

Step 1 extra

2 Capture an unprotected piece: A

- 1) 1. Qxg4
- 2) 1. Rxb4
- 3) 1. hxg4
- 4) 1. Rxd7
- 5) 1. ... Nxg4
- 6) 1. ... Qxc3
- 7) 1. ... Qxd6
- 8) 1. ... Nxb4
- 9) 1. Rxf6
- 10) 1. ... Qxh6 (1. ... Nxh6 2. Nxe6)
- 11) 1. Qxa5
- 12) 1. Nxg4

3 Capture an unprotected piece: B

- | | |
|----------------|----------------|
| 1) 1. Bxb2 | 7) 1. ... Bxc4 |
| 2) 1. Qxd3 | 8) 1. Bxf4 |
| 3) 1. ... Qxg5 | 9) 1. ... Qxc2 |
| 4) 1. ... Bxf4 | 10) 1. Qxg4 |
| 5) 1. ... Nxe6 | 11) 1. Qxa5 |
| 6) 1. ... Nxc4 | 12) 1. Rxe7 |

4 Defending / Moving away: A

- | | |
|---------------|----------------|
| 1) 1. ... Nb6 | 7) 1. ... Rd2 |
| 2) 1. Qc1 | 8) 1. ... Qxb2 |
| 3) 1. ... Ba5 | 9) 1. ... Bb6 |
| 4) 1. Nh3 | 10) 1. ... Qc4 |
| 5) 1. ... Nh7 | 11) 1. Bb1 |
| 6) 1. Ba2 | 12) 1. Qh5 |

5 Defending / Moving away: B

- | | |
|---------------|-----------------------|
| 1) 1. Nc6 | 7) Drawing |
| 2) 1. Nh4 | 8) 1. ... Qa6 |
| 3) 1. ... Na4 | 9) 1. Qb7 |
| 4) Drawing | 10) 1. Qa4 |
| 5) 1. ... Qb1 | 11) 1. ... Nc4 |
| 6) 1. Na4 | 12) 1. ... Qf5 or Qg6 |

6 Defending / Protecting: A

- | | |
|---------------|---------------|
| 1) 1. ... b5 | 8) 1. ... Qc4 |
| 2) 1. Bf3 | 9) 1. ... Be7 |
| 3) 1. ... Rc8 | 10) 1. Rf7 |
| 4) 1. b4 | 11) 1... Ng8 |
| 5) 1. Qe1 | 12) 1. Ng1 |
| 6) 1. ... a3 | |
| 7) 1. f4 | |

7 Defending / Capturing: A

- | | |
|----------------|------------|
| 1) 1. ... Bxe4 | 3) 1. bxc4 |
| 2) 1. hxg4 | 4) Qxd5 |

- 5) 1. ... dxe5
- 6) 1. ... Nxc7
- 7) 1. Nxg4
- 8) 1. Bxd5

- 9) 1. ... Nxb4
- 10) 1. ... Bxe2
- 11) 1. hxg6
- 12) Drawing

8 Defending / Interposing: A

- 1) 1. ... d5
- 2) 1. f3
- 3) 1. ... Nc6
- 4) 1. ... Be7
- 5) 1. ... c5
- 6) 1. f4

- 7) 1. ... c4
- 8) 1. b3
- 9) 1. ... d4
- 10) 1. ... Bd4
- 11) 1. Be2
- 12) 1. Bd6

9 Defending / Getting out of check: A

- 1) 1. ... gxf6
- 2) 1. Kh1
- 3) 1. Qc3
- 4) 1. ... Ke6 (1. ... Qxc3? 2. Rxc6+ (2. bxc3))
- 5) 1. ... Bxb8
- 6) 1. ... Kxd6

- 7) 1. Rd1 (1. Qd1 Rxd1+; 1. Bf1 Rxf1#)
- 8) 1. Kf4
- 9) 1. ... Qb8 (1. ... Qf8 2. Qxf8#)
- 10) 1. ... Rxf3+
- 11) 1. Kh1 (1. Rxf2 Rxf2 2. Qxf2 Rxf2 3. Kxf2)
- 12) 1. ... Qd8 (1. Rd8 2. Qxc7)

10 Mate: Thinking ahead: A

- 1) 1. Ka6 Ra7#
- 2) 1. Kb2 Qc1#
- 3) 1. Ka2 Qa1#
- 4) 1. Ke2 Rd2#
- 5) 1. Kh1 Be4#
- 6) 1. Kh1 Qf3#

- 7) 1. Kc1 Qb1#
- 8) 1. Kg2 Nh4#
- 9) 1. Kh4 Qh2#
- 10) 1. Kg2 h1Q# (1. ... Rg1+? 2. Kf2 h1Q 3. Qe8+)
- 11) 1. g7 Nh7#
- 12) 1. Ke2 Bd1

11 Defending / Getting out of check: B

- 1) 1. ... Kc8 (1. ... Ke8? 2. Qxc7)
- 2) 1. ... Bf8 (1. ... Rf8? 2. Rxc5)
- 3) 1. ... Ka6 (1. ... Ka4? 2. Qxb4#)
- 4) 1. ... Rd7 (1. ... Kc8? 2. Qxe7)
- 5) 1. ... Kd7 (1. ... Ke7? 2. Bxc6)
- 6) 1. Kd1 (1. b4? axb3+)

- 7) 1. ... Nxf6 (1. ... Bxf6? 2. Qxe4)
- 8) 1. Bd4 (1. Kh1? Bxf6)
- 9) 1. Kc3 (1. Ke3? e1Q+)
- 10) Drawing
- 11) Drawing
- 12) 1. ... Kb8 (1. ... Rxc7 2. Qxf7)

12 Defending / Getting out of check: c

- 1) 1. Kc1 (1. Ka1? Qd1#)
- 2) 1. ... Bg8 (1. ... Bxe8? 2. Rxe8#)
- 3) 1. ... Bxf8 (1. ... Kxf8? 2. Re8#)
- 4) 1. Kc4 (1. Ka4? Ra1#)
- 5) 1. Qg1 (1. Kh2? g3#)
- 6) 1. ... Kg7 (1. ... Kf8? 2. Qxf7#)

- 7) 1. ... Kg8 (1. ... Ke8? 2. Nc7#) 2. Qd8+ Bf8
- 8) 1. ... Kf7 (1. ... Rxe8? 2. Qxe8#)
- 9) 1. ... Bxg6 (1. ... Nxg6? 2. Qh5#)
- 10) 1. ... Nxh7 (1. ... Kh8? 2. Nxf7#)
- 11) 1. ... Bxf6 (1. ... Rxf6? 2. Rd8#)
- 12) 1. Kh2 (1. Kf2? Qe3#)

13 Mate in one: A

- 1) 1. f7#
- 2) 1. Qe7#
- 3) 1. Qc8#
- 4) 1. Qb5#
- 5) 1. Qb6#
- 6) 1. Qc3#

- 7) 1. Qg8#
- 8) 1. Qe8#
- 9) 1. Qh5#
- 10) 1. Qh7#
- 11) 1. Bf7#
- 12) 1. Qd8#

14 Mate in one: B

- | | |
|-------------|-----------------|
| 1) 1. Qg7# | 7) 1. ... Be2# |
| 2) 1. Qxe8# | 8) 1. ... Rg1# |
| 3) 1. Qd5# | 9) 1. ... Rf2# |
| 4) 1. Nc7# | 10) 1. ... Rg1# |
| 5) 1. Nf6# | 11) 1. ... Qh1# |
| 6) 1. Qe7# | 12) 1. ... Ne1# |

15 Creating mate: A

- | | |
|--------|---------|
| 1) ♖d3 | 7) Rc8 |
| 2) ♖f3 | 8) Na8 |
| 3) ♖f4 | 9) Bg6 |
| 4) ♜a5 | 10) Qc2 |
| 5) ♔c6 | 11) Ng4 |
| 6) Qe7 | 12) Nc7 |

16 Mat / Creating mate: B

- | | |
|--------|---------|
| 1) ♖h7 | 7) ♖h6 |
| 2) ♜d2 | 8) ♔f6 |
| 3) ♖h2 | 9) ♖h7 |
| 4) ♖g6 | 10) ♘d6 |
| 5) ♖g5 | 11) ♔e3 |
| 6) ♖e3 | 12) ♔h4 |

17 Mate in one: C

- | | |
|-------------|----------------|
| 1) 1. Qxg7# | 7) 1. Qa6# |
| 2) Drawing | 8) 1. ... Qa4# |
| 3) 1. Qe8# | 9) 1. Qf7# |
| 4) 1. Qd1# | 10) 1. Qh5# |
| 5) 1. Qd8# | 11) 1. Qg3# |
| 6) 1. Qa6# | 12) 1. Qg4# |

18 Castling yes or no: A

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|--|--|
| 1) <input type="radio"/> 0-0 <input checked="" type="radio"/> 0-0-0 <input type="radio"/> X | 7) <input checked="" type="radio"/> 0-0 <input type="radio"/> 0-0-0 <input type="radio"/> X |
| 2) <input type="radio"/> 0-0 <input checked="" type="radio"/> 0-0-0 <input type="radio"/> X | 8) <input checked="" type="radio"/> 0-0 <input type="radio"/> 0-0-0 <input type="radio"/> X |
| 3) <input checked="" type="radio"/> 0-0 <input checked="" type="radio"/> 0-0-0 <input type="radio"/> X | 9) <input checked="" type="radio"/> 0-0 <input type="radio"/> 0-0-0 <input type="radio"/> X |
| 4) <input type="radio"/> 0-0 <input checked="" type="radio"/> 0-0-0 <input type="radio"/> X | 10) <input type="radio"/> 0-0 <input type="radio"/> 0-0-0 <input checked="" type="radio"/> X |
| 5) <input type="radio"/> 0-0 <input type="radio"/> 0-0-0 <input checked="" type="radio"/> X | 11) <input type="radio"/> 0-0 <input type="radio"/> 0-0-0 <input checked="" type="radio"/> X |
| 6) <input type="radio"/> 0-0 <input type="radio"/> 0-0-0 <input checked="" type="radio"/> X | 12) <input checked="" type="radio"/> 0-0 <input type="radio"/> 0-0-0 <input type="radio"/> X |

19 Castling yes or no: B

- | | |
|--|--|
| 1) <input checked="" type="radio"/> 0-0 <input checked="" type="radio"/> 0-0-0 <input type="radio"/> X | 7) <input type="radio"/> 0-0 <input checked="" type="radio"/> 0-0-0 <input type="radio"/> X |
| 2) <input type="radio"/> 0-0 <input checked="" type="radio"/> 0-0-0 <input type="radio"/> X | 8) <input type="radio"/> 0-0 <input checked="" type="radio"/> 0-0-0 <input type="radio"/> X |
| 3) <input checked="" type="radio"/> 0-0 <input checked="" type="radio"/> 0-0-0 <input type="radio"/> X | 9) <input type="radio"/> 0-0 <input checked="" type="radio"/> 0-0-0 <input type="radio"/> X |
| 4) <input type="radio"/> 0-0 <input type="radio"/> 0-0-0 <input checked="" type="radio"/> X | 10) <input type="radio"/> 0-0 <input type="radio"/> 0-0-0 <input checked="" type="radio"/> X |
| 5) <input type="radio"/> 0-0 <input checked="" type="radio"/> 0-0-0 <input type="radio"/> X | 11) Drawing |
| 6) <input type="radio"/> 0-0 <input type="radio"/> 0-0-0 <input checked="" type="radio"/> X | 12) <input type="radio"/> 0-0 <input type="radio"/> 0-0-0 <input checked="" type="radio"/> X |

20 Defending / Mix: A

- | | |
|----------------|---------------|
| 1) 1. ... Nc4 | 5) 1. a4 |
| 2) 1. ... Qxc3 | 6) 1. Nd5 |
| 3) 1. Bxd4 | 7) 1. ... Nc4 |
| 4) 1. ... Ba8 | 8) 1. Rb3 |
| | 9) 1. Ke2 |

- 10) 1. Bd6
- 11) 1. Qxd7

- 12) 1. Qxc4

21 Defending / Mix: B

- 1) 1. ... Ba7
- 2) 1. ... Bxb4
- 3) 1. Bb2
- 4) 1. Nb5
- 5) 1. ... e4
- 6) 1. ... f5

- 7) 1. ... cxd6
- 8) 1. f5
- 9) 1. ... Qxd5
- 10) 1. ... Bxc3
- 11) 1. Qa5
- 12) 1. ... Qh5

22 Profitable exchange: A

- 1) 1. ... Nxf4
- 2) 1. hxg7
- 3) 1. Nxa3
- 4) 1. ... bxc3
- 5) 1. ... Bxf3
- 6) 1. Bxh8

- 7) 1. Rxa2
- 8) 1. Bxd6
- 9) 1. ... Bxd1
- 10) 1. dxc6
- 11) 1. Rxd8
- 12) 1. ... bxc4

23 Profitable exchange: B

- 1) 1. Rxb6
- 2) 1. ... exd5
- 3) 1. ... Bxa1
- 4) 1. ... Bxf5
- 5) 1. Nxc4
- 6) 1. bxc4

- 7) 1. ... Bxh3
- 8) 1. ... Rxd4
- 9) 1. exd6
- 10) 1. Bxe6+ (1. Bxc6+? Rxd1#)
- 11) Drawing
- 12) 1. Nxc7+

24 Winning material: A

- 1) 1. Nxg5 hxg5 (profitable exchange)
- 2) 1. ... Qxe2 (capture an unprotected piece)
- 3) 1. Bxb4 (profitable exchange)
- 4) 1. ... Rxc5 (capture an unprotected piece)
- 5) 1. ... Qxh4 (capture an unprotected piece)
- 6) 1. ... exf3 Bxf3) (profitable exchange)

- 7) 1. ... Qxa3 (capture an unprotected piece)
- 8) 1. fxg6 hxg6 (profitable exchange)
- 9) 1. cxd4 Bxd4 (profitable exchange)
- 10) 1. Nxd4 (capture an unprotected piece)
- 11) 1. Qxf6 (capture an unprotected piece)
- 12) 1. Nxc5 (1. Qxb6? Rh5+ 2. Kg2)

25 Winning material: B

- 1) 1. Nxg6
- 2) 1. ... Rxg5
- 3) 1. Qxb3!
- 4) 1. Bxd8 Rxd8
- 5) 1. Nxe8 (1. Rxd5? Re1#)
- 6) 1. dxc5+ (1. dxe5? Rd1#) 1. ... Qxc5 2. Rf1

- 7) 1. ... Qxa3 2. Re8+ Qf8 3. Rxf8+ Kxf8
- 8) 1. ... Nxh5 (1. ... Nxd7? 2. Qxg7#)
- 9) 1. Nxc5 (1. Qxa7? Rc1+) 1. ... Qxc5
- 10) 1. Rxb2 (1. Rxa7? b1Q)
- 11) 1. ... Bxd5 2. cxd5
- 12) 1. Bxb8 (1. Bxh6? Rb1+)

26 Mate in one: D

- 1) 1. Qb6#
- 2) 1. Qf8#
- 3) 1. Ne7#
- 4) 1. Nf6#
- 5) 1. Qxh6#
- 6) 1. Qh8#

- 7) 1. Qd6#
- 8) 1. Qc8#
- 9) 1. Qc4#
- 10) 1. Qg3#
- 11) 1. Nd6#
- 12) 1. Qg6#

27 Mate in one: E

- 1) 1. Rf7#

- 2) 1. Qg8#

- 3) 1. ... Qb1#
- 4) 1. Ng6#
- 5) 1. Nb6# (1. Qf8+ Qe8; 1. Qc7+ Rxc7)
- 6) Drawing
- 7) 1. Bf8#

- 8) 1. Qh2#
- 9) 1. Qf8#
- 10) 1. ... Qd3#
- 11) 1. Rf6#
- 12) 1. Qxd8#

28 *Creating mate: C*

- 1) ♖c8 ♘a6
- 2) ♗h7 ♖g6
- 3) ♗e7 ♖h7
- 4) ♕f8 ♖g7
- 5) ♕f7 ♘g7
- 6) ♖h8 ♘f6

- 7) ♖h4 ♖f6
- 8) ♘e6 ♘f6
- 9) ♖e7 ♗g6
- 10) ♗d8 ♖e7
- 11) ♖a5 ♘c7
- 12) ♘f6 ♗h6

29 *Mate in one: F*

- 1) 1. g4#
- 2) 1. Bc3#
- 3) 1. Rh5#
- 4) 1. Qh7#
- 5) 1. Bf3#
- 6) 1. Qa2#

- 7) 1. h4#
- 8) 1. Rd4# (1. Rxe1? stalemate)
- 9) 1. Re4#
- 10) 1. e3#
- 11) 1. Be2#
- 12) 1. cxb8N#

30 *Creating mate: D*

- 1) Qh7 Bf5 Ne6
- 2) Qg7 Bh5 Nf5
- 3) Qh6 Bf7 Ne5
- 4) Qg8 Bg5 Nf6
- 5) Qf6 Bf7 Nh7
- 6) Qe7 Be6 Ng6

- 7) Qf8 Bh5 Ng5
- 8) Qg4 Bf5 Nf7
- 9) Qb7 Bc7 Na5
- 10) Qf6 Bf5 Nh6
- 11) Qh8 Bh5 Nf7
- 12) Qe6 Bh6 Ng7

31 *Twofold attack: A*

- 1) 1. Bxf3
- 2) 1. ... Bxh4
- 3) 1. Rxb8
- 4) 1. Bxh6
- 5) 1. ... Nxd4
- 6) 1. Bxe5

- 7) Drawing
- 8) 1. Qxc5
- 9) 1. ... Nxc6
- 10) 1. ... Nxd2+
- 11) 1. Bxd4
- 12) 1. ... Qxd5

32 *Twofold attack: B*

- 1) 1. ... Rxd6
- 2) 1. Qxe5
- 3) 1. ... Nxc4
- 4) 1. Qxd6
- 5) 1. Rxf6
- 6) 1. ... Qxd4

- 7) 1. ... Qxg2
- 8) 1. ... Bxg2
- 9) 1. ... Qxd5
- 10) 1. Qxd5
- 11) 1. Nxe4
- 12) 1. Nxd1

33 *Winning material: C*

- 1) 1. Nxc6
- 2) 1. Bxc4
- 3) 1. ... Bxh4 or 1. ... Nxh4
- 4) 1. ... Bxg5
- 5) 1. Qxh5
- 6) 1. ... Nxc4

- 7) 1. Qxb4
- 8) 1. ... Bxg4
- 9) 1. Nxd7
- 10) 1. ... Qxd4+
- 11) 1. bxc5
- 12) 1. Rb8+

34 *Winning material: D*

- | | |
|----------------|-----------------|
| 1) 1. ... Qxf4 | 7) 1. Nxd6 |
| 2) 1. ... Rxc2 | 8) 1. Rxe7 |
| 3) 1. ... Rxd5 | 9) 1. cxd5 |
| 4) 1. ... Qxc3 | 10) 1. ... Qxc3 |
| 5) 1. ... d1Q | 11) 1. c8Q |
| 6) 1. Nxe7+ | 12) 1. ... Qxa4 |

35 *Mate in one: G*

- | | |
|------------|-------------|
| 1) 1. Qc5# | 7) Drawing |
| 2) 1. Ba5# | 8) 1. Nb7# |
| 3) 1. Nb3# | 9) 1. Rc3# |
| 4) 1. Nc6# | 10) 1. Ne6# |
| 5) 1. Bb7# | 11) 1. Na6# |
| 6) 1. b5# | 12) 1. Nb5# |

36 *Mate in one: H*

- | | |
|-----------------|-------------|
| 1) 1. Qf7# | 7) 1. Bd3# |
| 2) 1. ... Qh4# | 8) 1. Qh7# |
| 3) 1. ... Qxh2# | 9) 1. Rxd8# |
| 4) 1. Qd6# | 10) 1. Qf1# |
| 5) 1. ... Rc6# | 11) 1. Bf7# |
| 6) 1. cxb8Q# | 12) 1. Ne7# |

37 *Creating mate: A*

- | | |
|-----------------------|------------------------|
| 1) ♖h6, ♜g6; ♔h8, ♙g8 | 7) ♖c5, ♜b5; ♔a4, ♙a3 |
| 2) ♖f6, ♙g6, ♗g5; ♔h6 | 8) ♖e5, ♜h7, ♚d8; ♔f7 |
| 3) ♖f8, ♚h7, ♜g5; ♔h8 | 9) ♖h6, ♙g7, ♜f6; ♔h8 |
| 4) ♖c6, ♚a8, ♙b7; ♔b8 | 10) Drawing |
| 5) ♖c4, ♙c1, ♙b3; ♔a3 | 11) ♖c3, ♜c4, ♙c6; ♔a4 |
| 6) ♖c4, ♚a6, ♜c5; ♔a5 | 12) ♚h7, ♜g5; ♔h8, ♙g8 |

38 *Mate (#), stalemate (=) or play: A*

- | | |
|----------------|----------------|
| 1) 1. ... Ba5 | 7) Bxb4 |
| 2) = | 8) 1. ... Rxc6 |
| 3) # | 9) = |
| 4) 1. cxd3 | 10) # |
| 5) 1. ... Nxc7 | 11) # |
| 6) # | 12) = |

39 *Mate (#), stalemate (=) or play: A*

- | | |
|------------|---------------|
| 1) 1. Qg7# | 7) = |
| 2) 1. Kh5 | 8) # |
| 3) = | 9) = |
| 4) 1. b4 | 10) = |
| 5) 1. Be5 | 11) # |
| 6) # | 12) 1. ... f5 |

40 *Defending / Mix: c*

- | | |
|-----------------|------------------------|
| 1) 1. ... hxc5 | 5) 1. d5 |
| 2) 1. ... Nd5 | 6) 1. Qe5 |
| 3) 1. Bf4 | 7) 1. Bb5 |
| 4) 1. Bxc5 Qxc5 | 8) 1. ... Bxa4 2. bxa4 |

- 9) 1. ... Ne7
- 10) 1. ... Qd8

- 11) 1. Qa2
- 12) 1. ... Rb1

41 Defending / Mix: D

- 1) 1. Nxe5
- 2) 1. Ra4
- 3) 1. ... Bb4
- 4) 1. ... Bxe2
- 5) 1. Bd3
- 6) 1. Qa2

- 7) 1. Na4
- 8) 1. ... Bb4
- 9) 1. Kd3 (1. Kd1 Nc3#)
- 10) 1. ... Qf8
- 11) 1. Qa1
- 12) 1. Kxc1 (1. Rxc1 Na3# ; 1. Nxc1 Na3#)

42 Winning material: E

- 1) 1. Rxb7
- 2) 1. ... bxc3 2. Qxc3
- 3) 1. Nxd7 Rxd7
- 4) 1. ... Bxa6
- 5) 1. ... Rxh4
- 6) Drawing

- 7) 1. Nxb3
- 8) 1. ... cxb3
- 9) 1. ... Bxh1 2. Rxh1
- 10) 1. Qxd7
- 11) 1. Qxb4 (1. Qxc7? Qe1#)
- 12) 1. Nxc5

43 Mate (#) or check (+): A

- 1) + 1. ... hxg3 ep
- 2) + 1. Qe4
- 3) #
- 4) + 1. Qxe4
- 5) #
- 6) 1. ... Kxh2

- 7) + 1. ... Kh8
- 8) #
- 9) + 1. ... Ke5
- 10) #
- 11) 1. ... Kd5
- 12) #

44 Choose the correct capture: A

- 1) 1. Bxb2 (1. Bxe7? b1Q+)
- 2) 1. ... exd3! (1. ... exf3? 2. Bxf5)
- 3) 1. ... Rxd8 (1. ... Bxd8 2. Qc8#)
- 4) 1. fxe5 (1. Qxe5 Qb1+)
- 5) 1. Rxe2 (1. Nxe2? Bxa5)
- 6) 1. ... Qxe5 (1. ... Rxe5 2. Ra8+)
- 7) 1. ... Nxf5 (1. ... Qxf5? 2. Qxe3; 1. ... gxf5?

- Qxe3)
- 8) 1. ... Nxf6 (1. ... Bxf6? 2. Qxg4; 1. ... Bxf3 2. Bxg7)
- 9) 1. Rxe6 (1. Rxe6 Rb1+)
- 10) 1. Nxe2 (1. Kxe2? Bxa5)
- 11) 1. ... Kxc6 (1. ... Kxe7? 2. c8Q)
- 12) 1. ... Nxd6 (1. ... Qxd6 2. Qxa8)

45 - Test: A

- 1) 1. Qxb8# (mate in one)
- 2) 1. Bxe6 Bxe6 2. Qxe6 (twofold attack)
- 3) 1. Bxa8 (capture an unprotected piece)
- 4) ♖d7 (creating mate)
- 5) 1. Nxc4 dxc4 (profitable exchange)
- 6) 1. Bf5# (mate in one)

- 7) ○ 0-0 ○ 0-0-0 ● X
- 8) 1. ... Nc6 (defending: moving away)
- 9) 1. Rg7# (mate in one)
- 10) 1. ... b3 (defending:)
- 11) 1. ... Bxb8 (capture an unprotected piece)
- 12) 1. Nf5 (defending: Interposing)

46 - Test: B

- 1) 1. Bf6 (retain the last pawn)
- 2) ♜b3 (creating mate)
- 3) 1. Nxe4 Nxe4 2. Rxe4 (twofold attack)
- 4) 1. Rxg4 (defending: capturing)
- 5) 1. Qh4# (mate in one)
- 6) 1. Nxc5 (capture an unprotected piece)

- 7) 1. Rxg2 (getting out of check)
- 8) 1. ... Nc5# (mate in one)
- 9) 1. ... bxc4 (profitable exchange)
- 10) 1. ... Bg7 (defending: protecting)
- 11) 1. Kg1 (1. Kf1 Re1#) (getting out of check)
- 12) 1. h5# (mate in one)

47 - Test: c

- 1) 1. Rg8# (mate in one)
- 2) 1. ... Nd3+ (defending: moving away)
- 3) 1. Bf3 (retain the last pawn and stop the passed pawn)
- 4) Drawing
- 5) stalemate
- 6) 1. ... Qh2# (mate in one)

- 7) Drawing
- 8) 1. Qg8# (mate in one)
- 9) 1. Bxa6 (profitable exchange)
- 10) ♖d1 (creating mate)
- 11) 1. Qxg1 (capture an unprotected piece)
- 12) 1. Kh1 (1. Bg3? Qxb6) (capture an unprotected piece)

48 - Test: D

- 1) 1. Kxc3 (capture an unprotected piece)
- 2) 1. c7+ (passed pawn)
- 3) 1. Bxa6# (mate in one)
- 4) 1. Rxc6 (defending: capturing) (reduce loss of material)
- 5) 1. ... bxc3 (profitable exchange)
- 6) 1. ... Kg8 2. h7+ Kh8 (defending against a passed pawn)

- 7) 1. ... Qxf2# (mate in one)
- 8) 1. ... Nf6 (1. ... Kh7 2. Rh8#) (capture an unprotected piece)
- 9) ♖h1 (creating mate)
- 10) 1. ... a3 (defending: protecting)
- 11) 1. Qh8# (mate in one)
- 12) 1. Qxb6 Qxb6 2. Bxb6 (twofold attack)

49 - Test: E

- 1) 1. ... Rxf3# (mate in one)
- 2) 1. Qxd6 (1. Rxd6? Qc1#) (twofold attack)
- 3) 1. ... b6 (defending: protecting)
- 4) 1. Qxh6# (mate in one)
- 5) 1. Bxc7 (capture an unprotected piece)
- 6) 1. Ne4 (defending: Interposing)

- 7) 1. Kc2 (1. Ka2 Ra1# (mate in one))
- 8) Rd8 (creating mate)
- 9) 1. ... Bc8 (defending: Interposing)
- 10) 1. ... Qd5 (defending: moving away)
- 11) 1. dxc5 (capture an unprotected piece)
- 12) 1. ... Qc4# (mate in one)

50 - Test: F

- 1) Qe8 (creating mate)
- 2) Drawing
- 3) Drawing
- 4) 1. g4# (mate in one)
- 5) 1. ... Kg4 (passed pawn)
- 6) 1. Nxc5 or 1. Bxc5 (twofold attack)

- 7) 1. Bxd8 (profitable exchange)
- 8) 1. Qf6# (mate in one)
- 9) 1. Kc1 (1. Ke1 Rb1#) (getting out of check)
- 10) 1. Bxa4 (defending: capturing)
- 11) 1. Bxb6 (defending: capturing)
- 12) 1. ... Bh3# (mate in one)

51 - Test: G

- 1) 1. Qf6# (mate in one)
- 2) 1. ... Qe7 (defending: moving away)
- 3) Be5 (creating mate)
- 4) 1. ... Rxc4 (twofold attack)
- 5) 1. Qh6# (mate in one)
- 6) 1. Qxd4 (capture an unprotected piece)
- 7) 1. ... Kc8 (1. ... g2 2. Kb7 g1Q 3. c8Q+)

- (defending against a passed pawn)
- 8) stalemate
- 9) 1. ... Nxc2
- 10) 1. g4
- 11) 1. ... Ke5
- 12) 1. Qe4# (mate in one)

52 - Test: H

- 1) 1. Rg8 (passed pawn)
- 2) 1. ... Nxd5 (defending: capturing)
- 3) 1. Qg6 (creating mate)
- 4) 1. Kb8 (1. Kb7 h1Q+) (passed pawn)
- 5) 1. Rxe7+ (capture an unprotected piece)
- 6) 1. Qc1# (mate in one)

- 7) 1. ... Rf8 (defending: protecting twice) Protecting
- 8) 1. Nxd5 or 1. Bxd5 (twofold attack)
- 9) 1. Qxh6# (mate in one)
- 10) 1. ... Kg8 (1. ... Kh7 2. Rxc7#) (mate in one)
- 11) 1. Bxf8 (profitable exchange)
- 12) 1. ... Qa2# (mate in one)

53 - Test: I

- 1) 1. ... axb5 (profitable exchange)

- 2) 1. Nb1 (defending: moving away)

- 3) 1. h6# (mate in one)
- 4) 1. Kh1 (1. Kf1 Qg1#) (getting out of check)
- 5) Ne7 (creating mate)
- 6) 1. e6 Kxe6 2. Kxd4 (exchanging)
- 7) 1. Bf8# (mate in one)

- 8) 1. Qxf3 (capture an unprotected piece)
- 9) 1. ... Bxe2 (capture an unprotected piece)
- 10) 1. ... Bxh4 (twofold attack)
- 11) 1. Rg6# (mate in one)
- 12) 1. ... Bf3 (defending: Interposing)

54 - Test: J

- 1) 1. Bc6# (mate in one)
- 2) 1. ... Rxc7 (twofold attack)
- 3) 1. g7 (winning material)
- 4) 1. ... Ba6 (defending: protecting)
- 5) 1. Nxe4 (profitable exchange)
- 6) 1. Qg4# (mate in one)
- 7) 1. Qxh7 (capture an unprotected piece)

- 8) 1. Qxg6+ (capture an unprotected piece)
(defending: moving away met Capturing)
- 9) 1. Rh7# (mate in one)
- 10) 1. Ke1 (1. Kc1 Qd1#) (getting out of check)
- 11) 1. Nxe8 (profitable exchange)
- 12) Ne4 (creating mate)

55 - Test: K

- 1) 1. ... Bg3 (defending: moving away)
- 2) 1. ... Qa2# (mate in one)
- 3) 1. hxg4 (1. Bxf3 Nxf2#) (getting out of check)
- 4) 1. ... Bxf2 (capture an unprotected piece)
- 5) ♔a1 (creating mate)
- 6) Drawing
- 7) 1. Qe3# (mate in one)

- 8) 1. ... Qxe4 (1. ... Qxh5 2. Nf6#) (getting out of check)
- 9) 1. Bxe5 (1. Nxe5? Rxd4) (twofold attack)
- 10) 1. ... Nc6 (defending: Interposing)
- 11) 1. ... Qxc3# (mate in one)
- 12) 1. ... cxb6 (1. ... axb6 2. a7) (choose the correct capture)

56 - Test: L

- 1) 1. ... Rxc3 (capture an unprotected piece)
- 2) 1. Qg5# (mate in one)
- 3) 1. Nxb4
- 4) ♔g2 (creating mate)
- 5) 1. Rxd4 ((choose the correct capture)
- 6) 1. ... Bxb3 (defending: capturing)

- 7) 1. ... Rf8# (mate in one)
- 8) 1. ... Nxc6 (1. ... Rxc6 2. Rd8#) (twofold attack)
- 9) 1. Qd8# (mate in one)
- 10) 1. Ke3 (1. Kxe5? Nc6#) (getting out of check)
- 11) 1. ... Nxf5 (defending: capturing)
- 12) 1. ... Kb8 (1. ... Ka7? 2. Kc7)