

Mate Threats and Defense

1000 Tactical Examples

Jakov Geller

Mate Threats and Defense – 1000 Tactical Examples
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Introduction

Tactics are an integral part of any chess game. During the game, even the most ingenious strategic ideas may not lead to a win without the clear calculations of lines. Any tactical line, in turn, may also be divided into component parts, each of them consisting of one tactical pattern or a standard combination of several techniques. Chess players should have good knowledge of all tactical blows and standard combinations as well as a good sense of timing for such tactical blows. Further, they should strive to make a minimal number of mistakes during calculation.

This book studies those chess tactics called “mate threats”; it is a direct sequel to the book *1500 Forced Mates* that I published with Elk and Ruby in 2021. In my system for comprehensively studying chess tactics, the subject of mate threats comes second because it’s a logical continuation of the study of the greatest tactical gain possible – checkmate of the enemy king. To solve the examples from this book, you don’t need to possess a wealth of chess knowledge – it’s enough to be able to give a forced checkmate. By studying the hundreds of combinations contained in this book, the reader will both learn to checkmate the king with the help of moves other than direct checks and hone one of the most difficult chess skills – the art of defense. He will also understand such important concepts as “threat” and “defending from threat”, which are necessary for further tactical studies!

The book is divided into 28 chapters, with most of them focused on defense from mate threats. Nine defensive techniques are given their own chapters. At the beginning of every such chapter, there’s a thorough theoretical explanation of the technique with several training examples and their solutions, and then a number of exercises for the reader to solve on their own. The defensive technique chapters are supplemented by “Combination” chapters, to consolidate and test the acquired knowledge. These chapters also feature theoretical basics of the combinations studied and several training examples with solutions, but to solve the exercises, the reader will need to combine several different defensive techniques he learned from previous chapters. With every new defensive technique studied, the combinations in subsequent chapters become increasingly diverse. The difficulty level of exercises in each chapter also gradually increases.

The remaining chapters focus on attacking – mate threats and combinations. They explain all the different elements of mating tactics, and the exercises will help hone the reader’s acquired skills in combinations that mix various themes.

The final part makes this book useful even for highly-skilled chess players, because it's a universal test that checks the player's skills in executing mating combinations and finding the best defense against them, while also uncovering their weaknesses – such as defensive technique that constantly escapes attention or erroneous calculation of simple, but long lines. It contains 300 exercises split into three chapters with subheadings: Find the Mating Combination, Find the Best Defense Against the Mate Threat, and Find the Best Continuation. Even the strongest players will have to think hard to find the correct solutions in the last chapter!

All exercises from this book have been subject to a thorough computer check; every effort has been made to eliminate errors or alternative solutions. The defensive tactics especially stand out in this regard: in every exercise, one of the defensive moves will always be stronger than all the others.

In actual games, you don't as a rule look for a mate or a defense using a particular technique. For a strong player, it's usually enough to get an overwhelming position to win, while to defend against checkmate, he first and foremost tries to avoid hopeless positions. The same requirement is set for each example in this book. Rather than seeking a solution based on the studied technique, you should simply be seeking the strongest continuation! In every exercise, white creates mate threats against the black king or demonstrates an admirable defensive combination that stands out from the alternatives and enables him to win or draw.

Methodological Recommendations

The volume of available study material grows every year, and it becomes progressively harder to navigate the information streams of the modern world. All too often, to find truly useful and correctly selected material, you need to sift through dozens of poor-quality resources. We must also add that even a set of exercises that was considered optimal just a decade ago might already be obsolete and ineffective today. All the while, chess is getting progressively younger, and professional players have less and less time to learn. Thus, in my opinion, the quality of methodical literature is now paramount. One of the main goals of this work is to create an "ideal" tactical textbook for exercises on each specific subject. To that end, the following principles were followed in the book:

- A clearly arranged system setting the order of study of every subject;
- The opportunity to hone and check your skills with the studied material;
- A gradual increase in the level of difficulty of the exercises;

- There are no unsolvable exercises included;
- The number of alternative solutions is minimized.

The logically ordered system of tactical study in this book can become a foundation for working with younger players. I have used this system many times when working with my pupils, and it has proved its practical worth. In conjunction with carefully prepared examples, it turns the book into a universal textbook useful both for players and coaches. An experienced chess teacher will be able to supplement the presented exercises with more examples if needed, slowly building their own database for every chapter.

Tactical vision

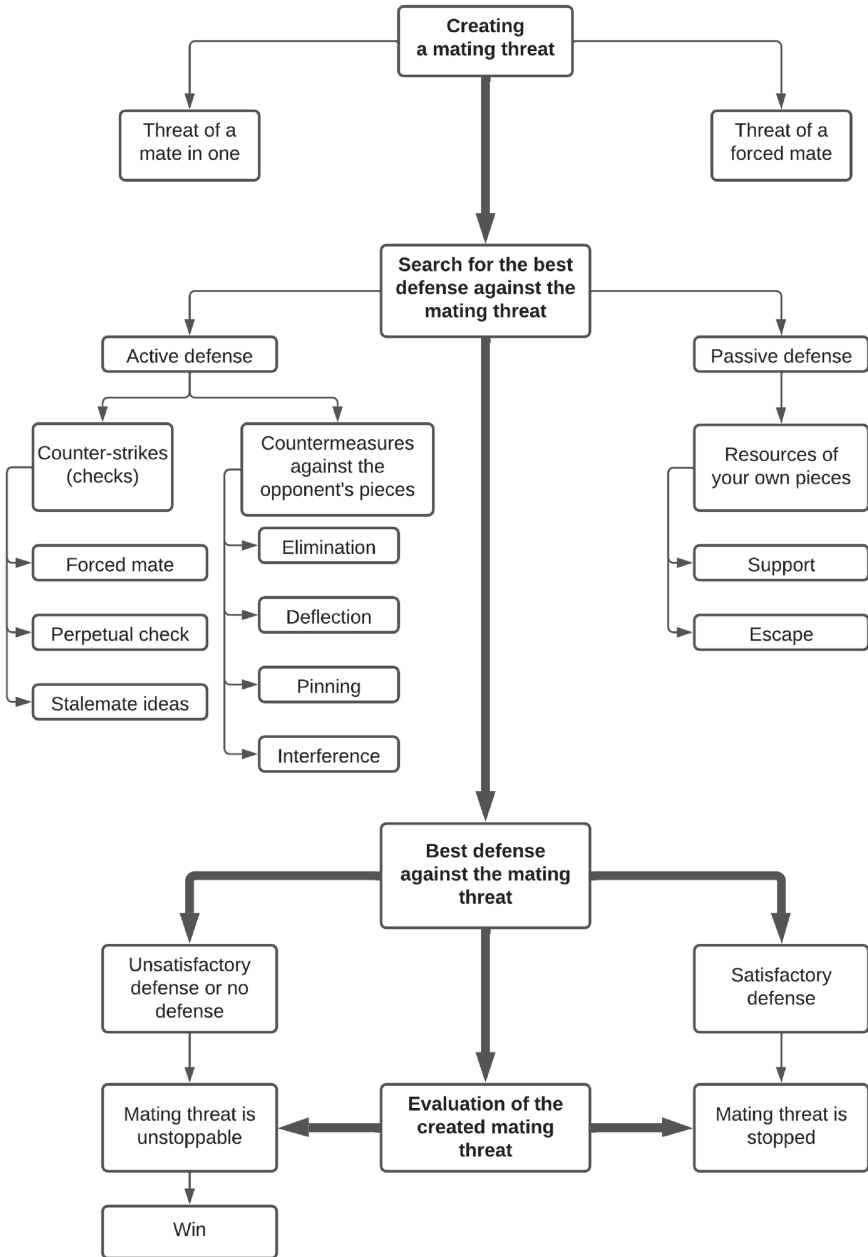
Not all games can be won thanks to even a thorough study of core tactics. When you have limited time, there's no point in searching for a complicated winning line on every move, because often no such line exists. Thus, during the game the player must instinctively sense when to stop and calculate concrete lines. It's important to understand that none of the following conditions guarantees that the game will be won with an immediate tactic. Rather, it should prompt the player to ask whether he should search for a forced mate in the given position.

In the following cases, it might be useful to search for mate threats or a forced mate:

- The opposing king is targeted by a large number of your pieces;
- One of your long-range pieces (queen, rook, bishop) is X-raying the king;
- A battery of your pieces is directed towards the opposing king;
- The opposing king is exposed (fully or partially lacking pawn cover);
- There's a weak square (or squares) in immediate proximity to the opposing king;
- The opponent's back rank is poorly defended;
- The opposing king is blocked (has only a few possible moves);
- Most of the opposing pieces are positioned far away from their king.

Finally, it's important to understand that the list of conditions for carrying out other tactical blows would be quite different.

Mate Threats and Defense – a Schematic Representation



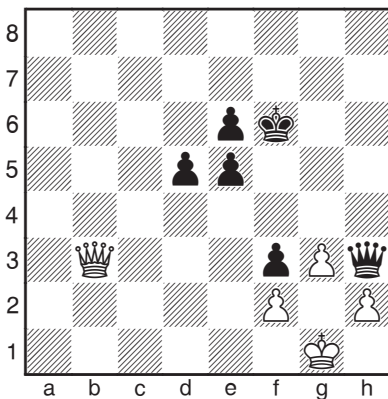
Chapter 10

COMBINATIONS

In this chapter, we study mixtures of elimination and all tactics that we have studied in the previous chapters. In every exercise presented in this chapter, white has an opportunity to defend against the opponent's mate threats by using elimination in various conjunctions with counter-strikes.

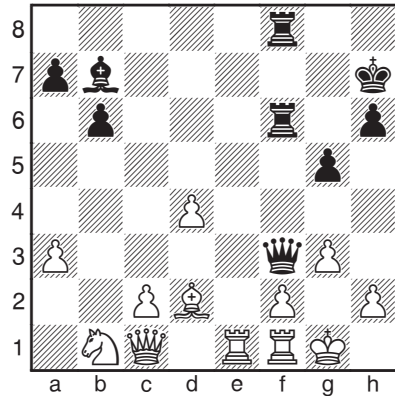
Defensive tactics, as well as attacking ones, can be used both in series or simultaneously. In the latter case, one move should execute more than one defensive idea; for instance, the elimination of a piece with check. Alternatively, defensive tactics can be executed one at a time on each move, separately from each other.

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The only way for white to counter the threat $1... \text{♔g2\#}$ is $1. \text{♙xf3+!}$ – simultaneously eliminating a piece and executing a counter-strike.

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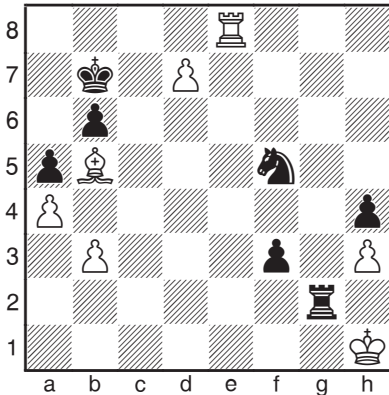


Black has created two mate-in-one threats: $1... \text{♔h1\#}$ and $1... \text{♔g2\#}$. White has several defensive attempts, but most of them do not provide satisfactory defense. For the best defense, white first needs to use a counter-strike and then eliminate a piece. There follows $1. \text{♖e7+!}$, and the rook captures the black bishop on the next move, eliminating all mate threats to the white king. Black can play, for instance, $1... \text{♖8f7}$ $2. \text{♖xb7!}$ with a big advantage for white.

We should note that the black king wasn't even the main target of

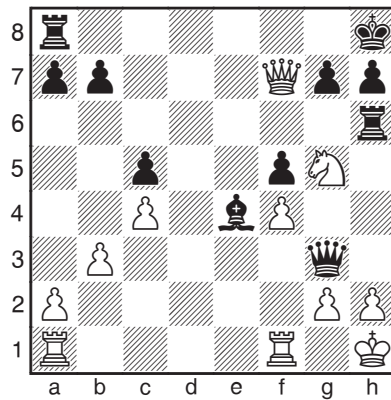
the counter-strike in this exercise! With his first move, white changed his rook's position with check to obtain new defensive opportunities – to execute an elimination tactic.

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Black threatens $1... \text{N}g3\#$. The first defensive ideas to consider are various counter-strikes: $1. \text{R}a6+$, $1. \text{R}c6+$, $1. d8=\text{N}+$ and $1. \text{R}b8+$. None of these moves can win the game for white if black plays correctly. However, after the strongest $1. \text{R}b8+! \text{K}xb8?$, white can eliminate the black knight with checks: $2. d8=\text{Q}+ \text{K}b7$ $3. \text{Q}d7+ \text{K}b8$ $4. \text{Q}xf5$, achieving a decisive advantage. The strongest move here is $1... \text{K}a7!$, and after $2. \text{R}a8+ \text{K}b7!$ $3. \text{R}b8+!$, the game ends with a perpetual check. Thus, in one line, white gives a perpetual check, and in the other, he uses several counter-strikes followed by elimination. Note that white had virtually no other defenses. For instance, the attempt to support the g3 square with $1. \text{R}g8?$ led to a hopeless position after $1... \text{R}xg8$.

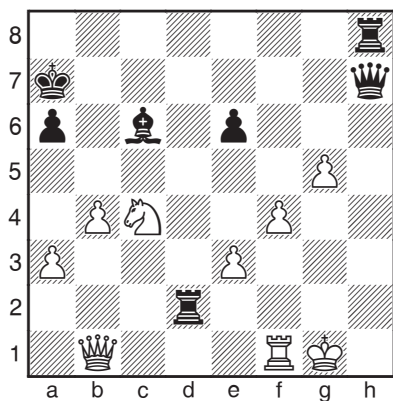
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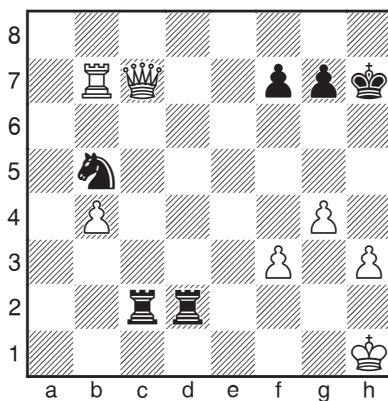
To solve this exercise, white will have to use defensive tactics both simultaneously and in series. Black has created a lot of mate threats, including $1... \text{Q}xg2\#$ and $1... \text{Q}xh2\#$. The best way to defend is a nice combination: $1. \text{Q}e8+!$ (counter-strike) $1... \text{R}xe8$ $2. \text{N}f7+!$ (counter-strike) $2... \text{K}g8$ $3. \text{N}xh6+!$ (counter-strike plus elimination) $3... \text{g}xh6$ $4. \text{h}xg3!$ (elimination). White manages to capture two of the three most dangerous black pieces, liquidate the mate threats and get an endgame with good winning chances.

Defense is considered one of the most difficult chess skills. In the example above, only two defensive tactics were used. However, the solution cannot be called simple: it required a precise and quite long calculation.

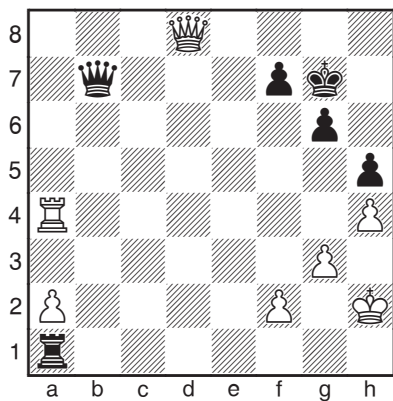
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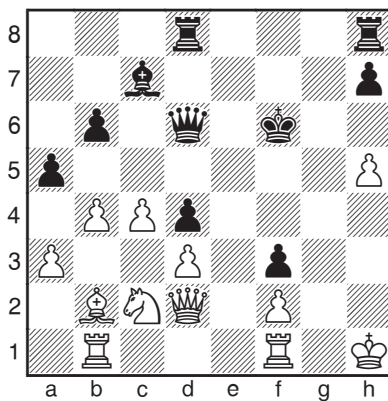
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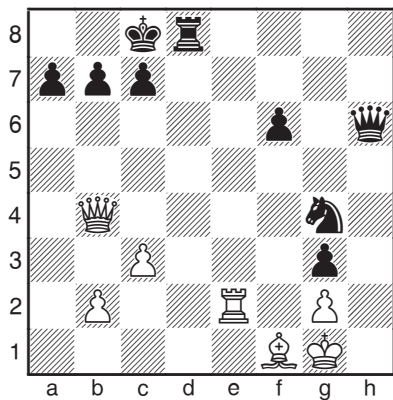
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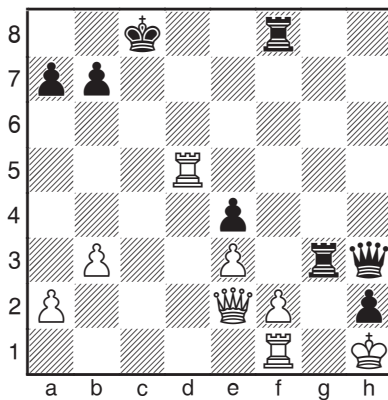
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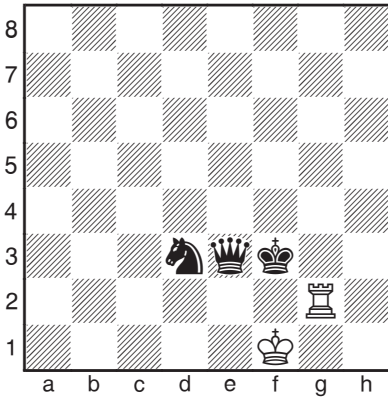
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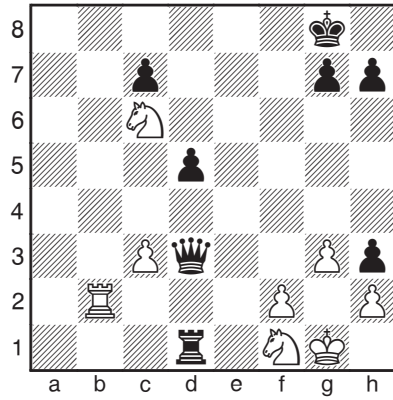
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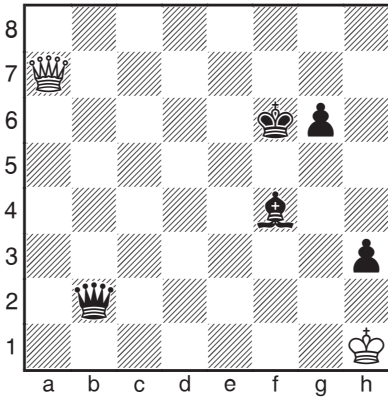
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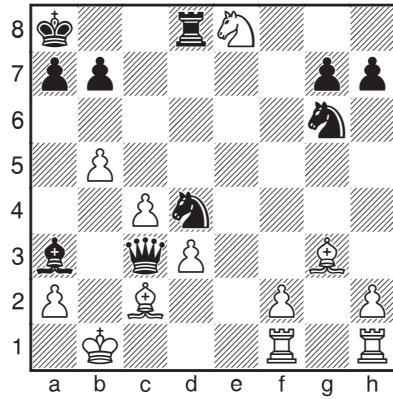
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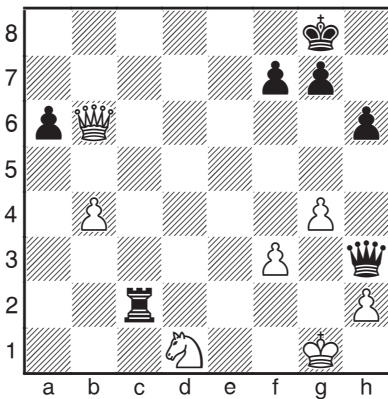
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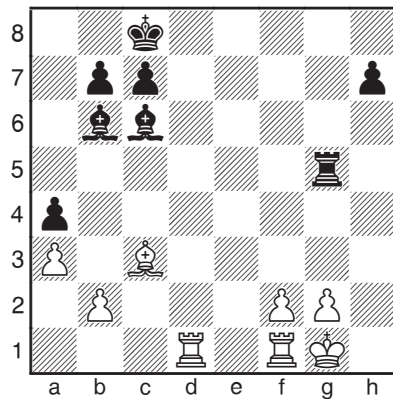
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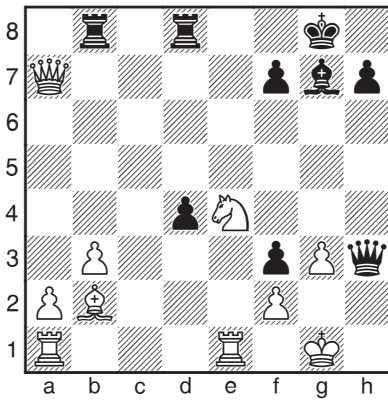
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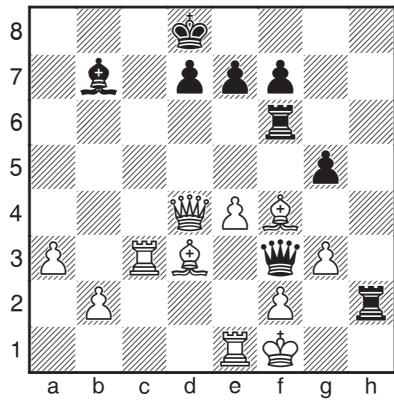
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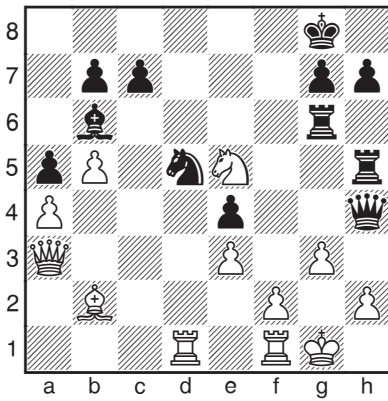
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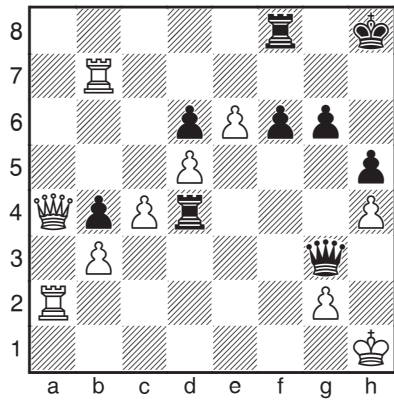
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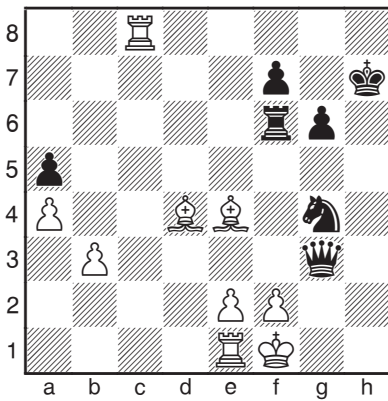
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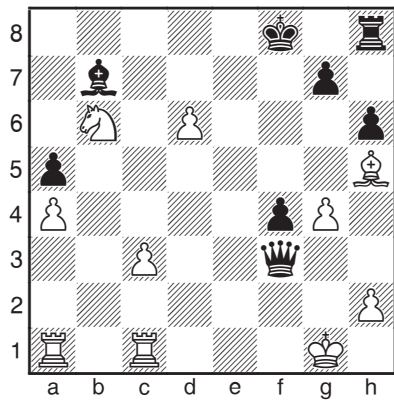
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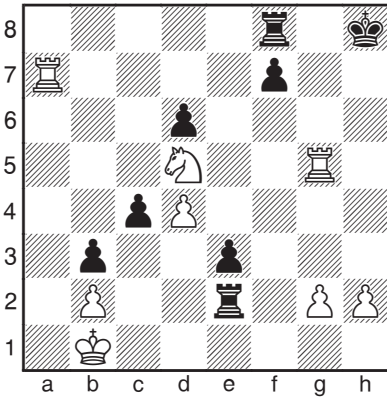
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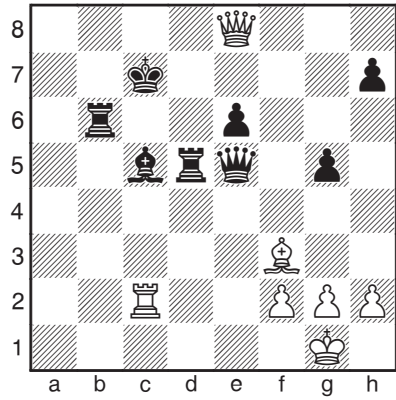
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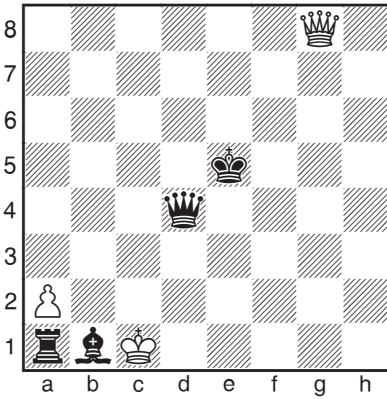
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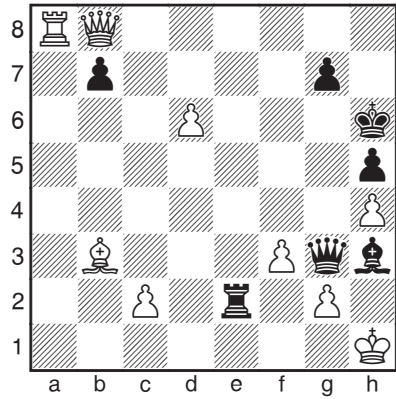
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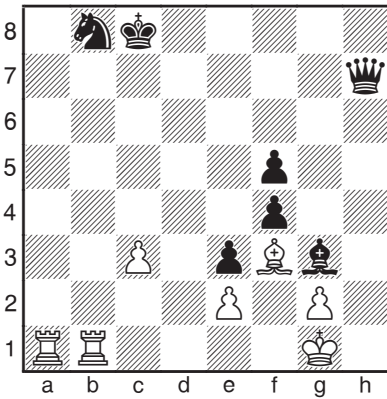
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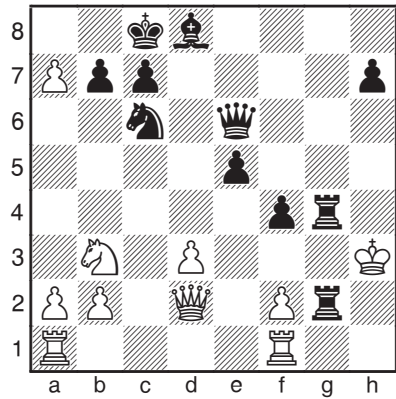
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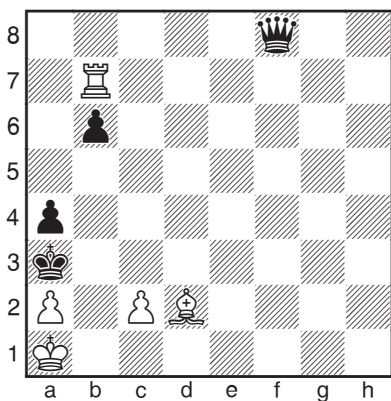
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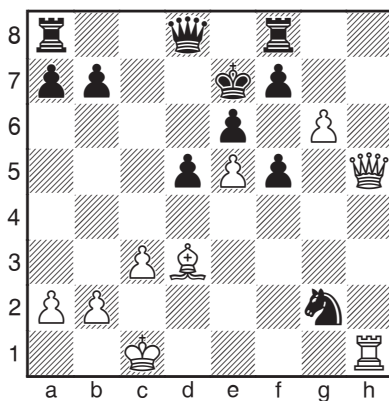
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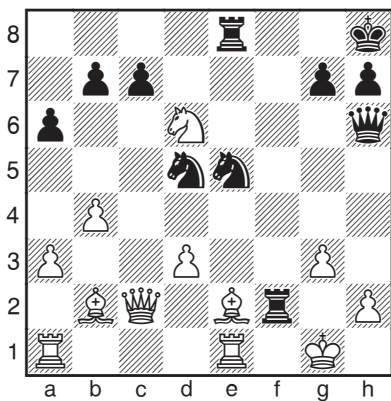
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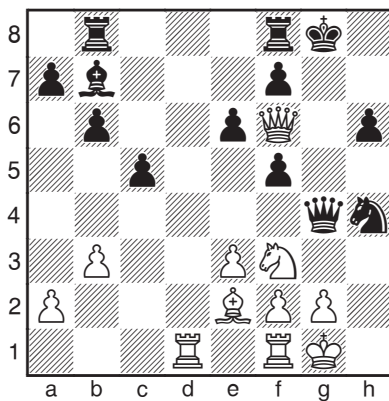
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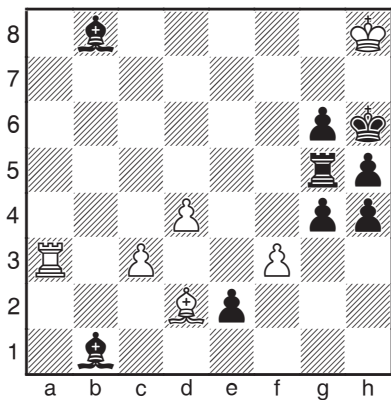
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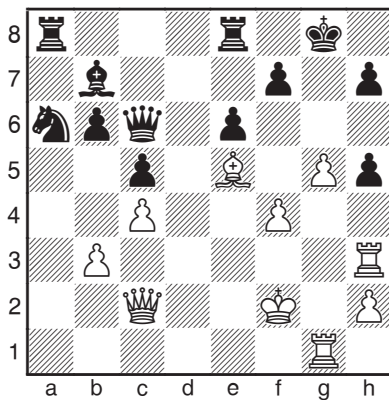
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5...♖xc4=; 5...♗xc4=) 6.♖a4+
♗xa4=

Chapter 9

135 1.♖xf3+-

136 1.♖xg3 ♖xg3=

137 1.♘xd6 (1.♖xe4? ♖h5#;
1.♘xa5? ♖h6+ 2.♖h5 ♖xh5#)
1...♖h5+ 2.♖xh5+-

138 1.♖xf3+- (1.cxd4 ♖c1#;
1.♖xc8 ♖d1#)

139 1.♖xg3 (1.♖xh6 ♖e1#; 1.♙xe2
♖h2+ 2.♗f1 ♖h1#) 1...♖a2
2.♖xd3+-

140 1.♙xf3+- (1.♗xh2 ♖h8+
2.♗g1 ♖h1#; 1.♙xa8 ♖h1#)

141 1.♙xe6 (1.♙xe7? ♖e1#; 1.h4?
♖e1+ 2.♗h2 ♖e2+-) 1...♖xe6
2.♖xe6 ♖xe6 3.a4!?!+-

142 1.♙xa8 (1.♙xe5? ♖h8#;
1.♖xe5? ♖h8+ 2.♖h5 ♖xh5#)
1...♘xd5 2.♙xe5+-

143 1.♖xf4 (1.♘xb5? ♖h2#) 1...
gxf4 2.♘xb5+-

144 1.♖xf3 (1.♖xc8 ♖d1#; 1.♘xd2
♖c1#) 1...♘xf3 2.♘xd2+-

145 1.♖xb2 (1.♖xa7 ♖h2+ 2.♗g1
♖ag2+ 3.♗f1 ♖h1#; 1.♖xa2
♖xa2) 1...♖xb2 2.♖xa7+-

146 1.♖xb6 (1.♘xe4 ♖b1#) 1...
axb6 2.♘xe4+-

147 1.♖xd1 (1.♙xc1 ♖h1#) 1...
♖xd1 2.♙xf2+-

148 1.♖xe4 (1.fxe4 ♙xh3+ 2.♗h1
♖b1+; 1.♖xa3 ♖xf2+ 2.♗h1
♘g3#) 1...♙xe4 (1...♖xa6 2.♖x-
h4+-) 2.♖xa3 ♖xa3 3.fxe4+-

Chapter 10

149 1.♖xf3+=

150 1.♖e7+ ♖8f7 (1...♗g8
2.♖xb7+-; 1...♗h8 2.♖xb7+-;
1...♗g6 2.♖xb7+-; 1...♖6f7
2.♖xb7+-) 2.♖xb7+-

151 (Based on the game Gruenfeld
– Saemisch, 1925) 1.♖b8+
(1.d8=♘+? ♗c7 2.♘e6+
♗d6+-) 1...♗a7 (1...♗xb8?
2.d8=♖+ ♗b7 (2...♗a7 3.♖c7+
♗a8 4.♙c6#) 3.♖d7+ ♗b8
4.♖xf5+-; 1...♗c7? 2.d8=♖#)
2.♖a8+ ♗b7 3.♖b8+=

152 1.♖e8+ ♖xe8 2.♘f7+ ♗g8
3.♘xh6+ gxh6 (3...♗h8
4.hxg3+-; 3...♗f8 4.hxg3+-)
4.hxg3+-

153 1.♖xh7+ ♖xh7 2.♘xd2+-

154 1.♖d4+ ♗h7 (1...♗h6?
2.♖h8#; 1...f6 2.♖xa1+-;
1...♗g8 2.♖xa1+-; 1...♗f8
2.♖xa1+-) 2.♖xa1+-

155 1.♖xg4+ ♗b8 (1...f5
2.♖xg3+-; 1...♖d7 2.♖e8#)
2.♖xg3+- (2.♖h3? ♖f4+-)

156 1.♖xc2+ ♖xc2 2.♖xb5+-

157 1.♖h6+ (1.♙xd4+? ♗f7) 1...
♗f7 (1...♗e7 2.♖xd6+-+;
1...♗f5 2.♖xd6+-; 1...♗e5
2.♖xd6+-) 2.♖xd6+-

158 1.♖c1+ ♗b8 2.fxg3+-

159 1.♖g3+ ♗f4 (1...♗xg3=)
2.♖xe3 ♗xe3=

160 1.♖b6+ ♖xb6= (1...♗f7?
2.♖xb2+-)

161 (Based on the game Girmay –
Namaganda, 2015) 1.♖d8+ ♗h7
2.♖d3+ g6 (2...♗h8 3.♖xc2+-;
2...♗g8 3.♖xc2+-; 2...f5
3.♖xc2+-) 3.♖xc2+-

162 1.♖b8+ ♗f7 2.♘e5+ ♗e7

- (2...♔f6 3.♗xd3+-; 2...♔e6 3.♗xd3+-) 3.♗xd3+-
- 163** 1.♗c7+ ♔b8 2.♗d5+ ♔c8 (2...♔a8 3.♗xc3+-) 3.♗xc3+-
- 164** (Based on the game Lanc – Novikov, 1985) 1.♖d8+! (1.♔h2?!=; 1.g4?!=; 1.♔h1? ♗xg2+♣) 1...♔xd8 2.♗f6+ ♔c8 (2...♔d7 3.♗xg5+-; 2...♔e8 3.♗xg5+-) 3.♗xg5+-
- 165** (Based on the game Chvedtchikov – Estrin, 1977) 1.♖xf7+ ♔xf7 (1...♔h8 2.♖xf3+-) 2.♗g5+ ♔g8 (2...♔f8 3.♗xh3+-; 2...♔f6 3.♗xh3+-; 2...♔g6 3.♗xh3+-) 3.♗xh3+-
- 166** (Based on the game Georghiu – Polugaevsky, 1973) 1.♖f8+ ♔xf8 2.♗xg6+ hxg6 (2...♔g8 3.♗xh4+-; 2...♔f7 3.♗xh4+-; 2...♔e8 3.♗xh4+-) 3.gxh4+-
- 167** (Based on the game Markowski – Lalic, 1995) 1.♖h8+ ♔xh8 (1...♔g7 2.♗xf6+ ♗xf6 (2...♔xf6 3.fxg3+-) 3.fxg3+-) 2.♗xf6+ ♗xf6 (2...♔g8 3.fxg3+-; 2...♔h7 3.fxg3+-) 3.fxg3+-
- 168** (Based on the game Leko – Piket, 1997) 1.♖xd7+ ♔xd7 2.♗b5+ ♗c6 (2...♔e6 3.♖xf3+-; 2...♔d8 3.♖xf3+-; 2...♖c6 3.♖xf3+-) 3.♗xc6+ (3.♖xf3? ♗xb5+--+) 3...♖xc6 4.♖xf3+-
- 169** 1.♖h7+ ♔g8 (1...♔xh7? 2.♖a7+ ♖f7 (2...♔h8 3.♖xd4+-; 2...♔g8 3.♖xd4+-; 2...♔h6 3.♖xd4+-) 3.♖xf7+ (3.♖xd4+-) 3...♔h6 (3...♔h8 4.♖a8#) 4.♖f8+ ♔h7 5.♖a7#)
- 2.♖g7+ ♔h8 (2...♔xg7? 3.♖a7+ ♖f7 (3...♔g8 4.♖xd4+-; 3...♔h8 4.♖xd4+-; 3...♔h6 4.♖xd4+-) 4.♖xf7+ (4.♖xd4+-) 4...♔h6 (4...♔h8 5.♖a8#) 5.♖f8+ ♔h7 6.♖a7#) 3.♖h7+=
- 170** 1.♗d7+ ♔g8 2.♗f7+ ♔h7 (2...♔xf7? 3.♗e5+ ♔g8 (3...♔f6 4.♗xf3+-; 3...♔e6 4.♗xf3+-; 3...♔e8 4.♗xf3+-; 3...♔f8 4.♗xf3+-) 4.♗xf3+-) 3.♗g6+ ♔g8 (3...♔xg6? 4.♗e5+ ♔f6 (4...♔g5 5.♗xf3+-; 4...♔h7 5.♗xf3+-) 5.♗xf3+-) 4.♗f7+=
- 171** 1.♖h5+ ♔g7 (1...♔g8 2.♖g5+ ♔h7 (2...♔h8 3.♖h5+=) 3.♖h5+ ♔g6? (3...♔g8 4.♖g5+=; 3...♔g7 4.♖g5+=) 4.♗f4+ ♔g7 5.♗xe2+-) 2.♖g5+ ♔h6 (2...♔h8 3.♖h5+=; 2...♔h7 3.♖h5+=) 3.♖h5+ ♔g7 (3...♔xh5? 4.♗f4+ ♔h4 (4...♔g4 5.♗xe2+-; 4...♔g5 5.♗xe2+-; 4...♔h6 5.♗xe2+-) 5.♗xe2+-; 3...♔g6? 4.♗f4+ ♔f6 (4...♔g7 5.♗xe2+-) 5.♗xe2+-) 4.♖g5+ ♔h6 (4...♔h7 5.♖h5+=; 4...♔h8 5.♖h5+=) 5.♖h5+=
- 172** (Maximovskikh, 1978) 1.♖g7+ ♔d5 (1...♔e4 2.♖g4+ ♔e3 (2...♔d3 3.♖d1+=; 2...♔e5 3.♖g7+=; 2...♔d5 3.♖d7+=) 3.♖g1+ ♔d3 (3...♔f4? 4.♖xd4+-; 3...♔e2? 4.♖xd4+-; 3...♔f3? 4.♖xd4+-; 3...♔e4 4.♖g4+=) 4.♖d1+ ♔c4 (4...♔e4 5.♖g4+=; 4...♔c3? 5.♖b3#; 4...♔e3 5.♖g1+=) 5.♖a4+ ♔c5 (5...♔c3? 6.♖b3#; 5...♔d3 6.♖d1+=; 5...♔d5

6. ♖d7+=) 6. ♖a7+ ♖d5 (6... ♖c4
 7. ♖a4+=; 6... ♖b5? 7. ♖xd4+-;
 6... ♖b4? 7. ♖xd4+-; 6...
 ♖c6? 7. ♖xd4+-; 6... ♖d6?
 7. ♖xd4+-) 7. ♖d7+ ♖e5
 (7... ♖c5 8. ♖a7+=; 7... ♖c4
 8. ♖a4+=; 7... ♖e4 8. ♖g4+=)
 8. ♖g7+=; 1... ♖f5? 2. ♖xd4+-;
 1... ♖f4? 2. ♖xd4+-; 1...
 ♖e6? 2. ♖xd4+-; 1... ♖d6?
 2. ♖xd4+ 2. ♖d7+ ♖c5 (2... ♖e5
 3. ♖g7+=; 2... ♖e4 3. ♖g4+=;
 2... ♖c4 3. ♖a4+=) 3. ♖a7+
 ♖c4 (3... ♖d5 4. ♖d7+=; 3...
 ♖d6? 4. ♖xd4+-; 3... ♖c6?
 4. ♖xd4+-; 3... ♖b5? 4. ♖xd4+-;
 3... ♖b4? 4. ♖xd4+-) 4. ♖a4+
 ♖d3 (4... ♖c3? 5. ♖b3#; 4... ♖c5
 5. ♖a7+=; 4... ♖d5 5. ♖d7+=)
 5. ♖d1+ ♖e3 (5... ♖c3? 6. ♖b3#;
 5... ♖c4 6. ♖a4+=; 5... ♖e4
 6. ♖g4+=) 6. ♖g1+ ♖e4 (6... ♖d3
 7. ♖d1+=; 6... ♖e2? 7. ♖xd4+-;
 6... ♖f3? 7. ♖xd4+-; 6... ♖f4?
 7. ♖xd4+-) 7. ♖g4+ ♖e5
 (7... ♖e3 8. ♖g1+=; 7... ♖d3
 8. ♖d1+=; 7... ♖d5 8. ♖d7+=)
 8. ♖g7+=
- 173** 1. ♖xb8+ ♖xb8 (1... ♖d7?
 2. ♖b7+ ♖d6 3. ♖xh7+-; 1...
 ♖c7? 2. ♖b7+ ♖d6 3. ♖xh7+-)
 2. ♖a8+ ♖c7 3. ♖a7+ ♖d6
 (3... ♖b6 4. ♖xh7+-; 3... ♖b8
 4. ♖xh7+-; 3... ♖c8 4. ♖xh7+-;
 3... ♖d8 4. ♖xh7+-) 4. ♖xh7+-
- 174** (Based on the game Richter –
 Grob, 1935) 1. ♖xc5+ (1. ♖e7+?
 ♖b8 2. ♖e8+ ♖a7 3. ♖a2+
 ♖a6+-; 1.g3? ♖b2+-) 1...
 ♖xc5 (1... ♖d6? 2. ♖f8+ ♖d7

3. ♖c8+ ♖e7 (3... ♖d6 4. ♖c7#)
 4. ♖c7+-) 2. ♖e7+ ♖c8 (2...
 ♖b8? 3. ♖d8+ ♖a7 (3... ♖c8
 4. ♖xb6#) 4. ♖a8#) 3. ♖e8+
 (3. ♖f8+ ♖d7 4. ♖f7+=) 3... ♖c7
 4. ♖e7+=
- 175** 1. ♖h8+ ♖g6 2. ♖xg7+
 (2. ♖f7+? ♖f6 3. ♖d8+ ♖xf7+-)
 2... ♖xg7 (2... ♖f5 3. ♖f8#)
 3. ♖g8+ ♖f6 (3... ♖h7 4. ♖xg3+-;
 3... ♖h6 4. ♖xg3+-) 4. ♖xg3+-
- 176** 1. a8=♖+ (1.a8=♖+? ♖b8+-)
 1... ♖b8 (1... ♖d7 2. ♖c5+
 ♖e7 (2... ♖d6 3. ♖xe6+-; 2...
 ♖e8 3. ♖xe6+-) 3. ♖xe6+-)
 2. ♖xb7+ ♖xb7 (2... ♖d7 3. ♖c5+
 ♖d6 (3... ♖e7 4. ♖xe6+-; 3...
 ♖e8 4. ♖xe6+-) 4. ♖xe6+-)
 3. ♖c5+ ♖c8 (3... ♖a8
 4. ♖xe6+-; 3... ♖c6 4. ♖xe6+-;
 3... ♖a7 4. ♖xe6+-; 3... ♖b6
 4. ♖xe6+-) 4. ♖xe6+-

Chapter 11

- 177** 1. ♖f5! ♖g4+! 2. ♖g1±
- 178** 1. ♖f5 ♖xf5 (1... ♖xh2+ 2. ♖xh2
 ♖xf5=; 1... ♖g1+ 2. ♖xg1 ♖xf5=)
 2. ♖xg2=
- 179** 1. ♖e1+-
- 180** 1. ♖f5+-
- 181** 1. ♖f2+-
- 182** 1. ♖f1 ♖xf1 2. ♖xg3+-
- 183** 1. ♖d5+-
- 184** 1. ♖b2+-
- 185** 1. ♖e3 ♖g3+ 2. ♖xf3 ♖xf3
 3. ♖a1!?+-
- 186** 1. ♖e1 ♖g3+! 2. ♖xf3+ ♖xf3=
- 187** 1. ♖e4=
- 188** 1. ♖f4=
- 189** 1. ♖b1 (1. ♖e2? ♖e1+-;

2. ♠xh5+-; 1...bxc6 2. ♠a6+ ♖b8
3. ♚d8#) 2. ♚xg2 ♚h6+ 3. ♖g1+-
- 897** (Based on the game Bologan – Akopian, 2002) 1. ♚e6
♚4xe6 (1...♚f8 2. ♖xe4+-; 1...
♚e7 2. ♚d8+-; 1...♚8xe6
2. ♖f7+ ♖h8 3. ♖h7#; 1...♖b2+
2. ♖g3+-) 2. ♖f7+ ♖h8 3. ♖h7#
- 898** (Based on the game Portisch – Gulko, 1976) 1. ♚d8! (1. ♚d7?
♚f2+ 2. ♖g1 (2. ♖h3 ♚h2#;
2. ♖h1 ♖c1+ 3. ♖e1 ♖xe1#) 2...
♖c1+ 3. ♖e1 ♖xe1#; 1. ♖c4?!
♖d2+ 2. ♖h3 (2. ♖g1? ♖h2#;
2. ♖h1? ♖h2#) 2...♖h2+ (2...
♗f4+ 3. ♠xf4 ♖h2+ 4. ♖g4
♖e2+=) 3. ♖g4 ♖e2+ 4. ♖h4
(4. ♖h3 ♖h2+ 5. ♖g4 ♖e2+=)
4...♖h2+ 5. ♖g4 ♖e2+=; 1. ♚c5?!
♖d2+ (1...♗f4+ 2. ♠xf4 ♖xf4=;
1...♗f6=) 2. ♖h3 ♗f4+ 3. ♠xf4
♖xf4=) 1...♖d2+ (1...♚xd8
2. ♖c4+ ♚d5 (2...♖f8 3. ♖f7#)
3. ♖xd5+ ♖f8 4. ♖f7#; 1...♗f4+
2. ♠xf4 ♖xd8 3. ♖e6+ ♖g7
4. ♠e5+-; 1...♖xd8 2. ♖c4+
♖d5+ (2...♚f7 3. ♖xf7#)
3. ♖xd5+ ♚f7 4. ♖xf7#) 2. ♖h3
♖h2+ 3. ♖g4+-
- 899** 1. ♚h5 ♠xh5 (1...♚c8 2. ♗c6+-;
1...♚g8 2. ♗c6+-; 1...♚b8
2. ♗c6+-) 2. ♗c6 ♠f3 (2...♚h7
3. ♚d8#; 2...♚e1+ 3. ♖xe1+-; 2...
♚f2+ 3. ♖xf2+-) 3. ♚xa7#
- 900** (Based on the game Marolleau – Karafiath, 1967) 1. ♚d4
(1. ♖h7+? ♖xh7 2. ♚xd7+
♚c2+-; 1.g3?! ♚h4+ (1...♚xg5=;
1...♠c6+ 2. ♖h2 ♚h4+ 3.gxh4
♖c7+=) 2.gxh4 ♠c6+ 3. ♖h2
♖c7+ 4. ♖h3 ♖c8+ 5. ♖g3
♖c7+=) 1...♚cxd4 (1...♚h4+
2. ♖xh4+-; 1...♚c2 2. ♠xc2 bxc2
3. ♠xe3+-) 2. ♖h7+ (2. ♠h7+
♖f8 3. ♠e4+-) 2...♖f8 3. ♖h8#
- 901** 1. ♠e8! (1.a3?! ♗b3+ 2. ♖a2
♖xc4=; 1. ♠g6? ♗b3+ 2.axb3
axb3+ 3. ♗a2 (3. ♗a4 ♚xa4#)
3...♚xa2#) 1...♗b3+ (1...
♠f5 2. ♚xf5+-) 2.axb3 axb3+
3. ♠a4+-
- 902** (Based on the game Costa – Froewis, 2018) 1. ♖f6 (1. ♖h6?!
g6 2. ♗xe6 (2.h5 ♖a1=; 2. ♚xg6+
fxg6 3. ♖xg6+ ♖h8=) 2...♚h1+!
3. ♖xh1 ♖a1+ 4. ♖h2 ♖xe5+-)
1...g6 2. ♗xe6 (2.h5? ♗d7+-;
2. ♚xg6+?! fxg6 3. ♖xg6+ ♖h8=;
2. ♚f3?! ♖d1 3. ♖xf7+ ♖h8=) 2...
♚h1+ 3. ♖xh1 ♖a1+ 4. ♖h2+-
- 903** 1. ♚a3 (1. ♖c1? ♖a1+ 2. ♖d2
♖xb2+-) 1...bxa3 (1...♖xa3
2.bxa3+-) 2. ♠d7! ♠xd7 (2...
♚xd7 3. ♚xh7+ ♖xh7 4. ♖h5#;
2...♖xd7 3. ♚xh7+ ♖xh7
4. ♖h5#; 2...♚g5 3. ♠xa4+-; 2...
a2+ 3. ♖a1+-) 3. ♚xh7+ ♖xh7
4. ♖h5#
- 904** (Based on a position by V. Berezin) 1. ♖g2 (1.f8=♗+?
♖g8+-; 1.f8=♖? ♚h1#) 1...
♗xg2 (1...♖b4 2. ♖xc6+-; 1...
♖e7 2. ♖xc6+-; 1...♖xg2+
2. ♚xg2+-) 2.f8=♖+- ♚h1+
3. ♖xh1 ♗h4+ 4. ♖h2+-
- 905** (Based on a position by Wotawa) 1. ♚e7 (1. ♚xb6?!
♖f1+ 2. ♚b1 ♖xb1+ 3. ♖xb1=;
1. ♠c1+?! ♖b4=; 1.c3? ♖f1+
2. ♠c1+ (2. ♠e1 ♖xe1#) 2...
♖c7+ 4. ♖h3 ♖c8+ 5. ♖g3
♖c7+=) 1...♚cxd4 (1...♚h4+
2. ♖xh4+-; 1...♚c2 2. ♠xc2 bxc2
3. ♠xe3+-) 2. ♖h7+ (2. ♠h7+
♖f8 3. ♠e4+-) 2...♖f8 3. ♖h8#

♖xc1#) 1...♗xe7 (1...♖f1+
 2.♞e1+-; 1...♖f2 2.♞e3+ ♗xe3
 3.♙xe3+-; 1...♖h8+ 2.c3 ♖h1+
 3.♞e1+-) 2.c3 ♖e2 (2...♖e1+
 3.♙xe1+-; 2...♖e5 3.♙c1#)
 3.♙c1+ ♖b2+ 4.♙xb2#

906 (Based on the game Kozyrev
 – Scherbakov, 2001) 1.♙h5!
 (1.♘f7+?! ♞xf7 2.♖c5!?=; 1.h4?
 ♖e3+-) 1...♞xc2 (1...♖xh5
 2.♖xf2+-; 1...cxd6 2.♖xf2+-;
 1...♞ef8 2.♞xe5!?) (2.♖xf2 ♞xf2
 3.♞xe5+-) 2...♞xc2 3.♘f7+-)
 2.♘f7+ ♙g8 (2...♘f7 3.♞xe8#)
 3.♘h6+ gxh6 4.♙xe5+-

907 (Based on a position by
 Wotawa) 1.♞a5 ♙f5 (1...♙f4
 2.♙xf4+-; 1...♙e5+ 2.♞xe5+-)
 2.♞a7! ♙xa7 (2...♙e5+
 3.dxe5+-; 2...♙d7 3.♞xd7+-; 2...
 ♙c7 3.♞xc7+-) 3.f4 ♙b6 (3...
 ♙xd4+ 4.cxd4+-) 4.fxg5#

908 1.♙b5 (1.♖g5+? ♙d7+-)
 1...♖b6 (1...fxg6 2.♖g5+ ♙f7
 3.♞h7+ ♙g8 4.♖xg6#; 1...♘f4
 2.♖g5+ f6 3.♞h7+ ♞f7 4.♞xf7#;
 1...f6 2.♖h7+ ♞f7 3.♖xf7#)
 2.♖g5+ f6 3.♞h7+ (3.exf6+?
 ♞xf6 4.♞h7+ ♙d6+-) 3...♙d8
 (3...♞f7 4.♖xf6+ ♙f8 5.♖xf7#)
 4.g7!? (4.♖xg2+-) 4...♞g8
 5.♖xf6+-

909 1.♘h4 (1.♖xh4? ♙xf3
 2.♖xg4+ ♙xg4 3.f3 ♙h5♣; 1.g3?
 ♘xf3+-+; 1.♘e1? ♖xe2+-) 1...
 ♖xe2 (1...♖g5 2.♖xg5+ hxg5
 3.♘f3+-) 2.♘g6! (2.♖xh6?!
 ♖g4=) 2...fxg6 (2...♖g4 3.♖h8#;
 2...♙h7 3.♞d7+-) 3.♖xg6+
 (3.♖xe6+ ♞f7 4.♞d7+-) 3...

♙h8 4.♞d7 (4.♖xh6+ ♙g8
 5.♖g6+ ♙h8 6.♞d7+-) 4...♖g4
 5.♖h7#

910 (Based on the game Svidler
 – Andreikin, 2018) 1.♖xh7+
 (1.g6? hxg6 (1...fxg6? 2.♞xg6+
 ♙f8 3.♞g8+-) 2.♞xg6+
 ♙f8+-) 1...♙xh7 (1...♙f8
 2.♙f6+-) 2.♞xh5+ ♙g6 (2...
 ♙g8 3.♞h8#) 3.♞h6+ ♙f5
 4.♞f6+ (4.♞g3? ♖g2+ 5.♞xg2
 ♙xg2+-) 4...♙e4 5.♞g3+-

911 1.♞xg7+ ♙xg7 2.♞g1+ ♙h8
 (2...♙h6 3.♘g4+ (3.♘f7+
 ♞xf7 4.♞g6+ hxg6 5.♖xg6#;
 3.♖f4+-) 3...♙g7 4.♘f6+ ♙h8
 (4...♙h6 5.♖xh7#) 5.♖xh7#; 2...
 ♙g5+ 3.♖xg5+ ♙h8 4.♖g7#)
 3.♖xf7 (3.♘f7+?! ♞xf7 4.♖xf7
 ♞g8 5.♞xg8+ ♖xg8 6.♖xe7=)
 3...♙f6 (3...♞g8 4.♖xg8+ ♞xg8
 5.♘f7#; 3...♖g4 4.♞xg4+-; 3...
 ♞xf7 4.♘f7#; 3...♙g5+ 4.♞xg5
 ♞d7!? 5.♖xd7+-) 4.♖g8+ ♞xg8
 5.♘f7#

912 1.♞c8+ (1.♖e5?! ♞xg2+
 2.♙f4 ♞bc2=) 1...♙h7 (1...♞d8
 2.♞xd8+-+; 1...♙g7 2.♖e5+ f6
 3.♖c7+ ♙h6 4.♞h8#) 2.♖e5
 ♞xg2+ (2...f6 3.♖c7+ ♙h6
 4.♞h8#; 2...g5 3.♖h8+ ♙g6
 4.♞g8#; 2...♞d8 3.♞xd8+-)
 3.♙f4 g5+ (3...♞g4+ 4.fxg4+-;
 3...f6 4.♖c7+ ♙h6 5.♞h8#; 3...
 ♞b4+ 4.♙e3+-) 4.hxg5 ♞b4+
 (4...♞g4+ 5.fxg4+-) 5.♙e3+-

913 1.♘e7+ (1.gxh4? ♘e3+ (1...
 ♘f6+-+)) 2.♙h2 (2.♙h1
 ♞xh4#) 2...♞xh4#; 1.♙g2?
 ♘h2!+- 2.♘e7+ ♙d8 3.♘xg8