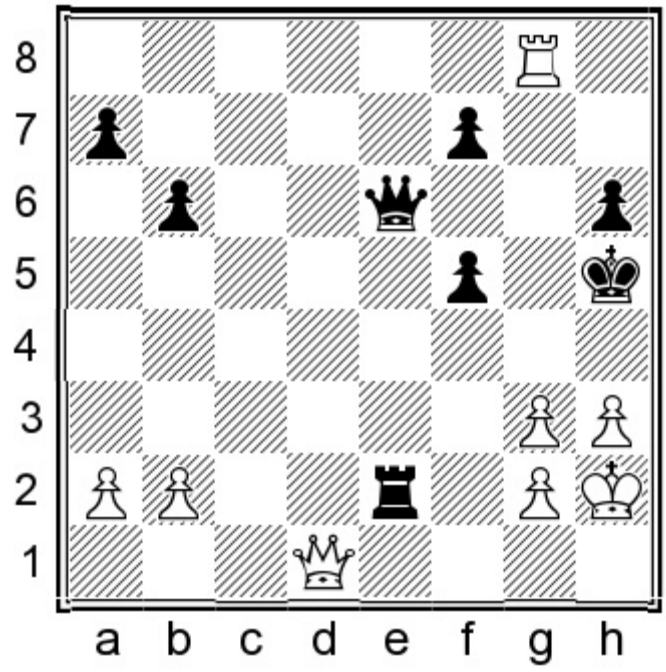


Najdorf finishes the game in style:

20...♗g4+! 21.♔xg4 ♘e5+ 22.fxe5 h5#

0–1

Game 22
Gideon Stahlberg
Albert Becker
Buenos Aires 1944



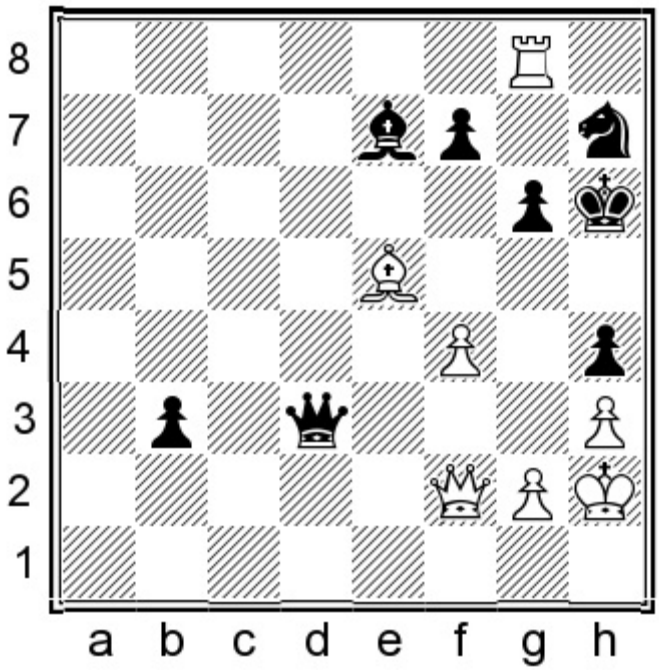
With such a king, Black shouldn't expect to last long. White proved this to be true in no time:

46.g4+! fxg4 47.hxg4+ ♔h4 48.♕e1+!

A cute mate appears after 48.♕e1+ ♖xe1 49.g3#.

1–0

Game 23
Andrzej Pytlakowski
Janusz Szukszta
Katowice 1952

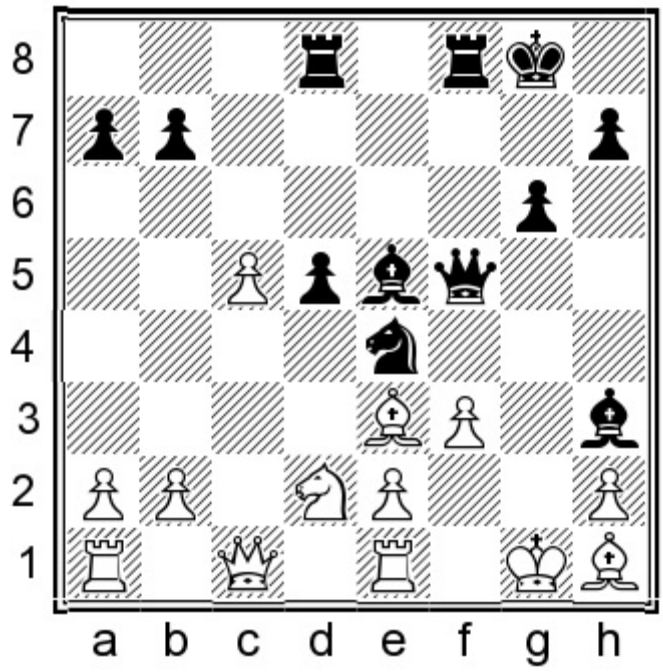


Black seems like he had put up a strong defence, but White found the way to mobilise all of his pieces, especially his g-pawn!

47.♕xh4+! ♗xh4 48.♗g7+ ♔h5 49.g4#

1–0

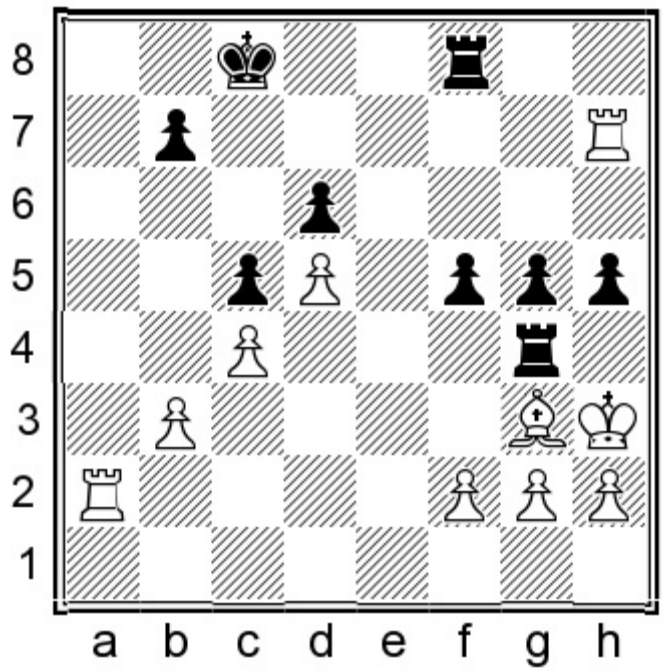
Game 24
Milorad Kapelan
James Edward Tarjan
Vrsac 1983



23...♗xh2+! 24.♔xh2 ♕e5+ 25.f4 ♖xf4 26.♘xe4 ♖f2+ 27.♔xh3 ♖h2+ 28.♔g4 h5+ 29.♔f3 dxe4#

0–1

Example 5

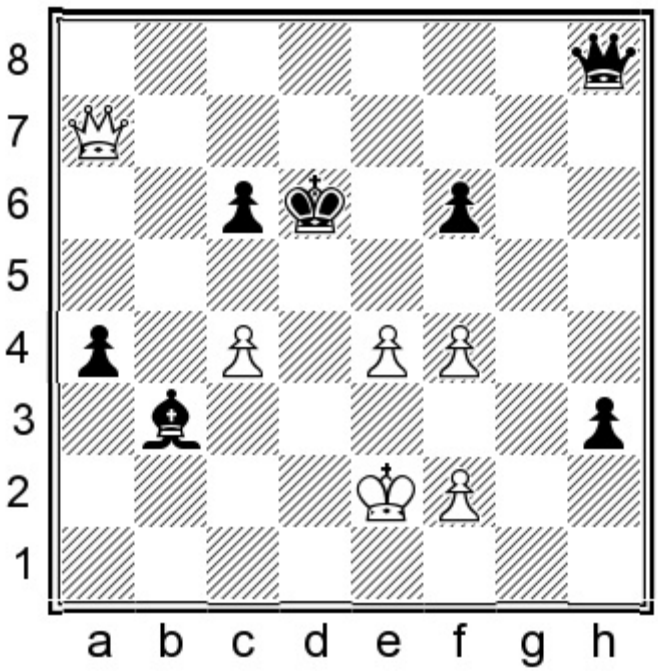


White is a piece-up and mate is threatened as well... but Black is on the move!

1...♖h4+! 2.♗xh4 g4+ 3.♔g3 f4#

0–1

Example 6



A nice example to conclude the chapter:

1.c5+ ♔e6 2.f5+ ♔e5 3.♕b8+!

Luring the queen to a ‘bad’ square!

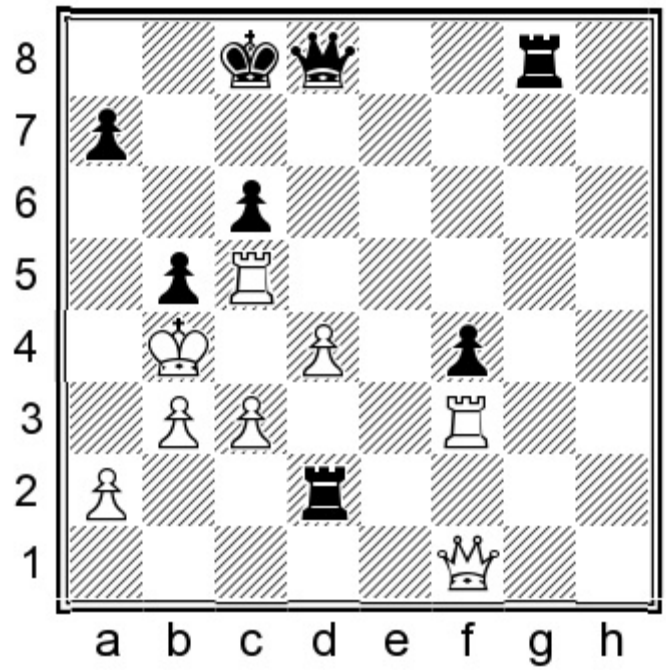
3...♕xb8 4.♔e3

Black cannot avoid the mate!

4...♕b4 5.f4#

1–0

Game 25
Siversen
Jiri Podgorny
Unknown 1933



White's king seems to be safe and Black can hardly spare a tempo to protect his c6-pawn. The solution is brutal but rather efficient!

1...♕a5+! 2.♔xa5 ♖xa2+ 3.♔b4 a5#

0–1

CONCLUSION

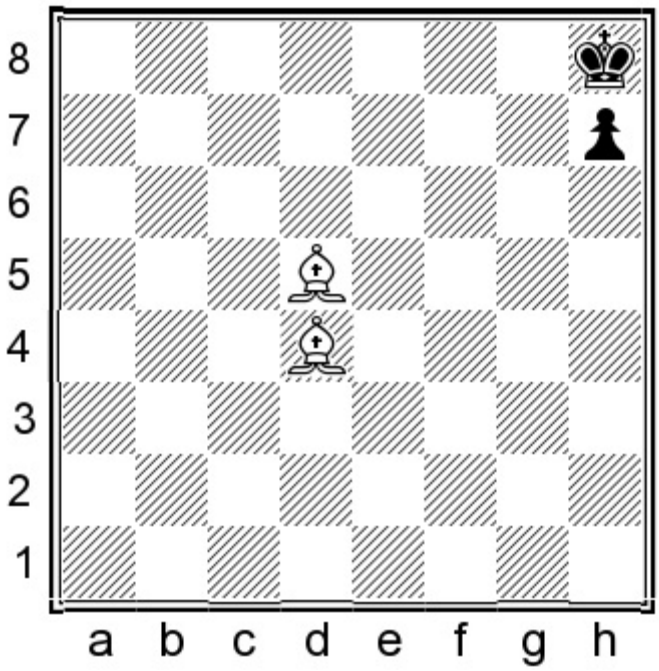
Mating with a pawn is every chess player's dream! As unjust as it may seem though, this is just another mating pattern and the result is exactly the same.

DOUBLE BISHOP MATE

A mate quite similar to Boden's mate, but a little simpler. The mate involves attacking the king using two bishops, resulting in the king being mated, trapped by his own pieces.

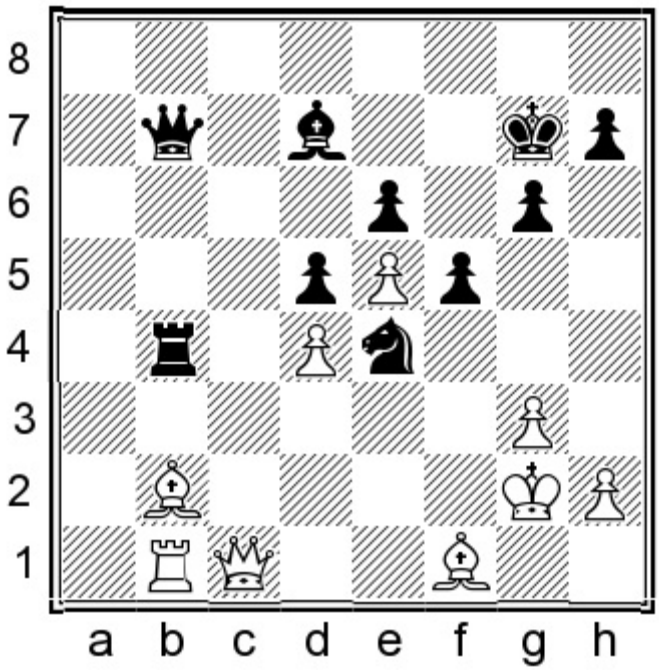
An illustration:

Example 1



1–0

Example 2



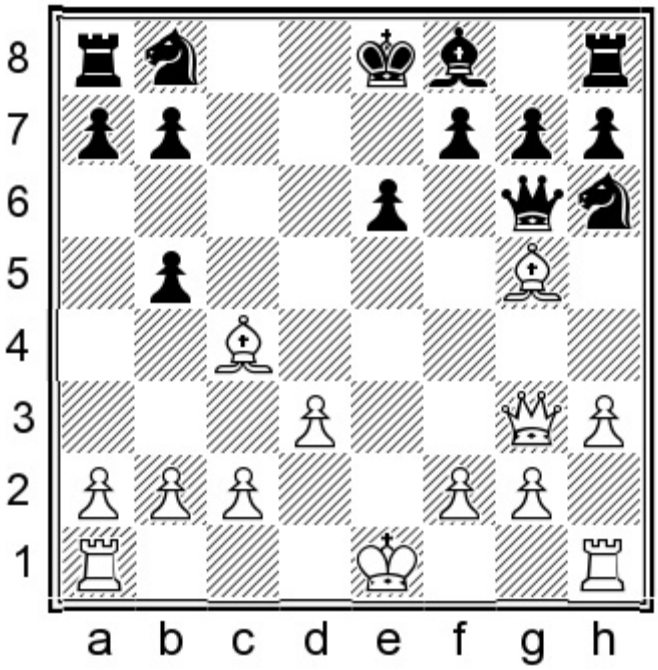
This is a very nice example, proving the 'power' of the mate:

1.♗a3! ♖xb1 2.♕h6+!

The second sacrifice makes it clear.

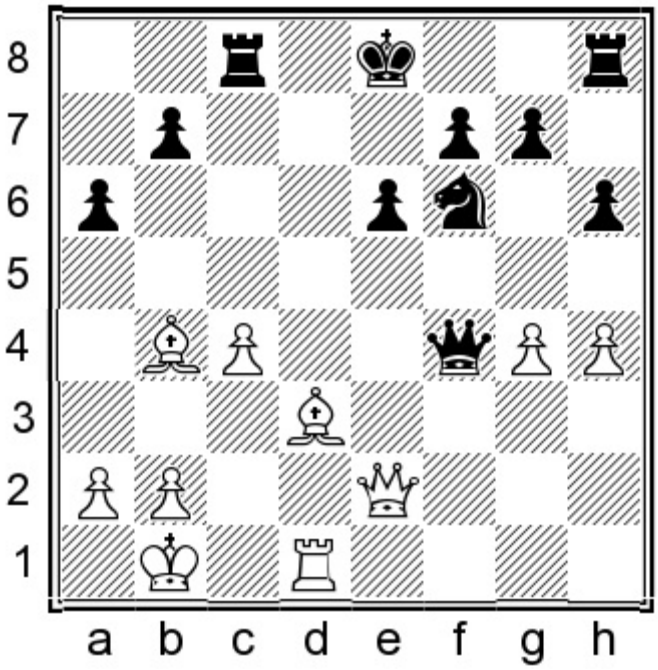
2...♔xh6 3.♗f8+ ♔g5 4.h4+ ♔g4 5.♗e2# 1–0

Example 3



1.♕xb8+! ♖xb8 2.♗xb5# 1–0

Example 4

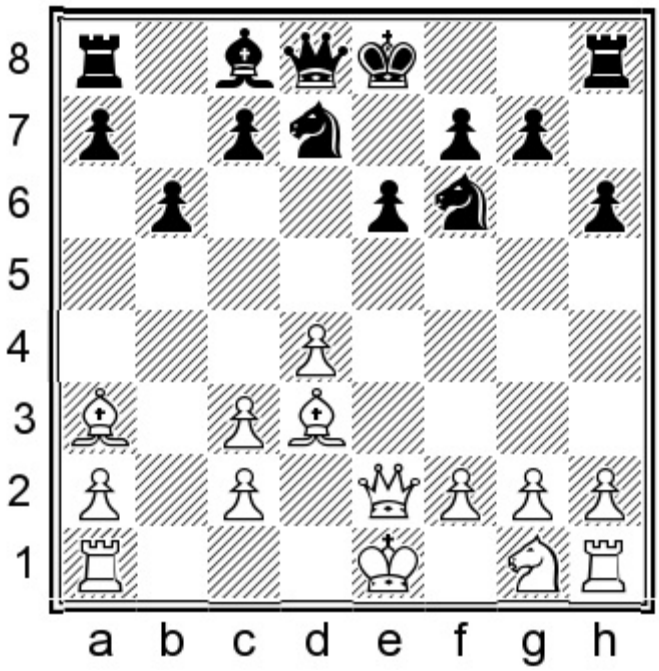


1.♕xe6+! fxe6 2.♗g6# 1–0

Of course, the combination has appeared in top games too:

Game 26
Alexander Alekhine
Vasic
Banja Luka 1931

1.e4 e6 2.d4 d5 3.♘c3 ♗b4 4.♗d3 ♗xc3+ 5.bxc3 h6 6.♗a3 ♘d7 7.♕e2 dxe4 8.♗xe4 ♘gf6 9.♗d3 b6

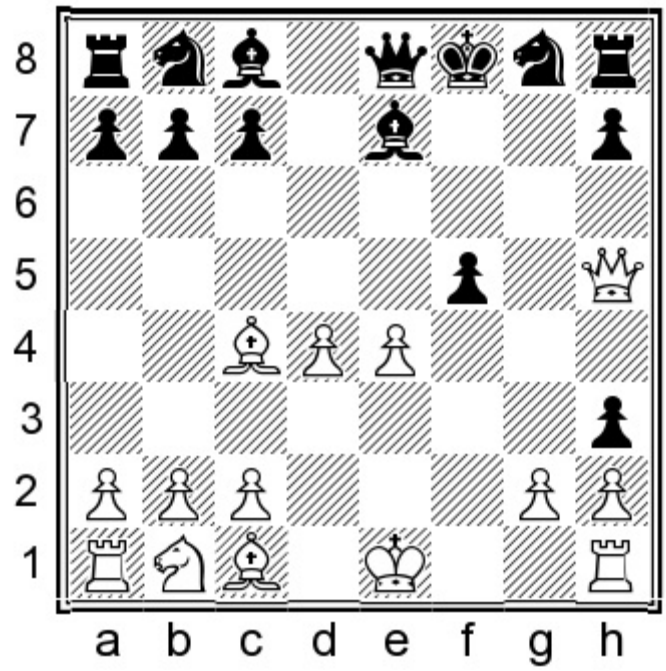


10.♕xe6+! fxe6 11.♗g6#

1–0

Game 27
Elyashov
NN
Paris 1948

1.f4 e5 2.fxe5 d6 3.exd6 ♗xd6 4.♘f3 g5 5.d4 g4 6.♘g5 f5 7.e4 ♗e7 8.♘h3 gxh3 9.♕h5+ ♔f8 10.♗c4 ♕e8

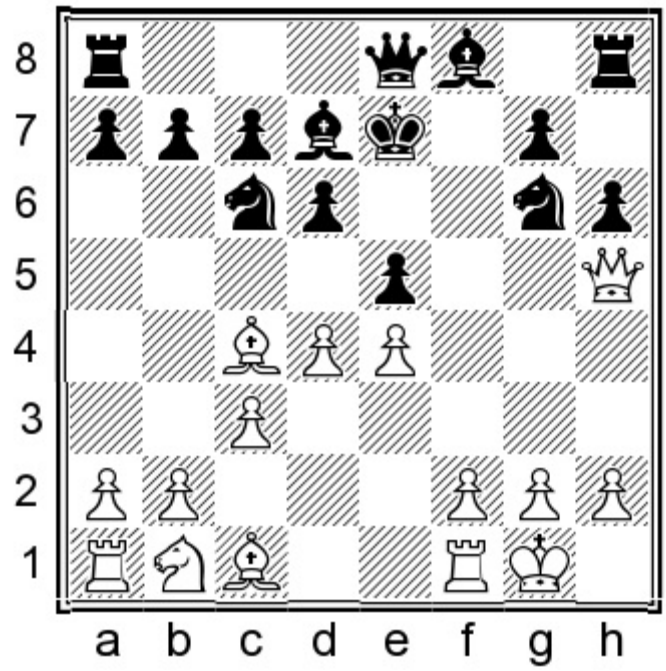


Quite a simple example:

11.♕h6+! ♘xh6 12.♗xh6# 1–0

Game 28
Johannes Hermann Zukertort
Adolf Anderssen
Breslau 1865

1.e4 e5 2.♘f3 ♘c6 3.♗b5 ♘ge7 4.c3 d6 5.d4 ♗d7 6.0-0 ♘g6 7.♘g5 h6 8.♘xf7 ♔xf7 9.♗c4+ ♔e7 10.♕h5 ♕e8

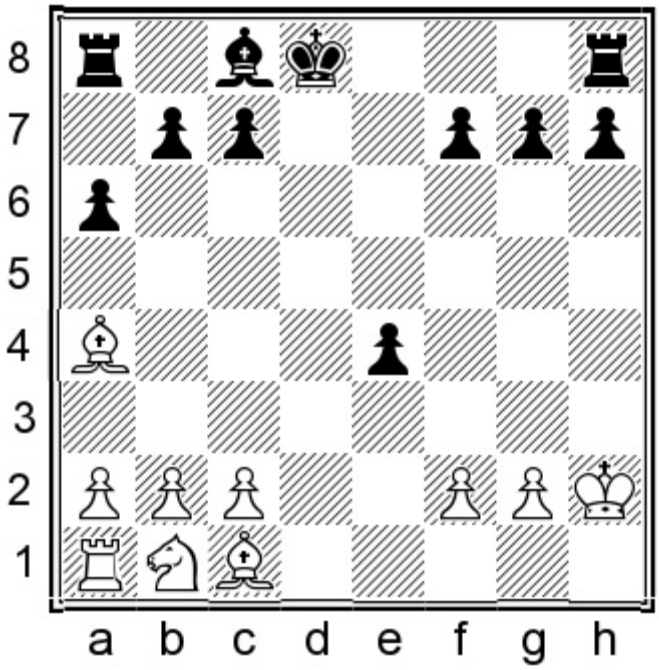


11.♕g5+! hxg5 12.♗xg5#

1–0

Game 29
Bruce Pandolfini
NN
United States 1970

1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗a4 ♘f6 5.0-0 ♘xe4 6.d4 exd4 7.♖e1 d5 8.♘xd4 ♗d6 9.♘xc6 ♗xh2+ 10.♔h1 ♕h4 11.♖xe4+ dxe4 12.♕d8+ ♕xd8 13.♘xd8+ ♔xd8 14.♔xh2



So far this is a position known to opening theory as the ‘Riga Variation’ of the ‘Ruy Lopez’. White is considered to have the advantage after 14...♗e6 15.♗e3.

14...f5?

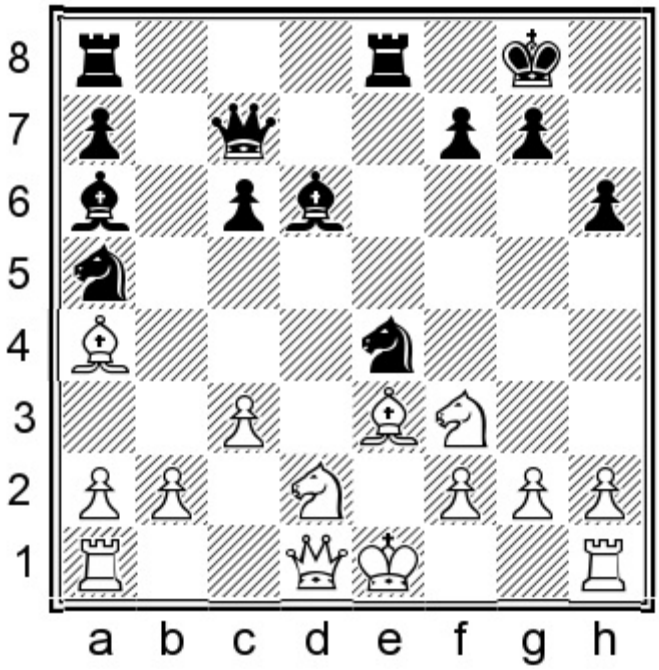
Fortunately, Black was kind enough to be very helpful!

15.♗g5#

1–0

Game 30
Oscar Balk
Richard James Barnes
New Zealand 1926

1.e4 e5 2.♘f3 ♘c6 3.♗c4 ♘f6 4.♘g5 d5 5.exd5 ♘a5 6.♗b5+ c6 7.dxc6 bxc6 8.♗a4 h6 9.♘f3 e4 10.♘g1 ♗d6 11.d3 0-0 12.dxe4 ♘xe4 13.♗e3 ♗a6 14.♘f3 ♕c7 15.♘bd2 ♖fe8 16.c3



16...♘xc3! 17.bxc3 ♖xe3+! 18.fxe3 ♗g3+ 19.hxg3 ♕xg3#

0–1

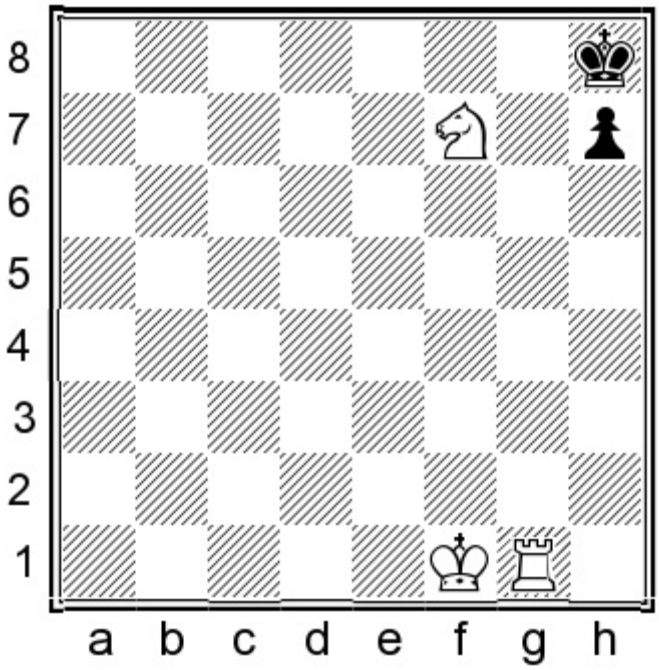
CONCLUSION

Two bishops in action can be lethal! This mate is similar to the basic two bishop mate and Boden's mate.

KNIGHT CORNER MATE

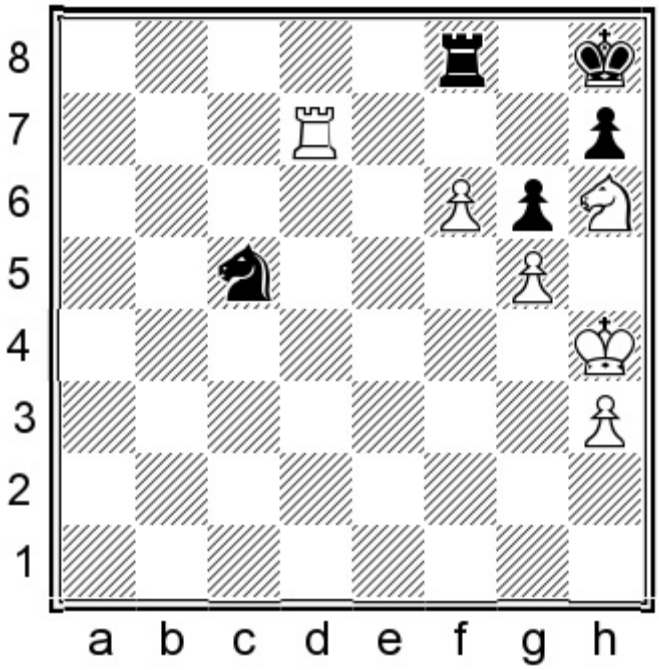
The knight mate works by confining the king to the corner using a rook or queen and using a knight to deliver the mate. The mate happens fairly often in real games.

Example 1



1–0

Example 2

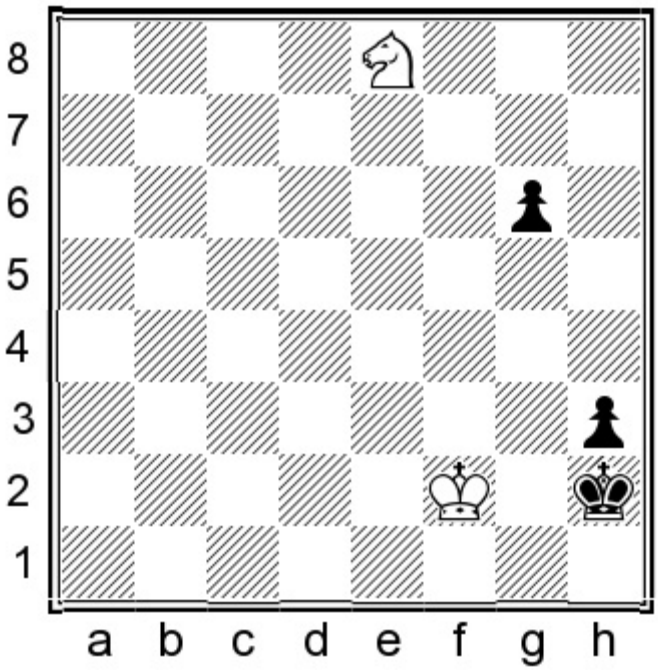


White needs to distract the black rook from the f7-square.

1.♖g7! ♘e4 2.♖g8+! ♖xg8 3.♘f7#

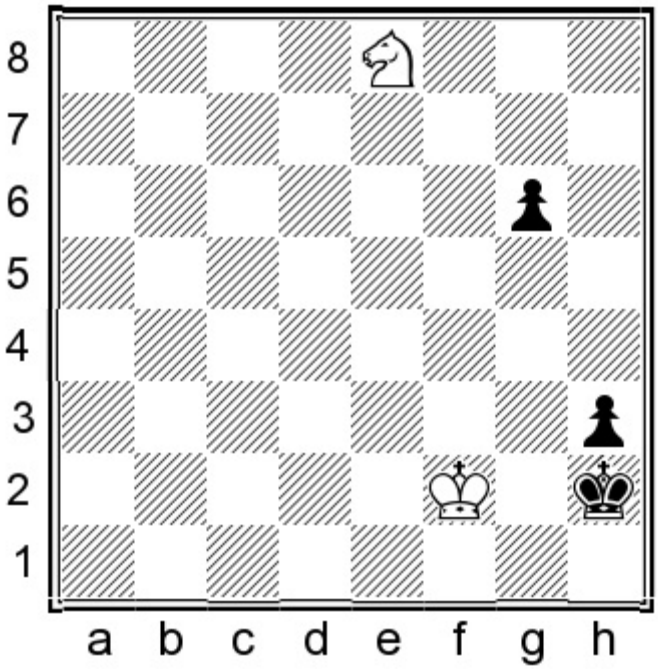
1–0

Study 1
Alessandro Salvio
Italy 1634



1.♘f6 g5 2.♘g4+ ♔h1 3.♔f1 h2 4.♘f2# 1–0

Study 2
Alessandro Salvio
Italy 1634



Even if Black is on the move, White mates:

1...♔h1

1...g5 2.♘f6 ♔h1 3.♘g4 h2 4.♘f6 g4 5.♘h5 g3+ 6.♘xg3#

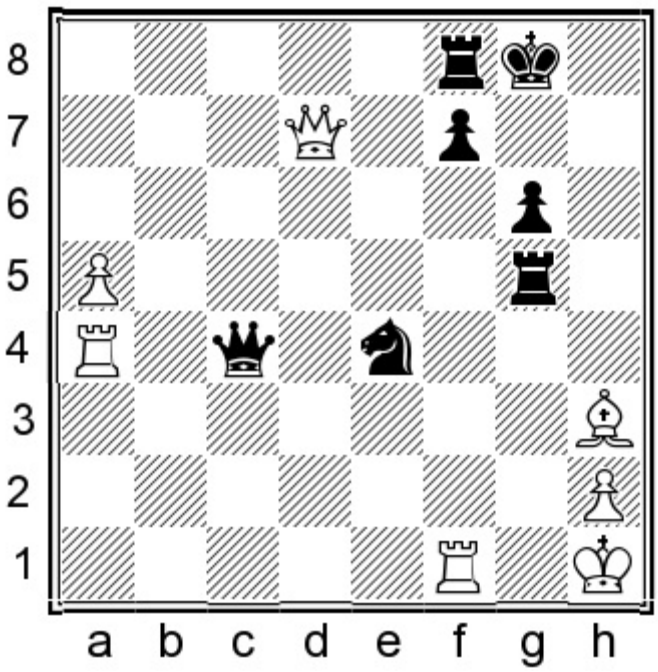
1...♔h1 2.♘f6 ♔h2

2...g5 3.♘g4 h2 4.♘h6 g4 5.♘f5 g3+ 6.♘xg3#

3.♘g4+ ♔h1 4.♔f1 g5 5.♔f2 h2 6.♘e3 g4 7.♘f1 g3+ 8.♘xg3#

1–0

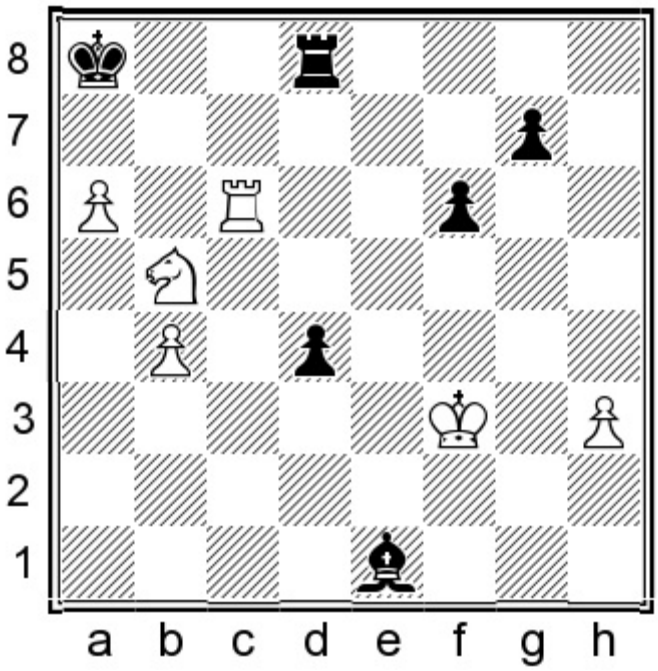
Game 31
Hugh Edward Myers
Dmitri Poliakoff
Long Beach 1955



48...♕xf1+! 49.♗xf1 ♘f2#

0–1

Game 32
Eugenio Torre
Zoltan Ribli
Alicante 1983

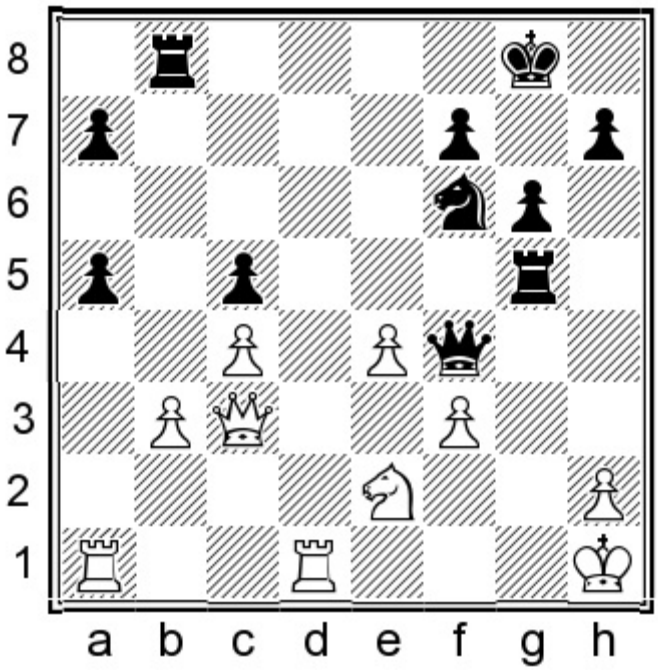


68.♖c7!

Black resigned: 68.♖c7 d3 69.♖a7+ ♔b8 70.♖b7+ ♔a8 (70...♔c8 71.♘a7#) 71.♘c7#.

1–0

Game 33
Georgios Makropoulos
Ivan Farago
Dortmund 1988



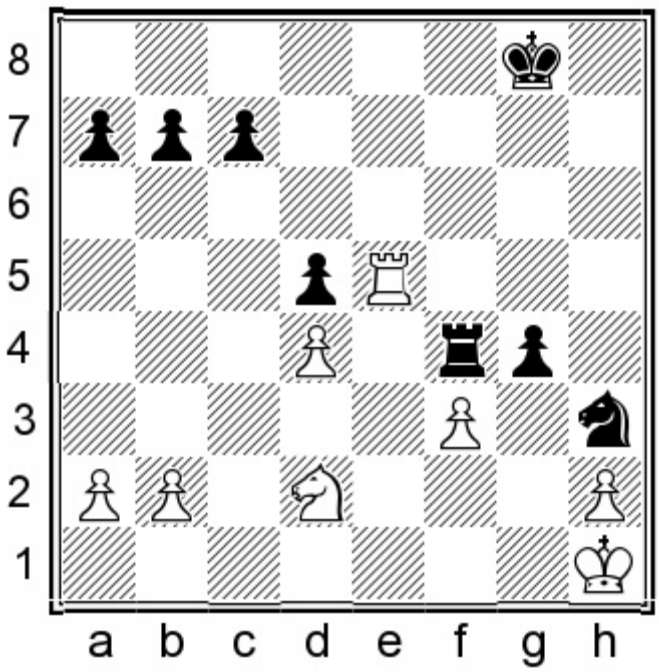
29...♘xe4! 30.♘xf4

30.fxe4 ♕xe4+ 31.♕f3 ♕xf3#; 30.♖f1 ♘xc3 31.♘xf4 ♖xb3–+

30...♘f2#

0–1

Game 34
Steven Zubatch
Steven Feldman
Dearborn 1992



30.fxg4?

White fell into mating nets. He should opt for 30.♔g2! ♖xd4 31.♘b3 ♘f4+ 32.♔g3 gxf3 33.♘xd4 f2 34.♔xf2 ♘d3+ 35.♔e2 ♘xe5 36.♘b5 c5 37.♘xa7=.

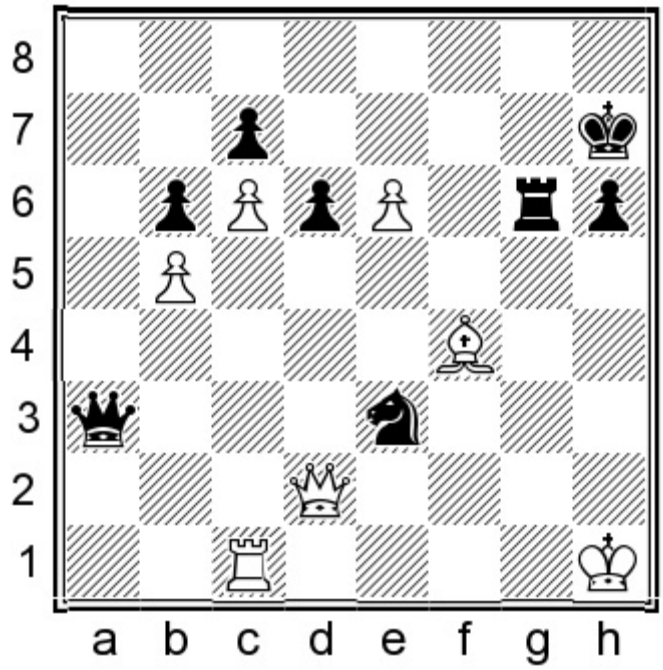
30.fxg4? ♖xg4 31.♘f3

Or 31.♖e2 ♖g1#.

31...♘f2#

0–1

Game 35
Sergey Gorelov G
Yuri Shulman



White's king is rather exposed, so tactics are in the air.

43...♘d1! 44.♕e2

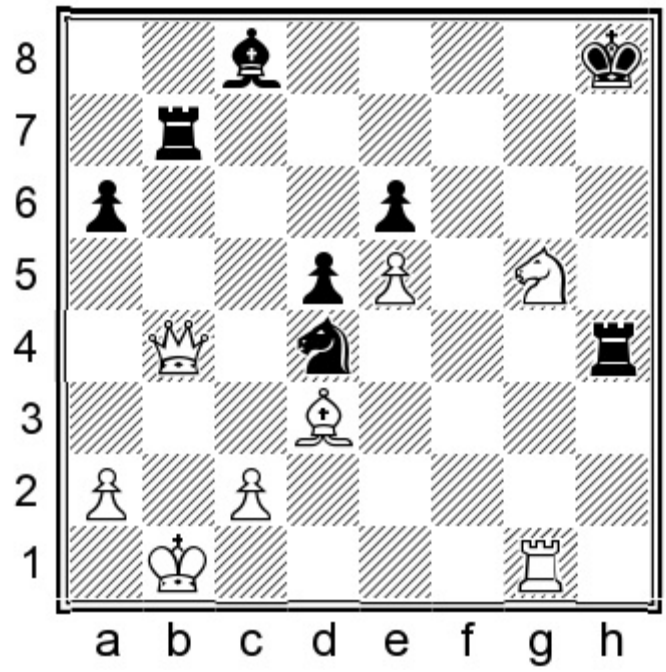
W hat else? Mate occurs af ter 44.♕xd1 ♕h3+ 45.♗h2 ♕g2# or 44.♖xd1 ♕f3+ 45.♔h2 ♕h5#.

44...♕h3+ 45.♗h2 ♕d3!

White resigned: 45...♕d3 46.♕xd3 ♘f2#.

0–1

Game 36
Emil Anka
Ireneusz Lada
Geneve 1995

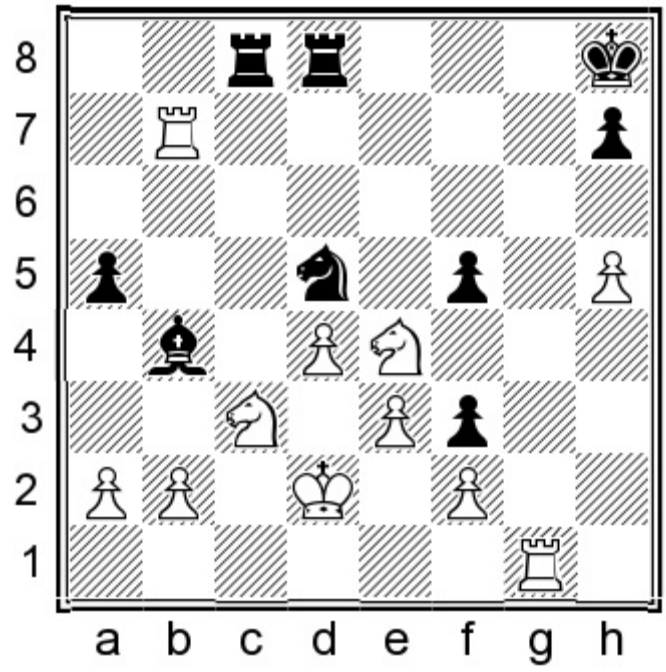


The defender of the f7-square should be removed!

37.♕xb7! ♗xb7 38.♘f7#

1–0

Game 37
Jan Jaap Janse
Thomas E. Borland
Guernsey 2001



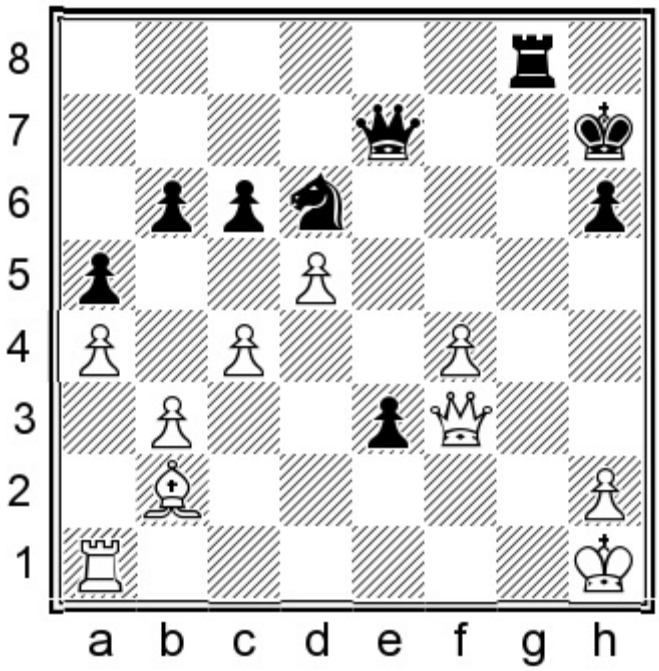
Black's king is in trouble and a simple check should be enough.

28.♘g5! ♘xc3 29.♘f7#

It's funny to note that if White didn't make the mate and played something else like 29.h6 instead, then it is Black who mates with the corner mate: 29...♘e4+ 30.♔d3 ♘xf2#.

1–0

Game 38
Grzegorz Gajewski
Abdelaziz Onkoud
Marseille 2006



33...♘e4! 34.♖e1

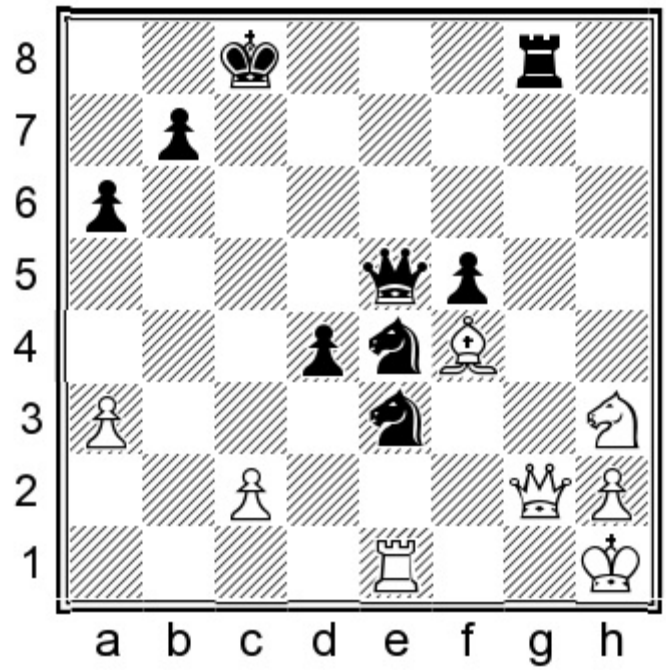
34.h3 ♖g3 35.♕h5 ♖xh3+ 36.♕xh3 ♘f2+–+

34...♘f2+!

White resigned: 34...♘f2+ 35.♕xf2 ♕e4+ 36.♕f3 ♕xf3#.

0–1

Game 39
Marlo Micayabas
Dashzeveg Sharavdorj
Connecticut 2007



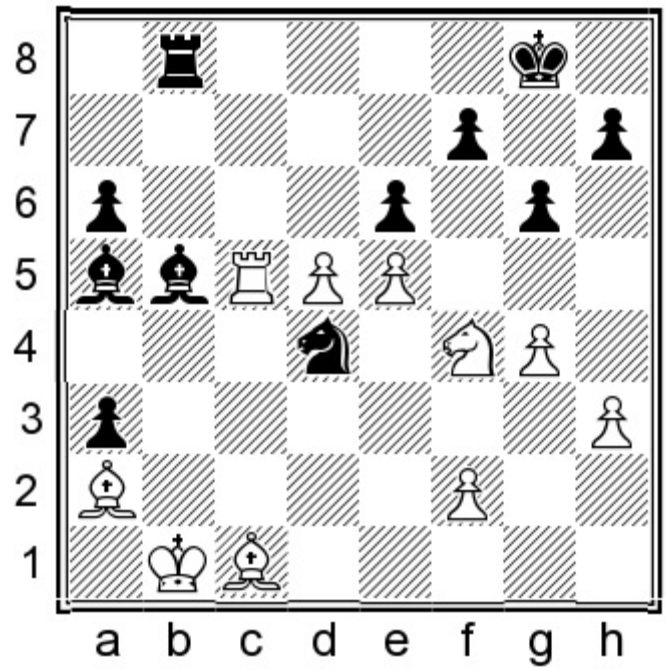
Black has many threats, but one is lethal! The long diagonal is the key here.

38...♕d5! 39.♕f3 ♘f2+!

White resigned: 39...♘f2+ 40.♘xf2 ♕xf3#.

0–1

Game 40
Calum MacQueen
Rout Padmini
Hastings 2012



The white king is under fire and the Indian WGM found the quickest way to prevail here:

32...♗c4+! 33.♔a1 ♘c2#

0–1

CONCLUSION

The knight corner mate is not just a ‘forced’ mating pattern. It can also be used to win material, as the threat is stronger than the execution!

An old and efficient mate by the trickiest of chess pieces, the mighty knight! Add a major piece (queen or rook) that controls the flying squares and the job is done!

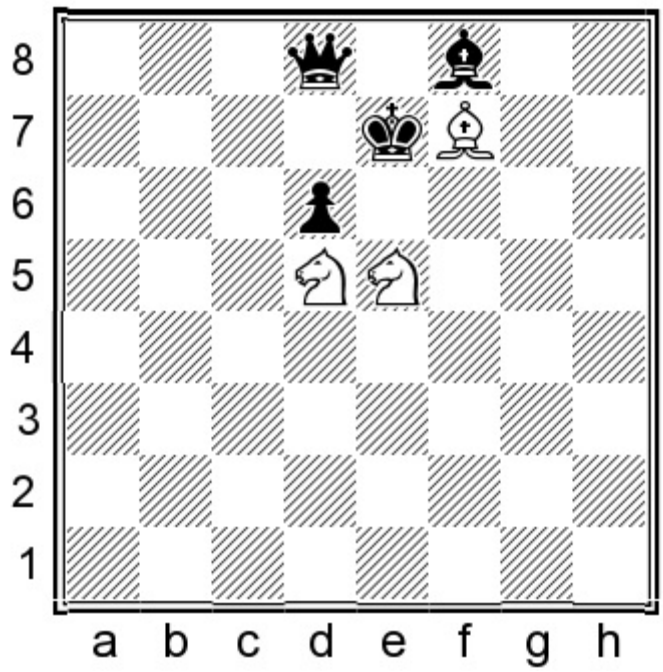
LEGAL'S MATE

Legal's mate, also known as the Legal's trap or Blackburne's trap, is a pseudo-sacrifice. It is an opening trap, characterised by a queen sacrifice followed by mate with minor pieces if Black accepts the sacrifice.

The trap is named after De Kermeur Sire de Legal (1702–1792). François Antoine de Legall de Kermeur was a French chess player. His name is variously written Kermur, Sire de Legalle, by Twiss, and Kermur and Kermuy, Sire de Legal, by others.

Joseph Henry Blackburne (1841–1924), a British master and one of the world's top five players in the latter part of the 19th century, set the trap on many occasions.

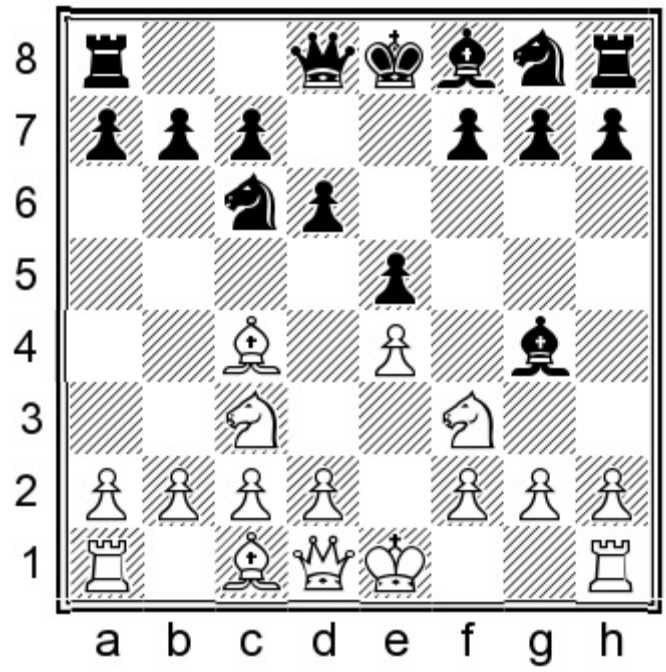
Example 1



1–0

Game 41
Legal De Kermeur
Saint Brie
Paris 1787

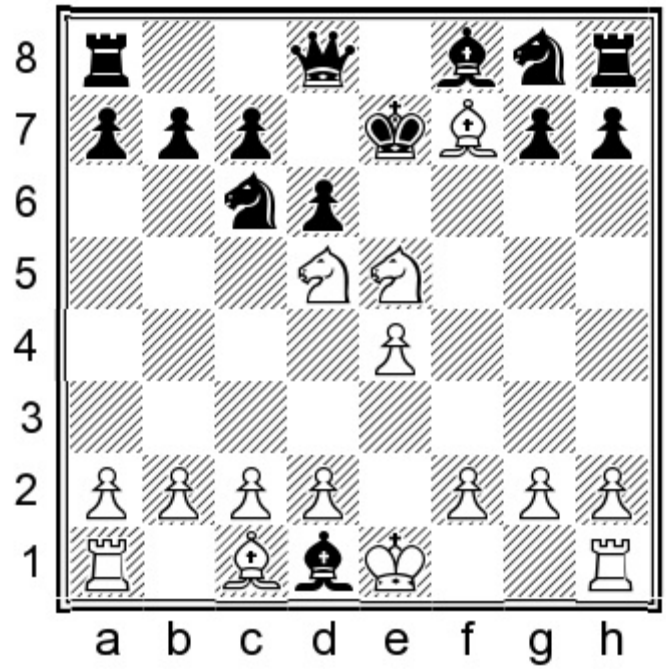
1.e4 e5 2.♘f3 d6 3.♗c4 ♘c6 4.♘c3 ♗g4



5.♘xe5?

Here the combination is f lawed, as Black could have gained a piece with 5...♘xe5. It is reported that Legal disguised his trap with a psychological trick: he first touched the knight on f3 and then retreated his hand as if suddenly realising that the knight was pinned. Then, after his opponent reminded him of the touch-move rule, he played 5.♘xe5. The opponent grabbed the queen without thinking twice...

5...♗xd1? 6.♗xf7+ ♔e7 7.♘d5#

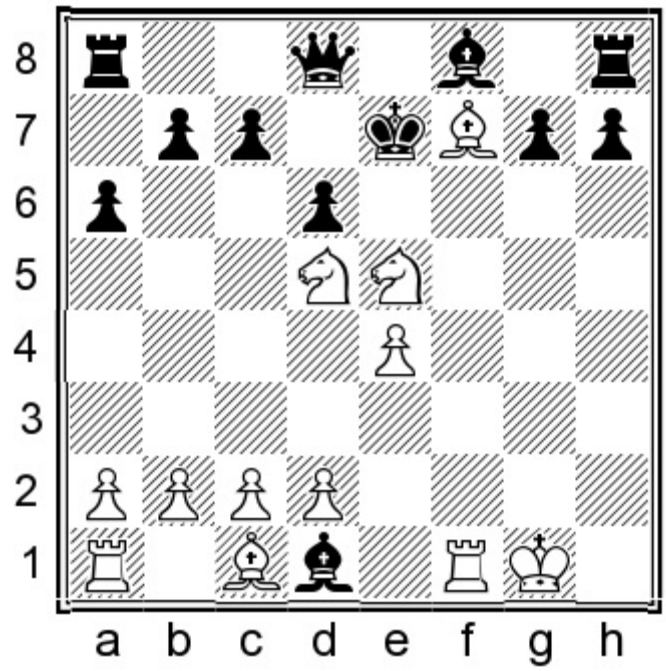


And the matting pattern became a valuable part of history!

1–0

Game 42
Joseph Henry Blackburne
NN
Manchester 1885

1.e4 e5 2.f4 d6 3.♘f3 ♘c6 4.♗c4 ♗g4 5.0-0 ♘f6 6.♘c3 a6 7.h3 ♗h5 8.g4 ♘xg4 9.hxg4 ♗xg4 10.fxe5 ♘xe5 11.♘xe5 ♗xd1 12.♗xf7+ ♔e7 13.♘d5#



This is known in the north of England as the Blackburne trap. It has occurred to me some hundreds of times during my annual tours, not of course always in the same way, but with the Bishop and Knight. This particular mate was first given by Legal nearly two hundred years ago — J. Blackburne.

1–0

A detailed analysis of the procedures can be studied in the next example, which was played in a simultaneous event by the famous endgame researcher and composer, Andre Cheron:

Game 43
Andre Cheron
Jeanloz
Leysin 1929

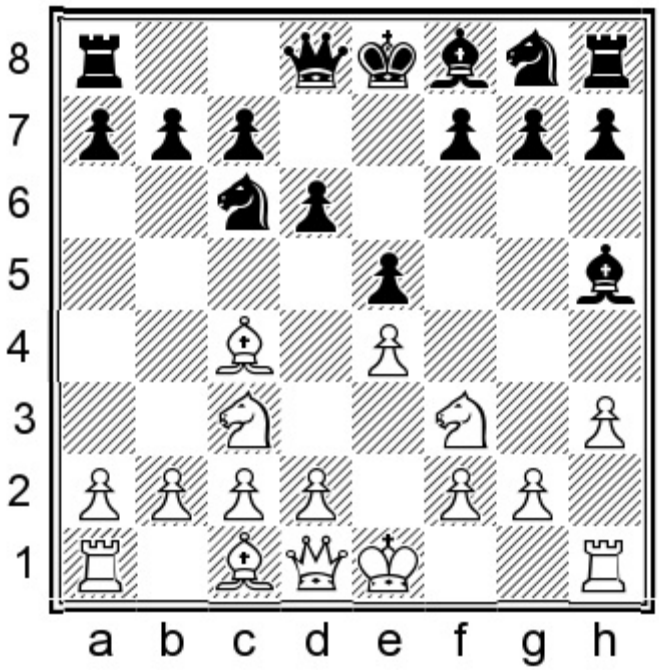
1.e4 e5 2.♘f3 ♘c6 3.♗c4 d6 4.♘c3 ♗g4?!

Black pins the knight in the fight over the centre. Strategically this is a sound idea, but there is a tactical flaw with the text.

5.h3

In this position 5.♘xe5? would be unsound. While the white queen still cannot be taken (5...♗xd1?) without succumbing to a mate in two moves, 5...♘xe5 would win a knight (for a pawn). Instead, with the text, White 'asks a question' to the bishop which must either retreat along the c8–h3 diagonal, capture the knight, be captured, or as in this game, move to an insecure square.

5...♗h5?



Black apparently maintains the pin, but this is a tactical blunder which loses at least a pawn. The lesser evil is 5...♗xf3, surrendering the bishop pair and giving White a comfortable lead in development, but maintaining material equality. 5...♗e6 is also possible.

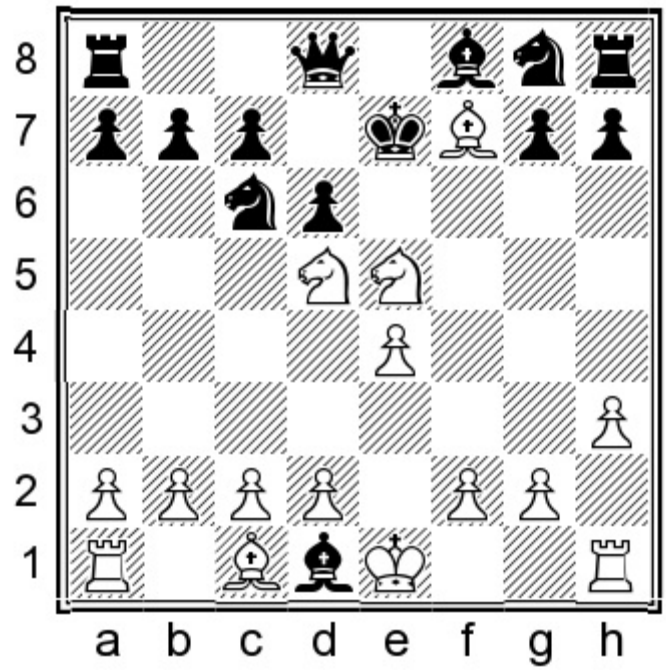
6.♘xe5!

The tactical refutation. White seemingly ignores the pin and surrenders his queen.

6...♗xd1?

Black 's best course of action now is to play 6...♘xe5 7.♕xh5 ♘xc4 8.♕b5+ c6 9.♕xc4, where White remains a pawn up but Black can at least play on.

7.♗xf7+ ♔e7 8.♘d5#



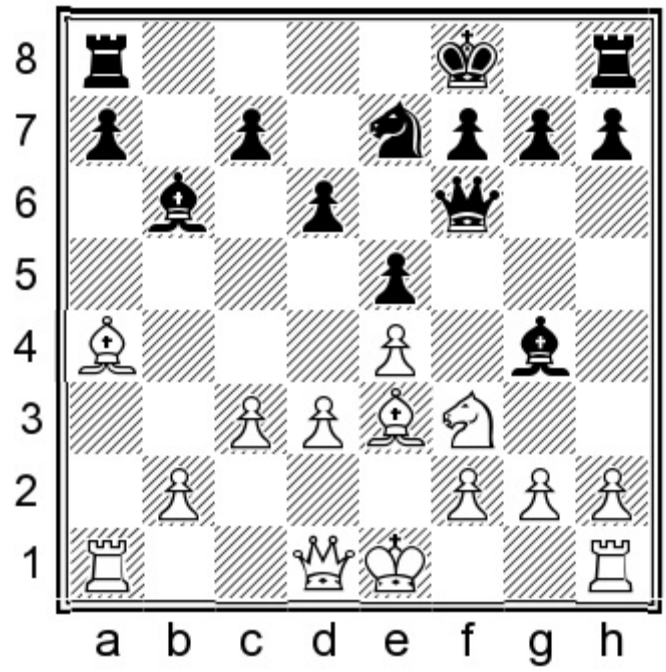
The final position is a pure mate, meaning that for each of the eight squares around the black king, there is exactly one reason the king cannot move there!

1–0

A version of the Legal's mate can also be met in the early middlegame:

Game 44
Nigel Short D
Viktor Kupreichik D
Hastings 1982

1.e4 e5 2.♘f3 ♘c6 3.♗b5 ♘d4 4.♗a4 ♗c5 5.d3 ♕f6 6.♘bd2 b5 7.♗b3 d6 8.♘xd4 ♗xd4 9.♘f3 ♗g4 10.c3 ♗b6 11.a4 bxa4 12.♗xa4+ ♔f8 13.♗e3 ♘e7



14.♘xe5! dxe5

Black can accept the white queen, but this wouldn't change much: 14...♗xd1 15.♘d7+ ♔g8 16.♘xf6+ gxf6 17.♔xd1+–.

15.♕xg4

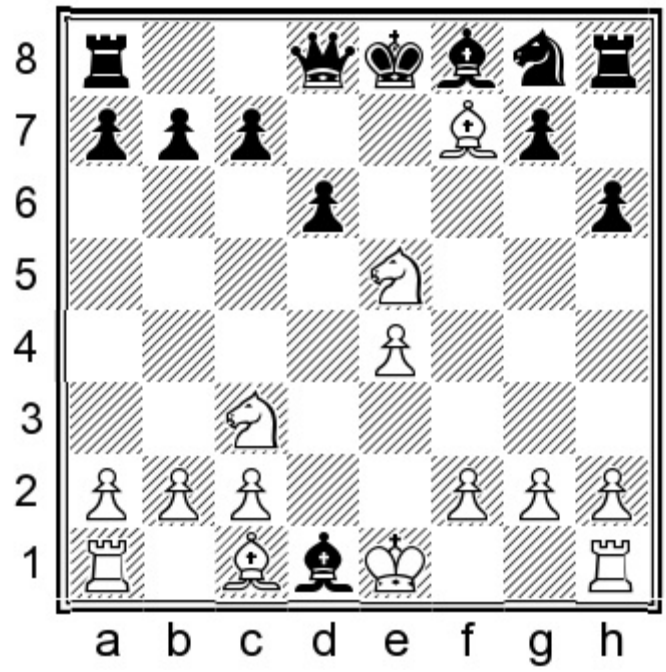
White won in 42 moves.

15...h5 16.♕f3 ♕xf3 17.gxf3 ♘g6 18.b4 ♔e7 19.♔e2 ♖hd8 20.♖hg1 ♖d6 21.♗b3 ♔f8 22.♖g5 h4 23.♖f5 ♖f6 24.♖xf6 gxf6 25.♗d5 ♖c8 26.b5 ♔e7 27.c4 ♘f4+ 28.♔d2 ♘g2 29.♖c1 ♘xe3 30.fxe3 ♖g8 31.d4 exd4 32.c5 ♗a5+ 33.♔d3 dxe3 34.♖a1 ♗b4 35.♖xa7 ♖g2 36.b6 e2 37.bxc7 ♔d7 38.c6+ ♔d6 39.c8=♕ e1=♕ 40.♕b8+ ♔c5 41.♕f8+ ♔b5 42.♗c4+ ♔b6

1–0

Game 45
Frank Knauer
Heinz Boehm
Berliner 1995

1.e4 e5 2.♘f3 ♘c6 3.♗c4 h6 4.d4 d6 5.♘c3 ♗g4 6.dxe5 ♘xe5 7.♘xe5 ♗xd1 8.♗xf7+

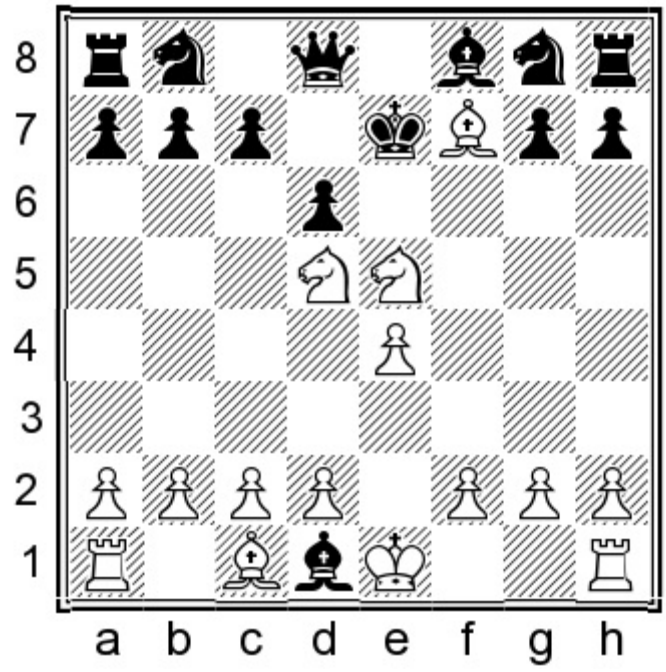


Black resig ned: 8.♗xf7+ ♔e7 9.♘d5#.

1–0

Game 46
Oskar Bjarnason
Volkfried Dittler
Bad Woerishofen 2001

1.♘c3 e5 2.♘f3 d6 3.e4 ♗g4 4.♗c4 ♗h5 5.♘xe5 ♗xd1 6.♗xf7+ ♔e7 7.♘d5#

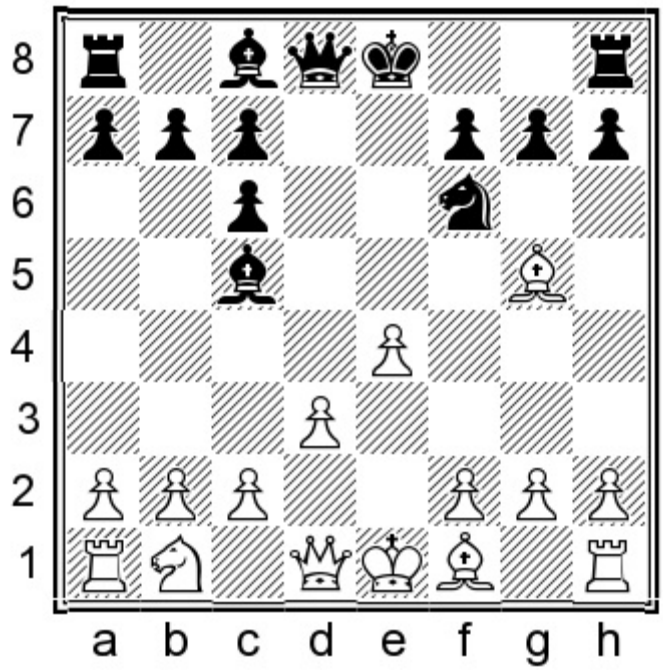


1–0

Sometimes the mate can be administered by a different piece, or by a black one — this makes no difference. The following trap is very old, but we still see it pop up in modern games:

Game 47
Shieta Prima Citra Nyimas
Harikrishnan Karishma
Singapore 2008

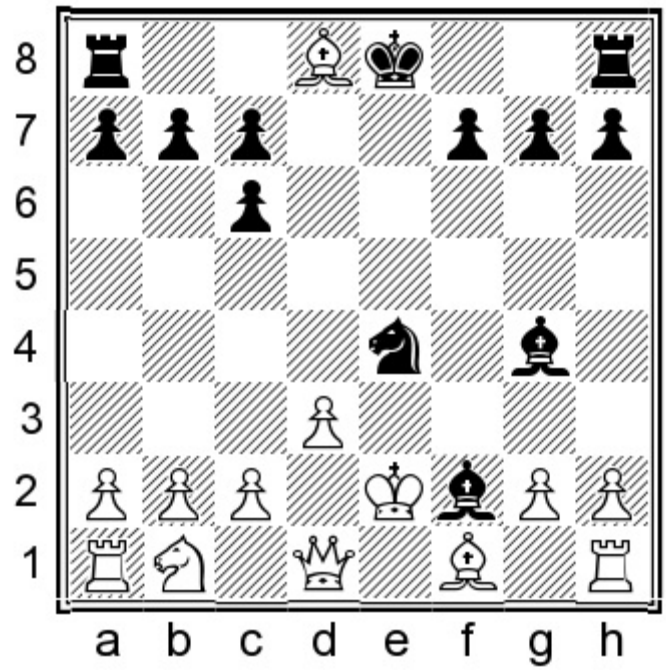
1.e4 e5 2.♘f3 ♘f6 3.♘xe5 ♘c6 4.♘xc6 dxc6 5.d3 ♗c5 6.♗g5?



6...♘xe4! 7.♗xd8?

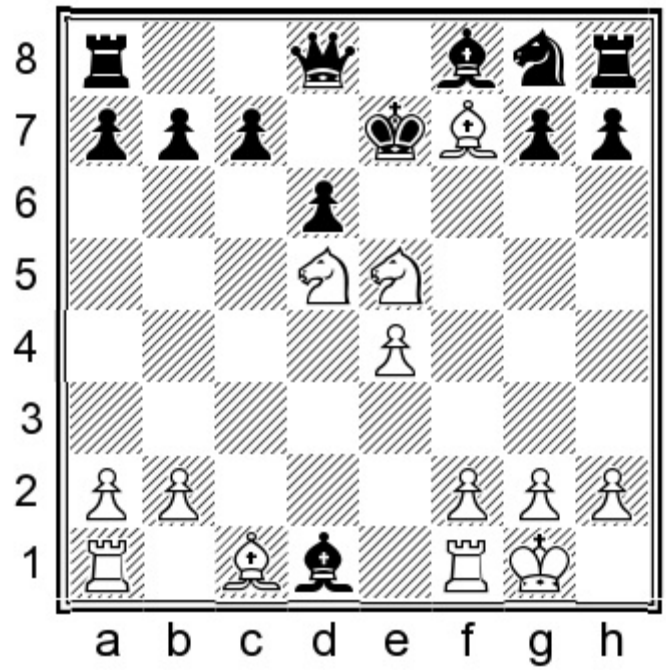
7.♗e3 ♗xe3 8.fxe3 ♕h4+ 9.g3 ♘xg3 10.hxg3 ♕xh1–+

7...♗xf2+ 8.♔e2 ♗g4# 0–1



Game 48
Ernst Karl Falkbeer
NN
Vienna 1847

1.e4 e5 2.♘f3 ♘c6 3.d4 exd4 4.c3 dxc3 5.♘xc3 d6 6.♗c4 ♗g4 7.0-0 ♘e5 8.♘xe5 ♗xd1 9.♗xf7+ ♔e7 10.♘d5#

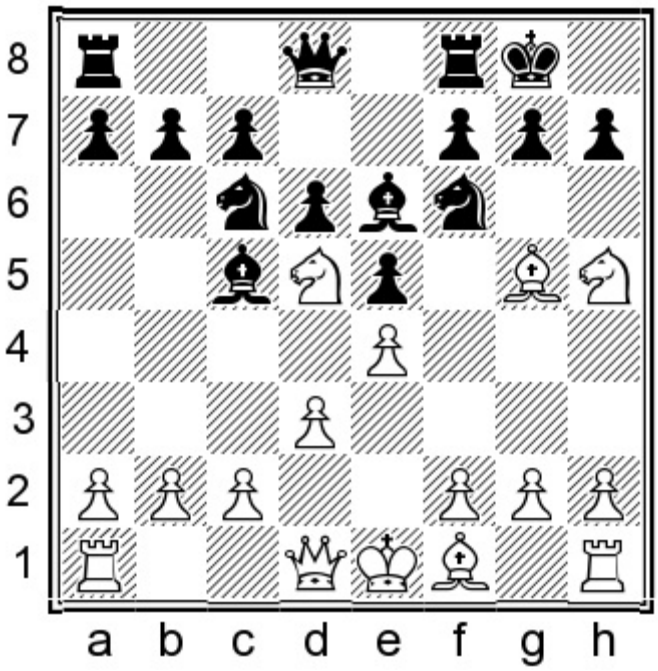


1–0

For the end of this section, a game that honours my city, but I'm not sure of its authenticity.

Game 49
City of London
City of Athens
Correspondence 1897

1.e4 e5 2.♘e2 ♘c6 3.♘bc3 ♗c5 4.♘g3 d6 5.d3 ♘f6 6.♗g5 ♗e6 7.♘h5 0-0 8.♘d5?



8...♘xe4! 9.♗xd8?

9.dxe4 ♕xg5 10.♘g3 ♘b4!–+

9...♗xf2+ 10.♔e2 ♗g4#

0–1

CONCLUSION

This kind of mate, where an apparently pinned knight moves anyway, allowing the capture of the queen but leading to a mate with minor pieces, occasionally occurs at lower levels of play. Masters would not normally fall for it though.

In general, setting up a 'trap' by luring a bishop into a queen capture is not strictly necessary. Any game featuring an advanced knight and ♗xf7+ (or ...♗xf2+) followed by mate with minor pieces should be considered as a Legal's mate.

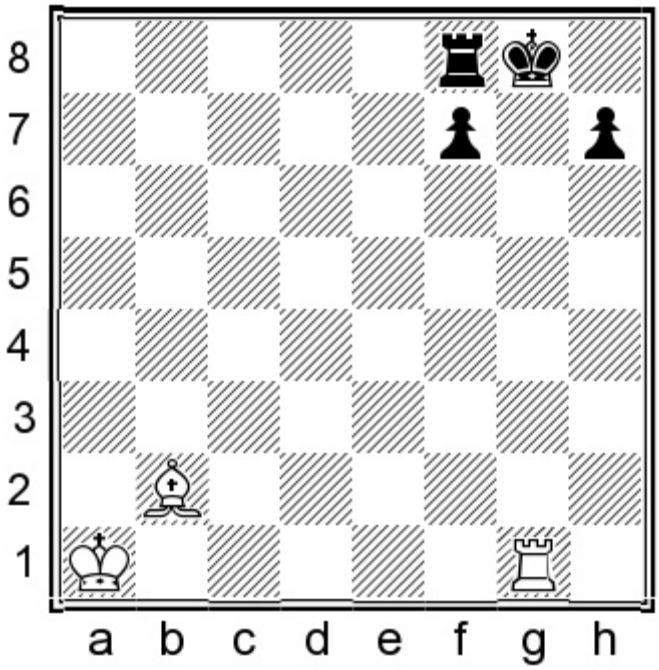
The mate succeeds because the square of the advanced knight is unguarded, and the enemy king is blocked by his own pieces.

PILLSBURY'S MATE

Pillsbury's mate is a common mating mehod, named after Harry Nelson Pillsbury. It works by attacking the king with both rook & bishop, but contrary to Morphy's mate, here it is the rook that delivers the mate. The king can either be on the g8or h8-square during the mate.

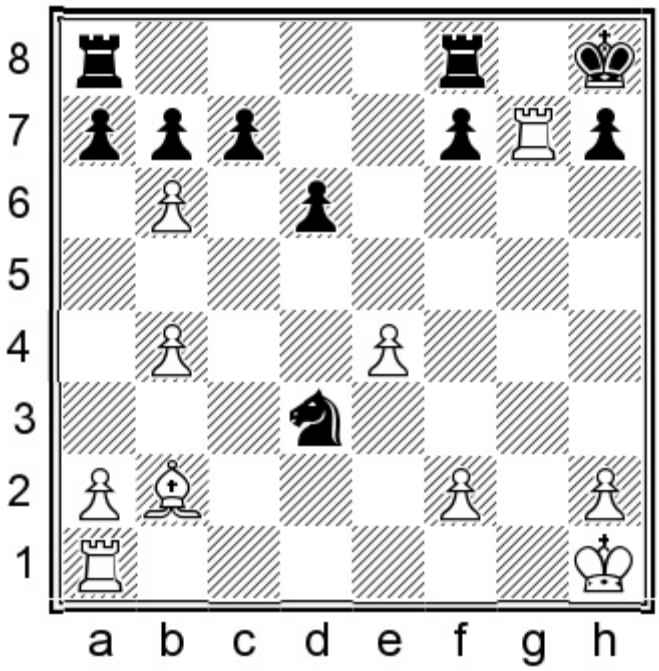
Here is an archetypal example of the mate:

Example 1



1–0

Example 2

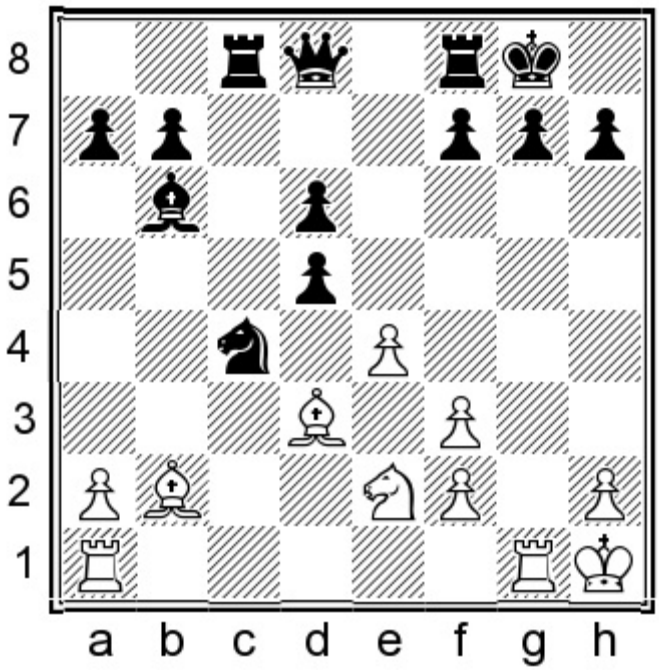


It looks like Black will escape, but the moves that follow are didactic:

1.♖g8+! ♔xg8 2.♖g1#

1–0

Example 3

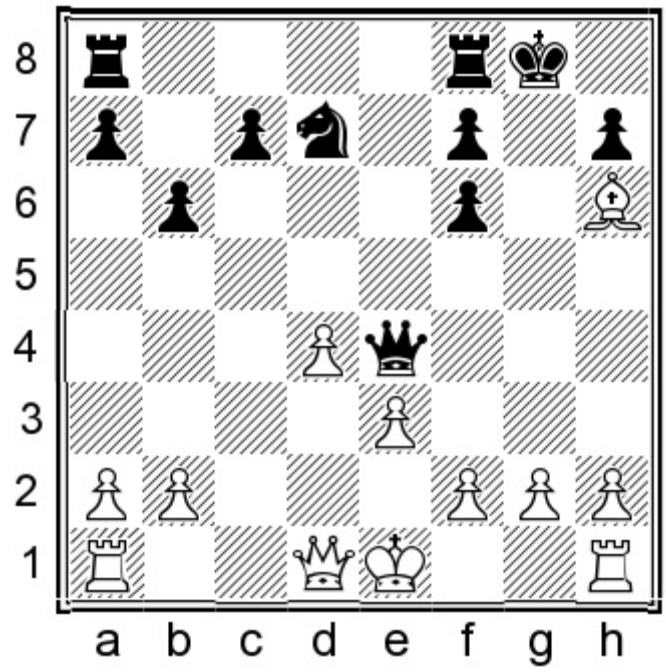


Play can proceed as in the previous example:

1.♖xg7+ ♔h8 2.♖g8+! ♔xg8 3.♖g1+ ♕g5 4.♖xg5#

1–0

Game 50
Harry Nelson Pillsbury
Francis Joseph Lee
1899



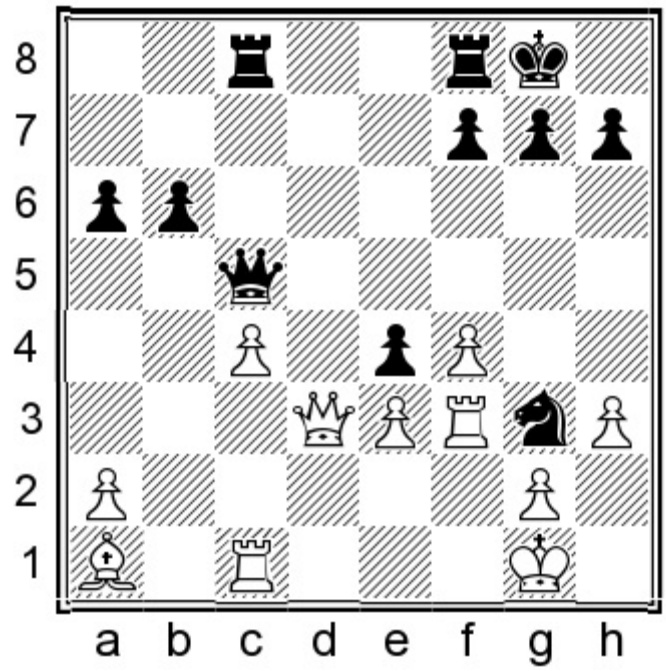
15...♖fd8

Why did Black not go for the 'obvious' 15...♕xg2(?)? Pillsbury had prepared the following: 16.♕f3! ♕xf3 17.♖g1+ ♔h8 18.♗g7+ ♔g8 19.♗xf6+ ♕g4 20.♖xg4#.

15...♖fd8 16.0-0 ♔h8 17.♕h5 ♖g8 18.f3 ♕e6 19.d5 ♕e7 20.♗f4 ♖ac8 21.♖ac1 ♘c5 22.♖fd1 ♕d7 23.b4 ♘b7 24.♖c6 ♖g6 25.♖xf6 ♖cg8 26.♗e5

1–0

Game 51
Samuel Herman Reshevsky
George Shainswit
New York 1951



Did White fall into a double attack? Well, not at all!

28.♖xg3! exd3 29.♖xg7+ ♔h8 30.♖xf7+ ♔g8 31.♖g7+ ♔h8 32.♖g3+

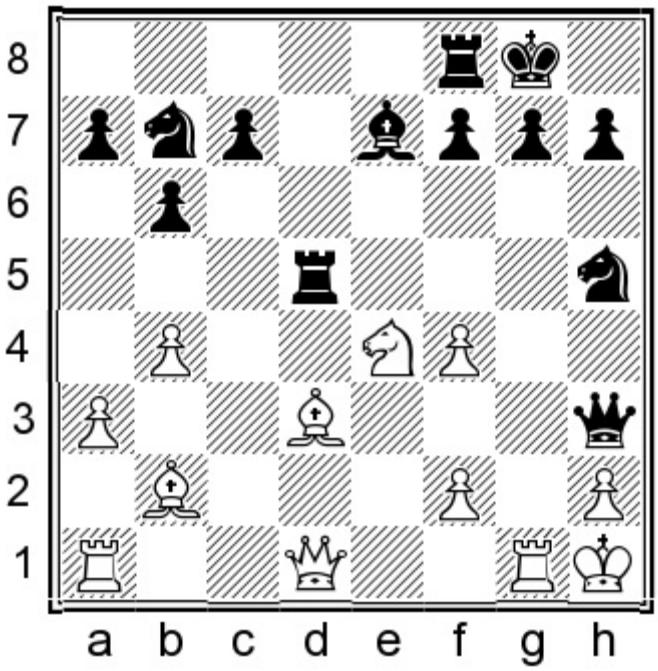
32.♖g3+ and Black was obliged to resign: 32...♕e5 33.♗xe5+ ♖f6 34.♗xf6#. Well, you can call this a hybrid between Pillsbury's & Morphy's mate!

1–0

Pillsbury's mate operates very similarly to the 'Windmill' concept. For this reason, it is brutal and heart breaking for the defender...

Game 52
Simon Winawer
Ilya Shumov
St Petersburg 1875

1.e4 e5 2.♘f3 ♘f6 3.♘xe5 d6 4.♘f3 ♘xe4 5.d4 d5 6.♗d3 ♗e7 7.0-0 0-0 8.c4 ♘f6 9.♘c3 dxc4 10.♗xc4 ♘c6 11.d5 ♘a5 12.♗d3 b6 13.a3 ♗g4 14.b4 ♗xf3 15.gxf3 ♘b7 16.♔h1 ♕d7 17.♖g1 ♖ad8 18.♗b2 ♘h5 19.f4 ♕h3 20.♘e4 ♖xd5

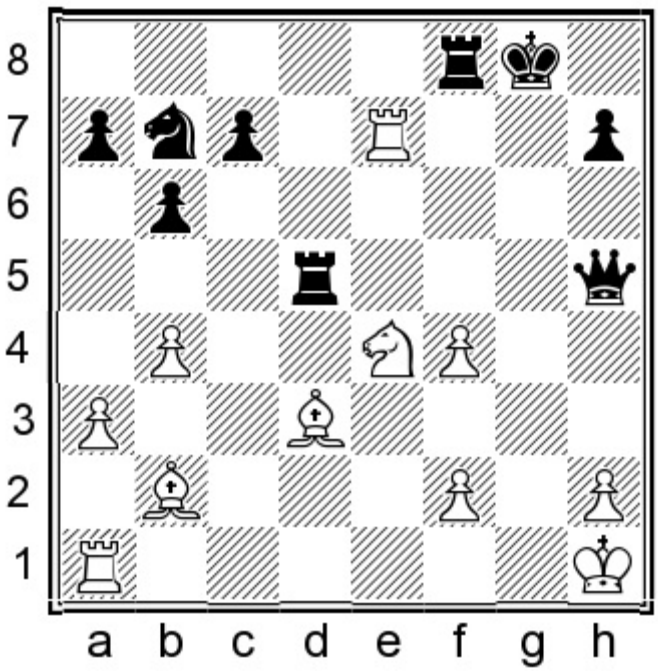


Black seems to be doing well, until White revealed a bolt from the blue.

21.♕xh5! ♕xh5 22.♖xg7+ ♔h8

Now, the ‘Windmill’ starts its operation!

23.♖xf7+ ♔g8 24.♖g7+ ♔h8 25.♖xe7+ ♔g8



26.♖g1+

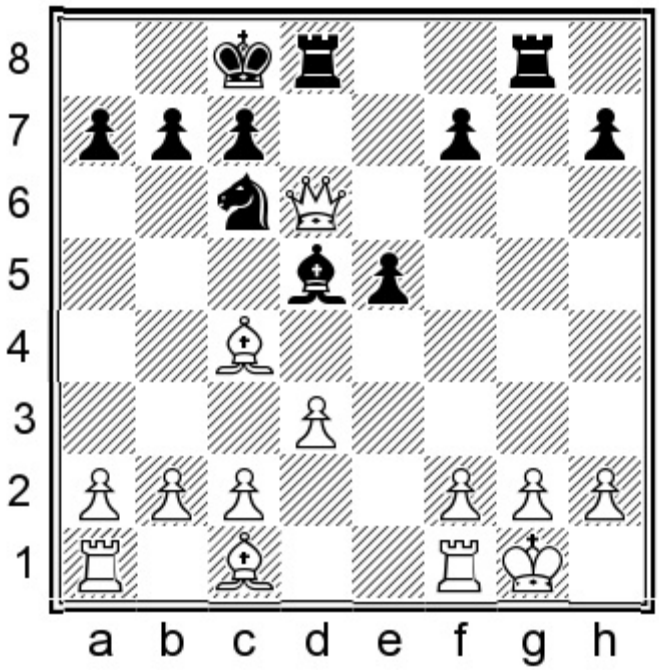
a) Quicker was 26.♖g7+ ♔h8 27.♖g5+ ♖d4 28.♗xd4+ ♖f6 29.♗xf6#.

b) After the text move, Black also gets mated: 26.♖g1+ ♕g6 27.♖g7+ ♕xg7 28.♖xg7+ ♔h8 29.♖g5+ ♖e5 30.♗xe5+ ♖f6 31.♗xf6#.

1–0

Game 53
Igor Saric
Ioannis Papadatos
Aegina 1994

1.e4 ♘c6 2.♘c3 ♘f6 3.♗c4 e5 4.d3 ♗b4 5.♘ge2 d5 6.exd5 ♘xd5 7.0-0 ♗xc3 8.♘xc3 ♗e6 9.♘xd5 ♗xd5 10.♕g4 ♕d6 11.♕xg7 0-0-0 12.♕h6 ♖hg8 13.♕xd6



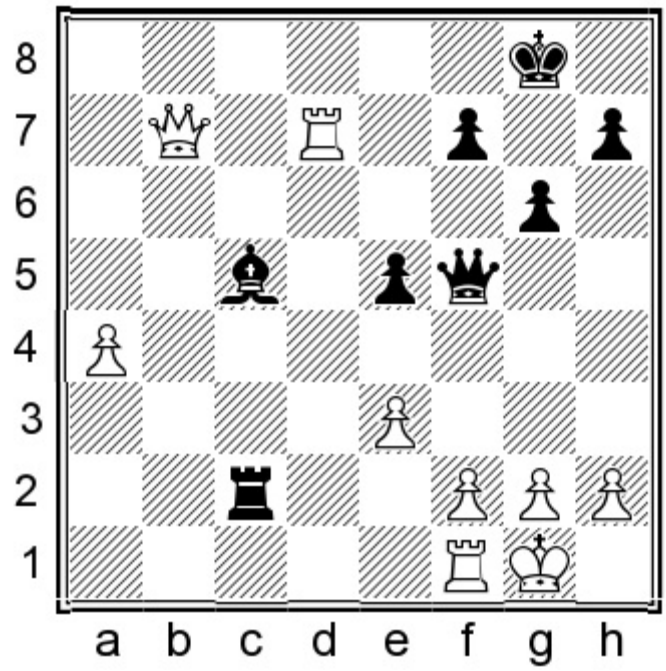
13...♖xg2+! 14.♔h1 ♖g1+! 15.♔xg1 ♖g8+

15...♖g8+ 16.♕g6 ♖xg6+ 17.♗g5 ♖xg5#

0–1

An interesting version of Pillsbury's mate can be observed in the next three examples. As usual, a rook & bishop combine forces to deliver the mate. We could call it a combined Pillsbury & Back-rank mate.

Example 4

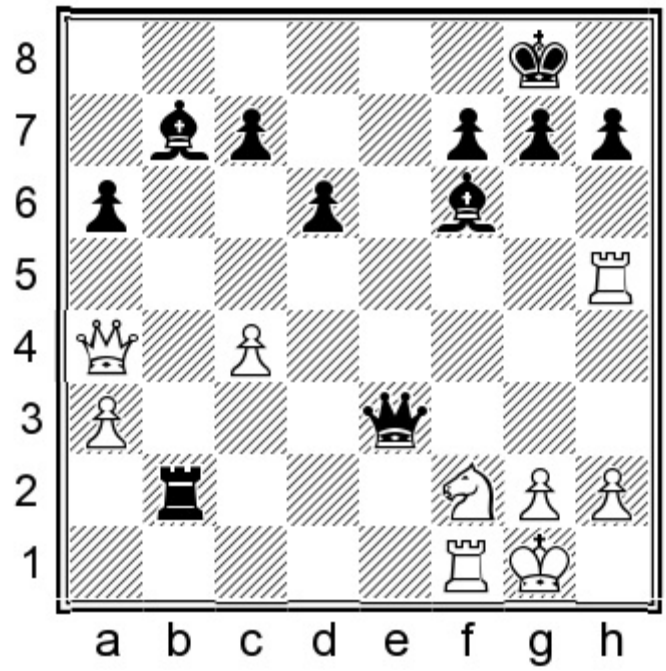


White’s material advantage should tell, but Black had an objection:

1...♕xf2+! 2.♖xf2 ♖c1+ 3.♖f1 ♗xe3+ 4.♔h1 ♖xf1#

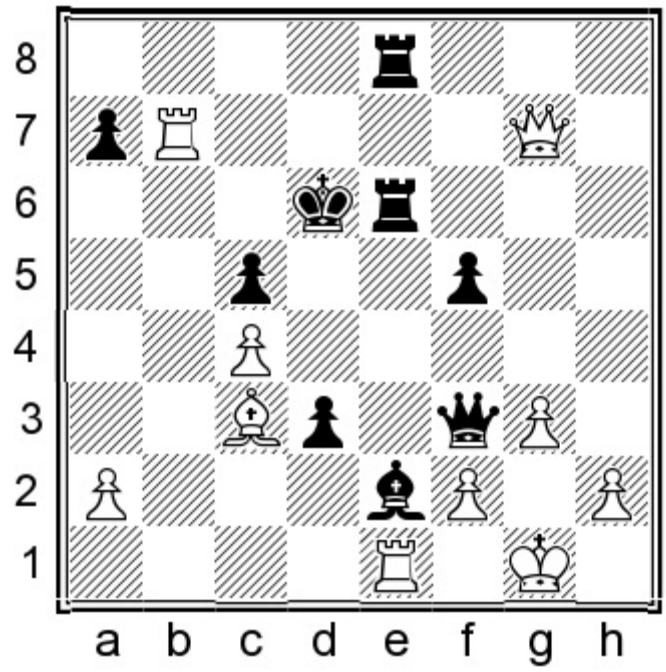
0–1

Example 5



1...♕xf2+! 2.♖xf2 ♖b1+ 3.♖f1 ♗d4+ 4.♔h1 ♖xf1# 0–1

Example 6



1...♕h1+! 2.♔xh1 ♗f3+ 3.♔g1 ♖xe1+ 4.♗xe1 ♖xe1#

0–1

CONCLUSION

A great attacking and brutal mating pattern, invented by the evergreen Pillsbury. Note that this pattern can be met on nearly any file.

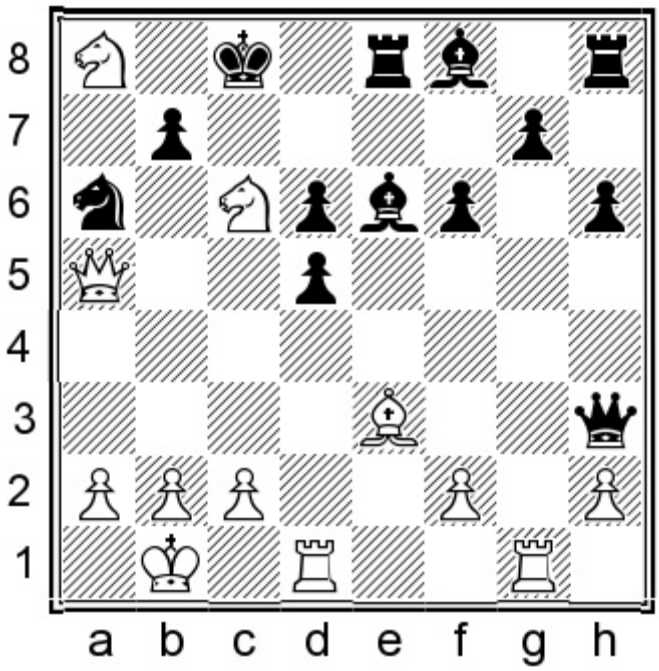
PONY EXPRESS MATE

The knight is a tricky piece, especially when it is close to the action, meaning it is best used on areas of the board where the opponent's pieces are clustered or close together.

Two knights create an unbeatable force when they work together and are located near the enemy king!

Four main examples will illustrate the mating pattern:

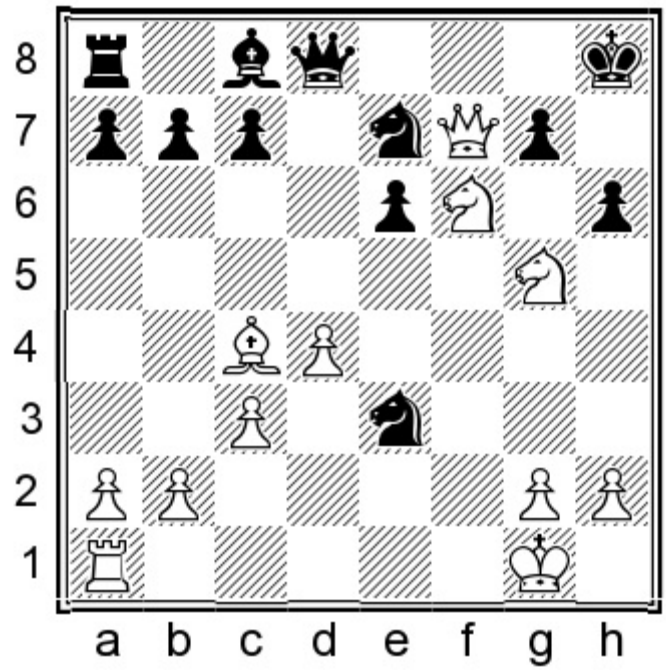
Example 1



1.♕c7+! ♘xc7 2.♘b6#

1–0

Example 2

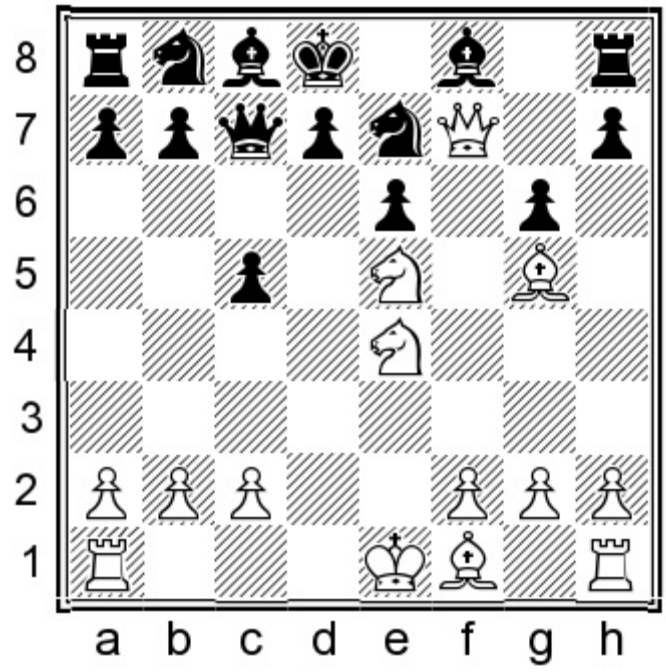


1.♕g6! ♕g8

1...♘xg6 2.♘f7#

2.♕h7+! ♕xh7 3.♘f7# 1–0

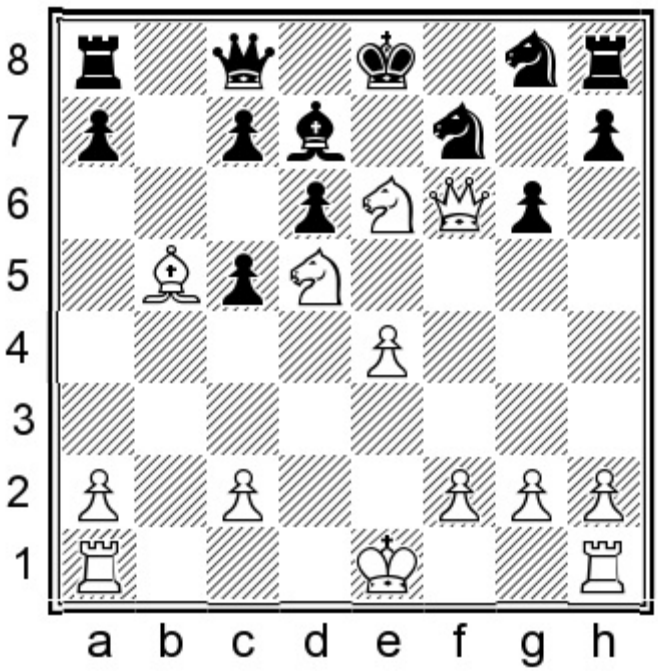
Example 3



1.♕e8+! ♔xe8 2.♘f6+ ♔d8 3.♘f7#

1–0

Example 4

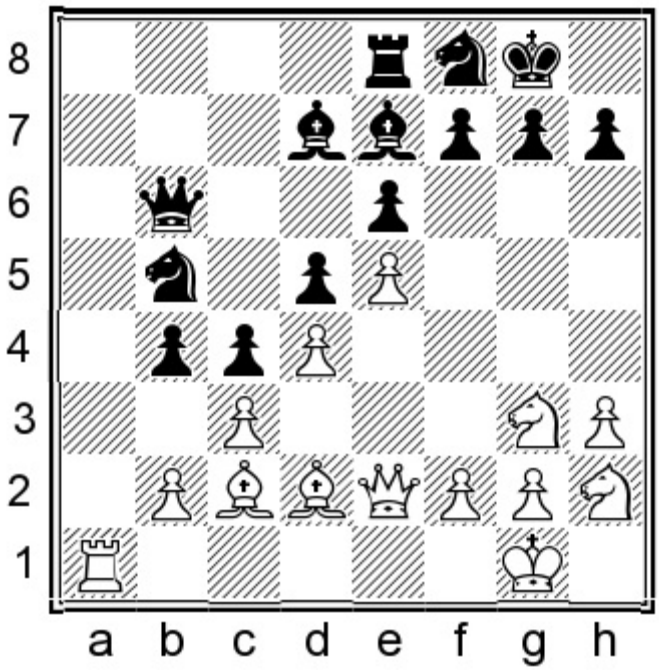


1.♕e7+! ♘xe7 2.♘f6# 1–0

In all of the above examples, the queen needed to be sacrificed. In practical games, things can go more smoothly:

Game 54
Jens Enevoldsen
Aron Nimzowitsch
Copenhagen 1933

21...♕b6

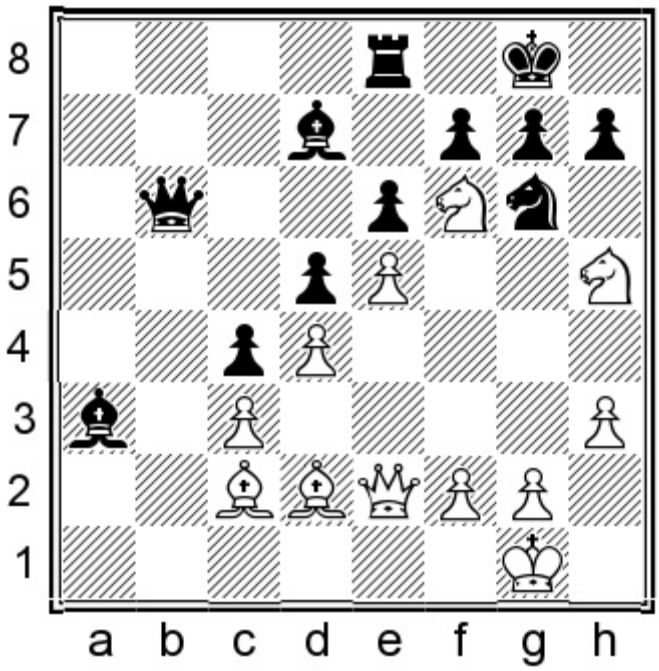


Black is active on the queenside but has no concrete threats. White's space advantage is promising and he can create an attack. Well, A. Nimzowitsch was never famed for his tactical abilities, but for his great strategy. Hence, it is not a surprise that he underestimated White's potential attack.

22.♘g4! bxc3 23.bxc3 ♘a3 24.♖xa3! ♗xa3 25.♘h5

All of White's pieces are on the attack now!

25...♘g6 26.♘gf6+!



26...♔h8

26...gxf6 27.♘xf6+ ♔g7 28.♕h5+–

27.♘xg7!

The white knights are dancing around the black king, capturing pawns that once defended him!

27...♖g8 28.♘xh7!

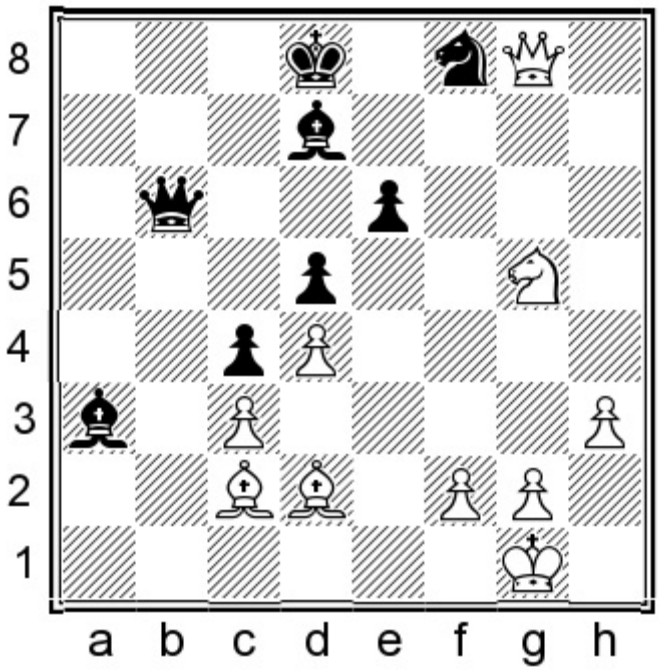
The show continues!

28...♔xg7

28...♖xg7 29.♘f6 ♖h7 30.♘xh7 ♔xh7 31.♕h5+ and mate follows.

29.♕h5 f5 30.exf6+ ♔f7 31.♘g5+ ♔xf6 32.♕f3+ ♔e7 33.♕f7+ ♔d8 34.♕xg8+ ♘f8

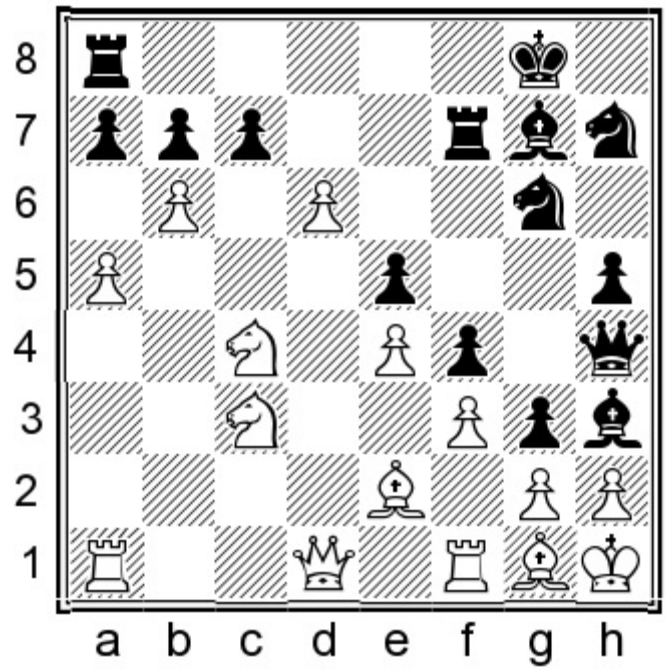
White has won two pawns; more to come soon!



35.♘h7 ♕b2 36.♘xf8 ♕xc2 37.♘xe6+ ♔e7 38.♗g5+ ♔d6 39.♕f8+! ♔c6 40.♕xa3

1–0

Game 55
Lubomir Ftacnik
Ognjen Cvitan
Germany 1997



A difficult position to play over the board...

23.bxc7?

This position has been played before and White should opt for 23.gxh3! ♕xh3 24.♖f2 gxf2 25.♗xf2, achieving an advantage: 25...axb6 26.♘d5! (26.♘b5 ♖d8 27.axb6 c6 28.♘c7± Dall Orsoletta,A-Gotz,K Sao Bento do Sul 2015) 26...cxd6 27.♘xd6 ♘g5 (27...♖ff8 28.♘xb6 ♖ad8 29.♗f1 ♕e6 30.♗c4+–) 28.♘xf7 ♘xf7 29.♕b3 ♔h7 30.♘f6+ ♗xf6 31.♕xf7+ ♗g7 32.♖g1 1–0 Warner,D-Denny,K Bridgetown 2004.

Note that 23.dxc7? also loses to 23...♗xg2+ 24.♔xg2 ♕h3+ (0–1 Peralta,E-Roselli Mailhe,B Montevideo 2001) 25.♔xh3 ♘g5+ 26.♔g2 ♘h4+ 27.♔h1 g2# 0–1 Tiemann,T-Tiemann,C Willingen 2007.

23.bxc7? ♗xg2+! 24.♔xg2 ♕h3+!

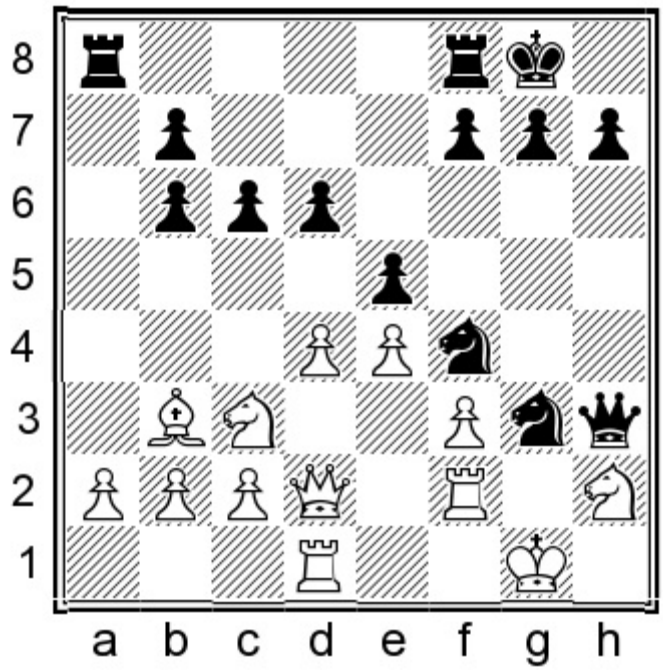
This pleasant queen sacrifice is the prelude to a mating attack, but not 24...♘g5? 25.♖f2!+–.

25.♔xh3 ♘g5+ 26.♔g2 ♘h4+

26...♘h4+ White resigned due to 27.♔h1 g2#. Well, Black didn't deliver the mate with the knight-pair, but it obviously helped the adventurous g-pawn!

0–1

Game 56
NN
Joseph Henry Blackburne
Great Britain 1871

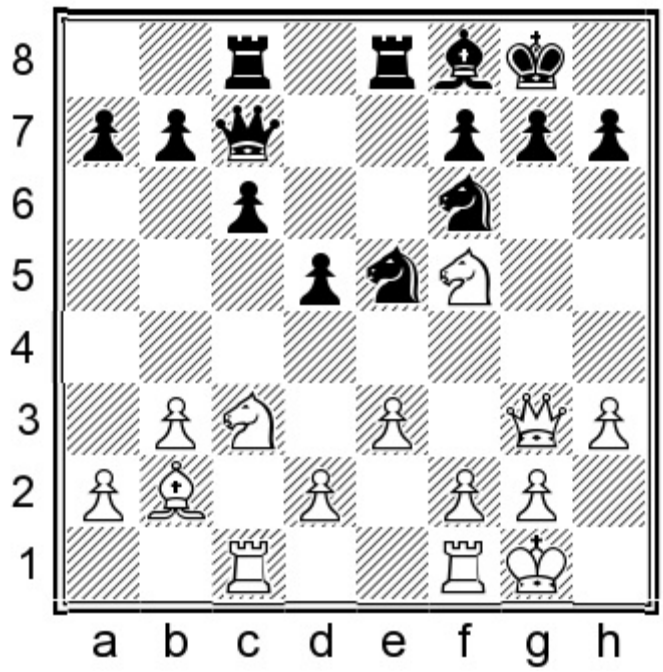


A diagram found in many sources. Black's attack is not just tremendous; it leads to a knightmare!

20...♕g2+! 21.♖xg2 ♘h3#

0–1

Game 57
Efstratios Grivas
Piluso
Internet 2013



White's pride is the f5-knight but it needs help to be effective.

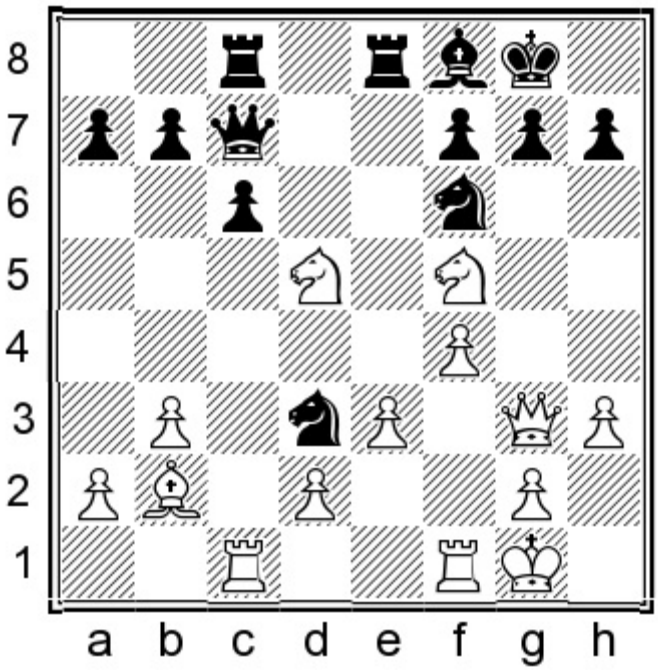
17.f4

Possibly not the best, but keep in mind that this was a 3–minute game and accuracy wasn't of the essence. White wants to open the long diagonal.

17...♘d3?

A difficult move not to play; temptation is strong! Black should defend with 17...♘g6!.

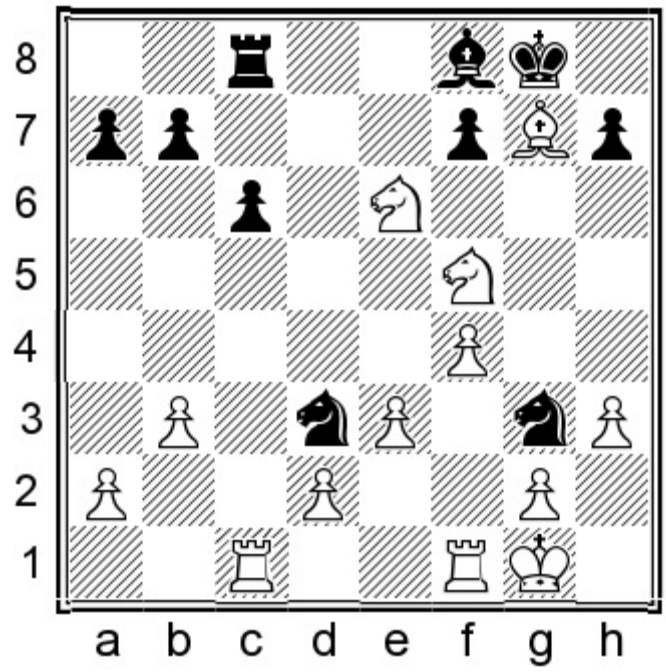
18.♘xd5!



18...♘e4

Now, all four knights are attacking something! 18...♘xc1 loses to 19.♘xf6+ ♔h8 20.♕h4.

19.♗xg7! ♖e6 20.♘xc7 ♘xg3 21.♘xe6

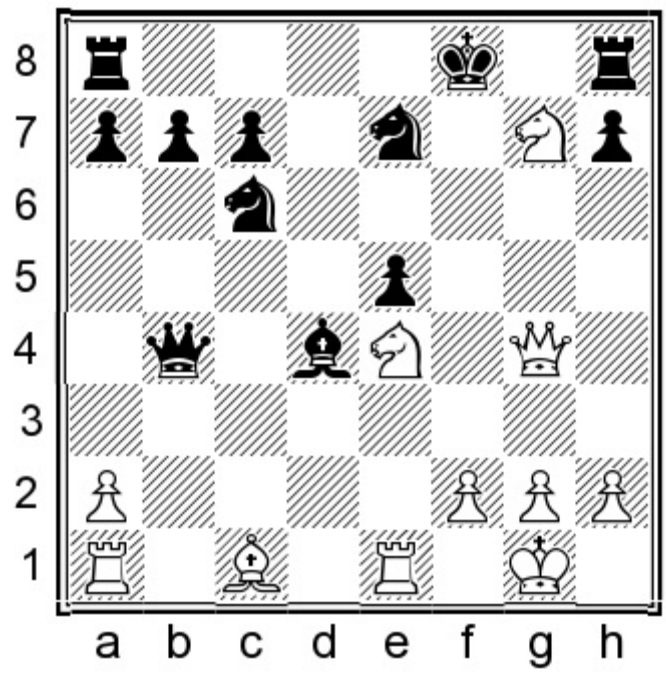


21...♘xf1?

21...♘e2+ 22.♔h2 fxe6 23.♗xf8 exf5 24.♖ce1 ♘xe1 25.♖xe1 ♘xf4 26.exf4 ♔xf8 27.♖e5+–

22.♘h6# 1–0

Game 58
Hermann Clemenz
Elen Eisenschmidt
Dorpat 1890

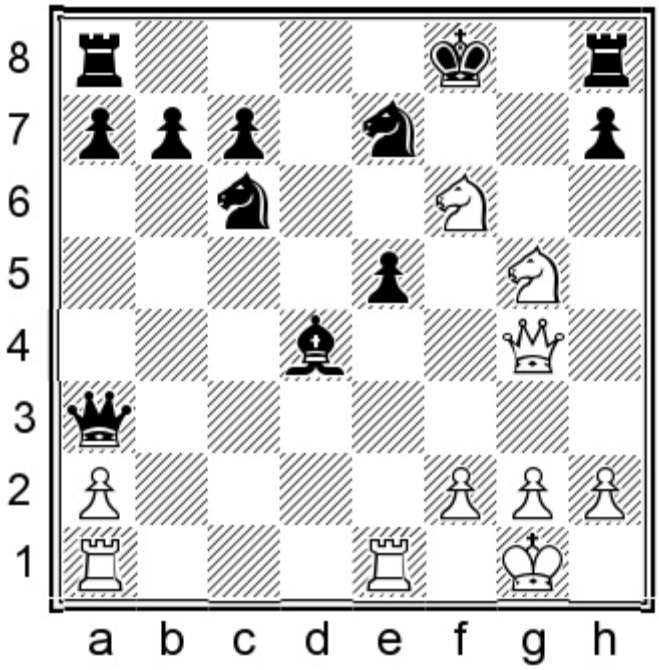


A difficult time for the black king...

18.♘e6+ ♔e8 19.♘f6+ ♔f7 20.♘g5+ ♔f8

20...♔xf6 21.♕e6+ ♔g7 22.♕f7+ ♔h6 23.♘e6++–

21.♗a3 ♕xa3?



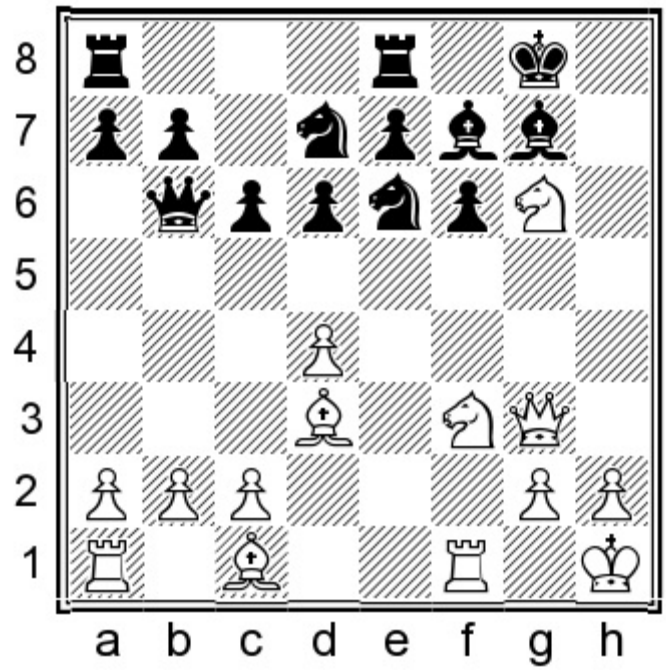
Here comes the prettiest part!

The only way to prolong the fight was 21...♗xf2+ 22.♔xf2 ♕xg4 23.♘xg4+–.

22.♕e6! ♘d8 23.♕f7+! ♘xf7 24.♘e6#

1–0

Game 59
Jiri Lechtynsky
Jaromir Kubicek
Prague 1968



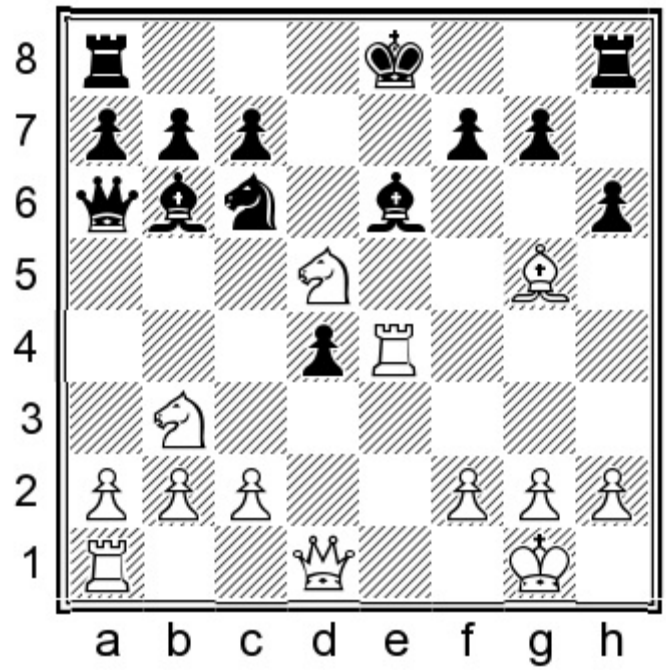
White is on top and has a mating attack.

18.♘gh4! ♗h5 19.♘f5 ♔f7 20.♖e1! ♘df8 21.♕xg7+

Black resigned: 21.♕xg7+ ♘xg7 22.♘h6#.

1–0

Game 60
Prince Andrey Dadian of Min- grelia
M. Bitcham
Zugdidi 1892

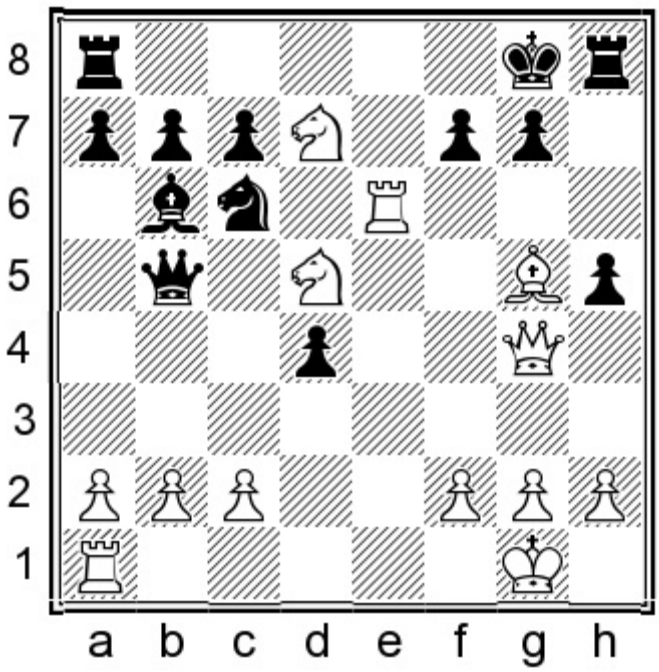


The knightmare begins!

14.♘c5! ♕b5 15.♖xe6+ ♔f8

15...fxe6 16.♕h5+ ♔f8 17.♘xe6+ ♔g8 18.♘f6+ gxf6 19.♕g6#

16.♘d7+ ♔g8 17.♕g4! h5

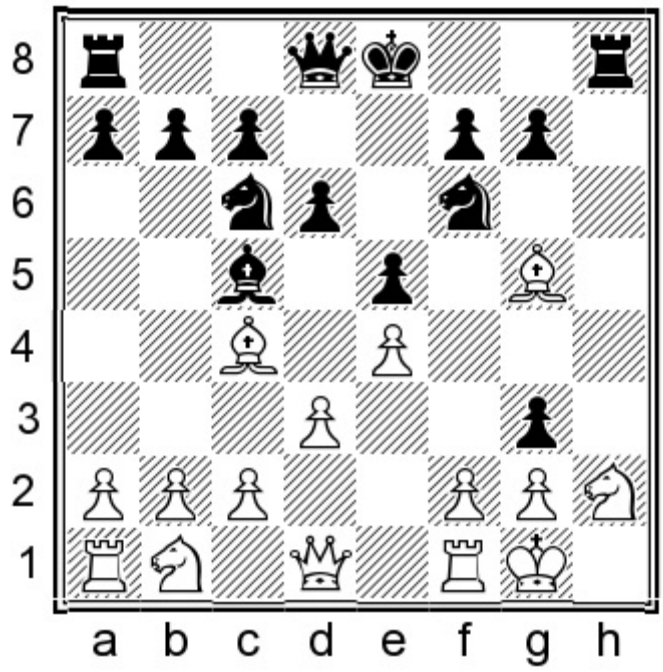


18.♘5f6+! gxf6 19.♗h6+ hxg4 20.♘xf6#

1–0

Game 61
J. Smith
George Derrickson
Philadelphia 1860

1.e4 e5 2.♗c4 ♘f6 3.♘f3 ♘c6 4.0-0 ♗c5 5.d3 d6 6.♗g5 ♗g4 7.h3 h5 8.hxg4 hxg4 9.♘h2 g3



10.♘f3?

White would be doing well after 10.♘g4 ♘xg4 11.♕xg4 gxf2+ 12.♖xf2 ♕d7 13.♕f3.

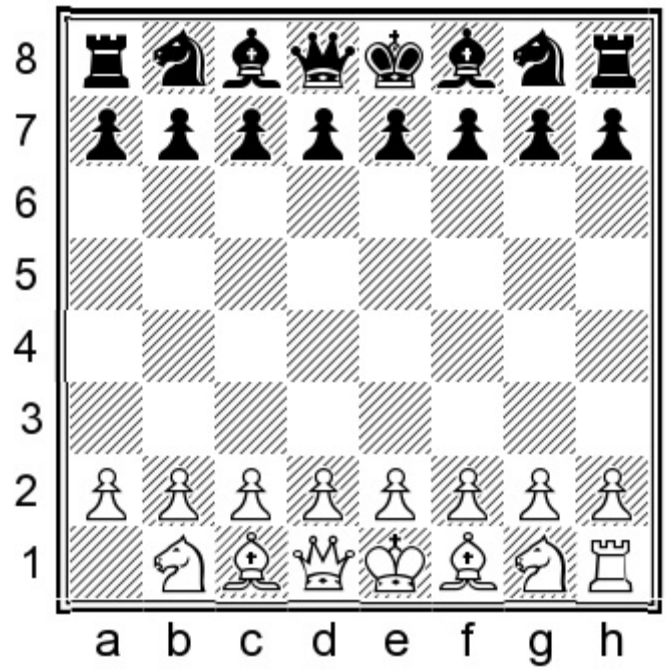
10...♘g4! 11.♗xd8 ♗xf2+ 12.♖xf2 gxf2+ 13.♔f1 ♖h1+ 14.♔e2 ♖xd1 15.♘fd2

How else to stop Black from queening?

15...♘d4+! 16.♔xd1 ♘e3+ 17.♔c1 ♘e2#

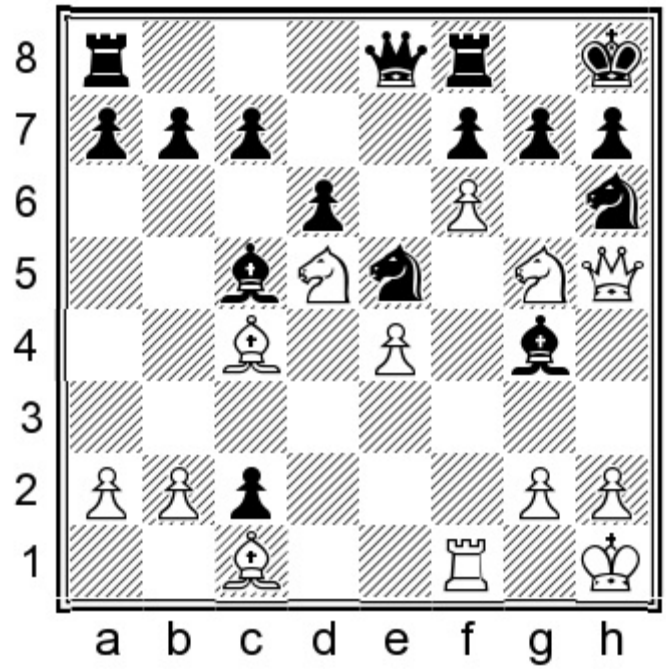
0–1

Game 62
Siegbert Tarrasch
Romberg
Nuremberg 1893



(Game of odds — Remove the a1rook)

1.e4 e5 2.♘f3 ♘c6 3.d4 exd4 4.♗c4 ♗c5 5.♘g5 ♘h6 6.♕h5 0-0 7.f4 ♕e8 8.0-0 d3+ 9.♔h1 dxc2 10.♘c3 d6 11.f5 ♘e5 12.♘d5 ♔h8 13.f6 ♗g4



Black was a weak player and S. Tarrasch creates a nice motif!

14.fxg7+ ♔xg7 15.♕xh6+! ♔xh6 16.♘e6+ ♔h5 17.♘df4+ ♔h6

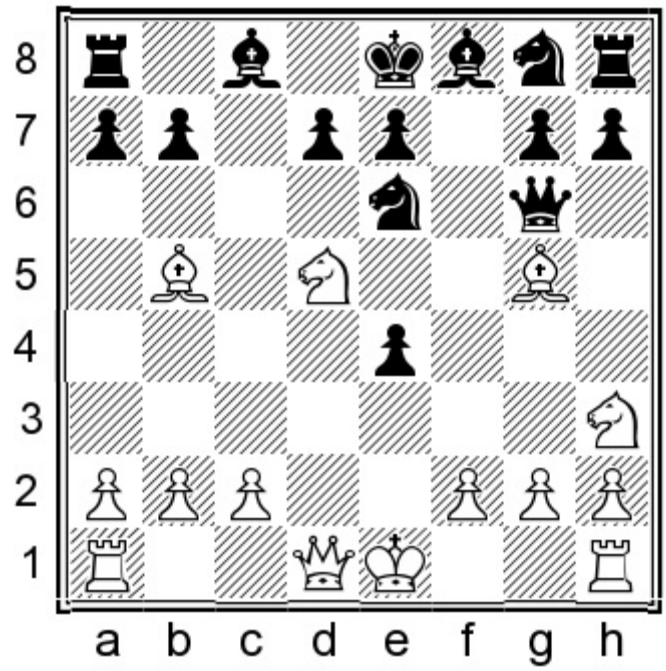
17...♔h4 18.g3#

18.♘e2+ ♔g6 19.♖f6+! ♔xf6 20.♗g5+ ♔g6 21.♘2f4#

1–0

Game 63
Julian M. Hodgson
Gustavo Mahia
Internet 2016

1.d4 f5 2.♗g5 c5 3.dxc5 ♘a6 4.e4 fxe4 5.♘c3 ♘xc5 6.♗c4 ♕b6?! 7.♘d5! ♕c6 8.♗b5! ♕g6 9.♘h3 ♘e6



10.♘hf4! ♕xg5 11.♘xe6 ♕xg2 12.♘dc7+

Accurate was 12.♕h5+ g6 13.♘dc7+ ♔f7 14.♘d8+ ♔g7 15.♘e8#.

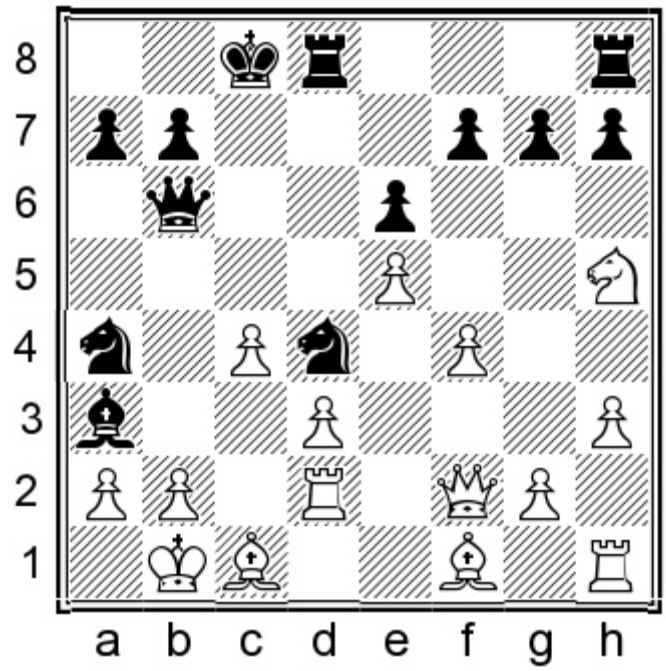
12...♔f7 13.♕h5+ g6

13...♔f6 14.♘e8+ ♔xe6 15.♗c4+ d5 16.♕xd5#

14.♘d8+ ♔g7 15.♘e8#

1–0

Game 64
Sergey Karjakin
Andrey Esipenko
Riyadh 2017



White is in trouble, though it seems that nothing immediate is obviously winning...

21...♘c3+ 22.♔a1 ♕b3!

A bolt from the blue!

23.bxc3 ♕xc3+ 24.♗b2 ♗xb2+ 25.♖xb2 ♕c1+ 26.♖b1 ♘c2+ 27.♕xc2 ♕xc2

Black won the white queen and the game soon after.

28.g3 b5! 29.cxb5 ♖d4 0–1

CONCLUSION

Knightmares are awful; beware of them and avoid them. Otherwise, you will get a spot in my next book! Believe me, you wouldn't like that at all.

RETI'S MATE

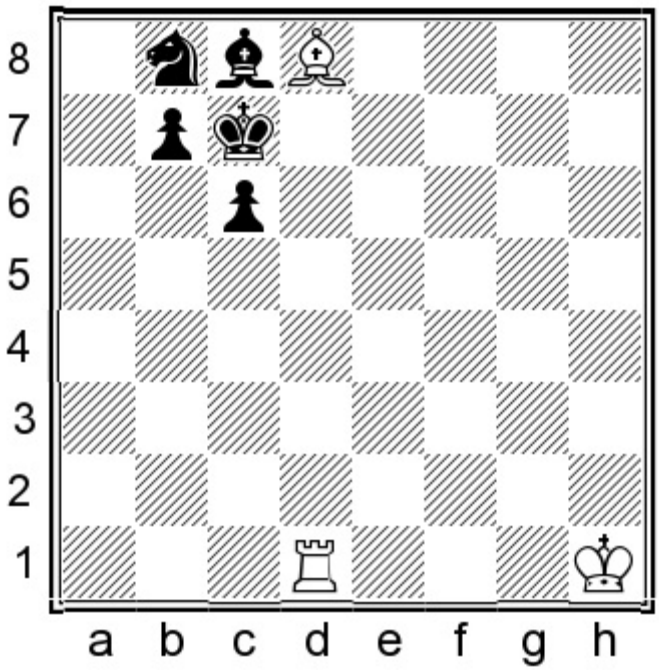
This combinative pattern got its name from a famous game between Richard Reti and Savielly Tartakower in 1910.

Reti carried out a beautiful combination resulting in a mate with the pattern shown below. Not the most common of mating patterns, but it does happen and is well worth knowing.

It works by trapping the enemy king with his own pieces that are situated on flight squares and then attacking him with a bishop and a rook or queen.

It has similarities with the opera mate, but in Reti's mate the double possibility to mate with the rook or the bishop must exist.

Example 1

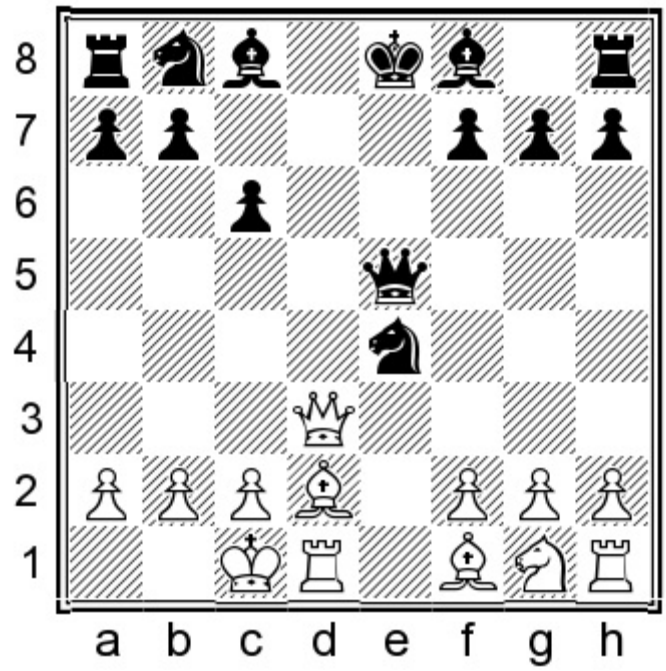


An archetypal Reti's Mate.

1–0

Game 65
Richard Reti
Saviely Tartakower
Vienna 1910

1.e4 c6 2.d4 d5 3.♘c3 dxe4 4.♘xe4 ♘f6 5.♕d3 e5 6.dxe5 ♕a5+ 7.♗d2 ♕xe5 8.0-0-0 ♘xe4



Now comes the sucker punch; this combination works with a queen sacrifice to lure the opponent's king onto the 'desired' square.

9.♕d8+!

Drawing the king to the deadly square...

9...♔xd8 10.♗g5+

Double check!

10...♔c7

After 10...♔e8 11.♖d8# we have an opera mate.

11.♗d8#

1–0

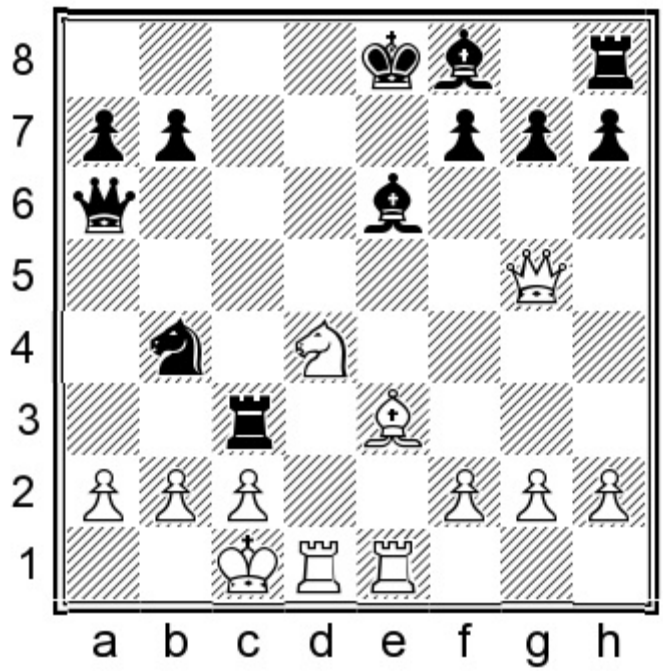
An excellent game, which found its way to fame! There aren't many examples of Reti's mate and it is generally confused with the opera mate.

As said, in this mate the possibility to deliver the mate with the bishop must exist.

The following game has various mating possibilities, and as it is difficult to fit into any one category, I feel that it should be presented here. After all, what is important is to gain more knowledge!

Game 66
Mikhail Bonch
Boris Fedorovich Baranov
Moscow 1953

1.e4 e5 2.♘f3 ♘f6 3.d4 exd4 4.e5 ♘e4 5.♕xd4 d5 6.exd6 ♘xd6 7.♗d3 ♕e7+ 8.♗e3 ♘f5 9.♗xf5 ♗xf5 10.♘c3 ♕b4 11.♕e5+ ♗e6 12.0-0-0 ♘c6 13.♕xc7 ♖c8 14.♕f4 ♕a5 15.♕g5 ♕a6 16.♖he1 ♘b4 17.♘d4 ♖xc3



Black just captured a knight on c3 and obviously expected the automatic re-capture. I have mentioned several times that there is no such thing as an automatic response in chess and we should always take intermediate moves into account.

18.♕d8+! ♔xd8 19.♘xe6+ ♔e7 20.♗g5+

It is important to block the f6square — the king must be boxed!

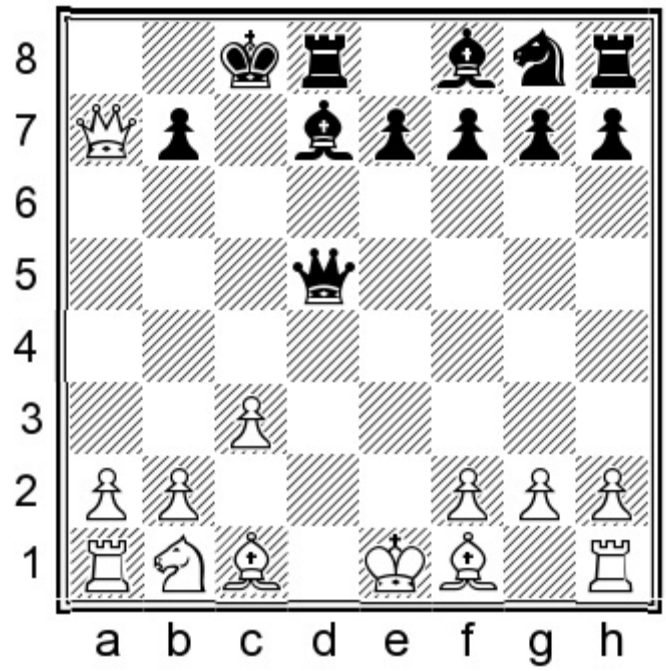
20...f6 21.♘d8+

21.♘d8+ and Black resigned before getting mated after 21...♕e6 22.♖xe6#.

1–0

Game 67
Dutch
John Sugden N
London 1964

1.e4 c5 2.d4 cxd4 3.c3 d5 4.exd5 ♕xd5 5.♘f3 ♗g4 6.♕a4+ ♘c6 7.♘xd4 ♗d7 8.♘b5 0-0-0 9.♘xa7+ ♘xa7 10.♕xa7



White proved to be greedy and went for a pawn hunt on the queenside, forgetting about his development.

10...♕d1+!

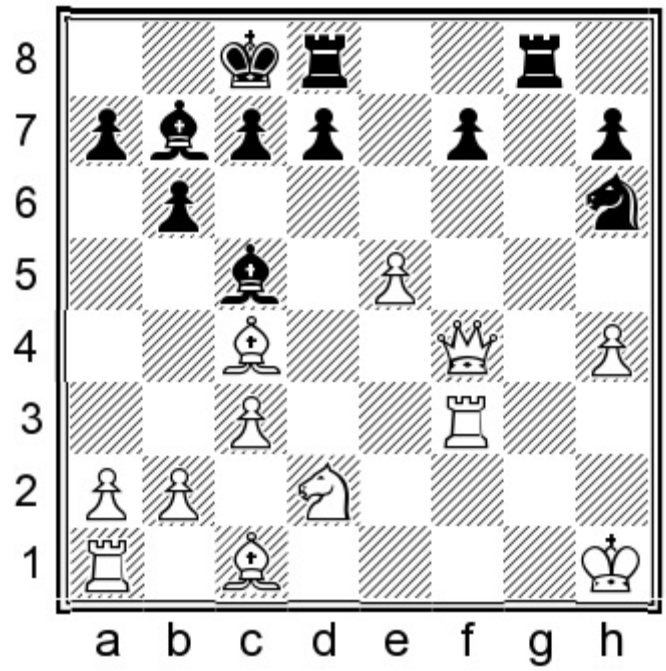
10...♕d1+ and White resigned, as he understood his fate: 11.♔xd1 ♗g4+ 12.♔e1 (12.♔c2 ♗d1#) 12...♖d1#.

0–1

A somewhat different version of Reti's mate is shown in the following two examples. The outcome is the same: a bishop supported by a rook delivers the mate:

Game 68
Boris Garfinkel
Fred Montelle Wren
Buffalo 1933

1.e4 e5 2.f4 exf4 3.♗c4 g5 4.♘f3 g4 5.0-0 gxf3 6.♕xf3 ♕f6 7.e5 ♕f5 8.d4 ♘c6 9.c3 b6 10.g4 ♘xe5 11.dxe5 ♕xg4+ 12.♕xg4 ♗c5+ 13.♔h1 ♗b7+ 14.♖f3 ♘h6 15.♕xf4 0-0-0 16.♘d2 ♖hg8 17.h4



Black is a queen down but his attack is strong!

17...♖g1+! 18.♔h2 ♘g4+!?

18...♖dg8 19.♕xh6 ♖8g2+ 20.♔h3 ♗xf3 21.♘xf3 ♖g3+ 22.♔h2 ♖3g2+=

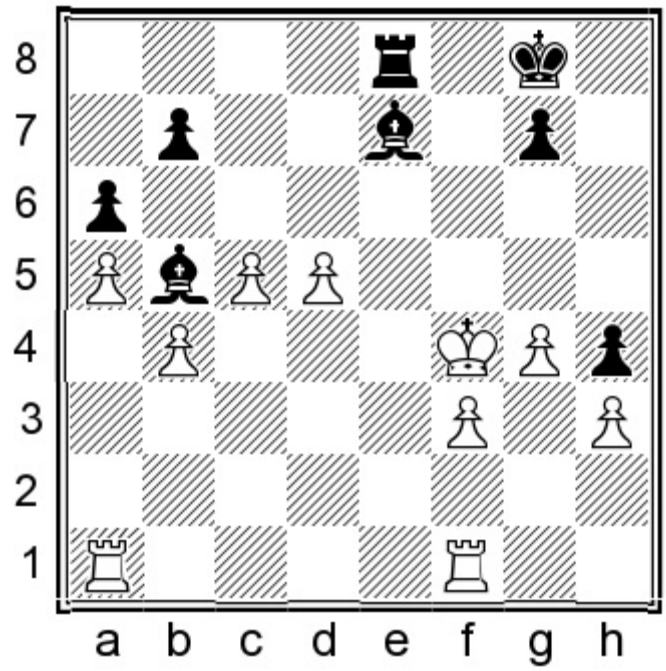
19.♔h3 ♖g8 20.♕xf7?

A bad blunder, which allows Black to deliver the mate. One of the better moves was 20.♗xf7! ♖h1+ 21.♔g2 ♖g1+ 22.♔h3 ♖h1+=.

20...♘f2+! 21.♖xf2 ♖h1+! 22.♖h2 ♗g2#

0–1

Game 69
Fabiano Caruana
Maxime Vachier Lagrave
Wijk aan Zee 2015



No queen sacrifice is needed here; the white king has walked into a minefield...

32...g5+! 33.♔f5 ♔f7! 34.♖fe1?

Now, White gets mated. Alternatives weren't too rosy either: 34.♖ad1 ♗d7+ 35.♔e4 ♗xc5+ 36.♔d3 ♗b5+ 37.♔c3 ♖e3+ 38.♔d2 ♖e2+ 39.♔c3 ♗d6–+.

34...♗d3+ 35.♖e4 ♗f6!

35...♗f6 and White resigned: 36.d6 (or 36.f4 ♗xe4#) 36...♖e5#.

0–1

CONCLUSION

A simple but effective tactical idea, based on the opponent's under development and weak back rank.

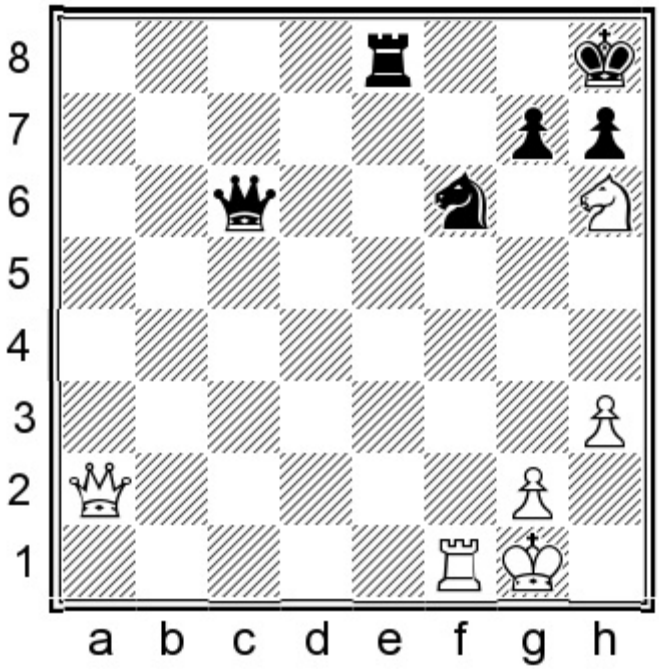
We must keep in mind that this is considered a bishop-mate in general, as this is the main attacking piece.

SMOTHERED MATE

A smothered mate is a mate delivered by a knight in which the enemy king is unable to move because he is surrounded (or smothered) by his own pieces.

The mate is usually observed in a corner of the board, since fewer pieces are needed to surround the king there. The most common form of smothered mate is seen in the following diagram(?):

Example 1



1.♕g8+! ♖xg8 2.♘f7#

1–0

The knight on f7 delivers mate to the king on h8 which is prevented from escaping the check by the rook (or the knight) on g8 and the pawns on g7 and h7.

Similarly, White can be mated with the white king on h1 and the knight on f2. Analogous mates on a1 and a8 are rarer, because kingside castling is more common as it safely places the king closer to the corner than castling on the queenside does.

For a smothered mate of this sort to occur in a game, it is usually necessary to sacrifice material in order to compel pieces to smother the king — a player is unlikely to voluntarily surround his king with his own pieces in a position where a smothered mate is possible.

One method is particularly common and involves: a check with the knight, then moving the knight away to deliver a double check from the queen and knight, then sacrificing the queen to force the rook (or other opposing piece) next to the king and finally the knight delivers mate.

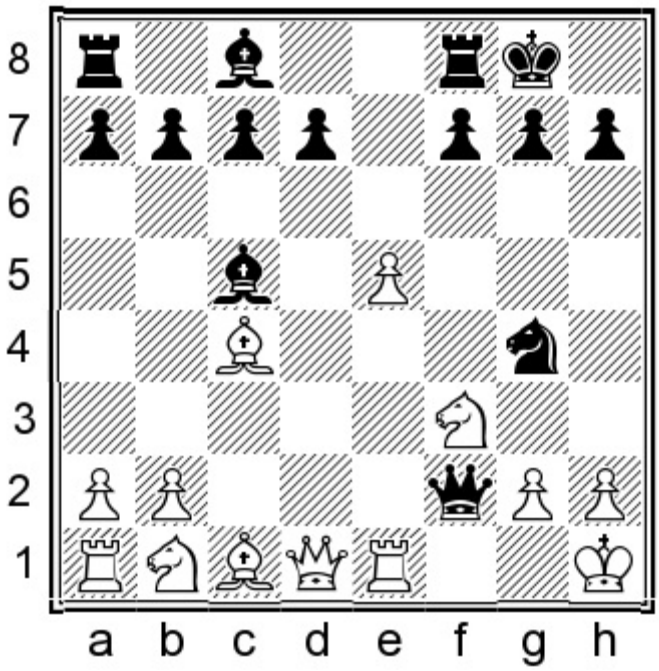
This technique is so common that it has its own name: ‘Philidor’s Mate’ or ‘Philidor’s Legacy’, after François-André Danican Philidor.

This is somewhat of a misnomer, however, as it is described earlier on in Luis Ramirez Lucena's 1497 text on chess, 'Repetición de Amores e Arte de Axedrez', which predates F. Philidor by several hundred years.

Keep in mind that an enemy piece is decoyed when it is lured into a position allowing a trap or a winning combination. The smothered mate is another example of decoy.

The concepts of deflection and decoy are often confused, but there is a clear difference between them.

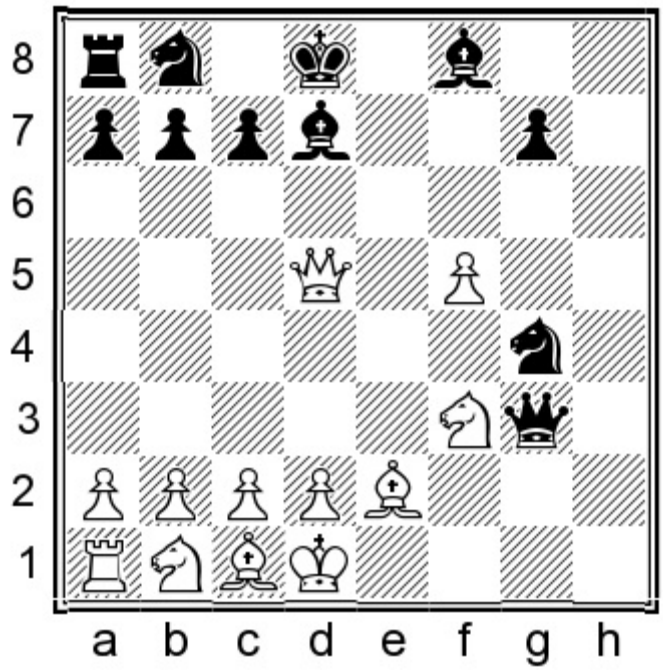
Game 70
NN
Gioacchino Greco
Miscellaneous Game 1620



12...♕g1+ 13.♘xg1 ♘f2#

0–1

Game 71
NN
Gioacchino Greco
Miscellaneous Game 1625



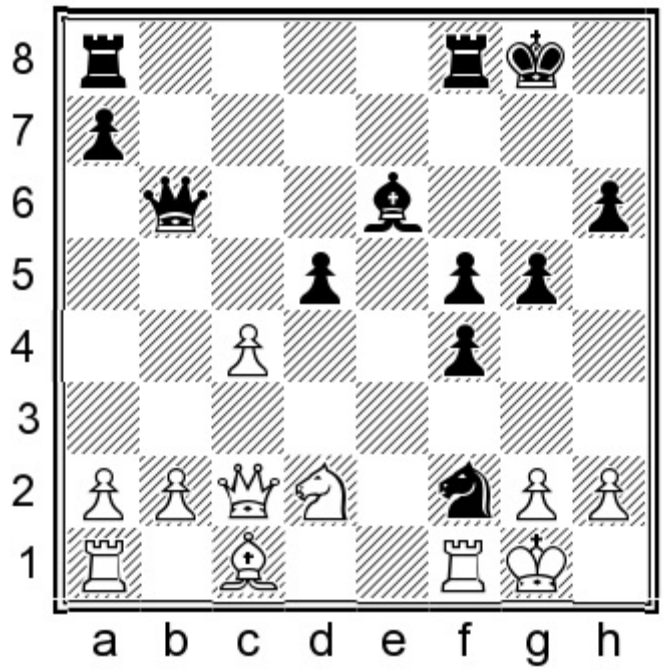
15...♘f2+ 16.♔e1 ♘d3+ 17.♔d1 ♕e1+ 18.♘xe1 ♘f2#

0–1

These two games by the great Gioacchino Greco were the first to be recorded with the theme of smothered mate, long before F. Philidor presented it.

Let’s see how another great player of those times, P. Morphy, handled it:

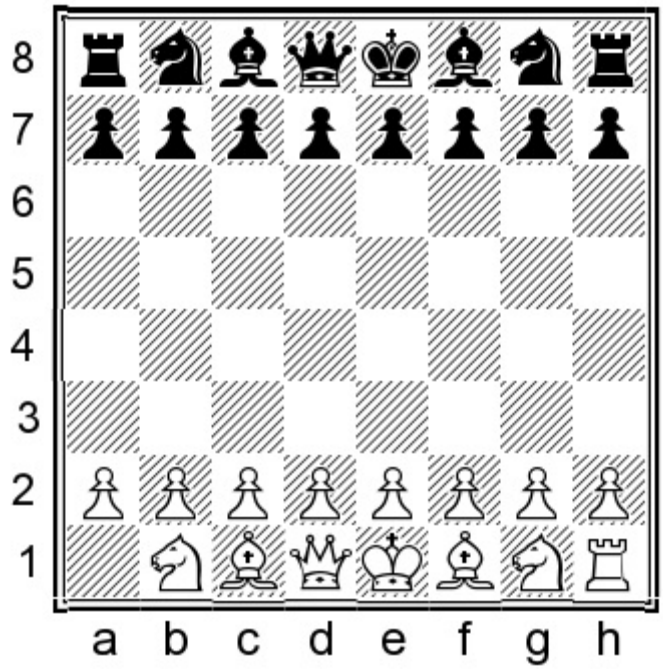
Game 72
James McConnell
Paul Morphy
New Orleans 1849



21...♘h3+ 22.♔h1 ♕g1+ 23.♖xg1 ♘f2#

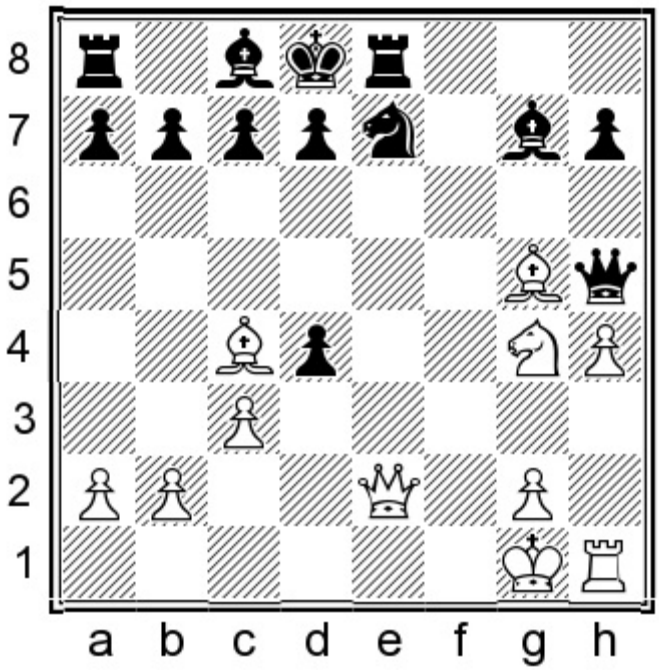
0–1

Game 73
Paul Morphy
NN
New Orleans 1856



1.e4 e5 2.f4 exf4 3.♗c4 ♕h4+ 4.♔f1 g5 5.♘c3 ♗g7 6.d4 ♘c6 7.♘f3 ♕h5 8.♘d5 ♔d8 9.c3 ♘f6 10.♘xf6 ♗xf6 11.e5 ♗g7 12.h4 f6 13.♔g1 g4 14.♘h2 fxe5 15.♘xg4 exd4 16.♗xf4 ♖f8 17.♗g5+ ♘e7

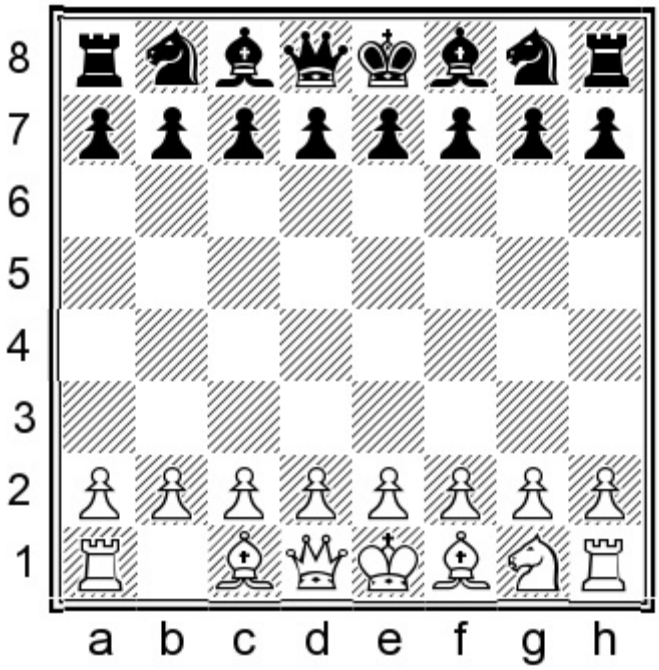
18.♕e2 ♖e8



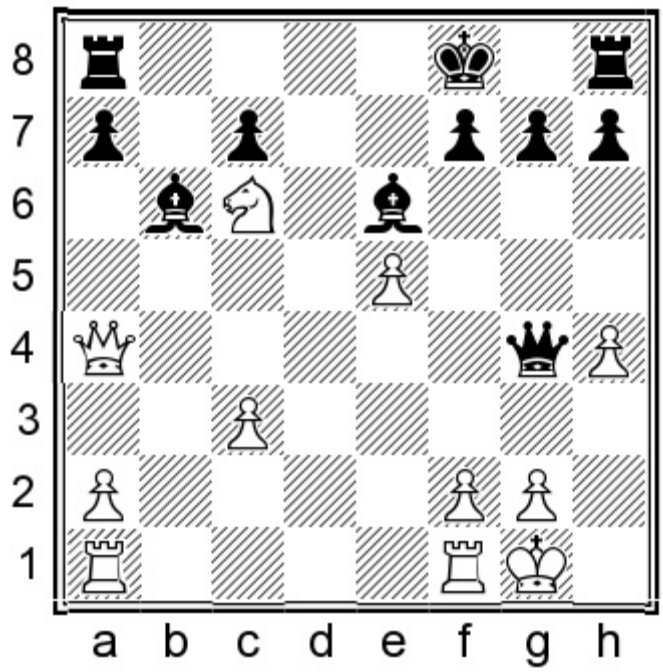
19.♘e5 ♕xe2 20.♘f7#

1–0

Game 74
Paul Morphy
Thomas Jefferson Bryan
New York 1859



1.e4 e5 2.♘f3 ♘c6 3.♗c4 ♗c5 4.b4 ♗xb4 5.c3 ♗c5 6.0-0 d6 7.d4 ♗b6 8.dxe5 dxe5 9.♕b3 ♕f6 10.♗b5 ♗e6 11.♕a4 ♘ge7 12.♗g5 ♕g6 13.♗xe7 ♔xe7 14.♗xc6 bxc6 15.♘xe5 ♕f6 16.♘xc6+ ♔f8 17.e5 ♕g5 18.h4 ♕g4

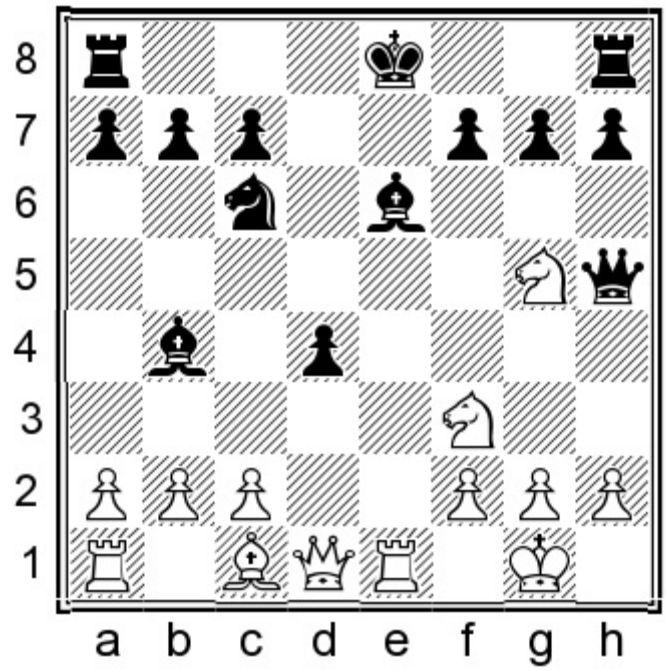


19.♕a3+ ♔g8 20.♘e7+ ♔f8 21.♘g6+ ♔g8 22.♕f8+ ♖xf8 23.♘e7#

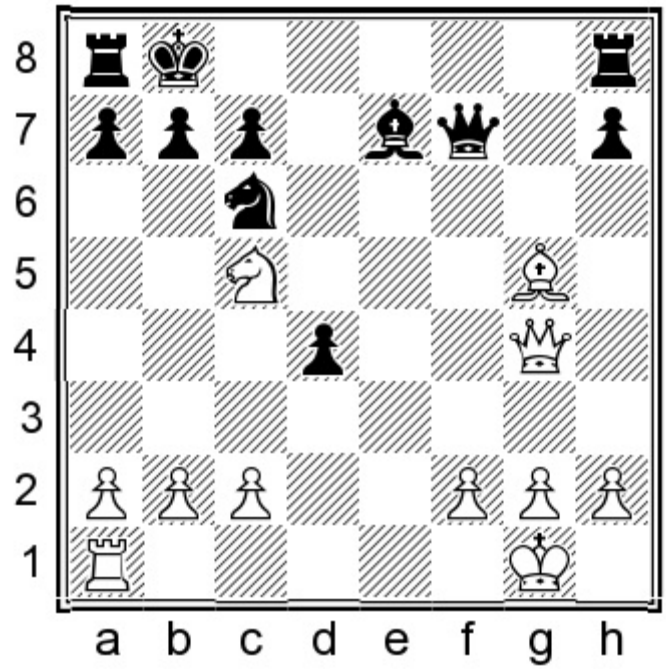
1–0

Game 75
Paul Morphy
Schrufer
Paris 1859

1.e4 e5 2.♘f3 ♘c6 3.♗c4 ♘f6 4.d4 exd4 5.0-0 ♘xe4 6.♖e1 d5 7.♗xd5 ♕xd5 8.♘c3 ♕h5 9.♘xe4 ♗e6 10.♘eg5 ♗b4



11.♖xe6+ fxe6 12.♘xe6 ♕f7 13.♘fg5 ♕e7 14.♕e2 ♗d6 15.♘xg7+ ♔d7 16.♕g4+ ♔d8 17.♘f7+ ♕xf7 18.♗g5+ ♗e7 19.♘e6+ ♔c8 20.♘c5+ ♔b8



21.♘d7+ ♔c8 22.♘b6+ ♔b8 23.♕c8+ ♖xc8 24.♘d7#

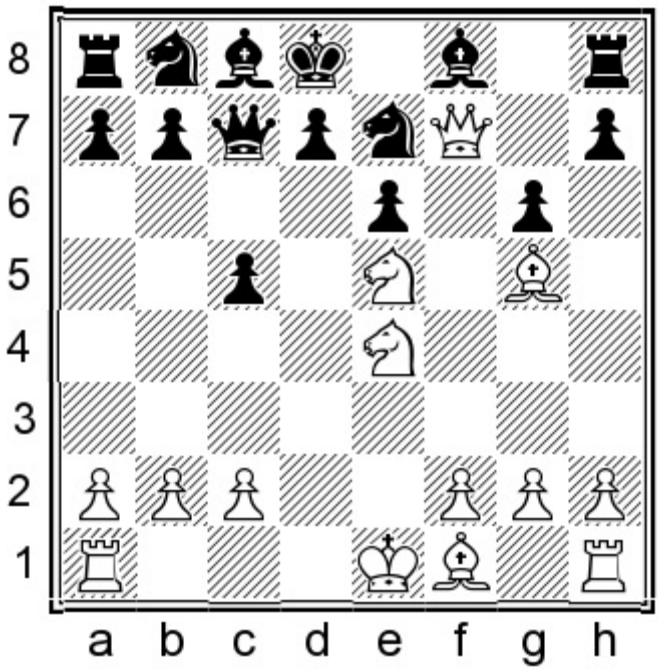
1–0

Having looked at the two old giants deliver the mate, we will now examine some more examples, which are good to keep in mind:

Game 76

August Saalbach
Hermann Pollmaecher
Leipzig 1861

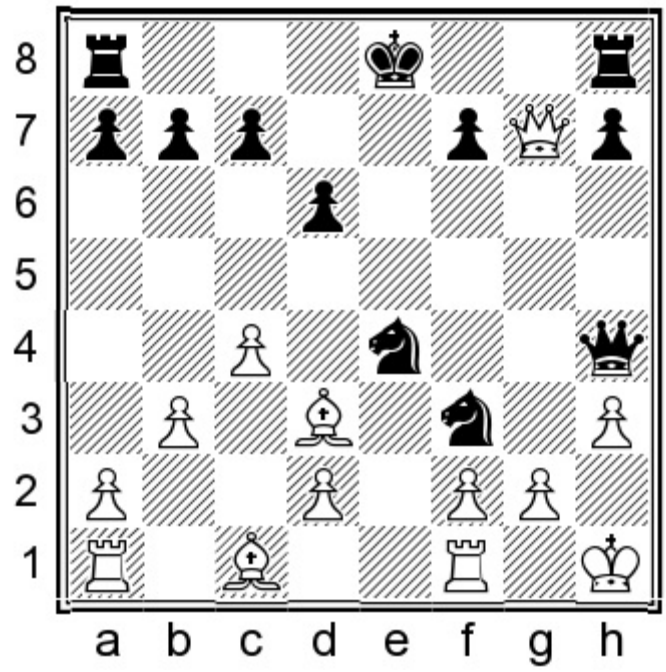
1.e4 c5 2.♘f3 e6 3.♘c3 ♘e7 4.d4 f5 5.d5 fxe4 6.♘xe4 ♘xd5 7.♘e5 g6 8.♕f3 ♕c7 9.♕f7+ ♔d8 10.♗g5+ ♘e7



11.♕e8+ ♔xe8 12.♘f6+ ♔d8 13.♘f7#

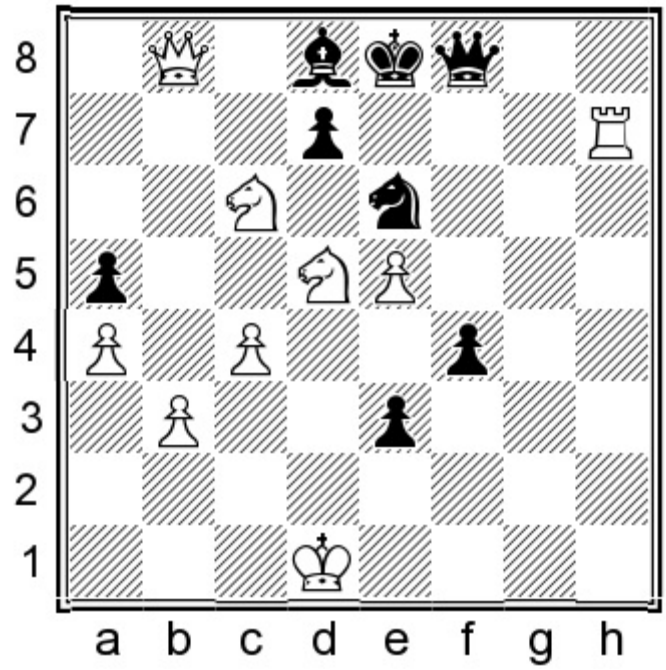
1–0

Game 77
C. H. Capon
J. O. H. Taylor
Norwich 1873



15...♕xf2 16.♕xh8+ ♔d7 17.♕g7 ♕g1+ 18.♖xg1 ♘f2# 0–1

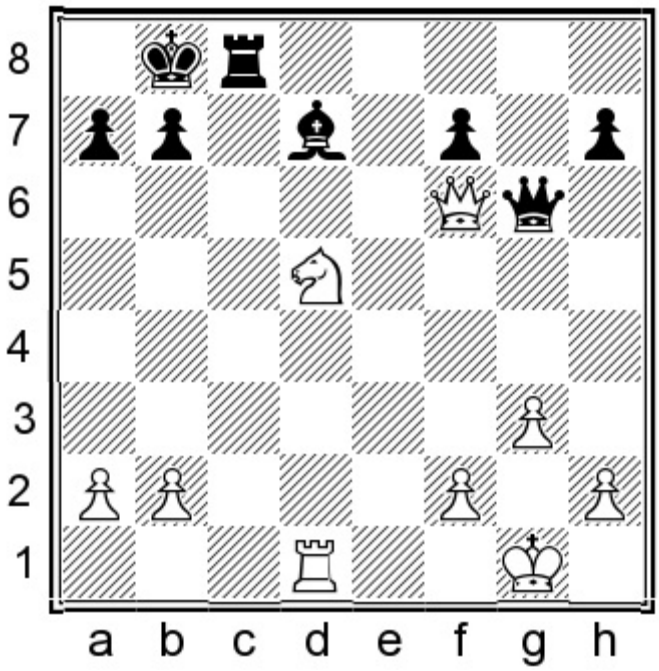
Game 78
Mikhail Chigorin
Alexander Vladimiro Solov
Moscow 1884



45.♕xd8+ ♘xd8 46.♘c7# 1–0

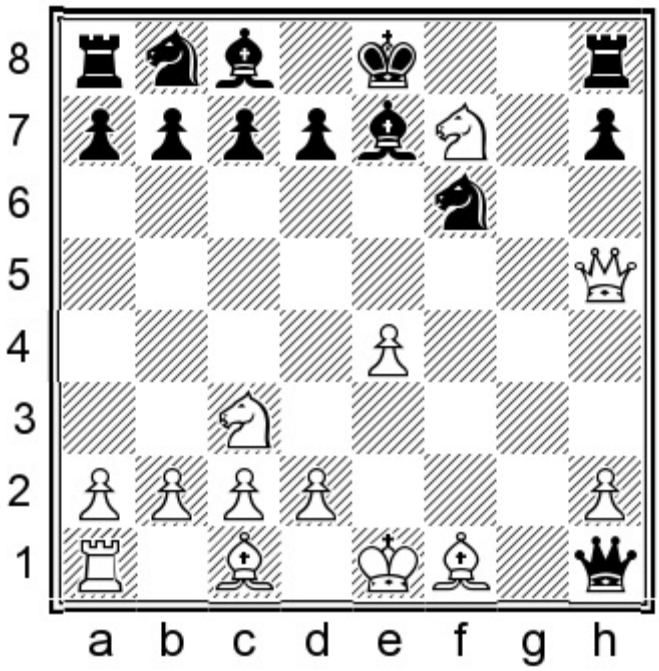
Game 79

Joseph Henry Blackburne
Thomson
Glasgow 1885



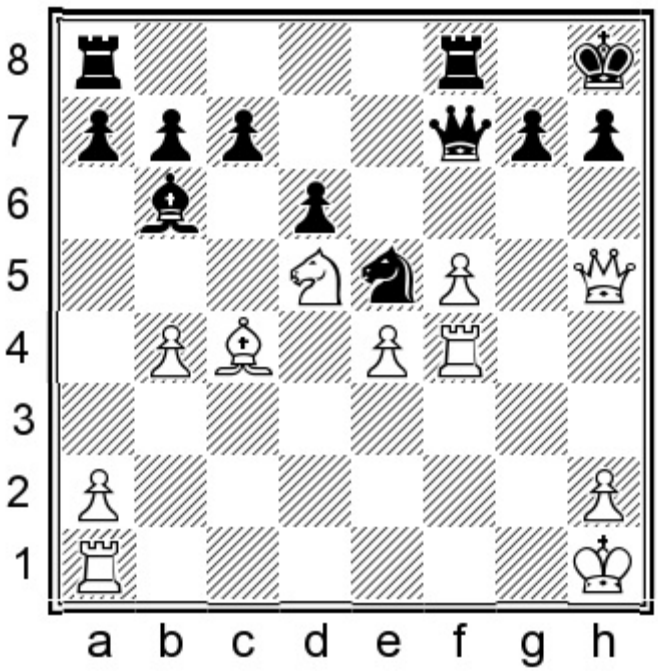
30.♕e5+ ♔a8 31.♘c7+ 1–0

Game 80
Bird / Dobell
NN
London 1886



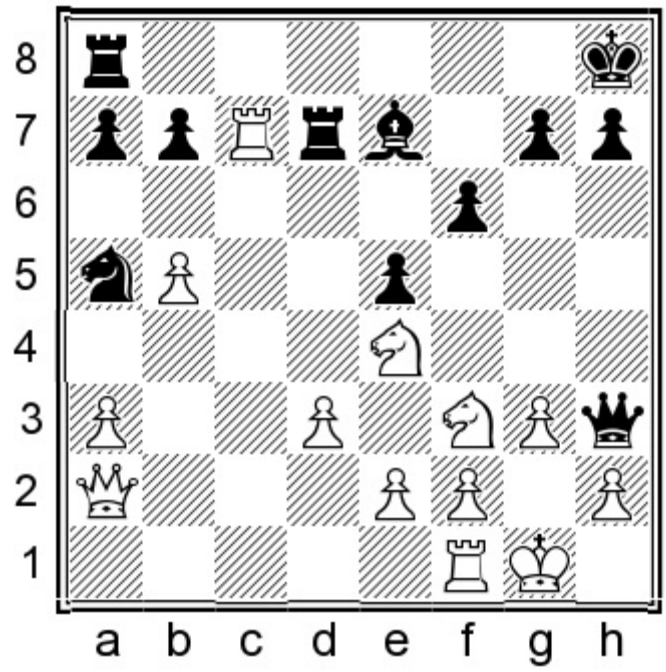
11.♘d6+ ♔d8 12.♕e8+ ♖xe8 13.♘f7# 1–0

Game 81
James Mason
NN
London 1900



21.♕xh7+ ♔xh7 22.♖h4+ ♔g8 23.♘e7# 1–0

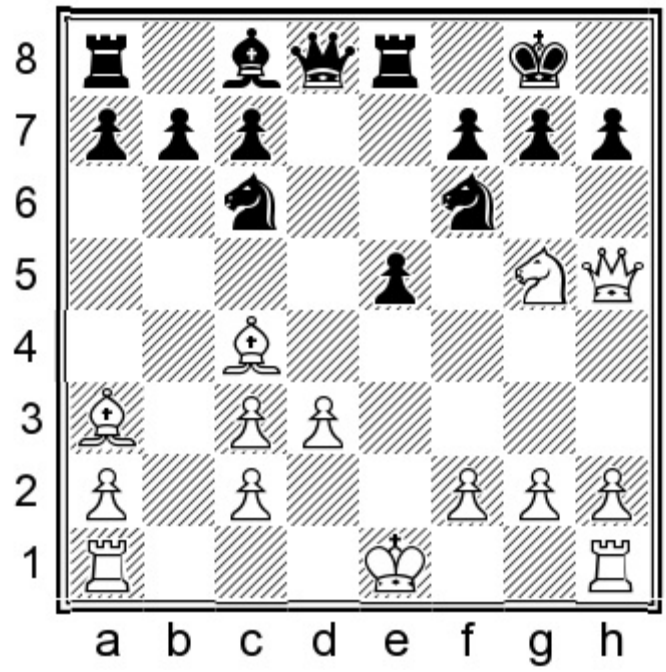
Game 82
Ossip Bernstein
Johannes Metger
Ostend 1907



20.♘eg5 fxg5 21.♖xd7 ♕xd7 22.♘xe5 1–0

Game 83
H. Hallmann
W. Schneider
Corres 1931

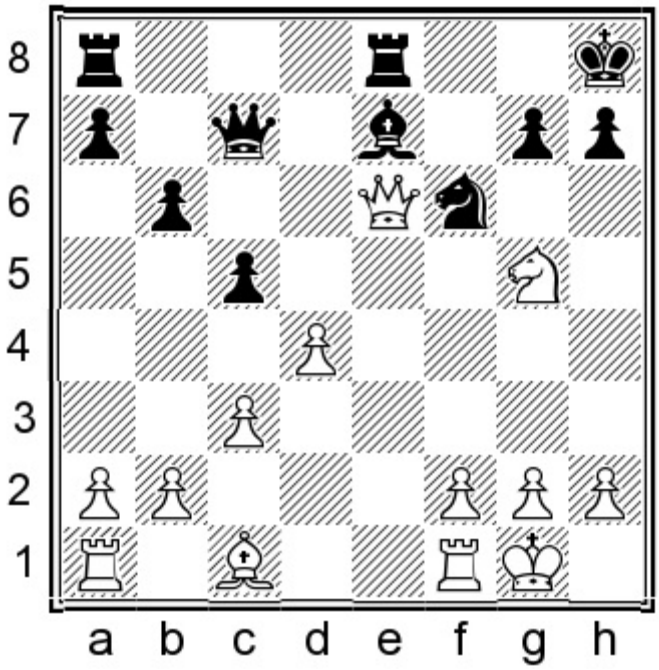
1.e4 e5 2.♘c3 ♘f6 3.♗c4 ♗b4 4.d3 d5 5.exd5 ♗xc3+ 6.bxc3 ♘xd5 7.♕h5 0-0 8.♘f3 ♘c6 9.♗a3 ♖e8 10.♘g5 ♘f6



11.♕xf7+ ♔h8 12.♕g8+ ♖xg8 13.♘f7#

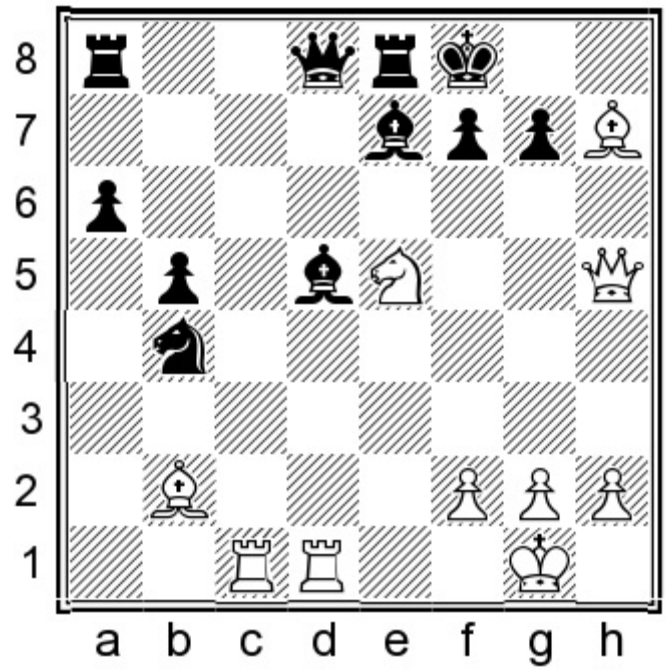
1–0

Game 84
Georges Koltanowski
J. Salazar
Guatemala 1940



17.♘f7+ ♔g8 18.♘h6+ ♔h8 19.♕g8+ ♖xg8 20.♘f7# 1–0

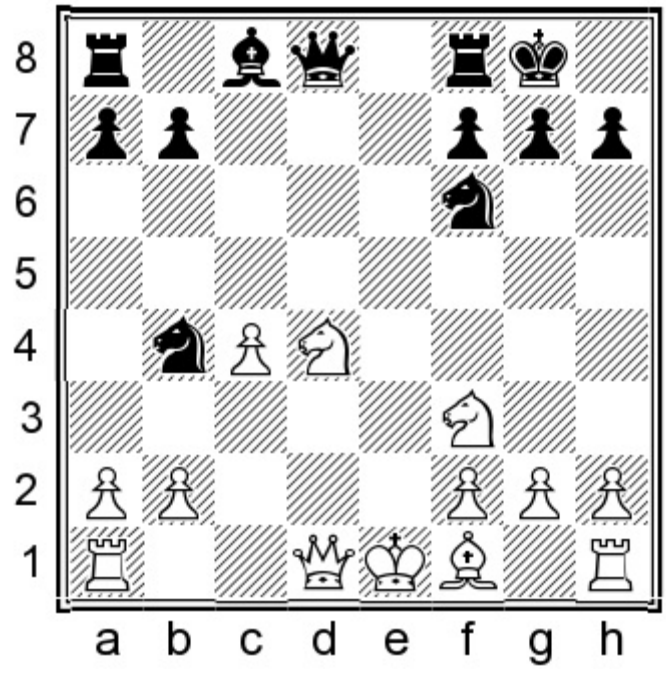
Game 85
Miguel Najdorf
NN
Rafaela 1942



21.♖xd5 ♕xd5 22.♕xf7+ ♕xf7 23.♘d7# 1–0

Game 86
Edward Lasker
Israel Albert Horowitz
New York 1946

1.d4 ♘f6 2.♘f3 d5 3.e3 c5 4.c4 cxd4 5.♘xd4 e5 6.♘f3 ♘c6 7.♘c3 d4 8.exd4 exd4 9.♘b5 ♗b4+ 10.♗d2 0-0 11.♗xb4 ♘xb4 12.♘bxd4

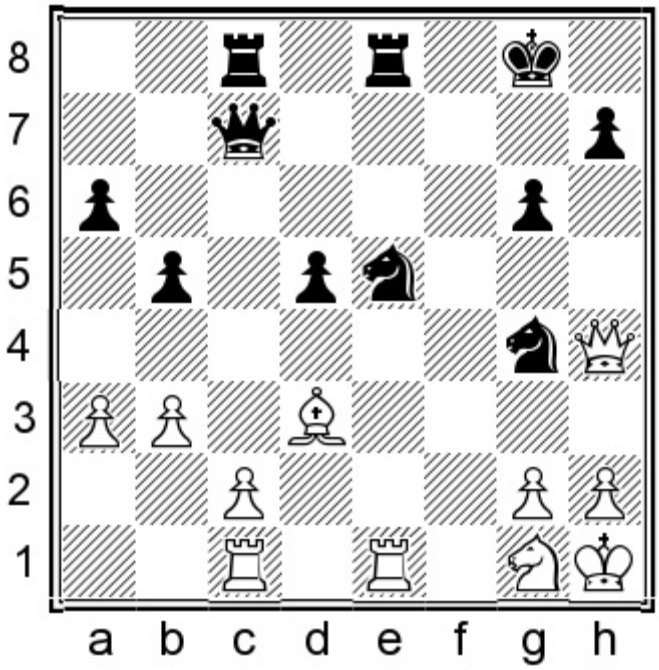


12...♕a5 13.♘d2 ♕e5+ 14.♘e2 ♘d3#

White can’t prevent the mate as his knight is hanging, the king is very smothered... E. Lasker did not compete in the 1946 USA Championship, in which Horowitz finished 6th, so this game may have been either a club game or an offhand game.

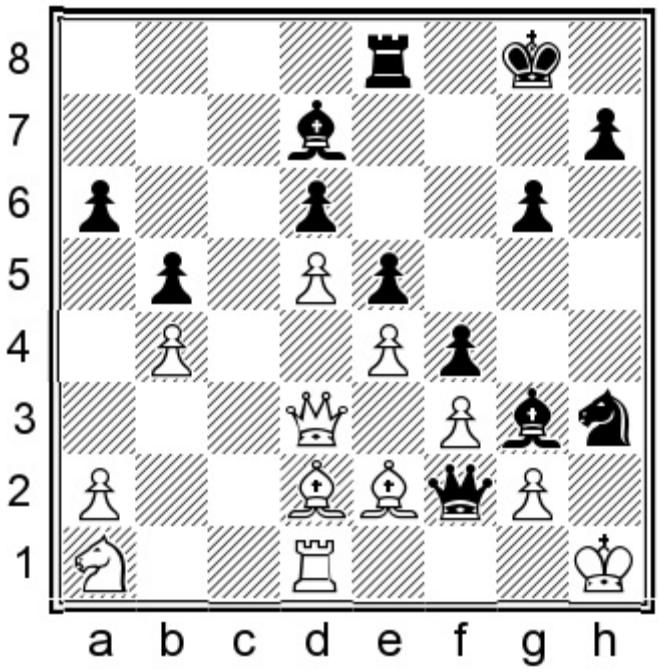
0–1

Game 87
Ronald Augustus Slade
David Vincent Hooper
Bristol 1947



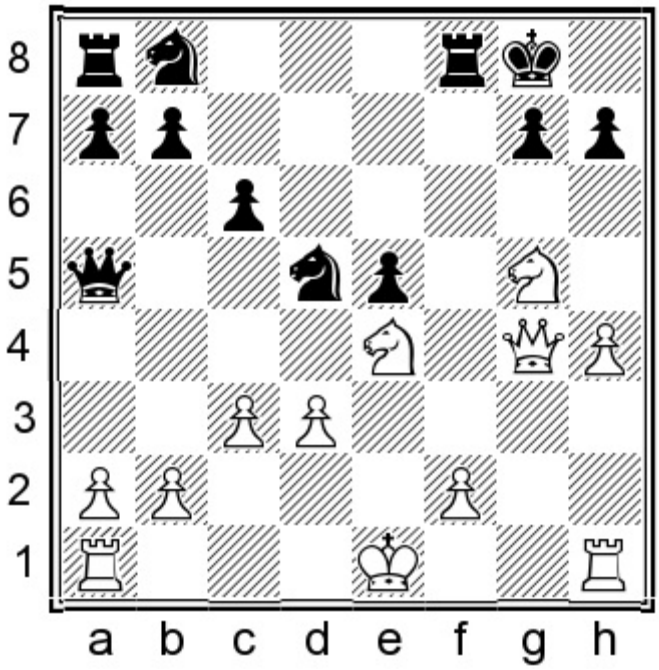
29...♘xd3 30.cxd3 ♕xh2+ 31.♕xh2 ♘f2# 0–1

Game 88
Karl Robatsch
Arthur Bernard Bisguier
Hastings 1961



38...♕g1+ 0–1

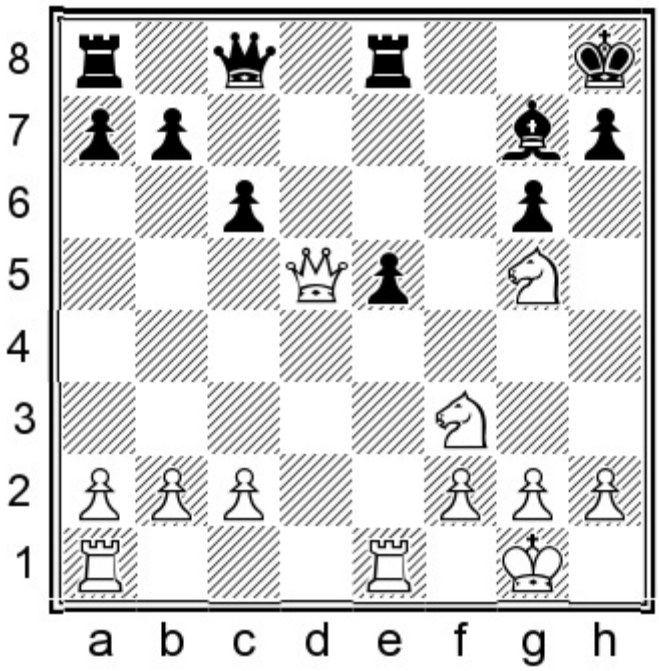
Game 89
Claude Frizzel Bloodgood
Bill Evans
Norfolk 1961



17.♕e6+ ♔h8 18.♘f7+ ♔g8 19.♘h6+ ♔h8 20.♕g8+ ♖xg8 21.♘f7# 1–0

Game 90

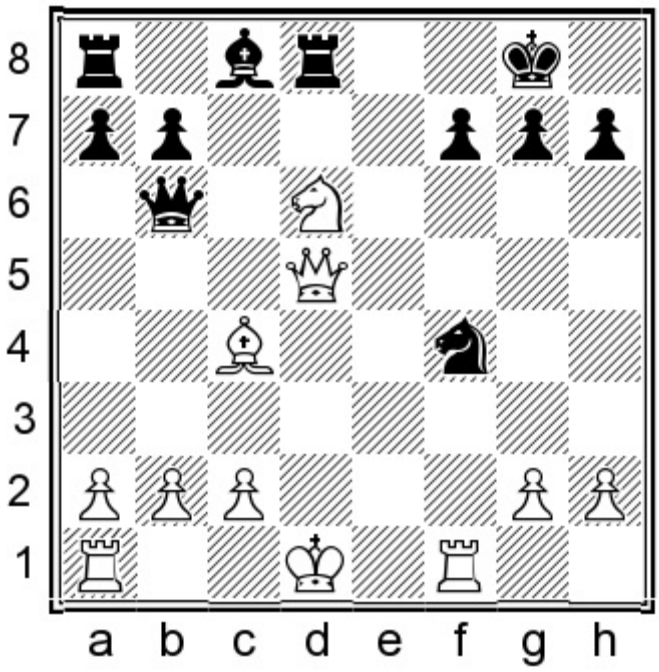
Varlam Vepkhvishvili
Dimitri Magalashvili
Tbilisi 1966



18.♘f7+ ♔g8 19.♘h6+ ♔h8 20.♕g8+ ♖xg8 21.♘f7#

1–0

Game 91
Wolfgang Unzicker
Ortvin Sarapu
Siegen 1970



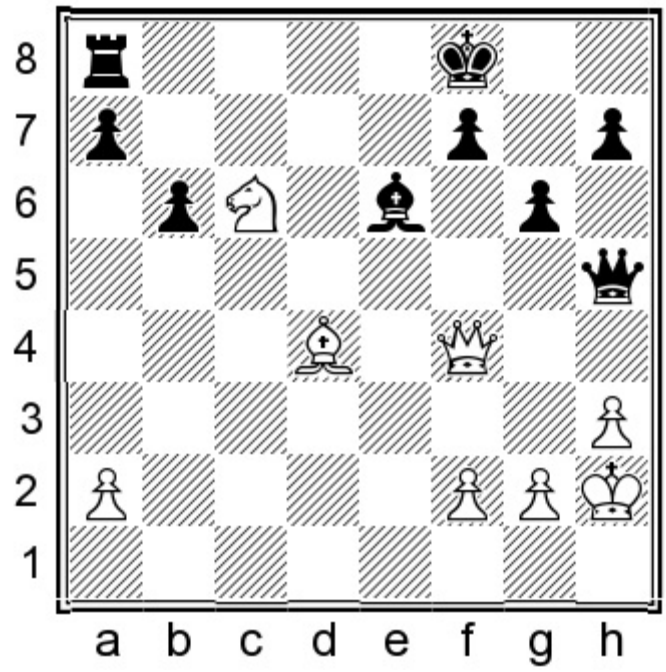
18.♕xf7+ ♔h8 19.♕g8+

1–0

This was exactly how the game Kharchenko Boris-Litvak Mikhail, Alushta 2007 went!

Game 92
Evgeny Sveshnikov
Igor Vasilievich Ivanov
Minsk 1976

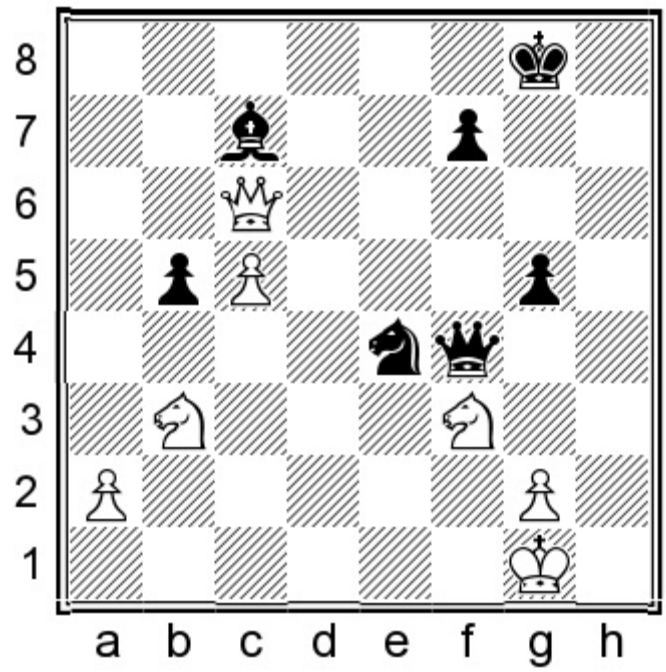
32...♔f8



33.♕d6+ ♔g8 34.♘e7+ ♔f8 35.♘xg6+ ♔g8 36.♕f8+ ♖xf8 37.♘e7#

1–0

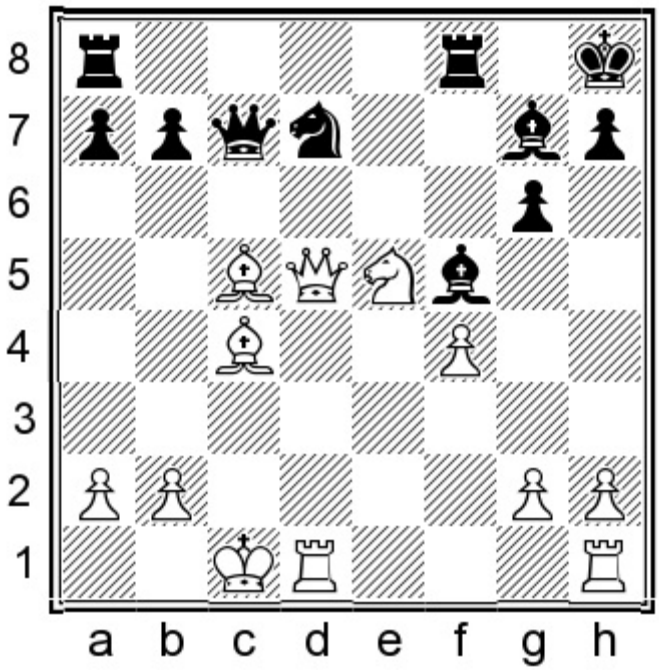
Game 93
Richard Hendriks V
Gerard Welling
Sittard 1977



34...♕e3+ 35.♔h1 ♘f2+ 36.♔g1 ♘h3+ 37.♔h1 ♕g1+ 38.♘xg1 ♘f2#

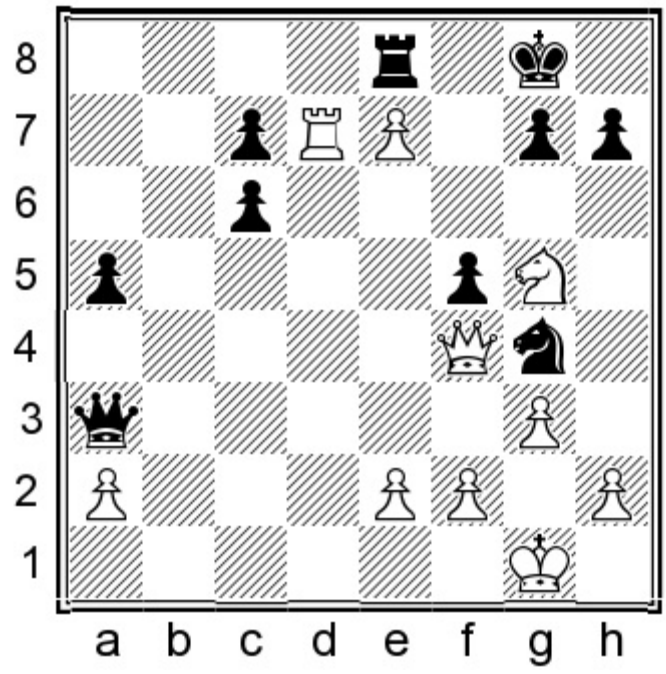
0–1

Game 94
Jacob Murey
Erling Mortensen
Randers 1982



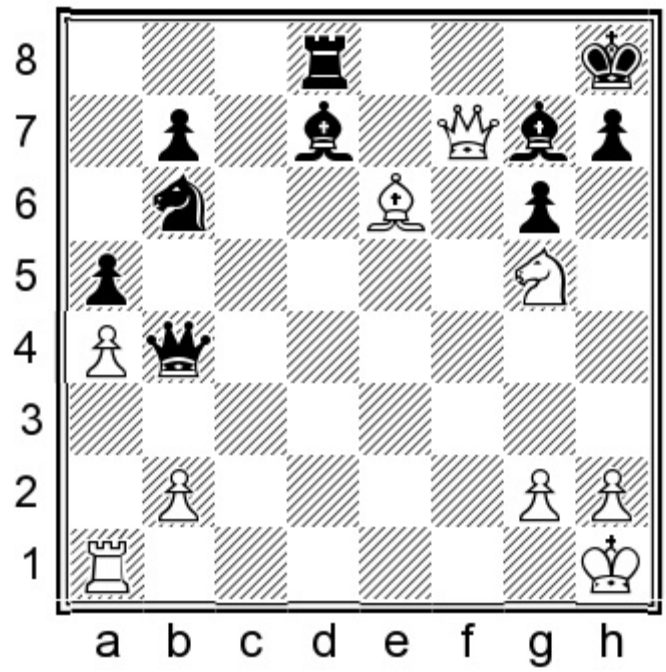
20.♕g8+ 1–0

Game 95
Jan Timman H
Nigel Short D
Tilburg 1990



26.♕c4+ ♔h8 27.♘f7+ ♔g8 28.♘h6+ ♔h8 29.♕g8+ ♖xg8 30.♘f7# 1–0

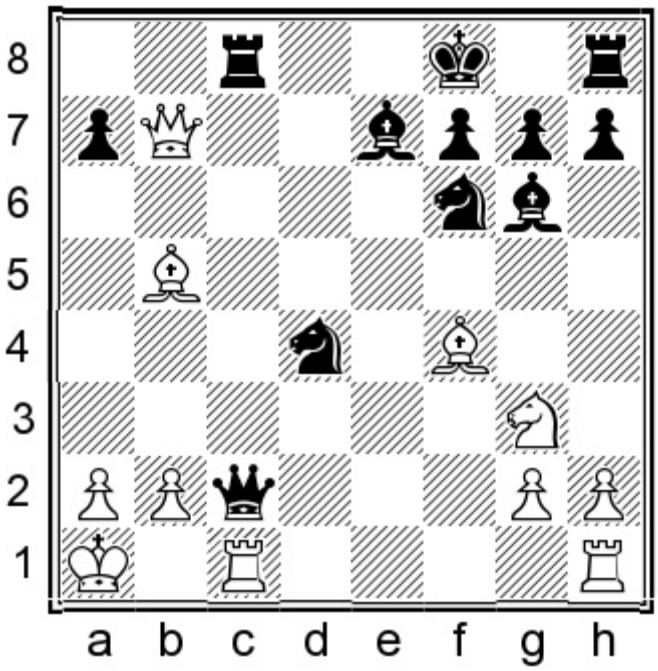
Game 96
Alexander Grischuk
Ruslan Ponomariov
Torshavn 2000



26.♕g8+ ♖xg8 27.♘f7# 1–0

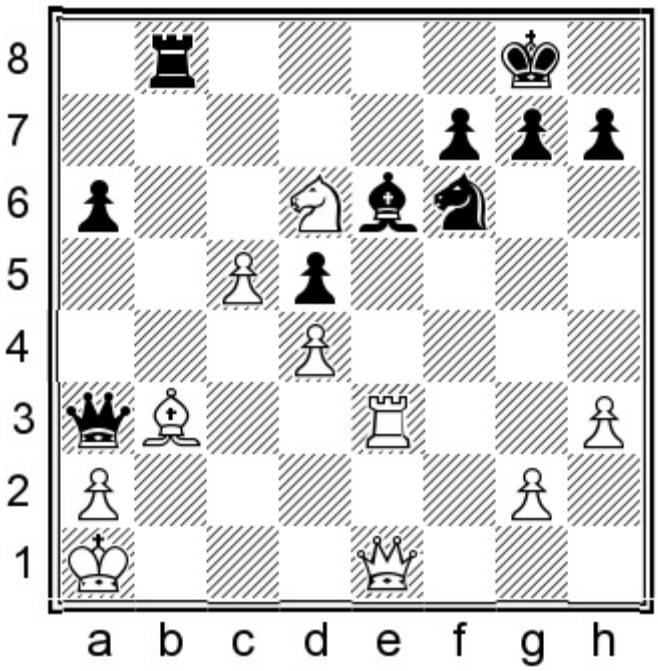
Game 97

Manuel Larios Crespo
Daniel Salvador Lopez
Albacete 2001



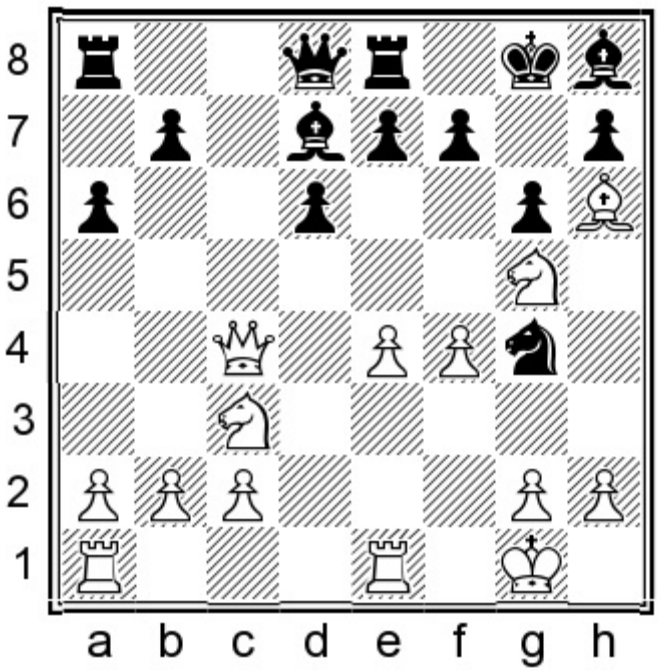
22...♕b1+ 23.♖xb1 ♘c2# 0–1

Game 98
Klaus Bischoff
Karsten Mueller
Hoeckendorf 2004



31.♖xe6 fxe6 32.♕xe6+ ♔h8 33.♘f7+ ♔g8 34.♘h6+ ♔h8 35.♕g8+ ♘xg8 36.♘f7# 1–0

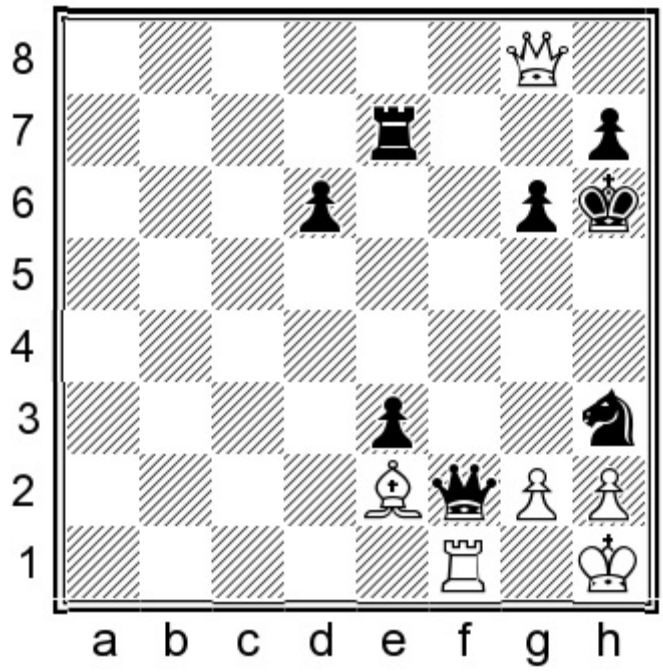
Game 99
Sari Esther Duron Godoy
Veronica Garcia Castro
Mallorca 2004



16...♕b6+ 17.♔h1 ♘f2+ 18.♔g1 ♘h3+ 19.♔h1 ♕g1+ 20.♖xg1 ♘f2#

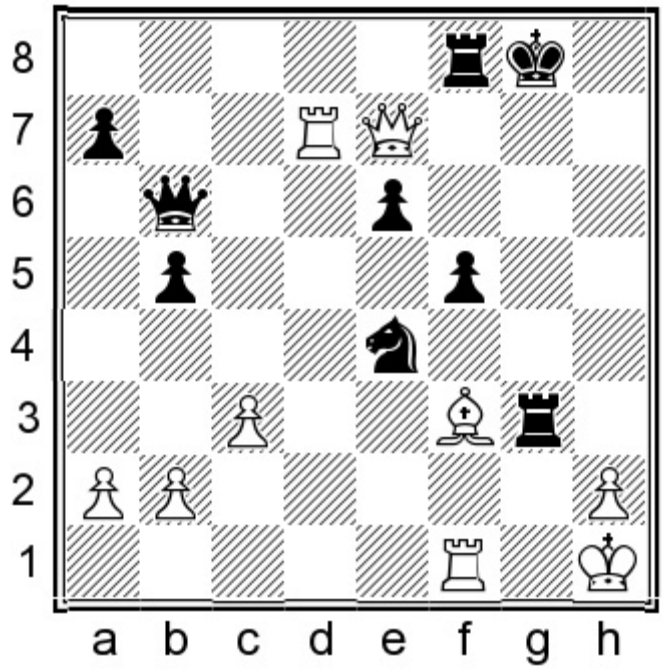
0–1

Game 100
Zigurds Lanka
Teimour Radjabov
Mainz 2005



51...♕g1+ 52.♖xg1 ♘f2# 0–1

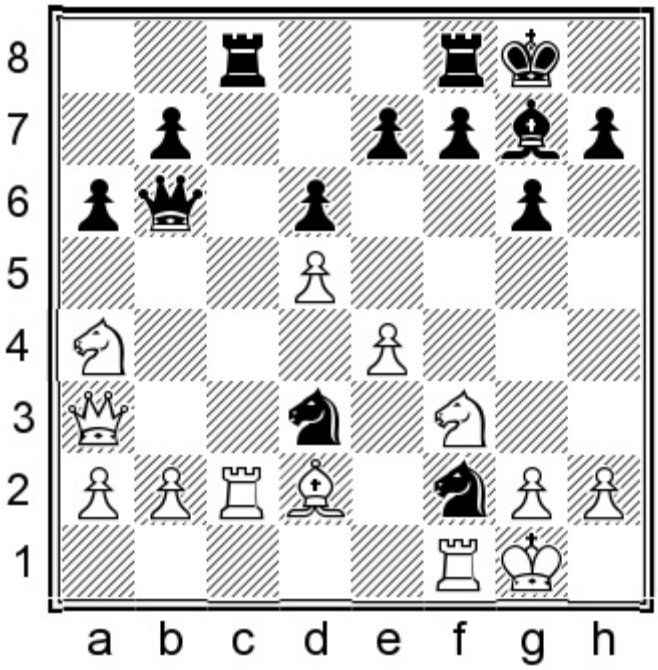
Game 101
Yge Visser
Jonathan S. Speelman
London 2006



27...♕g1+ 28.♖xg1 ♘f2#

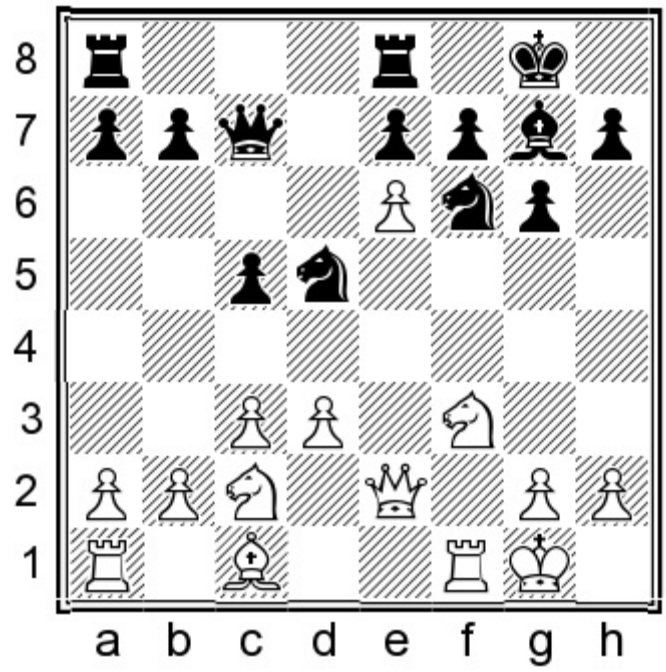
0–1

Game 102
NN
Terry McCracken
Internet 2007



19...♘h3+ 20.♔h1 ♕g1+ 0–1

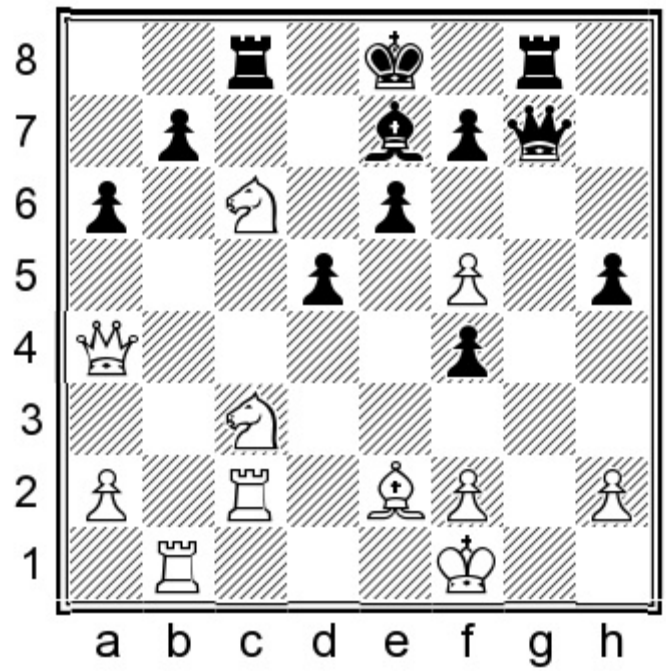
Game 103
Vishwas Disawal
M. Anshuman
Nagpur 2008



15.exf7+ ♔xf7 16.♘g5+ ♔g8 17.♕e6+ ♔h8 18.♘f7+ ♔g8 19.♘h6+ ♔h8 20.♕g8+ ♘xg8 21.♘f7#

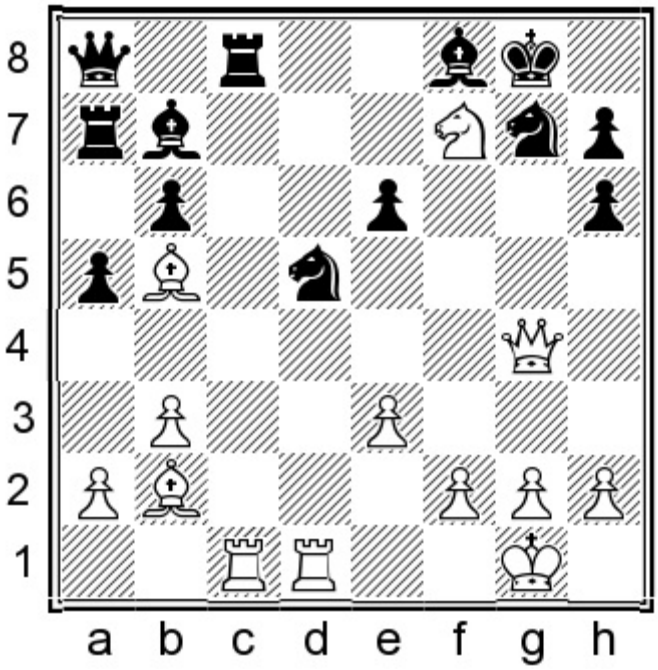
1–0

Game 104
Helmut Reefschlaeger
Corrado Astengo
Bad Wiessee 2008



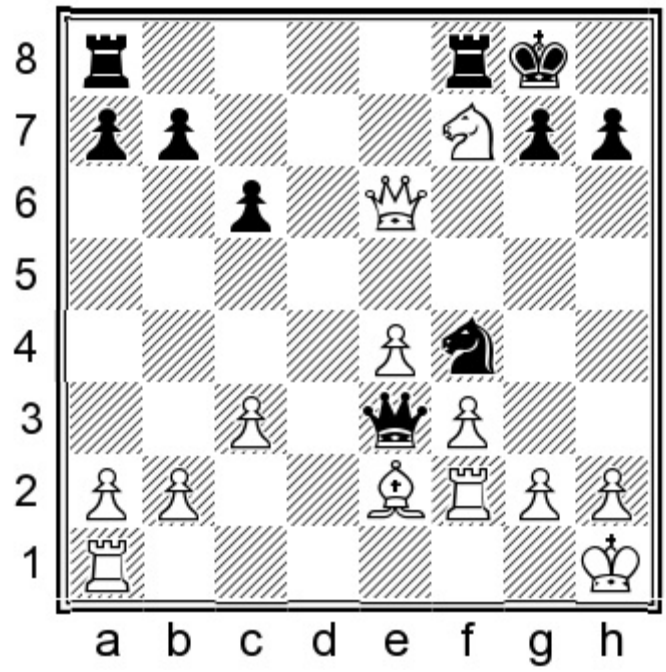
23.♘e5+ b5 24.♗xb5+ axb5 25.♕xb5+ ♔f8 26.♘d7+ ♔e8 27.♘f6+ ♔f8 28.♕e8+ ♖xe8 29.♘d7# 1–0

Game 105
Rainer Buhmann
Boonsueb Saeheng
Dresden 2008



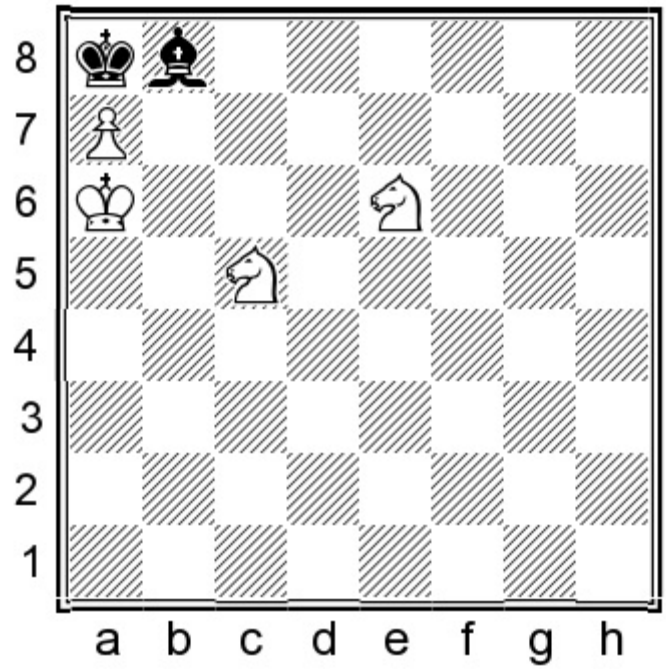
24.♘xh6+ ♔h8 25.♕xe6 ♘e7 26.♕g8+ 1–0

Game 106
Betul Cemre Yildiz
Lucija Batory
Rijeka 2010



22.♘h6+ ♔h8 23.♕g8+ ♖xg8 24.♘f7# 1–0

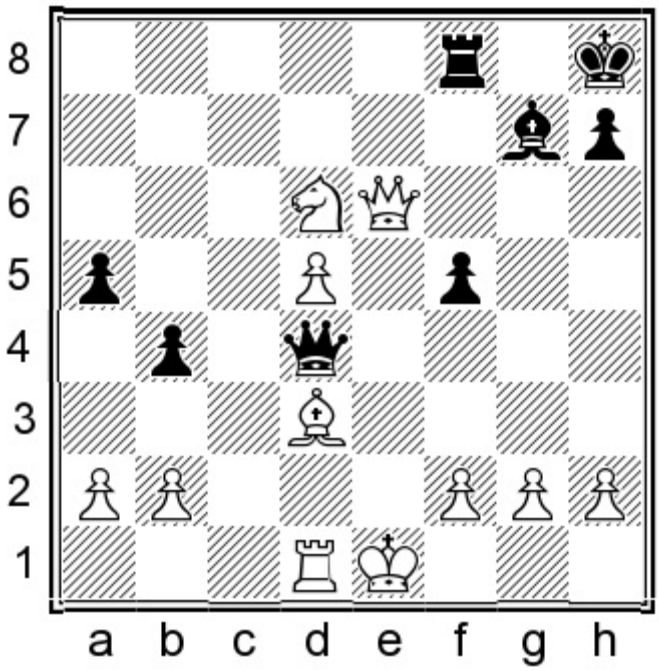
Game 107
Normunds Miezis
David Navara
Porto Carras 2011



87.♘d7 ♗xa7 88.♘c7# 1–0

Game 108

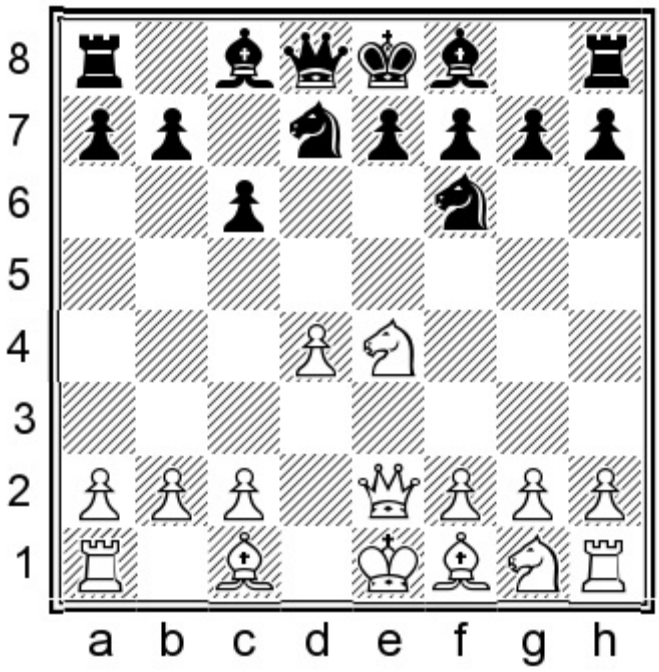
Warda Aulia Medina
Kieran Lyons
Istanbul 2012



31.♘f7+ ♔g8 32.♘h6+ ♔h8 33.♕g8+ ♖xg8 34.♘f7# 1–0

Game 109
Frantisek Hosticka
Miroslav Bartos
Prague 2015

1.e4 c6 2.d4 d5 3.♘d2 dxe4 4.♘xe4 ♘d7 5.♕e2 ♘gf6

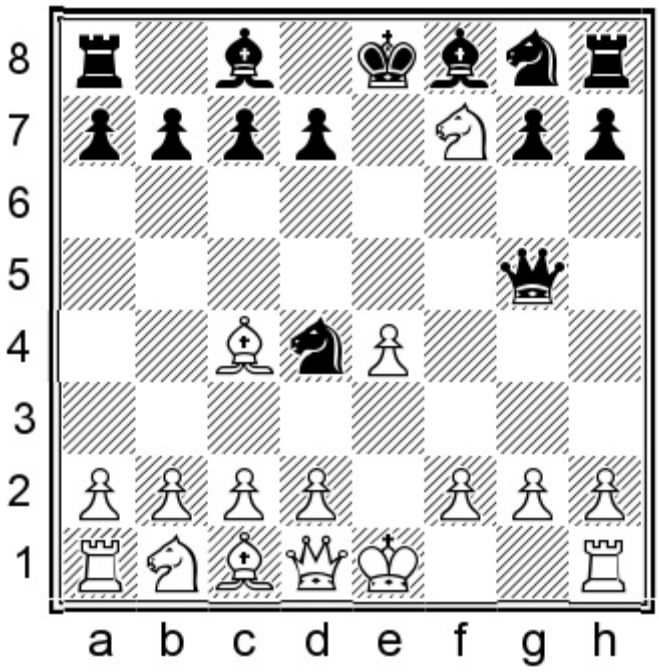


6.♘d6#

1–0

Game 110
Timy Casian Stancu
Andrei Ioan Nita
Caciulata 2016

1.e4 e5 2.♘f3 ♘c6 3.♗c4 ♘d4 4.♘xe5 ♕g5 5.♘xf7

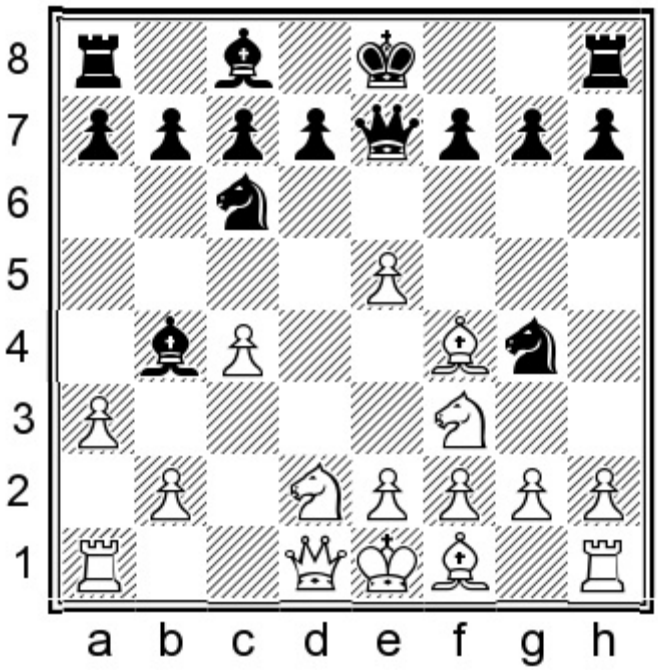


5...♕xg2 6.♖f1 ♕xe4+ 7.♗e2 ♘f3#

0–1

Game 111
Georg Neudecker
Engelbert Leichum
Schweinfurt 2016

1.d4 ♘f6 2.c4 e5 3.dxe5 ♘g4 4.♗f4 ♗b4+ 5.♘d2 ♘c6 6.♘gf3 ♕e7 7.a3

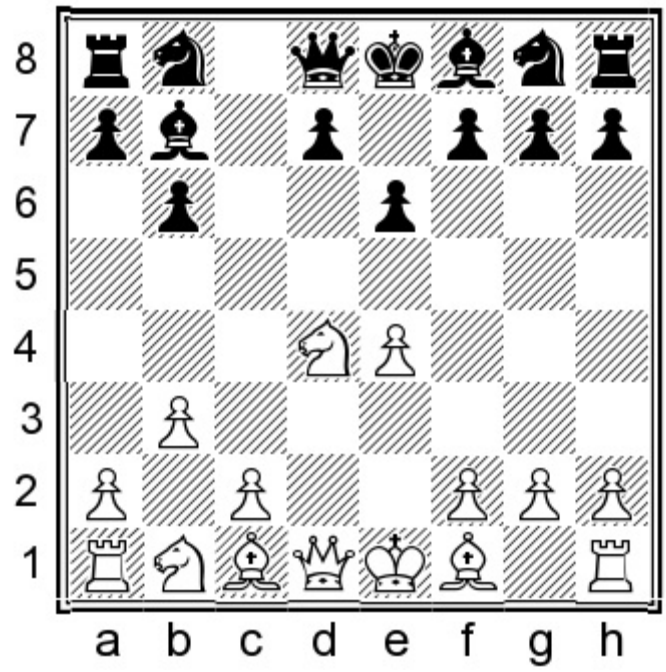


7...♘gxe5 8.axb4 ♘d3#

0–1

Game 112
Vasilios Kotrotsos
Alexandra Stiri
Iraklio 2005

1.e4 c5 2.♘f3 e6 3.b3 b6 4.d4 cxd4 5.♘xd4 ♗b7



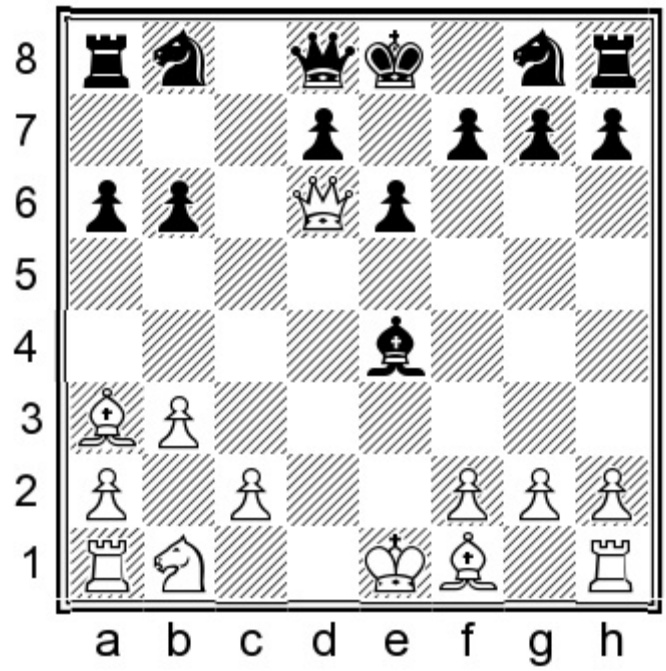
6.♘b5!?

An aggressive continuation, sacrificing a pawn. More common is 6.♗d3 ♘c6 7.♘xc6 ♗xc6 8.♗b2 ♘f6 9.♘d2 d6 10.♕e2 ♗e7 11.0-0-0 0-0 12.f4± Vachier Lagrave,M-Van Wely,L Dubai 2014.

6...a6

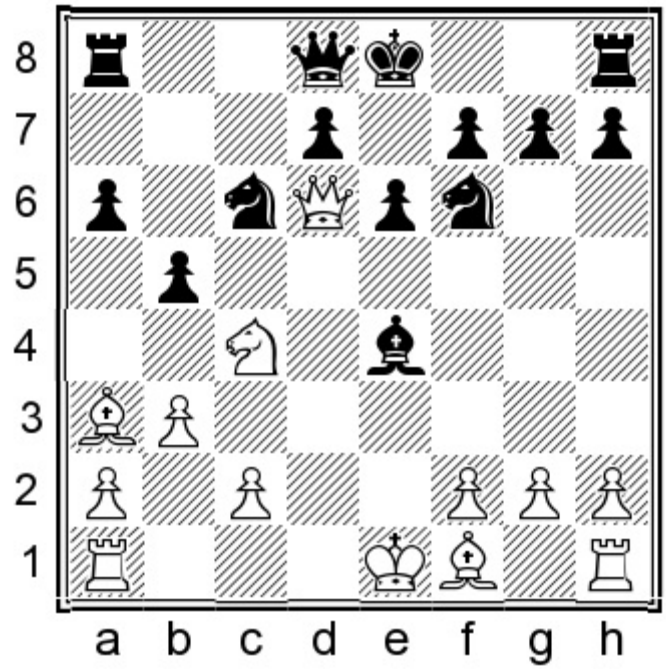
6...d5 is a decent alternative: 7.exd5 a6 8.dxe6 ♕xd1+ 9.♔xd1 axb5 10.♗xb5+ ♘c6 11.exf7+ ♔xf7 12.♗c4+ ♔e8 13.♖e1+ ♔d7 14.♘c3 ♖d8 15.♗f4 ♔c8+ 16.♔c1 ♗a3+ 17.♔b1 ♘d4∞ Vojtek,V-Rychagov,A Kavala 2013, while 6...♗xe4 7.♘1c3 ♗g6 8.♗f4 looks very dangerous for Black.

7.♘d6+ ♗xd6 8.♕xd6 ♗xe4 9.♗a3



White has good compensation, as the weaknesses on the dark squares are a serious issue.

9...♘f6 10.♘d2 ♘c6 11.♘c4 b5?



A blunder that leads to a very nice combination! Black also had to avoid something like 11...♘e7? 12.♕xb6 ♕xb6 13.♘xb6 ♖b8 14.♘c4± Ovetchkin,R-Akhmadeev,V St Petersburg 2003 or 11...♕b8? 12.♕d2? (12.♕xb8+! ♖xb8 13.♘d6++–) 12...♗g6 13.0-0-0 d5 14.♘d6+⩲ Breest,A-Admiraal,M Maastricht 2008. The correct continuation was 11...♘d5! 12.♕g3 ♕f6⩱.

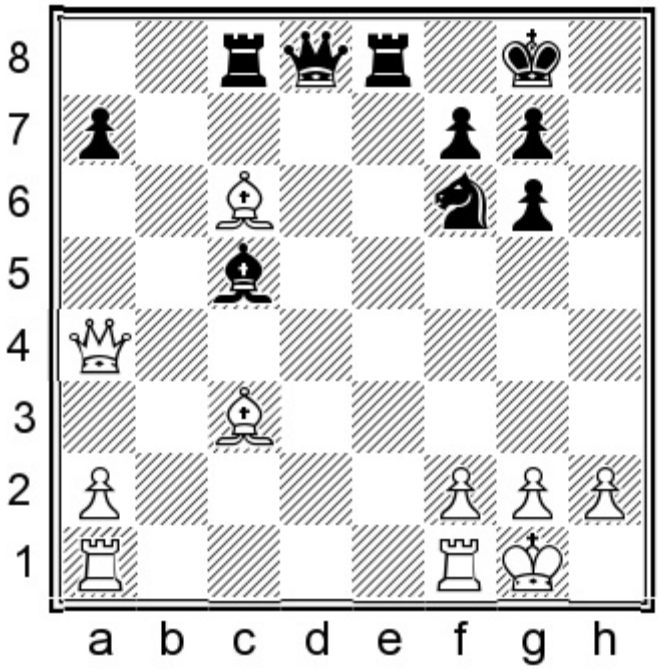
12.♕f8+!

12.♕f8+ and Black resigned due to the inevitable mate: 12...♖xf8 13.♘d6+ ♔e7 14.♘f5+ ♔e8

15.♘xg7#.

1–0

Game 113
Matthias Bluebaum
Nikita Vitiugov
Karlsruhe 2018



White looks like he doesn't have any problems...

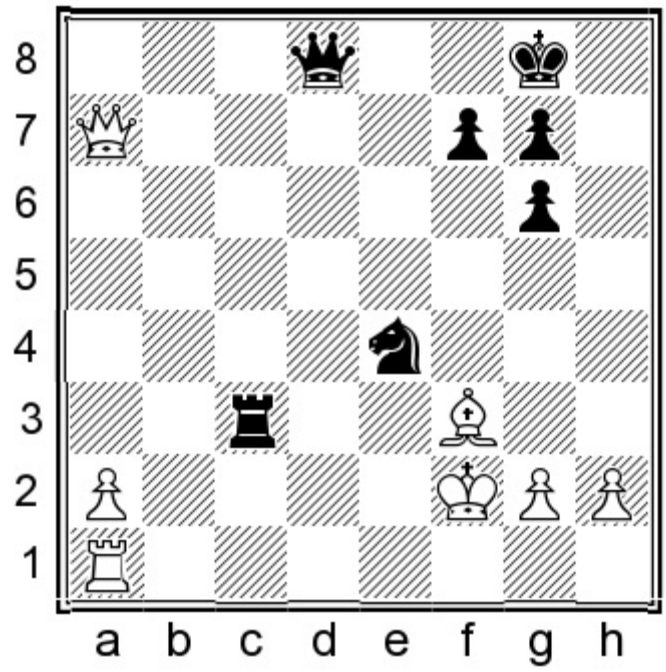
20...♖e2! 21.♗f3

Giving a pawn for the opposite-coloured bishop ending may have been be a good idea: 21.♗xf6 gxf6 22.♗f3 ♖b2 23.♖ad1 ♕b6 24.♗d5 ♗xf2+ 25.♔h1.

21...♖xf2! 22.♖xf2 ♗xf2+ 23.♔xf2 ♖xc3 24.♕xa7?

The longing to regain the pawn is a psychological burden, but 24.♖d1 ♕c7 25.♔g1∓ was the only way to proceed.

24...♘e4+!

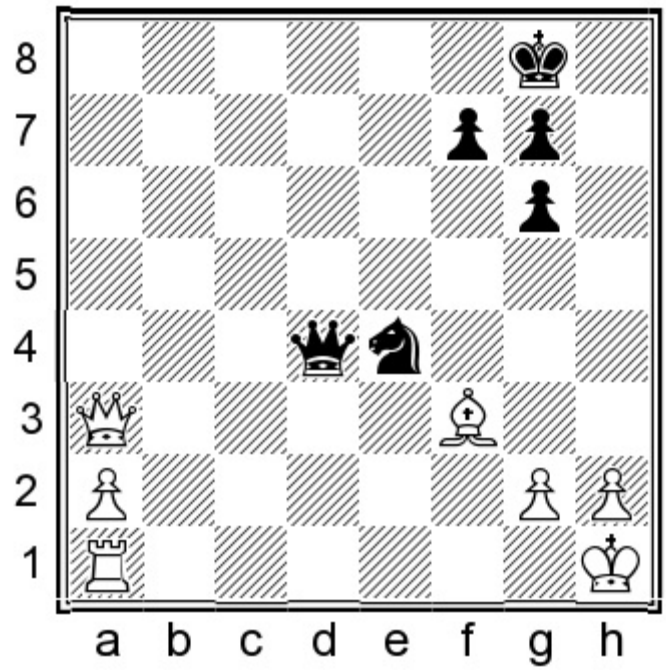


25.♔g1?

White's best chance to survive was to opt for the following endgame: 25.♗xe4 ♖c7 26.♕a8 (26.♕b6? ♖c2+ 27.♗xc2 ♕xb6+ 28.♔e2 ♕b2–+; 26.♕e3 ♕f6+ 27.♔g3 ♕xa1–+) 26...♖c8 27.♕xc8 ♕xc8 28.♖e1 ♕b8 29.g3 ♕a7+ 30.♔f3 ♕xa2∓.

25...♖a3!

Missed by White, who now resigned, due to 25...♖a3 26.♕xa3 (26.♖d1 ♕xd1+ 27.♗xd1 ♖xa7–+) 26...♕d4+ 27.♔h1



27...♘f2+ (27...♕xa1+–+) 28.♔g1 ♘h3+ 29.♔h1 ♕g1+ 30.♖xg1 ♘f2#.

0–1

CONCLUSION

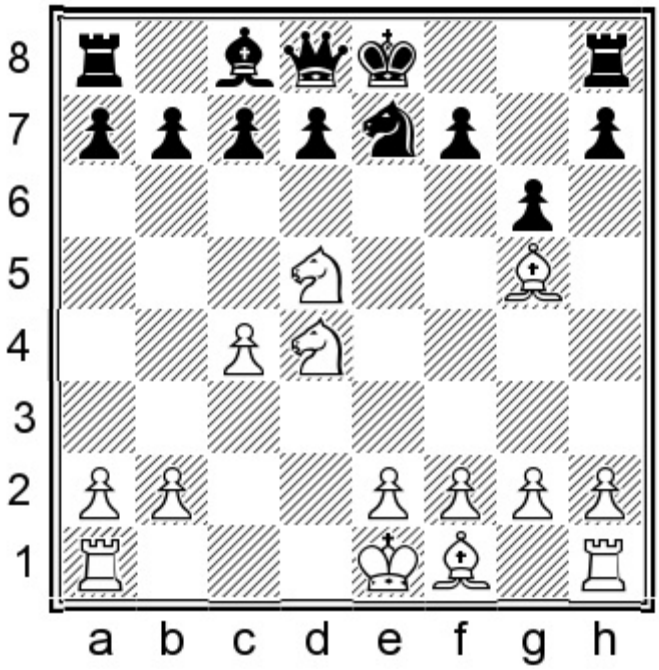
The smothered mate is a very effective tactic. It is an important one to learn and understand, as it occurs quite often.

SUFFOCATION MATE

The bishop & knight mating on their own has already been examined beforehand. Here, we will examine cases where combinative motifs, known as suffocation, are in play.

The bishop and knight team can be a force to reckon with and there are standard ways to illustrate their power.

Example 1

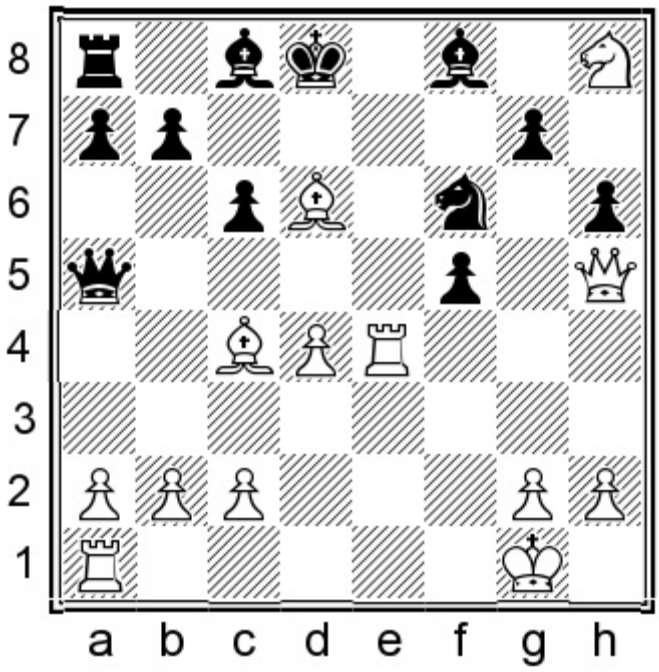


This is the basic mating pattern.

1.♘f6+ ♔f8 2.♗h6#

1–0

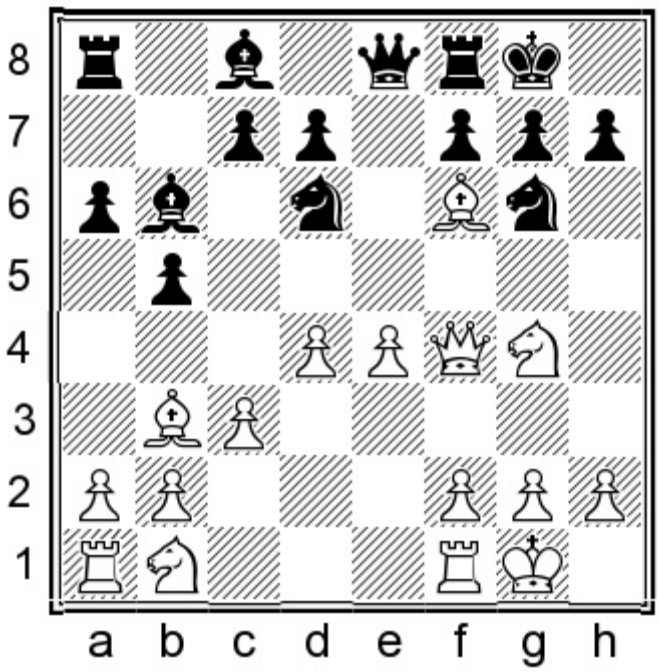
Example 2



1.♕e8+! ♘xe8 2.♘f7+ ♔d7 3.♗e6#

1–0

Example 3



Here we have a typical combination and mating pattern, which should be memorised:

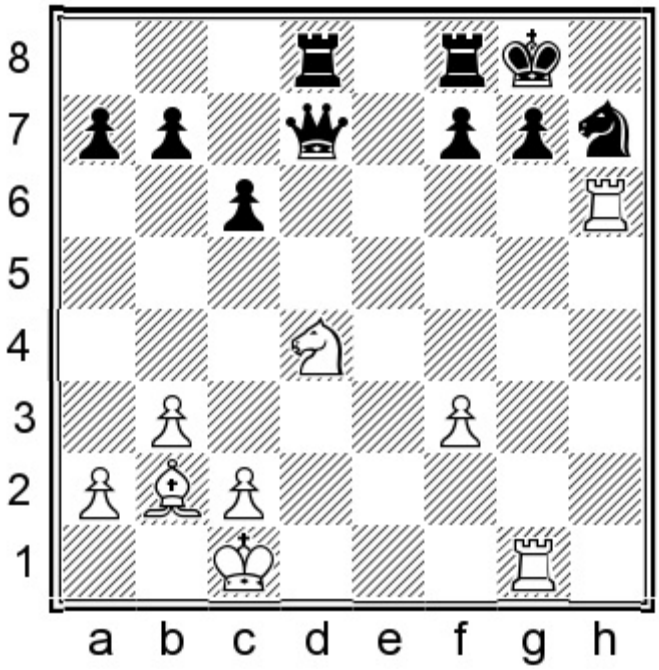
1.♕h6! gxf6

1...gxh6 2.♘xh6#

2.♘xf6+ ♔h8 3.♕xh7#

1–0

Example 4

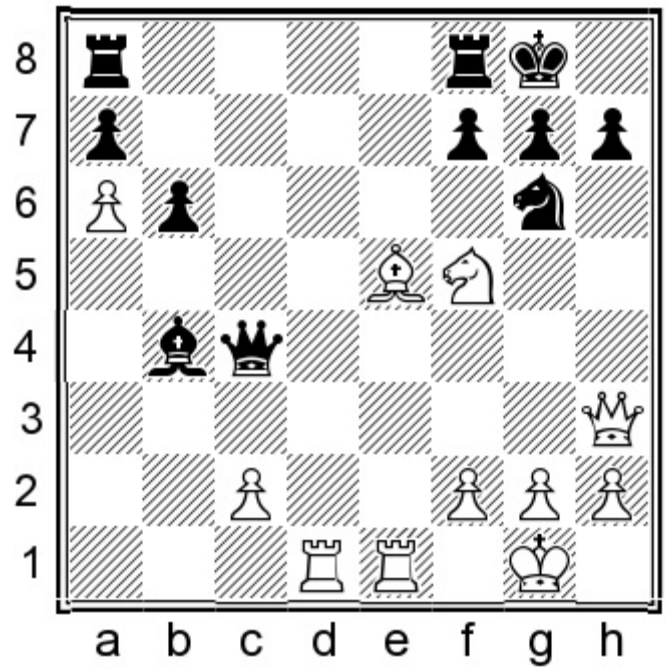


The position looks a bit more complicated than the previous example but with a precise series of moves, White mates:

1.♖xg7+! ♔xg7 2.♘f5+ ♔g8 3.♖g6+! fxg6 4.♘h6#

1–0

Game 114
Vasilios Kotronias
Daniel King J
New York 1990



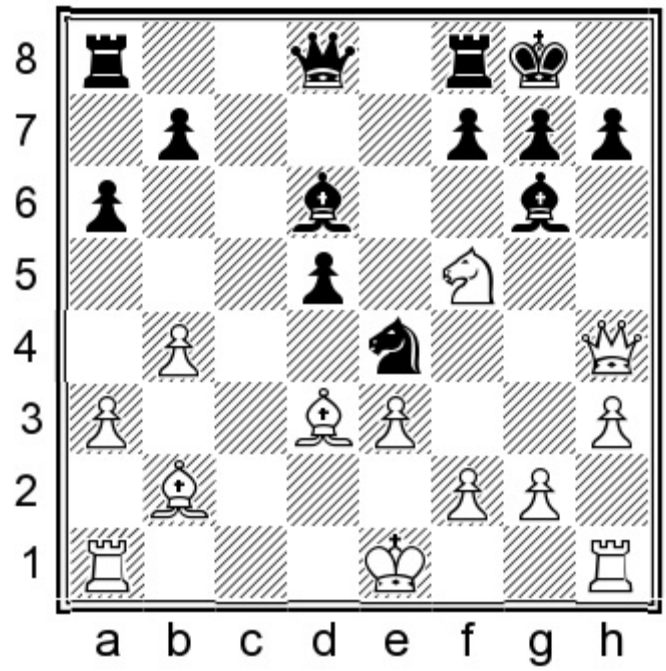
An over-the-board game, between two GMs!

26.♕h6!

26.♕h6 gxh6 27.♘xh6#

1–0

Game 115
Daniel Semcesen
Nils Grandelius
Kungsor 2009



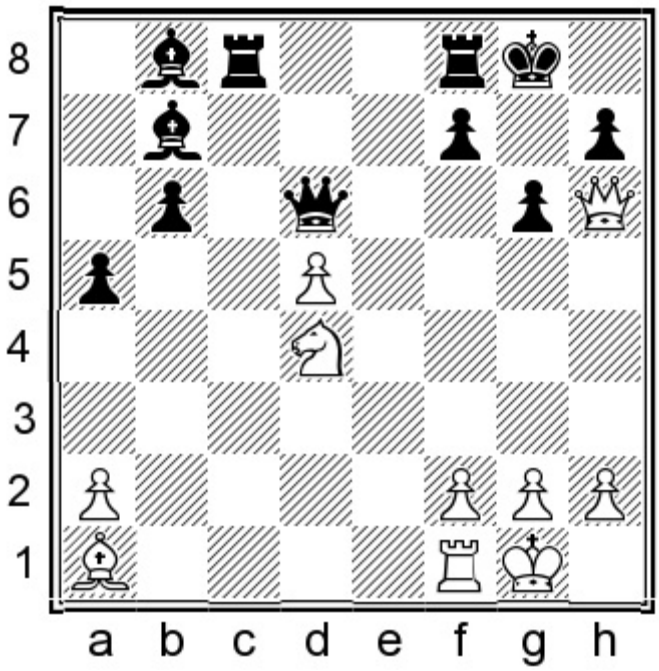
19.♕h6!

19.♕h6 gxh6 20.♘xh6#

1–0

Of course, the above cases are extremely beautiful as, although the queen is sacrificed, no check is required! Chess can also be more brutal, where direct checks are involved:

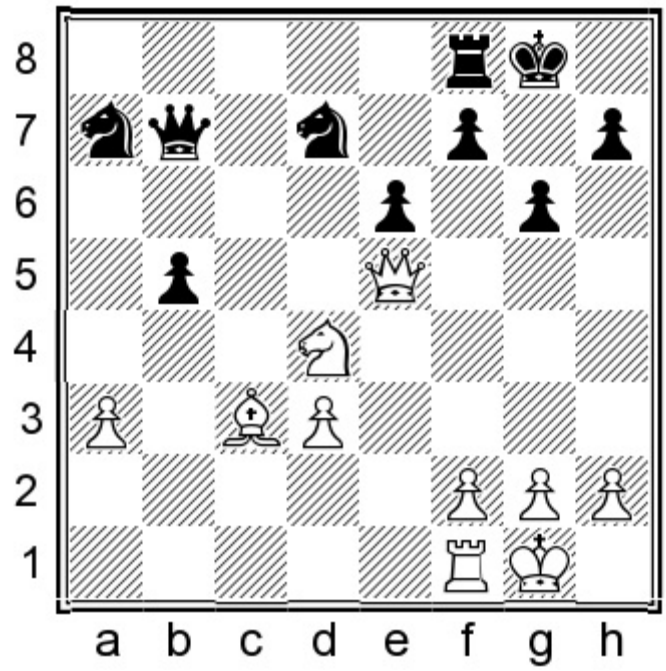
Example 5



1.♕g7+! ♔xg7 2.♘f5+ ♔g8 3.♘h6#

1–0

Game 116
Evgeny Sveshnikov
Ruslan Shcherbakov
Moscow 1991



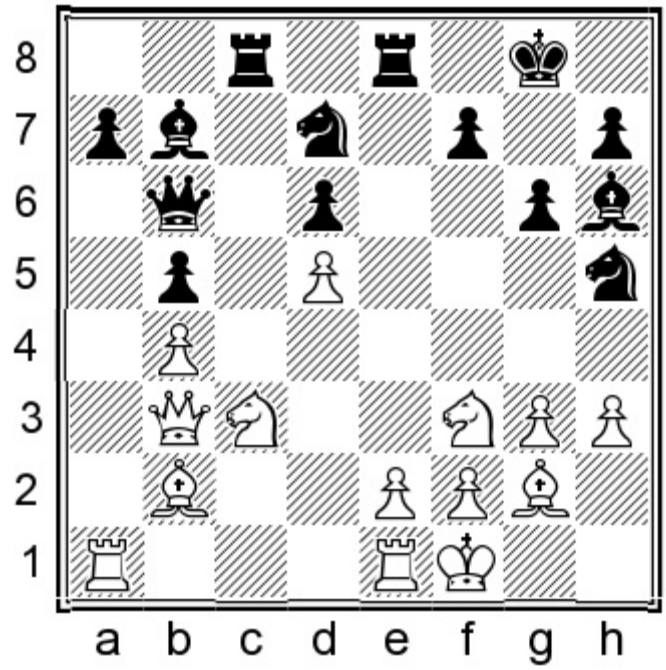
More of the same — once you've seen one, you've seen them all!

24.♕g7+!

Black resigned: 24.♕g7+ ♔xg7 25.♘f5+ ♔g8 26.♘h6# (or 26.♘e7#).

1–0

Example 6

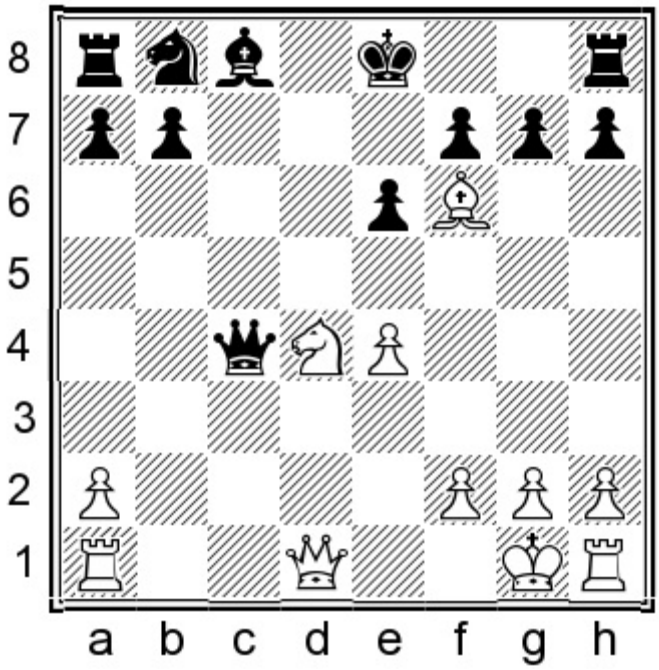


1...♕xf2+! 2.♔xf2 ♗e3+ 3.♔f1 ♘xg3#

0–1

In general, the combinations weren't difficult, but the question remains: how do these combinations come about? The only way to find out is to study old classics:

Game 117
Alexander Alekhine
Alfredo Munoz
Sabadell 1945



12...0-0?

This is asking for trouble!

12...♗d7± is natural here.

12...0-0? 13.♕g4

Good enough.

The second best is 13.♖c1 ♕b4 14.♕g4 g6 15.e5± Von Berner-Pitschak,R Vienna 1943.

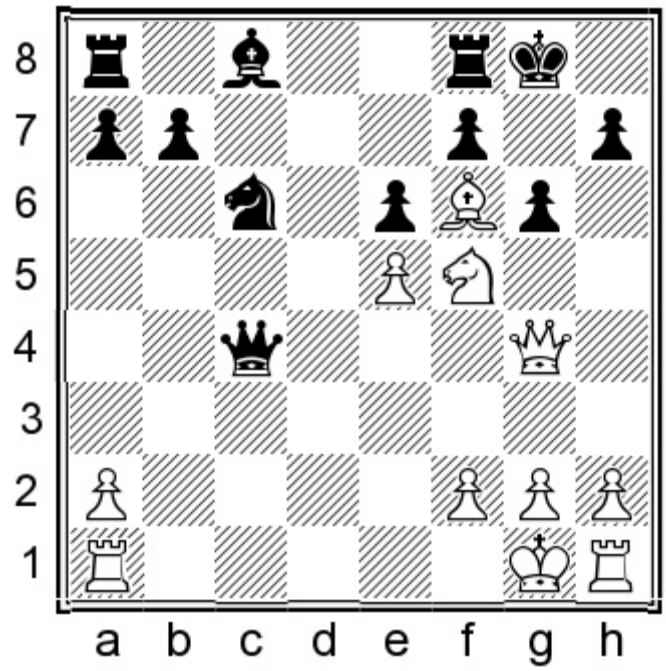
13...g6 14.e5 ♘c6?

Missing the mate!

The best was 14...♖e8, though Black is still losing after 15.♕f4 ♕c5 16.♘b5!.

15.♘f5!

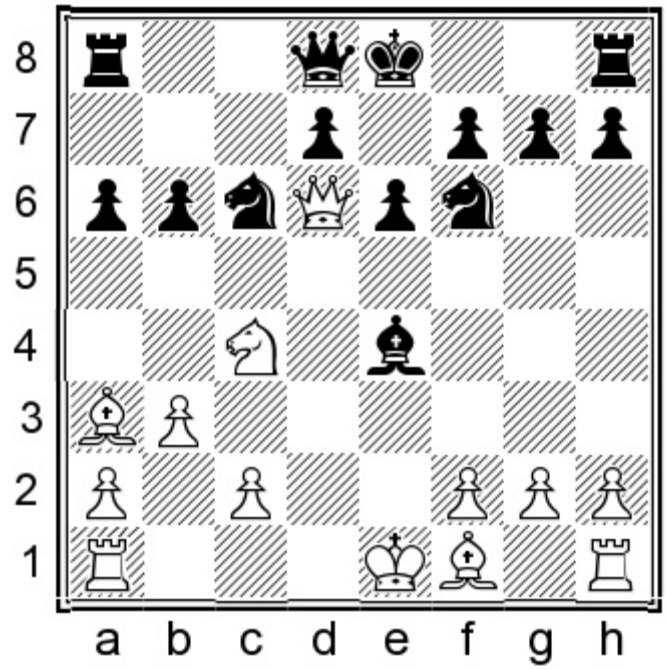
15.♘f5



Black resigned as he either loses his queen after 15...exf5 16.♕xc4 or gets mated after 15...♕xg4 16.♘h6# — not a pleasant choice! **1–0**

Game 118
Vasilios Kotrotsos
Alexandra Stiri
Heraklio 2005

1.e4 c5 2.♘f3 e6 3.b3 b6 4.d4 cxd4 5.♘xd4 ♗b7 6.♘b5 a6 7.♘d6+ ♗xd6 8.♕xd6 ♗xe4 9.♗a3 ♘f6 10.♘d2 ♘c6 11.♘c4



White has sacrificed a pawn and obviously has enough compensation due to Black's weakened dark

squares.

11...b5?

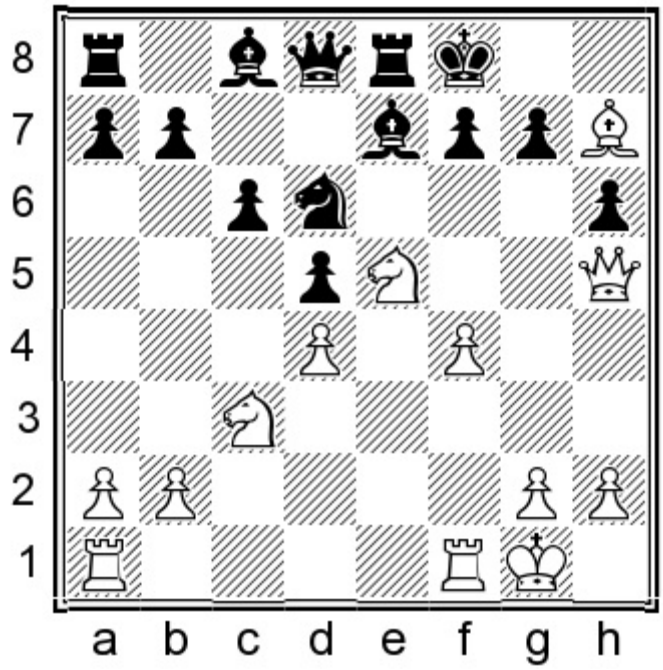
A grave error as White now can deliver a nice mate. Black had to opt for 11...♘d5 12.♕g3 ♕f6∞.

12.♕f8+!

Black resigned: 12.♕f8+ ♖xf8 13.♘d6+ ♔e7 14.♘f5+ ♔e8 15.♘xg7#.

1–0

Game 119
Omar Almeida Quintana
Joan Olivera Medrano
Camaguey 1999



White can deliver mate in two, but even strong players have their off days.

17.g4?

17.♕xf7+ ♘xf7 18.♘g6#

17.g4? ♕b6? 18.♖ad1?

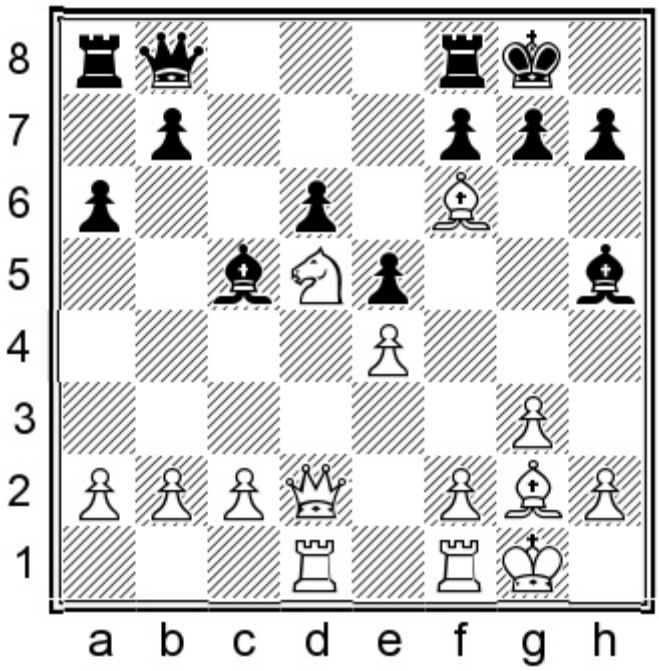
18.♕xf7+ ♘xf7 19.♘g6#

18...♗f6? 19.♕xf7+!

After a series of mutual blunders, White finds his way.

1–0

Game 120
Dan Takle
Johanna Paasikangas Tella
Gausdal 1990



16.♕h6!

Black resigned: 16.♕h6 gxf6 (16...gxh6 17.♘e7#) 17.♘xf6+ ♔h8 18.♕xh7#.

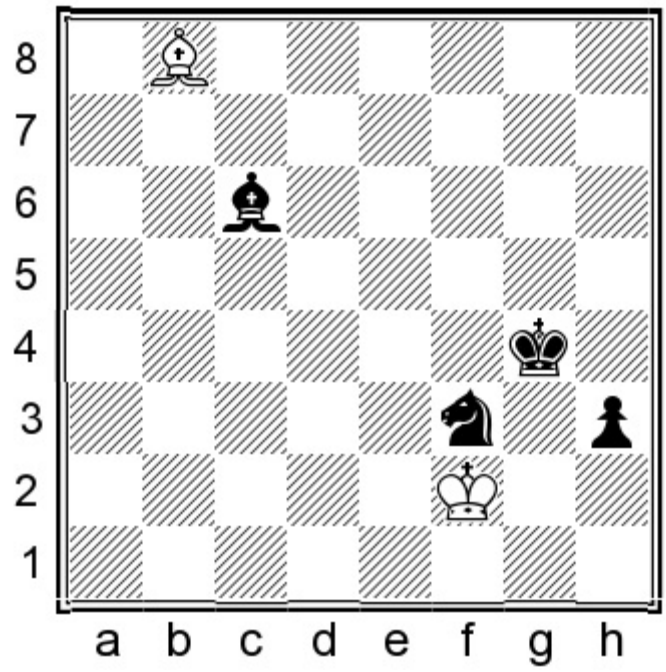
1–0

It is not only good to know the combinative power of the bishop and knight, but also their endgame capabilites. There is a certain motif, which must be known.

Automatic reactions are not born from ‘talent’ but by sub-conscious knowledge!

Game 121
Arthur Van de Oudeweetering
Alexey Kuzmin
Amsterdam 2004

78.♗b8



78...h2

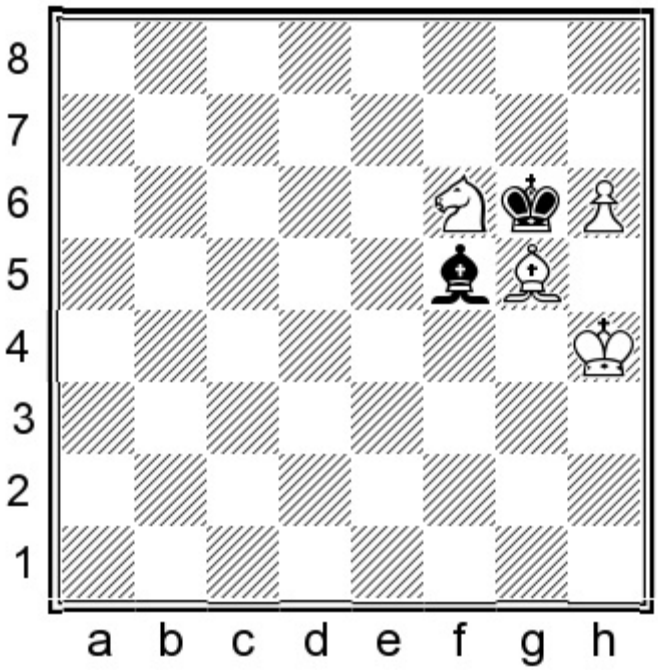
Sacrificing the last pawn — for the crowd!

78...♗b5 79.♗c7 h2 80.♔g2 ♗f1+ 81.♔h1 ♔h3 82.♗xh2 ♗g2# wins as well, of course.

78...h2 79.♔g2 h1=♕+! 80.♔xh1 ♔h3 81.♗c7 ♗b5 82.♗a5 ♗f1 83.♗c3 ♗g2#

0–1

Game 122
Vassily Ivanchuk
Alexei Shirov
Bazna 2009



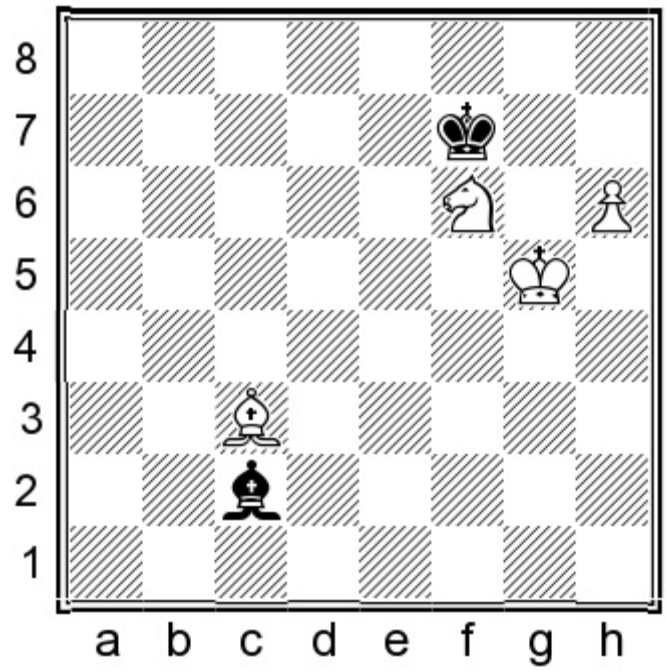
84.h7!

Black resigned as after 84.h7 ♔g7 85.h8=♕+! (85.♗h6+ ♔h8 86.♗f8+–) 85...♔xh8 86.♗h6, the black king is stuck in the corner and mate is near: 86...♗e6 87.♗f8 ♗f5 88.♔g5 ♗e6 89.♔h6 ♗f5 90.♗g7#.

Of course, White is not obliged to give-up his pawn — he can win slowly as well — but this is the most direct and effective way!

1–0

Game 123
Aleksandra Goryachkina
Evgenija Ovod
Skopje 2015



61.h7! ♔g7 62.h8=♕+! ♔xh8 63.♔h6 ♗b1 64.♗b4

64.♗b4 and Black resigned due to mate in two: ♗f8–g7.

1–0

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