

1001 Chess Endgame Exercises for Club Players

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Preface

The endgame is the best place to **sharpen your tactical skills** and perfect your **piece coordination**. With fewer pieces on the board, distractions are minimal, allowing you to focus fully on learning the correct techniques. On top of that, solving endgame exercises is one of the most effective ways to improve your **calculation** and **visualization skills**.

About the Series

This book is the **second volume** in a trilogy designed to teach you the most important **tactical tools** in the endgame and, more importantly, to ensure you can **apply them in your own games**. The first volume, *1001 Chess Endgame Exercises for Beginners*, introduced the fundamental tactical (mating) patterns and highlighted the importance of preparatory moves. This second volume builds on that foundation with **deeper and more complex combinations**, while also introducing endgame-specific techniques such as **pawn promotion** and **stalemate traps**. Naturally, there is also a strong emphasis on **defence**, as every well-rounded player must be able to both attack and defend effectively.

A Gradual Increase in Complexity

The book is divided into four parts. We begin with **pure pawn endings** in Part I, then progress from **single-piece tactics** in Part II to **two- and three-piece combinations** in Parts III and IV. This step-by-step approach enables a gradual increase in complexity, allowing you to build confidence as you progress. This also has the practical advantage that any piece trade will bring us an endgame scenario we have already studied before.

Practical and Beautiful

The exercises are drawn from a mix of real games, composed studies, and original positions that I have created for training purposes. I've taken care to select not only the most **practical and realistic** examples, but also the most **entertaining** ones. Some of my personal favourites are the exercises where you must **catch a queen** using just two or three pieces. They are not only fun to solve, but also excellent for sharpening your **calculation** and **coordination** skills.

Take it Slow

My advice is to enjoy the journey and take your time. And always prioritize **accuracy over speed**. Learning new skills is never easy, and progress takes time. To support your learning, each part includes **flash cards** to summarize key techniques and **tests** to check your understanding. These tests combine all the topics you've covered so far, helping you practise without knowing in advance what to expect.

Just like in your own games. If you have any feedback or stories you'd like to share, feel free to reach out to me at chesstoolbox@outlook.com.

Thomas Willemze
Haarlem, July 2025

Test Prior Knowledge (TPK)

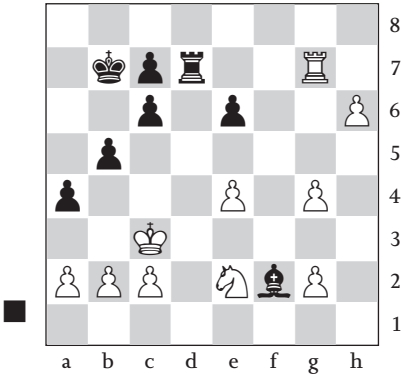
The **1001 Chess Endgame Exercises** curriculum consists of three books. The first volume (*1001 Chess Endgame Exercises for Beginners*) teaches you all the tactical (mating) patterns that you must know, and introduces preparatory moves. This second volume takes the same tactical patterns and preparatory moves to a higher level, pushing your calculation horizon with deeper and more complex exercises.

Is This the Right Level for You?

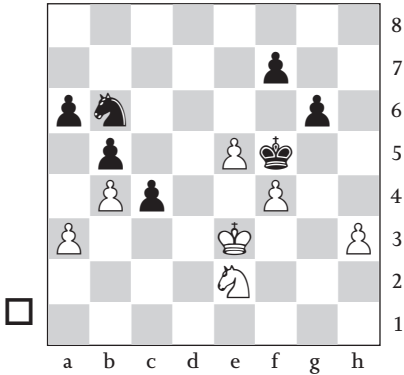
If you're unsure whether this book is the right starting point, or whether you should begin with the first volume, I've created a short **diagnostic test** to help assess your current level. The test contains **60 exercises**. If you can solve **at least 48** of them with relative ease, you're ready to dive into this volume. In that case, you can treat the test as both a **refresher** of key tactical tools and an **extra training session** to reinforce your skills. If, however, you find yourself struggling to reach this 80% mark, I recommend starting with the first volume to ensure you build on a solid foundation. Good luck!

TPK Club – Mate in One

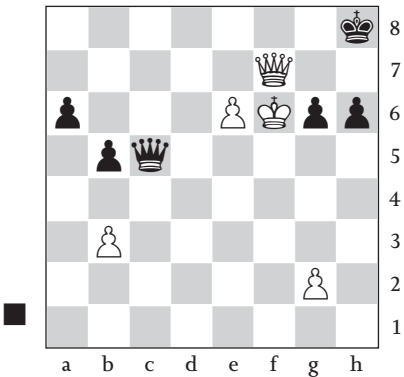
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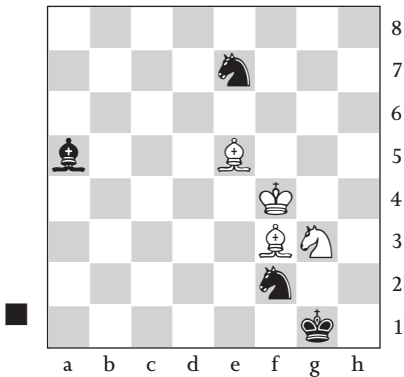
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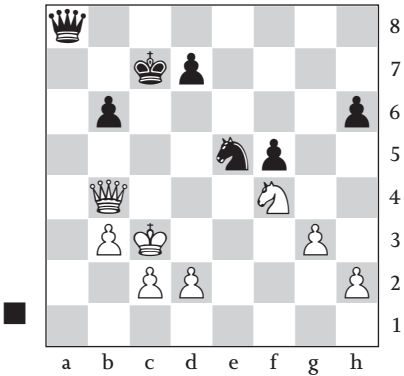
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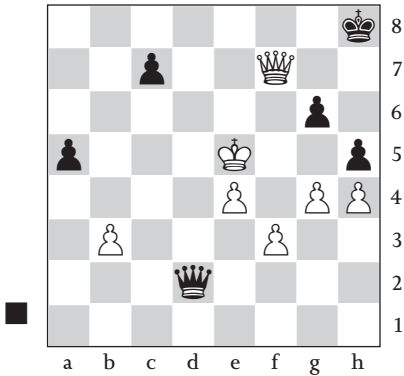
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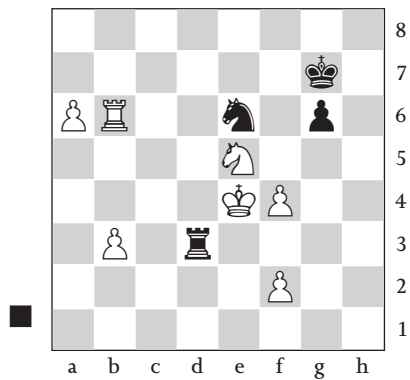


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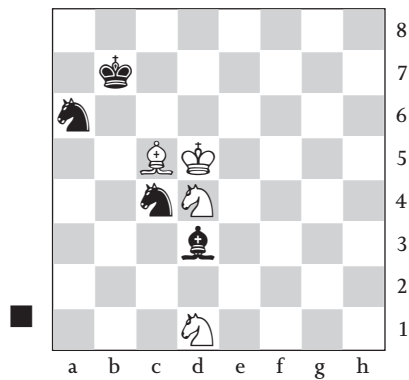


TPK Club – Mate in One

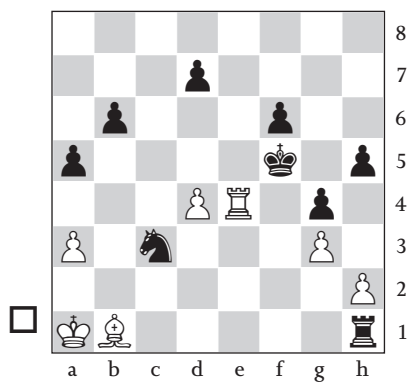
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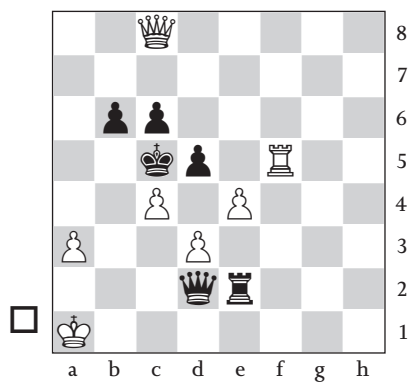
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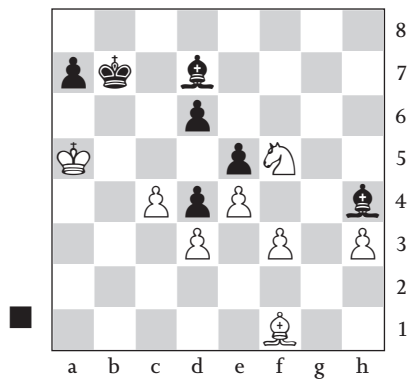
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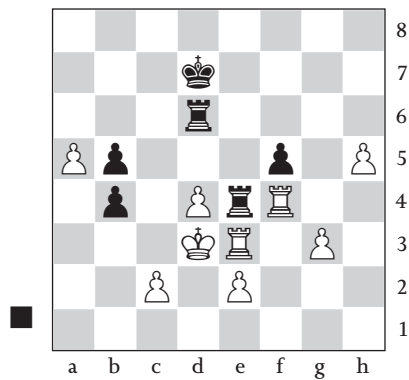
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CHAPTER 1

Pure Pawn Endings

Introduction

My favourite teaching method is to start with the end in mind. In an endgame setting, this means that our first chapter should be the one with the least number of pieces. That is why we start our journey with **pawn endings**. Pawn endings are relatively technical in comparison to the endings that are about to come, but are nevertheless extremely valuable to study – for two reasons:

Calculation Training

Firstly, they can be an excellent tool for **calculation training**. Without any distracting pieces around, pawn endings enable us to reach calculation depths that should stun non-chess friends when they pose to us the inevitable question: How many moves can you think ahead?

Liquidation

Secondly, we should realize that any ending potentially ends up in a pawn ending when the remaining pieces are traded. In case of such a **liquidation**, the ability to assess the resulting pawn ending correctly can make the difference between winning or losing the game.

Mating the King and Breakthrough

This chapter consists of three sections, in which I show you certain techniques and invite you to train them by solving exercises.

Mate the King

In **Section 1.1**, we will **mate the king** by closing the mating net with very precise play. This is where we can train one of the most important weapons in pawn endings: creating **zugzwang**.

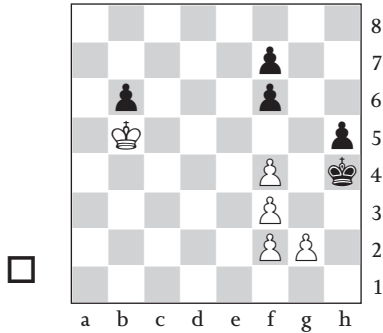
Breakthrough

Next, we move on to the most entertaining subjects in pawn endings: the **breakthrough**. You will learn how to destabilize the opponent's pawn structure to **promote** one of our pawns into a queen. **Section 1.2** teaches us how we can bring our pawns behind the enemy lines, whereas **Section 1.3** shows us how to defend ourselves and prevent our opponent from executing a successful breakthrough.

1.1 Mate the King

Although pawn endings are usually decided by a pawn promotion, we should always be on the lookout for opportunities for a direct checkmate. This section features two positions in which the enemy king is caught in a mating net and must watch helplessly as we prepare the lethal check. In the first example, we mate the king by **bringing in an additional attacker**, whereas in the second one, we create a **zugzwang** situation to achieve our goal.

1.1.1. Bringing in an Attacker



This study, composed by V.Bakhtadze in 1987, shows us a helpless black king that is unable to move. Our task is simple: **bring in an extra attacker** and finish the job.

1. ♖c4!

We need to calculate six moves ahead to conclude that Black is in time to queen a pawn, but too late to save the king.

1. ♖xb6 is tempting, but is only a draw because 1...f5 2. ♖c5 f6 3. ♖d4 is stalemate, while 3.g3+ ♖h3 leads to the same result.

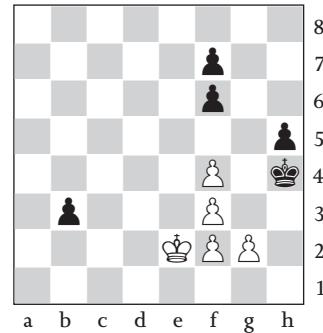
1.g3+ would be an even more serious mistake as the king can escape with 1...♖h3 and collect our kingside pawns shortly after.

1...b5+ 2. ♖d3

The king is on its way to h2. In the meantime, Black has nothing better

than promoting the b-pawn and hoping for the best.

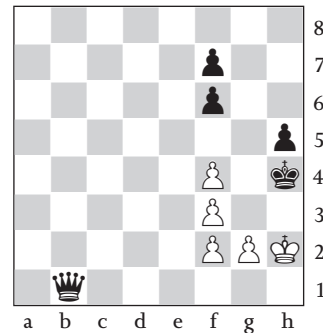
2...b4 3. ♖e2 b3



4. ♖f1 b2 5. ♖g1 b1 ♚+

Black promotes with check, but he will soon discover that the damage is already done.

6. ♖h2

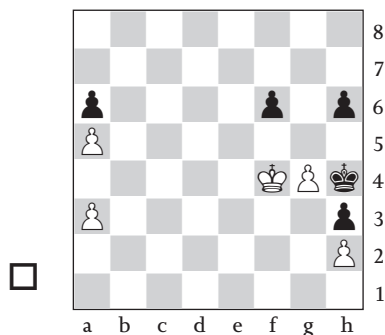


6... ♚h1+

The only way to stretch the game a bit.

7. ♖xh1 f5 8. ♖h2 f6 9.g3#

1.1.2 Zugzwang



This position shows the final phase from a 2016 study composed by Peter Krug. The black king is again trapped at the rim, but giving the decisive check seems less obvious this time. What we need to do is create a zugzwang situation to force our opponent to help us.

9.♔f5!

This precise move limits Black's options considerably and creates the first zugzwang. A **zugzwang** occurs when any legal move worsens your position. In such situations, you would like to press the clock without making a move if the rules allowed you to do so. Black has only one legal move in this position, which means there is not much to think about.

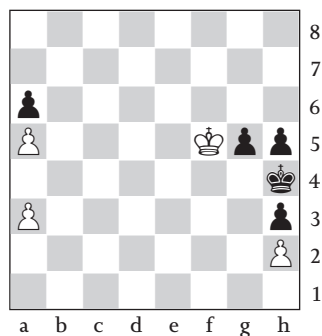
1.1.3 Conclusion

This section showed us that a pawn promotion is not the only way to outplay your opponent in a pawn ending. We learned that **bringing in an additional attacker** and creating a **zugzwang** situation can be very powerful tools to **mate the enemy king** and decide the game at once. You can practice them by solving the following **exercises**. Good luck!

9...h5 10.g5!

This second zugzwang forces our opponent to turn the f-pawn into a g-pawn. We will use this pawn later to reach our goal.

10...fxg5



11.a4

This waiting move creates zugzwang number three.

11...g4 12.♔f4

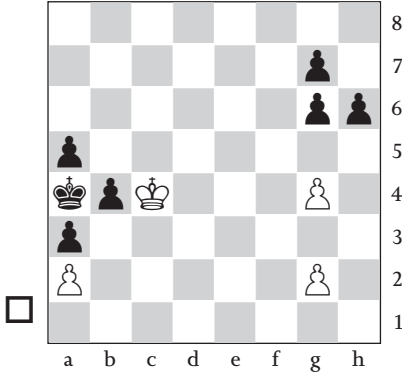
And this is number four! We're almost there. Our h-pawn can hardly wait to reach the g-file and become the match winner.

12...g3 13.hxg3#

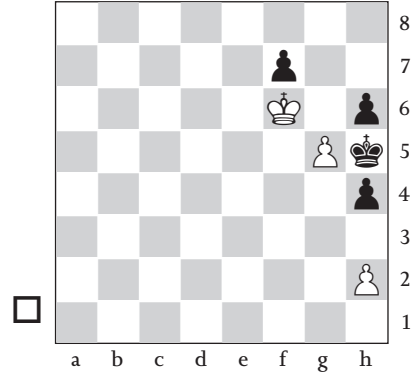
Mission accomplished! Make sure you study this example well as zugzwang will be our main weapon in the upcoming **exercises**.

Mate the King

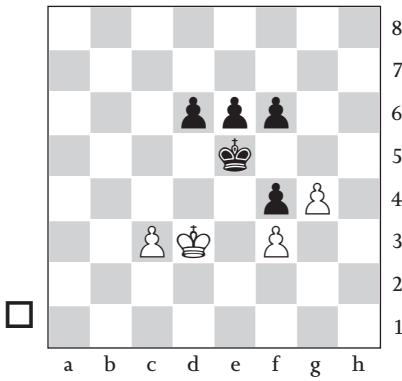
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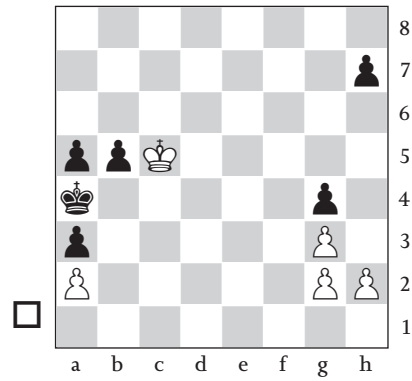
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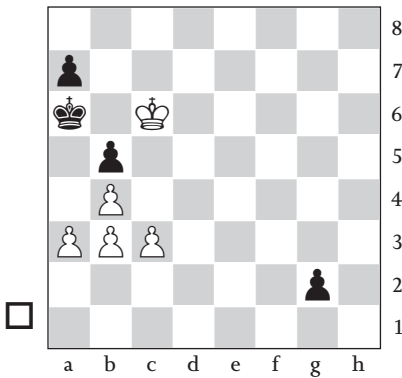
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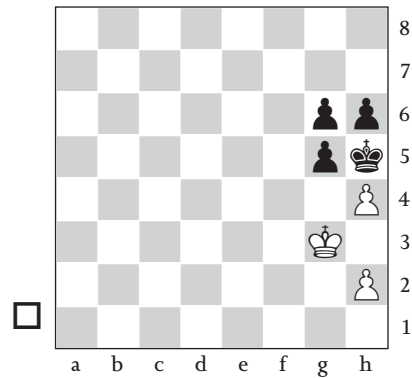
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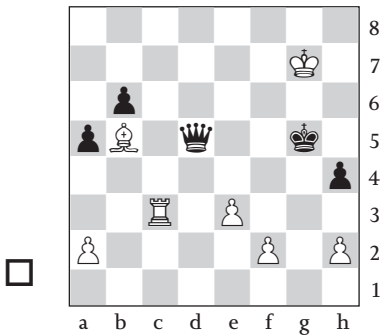
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9.5 Winning a Queen

We conclude this chapter with my favourite section: the one where our rook and bishop have to **overpower a queen**! This mighty piece can move in any direction with incredible speed, so you can imagine that our rook and bishop must go the extra mile to catch it. This introduction shows you three examples in which I demonstrate the most important patterns we must know. In the first one, we learn that besides the **skewer**, the **pin** and the **discovered attack** are our most important weapons for catching the queen, and we can often combine them to reach our goal. The second example rehearses a technique we have encountered before: **placing the rook close to the king**! We finish this introduction with a brand new weapon that is tailor-made for the rook and bishop combination: **the extended discovered attack**.

9.5.1 Combining Various Tactical Weapons



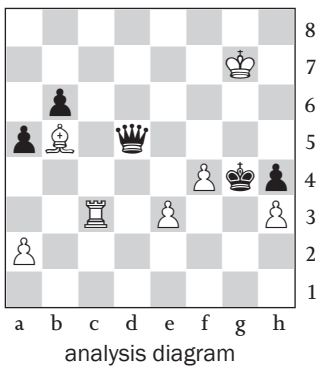
We have to use multiple weapons here:

1.f4+

We start with a preparatory move that involves the **chasing** technique. Our aim is to force the enemy king and queen to squares that allow us to execute a deadly **pin** or a **discovered attack**.

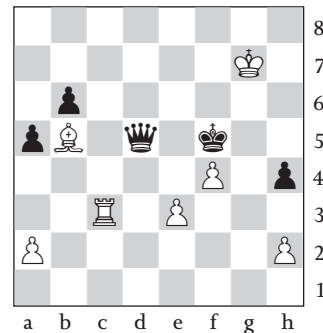
1...♔f5

The alternative 1...♔g4 2.h3+



gives Black the difficult choice to lose with a pin or with a discovered attack: 2...♕f3 3.♕c6 (the **pin**) or 2...♕xh3 3.e4+ (the **discovered attack**).

1...♕h5 is a forced mate after 2.♕e2+ ♕f3 3.♕xf3#.



2.e4+!

This is the second and final preparatory move. White **lures** either the black king or the queen to e4, after which we decide the game with a deadly **pin**.

2...♕xe4

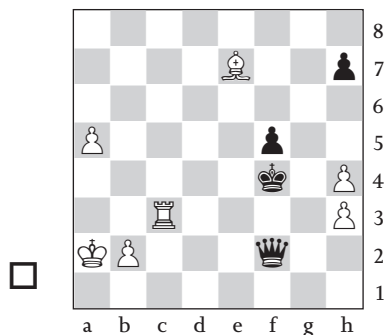
2...♕xe4 3.♕c6! is similar.

3.♕d3

The queen is **pinned** and will be lost on the next move.

9.5.2 Rook Close to the King

The pin and the discovered attack played a prominent role in the previous example. This time, we must pick up the **skewer** and combine it with another powerful technique: **placing the rook next to the king**.



It seems like the black king and queen currently enjoy a lot of freedom, but this is about to change dramatically.

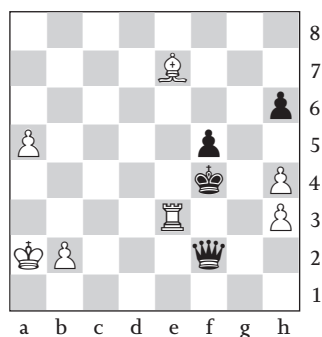
1. ♖e3!

This is one of my favourite moves in this chapter. It is very hard to spot if you haven't seen it before. We threaten mate on the next move and capturing the rook, whether with the king or the rook, will either way be punished with a **skewer**.

1...h6

The best attempt, as both 1...♔xe3 2. ♙c5+ ♚e2 3. ♙xf2 and 1...♚xe3 2. ♙g5+ ♚f3 3. ♙xe3 ♚xe3 4. a6 give White an easy win.

Note that 1...♚c2 2. ♙g5# is mate!

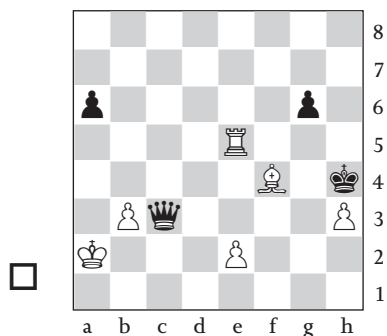


Our mate threat is parried, but instead we can **chase** the king to the queen's diagonal and finish the game with a **skewer**:

2. ♙d6+ ♚xe3 3. ♙c5+ ♚f3 4. ♙xf2 ♚xf2 5. a6

9.5.3 The Extended Discovered Attack

The **discovered attack** is an important weapon in the fight against the queen. We should already know how a discovered attack requires a **battery**, which consists of a **front piece** and a **back piece**. This example shows you a more powerful version of this deadly device: **the extended discovered attack**.



This combination consists of two consecutive discovered attacks. The first one is aimed at **reversing the battery**, which means that it turns the back piece into a front piece and vice versa. With tempo! The second discovered attack **decides the game**.

The extended discovered attack is a very elegant technique that underlines the potential power of a well-coordinated

rook and bishop. It also teaches us that a **battery is most effective with the rook as the front piece**.

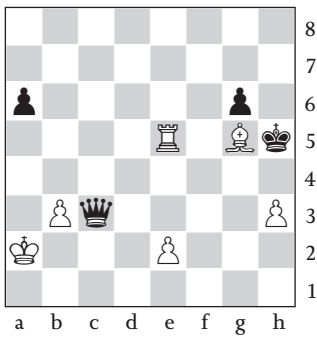
1. ♖g5+!

We create the first **battery** with the bishop as the **front piece** and the rook as the **back piece**. Note how both chasing and targeting play an important role in this combination.

First, we **chase** the black king to h5.

1... ♔h5

1... ♖xh3 2. ♖e3+ wins the queen with a plain double attack.



2. ♖f6+

With the **first discovered attack**, we manoeuvred the bishop to f6 with tempo (**targeting**) and created our **second battery**, aimed against the queen this time. Note how both pieces have switched roles. The rook is now the **front piece** and the bishop the **back piece**. Black will soon experience that this is the most dangerous division of roles.

2... ♖h6 3. ♖h5+!

Discovered attack number two wins the queen and decides the game:

3... ♖xh5 4. ♖xc3

9.5.4 Conclusion

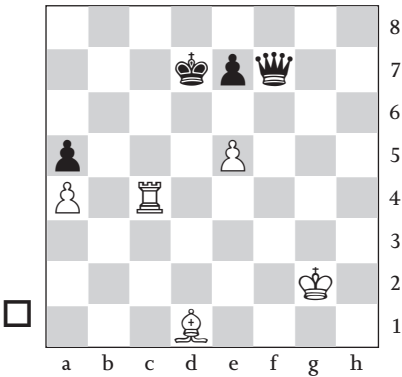
In this section, we discovered that the **pin**, the **skewer** and the **discovered attack** should be the weapons of our choice if we want to outplay a queen with our rook and bishop. In most cases, we must prepare these tactics with the preparatory techniques **targeting**, **chasing** and **luring**. Another powerful technique that we rehearsed is to create a mating net by **placing the rook close to the king**. We finished this introduction with the **extended discovered attack**, which consists of two consecutive discovered attacks. The first one is aimed at **reversing the battery** and the second at **winning the queen**.

Exercises

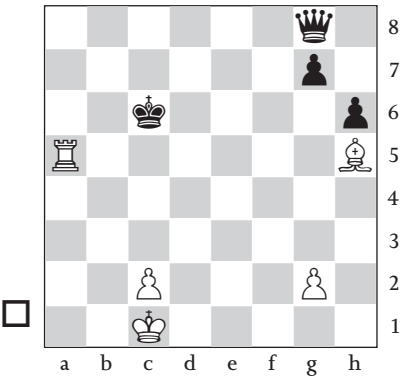
It is now time to solve some highly entertaining exercises in which we can either catch the enemy queen directly or force it to surrender itself by creating threats against the king. In most cases, we need to play forcefully, but don't forget to insert a silent move when necessary. Good luck!

Winning a Queen

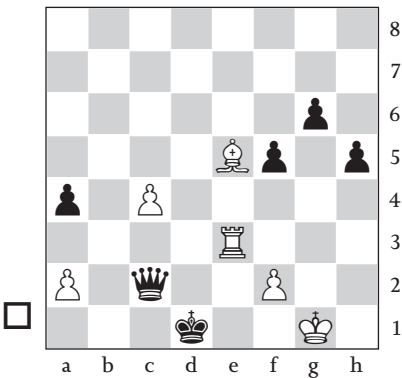
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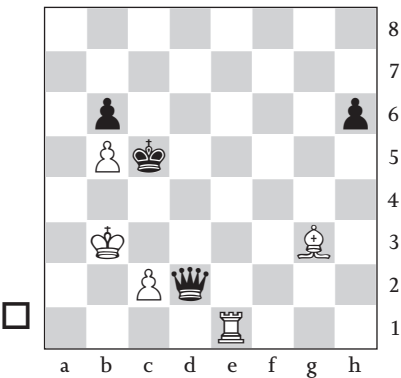
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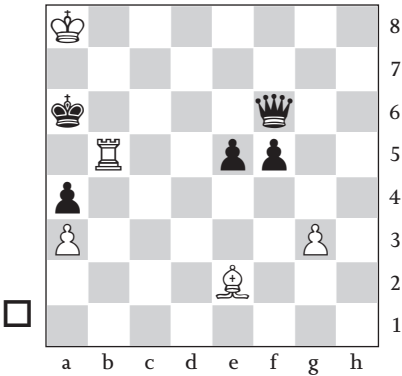
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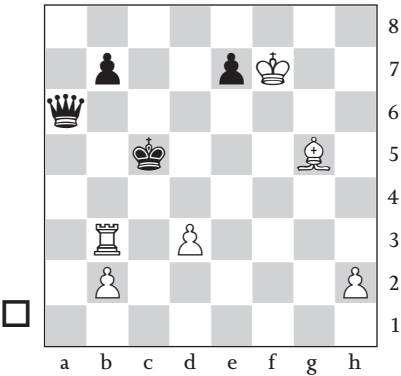
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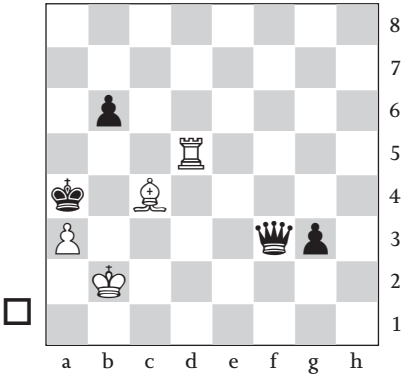


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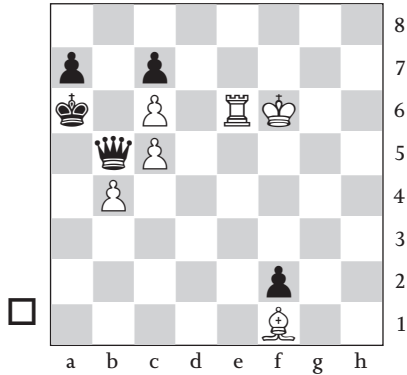


Winning a Queen

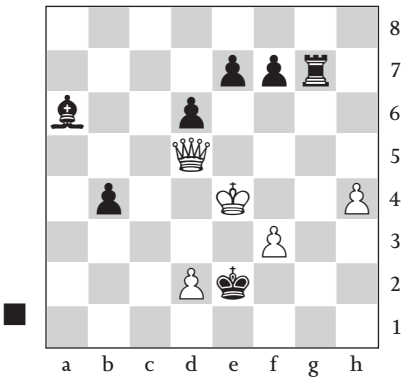
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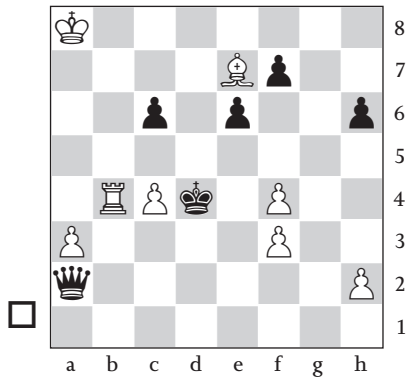
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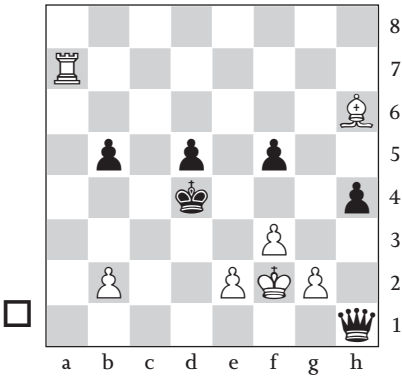
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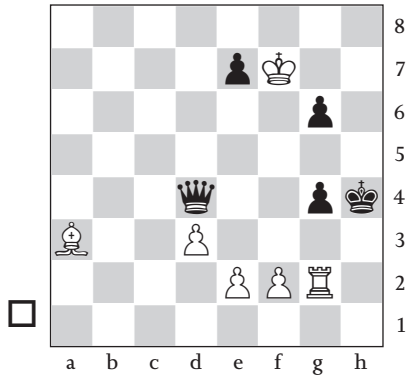
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Solutions

- 1** 1...♙e1#
- 2** 49.♘d4# Bayer-Künitz, Wiesbaden 2015.
- 3** 1...♗g5# Bawart-Stuhlik, Graz 1999.
1...♗f5+ allows the king to escape with 2.♙e7.
- 4** 1...♙d2#
- 5** 1...♖a1# Enjoy the wonderful coordination between the queen and the knight! The queen controls the dark-squared diagonal, whereas the knight is responsible for keeping two light squares under control.
- 6** 1...♗d6# Wan Yunguo-Bjel, Russia Teams Rapid, 2018.
- 7** 1...♘c5# Note how the knight simultaneously attacks the king and protects the rook!
- 8** 1...♘c7#
- 9** 1.♞e5# This **double check** is the only way to win the game. A normal discovered attack does not work because the back piece of the battery, the bishop, is under attack. 1.♞e1+ ♘xb1 2.♞xh1 ♘xa3 clearly favours Black.
- 10** 1.♞xd5# The **pinned pawn** is a poor defender!
- 11** 1...♙e1# 1...♙d8+ allows 2.♙b4.
- 12** 1...♞dxd4# 1...♞exd4+ runs into 2.♞xd4!.
- 13** 1.♗a8+ The **skewer** decides the game. 1.e4+ is refuted by 1...♗xe4!. 1...♗xc5 2.♗xg2
- 14** 1.♙d5+ The **double attack**! 1...♙c5 2.♙xg2
- 15** 1.♗a3 This is a **double attack** on the rook and a mating square. 1...♙d7 1...a1♗ 2.♗e7#. 2.♗xc1
- 16** 1...♗d8 The **cross-pin**! The queen cannot be captured because the white rook is **pinned** along the third rank. 2.♞xg3 ♗xd2
- 17** 1...♘g5 The knight gives a **double attack** on the queen and the f3-square. 2.♙e5 2.♗g8 ♘f3#. 2...♘xh7
- 18** 1...♞g6+ The rook **blocks** the sixth rank and creates a successful **discovered attack**. Black had to be precise since the **back piece** was under attack! 1...♞g5+ would, for instance, run into 2.♞xc6. 2.♙h2 ♞xh6
- 19** 1...f6+ **Eliminating the defender**! 1...♗h2+ 2.♙f6 ♗h8+ 3.g7!. 2.♙xf6 ♗xd4+

- 20** 1...d5 This **discovered attack** decides the game as now both the white bishop and the **mating square** h7 are under attack. 2.♙h2 2.♙b5 ♞h7#. 2...dxc4
- 21** 1...e4+ This pawn move opens up the fifth rank and creates a deadly **skewer**. 1...♗g8+ 2.♙e4 wins for White. 2.♙xe4 ♗xa5
- 22** 1...♘d7+ The **interference** technique! The knight blocks the diagonal with check and leaves the white knight undefended. 2.♙d3 ♙xc8
- 23** 1.♙c3 This is a very subtle **pin**. Black must now give up the knight to prevent the enemy bishop from reaching a mating square. 1.♙d2+ g5 2.♙xg5+ ♙g6 is only a draw. 1...g5 1...♘xf3 2.♙g7# 2.♙xe5
- 24** 1...c5+ This clever move forces White to open up the fifth rank. 2.bxc6 ♞xa5
- 25** 27...♘e2+ Black **chases** the king into the corner. 28.♙h1 ♘f2# Schmitz-Tischendorf, Germany teams 2005/06.
- 26** 1.♙c8+ The bishop **lures** the defending queen away and prepares mate on the next move. 1...♗xc8 2.♗b6#
- 27** 9.♙c6+ The **double check**! This time with a rook as the back piece. 9...♙f8
- 10.** ♞e8# Christer Jonsson (1976).
- 28** 1...♙e1+ 2.♙g3 2.♙g4 h5#. 2...♞f4# The **pinned piece** is a poor defender!
- 29** 1...♞h5+ The rook on h8 looks a bit clumsy, but it plays a key role in this X-ray defence. Note that 1...♞xh7+ 2.gxh7+ is with check and therefore wins for White. 2.♞xh5 ♞xh5#
- 30** 1...♗h8+! The white bishop is **pinned**! And a pinned piece is a poor defender. Note that 1...♙xe5+ 2.dxe5+ is with check! 2.♙g3 ♗h4#
- 31** 1...♙f2+ Black uses the **targeting** technique to bring the bishop to the deadly g3-square with tempo. 2.♙h2 ♙g3#
- 32** 1...♞c4+ The **blocking** technique! This beautiful move lures the white knight to a very uncomfortable square and prepares a **smothered mate**: 2.♘xc4 ♘c2#

only leads to a **relative pin**, which means that White can go for a deadly discovered attack with either 2.♙h4+ or 2.♙b6+. **2.♙g4 ♜h6** The b6-square is under control and Black has a winning advantage.

59 1.♖d8+ White must **pin** the attacker to save the rook and stay on top. **1...♙g7 2.♖d4**

60 1...♜d7! The rook had to **pick the right square**. The main alternatives would run into a double attack. For instance: 1...♜c4 2.♘e3+; 1...♜xe4 2.♘g3+.

61 1.g5 A crucial move that mutilates the black pawn structure and enables us to create a **zugzwang**. 1.g3 turns the tables completely as 1...g5 puts us in a zugzwang and wins for Black after 2.♙d3 b3 3.axb3+ ♙xb3. **1...hxcg5 1...h5 2.g3! h4 3.gxh4 b3 4.axb3#**. **2.g4** Black is in zugzwang and cannot prevent us from delivering the mate on the next move. **2...b3 3.axb3#**

62 6.g6! fxcg6 7.h3! We have reached a similar position as the one we discussed before. The rest is easy. **7...g5 8.♙f5 g4 9.hxcg4#** Alimkul Botokanov (2008).

63 1.♙c4! This clever move forces the advance of a black pawn without making a concession ourselves. 1.c4 d5 2.c5 d4 3.♙c4 d3 4.♙xd3 ♙d5 is only a draw. **1...f5 1...d5+ 2.♙c5 f5 3.g5** transposes to the main line. **2.g5 d5+ 3.♙c5!** We are almost there. Black has only one unpleasant move left. **3...d4 4.cxd4#** William Bone (1841).

64 12.h3 12.h4 was the alternative, but it's not attractive. Black wins after 12...h5! 13.♙d5 ♙b4 14.♙d4 a4 15.♙d3 ♙c5 and ...b5-b4-b3. **12...h5 12...b4** transposes to the main line after 13.♙c4! h5 14.h4; 12...gxh3 13.gxh3 h6 14.g4 is also hopeless for Black. **13.h4 b4 14.♙c4 b3 15.axb3#** Jorg Gerhold (2006).

65 5.a4! The right pawn! 5.c4 wins for Black after 5...bxc4 6.bxc4 g1♗. **5...bxa4 5...g1♗ 6.axb5#**. **6.b5+ ♙a5 7.b4#** Theo Kok (1992).

66 1.h3! gxh4+ 1...g4 2.hxcg4#. **2.♙f4!** After two precise moves, we have reached familiar territory. **2...g5+ 3.♙f5 g4 4.hxcg4#** Alexandr Galitzky (1900).

67 1...h3 Black immediately **attacks the base** and forces a breakthrough. 1...g3 would be

a mistake because 2.h3 blocks the black pawns and wins for White. **2.gxh3** This is White's best attempt as 2.g3 fxcg3 3.hxcg3 h2 would be a very easy win for Black. **2...gxf3** This precise move nets the full point. The white king is unable to approach and can only watch how our pawn is going to promote. 2...g3 looks tempting, but allows the white king inside the square of this passed pawn after 3.hxcg3! fxcg3 4.♙e3!. Suddenly White wins!

68 1...h3 We first have to **fix** the h2-pawn before attacking it. 1...g3 2.h3! g2 3.♙f2 wins for White! **2.♙f2 e3+** Now we use a **second pawn** to lure the king away from the defence. **3.♙xe3 g3 4.hxcg3 h2** Mission accomplished!

69 1...g4 Creating **high tension** on the kingside is a very typical way to create a breakthrough. One of the two black pawns is going to enter the desired h3-square. **2.hxcg4 2.gxh4 gxh3** also wins. **2...h3 3.g5 h2 4.g6 h1♗** Black wins.

70 53.f6 White is about to create a **blockade** for the black king. **53...gxf6 53...♙e6** would be the only way to prevent the white pawn from queening, but White still wins after 54.fxcg7 ♙f7 55.h6. **54.g6 hxcg6 55.h6** The **roadblock** is in place and the h-pawn is on its way to become a queen. Black resigned in Csolto-Komora, Slovakian League, 1994. Note that White still had to be precise since 55.hxcg6 ♙e6! wins for Black!

71 1.g6 We must **attacking the base** of the f7/e6/d5 pawn chain to force a breakthrough. **1...fxcg6 2.f6!** This was a crucial move because 2.fxe6 would allow the black king to step into the pawn's square with 2...♙c7.

72 1...e5 It is **zugzwang!** White is forced to move the king away from the d4-square and loses. **2.♙f3 c3 3.bxc3 b3!** 3...bxc3 4.♙e2 would unnecessarily allow the king back into the game. **4.♙e2 b2**

73 39.f6 White immediately **attacks the base**. **39...gxf6** This move isolates the h6-pawn from the rest, turning it into the real target of our breakthrough. **40.exf6** Black resigned in Rubio Tent-Lopez Salvador, Valencia 2014, because White breaks through after **40...b4 41.g5 hxcg5 42.h6**.

♟a7 4. ♖a8#. **2. ♖xb3 ♖xg2** Black should be able to win this ending with an extra pawn and a fantastic rook.

577 1. ♖h4! This precise move gives White a winning advantage. 1. ♖h3 ♖g4! is a piece configuration we have to avoid at all cost! ... ♖g2 mate is now unavoidable.

578 1... ♖a6! Black must win the d6-pawn to save the king and win the game. 1... a1 ♖ wins for White after 2. ♖g7, followed by ♖g8. **2. ♖xh7 ♖xd6** The mating threat is gone and the a2-pawn gives Black a decisive advantage. The game might continue with **3. ♖h8+ ♖e7 4. ♖a8 ♖xh6+ 5. ♖g1 ♖h4** followed by ... ♖d4 and ... ♖d1.

579 1... ♖b7! This exchange sacrifice is the only move that avoids mate and gives Black a winning advantage. 1... d2 2. ♖a8#.

580 1... ♖d3 Black uses a tactical trick to stay on top. 1... ♖e2 2. ♖c5+ ♖g7 3. ♖xa3 was White's intention. 1... ♖c3 does not work on account of 2. ♖c5+! ♖e8 (2... ♖g8 3. ♖d4 attacks the rook and threatens mate with ♖c8+ and ♖h8) 3. ♖e7+ ♖d8 4. ♖e1. The knight is trapped! **2. ♖xg1 ♖d1+ 3. ♖b2 ♖xg1** Black has two extra pawns and should win this ending convincingly.

581 1. ♖f2! White has to avoid two tricky mates to reach a winning position: 1. ♖g4 ♖g3+ 2. ♖xf4 ♖e5#; 1. ♖xf4 ♖e5+ 2. ♖g4 ♖g3#. **1... ♖d4+ 2. ♖f1** White wins.

582 1. ♖d1! The only move that saves the day (and promises White a clear advantage). 1. ♖d5 is an inventive attempt, but fails to 1... ♖h5! (and not 1... cxd5 2. ♖a6+ ♖e5 3. ♖xh6). **1... ♖h1+ 2. ♖e2 ♖e1+ 3. ♖d3** The king escapes and White is a healthy pawn up.

583 1.e6+ This move forces the black king and queen to the same diagonal. **1... ♖xe6** 1... ♖xe6 runs into a **pin**: 2. ♖g4 ♖xg4+ 3. ♖xg4. **2. ♖b3!** After this move, Black cannot prevent losing the queen to a **discovered attack**. **2... ♖e8 2... ♖g8+ 3. ♖g4+** is both a **discovered attack** and a **skewer**! **3. ♖c8+ ♖d7 4. ♖e6+** 4. ♖xe8 does also win because the bishop is able to control the a8-square. **4... ♖xe6 5. ♖xe8** Josef Kling & Bernhard Horwitz (1851).

584 1. ♖a8 ♖h7 Both 1... ♖e6 2. ♖a6+, 1... ♖d5 2. ♖f3, and 1... ♖c4 2. ♖c8+ lose the queen. **2. ♖g6** The queen is trapped! **2... ♖xg6 3. ♖a6+ ♖d5 4. ♖xg6** White wins. B. Traub (1926).

585 5. ♖c3! This **silent move** builds a mating net. 5. ♖f1 is refuted by 5... ♖xc4+! . **5... ♖xa2 5... ♖b1 6. ♖e1+** and 5... a3 6. ♖e1# also win for White. **6. ♖e1+ ♖c2 7. ♖e2+ ♖xc3 8. ♖xa2** White wins. Henri Rinck (1928).

586 2. ♖e5+ This rook will soon stand **close to the king**. **2... ♖d4 2... ♖d6 3. ♖e2+** wins the queen. **3. ♖e1!** This is the key move, attacking the queen and creating a mating pattern. **3... ♖xe5 3... ♖f4 4. ♖c3#** is mate! **4. ♖xd2** Leonid Kubbel (1940).

587 5. ♖b7+ We will use the **targeting** technique to bring our rook to a6 with tempo. **5... ♖a5 6. ♖a7+ ♖b6 7. ♖a6+ ♖c7 8. ♖xf6** White wins. Henri Rinck (1933).

588 1. ♖a3 We will use both the **chasing** and **luring** techniques to bring the black queen to a5. **1... ♖b5 1... ♖b6 2. ♖e3+ 2. ♖a5 ♖xa5 3.b4+** And another **luring** move! **3... ♖xb4 3... ♖xb4 4. ♖d2+ ♖b5 5. ♖xa5 4. ♖xe7+ ♖b5 5. ♖xb4** White wins because the h-pawn queens first. Moisei Neumann (1913).

589 4. ♖b5+ We are going to use the **extended discovered attack** to win the game! **4... ♖a5 5. ♖c6+ Reversing the battery!** **5... ♖a6 6. ♖a5+ ♖xa5 7. ♖xf3** White wins. Leopold Mitrofanov (1972).

590 4. ♖e2! 4. ♖xb5+ ♖xb5 wins for Black! The f-pawn is unstoppable. **4... ♖xc6+ 4... ♖c4 5. ♖xf2. 5. ♖e6+** Another example in which we have both a **discovered attack** and a **skewer** in place. **5... ♖b7 6. ♖xc6** White wins. Georgi Afanasiev (1969).

591 2... ♖b7 We must **lure** the queen to b7 to win it with a **discovered attack** later. **3. ♖xb7 f5+** The **battery** is in place and Black cannot prevent us from moving our e-pawn away with check. **4. ♖d5 4. ♖f4 e5+, 4. ♖xf5 e6+, and 4. ♖d4 e5+** lead to the same result. **4... e6+ 5. ♖c6 ♖xb7** The pawn ending wins for Black. Henri Rinck (1928).