200 Brilliant Endgames
DOVER BOOKS ON CHESS

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(continued on back flap)
If there were prizewinning chess authors, Irving Chernev would surely be one of them. As it is, he is merely one of the most successful chess writers of all time. Not even Fred Reinfeld, his renowned contemporary who produced more than 200 different titles, sold more copies. The best of Irving Chernev's books are timeless and continue to sell well years after his death.

A music teacher by profession, Irving invested his writing with beauty, harmony, and perfection. It sparkles when he discusses inspiring moves and combinations, layering his analysis with pithy and insightful observations. Chernev never burdens the reader with too much commentary. He provides just enough to highlight key moves.

This was the style he used in the 1930s when writing his "Chessboard Magic" articles for Chess Review, as one of the initial contributors. Terse maxims, punctuated statements, brilliant moves were the basis of this regular column of classic endgame studies. He later grouped 160 into a stunning book with the same title as the column.

When Chernev died in 1961, chess lovers mourned. There would be no more revelatory books à la Chernev. But luckily, this was jumping the gun a bit. Among his final papers was one more treasurable book: a collection of impeccable endgame studies perhaps even surpassing those of his Chessboard Magic. Here they are in 200 Brilliant Endgames, thanks to the perseverance of Irving's wife, Selma, and the efforts of Adam Hart-Davis and his son, Jason, who together put the finishing touches on the manuscript.
And what a final book Irving Chernev has given us! It contains 200 of the most brilliant ending combinations ever created by the game's great composers. Troitzky, Réti, Kasparyan, Benko, Kubbel, Rinck, Grigoriev, and many others are here for your enjoyment and pleasure, arranged in alphabetical order according to composer, unlike any other similar compilation. With this arrangement you can turn to your favorites immediately, though first wading through the entire collection is worth the excursion.

Each problem in 200 Brilliant Endgames is introduced with a cue, such as “White to play and win.” Every example includes the composer's name, the date of its original publication if available, a clear diagram with an algebraic grid, and the winning variation presented columnarly in algebraic notation. Only necessary analysis is provided, thus not interfering with your recreation and the flow of moves.

Some chess writers load on intricate variations that make reading a chore. But Chernev was an accomplished writer who said more by saying less. In three or four words, he gives the essence of an example, and that's “the point,” to borrow one of his familiar expressions. In this final Chernev book, the master has bequeathed us a gem—200 gems, in fact. I know you'll enjoy them.

Bruce Pandolfini
INTRODUCTION

Irving Chernev was born in Russia in January 1900. He enjoyed having such an easily remembered birthday; he never had any trouble filling in forms, or working out his age. He learned to play chess when he was twelve, and apart from his charming wife, Selma, and his books, and music, and food, chess was his only true love for almost seventy years. He died of cancer in September 1981.

Irving never claimed to be a great chessplayer, but he was devoted to the game, and for many years he wrote a chess column without pay because he wanted to share his enthusiasm with the rest of the world. Eventually he was persuaded to write a book, Invitation to Chess, with Kenneth Harkness, which became one of the most successful of all chess primers. After that he never looked back. He wrote some twenty books, including my favorite, Logical Chess, Move by Move (1957). It's simple, and sometimes naive, but also one of the best chess books ever written.

I edited three of Irving's books before this one. I know how much time, care, patience, and love he put into them. The typing was immaculate, the diagrams were beautifully laid out, and every word was chosen with care.

Irving was raised in suburban New York, and worked in the paper industry. When he retired, he and Selma moved to San Francisco. They settled in an apartment near Scot's, which was to become their favorite restaurant in a city famous for its seafood. Almost the only things that tempted them away were trips to London and Paris, where they stoked up on theater and haute cuisine; Irving was a gourmet, not only of food and of
chess, but of life itself. I have met many chessplayers and many chess writers, but none of them has had the same sort of infectious enthusiasm for having fun. His letters were alive with humor; jokes and anecdotes crackled from the tightly packed typewriting on the smart cream paper.

He once went to a wedding in Las Vegas, where he had a successful battle with the one-armed bandits: "I managed to wrest $900 from their clutches. Of course I had to invest some $300 to do so, but I prefer to regard it as a clean profit of 900 smackers."

Early in 1978 he wrote to me in great excitement that he had lured Tigran Petrosian to his apartment for lunch. He had previously met five world champions—Capablanca, Alekhine, Lasker, Fischer, and Botvinnik.

Even when he was seriously ill with cancer his letters were full of fun. This was how he described one discharge from hospital:

I was ready to leave at twelve when I reminded myself that I had already ordered lunch and dinner for that day; so I might as well eat lunch before leaving—or so I thought. When the boy came up with the luncheon tray, I asked him to cancel the dinner order, as I was leaving immediately after lunch. "Don't touch the lunch," was his reply. "If you do, it will cost you $265"—the charge for a day's stay. And as this was considerably more than I had ever paid at Maxim's, I decided to forgo the lunch, even though the main course was macaroni and cheese.

I enjoyed Irving's irreverence. Among his large chess library, his favorite book was Dr. Siegbert Tarrasch's heavy volume Dreihundert Schachpartien ("Three Hundred Chess Games"). He had read this so many times that it fell apart; accordingly, he took it to a local bookbinder and asked him to bind it in black leather. Then came the question of what should go on the spine. "Gold blocking," said Irving. But surely, said the binder, you don't want all that German stuff? "No," said Irving, "just put 'Holy Bible.' "

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I met Irving only three or four times, mostly in London, and once in San Francisco. I used to look forward immensely to seeing him again: to the good food, the wine, and the conversation. Irving always produced a pocketful of newspaper clippings, an earful of anecdotes, and a battered leather wallet set with pieces designed by Marcel Duchamp, on which he would show me a couple of stunning positions. Once we played a game somewhere in the middle of dinner, but I can’t remember who won.

Irving didn’t really need to win. For most chessplayers, winning is what chess is all about. For Irving, however, the game itself was what mattered. He didn’t want to beat anyone; he wanted to show everyone just how beautiful chess can be. Turn the pages of this, his final book, and you will see.

Adam Hart-Davis
EDITOR'S NOTE

Irving Chernev finished collecting the material for this book shortly before he died in 1981. He had written the notes and put the games roughly in order. Unfortunately he left the text in descriptive notation. Worse, it was in manuscript. Irving would have been the first to admit that his handwriting was imperfect—indeed, it has baffled cryptographers for years. All the old pungent wit is here—our favorite is the note after White's 5th move in Ending 64—and we have done our best to render it faithfully into algebraic notation and legibility. We've probably made mistakes—sorry—but we hope you enjoy these endings as much as we have.

ADAM HART-DAVIS
JASON HART-DAVIS
September 1989
Afansiev, Duizov, 1967

White to play and win

The obvious first move, 1 g4+, winning the Rook, would be made by ninety-nine out of a hundred players. This powerful move fails! After 1 g4+ Kg6! 2 gxh5+ Kh7 3 Bc3 (or anywhere else) a1=Q 4 Bxa1, Black gets his draw by stalemate!

The right way:

1  Kf7

Now the threat of 2 g4+ is acute.

1  ...  Rh1

Certainly not 1 ... Rg5 2e4 mate.

2  e4+  Kg5
3  Bf6+  Kh5
4  g4 mate

A brilliant ending.
Afansiev, Duizov, 1969
White to play and draw

Quiet moves can be as forceful as moves that smite, as we see here.

1  Nf6+  Kd8
Not 1 ... Ke7, when 2 Ng6+ wins the Queen.

2  e7+!  Nxe7
Forced, since capturing with King or Queen loses to a Knight fork.

3  Kb7!
Quiet, but effective.

3 ...  Qg7
The only possible reply; the King may not move, the Knight dare not, since 4 Nc6 mate would follow, while the Queen has no other safe move.

4  Kb8!
White is content to wait or repeat moves.

4 ...  Qf8
The Queen (alas!) has no other safe square open.

5  Kb7
Drawn.

White’s King quietly forces a draw by repetition of position.
Afansiev, Duizov, 1970

White to play and draw

Despite his precarious situation—a Rook under attack, and an adverse Pawn rushing down to become a Queen—White draws by an enchanting little combination.

1 Rxg6

 Attacks the Bishop, and threatens 2 Rf6+, winning the dangerous Pawn.

1 ... Bg7+

A clever, surprising resource.

2 Rxg7 f2
3 e6 f1=Q

Or 3 ... dxe6 4 Rg8+ Kf7 5 Rg7+ Kf6 6 Kg8, and the threat of 7 Rf7+ is decisive.

4 Rf7+ Qxf7
5 e7+ any Stalemate.
Apschenek, 1933

White to play and win

Black’s King suffers from being hemmed in by his own army.

1 Re1  
2 Rxbl  
3 e7  

On 3 ... Bg6 instead to stop the Pawn, the reply 4 Be3 mate would be embarrassing.

4 Be3+  

Forced, since 4 ... Kg6 lets White promote to a Queen with check.

5 Bd4

Restains Black’s a-Pawn, and threatens to Queen his own passed Pawn.

5 ...  
6Bg6  

Bg7 mate!

The unfortunate King has no egress!
Babic, 1901

White to play and draw

Exact timing characterizes this study.

1 Be5!
A sacrifice that must be accepted.

1 ... Bxe5

On 1 ... d4 instead, there follows 2 Bxd4 Bxd4 3 Kd5 b2 4 Kxd4 b1=Q 5 Be4+ and the Queen falls.

2 Kxd5 Kf5

No better is 2 ... Bf6 3 Ke6 and White controls the square e4 with his Bishop.

3 Bc6 b2
4 Ba4 b1=Q
5 Bc2+ Qxc2

Stalemate.
Badaj, 1967
White to play and draw

Skillful maneuvering by White’s King enables him to escape from what seems certain loss.

1 Ke4 Nh4

If Black tries 1 . . . Nxh2 instead, there follows 2 Kxf4 Rg4+ 3 Kf5 Rxa4 4 Nxh2 and the position is drawn.

Or if 1 . . . Rg1 2 Kxf4 Rxf1 3 Bb5 Rf2 4 Kg3 Rb2 5 Bd3+ followed by 6 Kxf3 and draws.

2 Kxf4 Rf5+
3 Kg4 Rxf1
4 Bc2+

Not at once 4 Kxh4, since the reply 4 . . . Rf4+ wins the Bishop.

4 . . . Ng6
5 Kh5 Rf6
6 h4 Kg7
7 Bxg6! Rxc6

Stalemate.
White ends this with a checkmate as exquisite as any you'll ever see. Both White Rooks are threatened, so he must attack immediately.

1 Rd5+ Bf5
If 1 . . . Kh6, 2 Rxg4, all three of Black's pieces are in danger.

2 Rg1
Better than 2 Rxf5 + Kg6.

2 . . . Ne7
3 fxg4 + Kh6
4 Rd8 Bh7
5 Rxh8 Ng8
Shuts in the Rook and threatens to remove it by 6 . . . Kg7.

6 g5 + Kg7
7 g6
Now if 7 . . . Bxg6 8 Rxg8 + Kxg8 9 Rxg6 + wins at once.

7 . . . Kxh8
8 g7 mate
An elegant coup-de-grâce.
White to play and draw

After seven moves, White has given away a Knight and all five Pawns—as fast as Black can take them—to force a clever draw by stalemate.

1 Nac5+ Kb5
2 Nd6+ Kxc5
3 b4+ Rxb4
4 d4+ Rxd4
5 b4+ Rxb4
6 d4+ Rxd4
7 cxd4+ Kxd4

Stalemate.

Neither the King nor the pinned Knight may move.

A simple but pleasing endgame.
Mr. Bent, England's leading composer of chess endings, provides a treat with this rare and beautiful finish.

1  Kf2

With the powerful threat of 2 Nf1—mate on the move.

   1  ...  Rxe4

If instead 1 . . . Rxg5, then 2 Nf3 + Kh3 3 Nxe5 + Kh4 4 Bxe7 wins.

2  Ndf3 +  Kh1
3  Nxe4

Again threatening mate on the move.

3  ...  Nf5
4  Nc5!

White wins.

Black is curiously helpless. His King may not move, and neither his Knight nor his Bishop can move without being instantly captured.
Underpromotion is the key to a win, whereas promoting to a Queen could meet with a startling reply. An original study by a great English composer.

1 Qc8+ Bg8
2 Qh3+

But not the hasty 2 f7 when 2 ... Qe7 + followed by 3 ... Qxf7 removes all danger.

2 ...

Qh6

On 2 ... Bh7 instead, White wins by 3 fxg7+, since if Black saves his Queen by 3 ... Kg8 then 4 Qe6 is mate.

3 Qxh6+ g×h6
4 f7+ Kh7
5 f8=Q mate

White could ruin everything (as Roycroft points out) by playing 5 f8=Q, when Black turns the tables by replying 5 ... Nc2 mate.
White can avert the threat of 1... Bd5 mate on the move only by generously sacrificing everything he owns.

1  b3!  \hspace{1cm} Bxb3
2  c4 \hspace{1cm} Bxc4
3  g8=Q+  \hspace{1cm} Bxg8

The Pawn sacrifices are reminiscent of Atalanta’s ruse, where Milanion overcame Atalanta’s swiftness of foot by tempting her with three golden apples that he threw in her path.

4  Nf7! \hspace{1cm} Bh7

Obviously 4... Bxf7 is stalemate.

5  Ng5! \hspace{1cm} Bf5
6  Nf3

Threatens to draw by taking the Pawn.

6  ... \hspace{1cm} Be4
    Stalemate.
Birnov, 1970
White to play and win

A simple, straightforward position—yet it requires care!

1 Ke2!

The plausible 1 f5 fails after 1 . . . a5 2 f6 a4 3 f7 a3 4 f8 =Q a2 5 Qa3+ Kb1, and the position is a book draw.

1 . . .
2 Kd3

On 2 . . . a4, 3 Kc3 wins easily.

3 f5
4 f6
5 f7
6 f8 =Q
7 Qb4 +

On 7 . . . Ka2, 8 Kc2 forces mate.

8 Qd2 +
9 Qc2 mate
White to play and win

White lets the Pawn become a Queen with check, but his gallant Knight saves the day!

The plausible 1 Rg1 fails after 1 . . . Kb7 and Black draws easily. The proper procedure is:

1 Rg7+ Kb6
2 a8=N+ Ka6

Of course not 2 . . . Kc6, when 3 Rc7 is mate.

3 Nc7+ Ka5

On 3 . . . Kb7, 4 Ne6+ Kb6 5 Rg1 followed by 6 Rc1 wins the dangerous Pawn.

4 Rg1 Bg5!

Black must stop 5 Rc1, even at the cost of a Bishop.

5 Rxg5+ d5+

A clever interposition.

6 Rxd5+ Ka4

On 6 . . . Kb6, 7 Rb5+ Kxc7 (or 7 . . . Ka7 8 Ra5+ and 9 Ra1) 8 Rc5+ and 9 Kd4 wins for White.

continued
Now it seems that White cannot stop the Pawn from Queening.
Can’t stop the Pawn? No matter!

7  Nb5!  
8  Nc3+  
9  Ra5+  
10  Ra2 mate!

ENDING 14

Birnov, 1952
White to play and win

The Knight is chased way up the board and out of play, so that White can execute a pretty mate with Knight and Bishop.

1  Ba4  
2  Nxe5  
3  Ke3  
4  Bd7  
5  Kf4  
6  Ng6+  
7  Be6 mate

This will enable Black’s Knight to escape—temporarily.

Of course 2 . . . Nb2 fails; 3 Bb3 and 4 Kc3 win the Knight.

The alternative 3 . . . Nh1 is hopeless after the reply 4 Kf3.
Birnov, 1954
White to play and draw

White creates a drawing device as strange as any I’ve ever seen!

1 Bc1!

"Un sacrificio a prima vista misterioso," says Porrera’s book on the ending.

1 ... Nxc1
2 Ne3

Apparently intent on stopping the Pawn by 3 Nc4 or 3 Nd1.

2 ... b2
3 Nc4!

But not 3 Ng5 Ne7 4 Nd6 Nd5!, which stops White from checking at e7.

3 ... b1=Q
4 Nd6!

Draw!

Black, a full Queen ahead, cannot stop White’s perpetual check; 5 Ne7+ Kf8 (of course not 5 ... Kh8 6 Nf7 mate) 6 Ng6 + Kg8 7 Ne7 + , and White draws by repeating the position.
A cute little ending that is sure to charm amateur or expert.

The King flees up the board—and then is forced down to meet his fate.

1 Kf6

Threatens 2 fxg5—instant mate.

1 . . . Bg8

If instead 1 . . . gxf4, 2 g5 + Kh5 3 g4 mate.

2 fxg5 + Kh7
3 fxg6 + Kh8
4 g7 + Kh7
5 g6 + Kh6
6 g5 + Kh5
7 g4 mate

Who says quadrupled Pawns are weak?
Botvinnik composed this study early in his career. The idea is based on a game he won from Livtov. The sudden mate must have come as a shock to Black.

1  g4+  Kh4

For this and his next three moves Black has no alternatives.

2  Bh6  Qxh6

Forced, since other moves by the Queen allow 3 Qh2 mate.

3  Qh2+  Kg5
4  Qd2+  Nf4
5  Qd8 mate

A pretty little combination, almost the equal of Botvinnik's many beautiful combinations brought about in actual play.
An instructive ending. One would think that all White has to do is win the d-Pawn and it's all over. Let's see.

If 1 Kf6 Kb6! 2 Ke5 Kc7 3 Kxd5 (or 3 Ke6 Kc6) Kd7 4 Kc5 Kc7 5 d5 Kd7 6 Kb6 (or 6 d6 Kd8 7 Kc6 Kc8) Kd6 7 Kxa5 Kxd5 8 Kxa6 Kc6, drawn.

The winning idea is to capture the d-Pawn, but only at a moment when Black cannot take the opposition by moving to d7. The way to do it is to maneuver the King to a8, and remove the Pawns stationed on the a-file, thus:

1 Kf5! Kb6
2 Kf6! Kb7
3 Kf7 Kb8

On 3 . . . Kb6, 4 Ke8 is the key move.

4 Ke6 Kc7

Or 4 . . . Kc8 5 Kd6!

5 Ke7 Kc6
6 Kd8 Kd6
7 Kc8 Kc6
8 Kb8 Kb6
9 Ka8

White wins.

Once the a-Pawns have gone, Black is helpless, since his King cannot get to a6 to maintain the opposition.
A witty miniature in Bron's usual clever style.

1  f7

This seems simple and strong—push on to the Queening square!

1  ...  Nc7

Prevents any further advance. Now if 2 Kc4 e1 = Q 3 f8 = Q Qc3 mate.

2  Nf2

Ready to meet 2  ... e1 = Q with 3 Nd3 +

2  ...  Kc2
3  Nd3  Kxd3
4  Kd6  e1 = Q
5  f8 = Q  Qb4 +
6  Ke5  Qd4 +

Or 6  ... Qxf8, stalemate.

7  Kf5  Qf2 +
8  Ke5  Qxf8

Stalemate.
Would you expect a stalemate from this weird position?

Watch Bron’s master hand manipulate the pieces to the proper squares!

1 Bf7+ Kh8
2 Bxa2 Be2+

With the noble object of promoting the Pawn.

3 Kc2 Bd3+

Of course not 3... f1=Q 4 Bxc3+ followed by mate.

4 Kb3 Bc4+

Here if 4... f1=Q 5 Bxc3 + Kg8 6 Kb4 + Kf8 7 Rf7 + Qxf7 Kxf7 9 Bd4, and a drawn result.

5 Ka4 Bxa2

If 5... f1=Q, there is an ingenious draw by 6 Bxc3 + Kg8 7 Rg7 + Kf8 8 Bxc4!! Qxc4 + 9 Bb4 + Ke8 (if 9... Kxg7, White is stalemated) 10 Re7 + Kd8 11 Rd7 + Kc8 12 Rd8 + Kc7 13 Rd7 + and White forces the draw by perpetual check.

6 Bxc3+ Kg8
7 Rg7+ Kf8
8 Rg6 Ng4
If 8 . . . f1 = Q, 9 Rf6+ draws.

9 Rxg4  f1 = Q
10 Rf4+  Qxf4 +
11 Bb4+  K moves

Stalemate.

ENDING 21

Bron, 1972

White to play and win

Bron demonstrates the power of a double check, against which even the gods cannot prevail.

1 c7  Rc8
2 Bxh8  RxBh8
3 Ne4

Threatens 4 Nxd6 followed by 4 c8 = Q.

3 . . .  Kb6

Better than 3 . . . Rc8 4 Nxd6 Rxc7 5 Nb5+ and the Rook goes.

4 Rxh6  Rc8
5 Nxd6  Rxc7
6 Nc8 mate
White demonstrates the power of a Queen, who so often needs no help to bring about checkmate.

1 Kf5!

The attractive 1 a7 fails in its object, for after 1 . . . c2 2 a8 = Q c1 = Q + 3 Kf5 Qg5 + !, and Black has the better of it.

1 . . . Kxh5

This time on 1 . . . c2 there follows 2 Nf4 c1 = Q 3 g3 + Kxg3 + 4 Ne2 + Kf2 5 Nxc1 g3 6 a7 g2 7 a8 = Q g1 = Q 8 Qa2 + Kf3 (forced) 9 Qe2 + Kg3 10 Qg4 + and wins.

2 a7 c2
3 a8 = Q c1 = Q
4 Qh8 + Qh6
5 Qe8 + Kh4
6 Qe1 + Kh5 or g3
7 Qh1 mate
A unique King wandering is the theme of this beautiful composition.

White's pieces in the lower right-hand corner must stay where they are. So must Black's—if the Bishop moves, Qxg2 mate follows.

It devolves upon White's King therefore to subdue Black's active Knight. He may not move to a White square, since check by the Bishop followed by Queen the f-Pawn would follow. However, moving on black squares only will not permit the King to approach the Knight.

The key: The King must move on black squares only until he reaches a White square, which allows him to lose a move, but a White square that does not permit the Bishop to check.

1  Kb2   Nf7
2  Kc3   Nh8
3  Kd4   Ng6
4  Kc5   Nh8
5  Kb6

On 5 Kd6 instead, 5 . . . Ng6 follows, and the King may not approach the Knight.

continued
5  ...  Ng6
6  Ka7  Nh8
7  Ka8!!

The magic square, which enables the King to lose a move.

7  ...  Ng6
8  Kb8  Nh8
9  Kc7  Nf7!
10 Kb6  Nh8
11 Kc5  Ng6
12 Kd4  Nh8
13 Ke5  Nf7 +
14 Kf6  Nh8
15 Kg7  Nf7
16 h8=Q!

Of course not the hasty 16 Kxf7 when 16 ... Bc4+ turns the tables.

16  ...  Nxh8
17 Kxh8  B moves
18 Qxg2 mate
The idea of a draw seems hopeless in the face of two passed Pawns, but an ingenious first move initiates the proper procedure.

1 Kg8!

Startling, as one would expect the King to advance instead of retreating. If instead 1 Kg6 h4 2 Rh7 Kg2, and the position of White’s King prevents him from checking at g7.

1 . . . h4
2 Rh7 h3
3 Rxh3 Kg2
4 Rh7! f1 = Q
5 Rg7+ Kh3
6 Rh7+ Kg4
7 Rg7+ Kh5
8 Rh7+ Kg6
9 Rg7+ Kh5

Drawn.
This is one of those delightful compositions where a Knight and Bishop (the Rook is sacrificed on the first move) overcome two Rooks, two Knights, a Bishop, and three Pawns (to say nothing of the King, who is checkmated).

1 Rh8+ Kxh8
2 Nxe8+ Kg8
3 Nf6+ Kh8

Of course 3 . . . Kf8 allows 4 Bd6 mate.

4 Ng4+ Kg8
5 Nh6+ Kf8
6 Bd6+ Ke8
7 Ng8 Rdc8

The King needs a flight square.

8 Nf6+ Kd8
9 Kf7

Closing in.

9 . . . Ra7
10 Ne8 Rcc7
11 Be7+ Kc8
12 Nd6 mate
Cohn, 1928

White to play and draw

One must know when to capture the Queen and when not to do so!

1 Kf2

Obviously 1 Rxe4 + Kxe4 2 Kf2 Kd6 3 Ke1 Kc2 loses easily.

1 ... b4
2 Ke2

Once again 2 Rxe4 + Kxe4 loses after 3 Ke2 Kd4 4 Kd2 b3! 5 Kd1 (or 5 Kc1 Kc3) Kd3! 6 Kc1 Kc3 and wins.

2 ... b3
3 Kd1

The finesse that saves the game.

3 ... Qxe3

Stalemate.
This ending combines two themes of which I am fond, a King wandering, and mate by a Pawn. Reason enough to recommend this composition.

1 Qf6

With the brutal threat of 2 Qc6+ and mate next.

1 ... Rg6
2 Qc6+ Rxc6

Forced, since 2 ... Ka7 3 b6+ cxb6 4 cxb6+ Ka6 5 b7+ is decisive.

3 dxc6+ Ka7
4 Ke6 h5

Hoping White will chase the Pawn, when this would follow: 5 Kf5 h4 6 Kg4 h3 7 Kxh3, and Black gets a draw by stalemate.

5 Kd5!

Disregards the passed Pawn and the possibility that it will turn into a Queen.

5 ... h4
6 Kc4 h3
7 Kb4 h2
8 Ka5 h1=Q
9 b6+ cxb6
10 cxb6 mate
A remarkable ending! After a great deal of feverish scurrying by the Queens, White decides the issue by two little Pawn moves!

1 Re4+ Kxe4

Better than 1 ... Kg5 2 g7.

2 g7+ Kd4
3 c3+

But not 3 g8=Q, when 3 ... Qe3+ 4 Ke1 h1=Q is mate.

3 ... Kc4
4 Bg8+ Bf7
5 b8=Q

Threatens 6 Qc7+ Kd5 7 Bxf7+ Ke4 8 Bg6+ Kd5 9 g8=Q+ and mate next move.

5 ... h1=Q
6 Bxf7+ Qxf7
7 Qc7+ Qxc7
8 g8=Q+ Qd5+
9 Kc2! Qxg8
10 e4!

Black's two Queens are helpless to prevent mate by an insignificant Pawn.

10 ... any
11 b3 mate
Drumaren, Lowenton, 1962

White to play and win

A bit old-fashioned in concept, this still makes a pleasing study.

1. d8=Q+ Nxd8
2. Qa3+ Ke8
3. Bxf8 Threatens 4 Qe7 mate.

3. . . . Rxf8
4. Bd7+ Bxd7
5. Nd5 Threatens mate in two ways.

5. . . . Qxe5 Guards against both—but only for the moment!

6. Qe7+ Qxe7
7. Nxc7! mate

The smothered mate is always attractive.
Duizov, 1966
White to play and win

With both Rooks attacked, and with Black threatening to Queen a Pawn, White relies (justifiably) on the amazing power of double check to smite the enemy hip and thigh.

1 Rg1
2 Rb1
3 Bb2
On 1 . . . axb4 2 Kxh3 bxc3 3 Bxa3 leaves an easy win.

3 Qxb1
4 Nd5 +
5 Ne7 +
6 Ng8 +
7 h5 mate
Duras, 1939

White to play and win

Known primarily for his strength as a player, Duras managed to construct a number of fine endings. In this one, Black's pieces fight vainly to keep the Rook from getting to the King, but each time one door shuts, another one opens.

1. f7 Bxf7

Forced, to prevent 2 f8=Q+.

2. Rg4 Bb3

Stops 3 Ra4 mate.

3. Rg1

Threatens 4 Rxa1+ and mate next.

3. . . .

4. Rg5

Now aims at 5 Ra5 mate.

4. . . .

5. Kb6 d5

Covers the square g8.

6. Kc7 d4

To which there is no defense.

White wins.
A magnificent combination; the surprise moves in this ending remind one of a blazing Alekhine brilliancy.

White’s chief weapon is the Bishop modestly placed at a1, and the threat of discovered check. But how does White start the machinery going?

1 Re4  
2 Kg2  
3 Kg1  
4 exf7  
5 f8=Q+!  
6 f7+  
7 Kh2

White wins.
Some pretty play forces the win.

1 \textbf{Rf7!}

A startling first move! The natural 1 Rxf8 fails after 1. . . Rxb7 2 Nd4 Rb1 + 3 Kxf2 Rf1 + 4 Kxf1 stalemate.

1 . . . \textbf{Rxf7}

Quick loss follows 1 . . . Rxf7: i.e. 2 Ne7 + Rf3 3 Bxf3 mate.

2 Ne7 + \textbf{Rf3}
3 Nc8! \textbf{R8f5}
4 Be4 \textbf{Rf6}
5 Nd6 \textbf{R6f4}
6 Bxf3 + \textbf{Rxf3}
7 Ne4

\textbf{White wins.}

The Knight will inflict mate next move.
White spurns a Rook that is offered, but this material inferiority is compensated for by his superior position. This turns out to be decisive.

1 Nf5!

Involves a beautiful winning idea: 2 Ng5 Rxe5 3 Nh6+ Kh8 4 Ngf7+ Rxf7 5 Nxf7+ Kg8 6 Nxe5 and wins.

1 . . . Rxe4
2 Nh6 +

Better than the immediate capture 2 Rxe4, when 2 . . . Rxf6 draws easily.

2 . . . Kh8
3 Rg5

Threat: 4 Rg8+ Rxg8 5 Nf7 mate.

3 . . . Re3 +
4 Kh4 Re4 +
5 Kh5 Re5
6 Rxe5 Rxf6
7 Re8+ Kg7
8 Rg8 mate
Like a good thriller, the issue is in doubt until the very last moment.

1  b7  Rb2
2  Nb5!

Now if 2 . . . Rxb5, 3 Rxd5 pins the Rook and wins.

2  . . .  Nh4


3  Rd1  Nf3
4  Ra1+  Kb4
5  Rb1  Rxb1 +
6  Kg2  Rg1 +
7  Kxf3  Rg8
8  Na7

Threatens 9 Nc8, blocking the Rook.

8  . . .  Rb8
9  Nc6 +  

White wins.
Fritz, 1939

White to play and draw

Fritz demonstrates that a piece may be irretrievably lost, but not the game.

A neat rendering in miniature of an old Troitzky theme.

1 \text{Bg7} \hspace{1cm} \text{Rg6}

There's nothing in 1 \ldots \text{Rf3} after 2 \text{Be6\#} in reply.

2 \text{Bxh8} \hspace{1cm} \text{Rh6}
3 \text{Bf1\#} \hspace{1cm} \text{Kb4}
4 \text{Ba1\#} \hspace{1cm} \text{Rh1}
5 \text{Kb2} \hspace{1cm} \text{Rxf1}

\text{Drawn by stalemate.}
Fritz, 1947
White to play and win

The pieces are spread far and wide, but White manages to create an artistic arrangement of the four Knights in just a few moves.

1 Rh8 Kd7
Or 1... Ke7 2 Rh7 + Nf7 3 Nc6+ and the Bishop falls.

Black is playing to trap the Rook.

2 Rh7+ Kc8
3 Rxa7 Nc7

Threatens 4... Kb8.

4 Ndc4 Kb8
5 Rb7+ Nxb7

A King move allows 6 Nb6 mate.

6 Nc6+ Kc8
7 Nb6 mate

A pretty picture.
Wherein the modest little Pawn proves irresistible.

1  Ra1
Threatens mate as well as 2 Rc1 winning a piece.

1   . . .          Bb7
2  Ra7           Nb5
An ingenious defense.

3  Rxb7          Nd6 +
4  Ke7           Nxb7
5  b4

White wins.

The King simply walks over to the paralyzed Knight, removes it, and then Queens his Pawn. Simple, like all truly great schemes.
A surprise sacrifice provides a target for White—but strangely enough his aim is directed in a different direction!

1. Kg2
2. Kf3
3. e4 +!
4. Kg3!
5. e3
6. Kh4
7. Kg5
8. Kf5
9. Ke5!

But not 9 Kxe4 Kc4, and the position is drawn.

9 . . .
10. Kd5!
11. Kd4
12. Kc3
13. Kc4

White wins.
In the Bishop zooms down the length of the board to bury himself, and save the life of the King.

1. h7 Bb1

Otherwise the Pawn will become a Queen.

2. d3 Nxe2

If 2... Nxd3 + 3 exd3 Bxd3 4 Be5 Bxh7 5 Bxg3, and the position is drawn.

3. Ba1! Nxd3 +
4. Ka3 Bc5 +

Forces the King to a white square where the Knight at d3 can check him, and meanwhile clear the way for 6... Bxh7.

5. Kb3!

But not 5 Ka4 Nb2 + 6 Bxb2 Bxh7 and Black wins.

5... N3c1 +
6. Kb2! Bxh7

Stalemate.

An artistic finish.
After ten forcing moves that leave Black no choice, White sacrifices a Knight to finish with a pretty Pawn mate.

1. Ng7  
2. g4  

If 2 ... Rh7 or 2 ... Bh7, then 3 g5 mate.

3. Nh5  
4. Nf4  

Again if 4 ... Rh7 or 4 ... Bh7, then 5 g5 is mate.

5. Nxh3  
6. Nf4  
7. h3!  
8. h4  
9. h5  
10. g5+  
11. Ng6!  
12. hxg6 mate
Gorgiev composes a beautiful variation on the famous Saavedra theme, distinguished by three sacrifices of pieces.

1 c7 Rc6+!

On 1 . . . Rh8 instead, White plays 2 Bc5, followed by 3 Bd4 +, and removes the Rook.

A pretty try is 1 . . . Rxe4 2 c8 = Q Rc6 + 3 Qxc6 Rc4+ 4 Nc3! Rxc6 5 Bb2 mate.

2 Bxc6 Rc4 +
3 Kd2 Rxc6
4 Bd6! Rxd6 +
5 Nd4!

One brilliant move follows another!

5 . . . Rxd4 +
6 Kc3 Rd1

Threatening 7 . . . Rc1 + .

7 Kc2 Rd4
8 c8 = R

continued
On 8 c8=Q instead, 8 . . . Rc4 + 9 Qxc4 is stalemate. But now Black's reply is forced, to prevent mate on the a-file:

8 . . . Ra4
9 Kb3!

Attacking the Rook, and threatening mate; too much for Black.

ENDING 43

Gorgiev, 1930

White to play and win

Gorgiev needs little material to create a witty interplay of pieces in this much-admired ending.

Capturing Rook or Bishop leads to a simple draw. So White plays

1 Rb3 +

. . . which, being check, takes precedence over every other move, and threatens, if the King moves, 2 Bxf6. Black's hand is forced:

1 . . . Rb6!
2 Rx b6 + Kc7

After which two of White's pieces are attacked.

3 Bd8 +!
But not 3 Re6 Kd7, and Black escapes with a draw.

3 . . .
4 Rb8+
5 Kg6!

White wins by the power of zugzwang—Black is compelled to move, but every move loses!

ENDING 44

Gorgiev, 1936

White to play and draw

Some startling moves punctuate this fine production!

1 b7+ Ka7
2 b8=Q+ Kxb8
3 c7+ Kb7
4 c8=Q+ Kxc8
5 d7+ Kc7
6 d8=Q+ Kxd8
7 Nf7+ Ke7
8 Nxh8 Kf6

The smoke of battle has cleared; White has won the Queen, but his Knight is in mortal danger. Can he still save the Knight, and the game?

continued
9  f5         Kxf5
10  Nf7     Ke6
11  Nd8 +   Kd7
12  Nb7     Kc7

"The villain still pursued her."

13  Na5   Kb6
14  c5 +!

Avoids 14 Nb3, when the reply 14 . . . Nc3 is mate.

14    Nxc5 +

Other moves allow the Knight to escape by way of b3.

15  Kb4       Nb7 +
16  Ka4       Nxa5

Stalemate.

ENDING 45

Gorgiev, 1938
White to play and win

White attacks and maintains the pressure until mate is forced.

1  Rh1

Threatens nothing less than 2 Nf3—mate on the move.
1 . . .  
2 Bd7  
3 Ng4!

Again with a powerful threat: if 3 . . . Rxh1 then 4 Bf5 is mate.

3 . . .  
4 Kxf8

Black avoids disaster, though White still has the attack.

5 Bf5 +  
6 Ne5

New threat of mate by 7 Nf7.

6 . . .  
Rh7

Ready to reply to 7 Nf7 + with 7 . . . Rxf7 + 8 Kxf7, stalemate.

7 Ng6 mate

ENDING 46

Gorgiev, 1956

White to play and win

His King is cornered, but Black still manages to put up a fight.

1 Rg7 +  
2 g6

continued
Now White’s idea is to bring his King to f7, and on a Rook check to interpose his Knight at f6.

2 . . .        Nb6 +
3  Ke7

But not 3 Ke6 Nd5 4 Kxd5 Rd1+ 5 Ke6 Re1 + 6 Kd7 Rxe8, and White’s winning chances are gone.

3 . . .        Re1 +

If instead 3 . . . Nd5 +, then 4 Kf8 Rf1 + 5 Rf7 Rxf7 +, and White wins with 6 Kxf7.

4  Kf7

But not 4 Kf8 Rxe8 +.

4 . . .        Rf1 +
5  Nf6        Rxf6 +
6  Kxf6        Nd5 +
7  Kf7        Nf6

Now if 8 Kf8, Nd7 + is the reply, but . . .

8  Rh7 +        Nhx7
9  g7 mate
Gorgiev, 1968

White to play and win

Delightful maneuvering by the minor pieces characterizes this fascinating ending. The final coup is a bit unexpected.

1 h6
2 Kd3
3 Bxh6

Black is content to give up his Knight for the advanced Pawn, as he seems to have a draw in sight.

3 ... d5

But it's White's turn to move, and as Bronstein once said, "The most powerful weapon in chess is to have the next move!"

4 Ne5+ Kd6
5 Bf4 Nxb2 +
6 Kc3 Na4 +

On 6 ... Nd1+, 7 Kd2 forces the Knight to b2 or f2, where White can win it by 8 Nd3+.

7 Kb4 Nb6

Safety at last?

8 Nc4 + + Kc6
9 Na5 mate
White to play and win

White's two Bishops display frightening power in their pursuit of the enemy King.

1. Bg5

The Pawn must be stopped from advancing.

1. ...  Bf2 +
2. Ka6  Bd4
3. Nd3  c1 = Q!
4. Nxc1  Bxb2

Ordinarily, two minor pieces can draw against three, but the terrible Bishops are ready to bear down on the King.

5. Bd7 +  Kb4
6. Be7 +  Kc4
7. Be6 +  Kc3
8. Bf6 +  Kc2

He tries to protect his Bishop,

9. Bb3 +  Kxc1

... but it's at the cost of his life.

10. Bg5 mate

A pretty finish!
Even more brilliant than White’s Queen sacrifice (which leads to mate) is the march of his King along the black diagonal to h4, back to e1, and once again to h4. A startling conception.

1 Bf8+ Qxf8

The alternative 1 . . . Kf6 2 Qh4 + Qg5 3 Qxg5 + Kxg5 4 Nxh8 leads to a prosaic win.

2 Nxf8 Ba5 +
3 Kf2

The King must not move to a White square, as a Knight check will uncover an attack on his Queen.

3 . . . Bb6 +
4 Kg3 Bc7 +
5 Kh4 Bd8 +
6 e7!!

White needs the square e6, as we shall see.

6 . . . Bxe7 +
7 Kg3 Bd6 +
8 Kf2 Bc5 +

continued
9 Ke1
10 c3!!
11 Kf2
12 Kg3
13 Kh4!
14 Kg4!
15 Kh5
16 Ne6 mate

ENDING 50
Grigoriev, 1923
White to play and win

Subtle timing of moves is a characteristic of Grigoriev's pawn endings. This is one of my favorites.

1 g7 Kf7
2 Kf5!

On the obvious 2 Kxe5 Kxg7 3 Kf5 Kf7 4 Kxg5 Ke6 draws.

2 . . . Kg8

Here if Black plays 2 . . . Kxg7 then 3 Kxg5 wins for White.

3 Kg4!

On 3 Kxg5 e4! 4 dxe4 Kxg7 and draws, but not 3 . . . Kxg7 4 Kf5 e4 5 Kxe4 and White wins.
If 3 ... Kh7 4 Kxg5 e4 5 Kf6 and White wins. Or 3 ... Kxg7 4 Kxg5 and White wins.

4 Kxg5  
5 Kh6

But not 5 dxe4 Kxg7 and Black escapes.

5 ... Kg8

On 5 ... exd3 6 Kh7, and 7 g8=Q+ is lethal.

6 dxe4

White wins.

ENDING 51

Grigoriev, 1928

White to play and win

If there is an undisputed master of King-and-Pawn endings, it is Grigoriev.

He manages to find unusual ideas in the most mundane positions.

1 Kd4!  
25

continued
The natural continuation. Defending instead against White’s Pawn leads to 1 . . . Kb5 2 Kd5! Ka6 3 f4! Kb7 4 f5 Kc7 6 Ke6! Kd8 7 Kf7 b5 8 Kg7 and White wins.

2 f4 b4
3 f5 b3
4 Kc3!

This is the important move, for 4 f6 leads only to a draw.

4 . . . Ka3
5 f6 b2
6 f7 b1=Q
7 f8=Q+ Ka2

Or 7 . . . Ka5, when 8 Qa8+ wins the Queen.

8 Qa8 mate!

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Grigoriev, 1937

White to play and win

Grigoriev’s artistry extends beyond Pawn endings, of which he is an acknowledged master. In this innocent-looking Rook ending, he springs a surprise checkmate.

1 Kc2!
The obvious $1 \text{ Ka2}$ fails after $1 \ldots \text{ Rd3} \ 2 \text{ b5} \text{ Rd5} \ 3 \text{ Rb1} \text{ Ke5} \ 4 \text{ Ka3}$ (or $4 \text{ b6} \text{ Ra5 +}$) $4 \ldots \text{ Kd6} \ 5 \text{ b6} \text{ Kc6} \ 6 \text{ b7} \text{ Ra5 +}$ and draws.

$$
\begin{array}{ll}
1 \ldots & \text{ Kf5} \\
2 \text{ b5} & \text{ Kf6} \\
3 \text{ b6} & \text{ Rh8} \\
4 \text{ Kc3} & \text{ Rb8} \\
5 \text{ Rb1} & \text{ Ke7} \\
6 \text{ Kc4} & \text{ Kd7} \\
7 \text{ Kb5} & \text{ Kc8} \\
8 \text{ Rc1 +!} & \\
\end{array}
$$

But not $8 \text{ Kc6} \text{ Rb7} \ 9 \text{ Ra1} \text{ Rc7 +!}$

$$
\begin{array}{ll}
8 \ldots & \text{ Kb7} \\
9 \text{ Rc7 +} & \text{ Ka8} \\
10 \text{ Ra7 mate} & \\
\end{array}
$$

**ENDING 53**

**Grigoriev, 1937**

White to play and win

Despite a hidden Black resource, White finds an ingenious way to win.

$$
\begin{array}{ll}
1 \text{ h3} & \text{ c5} \\
2 \text{ Kb1} & \text{ c4} \\
3 \text{ Ka2} & \\
\end{array}
$$

*continued*
This looks decisive, but Black has a little trick up his sleeve.

3 . . .
4 Kb3!

But not the tempting 4 Kxa3 when Black draws by the famous Réti idea: 4 . . . Kg3! 5 f5 Kf4 6 f6 Ke3 7 f7 c2 8 f8=Q c1=Q + and draws.

4 . . .
5 Kxa2

White makes sure that the c-Pawn does not Queen with check.

5 . . .
6 f5
7 f6
8 f7
9 f8=Q
10 Qh6+

Kg3
Kf4
Ke3
c2
c1 = Q

Black's Queen is lost.

White wins.
White to play and win

White's problem is that he has to stave off possible mate by the flock of Black's Queenside Pawns coming down the board.

The effort to create a passed Pawn on the Kingside would be refuted thus: 1 g3 Ka4 2 Kc1 (forced) Ka3 3 Kb1 b2 4 h4 Kb3 5 h5 a5 6 h6 a4 7 h7 a3 8 h8 = Q a2 mate.

Therefore:

1  Kc1
2  Kb2
3  g3
4  h4
5  gxh4
6  Kb1
7  h5
8  h6
9  h7

Trying for stalemate, of course.

6  Ka4
7  b5
8  a5
9  gxh4
d5!

With the same noble object.

10  h8 = N! b4
11  Ng6! fxg6
12  f7 gxh5
13  f8 = N! f4
14  Ne6 f3
15  Nc7 f2
16  Nb5! mate
In this fascinating miniature, White manages to entangle the Rook (in two lines of play). A shrewd Bishop sacrifice serves to advance the career of the Pawns.

1. Be3+ Kd5
2. h7 Rh4

Or 2 . . . Ra8 3 Bh6! Ke6 4 Bxg7 Kf5 5 Bf8! Rxf8 6 g7 wins.

3. Bg5! Rh1 +
4. Kg2 Rh5
5. Bf6! Ke6

Of course not 5 . . . gxf6, 6 g7 wins.

6. Bxg7 Kf5
7. Bh6!

The key move!

7 . . . Rxh6
8. g7

White wins.
An absolutely delightful ending, with White's Knights alternating in an attack on the King, who is cornered on an edge of the board.

1 b7 h2
2 Kf2 h1 = Q

Delay is dangerous: if 2 . . . h3, 3 b8 = Q h1 = Q 4 Qb7 mate.

3 b8 = N + Kd5
4 Nc7 + Ke5
5 Nd7 + Kf4
6 Ne6 + Kg4
7 Nf6 + Kh3
8 Nxg5 + Kh2
9 Ng4 mate

Noble work by the Knights!
In this weird position White evolves an unusual smothered mate.

1 Na6! Ra7!

'If he tries 1 . . . Re7, then 2 Ng6 R7xe8 3 Rxe8 Rxe8 4 Nc7 + and White wins the remaining Rook.

2 Bxc6 +! Rxc6
3 Nd7 + Kb7
4 Rb8 + Kxa6
5 Rb6 + Rxb6
6 Nxc5 mate
Gurvich, 1927

White to play and win

A delightful Knight galloping sets the King up for the kill.

1 Kb3

Moving the threatened Knight away would allow 1 . . . Ne4+, winning the more valuable Bishop.

1 . . . Kxe5
2 Bg3+ Kd5

In this, and the following moves, the King must stay close to the Knight.

3 Nf6+ Kc5
4 Nd7+ Kd5
5 Nb6+ Kc5
6 Na4+ Kd5
7 Nc3+ Kc5
8 Bf2 mate

An elegant finish.
Just as Black's King is about to save the game by capturing the Bishop, the Knights gallop over and ruin his plans.

1 Bh1  Bd2
Goes after the most dangerous unit.

2 Na7  Bxb4
Otherwise 3 b5 follows.

3 Nc6+  Kf4
Black hopes to capture one of the pieces in the corner.

4 Nxb4  Kg3
5 Nf1+  Kf2
6 Nd2  Ng2
If Black can get rid of the Bishop (who has no way of escape), his troubles will be over.

7 Nd3+  Kg1
8 Nf3+  Kxh1
Wins the Bishop, but at great cost.

9 Nf2 mate
Lowly Pawn indeed! This one justifies its existence.

1 Kf2
2 Kg2
3 Be3

Threatens to win the pinned Knight by 4 Nf7+.

3 . . .

Better than 3 . . . Kh5 4 Bxg5 Kxg5 5 Ne6+ and White wins the Bishop.

4 Nf7+
5 Bxg5
6 Kh3!

A quiet, waiting move.

6 . . .
7 g4 mate
This might be called “drawing by perpetual threat of mate.”

1 Ra3+ Ba7
2 Rxf3 Nd6 ++

On 2 . . . Ne7 ++ instead, the reply 3 Kd8 Bg4 4 Rf4 wins a piece.

3 Kc7 Nb5 +
4 Kxc6!

Costs a Rook, but White has a little plan to offset the loss.

4 . . . Nd4 +
5 Kc7! Nxf3
6 Bg8!

The point! White threatens mate on the move.

6 . . . Bb8 +
7 Kb6! Ba7 +
8 Kc7

Black can no longer afford to try winning.

Drawn.
It is unusual to see both Kings trapped by the opposing Pawns. White (the good guy) comes off the victor in the double zugzwang.

1 e5

Makes way for the King to centralize for the attack—and for the defense.

1 ... g5

Black naturally tries for the breakthrough by 2 ... g4.

2 Ke4 g4
3 fxg4 hxg4
4 hxg4 h3
5 Kf3 Kc6
6 g5 Kd5
7 g6 Kxe6
8 b4

Neither King may move, so White turns to the Queenside.

8 ... a5
9 a4 bxa4

If 9 ... axb4, 10 axb5 wins at once.

10 bxa5 a3
11 a6

White wins.

Black's King must eventually move, and allow the g-Pawn to advance and become a Queen.
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Herbstman, 1928

White to play and draw

White squeezes out of a tight situation just when everything seems hopeless.

1 Kb2 Bxe3

Unable to save his Knight, Black in turn attacks a Knight, and also threatens 2 . . . Bxd4 + .

2 Nf5

Protects the Pawn, and in turn attacks the Bishop.

2 . . . Nxc2
3 Kxc2 Bg6
4 Kd3 Bg1
5 Ke4 Bh2

This seems conclusive, as 6 d5 is met by 6 . . . Bd6 and White is out of moves.

6 Kd5!

He abandons the Knight to its fate.

6 . . . Bxf5

Stalemate.
In which the Queen is lured into a cul-de-sac.

1. Re4+ Ka3

With mating threats.

2. Rxa4+ Qxa4

Naturally 2... Kxa4 is inferior on account of 3 a8=Q+ in reply.

3. a8=Q Qxa8
4. Ra7+ Nxa7
5. b7!

How embarrassing!

5... Qxb7

Stalemate.
There are some lovely Rook and Queen sacrifices in this innocent-looking position.

1. c7\hspace{1cm} Rf4+

The instinctive 1... Rc4 is met by 2 Rxa4, and the threat of mate is decisive.

2. Kg6\hspace{1cm} Rc4

3. Rxa4!\hspace{1cm} Rg4 +!

A desperate move, but what else is there?

4. Rxg4\hspace{1cm} c1 = Q

5. c8 = Q +!\hspace{1cm} Qxc8

6. Kf7\hspace{1cm} Qd8!

7. Rg6\hspace{1cm} Kh7

8. Rh6 +\hspace{1cm} Kxh6

Stalemate.
Herbstman, 1953
White to play and draw

Black's Pawn cannot be stopped from Queening, but ingenious play lets White escape with a draw.

1 Rb5+ Ke6

Moving to the fifth rank by, say, 1... Ke4 is met by 2 Rxb4+ followed by 3 Ra4, and Black can win the Rook, but not the game.

2 Ra5 Ba3
3 Bg7 a1=Q
4 Re5+ Kf7
5 Rf5+ Ke6
6 Re5+ Kd6
7 Rd5+!

If 7... Kxd5, 8 c4+ wins the Queen.

8 Rc5+ Kb6

Now if 8... Kxc5, 9 cxb4+ wins the Queen.

9 Rb5+ Ka6

Or 9... Kxb5, 10 c4+.

10 Ra5+

Finally, if 10... Kxa5, 11 cxb4+ is the reply. The perpetual check lets White off the hook.

Drawn.
The fight centers on Black’s Pawn. Winning it would assure White of a draw.

1 Rd7 + Kb8!

Naturally 1 . . . Bxd7, leaving White stalemated, is unthinkable.

2 Rd8 + ! R elucidates
3 Rd4 Kb7!

Clever defense. If 4 Rxh4, Ra8 + 5 Kb4 Ra4 + wins the Rook and the game.

4 Rb4 + Kc7
5 Rc4 + Bc6

Clearly, if 5 . . . Kb7, 6 Rb4 +, and White is content to repeat moves.

6 Rxh4 Ra8 +
7 Kb4 Ra4 +

This wins the Rook, but not the game.

8 Kc5 R xúc x4

Stalemate.
Herbstman, Nadareishvili, 1968, First Prize

White to play and draw

White's material advantage is offset by Black's threats: 1 . . . g3+, and mate next move, and 1 . . . b1=Q. It needs clever play for White to escape with a draw.

1 Bxd4  g3+
2 Kg1

Of course not 2 Kh1 Bxg2 + 3 Kg1 b1=Q + and mates.

2 . . .  h2+
3 Kh1  Bxg2 +
4 Kxg2  f3 +
5 Kh1  b1=Q +
6 Bg1 +  Qb4

Best, as 6 . . . Kh5 7 Qg4 + Kh3 8 Qg5 + Kh7 9 Qg7 + Kxg7 draws by stalemate.

7 Qxb4 +  Kh3

(Black is actually threatening mate!)

8 Bxh2  f2

And once again!

9 Qh4+ !  Kxh4
10 Bxg3 +  Kxg3

Stalemate!
White’s pieces are under attack, and he has to head off a dangerous passed pawn. In spite of this, he forces Black’s King up the board and into checkmate.

The plausible 1 Re6 fails after 1 ... Kxa4 2 Kc7 Kb4 3 Kxb8 a 5 4 Kb7 a4 5 Kb6 Kc3 6 Rxe3+ Kb2, and Black manages to draw.

1 Rc4 e2
2 Nb2! e1 = Q

Or 2 . . . Nc6+ 3 Kc7 e1 = Q 4 Rc5+ Kb4 5 Nd3+ protects the Rook and wins the Queen.

3 Rc5+ Kb6

Here too 3 . . . Kb4 yields to 4 Nd3+.

4 Na4+ Kb7
5 Rc7+ Ka8
6 Nb6 mate
The Queen whirls around the board to achieve her objective—winning the enemy Queen.

1 Qh8+ Qf6!

Certainly not 1 . . . Kd6 when 2 Qf6+ wins the Queen.

2 Qb8+ Qd6

But not 2 . . . Kd4 when 3 Qb2+ wins the Queen by x-ray attack.

3 Qb2+ Qd4
4 Qh2+ f4 (or 4 . . . Ng3)
5 Qh8+

White wins.

Black's King must step aside, and his Queen falls.
Though outnumbered in material, White gives up four of his five Pawns to achieve a satisfactory result.

1 b6!

 Begins an attempt to break through.

1 ... cxb6

Forced, since 1 ... c6 2 dxc6 bxc6 3 b7 wins for White.

2 c5!

Threatens 3 cxd6 exd6 4 e7.

2 ... bxc5

Again forced, as after 2 ... dxc5 3 d6 is decisive.

3 bxc5

Renews the threat of 4 cxd6.

3 ... Ba3

4 c6 bxc6

5 dxc6 d5 +

6 Kf5!

Clearly 6 Kxd5 Bd6 is fatal for White.

6 ... Bd6

7 c7 Bxc7

Stalemate!
A lovely Bishop move prepares the combination that sends Black’s King on a long journey whence he never returns.

1 b7

Otherwise 1 . . . Bc8 ends any winning chances White might have.

1 . . .

A powerful defense. Now if 2 b8= Q+, Kxa1 draws easily, since White cannot win the d-Pawn with check, and a quiet move lets Black Queen his Pawn.

2 Bh8!

Beautiful, and the only way to win.

2 . . .  d2

3 b8= Q+

The rest, as we shall see, goes on wheels.

3 . . .  Kc2
4 Qb2+  Kd3
5 Qc3+  Ke4
6 Qe3+  Kf5
7 Qe5+  Kg6
8 Qf6+  Kh7
9 Qg7 mate
How does White hope to advance his Pawn without abandoning it? For that matter, how does White protect it against the combined attack of King and Bishop?

1 Kd7 Ka6
2 Kc6 Ba3

The only safe move. If for example 2 . . . Ka5 3 Re8 Bxa7 4 Ra8 and wins.

How does White proceed now? If 3 Kc7 Bc5 is the reply, while 3 Kd5 is met by 3 . . . Kb7.

3 Rb8! Kxa7
4 Rb1! Bf8

The only safe square for the harassed Bishop!

5 Rh1!

White wins.

The Bishop is trapped! If 5 . . . Bg7 (or 5 . . . Be7), 6 Rh7 wins; if 5 . . . Bb4 6 Ra1+ Kb8 7 Rb1 wins. Finally, if the King moves to a8 or b8, 6 Rh8 pins and wins the Bishop.
That there is a checkmate is far from obvious. Isenegger pulls a few strings and the pieces jump magically to his bidding.

1 Bd7 + Kg5
2 Rxh4!

Brilliant and surprising.

2 . . . Kxh4
3 g3 + Kg5
4 Kg7!

With a dire threat—mate by 5 f4.

4 . . . h4

The only possible defense.

5 f4 + Kh5
6 g4 mate
Simple endings are not always simple. In this one, the first move is decisive.

1 Ke2!!

The threat (after 1 . . . g5) is 2 Kf3. Therefore Black must move his King, but not to the g-file, which would block his Pawn.

1 . . .

Kh2

The point is that this move is forced. Now White can Queen his Pawn with check! The continuation:

2 b4
3 b5
4 b6
5 b7
6 b8=Q+

If instead 6 . . . Kh3, 7 Kf2 wins the Pawn, or if 6 . . . Kg1, 7 Qg3 Kh1 8 Kf2 and mate next move.

7 Qh8+
8 Kf3
9 Qa1 mate
A subtle waiting move assures White of a neat win.

1 g7
2 Ke2
3 Kf3
4 Kg4
5 Kh5
6 Kh6!

Very pretty! Nothing comes of 6 gxf8 = Q + Kxf8 7 Kh6 Kg8, and Black draws the ending.

6 ... Rg8
7 Kxh7 Kf7
8 g6 +

After which the King must abandon the Rook.

White wins.
Joita, 1954, First Prize
White to play and win

Though Black constructs what seems to be a bombproof position, White proceeds to immobilize the King, and then win the Bishop by the means demonstrated by Loyd in his famous three-move problem “The Love Chase.”

1 g6 Be5
2 a6 Bd4

It is clear that the Bishop cannot hold back both Pawns. One of them must become a Queen.

3 g7 Bxg7
4 a7 Bd4
5 a8 = Q Bf2
6 Qa3 Kc2

Less promising is 6 . . . Ke2, when 7 Qc3 Kd1 8 Qb2 Ke1 9 Qc2 Kf1 10 Qd1 + Be1 11 Qd3 + Kf2 12 Qf3 is mate.

7 Qf3 Kb2
8 Qd3 Kc1
9 Qe2 Kb1
10 Qd2 Ka1
11 Qc2

Both Kings are in stalemate positions!
White wins by domination. The proof:

If 11 . . . Be1 (or . . . Bg1) 12 Qc1 +.
If 11 . . . Be3 12 Qc3 +.
If 11 . . . Bd4 12 Qd1 +.
If 11 . . . Bb6 12 Qa4 + Kb7 13 Qb4 +.
If 11 . . . Ba7 12 Qa4 +.

ENDING

Jonsson, 1964

White to play and win

Working with only the skimpiest of materials, White fashions a clever win. He keeps Black on the run by a series of checks, and forces the King into the clutches of a Knight fork which costs Black his Queen.

1 Na5!

There is nothing in 1 Nc5 b2 2 c7 b1 = Q 3 c8 = Q + Ka7 4 Qa6 + Kb8 5 Nd7 + Kc7, and the position is drawn.

1 . . .
2 c7 b1 = Q
3 c8 = Q + Qb8

continued
The alternative 3 . . . Ka7 loses to 4 Nc6 + Kb6 5 Qb8 + and the Queen falls.

4 Qa6 + Qa7
5 Qc6 + Kb8
6 Qe8 + Kc7
7 Qe7 + Kb6
8 Nc4 + Ka6
9 Qa3 + Kb7
10 Nd6 + Ka8

On 10 . . . Kb8, 11 Qb3 + forces the King to move to a8.

11 Qf3 + Kb8
12 Qf8 + Kc7
13 Nb5 +

White wins.

ENDING 79

Kabiev, 1973

White to play and win

White offers a lesson in accurate timing.

1 Nc4 g5

Threatens 2 . . . g4 and a quick draw.

2 Kf3 Ke6
There is no solace in 2 . . . g4+ 3 h×g4 + Kg5 4 Nd2 h3 5 Kg3 and White wins.

3 Kg4 Kf6
4 Nd2 Kg6
5 Ne4 Kh6
6 Kf5 Kh5
7 Nf6 + Kh6
8 Ng4 + Kh5

The King is now held fast, and helpless to prevent mate. So White can disregard the passed Pawn.

9 Kf6 d2
10 Kg7 d1 = Q
11 Nf6 mate

ENDING

Kalandatze, 1957
White to play and draw

Drastic action is required, since Black threatens 1 . . . Qe2 + 2 Kxg3 Qg2 + 3 Kh4 Qg4mate. There is also a dangerous-looking Pawn on h3 to be disposed of.

1 Ra5 + Qxa5
2 Ra1 + Kb2

continued
On 2 . . . Kb4 instead, 3 Rxa5 Kxa5 4 Kxg3 is easy for White.

3 Rxa5  h2

Now what?

4 Rb5 +  Kc2
5 Rc5 +  Kd2
6 Rd5 +  Ke1
7 Re5 +  Kf1

Black is happy; the checks have ceased.

8 Kxg3  h1 = Q
9 Re1 +!  Kxe1 

Stalemate.

---

White weaves a mating net around the enemy King. Every piece in his little army takes part in the encirclement.

1 Rd8 +  Kg7
2 h6 +  Kf6

Now what? If 3 Bg5 + Ke5 4 Bf4 + Kxe4, and the King slips out.
3 Rd6+!  
4 Bg5+  
5 Bf4+  
6 e5+!

Of course not the hasty 6 Bxd6, when Black is stalemated.

6 . . .  
7 Bg5 mate

A nice finish.

ENDING 82

Kalandatze, 1967

White to play and win

Trapped in a corner, the Rook must be lost; but a neat mate is the best revenge.

1 Rg4  
Nh3

Obviously, if 1 . . . Nf3 2 Rf4+ wins the Knight.

2 Nd7+  
Kf7  
3 Ne5+

The Knight is now strongly placed for an attack on the King.

3 . . .  
Kf8  
4 Rh4  
Ng5

continued
Here if 4 . . . Nf2 +, 5 Ke2 is fatal.

5 Rxh8

Confines the Rook, and threatens to win it by 6 . . . Kg7.

6 Nd4

7 Nf5 +

8 Ng6 mate!

ENDING 83

Kalandatze, 1970

White to play and win

White’s little combination ties Black up completely, and the two Knights speedily dispatch the King.

1 Ra5 +

2 Ra7 +

On 2 . . . Kc6 instead, 3 Nd4 + is uncomfortable for Black.

3 Rxa8

4 Kb5

5 b7 +

6 Nd6 +

Alas, there is no choice!

7 Ne7
Threatens $8 \text{N}7\text{e}8$ mate.

7 \ldots \text{Nd7}

Meets the threat, but opens up another—just as fatal!

8 Nc6 mate

**ENDING 84**

Kalandatze, Tavariani, 1967

White to play and win

To win this, White must inveigle Black's King and Queen into a cul-de-sac.

1 $h8=Q+$

This leaves Black no choice.

1 \ldots \text{Qxh8}

2 $Kf5+$ \text{Kh7}

This too is forced, as after the interposition 2 \ldots g6+, the capture $3 \text{Rxg6+}$ wins the Queen.

3 $\text{Rh6+}$ \text{Kxh6}

4 $g5+$ \text{Kh7}

5 $g6+$ \text{Kg8}

continued
Clearly 5 . . . Kh6, 6 Be3 mate would not do.

6 Bc5 Qh6
7 Be3 Qh8
8 Ke6 Kf8
9 Kd7 Qg8

With a view to escape, as 9 . . . Kg8 10 Ke7 is hopeless.

10 Bc5 mate

---

The winning move is a Knight fork, that useful tool of the combination player.

1 h7 c2
2 Bb2

A pretty move, but Black has resources too.

2 . . . c1=Q
3 Bxc1 Bh8
4 Nf4 Kf5
5 Bb2 Be4

Aiming indirectly at the Pawn.
6  Bxh8
7  Nd5
8  Nf6+

Wins the Bishop and the game.

ENDING 86

Kashdan, 1959

White to play and win

White must Queen all three of his Pawns before he can subdue his opponent.

1  Kxg3
2  h6
3  h7
4  h8=Q
5  Qe5+
6  Qf4+
7  Kxf4
8  h5

Kd4!

Ke3
f2
f1 = Q
Kd2!
Qxf4 +
b5
b4

continued
9  h6  b3
10  h7  b2
11  h8=Q  b1=Q
12  Qd4+  Ke2!

As good as any; Black cannot avoid an exchange of Queens.

13  Qe4+  Qxe4+
14  Kxe4  b5
15  h4

Black’s Pawn is more advanced than his opponent’s, but now he must lose a move or two with his King to insure it against loss. If, for example, 15... b4 16 Kd4, and the Pawn is not long for this world.

15  ...  Kd2
16  Kd4  Kc2
17  Kc5  Kc3!!

Again the beautiful Réti idea. If 18 K×b5 Kd4, and Black catches the Pawn.

18  h5  b4
19  h6  b3
20  h7  b2
21  h8=Q+

White wins.

The rest is a book win.
There are various forms of mate involving all four Knights. This one is quite attractive.

1 \textit{Ba6} \quad \textit{Na3 +}

The alternative is 1 \ldots \textit{Na7}, when there follows 2 \textit{Bf1 Ne1} 3 \textit{Nc3 + Kd2} 4 \textit{Ne4 + Kd1} 5 \textit{Ne3 mate}.

2 \textit{Kb2} \quad \textit{Nc2}
3 \textit{Bf1} \quad \textit{Nge1}
4 \textit{Nc3 +} \quad \textit{Kd2}
5 \textit{N34 +} \quad \textit{Kd1}
6 \textit{Nfg3}

Threatens mate by the Bishop.

6 \ldots \quad \textit{Nd4}
7 \textit{Be2 +!} \quad \textit{Nxe2}
8 \textit{Nf2 +} \quad \textit{Kd2}
9 \textit{Nf1 mate}
A brilliant miniature in which the Knights' dancing around is reminiscent of Vandercretele's masterpiece, as well as of Capablanca's celebrated maneuver in his game against Yates at New York in 1924.

The plausible 1 Bxb5 allows 1... bxa3 and Black escapes with a draw, while 1 Nc5+ Kc4 is no better.

1 a4! Nc3+

Obviously the dangerous Pawn must be removed, but not by 1... Kxa4 2 Nd6 Ka3 3 Nxb5+ Ka2 4 Be6+ b3 5 Nd4 and White wins.

2 Kc1 Nxa4
3 Na5+

The white Knight wheels around like an eagle, aiming to set up the King for the kill, while the Bishop forces him to defend his own Knight.

3 ... Ka3
4 Nc4+ Kb3
5 Nd2+ Ka3
6 Nb1+ Kb3
7 Be6 mate

A lovely finish.
A pleasing miniature, wherein Kasparyan creates an artistic effect by what problem composers describe as a "model mate," in the middle of the board. The moves are clear-cut and need no commentary.

1 Bf5 Kd4
2 Ne6 + Ke5
3 Bh3 Bc2
4 d4 + Kd5
5 Kb5 Bh7
6 Kb4 Bg8
7 Kc3 Bxe6
8 Bg2 mate
Kasparyan, 1958
White to play and win

An attractive little two-Bishop mate—at close quarters.

1 Re8+ Kb7
2 Re7+ Ka8
3 Kc6

Closing in for the kill.

3 . . . Qb8!

On 3 . . . Qf2 instead, White continues 4 Bb6 Qc2 + 5 Bc5 Qa4 + 5 b5, and there is no defense.

4 Re8

But not the seductive 4 Bxf3 Qb7 + 5 Rxb7, and Black is stale-mated.

4 . . . Qxe8
5 Bxe8 f2
6 Kc7 f1 = Q
7 Bc6+ Ka7
8 Bb6+ Ka6
9 b5 + Qxb5
10 Bb7 mate
White drives the opposing Knights from pillar to post, and then concludes with a combination that effects checkmate by a picturesque arrangement of Knights.

1  Bh3        Nh6+

The alternative is 1 . . . Nh2, when there would follow 2 Bc8 Nd8 3 Nf6+ Ke7 4 Nd5+ Ke8 5 Nd6 mate.

2  Kg7        Nf7
3  Bc8        Nbd8
4  Nf6+        Ke7
5  Nd5+        Ke8
6  Ncb6

Threatens 7 Bd7 mate, and forces the reply.

6  . . .        Ne5
7  Bd7+

White is not to be denied.

7  . . .        Nxd7
8  Nc7+        Ke7
9  Nc8 mate

Beautiful!
Kastnelson, 1966

White to play and draw

White begins with a surprise move and ends with a surprise move.

1 Ra5

Attacks the a-Pawn and forces the reply.

1 ... bxa5
2 a8=Q a1=Q
3 Qc6+ Kb4

Black holds on to the important Pawn without which he could not win.

4 Qc3+ Kxc3

Clearly, if 4 ... Qxc3 5 Bxa5+ regains the Queen and draws.

5 Bxa5+ K moves

Stalemate.
A pleasurable ending, but practical as well, since it illustrates an idea that comes up often in actual play.

1 g4 Kg2

If 1 ... hxg3 2 hxg3, and the Pawn cannot be overtaken.

2 g5 Kxh2
3 g6 h3
4 g7 Kh1

On 4 ... Kg1 instead, the continuation would be 5 g8=Q+ Kf2 6 Qf7+ Kg2 7 Qg6+ Kf2 8 Qf5+ Kg2 9 Qg4+ Kh2 10 Kd6, and White wins the Pawn.

5 Kd6! h2
6 Ke5 Kg1
7 g8=Q+ Kf2

The alternative is 7 ... Kh1 8 Qa2 Kg1 9 Kf4 h1=Q 10 Kg3 and White wins.

8 Qa2 + Kg1
9 Kf4 h1=Q
10 Kg3

White wins.

Mate is forced.
A surprise sacrifice, letting Black take a piece with check, leads to an elegant mate.

1 Ne5! Rxe5 +

Refusing the offer by 1 ... Rg5 lets White win slowly but surely by 2 Kb4 +.

2 Kd4 + Rc6

Forced, as after 2 ... Kd6 3 Qa6 + wins a Rook.

3 Qf7 + Kd6
4 Qf6 + Re6
5 Qd8 mate

A pretty form of epaulet mate.
A beautiful smothered mate by a Pawn! Roycroft says, "The composer worked for fifteen years on this theme before this wonderful version was produced." (Another revision of this idea appears in *The Fireside Book of Chess*, by Chernev and Reinfeld.)

1 Rb7

Threatens 2 Bd1 + Ka5 3 b4 + Ka6 4 Be2 + and mate next move.

1 ...  Qe5
2 Bd1 +  Ka5
3 b4 +  K a6
4 Be2 + !

He goes there anyway!

4 ...  Qxe2
5 Kb8  Qe5 +
6 Kc8  Qe8 +
7 Kc7  Bxd5

No better is 7 ... Qe5 + 8 d6 Qxd6 + (if 8 ... Qc3 + 9 Kb8 wins) 9 Kxd6 Kxb7 10 b5 Kxa7 11 Kc7 and White wins.

8 a8 = Q + !  Qxa8
9 Rb6 +  Ka7
10 b5

continued
Threatens 11 Ra6 mate.

10 . . . Bb7

Now that his opponent's pieces are all boxed in, White finishes with a flourish.

11 Ra6+ Bxa6
12 b6 mate

**ENDING 96**

**Kazantsev, 1964**

White to play and win

Kazantsev is at his best in this splendid creation.

1 e7 Qa3+
2 Rb4 Qa7+

The dangerous Pawn must be removed.

3 Kxc4 Qxe7
4 Nxg6+! fxg6
5 Bf6+! Qxf6
6 Kd5+ Kg5
7 h4+ Kf5
8 g4+ hxg4
9 Rf4+! Bxf4
10 e4 mate
A little combination disposes of Black's Queen. When a new Queen appears, a little combination removes the new Queen.

1 Nf6 + Kf7

Quick loss follows 1 . . . Kh8 2 Rh2 Qb8 3 Rh3 Qc8 4 Rh5 and the coming discovered check will be decisive.

2 Nd5 + Kg8

Obviously 2 . . . Ke8 or 2 . . . Ke6 allows a Knight fork, winning the Queen.

3 Ne7 + Kh8
4 Ng6 + Kg8
5 Rf8 + Qxf8
6 Nxf8 d3

Clearly Black has no time for 6 . . . Kxf8.

7 a7 d2
8 a8 = Q d1 = Q
9 Nd7 + Kf7
10 Qf8 + Ke6
11 Nxc5 + Ke5

Moving to the d-file allows 12 Qd8 +, winning the Queen.

12 Qe7 + Kf4

continued
Better (for the moment) than 12 . . . Kf5, when 13 Qg5 is checkmate.

13 Qg5+ Kf3
14 Qh5+

Skewers Black's Queen.

White wins.

ENDING 98

Klinkov, 1967

White to play and win

A miniature that charms us with its simple, crystal-clear solution. A study that deserves to be called classic.

1 Bb5 Bg8+
2 Kd6 Kd8
3 Bxd7 Bxd5

Trusting that this will draw, since two minor pieces cannot win against one minor piece.

4 Nd4!

Forms a nice little column with this beautiful winning move.

4 . . . B any

White wins.

White's Knight mates at e6 or c6, depending on Black's move.
There may be a technical term for the way Black is mated, but I would describe it as a “double epaulet” mate. Black is hemmed in by his own Pawns and a faithless Queen.

1 Ne7
Threatens to stop the Pawn by 2 Rg1.

1 . . .
2 Nd5+ Ke6
3 Kc7!
Threat: mate on the move.

3 . . .
4 Rf8!
Threat: mate on the move.

4 . . .
5 c4!
Threat: mate on the move.

5 . . . Qxc4
6 Rf6+ Kxd5
7 Rd6 mate
Kopac, 1965
White to play and win

Yes, two Knights can mate—given the opportunity.

1 \text{Nf5 +} \text{Ke6}

If 1 \ldots \text{Ke8}, 2 \text{Nd6 +} costs Black his Rook, while 1 \ldots \text{Kf8} allows 2 \text{Rh8} mate, costing him his King.

2 \text{Nd4 +} \text{Ke7}
3 \text{Nc6 +} \text{Ke8}

Now 3 \ldots \text{Ke6} allows 4 \text{Nd8 +}, while 3 \ldots \text{Kf8} falls into instant mate.

4 \text{Rh8 +} \text{Rf8}

Or 4 \ldots \text{Kd7} 5 \text{Nce5 +} \text{Nxe5} 6 \text{Nxe5 +}, and White snaps off the Rook next move.

5 \text{Kg7}

Threat: 6 \text{Rxf8} mate.

5 \ldots \text{Rxh8}
6 \text{Nf6 mate!}

A pretty finish.
The Bishop just about reaches safety, but in doing so unfortunately imperils the King.

1  Rg3 +  Kxh5
2  Bf7  Bf5
3  Bxg6 +  Bxg6
4  Kf6  Be8

The Bishop flees to the only safe square.

5  Rg8  Bd7
6  Rd8 Bg4

For the third time the Bishop has no choice, but now the blow falls.

7  Rh8 mate!
Black seems to be holding his own in an ending that looks easy, but is helpless against a move that combines an attack on his Rook with a threat of mate.

1  d7    Rd4
2  Ke7    g2
3  Rg5    Re4 +
4  Kd6    Rd4 +
5  Kc6    Rc4 +
6  Kd5    Rc2
7  d8=Q   Rd2 +
8  Kc6    Rxd8
9  Kc7

White wins.
Reined endgame play is required until the very last move!

1 e6!

The attractive 1 d6 loses after 1 . . . d2 2 d7 d1 = Q 3 Kc7 Qa4 4 d8 = Q Qxa5 + 5 Kd7 Qxd8 + (brutal, but efficient) 6 Kxd8 Kd5 7 Ke7 Kxe5, and Black wins.

1 . . . Kd6
2 e7 Kxe7
3 Kc7 d2
4 d6 + Ke6!
5 d7 d1 = Q
6 d8 = Q Qxd8 +
7 Kxd8 Kd6
8 Kc8!

Advancing the Pawn would cost its life.

8 . . . Kc6
9 Kb8! Kb5

Now it would seem the Pawn is lost.

10 Kb7!

Strong, as it forces Black to take the Pawn.
The White King is just in time: 11 . . . h5 12 Kd5 h4 13 Ke4 h3 14 Kf3 h2 15 Kg2, drawing by the skin of his teeth.

As unlikely a position as you will ever see! The solution is reminiscent of Steinitz’s most beautiful game. It was played at Hastings in 1895 against Bardeleben and was highlighted by five offers of the Rook on the seventh rank.

1 Rh5+ Qh7
2 Rxh7+ Kg8

On 2 . . . Kxh7 there follows 3 Bd3+ Kh6 4 Bxf2 and White wins despite the flock of Pawns at Black’s disposal.

3 Rgx7+ Kf8

If 3 . . . Kxg7, 4 Bc3+ and 5 Bxg2 wins for White, or if 3 . . . Kh8, 4 Rh7+ Kg8 5 Rh8+ wins.
4 Rxf7 + Ke8
5 Rxe7 + Kd8
6 Rxd7 + Kc8
7 Rxc7 + Kb8
8 Rxb7 + Kc8

Here if 8 . . . Ka8, 9 Bxg2 fxe1 = Q 10 Rb1 + wins for White.

9 Rc7 + Kb8
10 Rc8 + Ka7
11 Ra8 + Kxa8
12 Bxg2 +

White wins.

E N D I N G 105

Korolkov, Mitrofanov, First Prize

White to play and draw

This is one of the most remarkable compositions I have ever come across. Not the least of its attractions is the possibility of sacrificing the Queen by one side or the other. The possibility, revealed in the notes, occurs no less than seven times! Only the word “wonderful” can do justice to this superb creation.

1 Qe5

continued
Threatens 2 Qh8 + followed by mate. If instead 1 g7 (or 1 e7) Qa5 + ! 2 Kxa5 Kb7 followed by 3 . . . e1 = Q mate, unless White plays 3 Qh4, whereupon Black replies 3 . . . Nd2, and mates with the Knight.

1 . . . Qa5 + !
2 Kxa5 Kb7
3 Qb2 + Ka7
4 Qb8 + !

One good sacrifice deserves another! Note that 4 Qxe2 would have lost by 4 . . . Nd2 and the Knight mates.

4 . . . Kxb8
5 Ka6 e1 = Q
6 g7!

Now if 6 . . . Qg3 (to restrain the g-Pawn), 7 e7 wins for White.

6 . . . Qa5 + !
7 Kxa5 Kb7
8 g8 = Q e2
9 Qa8 + Kxa8
10 Ka6 e1 = Q
11 e7 Qa5 + !
12 Kxa5 Kb7
13 e8 = Q Nd2


14 Qa8 + !

Careful with the Queen sacrifice! If instead 14 Qb8 + Kxb8 15 Ka6 Kc8 stops White's passed Pawn, while his own moves on to e1.

14 . . . Kxa8
15 Ka6

Of course not 15 f6 Kb7 followed by mate with the Knight.

15 . . . Nxc4
16 f6!

Avoids 16 a5, when this would follow: 16 . . . Ne5 17 f6 Nd7 18 f7 Nb8 mate.
16 . . .    \nd6
17 f7    \nxf7
18 a5

And White will be stalemated next move. Magnificent!

E N D I N G  106

Kovalenko, 1966

White to play and win

The heavy pieces do the threatening, but it remains for a humble Pawn to administer the coup de grâce. A nice rendition of a pretty theme.

1 \Rf5+ \d5+

Necessary, since 1 . . . Kb6 allows 2 Rxg8.

2 \Rxd5+ \Ka4
3 \Rxd8 \Rc2 +
4 \Kd3 \Rd2 +
5 \Kc3!

Sacrifices the Rook! If instead 5 Ke4, Rxb2 draws easily.

5 . . .    \Rxd5
6 \Kc4

continued
Attacks the Rook, and also threatens mate.

\[ \text{6 ... } \text{Ra5} \]
\[ \text{7 Rg3} \]

New threat of mate.

\[ \text{7 ... } \text{Bf8} \]
\[ \text{8 Ra3+} \]
\[ \text{9 b3 mate} \]

**ENDING 107**

**Kralin, Kuznetsov, 1966**

White to play and win

Fascinating play occurs when the three Pawns passed on the seventh rank all become Queens!

White may not Queen his Pawn, since after \[ 1 \text{ a8=Q} \] there follows \[ 1 ... \text{h1=Q} + 2 \text{ Kg3 Qh2} + 3 \text{ Kf3 Qf2 mate} \]. Therefore:

\[ \begin{align*}
1 & \text{ Bf3} \\
2 & \text{a8=Q!}
\end{align*} \]

Now if \[ 2 ... \text{Qxa8} \text{ 3 Re1+ Kf2 4 Bxa8 Kxe1 5 Kg3} \] and White wins.
2 ... h1=Q+
3 Bxh1 Qxa8
4 Re1+ Kh2
5 Be4!

Of course not 5 Bxa8, stalemate. Meanwhile White threatens mate.

5 ... Qa1

Playing for 6 Rxa1, stalemate.

6 Rb1!

White wins.

**ENDING 108**

Kricheli, 1957

White to play and draw

Black has a flock of dangerous-looking Pawns on their way to become Queens. How does White head them off? How does he save the game?

1 Bc8+

Failure would follow 1 Bg7 g2 2 Bd4 g1=Q 3 Bxg1 Bxg1 4 Bc8+ Ke4 5 Bxh3 a3, and the Pawn cannot be stopped.

*continued*
A nice sacrifice to gain the initiative. If instead 2 . . . Bg1, 3 Bg7 is the effective reply.

3 Bxg2
4 Kg8
5 Be4+
6 Bb1
7 Nc5

Be5 +
a3
Kh5
c3
c2!

On 7 . . . a2 8 Bxa2 c2 9 Nd3 draws.

8 Bxc2
9 Nb3
10 Na1!
11 Bg6 +!

a2
a4
Bxa1
Kxg6

Of course if 11 . . . Kg4, 12 Bf7 is easy.

12 Bg7! Bxg7

Stalemate.

ENDING

Kruchkov, 1938

White to play and draw

It takes unusual skill to escape with a draw in this position.

1 d7
White's only threat, of course.

1 ... \( \text{Ng6} + \)

Black must play to eliminate the dangerous Pawn.

2 Kh3

On 2 Kg3 Bf4 + 3 Bxf4 Ke7 wins the Pawn; so also after 2 Kg4 Ne5 + 3 Bxe5 + Ke7.

2 ... \( \text{Nf4} + \)
3 Bxf4

Otherwise 3 ... Ne6 restrains the Pawn.

3 ... \( \text{Ba5} \)
4 b6!

An important link in the combination.

4 ... Bxb6
5 Be3+

A tempo that gains an important diagonal.

5 ... \( \text{Bc7} \)
6 d8 = Q + \( \text{Bxd8} \)
7 Bd4 + \( \text{Ke7} \)
8 Bc5 +

Forces the King away from the black squares.

8 ... \( \text{Ke8} \)
9 Bg1!

The point! The threat is now 10 Kg2, winning the Rook.

9 ... \( \text{Rxg1} \)
Stalemate.
Kubbel, 1916
White to play and draw

Kubbel's artistry is evident in this little offering where two Pawns outwit a Rook. “A little jewel,” says Staudte.

1 f7 Rf8
2 e6 b6
Prevents 3 e7, when 3 . . . Rxf7 pins the remaining Pawn, and wins.

3 Kb7 Kc5
The plan 4 Kc7 Kd5 5 Kd7 Ke5 6 Ke7 fails after 6 . . . Ra8 in reply.

4 e7! Rxf7
5 Ka6 Rxe7
Forced.

Stalemate.
White sacrifices all his worldly goods to escape with a whole skin!

The ambitious 1 f7 is refuted 1 . . . cxd6 + 2 Ke8 Nf6 + 3 Ke7 Nh7, and Black wins. Therefore:

1 b6!

Threatens 2 dxc7 + and finis.

1 . . . Bxb6
2 a5 Bxa5
3 f7 cxd6 +
4 c7 + Bxc7 +
5 Kd7 Nf6 +
6 Kc6 Nh7
7 f8=Q Nxf8

Stalemate.
ENDING 112

Kubbel, 1931

White to play and win

That Black's King and Queen can be crowded into mate seems hard to believe, but watch Kubbel's fine Italian hand!

1  Qc3+ Kb6
2  Ba7+ Kxa7
3  Qa5+ Kb8
4  Qxb5+ Kc8
5  Qb7+ Kd8
6  Qb8+ Qc8
7  Qb3

Heading for g8.

7  ... e6
8  Qb7 h3
9  Kf6 h2
10 Qb4

White wins.
Kubbel illustrates two neat drawing ideas in the short space of four moves!

1 e7!

Sacrifices a lovely Pawn!

1 . . . Ngxe7

If 1 . . . Ncxe7 2 Be5 Bg1 3 Bd4 Bh2 4 Be5 White draws by repeating the position, since if Black exchanges Bishops, he cannot force mate with two Knights.

2 Bh6+! Ke2
3 Bf4

The same idea? Not at all!

3 . . . Bg1
4 Be3 Bxe3

Stalemate.
Kujoth has contributed some clever miniature games to the literature of chess. Here he turns his hand to endgame composition with an attractive study.

1 Rxa7 +!

White must play energetically, since he is threatened with mate at g1 and g2. So he begins with a sacrifice.

1 . . .

Nxa7

If 1 . . . Kb6 2 Qc7 + Kxb5 3 Rxb7 +, and White draws easily.

2 Nc7 +

Kb6

3 Na8 +

Qxa8

White must capture, or submit to perpetual check by 3 . . . Ka6 4 Nc7 + Kb6 5 Na8 +, etc.

4 Qb8!

Qxb8

Stalemate.
A simple-looking position, but there are subtleties concealed.

1 b6

There is nothing in 1 c7, when 1 . . . Rd6 + 2 Ka5 Kb7 refutes the move.

1 . . . Rd6

But not 1 . . . axb6 2 c7 Rc8 3 Bd5 mate.

2 Bd5!

On 2 Bb5 instead there follows 2 . . . Kb8 3 c7 + Kc8 4 Kxa7 Rxb6 5 Kxb6 and Black is stalemated.

2 . . . Rxd5
3 c7 Ra5+
4 Kxa5 Kb7

Of course, 4 . . . axb6 + is met by 5 Ka6, and mate next.

5 bxa7 Kxa7
6 c8=R!

White wins.
A couple of clever underpromotions do the trick.

1  d8=\textit{N}

Of course not 1  d8=Q, when 1 . . . Nc6+ ends the Queen's short career. The actual move holds Black's King fast. The threat is now 2  f6, Queening the Pawn.

1  . . .  \textit{Nxf5}
2  Kxa4  \textit{Nd6}
3  c5  \textit{Nb7}
4  c6!  \textit{Nxd8}
5  c7  \textit{Nb7}

Now if 6  c8=Q, Black is stalemated.

6  c8=R  \textit{Nxa5}
7  Rc5  \textit{Nb7}

Alas, the only move!

8  Rc6 mate
Pawns may be the soul of chess, but lovely ideas may often be expressed without them. Liburkin contributes this beauty:

1  Kg1

Releases the Bishop for active duty.

1  ...  Nf4

No better is 1 . . . Bb3 2 Bxd5 Bxd5 3 Ne3 + , followed by 4 Nxd5, and the three pieces against one is a theoretical win.

2  Ne3 +  Kh3
3  Nxd1  Ne2 +
4  Kf1  Ng3 +
5  Kf2

White returns the piece, since moving to g1 instead leads to perpetual check and a draw.

5  ...  Nxh1 + +
6  Kg1  Bf6

Of course not the natural move 6 . . . Ng3, when the reply 7 Nf2 is checkmate.

7  Kxh1  Bd4

continued
White seems to be in trouble now; his king is stalemated, and his other pieces cannot move without loss. But there is a brilliant solution to his dilemma!

8  Nf5!  Bxh8
9  Nf2 mate!

**ENDING 118**

Lommer, 1967

White to play and win

Wherein Black's King is betrayed by his good friends.

1  Qa3 +  Ke8
2  Rd8 +  Rxd8
3  Qf8 +  Kxf8
4  cxd8 = Q +  Be8
5  Qd6 +  Qe7
6  Qh6 mate
Mann, 1913
White to play and win

A masterpiece of precise endgame play with Queens on the board. It is fascinating throughout its length.

1. Qg8 + Ka4

Naturally, not to a black square, since a Bishop check would win the Queen by discovered attack.

2. Qc4 + Ka5
3. Bd6

Threatens a decisive Bishop check.

3  . . . Kb6
4. Bc7 + Ka7
5. Qc5 + Kb7
6. Qd5 + Ka7
7. Bb6 + Kb8
8. Qd7! Qa6
9. Qc6

Threatens the life of the Queen by 10 Bc7 + Ka7 11 Bb8 +.

9  . . . Qb7
10. Qd6 + Ka8

White decides to remove the passed Pawns, lest they become obstreperous.

continued
11 Qxa3 + Kb8
12 Qd6 + Ka8
13 Qd8 + Qb8
14 Qd5 + Qb7
15 Qa5 + Kb8
16 Qe5 + Ka8
17 Qe8 + Qb8
18 Qxe4 + Qb7
19 Qe8 + Qb8
20 Qa4 + Kb7
21 Qb5!

To which a King move loses instantly: if 21 . . . Kc8, 22 Qc6 + wins, or if 21 . . . Ka8, 22 Qa6 + wins.

21 . . . Qg8

The best chance; other squares offer the Queen less hope. Black squares are out of the question; e8 is guarded, and the other choices are 21 . . . Qc8 22 Bc5+ Ka8 (on . . . Kc7 23 Qb6 + Kd7 24 Qd6 + and mate at e7) 23 Qa5 + Kb7 24 Qb6 + and mate next; or 21 . . . Qa8 22 Ba5 + Kc8 (22 . . . Ka7 23 Qb6 mate) 23 Qe8 + Kb7 24 Qe4 + ! Ka6 (or 24 . . . Kc8 25 Qe6 + Kb8—not 25 . . . Kb7 26 Qb6 + and mate next—26 Qd6 + and mate in two) 25 Qc4 + ! and Black has an unhappy choice of 25 . . . Kxa5 26 Qa2 + winning the Queen, or 25 . . . Kb7 26 Qc7 + and mate in one, or 25 . . . Ka7 26 Qc5 + and mate in two.

22 Bd8 + Kc8

Or 22 . . . Ka8 23 Qc6 + Ka7 (or 23 . . . Kb8 24 Bc7 + forces quick mate) 24 Bb6 + Ka6 25 Bc7 +, and mate in two.

23 Qc6 +! Kb8

Of course not 23 . . . Kxd8 24 Qa8 +, winning the Queen.

24 Bc7 +! Kc8


25 Bd6 + Kd8
26 Qc7 + Ke8
27 Qe7 mate
A remarkable ending—a great masterpiece. Roycroft says of it, "Great tension. White declines to capture Black's Queen, and himself offers Black his Bishop four times. A fairy-tale triumph of mind over matter."

1 g7 a1=Q+

If instead 1 . . . Re8, 2 f7 a1=Q+ 3 Bxa1 Kc7 (threatens instant mate), 4 fxe8=N+ wins. Or if 1 . . . Kc7, 2 Bb6+ forces mate.

2 Kb7!

If 2 Bxa1 Kc7, "and one of the Rooks mates fiendishly next move," says Roycroft.

2 . . . Rxg7+

3 hxg7

But not 3 fxg7 Qxd4.

3 . . . Qh1
4 gxf8=Q+ Qxh8
5 f7 Qh6

The Queen must cover f8 and f6.

6 Be3 Qxe6
7 Bg5 +
The promising-looking 7 f8=Q+ allows Black an escape by 7...
Kd7.

7...
Qe7+

White may not now play 8 f8=Q mate, as he is in check.

8 Kxc6
White wins.

8... Qxg5 allows 9 f8=Q mate. Would you believe that this beauty won only Third Prize in an endgame tourney?

ENDING 121

Mitrofanov 1967, First Prize

White to play and win

A diamond with a flaw, but a diamond nevertheless!

1 b6+
2 Re1!
3 g7

A pretty possibility is this: If instead 3... Nc4+ 4 Kb5 h1=Q 5 g8=Q+ Bb8 6 a7 Na3+ 7 Kc6 Qh2 8 axb8=Q+ Qxb8 9 b7+ Ka7 10 Qg1+ Ka6 11 Qb6 mate.
4  g8=Q+       Bb8
5  a7          Nc6+
6  dxc6        Qxh5+
7  Qg5!

A beautiful sacrifice to win.

7  ...       Qxg5+
8  Ka6        Bxa7
9  c7!

White wins.

The desperate 9. . .Qa5+ 10 Kxa5 Bxb6+ 11 Kxb6 is not stalemate, as Black still has a Knight on the board.

The flaw: One line of the draw runs this way: 2 . . . Nc4 + 3 Kb5 Nxb6 4 Kxb6 Nxe1 5 g7 h1=Q 6 g8=Q+ Bb8 7 Qg7 Qg1+! 8 Qxg1 Bxa7+.
A tricky little devil! One would expect the King to approach the Pawns, with a view to removing Black’s dangerous Pawn, or to save one of his own Pawns from capture. Both moves are will-o’-the-wisps that lead to loss.

Observe these possibilities:

1 Ke5 Kg2 2 h4 Kxf2 3 h5 Kg3 4 h6 f2 5 h7 f1 = Q 6 h8 = Q Qa1 + , and Black wins the Queen.

1 Kf5 Kg2 2 h4 Kxf2 3 h5 Kg3 4 h6 f2 5 h7 f1 = Q + 6 Kg6 Qf8, and Black wins.

The right way:

1 Kd5! Kg2

But not 1 . . . Kxh2 2 Ke4 Kg2 3 Ke3, and White wins.

2 h4 Kxf2
3 h5 Ke2

Drawn.
Not so complicated, nor as difficult as most of Nadareishvili’s creations, this does have a lovely long-distance mate.

1  Bd6  b5
2  Bb4  h1 =Q+
3  Bxh1  Ka2
4  Bd5+  Kb1
5  Ba3  b4
6  Bb3  bxa3
7  Bg8  a2
8  Bh7 mate
A struggle takes place over the Queening of the Rook Pawn. But just as Black disposes of his most powerful enemy, the blow descends.

1  b5!

There is nothing but a draw after 1 Rc6 a2 2 Rc5 a1 = Q 3 Ra5 + Qxa5 4 bxa5.

1  ...  Bxb5
2  d6!  cxd6

If instead 2 . . . a2, 3 d7 a1 = Q 4 d8 = Q + Kb7 5 Qd5 + and White wins.

3 Rxd6  a2
4 Rd1  Bd3
5 Ra1  Bb1

Puts the Rook out of business.

6 Ke7  Kb7
7 Kd6  Kb6
8 Ke5  Kb5
9 Kf4  Kb4
10 Kg3  Kb3
11 Kxg2  Kb2
12 Bh2  Kxa1
13 Be5 mate!
White is outnumbered in material, but he does have two dangerous-looking passed Pawns.

1  g6  

If instead 1 . . . e5, 2 g7 Bb3 3 h6 Nf3 4 h7 Ng5 5 g8=Q wins.

2  g7  

3  e4  

On 3 Kxh7 Nf3, 4 g8=Q Ng5+ forces a draw by perpetual check.

3 . . .  

4  e5+  

5  Kxh7  

6  g8=Q  

7  Qxg5+  

8  h6  

9  Kg7  

10  h7  

11  h8=Q  

12  Qh6+

White wins the Queen and the game.
White escapes by means of an unusual stalemate idea.

1. \( \text{Rf}2 + \)

The natural 1 f7 leads to 1 . . . b3 2 f8 = Q h2 3 Rf1 b2 + 4 Kd2 Nc4 + 5 Kc3 h1 = Q 6 Rxf1 Rxh1, and Black wins.

\[
\begin{align*}
1 & \ldots & \text{Ka}1 \\
2 & \text{f}7 & \text{h}2 \\
3 & \text{Rxh}2 & \text{Rxh}2 \\
4 & \text{f}8 = \text{Q} & \text{b}3 \\
5 & \text{Qxa}3 + & \text{Ra}2 \\
6 & \text{d}5! & \text{Rx}a3 \\
\end{align*}
\]

Or 6 . . . b2 + 7 Qxb2 + Rxh2 8 Bd4 a3 9 d6 Ka2 10 d7 Rb8 11 Bf6, and a draw.

7. \( \text{Bd}4 + \)

8. \( \text{Bb}2 \)

\text{Stalemate.}
A lovely ending, quite in keeping with Nadareishvili's subtle, original, and profound style.

1 Rd7+

Of course not 1 Nc3 (to keep the pawn from Queening), for then 1 ... Rxe7 2 Bxe7 Kxc3 would follow.

1 ... Kc4
2 Rc7+ Kb3
3 Rc3+! Kxa2
4 Ra3+ Kb1
5 b7 Re8
6 Ra8 Re8
7 bxa8=Q

Naturally, Queening the Pawn allows a draw by stalemate.

7 ... Ka2
8 Bd5+ Kb1
9 Ba3 b4
10 Bb3 bxa3
11 Kd2 a2
12 Bc2 mate
White begins with a discovered check, and then just when Black is about to equalize, finishes with a discovered check and mate.

1 Re8+ Ke4
2 d7 Bxd7
3 Bxd7 Nf3
4 e6 Ng5 +
5 Kg4 Nxe6
6 Bxe6 Rxd4
7 Bc4 mate
Nadareishvilis fund of original ideas never seems to run dry.

1. b8=Q+

The alternative 1 g8=Q+ fails after 1... Qxg8 2 b8=Q+ Ke7 3 Qxg8 b1=Q and Black equalizes.

1... Qxb8
2 g8=Q+ Kc7
3 Qg3+ Kc8
4 Qg4+ Kc7
5 Qd7+ Kb6
6 c7! Qg8

If 6... Qxc7 7 Qb5 mate. On 6... Qf8 7 c8=Q wins, or if 6... Qb7, 7 c8=N+ Ka6 8 Qd6+ Qb6 9 Nxb6 b1=Q 10 Nd5+ Kb7 11 Qc7+ Ka8 12 Qc8+ Qb8 13 Nc7 mate.

7 c8=N+!

Of course not 7 c8=Q Qa2+ 8 Kb4 b1=Q+.

7... Kc5
8 Qd6+ Kc4
9 Qb4+ Kd5
10 Ne7+

White wins the Queen and the game.
White has several Rook moves that look good, but only one of them does the trick that forces checkmate.

1 Rg5!

If instead 1 Rxg7 Kh2 2 Kb6 h3 3 Kc5 Kh1 4 Kd4 h2, and Black draws. Or if 1 Rg6 (extremely plausible) Kh2 2 Kb6 h3 3 Kc5 Kh1 4 Kd4 h2 5 Rg3 g5 6 Ke3 g4, and Black will be stalemated. Finally, if 1 Kb6 g5! 2 Kc5 Kh2 3 Ra1 g4 4 Kd4 g3 5 Ke3 g2 6 Kf2 h3 7 Rd1 g1 = Q + 8 Rgx1, stalemate. (A lot of play in a simple-looking position!)

1 ... g6
2 Kb6 Kh2
3 Kc5 h3
4 Kd4 Kh1
5 Ke3 h2
6 Rg3 g5
7 Kf2 g4
8 Ra3 g3 +
9 Kxg3 Kg1
10 Ra1 mate
A clever Queen sacrifice at the last moment saves the game for White.

1 Rd5
2 Rd1 +

Moving to the b-file instead would allow White to queen his b-Pawn with check.

3 Rh1
4 Ka6

If instead 4 . . . d5, 5 b5 d4 6 b6 d3 7 b7 d2 8 b8 =Q d1 =Q 9 Qg8 + Kb2 10 Rxh2 + Bxh2 11 Qxg6, and the position is drawn.

5 b5
6 b6
7 b7
8 b8 =Q
9 Qg8 +

If 9 . . . d5 instead, there follows 10 Qxd5 + Qxd5, and White is stalemated.

10 Qd5!

Brilliant! Black must play 10 . . . Qxd5, and White gets the draw by stalemate.
It's hard to tell who has the advantage, but it takes only five moves to clarify the position.

1  b7

But not 1 Rxb3 + Kxb3 2 b7 Nb6 + 3 Kc7 b1 = Q with a draw.

1  . . .  b1 = Q
2  Rxb3 +  Qxb3

Or 2 . . . Kxb3 3 b8 = Q + Kc2 4 Qxb1 + Kxb1 5 Kb7 and White wins.

3  bxa8 = R +!

If instead 3 bxa8 = Q + Kb2 4 Qb7 Ka1! 5 Qxb3, and Black gets a draw by stalemate.

3  . . .  Kb2
4  Rb8  Qxb8 +
5  Kxb8

White wins.
A trickly little devil, which is bound to trap the unwary solver before he suspects any danger.

1 Ke2 c3  
2 g8 = R!

If instead 2 g8 +! (certainly natural enough) there follows 2 . . . d1 = Q + 3 Kxd1 c2 + 4 Kd2 (or 4 Kxc2 stalemate) c1 = Q + 5 Kxc1, and the game is drawn by stalemate.

2 . . . Kb2  
3 Rg1

But not 3 Rc8 Kc2 4 Rd8 Kc1, and Black draws.

3 . . . Kc2  
4 Rf1 Kb3  
5 Kd3 Kb2  
6 Rg1 Kb3

If 6 . . . d1 = Q + 7 Rxc1 c2 8 Rd2 wins.

7 Rb1 +  

White wins.
A somewhat complex study, but fascinating nevertheless.

1  \[d7\] \[c1 = N\]

On 1 . . . \[c1 = Q\] instead 2 \[dxe8 = Q\] wins for White. After Black’s actual move, he’s the one who threatens mate.

2  \[Bxc1\] \[Bxc1 = N\]

If instead 2 . . . \[bxc1 = Q\], White does not play 3 \[dxe8 = Q\], since that allows 3 . . . \[Qxc7\] mate, but continues with 3 \[c8 = Q\] \[Rxc8\] 4 \[dxc8\] \[Qxc8\] (on other moves by Black’s Queen, 5 \[Qb7 +\] forces a draw by stalemate), and White is stalemated.

Meanwhile, Black threatens mate on the move.

3  \[c8 = N +\] \[Kb7\]
4  \[Nd6 +\] \[Ka7\]
5  \[Nc8 +\]

But not 5 \[Nxb5 +\] \[Bxb5\] 6 \[Kxb5\] \[Rd8\] 7 \[Kc6\] \[Kb8\] 8 \[Kd6\] \[Nd3\] 9 \[b5\] \[Nc5\], and Black wins.

5  . . \[Rxc8\]
6  \[dxc8 = N +!\] \[Kb7\]
7  \[Nd6 +\] \[Kc6\]
8  \[Nxb5\] \[Bxb5\]

Stalemate.
Pawn endings are deceptive. Under a guise of simplicity, they often conceal subtleties. Herewith a case in point.

1 e4

The proper starting move. If instead 1 d4 h4 2 e4 h3 3 exd5 h2 4 d6 + Kxd6 5 Kb8 h1 = Q, and Black wins.

1 d4
2 e5
3 e6
4 e7
5 e8 = R!

On 5 e8 = Q there follows 5 . . . h1 = Q + 6 Qe4 Qf3 7 Qxf3 (there's nothing else!) gxf3, and Black wins.

5 . . .
6 Re4

Or 6 . . . Qc1 7 Re7 + Kd8 8 Rc7!, and White draws.

7 dxe4
8 e5
9 e6
10 e7
11 e8 = N +

continued
Black must play to confine White's King.

12 \text{Nd6 +} \quad \text{Kc7}

Avoiding the perpetual check leads to this: 12 \ldots \text{Kd7} 13 \text{Kb8} h1 = Q 14 \text{a8 = Q Qxa8 +} 15 \text{Kxa8 Kxd6} 16 \text{Kb7 Kd5} 17 \text{d3}, and the position is a draw.

13 \text{Ne8 +}

\text{Drawn by repetition of position.}

\text{E N D I N G} 136

\text{Neidze, 1958}

White to play and draw

White resolves what might be a troublesome situation with five deft moves.

1 \text{c7}

Threatens mate on the move in two different ways.

1 \ldots \quad \text{Nc5 +}

2 \text{Kb5} \quad \text{Qf5}

Seems to hold everything. Now if 3 \text{Bc6 + Nb7 +} 4 \text{Ka4} (if 4 \text{Ka6 Qa5} is mate) \text{Qc2 +} 5 \text{Kb5 Qc5 +} wins for Black.
Black's King seems doomed to be mated. In nearly all variations his exit is blocked by Queen and Bishop. For variety there are some discovered checks that win the Queen.

1  exf7  Bh8

The other possibilities are:

1 . . Bd8 2 f8 = Q + Qxf8 3 Qc4 + Kd6 4 Qd5 + Ke7 5 Qe6 mate.

1 . . Be7 2 Qc4 + Kd6 3 Qd5 + Kxd5 4 f8 = Q +, and White wins the Queen.

1 . . Bg5 2 f8 = Q + Qxf8 3 Qc4 + Kd6 4 Qb4 +, and White wins the Queen.

1 . . Bg7 2 Qc4 + Kd6 3 Qd5 + Ke7 4 Qe6 + Kf8 (if 4 . . Kxe6 5 f8 = Q + and White wins the Queen) 5 Qe8 mate.

continued
White to play and win

The King must subdue Black's fleet-footed Rook before applying the finishing touches.

1 Rc3

With a powerful threat of mate on the move.

1 . . . Rh8
2 Kg7

Taking the Knight instead wins a piece, but not the game.

2 . . . Re8
3 Kf7 Rh8

A pretty defensive attempt is 3 . . . Re7+ 4 Kf8 Kb8 5 Rd3 and mate follows.
4  Bd4
Keeps Black on the run.

4  \ldots  Rd8
5  Ra3+ Kb8
6  Be5+ Kc8
7  Rc3+ Kd7
8  Rc7 mate

A fine creation by the talented Romanian composer.

E N D I N G 139

Ol’myutzky, 1960
White to play and draw

This looks like the typical stalemate-in-the-corner theme, but you may be in for a little surprise.

1  Kh7  Kf7
Or 1  \ldots  a4  2  Kxg6 Kg8 3  h7 + Kh8 4  Kh6 a3 5  g6 a2 6  g7 mate.

2  e4  a4
3  e5  a3
4  e6 + Kxe6
5  Kxg6 a2
6  h7  a1 =Q
7  h8 =Q Qxh8

Stalemate.
Pasternak, 1969
White to play and win

A charming ending, with two Bishop sacrifices (one of them taken with check), a Queen sacrifice, and for the coup de grâce a pretty Pawn mate. All this in five moves!

1  a7!  Bxh2

Clearly, 1 . . . Bxa7 2 Be5 mate would not do at all.

2  Be8!  Rxe8 +

Otherwise White makes a new Queen next move.

3  Kf7

Threatens mate on the move.

3  . . .  Rg8
4  a8=Q

Now there are two threats of mate on the move. The poor Rook cannot be in two places at once!

4  . . .  Rxa8
5  g7 mate
White’s method for drawing is ingenious. His Knight, paralyzed by a pin, seems irretrievably lost, but the all-important King is saved by the burial alive of a Bishop, and the heartless abandonment of the Knight.

Something must be done about the Pawn at d2, which is a bone in the throat, but if 1 Kxd2 Be3+ 2 Kd1 Nc3+ wins a piece, while 1 Ne2 Be1 threatening 2 . . . Ne3 mate offers dismal prospects. Therefore:

1 Nb3 a4
2 Nxd2 Nc3 +
3 Kc1 Be3
4 Bd6 Ke6

Ready to meet the attack on the Knight (5 Bd4) by 5 . . . Nxa2 + , winning the rash Bishop.

5 Bf8 Kf6
6 Bd6 Ke6
7 Bf8 d5
8 Ba3 Ke5
9 Bb2 d4

Ready to meet 10 Bxc3 with 10 . . . dxc3, winning the pinned Knight.

continued
10 a3 Kf4
11 Ba1! Kg3
12 Kb2! Bxd2

Stalemate.

ENDING 142

Peronace, 1904
White to play and draw

A lovely creation by Peronace, who achieves two stalemate effects—one at the edge of the board and the other in the middle.

1 a7 Be8+
Or 1 . . . Be4 + 2 Kd6 Rxf6 + 3 Ke5 Kd7 4 e8 = Q + Kxe8 5 a8 = Q + Bxa8, and White is stalemated.

2 Kb6 Rxf6 +
3 Ka5 Kb7
4 a8 = Q + Kxa8

Stalemate.
White's combination forces the enemy Rook into a pin. The Rook's only consolation is that he can choose on which square to be pinned!

Black is behind on material, but he threatens to capture one of the Bishops.

1 Rd8!

Parries both threats. Now if 1 . . . Rxd8 2 Bxd8 wins easily, while 1 . . . Kxh4 2 Bxf8 is unthinkable.

So Black concocts a little scheme which will let him threaten both Bishops again.

1 . . . a2
2 Bxa2 Rf4 +
3 Ke3 Ra4

Now how does White save his Bishops?

4 Bb3 Rb4

Stronger than 4 . . . Ra3, when 5 Rd4+ followed by 6 Rb4 removes all danger.

5 Rd4 +!
A surprise, as the exchange 5 . . . Rxd4 6 Kxd4 Kxh4 lets Black gets away with a draw.

5 . . . Rxd4
6 Be7!

A beautiful zwischenzug, which restricts the attacked Rook to one square of the board!

6 . . . Rf4
7 Be6+

Now if 7 . . . Rf5, 8 Ke4 wins the pinned Rook.

7 . . . Kg3
8 Bd6

White wins.

The pinned Rook is helpless against the double attack.

ENDING 144

Pogosyants, 1962
White to play and win

A lovely twist on an original idea of Réti’s.

1 Ra2
Supports the Pawn, and threatens to advance it to the eighth square.

1 ...Nd3 +
2 Kd2

Ready to meet 2 ... Nb4 with 3 a7.

2 ...Re2 +

A clever defense. Black sacrifices a Rook, regains it, and is ready to stop the Pawn with his King.

3 Kxe2 Nc1 +
4 Kd2 Nxa2
5 Nd5!

Beautiful! Black’s Knight may not move on pain of capture, while his King must move, but away from the Pawn!

5 ...Kxd5

As good as any.

6 a7

White wins.
The modest little Pawn at b2 turns out to be the chief actor in this little drama.

1 Nc5 Bc6

Protecting the Bishop by 1 . . . Rb6 or 1 . . . Ra7 does the Bishop no good, since it is attacked by two pieces, while 1 . . . Bc8 loses to 2 b4 + Kb6 3 Rd6 +, and after exchanging all the pieces, White has an easily won Pawn ending.

2 Rd6 Rb6
3 b4 + Kxb4
4 Rd4 + Kxc5

Or 4 . . . Ka5

5 b4 mate

An artistic arrangement.
That White can force a draw with his Pawns unable to advance to the eighth rank, guarded as it is by a Cerberus of a Rook, is hard to believe.

But White manages it by sacrificing one of his valuable Pawns!

1 Kf4 Kg7
2 a8=Q Rxa8

Drawing the Rook away makes it possible for White's King to advance to the center, in accordance with Steinitz's rules for the endgame.

3 Ke5 Kf7
4 Kd6 Ke8

Else 5 Kd7 assures the draw.

5 Kc6

Threatens 6 Kb7, which wins the Rook!

5 . . . Rc8
6 Kd6!

But not the ambitious 6 Kb7, when 6 . . . Kd7 wins for Black.

6 . . . Ra8
7 Kc6

Drawn by repetition of position.
Prokes, 1944

White to play and win

It is not that White's Pawns are stronger than Black's; it's the aggressive position of his King that makes them so.

1 Kc6 Ka7
2 b4 b5

On 2 . . . a5, 3 b5 wins at once.

3 Kc7 a5
4 a4!

Have your choice!

4 . . . Ka6

If instead 4 . . . axb4, 5 axb5 b3 6 b6 + wins quickly. Of if 4 . . . bxa4, 5 b5 a3 6 b6 + Ka6 7 b7 a2 8 b8 = Q a1 = Q 9 Qb7 mate.

5 Kc6 axb4

Here if 5 . . . bxa4, 6 b5 + Ka7 7 Kc7.

6 axb5 + Ka7
7 Kc7

White wins.
I suppose this finish could qualify as a smothered mate by the Rook.

1 Nh5
Threatens 2 NF6 followed by 3 Rxh7 mate.

1 . . . Rg5 +
On 1 . . . Rg6 instead, 2 Ke5 followed by 3 Nf6 wins.

2 Ke6 Rhx5
3 Kf6 h6
Or 3 . . . Rh6 +, when 4 Kf7 is decisive.

4 Kg6 Rg5 +
5 Kxh6 Rg8

What else is there?

6 Rh7 mate
A simple but pleasing study. The obvious 1 exf7 gets White nowhere after 1 . . . Bxb3 + followed by 2 . . . Bxf7. No better is 1 e7, which yields to 1 . . . Bxb3 + and 2 . . . Ba4, and the Pawn is halted in its tracks.

1 Ba5 +!

But this changes the complexion of affairs. If now 1 . . . Kxb3, 2 exf7 wins.

1 . . .
2 e7
3 Kc5
3 b4 mate!
A duel between the lone King against King, Knight, and Pawn (somewhat like D'Artagnan's duels with the King's guardsmen) results in a surprise stalemate.

1  Kd3          Nc5+
2  Kc4          Nd7
3  Kd5          Ke7
4  Kc6          Ke6
5  Kb7          Nc5+
6  Kc6          Nb3
7  Kb6          a5
8  Kb5          Kd5
9  Ka4          Kc4

Stalemate.
Réti, 1921

White to play and draw

Réti considered this study of his a trifle. Far from a trifle, it is a masterpiece. In a position where the forces are minimal, White faces what seems to be an insuperable task. He must try to stop a Pawn that appears far out of his reach, and come to the aid of his own Pawn (his only hope), also a good distance away. White's King, in short, must be in two places at once! The solution is a little miracle of ingenuity.

1 Kg7 h4

Or 1 ... Kb6 2 Kf6 Kxc6 ( ... h4 is the game) 3 Kg5 and the Pawn falls.

2 Kf6 Kb6

Black plays to kill off a possible threat in White's Pawn. If instead 2 . . . h3, 3 Ke7! h2 4 c7 Kb7 5 Kd7 h1 = Q 6 c8 = Q + and the game is drawn.

3 Ke5!

Ready to meet 3 . . . Kxc6 with R Kf4, and the Pawn is stopped.

3 . . . h3
4 Kd6! h2
5 c7

Drawn.
White to play and draw

An exquisite miniature (miniature in the number of pieces, not in the concept).
White's task seems insuperable. His King cannot hope to catch the enemy Pawn, since 1 Kf7 is met by 1 . . . g5, and Black wins.

Nor can he threaten to Queen his own Pawn; 1 e7 is thwarted by 1 . . . Bb5.

But there is (as in all Réti compositions) a magic move, which at first sight seems silly.

1 Ke7!!
Blocks the pathway of his own Pawn.

1 . . .
2 Kd6!
3 e7!
4 Kc5

Gains a move by the attack on the Bishop. Now if 4 . . . g3 in reply, 5 Kxb5 draws easily.

4 . . .
5 Kd4

continued
The King is now close enough to catch the Pawn.

5 \ldots \quad \text{Kb6}
6 \text{Ke3} \quad \text{Kc7}
7 \text{Kf4} \quad \text{Kd6}
8 \text{e8=Q} \quad \text{Bxe8}
9 \text{Kxg4}

\text{Drawn.}

\textbf{ENDING 153}

\textbf{Réti, 1928}

White to play and win

In this miniature, one of Réti's finest creations, the final move is truly brilliant.

1 \text{Bf5 +}

The first finesse. If instead 1 \text{Bc6 + Kd6 2 Rd4 + Ke5 3 Re4 + Kd6 4 Rxe3 e1=Q 5 Rxe1, stalemate!}

1 \ldots \quad \text{Kd6} \quad (\text{or} \ldots \text{Kd8})
2 \text{Rd4 +} \quad \text{Ke7}

On 2 \ldots \text{Ke5 3 Re4 + Kxf5 4 Rxe3 wins.}

3 \text{Re5 +} \quad \text{Kd8!}
A subtle defense. On other King moves, the simple 4 Rxe3 wins. Now if 4 Rxe3, there follows 4 . . . e1 = Q 5 Rxe1 and Black is stalemated. But White has a Roland for an Oliver, as the old fiction writers used to say.

\[
4 \text{ Bd7!} \quad e1 = Q
\]

Of course 4 . . . Kxd7 is met by 5 Rxe3.

\[
5 \text{ Bb5}
\]

White wins.

The threat of mate by 6 Re8 can be averted only by 5 . . . Qa5 + , giving up the Queen.

**ENDING**

Réti, 1929

White to play and draw

Exquisite timing is required to draw this ending. Thoughtless play could lead to zugzwang for White and turn a possible draw into a loss.

\[
1 \text{ d6} \quad \text{Ke6}
\]

\[
2 \text{ d7!}
\]

continued
Gives up a valuable Pawn! The natural 2 Ka7 leads to loss by 2 ... Bc8 3 Kb8 (on 3 d7, Bxd7 wins) Kd7, and White loses by zugzwang. Thus: 4 Ka7 Kxd6 5 Kb8 Bxg4.

2 ... Kxd7
3 Ka7 Bc8

On 3 ... Be2, 4 Kb8 (or 4 Kb7 Ba6 + 5 Kxa6! draws) Ba6 5 Ka7 etc. draws.

4 Kb8

Now Black is in zugzwang.

4 ... Ba6
5 Ka7

Drawn.

If Black continues by 5 ... Kxc7, then 6 Kxa6 Kd6 7 Kb5 Ke5 8 Kc4 Kf4 9 Kd3 Kxg4 10 Ke2 Kg3 11 Kf1 Kh2 12 Kf2 is convincing enough.

ENDING 155

Richter, 1954, First Prize

White to play and win
A weird Pawnless position in which the possibilities for attack and counterattack would drive mad a player who tried to analyze the various complications.

1 Na4

White attacks two pieces simultaneously.

1 ... Bc6
2 Rf5+ Ke4

Now it's Black who attacks two pieces simultaneously.

3 Rf4+ Ke3
4 Nxc3 Bf3+

Forces White into a Knight fork.

5 Kc1! Nd3 +
6 Kc2 Nxf4

Regains the Rook, but . . .

7 Bb6 mate

... loses the King.
One of the many beautiful endings that Rinck composed on the theme of Queen and minor piece against Queen is this, where clever play forces Black to choose between losing his Queen or his King.

1 Ng2
Prevents 1 . . . f1 = Q, when 2 Ne3 + ends the short life of the Queen.

1 . . . Kd2
Comes to the aid of the Pawn, which now threatens to promote to a Queen.

2 a8 = Q f1 = Q
3 Qa2 + Kc3

Any other move loses the Queen at once by a Queen check or a Knight fork.

4 Qa3 + Kd4
Forced, since after 4 . . . Kd2, 5 Qb2 + forces either 5 . . . Kd3, which runs into 6 Qb5 +, or 5 . . . Kd1, which loses by 6 Ne3 +.

5 Qc5 + Ke4
Once again, 5 . . . Kd3 meets with 6 Qb5+ and loss of the Queen.

But this is worse!

6 Qd5 mate!

ENDING 157

Rinck, 1907

White to play and win

As somebody once said, “Black was lucky to have been mated, or else he would have lost his Queen next move.”

1 f7 cxb2
2 f8=Q b1=Q
3 Qe7+ Kd4
4 Qd7+ Ke5

On 4 . . . Kc4 instead, 5 Qd3+ Kb4 6 c3+ wins the Queen. Or if 4 . . . Ke4, 5 Qf5+ Kd4 6 c3+ does likewise.

5 c4

Threat: 6 Qd5 mate.

5 . . . Qh1
6 d4+ cxd4
7 Qe7 mate
Rinck was a miracle worker! In the short space of five moves, White, whose pieces are so widely scattered, gives up nearly all of them (and throws in an underpromotion for good measure) to arrive at an almost incredible draw by stalemate!

1 Kb7!

Threatens mate on the move by 2 Ra4 +.

1 . . . Bxd1

But not 1 . . . c4 2 Rxc4 Bxd1 3 Ra4 + Bxa4 4 b4 mate.

2 Ra4 +

But not the attractive 2 a8 = Q + Na7 and Black wins (3 b4 + cxb4 4 Rf4 Bb3 and the threat of 5 . . . Bd5 mate is decisive).

2 . . . Bxa4

3 b4 + cxb4

4 Qd8 + Rxd8

5 a8 = B!

But not 5 a8 = Q + Na7, and Black wins.

Stalemate.

There is no way the King may be allowed a move, nor may the imprisoned Bishop be freed.
Rinck, 1929

White to play and win

Apparently White’s passed Pawns can easily be restrained by the Rooks, but three moves are all that are needed to leave Black helpless.

1 h7 Rh1
2 a7 Ra1
3 Rd1!

And pauses for a reply!

White wins.

Black is faced with an insoluble problem (the hardest kind to handle). To begin with, he is threatened with 4 Rxa1 or 4 Rhx1. Black can avoid this by 3 . . . Rhxd1, but then 4 h8=Q wins, while on 3 . . . Raxd1, the reply 4 a8=Q+ wins.
After a lively duel between the Knight and a fleet-footed Queen who manages to cover every mating threat by the Pawns on the seventh, it is a quiet little Pawn move that enables the Knight to inflict mate.

1 e7 Qa4

With this, and the next few moves, Black's Queen covers e8 and a8, the two squares on which White's Pawns threaten to become Queens.

2 Na5 Qe4
3 Nb7 Qa4
4 Nc5 Qc6
5 Nd7 Qe4
6 Ne5 Qa4

So far the Queen has managed to guard ingeniously against White's Queening threats, but now White throws a monkey wrench into the machinery.

7 f7!

Threatens three mates, of which only two can be averted.

7 ... Bxe7
8 Nxg6 mate
Mate by a pawn is always attractive, whether in the corner of the board or in the center.

1  Rd1  Bh2

The Knight needs protection.

2  Be7 +  Kg4

The alternative is 2 . . . Kh5 3 Rh1 Ng4 4 Bd6 Be4 + 5 Kxe4 Nf2 + 6 Kf3 Nhx1 7 Bxh2, and the Knight does not get out alive.

3  Rd4 +  Kf5

The choice is limited, as 3 . . . Kg3 loses the Knight, while 3 . . . Kh5 allows mate on the move.

4  g4 +  Nhx4
5  Rf4 +  Bxf4
6  e4 mate
This is one of those unusual endings where the saving device when it comes is almost unbelievable in its suddenness and effect.

1 h7
2 h8=Q
3 Ke7
4 Kd6

Nf6
Rb8 +
Nd5 +
Rxh8

Obviously Black has no time to take the Rook.

5 Rd4 +
6 Ra4

Kd3
Rd8 +

This saves one of the Knights.

7 Ke5

Nb3 (or . . . Nc2)

Now the other Knight is out of danger.

8 Rd4 + !

Nxd4

Stalemate.
**ENDING 163**

Sakhodyakin, 1931

White to play and win

White concocts a brilliant finish—an epaulet mate with the Knights settled on the King’s shoulders.

1. h6
2. Kf4

3. Kg5
4. Rh2 +
5. Rh7 +

The capture of the Pawn opens a file for White’s eager Rook.

White plays...

1. h6 Ng4 +
2. Kf4 Nxh6

3. Kg5 Ng8
4. Rh2 + Kg7
5. Rh7 + Kf8 mate
6. Rf7 mate
“Frustration” might be said to be the theme of this ending.

1 Rc7

The tempting 1 Rxe7 + Kf6 2 Rc7 (but not 2 Re1 Rb1) fails after 2 . . . Rb8 + followed by 3 . . . Rb7.

1 . . . Rb8 +
2 Kxe7
3 Rxb7

 Initiates a brilliant little combination.

3 . . . c1 = Q
4 Ke6 + Kg6

 Of course 4 . . . Kf8 leads nowhere after 5 Rb8 + Ke7 6 Rb7 +.

5 h5 + Kxh5

 On 5 . . . Kg5, 6 Rg7 + forces Black to take the Pawn.

6 Rg7

 Drawn!

Black cannot release his King. If for example 6 . . . Qf1, the reply 7 Ke7 prevents 7 . . . Qf8, and Black can do nothing to force matters.
Knight and Pawn maneuver cleverly to squeeze out a draw in this little episode.

1 Ne7 +

White is not tempted by the b-Pawn. It’s the advanced h-Pawn that is dangerous.

1 . . .        Ke4

The King moves closer to aid his Pawn by holding back the Knight. Naturally he avoids the squares d6, e5, or d4, which would allow the Pawn to be impaled on a Knight fork.

2 d3 +        Kf3

Here 2 . . . Kxd3 would be met by 3 Ng6 h3 4 Nf4 +, and the Pawn falls.

3 d4          h3

No good comes of 3 . . . Ke4 4 d5 Ke5 5 Ng6 +.

4 d5          h2
5 d6          h1 = Q
6 d7          Qh2 +
7 Kb3          Qd6

continued
Stops the Pawn from advancing, but White has a cute saving move.

8  Nc6!

Threatens to Queen the Pawn if the Knight is taken, while 8 . . . Qxd7 is neatly met by 9 Ne5 +, winning the Queen.

Drawn.

ENDING 166

Sakhodyakin, 1967

White to play and win

The key to the win is to render the Queen hors de combat in rather original style.

1  g7             Qg6 +

The Pawn must be disposed of in a hurry.

  2  Kh1            Qxg7 
  3  Rf4 +          Kh5

On 3 . . . Kh3, 4 Re3 + ends the affair.

  4  Rf5 +          Kh6  (or . . . Kh4)
  5  R1e5!          dxe5
  6  Rf2
Black is helpless against the threat of check on the Rook file and then the Knight file.

\[
\begin{align*}
6 & \ldots \quad e4 \\
7 & \text{Rh2} + \quad \text{Kg5} \\
8 & \text{Rg2} + \quad \text{Kf6} \\
9 & \text{R}xg7 \quad \text{K}xg7 \\
10 & \text{a}5
\end{align*}
\]

White wins.

**ENDING 167**

Sarychev

White to play and draw

After some elegant fencing between Bishops and Knights, White engineers a finale which is simply amazing. This is as remarkable a finish as I have ever seen!

1 \text{Be3}

Attacks one Knight, and threatens to check at d4 and win the other.

1 \ldots \quad \text{Nd3} + \\
2 \text{Kc3} \quad \text{Ne1}

\textit{continued}
On 2 . . . Nb2 instead, 3 Bc1 wins the Knight.

3  Bd4  Nf5
4  Bf2  Nf3

If 4 . . . Ng7, 5 Bc2 Nfe3 6 Bxe3 Nxe3 7 Bxh7, and the game is drawn.

5  Bc2  Nd6

Black’s idea is to win one of the pesky Bishops.

6  Bxh7  Ng5

Intending on a move of White’s Bishop, 7 . . . Ne4+ (either one), which would win a piece and the game.

7  Bc5

Meets the attack with counterattack.

7  . . .  Nb7

It looks as though White must lose a piece.

8  Be7!  Nxb7
9  Kb4

Drawn!

Black’s pieces are paralyzed, and all he can do is wait while the enemy King moves up the board to a7 and eats up the Bishop.
An attractive miniature, in which Black is mated in the middle of the board, just when his Knight is about to make his escape.

1 Ne5 Kg7
Rushes to the aid of his imprisoned Knight.

2 Bd8
Prevents the King from occupying the central square f6.

2 ... Kf8
Intending to move on to e8.

3 Kf2 Ke8
4 Ba5 Ke7
5 Ke3 Kd6
6 Kd4 Nc7
The Knight finally gets back in play—but at great cost.

7 Bb4 mate!
White’s method is simple. He forces the adverse Rook into one of two plausible defensive moves. Then he attacks the Rook and simultaneously threatens mate, leaving Black helpless to ward off both threats.

1 Kg6

Threatens 2 Kf7, which attacks the Rook and threatens mate at the same time.

1 . . .
2 Kxf6
3 Kf7

White wins.

Should Black at his second move try 2 . . . Rh5, then 3 Kg6 forces the win.
Selesniev, 1913

White to play and win

This time the Rook proves no match for the gallivanting Bishop, who roams around the board and forces mate almost single-handedly.

1 f4 +! Kxf4

Of course not 1 . . . Kh4, when 2 Bh6 followed by 3 Bg5 is mate.

2 Bh6 +
3 Kf2!

Now the threat is 4 Bg7 followed by 5 Be5 mate.

3 . . .
4 e5

Intending the deadly 5 Ba3 and 6 Bc1 mate.

4 . . .
5 Ba3
6 Rd7
7 exd4

Creates a flight square for the King.

6 b7

Lures the Rook away.

6 . . .
7 Bd6 mate
When all seems hopeless, White saves the situation by cleverly creating a perpetual check.

1. Ne4 Re5

Attacks the Knight and also prepares to defend by returning to the first rank. The alternative 1 ... Rd5 would succumb to 2 e7.

2. e7
3. Nd6!

But not 3 g6 fxg6 4 Nd6 Kg8 5 Nxc8 Kf7 and Black wins.

3 ... Rg8!

On 3 ... Rd8 (or 3 ... Ra8) 4 Nxf7 + Kg8 5 Nd8 wins at once.

4. g6!
fxg6

Forces, as 4 ... f6 (or 4 ... f5) allows 5 Nf7 mate.

5. Nf7 +
6. Ng5 +
7. Nf7 +

But not 7 ... Kh5 8 g4 mate.

8. Ng5 +
Kh6

And so on, far into the night.

Drawn by repetition of position.
Selesniev considered this one of his finest compositions, in view of the scanty material and the six Pawn checks in succession. Tripled Pawns are usually weak, but this time the column proves irresistible!

1 e4 +!

The obvious 1 Bxd5 loses after 1 . . . fxg3.

1 . . . Kxe4  
2 exf3 + Ke5

But not 2 . . . Kxf3 3 Bxd5 + with an easy win.

3 gxf4 + Ke6  
4 f5 + Ke5  
5 f4 + Ke4  
6 f3 +

White wins.

The King must abandon the Rook, and if 6 . . . Kxf4, 7 Bxd5 h5 8 Kd2 h4 9 Ke2 h3 10 Kf2, and the Pawn is halted.
Selesniev could create little miracles out of deceptively simple positions.

1  exf6

Initiates a powerful threat: 2 f7 Rf8 3 Kg6 and White wins easily.

2  Kg5

Now the threat is 3 f7 Rf8 (or . . . Re5+) 4 Kf6 and White wins.

2  . . .  Re5+
3  Kf4  Rh5
4  f7  Kg7
5  f8 = Q +  Kxf8
6  Kg4 +  K moves
7  Kxh5  

White wins.

If Black at his third move tries 3 . . . Rd5, then 4 f7 Kg7 5 f8 = Q + Kxf8 6 Ke4+ forces the win.
This would seem to be a difficult position to analyze, with so many pieces being en prise.

1 \textit{Nh8} +! \quad \textit{Kg8}
2 \textit{Kxg2}

The alternative 2 \textit{Kxh2} would be met by 2 \ldots \textit{Ne3}, threatening 3 \ldots \textit{Ng4} + as well as the simple 3 \ldots \textit{Kxh8}.

2 \ldots \quad \textit{Bf4}

Prevents 3 \textit{Ng5}, when 3 \ldots \textit{Bxg5} draws for Black.

3 \textit{Ng6} \quad \textit{Bh6}
4 \textit{Ng5} \quad \textit{Bg7} !

Clever defense! On 5 \textit{Bd8} in reply there follows 5 \ldots \textit{Bf6} 6 \textit{Ne7} + (but not 6 \textit{Bxf6}, stalemate) \textit{Kf8} 7 \textit{Nh7} + \textit{Ke8}, and the game is drawn.

5 \textit{Ne7} + \quad \textit{Kh8}

But not 5 \ldots \textit{Kf8} 6 \textit{Ne6} + .

6 \textit{Nf7} +

Remarkable maneuvering at close quarters.

6 \ldots \quad \textit{Kh7}
7 \textit{Bh4} \quad \textit{Bf6} !
Ingenious to the last! If 8 Bxf6 Black is stalemated.

8 Ng5 + Kh6
9 Ng8 + Kh5
10 Nxf6 + Kxh4
11 Nf3 mate

A marvelous production.

ENDING 175

Stodenetzky, 1962
White to play and win

Black meets checkmate at every turn. It’s enough to discourage a King!

1 h6! gxh6

Black’s best chance. If instead 1 . . . g5 2 c5 d4 3 c6 d3 4 c7 d2 5 c8=Q d1= ! 6 Qh3mate.

Or if 1 . . . g6 2 g3 + Kg5,(taking the g-Pawn would let White play 3 cxb5 and Queen with check) 3 cxb5 d4 4 b6 d3 5 b7 d2 6 b8=Q d1=Q 7 Qf4 + Kh5 8 Qh4 mate.

Finally, if 1 . . . g6 2 g3 + Kh5 3 c5! b4 4 c6 b3 5 c7 b2 6 c8=Q b1=Q 7 Qh3 + Kg5 8 Qh4 + Kf5 9 Qf4 mate.

2 g3 + Kg5
Or 2 Kh5 3 c5 b4 4 c6 b3 5 c7 b2 6 c8 = Q b1 = Q 7 Qh3 + Kg5 8 Qh4 + Kf5 9 Qf4 + Kg6 10 Qg4 mate.

3 cxb5
4 b6
5 b7
6 b8 = Q
d1 = Q
7 Qf4 +
8 Qf6 +
9 Qf5 mate

**ENDING 176**

Strycek, 1967, First Prize

White to play and win

No matter how Black captures a Pawn that is offered, it leads to a mate where his King's exit is blocked by the Rooks.

1 e5 + Kxe5

If 1 Rxe5, 2 Qb6 + Ke7 3 Qc7 + Ke6 4 Qd7 mate.

2 Qxc5 +
3 Qxd4 +
4 Qe4 mate
White forces Black’s pieces to huddle about the King, whom he then polishes off with a spin mate.

1 Ne4

Other possibilities are 1 gxf4 Rxh1, and Black should win, or 1 gxh4 c1 = Q 2 Rxc1 Bxc1, and again Black should win.

After the actual move White threatens 2 g4 + Rxg4 3 Rh3 + Rh4 4 Rg5 + Bxg5 5 Bf3 mate.

1 . . .  
2 g4 +  
Qxe6  
Rxe6  
Rg4  
Rxg4

Or 2 . . . Qxg4 3 Rc5 + g5 4 Nf6 mate.

3 Rh3 +  
4 Rg5 +  
5 Bf3 +  
6 Ng3 mate  
Qg4  
Rh4  
Bxg5

How embarrassing!
Szikarov, 1957

White to play and win

White weaves an artful mating net about the King.

1. Rd6++ Kb5

Immediate loss follows 1... Kc7, by 2 cxb6 + Kxd6 3 bxa7, and White gets a new Queen and wins.

2. cxb6 Be6 +
3. Rxe6 Rb7

Ingenious, as after 4 Bxb7 dxe6 the Pawn falls.

4. Re5+ d5
5. Bxd5 Rxb6
6. Bb7 mate
Checkmate on an open board is the last thing you would look for in this miniature study.

1  \text{Ra8} +  \text{Ke7}

Moving to a white square allows 2 \text{Nxe5} +, winning Rook and Bishop.

2  \text{Bg5} +  \text{Bf6}

Again, there is no choice; 2 . . . \text{Ke6} loses to 3 \text{Re8} +, as does 2 . . . \text{Kd6} to 3 \text{Ra6} + \text{Kd5} 4 \text{Ra5} +, in each case winning the Bishop.

3  \text{Ra7} +  \text{Ke6}
4  \text{Ra6} +  \text{Kf5}
5  \text{Bxf6}  \text{Rg4} +
6  \text{Kf3}  \text{Rg6}

Pins and hopes to win the Bishop.

7  \text{Nf4}  \text{Rxf6}

Regains his piece—but loses his King!

8  \text{Ra5}! \text{mate}
Quite in the classic style of Kubbel, this ending is simple and elegant.

1 Rb4

Capturing the Bishop is fatal, as the reply 1 . . . Kc2 assures the Queen of one of the Pawns.

1 . . . Kc3

On 1 . . . Bc5 2 Rxa4 b2 3 Ra2 followed by removing the Pawn draws.

2 Rxa4 b2
3 Ra3+ Kc4
4 Ra4+ Kc5

Clearly on 4 . . . Kb5, 5 Rxa7 draws easily.

5 Ra5+ Kc6
6 Ra1! bxa1 = Q

Stalemate.
Tresovski, 1960
White to play and win

White meets the threat of the united passed Pawns by weaving a mating net on the other side of the board!

1 Rc6 Nc4 +

On 1 ... a3, the continuation 2 Rxb6 a2 3 Rh1 + Kg7 4 Rxb2 wins for White.

2 Ke7 Bd3
3 Rh1 + Kg7
4 Rg1 + Kh7
5 Kf8

Threatens 6 Rh1 mate.

5 ... b1 = Q
6 Rg7 + Kh8
7 Rh6 + Bh7
8 Rg8 mate

(Note that neither 8 Rhxh7 + nor 8 Rgxh7 + is mate.)
An attractive study in which the Queen proves no match for the Knight, who dominates the proceedings.

1. **Rf8!**

   The only square on the board on which the Queen does not fall onto a Knight fork.

   **Qe5**

   Now the Queen is centralized—but still in danger for her life.

2. **d4!**

   Once again, only one square offers safety.

   **Qd6**

3. **Rf6!**

   For the third time, the Queen is restricted to one square!

   **Qd7**

   **Ne6 +**

   Moving to the third rank instead allows a discovered check, winning the Queen.

   **Kb8 (or . . . Kc8)**

   **5. Rf8 +**

   **Kb7**

   **6. Rf7!**

   **Qxf7**

   **7. Nd8 +**

   **White wins.**

   The Queen falls, and with it the game.
Troitzky, 1895
White to play and win

Troitzky is an artist who needs a minimum of material to create a masterpiece.

An interesting feature of this composition is the way threats of Knight forks on white squares suddenly transform into threats of Knight forks on black squares. This little beauty is one of my favorite Troitzky studies.

1 Ng3+ Kd4

Obviously 1 . . . Kxf4 2 Rf5 mate.

2 Rc8! Qxc8

If she moves along either of the two diagonals, she falls onto a Knight fork at f5.

3 Nf5+ Kc5

Moving to a white square loses the Queen by a Knight fork.

4 b4+

Bayonet attack!

White wins.

The King must move to a white square—and lose the Queen by a Knight fork, thus 4 . . . Kc6 5 Ne7+; or 4 . . . Kb5 5 Nd6+; or 4 . . . Kd5 5 Ne7+; or 4 . . . Kc4 5 Nd6+. 
A neat smothered mate, which Troitzky himself called “a romantic study.”

White is ahead in material, but he is threatened with loss of the Queen by 1 . . . g2, as well as by 1 . . . Rb1 +.

(Luckily, it’s his turn to move.)

1 Bc6!

A clever combination, including as it does a sacrifice of the Queen. . .

1 . . . Rb1 +
2 Ke2 Rxb1
3 Bg2 +!

. . . and a sacrifice of the Bishop!

3 . . . Kxg2
4 Nf4 + Kg1
5 Ke1 g2
6 Ne2 mate
White's pieces work beautifully together to subdue the enemy King. A simple but artistic production.

1 Nh6

Threatens instant mate.

1 ... Bf8

Black may not move the King, on pain of a Knight fork.

2 Bf6+ Bg7
3 Ke5! c5
4 Ke6 c4
5 Kf7 Bxf6
6 Kxf6 c3
7 Kf7 c2
8 Kf8 c1 = Q
9 Nf7 mate
A classic production of the old master.

1 \( \text{Nb6!} \)

With the immediate threat of mate by 2 \( \text{Qe3} \).

1 \( \ldots \) \( \text{Qe8} \)

The King may not move, on pain of losing the Queen.

2 \( \text{Nd7!} \)

With a new mate threat—3 \( \text{Qd3} \).

2 \( \ldots \) \( \text{Kc4} \)

The King may not move to any other square, or he will lose his Queen. And if 2 \( \ldots \) \( \text{Qe4} \), 3 \( \text{Qc3} + \text{Kd5} \) 4 \( \text{Nf6 +} \) wins the Queen.

3 \( \text{Qxc7 +} \) \( \text{Kb4} \)

4 \( \text{Qc5 +} \) \( \text{Kb3} \)

On 4 \( \ldots \) \( \text{Ka4} \) White forces matters by 5 \( \text{Nb6} + \text{Kb3} \) 6 \( \text{Qc3} + \text{Ka2} \) 7 \( \text{Nd5!} \) \( \text{Qd7} \) 8 \( \text{Kc1} \).

5 \( \text{Qc3 +} \) \( \text{Ka4} \)

Or 5 \( \ldots \) \( \text{Ka2} \) 6 \( \text{Kc1} \) \( \text{Qe2} \) 7 \( \text{Qa5 +} \) \( \text{Kb3} \) 8 \( \text{Nc5 +} \) \( \text{Kc4} \) 9 \( \text{Qa6 +} \) and Black’s Queen falls.

... continued
6  Qd4 +  Ka3
Here if 6 . . . Kb5 7 Qc5 + Ka4 8 Nb6 + Kb3 9 Qc3 + Ka2 10 Nd5 and wins, as in the note to Black’s 4th move.

7  Nc5  Qb8
On 7 . . . Qb5 8 Qa1 + Kb4 9 Qc3 is mate.

8  Qa1 +  Kb4
Care is necessary when administering the final touch. If 9 Qb2 + Ka5 10 Qxb8, Black escapes by stalemate.

9  Na6 +
   White wins.

A masterpiece!

ENDING 187
Troitzky, 1917
White to play and win

Queen and Knight cooperate beautifully to win the enemy Queen by “domination.”

1  Qa3 +  Kd2

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Safe temporarily, but the King will be forced to move to c2.

2  Qa5 +  Kc2

Forced, since 2 . . . Kd3 loses to 3 Qa6 +, 2 . . . Ke2 loses to 3
Ng3 +, 2 . . . Kc1 loses to 3 Qa1 +, and 2 . . . Kd1 loses to 3
Qa1 + Ke2 4 Ng3 +.

3  Qa2 +  Kc3

Obviously the only move left.

4  Ng3

Domination!

4  . . .  Qf8

On 4 . . . Qd1 5 Ne4 + forces the King into a Knight fork.

5  Ne4 +  Kd3
6  Qd2 +  Kxe4
7  Qe2 +  White wins.

The King must move to the Bishop file, when 8 Qf2 + wins the
Queen.
The situation looks desperate for White. Though he is ahead in material, his opponent has two Pawns on the second rank, ready to promote to Queens.

1  Bd3 +!

The natural 1 Bxc2 fails after 1 . . . b1 = Q 2 Bxb1 Rb2 + 3 Kg3 (or Kg1 Rxb1 + 4 Kf2 Rb2 + 5 Kg3 Rxh2 and Black wins) 3 . . . h4 +, and Black wins the Queen.

1 . . . Kb7

The King does not care to be disturbed by checks.

2  Bxc2       b1 = Q
3  Bxb1       Rb2 +
4  Kg3!       h4 +
5  Kxh4       Rxh2
6  Be4 +       K moves
7  Bg2!

Confines the Rook and threatens to win it by 8 Kg3.

7 . . . Rxg2

Stalemate.
Wherein a piece may seem to have freedom of movement, and yet be hopelessly trapped.

1  Rg4+  Kh8

The King must go to the Rook file, since moving to the Bishop file allows 2 Rc4+, winning a Bishop.

2  c7  Bf5
3  Rf4  Bb3

Black is willing to give up a Bishop, if he can thereby remove the dangerous Pawn.

4  Rxf5  Bxc7
5  Kc6

White wins.

To Black’s surprise, the Bishop does not have a decent move left. If 5 . . . Bg3, 6 Rh5 + Kg7 7 Rg5 + and the Bishop falls.
After two forceful checks, a quiet move by the King places Black in zugzwang—any move he makes leads to disaster.

A typical Troitzky masterpiece.

1 Qf7+ Kc3

Best, as 1 ... Ka4 allows 2 Qc4+ and mate at b4.

2 Bxg7+ Kd3

The only move, as 2 ... Kb4 loses the Queen after 3 Bf8+.

3 Kd1!

After this quiet move, Black is left without a single tenable reply; none of his pieces may move without loss.

For example: if 3 ... Ke4, 4 Qb7+, and the King may not go to a black square on account of a Bishop check exposing his Queen, while moving to a white square is met by 4 Qb1+, which wins the Queen by the skewer attack.

If 3 ... Qh2, 4 Qd5+ Ke3 5 Bd4+; or if 3 ... Qh4 (or 3 ... Qh1), 4 Qb3+, and the Queen goes.

Finally, if 3 ... Ng2, 4 Qb3+ wins the Queen, while 3 ... Nc2 4 Qb3+ Ke4 5 Qxc2+ does likewise.
White wins.

This long-distance check finally wins the Queen. A King move to a white square succumbs to 6 Qb1 +, while a move to a black square is met by 6 Be5+ or 6 Bd4+, and the Queen falls.

**ENDING 191**

Unknown

White to play and draw

There is some clever footwork by the Knights in this ending.

1  Rf1+  c1=Q
2  Rxc1+  Kxc1
3  e6  fxe6
4  f7  Ne5

Attacks the Pawn and threatens, if it Queens, to win the Queen by 5 . . . Nd7+.

5  f8=N

continued
If White can win the Pawn, even at the cost of his Knight, he will draw, since two lone Knights cannot force mate.

5  \[\text{Nec6 +}\]
6  Ka8  e5
7  Nd7  e4
8  Nf6  e3
9  Nd5  e2
10  Nf4

Duplicates Black's earlier threat! He attacks the Queening Pawn in the same fashion.

10  \[\ldots\] e1 = N
11  Nd3+  Nxd3

Stalemate!

**ENDING 192**

**Vandecasteele, 1967**

White to play and win

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The minor-piece play is exquisite—a masterpiece if I ever saw one.

1  Nc1  Na3

The only move, since 1 \[\ldots\] Nd2 allows 2 Bc3 +.
2 Na2 + Ka4
3 Nc3 + Kb4
4 Nd5 + Ka4
5 Nb6 +

The tempting 5 Bc3 allows Black a beautiful escape: 5 . . . e3 6 Be1 e2 7 Nc3 + Kb4 8 Nb1 + c3 + 9 Bxc3 + Ka4 10 Nxa3 e1 = Q 11 Bxe1 stalemate!

5 . . . Kb4

On 6 . . . Kc5, 7 Na4 + wins the Black Knight.

7 Nd7 Ka4

Of course 7 . . . Kc6 loses a piece to 8 Ne5 +.

8 Nc5 + Kb5
9 Nxe4 Ka4

Black's Knight is curiously helpless to escape.

10 Nc5 + Kb5
11 Nd7 Ka4

Here too 11 . . . Kc6 fails after 12 Ne5 +.

12 Nb6 + Kb5
13 Bd4 Kb4
14 Nd5 + Ka4
15 Bc3 Nb5

Finally the Knight is able to make away—but alas! It's too late.

16 Nb6 mate
That the advantage of being “on the move” can offer winning chances is nicely illustrated in this ending.

White moves first:

1  Bh5   Kxh5

Running away loses: 1 Kg7 2 Qg6 + Kh8 3 Qf6 + Kg8 (on 3 . . . Kh7, 4 Bg6 + wins) 4 Bf7 + Kf8 5Bg6+ and mate in two.

2  Qh7 +  Kg5
3  Qh3 +  Kf3
4  Qg2 +

White wins the Queen.

Black moves first:

1  . . .  Bh3
2  Kxh3  Qh1 +
3  Kg4   Qh4 +
4  Kf5   Qg6 +

Black wins the Queen and the game.
Both Kings race madly down the board, Black’s to win the Knight, White’s to rescue it. In this wide-open position, a draw by stalemate seems rather unlikely.

1 Ne4 h2
2 Ng3

There’s not time to take the Bishop; the Pawn must be stopped.

2 ... Bd6
3 Nh1 Kb6
4 Kf7 Kc5
5 Ke6! Bc7

An unfortunate necessity. If Black tries to gain time by abandoning the Bishop, this might happen: 5 ... Kd4 6 Kxd6 Ke4 7 Kc5 Kf3 8 Kd4 Kg2 9 Ke3 Kxh1 10 Kf2, stalemate.

6 Kf5 Kd4
7 Kg4 Ke3
8 Kh3 Kf3
9 Ng3!

The saving move!

9 ... Bxg3

Stalemate.
White wins the black Queen, then seems in danger of losing his own. He evolves a little combination that ends in as pretty a checkmate as you’ll ever see!

1  Rf5 +  Qxf5
2  Ne3 +  Kxd6
3  Nxf5 +  Kc7

How does the white Queen escape? Answer: she doesn’t!

4  Qxa7 +  Nxa7
5  b6 +  Kb7
6  Nd6 +  Ka8
7  b7 mate!

Lovely!
White’s strategy is brusque, but effective. He sacrifices both Rooks—offers that cannot be refused. The resulting Queen ending is child’s play.

1 Rd2!

Threatens both 2 Rxe2, and 2 Rb2+ with mate to follow. The reply is forced.

1 ... Rxd2
2 Rh1 + Rd1
3 Re1! Rxe1

Again there is no choice.

4 e7 Rd1
5 e8=Q e1=Q
6 Qg6 + Ka1
7 Qf6 + Kb1
8 Qb2 mate
Wotawa, 1939

White to play and win

The Rook finds a way to break through against any line of play by the Pawns.

1 c3!

(a) 1 ... f2
2 d3! cxd3
3 c4 g3
4 c5

Threatens Rb6 mate.

5 ... dxc5
5 Rh1

And the Rook mates.

(b) 1 ... g3
2 d3 g2

Or 2 ... d5 and 3 d4 wins; or if 2 ... cxd3 3 c4 g2 4 c5 dxc5 5 Re1 wins.

3 dxc4 f2
4 c5 dxc5
5 Rd1

And mate next move.

(c) 1 ... d5!
2 Rh1 Kb6
3 Rh6 +
4 Kc7
Threatens 5 Rc6 mate.

4 . . .
5 Rh5 mate

ENDING 198
Wotawa, 1952
White to play and draw

With two pieces en prise, White has his work cut out to emerge with a draw. His method is ingenious.

1 Ne5 Rd2 +
On 1 . . . Rd5, 2 Re1 is the simplest way to draw.

2 Ke3 Re2 +
The situation looks bad. If now 3 Kf4, Rxe5 4 Rf2 + Re2 5 Rxe2 + Bxe2 6 Kg5 Bd3 wins for Black.

3 Kd4! Rxe5
4 Rf6!
White attacks two pieces—but his own Rook is under attack!

4 . . .
Stalemate.
It seems incredible that in four moves White can bring about a stalemate in the middle of the board.

Watch some magic moves by White.

1 Kd4 Ne7 (or Nf6)

After 1 . . . Ra5, White draws by 2 Ne1 followed by Nd3 and Nc5.

For example, 1 . . . Ra5 2 Ne1 Kf5 3 Nd3 Ke6 4 Nc5+ Kd6(?) 5 Nb7 + .

2 Nc7 Rc6
3 Nd5! Nxd5
4 Nb4! Nxb4

Stalemate.
Yakimchik
White to play and win

There is some lively steppin' in this Knightly duel.

1  Ng5

Stops the passed Pawn, and also heads for c2 or b3.

1  . . .  Ng6
2  Ne6

Guards f4 against Nf4 and an annoying check next move.

2  . . .  Nf4!

With stalemate in mind.

3  Nxf4  h3
4  Nxf3  b5
5  Nf2  b4
6  Nd1  b3

Black seems about to achieve his goal—stalemate.

7  Kd2  Kb1
8  Nd6

The second Knight decides to take a hand. . .

8  . . .  a1 = Q
9  Nc3 +  Kxb2
10  Nc4 mate

. . . and just in time.
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