300 HARD-HITTING PROBLEMS TO HONE YOUR SKILLS!

CHESS QUIZ!

FRED REINFELD
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Fred Reinfeld
INTRODUCTION

In writing this book I have made use of the guiding idea which underlies my *Chess Mastery by Question and Answer* and *Chess for Amateurs*. That is to say, I have given the reader an opportunity to work out practical, typical problems such as arise in everyday chess in over the board play. The reactions of the readers of these earlier books have indicated that chess players welcome active participation rather than passive sponging up of ideas presented in predigested form.

The present work has been written with the primary purpose of providing an intensive drill for players who desire to improve their combinative skill. Instead of presenting principles and examples in the time-honoured form, I have varied the procedure by giving each reader a chance to find the proper play through his own unaided efforts. He is not supplied the basic idea of each combination — he must find it for himself, just as he must find it in his own games. The reader is not told the precise goal of each combination — he must discover it by himself, just as in his own games. *Whatever the goal may be, he must find the most economical method in each instance.*
The 300 problems have been divided into three categories: easy, intermediate and frankly difficult. Thus each grouping becomes progressively more arduous as the reader proceeds on his way. He may grade himself on each quiz in the following manner:

**MASTER STRENGTH:** 18 correct solutions.

**CLUB PLAYER STRENGTH:** 16 correct solutions.

**AMATEUR STRENGTH:** 14 correct solutions.

**AVERAGE STRENGTH:** 10 to 13 correct solutions.

Most readers will fall into the last group. Anyone who fails to solve half of these problems correctly, should thereby be spurred on to obtain additional experience and devote himself to further study. In any event, any reader who studies these problems with the requisite care should be able to increase his combinative skill considerably.

FRED REINFELD
FIRST QUIZ
**WHITE MOVES**

From a simultaneous exhibition by Yates.

**BLACK MOVES**

An early Spielmann combination.

**WHITE MOVES**

A win from Reshevsky’s child prodigy days.

**WHITE MOVES**

How does White save the menaced Queen?
BLA CK MOVES
Think twice here!

WHI TE MOVES
A deceptively simple position. White's play is amazingly economical.

BLA CK MOVES
A "harmless" position.

WHI TE MOVES
Occupation of the seventh rank is the key to the win.
The winning method requires precision.

White is a piece down and his Queen is attacked.

White’s lead in development tells.

Is Black’s position worth a piece?
From a Tarrasch Defense to the Queen’s Gambit.

Can White exploit the critical weakness of Black’s Kingside?

White’s Rooks are very strong.

Awkward development is quickly punished. Instructive play by White.
17

White takes advantage of the clumsy position of his opponent’s pieces.

18

There is only one winning move!

19

A typically piquant Tartakover winning move.

20

A pretty win by one of the younger Russian masters.
**FIRST QUIZ**

1. White has an overwhelming attacking position and can win in many ways. The quickest and most elegant is 1. Qg6!, leaving Black helpless.


3. White wins with the interesting move 1. Rg3.

4. White plays 1. Qxh7+! Kxh7 2. hxg6#! Obvious, but pretty.

5. Black’s command of the seventh rank leads to a surprising finish: 1. … Qc4+! 2. Nxc4 bxc4#.

6. At first sight one would take this ‘simple’ position for a sure draw. And yet 1. Rb7! and Black must resign! For if 1. … Rg8 2. Rh7#; if the Rook moves along the fourth rank, then 2. Rb8+ also leads to mate.

7. Curiously enough, Black wins the Queen with 1. … Ne3!, for if 2. fxe3 Qh4+ forces mate.

8. White wins neatly with 1. Rf7! which leaves Black the sad choice of giving up his Queen or being mated.

9. Here is a combination often encountered in actual play: 1. … Bh2+ 2. Kh1 Bg3+ 3. Kg1 Rh1+ 4. Kxh1 Qh4+ 5. Kg1 Qh2#. Note that 1. … Rh1+! 2. Kxh1 Qh4+ fails because of 3. Qh3.

10. White has given up a piece for the attack, but he regains it with interest by playing 1. Rxhr7!. Black has no good reply, for example 1. … Rxg6 2. Rxc7 Bd7 3. Nb7; or 1. … fxe5 2. Rxg7+ Qxg7 3. Qg7+ Kg7 4. Nf5+, etc.
11. 1. Bxc6! is decisive: Black is mated or he must lose the Queen.

12. White’s forces are scattered and his Rook on f1 is overburdened. The result: 1. … Qxf3+! and Black forces mate.

13. Black has three Pawns for a piece and apparently a promising game. However 1. Qxf8+! Kxf8 2. Nd7+ is decisive.

14. Here is a variant of a frequently seen sacrifice: 1. Qxh7+! Kxh7 2. Rh3+ Kg8 3. Rh#. Black’s negligence in leaving the long diagonal denuded of protection proved fatal.


16. Black seems to have an excellent game, but he loses a piece in a manner which is as neat as it is unexpected: 1. Nc3 Qd6 2. Ne4. Black was at fault here in not providing more carefully for the security of his Bishop.

17. White wins the exchange with 1. Ne5. For if 1. … Rf6 then 2. Bg5 does the trick; or if 1. … Qxb3 then 2. axb3 Rd6 3. Nf7, etc.

18. White wins with 1. Rh8 Rxa7 2. Rh#. Black can postpone the decision for a while with his Rook, during which White’s King approaches the Rook to put an end to the checks. A classic endgame position.

19. White wins a piece with 1. c6! by taking advantage of the unprotected state of Black’s Queen.

20. Black wins with 1. … Bb5!, pinning the Queen and also threatening … Qd1#.
SECOND QUIZ
Spielmann finds a nonchalant winning move.

An ancient theme in ultra-modern form. The Black Queen's Knight is in danger!

A quick win for Dr. Bernstein.

Apparently a position barren of resources for both players.
White is in trouble, or is he?

This one was missed by Torre who was in great time pressure.

A critical position: it is do or die for White.

Black has a decisive continuation, overlooked by two strong players.
**WHITE MOVES**

Fine reveals the power of the two Bishops.

**WHITE MOVES**

White wins material with a neat move.

**WHITE MOVES**

White has two winning continuations.

**WHITE MOVES**

Euwe wins a Pawn by a clever manoeuvre.
33

**WHITE MOVES**
A Capablanca win.

34

**BLACK MOVES**
Black resigned in this position! What did he miss?

35

**WHITE MOVES**
Another win missed in actual play.

36

**BLACK MOVES**
Is this position as level as it looks?
Should Black rely on defense or attack?

Euwe wins against Stoltz (from a Hastings Christmas Tourney).

Black has gobbled the Queen’s Knight’s Pawn.

White is apparently secure, but he has overlooked something.
21. White plays the debonair 1. Qh6!, for after 1. … Qxe1+ 2. Bf1 Black is helpless.

22. White wins a Pawn in familiar fashion with 1. Nxf7 Kxf7 2. Qh5+, etc.

23. Black’s position is very inferior, but one would hardly expect his immediate downfall with 1. g4! Qxc2 2. Rd2 and the Queen is lost!

24. Black wins the Queen by 1. … Bd4!, for if 2. Qxd4 Qxe1#.

25. White has hoped to salvage his pinned Queen by pinning the pinning Rook (!), but Black upsets his calculations with 1. … Qh4+.

26. Black wins by means of the double pin 1. … Bf5!.

27. Black’s attack seems to be crushing, but White has two ways of escaping. The solution: 1. Qf8+! Rxf8 2. Rxf8#. There is a second way, which, however, only draws and cannot therefore be considered the proper solution: 1. Rxf2 Qxc1+ 2. Rf1 Rxg2+ 3. Kxg2 Qxa3 4. Nf7+ Kg8 5. Nh6+, etc.

28. Black wins with 1. … Qe1+ 2. Bf1 Bb3. This win was missed in actual play.

29. White utilizes the power of his Bishops to win the exchange with 1. c6!.

30. White takes advantage of his opponent’s weak Pawn position to win a Pawn with 1. Nxd6 Nxd6 2. Qxc6, etc.

31. White has two winning methods: 1. d6! Bxd6 2. Rxd6
and White is a piece to the good. The second winning method is even more curious: 1. Qxa8! Bxh2+ 2. Kxh2 Qxa8 3. d6 f6 4. d7 Qd8 5. Ne1 Kf7 6. Nc2 a5 (White threatened Nb4 with decisive effect) 7. b4! a4 8. b5 and wins.

32. A neat forking combination: 1. Qd8+ Kg7 2. Qxf6+ Kxf6 3. Nxe4+ and White, with a Pawn to the good, wins the ending easily.

33. White removes the blockader with 1. Qe5+ and 2. Qxd6.

34. From a famous game in which Black resigned at this point because he saw no way to save his Bishop. However, 1. ... Bg1! would have won White’s Queen.

35. 1. Rxh7+! forces mate in a few moves. Overlooked in actual play.

36. 1. ... Re1+! is decisive. This is a kind of combination for which there are numerous opportunities.

37. Black wins a Pawn with 1. ... Nxd4+!. Many players would be so intent on removing the Black Rook from attack that they would miss this trick.

38. White has just sacrificed a piece in order to win Black’s Queen with 1. Rd8+.

39. Black’s Queen has wandered far afield. 1. Na4! wins the Queen — drastic punishment for Pawn-grabbing.

40. White’s pieces are very awkwardly situated. Black exploits this with 1. ... Rc8, winning the Queen.
THIRD QUIZ
**WHITE MOVES**

White must be careful!

**WHITE MOVES**

White’s Bishops are all-powerful as Black finds to his cost.

**WHITE MOVES**

White has two winning lines.

**BLACK MOVES**

Black is not hampered by the pin.
Another win which was overlooked by first-rate players.

A harmless-looking position.

Just how secure is White’s position?

White’s Queen has wandered far afield. The refutation is simple.
Here it is Black’s Queen that has wandered far afield.

An amazingly simple solution!

A pretty Tarrasch win.

White wins on the seventh rank. The theme often gives rise to artistic play.
BLACK MOVES
Clever and indirect utilization of a pinning motif.

BLACK MOVES
Black missed a pretty win here.

WHITE MOVES
An astonishing combination, but an easy one to find.

BLACK MOVES
An elegant combination decides.
A Morphy classic.

Black succumbs quickly. The finish is surprisingly drastic.

There is a right way and a wrong way to try to win here.

An early Euwe win.
THIRD QUIZ

41. White can win with 1. b7 and then moving his King to the King-side in reply to repeated checks; or he can win by moving his King at once. He must beware of 1. Rf8+ Kc7 2. g8Q? Rxg8 3. Rxg8 and Black is stalemated.

42. White wins a piece with 1. Ba5 Bf8 (else the Queen is lost) 2. Qc3 Bb4 3. B or Qxb4.

43. White wins with 1. Qxa8 Qxa8 2. Rc8+ Rg8 3. Rxa8 Rxa8 4. e6, etc. Another way is 1. Be7!.

44. The great Steinitz has just played Nxc4? relying on the fact that the Queen’s Pawn is pinned. Black calmly replies 1. … dxc4! since White cannot play 2. Qxb7? Rxd1#.

45. Black wins the Rook with 1. … Qxa1, for if 2. Qxf4 Qa8+ and mate follows. Very curious!

46. Despite the seemingly harmless appearance of the position, White plays 1. Nb5 and there is no way to ward off the loss of the exchange.

47. 1. … Nxd4 wins a Pawn. White’s Knight is overburdened.

48. Black wins at least a piece with 1. … Rb4, for if 2. Qxc6 Bb7.

49. The sacrifice of White’s Queen is decisive: 1. Qxh7+! Kxh7 2. Rh5+ Kg8 3. Ng6 Rf6 4. Rh8+ Kf7 5. Rf8#.

50. White wins simply and elegantly with 1. Rxb6+ Qxc6 2. Rxa2+ and mate next move.

51. Black seems to have a solid defensive position, but 1. Rg4+! crushes all further resistance.
52. White wins the Queen by playing 1. Re7!.

53. Black wins the Queen by playing 1. ... Re1! 2. Qxe1 Nxf3+. An effective example of no less than three pins.

54. Black overlooked that he could force mate in two with 1. ... Qh1+!, etc.

55. White forces a curious mate with 1. Qxg7+! Kxg7 2. Bf6+ followed by 3. Rh4, etc.

56. A remarkable position. Black wins the Queen by 1. ... Bxf2+!. If 2. Kxf2 Nxe4+ or if 2. Qxf2 Nd3+. An amusing example of the Knight's forking powers.

57. A Morphy finish: 1. Rf8+ Qxf8 2. Rxf8+ Rxf8 3. Qxg6#.

58. White wins with 1. Qd1+ Kg5 2. Qd2+ f4 (King moves lead to a quick mate) 3. Rc5, winning Black's Queen.

59. White wins a piece with 1. Nd5!. Note that the 'brilliant' 1. Qxg7+ would not achieve the same objective, for 1. ... Kxg7 2. Nd5+ Qe5, etc.

60. This seems to be one of those positions in which there is an interesting struggle between attack and counter-attack. Actually, White mates in two: 1. Qh8+! Bxh8 2. Rxf8#.
FOURTH QUIZ
WHITE MOVES

White’s Bishop is an interested spectator.

BLACK MOVES

Black has time for a counter-attack.

WHITE MOVES

Black’s setup is solid, but not safe!

WHITE MOVES

White wins with amazing rapidity.
Vidmar wins energetically.

Black’s first move is paradoxical. Hence it may be difficult to find.

One of those positions which seem barren of possibilities.

The Bishop is lost!
**WHITE MOVES**

Easy, but tricky!

**BLACK MOVES**

White’s Queen is out on a limb. The consequences are catastrophic.

**WHITE MOVES**

Flohr must resign in short order!

**WHITE MOVES**

The mighty Lasker decides the issue at once.
Another Morphy classic.

The strongest move for Black’s Queen is of great practical value.

Double attack forces the win.

Rubinstein is forced to resign when the game has barely started.
Morphy shows his virtuosity with the Knights.

White seems to have nothing better than exchanging Queens.

Rubinstein utilizes the heavy concentration of Black’s forces.

Tarrasch finds a quickly decisive continuation.
FOURTH QUIZ

61. The open position of Black’s King allows a startling finish: 1. Qf7+ Rxf7 2. exf7#.

62. Despite the menace of the advanced Pawns, Black calmly stops to win a Pawn with 1. … Rxg3+!. Capture of the Rook would lead to mate, so that White must decline the ‘gift’.

63. Taking advantage of Black’s defective development, White plays 1. Nxf7!. If 1. … Qxf7? then 2. Bh7+ wins the Queen.

64. In this harmless-looking position, White has a surprising mate: 1. g4+ Kg6 2. Qe8+ and 3. Qh5#.

65. White wins the Queen with 1. Ne7+ Kh8, then 2. (either) Nx6+, etc.

66. Black wins a piece with 1. … Qe5 2. Nxe5 Rg5 3. Nf3 Rh5+ 4. Nh2 Bc7, etc.

67. A characteristic combination in such positions: 1. Rxd5 Qxd5 2. Re8+, etc.

68. White makes use of Black’s unprotected first rank with 1. Qxe3! winning the Bishop!


70. White’s Queen has wandered too far afield, as Black demonstrates with 1. … Na2+ 2. Kb1 (or 2. Kd2 Qxb5) Nxc3+ winning the Queen.

71. White scores neatly with 1. Nxa7+!! Bxa7 2. Qa3. If
now 2. … Nh5 3. Qxa7 Nxf4 4. Qa8+ wins; or if 2. … b6
3. Rxb6! wins.

72. White wins a piece with 1. e6!.

73. White wins a piece with 1. Qd2 because of the double threat of 2. Qxh6+ or 2. Qxd7.

74. Black forces mate with 1. … Qf1+ 2. Qxf1 e2+. White has not provided against a possible discovered check.

75. Black wins with the devastating 1. … Qd6!. White has no reply.

3. Qg4+ forces mate; or if 2. … fxe6 3. Qg4+ Qg6 4. Ne7+
wins the Queen. Black was at fault in allowing his King-side to be broken up — always a dangerous proceeding.

77. Black wins with 1. … Ng3!. The unprotected state of White’s Queen proves fatal.

78. White decides the game with 1. Ng5+ Nxg5 2. Rd7+.

79. With Black’s pieces concentrated on White’s King, the following combination is almost a matter of course: 1. … Qxh2+! 2. Kxh2 hxg3+ 3. Kg1 Rh1#.

80. Black has gone in for Pawn-grabbing, with the customary result: 1. Ra1 Qb3 2. Bc2 Qb4 (or 2. … Qxb2
3. Be5) 3. Ra4 and Black’s Queen is trapped.
FIFTH QUIZ
**BLACK MOVES**
Black has a clever resource.

**WHITE MOVES**
With proper play, White’s attack decides in short order.

**WHITE MOVES**
Janowski finds an amusing finish.

**WHITE MOVES**
An old motif in a novel form. Look for the strongest move!
**WHITE MOVES**
One move reduces Black to helplessness.

**BLACK MOVES**
Black forces a won ending.

**BLACK MOVES**
Again Black forces a won ending.

**BLACK MOVES**
From a blindfold game won by Morphy.
A defensive combination by Tarrasch.

The brilliant Tchigorin is the victim of a superb attack.

Black unerringly finds the weak spot.

Are there any weaknesses in White’s position? Apparently not!
How does White win the exchange?

Tarrasch wins artistically.

Has Black overlooked something?

Who mates first?
**WHITE MOVES**

White’s attack is decisive.

**BLACK MOVES**

Flohr has castled into a murderous attack. Tylor exploits his opportunity very cleverly.

**WHITE MOVES**

The conclusion of an old but still enjoyable trap.

**WHITE MOVES**

In actual play, Bird was unable to win this ending.
FIFTH QUIZ

81. White has sacrificed a piece in the expectation of regaining it advantageously. However, by playing 1. ... Bd6! 2. Rxd6 Ne8 Black comes out the exchange to the good.

82. White wins with 1. Bh7+ Kf8 2. Qa3+ Re7 3. Bd3!.

83. White’s 1. Qxd7! is immediately decisive.

84. The quickest way is 1. Qg8+! Rxg8 2. Nf7#. A novel setting for a smothered mate.

85. 1. Na6! leaves Black without a satisfactory defense. Black is punished for the unprotected state of his Queen.

86. Black wins with 1. ... Ng4+ 2. Nxg4 hxg4 followed by ... a4! and eventually ... b5 and ... f4. With passed Pawns he wins easily.

87. Black wins quickly with 1. ... Rxe5! 2. dxe5 d4!.

88. Black forces mate quickly with 1. ... Rgx2+, etc. Hardly surprising in view of the open file and White’s lack of defensive resources.

89. Black wins a Rook by 1. ... g5! 2. fxg5 fxg5 (or 2. Qh5 Bg6), etc.

90. White smashes up Black’s King-side with 1. Nxd7 Kxd7 2. Be5.

91. Black exploits the weakness of White’s King-side with 1. ... Be6! 2. g4 Bxg4 3. hxg4 Qxg4+ 4. Kh1 Nf3. If 2. h4 Bh3+ 3. Kh1 Bxf1 4. Rxf1 Qh3+ 5. Kg1 Nf3#.

92. Black unexpectedly snatches a Pawn with 1. ... Nxd4!, for if 2. Bxd4 (if 2. Bxg4 Bxg4, etc.) Qh5! and Black avoids
the loss of a piece.

93. White forces the win of the exchange with 1. Bh6! (threat: Qxf6 followed by Bg7). Note that Black cannot try to save himself with 1. ... Ng4 because of 2. Qf8+ Kd7 3. Bb5+ with a mate in the offing.

94. The winning method is as simple as it is pretty. Black wins the Queen with 1. ... e4+! 2. Kxe4 Nc3+ or 2. Qxe4 Nc5+.

95. Black is under the impression that he is forcing the exchange of Queens with an easily won ending. Instead, he loses his Queen after 1. Ng4+! hxg4 2. Rh1+.

96. Black threatens mate on the next move, but White’s attack hits home first: 1. Qd8+ Qf8 2. Rxh6+! Bxh6 3. Qf6+! Qg7 4. Rh1!! Qxf6 5. exf6 and mate follows!

97. White can win on material alone, but there is a quicker way: 1. QA8+ Kh7 2. Qh8+! Nhxh8 3. Rg7#.

98. 1. ... Nxe4! or 1. ... Nb3! forces White’s resignation.

99. There is an elegant win with 1. Rh5! gxh5 2. Qf6#.

100. In actual play this ending was drawn! White wins with 1. b6+! Kxb6 2. Ba5+ Kc6 3. Bxc7 Kxc7 4. Kb5 or 1. ... Bxb6 2. Kb5! and again White wins easily.
**BLACK MOVES**

Tarrasch puts the passed Pawn to good use.

**WHITE MOVES**

From the 1921 World Championship Match.

**WHITE MOVES**

White’s attack hits home first.

**WHITE MOVES**

Black’s position on the long diagonal is shaky.
The same comment applies, with colours reversed.

A neat Nimzowitsch combination.

White forces the win at once.

In this position, Tartakover overlooked the win of a Rook.
Here Edward Lasker overlooked the win of a piece.

Rubinstein misses a decisive material gain.

Here Yates overlooked a forced win.

Even this desperate position has hidden resources!
Can Black avoid the loss of a piece?

Black has over-extended himself.

White has a decisive move.

What crushing move is at Black's disposal?
Black decides the game at once.

White missed a forced win against Dr. Lasker.

What is Black’s most effective continuation?

Steinitz has a curious winning move against Blackburne.
SIXTH QUIZ


102. White forces a neat mate with 1. Qxf8+! Qxf8 2. Rxh7#.

103. There is a quick mate with 1. Qxg6+, etc.

104. White wins a piece with 1. Qxh5!, for if 1. ... Nhx5 2. Nxf7#.

105. 1. ... Qxh4! is decisive: if 2. gxh4 Bh2#. Black’s magnificent attacking position, coupled with White’s lack of defensive facilities, spells disaster for White.

106. Black concludes neatly with 1. ... Nf2+ 2. Kg2 Bh3+ 3. Nhx3 Qf3+ 4. Kg1 Nhx3# or 4. ... Qh1#.

107. White wins with 1. Nb5 as Black cannot play 1. ... Rxb7? because of 2. axb7 and the Pawn queens!

108. White wins a Rook with 1. Qe5! attacking the loose Rook and threatening mate with Qe8+, etc.

109. Black missed an opportunity to win a piece here with 1. ... c3!. A curious position.

110. In this position, Black could have won White’s Queen with 1. ... Be3!.

111. Black accepted a draw here, although he could have won with 1. ... Qf1+ 2. Kg4 Qe2+ 3. Kxh4 (or 3. Qf3 f5+) g5+ Kg3 Bf4+.

112. White’s Queen is lost because of the pin by the Bishop, but he wins by means of a counter-pin: 1. Rxe6
Bxf4+ 2. Rxf4, etc.

113. Black wins a piece with 1. ... Qxf6! (not 1. ... gxf6? 2. Qxd8+ Kxd8 3. Bxf6+) 2. Bxf6 Bb4+, etc. A terrible surprise for White!


115. White takes advantage of Black’s unprotected first rank to play 1. Nd6! Qf6 (if 1. ... Rf8 2. Nf7+) 2. Nxf7+ Qxf7 3. Qd8+ winning easily.

116. Black wins a piece with 1. ... Rd2!, for if 2. Qxd2 Nxf3 simultaneously threatening mate and attacking the Queen.

117. Black wins with the beautiful move 1. ... Ne4!. Another example of the inadequately protected first rank.

118. White missed the following rather easy win: 1. Rh4 Qe5 2. Rh8+! Kxh8 3. Qh4+ Kg8 4. Qh7+ Kf8 5. Qh8#.

119. Black wins a piece with 1. ... Qxd3 2. cxd3 Nf2+. Another example of the inadequately protected first rank.

120. White forces the win of a piece by 1. g6! Qxg6 (if 1. ... hxg6 2. Ng5 wins) 2. Bxg7 and Black cannot capture the Bishop because of Rg1.
SEVENTH QUIZ
**BLACK MOVES**

Black forces a quick win.

Euwe puts his finger on the weak spot in White’s game.

**BLACK MOVES**

The best defense is attack.

The Rooks are irresistible. Prove this in the quickest way.
**BLACK MOVES**

White’s position has a terrible weakness.

**WHITE MOVES**

Black’s material superiority is meaningless.

**WHITE MOVES**

Black’s King is vulnerable.

**WHITE MOVES**

White cleverly utilizes the pinning motif.
Black’s Bishops are dynamite!

Black has a crushing move.

Atkins finds a neat diversionary manoeuvre.

There is a mate in the offing.
**WHITE MOVES**

Black’s Queen is overburdened.

**BLACK MOVES**

White’s pieces are poorly placed for defensive purposes.

**BLACK MOVES**

White’s Knight has ventured too far to a7.

**WHITE MOVES**

White’s position can stand a few sacrifices. His play is inspired!
Blackburne decides the game in brilliant style against Steinitz.

A dashing Marshall combination.

White’s superior development is decisive.

White cuts his opponent’s lines of communication.
SEVENTH QUIZ

121. Black wins with 1. ... Bxf3+! 2. Kxf3 Qh1+ and if 3. Kg4 Qe4#.

122. Black wins the Queen with 1. ... Rxf1+! 2. Kxf1 Bd3+.

123. Black’s Rook is en prise, but he wins by putting another piece en prise: 1. ... Bxd5!.

124. Black wins neatly with 1. ... g3! as the Bishop cannot move.

125. Black wins a piece in this apparently harmless position with 1. ... Bxd4+! 2. Qxd4 Nxc3 3. Qxd8 Nxe2+. White failed to reckon with the interpolated check.

126. White winds up a brilliant attack with 1. Rxc6+! Qxc6 2. Qb4#.

127. White wins with 1. Rxb7 Rxb7 2. Qxa6 Qd7 3. Qa8+, etc.

128. 1. Qg6! (double pin!) leaves Black nothing better than giving up the Queen with 1. ... Qxf6.

129. Black’s Bishops assert themselves with 1. ... Bf3! 2. Qf2 Bh4! winning at least the exchange.

130. Black has a winning move in 1. ... Qh6!. If for example 2. Kh2 Qxh3+! 3. Kxh3 Rh6#.

131. White forces the game with 1. Re8! Qxe8 2. Qf6. Black’s Queen is overburdened.

132. Black forces through his attack with 1. ... Re1! 2. Rxe1 Rxe1. White suffers from a combination of an inadequately protected first rank and an overburdened Queen.
133. 1. Bh4! leaves Black without a satisfactory reply: 1. … Qg7 2. Qd8+! Nxd8 3. Rxd8#. Again a case of an overburdened Queen.

134. Black has a quick mate with 1. … Rd1+ 2. Kc2 Rd7+!. White’s forces are scattered and he has indulged in injudicious Pawn-grabbing.

135. Black plays 1. … Nd4! (naturally not 1. … Qxa7 2. Qxe6) and the venturesome Knight is trapped.

136. White wins incisively with 1. Rc8+! Qxc8 2. Qxg7+ Rxg7 3. Rxg7#. Again an overburdened Queen and inadequate protection of the last rank.

137. 1. Rd7! Qxd7 2. Nh6+ wins the Queen.

138. White wins with 1. h5! Nxe5 2. Qf5 g6 3. Rxh5+ gxh5 4. Qf6#. The combination of an exposed King and poor development was more than Black’s position could stand.

139. There is a neat mate in four with 1. Nf6+! gxf6 2. Qf8+! Kxf8 3. Bh6+ Kg8 4. Re8#. Black’s lack of development tells the story.

140. White wins prettily with 1. Rc7! cutting off the Black Queen’s protection of the King-side.
EIGHTH QUIZ
Blackburne’s most famous combination.

White (Tchigorin) has two winning methods.

Dr. Lasker forces an elegant win.

What is Black’s best move?
**WHITE MOVES**

Nimzowitsch drives away the hostile Queen.

**WHITE MOVES**

The winning method is not easy to find.

**BLACK MOVES**

From a game that made Miss Menchik famous.

**WHITE MOVES**

A Tchigorin gem. His King’s Pawn is important.
White’s position is ripe for demolition.

Black has an amusing and crushing move, but not too obvious!

Capablanca demonstrates the power of the Knight.

The position of Black’s Queen is precarious.
Capablanca smashes up White’s position.

Can White save his Rook? Apparently there is no hope for him.

Naidorf has a surprising winning method.

White’s Queen plays an important part in the attack.
White wins a piece.

Black’s pieces are poorly placed for defense. White’s combination sparkles!

Can White save his threatened Knight?

An example of Nimzowitsch’s ability to tie up his opponent’s pieces.
EIGHTH QUIZ


142. The quickest win is 1. Re8!. Black suffers from not having his pieces developed fully or harmoniously.

143. Black’s pieces are unfortunately posted for defensive purposes, so that White winds up drastically with 1. Rхh6+! Kg8 2. Nxf6+ Kf7 3. Qg6# or 1. ... gxh6 2. Nxf6+ Kh8 3. Qg8#.

144. Black wins a piece neatly with 1. ... d3! 2. hxg4 (if 2. Qxd3 Qxd3, etc. and if 2. cxd3 Bxe2 3. Qxe2 Qc4+, etc.) dxe2 3. Qxe2 (if 3. Qxd8 exf1Q+) Q4+. The unprotected position of White’s Bishop has been neatly exploited.

145. White wins by attacking the overburdened Queen: 1. Re8! Qxe8 2. Qxf6+ Kg8 3. Bh6 and it is all over.

146. At first sight this one is a puzzler, for if 1. Bd3 Ke3 2. Bf1 Kf2 3. Bh3 Kg3 4. Bf5 Kf4; with similar doings after 1. Bh3 Kg3, etc. The win: 1. Bс8! f2 (other moves are answered by c5 followed by Bа6) 2. Bh3 Kg3 3. Bf1 and wins.

147. Black wins at least a Pawn with 1. ... Nхg4! for if 2. Bхg7 Nxf2, etc. When Bishops face each other along a masked diagonal, there is always some danger involved for the unprotected Bishop.

148. 1. Rхg7! is decisive. If 1. ... Rh8 2. Qx5+! leads to mate.

149. Black wins with 1. ... Bхh2! 2. Qхg2 Qхh4+ 3. Kg1 Rg3, etc.
150. Black is already the exchange ahead, and wins more material with 1. ... Bf8!. No matter how White replies, he must lose a piece.


152. It is always risky to have one’s Queen on the same file with a hostile Rook, as Black soon discovers to his sorrow: 1. Nd5! Qd8 2. Rxc8! wins the Queen (2. ... Bxc8 3. Nxf6+ or 2. ... Qxc8 3. Ne7+).

153. White, by playing f3, has somewhat weakened the diagonal leading to his King. Black exploits this weakness in masterly style by playing 1. ... Nxd4! 2. cxd4 R8xc5! with an easy win (if 4. dxc5 Qxc5+ and White can resign).

154. Going in for a headlong attack, Black has overlooked the murderous counter of 1. Qxf7+! Rxf7 2. Re8#. Again the unprotected first rank leads to catastrophe.

155. Instead of retreating his Queen, White simply plays 1. d6! leaving Black helpless.

156. White has an unconventional mate in 1. Qxh6+! gxh6 2. Bf6#.

157. White wins prettily with 1. hxg4!, for if 1. ... Qxg3 2. Ne7+ Kh8 3. Rxh7+!, etc.

158. White has sacrificed a piece for the following finish: 1. Rxe7+! Kxe7 Bh6+! Kxh6 3. Qg5#.

159. A typically original Nimzowitsch finish: 1. Ne6+! exf4 (else a Rook is lost) 2. Bg7#.

160. Black has allowed himself to be tied up in knots and succumbs to the following appropriate conclusion: 1. Qxe7+! Nxe7 2. Ne6#!.
NINTH QUIZ
161

**WHITE MOVES**

How does White utilize the promotion theme?

162

**WHITE MOVES**

Again attack is the best defense.

163

**BLACK MOVES**

Black has a forced mate.

164

**WHITE MOVES**

White’s Knights are agile in the hands of a wizard like Lasker.
**WHITE MOVES**

Black’s first rank is vulnerable, but how?

**BLACK MOVES**

Black wins a piece. Find the quickest way.

**BLACK MOVES**

Black seizes the attack.

**BLACK MOVES**

Black bludgeons his opponent into submission.
Black's forces are deflected from the defense.

The discovered check is the key to the win.

White's forces are scattered, but the smashing finish is surprising.
**White Moves**

Black’s King is too insecure.

**Black Moves**

Black’s Bishop is an interested spectator.

**White Moves**

Steinitz wins a piece.

**Black Moves**

The h-file proves useful. White’s previous play has been careless.
Black’s attack hits home first.

A Blackburne blindfold brilliancy.

White wins, but not in the most obvious way! Bernstein at his best.

Reti breaks through in what is apparently a blocked position.
NINTH QUIZ

161. Black has gone Pawn-hunting, exposing himself to the following fine finish: 1. Qxd8+! Rxd8 2. f8Q+ Rxf8 3. Rxf8+ Nxf8 4. Nf7#.

162. Both players are in danger, but White has the first word with 1. Bd5! which gives him a winning attack.

163. Black wins (and against Marshall!!) with 1. ... Qg2+!! 2. Nxg2 hxg2+ 3. Kxg2 (or 3. Kg1 Bf3) Bf3+ 4. Qxf3 exf3+ 5. Kg1 Rf5 followed by ... Rfh5 and mate.


165. Black appears to have an easy win (if 1. Qd8+ Qf8). However, the unexpected 1. Re2!! is at once decisive. Black loses because of his inadequately protected first rank.

166. The surprise move 1. ... d4! wins a piece, for if 2. Qxd4 Qa1+, etc.

167. Despite his exchange to the good, Black appears to be in some distress. However, he has a neat way out with 1. ... Rxg2+! 2. Kxg2 Rf2+ 3. Kg3 Qf3+ 4. Kh4 Qe4+ and mate follows.

168. The game has barely left the opening stage, but Black has a forced win with the thunderbolt 1. ... Qd2+!! which leaves White without any resource. Beware of unmasked discovered checks!

169. It is no wonder that in this position, apparently so barren of tactical possibilities, that two such players as
Euwe and Flohr overlooked the following forced win:
1. … Bh6!! 2. Re1 (if 2. Bxh6 Qf2+ and mate in two) Bxe3+
3. Qxe3 Rf1+! winning the Queen. Another case of an inadequately protected first rank.

170. The deadly discovered check cannot function directly because of … Nxe5. The difficulty is easily solved with 1. Qxc4!.

171. White quickly demolishes his opponent’s weakened King-side with 1. Bh6+! Kg8 2. Nxc6, etc.

172. Still another example of an inadequately protected first rank: 1. … Qe1+! Bxe1 Ne2+ 3. Kh1 Rf1#.

173. White has sacrificed a piece for an attack which succeeds quickly because Black’s pieces are not properly posted for defensive purposes: 1. Qh6+ Kf6 2. Rf5+! Kxf5 3. Qxf4#.


175. 1. Nh5! wins a piece.

176. Black makes the open h-file tell with 1. … Rxh2+! 2. Kxh2 g5! 3. Qf5 (else … Qh8+ forces mate) Bxf5, etc.

177. Black’s attack comes through first: 1. … Qa3+!! 2. Kxa3 Nc4#.

178. White scores neatly with 1. Nxe6! fxe6 2. Qxe6+ Kh8 3. Qe7 Qg8 4. Rxe7+! Qxe7 5. Qxe7+ Nf8 6. Qxf8+, etc.

179. A famous Blackburne finish: 1. … Qg1+! 2. Rxe1 Nf2+ 3. Kg2 Bh3#.

TENTH QUIZ
**BLACK MOVES**

Black wins prettily.

**WHITE MOVES**

One brusque move forces Black's capitulation.

**WHITE MOVES**

White clears the path for his King's Rook's Pawn.

**WHITE MOVES**

White's Queen plays an important role.
White’s concentration of force on the h-file achieves results.

White’s Bishop has one right move.

Black wins neatly.

White’s occupation of the last rank proves useful. The diversion comes just in time.
Illustrating finesses of Pawn promotion.

How does Black’s Bishop participate in the attack?

White forces his opponent’s resignation with … ?

Black sacrificed a Rook for this position.
Capablanca demonstrates the power of the Rooks on the seventh rank.

White wins a piece.

A clever combination by Tarrasch is a sermon on the evils of Pawn-grabbing.
**BLACK MOVES**

White is in a mating net.

**BLACK MOVES**

In actual play both masters failed to fathom the position.

**WHITE MOVES**

Black’s incomplete development spells trouble.

**WHITE MOVES**

White’s powerful attacking position decides.
Tenth Quiz

181. There seems to be plenty of fight left in the position, but Black has an immediately decisive thrust: 1. ... Ng4! and White is helpless.

182. Black has erred in weakening the long diagonal and is drastically punished with 1. Qh5!. There is no defense.

183. White exploits the unprotected state of Black's King's Rook and King's Bishop with 1. Bf6! Rxg1 2. Rxe1 Bd6 3. Rg8+ Bf8 4. h5 and Black is powerless against the further advances of the Pawn.

184. White has a problem mate with 1. Qe7+! Rxe7 2. Nf6#.

185. The Queen sacrifice is obvious, but a fine point is needed to make it convincing: 1. Qxh7+! Kxh7 2. Ng6+ Kg8 3. Rh8+ Kf7 4. Rf8+! Qxf8 5. d6#. Beware of masked discovered checks, as in #168.

186. White has a pretty mate which was missed in actual play: 1. Bf8+ Bh5 2. Qxh5+! gxh5 3. Rh6#.

187. The curious move 1. ... Nh3+! is decisive: 2. Rxe3 (if 2. gxe3 Qxf2+ and mate follows) Qxe4 and White cannot capture, as his first rank is not adequately protected.

188. A finish reminiscent of #184: 1. Qg7+! Bxg7 2. Nf6#.

189. A good example of the power of passed Pawns: 1. Re8+! Nxe8 (if 1. ... Rxe8 2. Rxe8+ Nxe8 3. d8Q) 2. Rxe8+! Rxe8 3. g7+ Kf7 4. dxe8Q+, etc.

190. Black wins quickly with 1. ... Bh3! 2. Qxd1 (what else?) Qf2.
191. 1. Qc4! and Black must resign.

192. A famous Morphy brilliancy: 1. ... Nd3+! 2. Qxd3 (if 2. cxd3 Bb4+, etc.) exd3, etc.

193. The enormous power of the Rooks makes possible the decisive sacrifice 1. ... Qxe3!. White cannot defend the Bishop’s Pawn, nor can he play 2. fxe3 Rg2+ 3. Kh1 Rxh2+ 4. Kg1 Rcg2#.

194. White (Capablanca) takes advantage of the inadequately protected first rank by playing 1. Nh6+ Kh8 2. Qxe5! Qxe5 3. Nxf7+, etc.

195. Black’s Queen must guard the Knight on f6. This the basis for an unconventional attack: 1. g3! Qf5 2. Ng4!! and wins (if 2. ... Nfxg4 3. hxg4 winning the Queen; if the attacked Knight retreats, then 3. Nxf6+ with the same result).

196. Black takes advantage of the awkward position of White’s Queen by playing 1. ... Nb4! 2. cxb4 (2. Nxe5 Qe8 is no better) Bxb4+ 3. Bd2 Rb6. White’s Queen is trapped!

197. Black wins surprisingly with 1. ... Qf1+! 2. Rg1 Ng3+! 3. hxg3 Qh3#!.

198. Black could have won brilliantly with 1. ... Rd3! 2. Q moves (if 2. Bxd3 Qf3+ and mate next move) Qxh2+! 3. Kxh2 Rh3#.

199. Again the unadequately protected first rank. Both players overlook that White wins with 1. Rfd1 Qh5 (if 1. ... Qe6 2. Bxc6 Nxc6 3. Qxc6!) 2. Bxc6 Nxc6 3. Rxd8+ Nxd8 4. Qe8#. Another way is 1. Bxc6 Nxc6 2. (either) Rd1 leading to the same win.

200. White continues forcefully with 1. Bxf6!, for if 1. ... gxf6 2. Nh6 is deadly.
ELEVENTH QUIZ
201

_White Moves_
Black’s Queen has too many burdens.

202

_Black Moves_
Black resigned in this position!

203

_White Moves_
White decides the game at once.

204

_White Moves_
White has a beautiful win.
What is the most forceful method for White?

Can Black save himself?

The game is still in the opening, and yet …

A subtle manoeuvre decides.
Black’s King is precariously situated in the centre.

Black’s game is hopelessly cramped.

Black’s King is helpless. But how does White start the ball rolling?
WHITE MOVES
White’s attack hits home first.

WHITE MOVES
White’s Knights perform superbly.

WHITE MOVES
White looks for the best move.

WHITE MOVES
Black’s position is less solid than it looks.
**WHITE MOVES**
Black’s King is on the open e-file.

**WHITE MOVES**
One of Marshall’s prettiest combinations.

**BLACK MOVES**
A Pillsbury blindfold gem.

**BLACK MOVES**
White’s attacking formation is deceptive.
ELEVENTH QUIZ

201. One addition to the attacking forces decides the game immediately: 1. Ra7! and Black has no satisfactory reply.

202. Black is in a terrible predicament, from which he could have extricated himself with 1. … Rxa2!!. Instead, he resigned.

203. Black’s position seems most promising, but he has overlooked a deadly stroke: 1. Qh6! forcing mate!

204. A curious position, in which White forces the win with 1. Rxe5! Qxe5 2. Ng6!. The observant reader will have recognised this position as a more elaborate setting of #77.

205. White’s splendid attacking position gives him the opportunity for 1. Qxg5! Bg6 (… fxg5 allows mate in two) 2. fxg6!.

206. Black is apparently lost, but he finds a clever resource to save the game: 1. … Rc6!! (if 2. Rxc6? a1Q+ 3. Kh2 Qe5+ followed by … Q×Q).

207. In this seemingly innocent position, White has a forced win with 1. Qxg7+!! Kxg7 2. Rg3+ Kh6 3. Bc1+, etc.

208. White wins elegantly with 1. Bf7+ Kh8 2. Be8!!.

209. It is clear that something drastic is likely to happen to Black’s King, but the finish is artistic: 1. Rxe5+ dxe5 2. Qxe5+! Qxe5 3. Bc6+ Rxc6 4. Rd8#.

210. A most unusual conclusion: 1. Bb5!! wins the Queen, for if 1. … Qxb5 2. Ne7+ Kh8 3. Qxh7+! Kxh7 4. Rh1#.
211. Black is tied up in knots, and the end comes quickly: 1. Qxf7+! Kxf7 2. Nh6+ Kf8 3. Rg8+ Ke7 4. Rg7+ Kf8 5. Rf7#.

212. The exposed position of Black’s King allows his opponent to take liberties: 1. Qxg7+! Bxg7 2. Rf7+ Kd6 3. Nb5+ Kd5 4. c4+ Ke4 5. Re1#.


214. White (Yates) wins by 1. Ng5!! Black resigned because of the following possibilities: 1. … Qxg5 2. Rh8+! or 1. … Rf8 2. Ngxf7! Rxf7 3. Nxg6 leaving Black defenseless.

215. Black is overtaken by a catastrophe: 1. Qh7+ Kf8 2. Qh8+ Ke7 3. Nf5+! exf5 4. Bc5#.


217. 1. Qd7+!! Bxd7 2. Nd6+ Kd8 3. Nf7+ Kc8 4. Re8+! Bxe8 5. Rd8#

218. White (Marshall) decides the game with a really exquisite move: 1. Bh6!! and Black resigns!


TWELFTH QUIZ
**WHITE MOVES**

Yates missed a pretty win here.

Again the Black King is on the e-file.

**BLACK MOVES**

White's Queen is in danger.
The Bishops assert themselves.

Black wins a piece.

The long diagonal plays its proverbial role.

White wins a piece. The hostile King is not adequately guarded.
BLACK MOVES
How does Nimzowitsch break through?

Another brilliant Nimzowitsch breakthrough.

WHITE MOVES
What is White's strongest move?

Capablanca blundered in this position.
A brilliancy prize win by Gunsberg.

White relies on the pinning motif.

A far-sighted combination by White.

Black simplifies neatly. (Missed in actual play.)
237

**BLACK MOVES**

What is the strongest discovered check?

**WHITE MOVES**

How is White to continue the attack?

239

**BLACK MOVES**

An ingenious Marshall win.

240

**WHITE MOVES**

Spielmann forces his opponent’s resignation.
TWELFTH QUIZ

221. White wins a piece by a delightful combination: 1. Rd8+! Rxd8 2. Nxd8 Bd5 3. Ne6!! and one of the Bishops must go, as Black cannot guard against the double threat of Nc7+ and Nxg7+.

222. Black’s pieces are posted very poorly for defensive purposes, so that White forces the game with 1. Bf6! gxf6 (or 1. … Rg8 2. Qxg7+! Rxg7 3. Rd8+, etc.) 2. exf6 Rg8 3. Rd8! and Black is helpless.


224. White’s Queen has wandered too far afield. Black plays 1. … Rh6 2. Qg5 Nf3+! 3. gxf3 Rg6 winning the Queen.

225. Black winds up the game explosively with a problem-like finish: 1. … Qh4+!! 2. Kxh4 Bf2+ 3. Kg5 h6#!.


227. Black wins a piece in astonishing fashion with 1. … d5!! White’s King’s Bishop must sit tight, for if 2. Bxd5 (or 2. Qxd5) Qxc3+!! 3. bxc3 Ba3#.

228. Once more the strength of the long diagonal is demonstrated, for 1. Bxe4 wins a piece: 1. … dxe4 2. Qh5!!.

229. A characteristically profound Nimzowitsch finish:
1. … b4! 2. axb4 Rxb4! 3. gxf3 g3 4. fxg3 c3+! 5. bxc3 a3 and wins.

230. Another Nimzowitsch combination: 1. … Rb4!! 2. cxb4 (or 2. Bxb4 axb4 3. cxb4 Kb5, etc.) a4 3. b5+ Kxb5 4. Ba3 c3 5. Rb1 Kc4 and wins.

231. A tricky position. White wins at least the exchange with 1. Bg5! (but not 1. Qxd7? or 1. Rxd7? then Black wins by playing a Rook to d8).

232. 1. Rxe8! Qxe8 2. Qa4! wins.

233. Black has an overwhelming superior position and forces the game with 1. … Nb3! (the main variation is 2. Re2 Rxf2+ 3. Rxf2 Nd2+).

234. White exploits the exposed position of the hostile King with the pretty move 1. Rb3!.


238. Black seems to be adequately protected, but White wins with 1. Bxb7! Rxb7 2. Rxb7+ Kxb7 3. Qg2+ and mate is unavoidable.

239. Black (Marshall) wins by force: 1. … Qf1+ 2. Kh4 Qg2 3. h3 Qe4! 4. Qa3 g5+ 5. Kxh5 Qe2+! 6. g4 Qe8#.

240. White (Spielmann) wins beautifully with 1. Qxc6!! Qxc6 2. Nxf7+ Kh7 3. f6+ Re4 4. Rg7#.
An unexpected combination wins quickly for White.

Rubinstein utilizes the long diagonal.

Black is helpless against the Rooks.

Black’s King suffers the usual fate of an exposed monarch.
And here the Black King is much less secure than one would think.

White finds a charming conclusion which is most artistic.

A magnificent finish from an R.A.F. Tournament.

Black exploits White’s helplessness on the first rank.
**WHITE MOVES**

White wins a piece.

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**WHITE MOVES**

Another dramatic example of Pawn promotion. Black’s defenses break down.

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**WHITE MOVES**

Another example of Pillsbury’s splendid blindfold play.

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**BLACK MOVES**

Black cuts off the flight of White’s King.
Another striking example of Pawn promotion.

White’s Queen is insecure. How can Black prove this?

How does White save everything?

White utilizes the long diagonal in striking fashion.
Pillsbury wins quickly.

A brilliant combination from one of Janowski’s odds-games.

Black’s attack is easily repulsed.

The winning method requires precision.
THIRTEENTH QUIZ

241. A neat sacrifice of the Queen with an even neater sequel: 1. Qxh7+! Kxh7 2. Rh5+ Kg8 3. Ng6! and mate follows.


243. White’s stranglehold on the g-file decides quickly: 1. Qe2! Qh7 2. Rxe6! dxe6 3. Rg5 followed by Rh5 winning the Queen.

244. Black threatens mate, but he is forestalled by 1. Qxc5+!! Kxc5 2. Ba3+ Kc4 3. Bb5+ Kxc3 4. Rbc1#!.

245. White has a charming mating combination with 1. Qxg6+! Kxg6 2. Bf5+ Kg5 3. Be3+ Kh4 4. g4+ Kh3 5. Bf2+ Kg5 6. h4#. If 2. … Kh5 3. g4+ Nxg4 4. Rh3+ Kg5 5. Ne4# and if 3. … Kg5 4. Be3+ Kh4 5. Bf2+ Kg5 6. h4#.

246. Still another immolation of the White Queen: 1. Qh5+! gxh5 2. Nh5#!.

247. White wins in fine style with 1. Rxb5! axb5 (if 1. … Rxe7 2. Rc5+ Rc7 3. Qxc7+ Qxc7 4. Rxc7+ Kxc7 5. h6) 2. a6! bxa6 (if 2. … Qxe7 3. Qxe7 Rxe7 4. a7!) 3. Qxa6+ winning Black’s Queen.


249. White wins a piece with 1. c5! Be7 (or 1. … bxc5 2. dxc5 Be7 3. Bxf6) 2. d5! threatening both Bxf6 and d6.

250. Black has abandoned his first rank to its fate: 1. Re8+! Nxe8 2. Qc3+ Ng7 3. Qg7+! (removes the blockader) Kxg7
4. h8Q+, etc.

251. One of Pillsbury’s blindfold finishes: 1. Qe5 (or 1. Qf4) Qc8 2. Qd6! followed by Rb8+!.

252. Black concludes forcefully with 1. … Re2!! 2. Bxe2 Ne4 and mate is unavoidable.

253. White (Mieses) wins with 1. Qe8+! Rxe8 2. Rxe8+ Bxe8 3. c7+ Rxf3 4. c8Q#.


255. In this position, so dangerous for both players, White wins with 1. Rfxg6+! fxg6 2. Qe7+ Qf7 3. Rxe6+! Kxe6 4. Ne5+, etc.

256. This is surely one of the prettiest combinations on record: 1. Nf5!! Qxh4 2. Qh5!! and Black resigns.


258. White (Janowski) giving Knight odds, brings off a magnificent finish: 1. Bxg6! Qxh4 2. Bf7+!! Kxf7 3. Rg7+ Ke6 4. Re7#.

259. Black lacks adequate defensive resources: 1. Qh5 h6 2. f6 Nh1 3. Qg6! fxg6 4. Ne7+ Kh8 5. Nxg6#.

260. White has various ways of winning, the quickest being 1. Qe6+ Kxc7 2. Rb7+ Kd8 3. Nc6+! and mate in two.
FOURTEENTH QUIZ
The presence of White’s King and Queen on the same diagonal is unhealthy.

Black wins a piece.

White wins elegantly.

Should Black withdraw the Queen from attack, or does he have some other resource?
Capablanca is punished for not having castled.

Black’s attack strikes home first.

White has a pretty forced mate.

An inspired combination wins for White.
A classic win by Canal.

White brings off one of the greatest combinations on record.

Torre resigned in this position.

How can White make progress?
Black has a magnificent position. The strongest attack is hard to find.

White wins by a subtle manoeuvre.

White’s virtually undefended King-side is taken by storm.

Again the united Rooks show their power.
Mieses wins with one of the most beautiful moves ever played.

White wins by vigorous play.

White breaks through in an apparently blockaded position.

Botvinnik works out a clever combination.
FOURTEENTH QUIZ

261. Black has a winning combination with a surprising first move: 1. … Nd4! 2. Qxb7 Qxh3+ 3. Kg1 Ne2+ 4. Kf2 Qe3+ and mate in two more moves.

262. There is a curious win by 1. … Rh6 2. Qg4+ Qxg4 3. Nxg4 Rh1+! 4. Kxh1 e3+ 5. Kg1 exd2 6. Ne3 Bf3, etc.

263. White wins in amusing fashion with 1. Qg8+! Kxg8 2. Ne7+ Kf8 3. (either) Ng6+ hxg6 4. Nxg6#.

264. Instead of moving his menaced Queen, Black leaves his opponent helpless with 1. … Rxd4!!.

265. White clamly leaves his Queen en prise and plays 1. exf6!! Qxc2 (after 1. … Qxh4 2. fxg7 Rg8 3. f6! White has an easy win) 2. fxg7 Rg8 3. Nd4! Qe4 (if 3. … Qxc3 4. (either) Re1+ Ne5 5. Rxe5+ Kd2 6. Re7+ Kd6 7. Nb5+) 4. Rae1 Nc5 5. Rxe4+ Nxe4 6. Re1, etc.


268. White’s important pieces are ruthlessly disposed of in order to mate with minor pieces: 1. Re8+! Rxe8 2. Qg4+! Qxg4 3. Nf6#.


270. White wins by a series of magnificent forcing moves: 1. Qg4! Qb5 2. Qc4! Qd7 3. Qc7!! Qb5 4. a4! Qxa4 5. Re4!!

113
Qb5 6. Qxb7! and Black resigns. Yet another case of an inadequately protected first row.

271. White resigned at this point, although he could have won with 1. Rd6!! Rxd6 (if 1. … cxd6 2. f7, etc.) 2. g8Q+ Kd7 3. Qf7+ Kc6 4. Qe8+ Kb6 5. Qe3! and wins.

272. The position is so barricaded that there seems to be no way for White to break through. But he finds a way: 1. Bxc5! dxc5 2. Rxc5+! bxc5 3. Qe5+ and wins.

273. Black wins with a beautiful combination: 1. … Ng3+! 2. hxg3 (or 2. Qxg3 Rxg3 3. hxg3 Qe2) Qh4+! 3. gxh4 Rh3#.


277. Black (Mieses) wins the Queen with an exquisite combination: 1. … Rg3!! 2. Qxg3 Bh4!.


279. White smashes up the barricaded position with 1. Nxf5!! Qxf5 2. Rgx3+! hxg3 3. Rgx3+, etc.

FIFTEENTH QUIZ
Who wins?

Bondarevsky has a combination with an unexpected sting. An echo of a problem theme.

How does White prove the soundness of his previous sacrifice?

White repulses the attack elegantly.
A diabolically clever utilization of Pawn promotion.

Can Black save the game?

White’s next move decides at once.

White can hardly be blamed for missing this subtle forced win.
Black wins prettily.

A famous brilliancy prize win.

White wins a piece.

Capablanca wins the Queen.
**WHITE MOVES**

White wins in very brilliant style.

**WHITE MOVES**

The first move is obvious …

**WHITE MOVES**

A remarkable fine combination.

**BLACK MOVES**

A masterly combination by Stahlberg.
Black Moves

One of the greatest combinations.

White Moves

Pawn promotion is still effective! White smashes all obstacles vigorously.

White Moves

The Knights cooperate with comical effectiveness.

White Moves

White's attack is carried through superbly.
FIFTEENTH QUIZ

281. A superb combination: 1. Rxh7+!! Kxh7 2. Qe7+ Kg6 3. Rg8+ Kf5 4. Rxg5+! Kxg5 5. Qg7+ Kf5 6. Qd7+ winning the Queen.

282. White deflects Black’s Knight from the defense: 1. Rh8+ Kf7 2. Be8+!! Nxe8 3. Kg5 and Black cannot stop mate.

283. White has sacrificed a piece for an attack which he concludes successfully with 1. Ng5!! Rxg5 2. Rh3.

284. White’s position seems hopeless, but he extricates himself with the winning move 1. Nf5!!. Again the inadequately protected last rank tells the story.

285. White puts the KRP to good use: 1. Qxg7+! Kxg7 2. h8Q+! Rxh8 3. Rg5+ Kf8 4. Rxh8+ and mate next move.

286. Black simplifies cleverly with 1. … Rxd5+! 2. Qxd5 Bg6+ 3. Qe4 Bxe4+, etc.

287. Black is in a bad way and 1. Qh5! finishes him off directly.

288. White missed the pretty win 1. Nf6+!! gxf6 2. exf6 and Black cannot guard against the double threat of Qxf8+ and Qg3+.

289. Black wins with the surprise move 1. … Qe5!.

290. Another ‘immortal’: 1. … Ne2+! 2. Rxe2 Rf1+! 3. Kxf1 Qh1+ 4. Kf2 Ng4#.

291. White begins a sly attack against Black’s inadequately protected first rank with 1. h3!! Black must capture the Rook’s Pawn. Then comes 2. Qxf3!! Rxf3 (if
the Rook moves away, White captures the Knight or plays Qd3) 3. Rc8+! Bxc8 4. Re8+ and mate follows.

292. White has sacrificed a piece to win by means of a series of perfectly timed moves: 1. d6+! Ke6 (note 1. ... Kxd6 loses the Queen and if 1. ... Kd8 2. Qb6+ wins) 2. Qb3+ Kf5 3. Qd3+ Kg4 (if 3. ... Ke6 4. Qc4+ Kf5 5. Qg4#) 4. Qe3+ Kf5 (if 4. ... Kh5 5. g4+ Kh4 6. Qh6#) 5. Qe4+ Ke6 (or 5. ... Kg5 6. Qh4+ Kf5 7. Qg4#) 6. Qc4+ and wins.

293. Black’s precarious position is stormed with 1. Nfg5!! fxg5 2. Nf6!! Bxf6 3. Be4 and mate cannot be prevented!

294. The end comes with surprising suddenness: 1. Nf5 Rg8 2. Be5!!.

295. A conclusion which seems to have come out of a problem: 1. Rxd5+! cxd5 2. Nd3+! exd3 3. f4#.

296. Another unusual conclusion for over the board play: 1. ... Rd4+!! 2. Qxd4 Qh2! and White has no good move.


298. Black’s King is a very poor blockader: 1. Qh8+! Kxh8 2. g7+ Kg8 3. Bh7+, etc.

299. The quiet move 1. Nca4!! leaves Black helpless, for instance 1. ... Rd8 2. Na8+ Kc8 3. N4b6#.

300. Black is crushed by 1. g6! h6 2. Qxh6+! gxh6 3. g7+ Kg8 4. gxf8Q+ Kxf8 5. Rxd8+ and wins.
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