

CHESS TACTICS FOR HEROES

RICHARD JAMES

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INTRODUCTION

ABOUT THIS BOOK

This is the second of a series of books written for children (or adults) who have mastered the basics of the game and would like to be able to take part in competitions.

It is not a book for young children to read on their own, though. Children need a lot of adult help to succeed at competitive chess. Giving them a book to learn from really won't help them at all. Chess is a complex game and information can easily be forgotten or taken out of context.

So who is this book for?

1. It's for parents working at home with their children who are looking for coaching resources and advice on how to help their children fulfil their potential.
2. It's for chess tutors working with individual students who can work through the text with them during lessons and give them puzzles to do at home.
3. It's for chess teachers working within centres of excellence who can use the book as a course to develop children's skills in this area.
4. It's for chess teachers working in school chess clubs who can use the simpler puzzles as worksheets or hand them out for children to complete once they've finished their tournament games.
5. It's for schoolteachers running school chess clubs who may have little knowledge of chess and are seeking guidance.
6. It's for teenagers who have learnt the basics at primary school, want to play competitively and have the ability and maturity to teach themselves.
7. It's for adults who might have played when they were younger and now want to start playing competitive chess.

Before starting this book you should know:

1. All the rules, including castling, pawn promotion and the *en passant* capture.
2. The values of the pieces, along with an understanding that superior force (usually) wins.
3. A precise understanding of the words check, checkmate and stalemate.
4. Knowledge of chess notation, which is outlined below.

The free *CHESS FOR HEROES* eBook is a good source of the knowledge you require.

This book teaches you how to win your opponent's pieces: how to end up with more material (points) than your opponent. If you have a stronger army you're more likely to get CHECKMATE. If you don't have enough pieces to get CHECKMATE you'll be able to promote your pawns and get a queen or two. You'll learn a lot more about this in *CHESS ENDINGS FOR HEROES*.

If you want to win your tournament games, you need to be able to spot every opportunity to play moves that win material. If you're playing beginners you can usually win material easily because they make mistakes and let you take their pieces. If you're playing stronger players you will usually win points by creating TWO THREATS at the same time. The first part of this book explains all the different ways of doing this.

To make further progress you have to learn to LOOK AHEAD, to put different ideas together to play COMBINATIONS which may involve SACRIFICES. In the second part of the book you'll learn to look further and further ahead during your games and find really hard and clever ways to win pieces.

The most important skill in chess is learning to look ahead, learning to think ‘I go there, then you go there, then I go there’. To do this you have to work out what your opponent’s next move will be and visualise that position in your head.

This might sound hard. Even trying to think one move ahead sounds hard for many people, but you can learn to do it.

The first ideas you’ll learn in this book are really about looking at the board and seeing what is in front of you. First of all you learn how to TRAP pieces: how to THREATEN an enemy piece which has no escape.

After that you learn a lot of different ways of creating TWO THREATS at the same time. You then move onto looking at ways to get rid of defending pieces so that you can carry out your main THREAT. To do that you have to think a bit further ahead.

Finally, you’ll face the ULTIMATE CHALLENGE where you have to find COMBINATIONS: positions where you have to look further ahead and COMBINE some of the ideas you’ve learned earlier in the book.

A note about the positions in this book: they were taken (in some cases with modifications) from a database of games played over thirty years, mostly by children starting to enter the world of competitive chess, at Richmond Junior Chess Club. Sometimes they found the winning moves, but sometimes they didn’t!

Throughout the book you’ll find a lot of words in CAPITAL LETTERS. These are important words: it’s important that you (and your children) understand their precise meaning. It’s very easy for novices, especially young children, to make mistakes because they’ve misunderstood a basic concept.

Some of them are explained in the Glossary at the end of the book.

ACKNOWLEDGEMENTS

My thanks are due first and foremost to the incomparable and unforgettable Mike Fox (1933-2005), without whom Richmond Junior Chess Club wouldn’t have existed, and without whom my life, and the lives of many others, would have been immeasurably poorer.

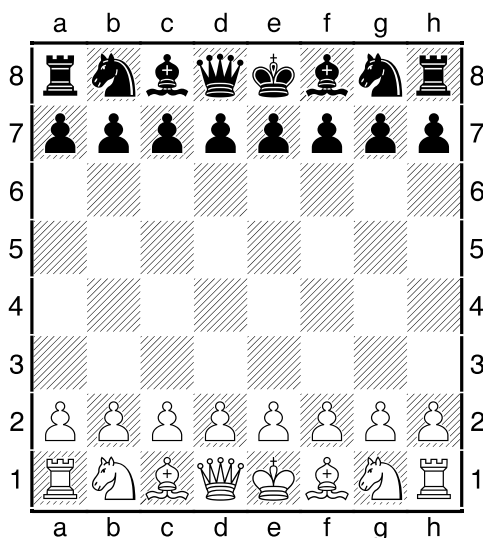
Secondly, my thanks to all the parents and children who supported Richmond Junior Chess Club between 1975 and 2006. Thank you all for coming, and for believing in what we were doing. You were, and are, the inspiration behind the Chess Heroes books.

My thanks also to all the coaches, simulators and other helpers at Richmond Junior Club during that period, especially to IM Gavin Wall and Ray Cannon, who played an enormous role in making the club so successful. Ray also provided an invaluable service in checking through the analysis throughout the book.

CHESS NOTATION

You're going to need to know how to read chess moves in order to read and understand this book. You're also going to need notation to write down your answers. You could draw an arrow for the checkmates in one move, but it's a good idea to use notation to write down your answers right from the start.

Each square has a name based on the letter of the FILE followed by the number of the RANK.



Let's play a few moves to show you how it works:

1. e4 e5

If we move a pawn we just write down the name of the square it moves to. White moves a pawn to the e4 square and Black replies by moving a pawn to the e5 square.

2. Nf3 Nc6

If we move a piece other than a pawn we start by writing the code letter for the piece using a capital letter. N for (k)Night, B for Bishop, R for Rook, Q for Queen or K for King. Both players move a knight on their second move.

3. d4 exd4

We use the letter 'x' to show a capture. If we make a pawn capture we start by writing the letter of the file where our pawn starts. Here, White moves a pawn to d4. Black captures this pawn with the pawn on e5.

4. Nxd4 Nf6

We write a capture by a piece (other than a pawn) with the code letter of the piece, the letter 'x' and the name of the square where the capture takes place.

5. Nc3 Bb4

6. Nxc6 Bxc3+

If we play a check we write '+' after the move. If it's checkmate we write '#' after the move.

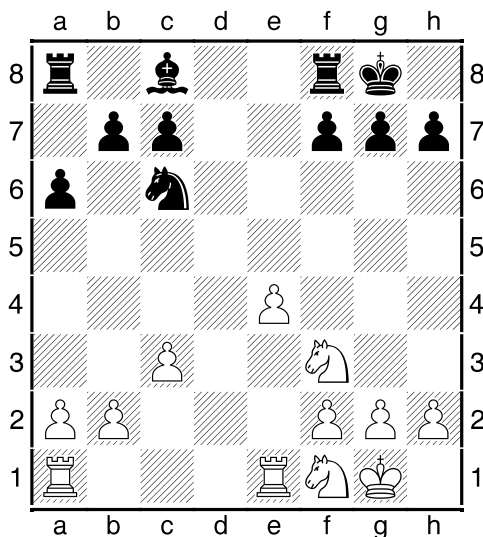
7. bxc3 bxc6

8. Bd3 o-o

If we castle on the king side we write 'o-o'. If we castle on the queen side we write 'o-o-o'.

It's not so hard once you get used to it. It may seem hard or boring at first but it will soon become second nature: you'll be able to do it without even thinking about it.

There's one other thing you need to know about writing your moves down:



If more than one piece of the same type can move to the same square you have to say which one you're moving.

If White moves a rook to d1 you write either 'Rad1' or 'Red1', using the letter of the file to show which rook is moving.

If White moves a knight to d2 you write either 'N1d2' or 'N3d2'. As the knights are on the same file you use the number of the rank instead.

If you promote a pawn you write the letter of the new piece after the name of the square: for instance, "e8Q".

CHAPTER 1

AN INTRODUCTION TO TACTICS

In chess we talk about TACTICS and STRATEGY. Strategy is about long-term planning. Tactics is about what's happening at the moment. There are two main sorts of tactics: checkmates, which you'll learn about in *CHECKMATES FOR HEROES*, the first book in this series, and winning pieces, which is what you'll learn about in this book.

Some people think that winning and losing pieces doesn't matter. They're wrong, though. It matters just as much as it matters if your football team has a player sent off. Remember: pawns are worth 1 point, knights and bishops each worth 3 points, rooks are worth 5 points and queens are worth 9 points. (In fact this slightly undervalues bishops and queens, but it will suffice at this level.)

If you read *CHESS ENDINGS FOR HEROES* you'll learn that if you're two or more points ahead you'll usually be able to win in the end, and even if you're only one point ahead you'll often be able to win.

So it's really important to win material if you can do so safely, and to avoid playing moves that lose material unless you have a very good reason.

Let's start by understanding two words: ATTACK and THREAT.

An ATTACK is something you COULD DO next move. A THREAT is something you WANT TO DO next move.

Examples of THREATS:

1. To capture an enemy piece for free.
2. To capture a stronger enemy piece with a weaker enemy piece.
3. To capture an enemy piece which is attacked by more than one of your pieces (a TEAM ATTACK) and not defended strongly enough.
4. To get CHECKMATE.

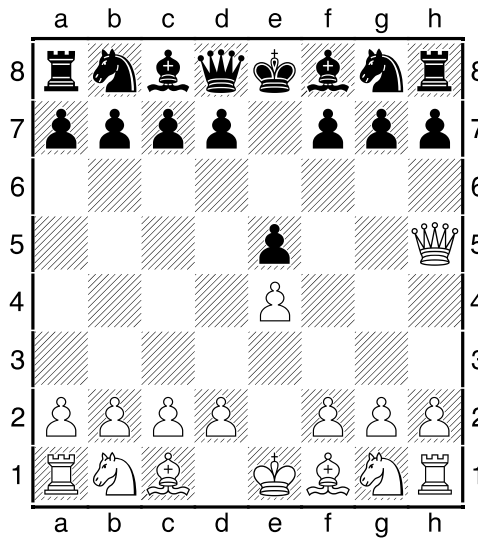
A CHECK is a special type of THREAT. According to the rules of chess you HAVE to do something about it. If you CHECK me I HAVE to get out of check. If you THREATEN my queen and I don't notice you'll be able to capture my queen next move.

Sometimes an enemy piece, usually a pawn, can be attacked by several pieces at the same time. The whole battle can revolve around one pawn. You attack it with lots of pieces and your opponent defends it with lots of pieces. Can you attack it with more pieces than your opponent can defend it?

In this book we call this a TEAM ATTACK. Several members of your army are working together to attack an enemy target and perhaps win it.

Two tips for when you're CAPTURING a piece which is attacked by more than one piece. If your opponent is going to take you back, always choose your least powerful piece. If your opponent CANNOT take you back it's often best to choose the more powerful piece, because it can do the most damage.

To understand about ATTACKS and THREATS, let's play through a couple of moves.

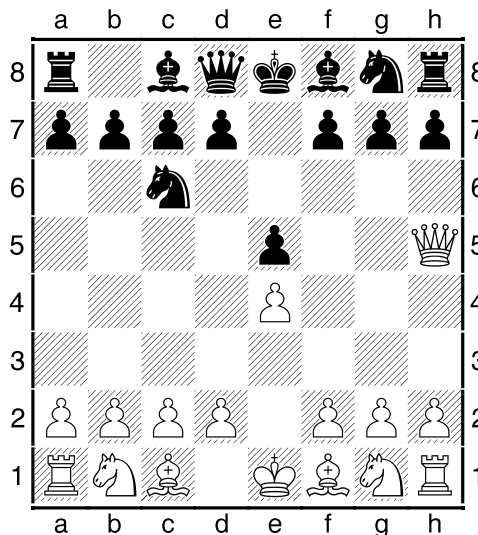


Look at the white queen in this position.

The queen is ATTACKING three pawns. The h7 pawn is DEFENDED by the rook on h8. The f7 pawn is DEFENDED by the king on e8. The e5 pawn is NOT DEFENDED.

So the queen is ONLY THREATENING the e5 pawn. Black's best plan is to DEFEND the pawn by moving the KNIGHT from b8 to c6.

Here's the position:



Make sure you understand the exact meaning of the words ATTACK, DEFEND and THREAT.

In most positions with lots of pieces on the board there will be several ATTACKER TARGET DEFENDER situations, very often with both sides having attacks.

So here: ATTACKER h5 TARGET e5 DEFENDER c6, ATTACKER h5 TARGET f7 DEFENDER e8, ATTACKER h5, TARGET h7, DEFENDER h8. If a DEFENDER moves away the ATTACKER will be able to capture the TARGET. You might want to use the letters ATD to remember this situation.

You'll probably know that there are three ways to get out of CHECK: remembering them is as easy as ABC.

A – AVOID: move AWAY to a safe square.

B – BLOCK: if you're in CHECK from a queen, rook or bishop you can BLOCK the check by putting one of your pieces in the way.

C – CAPTURE: you can CAPTURE the piece that's checking you, either with your king or with another piece.

There are SIX ways to meet a THREAT: you can use the letters ABCDEF to remember them. The first three are the same as getting out of check:

A – AVOID: move the piece that is THREATENED to a safe square.

B – BLOCK: if you're THREATENED by a queen, rook or bishop you can BLOCK the threat by putting a less valuable piece on a safe square in the attacker's path.

C – CAPTURE: you can CAPTURE the piece that's THREATENING you, either with the piece that's under threat or with another piece.

D – DEFEND: If the TARGET is not more powerful than the ATTACKER you can DEFEND by using another piece to support the TARGET, as in the example above where Black moved the knight to c6 to support the e5 pawn.

E – create an EQUAL or BIGGER THREAT (EBT), create your own threat to win as many or more points than your opponent's threat (but be careful: this can easily backfire).

F – FIX the attacking piece by PINNING it: you'll learn a lot more about PINS later in this book.

There are also several ways of losing material. Try to avoid these yourself and look out for when your opponent makes this sort of mistake.

1. Not seeing your opponent's THREAT, or thinking that it's not important. Look out for DISCOVERED ATTACKS: you'll learn more about these later.
2. Moving a piece to an UNSAFE square: you must always check that the square you're moving to is safe.
3. Moving a DEFENDER away so that your opponent's ATTACKER will be able to capture the TARGET.
4. Opening a line of ATTACK from an enemy piece (moving a PINNED piece: you'll learn a lot more about PINS later on).
5. Closing a line of DEFENCE: blocking a defending queen, rook or bishop by putting a piece in the way.

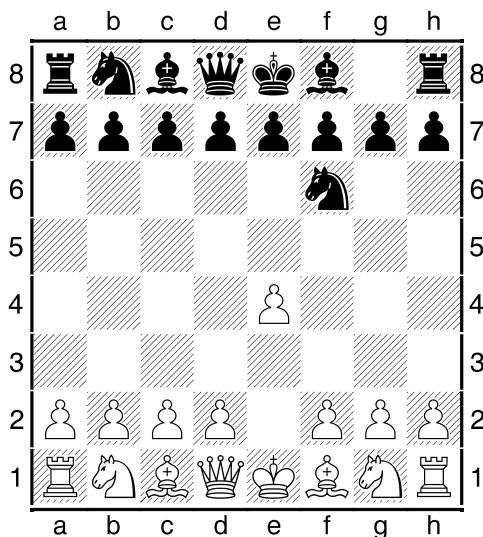
Let's play a few more moves and see how these ideas might work out at the start of the game.

It's a good idea for you to get your chess set out and play through the moves on the board yourself.

Start off by playing these moves (The introduction to this book teaches you how to read chess notation):

1. e4 Nf6

(This opening is called ALEKHINE'S DEFENCE: it's quite a good move but more suitable for experienced players.)



Black has created a THREAT. White has to do something about it. It's no good playing something like Nf3 because Black will be able to capture a pawn.

Let's look at the choices.

White can Avoid by moving the pawn from e4 to e5.

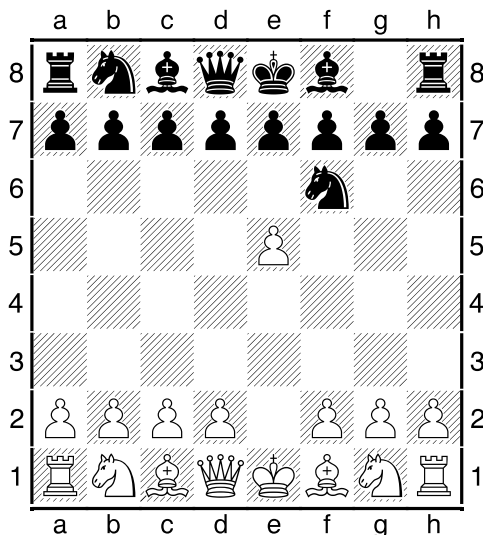
White can't Block (you can never block a knight) or Capture the knight.

White can Defend by playing a move like Nc3 (the best way to defend the pawn).

White can only create an Equal or Bigger Threat by moving the pawn.

Let's suppose you play:

2. e5



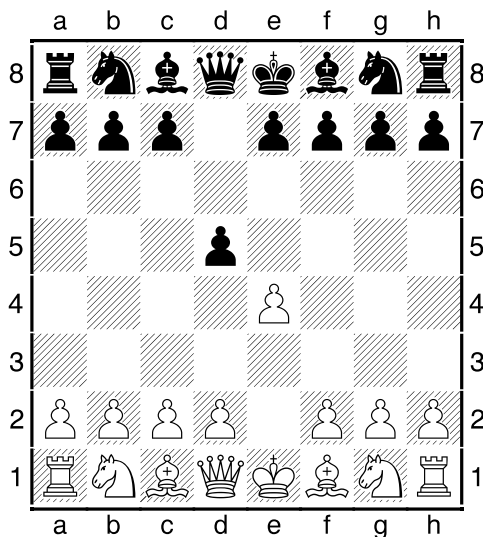
Now White has created a THREAT. The knight is already defended but as it's more valuable than the pawn that's not going to help.

Black has no choice but to Avoid the threat by moving the knight. But you have to be careful. It would be a bad mistake to move the knight to either g4 or h5. Do you see why both those squares would be UNSAFE?

As it happens, the best square for the knight is d5, but that's something for another time in another book.

Let's go back and start again.

1. e4 d5



This is called the SCANDINAVIAN DEFENCE. Again, it's quite a good move for Black but it's better to learn other moves first. You'll find out more in *CHESS OPENINGS FOR HEROES*.

Again Black THREATENS the e4 pawn. Again, white can Avoid (by moving the pawn to e5) or Defend (for example by Nc3). But now you have another choice: you can CAPTURE the pawn on d5, and in fact this is the most popular move here.

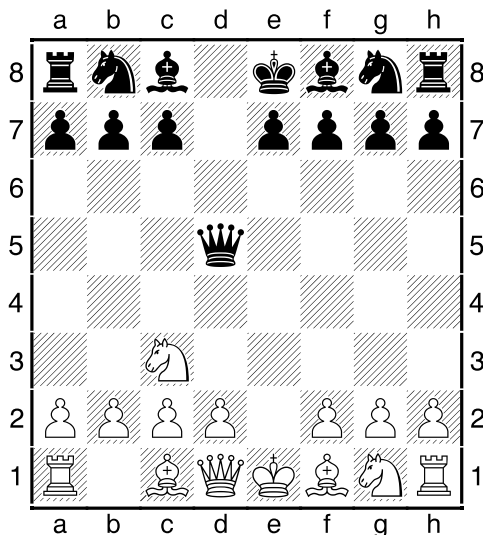
Let's suppose the game continues:

2. exd5 Qxd5

An EQUAL EXCHANGE. Both players have captured a pawn.

Now White might play:

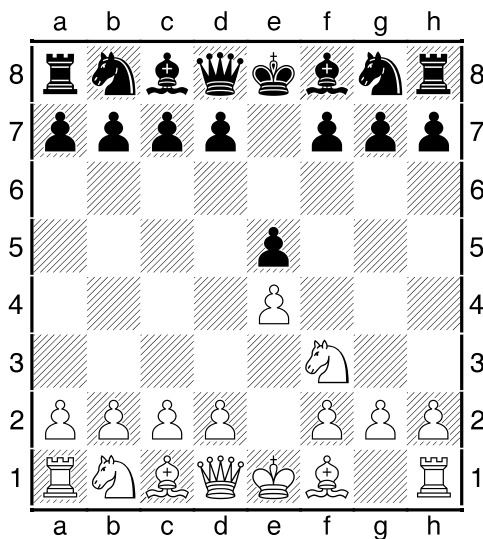
3. Nc3



An excellent move. White DEVELOPS a piece into the centre of the board, at the same time THREATENING the black queen. Because the queen is more valuable than the knight black has to move her to a safe square.

Let's start again and look at some more moves.

1. e4 e5
2. Nf3



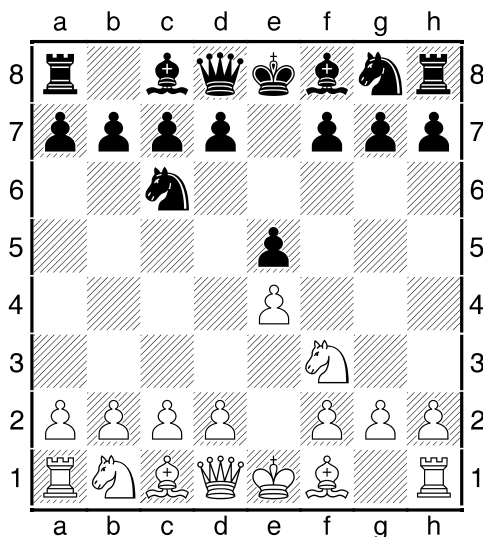
These are the best moves for you to play at the start of the game. There are other moves which are just as good but harder to understand.

This time Black copies White on the first move, and White then moves a knight to create a THREAT.

You can Defend by playing a move like Nc6 (most people prefer this move) or d6 (some people like this move, even though it blocks in your bishop). Or you can create an Equal threat by attacking the white pawn (the best way to do this is to play Nf6).

For the moment we'll play:

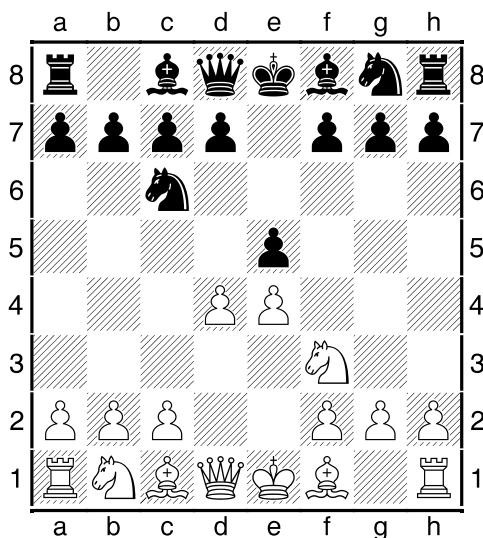
2... Nc6



You'll learn a lot more about this in *CHESS OPENINGS FOR HEROES*. You could play Bc4: a good move ATTACKING (but not THREATENING) the f7 pawn. Or you could play Bb5: a good move ATTACKING (but not THREATENING because they're equally valuable) the c6 knight.

For now we'll look at a different move:

3. d4



There's a lot you have to think about before you play this move. You have to see that Black has two pieces CONTROLLING the d4 square: the pawn on e5 and the knight on c6. You also have to see that you also have two pieces CONTROLLING the d4 square: the knight on f3 and the queen on d1. You then have to work out that after 3. d4 exd4 4. Nxd4 Nxd4 5. Qxd4 both players have captured a knight and a pawn: a fair exchange.

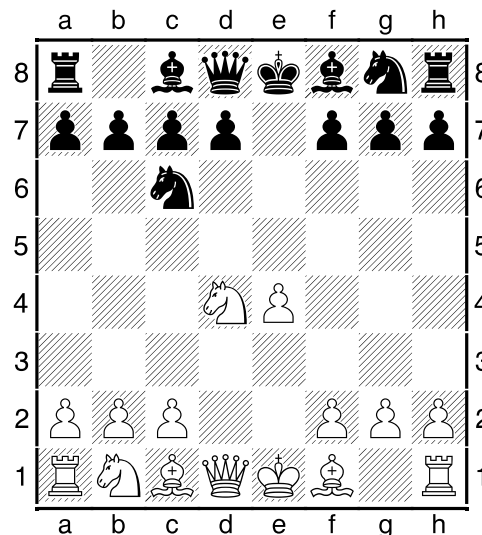
Once you've made the move Black has to see that there's a TEAM ATTACK on e5. The e5 pawn is ATTACKED twice and only defended once. Black has to meet the threat.

Black could DEFEND the pawn again, for example by moving the pawn from d7 to d6. Or Black could create an EQUAL THREAT by playing the knight to f6.

The best move, though, is to CAPTURE the pawn.

You'll remember that if you have a choice of captures on the same square and your opponent can take back you should start with the least valuable piece.

3... exd4
4. Nxd4



Now Black could trade knights on d4, which, as we've seen, would be an equal exchange.

As it happens it's probably not the best move, so instead we'll play:

4... Nf6

Black creates a THREAT of capturing the pawn on e4. How should White meet the threat?

Avoiding by playing the pawn to e5 is not safe so would be a mistake.

Blocking is not possible.

Capturing is not possible.

There are several ways to defend. Moving the knight to c3 is fine. Moving the pawn to f3 is also possible. So is moving the queen to d3, but moving the queen to e2 or f3 would be a mistake. Do you see why? The queen would no longer be defending d4 so Black could win a knight by playing Nxd4. Likewise, moving the bishop to d3 would be a mistake, blocking the queen's defence of the d4 knight.

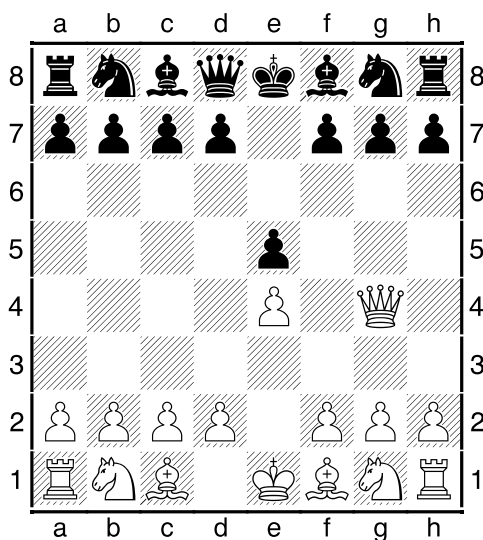
Creating an Equal or Bigger Threat is possible: White could play Nxc6 first and then defend the e-pawn next move.

Fixing the knight by playing Bg5, PINNING the knight to the queen is also possible.

For now, just one more example.

Let's suppose you're Black and the game starts with these moves.

1. e4
 2. Qg4
- e5



Here's the position. White is attacking the pawn on g7 so you want to be careful not to move the bishop on f8. If you look closely you'll see that the white queen is on the same diagonal as your bishop on c8. So if you move your pawn on d7 you're creating a DISCOVERED THREAT to the white queen.

You're going to move the pawn from d7 to d5. With any luck your opponent will only look at the pawn, probably play exd5, and you will capture the enemy queen: Bxg4.

These few moves will show you how hard it is to play good chess and how easy it is to make a mistake. Don't worry, though. Your opponents will also make lots of mistakes: you have to learn how to take advantage of them.

Here's what you have to do:

1. Learn how to look at a chessboard. You need to know where every piece is, what it's attacking, what it's defending, where it could go next move or the move after, how you could get it to anywhere else on the board. Not just your pieces, but your opponent's pieces as well. It might take you a couple of years to become good at this, but eventually it will become automatic.

2. You have to focus on the board and the pieces all the time. You should be watching the board, watching your opponent's move, not looking round the room or studying the position on the next board.

3. You have to concentrate all the time. You should be thinking about nothing else. If you start thinking about your new computer game, your favourite football team or what you're going to have for dinner you'll lose track of the game, not notice your opponent's move and make a mistake.

4. You have to play slowly. Playing a game of chess can be very exciting and it's very tempting to rush to play the first move you think of. It's very easy to see a move which looks good and play it without checking to see whether or not it's safe. The first move you think of will not always be the best move. Your job as a chess player is to find the **BEST MOVE**, not the first move you think of or the first good move you think of. So you have to **CONTROL YOUR IMPULSES**. If your opponent checks you or creates a **THREAT**, you need to find the **BEST** reply, not the first move you see that meets the threat.

5. You have to ask the **MAGIC QUESTION**. **IF I PLAY THAT MOVE, WHAT WILL MY OPPONENT DO NEXT?** This is the key to playing good chess. Moving on from that...

6. You have to learn how to **THINK AHEAD**. When most beginners try to think ahead they usually do one of two things. They either think "I go there, then I go there, then I go there" or "I go there, then I hope you'll play a really stupid move so that I'll be able to go there". Neither of these is good. Instead you have to think "I go there, then your best move would be to go there, then I'll go there".

None of this is easy, but with practice and experience you'll be able to master these skills.

CHAPTER 2

TRAPPING PIECES

If you look at games played by strong players you'll find that material is usually equal for a long time. This is because strong players almost always see their opponent's threats. Sometimes, though, you can create a threat that your opponent cannot meet.

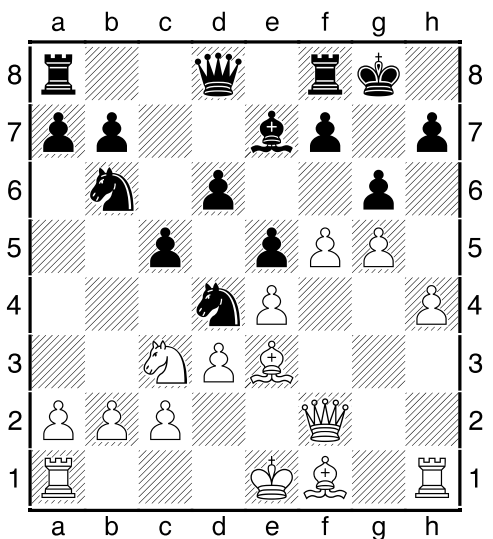
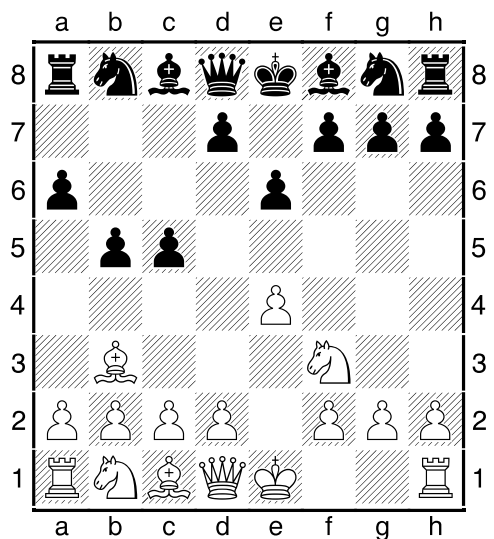
If you threaten your opponent's king and there is no way out it's CHECKMATE, of course.

When you read *CHESS ENDINGS FOR HEROES* you'll find out how you can use an extra piece to win enemy pawns in this way. Pawns can't move very fast so it's easy to win them in the ending, but earlier on in the game your opponent will usually have pieces available to defend them.

Sometimes you'll get the chance to TRAP an enemy knight, bishop, rook or even queen. You use a less valuable piece to THREATEN them and there's no safe place for them to move.

We'll have a look at a few examples and then give you the chance to find some for yourself.

Bishops are most often trapped by pawns. We'll start by looking at a couple of positions in which a pawn can trap a bishop.

 <p>In this position White can trap the black bishop on e7 by moving the pawn from f5 to f6. The black bishop has no safe squares as the pawn on f6 is well defended.</p>	 <p>This is something that often happens in the opening. Black wins a bishop by moving the pawn on c5 to c4. Make sure you don't fall for this trap yourself!</p>
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You'll soon be able to try some for yourself.

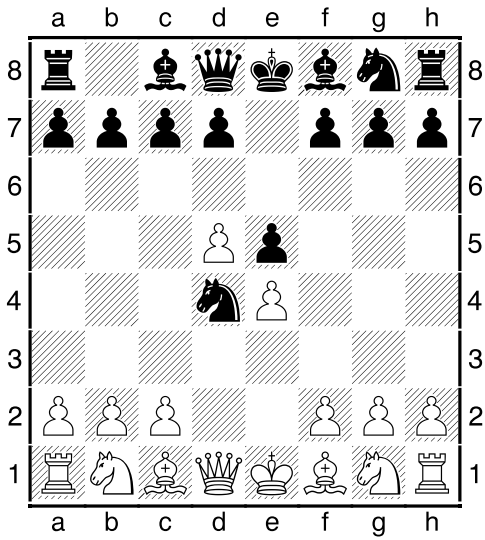
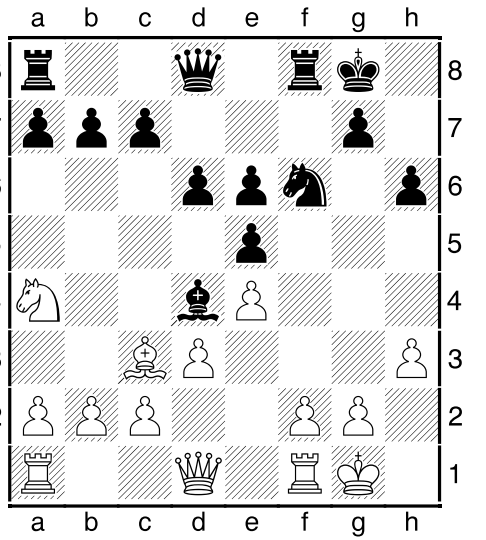
Here's how to do it.

1. Find the enemy bishop (there might be more than one).
2. Look for a move (usually, but not always, a pawn move) which threatens the bishop.
3. Make sure that the enemy bishop can't capture the attacker safely.
4. Make sure that no other enemy piece can capture the attacker safely.
5. Make sure that the enemy bishop can't move to any other safe square.

You can also use pawns to trap knights. These can be harder to see because of the different directions in which a knight can move. You'll have to check very carefully that there really is no escape.

You can sometimes use other pieces to trap knights which have ventured too far into enemy territory and have no safe way to get back to the other side of the board.

Here are a couple of examples.

 <p>Right at the start of the game white can move from c2 to c3 when the black knight has 8 squares to move to, none of which is safe.</p>	 <p>Knights can often get trapped at the side of the board. Black can trap the white knight by playing the pawn from b7 to b5.</p>
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In a few pages' time you'll be able to try some for yourself.

Here's how to do it.

1. Find the enemy knight (there might be more than one).
2. If you see a knight in the far corner of the board you might be able to trap it by just threatening it with another piece.
3. Otherwise, look for a move (usually a pawn move) which threatens the knight.
4. Make sure that an enemy piece can't capture your pawn safely.
5. Make sure that the enemy knight can't move to any other safe square.

Rooks are harder to trap than knights and bishops.

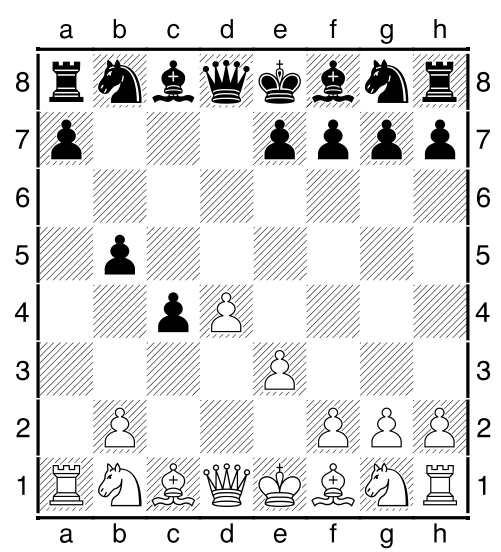
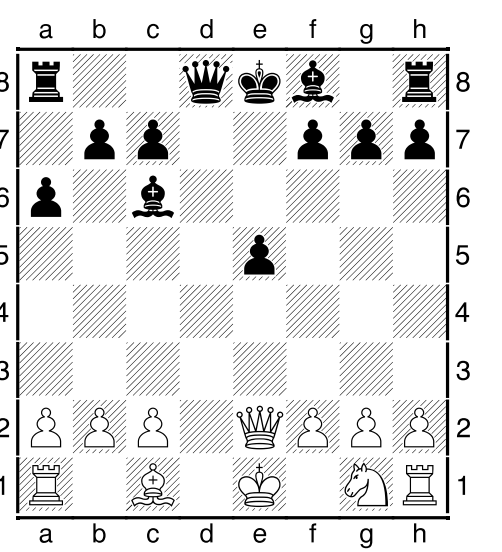
One reason for this is that, if rooks are sensible, they'll stay at home until later in the game when some of the knights and bishops have disappeared.

Another reason is that rooks can move to more squares than knights and bishops.

But if your opponents bring their rooks out at the start of the game you may well be able to trap them using your pawns, knights and bishops.

Quite a common way to trap rooks is by using a bishop, or even a queen, to threaten the rook along the long diagonal.

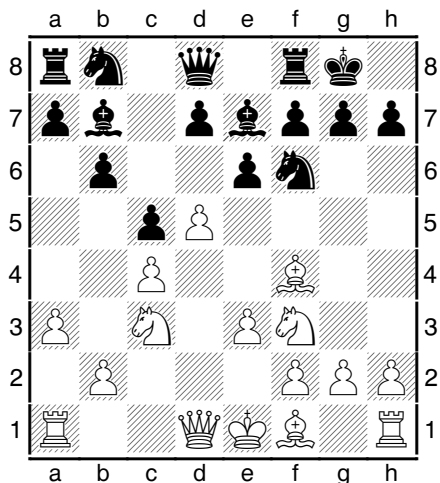
Here are a couple of examples.

 <p>In this position White can use the queen to trap the black rook in the corner. White can play Qf3, when Black can only save the rook by giving up a knight (Nc6) or a bishop (Bb7).</p>	 <p>Here, the black bishop simply captures the pawn on g2 (Bxg2) and the rook on h1 has nowhere to go. This happens quite often with a bishop on the long diagonal.</p>
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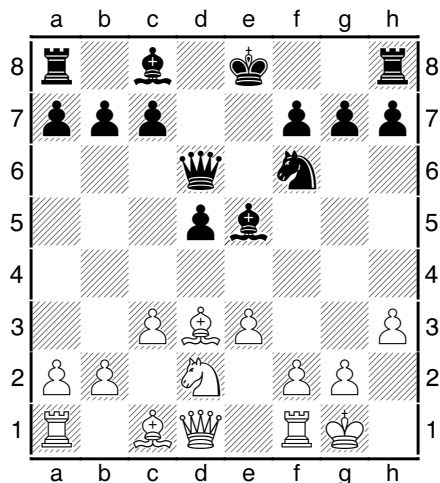
Now try some for yourself.

Here's how to do it.

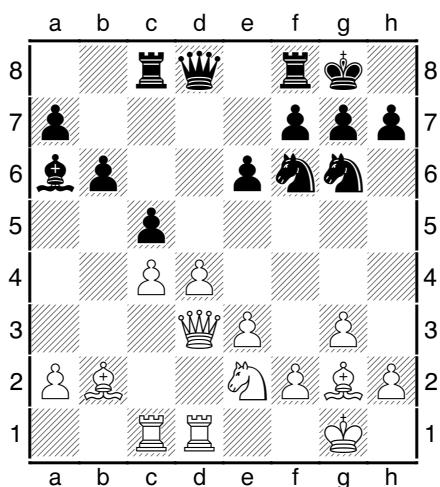
1. Find the enemy rook (there might be more than one).
2. If you see a rook in the corner you might be able to threaten it with a bishop or queen. Sometimes the move to make the threat might also be a capture, so don't forget to look for captures.
3. Look for rooks that don't have many squares to move to and see if you can threaten them with a less valuable piece (pawn, knight or bishop)
4. Make sure that an enemy piece can't capture your piece safely.
5. Make sure that the enemy rook can't move to any other safe square.



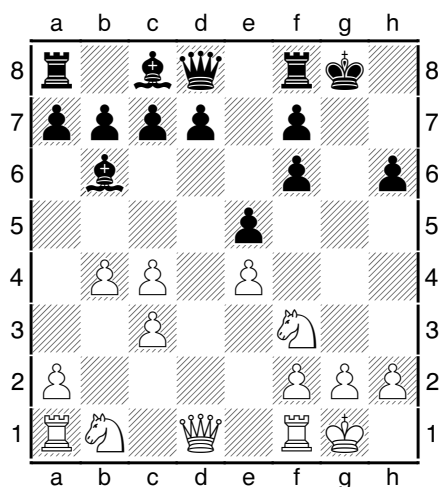
Q1. How can White trap a bishop?



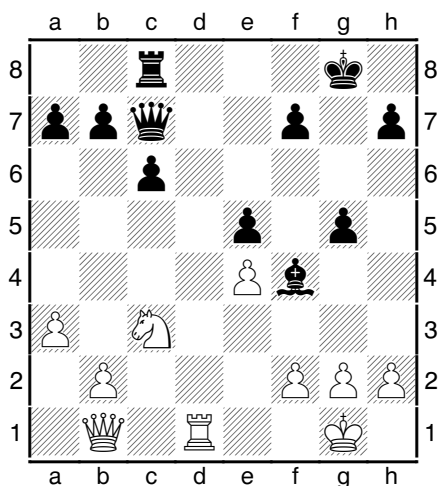
Q2. How can White trap a bishop?



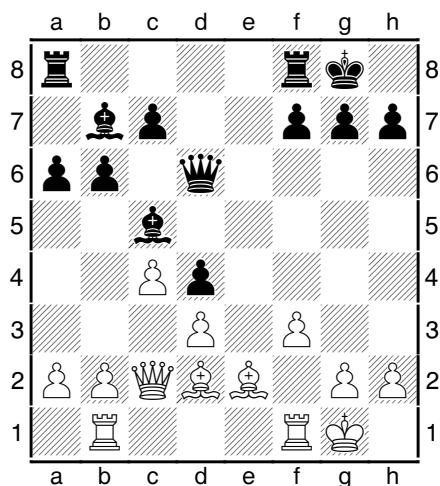
Q3. How can White trap a bishop?



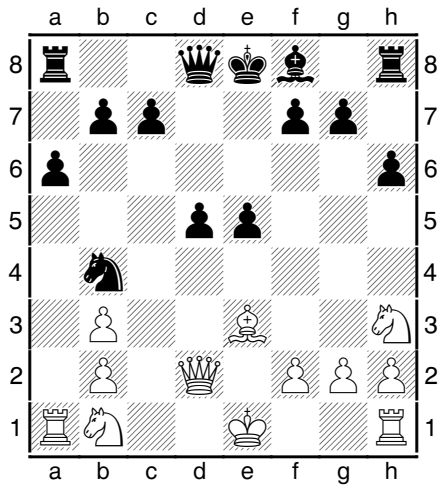
Q4. How can White trap a bishop?



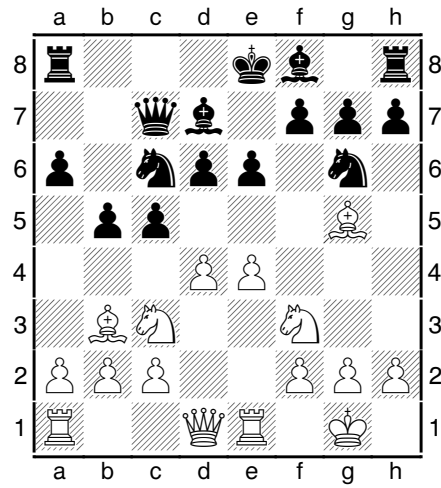
Q5. How can White trap a bishop?



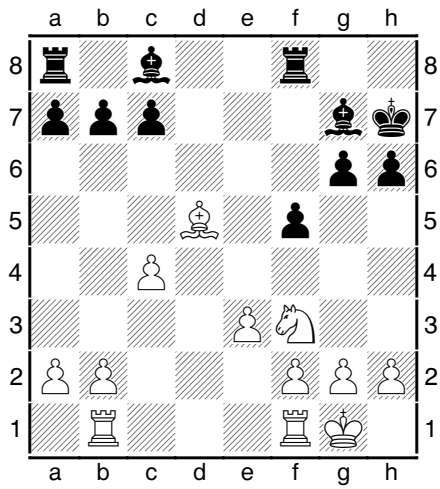
Q6. How can White trap a bishop?



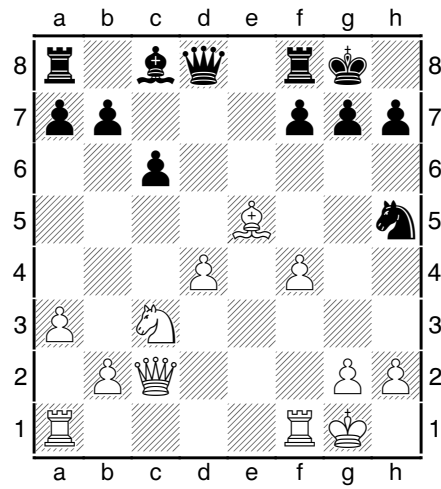
Q7. How can Black trap a bishop?



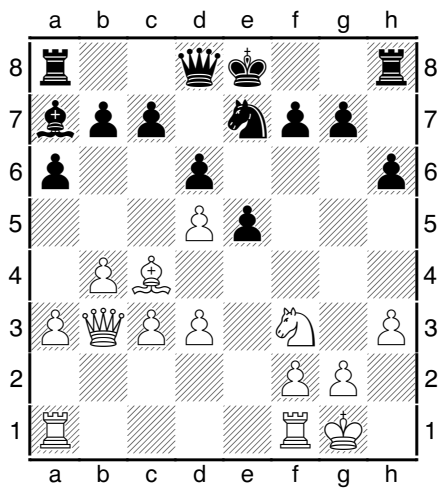
Q8. How can Black trap a bishop?



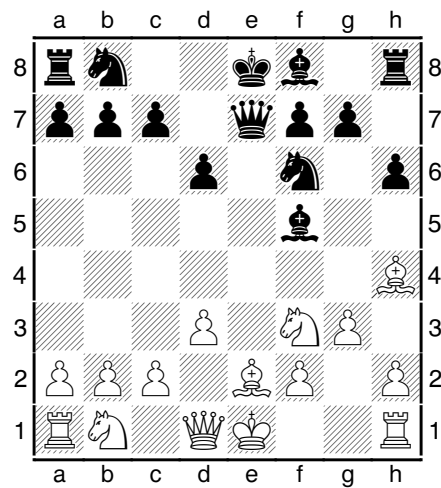
Q9. How can Black trap a bishop?



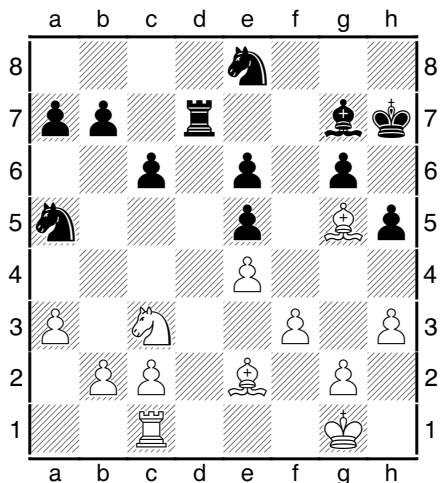
Q10. How can Black trap a bishop?



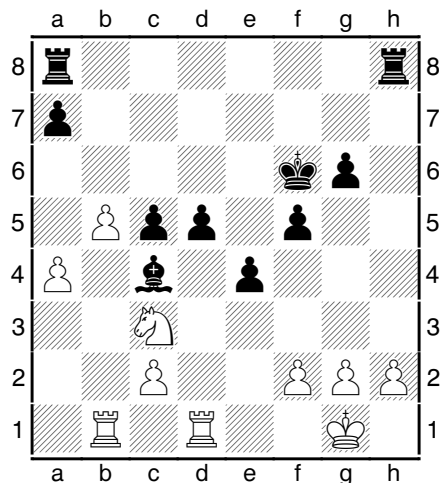
Q11. How can Black trap a bishop?



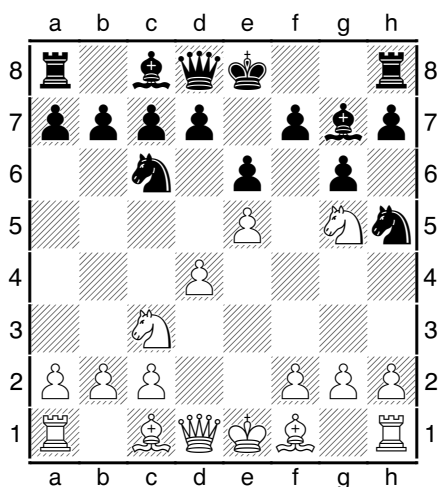
Q12. How can Black trap a bishop?



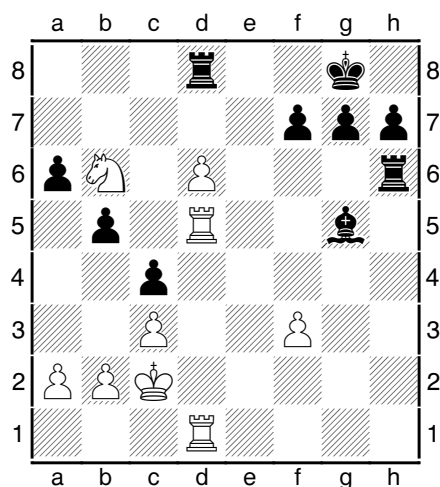
Q13. How can White trap a knight?



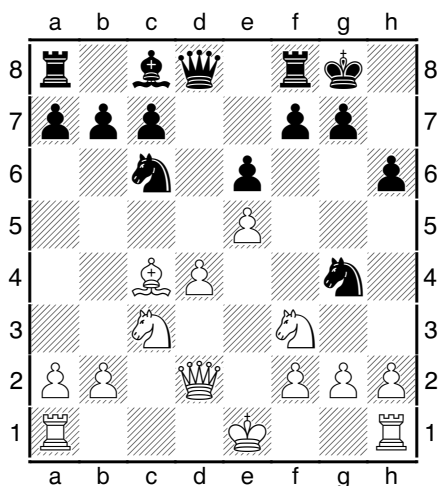
Q14. How can Black trap a knight?



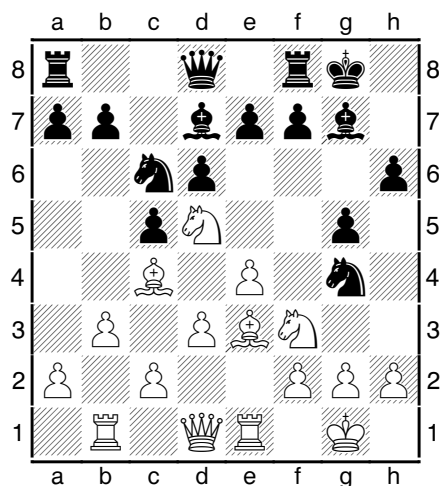
Q15. How can White trap a knight?



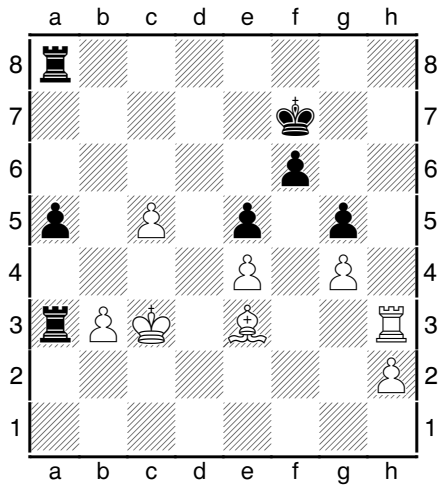
Q16. How can Black trap a knight?



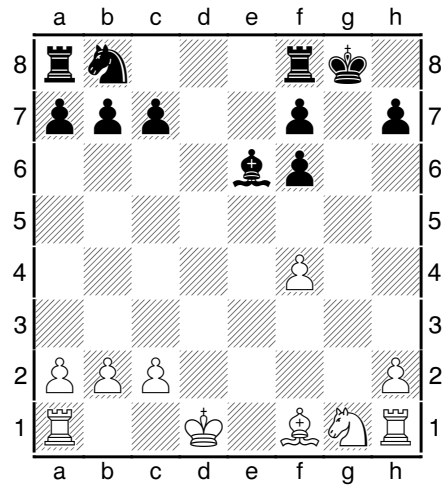
Q17. How can White trap a knight?



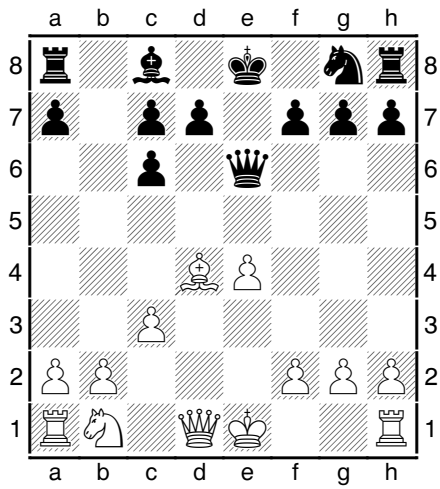
Q18. How can Black trap a knight?



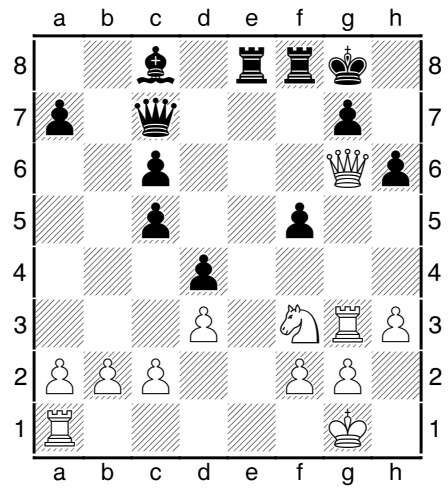
Q19. How can White trap a rook?



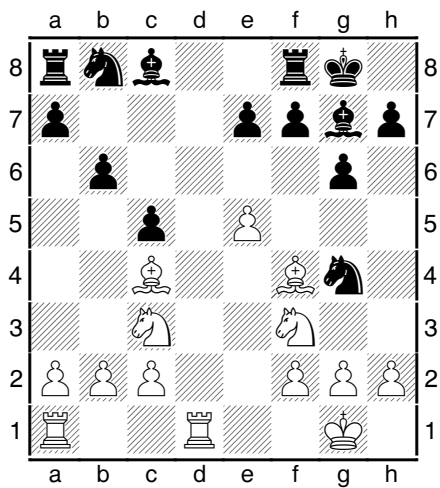
Q20. How can Black trap a rook?



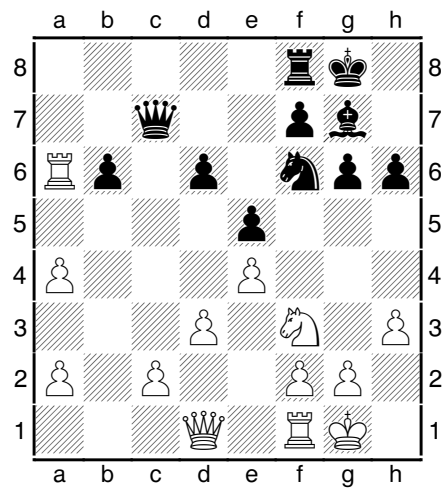
Q21. How can White trap a rook?



Q22. How can Black trap a rook?



Q23. How can White trap a rook?



Q24. How can Black trap a rook?

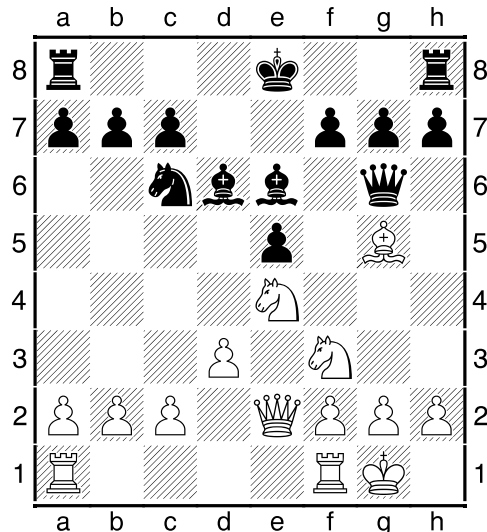
You might think it's very hard to trap queens because they have so many squares they can go to.

But in fact it happens quite often.

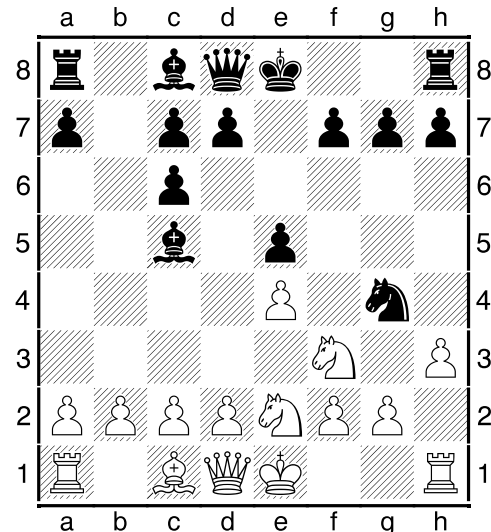
While you can sometimes win a piece by bringing your queen out early in the game you also have to be very careful.

One reason is that your queen might get surrounded by enemy knights and bishops and end up with no safe square to go to.

Here are a couple of examples.



Black's queen has moved into danger: White can play $Nh4$ when the black queen has no safe squares. Check them all out to make sure!

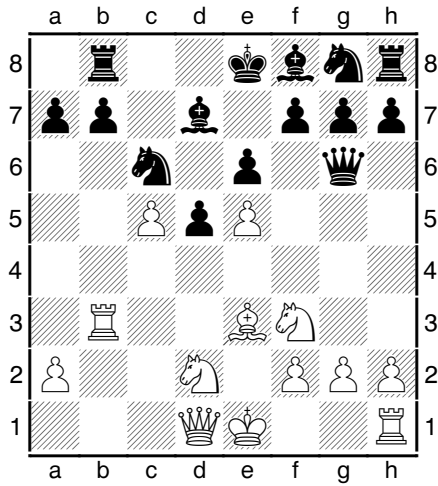


White's last move in this position was a bad mistake. Black plays $Nxf2$ which is not only a FORK but also smothers the white queen, who has no possible moves.

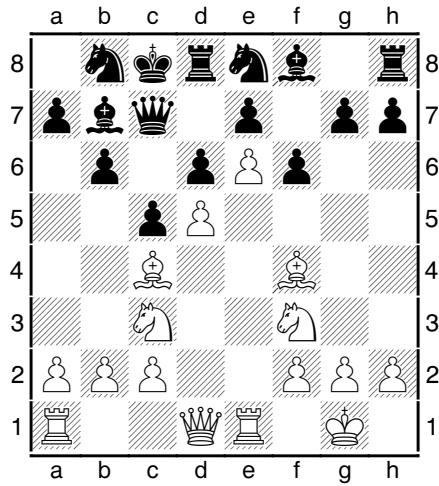
Now try some for yourself.

Here's how to do it.

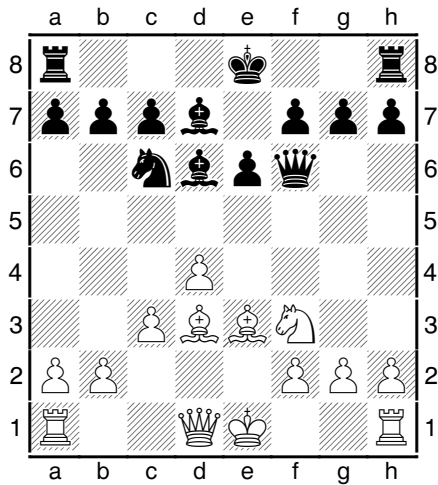
1. Your opponent will usually have only one queen so it shouldn't be hard to find her.
2. Look to see which of your pieces can threaten the enemy queen. This is harder as there will often be several possible ways to threaten her.
3. Make sure that the piece you move cannot be captured safely, either by the queen or by any other piece.
4. Make sure that the enemy queen can't move to any other safe square. This can be quite hard because the queen may well have quite a lot of squares available. You have to be very thorough when you check that there are no safe squares for her.
5. If you're using a bishop or a rook, make sure your opponent can't block the attack.



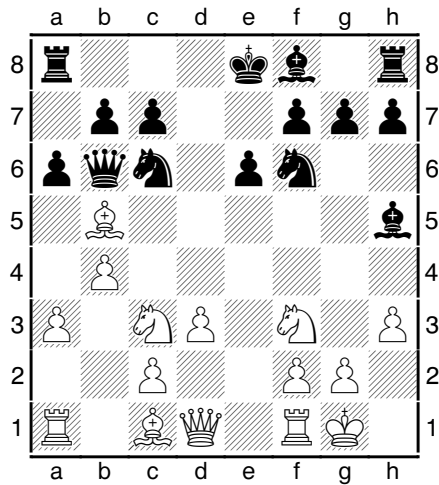
Q25. How can White trap a queen?



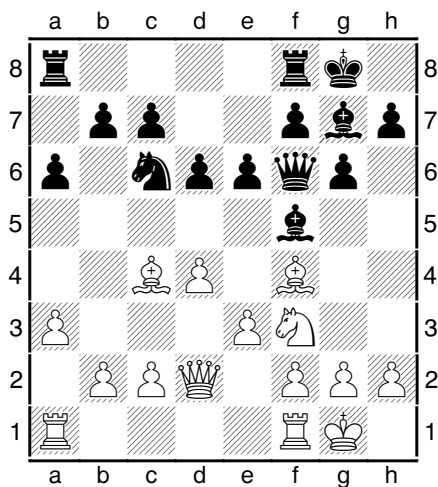
Q26. How can White trap a queen?



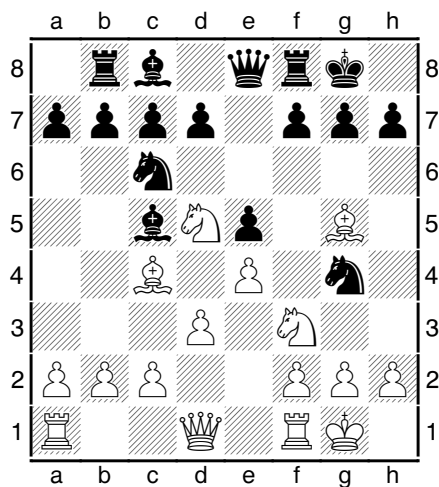
Q27. How can White trap a queen?



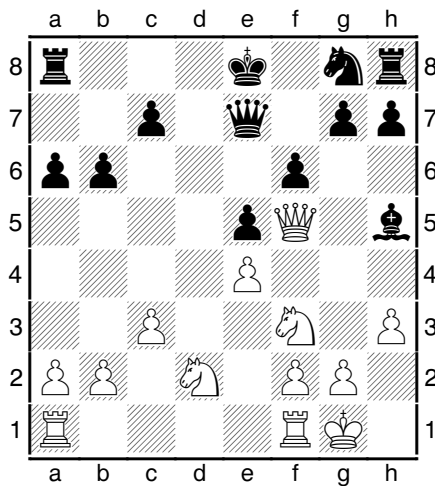
Q28. How can White trap a queen?



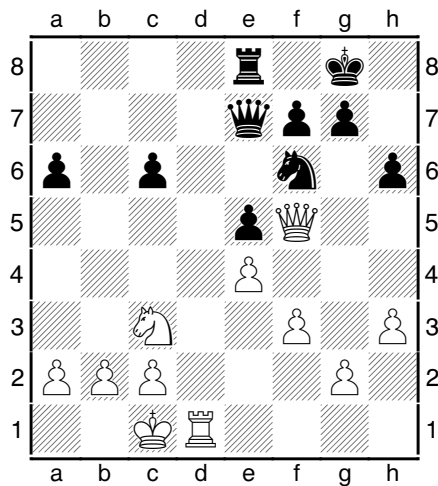
Q29. How can White trap a queen?



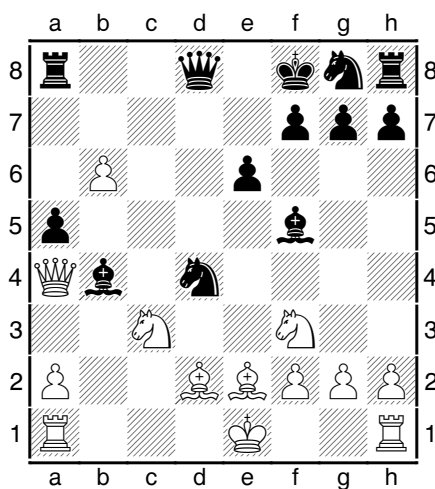
Q30. How can White trap a queen?



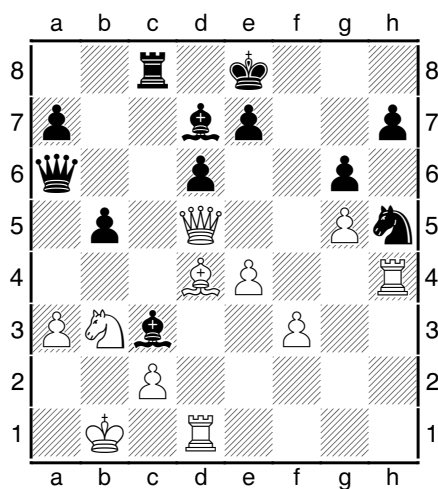
Q31. How can Black trap a queen?



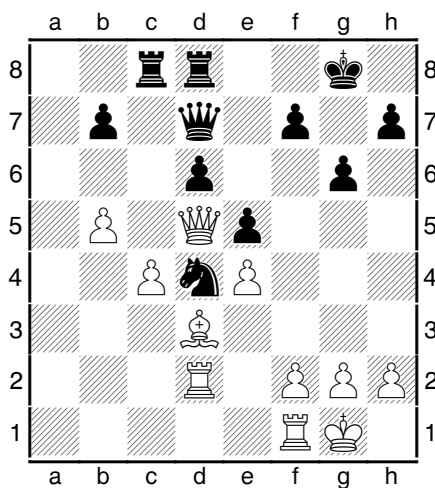
Q32. How can Black trap a queen?



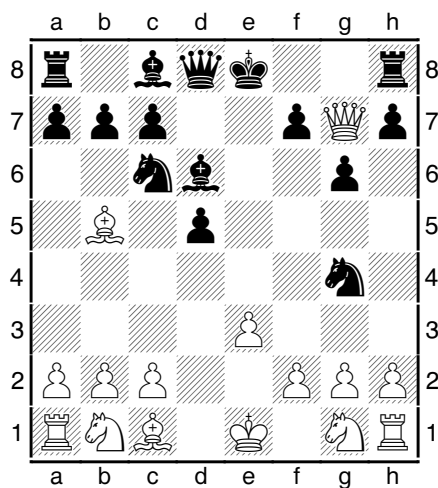
Q33. How can Black trap a queen?



Q34. How can Black trap a queen?



Q35. How can Black trap a queen?



Q36. How can Black trap a queen?

Now things get a lot harder.

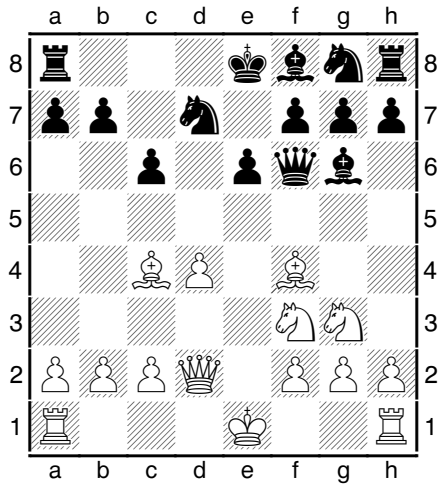
This time you only know that you can trap a piece. You don't know which piece it is.

It might be a bishop, a knight, a rook or even a queen.

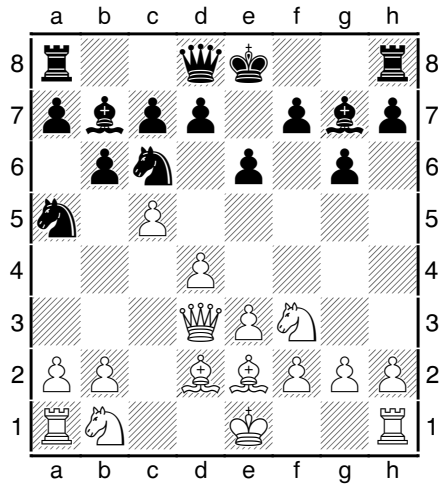
You'll probably have to use TRIAL AND ERROR to work out which piece it will be.

Here's some advice on how to go about solving these puzzles.

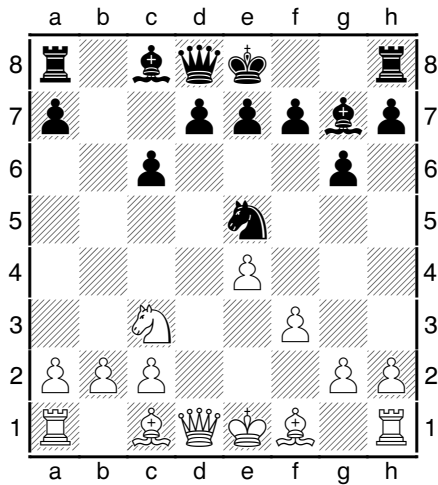
1. Look carefully at every one of your opponent's pieces. Make sure you know where they all are.
2. Look to see which enemy pieces don't have many safe squares to move to.
3. Look to see how you can threaten one of these pieces (don't forget that a threat is an attack by a weaker piece on a stronger piece or an attack on an undefended piece).
4. When you've found a possible answer don't jump at it. Make sure the move is safe, and make sure there's no possible way out, and that the target piece has no safe squares.
5. If you decide that the first move you try isn't the right answer, go back and try a different move instead. Repeat this until you've found the correct answer.



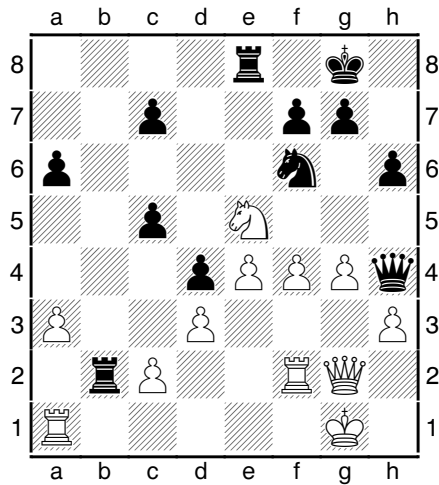
Q37. How can White trap a piece?



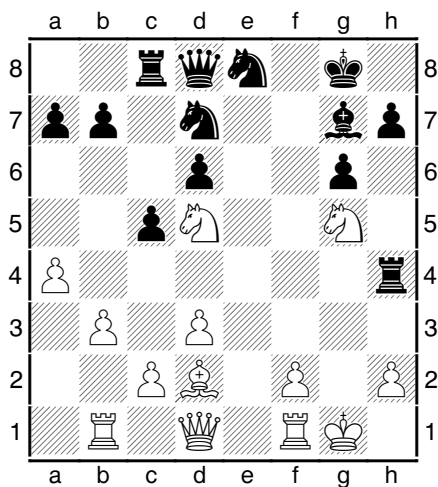
Q38. How can White trap a piece?



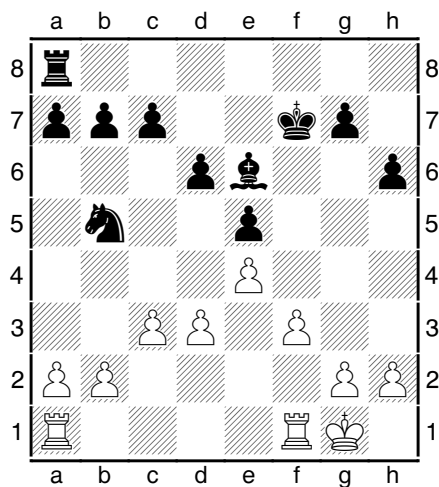
Q39. How can White trap a piece?



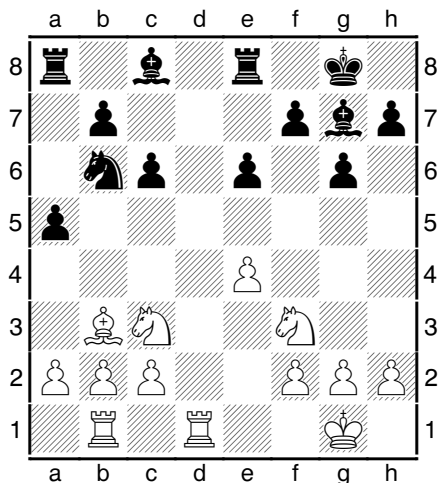
Q40. How can White trap a piece?



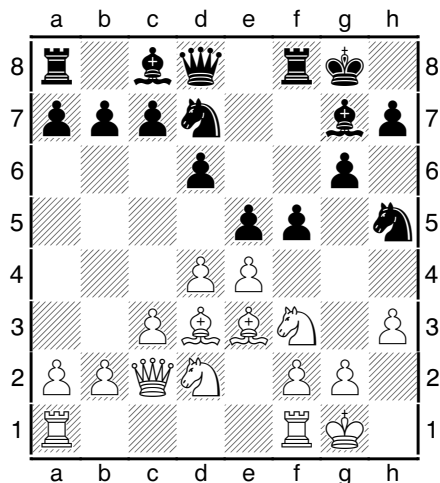
Q41. How can White trap a piece?



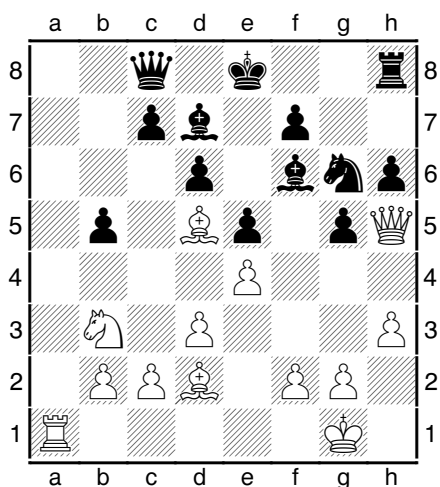
Q42. How can White trap a piece?



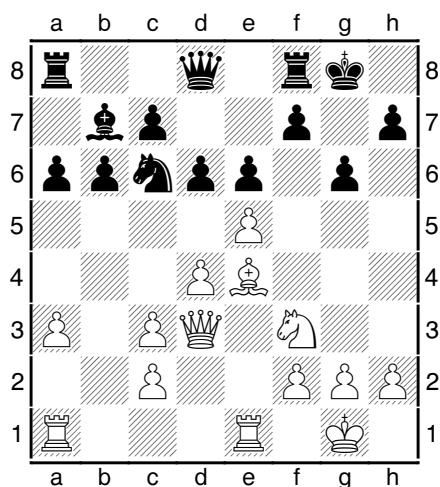
Q43. How can Black trap a piece?



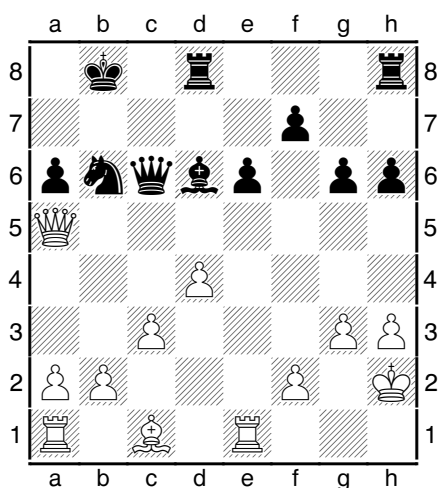
Q44. How can Black trap a piece?



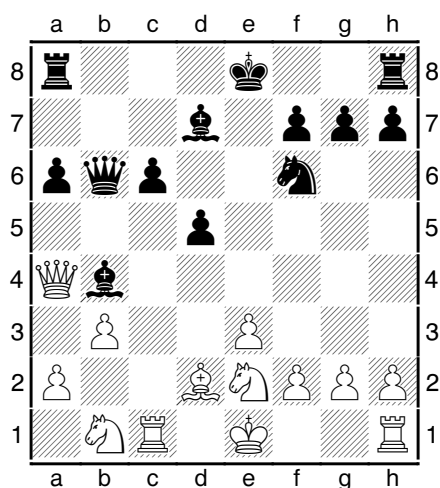
Q45. How can Black trap a piece?



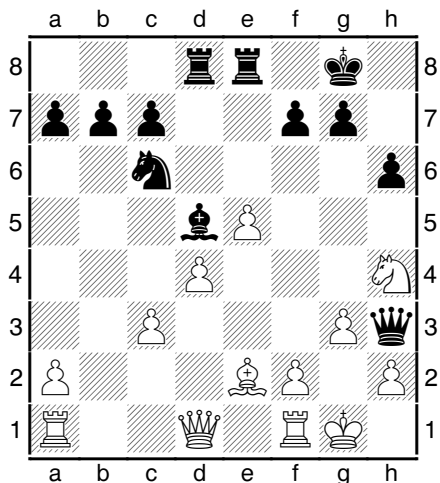
Q46. How can Black trap a piece?



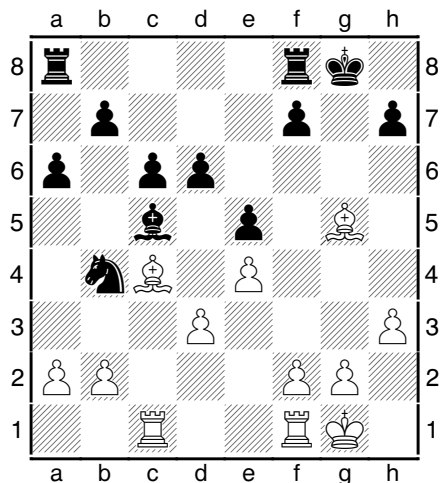
Q47. How can Black trap a piece?



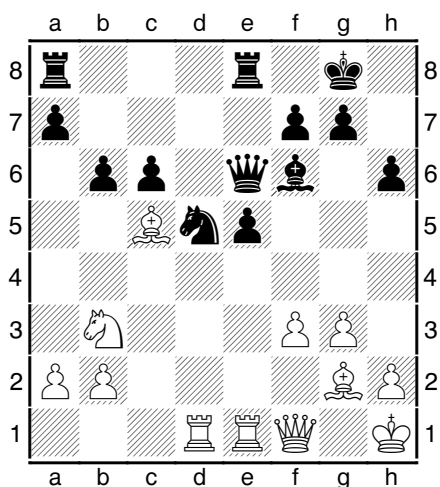
Q48. How can Black trap a piece?



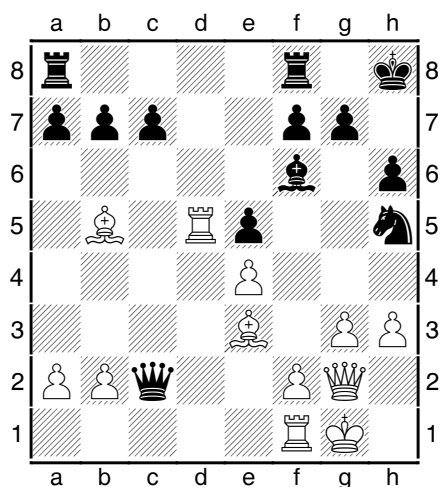
Q49. How can White trap a piece?



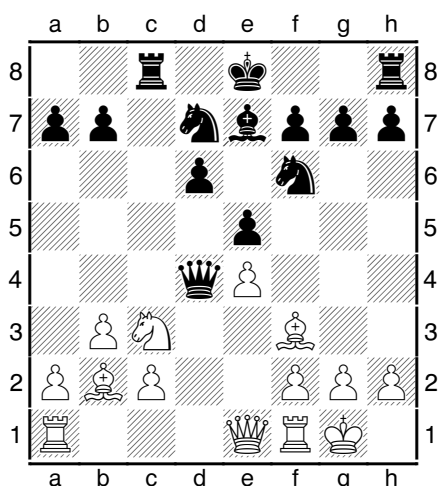
Q50. How can White trap a piece?



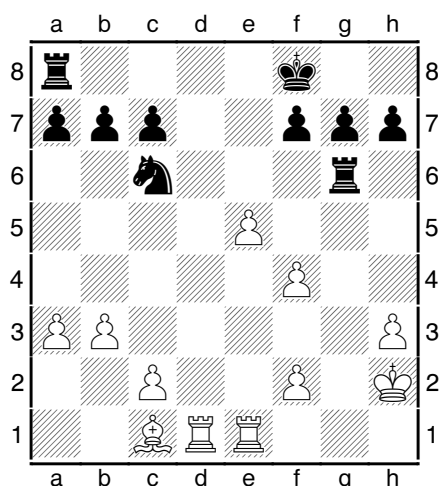
Q51. How can White trap a piece?



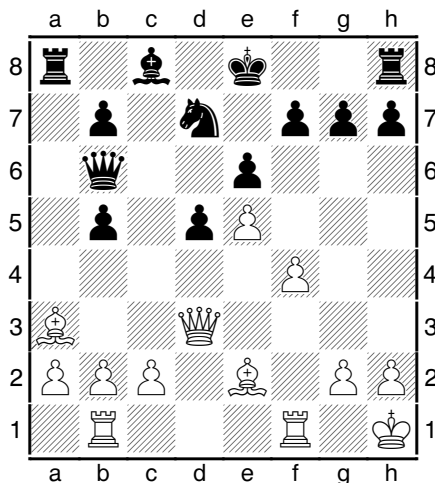
Q52. How can White trap a piece?



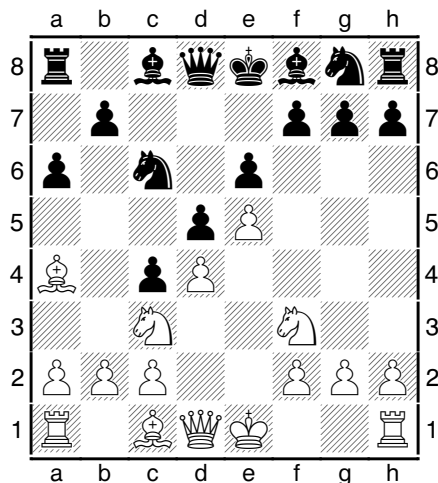
Q53. How can White trap a piece?



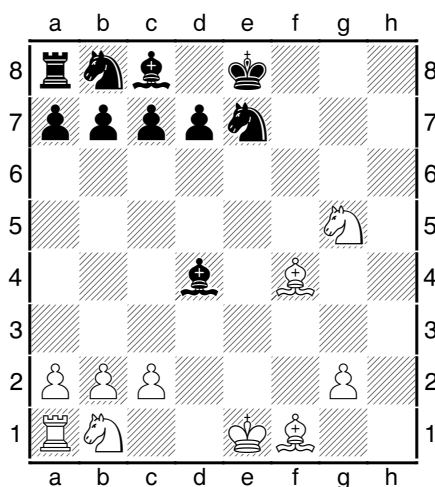
Q54. How can White trap a piece?



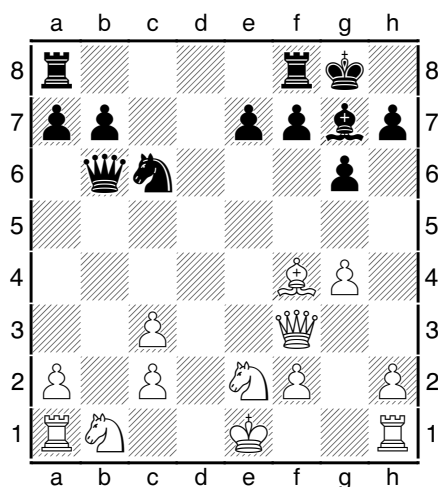
Q55. How can Black trap a piece?



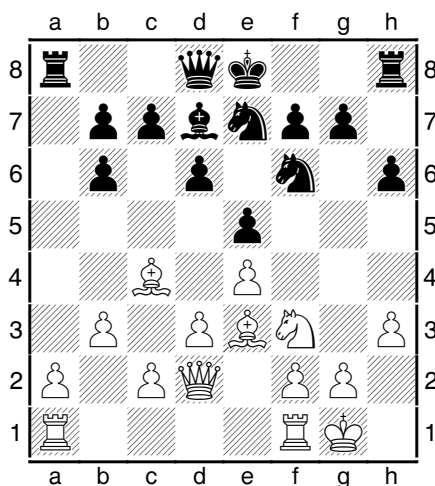
Q56. How can Black trap a piece?



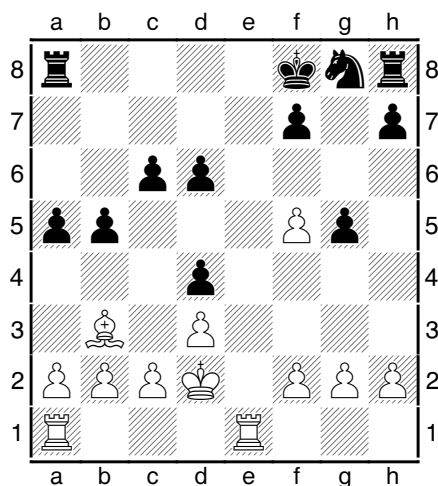
Q57. How can Black trap a piece?



Q58. How can Black trap a piece?



Q59. How can Black trap a piece?



Q60. How can Black trap a piece?

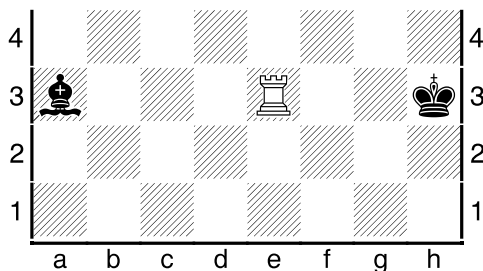
CHAPTER 3

FORKS

If you create a threat your opponent will usually be able to do something about it. But if you create **TWO THREATS** at the same time your opponent may not be able to meet them both. Most tactics involve **TWO THREATS**.

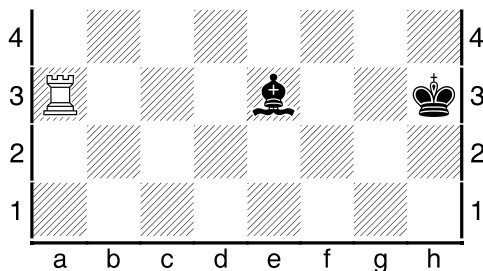
We'll start by looking at ways you can create **TWO THREATS** at the same time using the same piece.

Look at this diagram:

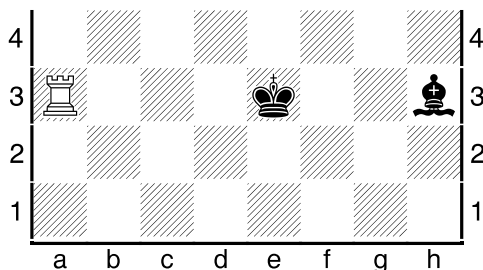


This is a **FORK**. The white rook checks the king and at the same time threatens the bishop. Black has to move out of check, leaving the bishop to be captured.

Now try this:



This is a **PIN**. The rook attacks the bishop and king in the same direction. The bishop is not allowed to move because it would leave the king in check. Next move White will be able to capture the bishop.



This time we have a **SKEWER**. It's a **PIN** the other way round. This time the more valuable piece is first in line. It's check so the king has to move out of the way, when White will be able to capture the bishop.

These ideas happen in every game of chess. If you want to be a Chess Hero you have to know them, understand them, see them on the board and see them coming.

We're going to look at FORKS in more detail.

All pieces can make FORKS, but the pieces that are best at FORKS are QUEENS and KNIGHTS. That's because queens and knights both move in eight directions, so it's easier for them to create two threats in different directions.

PAWN FORKS are also very common, especially early on in the game.

PAWN FORKS are probably the easiest FORKS to find, because the two pieces you're FORKING will be two squares horizontally away from each other. It's quite common for Black to develop a knight on f6 and a bishop on d6. Now a pawn moving to e5 will be able to do a FORK – as long as it's well enough defended.

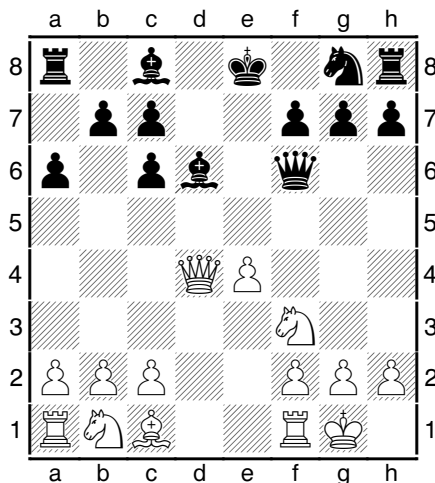
Because pawns are your least valuable pieces they can fork knights, bishops, rooks, queens or even kings.

On the next pages you can have a go at finding some PAWN FORKS yourself.

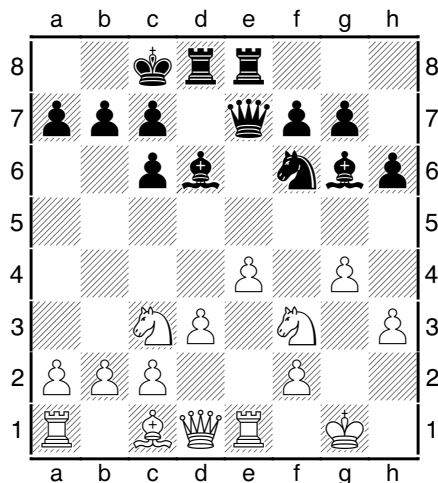
How to solve these puzzles:

1. You're looking for a pawn move which THREATENS two more valuable enemy pieces at the same time. Because of the way pawns capture these two pieces will be on the same RANK, with one square between them.
2. Make sure your pawn move is safe: that your opponent cannot capture it without losing material.

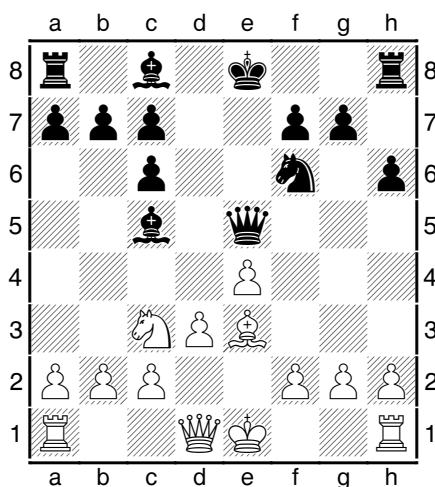
It shouldn't be too hard for you to find the FORKS in these puzzles, so turn over the page and away you go!



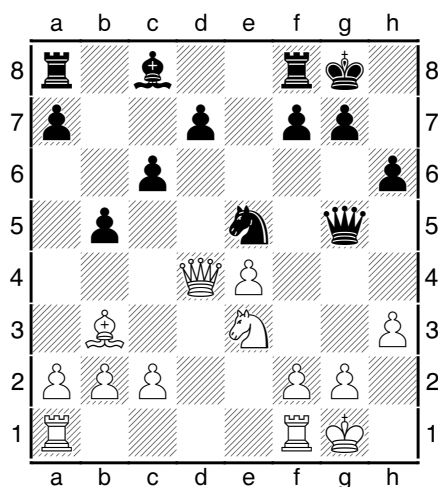
Q61. Find a pawn fork for White



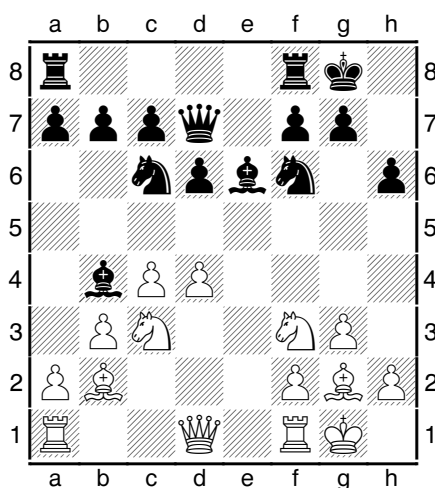
Q62. Find a pawn fork for White



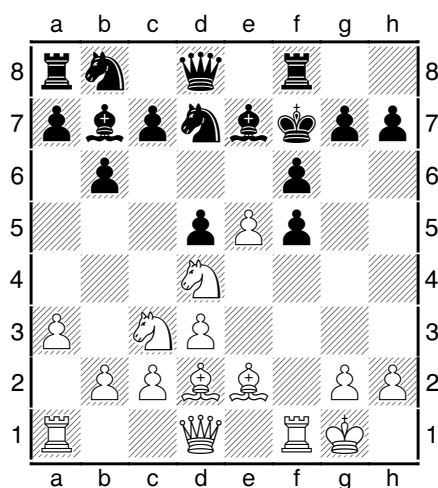
Q63. Find a pawn fork for White



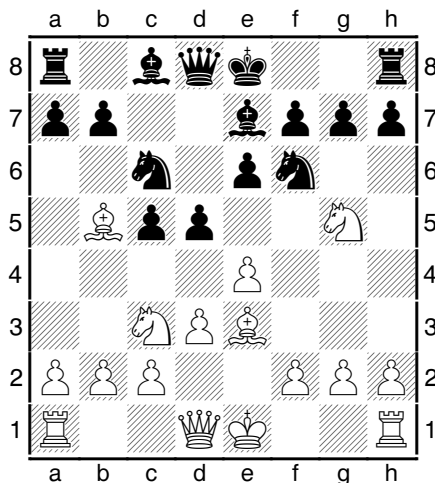
Q64. Find a pawn fork for White



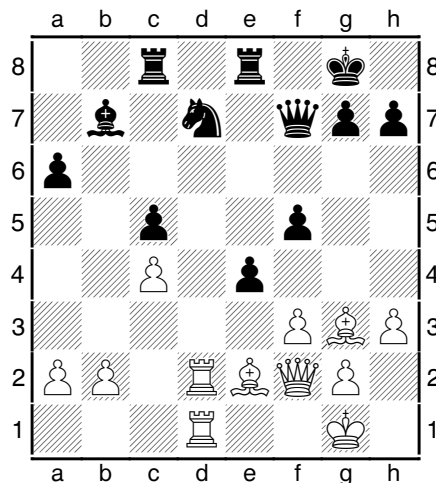
Q65. Find a pawn fork for White



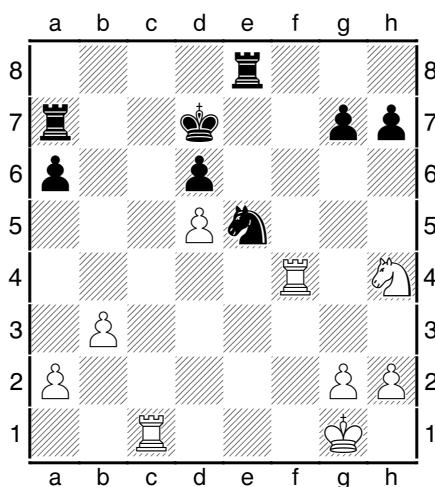
Q66. Find a pawn fork for White



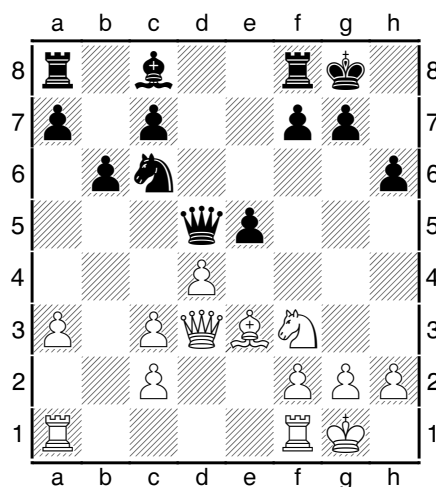
Q67. Find a pawn fork for Black



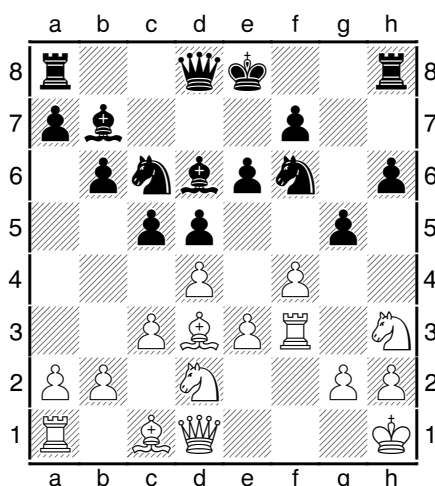
Q68. Find a pawn fork for Black



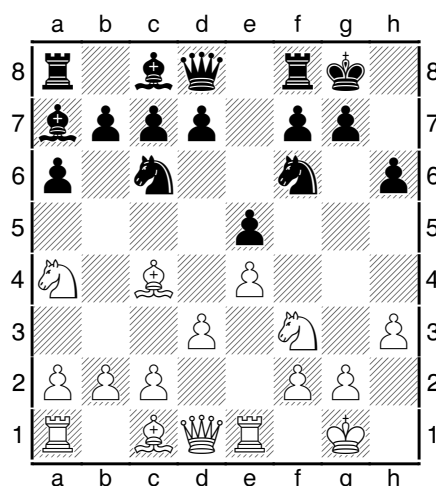
Q69. Find a pawn fork for Black



Q70. Find a pawn fork for Black



Q71. Find a pawn fork for Black



Q72. Find a pawn fork for Black

In the next questions you'll be looking for KNIGHT FORKS.

Remember that you're looking for knight moves which create TWO THREATS.

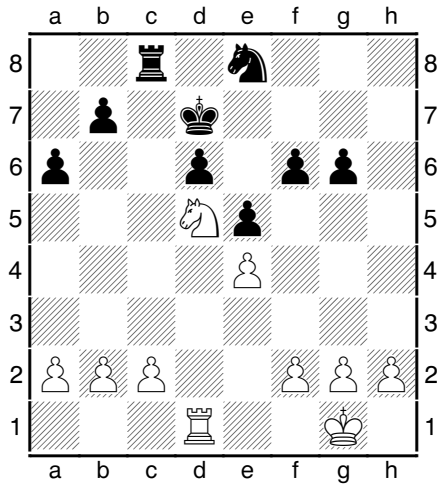
Don't forget that a THREAT can be a CHECK, an attack on a more valuable piece or an attack on an undefended piece.

Early on in the game knights usually fork rooks, queens and kings, which are the pieces more valuable than knights. Knight moves which are CHECK and also THREATEN a queen or a rook are very common. In the ending knights can very often use FORKS to win enemy pawns.

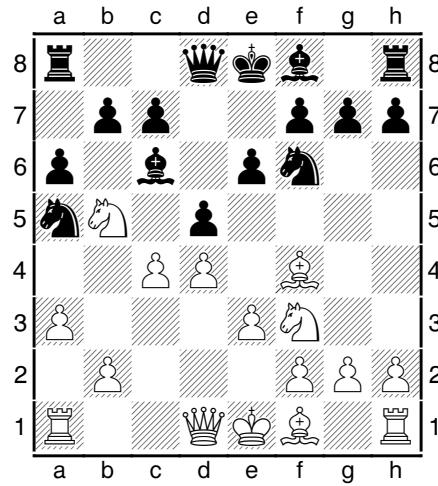
Here's how you look for knight forks.

1. Look for your knights (remember you might have two of them).
2. Look to see how you can use a knight to create two (or more) threats. Don't forget that the forking move might also be a capture.
3. Make sure your opponent cannot capture your knight for free or trade it for a piece of equal value.
4. Make sure there is no way out of the fork and that, whatever your opponent does, you'll be able to win material next move.

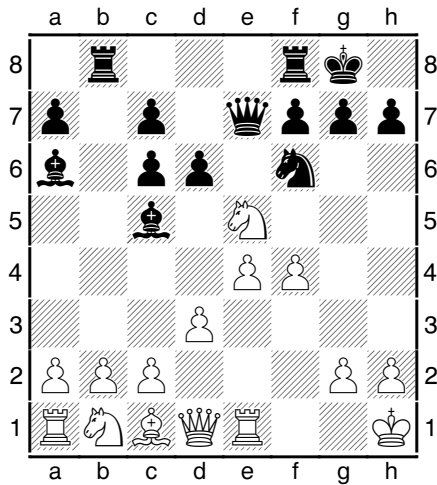
Turn over the page and see how many KNIGHT FORKS you can find.



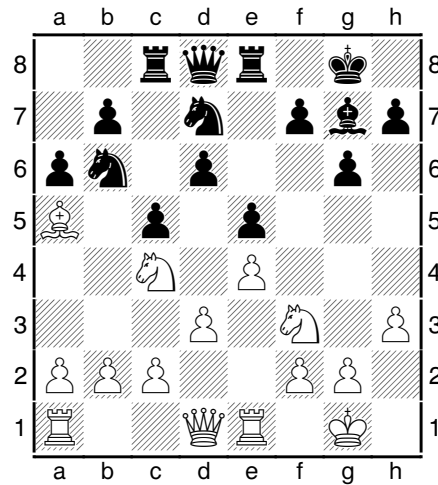
Q73. Find a knight fork for White



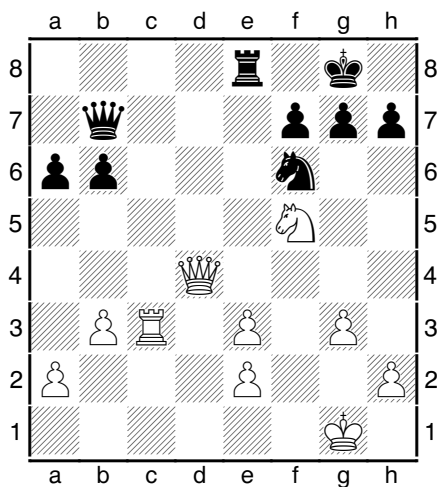
Q74. Find a knight fork for White



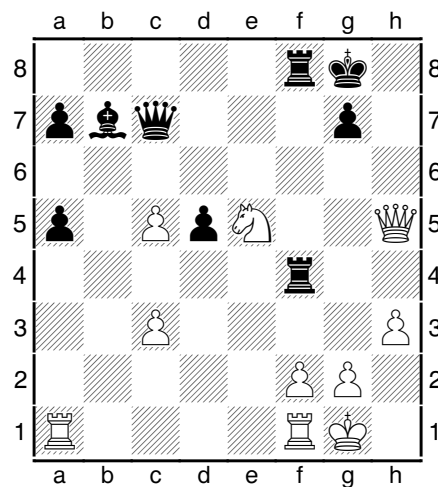
Q75. Find a knight fork for White



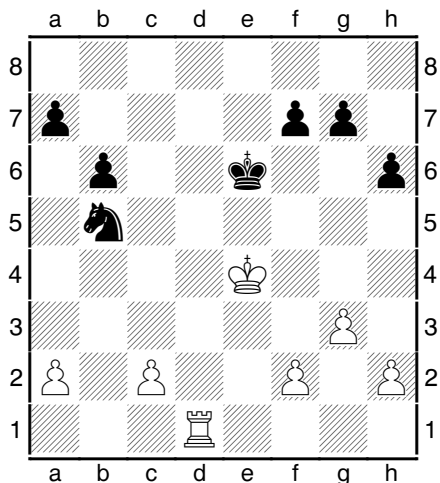
Q76. Find a knight fork for White



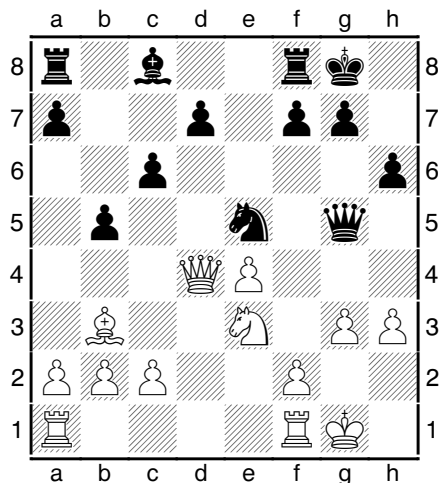
Q77. Find a knight fork for White



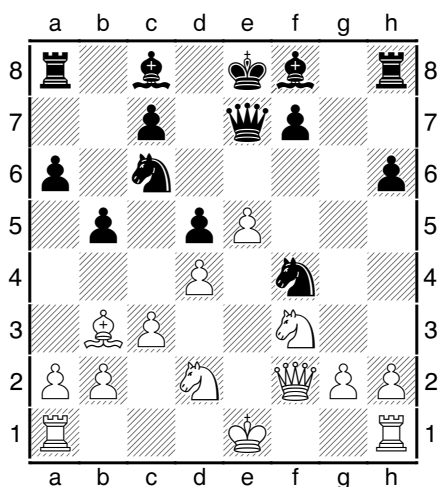
Q78. Find a knight fork for White



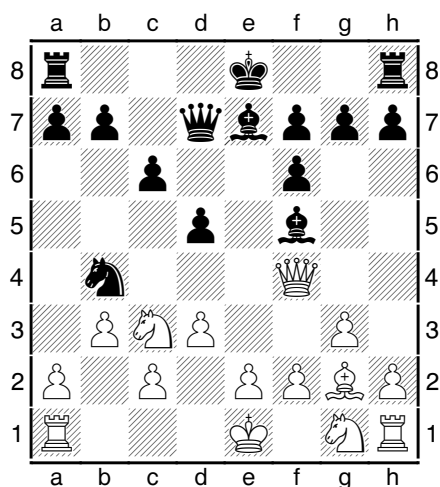
Q79. Find a knight fork for Black



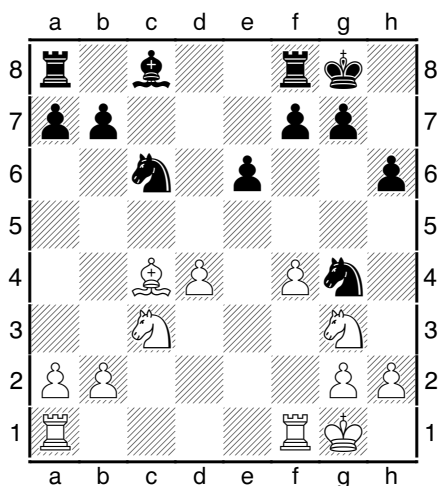
Q80. Find a knight fork for Black



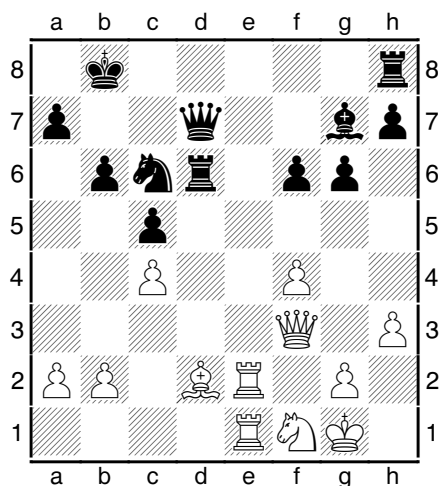
Q81. Find a knight fork for Black



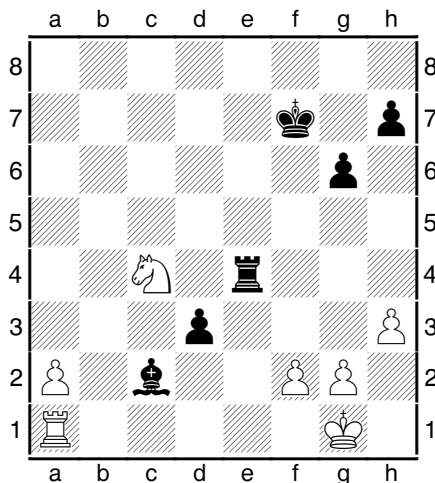
Q82. Find a knight fork for Black



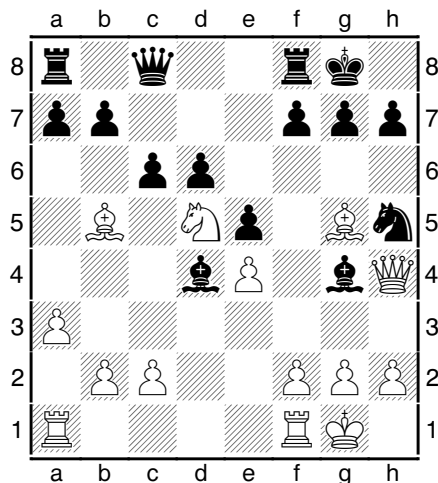
Q83. Find a knight fork for Black



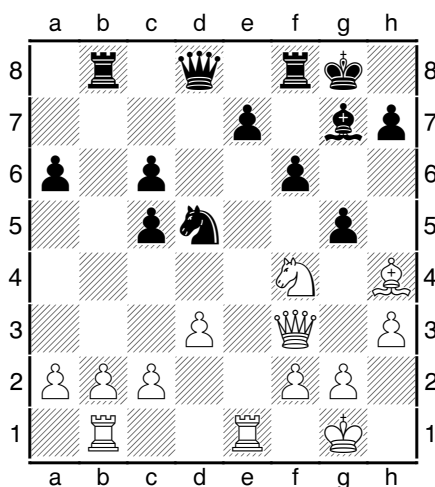
Q84. Find a knight fork for Black



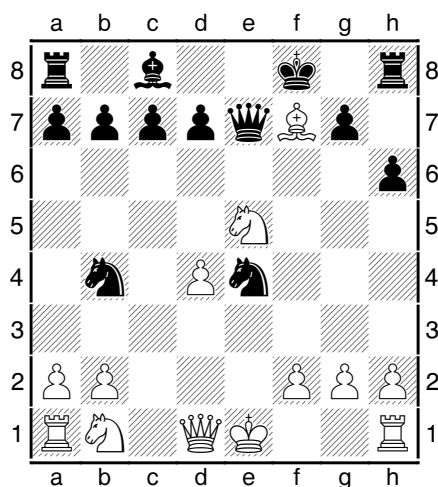
Q85. Find a knight fork for White



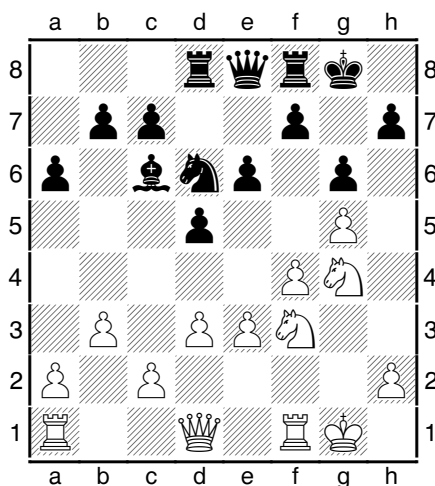
Q86. Find a knight fork for White



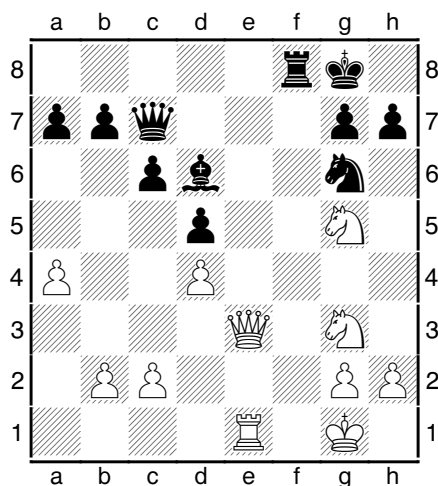
Q87. Find a knight fork for White



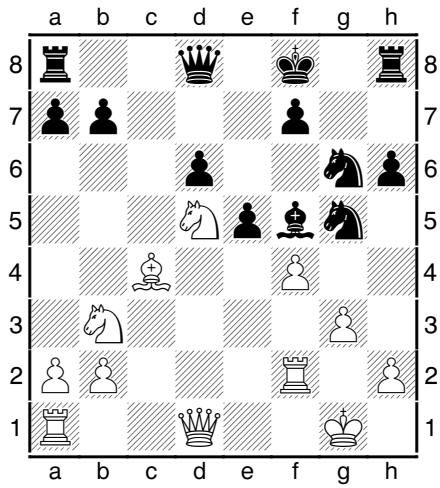
Q88. Find a knight fork for White



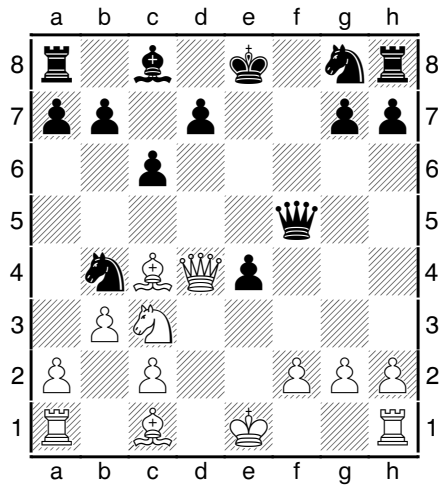
Q89. Find a knight fork for White



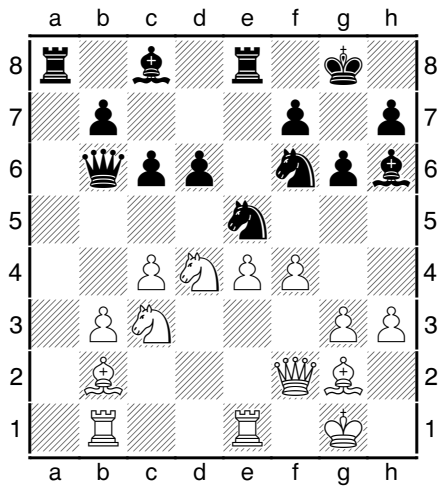
Q90. Find a knight fork for White



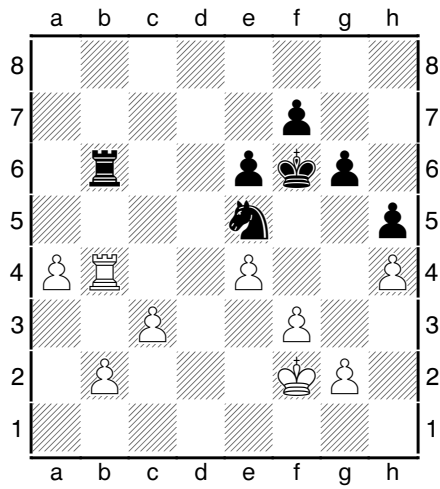
Q91. Find a knight fork for Black



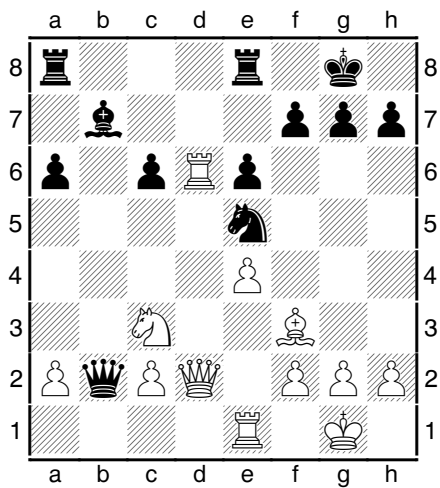
Q92. Find a knight fork for Black



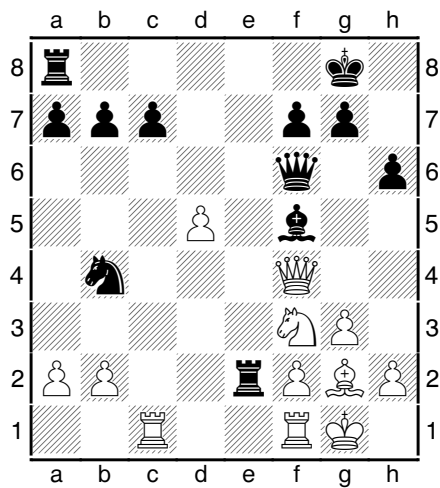
Q93. Find a knight fork for Black



Q94. Find a knight fork for Black



Q95. Find a knight fork for Black



Q96. Find a knight fork for Black

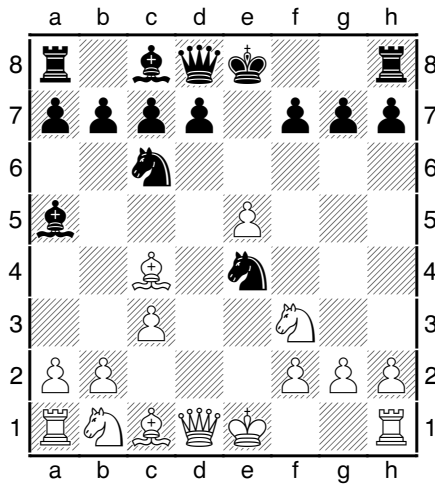
Next, you're going to have to find some QUEEN FORKS. QUEEN FORKS are very common, and can be quite hard to spot because they are often long-range. You have to be able to see right across the board.

Because your queen is, apart from your king, your most valuable piece, queen THREATS will either be CHECKS, attacks on undefended pieces or MATE THREATS.

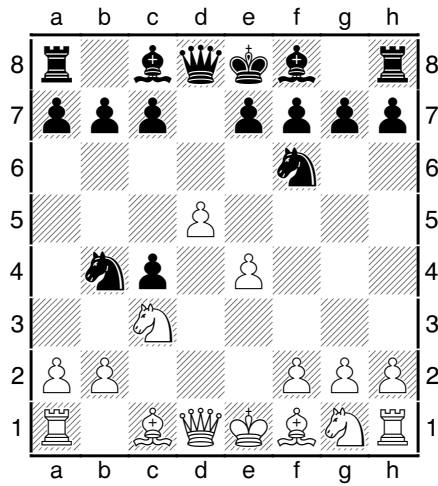
Here's how you might go about solving these QUEEN FORK puzzles.

1. Look for your queen.
2. Look for the enemy king.
3. Look at the other enemy pieces and see which are undefended.
4. Look for moves which CHECK the enemy king and THREATEN an undefended enemy piece at the same time.
5. Look for moves which THREATEN two undefended enemy pieces at the same time.
6. Look to see if you can THREATEN MATE as well as THREATENING an undefended enemy piece.
7. Make sure your move is safe: that your queen cannot be captured.
8. Make sure your opponent can't get out of the FORK, for example by moving a THREATENED piece to block the CHECK or defend the other THREATENED piece.

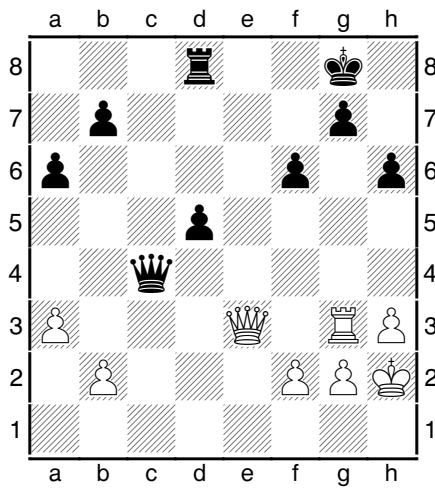
When you're sure you understand how to find QUEEN FORKS, turn over the page and see how many you can find.



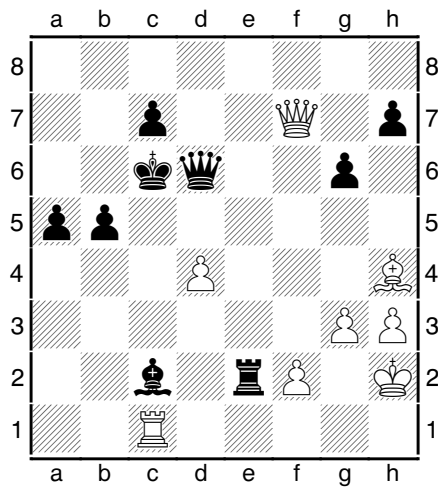
Q97. Find a queen fork for White



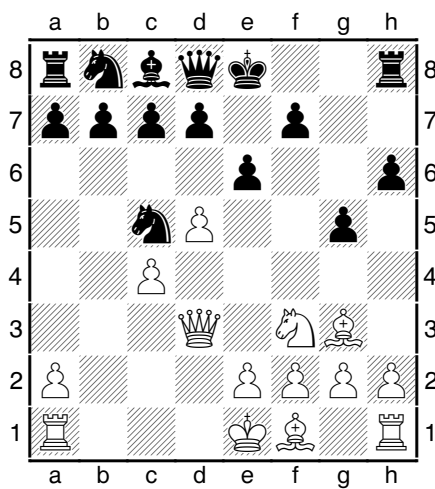
Q98. Find a queen fork for White



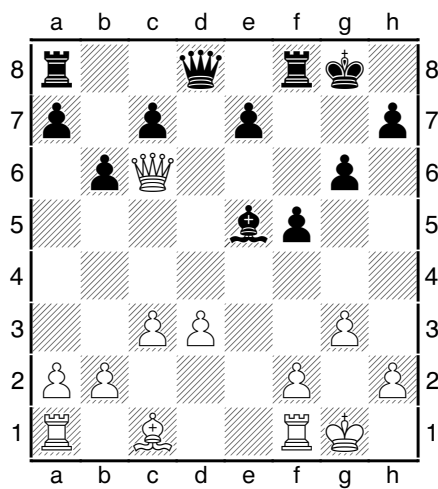
Q99. Find a queen fork for White



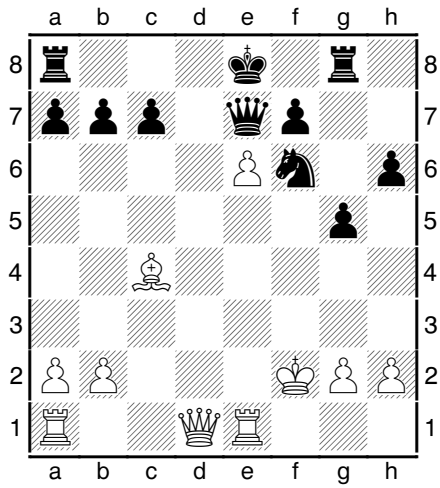
Q100. Find a queen fork for White



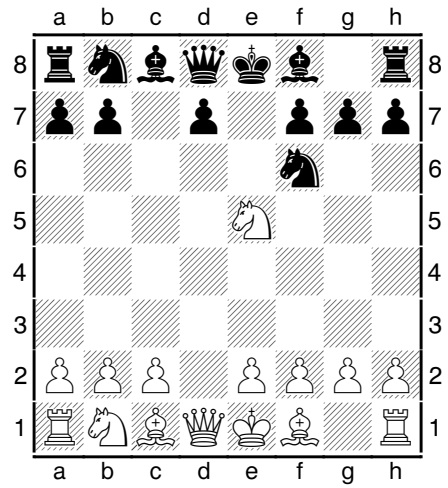
Q101. Find a queen fork for White



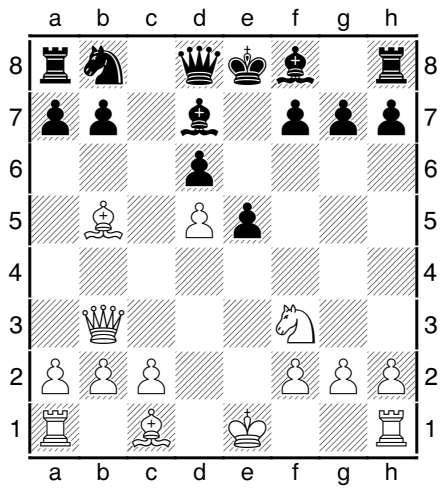
Q102. Find a queen fork for White



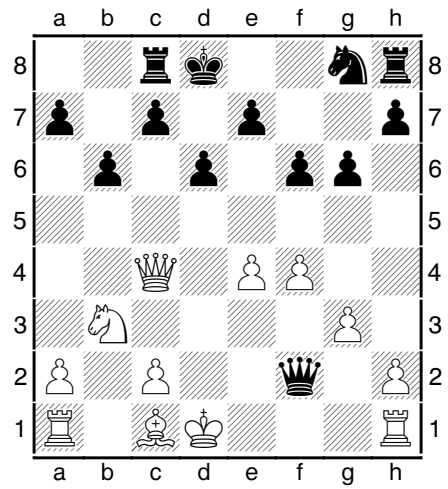
Q103. Find a queen fork for Black



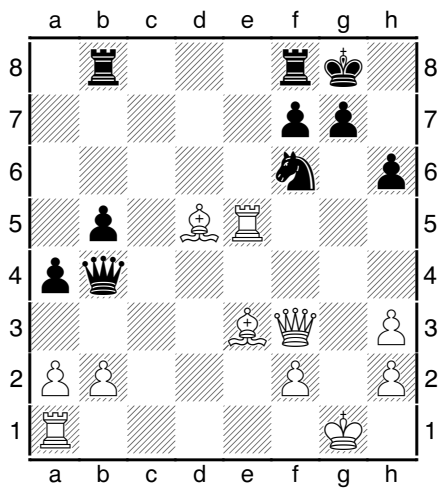
Q104. Find a queen fork for Black



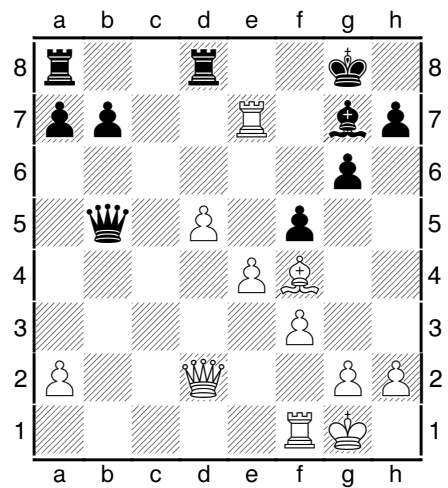
Q105. Find a queen fork for Black



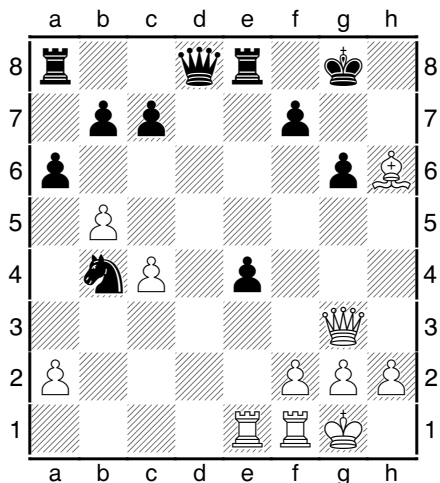
Q106. Find a queen fork for Black



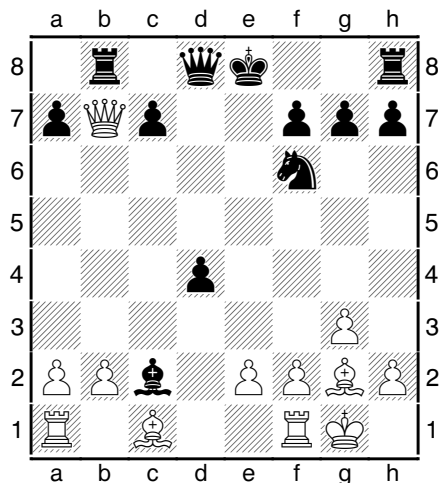
Q107. Find a queen fork for Black



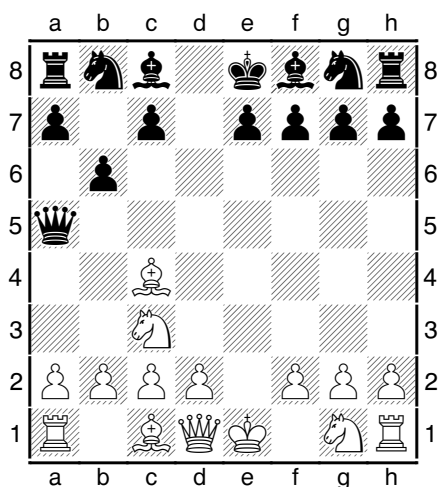
Q108. Find a queen fork for Black



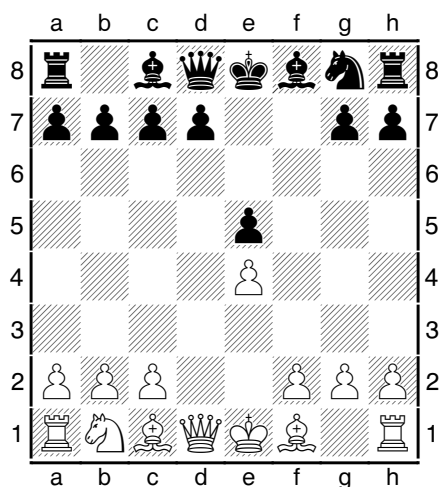
Q109. Find a queen fork for White



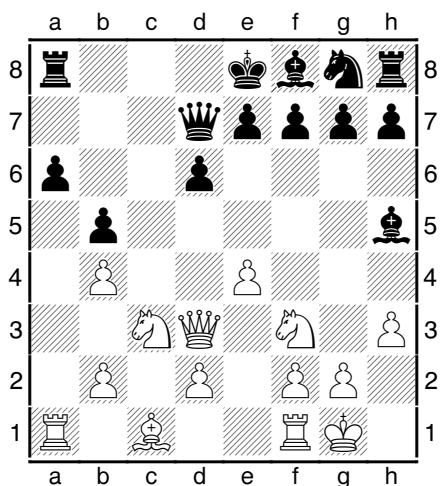
Q110. Find a queen fork for White



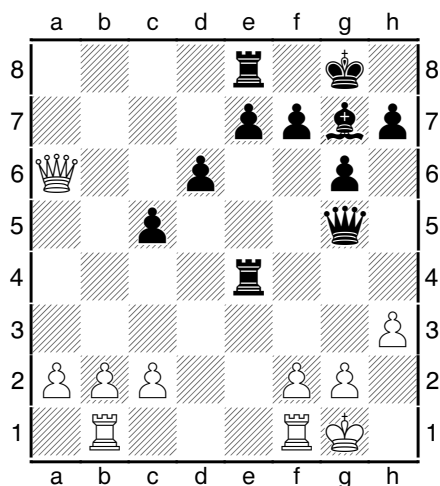
Q111. Find a queen fork for White



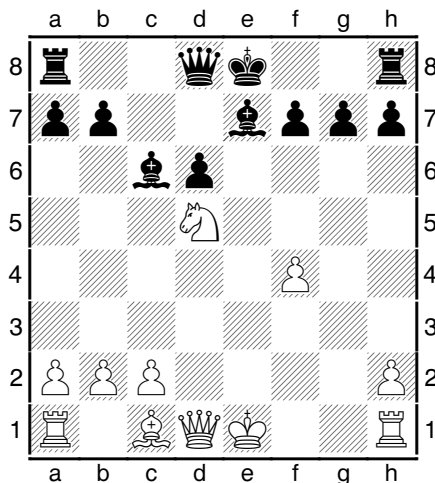
Q112. Find a queen fork for White



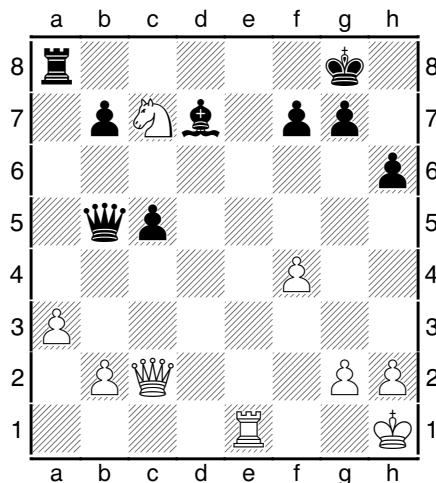
Q113. Find a queen fork for White



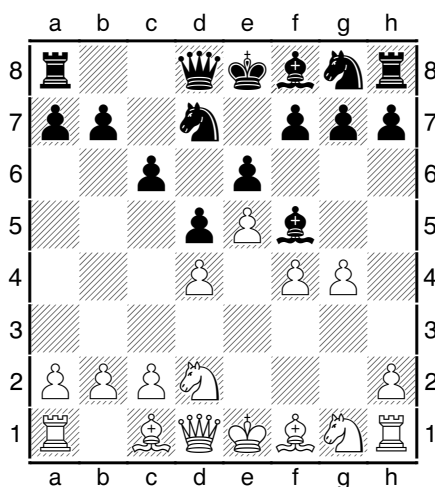
Q114. Find a queen fork for White



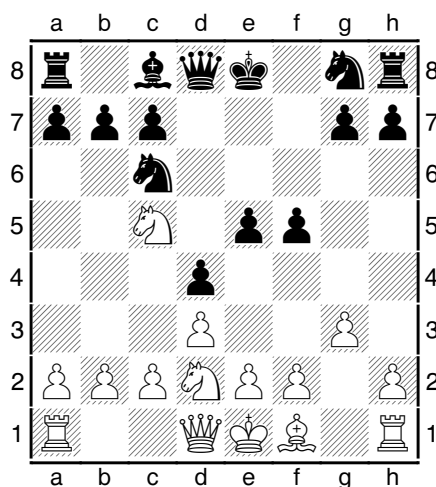
Q115. Find a queen fork for Black



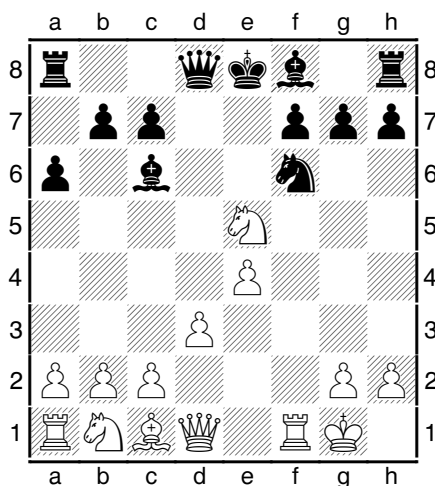
Q116. Find a queen fork for Black



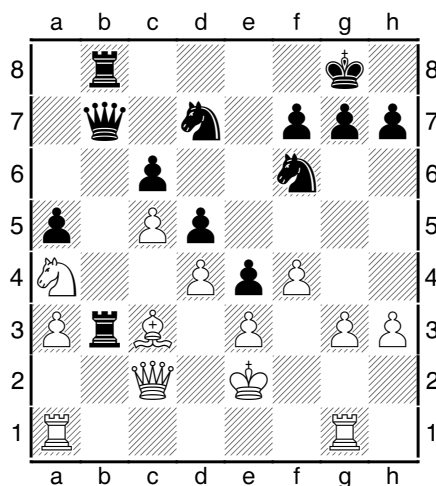
Q117. Find a queen fork for Black



Q118. Find a queen fork for Black



Q119. Find a queen fork for Black



Q120. Find a queen fork for Black

You know what you're going to do next, don't you?

Now you'll have to find a lot more FORKS, but you won't be told which piece you're going to use to make the FORK.

This will make it a lot harder, but by now you should be able to recognise PAWN, KNIGHT and QUEEN FORKS.

You'll find a lot more of them in these puzzles, but there might also be some ROOK, BISHOP and even KING FORKS for you to spot.

Most of the FORKS will win a piece, but you might find a few position where you only win a pawn or two.

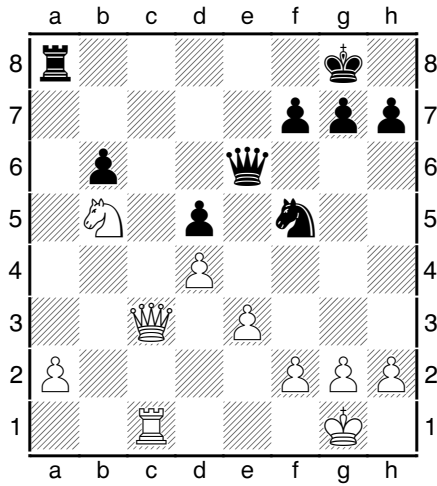
If you want to find FORKS in these puzzles you'll need to look for SIGNPOSTS.

1. If you see two enemy pieces on the same rank with one square between them, that's a PAWN FORK SIGNPOST.
2. If you see two enemy MAJOR PIECES (rooks or queen) or a MAJOR PIECE and a king two knights moves away from each other, that's a KNIGHT FORK SIGNPOST.
3. If you see an UNDEFENDED PIECE or a king exposed to a CHECK, that's a QUEEN FORK SIGNPOST.
4. If you see two possible targets on the same RANK or FILE, that's a ROOK FORK SIGNPOST.
5. If you see two possible targets on the same DIAGONAL, that's a BISHOP FORK SIGNPOST.
6. If you see two UNDEFENDED PIECES next to each other, that's a KING FORK SIGNPOST.

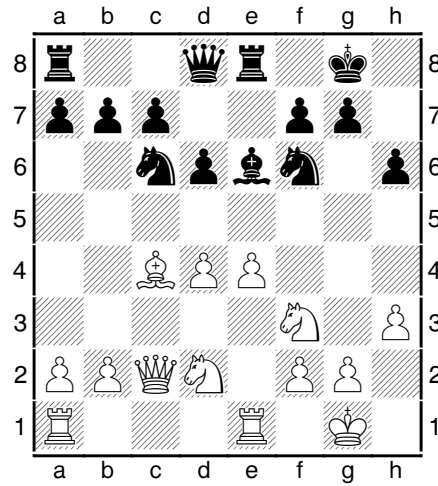
Looking at CHECKS is always a good idea.

You might also want to remember LPDO: Loose Pieces Drop Off. Loose pieces are UNDEFENDED PIECES. Look to see which of your opponent's pieces are UNDEFENDED. It's also a good idea to make sure that as many of your pieces as possible are defended.

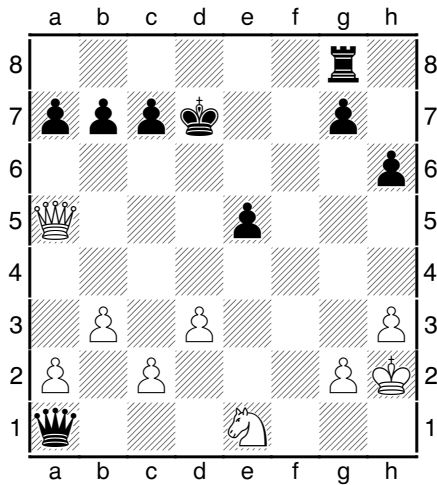
If you're feeling confident turn over the page and start solving!



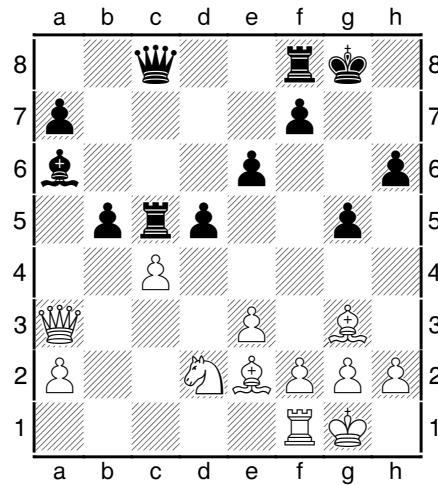
Q121. Find a fork for White



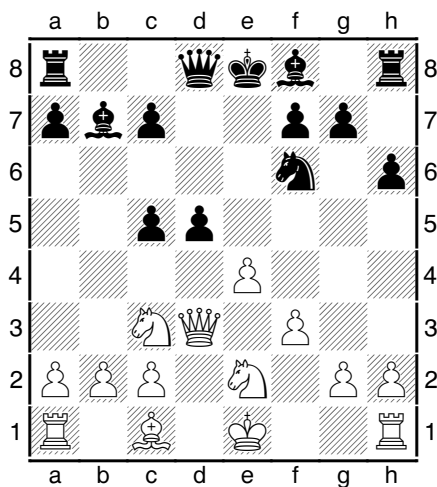
Q122. Find a fork for White



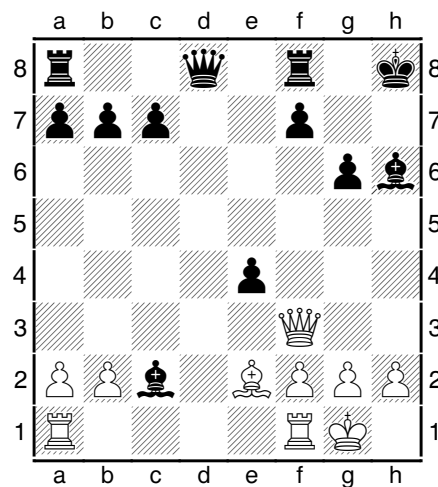
Q123. Find a fork for White



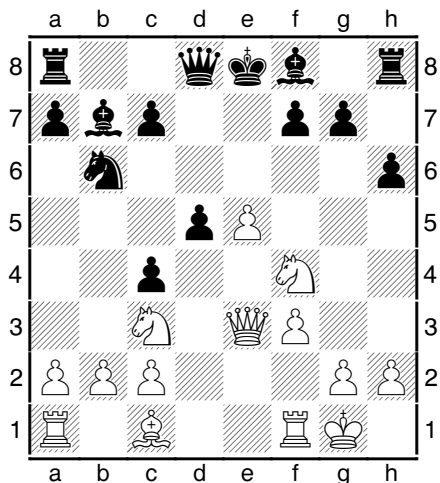
Q124. Find a fork for White



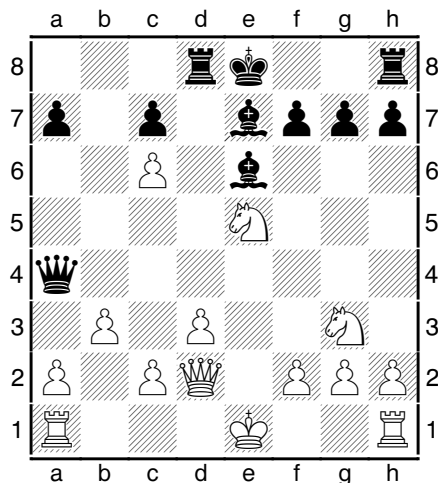
Q125. Find a fork for White



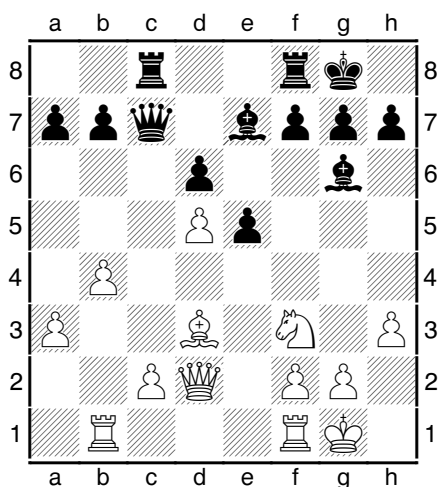
Q126. Find a fork for White



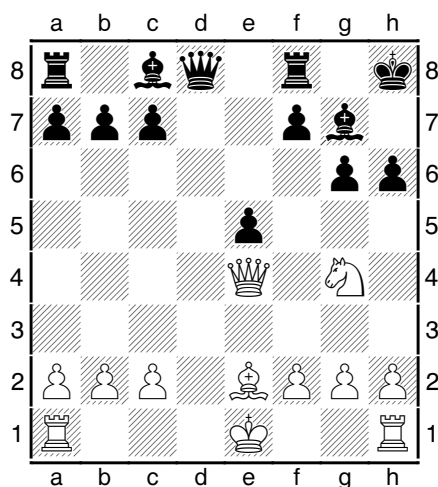
Q127. Find a fork for Black



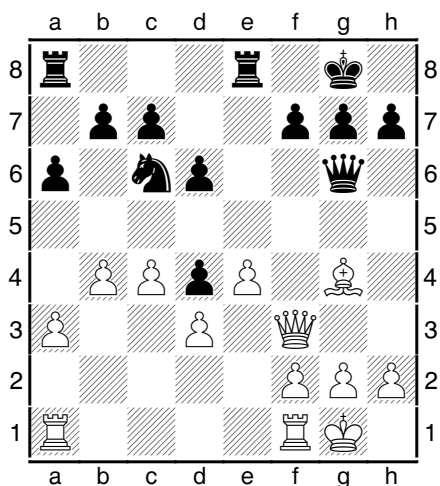
Q128. Find a fork for Black



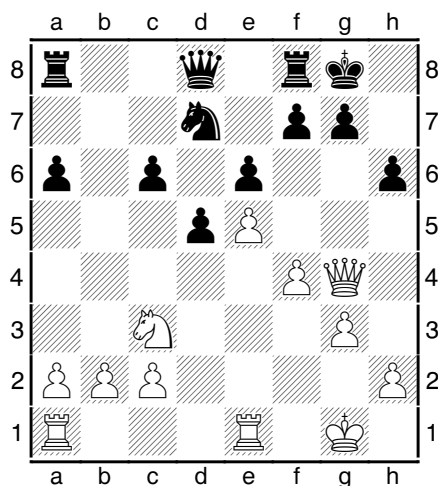
Q129. Find a fork for Black



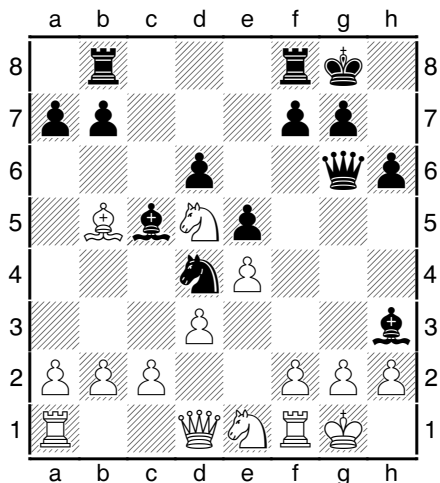
Q130. Find a fork for Black



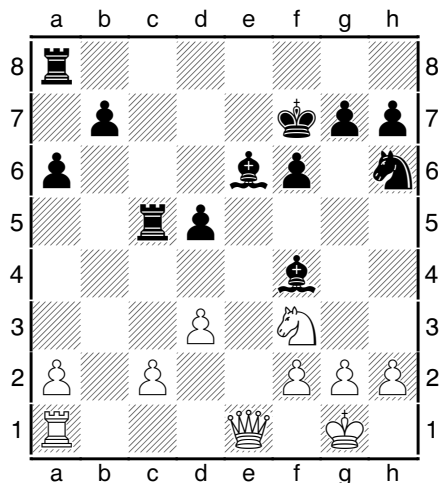
Q131. Find a fork for Black



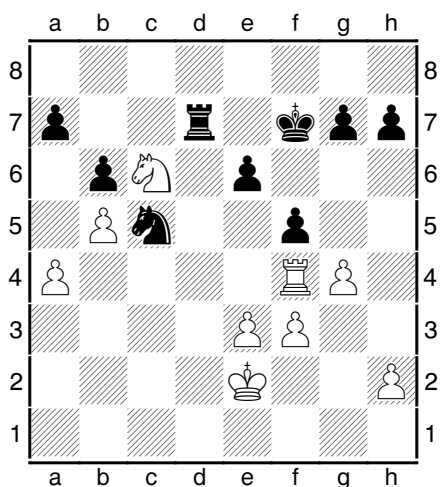
Q132. Find a fork for Black



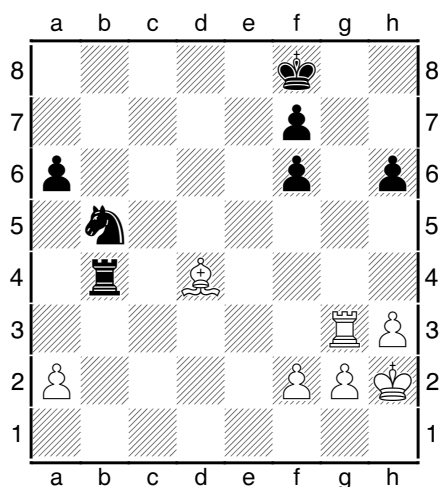
Q133. Find a fork for White



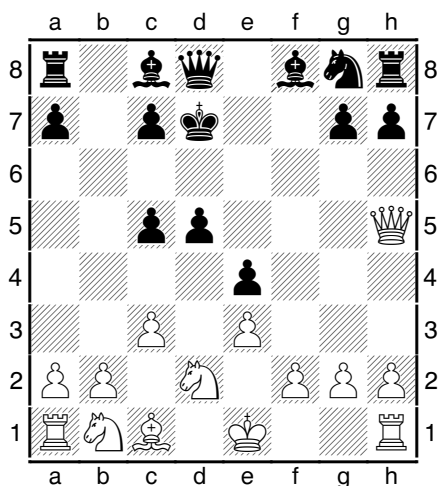
Q134. Find a fork for White



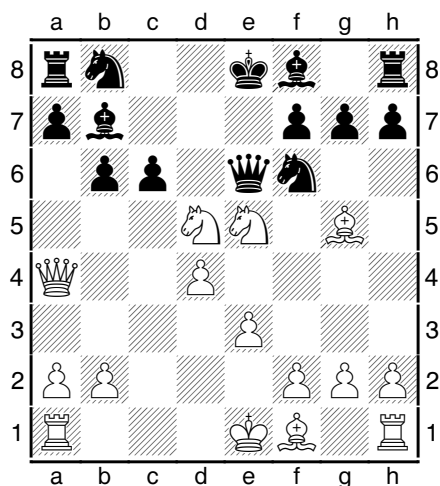
Q135. Find a fork for White



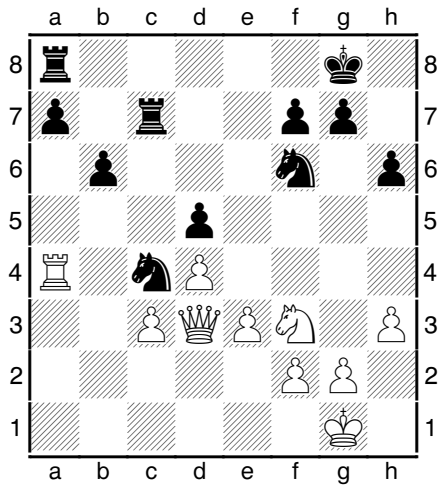
Q136. Find a fork for White



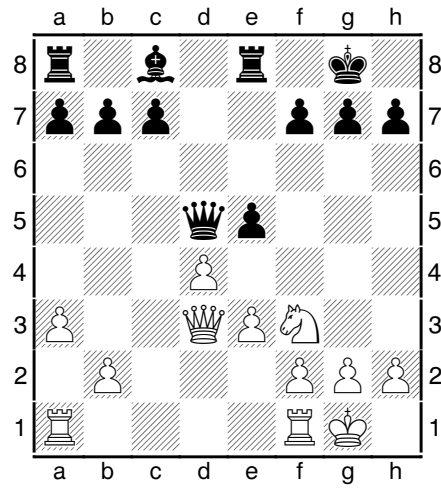
Q137. Find a fork for White



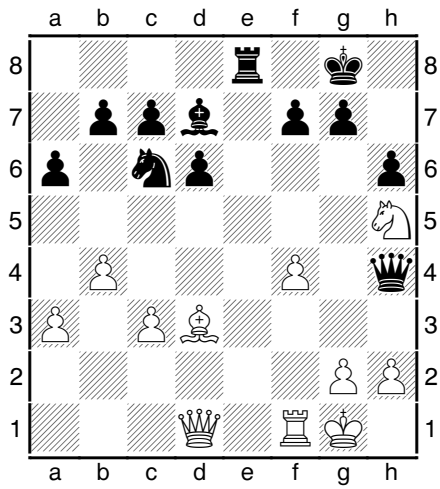
Q138. Find a fork for White



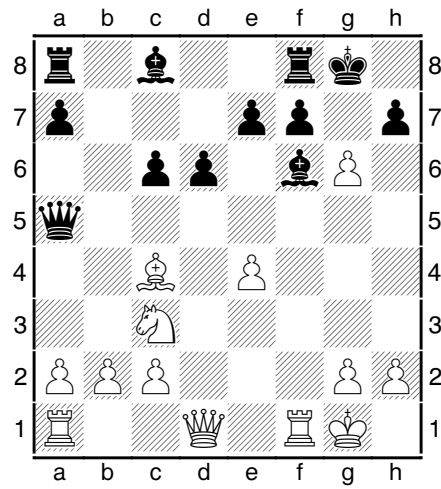
Q139. Find a fork for Black



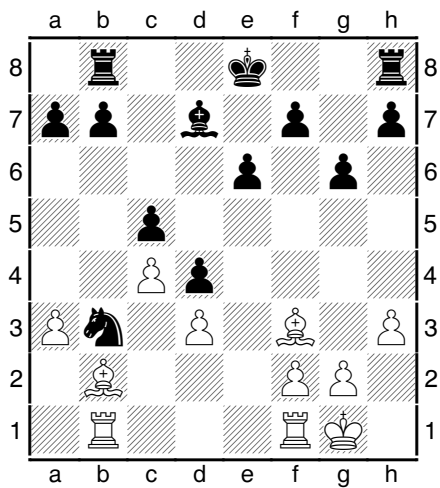
Q140. Find a fork for Black



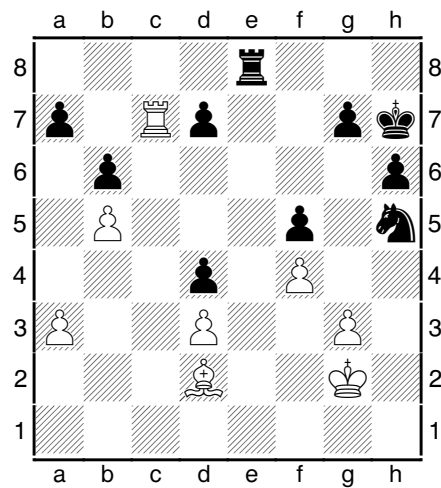
Q141. Find a fork for Black



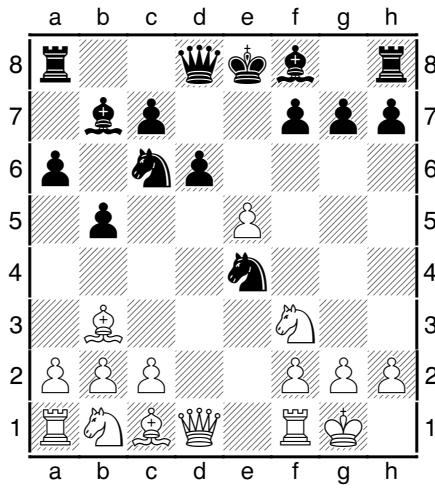
Q142. Find a fork for Black



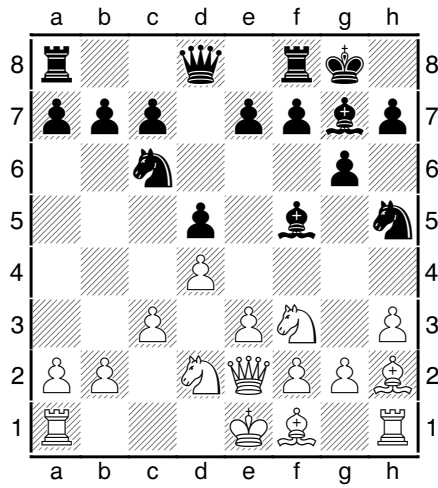
Q143. Find a fork for Black



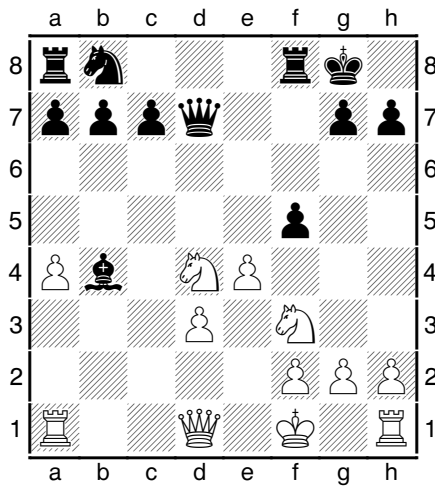
Q144. Find a fork for Black



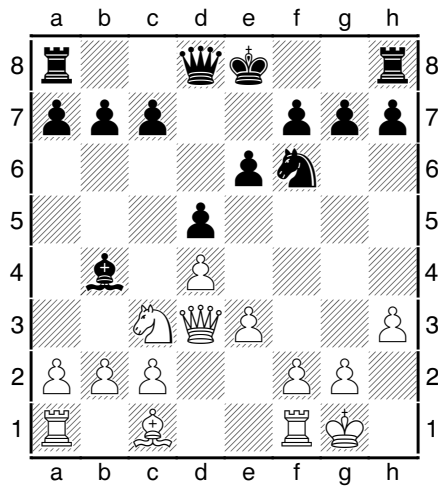
Q145. Find a fork for White



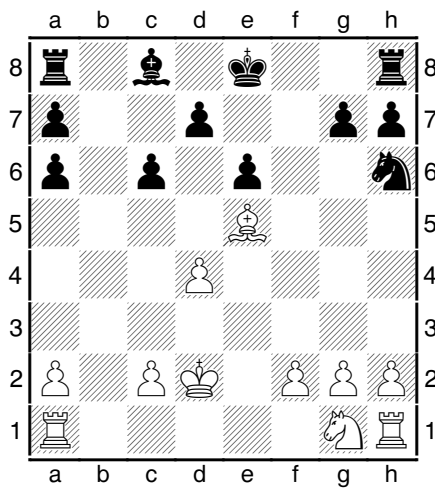
Q146. Find a fork for White



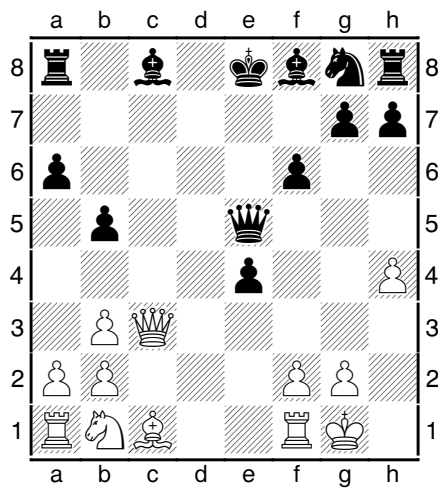
Q147. Find a fork for White



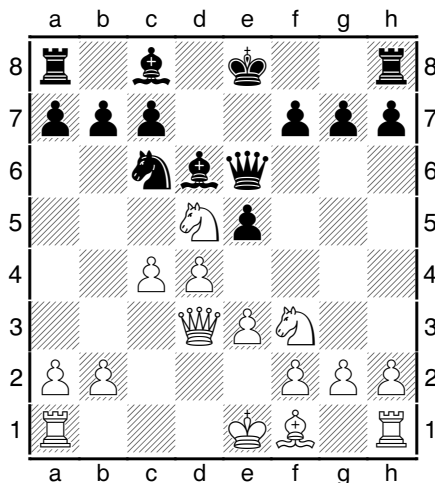
Q148. Find a fork for White



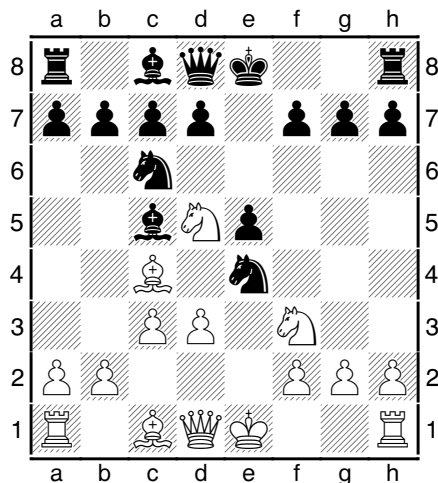
Q149. Find a fork for White



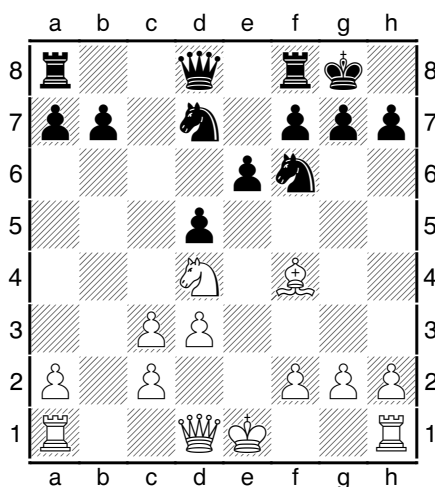
Q150. Find a fork for White



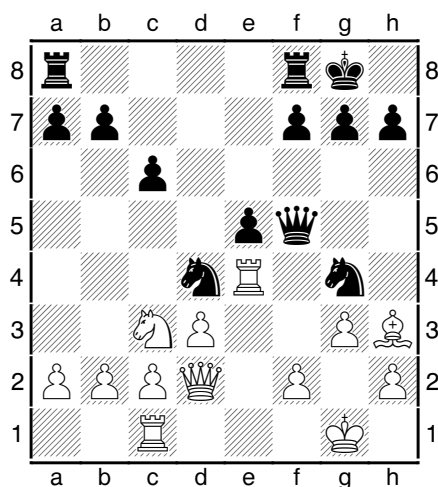
Q151. Find a fork for Black



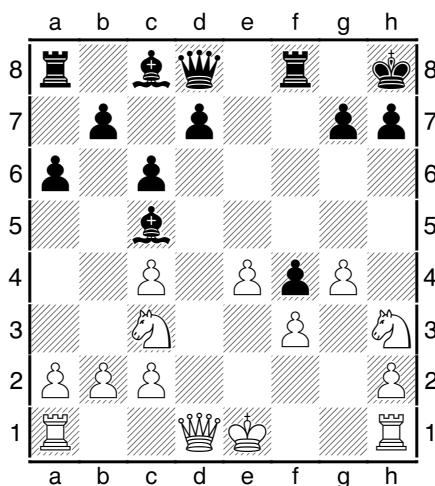
Q152. Find a fork for Black



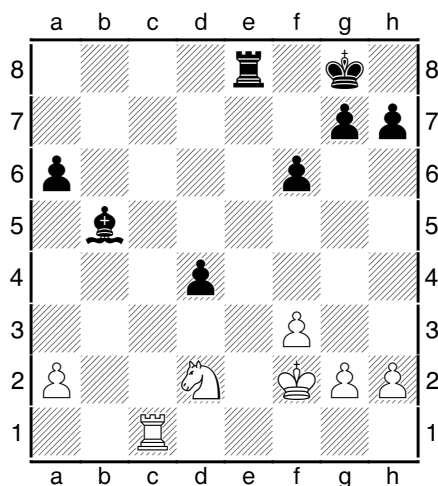
Q153. Find a fork for Black



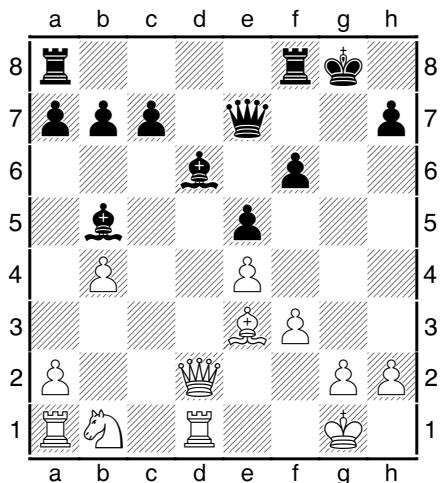
Q154. Find a fork for Black



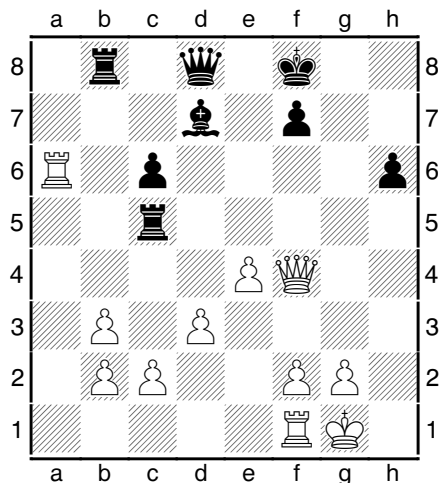
Q155. Find a fork for Black



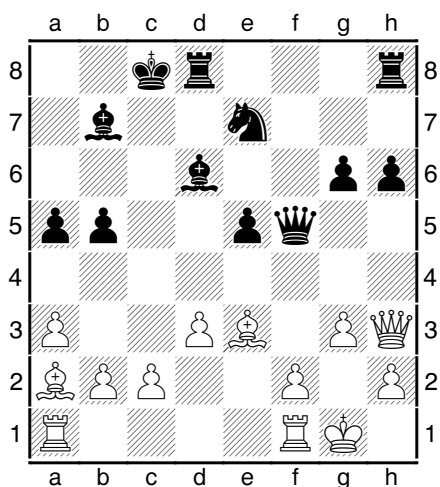
Q156. Find a fork for Black



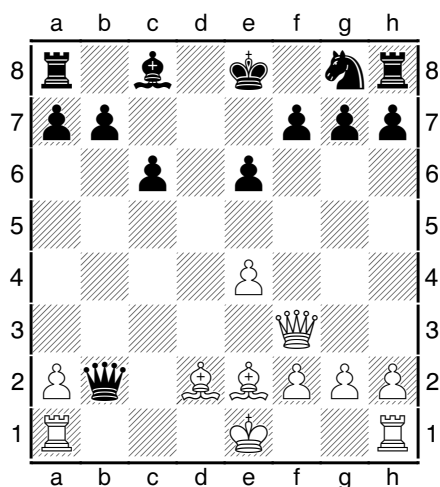
Q157. Find a fork for White



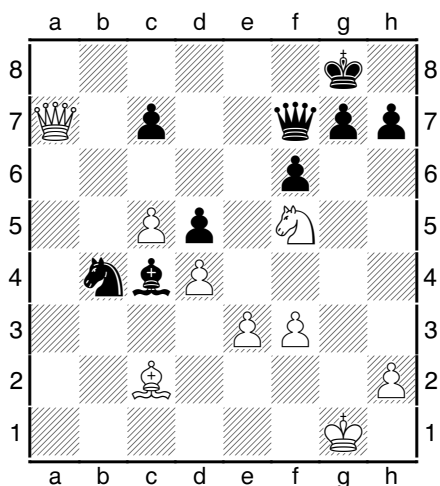
Q158. Find a fork for White



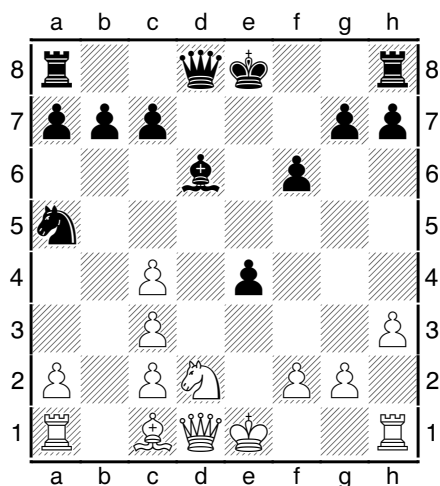
Q159. Find a fork for White



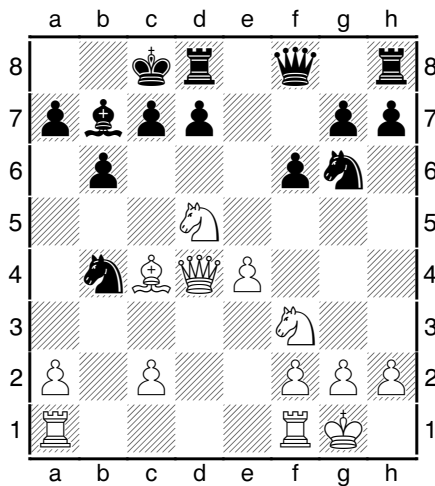
Q160. Find a fork for White



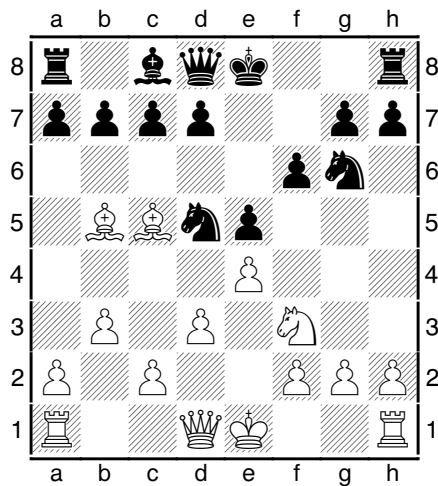
Q161. Find a fork for White



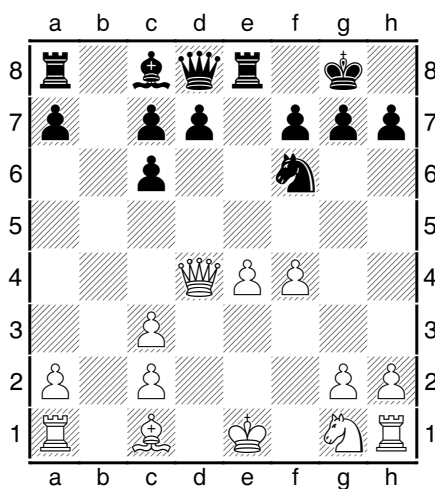
Q162. Find a fork for White



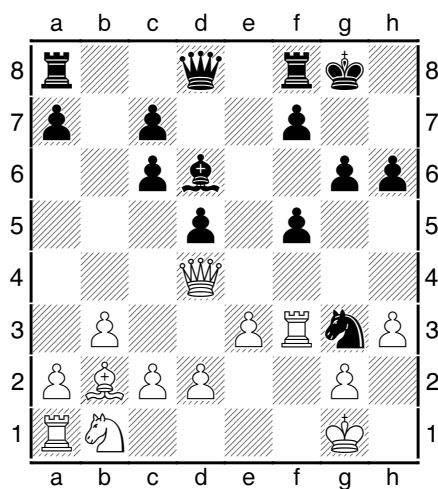
Q163. Find a fork for Black



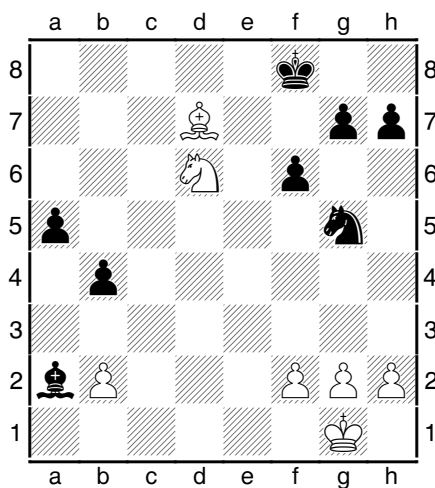
Q164. Find a fork for Black



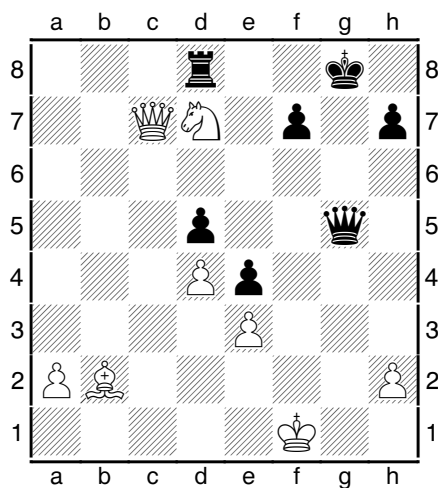
Q165. Find a fork for Black



Q166. Find a fork for Black



Q167. Find a fork for Black



Q168. Find a fork for Black

CHAPTER 4

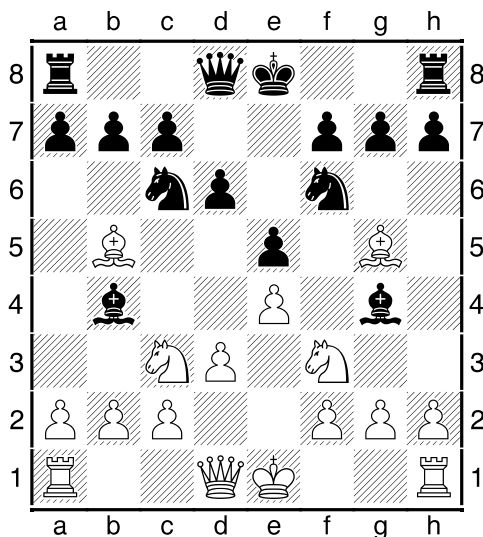
PINS AND SKEWERS

While FORKS threaten two enemy targets in different directions, a PIN is an attack on two pieces along the same line.

Only your LINE PIECES, BISHOPS, ROOKS and QUEENS can create PINS.

They're quite hard to understand so pay attention!

First of all, look at this position.



This sort of situation often happens at the start of the game. Look at the bishops and the knights.

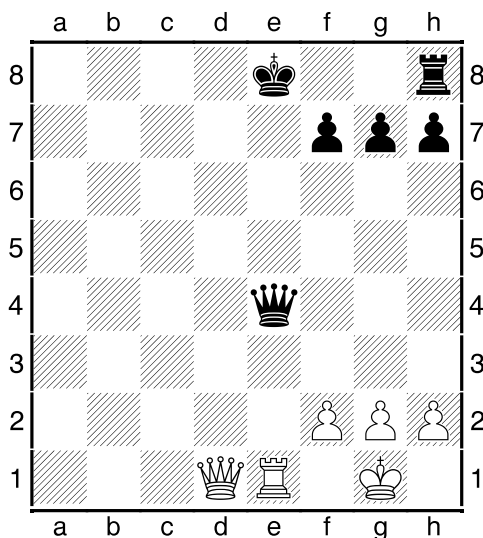
All four KNIGHTS are being PINNED by all four BISHOPS. But there's a difference. The knights on c3 and c6 CANNOT move: they are PINNED against the king. The knights on f3 and f6 CAN move but they probably shouldn't because they are shielding their queens from being captured.

A PIN involves three pieces in a straight line: one of your pieces and two enemy pieces. First there's YOUR piece: a bishop, rook or queen. Then there's the PINNED piece, the piece in the middle of the sandwich, and finally the TARGET. The TARGET is MORE VALUABLE than the PINNED piece.

One word of warning: it's very easy to make a mistake and move a PINNED piece. This is one reason why you have to look at every piece on the board every move. Every day, millions of queens are captured when a PINNED knight moves out of the way in positions like this.

Most pins are harmless, or just a bit inconvenient, but you can win points if the PINNED piece is more valuable than the PINNING piece.

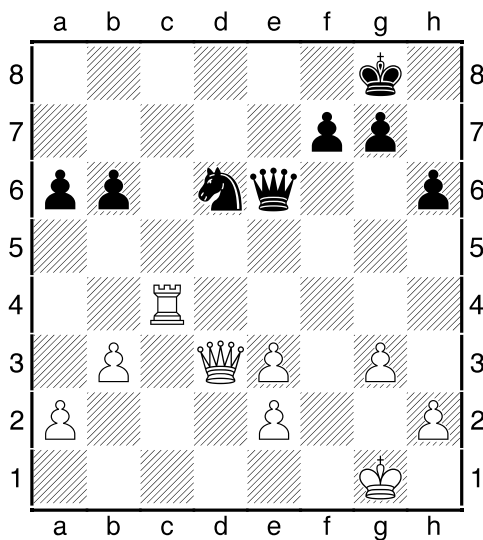
A ROOK can PIN AND WIN an enemy queen against a king. A BISHOP can PIN AND WIN an enemy queen against a king, or an enemy rook against a queen or king.



In this position the white rook is PINNING AND WINNING THE black queen.

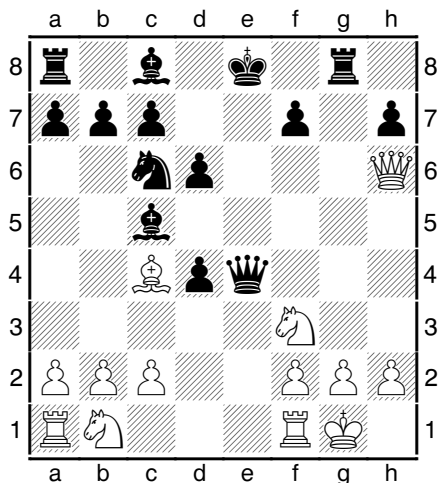
Sometimes, especially at the end of the game, you can win weaker pieces because your opponent has no way of defending the pinned piece. Rooks are very good at doing this.

Here's an example:

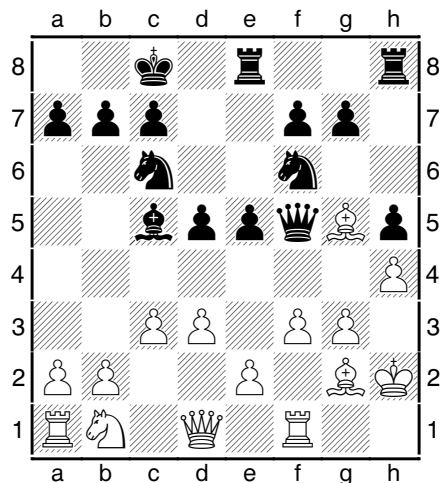


White can win the black knight by playing Rc6. The knight is now attacked twice and defended only once. If the knight moves White will capture the queen and Black has no way of defending the knight again.

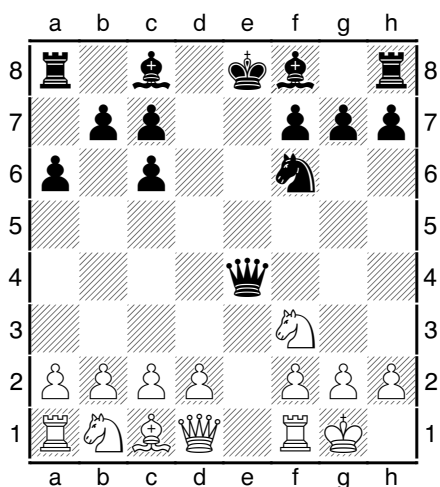
Have a go at the next puzzle pages to see if you can find some PINS which win points. In these puzzles your answer will either be a ROOK move to pin the enemy queen or a BISHOP move to pin an enemy rook or queen.



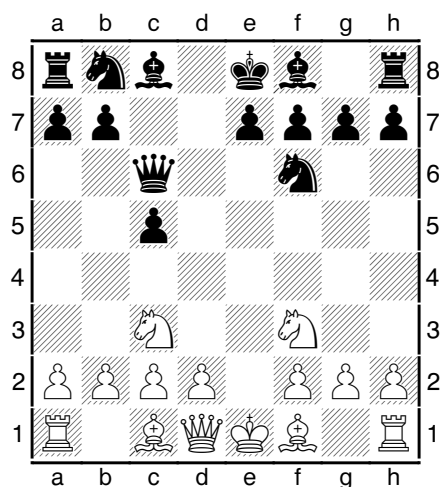
Q169. Find a winning pin for White



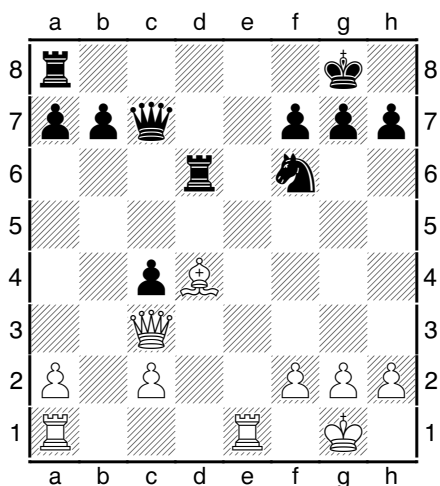
Q170. Find a winning pin for White



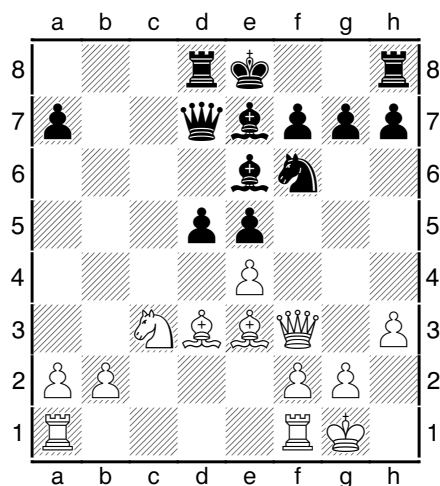
Q171. Find a winning pin for White



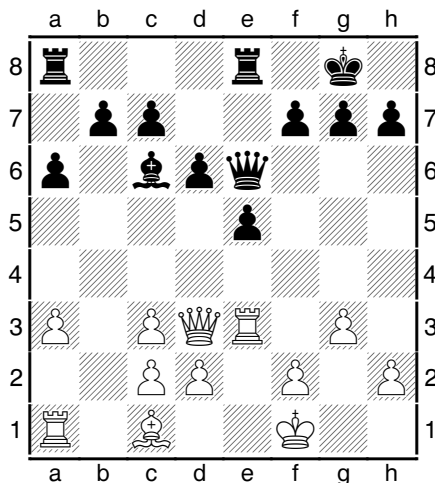
Q172. Find a winning pin for White



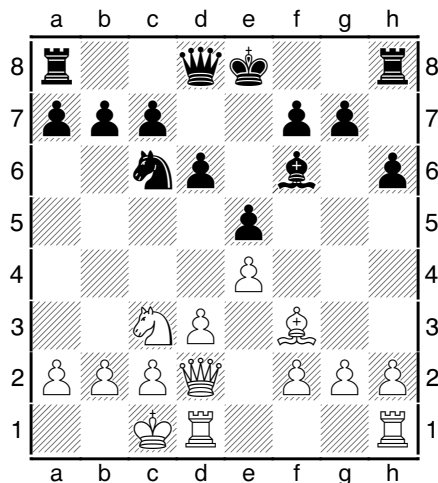
Q173. Find a winning pin for White



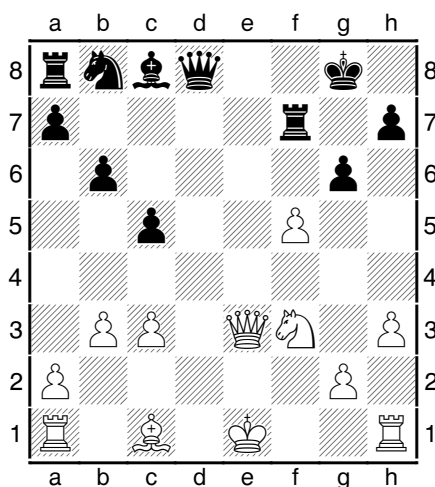
Q174. Find a winning pin for White



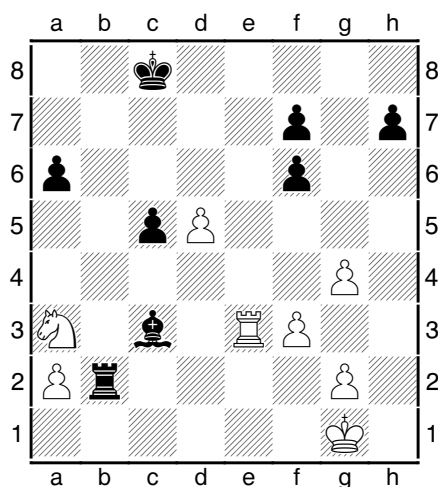
Q175. Find a winning pin for Black



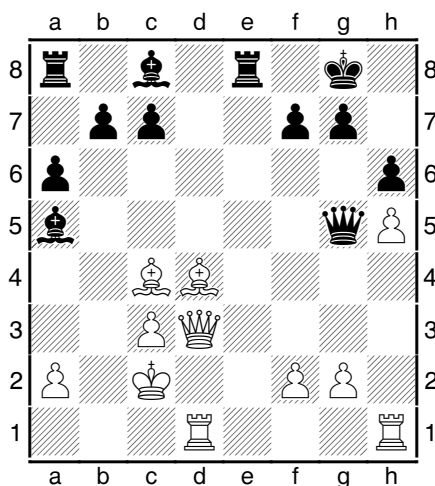
Q176. Find a winning pin for Black



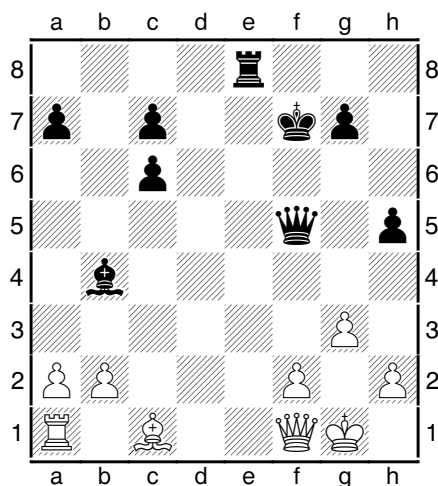
Q177. Find a winning pin for Black



Q178. Find a winning pin for Black



Q179. Find a winning pin for Black



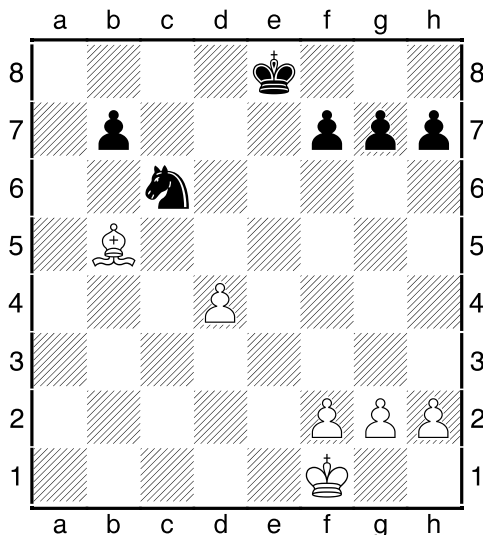
Q180. Find a winning pin for Black

There are several other ways we can use PINS to win points.

One thing we can do is **THREATEN THE PINNED PIECE**.

Remember: **PPPPPP: Put Powerful Pressure on Pathetically Pinned Pieces!**

A pinned piece can't run away so we can keep on attacking it.



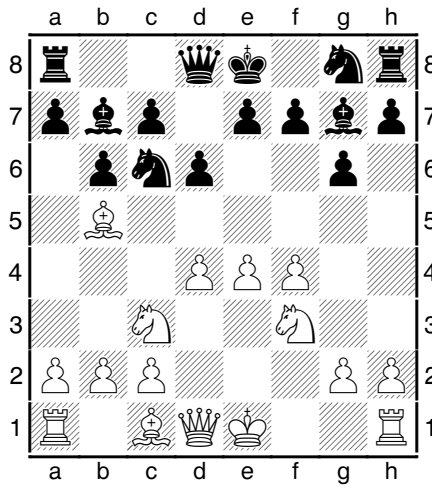
In this position White can just move the pawn to d5, **THREATENING** the **PINNED** knight which cannot move.

This is another way to **TRAP A PIECE**, but because the piece is **PINNED** it **CANNOT** or **SHOULD NOT** move.

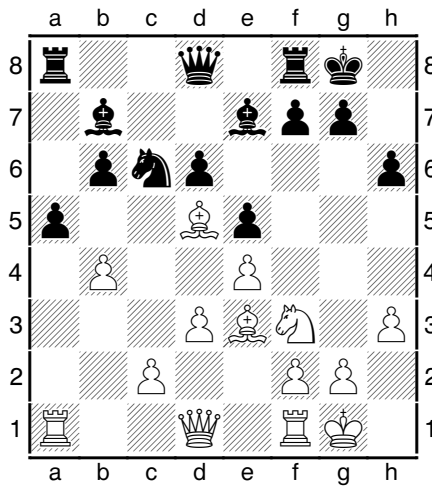
Here's how to solve these puzzles.

1. Find your bishops, rooks and queen, and look to see which enemy pieces are on the same line (**DIAGONALS** for bishops and queen, **RANKS** and **FILES** for rooks and queen).
2. Find which of your pieces is **PINNING** an enemy piece.
3. Look to see which of your pieces can **THREATEN** the **PINNED** PIECE.

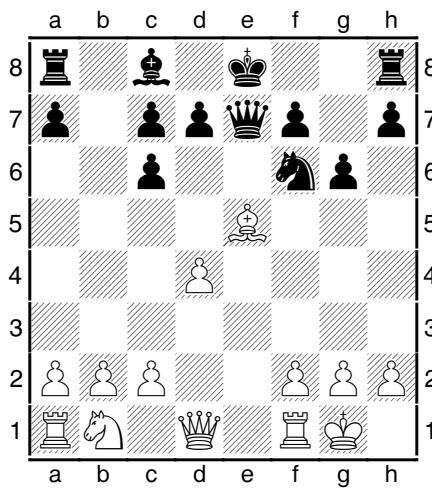
When you're ready, turn to the next page and look for some **PPPPPPs!**



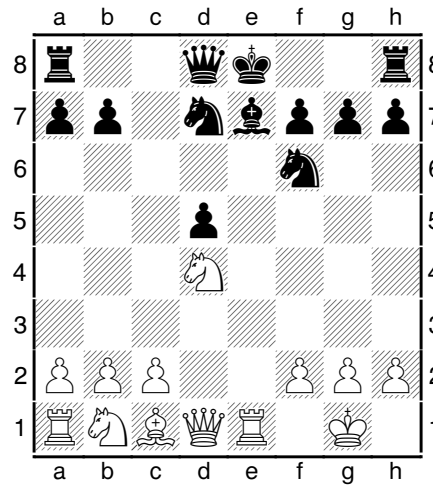
Q181. How can White threaten a pinned piece?



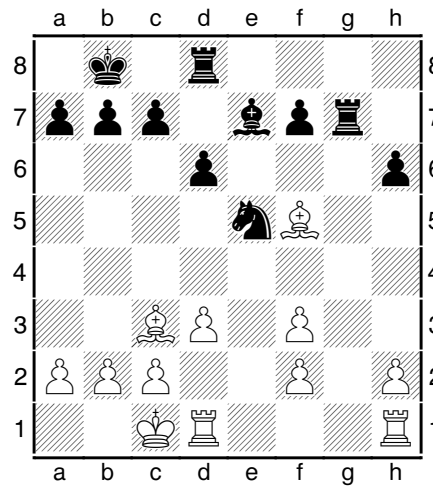
Q183. How can White threaten a pinned piece?



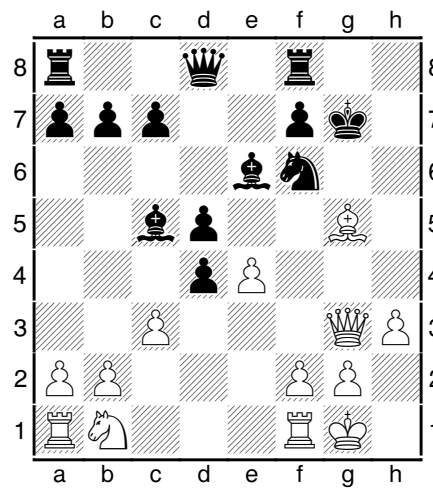
Q185. How can White threaten a pinned piece?



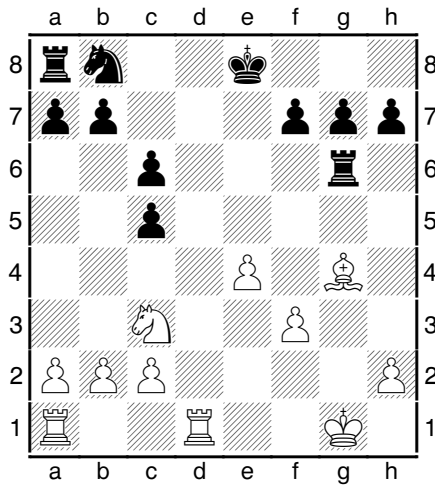
Q182. How can White threaten a pinned piece?



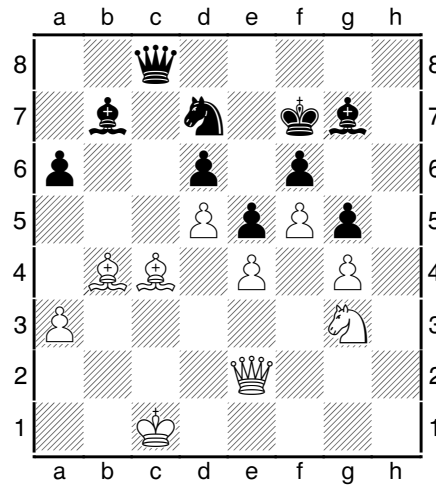
Q184. How can White threaten a pinned piece?



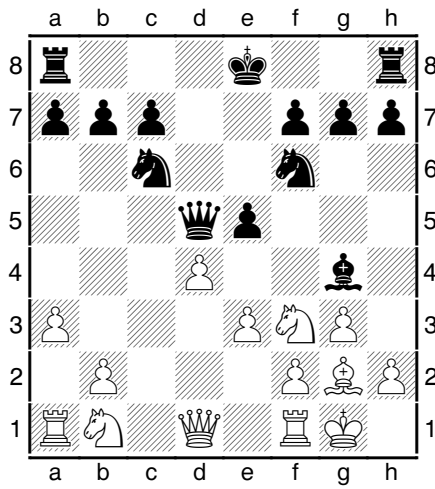
Q186. How can White threaten a pinned piece?



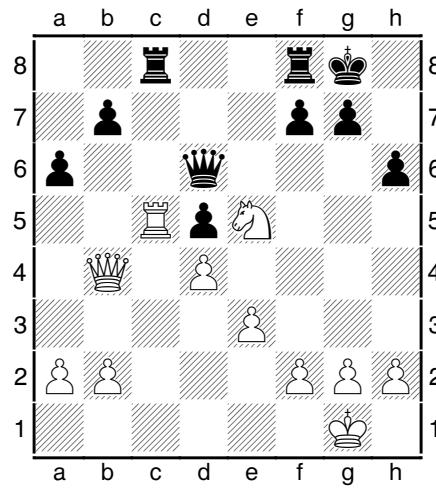
Q187. How can Black threaten a pinned piece?



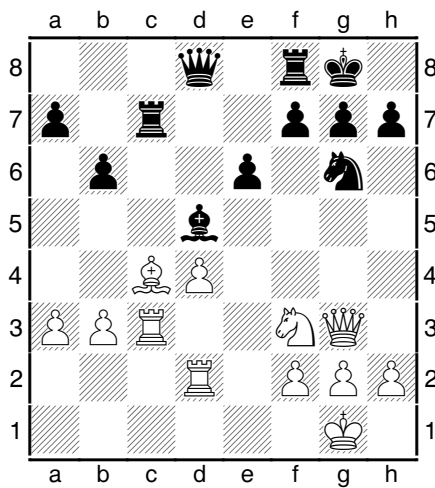
Q188. How can Black threaten a pinned piece?



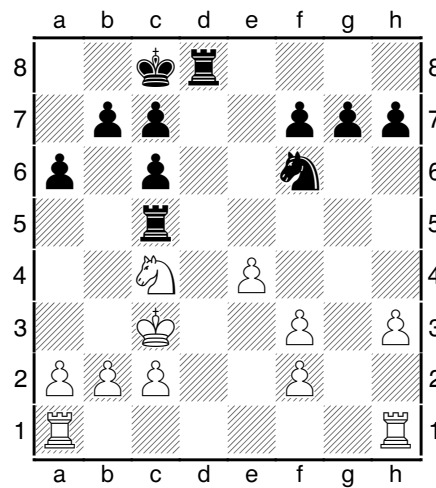
Q189. How can Black threaten a pinned piece?



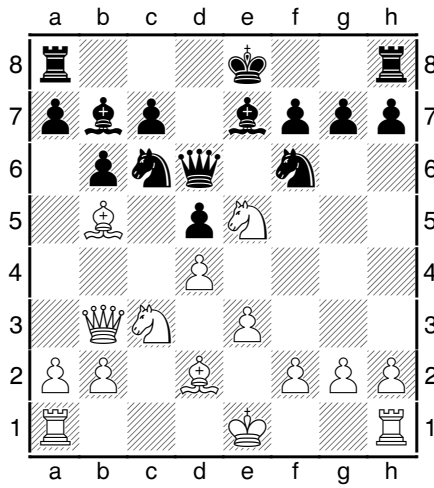
Q190. How can Black threaten a pinned piece?



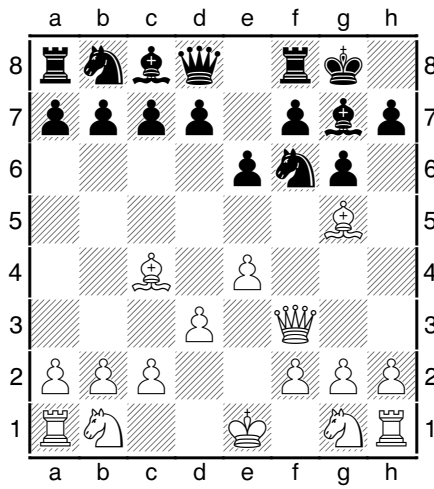
Q191. How can Black threaten a pinned piece?



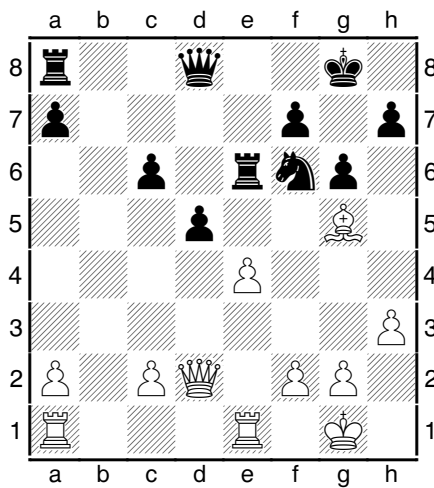
Q192. How can Black threaten a pinned piece?



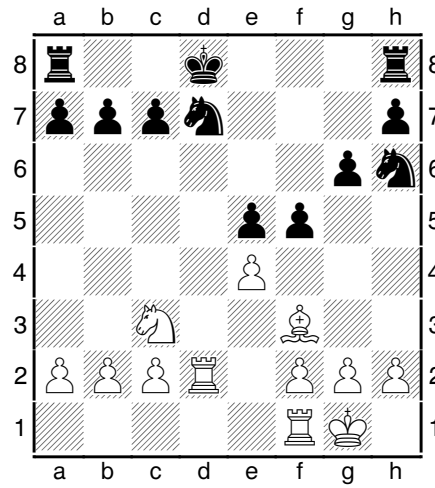
Q193. How can White threaten a pinned piece?



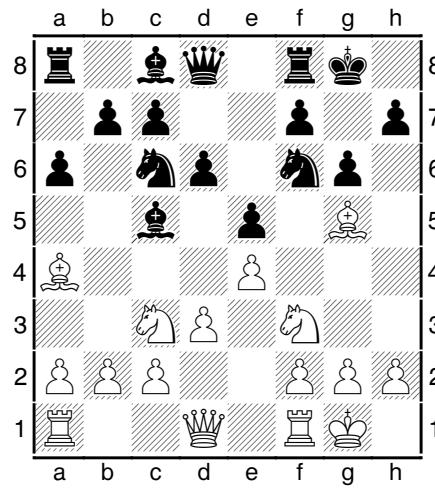
Q195. How can White threaten a pinned piece?



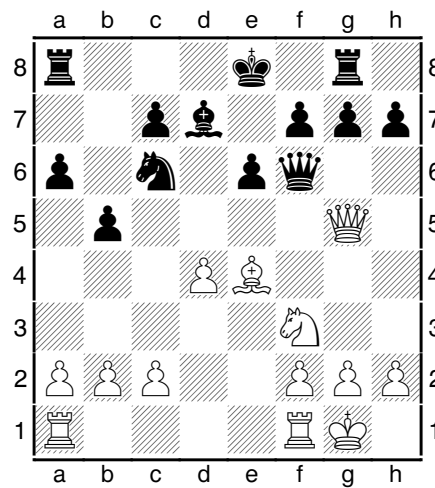
Q197. How can White threaten a pinned piece?



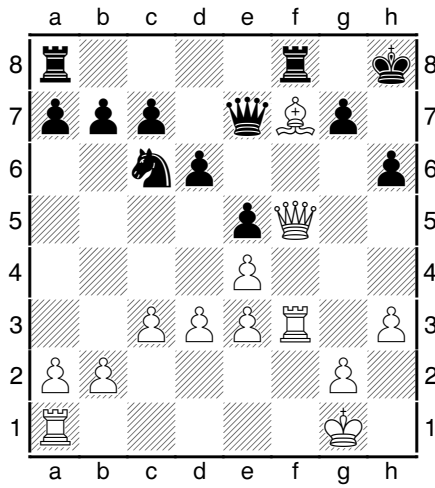
Q194. How can White threaten a pinned piece?



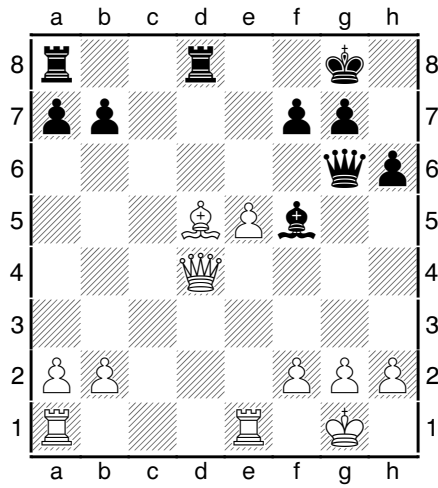
Q196. How can White threaten a pinned piece?



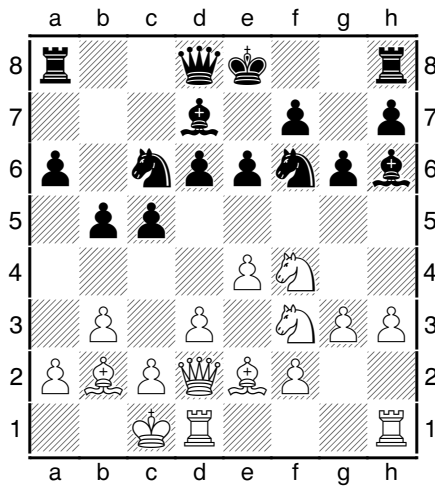
Q198. How can White threaten a pinned piece?



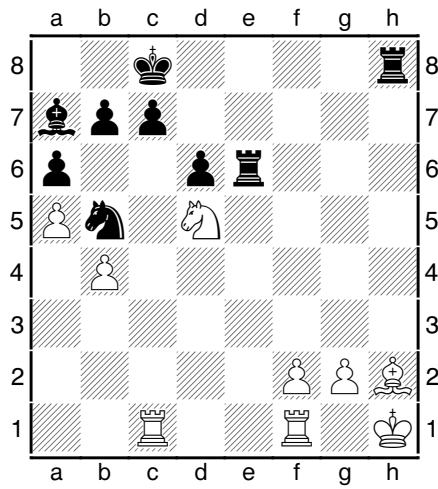
Q199. How can Black threaten a pinned piece?



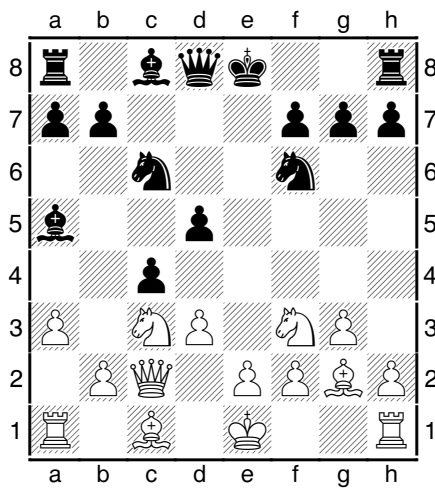
Q200. How can Black threaten a pinned piece?



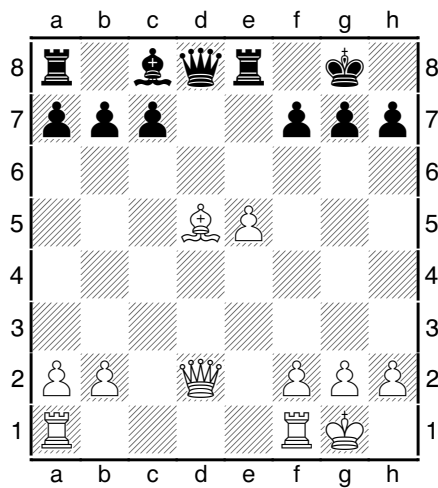
Q201. How can Black threaten a pinned piece?



Q202. How can Black threaten a pinned piece?



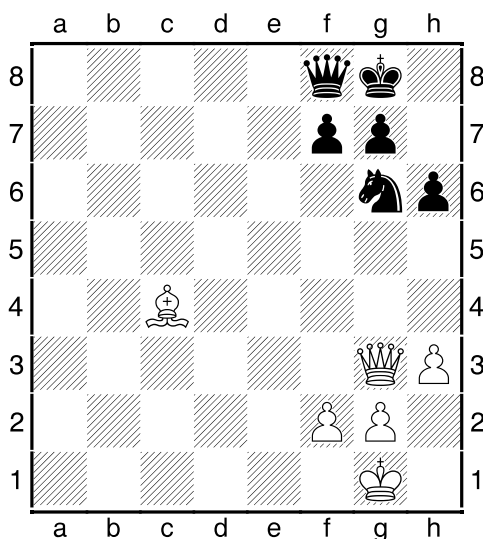
Q203. How can Black threaten a pinned piece?



Q204. How can Black threaten a pinned piece?

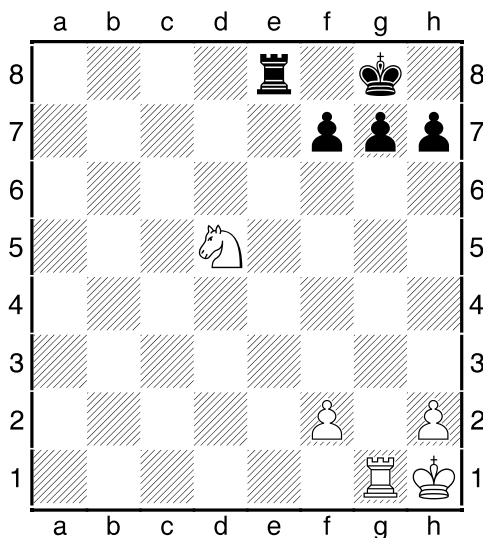
There's another way in which we can use PINS. It might look as if a PINNED piece is defending another piece, but if you look closely at the whole board you'll see that it isn't defending it at all.

Look at this position.



It might look as if the black knight is defended, but if you look at what every piece is doing you'll see that the pawn on f7 is PINNED by the bishop. So White can just capture the knight for free.

You can also use this idea to play FORKS.

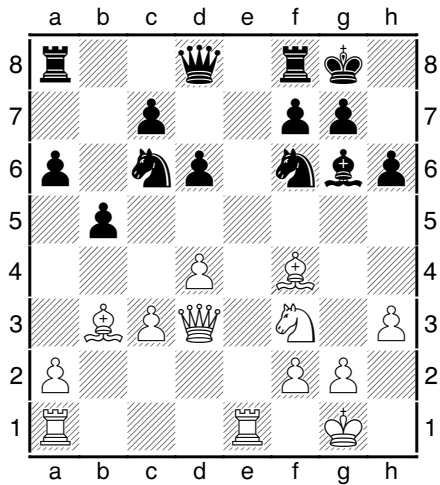


In this position White can play a KNIGHT FORK (Nf6+) safely because the black g-pawn is PINNED by the white rook.

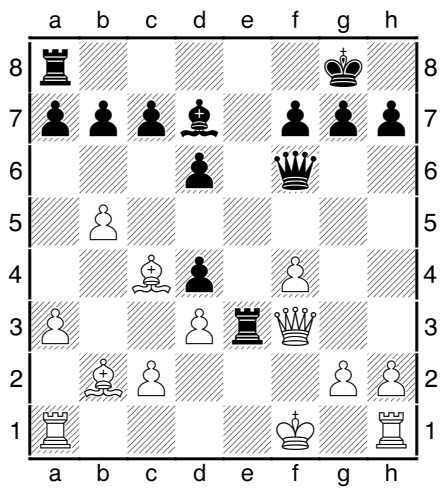
In the following puzzles you can use a PIN to win material by capturing a piece safely. It might not be a big piece: in some questions you'll just be capturing a pawn.

Here's how you do it.

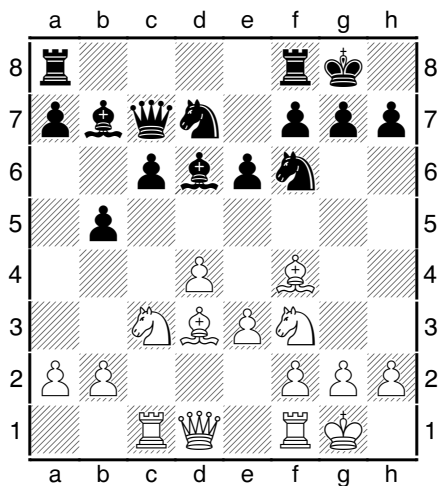
1. Find your bishops, rooks and queen, and look to see which enemy pieces are on the same line (DIAGONALS for bishops and queen, RANKS and FILES for rooks and queen).
2. Find which of your pieces is PINNING an enemy piece.
3. Look at the PINNED enemy piece and see which piece it might be (but isn't) defending.
4. Capture the enemy piece which isn't really defended by the PINNED piece.



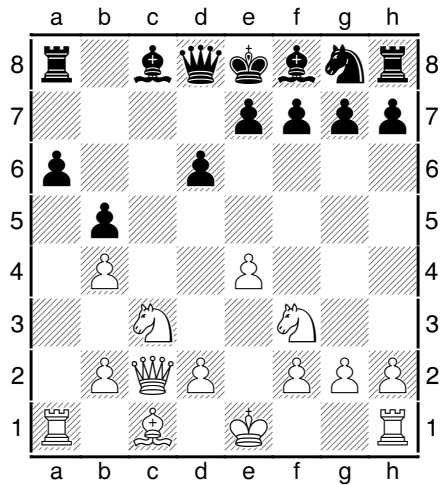
Q205. How can White use a pin to capture a piece?



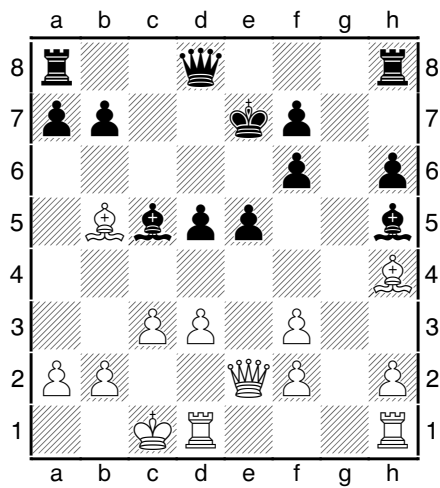
Q207. How can White use a pin to capture a piece?



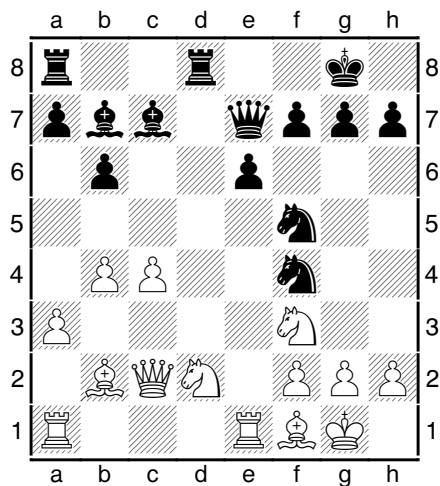
Q209. How can White use a pin to capture a piece?



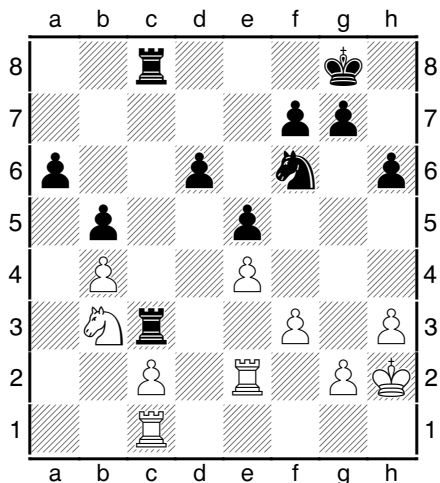
Q206. How can White use a pin to capture a piece?



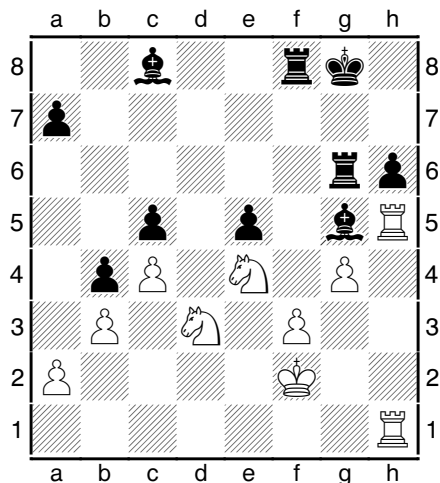
Q208. How can White use a pin to capture a piece?



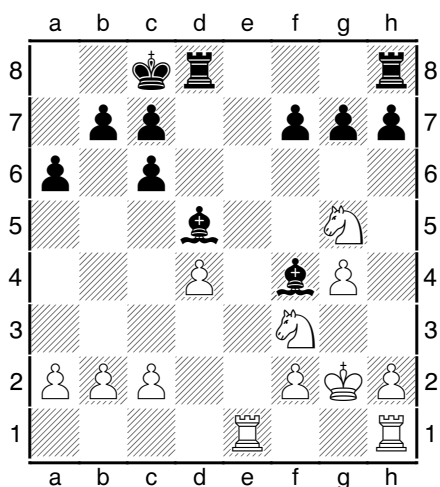
Q210. How can White use a pin to capture a piece?



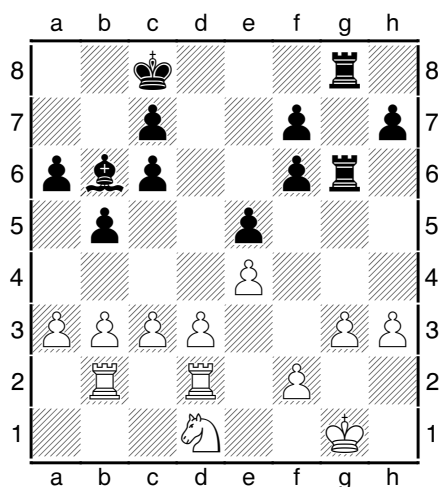
Q211. How can Black use a pin to capture a piece?



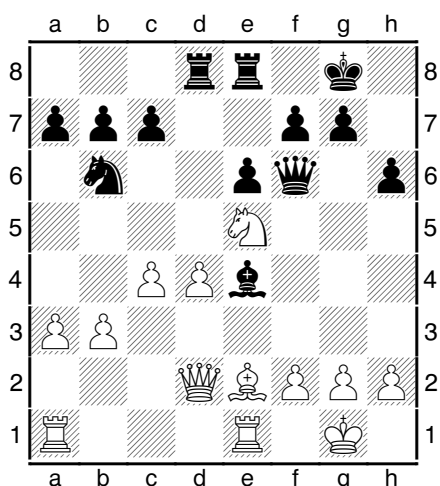
Q212. How can Black use a pin to capture a piece?



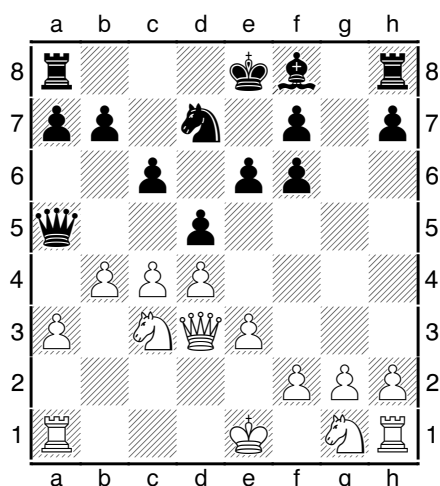
Q213. How can Black use a pin to capture a piece?



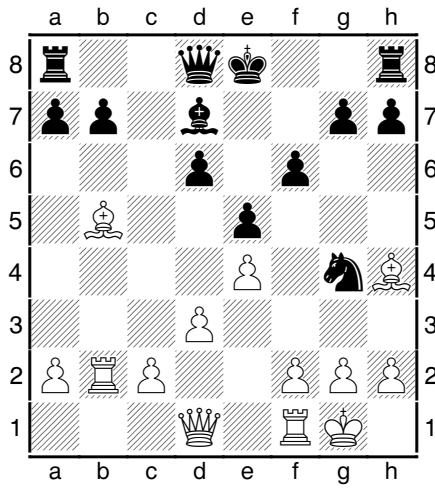
Q214. How can Black use a pin to capture a piece?



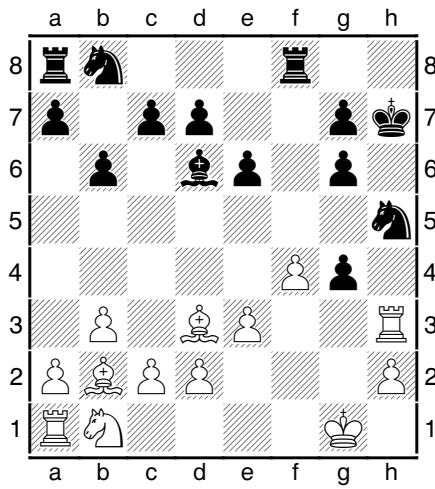
Q215. How can Black use a pin to capture a piece?



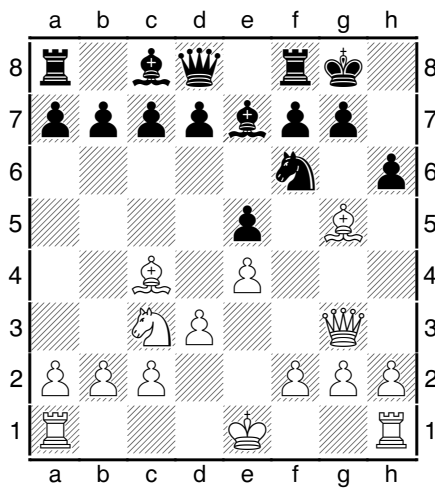
Q216. How can Black use a pin to capture a piece?



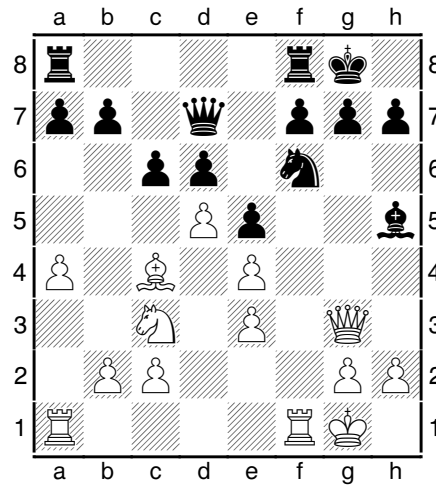
Q217. How can White use a pin to capture a piece?



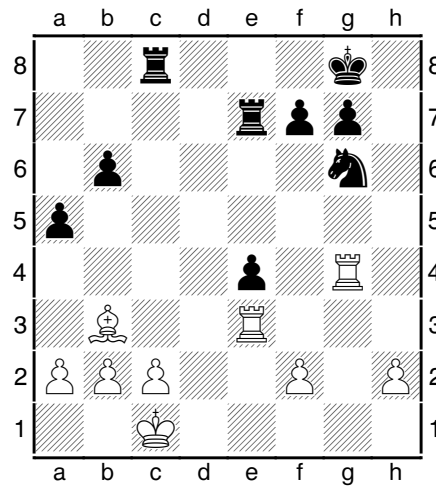
Q219. How can White use a pin to capture a piece?



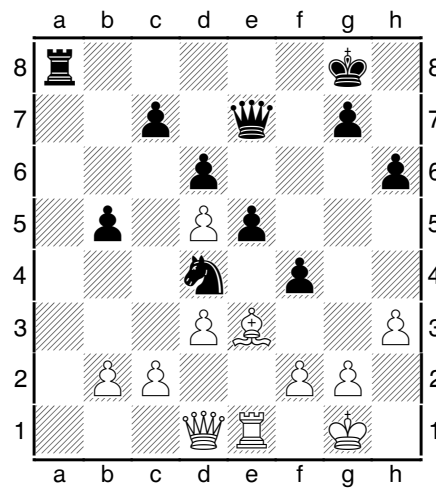
Q221. How can White use a pin to capture a piece?



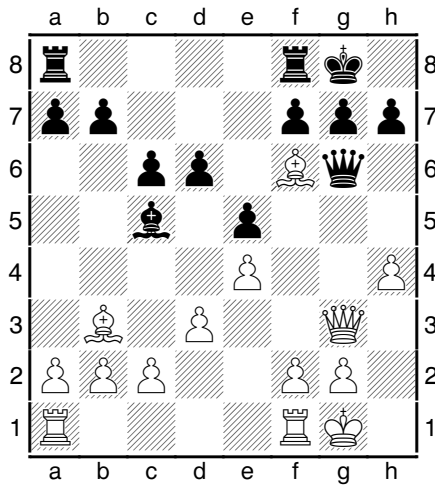
Q218. How can White use a pin to capture a piece?



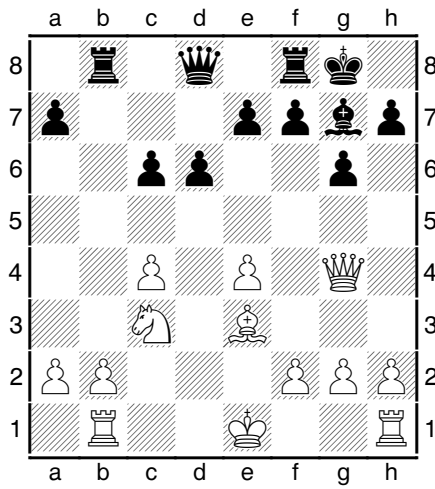
Q220. How can White use a pin to capture a piece?



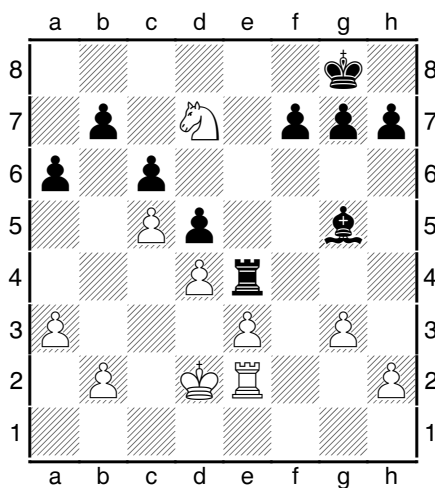
Q222. How can White use a pin to capture a piece?



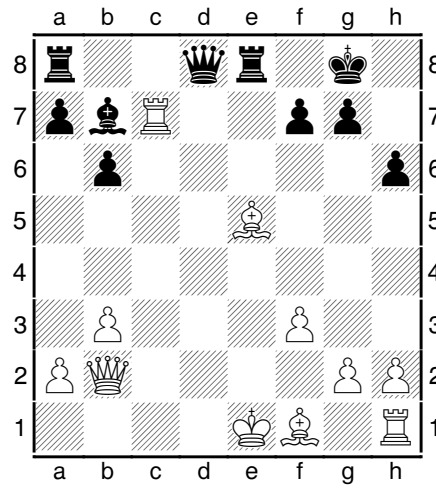
Q223. How can Black use a pin to capture a piece?



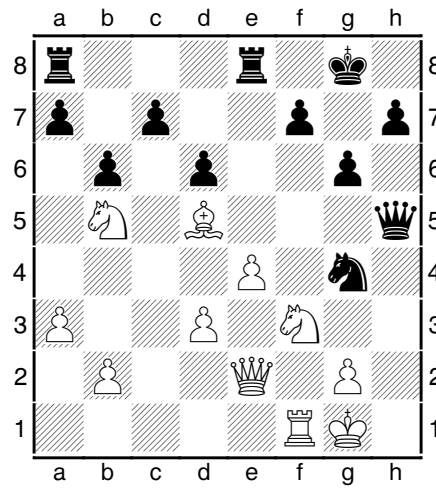
Q225. How can Black use a pin to capture a piece?



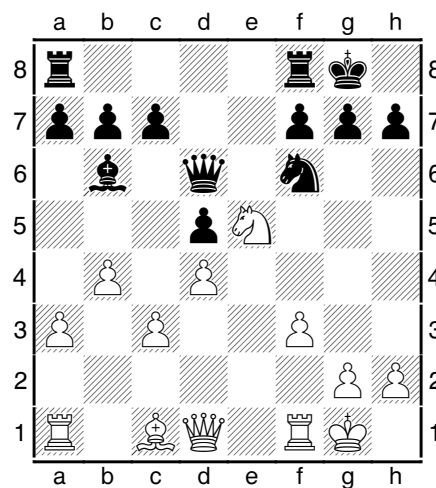
Q227. How can Black use a pin to capture a piece?



Q224. How can Black use a pin to capture a piece?



Q226. How can Black use a pin to capture a piece?



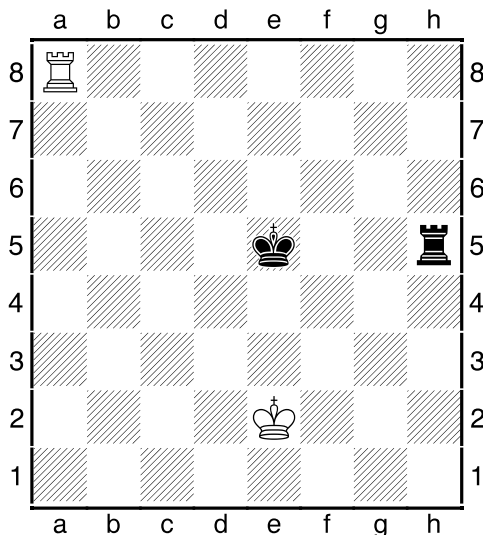
Q228. How can Black use a pin to capture a piece?

Now we move onto SKEWERS.

A SKEWER is like a PIN the other way round. You might also think it's like a FORK, but THREATENING two pieces in the same direction. It's also a lot easier to understand than the PIN.

Like a PIN, only your LINE PIECES (bishops, rooks, queen) can make a SKEWER.

In a SKEWER the more valuable enemy piece is in the middle of the sandwich. It has to move out of the way, so that you can capture the piece behind it. Very often a SKEWER will also be a CHECK.



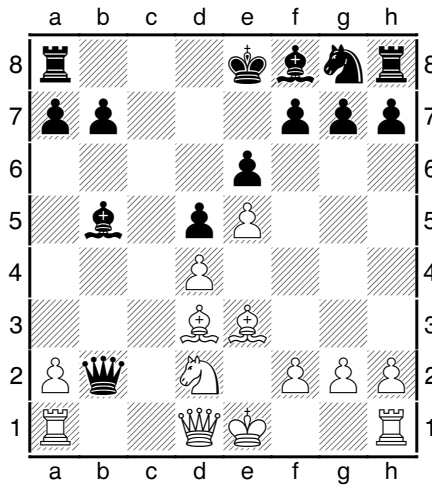
You'll see that the black king and rook are on the same RANK. So you move your rook onto the same RANK (Ra5+) saying CHECK. The black king will have to move out of check and your rook will be able to capture the black rook next move.

Here's how you solve SKEWER puzzles.

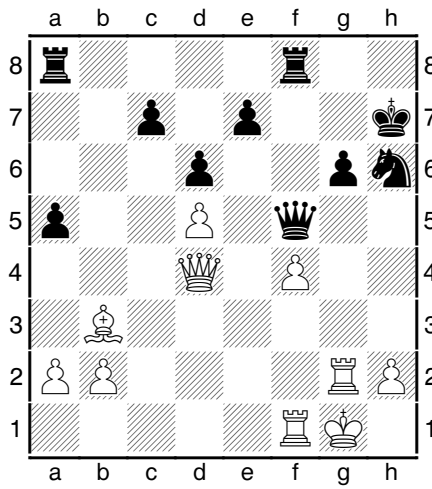
1. Look for your LINE PIECES (bishops, rooks, queen).
2. Look for two enemy pieces on the same line.
3. Look for ways to get your LINE PIECES onto the same line as the two enemy pieces.

Sometimes the first move will be a CHECK. Sometimes it will THREATEN the enemy queen which will not be able to defend the piece behind her. Sometimes it will just THREATEN another piece, maybe for a second time, which cannot be defended again so has to move away. In most of the questions you'll win a MINOR or MAJOR piece but in some of the positions you might only win a pawn.

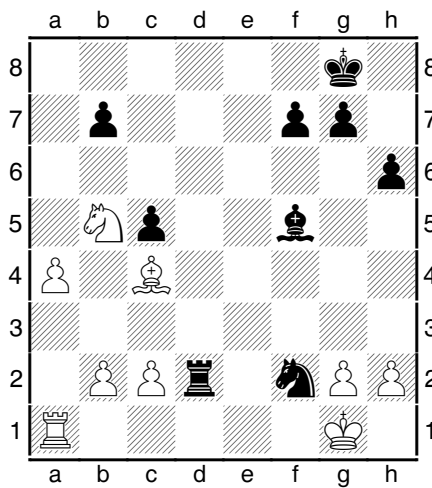
It shouldn't be too difficult, so away you go!



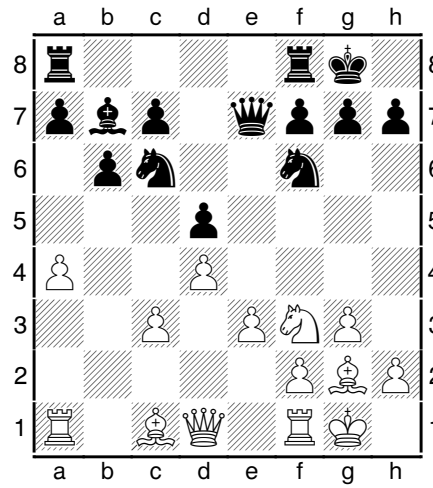
Q229. How can White use a skewer to win a piece?



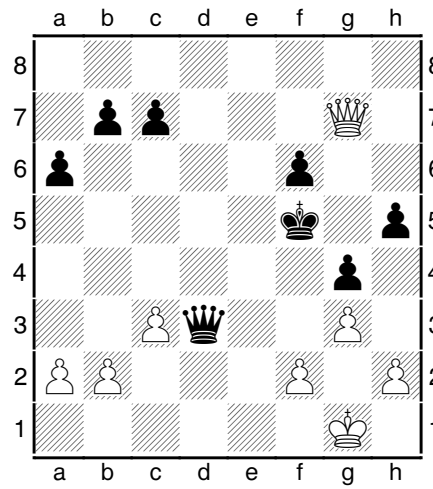
Q231. How can White use a skewer to win a piece?



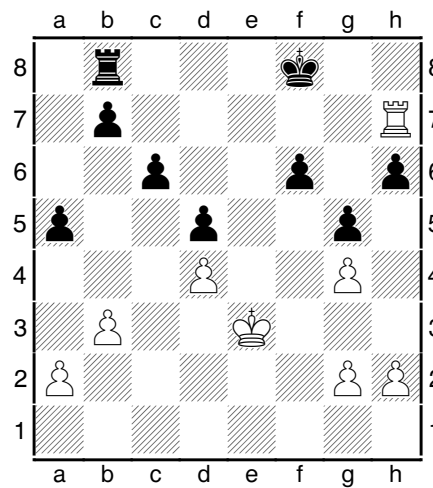
Q233. How can White use a skewer to win a piece?



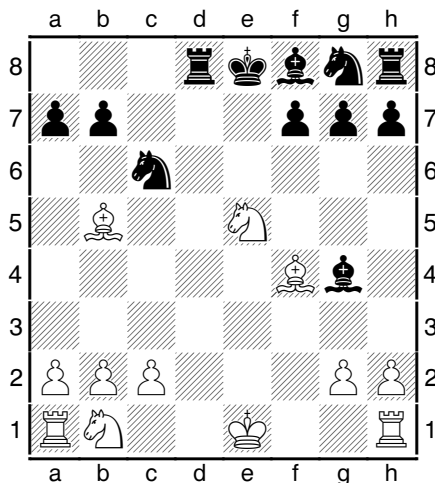
Q230. How can White use a skewer to win a piece?



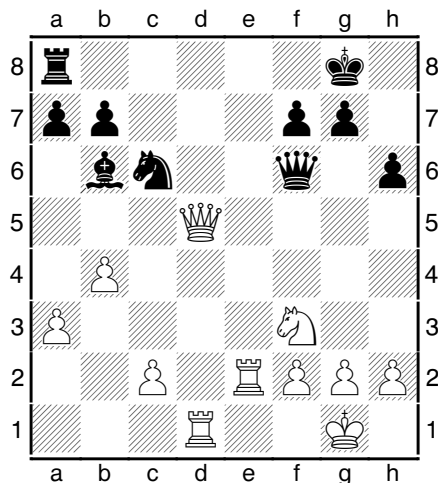
Q232. How can White use a skewer to win a piece?



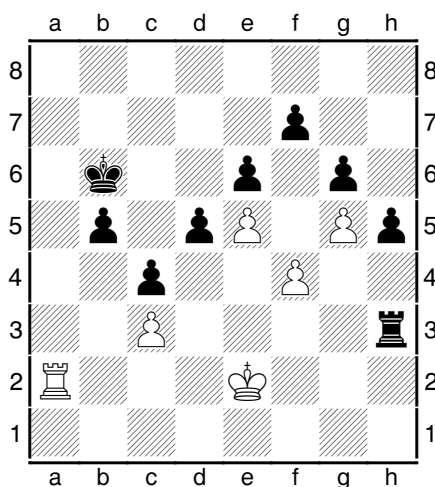
Q234. How can White use a skewer to win a piece?



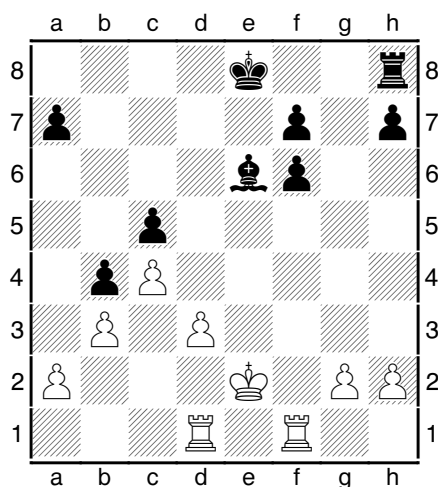
Q235. How can Black use a skewer to win a piece?



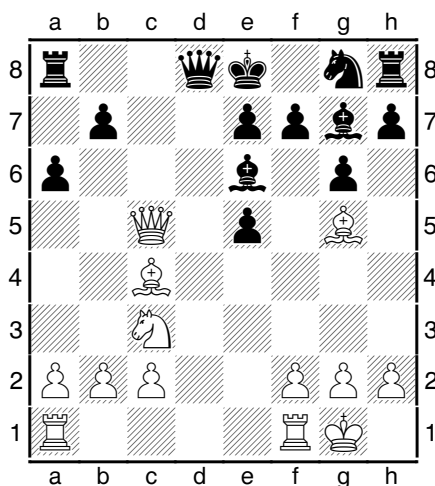
Q236. How can Black use a skewer to win a piece?



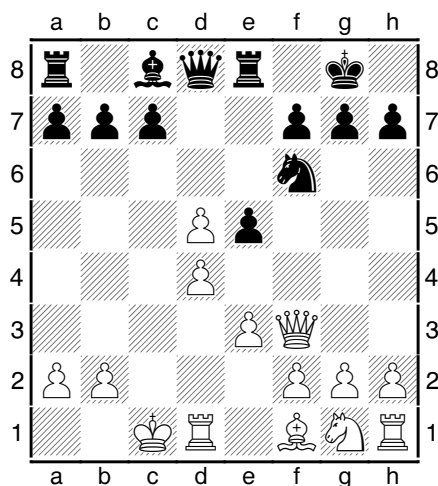
Q237. How can Black use a skewer to win a piece?



Q238. How can Black use a skewer to win a piece?



Q239. How can Black use a skewer to win a piece?



Q240. How can Black use a skewer to win a piece?

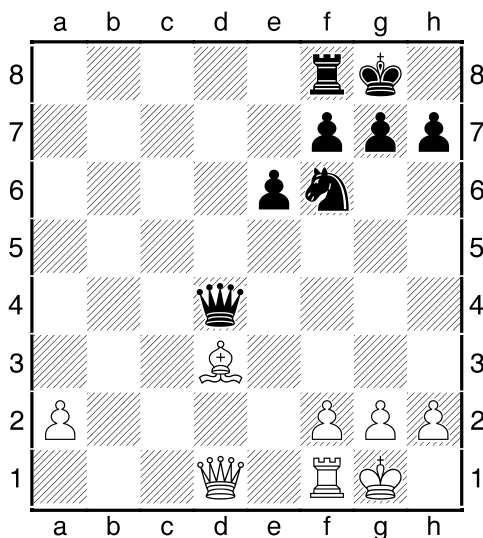
CHAPTER 5

DISCOVERED ATTACKS

You've now seen how you can win pieces by creating two THREATS at the same time using the same piece.

You can also win pieces by creating two THREATS at the same time using DIFFERENT pieces. How can you do that? Let's have a look.

What we do is make a DISCOVERED ATTACK (it's really a DISCOVERED THREAT). You'll remember that a PIN is when you have a LINE PIECE lined up against an enemy TARGET with another enemy piece in the way. That piece is PINNED and cannot, or should not, move. If the piece in the middle of the sandwich is a friendly piece, not an enemy piece, you can move it out of the way and open up a DISCOVERED ATTACK. If the DISCOVERED ATTACK opens up a CHECK we call it a DISCOVERED CHECK.

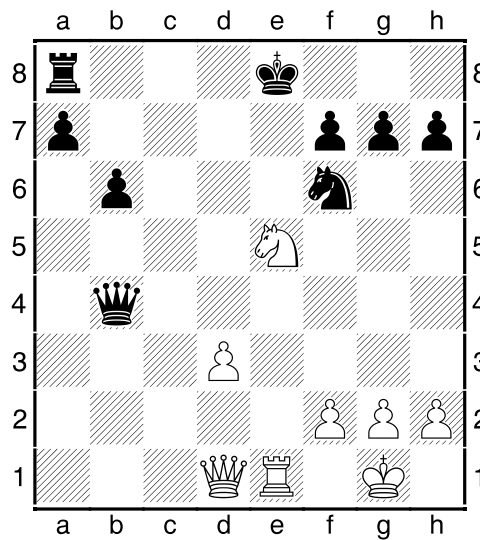


Look at the d-file in this typical example. There's a white queen and an undefended black queen, with a white bishop in between. You're White: what would you play?

If you move your bishop out of the way, your queen will THREATEN the black queen. If you play a random bishop move Black will capture your queen first. But if you move your bishop with CHECK, Black will have to deal with that, leaving you to capture the queen next move.

So what you do is play Bxh7+. Yes, you're going to lose your bishop, but never mind! Next move you'll win the black queen.

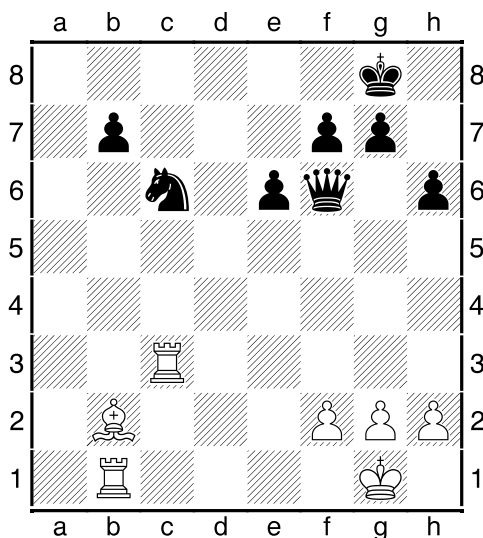
Now look at this.



This time you have to look at the e-file. Your rook is lined up against the black king with your knight in the way. If you move your knight anywhere it will be DISCOVERED CHECK. Can you find a knight move that creates another THREAT? The answer is Nc6+. It's DISCOVERED CHECK and at the same time the knight THREATENS the black queen. The best Black can do is Qxe1, when you'll win a queen for a rook.

When you're playing games you'll sometimes find that your opponents don't notice DISCOVERED ATTACKS at all. Many players make the mistake of only looking at the piece their opponent just moved, not at the whole board, so even DISCOVERED ATTACKS that should be harmless will win you a piece.

Sometimes, as in these examples, the piece making the move will create a threat. Another way you can win a piece using a DISCOVERY is when your move makes a CAPTURE.

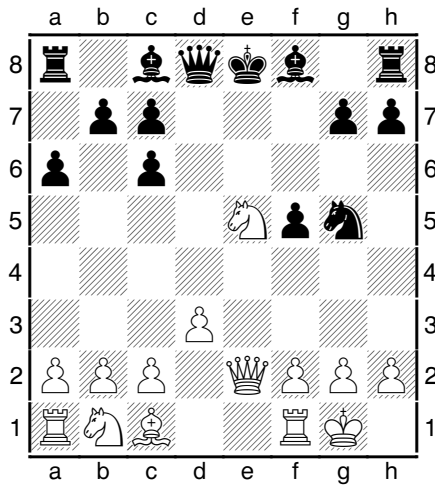


White notices the pieces lined up on the a1-h8 diagonal. There's a white bishop on b2, a rook on c3 and a black queen on e6. A random rook move would open a DISCOVERED ATTACK but the black queen could just run away. Instead White can play Rxc6, capturing the knight which seems to be defended safely. If Black captures the rook, White will capture the black queen. If the black queen runs away, then the white rook will run away next move. Either way, White comes out ahead.

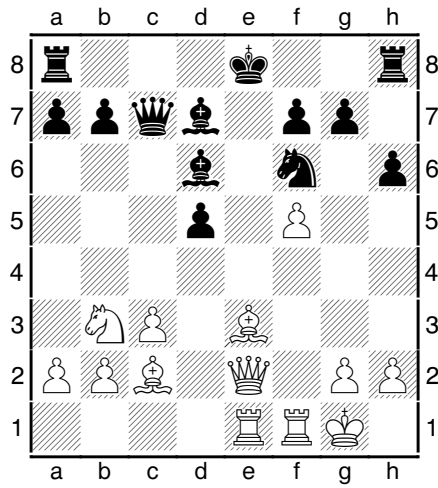
Here's how you go about solving DISCOVERY puzzles.

1. Look for your LINE PIECES (bishops, rooks, queen).
2. Look for a LINE PIECE lined up against an enemy target (a king, a more valuable piece or an undefended piece) with one of your pieces in the way.
3. Look at all the possible moves you could make with the piece in the middle of the sandwich.
4. Find the move that does the most damage: it might be a CHECK, CAPTURE or THREAT.
5. Make sure your move is safe.
6. Make sure that you will win points whatever your opponent's next move is.

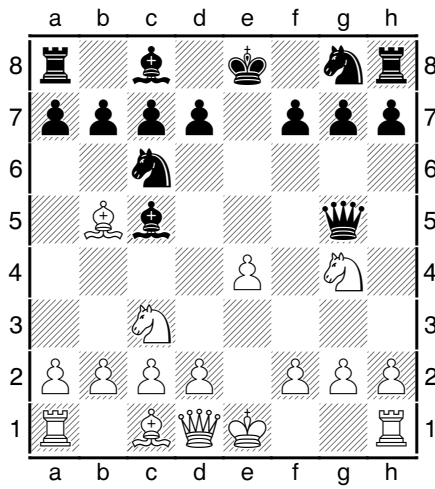
Away you go!



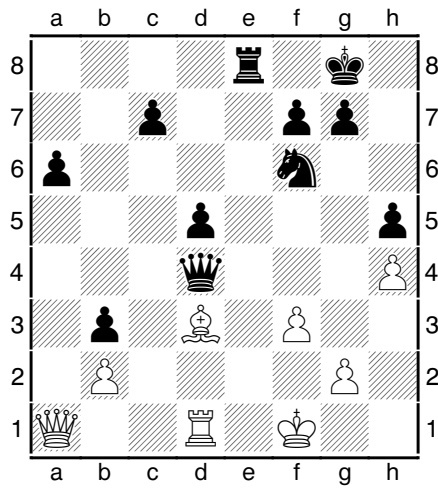
Q241. How can White use a discovery to win a piece?



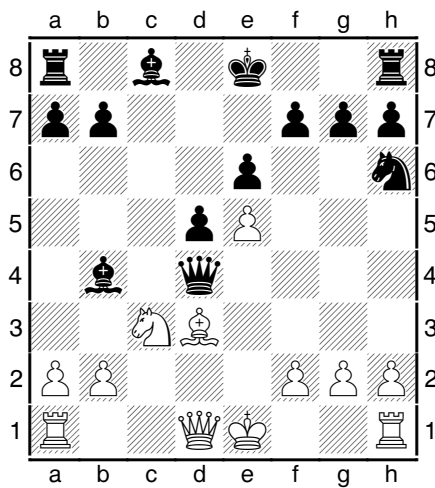
Q242. How can White use a discovery to win a piece?



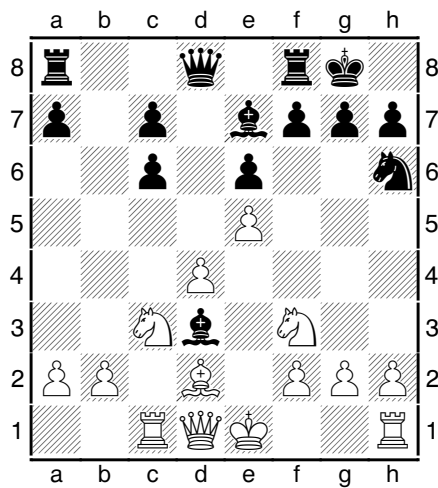
Q243. How can White use a discovery to win a piece?



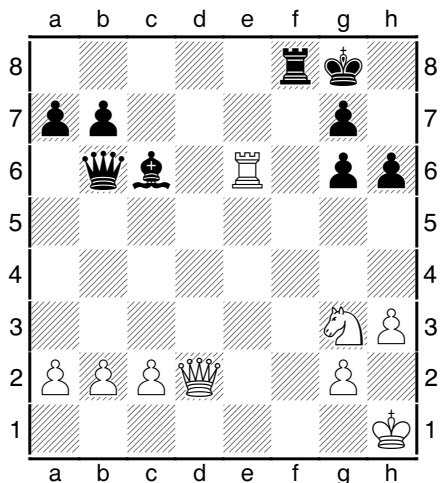
Q244. How can White use a discovery to win a piece?



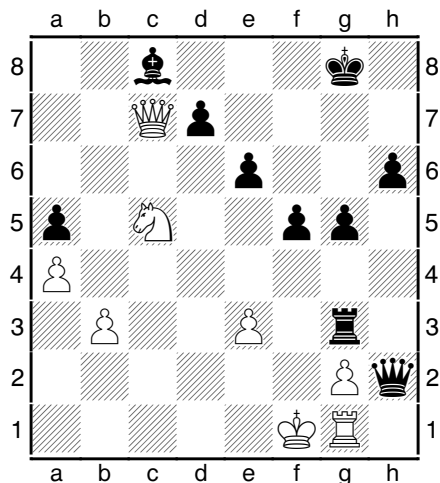
Q245. How can White use a discovery to win a piece?



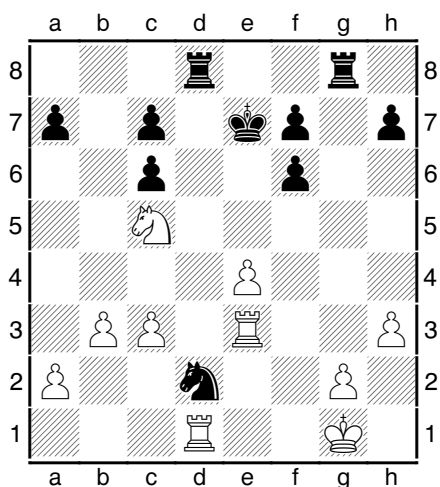
Q246. How can White use a discovery to win a piece?



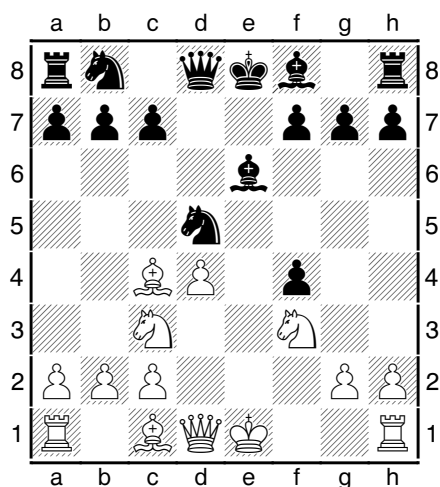
Q247. How can Black use a discovery to win a piece?



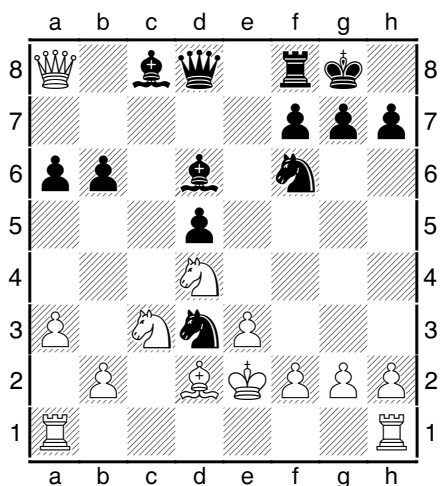
Q248. How can Black use a discovery to win a piece?



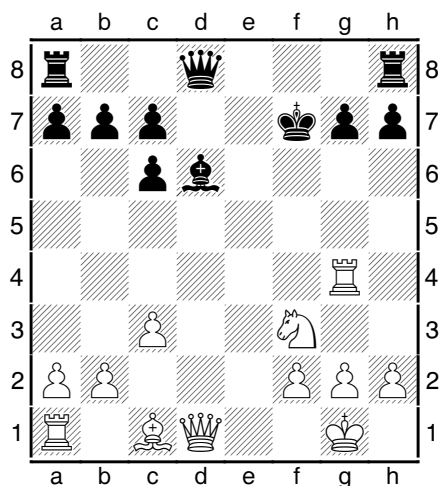
Q249. How can Black use a discovery to win a piece?



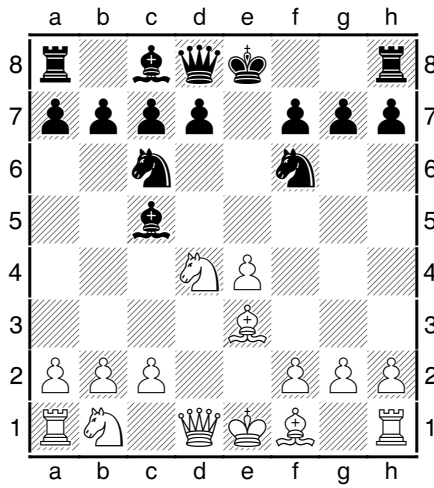
Q250. How can Black use a discovery to win a piece?



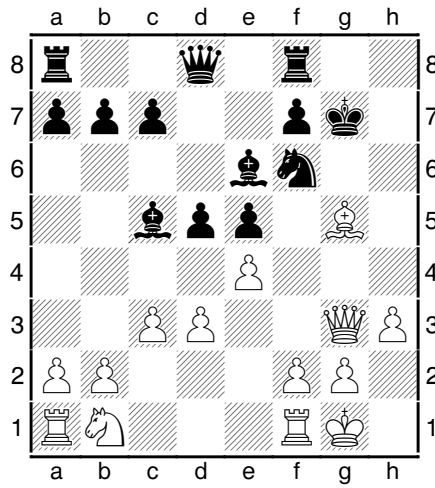
Q251. How can Black use a discovery to win a piece?



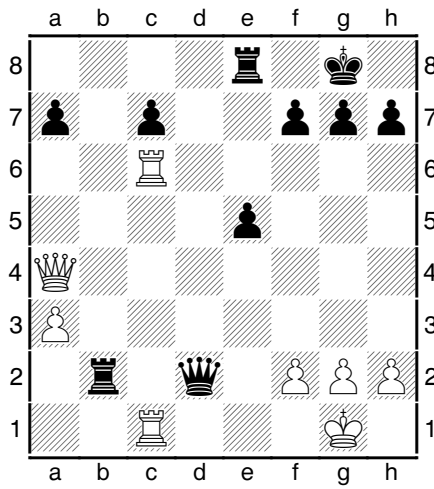
Q252. How can Black use a discovery to win a piece?



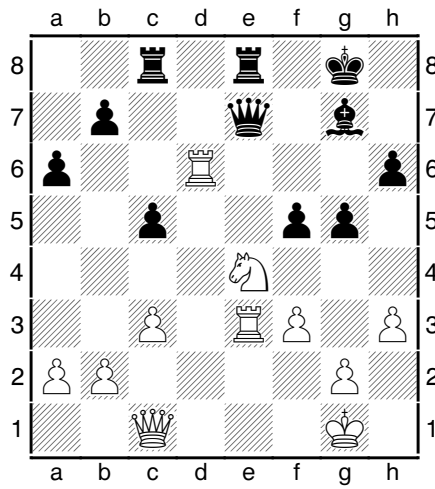
Q253. How can White use a discovery to win a piece?



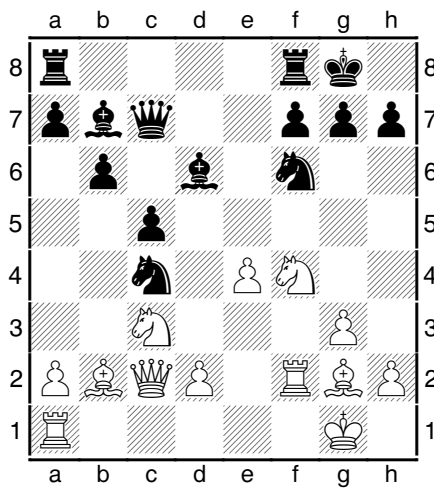
Q254. How can White use a discovery to win a piece?



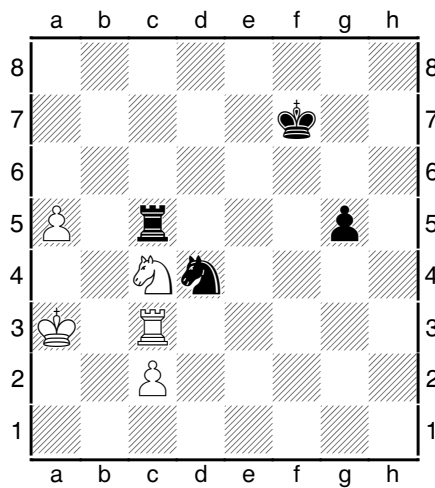
Q255. How can White use a discovery to win a piece?



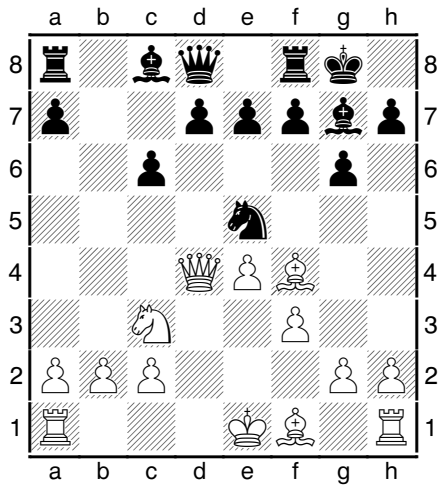
Q256. How can White use a discovery to win a piece?



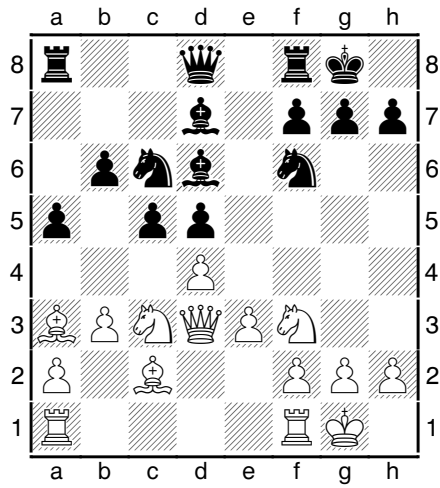
Q257. How can White use a discovery to win a piece?



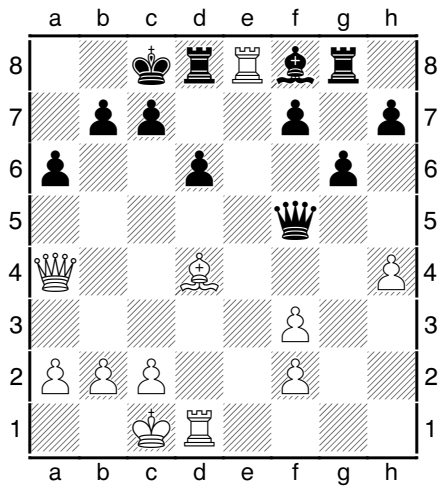
Q258. How can White use a discovery to win a piece?



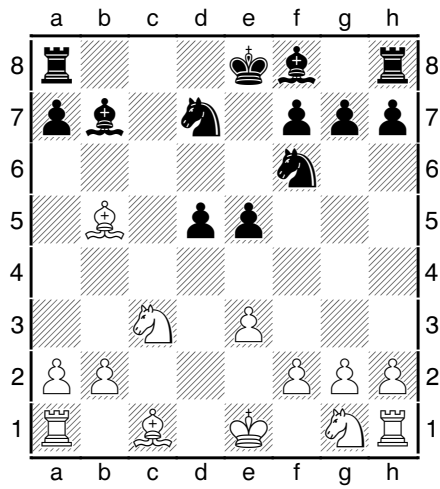
Q259. How can Black use a discovery to win a piece?



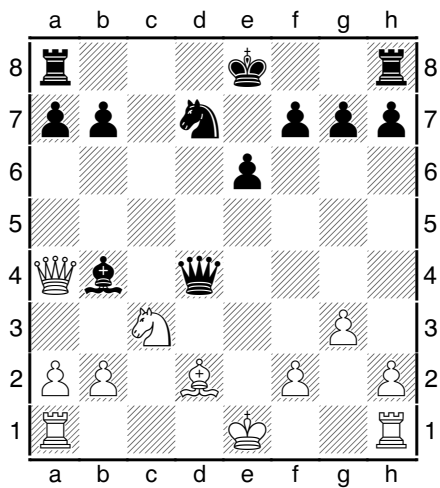
Q260. How can Black use a discovery to win a piece?



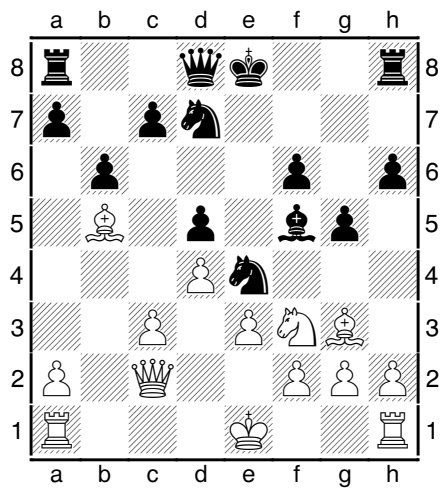
Q261. How can Black use a discovery to win a piece?



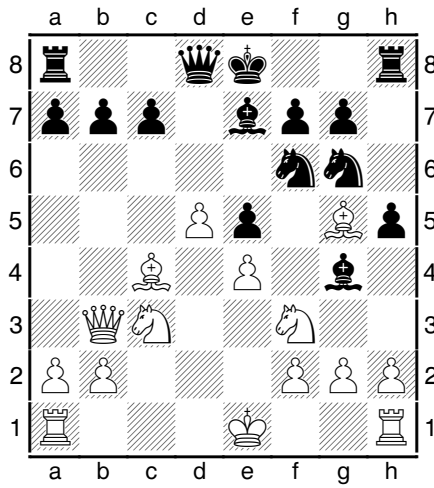
Q262. How can Black use a discovery to win a piece?



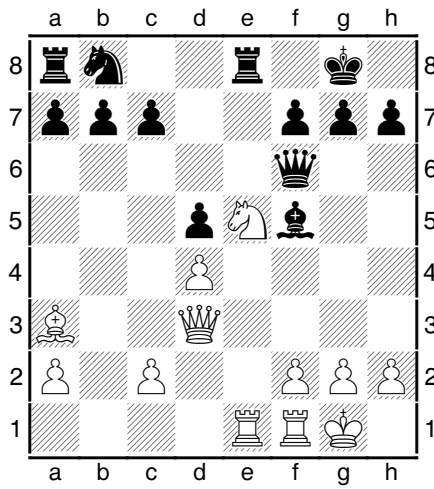
Q263. How can Black use a discovery to win a piece?



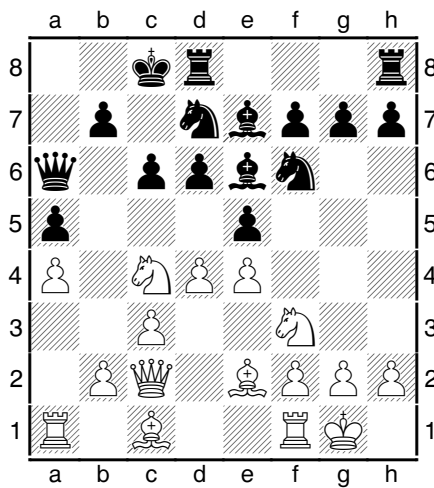
Q264. How can Black use a discovery to win a piece?



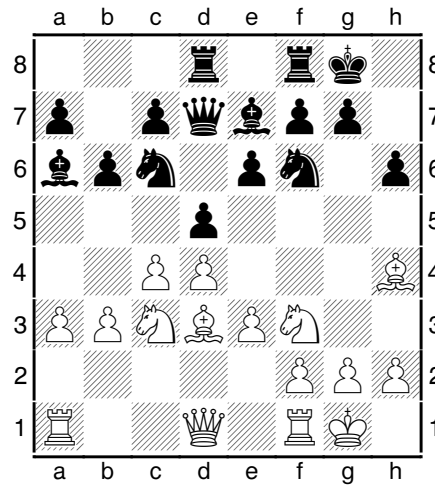
Q265. How can White use a discovery to win a piece?



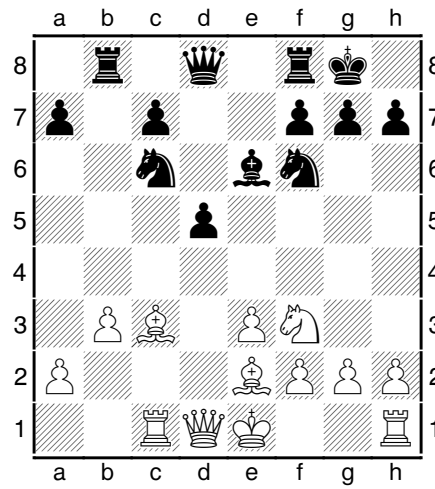
Q267. How can White use a discovery to win a piece?



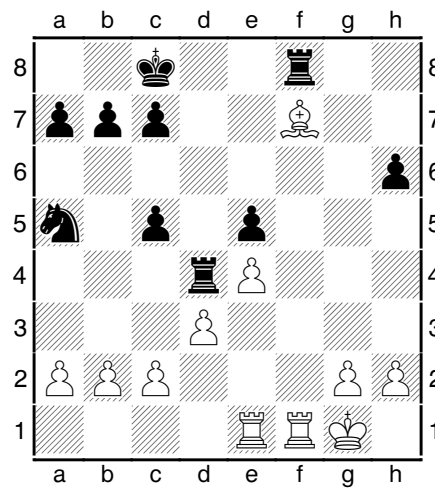
Q269. How can White use a discovery to win a piece?



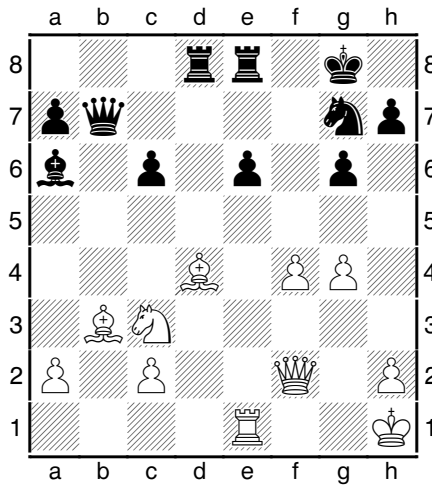
Q266. How can White use a discovery to win a piece?



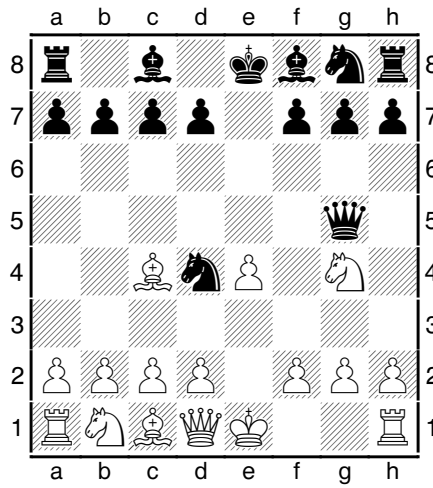
Q268. How can White use a discovery to win a piece?



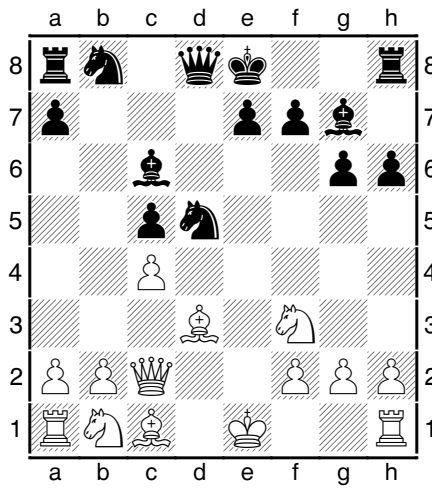
Q270. How can White use a discovery to win a piece?



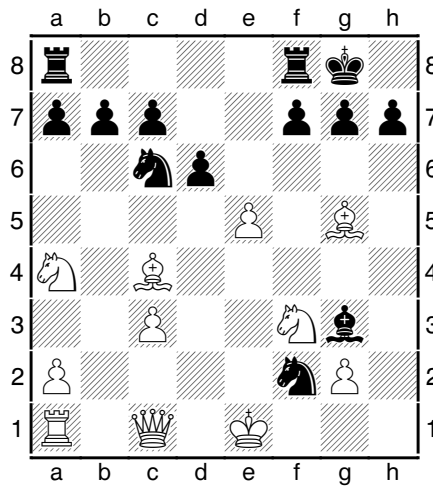
Q271. How can Black use a discovery to win a piece?



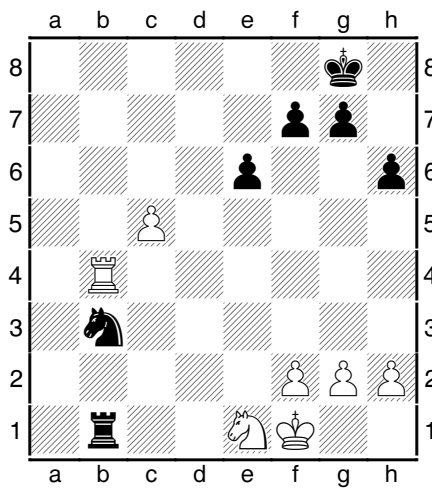
Q272. How can Black use a discovery to win a piece?



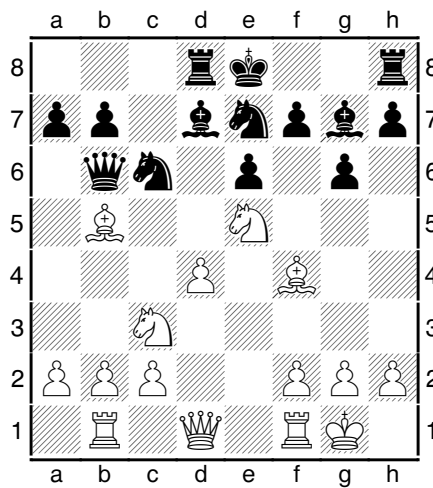
Q273. How can Black use a discovery to win a piece?



Q274. How can Black use a discovery to win a piece?



Q275. How can Black use a discovery to win a piece?



Q276. How can Black use a discovery to win a piece?

CHAPTER 6

REVISION QUIZ

You've now learnt how you can TRAP A PIECE by threatening a piece which has no escape.

You've also learnt about different ways of creating two threats at the same time.

You can do this with one piece in two directions (FORK), with one piece in the same direction (PIN, SKEWER) or with two different pieces (DISCOVERY).

You can also win a PINNED piece by threatening it because it can't move away. You can USE A PIN to capture a piece or even play a FORK.

It's time for some revision. You'll see some more puzzles, but this time you won't know what sort of move you're looking for, only that you're looking for one of these ideas. In each position you can win points, either by capturing a piece for free, by creating a THREAT that your opponent cannot meet, or by creating TWO THREATS at the same time.

One way is to look for SIGNPOSTS.

1. If there's an enemy piece which doesn't have many safe squares you might be able to TRAP it.
2. If your opponent's king is open to attack a CHECK might also be a FORK.
3. You might be able to win an undefended enemy piece by playing a FORK.
4. Look down the lines of your LINE PIECES (bishops, rooks, queen) to look for TARGETS. If there's an enemy piece in the way you have a PIN. If one of your pieces is in the way you might be able to play a DISCOVERY.
5. If you see two enemy pieces in line with each other you might be looking for a PIN.

You should also use a CCTV to look at the board. In real life CCTV stands for Closed Circuit TeleVision. In chess it means something different.

The first C stands for CHECKS. You should look at every CHECK. It might be CHECKMATE. It might lead to CHECKMATE. It might force the enemy king onto a square where you can play a FORK or some other tactic. Most CHECKS are a waste of time, so don't just play the first CHECK you see. You have to LOOK AHEAD to work out whether or not it's a good move.

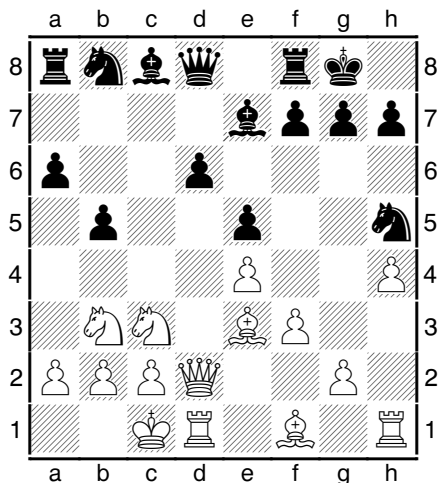
The second C stands for CAPTURES. You should also look at every CAPTURE. Again, not all CAPTURES are good, but you have to look at them. A CAPTURE might win a piece for free, or win a stronger piece for a weaker piece.

The T stands for THREATS. Perhaps you can create a THREAT that cannot be met. Perhaps you can create TWO THREATS at the same time, for instance by playing a FORK or a DISCOVERED ATTACK.

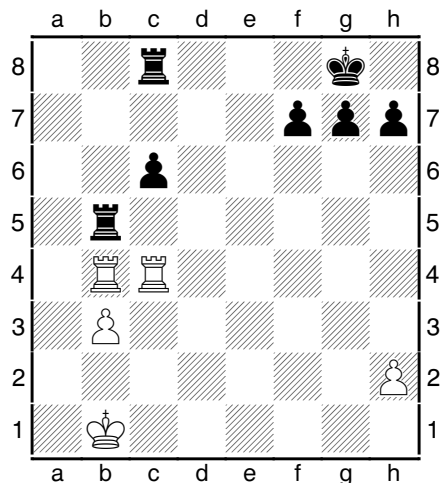
You have to train yourself to look at every CHECK, CAPTURE and THREAT, both for you and for your opponent, every move. You then have to LOOK AHEAD as far as you can in each case, to see what will happen then. If you can do this you will be rewarded: V for VICTORY will be yours.

The way I'd do it is to have a quick look for SIGNPOSTS first, and then, if I didn't see anything obvious, start looking for CHECKS, CAPTURES and THREATS. But your brain may not work the same way as mine, so you might choose a different method. It doesn't matter how you go about it as long as you find the right answers!

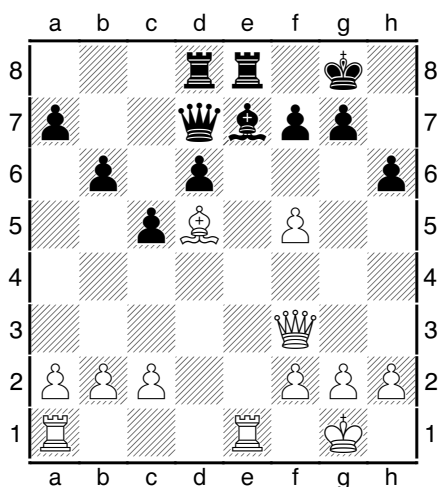
It won't be easy: you'll have to look at each diagram very closely and think very hard in order to solve these puzzles. Good luck!



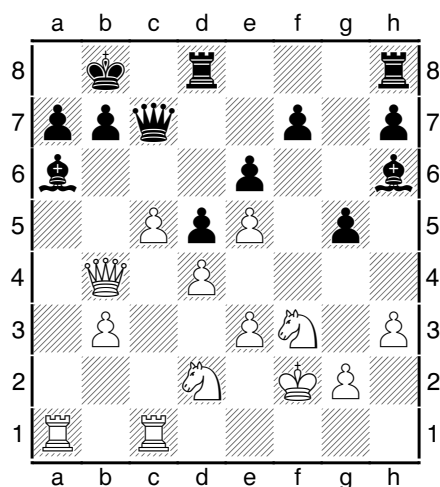
Q277. Find the best move for White



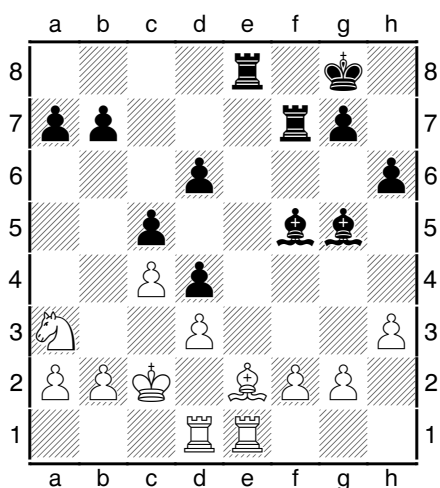
Q278. Find the best move for White



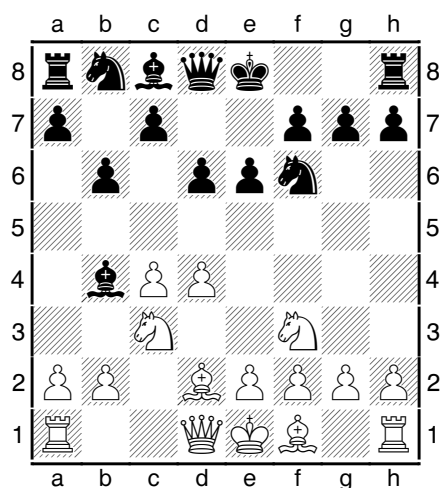
Q279. Find the best move for White



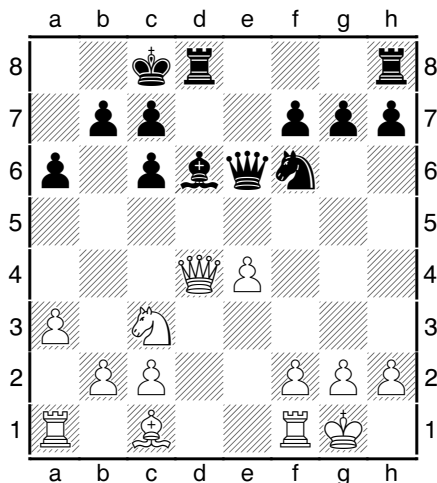
Q280. Find the best move for White



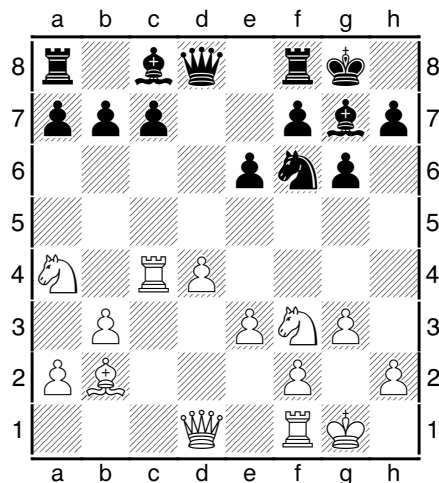
Q281. Find the best move for White



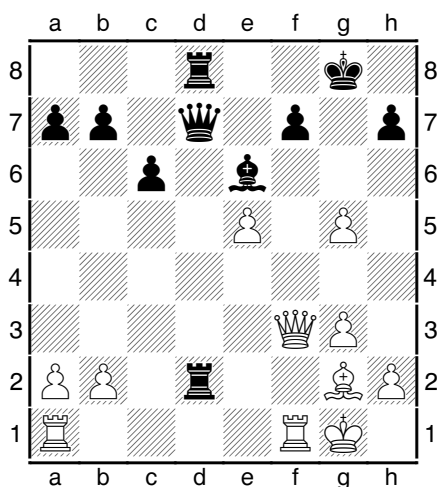
Q282. Find the best move for White



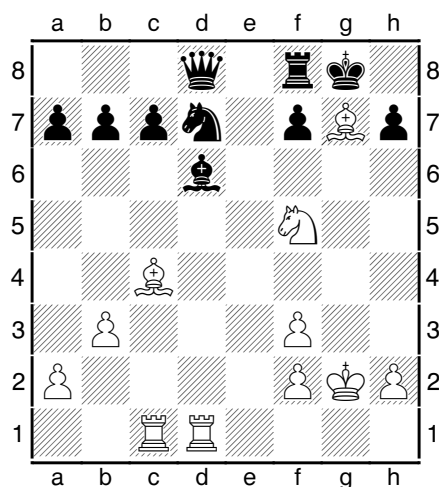
Q283. Find the best move for Black



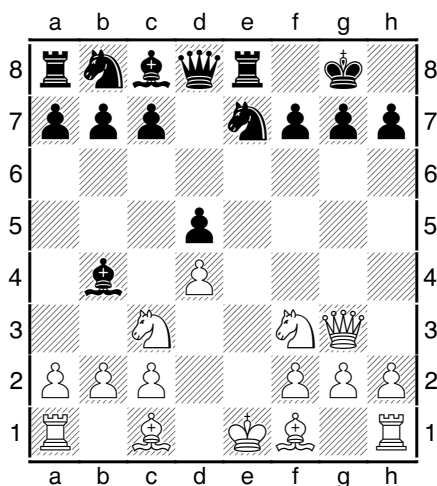
Q284. Find the best move for Black



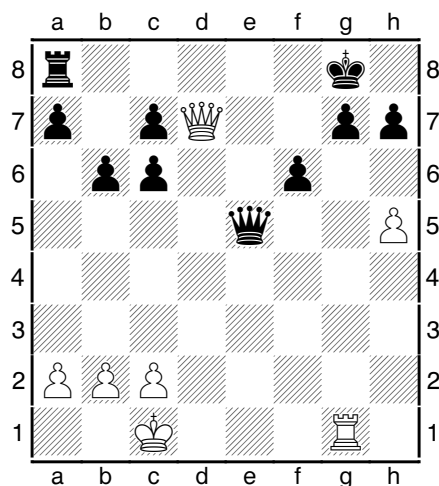
Q285. Find the best move for Black



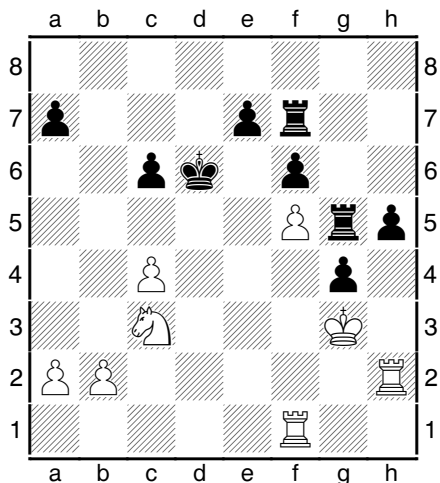
Q286. Find the best move for Black



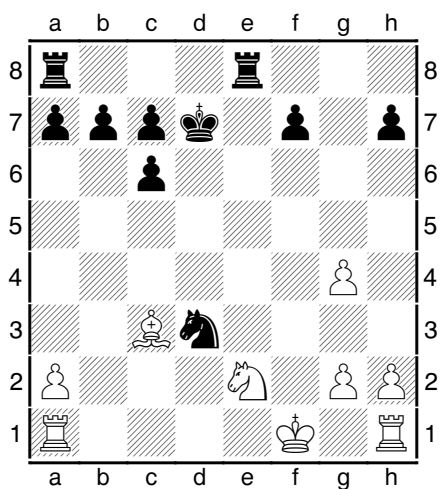
Q287. Find the best move for Black



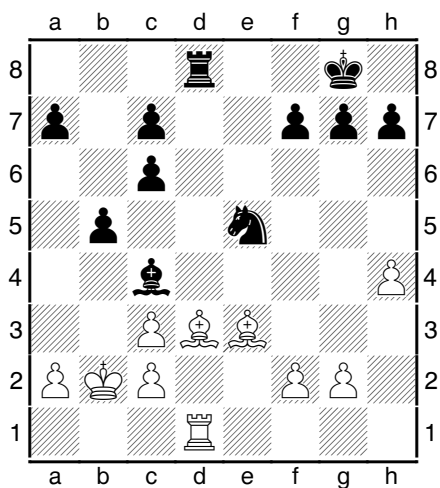
Q288. Find the best move for Black



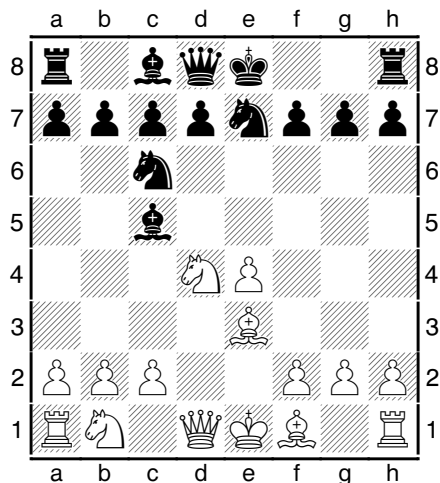
Q289. Find the best move for White



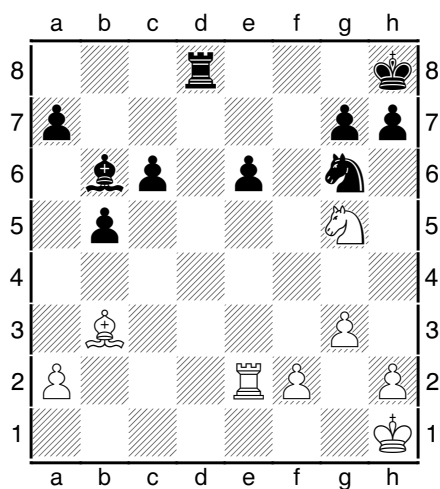
Q291. Find the best move for White



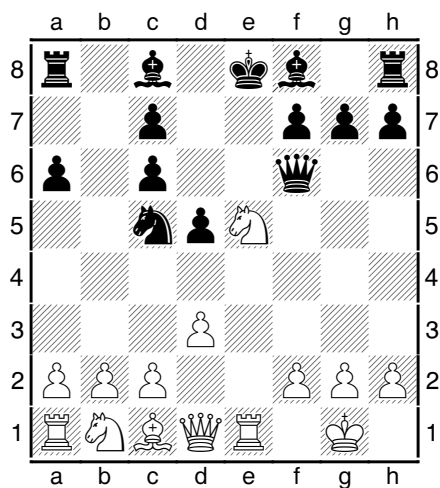
Q293. Find the best move for White



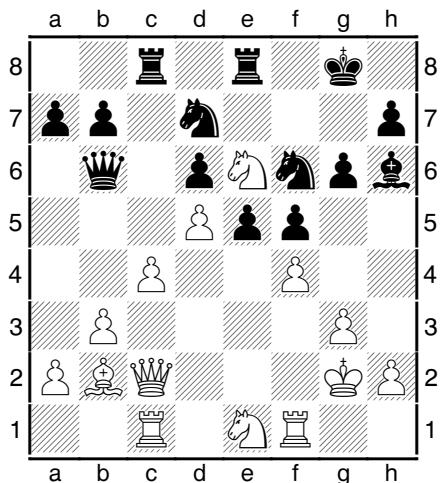
Q290. Find the best move for White



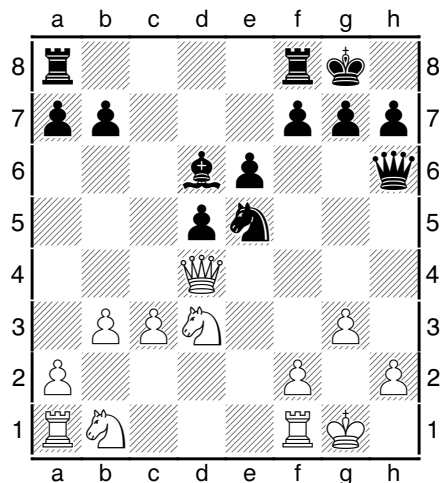
Q292. Find the best move for White



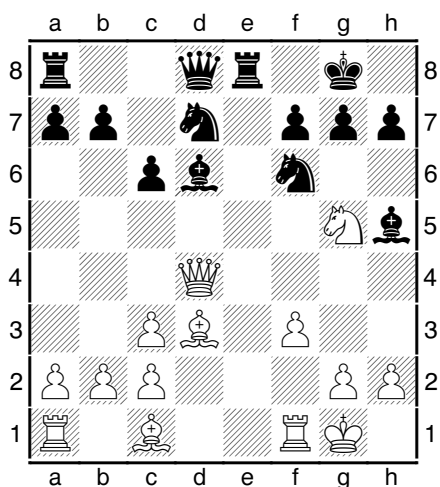
Q294. Find the best move for White



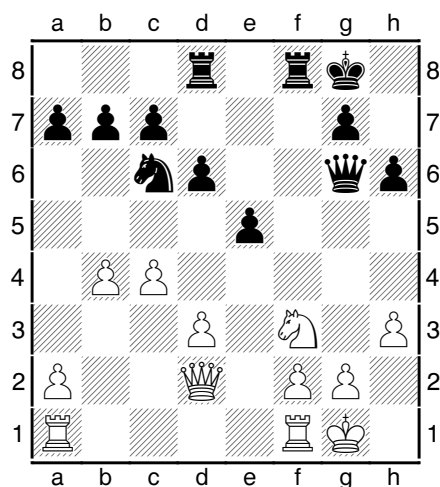
Q295. Find the best move for Black



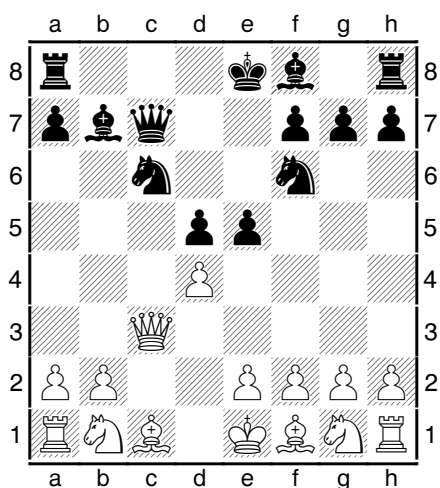
Q296. Find the best move for Black



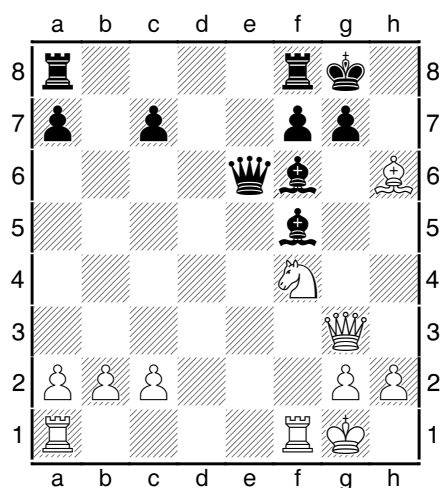
Q297. Find the best move for Black



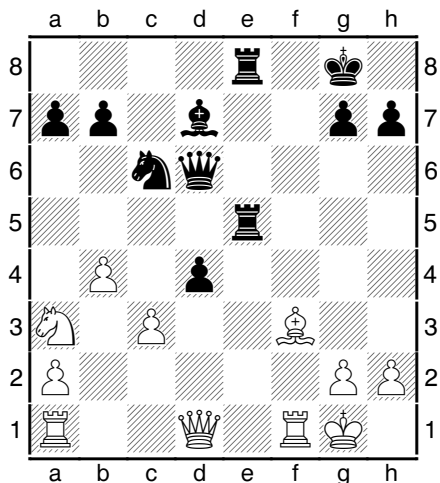
Q298. Find the best move for Black



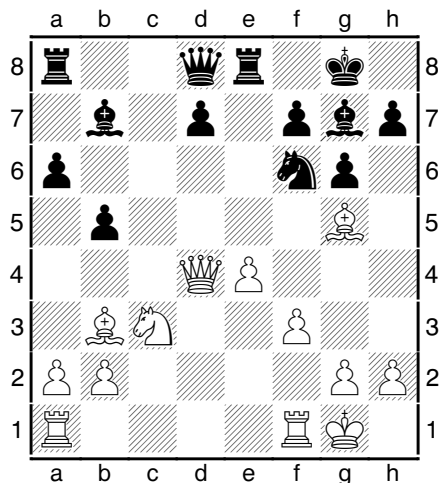
Q299. Find the best move for Black



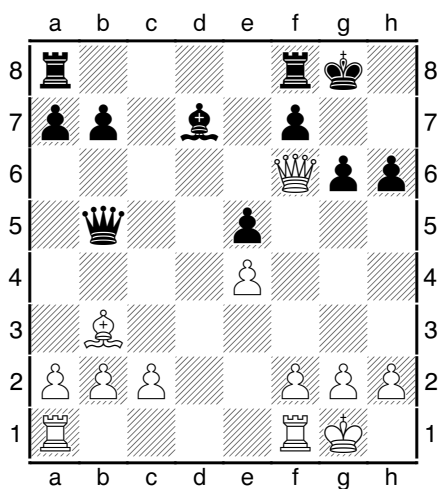
Q300. Find the best move for Black



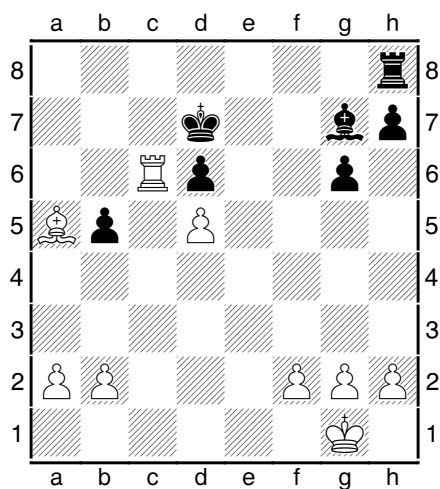
Q301. Find the best move for White



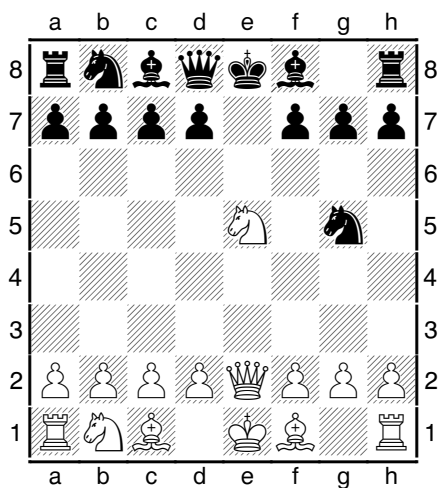
Q302. Find the best move for White



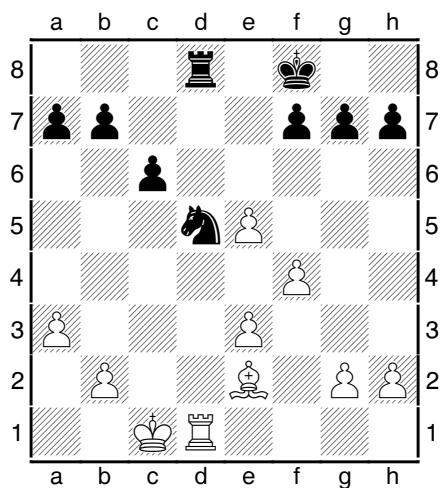
Q303. Find the best move for White



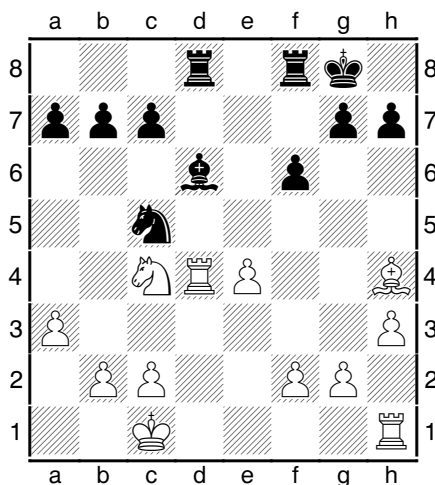
Q304. Find the best move for White



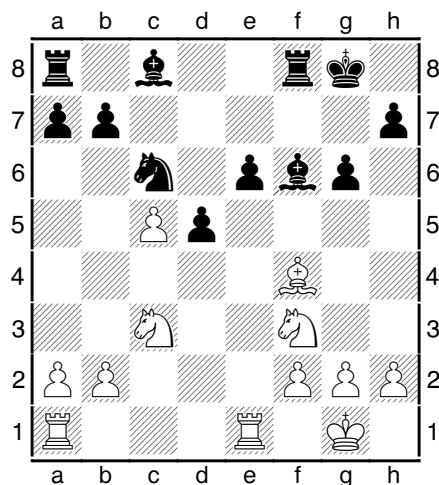
Q305. Find the best move for White



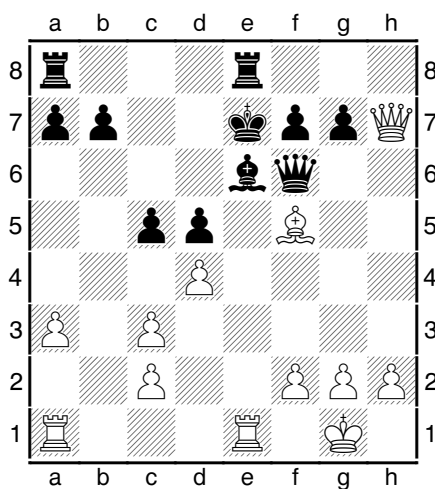
Q306. Find the best move for White



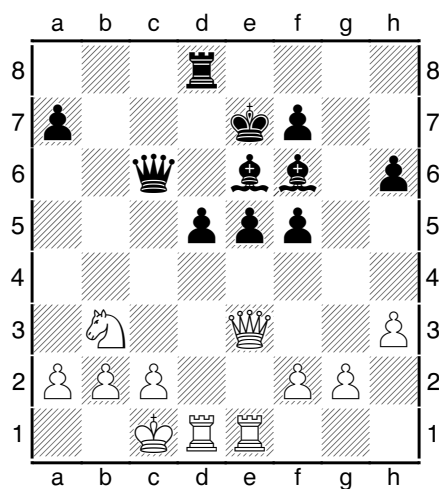
Q307. Find the best move for Black



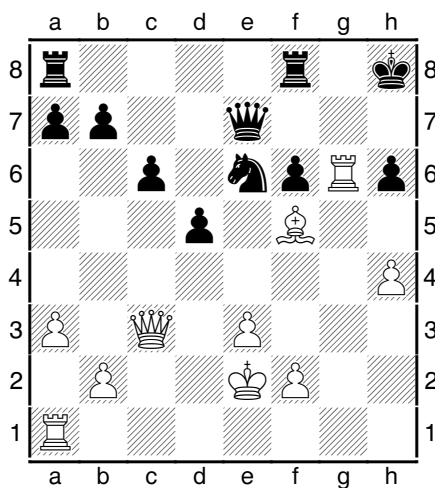
Q308. Find the best move for Black



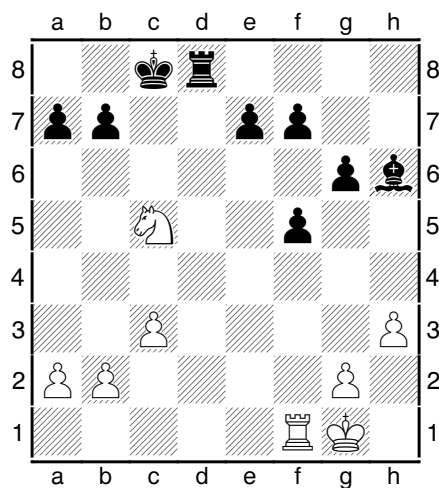
Q309. Find the best move for Black



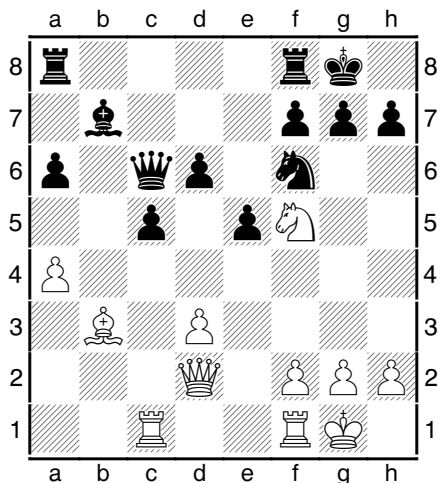
Q310. Find the best move for Black



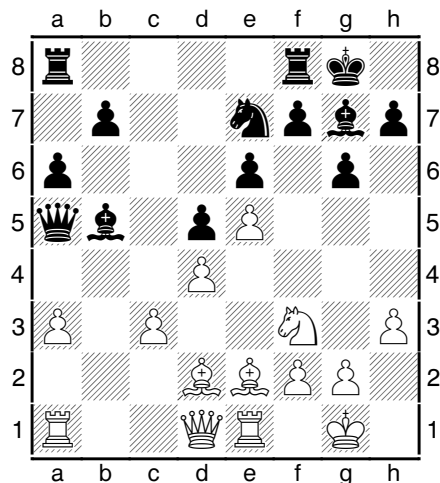
Q311. Find the best move for Black



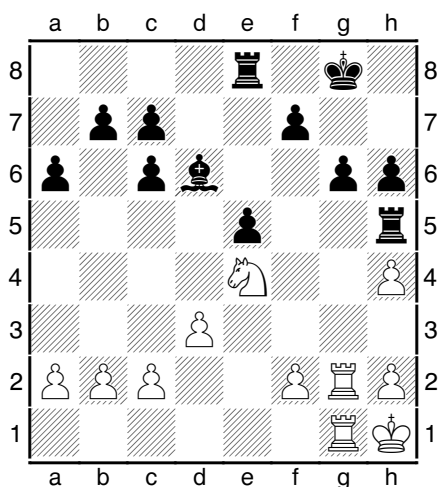
Q312. Find the best move for Black



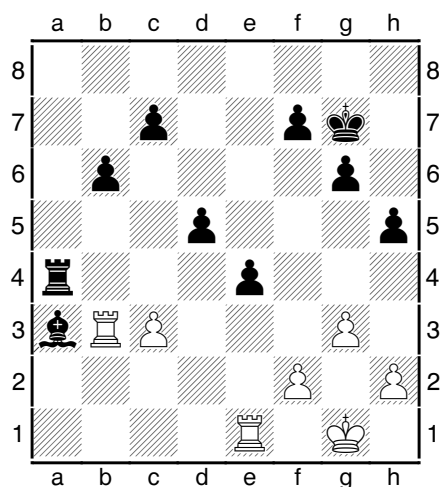
Q313. Find the best move for White



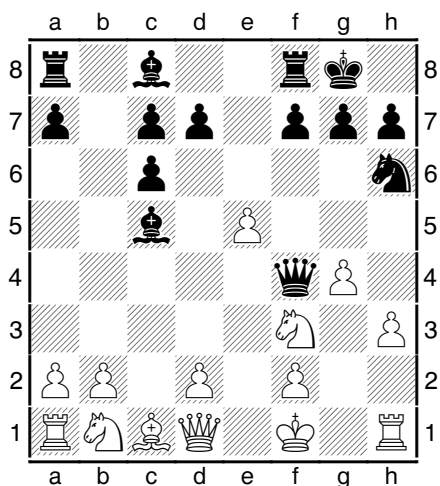
Q314. Find the best move for White



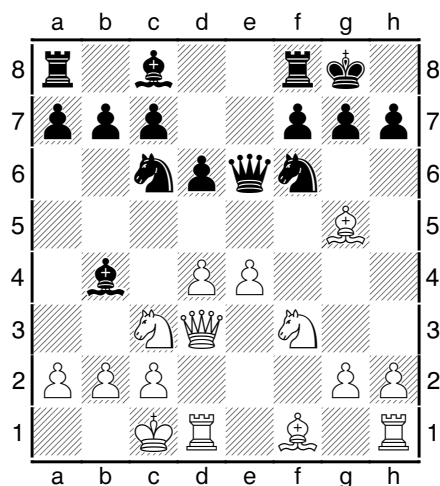
Q315. Find the best move for White



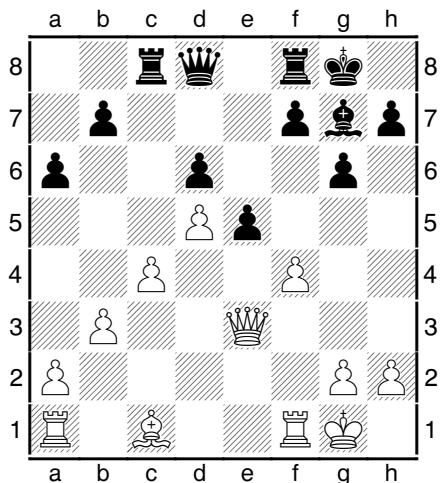
Q316. Find the best move for White



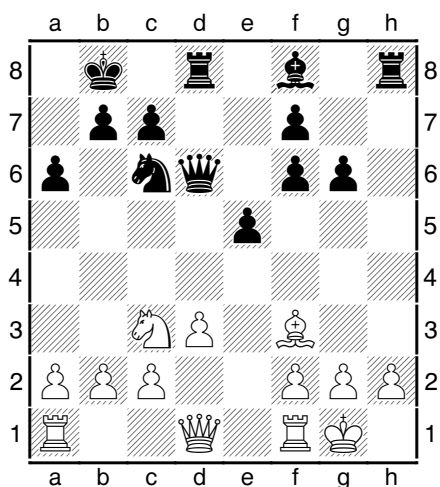
Q317. Find the best move for White



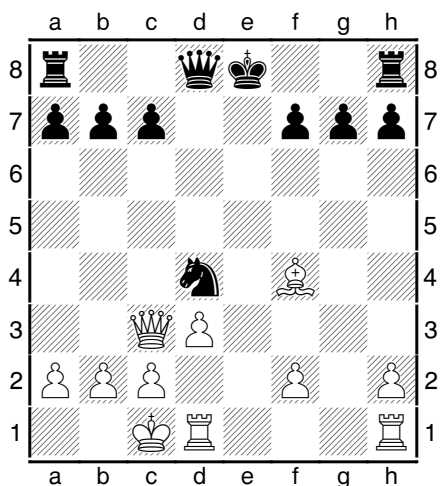
Q318. Find the best move for White



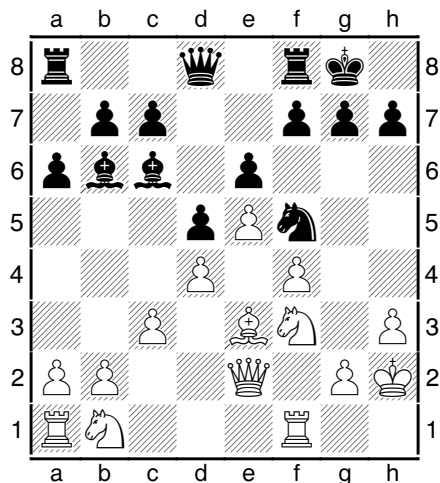
Q319. Find the best move for Black



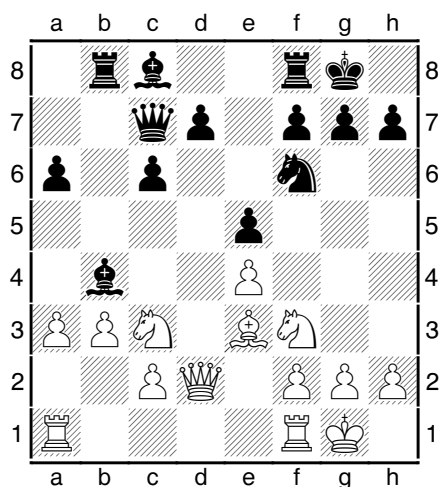
Q321. Find the best move for Black



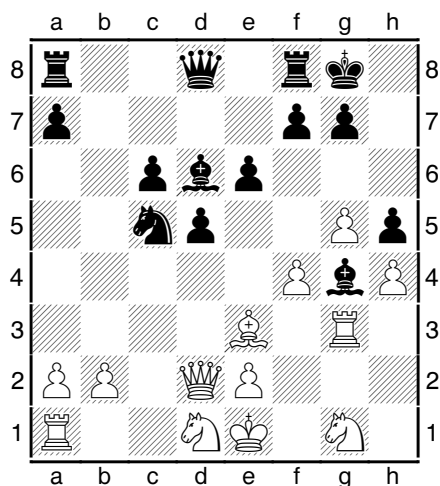
Q323. Find the best move for Black



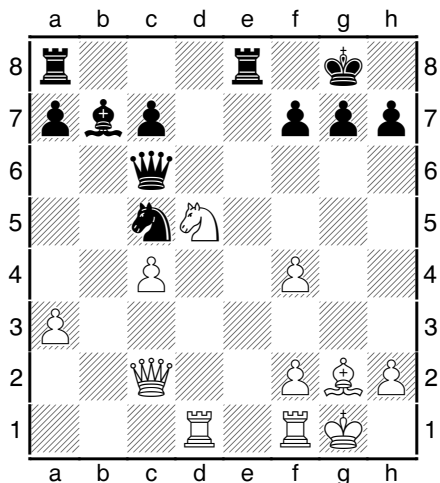
Q320. Find the best move for Black



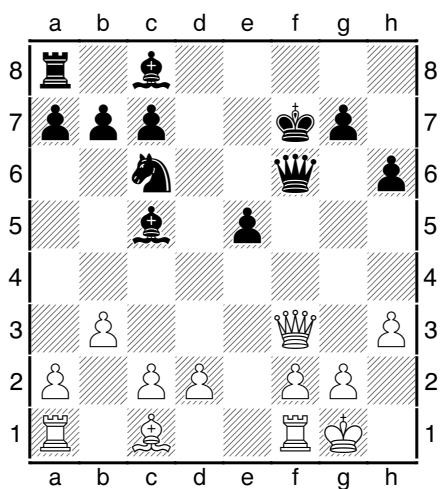
Q322. Find the best move for Black



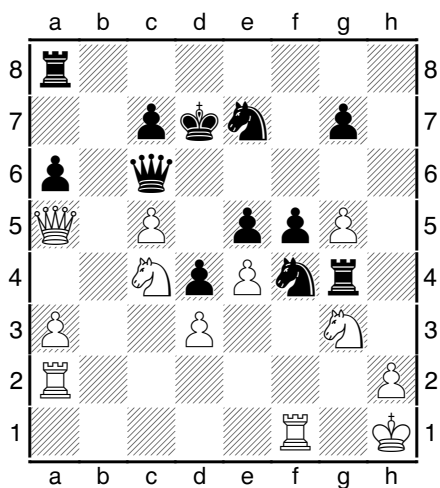
Q324. Find the best move for Black



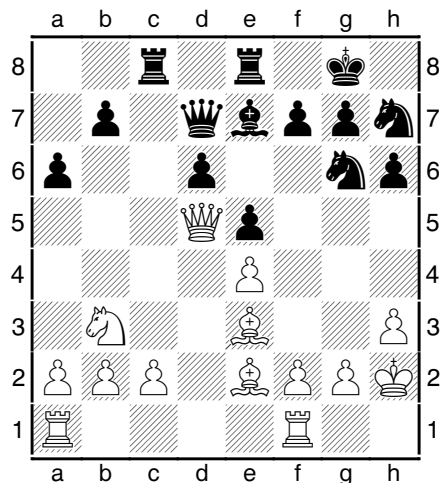
Q325. Find the best move for White



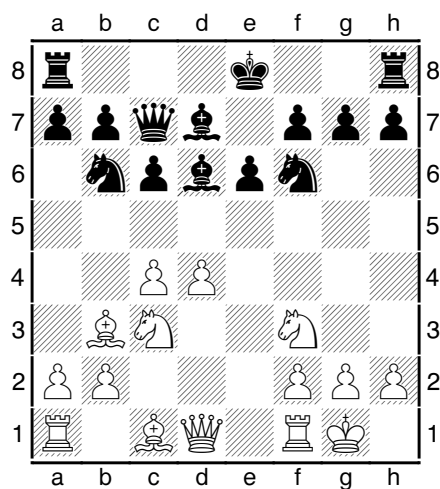
Q327. Find the best move for White



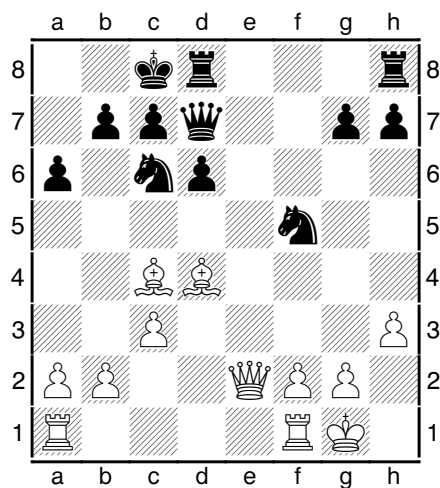
Q329. Find the best move for White



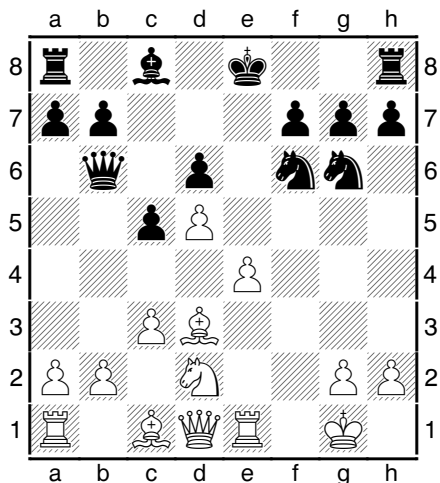
Q326. Find the best move for White



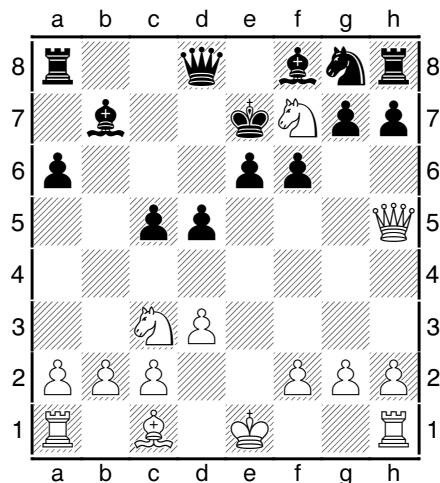
Q328. Find the best move for White



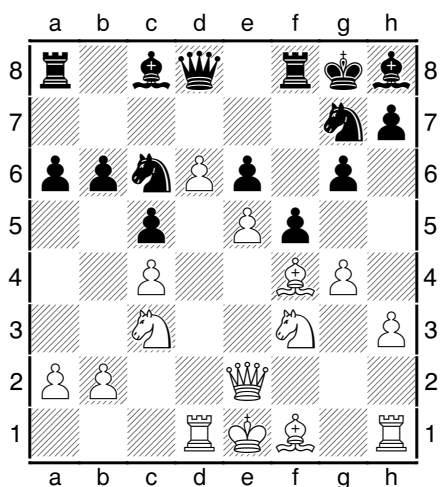
Q330. Find the best move for White



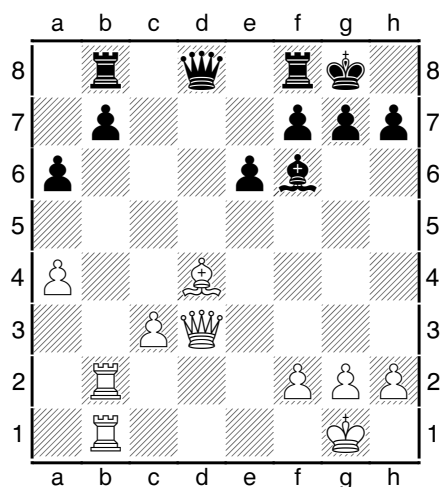
Q331. Find the best move for Black



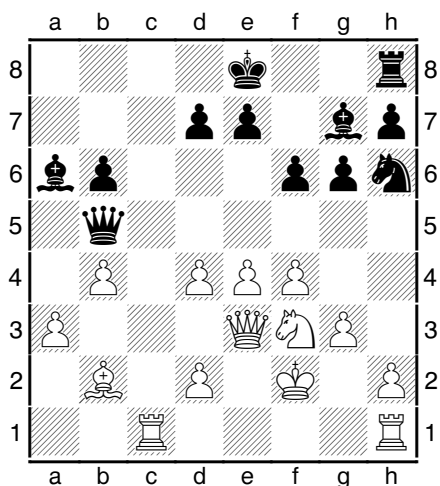
Q332. Find the best move for Black



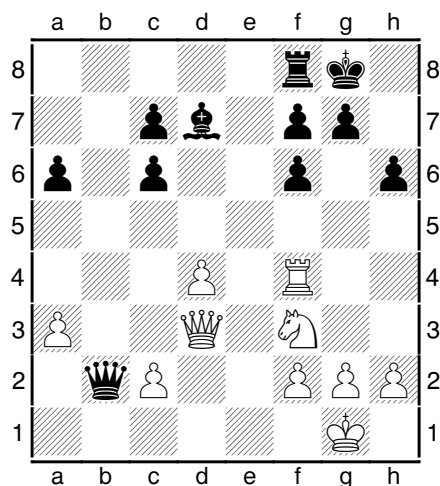
Q333. Find the best move for Black



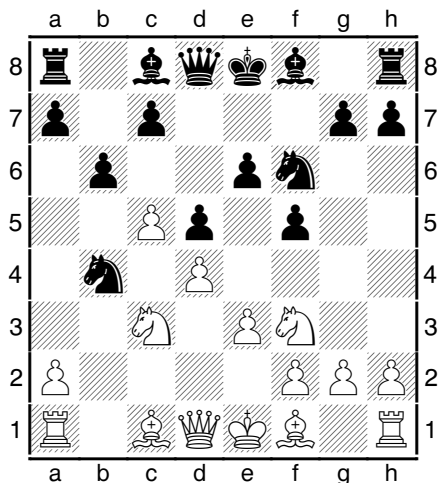
Q334. Find the best move for Black



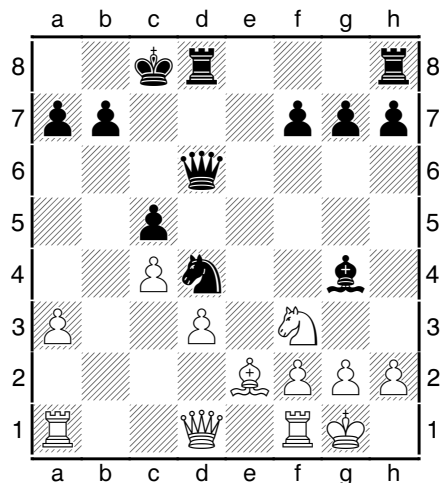
Q335. Find the best move for Black



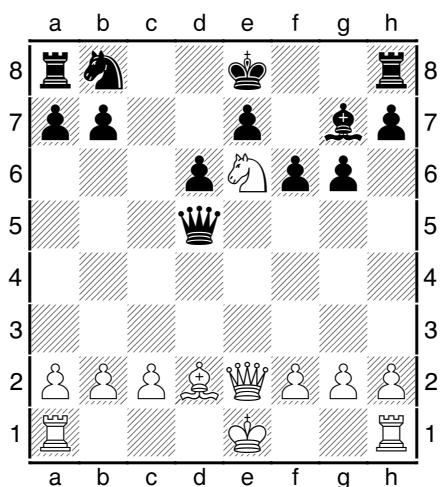
Q336. Find the best move for Black



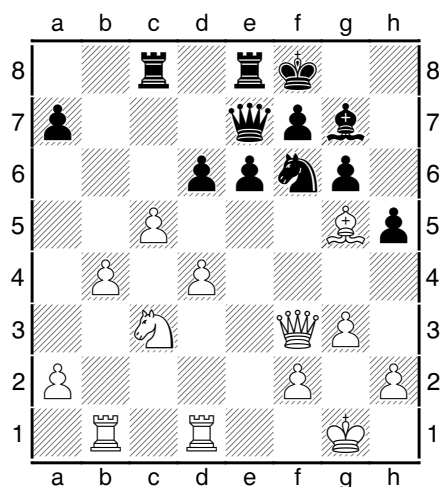
Q337. Find the best move for White



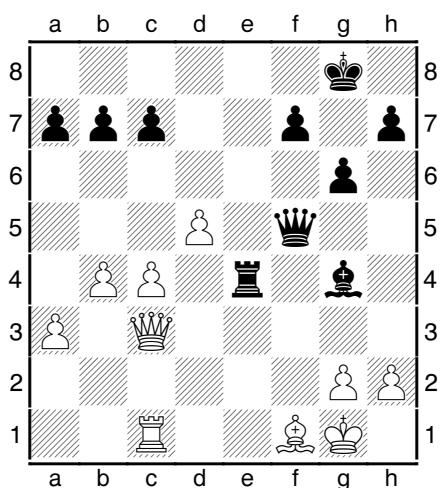
Q338. Find the best move for White



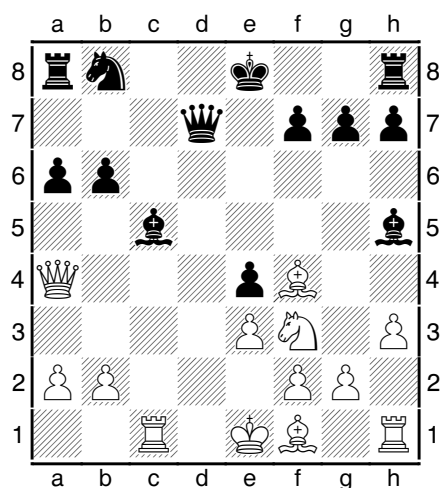
Q339. Find the best move for White



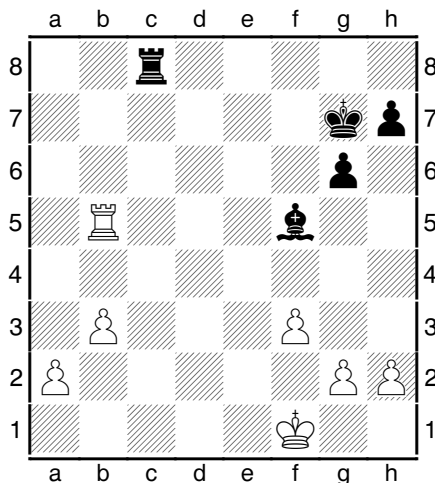
Q340. Find the best move for White



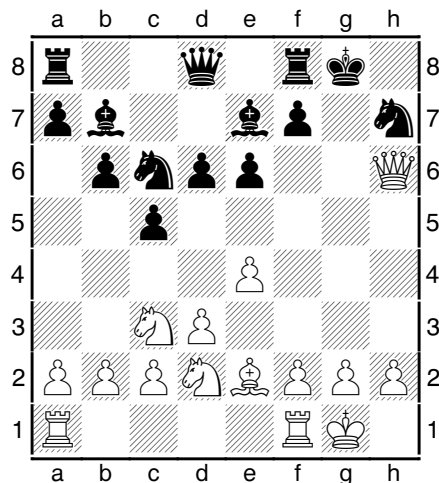
Q341. Find the best move for White



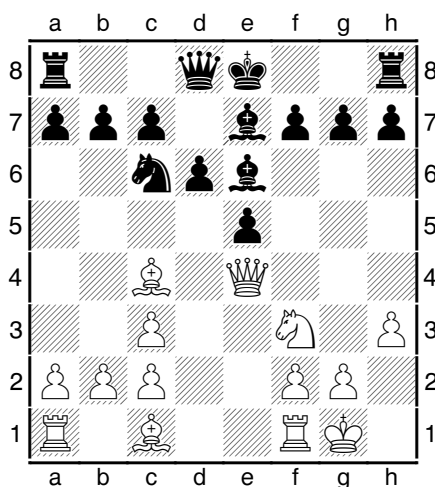
Q342. Find the best move for White



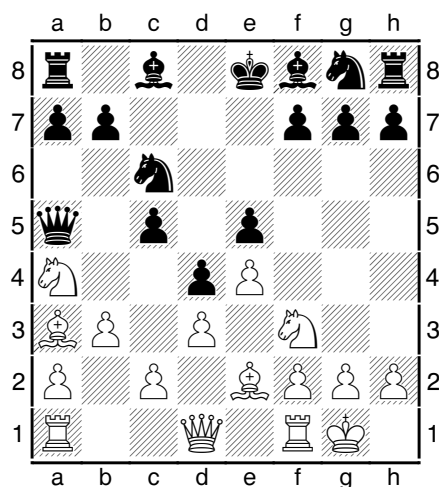
Q343. Find the best move for Black



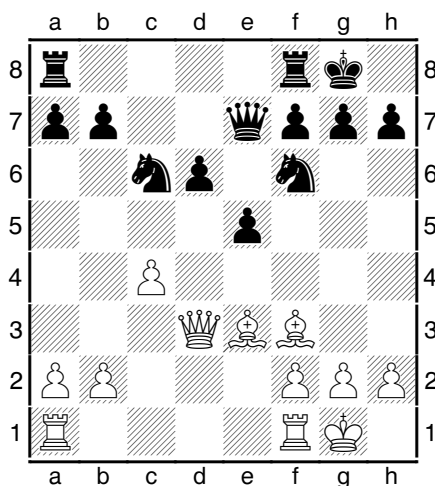
Q344. Find the best move for Black



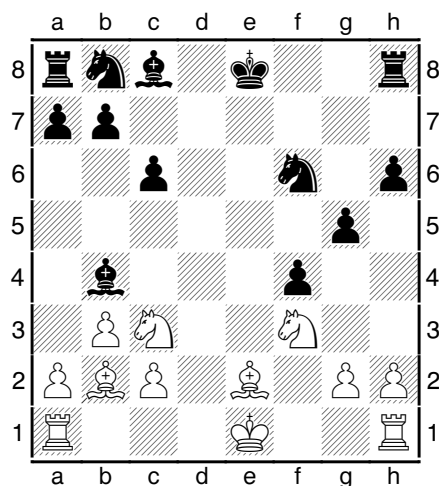
Q345. Find the best move for Black



Q346. Find the best move for Black



Q347. Find the best move for Black



Q348. Find the best move for Black

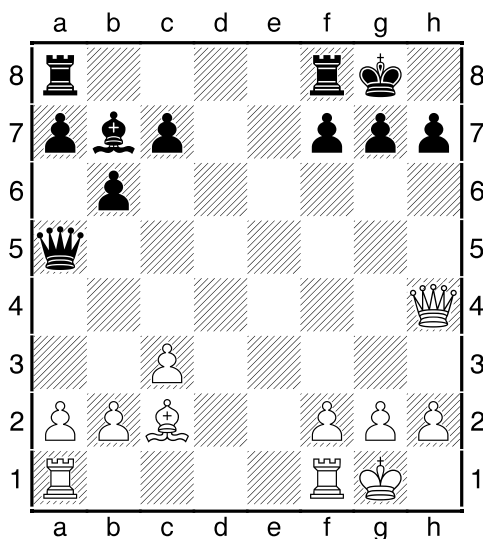
CHAPTER 7

REMOVING THE DEFENDER

The most important skill in chess is being able to LOOK AHEAD, to work out what's going to happen next.

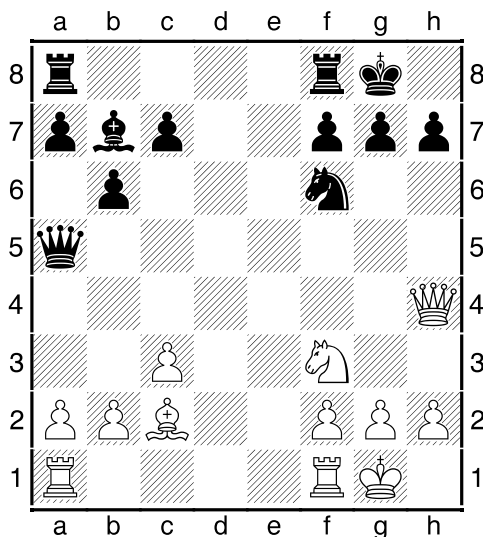
We now move on to another tactical idea. This one involves LOOKING AHEAD.

First, look at this position.



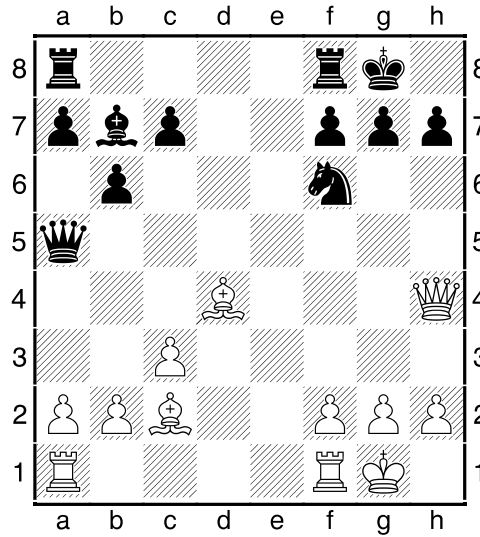
Even if you haven't got very far into *CHECKMATES FOR HEROES* you'll see that White can play Qxh7# in this position.

Let's now give both players a knight:



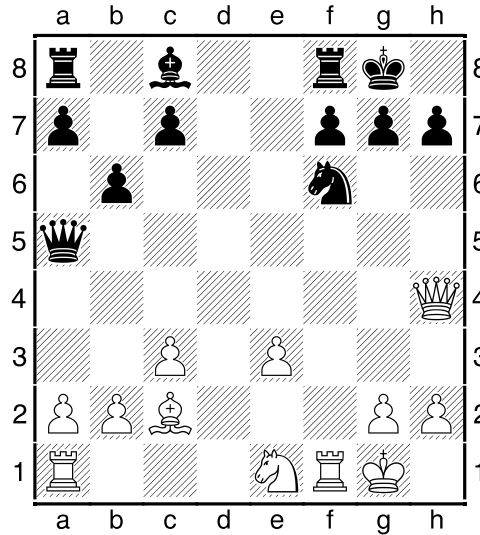
Now we have an ATD (ATTACKER TARGET DEFENDER) situation. White's attacking h7 with two pieces and Black's defending with two pieces so at the moment capturing on h7 wouldn't be a good idea.

What you'd really like to do is get rid of the knight on f6. We'll make a few more changes to the position to give you some ideas about how you might be able to do this.



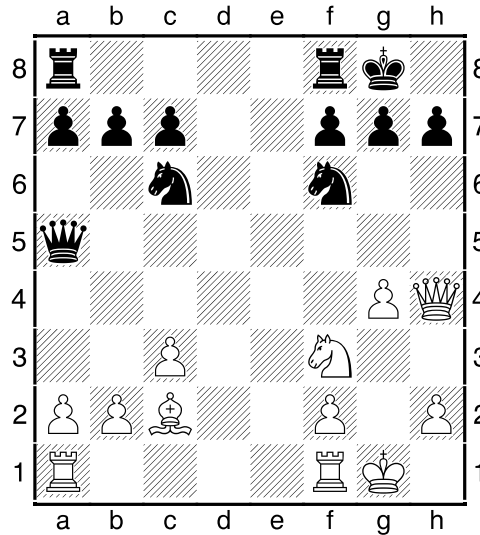
Do you see how you can get rid of the knight on f6 here?

It's easy: you just play Bxf6. If you LOOK AHEAD you can see that if Black recaptures on f6 you play Qxh7#, and if Black plays a move to stop the MATE instead you've just won a piece for free.



In this position you can do the same sort of thing.

If you don't LOOK AHEAD Rxf6 looks like a mistake, losing a rook for a knight. But if you LOOK AHEAD you'll see that it's actually a good move, winning a knight for free, because, just as last time, if Black takes back you have Qxh7#.

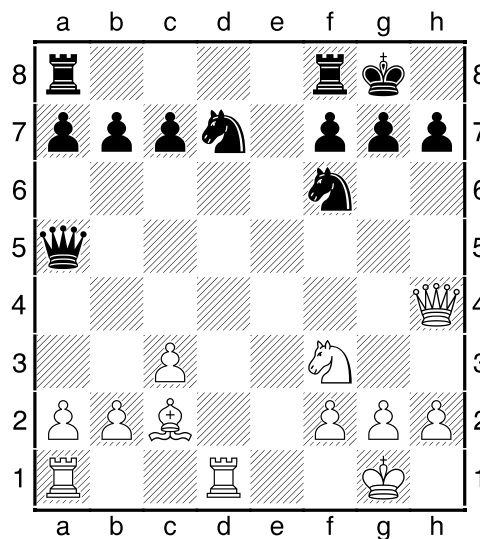


In this position you need to do something a bit different. This time you can try to get rid of the knight by THREATENING it.

You can play g5, to threaten the defending knight. If it moves to, for example, d5, you play Qxh7#. If it moves to e4 or h5 you can just capture it and THREATEN MATE again. If Black plays a move like g6 to stop the mate you can simply play gxf6.

So you might be able to get rid of a DEFENDER by capturing it or by THREATENING it.

Here's another idea for you.



Can you find the best move for White here?

If you look carefully you'll see that the knight on f6 is trying to do two things at once. It's DEFENDING h7 and also DEFENDING the knight on d7. It can't do both jobs at once.

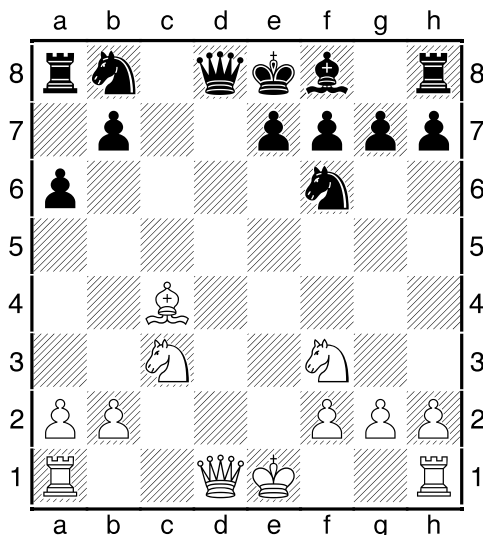
So what you can do is play Rxd7. If Black recaptures you play Qxh7#. If Black doesn't recapture you've won a knight for free.

There are a few more words for you to learn.

In this sort of position we call the knight on f6, which has two jobs to do but cannot do both of them, an **OVERWORKED PIECE**.

If we play a move which forces, or tries to force, a defending piece to move away, we call this a **DEFLECTION**.

Here's another example of a **DEFLECTION**. This idea happens a lot so it's worth remembering.



This time it works the other way round. You might see that the black king is **OVERWORKED**, having to defend both the queen and the pawn on f7.

So you could play $Qxd8+$ followed by $Bxf7$, winning your pawn back.

But it's much better to play the bishop move first.

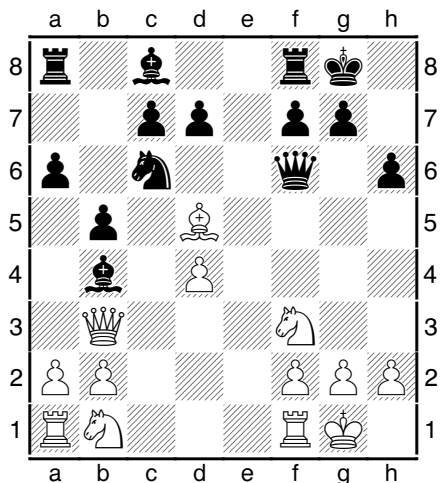
Instead, you can play $Bxf7+$. Black has to play $Kxf7$, and then you can play $Qxd8$.

Now see if you can solve some of these positions for yourself.

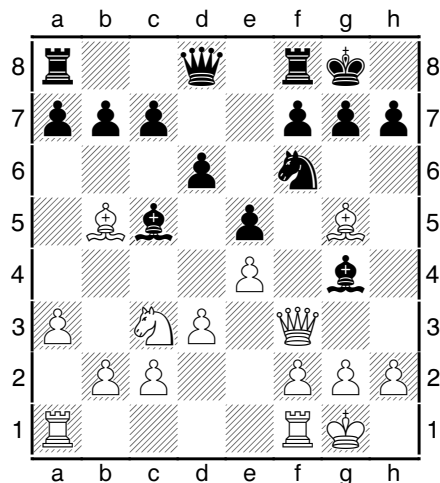
Here's how you do it.

1. Look for **ATD** (Attacker Target Defender) situations.
2. Find an enemy defender and see if you can get rid of it.
3. See if you can **CAPTURE** the enemy defender.
4. See if you can **THREATEN** the enemy defender.
5. See if the enemy defender is an **OVERWORKED PIECE**.
6. If you haven't found the answer, go back to 2 and look for another enemy defender.

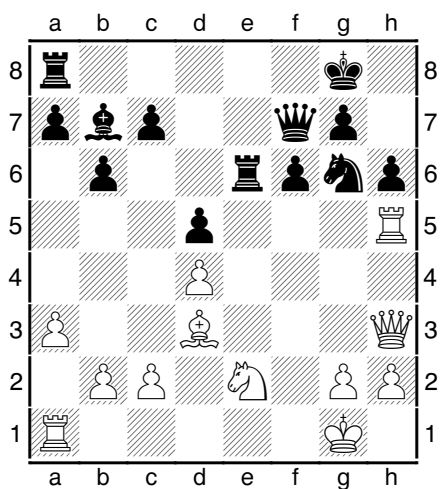
When you're confident you understand these ideas turn over the page and start solving!



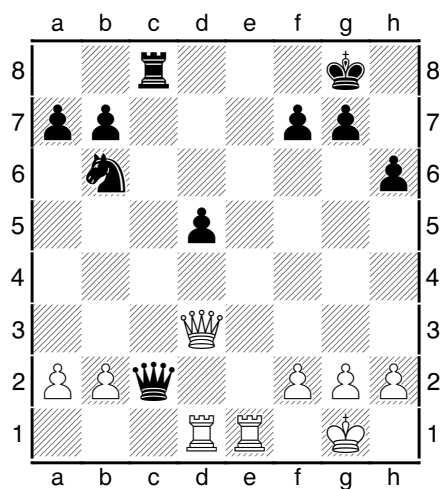
Q349. Find the best move for White



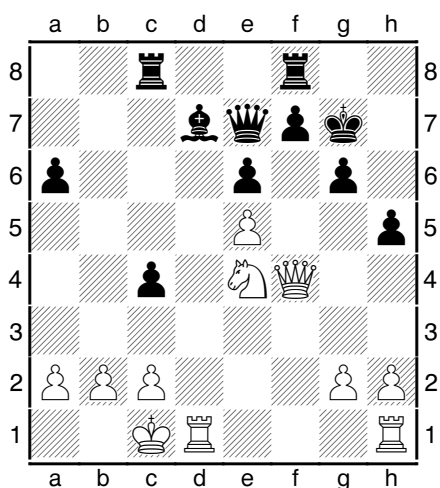
Q350. Find the best move for White



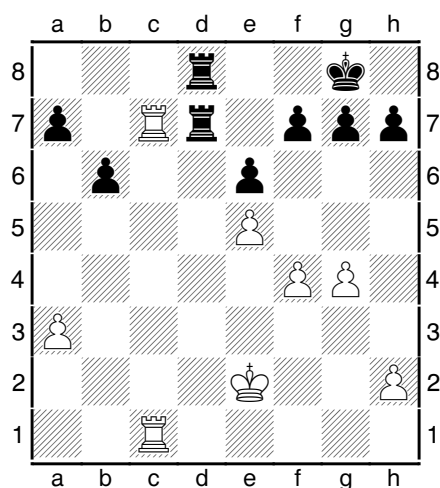
Q351. Find the best move for White



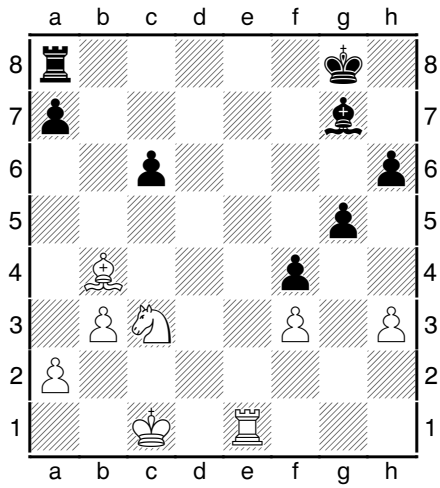
Q352. Find the best move for White



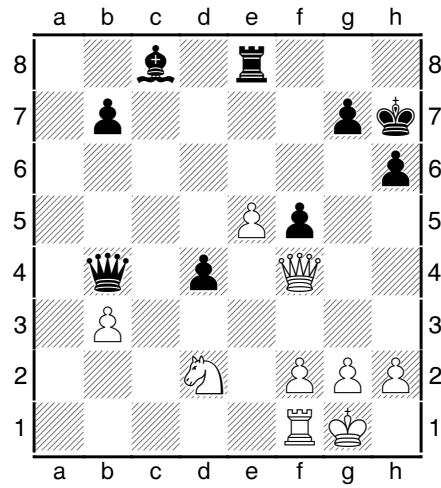
Q353. Find the best move for White



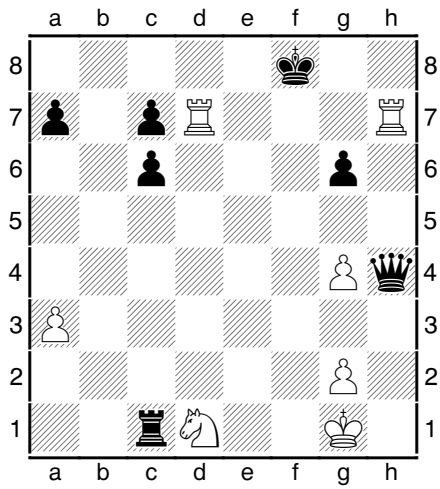
Q354. Find the best move for White



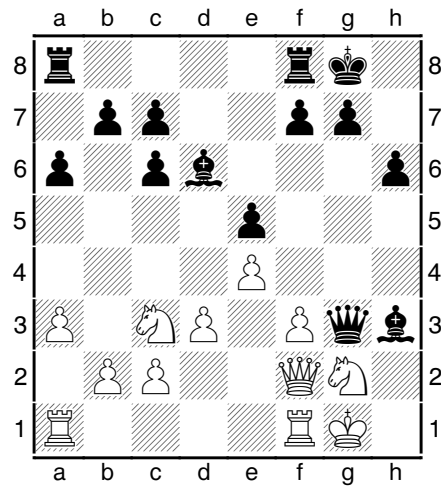
Q355. Find the best move for Black



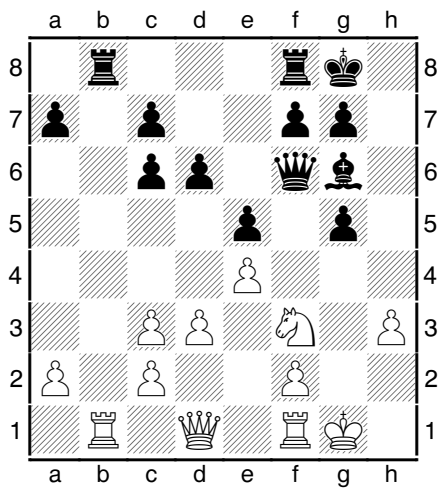
Q356. Find the best move for Black



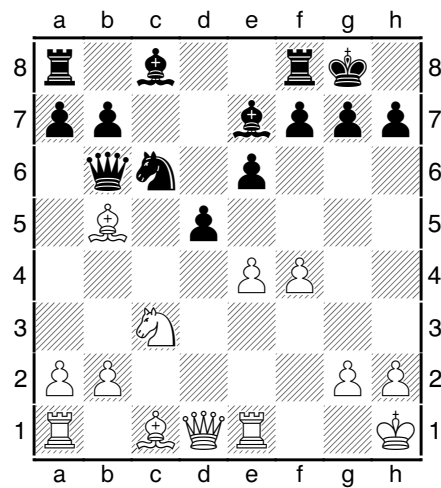
Q357. Find the best move for Black



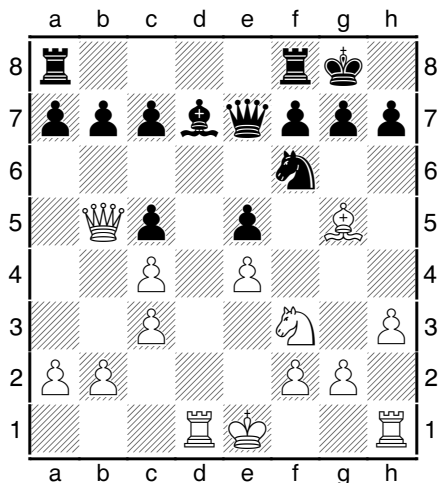
Q358. Find the best move for Black



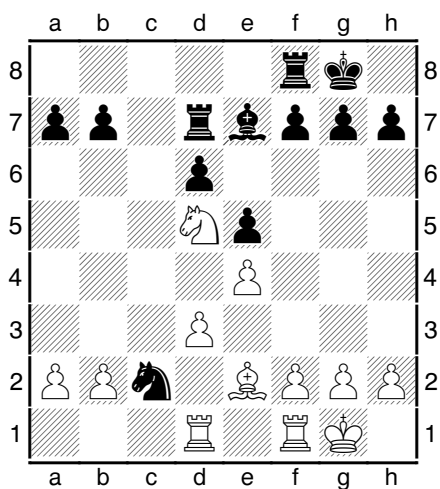
Q359. Find the best move for Black



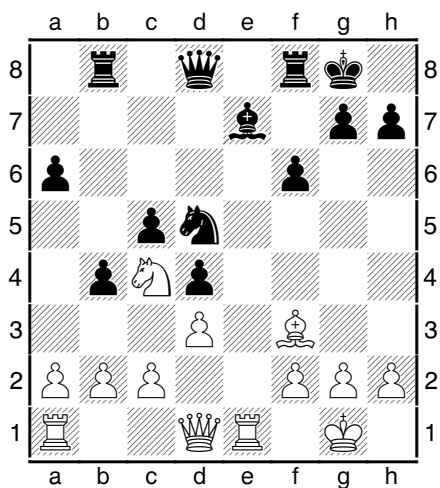
Q360. Find the best move for Black



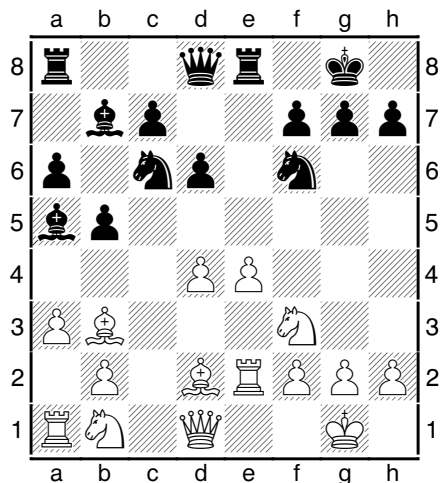
Q361. Find the best move for White



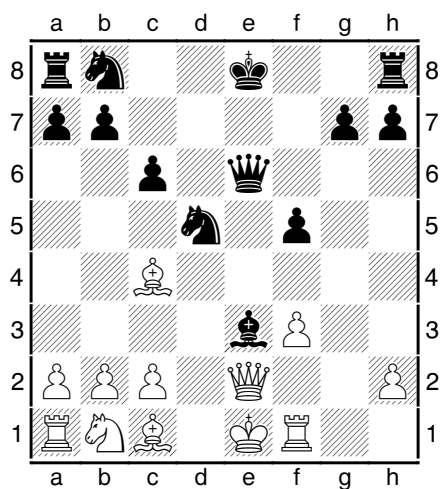
Q363. Find the best move for White



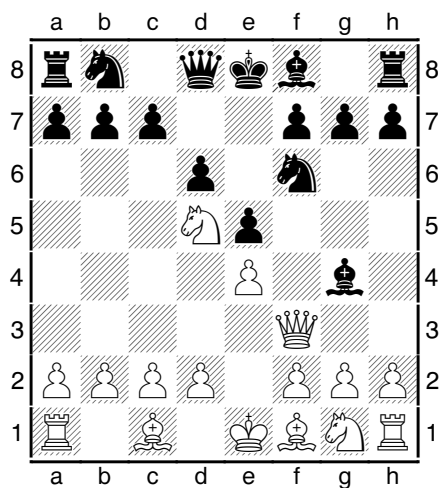
Q365. Find the best move for White



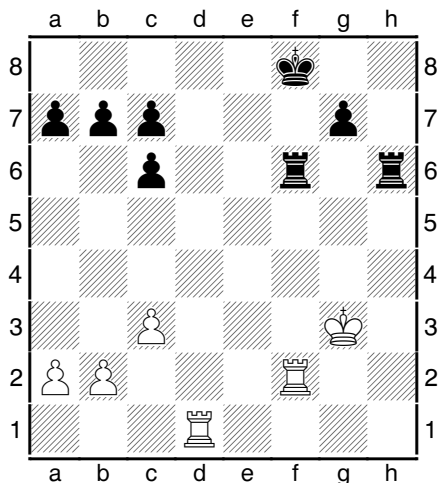
Q362. Find the best move for White



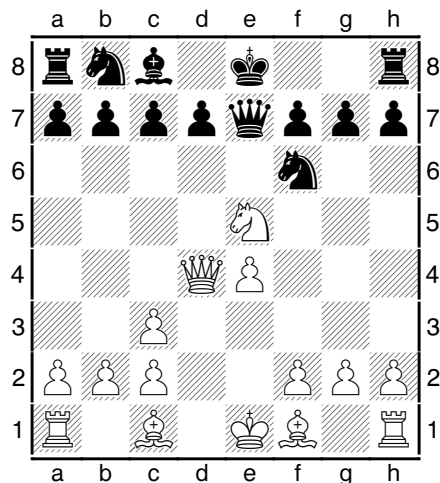
Q364. Find the best move for White



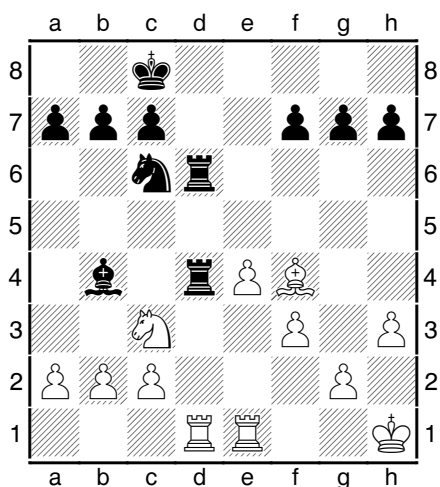
Q366. Find the best move for White



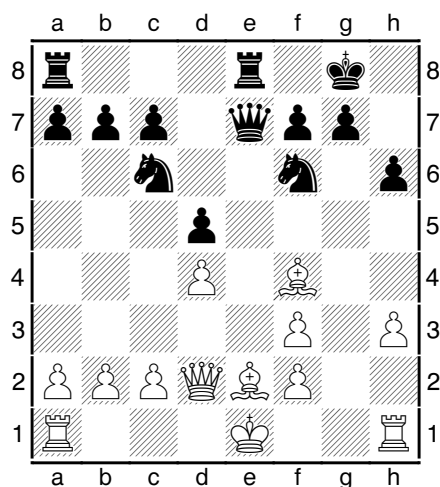
Q367. Find the best move for Black



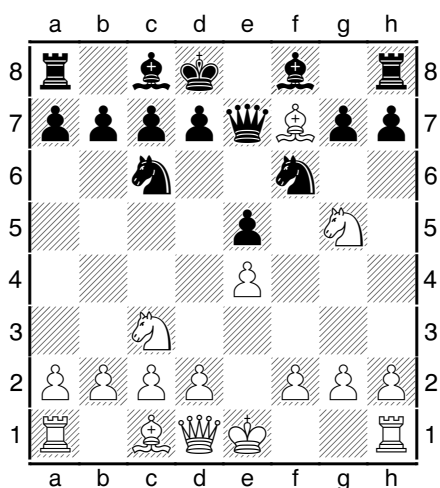
Q368. Find the best move for Black



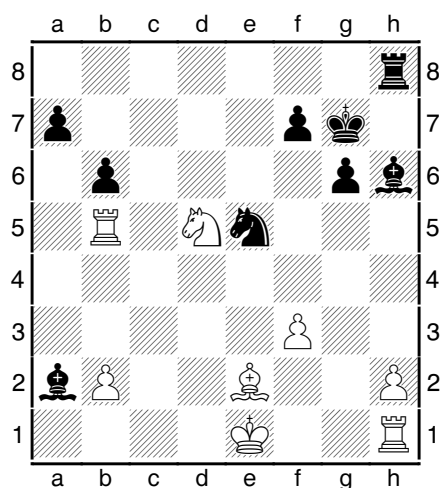
Q369. Find the best move for Black



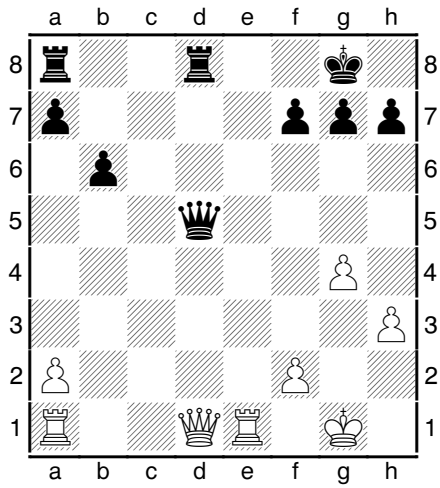
Q370. Find the best move for Black



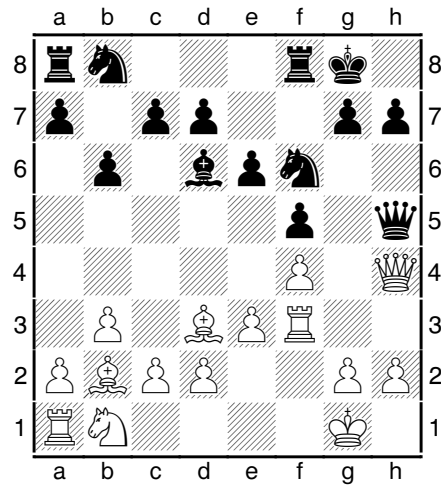
Q371. Find the best move for Black



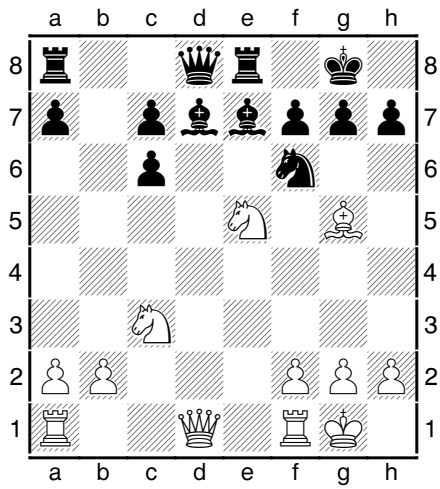
Q372. Find the best move for Black



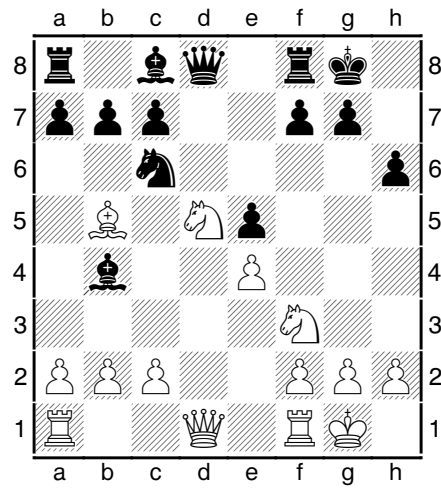
Q373. Find the best move for White



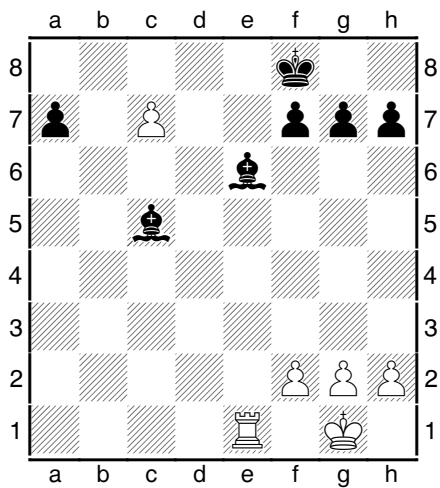
Q374. Find the best move for White



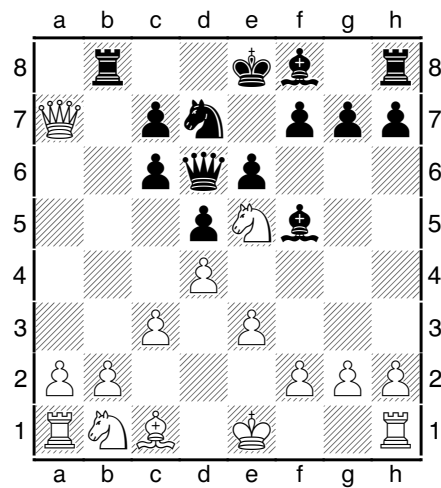
Q375. Find the best move for White



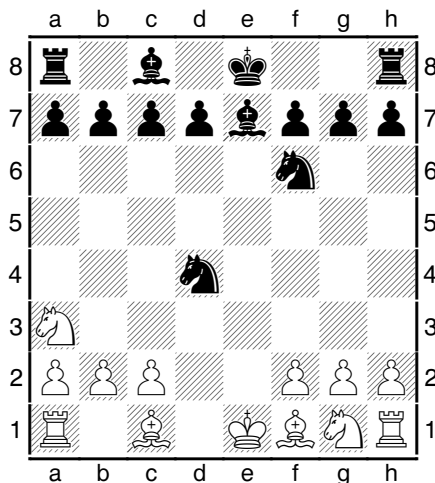
Q376. Find the best move for White



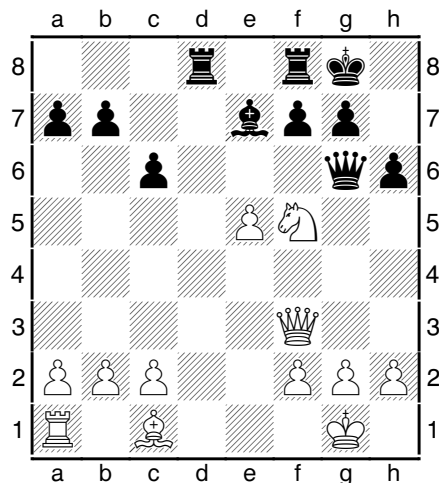
Q377. Find the best move for White



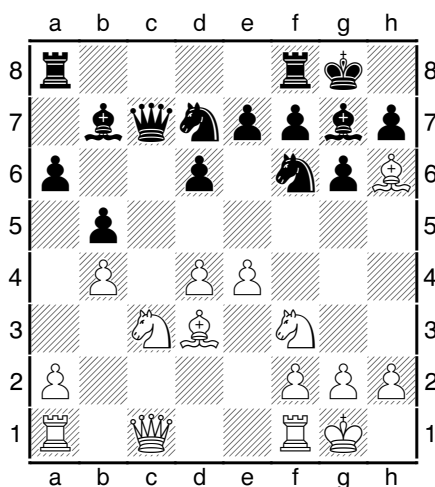
Q378. Find the best move for White



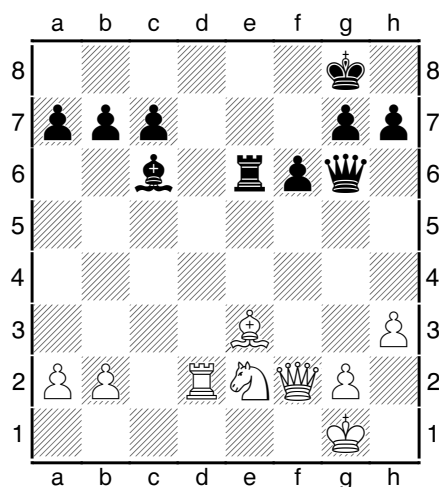
Q379. Find the best move for Black



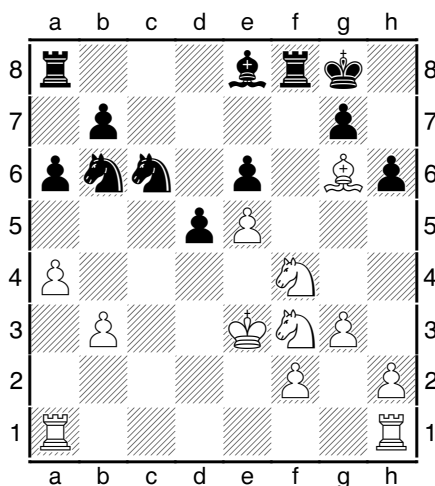
Q380. Find the best move for Black



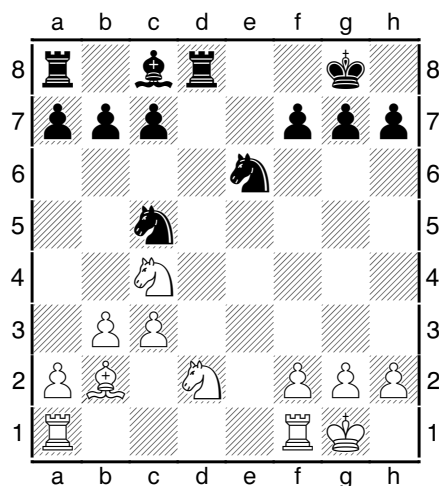
Q381. Find the best move for Black



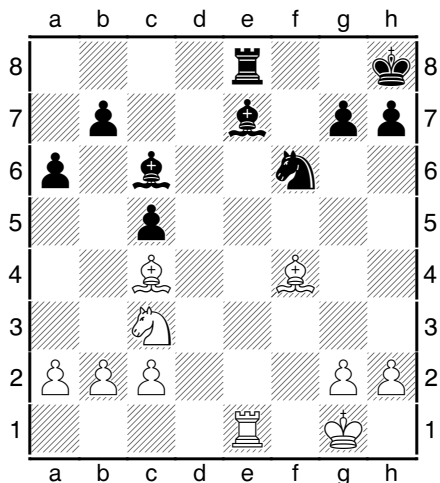
Q382. Find the best move for Black



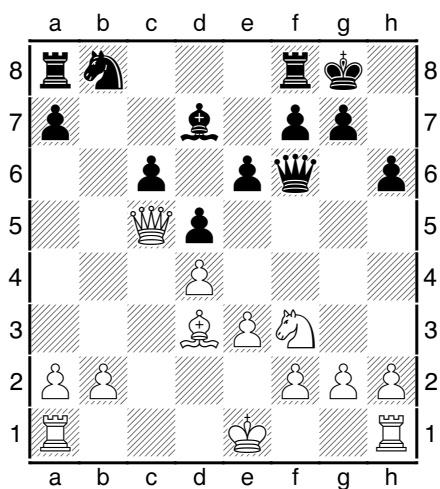
Q383. Find the best move for Black



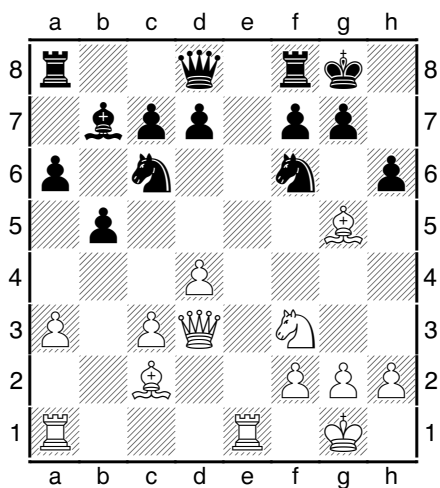
Q384. Find the best move for Black



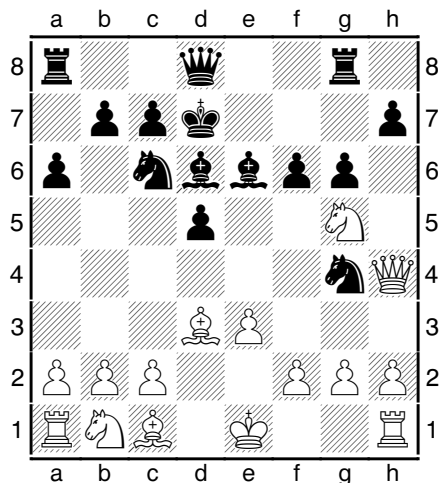
Q385. Find the best move for White



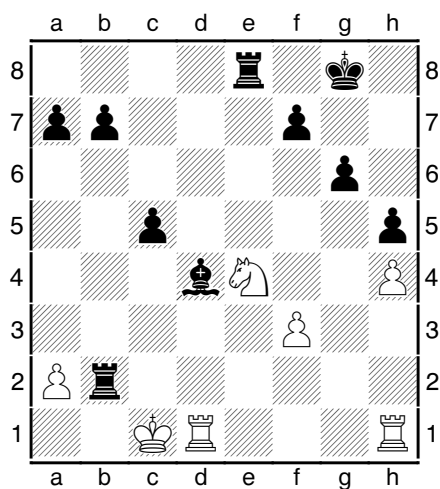
Q387. Find the best move for White



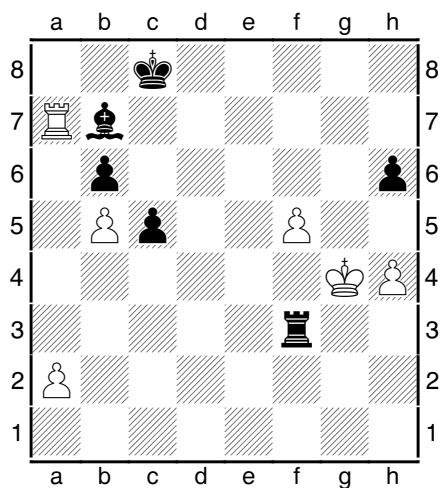
Q389. Find the best move for White



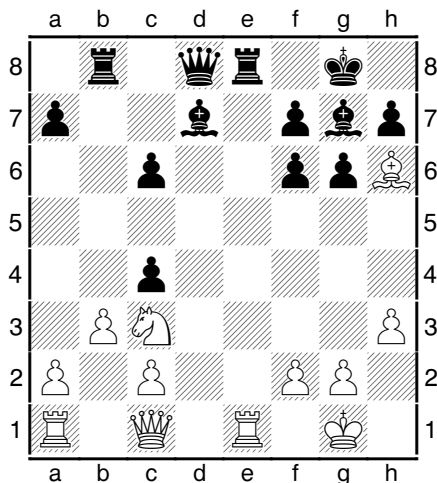
Q386. Find the best move for White



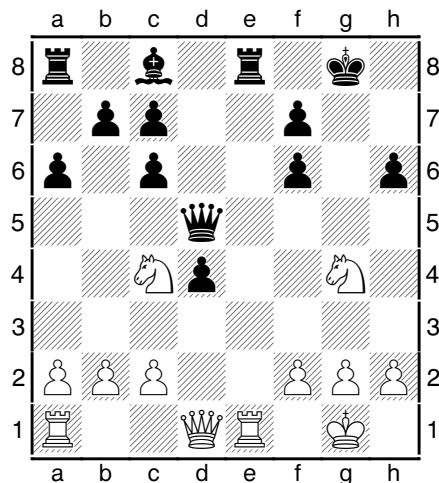
Q388. Find the best move for White



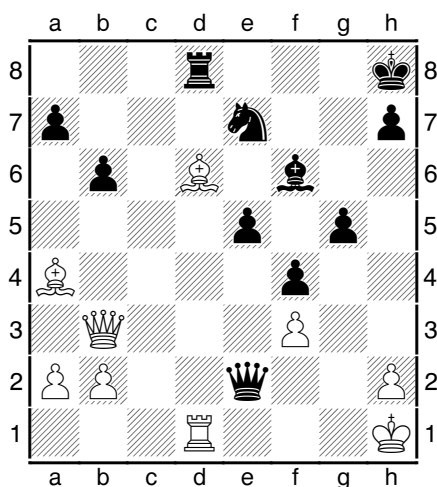
Q390. Find the best move for White



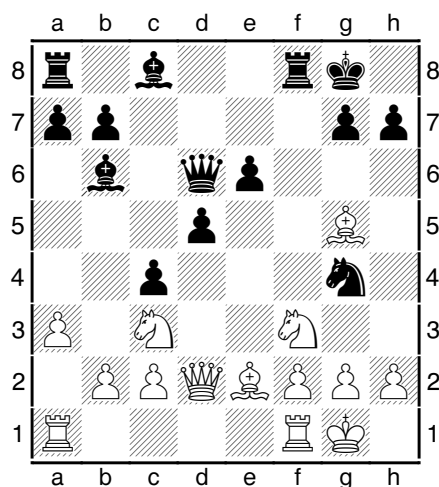
Q391. Find the best move for Black



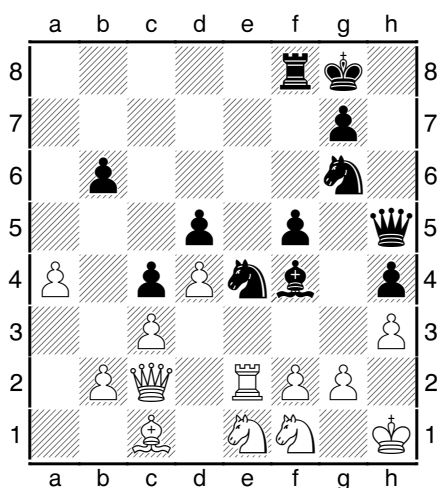
Q392. Find the best move for Black



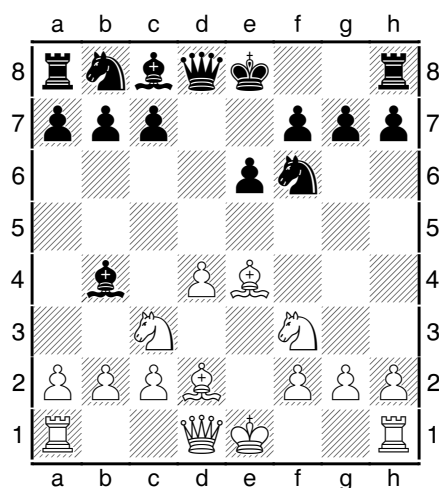
Q393. Find the best move for Black



Q394. Find the best move for Black



Q395. Find the best move for Black



Q396. Find the best move for Black

CHAPTER 8

THE ULTIMATE TACTICS CHALLENGE

Now we reach the **ULTIMATE TACTICS CHALLENGE**.

This time you'll have to look further ahead in order to solve the puzzles.

You're going to learn how to play **COMBINATIONS**. A **COMBINATION** is a tactical sequence, sometimes involving a **SACRIFICE**, which uses a **COMBINATION** of the ideas you've learnt so far (including **CHECKMATE**) in order to win material, or possibly just to get your pieces on better squares.

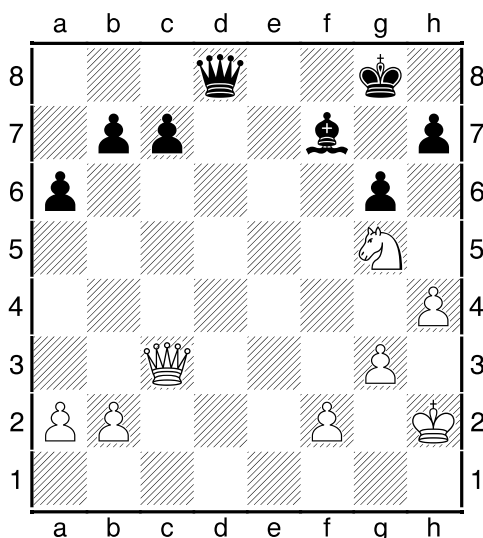
A **SACRIFICE** is when you deliberately play a move that loses material because you've **LOOKED AHEAD** and worked out that, whatever your opponent does, you'll gain the advantage: getting **CHECKMATE**, winning material or just getting a better position.

If you accidentally play a move that loses material it's not a sacrifice, it's a blunder, a mistake, an error.

One important new idea is the **DECOY**. This is similar to a **DEFLECTION** in that it forces an enemy piece to move away.

This involves playing a move to force an enemy piece onto a square which will enable you to win material (or even get **CHECKMATE**) in the future, possibly by using one of the ideas you've seen before: a **FORK**, **PIN**, **SKEWER** or **DISCOVERED ATTACK**.

Look at this position, with White to move.



Have you found the winning move yet?

The answer is that you can win by playing **Qh8+!** This move looks totally crazy at first – moving your most powerful piece to a square where your opponent can – and must – take it for free. If you **LOOK AHEAD** one move you'll see that you can then capture the bishop on f7 with your knight, so you're losing 9 points but winning 3 in return. Now **LOOK AHEAD** another move and you may see that **Nxf7** is a **FORK**. Black has to move out of check and next move you'll capture the queen for free. So you **SACRIFICE** 9 points, but in return get 12 (3+9) points, making a profit of 3 points.

This is a **DECOY** – the **QUEEN SACRIFICE** **DECOYS** the black king onto a square where it can be **FORKED** by the white knight.

It's not easy to learn to find this sort of move. You have to learn to 'see' the position in your head as it changes and you think further ahead. You also have to be very thorough and look at every possibility for both players. It takes a lot of practice for most people to become good at playing combinations.

In the positions that follow you'll meet all sorts of ideas. You'll meet all the ideas you've learnt already in this book, along with some CHECKMATE ideas which you'll have learnt from *CHECKMATES FOR HEROES*. You'll also have the chance to discover some new ideas. You'll have to LOOK more moves AHEAD than in the earlier questions, You'll also have to think about two or more aspects of the position at the same time.

For each puzzle, start by scanning the board and make sure you know where every piece is and what it's doing. With practice you'll learn to do this very quickly almost without thinking.

Look for SIGNPOSTS. Are there any undefended enemy pieces? Might the enemy king be in danger? Look down the lines of your LINE PIECES (bishops, rooks, queen) to see if that gives you any ideas.

You should also use a CCTV to look at the board.

You'll remember what this stands for. Look for CHECKS, then look for CAPTURES, and finally for CHECKS.

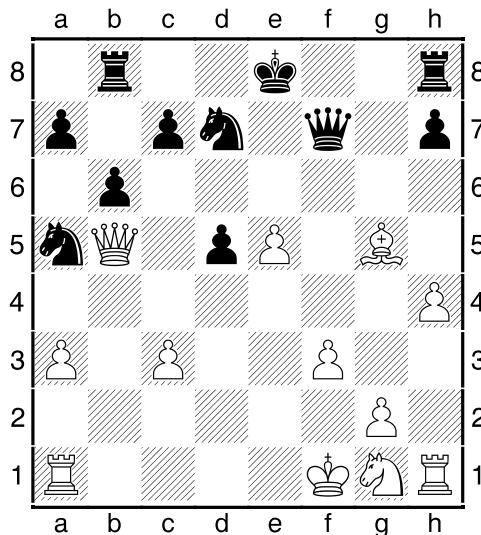
Doing this (in the right order) will lead to VICTORY.

Once you get the idea you'll be amazed at how much your chess will improve.

If you don't see the answer quickly, it might help you to set the pieces up and move them round the board. (Of course you're not allowed to do this in a tournament game!) Be prepared to spend a few minutes – or maybe more – on each question. If you get stuck, move on to the next question. If you come back later you may well see something you missed before.

You might like to add some analysis (what you think the next two or three moves should be) to your answer, to make sure you've found the right move for the right reason.

Let's work through a few examples together first.



It's White's move. How are you going to go about solving this puzzle?

Look for CHECKS first. Your only CHECK is Qxd7+ which seems to lose the queen. You have some other CAPTURES with your queen but none of them look any good. Now look for THREATS. You can play a PAWN FORK: moving your pawn from e5 to e6. But at first it looks no good because the black queen can just capture the pawn.

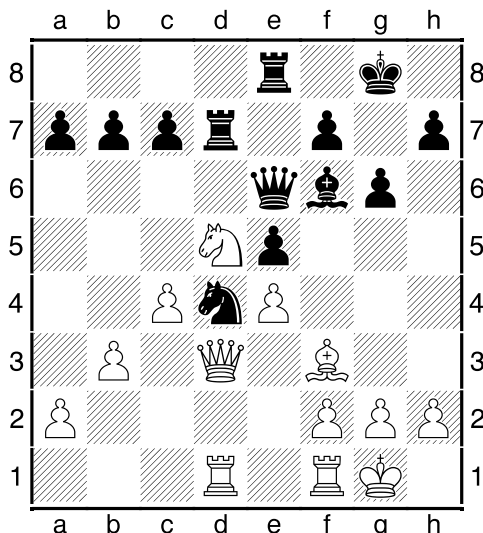
Now can you see that position in your head? Notice that the black queen and king are now on the same file. Here's the SIGNPOST. Can you get a rook onto the e-file?

Yes, you can play Re1, which is a PIN. You now see THIS position in your head, have a look round and discover that there's no way out of the PIN (Ne5 is not possible because of a different PIN). So you might write your answer like this: 1. e6 Qxe6 2. Re1.

First, you play a FORK (which also attacked a PINNED piece). The FORK acts as a DECOY to get the black queen onto the e-file, which allows you to play a PIN.

It's not so easy, is it? It's probably going to take you a few minutes to solve this sort of puzzle. If you just jump at the first move you see you'll almost certainly get it wrong.

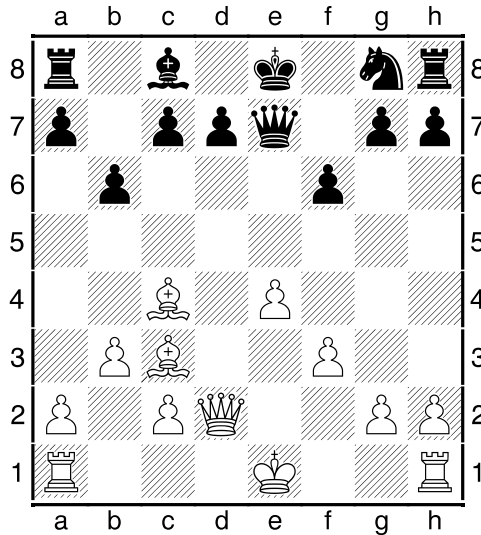
Now let's try another one. It's White to play again.



Start by looking for CHECKS again. What do you see? There are two knight checks, one of which can be captured four ways. Nxf6+, on the other hand, is an equal trade, but just think a minute. If the black queen wasn't there it would be a FORK. Can you find a way of getting rid of the black queen?

You can THREATEN the black queen with Bg4, which is also a SKEWER. The only problem is that it doesn't look safe. If you look again, though, you'll see that after 1. Bg4 Qxg4 2. Nxf6+ is a QUADRUPLE FORK, the ultimate FAMILY FORK, hitting the black king, queen and both rooks.

Taking this further, suppose that Black tries 1. Bg4 Qd6. Now you can capture the rook: Bxd7, and if Black takes back, Nxf6+ will this time be a TRIPLE FORK. So in this position you use a SKEWER to DEFLECT the black queen away from protecting the bishop on f6, and also to DECOY her onto a square where she'll be FORKED by your knight.



The first move in this sort of position doesn't have to be a SACRIFICE. Can you find White's best move here?

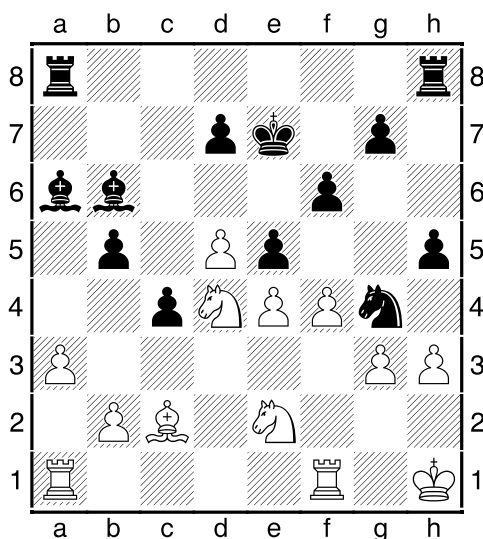
The SIGNPOST here is the unprotected black rook on a8. You could play Qd5, but Black would drive you back with c6. It looks like your bishop on c4 is much more powerful than the useless black knight on g8. But Bxg8 is a CAPTURE so you have to look at it. After 1. Bxg8 Rxa8 Black now has two unprotected rooks and you can FORK them by playing Qd5.

This time we just play a CAPTURE to DECOY the black rook into a FORK.

So you see how we can COMBINE several different ideas in the same position to make a COMBINATION. It takes a lot of practice to be really good at finding this sort of idea.

Here's a different idea you'll meet quite often in these positions. Perhaps it's a bit easier to understand.

Look at this position. Again you have the white pieces.



Your last move was moving the pawn to h3 to THREATEN the black knight. Instead of moving it, Black THREATENED your knight by moving the pawn from e6 to e5.

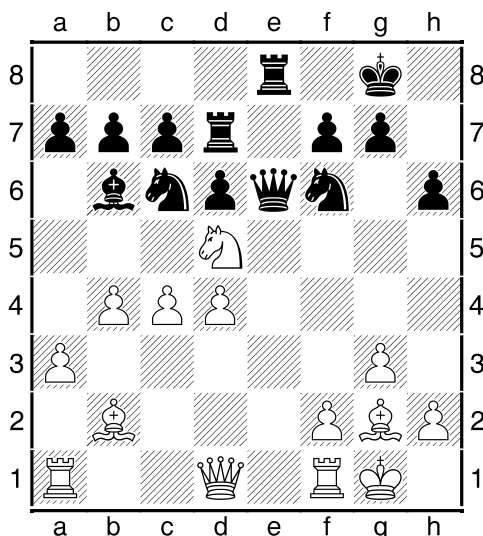
You could just trade knights, but it's a good idea to stop and look at what your knight could do. In this sort of position you can sometimes capture something with your THREATENED piece or, even better, moving it to create another THREAT.

In this position you can do just that. Do you see the move? If you play Nf5+ you now have TWO THREATS. Black has to meet the CHECK by moving the king, leaving you free to capture the knight on g4 next move.

To solve this sort of position you have to avoid jumping at the first move you see, keep a clear head, and, next move, remember that you can still capture the knight.

You'll also see that you have to be very careful about creating an EQUAL THREAT in this way. If your opponent can move the THREATENED piece to make a CAPTURE or create another THREAT you'll end up losing something.

One more idea that happens a lot. You might just meet it again when you come to solving the puzzles. For the last time, it's White's move.



The SIGNPOST here is the black knight on c6 and queen on e6. If your knight wasn't in the way you'd be able to play a PAWN FORK and win a piece.

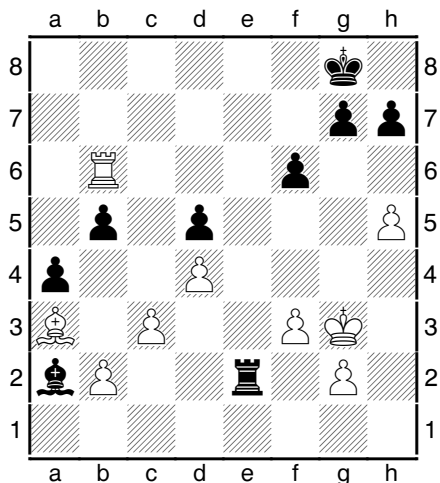
If one of your own pieces is in the way you might want to play a CLEARANCE move. Here, you can move your knight out of the way to make room for the pawn to move to d5. How can we move the knight so that it does the most damage?

You could play Nf4 to threaten the queen, but all that would do is force Black to move one of the pieces you wanted to FORK.

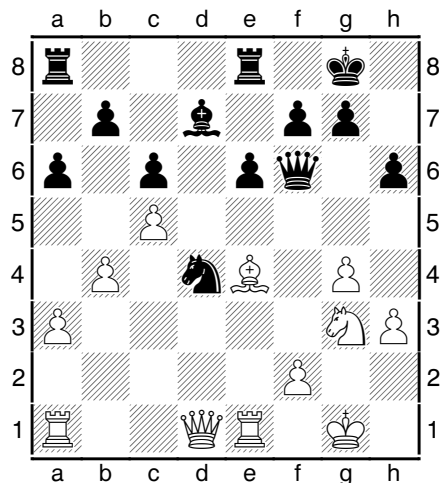
Perhaps a CAPTURE or a CHECK is the answer. Nxf6+ looks good, but Black can reply with Qxf6 and again there's no FORK.

So try a different CAPTURE: Nxb6. Black has nothing better than to take back with a pawn. This leaves your two targets still in place so you can now play your FORK, moving your pawn to d5.

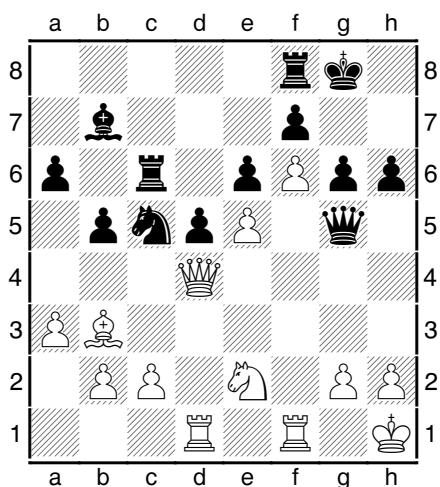
When you've played through these examples and are ready to have a go yourself, turn over the page and prepare to solve some really hard puzzles!



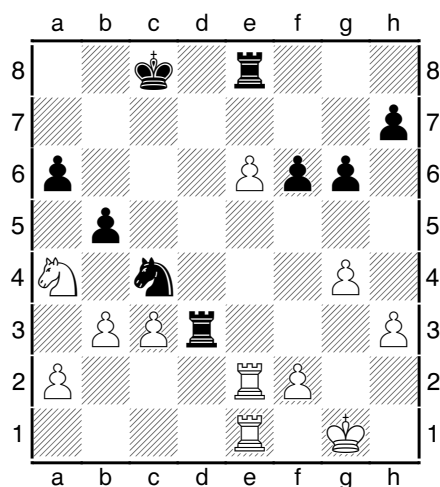
Q397. Find the best move for White



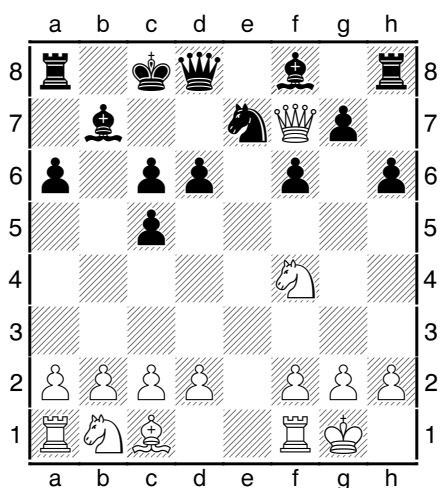
Q398. Find the best move for White



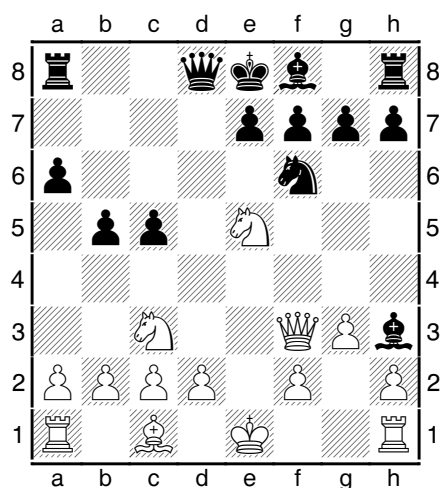
Q399. Find the best move for White



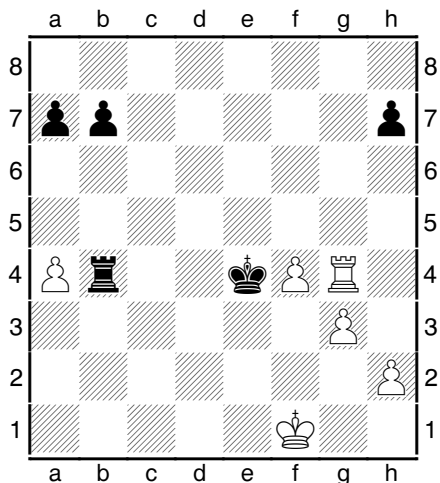
Q400. Find the best move for White



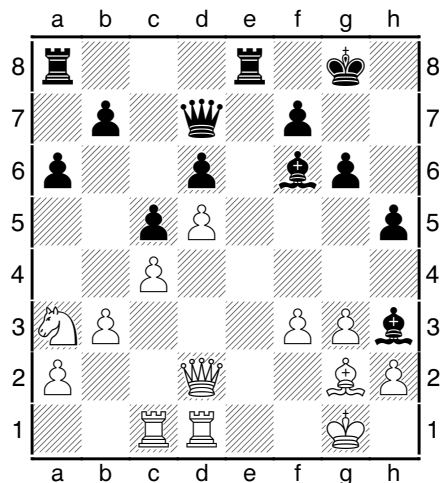
Q401. Find the best move for White



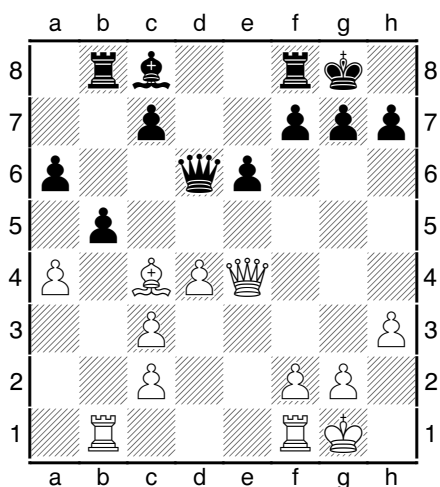
Q402. Find the best move for White



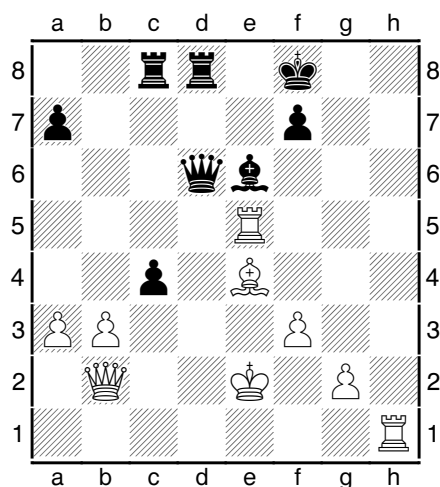
Q403. Find the best move for Black



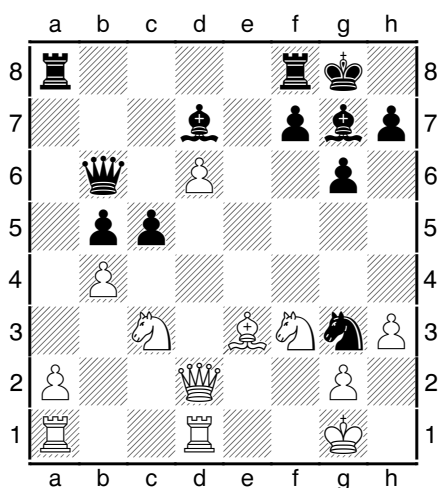
Q404. Find the best move for Black



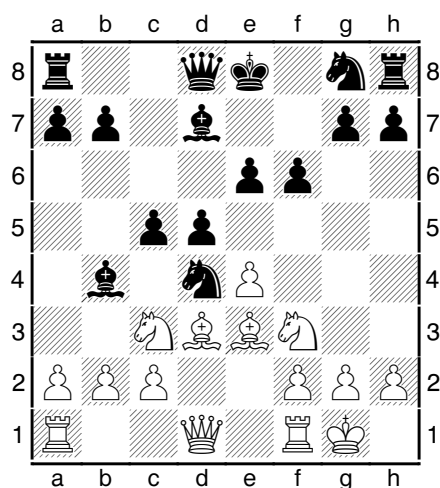
Q405. Find the best move for Black



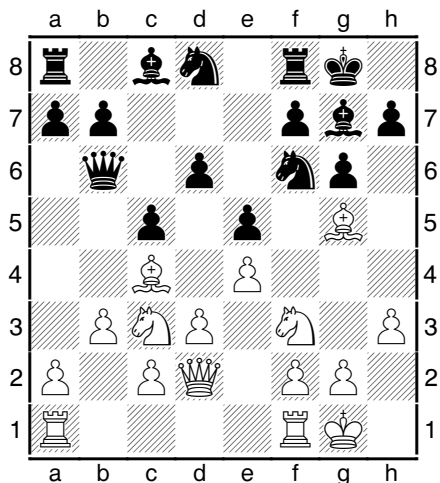
Q406. Find the best move for Black



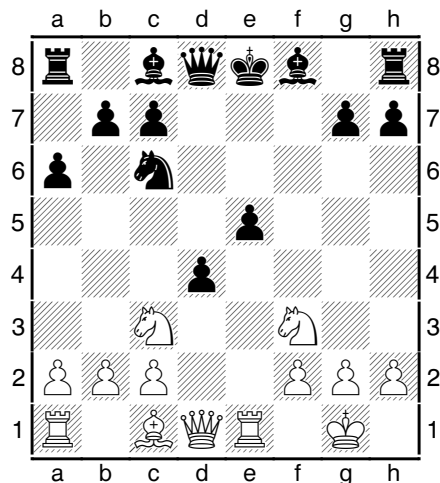
Q407. Find the best move for Black



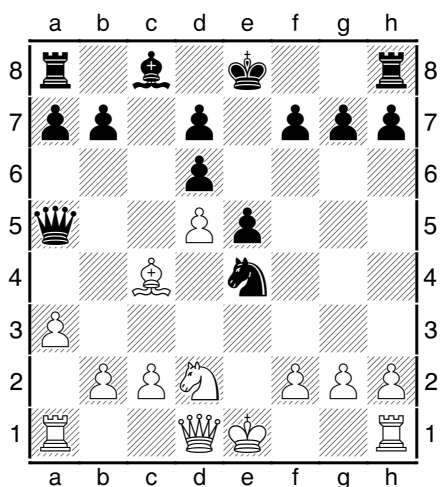
Q408. Find the best move for Black



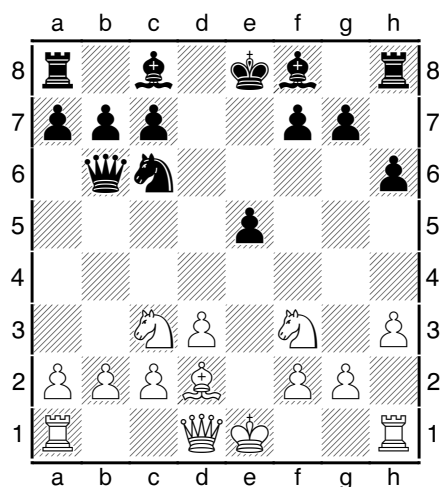
Q409. Find the best move for White



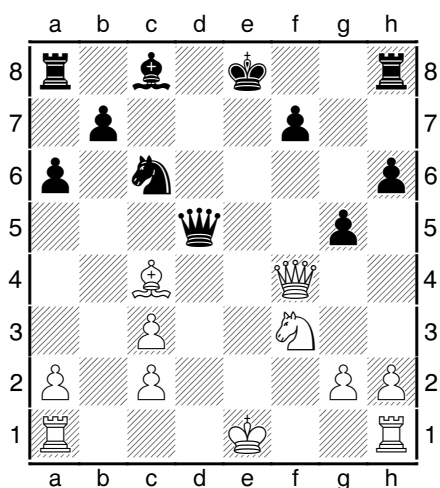
Q410. Find the best move for White



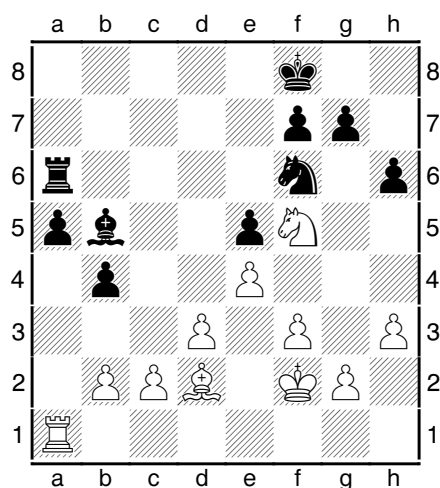
Q411. Find the best move for White



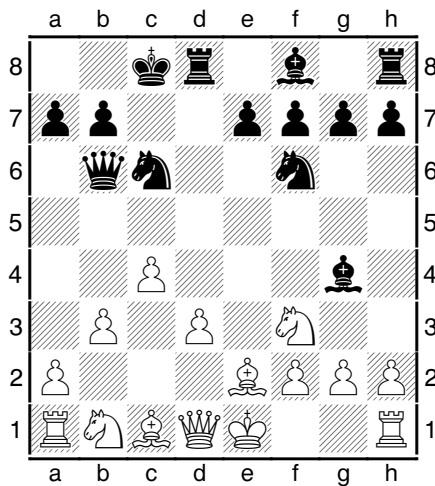
Q412. Find the best move for White



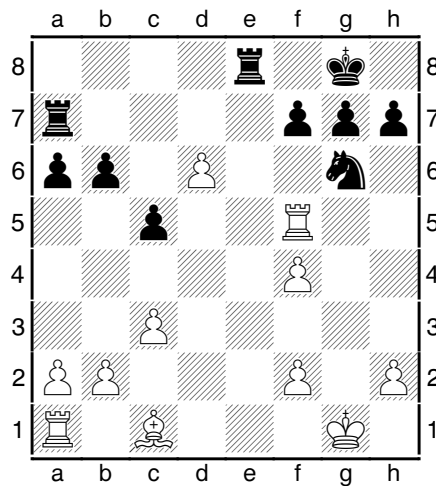
Q413. Find the best move for White



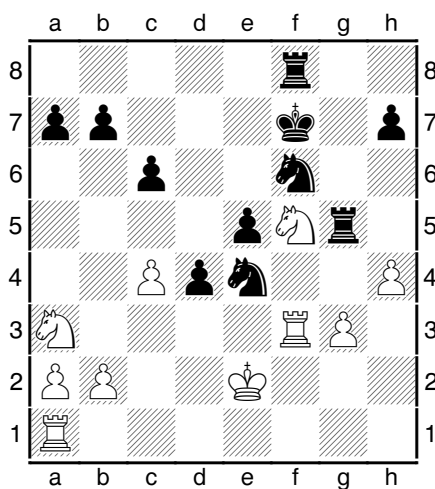
Q414. Find the best move for White



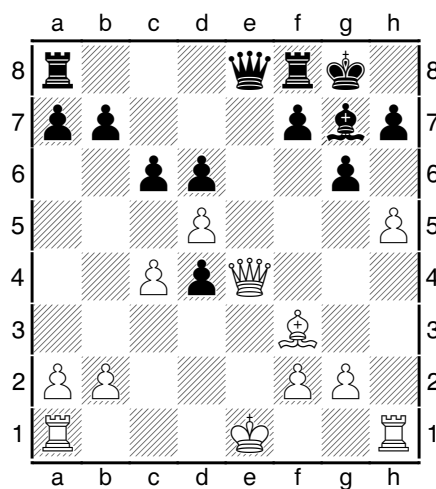
Q415. Find the best move for Black



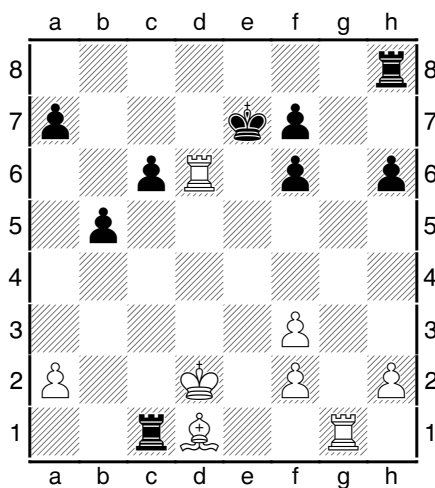
Q416. Find the best move for Black



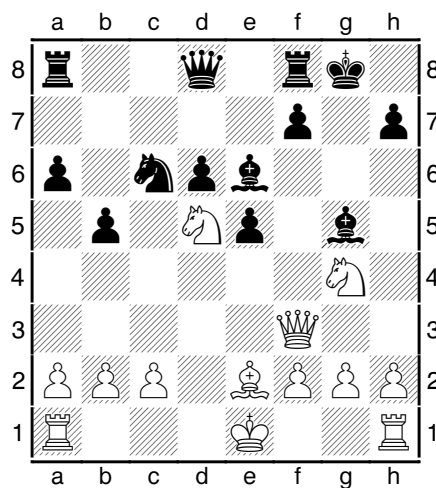
Q417. Find the best move for Black



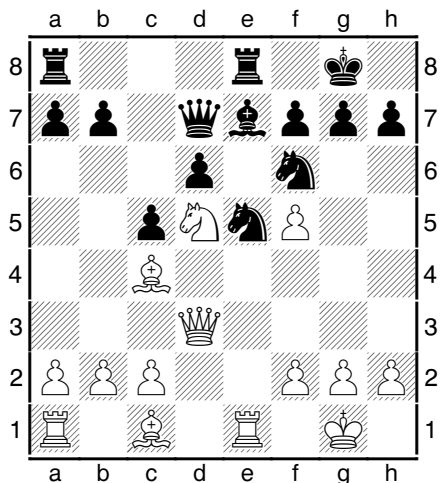
Q418. Find the best move for Black



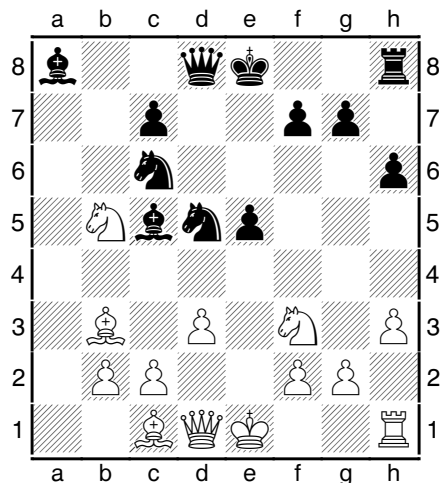
Q419. Find the best move for Black



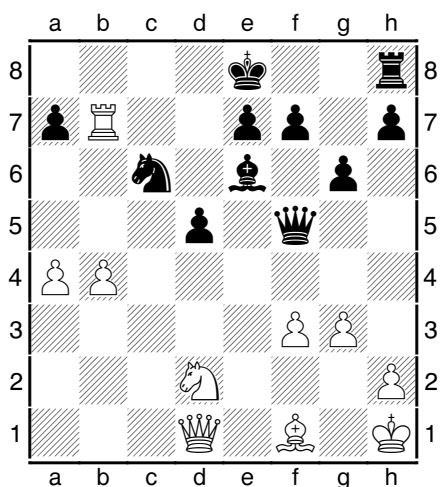
Q420. Find the best move for Black



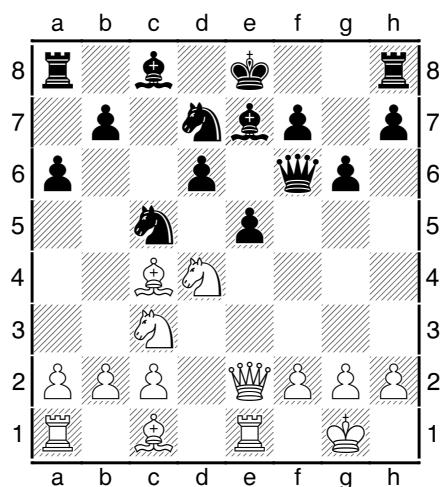
Q421. Find the best move for White



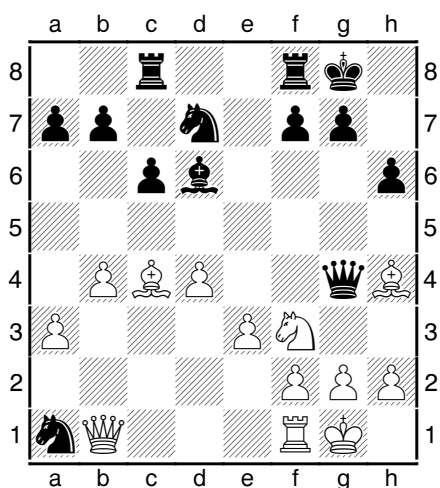
Q422. Find the best move for White



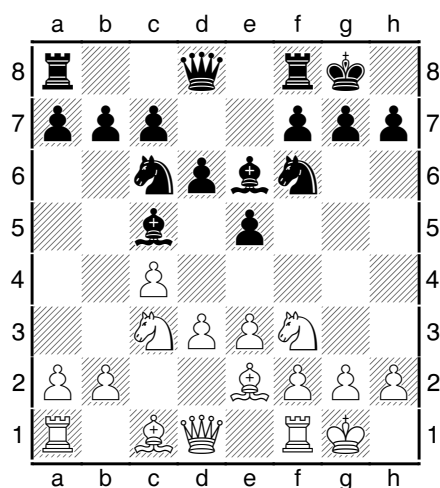
Q423. Find the best move for White



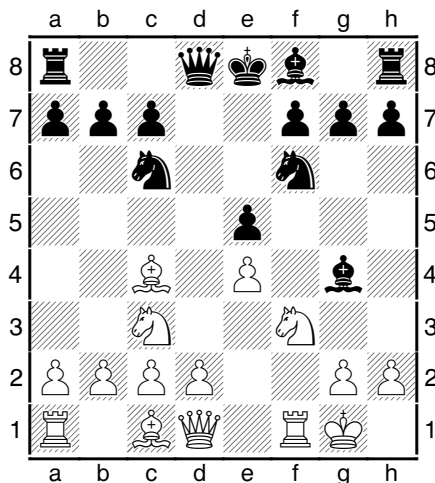
Q424. Find the best move for White



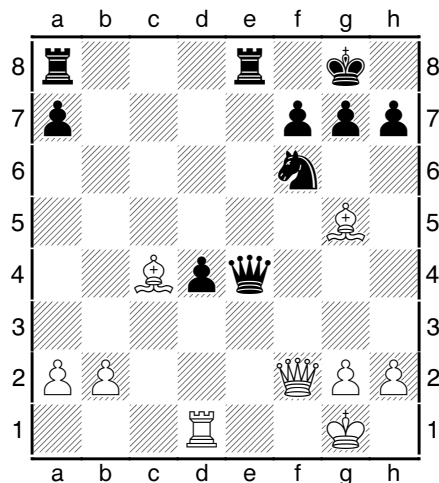
Q425. Find the best move for White



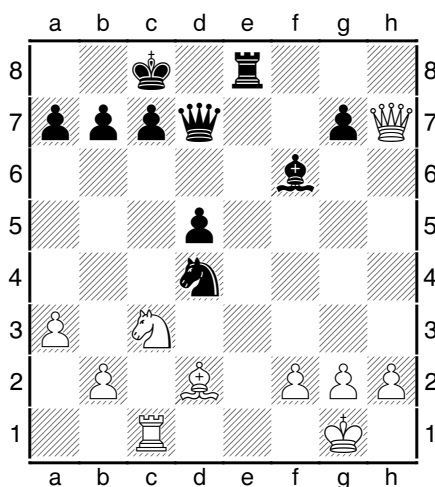
Q426. Find the best move for White



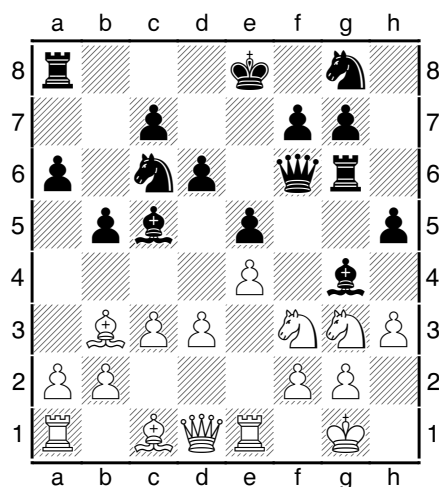
Q427. Find the best move for Black



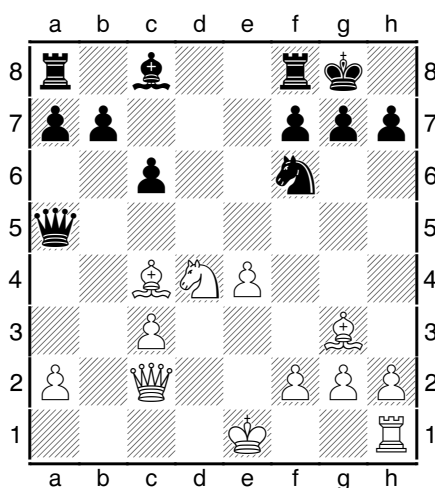
Q428. Find the best move for Black



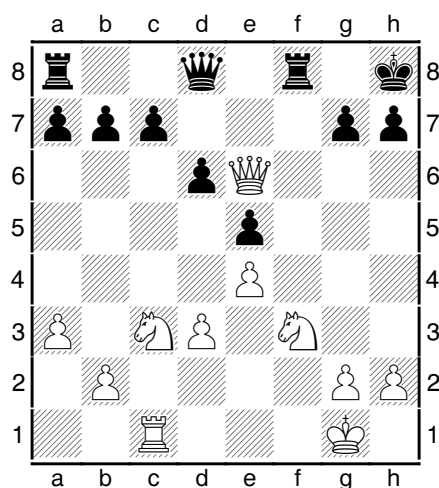
Q429. Find the best move for Black



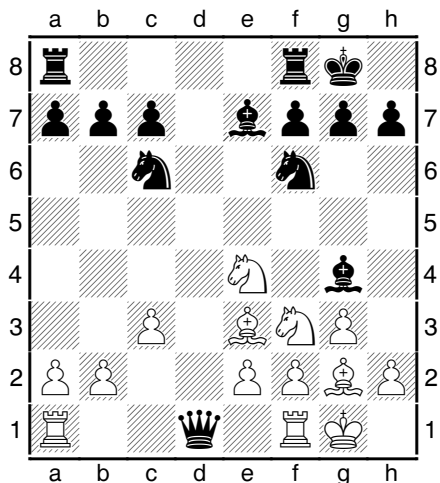
Q430. Find the best move for Black



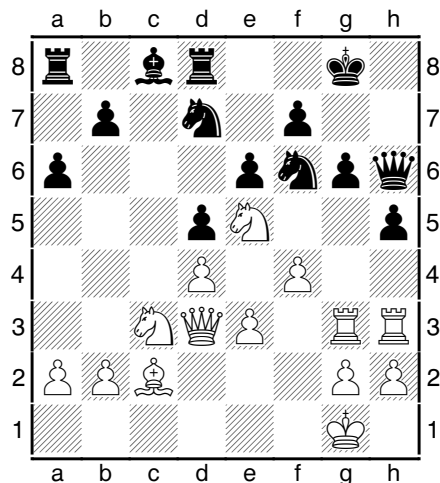
Q431. Find the best move for Black



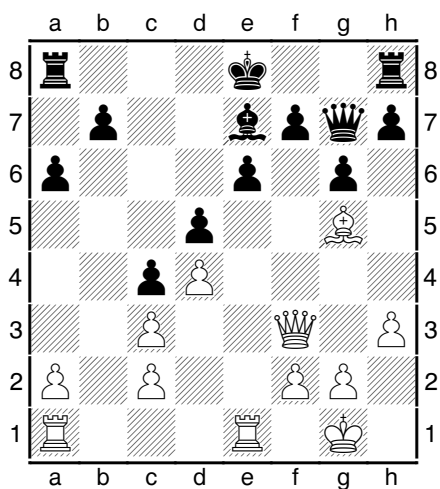
Q432. Find the best move for Black



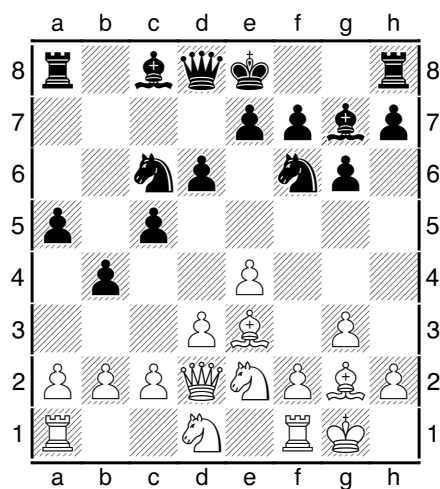
Q433. Find the best move for White



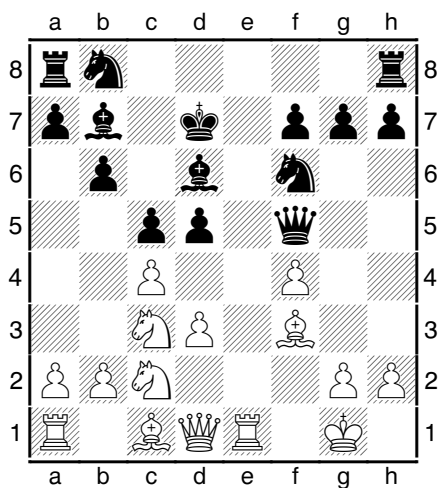
Q434. Find the best move for White



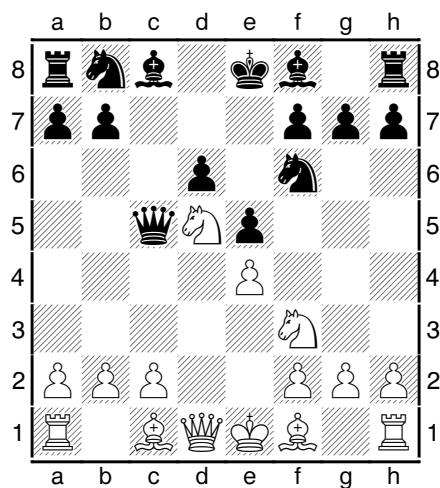
Q435. Find the best move for White



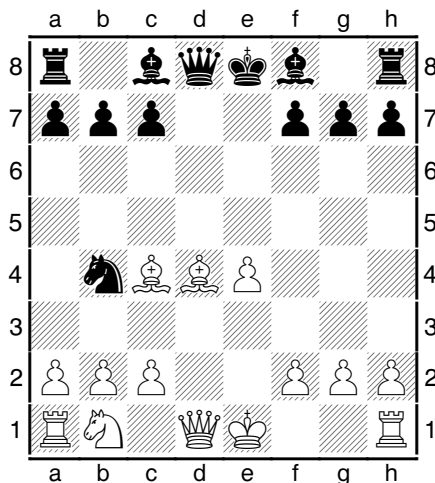
Q436. Find the best move for White



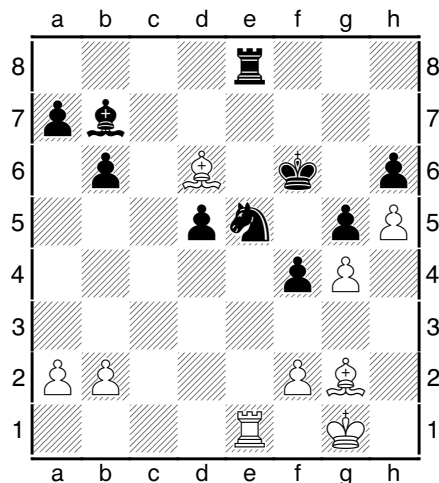
Q437. Find the best move for White



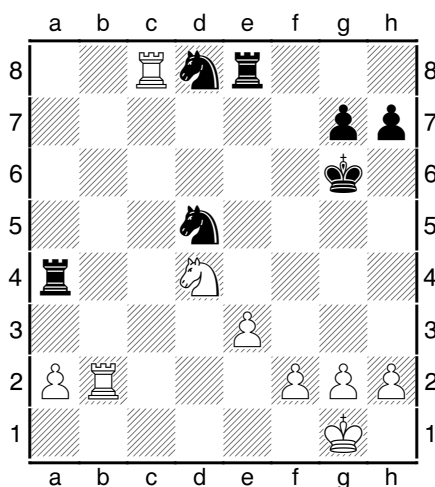
Q438. Find the best move for White



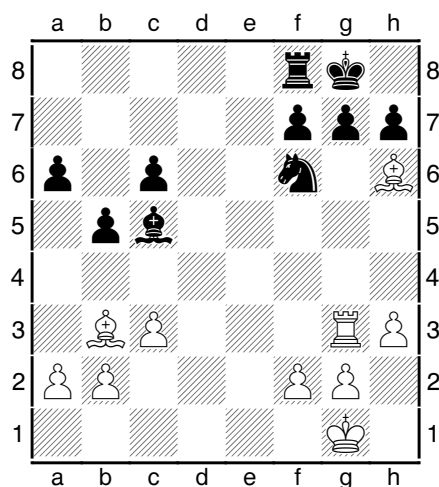
Q439. Find the best move for Black



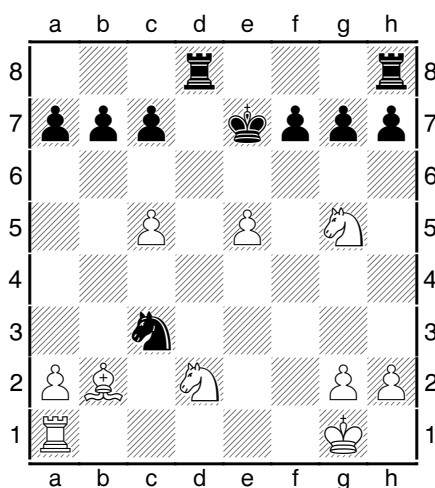
Q440. Find the best move for Black



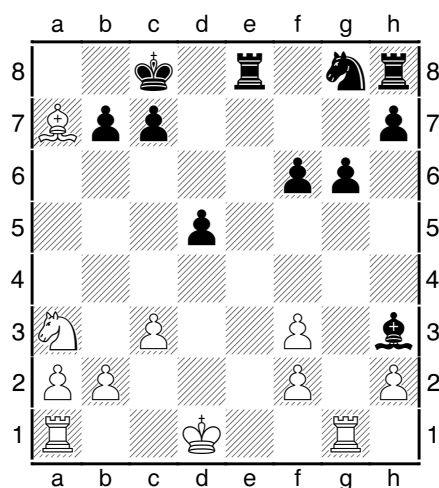
Q441. Find the best move for Black



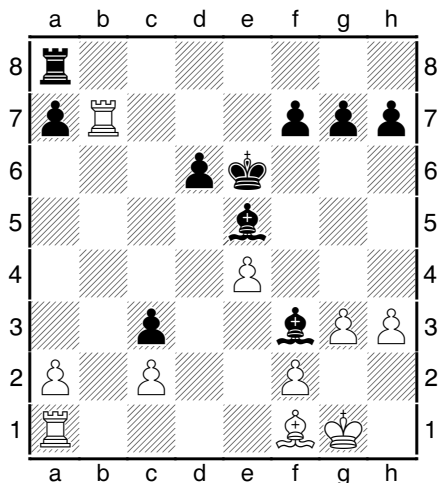
Q442. Find the best move for Black



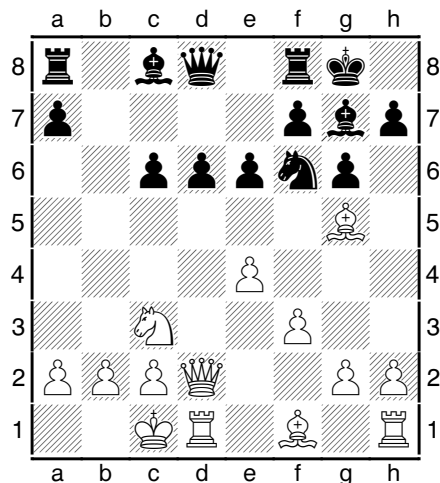
Q443. Find the best move for Black



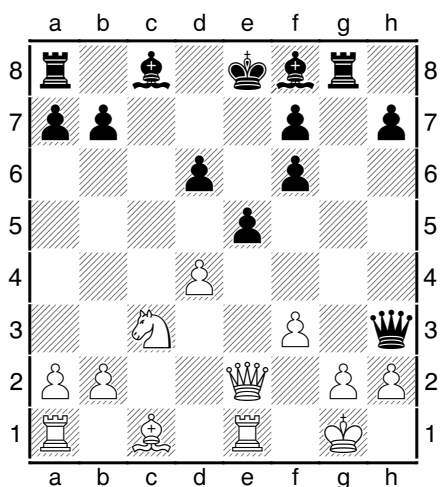
Q444. Find the best move for Black



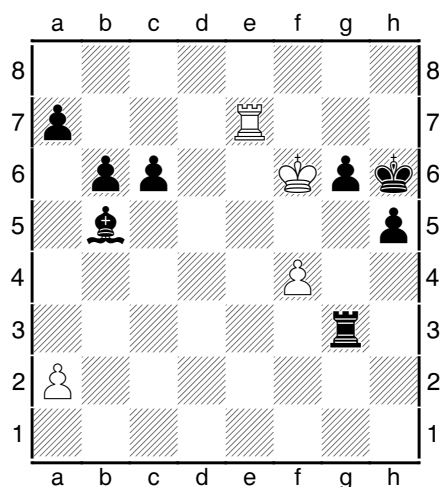
Q445. Find the best move for White



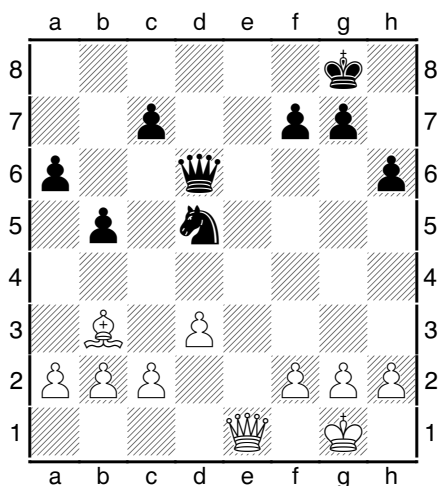
Q446. Find the best move for White



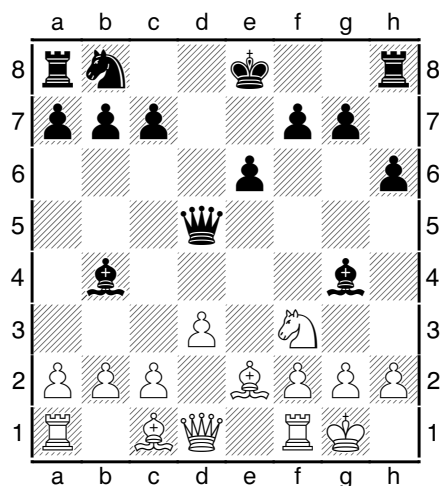
Q447. Find the best move for White



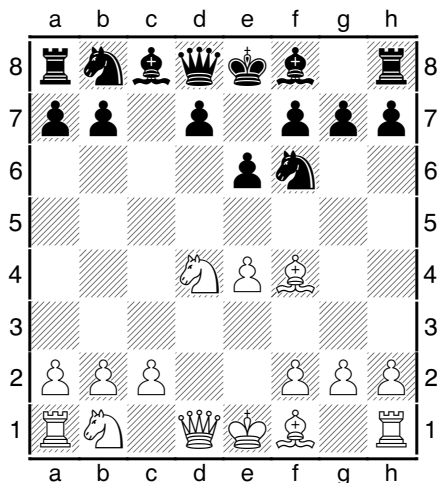
Q448. Find the best move for White



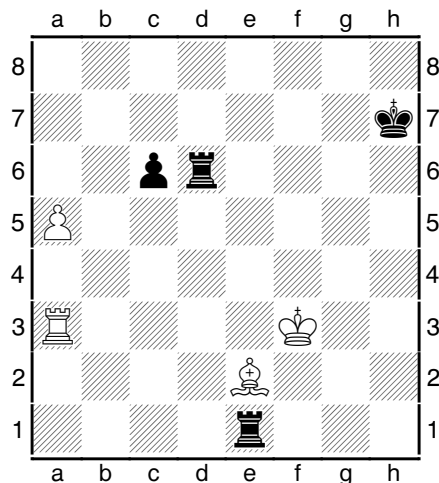
Q449. Find the best move for White



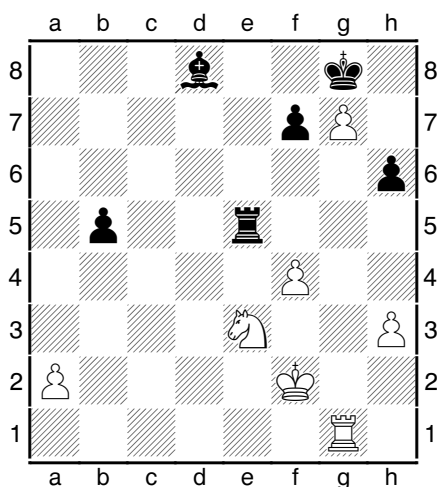
Q450. Find the best move for White



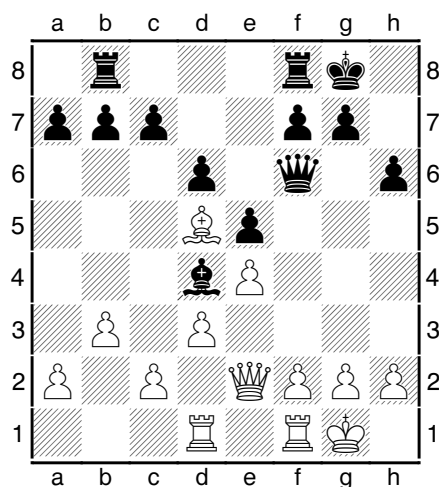
Q451. Find the best move for Black



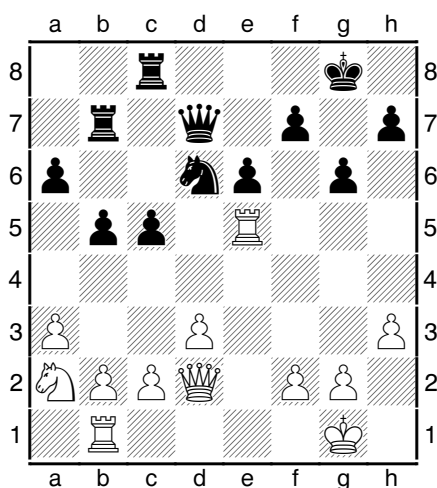
Q452. Find the best move for Black



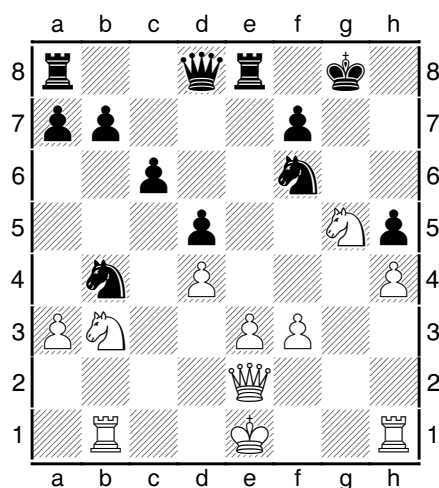
Q453. Find the best move for Black



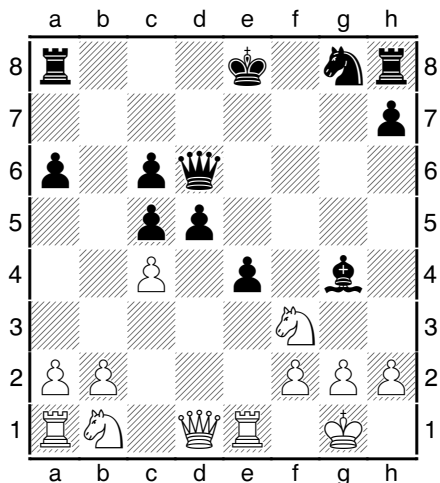
Q454. Find the best move for Black



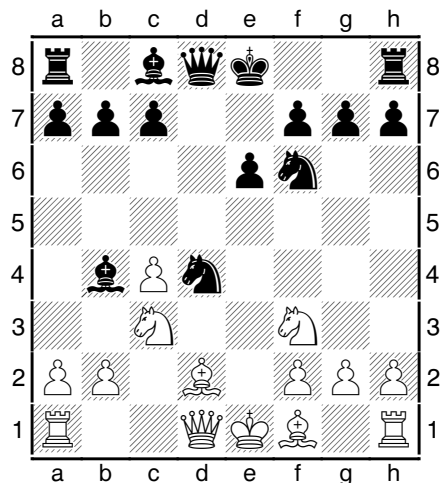
Q455. Find the best move for Black



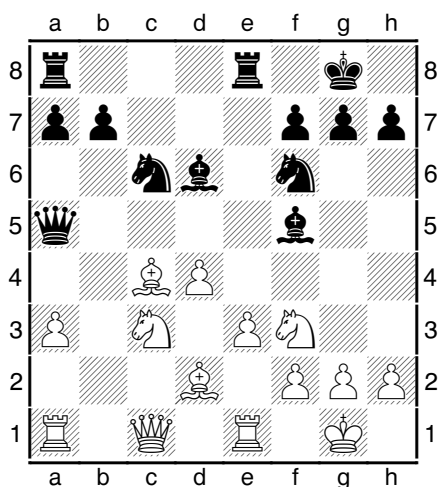
Q456. Find the best move for Black



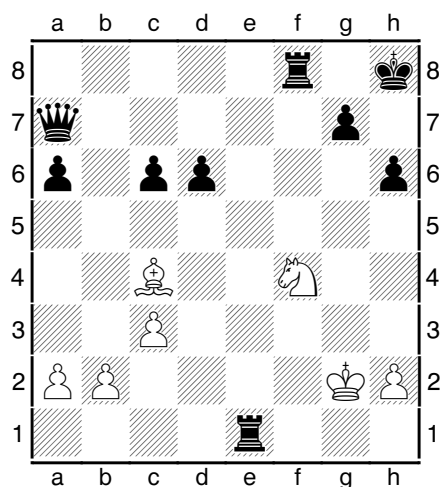
Q457. Find the best move for White



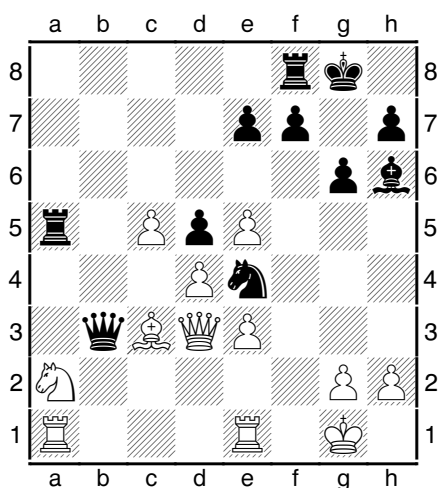
Q458. Find the best move for White



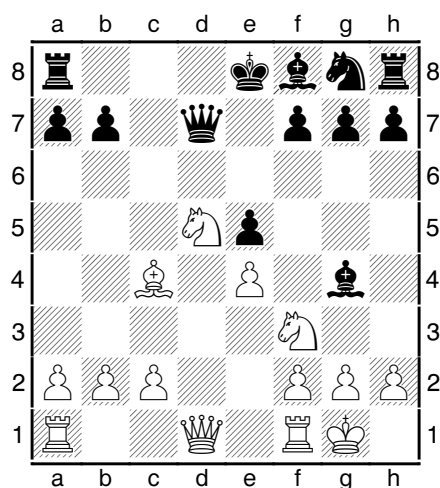
Q459. Find the best move for White



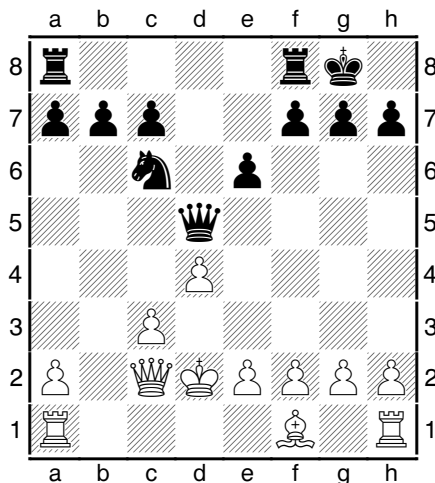
Q460. Find the best move for White



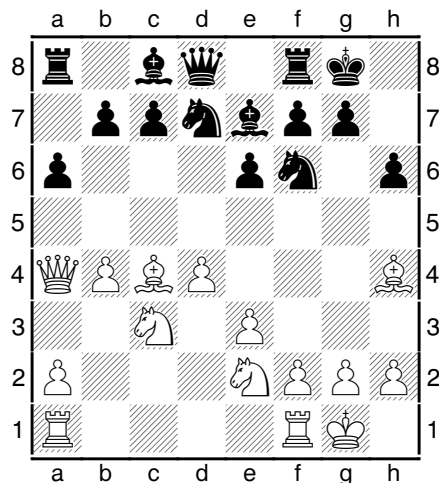
Q461. Find the best move for White



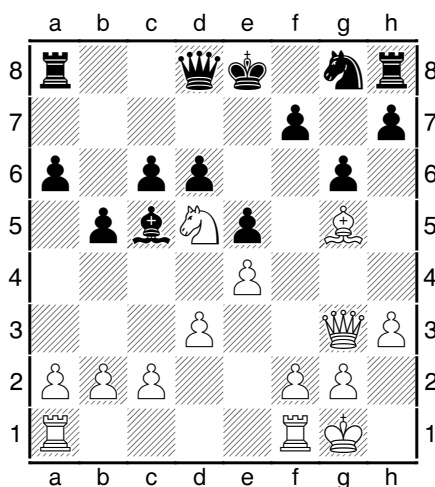
Q462. Find the best move for White



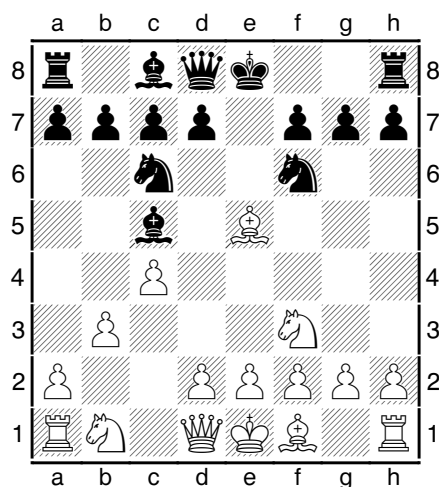
Q463. Find the best move for Black



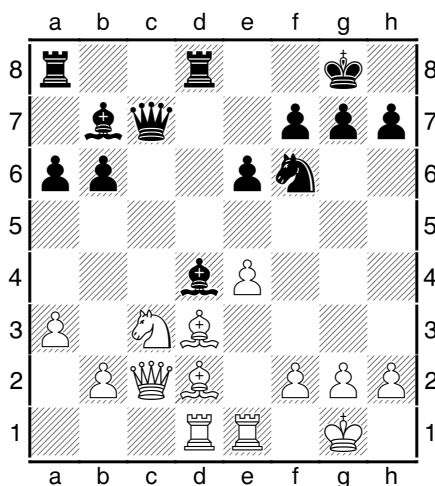
Q464. Find the best move for Black



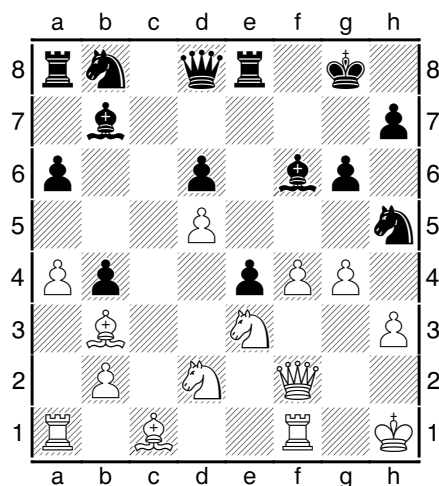
Q465. Find the best move for Black



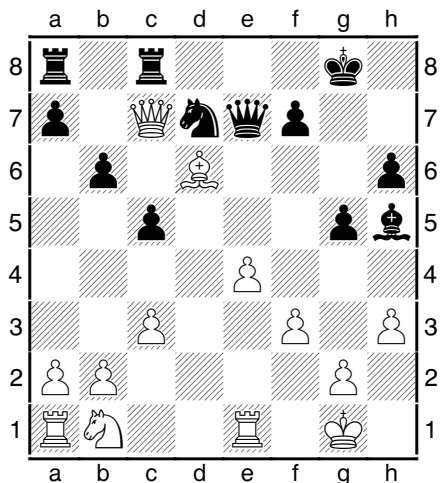
Q466. Find the best move for Black



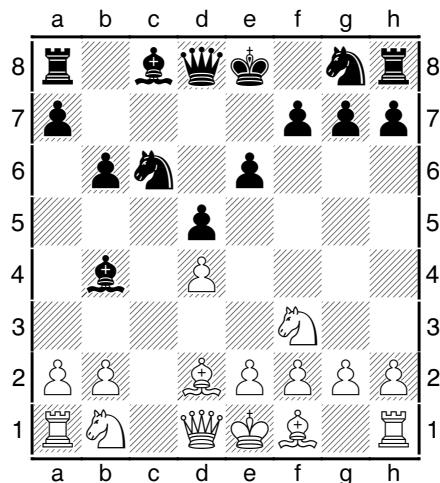
Q467. Find the best move for Black



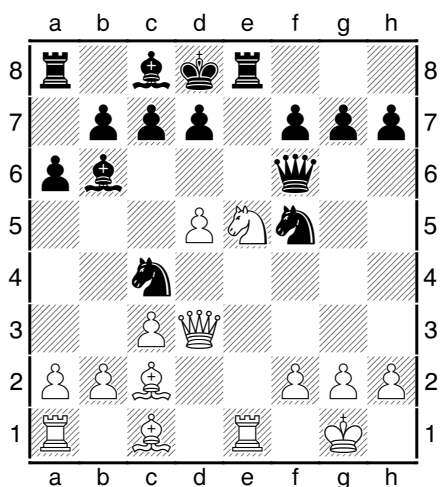
Q468. Find the best move for Black



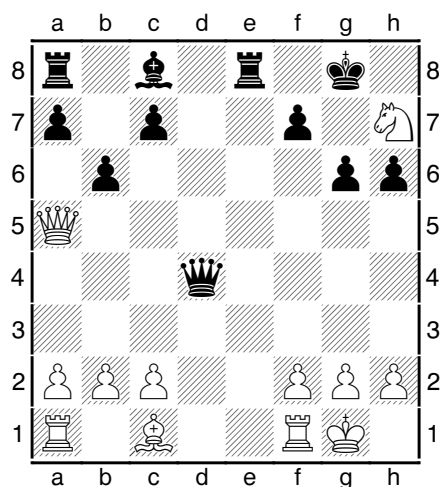
Q469. Find the best move for White



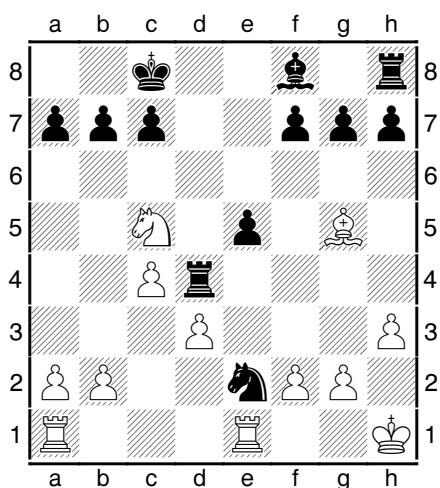
Q470. Find the best move for White



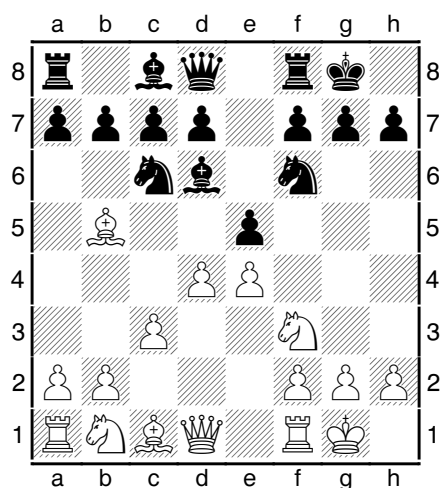
Q471. Find the best move for White



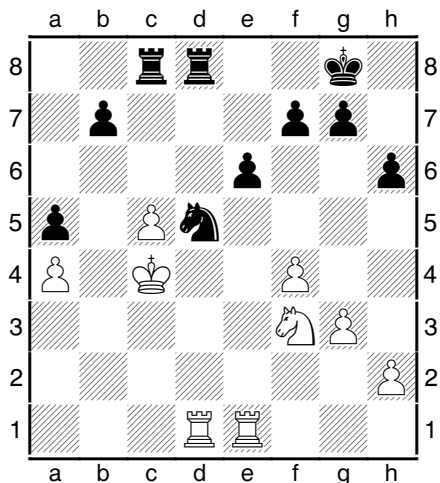
Q472. Find the best move for White



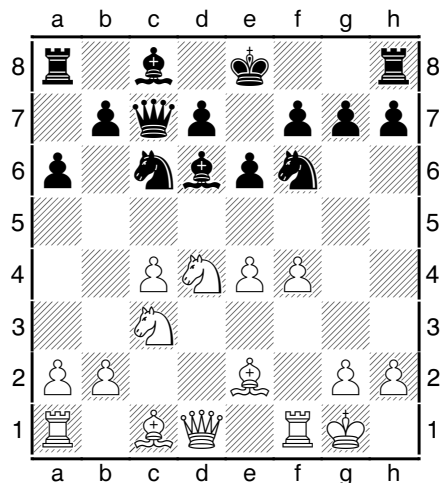
Q473. Find the best move for White



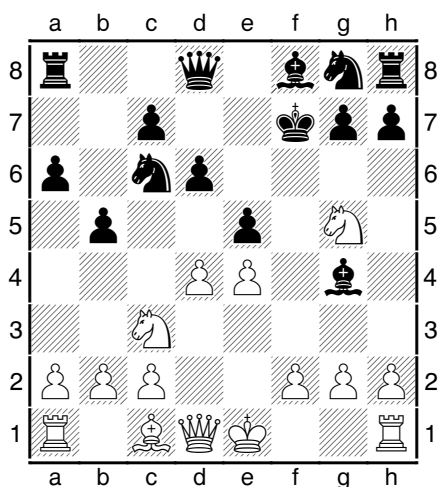
Q474. Find the best move for White



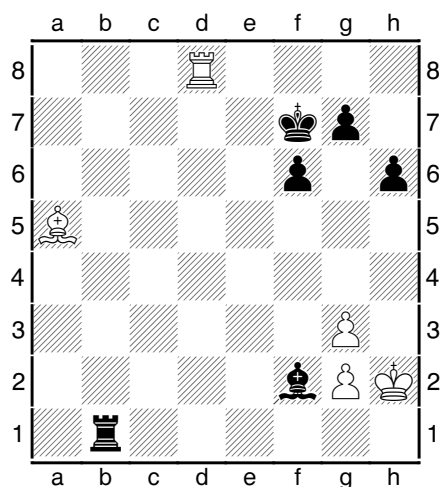
Q475. Find the best move for Black



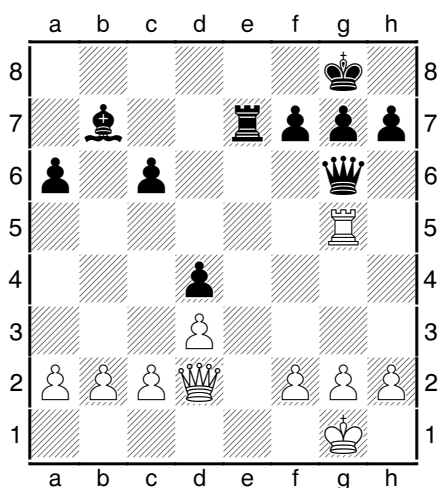
Q476. Find the best move for Black



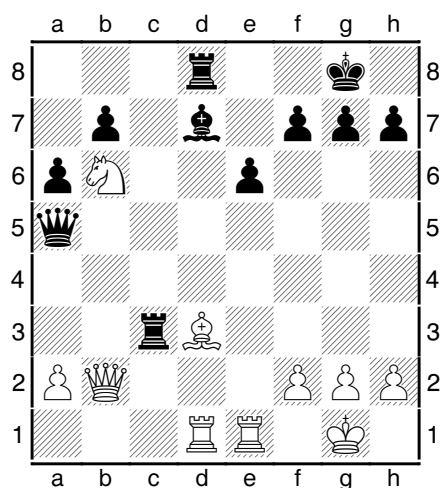
Q477. Find the best move for Black



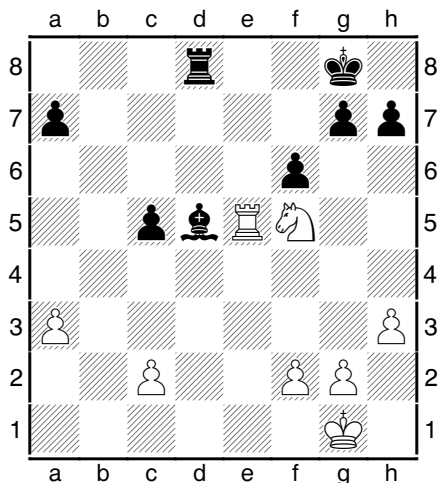
Q478. Find the best move for Black



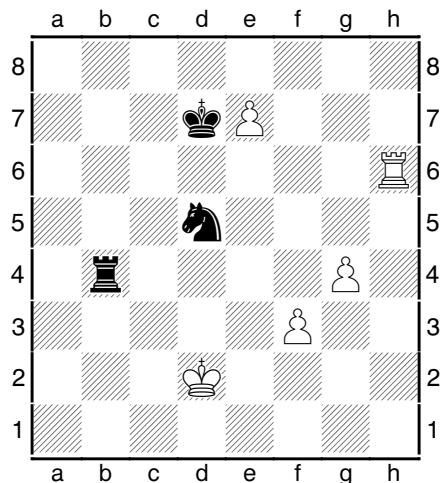
Q479. Find the best move for Black



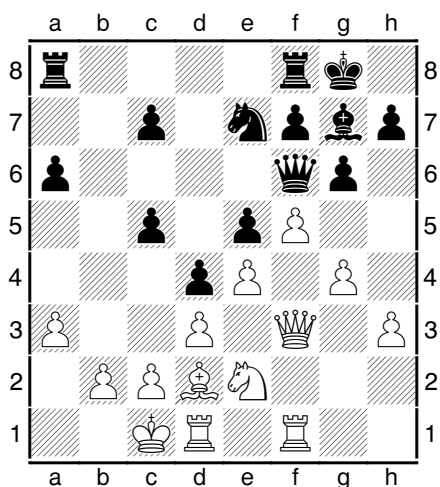
Q480. Find the best move for Black



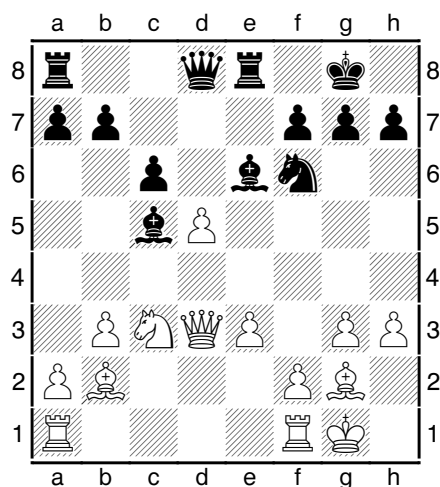
Q481. Find the best move for White



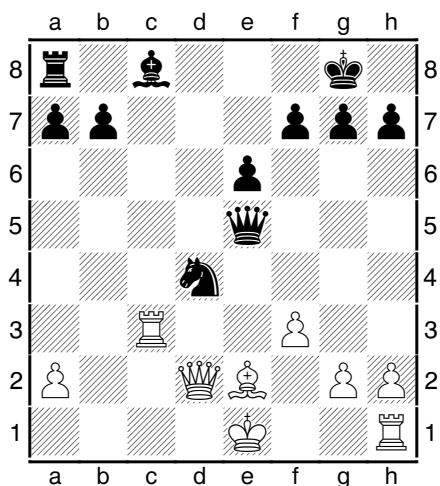
Q482. Find the best move for White



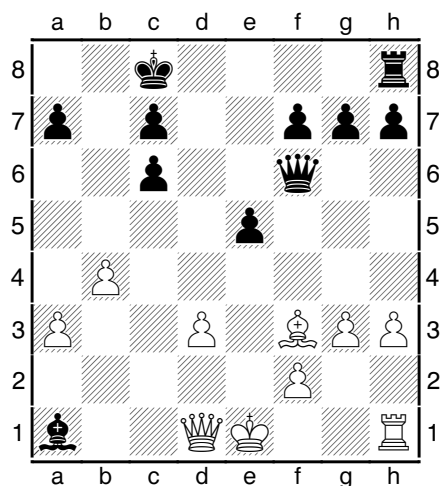
Q483. Find the best move for White



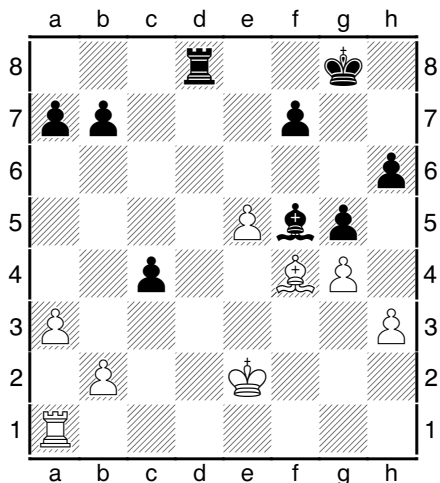
Q484. Find the best move for White



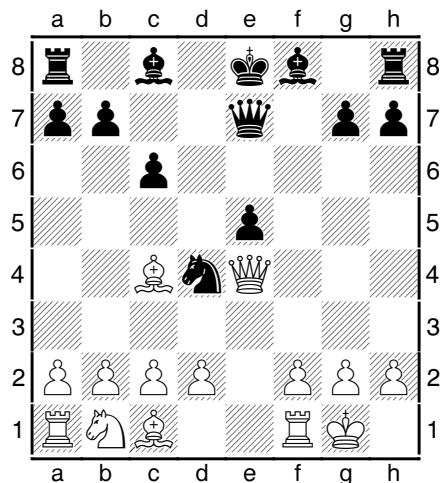
Q485. Find the best move for White



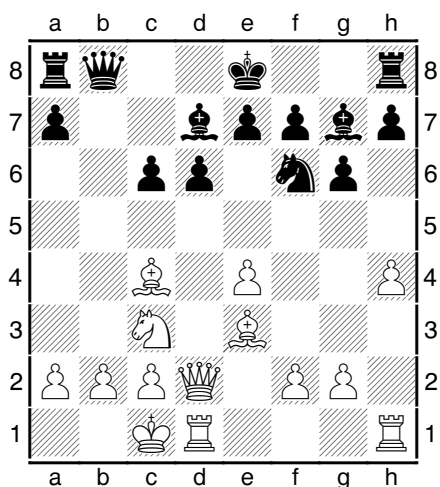
Q486. Find the best move for White



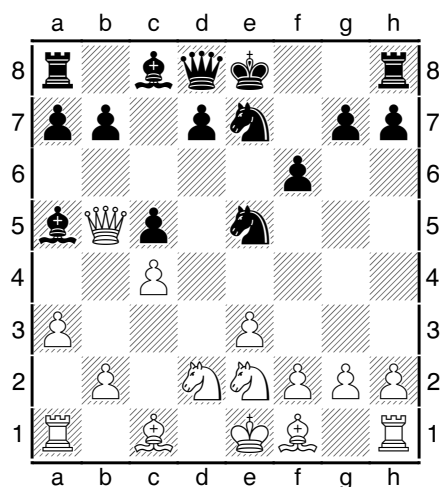
Q487. Find the best move for Black



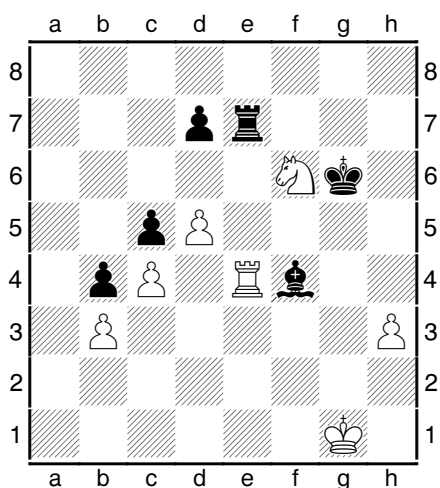
Q488. Find the best move for Black



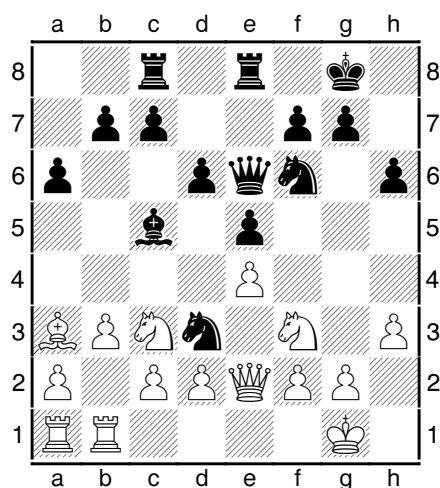
Q489. Find the best move for Black



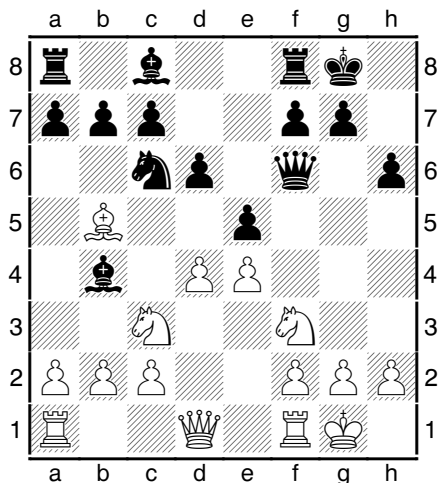
Q490. Find the best move for Black



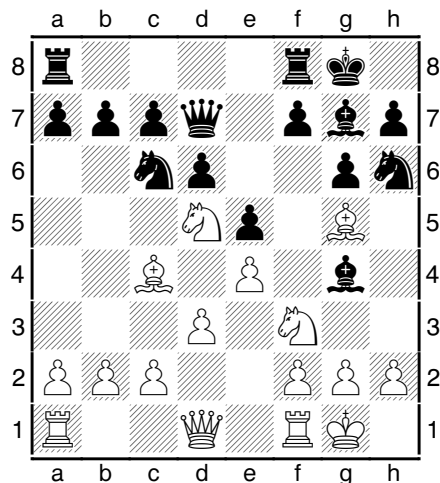
Q491. Find the best move for Black



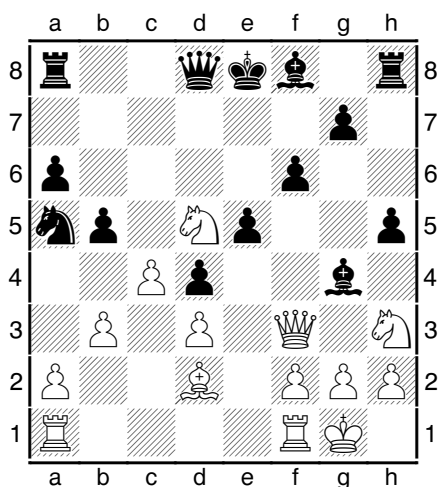
Q492. Find the best move for Black



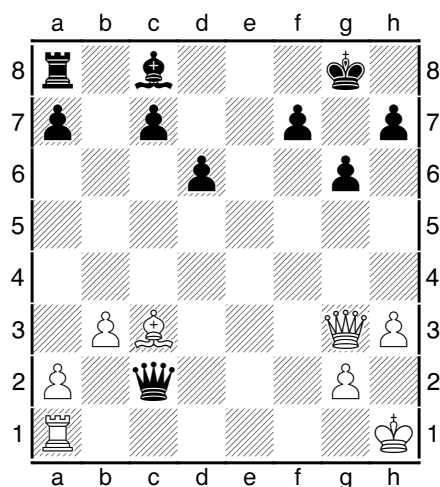
Q493. Find the best move for White



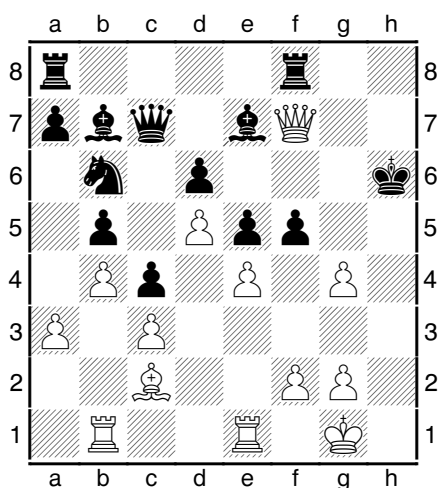
Q494. Find the best move for White



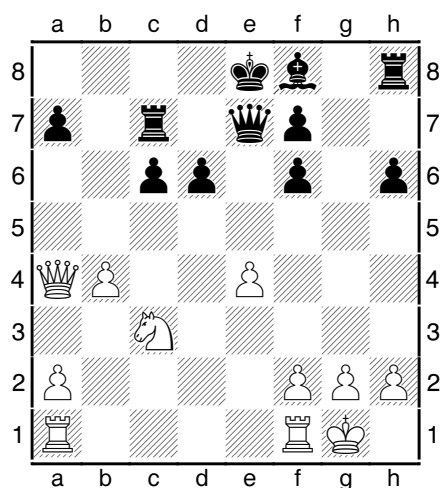
Q495. Find the best move for White



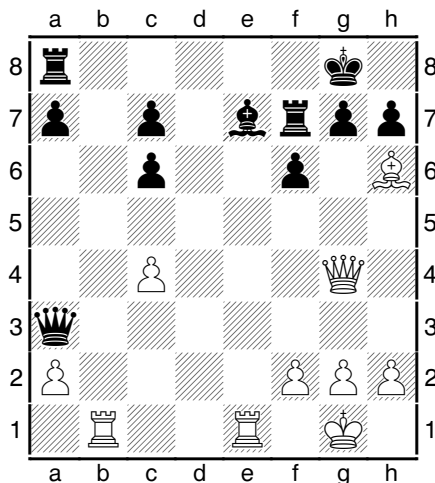
Q496. Find the best move for White



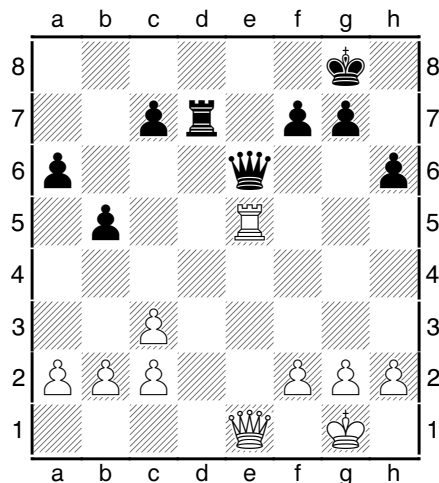
Q497. Find the best move for White



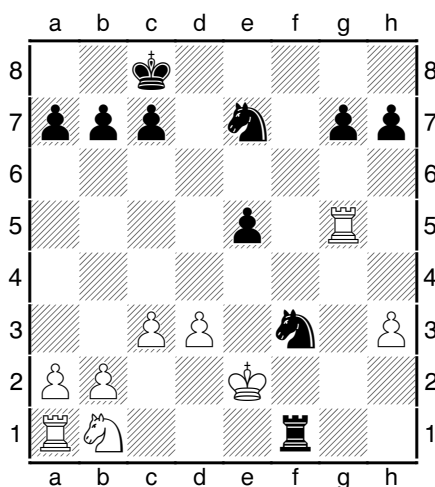
Q498. Find the best move for White



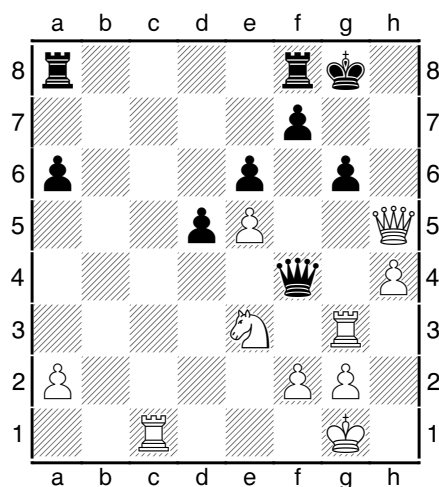
Q499. Find the best move for Black



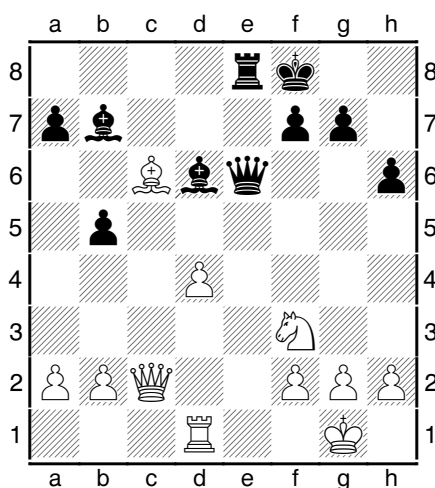
Q500. Find the best move for Black



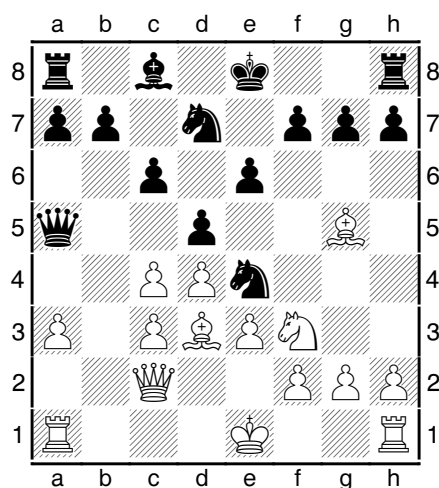
Q501. Find the best move for Black



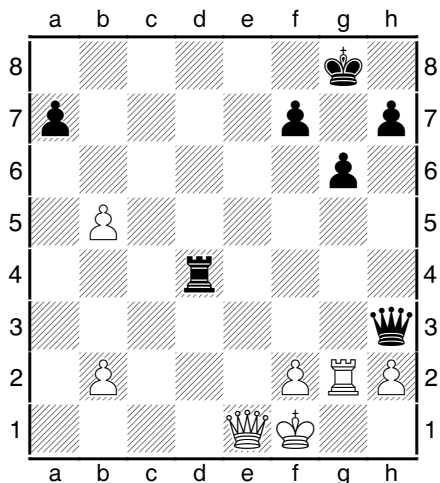
Q502. Find the best move for Black



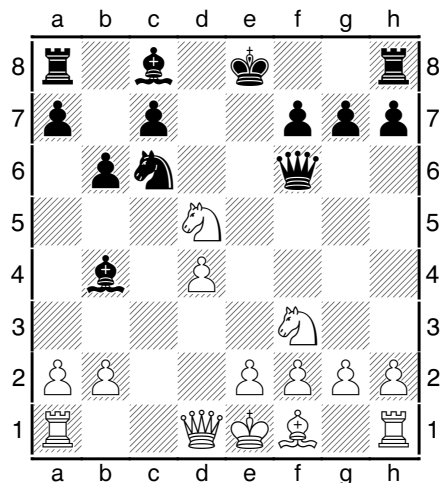
Q503. Find the best move for Black



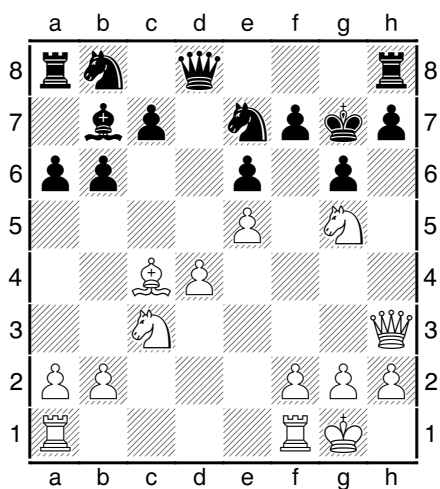
Q504. Find the best move for Black



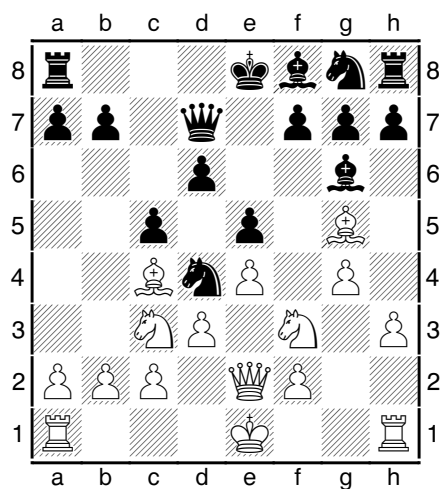
Q505. Find the best move for White



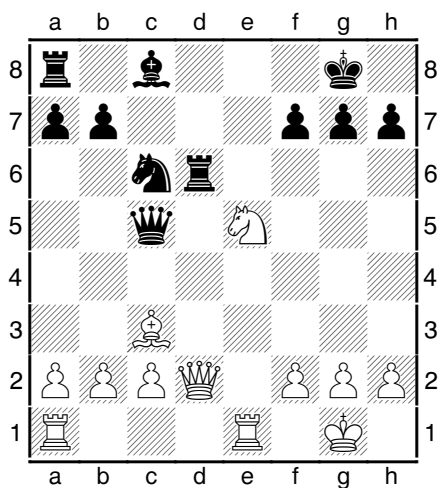
Q506. Find the best move for White



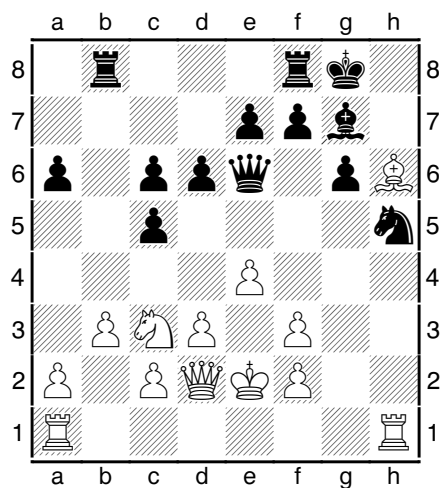
Q507. Find the best move for White



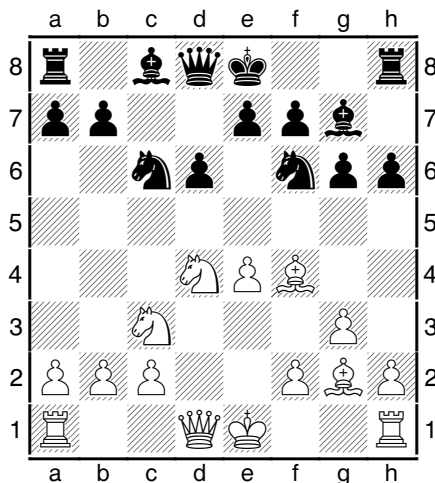
Q508. Find the best move for White



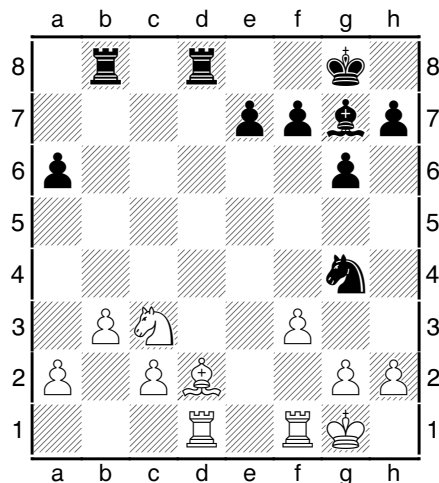
Q509. Find the best move for White



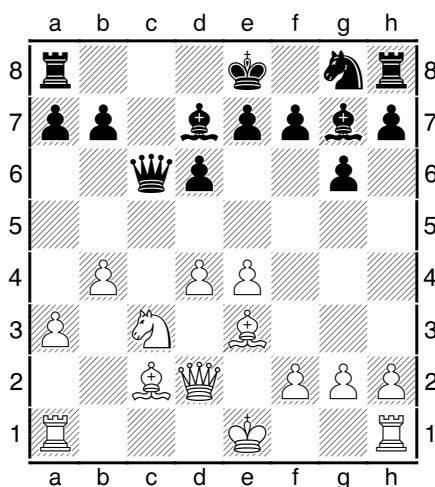
Q510. Find the best move for White



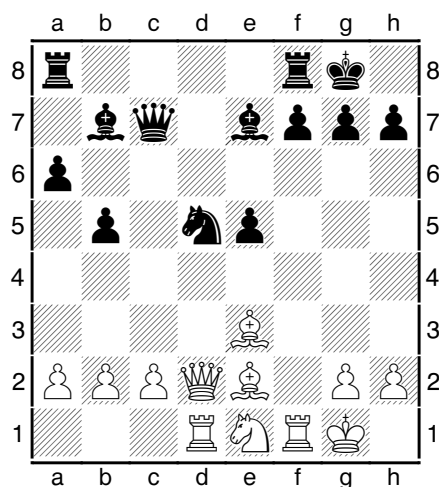
Q511. Find the best move for Black



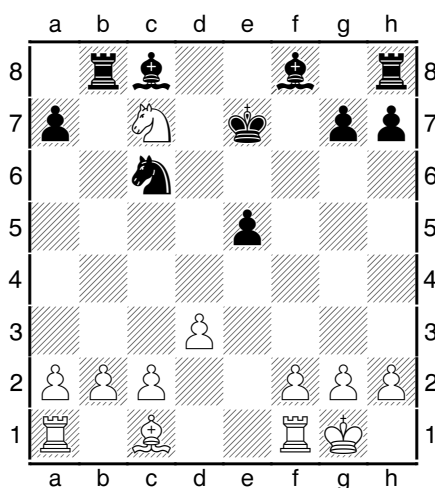
Q512. Find the best move for Black



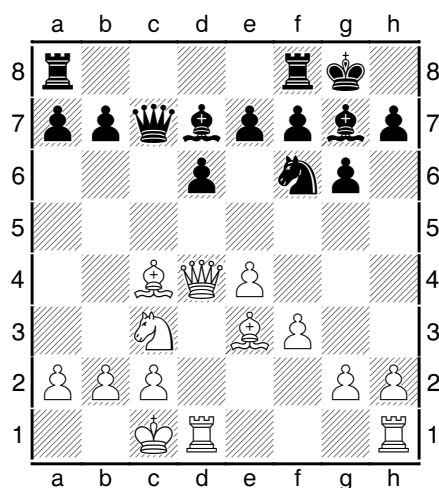
Q513. Find the best move for Black



Q514. Find the best move for Black



Q515. Find the best move for Black



Q516. Find the best move for Black

ANSWERS TO QUIZ QUESTIONS

- Q1. 1. d6 (the bishop on e7 has nowhere to move)
Q2. 1. f4 (there's nowhere safe for the bishop on e5 to hide)
Q3. 1. Qa3 (strangely, Black can't defend the bishop on a6: but not dxe5 which loses the queen)
Q4. 1. c5 (bishops very often get trapped like this)
Q5. 1. g3 (another bishop gets trapped by a pawn)
Q6. 1. b4 (the same thing again: always make sure your bishops can retreat)
- Q7. 1... d4 (another pawn traps another bishop)
Q8. 1... c4 (you've seen this idea before)
Q9. 1... c6 (again the bishop has no safe squares)
Q10. 1... f6 (a mirror image of the last question)
Q11. 1... b5 (the white queen stops the bishop retreating)
Q12. 1... g5 (this can happen if you play Bg5 and g3)
- Q13. 1. b4 (a knight on the rim is dim)
Q14. 1... d4 (the knight has nowhere to run)
Q15. 1. g4 (I cannot abide a knight on the side)
Q16. 1... Be3 (The knight has five squares, but none of them are safe)
Q17. 1. h3 (knights can easily get trapped in this sort of position)
Q18. 1... e6 (the bishop on g7 is controlling the c3 square)
- Q19. 1. Kb2 (rooks can even be trapped in the ending)
Q20. 1... Bd5 (the bishop on the long diagonal traps the rook in the corner)
Q21. 1. Bxg7 (capturing a pawn and cornering the rook)
Q22. 1... f4 (this time a pawn traps the rook: White's best reply is Rg4, losing rook for bishop)
Q23. 1. Bd5 (again the rook is trapped in the corner of the board)
Q24. 1... Qb7 (a surprising rook trap, but not Qc8, which allows Rxb6)
- Q25. 1. Nh4 (very similar to one of the examples)
Q26. 1. Nb5 (Black has a very cramped position and his queen has no squares)
Q27. 1. Bg5 (quite a common way of trapping a queen)
Q28. 1. Be3 (Black can't defend with Nd4 because the knight is pinned: you'll learn more about pins later)
Q29. 1. Bg5 (a similar sort of position to Q27)
Q30. 1. Nxc7 (the black queen is trapped by White's knight and bishop)
- Q31. 1... g6 (not Bg6 when the queen can escape via g4)
Q32. 1... g6 (a different position but the same move as last time)
Q33. 1... Bc2 (a hard one to see, threatening the queen from behind)
Q34. 1... e6 (a little pawn traps the queen in the middle of the board)
Q35. 1... Rc5 (the queen is surrounded: a simple threat will be enough)
Q36. 1... Be5 (just as White was looking forward to capturing the rook on h8)
- Q37. 1. Bg5 (trapping the queen: you've seen positions like this before)
Q38. 1. b4 (another knight on the rim gets into trouble: Black can play Nxb4 but will lose the other knight instead)
Q39. 1. f4 (knights in the middle of the board can also get trapped)
Q40. 1. Nf3 (you'll see the queen doesn't have many squares: a knight retreat will trap her)
Q41. 1. Ne6 (the two knights trap the black queen with a bit of help from the bishop on d2)
Q42. 1. a4 (another knight gets trapped: not 1. c4, though, because of Nd4)

- Q43. 1... a4 (you have to spot that White can't capture on a4 safely because there are two defenders)
- Q44. 1... f4 (bishops quite often get trapped in this way)
- Q45. 1... c6 (although the white queen looks in danger it's the bishop that gets trapped)
- Q46. 1... d5 (White was going for an attack on the black king, but the bishop has no retreat square)
- Q47. 1... Nc4 (the white queen gets trapped on the edge of the board)
- Q48. 1... c5 (a hard one: the pawn moves to open up the bishop on d7: you'll learn more about this sort of move later)
- Q49. 1. Bg4 (Black was hoping to get checkmate on g2 but the knight on h4 stops this and now the queen is trapped)
- Q50. 1. a3 (the black pawns on a6 and c6 stop the knight retreating to safety)
- Q51. 1. Bh3 (an unlikely way of trapping the queen across two diagonals: Black can play Ng4 but will still lose a knight)
- Q52. 1. Rd2 (this might be hard to see: the queen looks safe but a rook retreat will trap her)
- Q53. 1. Na4 (another discovered attack: the knight does a great job defending the bishop while controlling c5 and b6)
- Q54. 1. f5 (the rook has nine moves but none of them is safe)
- Q55. 1... b4 (shutting off the bishop's diagonal)
- Q56. 1... b5 (White can get two pawns for a piece but Black will still be ahead)
- Q57. 1... Bxb2 (an idea you've seen before: capturing a pawn and trapping the rook)
- Q58. 1... Qb2 (the same sort of idea as Q57, but this time the queen corners the enemy rook)
- Q59. 1... b5 (if you have a bishop on c4 it's dangerous to play b3: the bishop has no retreat available)
- Q60. 1... a4 (another typical way of trapping a bishop)
- Q61. 1. e5 (the pawn forks bishop and queen, and is defended twice, by the queen and the knight)
- Q62. 1. e5 (the same move again: Black has three pieces defending the e5 square but the rook is behind the queen)
- Q63. 1. d4 (forking bishop and queen again, regaining the sacrificed piece)
- Q64. 1. f4 (forking queen and knight this time: the rook on f1 defends the pawn)
- Q65. 1. d5 (a very common square for a fork in the opening: look out for this in your games)
- Q66. 1. e6+ (this time it's a check as well as a fork. Next move White will capture the black knight)
- Q67. 1... d4 (the same idea as Q65, again forking knight and bishop)
- Q68. 1... e3 (forking a rook and queen is better still: a rook for a pawn is a very good deal)
- Q69. 1... g5 (pawn forks don't only happen in the opening)
- Q70. 1... e4 (this time the queen supports a pawn fork of queen and knight)
- Q71. 1... g4 (again the rook and knight fall victim to a pawn fork)
- Q72. 1... b5 (now a pawn on the other side of the board forks knight and bishop)
- Q73. 1. Nb6+ (forking king and rook)
- Q74. 1. Nxc7+ (again forking king and rook: the knight is defended by the bishop on f4)
- Q75. 1. Nxc6 (this time forking queen and rook: don't forget to look for captures)
- Q76. 1. Nxd6 (another capture, this time forking both black rooks: Nxb6 would only be an exchange)
- Q77. 1. Nd6 (the same square, this time forking queen and rook)
- Q78. 1. Ng6 (again forking two black rooks)
- Q79. 1... Nc3+ (don't forget about forks in the endgame: this move forks king and rook)
- Q80. 1... Nf3+ (forking king and queen: what could be better?)
- Q81. 1... Nd3+ (again forking king and queen – and the pawn on b2 as well)
- Q82. 1... Nxc2+ (forks of king and rook on this square are very common)
- Q83. 1... Ne3+ (forking rook and bishop this time: the bishop is not defended so Black will win points)

- Q84. 1... Nd4 (this time the knight forks the white queen and rook)
- Q85. 1. Nd6+ (a check forking king and rook)
- Q86. 1. Ne7+ (Black's just played a pawn fork but White replies with a deadly knight fork of king and queen)
- Q87. 1. Ne6 (a strong square for the white knight, forking queen and rook)
- Q88. 1. Ng6+ (forking king and queen: Black will win bishop and knight but White will win a queen)
- Q89. 1. Nf6+ (another check forking king and queen)
- Q90. 1. Ne6 (the knight forks queen and rook, and is defended by the queen on e3)
- Q91. 1... Nh3+ (knights on the rim aren't always dim: this one forks king and rook)
- Q92. 1... Nxc2+ (a FAMILY FORK, forking king, queen and rook)
- Q93. 1... Nd3 (the knight jumps into enemy territory, forking queen and rook)
- Q94. 1... Nd3+ (White wants to trade rooks, but after this fork of king and rook he'll have to trade his rook for a knight)
- Q95. 1... Nc4 (forking queen and rook: Nxf3 would have been better if the white g-pawn hadn't been there)
- Q96. 1... Nd3 (another knight lands on d3 to fork queen and rook)
- Q97. 1. Qd5 (threats: Qxf7# and Qxe4: the knight can't move safely to defend f7)
- Q98. 1. Qa4+ (another very common fork in the opening: it's check and threatens Qxb4)
- Q99. 1. Qe7 (the threats are Qxg7# and Qxd8: Black can't meet both threats)
- Q100. 1. Qf3+ (it's check and threatens Qxe2: after 1... Re4 White can play 2. Qxe4+ as the bishop on c2 is PINNED)
- Q101. 1. Qd4 (threatening Qxc5 and Qxh8 and winning a piece)
- Q102. 1. Qe6+ (Black has to get out of check when White will play Qxe5)
- Q103. 1... Qc5+ (checking and threatening the bishop on c4)
- Q104. 1... Qa5+ (after White gets out of check Black will play Qxe5)
- Q105. 1... Qa5+ (the bishop on b5 is defended by the queen on b3 but also attacked by the bishop on d7)
- Q106. 1... Qf3+ (a simple fork of king and rook)
- Q107. 1... Qxb2 (capturing a pawn and, more importantly, hitting two undefended rooks)
- Q108. 1... Qc5+ (a long range fork: next move Black will capture the rook on e7)
- Q109. 1. Qc3 (this is a bit different: the threats are Qxb4 and Qg7#: you can fork a square as well as a piece)
- Q110. 1. Qc6+ (this time the bishop on c2 is the target once Black gets out of check)
- Q111. 1. Qf3 (the threats are Qxa8 and Qxf7+ which would be followed by Qxf8)
- Q112. 1. Qh5+ (a fork on move 3: if Black plays g6 then Qxe5+ will be another fork, hitting the rook on h8)
- Q113. 1. Qd5 (a long range fork of the rook in the corner on a8 and the bishop over the other side on h5)
- Q114. 1. Qc6 (the queen forks both black rooks: whichever one moves, the other will be captured)
- Q115. 1... Qa5+ (a check and a second attack on d5: the knight on d5 is PINNED so 2. Nc3 allows Bxh1)
- Q116. 1... Qa5 (another long distance fork: the threats are Qxc7 and Qxe1# so White can't play Nxa8)
- Q117. 1... Qh4+ (although this only wins a pawn it forces Ke2, which is not where the king wants to go)
- Q118. 1... Qd5 (this time you're threatening Qxc5 and Qxh1: look out for attacks on undefended pieces)
- Q119. 1... Qd4+ (Black will capture the knight on e5 next move)
- Q120. 1... Qb5+ (This time the target is the knight on a4 once White has escaped from the check)

- Q121. 1. Nc7 (the knight forks queen and rook)
- Q122. 1. d5 (the pawn forks knight and bishop: you've seen this idea before)
- Q123. 1. Qd5+ (the queen forks king and rook: queens are very good at forking undefended pieces)
- Q124. 1. Bd6 (this time it's a bishop forking two rooks)
- Q125. 1. Qb5+ (the queen forks king and bishop)
- Q126. 1. Qc3+ (another queen fork of king and bishop)
- Q127. 1... d4 (the pawn forks queen and knight: it's defended by the black queen)
- Q128. 1... Qd4 (the queen forks rook and knight along the diagonal)
- Q129. 1... e4 (another pawn fork, attacking bishop and knight)
- Q130. 1... f5 (the same thing again: this time the queen and knight are threatened)
- Q131. 1... Ne5 (a knight fork, threatening Nxf3+ and N/Qxg4)
- Q132. 1... Qb6+ (the queen plays a check and threatens the pawn on b2: Qxb2 next move will be another fork)
- Q133. 1. Ne7+ (Black was hoping for checkmate if White moved the knight on e1, but this knight fork will win the queen)
- Q134. 1. Qb4 (this is a triple fork: the threats are Qxc5, Qxf4 and Qxb7+, which would in turn be another fork)
- Q135. 1. Ne5+ (a simple knight fork of king and rook)
- Q136. 1. Bc5+ (the bishop checks the black king and also threatens the rook)
- Q137. 1. Qxd5+ (after Black gets out of check White will capture the rook on a8)
- Q138. 1. Nc7+ (a FAMILY FORK, hitting king, queen and rook)
- Q139. 1... Nb2 (an unusual square for a knight fork on queen and rook)
- Q140. 1... e4 (a familiar pawn fork, attacking queen and knight)
- Q141. 1... Bg4 (the black bishop forks the queen and the knight)
- Q142. 1... Qc5+ (this can easily happen if the diagonal to g1 is open: next move the bishop will be captured)
- Q143. 1... Nd2 (the knight has the job of forking the two white rooks)
- Q144. 1... Re2+ (this time it's a rook fork along the rank winning a bishop)
- Q145. 1. Qd5 (threatening Qxe4 and Qxf7#: Ng5 is met by Bxg5 or Nxb5)
- Q146. 1. g4 (the pawn forks a knight and a bishop)
- Q147. 1. Qb3+ (another fork using a check along the diagonal to win a bishop)
- Q148. 1. Qb5+ (and another queen fork to pick up an enemy bishop)
- Q149. 1. Bxg7 (capturing a pawn as well as forking a knight and a rook)
- Q150. 1. Qc6+ (this time the queen forks the black king and rook on a8)
- Q151. 1... e4 (another pawn fork in the centre, this time hitting a queen and a knight)
- Q152. 1... Nxf2 (White's just made a mistake and allowed a familiar fork on f2)
- Q153. 1... e5 (yet another pawn fork: you have to see that the knight on d7 defends the pawn)
- Q154. 1... Nf3+ (knight like nothing better than forking kings and queens)
- Q155. 1... Qh4+ (forking king and knight: 2. Nf2 will allow Qxf2#)
- Q156. 1... Re2+ (the rook forks king and knight, and is defended by the bishop)
- Q157. 1. Qd5+ (you've seen many queen forks with check before: this one wins the bishop on b5)
- Q158. 1. Qd6+ (this time the queen fork along the diagonal wins a rook: 1... Qe7 allows 2. Qxa8+)
- Q159. 1. Be6+ (Black wants to trade queens, but White would rather win the queen for a bishop)
- Q160. 1. Bc3 (this move defends the rook on a1 and threatens both Bxb2 and Bxg7 TRAPPING a rook)
- Q161. 1. Qb8+ (a queen check along with a backward attack on the loose knight)
- Q162. 1. Qh5+ (one more queen check, this time with a long range threat to the knight on the far side of the board)

- Q163. 1... Nxc2 (another knight fork of queen and rook)
- Q164. 1... Nc3 (the white queen can't move to defend the threatened bishop on b5)
- Q165. 1... Rxe4+ (the rook captures a pawn, checks the king and threatens the queen)
- Q166. 1... Ne2+ (the knight's favourite fork: king and queen)
- Q167. 1... Ke7 (king forks are less common, but this one will win a knight or a bishop)
- Q168. 1... Qf5+ (checking the king and planning to capture the knight on d7 next move)
-
- Q169. 1. Re1 (the rook pins the queen to the king: note that it's defended by the knight on f3)
- Q170. 1. Bh3 (the bishop pins the queen to the king: Black can play Ng4+ but White will reply with fxg4)
- Q171. 1. Re1 (the same idea as Q169: you need to remember this one)
- Q172. 1. Bb5 (the bishop pins and wins the black queen: this also happens quite often)
- Q173. 1. Be5 (this one's a bit different: the bishop pins the rook to the queen)
- Q174. 1. Bb5 (this is like Q172, but the queen is on d7 rather than c6)
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- Q175. 1... Bb5 (pinning the queen to the king: you have to see that 2. c4 is met by Bxc4, protected by the queen on e6)
- Q176. 1... Bg5 (the same thing on the other side of the board: again the bishop pins the queen)
- Q177. 1... Re7 (White can get out of the pin by playing Ne5 but Black can attack and win the pinned knight)
- Q178. 1... Bb4 (this time the bishop pins the rook to the king)
- Q179. 1... Bf5 (again the bishop pins the queen to the king)
- Q180. 1... Re1 (this time the rook creates the pin, with support from the bishop on b4)
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- Q181. 1. d5 (White uses a pawn to threaten the pinned knight)
- Q182. 1. Nf5 (The knight attacks the bishop which is pinned by the rook: there are several good replies to Ne4)
- Q183. 1. b5 (the threatened knight can't move to defend the bishop)
- Q184. 1. f4 (a pawn attacks the knight which is pinned against the rook on g7)
- Q185. 1. Qf3 (Black can't defend the knight again and will regret having the pawn on g6, not g7)
- Q186. 1. e5 (again a pawn move will win the pinned knight: if 1... Ne4 then 2. Bf6+ forces mate)
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- Q187. 1... h5 (the pawn threatens the pinned bishop so Black wins back the lost piece)
- Q188. 1... Nb6 (Black attacks the pinned knight a second time: there's no way for White to defend it again)
- Q189. 1... e4 (a very common idea: the pinned knight is menaced by the black e-pawn)
- Q190. 1... b6 (the pawn attacks the pinned rook: 2. Rb5 allows Rc1+ or 2. Rc4 Qxb4 and White can't recapture because of the back rank mate)
- Q191. 1... b5 (the bishop is pinned against an undefended rook so we attack it with a weaker piece)
- Q192. 1... b5 (the same move for a different reason: a piece pinned against a king cannot move)
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- Q193. 1. Qa4 (putting more pressure on the pinned knight: it's now attacked three times)
- Q194. 1. Rfd1 (White doubles rooks on the open file to win the pinned knight)
- Q195. 1. e5 (White exploits the weakness on f6 caused by Black playing e6 and g6)
- Q196. 1. Nd5 (Again Black should have avoided the move g6: now f6 can't be defended)
- Q197. 1. e5 (you've seen this idea before: it can happen in the middle game as well as the opening)
- Q198. 1. Qc5 (an unusual way of attacking a pinned piece: 1... e5 is met by 2. Ne5, winning rook for knight)

- Q199. 1... Nd8 (attacking the pinned bishop a third time: White can't defend it again)
- Q200. 1... Be6 (defending the pinned knight again will do White no good as the queen is the front defender)
- Q201. 1... e5 (if Black played g5 instead White would play Nh5 attacking Black's pinned knight)
- Q202. 1... Reh6 (again doubling rooks is the key: White can't save the bishop on h2)
- Q203. 1... d4 (if White tries to get out of trouble by playing 2. b4 Black will capture EN PASSANT)
- Q204. 1... c6 (the white queen is on a dark square so the bishop can't retreat to defend her)
- Q205. 1. Qxg6 (a free bishop: the f-pawn is pinned by the bishop on b3)
- Q206. 1. Nxb5 (White wins a pawn: the a-pawn is pinned by the rook on a1)
- Q207. 1. Qxe3 (White will win queen and rook for queen and bishop)
- Q208. 1. Qe5+ (the black pawn on f6 is pinned: next move you can play Bxf6 with a fork)
- Q209. 1. Nxb5 (this time the rook on c1 pins the black pawn on c6 to the queen)
- Q210. 1. Qxf5 (the black queen is undefended and in line with a white rook)
- Q211. 1... Rxb3 (Black uses the pin on the c-file to win a knight)
- Q212. 1... Bxg4 (using a pin to capture a pawn: this move is also a fork of h5 and f3)
- Q213. 1... Bxg5 (the black bishops are very powerful: this is just a free knight)
- Q214. 1... Rxg3+ (the bishop on b6 pins the pawn on f2: you have to look at the whole board)
- Q215. 1... Qxe5 (another free knight: this only works because the white queen has no protection)
- Q216. 1... Bxb4 (using a pin to capture a pawn: also attacking the pinned knight again)
- Q217. 1. Qxg4 (White captures a knight for free: the black bishop is pinned by its opposite number)
- Q218. 1. Rxf6 (the white queen pins the g-pawn, leaving the knight without a defender)
- Q219. 1. Rxh5+ (the pawn on g6 is pinned by the bishop on d3)
- Q220. 1. Rxg6 (again the pawn which looks like it's defending the knight is pinned)
- Q221. 1. Bxh6 (White takes a free pawn and also threatens Qxg7#)
- Q222. 1. Bxd4 (the bishop has a choice of two captures but would rather take the knight than the pawn)
- Q223. 1... Qxg3 (Black prefers taking an unprotected queen to simply recapturing the bishop on f6)
- Q224. 1... Qxc7 (the rook is not defended because the rook pins the bishop on e5)
- Q225. 1... Bxc3+ (using a pin to win a piece: it's also a check and a fork)
- Q226. 1... Qxd5 (another position where exploiting the pin only works because the enemy queen has no protection)
- Q227. 1... Rxd4+ (a free pawn is always worth having, especially in the ending)
- Q228. 1... Qxe5 (winning a knight: note that your knight on c6 is pinned so Nxe5 is illegal)
- Q229. 1. Rb1 (White will capture the bishop on b5 after the queen moves away)
- Q230. 1. Ba3 (White skewers the black queen and rook)
- Q231. 1. Bc2 (skewering the queen and the pawn on g6 which is also attacked by the rook on g2)
- Q232. 1. Qh7+ (a diagonal skewer will win the black queen)
- Q233. 1. Rf1 (you might think of this as either a pin or a skewer because the two targets are of equal value)
- Q234. 1. Rh8+ (you always have to look out for skewers in rook endings)
- Q235. 1... Rd1+ (the rook is defended by the bishop: after Kf2 Black will play Rxh1)
- Q236. 1... Rd8 (skewering queen and rook: if the pawn on c2 wasn't there White would defend with Qb3)
- Q237. 1... Rh2+ (I told you to watch out for rook ending skewers)
- Q238. 1... Bg4+ (a bishop skewer gets Black back into the game: White can choose which rook to lose)
- Q239. 1... Rc8 (a queen move will let Black capture the bishop on c4)

- Q240. 1... Bg4 (a classic bishop skewer of queen and rook)
- Q241. 1. Nxc6+ (a discovered check winning the queen: you really have to know this one)
- Q242. 1. Bb6+ (the bishop threatens the black queen and opens up the e-file for the white queen to say check)
- Q243. 1. d4 (a discovered threat to the black queen and a direct threat to the bishop on c5)
- Q244. 1. Bh7+ (the bishop checks the black king while opening the file for the rook to capture the queen)
- Q245. 1. Bb5+ (the same idea, but this time the king hasn't castled so the bishop has to move in the other direction)
- Q246. 1. Bxh6 (White wins a piece by capturing the knight while preparing Qxd3)
- Q247. 1... Bxg2+ (the bishop opens up a horizontal threat of Qxe6)
- Q248. 1... Rf3+ (this time the rook checks and opens up a diagonal threat of Qxc7)
- Q249. 1... Nf3+ (a discovered attack giving up the knight but winning a rook in exchange)
- Q250. 1... Nxc3 (this idea often happens in the opening: if White recaptures Black will play Bxc4)
- Q251. 1... Bg4+ (another check to win the white queen using a discovered attack)
- Q252. 1... Bxh2+ (a vertical threat this time will win the unprotected white queen)
- Q253. 1. Nxc6 (Black has fallen for an opening trap and will lose a piece: this is the same idea as Q250)
- Q254. 1. Be3+ (a discovered check winning the bishop on c5: Bxf6+ would only have been a trade after Kxf6)
- Q255. 1. R6c2 (White stops Black's mate threat and threatens Qxe8# as well as Rxd2)
- Q256. 1. Nf6+ (a discovered attack on the black queen will win material for White)
- Q257. 1. Nb5 (opening up the threat of Qxc4 as well as threatening the queen)
- Q258. 1. Nd6+ (tactics can still happen in the ending: White will win a rook for a knight here)
- Q259. 1... Nxf3+ (a discovered attack by the bishop: this move is also a fork)
- Q260. 1... c4 (the pawn threatens the queen which can't move to defend the bishop on a3)
- Q261. 1... Bh6+ (opening up the path from g8 to e8: White can reply 2. Re3 when Black will win rook for bishop)
- Q262. 1... d4 (threatening both dxc3 and Bxg2, trapping the rook on h1)
- Q263. 1... Bxc3 (simply capturing a piece while defending the queen and threatening the white queen)
- Q264. 1... Nxc3 (taking a bishop, and, next move, either a queen or a rook)
- Q265. 1. d6 (White wins a piece as Bxf7+ forks e8 and g6)
- Q266. 1. cxd5 (the discovered attack on a6 enables White to win a pawn)
- Q267. 1. Ng4 (threatening Rxe8# and Nxf6+, and, if 1... Qd8 then 2. Qxf5)
- Q268. 1. Bxf6 (opening up the c-file for the rook: White will win two knights for one bishop)
- Q269. 1. Nxd6+ (White will win queen and pawn for knight and bishop)
- Q270. 1. Be6+ (checking and opening the f-file for Rxf8 next move)
- Q271. 1... c5+ (a long range discovered check winning a bishop)
- Q272. 1... d5 (creating two threats: dxc4 and Bxg4)
- Q273. 1... Nb4 (a discovered attack that's also a fork, threatening to capture on c2 or d3)
- Q274. 1... Nd3+ (a double check plus fork winning the queen)
- Q275. 1... Nd2+ (opening the b-file and winning rook for knight after 2. Ke2)
- Q276. 1... Nxe5 (capturing a piece and threatening Bxb5: 2. Bxd7+ is met by Nxd7 keeping the extra piece)

- Q277. 1. Qd5 (trapping the rook in the corner)
- Q278. 1. Rxb5 (winning a rook because the c-pawn is pinned)
- Q279. 1. Bc6 (the bishop skewers the black queen and rook)
- Q280. 1. Rxa6 (capturing a bishop safely because the queen pins the b-pawn)
- Q281. 1. Bh5 (a discovered attack: White is now threatening Rxe8+ and will meet Rxe1 with Bxf7+)
- Q282. 1. Qa4+ (a queen fork: if Black tries to save the bishop with Nc6 you'll win the knight instead)
- Q283. 1... Bxh2+ (a discovered attack with check will win the white queen)
- Q284. 1... b5 (Black's pawn move forks the white rook and knight)
- Q285. 1... Bd5 (Black plays a winning skewer: if the queen moves you play Rxc2+ followed by a discovered check)
- Q286. 1... Qg5+ (forking king and knight and meeting 2. Ng3 with Kxg7)
- Q287. 1... Nf5+ (a discovered check to win the white queen)
- Q288. 1... Qe3+ (a queen fork wins the undefended white rook)
- Q289. 1. Ne4+ (the knight forks the black king and rook)
- Q290. 1. Nxc6 (a discovered attack wins a piece in the opening)
- Q291. 1. Rd1 (White pins and wins the black knight)
- Q292. 1. Nf7+ (a simple knight fork of king and rook)
- Q293. 1. Bxh7+ (a discovered attack: Black has to get out of check when White will take the rook)
- Q294. 1. Ng4+ (a discovered check: White will capture the black queen next move)
- Q295. 1... Nxd5 (using the pin on the c-file to take a pawn and threaten both Ne3+ and Rxe6)
- Q296. 1... Nf3+ (the black knight enjoys forking the white king and queen)
- Q297. 1... Bc5 (a bishop pin wins the white queen: note that it's defended by the knight on d7)
- Q298. 1... Rxf3 (the black queen is pinning the white g-pawn)
- Q299. 1... Bb4 (an easy pin to win the white queen)
- Q300. 1... Bd4+ (discovering an attack on the white bishop on h6)
- Q301. 1. Nc4 (the white knight forks the black queen and rook)
- Q302. 1. e5 (the pawn threatens the pinned black knight)
- Q303. 1. Qxg6+ (a very common idea: the bishop on b3 pins the black f-pawn)
- Q304. 1. Rc7+ (a rook skewer in the ending wins the black bishop)
- Q305. 1. Nc6+ (the usual discovered check sees the end of the black queen)
- Q306. 1. e4 (the rook pins the black knight so the pawn attacks it again)
- Q307. 1... Bf4+ (a discovered attack after which the best White can do is Rd2)
- Q308. 1... Bxc3 (opening up the f-file for the rook to attack the bishop on f4)
- Q309. 1... Rh8 (the black rook traps the white queen)
- Q310. 1... Bg5 (a pin winning the white queen)
- Q311. 1... Nf4+ (a clever move using a pin to play a knight fork)
- Q312. 1... Be3 (a bishop fork to win the undefended knight on c5)
- Q313. 1. Ne7+ (Black is threatening mate but White spots a knight fork to win the queen)
- Q314. 1. c4 (White sees the bishop on d2 in line with the black queen so plays a discovered attack to win a piece)
- Q315. 1. Nf6+ (a triple fork: the white knight hits a king and two rooks)
- Q316. 1. Ra1 (pinning and winning the black bishop)
- Q317. 1. d4 (another bishop in line with a queen: another discovered attack)
- Q318. 1. d5 (if you see enemy pieces on c6 and e6 you look out for a pawn fork)

- Q319. 1... exf4 (a pawn capture threatens the white queen and sets up a discovered attack on the long diagonal)
- Q320. 1... Bb5 (it's a skewer: when the queen moves to safety the bishop will take the rook on f1)
- Q321. 1... e4 (a discovered attack with a mate threat: Black menaces Qxh2# as well as exf3)
- Q322. 1... Nxe4 (it's a knight fork attacking a pinned piece: two ideas in one move)
- Q323. 1... Ne2+ (our old friend the knight fork of king and queen)
- Q324. 1... Ne4 (it's another knight fork, this time hitting a queen and a rook)
- Q325. 1. Ne7+ (yet another knight fork as well as a discovered attack by the bishop)
- Q326. 1. Bg4 (the bishop skewers the black queen and rook)
- Q327. 1. Qd5+ (the black king is exposed to a check which also happens to be a queen fork)
- Q328. 1. c5 (a familiar pawn fork, this time threatening a knight and a bishop)
- Q329. 1. Nxe5+ (a family fork: the knight threatens a king, a queen and a rook)
- Q330. 1. Be6 (the bishop pins the black queen to the king, and is defended by the white queen)
- Q331. 1... c4+ (the pawn threatens the bishop on d3 while discovering check from the queen)
- Q332. 1... Qe8 (Black's not worried about his trapped rook: instead he pins and wins the white knight)
- Q333. 1... fxe4 (Black can take advantage of the unprotected bishop on f4 to make a discovered attack)
- Q334. 1... e5 (the bishop on d4 is pinned to the undefended white queen so Black attacks it again)
- Q335. 1... Ng4 (the black knight seizes the opportunity to fork the white king and queen)
- Q336. 1... Qc1+ (the queen comes round the back to fork White's king and rook)
- Q337. 1. Qa4+ (this sort of fork happens over and over again: 1... Nc6 can be met by 2. Qxc6+, Bb5 or Ne5)
- Q338. 1. Nxd4 (another idea worth remembering: it's a discovered attack and after 1... Bxe2 you have 2. Nxe2)
- Q339. 1. Nc7+ (the knight's dream of a family fork comes true: 1. Nxg7 is not so good as 1... Kf7 traps the knight)
- Q340. 1. Ne4 (White piles more pressure on the pinned knight, attacking it for a third time)
- Q341. 1. Bd3 (Black was hoping to play a discovered check but instead White plays a pin to win the rook)
- Q342. 1. Qxe4+ (a queen fork: 1. Bb5 is not so good after 1... Qxb5)
- Q343. 1... Bd3+ (it shouldn't be hard to find the bishop fork in this position)
- Q344. 1... Bg5 (it's another bishop fork: after the queen moves you can play Bxd2)
- Q345. 1... d5 (another easy pawn fork for you to find)
- Q346. 1... b5 (the b-pawn threatens the white knight: if it moves Black will play Qxa3)
- Q347. 1... e4 (you just have to see that this pawn is defended twice to find the fork)
- Q348. 1... Ne4 (attacking a pinned piece again: 1... Nd5 is not so good: White can defend with Kd2)
- Q349. 1. Bxc6 (capturing the knight which defends the bishop on b4: if Black recaptures White will play Qxb4)
- Q350. 1. Bxf6 (whether Black takes the bishop or the queen White will come out a piece ahead)
- Q351. 1. Bxg6 (the black queen is overworked but this only works because 2. Qxe6 is check)
- Q352. 1. Re8+ (deflecting the rook which is defending the queen: Black's only move is Rxe8)
- Q353. 1. Qf6+ (deflecting the queen: 1... Qxf6+ 2. exf6+ and 3. Rxd7)
- Q354. 1. Rxd7 (an easy one: the rook on d8 has to defend the back rank as well as the other rook)

- Q355. 1... a5 (the a-pawn drives the bishop away from defending the knight on c3)
- Q356. 1... g5 (the same idea: this time the g-pawn drives the queen away from defending the knight)
- Q357. 1... Rxd1+ (White has to recapture, allowing the queen to capture safely on h7)
- Q358. 1... Bc5 (Black plays a skewer: if White captures the black queen will checkmate on g2)
- Q359. 1... Rxb1 (the white queen is overworked: after 2. Qxb1 Black has Qxf3)
- Q360. 1... d4 (the black pawn aims to drive away the knight on c3 which defends the bishop on b5)
- Q361. 1. Bxf6 (if Black takes the bishop White takes on d7: if Black takes the queen, so does White)
- Q362. 1. d5 (White drives the knight away from defending the bishop on a5: if 1... Bxd2 2. dxc6 wins a bishop)
- Q363. 1. Bg4 (this time the bishop drives the rook away from protecting the knight: if 1... f5 then 2. Bxf5)
- Q364. 1. Bxd5 (capturing the knight and planning to capture the bishop on e3 next move)
- Q365. 1. Bxd5 (the same move again: the black queen is overworked and cannot defend both d5 and e7)
- Q366. 1. Nxf6+ (White simply captures the knight defending the bishop: it's check so Black can't take the queen)
- Q367. 1... Rhg6+ (a simple check forces the king to the h-file and away from defending the rook)
- Q368. 1... c5 (the white queen has no safe squares from which she can defend the knight on e5)
- Q369. 1... Bxc3 (capturing one of the pieces defending d1: 2. Bxd6 is met by Bxe1 and Black stays a piece ahead)
- Q370. 1... Nxd4 (snatching a pawn and hoping for 2. Qxd4 Qxe2#: 2. Be3 will be met by Nf5)
- Q371. 1... h6 (Black drives the knight away hoping to capture the bishop on f7 next move)
- Q372. 1... a6 (threatening the rook which is defending the knight on d5)
- Q373. 1. Re8+ (the same idea as Q352. Black has to take the rook, leaving the queen unprotected)
- Q374. 1. Bxf6 (capturing the black queen's defender and at the same time defending the white queen)
- Q375. 1. Bxf6 (the same move but a different reason: capturing one of the pieces defending the bishop on d7)
- Q376. 1. Bxc6 (again you can capture the knight which protects the bishop on b4)
- Q377. 1. Rxe6 (the bishop is controlling the promotion square so you can win by taking it off the board)
- Q378. 1. Nxd7 (our target is the rook on b8, so we can win a piece by capturing the defending knight)
- Q379. 1... Bxa3 (Black would love to play a knight fork on c2, but has to remove the defending knight first)
- Q380. 1... Qxf5 (you can afford to give up your queen if you get a checkmate in return: the queen is overworked here)
- Q381. 1... Bxh6 (again the white queen is overworked, defending h6 and c3: a simple exchange will win a piece)
- Q382. 1... Rxe3 (yet another overloaded queen: if 2. Qxe3 you play Qxg2#)
- Q383. 1... Rxf4 (capturing the knight defending the bishop and winning knight and bishop for rook)
- Q384. 1... b5 (this time a pawn move aims to drive the knight on c4 away so that you can play Rxd2)
- Q385. 1. Bf7 (trying to drive the rook away from defending the bishop)
- Q386. 1. Nxe6 (a simple trade will let you capture the knight on g4 next move)
- Q387. 1. Bh7+ (the bishop sacrifices itself to enable White to play Qxf8 next move)
- Q388. 1. Rxd4 (giving up a rook for a bishop: if Black takes it back you can take the rook on b2 for free next move)
- Q389. 1. Bxf6 (Black's last move was a mistake: capturing the bishop either way will allow Qh7#)
- Q390. 1. Rxb7 (this is very similar to Q388: the white rook captures the bishop protecting the black rook)

- Q391. 1... Rxe1+ (the queen is overworked so after 2. Qxe1 you have 2... Bxh6)
- Q392. 1... Rxe1+ (White's hoping to play a fork on f6 but by trading rooks first you can win the knight on g4 for free)
- Q393. 1... Rxd6 (this time the rook is overloaded so you can sacrifice: 2. Rxd6 allowed Qf1#)
- Q394. 1... Rxf3 (the knight is stopping you playing Qxh2# so you can take it off the board safely)
- Q395. 1... Bxc1 (another overworked queen: Black can meet 2. f3 with Nf4, trapping the rook on e2)
- Q396. 1... Bxc3 (a simple exchange to capture an important defender and play Nxe4 next move)
- Q397. You can play a series of checks to DECOY the king and set up a SKEWER:
1. Rb8+ Kf7 2. Rf8+ Ke6 3. Re8+
- Q398. You can DEFLECT the queen from defending the knight: if Black tries to keep defending the knight you win the queen:
1. Nh5 Qe5 2. Bh7+ (DISCOVERED ATTACK)
- Q399. You can TRAP the black queen, but again it takes a few moves:
1. h4 Nxb3 2. cxb3 Qh5 3. Ng3 and the queen has no safe squares
- Q400. Both knights are threatened but you can move your knight to create a new threat:
1. Nc5 and if 1... Rd5 then 2. Nd7 and if the knight moves you have a FORK: Nb6+
- Q401. This is really just a simple DEFLECTION:
1. Ne6 Qd7 2. Nxf8 or if 1... Qb6 you can mate in two moves: 2. Qe8+ Qd8 3. Qxd8#
- Q402. You can use a DISCOVERED ATTACK to TRAP A PIECE:
1. g4 Bxg4 2. Nxg4 or if 1... Nxg4 2. Qxf7#, or if 1... b4 2. Qc6+
- Q403. You're a pawn down in the ending but can win by creating TWO THREATS:
1... Kf3 and if the rook moves then 2... Rb1#
- Q404. You can use a check to gain time and set up a SKEWER:
1... Bd4+ 2. Kh1 Be3
- Q405. At the moment your pawn on b5 is PINNED but you can UNPIN and create another threat at the same time
1... Bb7 and, if the queen moves away then 2... bxc4
- Q406. You can play an INTERFERENCE move: blocking a line of defence while creating another threat:
1... c4 and, if the queen moves to safety, 2... Qxe5, or if 2. Rxe6 you can just take the rook
- Q407. You can make an exchange to DECOY the queen and set up a FORK:
1... Bxc3 and if 2. Qxc3 then 2... Ne2+
- Q408. This is a CLEARANCE: your knight is preventing a PAWN FORK so you gain time by trading it off:
1... Nxf3+ 2. Qxf3 d4, which, as well as being a FORK, attacks a PINNED PIECE
- Q409. A simple exchange will set up a FORK:
1. Bxf6 Bxf6 2. Nd5 Qc6 3. Nxf6+
- Q410. The black king is in trouble: White's best move is to go for a DISCOVERED CHECK:
1. Nxe5 and if 1... dxc3 then 2. Nxc6+ winning the queen, while if 1... Nxe5 2. Rxe5+ is winning
- Q411. White's knight is PINNED but you can UNPIN and gain time:
1. b4 and if 1... Qc7 2. Nxe4 Qxc4 3. Nd6+ with a FORK, or if 1... Nc3 2. bxa5 Nxd1 3. Rxd1
- Q412. Here you can DECOY the black queen and follow up with a KNIGHT FORK:
1. Nd5 Qxb2 2. Nxc7+
- Q413. Both queens are threatened but you can move your queen with check:
1. Qe3+ and whatever Black plays you can capture the queen next move
- Q414. You can SACRIFICE a rook here to set up a BISHOP FORK:
1. Rxa5 Rxa5 2. Bxb4+ Kg8 3. Bxa5 winning a couple of pawns

- Q415. You can trap the rook in the corner, which White can only save by giving up a knight or a bishop:
 1... Bxf3 2. Bxf3 Qd4 3. Bb2 Qxb2
- Q416. A check will DECOY the white king into the path of a KNIGHT FORK:
 1... Re1+ 2. Kg2 Nh4+
- Q417. Another DECOY into a KNIGHT FORK: this time it's also a SACRIFICE:
 1... Rxf5 2. Rxf5 Nxf3+
- Q418. White will regret not having castled: you can trade to set up a PIN and then ATTACK THE PINNED PIECE:
 1... Qxe4+ 2. Bxe4 R (either) e8 3. f3 f5
- Q419. Here you can play a DESPERADO move, getting something in return for a piece you were going to lose anyway if you captured the rook immediately:
 1... Rxd1+ 2. Rxd1 or Kxd1 Kxd6 and Black has won a piece
- Q420. White's queen is OVERWORKED and there are also some KNIGHT FORKS in the air:
 1... Nd4 and if 2. Qe4 Bf5 trapping the queen is one variation
- Q421. Black's queen looks safe: she's defended twice and there are two pieces between her and the white queen but...
 1. Rxe5 and if 1... dxe5 2. Nxf6+ and all four pieces disappear: A CLEARANCE to set up a DISCOVERED ATTACK
- Q422. You can use the OVERWORKED black queen to set up a knight fork:
 1. Bxd5 and if 1... Qxd5 then 2. Nxc7+
- Q423. You can set up a PIN and then use a trade to set up a SKEWER:
 1. Bb5 Bd7 2. Bxc6 and if 2... Bxc6 then 3. Rb8+ Kd7 4. Rxh8
- Q424. One white knight is threatened but the other knight can play some FORKS:
 1. Nd5 Qh4 2. Nf3 Qh5 3. Nc7+ is one variation: you can also play moves 2 and 3 the other way round
- Q425. A PIN helps you TRAP the black queen:
 1. h3 Qh5 2. g4 and if 2... Qg6 then 3. Qxg6 EXPLOITING THE PIN
- Q426. This is a common way of setting up a PAWN FORK:
 1. d4 exd4 2. exd4 and if the bishop moves to b4 or b6 then 3. d5 with a FORK
- Q427. You can set up a QUEEN FORK by making an exchange:
 1... Bxf3 2. Qxf3 Qd4+ 3. Kh1 Qxc4
- Q428. A QUEEN FORK followed by a KNIGHT FORK will win a piece:
 1... Qg4 forking d1 and g5: White can defend with 2. Qd2 but then 2... Ne4 forks d2 and g5
- Q429. A KNIGHT FORK followed by a DEFLECTION at least the exchange:
 1... Nb3 2. Rd1 (or 2. Qc2 Nxc1) 2... Nxd2 and if 3. Rxd2 then 3... Re1#
- Q430. You can use a PIN to win a piece but you need to clear some pieces out of the way first:
 1... Bxf3 2. Qxf3 Qxf3 3. gxf3 Rxf3+ EXPLOITING THE PIN
- Q431. A DEFLECTION to set up a QUEEN FORK:
 1... Nxe4 2. Qxe4 Qxc3+ 3. Ke2 Qxc4+
- Q432. You can SACRIFICE to open the g-file and set up a QUEEN FORK:
 1... Rxf3 2. gxf3 Qg5+ 3. Kf2 Qxc1

- Q433. You can play a ZWISCHENZUG (IN BETWEEN MOVE) to save your knight before capturing the black queen:
 1. Nxf6+ Bxf6 2. R (either) xd1
- Q434. Black's king and queen are both in trouble: a SACRIFICE will win material:
 1. Nxe7 and if 1... fxe7 2. Rxe7+ FORKING the black Royal Family:
- Q435. A simple exchange to set up a PIN and leave the black king stranded in the centre:
 1. Bxe7 Kxe7 2. Qxd5 EXPLOITING THE PIN, also FORKING b7 and c4
- Q436. White can play a CLEARANCE to open the long diagonal for the bishop on g2:
 1. e5 threatening Bxc6+, which is a FORK as well as exf6: the knight on c6 is also PINNED to the rook on a8:
- Q437. The black queen is short of squares so you can TRAP her:
 1. g4 Qg6 2. f5 and the queen has nowhere to go
- Q438. Again the black queen is in trouble: first you threaten her, then you PIN her and finally you FORK her:
 1. b4 Qc6 2. Bb5 Qxb5 3. Nc7+ with a FAMILY FORK
- Q439. A similar idea to Q438: this time we SACRIFICE a queen to set up a KNIGHT FORK:
 1... Qxd4 2. Qxd4 Nc2+ and 3... Nxd4
- Q440. A DISCOVERED ATTACK which is also a FORK:
 1... Nf3+ 2. Bxf3 Rxe1+
- Q441. The white pawn on e3 is PINNED against the e1 square: you can make a capture to EXPLOIT THE PIN:
 1... Rxd4 and if 2. exd4 then 2... Re1#
- Q442. You need to look four moves ahead: a FORK/DECOY, then another FORK followed by two captures:
 1... Bxf2+ 2. Kxf2 Ne4+ 3. Kf3 Nxe3 4. Kxe3 gxe3
- Q443. Moving your knight with check will give you time to take the white knight for free:
 1... Ne2+ 2. Kf1 Rxd2
- Q444. When a bishop takes your a-pawn you can often trap it like this: remember the idea:
 1... b6 threatening Kb7 and if, for instance, 2. Nb5 Kb7 3. a4 Bd7 and you'll eventually win a piece
- Q445. White plays a check to lure the black king into a SKEWER:
 1. Bc4+ Kf6 2. Rxf7+ or 1... d5 2. Bxd5+ Kd6 3. Rxf7 with a DISCOVERED ATTACK on the rook on a8
- Q446. Taking on d6 would be good but it's even better to EXPLOIT A PIN to ATTACK A PINNED PIECE:
 1. e5 and if 1... dxe5 then 2. Qxd8
- Q447. Black would like to play Qxe5 but instead White can threaten two KNIGHT FORKS:
 1. Nd5 threatening Nc7+ and Nxf6+ and after 1... Kd8 2. Nxf6 Rg6 3. dxe5 White has a winning attack
- Q448. This one's a bit different: You're a long way behind but can force a draw by THREATENING MATE:
 1. Re8 threat: Rh8# 1... Kh7 2. Re7+ Kh6 3. Re8 with a DRAW BY REPETITION or 1... Kg8 Re8+ and so on
- Q449. A simple check will decoy the king onto a square where he can be FORKED:
 1. Qe8+ Kh7 2. Qe4+ g6 3. Qxd5
- Q450. Black's bishops are unprotected so White can aim to set up a FORK which you've seen several times before:
 1. c3 and if 1... Bc5 (or anywhere else) then 2. Qa4+ and 3. Qxe5

- Q451. A PAWN FORK DECOYS the white bishop into another QUEEN FORK:
1... e5 2. Bxe5 Qa5+ and 3... Qxe5
- Q452. A simple DEFLECTION, and, if required, a SKEWER, will win the white bishop:
1... Rf6+ 2. Ke3 Re6+ and you can capture the bishop next move
- Q453. A SACRIFICE to set up a SKEWER:
1... Rxe3 2. Kxe3 Bb6+ and 3... Bxg1
- Q454. The white pawn on b3 takes away the bishop's retreat square so Black can TRAP a piece:
1... c6 2. Bc4 b5
- Q455. Black unmask a PIN and EXPLOITS it to play a KNIGHT FORK:
1... Nc4 2. Qe2 Nxe5 or 2... dxc4 Qxd2
- Q456. Black uses a PIN as a DECOY to set up a FORK:
1... Rxe3 2. Qxe3 Nc2+ and 3... Nxe3
- Q457. You can EXPLOIT A PIN to play a FORK, and then ATTACK A PINNED PIECE:
1. Rxe4+ Be6 2. Ng5
- Q458. The familiar QUEEN FORK on a4, but you have to set it up first:
1. Nxd4 Qxd4 2. Qa4+ and 3. Qxb4
- Q459. You can set up a PAWN FORK with the help of a DISCOVERED ATTACK:
1. e4 Bg4 2. e5 Bxf3 when 3. Nb5 is White's best move, or if 1... Nxe4 then 2. Nxe4 threatens Bxa5 and wins a piece
- Q460. You might think about resigning this position but in fact you can FORCE A DRAW:
1. Ng6+ Kh7 2. Nxf8+ Kh8 3. Ng6+ Kh7 with a DRAW BY REPETITION
- Q461. Black's hoping you'll play Bxa5, but instead you can play a DISCOVERED ATTACK and DEFLECT the queen first:
1. Nc1 defending the queen on d3 and if 1... Qb5 2. Bxa5 or 1... Qxc3 2. Qxc3 Nxc3 3. Rxa5
- Q462. An idea you've seen before: a PIN to DECOY the queen into a KNIGHT FORK:
1. Bb5 Qxb5 2. Nc7+ with a FAMILY FORK
- Q463. Kings in the centre are often the target for FORKS: here Black can play a knight SACRIFICE to win a pawn:
1... Nxd4 and if 2. cxd4 then 2... Qxd4+ and 3. Qxa1
- Q464. It seems that Black's PAWN FORK doesn't work but if you look ahead you'll find out it does:
1... b5 2. Bxb5 Nb6 gains time by threatening the queen and also defends the rook so you can play 3... axb5
- Q465. An easy question: your queen is threatened but you can create TWO THREATS:
1... f6 threatening both 2... cxd5 and 2... fxg5
- Q466. A trade will set up a BISHOP FORK:
1... Nxe5 2. Nxe5 Bd4
- Q467. Another easy one: a knight move will create TWO THREATS:
1... Ng4 threatening both 2... Qxh2+ and 2... Bxf2+ which is also a BISHOP FORK
- Q468. Your knight is threatened but a ZWISCHENZUG (in between move) will secure a better square for it:
1... Bh4 2. Qg2 Ng3+ with a KNIGHT FORK

- Q469. A DESPERADO: the white queen will be taken so get as much as you can for it before taking the black queen:
 1. Qxc8+ Rxc8 2. Bxe7
- Q470. A chance to visit an old friend: a trade will set up a QUEEN FORK:
 1. Bxb4 Nxb4 2. Qa4+
- Q471. You can often use CHECKMATE threats to win material: here a PIN aims to deflect an important DEFENDER:
 1. Bg5 and if 1... Qxg5 then 2. Nxf7# which is also a FORK but you won't have a chance to take the queen
- Q472. White's a piece ahead but you'll need to do something really clever to get your knight back to safety:
 1. Qd5 Qxd5 2. Nf6+ and you've played a QUEEN SACRIFICE to set up a FAMILY FORK and save your knight
- Q473. Both knights are threatened but you can move your knight while creating a SECOND THREAT:
 1. Nb3 and if 1... Rxd3 then 2. Rxe2 or if 1... Nf4 then 2. Nxd4 Nxd3 3. Re2
- Q474. An exchange to set up another old friend, a PAWN FORK:
 1. Bxc6 dxc6 2. dxe5 Bxe5 3. Nxe5
- Q475. Three tactics in one move: a FORK, a DISCOVERED ATTACK and a DEFLECTION:
 1... Ne3+ 2. Rxe3 Rxd1
- Q476. A common tactical idea in the Sicilian Defence: a trade to set up a PIN:
 1... Nxd4 2. Qxd4 Bc5
- Q477. White's given up a piece for a check: if you play a king move you'll lose your bishop, but:
 1... Qxg5 2. Bxg5 Bxd1 3. Rxd1 Nxd4 and you remain a piece ahead
- Q478. You can win this ending by creating TWO THREATS:
 1... Rb5 2. Kh3 Rxa5, or if the white bishop moves to safety, 2... Rh5#
- Q479. White's mistaken if he thinks the rook's safe because the white queen is OVERWORKED:
 1... Qxg5 and if 2. Qxg5, 2... Re1#
- Q480. A DISCOVERED ATTACK shows that the white rook on d1 is OVERWORKED:
 1... Rxd3 and if 2. Rxd3, 2... Qxe1#
- Q481. A SACRIFICE to set up a KNIGHT FORK:
 1. Rxd5 Rxd5 2. Ne7+
- Q482. This is about PAWN PROMOTION: we play a FORK to DEFLECT the king away from the promotion square:
 1. Rd6+ Kxd6 2. e8Q or 1... Kxe7 2. Rxd5
- Q483. White's king side pawns are advancing menacingly and can now set up a PAWN FORK:
 1. g5 Qb6 2. f6 Rab8 3. b3 to prevent Black's mate threat
- Q484. Your d-pawn is PINNED but you can create TWO THREATS by choosing the right queen move:
 1. Qc4 cxd5 2. Qxc5, or if the bishop on c5 moves, then 2. dxe6
- Q485. This is an example of PINNING against a MATE square: the position of the black king is the clue:
 1. Rd3 and if 1... Nc6 then 2. Rd8+ Nxd8 3. Qxd8#
- Q486. If White takes on a1 Black will take on f3, but instead you can move your bishop and gain time:
 1. Bg4+ Kb8 2. Qxa1

- Q487. The same idea as Q486: both bishops are attacked so you know what to do:
1... Bd3+ 2. Kf3 gxf4
- Q488. A SKEWER will win a pawn, and then something even better:
1... Bf5 2. Qe3 or Qe1 2... Nxc2 which is a FORK as well as TRAPPING A PIECE
- Q489. If the two knights disappeared you'd have a CHECKMATE, so you try a magic trick:
1... Nxe4 and if 2. Nxe4 then 2... Qxb2#
- Q490. White's king is boxed in so you can set up a KNIGHT FORK:
1... Nd3+ 2. Kd1 Nxf2+
- Q491. Taking the rook or the knight would just be a trade so it's better to CREATE TWO THREATS:
1... Be3+ 2. Rxe3 Rxe3 or 2. Kh2 Kxf6
- Q492. The knight on d3 and the bishop on a3 are both threatened so the right knight move will CREATE TWO THREATS:
1... Nf4 2. Qf1 Bxa3
- Q493. This is like a FORK, but you have to CAPTURE THE DEFENDER on your second move:
1. Nd5 Qd8 2. Bxc6 bxc6 3. Nxb4
- Q494. Black's weakness is the f6 square: you can exchange to DEFLECT the bishop, then play a FORK:
1. Bxh6 and if 1... Bxh6 then 2. Nf6+
- Q495. Our queen's attacked but we can do better than moving it:
1. Nc7+ a FORK and also a DISCOVERED ATTACK 1... Qxc7 2. Qxa8+
- Q496. White can create TWO THREATS with the queen, including a mate threat:
1. Qf3 and if 1... Rb8 then 2. Qf6 and Black can't prevent Qg7# or Qh8# (1. Qe3 is met by Bb7)
- Q497. Again you don't need to worry about your queen: you have something much better:
1. g5+ Bxg5 2. Qxc7 the bishop on e7 was pinned but Black had no choice
- Q498. This should be quite easy: EXPLOIT A PIN to play a KNIGHT FORK:
1. Nd5 Qd8 2. Nxc7+ or 1... Qd7 2. Nxf6+ with an even better FORK
- Q499. Our g-pawn is pinned so we'd like to get the white queen off the g-file:
1... f5 and if 2. Qg3 then 2... Qxg3 and 3... gxh6
- Q500. The white queen is OVERLOADED so a simple QUEEN SACRIFICE will win:
1... Qxe5 and if 2. Rxe5 then 2... Rd1+ 3. Qe1 Rxe1#
- Q501. A DESPERADO: both rooks are threatened but the black rook can do some damage first:
1... Rxb1 2. Rxb1 Nxc5
- Q502. Just as in Q499 our g-pawn is pinned but here it's easy to get rid of the rook:
1... Qxg3 2. fxg3 gxh5
- Q503. A simple trade aims to DECOY the white queen into a DISCOVERED ATTACK:
1... Bxc6 and if 2. Qxc6 then 2... Bxh2+ and 3... Qxc6
- Q504. White has fallen for an opening trap involving a DISCOVERED ATTACK:
1... Nxc5 2. Nxc5 dxc4, threatening both cxd3 and Qxc5
- Q505. Your rook is pinned, but don't worry because you can set up a QUEEN FORK:
1. Qe8+ Kg7 2. Qe5+ and 3. Qxd4
- Q506. I hope you saw you were in check: if you did the answer's easy:
1. Nxb4 Nxb4 2. Qa4+ Nc6 3. d5 first you play a FORK, then you ATTACK THE PINNED PIECE
- Q507. There are lots of KNIGHT FORKS around but you have to SACRIFICE first:
1. Bxe6 threatening Nxf7 and if 1... fxe6 then 2. Nxe6+ forks king and queen
- Q508. If you spot that your queen is threatened it's not so hard to see the PIN coming up:
1. Nxd4 and if 1... exd4 or 1... cxd4 then 2. Bb5 wins the black queen
- Q509. You have to do something about your queen, but it turns out you have a strong reply:
1. Nd3 threatening both Re8 (DISCOVERED ATTACK) and Nxc5, which wins a rook, not a queen

Q510. White has a king-side attack, and an EXCHANGE SACRIFICE (rook for knight) leads to a winning pin:

1. Rxh5 gxh5 2. Rg1 when the best Black can do is Qg6, giving up the queen

Q511. There's a PAWN FORK here, but if you play e5 at once, White can escape with Nxc6:

1... Nxd4 2. Qxd4 e5 winning a bishop for two pawns

Q512. Several moves look tempting but don't quite work: the winning idea involves a KNIGHT FORK:

1... Bd4+ 2. Kh1 Bxc3 (best, although Nf2+ is also good) and if 3. Bxc3 then 3... Rxd1 4. Rxd1

Nf2+

Q513. White looks to have a strong centre, but has problems on the c-file:

1... Rc8 which you might think is either a PIN or a SKEWER: if the knight moves then 2... Qxc2

Q514. You've seen something like this before: an exchange sets up a diagonal PIN:

1... Nxe3 (this is also a FORK) and if 2. Qxe3 then 2... Bc5 3. Rd4 Bxd4

Q515. You can TRAP the white knight here if you're careful:

1... Kd6 2. Ne8+ Kd7 3. Nxe7 Bxe7

Q516. Another opening trap: Black plays a DISCOVERED ATTACK leaving the white queen OVERWORKED:

1... Ng4 2. Qd3 Nxe3 3. Qxe3 Qxc4

GLOSSARY

ATTACK

If we say that a piece **ATTACKS** an enemy piece we mean that it could capture it next move. After the moves 1. e4 e5 2. Qh5 the white queen **ATTACKS** three pawns.

BACK RANK MATE

A **CHECKMATE** with a rook or queen on the **BACK RANK**, most typically when the king's potential escape squares are blocked by his own pawns.

BLUNDER

A mistake, in particular a bad mistake which loses material (points) or allows **CHECKMATE**.

CASTLING

A special move with the king and the rook. To **CASTLE** you move your king two squares towards the rook and your rook over the top to the next square. If you're White and you **CASTLE** on the **KING SIDE** your king will end up on g1 and your rook on f1. If you castle on the **QUEEN SIDE** your king will end up on c1 and your rook on d1. You can only **CASTLE** if a) neither your king nor rook has moved b) there are no pieces between the king and the rook c) you are not in **CHECK** at the moment d) you do not move into **CHECK** and e) the square crossed by your king is not **CONTROLLED** by an enemy piece.

CHECK

A move which **THREATENS** the enemy king. If you are **IN CHECK** you have to get out of check immediately. You are not allowed to play a move that leaves your king **IN CHECK**, but if your opponent does this you **CANNOT** win the game by capturing the enemy king: instead you must ask your opponent to retract the move and play a legal move instead, if possible moving the piece that was touched.

CHECKMATE

A situation in which one player is **IN CHECK** but **CANNOT** get out of **CHECK**, either by moving the king to a safe square, blocking the **CHECK** or capturing the piece giving **CHECK**. If you **CHECKMATE** your opponent you win the game.

COMBINATION

A series of moves, often involving a **SACRIFICE**, using a combination of **TACTICAL** ideas to gain an advantage or possibly to reduce a disadvantage.

CONTROL

A piece is said to CONTROL a square when it could capture an enemy piece landing on that square. For example, a white pawn on e4 CONTROLS the d5 and f5 squares.

DECOY

A move, sometimes a SACRIFICE, designed to force an enemy piece onto an unfavourable square, for instance, a square where it might be FORKED or PINNED.

DEFEND/DEFENCE

A piece which is DEFENDING another piece, or sometimes a square, is a piece which would capture an enemy piece. For example, after the moves 1. e4 e5 2. Nf3 Nc6 the black knight on c6 is DEFENDING the pawn on e5 which is ATTACKED by the white knight on f3.

DEFLECTION

A move, sometimes a SACRIFICE, designed to force an enemy piece away from a square where it is carrying out an important defensive function.

DEVELOPMENT

At the start of the game we DEVELOP our pieces: we get them off the back RANK and into the game. Usually we develop our MINOR PIECES quickly. Queens and rooks usually stay at home early on. CASTLING is also a DEVELOPING move which we usually aim to play quickly.

DISCOVERED ATTACK

A move which, by another piece moving out of the way, opens up an attack from a LINE PIECE on an enemy target. If the attack from the LINE PIECE is a CHECK this move is a DISCOVERED CHECK.

DISCOVERED MATE

A DISCOVERED CHECK which is also CHECKMATE.

DOUBLE CHECK

A DISCOVERED CHECK where the piece moving away also gives CHECK so that the enemy king is in CHECK from two pieces at the same time. The only way to meet a DOUBLE CHECK is with a king move.

DRAW

There are several ways to DRAW a game of chess. You can draw by STALEMATE. You can draw by INSUFFICIENT MATERIAL (the game reaches a position where neither side can possibly get CHECKMATE: for example king against king, king and bishop against king or king and knight against king). You can draw by AGREEMENT: one player proposes a draw and the other player accepts the proposal. In tournaments you can claim a draw by REPETITION if exactly the same position has been reached three times with the same player to move (note that it's REPETITION OF POSITION, not of moves) or by the 50 MOVE RULE if both players have played 50 moves without a pawn move or capture taking place.

EN PASSANT

A special pawn capture. If your pawn is on your FIFTH RANK and your opponent moves a pawn on an adjacent FILE TWO SQUARES you can if you choose CAPTURE the pawn EN PASSANT: as if it had moved only one square. If you have a white pawn on e5 and black moves the pawn from d7 to d5 you can, but only on your next move, capture it while it's passing the d6 square so your pawn ends up on d6.

EXCHANGE

The word EXCHANGE has two meanings in chess. It can mean a trade, particularly an equal trade, a trade of like for like. We might exchange queens, or pawns. It also means the advantage of rook for MINOR PIECE. So we might deliberately trade a rook for an enemy knight: we SACRIFICE the EXCHANGE or play an EXCHANGE SACRIFICE. We might also win the EXCHANGE or BLUNDER the EXCHANGE.

FILE

A vertical line of squares on a chessboard. We name the file based on its letter: the a-file through to the h-file.

FORK

A move which creates TWO THREATS at the same time with the same piece in different directions.

KING SIDE

The side of the board on which the kings start: the e-, f-, g- and h-FILES.

LINE PIECE

A piece which moves along a straight line: a queen, rook or bishop.

MAJOR PIECE

Your MAJOR PIECES are your queen and rooks.

MATE

Another word for CHECKMATE, just as phone is another word for telephone.

MATE IN 2

A MATE IN 2 puzzle is a puzzle in which you have to find a move which FORCES MATE in two moves whatever your opponent plays in between. You play a move, and, no matter what I do next, you will CHECKMATE me the following move. There's no way for me to prevent it. Likewise, MATE IN 3, MATE IN 4, MATE IN 5 and so on.

MATERIAL

The words MATERIAL and POINTS are used in relation to the values of the pieces (a queen is worth 9 points, a rook 5 points, a bishop or a knight 3 points each, a pawn 1 point). We might play a move which wins MATERIAL or POINTS, or make a mistake which loses MATERIAL or POINTS.

MINOR PIECE

Your MINOR PIECES are your knights and bishops.

NOTATION

Chess NOTATION is a way of writing down chess moves. This book uses STANDARD (ALGEBRAIC) notation, using the names of the squares from the FILES and RANKS. You might have been taught DESCRIPTIVE NOTATION (P-K4 rather than e4) if you learned chess a long time ago, or come across it in old books.

OVERWORKED PIECE

A piece carrying out two defensive duties at the same time which can be DEFLECTED away from one of its jobs.

PHILIDOR'S LEGACY

A form of SMOTHERED MATE involving a DOUBLE CHECK followed by a QUEEN SACRIFICE.

PIN

A situation in which a piece CANNOT or SHOULD NOT move because it would expose another piece to capture along a line. Only LINE PIECES can PIN enemy pieces. A PIN against a king is an ABSOLUTE PIN: the pinned piece is not allowed to move. If a piece is PINNED against a queen, it CAN move but will allow the queen to be captured. A piece may also be PINNED against a square, typically a MATING square.

PIN MATE

A form of CHECKMATE in which it at first appears that another piece can capture or block the checking piece, but it cannot in fact do so because it is PINNED against the king.

POINTS

The values of the pieces (see MATERIAL). The POINTS you might score in a chess tournament are not the same thing at all.

PROMOTION

When your pawn reaches the BACK RANK it is PROMOTED. You exchange the pawn for another piece of your choice: a queen, rook, bishop or knight. As the queen is the most powerful piece you will usually choose a queen. You're allowed to have more than one queen on the board at the same time (and also more than two rooks, bishops or knights, should you choose).

QUEEN SIDE

The side of the board on which the queen starts: the a-, b-, c-, and d-FILES.

RANK

A horizontal line of squares on a chessboard, indicated by a number. Confusingly, we usually refer to ranks from our own perspective. If we talk about White's SEVENTH RANK, for example, we mean the RANK numbered 7, but if we talk about Black's SEVENTH RANK we mean the RANK numbered 2.

SACRIFICE

A move that deliberately loses points in order to gain an advantage. You might play a SACRIFICE because you've LOOKED AHEAD and seen that you can get CHECKMATE, or because you can win the material back, maybe with interest. If you accidentally lose a piece because of an oversight it's a BLUNDER, not a SACRIFICE.

SCHOLAR'S MATE

A CHECKMATE on the f7/f2 square at the start of the game, with the queen supported by a bishop. For example: 1. E4 e5 2. Qh5 Nc6 3. Bc4 Nf6 4. Qxf7#. Black's 4th move was a BLUNDER. Because this typically happens in four moves it's sometimes also called the FOUR MOVE MATE.

SKEWER

A move by a LINE PIECE which THEATENS two enemy pieces in the same direction. The front piece has to move out of the way, allowing the rear piece to be captured.

SMOTHERED MATE

A knight CHECKMATE in which the enemy king is surrounded by his own pieces, with the knight jumping over them to CHECK the king.

STALEMATE

A position in which the player whose turn it is to move is NOT IN CHECK but can make no legal moves. The result of the game is a DRAW. Note that STALEMATE is not another word for DRAW: it's just one type of DRAW.

STRATEGY

STRATEGY in chess involves long-term planning. This means thinking about how you can get your pieces onto good squares, and keep your opponent's pieces off good squares. It's often said that TACTICS is what you do when there's something to do, while STRATEGY is what you do when there's nothing to do.

TACTICS

TACTICS in chess is a loose term involving ATTACKING and DEFENDING, TACTICAL DEVICES such as FORKS, PINS and DISCOVERED ATTACKS, COMBINATIONS and CHECKMATES. Books on TACTICS will include puzzles based on some or all of these themes.

TEAM ATTACK

A situation in which an enemy target is attacked by more than one piece. It may well also be defended by several pieces. For example, 1. e4 e5 2. Nf3 Nc6 3. d4 creates a TEAM ATTACK on e5. Although this happens in almost every game of chess there's no generally accepted term so you probably won't come across the term TEAM ATTACK elsewhere.

THREAT

A THREAT is something you WANT to do next move: usually a move which wins MATERIAL or gets CHECKMATE. After 1. e4 e5 2. Qh5 the white queen is ATTACKING three pawns but is only THREATENING one pawn: