

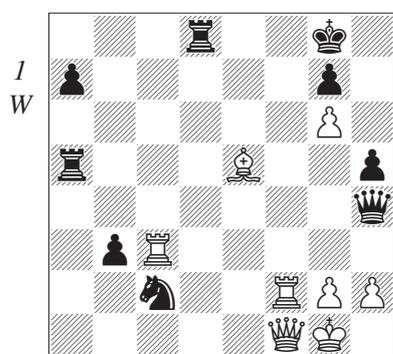
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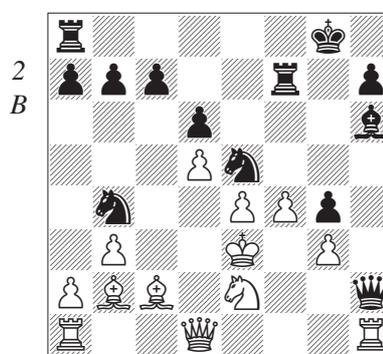
# 1 Going For Glory – Amazing Mating Attacks

This chapter deals with amazing moves that generally lead to checkmate (or alternatively massive material gains when the opponent avoids mate). Nothing gives the chess-player such a warm glow of excitement and contentment as a successful sacrificial attack on the opponent's king. Whether it's pinning the king down on its back rank or forcing it to stagger up the board to its death, going for checkmate has to be the prime reason for considering an amazing move. It should therefore be no surprise that this happens to be the biggest single chapter in the book.

There are 54 puzzles to solve in this chapter. In each position the **W** or **B** tells you whose turn it is to move. Some puzzles are much tougher than others, but there is no intended increase in difficulty as the chapter progresses. In a few of the more troublesome puzzles I've included a hint, while there's also the occasional red herring just for good measure!



Take away the rook from f2 and White would win immediately with 1 ♖f7+. How can White exploit this fact, together with the vulnerability of Black's back rank?



White's king has gone on a walk-about, but at the moment it is managing to conceal itself behind a large defensive wall of pawns. How does Black make the breakthrough?

# Answers for Chapter 1

## Puzzle 1

**Tietz – Schwalb**  
*Karlsbad 1900*

There has been some doubts cast over this game's veracity, but there are certainly no doubts over the beauty of White's combination.

**1 ♖c8!!**

The purpose of this sacrifice is to lure the black rook onto the undefended c8-square. Note that 1 ♖f7? fails to 1...♗xe5, while 1 ♖f8+ ♖xf8 2 ♖c8 ♖e7 3 ♖c4+ ♖h8 is only good enough for a draw, as 4 ♖h4?? loses to 4...♖a1+ 5 ♖xa1 ♖e3+ 6 ♖h1 ♖c1+. However, 1 ♖cf3! also wins: 1...♖xf2+ 2 ♖xf2 (or 2 ♖xf2! ♖xe5 3 ♖c4) 2...♖e3 (2...♖xe5 3 ♖d2 ♖f8 4 ♖c4+ ♖h8 5 ♖f7!) 3 ♖d2 ♖f8 4 ♖d3 ♖xe5 5 ♖xb3+ ♖h8 6 h3.

**1...♗xc8 2 ♖xc2!**

Now we see the real point behind White's last move. The f2-rook moves with gain of tempo by attacking the c8-rook, while it also unblocks the line of the white queen, which threatens a deadly check on f7. This theme is sometimes called 'line-vacation'.

**2...♖f8 3 ♖c8!**

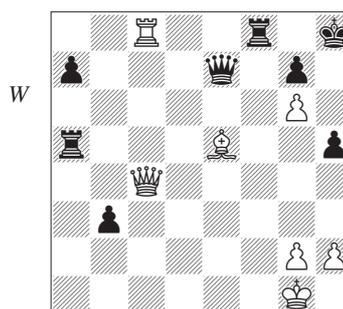
Another rook sacrifice on the empty c8-square! This time White is attempting to divert the black rook from protecting f7.

**3...♖e7**

3...♖f6 loses to 4 ♖c4+.

**4 ♖c4+ ♖h8 (D)**

**5 ♖h4!**



W

Now White uses the fact that the black queen must stay defending f8. Somewhat miraculously, Black has no counterattack against the white king.

**5...♖a1+**

5...♖xe5 6 ♖xe7 ♖xc8 7 ♖xe5 wins easily for White.

**6 ♖xa1 ♖e3+ 7 ♖h1 ♖xc8**

Now White has a forced mate.

**8 ♖xh5+ ♖g8 9 ♖h7+ ♖f8 10 ♖xg7+ ♖e8 11 ♖f7+ ♖d8 12 ♖f6+ 1-0**

## Puzzle 2

**Polugaevsky – Nezhmetdinov**

*RSFSR Ch (Sochi) 1958*

(1 d4 ♖f6 2 c4 d6 3 ♖c3 e5 4 e4 exd4 5 ♖xd4 ♖c6 6 ♖d2 g6 7 b3 ♖g7 8 ♖b2 0-0 9 ♖d3 ♖g4 10 ♖ge2 ♖h4 11 ♖g3 ♖ge5 12 0-0 f5 13 f3 ♖h6 14 ♖d1 f4 15 ♖ge2 g5 16 ♖d5 g4 17 g3 fxg3 18 hxg3 ♖h3 19 f4 ♖e6 20 ♖c2 ♖f7 21 ♖f2 ♖h2+ 22 ♖e3 ♖xd5 23 cxd5 ♖b4 24 ♖h1)

**24...♖xf4!!**

This stunning move is the start of a prolonged combination, forcing the white king to run up the board to its ultimate death.

### 25 ♖xh2

White has to accept the queen rather than the rook, as Black wins easily after 25 gxf4 ♗xf4+ 26 ♖xf4 (or 26 ♖d4 ♗f2+ 27 ♖c3 ♗c5#) 26...♖xc2+ or 25 ♖xf4 ♖xc2+.

### 25...♗f3+ 26 ♖d4 ♖g7!

Despite being a whole queen down, Black has time for a quiet move. The threat is simply 27...b5, followed by 28...♖c6#.

### 27 a4

This allows the prettiest finish: it prevents ...b5, but doesn't stop the mate.

Other defences are no more effective:

a) 27 ♖g1 ♗xg3 28 ♖e2 ♗f3 29 ♖g1 ♖ed3+ 30 ♖c4 (30 e5 ♗xe5+ 31 ♖c4 ♗f4+ 32 ♖d4 ♗xd4+ 33 ♖c3 ♖xd5+ 34 ♖d2 ♖f4+ 35 ♖e2 ♗e8+ 36 ♖f1 ♖e3+ is complete carnage) 30...♖xb2+ 31 ♖xb4 ♗c3+ 32 ♖a3 b5! 33 b4 (33 ♗d4 ♗xd4 34 ♖xf3 ♗c3 35 b4 ♖c4+ 36 ♖b3 ♗xa1 37 ♖g5 g3 is winning for Black) 33...a5 34 bxa5 ♖c4+ 35 ♖b3 ♖xa5+ 36 ♖a3 ♖c4+ 37 ♖b3 ♗a3#. This variation was pointed out by Nezhmetdinov fan Steve Giddins.

b) 27 ♖d3 ♖exd3+ 28 ♖c4 ♖xb2+ 29 ♖xb4 ♖xd1 30 ♗xd1 ♗e8 and Black will be two pawns up.

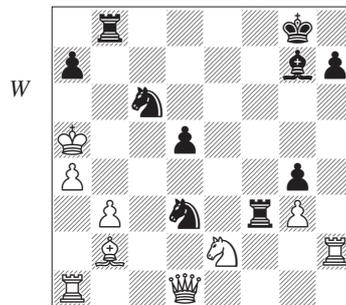
c) 27 ♗f2 c5+ 28 dxc6 ♖ed3+ 29 ♖c4 b5+ 30 ♖xb5 ♗b8+ 31 ♖a4 (31 ♖a5 ♖xc6+ 32 ♖a4 ♗b4+ 33 ♖a3 ♗xb2#) 31...♖xb2+ 32 ♖a3 ♖xd1 33 ♗xf3 ♖xc2+ 34 ♖a4 ♖b2+ 35 ♖a5 gxf3 and Black wins.

d) 27 ♖c3 ♖ed3+ 28 e5 (28 ♖c4 ♖xb2+ 29 ♖xb4 ♗xc3+ 30 ♖a3 b5 31 b4 a5 is similar to variation 'a') 28...♗xe5+ 29 ♖c4 ♖xb2+ 30 ♖xb4 ♗xc3+ 31 ♖a3 ♖xd1 32 ♗xd1 ♗xg3 33 ♗xh7 ♗g2 and Black's material advantage is sufficient.

### 27...c5+ 28 dxc6 bxc6 29 ♖d3 ♖exd3+ 30 ♖c4

Or 30 e5 ♗xe5+ 31 ♖c4 d5#.

### 30...d5+ 31 exd5 cxd5+ 32 ♖b5 ♗b8+ 33 ♖a5 ♖c6+ (D)



### 0-1

After 34 ♖a6 Black has the lavish choice of three mates in one.

### Puzzle 3

#### Blumental – MacGonnegal

1962

### 1 ♗h6!!

This beautiful move is the start of a methodical plan of ganging up on the g7-square. Unlike endgames, in the middlegame, the presence of opposite-coloured bishops is far from a drawing factor, and instead virtually gives the attacker an extra piece.

### 1...♗d7

Of course 1...gxf6 allows 2 ♖d4+ ♖g8 3 ♖xh6#.