

Step 2 thinking ahead

The page number and title of the exercise are written as: 3: Attack safely. Most pages in the workbook have a layout of 4 rows and 3 columns. We read (1-3) as: first row, third column.

3: Attack safely

(1-3)	(2-1)	(2-2)	(2-3)
Bf6	Nc6	Nd1	Nf3
Bf5	Bh6	Ne4	Nd1
Bh4	Bf2	Bf5	Nd6
Ne6	Ba4	Be1	Bh5
Nb1	Nd1	Rb2	Ba5
Ne6	Nc3	Rd2	Rg7

3: Working out the attack

(3-3)	(4-1)	(4-2)	(4-3)
Ra7 Rg1	Be3	Nb3	Qd5
Re2 Rg5	Bf4	Ne3/Nf2	Qh2
Ra7 Rf3	Bc6	Nf4	Qe8
Rd5	Bb2	Nf5	Qg6
Rb2	Be4	Nc3	Qe3
Rf3	Bf3	Nd3	Qd1
	Bh4	Nf6	Qb5/Qf3

5: Material / Winning material: A

- 1) 1. ... Bxc2 2. Qxf6
- 2) 1. ... dxe3 2. Qxg4
- 3) 1. ... Nb4 2. Qxd6
- 4) 1. Kc3 Rxe1
- 5) 1. ... Qxe3 2. Qxd5
- 6) 1. ... e5 2. Nxc6 exf4 3. Nxa5
- 7) 1. ... Bxf3 2. Qxd8
- 8) drawing
- 9) 1. ... Bxd4 2. Qxd4 Bxf3 3. Qxd8
- 10) 1. Bxe4 Bxf1
- 11) 1. ... Ng4 2. Bxf6
- 12) 1. ... Qxd3 2. Bxc6

7: Material / Winning material: B

- 1) 1. Rd1 Rxe5
- 2) 1. ... bxa5 2. Qxc5
- 3) 1. f4 Nxe3
- 4) 1. Rc3 Bxa4

- 5) 1. ... Qh4+ 2. Kxe3
- 6) 1. ... d5 2. Bxc5
- 7) 1. ... b5 2. Bxc6+

- 8) 1. dxe6 Nxc6
- 9) 1. Kd3 Rxb2

7: Give a safe check

- | | |
|-------|-------|
| (4-2) | (4-3) |
| Nb4+ | Bg3+ |
| Ng2+ | Rf1+ |
| Nd3+ | Bd2+ |
| Nc5+ | d4+ |
| Ne7+ | Qb1+ |
| Ne3+ | Qf6+ |

7: Material / Winning material: C

- | | |
|-----------------------------|------------------------------|
| 1) 1. ... Qxc2 2. Qxg3 | 6) 1. b4 Bxc3 2. bxc5 Bxd2 |
| 2) 1. Kf4 Nxd4 2. Kxg4 Nxb3 | 7) 1. Nxd5 Rxg2 2. Nxb6 Rxb2 |
| 3) 1. ... 0-0 2. Nxh2 | 8) 1. Qb5 Qxg3 2. Qxb6 Qxc3 |
| 4) 1. e4 Bxd4 2. exf5 Bxg1 | 9) 1. Qb5 Nxg3 |
| 5) 1. Rb1 Bxc6 2. Rxb2 Bxf3 | |

7: Capture un protected piece

- | | |
|-------|-------|
| (4-2) | (4-3) |
| Qxg6 | Rxb4 |
| Qxh4 | Rxf5 |
| Qxd5 | Qxg6 |
| Qxc4 | Qxc4 |
| Qxd4 | Qxf8 |
| Qxe4 | Qxe2 |

8: Material / Choose the right capture: A

- | | |
|------------------------|------------------------|
| 1) 1. ... Bxc4 2. Nxc4 | 7) 1. ... Nxb3 2. Qxb3 |
| 2) 1. ... Nxg4 2. Qxd2 | 8) 1. ... Bxc4 2. Rxc4 |
| 3) 1. Nxe6 Rxd1+ | 9) 1. Qxe5 Nxd6 |
| 4) 1. Bxf6 Nxf6 | 10) 1. Rxc5 Qxe1 |
| 5) 1. ... Bxf3 2. Rxd6 | 11) drawing Jan Smeets |
| 6) 1. ... Bxc4 2. bxc4 | 12) drawing Jan Smeets |

10: Mate / Visualising: A

- 1) 1. Qe8 b5 2. Qxb5#; 1. Qe8 Nc7 2. Qa4#; 1. Qe8 Ka6 2. Qxa8#
- 2) 1. Qa4 bxa2 2. Qd1#; 1. Qa4 Kc2 2. Qe4#; 1. Qa4 Ka1 2. Nc3#

- 3) 1. Kh3 e1Q 2. Qg2#; 1. Kh3 e1N 2. Nd2#; 1. Kh3 Ke1 2. Qg1#
- 4) 1. Na6 Kc8 2. Qd7#; 1. Na6 Ka8 2. Qc6#; 1. Na6 Kc8 2. Qb5#
- 5) 1. Nxc7 Bf7 2. Nf5#; 1. Nxc7 Bg6 2. Qf4#; 1. Nxc7 Bd7 2. Qh5#
- 6) 1. Ng8 Rxc8 2. Qh5#; 1. Ng8 Kg6 2. Qf5#; 1. Ng8 g6 2. Qf7#

10: Mate? Yes or no

(4-1)	(4-2)	(4-3)
yes	no	no
no	yes	yes
	no	no
	no	no
	no	no
	no	yes
	yes	no
	no	no

11: Mate / Visualising: B

- 1) 1. Qe3 d1Q 2. Qc3#; 1. Qe3 d1N 2. Na3#; 1. Qe3 Kc1 2. Qxd2#
- 2) 1. Qc6 Kd8 2. Qd7#; 1. Qc6 Kf7 2. Qe8#; 1. Qc6 g6 2. Qf6#
- 3) 1. Qh3 f1Q 2. Qe3#; 1. Qh3 f1N Qg2#; 1. Qh3 Nc4 2. Qd3
- 4) 1. Ka5 Bxb3 2. Qc1#; 1. Ka5 cxb3 2. Qa1#; 1. Ka5 Be8 2. bxc4#
- 5) 1. Qf1 Nf4 2. Qc4#; 1. Qf1 d5 2. Qf8#; 1. Qf1 Kd5 2. Qf5#
- 6) 1. Qf3 Kd4 2. Qf4#; 1. Qf3 Kd6 2. Qf6#; 1. Qf3 d6 2. Nc6#

11: Mate in one

(4-1)	(4-2)	(4-3)
Qg7#	Qf8#	Qa7#
Qg1#	Qg5#	Qf8#
	Qa7#	Qf7#
	Qd7#	Qc8#
	f8Q# (R#)	Rf8#
	Qa7#	Bf3#
	Qc8#	Nf2#
	Qa6#	Qf8#

12: Mate / Visualising: C

1. Nb7 e5 2. Qd8#; 1. Nb7 Nd7 2. Qh5#; 1. Nb7 Ne6 2. Qa4#
1. Ba2 Rc5 2. Qe3#; 1. Ba2 Rxc3 2. Qd5#; 1. Ba2 Kxc3 2. Qd2#
1. Ng7 Bc8 2. Qh5#; 1. Ng7 Bg4 2. Qe1#; 1. Ng7 g4 2. Qd8#
1. Re6 Kxe6 2. Qxe5#; 1. Re6 Nc4 2. Qe4#; 1. Re6 Nd3 2. Qa2#
1. Nc4 Nd5 2. Qc8#; 1. Nc4 Ne8 2. d5#; 1. Nc4 Nd7 2. Qg8#
1. Qg8 Kxe3 2. Qg3#; 1. Qg8 Kc3 2. Qc4#; 1. Qg8 Nc2 2. Qb3#

12: Creating mate

(4-1)	(4-2)	(4-3)
Ka6	Qg5	Qb7
Ke8	Qc8	Qa8
	Nc6	Qg7
	G6	Qf7
	Qa7	h7
	Kh1	Nb3
	Ra8	Rg8
	Rb5	Ra2

13: Blindfold chess / Short games: A

Row 2:	3. ... Nxe5	4. Nxd5	3. Bxg7
Row 3:	4. ... Nxd4	4. Nxe5	4. ... Qxg5
Row 4:	4. Bxb7	4. Qxg4	4. Qxg4
Row 5:	4. ... Nxc5	4. dxe5	4. Bxg7
Row 6:	4. Qxg7	4. ... Bxf4	4. Nxb4
Row 7:	5. dxc5		
Row 8:	5. exf6		
Row 9:	5. dxc6		

15: Double attack / Mix: A

1. Re1 Qa5
1. ... Bxc5 2. Qa4+
1. f4 Qb6+
1. ... Rxd5 2. Qe6+
1. ... Nc2 2. Qa4+
1. Nxe5 Qc5+
1. Qxc3 Ne2+
1. fxe5 Qg5+
1. ... Bb5 2. Qd5+
1. ... Bf5 2. e4
1. g3 Nh3+
1. ... Nc4 2. Qa4+

16: Double attack / Mix: B

1. ... Bc7 2. Qc4
1. ... Qxa5 2. Qg3
1. ... Rc1 2. Qd2+
1. Nf4 Rc4

- 5) 1. Nb4 Bc3
- 6) drawing
- 7) 1. c4 Nb4
- 8) 1. Bf3 Nd3+

- 9) 1. ... exd4 2. e5
- 10) 1. ... Re6 2. gxf5+
- 11) 1. ... Nxd5 2. Nd8
- 12) 1. Bc4 Qc7

17: Double attack / Visualising: A

- 1) 1. Nc4 Rb3 2. Na5+; 1. Nc4 Rf3 2. Bd5+; 1. Nc4 Re8 2. Nd6+
- 2) 1. f4+ Qxf4 2. Ne6+; 1. f4+ Kxf4 2. Ne2+; 1. f4+ Kh4 2. Nxf5+
- 3) 1. Nf8+ Ke5 2. Ng6+; 1. Nf8+ Kd6 2. Nf5+; 1. Nf8+ Ke7 2. Nf5+ / Ng6+
- 4) 1. Ra1+ Qxa1 2. Nb3+; 1. Ra1+ Kb4 2. Nd3+ ; 1. Ra1+ Kb6 2. Nd7+
- 5) 1. f4+ Kf6 2. Nd5 ; 1. f4 Kd4 2. Nc2+; 1. f4 exf3ep 2. Rxb4
- 6) 1. Nd4 Qxe5 2. Nc6+; 1. Nd4 Qf8 2. Nc4# ; 1. Nd4 Kb6 2. Nd7+

17: Double attack

(4-1)	(4-2)	(4-3)
Qc7+	Qf6+	Qh7+
Qg5+	Qe4+	Qe1+
	Qc4+	Qg2+
	Qc2+	Qg4+
	Qe3+	Qa3+
	Qh8+	Qg8+
	Qb8+	Qg2
	Qc4+	Qe7+

18: Blindfold exercises

Tick the black squares

- (1-1)
e1 g7
 a1

 h4 d8 b2
 e5
 e1

Which squares are white?

- (1-2)
d3 b5 h3 c2
 c2 d5 h5

 d1
 e2 b3 e4 g4
 f3 c6 e8

Which is the odd man out

- (1-3)
f3 (white square)
 a3 (black square)
 e3 (black square)
 d5 (white square)
 c4 (white square)
 c3 (black square)

Is the bishop move possible?	Where the diagonal ends	Where the diagonals cross
(2-1)	(2-2)	(2-3)
<i>no</i>	<i>a2 h7 c8 f1</i>	<i>d4</i>
<i>yes</i>	<i>a6 h3 a7 h2</i>	<i>c4</i>
<i>yes</i>	<i>a5 h4 a5 h4</i>	<i>d7</i>
<i>no</i>	<i>a6 h3 c8 f1</i>	<i>c7</i>
<i>yes</i>	<i>d1 e8 a3 h6</i>	<i>c3</i>
<i>no</i>	<i>d8 e1 c1 f8</i>	<i>e4</i>

Attack both squares	How many moves needed?	Which squares are missing?
(3-1)	(3-2)	(3-3)
<i>Ne2 or h5</i>	<i>3 moves</i>	<i>c3 d4 f8</i>
<i>Nb3 of f3</i>	<i>4 moves</i>	<i>c3 e3 f2</i>
<i>Ne3 of e5</i>	<i>3 moves</i>	<i>g6 c4 b3</i>
<i>Nb4 of c7</i>	<i>4 moves</i>	<i>f1 g4 d1</i>
<i>Ne5 of h6</i>	<i>5 moves</i>	<i>b8 c7 b6</i>
<i>Nc6 of f7</i>	<i>4 moves</i>	<i>a7 d4 g1</i>

Is the knight fast enough?	Attack all the squares
(4-1)	(4-2)
<i>no</i>	<i>Nb6</i>
<i>yes</i>	<i>Nd6</i>
<i>yes</i>	<i>Bc5</i>
<i>no</i>	<i>Bb5</i>
<i>yes</i>	<i>Rd4</i>
<i>no</i>	<i>Rf4</i>

19: Blindfold exercises

Complete the rectangle	Complete the rectangle	How many moves?
(1-1)	(1-2)	(1-3)
<i>h8 h1</i>	<i>a1 g1</i>	<i>2 14 7</i>
<i>c5 g1</i>	<i>b7 g5</i>	<i>5 2 3</i>
<i>b7 f3</i>	<i>d6 f4</i>	<i>8 14 13</i>
<i>f1 h3</i>	<i>f8 h1</i>	<i>5 21 4</i>
<i>b8 f4</i>	<i>b4 e8</i>	<i>7 4 6</i>
<i>f3 f6</i>	<i>c5 g3</i>	<i>8 3 14</i>

Complete the series

(2-1)

e4 f5

f3 g1 (knight move – forward backward)

c2 b1 (first one diagonal forward backward then two)

d7 b7 (two squares up and sideward)

f5 g4 (slant, two sideward, diagonal)

f6 g5 (stairs with steps of 2 squares, h5 is next)

Which form you can ‘see’?

(2-2)

a plus

times sign

a circle

a rectangle

a triangle

the number three

Zigzag

(3-1)

e3 f2 g3 h2

b4 a3 b2 a1

e3 f4 g5

e5 f6 e7 d8

d5 c6 b5 a6

e3 d2 c3 b4

Which letter is it?

(3-2)

i

X

L

T

U

V

Which is the odd man out?

(3-3)

c5 (different diagonal)

d7 (different diagonal)

a3 (black square)

e4 (no edge square)

d3 (white square)

f4 (different diagonal)

Circle the quickest piece

(4-1)

bishop

rook bishop knight

pawn

knight

bishop

king rook

Mirror (below /above)

(4-2)

b8 c7 d8

a7 c7 d7

d7 a6 c5

d5 c7 b5

a8 c6 d5

b5 a7 c6

Missing squares?

(4-3)

c3 e5 f6

e3 d4 b6

g8 e6 b3

g2 e4 c6

b3 e2 g4

f4 e3 a3

21: Distribution of material / Who is better off?: A

- | | |
|-----------------------------|-----------------------------|
| 1) White is 1 point ahead. | 6) White is 1 point ahead. |
| 2) White is 0 point ahead. | 7) White is 0 points ahead. |
| 3) Black is 1 point ahead. | 8) Black is 3 points ahead. |
| 4) Black is 1 point ahead. | 9) White is 3 points ahead. |
| 5) Black is 2 points ahead. | |

23: Clever ways out of check / Preventing mate: A

1. Rc8+ Kh7! (1. ... Kg7? 2. Qg8#)
1. Nc6+ Kc8! (1. ... Ke8? 2. Rd8#)
1. ... Rxc4+ 2. Qg3! (2. Kh1? Qf3#)
1. Bd6+ Kg8! (1. ... Ne7? 2. Rh8# ; 1. ... Re7? 2. Rh8#)
1. Qf6+ Kc8! (1. ... Ke8? 2. Qe7#)

- 6) 1. Rxc6+ Kh8! (1. ... hxc6? 2. Qh6#)
- 7) 1. Qd8+ Rf8! (1. ... Rxd8? 2. Rxd8#)
- 8) 1. ... Bb6+ 2. Kg3! (2. Kf1? Qd1# ; 2. Qxb6? axb6)
- 9) 1. Bc4+ d5 (1. ... Kh8 2. Rxf8#)
- 10) 1. Qc7+ Rd7 (1. ... Kh6 2. Qh2+) 2. Qxd7+ Kh6
- 11) 1. Qc8+ Qd8! (1. ... Rxc8? 2. Rxc8+ Qd8 3. Rxd8#)
- 12) 1. ... Bxc3+ 2. Kxf5! (2. Kd6? Qc6# ; 2. Kd5? Qc6#)

24: Clever ways out of check / Preventing loss of material: A

- 1) 1. Bxe7+ Kxe7! (1. ... Qxe7? 2. Qxc4)
- 2) 1. Qxd8+ Nxd8! (1. ... Rxd8? 2. Bxe6)
- 3) 1. ... Rd1+ 2. Kg2! (2. Bf1? Bh3)
- 4) 1. ... Bf4+ 2. Kg2! (2. Nxf4? Qxh1)
- 5) 1. ... Nf4+ 2. Bxf4! (2. Kh1? gxh6)
- 6) 1. ... Bc5+ 2. Kf1 (2. Kh2 Bd6+; 2. Kh1 Re1+)
- 7) 1. Bg5+ Kd7! (1. ... hxc5? 2. Qxe6)
- 8) 1. Qe5+ Kf7 (1. ... Kf8 2. Qxh8+; 1. ... Kg8 2. Nf6+)
- 9) 1. ... Qxc7+ 2. Qg2! (2. Kh1? Qxd4)
- 10) 1. Ne6+ Bxe6 (1. ... Kf7 2. Nxd8) 2. Qxd8 Bd5+
- 11) 1. Qb3+ Be6 (1. ... Kh8 2. Rxe4)
- 12) 1. Qg3+ Ng4+ (1. ... Kf7 2. Rxc3)

25: Clever ways out of check / Winning material: A

- | | |
|---------------------------------|-----------------------|
| 1) 1. ... Qe4+ 2. f3 | Re1) 2. Kd4 |
| 2) 1. ... Bh4+ 2. g3 | 8) 1. ... Qb6+ 2. Bf2 |
| 3) 1. ... Be5+ 2. Kd5 | 9) 1. ... Qd4+ 2. Be3 |
| 4) 1. ... Re6+ 2. Ne5+ | 10) 1. ... Qa5+ 2. b4 |
| 5) 1. ... Qd5+ 2. e4 | 11) 1. Be5+ fxe5+ |
| 6) 1. ... Rxe4+ 2. Kf3 | 12) 1. Qb5+ c6 |
| 7) 1. ... Rxe3+ (1. ... Nxe3 2. | |

26: Mate / Visualising: A

- 1) 1. Nc4 exd3 2. Qe5#; 1. Nc4 e3 2. Qd6#; 1. Nc4 Kxd3 2. Qd2#;
1. Nc4 Kd5 2. Qd6#
- 2) 1. Qa6 e4 2. Qxd6#; 1. Qa6 Be7 2. Qc4#; 1. Qa6 Ke4 2. Qd3#;
1. Qa6 Kd5 2. Qc4#
- 3) 1. Qc3 b2 2. Nb6#; 1. Qc3 Bc5 2. Qa5#; 1. Qc3 Bb4 2. Qxb4#;
1. Qc3 b4 2. Qa1#
- 4) 1. Qf3 d2 2. Ra4#; 1. Qf3 d4 2. Qf7# ; 1. Qf3 Kb3 2. Qxd5#;
1. Qf3 Kd4 2. Qf4#

- 5) 1. Qh3 c3 2. Qxc3#; 1. Qh3 Kd4 2. Qe3# ; 1. Qh3 Kb4 2. Qa3#;
 1. Qh3 Kc6 2. Qc8#
- 6) 1. Qe3 exd1Q 2. Qc3#; 1. Qe3 Rh3 2. Rc1#; 1. Qe3 exd1N 2.
 Na3+; 1. Qe3 Kxd1 2. Qd2#

26: Mat? Yes or no

(4-2)	(4-3)
yes	no
no	no
no	no
no	yes
yes	no
yes	yes

27: Mate / Visualising: B

- 1) 1. Qd4 e6 2. Nd6#; 1. Qd4 e5 2. Qg4#; 1. Qd4 Ra8 2. Ng7#;
 1. Qd4 Ke6 2. Qd5#
- 2) 1. Bg3 a5 2. Qb5#; 1. Bg3 Bb7 2. Qd6#; 1. Bg3 Kd7 2. Qe8#;
 1. Bg3 Kb7 2. Qc7#
- 3) 1. Bh8 h6 2. Qf5#; 1. Bh8 h5 2. Qg7#; 1. Bh8 Kh6 2. Qg5#;
 1. Bh8 Kf7 2. Qe8#
- 4) 1. Nb7 Kb5 2. Qc4#; 1. Nb7 Kxb7 2. Qc8#; 1. Nb7 Bb7 2. Qa4#;
 1. Nb7 b5 2. Qc6#
- 5) 1. Nd2 e3 2. Qe5#; 1. Nd2 Kc3 2. Be5#; 1. Nd2 Ke3 2. Qc5#;
 1. Nd2 Kd5 2. Qd6#
- 6) 1. Rd4 f6 2. Rxc4; 1. Rd4 Bd5 2. Qb4#; 1. Rd4 Bb5 2. Qa7#;
 1. Rd4 Kxd4 2. Qe5#

27: Mate in one

(4-2)	(4-3)
Rb7#	f8Q#
Qd6#	Nc6#
Qf8#	Bc3#
Ne6#	Be4#
g4#	Qc5#
g7#	Qb4#

28: Mate / Visualising: C

- 1) 1. Ra4 Kc4 2. Qd3#; 1. Ra4 d5 2. Qf4#; 1. Ra4 e5 2. Qd3#;
 1. Ra4 Nc5 2. bxc5#

- 2) 1. Kb2 Qxc6 2. Qb3#; 1. Kb2 c4 2. Qa3#; 1. Kb2 Ka5+ 2. Qb5#
1. Kb2 Nc7 2. Qc3#
- 3) 1. Qe3 g5 2. Rf4#; 1. Qe3 h5 2. Qf4#; 1. Qe3 Kh5 2. Rh3#;
1. Qe3 Kh4 2. Rh3#
- 4) 1. a5 Kc5 2. Nd3#; 1. a5 Ka3 2. Qa4#; 1. a5 Kxa5 2. Qb5#;
1. a5 Kc3 2. Qd2#
- 5) 1. Qf5 Kh6 2. Qxh7#; 1. Qf5 Kh4 2. Qh3#; 1. Qf5 Nxg5 2. Qxg5;
1. Qf5 Nf6 2. Nf3#
- 6) 1. Nc4 Ke7 2. Re4#; 1. Nc4 Kd5 2. Qd6#; 1. Nc4 Kf5 2. Qxd7#;
1. Nc4 d6 2. Qf7#

28: Creating mate

(4-2)	(4-3)
Qa1	Nf3 Bh3
Ra7 Nc6	Kc2 Qb1
Rb5 Nc7	Ke6 Rg8
Rb6 Nc4	Kb6 Ra8
Ba6 Bc7	Qb7 Bc6
Nc3 Nc6	Qa6 Bd6

29: Mate / Visualising: D

- 1) 1. Qg4 Ke5 2. Qg5#; 1. Qg4 c5 2. Qd4 ; 1. Qg4 e5 2. c4#;
1. Qg4 Nf3 2. Qe4#
- 2) 1. Qh8 Kxf5 2. Ne5#; 1. Qh8 g4 2. Qe5#; 1. Qh8 Kg3 2. Qh2#;
1. Qh8 Ke3 2. Qd4#
- 3) 1. c4 d3 2. Qd5#; 1. c4 Nf4 2. Qc7#; 1. c4 Kxc4 2. Qb5#; 1. c4 dxc3 2.
Rxc3#
- 4) 1. f4 Nxe5 2. Qh2#; 1. f4 Bf1 2. Qxg4#; 1. f4 g3 2. Qh1#; 1. f4 gxf3 2.
Qg4#
- 5) 1. Bf1 Nb7 2. Qc4#; 1. Bf1 Kc6 2. Qb5#; 1. Bf1 Ke6 2. d5#; 1. Bf1 f4
2. Qe4#
- 6) 1. Qb7 e2 2. Qxb6#; 1. Qb7 Nxf4 2. Qxg7#; 1. Qb7 Na4 2. Qd5#; 1.
Qb7 axb4 2. Qxb6#

29: How many times mate?

(4-2)	(4-3)
1x	3x
1x	2x
2x	2x
0x	2x
3x	2x
2x	1x

31: Take an unprotected piece / Gain of material? yes / no: A

- | | |
|------------|----------------------------------|
| 1) no | 1. Qxe4 Bb7 |
| 2) no | 1. Qxe2 Qf4# |
| 3) no | 1. ... Qxc6 (1. ... Qc5!) 2. Qh6 |
| 4) drawing | |
| 5) yes | 1. Rxc7 Bh3+ 2. Kh1 Rf1+ 3. Rg1 |
| 6) yes | 1. Rxe7 Rc1+ 2. Re1 |
| 7) no | 1. Qxd5 Bb7 |
| 8) no | 1. Qxd3 Qxh2# |
| 9) no | 1. Qxd4 Bc5 |
| 10) yes | 1. Qxc5 Bb6 2. Qxb6 |
| 11) no | 1. Qxf7 Qe3+ |
| 12) yes | 1. Qxf8 Qd4+ 2. Qf2 |

32: Take an unprotected piece / Gain of material? yes / no: B

- | | |
|---------|-------------------------------------------------|
| 1) no | 1. Qxd7 Qxf2+ 2. Kh1 Qg1# |
| 2) no | 1. Qxe2 Qd4+ 2. Bf2 Qxa1+ |
| 3) no | 1. Rxc7 Bd3+ 2. Kg1 Re1# |
| 4) yes | 1. Rxf4 Re1+ 2. Kf2 (2. Rf1? Bd4+ 3. Kh1 Rxf1#) |
| 5) yes | 1. Bxc6 Qd4+ 2. Kg2 Qxa1 3. Bxa8 |
| 6) no | 1. Qxg4 Qxe5+ |
| 7) no | 1. Rxe7 Qf3# |
| 8) no | 1. Qxa4 Qg4# |
| 9) no | 1. Qxf5 Qd1# |
| 10) no | 1. Rxb6 Bd4+ 2. Kf1 Bxb6 |
| 11) yes | 1. Qxf4 Bg5 2. Rxc5 |
| 12) yes | 1. Rxc6 Bf5+ 2. Be4+ |

33: The twofold attack / Gain of material? yes / no: A

- | | |
|--------|-----------------------------|
| 1) no | 1. Bxe4 dxe4 2. Nxe4? Qxh2# |
| 2) yes | 1. Bxe6 Nxe6 2. Nxe6+ |

- 3) yes 1. ... Bxf4 2. Bxf4 Qxf4
- 4) yes 1. Nxd6 Bxd6 2. Qxd6 (2. ... Qxg2+? 3. Bxg2)
- 5) no 1. Bxg7 Qg5
- 6) no 1. Rxf7 Bxd5+
- 7) yes 1. Rxc6 bxc6 2. Bxc6+
- 8) no 1. Bxb5 Rh4+
- 9) no 1. Rxf6 Bxf6 2. Qxf6 Qxc4+
- 10) no 1. ... Nxe4 2. Nxe4 Qxe4 3. Bxb6
- 11) yes 1. Nxd6 Nxd6 2. Rxd6 (2. ... Re1+ 3. Kh2)
- 12) yes 1. Bxe5 Bxe5 2. Qxe5 Qd3#

34: The twofold attack / Gain of material? yes / no: B

- 1) no 1. ... Bxh5 2. Nxh5 Kxh5? 3. Rh7#
- 2) no 1. ... Nxe4 2. Be3+
- 3) yes 1. Nxh5 Nxh5 2. Bxh5 Qb5+ 3. Be2 ; 1. Bxh5 ?
- 4) yes 1. Rxe2 (1. ... Nd4+? 2. Bxd4)
- 5) no 1. Rxb7 Rxb7 2. Bxb7 Rc1+; 1. Bxb7 Rxb7
- 6) yes 1. Rxa6 Qb1+ 2. Qf1
- 7) no 1. Qxe5 Bxc4
- 8) yes 1. Qxc6+ Qxc6 2. Bxc6+
- 9) yes 1. ... Nxd4; 1. ... Nxf4 2. Nf3+
- 10) yes 1. ... Bxe4 2. Nxe4 Rxe4 3. Rd8+ Re8
- 11) no 1. ... Nxd4 2. Bg2+ Ke5 3. Bxd4+
- 12) yes 1. Qxc4+ Qxc4 2. bxc4 (2. ... Rb8+ 3. Rb3)

35: Make a safe move

(1-3)	(2-1)	(2-2)	(2-3)
Nb4	Ne3	Kd4	Nb1
Na6	Ne8	Kg5	Ne6
Nf6	Nb7	Kh7	Bd4
Ne2	Na4 Nd1	Kf7	Na7
Ne7	Kb8	Nh4	Ng8
Ng4	Kh2	Nd7	Nb5

35: Route planner

(3-3)	(4-1)	(4-2)	(4-3)
Rg7	Nd2	Nb4	Nh3
Rc6	Rh2	Rh2	Ne5
Rg5	Rg7	Rb5	Bh6
Bd7	Be2	Rc1	Bd8
Be8	Bf4	Be1	Rf3
Ne5	Nc4	Bb3	Rg1
	Ne3	Ne4	Nf5

37: Winning material / The king is the target: A

- | | |
|------------------------------------------|--------------------------|
| 1) 1. ... d5 2. Bb5+ | Kxb4 |
| 2) 1. Bb5 Rf8+ | 7) 1. Qxe8 Qxf1+ |
| 3) 1. Ke4 Nd6+ | 8) 1. Bg5 Rd1+ |
| 4) 1. Kg5 Nh7+! (1. ... Ne4+?
2. Kf4) | 9) 1. ... b6 2. Qc4+ |
| 5) 1. ... a3 2. Rg2+ | 10) 1. c4 Nc3+ |
| 6) 1. ... Kf6 2. Nxc4+ fxc4 3. | 11) 1. Be3 Nxb3+ |
| | 12) 1. ... Qxc1 2. Qxe8+ |

38: Winning material / Material is the target: A

- | | |
|---------------------------------------|------------------------|
| 1) 1. ... Nb3 2. Rc3 | 7) 1. ... Bxe2 2. exf6 |
| 2) 1. ... Bb6 2. c5 | 8) 1. ... Bf5 2. Rf1 |
| 3) 1. ... Nxe4 2. Qd7 | 9) 1. ... Ba3 2. Qc7 |
| 4) 1. ... Be5 2. d4 | 10) 1. ... Nc5 2. Qg4 |
| 5) 1. ... Nxb3 2. Nxc6 | 11) 1. ... Ba4 2. b3 |
| 6) 1. ... Na5 2. Bxe6 fxe6 3.
bxa5 | 12) 1. ... fxe4 2. Bc2 |

39: Winning material / Material is the target: B

- | | |
|---------------------------------------------------|------------------------|
| 1) 1. ... Be3 2. Qc2 | Bxb6 |
| 2) 1. ... Bg4 2. f3 | 7) 1. Bxd4 Nxd5 |
| 3) 1. ... Bf6 2. Rd1 (2. Re1 Nxa2
3. Re8+ Nf8) | 8) 1. ... Bxe2 2. fxe7 |
| 4) 1. Bxc8 Bd3 | 9) 1. ... Rd8 2. g3 |
| 5) 1. Bg5 f6 | 10) 1. ... Rg6 2. h3 |
| 6) 1. ... Qc3 2. Qxc3 Rxc3 3. | 11) 1. Ne4 Qd5 |
| | 12) 1. Nxf7 Nd5 |

41: Compare / Is the difference decisive?: A

Row 1: The white rook is on another square. On the right Black can stop the passed pawn with 1. ... Rh3+ and 2. ... Rb3.

- Row 2: The white king is on another square. On the left 1. Nc6 Rxf5? 2. Ne7+ saves. On the right this doesn't work because 2. ... Rxf5+ is with check.
- Row 3) On the left the bishop is protected. That makes quite a difference. White has time to prevent the mating threat. On the right White loses a piece.
- Row 4) The g-pawn is on another square. On the left 1. Bxh7+ wins material. On the right it doesn't: 1. Bxh7+ Kxh7 2. Rxd8 Bxh3+.

42: Compare / Is the difference decisive?: B

- Row 1: The white king is on another square. On the right 1. ... Bb4+ wins material.
- Row 2: On the right Black has a rook on f8. The defence 2. Nf3 doesn't work now because of 2. ... Qxe5.
- Row 3) On the right the b7-pawn is on c6 and Black wins the queen. On the left White not only saves himself by 1. Bb5 but he also wins material.
- Row 4) The black king is on another square. On the left White wins a rook with 1. Qxh6.

44: Defending / Defend against mate: A

- | | |
|-----------------------------------------------------------------|--------------------------------------------------|
| 1) 1. ... Nh3 2. Be5+ | 7) 1. Qc3 Kf8! |
| 2) 1. Rc6 Qb5 | 8) drawing |
| 3) 1. ... Rg3 2. e5 | 9) 1. ... Qf4 2. Kg1 Qh2+ 3. Kf1 |
| 4) 1. ... Ng4 2. h4 | 10) 1. Qh5 f5! (1. ... Re8? 2. Qh7+ Kf8 3. Qh8#) |
| 5) 1. ... Qxh3 2. f3! (2. f4? Qg3+ 3. Qg2 Qxg2# ; 2. Bf4? Qg2#) | 11) 1. ... Bf3 2. fxe3 |
| 6) 1. ... Re2 2. Rg1 | 12) 1. ... Ra2 2. Kg1 |

45: Defending / Defend against mate: B

- | | |
|--------------------------------------------------|----------------------------------------------------------------------|
| 1) 1. ... Rh5 2. Kf1 Rh1+ 3. Ng1 | 8) 1. ... Rhc2 2. Rb7+! (2. Rb4+? Kc8 3. Rb1 Kxd7) 2. ... Kc8 3. Rb1 |
| 2) 1. ... Qh3 2. Ne6+ Kh8 3. Nf4 | 9) 1. Bd5 Rc1+ 2. Kf2 Bc2 |
| 3) 1. ... Qh3 2. Qa6+ Kg7 3. Qf1 | 10) 1. Qh5 f5 |
| 4) 1. ... Rb1 2. Re6+ Kd7 3. Re1 | 11) 1. ... Rd8 2. Rf8+ (2. Qd7 Qe8) |
| 5) 1. ... Rg8 2. Rc2+ Kb8 3. Rc1 | 12) 1. ... Rd6 2. Rf8+ |
| 6) 1. ... Rg3 2. Rg6+ Rxg6 3. Nxc6 | |
| 7) 1. ... Ne2 2. Ne7+! (2. h3? Rg1+ 3. Kh2 Bc7+) | |

46: Blindfold chess / Attack: B

46: Attack safely: B

(1-3)	(2-1)	(2-2)	(2-3)
Re1	Qg2	Re6	Bf2
Ne8	Qg6	Rh2	Bb4
Nc6	Qh5	Rg5	Be8
Ng2	Rb5	Rb3	Rc7
Qd2	Rf1	Be7	Rb7
Qb1	Nb3	Bd1	Re2

46: Cooperation of pieces

(3-3)	(4-1)	(4-2)	(4-3)
d5 h6	d7 f1 f5	c4 d5 f1 f5	f4 g3
e4 g4	b2 b6 e3	a4 d1 d5 e4	a1 f4 f6
e7 g3	b6 d2 d4 h6	d2 e3 g3	a8 b1 d5 g2
a4 d5	c2 g2 h1 h7	c8 f5	b8 d2 d6
a5 d4 d8 e5	a6 c6 e4 e8	d1 g6	a1 b2 b8 h1 h7
c4 c6 h1	b4 b8 d6 f6 h6	a1 f6	a2 b8 c7 f2 g1 h7
	b3 b7 e4 f4 g4	b2 b7 c6 g6	a5 c2 c4 c6

48: The pin / Pin: A

- | | |
|-----------------|----------------------|
| 1) 1. 0-0 Bc5 | 6) 1. ... Ng6 2. Bh5 |
| 2) 1. Bxb7 Rb8 | 7) 1. Nd2 Bd4 |
| 3) 1. Nf3 Bf4 | 8) 1. Rc2 Ba4 |
| 4) 1. f4 Bc5 | 9) 1. Rae1 Bb4 |
| 5) 1. 0-0-0 Bh6 | |

48: Mate (#), stalemate (=) or play (→)

(4-2)	(4-3)
stalemate	stalemate
Kh7	Kxb3
mate	mate
stalemate	stalemate
Kd7	Ka8
mate	mate

49: The pin / Pin: B

- | | |
|-----------------------|----------------------|
| 1) 1. ... Qxe4 2. Bb1 | 3) 1. Rab1 Rd8 |
| 2) 1. Nxd7 Bf4 | 4) 1. ... Rd3 2. Rb8 |

- 5) 1. ... Bxb3 2. Rb8
- 6) 1. Nxe6 Qxe6 2. Bd5
- 7) 1. ... Nxd3 2. Nxd3 Bd4

- 8) 1. ... Nxe3 2. Qxe3 Bxd4
- 9) 1. ... Qg2+ 2. Ke2 Re4

49: Board

Tour on the diagonals

(4-1)

c1 a3 f8 h6 c1

a4 e8 h5 d1 a4

g8 a2 b1 h7 g8

e1 a5 d8 h4 e1

a6 c8 h3 f1 a6

Attack all the squares

(4-2)

Nb4

Nd4

Ne7

Nf2

Nc4

50: Discovered attack / Mix: A

- 1) 1. Qxf6 Bxa2+
- 2) 1. Bf4 Bd4+
- 3) 1. ... Qxd4 2. Bb5+
- 4) 1. ... Kc5 2. Nb3+
- 5) 1. dxc5 Bh2+
- 6) 1. ... Qxd4 2. Bh6+
- 7) 1. Ne4 Nxf3+
- 8) 1. g3 Nxc3
- 9) 1. Nd2 Bh2+

50: Where is the king mated?

(4-2)

Kd8

Ka3/a4

Kd1

Ke1

Ke8

Kh5

(4-3)

Kc8

Kf8

Kh8

Ke8

Ka5

Kf5

52: Discovered attack / Mix: B

- 1) 1. ... bxc3 2. e5+
- 2) 1. Bb3 c4+
- 3) 1. ... Bd4 2. Nxd4
- 4) 1. Ng5 dxc4
- 5) 1. Qg3 Nc4
- 6) 1. Rd8 Bxh3+
- 7) 1. Re1 Nb4
- 8) 1. Rf2 Ng4+
- 9) 1. Bf4 d5

51: Play a safe black move

(4-2)	(4-3)
Na7	Na6
Nd8	Nc5
Ne7	Nc5
Na7	Nb3
Nf5	Nc3
Ng8	Ne1

52: Eliminating the defender / Mix: A

- 1) 1. ... Qe8 2. Bxf6
- 2) 1. Ne4 Bxe4
- 3) 1. Bg5 Bxf3
- 4) 1. Ne4 Qxg2+ 2. Kxg2 Rxe4
- 5) 1. ... Bd7 2. Rxd7
- 6) 1. Qxb6 Rxd2
- 7) 1. ... Ndc4 2. f4
- 8) 1. ... Bf5 2. Qd6+
- 9) 1. ... Na4 2. Bb4

52: Route planner

(4-2)	(4-3)
Ba7-b6-a5-c3	Nb5-d4-c2-e1
Ba7-e3-d2-c3	Nf6-h7-g5-f3
Ba7-b8-d6-b4	Nc3-d5-f6-g8
Bd7-e8-g6-b1	Ne1-g2-h4-f5
Bd7-e6-a2-b1	Ne4-g5-f7-d8
Bf3-e2-c4-f7	Nb4-d3-f2-h3

53: Eliminating the defender / Mix: B

- 1) 1. ... Rd8 2. Rxd8+
- 2) 1. ... Qc5 2. Be3
- 3) 1. Qxa4 Re1+
- 4) 1. Rd2 Rf1+
- 5) 1. ... Qxa6 2. Ne6+
- 6) 1. e6 Rxg3
- 7) 1. ... Rxd1 2. Rxd1 h4
- 8) 1. ... Qe1+ 2. Qf1 Bh2+
- 9) 1. Qc4 Bxd2

53: Board

Attack all squares	Square ? is attacked 3x
(4-2)	(4-3)
Qd2	g5
Qh2	c4
Qe8	h5
Qg6	e5
Qd1	e4

54: Make a safe move

(1-3)	(2-1)	(2-2)	(2-3)
Ke4	Nf7	Bb7	Ba3
Ka2	Ne6	Na2	Ng5
Na2	Be3	Na2	Bb5
Nc3	Bb1	Nc3	Bb6
Nf6	Nc1	Ne6	Be5
Na6	Na5	Bf4	Nf7

54: Route planner

(3-3)	(4-1)	(4-2)	(4-3)
Bh4-g5-c1-b2	Ng2-e1-d3-c5	Nb1-d2-f3-e5	Bh8-c3-e1-f2
Be8-h5-f3-h1	Nb2-d3-f4-e6	Nf3-d2-e4-f6	Bh7-f5-h3-g2
Bd1-a4-c6-g2	Ne1-d3-c5-a4	Nd4-f3-g5-h7	Bb5-e8-f7-a2
Bc1-g5-h4-f2	Nd8-e6-c5-a4	Na4-b5-d5-f4	Bg1-b6-d8-e7
Bf7-b3-a4-c6	Ng7-h5-f6-d5	Nb6-a4-c3-e2	Bb7-c8-f5-h7
Bf2-c5-f8-g7	Nc6-e5-g4-f2	Nc2-d4-e2-g3	Bh2-f4-c1-b2
	Nb5-d6-f5-h4	Nc5-d7-e5-f3	Bf7-e8-c6-g2

55: Test / Mix: A

1. Bd3 Nxd4
1. Nxe4 Rxe4
1. ... Nxd4 2. Bxd4
1. Qh5 Qxg3+
1. dxe6 bxc3
1. ... Nxe5 2. dxc5
1. Qd5 Bxh2+
1. ... Nf3+ 2. Rxf3
1. Rb1 Nd6

55: Trapping

(4-2)	(4-3)
Ne4	Re7
Ba4	Ra7
Be3	Rb7
Qd5	Ra2
Rc6	Ne4
Qb4	Rg5

56: Test / Mix: B

- 1) 1. Be7+ Ke8
- 2) 1. ... Bh6 2. Nc4
- 3) 1. Rbc1 Nxe2+
- 4) 1. ... Bd3 2. Qd4+
- 5) 1. Qxe7 Ba3
- 6) 1. ... Bxh3 2. Qxf6+ Kg8 3. Rxh3
- 7) 1. d5 Ne7 2. Qd4
- 8) 1. cxd5 Qxc1
- 9) 1. ... Bf7 2. Nxh5 Bxh5 3. Qe6+

56: Defending against mate

(4-2)	(4-3)
g4 (g3)	a3 (a4)
bxc3	b3
Bb7	Kb1
Qa7+	Qh1
Rxf2	Qh3
Kb1	g8N+